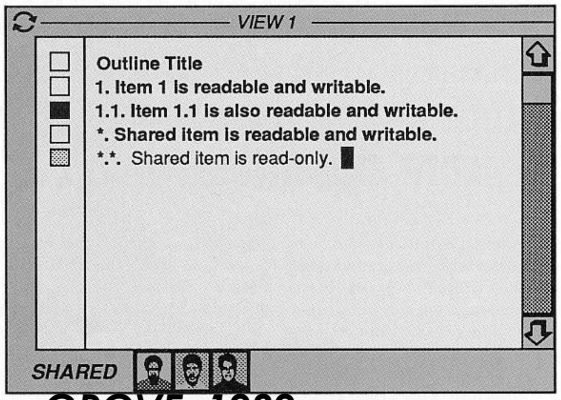
Agenda

- Optimistic replication
  - CVS, Subversion
  - Duplicated databases
  - Collaborative editing requirements
  - Operational transformation: properties for convergence, transformation functions, algorithms

Collaborative editing: from users to community of users

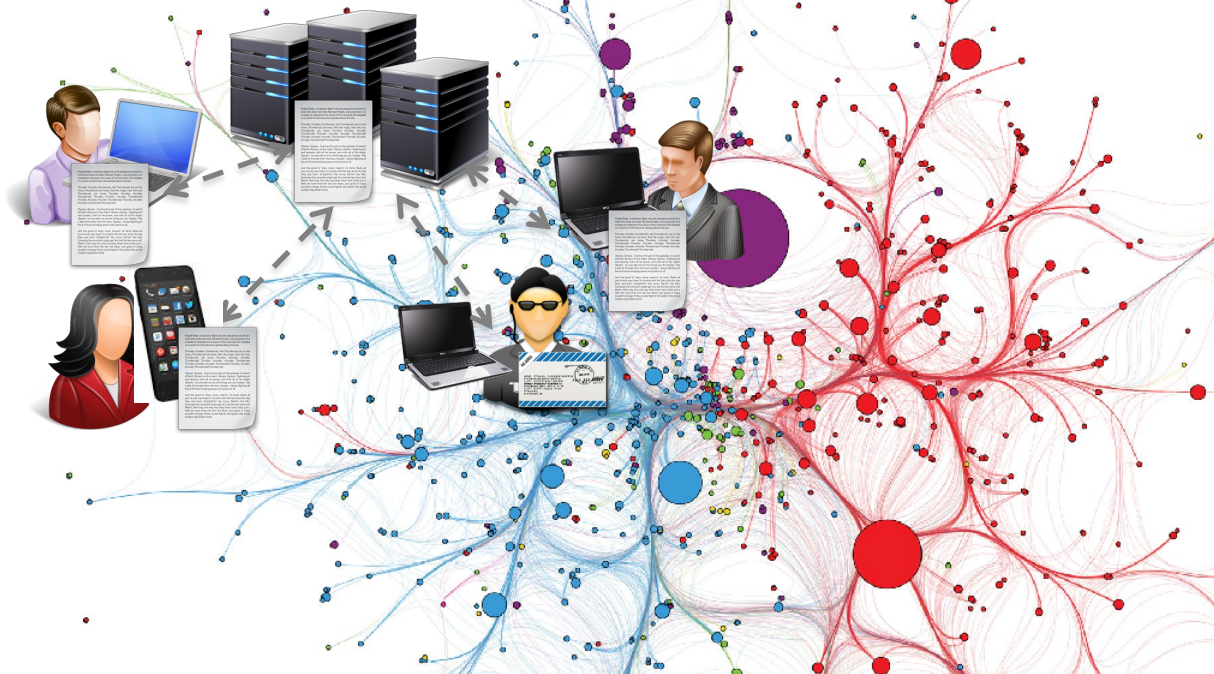
"Isn't it chaotic to all edit in the same document, even the same paragraph, at the same time?"

"Why would a group ever want to edit in the same line of text at the same time?"



GROVE, 1989

Collaborative editing: from users to community of users



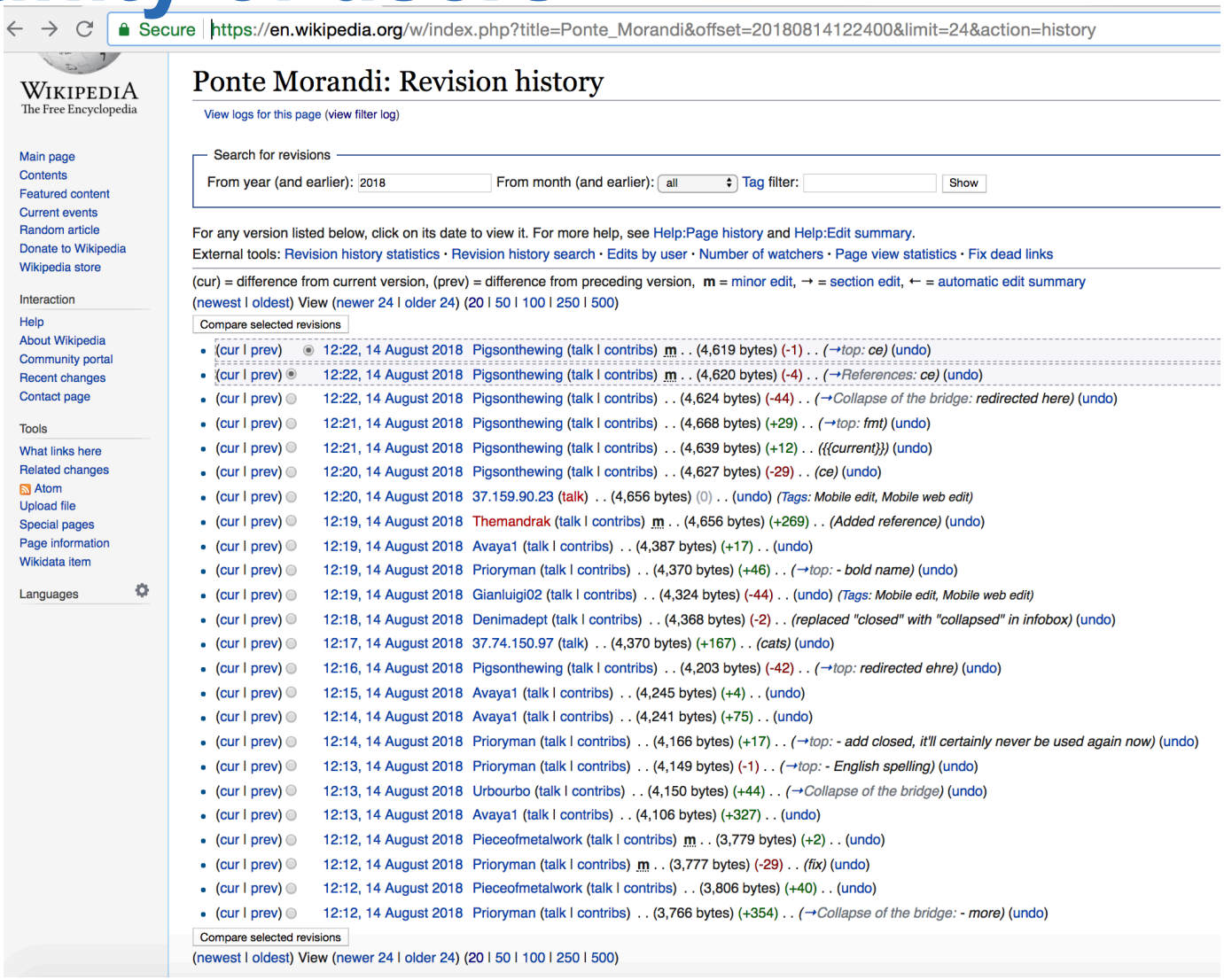
2013: MOOC "Fundamentals of Online Education: Planning and Applications" with 40.000 participants

2016: Nuit debout, more than 70 people edit a pad

2018: online CSCW PC meeting with 120 members

Collaborative editing: from users to community of users

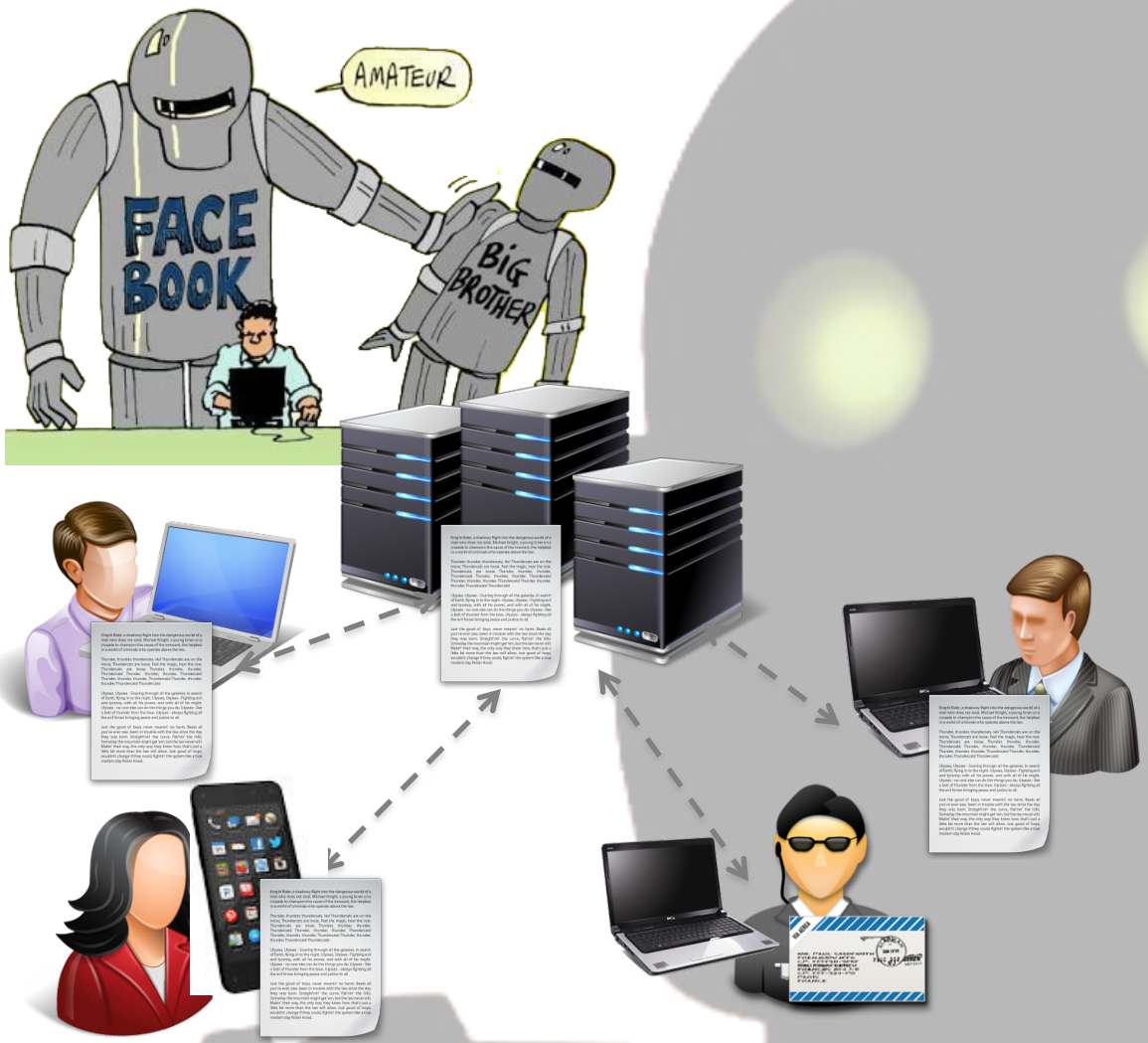
Real-time Wikipedia



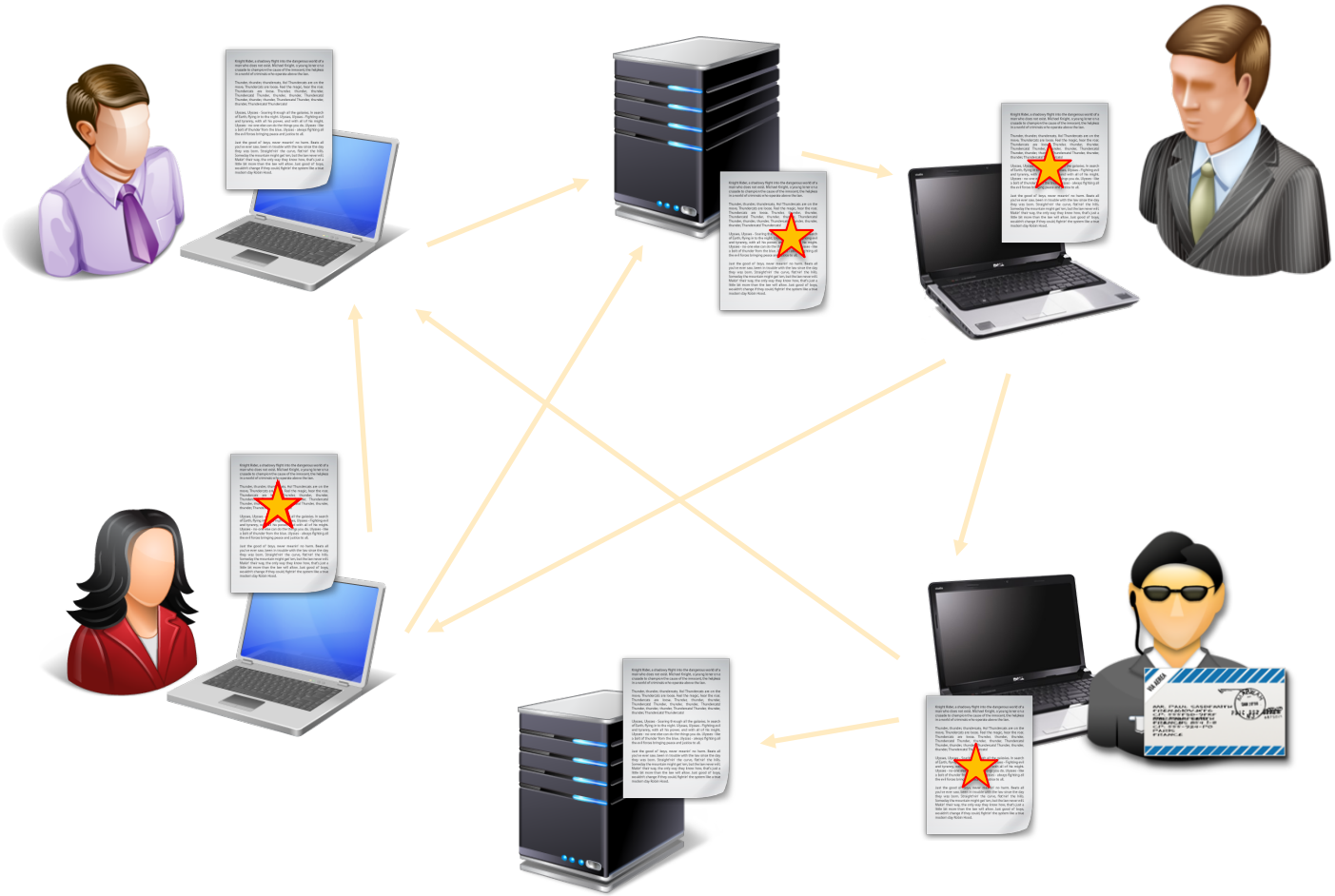
Limitations of Central Authority Systems

SCALABILITY

PRIVACY

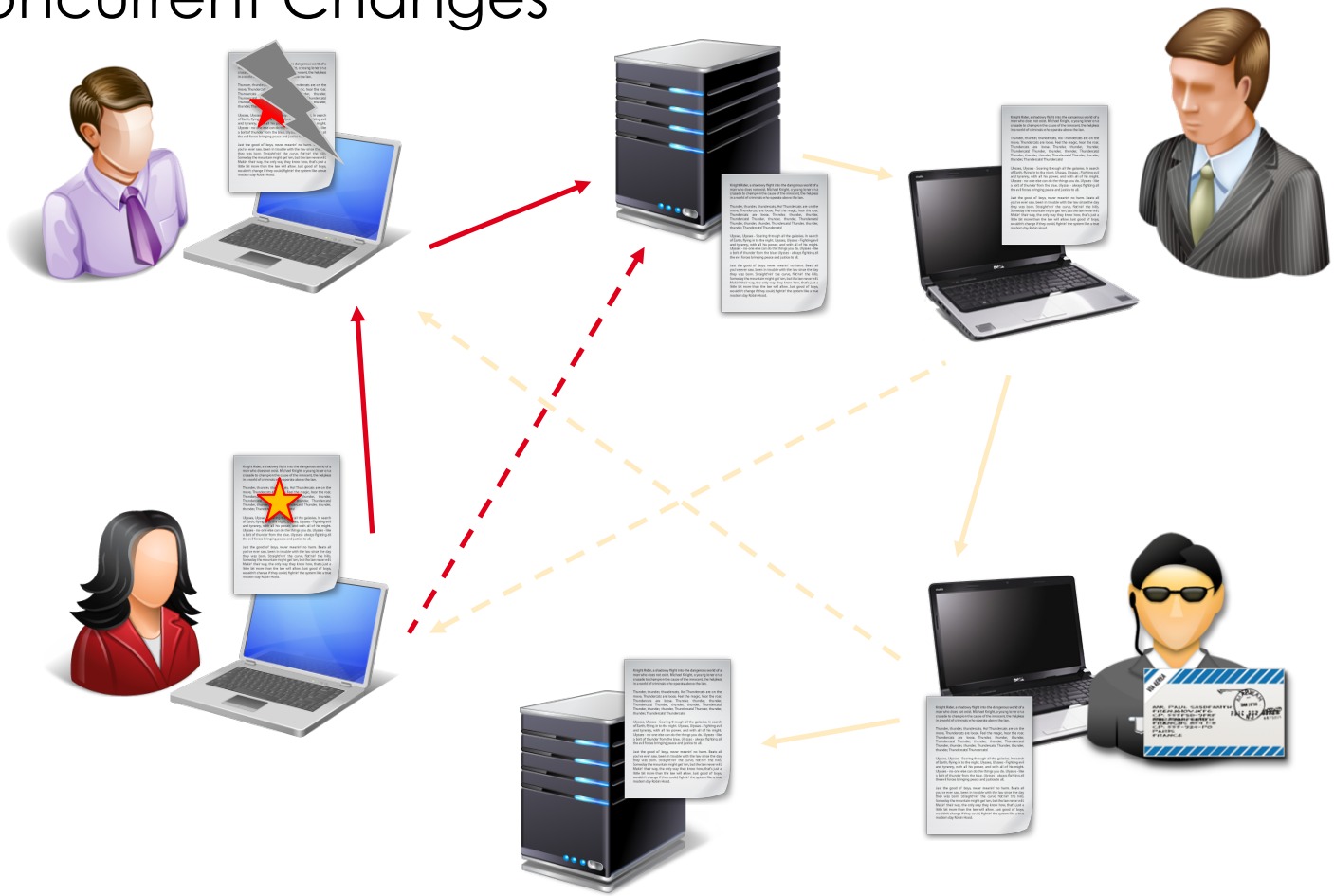


Peer-to-Peer Collaborative Systems



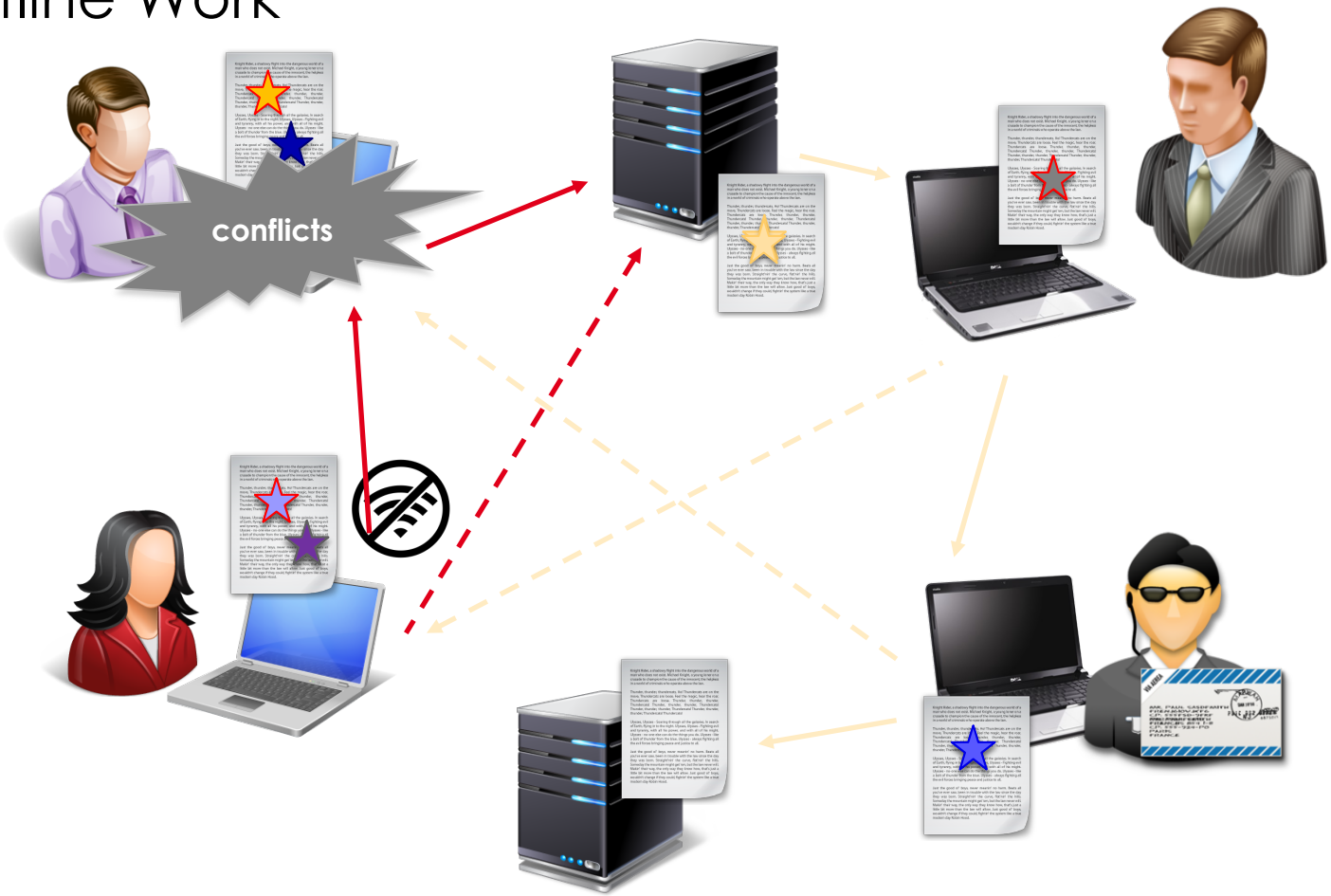
Collaboration Modes

Concurrent Changes



Collaboration Modes

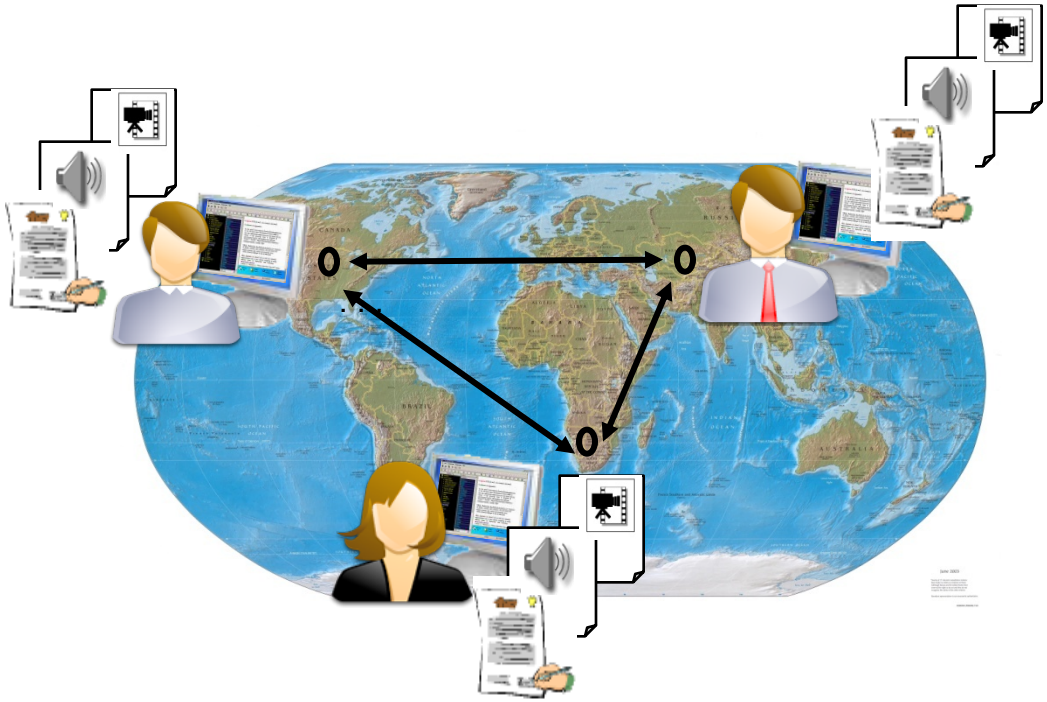
Offline Work



Collaboration Modes

Ad-hoc Collaboration

Operational transformation



- Domain of application: collaborative editing
- Document replication
  - Disconnected work
  - Better response time for real-time collaboration

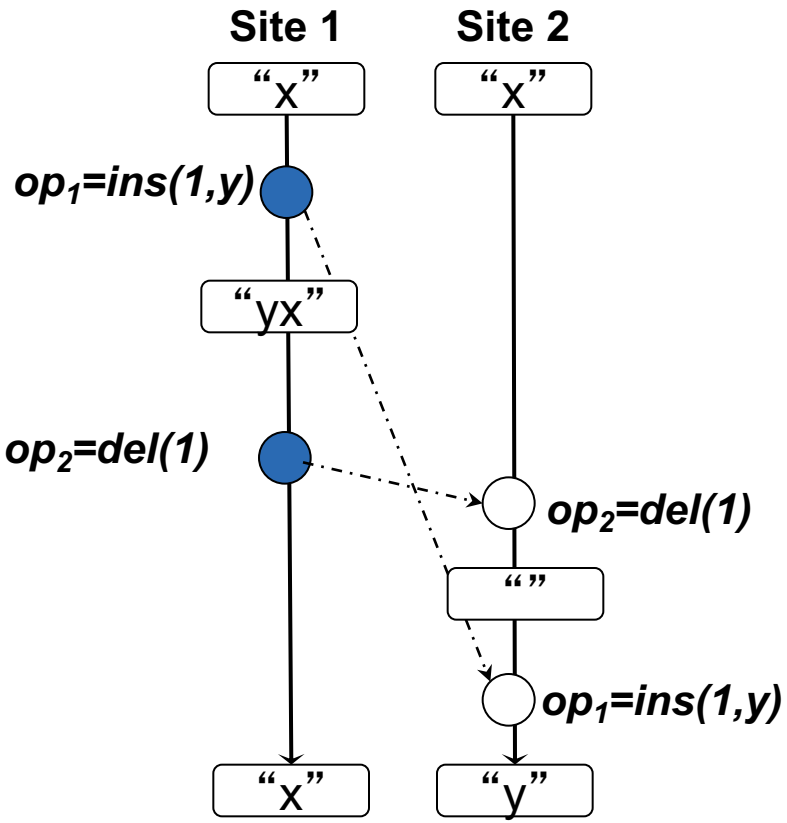
Operational transformation

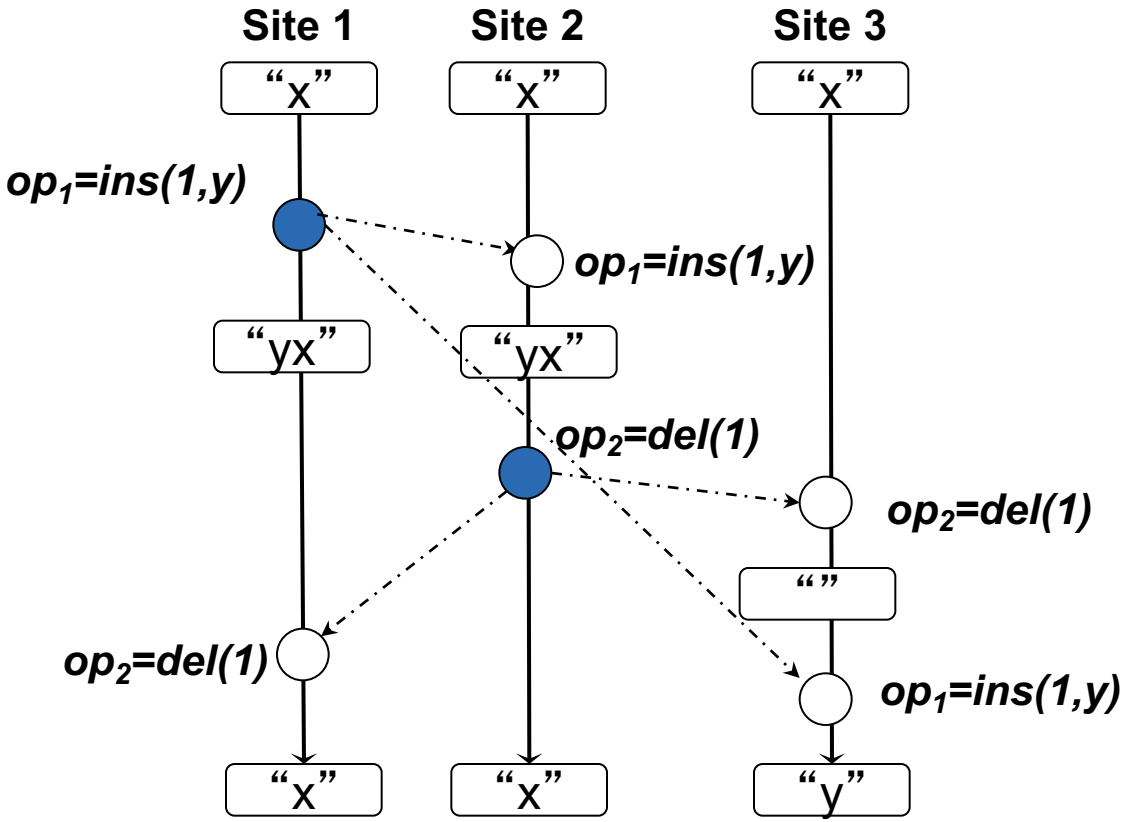
- Optimistic replication model
  - An operation is :
    - Locally executed,
    - Sent to other sites,
    - Received by a site,
    - Transformed according to concurrent operations,
    - Executed on local copy
- 2 components :
  - An integration algorithm : diffusion, integration
  - Some transformation functions

Operational transformation

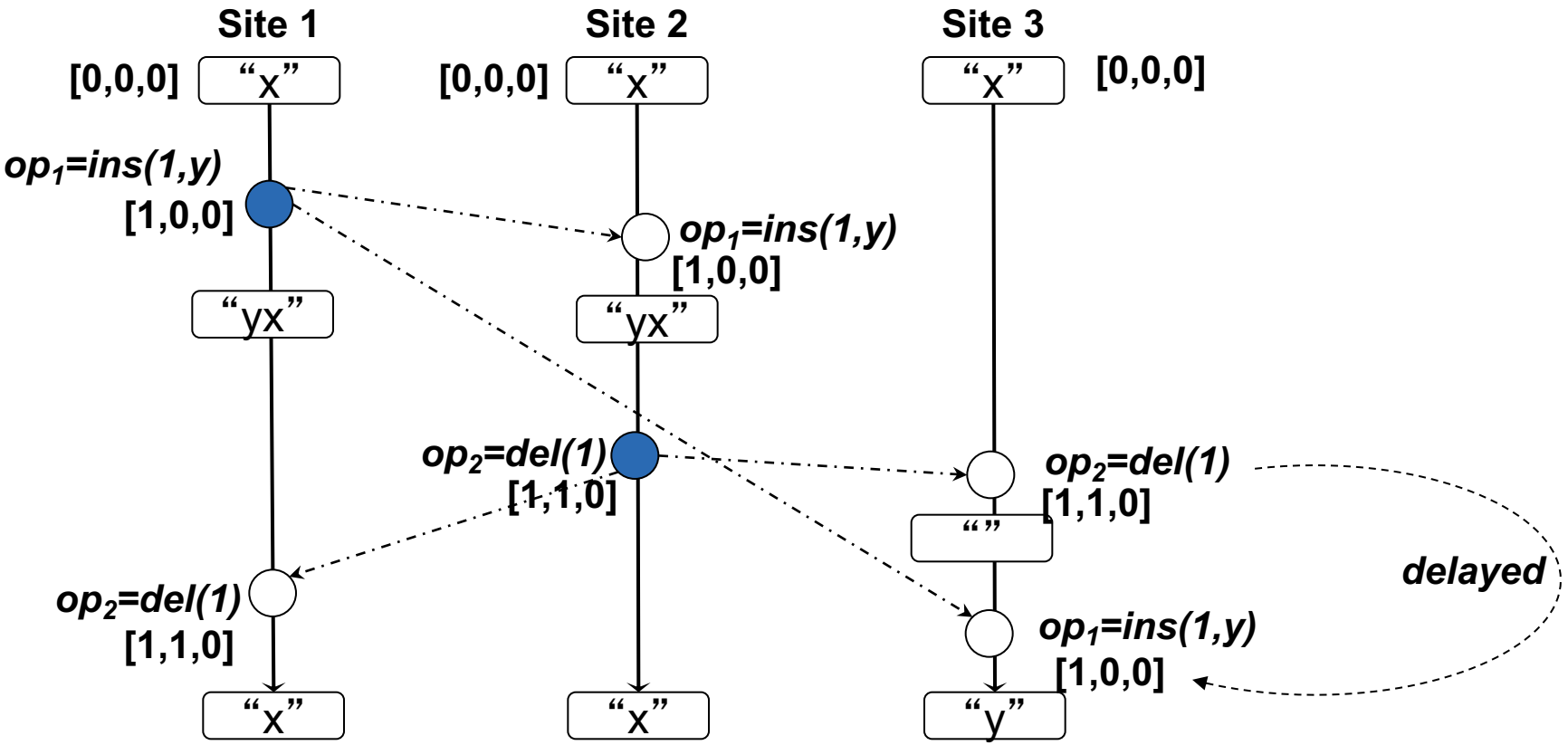
- Textual documents seen as a sequence of characters
- Operations
  - ins(p,c)
  - del(p)
- Three main issues
  - Causality preservation
  - Intention preservation
  - Convergence

Causality


Site 1
Site 2
“x”
“x”
op1=ins(1,y)
“yx”
op2=del(1)
op2=del(1)
“”
op1=ins(1,y)
“x”
“y”


Site 1
Site 2
Site 3
“x”
“x”
“x”
op1=ins(1,y)
op1=ins(1,y)
“yx”
“yx”
op2=del(1)
op2=del(1)
“”
op2=del(1)
op1=ins(1,y)
“x”
“x”
“y”

Causality


Site 1
Site 2
Site 3
[0,0,0]
"x"
[0,0,0]
"x"
"x"
[0,0,0]
op1=ins(1,y)
[1,0,0]
op1=ins(1,y)
[1,0,0]
"yx"
"yx"
op2=del(1)
[1,1,0]
op2=del(1)
[1,1,0]
""
delayed
op2=del(1)
[1,1,0]
op1=ins(1,y)
[1,0,0]
"x"
"x"
"y"

Intention

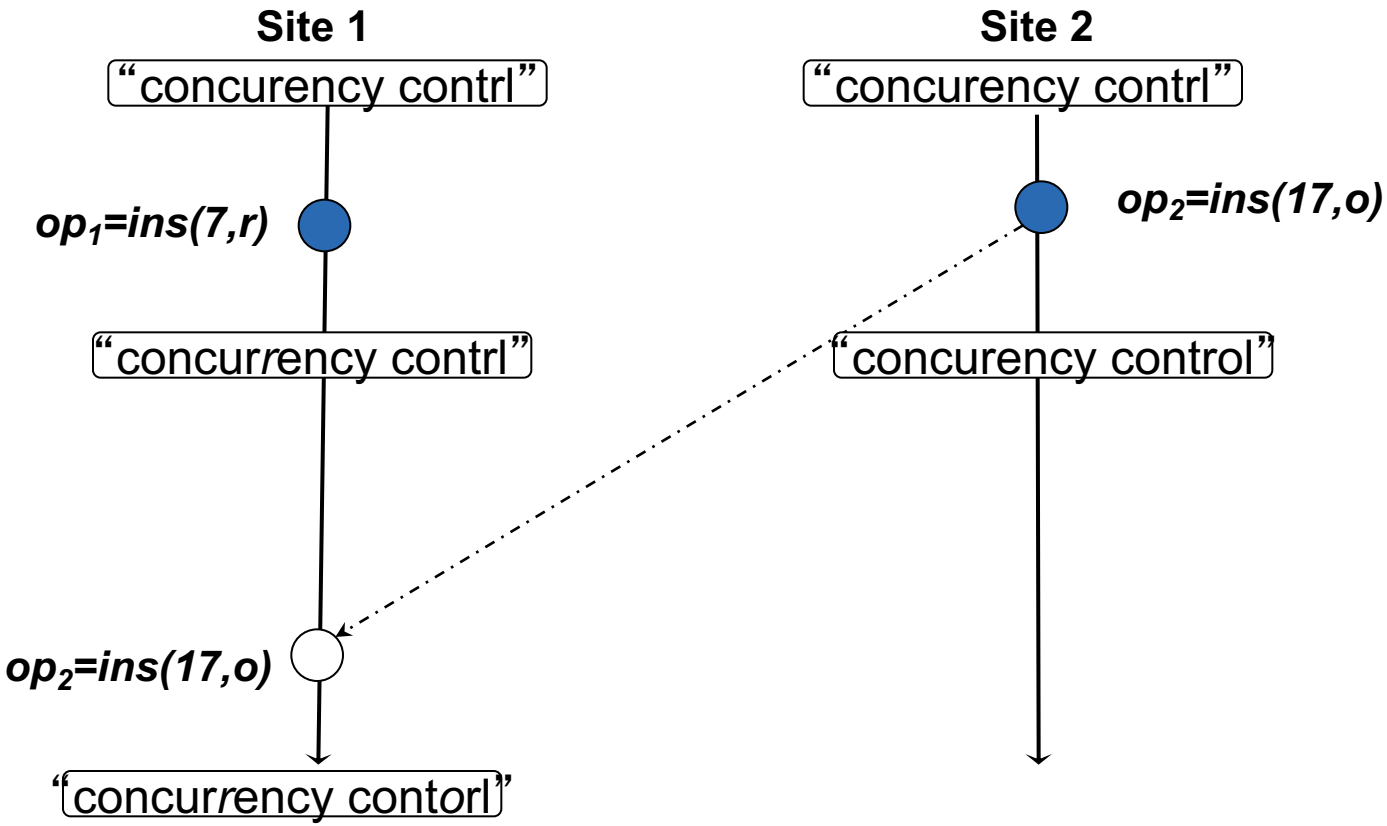
- Intention of an operation is the observed effect as result of its execution on its generation state
- Passing from initial state “ab” to final state “aXb” we can observe:
  - ins(2,X)
  - ins(a<X<b)
  - ins(a<X)
  - ins(X<b)

Preserving user intention (*)

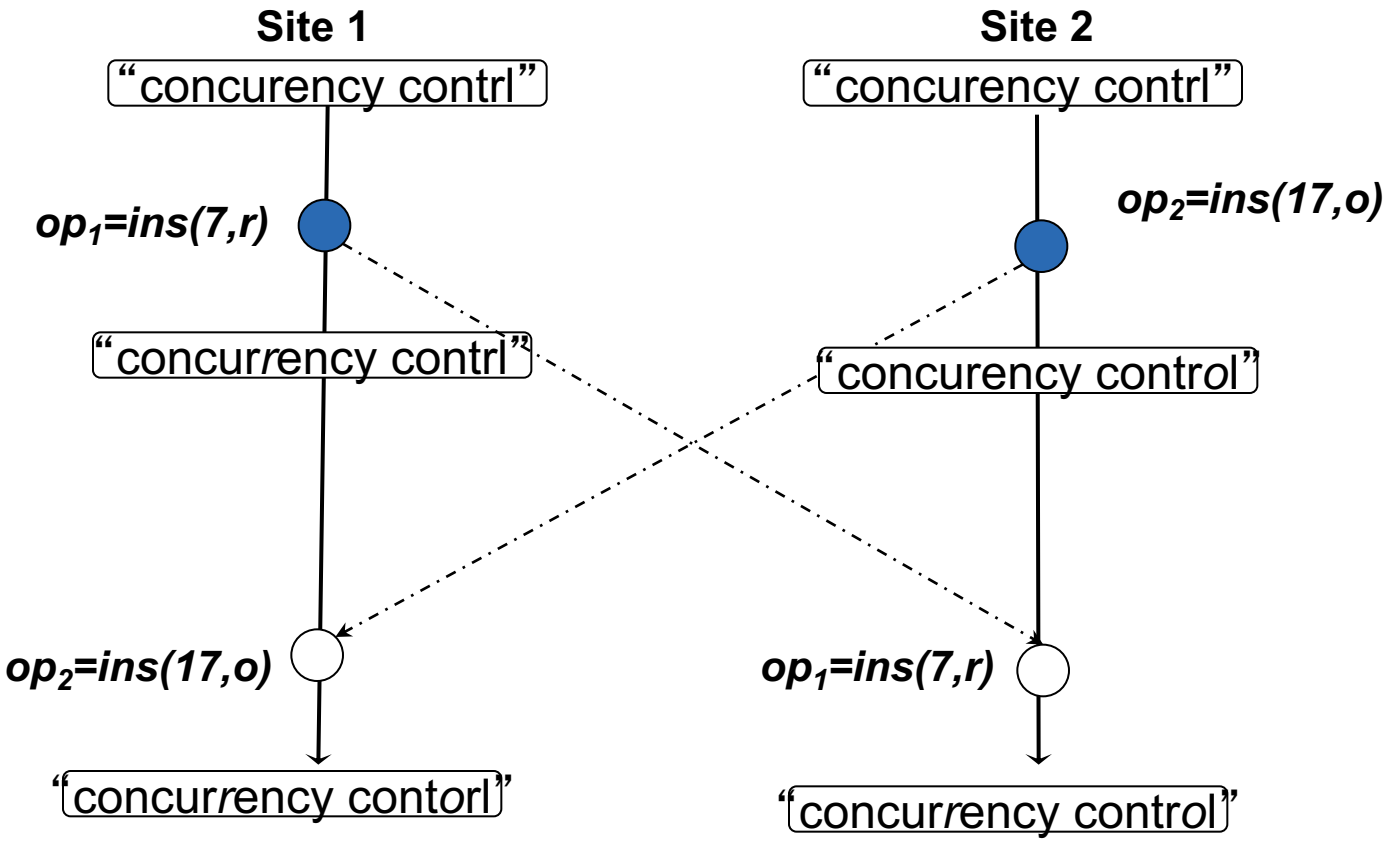
- For any operation op, the effects of executing op at all sites should be the same as the intention of op
- The effect of executing *O* does not change the effects of independent operations.

(*) Chengzheng Sun, Xiaohua Jia, Yanchun Zhang, Yun Yang, and David Chen. Achieving convergence, causality preservation, and intention preservation in real-time cooperative editing systems. *ACM Transactions on Computer-Human Interaction*, 5(1):63−108, March 1998.

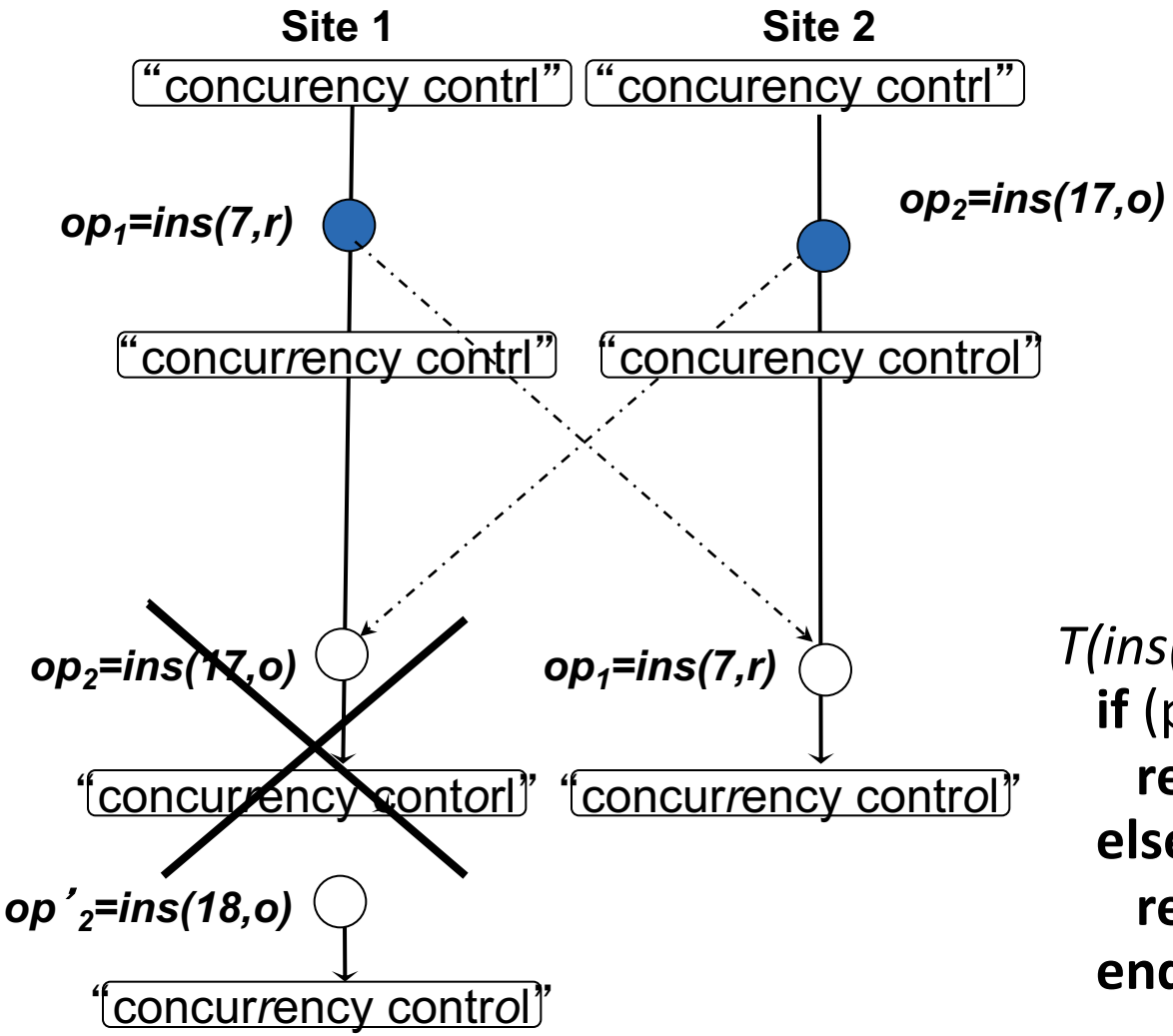
Intention violation



Intention violation + divergence



Intention preservation



T(ins(p_1,c_1), ins(p_2,c_2)) :-

if (p_1<p_2)

  return *ins(p_1,c_1)*

else

  return *ins(p_1+1,c_1)*

endif

Example transformation functions

T(ins(p_1,c_1), ins(p_2,c_2)) :-
if (p_1<p_2) **return** *ins(p_1,c_1)*
else return *ins(p_1+1,c_1)*

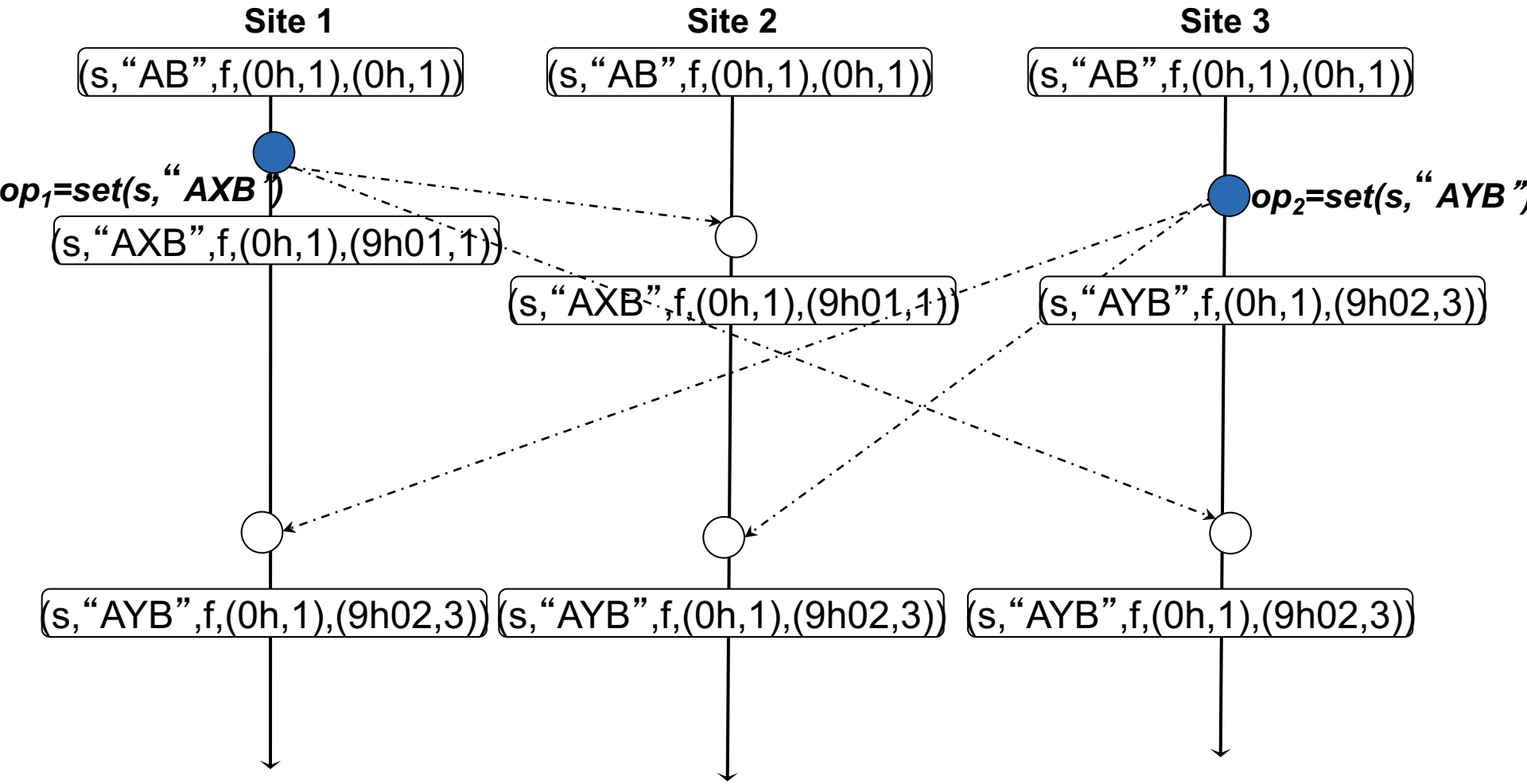
T(ins(p_1,c_1), del(p_2)) :-
if (p_1≤p_2) **return** *ins(p_1,c_1)*
else return *ins(p_1-1,c_1)*
endif

T(del(p_1), ins(p_2,c_2)) :-
if (p_1<p_2) **return** *del(p_1)*
else return *del(p_1+1)*

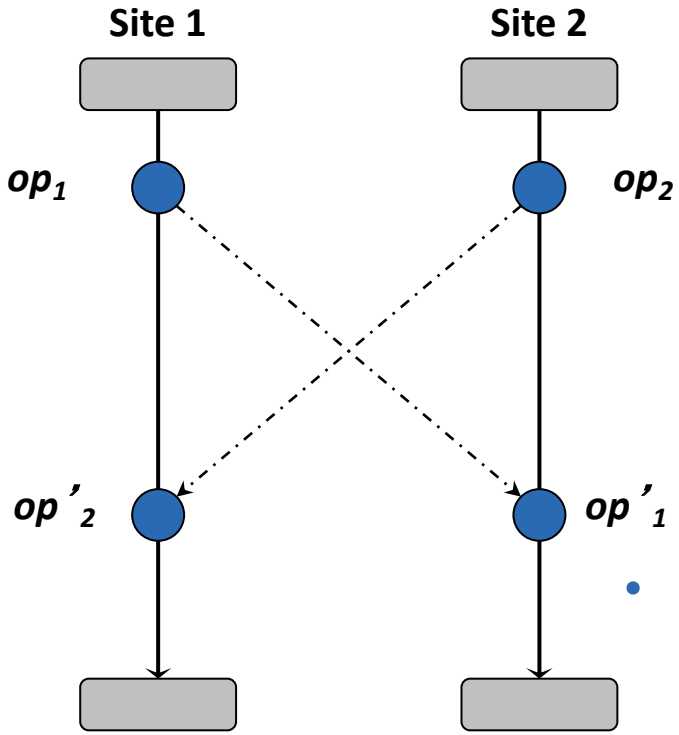
T(del(p_1), del(p_2)) :-
if (p_1<p_2) **return** *del(p_1)*
else if (p_1>p_2) **return** *del(p_1-1)*
else return *id()*

Convergence but no intention preservation

Thomas Write Rule



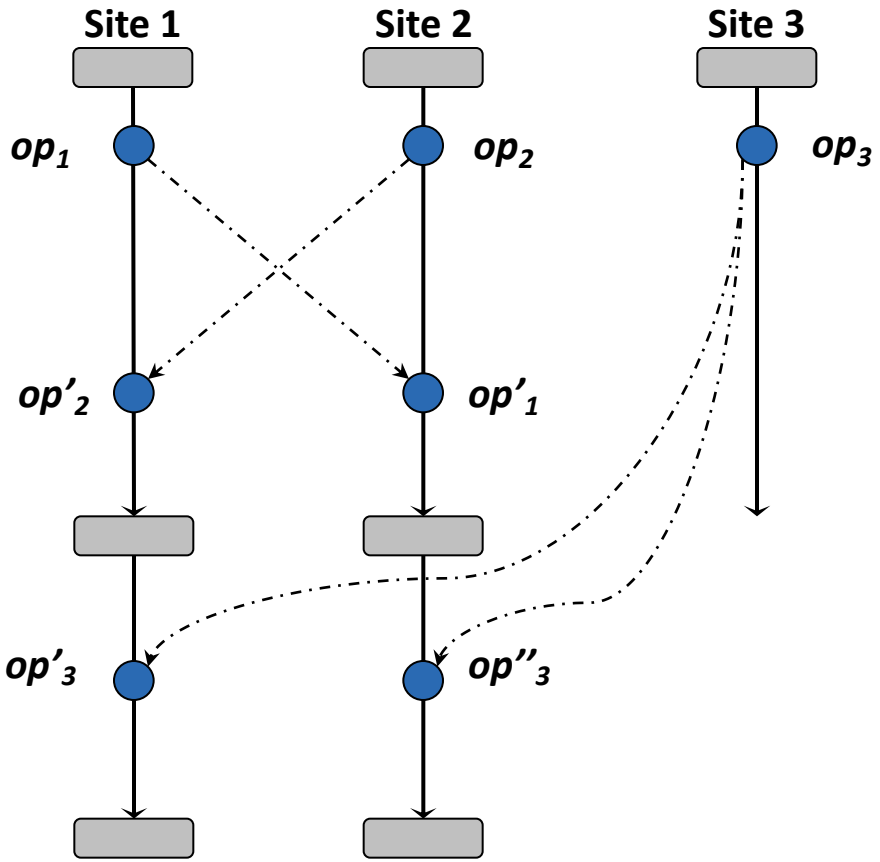
Convergence – TP1 property



- T(op_2: operation, op_1: operation) = op'_2
  - op_1 and op_2 concurrent, defined on a state S
  - op'_2 same effects as op_2, defined on S.op_1

[TP1] $op_1 \circ T(op_2, op_1) \equiv op_2 \circ T(op_1, op_2)$

Convergence – TP2 property

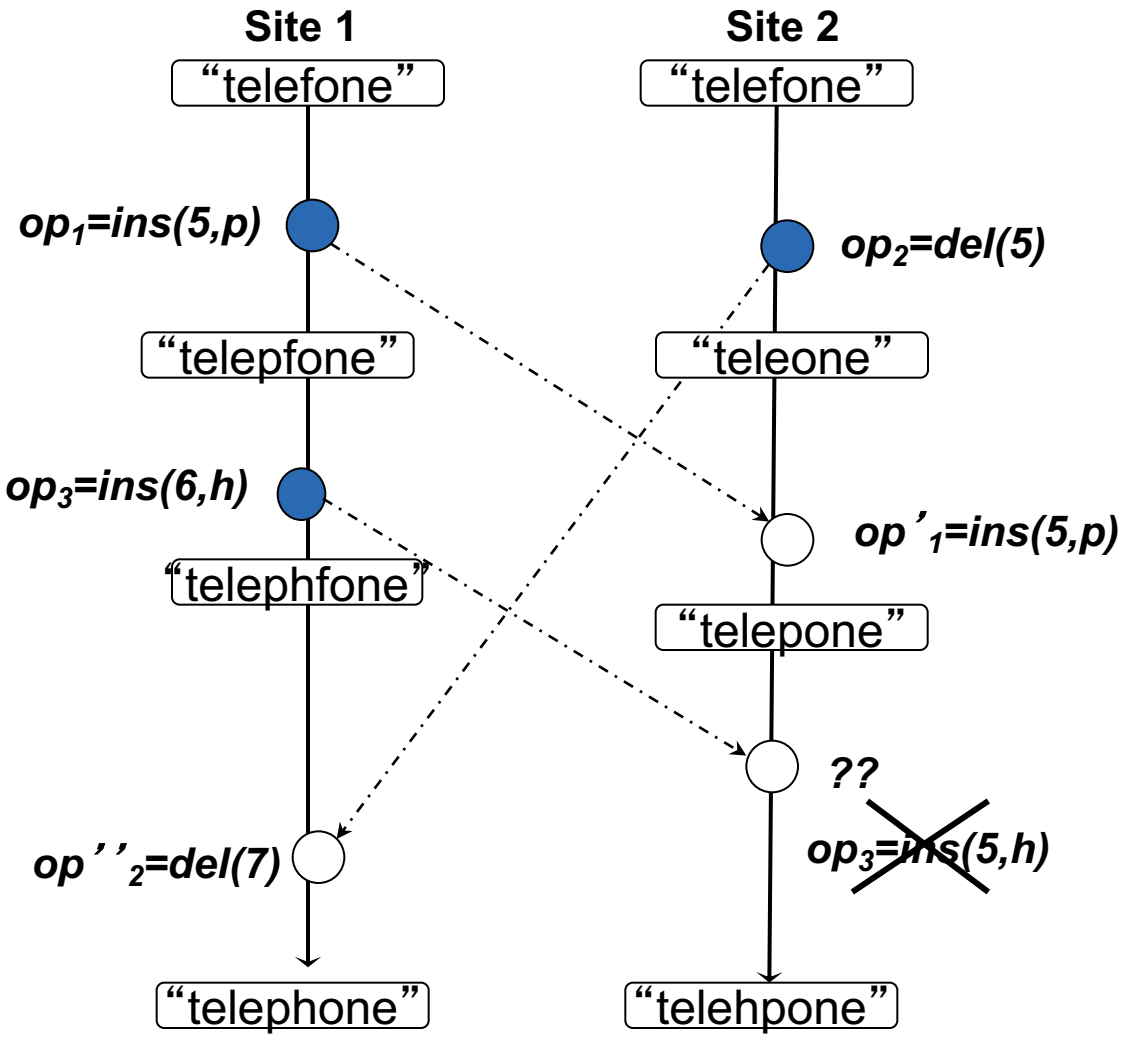


[TP2] $T(op_3, op_1 \circ T(op_2, op_1)) = T(op_3, op_2 \circ T(op_1, op_2))$

OT Problems

- Design and verify Transformation functions T
- T also known as transpose_fd
- Verification of conditions TP1 and TP2
  - Combinatorial explosion (>*100* cases for a string)
  - Iterative process
  - Repetitive and error prone task

Partial concurrency



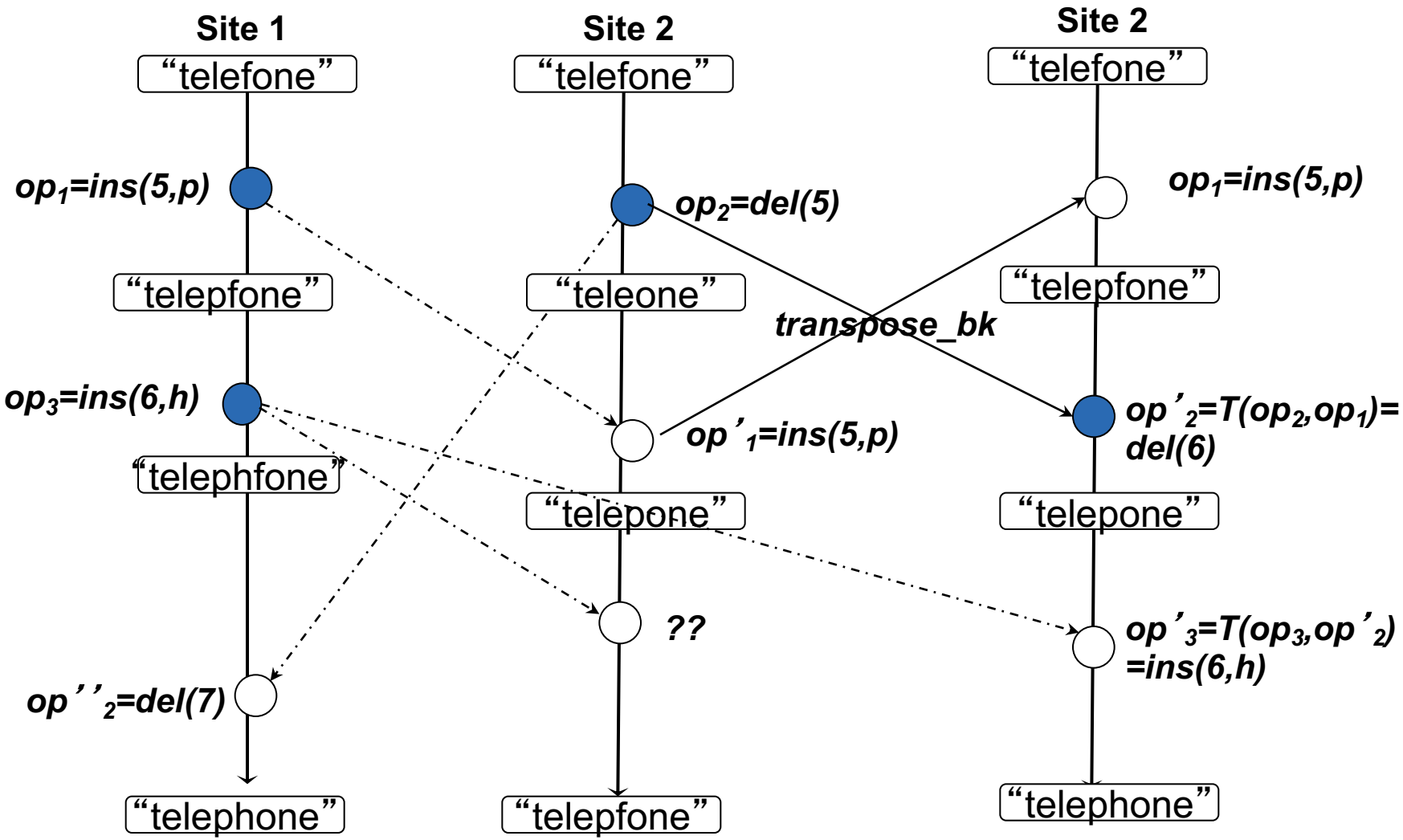
$op'_2 = T(op_2, op_1) = del(6)$

$op''_2 = T(op'_2, op_3) = del(7)$

$op'_1 = T(op_1, op_2) = ins(5)$

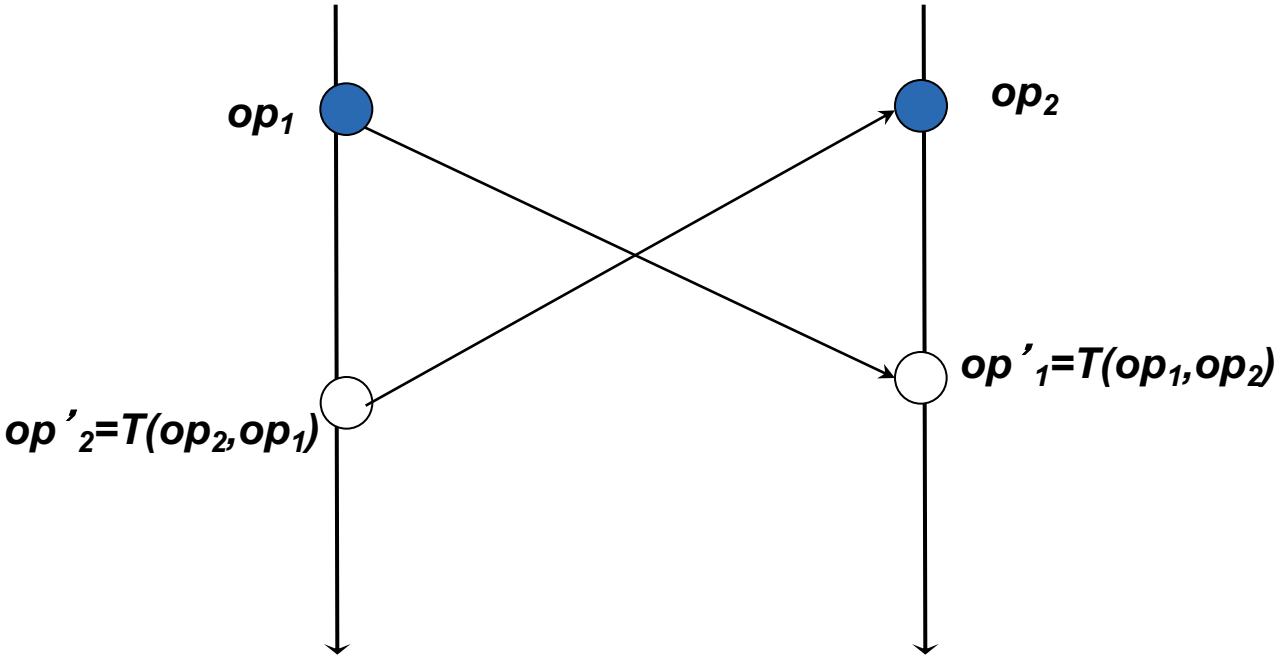
$T(op_3, op_2)$ not allowed to be performed !!!

Partial concurrency



Partial concurrency

- transpose_bk(op_1,op'_2)=(op_2,op'_1)
  - $op'_2=T(op_2,op_1)$
    Therefore $op_2=T^{-1}(op'_2,op_1)$
  - $op'_1=T(op_1,op_2)$



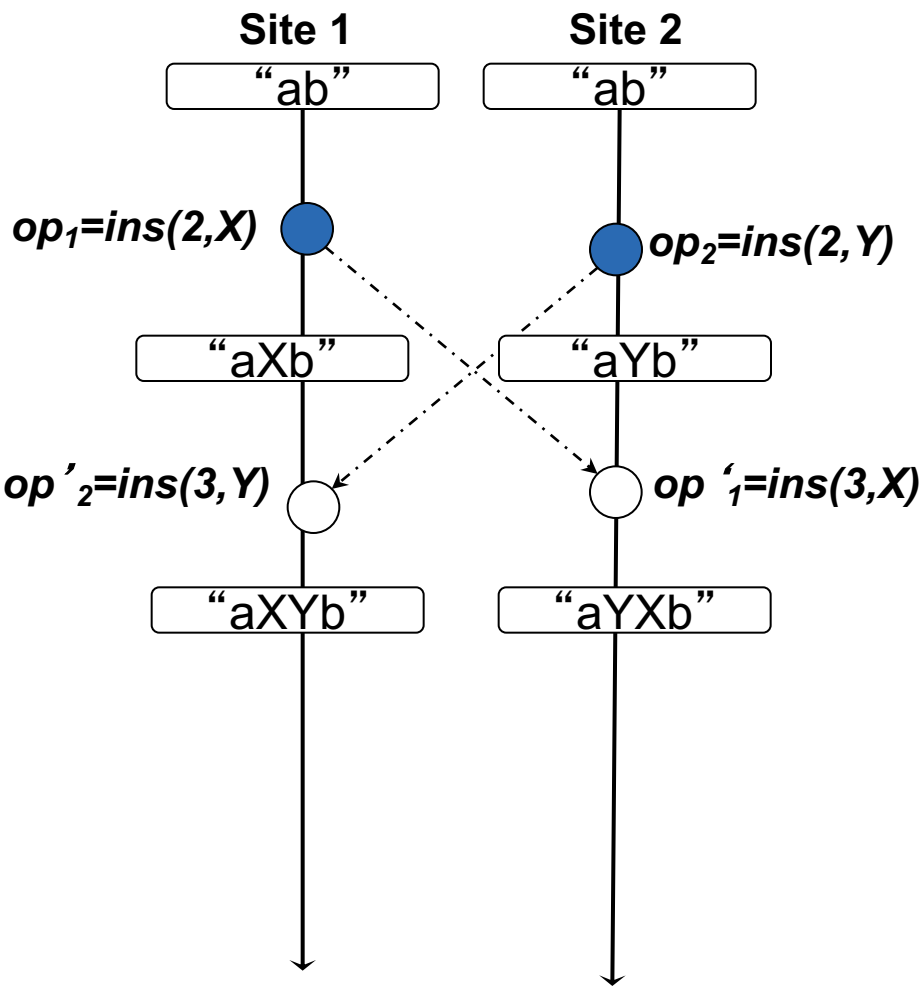
Example transformation functions

T(ins(p_1,c_1), ins(p_2,c_2)) :-
if (p1<p2) **return** *ins(p_1,c_1)*
else return *ins(p_1+1,c_1)*

T(ins(p_1,c_1), del(p_2)) :-
if ($p_1 \leq p_2$) **return** *ins(p_1,c_1)*
else return *ins(p_1-1,c_1)*
endif

T(del(p_1), ins(p_2,c_2)) :-
if ($p_1 < p_2$) **return** *del(p_1)*
else return *del(p_1+1)*

T(del(p_1), del(p_2)) :-
if ($p_1 < p_2$) **return** *del(p_1)*
else if ($p_1 > p_2$) **return** *del(p_1-1)*
else return *id()*



TP1 not respected !

Ressel transformation functions (*)

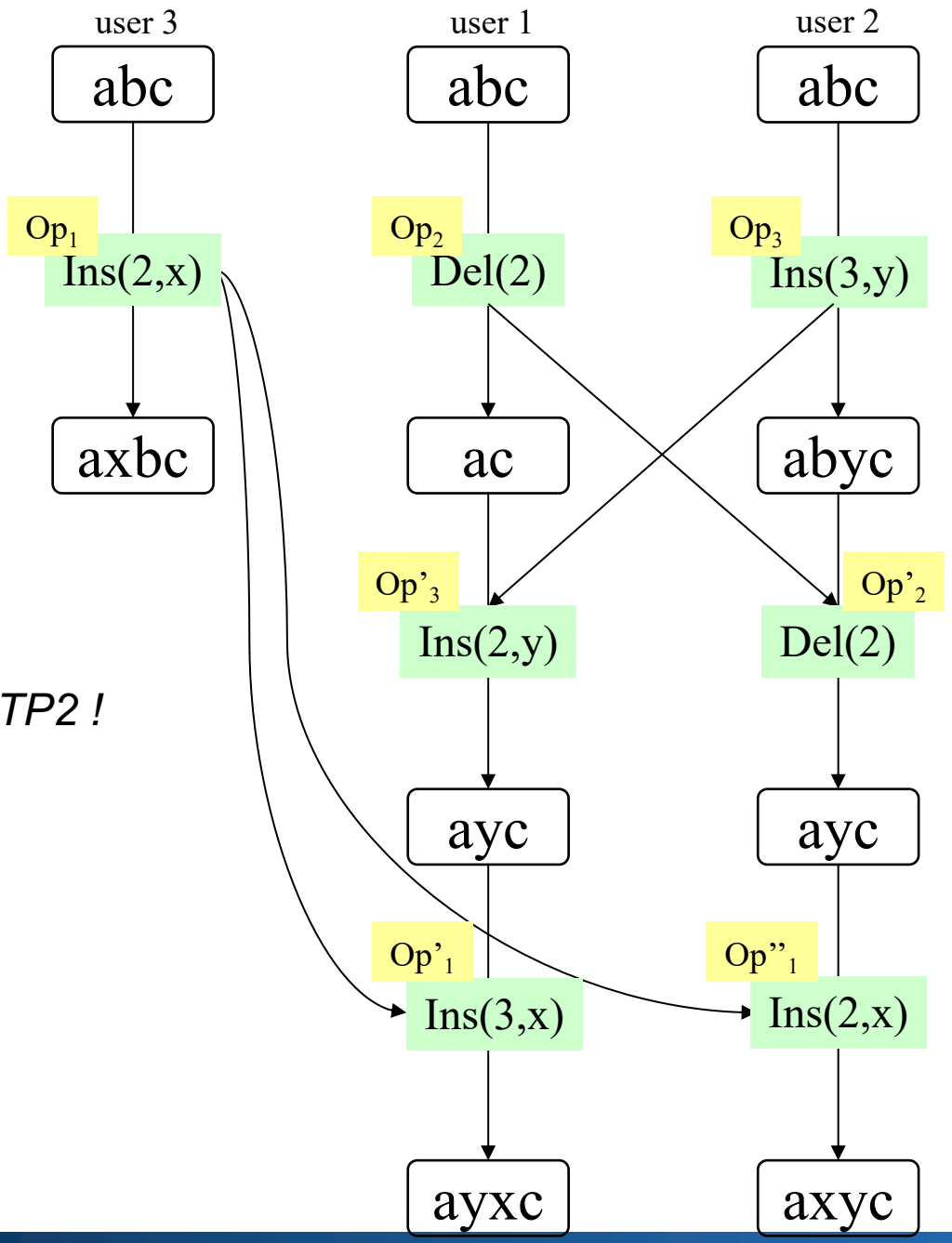
T(ins(p_1,c_1,u_1), ins(p_2,c_2,u_2)) :-
if ((p_1<p_2) or (p_1=p_2 and u_1<u_2)) **return** *ins(p_1,c_1,u_1)*
else return *ins(p_1+1,c_1,u_1)*

T(ins(p_1,c_1,u_1), del(p_2,u_2)) :-
if (p_1≤p_2) **return** *ins(p_1,c_1,u_1)*
else return *ins(p_1-1,c_1,u_1)*
endif

T(del(p_1,u_1), ins(p_2,c_2,u_2)) :-
if (p_1<p_2) **return** *del(p_1,u_1)*
else return *del(p_1+1,u_1)*

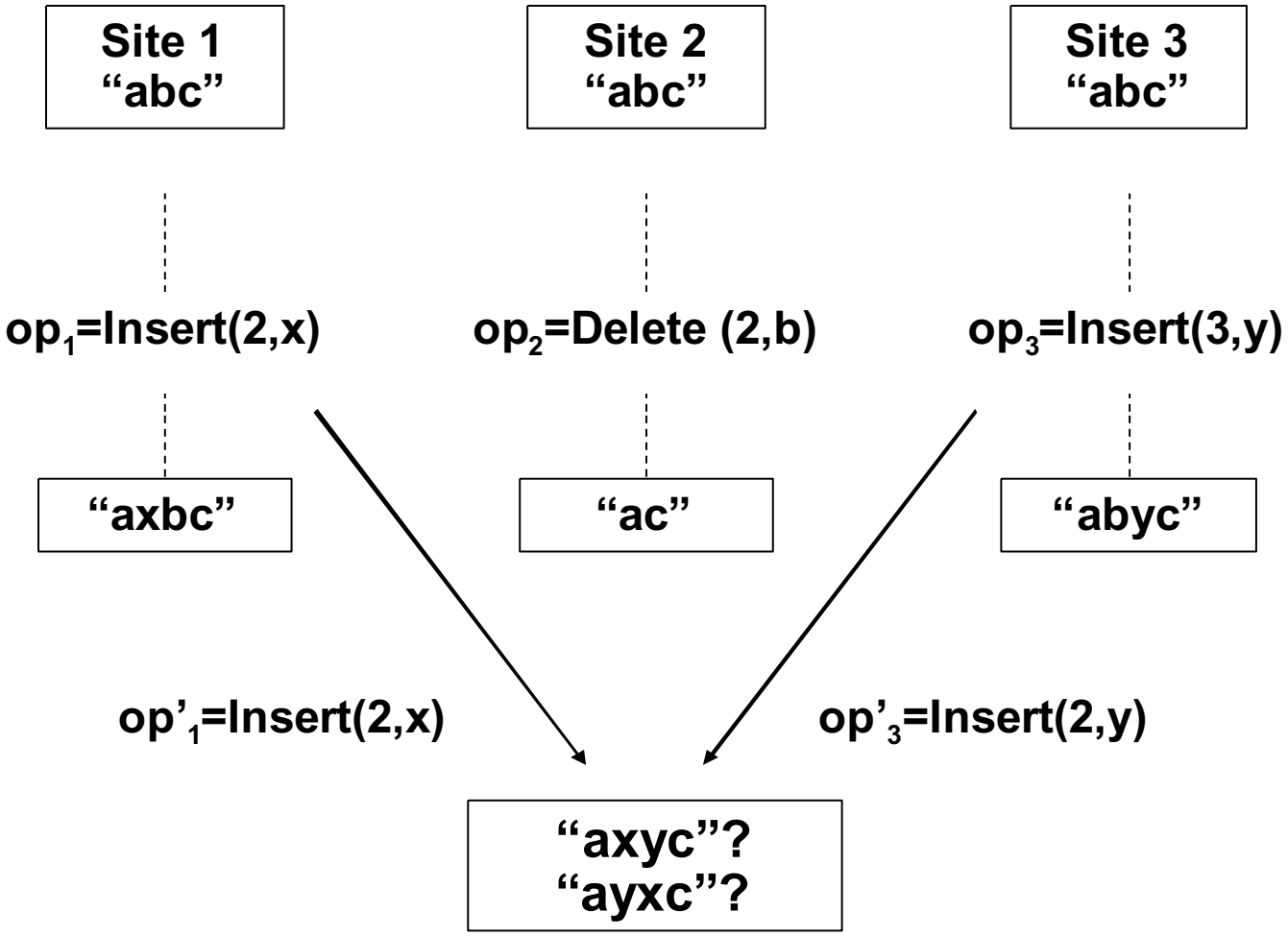
T(del(p_1,u_1), del(p_2,u_2)) :-
if (p_1<p_2) **return** *del(p_1,u_1)*
else if (p_1>p_2) **return** *del(p_1-1,u_1)*
else return *id()*

(*) Ressel, M., Nitsche-Ruhland, D. & Gunzenhauser, R. (1996), An integrating, transformation oriented approach to concurrency control and undo in group editors, Proceedings of the ACM Conference on Computer Supported Cooperative Work (CSCW' 96), Boston, Massachusetts, USA, pp. 288–297.



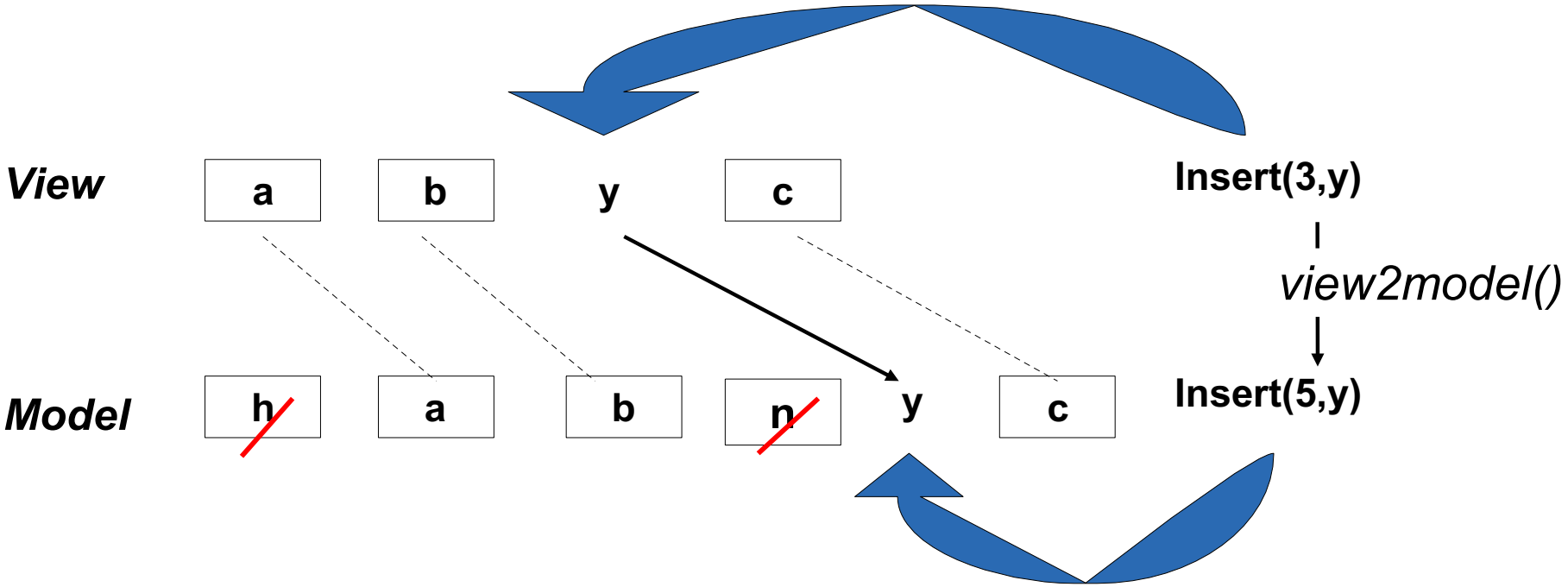
TP1 ok, but not TP2 !

False-tie problem



TTF (Tombstone Transformation Functions) Approach (*)

- Keep “tombstones” of deleted elements

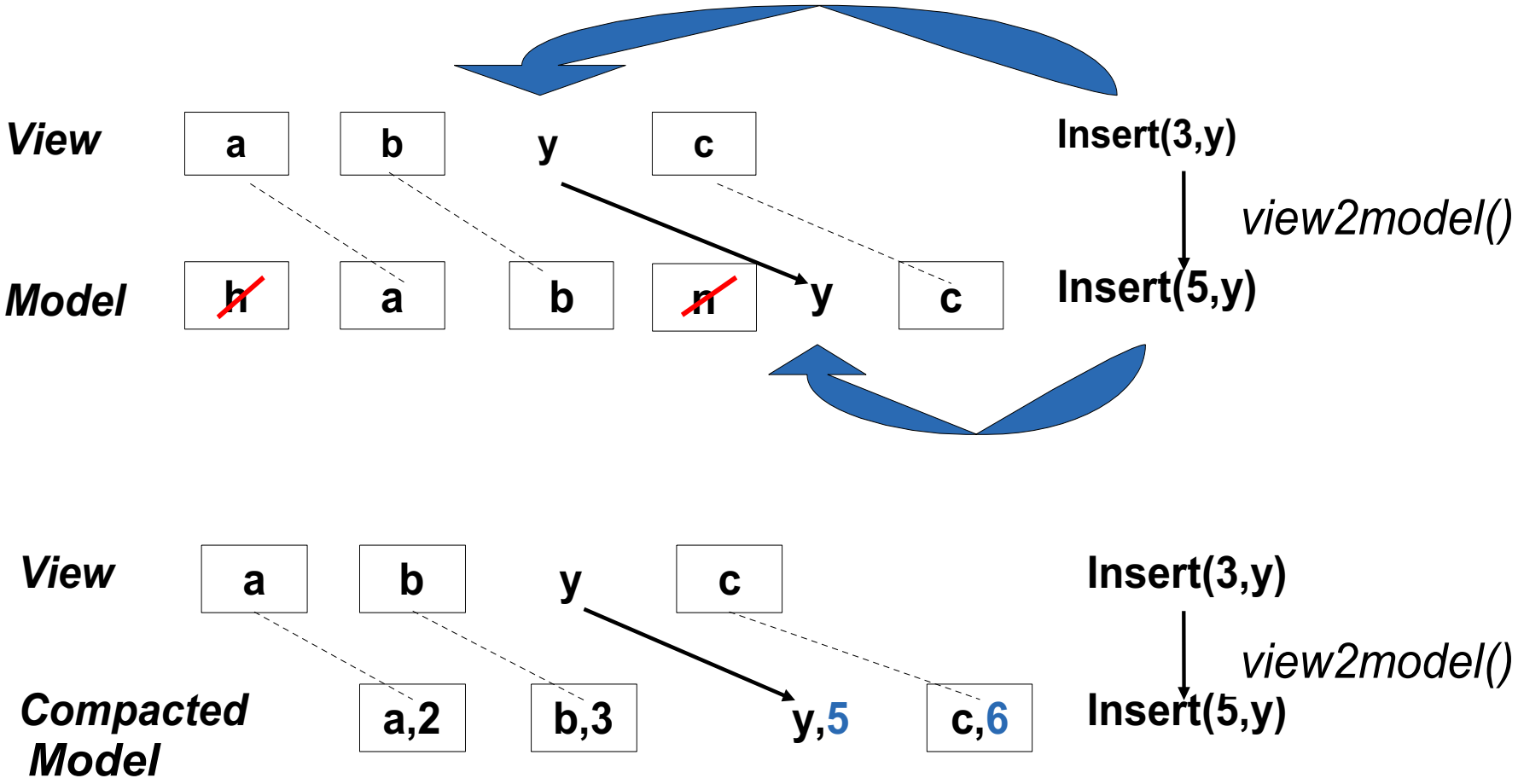


(*) G. Oster, P. Urso, P. Molli, and A. Imine. Tombstone transformation functions for ensuring consistency in collaborative editing systems. In The Second International Conference on Collaborative Computing : Networking,Applications and Worksharing (CollaborateCom 2006), Atlanta, Georgia,USA, November 2006. IEEE Press.

Tombstone Transformation Functions

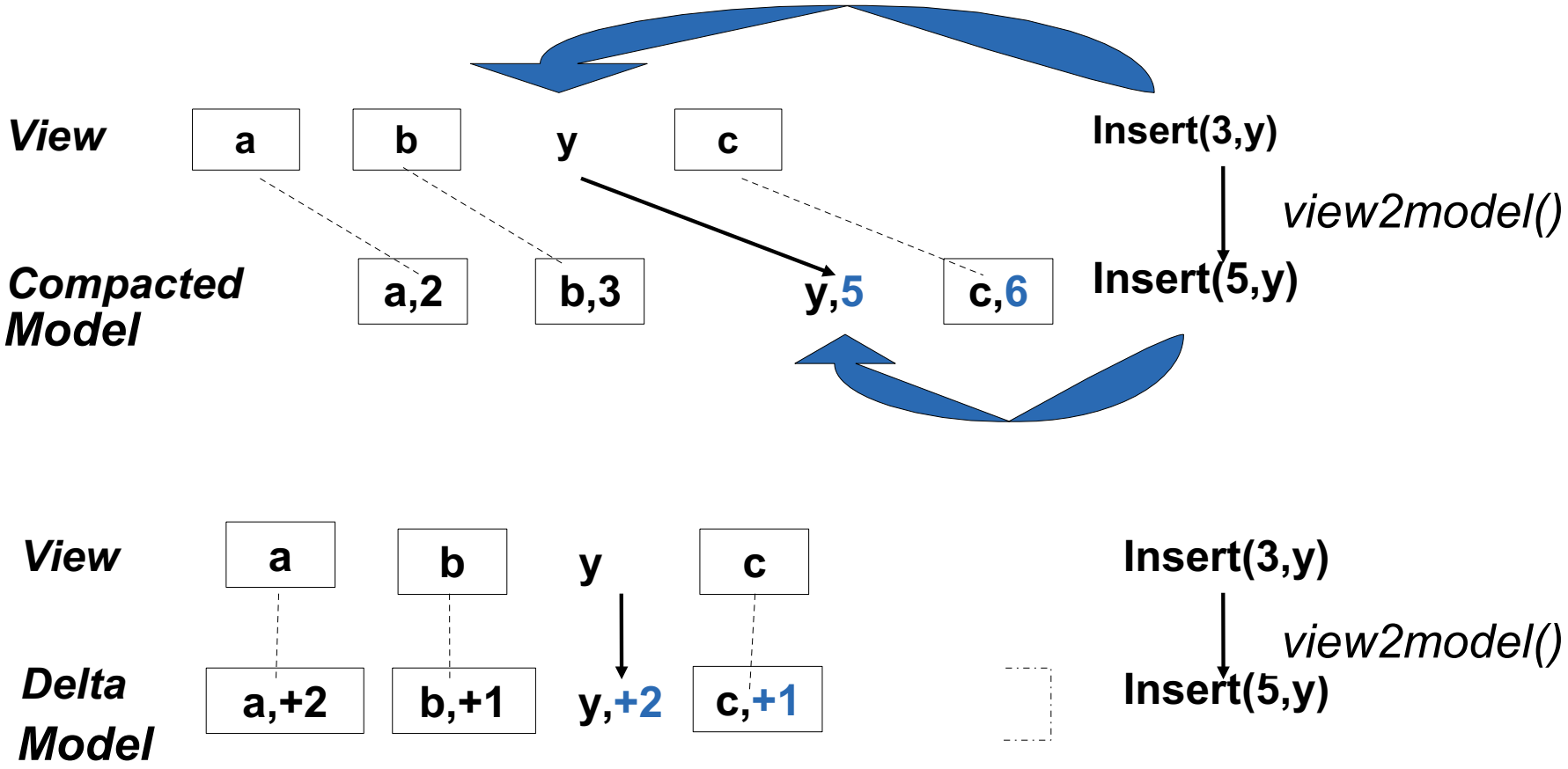
- T(insert(p_1,el_1,sid_1), insert(p_2,el_2,sid_2)){
  if(p_1<p_2) return insert(p_1,el_1,sid_1)
  else if(p_1=p_2 and sid_1<sid_2) return insert(p_1,el_1,sid_1)
  else return insert(p_1+1,el_1,sid_1)
  }
- T(insert(p_1,el_1,sid_1), delete(p_2,el_2,sid_2)){
  return insert(p_1,el_1,sid_1)
  }
- T(delete(p_1,sid_1), insert(p_2,sid_2)){
  if(p_1<p_2) return delete(p_1,sid_1)
  else return delete(p_1+1,sid_1)
  }
- T(delete(p_1,sid_1), delete(p_2,sid_2)){
  return delete(p_1,sid_1)
  }

Compacted storage model



- Compacted model = sequence of (character, abs_pos)

Delta storage model

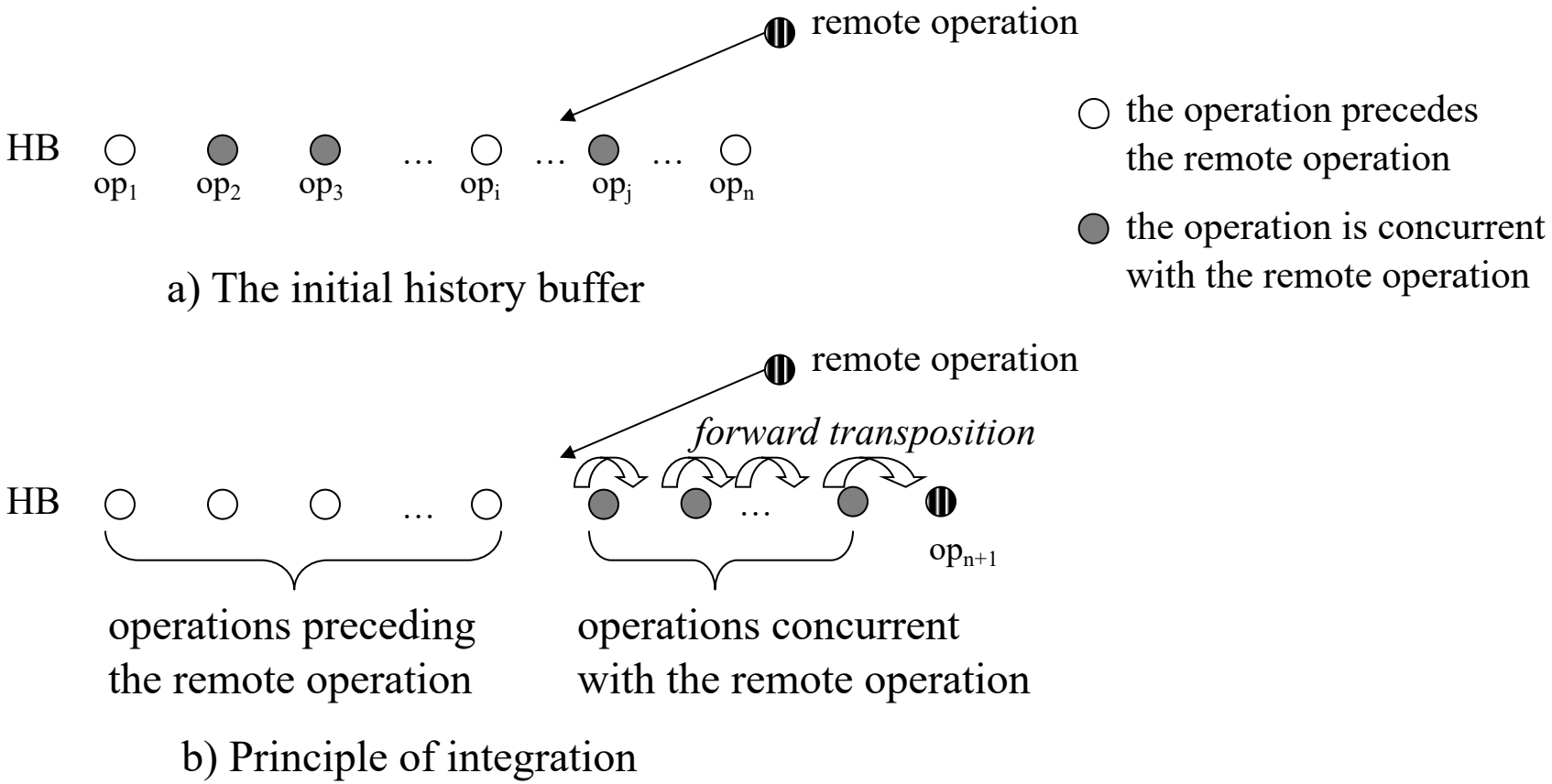


- Delta model = sequence of (character, offset)

Models comparison

- Basic Model
  - Deleted characters are kept
  - Size of the model is growing infinitely
- Compacted Model
  - Update absolute position of all characters located after the effect position
- Delta Model
  - Update the offset of next character
- Our observations
  - View2model can be optimised (caret position)
  - Overhead of view2model is not significant

SOCT2 algorithm(*)
General control algorithm



(*) M. Suleiman, M. Cart, and J. Ferrié. Serialization of concurrent operations in a distributed collaborative environment. In Proceedings of the International ACM SIGGROUP Conference on Supporting Group Work : (GROUP'97), pages 435.445, Phoenix, Arizona, United States, November 1997.

GOT algorithm(*)

- Does not need to satisfy TP1 and TP2
- Requires a global serialisation order
  - Sum of state vector components
  - If equality, then priority on sites
- Requires undo/redo mechanism
- Undo/redo very costly

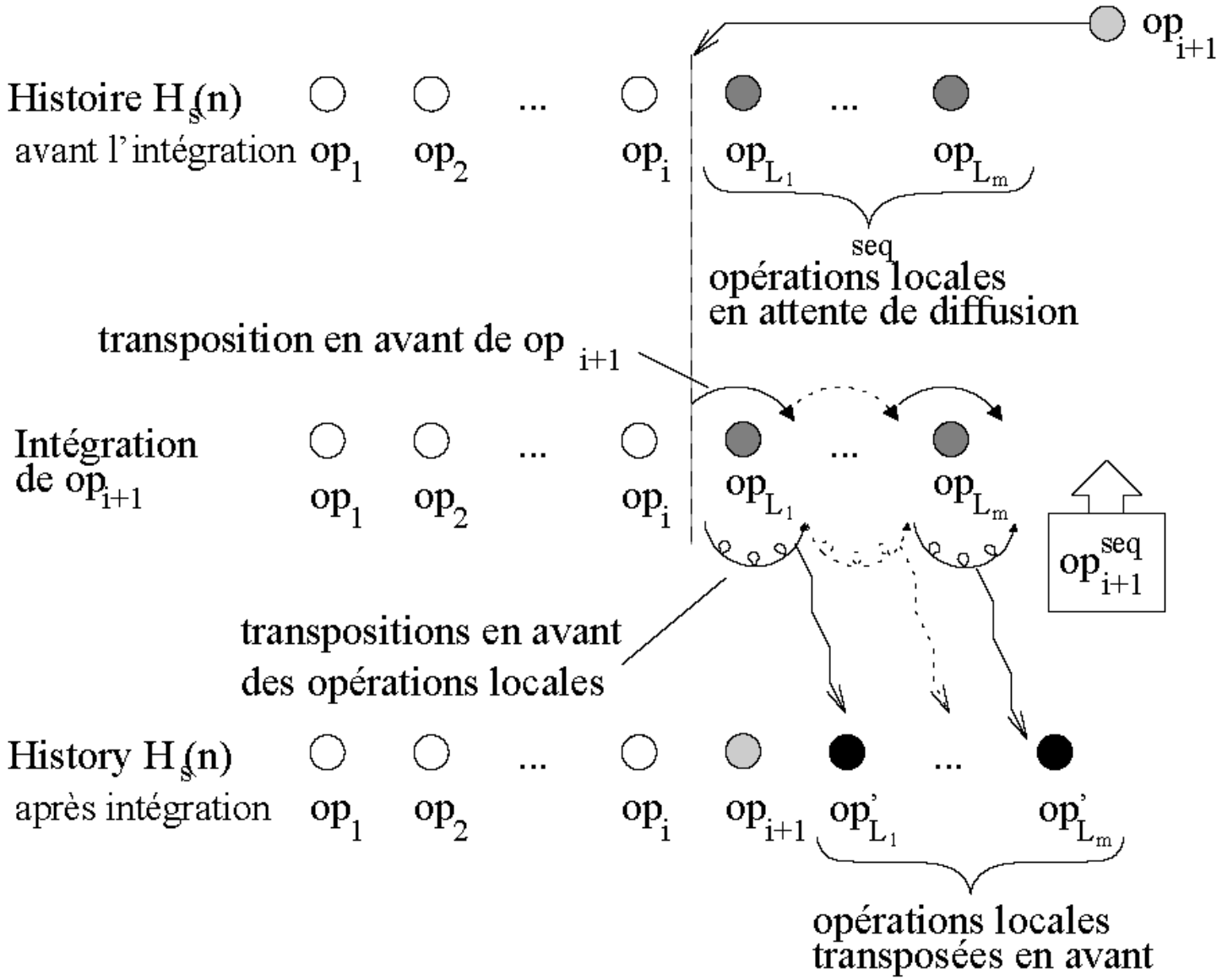
(*) Chengzheng Sun, Xiaohua Jia, Yanchun Zhang, Yun Yang, and David Chen. Achieving convergence, causality preservation, and intention preservation in real-time cooperative editing systems. *ACM Transactions on Computer-Human Interaction*, 5(1):63−108, March 1998.

SOCT4 algorithm(*)

- Does not use undo/redo mechanism
- Eliminates TP2, but requires TP1
- Does not need state vectors
- Global order of operations according to timestamps generated by a sequencer
- Local operations executed immediately
- Assigns a timestamp to the operation and transmits it to the other sites
- Defers broadcast until all preceding operations were executed
- Transformations performed by each site

(*) Nicolas Vidot, Michèle Cart, Jean Ferrié, and Maher Suleiman. Copies convergence in a distributed real-time collaborative environment. In *Proceedings of the ACM Conference on Computer-Supported Cooperative Work (CSCW'00)*, page 171−180, Philadelphia, Pennsylvania,USA, December 2000.

SOCT4 algorithm



So6- variation of SOCT4 algorithm(*)

```
Sync(log, Ns) :-
  while ((opr = getOp(Ns+1)) != ∅)                    2
    for (i=0; i<log.size(); i++)
      opl=log[i];                                     4
      log[i]=T(opl, opr)
      opr=T(opr, opl) ;                               6
    endfor
    execute opr                                       8
    Ns=Ns+1
  endwhile                                            10

  for (i=0; i<log.size(); i++)                        12
    op'l=log[i];
    if send(op'l, Ns+1) then                          14
      Ns=Ns+1
    else                                              16
      error 'need to synchronize
          ';

    endif                                             18
  endfor
```

getOp(ticket)* retrieves operation identified by timestamp *ticket

***send(op,ticket)* sends local operation with timestamp *ticket*. If ticket already exists (a concurrent synchronization is in progress), returns false**

(*) Pascal Molli, Gérald Oster, Hala Skaf-Molli and Abdessamad Imine. *Using the Transformational Approach to Build a Safe and Generic Data Synchronizer*. In Proceedings of the ACM SIGGROUP Conference on Supporting Group Work - GROUP 2003, pages 212-220, Sanibel Island, Florida, USA, nov 2003

So6 algorithm

Site1, Ns=0	Site2, Ns=0
op1	op3
op2	op4
s1=synchronize	
	s2=synchronize
s3=synchronize	

- At s3
  - sync([],2)
  - op'' 3 and op'' 4 are executed
  - Ns=4

- At s1
  - sync([op1,op2],0)
  - Send op1, op2
  - Ns=2
- At s2
  - sync([op3,op4],0)
  - *op'1=T(op1,op3)*
  - *op'3=T(op3,op1)*
  - *op''1=T(op'1,op4)*
  - *op'4=T(op4,op'1)*
  - *op'2=T(op2,op'3)*
  - *op''3=T(op'3,op2)*
  - *op''2=T(op'2,op'4)*
  - *op''4=T(op'4,op'2)*
  - op'' 1, op'' 2 are executed
  - op'' 3, op'' 4 are sent
  - Ns=4

SO6 algorithm

Site1, Ns=0	Site2, Ns=0
op1	op3
op2	op4
s1=synchronize	
	s2=synchronize
s3=synchronize	

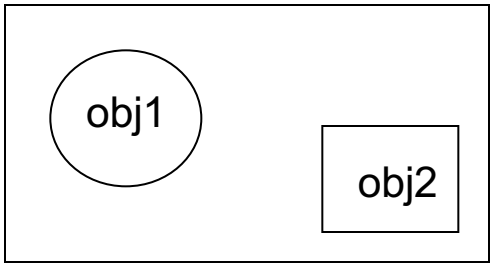
Site 1

op1
op2
op''3=T(T(op3,op1),op2)
op''4=T(T(op4,op'1),op'2)

Site 2

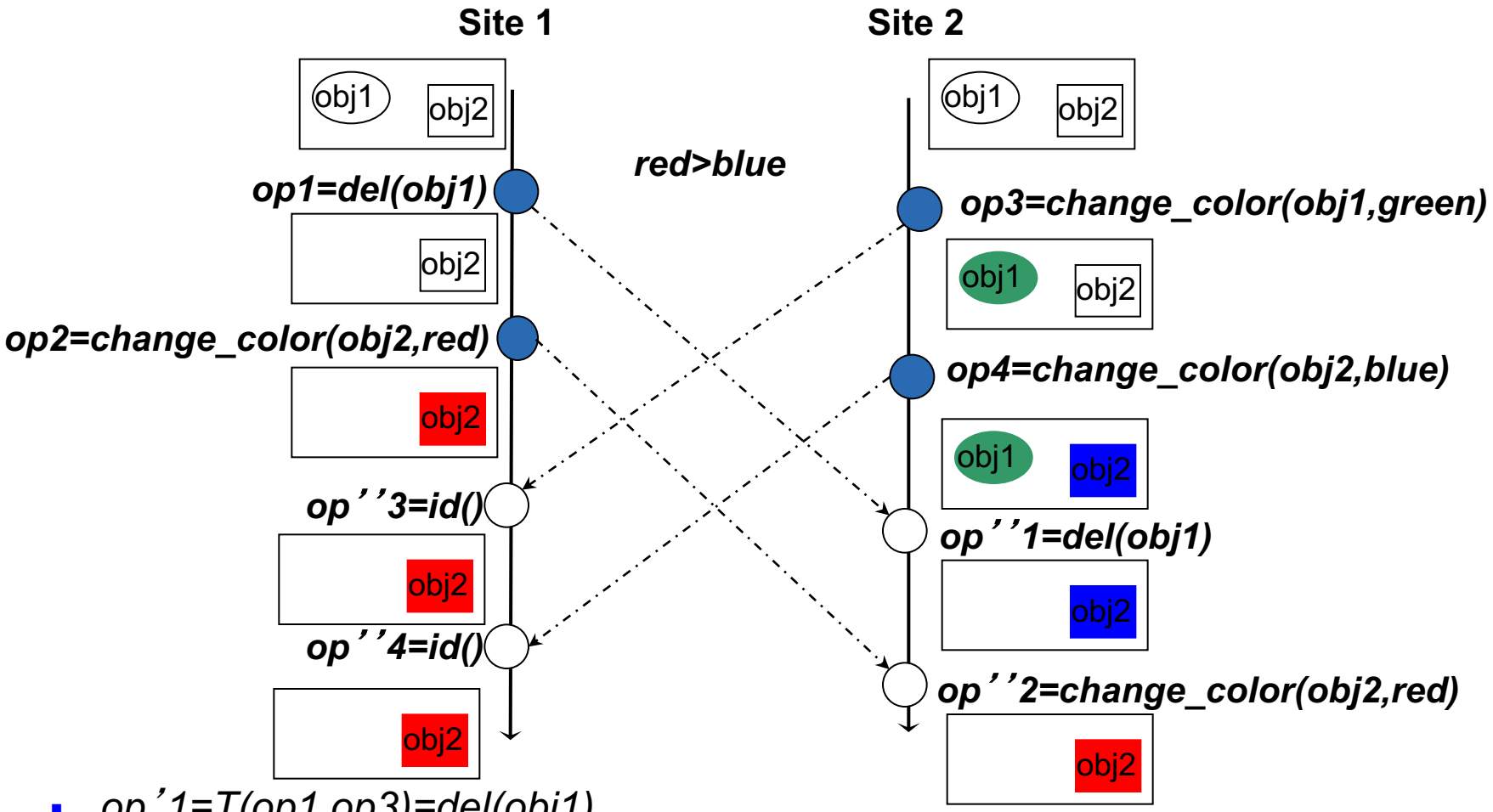
op3
op4
op''1=T(T(op1,op3),op4)
op''2=T(T(op2,op'3),op'4)

SO6 algorithm



- create(obj)
- change_color(obj,color)
- del(obj)

- T(create(obj),_):-
  return create(obj)
- T(change_color(obj1,c), del(obj2)):-
  if (obj1==obj2) then return id()
  else return change_color(obj1,c)
- T(del(obj1), del(obj2)):-
  if (obj1==obj2) then return id()
  else return del(obj1)
- T(del(obj1),change_color(obj2,c)):-
  return del(obj1)
- T(change_color(obj1,c1),change(obj2,c2)):-
  if (obj1==obj2) then
  if(c1>c2) then return change_color(obj1,c1)
  else return id()
  else return change_color(obj1,c1)
- T(id(),_):- return id()
- T(op,id()):- return op



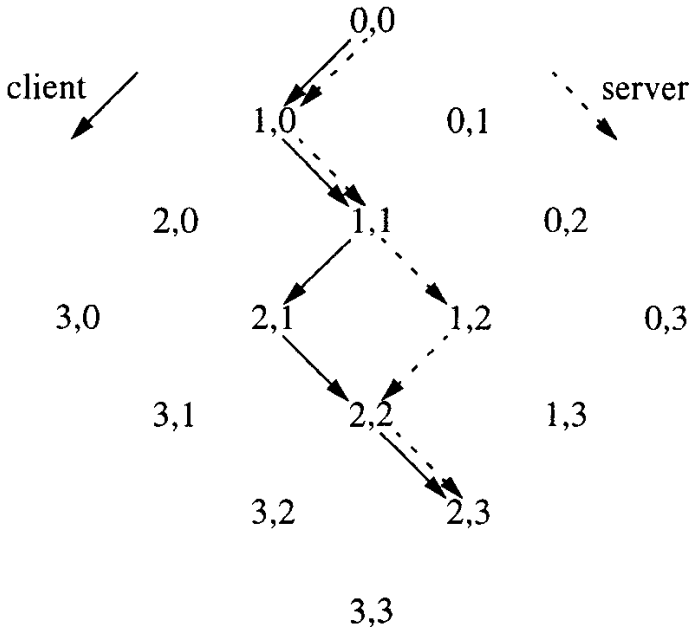
- *op'1=T(op1,op3)=del(obj1)*
- *op'3=T(op3,op1)=id()*
- *op''1=T(op'1,op4)=del(obj1)*
- *op'4=T(op4,op'1)=change_color(obj2,blue)*
- *op'2=T(op2,op'3)=change_color(obj2,red)*
- *op''3=T(op'3,op2)=id()*
- *op''2=T(op'2,op'4)=change_color(obj2,red)*
- *op''4=T(op'4,op'2)=id()*

Jupiter algorithm(*)

- Used in Google Drive
- Requires a central server
- Eliminates TP2, but requires TP1
- Does not need state vectors
- Transformations done on the server + client side

(*) David A. Nichols, Pavel Curtis, Michael Dixon, and John Lamping. High-latency, low-bandwidth windowing in the jupiter collaboration system. In *Proceedings of the 8th annual ACM symposium on User interface and software technology (UIST ´95)*, page 111−120, Pittsburgh, Pennsylvania, USA, 1995.

Jupiter algorithm



- xform(c,s)={c’ ,s’ }
- xform(del x, del y)=

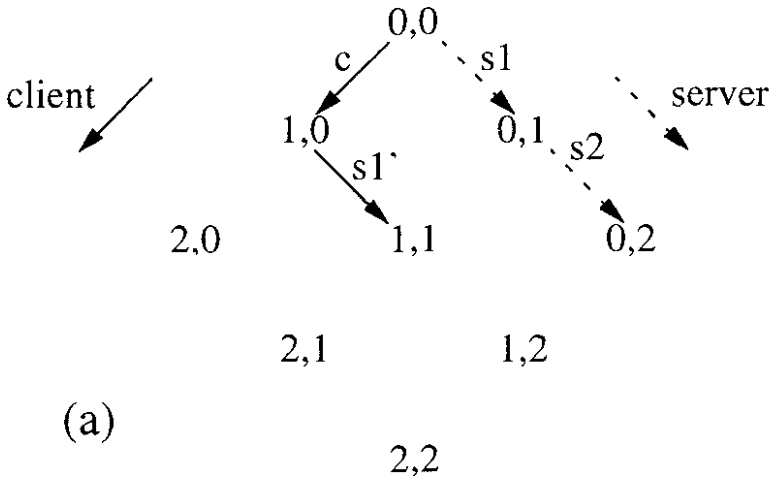
  {del x-1, del y} if x>y

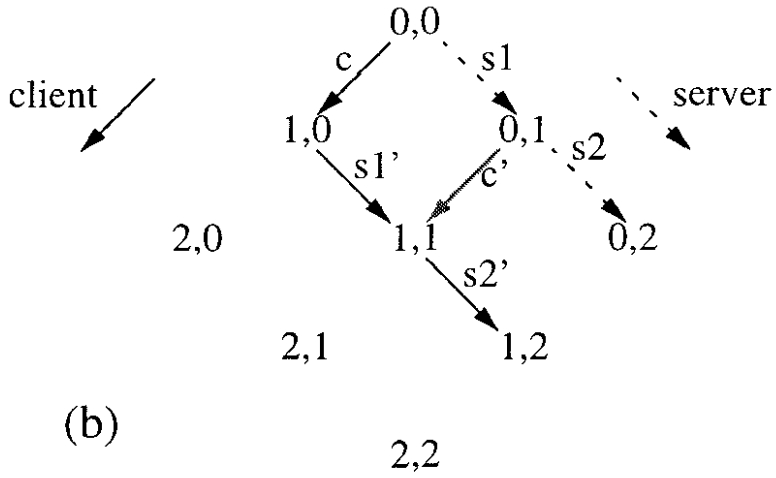
  {del x, del y-1} if x<y

  {no-op, no-op} if x=y

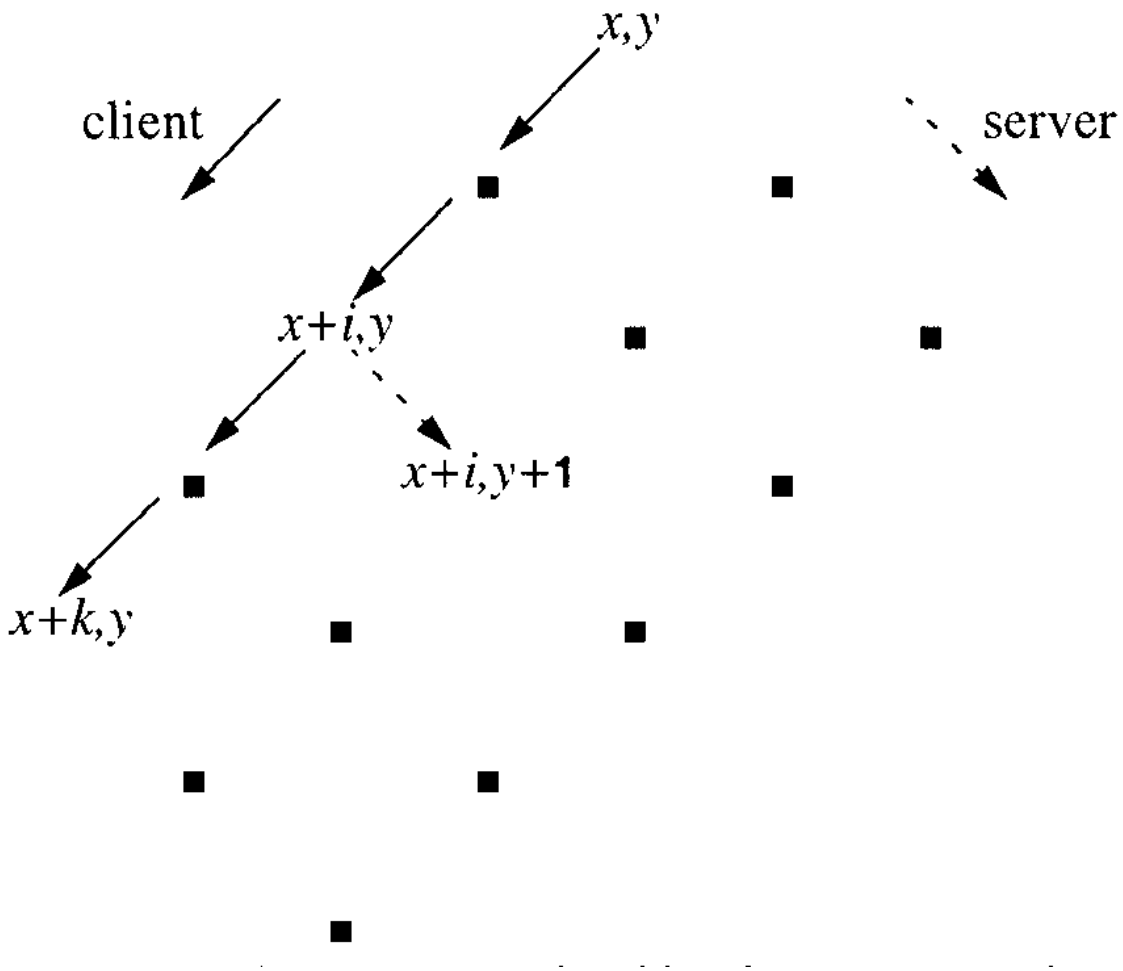
…

Jupiter algorithm





Jupiter algorithm

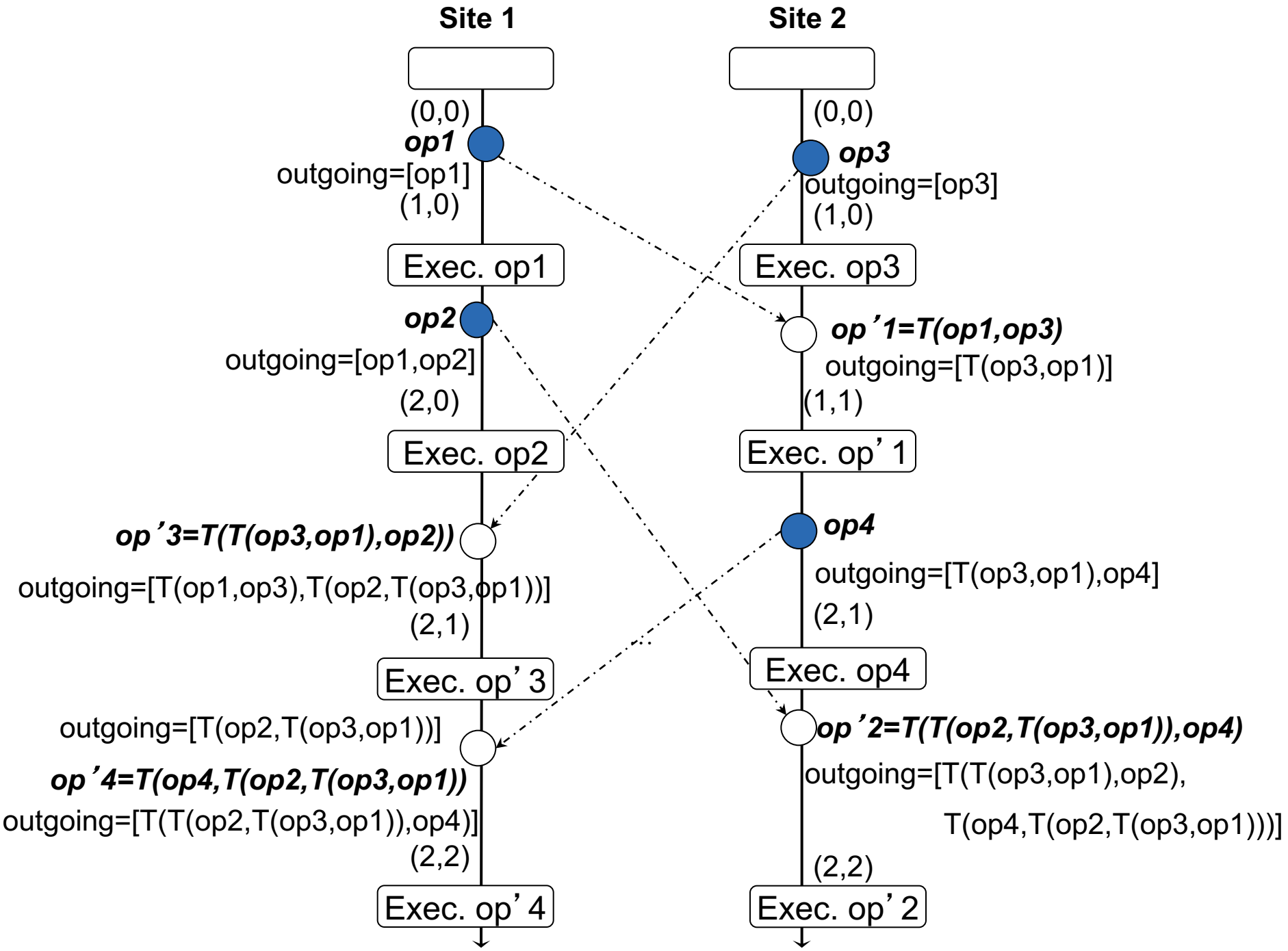


Jupiter algorithm 2 sites

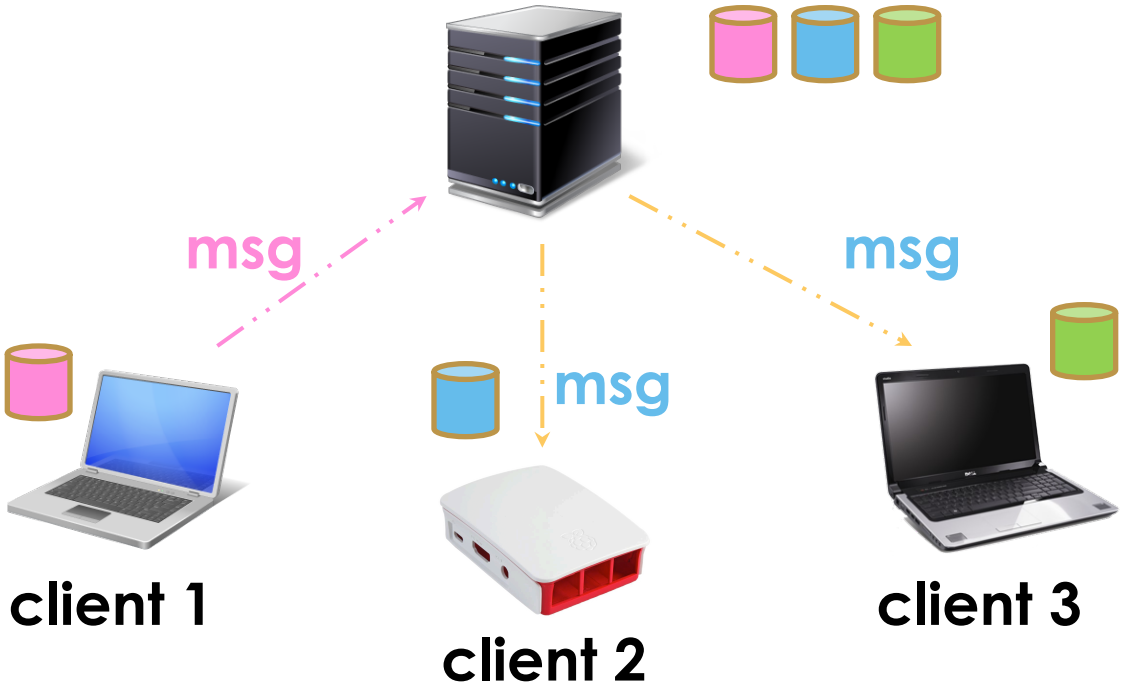
```
int myMsgs = 0;  /* number of messages generated */
int otherMsgs = 0;  /* number of messages received */
queue outgoing = {};

Generate(op) {
   apply op locally;
   send(op, myMsgs, otherMsgs);
   add (op, myMsgs) to outgoing;
   myMsgs = myMsgs + 1;
}

Receive(msg) {
   /* Discard acknowledged messages. */
   for m in (outgoing) {
      if (m.myMsgs < msg.otherMsgs)
         remove m from outgoing
   }
   /* ASSERT msg.myMsgs == otherMsgs. */
   for i in [1..length(outgoing)] {
      /* Transform new message and the ones in
         the queue. */
      {msg, outgoing[i]} = xform(msg, outgoing[i]);
   }
   apply msg.op locally;
   otherMsgs = otherMsgs + 1;
}
```


Site 1
Site 2
(0,0)
op1
outgoing=[op1]
(1,0)
Exec. op1
op2
outgoing=[op1,op2]
(2,0)
Exec. op2
op'3=T(T(op3,op1),op2))
outgoing=[T(op1,op3),T(op2,T(op3,op1))]
(2,1)
Exec. op' 3
outgoing=[T(op2,T(op3,op1))]
op'4=T(op4,T(op2,T(op3,op1))
outgoing=[T(T(op2,T(op3,op1)),op4)]
(2,2)
Exec. op' 4
(0,0)
op3
outgoing=[op3]
(1,0)
Exec. op3
op'1=T(op1,op3)
outgoing=[T(op3,op1)]
(1,1)
Exec. op' 1
op4
outgoing=[T(op3,op1),op4]
(2,1)
Exec. op4
op'2=T(T(op2,T(op3,op1)),op4)
outgoing=[T(T(op3,op1),op2),
T(op4,T(op2,T(op3,op1)))]
(2,2)
Exec. op' 2

Jupiter algorithm – generalisation n Clients



apply msg.op locally;

Algorithm changes at server side

apply msg.op locally;
for (c in client list) {
  if (c != client)
    send(c, msg);
}

Jupiter algorithm

- Requires a server that performs transformations
- Not suitable for P2P environments
- False tie scenario gives different results according to integration order