# Tra, a file system synchronizer

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# **Outline**

Problem

Solution (vector time)

Glimpse of algorithm

Building a good tool

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## The Problem

Want to use lots of computer systems (mostly) interchangeably.

Edit anything anywhere, have changes propagate properly.

For now, think "same home directory everywhere."

## **Non-solutions**

Avoid the problem: use one machine.

- remote login
- network file systems

Assumes connected operation.

File systems or tools for disconnected operation.

- AFS
- Coda
- -CVS

Assumes central server (perhaps not possible; one more machine to admin).

### What makes a solution?

Correct propagation of updates, creates, and deletes.

— never lose an update

Asymmetric synchronization.

— cvs update vs. cvs checkin

Relaxed communication requirements.

— perhaps some pairs of machines never talk

Partial replicas.

— maybe I don't want all of frenulum's /usr.

Portability.

— Windows. Unix. Plan 9. Macintosh? (User-level.)

Simplicity.

- this thing controls your files.
- obviously no bugs; not no obvious bugs

## Other synchronizers

## Rsync

- too much work left to the user
- bad packaging of a good file transfer algorithm
- knows how to copy; doesn't know what to copy

## Ficus, Rumor

— almost perfect, doesn't run anywhere

### Unison

— only works for a pair of hosts

Discuss these more after we know about Tra.

# Why is this hard?

	•	•
sync A's F to B	sync A's F to B	sync A's F to B
change F on A		change F on A
	change F on B	change F on B
sync from B to A:	sync from B to A:	sync either way:
nop	copy B's F to A	report conflict

sync A's F to B
remove F on A
sync from A to B:
remove F on B

sync A's F to B
remove F on A
sync from A to B:
remove F on B
create new F on B
sync from B to A:
copy B's F to A

sync A's F to B remove F on A

remove F on B create new F on B sync from B to A:

## **One-writer synchronization**

Suppose only *A* makes changes to file *F*.

Define *F*'s *modification time* to be the time on *A* that *F* was last changed.

If we copy F's modification time when we copy F, we can always tell which of two copies is newer.

Suppose there are lots of files.

If we compare modification times on every file, we'll get correct results and be very slow.

On system X, store  $t_X =$  "when our copy of the file system existed on A."

 $B \rightarrow C$ : I know about A as of time  $t_B$ .

 $C \rightarrow B$ : I know about A as of time  $t_C$ .

 $C \rightarrow B$ : Here are all the files I have that you don't know about.

B incorporates new files, sets  $t_B = \max(t_B, t_C)$ .

 $t_X$  is a synchronization time.

### **Vector time**

From theoretical distributed systems.

An array specifying local time on a collection of systems.

Modification time of  $(A:5 \ B:100)$  means last change on A was at A-time 5, last change on B was at B-time 100.

Only partially ordered:

```
-(A:5 B:100) \le (A:6 B:102)
```

 $-(A:5 B:100) \le (A:5 B:102)$ 

-(A:5 B:100) // (A:6 B:99)

## **General synchronization**

Replace scalar time with vector time in the one-writer algorithm and everything works out.

Incomparable times mark conflicts.

 $B \to C$ : I know about A as of time  $t_B$ .

 $C \rightarrow B$ : I know about A as of time  $t_C$ .

 $C \rightarrow B$ : Here are all the files I have that you don't know about.

B incorporates new files, sets  $t_B = \max(t_B, t_C)$ .

To handle partial replicas, use per-file sync time instead of per-replica.

## **Algorithm**

#### Five states for a file:

File path is an extant plain file (non-directory)

Dir path is an extant directory Ghost path is a record of a ghost

Unknown there is no record whatsoever of path

NotHere this replica is configured not to store path

Twenty-five cases for each (from-state, to-state) pair.

We'll go through two.

## The (File, File) decision

```
case (File, File):

if from.mtime(path) ≤ to.synctime(path)

// to knows about from's version

return complete

else if to.mtime(path) ≤ from.synctime(path)

// from knows about to's version: safe to copy

copy path

to.mtime(path) = from.mtime(path)

to.synctime(path) max= from.synctime(path)

return complete

else

// to and from have incomparable versions

report update/update conflict

return incomplete
```

## The (Dir, Dir) decision

### Ficus and Rumor

Vector modification times (version vectors) but no sync times.

Only handles full replica syncs. (Ugly attempts to fix this in Rumor.)

Almost invented vector sync times.

Instead, they need distributed garbage collection to handle deletions.

Moral: ideas from file systems don't translate directly to user-level tools.

## Unison

Proved correct, for some definition of correct.

Only considers pair of replicas.

copy A's F to B
change F on B
sync B's F to C
sync from B to A:
copy B's F to A
sync from C to A:

Unison: conflict! Tra: nop

## **Tool building**

I use Tra every day. No one else uses it at all.

It's not usable unless you understand the algorithm.

Rewrite in progress addresses:

latency — add parallelism

bandwidth — SHA1 hashes to avoid dumb copies

undo, redo — encourage experimentation

ease of use — explanations must be understandable

/sys/src/cmd/tra/tra.c: update/update conflict

VS.

/sys/src/cmd/tra/tra.c: update/update conflict
Sun Nov 11 17:33:01 EST 2001
modified on lusitania by rsc
Mon Nov 12 09:12:31 EST 2001
modified on emelie by rob

# Tool building, II

### Interface

want simple, easy-to-intuit gui

not clear what dumb text version should look like

## Partial Replicas

not clear how to specify them:

### **Future work**

## Completeness

- sound: never incorrectly discards an update
- complete: never raises a spurious conflict obviously sound, not obviously complete

### Software distributions

Replace sup?

The next Plan 9 release will use Tra in some form.

#### Get users

Has to be easy to configure, easy to use

Release some time in January?