

SOFTWARE ARCHITECTURE GATHERING / 2022-11-16

Mayday, we're syncing!

INNOQ



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@MOONBEAMLABS



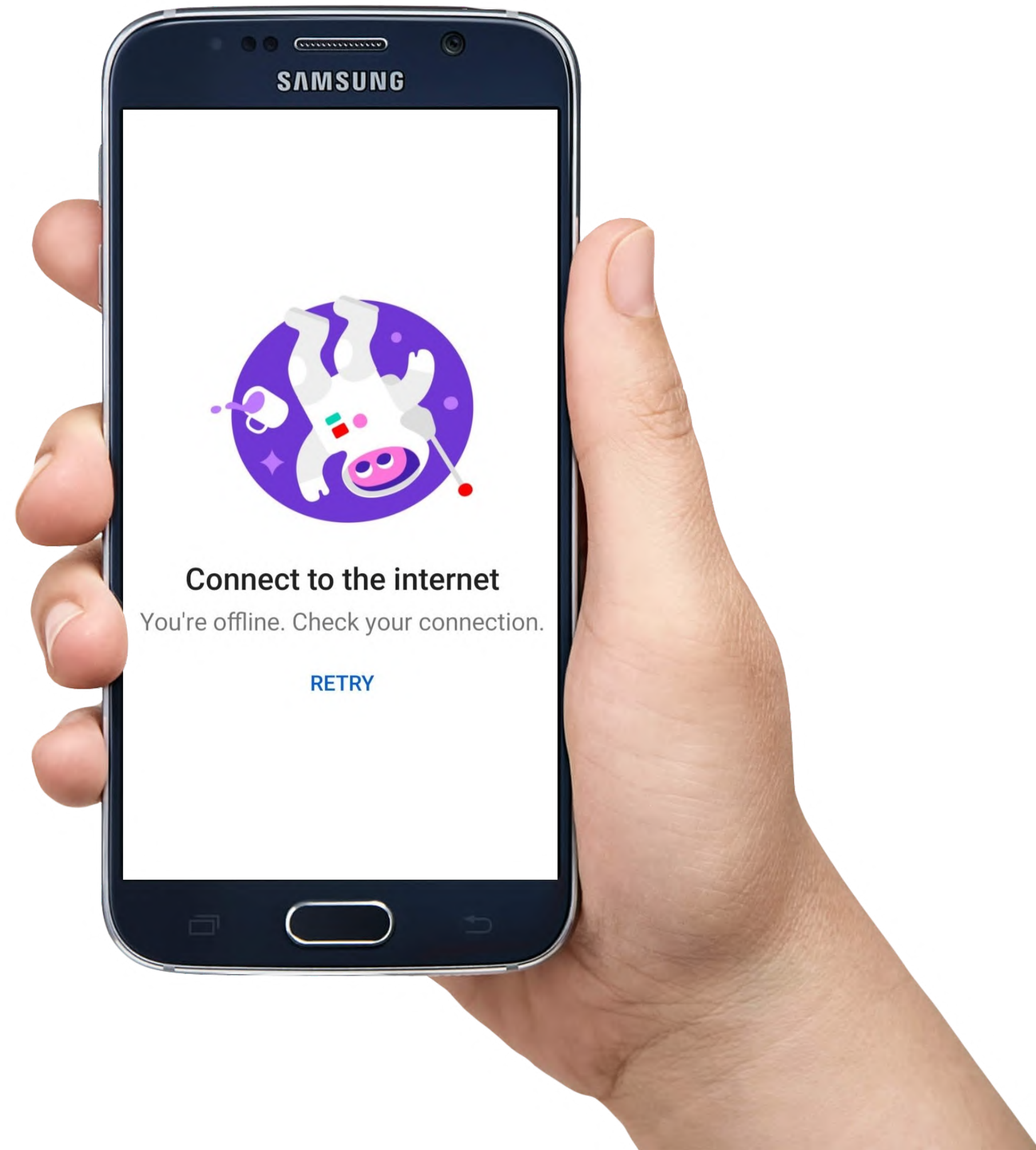
LARS HUPEL
@LARSR_H





When everything's in the cloud

- ... we are dependent on the Internet
- ... we are limited in how we can work
- ... we are excluding people



Working Offline?

- in the Olden Days, we didn't always have a connection
- local file storage, manual sync



Offline-first is the standard for development

- we like working offline
- no one wants to use Subversion nowadays
- why do we ask our users for connectivity?





```
graph TD; A[Hello world!] --> B[Hello world]; A --> C[Hello, world!];
```

Hello
world!

Hello
world

Hello,
world!

RD Merge Revisions for D:\Projects\Git\Demo\Nancy\src\Nancy\DependencyContextAssemblyCatalog.cs

5 changes. 1 conflict

Local Changes (Read-only)	Result	Changes from Server (revision 9d4b6795...)
using System.Reflection;	7	using System.Reflection;
using Microsoft.Extensions.DependencyInjection;	8	using Microsoft.Extensions.DependencyInjection;
/// <summary>	9	/// <summary>
/// Default implementation of the <code>DependencyContext</code> interface.	10	/// Default implementation of the <code>DependencyContext</code> interface.
/// retrieving <see cref="DependencyContext">	11	/// retrieving <see cref="DependencyContext">
/// </summary>	12	/// </summary>
public class DependencyContext	13	public class DependencyContext
{	14	{
private static readonly DependencyContext _instance = new DependencyContext();	15	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	16	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	17	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	18	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	19	private static readonly DependencyContext _instance = new DependencyContext();
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private static readonly DependencyContext _instance = new DependencyContext();	22	private static readonly DependencyContext _instance = new DependencyContext();
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private static readonly DependencyContext _instance = new DependencyContext();	25	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	26	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	27	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	28	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	29	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	30	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	31	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	32	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	33	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	34	private static readonly DependencyContext _instance = new DependencyContext();
private static readonly DependencyContext _instance = new DependencyContext();	35	private static readonly DependencyContext _instance = new DependencyContext();

Accept Left Accept Right Apply Abort

Document1 - Microsoft Word

File Home Insert Page Layout References Mailings Review View

Spelling & Grammar Proofing Research Thesaurus Word Count Language Translate Language Language

New Comment Comments Delete Previous Next

Track Changes Tracking Final: Show Markup Show Markup Reviewing Pane

Accept Reject Changes Previous Next Compare Compare Block Authors Restrict Editing Protect

TITLE

8 Support for Track Changes in the OpenDocument (ODF) format

Visualization and printing of comments:

Improvements to printing of comments inside the margin: Bug 36815. Please also see the OpenOffice.org bugs: i#94514, i#767, i#61644.

Ability to apply comments to text selections: Bug 38244 (This is partly done and will be integrated in LibreOffice 3.7. Limitation: Text ranges cannot span over more than one paragraph)

User interface for comments: Bug 36896, Bug 38247, Bug 38246. Further design ideas of the Comments Ruler Control are collected

- 1 Introduction
- 2 Related issues and requirements
- 3 Solution Proposals
- 4 Further ideas for improvements
- 5 Google Summer of Code 2009: Improve Writer's compare function, 7 Related OpenOffice/LibreOffice extensions
- 9 Manuals on using Writer's existing track changes features
- 10 Press Coverage and blogs on track changes
- 11 Please also see

Track changes is a possibility for Writer users to keep track of the changes a user makes or other users have made to a document. All changes are recorded and are visualized in order to ease the

This. It also aims to collect some ideas on potential improvements in this area in Writer.

The standard view always displays the most recent version and changes are not marked. However, it is possible to access the So-called "History" which makes it possible to easily navigate on a time scale through all changes made by all authors. Insertions are underlined in the colour of the respective co-author. Deletions are displayed as "interactive markers" that display the deleted text if the mouse

Deleted: Track changes¶ Contents¶ [hide]

Formatted: Font: 18 pt, Bold

Moved (insertion) [1] Go

Moved (insertion) [2] Go

Markup Area

Comment [g1]: This is a comment, but there is nothing to say

Deleted: ¶ 6 Competitive Analysis¶

Moved up [1]: 8 Support for Track Changes in the OpenDocument (ODF) format¶ Go

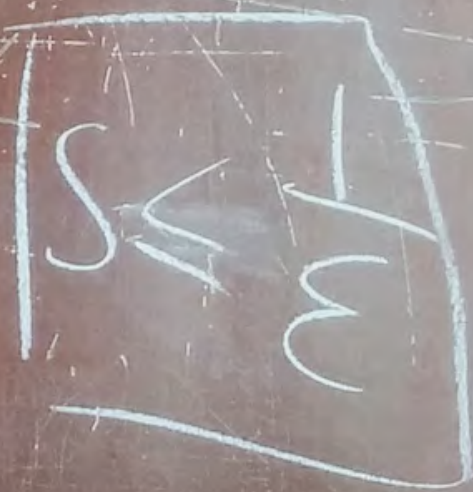
Deleted: ¶ page aims to collect some information on the track changes feature of Writer.

Page: 1 of 6 Words: 1390 English (U.S.) 116%

$$\frac{dN}{dt} = \frac{1}{q_{\text{fact}}} - q_0(N - N_0)(1 - \epsilon S)S + \frac{N_e}{t_n} - \frac{N}{t_p}$$

$$\frac{dS}{dt} = T_0 q_0(N - N_0)(1 - \epsilon S)S + \frac{f_0 N}{t_n} - \frac{S}{t_p}$$

$$\frac{S}{P} = \frac{T_0 q_0 N_0}{T_{\text{act}} n p c} = \text{const}$$

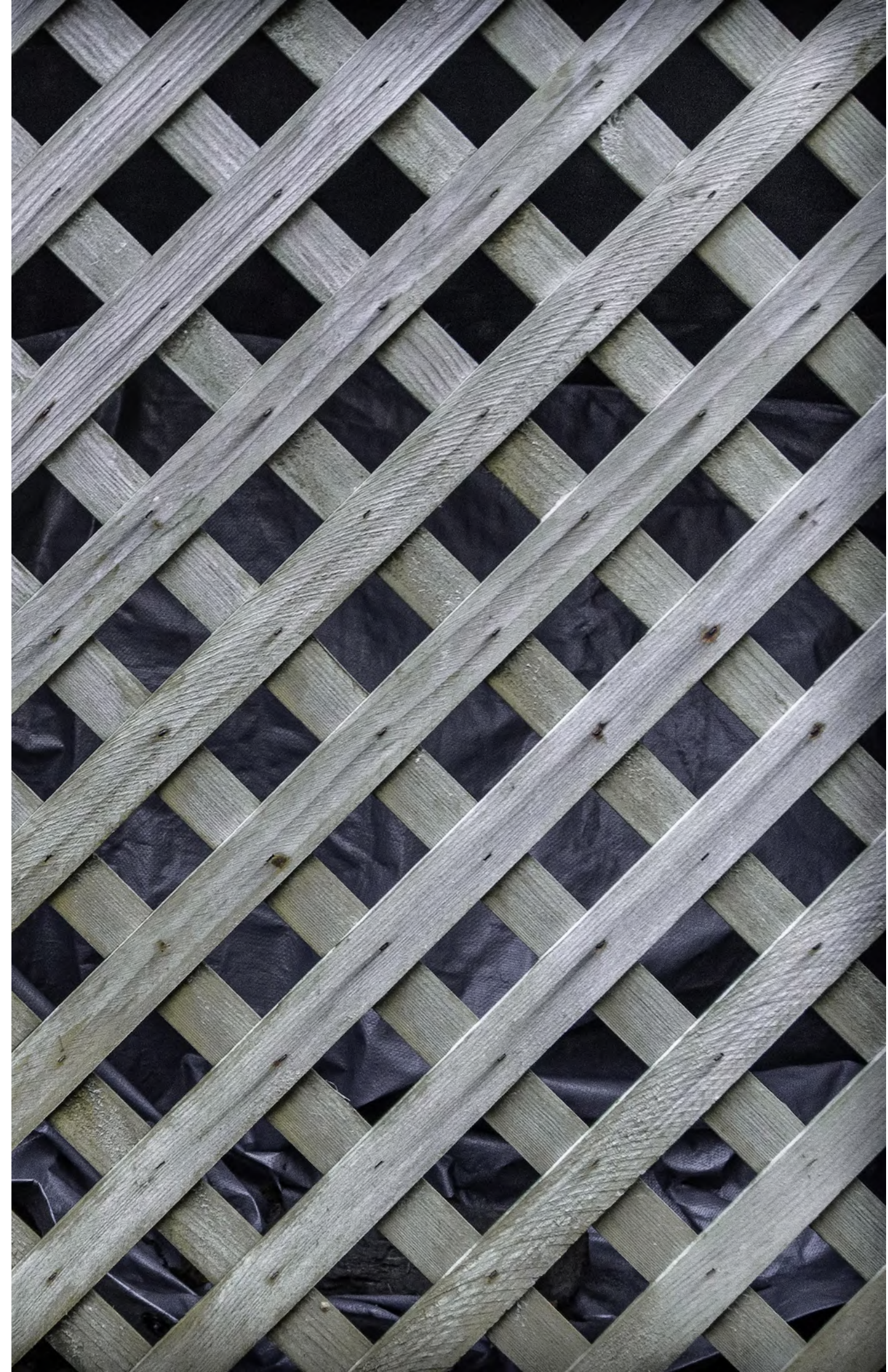


$$N = N_0$$

$$P_f = (m$$

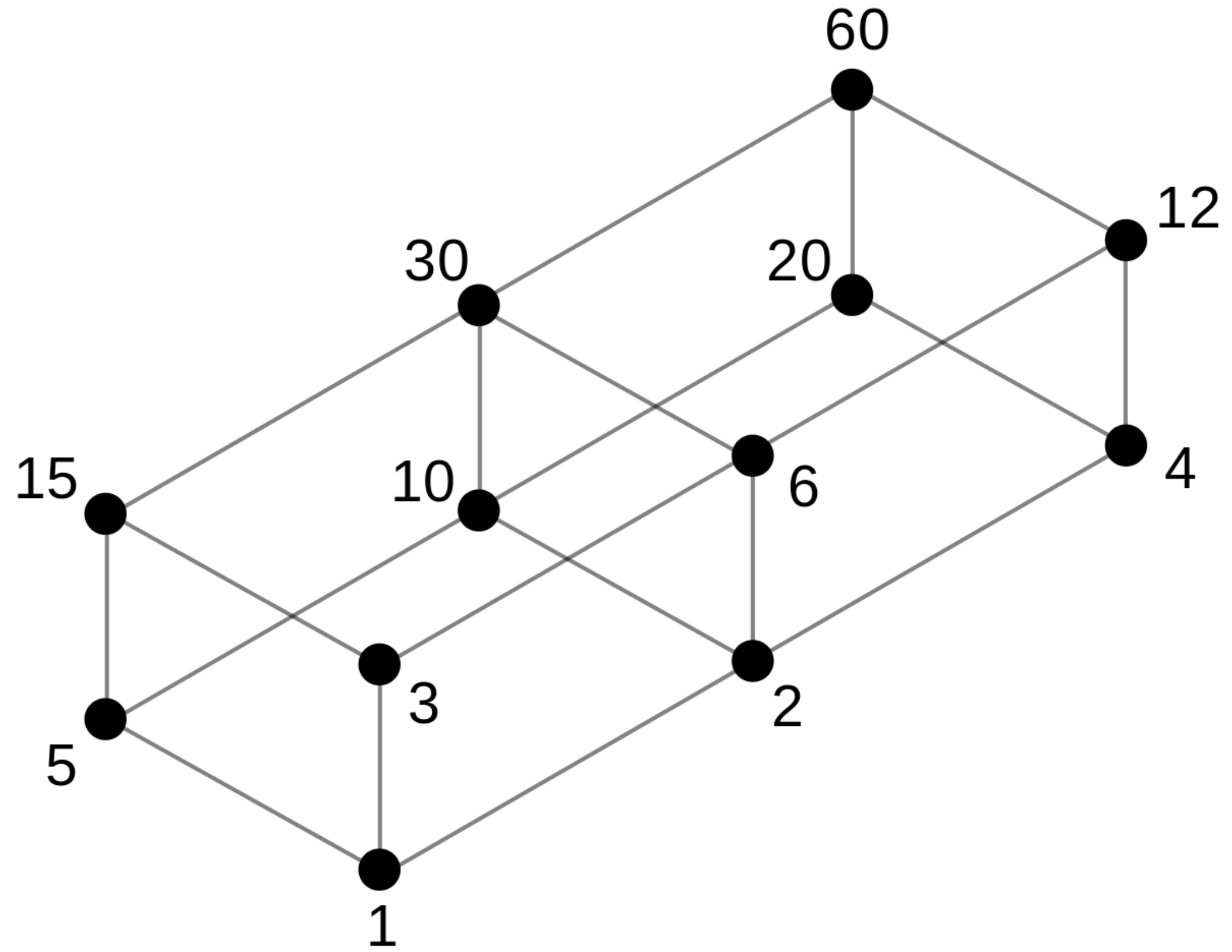
Lattices

- mathematical structure
- abstract definition of ordering



```
interface Lattice<T> {
    join(left: T, right: T): T;
    lteq(left: T, right: T): boolean;
}

// 1.  $join(x, y) == join(y, x)$ 
// 2.  $join(x, x) == x$ 
// 3.  $join(x, join(y, z)) == join(join(x, y), z)$ 
// ...
```



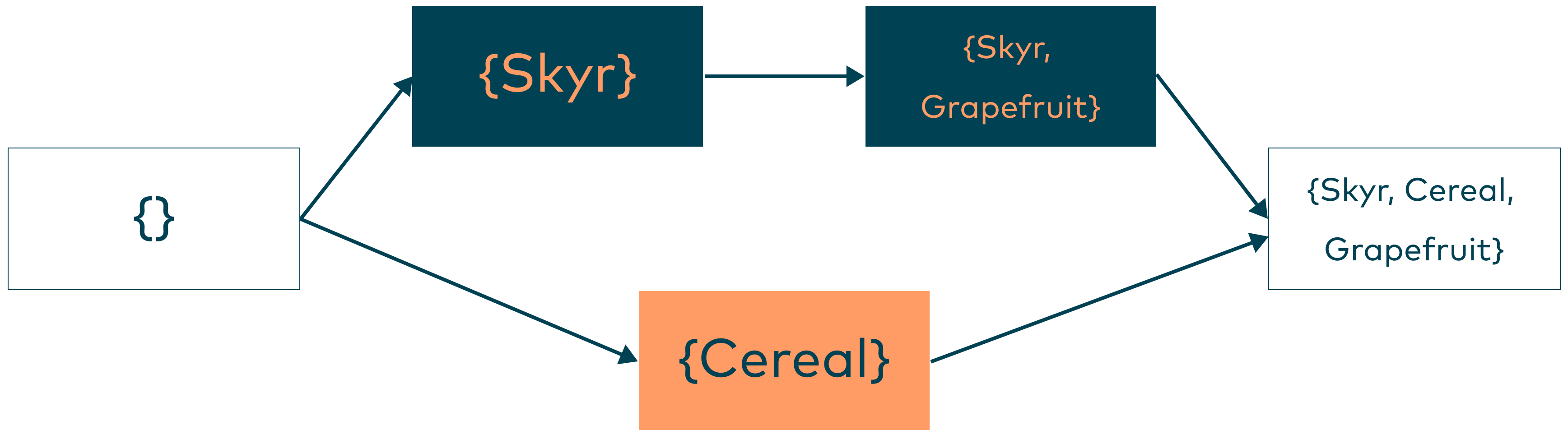
```
const divisionLattice: Lattice<number> = {  
  join(left: number, right: number) {  
    return leastCommonMultiple(left, right);  
  },  
  lteq(left: number, right: number) {  
    return right % left == 0;  
  }  
}
```



CRDTs

Conflict-Free Replicated Datatypes

Example: G-Sets

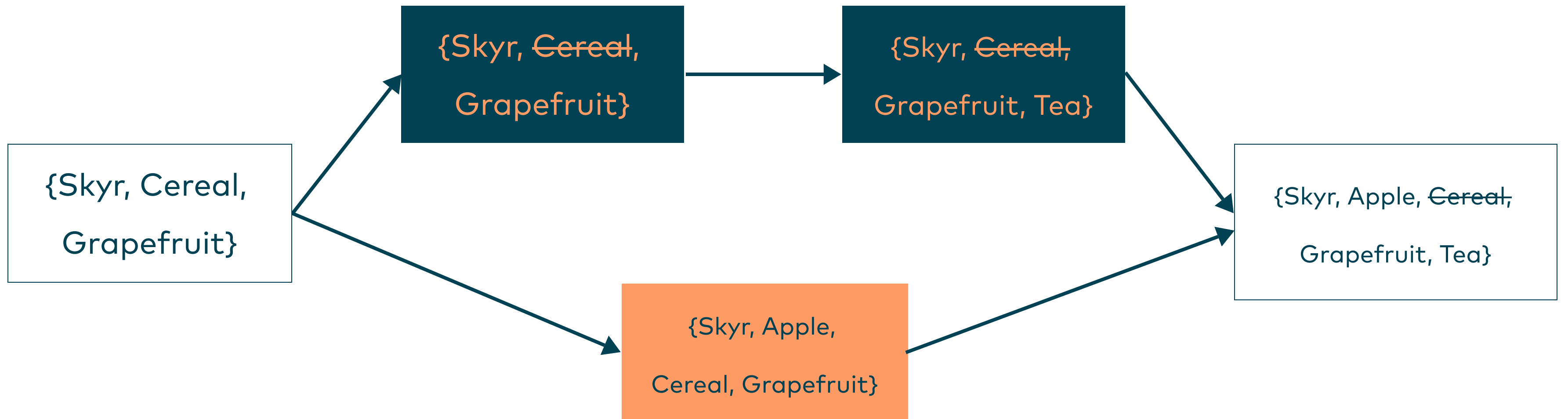


Tombstones

- deletion is not monotonic 😞
- solution: mark as deleted



Example: 2P-Sets

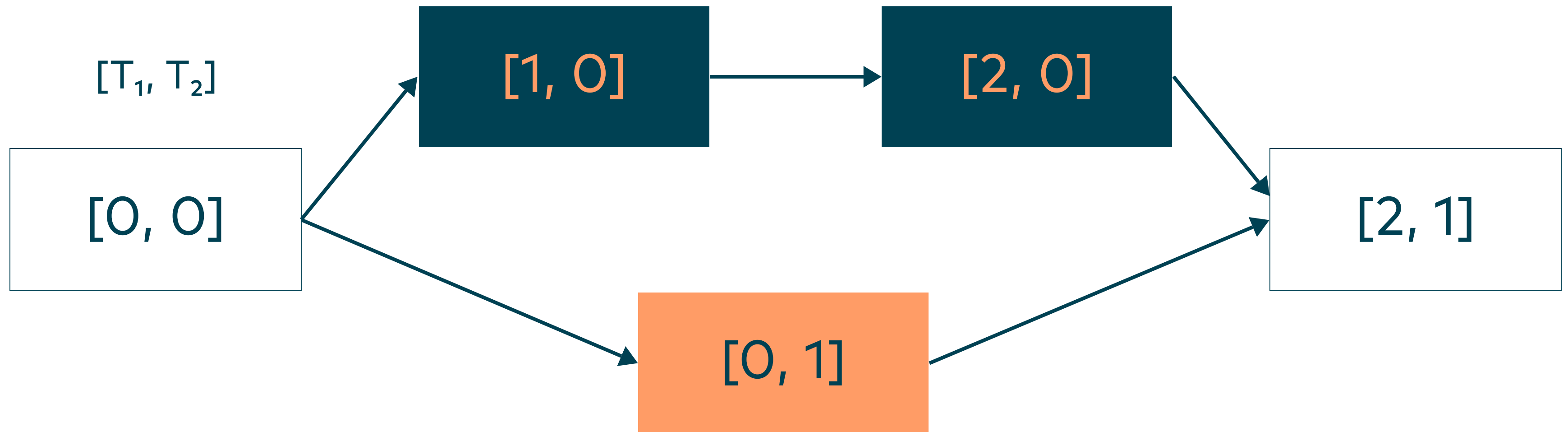


Vector Clocks

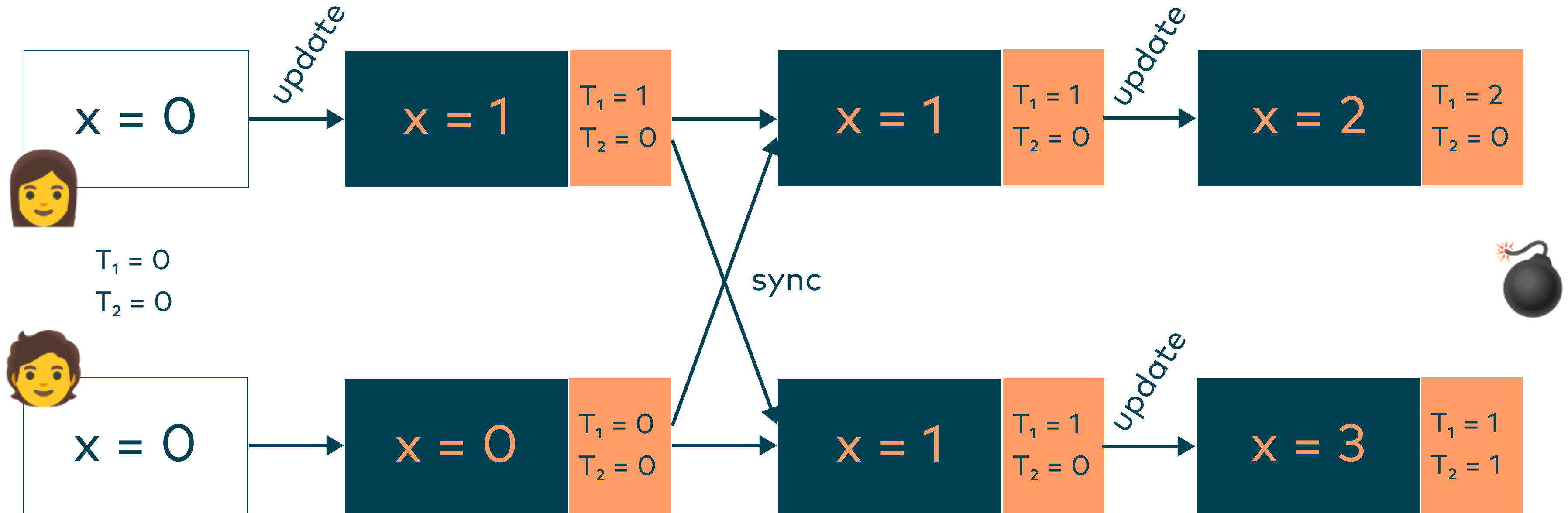
- each of the n devices gets its own timestamp
- the global timestamp for all devices is composed of those n timestamps
- it represents the last known state



Vector Clocks



Example: MV-Register



"Any two object replicas of a CvRDT eventually converge, assuming the system transmits payload infinitely often between pairs of replicas over eventually-reliable point-to-point channels."

```
    var o, d=this, e=this
    $(c.router.therefor
    ready"), a(document.body
    ready"), c.router.selected
    this.undelegateEvents
    ("closed").toggleClass
    FormPreviewDeviceButtons
    }, keyEvent: function()
    maybeRequestFilesystem
    Backbone.View.extend
    listenTo(c.collection,
    length), c.announceSearch
    function(){c.overlay
    render: function()
    }
  }
}
```




Automerge

Automerge

- JavaScript Library for Browser & Node
- offers JSON documents as datatype
 - 💡 they are CRDTs



Usage

```
doc1 = Automerge.from({ todos: [] })
```

```
doc2 = Automerge.change(doc1, 'Add cereal', doc => {  
  doc.todos.push({ text: 'Cereal', done: false })  
})
```

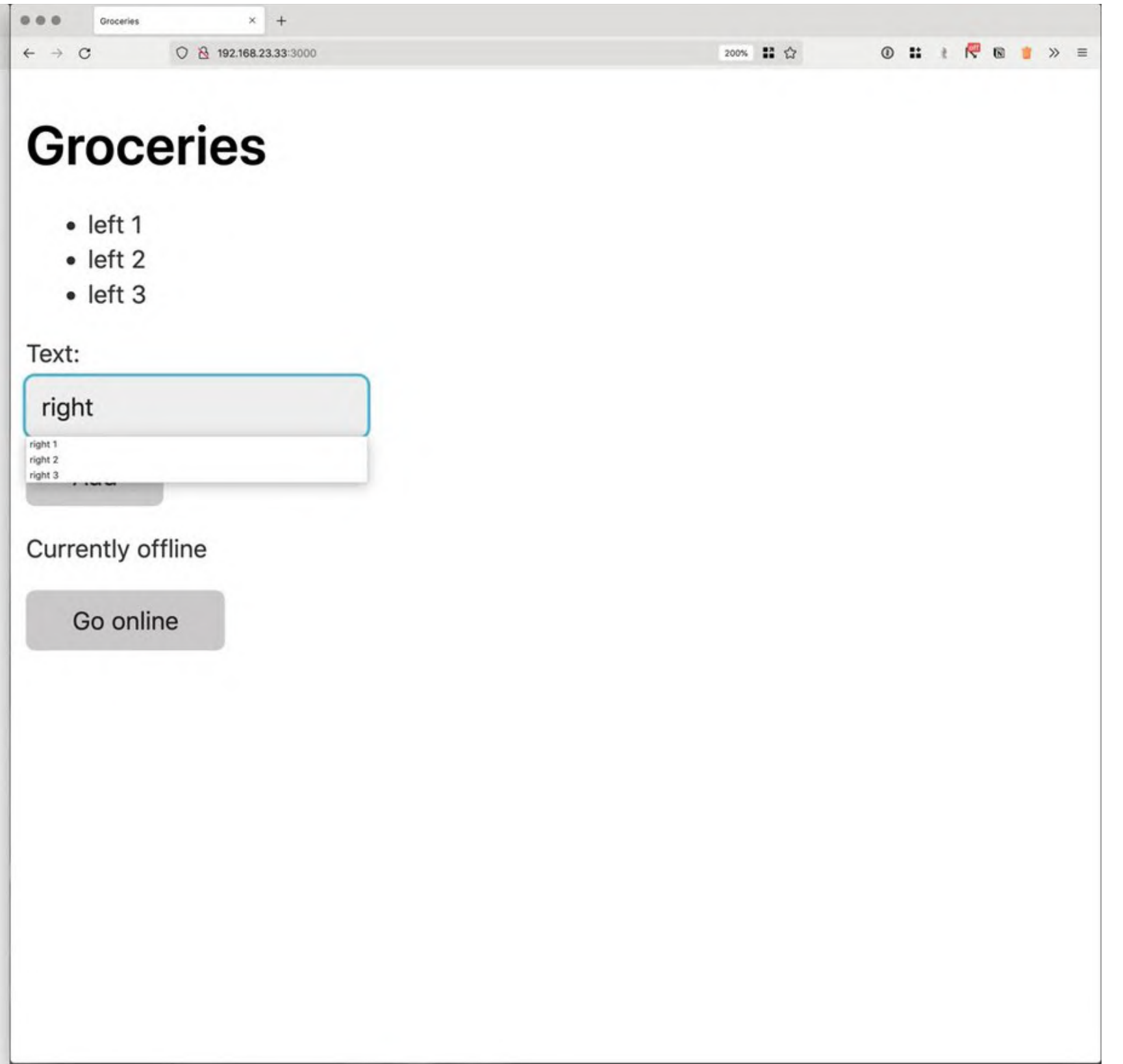
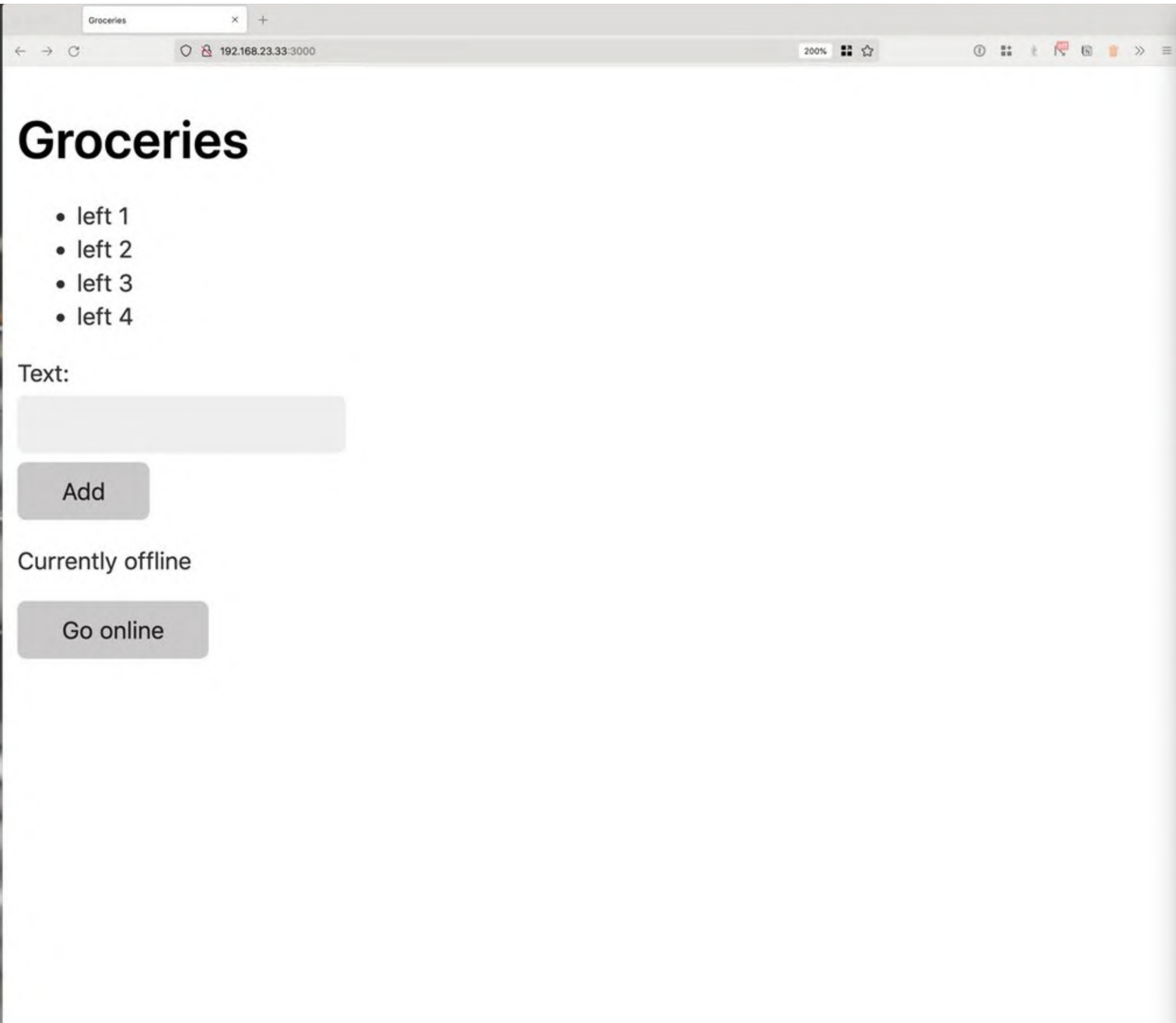
```
doc3 = Automerge.change(doc1, 'Add skyr', doc => {  
  doc.todos.push({ text: 'Skyr', done: false })  
})
```

```
doc4 = Automerge.merge(doc2, doc3)  
// contains traces of cereal & skyr
```

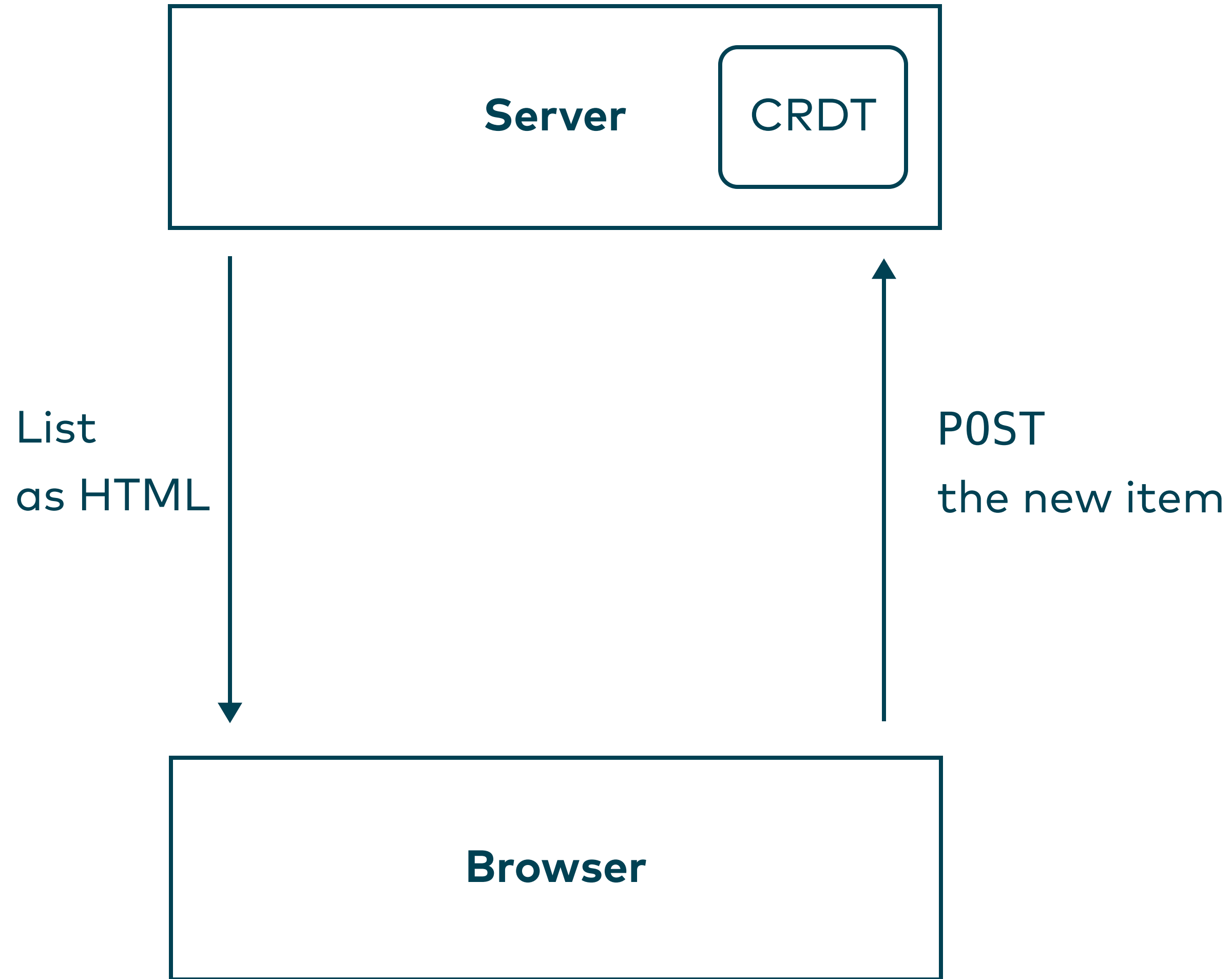


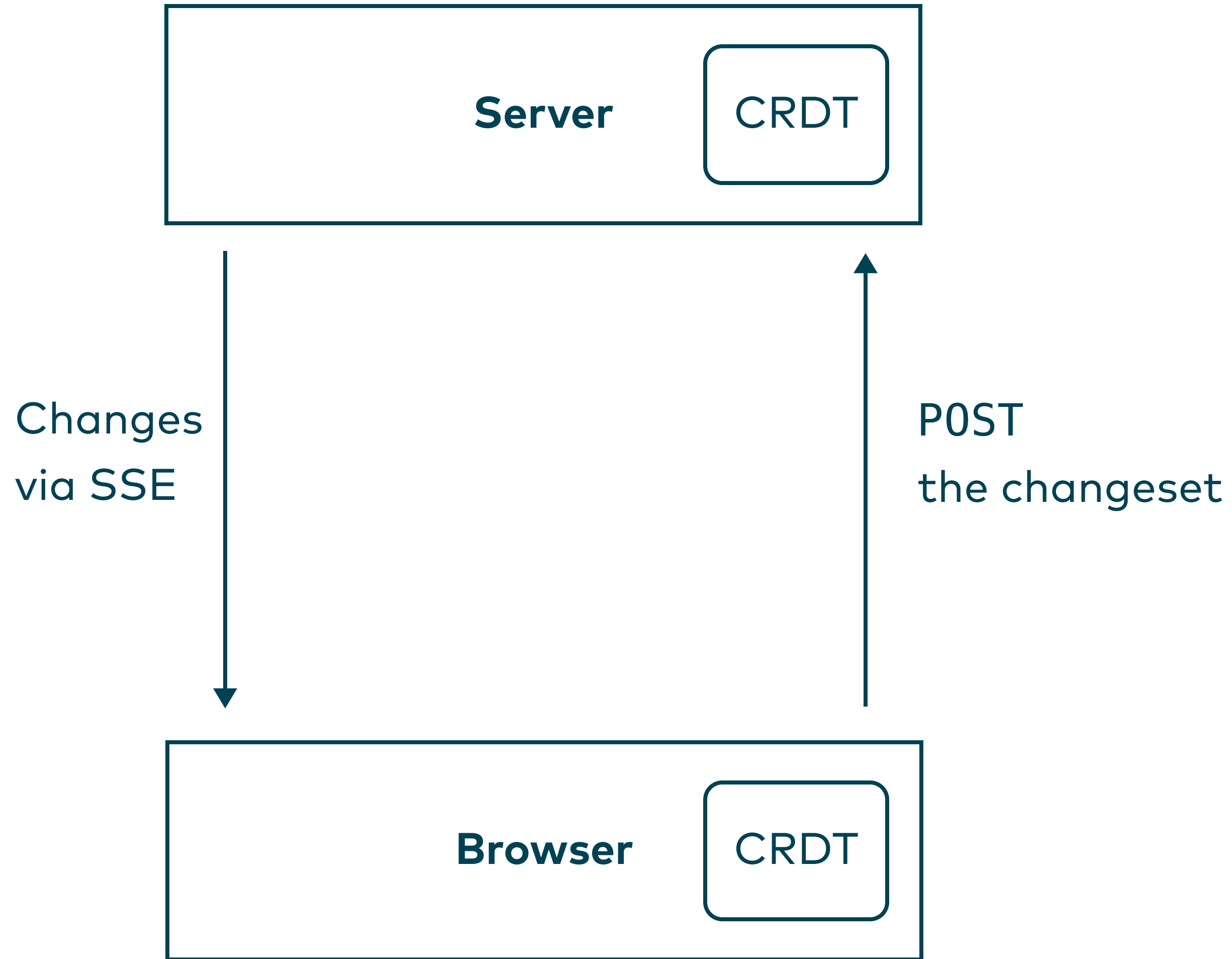
Demo

Shopping List



<https://github.com/innoq/groceries>





Subscribe via SSE

```
const source = new EventSource( "/stream" );
source.addEventListener( "message", (ev) => {
    list.applyChanges( ev.data );
});
```

Push Changes

```
class List {  
  constructor() {  
    // ...  
    this.changes = [];  
    this.interval =  
      setInterval(this.pushChanges.bind(this), 1000);  
  }  
}
```

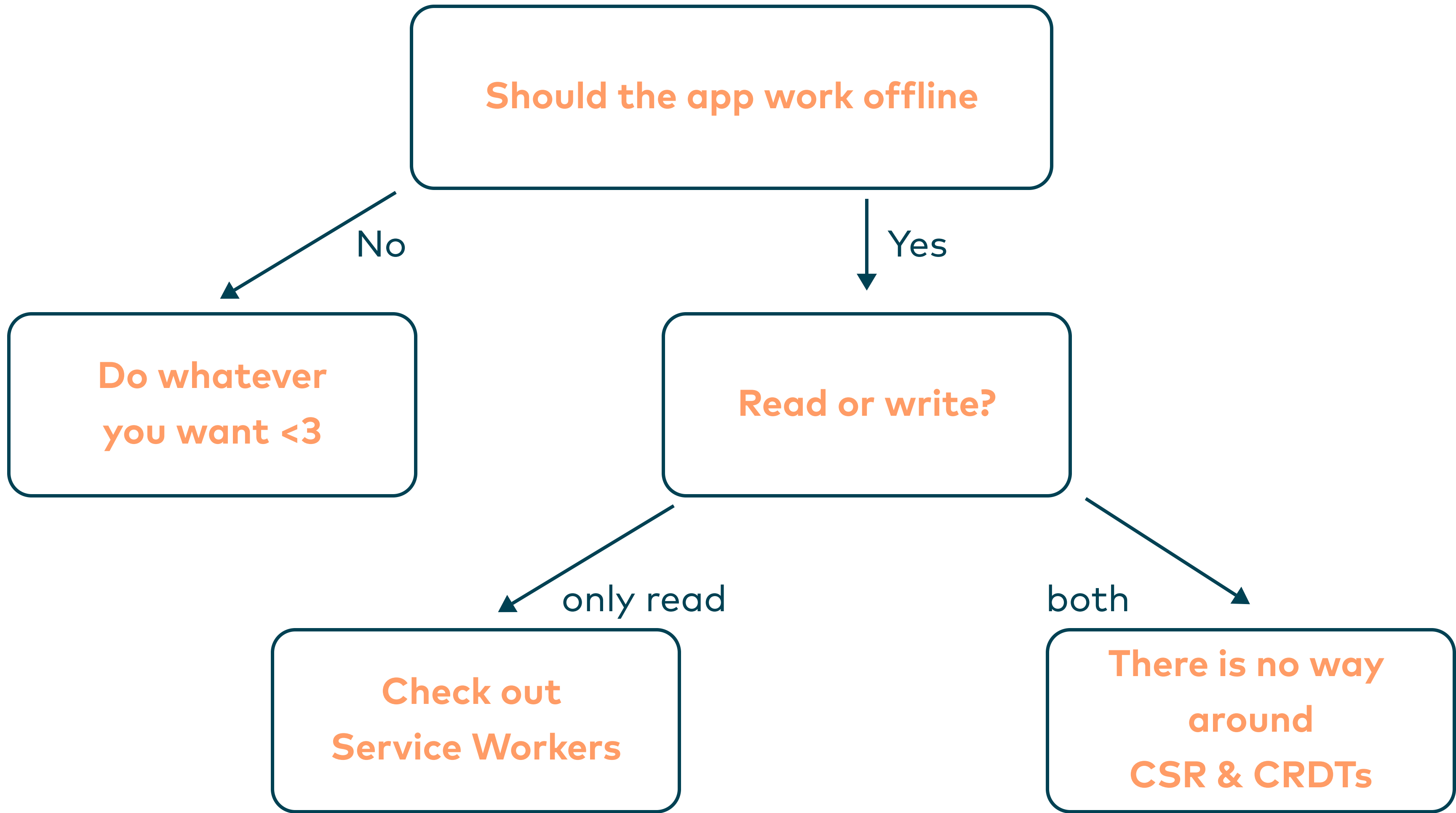
Push Changes

```
async pushChanges() {
  try {
    await fetch("/", {
      method: "POST",
      headers: { "Content-Type": "application/json" },
      body: JSON.stringify({ changes: this.changes }),
    });
    this.changes = [];
  } catch(e) { /* ... */ }
}
```

More Features

- other datatypes
 - Counter
 - Text (collaborative editing)
 - Peritext
 - table
- P2P with Hypermerge





Should the app work offline

No

**Do whatever
you want <3**

Yes

Read or write?

only read

**Check out
Service Workers**

both

**There is no way
around
CSR & CRDTs**

Q&A



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