.bookmarks . . . 5
1.1 Development Cycle . . . 5
Creating and Deleting Indexes . . . 5
Diagnostic Tools . . . 5
Django and MongoDB . . . 5
Monitoring . . . 5
Older Downloads . . . 6
PyMongo and mod_wsgi . . . 6
Python Tutorial . . . 6
Recommended Production Architectures . . . 6
Shard v0.7 . . . 6
v0.8 Details . . . 6
v0.9 Details . . . 7
v1.0 Details . . . 7
v1.5 Details . . . 7
v2.0 Details . . . 7
Building SpiderMonkey . . . 7
Documentation . . . 7
Dot Notation . . . 8
Dot Notation . . .
Getting the Software . . . 8
Language Support . . . 8
Mongo Administration Guide . . . 8
Working with Mongo Objects and Classes in Ruby . . . 8
MongoDB Language Support . . . 9
Community Info . . . 9
Internals . . . 9
TreeNavigation . . . 9
Old Pages . . . 10
- Storing Data . . . 10
- Indexes in Mongo . . . 10
- HowTo . . . 10
- Searching and Retrieving . . . 10
  - Locking . . . 10
- Mongo Developers' Guide . . . 10
- Locking in Mongo . . . 10
- Mongo Database Administration . . . 11
- Mongo Concepts and Terminology . . . 11
- MongoDB - A Developer's Tour . . . 11
- Updates . . . 11
- Structuring Data for Mongo . . . 11
- Design Overview . . . 11
- Document-Oriented Datastore . . . 11
- Why so many "Connection Accepted" messages logged? . . .
- Why are my datafiles so large? . . . 12
- Storing Files . . . 12
- Introduction - How Mongo Works . . . 12
- Optimizing Mongo Performance . . . 12
- Mongo Usage Basics . . . 12
- Server-Side Processing . . . 12

Home . . . 13
- Quickstart . . . 13
- Downloads . . . 15
  - 1.0 Changelist . . . 17
  - 1.2.x Release Notes . . . 17
  - 1.4 Release Notes . . . 18
  - Ubuntu and Debian packages . . . 19
  - Version Numbers . . . 20
  - Getting Started . . . 20
- Drivers . . . 21
  - C Sharp Language Center . . . 22
  - Driver Syntax Table . . . 23
  - Javascript Language Center . . . 23
  - JVM Languages . . . 24
  - Python Language Center . . . 24
  - PHP Language Center . . . 24
    - Installing the PHP Driver . . . 27
    - PHP - Storing Files and Big Data . . . 27
    - Troubleshooting the PHP Driver . . . 27
  - Ruby Language Center . . . 27
    - Ruby Tutorial . . . 29
      - Replica Pairs in Ruby . . . 33
    - GridFS in Ruby . . . 34
    - Rails - Getting Started . . . 37
    - Rails 3 - Getting Started . . . 39

MongoDB Data Modeling and Rails . . . 41
Object Mappers for Ruby and MongoDB . . . 45
Ruby External Resources . . . 46
Frequently Asked Questions - Ruby . . . 48
Java Language Center . . . 49
Java Driver Concurrency . . . 50
Java - Saving Objects Using DBObject . . . 50
Java Tutorial . . . 51
Java Types . . . 55
C++ Language Center . . . 56
C++ Tutorial . . . 56
Connecting . . . 60
Perl Language Center . . . 60
Contributing to the Perl Driver . . . 61
Perl Tutorial . . . 62
Online API Documentation . . . 62
Writing Drivers and Tools . . . 62
Overview - Writing Drivers and Tools . . . 62
bsonspec.org . . . 63
Mongo Driver Requirements . . . 63
Spec, Notes and Suggestions for Mongo Drivers . . . 67
Feature Checklist for Mongo Drivers . . . 67
Conventions for Mongo Drivers . . . 68
Driver Testing Tools . . . 68
Mongo Wire Protocol . . . 68
BSON . . . 73
Mongo Extended JSON . . . 75
GridFS Specification . . . 76
Implementing Authentication in a Driver . . . 78
Notes on Pooling for Mongo Drivers . . . 80
Driver and Integration Center . . . 82
Error Handling in Mongo Drivers . . . 82
Developer Zone . . . 82
Tutorial . . . 83
Manual . . . 88
Connections . . . 89
Databases . . . 90
Commands . . . 90
Mongo Metadata . . . 101
Collections . . . 101
Capped Collections . . . 101
Using a Large Number of Collections . . . 103
Data Types and Conventions . . . 103
Internationalized Strings . . . 104
Object IDs . . . 104
Database References . . . 105
GridFS . . . 107
Indexes . . . 107
Geospatial Indexing . . . 110
Indexing as a Background Operation . . . 113
Multikeys . . . 114
Indexing Advice and FAQ . . . 114
Inserting . . . 117
Legal Key Names . . . 119
Schema Design . . . 119
Trees in MongoDB . . . 121
Optimization . . . 124
Optimizing Storage of Small Objects . . . 126
Query Optimizer . . . 127
Querying . . . 127
Advanced Queries . . . 129
Dot Notation (Reaching into Objects) . . . 134
Full Text Search in Mongo . . . 136
min and max Query Specifiers . . . 137
OR operations in query expressions . . . 138
Queries and Cursors . . . 138
Server-side Code Execution . . . 140
Sorting and Natural Order . . . 143
Aggregation . . . 143
Removing . . . 147
Updating . . . 147
Atomic Operations . . . 151
findandmodify Command . . . 153
Updating Data in Mongo . . . 153
MapReduce . . . 155

Data Processing Manual . . . 158
mongo - The Interactive Shell . . . 159
Overview - The MongoDB Interactive Shell . . . 159
dbshell Reference . . . 161
Developer FAQ . . . 163
Do I Have to Worry About SQL Injection? . . . 165
How does concurrency work? . . . 166
What is the Compare Order for BSON Types? . . . 167
Admin Zone . . . 168
Admin UIs . . . 168
Starting and Stopping Mongo . . . 169
Logging . . . 171
Command Line Parameters . . . 171
File Based Configuration . . . 172
Hosting Center . . . 172
Amazon EC2 . . . 173
Joyent . . . 173
Import Export Tools . . . 174
GridFS Tools . . . 176
Monitoring and Diagnostics . . . 176
Http Interface . . . 178
mongostat . . . 180
mongosniff . . . 180
DBA Operations from the Shell . . . 181
Database Profiler . . . 182
Sharding . . . 184
Sharding Introduction . . . 184
Configuring Sharding . . . 188
A Sample Configuration Session . . . 190
Sharding Administration . . . 191
Sharding and Failover . . . 192
Sharding Limits . . . 192
Sharding Internals . . . 193
Moving Chunks . . . 193
Sharding Config Schema . . . 194
Sharding Design . . . 196
Sharding Use Cases . . . 197
Shard Ownership . . . 197
Splitting Shards . . . 198
Sharding FAQ . . . 199
Replication . . . 199
Replica Sets . . . 201
Replica Set Internals . . . 202
Master Slave . . . 205
One Slave Two Masters . . . 206
Replica Pairs . . . 207
Master Master Replication . . . 209
Production Notes . . . 211
Halted Replication . . . 211
Security and Authentication . . . 213
Architecture and Components . . . 214
Backups . . . 214
How to do Snapshotted Queries in the Mongo Database . . . 215
Troubleshooting . . . 215
Too Many Open Files . . . 216
Durability and Repair . . . 216
Contributors . . . 217
C++ Coding Style . . . 218
Project Ideas . . . 218
UI . . . 220
Source Code . . . 220
Building . . . 220
Building for FreeBSD . . . 220
Building for Linux . . . 221
Building for OS X . . . 222
Building for Solaris . . . 226
Building for Windows . . . 226
Boost 1.41.0 Visual Studio 2010 Binary . . . 228
Building Spider Monkey . . . 228
Database Internals . . . 229
Caching . . . 230
Cursors . . . 230
Error Codes . . . 230
Internal Commands . . . 230
Replication Internals . . . 231

Smoke Tests . . . 232
Pairing Internals . . . 232
Contributing to the Documentation . . . 232
Editing Confluence From Emacs . . . 233
Mongo Documentation Style Guide . . . 233
Community . . . 235
MongoDB Commercial Services Providers . . . 235
User Feedback . . . 236
About . . . 237
Philosophy . . . 237
Use Cases . . . 238
Use Case - Session Objects . . . 238
Production Deployments . . . 239
Mongo-Based Applications . . . 243
Events . . . 243
Roadmap . . . 248
Articles . . . 249
Benchmarks . . . 250
FAQ . . . 250
Product Comparisons . . . 251
Interop Demo (Product Comparisons) . . . 251
MongoDB, CouchDB, MySQL Compare Grid . . . 251
Comparing Mongo DB and Couch DB . . . 251
Licensing . . . 253
Books . . . 253
International Documentation . . . 254
Documentation Index . . . 254

.bookmarks

Recent bookmarks in MongoDB

This page is a container for all the bookmarks in this space. Do not delete or move it or you will lose all your bookmarks.
Bookmarks in MongoDB | Links for MongoDB

The 15 most recent bookmarks in MongoDB

There are no bookmarks to display.

1.1 Development Cycle

Redirection Notice
This page should redirect to [1.2.0 Release Notes].

Creating and Deleting Indexes

Redirection Notice
This page should redirect to Indexes.

Diagnostic Tools

Redirection Notice
This page should redirect to Monitoring and Diagnostics.

Django and MongoDB

Redirection Notice
This page should redirect to Python Language Center.

Monitoring

Redirection Notice
This page should redirect to Monitoring and Diagnostics.

Older Downloads

Redirection Notice
This page should redirect to Downloads.

PyMongo and mod_wsgi

Redirection Notice
This page should redirect to Python Language Center.

Python Tutorial

Redirection Notice
This page should redirect to Python Language Center.

Recommended Production Architectures

Redirection Notice
This page should redirect to Production Notes.

Shard v0.7

Simple auto-sharding suitable for things such as file attachment chunks.

Easy addition and removal of nodes from live systems.

v0.8 Details

Existing Core Functionality

- Basic Mongo database functionality: inserts, deletes, queries, indexing.

- Master / Slave Replication
- Replica Pairs
- Server-side javascript code execution

New to v0.8

- Drivers for Java, C++, Python, Ruby.
- db shell utility
- (Very) basic security
- $or
- Clean up logging
- Performance test baseline
- getlasterror
- Large capped collections
- Bug fixes (compound index keys, etc.)
- Import/Export utility
- Allow any _id that is unique, and verify uniqueness

Wanted, but may not make it

- AMI's
- Unlock eval()?
- Better disk full handling
- better replica pair negotiation logic (for robustness)

v0.9 Details

v0.9 adds stability and bug fixes over v0.8.

The biggest addition to v0.9 is a completely new and improved query optimizer.

v1.0 Details

v1.5 Details

v2.0 Details

Building SpiderMonkey

Redirection Notice
This page should redirect to Building Spider Monkey.

Documentation

Redirection Notice
This page should redirect to Home.

Dot Notation

Redirection Notice
This page should redirect to Dot Notation (Reaching into Objects).

Dot Notation

Redirection Notice
This page should redirect to Dot Notation (Reaching into Objects).

Getting the Software

Placeholder - $$$ TODO

Language Support

Redirection Notice
This page should redirect to Drivers.

Mongo Administration Guide

Redirection Notice
This page should redirect to Admin Zone.

Working with Mongo Objects and Classes in Ruby

Redirection Notice
This page should redirect to Ruby Language Center.

MongoDB Language Support

Redirection Notice
This page should redirect to Language Support.

Community Info

Redirection Notice
This page should redirect to Community.

Internals

Cursors

Tailable Cursors

See *p/db/dbclient.h* for example of how, on the client side, to support tailable cursors.

Set

```
Option_CursorTailable = 2
```

in the `queryOptions int` field to indicate you want a tailable cursor.

If you get back no results when you query the cursor, keep the cursor live if cursorid is still nonzero. Then, you can issue future `getMore` requests for the cursor.

If a `getMore` request has the `resultFlag ResultFlag_CursorNotFound` set, the cursor is not longer valid. It should be marked as "dead" on the client side.

```
ResultFlag_CursorNotFound = 1
```

See the Queries and Cursors section of the Mongo Developers' Guide for more information about cursors.

See Also

- The Queries and Cursors section of the Mongo Developers' Guide for more information about cursors

TreeNavigation

Old Pages

Storing Data

Redirection Notice
This page should redirect to Inserting.

Indexes in Mongo

Redirection Notice
This page should redirect to Indexes.

HowTo

Redirection Notice
This page should redirect to Developer FAQ.

Searching and Retrieving

Redirection Notice
This page should redirect to Querying.

Locking

Redirection Notice
This page should redirect to Atomic Operations.

Mongo Developers' Guide

Redirection Notice
This page should redirect to Manual.

Locking in Mongo

Redirection Notice
This page should redirect to Developer FAQ.

Mongo Database Administration

Redirection Notice
This page should redirect to Admin Zone.

Mongo Concepts and Terminology

Redirection Notice
This page should redirect to Manual.

MongoDB - A Developer's Tour

Redirection Notice
This page should redirect to Manual.

Updates

Redirection Notice
This page should redirect to Updating.

Structuring Data for Mongo

Redirection Notice
This page should redirect to Inserting.

Design Overview

Redirection Notice
This page should redirect to Developer Zone.

Document-Oriented Datastore

Redirection Notice
This page should redirect to Databases.

Why so many "Connection Accepted" messages logged?

Redirection Notice
This page should redirect to Developer FAQ.

Why are my datafiles so large?

Redirection Notice
This page should redirect to Developer FAQ.

Storing Files

Redirection Notice
This page should redirect to GridFS.

Introduction - How Mongo Works

Redirection Notice
This page should redirect to Developer Zone.

Optimizing Mongo Performance

Redirection Notice
This page should redirect to Optimization.

Mongo Usage Basics

Redirection Notice
This page should redirect to Tutorial.

Server-Side Processing

Redirection Notice
This page should redirect to Server-side Code Execution.

Home

MongoDB Documentation

Popular

- Home Page
- Developer Manual
- Sys Admin Docs
- Language Drivers
- Tutorial
- Downloads

Quick Links

- Use Cases | Philosophy
- Hosting Center
- Blog | Articles | twitter
- Source Code | Licensing | Examples | BugDB

Support

- Support forums: mongodb-user | more...
- IRC: irc.freenode.net/#mongodb
- Commercial support: 10gen
- Training: 10gen
- Consulting

Events

- Apr 22 – NYC Training
- Apr 30 – MongoSF
- May 21 – MongoNYC
- May 24-25 – MI Training
- More events

Languages and Drivers

- C | C++ | C# & .NET | ColdFusion | Erlang | Factor | Java | Javascript | PHP | Python | Ruby | Perl | More...

Quickstart

For an even quicker start go to http://try.mongodb.org/

- Unix
  - Setup
    - OS X 32-bit
    - OS X 64-bit
    - Linux 32-bit

        - Linux 64-bit
    - Running
- Windows
    - Setup
        - 32-bit
        - 64-bit
    - Making Sure It Works
- See Also

Getting started with MongoDB is easy. For a longer description, please see Getting Started.

Unix

The following instructions assume a modern *NIX distribution.

If you are running an old version of Linux and the database doesn't start, try the "legacy static" version on the Downloads page.

Ubuntu and Debian users can now install nightly snapshots via apt. See Ubuntu and Debian packages for details.

Setup

OS X 32-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/osx/mongodb-osx-i386-latest.tgz

# unpack
$ tar xzf mongodb-osx-i386-latest.tgz
```

OS X 64-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/osx/mongodb-osx-x86_64-latest.tgz

# unpack
$ tar xzf mongodb-osx-x86_64-latest.tgz
```

Linux 32-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/linux/mongodb-linux-i686-latest.tgz

# unpack
$ tar xzf mongodb-linux-i686-latest.tgz
```

Linux 64-bit

```
# make default directory for data
$ mkdir -p /data/db

# using curl, get the pre-built distro
$ curl -O http://downloads.mongodb.org/linux/mongodb-linux-x86_64-latest.tgz

# unpack
$ tar xzf mongodb-linux-x86_64-latest.tgz
```

Running

```
# run the database in the background - better would be to run in a separate terminal window if testing
./mongodb-xxxxxxx/bin/mongod &
# run the mongo shell.  by default it connects to localhost:
./mongodb-xxxxxxx/bin/mongo
> db.foo.save( { a : 1 } )
> db.foo.find()
```

For more information about the shell, see the shell reference guide.

To get started in your language, check out a driver tutorial.

Windows

Setup

32-bit

Create a the folders `data` and `db` such that `C:\data\db` exists. This is the default location for database files.

Download and extract the 32-bit .zip.

64-bit

Create a the folders `data` and `db` such that `C:\data\db` exists. This is the default location for database files.

Download and extract the 64-bit .zip.

Making Sure It Works

Start a command line and run:

```
mongodb-xxxxxxx\bin\mongod.exe
```

Start another command line and run the Mongo shell (mongo.exe, not mongo**d**.exe):

```
mongodb-xxxxxxx\bin\mongo.exe
 > db.foo.save( { a : 1 } )
 > db.foo.find()
```

For more information about the shell, see the shell reference guide.

To get started in your language, check out a driver tutorial.

See Also

- Starting and Stopping the Database

Downloads

MongoDB Downloads

Version	OS X 32 bit	OS X 64 bit	Linux 32 bit	Linux 64 bit	Windows 32 bit	Windows 64-bit	Solaris i86pc	Solaris 64	Source	Date
Production (Recommended)										
1.4.1	os x 10.5+ os x 10.4	download	download * legacy-static	download * legacy-static	download	download	download	download	tgz zip	4/14/2010
nightly	os x 10.5+ os x 10.4	download	download * legacy-static	download * legacy-static	download	download	download	download	tgz zip	Daily
Previous Release										
1.2.5	os x 10.5+ os x 10.4	download	download * legacy-static	download * legacy-static	download	download	download	download	tgz zip	4/7/2010
nightly	os x 10.5+ os x 10.4	download	download * legacy-static	download * legacy-static	download	download	download	download	tgz zip	Daily
Dev (unstable)										
1.5.0	os x 10.5+ os x 10.4	download	download * legacy-static	download * legacy-static	download	download	download	download	tgz zip	4/9/2010
1.5.x nightly	os x 10.5+ os x 10.4	download	download * legacy-static	download * legacy-static	download	download	download	download	tgz zip	Daily
Archived Releases	list	list	list	list	list	list	list	list	list	

- See Version Numbers
- The linux legacy-static builds are only recommended for older systems. If you try to run and get a floating point exception, try the legacy-static builds. Otherwise you should use the regular ones.
- Currently the mongod server must run on little-endian cpu (intel) so if you are using a ppc os x, mongod will not work.
- 32-bit builds are limited 2gb of data. See http://blog.mongodb.org/post/137788967/32-bit-limitations for more info
- See http://buildbot.mongodb.org/waterfall for details of builds and completion times.

Included in Distributions

- The MongoDB database server
- The MongoDB shell
- Backup and restore tools
- Import and export tools
- GridFS tool
- The MongoDB C++ client

Drivers

Information on how to separately download or install the drivers and tools can be found on the Drivers page.

Language	Packages	Source	API Reference
Python	bundles	github	api
PHP	pecl	github	api
Ruby	gemcutter	github	api
Java	jar	github	api

Perl	cpan	github	api
C++	included in database	github	api

See Drivers for more information and other languages.

Source Code

Source code for MongoDB and all drivers

Packages

MongoDB is included in several different package managers:

- For MacPorts, see the **mongodb** and **mongodb-devel** packages.
- For FreeBSD, see the **mongodb** and **mongodb-devel** packages.
- For Homebrew, see the **mongodb** formula.
- For ArchLinux, see the **mongodb** package in the AUR.

Documentation

Pre-Exported

You can export yourself: HTML, PDF, or XML.

Logos

MongoDB logos are available for download as attachments on this page.

Powered By MongoDB Badges

We've made badges in beige, brown, blue and green for use on your sites that are powered by MongoDB. They are available below and in multiple sizes as attachments on this page.

Training

If you're just getting started with MongoDB, consider registering for an upcoming training course.

1.0 Changelist

Wrote MongoDB. See documentation.

1.2.x Release Notes

New Features

- More indexes per collection
- Faster index creation
- Map/Reduce
- Stored JavaScript functions
- Configurable fsync time
- Several small features and fixes

DB Upgrade Required

There are some changes that will require doing an upgrade if your previous version is <= 1.0.x. If you're already using a version >= 1.1.x then these changes aren't required. There are 2 ways to do it:

- --upgrade
    - stop your mongod process
    - run ./mongod --upgrade
    - start mongod again
- use a slave
    - start a slave on a different port and data directory
    - when its synced, shut down the master, and start the new slave on the regular port.

Ask in the forums or IRC for more help.

Replication Changes

- There have been minor changes in replication. If you are upgrading a master/slave setup from <= 1.1.2 you have to update the slave first.

mongoimport

- mongoimportjson has been removed and is replaced with mongoimport that can do json/csv/tsv

field filter changing

- We've changed the semantics of the field filter a little bit. Previously only objects with those fields would be returned. Now the field filter only changes the output, not which objects are returned. If you need that behavior, you can use $exists

other notes

http://www.mongodb.org/display/DOCS/1.1+Development+Cycle

1.4 Release Notes

We're pleased to announce the 1.4 release of MongoDB. 1.4 is a drop in replacement for 1.2. To upgrade you just need to shutdown mongod, then restart with the new binaries. (Users upgrading from release 1.0 should review the 1.2 release notes, in particular the instructions for upgrading the DB format.)

Release 1.4 includes the following improvements over release 1.2:

Core server enhancements

- concurrency improvements
- indexing memory improvements
- background index creation
- better detection of regular expressions so the index can be used in more cases

Replication & Sharding

- better handling for restarting slaves offline for a while
- fast new slaves from snapshots (--fastsync)
- configurable slave delay (--slavedelay)
- replication handles clock skew on master
- $inc replication fixes
- sharding alpha 3 - notably 2 phase commit on config servers

Deployment & production

- configure "slow threshold" for profiling
- ability to do fsync + lock for backing up raw files
- option for separate directory per db (--directoryperdb)
- `http://localhost:28017/_status` to get serverStatus via http
- REST interface is off by default for security (--rest to enable)
- can rotate logs with a db command, logRotate
- enhancements to serverStatus command (db.serverStatus()) - counters and replication lag stats
- new mongostat tool

Query language improvements

- $all with regex
- $not
- partial matching of array elements $elemMatch
- $ operator for updating arrays

- $addToSet
- $unset
- $pull supports object matching
- $set with array indices

Geo

- 2d geospatial search
- geo $center and $box searches

Ubuntu and Debian packages

> Please read the notes on the Downloads page. Also, note that these packages are updated daily, and so if you find you can't download the packages, try updating your apt package lists, e.g., with 'apt-get update' or 'aptitude update'.

10gen publishes apt-gettable packages. Our packages are generally fresher than those in Debian or Ubuntu. We publish 3 distinct packages, named "mongodb-stable", "mongodb-unstable", "mongodb-snapshot", corresponding to our latest stable release, our latest development release, and the most recent git checkout at the time of building. Each of these packages conflicts with the others, and with the "mongodb" package in Debian/Ubuntu.

The packaging is still a work-in-progress, so we invite Debian and Ubuntu users to try them out and let us know how the packaging might be improved.

To use the packages, add a line to your /etc/apt/sources.list, then 'aptitude update' and one of 'aptitude install mongodb-stable', 'aptitude install mongodb-unstable' or 'aptitude install mongodb-snapshot'.

For Ubuntu Lucid (10.4) (built using a prerelease installation)

deb http://downloads.mongodb.org/distros/ubuntu 10.4 10gen

for Ubuntu Karmic (9.10)

deb http://downloads.mongodb.org/distros/ubuntu 9.10 10gen

for Ubuntu Jaunty (9.4)

deb http://downloads.mongodb.org/distros/ubuntu 9.4 10gen

for Debian Lenny (5.0)

deb http://downloads.mongodb.org/distros/debian 5.0 10gen

These packages are snapshots of our git master branch, and we plan to update them frequently, so package version numbers will be of the form YYYYMMDD; when reporting issues with these packages, please include the package version in your report.

The public gpg key used for signing these packages follows.

To configure these packages beyond the defaults, have a look at /etc/mongodb.conf, and/or the initialization script, (/etc/init.d/mongodb on older, non-Upstart systems, /etc/init/mongodb.conf on Upstart systems). Most mongodb operational settings are in /etc/mongodb.conf; a few other settings are in the initialization script. Note that if you customize the userid in the initialization script or the dbpath or logpath settings in /etc/mongodb.conf, you must ensure that the directories and files you use are writable by the userid you run the server as.

Packages for other distros coming soon!

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: GnuPG v1.4.10 (Darwin)


mQENBEtsQe8BCACm5G0/ei0IxyjVEp6EEtbEbWK1Q4dKaONtiCODwB8di+L8tlUd
Ra5QYxeyV90C+dqdh34o79enXxT6idHfYYqDdob2/kAPE6vFi4sLmrWIVGCRY++7
RPclZuezPm1sxG1TRAYEsW0VZUE9ofdoQ8xlUZDyn2BSjG8OCT2e4orRg1pHgzw2
n3hnWqJNuJS4jxcRJOxI049THIGUtqBfF8bQoZw8C3Wg/R6pGghUfNjpA6uF9KAH
gnqrC0swZ1/vwIJt9fnvAlzkqLrssYtKH0rMdn5n4g5tJLqY5q/NruHMq2rhoy3r
4MC1w8GTbP7qR83wAyaLJ7xACOKqxB3SrDFJABEBAAG0I1JpY2hhcmQgS3JldXRl
ciA8cmljaGFyZEAxMGdlbi5jb20+iQE4BBMBAgAiBQJLbEHvAhsDBgsJCAcDAgYV
CAIJCgsEFgIDAQIeAQIXgAAKCRCey+xGfwzrEGXbB/4nrmf/2rEnztRelmup3duI
eepzEtw1cv3uHg2oZXGS6S7o5Fsk+amngaWelWKfkSw5La7aH5vL4tKFKUfuaME1
avInDIU/0IEs8jLrdSWq601HowLQcxAhqNPdaGONDtHw56Qhs0Ba8GA6329vLWgZ
ODnXweiNSCDrv3xbIN6IjPyyO5AoUkxmJfD0mVtp3u5Ar7kfIw7ieGGxokaHewNL
Xzqcp9rPiUR6dFw2uRvDdVRrXFUPlgVugaHKytm15JpHmQfyzQiMdYXnIz0oofJO
WM/PY1iw+QJZ2M7PnfbTJeADXIc/EoOAJDRggih533SjhiCaT6FdPMMk6rCZ5cgl
uQENBEtsQe8BCADlNPIJZVSL2i6H9X19YK4CpEqsjIUGISMB1cDT311WFSnhfuMs
GL9xYRb8dlbyeJFFOyHNkIBmH5ekCvGRfS6qJYpcUQZZcWSjEMqBYQV5cw1efd0B
ek64jfvrsLz8+YhKzn+NI8O3nyGvpEEWvOhN4hNjwkDhYbXLvAlsqagbnSMf+Htf
3lgCGYa2gLiNIqNKWCsEVAan/Er6KS39WANGXi6ih0yjReBiU8WR6Qh2ylMi2xKw
yHnTOsbWxP0hqALUa7N4AEGCXS/qn+vUz/hcIbt+eUNy45qoZcTT3dZsWGfJqknh
RFMIuPiej7/WY4Ugzes5NG02ecDkDkpJvrSNABEBAAGJAR8EGAECAAkFAktsQe8C
GwwACgkQnsvsRn8M6xABeggAlNkqbqa12L1bgaCgnGGdCiuXB3F6/VFmSQdUKpts
EuqWH6rSp30r67PupzneX++ouh+9WD5O7gJ0kP3VQJpmXjT/QnN5ANjI4kAtRZUW
qCXlXOxVAeXHL5oiKz0NM23Xc2rNAyfBQY8+SUYrKBalNBq5m68g8oogX8QD5u2F
x+6C+QK9G2EBDD/NWgkKN3GOxpQ5DTdPHI5/fjwYFs1leIaQjjiyJwAifxB/1+w0
VCHe2LDVpRXY5uBTefF2guhVYisKY6n5wNDaQpBmA8w17it5Yp8ge0HMN1A+aZ+6
L6MsuHbG2OYDZgAk8eKhvyd0y/pAhZpNuQ82MMGBmcueSA==
=74Cu
-----END PGP PUBLIC KEY BLOCK-----
```


Version Numbers

MongoDB uses the Odd-numbered versions for development releases.

There are 3 numbers in a MongoDB version: A.B.C

- A is the major version. This will rarely change and signify very large changes
- B is the release number. This will include many changes including features and things that possible break backwards compatibility. Even Bs will be stable branches, and odd Bs will be development.
- C is the revision number and will be used for bugs and security issues.

For example:

- 1.0.0 : first GA release
- 1.0.x : bug fixes to 1.0.x - highly recommended to upgrade, very little risk
- 1.1.x : development release. this will include new features that are not full finished, and works in progress. Some things may be different than 1.0
- 1.2.x : second GA release. this will be the culmintation of the 1.1.x release.

Getting Started

Getting started with MongoDB is easy:

- Download Mongo
- Install the Software
    - Create a Directory for Data
    - Installation Layout
- Running Mongo
- Learn About MongoDB

Download Mongo

MongoDB is available either in pre-built distribution for Linux, OS X and Windows, or via source You can find the available pre-built distributions of

MongoDB on the Downloads page.

Once you have the binary downloaded, either unzip or untar the distribution. For the purposes of this document, we'll call that the "mongo home directory".

Install the Software

Installation of MongoDB is easy. Once you've downloaded the software and unpacked the distribution into the MongoDB home directory, you'll need to create a directory for MongoDB to store its data files.

Create a Directory for Data

By default, MongoDB will store data in `/data/db` on Unix-like systems (e.g. Linux and OS X), and in `c:\data\db` in Windows. MongoDB will not create these directories, so please create them. They'll need to have read, write and directory creation permissions for Mongo to perform all of its usual operations. You can also specify a different directory with the `--dbpath` flag.

You may also choose to get one of the many drivers or other tools to work with MongoDB, although the included mongo shell is enough to start experimenting.

Installation Layout

Once installed, you should see the following general structure.

```
|-- bin
|   |-- mongo                           (the database shell)
|   |-- mongod                          (the core database server)
|   |-- mongos                          (auto-sharding process)
|   |-- mongodump                       (dump/export utility)
|   `-- mongorestore                    (restore/import utility)
|-- include                             (c++ driver include files)
|   `-- mongo
|       |-- client
|       |-- db
|       |-- grid
|       `-- util
|-- lib
|-- lib64
```

Running Mongo

Running the database is as easy as starting the server. On Linux, and assuming you are in the MongoDB home directory, just type

```
$ bin/mongod
```

which will start the database. For further information on running MongoDB, please see Mongo Administration Guide

For command line help:

```
bin/mongod --help
```

To run the shell :

```
bin/mongo [--help]
```

Learn About MongoDB

Once you have MongoDB installed and running, review the tutorial.

Drivers

MongoDB currently has client support for the following programming languages:

mongodb.org Supported

- C
- C++
- Java
- Javascript
- Perl
- PHP
- Python
- Ruby

Community Supported

- REST

- C# and .NET
- Clojure
- ColdFusion
  - Blog post: Part 1 | Part 2 | Part 3
- Erlang
  - emongo - An Erlang MongoDB driver that emphasizes speed and stability. "The most emo of drivers."
  - Erlmongo - an almost complete MongoDB driver implementation in Erlang
- Factor
  - http://github.com/slavapestov/factor/tree/master/extra/mongodb/
- Fantom
  - http://bitbucket.org/liamstask/fantomongo/wiki/Home
- F#
  - http://gist.github.com/218388
- Go
  - gomongo
- Groovy
  - See JVM Languages
- Haskell
  - http://hackage.haskell.org/package/mongoDB
- JavaScript
  - A CommonJS JavaScript wrapper of the Mongo Java library (http://github.com/mrclash/narwhal-mongodb)
- PHP
  - Asynchronous PHP driver using libevent
- PowerShell
  - Blog post
- Ruby
  - MongoMapper
  - RMongo - another Ruby driver for MongoDB
- Scala
  - See JVM Languages
- Scheme (PLT)
  - http://planet.plt-scheme.org/display.ss?package=mongodb.plt&owner=jaymccarthy
  - docs
- Smalltalk

Get Involved, Write a Driver!

- Writing Drivers and Tools

C Sharp Language Center

C# Drivers

- mongodb-csharp driver
- simple-mongodb driver
- NoRM

F#

- F# Example

Community Articles

- A List of C# MongoDB Tools

- Experimenting with MongoDB from C#
- Using MongoDB from C#
- Introduction to MongoDB for .NET
- Using Json.NET and Castle Dynamic Proxy with MongoDB
- Implementing a Blog Using ASP.NET MVC and MongoDB

Tools

- MongoDB.Emitter Document Wrapper
- log4net appender

Support

- http://groups.google.com/group/mongodb-csharp
- http://groups.google.com/group/mongodb-user
- IRC: #mongodb on freenode

See Also

- C++ Language Center

Driver Syntax Table

The wiki generally gives examples in JavaScript, so this chart can be used to convert those examples to any language.

JavaScript	Python	PHP	Ruby
[]	[]	`array()`	[]
{}	{}	`new stdClass`	{}
{ x : 1 }	{"x": 1}	`array('x' => 1)`	{'x' => 1}
`connect("www.example.net")`	`Connection("www.example.net")`	`new Mongo("www.example.net")`	`Mongo.new("www.example.`
`cursor.next()`	`cursor.next()`	`$cursor->getNext()`	`cursor.next_object()`
`cursor.hasNext()`	*	`$cursor->hasNext()`	*
`collection.findOne()`	`collection.find_one()`	`$collection->findOne()`	`collection.find_one()`
`db.eval()`	`db.eval()`	`$db->execute()`	`db.eval()`

* does not exist in that language

Javascript Language Center

MongoDB can be

- Used by clients written in Javascript;
- Uses Javascript internally server-side for certain options such as map/reduce;
- Has a shell that is based on Javascript for administrative purposes.

SpiderMonkey

The MongoDB shell extends SpiderMonkey. See the MongoDB shell documentation.

V8 and node.js

- http://github.com/orlandov/node-mongodb
- http://github.com/christkv/node-mongodb-native
- http://github.com/erh/mongo-v8-driver/tree/master

Server-Side Javascript

Javascript may be executed in the MongoDB server processes for various functions such as query enhancement and map/reduce processing. See Server-side Code Execution.

JVM Languages

There are many wrappers for the Java driver for other JVM Languages.

- Clojure
  - http://github.com/somnium/congomongo
- Groovy
  - Blog post: Groovy Tutorial for MongoDB
  - Blog post: MongoDB made more Groovy
- Scala
  - http://wiki.github.com/eltimn/scamongo/
  - mongo-scala-driver is a thin wrapper around mongo-java-driver to make working with MongoDB more Scala-like.
    - Wiki
    - Mailing list

Python Language Center

Redirection Notice
This page should redirect to http://api.mongodb.org/python.

PHP Language Center

Installing the PHP Driver

*NIX

Run:

```
sudo pecl install mongo
```

See the installation docs for configuration information and OS-specific installation instructions.

Windows

Download one of the binaries and place it on your extension path. For more information, see the Windows section of the installation docs.

Using the PHP Driver

To get started, see the Tutorial. Also check out the API Documentation.

GUIs

Opricot

Opricot is a hybrid GUI/CLI/Scripting web frontend implemented in PHP to manage your MongoDB servers and databases. Use as a point-and-click adventure for basic tasks, utilize scripting for automated processing or repetitive things.

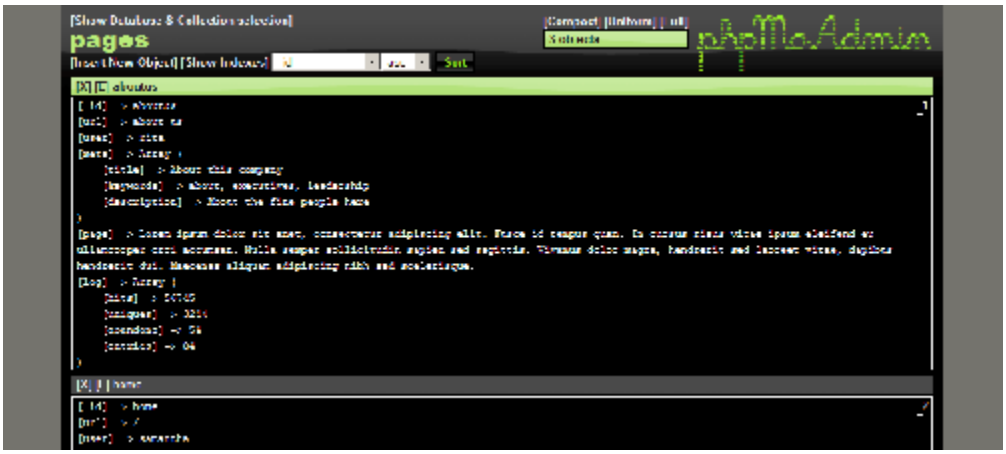
Opricot combines the following components to create a fully featured administration tool:

- An interactive console that allows you to either work with the database through the UI, or by using custom Javascript.
- A set of simple commands that wrap the Javascript driver, and provide an easy way to complete the most common tasks.
- Javascript driver for Mongo that works on the browser and talks with the AJAX interface.
- Simple server-side AJAX interface for communicating with the MongoDB server (currently available for PHP).

PHPMoAdmin

PHPMoAdmin is a MongoDB administration tool for PHP built on a stripped-down version of the Vork high-performance framework.

- Nothing to configure - place the moadmin.php file anywhere on your web site and it just works!
- Fast AJAX-based XHTML 1.1 interface operates consistently in every browser!
- Self-contained in a single 75kb file!
- Works on any version of PHP5 with the MongoDB NoSQL database installed & running.
- Option to enable password-protection for one or more users; to activate protection, just add the username-password(s) to the array at the top of the file.
- E_STRICT PHP code is formatted to the Zend Framework coding standards + fully-documented in the phpDocumentor DocBlock standard.
- All textareas can be resized by dragging/stretching the lower-right corner.
- Free & open-source! Release under the GPLv3 FOSS license!
- Multiple design themes to choose from
- Instructional error messages - phpMoAdmin can be used as a PHP-Mongo connection debugging tool



Library and Framework Tools

CakePHP

- MongoDB datasource for CakePHP. There's also an introductory blog post on using it with Mongo.

Drupal

- MongoDB Integration - Views (query builder) backend, a watchdog implementation (logging), and field storage.

Kohana Framework

- Mango at github
  An ActiveRecord-like library for PHP, for the Kohana PHP Framework.
  See also PHP Language Center#MongoDb PHP ODM further down.

Lithium

Lithium supports Mongo out-of-the-box.

- Tutorial on creating a blog backend.

Log4php

- A log4php appender for MongoDB

Memcached

- MongoNode
  PHP script that replicates MongoDB objects to Memcached.

Symfony 2

- Symfony 2 Logger
  A centralized logger for Symfony applications. See the blog post.
- sfMongoSessionStorage - manages session storage via MongoDB with symfony.
- sfStoragePerformancePlugin - This plugin contains some extra storage engines (MongoDB and Memcached) that are currently missing from the Symfony (>= 1.2) core.

Vork

Vork, the high-performance enterprise framework for PHP natively supports MongoDB as either a primary datasource or used in conjunction with an RDBMS. Designed for scalability & Green-IT, Vork serves more traffic with fewer servers and can be configured to operate without any disk-IO.

Vork provides a full MVC stack that outputs semantically-correct XHTML 1.1, complies with Section 508 Accessibility guidelines & Zend-Framework coding-standards, has SEO-friendly URLs, employs CSS-reset for cross-browser display consistency and is written in well-documented object-oriented E_STRICT PHP5 code.

An extensive set of tools are built into Vork for ecommerce (cc-processing, SSL, PayPal, AdSense, shipment tracking, QR-codes), Google Maps, translation & internationalization, Wiki, Amazon Web Services, Social-Networking (Twitter, Meetup, ShareThis, YouTube, Flickr) and much more.

Zend Framework

- Shanty Mongo is a prototype mongodb adapter for the Zend Framework. It's intention is to make working with mongodb documents as natural and as simple as possible. In particular allowing embeded documents to also have custom document classes.
- ZF Cache Backend
  A ZF Cache Backend for MongoDB. It support tags and auto-cleaning.
- There is a Zend_Nosql_Mongo component proposal.

Stand-Alone Tools

ActiveMongo

ActiveMongo is a really simple ActiveRecord for MongoDB in PHP.

There's a nice introduction to get you started at http://crodas.org/activemongo.php.

MapReduce API

A MapReduce abstraction layer. See the blog post.

- MongoDB-MapReduce-PHP at github

MongoDb PHP ODM

MongoDb PHP ODM is a simple object wrapper for the Mongo PHP driver classes which makes using Mongo in your PHP application more like ORM, but without the suck. It is designed for use with Kohana 3 but will also integrate easily with any PHP application with almost no additional effort.

Mongodloid

A nice library on top of the PHP driver that allows you to make more natural queries (`$query->query('a == 13 AND b >= 8 && c % 3 == 4');`), abstracts away annoying $-syntax, and provides getters and setters.

- Project Page
- Downloads
- Documentation

Morph

A high level PHP library for MongoDB. Morph comprises a suite of objects and object primitives that are designed to make working with MongoDB in PHP a breeze.

- Morph at code.google.com

simplemongophp

Very simple layer for using data objects see blog post

- simplemongophp at github

Installing the PHP Driver

Redirection Notice
This page should redirect to http://www.php.net/manual/en/mongo.installation.php.

PHP - Storing Files and Big Data

Redirection Notice
This page should redirect to http://www.php.net/manual/en/class.mongogridfs.php.

Troubleshooting the PHP Driver

Redirection Notice
This page should redirect to http://www.php.net/manual/en/mongo.trouble.php.

Ruby Language Center

This is an overview of the available tools and suggested practices for using Ruby with MongoDB. Those wishing to skip to more detailed discussion should check out the Ruby Driver Tutorial, Getting started with Rails or Rails 3, and MongoDB Data Modeling and Rails. There are also a number of good external resources worth checking out.

- Ruby Driver
  - Installing / Upgrading
  - BSON
- Object Mappers
- Notable Projects

Ruby Driver

> ⚠ Install the C extension for any performance-critical applications.

The MongoDB Ruby driver is the 10gen-supported driver for MongoDB. It's written in pure Ruby, with a recommended C extension for speed. The driver is optimized for simplicity. It can be used on its own, but it also serves as the basis for various object-mapping libraries.

- Tutorial
- Ruby Driver README
- API Documentation
- Source Code

Installing / Upgrading

The ruby driver is hosted at Rubygems.org. Before installing the driver, make sure you're using the latest version of rubygems (currently 1.3.6):

```
$ gem update --system
```

Then install the gems:

```
$ gem install mongo
```

To stay on the bleeding edge, check out the latest source from github:

```
$ git clone git://github.com/mongodb/mongo-ruby-driver.git
$ cd mongo-ruby-driver/
```

Then, install the driver from there:

```
$ rake gem:install
```

BSON

In versions of the Ruby driver prior to 0.20, the code for serializing to BSON existed in the mongo gem. Now, all BSON serialization is handled by the required bson gem.

```
gem install bson
```

For significantly improved performance, install the bson extensions gem:

```
gem install bson_ext
```

As long it's in Ruby's load path, `bson_ext` will be loaded automatically when you require `bson`.

Note that beginning with version 0.20, the mongo_ext gem is no longer used.

To learn more about the Ruby driver, see the Ruby Tutorial .

Object Mappers

If you need validations, associations, and other high-level data modeling functions, consider using one of the available object mappers. Many of these exist in the Ruby ecosystem; here we host a list of the most popular ones.

Notable Projects

Tools for working with MongoDB in Ruby are being developed daily. A partial list can eb found in the Projects and Libraries section of our external resources page.

If you're working on a project that you'd like to have included, let us know.

Ruby Tutorial

This tutorial gives many common examples of using MongoDB with the Ruby driver. If you're looking for information on data modeling, see MongoDB Data Modeling and Rails. Links to the various object mappers are listed on our object mappers page.

Interested in GridFS? Checkout GridFS in Ruby.

As always, the latest source for the Ruby driver can be found on github.

- Installation
- A Quick Tour
  - Using the RubyGem
  - Making a Connection
  - Listing All Databases
  - Dropping a Database
  - Authentication (Optional)
  - Getting a List Of Collections
  - Getting a Collection
  - Inserting a Document
  - Finding the First Document In a Collection using `find_one()`
  - Adding Multiple Documents
  - Counting Documents in a Collection
  - Using a Cursor to get all of the Documents
  - Getting a Single Document with a Query
  - Getting a Set of Documents With a Query
  - Querying with Regular Expressions
  - Creating An Index
  - Getting a List of Indexes on a Collection
  - Database Administration
- See Also

Installation

The mongo-ruby-driver gem is served through Rubygems.org. To install, make sure you have the latest version of rubygems.

```
gem update --system
```

Next, install the mongo and mongo_ext rubygems:

```
gem install mongo
  gem install mongo_ext
```

After installing, you may want to look at the examples directory included in the source distribution. These examples walk through some of the basics of using the Ruby driver.

The full API documentation can be viewed here.

A Quick Tour

Using the RubyGem

All of the code here assumes that you have already executed the following Ruby code:

```
require 'rubygems'  # not necessary for Ruby 1.9
require 'mongo'
```

Making a Connection

An Mongo::Connection instance represents a connection to MongoDB. You use a Connection instance to obtain an Mongo:DB instance, which represents a named database. The database doesn't have to exist - if it doesn't, MongoDB will create it for you.

You can optionally specify the MongoDB server address and port when connecting. The following example shows three ways to connect to the database "mydb" on the local machine:

```
db = Mongo::Connection.new.db("mydb")
db = Mongo::Connection.new("localhost").db("mydb")
db = Mongo::Connection.new("localhost", 27017).db("mydb")
```

At this point, the db object will be a connection to a MongoDB server for the specified database. Each DB instance uses a separate socket connection to the server.

If you're trying to connect to a replica pair, see Replica Pairs in Ruby.

Listing All Databases

```
m = Mongo::Connection.new # (optional host/port args)
m.database_names.each { |name| puts name }
m.database_info.each { |info| puts info.inspect}
```

Dropping a Database

```
m.drop_database('database_name')
```

Authentication (Optional)

MongoDB can be run in a secure mode where access to databases is controlled through name and password authentication. When run in this mode, any client application must provide a name and password before doing any operations. In the Ruby driver, you simply do the following with the connected mongo object:

```
auth = db.authenticate(my_user_name, my_password)
```

If the name and password are valid for the database, `auth` will be `true`. Otherwise, it will be `false`. You should look at the MongoDB log for further information if available.

Getting a List Of Collections

Each database has zero or more collections. You can retrieve a list of them from the db (and print out any that are there):

```
db.collection_names.each { |name| puts name }
```

and assuming that there are two collections, name and address, in the database, you would see

```
name
address
```

as the output.

Getting a Collection

You can get a collection to use using the `collection` method:

```
coll = db.collection("testCollection")
```

This is aliased to the [] method:

```
coll = db["testCollection"]
```

Once you have this collection object, you can now do things like insert data, query for data, etc.

Inserting a Document

Once you have the collection object, you can insert documents into the collection. For example, lets make a little document that in JSON would be represented as

```
{
   "name" : "MongoDB",
   "type" : "database",
   "count" : 1,
   "info" : {
               x : 203,
               y : 102
             }
}
```

Notice that the above has an "inner" document embedded within it. To do this, we can use a Hash or the driver's OrderedHash (which preserves key order) to create the document (including the inner document), and then just simply insert it into the collection using the `insert()` method.

```
doc = {"name" => "MongoDB", "type" => "database", "count" => 1,
       "info" => {"x" => 203, "y" => '102'}}
coll.insert(doc)
```

Finding the First Document In a Collection using `find_one()`

To show that the document we inserted in the previous step is there, we can do a simple `find_one()` operation to get the first document in the collection. This method returns a single document (rather than the `Cursor` that the `find()` operation returns), and it's useful for things where there only is one document, or you are only interested in the first. You don't have to deal with the cursor.

```
my_doc = coll.find_one()
puts my_doc.inspect
```

and you should see:

```
{"_id"=>#<Mongo::ObjectID:0x118576c ...>, "name"=>"MongoDB", "info"=>{"x"=>203, "y"=>102}, "type"=>
"database", "count"=>1}
```

Note the `_id` element has been added automatically by MongoDB to your document. Remember, MongoDB reserves element names that start with _ for internal use.

Adding Multiple Documents

In order to do more interesting things with queries, let's add multiple simple documents to the collection. These documents will just be

```
{
   "i" : value
}
```

and we can do this fairly easily:

```
100.times { |i| coll.insert("i" => i) }
```

Notice that we can insert documents of different "shapes" into the same collection. These records are in the same collection as the complex record we inserted above. This aspect is what we mean when we say that MongoDB is "schema-free".

Counting Documents in a Collection

Now that we've inserted 101 documents (the 100 we did in the loop, plus the first one), we can check to see if we have them all using the `count()` method.

```
puts coll.count()
```

and it should print `101`.

Using a Cursor to get all of the Documents

In order to get all the documents in the collection, we will use the `find()` method. The `find()` method returns a `Cursor` object which allows us to iterate over the set of documents that matched our query. The Ruby driver's Cursor is enumerable. So to query all of the documents and print them out:

```
coll.find().each { |row| puts row.inspect }
```

and that should print all 101 documents in the collection.

Getting a Single Document with a Query

We can create a *query* hash to pass to the `find()` method to get a subset of the documents in our collection. For example, if we wanted to find the document for which the value of the "i" field is 71, we would do the following ;

```
coll.find("i" => 71).each { |row| puts row.inspect }
```

and it should just print just one document:

```
{"_id"=>#<Mongo::ObjectID:0x117de90 ...>, "i"=>71}
```

Getting a Set of Documents With a Query

We can use the query to get a set of documents from our collection. For example, if we wanted to get all documents where "i" > 50, we could write:

```
coll.find("i" => {"$gt" => 50}).each { |row| puts row }
```

which should print the documents where i > 50. We could also get a range, say 20 < i <= 30:

```
coll.find("i" => {"$gt" => 20, "$lte" => 30}).each { |row| puts row }
```

Querying with Regular Expressions

Regular expressions can be used to query MongoDB. To find all names that begin with 'a':

```
coll.find({"name" => /^a/})
```

You can also construct a regular expression dynamically. To match a given search string:

```
search_string = params['search']

# Constructor syntax
coll.find({"name" => Regexp.new(search_string)})

# Literal syntax
coll.find({"name" => /#{search_string}/})
```

Although MongoDB isn't vulnerable to anything like SQL-injection, it may be worth checking the search string for anything malicious.

Creating An Index

MongoDB supports indexes, and they are very easy to add on a collection. To create an index, you specify an index name and an array of field names to be indexed, or a single field name. The following creates an ascending index on the "i" field:

```
# create_index assumes ascending order; see method docs
# for details
coll.create_index("i")
```

To specify complex indexes or a descending index you need to use a slightly more complex syntax - the index specifier must be an Array of [field name, direction] pairs. Directions should be specified as Mongo::ASCENDING or Mongo::DESCENDING:

```
# explicit "ascending"
coll.create_index([["i", ASCENDING]])
```

Getting a List of Indexes on a Collection

You can get a list of the indexes on a collection using `coll.index_information()`.

Database Administration

A database can have one of three profiling levels: off (:off), slow queries only (:slow_only), or all (:all). To see the database level:

```
puts db.profiling_level   # => off (the symbol :off printed as a string)
db.profiling_level = :slow_only
```

Validating a collection will return an interesting hash if all is well or raise an exception if there is a problem.

```
p db.validate_collection('coll_name')
```

See Also

- Ruby Driver RDoc
- MongoDB Manual

Replica Pairs in Ruby

Here follow a few considerations for those using the Ruby driver with MongoDB and replica pairing.

- Setup
- Connection Failures
- Recovery
- Testing
- Further Reading

Setup

First, make sure that you've correctly paired two `mongod` instances. If you want to do this on the same machine for testing, make sure you've created two data directories. The init commands are as follows:

```
./mongod --pairwith localhost:27018 --dbpath /data/left --port 27017
./mongod --pairwith localhost:27017 --dbpath /data/right --port 27018
```

When you instantiate a Ruby connection, you'll have to make sure that the driver knows about both instances:

```
@connection = Connection.new([['localhost', 27017], ['localhost', 27018]])
```

Connection Failures

Imagine that our master node goes offline. How will the driver respond?

At first, the driver will try to send operations to what was the master node. These operations will fail, and the driver will raise a **ConnectionFailure** exception. It then becomes the client's responsibility to decide how to handle this.

If the client decides to retry, it's not guaranteed that the former slave will have been promoted to master yet, so it's still possible that the driver will

raise another **ConnectionFailure**. However, once the former slave has become master, typically within a few seconds, subsequent operations will succeed.

Recovery

Driver users may wish to wrap their database calls with failure recovery code. Here's one possibility:

```
# Ensure retry upon failure
def rescue_connection_failure(max_retries=5)
    success = false
    retries = 0
    while !success
      begin
        yield
        success = true
      rescue Mongo::ConnectionFailure => ex
        retries += 1
        raise ex if retries >= max_retries
        sleep(1)
      end
    end
  end
end

# Wrapping a call to #count()
rescue_connection_failure do
  @db.collection('users').count()
end
```

Of course, the proper way to handle connection failures will always depend on the individual application. We encourage object-mapper and application developers to publish any promising results.

Testing

The Ruby driver (>= 0.17.2) includes some unit tests for verifying proper replica pair behavior. They reside in **tests/replica**. You can run them individually with the following rake tasks:

```
rake test:pair_count
rake test:pair_insert
rake test:pair_query
```

Make sure you have a replica pair running locally before trying to run these tests.

Further Reading

- Replica Pairs
- Pairing Internals

GridFS in Ruby

GridFS, which stands for "Grid File Store," is a specification for storing large files in MongoDB. It works by dividing a file into manageable chunks and storing each of those chunks as a separate document. GridFS requires two collections to achieve this: one collection stores each file's metadata (e.g., name, size, etc.) and another stores the chunks themselves. If you're interested in more details, check out the GridFS Specification.

Prior to version 0.19, the MongoDB Ruby driver implemented GridFS using the GridFS::GridStore class. This class has been deprecated in favor of two new classes: Grid and GridFileSystem. These classes have a much simpler interface, and the rewrite has resulted in a significant speed improvement. **Reads are over twice as fast, and write speed has been increased fourfold**. 0.19 is thus a worthwhile upgrade.

- The Grid class
    - Saving files
    - File metadata
    - Safe mode
    - Deleting files
- The GridFileSystem class
    - Saving files
    - Deleting files

    - Metadata and safe mode
- Advanced Users

The Grid class

The Grid class represents the core GridFS implementation. Grid gives you a simple file store, keyed on a unique ID. This means that duplicate filenames aren't a problem. To use the Grid class, first make sure you have a database, and then instantiate a Grid:

```
@db = Mongo::Connection.new.db('social_site')

@grid = Grid.new(@db)
```

Saving files

Once you have a Grid object, you can start saving data to it. The data can be either a string or an IO-like object that responds to a #read method:

```
# Saving string data
id = @grid.put("here's some string / binary data")

# Saving IO data and including the optional filename
image = File.open("me.jpg")
id2   = @grid.put(image, :filename => "me.jpg")
```

Grid#put returns an object id, which you can use to retrieve the file:

```
# Get the string we saved
file = @grid.get(id)

# Get the file we saved
image = @grid.get(id2)
```

File metadata

There are accessors for the various file attributes:

```
  image.filename
# => "me.jpg"

  image.content_type
# => "image/jpg"

  image.file_length
# => 502357

  image.upload_date
# => Mon Mar 01 16:18:30 UTC 2010

  # Read all the image's data at once
  image.read

  # Read the first 100k bytes of the image
  image.read(100 * 1024)
```

When putting a file, you can set many of these attributes and write arbitrary metadata:

```
# Saving IO data
  file = File.open("me.jpg")
  id2  = @grid.put(file,
           :filename     => "my-avatar.jpg"
           :content_type => "application/jpg",
           :_id          => 'a-unique-id-to-use-in-lieu-of-a-random-one',
           :chunk_size   => 100 * 1024,
           :metadata     => {'description' => "taken after a game of ultimate"})
```

Safe mode

A kind of safe mode is built into the GridFS specification. When you save a file, and MD5 hash is created on the server. If you save the file in safe mode, an MD5 will be created on the client for comparison with the server version. If the two hashes don't match, an exception will be raised.

```
image = File.open("me.jpg")
id2   = @grid.put(image, "my-avatar.jpg", :safe => true)
```

Deleting files

Deleting a file is as simple as providing the id:

```
@grid.delete(id2)
```

The GridFileSystem class

GridFileSystem is a light emulation of a file system and therefore has a couple of unique properties. The first is that filenames are assumed to be unique. The second, a consequence of the first, is that files are versioned. To see what this means, let's create a GridFileSystem instance:

Saving files

```
@db = Mongo::Connection.new.db("social_site")

@fs = GridFileSystem.new(@db)
```

Now suppose we want to save the file 'me.jpg.' This is easily done using a filesystem-like API:

```
image = File.open("me.jpg")
@fs.open("me.jpg", "w") do |f|
  f.write image
end
```

We can then retrieve the file by filename:

```
image = @fs.open("me.jpg", "r") {|f| f.read }
```

No problems there. But what if we need to replace the file? That too is straightforward:

```
image = File.open("me-dancing.jpg")
@fs.open("me.jpg", "w") do |f|
  f.write image
end
```

But a couple things need to be kept in mind. First is that the original 'me.jpg' will be available until the new 'me.jpg' saves. From then on, calls to the #open method will always return the most recently saved version of a file. But, and this the second point, old versions of the file won't be deleted. So if you're going to be rewriting files often, you could end up with a lot of old versions piling up. One solution to this is to use the :delete_old options when writing a file:

```
image = File.open("me-dancing.jpg")
@fs.open("me.jpg", "w", :delete_old => true) do |f|
  f.write image
end
```

This will delete all but the latest version of the file.

Deleting files

When you delete a file by name, you delete all versions of that file:

```
@fs.delete("me.jpg")
```

Metadata and safe mode

All of the options for storing metadata and saving in safe mode are available for the GridFileSystem class:

```
image = File.open("me.jpg")
@fs.open('my-avatar.jpg', w,
           :content_type => "application/jpg",
           :metadata     => {'description' => "taken on 3/1/2010 after a game of ultimate"},
           :_id          => 'a-unique-id-to-use-instead-of-the-automatically-generated-one',
           :safe         => true) { |f| f.write image }
```

Advanced Users

Astute code readers will notice that the Grid and GridFileSystem classes are merely thin wrappers around an underlying GridIO class. This means that it's easy to customize the GridFS implementation presented here; just use GridIO for all the low-level work, and build the API you need in an external manager class similar to Grid or GridFileSystem.

Rails - Getting Started

Using Rails 3? See Rails 3 - Getting Started

This tutorial describes how to set up a simple Rails application with MongoDB, using MongoMapper as an object mapper. We assume you're using Rails versions prior to 3.0.

- Configuration
- Testing
- Coding

Using a Rails Template
All of the configuration steps listed below, and more, are encapsulated in this Rails template (raw version), based on a similar one by Ben Scofield . You can create your project with the template as follows:

```
rails project_name -m "http://gist.github.com/gists/219223.txt"
```

Be sure to replace **project_name** with the name of your project.

If you want to set up your project manually, read on.

Configuration

1. We need to tell MongoMapper which database we'll be using. Save the following to **config/initializers/database.rb**:

```
MongoMapper.database = "db_name-#{Rails.env}"
```

Replace **db_name** with whatever name you want to give the database. The **Rails.env** variable will ensure that a different database is used for each environment.

2. If you're using Passenger, add this code to **config/initializers/database.rb**.

```
if defined?(PhusionPassenger)
   PhusionPassenger.on_event(:starting_worker_process) do |forked|
     MongoMapper.connection.connect_to_master if forked
   end
end
```

3. Clean out **config/database.yml**. This file should be blank, as we're not connecting to the database in the traditional way.

4. Remove ActiveRecord from environment.rb.

```
config.frameworks -= [:active_record]
```

5. Add MongoMapper to the environment. This can be done by opening **config/environment.rb** and adding the line:

```
config.gem 'mongo_mapper'
```

Once you've done this, you can install the gem in the project by running:

```
rake gems:install
rake gems:unpack
```

Testing

It's important to keep in mind that with MongoDB, we cannot wrap test cases in transactions. One possible work-around is to invoke a **teardown** method after each test case to clear out the database.

To automate this, I've found it effective to modify **ActiveSupport::TestCase** with the code below.

```
# Drop all columns after each test case.
def teardown
  MongoMapper.database.collections.each do \|coll\|
    coll.remove
  end
end

# Make sure that each test case has a teardown
# method to clear the db after each test.
def inherited(base)
  base.define_method teardown do
    super
  end
end
```

This way, all test classes will automatically invoke the teardown method. In the example above, the teardown method clears each collection. We might also choose to drop each collection or drop the database as a whole, but this would be considerably more expensive and is only necessary if our tests manipulate indexes.

Usually, this code is added in **test/test_helper.rb**. See the aforementioned rails template for specifics.

Coding

If you've followed the foregoing steps (or if you've created your Rails with the provided template), then you're ready to start coding. For help on that, you can read about modeling your domain in Rails.

Rails 3 - Getting Started

It's not difficult to use MongoDB with Rails 3. Most of it comes down to making sure that you're not loading ActiveRecord and understanding how to use Bundler, the new Ruby dependency manager.

- Install the Rails 3 Pre-release
- Configure your application
- Bundle and Initialize
  - Bundling
  - Initializing
- Running Tests
- ActiveModel Compatibility
- Conclusion
- See also

Install the Rails 3 Pre-release

If you haven't done so already, install the Rails 3 pre-release. This requires installing the dependencies manually and then installing the Rails 3 pre-release gem:

```
# Use sudo if your setup requires it
gem install tzinfo builder i18n memcache-client rack \
  rake rack-test rack-mount erubis mail text-format \
  thor bundler

gem install rails --prerelease
```

Configure your application

The important thing here is to avoid loading ActiveRecord. One way to do this is with the `--skip-activerecord` switch. So you'd create your app skeleton like so:

```
rails my_app --skip-activerecord
```

Alternatively, if you've already created your app (or just want to know what this actually does), have a look at `config/application.rb` and change the first lines from this:

```
require "rails/all"
```

to this:

```
require "action_controller/railtie"
require "action_mailer/railtie"
require "active_resource/railtie"
require "rails/test_unit/railtie"
```

It's also important to make sure that the reference to active_record in the generator block is commented out:

```
# Configure generators values. Many other options are available, be sure to check the documentation.
# config.generators do |g|
#   g.orm             :active_record
#   g.template_engine :erb
#   g.test_framework  :test_unit, :fixture => true
# end
```

As of this this writing, it's commented out by default, so you probably won't have to change anything here.

Bundle and Initialize

The final step involves bundling any gems you'll need and then creating an initializer for connecting to the database.

Bundling

Edit `Gemfile`, located in the Rails root directory. By default, our `Gemfile` will only load Rails:

```
gem "rails", "3.0.0.beta"
```

Normally, using MongoDB will simply mean adding whichever OM framework you want to work with, as these will require the "mongo" gem by default.

```
# Edit this Gemfile to bundle your application's dependencies.

source 'http://gemcutter.org'

gem "rails", "3.0.0.beta"
gem "mongo_mapper"
```

However, there's currently an issue with loading mongo_ext, as the current gemspec isn't compatible with the way Bundler works. We'll be fixing that soon; just pay attention to this issue.

In the meantime, you can use the following work-around:

```
# Edit this Gemfile to bundle your application's dependencies.

require 'rubygems'
require 'mongo'
source 'http://gemcutter.org'

gem "rails", "3.0.0.beta"
gem "mongo_mapper"
```

Requiring `rubygems` and `mongo` before running the `gem` command will ensure that `mongo_ext` is loaded. If you'd rather not load `rubygems`, just make sure that both `mongo` and `mongo_ext` are in your load path when you require `mongo`.

Once you've configured your `Gemfile`, run the bundle installer:

```
bundle install
```

Initializing

Last item is to create an initializer to connect to MongoDB. Create a Ruby file in `config/initializers`. You can give it any name you want; here we'll call it `config/initializers/mongo.rb`:

```
MongoMapper.connection = Mongo::Connection.new('localhost', 27017)
MongoMapper.database = "#myapp-#{Rails.env}"

if defined?(PhusionPassenger)
   PhusionPassenger.on_event(:starting_worker_process) do |forked|
     MongoMapper.connection.connect_to_master if forked
   end
end
```

Running Tests

A slight modification is required to get `rake test` working (thanks to John P. Wood). Create a file `lib/tasks/mongo.rake` containing the following:

```
namespace :db do
  namespace :test do
    task :prepare do
      # Stub out for MongoDB
    end
  end
end
```

Now the various `rake test` tasks will run properly. See John's post for more details.

ActiveModel Compatibility

ActiveModel is a series of interfaces designed to make any object-mapping library compatible with the various helper methods across the Rails stack. To see the status of ActiveModel integration on the various object mappers, see our object mappers page.

Briefly, Mongoid supports ActiveModel via a prerelease branch. MongoMapper will be adding support in the near future. In the meantime, use the MongoMapper Rails 3 Branch.

Conclusion

That should be all. You can now start creating models based on whichever OM you've installed.

Note that this document is a work in progress. If you have any helpful comments, please add them below.

See also

- Rails 3 App skeleton with MongoMapper
- Rails 3 Release Notes

MongoDB Data Modeling and Rails

This tutorial discusses the development of a web application on Rails and MongoDB. MongoMapper will serve as our object mapper. The goal is to provide some insight into the design choices required for building on MongoDB. To that end, we'll be constructing a simple but non-trivial social news application. The source code for **newsmonger** is available on github for those wishing to dive right in.

- Modeling Stories
    - Caching to Avoid N+1
    - A Note on Denormalization
    - Fields as arrays
    - Atomic Updates
- Modeling Comments
    - Linear, Embedded Comments
    - Nested, Embedded Comments
    - Comment collections
- Unfinished business

Assuming you've configured your application to work with MongoMapper, let's start thinking about the data model.

Modeling Stories

A news application relies on stories at its core, so we'll start with a Story model:

```
class Story
  include MongoMapper::Document

  key :title,     String
  key :url,       String
  key :slug,      String
  key :voters,    Array
  key :votes,     Integer, :default => 0
  key :relevance, Integer, :default => 0

  # Cached values.
  key :comment_count, Integer, :default => 0
  key :username,      String

  # Note this: ids are of class ObjectId.
  key :user_id,   ObjectId
  timestamps!

  # Relationships.
  belongs_to :user

  # Validations.
  validates_presence_of :title, :url, :user_id
end
```

Obviously, a story needs a title, url, and user_id, and should belong to a user. These are self-explanatory.

Caching to Avoid N+1

When we display our list of stories, we'll need to show the name of the user who posted the story. If we were using a relational database, we could perform a join on users and stores, and get all our objects in a single query. But MongoDB does not support joins and so, at times, requires bit of denormalization. Here, this means caching the 'username' attribute.

A Note on Denormalization

Relational purists may be feeling uneasy already, as if we were violating some universal law. But let's bear in mind that MongoDB collections are not equivalent to relational tables; each serves a unique design objective. A normalized table provides an atomic, isolated chunk of data. A document, however, more closely represents an object as a whole. In the case of a social news site, it can be argued that a username is intrinsic to the story being posted.

What about updates to the username? It's true that such updates will be expensive; happily, in this case, they'll be rare. The read savings achieved in denormalizing will surely outweigh the costs of the occasional update. Alas, this is not hard and fast rule: ultimately, developers must evaluate their applications for the appropriate level of normalization.

Fields as arrays

With a relational database, even trivial relationships are blown out into multiple tables. Consider the votes a story receives. We need a way of recording which users have voted on which stories. The standard way of handling this would involve creating a table, 'votes', with each row referencing user_id and story_id.

With a document database, it makes more sense to store those votes as an array of user ids, as we do here with the 'voters' key.

For fast lookups, we can create an index on this field. In the MongoDB shell:

```
db.stories.ensureIndex('voters');
```

Or, using MongoMapper, we can specify the index in **config/initializers/database.rb**:

```
Story.ensure_index(['voters', 1])
  MongoMapper.ensure_indexes!
```

To find all the stories voted on by a given user:

```
Story.all(:conditions => {:voters => @user.id})
```

Atomic Updates

Storing the `voters` array in the `Story` class also allows us to take advantage of atomic updates. What this means here is that, when a user votes on a story, we can

1. ensure that the voter hasn't voted yet, and, if not,
2. increment the number of votes and
3. add the new voter to the array.

MongoDB's query and update features allows us to perform all three actions in a single operation. Here's what that would look like from the shell:

```
// Assume that story_id and user_id represent real story and user ids.
db.stories.update({_id: story_id, voters: {'$ne': user_id}},
  {'$inc': {votes: 1}, '$push': {voters: user_id}});
```

What this says is "get me a story with the given id whose `voters` array does not contain the given user id and, if you find such a story, perform two atomic updates: first, increment `votes` by 1 and then push the user id onto the `voters` array."

This operation highly efficient; it's also reliable. The one caveat is that, because update operations are "fire and forget," you won't get a response from the server. But in most cases, this should be a non-issue.

A MongoMapper implementation of the same update would look like this:

```
  def self.upvote(story_id, user_id)
    collection.update({'_id' => story_id, 'voters' => {'$ne' => user_id}},
      {'$inc' => {'votes' => 1}, '$push' => {'voters' => user_id}})
  end
```

Modeling Comments

In a relational database, comments are usually given their own table, related by foreign key to some parent table. This approach is occasionally necessary in MongoDB; however, it's always best to try to embed first, as this will achieve greater query efficiency.

Linear, Embedded Comments

Linear, non-threaded comments should be embedded. Here are the most basic MongoMapper classes to implement such a structure:

```
class Story
  include MongoMapper::Document
  many :comments
end
```

```
class Comment
  include MongoMapper::EmbeddedDocument
  key :body, String

  belongs_to :story
end
```

If we were using the Ruby driver alone, we could save our structure like so:

```
@stories  = @db.collection('stories')
  @document = {:title => "MongoDB on Rails",
               :comments => [{:body     => "Revelatory! Loved it!",
                              :username => "Matz"
                             }
                            ]
              }
  @stories.save(@document)
```

Essentially, comments are represented as an array of objects within a story document. This simple structure should be used for any one-to-many

relationship where the many items are linear.

Nested, Embedded Comments

But what if we're building threaded comments? An admittedly more complicated problem, two solutions will be presented here. The first is to represent the tree structure in the nesting of the comments themselves. This might be achieved using the Ruby driver as follows:

```
@stories  = @db.collection('stories')
  @document = {:title => "MongoDB on Rails",
               :comments => [{:body     => "Revelatory! Loved it!",
                              :username => "Matz",
                              :comments => [{:body     => "Agreed.",
                                             :username => "rubydev29"
                                            }
                                           ]
                             }
                            ]
             }
  @stories.save(@document)
```

Representing this structure using MongoMapper would be tricky, requiring a number of custom mods.

But this structure has a number of benefits. The nesting is captured in the document itself (this is, in fact, how Business Insider represents comments). And this schema is highly performant, since we can get the story, and all of its comments, in a single query, with no application-side processing for constructing the tree.

One drawback is that alternative views of the comment tree require some significant reorganizing.

Comment collections

We can also represent comments as their own collection. Relative to the other options, this incurs a small performance penalty while granting us the greatest flexibility. The tree structure can be represented by storing the unique path for each leaf (see Mathias's original post on the idea). Here are the relevant sections of this model:

```
class Comment
  include MongoMapper::Document

  key :body,       String
  key :depth,      Integer, :default => 0
  key :path,       String,  :default => ""

  # Note: we're intentionally storing parent_id as a string
  key :parent_id,  String
  key :story_id,   ObjectId
  timestamps!

  # Relationships.
  belongs_to :story

  # Callbacks.
  after_create :set_path

  private

  # Store the comment's path.
  def set_path
    unless self.parent_id.blank?
      parent        = Comment.find(self.parent_id)
      self.story_id = parent.story_id
      self.depth    = parent.depth + 1
      self.path     = parent.path + ":" + parent.id
    end
    save
  end
```

The path ends up being a string of object ids. This makes it easier to display our comments nested, with each level in order of karma or votes. If we specify an index on story_id, path, and votes, the database can handle half the work of getting our comments in nested, sorted order.

The rest of the work can be accomplished with a couple grouping methods, which can be found in the newsmonger source code.

It goes without saying that modeling comments in their own collection also facilitates various site-wide aggregations, including displaying the latest, grouping by user, etc.

Unfinished business

Document-oriented data modeling is still young. The fact is, many more applications will need to be built on the document model before we can say anything definitive about best practices. So the foregoing should be taken as suggestions, only. As you discover new patterns, we encourage you to document them, and feel free to let us know about what works (and what doesn't).

Developers working on object mappers and the like are encouraged to implement the best document patterns in their code, and to be wary of recreating relational database models in their apps.

Object Mappers for Ruby and MongoDB

Although it's possible to use the Ruby driver by itself, sometimes you want validations, associations, and many of the other conveniences provided by ActiveRecord. Here, then, is a list of the most popular object mappers available for working with Ruby and MongoDB.

- Recommendations
- Libraries
  - MongoMapper
  - Mongoid
  - MongoRecord
  - MongoDoc
  - MongoModel
  - Candy

Recommendations

Just for the record, 10gen doesn't recommend any one object mapper over the others. What we do advise is that you get to know how the database itself works. This is best accomplished by playing with the shell and experimenting with the Ruby driver (or any of the other drivers, for that matter).

Once you understand how MongoDB works, you'll be in a good position to choose the object mapper that best suits your needs. So long as you pick an OM that's used in production and is actively developed, you really can't make a bad choice.

Libraries

MongoMapper

John Nunemaker's OM. **Used in production** and actively-developed. ActiveModel support forthcoming.

Installation:

- gem install mongo_mapper

Source:

- mongo_mapper on github

Documentation:

- MongoMapper on google groups
- #mongomapper on freenode.

Articles:

- Getting Started with MongoMapper
- MongoMapper and Rails
- More MongoMapper Awesomeness.

Mongoid

Durran Jordan's OM. **Used in production** and actively-developed. Supports ActiveModel and Rails 3.

Installation:

- gem install mongoid

Source:

- mongoid on github

Documentation:

- Docs at mongoid.org

MongoRecord

10gen's original OM.

Notes:
MongoRecord is an ActiveRecord-like OM, and the first of its kind developed for MongoDB. Favored by a contingent of developers for its simplicity, MongoRecord currently receives a lot of love from Nate Wiger.

Installation:

- gem install mongo_record

Source:

- mongo-record on github

MongoDoc

MongoDoc is a simple, fast ODM for MongoDB. The project will eventually be merged into Mongoid.

Installation:

- gem install mongodoc

Source:

- mongodoc on github

MongoModel

Sam Pohlenz's OM. Actively-developed.

Notes:

An OM with emphaisis on ActiveModel compatibility.

Installation:

- gem install mongomodel

Source:

- mongomodel on github

Candy

Stephen Eley's OM. Actively-developed.

Notes:

From the README:
Candy's goal is to provide the simplest possible object persistence for the MongoDB database. By "simple" we mean "nearly invisible." Candy doesn't try to mirror ActiveRecord or DataMapper. Instead, we play to MongoDB's unusual strengths – extremely fast writes and a set of field-specific update operators – and do away with the cumbersome, unnecessary methods of last-generation workflows.

Installation:

- gem install candy

Source:

- candy on github

Ruby External Resources

There are a number of good resources appearing all over the web for learning about MongoDB and Ruby. A useful selection is listed below. If you

know of others, do let us know.

- Screencasts
- Presentations
- Articles
- Projects
- Libraries

Screencasts

Introduction to MongoDB - Part I
An introduction to MongoDB via the MongoDB shell.

Introduction to MongoDB - Part II
In this screencast, Joon You teaches how to use the Ruby driver to build a simple Sinatra app.

Introduction to MongoDB - Part III
For the final screencast in the series, Joon You introduces MongoMapper and Rails.

RailsCasts: MongoDB & MongoMapper
Ryan Bates' RailsCast introducing MongoDB and MongoMapper.

Presentations

Introduction to MongoDB (Video)
Mike Dirolf's introduction to MongoDB at Pivotal Labs, SF.

MongoDB: A Ruby Document Store that doesn't rhyme with 'Ouch' (Slides)
Wynn Netherland's introduction to MongoDB with some comparisons to CouchDB.

MongoDB (is) for Rubyists (Slides)
Kyle Banker's presentation on why MongoDB is for Rubyists (and all human-oriented programmers).

Introduction to Mongoid and MongoDB (Video)
Durran Jordan discusses Mongoid, MongoDB, and how HashRocket uses these tools in production.

Articles

Why I Think Mongo is to Databases What Rails was to Frameworks
What if a key-value store mated with a relational database system?
John Nunemaker's articles on MongoDB.

A series of articles on aggregation with MongoDB and Ruby:
1. Part I: Introduction of Aggregation in MongoDB
2. Part II: MongoDB Grouping Elaborated
3. Part III: Introduction to Map-Reduce in MongoDB

Projects

Mongo Queue
An extensible thread safe job/message queueing system that uses mongodb as the persistent storage engine.

Resque-mongo
A port of the Github's Resque to MongoDB.

Mongo Admin
A Rails plugin for browsing and managing MongoDB data. See the live demo.

Sinatra Resource
Resource Oriented Architecture (REST) for Sinatra and MongoMapper.

Shorty
A URL-shortener written with Sinatra and the MongoDB Ruby driver.

NewsMonger
A simple social news application demonstrating MongoMapper and Rails.

Data Catalog API
From Sunlight Labs, a non-trivial application using MongoMapper and Sinatra.

Watchtower
An example application using Mustache, MongoDB, and Sinatra.

Shapado
A question and answer site similar to Stack Overflow. Live version at shapado.com.

Libraries

ActiveExpando
An extension to ActiveRecord to allow the storage of arbitrary attributes in MongoDB.

ActsAsTree (MongoMapper)
ActsAsTree implementation for MongoMapper.

Machinist adapter (MongoMapper)
Machinist adapter using MongoMapper.

Mongo-Delegate
A delegation library for experimenting with production data without altering it. A quite useful pattern.

Remarkable Matchers (MongoMapper)
Testing / Matchers library using MongoMapper.

OpenIdAuthentication, supporting MongoDB as the datastore
Brandon Keepers' fork of OpenIdAuthentication supporting MongoDB.

MongoTree (MongoRecord)
MongoTree adds parent / child relationships to MongoRecord.

Merb_MongoMapper
a plugin for the Merb framework for supporting MongoMapper models.

Mongolytics (MongoMapper)
A web analytics tool.

Rack-GridFS
A Rack middleware component that creates HTTP endpoints for files stored in GridFS.

Frequently Asked Questions - Ruby

This is a list of frequently asked questions about using Ruby with MongoDB. If you have a question you'd like to have answered here, please add it in the comments.

- Can I run [insert command name here] from the Ruby driver?
- Does the Ruby driver support an EXPLAIN command?
- I see that BSON supports a symbol type. Does this mean that I can store Ruby symbols in MongoDB?
- Why can't I access random elements within a cursor?

Can I run [insert command name here] from the Ruby driver?

Yes. You can run any of the available database commands from the driver using the DB#command method. The only trick is to use an OrderedHash when specifying the command. For example, here's how you'd run an asynchronous fsync from the driver:

```
# This command is run on the admin database.
@db = Mongo::Connection.new.db('admin')

# Build the command.
cmd = OrderedHash.new
cmd['fsync'] = 1
cmd['async'] = true

# Run it.
@db.command(cmd)
```

It's important to keep in mind that some commands, like `fsync`, must be run on the `admin` database, while other commands can be run on any database. If you're having trouble, check the command reference to make sure you're using the command correctly.

Does the Ruby driver support an EXPLAIN command?

Yes. `explain` is, technically speaking, an option sent to a query that tells MongoDB to return an explain plan rather than the query's results. You can use `explain` by constructing a query and calling explain at the end:

```
@collection = @db['users']
result = @collection.find({:name => "jones"}).explain
```

The resulting explain plan might look something like this:

```
{"cursor"=>"BtreeCursor name_1",
 "startKey"=>{"name"=>"Jones"},
 "endKey"=>{"name"=>"Jones"},
 "nscanned"=>1.0,
 "n"=>1,
 "millis"=>0,
 "oldPlan"=>{"cursor"=>"BtreeCursor name_1",
             "startKey"=>{"name"=>"Jones"},
             "endKey"=>{"name"=>"Jones"}
 },
 "allPlans"=>[{"cursor"=>"BtreeCursor name_1",
               "startKey"=>{"name"=>"Jones"},
               "endKey"=>{"name"=>"Jones"}}]
 }
```

Because this collection has an index on the "name" field, the query uses that index, only having to scan a single record. "n" is the number of records the query will return. "millis" is the time the query takes, in milliseconds. "oldPlan" indicates that the query optimizer has already seen this kind of query and has, therefore, saved an efficient query plan. "allPlans" shows all the plans considered for this query.

I see that BSON supports a symbol type. Does this mean that I can store Ruby symbols in MongoDB?

You can store Ruby symbols in MongoDB, but only as values. BSON specifies that document keys must be strings. So, for instance, you can do this:

```
@collection = @db['test']

boat_id = @collection.save({:vehicle  => :boat})
car_id  = @collection.save({"vehicle" => "car"})

@collection.find_one('_id' => boat_id)
{"_id" => ObjectID('4bb372a8238d3b5c8c000001'), "vehicle" => :boat}


@collection.find_one('_id' => car_id)
{"_id" => ObjectID('4bb372a8238d3b5c8c000002'), "vehicle" => "car"}
```

Notice that the symbol values are returned as expected, but that symbol keys are treated as strings.

Why can't I access random elements within a cursor?

MongoDB cursors are designed for sequentially iterating over a result set, and all the drivers, including the Ruby driver, stick closely to this directive. Internally, a Ruby cursor fetches results in batches by running a MongoDB `getmore` operation. The results are buffered for efficient iteration on the client-side.

What this means is that a cursor is nothing more than a device for returning a result set on a query that's been initiated on the server. Cursors are not containers for result sets. If we allow a cursor to be randomly accessed, then we run into issues regarding the freshness of the data. For instance, if I iterate over a cursor and then want to retrieve the cursor's first element, should a stored copy be returned, or should the cursor re-run the query? If we returned a stored copy, it may not be fresh. And if the the query is re-run, then we're technically dealing with a new cursor.

To avoid those issues, we're saying that anyone who needs a flexible access to the results of a query should store those results in an array and then access the data as needed.

Java Language Center

- Tutorial
- API Documentation
- Downloads

Specific Topics

- Concurrency
- Saving Objects
- Data Types

3rd Party Tools

- log4j appender
- pojo to MongoDB
- Experimental JDBC driver
- Morphia - POJO to MongoDB

Wrappers for other JVM Languages

- Clojure, Groovy, Scala...

If there is a project missing here, just add a comment or email the list and we'll add it.

Java Driver Concurrency

The Java MongoDB driver is thread safe. If you are using in a web serving environment, for example, you should create a single Mongo instance, and you can use it in every request. The Mongo object maintains an internal pool of connections to the database (default pool size of 10).

However, if you want to ensure complete consistency in a "session" (maybe an http request), you probably want the driver to use the same socket for that session (which isn't necessarily the case since Mongo instances have built-in connection pooling). This is only necessary for a write heavy environment, where you might read data that you wrote.

To do that, you would do something like:

```
DB db...;
db.requestStart();

code....

db.requestDone();
```

Java - Saving Objects Using DBObject

The Java driver provides a DBObject interface to save custom objects to the database.

For example, suppose one had a class called Tweet that they wanted to save:

```
public class Tweet implements DBObject {
    /* ... */
}
```

Then you can say:

```
Tweet myTweet = new Tweet();
myTweet.put("user", userId);
myTweet.put("message", msg);
myTweet.put("date", new Date());

collection.insert(myTweet);
```

When a document is retrieved from the database, it is automatically converted to a DBObject. To convert it to an instance of your class, use DBCollection.setObjectClass():

```
collection.setObjectClass(Tweet);

Tweet myTweet = (Tweet)collection.findOne();
```

Java Tutorial

- Introduction
- A Quick Tour
  - Making A Connection
  - Authentication (Optional)
  - Getting A List Of Collections
  - Getting A Collection
  - Inserting a Document
  - Finding the First Document In A Collection using `findOne()`
  - Adding Multiple Documents
  - Counting Documents in A Collection
  - Using a Cursor to Get All the Documents
  - Getting A Single Document with A Query
  - Getting A Set of Documents With a Query
  - Creating An Index
  - Getting a List of Indexes on a Collection
- Quick Tour of the Administrative Functions
  - Getting A List of Databases
  - Dropping A Database

Introduction

This page is a brief overview of working with the MongoDB Java Driver.

For more information about the Java API, please refer to the online API Documentation for Java Driver

A Quick Tour

Using the Java driver is very simple. First, be sure to include the driver jar `mongo.jar` in your classpath. The following code snippets come from the `examples/QuickTour.java` example code found in the driver.

Making A Connection

To make a connection to a MongoDB, you need to have at the minimum, the name of a database to connect to. The database doesn't have to exist - if it doesn't, MongoDB will create it for you.

Additionally, you can specify the server address and port when connecting. The following example shows three ways to connect to the database *mydb* on the local machine :

```
import com.mongodb.Mongo;
import com.mongodb.DB;
import com.mongodb.DBCollection;
import com.mongodb.BasicDBObject;
import com.mongodb.DBObject;
import com.mongodb.DBCursor;

Mongo m = new Mongo();
Mongo m = new Mongo( "localhost" );
Mongo m = new Mongo( "localhost" , 27017 );

DB db = m.getDB( "mydb" );
```

At this point, the `db` object will be a connection to a MongoDB server for the specified database. With it, you can do further operations.

Note: The Mongo object instance actually represents a pool of connections to the database; you will only need one object of class Mongo even with multiple threads. See the concurrency doc page for more information.

Authentication (Optional)

MongoDB can be run in a secure mode where access to databases is controlled through name and password authentication. When run in this mode, any client application must provide a name and password before doing any operations. In the Java driver, you simply do the following with the connected mongo object :

```
boolean auth = db.authenticate(myUserName, myPassword);
```

If the name and password are valid for the database, `auth` will be `true`. Otherwise, it will be `false`. You should look at the MongoDB log for

further information if available.

Most users run MongoDB without authentication in a trusted environment.

Getting A List Of Collections

Each database has zero or more collections. You can retrieve a list of them from the db (and print out any that are there) :

```
Set<String> colls = db.getCollectionNames();

for (String s : colls) {
    System.out.println(s);
}
```

and assuming that there are two collections, name and address, in the database, you would see

```
name
address
```

as the output.

Getting A Collection

To get a collection to use, just specify the name of the collection to the getCollection`(String collectionName)` method:

```
DBCollection coll = db.getCollection("testCollection")
```

Once you have this collection object, you can now do things like insert data, query for data, etc

Inserting a Document

Once you have the collection object, you can insert documents into the collection. For example, lets make a little document that in JSON would be represented as

```
{
   "name" : "MongoDB",
   "type" : "database",
   "count" : 1,
   "info" : {
               x : 203,
               y : 102
             }
}
```

Notice that the above has an "inner" document embedded within it. To do this, we can use the BasicDBObject class to create the document (including the inner document), and then just simply insert it into the collection using the `insert()` method.

```
BasicDBObject doc = new BasicDBObject();

        doc.put("name", "MongoDB");
        doc.put("type", "database");
        doc.put("count", 1);

        BasicDBObject info = new BasicDBObject();

        info.put("x", 203);
        info.put("y", 102);

        doc.put("info", info);

        coll.insert(doc);
```

Finding the First Document In A Collection using `findOne()`

To show that the document we inserted in the previous step is there, we can do a simple findOne() operation to get the first document in the collection. This method returns a single document (rather than the DBCursor that the find() operation returns), and it's useful for things where there only is one document, or you are only interested in the first. You don't have to deal with the cursor.

```
DBObject myDoc = coll.findOne();
System.out.println(myDoc);
```

and you should see

```
{ "_id" : "49902cde5162504500b45c2c" , "name" : "MongoDB" , "type" : "database" , "count" : 1 , "info"
: { "x" : 203 , "y" : 102} , "_ns" : "testCollection"}
```

Note the `_id` and `_ns` elements have been added automatically by MongoDB to your document. Remember, MongoDB reserves element names that start with _ for internal use.

Adding Multiple Documents

In order to do more interesting things with queries, let's add multiple simple documents to the collection. These documents will just be

```
{
   "i" : value
}
```

and we can do this fairly efficiently in a loop

```
for (int i=0; i < 100; i++) {
    coll.insert(new BasicDBObject().append("i", i));
}
```

Notice that we can insert documents of different "shapes" into the same collection. This aspect is what we mean when we say that MongoDB is "schema-free"

Counting Documents in A Collection

Now that we've inserted 101 documents (the 100 we did in the loop, plus the first one), we can check to see if we have them all using the `getCount()` method.

```
System.out.println(coll.getCount());
```

and it should print `101`.

Using a Cursor to Get All the Documents

In order to get all the documents in the collection, we will use the `find()` method. The `find()` method returns a `DBCursor` object which allows us to iterate over the set of documents that matched our query. So to query all of the documents and print them out :

```
DBCursor cur = coll.find();

        while(cur.hasNext()) {
            System.out.println(cur.next());
        }
```

and that should print all 101 documents in the collection.

Getting A Single Document with A Query

We can create a *query* to pass to the `find()` method to get a subset of the documents in our collection. For example, if we wanted to find the document for which the value of the "i" field is 71, we would do the following ;

```
BasicDBObject query = new BasicDBObject();

        query.put("i", 71);

        cur = coll.find(query);

        while(cur.hasNext()) {
            System.out.println(cur.next());
        }
```

and it should just print just one document

```
{ "_id" : "49903677516250c1008d624e" , "i" : 71 , "_ns" : "testCollection"}
```

Getting A Set of Documents With a Query

We can use the query to get a set of documents from our collection. For example, if we wanted to get all documents where "i" > 50, we could write :

```
query = new BasicDBObject();

        query.put("i", new BasicDBObject("$gt", 50));  // e.g. find all where i > 50

        cur = coll.find(query);

        while(cur.hasNext()) {
            System.out.println(cur.next());
        }
```

which should print the documents where i > 50. We could also get a range, say 20 < i <= 30 :

```
query = new BasicDBObject();

        query.put("i", new BasicDBObject("$gt", 20).append("$lte", 30));  // i.e.   20 < i <= 30

        cur = coll.find(query);

        while(cur.hasNext()) {
            System.out.println(cur.next());
        }
```

Creating An Index

MongoDB supports indexes, and they are very easy to add on a collection. To create an index, you just specify the field that should be indexed, and specify if you want the index to be ascending (1) or descending (-1). The following creates an ascending index on the "i" field :

```
coll.createIndex(new BasicDBObject("i", 1));  // create index on "i", ascending
```

Getting a List of Indexes on a Collection

You can get a list of the indexes on a collection :

```
List<DBObject> list = coll.getIndexInfo();

        for (DBObject o : list) {
            System.out.println(o);
        }
```

and you should see something like

```
{ "name" : "i_1" , "ns" : "mydb.testCollection" , "key" : { "i" : 1} , "_ns" : "system.indexes"}
```

Quick Tour of the Administrative Functions

Getting A List of Databases

You can get a list of the available databases:

```
Mongo m = new Mongo();

        for (String s : m.getDatabaseNames()) {
            System.out.println(s);
        }
```

Dropping A Database

You can drop a database by name using the `Mongo` object:

```
m.dropDatabase("my_new_db");
```

Java Types

Object Ids

`com.mongodb.ObjectId` is used to autogenerate unique ids.

```
ObjectId id = new ObjectId();
ObjectId copy = new ObjectId(id);
```

Regular Expressions

The Java driver uses `java.util.regex.Pattern` for regular expressions.

```
Pattern john = Pattern.compile("joh?n", CASE_INSENSITIVE);
BasicDBObject query = new BasicDBObject("name", john);

// finds all people with "name" matching /joh?n/i
DBCursor cursor = collection.find(query);
```

Dates/Times

The java.util.Date class is used for dates.

```
Date now = new Date();
BasicDBObject time = new BasicDBObject("ts", now);

collection.save(time);
```

Database References

`com.mongodb.DBRef` can be used to save database references.

```
DBRef addressRef = new DBRef(db, "foo.bar", address_id);
DBObject address = addressRef.fetch();

DBObject person = BasicDBObjectBuilder.start()
    .add("name", "Fred")
    .add("address", addressRef)
    .get();
collection.save(person);

DBObject fred = collection.findOne();
// address reference is returned as a DBObject, not a DBRef
DBObject addressObj = (DBObject)fred.get("address");
```

Binary Data

An array of bytes (`byte[]`) can be used for binary data.

C++ Language Center

A C++ driver is available for communicating with the MongoDB. As the database is written in C++, the driver actually uses some core MongoDB code -- this is the same driver that the database uses itself for replication.

The driver has been compiled successfully on Linux, OS X, Windows, and Solaris.

- API Documentation
- C++ Tutorial
- HOWTO
  - Connecting
  - Tailable Cursors
- Mongo Database and C++ Driver Source Code (at github). See the client subdirectory for client driver related files.

Additional Notes

- The Building documentation covers compiling the entire database, but some of the notes there may be helpful for compiling client applications too.
- There is also a pure C driver for MongoDB. For true C++ apps we recommend using the C++ driver.

C++ Tutorial

- Installing the Driver Library and Headers
  - Unix
    - From Source
    - From Distribution
  - Windows
- Compiling
- Writing Client Code
  - Connecting
  - BSON
  - Inserting
  - Querying
  - Indexing
  - Sorting
  - Updating
- Further Reading

This document is an introduction to usage of the MongoDB database from a C++ program.

First, install Mongo -- see Getting Started for details.

Next, you may wish to take a look at the Developer's Tour guide for a language independent look at how to use MongoDB. Also, we suggest some basic familiarity with the `mongo` shell -- the shell is one's primary database administration tool and is useful for manually inspecting the contents of a database after your C++ program runs.

Installing the Driver Library and Headers

A good source for general information about setting up a MongoDB development environment on various operating systems is the building page.

Unix

From Source

For Unix, the Mongo driver library is `libmongoclient.a`.

When installing from source, use `scons install` to install the libraries. By default library and header files are installed in /usr/local. You can use --prefix to change the install path: `scons --prefix /opt/mongo install.`

From Distribution

The normal db distribution includes the C++ driver. You can just unzip wherever you like.

Windows

The MongoDB Windows binary packages include a file lib/mongoclient.lib. Include this library in your client project.

For more information on Boost setup see the Building for Windows page.

Compiling

The C++ drivers requires the boost libraries to compile. Be sure boost is on your include and lib paths.

Writing Client Code

Note: for brevity, the examples below are simply inline code. In a real application one will define classes for each database object typically.

Connecting

Let's make a tutorial.cpp file that connects to the database (see client/examples/tutorial.cpp for full text of the examples below):

```
#include <iostream>
#include "client/dbclient.h"

using namespace mongo;

void run() {
  DBClientConnection c;
  c.connect("localhost");
}

int main() {
  try {
    run();
    cout << "connected ok" << endl;
  } catch( DBException &e ) {
    cout << "caught " << e.what() << endl;
  }
  return 0;
}
```

If you are using gcc on Linux or OS X, you would compile with something like this, depending on location of your include files and libraries:

```
$ g++ tutorial.cpp -lmongoclient -lboost_thread-mt -lboost_filesystem -lboost_program_options -o
tutorial
$ ./tutorial
connected ok
$
```

depending on your boost version you might need to link against the *boost_system* library as well: **-lboost_system**. Also, you may need to append "-mt" to boost_filesystem and boost_program_options.

BSON

The Mongo database stores data in BSON format. BSON is a binary object format that is JSON-like in terms of the data which can be stored (some extensions exist, for example, a Date datatype).

To save data in the database we must create objects of class BSONObj. The components of a BSONObj are represented as BSONElement objects. We use BSONObjBuilder to make BSON objects, and BSONObjIterator to enumerate BSON objects.

Let's now create a BSON "person" object which contains name and age. We might invoke:

```
BSONObjBuilder b;
b.append("name", "Joe");
b.append("age", 33);
BSONObj p = b.obj();
```

We can also create objects with a stream-oriented syntax:

```
BSONObjBuilder b;
b << "name" << "Joe" << "age" << 33;
BSONObj p = b.obj();
```

The macro BSON lets us be even more compact:

```
BSONObj p = BSON( "name" << "Joe" << "age" << 33 );
```

Use the GENOID helper to add an object id to your object. The server will add an _id automatically if it is not included explicitly.

```
BSONObj p = BSON( GENOID << "name" << "Joe" << "age" << 33 );
// result is: { _id : ..., name : "Joe", age : 33 }
```

GENOID should be at the beginning of the generated object.

Inserting

We now save our person object in a persons collection in the database:

```
c.insert("tutorial.persons", p);
```

The first parameter to insert is the namespace. tutorial is the database and persons is the collection name.

Querying

Let's now fetch all objects from the persons collection, and display them. We'll also show here how to use count().

```
cout << "count:" << c.count("tutorial.persons") << endl;

  auto_ptr<DBClientCursor> cursor = c.query("tutorial.persons", emptyObj);
  while( cursor->more() )
      cout << cursor->next().toString() << endl;
```

emptyObj is the empty BSON object -- we use it to represent {} which indicates an empty query pattern (an empty query is a query for all objects).

We use BSONObj::toString() above to print out information about each object retrieved. BSONObj::toString is a diagnostic function which prints an abbreviated JSON string representation of the object. For full JSON output, use BSONObj::jsonString.

Let's now write a function which prints out the name (only) of all persons in the collection whose age is a given value:

```
void printIfAge(DBClientConnection&c, int age) {
  auto_ptr<DBClientCursor> cursor = c.query("tutorial.persons", QUERY( "age" << age ) );
  while( cursor->more() ) {
    BSONObj p = cursor->next();
    cout << p.getStringField("name") << endl;
  }
}
```

getStringField() is a helper that assumes the "name" field is of type string. To manipulate an element in a more generic fashion we can retrieve the particular BSONElement from the enclosing object:

```
BSONElement name = p["name"];
// or:
//BSONElement name = p.getField("name");
```

See the api docs, and jsobj.h, for more information.

Our query above, written as JSON, is of the form

```
{ age : <agevalue> }
```

Queries are BSON objects of a particular format -- in fact, we could have used the BSON() macro above instead of QUERY(). See class Query in dbclient.h for more information on Query objects, and the Sorting section below.

In the mongo shell (which uses javascript), we could invoke:

```
use tutorial;
db.persons.find( { age : 33 } );
```

Indexing

Let's suppose we want to have an index on age so that our queries are fast. We would use:

```
c.ensureIndex("tutorial.persons", fromjson("{age:1}"));
```

The ensureIndex method checks if the index exists; if it does not, it is created. ensureIndex is intelligent and does not repeat transmissions to the server; thus it is safe to call it many times in your code, for example, adjacent to every insert operation.

In the above example we use a new function, fromjson. fromjson converts a JSON string to a BSONObj. This is sometimes a convenient way to specify BSON. Alternatively we could have written:

```
c.ensureIndex("tutorial.persons", BSON( "age" << 1 ));
```

Sorting

Let's now make the results from printIfAge sorted alphabetically by name. To do this, we change the query statement from:

```
auto_ptr<DBClientCursor> cursor = c.query("tutorial.persons", QUERY( "age" << age ) );
```

to

```
to  auto_ptr<DBClientCursor> cursor = c.query("tutorial.persons", QUERY( "age" << age ).sort("name")
);
```

Here we have used Query::sort() to add a modifier to our query expression for sorting.

Updating

Use the update() method to perform a database update . For example the following update in the mongo shell :

```
> use tutorial
> db.persons.update( { name : 'Joe', age : 33 }, { $inc : { visits : 1 } } )
```

is equivalent to the following C++ code:

```
db.update( "tutorial.persons" ,
           BSON( "name" << "Joe" << "age" << 33 ),
           BSON( "$inc" << BSON( "visits" << 1 ) ) );
```

Further Reading

This overview just touches on the basics of using Mongo from C++. There are many more capabilities. For further exploration:

- See the language-independent Developer's Tour;
- Experiment with the `mongo` shell;
- Review the doxygen API docs;
- See connecting pooling information in the API docs;
- See GridFS file storage information in the API docs;
- See the HOWTO pages under the C++ Language Center
- Consider getting involved to make the product (either C++ driver, tools, or the database itself) better!

Connecting

The C++ driver includes several classes for managing collections under the parent class DBClientInterface.

In general, you will want to instantiate either a DBClientConnection object, or a DBClientPaired object. DBClientConnection is our normal connection class for a connection to a single MongoDB database server (or shard manager). We use DBClientPaired to connect to database replica pairs.

Perl Language Center

- Installing
  - CPAN
  - Manual (Non-CPAN) Installation
  - Big-Endian Systems
- Next Steps
- Other MongoDB Perl Tools
  - `MojoX::Session::Store::MongoDB`

> Start a MongoDB server instance (`mongod`) before installing so that the tests will pass. Some tests may be skipped if you are not running a recent version of the database (>= 1.1.3).

Installing

CPAN

```
$ sudo cpan MongoDB
```

The Perl driver is available through CPAN as the package `MongoDB`. It should build cleanly on *NIX and Windows (via Strawberry Perl).

Manual (Non-CPAN) Installation

If you would like to try the latest code or are contributing to the Perl driver, it is available at Github. There is also documentation generated after every commit.

You can see if it's a good time to grab the bleeding edge code by seeing if the build is green.

To build the driver, run:

```
$ perl Makefile.PL
$ make
$ make test # make sure mongod is running, first
$ sudo make install
```

Please note that the tests will not pass without a `mongod` process running.

Big-Endian Systems

The driver will work on big-endian machines, but the database will not. The tests assume that `mongod` will be running on localhost unless %ENV{MONGOD} is set. So, to run the tests, start the database on a little-endian machine (at, say, "example.com") and then run the tests with:

```
MONGOD=example.com make test
```

A few tests that require a database server on "localhost" will be skipped.

Next Steps

There is a tutorial and API documentation on CPAN.

If you're interested in contributing to the Perl driver, check out Contributing to the Perl Driver.

Other MongoDB Perl Tools

`MojoX::Session::Store::MongoDB`

`MojoX::Session::Store::MongoDB` is a store for `MojoX::Session` that stores a session in a MongoDB database. Created by Ask Bjørn Hansen.

Contributing to the Perl Driver

The easiest way to contribute is to file bugs and feature requests on Jira.

If you would like to help code the driver, read on...

Finding Something to Help With

Fixing Bugs

You can choose a bug on Jira and fix it. Make a comment that you're working on it, to avoid overlap.

Writing Tests

The driver could use a lot more tests. We would be grateful for any and all tests people would like to write.

Adding Features

If you think a feature is missing from the driver, you're probably right. Check on IRC or the mailing list, then go ahead and create a Jira case and add the feature. The Perl driver was a bit neglected for a while (although it's now getting a lot of TLC) so it's missing a lot of things that the other drivers have. You can look through their APIs for ideas.

Contribution Guildlines

The best way to make changes is to create an account on [Github], fork the driver, make your improvements, and submit a merge request.

To make sure your changes are approved and speed things along:

- Write tests. Lots of tests.
- Document your code.
- Write POD, when applicable.

Bonus (for C programmers, particularly):

- Make sure your change works on Perl 5.8, 5.10, Windows, Mac, Linux, etc.

Code Layout

The important files:

```
| perl_mongo.c # serialization/deserialization
| mongo_link.c # connecting to, sending to, and receiving from the database
- lib
   - MongoDB
      | Connection.pm # connection, queries, inserts... everything comes through here
      | Database.pm
      | Collection.pm
      | Cursor.pm
      | OID.pm
      | GridFS.pm
      - GridFS
         | File.pm
- xs
   | Mongo.xs
   | Connection.xs
   | Cursor.xs
   | OID.xs
```

Perl Tutorial

Redirection Notice
This page should redirect to http://search.cpan.org/dist/MongoDB/lib/MongoDB/Tutorial.pod.

Online API Documentation

MongoDB API and driver documentation is available online. It is updated daily.

- Java Driver API Documentation
- C++ Driver API Documentation
- Python Driver API Documentation
- Ruby Driver API Documentation
- PHP Driver API Documentation

Writing Drivers and Tools

- mongosniff

Overview - Writing Drivers and Tools

This section contains information for developers that are working with the low-level protocols of Mongo - people who are writing drivers and higher-level tools.

Documents of particular interest :

BSON bsonspec.org	Description of the BSON binary document format. Fundamental to how Mongo and it's client software works.
Mongo Wire Protocol	Specification for the basic socket communications protocol used between Mongo and clients.
Mongo Driver Requirements	Description of what functionality is expected from a Mongo Driver

GridFS Specification	Specification of GridFS - a convention for storing large objects in Mongo
Mongo Extended JSON	Description of the extended JSON protocol for the REST-ful interface (ongoing development)

Additionally we recommend driver authors take a look at existing driver source code as an example.

bsonspec.org

Mongo Driver Requirements

This is a high-level list of features that a driver for MongoDB might provide. We attempt to group those features by priority. This list should be taken with a grain of salt, and probably used more for inspiration than as law that must be adhered to. A great way to learn about implementing a driver is by reading the source code of any of the existing drivers, especially the ones listed as "mongodb.org supported".

High priority

- BSON serialization/deserialization
- full cursor support (e.g. support OP_GET_MORE operation)
- close exhausted cursors via OP_KILL_CURSORS
- support for running database commands
- handle query errors
- convert all strings to UTF-8 (part of proper support for BSON)
- hint, explain, count, $where
- database profiling: set/get profiling level, get profiling info
- advanced connection management (replica pairs, slave okay)
- automatic reconnection

Medium priority

- validate a collection in a database
- buffer pooling
- Tailable cursor support

A driver should be able to connect to a single server. By default this must be `localhost:27017`, and must also allow the server to be specified by hostname and port.

```
Mongo m = new Mongo();   // go to localhost, default port
```

```
Mongo m = new Mongo(String host, int port);
```

How the driver does this is up to the driver - make it idiomatic. However, a driver should make it explicit and clear what is going on.

Pair Mode Connection

A driver must be able to support "Pair Mode" configurations, where two mongod servers are specified, and configured for hot-failover.

The driver should determine which of the pair is the current master, and send all operations to that server. In the event of an error, either socket error or a "not a master" error, the driver must restart the determination process. It must not assume the other server in the pair is now the master.

```
ServerPair sp = new ServerPair(INETAddr...);
Mongo m = new Mongo(sp)
```

A driver may optionally allow a driver to connect deliberately to the "non-master" in the pair, for debugging, admin or operational purposes.

```
ServerPair sp = new ServerPair(INETAddr...);
sp.setTarget(ServerPair.SHADOW_MASTER);
Mongo m = new Mongo(sp);
```

1. **Cluster Mode** Connect to master in master-slave cluster

   ```
   ServerCluster sc = new ServerCluster(INETAddr...); // again, give one and discover?
   Mongo m = new Mongo(sc);
   ```

   ## Connect to slave in read-only mode in master-slave cluster

```
ServerCluster sc = new ServerCluster(INETAddr...); // again, give one and discover?
sc.setTarget(...)
Mongo m = new Mongo(sc);

or maybe make it like *Default/Simple* w/ a flag?
```

Other than that, we need a way to get a DB object :

```
Mongo m = new Mongo();

DB db = m.getDB(name);
```

And a list of db names (useful for tools...) :

```
List<String> getDBNameList();
```

Database Object

Simple operations on a database object :

```
/**
 *  get name of database
 */
String    dbName = db.getName();

/**
 * Get a list of all the collection names in this database
 */
List<String> cols = db.getCollectionNames();

/**
 * get a collection object.  Can optionally create it if it
 *  doesn't exist, or just  be strict.  (XJDM has strictness as an option)
 */
Collection coll = db.getCollection(string);

/**
 * Create a collection w/ optional options.  Can fault
 * if the collection exists, or can just return it if it already does
 */
Collection coll = db.createCollection( string);
Collection coll = db.createCollection( string, options);

/**
 * Drop a collection by its name or by collection object.
 * Driver could invalidate any outstanding Collection objects
 * for that collection, or just hope for the best.
 */
boolean  b  = db.dropCollection(name);
boolean  b  = db.dropCollection(Collection);

/**
 * Execute a command on the database, returning the
 * BSON doc with the results
 */
Document d = db.executeCommand(command);

/**
 * Close the [logical] database
 */
void  db.close();

/**
 * Erase / drop an entire database
 */
bool dropDatabase(dbname)
```

Database Administration

These methods have to do with database metadata: profiling levels and collection validation. Each admin object is associated with a database. These methods could either be built into the Database class or provided in a separate Admin class whose instances are only available from a database instance.

```
/* get an admin object from a database object. */
Admin admin = db.getAdmin();

/**
 * Get profiling level. Returns one of the strings "off", "slowOnly", or
 * "all". Note that the database returns an integer. This method could
 * return an int or an enum instead --- in Ruby, for example, we return
 * symbols.
 */
String profilingLevel = admin.getProfilingLevel();

/**
 * Set profiling level. Takes whatever getProfilingLevel() returns.
 */
admin.setProfilingLevel("off");

/**
 * Retrieves the database's profiling info.
 */
Document profilingInfo = admin.getProfilingInfo();

/**
 * Returns true if collection is valid; raises an exception if not.
 */
boolean admin.validateCollection(collectionName);
```

Collection Basic Ops

```
/**
 *   full query capabilities - limit, skip, returned fields, sort, etc
 */
Cursor        find(...);

void          insert(...) // insert one or more objects into the collection, local variants on args
void          remove(query) // remove objects that match the query
void          modify(selector, modifier)  // modify all objects that match selector w/ modifier object
void          replace(selector, object)   // replace first object that match selector w/ specified
object
void          repsert(selector, object)   // replace first object that matches, or insert  **upsert w/
modifier makes no logical sense*
long          getCount();
long          getCount(query);
```

Index Operations

```
void          createIndex( index_info)
void          dropIndex(name)
void          dropIndexes()
List<info>    getIndexInformation()
```

Misc Operations

```
document      explain(query)
options       getOptions();
string        getName();
void          close();
```

Cursor Object

```
document      getNextDocument()
iterator      getIterator()  // again, local to language
bool          hasMore()
void          close()
```

Spec, Notes and Suggestions for Mongo Drivers

Assume that the BSON objects returned from the database may be up to 4MB. This size may change over time but for now the limit is 4MB per object. We recommend you test your driver with 4MB objects.

See Also

- Driver Requirements
- BSON
- The main Database Internals page

Feature Checklist for Mongo Drivers

Functionality Checklist

This section lists tasks the driver author might handle.

Essential

- BSON serialization/deserialization
- Basic operations: `query`, `save`, `update`, `remove`, `ensureIndex`, `findOne`, `limit`, `sort`
- Fetch more data from a cursor when necessary (dbGetMore)
- Sending of KillCursors operation when use of a cursor has completed (ideally for efficiently these are sent in batches)
- Convert all strings to utf8
- Authentication

Recommended

- automatic doc_id generation (important when using replication)
- Database $cmd support and helpers
- Detect { `$err: ...` } response from a db query and handle appropriately --see Error Handling in Mongo Drivers
- Automatically use the proper half of a db server replica pair
- `ensureIndex` commands should be cached to prevent excessive communication with the database. (Or, the driver user should be informed that `ensureIndex` is not a lightweight operation for the particular driver.)
- Support for objects up to 4MB in size

More Recommended

- lasterror helper functions
- `count()` helper function
- `$where` clause
- `eval()`
- File chunking
- hint fields
- explain helper
- Automatic _id index creation (maybe the db should just do this???)

More Optional

- `addUser`, `logout` helpers
- Allow client user to specify Option_SlaveOk for a query
- Tailable cursor support
- In/out buffer pooling (if implementing in a garbage collected languages)

More Optional

- [connection pooling]
- Automatic reconnect on connection failure
- DBRef Support:
    - Ability to generate easily
    - Automatic traversal

See Also

- The Driver and Integration Center for information about the latest drivers
- The [top page] for this section
- The main Database Internals page
- The starting point for all Home

Conventions for Mongo Drivers

Interface Conventions

It is desirable to keep driver interfaces consistent when possible. Of course, idioms vary by language, and when they do adaptation is appropriate. However, when the idiom is the same, keeping the interfaces consistent across drivers is desirable.

Terminology

In general, use these terms when naming identifiers. Adapt the names to the normal "punctuation" style of your language `-- foo_bar` in C might be `fooBar` in Java.

- *database* - what does this mean?
- *collection*
- *index*

Driver Testing Tools

Object IDs

- driverOIDTest for testing toString

```
> db.runCommand( { "driverOIDTest" : new ObjectId() } )
{
        "oid" : ObjectId("4b8991f221752a6e61a88267"),
        "str" : "4b8991f221752a6e61a88267",
        "ok" : 1
}
```

Mongo Wire Protocol

- Introduction
- Messages Types and Formats
  - Standard Message Header
  - Request Opcodes
- Client Request Messages
  - OP_UPDATE
  - OP_INSERT
  - OP_QUERY
  - OP_GETMORE
  - OP_DELETE
  - OP_KILL_CURSORS
  - OP_MSG
- Database Response Messages
  - OP_REPLY

Introduction

The Mongo Wire Protocol is a simple socket-based, request-response style protocol. Clients communicate with the database server through a regular TCP/IP socket.

> **Default Socket Port**
> The default port is 27017, but this is configurable and will vary.

Clients should connect to the database with a regular TCP/IP socket. Currently, there is no connection handshake.

> To describe the message structure, a C-like `struct` is used. The types used in this document (`cstring`, `int32`, etc.) are the same as those defined in the BSON specification. The standard message header is typed as `MsgHeader`. Integer constants are in capitals (e.g. `ZERO` for the integer value of 0).
>
> In the case where more than one of something is possible (like in a OP_INSERT or OP_KILL_CURSORS), we again use the notation from the BSON specification (e.g. `int64*`). This simply indicates that one or more of the specified type can be written to the socket, one after another.

> **Byte Ordering**
> Note that like BSON documents, all data in the mongo wire protocol is little-endian.

Messages Types and Formats

TableOfContents

There are two types of messages, client requests and database responses, each having a slightly different structure.

Standard Message Header

In general, each message consists of a standard message header followed by request-specific data. The standard message header is structured as follows :

```
struct {
    int32   messageLength; // total message size, including the 4 bytes of length
int32   requestID;     // client or database-generated identifier for this message
int32   responseTo;    // requestID from the original request (used in reponses from db)
int32   opCode;        // request type - see table below
}
```

`messageLength` : This is the total size of the message in bytes. This total includes the 4 bytes that holds the message length.

`requestID` : This is a client or database-generated identifier that uniquely identifies this message. For the case of client-generated messages (e.g. CONTRIB:OP_QUERY and CONTRIB:OP_GET_MORE), it will be returned in the `responseTo` field of the CONTRIB:OP_REPLY message. Along with the `reponseTo` field in responses, clients can use this to associate query responses with the originating query.

`responseTo` : In the case of a message from the database, this will be the requestID taken from the CONTRIB:OP_QUERY or CONTRIB:OP_GET_MORE messages from the client. Along with the `requestID` field in queries, clients can use this to associate query responses with the originating query.

`opCode` : Type of message. See the table below in the next section.

Request Opcodes

TableOfContents

The following are the currently supported opcodes :

Opcode Name	opCode value	Comment
OP_REPLY	1	Reply to a client request. responseTo is set
OP_MSG	1000	generic msg command followed by a string
OP_UPDATE	2001	update document
OP_INSERT	2002	insert new document
RESERVED	2003	formerly used for OP_GET_BY_OID
OP_QUERY	2004	query a collection
OP_GET_MORE	2005	Get more data from a query. See Cursors
OP_DELETE	2006	Delete documents

OP_KILL_CURSORS	2007	Tell database client is done with a cursor

Client Request Messages

TableOfContents

Clients can send all messages except for CONTRIB:OP_REPLY. This is reserved for use by the database.

Note that only the CONTRIB:OP_QUERY and CONTRIB:OP_GET_MORE messages result in a response from the database. There will be no response sent for any other message.

You can determine if a message was successful with a $$$ TODO get last error command.

OP_UPDATE

The OP_UPDATE message is used to update a document in a collection. The format of a OP_UPDATE message is

```
struct {
    MsgHeader header;             // standard message header
int32     ZERO;               // 0 - reserved for future use
cstring   fullCollectionName; // "dbname.collectionname"
int32     flags;              // bit vector. see below
document  selector;           // the query to select the document
document  update;             // specification of the update to perform
}
```

`fullCollectionName` : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

`flags` :

bit num	name	description
0	Upsert	If set, the database will insert the supplied object into the collection if no matching document is found.
1	MultiUpdate	If set, the database will update all matching objects in the collection. Otherwise only updates first matching doc.
2-31	Reserved	Must be set to 0.

`selector` : BSON document that specifies the query for selection of the document to update.

`update` : BSON document that specifies the update to be performed. For information on specifying updates see the documentation on Updating.

There is no response to an OP_UPDATE message.

OP_INSERT

The OP_INSERT message is used to insert one or more documents into a collection. The format of the OP_INSERT message is

```
struct {
    MsgHeader header;             // standard message header
int32     ZERO;               // 0 - reserved for future use
cstring   fullCollectionName; // "dbname.collectionname"
document* documents;          // one or more documents to insert into the collection
}
```

`fullCollectionName` : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

`documents` : One or more documents to insert into the collection. If there are more than one, they are written to the socket in sequence, one after another.

There is no response to an OP_UPDATE message.

OP_QUERY

The OP_QUERY message is used to query the database for documents in a collection. The format of the OP_QUERY message is :

```
struct {
    MsgHeader header;                // standard message header
int32     opts;                  // query options.  See below for details.
cstring   fullCollectionName;    // "dbname.collectionname"
int32     numberToSkip;          // number of documents to skip when returning results
int32     numberToReturn;        // number of documents to return in the first OP_REPLY
document  query ;                // query object.  See below for details.
[ document  returnFieldSelector; ] // OPTIONAL : selector indicating the fields to return.  See below
for details.
}
```

`opts` : query options

- None: 0
- Tailable cursor: 2
- Slave OK: 4
- Oplog replay: 8 (internal replication use only - drivers should not implement)
- No cursor timeout : 16

`fullCollectionName` : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

`numberToSkip` : Sets the number of documents to omit - starting from the first document in the resulting dataset - when returning the result of the query.

`numberToReturn` : Limits the number of documents in the **first** CONTRIB:OP_REPLY message to the query. However, the database will still establish a cursor and return the `cursorID` to the client if there are more results than `numberToReturn`. If the client driver offers 'limit' functionality (like the SQL **LIMIT** keyword), then it is up to the client driver to ensure that no more than the specified number of document are returned to the calling application. If `numberToReturn` is 0, the db will used the default return size. If the number is negative, then the database will return that number and close the cursor. No futher results for that query can be fetched. If `numberToReturn` is 1 the server will treat it as -1 (closing the cursor automatically).

`query` : BSON document that represents the query. The query will contain one or more elements, all of which must match for a document to be included in the result set. Please see $$$ TODO QUERY for more information.

`returnFieldsSelector` : OPTIONAL BSON document that limits the fields in the returned documents. The returnFieldsSelector contains one or more elements, each of which is the name of a field that should be returned, and and the integer value 1. In JSON notation, a returnFieldsSelector to limit to the fields "a", "b" and "c" would be :

```
{ a : 1, b : 1, c : 1}
```

The database will respond to an OP_QUERY message with an CONTRIB:OP_REPLY message.

OP_GETMORE

The OP_GETMORE message is used to query the database for documents in a collection. The format of the OP_GETMORE message is :

```
struct {
    MsgHeader header;             // standard message header
int32     ZERO;               // 0 - reserved for future use
cstring   fullCollectionName; // "dbname.collectionname"
int32     numberToReturn;     // number of documents to return
int64     cursorID;           // cursorID from the OP_REPLY
}
```

`fullCollectionName` : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

`numberToReturn` : Limits the number of documents in the **first** CONTRIB:OP_REPLY message to the query. However, the database will still establish a cursor and return the `cursorID` to the client if there are more results than `numberToReturn`. If the client driver offers 'limit' functionality (like the SQL **LIMIT** keyword), then it is up to the client driver to ensure that no more than the specified number of document are returned to the calling application. If `numberToReturn` is 0, the db will used the default return size.

`cursorID` : Cursor identifier that came in the CONTRIB:OP_REPLY. This must be the value that came from the database.

The database will respond to an OP_GETMORE message with an CONTRIB:OP_REPLY message.

OP_DELETE

The OP_DELETE message is used to remove one or more messages from a collection. The format of the OP_DELETE message is :

```
struct {
    MsgHeader header;              // standard message header
int32     ZERO;               // 0 - reserved for future use
cstring   fullCollectionName; // "dbname.collectionname"
int32     flags;              // bit vector - see below for details.
document  selector;           // query object.  See below for details.
}
```

`fullCollectionName` : The full collection name. The full collection name is the concatenation of the database name with the collection name, using a "." for the concatenation. For example, for the database "foo" and the collection "bar", the full collection name is "foo.bar".

`flags` :

bit num	name	description
0	SingleRemove	If set, the database will remove only the first matching document in the collection. Otherwise all matching documents will be removed.
1-31	Reserved	Must be set to 0.

`selector` : BSON document that represent the query used to select the documents to be removed. The selector will contain one or more elements, all of which must match for a document to be removed from the collection. Please see $$$ TODO QUERY for more information.

There is no reponse to an OP_DELETE message.

OP_KILL_CURSORS

The OP_KILL_CURSORS message is used to close an active cursor in the database. This is necessary to ensure that database resources are reclaimed at the end of the query. The format of the OP_KILL_CURSORS message is :

```
struct {
    MsgHeader header;             // standard message header
int32     ZERO;               // 0 - reserved for future use
int32     numberOfCursorIDs; // number of cursorIDs in message
int64*    cursorIDs;          // sequence of cursorIDs to close
}
```

`numberOfCursorIDs` : The number of cursors that are in the message.

`cursorIDs` : "array" of cursor IDs to be closed. If there are more than one, they are written to the socket in sequence, one after another.

Note that if a cursor is read until exhausted (read until OP_QUERY or OP_GETMORE returns zero for the cursor id), there is no need to kill the cursor.

OP_MSG

Deprecated. OP_MSG sends a diagnostic message to the database. The database sends back a fixed resonse. The format is

```
struct {
    MsgHeader header;  // standard message header
cstring   message; // message for the database
}
```

Drivers do not need to implement OP_MSG.

Database Response Messages

TableOfContents

OP_REPLY

The OP_REPLY message is sent by the database in response to an CONTRIB:OP_QUERY or CONTRIB:OP_GET_MORE message. The format

of an OP_REPLY message is :

```
struct {
    MsgHeader header;         // standard message header
int32     responseFlag;   // normally zero, non-zero on query failure
int64     cursorID;       // id of the cursor created for this query response
int32     startingFrom;   // indicates where in the cursor this reply is starting
int32     numberReturned; // number of documents in the reply
document* documents;      // documents
}
```

`responseFlag` : Flag that indicates status of the query. Normally 0, a non-zero value is used to indicate a failed query or information about the cursor generated.

`cursorID` : The cursorID that this OP_REPLY is a part of. In the event that the result set of the query fits into one OP_REPLY message, `cursorID` will be 0. This `cursorID` must be used in any CONTRIB:OP_GET_MORE messages used to get more data, and also must be closed by the client when no longer needed via a CONTRIB:OP_KILL_CURSORS message.

BSON

- bsonspec.org
- BSON and MongoDB
- Language-Specific Examples
  - C
  - C++
  - Java
  - PHP
  - Python
  - Ruby
- MongoDB Document Types

bsonspec.org

BSON is a bin-ary-en-coded seri-al-iz-a-tion of JSON-like doc-u-ments. BSON is designed to be lightweight, traversable, and efficient. BSON, like JSON, supports the embedding of objects and arrays within other objects and arrays. See bsonspec.org for the spec and more information in general.

BSON and MongoDB

MongoDB uses BSON as the data storage and network transfer format for "documents".

BSON at first seems BLOB-like, but there exists an important difference: the Mongo database understands BSON internals. This means that MongoDB can "reach inside " BSON objects, even nested ones. Among other things, this allows MongoDB to build indexes and match objects against query expressions on both top-level and nested BSON keys.

See also: the BSON blog post.

Language-Specific Examples

We often map from a language's "dictionary" type – which may be its native objects – to BSON. The mapping is particularly natural in dynamically typed languages:

```
JavaScript: {"foo" : "bar"}
Perl: {"foo" => "bar"}
PHP: array("foo" => "bar")
Python: {"foo" : "bar"}
Ruby: {"foo" => "bar"}
Java: DBObject obj = new BasicDBObject("foo", "bar");
```

C

See http://github.com/mongodb/mongo-c-driver/blob/master/src/bson.h

C++

```
BSONObj p = BSON( "name" << "Joe" << "age" << 33 );
cout << p.toString() << endl;
cout << p["age"].number() << endl;
```

See the BSON section of the C++ Tutorial for more information.

Java

```
BasicDBObject doc = new BasicDBObject();
doc.put("name", "MongoDB");
doc.put("type", "database");
doc.put("count", 1);
BasicDBObject info = new BasicDBObject();
info.put("x", 203);
info.put("y", 102);
doc.put("info", info);
coll.insert(doc);
```

PHP

The PHP driver includes `bson_encode` and `bson_decode` functions. `bson_encode` takes any PHP type and serializes it, returning a string of bytes:

```
$bson = bson_encode(null);
$bson = bson_encode(true);
$bson = bson_encode(4);
$bson = bson_encode("hello, world");
$bson = bson_encode(array("foo" => "bar"));
$bson = bson_encode(new MongoDate());
```

Mongo-specific objects (`MongoId`, `MongoDate`, `MongoRegex`, `MongoCode`) will be encoded in their respective BSON formats. For other objects, it will create a BSON representation with the key/value pairs you would get by running `for ($object as $key => $value)`.

`bson_decode` takes a string representing a BSON object and parses it into an associative array.

Python

```
>>> from pymongo.bson import BSON
>>> bson_string = BSON.from_dict({"hello": "world"})
>>> bson_string
'\x16\x00\x00\x00\x02hello\x00\x06\x00\x00\x00world\x00\x00'
>>> bson_string.to_dict()
{u'hello': u'world'}
```

PyMongo also supports "ordered dictionaries" through the **pymongo.son** module. The **BSON** class can handle **SON** instances using the same methods you would use for regular dictionaries.

Ruby

There are now two gems that handle BSON-encoding: bson and bson_ext. These gems can be used to work with BSON independently of the MongoDB Ruby driver.

```
irb
>> require 'rubygems'
=> true
>> require 'bson'
=> true
>> doc = {:hello => "world"}
>> bson = BSON.serialize(document).to_s
=> "\026\000\000\000\002hello\000\006\000\000\000world\000\000"
>> BSON.deserialize(bson.unpack("C*"))
=> {"hello" => "world"}
```

The BSON class also supports ordered hashes. Simply construct your documents using the OrderedHash class, also found in the MongoDB Ruby Driver.

MongoDB Document Types

MongoDB uses BSON documents for three things:

1. Data storage (user documents). These are the regular JSON-like objects that the database stores for us. These BSON documents are sent to the database via the INSERT operation. User documents have limitations on the "element name" space due to the usage of special characters in the JSON-like query language.
    a. A user document element name cannot begin with "$".
    b. A user document element name cannot have a "." in the name.
    c. The element name "_id" is reserved for use as a primary key id, but you can store anything that is unique in that field. The database expects that drivers will prevent users from creating documents that violate these constraints.
2. Query "Selector" Documents : Query documents (or selectors) are BSON documents that are used in QUERY, DELETE and UPDATE operations. They are used by these operations to match against documents. Selector objects have no limitations on the "element name" space, as they must be able to supply special "marker" elements, like "$where" and the special "command" operations.
3. "Modifier" Documents : Documents that contain 'modifier actions' that modify user documents in the case of an update (see Updating).

Mongo Extended JSON

Mongo's REST interface supports storage and retrieval of JSON documents. Special representations are used for BSON types that do not have obvious JSON mappings, and multiple representations are allowed for some such types. The REST interface supports three different modes for document output { Strict, JS, TenGen }, which serve to control the representations used. Mongo can of course understand all of these representations in REST input.

- **Strict** mode produces output conforming to the JSON spec http://www.json.org.
- **JS** mode uses some Javascript types to represent certain BSON types.
- **TenGen** mode uses some Javascript types and some 10gen specific types to represent certain BSON types.

The following BSON types are represented using special conventions:

Type	Strict	JS	TenGen	Explanation
data_binary	`{ "$binary" : "<bindata>" , "$type" : "<t>" }`	`{ "$binary" : "<bindata>", "$type" : "<t>" }`	`{ "$binary" : "<bindata>", "$type" : "<t>" }`	<bindata> is the base64 representation of a binary string. <t> is the hexadecimal representation of a single byte indicating the data type.
data_date	`{ "$date" : <date> }`	`Date( <date> )`	`Date( <date> )`	<date> is the JSON representation of a 64 bit unsigned integer for milliseconds since epoch.

data_regex	`{ "$regex" : "<sRegex>", "$options" : "<sOptions>" }`	`/<jRegex>/<jOptions>`	`/<jRegex>/<jOptions>`	<sRegex> is a string of valid JSON characters. <jRegex> is a string that may contain valid JSON characters and unescaped "" characters, but may not contain unescaped '/' characters. <sOptions> is a string containing letters of the alphabet. <jOptions> is a string that may contain only the characters 'g', 'i', and 'm'. Because the JS and TenGen representations support a limited range o options, any nonconforming options will be dropped when converting to this representation.
data_oid	`{ "$oid" : "<id>" }`	`{ "$oid" : "<id>" }`	`ObjectId( "<id>" )`	<id> is a 24 character hexadecimal string. Note that these representations require a data_oid value to have an associated field name "_id".
data_ref	`{ "$ref" : "<name>", "$id" : "<id>" }`	`{ "$ref" : "<name>" , "$id" : "<id>" }`	`Dbref( "<name>", "<id>" )`	<name> is a string of valid JSON characters. <id> is a 24 character hexadecimal string.

GridFS Specification

- Introduction
- Specification
  - Storage Collections
    - `files`
    - `chunks`
  - Indexes

Introduction

GridFS is a storage specification for large objects in MongoDB. It works by splitting large object into small chunks, usually 256k in size. Each chunk is stored as a separate document in a `chunks` collection. Metadata about the file, including the filename, content type, and any optional information needed by the developer, is stored as a document in a `files` collection.

So for any given file stored using GridFS, there will exist one document in `files` collection and one or more documents in the `chunks` collection.

If you're just interested in using GridFS, see the docs on storing files. If you'd like to understand the GridFS implementation, read on.

Specification

Storage Collections

GridFS uses two collections to store data:

- `files` contains the object metadata
- `chunks` contains the binary chunks with some additional accounting information

In order to make more than one GridFS namespace possible for a single database, the files and chunks collections are named with a prefix. By default the prefix is `fs.`, so any default GridFS store will consist of collections named `fs.files` and `fs.chunks`. The drivers make it possible to change this prefix, so you might, for instance, have another GridFS namespace specifically for photos where the collections would be `photos.files` and `photos.chunks`.

Here's an example of the standard GridFS interface in Java:

```
/*
 * default root collection usage - must be supported
 */
GridFS myFS = new GridFS(myDatabase);              // returns a default GridFS (e.g. "fs" root
collection)
myFS.storeFile(new File("/tmp/largething.mpg"));   // saves the file into the "fs" GridFS store

/*
 * specified root collection usage - optional
 */

GridFS myContracts = new GridFS(myDatabase, "contracts");             // returns a GridFS where
"contracts" is root
myFS.retrieveFile("smithco", new File("/tmp/smithco_20090105.pdf"));  // retrieves object whose
filename is "smithco"
```

Note that the above API is for demonstration purposes only - this spec does not (at this time) recommend any API. See individual driver documentation for API specifics.

`files`

Documents in the `files` collection require the following fields:

```
{
  "_id" : <unspecified>,                  // unique ID for this file
"length" : data_number,                 // size of the file in bytes
"chunkSize" : data_number,              // size of each of the chunks.  Default is 256k
"uploadDate" : data_date,               // date when object first stored
"md5" : data_string                     // result of running the "filemd5" command on this file's
chunks
}
```

Any other desired fields may be added to the files document; common ones include the following:

```
{
  "filename" : data_string,               // human name for the file
"contentType" : data_string,            // valid mime type for the object
"aliases" : data_array of data_string,  // optional array of alias strings
"metadata" : data_object,               // anything the user wants to store
}
```

Note that the _id field can be of any type, per the discretion of the spec implementor.

`chunks`

The structure of documents from the `chunks` collection is as follows:

```
{
  "_id" : <unspecified>,         // object id of the chunk in the _chunks collection
"files_id" : <unspecified>,    // _id of the corresponding files collection entry
"n" : chunk_number,            // chunks are numbered in order, starting with 0
"data" : data_binary,          // the chunk's payload as a BSON binary type
}
```

Notes:

- The `_id` is whatever type you choose. As with any MongoDB document, the default will be a BSON object id.
- The `files_id` is a foreign key containing the `_id` field for the relevant `files` collection entry

Indexes

GridFS implementations should create a unique, compound index in the `chunks` collection for `files_id` and n. Here's how you'd do that from the shell:

```
db.fs.chunks.ensureIndex({files_id:1, n:1}, {unique: true});
```

This way, chunks can be retrieved efficiently and in order:

```
db.fs.chunks.find({file_id: myFileID}).orderby({n:1});
```

Implementing Authentication in a Driver

The current version of Mongo supports only very basic authentication. One authenticates a username and password in the context of a particular database. Once authenticated, the user has full read and write access to the database in question.

The `admin` database is special. In addition to several commands that are administrative being possible only on `admin`, authentication on `admin` gives one read and write access to all databases on the server. Effectively, `admin` access means root access to the db.

Note on a single socket we may authenticate for any number of databases, and as different users. This authentication persists for the life of the database connection (barring a `logout` command).

The Authentication Process

Authentication is a two step process. First the driver runs a `getnonce` command to get a nonce for use in the subsequent authentication. We can view a sample `getnonce` invocation from `dbshell`:

```
> db.$cmd.findOne({getnonce:1})
{ "nonce":"7268c504683936e1" , "ok":1
```

The nonce returned is a hex String.

The next step is to run an `authenticate` command for the database on which to authenticate. The authenticate command has the form:

```
{ authenticate : 1, user : username, nonce : nonce, key : digest }
```

where

- *username* is a username in the database's system.users collection;
- *nonce* is the nonce returned from a previous getnonce command;
- *digest* is the hex encoding of a MD5 message digest which is the MD5 hash of the concatenation of (*nonce*, *username*, *password_digest*), where *password_digest* is the user's password value in the pwd field of the associated user object in the database's system.users collection. pwd is the hex encoding of MD5(username + ":mongo:" + *password_text*).

Authenticate will return an object containing

```
{ ok : 1 }
```

when successful.

Details of why an authentication command failed may be found in the Mongo server's log files.

The following code from the Mongo Javascript driver provides an example implementation:

```
DB.prototype.addUser = function( username , pass ){
    var c = this.getCollection( "system.users" );

    var u = c.findOne( { user : username } ) || { user : username };
    u.pwd = hex_md5( username + ":mongo:" + pass );
    print( tojson( u ) );

    c.save( u );
}

DB.prototype.auth = function( username , pass ){
    var n = this.runCommand( { getnonce : 1 } );

    var a = this.runCommand(
        {
            authenticate : 1 ,
            user : username ,
            nonce : n.nonce ,
            key : hex_md5( n.nonce + username + hex_md5( username + ":mongo:" + pass ) )
        }
    );

    return a.ok;
}
```

Logout

Drivers may optionally implement the logout command which deauthorizes usage for the specified database for this connection. Note other databases may still be authorized.

Alternatively, close the socket to deauthorize.

```
> db.$cmd.findOne({logout:1})
{
    "ok" : 1.0
}
```

Replica Pairs and Authentication

For drivers that support replica pairs, extra care with replication is required.

When switching from one server in a pair to another (on a failover situation), you must reauthenticate. Clients will likely want to cache authentication from the user so that the client can reauthenticate with the new server when appropriate.

Be careful also with operations such as Logout - if you log out from only half a pair, that could be an issue.

Authenticating with a server in slave mode is allowed.

See Also

- Security and Authentication

Notes on Pooling for Mongo Drivers

Note that with the db write operations can be sent asynchronously or synchronously (the latter indicating a getlasterror request after the write).

When asynchronous, one must be careful to continue using the same connection (socket). This ensures that the next operation will not begin until after the write completes.

Pooling and Authentication

An individual socket connection to the database has associated authentication state. Thus, if you pool connections, you probably want a separate pool for each authentication case (db + username).

Pseudo-code

The following pseudo-code illustrates our recommended approach to implementing connection pooling in a driver's connection class. This handles authentication, grouping operations from a single "request" onto the same socket, and a couple of other gotchas:

```
class Connection:
   init(pool_size, addresses, auto_start_requests):
      this.pool_size = pool_size
      this.addresses = addresses
      this.auto_start_requests = auto_start_requests
      this.thread_map = {}
      this.locks = Lock[pool_size]
      this.sockets = Socket[pool_size]
      this.socket_auth = String[pool_size][]
      this.auth = {}

      this.find_master()

   find_master():
      for address in this.addresses:
         if address.is_master():
            this.master = address

   pick_and_acquire_socket():
      choices = random permutation of [0, ..., this.pool_size - 1]

      choices.sort(order: ascending,
                   value: size of preimage of choice under this.thread_map)

      for choice in choices:
         if this.locks[choice].non_blocking_acquire():
            return choice

      sock = choices[0]
      this.locks[sock].blocking_acquire()
      return sock

   get_socket():
      if this.thread_map[current_thread] >= 0:
         sock_number = this.thread_map[current_thread]
         this.locks[sock_number].blocking_acquire()
      else:
         sock_number = this.pick_and_lock_socket()
         if this.auto_start_requests or current_thread in this.thread_map:
            this.thread_map[current_thread] = sock_number
```

```
      if not this.sockets[sock_number]:
         this.sockets[sock_number] = Socket(this.master)

      return sock_number

   send_message_without_response(message):
      sock_number = this.get_socket()
      this.check_auth()
      this.sockets[sock_number].send(message)
      this.locks[sock_number].release()

   send_message_with_response(message):
      sock_number = this.get_socket()
      this.check_auth()
      this.sockets[sock_number].send(message)
      result = this.sockets[sock_number].receive()
      this.locks[sock_number].release()
      return result

   # start_request is only needed if auto_start_requests is False
   start_request():
      this.thread_map[current_thread] = -1

   end_request():
      delete this.thread_map[current_thread]

   authenticate(database, username, password):
      # TODO should probably make sure that these credentials are valid,
      # otherwise errors are going to be delayed until first op.
      this.auth[database] = (username, password)

   logout(database):
      delete this.auth[database]

   check_auth(sock_number):
      for db in this.socket_auth[sock_number]:
         if db not in this.auth.keys():
            this.sockets[sock_number].send(logout_message)
            this.socket_auth[sock_number].remove(db)
      for db in this.auth.keys():
         if db not in this.socket_auth[sock_number]:
            this.sockets[sock_number].send(authenticate_message)
            this.socket_auth[sock_number].append(db)

# somewhere we need to do error checking - if you get not master then everything
# in this.sockets gets closed and set to null and we call find_master() again.
```

```
# we also need to reset the socket_auth information - nothing is authorized yet
# on the new master.
```

See Also

- The Driver and Integration Center for information about the latest drivers
- The [top page] for this section
- The main Database Internals page
- The starting point for all Home

Driver and Integration Center

Error Handling in Mongo Drivers

If an error occurs on a query (or getMore operation), Mongo returns an error object instead of user data.

The error object has a first field guaranteed to have the reserved key `$err`. For example:

```
{ $err : "some error message" }
```

The `$err` value can be of any type but is usually a string.

Drivers typically check for this return code explicitly and take action rather than returning the object to the user. The query results flags include a set bit when $err is returned.

```
/* db response format

Query or GetMore: // see struct QueryResult
int resultFlags;
  int64 cursorID;
  int startingFrom;
  int nReturned;
  list of marshalled JSObjects;

*/

struct QueryResult : public MsgData {
  enum {
    ResultFlag_CursorNotFound = 1, /* returned, with zero results, when getMore is called but the
cursor id is not valid at the server. */
    ResultFlag_ErrSet = 2          /* { $err : ... } is being returned */
  };
  ...
};
```

See Also

- The Driver and Integration Center for information about the latest drivers
- The [top page] for this section
- The main Database Internals page
- The starting point for all Home

Developer Zone

- Tutorial
- Shell
- Manual
  - Databases
  - Collections
  - Indexes
  - Data Types and Conventions
  - GridFS

    - Inserting
    - Updating
    - Querying
    - Removing
    - Optimization
- Developer FAQ

If you have a comment or question about anything, please contact us through IRC (freenode.net#mongodb) or the mailing list, rather than leaving a comment at the bottom of a page. It is easier for us to respond to you through those channels.

Introduction

MongoDB is a collection-oriented, schema-free document database.

By *collection-oriented*, we mean that data is grouped into sets that are called 'collections'. Each collection has a unique name in the database, and can contain an unlimited number of documents. Collections are analogous to tables in a RDBMS, except that they don't have any defined schema.

By *schema-free*, we mean that the database doesn't need to know anything about the structure of the documents that you store in a collection. In fact, you can store documents with different structure in the same collection if you so choose.

By *document*, we mean that we store data that is a structured collection of key-value pairs, where keys are strings, and values are any of a rich set of data types, including arrays and documents. We call this data format "BSON" for "Binary Serialized dOcument Notation."

MongoDB Operational Overview

MongoDB is a server process that runs on Linux, Windows and OS X. It can be run both as a 32 or 64-bit application. We recommend running in 64-bit mode, since Mongo is limited to a total data size of about 2GB for all databases in 32-bit mode.

The MongoDB process listens on port 27017 by default (note that this can be set at start time - please see Command Line Parameters for more information).

Clients connect to the MongoDB process, optionally authenticate themselves if security is turned on, and perform a sequence of actions, such as inserts, queries and updates.

MongoDB stores its data in files (default location is `/data/db/`), and uses memory mapped files for data management for efficiency.

MongoDB can also be configured for automatic data replication , as well as automatic fail-over .

For more information on MongoDB administration, please see Mongo Administration Guide.

MongoDB Functionality

As a developer, MongoDB drivers offer a rich range of operations:

- Queries: Search for documents based on either query objects or SQL-like "where predicates". Queries can be sorted, have limited return sizes, can skip parts of the return document set, and can also return partial documents.
- Inserts and Updates : Insert new documents, update existing documents.
- Index Management : Create indexes on one or more keys in a document, including substructure, deleted indexes, etc
- General commands : Any MongoDB operation can be managed via DB Commands over the regular socket.

Tutorial

- Getting the Database
- Getting A Database Connection
- Inserting Data into A Collection
- Accessing Data From a Query
- Specifying What the Query Returns
- `findOne()` - Syntactic Sugar
- Limiting the Result Set via `limit()`
- More Help
- What Next

Getting the Database

Download the database, unpack it, and start the mongod process:

```
$ bin/mongod
```

By default MongoDB will store data files in `/data/db/` (or `c:\data\db`) on all systems. This convention is used throughout the documentation. You can use a different directory by specifying the `--dbpath` argument:

```
$ bin/mongod --dbpath /path/to/my/data/dir
```

Getting A Database Connection

Let's now try manipulating the database with the database shell . (We could perform similar operations from any programming language using an appropriate driver. The shell is convenient for interactive and administrative use.)

Start the MongoDB JavaScript shell with:

```
$ bin/mongo
```

By default the shell connects to database "test" on localhost. You then see:

```
MongoDB shell version: 0.9.8
url: test
connecting to: test
type "help" for help
>
```

`"connecting to:"` tells you the name of the database the shell is using. To switch databases, type:

```
> use mydb
```

To see a list of handy commands, type `help`.

> **Tip for Developers with Experience in Other Databases**
> You may notice, in the examples below, that we never create a database or collection. MongoDB does not require that you do so. As soon as you insert something, MongoDB creates the underlying collection and database. If you query a collection that does not exist, MongoDB treats it as an empty collection.
>
> Switching to a database with the `use` command won't immediately create the database - the database is created lazily the first time data is inserted. This means that if you `use` a database for the first time it won't show up in the list provided by `` `show dbs` `` until data is inserted.

Inserting Data into A Collection

Let's create a test collection and insert some data into it. We will create two objects, `j` and `t`, and then save them in the collection *things*.

In the following examples, '>' indicates commands typed at the shell prompt.

```
> j = { name : "mongo" };
{"name" : "mongo"}
> t = { x : 3 };
{ "x" : 3  }
> db.things.save(j);
> db.things.save(t);
> db.things.find();
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{"x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
>
```

A few things to note :

- We did not predefine the collection. The database creates it automatically on the first insert.
- The documents we store can have any "structure" - in fact in this example, the documents have no common data elements at all. In practice, one usually stores documents of the same structure within collections. However, this flexibility means that schema migration and augmentation are very easy in practice - rarely will you need to write scripts which perform "alter table" type operations.

- Upon being inserted into the database, objects are assigned an object ID (if they do not already have one) in the field `_id`.
- When you run the above example, your ObjectID values will be different.

Let's add some more records to this collection:

```
> for( var i = 1; i < 10; i++ ) db.things.save( { x:4, j:i } );
> db.things.find();
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{"x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
has more
```

Note that not all documents were shown - the shell limits the number to 10 when automatically iterating a cursor. Since we already had 2 documents in the collection, we only see the first 8 of the newly-inserted documents.

If we want to return the next set of results, there's the `it` shortcut. Continuing from the code above:

```
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
has more
> it
{"x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
{"x" : 4 , "j" : 10 , "_id" : ObjectId("497cf87151712cf7758fbdc6")}
```

Technically, find() returns a cursor object. But in the cases above, we haven't assigned that cursor to a variable. So, the shell automatically iterates over the cursor, giving us an initial result set, and allowing us to continue iterating with the **it** command.

But we can also work with the cursor directly; just how that's done is discussed in the next section.

Accessing Data From a Query

Before we discuss queries in any depth, lets talk about how to work with the results of a query - a cursor object. We'll use the simple `find()` query method, which returns everything in a collection, and talk about how to create specific queries later on.

In order to see all the elements in the collection when using the mongo shell, we need to explicitly use the cursor returned from the `find()` operation.

Lets repeat the same query, but this time use the cursor that `find()` returns, and iterate over it in a while loop :

```
> var cursor = db.things.find();
> while (cursor.hasNext()) { print(tojson(cursor.next())); }
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{"x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>
```

The above example shows cursor-style iteration. The `hasNext()` function tells if there are any more documents to return, and the `next()` function returns the next document. We also used the built-in `tojson()` method to render the document in a pretty JSON-style format.

When working in the JavaScript shell, we can also use the functional features of the language, and just call `forEach` on the cursor. Repeating the example above, but using `forEach()` directly on the cursor rather than the while loop:

```
> db.things.find().forEach( function(x) { print(tojson(x));});
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{"x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>
```

In the case of a `forEach()` we must define a function that is called for each document in the cursor.

In the mongo shell, you can also treat cursors like an array :

```
> var cursor = db.things.find();
> print (tojson(cursor[4]));
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
```

When using a cursor this way, note that all values up to the highest accessed (cursor[4] above) are loaded into RAM at the same time. This is inappropriate for large result sets, as you will run out of memory. Cursors should be used as an iterator with any query which returns a large number of elements.

In addition to array-style access to a cursor, you may also convert the cursor to a true array:

```
> var arr = db.things.find().toArray();
> arr[5];
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
```

Please note that these array features are specific to mongo - The Interactive Shell, and not offered by all drivers.

MongoDB cursors are not snapshots - operations performed by you or other users on the collection being queried between the first and last call to `next()` of your cursor *may or may not* be returned by the cursor. Use explicit locking to perform a snapshotted query.

Specifying What the Query Returns

Now that we know how to work with the cursor objects that are returned from queries, lets now focus on how to tailor queries to return specific things.

In general, the way to do this is to create "query documents", which are documents that indicate the pattern of keys and values that are to be matched.

These are easier to demonstrate than explain. In the following examples, we'll give example SQL queries, and demonstrate how to represent the same query using MongoDB via the mongo shell. This way of specifying queries is fundamental to MongoDB, so you'll find the same general facility in any driver or language.

SELECT * FROM things WHERE name="mongo"

```
> db.things.find({name:"mongo"}).forEach(function(x) { print(tojson(x));});
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
>
```

SELECT * FROM things WHERE x=4

```
> db.things.find({x:4}).forEach(function(x) { print(tojson(x));});
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"x" : 4 , "j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"x" : 4 , "j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"x" : 4 , "j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"x" : 4 , "j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"x" : 4 , "j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"x" : 4 , "j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"x" : 4 , "j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"x" : 4 , "j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>
```

The query expression is an document itself. A query document of the form { a:A, b:B, ... } means "where a==A and b==B and ...". More information on query capabilities may be found in the Queries and Cursors section of the Mongo Developers' Guide.

MongoDB also lets you return "partial documents" - documents that have only a subset of the elements of the document stored in the database. To do this, you add a second argument to the `find()` query, supplying a document that lists the elements to be returned.

To illustrate, lets repeat the last example `find({x:4})` with an additional argument that limits the returned document to just the "j" elements:

SELECT j FROM things WHERE x=4

```
> db.things.find({x:4}, {j:true}).forEach(function(x) { print(tojson(x));});
{"j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
{"j" : 2 , "_id" : ObjectId("497cf87151712cf7758fbdbe")}
{"j" : 3 , "_id" : ObjectId("497cf87151712cf7758fbdbf")}
{"j" : 4 , "_id" : ObjectId("497cf87151712cf7758fbdc0")}
{"j" : 5 , "_id" : ObjectId("497cf87151712cf7758fbdc1")}
{"j" : 6 , "_id" : ObjectId("497cf87151712cf7758fbdc2")}
{"j" : 7 , "_id" : ObjectId("497cf87151712cf7758fbdc3")}
{"j" : 8 , "_id" : ObjectId("497cf87151712cf7758fbdc4")}
{"j" : 9 , "_id" : ObjectId("497cf87151712cf7758fbdc5")}
>
```

Note that the "_id" field is always returned.

`findOne()` - Syntactic Sugar

For convenience, the mongo shell (and other drivers) lets you avoid the programming overhead of dealing with the cursor, and just lets you retrieve one document via the `findOne()` function. `findOne()` takes all the same parameters of the `find()` function, but instead of returning a cursor, it will return either the first document returned from the database, or `null` if no document is found that matches the specified query.

As an example, lets retrieve the one document with `name=='mongo'`. There are many ways to do it, including just calling `next()` on the cursor (after checking for `null`, of course), or treating the cursor as an array and accessing the 0th element.

However, the `findOne()` method is both convenient and efficient:

```
> var mongo = db.things.findOne({name:"mongo"});
> print(tojson(mongo));
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
>
```

This is more efficient because the client requests a single object from the database, so less work is done by the database and the network. This is the equivalent of `find({name:"mongo"}).limit(1)`.

Limiting the Result Set via `limit()`

You may limit the size of a query's result set by specifing a maximum number of results to be returned via the `limit()` method.

This is highly recommended for performance reasons, as it limits the work the database does, and limits the amount of data returned over the network. For example:

```
> db.things.find().limit(3);
in cursor for : DBQuery: example.things ->
{"name" : "mongo" , "_id" : ObjectId("497cf60751712cf7758fbdbb")}
{"x" : 3 , "_id" : ObjectId("497cf61651712cf7758fbdbc")}
{"x" : 4 , "j" : 1 , "_id" : ObjectId("497cf87151712cf7758fbdbd")}
>
```

More Help

In addition to the general "help" command, you can call help on `db` and `db.whatever` to see a summary of methods available.

If you are curious about what a function is doing, you can type it without the {{()}}s and the shell will print the source, for example:

```
> db.foo.insert
function (obj, _allow_dot) {
    if (!obj) {
        throw "no object passed to insert!";
    }
    if (!_allow_dot) {
        this._validateForStorage(obj);
    }
    return this._mongo.insert(this._fullName, obj);
}
```

`mongo` is a full JavaScript shell, so any JavaScript function, syntax, or class can be used in the shell. In addition, MongoDB defines some of its own classes and globals (e.g., `db`). You can see the full API at http://api.mongodb.org/js/.

What Next

After completing this tutorial the next step to learning MongoDB is to dive into the manual for more details.

Manual

This is the MongoDB manual. Except where otherwise noted, all examples are in JavaScript for use with the mongo shell. There is a table available giving the equivalent syntax for each of the drivers.

- Connections
- Databases
  - Commands
    - Clone Database
    - fsync Command
    - Index-Related Commands
    - Last Error Commands
    - Viewing and Terminating Current Operation
    - Validate Command
    - getLastError
    - List of Database Commands
  - Mongo Metadata
- Collections
  - Capped Collections
  - Using a Large Number of Collections
- Data Types and Conventions
  - Internationalized Strings
  - Object IDs
  - Database References
- GridFS
- Indexes
  - Geospatial Indexing
  - Indexing as a Background Operation
  - Multikeys
  - Indexing Advice and FAQ
- Inserting
  - Legal Key Names
  - Schema Design
  - Trees in MongoDB
- Optimization

    - Optimizing Storage of Small Objects
    - Query Optimizer
- Querying
    - Advanced Queries
    - Dot Notation (Reaching into Objects)
    - Full Text Search in Mongo
    - min and max Query Specifiers
    - OR operations in query expressions
    - Queries and Cursors
        - Tailable Cursors
    - Server-side Code Execution
    - Sorting and Natural Order
    - Aggregation
- Removing
- Updating
    - Atomic Operations
    - findandmodify Command
    - Updating Data in Mongo
- MapReduce
- Data Processing Manual

Connections

MongoDB is a database server: it runs in the foreground or background and waits for connections from the user. Thus, when you start MongoDB, you will see something like:

```
~/$ ./mongod
#
# some logging output
#
Tue Mar  9 11:15:43 waiting for connections on port 27017
Tue Mar  9 11:15:43 web admin interface listening on port 28017
```

It will stop printing output at this point but it hasn't frozen, it is merely waiting for connections on port 27017. Once you connect and start sending commands, it will continue to log what it's doing. You can use any of the MongoDB drivers or Mongo shell to connect to the database.

You *cannot* connect to MongoDB by going to http://localhost:27017 in your web browser. The database *cannot* be accessed via HTTP on port 27017.

Standard Connection Format

> The uri scheme described on this page is not yet supported by all of the drivers. Refer to a specific driver's documentation to see how much (if any) of the standard connection uri is supported. All drivers support an alternative method of specifying connections if this format is not supported.

```
mongodb://[username:password@]host1[:port1][,host2[:port2],...[,hostN[:portN]]][/database]
```

- `mongodb://` is a required prefix to identify that this is a string in the standard connection format.
- `username:password@` are optional. If given, the driver will attempt to login to a database after connecting to a database server.
- `host1` is the only required part of the URI. It identifies a server address to connect to.
- `:portX` is optional and defaults to :27017 if not provided.
- `/database` is the name of the database to login to and thus is only relevant if the `username:password@` syntax is used. If not specified the "admin" database will be used by default.

As many hosts as necessary may be specified (for connecting to replica pairs/sets).

Examples

Connect to a database server running locally on the default port:

```
mongodb://localhost
```

Connect and login to the admin database as user "fred" with password "foobar":

```
mongodb://fred:foobar@localhost
```

Connect and login to the "baz" database as user "fred" with password "foobar":

```
mongodb://fred:foobar@localhost/baz
```

Connect to a replica pair, with one server on example1.com and another server on example2.com:

```
mongodb://example1.com:27017,example2.com:27017
```

Connect to a replica set with three servers running on localhost (on ports 27017, 27018, and 27019):

```
mongodb://localhost,localhost:27018,localhost:27019
```

Databases

Each MongoDB server can support multiple *databases*. Each database is independent, and the data for each database is stored separately, for security and ease of management.

A database consists of one or more *collections*, the *documents* (objects) in those collections, and an optional set of security credentials for controlling access.

- Commands
  - Clone Database
  - fsync Command
  - Index-Related Commands
  - Last Error Commands
  - Viewing and Terminating Current Operation
  - Validate Command
  - getLastError
  - List of Database Commands
- Mongo Metadata

Commands

Introduction

The Mongo database has a concept of a *database command*. Database commands are ways to ask the database to perform special operations, or to request information about its current operational status.

- Introduction
- Privileged Commands
- Getting Help Info for a Command
- More Command Documentation

- List of Database Commands

A command is sent to the database as a query to a special collection namespace called `$cmd`. The database will return a single document with the command results - use `findOne()` for that if your driver has it.

The general command syntax is:

```
db.$cmd.findOne( { <commandname>: <value> [, options] } );
```

The shell provides a helper function for this:

```
db.runCommand( { <commandname>: <value> [, options] } );
```

For example, to check our database's current profile level setting, we can invoke:

```
> db.runCommand({profile:-1});
{
    "was" : 0.0 ,
    "ok" : 1.0
}
```

For many db commands, some drivers implement wrapper methods are implemented to make usage easier. For example, the mongo shell offers

```
> db.getProfilingLevel()
0.0
```

Let's look at what this method is doing:

```
> print( db.getProfilingLevel )
function () {
    var res = this._dbCommand({profile:-1});
    return res ? res.was : null;
}

> print( db._dbCommand )
function (cmdObj) {
    return this.$cmd.findOne(cmdObj);
}
```

Many commands have helper functions - see your driver's documentation for more information.

Privileged Commands

Certain operations are for the database administrator only. These privileged operations may only be performed on the special database named `admin`.

```
> use admin;
> db.runCommand("shutdown"); // shut down the database
```

If the db variable is not set to 'admin', you can use _adminCommand to switch to the right database automatically (and just for that operation):

```
> db._adminCommand("shutdown");
```

(For this particular command there is also a shell helper function, db.shutdownServer.)

Getting Help Info for a Command

Use commandHelp in shell to get help info for a command:

```
> db.commandHelp("datasize")
help for: datasize  example: { datasize:"blog.posts", keyPattern:{x:1}, min:{x:10}, max:{x:55} }
NOTE: This command may take awhile to run
```

(Help is not yet available for some commands.)

More Command Documentation

- Clone Database
- fsync Command
- Index-Related Commands
- Last Error Commands
- Viewing and Terminating Current Operation
- Validate Command
- getLastError
- List of Database Commands

Clone Database

MongoDB includes commands for copying a database from one server to another.

```
// copy an entire database from one name on one server to another
// name on another server.  omit <from_hostname> to copy from one
// name to another on the same server.
db.copyDatabase(<from_dbname>, <to_dbname>, <from_hostname>);
// if you must authenticate with the source database
db.copyDatabase(<from_dbname>, <to_dbname>, <from_hostname>, <username>, <password>);
// in "command" syntax (runnable from any driver):
db.runCommand( { copydb : 1, fromdb : ..., todb : ..., fromhost : ... } );
// command syntax for authenticating with the source:
n = db.runCommand( { copydbgetnonce : 1, fromhost: ... } );
db.runCommand( { copydb : 1, fromhost: ..., fromdb: ..., todb: ..., username: ..., nonce: n.nonce,
key: <hash of username, nonce, password > } );

// clone the current database (implied by 'db') from another host
var fromhost = ...;
print("about to get a copy of database " + db + " from " + fromhost);
db.cloneDatabase(fromhost);
// in "command" syntax (runnable from any driver):
db.runCommand( { clone : fromhost } );
```

fsync Command

- Basics
- Lock, Snapshot and Unlock
- See Also

Version 1.3.1 and higher

The fsync command allows us to flush all pending writes to datafiles. More importantly, it also provides a lock option that makes backups easier.

Basics

The fsync command forces the database to flush all datafiles:

```
> use admin
> db.runCommand({fsync:1});
```

By default the command returns after synchronizing. To return immediately use:

```
> db.runCommand({fsync:1,async:true});
```

To fsync on a regular basis, use the --syncdelay command line option (see mongod --help output). By default a full flush is forced every 60 seconds.

Lock, Snapshot and Unlock

The fsync command supports a lock option that allows one to safely snapshot the database's datafiles. While locked, all write operations are blocked, although read operations are still allowed. After snapshotting, use the unlock command to unlock the database and allow locks again.

Example:

```
> use admin
switched to db admin
> db.runCommand({fsync:1,lock:1})
{
 "info" : "now locked against writes",
 "ok" : 1
}
> db.currentOp()
{
 "inprog" : [
 ],
 "fsyncLock" : 1
}

> // do some work here: for example, snapshot datafiles...

> db.$cmd.sys.unlock.findOne();
{ "ok" : 1, "info" : "unlock requested" }
> // unlock is now requested.  it may take a moment to take effect.
> db.currentOp()
{ "inprog" : [ ] }
```

See Also

- Backups

Index-Related Commands

Create Index

`ensureIndex()` is the helper function for this. Its implementation creates an index by adding its info to the `system.indexes` table.

```
> db.myCollection.ensureIndex(<keypattern>);
> // same as:
> db.system.indexes.insert({ name: "name", ns: "namespaceToIndex",
  key: <keypattern> });
```

Note: Once you've inserted the index, all subsequent document inserts for the given collection will be indexed, as will all pre-existing documents in the collection. If you have a large collection, this can take a significant amount of time and will block other operations. However, beginning with version 1.3.2, you can specify that indexing happen in the background. See the background indexing docs for details.

You can query system.indexes to see all indexes for a table *`foo`*:

```
>db.system.indexes.find( { ns: "foo" } );
```

In some drivers, `ensureIndex()` remembers if it has recently been called, and foregoes the insert operation in that case. Even if this is not the case, `ensureIndex()` is a cheap operation, so it may be invoked often to ensure that an index exists.

Dropping an Index

From the shell:

```
db.mycollection.dropIndex(<name_or_pattern>)
db.mycollection.dropIndexes()

// example:
t.dropIndex( { name : 1 } );
```

From a driver (raw command object form; many drivers have helpers):

```
{ deleteIndexes: <collection_name>, index: <index_name> }
// "*" for <index_name> will drop all indexes except _id
```

Index Namespace

Each index has a namespace of its own for the btree buckets. The namespace is:

```
<collectionnamespace>.$<indexname>
```

This is an internal namespace that cannot be queried directly.

Last Error Commands

Since MongoDB doesn't wait for a response by default when writing to the database, a couple commands exist for ensuring that these operations have succeeded. These commands can be invoked automatically with many of the drivers when saving and updating in "safe" mode. But what's really happening is that a special command called `getlasterror` is being invoked. Here, we explain how this works.

- getlasterror
  - Drivers
  - Use Cases
  - Mongo Shell Behavior
  - fsync option
  - With Replication
- getPrevError

getlasterror

The `getlasterror` command checks for an error on the last database operation for this connection. Since it's a command, there are a few ways to invoke it:

```
> db.$cmd.findOne({getlasterror:1})
```

Or

```
> db.runCommand("getlasterror")
```

Or you can use the helper:

```
> db.getLastError()
```

For more about commands, see the command documentation.

Drivers

The drivers support `getlasterror` in the command form and many also offer a "safe" mode for operations. If you're using Python, for example, you automatically call getlasterror on insert as follows:

```
collection.save({"name": "MongoDB"}, safe=True)
```

If the save doesn't succeed, an exception will be raised. For more on "safe" mode, see your driver's documentation.

Use Cases

getlasterror is primarily useful for write operations (although it is set after a command or query too). Write operations by default do not have a return code: this saves the client from waiting for client/server turnarounds during write operations. One can always call getLastError if one wants a return code.

If you're writing data to MongoDB on multiple connections, then it can sometimes be important to call `getlasterror` on one connection to be certain that the data has been committed to the database. For instance, if you're writing to connection #1 and want those writes to be reflected in reads from connection #2, you can assure this by calling `getlasterror` after writing to connection #1.

Note: The special mongo wire protocol killCursors operation does not support getlasterror. (This is really only of significant to driver developers .)

Mongo Shell Behavior

The database shell performs a `resetError()` before each read/eval/print loop command evaluation - and automatically prints the error, if one occurred, after each evaluation. Thus, after an error, at the shell prompt `db.getLastError()` will return null. However, if called before returning to the prompt, the result is as one would expect:

```
> try { db.foo.findOne() } catch(e) { print("preverr:" + tojson(db.getPrevError())); print("lasterr:"
+ tojson(db.getLastError()));}
preverr:{"err" : "unauthorized" , "nPrev" : 1 , "ok" : 1}
lasterr:"unauthorized"
```

fsync option

Include the fsync option to force the database to fsync all files before returning (v1.3+):

```
> db.runCommand({getlasterror:1,fsync:true})
{ "err" : null, "n" : 0, "fsyncFiles" : 2, "ok" : 1 }
```

With Replication

See blocking for replication.

getPrevError

Note: getPrevError may be deprecated in the future.

When performing bulk write operations, `resetError()` and `getPrevError()` can be an efficient way to check for success of the operation. For example if we are inserting 1,000 objects in a collection, checking the return code 1,000 times over the network is slow. Instead one might do something like this:

```
db.resetError();
for( loop 1000 times... )
    db.foo.save(something...);
if( db.getPrevError().err )
    print("didn't work!");
```

Viewing and Terminating Current Operation

- View Current Operation(s) in Progress
- Terminate (Kill) an Operation in Progress

View Current Operation(s) in Progress

```
> db.currentOp();
> // same as: db.$cmd.sys.inprog.findOne()
{ inprog: [ { "opid" : 18 , "op" : "query" , "ns" : "mydb.votes" ,
              "query" : "{ score : 1.0 }" , "inLock" : 1 }
          ]
}
```

Fields:

- opid - an incrementing operation number. Use with killOp().
- op - the operation type (query, update, etc.)
- ns - namespace for the operation (database + collection name)
- query - the query spec, if operation is a query

NOTE: currentOp's output format varies from version 1.0 and version 1.1 of MongoDB. The format above is for 1.1 and higher.

You can also do

```
db.$cmd.sys.inprog.find()
```

or this version which prints all connections

```
db.$cmd.sys.inprog.find( { $all : 1 } )
```

Terminate (Kill) an Operation in Progress

```
// <= v1.2
> db.killOp()
> // same as: db.$cmd.sys.killop.findOne()
{"info" : "no op in progress/not locked"}

// v>= 1.3
> db.killOp(1234/*opid*/)
> // same as: db.$cmd.sys.killop.findOne({op:1234})
```

Validate Command

Use this command to check that a collection is valid (not corrupt) and to get various statistics.

This command scans the entire collection and its indexes and will be very slow on large datasets.

From the `mongo` shell:

```
> db.foo.validate()
{"ns" : "test.foo" , "result" : "
validate
  details: 08D03C9C ofs:963c9c
  firstExtent:0:156800 ns:test.foo
  lastExtent:0:156800 ns:test.foo
  # extents:1
  datasize?:144 nrecords?:3 lastExtentSize:2816
  padding:1
  first extent:
    loc:0:156800 xnext:null xprev:null
    ns:test.foo
    size:2816 firstRecord:0:1568b0 lastRecord:0:156930
  3 objects found, nobj:3
  192 bytes data w/headers
  144 bytes data wout/headers
  deletedList: 0000000100000000000
  deleted: n: 1 size: 2448
  nIndexes:1
    test.foo.$x_1 keys:3
" , "ok" : 1 , "valid" : true , "lastExtentSize" : 2816}
```

From a driver one might invoke the driver's equivalent of:

```
> db.$cmd.findOne({validate:"foo" } );
```

`validate` takes an optional scandata parameter which skips the scan of the base collection (but still scans indexes).

```
> db.$cmd.findOne({validate:"foo", scandata:true});
```

getLastError

Redirection Notice
This page should redirect to Last Error Commands in about 3 seconds.

Most drivers, and the db shell, support a getlasterror capability. This lets one check the error code on the last operation.

Database commands, as well as queries, have a direct return code.

getlasterror is primarily useful for write operations (although it is set after a command or query too). Write operations by default do not have a return code: this saves the client from waiting for client/server turnarounds during write operations. One can always call getLastError if one wants a return code.

```
> db.runCommand("getlasterror")
> db.getLastError()
```

Note: The special mongo wire protocol killCursors operation does not support getlasterror. (This is really only of significant to driver developers .)

getPrevError

Note: getPrevError may be deprecated in the future.

When performing bulk write operations, `resetError()` and `getPrevError()` can be an efficient way to check for success of the operation. For example if we are inserting 1,000 objects in a collection, checking the return code 1,000 times over the network is slow. Instead one might do something like this:

```
db.resetError();
for( loop 1000 times... )
    db.foo.save(something...);
if( db.getPrevError().err )
    print("didn't work!");
```

Last Error in the Shell

The database shell performs a `resetError()` before each read/eval/print loop command evaluation - and automatically prints the error, if one occurred, after each evaluation. Thus, after an error, at the shell prompt `db.getLastError()` will return null. However, if called before returning to the prompt, the result is as one would expect:

```
> try { db.foo.findOne() } catch(e) { print("preverr:" + tojson(db.getPrevError())); print("lasterr:"
+ tojson(db.getLastError()));}
preverr:{"err" : "unauthorized" , "nPrev" : 1 , "ok" : 1}
lasterr:"unauthorized"
```

FSync with GetLastError

Include the fsync option to force the database to fsync all files before returning (v1.3+):

```
> db.runCommand({getlasterror:1,fsync:true})
{ "err" : null, "n" : 0, "fsyncFiles" : 2, "ok" : 1 }
```

List of Database Commands

See the Commands page for details on how to invoke a command.

- Requires Auth - requires authentication
- Admin Only - if "Yes" this command is privileged - must be run against the admin database
- Slave Okay - can be run on a replication slave db server

Command	Requires Auth	Admin Only	Slave Okay	Description

`{assertinfo : 1}`	No	No	Yes	Info on any assertions thrown: `{dbasserted : boolean, asserted : boolean, assert : string, assertw : string, assertmsg : string, assertuser : string, ok : 1}`
`{buildinfo : 1}`	No	Yes	Yes	Returns: `{version : dbVersion, gitVersion : gitCommitId, sysInfo : osInfo, ok : 1}`
`{ clone  : from_host }`	Yes	No	No	Copy the current database from another host to here. DocPage
`{collstats : collection_name}`	No	No	No	Gets statistics about a collection.
`{convertToCapped : collection_name, size : size_in_bytes}`	No	No	No	Convert a collection to capped. This command is rarely used and is not currently supported with sharding.
`{ copydb : 1, fromdb : ..., todb : ..., fromhost : ..., username: ..., nonce: ..., key: ... }`	Yes	Yes	No	Copy a database, potentially from another host. The username, nonce, and key arguments are only required if the source database needs authentication. DocPage
`{ copydbgetnonce : 1, fromhost : ... }`	Yes	Yes	No	Get a nonce for a subsequent call to copydb using a secure source database. DocPage
`{ count : collection_name, query : query_spec, fields : [field1, field2] }`	No	No	No	Returns a count for the specified query.
`{ create : name, capped : boolean, size : N[, max : N] }`	No	No	No	Creates a collection

`{dbstats:1}`	No	No	Yes	Display stats on the database. Invoke via db.stats() in the mongo shell.
`{deleteIndexes : coll_name, index : index_name}`	No	No	?	Deletes one or all (if index_name is "*") indexes.
`{distinct : collection_name, key : key_name [, query : a_query ] }`	No	No	Yes	Finds all distinct values for a given key.
`{drop : collection_name}`	No	No	No	Drops a collection.
`{dropDatabase : 1}`	No	No	No	Drops this database. `{ok : 1}`
`{filemd5 : object_id, root : file_root}`	No	No	Yes	Finds the MD5 hash of a GridFS file. `file_root` is the prefix of the files and chunks collections. For example, with the default fs.files and fs.chunks collections, it would be "fs".
`{findAndModify : collection_name, query: query_filter, update: update_modifier_object, sort: sort_order, remove: boolean, new: boolean}`	No	No	No	Commanding for atomically updating and returning a document. See findandmofify for specifics. `{ok : 1}`
`{forceerror : 1}`	No	No	Yes	Forces a database error. `{assertion : "forced error", errmsg : "db assertion failure", ok : 0}`
`{ fsync : 1[, async : true] }`	No	Yes	Yes	`{numFiles : N, ok : 1}`
`{getlasterror : 1}`	No	No	Yes	Returns if there was an error on the previous database operation. DocPage `{err : error, n : numberOfErrors, ok : 1}`

`{getoptime : 1}`	No	No	Yes	`{optime : Timestamp, ok : 1}`
`{getpreverror : 1}`	No	No	Yes	Returns when the last database error occured. `{err : error, n : numberOfErrors, nPrev : numberOfOperationsAgo, ok : 1}`
`{nIndexesWas : N, ok : 1}`	No	No	No	`{nIndexesWas : N, msg : "all indexes deleted for collection", ns : namespace, "ok" : 1}`
`{ismaster : 1}`	No	No	Yes	Used with replica pairs .
`{listDatabases : 1}`	No	Yes	Yes	Returns a list of database names and sizes.
`{diagLogging : <n>}`	No	Yes	Yes	Generate a diagnostic log file for replay of operations.
`{profile : integer}`	No	No	Yes	If passed -1, gets the profiling level, if passed 0-2, sets the profiling level. `{was : previousLevel, ok : 1}`
`{queryTraceLevel : N}`	No	Yes	Yes	`{ok : 1}`
`{repairDatabase : 1, preserveClonedFilesOnFailure : boolean, backupOriginalFiles : boolean}`	No	No	Yes	Repairs/compacts this database. `{ok : 1}`
`{reseterror : 1}`	No	No	Yes	Clears previous database errors. Returns: `{ok : 1}`

`{serverStatus : 1[,  , repl : N ]}`	No	No	Yes	uptime/lock info/memory info - since 1.1.2 N: • 0 - none • 1 - local (doesn't have to connect to other server) • 2 - remote (has to check with the master)
`{shutdown : 1}`	Yes	Yes	Yes	Shuts down the database server. Returns nothing. DocPage
`{logRotate : 1}`	Yes	Yes	Yes	Rotate logs if using --logpath DocPage

Mongo Metadata

The <dbname>.system.* namespaces in MongoDB are special and contain database system information. System collections include:

- `system.namespaces` lists all namespaces.
- `system.indexes` lists all indexes.
- Additional namespace / index metadata exists in the database.ns files, and is opaque.
- `system.profile` stores database profiling information.
- `system.users` lists users who may access the database.
- `local.sources` stores replica slave configuration data and state.
- Information on the structure of a stored object is stored within the object itself. See BSON .

There are several restrictions on manipulation of objects in the system collections. Inserting in `system.indexes` adds an index, but otherwise that table is immutable (the special drop index command updates it for you). `system.users` is modifiable. `system.profile` is droppable.

Note: $ is a reserved character. Do not use it in namespace names or within field names. Internal collections for indexes use the $ character in their names. These collection store b-tree bucket data and are not in BSON format (thus direct querying is not possible).

Collections

MongoDB collections are essentially named groupings of documents. You can think of them as roughly equivalent to relational database tables.

Details

A MongoDB collection is a collection of BSON documents. These documents are usually have the same structure, but this is not a requirement since MongoDB is a *schema-free* database. You may store a heterogeneous set of documents within a collection, as you do not need predefine the collection's "columns" or fields.

A collection is created when the first document is inserted.

Collection names should begin with letters or an underscore and may include numbers; $ is reserved. Collections can be organized in namespaces; these are named groups of collections defined using a dot notation. For example, you could define collections blog.posts and blog.authors, both reside under "blog". Note that this is simply an organizational mechanism for the user -- the collection namespace is flat from the database's perspective.

Programmatically, we access these collections using the dot notation. For example, using the mongo shell:

```
if( db.blog.posts.findOne() )
    print("blog.posts exists and is not empty.");
```

See also:

- Capped Collections
- Using a Large Number of Collections

Capped Collections

Capped collections are fixed sized collections that have a very high performance auto-LRU age-out feature (age out is based on insertion order).

In addition, capped collections automatically, with high performance, maintain insertion order for the objects in the collection; this is very powerful for certain use cases such as logging.

Creating a Fixed Size (capped) Collection

Unlike a standard collection, you must explicitly create a capped collection, specifying a collection size in bytes. The collection's data space is then preallocated. Note that the size specified includes database headers.

```
db.createCollection("mycoll", {capped:true, size:100000})
```

Usage and Restrictions

- You may insert new objects in the capped collection.
- You may update the existing objects in the collection. However, the objects must not grow in size. If they do, the update will fail. (There are some possible workarounds which involve pre-padding objects; contact us in the support forums for more information, if help is needed.)
- The database does not allow deleting objects from a capped collection. Use the `drop()` method to remove all rows from the collection. Note: After the drop you must explicitly recreate the collection.
- Maximum size for a capped collection is currently 1e9 bytes on a thirty-two bit machine. The maximum size of a capped collection on a sixty-four bit machine is constrained only by system resources.

Behavior

- Once the space is fully utilized, newly added objects will replace the oldest objects in the collection.
- If you perform a `find()` on the collection with no ordering specified, the objects will always be returned in insertion order. Reverse order is always retrievable with find().sort({$natural:-1}).

Applications

- **Logging.** Capped collections are the preferred logging mechanism for Mongo. Mongo does not use log "files." Rather, log events are stored in the database. Capped collections provide a high-performance means for storing these objects in the database. Inserting objects in an unindexed capped collection will be close to the speed of logging to a filesystem. Additionally, with the built-in LRU mechanism, you are not at risk of using excessive disk space for the logging.
- **Caching.** If you wish to cache a small number of objects in the database, perhaps cached computations of information, the capped tables provide a convenient mechanism for this. Note that for this application you will likely use an index on the capped table as there will be more reads than writes.
- **Auto Archiving.** If you know you want data to automatically "roll out" over time as it ages, a capped collection can be an easier way to support than writing manual archival cron scripts.

Recommendations

- For maximum performance, do not create indexes on a capped collection. If the collection will be written to much more than it is read from, it is better to have no indexes. Note that you may create indexes on a capped collection; however, you are then moving from "log speed" inserts to "database speed" inserts -- that is, it will still be quite fast by database standards.
- Use natural ordering to retrieve the most recently inserted elements from the collection efficiently. This is (somewhat) analogous to tail on a log file.

Capping the Number of Objects

You may also cap the number of objects in the collection. Once the limit is reached, items roll out on a least recently inserted basis.

To cap on number of objects, specify a `max:` parameter on the `createCollection()` call.

Note: When specifying a cap on the number of objects, you must also cap on size. Be sure to leave enough room for your chosen number of objects or items will roll out faster than expected. You can use the `validate()` utility method to see how much space an existing collection uses, and from that estimate your size needs.

```
db.createCollection("mycoll", {capped:true, size:100000, max:100});
db.mycoll.validate();
```

Tip: When programming, a handy way to store the most recently generated version of an object can be a collection capped with `max=1`.

Preallocating space for a normal collection

The `createCollection` command may be used for non capped collections as well. For example:

```
db.createCollection("mycoll", {size:10000000});
db.createCollection("mycoll", {size:10000000, autoIndexId:false});
```

Explicitly creating a non capped collection via `createCollection` allows parameters of the new collection to be specified. For example, specification of a collection size causes the corresponding amount of disk space to be preallocated for use by the collection. The `autoIndexId` field may be set to true or false to explicitly enable or disable automatic creation of a unique key index on the `_id` object field. By default, such an index is created for non capped collections but is not created for capped collections.

> ⚠ An index is not automatically created on _id for capped collections by default

See Also

- The Sorting and Natural Order section of this Guide

Using a Large Number of Collections

A technique one can use with MongoDB in certain situations is to have several collections to store information instead of a single collection. By doing this, certain repeating data no longer needs to be stored in every object, and an index on that key may be eliminated. More importantly for performance (depending on the problem), the data is then clustered by the grouping specified.

For example, suppose we are logging objects/documents to the database, and want to have M logs: perhaps a dev log, a debug log, an ops log, etc. We could store them all in one collection 'logs' containing objects like:

```
{ log : 'dev', ts : ..., info : ...  }
```

However, if the number of logs is not too high, it might be better to have a collection per log. We could have a 'logs.dev' collection, a 'logs.debug' collection, 'logs.ops', etc.:

```
// logs.dev:
{ ts : ..., info : ... }
```

Of course, this only makes sense if we do not need to query for items from multiple logs at the same time.

Generally, having a large number of collections has no significant performance penalty, and results in very good performance.

Limits

By default MongoDB has a limit of approximately 24,000 *namespaces* per database. Each collection counts as a namespace, as does each index. Thus if every collection had one index, we can create up to 12,000 collections. Use the --nssize parameter to set a higher limit.

Be aware that there is a certain minimum overhead per collection -- a few KB. Further, any index will require at least 8KB of data space as the b-tree page size is 8KB.

--nssize

If more collections are required, run mongod with the --nssize parameter specified. This will make the <database>.ns file larger and support more collections. Note that --nssize sets the size used for newly created .ns files -- if you have an existing database and wish to resize, after running the db with --nssize, run the db.repairDatabase() command from the shell to adjust the size.

Maximum .ns file size is 2GB.

Data Types and Conventions

MongoDB (BSON) Data Types

Mongo uses special data types in addition to the basic JSON types of string, integer, boolean, double, null, array, and object. These types include date, object id, binary data, regular expression, and code. Each driver implements these types in language-specific ways, see your driver's documentation for details.

See BSON for a full list of database types.

Internationalization

- See Internationalized strings

Database References

- See Database References and Schema Design

Internationalized Strings

MongoDB supports UTF-8 for strings in stored objects and queries. (Specifically, BSON strings are UTF-8.)

Generally, drivers for each programming language convert from the language's string format of choice to UTF-8 when serializing and deserializing BSON. For example, the Java driver converts Java Unicode strings to UTF-8 on serialization.

In most cases this means you can effectively store most international characters in MongoDB strings. A few notes:

- MongoDB regex queries support UTF-8 in the regex string.
- Currently, sort() on a string uses strcmp: sort order will be reasonable but not fully international correct. Future versions of MongoDB may support full UTF-8 sort ordering.

Object IDs

Documents in MongoDB are required to have a key, _id, which uniquely identifies them.

- Document IDs: _id
- The BSON ObjectId Datatype
  - BSON ObjectID Specification
  - Document Timestamps
- Sequence Numbers

Document IDs: _id

Every MongoDB document has an _id field as its first attribute. This value usually a BSON ObjectId. Such an id must be unique for each member of a collection; this is enforced if the collection has an index on _id, which is the case by default.

If a user tries to insert a document without providing an *`id`, the database will automatically generate an _object id* and store it the _id field.

Users are welcome to use their own conventions for creating ids; the _id value may be of any type so long as it is a unique.

The BSON ObjectId Datatype

Although _id values can be of any type, a special BSON datatype is provided for object ids. This type is a 12-byte binary value designed to have a reasonably high probability of being unique when allocated. All of the officially-supported MongoDB drivers use this type by default for _id values. Also, the Mongo database itself uses this type when assigning _id values on inserts where no _id value is present.

In the MongoDB shell, ObjectId() may be used to create ObjectIds. `ObjectId(`*`string`*`)` creates an object ID from the specified hex string.

```
> x={ name: "joe" }
{ name : "joe" }
> db.people.save(x)
{ name : "joe" , _id : ObjectId( "47cc67093475061e3d95369d" ) }
> x
{ name : "joe" , _id : ObjectId( "47cc67093475061e3d95369d" ) }
> db.people.findOne( { _id: ObjectId( "47cc67093475061e3d95369d" ) } )
{ _id : ObjectId( "47cc67093475061e3d95369d" ) , name : "joe" }
> db.people.findOne( { _id: new ObjectId( "47cc67093475061e3d95369d" ) } )
{ _id : ObjectId( "47cc67093475061e3d95369d" ) , name : "joe" }
```

BSON ObjectID Specification

A BSON ObjectID is a 12-byte value consisting of a 4-byte timestamp (seconds since epoch), a 3-byte machine id, a 2-byte process id, and a 3-byte counter. Note that the timestamp and counter fields must be stored big endian unlike the rest of BSON. This is because they are compared byte-by-byte and we want to ensure a mostly increasing order. Here's the schema:

0	1	2	3	4	5	6	7	8	9	10	11
time				machine			pid		inc		

Document Timestamps

One useful consequence of this specification is that it provides documents with a creation timestamp for free. All of the drivers implement methods for extracting these timestamps; see the relevant api docs for details.

Sequence Numbers

Traditional databases often use monotonically increasing sequence numbers for primary keys. In MongoDB, the preferred approach is to use Object IDs instead. Object IDs are more synergistic with sharding and distribution.

However, sometimes you may want a sequence number. The Insert if Not Present section of the Atomic Operations page shows an example of how to do this.

Database References

- Simple Manual References
- DBRef
- DBRef in Different Languages / Drivers
  - C#
  - C++
  - Java
  - Javascript (mongo shell)
  - PHP
  - Python
  - Ruby
- See Also

As MongoDB is non-relational (no joins), references ("foreign keys") between documents are generally resolved client-side by additional queries to the server. Two conventions are common for references in MongoDB: first simple manual references, and second, the DBRef standard, which many drivers support explicitly.

Note: Often embedding of objects eliminates the need for references, but sometimes references are still appropriate.

Simple Manual References

Generally, manually coded references work just fine. We simply store the value that is present in _id in some other document in the database. For example:

```
> p = db.postings.findOne();
{
 "_id" : ObjectId("4b866f08234ae01d21d89604"),
 "author" : "jim",
 "title" : "Brewing Methods"
}
> // get more info on author
> db.users.findOne( { _id : p.author } )
{ "_id" : "jim", "email" : "jim@gmail.com" }
```

DBRef

DBRef is a more formal specification for creating references between documents. DBRefs (generally) include a collection name as well as an oject id. Most developers only use DBRefs if the collection can change from one document to the next. If your referenced collection will always be the same, the manual references outlined above are more efficient.

A DBRef is a reference from one document (object) to another within a database. A database reference is a standard embedded (JSON/BSON) object: we are defining a convention, not a special type. By having a standard way to represent, drivers and data frameworks can add helper methods which manipulate the references in standard ways.

DBRef's have the advantage of allowing optional automatic **client-side** dereferencing with some drivers, although more features may be added later. In many cases, you can just get away with storing the _id as a reference then dereferencing manually as detailed in the "Simple Manual References" section above.

Syntax for a DBRef reference value is

```
{ $ref : <collname>, $id : <idvalue>[, $db : <dbname>] }
```

where `<collname>` is the collection name referenced (without the database name), and `<idvalue>` is the value of the _id field for the object referenced. `$db` is optional (currently unsupported by many of the drivers) and allows for references to documents in other databases (specified by `<dbname>`).

> ⚠ The ordering for DBRefs does matter, fields must be in the order specified above.

The old BSON DBRef datatype is deprecated.

DBRef in Different Languages / Drivers

C#

Use the DBRef class. It takes the collection name and _id as parameters to the constructor. Then you can use the FollowReference method on the Database class to get the referenced document.

C++

The C++ driver does not yet provide a facility for automatically traversing DBRefs. However one can do it manually of course.

Java

Java supports DB references using the DBRef class.

Javascript (mongo shell)

Example:

```
> x = { name : 'Biology' }
{ "name" : "Biology" }
> db.courses.save(x)
> x
{ "name" : "Biology", "_id" : ObjectId("4b0552b0f0da7d1eb6f126a1") }
> stu = { name : 'Joe', classes : [ new DBRef('courses', x._id) ] }
// or we could write:
// stu = { name : 'Joe', classes : [ {$ref:'courses',$id:x._id} ] }
> db.students.save(stu)
> stu
{
        "name" : "Joe",
        "classes" : [
                {
                        "$ref" : "courses",
                        "$id" : ObjectId("4b0552b0f0da7d1eb6f126a1")
                }
        ],
        "_id" : ObjectId("4b0552e4f0da7d1eb6f126a2")
}
> stu.classes[0]
{ "$ref" : "courses", "$id" : ObjectId("4b0552b0f0da7d1eb6f126a1") }
> stu.classes[0].fetch()
{ "_id" : ObjectId("4b0552b0f0da7d1eb6f126a1"), "name" : "Biology" }
>
```

PHP

PHP supports DB references with the MongoDBRef class, as well as creation and deferencing methods at the database (MongoDB::createDBRef and MongoDB::getDBRef) and collection (MongoCollection::createDBRef and MongoCollection::getDBRef) levels.

Python

To create a DB reference in python use the pymongo.dbref.DBRef class. You can also use the dereference method on Database instances to make dereferencing easier.

Python also supports auto-ref and auto-deref - check out the auto_reference example.

Ruby

Ruby also supports DB references using the DBRef class and a dereference method on DB instances. For example:

```
@db   = Connection.new.db("blog")
@user = @db["users"].save({:name => "Smith"})
@post = @db["posts"].save({:title => "Hello World", :user_id => @user.id})
@ref  = DBRef.new("users", @post.user_id)
assert_equal @user, @db.dereference(@ref)
```

See Also

- Schema Design

GridFS

GridFS is a specification for storing large files in MongoDB. All of the officially supported driver implement the GridFS spec.

- Rationale
- Implementation
- Language Support
- Command Line Tools
- See also

Rationale

The database supports native storage of binary data within BSON objects. However, BSON objects in MongoDB are limited to 4MB in size. The GridFS spec provides a mechanism for transparently dividing a large file among multiple documents. This allows us to efficiently store large objects, and in the case of especially large files, such as videos, permits range operations (e.g., fetching only the first N bytes of a file).

Implementation

To facilitate this, a standard is specified for the chunking of files. Each file has a metadata object in a files collection, and one or more chunk objects in a chunks collection. Details of how this is stored can be found in the GridFS Specification; however, you do not really need to read that, instead, just look at the GridFS API in each language's client driver or mongofiles tool.

Language Support

Most drivers include GridFS implementations; for languages not listed below, check the driver's API documentation. (If a language does not include support, see the GridFS specification -- implementing a handler is usually quite easy.)

Command Line Tools

Command line tools are available to write and read GridFS files from and to the local filesystem.

See also

- C++
- A PHP GridFS Blog Article

Indexes

Indexes enhance query performance, often dramatically. It's important to think about the kinds of queries your application will need so that you can define relevant indexes. Once that's done, actually creating the indexes in MongoDB is relatively easy.

Indexes in MongoDB are conceptually similar to those in RDBMSes like MySQL. You will want an index in MongoDB in the same sort of situations where you would have wanted an index in MySQL.

- Basics
  - Default Indexes
  - Embedded Keys
  - Documents as Keys
  - Arrays
- Compound Keys Indexes
- Unique Indexes
  - Missing Keys
  - Duplicate Values

- Background Index Building
- Dropping Indexes
- ReIndex
- Additional Notes on Indexes
  - Index Performance
  - Using `sort()` without an Index
- Geospatial
- Webinar

Basics

An index is a data structure that collects information about the values of the specified fields in the documents of a collection. This data structure is used by Mongo's query optimizer to quickly sort through and order the documents in a collection. Formally speaking, these indexes are implemented as "B-Tree" indexes.

In the shell, you can create an index by calling the `ensureIndex()` function, and providing a document that specifies one or more keys to index. Referring back to our *examples* database from Mongo Usage Basics, we can index on the 'j' field as follows:

```
db.things.ensureIndex({j:1});
```

The `ensureIndex()` function only creates the index if it does not exist.

Once a collection is indexed on a key, random access on query expressions which match the specified key are fast. Without the index, MongoDB has to go through each document checking the value of specified key in the query:

```
db.things.find({j : 2});  // fast - uses index
db.things.find({x : 3});  // slow - has to check all because 'x' isn't indexed
```

You can run `db.things.getIndexes();` to see the existing indexes on the collection.

Default Indexes

An index is always created on `_id`. This index is special and cannot be deleted. The _id index enforces uniqueness for its keys.

Embedded Keys

With MongoDB you can even index on a key inside of an embedded document. For example:

```
db.things.ensureIndex({"address.city": 1})
```

Documents as Keys

Indexed fields may be of any type, including documents:

```
db.factories.insert( { name: "xyz", metro: { city: "New York", state: "NY" } } );
db.factories.ensureIndex( { metro : 1 } );
// this query can use the above index:
db.factories.find( { metro: { city: "New York", state: "NY" } } );
```

An alternative to documents as keys it to create a compound index such as:

```
db.factories.ensureIndex( { "metro.city" : 1, "metro.state" : 1 } );
// these queries can use the above index:
db.factories.find( { "metro.city" : "New York", "metro.state" : "NY" } );
db.factories.find( { "metro.city" : "New York" } );
db.factories.find().sort( { "metro.city" : 1, "metro.state" : 1 } );
db.factories.find().sort( { "metro.city" : 1 } )
```

There are pros and cons to the two approaches. When using the entire (sub-)document as a key, compare order is predefined and is ascending key order in the order the keys occur in the BSON document. With compound indexes reaching in, you can mix ascending and descending keys, and the query optimizer will then be able to use the index for queries on solely the first key(s) in the index too.

Arrays

When a document's stored value for a index key field is an array, MongoDB indexes each element of the array. See the Multikeys page for more information.

Compound Keys Indexes

In addition to single-key basic indexes, MongoDB also supports multi-key "compound" indexes. Just like basic indexes, you use the `ensureIndex()` function in the shell to create the index, but instead of specifying only a single key, you can specify several :

```
db.things.ensureIndex({j:1, name:-1});
```

When creating an index, the number associated with a key specifies the direction of the index, so it should always be 1 (ascending) or -1 (descending). Direction doesn't matter for single key indexes or for random access retrieval but is important if you are doing sorts or range queries on compound indexes.

If you have a compound index on multiple fields, you can use it to query on the beginning subset of fields. So if you have an index on

```
a,b,c
```

you can use it query on

```
a
```

```
a,b
```

```
a,b,c
```

Unique Indexes

MongoDB supports unique indexes, which guarantee that no documents are inserted whose values for the indexed keys match those of an existing document. To create an index that guarantees that no two documents have the same values for both `firstname` and `lastname` you would do:

```
db.things.ensureIndex({firstname: 1, lastname: 1}, {unique: true});
```

Missing Keys

When a document is saved to a collection with unique indexes, any missing indexed keys will be inserted with null values. Thus, it won't be possible to insert multiple documents missing the same indexed key.

```
db.things.ensureIndex({firstname: 1}, {unique: true});
  db.things.save({lastname: "Smith"});

  // Next operation will fail because of the unique index on firstname.
db.things.save({lastname: "Jones"});
```

Duplicate Values

A unique index cannot be created on a key that has duplicate values. If you would like to create the index anyway, keeping the first document the database indexes and deleting all subsequent documents that have duplicate values, add the `dropDups` option.

```
db.things.ensureIndex({firstname : 1}, {unique : true, dropDups : true})
```

Background Index Building

By default, building an index blocks other database operations. v1.3.2 and higher has a background index build option .

Dropping Indexes

To delete all indexes on the specified collection:

```
db.collection.dropIndexes();
```

To delete a single index:

```
db.collection.dropIndex({x: 1, y: -1})
```

Running directly as a command without helper:

```
// note: command was "deleteIndexes", not "dropIndexes", before MongoDB v1.3.2
// remove index with key pattern {y:1} from collection foo
db.runCommand({dropIndexes:'foo', index : {y:1}})
// remove all indexes:
db.runCommand({dropIndexes:'foo', index : '*'})
```

ReIndex

The reIndex command will rebuild all indexes for a collection.

```
db.myCollection.reIndex()
// same as:
db.runCommand( { reIndex : 'myCollection' } )
```

Usually this is unnecessary. You may wish to do this if the size of your collection has changed dramatically or the disk space used by indexes seems oddly large.

Repair database recreates all indexes in the database.

Additional Notes on Indexes

- MongoDB indexes (and string equality tests in general) are case sensitive.
- When you update an object, if the object fits in its previous allocation area, only those indexes whose keys have changed are updated. This improves performance. Note that if the object has grown and must move, all index keys must then update, which is slower.
- Index information is kept in the system.indexes collection, run db.system.indexes.find() to see example data.

Index Performance

Indexes make retrieval by a key, including ordered sequential retrieval, very fast. Updates by key are faster too as MongoDB can find the document to update very quickly.

However, keep in mind that each index created adds a certain amount of overhead for inserts and deletes. In addition to writing data to the base collection, keys must then be added to the B-Tree indexes. Thus, indexes are best for collections where the number of reads is much greater than the number of writes. For collections which are write-intensive, indexes, in some cases, may be counterproductive. Most collections are read-intensive, so indexes are a good thing in most situations.

Using `sort()` without an Index

You may use `sort()` to return data in order without an index if the data set to be returned is small (less than four megabytes). For these cases it is best to use `limit()` and `sort()` together.

Geospatial

- See Geospatial Indexing page.

Webinar

Indexing with MongoDB webinar video (http://bit.ly/bQK1Op) and slides (http://bit.ly/9qeMjC).

Geospatial Indexing

- Creating the Index
- Querying
- Compound Indexes
- geoNear Command
- Bounds Queries
- The Earth is Round but Maps are Flat
- Sharded Environments
- Implementation

v1.3.3+

MongoDB supports two-dimensional geospatial indexes. It is designed with location-based queries in mind, such as "find me the closest N items to my location." It can also efficiently filter on additional criteria, such as "find me the closest N museums to my location."

In order to use the index, you need to have a field in your object that is either a sub-object or array where the first 2 elements are x,y coordinates (or y,x - just be consistent). Some examples:

```
{ loc : [ 50 , 30 ] }
{ loc : { x : 50 , y : 30 } }
{ loc : { foo : 50 , y : 30 } }
{ loc : { lat : 40.739037, long: 73.992964 } }
```

Creating the Index

```
db.places.ensureIndex( { loc : "2d" } )
```

By default, the index assumes you are indexing latitude/longitude and is thus configured for a [-180..180] value range.

If you are indexing something else, you can specify some options:

```
db.places.ensureIndex( { loc : "2d" } , { min : -500 , max : 500 } )
```

that will scale the index to store values between -500 and 500. Currently geo indexing is limited to indexing squares with no "wrapping" at the outer boundaries. You cannot insert values on the boundaries, for example, using the code above, the point `(-500, -500)` could not to be inserted.

Querying

The index can be used for exact matches:

```
db.places.find( { loc : [50,50] } )
```

Of course, that is not very interesting. More important is a query to find points near another point, but not necessarily matching exactly:

```
db.places.find( { loc : { $near : [50,50] } } )
```

The above query finds the closest points to (50,50) and returns them sorted by distance (there is no need for an additional sort parameter). Use limit() to specify a maximum number of points to return (a default limit of 100 applies if unspecified):

```
db.places.find( { loc : { $near : [50,50] } } ).limit(20)
```

Compound Indexes

MongoDB geospatial indexes optionally support specification of secondary key values. If you are commonly going to be querying on both a location and other attributes at the same time, add the other attributes to the index. The other attributes are annotated within the index to make filtering faster. For example:

```
db.places.ensureIndex( { location : "2d" , category : 1 } );
db.places.find( { location : { $near : [50,50] }, category : 'coffee' } );
```

geoNear Command

While the find() syntax above is typically preferred, MongoDB also has a geoNear command which performs a similar function. The geoNear command has the added benefit of returning the distance of each item from the specified point in the results, as well as some diagnostics for troubleshooting.

```
> db.runCommand( { geoNear : "places" , near : [50,50], num : 10 } );
> db.runCommand({geoNear:"asdf", near:[50,50]})
{
        "ns" : "test.places",
        "near" : "1100110000001111110000001111110000001111110000001111",
        "results" : [
                {
                        "dis" : 69.29646421910687,
                        "obj" : {
                                "_id" : ObjectId("4b8bd6b93b83c574d8760280"),
                                "y" : [
                                        1,
                                        1
                                ],
                                "category" : "Coffee"
                        }
                },
                {
                        "dis" : 69.29646421910687,
                        "obj" : {
                                "_id" : ObjectId("4b8bd6b03b83c574d876027f"),
                                "y" : [
                                        1,
                                        1
                                ]
                        }
                }
        ],
        "stats" : {
                "time" : 0,
                "btreelocs" : 1,
                "btreelocs" : 1,
                "nscanned" : 2,
                "nscanned" : 2,
                "objectsLoaded" : 2,
                "objectsLoaded" : 2,
                "avgDistance" : 69.29646421910687
        },
        "ok" : 1
}
```

The above command will return the 10 closest items to (50,50). (The `loc` field is automatically determined by checking for a 2d index on the collection.)

If you want to add an additional filter, you can do so:

```
> db.runCommand( { geoNear : "places" , near : [ 50 , 50 ], num : 10,
... query : { type : "museum" } } );
```

`query` can be any regular mongo query.

Bounds Queries

v1.3.4

`$within` can be used instead of `$near` to find items within a shape. At the moment, `$box` (rectangles) and `$center` (circles) are supported.

To query for all points within a rectangle, you must specify the lower-left and upper-right corners:

```
> box = [[40, 40], [60, 60]]
> db.places.find({"loc" : {"$within" : {"$box" : box}}})
```

A circle is specified by a center point and radius:

```
> center = [50, 50]
> radius = 10
> db.places.find({"loc" : {"$within" : {"$center" : [center, radius]}}})
```

The Earth is Round but Maps are Flat

The current implementation assumes an idealized model of a flat earth, meaning that an arcdegree of latitude (y) and longitude (x) represent the same distance everywhere. This is only true at the equator where they are both about equal to 69 miles or 111km. However, at the 10gen offices at { x : -74 , y : 40.74 } one arcdegree of longitude is about 52 miles or 83 km (latitude is unchanged). This means that something 1 mile to the north would seem closer than something 1 mile to the east.

Sharded Environments

Support for geospatial in sharded collections is coming; please watch this ticket: http://jira.mongodb.org/browse/SHARDING-83.

In the meantime sharded clusters can use geospatial indexes for unsharded collections within the cluster.

Implementation

The current implementation encodes geographic hash codes atop standard MongoDB b-trees. Results of $near queries are exact. The problem with geohashing is that prefix lookups don't give you exact results, especially around bit flip areas. MongoDB solves this by doing a grid by grid search after the initial prefix scan. This guarantees performance remains very high while providing correct results.

Indexing as a Background Operation

By default the `ensureIndex()` operation is blocking, and will stop other operations on the database from proceeding until completed. However, in v1.3.2+, a background indexing option is available.

To build an index in the background, add `background:true` to your index options. Examples:

```
> db.things.ensureIndex({x:1}, {background:true});
> db.things.ensureIndex({name:1}, {background:true, unique:true,
... dropDups:true});
```

With background mode enabled, other operations, including writes, will not be obstructed during index creation. The index is not used for queries until the build is complete.

Although the operation is 'background' in the sense that other operations may run concurrently, the command will not return to the shell prompt until completely finished. To do other operations at the same time, open a separate mongo shell instance.

Please note that background mode building uses an incremental approach to building the index which is slower than the default foreground mode: time to build the index will be greater.

While the build progresses, it is possible to see that the operation is still in progress with the `db.currentOp()` command (will be shown as an insert to system.indexes). You may also use `db.killOp()` to terminate the build process.

While the build progresses, the index is visible in system.indexes, but it is not used for queries until building completes.

Notes

- Only one index build at a time is permitted per collection.
- Some administrative operations, such as repairDatabase, are disallowed while a background indexing job is in progress.
- v1.3.2 : alpha (of this feature)
- v1.3.3 : beta

- v1.4 : production

Multikeys

MongoDB provides an interesting "multikey" feature that can automatically index arrays of an object's values. A good example is tagging. Suppose you have an article tagged with some category names:

```
$ dbshell
> db.articles.save( { name: "Warm Weather", author: "Steve",
                      tags: ['weather', 'hot', 'record', 'april'] } )
> db.articles.find()
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"] , "_id" : "497ce4051ca9ca6d3efca323"}
```

We can easily perform a query looking for a particular value in the `tags` array:

```
> db.articles.find( { tags: 'april' } )
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"] , "_id" : "497ce4051ca9ca6d3efca323"}
```

Further, we can index on the tags array. Creating an index on an array element indexes results in the database indexing each element of the array:

```
> db.articles.ensureIndex( { tags : 1 } )
true
> db.articles.find( { tags: 'april' } )
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"] , "_id" : "497ce4051ca9ca6d3efca323"}
> db.articles.find( { tags: 'april' } ).explain()
{"cursor" : "BtreeCursor tags_1" , "startKey" : {"tags" : "april"} ,
 "endKey" : {"tags" : "april"} , "nscanned" : 1 , "n" : 1 , "millis" : 0 }
```

Embedded object fields in an array

Additionally the same technique can be used for fields in embedded objects:

```
> db.posts.find( { "comments.author" : "julie" } )
{"title" : "How the west was won" ,
 "comments" : [{"text" : "great!" , "author" : "sam"},
               {"text" : "ok" , "author" : "julie"}],
 "_id" : "497ce79f1ca9ca6d3efca325"}
```

Querying on all values in a given set

By using the $all query option, a set of values may be supplied each of which must be present in a matching object field. For example:

```
> db.articles.find( { tags: { $all: [ 'april', 'record' ] } } )
{"name" : "Warm Weather" , "author" : "Steve" ,
 "tags" : ["weather","hot","record","april"] , "_id" : "497ce4051ca9ca6d3efca323"}
> db.articles.find( { tags: { $all: [ 'april', 'june' ] } } )
> // no matches
```

See Also

- The Multikeys section of the Full Text Search in Mongo document for information about this feature.

Indexing Advice and FAQ

We get a lot of questions about indexing. Here we provide answers to a number of these. There are a couple of points to keep in mind, though. First, indexes in MongoDB work quite similarly to indexes in MySQL, and thus many of the techniques for building efficient indexes in MySQL apply to MongoDB.

Second, and even more importantly, know that advice on indexing can only take you so far. The best indexes for your application should always be based on a number of important factors, including the kinds of queries you expect, the ratio of reads to writes, and even the amount of free memory on your system. This means that the best strategy for designing indexes will always be to profile a variety of index configurations with data sets similar to the ones you'll be running in production, and see which perform best. There's no substitute for good empirical analyses.

- Indexing Strategies
  - Create indexes to match your queries.
  - One index per query.
  - Make sure your indexes can fit in RAM.
  - Be careful about single-key indexes with low selectivity.
  - Use `explain`.
    - Understanding `explain`'s output.
  - Pay attention to the read/write ratio of your application.
  - Indexing Properties
    - 1. The sort column must be the last column used in the index.
    - 2. The range query must also be the last column in an index. This is an axiom of 1 above.
    - 3. Only use a range query or sort on one column.
    - 4. Conserve indexes by re-ordering columns used on equality (non-range) queries.
    - 5. MongoDB's $ne or $nin operator's aren't efficient with indexes.
- FAQ
  - I've started building an index, and the database has stopped responding. What's going on? What do I do?
  - I'm using $ne or $nin in a query, and while it uses the index, it's still slow. What's happening?

Indexing Strategies

Here are some general principles for building smart indexes.

Create indexes to match your queries.

If you only query on a single key, then a single-key index will do. For instance, maybe you're searching for a blog post's slug:

```
db.posts.find({ slug : 'state-of-mongodb-2010' })
```

In this case, a unique index on a single key is best:

```
db.ensureIndex({ slug: 1 }, {unique: true});
```

However, it's common to query on multiple keys and to sort the results. For these situations, compound indexes are best. Here's an example for querying the latest comments with a 'mongodb' tag:

```
db.comments.find({ tags : 'mongodb'}).sort({ created_at : -1 });
```

And here's the proper index:

```
db.comments.ensureIndex({tags : 1, created_at : -1});
```

Note that if we wanted to sort by `created_at` ascending, this index would be less effective.

One index per query.

It's sometimes thought that queries on multiple keys can use multiple indexes; this is not the case with MongoDB. If you have a query that selects on multiple keys, and you want that query to use an index efficiently, then a compound-key index is necessary.

Make sure your indexes can fit in RAM.

The shell provides a command for returning the total index size on a given collection:

```
db.comments.totalIndexSize();
65443
```

If your queries seem sluggish, you should verify that your indexes are small enough to fit in RAM. For instance, if you're running on 4GB RAM and you have 3GB of indexes, then your indexes probably aren't fitting in RAM. You may need to add RAM and/or verify that all the indexes you've created are actually being used.

Be careful about single-key indexes with low selectivity.

Suppose you have a field called 'status' where the possible values are 'new' and 'processeed'. If you add an index on 'status' then you've created a low-selectivity index, meaning that the index isn't going to be very helpful in locating records and might just be be taking up space.

A better strategy, depending on your queries, of course, would be to create a compound index that includes the low-selectivity field. For instance, you could have a compound-key index on 'status' and 'created_at.'

Another option, again depending on your use case, might be to use separate collections, one for each status. As with all the advice here, experimentation and benchmarks will help you choose the best approach.

Use `explain`.

MongoDB includes an `explain` command for determining how your queries are being processed and, in particular, whether they're using an index. `explain` can be used from of the drivers and also from the shell:

```
db.comments.find({ tags : 'mongodb'}).sort({ created_at : -1 }).explain();
```

This will return lots of useful information, including the number of items scanned, the time the query takes to process in milliseconds, which indexes the query optimizer tried, and the index ultimately used.

If you've never used `explain`, now's the time to start.

Understanding `explain`'s output.

There are three main fields to look for when examining the `explain` command's output:

- cursor: the value for cursor can be either `BasicCursor` or `BtreeCursor`. The second of these indicates that the given query is using an index.
- nscanned: he number of documents scanned.
- n: the number of documents returned by the query. You want the value of n to be close to the value of `nscanned`. What you want to avoid is doing a collection scan, that is, where every document in the collection is accessed. This is the case when `nscanned` is equal to the number of documents in the collection.
- millis: the number of milliseconds require to complete the query. This value is useful for comparing indexing strategies, indexed vs. non-indexed queries, etc.

Pay attention to the read/write ratio of your application.

This is important because, whenever you add an index, you add overhead to all insert, update, and delete operations on the given collection. If your application is read-heavy, as are most web applications, the additional indexes are usually a good thing. But if your application is write-heavy, then be careful when creating new indexes, since each additional index with impose a small write-performance penalty.

In general, **don't be cavalier about adding indexes**. Indexes should be added to complement your queries. Always have a good reason for adding a new index, and make sure you've benchmarked alternative strategies.

Indexing Properties

Here are a few properties of compound indexes worth keeping in mind (Thanks to Doug Green and Karoly Negyesi for their help on this).

These examples assume a compound index of three fields: a, b, c. So our index creation would look like this:

```
db.foo.ensureIndex({a: 1, b: 1, c: 1})
```

Here's some advice on using an index like this:

1. The sort column must be the last column used in the index.

Good:

- find(a=1).sort(a)
- find(a=1).sort(b)
- find(a=1, b=2).sort(c)

Bad:

- find(a=1).sort(c)
- even though c is the last column in the index, a is that last column used, so you can only sort on a or b.

2. The range query must also be the last column in an index. This is an axiom of 1 above.

Good:

- find(a=1,b>2)
- find(a>1 and a<10)
- find(a>1 and a<10).sort(a)

Bad:

- find(a>1, b=2)

3. Only use a range query or sort on one column.

Good:

- find(a=1,b=2).sort(c)
- find(a=1,b>2)
- find(a=1,b>2 and b<4)
- find(a=1,b>2).sort(b)

Bad:

- find(a>1,b>2)
- find(a=1,b>2).sort(c)

4. Conserve indexes by re-ordering columns used on equality (non-range) queries.

Imagine you have the following two queries:

- find(a=1,b=1,d=1)
- find(a=1,b=1,c=1,d=1)

A single index defined on a, b, c, and d can be used for both queries.
If, however, you need to sort on the final value, you might need two indexes

5. MongoDB's $ne or $nin operator's aren't efficient with indexes.

- When excluding just a few documents, it's better to retrieve extra rows from MongoDB and do the exclusion on the client side.

FAQ

I've started building an index, and the database has stopped responding. What's going on? What do I do?

Building an index can be an IO-intensive operation, especially you have a large collection. This is true on any database system that supports secondary indexes, including MySQL. If you'll need to build an index on a large collection in the future, you'll probably want to consider building the index in the background, a feature available beginning with 1.3.2. See the docs on background indexing for more info.

As for the long-building index, you only have a few options. You can either wait for the index to finish building or kill the current operation (see `killOp()`). If you choose the latter, the partial index will be deleted.

I'm using $ne or $nin in a query, and while it uses the index, it's still slow. What's happening?

The problem with $ne and $nin is that much of an index will match queries like these. If you need to use $nin, it's often best to make sure that an additional, more selective criterion is part of the query.

Inserting

When we insert data into MongoDB, that data will always be in document-form. Documents are data structure analogous to JSON, Python dictionaries, and Ruby hashes, to take just a few examples. Here, we discuss more about document-orientation and describe how to insert data into MongoDB.

- Document-Orientation
- JSON
- Mongo-Friendly Schema
    - Store Example

Document-Orientation

When we describe MongoDB as "document-oriented", we mean it's in the class of databases for which the primary storage unit is a collection - possibly structured - of data, most likely as key/value pairs.

Some examples of document formats are JSON, XML, and simple sets of key/value pairs.

The documents stored in Mongo DB are JSON-like. To be efficient, the database uses a format called BSON which is a binary representation of this data. The goal is a format that is both compact and reasonably fast to scan.

Client drivers serialize data to BSON, then transmit the data over the wire to the db. Data is stored on disk in BSON format. Thus, on a retrieval, the database does very little translation to send an object out, allowing high efficiency. The client driver unserialized a received BSON object to its native language format.

JSON

For example the following "document" can be stored in Mongo DB:

```
{ author: 'joe',
  created : new Date('03-28-2009'),
  title : 'Yet another blog post',
  text : 'Here is the text...',
  tags : [ 'example', 'joe' ],
  comments : [ { author: 'jim', comment: 'I disagree' },
               { author: 'nancy', comment: 'Good post' }
  ]
}
```

This document is a blog post, so we can store in a "posts" collection using the shell:

```
> doc = { author : 'joe', created : new Date('03-28-2009'), ... }
> db.posts.insert(doc);
```

MongoDB understands the internals of BSON objects -- not only can it store them, it can query on internal fields and index keys based upon them. For example the query

```
> db.posts.find( { "comments.author" : "jim" } )
```

is possible and means "find any blog post where at least one comment subjobject has author == 'jim'".

Mongo-Friendly Schema

Mongo can be used in many ways, and one's first instincts when using it are probably going to be similar to how one would write an application with a relational database. While this work pretty well, it doesn't harness the real power of Mongo. Mongo is designed for and works best with a rich object model.

Store Example

If you're building a simple online store that sells products with a relation database, you might have a schema like:

```
item
     title
     price
     sku
  item_features
     sku
     feature_name
     feature_value
```

You would probably normalize it like this because different items would have different features, and you wouldn't want a table with all possible features. You could model this the same way in mongo, but it would be much more efficient to do

```
item : {
           "title" : <title> ,
           "price" : <price> ,
           "sku"   : <sku>   ,
           "features" : {
              "optical zoom" : <value> ,
              ...
           }
  }
```

This does a few nice things

- you can load an entire item with 1 dbquery
- all the data for an item is on the same place on disk, so its only 1 seek to load it all

Now, at first glance there might seem to be some issues, but we've got them covered.

- you might want to insert or update a single feature. mongo lets you operate on embedded files like:

  ```
  db.items.update( { sku : 123 } , { "$set" : { "features.zoom" : "5" } } )
  ```

- Does adding a feature requires moving the entire object on disk? No. mongo has a padding heuristic that adapts to your data so it will leave some empty space for the object to grow. This will prevent indexes from being changed, etc.

Legal Key Names

Key names in inserted documents are limited as follows:

- The '$' character must not be the first character in the key name.
- The '.' character must not appear anywhere in the key name.

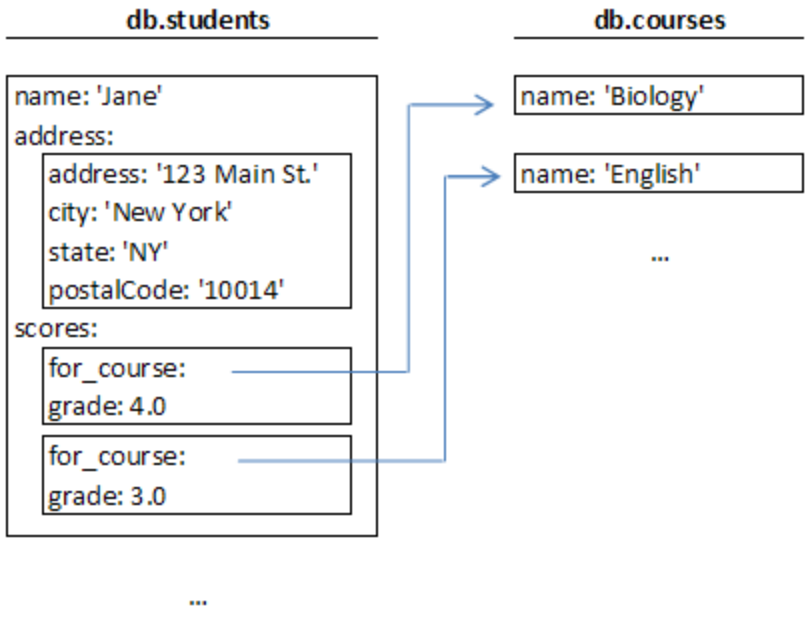
Schema Design

- Introduction
- Embed vs. Reference
- Use Cases
- Index Selection
- How Many Collections?
- See Also

Introduction

With Mongo, you do less "normalization" than you would perform designing a relational schema because there are no server-side "joins". Generally, you will want one database collection for each of your top level objects.

You do not want a collection for every "class" - instead, embed objects. For example, in the diagram below, we have two collections, students and courses. The student documents embed address documents and the "score" documents, which have references to the courses.



Compare this with a relational schema, where you would almost certainly put the scores in a separate table, and have a foreign-key relationship back to the students.

Embed vs. Reference

The key question in Mongo schema design is "does this object merit its own collection, or rather should it embed in objects in other collections?" In relational databases, each sub-item of interest typically becomes a separate table (unless denormalizing for performance). In Mongo, this is not recommended - embedding objects is much more efficient. Data is then colocated on disk; client-server turnarounds to the database are eliminated. So in general the question to ask is, "why would I not want to embed this object?"

So why are references slow? Let's consider our students example. If we have a student object and perform:

```
print( student.address.city );
```

This operation will always be fast as address is an embedded object, and is always in RAM if student is in RAM. However for

```
print( student.scores[0].for_course.name );
```

if this is the first access to `scores[0]`, the shell or your driver must execute the query

```
// pseudocode for driver or framework, not user code

student.scores[0].for_course = db.courses.findOne({_id:_course_id_to_find_});
```

Thus, each reference traversal is a query to the database. Typically, the collection in question is indexed on `_id`. The query will then be reasonably fast. However, even if all data is in RAM, there is a certain latency given the client/server communication from appserver to database. In general, expect 1ms of time for such a query on a ram cache hit. Thus if we were iterating 1,000 students, looking up one reference per student would be quite slow - over 1 second to perform even if cached. However, if we only need to look up a single item, the time is on the order of 1ms, and completely acceptable for a web page load. (Note that if already in db cache, pulling the 1,000 students might actually take much less than 1 second, as the results return from the database in large batches.)

Some general rules on when to embed, and when to reference:

- "First class" objects, that are at top level, typically have their own collection.
- Line item detail objects typically are embedded.
- Objects which follow an object modelling "contains" relationship should generally be embedded.
- Many to many relationships are generally by reference.
- Collections with only a few objects may safely exist as separate collections, as the whole collection is quickly cached in application server memory.
- Embedded objects are harder to reference than "top level" objects in collections, as you cannot have a DBRef to an embedded object (at least not yet).
- It is more difficult to get a system-level view for embedded objects. For example, it would be easier to query the top 100 scores across all

students if Scores were not embedded.
- If the amount of data to embed is huge (many megabytes), you may reach the limit on size of a single object.
- If performance is an issue, embed.

Use Cases

Let's consider a few use cases now.

1. Customer / Order / Order Line-Item

- `orders` should be a collection. `customers` a collection. line-items should be an array of line-items embedded in the `order` object.

1. Blogging system.

- `posts` should be a collection. `post author` might be a separate collection, or simply a field within posts if only an email address. `comments` should be embedded objects within a post for performance.

Index Selection

A second aspect of schema design is index selection. As a general rule, *where you want an index in a relational database, you want an index in Mongo.*

- The `_id` field is automatically indexed.
- Fields upon which keys are looked up should be indexed.
- Sort fields generally should be indexed.

The MongoDB profiling facility provides useful information for where an index should be added that is missing.

Note that adding an index slows writes to a collection, but not reads. Use lots of indexes for collections with a high read : write ratio (assuming one does not mind the storage overage). For collections with more writes than reads, indexes are very expensive.

How Many Collections?

As Mongo collections are polymorphic, one could have a collection `objects` and put everything in it! This approach is taken by some object databases. For performance reasons, we do not recommend this approach. Data within a Mongo collection tends to be contiguous on disk. Thus, table scans of the collection are possible, and efficient. Collections are very important for high throughput batch processing.

See Also

- DBRef
- Trees in MongoDB
- MongoDB Data Modeling and Rails

Next: Advanced Queries

Trees in MongoDB

- Patterns
  - Full Tree in Single Document
  - Parent Links
  - Child Links
  - Array of Ancestors
  - Materialized Paths (Full Path in Each Node)
  - acts_as_nested_set
- See Also

The best way to store a tree usually depends on the operations you want to perform; see below for some different options. In practice, most developers find that one of the "Full Tree in Single Document", "Parent Links", and "Array of Ancestors" patterns works best.

Patterns

Full Tree in Single Document

```
{
  comments: [
    {by: "mathias", text: "...", replies: []}
    {by: "eliot", text: "...", replies: [
      {by: "mike", text: "...", replies: []}
    ]}
  ]
}
```

Pros:

- Single document to fetch per page
- One location on disk for whole tree
- You can see full structure easily

Cons:

- Hard to search
- Hard to get back partial results
- Can get unwieldy if you need a huge tree (there is a 4MB per doc limit)

Parent Links

Storing all nodes in a single collection, with each node having the id of its parent, is a simple solution. The biggest problem with this approach is getting an entire subtree requires several query turnarounds to the database (or use of db.eval).

```
> t = db.tree1;

> t.find()
{ "_id" : 1 }
{ "_id" : 2, "parent" : 1 }
{ "_id" : 3, "parent" : 1 }
{ "_id" : 4, "parent" : 2 }
{ "_id" : 5, "parent" : 4 }
{ "_id" : 6, "parent" : 4 }

> // find children of node 4
> t.ensureIndex({parent:1})
> t.find( {parent : 4 } )
{ "_id" : 5, "parent" : 4 }
{ "_id" : 6, "parent" : 4 }
```

Child Links

Another option is storing the ids of all of a node's children within each node's document. This approach is fairly limiting, although ok if no operations on entire subtrees are necessary. It may also be good for storing graphs where a node has multiple parents.

```
> t = db.tree2
> t.find()
{ "_id" : 1, "children" : [ 2, 3 ] }
{ "_id" : 2 }
{ "_id" : 3, "children" : [ 4 ] }
{ "_id" : 4 }

> // find immediate children of node 3
> t.findOne({_id:3}).children
[ 4 ]

> // find immediate parent of node 3
> t.ensureIndex({children:1})
> t.find({children:3})
{ "_id" : 1, "children" : [ 2, 3 ] }
```

Array of Ancestors

Here we store all the ancestors of a node in an array. This makes a query like "get all descendents of x" fast and easy.

```
> t = db.mytree;

> t.find()
{ "_id" : "a" }
{ "_id" : "b", "ancestors" : [ "a" ], "parent" : "a" }
{ "_id" : "c", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "d", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "e", "ancestors" : [ "a" ], "parent" : "a" }
{ "_id" : "f", "ancestors" : [ "a", "e" ], "parent" : "e" }
{ "_id" : "g", "ancestors" : [ "a", "b", "d" ], "parent" : "d" }

> t.ensureIndex( { ancestors : 1 } )

> // find all descendents of b:
> t.find( { ancestors : 'b' })
{ "_id" : "c", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "d", "ancestors" : [ "a", "b" ], "parent" : "b" }
{ "_id" : "g", "ancestors" : [ "a", "b", "d" ], "parent" : "d" }

> // get all ancestors of f:
> anc = db.mytree.findOne({_id:'f'}).ancestors
[ "a", "e" ]
> db.mytree.find( { _id : { $in : anc } } )
{ "_id" : "a" }
{ "_id" : "e", "ancestors" : [ "a" ], "parent" : "a" }
```

ensureIndex and MongoDB's multikey feature makes the above queries efficient.

In addition to the ancestors array, we also stored the direct parent in the node to make it easy to find the node's immediate parent when that is necessary.

Materialized Paths (Full Path in Each Node)

Materialized paths make certain query options on trees easy. We store the full path to the location of a document in the tree within each node. Usually the "array of ancestors" approach above works just as well, and is easier as one doesn't have to deal with string building, regular expressions, and escaping of characters. (Theoretically, materialized paths will be *slightly* faster.)

The best way to do this with MongoDB is to store the path as a string and then use regex queries. Simple regex expressions beginning with "^" can be efficiently executed. As the path is a string, you will need to pick a delimiter character -- we use ',' below. For example:

```
> t = db.tree
test.tree

> // get entire tree -- we use sort() to make the order nice
> t.find().sort({path:1})
{ "_id" : "a", "path" : "a," }
{ "_id" : "b", "path" : "a,b," }
{ "_id" : "c", "path" : "a,b,c," }
{ "_id" : "d", "path" : "a,b,d," }
{ "_id" : "g", "path" : "a,b,g," }
{ "_id" : "e", "path" : "a,e," }
{ "_id" : "f", "path" : "a,e,f," }
{ "_id" : "g", "path" : "a,b,g," }

> t.ensureIndex( {path:1} )

> // find the node 'b' and all its descendents:
> t.find( { path : /^a,b,/ } )
{ "_id" : "b", "path" : "a,b," }
{ "_id" : "c", "path" : "a,b,c," }
{ "_id" : "d", "path" : "a,b,d," }
{ "_id" : "g", "path" : "a,b,g," }

// or if its path not already known:
> b = t.findOne( { _id : "b" } )
{ "_id" : "b", "path" : "a,b," }
> t.find( { path : new RegExp("^" + b.path) } )
{ "_id" : "b", "path" : "a,b," }
{ "_id" : "c", "path" : "a,b,c," }
{ "_id" : "d", "path" : "a,b,d," }
{ "_id" : "g", "path" : "a,b,g," }
```

Ruby example: http://github.com/banker/newsmonger/blob/master/app/models/comment.rb

acts_as_nested_set

See http://api.rubyonrails.org/classes/ActiveRecord/Acts/NestedSet/ClassMethods.html

This pattern is best for datasets that rarely change as modifications can require changes to many documents.

See Also

- Sean Cribbs blog post (source of several ideas on this page).

Optimization

- Optimizing A Simple Example
  - Optimization #1: Create an index
  - Optimization #2: Limit results
  - Optimization #3: Select only relevant fields
- Using the Profiler
- Optimizing Statements that Use `count()`
- Increment Operations
- Circular Fixed Size Collections
- Server Side Code Execution
- Explain
- Hint
- See Also

Optimizing A Simple Example

This section describes proper techniques for optimizing database performance.

Let's consider an example. Suppose our task is to display the front page of a blog - we wish to display headlines of the 10 most recent posts. Let's assume the posts have a timestamp field `ts`.

The simplest thing we could write might be:

```
articles = db.posts.find().sort({ts:-1}); // get blog posts in reverse time order

for (var i=0; i< 10; i++) {
   print(articles[i].getSummary());
}
```

Optimization #1: Create an index

Our first optimization should be to create an index on the key that is being used for the sorting:

```
db.posts.ensureIndex({ts:1});
```

With an index, the database is able to sort based on index information, rather than having to check each document in the collection directly. This is much faster.

Optimization #2: Limit results

MongoDB cursors return results in groups of documents that we'll call 'chunks'. The chunk returned might contain more than 10 objects - in some cases, much more. These extra objects are a waste of network transmission and resources both on the app server and the database.

As we know how many results we want, and that we do not want all the results, we can use the `limit()` method for our second optimization.

```
articles = db.posts.find().sort({ts:-1}).limit(10); // 10 results maximum
```

Now, we'll only get 10 results returned to client.

Optimization #3: Select only relevant fields

The blog post object may be very large, with the post text and comments embedded. Much better performance will be achieved by selecting only the fields we need:

```
articles = db.posts.find({}, {ts:1,title:1,author:1,abstract:1}).sort({ts:-1}).limit(10);
articles.forEach( function(post) { print(post.getSummary()); } );
```

The above code assumes that the `getSummary()` method only references the fields listed in the `find()` method.

Note if you fetch only select fields, you have a partial object. An object in that form cannot be updated back to the database:

```
a_post = db.posts.findOne({}, Post.summaryFields);
a_post.x = 3;
db.posts.save(a_post); // error, exception thrown
```

Using the Profiler

MongoDB includes a database profiler which shows performance characteristics of each operation against the database. Using the profiler you can find queries (and write operations) which are slower than they should be; use this information, for example, to determine when an index is needed. See the [Performance Tuning] section of the Mongo Developers' Guide for more information.

Optimizing Statements that Use `count()`

To speed operations that rely on `count()`, create an index on the field involved in the count query expression.

```
db.posts.ensureIndex({author:1});
db.posts.find({author:"george"}).count();
```

Increment Operations

MongoDB supports simple object field increment operations; basically, this is an operation indicating "increment this field in this document at the server". This can be much faster than fetching the document, updating the field, and then saving it back to the server and are particularly useful for implementing real time counters. See the Updates section of the Mongo Developers' Guide for more information.

Circular Fixed Size Collections

MongoDB provides a special circular collection type that is pre-allocated at a specific size. These collections keep the items within well-ordered even without an index, and provide very high-speed writes and reads to the collection. Originally designed for keeping log files - log events are stored in the database in a circular fixed size collection - there are many uses for this feature. See the Capped Collections section of the Mongo Developers' Guide for more information.

Server Side Code Execution

Occasionally, for maximal performance, you may wish to perform an operation in process on the database server to eliminate client/server network turnarounds. These operations are covered in the Server-Side Processing section of the Mongo Developers' Guide.

Explain

A great way to get more information on the performance of your database queries is to use the `$explain` feature. This will display "explain plan" type info about a query from the database.

When using the mongo - The Interactive Shell, you can find out this "explain plan" via the `explain()` function called on a cursor. The result will be a document that contains the "explain plan".

```
db.collection.find(query).explain();
```

provides information such as the following:

```
{
    "cursor" : "BasicCursor",
    "nscanned" : 57594.0,
    "n" : 3.0 ,
    "millis" : 108.0
}
```

This will tell you the type of cursor used (`BtreeCursor` is another type), the number of records the DB had to examine as part of this query, the number of records returned by the query, and the time in milliseconds the query took to execute.

Hint

While the mongo query optimizer often performs very well, explicit "hints" can be used to force mongo to use a specified index, potentially improving performance in some situations. When you have a collection indexed and are querying on multiple fields (and some of those fields are indexed), pass the indexe as a hint to the query. You can do this in two different ways. You may either set it per query, or set it for the entire collection.

To set the hint for a particular query, call the `hint()` function on the cursor before accessing any data, and specify a document with the key to be used in the query:

```
db.collection.find({user:u, foo:d}).hint({user:1});
```

Be sure to Index
For the above hints to work, you need to have run `ensureIndex()` to index the collection on the user field.

To force the query optimizer to not use indexes (do a table scan), use:

```
> db.collection.find().hint({$natural:1})
```

See Also

- Optimizing Storage of Small Objects
- Query Optimizer

- currentOp()
- Sorting and Natural Order

Optimizing Storage of Small Objects

MongoDB records have a certain amount of overhead per object (BSON document) in a collection. This overhead is normally insignificant, but if your objects are tiny (just a few bytes, maybe one or two fields) it would not be. Below are some suggestions on how to optimize storage efficiently in such situations.

Using the _id Field Explicitly

Mongo automatically adds an object ID to each document and sets it to a unique value. Additionally this field in indexed. For tiny objects this takes up significant space.

The best way to optimize for this is to use _id explicitly. Take one of your fields which is unique for the collection and store its values in _id. By doing so, you have explicitly provided IDs. This will effectively eliminate the creation of a separate _id field. If your previously separate field was indexed, this eliminates an extra index too.

Using Small Field Names

Consider a record

```
{ last_name : "Smith", best_score: 3.9 }
```

The strings "last_name" and "best_score" will be stored in each object's BSON. Using shorter strings would save space:

```
{ lname : "Smith", score : 3.9 }
```

Would save 9 bytes per document. This of course reduces expressiveness to the programmer and is not recommended unless you have a collection where this is of significant concern.

Field names are not stored in indexes as indexes have a predefined structure. Thus, shortening field names will not help the size of indexes. In general it is not necessary to use short field names.

Combining Objects

Fundamentally, there is a certain amount of overhead per document in MongoDB. One technique is combining objects. In some cases you may be able to embed objects in other objects, perhaps as arrays of objects. If your objects are tiny this may work well, but will only make sense for certain use cases.

Query Optimizer

The MongoDB query optimizer generates query plans for each query submitted by a client. These plans are executed to return results. Thus, MongoDB supports ad hoc queries much like say, MySQL.

The database uses an interesting approach to query optimization though. Traditional approaches (which tend to be cost-based and statistical) are not used, as these approaches have a couple of problems.

First, the optimizer might consistently pick a bad query plan. For example, there might be correlations in the data of which the optimizer is unaware. In a situation like this, the developer might use a query hint.

Also with the traditional approach, query plans can change in production with negative results. No one thinks rolling out new code without testing is a good idea. Yet often in a production system a query plan can change as the statistics in the database change on the underlying data. The query plan in effect may be a plan that never was invoked in QA. If it is slower than it should be, the application could experience an outage.

The Mongo query optimizer is different. It is not cost based -- it does not model the cost of various queries. Instead, the optimizer simply tries different query plans and learn which ones work well. Of course, when the system tries a really bad plan, it may take an extremely long time to run. To solve this, *when testing new plans, MongoDB executes multiple query plans in parallel*. As soon as one finishes, it terminates the other executions, and the system has learned which plan is good. This works particularly well given the system is non-relational, which makes the space of possible query plans much smaller (as there are no joins).

Sometimes a plan which was working well can work poorly -- for example if the data in the database has changed, or if the parameter values to the query are different. In this case, if the query seems to be taking longer than usual, the database will once again run the query in parallel to try different plans.

This approach adds a little overhead, but has the advantage of being much better at worst-case performance.

See Also

- MongoDB hint() and explain() operators

Querying

One of MongoDB's best capabilities is its support for dynamic (ad hoc) queries. Systems that support dynamic queries don't require any special indexing to find data; users can find data using any criteria. For relational databases, dynamic queries are the norm. If you're moving to MongoDB from a relational databases, you'll find that many SQL queries translate easily to MongoDB's document-based query language.

- Query Expression Objects
- Query Options
  - Field Selection
  - Sorting
  - Skip and Limit
- Cursors
- See Also

Query Expression Objects

MongoDB supports a number of query objects for fetching data. Queries are expressed as BSON documents which indicate a query pattern. For example, suppose we're using the MongoDB shell and want to return every document in the `users` collection. Our query would look like this:

```
db.users.find({})
```

In this case, our selector is an empty document, which matches every document in the collection. Here's a more selective example:

```
db.users.find({'last_name': 'Smith'})
```

Here our selector will match every document where the `last_name` attribute is 'Smith.'

MongoDB support a wide array of possible document selectors. For more examples, see the MongoDB Tutorial or the section on Advanced Queries. If you're working with MongoDB from a language driver, see the driver docs:

Query Options

Field Selection

In addition to the query expression, MongoDB queries can take some additional arguments. For example, it's possible to request only certain fields be returned. If we just wanted the social security numbers of users with the last name of 'Smith,' then from the shell we could issue this query:

```
// retrieve ssn field for documents where last_name == 'Smith':
db.users.find({last_name: 'Smith'}, {'ssn': 1});

  // retrieve all fields *except* the thumbnail field, for all documents:
db.users.find({}, {thumbnail:0});
```

Note the `_id` field is always returned even when not explicitly requested.

Sorting

MongoDB queries can return sorted results. To return all documents and sort by last name in ascending order, we'd query like so:

```
db.users.find({}).sort({last_name: 1});
```

Skip and Limit

MongoDB also supports **skip** and **limit** for easy paging. Here we skip the first 20 last names, and limit our result set to 10:

```
db.users.find({}, {}, 10, 20);
```

Cursors

Database queries, performed with the find() method, technically work by returning a *cursor*. Cursors are then used to iteratively retrieve all the documents returned by the query. For example, we can iterate over a cursor in the mongo shell like this:

```
> var cur = db.example.find();
> cur.forEach( function(x) { print(tojson(x))});
{"n" : 1 , "_id" : "497ce96f395f2f052a494fd4"}
{"n" : 2 , "_id" : "497ce971395f2f052a494fd5"}
{"n" : 3 , "_id" : "497ce973395f2f052a494fd6"}
>
```

See Also

- Queries and Cursors
- Advanced Queries
- Query Optimizer

Advanced Queries

- Introduction
- Retrieving a Subset of Fields
  - $slice operator
- Conditional Operators : <, <=, >, >=
- Conditional Operator : $ne
- Conditional Operator : $in
- Conditional Operator : $nin
- Conditional Operator : $mod
- Conditional Operator: $all
- Conditional Operator : $size
- Conditional Operator : $exists
- Conditional Operator : $type
- Regular Expressions
- Value in an Array
- Conditional Operator: $elemMatch
- Value in an Embedded Object
- Meta operator: $not
- Javascript Expressions and `$where`
- `sort()`
- `limit()`
- `skip()`
- `snapshot()`
- `count()`
- `group()`
- See Also

Introduction

MongoDB offers a rich query environment with lots of features. This page lists some of those features.

Queries in MongoDB are represented as JSON-style objects, very much like the documents we actually store in the database. For example:

```
// i.e., select * from things where x=3 and y="foo"
db.things.find( { x : 3, y : "foo" } );
```

Note that any of the operators on this page can be combined in the same query document. For example, to find all document where j is not equal to 3 and k is greater than 10, you'd query like so:

```
db.things.find({j: {$ne: 3}, k: {$gt: 10} });
```

Retrieving a Subset of Fields

By default on a find operation, the entire document/object is returned. However we may also request that only certain fields are returned. Note that the _id field is always returned automatically.

```
// select z from things where x=3
db.things.find( { x : 3 }, { z : 1 } );
```

You can also remove specific fields that you know will be large:

```
// get all posts about mongodb without comments
db.posts.find( { tags : 'mongodb' }, { comments : 0 } );
```

$slice operator

New in MongoDB 1.5.1

You can use the $slice operator to retrieve a subset of elements in an array.

```
db.posts.find({}, {comments:{slice: 5}}) // first 5 comments
db.posts.find({}, {comments:{slice: -5}}) // last 5 comments
db.posts.find({}, {comments:{slice: [20, 10]}}) // skip 20, limit 10
db.posts.find({}, {comments:{slice: [-20, 10]}}) // 20 from end, limit 10
```

More examples at example slice1

Conditional Operators : <, <=, >, >=

Use these special forms for greater than and less than comparisons in queries, since they have to be represented in the query document:

```
db.collection.find({ "field" : { $gt: value } } );   // greater than  : field > value
db.collection.find({ "field" : { $lt: value } } );   // less than  :  field < value
db.collection.find({ "field" : { $gte: value } } );  // greater than or equal to : field >= value
db.collection.find({ "field" : { $lte: value } } );  // less than or equal to : field <= value
```

For example:

```
db.things.find({j : {$lt: 3}});
db.things.find({j : {$gte: 4}});
```

You can also combine these operators to specify ranges:

```
db.collection.find({ "field" : { $gt: value1, $lt: value2 } } );    // value1 < field < value
```

Conditional Operator : $ne

Use $ne for "not equals".

```
db.things.find( { x : { $ne : 3 } } );
```

Conditional Operator : $in

The `$in` operator is analogous to the SQL `IN` modifier, allowing you to specify an array of possible matches.

```
db.collection.find( { "field" : { $in : array } } );
```

Let's consider a couple of examples. From our *things* collection, we could choose to get a subset of documents based upon the value of the 'j' key:

```
db.things.find({j:{$in: [2,4,6]}});
```

Suppose the collection `updates` is a list of social network style news items; we want to see the 10 most recent updates from our friends. We might invoke:

```
db.updates.ensureIndex( { ts : 1 } ); // ts == timestamp
var myFriends = myUserObject.friends; // let's assume this gives us an array of DBRef's of my friends
var latestUpdatesForMe = db.updates.find( { user : { $in : myFriends } } ).sort( { ts : -1 }
).limit(10);
```

Conditional Operator : $nin

The `$nin` operator is similar to `$in` except that it selects objects for which the specified field does not have any value in the specified array. For example

```
db.things.find({j:{$nin: [2,4,6]}});
```

would match {`j:1,b:2`} but not {`j:2,c:9`}.

Conditional Operator : $mod

The `$mod` operator allows you to do fast modulo queries to replace a common case for where clauses. For example, the following $where query:

```
db.things.find( "this.a % 10 == 1")
```

can be replaced by:

```
db.things.find( { a : { $mod : [ 10 , 1 ] } } )
```

Conditional Operator: $all

The `$all` operator is similar to `$in`, but instead of matching any value in the specified array all values in the array must be matched. For example, the object

```
{ a: [ 1, 2, 3 ] }
```

would be matched by

```
db.things.find( { a: { $all: [ 2, 3 ] } } );
```

but not

```
db.things.find( { a: { $all: [ 2, 3, 4 ] } } );
```

Conditional Operator : $size

The `$size` operator matches any array with the specified number of elements. The following example would match the object {`a:["foo"]`}, since that array has just one element:

```
db.things.find( { a : { $size: 1 } } );
```

You cannot use `$size` to find a range of sizes (for example: arrays with more than 1 element). If you need to query for a range, create an extra `size` field that you increment when you add elements.

Conditional Operator : $exists

Check for existence (or lack thereof) of a field.

```
db.things.find( { a : { $exists : true } } ); // return object if a is present
db.things.find( { a : { $exists : false } } ); // return if a is missing
```

Currently $exists is not able to use an index. Indexes on other fields are still used.

Conditional Operator : $type

The `$type` operator matches values based on their bson type.

```
db.things.find( { a : { $type : 2 } } ); // matches if a is a string
db.things.find( { a : { $type : 16 } } ); // matches if a is an int
```

Regular Expressions

You may use regexes in database query expressions:

```
db.customers.find( { name : /acme.*corp/i } );
```

For simple prefix queries (also called rooted regexps) like `/^prefix/`, the database will use an index when available and appropriate (much like most SQL databases that use indexes for a `LIKE 'prefix%'` expression). This only works if you don't have `i` (case-insensitivity) in the flags.

While `/^a/`, `/^a.*/`, and `/^a.*$/` are equivalent and will all use an index in the same way, the later two require scanning the whole string so they will be slower. The first format can stop scanning after the prefix is matched.

Value in an Array

To look for the value "red" in an array field `colors`:

```
db.things.find( { colors : "red" } );
```

That is, when "colors" is inspected, if it is an array, each value in the array is checked. This technique may be mixed with the embedded object technique below.

Conditional Operator: $elemMatch

Version 1.3.1 and higher.

Use $elemMatch to check if an element in an array matches the specified match expression.

```
> t.find( { x : { $elemMatch : { a : 1, b : { $gt : 1 } } } } )
{ "_id" : ObjectId("4b5783300334000000000aa9"),
  "x" : [ { "a" : 1, "b" : 3 }, 7, { "b" : 99 }, { "a" : 11 } ]
}
```

Note that a single array element must match all the criteria specified; thus, the following query is semantically different in that each criteria can match a different element in the x array:

```
> t.find( { "x.a" : 1, "x.b" : { $gt : 1 } } )
```

See the dot notation page for more.

Value in an Embedded Object

For example, to look `author.name=="joe"` in a postings collection with embedded author objects:

```
db.postings.find( { "author.name" : "joe" } );
```

See the dot notation page for more.

Meta operator: $not

Version 1.3.3 and higher.

The $not meta operator can be used to negate the check performed by a standard operator. For example:

```
db.customers.find( { name : { $not : /acme.*corp/i } } );
```

```
db.things.find( { a : { $not : { $mod : [ 10 , 1 ] } } } );
```

Javascript Expressions and `$where`

In addition to the structured query syntax shown so far, you may specify query expressions as Javascript. To do so, pass a string containing a Javascript expression to `find()`, or assign such a string to the query object member `$where`. The database will evaluate this expression for each object scanned. When the result is true, the object is returned in the query results.

For example, the following statements all do the same thing:

```
db.myCollection.find( { a : { $gt: 3 } } );
db.myCollection.find( { $where: "this.a > 3" } );
db.myCollection.find("this.a > 3");
f = function() { return this.a > 3; } db.myCollection.find(f);
```

Javascript executes more slowly than the native operators listed on this page, but is very flexible. See the server-side processing page for more information.

`sort()`

`sort()` is analogous to the ORDER BY statement in SQL - it requests that items be returned in a particular order. We pass `sort()` a key pattern which indicates the desired order for the result.

```
db.myCollection.find().sort( { ts : -1 } ); // sort by ts, descending order
```

`sort()` may be combined with the `limit()` function. In fact, if you do not have a relevant index for the specified key pattern, `limit()` is recommended as there is a limit on the size of sorted results when an index is not used.

`limit()`

`limit()` is analogous to the LIMIT statement in MySQL: it specifies a maximum number of results to return. For best performance, use `limit()` whenever possible. Otherwise, the database may return more objects than are required for processing.

```
db.students.find().limit(10).forEach( function(student) { print(student.name + "<p>"); } );
```

`skip()`

The `skip()` expression allows one to specify at which object the database should begin returning results. This is often useful for implementing "paging". Here's an example of how it might be used in a JavaScript application:

```
function printStudents(pageNumber, nPerPage) {
   print("Page: " + pageNumber);
   db.students.find().skip((pageNumber-1)*nPerPage).limit(nPerPage).forEach( function(student) {
print(student.name + "<p>"); } );
}
```

`snapshot()`

Indicates use of snapshot mode for the query. Snapshot mode assures no duplicates are returned, or objects missed, which were present at both the start and end of the query's execution (even if the object were updated). If an object is new during the query, or deleted during the query, it may or may not be returned, even with snapshot mode.

Note that short query responses (less than 1MB) are always effectively snapshotted.

Currently, snapshot mode may not be used with sorting or explicit hints.

`count()`

The `count()` method returns the number of objects matching the query specified. It is specially optimized to perform the count in the MongoDB server, rather than on the client side for speed and efficiency:

```
nstudents = db.students.find({'address.state' : 'CA'}).count();
```

Note that you can achieve the same result with the following, but the following is slow and inefficient as it requires all documents to be put into memory on the client, and then counted. Don't do this:

```
nstudents = db.students.find({'address.state' : 'CA'}).toArray().length; // VERY BAD: slow and uses
excess memor
```

On a query using skip() and limit(), count ignores these parameters by default. Use count(true) to have it consider the skip and limit values in the calculation.

```
n = db.students.find().skip(20).limit(10).count(true);
```

`group()`

The `group()` method is analogous to GROUP BY in SQL. `group()` is more flexible, actually, allowing the specification of arbitrary reduction operations. See the Aggregation section of the Mongo Developers' Guide for more information.

See Also

* Optimizing Queries (including explain() and hint())

Dot Notation (Reaching into Objects)

- Dot Notation vs. Subobjects
- Array Element by Position
- Matching with $elemMatch

MongoDB is designed for store JSON-style objects. The database understands the structure of these objects and can reach into them to evaluate query expressions.

Let's suppose we have some objects of the form:

```
> db.persons.findOne()
{ name: "Joe", address: { city: "San Francisco", state: "CA" } ,
  likes: [ 'scuba', 'math', 'literature' ] }
```

Querying on a top-level field is straightforward enough using Mongo's JSON-style query objects:

```
> db.persons.find( { name : "Joe" } )
```

But what about when we need to reach into embedded objects and arrays? This involves a bit different way of thinking about queries than one would do in a traditional relational DBMS. To reach into embedded objects, we use a "dot notation":

```
> db.persons.find( { "address.state" : "CA" } )
```

Reaching into arrays is implicit: if the field being queried is an array, the database automatically assumes the caller intends to look for a value within the array:

```
> db.persons.find( { likes : "math" } )
```

We can mix these styles too, as in this more complex example:

```
> db.blogposts.findOne()
{ title : "My First Post", author: "Jane",
  comments : [{ by: "Abe", text: "First" },
              { by : "Ada", text : "Good post" } ]
}
> db.blogposts.find( { "comments.by" : "Ada" } )
```

We can also create indexes of keys on these fields:

```
db.persons.ensureIndex( { "address.state" : 1 } );
db.blogposts.ensureIndex( { "comments.by" : 1 } );
```

Dot Notation vs. Subobjects

Suppose there is an author id, as well as name. To store the author field, we can use an object:

```
> db.blog.save({ title : "My First Post", author: {name : "Jane", id : 1}})
```

If we want to find any authors named Jane, we use the notation above:

```
> db.blog.findOne({"author.name" : "Jane"})
```

To match only objects with these exact keys and values, we use an object:

```
db.blog.findOne({"author" : {"name" : "Jane", "id" : 1}})
```

Note that

```
db.blog.findOne({"author" : {"name" : "Jane"}})
```

will not match, as subobjects have to match exactly (it would match an object with one field: `{"name" : "Jane"}`).

Array Element by Position

Array elements also may be accessed by specific array position:

```
// i.e. comments[0].by == "Abe"
> db.blogposts.find( { "comments.0.by" : "Abe" } )
```

(The above examples use the mongo shell's Javascript syntax. The same operations can be done in any language for which Mongo has a driver available.)

Matching with $elemMatch

Using the $elemMatch query operator (mongod >= 1.3.1), you can match an entire document within an array. This is best illustrated with an example. Suppose you have the following two documents in your collection:

```
// Document 1
{ "foo" : [
      {
        "shape" : "square",
        "color" : "purple",
        "thick" : false
      },
      {
        "shape" : "circle",
        "color" : "red",
        "thick" : true
      }
] }


// Document 2
{ "foo" : [
      {
        "shape" : "square",
        "color" : "red",
        "thick" : true
      },
      {
        "shape" : "circle",
        "color" : "blue",
        "thick" : false
      }
] }
```

You want to query for a red square, and so you write the following:

```
db.foo.find({"foo.shape": "square", "foo.color": "red"})
```

The problem with this query is that it will match the first document. In other words, the standard query syntax won't restrict itself to a single document within the `foo` array. As mentioned above subobjects have to match exactly, so

```
db.foo.find({foo: {"shape": "square", "color": "red"} } )
```

won't help either (you'd need to define whether you want a thick red square or not).

To match an entire document within the foo array, you need to use $elemMatch. To properly query for a purple square, you'd use $elemMatch like so:

```
db.foo.find({foo: {"$elemMatch": {shape: "square", color: "purple"}}})
```

The query will return the first document, which contains the purple square you're looking for.

Full Text Search in Mongo

- Introduction
- Multikeys (Indexing Values in an Array)
- Text Search
- Comparison to Full Text Search Engines
- Real World Examples

Introduction

Mongo provides some functionality that is useful for text search and tagging.

Multikeys (Indexing Values in an Array)

The Mongo multikey feature can automatically index arrays of values. Tagging is a good example of where this feature is useful. Suppose you have an article object/document which is tagged with some category names:

```
obj = {
  name: "Apollo",
  text: "Some text about Apollo moon landings",
  tags: [ "moon", "apollo", "spaceflight" ]
}
```

and that this object is stored in `db.articles`. The command

```
db.articles.ensureIndex( { tags: 1 } );
```

will index all the tags on the document, and create index entries for "moon", "apollo" and "spaceflight" for that document.

You may then query on these items in the usual way:

```
> print(db.articles.findOne( { tags: "apollo" } ).name);
Apollo
```

The database creates an index entry for each item in the array. Note an array with many elements (hundreds or thousands) can make inserts very expensive. (Although for the example above, alternate implementations are equally expensive.)

Text Search

It is fairly easy to implement basic full text search using multikeys. What we recommend is having a field that has all of the keywords in it, something like:

```
{ title : "this is fun" ,
  _keywords : [ "this" , "is" , "fun" ]
}
```

Your code must split the title above into the keywords before saving. Note that this code (which is not part of Mongo DB) could do stemming, etc. too. (Perhaps someone in the community would like to write a standard module that does this...)

Comparison to Full Text Search Engines

MongoDB has interesting functionality that makes certain search functions easy. That said, it is not a dedicated full text search engine.

For example, dedicated engines provide the following capabilities:

- built-in text stemming
- ranking of queries matching various numbers of terms (can be done with MongoDB, but requires user supplied code to do so)
- bulk index building

Bulk index building makes building indexes fast, but has the downside of not being realtime. MongoDB is particularly well suited for problems where the search should be done in realtime. Traditional tools are often not good for this use case.

Real World Examples

The Business Insider web site uses MongoDB for its blog search function in production.

Mark Watson's opinions on Java, Ruby, Lisp, AI, and the Semantic Web - A recipe example in Ruby.

min and max Query Specifiers

The `min()` and `max()` functions may be used in conjunction with an index to constrain query matches to those having index keys between the min and max keys specified. The `min()` and `max()` functions may be used individually or in conjunction. The index to be used may be specified with a `hint()` or one may be inferred from pattern of the keys passed to `min()` and/or `max()`.

```
db.f.find().min({name:"barry"}}.max({name:"larry"}).hint({name:1});
db.f.find().min({name:"barry"}}.max({name:"larry"});
db.f.find().min({last_name:"smith",first_name:"john"}};
```

If you're using the standard query syntax, you must distinguish between the `$min` and `$max` keys and the query selector itself. See here:

```
db.f.find({$min: {name:"barry"}, $max: {name:"larry"}, $query:{}});
```

The min() value is included in the range and the max() value is excluded.

Normally, it is much preferred to use $gte and $lt rather than to use min and max, as min and max require a corresponding index. Min and max are primarily useful for compound keys: it is difficult to express the last_name/first_name example above without this feature (it can be done using $where).

min and max exist primarily to support the mongos (sharding) process.

OR operations in query expressions

Query objects in Mongo by default AND expressions together. Mongo currently does not include an OR operator for such queries, however there are ways to express such queries.

http://jira.mongodb.org/browse/SERVER-205

$in

The $in operator indicates a "where value in ..." expression. For expressions of the form x == a OR x == b, this can be represented as

```
{ x : { $in : [ a, b ] } }
```

$where

We can provide arbitrary Javascript expressiosn to the server via the $where operator. This provides a means to perform OR operations. For example in the mongo shell one might invoke:

```
db.mycollection.find( { $where : function() { return this.a == 3 || this.b == 4; } } );
```

The following syntax is briefer and also works; however, if additional structured query components are present, you will need the $where form:

```
db.mycollection.find( function() { return this.a == 3 || this.b == 4; } );
```

See Also

Advanced Queries

Queries and Cursors

Queries to MongoDB return a cursor, which can be iterated to retrieve results. The exact way to query will vary with language driver. Details below focus on queries from the MongoDB shell (i.e. the `mongo` process).

The shell `find()` method returns a cursor object which we can then iterate to retrieve specific documents from the result. We use `hasNext()` and `next()` methods for this purpose.

```
for( var c = db.parts.find(); c.hasNext(); ) {
   print( c.next());
}
```

Additionally in the shell, `forEach()` may be used with a cursor:

```
db.users.find().forEach( function(u) { print("user: " + u.name); } );
```

Array Mode in the Shell

Note that in some languages, like JavaScript, the driver supports an "array mode". Please check your driver documentation for specifics.

In the db shell, to use the cursor in array mode, use array index [] operations and the `length` property.

Array mode will load all data into RAM up to the highest index requested. Thus it should ***not*** be used for any query which can return very large amounts of data: you will run out of memory on the client.

You may also call `toArray()` on a cursor. `toArray()` will load all objects queries into RAM.

Getting a Single Item

The shell `findOne()` method fetches a single item. Null is returned if no item is found.

`findOne()` is equivalent in functionality to:

```
function findOne(coll, query) {
    var cursor = coll.find(query).limit(1);
    return cursor.hasNext() ? cursor.next() : null;
}
```

Tip: If you only need one row back and multiple match, `findOne()` is efficient, as it performs the `limit()` operation, which limits the objects returned from the database to one.

Querying Embedded Objects

To find an exact match of an entire embedded object, simply query for that object:

```
db.order.find( { shipping: { carrier: "usps" } } );
```

The above query will work if { carrier: "usps" } is an exact match for the entire contained shipping object. If you wish to match any sub-object with `shipping.carrier == "usps"`, use this syntax:

```
db.order.find( { "shipping.carrier" : "usps" } );
```

See the dot notation docs for more information.

Greater Than / Less Than

```
db.myCollection.find( { a : { $gt : 3 } } );
db.myCollection.find( { a : { $gte :3 } } );
db.myCollection.find( { a : { $lt :3 } } );
db.myCollection.find( { a : { $lte :3 } } ); // a <= 3
```

Latent Cursors and Snapshotting

A latent cursor has (in addition to an initial access) a latent access that occurs after an intervening write operation on the database collection (i.e., an insert, update, or delete). Under most circumstances, the database supports these operations.

Conceptually, a cursor has a current position. If you delete the item at the current position, the cursor automatically skips its current position forward to the next item.

Mongo DB cursors do not provide a snapshot: if other write operations occur during the life of your cursor, it is unspecified if your application will see the results of those operations or not. See the snapshot docs for more information.

Auditing allocated cursors

Information on allocated cursors may be obtained using the {`cursorInfo:1`} command.

```
db.runCommand({cursorInfo:1})
```

See Also

- Advanced Queries
- Multikeys in the HowTo

Tailable Cursors

MongoDB has a feature known as tailable cursors which are similar to the Unix "tail -f" command.

Tailable means the cursor is not closed once all data is retrieved. Rather, the cursor marks the last known object's position and you can resume using the cursor later, from where that object was located, provided more data is available.

Like all "latent cursors", the cursor may become invalid at any point -- for example if the last object returned is deleted. Thus, you should be prepared to requery if the cursor is dead. You can determine if a cursor is dead by checking its id. An id of zero indicates a dead cursor.

In addition, the cursor may be dead upon creation if the initial query returns no matches. In this case a requery is required to create a persistent tailable cursor.

Tailable cursors are only allowed on capped collections and can only return objects in natural order.

> If the field you wish to "tail" is indexed, simply requerying for "field > value" is already quite efficient. Tailable will be slightly faster in situations such as that. However, if the field is not indexed, tailable provides a huge improvement in performance.

Mongo replication uses this feature to follow the end of the master server's replication op log collection -- the tailable feature eliminates the need to create an index for the oplog at the master, which would slow log writes.

C++ example:

```
#include "client/dbclient.h"
#include "util/goodies.h"

using namespace mongo;

/* "tail" the namespace, outputting elements as they are added.
   For this to work _id values should be increasing when items are
   added.
*/
void tail(DBClientBase& conn, const char *ns) {
  BSONElement lastId = minKey.firstElement();
  Query query = Query().sort("_id");
  while( 1 ) {
    auto_ptr<DBClientCursor> c =
      conn.query(ns, query, 0, 0, 0, Option_CursorTailable);
    while( 1 ) {
      if( !c->more() ) {
 if( c->isDead() ) {
   // we need to requery
break;
 }
 sleepsecs(1); // all data (so far) exhausted, wait for more
}
      BSONObj o = c->next();
      lastId = o["_id"];
      cout << o.toString() << endl;
    }

    // prepare to requery
query = QUERY( "_id" << GT << lastId ).sort("_id");
  }
}
```

Server-side Code Execution

- Introduction
- `$where` Clauses and Functions in Queries
  - Restrictions
- Using `db.eval()`
  - Examples
- Storing functions server-side
- Map/Reduce
- Notes on Concurrency

Introduction

Mongo supports the execution of code inside the database process.

`$where` Clauses and Functions in Queries

In addition to the regular document-style query specification for `find()` operations, you can also express the query either as a string containing a SQL-style WHERE predicate clause, or a full JavaScript function.

When using this mode of query, the database will call your function, or evaluate your predicate clause, for each object in the collection.

In the case of the string, you must represent the object as "this" (see example below). In the case of a full JavaScript function, you use the normal JavaScript function syntax.

The following four statements in mongo - The Interactive Shell are equivalent:

```
db.myCollection.find( { a : { $gt: 3 } } );
db.myCollection.find( { $where: "this.a > 3" });
db.myCollection.find( "this.a > 3" );
db.myCollection.find( { $where: function() { return this.a > 3;}});
```

The first statement is the preferred form. It will be at least slightly faster to execute because the query optimizer can easily interpret that query and choose an index to use.

You may mix data-style find conditions and a function. This can be advantageous for performance because the data-style expression will be evaluated first, and if not matched, no further evaluation is required. Additionally, the database can then consider using an index for that condition's field. To mix forms, pass your evaluation function as the `$where` field of the query object. For example:

```
db.myCollection.find( { active: true, $where: function() { return obj.credits - obj.debits < 0; } } );
```

You may mix data-style find conditions and a function. This can be advantageous for performance because the data-style expression will be evaluated first, and if not matched, no further evaluation is required. Additionally, the database can then consider using an index for that condition's field. For example:

```
db.myCollection.find( { active: true, $where: "this.credits - this.debits < 0" } );
```

Restrictions

Do not write to the collection being inspected from the `$where` expression.

Using `db.eval()`

`db.eval()` is used to evaluate a function (written in JavaScript) at the database server.
This is useful if you need to touch a lot of data lightly. In that scenario, network transfer of the data could be a bottleneck.

`db.eval()` returns the return value of the function that was invoked at the server. If invocation fails an exception is thrown.

For a trivial example, we can get the server to add 3 to 3:

```
> db.eval( function() { return 3+3; } );
6
>
```

Let's consider an example where we wish to erase a given field, `foo`, in every single document in a collection. A naive client-side approach would be something like

```
function my_erase() {
  db.things.find().forEach( function(obj) {
                        delete obj.foo;
                        db.things.save(obj);
                      } );
}

my_erase();
```

Calling `my_erase()` on the client will require the entire contents of the collection to be transmitted from server to client and back again.

Instead, we can pass the function to `eval()`, and it will be called in the runtime environment of the server. On the server, the `db` variable is set to the current database:

```
db.eval(my_erase);
```

Examples

```
> myfunc = function(x){ return x; };

> db.eval( myfunc, {k:"asdf"} );
{ k : "asdf"  }

> db.eval( myfunc, "asdf" );
"asdf"

> db.eval( function(x){ return x; }, 2 );
2.0
```

If an error occurs on the evaluation (say, a null pointer exception at the server), an exception will be thrown of the form:

```
{ dbEvalException: { errno : -3.0 , errmsg : "invoke failed" , ok : 0.0  } }
```

Example of using `eval()` to do equivalent of the Mongo `count()` function:

```
function mycount(collection) {
  return db.eval( function(){return db[collection].find({},{_id:ObjId()}).length();} );
}
```

Example of using `db.eval()` for doing an atomic increment, plus some calculations:

```
function inc( name , howMuch ){
    return db.eval(
        function(){
            var t = db.things.findOne( { name : name } );
            t = t || { name : name , num : 0 , total : 0 , avg : 0 };
            t.num++;
            t.total += howMuch;
            t.avg = t.total / t.num;
            db.things.save( t );
            return t;
        }
    );
}

db.things.remove( {} );
print( tojson( inc( "eliot" , 2 )) );
print( tojson( inc( "eliot" , 3 )) );
```

Storing functions server-side

in version 1.1.1 and above

There is a special system collection called `system.js` that can store JavaScript function to be re-used. To store a function, you would do:

```
db.system.js.save( { _id : "foo" , value : function( x , y ){ return x + y; } } );
```

_id is the name of the function, and is unique per database.

Once you do that, you can use `foo` from any JavaScript context (db.eval, $where, map/reduce)

See http://github.com/mongodb/mongo/tree/master/jstests/storefunc.js for a full example

Map/Reduce

MongoDB supports Javascript-based map/reduce operations on the server. See the map/reduce documentation for more information.

Notes on Concurrency

eval() blocks the entire mongod process while running. Thus, its operations are atomic but prevent other operations from processing.

When more concurrency is needed consider using map/reduce instead of eval().

Sorting and Natural Order

"Natural order" is defined as the database's native ordering of objects in a collection.

When executing a `find()` with no parameters, the database returns objects in forward natural order.

For standard tables, natural order is not particularly useful because, although the order is often close to insertion order, it is not *guaranteed* to be. However, for Capped Collections, natural order is guaranteed to be the insertion order. This can be very useful.

In general, the natural order feature is a very efficient way to store and retrieve data in insertion order (much faster than say, indexing on a timestamp field). But remember, the collection must be capped for this to work.

In addition to forward natural order, items may be retrieved in reverse natural order. For example, to return the 50 most recently inserted items (ordered most recent to less recent) from a capped collection, you would invoke:

```
> c=db.cappedCollection.find().sort({$natural:-1}).limit(50)
```

Sorting can also be done on arbitrary keys in any collection. For example, this sorts by 'name' ascending, then 'age' descending:

```
> c=db.collection.find().sort({name : 1, age : -1})
```

See Also

- The Capped Collections section of this Guide
- Advanced Queries
- The starting point for all Home

Aggregation

Mongo includes utility functions which provide server-side `count, distinct,` and `group by` operations. More advanced aggregate functions can be crafted using MapReduce.

- Count
- Distinct
- Group
  - Examples
  - Using Group from Various Languages
- Map/Reduce
- See Also

Count

`count()` returns the number of objects in a collection or matching a query. If a document selector is provided, only the number of matching documents will be returned.

`size()` is like `count()` but takes into consideration any limit() or skip() specified for the query.

```
db.collection.count(selector);
```

For example:

```
print( "# of objects: " + db.mycollection.count() );
print( db.mycollection.count( {active:true} );
```

`count` is faster if an index exists for the condition in the selector. For example, to make the count on `active` fast, invoke

```
db.mycollection.ensureIndex( {active:1} );
```

Distinct

The distinct command returns returns a list of distinct values for the given `key` across a collection.

Command is of the form:

```
{ distinct : <collection_name>, key : <key>[, query : <query>] }
```

although many drivers have a helper function for distinct.

```
> db.addresses.insert({"zip-code": 10010})
> db.addresses.insert({"zip-code": 10010})
> db.addresses.insert({"zip-code": 99701})

> // shell helper:
> db.addresses.distinct("zip-code");
[ 10010, 99701 ]

> // running as a command manually:
> db.runCommand( { distinct: 'addresses', key: 'zip-code' } )
{ "values" : [ 10010, 99701 ], "ok" : 1 }
```

`distinct` may also reference a nested key:

```
> db.comments.save({"user": {"points": 25}})
> db.comments.save({"user": {"points": 31}})
> db.comments.save({"user": {"points": 25}})

> db.comments.distinct("user.points");
[ 25, 31 ]
```

You can add an optional query parameter to distinct as well

```
> db.address.distinct( "zip-code" , { age : 30 } )
```

Note: the distinct command results are returned as a single BSON object. If the results could be large (> 4 megabytes), use map/reduce instead.

Group

Note: currently one must use map/reduce instead of group() in sharded MongoDB configurations.

`group` returns an array of grouped items. The command is similar to SQL's group by. The SQL statement

```
select a,b,sum(c) csum from coll where active=1 group by a,b
```

corresponds to the following in MongoDB:

```
db.coll.group(
           {key: { a:true, b:true },
            cond: { active:1 },
            reduce: function(obj,prev) { prev.csum += obj.c; },
            initial: { csum: 0 }
            });
```

Note: the result is returned as a single BSON object and for this reason must be fairly small – less than 10,000 keys, else you will get an exception. For larger grouping operations without limits, please use map/reduce .

`group` takes a single object parameter containing the following fields:

- *`key`*: Fields to group by.
- *`reduce`*: The `reduce` function aggregates (reduces) the objects iterated. Typical operations of a reduce function include summing and counting. `reduce` takes two arguments: the current document being iterated over and the aggregation counter object. In the example above, these arguments are named `obj` and `prev`.
- *`initial`*: initial value of the aggregation counter object.
- *`keyf`*: An optional function returning a "key object" to be used as the grouping key. Use this instead of *`key`* to specify a key that is not an existing member of the object (or, to access embedded members). Set in lieu of *`key`*.
- *`cond`*: An optional condition that must be true for a row to be considered. This is essentially a `find()` query expression object. If null, the reduce function will run against all rows in the collection.
- *`finalize`*: An optional function to be run on each item in the result set just before the item is returned. Can either modify the item (e.g., add an average field given a count and a total) or return a replacement object (returning a new object with just _id and average fields). See jstests/group3.js for examples.

To order the grouped data, simply sort it client-side upon return. The following example is an implementation of `count()` using `group()`.

```
function gcount(collection, condition) {
  var res =
    db[collection].group(
           { key: {},
             initial: {count: 0},
             reduce: function(obj,prev){ prev.count++;},
             cond: condition } );
  // group() returns an array of grouped items.  here, there will be a single
// item, as key is {}.
return res[0] ? res[0].count : 0;
}
```

Examples

The examples assume data like this:

```
{ domain: "www.mongodb.org"
, invoked_at: {d:"2009-11-03", t:"17:14:05"}
, response_time: 0.05
, http_action: "GET /display/DOCS/Aggregation"
}
```

Show me stats for each http_action in November 2009:

```
db.test.group(
   { cond: {"invoked_at.d": {$gt: "2009-11", $lt: "2009-12"}}
   , key: {http_action: true}
   , initial: {count: 0, total_time:0}
   , reduce: function(doc, out){ out.count++; out.total_time+=doc.response_time }
   , finalize: function(out){ out.avg_time = out.total_time / out.count }
   } );

[
  {
    "http_action" : "GET /display/DOCS/Aggregation",
    "count" : 1,
    "total_time" : 0.05,
    "avg_time" : 0.05
  }
]
```

Show me stats for each domain for each day in November 2009:

```
db.test.group(
   { cond: {"invoked_at.d": {$gt: "2009-11", $lt: "2009-12"}}
   , key: {domain: true, invoked_at.d: true}
   , initial: {count: 0, total_time:0}
   , reduce: function(doc, out){ out.count++; out.total_time+=doc.response_time }
   , finalize: function(out){ out.avg_time = out.total_time / out.count }
   } );

[
  {
    "http_action" : "GET /display/DOCS/Aggregation",
    "count" : 1,
    "total_time" : 0.05,
    "avg_time" : 0.05
  }
]
```

Using Group from Various Languages

Some language drivers provide a group helper function. For those that don't, one can manually issue the db command for group. Here's an example using the Mongo shell syntax:

```
> db.foo.find()
{"_id" :  ObjectId( "4a92af2db3d09cb83d985f6f")  , "x" : 1}
{"_id" :  ObjectId( "4a92af2fb3d09cb83d985f70")  , "x" : 3}
{"_id" :  ObjectId( "4a92afdab3d09cb83d985f71")  , "x" : 3}

> db.$cmd.findOne({group : {
... ns : "foo",
... cond : {},
... key : {x : 1},
... initial : {count : 0},
... $reduce : function(obj,prev){prev.count++;}}})
{"retval" : [{"x" : 1 , "count" : 1},{"x" : 3 , "count" : 2}] , "count" : 3 , "keys" : 2 , "ok" : 1}
```

If you use the database command with `keyf` (instead of `key`) it must be prefixed with a $. For example:

```
db.$cmd.findOne({group : {
... ns : "foo",
... $keyf : function(doc) { return {"x" : doc.x}; },
... initial : {count : 0},
... $reduce : function(obj,prev) { prev.count++; }}})
```

Map/Reduce

MongoDB provides a MapReduce facility for more advanced aggregation needs. CouchDB users: please note that basic queries in MongoDB do not use map/reduce.

See Also

- jstests/eval2.js for an example of group() usage
- Advanced Queries

Removing

Removing Objects from a Collection

To remove objects from a collection, use the `remove()` function in the mongo shell. (Other drivers offer a similar function, but may call the function "delete". Please check your driver's documentation).

`remove()` is like `find()` in that it takes a JSON-style query document as an argument to select which documents are removed. If you call `remove()` without a document argument, or with an empty document {}, it will remove all documents in the collection. Some examples :

```
db.things.remove({});    // removes all
db.things.remove({n:1}); // removes all where n == 1
```

If you have a document in memory and wish to delete it, the most efficient method is to specify the item's document _id value as a criteria:

```
db.things.remove({_id: myobject._id});
```

You may be tempted to simply pass the document you wish to delete as the selector, and this will work, but it's inefficient.

> **References**
> If a document is deleted, any existing references to the document will still exist in the database. These references will return null when evaluated.

Concurrency and Remove

v1.3+ supports concurrent operations while a remove runs. If a simultaneous update (on the same collection) grows an object which matched the remove criteria, the updated object may not be removed (as the operations are happening at approximately the same time, this may not even be surprising). In situations where this is undesireable, pass {$atomic : true} in your filter expression:

```
db.videos.remove( { rating : { $lt : 3.0 }, $atomic : true } )
```

The remove operation is then completely atomic – however, it will also block other operations while executing.

Updating

MongoDB supports atomic, in-place updates as well as more traditional updates for replacing an entire document.

- update()
- `save()` in the mongo shell
- Modifier Operations
    - $inc
    - $set
    - $unset
    - $push
    - $pushAll
    - $addToSet
    - $pop
    - $pull
    - $pullAll
  - The $ positional operator
  - Upserts with Modifiers
  - Pushing a Unique Value

- Checking the Outcome of an Update Request
- Notes
  - Object Padding
  - Blocking
- See Also

update()

Here's the MongoDB shell syntax for `update()`:

`db.collection.update( criteria, objNew, upsert, multi )`

Arguments:

- *`criteria`* - query which selects the record to update;
- *`objNew`* - updated object or $ operators (e.g., $inc) which manipulate the object
- *`upsert`* - if this should be an "upsert"; that is, if the record does not exist, insert it
- *`multi`* - if all documents matching *`criteria`* should be updated (the default is to only update the first document found)

save() in the mongo shell

The save() command in the mongo shell provides a shorthand syntax to perform a single object update with upsert:

```
// x is some JSON style object
db.mycollection.save(x); // updates if exists; inserts if new
```

`save()` does an upsert if x has an _id field and an insert if it does not. Thus, normally, you will not need to explicitly request upserts, just use `save()`.

Upsert means "update if present; insert if missing".

```
myColl.update( { name: "Joe" }, { name: "Joe", age: 20 }, true );
```

Modifier Operations

Modifier operations are highly-efficient and useful when updating existing values; for instance, they're great for incrementing a number.

So, while a conventional implementation does work:

```
var j=myColl.findOne( { name: "Joe" } );
j.n++;
myColl.save(j);
```

a modifier update has the advantages of avoiding the latency involved in querying and returning the object. The modifier update also features operation atomicity and very little network data transfer.

To perform an atomic update, simply specify any of the special update operators (which always start with a '$' character) with a relevant update document:

```
db.people.update( { name:"Joe" }, { $inc: { n : 1 } } );
```

The preceding example says, "Find the first document where 'name' is 'Joe' and then increment 'n' by one."

> While not shown in the examples, most modifier operators will accept multiple field/value pairs when one wishes to modify multiple fields. For example, the following operation would set x to 1 and y to 2:
>
> ```
> { $set : { x : 1 , y : 2 } }
> ```

$inc

```
{ $inc : { field : value } }
```

increments *field* by the number *value* if *field* is present in the object, otherwise sets *field* to the number *value*.

$set

```
{ $set : { field : value } }
```

sets *field* to *value*. All datatypes are supported with `$set`.

$unset

```
{ $unset : { field : 1} }
```

Deletes a given field. v1.3+

$push

```
{ $push : { field : value } }
```

appends *value* to *field*, if *field* is an existing array, otherwise sets *field* to the array [*value*] if *field* is not present. If *field* is present but is not an array, an error condition is raised.

$pushAll

```
{ $pushAll : { field : value_array } }
```

appends each value in *value_array* to *field*, if *field* is an existing array, otherwise sets *field* to the array *value_array* if *field* is not present. If *field* is present but is not an array, an error condition is raised.

$addToSet

```
{ $addToSet : { field : value } }
```

Adds value to the array only if its not in the array already.

To add many valuest.update

```
{ $addToSet : { a : { $each : [ 3 , 5 , 6 ] } } }
```

$pop

```
{ $pop : { field : 1  } }
```

removes the last element in an array (ADDED in 1.1)

```
{ $pop : { field : -1  } }
```

removes the first element in an array (ADDED in 1.1) |

$pull

```
{ $pull : { field : _value } }
```

removes all occurrences of *value* from *field*, if *field* is an array. If *field* is present but is not an array, an error condition is raised.

$pullAll

```
{ $pullAll : { field : value_array } }
```

removes all occurrences of each value in *value_array* from *field*, if *field* is an array. If *field* is present but is not an array, an error condition is raised.

The $ positional operator

Version 1.3.4+ only.

The $ operator (by itself) means "position of the matched array item in the query". Use this to find an array member and then manipulate it. For example:

```
> t.find()
{ "_id" : ObjectId("4b97e62bf1d8c7152c9ccb74"), "title" : "ABC",
  "comments" : [ { "by" : "joe", "votes" : 3 }, { "by" : "jane", "votes" : 7 } ] }

> t.update( {'comments.by':'joe'}, {$inc:{'comments.$.votes':1}}, false, true )

> t.find()
{ "_id" : ObjectId("4b97e62bf1d8c7152c9ccb74"), "title" : "ABC",
  "comments" : [ { "by" : "joe", "votes" : 4 }, { "by" : "jane", "votes" : 7 } ] }
```

Currently the $ operator only applies to the **first** matched item in the query. For example:

```
> t.find();
{ "_id" : ObjectId("4b9e4a1fc583fa1c76198319"), "x" : [ 1, 2, 3, 2 ] }
> t.update({x: 2}, {$inc: {"x.$": 1}}, false, true);
> t.find();
{ "_id" : ObjectId("4b9e4a1fc583fa1c76198319"), "x" : [ 1, 3, 3, 2 ] }
```

Upserts with Modifiers

You may use upsert with a modifier operation. In such a case, the modifiers will be applied to the update *criteria* member and the resulting object will be inserted. The following upsert example may insert the object `{name:"Joe",x:1,y:1}`.

```
db.people.update( { name:"Joe" }, { $inc: { x:1, y:1 } }, true );
```

There are some restrictions. A modifier may not reference the `_id` field, and two modifiers within an update may not reference the same field, for example the following is not allowed:

```
db.people.update( { name:"Joe" }, { $inc: { x: 1 }, $set: { x: 5 } } );
```

Pushing a Unique Value

To add a value to an array only if not already present:

Starting in 1.3.3, you can do

```
update( {_id:'joe'},{"$addToSet": { tags : "baseball" } } );
```

For older versions, add $ne : <value> to your query expression:

```
update( {_id:'joe', tags: {"$ne": "baseball"}},
        {"$push": { tags : "baseball" } } );
```

Checking the Outcome of an Update Request

As described above, a non-upsert update may or may not modify an existing object. An upsert will either modify an existing object or insert a new object. The client may determine if its most recent message on a connection updated an existing object by subsequently issuing a `getlasterror` command (`db.runCommand( "getlasterror" )`). If the result of the `getlasterror` command contains an `updatedExisting` field, the last message on the connection was an update request. If the `updatedExisting` field's value is true, that update request caused an existing object to be updated; if `updatedExisting` is false, no existing object was updated.

Notes

Object Padding

When you update an object in MongoDB, the update occurs in-place if the object has not grown in size. This is good for insert performance if the collection has many indexes.

Mongo adaptively learns if objects in a collection tend to grow, and if they do, it adds some padding to prevent excessive movements. This statistic is tracked separately for each collection.

Blocking

The update command blocks - this is particularly important to keep in mind on multi updates. This will be improved soon, see SERVER-516.

See Also

- findandmodify Command
- Atomic Operations

Atomic Operations

- Modifier operations
- "Update if Current"
    - The ABA Nuance
- "Insert if Not Present"
- Find and Modify (or Remove)
- Updating Multiple Objects Atomically

MongoDB supports atomic operations *on single documents*. MongoDB does not support traditional locking and complex transactions for a number of reasons:

- First, in sharded environments, distributed locks could be expensive and slow. Mongo DB's goal is to be lightweight and fast.
- We dislike the concept of deadlocks. We want the system to be simple and predictable without these sort of surprises.
- We want Mongo DB to work well for realtime problems. If an operation may execute which locks large amounts of data, it might stop some small light queries for an extended period of time. (We don't claim Mongo DB is perfect yet in regards to being "real-time", but we certainly think locking would make it even harder.)

MongoDB does support several methods of manipulating single documents atomically, which are detailed below.

Modifier operations

The Mongo DB update command supports several modifiers, all of which atomically update an element in a document. They include:

- $set - set a particular value
- $unset - set a particular value (since 1.3.0)
- $inc - increment a particular value by a certain amount
- $push - append a value to an array
- $pushAll - append several values to an array
- $pull - remove a value(s) from an existing array
- $pullAll - remove several value(s) from an existing array

These modifiers are convenient ways to perform certain operations atomically.

"Update if Current"

Another strategy for atomic updates is "Update if Current". This is what an OS person would call Compare and Swap. For this we

1. Fetch the object.
2. Modify the object locally.
3. Send an update request that says "update the object to this new value if it still matches its old value".

Should the operation fail, we might then want to try again from step 1.

For example, suppose we wish to fetch one object from inventory. We want to see that an object is available, and if it is, deduct it from the inventory. The following code demonstrates this using mongo shell syntax (similar functions may be done in any language):

```
> t=db.inventory
> s = t.findOne({sku:'abc'})
{"_id" : "49df4d3c9664d32c73ea865a" , "sku" : "abc" , "qty" : 30}
> qty_old = s.qty;
> --s.qty;
> t.update({_id:s._id, qty:qty_old}, s); db.$cmd.findOne({getlasterror:1});
{"err" :  , "updatedExisting" : true , "n" : 1 , "ok" : 1} // it worked
```

For the above example, we likely don't care the exact sku quantity as long as it is as least as great as the number to deduct. Thus the following code is better, although less general -- we can get away with this as we are using a predefined modifier operation ($inc). For more general updates, the "update if current" approach shown above is recommended.

```
> t.update({sku:"abc",qty:{$gt:0}}, { $inc : { qty : -1 } } ) ; db.$cmd.findOne({getlasterror:1})
{"err" : , "updatedExisting" : true , "n" : 1 , "ok" : 1} // it worked
> t.update({sku:"abcz",qty:{$gt:0}}, { $inc : { qty : -1 } } ) ; db.$cmd.findOne({getlasterror:1})
{"err" : , "updatedExisting" : false , "n" : 0 , "ok" : 1} // did not work
```

The ABA Nuance

In the first of the examples above, we basically did "update object if *qty* is unchanged". However, what if since our read, *sku* had been modified? We would then overwrite that change and lose it!

There are several ways to avoid this problem ; it's mainly just a matter of being aware of the nuance.

1. Use the entire object in the update's query expression, instead of just the _id and qty field.
2. Use $set to set the field we care about. If other fields have changed, they won't be effected then.
3. Put a version variable in the object, and increment it on each update.
4. When possible, use a $ operator instead of an update-if-current sequence of operations.

"Insert if Not Present"

Another optimistic concurrency scenario involves inserting a value when not already there. When we have a unique index constraint for the criteria, we can do this. The following example shows how to insert monotonically increasing _id values into a collection using optimistic concurrency:

```
function insertObject(o) {
    x = db.myCollection;
    while( 1 ) {
        // determine next _id value to try
var c = x.find({},{_id:1}).sort({_id:-1}).limit(1);
        var i = c.hasNext() ? c.next()._id + 1 : 1;
        o._id = i;
        x.insert(o);
        var err = db.getLastErrorObj();
        if( err && err.code ) {
            if( err.code == 11000 /* dup key */ )
                continue;
            else
                print("unexpected error inserting data: " + tojson(err));
        }
        break;
    }
}
```

Find and Modify (or Remove)

See the findandmodify Command documentation for more information.

Updating Multiple Objects Atomically

Generally, Mongo DB does not support updating several documents atomically in one operation. However, you can nest objects making them effectively one document for atomicity purposes. The db.eval() statement provides a way to automically perform several operations at once; however, its use for this is not recommended as this eval() atomicity will not be supported for certain cases in sharded environments.

findandmodify Command

Find and Modify (or Remove)

> v1.3.0 and higher

MongoDB 1.3+ supports a "find, modify, and return" command. This command can be used to atomically modify a document (at most one) and return it. Note that the document returned will not include the modifications made on the update. The command includes sort option which is useful when storing queue-like data.

The general form is

```
db.runCommand( { findandmodify : <collection>,
                 <options> } )
```

The MongoDB shell includes a helper method, findAndModify(), for executing the command. Some drivers provide helpers also.

Let's take the example of fetching the highest priority job that hasn't been grabbed yet and atomically marking it as grabbed:

```
job = db.jobs.findAndModify({
    query: {inprogress:false},
    sort:{priority:-1},
    update: {$set: {inprogress: true, started: new Date()}}
});
```

You could also simply remove the object to be returned, but be careful. If the client crashes before processing the job, the document will be lost forever.

```
job = db.jobs.findAndModify({sort:{priority:-1}, remove:true}});
```

See the tests for more examples.

At least one of the update or remove parameters is required; the other arguments are optional.

Argument	Description	Default
query	a filter for the query	{}
sort	if multiple docs match, choose the first one in the specified sort order as the object to manipulate	{}
remove	set to a true to remove the object before returning	N/A
update	a modifier object	N/A
new	set to true if you want to return the modified object rather than the original. Ignored for remove.	false

If your driver doesn't yet provide a helper function for this command, run the command directly with something like this:

```
job = db.runCommand({ findandmodify : "jobs",
                      sort : { priority : -1 },
                      remove : true
                    }).value;
```

See Also

- Atomic Operations

Updating Data in Mongo

- Updating a Document in the mongo Shell with `save()`
- Embedding Documents Directly in Documents

- Database References

Updating a Document in the mongo Shell with `save()`

As shown in the previous section, the `save()` method may be used to save a new document to a collection. We can also use `save()` to update an existing document in a collection.

Continuing with the *example* database from the last section, lets add new information to the document {`name:"mongo"`} that already is in the collection.

```
> var mongo = db.things.findOne({name:"mongo"});
> print(tojson(mongo));
{"_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo"}
> mongo.type = "database";
database
> db.things.save(mongo);
> db.things.findOne({name:"mongo"});
{"_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database"}
>
```

This was a simple example, adding a string valued element to the existing document. When we called `save()`, the method saw that the document already had an "_id" field, so it simply performed an update on the document.

In the next two sections, we'll show how to embed documents within documents (there are actually two different ways), as well as show how to query for documents based on values of embedded documents.

Embedding Documents Directly in Documents

As another example of updating an existing document, lets embed a document within an existing document in the collection. We'll keep working with the original {`name:"mongo"`} document for simplicity.

```
> var mongo = db.things.findOne({name:"mongo"});
> print(tojson(mongo));
{"_id" : "497da93d4ee47b3a675d2d9b" , "name" : "mongo", "type" : "database"}
> mongo.data = { a:1, b:2};
{"a" : 1 , "b" : 2}
> db.things.save(mongo);
> db.things.findOne({name:"mongo"});
{"_id" : "497da93d4ee47b3a675d2d9b" , "name" : "mongo" , "type" : "database", "data" : {"a" : 1 , "b"
: 2}}
>
```

As you can see, we added new data to the mongo document, adding {`a:1, b:2`} under the key "data".

Note that the value of "data" is a document itself - it is embedded in the parent mongo document. With BSON, you may nest and embed documents to any level. You can also query on embedded document fields, as shown here:

```
> db.things.findOne({ "data.a" : 1});
{"_id" : "497da93d4ee47b3a675d2d9b" , "name" : "mongo" , "data" : {"a" : 1 , "b" : 2}}
> db.things.findOne({ "data.a" : 2});
>
```

Note that the second `findOne()` doesn't return anything, because there are no documents that match.

Database References

Alternatively, a document can reference other documents which are not embedded via a *database reference*, which is analogous to a foreign key in a relational database. A database reference (or "DBRef" for short), is a reference implemented according to the Database References. Most drivers support helpers for creating DBRefs. Some also support additional functionality, like dereference helpers and auto-referencing. See specific driver documentation for examples / more information

In the previous section we saw that the statement

```
obj_a.x = obj_b;
```

Lets repeat the above example, but create a document and place in a different collection, say *otherthings*, and embed that as a reference in our favorite "mongo" object under the key "otherdata":

```
// first, save a new doc in the 'otherthings' collection

> var other = { s : "other thing", n : 1};
> db.otherthings.save(other);
> db.otherthings.find();
{"_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 1}

// now get our mongo object, and add the 'other' doc as 'otherthings'

> var mongo = db.things.findOne();
> print(tojson(mongo));
{"_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database" , "data" : {"a" : 1 , "b"
: 2}}
> mongo.otherthings = new DBRef( 'otherthings' , other._id );
{"s" : "other thing" , "n" : 1 , "_id" : "497dbcb36b27d59a708e89a4"}
> db.things.save(mongo);
> db.things.findOne().otherthings.fetch();
{"_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database" , "data" : {"a" : 1 , "b"
: 2} , "otherthings" : {"_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 1}}

// now, lets modify our 'other' document, save it again, and see that when the dbshell
// gets our mongo object and prints it, if follows the dbref and we have the new value

> other.n = 2;
2
> db.otherthings.save(other);
> db.otherthings.find();
{"_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 2}
> db.things.findOne().otherthings.fetch();
{"_id" : "497dab624ee47b3a675d2d9c" , "name" : "mongo" , "type" : "database" , "data" : {"a" : 1 , "b"
: 2} , "otherthings" : {"_id" : "497dbcb36b27d59a708e89a4" , "s" : "other thing" , "n" : 2}}
>
```

MapReduce

Map/reduce in MongoDB is useful for batch manipulation of data and aggregation operations. It is similar in spirit to using something like Hadoop with all input coming from a collection and output going to a collection. Often, in a situation where you would have used GROUP BY in SQL, map/reduce is the right tool in MongoDB.

> Indexing and standard queries in MongoDB are separate from map/reduce. If you have used CouchDB in the past, note this is a big difference: MongoDB is more like MySQL for basic querying and indexing. See the queries and indexing documentation for those operations.

- Overview
  - Map Function
  - Reduce Function
  - Finalize Function
- Sharded Environments
- Examples
  - Shell Example 1
  - Shell Example 2
  - More Examples
  - Note on Permanent Collections
- Parallelism
- See Also

Overview

> Version 1.1.1 and above

`map/reduce` is invoked via a database command. The database creates a temporary collection to hold output of the operation. The collection is cleaned up when the client connection closes, or when explicitly dropped. Alternatively, one can specify a permanent output collection name. `map` and `reduce` functions are written in JavaScript and execute on the server.

Command syntax:

```
db.runCommand(
 { mapreduce : <collection>,
   map : <mapfunction>,
   reduce : <reducefunction>
   [, query : <query filter object>]
   [, sort : <sort the query.  useful for optimization>]
   [, limit : <number of objects to return from collection>]
   [, out : <output-collection name>]
   [, keeptemp: <true|false>]
   [, finalize : <finalizefunction>]
   [, scope : <object where fields go into javascript global scope >]
   [, verbose : true]
 }
);
```

- `keeptemp` - if true, the generated collection is not treated as temporary. Defaults to false. When `out` is specified, the collection is automatically made permanent.
- `finalize` - function to apply to all the results when finished
- `verbose` - provide statistics on job execution time
- `scope` - can pass in variables that can be access from map/reduce/finalize example mr5

Result:

```
{ result : <collection_name>,
  counts : {
       input :  <number of objects scanned>,
       emit  : <number of times emit was called>,
       output : <number of items in output collection>
  } ,
  timeMillis : <job_time>,
  ok : <1_if_ok>,
  [, err : <errmsg_if_error>]
}
```

A command helper is available in the MongoDB shell :

```
db.collection.mapReduce(mapfunction,reducefunction[,options]);
```

`map`, `reduce`, and `finalize` functions are written in JavaScript.

Map Function

The `map` function references the variable `this` to inspect the current object under consideration. A map function must call `emit(key,value)` at least once, but may be invoked any number of times, as may be appropriate.

```
function map(void) -> void
```

Reduce Function

The `reduce` function receives a key and an array of values. To use, reduce the received values, and return a result.

```
function reduce(key, value_array) -> value
```

The MapReduce engine may invoke reduce functions iteratively; thus, these functions must be idempotent. That is, the following must hold for your reduce function:

```
for all k,vals : reduce( k, [reduce(k,vals)] ) == reduce(k,vals)
```

If you need to perform an operation only once, use a finalize function.

Note: Currently, the return value from a reduce function cannot be an array (it's typically an object or a number).

Finalize Function

A `finalize` function may be run after reduction. Such a function is optional and is not necessary for many map/reduce cases. The finalize function takes a key and a value, and returns a finalized value.

```
function finalize(key, value) -> final_value
```

Sharded Environments

In sharded environments, data processing of map/reduce operations runs in parallel on all shards.

Examples

Shell Example 1

The following example assumes we have an `events` collection with objects of the form:

```
{ time : <time>, user_id : <userid>, type : <type>, ... }
```

We then use MapReduce to extract all users who have had at least one event of type "sale":

```
> m = function() { emit(this.user_id, 1); }
> r = function(k,vals) { return 1; }
> res = db.events.mapReduce(m, r, { query : {type:'sale'} });
> db[res.result].find().limit(2)
{ "_id" : 8321073716060 , "value" : 1 }
{ "_id" : 7921232311289 , "value" : 1 }
```

If we also wanted to output the number of times the user had experienced the event in question, we could modify the reduce function like so:

```
> r = function(k,vals) {
...     var sum=0;
...     for(var i in vals) sum += vals[i];
...     return sum;
... }
```

Note, here, that we cannot simply return `vals.length`, as the reduce may be called multiple times.

Shell Example 2

```
$ ./mongo
> db.things.insert( { _id : 1, tags : ['dog', 'cat'] } );
> db.things.insert( { _id : 2, tags : ['cat'] } );
> db.things.insert( { _id : 3, tags : ['mouse', 'cat', 'dog'] } );
> db.things.insert( { _id : 4, tags : []  } );

> // map function
> m = function(){
...    this.tags.forEach(
...        function(z){
...            emit( z , { count : 1 } );
...        }
...    );
...};

> // reduce function
> r = function( key , values ){
...    var total = 0;
...    for ( var i=0; i<values.length; i++ )
...        total += values[i].count;
...    return { count : total };
...};

> res = db.things.mapReduce(m,r);
> res
{"timeMillis.emit" : 9 , "result" : "mr.things.1254430454.3" ,
 "numObjects" : 4 , "timeMillis" : 9 , "errmsg" : "" , "ok" : 0}

> db[res.result].find()
{"_id" : "cat" , "value" : {"count" : 3}}
{"_id" : "dog" , "value" : {"count" : 2}}
{"_id" : "mouse" , "value" : {"count" : 1}}

> db[res.result].drop()
```

More Examples

- example mr1
- Finalize example: example mr2

Note on Permanent Collections

Even when a permanent collection name is specified, a temporary collection name will be used during processing. At map/reduce completion, the temporary collection will be renamed to the permanent name atomically. Thus, one can perform a map/reduce job periodically with the same target collection name without worrying about a temporary state of incomplete data. This is very useful when generating statistical output collections on a regular basis.

Parallelism

As of right now, MapReduce jobs on a single mongod process are single threaded. This is due to a design limitation in current JavaScript engines. We are looking into alternatives to solve this issue, but for now if you want to parallelize your MapReduce jobs, you will need to either use sharding or do the aggregation client-side in your code.

See Also

- Aggregation

Data Processing Manual

DRAFT - TO BE COMPLETED.

This guide provides instructions for using MongoDB batch data processing oriented features including map/reduce.

By "data processing", we generally mean operations performed on large sets of data, rather than small interactive operations.

Import

One can always write a program to load data of course, but the mongoimport utility also works for some situations. mongoimport supports importing from json, csv, and tsv formats.

A common usage pattern would be to use mongoimport to load data in a relatively raw format and then use a server-side script (db.eval() or map/reduce) to reduce the data to a more clean format.

See Also

- Import/Export Tools
- Server-Side Code Execution
- Map/Reduce

mongo - The Interactive Shell

MongoDB Interactive Shell

The MongoDB distribution includes `bin/mongo`, the MongoDB interactive shell. This utility is a JavaScript shell that allows you to issue commands to MongoDB from the command line.

The shell is useful for:

- inspecting a database's contents
- testing queries
- creating indices
- other administrative functions.

When you see sample code in this wiki and it looks like JavaScript, assume it is a shell example. See the driver syntax table for a chart that can be used to convert those examples to any language.

Datatypes

- Numbers
  The shell treats all numbers as floating-point values. If you have long/integer data you may see something like this:

  ```
  "bytes" : {
     "floatApprox" : 575175
  }
  ```

  or something like this for larger numbers

  ```
  "bytes" : {
     "floatApprox" : 5284376243087482000,
     "top" : 1230364721,
     "bottom" : 4240317554
  }
  ```

  ### More Information

- Shell Overview
- Shell Reference
- Shell API

Overview - The MongoDB Interactive Shell

Starting the Shell

The interactive shell is included in the standard MongoDB distribution. To start the shell, go into the root directory of the distribution and type

```
./bin/mongo
```

It might be useful to add *mongo_distribution_root*/bin to your PATH so you can just type mongo from anywhere.

If you start with no parameters, it connects to a database named "test" running on your local machine on the default port (27017). You can see the db to which you are connecting by typing db:

```
./mongo
type "help" for help
> db
test
```

You can pass mongo an optional argument specifying the address, port and even the database to initially connect to:

./mongo *foo*	connects to the *foo* database on your local machine
./mongo 192.168.13.7/*foo*	connects to the *foo* database on 192.168.13.7
./mongo dbserver.mydomain.com/*foo*	connects to the *foo* database on dbserver.mydomain.com
./mongo 192.168.13.7:9999/*foo*	connects to the *foo* database on 192.168.13.7 on port 9999

Connecting

If you have not connected via the command line, you can use the following commands:

```
conn = new Mongo(host);
db = conn.getDB(dbname);
db.auth(username,password);
```

where host is a string that contains either the name or address of the machine you want to connect to (e.g. "192.168.13.7") or the machine and port (e.g. "192.168.13.7:9999"). Note that host in an optional argument, and can be omitted if you want to connect to the database instance running on your local machine. (e.g. conn = new Mongo())

Basics Commands

The following are three basic commands that provide information about the available databases, and collections in a given database.

show dbs	displays all the databases on the server you are connected to
use *db_name*	switches to *db_name* on the same server
show collections	displays a list of all the collections in the current database

Querying

mongo uses a JavaScript API to interact with the database. Because mongo is also a complete JavaScript shell, db is the variable that is the current database connection.

To query a collection, you simply specify the collection name as a property of the db object, and then call the find() method. For example:

```
db.foo.find();
```

This will display the first 10 objects from the *foo* collection.

Inserting Data

In order to insert data into the database, you can simply create a JavaScript object, and call the save() method. For example, to save an object { name: "sara"} in a collection called *foo*, type:

```
db.foo.save({ name : "sara"});
```

Note that MongoDB will implicitly create any collection that doesn't already exist.

Modifying Data

Let's say you want to change someone's address. You can do this using the following `mongo` commands:

```
person = db.people.findOne( { name : "sara" } );
person.city = "New York";
db.people.save( person );
```

Deleting Data

`db.`*`foo`*`.drop()`	drop the entire *`foo`* collection
`db.`*`foo`*`.remove()`	remove all objects from the collection
db.*foo*.remove({ name : "sara" })	remove objects from the collection where `name` is `sara`

Indexes

`db.`*`foo`*`.getIndexKeys()`	get all fields that have indexes on them
`db.`*`foo`*`.ensureIndex({ _field_ : 1 })`	create an index on *`field`* if it doesn't exist

Line Continuation

If a line contains open '(' or '{' characters, the shell will request more input before evaluating:

```
> function f() {
... x = 1;
... }
>
```

You can press Ctrl-C to escape from "..." mode and terminate line entry.

See Also

- MongoDB Shell Reference

dbshell Reference

Special Command Helpers

Non-javascript convenience macros:

`show dbs`	Print a list of all databases on this server
`use` *`dbname`*	Set the db variable to represent usage of *dbname* on the server
`show collections`	Print a list of all collections for current database
`show users`	Print a list of users for current database
`show profile`	Print most recent profiling operations that took >= 1ms

Basic Shell Javascript Operations

`db`	The variable that references the current database object / connection. Already defined for you in your instance.
`db.auth(user,pass)`	Authenticate with the database (if running in secure mode).
`coll = db.`*`collection`*	Access a specific *collection* within the database.
`cursor = coll.find();`	Find all objects in the collection. See queries.

`coll.remove(objpattern );`	Remove matching objects from the collection. *objpattern* is an object specifying fields to match. E.g.: `coll.remove( { name: "Joe" } );`
`coll.save(object);`	Save an object in the collection, or update if already there. If your object has a presave method, that method will be called before the object is saved to the db (before both updates and inserts)
coll.insert(object);	Insert object in collection. No check is made (i.e., no upsert) that the object is not already present in the collection.
coll.update(...)	Update an object in a collection. See the Updating documentation; update() has many options.
`coll.ensureIndex( { name : 1 } )`	Creates an index on `tab.name`. Does nothing if index already exists.
`coll.update(...)`	
`coll.drop()`	Drops the collection `coll`
`db.getSisterDB(name)`	Return a reference to another database using this same connection. Usage example: `db.getSisterDB('production').getCollectionNames()`

Queries

`coll.find()`	Find all.
`it`	Continue iterating the last cursor returned from find().
`coll.find( criteria );`	Find objects matching *criteria* in the collection. E.g.: `coll.find( { name: "Joe" } );`
`coll.findOne( criteria );`	Find and return a single object. Returns null if not found. If you want only one object returned, this is more efficient than just `find()` as `limit(1)` is implied. You may use regular expressions if the element type is a string, number, or date: `coll.find( { name: /joe/i } );`
`coll.find( criteria, fields );`	Get just specific fields from the object. E.g.: `coll.find( {}, {name:true} );`
`coll.find().sort( {field:1[, field :1] });`	Return results in the specified order (field ASC). Use -1 for DESC.
`coll.find( criteria ).sort( { field : 1 } )`	Return the objects matching *criteria*, sorted by *field*.
`coll.find( ... ).limit(n)`	Limit result to *n* rows. Highly recommended if you need only a certain number of rows for best performance.
`coll.find( ... ).skip(n )`	Skip *n* results.
`coll.count()`	Returns total number of objects in the collection.
`coll.find( ... ).count()`	Returns the total number of objects that match the query. Note that the number ignores limit and skip; for example if 100 records match but the limit is 10, `count()` will return 100. This will be faster than iterating yourself, but still take time.

More information: see queries.

Error Checking

`db.getLastError()`	Returns error from the last operation.
`db.getPrevError()`	Returns error from previous operations.
`db.resetError()`	Clear error memory.

Administrative Command Helpers

`db.cloneDatabase(fromhost)`	Clone the current database from the other host specified. fromhost database must be in noauth mode.
`db.copyDatabase(fromdb, todb, fromhost)`	Copy fromhost/fromdb to todb on this server. fromhost must be in noauth mode.
`db.repairDatabase()`	Repair and compact the current database. This operation can be very slow on large databases.
`db.addUser(user,pwd)`	Add user to current database.
`db.getCollectionNames()`	get list of all collections.
`db.dropDatabase()`	Drops the current database.

Miscellaneous

`c = connect("<host>:<port>/<dbname>")`	Open a new database connection. One may have multiple connections within a single shell, however, automatic getLastError reporting by the shell is done for the 'db' variable only. See here for an example of connect().
`Object.bsonsize(db.foo.findOne())`	prints the bson size of a db object (mongo version 1.3 and greater)
`db.foo.findOne().bsonsize()`	prints the bson size of a db object (mongo versions predating 1.3)

For a full list of functions, see the shell API.

Developer FAQ

- What's a "namespace"?
- How do I copy all objects from one database collection to another?
- If you remove an object attribute is it deleted from the store?
- Are null values allowed?
- Does an update fsync to disk immediately?
- How do I do transactions/locking?
- How do I do equivalent of SELECT count * and GROUP BY?
- What are so many "Connection Accepted" messages logged?
- Why are my data files so large?
    - Preallocation
    - Deleted Space
    - Checking Size of a Collection
- Do I Have to Worry About SQL Injection?
- How does concurrency work?
- What is the Compare Order for BSON Types?

What's a "namespace"?

MongoDB stores BSON objects in *collections*. The concatenation of the database name and the collection name (with a period in between) is called a *namespace*.

For example, `acme.users` is a namespace, where `acme` is the database name, and `users` is the collection name. Note that periods can occur in collection names, so a name such as `acme.blog.posts` is legal too (in that case `blog.posts` is the collection name.

How do I copy all objects from one database collection to another?

See below. The code below may be ran server-side for high performance with the eval() method.

```
db.myoriginal.find().forEach( function(x){db.mycopy.save(x)} );
```

If you remove an object attribute is it deleted from the store?

Yes, you remove the attribute and then re-`save()` the object.

Are null values allowed?

For members of an object, yes. You cannot add null to a database collection though as null isn't an object. You can add {}, though.

Does an update fsync to disk immediately?

No, writes to disk are lazy. A write may hit disk a couple of seconds later. For example, if the database receives a thousand increments to an object within one second, it will only be flushed to disk once.

How do I do transactions/locking?

MongoDB does not use traditional locking or complex transactions with rollback, as it is designed to be lightweight and fast and predictable in its performance. It can be thought of as analogous to the MySQL MyISAM autocommit model. By keeping transaction support extremely simple, performance is enhanced, especially in a system that may run across many servers.

The system provides alternative models for atomically making updates that are sufficient for many common use cases. See the wiki page Atomics Operations for detailed information.

How do I do equivalent of SELECT count * and GROUP BY?

See aggregation.

What are so many "Connection Accepted" messages logged?

If you see a tremendous number of connection accepted messages in the mongod log, that means clients are repeatedly connecting and disconnected. This works, but is inefficient.

With CGI this is normal. If you find the speed acceptable for your purposes, run mongod with --quiet to suppress these messages in the log. If you need better performance, which to a solution where connections are pooled -- such as an Apache module.

Why are my data files so large?

You may notice that for a given set of data the MongoDB datafiles in /data/db are larger than the data set inserted into the database. There are several reasons for this.

Preallocation

Each datafile is preallocated to a given size. (This is done to prevent file system fragmentation, among other reasons.) The first file for a database is <dbname>.0, then <dbname>.1, etc. <dbname>.0 will be 64MB, <dbname>.1 128MB, etc., up to 2GB. Once the files reach 2GB in size, each successive file is also 2GB.

Thus if the last datafile present is say, 1GB, that file might be 90% empty if it was recently reached.

Additionally, on Unix, mongod will preallocate an additional datafile in the background and do background initialization of this file. These files are prefilled with zero bytes. This inititialization can take up to a minute (less on a fast disk subsystem) for larger datafiles; without prefilling in the background this could result in significant delays when a new file must be prepopulated.

You can disable preallocation with the --noprealloc option to the server. This flag is nice for tests with small datasets where you drop the db after each test. It shouldn't be used on production servers.

For large databases (hundreds of GB or more) this is of no signficant consequence as the unallocated space is small.

Deleted Space

MongoDB maintains deleted lists of space within the datafiles when objects or collections are deleted. This space is reused but never freed to the operating system.

To compact this space, run db.repairDatabase() from the mongo shell (note this operation will block and is slow).

When testing and investigating the size of datafiles, if your data is just test data, use db.dropDatabase() to clear all datafiles and start fresh.

Checking Size of a Collection

Use the validate command to check the size of a collection -- that is from the shell run:

```
> db.<collectionname>.validate();

> // these are faster:
> db.<collectionname>.dataSize(); // just data size for collection
> db.<collectionname>.storageSize(); // allocation size including unused space
> db.<collectionname>.totalSize(); // data + index
> db.<collectionname>.totalIndexSize(); // index data size
```

This command returns info on the collection data but note there is also data allocated for associated indexes. These can be checked with validate

too, if one looks up the index's namespace name in the system.namespaces collection. For example:

```
> db.system.namespaces.find()
{"name" : "test.foo"}
{"name" : "test.system.indexes"}
{"name" : "test.foo.$_id_"}
> > db.foo.$_id_.validate()
{"ns" : "test.foo.$_id_" , "result" : "
validate
  details: 0xb3590b68 ofs:83fb68
  firstExtent:0:8100 ns:test.foo.$_id_
  lastExtent:0:8100 ns:test.foo.$_id_
  # extents:1
  datasize?:8192 nrecords?:1 lastExtentSize:131072
  padding:1
  first extent:
    loc:0:8100 xnext:null xprev:null
    ns:test.foo.$_id_
    size:131072 firstRecord:0:81b0 lastRecord:0:81b0
  1 objects found, nobj:1
  8208 bytes data w/headers
  8192 bytes data wout/headers
  deletedList: 0000000000001000000
  deleted: n: 1 size: 122688
  nIndexes:0
" , "ok" : 1 , "valid" : true , "lastExtentSize" : 131072}
```

Do I Have to Worry About SQL Injection?

Generally, with MongoDB we are not building queries from strings, so traditional SQL Injection attacks are not a problem. More details and some nuances are covered below.

MongoDB queries are represented as BSON objects. Typically the programming language gives a convenient way to build these objects that is injection free. For example in C++ one would write:

```
BSONObj my_query = BSON( "name" << a_name );
auto_ptr<DBClientCursor> cursor = c.query("tutorial.persons", my_query);
```

my_query then will have a value such as { name : "Joe" }. If my_query contained special characters such as ", :, {, etc., nothing bad happens, they are just part of the string.

Javascript

Some care is appropriate when using server-side Javascript. For example when using the $where statement in a query, do not concatenate user supplied data to build Javascript code; this would be analogous to a SQL injection vulnerability. Fortunately, most queries in MongoDB can be expressed without Javascript. Also, we can mix the two modes. It's a good idea to make all the user-supplied fields go straight to a BSON field, and have your Javascript code be static and passed in the $where field.

If you need to pass user-supplied values into a $where clause, a good approach is to escape them using the CodeWScope mechanism. By setting the user values as variables in the scope document you will avoid the need to have them eval'ed on the server-side.

If you need to use db.eval() with user supplied values, you can either use a CodeWScope or you can supply extra arguments to your function. Something like: db.eval(function(userVal){...}, user_value); This will ensure that user_value gets sent as data rather than code.

User-Generated Keys

Sometimes it is useful to build a BSON object where the key is user-provided. In these situations, keys will need to have substitutions for the reserved $ and . characters. If you are unsure what characters to use, the Unicode full width equivalents aren't a bad choice: U+FF04 () and U+FFOE ()

For example:

```
BSONObj my_object = BSON( a_key << a_name );
```

The user may have supplied a $ value within a_key. my_object could be { $where : "things" }. Here we can look at a few cases:

- Inserting. Inserting into the the database will do no harm. We are not executing this object as a query, we are inserting the data in the database.
  Note: properly written MongoDB client drivers check for reserved characters in keys on inserts.
- Update. update(query, obj) allows $ operators in the obj field. $where is not supported in update. Some operators are possible that manipulate the single document only -- thus, the keys should be escaped as mentioned above if reserved characters are possible.
- Querying. Generally this is not a problem as for { x : user_obj }, dollar signs are not top level and have no effect. In theory one might let the user build a query completely themself and provide it to the database. In that case checking for $ characters in keynames is important. That however would be a highly unusual case.

One way to handle user-generated keys is to always put them in sub-objects. Then they are never at top level (where $operators live) anyway.

See Also

- http://groups.google.com/group/mongodb-user/browse_thread/thread/b4ef57912cbf09d7

How does concurrency work?

- mongos
- mongod
  - v1.0-v1.2 Concurrency
  - Viewing Operations in Progress
  - Read/Write Lock
  - Operations
  - On Javascript
  - Multicore

mongos

For sharded environments, mongos can perform any number of operations concurrently. This results in downstream operations to mongod instances. Execution of operations at each mongod is independent; that is, one mongod does not block another.

mongod

The original mongod architecture is concurrency friendly; however, some work with respect to granular locking and latching is not yet done. This means that some operations can block others. This is particular true in versions < 1.3. Version 1.3+ has improvements to concurrency, although future work will make things even better.

v1.0-v1.2 Concurrency

In these versions of mongod, most operations prevent concurrent execution of other operations. In many circumstances, this worked reasonably as most operations can be executed very quickly.

The following operations do have concurrent support in v1.2 and below:

1. db.currentOp() and db.killOp() commands
2. map/reduce
3. queries returning large amounts of data do interleave with other operations (but does block when scanning data that is not returned)

The rest of this document focuses on concurrency for v1.3+.

Viewing Operations in Progress

Use `db.currentOp()` to view operations in progress, and `db.killOp()` to terminate an operation.

You can also see operations in progress from the adminstrative Http Interface.

Read/Write Lock

mongod uses a read/write lock for many operations. Any number of concurrent read operations are allowed, but typically only one write operation (although some write operations *yield* and in the future more concurrency will be added). The write lock acquisition is greedy: a pending write lock acquisition will prevent further read lock acquisitions until fulfilled.

Operations

Operation	Lock type	Notes
OP_QUERY (query)	Acquires read lock	see also: SERVER-517

OP_GETMORE (get more from cursor)	Acquires read lock	
OP_INSERT (insert)	Acquires write lock	Inserts are normally fast and short-lived operations
OP_DELETE (remove)	Acquires write lock	Yields while running to allow other operations to interleave.
OP_UPDATE (update)	Acquires write lock	Will yield for interleave in the future: SERVER-516
map/reduce	At times locked	Allows substantial concurrent operation.
create index	See notes	Batch build acquires write lock. But a background build option is available.
db.eval()	Acquires write lock	
getLastError command	Non-blocking	
ismaster command	Non-blocking	
serverStatus command	Non-blocking	

On Javascript

Only one thread in the mongod process executes Javascript at a time (other database operations are often possible concurrent with this).

Multicore

With read operations, it is easy for mongod 1.3+ to saturate all cores. However, because of the read/write lock above, write operations will not yet fully utilize all cores. This will be improved in the future.

What is the Compare Order for BSON Types?

MongoDB allows objects in the same collection which have values which may differ in type. When comparing values from different types, a convention is utilized as to which value is less than the other. This (somewhat arbitary but well defined) ordering is listed below.

Note that some types are treated as equivalent for comparison purposes -- specifically numeric types which undergo conversion before comparison.

See also the BSON specification.

- Null
- Numbers (ints, longs, doubles)
- Symbol, String
- Object
- Array
- BinData
- ObjectID
- Boolean
- Date, Timestamp
- Regular Expression

Example (using the mongo shell):

```
> t = db.mycoll;
> t.insert({x:3});
> t.insert( {x : 2.9} );
> t.insert( {x : new Date()} );
> t.insert( {x : true } )
> t.find().sort({x:1})
{ "_id" : ObjectId("4b03155dce8de6586fb002c7"), "x" : 2.9 }
{ "_id" : ObjectId("4b03154cce8de6586fb002c6"), "x" : 3 }
{ "_id" : ObjectId("4b031566ce8de6586fb002c9"), "x" : true }
{ "_id" : ObjectId("4b031563ce8de6586fb002c8"), "x" : "Tue Nov 17 2009 16:28:03 GMT-0500 (EST)" }
```

MinKey and MaxKey

In addition to the above types MongoDB internally uses a special type for MinKey and MaxKey which are less than, and greater than all other

possible BSON element values, respectively.

From the mongo Javascript Shell

For example we can continue our example from above adding two objects which have x key values of MinKey and MaxKey respectively:

```
> t.insert( { x : MaxKey } )
> t.insert( { x : MinKey } )
> t.find().sort({x:1})
{ "_id" : ObjectId("4b04094b7c65b846e2090112"), "x" : { $minKey : 1 } }
{ "_id" : ObjectId("4b03155dce8de6586fb002c7"), "x" : 2.9 }
{ "_id" : ObjectId("4b03154cce8de6586fb002c6"), "x" : 3 }
{ "_id" : ObjectId("4b031566ce8de6586fb002c9"), "x" : true }
{ "_id" : ObjectId("4b031563ce8de6586fb002c8"), "x" : "Tue Nov 17 2009 16:28:03 GMT-0500 (EST)" }
{ "_id" : ObjectId("4b0409487c65b846e2090111"), "x" : { $maxKey : 1 } }
```

From C++

See also the Tailable Cursors page for an example of using MinKey from C++. See also minKey and maxKey definitions in jsobj.h.

Admin Zone

- Admin UIs
- Starting and Stopping Mongo
- Hosting Center
- Import Export Tools
- GridFS Tools
- Monitoring and Diagnostics
- DBA Operations from the Shell
- Database Profiler
- Sharding
- Replication
- Production Notes
- Security and Authentication
- Architecture and Components
- Backups
- Troubleshooting
- Durability and Repair

Community Admin-Related Articles

- boxedice.com - notes from a production deployment
- Survey of Admin UIs for MongoDB
- MongoDB Nagios Check
- MongoDB Cacti Graphs

See Also

- Commands in Developer Zone

Admin UIs

Several administrative user interfaces are available for MongoDB. Tim Gourley's blog has a good summary of the tools.

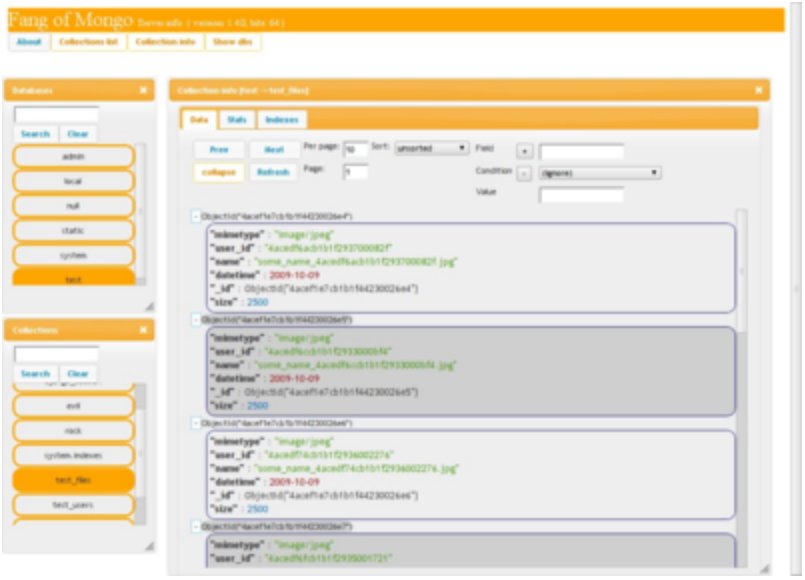
- Fang of Mongo
- Futon4Mongo
- Mongo3
- MongoHub for OS X
- Myngo
- Opricot
- PHPMoAdmin

Details

(more to come)

Fang of Mongo

A web based user interface for MongoDB build with django and jquery.



It will allow you to explore content of mongodb with simple but (hopefully) pleasant user interface.

Features:

- field name autocompletion in query builder
- data loading indicator
- human friendly collection stats
- disabling collection windows when there is no collection selected
- twitter stream plugin
- many more minor usability fixes
- works well on recent chrome and firefox

see it in action at: http://blueone.pl:8001/fangofmongo/
get it from github: http://github.com/Fiedzia/Fang-of-Mongo
or track progress on twitter: @fangofmongo

Starting and Stopping Mongo

- Starting Mongo
  - Default Data Directory, Default Port
  - Alternate Data Directory, Default Port
  - Alternate Port
  - Running as a Daemon
- Stopping Mongo
  - Control-C
  - Sending shutdownServer() message from the mongo shell
  - Sending a Unix INT or TERM signal
- Memory Usage

Mongo is run as a standard program from the command line. Please see Command Line Parameters for more information on those options.

Here are some common use cases for starting mongo

The following examples assume that you are in the directory where the Mongo executable is, and the Mongo executable is called `mongod`.

Starting Mongo

Default Data Directory, Default Port

To start Mongo in default mode, where data will be stored in the `/data/db` directory (or `c:\data\db` on Windows), and listening on port 27017, just type

```
$ ./mongod
```

Alternate Data Directory, Default Port

To specify a directory for Mongo to store files, use the `--dbpath` option:

```
$ ./mongod --dbpath /var/lib/mongodb/
```

Note that you must create the directory and set its permissions appropriately ahead of time -- Mongo will not create the directory if it doesn't exist.

Alternate Port

You can specify a different port for Mongo to listen on for connections from clients using the `--port` option

```
$ ./mongod --port 12345
```

This is useful if you want to run more than one instance of Mongo on a machine (e.g., for running a master-slave pair).

Running as a Daemon

Note: these options are only available in MongoDB version 1.1 and later.

This will fork the Mongo server and redirect its output to a logfile. As with `--dbpath`, you must create the log path yourself, Mongo will not create parent directories for you.

```
$ ./mongod --fork --logpath /var/log/mongodb.log --logappend
```

Stopping Mongo

Control-C

If you have Mongo running in the foreground in a terminal, you can simply "Ctrl-C" the process. This will cause Mongo to do a clean exit, flushing and closing it's data files. Note that it will wait until all ongoing operations are complete.

Sending shutdownServer() message from the mongo shell

The shell can request that the server terminate.

```
$ ./mongo
> db.shutdownServer()
```

This command only works from localhost, or, if one is authenticated.

From a driver (where the helper function may not exist), one can run the command

```
{ "shutdown" : 1 }
```

Sending a Unix INT or TERM signal

You can cleanly stop `mongod` using a SIGINT or SIGTERM signal on Unix-like systems. Either ^C, "`kill -2 PID`," or `kill -15 PID` will work.

Please note that sending a KILL signal `kill -9` will probably cause damage as `mongod` will not be able to cleanly exit. (In such a scenario, run the repairDatabase command.)

Memory Usage

Mongo uses memory mapped files to access data, which results in large numbers being displayed in tools like top for the mongod process. This is

not a concern, and is normal when using memory-mapped files. Basically, the size of mapped data is shown in the virtual size parameter, and resident bytes shows how much data is being cached in RAM.

You can get a feel for the "inherent" memory footprint of Mongo by starting it fresh, with no connections, with an empty /data/db directory and looking at the resident bytes. (Running with --nojni option will result in even lower core memory usage.)

Logging

MongoDB outputs some important information to stdout while its running. There are a number of things you can do to control this

Command Line Options

- --quiet - less verbose output
- -v+ - more verbose output
- --logpath <file> output to file instead of stdout
    - if you use logpath, you can rotate the logs by either running the logRotate command (1.3.4+) or sending SIGUSR1

```
> db.runCommand("logRotate");
```

Command Line Parameters

MongoDB can be configured via command line parameters in addition to File Based Configuration. You can see the currently supported set of command line options by running the database with `-h [ --help ]` as a single parameter:

```
$ ./mongod -h
```

Information on usage of these parameters can be found in Starting and Stopping Mongo.

The following list of options is not complete; for the complete list see the usage information as described above.

Basic Options

`-h | --help`	Shows all options
`-f | --config <file>`	Specify a configuration file to use
`--port <portno>`	Specifies the port number on which Mongo will listen for client connections. Default is 27017
`--bind_ip <ip>`	Specifies a single IP that the database server will listen for
`--dbpath <path>`	Specifies the directory for datafiles. Default is `/data/db` or `c:\data\db`
`--directoryperdb`	Specify use of an alternative directory structure, in which files for each database are kept in a unique directory. (since 1.3.2)
`--quiet`	Reduces amount of log output
`--logpath <file>`	File to write logs to (instead of stdout). You can rotate the logs by sending SIGUSR1 to the server.
`--logappend`	Append to existing log file, instead of overwritting
`--repairpath <path>`	Root path for temporary files created during database repair. Default is `dbpath` value.
`--fork`	Fork the server process
`--cpu`	Enables periodic logging of CPU utilization and I/O wait
`--noauth`	Turns off security. This is currently the default
`--auth`	Turn on security
`-v[v[v[v[v]]]] | --verbose`	Verbose logging output (`-vvvvv` is most verbose, `-v == --verbose`)
`--objcheck`	Inspect all client data for validity on receipt (useful for developing drivers)
`--quota`	Enable db quota management

`--diaglog <n>`	Set oplogging level where n is 0=off (default) 1=W 2=R 3=both 7=W+some reads
`--nocursors`	Diagnostic/debugging option
`--nohints`	Ignore query hints
`--nohttpinterface`	Disable the HTTP interface (localhost:27018)
`--noscripting`	Turns off server-side scripting. This will result in greatly limited functionality
`--notablescan`	Turns off table scans. Any query that would do a table scan fails
`--noprealloc`	Disable data file preallocation
`--nssize <MB>`	Specifies .ns file size for new databases
`--sysinfo`	Print system info as detected by Mongo and exit
`--upgrade`	Upgrade database files to new format if necessary (required when upgrading from <= 1.0 to 1.1+)

Replication Options

`--master`	Designate this server as a master in a master-slave setup
`--slave`	Designate this server as a slave in a master-slave setup
`--source <server:port>`	Specify the source (master) for a slave instance
`--only <db>`	Slave only: specify a single database to replicate
`--pairwith <server:port>`	Address of a server to pair with
`--arbiter <server:port>`	Address of arbiter server
`--autoresync`	Automatically resync if slave data is stale
`--oplogSize <MB>`	Custom size for replication operation log
`--opIdMem <bytes>`	Size limit for in-memory storage of op ids

File Based Configuration

In addition to accepting Command Line Parameters, MongoDB can also be configured using a configuration file. A configuration file to use can be specified using the `-f` or `--config` command line options. The following example configuration file demonstrates the syntax to use:

```
# This is an example config file for MongoDB.

dbpath = /var/lib/mongodb
bind_ip = 127.0.0.1
noauth = true # use 'true' for options that don't take an argument
```

Notes

- Lines starting with octothorpes (#) are comments
- Options are case sensitive
- The syntax is assignment of a value to an option name
- All command line options are accepted

Hosting Center

Setup Instructions

- Amazon EC2
- Joyent
- Linode

- Webfaction

Hosted MongoDB

- MongoHQ provides cloud-style hosted MongoDB instances

One-Click Installation

- Dreamhost offers instant configuration and deployment of MongoDB

Other

- EngineYard supports MongoDB on its private cloud.
- LOCUM Hosting House is a project-oriented shared hosting and VDS. MongoDB is available for all customers as a part of their subscription plan.

Amazon EC2

- Instance Types
- Linux
- EC2 TCP Port Management
- EBS Snapshotting

MongoDB runs well on Amazon EC2 . This page includes some notes in this regard.

Instance Types

MongoDB works on most EC2 types including Linux and Windows. We recommend you use a 64 bit instance as this is required for all databases of significant size .

Linux

One can download a binary or build from source. Generally it is easier to download a binary. We can download and run the binary without being root. For example on 64 bit Linux:

```
[~]$ curl -O http://downloads.mongodb.org/linux/mongodb-linux-x86_64-1.0.1.tgz
[~]$ tar -xzf mongodb-linux-x86_64-1.0.1.tgz
[~]$ cd mongodb-linux-x86_64-1.0.1/bin
[bin]$ ./mongod --version
```

Before running the database one should decide where to put datafiles. Run df -h to see volumes. On some images /mnt will be the many locally attached storage volume. Alternatively you may want to use Elastic Block Store which will have a different mount point. Regardless, create a directory in the desired location and then run the database:

```
mkdir /mnt/db
./mongod --fork --logpath ~/mongod.log --dbpath /mnt/db/
```

EC2 TCP Port Management

By default the database will now be listening on port 27017. The web administrative UI will be on port 28017.

EBS Snapshotting

v1.3.1+

If your datafiles are on an EBS volume, you can snapshot them for backups. Use the fsync lock command to lock the database to prevent writes. Then, snapshot the volume. Then use the unlock command to allow writes to the database again. See the fsync documentation for more information.

This method may also be used with slave databases.

Joyent

The prebuilt MongoDB Solaris 64 binaries work with Joyent accelerators.

Some newer gcc libraries are required to run -- see sample setup session below.

```
$ # assuming a 64 bit accelerator
$ /usr/bin/isainfo -kv
64-bit amd64 kernel modules

$ # get mongodb
$ # note this is 'latest' you may want a different version
$ curl -O http://downloads.mongodb.org/sunos5/mongodb-sunos5-x86_64-latest.tgz
$ gzip -d mongodb-sunos5-x86_64-latest.tgz
$ tar -xf mongodb-sunos5-x86_64-latest.tar
$ mv "mongodb-sunos5-x86_64-2009-10-26" mongo

$ cd mongo

$ # get extra libraries we need (else you will get a libstdc++.so.6 dependency issue)
$ curl -O http://downloads.mongodb.org.s3.amazonaws.com/sunos5/mongo-extra-64.tgz
$ gzip -d mongo-extra-64.tgz
$ tar -xf mongo-extra-64.tar
$ # just as an example - you will really probably want to put these somewhere better:
$ export LD_LIBRARY_PATH=mongo-extra-64
$ bin/mongod --help
```

Import Export Tools

- mongoimport
- mongoexport
- mongodump
- mongorestore

mongoimport

This utility takes a single file that contains 1 JSON/CSV/TSV string per line and inserts it. You have to specify a database and a collection.

```
options:
  --help                  produce help message
  -v [ --verbose ]        be more verbose (include multiple times for more
                          verbosity e.g. -vvvvv)
  -h [ --host ] arg       mongo host to connect to ("left,right" for pairs)
  -d [ --db ] arg         database to use
  -c [ --collection ] arg collection to use (some commands)
  -u [ --username ] arg   username
  -p [ --password ] arg   password
  --dbpath arg            directly access mongod data files in the given path,
                          instead of connecting to a mongod instance - needs to
                          lock the data directory, so cannot be used if a
                          mongod is currently accessing the same path
  --directoryperdb        if dbpath specified, each db is in a separate
                          directory
  -f [ --fields ] arg     comma seperated list of field names e.g. -f name,age
  --fieldFile arg         file with fields names - 1 per line
  --ignoreBlanks          if given, empty fields in csv and tsv will be ignored
  --type arg              type of file to import.  default: json (json,csv,tsv)
  --file arg              file to import from; if not specified stdin is used
  --drop                  drop collection first
  --headerline            CSV,TSV only - use first line as headers
```

mongoexport

This utility takes a collection and exports to either JSON or CSV. You can specify a filter for the query, or a list of fields to output.

If you want to output CSV, you have to specify the fields in the order you want them.

Example

```
options:
  --help                  produce help message
  -v [ --verbose ]        be more verbose (include multiple times for more
                          verbosity e.g. -vvvvv)
  -h [ --host ] arg       mongo host to connect to ("left,right" for pairs)
  -d [ --db ] arg         database to use
  -c [ --collection ] arg collection to use (some commands)
  -u [ --username ] arg   username
  -p [ --password ] arg   password
  --dbpath arg            directly access mongod data files in the given path,
                          instead of connecting to a mongod instance - needs to
                          lock the data directory, so cannot be used if a
                          mongod is currently accessing the same path
  --directoryperdb        if dbpath specified, each db is in a separate
                          directory
  -q [ --query ] arg      query filter, as a JSON string
  -f [ --fields ] arg     comma seperated list of field names e.g. -f name,age
  --csv                   export to csv instead of json
  -o [ --out ] arg        output file; if not specified, stdout is used
```

mongodump

This takes a database and outputs it in a binary representation. This is mostly used for doing hot backups of a database.

```
options:
  --help                   produce help message
  -v [ --verbose ]         be more verbose (include multiple times for more
                           verbosity e.g. -vvvvv)
  -h [ --host ] arg        mongo host to connect to ("left,right" for pairs)
  -d [ --db ] arg          database to use
  -c [ --collection ] arg  collection to use (some commands)
  -u [ --username ] arg    username
  -p [ --password ] arg    password
  --dbpath arg             directly access mongod data files in the given path,
                           instead of connecting to a mongod instance - needs
                           to lock the data directory, so cannot be used if a
                           mongod is currently accessing the same path
  --directoryperdb         if dbpath specified, each db is in a separate
                           directory
  -o [ --out ] arg (=dump) output directory
```

mongorestore

This takes the output from mongodump and restores it.

```
usage: ./mongorestore [options] [directory or filename to restore from]
options:
  --help                  produce help message
  -v [ --verbose ]        be more verbose (include multiple times for more
                          verbosity e.g. -vvvvv)
  -h [ --host ] arg       mongo host to connect to ("left,right" for pairs)
  -d [ --db ] arg         database to use
  -c [ --collection ] arg collection to use (some commands)
  -u [ --username ] arg   username
  -p [ --password ] arg   password
  --dbpath arg            directly access mongod data files in the given path,
                          instead of connecting to a mongod instance - needs to
                          lock the data directory, so cannot be used if a
                          mongod is currently accessing the same path
  --directoryperdb        if dbpath specified, each db is in a separate
                          directory
  --drop                  drop each collection before import
  --objcheck              validate object before inserting
```

GridFS Tools

File Tools

`mongofiles` is a tool for manipulating GridFS from the command line.

Example:

```
$ ./mongofiles list
connected to: 127.0.0.1

$ ./mongofiles put libmongoclient.a
connected to: 127.0.0.1
done!

$ ./mongofiles list
connected to: 127.0.0.1
libmongoclient.a 12000964

$ cd /tmp/

$ ~/work/mon/mongofiles get libmongoclient.a

$ ~/work/mongo/mongofiles get libmongoclient.a
connected to: 127.0.0.1
done write to: libmongoclient.a

$ md5 libmongoclient.a
MD5 (libmongoclient.a) = 23a52d361cfa7bad98099c5bad50dc41

$ md5 ~/work/mongo/libmongoclient.a
MD5 (/Users/erh/work/mongo/libmongoclient.a) = 23a52d361cfa7bad98099c5bad50dc41
```

Monitoring and Diagnostics

- Query Profiler
- Http Console
- mongostat Utility
- db.serverStatus() from mongo shell
- Trending/Monitoring Adaptors
- Database Record/Replay

- mongosniff Utility

Query Profiler

Use the Database Profiler to analyze slow queries.

Http Console

The mongod process includes a simple diagnostic screen at http://localhost:28017/. See the Http Interface docs for more information.

mongostat Utility

- mongostat

db.serverStatus() from mongo shell

```
> db.stats()
> db.serverStatus()
> db.foo.find().explain()
> help
> db.help()
> db.foo.help()
```

Server Status Fields

- globalLock - totalTime & lockTime are total ms since startup that there has been a write lock
- mem - current usage in megabytes
- indexCounters - counters since startup, may rollover
- opcounters - operation counters since startup
- asserts - assert counters since startup

Trending/Monitoring Adaptors

- munin
- ganglia
- scout app slow queries
- cacti

Database Record/Replay

Recording database operations, and replaying them later, is sometimes a good way to reproduce certain problems in a controlled environment.

To enable logging:

```
db._adminCommand( { diagLogging : 1 } )
```

To disable:

```
db._adminCommand( { diagLogging : 0 } )
```

Values for diagLogging:

- 0 off. Also flushes any pending data to the file.
- 1 log writes
- 2 log reads
- 3 log both
  Note: if you log reads, it will record the findOnes above and if you replay them, that will have an effect!

Output is written to diaglog.bin_ in the /data/db/ directory (unless --dbpath is specified).

To replay the logged events:

```
nc ''database_server_ip'' 27017 < ''somelog.bin'' | hexdump -c
```

mongosniff Utility

- mongosniff

Http Interface

- REST - Sleepy Mongoose
- HTTP Console Page
- HTTP Console Security
- Simple REST Interface
  - JSON in the simple REST interface
- See Also

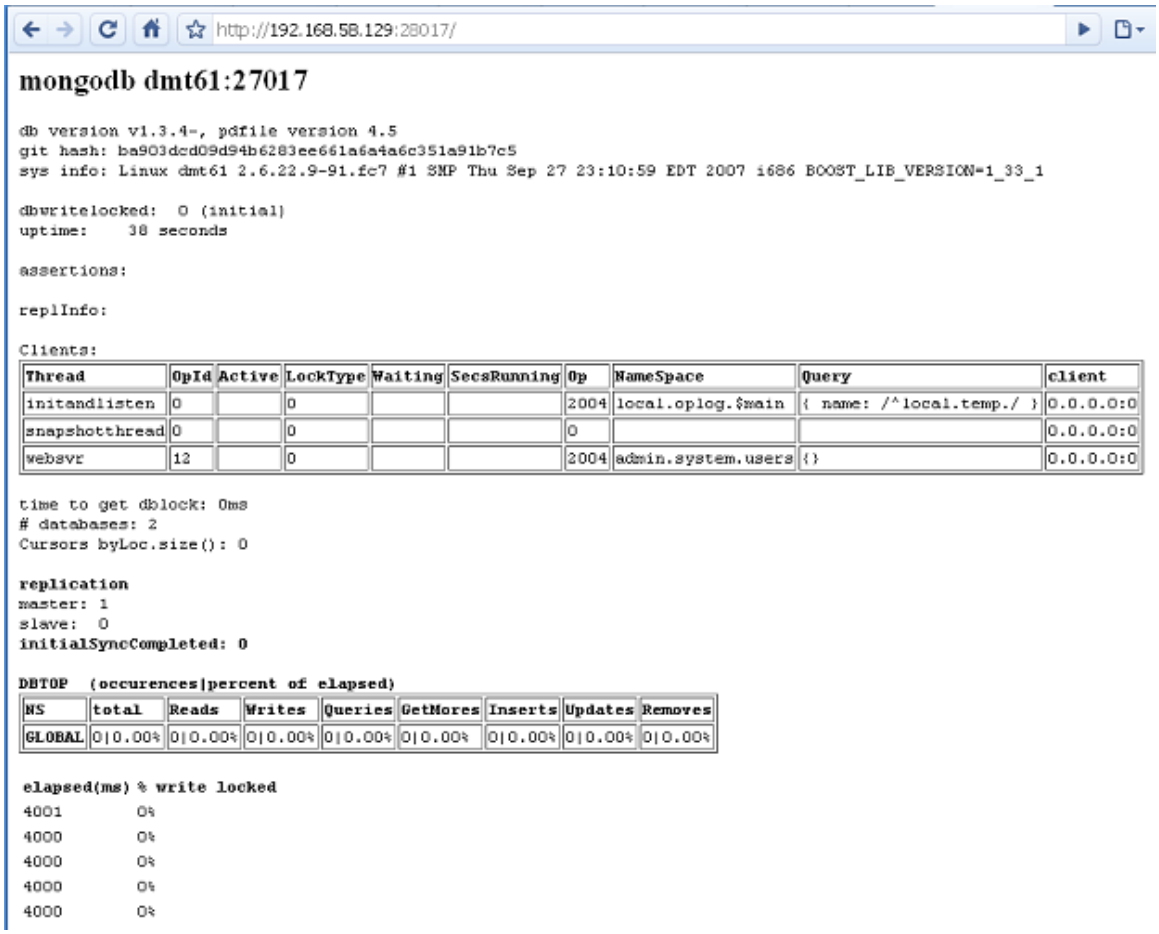
REST - Sleepy Mongoose

Sleepy Mongoose is a full featured REST interface for MongoDB which is available as a separate project.

The remainder of this page describes the very basic HTTP interface built into the mongod process.

HTTP Console Page

MongoDB provides a simple http interface listing information of interest to administrators. This interface may be accessed at the port with numeric value 1000 more than the configured mongod port; the default port for the http interface is 28017. To access the http interface an administrator may, for example, point a browser to http://localhost:28017 if mongod is running with the default port on the local machine.



Here is a description of the informational elements of the http interface:

element	description
db version	database version information
git hash	database version developer tag

sys info	mongod compilation environment
dblocked	indicates whether the primary mongod mutex is held
uptime	time since this mongod instance was started
assertions	any software assertions that have been raised by this mongod instance
replInfo	information about replication configuration
currentOp	most recent client request
# databases	number of databases that have been accessed by this mongod instance
curclient	last database accessed by this mongod instance
Cursors	describes outstanding client cursors
master	whether this mongod instance has been designated a master
slave	whether this mongod instance has been designated a slave
initialSyncCompleted	whether this slave or repl pair node has completed an initial clone of the mongod instance it is replicating
DBTOP	Displays the total time the mongod instance has devoted to each listed collection, as well as the percentage of available time devoted to each listed collection recently and the number of reads, writes, and total calls made recently
dt	Timing information about the primary mongod mutex

HTTP Console Security

If security is configured for a mongod instance, authentication is required for a client to access the http interface from another machine.

Simple REST Interface

The mongod process includes a simple read-only REST interface for convenience. For full REST capabilities we recommend using an external tool such as Sleepy.Mongoose.

Note: in v1.3.4+ of MongoDB, this interface is disabled by default. Use `--rest` on the command line to enable.

To get the contents of a collection (note the trailing slash):

```
http://127.0.0.1:28017/databaseName/collectionName/
```

To add a limit:

```
http://127.0.0.1:28017/databaseName/collectionName/?limit=-10
```

To skip:

```
http://127.0.0.1:28017/databaseName/collectionName/?skip=5
```

To query for {a : 1}:

```
http://127.0.0.1:28017/databaseName/collectionName/?filter_a=1
```

Separate conditions with an &:

```
http://127.0.0.1:28017/databaseName/collectionName/?filter_a=1&limit=-10
```

JSON in the simple REST interface

The simple ReST interface uses strict JSON (as opposed to the shell, which uses Dates, regular expressions, etc.). To display non-JSON types, the web interface wraps them in objects and uses the key for the type. For example:

```
# ObjectIds just become strings
"_id" : "4a8acf6e7fbadc242de5b4f3"

# dates
"date" : { "$date" : 1250609897802 }

# regular expressions
"match" : { "$regex" : "foo", "$options" : "ig" }
```

The code type has not been implemented yet and causes the DB to crash if you try to display it in the browser.

See Mongo Extended JSON for details.

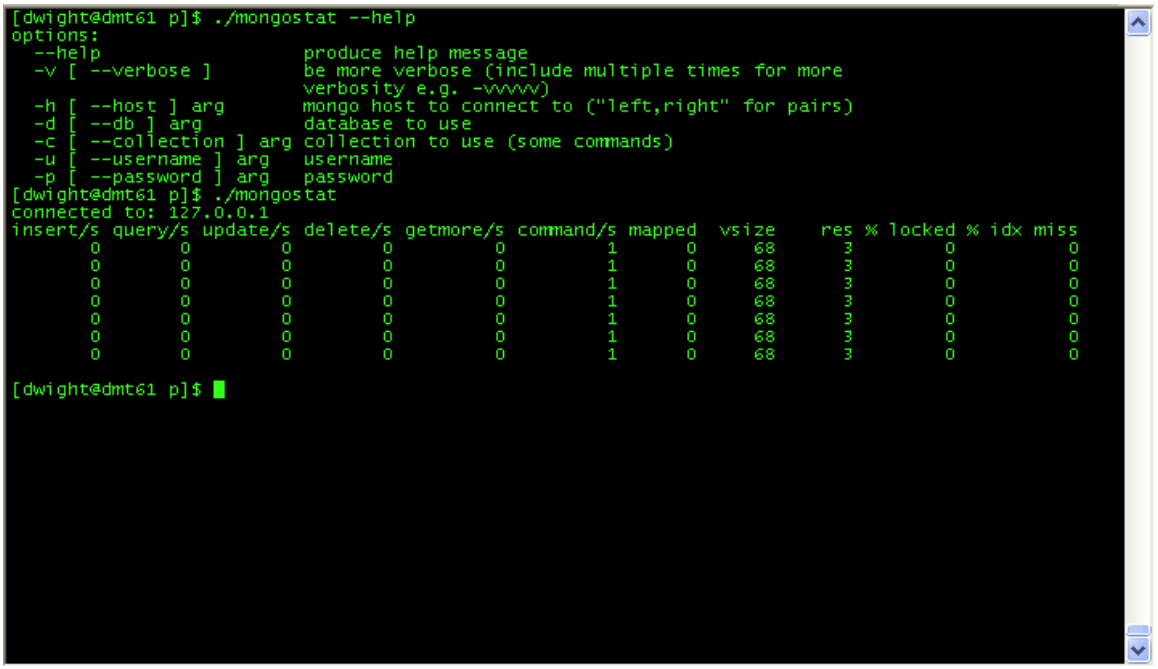
See Also

- Diagnostic Tools

mongostat

Use the mongostat utility to quickly view statistics on a running mongod instance.

> ⚠ Starting in 1.3.3



```
[dwight@dmt61 p]$ ./mongostat --help
options:
  --help                  produce help message
  -v [ --verbose ]        be more verbose (include multiple times for more
                          verbosity e.g. -vvvvv)
  -h [ --host ] arg       mongo host to connect to ("left,right" for pairs)
  -d [ --db ] arg         database to use
  -c [ --collection ] arg collection to use (some commands)
  -u [ --username ] arg   username
  -p [ --password ] arg   password
[dwight@dmt61 p]$ ./mongostat
connected to: 127.0.0.1
insert/s query/s update/s delete/s getmore/s command/s mapped  vsize    res % locked % idx miss
       0       0        0        0         0         1      0     68      3        0          0
       0       0        0        0         0         1      0     68      3        0          0
       0       0        0        0         0         1      0     68      3        0          0
       0       0        0        0         0         1      0     68      3        0          0
       0       0        0        0         0         1      0     68      3        0          0
       0       0        0        0         0         1      0     68      3        0          0
       0       0        0        0         0         1      0     68      3        0          0

[dwight@dmt61 p]$
```

mongosniff

Unix releases of MongoDB include a utility called mongosniff. This utility is to MongoDB what tcpdump is to TCP/IP; that is, fairly low level and for complex situations. The tool is quite useful for authors of driver tools.

```
$ ./mongosniff --help
Usage: mongosniff [--help] [--forward host:port] [--source (NET <interface> | FILE <filename>)]
[<port0> <port1> ...]
--forward       Forward all parsed request messages to mongod instance at
                specified host:port
--source        Source of traffic to sniff, either a network interface or a
                file containing perviously captured packets, in pcap format.
                If no source is specified, mongosniff will attempt to sniff
                from one of the machine's network interfaces.
<port0>...      These parameters are used to filter sniffing.  By default,
                only port 27017 is sniffed.
--help          Print this help message.
```

Building

mongosniff is including in the binaries for Unix distributions. The MongoDB SConstruct only builds mongosniff if libpcap is installed.

```
sudo yum install libpcap-devel
scons mongosniff
```

DBA Operations from the Shell

This page lists common DBA-class operations that one might perform from the MongoDB shell.

Note one may also create .js scripts to run in the shell for administrative purposes.

```
help                        show help
show dbs                    show database names
show collections            show collections in current database
show users                  show users in current database
show profile                show most recent system.profile entries with time >= 1ms
use <db name>               set curent database to <db name>

db.addUser (username, password)
db.removeUser(username)

db.cloneDatabase(fromhost)
db.copyDatabase(fromdb, todb, fromhost)
db.createCollection(name, { size : ..., capped : ..., max : ... } )

db.getName()
db.dropDatabase()
db.printCollectionStats()

db.currentOp() displays the current operation in the db
db.killOp() kills the current operation in the db

db.getProfilingLevel()
db.setProfilingLevel(level) 0=off 1=slow 2=all

db.getReplicationInfo()
db.printReplicationInfo()
db.printSlaveReplicationInfo()
db.repairDatabase()

db.version() current version of the server

db.shutdownServer()
```

Commands for manipulating and inspecting a collection:

```
db.foo.drop() drop the collection
db.foo.dropIndex(name)
db.foo.dropIndexes()
db.foo.getIndexes()
db.foo.ensureIndex(keypattern,options) - options object has these possible
                                         fields: name, unique, dropDups

db.foo.find( [query] , [fields])       - first parameter is an optional
                                         query filter. second parameter
                                         is optional
                                         set of fields to return.
                                   e.g. db.foo.find(
                                                  { x : 77 } ,
                                                  { name : 1 , x : 1 } )
db.foo.find(...).count()
db.foo.find(...).limit(n)
db.foo.find(...).skip(n)
db.foo.find(...).sort(...)
db.foo.findOne([query])

db.foo.getDB() get DB object associated with collection

db.foo.count()
db.foo.group( { key : ..., initial: ..., reduce : ...[, cond: ...] } )

db.foo.renameCollection( newName ) renames the collection

db.foo.stats()
db.foo.dataSize()
db.foo.storageSize() - includes free space allocated to this collection
db.foo.totalIndexSize() - size in bytes of all the indexes
db.foo.totalSize() - storage allocated for all data and indexes
db.foo.validate() (slow)

db.foo.insert(obj)
db.foo.update(query, object[, upsert_bool])
db.foo.save(obj)
db.foo.remove(query)                   - remove objects matching query
                                         remove({}) will remove all
```

Database Profiler

Mongo includes a profiling tool to analyze the performance of database operations.

See also the currentOp command.

Enabling Profiling

To enable profiling, from the `mongo` shell invoke:

```
> db.setProfilingLevel(2);
{"was" : 0 , "ok" : 1}
> db.getProfilingLevel()
2
```

Profiling levels are:

- 0 - off
- 1 - log slow operations (>100ms)
- 2 - log all operations

Starting in 1.3.0, you can also enable on the command line, --profile=1

Viewing

Profiling data is recorded in the database's `system.profile` collection. Query that collection to see the results.

```
> db.system.profile.find()
{"ts" : "Thu Jan 29 2009 15:19:32 GMT-0500 (EST)" , "info" : "query test.$cmd ntoreturn:1 reslen:66
nscanned:0  <br>query: { profile: 2 }  nreturned:1 bytes:50" , "millis" : 0}
...
```

To see output without $cmd (command) operations, invoke:

```
db.system.profile.find( function() { return this.info.indexOf('$cmd')<0; } )
```

To view operations for a particular collection:

```
> db.system.profile.find( { info: /test.foo/ } )
{"ts" : "Thu Jan 29 2009 15:19:40 GMT-0500 (EST)" , "info" : "insert test.foo" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:19:42 GMT-0500 (EST)" , "info" : "insert test.foo" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:19:45 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 reslen:102
nscanned:2  <br>query: {}  nreturned:2 bytes:86" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:21:17 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 reslen:36
nscanned:2  <br>query: { $not: { x: 2 } }  nreturned:0 bytes:20" , "millis" : 0}
{"ts" : "Thu Jan 29 2009 15:21:27 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 exception
bytes:53" , "millis" : 88}
```

To view operations slower than a certain number of milliseconds:

```
> db.system.profile.find( { millis : { $gt : 5 } } )
{"ts" : "Thu Jan 29 2009 15:21:27 GMT-0500 (EST)" , "info" : "query test.foo ntoreturn:0 exception
bytes:53" , "millis" : 88}
```

To see newest information first:

```
db.system.profile.find().sort({$natural:-1})
```

The mongo shell includes a helper to see the most recent 5 profiled events that took at least 1ms to execute. Type show profile at the command prompt to use this feature.

Understanding the Output

The output reports the following values:

- `ts` Timestamp of the profiled operation.
- `millis` Time, in milliseconds, to perform the operation.
- `info` Details on the operation.
  - `query` A database query operation. The query info field includes several additional terms:
    - `ntoreturn` Number of objects the client requested for return from a query. For example, <code>findOne()</code> sets ntoreturn to 1. <code>limit()</code> sets the appropriate limit. Zero indicates no limit.
    - `query` Details of the query spec.
    - `nscanned` Number of objects scanned in executing the operation.
    - `reslen` Query result length in bytes.
    - `nreturned` Number of objects returned from query.
  - `update` A database update operation. <code>save()</code> calls generate either an update or insert operation.
    - `fastmod` Indicates a fast modify operation. See Updates. These operations are normally quite fast.
    - `fastmodinsert` - indicates a fast modify operation that performed an upsert.
    - `upsert` Indicates on upsert performed.
    - `moved` Indicates the update moved the object on disk (not updated in place). This is slower than an in place update, and normally occurs when an object grows.
  - `insert` A database insert.
  - `getmore` For large queries, the database initially returns partial information. `getmore` indicates a call to retrieve further information.

Optimizing Query Performance

- If `nscanned` is much higher than `nreturned`, the database is scanning many objects to find the target objects. Consider creating an

index to improve this.

- `reslen` A large number of bytes returned (hundreds of kilobytes or more) causes slow performance. Consider passing <code>find()</code> a second parameter of the member names you require.

`Note:` There is a cost for each index you create. The index causes disk writes on each insert and some updates to the collection. If a rare query, it may be better to let the query be "slow" and not create an index. When a query is common relative to the number of saves to the collection, you will want to create the index.

Optimizing Update Performance

- Examine the `nscanned` info field. If it is a very large value, the database is scanning a large number of objects to find the object to update. Consider creating an index if updates are a high-frequency operation.
- Use fast modify operations when possible (and usually with these, an index). See Updates.

Profiler Performance

When enabled, profiling affects performance, although not severely.

Profile data is stored in the database's `system.profile` collection, which is a Capped Collection. By default it is set to a very small size and thus only includes recent operations.

Configuring "Slow"

Since 1.3.0 there are 2 ways to configure "slow"

- --slowms on the command line when starting mongod (or file config)
- db.setProfilingLevel(level , slowms)

```
db.setProfilingLevel( 1 , 10 );
```

will log all queries over 10ms to system.profile

See Also

- Optimization
- explain()
- Viewing and Terminating Current Operation

Sharding

MongoDB has been designed to scale horizontally via an auto-sharding architecture. Auto-sharding permits the development of large-scale data clusters that incorporate additional machines dynamically, automatically accomodate change in load and data distribution, and ensure automated failover.

Sharding will be production-ready in MongoDB v1.6, estimated to be released in July, 2010. In the meantime, an alpha version of sharding is available in the 1.5.x development branch. Please see the limitations page for progress updates and current restrictions.

1. Introduction and Overview
Here we provide a introduction to MongoDB's auto-sharding, highlighting its philosophy, use cases, core components.

2. Configuration and Management

- Configuration
- Administration
- Failover

3. Sharding Internals
Auto-Sharding implementation details.

4. Restrictions and Limitations
Sharding in the 1.5.x development branch is not yet production-ready. Here you can find out the current limitations and keep track of progress toward the production release.

5. FAQ
Common questions about sharding architecture.

Sharding Introduction

MongoDB supports an automated sharding architecture, enabling horizontal scaling across multiple nodes. For applications that outgrow the resources of a single database server, MongoDB can convert to a sharded cluster, automatically managing failover and balancing of nodes, with few or no changes to the original application code.

This document explains MongoDB's auto-sharding approach to scalability in detail and provides an architectural overview of the various components that enable it.

Be sure to see the limitations document for limitations of the alpha release of sharding.

- MongoDB's Auto-Sharding
  - Sharding in a Nutshell
  - Balancing and Failover
  - Scaling Model
- Architectural Overview
  - Shards
    - Shard Keys
    - Chunks
  - Config Servers
  - Routing Processes
  - Operation Types
  - Server Layout
  - See Also

MongoDB's Auto-Sharding

Sharding in a Nutshell

Sharding is the partitioning of data among multiple machines in an order-preserving manner. To take an example, let's imagine sharding a collection of users by their state of residence. If we designate three machines as our shard servers, the first of those machines might contain users from Alaska to Kansas, the second from Kentucky to New York, and the third from North Carolina to Wyoming.

Our application connects to the sharded cluster through a `mongos` process, which routes operations to the appropriate shard(s). In this way, the sharded MongoDB cluster continues to look like a single-node database system to our application. But the system's capacity is greatly enhanced. If our users collection receives heavy writes, those writes are now being distributed across three shard servers. Queries continue to be efficient, as well, because they too are distributed. And since the documents are organized in an order-preserving manner, any operations specifying the state of residence will be routed only to those nodes containing that state.

Sharding occurs on a per-collection basis, not on the database as a whole. This makes sense since, as our application grows, certain collection will grow much larger than others. For instance, if we were building a service like Twitter, our collection of tweets would likely be several orders of magnitude larger than the next biggest collection. The size and throughput demands of such a collection would be prime for sharding, whereas smaller collections would still live on a single server. In the context on MongoDB's sharded architecture, non-sharded collections will reside on just one of the sharded nodes.

Balancing and Failover

A sharded architecture needs to handle balancing of data and failover. Balancing is necessary when the load on any one shard node grows out of proportion with the remaining nodes. In this situation, the data must be redistributed to equalize load across shards. A good portion of the work being applied to the 1.5.x branch is devoted to auto-balancing.

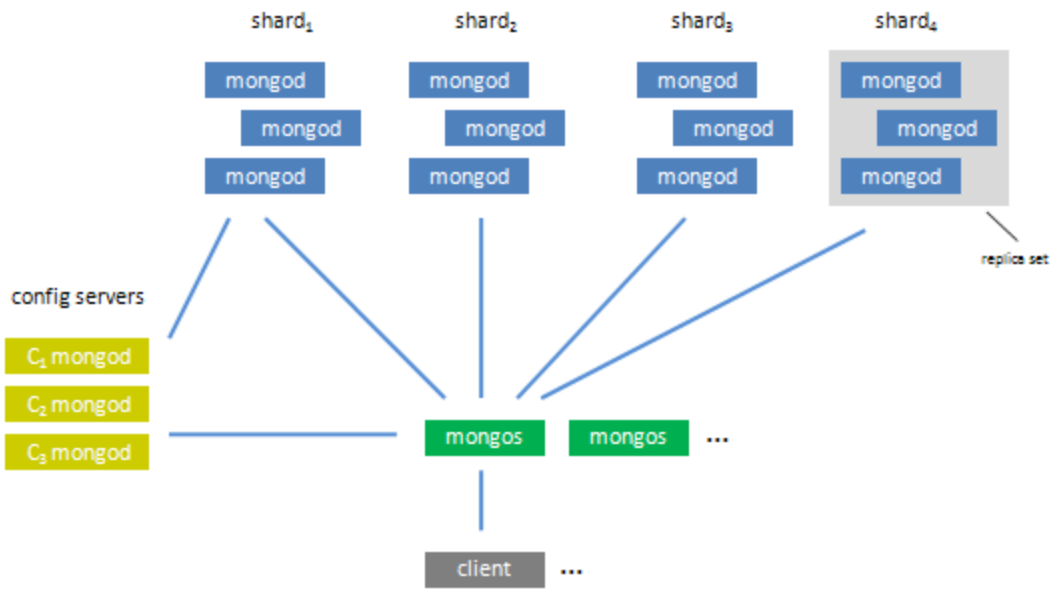
Automated failover is also quite important since proper system function requires that each shard node to be always online. In practice, this means that each shard consists of more than one machine in a configuration known as a replica set. A replica set is a set of n replicas, frequently three or more, capable of alternating between master and slave roles. These provide the automated failover necessary for the cluster; they're also a focus of development in 1.5.x.

Scaling Model

MongoDB's auto-sharding scaling model shares many similarities with Yahoo's PNUTS and Google's BigTable. Readers interested in detailed discussions of distributed databases using order-preserving partitioning are encouraged to look at the PNUTS and BigTable white papers.

Architectural Overview

A MongoDB shard cluster consists of two or more shards, one or more config servers, and any number of routing processes to which the application servers connect. Each of these components is described below in detail.



Shards

Each shard consists of one or more servers and stores data using `mongod` processes (`mongod` being the core MongoDB database process). In a production situation, each shard will consist of multiple replicated servers per shard to ensure availability and automated failover. The set of servers/`mongod` process within the shard comprise a *replica set*.

Replica sets represent an improved version of MongoDB's replication (SERVER-557). This feature is under active development. For testing, you can use sharding with a single `mongod` instance per shard. If you need redundancy, use one or more slaves for each shard's `mongod` master. This configuration will require manual failover until replica sets become available.

Shard Keys

To partition a collection, we specify a shard key pattern. This pattern is similar to the key pattern used to define an index; it names one or more fields that will be the key upon which we distribute data. Some example shard key patterns include the following:

```
{ state : 1 }
{ name : 1 }
{ _id : 1 }
{ lastname : 1, firstname : 1 }
{ tag : 1, timestamp : -1 }
```

MongoDB's sharding is order-preserving; adjacent data by shard key tends to be on the same server (in the same chunk). The config database stores chunk information such as:

collection	minkey	maxkey	location
users	{ name : 'Miller' }	{ name : 'Nessman' }	$shard_2$
users	{ name : 'Nessman' }	{ name : 'Ogden' }	$shard_4$
...			

Note that shard key values should be *granular*. In the above example, we should not have one million people all with the same name. Otherwise a single chunk can become too large and cannot split. In cases where a chunk may grow too large, it's best to use a compound shard key, where an additional field is added to provide further discrimination of the values.

Chunks

A chunk is a contiguous range of data from a particular collection. Chunks are described as a triple of collection, minKey, and maxKey. Thus, the shard key K of a given document assigns that document to the chunk where minKey <= K < maxKey.

Chunks grow to a maximum size, usually 200MB. Once a chunk has reach that approximate size, the chunk *splits* into two new chunks. When a particular shard has excess data, chunks will then *migrate* to other shards in the system. The addition of a new shard will also influence the migration of chunks.

Config Servers

The config servers store the cluster's metadata, which includes basic information on each shard and server and chunk information.

Chunk information is the main data stored by the config servers. Each config server has a complete copy of all chunk information. A two-phase commit is used to ensure the consistency of the configuration data among the config servers.

If any of the config servers is down, the cluster's meta-data goes read only. However, even is such a failure state, the MongoDB cluster can still be read from and written to.

Routing Processes

The `mongos` process can be thought of as a routing and coordination process that makes the various components of the cluster look like a single system. When receiving client requests, the `mongos` process routes the request to the appropriate server(s) and merges any results to be sent back to the client.

`mongos` processes have no persistent state; rather, they pull their state from the config server on startup. Any changes that occur on the the config servers are propagated to each `mongos` process.

`mongos` processes can run on any server desired. They may be run on the shard servers themselves, but are lightweight enough to exist on each application server. There are no limits on the number of `mongos` processes that can be run simultaneously since these processes do not coordinate between one another.

Operation Types

Operations on a sharded system fall into one of two categories: *global* and *targeted*.

For targeted operations, mongos communicates with a very small number of shards -- often a single shard. Such targeted operations are quite efficient.

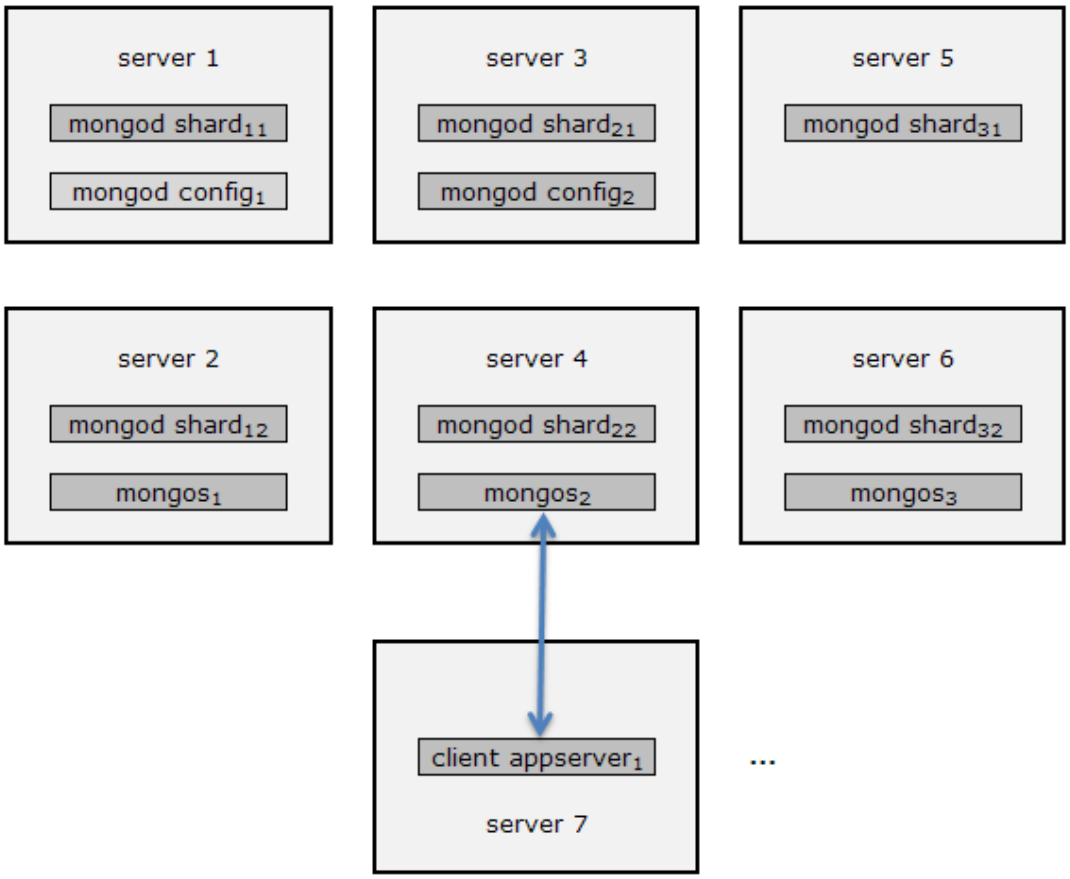
Global operations involve the `mongos` process reaching out to all (or most) shards in the system.

The following table shows various operations and their type. For the examples below, assume a shard key of { x : 1 }.

Operation	Type	Comments
db.foo.find({ x : 300 })	Targeted	Queries a single shard.
db.foo.find({ x : 300, age : 40 })	Targeted	Queries a single shard.
db.foo.find({ age : 40 })	Global	Queries all shards.
db.foo.find()	Global	sequential
db.foo.find(...).count()	Variable	Same as the corresponding find() operation
db.foo.find(...).sort({ age : 1 })	Global	parallel
db.foo.find(...).sort({ x : 1 })	Global	sequential
db.foo.count()	Global	parallel
db.foo.insert(<object>)	Targeted	
db.foo.update({ x : 100 }, <object>) db.foo.remove({ x : 100 })	Targeted	
db.foo.update({ age : 40 }, <object>) db.foo.remove({ age : 40 })	Global	
db.getLastError()		
db.foo.ensureIndex(...)	Global	

Server Layout

Machines may be organized in a variety of fashions. For instance, it's possible to have separate machines for each config server process, `mongos` process, and `mongod` process. However, this can be overkill since the load is almost certainly low on the config servers. Here, then, is an example where some sharing of physical machines is used to lay out a cluster.



Yet more configurations are imaginable, especially when it comes to `mongos`. For example, it's possible to run `mongos` processes on all of servers 1-6. Alternatively, as suggested earlier, the `mongos` process can exists on each application server (server 7). There is some potential benefit to this configuration, as the communications between app server and `mongos` then can occur over the localhost interface.

See Also

- Configuring

Configuring Sharding

- Start the relevant processes.
- Configure Sharding from the Shell
  - Adding a Shard
    - name
    - maxSize
  - listshards command
  - Enabling for a Database
  - Sharding a Collection
- Examples
- See Also

Start the relevant processes.

- Run mongod on the shard servers. Use the --shardsvr command line parameter. For replica pairs, use the --pairwith command line option. (To get started with a simple test we recommend just running a single mongod process per shard without failure.)
- Run mongod on the config server(s) with the --configsvr command line parameter. If the config servers are running on a shared machine other processes, assign it to separate a separate dbpath (--dbpath command line parameter).
- Run mongos on the servers of your choice. Specify --configdb parameter to indicate location of the config database(s).

Configure Sharding from the Shell

You may want to automate or record your steps below in a .js file for replay in the shell anytime needed.

To run these commands, connect to a mongos that was started above, and run all configuration commands through it. Note: you must use the special admin database for these commands. Also, even though you're running through a mongos, data is stored in the config server, so these commands are only run once for the lifetime of the cluster.

```
./mongo <mongos-hostname>:<mongos-port>/admin
> db
admin
>
```

Adding a Shard

Each shard consist of either two servers (a replica pair) or a single mongod server instance. (Alpha 2 supports single-server shards only.) To add a shard:

```
> db.runCommand( { addshard : "<serverhostname>[:<port>]" } );
{"ok" : 1 , "added" : ...}
```

Add pairs by comma separating two server[:port] names in the addshard command (alpha 3 and beyond).

name

A shard has a name. If none is specified one will be created. You can specify by specifying "name"

maxSize

The addshard command accepts an optional "maxSize" parameter. This parameter lets you tell the system a maximum amount of disk space to use on the specified shard. If unspecified, the system will use the entire disk. maxSize is useful when you have machines with different disk capacities; also when you want to prevent storage of too much data on a particular shard.

```
> db.runCommand( { addshard : "sf103", maxSize:10000000000 } );
```

listshards command

To see existing shards:

```
> db.runCommand( { listshards : 1 } );
```

Enabling for a Database

We must enable sharding for a database -- otherwise data for the database is stored entirely on one shard.

```
> db.runCommand( { enablesharding : "<dbname>" } );
```

Once enabled, mongos will place different collections for the database on different shards. However, unless the collection is sharded (see below), all data from one collection will be located on a single shard.

Sharding a Collection

Use the shardcollection command to shard a collection. An index is automatically created for the specified key.

```
> db.runCommand( { shardcollection : "<namespace>",
                   key : <shardkeypatternobject>
                 } )
```

For example, to shard the GridFS chunks collection (which is a great candidate as this can get very large) on the test database one would invoke:

```
> db.runCommand( { shardcollection : "test.fs.chunks", key : { _id : 1 } } )
{"ok" : 1}
```

(Onte note: when doing this with GridFS, you will need to first make any indexes that are not the shard key non-unique.)

You can also make your shard key unique:

```
db.runCommand( { shardcollection : "test.users" , key : { email : 1 } , unique : true } );
```

Examples

- A sample configuration session
- The following example shows how to run a simple shared setup on a single machine for testing purposes:
    - http://github.com/mongodb/mongo-snippets/blob/master/sharding/first.js.

See Also

- Administration
- TCP Port Numbers

A Sample Configuration Session

The following example uses two shards (one server each), one config db, and one mongos process, all running on a single test server.

```
$ mkdir /data/db/a
$ mkdir /data/db/b
$ mkdir /data/db/config
$ ./mongod --shardsvr --dbpath /data/db/a --port 10000 > /tmp/sharda.log &
$ cat /tmp/sharda.log
$ ./mongod --shardsvr --dbpath /data/db/b --port 10001 > /tmp/shardb.log &
$ cat /tmp/shardb.log
$ ./mongod --configsvr --dbpath /data/db/config --port 20000 > /tmp/configdb.log &
$ cat /tmp/configdb.log
$ ./mongos --configdb localhost:20000 > /tmp/mongos.log &
$ cat /tmp/mongos.log

$ # we connect to mongos process
$ ./mongo
MongoDB shell version: 1.1.0-
url: test
connecting to: test
type "help" for help
> use admin
switched to db admin
> db.runCommand( { addshard : "localhost:10000", allowLocal : true } )
{"ok" : 1 , "added" : "localhost:10000"}
> db.runCommand( { addshard : "localhost:10001", allowLocal : true } )
{"ok" : 1 , "added" : "localhost:10001"}

> config = connect("localhost:20000")
> config = config.getSisterDB("config")

> test = db.getSisterDB("test")
test

> db.runCommand( { enablesharding : "test" } )
{"ok" : 1}
> db.runCommand( { shardcollection : "test.people", key : {name : 1} } )
{"ok" : 1}

> db.runCommand({listshards:1})
{"servers" : [{"_id" :  ObjectId( "4a9d40c981ba1487ccfaa634")  , "host" : "localhost:10000"},
              {"_id" :  ObjectId( "4a9d40df81ba1487ccfaa635")  , "host" : "localhost:10001"}] ,
 "ok" : 1}
>
```

Sharding Administration

See also Configuring.

```
> // test if we are speaking to a mongos process or
> // straight to a mongod process
> db.$cmd.findOne({isdbgrid:1});

> // mongos returns { ismaster: 0.0, msg: "isdbgrid" }
> db.$cmd.findOne({ismaster:1});
```

List Existing Shards

```
> db.runCommand( { listshards : 1 } )
{"servers" :
 [{"_id" :  ObjectId( "4a9d40c981ba1487ccfaa634")  ,
   "host" : "localhost:10000"},
  {"_id" :  ObjectId( "4a9d40df81ba1487ccfaa635")  ,
   "host" : "localhost:10001"}
 ],
 "ok" : 1
}
```

List Which Databases are Sharded

Here we query the config database (through mongos – your shell connection is connected to a mongos and it connects to the config database automatically).

```
> config = db.getSisterDB("config")
> config.system.namespaces.find()
```

See full sharding setup

```
> printShardingStatus( db.getSisterDB( "config" ) );
```

Moving a chunk manually

has to be run on admin db

```
db.runCommand( { movechunk : <full ns> , find : <something in the chunk> , to : <shard name> } )
```

example:

```
db.runCommand( { movechunk : "test.blog.posts" , find : { title : "The Cool Post" } , to :
"192.168.1.2" } )
```

More

```
> db.runCommand({netstat:1})
implementation pending...
```

Sharding and Failover

Failure of a mongod process within a shard (PLANNED)

If a member of a replica set in a shard is down, read and write operations are still permitted. Replica sets functionality is pending: SERVER-557 .

Failure of all mongod processes within a shard

If all replicas within a shard are down, the data within that shard is (at least temporarily) unavailable. Queries which can be resolved at other shards continue to work properly. Queries that require the down shard will return an error.

Failure of a config server

When one of the config servers is down, split and migrate operations do not happen. Other aspects of the system including conventional reads and writes continue properly. It is important that the down config server be repaired by the administrator in a reasonable period of time (say, 1 day) so that shards do not become unbalanced due to lack of migrates (which may or may not happen in practice). Note if repairing the down config server will be difficult, it could simply be retired and removed from the cluster; another can be added back later.

Sharding Limits

Sharding Alpha 2 (MongoDB v1.1)

- Work is still underway on replication/failover. For Alpha 2, please use a single mongod master per shard (and manual slaves if desired). Replica sets, which are intended for use with sharding, are coming: SERVER-557 .
- group() is not supported in alpha 2. In generally, we recommend using the map/reduce facility in sharded environments.
- Sharding must be ran in trusted security mode, without explicit security.

Shard Keys

- Shard keys are immutable in the current version.
- Compound shard keys are not yet supported, but will be in the future.

Differences from Unsharded Configurations

Sharded databases behave differently in certain circumstances from a standalone, single-server mongod instance.

$where

$where works with sharding. However do not reference the db object from the $where function (one normally does not do this anyway).

db.eval

db.eval() may not be used with sharded collections. However, you may use db.eval() if the evaluation function accesses unsharded collections within your database. Use map/reduce in sharded environments.

getPrevError

getPrevError is unsupported for sharded databases, and may remain so in future releases (TBD).

Unique Indexes

For a sharded collection, you may only (optionally) specify a unique constraint on the shard key. Other secondary indexes work (via a global operation) as long as no unique constraint is specified.

Counts

Count is supported with sharding; however, a "count all in collection" will not be instantaneous for a sharded collection as it is for an unsharded collection.

Scale Limits

Goal is support of systems of up to 1,000 shards. Testing for Alpha 2 will be limited to clusters with a modest number of shards (e.g., 20). More information will be reported here later on any scaling limitations which are encountered.

MongoDB sharding supports two styles of operations -- targeted and global. On giant systems, global operations will be of less applicability.

Sharding Internals

This section includes internal implementation details for MongoDB auto sharding. See also the main sharding documentation.

Note: some internals docs could be out of date -- if you see that let us know so we can fix.

Internals

- Moving Chunks
- Sharding Config Schema
- Sharding Design
- Sharding Use Cases
- Shard Ownership
- Splitting Shards

Unit Tests

```
./mongo --nodb jstests/sharding/*js
```

Moving Chunks

- inc version
- try to set on from
- if set is successful, have it "locked"
- start transfer
- finish transfer
- commit result

max version for a shard is MAX(chunks on shard)
this poses slight problem when moving last chunk off of a shard, so add a special marker

Sharding Config Schema

Sharding configuration schema. This lives in the config servers.

Collections

version

This is a singleton that contains the current meta-data version number.

```
> db.getCollection("version").findOne()
{ "_id" : 1, "version" : 2 }
```

settings

Key/Value table for configurable options (chunkSize)

```
> db.settings.find()
{ "_id" : "chunksize", "value" : 200 }
{ "_id" : "balancer", "who" : "ubuntu:27017", "x" : ObjectId("4bd0cb39503139ae28630ee9") }
```

shards

Stores information about the shards.

```
> db.shards.findOne()
{ "_id" : "shard0", "host" : "localhost:30001" }
```

databases

```
{
  "_id" : "admin",
  "partitioned" : false,
  "primary" : "localhost:20001"
}
```

chunks

```
{
 "_id" : "test.foo-x_MinKey",
 "lastmod" : {
  "t" : 1271946858000,
  "i" : 1
 },
 "ns" : "test.foo",
 "min" : {
  "x" : { $minKey : 1 }
 },
 "max" : {
  "x" : { $maxKey : 1 }
 },
 "shard" : "localhost:30002"
}
```

mongos

Record of all mongos affiliated with this cluster. mongos will ping every 30 seconds so we know who is alive.

```
> db.mongos.findOne()
{
 "_id" : "erh-wd1:27017",
 "ping" : "Fri Apr 23 2010 11:08:39 GMT-0400 (EST)",
 "up" : 30
}
```

changelog

Human readable log of all meta-data changes. Capped collection that defaults to 10mb.

```
> db.changelog.findOne()
{
 "_id" : "erh-wd1-2010-3-21-17-24-0",
 "server" : "erh-wd1",
 "time" : "Wed Apr 21 2010 13:24:24 GMT-0400 (EST)",
 "what" : "split",
 "ns" : "test.foo",
 "details" : {
  "before" : {
   "min" : {
    "x" : { $minKey : 1 }
   },
   "max" : {
    "x" : { $maxKey : 1 }
   }
  },
  "left" : {
   "min" : {
    "x" : { $minKey : 1 }
   },
   "max" : {
    "x" : 5
   }
  },
  "right" : {
   "min" : {
    "x" : 5
   },
   "max" : {
    "x" : { $maxKey : 1 }
   }
  }
 }
}
```

Changes

2 (<= 1.5.0) -> 3 (1.5.1)

- shards : _id is now the name
- databases : _id is now the db name
- general : all references to a shard can be via name or host

Sharding Design

concepts

- *config database* - the top level database that stores information about servers and where things live.
- *shard*. this can be either a single server or a replica pair.
- *database* - one top level namespace. a database can be partitioned or not
- *chunk* - a region of data from a particular collection. A chunk can be though of as (*collectionname,fieldname,lowvalue,highvalue*). The range is inclusive on the low end and exclusive on the high end, *i.e.*, [lowvalue,highvalue).

components and database collections

- config database
- config.servers - this contains all of the servers that the system has. These are logical servers. So for a replica pair, the entry would be *192.168.0.10,192.168.0.11*
- config.databases - all of the databases known to the system. This contains the *primary* server for a database, and information about whether its partitioned or not.
    - config.shards - a list of all database *shards*. Each shard is a db pair, each of which runs a db process.
    - config.homes - specifies which shard is *home* for a given client db.
- shard databases
    - *client*.system.chunklocations - the home shard for a given client db contains a *client*.system.chunklocations collection. this

collection lists where to find particular chunks; that is, it maps chunk->shard.
- mongos process
  - "routes" request to proper db's, and performs merges. can have a couple per system, or can have 1 per client server.
  - gets chunk locations from the client db's home shard. load lazily to avoid using too much mem.
    - chunk information is cached by mongos. This information can be stale at a mongos (it is always up to date at the owning shard; you cannot migrate an item if the owning shard is down). If so, the shard contacted will tell us so and we can then retry to the proper location.

db operations

- moveprimary - move a database's primary server
- migrate - migrate a chunk from one machine to another.
  - lock and migrate
  - shard db's coordinate with home shard to atomically pass over ownership of the chunk (two phase commit)
- split - split a chunk that is growing too large into pieces. as the two new chunks are on the same machine after the split, this is really just a metadata update and very fast.
- reconfiguration operations
  - add shard - dbgrid processes should lazy load information on a new (unknown) shard when encountered.
  - retire shard - in background gradually migrate all chunks off

minimizing lock time

If a chunk is migrating and is 50MB, that might take 5-10 seconds which is too long for the chunk to be locked.

We could perform the migrate much like Cloner works,where we copy the objects and then apply all operations that happened during copying. This way lock time is minimal.

Sharding Use Cases

What specific use cases do we want to address with db partioning (and other techniques) that are challenging to scale? List here for discussion.

- video site (e.g., youtube) (also, GridFS scale-up)
  - seems straightforward: partition by video
  - for related videos feature, see search below
- social networking (e.g., facebook)
  - this can be quite hard to partition, because it is difficult to cluster people.
- very high RPS sites with small datasets
  - N replicas, instead of partioning, might help here
    - replicas only work if the dataset is really small as we are using/wasting the same RAM on each replica. thus, partioning might help us with ram cache efficiency even if entire data set fits on one or two drives.
- twitter
- search & tagging

Log Processing

Use cases related to map-reduce like things.

- massive sort
- top N queries per day
- compare data from two nonadjacent time periods

Shard Ownership

By shard ownership we mean which server owns a particular key range.

Early draft/thoughts will change:

Contract

- the master copy of the ownership information is in the config database
- mongos instances have cached info on which server owns a shard. this information may be stale.
- mongod instances have definitive information on who owns a shard (atomic with the config db) when they know about a shards ownership

mongod

The mongod processes maintain a cache of shards the mongod instance owns:

```
map<ShardKey,state> ownership
```

State values are as follows:

- missing - no element in the map means no information available. In such a situation we should query the config database to get the state.
- 1 - this instance owns the shard
- 0 - this instance does not own the shard (indicates we queried the config database and found another owner, and remembered that fact)

Initial Assignment of a region to a node.

This is trivial: add the configuration to the config db. As the ShardKey is new, no nodes have any cached information.

Splitting a Key Range

The mongod instance A which owns the range R breaks it into R1,R2 which are still owned by it. It updates the config db. We take care to handle the config db crashing or being unreachable on the split:

```
lock(R) on A
update the config db -- ideally atomically perhaps with eval().  await return code.
ownership[R].erase
unlock(R) on A
```

After the above the cache has no information on the R,R1,R2 ownerships, and will requery configdb on the next request. If the config db crashed and failed to apply the operation, we are still consistent.

Migrate ownership of keyrange R from server A->B. We assume here that B is the coordinator of the job:

```
B copies range from A
lock(R) on A and B
  B copies any additional operations from A (fast)
  clear ownership maps for R on A and B.  B waits for a response from A on this operation.
  B then updates the ownership data in the config db. (Perhaps even fsyncing.) await return code.
  unlock(R) on B
  delete R on A (cleanup)
unlock (R) on A
```

We clear the ownership maps first. That way, if the config db update fails, nothing bad happens, IF mongos filters data upon receipt for being in the correct ranges (or in its query parameters).

R stays locked on A for the cleanup work, but as that shard no longer owns the range, this is not an issue even if slow. It stays locked for that operation in case the shard were to quickly migrate back.

Migrating Empty Shards

Typically we migrate a shard after a split. After certain split scenarios, a shard may be empty but we want to migrate it.

Splitting Shards

For chunk [lowbound,highbound)->shard, there are two types of splits we can perform. In one case, we split the range s.t. both new chunks have about the same number of values, in another, we split the range but one of the new chunk is empty.

When at least one bound is MinKey or MaxKey, we choose a split strategy s.t. all existing values remain in one chunk. For example:

```
chunk [MinKey, MaxKey) values { 1,5,9,12 }
  becomes
chunk [MinKey, 13) values { 1,5,9,12 }
chunk [13, MaxKey) values { }

whereas

chunk [0 , 15) values { 1,5,9,12 }
  becomes
chunk [0, 9) values { 1,5 }
chunk [9, 15) values { 9,12 }
```

This approach is more efficient when items are added in key order.

Sharding FAQ

- Where do unsharded collections go if sharding is enabled for a database?
- When will data be on more than one shard?
- What happens if I try to update a document on a chunk that is being migrated?
- What if a shard is down or slow and I do a query?
- How do queries distribute across shards?

Where do unsharded collections go if sharding is enabled for a database?

In alpha 2 unsharded data goes to the "primary" for the database specified (query config.databases to see details). Future versions will parcel out unsharded collections to different shards (that is, a collection could be on any shard, but will be on only a single shard if unsharded).

When will data be on more than one shard?

MongoDB sharding is range based. So all the objects in a collection get put into a chunk. Only when there is more than 1 chunk is there an option for multiple shards to get data. Right now, the chunk size is 50mb, so you need at least 50mb for a migration to occur.

What happens if I try to update a document on a chunk that is being migrated?

The update will go through immediately on the old shard, and then the change will be replicated to the new shard before ownership transfers.

What if a shard is down or slow and I do a query?

If a shard is down, the query will return an error. If a shard is responding slowly, mongos will wait for it. You won't get partial results.

How do queries distribute across shards?

There are a few different cases to consider, depending on the query keys and the sort keys. Suppose 3 distinct attributes, X, Y, and Z, where X is the shard key. A query that keys on X and sorts on X will translate straightforwardly to a series of queries against successive shards in X-order. A query that keys on X and sorts on Y will execute in parallel on the appropriate shards, and perform a merge sort keyed on Y of the documents found. A query that keys on Y must run on all shards: if the query sorts by X, the query will serialize over shards in X-order; if the query sorts by Z, the query will parallelize over shards and perform a merge sort keyed on Z of the documents found.

Replication

- Configuration Types
- Security
- Replication Acknowledgement via getlasterror
- Diagnostics
  - From the shell
  - Http Interface
- Command Line Options
  - Master Options
  - Slave Options
  - --slavedelay
- See Also

MongoDB supports replication of data between servers for failover and redundancy.

MongoDB replication is an enhanced form of master-slave configuration: that is, only one server is active for writes (the master) at a given time. With a single active master at any point in time, we can achieve strong consistency semantics. One can also optionally run queries on the slaves when eventually consistent read behavior is acceptable.

Configuration Types

- Master-Slave Replication
- Replica Pairs
- Replica Sets
- Limited Master-Master Replication

All else being equal, master/slave is recommended for MongoDB version 1.4.

Security

When security is enabled, one must configure a user account for the local database that exists on both servers.

The slave-side of a replication connection first looks for a user `repl` in `local.system.users`. If present, that user is used to authenticate against the local database on the source side of the connection. If `repl` user does not exist, the first user object in `local.system.users` is tried.

The `local` database works like the `admin` database: an account for `local` has access to the entire server.

Replication Acknowledgement via getlasterror

A new feature in 1.5.0 is the ability for a client to block until a write operation has been replicated to N servers. The way you do this is to use the getlasterror command with a new parameter "w"

```
db.runCommand( { getlasterror : 1 , w : 2 } )
```

If w is not set, or <= 1, the command returns immediately, implying the data is on 1 server (itself). If w is 2, then the data is on the current server and 1 other slave.

The higher w is, the longer this might take. A recommended way of using this feature in a web context is to do all the write operations for a page, then call this once if needed. That way you're only paying the cost once. Also in 1.5.0, replication is more real time, so on average, the added latency is very low.

There is an optional `wtimeout` parameter that allows you to timeout after a certainly number of milliseconds and perhaps return an error to a user. For example, the following will wait for 3 seconds before giving up:

```
> db.runCommand({getlasterror : 1, w : 40, wtimeout : 3000})
{
        "err" : null,
        "n" : 0,
        "wtimeout" : true,
        "waited" : 3006,
        "errmsg" : "timed out waiting for slaves",
        "ok" : 0
}
```

Note: the current implementation returns when the data has been delivered to w servers. Future versions will provide more options for delivery vs. say, physical fsync at the server.

Diagnostics

From the shell

Check master status from the `mongo` shell with:

```
// inspects contents of local.oplog.$main on master and reports status:
db.printReplicationInfo()
```

Check slave status from the `mongo` shell with:

```
// inspects contents of local.sources on the slave and reports status:
db.printSlaveReplicationInfo()
```

(Note you can evaluate the above functions without the parenthesis above to see their javascript source and a bit on the internals.)

As of 1.3.2, you can do this on the slave

```
db._adminCommand( { serverStatus : 1 , repl : N } )
```

`N` is the level of diagnostic information and can have the following values:

- 0 - none
- 1 - local (doesn't have to connect to other server)
- 2 - remote (has to check with the master)

Http Interface

The administrative Http Interace (at port 28017) provides some basic status information on either a master or slave mongod process.

```
replInfo:  repl: sleep 2sec before next pass
replication
master: 0
slave:  1
initialSyncCompleted: 1
```

Command Line Options

Master Options

```
  --master              master mode
  --oplogSize arg       size limit (in MB) for op log
```

Slave Options

```
  --slave               slave mode
  --source arg          arg specifies master as <server:port>
  --only arg            arg specifies a single database to replicate
  --slavedelay arg      arg specifies delay (in seconds) to be used
                        when applying master ops to slave
  --autoresync          automatically resync if slave data is stale
```

--slavedelay

Sometimes its beneficial to have a slave that is purposefully many hours behind to prevent human error. In MongoDB 1.3.3+, you can specify this with the --slavedelay mongod command line option. Specify the delay in seconds to be used when applying master operations to the slave.

Specify this option at the slave. Example command line:

```
mongod --slave --source mymaster.foo.com --slavedelay 7200
```

See Also

- Production Notes on Halted Replication

Replica Sets

Replica Sets is "Replica Pairs version 2" and will be available in version 1.6.

- Supports more than two servers in the cluster
- Better failover and recovery between nodes
- Data center and rack aware

- Can have passive set members (slaves) that are never primary

> Replica sets are not ready to use as of the current 1.5.x release.
> Please watch this jira for more information: http://jira.mongodb.org/browse/SERVER-557.

Docs

- Replica Set Internals

Replica Set Internals

> **DRAFT** - subject to change.

- Design Concepts
- Configuration
  - Command Line
  - Node Types
  - admin.system.replset
  - Set Initiation (Initial Setup)
- Design
  - Server States
  - Applying Operations
  - OpOrdinal
  - Picking Primary
  - Heartbeat Monitoring
  - Assumption of Primary
  - Failover
  - Resync (Connecting to a New Primary)
  - Consensus
  - Increasing Durability
  - Reading from Secondaries and Staleness
- Example
- Administration
- Future Versions

test

Design Concepts

- A write is only truly committed once it has replicated to a majority of servers in the set. (We can wait for confirmation for this though, with getlasterror.)
- Writes which are committed at the master of the set may be visible before the true cluster-wide commit has occurred. This property, which is more relaxed than some traditional products, makes theoretically achievable performance and availability higher.

Configuration

Command Line

We specify --replSet *set_name*/*seed_hostname_list* on the command line. *seed_hostname_list* is a (partial) list of some members of the set. The system then fetches full configuration information from collection admin.system.replset. *set_name* is specified to help the system catch misconfigurations.

Node Types

Conceptually, we have some different types of nodes:

- Standard - a standard node as described above. Can transition to and from being a *primary* or a *secondary* over time. There is only one primary (master) server at any point in time.
- Passive - a server can participate as if it were a member of the replica set, but be specified to never be Primary.
- Arbiter - member of the cluster for consensus purposes, but receives no data. Arbiters cannot be seed hosts.

Each node in the set has a *priority* setting. On a resync (see below), the rule is: choose as master the node with highest priority that is healthy. If multiple nodes have the same priority, pick the node with the freshest data. For example, we might use 1.0 priority for Normal members, 0.0 for passive (0 indicates cannot be primary no matter what), and 0.5 for a server in a less desirable data center.

admin.system.replset

This collection has one object per server in the set. The objects have the form:

```
{ set : <logical_set_name>, host : <hostname[+port]>
   [, priority: <priority>]
   [, arbiterOnly : true]
 }
```

Additionally an object in this collection holds global configuration settings for the set:

```
{ _id : <logical_set_name>, settings:
   { [heartbeatSleep : <seconds>]
     [, heartbeatTimeout : <seconds>]
     [, connRetries : <n>]
     [, getLastErrorDefaults: <defaults>]
   }
 }
```

heartbeatSleep indicates how frequently nodes should send a heartbeat to each other. For example this could be set to 2 seconds. heartbeatTimeout indicates how long a node needs to fail to send data before we note a problem. connRetries is how many times after heartbeatTimeout to try connecting again and getting a new heartbeat. Defaults will be set, normally one does not need to specify these settings.

getLastErrorDefaults specifies defaults for getlasterror command.

Set Initiation (Initial Setup)

For a new cluster, on negotiation the max op ordinal is zero everywhere. We then know we have a new replica set with no data yet. A special command

```
{replSetInitiate:1}
```

could be sent to a (single) server to begin things.

Design

Server States

- *Primary* - Can be thought of as "master" although which server is primary can vary over time. Only 1 server is primary at a given point in time.
- *Secondary* - Can be thought of as a slave in the cluster; varies over time.
- *Recovering* - getting back in sync before entering Secondary mode.

Applying Operations

Secondaries apply operations from the Primary. Each applied operation is also written to the secondary's local oplog. We need only apply from the current primary (and be prepared to switch if that changes).

OpOrdinal

We use a monotonically increasing ordinal to represent each operation.

These values appear in the oplog (local.oplog.$main). maxLocalOpOrdinal() returns the largest value logged. This value represents how up-to-date we are. The first operation is logged with ordinal 1.

Note two servers in the set could in theory generate different operations with the same ordinal under some race conditions. Thus for full uniqueness one must look at the combination of server id and op ordinal.

Picking Primary

We use a consensus protocol to pick a primary. Exact details will be spared here but that basic process is:

1. get maxLocalOpOrdinal from each server.
2. if a majority of servers are not up (from this server's POV), remain in Secondary mode and stop.
3. if the last op time seems very old, consider stopping and awaiting human intervention.
4. else, using a consensus protocol, pick the server with the highest maxLocalOpOrdinal the Primary.

Any server in the replica set, when it fails to reach master, will attempt a new election process.

Heartbeat Monitoring

All nodes will monitor all other nodes in the set via heartbeats. If the current primary cannot see half of the nodes in the set (including itself), it will fall back to secondary mode. This monitoring is a way to check for network partitions. Otherwise in a network partition, a server might think it is still primary when it is not.

An alternative way to deal with network partitions is proper configuration of the maxLag parameter (see below).

Assumption of Primary

When we become primary, we assume we have the latest data. Any data newer than the new primary's will be discarded.

Failover

We renegotiate when the primary is unavailable.

Resync (Connecting to a New Primary)

When a secondary connects to a new primary, it must resynchronize its position. It is possible the secondary has operations that were never committed at the primary. In this case, we roll those operations back. Additionally we may have new operations from a previous primary that never replicated elsewhere. The method is basically:

- for each operation in our oplog that DNE at the primary, (1) remove from oplog and (2) resync the document in question by a query to the primary for that object. update the object, deleting if it does not exist at the primary.

We can work our way back in time until we find a few operations that are consistent with the new primary, and then stop.

One approach would be to include in the oplog entries a hash of (hash(prev_entry),ordinal,fromserver). Then if the hash does not match, we are out of sync and must work our way back in time.

Consensus

Fancier methods would converge faster but this would get us started. Typically only ~2 nodes will be jockeying for primary status at any given time so there shouldn't be much contention:

- query all others for their maxappliedoptime
- try to elect self if we have the highest time and can see a majority of nodes
    - if a tie on highest time, delay a short random amount amount first
    - elect (selfid,maxoptime) msg -> others
- if we get a msg and our time is higher, we send back NO
- we must get back a majority of YES
- if a YES is sent, we respond NO to all others for 1 minute. Electing ourself counts as a YES.
- repeat as necessary after a random sleep

Increasing Durability

We can trade off durability versus availability in a replica set. When a primary fails, a secondary will assume primary status with whatever data it has. Thus, we have some desire to see that things replicate quickly. Durability is guaranteed once a majority of servers in the replica set have an operation.

Several different techniques could improve durability:

1. The heartbeat monitoring described above would assure that (after a short delay) writes never happen when a majority of servers are offline. However servers could still in theory lag.
2. MaxLag: We could have the Primary block if the slaves are too far behind. We can set a max-lag value <LAG,N>. We then require that at least N secondaries are within LAG time of being current. If this criteria is not met, the primary could block on writes, or return an error on writes, as the data is apt to be lost. max-lag would also be a way to prevent oplog rollover.
3. getlasterror: Clients can call getlasterror and wait for acknowledgement until replication of a an operation has occurred. The client can then selectively call for a blocking, somewhat more synchronous operation.

Reading from Secondaries and Staleness

Secondaries could report via a command how far behind the primary they are. Then, a read-only client can decide if the server's data is too stale or close enough for usage.

Example

server-a: secondary oplog: ()
server-b: secondary oplog: ()
server-c: secondary oplog: ()
…
server-a: primary oplog: (a1,a2,a3,a4,a5)

server-b: secondary oplog: ()
server-c: secondary oplog: ()
…
server-a: primary oplog: (a1,a2,a3,a4,a5)
server-b: secondary oplog: (a1)
server-c: secondary oplog: (a1,a2,a3)
…
// server-a goes down
…
server-b: secondary oplog: (a1)
server-c: secondary oplog: (a1,a2,a3)
...
server-b: secondary oplog: (a1)
server-c: primary oplog: (a1,a2,a3) // c has highest ord and becomes primary
...
server-b: secondary oplog: (a1,a2,a3)
server-c: primary oplog: (a1,a2,a3,c4)
...
server-a resumes
...
server-a: recovering oplog: (a1,a2,a3,a4,a5)
server-b: secondary oplog: (a1,a2,a3)
server-c: primary oplog: (a1,a2,a3,c4)
…
server-a: recovering oplog: (a1,a2,a3,c4)
server-b: secondary oplog: (a1,a2,a3,c4)
server-c: primary oplog: (a1,a2,a3,c4)
…
server-a: secondary oplog: (a1,a2,a3,c4)
server-b: secondary oplog: (a1,a2,a3,c4)
server-c: primary oplog: (a1,a2,a3,c4,c5,c6,c7,c8)
…
server-a: secondary oplog: (a1,a2,a3,c4,c5,c6,c7,c8)
server-b: secondary oplog: (a1,a2,a3,c4,c5,c6,c7,c8)
server-c: primary oplog: (a1,a2,a3,c4,c5,c6,c7,c8)

In the above example, server-c becomes primary after server-a fails. Operations (a4,a5) are lost. c4 and c5 are new operations with the same ordinals.

Administration

Commands:

- { replSetFreeze : <bool> } "freeze" or unfreeze a set. When frozen, new nodes cannot be elected master. Used when doing administration. Details TBD.
- { replSetGetStatus : 1 } get status of the set, from this node's POV
- { replSetInitiate : 1 }
- { ismaster : 1 } check if this node is master

Future Versions

- add support for replication trees / hierarchies
- replicating to a slave that is not a member of the set (perhaps we do not need this given we have the Passive set member type)

Master Slave

Setup of a Manual Master/Slave Configuration

To configure an instance of Mongo to be a master database in a master-slave configuration, you'll need to start two instances of the database, one in *master* mode, and the other in *slave* mode.

> **Data Storage**
> The following examples explicitly specify the location of the data files on the command line. This is unnecessary if you are running the master and slave on separate machines, but in the interest of the readers who are going try this setup on a single node, they are supplied in the interest of safety.

```
$ bin/mongod --master [--dbpath /data/masterdb/]
```

As a result, the master server process will create a `local.oplog.$main` collection. This is the "transaction log" which queues operations which will be applied at the slave.

To configure an instance of Mongo to be a slave database in a master-slave configuration:

```
$ bin/mongod --slave --source <masterhostname>[:<port>]  [--dbpath /data/slavedb/]
```

Details of the source server are then stored in the slave's `local.sources` collection. Instead of specifying the `--source` parameter, one can add an object to `local.sources` which specifies information about the master server:

```
$ bin/mongo <slavehostname>/local
> db.sources.find(); // confirms the collection is empty.  then:
> db.sources.insert( { host: <masterhostname> } );
```

- *`host: masterhostname`* is the IP address or FQDN of the master database machine. Append *`:port`* to the server hostname if you wish to run on a nonstandard port number.
- *`only: databasename`* (optional) if specified, indicates that only the specified database should replicate. NOTE: A bug with `only` is fixed in v1.2.4+.

A slave can pull from multiple upstream masters. In such a situation add multiple configuration objects to the `local.sources` collection. See the One Slave Two Masters doc page.

A server can be slave and a master at same time.

A slave may become out of sync with a master if it falls far behind the data updates available from that master, or if the slave is terminated and then restarted some time later when relevant updates are no longer available from the master. If a slave becomes out of sync, replication will terminate and operator intervention is required by default if replication is to be restarted. An operator may restart replication using the {`resync:1`} command. Alternatively, the command line option `--autoresync` causes a slave to restart replication automatically (after ten second pause) if it becomes out of sync. If the `--autoresync` option is specified, the slave will not attempt an automatic resync more than once in a ten minute periond.

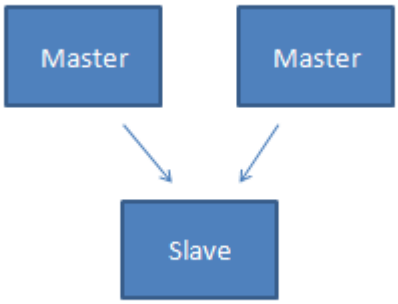
The `--oplogSize` command line option may be specified (along with `--master`) to configure the amount of disk space in megabytes which will be allocated for storing updates to be made available to slave nodes. If the `--oplogSize` option is not specified, the amount of disk space for storing updates will be 5% of available disk space (with a minimum of 1GB) for 64bit machines, or 50MB for 32bit machines.

Security

Example security configuration when security is enabled:

```
$ dbshell <slavehostname>/admin -u <existingadminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
^c
$ dbshell <masterhostname>/admin -u <existingadminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
```

One Slave Two Masters



This document shows an example session with one slave pulling data from two different masters. A couple notes:

- Each master host has a different hostname (hostname:port).
- Pulling the same database from two different databases can have unexpected results. This can be done in certainly limited ways, as the data will tend to be merged, but there are some edge cases: for example the two masters should have exactly the same set of collections or else some may not show up. Generally, this is not recommended.
- Slaving a replica pair is unfortunately not currently supported – see SERVER-30.

```
$ mkdir /data/1
$ mkdir /data/2
$ mkdir /data/3
$ ./mongod --port 27020 --dbpath /data/1 --master &
$ ./mongod --port 27021 --dbpath /data/2 --master &
$ ./mongod --port 27022 --dbpath /data/3 --slave  &

$ # add some data to masters
$ ./mongo localhost:27020
> use db1
> db.foo.insert({x:1})
> db.foo.insert({x:2})
^C
$ # master 2
$ ./mongo localhost:27021
> use db2
> db.foo.insert({x:999, note:"in db2"})
^C

$ # configure slave
$ ./mongo localhost:27022
> use local
> db.sources.insert({host:"localhost:27020"})
> db.sources.insert({host:"localhost:27021"})
> db.sources.find()
{ "_id" : ObjectId("4b8ecfac0cb095ca52b62949"), "host" : "localhost:27020" }
{ "_id" : ObjectId("4b8ecfc30cb095ca52b6294a"), "host" : "localhost:27021" }

> // wait a little, still connected to slave

> use db1
> db.foo.count()
2
> use db2
> db.foo.find()
{ "_id" : ObjectId("4b8ed00a1d42d47b3afa3c47"), "x" : 999, "note" : "in db2" }
> db.printSlaveReplicationInfo()
source:   localhost:27020
syncedTo: Wed Mar 03 2010 16:04:35 GMT-0500 (EST)
          = 2717secs ago (0.75hrs)
source:   localhost:27021
syncedTo: Wed Mar 03 2010 16:09:31 GMT-0500 (EST)
          = 2421secs ago (0.67hrs)
>
```

Replica Pairs

- Setup of Replica Pairs
- Consistency
- Security
- Replacing a Replica Pair Server
- Querying the slave
- What is and when should you use an arbiter?
- Working with an existing (non-paired) database
- See Also

Setup of Replica Pairs

> Replica Sets will soon replace replica pairs. If you are just now setting up an instance, you may want to wait for that and use master/slave replication in the meantime.

Mongo supports a concept of *replica pairs*. These databases automatically coordinate which is the master and which is the slave at a given point in time.

At startup, the databases will negotiate which is master and which is slave. Upon an outage of one database server, the other will automatically take over and become master from that point on. In the event of another failure in the future, master status would transfer back to the other server. The databases manage this themselves internally.

Note: Generally, start with empty /data/db directories for each pair member when creating and running the pair for the first time. See section on Existing Databases below for more information.

To start a pair of databases in this mode, run each as follows:

```
$ ./mongod --pairwith <remoteserver> --arbiter <arbiterserver>
```

where

- *`remoteserver`* is the hostname of the other server in the pair. Append `:port` to the server hostname if you wish to run on a nonstandard port number.
- *`arbiterserver`* is the hostname (and optional port number) of an *arbiter*. An arbiter is a Mongo database server that helps negotiate which member of the pair is master at a given point in time. Run the arbiter on a third machine; it is a "tie-breaker" effectively in determining which server is master when the members of the pair cannot contact each other. You may also run with no arbiter by not including the --arbiter option. In that case, both servers will assume master status if the network partitions.

One can manually check which database is currently the master:

```
$ ./mongo
> db.$cmd.findOne({ismaster:1});
{ "ismaster" : 0.0 , "remote" : "192.168.58.1:30001" , "ok" : 1.0  }
```

(Note: When security is on, `remote` is only returned if the connection is authenticated for the `admin` database.)

However, Mongo drivers with replica pair support normally manage this process for you.

Consistency

Members of a pair are only eventually consistent on a failover. If machine L of the pair was master and fails, its last couple seconds of operations may not have made it to R - R will not have those operations applied to its dataset until L recovers later.

Security

Example security configuration when security is enabled:

```
$ ./mongo <lefthost>/admin -u <adminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
^c
$ ./mongo <righthost>/admin -u <adminusername> -p<adminpassword>
> use local
> db.addUser('repl', <replpassword>);
```

Replacing a Replica Pair Server

When one of the servers in a Mongo replica pair set fails, should it come back online, the system recovers automatically. However, should a machine completely fail, it will need to be replaced, and its replacement will begin with no data. The following procedure explains how to replace one of the machines in a pair.

Let's assume nodes (`n1`, `n2`) is the old pair and that `n2` dies. We want to switch to (`n1`,`n3`).

1. If possible, assure the dead `n2` is offline and will not come back online: otherwise it may try communicating with its old pair partner.
2. We need to tell `n1` to pair with `n3` instead of `n2`. We do this with a `replacepeer` command. Be sure to check for a successful return value from this operation.

```
n1> ./mongo n1/admin
> db.$cmd.findOne({replacepeer:1});
{
    "info" : "adjust local.sources hostname; db restart now required" ,
    "ok" : 1.0
}
```

At this point, n1 is still running but is reset to not be confused when it begins talking to n3 in the future. The server is still up although replication is now disabled.

3. Restart n1 with the right command line to talk to n3

```
n1> ./mongod --pairwith n3 --arbiter <arbiterserver>
```

4. Start n3 paired with n1.

```
n3> ./mongod --pairwith n1 --arbiter <arbiterserver>
```

Note that n3 will not accept any operations as "master" until fully synced with n1, and that this may take some time if there is a substantial amount of data on n1.

Querying the slave

You can query the slave if you set the slave ok flag. In the shell:

```
db.getMongo().setSlaveOk()
```

What is and when should you use an arbiter?

The arbiter is used in some situations to determine which side of a pair is master. In the event of a network partition (left and right are both up, but can't communicate) whoever can talk to the arbiter becomes master.

If your left and right server are on the same switch, an arbiter isn't necessary. If you're running on the same ec2 availability zone, probably not needed as well. But if you've got left and right on different ec2 availability zones, then an arbiter should be used.

Working with an existing (non-paired) database

Care must be taken when enabling a pair for the first time if you have existing datafiles you wish to use that were created from a singleton database. Follow the following procedure to start the pair. Below, we call the two servers "left" and "right".

- assure no mongod processes are running on both servers
- we assume the data files to be kept are on server left. Check that there is no local.* datafiles in left's /data/db (--dbpath) directory. If there are, remove them.
- check that there are no datafiles at all on right's /data/db directory
- start the left process with the appropriate command line including --pairwith argument
- start the right process with the appropriate paired command line

If both left and right servers have datafiles in their dbpath directories at pair initiation, errors will occur. Further, you do not want a local database (which contains replication metadata) during initiation of a new pair.

See Also

- Replica Pairs in Ruby

Master Master Replication

Mongo does not support full master-master replication. However, for certain restricted use cases master-master can be used. Generally, we recommend one does not use the database in a master-master mode.

Master-master usages is eventually consistent.

To configure master-master, simply run both databases with both the --master and --slave parameters. For example, to set up this configuration on a single machine as a test one might run:

```
$ nohup mongod --dbpath /data1/db --port 27017 --master --slave --source localhost:27018 > /tmp/dblog1
&
$ nohup mongod --dbpath /data2/db --port 27018 --master --slave --source localhost:27017 > /tmp/dblog2
&
```

This mode is safe for:

- insert operations
- delete operations by _id;
- any query

Master-master should not be used if:

- concurrent updates of single object may occur (including $inc and other updates)

A sample test session on a single computer follows:

```
$ # terminal 1, we run a mongod on default db port (27017)
$ ./mongod --slave --master --source localhost:10000

$ # terminal 2, we run a mongod on port 10000
$ ./mongod --slave --master --dbpath /data/slave --port 10000 --source localhost

$ # terminal 3, we run the shell here
$ ./mongo
> // 'db' is now connected to localhost:27017/test
> z = connect("localhost:10000/test")
> // 'z' is now connected to localhost:10000/test db

> db.foo.insert({x:7});
> z.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}
> db.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}

> db.foo.insert({x:8})
> db.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}
{"_id" :  ObjectId( "4ab9182a938798896fd8a906")  , "x" : 8}
> z.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}
{"_id" :  ObjectId( "4ab9182a938798896fd8a906")  , "x" : 8}

> z.foo.save({x:9})
> z.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}
{"_id" :  ObjectId( "4ab9182a938798896fd8a906")  , "x" : 8}
{"_id" :  ObjectId( "4ab9188ac50e4c10591ce3b7")  , "x" : 9}
> db.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}
{"_id" :  ObjectId( "4ab9182a938798896fd8a906")  , "x" : 8}
{"_id" :  ObjectId( "4ab9188ac50e4c10591ce3b7")  , "x" : 9}

> z.foo.remove({x:8})
> db.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}
{"_id" :  ObjectId( "4ab9188ac50e4c10591ce3b7")  , "x" : 9}
> z.foo.find()
{"_id" :  ObjectId( "4ab917d7c50e4c10591ce3b6")  , "x" : 7}
{"_id" :  ObjectId( "4ab9188ac50e4c10591ce3b7")  , "x" : 9}

> db.foo.drop()
{"nIndexesWas" : 1 , "msg" : "all indexes deleted for collection" , "ns" : "test.foo" , "ok" : 1}
> db.foo.find()
> z.foo.find()
>
```

Production Notes

- Architecture
  - Production Options
  - Backups
- Recommended System Settings
- TCP Port Numbers
- Tips
- See Also

Architecture

Production Options

- Master Slave
  - 1 master, N slaves - have to handle failover manually
- Replica Pairs
  - 2 servers, 1 is always master, auto-failover

Backups

- Import Export Tools

Recommended System Settings

- turn off atime
- set file descriptor limit to 4+k

TCP Port Numbers

Default TCP port numbers for MongoDB processes:

- standalone mongod – 27017
- mongos – 27017
- shard server (mongod --shardsvr) – 27018
- config server (mongod --configsvr) – 27019
- web stats page for mongod – add 1000 to port number

Tips

- Handling Halted Replication

See Also

- Starting and Stopping the Database

Halted Replication

If you're running mongod with master-slave replication, there are certain scenarios where the slave will halt replication because it hasn't kept up with the master's oplog.

The first is when a slave is prevented from replicating for an extended period of time, due perhaps to a network partition or the killing of the slave process itself. The best solution in this case is to resyc the slave. To do this, open the mongo shell and point it at the slave:

```
$ mongo <slave_host_and_port>
```

Then run the resync command:

```
> use admin
> db.runCommand({resync: 1})
```

Increasing the OpLog Size

Since the oplog is a capped collection, it's allocated to a fixed size; this means that as more data is entered, the collection will loop around and overwrite itself instead of growing beyond its pre-allocated size. If the slave can't keep up with this process, then replication will be halted. The solution is to increase the size of the master's oplog. There are a couple of ways to do this, depending on how big your oplog will be and how much downtime you can stand. But first you need to figure out how big an oplog you need.

Figuring out the OpLog size

If the current oplog size is wrong, how do you figure out what's right? The goal is not to let the oplog age out in the time it takes to clone the database. The first step is to print the replication info. On the master node, run this command:

```
> db.printReplicationInfo();
```

You'll see output like this:

```
configured oplog size:   1048.576MB
log length start to end: 7200secs (2hrs)
oplog first event time:  Wed Mar 03 2010 16:20:39 GMT-0500 (EST)
oplog last event time:   Wed Mar 03 2010 18:20:39 GMT-0500 (EST)
now:                     Wed Mar 03 2010 18:40:34 GMT-0500 (EST)
```

This indicates that you're adding data to the database at a rate of 524MB/hr. If an initial clone takes 10 hours, then the oplog should be at least 5240MB, so something closer to 8GB would make for a safe bet.

Changing the Oplog Size

The standard way of changing the oplog size involves stopping the `mongod` master, deleting the local.* oplog datafiles, and then restarting with the oplog size you need, measured in MB:

```
$ # Stop mongod - killall mongod or kill -2 or ctrl-c) - then:
$ rm /data/db/local.*
$ mongod --oplog=8038 --master
```

This works, but might be a problem if you need a large oplog (say, > 10GB), since the time it takes `mongod` to pre-allocate the oplog files may mean too much downtime. If this is the case, read on.

Manually Allocating OpLog Files

An alternative approach is to create the oplog files manually before shutting down `mongod`. Suppose you need an 20GB oplog; here's how you'd go about creating the files:

1. Create a temporary directory, /tmp/local.
2. You'll be creating ten 2GB datafiles. Here's a shell script for doing just that:

```
cd /tmp/local
for i in {0..9}
    do
    echo $i
    head -c 2146435072 /dev/zero > local.$i
    done
```

Note that the datafiles aren't exactly 2GB due MongoDB's max int size.

3. Shut down the `mongod` master (kill -2) and then replace the oplog files:

```
$ mv /data/db/local.* /safe/place
$ mv /tmp/local/* /data/db/
```

4. Restart the master with the new oplog size:

```
$ mongod --master --oplogSize=20000
```

5. Finally, resync the slave. This can be done by shutting down the slave, deleting all its datafiles, and restarting it.

See Also

- Replication

Security and Authentication

Running Without Security (Trusted Environment)

One valid way to run the Mongo database is in a trusted environment, with no security and authentication. This is the default option and is recommended. Of course, in such a configuration, one must be sure only trusted machines can access database TCP ports.

The current revision of sharding requires trusted (nonsecure) mode.

Mongo Security

The current version of Mongo supports only very basic security. One authenticates a username and password in the context of a particular database. Once authenticated, a normal user has full read and write access to the database in question while a read only user only has read access.

The `admin` database is special. In addition to several commands that are administrative being possible only on `admin`, authentication on `admin` gives one read and write access to all databases on the server. Effectively, `admin` access means root access to the server process.

Run the database (`mongod` process) with the `--auth` option to enable security. You **must** have added a user to the `admin` db before starting the server with `--auth`.

Configuring Authentication and Security

Authentication is stored in each database's `system.users` collection. For example, on a database projectx, `projectx.system.users` will contain user information.

We should first configure an administrator user for the entire db server process. This user is stored under the special `admin` database.

If no users are configured in `admin.system.users`, one may access the database from the localhost interface without authenticating. Thus, from the server running the database (and thus on localhost), run the database shell and configure an administrative user:

```
$ ./mongo
> use admin
> db.addUser("theadmin", "anadminpassword")
```

We now have a user created for database `admin`. Note that if we have not previously authenticated, we now must if we wish to perform further operations, as there is a user in `admin.system.users`.

```
> db.auth("theadmin", "anadminpassword")
```

We can view existing users for the database with the command:

```
> db.system.users.find()
```

Now, let's configure a "regular" user for another database.

```
> use projectx
> db.addUser("joe", "passwordForJoe")
```

Finally, let's add a readonly user. (only supported in 1.3.2+)

```
> use projectx
> db.addUser("guest", "passwordForGuest", true)
```

Changing Passwords

The shell `addUser` command may also be used to update a password: if the user already exists, the password simply updates.

Many Mongo drivers provide a helper function equivalent to the db shell's addUser method.

Deleting Users

To delete a user:

```
db.system.users.remove( { user: username } )
```

Architecture and Components

MongoDB has two primary components to the database server. The first is the mongod process which is the core database server. In many cases, mongod may be used as a self-contained system similar to how one would use mysqld on a server. Separate mongod instances on different machines (and data centers) can replicate from one to another.

Another MongoDB process, mongos, facilitates auto-sharding. mongos can be thought of as a "database router" to make a cluster of mongod processes appear as a single database. See the sharding documentation for more information.

Database Caching

With relational databases, object caching is usually a separate facility (such as memcached), which makes sense as even a RAM page cache hit is a fairly expensive operation with a relational database (joins may be required, and the data must be transformed into an object representation). Further, memcached type solutions are more scaleable than a relational database.

Mongo eliminates the need (in some cases) for a separate object caching layer. Queries that result in file system RAM cache hits are very fast as the object's representation in the database is very close to its representation in application memory. Also, the MongoDB can scale to any level and provides an object cache and database integrated together, which is very helpful as there is no risk of retrieving stale data from the cache. In addition, the complex queries a full DBMS provides are also possible.

Backups

- Fsync, Write Lock and Backup
- Shutdown and Backup
- Exports
- Slave Backup

Several strategies exist for backing up MongoDB databases. A word of warning: it's not safe to back up the mongod data files (by default in /data/db/) while the database is running and writes are occurring; such a backup may turn out to be corrupt. See the fsync option below for a way around that.

Fsync, Write Lock and Backup

MongoDB v1.3.1 and higher supports an fsync and lock command with which we can flush writes, lock the database to prevent writing, and then backup the datafiles.

While in this locked mode, all writes will block. If this is a problem consider one of the other methods below.

Shutdown and Backup

A simple approach is just to stop the database, back up the data files, and resume. This is safe but of course requires downtime.

Exports

The mongodump utility may be used to dump an entire database, even when the database is running and active. The dump can then be restored later if needed.

Slave Backup

Another good technique for backups is replication to a slave database. The slave polls master continuously and thus always has a nearly-up-to-date copy of master.

We then have several options for backing up the slave:

1. Fsync, write lock, and backup the slave.
2. Shut it down, backup, and restart.
3. Export from the slave.

For methods 1 and 2, after the backup the slave will resume replication, applying any changes made to master in the meantime.

Using a slave is advantageous because we then always have backup database machine ready in case master fails (failover). But a slave also gives us the chance to back up the full data set without affecting the performance of the master database.

How to do Snapshotted Queries in the Mongo Database

This document refers to query snapshots. For backup snapshots of the database's datafiles, see the fsync lock page.

For performance reasons, MongoDB does not currently support true point-in-time snapshotting of collections. (This may change in the future.) However, some functionality is available which is detailed below.

Cursors

A MongoDB query returns data as well as a cursor ID for additional lookups, should more data exist. Drivers lazily perform a "getMore" operation as needed on the cursor to get more data. Cursors may have latent getMore accesses that occurs after an intervening write operation on the database collection (i.e., an insert, update, or delete).

Conceptually, a cursor has a current position. If you delete the item at the current position, the cursor automatically skips its current position forward to the next item.

Mongo DB cursors do not provide a snapshot: if other write operations occur during the life of your cursor, it is unspecified if your application will see the results of those operations. In fact, it is even possible (although unlikely) to see the same object returned twice if the object were updated and grew in size (and thus moved in the datafile). To assure no update duplications, use snapshot() mode (see below).

Snapshot Mode

snapshot() mode assures that objects which update during the lifetime of a query are returned once and only once. This is most important when doing a find-and-update loop that changes the size of documents that are returned ($inc does not change size).

```
> // mongo shell example
> var cursor = db.myCollection.find({country:'uk'}).snapshot();
```

Even with snapshot mode, items inserted or deleted during the query may or may not be returned; that is, this mode is not a true point-in-time snapshot (currently).

Note that a true point-in-time snapshot occurs for short query responses (less than 1MB).

Because snapshot mode traverses the _id index, it may not be used with sorting or explicit hints. It also cannot use any other index for the query.

You can get the same effect as snapshot by using any unique index on a field(s) that will not be modified (probably best to use explicit hint() too). If you want to use a non-unique index (such as creation time), you can make it unique by appending _id to the index at creation time.

See Also

- The Advanced Queries section of MongoDB - A Developer's Tour

Troubleshooting

- Too Many Open Files
- mongod process "disappeared"
- See Also

mongod process "disappeared"

Scenario here is the log ending suddenly with no error or shutdown messages logged.

On Unix, check /var/log/messages:

```
$ grep mongod /var/log/messages
$ grep score /var/log/messages
```

See Also

- Diagnostic Tools

Too Many Open Files

If you receive the error too many open files in the mongod log, there are a couple of possible reasons for this.

First, to check what file descriptors are in use, run lsof (some variations shown below):

```
lsof | grep mongod
lsof | grep mongod | grep TCP
lsof | grep mongod | grep data | wc
```

If most lines include "TCP", there are many open connections from client sockets. If most lines include the name of your data directory, the open files are mostly datafiles.

ulimit

If the numbers from lsof look reasonable, check your ulimit settings. The default for file handles (often 1024) might be too low for production usage. Run ulimit -a (or limit -a depending on shell) to check.

High TCP Connection Count

If lsof shows a large number of open TCP sockets, it could be that one or more clients is opening too many connections to the database. Check that your client apps are using connection pooling.

Durability and Repair

- Repairing a Database
- Thoughts on Durability
  - Tradeoffs
- See Also

See also: http://jira.mongodb.org/browse/SERVER-980

Relational database systems achieve durability, in part, by writing all updates to a transaction log. However, transaction logging incurs a performance penalty, so MongoDB takes an alternate approach to durability: replication.

Because MongoDB forgoes transaction logging, it's possible to lose data on a hardware or process crash (or `kill -9`). Data can be lost when writes have occurred recently and haven't yet been synced to disk. If a database file becomes corrupted, it will be necessary to repair the database.

> Since 1.1.4, the --syncdelay option controls how often changes are flushed to disk (the default is 60 seconds). If replication is not being used, it may be desirable to reduce this default.

Repairing a Database

In the event of a crash, we recommend running a repair - analgous to running fsck. If a slave crashes, one option is just to re-slave and start from scratch which will likely be just as fast.

From the command line `mongod --repair`

From the shell:

```
> db.repairDatabase();
```

Analgous to running fsck on the file system, this command will repair the database.

To check the condition of any particular collection, there's a validation command that returns a lot of useful information. For example, here we validate the `users` collection:

```
> db.users.validate();
{
 "ns" : "test.users",
 "result" : " validate
  details: 0x1243dbbdc ofs:740bdc
  firstExtent:0:178b00 ns:test.users
  lastExtent:0:178b00 ns:test.users
  # extents:1
  datasize?:44 nrecords?:1 lastExtentSize:8192
  padding:1
  first extent:
    loc:0:178b00 xnext:null xprev:null
    nsdiag:test.users
    size:8192 firstRecord:0:178bb0 lastRecord:0:178bb0
  1 objects found, nobj:1
  60 bytes data w/headers
  44 bytes data wout/headers
  deletedList: 0000000010000000000
  deleted: n: 1 size: 7956
  nIndexes:2
    test.users.$_id_ keys:1
    test.users.$username_1 keys:1 ",
 "ok" : 1,
 "valid" : true,
 "lastExtentSize" : 8192
}
```

During a repair operation, mongod must store temporary files to disk. By default, mongod creates temporary directories under the dbpath for this purpose. Alternatively, the --repairpath command line option can be used to specify a base directory for temporary repair files.

Thoughts on Durability

If you question the idea of forgoing transaction logging, keep in mind that this idea is not unique to MongoDB. For example, MySQL's MyISAM storage engine also dispenses with transaction logging.

The philosophy behind MongoDB is that different styles of databases should be used for different problems. MongoDB attempts to provide high performance at some reduction of features. Of course, some problems require greater durability: we would not recommend using it for a bond trading system. However, for many problems, particularly with scaling web site infrastructure, MongoDB works quite well in practice (see our growing list of production deployments).

Tradeoffs

Full durability comes at a significant cost to write performance. For this reason, modern hard drives have hardware buffering of writes turned on by default. What's more, many traditional RDBMS solutions simply perform an fsync-style flush when flushing the transaction log. This is reasonably fast but incomplete -- on Linux for example, fsync() may return before the data is permanantly stored when the drive has write caching enabled. (Disabling the write cache on the drive could result in a huge drops in performance).

What all this means is that even the most durable systems are susceptible to corruption and data loss in certain situations. Some research is underway with MongoDB on durability schemes that maintain very high performance. Those desiring greater durability are free to configure the --syncdelay option mentioned above and are encouraged to employ some forms of replication.

See Also

- http://blog.mongodb.org/post/381927266/what-about-durability
- fsync Command

Contributors

- C++ Coding Style
- Project Ideas
- UI
- Source Code
- Building
- Database Internals
- Contributing to the Documentation

10gen Contributor Agreement

C++ Coding Style

> ⚠ not totally obeyed yet

camelCase

brackets

```
if ( 0 ) {
}
```

class members

```
class Foo {
   int _bar;
};
```

templates

```
set<int> s;
```

assertions

There are several different types of assertions used in the MongoDB code. In brief:

- `assert` should be used for internal assertions.
- `massert` is an internal assertion with a message.
- `uassert` is used for a user error

Both `massert` and `uassert` take error codes, so that all errors have codes associated with them. These error codes are assigned randomly, so there aren't segments that have meaning. scons checks for duplicates, but if you want the next available code you can run:

```
python buildscripts/errorcodes.py
```

Project Ideas

If you're interested in getting involved in the MongoDB community (or the open source community in general) a great way to do so is by starting or contributing to a MongoDB related project. Here we've listed some project ideas for you to get started on. For some of these ideas projects are already underway, and for others nothing (that we know of) has been started yet.

A GUI

One feature that is often requested for MongoDB is a GUI, much like CouchDB's futon or phpMyAdmin. There are a couple of projects working on this sort of thing that are worth checking out:

http://github.com/sbellity/futon4mongo
http://www.mongodb.org/display/DOCS/Http+Interface
http://www.mongohq.com

We've also started to spec out the features that a tool like this should provide.

Try Mongo!

It would be neat to have a web version of the MongoDB Shell that allowed users to interact with a real MongoDB instance (for doing the tutorial, etc). A project that does something similar (using a basic MongoDB emulator) is here:

http://github.com/banker/mongulator

Real-time Full Text Search Integration

It would be interesting to try to nicely integrate a search backend like Xapian, Lucene or Sphinx with MongoDB. One idea would be to use MongoDB's oplog (which is used for master-slave replication) to keep the search engine up to date.

GridFS FUSE

There is a project working towards creating a FUSE filesystem on top of GridFS - something like this would create a bunch of interesting potential uses for MongoDB and GridFS:

http://github.com/mikejs/gridfs-fuse

GridFS Web Server Modules

There are a couple of modules for different web servers designed to allow serving content directly from GridFS:

Nginx: http://github.com/mdirolf/nginx-gridfs
Lighttpd: http://bitbucket.org/bwmcadams/lighttpd-gridfs

Framework Adaptors

Working towards adding MongoDB support to major web frameworks is a great project, and work has been started on this for a variety of different frameworks (please use google to find out if work has already been started for your favorite framework).

Logging and Session Adaptors

MongoDB works great for storing logs and session information. There are a couple of projects working on supporting this use case directly.

Logging:
Zend: http://raphaelstolt.blogspot.com/2009/09/logging-to-mongodb-and-accessing-log.html
Python: http://github.com/andreisavu/mongodb-log
Rails: http://github.com/peburrows/mongo_db_logger

Sessions:
web.py: http://github.com/whilefalse/webpy-mongodb-sessions
Beaker: http://pypi.python.org/pypi/mongodb_beaker

Package Managers

Add support for installing MongoDB with your favorite package manager and let us know!

Locale-aware collation / sorting

MongoDB doesn't yet know how to sort query results in a locale-sensitive way. If you can think up a good way to do it and implement it, we'd like to know!

Drivers

If you use an esoteric/new/awesome programming language write a driver to support MongoDB! Again, check google to see what people have started for various languages.

Some that might be nice:

- Scheme (probably starting with PLT)
- GNU R
- Visual Basic
- lua

- Lisp (e.g, Common Lisp)
- Delphi
- Falcon

Write a killer app that uses MongoDB as the persistance layer!

UI

Spec/requirements for a future MongoDB admin UI.

- list databases
    - repair, drop, clone?
- collections
    - validate(), datasize, indexsize, clone/copy
- indexes
- queries - explain() output
- security: view users, adjust
- see replication status of slave and master
- sharding
- system.profile viewer ; enable disable profiling
- curop / killop support

Source Code

All source for MongoDB, it's drivers, and tools is open source and hosted at Github .

- Mongo Database (includes C++ driver)
- Python Driver
- PHP Driver
- Ruby Driver
- Java Driver
- Perl Driver

(Additionally, community drivers and tools also exist and will be found in other places.)

See Also

- Building

Building

This section provides instructions on setting up your environment to write Mongo drivers or other infrastructure code. For specific instructions, go to the document that corresponds to your setup.

Note: see the Downloads page for prebuilt binaries!

Sub-sections of this section:

- Building for FreeBSD
- Building for Linux
- Building for OS X
- Building for Solaris
- Building for Windows
    - Boost 1.41.0 Visual Studio 2010 Binary
- Building Spider Monkey

See Also

- The main Database Internals page
- Building with V8

Building for FreeBSD

On FreeBSD 8.0 and later, there is a mongodb port you can use.

For FreeBSD <= 7.2:

1. Get the database source: http://www.github.com/mongodb/mongo.
2. Update your ports tree:

```
$ sudo portsnap fetch && portsnap extract
```

   The packages that come by default on 7.2 and older are too old, you'll get weird errors when you try to run the database)
3. Install SpiderMonkey:

```
$ cd /usr/ports/lang/spidermonkey && make && make install
```

4. Install scons:

```
$ cd /usr/ports/devel/scons && make && make install
```

5. Install boost: (it will pop up an X "GUI", select `PYTHON`)

```
$ cd /usr/ports/devel/boost-all && make && make install
```

6. Install libexecinfo:

```
$ cd /usr/ports/devel/libexecinfo && make && make install
```

7. Change to the database source directory
8. `scons .`

See Also

- Building for Linux - many of the details there including how to clone from git apply here too.

Building for Linux

- General Instructions
- Special Notes about Spider Monkey
- Package Requirements
  - Fedora
    - Fedora 8 or 10
    - Ubuntu
    - Ubuntu 8.04
    - Ubuntu 9.04 and 9.10
- See Also

General Instructions

1. Install Dependencies - see platform specific below
2. get source

```
git clone git://github.com/mongodb/mongo.git
# pick a stable version unless doing true dev
git tag -l
# Switch to a stable branch (unless doing development) --
# an even second number indicates "stable".  (Although with
# stharding you will want the latest if the latest is less
# than 1.6.0.) For example:
git checkout r1.4.1
```

3. build

```
scons all
```

4. install

```
scons --prefix=/opt/mongo install
```

Special Notes about Spider Monkey

Most pre-built spider monkey binaries don't have UTF8 compiled in. Additionally, ubuntu has a weird version of spider monkey that doesn't support everything we use. If you get any warnings during compile time or runtime, we highly recommend building spider monkey from source. See Building Spider Monkey for more information.

We currently support spider monkey 1.6 and 1.7, although there is some degredation with 1.6, so we recommend using 1.7. We have not yet tested 1.8, but will once it is officially released.

Package Requirements

Fedora

Fedora 8 or 10

```
sudo yum -y install git tcsh scons gcc-c++ glibc-devel
sudo yum -y install boost-devel pcre-devel js-devel readline-devel
#for release builds:
sudo yum -y install boost-devel-static readline-static ncurses-static
```

Ubuntu

See spider monkey note above.

Ubuntu 8.04

```
apt-get -y install tcsh git-core scons g++
apt-get -y install libpcre++-dev libboost-dev libreadline-dev xulrunner-1.9-dev
apt-get -y install libboost-program-options-dev libboost-thread-dev libboost-filesystem-dev
libboost-date-time-dev
```

Ubuntu 9.04 and 9.10

```
apt-get -y install tcsh git-core scons g++
apt-get -y install libpcre++-dev libboost-dev libreadline-dev xulrunner-1.9.1-dev
```

See Also

- The Building page for setup information for other operating systems
- The main Database Internals page

Building for OS X

- Upgrading to Snow Leopard
- Setup
  - Package Manager Setup (32bit)
  - Manual Setup
    - Install Apple developer tools
    - Install libraries (32bit option)
    - Install libraries (64bit option)
- Compiling
- XCode
- See Also

To set up your OS X computer for MongoDB development:

Upgrading to Snow Leopard

If you have installed Snow Leopard, the builds will be 64 bit -- so if moving from a previous OS release, a bit more setup may be required than one might first expect.

1. Install XCode tools for Snow Leopard.
2. Install MacPorts (snow leopard version). If you have MacPorts installed previously, we've had the most success by running `rm -rf /opt/local` first.
3. Update/install packages: `sudo port install boost pcre`.
4. Update/install SpiderMonkey with `sudo port install spidermonkey`. (If this fails, see the note on #2 above.)

Setup

1. Install git. If not already installed, download the source and run `./configure; make; sudo make install`
   - Then: git clone git://github.com/mongodb/mongo.git (more info)
   - Then: git tag -l to see tagged version numbers
   - Switch to a stable branch (unless doing development) -- an even second number indicates "stable". (Although with stharding you will want the latest if the latest is less than 1.6.0.) For example:
     - git checkout r1.4.1
   - If you do not wish to install git you can instead get the source code from the Downloads page.

1. Install gcc.
   gcc version 4.0.1 (from XCode Tools install) works, but you will receive compiler warnings. The easiest way to upgrade gcc is to install the iPhone SDK.

Package Manager Setup (32bit)

1. Install libraries (using macports)

```
port install boost pcre++ spidermonkey
```

Manual Setup

Install Apple developer tools

Install libraries (32bit option)

1. Download boost {{boost 1.37.0 http://downloads.sourceforge.net/boost/boost_1_37_0.tar.gz}}Apply the following patch:

```
diff -u -r a/configure b/configure
--- a/configure 2009-01-26 14:10:42.000000000 -0500
+++ b/configure 2009-01-26 10:21:29.000000000 -0500
@@ -9,9 +9,9 @@

 BJAM=""
 TOOLSET=""
-BJAM_CONFIG=""
+BJAM_CONFIG="--layout=system"
 BUILD=""
 PREFIX=/usr/local
 EPREFIX=
diff -u -r a/tools/build/v2/tools/darwin.jam b/tools/build/v2/tools/darwin.jam
--- a/tools/build/v2/tools/darwin.jam   2009-01-26 14:22:08.000000000 -0500
+++ b/tools/build/v2/tools/darwin.jam   2009-01-26 10:22:08.000000000 -0500
@@ -367,5 +367,5 @@

 actions link.dll bind LIBRARIES
 {
-    "$(CONFIG_COMMAND)" -dynamiclib -Wl,-single_module -install_name "$(<:B)$(<:S)" -L
"$(LINKPATH)" -o "$(<)" "$(>)" "$(LIBRARIES)" -l$(FINDLIBS-SA) -l$(FINDLIBS-ST)
$(FRAMEWORK_PATH) -framework$(_)$(FRAMEWORK:D=:S=) $(OPTIONS) $(USER_OPTIONS)
+    "$(CONFIG_COMMAND)" -dynamiclib -Wl,-single_module -install_name
"/usr/local/lib/$(<:B)$(<:S)" -L"$(LINKPATH)" -o "$(<)" "$(>)" "$(LIBRARIES)" -l$(FINDLIBS-SA)
-l$(FINDLIBS-ST) $(FRAMEWORK_PATH) -framework$(_)$(FRAMEWORK:D=:S=) $(OPTIONS) $(USER_OPTIONS)
 }
```

then,

```
./configure; make; sudo make install
```

2. Install pcre http://www.pcre.org/ (must enable UTF8)

```
./configure --enable-utf8 --enable-unicode-properties  --with-match-limit=200000
--with-match-limit-recursion=4000; make; sudo make install
```

3. Install c++ unit test framework http://unittest.red-bean.com/ (optional)

```
./configure; make; sudo make install
```

Install libraries (64bit option)

(The 64bit libraries will be installed in /usr/64/{include,lib}.)

1. Download SpiderMonkey: ftp://ftp.mozilla.org/pub/mozilla.org/js/js-1.7.0.tar.gz

Apply the following patch:

```
diff -u  -r js/src/config/Darwin.mk js-1.7.0/src/config/Darwin.mk
--- js/src/config/Darwin.mk 2007-02-05 11:24:49.000000000 -0500
+++ js-1.7.0/src/config/Darwin.mk 2009-05-11 10:18:37.000000000 -0400
@@ -43,7 +43,7 @@
 # Just ripped from Linux config
 #

-CC = cc
+CC = cc -m64
 CCC = g++
 CFLAGS +=  -Wall -Wno-format
 OS_CFLAGS = -DXP_UNIX -DSVR4 -DSYSV -D_BSD_SOURCE -DPOSIX_SOURCE -DDARWIN
@@ -56,9 +56,9 @@
 #.c.o:
 #      $(CC) -c -MD $*.d $(CFLAGS) $<

-CPU_ARCH = $(shell uname -m)
+CPU_ARCH = "X86_64"
 ifeq (86,$(findstring 86,$(CPU_ARCH)))
-CPU_ARCH = x86
+CPU_ARCH = x86_64
 OS_CFLAGS+= -DX86_LINUX
 endif
 GFX_ARCH = x
@@ -81,3 +81,14 @@
 # Don't allow Makefile.ref to use libmath
 NO_LIBM = 1

+ifeq ($(CPU_ARCH),x86_64)
+# Use VA_COPY() standard macro on x86-64
+# FIXME: better use it everywhere
+OS_CFLAGS += -DHAVE_VA_COPY -DVA_COPY=va_copy
+endif
+
+ifeq ($(CPU_ARCH),x86_64)
+# We need PIC code for shared libraries
+# FIXME: better patch rules.mk & fdlibm/Makefile*
+OS_CFLAGS += -DPIC -fPIC
+endif
```

compile and install

```
cd src
make -f Makefile.ref
sudo JS_DIST=/usr/64 make -f Makefile.ref export
```

remove the dynamic library

```
sudo rm /usr/64/lib64/libjs.dylib
```

Download boost {{boost 1.37.0 http://downloads.sourceforge.net/boost/boost_1_37_0.tar.gz}}Apply the following patch:

```
diff -u -r a/configure b/configure
--- a/configure 2009-01-26 14:10:42.000000000 -0500
+++ b/configure 2009-01-26 10:21:29.000000000 -0500
@@ -9,9 +9,9 @@

 BJAM=""
 TOOLSET=""
-BJAM_CONFIG=""
+BJAM_CONFIG="architecture=x86 address-model=64 --layout=system"
 BUILD=""
-PREFIX=/usr/local
+PREFIX=/usr/64
 EPREFIX=
 LIBDIR=
 INCLUDEDIR=
diff -u -r a/tools/build/v2/tools/darwin.jam b/tools/build/v2/tools/darwin.jam
--- a/tools/build/v2/tools/darwin.jam   2009-01-26 14:22:08.000000000 -0500
+++ b/tools/build/v2/tools/darwin.jam   2009-01-26 10:22:08.000000000 -0500
@@ -367,5 +367,5 @@

 actions link.dll bind LIBRARIES
 {
-    "$(CONFIG_COMMAND)" -dynamiclib -Wl,-single_module -install_name "$(<:B)$(<:S)" -L"$(LINKPATH)"
-o "$(<)" "$(>)" "$(LIBRARIES)" -l$(FINDLIBS-SA) -l$(FINDLIBS-ST) $(FRAMEWORK_PATH)
-framework$(_)$(FRAMEWORK:D=:S=) $(OPTIONS) $(USER_OPTIONS)
+    "$(CONFIG_COMMAND)" -dynamiclib -Wl,-single_module -install_name "/usr/64/lib/$(<:B)$(<:S)" -L
"$(LINKPATH)" -o "$(<)" "$(>)" "$(LIBRARIES)" -l$(FINDLIBS-SA) -l$(FINDLIBS-ST) $(FRAMEWORK_PATH)
-framework$(_)$(FRAMEWORK:D=:S=) $(OPTIONS) $(USER_OPTIONS)
 }
```

then,

```
./configure; make; sudo make install
```

Install `pcre` `http://www.pcre.org/` (must enable UTF8)

```
CFLAGS="-m64" CXXFLAGS="-m64" LDFLAGS="-m64" ./configure --enable-utf8 --with-match-limit=200000
--with-match-limit-recursion=4000 --enable-unicode-properties --prefix /usr/64; make; sudo make
install
```

Install unit test framework `http://unittest.red-bean.com/` (optional)

```
CFLAGS="-m64" CXXFLAGS="-m64" LDFLAGS="-m64" ./configure --prefix /usr/64; make; sudo make install
```

Compiling

To compile 32bit, just run

```
scons
```

To compile 64bit on 10.5 (64 is default on 10.6), run

```
scons --64
```

XCode

You can open the project with:

```
$ open mongo.xcodeproj/
```

You need to add an executable target.:

1. In the mongo project window, go to the **Executables**, right click and choose **Add**->**NewCustomExecutable**.
2. Name it `db`. Path is *./db/db*.
   It will appear under **Executables**".
3. Double-click on it.
4. Under **general**, set the working directory to the project directory.
5. Under **arguments**, add `run`.
6. Go to **general prefs (cmd ,)**, go to **debugging** and turn off `lazy load`.
   (Seems to be an issue that prevents breakpoints from working in debugger?)

See Also

- The Building page for setup information for other environments
- The main Database Internals page
- The starting point for all Home

Building for Solaris

MongoDB server currently supports little endian Solaris operation. (Although most drivers – not the database server – work on both.)

Community: Help us make this rough page better please! (And help us add support for big endian please...)

Prerequisites:

- g++ 4.x (SUNWgcc)
- scons (need to install from source)
- spider monkey Building Spider Monkey
- pcre (SUNWpcre)
- boost (need to install from source)

See Also

- Joyent
- Building for Linux - many of the details there including how to clone from git apply here too

Building for Windows

- Prerequisites and Setup
- Building with SCons
- Visual Studio IDE
  - Building in the Visual Studio IDE
  - Preprocessor Defines
  - Visual Studio 2010 (beta 2)
- Build Troubleshooting

MongoDB can be compiled for Windows (32 and 64 bit) using Visual C++. SCons is used as the make mechanism, although a .vcproj/.sln is also included in the project for convenience when making changes and debugging.

There are several dependencies exist which are listed below; you may find it easier to simply download a pre-built binary.

Prerequisites and Setup

- Download the source code from Downloads.

or:

- Install Git
  - Then: git clone git://github.com/mongodb/mongo.git (more info)
  - Then: git tag -l to see tagged version numbers
  - Switch to a stable branch (unless doing development) -- an even second number indicates "stable". (Although with stharding you will want the latest if the latest is less than 1.6.0.) For example:
    - git checkout r1.4.1

then:

- If building with scons, install SCons :
  - First install Python: http://www.python.org/download/releases/2.6.4/
  - Then SCons itself: http://sourceforge.net/projects/scons/files/scons/1.2.0/scons-1.2.0.win32.exe/download
  - Add the python scripts directory (e.g., C:\Python26\Scripts) to your PATH

- Install Visual C++ Express or Visual Studio 2008. Building has been tested with Visual Studio 2008 only. We have not tried 2005. There are reports of success building with 2010 (see notes below).

- Install Boost
  - 32-bit: http://www.boostpro.com/products/free install the prebuilt libraries for Boost version 1.35.0 (or higher - generally newer is better). During installation, for release builds choose `static multithread libraries for installation`. The Debug version of the project uses the DLL libraries; choose all multithread libraries if you plan to do development. From the BoostPro installer, be sure to select all relevant libraries that mongodb uses -- for example, you need Filesystem, Regex, Threads, and ProgramOptions (and perhaps others).
  - 64-bit: you must use boost 1.39 or higher. compile boost: bjam variant=debug,release link=static threading=multi address-model=64 runtime-link=static
  - If boost headers are not found when compiling, add the boost home location in Tools.Options.Projects&Solutions.VC++ Directories.Include; for example, "c:\program files\boost\boost_1_39".
  - If boost libs are not found when linking, add the boost lib location in Tools.Options.Projects&Solutions.VC++ Directories.Libraries; for example, "c:\program files\boost\boost_1_39\lib".

- Build a SpiderMonkey js engine library (js.lib) – details here

Building with SCons

The SConstruct file from the MongoDB project is the preferred way to perform production builds. Run scons in the mongo project directory to build.

When using SCons you may want the Visual C++ files to be on your path; one way to do that is use Tools...Visual Studio Command Prompt to get a prompt from Visual Studio.

To build mongod:

- scons

To build the C++ client driver library:

- scons mongoclient.lib

To build all end use components:

- scons all

To build all components including components including unit tests:

- scons .

Visual Studio IDE

Note: building with scons should be considered the "base port" -- 10gen runs all buildbots and regression tests are ran against scons builds. However, the project file is convenient for IDE based development and debugging. Note also that some utilities including the mongo shell are not configured in the project file (use scons or download the binary version).

Note: After installing Visual Studio, you may want to go to **Control Panel**->**Services** and disable SQL Server Express, as we won't be using that.

Building in the Visual Studio IDE

To build, open the db/db.sln solution file.

Preprocessor Defines

These will be set for the vcproj already, but just so you know:

- `_CRT_SECURE_NO_WARNINGS` - suppressed warnings on Visual Studio
- `HAVE_CONFIG_H` - makes PCRE happy on Windows

Visual Studio 2010 (beta 2)

The project includes a Visual Studio 2010 solution file -- db/db_10.sln (as well as .vcxproj files), however this file is out of date. We recommend you open db.sln, which is a VS2008 solution file,and let VS2010 update the project. You will then need to include the boost headers and libraries in the project as there's no global include setting anymore.

Boost 1.41.0 compiles with Visual Studio 2010 -- you will want that version of boost (or newer). A prebuilt (beta 2) boost library binary may be found here. (This prebuilt file was built with beta 2 - for later releases of VS2010, rebuild boost instead.)

Build Troubleshooting

- **Can't find jstypes.h when compiling.** This file is generated when building SpiderMonkey. See the Building SpiderMonkey page for more info.
- **Can't find / run cl.exe when building with scons.** See troubleshooting note on the Building SpiderMonkey page.
- **Error building program database.** (VS2008.) Try installing the Visual Studio 2008 Service Pack 1.

Boost 1.41.0 Visual Studio 2010 Binary

The following is a prebuilt boost binary (libraries) for Visual Studio 2010 beta 2.

The MongoDB vcxproj files assume this package is unzipped under c:\Program Files\boost\boost_1_41_0\.

- http://downloads.mongodb.org/misc/boost_1_41_0_binary_vs10beta2.zipx

Note: we're not boost build gurus please let us know if there are things wrong with the build.

See also the prebuilt boost binaries at http://www.boostpro.com/download.

Building Spider Monkey

- Building js.lib - Unix
  - Download
  - Build
  - Install
- Building js.lib - Windows
  - Prebuilt
  - Download
  - Build
  - Troubleshooting scons
- See Also

MongoDB uses SpiderMonkey for server-side Javascript execution. The mongod project requires a file js.lib when linking. This page details how to build js.lib.

Note: V8 Javascript support is under development.

Building js.lib - Unix

Download

```
curl -O ftp://ftp.mozilla.org/pub/mozilla.org/js/js-1.7.0.tar.gz
tar zxvf js-1.7.0.tar.gz
```

Build

```
cd js/src
export CFLAGS="-DJS_C_STRINGS_ARE_UTF8"
make -f Makefile.ref
```

SpiderMonkey does not use UTF-8 by default, so we enable before building.

An experimental SConstruct build file is available here.

Install

```
JS_DIST=/usr make -f Makefile.ref export
```

By default, the mongo scons project expects spidermonkey to be located at ../js/.

Building js.lib - Windows

Prebuilt

For convenience when compling MongoDB on Windows, a prebuilt SpiderMonkey library and headers for Win32 is attached to this document (this file may or may not work depending on your compile settings and compiler version). Alternatively, follow the steps below.

Download

From an msysgit or cygwin shell, run:

```
curl -O ftp://ftp.mozilla.org/pub/mozilla.org/js/js-1.7.0.tar.gz
tar zxvf js-1.7.0.tar.gz
```

Build

cd js/src

```
export CFLAGS="-DJS_C_STRINGS_ARE_UTF8"
make -f Makefile.ref
```

If cl.exe is not found, launch Tools...Visual Studio Command Prompt from inside Visual Studio -- your path should then be correct for make.

If you do not have a suitable make utility installed, you may prefer to build using scons. An experimental SConstruct file to build the js.lib is available in the mongodb/snippets project. For example:

```
cd
git clone git://github.com/mongodb/mongo-snippets.git
cp mongo-snippets/jslib-sconstruct js/src/SConstruct
cd js/src
scons
```

Troubleshooting scons

Note that scons does not use your PATH to find Visual Studio. If you get an error running cl.exe, try changing the following line in the msvc.py scons source file from:

```
MVSdir = os.getenv('ProgramFiles') + r'\Microsoft Visual Studio 8'
```

to

```
MVSdir = os.getenv('ProgramFiles') + r'\Microsoft Visual Studio ' + version
```

See Also

- Building MongoDB

Database Internals

This section provides information for developers who want to write drivers or tools for MongoDB, \ contribute code to the MongoDB codebase itself, and for those who are just curious how it works internally.

Sub-sections of this section:

- Caching
- Cursors
- Error Codes
- Internal Commands
- Replication Internals
- Smoke Tests
- Pairing Internals

Caching

MongoMemMapped_RecStore Storage Engine

This is the current default storage engine for MongoDB, and it uses memory-mapped files for all disk I/O. Using this strategy, the operating system's virtual memory manager is in charge of caching. This has several implications:

- There is no redundancy between file system cache and database cache: they are one and the same.
- MongoDB can use all free memory on the server for cache space automatically without any configuration of a cache size.
- Virtual memory size and resident size will appear to be very large for the mongod process. This is benign: virtual memory space will be just larger than the size of the datafiles open and mapped; resident size will vary depending on the amount of memory not used by other processes on the machine.
- Caching behavior (such as LRU'ing out of pages, and laziness of page writes) is controlled by the operating system: quality of the VMM implementation will vary by OS.

CachedBasicRecStore (alternative) Storage Engine

An alternative storage engine (CachedBasicRecStore), which does not use memory-mapped files, is under development. This engine is more traditional in design with its own page cache. With this store the database has more control over the exact timing of reads and writes, and of the cache LRU strategy.

Generally, the memory-mapped store works quite well. The alternative store will be useful in cases where an operating system's virtual memory manager is behaving suboptimally.

Cursors

Redirection Notice
This page should redirect to Internals.

Error Codes

Error Code	Description	Comments
E10003	failing update: objects in a capped ns cannot grow	
E11000	duplicate key error	_id values must be unique in a collection
E11001	duplicate key on update	
E12000	idxNo fails	an internal error
E12001	can't sort with $snapshot	the $snapshot feature does not support sorting yet
E12010 - E12012	can't $inc/$set an indexed field	

Internal Commands

Most commands have helper functions and do not require the `$cmd.findOne()` syntax. These are primarily internal and administrative.

```
> db.$cmd.findOne({assertinfo:1})
{
    "dbasserted" : false , // boolean: db asserted
"asserted" : false , // boolean: db asserted or a user assert have happend
"assert" : "" ,  // regular assert
"assertw" : "" , // "warning" assert
"assertmsg" : "" , // assert with a message in the db log
"assertuser" : "" , // user assert - benign, generally a request that was not meaningful
"ok" : 1.0
}

> db.$cmd.findOne({serverStatus:1})
{
  "uptime" : 6 ,
  "globalLock" : {
                    "totalTime" : 6765166 ,
                    "lockTime" : 2131 ,
                    "ratio" : 0.00031499596610046226
                  } ,
   "mem" : {
                    "resident" : 3 ,
                    "virtual" : 111 ,
                    "mapped" : 32
   } ,
  "ok" : 1
}



> admindb.$cmd.findOne({replacepeer:1})
{
    "info" : "adjust local.sources hostname; db restart now required" ,
    "ok" : 1.0
}

// close all databases.  a subsequent request will reopen a db.
> admindb.$cmd.findOne({closeAllDatabases:1});
```

Replication Internals

On the *master* mongod instance, the `local` database will contain a collection, `oplog.$main`, which stores a high-level transaction log. The transaction log essentially describes all actions performed by the user, such as "insert this object into this collection." Note that the oplog is not a low-level redo log, so it does not record operations on the byte/disk level.

The *slave* mongod instance polls the `oplog.$main` collection from *master*. The actual query looks like this:

```
local.oplog.$main.find({ ts: { $gte: ''last_op_processed_time'' } }).sort({$natural:1});
```

where 'local' is the master instance's `local` database. `oplog.$main` collection is a capped collection, allowing the oldest data to be aged out automatically.

See the Replication section of the Mongo Developers' Guide for more information.

`OpTime`

An `OpTime` is a 64-bit timestamp that we use to timestamp operations. These are stored as Javascript `Date` datatypes but are *not* JavaScript Date objects. Implementation details can be found in the `OpTime` class in *repl.h*.

Applying OpTime Operations

Operations from the oplog are applied on the slave by reexecuting the operation. Naturally, the log includes write operations only.

Note that inserts are transformed into upserts to ensure consistency on repeated operations. For example, if the slave crashes, we won't know

exactly which operations have been applied. So if we're left with operations 1, 2, 3, 4, and 5, and if we then apply 1, 2, 3, 2, 3, 4, 5, we should achieve the same results. This repeatability property is also used for the initial cloning of the replica.

Tailing

After applying operations, we want to wait a moment and then poll again for new data with our `$gte`operation. We want this operation to be fast, quickly skipping past old data we have already processed. However, we do not want to build an index on `ts`, as indexing can be somewhat expensive, and the oplog is write-heavy. Instead, we use a table scan in [natural] order, but use a tailable cursor to "remember" our position. Thus, we only scan once, and then when we poll again, we know where to begin.

Initiation

To create a new replica, we do the following:

```
t = now();
cloneDatabase();
end = now();
applyOperations(t..end);
```

`cloneDatabase`effectively exports/imports all the data in the database. Note the actual "image" we will get may or may not include data modifications in the time range (`t..end`). Thus, we apply all logged operations from that range when the cloning is complete. Because of our repeatability property, this is safe.

See class `Cloner` for more information.

Smoke Tests

```
// run basic c++ unit tests:
scons smoke

// run all unit tests (slow)
// NOTE This scons target starts a mongod instance needed by some tests.
scons smokeAll

// to run basic jstests
// first start mongod, then:
scons smokeJs
```

Full list of scons targets for running smoke tests:
smoke, smokePerf, smokeClient, mongosTest, smokeJs, smokeClone, smokeRepl, smokeDisk, smokeSharding, smokeJsPerf, smokeQuota, smokeTool

Note that before running smokeClient, smokeJs, smokeJsPerf, or smokeQuota a mongod instance must first be started.

Pairing Internals

Policy for reconciling divergent oplogs

In a paired environment, a situation may arise in which each member of a pair has logged operations as master that have not been applied to the other server. In such a situation, the following procedure will be used to ensure consistency between the two servers:

1. The new master will scan through its own oplog from the point at which it last applied an operation from it's peer's oplog to the end. It will create a set C of object ids for which changes were made. It will create a set M of object ids for which only modifier changes were made. The values of C and M will be updated as client operations are applied to the new master.
2. The new master will iterate through its peer's oplog, applying only operations that will not affect an object having an id in C.
3. For any operation in the peer's oplog that may not be applied due to the constraint in the previous step, if the id of the of the object in question is in M, the value of the whole object on the new master is logged to the new master's oplog.
4. The new slave applies all operations from the new master's oplog.

Contributing to the Documentation

Qualified volunteers are welcome to assist in editing the wiki documentation. Contact us for more information.

Editing Confluence From Emacs

You can edit confluence directly from emacs:

First, follow the basic instructions on http://code.google.com/p/confluence-el/

Change the confluence-url in their sample setup to http://mongodb.onconfluence.com/rpc/xmlrpc

Might also want to change the default space to DOCS or DOCS-ES or whatever space you edit the most.

Mongo Documentation Style Guide

This page provides information for everyone adding to the Mongo documentation on Confluence. It covers:

- General Notes on Writing Style
- Guide to Confluence markup for specific situations
- Some general notes about doc production

General Notes on Writing Style

Voice

Active voice is almost always preferred to passive voice.

To make this work, however, you may find yourself anthropromorphizing components of the system - that is, treating the driver or the database as an agent that actually does something. ("The dbms writes the new record to the collection" is better than "the new record is written to the database", but some purists may argue that the dbms doesn't do anything - it's just code that directs the actions of the processor - but then someone else says "yes, but does the processor really do anything?" and so on and on.) It is simpler and more economical to write as if these components are actually doing things, although you as the infrastructure developers might have to stop and think about which component is actually performing the action you are describing.

Tense

Technical writers in general prefer to keep descriptions of processes in the present tense: "The dbms writes the new collection to disk" rather than "the dbms will write the new collection to disk." You save a few words that way.

MongoDB Terminology

It would be good to spell out precise definitions of technical words and phrases you are likely to use often, like the following:

- Mongo
- database (do you want "a Mongo database"? Or a Mongo database instance?)
- dbms (I have't seen this term often - is it correct to talk about "the Mongo DBMS"?)
- Document
- Record
- Transaction (I stopped myself from using this term because my understanding is the Mongo doesn't support "transactions" in the sense of operations that are logged and can be rolled back - is this right?)

These are just a few I noted while I was editing. More should be added. It would be good to define these terms clearly among yourselves, and then post the definitions for outsiders.

Markup for terms

It's important to be consistent in the way you treat words that refer to certain types of objects. The following table lists the types you will deal with most often, describes how they should look, and (to cut to the chase) gives you the Confluence markup that will achieve that appearance.

Type	Appearance	Markup
Object name (the type of "object" that "object-oriented programming" deals with)	monospace	{{ `term` }}
short code fragment inline	monospace	{{ `term` }}
file path/name, extension	italic	_term_
programming command, statement or expression	monospace	{{ `term` }}
variable or "replaceable item"	monospace italic	`_term_`
Placeholders in paths, directories, or other text that would be italic anyway	angle brackets around <item>	<item>

GUI element (menus menu items, buttons	bold	*term*
First instance of a technical term	italic	_term_
tag (in HTML or XML, for example)	monospace	{{ `term` }}
Extended code sample	code block	{code} program code {code}

In specifying these, I have relied on the O'Reilly Style Guide, which is at:

http://oreilly.com/oreilly/author/stylesheet.html

This guide is a good reference for situations not covered here.

I should mention that for the names of GUI objects I followed the specification in the Microsoft Guide to Technical Publications.

Other Confluence markup

If you are editing a page using Confluence's RTF editor, you don't have to worry about markup. Even if you are editing markup directly, Confluence displays a guide on the right that shows you most of the markup you will need.

References and Links

Confluence also provides you with a nice little utility that allows you to insert a link to another Confluence page by searching for the page by title or by text and choosing it from a list. Confluence handles the linking markup. You can even use it for external URLs.

The one thing this mechanism does NOT handle is links to specific locations within a wiki page. Here is what you have to know if you want to insert these kinds of links:

- Every heading you put in a Confluence page ("h2.Title", "h3.OtherTitle", etc.) becomes an accessible "anchor" for linking.
- You can also insert an anchor anywhere else in the page by inserting "{anchor\:*anchorname}" where _anchorname* is the unique name you will use in the link.
- To insert a link to one of these anchors, you must go into wiki markup and add the anchor name preceded by a "#". Example: if the page `MyPage` contains a heading or an ad-hoc anchor named `GoHere`, the link to that anchor from within the same page would look like `[#GoHere]`, and a link to that anchor from a different page would look like `[MyPage#GoHere]`. (See the sidebar for information about adding other text to the body of the link.)

Special Characters

- You will often need to insert code samples that contain curly braces. As Dwight has pointed out, Confluence gets confused by this unless you "escape" them by preceding them with a backslash, thusly:

  ```
  \{  \}
  ```

  You must do the same for "[", "]", "_" and some others.
  Within a {code} block you don't have to worry about this. If you are inserting code fragments inline using {{ and }}, however, you still need to escape these characters. Further notes about this:

  - If you are enclosing a complex code expression with {{ and }}, do NOT leave a space between the last character of the expression and the }}. This confuses Confluence.
  - Confluence also gets confused (at least sometimes) if you use {{ and }}, to enclose a code sample that includes escaped curly brackets.

About MongoDB's Confluence wiki

Confluence has this idea of "spaces". Each person has a private space, and there are also group spaces as well.

The MongoDB Confluence wiki has three group spaces defined currently:

- Mongo Documentation - The publicly accessible area for most Mongo documentation
- Contributor - Looks like, the publicly accessible space for information for "Contributors"
- Private - a space open to MongoDB developers, but not to the public at large.
  As I said in my email on Friday, all of the (relevant) info from the old wiki now lives in the "Mongo Documentation"

Standard elements of Wiki pages

You shouldn't have to spend a lot of time worrying about this kind of thing, but I do have just a few suggestions:

- Since these wiki pages are (or can be) arranged hierarchically, you may have "landing pages" that do little more than list their child pages. I think Confluence actually adds a list of children automatically, but it only goes down to the next hierarchical level. To insert a hierarchical list of a page's children, all you have to do is insert the following Confluence "macro":

  ```
  {children:all=true}
  ```

  See the Confluence documentation for more options and switches for this macro.

- For pages with actual text, I tried to follow these guidelines:
  - For top-level headings, I used "h2" not "h1"
  - I never began a page with a heading. I figured the title of the page served as one.
  - I always tried to include a "See Also" section that listed links to other Mongo docs.
  - I usually tried to include a link to the "Talk to us about Mongo" page.

Community

General Community Resources

User Mailing List

The user list is for general questions about using, configuring, and running MongoDB and the associated tools and drivers. The list is open to everyone

IRC chat

irc://irc.freenode.net/#mongodb

Blog

http://blog.mongodb.org/

Bugtracker

File, track, and vote on bugs and feature requests. There is issue tracking for MongoDB and all supported drivers

Announcement Mailing List

http://groups.google.com/group/mongodb-announce - for release announcement and important bug fixes.

Store

Visit our Cafepress store for Mongo-related swag.

Resources for Driver and Database Developers

Developer List

This mongodb-dev mailing list is for people developing drivers and tools, or who are contributing to the MongoDB codebase itself.

Source

The source code for the database and drivers is available at the http://github.com/mongodb.

MongoDB Commercial Services Providers

Note: if you provide consultative or support services for MongoDB and wish to be listed here, just let us know.

- Support
- Training
- Hosting
- Consulting
  - Hashrocket

- LightCube Solutions
- Squeejee
- 10gen

Support

10gen offers commercial MongoDB support services.

Training

10gen offers MongoDB training, with upcoming sessions in San Francisco and New York City. Custom training programs are available as well.

Hosting

See the MongoDB Hosting Center.

Consulting

Hashrocket

Hashrocket is a full-service design and development firm that builds successful web businesses. Hashrocket continually creates and follows best practices and surround themselves with passionate and talented craftsmen to ensure the best results for you and your business.

LightCube Solutions

LightCube Solutions provides PHP development and consulting services, as well as a lightweight PHP framework designed for MongoDB called 'photon'

Squeejee

Squeejee builds web applications on top of MongoDB with multiple sites already in production.

10gen

10gen offers consulting services for MongoDB application design, development, and production operation. These services are typically advisory in nature with the goal of building higher in-house expertise on MongoDB for the client.

User Feedback

"I just have to get my head around that mongodb is really _this_ good"
-muckster, #mongodb

"Guys at Redmond should get a long course from you about what is the software development and support "
-kunthar@gmail.com, mongodb-user list

"#mongoDB keep me up all night. I think I have found the 'perfect' storage for my app "
-elpargo, Twitter

"Maybe we can relax with couchdb but with mongodb we are completely in dreams"
-namlook, #mongodb

"Dude, you guys are legends!"
-Stii, mongodb-user list

"Times I've been wowed using MongoDB this week: 7."
-tpitale, Twitter

Community Blog Posts

Why I Think Mongo is to Databases what Rails was to Frameworks
-John Nunemaker

MongoDB a Light in the Darkness...
-EngineYard

Introducing MongoDB
-Linux Magazine

NoSQL in the Real World
-CNET

Boxed Ice - Choosing a non-relational database; why we migrated from MySQL to MongoDB

The Other Blog - The Holy Grail of the Funky Data Model
-Tom Smith

GIS Solved - Populating a MongoDb with POIs
-Samuel

Community Presentations

How Python, TurboGears, and MongoDB are Transforming SourceForge.net
Rick Copeland at PyCon 2010

MongoDB
Adrian Madrid at Mountain West Ruby Conference 2009, video

MongoDB - Ruby friendly document storage that doesn't rhyme with ouch
Wynn Netherland at Dallas.rb Ruby Group, slides

MongoDB
jnunemaker at Grand Rapids RUG, slides

Developing Joomla! 1.5 Extensions, Explained (slide 37)
Mitch Pirtle at Joomla!Day New England 2009, slides

Drop Acid (slide 31) (video)
Bob Ippolito at Pycon 2009

Python and Non-SQL Databases (in French, slide 21)
Benoit Chesneau at Pycon France 2009, slides

Massimiliano Dessì at the Spring Framework Italian User Group

- MongoDB (in Italian)
- MongoDB and Scala (in Italian)

Presentations and Screencasts at Learnivore
Frequently-updated set of presentations and screencasts on MongoDB.

Benchmarking

We keep track of user benchmarks on the Benchmarks page.

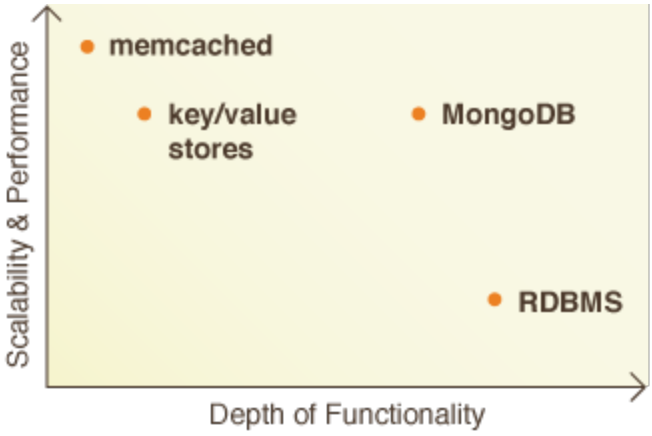
About

- Philosophy
- Use Cases
- Production Deployments
- Mongo-Based Applications
- Events
- Roadmap
- Articles
- Benchmarks
- FAQ
- Product Comparisons
- Licensing
- Books

Philosophy

Design Philosophy

- Databases are specializing - the "one size fits all" approach no longer applies.
- By reducing transactional semantics the db provides, one can still solve an interesting set of problems where performance is very important, and horizontal scaling then becomes easier.
- The (JSON) document data model is easy to code to, easy to manage (schemaless), and yields excellent performance by grouping relevant data together internally.
- A non-relational approach is the best path to database solutions which scale horizontally to many machines.
- While there is an opportunity to relax certain capabilities for better performance, there is also a need for deeper functionality than that provided by pure key/value stores.
- Database technology should run anywhere, being available both for running on your own servers or VMs, and also as a cloud pay-for-what-you-use service.



Use Cases

See also the Production Deployments page for a discussion of how companies like Disqus, EA, Github, SourceForge, etc. use MongoDB.

Use Case Articles

- Using MongoDB for Real-time Analytics
- Using MongoDB for Logging
- Full Text Search in Mongo

Well Suited

- Operational data store of a web site. MongoDB is very good at real-time inserts, updates, and queries. Scalability and replication are provided which are necessary functions for large web sites' real-time data stores. Specific web use case examples:
    - content management
    - comment storage, management, voting
    - real time page view counters
    - user registration, profile, session data
- Caching. With its potential for high performance, MongoDB works well as a caching tier in an information infrastructure. The persistent backing of Mongo's cache assures that on a system restart the downstream data tier is not overwhelmed with cache population activity.
- "High volume, low value data". Problems where a traditional DBMS might be too expensive for the data in question. In many cases developers would traditionally write custom code to a filesystem instead using flat files or other methodologies.
- Problems requiring high scalability. Mongo is well suited to problems where the database must comprise tens or hundreds of servers. Map/Reduce engine integration is planned in the Mongo roadmap.
- Storage of program objects and JSON data (and equivalent). Mongo's BSON data format makes it very easy to store and retrieve data in a document-style / "schemaless" format. Addition of new properties to existing objects is easy and does not require blocking "ALTER TABLE" style operations.

Less Well Suited

- Highly transactional systems, such as banking systems and accounting. MongoDB, like most "NOSQL" solutions, provides lightweight transactionality: atomicity around single documents only. Applications with highly complex transactions are more suited to a traditional RDBMS.
- Traditional Business Intelligence. Data warehouses are more suited to new, problem-specific BI databases. However note that MongoDB can work very well for several reporting and analytics problems where data is predistilled or aggregated in runtime -- but classic, business intelligence is not a sweet spot.
- Problems requiring SQL.

Use Case - Session Objects

MongoDB is a good tool for storing HTTP session objects.

One implementation model is to have a sessions collection, and store the session object's _id value in a browser cookie.

With its update-in-place design and general optimization to make updates fast, the database is efficient at receiving an update to the session object on every single app server page view.

Aging Out Old Sessions

The best way to age out old sessions is to use the auto-LRU facility of capped collections. The one complication is that objects in capped collections may not grow beyond their initial allocation size. To handle this, we can "pre-pad" the objects to some maximum size on initial addition, and then on further updates we are fine if we do not go above the limit. The following mongo shell javascript example demonstrates

padding.

(Note: a clean padding mechanism should be added to the db so the steps below are not necessary.)

```
> db.createCollection('sessions', { capped: true, size : 1000000 } )
{"ok" : 1}
> p = "";
> for( x = 0; x < 100; x++ ) p += 'x';
> s1 = { info: 'example', _padding : p };
{"info" : "example" , "_padding" :
"xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx"
}
> db.sessions.save(s1)
> s1
{"info" : "example" , "_padding" :
"xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx"
, "_id" :  ObjectId( "4aafb74a5761d147677233b0") }

> // when updating later
> s1 = db.sessions.find( { _id : ObjectId( "4aafb74a5761d147677233b0") } )
{"_id" :  ObjectId( "4aafb74a5761d147677233b0")  , "info" : "example" , "_padding" :
"xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx"
}
> delete s._padding;
true
>  s.x = 3; // add a new field
3
> db.sessions.save(s);
> s
{"_id" :  ObjectId( "4aafb5a25761d147677233af")  , "info" : "example" , "x" : 3}
```

Production Deployments

If you're using MongoDB in production, we'd love to list you here! Email meghan@10gen.com.

Company	Use Case
sourceforge	MongoDB is used for back-end storage on the SourceForge front pages, project pages, and download pages for all projects. See Compound Thinking, the SourceForge blog, and the PyCon 2010 website for details.
foursquare	Foursquare is a location based social network that incorporates gaming elements.
Etsy	Etsy is a website that allows users to buy and sell handmade items.
github SOCIAL CODING	GitHub, the social coding site, is using MongoDB for an internal reporting application.
The New York Times	The New York Times is using MongoDB in a form-building application for photo submissions. Mongo's lack of schema gives producers the ability to define any combination of custom form fields. For example, submit a food photo. The entire interactive application is powered by MongoDB.
DISQUS	Disqus is an innovative blog-commenting system.

Boxed Ice	BoxedIce's server monitoring solution - Server Density - stores 600 million+ documents in MongoDB. BoxedIce blog posts: • Why we migrated from mysql to mongodb • Notes from a production deployment
CollegeHumor	CollegeHumor is a comedy website. MongoDB is used in CollegeHumor for internal analytics and link exchange application.
mongoHQ yep, it's that easy.	MongoHQ provides a hosting platform for MongoDB and also uses MongoDB as the back-end for its service. Our hosting centers page provides more information about MongoHQ and other MongoDB hosting options.
Justin.tv	Justin.tv is the easy, fun, and fast way to share live video online. MongoDB powers Justin.tv's internal analytics tools for virality, user retention, and general usage stats that out-of-the-box solutions can't provide. Read more about Justin.tv's broadcasting architecture.
The Business Insider	The Business Insider has been using MongoDB since the beginning of 2008. All of the site's data, including posts, comments, and even the images, are stored on MongoDB. Read more...
chartbeat	Chartbeat is a revolutionary real-time analytics service that enables people to understand emergent behaviour in real-time and exploit or mitigate it. Chartbeat stores all historical analytics data in MongoDB. Read The Secret Weapons Behind Chartbeat for more information.
Hot Potato	Hot Potato is a social tool that organizes conversations around events. See Hot Potato's presentation about using Scala and MongoDB at the New York Tech Talks Meetup.
PhoneTag	PhoneTag is a service that automatically transcribes voicemail to text and delivers it in real-time via e-mail and SMS. PhoneTag stores the metadata and transcriptions for every voicemail it process in MongoDB.
HASHROCKET EXPERTLY CRAFTED WEB	Hashrocket is an expert web design and development group. Hashrocket built PharmMD, a fully-featured Medication Management application in Ruby on Rails. The system contains functionality for identifying and resolving drug-related problems for millions of patients.
ubiquity	The Mozilla open-source Ubiquity Herd project uses MongoDB for back-end storage. Source code is available on bitbucket.
GILT GROUPE	Gilt Groupe is an invitation only luxury shopping site.
Codaset TM	Codaset is an open system where you can browse and search through open source projects, and check out what your friends are coding. Read the Codaset blog: The awesomeness that is MongoDB and NoSQL, is taking over Codaset
wordnik All the words.	Wordnik stores its entire text corpus in MongoDB - 1.2TB of data in over 5 billion records. The speed to query the corpus was cut to 1/4 the time it took prior to migrating to MongoDB. Read more about MongoDB at Wordnik on their blog.

SHOPwiki	Shopwiki uses Mongo as a data store for its shopping search engine, where they commit all the data generated, such as custom analytics. Mongo's performance is such that ShopWiki uses it in cases where MySQL would just not be practical. ShopWiki is also using it as a storage engine for all R&D and data-mining efforts where MongoDB's document oriented architecture offers maximum flexibility. Read more on the ShopWiki Dev Blog.
mypunchbowl	MyPunchbowl.com is a start to finish party planning site that uses MongoDB for tracking user behavior and datamining. Read *Ryan Angilly on Replacing MySQL with MongoDB (Zero to Mongo)* on The Bitsource for more information.
stickybits	Stickybits is a fun and social way to attach digital content to real world objects.
EA	MongoDB is being used for the game feeds component. It caches game data from different sources which gets served to ea.com, rupture.com and the EA download manager.
struq	Struq develops technology that personalises the contents and design of online display advertising in real time.
Pitchfork	Pitchfork is using MongoDB for their year-end readers survey and internal analytics.
floxee	Floxee, a web toolkit for creating Twitter directories, leverages MongoDB for back-end storage. The award-winning TweetCongress is powered by Floxee.
Sailthru	Sailthru is an email service provider that uses MongoDB for click-stream analysis and reporting.
silentale	Silentale keeps track of your contacts and conversations from multiple platforms and allows you to search and access them from anywhere. Silentale is using MongoDB as the back-end for indexing and searching on millions of stored messages of different types. More details on Silentale can be found in this TechCrunch article.
2DEFENSIO	Defensio is a comment-spam blocker that uses MongoDB for back-end storage.
TweetSaver	TweetSaver is a web service for backing up, searching, and tagging your tweets. TweetSaver uses MongoDB for back-end storage.
BLOOM	Bloom Digital's AdGear platform is a next-generation ad platform. MongoDB is used for back-end reporting storage for AdGear.
klatu networks	KLATU Networks designs, develops and markets asset monitoring solutions which helps companies manage risk, reduce operating costs and streamline operations through proactive management of the status, condition, and location of cold storage assets and other mission critical equipment. KLATU uses MongoDB to store temperature, location, and other measurement data for large wireless sensor networks. KLATU chose MongoDB over competitors for scalability and query capabilities.
MUSIC NATION	Almost all data for MusicNation, including user information, images, and music videos, are stored in MongoDB.
	songkick lets you track your favorite artists so you never miss a gig again.
Detexify^2	Detexify is a cool application to find LaTeX symbols easily. It uses MongoDB for back-end storage. Check out the blog post for more on why Detexfy is using MongoDB.

	http://sluggy.com/ is built on MongoDB, mongodb_beaker, and MongoKit .
	Stylesignalis using MongoDB to store opinions from social media, blogs, forums and other sources to use in their sentiment analysis system, Zeitgeist.
	@trackmeet helps you take notes with twitter, and is built on MongoDB
	eFlyoverleverages the Google Earth Browser Plugin and MongoDB to provide interactive flyover tours of over two thousand golf courses worldwide.
	Shapado is a multi-topic question and answer site in the style of Stack Overflow. Shapado is written in Rails and uses MongoDB for back-end storage.
	Sifino enables students to help each other with their studies. Students can share notes, course summaries, and old exams, and can also ask and respond to questions about particular courses.
	GameChanger provides mobile apps that replace pencil-and-paper scorekeeping and online tools that distribute real-time game updates for amateur sports.
	soliMAP is a map-based ad listings site that uses MongoDB for storage.
	MyBankTracker iPhone App uses MongoDB for the iPhone app's back-end server.
	BillMonitor uses MongoDB to store all user data, including large amounts of billing information. This is used by the live site and also by BillMonitor's internal data analysis tools.
	Tubricator allows you to create easy to remember links to YouTube videos. It's built on MongoDB and Django.
	Mu.ly uses MongoDB for user registration and as a backend server for its iPhone Push notification service. MongoDB is mu.ly's Main backend database and absolute mission critical for mu.ly.
	Avinu is a Content Management System (CMS) built on the Vork enterprise framework and powered by MongoDB.
	edelight is a social shopping portal for product recommendations.
	Topsy is a search engine powered by Tweets that uses Mongo for realtime log processing and analysis.
	Codepeek is using MongoDB and GridFS for storing pastes.

Similaria	Similaria.pl is an online platform, created to connect users with people and products that match them.
totutam	ToTuTam uses Mongo to store information about events in its portal and also to store and organise information about users preferences.
themoviedb.org	themoviedb.org is a free, user driven movie database that uses MongoDB as its primary database.
OCW Search	OCW Search is a search engine for OpenCourseWare. It stores all the course materials in MongoDB and uses Sphinx to index these courses.
Mixero Reducing the noise	Mixero is the new generation Twitter client for people who value their time and are tired of information noise.

See also

- MongoDB Apps
- Use Cases
- User Feedback

Mongo-Based Applications

Please list applications that leverage MongoDB here. If you're using MongoDB for your application, we'd love to list you here! Email meghan@10gen.com.

See Also

- Production Deployments - Companies and Sites using MongoDB
- Hosting Center

Applications Using MongoDB

CMS

HarmonyApp

Harmony is a powerful web-based platform for creating and managing websites. It helps connect developers with content editors, for unprecedented flexibility and simplicity.

c5t

Content-management using TurboGears and Mongo

Events

- MongoNYC May 21
- MongoDB Training
- 10gen Weekly "Office Hours"
- Conferences and Meetups
- Video & Slides from Recent Events and Presentations

MongoNYC May 21

Friday May 21
New York, NY
Register

MongoNYC is a full-day, in-depth, multi-track conference exploring development with the non-relational, document-oriented database MongoDB. The conference features sessions on database internals, schema design, geospatial indexing, map/reduce, replication, sharding, and more.

In addition to these topics, attendees can learn about MongoDB in the real world through a series of presentations about production deployments at foursquare, Gilt Groupe, Hot Potato, and more.

MongoDB Training

Practical MongoDB Training
Kyle Banker, Software Engineer, 10gen
New York, NY
Thursday, April 22

MongoDB Workshop at NoSQL EU
Mathias Stearn, Software Engineer, 10gen
Seth Edwards, mytrade.com
London, UK
Thursday, April 22

MongoDB Workshop at Frozen Rails
Mike Dirolf, Software Engineer, 10gen
Helsinki, Finland
May 6, 2010

Gettin' Tough with MongoDB
Kyle Banker and John Nunemaker
CityFlats Hotel, Holland, Michigan
May 24-25, 2010

Practical MongoDB Training
Kyle Banker, Software Engineer, 10gen
New York, NY
Thursday, June 17

10gen Weekly "Office Hours"

10gen holds weekly open "office hours" with whiteboarding, hack sessions, etc., in NYC. Come over to 10gen headquarters to meet the MongoDB team.

Wednesdays, 4pm - 6:30pm ET
17 West 18th Street - 8th Floor
Between 5th & 6th Ave
New York, NY

On the west coast? Stop by the Epicenter Cafe in San Francisco on Mondays to meet 10gen Software Engineer Aaron Staple. Ask questions, hack, have some coffee. Look for a laptop with a "Powered by MongoDB" sticker.

Mondays 4pm - 6pm PT
Epicenter Cafe
764 Harrison St
Between 4th St & Lapu St
San Francisco, CA

Conferences and Meetups

New York MongoDB User Group
San Francisco MongoDB User Group

They're called databases, not dataacids
Richard Kreuter, Software Engineer, 10gen
New York Linux Users Group (NYLUG)
New York, NY
Wednesday, April 21

NoSQL: The Shift to a Non-relational World
Nosh Petigara, Director of Product Strategy, 10gen

Great Indian Developer Summit
Bangalore, India
April 20-23

NoSQL EU
Mathias Stearn, Software Engineer, 10gen
London, UK
April 20-21

Big Data Workshop
Aaron Staple, Software Engineer, 10gen
Friday, April 23
Mountain View, CA

Sharding with MongoDB
Eliot Horowitz, CTO & Co-Founder, 10gen
New York MongoDB User Group
Monday April 26

Schema Design with MongoDB
Kyle Banker, Software Engineer, 10gen
Webinar
Tuesday April 27

Mongo!
Mathias Stearn, Software Engineer, 10gen
New York Technology Meetup
New York, NY
Tuesday, May 4

Data Driven Applications with Ruby and MongoDB
Kyle Banker & John Taber
Red Dirt Ruby Conference
Oklahoma City, OK
You can obtain a 10% discount on registration by using the discount code rdrc10gen10
Thursday, May 6

Introduction to MongoDB
Mike Dirolf, Software Engineer, 10gen
Frozen Rails
Helsinki, Finland
Friday, May 7

MongoDB: Another approach to data
Daniel Wehner
Drupal Dev Days
Munich, Germany
May 7-8

Introduction to MongoDB
Mike Dirolf, Software Engineer, 10gen
New York NoSQL Meetup
New York, NY
May 12

Chartbeat and MongoDb - a perfect marriage
Kushal Dave, CTO, Chartbeat & Mike Dirolf, Software Engineer, 10gen
New York City Cloud Computing Meetup
New York, NY
May 18

Converting Your MySQL App to NoSQL with MongoDB?
MongoDB for Mobile Applications
Kristina Chodorow, Software Engineer, 10gen
Tek-X
Chicago, IL
May 18-21

The Future of Content Technologies
Scaling Web Applications with NonSQL Databases: Business Insider Case Study
Ian White, Lead Developer, Business Insider
Gilbane Conference
San Francisco, CA
Thursday, May 20

NoSQL-Channeling the Data Explosion
Dwight Merriman, CEO, 10gen
Inside MongoDB: the Internals of an Open-Source Database
Mike Dirolf, Software Engineer, 10gen
Gluecon
Denver, CO
Wednesday May 26 & Thursday May 27
Use the discount code "10gendisc" when registering to receive 10% off!

Joomla and MongoDB
Mitch Pirtle, Spacemonkey Labs
J and Beyond, the International Joomla Conference
May 30 - June 1
Weisbaden, Germany

Dropping ACID with MongoDB
Kristina Chodorow, Software Engineer, 10gen
Yet Another Perl Conference
June 21 - 23

MongoDB Inside and Outside
Kyle Banker, Software Engineer, 10gen
WindyCityDB
June 26
Chicago, IL

Introduction to NoSQL with MongoDB
Erick Camacho, Software Engineer, TidySlice
GULEV 2010
June 26 - 28
Veracruz, Mexico

Practical Ruby Projects with MongoDB
Alex Sharp, Lead Developer, OptimisCorp
Ruby Midwest
Kansas City, MO
July 16-17

Introduction to MongoDB
Kristina Chodorow, Software Engineer, 10gen
Scaling SourceForge with MongoDB
Nosh Petigara (10gen) and Mark Ramm (SourceForge)
OSCON
July 19-23
Portland, OR

Video & Slides from Recent Events and Presentations

MongoDB
Richard Kreuter, Software Engineer, 10gen
Southern CT Open Source Users Group
New Haven, CT
Sunday April 18

MongoDB
Seth Edwards
London Ruby Users Group
London, UK
Wednesday April 14
Video & Slides

NoSQL Meetup at Blue Box Group
Grant Goodale, Zendorse
Seattle, WA
Wednesday April 14

Dropping ACID with MongoDB
Kristina Chodorow, Software Engineer, 10gen
San Francisco MySQL Meetup
San Francisco, CA
Monday, April 12
Video

MongoDB: The New "M" in your LAMP Stack

Richard Kreuter, Software Engineer, 10gen
Texas Linux Fest
Austin, TX
Saturday, April 10

MongoDB: The Way and its Power
Kyle Banker, Software Engineer, 10gen
RubyNation
Friday April 9 & Saturday April 10
Reston, VA
Slides

Introduction to MongoDB
Mike Dirolf, Software Engineer, 10gen
Emerging Technologies for the Enterprise Conference
Philadelphia, PA
Friday, April 9
Slides

Indexing with MongoDB
Aaron Staple, Software Engineer, 10gen
Webinar
Tuesday April 6, 2010
Video | Slides

TechZing Interview with Mike Dirolf, Software Engineer, 10gen
Monday, April 5
Podcast

Hot Potato and MongoDB
New York Tech Talks Meetup
Justin Shaffer and Lincoln Hochberg
New York, NY
Tuesday March 30
Video

MongoDB Day
Geek Austin Data Series
Austin, TX
Saturday March 27
Photo

Mongo Scale!
Kristina Chodorow, Software Engineer, 10gen
Webcast
Friday March 26

Yahoo! Open Hack Day Brasil 2010
Cesar Rodas
Saturday March 20

NoSQL, no Join, noRDBMS: Understanding Cloud Data
Dwight Merriman, CEO, 10gen
Cloud Connect
Santa Clara, CA
Monday March 15

MongoDB Rules
Kyle Banker, Software Engineer, 10gen
Mountain West Ruby Conference
Salt Lake City, UT
Thursday March 11 & Friday March 12
Slides

MongoDB: huMONGOus Data at SourceForge
Mark Ramm, Web Developer, SourceForge
QCon London
Thursday March 11
Slides

NoSQL Live Boston
Boston, MA
Thursday March 11
Recap with slides and MP3

MongoDB: How it Works
Mike Dirolf, Software Engineer, 10gen
Monday March 8, 12:30 PM Eastern Time
Slides

MongoDB & Mongoid
Durran Jordan, Hashrocket
RubyJax
February 23, 2010
Video

Intro to MongoDB
Alex Sharp, Founder / Lead Software Architect, FrothLogic
LA WebDev Meetup
February 23, 2010
Slides

How Python, TurboGears, and MongoDB are Transforming SourceForge.net
Rick Copeland, SourceForge.net
PyCon - Atlanta, GA
February 21, 2010
Slides

Introduction to MongoDB
Kristina Chodorow, Software Engineer, 10gen
FOSDEM - Brussels, Belgium
February 7, 2010
Video | Slides | Photos

MongoDB Isn't Water
Kyle Banker, Software Engineer, 10gen
Chicago Ruby
February 2, 2010
Video | Slides | Photos

If you're interested in having someone present MongoDB at your conference or meetup, or if you would like to list your MongoDB event on this page, contact meghan at 10gen dot com.

Roadmap

1.4 - 2010 Q1

(16 issues)

Type	Key	Summary	Assignee	Reporter	Priority	Status	Resolution	Created	Updated	Due
	SERVER-1044	more quiet logging	Eliot Horowitz	Tobias O.		Open	Unresolved	Apr 23, 2010	Apr 23, 2010	
	SERVER-813	Add radius to $near	Eliot Horowitz	pitchfork media, inc		Resolved	Fixed	Mar 23, 2010	Apr 01, 2010	
	SERVER-811	Sort $within:$center, $within:$box results by distance	Eliot Horowitz	pitchfork media, inc		Open	Unresolved	Mar 23, 2010	Mar 23, 2010	
	SERVER-775	What if create something like CouchDB views with low cost of developing ?	Eliot Horowitz	Kostyantin Voz		Open	Unresolved	Mar 17, 2010	Apr 06, 2010	
	SERVER-656	ismaster command should be readonly	aaron	Dwight Merriman		Closed	Fixed	Feb 23, 2010	Mar 02, 2010	
	SERVER-648	access control	Eliot Horowitz	Mark Waschkowski		Open	Unresolved	Feb 19, 2010	Feb 19, 2010	
	SERVER-631	add $ tilde operator for dynamic index entry	Eliot Horowitz	Dwight Merriman		Closed	Fixed	Feb 12, 2010	Mar 22, 2010	
	SERVER-534	Official RPMs	Richard Kreuter	Gregg Lind		Open	Unresolved	Jan 12, 2010	Apr 15, 2010	
	SERVER-479	global read/write lock	Dwight	Eliot			Fixed	Dec 12,	Jan 05,	

			Merriman	Horowitz		Closed		2009	2010	
	SERVER-467	getLastError option to wait/block until N slaves have pulled a write	Eliot Horowitz	Mathias Stearn		Resolved	Fixed	Dec 09, 2009	Apr 02, 2010	
	SERVER-464	background index creation	Dwight Merriman	Eliot Horowitz		Closed	Fixed	Dec 09, 2009	Mar 09, 2010	
	SERVER-459	Find and Modify command	Mathias Stearn	Mathias Stearn		Closed	Fixed	Dec 04, 2009	Jan 05, 2010	
	SERVER-446	finish v8 engine	aaron	Eliot Horowitz		Closed	Fixed	Nov 29, 2009	Feb 12, 2010	
	SERVER-323	improved concurrency: read/write lock - yielding ops	Eliot Horowitz	Eliot Horowitz		Closed	Fixed	Sep 30, 2009	Mar 22, 2010	
	SERVER-134	$unset (was: $unset and $rename)	Mathias Stearn	Kristina Chodorow		Closed	Fixed	Jul 08, 2009	Jan 05, 2010	
	SERVER-91	2d spatial indexing	Eliot Horowitz	Eliot Horowitz		Closed	Fixed	Jun 03, 2009	Mar 02, 2010	

1.6 - 2010 Q2

(5 issues)										
Type	**Key**	**Summary**	**Assignee**	**Reporter**	**Priority**	**Status**	**Resolution**	**Created**	**Updated**	**Due**
	SERVER-1031	Allow user to choose whether to wrap MapReduce results inside "value"-attribute of result	Eliot Horowitz	Tommy V		Open	Unresolved	Apr 20, 2010	Apr 20, 2010	
	SERVER-1001	errors should be returned when ns hashmap is almost full, not when completely full	Eliot Horowitz	Dwight Merriman		Open	Unresolved	Apr 12, 2010	Apr 12, 2010	
	SERVER-785	Support Filtered (Partial) Indexes	Eliot Horowitz	Scott Hernandez		Open	Unresolved	Mar 18, 2010	Mar 18, 2010	
	SERVER-380	full-text search	Eliot Horowitz	Raj Kadam		Open	Unresolved	Oct 21, 2009	Apr 05, 2010	
	SERVER-332	use boost asio for network layer	Eliot Horowitz	Eliot Horowitz		Open	Unresolved	Oct 02, 2009	Dec 07, 2009	

Articles

See also the User Feedback page for community presentations, blog posts, and more.

Best of the MongoDB Blog

- What is the Right Data Model? - (for non-relational databases)
- Why Schemaless is Good
- The Importance of Predictability of Performance
- Capped Collections - one of MongoDB's coolest features
- Using MongoDB for Real-time Analytics
- Using MongoDB for Logging
- http://blog.mongodb.org/tagged/best+of

Articles / Key Doc Pages

- On Atomic Operations
- Reaching into Objects - how to do sophisticated query operations on nested JSON-style objects
- Schema Design
- Full Text Search in Mongo
- MongoDB Production Deployments

Videos

- MongoDB for Rubyists (February 2010 Chicago Ruby Meetup)
- Introduction to MongoDB (FOSDEM February 2010)
- NY MySql Meetup - NoSQL, Scaling, MongoDB
- Teach Me To Code - Introduction to MongoDB
- DCVIE

Benchmarks

If you've done a benchmark, we'd love to hear about it! Let us know at *kristina at 10gen dot com*.

March 9, 2010 - Speed test between django_mongokit and postgresql_psycopg2 benchmarks creating, editing, and deleting.

February 15, 2010 - Benchmarking Tornado's Sessions flatfile, Memcached, MySQL, Redis, and MongoDB compared.

January 23, 2010 - Inserts and queries against MySQL, CouchDB, and Memcached.

May 10, 2009 - MongoDB vs. CouchDB vs. Tokyo Cabinet

July 2, 2009 - MongoDB vs. MySQL

September 25, 2009 - MongoDB inserts using Java.

August 11, 2009 - MySQL vs. MongoDB vs. Tokyo Tyrant vs. CouchDB inserts and queries using PHP.

August 23, 2009 - MySQL vs. MongoDB in PHP: Part 1 (inserts), Part 2 (queries), aginst InnoDB with and without the query log and MyISAM.

November 9, 2009 - MySQL vs. MongoDB in PHP and Ruby inserts (original Russian, English translation)

Disclaimer: these benchmarks were created by third parties not affiliated with MongoDB. MongoDB does not guarantee in any way the correctness, thoroughness, or repeatability of these benchmarks.

FAQ

See also the Developer FAQ for deeper / more minute techie FAQ's.

- What kind of database is the Mongo database?
- What languages can I use to work with the Mongo database?
- Does it support SQL?
- Is caching handled by the database?
- What language is MongoDB written in?
- What are the 32-bit limitations?

What kind of database is the Mongo database?

MongoDB is an document-oriented DBMS. Think of it as MySQL but JSON (actually, BSON) as the data model, not relational. There are no joins. If you have used object-relational mapping layers before in your programs, you will find the Mongo interface similar to use, but faster, more powerful, and less work to set up.

What languages can I use to work with the Mongo database?

Lots! See the drivers page.

Does it support SQL?

No, but MongoDB does support ad hoc queries via a JSON-style query language. See the Tour and Advanced Queries pages for more information on how one performs operations.

Is caching handled by the database?

For simple queries (with an index) Mongo should be fast enough that you can query the database directly without needing the equivalent of memcached. The goal is for Mongo to be an alternative to an `ORM/memcached/mysql` stack. Some MongoDB users do like to mix it with memcached though.

What language is MongoDB written in?

The database is written in C++. Drivers are usually written in their respective languages, although some use C extensions for speed.

What are the 32-bit limitations?

MongoDB uses memory-mapped files. When running on a 32-bit operating system, the total storage size for the server (data, indexes, everything) is 2gb. If you are running on a 64-bit os, there is virtually no limit to storage size. See the blog post for more information.

Product Comparisons

Interop Demo (Product Comparisons)

Interop 2009 MongoDB Demo

Code: http://github.com/mdirolf/simple-messaging-service/tree/master

MongoDB, CouchDB, MySQL Compare Grid

pending...

	CouchDB	MongoDB	MySQL
Data Model	Document-Oriented (JSON)	Document-Oriented (BSON)	Relational
Data Types	string,number,boolean,array,object	string, int, double, boolean, date, bytearray, object, array, others	link
Large Objects (Files)	Yes (attachments)	Yes (GridFS)	blobs?
Replication	Master-master (with developer supplied conflict resolution)	Master-slave	Master-slave
Object(row) Storage	One large repository	Collection based	Table based
Query Method	Map/reduce of javascript functions to lazily build an index per query	Dynamic; object-based query language	Dynamic; SQL
Secondary Indexes	Yes	Yes	Yes
Atomicity	Single document	Single document	Yes - advanced
Interface	REST	Native drivers	Native drivers
Server-side batch data manipulation	?	Map/Reduce, server-side javascript	Yes (SQL)
Written in	Erlang	C++	C
Concurrency Control	MVCC	Update in Place	

See Also

- Comparing Mongo DB and Couch DB

Comparing Mongo DB and Couch DB

We are getting a lot of questions "how are mongo db and couch different?" It's a good question: both are document-oriented databases with schemaless JSON-style object data storage. Both products have their place -- we are big believers that databases are specializing and "one size fits all" no longer applies.

We are not CouchDB gurus so please let us know in the forums if we have something wrong.

MVCC

One big difference is that CouchDB is MVCC based, and MongoDB is more of a traditional update-in-place store. MVCC is very good for certain classes of problems: problems which need intense versioning; problems with offline databases that resync later; problems where you want a large amount of master-master replication happening. Along with MVCC comes some work too: first, the database must be compacted periodically, if

there are many updates. Second, when conflicts occur on transactions, they must be handled by the programmer manually (unless the db also does conventional locking -- although then master-master replication is likely lost).

MongoDB updates an object in-place when possible. Problems require high update rates of objects are a great fit; compaction is not necessary. Mongo's replication works great but, without the MVCC model, it is more oriented towards master/slave and auto failover configurations than to complex master-master setups. With MongoDB you should see high write performance, especially for updates.

Horizontal Scalability

One fundamental difference is that a number of Couch users use replication as a way to scale. With Mongo, we tend to think of replication as a way to gain reliability/failover rather than scalability. Mongo uses (auto) sharding as our path to scalabity (sharding is in alpha). In this sense MongoDB is more like Google BigTable. (We hear that Couch might one day add partitioning too.)

Query Expression

Couch uses a clever index building scheme to generate indexes which support particular queries. There is an elegance to the approach, although one must predeclare these structures for each query one wants to execute. One can think of them as materialized views.

Mongo uses traditional dynamic queries. As with, say, MySQL, we can do queries where an index does not exist, or where an index is helpful but only partially so. Mongo includes a query optimizer which makes these determinations. We find this is very nice for inspecting the data administratively, and this method is also good when we *don't* want an index: such as insert-intensive collections. When an index corresponds perfectly to the query, the Couch and Mongo approaches are then conceptually similar. We find expressing queries as JSON-style objects in MongoDB to be quick and painless though

Atomicity

Both MongoDB and CouchDB support concurrent modifications of single documents. Both forego complex transactions involving large numbers of objects.

Durability

The products take different approaches to durability. CouchDB is a "crash-only" design where the db can terminate at any time and remain consistent. MongoDB take a different approach to durability. On a machine crash, one then would run a repairDatabase() operation when starting up again (similar to MyISAM). MongoDB recommends using replication -- either LAN or WAN -- for true durability as a given server could permanently be dead. To summarize: CouchDB is better at durability when using a single server with no replication.

Map Reduce

Both CouchDB and MongoDB support map/reduce operations. For CouchDB map/reduce is inherent to the building of all views. With MongoDB, map/reduce is only for data processing jobs but not for traditional queries.

Javascript

Both CouchDB and MongoDB make use of Javascript. CouchDB uses Javascript extensively including in the building of views .

MongoDB supports the use of Javascript but more as an adjunct. In MongoDB, query expressions are typically expressed as JSON-style query objects; however one may also specify a javascript expression as part of the query. MongoDB also supports running arbitrary javascript functions server-side and uses javascript for map/reduce operations.

REST

Couch uses REST as its interface to the database. With its focus on performance, MongoDB relies on language-specific database drivers for access to the database over a proprietary binary protocol. Of course, one could add a REST interface atop an existing MongoDB driver at any time -- that would be a very nice community project. Some early stage REST implementations exist for MongoDB.

Performance

Philosophically, Mongo is very oriented toward performance, at the expense of features that would impede performance. We see Mongo DB being useful for many problems where databases have not been used in the past because databases are too "heavy". Features that give MongoDB good performance are:

- client driver per language: native socket protocol for client/server interface (not REST)
- use of memory mapped files for data storage
- collection-oriented storage (objects from the same collection are stored contiguously)
- update-in-place (not MVCC)
- written in C++

Use Cases

It may be helpful to look at some particular problems and consider how we could solve them.

- if we were building Lotus Notes, we would use Couch as its programmer versioning reconciliation/MVCC model fits perfectly. Any problem where data is offline for hours then back online would fit this. In general, if we need several eventually consistent master-master replica databases, geographically distributed, often offline, we would use Couch.
- if we had very high performance requirements we would use Mongo. For example, web site user profile object storage and caching of data from other sources.
- if we were building a system with very critical transactions, such as bond trading, we would not use MongoDB for those transactions -- although we might in hybrid for other data elements of the system. For something like this we would likely choose a traditional RDBMS.
- for a problem with very high update rates, we would use Mongo as it is good at that. For example, updating real time analytics counters for a web sites (pages views, visits, etc.)

Generally, we find MongoDB to be a very good fit for building web infrastructure.

Licensing

> If you are using a vanilla MongoDB server from either source or binary packages you have **NO** obligations. You can ignore the rest of this page.

All of the MongoDB software is open source, under a variety of licenses. The following is a list of components and licenses:

- MongoDB : GNU AGPL v3.0
- mongodb.org Supported Drivers : Apache License v2.0 (third parties have created drivers too; licenses will vary there)
- Documentation : Creative Commons

From our blog post on the AGPL:

> *Our goal with using AGPL is to preserve the concept of copyleft with MongoDB. With traditional GPL, copyleft was associated with the concept of distribution of software. The problem is that nowadays, distribution of software is rare: things tend to run in the cloud. AGPL fixes this "loophole" in GPL by saying that if you use the software over a network, you are bound by the copyleft. Other than that, the license is virtually the same as GPL v3.*
>
> *Note however that it is **never** required that applications using mongo be published. The copyleft applies only to the mongod and mongos database programs. This is why Mongo DB drivers are all licensed under an Apache license. Your application, even though it talks to the database, is a separate program and "work".*

If you intend to modify the server and distribute or provide access to your modified version you are required to release the full source code for the modified MongoDB server. To reiterate, you **only** need to provide the source for the MongoDB server and not your application (assuming you use the provided interfaces rather than linking directly against the server).

A few example cases of when you'd be required to provide your changes to MongoDB to external users:

Case	Required
Hosting company providing access MongoDB servers	yes
Public-facing website using MongoDB for content	yes
Internal use website using MongoDB	no
Internal analysis of log files from a web site	no

Regardless of whether you are *required* to release your changes we request that you do. The preferred way to do this is via a github fork. Then we are likely to include your changes so everyone can benefit.

Books

Several MongoDB books are scheduled for release in 2010 and available to pre-order. Please check this page for updates.

The Definitive Guide to MongoDB: The NoSQL Database for Cloud and Desktop Computing
Peter Membrey
Apress
Pre-Order
First four chapters now available through Apress' Alpha Program

MongoDB for Web Development
Mitch Pirtle
Addison-Wesley

Pre-Order

MongoDB: The Definitive Guide
Kristina Chodorow and Mike Dirolf
O'Reilly
Rough Cut version now available online
Pre-Order

International Documentation

Most documentation for MongoDB is currently written in English. We are looking for volunteers to contribute documentation in other languages. If you're interested in contributing to documentation in another language please email **mike at 10gen dot com** .

Language Homepages

-
- Deutsche
- Español
- Français
- Italiano
-
- Português
-
-

Documentation Index

Space Index

0-9 ... 4	A ... 10	B ... 14	C ... 22	D ... 26
F ... 7	G ... 8	H ... 7	I ... 15	J ... 8
L ... 8	M ... 28	N ... 1	O ... 12	P ... 13
R ... 14	S ... 26	T ... 7	U ... 9	V ... 8
X ... 0	Y ... 0	Z ... 0	!@#$ ... 0	

0-9

1.0 Changelist
Wrote MongoDB. See documentation

1.1 Development Cycle

1.2.x Release Notes
New Features More indexes per collection Faster index creation Map/Reduce Stored JavaScript functions Configurable fsync time Several small features and fixes DB Upgrade Required There are some changes that will require doing an upgrade ...

1.4 Release Notes
We're pleased to announce the 1.4 release of MongoDB. 1.4 is a drop in replacement for 1.2. To upgrade you just need to shutdown mongod, then restart with the new binaries. (Users upgrading from release 1.0 should review the 1.2 release notes 1.2.x ...

A

A Sample Configuration Session
following example uses two shar
mongos process, all running on a
/data/db/b $ mkdir /data/db/confi

About

Admin UIs
Several administrative user interf
blog
http://blog.timgourley.com/post/4
has a good summary of the tools
http://github.com/sbellity/futon4m
http://github.com/derailed/mongo

Admin Zone
Community AdminRelated Article
deployment
http://blog.boxedice.com/2010/02
Survey of Admin UIs for MongoD
http://blog.timgourley.com/post/4
MongoDB Nagios Check http://ta
MongoDB Cacti Graphs http://tag

Advanced Queries
Introduction MongoDB offers a ri

page lists some of those features
JSONstyle objects, very much lik
database. For example: //

Aggregation
Mongo includes utility functions v
{{group by}} operations. M
crafted using MapReduce http://v
Count {{count()}} returns the num

Amazon EC2
MongoDB runs well on Amazon E
page includes some notes in this
most EC2 types including Linux a
64 ...

Architecture and Components
MongoDB has two primary comp
is the mongod process which is t
mongod may be used as a selfco
mysqld on a server ...

Articles
See also the User Feedback DO
presentations, blog posts, and m
Right Data Model?
http://blog.mongodb.org/post/142
nonrelational databases) Why Sc

Atomic Operations
MongoDB supports atomic opera
does not support traditional lockin
reasons: First, in sharded environ
and slow. Mongo DB's go

B

Backups
Several strategies exist for backing up MongoDB databases. A word of warning: it's not safe to back up the mongod data files (by default in /data/db/) while the database is running and writes are occurring; such a backup may turn out to be corrupt. ...

Benchmarks
you've done a benchmark, we'd love to hear about it\! Let us know at kristina at 10gen dot com. March 9, 2010 Speed test between djangomongokit and postgresqlpsycopg2 http://www.peterbe.com/plog/speedtestbetweendjangomongokitandpostgresqlpsycopg2 benchmarks creating, editing, and deleting ...

Books
Several MongoDB books are scheduled for release in 2010 and available to preorder. Please check this page for updates. The Definitive Guide to MongoDB: The NoSQL Database for Cloud and Desktop Computing Peter Membrey Apress PreOrder http://apress.com/book/view/9781430230519 First four ...

Boost 1.41.0 Visual Studio 2010 Binary
following is a prebuilt boost http://www.boost.org/ binary (libraries) for Visual Studio 2010 beta 2. The MongoDB vcxproj files assume this package is unzipped under c:\Program Files\boost\boost1410\. http://downloads.mongodb.org/misc/boost1410binaryvs10beta2.zipx Note: we're not boost ...

BSON
bsonspec.org http://www.bsonspec.org/ BSON is a bin-aryen-coded seri-al-iz-a-tion of JSONlike doc-u-ments. BSON is designed to be lightweight, traversable, and efficient. BSON, like JSON, supports the embedding of objects and arrays within other objects ...

bsonspec.org

Building
section provides instructions on setting up your environment to write Mongo drivers or other infrastructure code. For specific instructions, go to the document that corresponds to your setup. Note: see the Downloads DOCS:Downloads page for prebuilt binaries\! Subsections of this section ...

Building for FreeBSD
FreeBSD 8.0 and later, there is a mongodb port you can use. For FreeBSD <= 7.2: # Get the database source: http://www.github.com/mongodb/mongo. # Update your ports tree: $ sudo portsnap fetch && portsnap extract The packages that come by default on 7.2 ...

Building for Linux
General Instructions # Install Dependencies see platform specific below # get source git clone git://github.com/mongodb/mongo.git # pick a stable version unless doing true dev git tag l # Switch to a stable branch (unless ...

C

C Sharp Language Center
C# Drivers mongodbcsharp drive
http://github.com/samus/mongod
http://code.google.com/p/simpler
http://github.com/atheken/NoRM
Community Articles A List ...

C++ Coding Style
totally obeyed yet camelCase bra
templates set<int> s; assertions
used in the MongoDB code. In br
assertions. {{massert}} is an inter

C++ Language Center
C\ driver is available for commun
database is written in C, the drive
this is the same driver that the da
has been compiled successfully

C++ Tutorial
document is an introduction to us
program. First, install Mongo \\ se
details. Next, you may wish to tal
DOCS:MongoDB A Developer's

Caching
MongoMemMappedRecStore Sto
engine for MongoDB, and it uses
Using this strategy, the operating
of caching. This has sever

Capped Collections
Capped collections are fixed size
autoLRU ageout feature (age out
capped collections automatically,
order for the objects in the collec

Clone Database
MongoDB includes commands fo
another. // copy an entire databa
name on another server. omit <fr
another on the same ...

Collections

Building for OS X
set up your OS X computer for MongoDB development: Upgrading to Snow Leopard If you have installed Snow Leopard, the builds will be 64 bit \\ so if moving from a previous OS release, a bit more setup may be required ...

Building for Solaris
MongoDB server currently supports little endian Solaris operation. (Although most drivers not the database server work on both.) Community: Help us make this rough page better please\! (And help us add support for big ...

Building for Windows
MongoDB can be compiled for Windows (32 and 64 bit) using Visual C. SCons http://www.scons.org/ is used as the make mechanism, although a .vcproj/.sln is also included in the project for convenience when making changes and debugging. There are several dependencies ...

Building Spider Monkey
MongoDB uses SpiderMonkey http://www.mozilla.org/js/spidermonkey/ for serverside Javascript execution. The mongod project requires a file js.lib when linking. This page details how to build js.lib. Note: V8 http://code.google.com/p/v8/ Javascript support is under ...

Building SpiderMonkey

MongoDB collections are essenti
think of them as roughly equivale
MongoDB collection is a collectio
documents are usually have the
since MongoDB ...

Command Line Parameters
MongoDB can be configured via
based configuration. You can see
options by running the database
./mongod h Information on usage

Commands
Introduction The Mongo databas
Database commands are ways to
operations, or to request informa
Database Commands A commar
special ...

Community
General Community Resources U
http://groups.google.com/group/r
using, configuring, and running M
The list is open to everyone IRC

Community Info

Comparing Mongo DB and Couch D
We are getting a lot of questions
different?" It's a good que
with schemaless JSONstyle obje
place \\ we are big believers that

Configuring Sharding
Start the relevant processes. Run
\shardsvr command line paramet
DOCS:Replica Pairs command li
test we recommend ...

Connecting
C\ driver includes several classes
class DBClientInterface
http://api.mongodb.org/cplusplus
general, you will want to instantia
http://api.mongodb.org/cplusplus
object, or a DBClientPaired
http://api.mongodb.org/cplusplus

Connections
MongoDB is a database server: i
waits for connections from the us
see something like: /$ ./mongod
waiting ...

Contributing to the Documentation
Qualified volunteers are welcome
Contact us for more information

Contributing to the Perl Driver
easiest way to contribute is to file
http://jira.mongodb.org/browse/P
read on... Finding Something to
on Jira http ...

Contributors
10gen Contributor Agreement htt

Conventions for Mongo Drivers
Interface Conventions It is desira
possible. Of course, idioms vary
appropriate. However, when the
consistent across drivers is desir

Creating and Deleting Indexes

Cursors

D

Data Processing Manual
DRAFT TO BE COMPLETED. This guide provides instructions for using MongoDB batch data processing oriented features including map/reduce DOCS:MapReduce. By "data processing",

E

Editing Confluence From Emacs
You can edit confluence directly
on http://code.google.com/p/conf

we generally mean operations performed on large sets of data, rather than small ...

Data Types and Conventions
MongoDB (BSON) Data Types Mongo uses special data types in addition to the basic JSON types of string, integer, boolean, double, null, array, and object. These types include date, object id Object IDs, binary data, regular ...

Database Internals
section provides information for developers who want to write drivers or tools for MongoDB, \ contribute code to the MongoDB codebase itself, and for those who are just curious how it works internally. Subsections of this section

Database Profiler
Mongo includes a profiling tool to analyze the performance of database operations. See also the currentOp DOCS:Viewing and Terminating Current Operation command. Enabling Profiling To enable profiling, from the {{mongo}} shell invoke: > db.setProfilingLevel(2); > db.getProfilingLevel() 2 Profiling ...

Database References
MongoDB is nonrelational (no joins), references ("foreign keys") between documents are generally resolved clientside by additional queries to the server. Two conventions are common for references in MongoDB: first simple manual references, and second, the DBRef standard, which many drivers support ...

Databases
Each MongoDB server can support multiple databases. Each database is independent, and the data for each database is stored separately, for security and ease of management. A database consists of one or more collections, the documents (objects) in those collections, and an optional set ...

DBA Operations from the Shell
page lists common DBAclass operations that one might perform from the MongoDB shell DOCS:mongo The Interactive Shell. Note one may also create .js scripts to run in the shell for administrative purposes. help show help show ...

dbshell Reference
Special Command Helpers Nonjavascript convenience macros: {{show dbs}} Print a list of all databases on this server {{use dbname{}}} Set the db variable to represent usage of dbname on the server {{show collections}} Print a list of all collections for current database ...

Design Overview

Developer FAQ
What's a "namespace"? MongoDB stores BSON objects in collections. The concatenation of the database name and the collection name (with a period in between) is called a namespace. For example, {{acme.users}} is a namespace, where {{acme}} is the database name, and {{users}} is the collection name. Note that periods can occur ...

Developer Zone
Tutorial Shell mongo The Interactive Shell Manual Databases Collections Indexes Data Types and Conventions GridFS Inserting Updating Querying Removing Optimization Developer FAQ If you have a comment or question about anything, please contact us through ...

Diagnostic Tools

Django and MongoDB

Do I Have to Worry About SQL Injection?
Generally, with MongoDB we are not building queries from strings, so traditional SQL Injection http://en.wikipedia.org/wiki/SQLinjection attacks are not a problem. More details and some nuances are covered below. MongoDB queries are represented as BSON objects. Typically the programming ...

Document-Oriented Datastore

Documentation

Documentation Index

Dot Notation

Dot Notation

Dot Notation (Reaching into Objects)
MongoDB is designed for store JSONstyle objects. The database understands the structure of these objects and can reach into them to evaluate query expressions. Let's suppose we have some objects of the form: > db.persons.findOne() { name: "Joe", address: , likes: 'scuba', 'math ...

Downloads
MongoDB Downloads Version OS X 32 bit OS X 64 bit Linux 32 bit Linux 64 bit Windows 32 bit Windows 64bit Solaris i86pc Solaris 64 Source Date Change Log ...

Driver and Integration Center

Driver Syntax Table

sample setup to http://mongodb.c
change the default space to DOC

Error Codes
Error Code \\ Description \\ Comr
capped ns cannot grow E11000 (
in a collection \\ E11001 duplicat
internal ...

Error Handling in Mongo Drivers
an error occurs on a query (or ge
object instead of user data. The e
the reserved key {{$err}}. For exa

Events
MongoNYC May 21 Friday May 2
http://www.10gen.com/eventmon
multitrack conference exploring c
documentoriented database Mon
database internals, schema desi

wiki generally gives examples in JavaScript, so this chart can be used to convert those examples to any language. JavaScript Python PHP Ruby Java C\ Perl \ \ \\ {{array()}} \\ {{BasicDBList}} BSONObj \ \ {} {} {{new stdClass}} {} {{BasicDBObject}} BSONObj {} \ \ {{array('x ...

Driver Testing Tools
Object IDs driverOIDTest for testing toString > db.runCommand

Drivers
MongoDB currently has client support for the following programming languages: mongodb.org Supported C http://github.com/mongodb/mongocdriver C\ C Language Center Java Java Language Center Javascript Javascript Language Center Perl Perl Language ...

Durability and Repair
See also: http://jira.mongodb.org/browse/SERVER980 Relational database systems achieve durability, in part, by writing all updates to a transaction log http://en.wikipedia.org/wiki/Transactionlog. However, transaction logging incurs a performance penalty, so MongoDB takes an ...

F

FAQ
See also the Developer FAQ for deeper / more minute techie FAQ's. What kind of database is the Mongo database? MongoDB is an documentoriented DBMS. Think of it as MySQL but JSON (actually, BSON DOCS:BSON) as the data model, not relational. There are no joins. ...

Feature Checklist for Mongo Drivers
Functionality Checklist This section lists tasks the driver author might handle. Essential BSON serialization/deserialization Basic operations: {{query}}, {{save}}, {{update}}, {{remove}}, {{ensureIndex}}, {{findOne}}, {{limit}}, {{sort}} Fetch more data from a cursor when necessary ...

File Based Configuration
addition to accepting command line parameters, MongoDB can also be configured using a configuration file. A configuration file to use can be specified using the {{\f}} or {{\\config}} command line options. The following example configuration file demonstrates the syntax to use ...

findandmodify Command
Find and Modify (or Remove) v1.3.0 and higher MongoDB 1.3\ supports a "find, modify, and return" command. This command can be used to atomically modify a document (at most one) and return it. Note that the document returned will not include the modifications made on the update. The command ...

Frequently Asked Questions - Ruby
list of frequently asked questions about using Ruby with MongoDB. If you have a question you'd like to have answered here, please add it in the comments. Can I run \insert command name here\ from the Ruby driver? Yes ...

fsync Command
Version 1.3.1 and higher The fsync command allows us to flush all pending writes to datafiles. More importantly, it also provides a lock option that makes backups easier. Basics The fsync command forces the database to flush all datafiles ...

Full Text Search in Mongo
Introduction Mongo provides some functionality that is useful for text search and tagging. Multikeys (Indexing Values in an Array) The Mongo multikey feature can automatically index arrays of values. Tagging is a good example of where this feature is useful. Suppose you ...

G

Geospatial Indexing
v1.3.3\ MongoDB supports twodi
with locationbased queries in mir
location." It can also efficiently filt
closest N museums to my locatic

getLastError
Most drivers, and the db shell, su
one check the error code on the l
DOCS:Commands, as well as qu
getlasterror is primarily useful for

Getting Started
Getting started with MongoDB is
either in prebuilt distribution for L
http://github.com/mongodb/ You
MongoDB on the Downloads pag

Getting the Software
Placeholder $$$ TODO

GridFS
GridFS is a specification for stori
supported driver implement the G
Rationale The database supports
DOCS:BSON objects. Ho

GridFS in Ruby
GridFS, which stands for "Grid Fi
in MongoDB. It works by dividing
each of those chunks as a separa
to achieve this: one collection stc

GridFS Specification
Introduction GridFS is a storage
works by splitting large object int
chunk is stored as a separate do
about the file, including the filena

GridFS Tools
File Tools {{mongofiles}} is a tool
from the command line. Example
./mongofiles put libmongoclient.a
list connected to: 127.0.0.1 libmo

H

Halted Replication
you're running mongod with masterslave replication, there are certain scenarios where the slave will halt replication because it hasn't kept up with the master's oplog. The first is when a slave is prevented from replicating for an extended period of time, due perhaps to a network ...

Home
MongoDB Documentation Popular Home Page http://www.mongodb.org/ Developer Manual Manual Sys Admin Docs Admin Zone Language Drivers Drivers Tutorial Downloads Quick Links Use Cases \ Philosophy Hosting Center Hosting Center Blog ...

Hosting Center
Setup Instructions Amazon EC2 DOCS:Amazon EC2 Joyent DOCS:Joyent Linode http://library.linode.com/databases/mongodb/ Webfaction

I

Implementing Authentication in a Dri
current version of Mongo suppor
authenticates a username and pa
database. Once authentic
the database in question. The {{a

Import Export Tools
mongoimport This utility takes a
per line and inserts it. You have t
help produce help message v ve

Index-Related Commands
Create Index {{ensureIndex()}} is

http://docs.webfaction.com/software/mongodb.html Hosted MongoDB MongoHQ http://mongohq.com/ provides cloudstyle hosted MongoDB instances ...

How does concurrency work?
mongos For sharded DOCS:Sharding environments, mongos can perform any number of operations concurrently. This results in downstream operations to mongod instances. Execution of operations at each mongod is independent; that is, one mongod does not block another. mongod The original mongod ...

How to do Snapshotted Queries in the Mongo Database
document refers to query snapshots. For backup snapshots of the database's datafiles, see the fsync lock page fsync Command. For performance reasons, MongoDB does not currently support true pointintime snapshotting of collections. (This may change in the future.) However ...

HowTo

Http Interface
REST Sleepy Mongoose Sleepy Mongoose http://www.snailinaturtleneck.com/blog/2010/02/22/sleepymongooseamongodbrestinterface/ is a full featured REST interface for MongoDB which is available as a separate project. The remainder of this page describes the very basic HTTP interface built into the mongod process. HTTP Console Page ...

creates an index by adding its inf
db.myCollection.ensureIndex(<ke
db.system.indexes.insert( ); Note
subsequent document inserts for

Indexes
Indexes enhance query performa
about the kinds of queries your a
relevant indexes. Once that's dor
relatively easy. Indexes in Mongo

Indexes in Mongo

Indexing Advice and FAQ
We get a lot of questions about ir
of these. There are a couple of p
MongoDB work quite similarly to
techniques for building efficient ir

Indexing as a Background Operation
default the {{ensureIndex()}} Inde
operations on the database from
v1.3.2, a background indexing op
background, add {{background:tr

Inserting
When we insert data into Mongol
Documents are data structure an
Ruby hashes, to take just a few e
documentorientation and describ

Installing the PHP Driver

Internal Commands
Most commands Commands hav
{{$cmd.findOne()}} syntax. These
db.$cmd.findOne( ) > db.$cmd.fir
, "ok" : 1 } > admindb.$cmd.findC
request ...

Internals
Cursors Tailable Cursors See p/c
side, to support tailable cursors.
{{queryOptions int}} field to indica
results when ...

International Documentation
Most documentation for MongoD
for volunteers to contribute docur
interested in contributing to docu
mike at 10gen dot com. Languag

Internationalized Strings
MongoDB supports UTF8 for stri
(Specifically, BSON DOCS:BSON
programming language convert fi
UTF8 when serializing and deser

Interop Demo (Product Comparisons
Interop 2009 MongoDB Demo Co
http://github.com/mdirolf/simplem

Introduction - How Mongo Works

J

Java - Saving Objects Using DBObject
Java driver provides a DBObject interface to save custom objects to the database. For example, suppose one had a class called Tweet that they wanted to save: public class Tweet implements DBObject Then you can say: Tweet myTweet = new Tweet ...

Java Driver Concurrency
Java MongoDB driver is thread safe. If you are using in a web serving environment, for example, you should create a single Mongo instance, and you can use it in every request. The Mongo object maintains an internal pool of connections ...

Java Language Center
Tutorial Java Tutorial API Documentation http://api.mongodb.org/java/index.html Downloads http://github.com/mongodb/mongojavadriver/downloads Specific Topics Concurrency Java Driver Concurrency Saving Objects Java Saving Objects Using DBObject Data Types ...

Java Tutorial
Introduction This page is a brief overview of working with the MongoDB Java Driver. For more

K

information about the Java API, please refer to the online API Documentation for Java Driver http://api.mongodb.org/java/index.html A Quick Tour Using the Java driver is very ...

Java Types
Object Ids {{com.mongodb.ObjectId}} http://api.mongodb.org/java/0.11/com/mongodb/ObjectId.html is used to autogenerate unique ids. ObjectId id = new ObjectId(); ObjectId copy = new ObjectId(id); Regular Expressions The Java driver uses {{java.util.regex.Pattern}} http://java.sun.com ...

Javascript Language Center
MongoDB can be Used by clients written in Javascript; Uses Javascript internally serverside for certain options such as map/reduce; Has a shell that is based on Javascript for administrative purposes. SpiderMonkey The MongoDB shell extends SpiderMonkey. See the MongoDB shell documentation ...

Joyent
prebuilt DOCS:Downloads MongoDB Solaris 64 binaries work with Joyent accelerators. Some newer gcc libraries are required to run \\ see sample setup session below. $ # assuming a 64 bit accelerator $ /usr/bin/isainfo kv ...

JVM Languages
many wrappers for the Java Java Language Center driver for other JVM Languages. Clojure http://github.com/somnium/congomongo Groovy Blog post: Groovy Tutorial for MongoDB http://asrijaffar.blogspot.com/2009/08/groovytutorialformongodb.html Blog post: MongoDB made more ...

L

Language Support

Last Error Commands
Since MongoDB doesn't wait for a response by default when writing to the database, a couple commands exist for ensuring that these operations have succeeded. These commands can be invoked automatically with many of the drivers when saving and updating in "safe" mode. But what's really happening ...

Legal Key Names
Key names in inserted documents are limited as follows: The '$' character must not be the first character in the key name. The '.' character must not appear anywhere in the key name

Licensing
you are using a vanilla MongoDB server from either source or binary packages you have NO obligations. You can ignore the rest of this page. All of the MongoDB software is open source, under a variety of licenses. The following is a list of components and licenses ...

List of Database Commands
See the Commands page for details on how to invoke a command. Requires Auth requires authentication Admin Only if "Yes" this command is privileged Commands#Privileged Commands \ must be run against the admin database Slave Okay can be run on a replication slave ...

Locking

Locking in Mongo

Logging
MongoDB outputs some important information to stdout while its running. There are a number of things you can do to control this Command Line Options \quiet less verbose output \v\ more verbose output \logpath <file> output to file ...

M

Manual
MongoDB manual. Excep
JavaScript for use with the mong
There is a table Driver Syntax Ta
each of the drivers

MapReduce
Map/reduce in MongoDB is usefu
aggregation operations. It is simil
all input coming from a collection
situation where you would have u

Master Master Replication
Mongo does not support full mas
certain restricted use cases mast
recommend one does not use th
Mastermaster usages is eventua

Master Slave
Setup of a Manual Master/Slave
Mongo to be a master database i
start two instances of the databa
mode. The following examples e

min and max Query Specifiers
min()}} and {{max()}} functions m
constrain query matches to those
keys specified. The {{min()}} and
in conjunction. The index to be u

mongo - The Interactive Shell
MongoDB Interactive Shell The M
{{bin/mongo}}, the MongoDB inte
that allows you to issue comman
shell is useful for: inspecting a da

Mongo Administration Guide

Mongo Concepts and Terminology

Mongo Database Administration

Mongo Developers' Guide

Mongo Documentation Style Guide
page provides information for eve
Confluence. It covers: #General I
markup for specific situations So
Notes on Writing Style Voice Acti

Mongo Driver Requirements
highlevel list of features that a dri
group those features by priority. T
probably used more for inspiratio
way to learn about ...

Mongo Extended JSON
Mongo's REST interface support
Special representations are used
JSON mappings, and multiple re
The REST interface supports thr

Mongo Metadata
dbname>.system. namespaces i
system information. Syste
lists all namespaces. {{system.in
/ index metadata exists in the da
...

Mongo Usage Basics

Mongo Wire Protocol
Introduction The Mongo Wire Pr
requestresponse style protocol. C
through a regular TCP/IP socket.
configurable and will vary. Client
TCP/IP ...

Mongo-Based Applications
Please list applications that lever
for your application, we'd love to
meghan@10gen.com. See Also
using MongoDB Hosting Center

MongoDB - A Developer's Tour

MongoDB Commercial Services Pro
Note: if you provide consultative
be listed here, just let us know. S
support http://www.10gen.com/ s
training http://www.10gen.com ...

MongoDB Data Modeling and Rails
tutorial discusses the developme
MongoDB. MongoMapper
goal is to provide some insight in
MongoDB. To that end, w
...

MongoDB Language Support

MongoDB, CouchDB, MySQL Comp
pending... CouchDB \\ MongoDB
(JSON http://www.json.org/) \\ D
http://blog.mongodb.org/post/114
string,number,boolean,array,obje
object ...

mongosniff
Unix releases of MongoDB includ
MongoDB what tcpdump is to TC
situations. The tool is quite usefu
Usage: mongosniff help forward

mongostat
Use the mongostat utility to quick
instance. Starting in 1.3.3 !mong

Monitoring

Monitoring and Diagnostics
Query Profiler Use the Database
The mongod process includes a
http://localhost:28017/. See the H
mongostat Utility mongostat db.s

Moving Chunks
inc version try to set on from if se
finish transfer commit result max
this poses slight problem when m

Multikeys
MongoDB provides an interesting
arrays of an object's values. A go
article tagged with some categor
db.articles.find() We can ...

N

O

Notes on Pooling for Mongo Drivers
Note that with the db write operations can be sent asynchronously or synchronously (the latter indicating a getlasterror request after the write). When asynchronous, one must be careful to continue using the same connection (socket). This ensures that the next operation will not begin until after ...

Object IDs
Documents in MongoDB are requ
identifies them. Document IDs: \i
its first attribute. This valu

Object Mappers for Ruby and Mongo
Although it's possible to use the I
validations, associations, and ma
ActiveRecord. Here, then, is a lis
for working with Ruby and Mongo
10gen ...

Old Pages

Older Downloads

One Slave Two Masters
mms.png align=center! This docu
slave pulling data from two differ
has a different hostname (hostna

Online API Documentation
MongoDB API and driver docum
Java Driver API Documentation h
Documentation http://api.mongoc
Documentation http://api.mongoc

Optimization
Optimizing A Simple Example Th
optimizing database performance
is to display the front page of a b
recent posts. Let's ...

Optimizing Mongo Performance

Optimizing Storage of Small Objects
MongoDB records have a certain
DOCS:BSON document) in a col
insignificant, but if your objects a
fields) it would not be. Bel

OR operations in query expressions
Query objects in Mongo by defau
currently does not include an OR
ways to express such queries. ht
The $in operator indicates a "whe
expressions of the form x ...

Overview - The MongoDB Interactive
Starting the Shell The interactive
distribution. To start the shell, go
type ./bin/mongo It might be usef
{{PATH}} so you can just type {{m

Overview - Writing Drivers and Tools
section contains information for d
protocols of Mongo people who a
Documents of particular interest
binary document format. Fundam
works ...

P

Pairing Internals
Policy for reconciling divergent oplogs In a paired environment, a situation may arise in which each member of a pair has logged operations as master that have not been applied to the other server. In such a situation, the following procedure will be used to ensure consistency between the two ...

Perl Language Center
Start a MongoDB server instance ({{mongod}}) before installing so that the tests will pass. Some tests may be skipped if you are not running a recent version of the database (>= 1.1.3). Installing CPAN $ sudo cpan MongoDB The Perl driver is available through CPAN ...

Perl Tutorial

Philosophy
Design Philosophy !featuresPerformace.png align=right! Databases are specializing the "one size fits all" approach no longer applies. By reducing transactional semantics the db provides, one can still solve an interesting set of problems where performance is very ...

PHP - Storing Files and Big Data

Q

Queries and Cursors
Queries to MongoDB return a cu
The exact way to query will vary
queries from the MongoDB shell
{{mongo}} process). The shell ...

Query Optimizer
MongoDB query optimizer gener
client. These plans are ex
supports ad hoc queries much lik
interesting approach ...

Querying
One of MongoDB's best capabilit
Systems that support dynamic qu
data; users can find data using a

Quickstart
an even quicker start go to http://

PHP Language Center
Installing the PHP Driver NIX Run: sudo pecl install mongo See the installation docs http://www.php.net/manual/en/mongo.installation.php for configuration information and OSspecific installation instructions. Windows Download one of the binaries http://github.com/mongodb/mongophpdriver ...

Product Comparisons

Production Deployments
you're using MongoDB in production, we'd love to list you here\! Email meghan@10gen.com. <DIV mcestyle="textalign:center;margin:0" style="margin: 0pt; textalign: center;">Company</DIV> Use Case !logosourceforge.png align=center ...

Production Notes
Architecture Production Options Master Slave 1 master, N slaves have to handle failover manually Replica Pairs 2 servers, 1 is always master, autofailover Backups Import Export Tools Recommended System Settings turn off ...

Project Ideas
you're interested in getting involved in the MongoDB community (or the open source community in general) a great way to do so is by starting or contributing to a MongoDB related project. Here we've listed some project ideas for you to get started on. For some of these ideas ...

PyMongo and mod_wsgi

Python Language Center

Python Tutorial

MongoDB is easy. For a l
Unix The following instructions a
are running an old ...

R

Rails - Getting Started
Using Rails 3? See Rails 3 Getting Started This tutorial describes how to set up a simple Rails application with MongoDB, using MongoMapper as an object mapper. We assume you're using Rails versions prior to 3.0 ...

Rails 3 - Getting Started
difficult to use MongoDB with Rails 3. Most of it comes down to making sure that you're not loading ActiveRecord and understanding how to use Bundler http://github.com/carlhuda/bundler/blob/master/README.markdown, the new Ruby dependency manager. Install the Rails ...

Recommended Production Architectures

Removing
Removing Objects from a Collection To remove objects from a collection, use the {{remove()}} function in the mongo shell mongo The Interactive Shell. (Other drivers offer a similar function, but may call the function "delete". Please check your driver's documentation ...

Replica Pairs
Setup of Replica Pairs Replica Sets will soon replace replica pairs. If you are just now setting up an instance, you may want to wait for that and use master/slave replication in the meantime. Mongo supports a concept of replica ...

Replica Pairs in Ruby
Here follow a few considerations for those using the Ruby driver Ruby Tutorial with MongoDB and replica pairing. Setup First, make sure that you've correctly paired two {{mongod}} instances. If you want to do this on the same machine for testing, make ...

Replica Set Internals
DRAFT \ subject to change. test Design Concepts A write is only truly committed once it has replicated to a majority of servers in the set. (We can wait for confirmation for this though, with getlasterror.) Writes which are committed at the master of the set may be visible ...

Replica Sets
Replica Sets is "Replica Pairs version 2" and will be available in version 1.6. Supports more than two servers in the cluster Better failover and recovery between nodes Data center and rack aware Can have passive set members (slaves ...

Replication
MongoDB supports replication of data between servers for failover and redundancy. MongoDB replication is an enhanced form of masterslave configuration: that is, only one server is active for writes (the master) at a given time. With a single active master at any point in time, we ...

Replication Internals
master mongod instance, the {{local}} database will contain a collection, {{oplog.$main}}, which stores a highlevel transaction log. The transaction log essentially describes all actions performed by the user, such as "insert this object into this collection." Note that the oplog is not a lowlevel redo log ...

Roadmap

S

Schema Design
Introduction With Mongo, you do
designing a relational schema be
Generally, you will want one data
objects. You do not want ...

Searching and Retrieving

Security and Authentication
Running Without Security (Truste
Mongo database is in a trusted e
authentication. This is the
course, in such a configuration, c
access ...

Server-side Code Execution
Introduction Mongo supports the
{{$where}} Clauses and Function
documentstyle query specificatio
the query either as a string conta

Server-Side Processing

Shard Ownership
shard ownership we mean which
draft/thoughts will change: Contra
information is in the config datab
which server owns a shard ...

Shard v0.7
Simple autosharding suitable for
addition and removal of nodes fr

Sharding
MongoDB has been designed to
architecture. Autosharding permi
that incorporate additional machi
change in load and data distribut

Sharding Administration
See also Configuring DOCS:Con
a mongos process or > // straight
// mongos returns > db.$cmd.find
db.runCommand( ) {"servers" : ,

Sharding and Failover
Failure of a mongod process with
set in a shard is down, read and
Replica sets functionality is pend
http://jira.mongodb.org/browse/S
within ...

1.4 2010 Q1 1.6 2010 Q2

Ruby External Resources

number of good resources appearing all over the web for learning about MongoDB and Ruby. A useful selection is listed below. If you know of others, do let us know. Screencasts Introduction to MongoDB Part I http://www.teachmetocode.com/screencasts ...

Ruby Language Center

an overview of the available tools and suggested practices for using Ruby with MongoDB. Those wishing to skip to more detailed discussion should check out the Ruby Driver Tutorial Ruby Tutorial, Getting started with Rails Rails Getting Started Rails ...

Ruby Tutorial

tutorial gives many common examples of using MongoDB with the Ruby driver. If you're looking for information on data modeling, see MongoDB Data Modeling and Rails. Links to the various object mappers are listed on our object mappers page http://www.mongodb.org ...

Sharding Config Schema

Sharding configuration schema. T
version This is a singleton that co
db.getCollection("version").findO
options (chunkSize) > db.settings
shards ...

Sharding Design

concepts config database \ the to
servers and where things live. sh
replica pair. database \ one top le
or not chunk \ a region ...

Sharding FAQ

Where do unsharded collections
alpha 2 unsharded data goes to t
config.databases to see details).
collections to different shards (th

Sharding Internals

section includes internal impleme
sharding. See also the ma
Note: some internals docs could
we ...

Sharding Introduction

MongoDB supports an automate
scaling across multiple nodes. Fo
single database server, MongoD
automatically managing failover a
...

Sharding Limits

Sharding Alpha 2 (MongoDB v1.
replication/failover. For Al
shard (and manual slaves if desi
use with sharding ...

Sharding Use Cases

What specific use cases do we w
techniques) that are challenging
(e.g., youtube) (also, GridFS sca
for related videos ...

Smoke Tests

run basic c unit tests: scons smo
target starts a mongod instance
basic jstests // first start mongod,

Sorting and Natural Order

Natural order" is defined as the d
collection. When executing a {{fir
objects in forward natural order.
particularly useful because, altho

Source Code

All source for MongoDB, it's drive
Github http://github.com/mongod
http://github.com/mongodb/mong
http://github.com/mongodb/mong

Spec, Notes and Suggestions for Mo

Assume that the BSON DOCS:B
be up to 4MB. This size may cha
object. We recommend you test

Splitting Shards

chunk \lowbound,highbound)>sh
perform. In one case, we
the same number of values, in ar

Starting and Stopping Mongo

Mongo is run as a standard prog
Command Line Parameters for m
some common use cases for sta
that you are in the directory wher

Storing Data

Storing Files

Structuring Data for Mongo

T

- Tailable Cursors
  MongoDB has a feature known as tailable cursors which are similar to the Unix "tail \f" command. Tailable means the cursor is not closed once all data is retrieved. Rather, the cursor marks the last known object's position and you can resume ...
- Too Many Open Files
  you receive the error too many open files in the mongod log, there are a couple of possible reasons for this. First, to check what file descriptors are in use, run lsof (some variations shown below): lsof grep mongod lsof grep mongod ...
- TreeNavigation
- Trees in MongoDB
  best way to store a tree usually depends on the operations you want to perform; see below for some different options. In practice, most developers find that one of the "Full Tree in Single Document", "Parent Links", and "Array of Ancestors" patterns ...
- Troubleshooting
  mongod process "disappeared" Scenario here is the log ending suddenly with no error or shutdown messages logged. On Unix, check /var/log/messages: $ grep mongod /var/log/messages $ grep score /var/log/messages See Also Diagnostic ...
- Troubleshooting the PHP Driver
- Tutorial
  Getting the Database Download Downloads the database, unpack it, and start the mongod process: $ bin/mongod By default MongoDB will store data files in {{/data/db/}} (or {{c:\data\db\}}) on all systems. This convention is used throughout the documentation. You can use ...

U

- Ubuntu and Debian packages
  Please read the notes on the Do
  packages are updated daily, and
  try updating your apt package lis
  10gen ...
- UI
  Spec/requirements for a future M
  clone? collections validate(), dat
  explain() output security: view us
  master ...
- Updates
- Updating
  MongoDB supports atomic, inpla
  for replacing an entire document.
  {{update()}}: {{db.collection.updat
  {{{}criteria{}}} \ query which selec
- Updating Data in Mongo
  Updating a Document in the mon
  previous section, the {{save()}} m
  a collection. We can also use {{s
  collection. Continuing with the ex
- Use Case - Session Objects
  MongoDB is a good tool for stori
  model is to have a sessions colle
  a browser cookie. With its update
  make updates fast, the database
- Use Cases
  See also the Production Deploym
  a discussion of how companies li
  MongoDB. Use Case Articles Us
  http://blog.mongodb.org/post/171
  Using ...
- User Feedback
  I just have to get my head aroun
  \muckster, #mongodb "Guys at F
  about what is the software devel
  \kunthar@gmail.com, mongodbu
- Using a Large Number of Collections
  technique one can use with Mon
  collections to store information in
  this, certain repeating data no lo
  index on that key may be elimina

V

- v0.8 Details
  Existing Core Functionality Basic Mongo database functionality: inserts, deletes, queries, indexing. Master / Slave Replication Replica Pairs Serverside javascript code execution New to v0.8 Drivers for Java, C, Python, Ruby. db shell utility ...
- v0.9 Details
  v0.9 adds stability and bug fixes over v0.8. The biggest addition to v0.9 is a completely new and improved query optimizer
- v1.0 Details
- v1.5 Details
- v2.0 Details
- Validate Command
  Use this command to check that a collection is valid (not corrupt) and to get various statistics. This command scans the entire collection and its indexes and will be very slow on large datasets. From the {{mongo}} shell: > db.foo.validate() From a driver one might invoke the driver's equivalent ...
- Version Numbers
  MongoDB uses the Oddnumbered versions for development releases http://en.wikipedia.org/wiki/Softwareversioning#Oddnumberedversionsfordevelopmentreleases. There are 3 numbers in a MongoDB version: A.B.C A is the major version. This will rarely change and signify very large changes B is the release number. This will include many changes ...

W

- What is the Compare Order for BSO
  MongoDB allows objects in the s
  differ in type. When comp
  is utilized as to which value is les
  arbitary but well ...
- Why are my datafiles so large?
- Why so many "Connection Accepted
- Working with Mongo Objects and Cl
- Writing Drivers and Tools
  mongosniff

Viewing and Terminating Current Operation View Current Operation(s) in Progress > db.currentOp(); > // same as: db.$cmd.sys.inprog.findOne() { inprog: { "opid" : 18 , "op" : "query" , "ns" : "mydb.votes" , "query" : " " , "inLock" : 1 } } Fields: opid an incrementing operation number. Use with killOp(). op the operation type ...	
X	**Y**
Z	**!@#$**