Mozilla Addon Builder Definition of the Package Building System

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May 1, 2010

If in doubts, please take a look at the accompanied document: http://github.com/zalun/FlightDeck/raw/master/Docs/Addon%20Builder%20-%20Build%20System.pdf.

1 Syntax

1.1 Objects

x, y, z — represents [a..z] m, n — represents [0..9]+

Ux is the specific User (identified by User:name)

Px is the specific Package (identified by Package:name)

It should always be used within its type context as Lx — Library or Ax — Addon Every Package has an associated PackageRevision¹ (identified by a triplet Ux:Py.n User/Package/PackageRevision:revisionNumber)

Mx is the Module (identified by Ux:Py.n:Mz PackageRevision/Module:name²)

1.2 Object identification — revision numbers and HEAD

Ux:Py.n defines revision of the Package.

Ua:La.1 — First revision of Library La saved by Ua.

Ux:Py.n:Mz defines the precise Module revision — a Module inside the PackageRevision.
Ua:La.1:Ma — Module Ma inside the first revision of Library La saved by Ua.

Px ⇒ Uy:Px.n is the HEAD revision of the Package

La \Longrightarrow Ua:La.1 — La's HEAD points to the first revision of Library La saved by Ua.

Ux:Py.n ⊃ {Ux:Py.m:Mz, ...} Modules inside the Package revision.

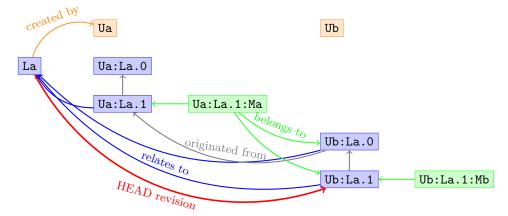
Ua:La.2 ⊃ {Ua:La.1:Ma, Ub:La.2:Mb} — Second revision of Library La saved by Ua contains Ma saved by Ua in his La's first revision and Mb saved by Ub in his second La's revision.

¹PackageRevision is not the same as Package version. The latter is just meta-data, a text field of PackageRevision object used only in exported XPI. It will no longer be used for data identification.

²Every data object is identified by a PackageRevision. The concept is similar to git's commits. In essence, for every saved Module change, a new PackageRevision is created.

2 Relations between database objects

Graph of a sample database stage for the $La \implies Ua:La.1:Ma$, Ub:La.1:Mb}. All objects relate to the appropriate Users.



Real world example will be more complicated. In essence a PackageRevision might (and most of the time will) be originated from more than one PackageRevisions.

3 Editing Library and its Modules

3.1 Starting point

All next scenarios start from the Ua:La.1 defined as below.

```
La \implies Ua:La.1 \supset \{Ua:La.1:Ma\}
```

Package La is created by User Ua.

La's HEAD is PackageRevision identified as Ua:La.1

It contains only one module - Ma

Following steps had to happen to achieve above status:

```
Ua creates empty Library La

System sets La's HEAD

Ua:La.0 ⊃ {}

La ⇒ Ua:La.0

Ua:La.1 ⊃ {Ua:La.1:Ma}

Ua sets the HEAD

Ua La ⇒ Ua.La.1
```

3.2 Scenario (1 Module, 2 Users, no dependencies)

Ua and Ub are working on La Ub modified one module



Result: La ⇒ Ub:La.1 ⊃ {Ub:La.1:Ma}

3.3 Scenario (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La
Ua created module Mb
Ub is working on Mb

Ua adds a new module Mb to La

Ua sets the HEAD

Ub creates new branch

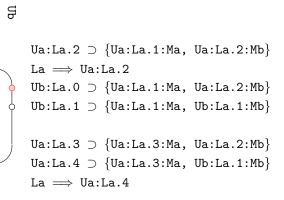
Ub modifies Mb

Ub sends request to Ua to upgrade La

Ua modifies Ma

Ua acepts Ub's request, upgrades La

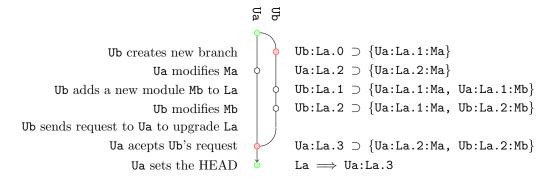
Ua sets the HEAD



Result: La ⇒ Ua:La.4 ⊃ {Ua:La.3:Ma, Ub:La.1:Mb}

3.4 Scenario (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La Ub created module Mb

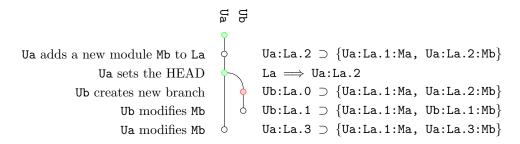


Result: La \implies Ua:La.3 \supset {Ua:La.2:Ma, Ub:La.2:Mb}

3.5 Scenario with conflict (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La Ua created module Mb Ua and Ub are working on Mb Conflict arises...

Steps driving to the conflict:



Libraries Ub:La.1 and Ua:La.3 are conflicted because Ub:La.1:Mb and Ua:La.3:Mb are both an evolution of the Ua:La.2:Mb. From that moment many scenarios may happen. Just a few of them will follow.

3.5.1 Ua sets HEAD and Ub's revision is outdated

La's manager — Ua has chosen the HEAD. At that moment he doesn't know about Ub's changes to Mb.

Ub:La.1 \supset {Ua:La.1:Ma, Ub:La.1:Mb}

Ua:La.3 \supset {Ua:La.1:Ma, Ua:La.3:Mb}

La \Longrightarrow Ua:La.3

Ub:La.1 \supset {Ua:La.1:Ma, Ua:La.3:Mb}

La \Longrightarrow Ua:La.3

Ub:La.1 \supset {Ua:La.1:Ma, Ub:La.1:Mb}

Ub receives info that his source is behind the HEAD

Ub manually solves conflict by editing Mb

Ub:La.2 \supset {Ua:La.1:Ma, Ub:La.1:Mb}

From that moment Ub:La.2 becomes a normal (not conflicted) PackageRevision. Ub may send Package manager an upgrade request which could end by switching La's HEAD to Ub:La.2. It is important, that the Ub:La.2 is not an evolution of Ua:La.3, it will not be originated from it.³

3.5.2 Ub sends update request, Ua decides to drop his changes

Ub thinks his change to Mb is finished and requests update of the Library from its manager — Ua. He accepts the request and marks his version of this module as discontinued.

Ub sends request to Ua to upgrade La

³Decide if this is the right thing to do.

Draft/Ideas

update Library if Library HEAD has been changed something should tell the User that an update is possible. It should then (on request) change the versions of all Modules which are not in conflict with updating Library. In essence, if

Ua:La.1 ⊃ {Ua:La.1:Ma, Ub:La.2:Mb} is a Library to be updated and La ⇒ Uc:La.3 ⊃ {Ub:La.1:Ma, Uc:La.3:Mb, Uc:La.1:Mc} is current HEAD, then Ub:La.2:Mb should be updated to Uc:La.3:Mb and Uc:La.1:Mc should be added. User should receive a notification that Ua:La.1:Ma is not in sync with HEAD.

To be continued...