

#### Veracity The Next Step in DVCS

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#### No vendor crapola

- Veracity is open source.
- I assume you already know what a DVCS is.
- There will be curly braces and semicolons in the slides.



### 5 Benefits of DVCS

- Fast
- Cruise Ship
- Moscow
- Dell
- Lego





#### Fast

 Developer operations, everything local

🖶 Calculating time remaining	
Copying 1 item (312 bytes)	
from C++ (D:\Mirror\Dev\Windows\C++) to Temp (D:\Temp) Calculating time remaining	
More information	Cancel





#### Cruise Ship

Disconnected operation







#### Moscow

Distributed teams, offshoring







# Dell

 Scale out instead of up





#### Lego

Complex processes





#### So ...

Distributed source control tools are great





#### Luckily...

 Source control is the only thing software teams ever use.





# **Sourcegear**

### Other stuff

- Bug tracking
- Wiki
- Twitter-ish things
- Discussion forum
- Agile planning
- Support tickets
- Build tracking
- Requirements
- Test management
- Etc.



#### Integration

- The trend is toward seamless integration of all the tools that software teams use.
- Trying to mix centralized and decentralized gets just what you would expect.



#### Oil and Water $\ensuremath{\mathfrak{S}}$

- Fast Source code repo is fast, but I have to hit the server for every other operation.
- Cruise Ship I can checkin my code now. Later I'll update bugtracking, wiki, etc. If I remember.
  - Moscow Local server for DVCS, but for everything else, we still need dependable net access to a server in the home office.
    - Dell And that server was more expensive than my house.
    - Lego And our whole development process is dictated by quirky constraints of the central server.



#### What we need

- The benefits of DVCS

   But for the non-source-code stuff
- Not just tree/filesystem data
  - But records and fields
- Changesets

   Push, pull, merge



#### Other approaches

- Ditz, ticgit, git-issues, Bugs Everywhere
  - Store everything in the tree
  - Merge: Line-based source code merge
- Fossil (www.fossil.org)
  - Decentralized database
  - Merge: Latest timestamp wins



### Veracity

- www.sourcegear.com/veracity
- Apache License Version 2.0
- Decentralized Database
  - Template-driven merge
  - -"zing"





# Merging $1 \leftarrow 2 \leftarrow 3 \leftarrow 4$ $5 \leftarrow 6$

 Automerge using rules specified in the template

# **Sourcegear**

```
ł
    "version" : 1,
    "rectypes" :
        "item" :
             "fields" :
                 "val" :
                 ł
                      "datatype" : "int",
                 }
             }
        }
   }
```

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#### Correctness

- Attitudes about automerge from source control
- A merge is correct if the template defines it to be
- It is possible to define a template such that the merge cannot fail
- Log of changes made



#### Two basic problems to solve

- Conflicting changes
- Constraint violations





## Non-Conflicting Changes

- Two people add unrelated records
- Two people modify a record, different fields
  - If template allows this
  - Example





```
// simple template
var t =
ł
    "version" : 1,
    "rectypes" :
        "item" :
        ł
            "fields" :
             Ł
                 "title" : { "datatype" : "string" },
                 "priority" : { "datatype" : "string" }
            }
        }
    3
};
```

# **Sourcegear**

```
// setup a new repo
reponame = sg.gid();
sg.new_repo(reponame, false);
repo = sg.open_repo(reponame);
zs = new zingdb(repo, sg.dagnum.TESTING_DB);
ztx = zs.begin_tx();
ztx.set_template(t);
ztx.commit();
```

```
// initial version of the record
ztx = zs.begin_tx();
zrec = ztx.new_record("item");
recid = zrec.recid;
zrec.title = "car stalls";
zrec.priority = "low";
original_state = ztx.commit().csid;
```





```
// two people modify the record
ztx = zs.begin_tx(original_state);
zrec = ztx.open_record(recid);
zrec.title = "car stalls, and then EXPLODES";
ztx.commit();
```

```
ztx = zs.begin_tx(original_state);
zrec = ztx.open_record(recid);
zrec.priority = "URGENT";
ztx.commit();
```

```
// merge and get both changes
zs.merge();
print(sg.to_json(zs.get_record(recid)));
```

```
repo.close();
```





"priority" : "URGENT",
"recid" : "g38008c2ef32d457ea492f80066c47963b1a06dc4936611dfba6





### Conflict

- Two people modify same record, same field
- Template can specify a resolution





```
"fields" :
{
    "latest_news" :
    {
        "datatype" : "string",
        "merge" :
        {
            "auto" : [ { "op" : "least_recent" } ]
        }
}
```

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```
"fields" :
{
    "estimate" :
    {
        "datatype" : "int",
        "merge" :
        {
            "auto" : [ { "op" : "max" } ]
        }
}
```





```
"fields" :
Ł
    "severity" :
    ł
        "datatype" : "string",
        "constraints" :
        Ł
            "allowed" : ["annoying", "data loss", "smoke"]
        },
        "merge" :
        Ł
            "auto" : [ { "op" : "group:qa" } ]
        }
   }
```



#### Unique constraints

- Uniqueness in a distributed system is a classic problem
- GUIDs
- g6c0ae12907dd4789b880a68026ac498f5df1aa2c935611dfbbd860fb42f09aca
- Friendly bug IDs





```
"fields" :
{
    "val" :
    {
        "datatype" : "string",
        "constraints" :
        {
            "unique" : true
        }
    }
}
```





# Uniqify

- Automatically resolve unique constraint problems on merge by modifying one of the records.
- Which one to modify?
- How to modify it?



```
"val" :
    "datatype" : "int",
    "constraints" :
        "unique" : true
    },
    "merge" :
        "uniqify" :
            "which" : "last_modified",
            "op" : "add",
            "addend" : 5
   }
3
```



#### An ounce of Prevention

- Generate friendly ids that are *likely* to be unique
- Then uniqify during merge when necessary



#### Example

- userprefix + digits
- E0001





```
"id" :
   "datatype" "string",
    "constraints" :
        "unique" : true,
        "defaultfunc" : "gen_userprefix_unique"
    },
    "merge" :
        "uniqify" :
            "op" : "inc_digits_end",
            "which" : "last_created"
    }
```

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#### Followups

- Lots more cool stuff in Veracity
  - sourcegear.com/veracity
  - www.ericsink.com
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- SourceGear booth

