

lively4

Unified Data Backend

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Software Design 2015/2016
Software Architecture Group
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Context

Lively Kernel 4

Next generation in-web publishing platform

- Prototype of Lively 4
- Embrace newest web technologies
- Reuse existing web elements

Software Design 2015/16

Inter-Team Collaboration

- Other teams depend on file access
- File browser based on Morhic Team
- Weekly inter-team meetings

Motivation



I am a lively4 user and I want to...

... load files and store changes...

...e.g. on GitHub, Dropbox or local...

... without knowing the specific API.

Goals

→ Abstraction layer to access files and directories



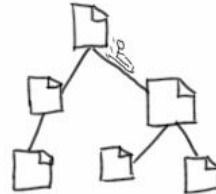
→ Exchange file backend



→ Combine file backends



→ Visually explore file backends



Background: Unix File Systems



Hierarchical tree models files and directories

- Uniform API (read, write, stat)
- Mount different filesystems (exchange)
- Mount subtree at any point (combine)

Everything is a file

- Expose internals as filesystem
- Control and configure by writing to files

A local programmable proxy server?

Service workers essentially act as **proxy servers** that sit **between web applications**, and the browser **and network** (when available.)

They are intended to (amongst other things) enable the creation of effective offline experiences, **intercepting network requests** and **taking appropriate action** based on whether the network is available and updated assets reside on the server. They will also allow access to push notifications and background sync APIs.

- Mozilla Developer Network

Why not just a javascript framework?

Use standard HTML tags:

```

```

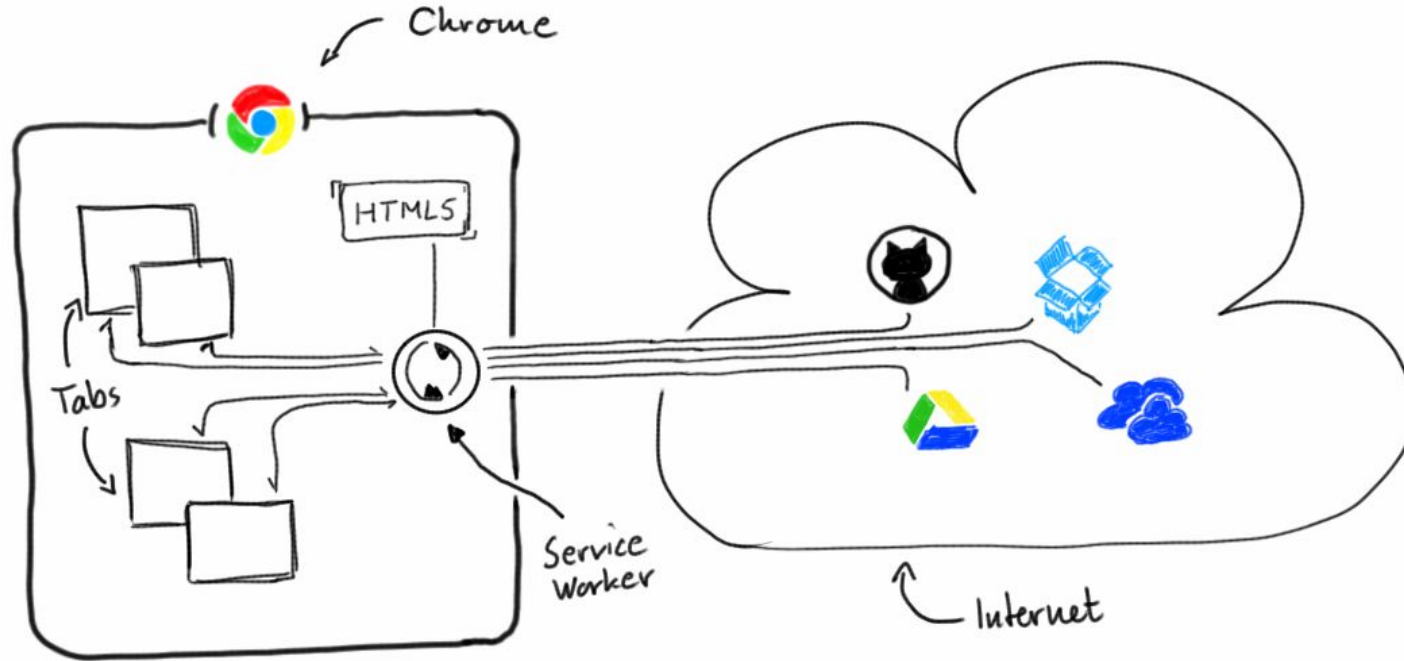
Use vendor code libraries and frameworks:

```
$.ajax("https://lively4/my/resource.json")
```

Embrace newest web technologies :3

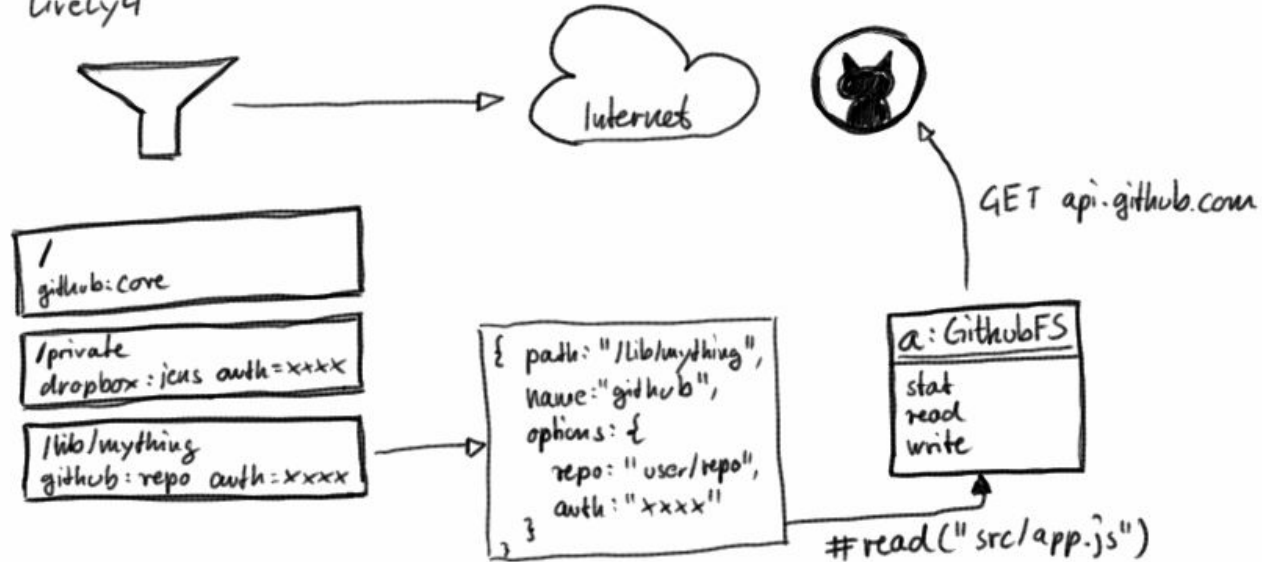


Concept



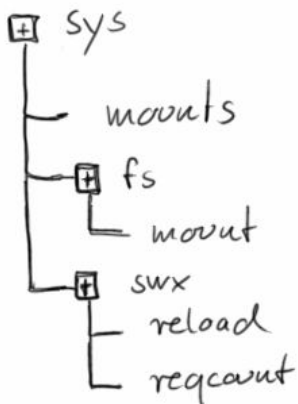
Service Worker Internals

GET /lib/mything/src/app.js
Host: lively4



Controlling Service Worker

Control by reading and writing to files



- ❑ **GET** `https://lively4/sys/mounts`
Returns list of all mounted file systems and their mount options
- ❑ **PUT** `https://lively4/sys/fs/mount`
Mounts a new file system using given JSON content
- Read meta data about service worker
 - e.g. request count
- Invoke actions etc.
 - e.g. reload



Let's Play

Discussion

- Concept Advantages

- Well-known
(REST API and Unix FS semantics)
- Extendable with new filesystems
- Client library independent

- Technology Advantages

- Modern browser APIs
- Client library independent

- Serviceworker Limitations

- Can always be suspended by browser
 - ⇒ Program state lost
- Can only use real async browser APIs
- Can't use tab-related APIs
 - ⇒ No HTML5 file system API

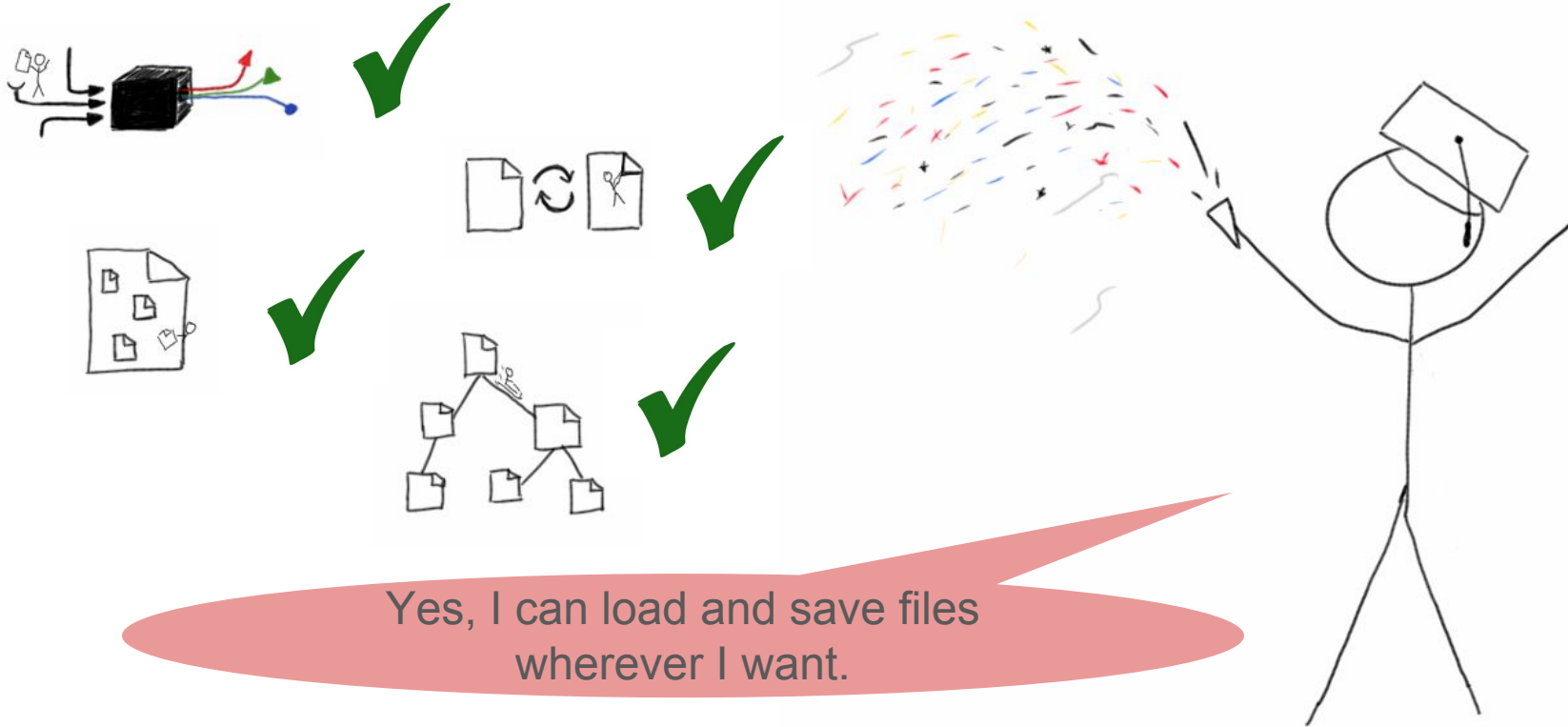
- Filesystem Limitations

- Can only write single file per request
- Can't delete files or folders
- Can't create folders

Future Work

- Filesystems for more backends (e.g. Google Drive, Owncloud, ...)
- Collect multiple changes and write as bulk
- Self-contained pre-compiled minimal kernel for distribution
- Reload kernel “modules” from mounted userland file system
- Add FS API for delete and mkdir
- Merge mount points with directory content
- VT100, sh.js, exec call convention (env.fd[], argv)

Conclusion



Sources

https://developer.mozilla.org/en-US/docs/Web/API/Service_Worker_API

<http://uxrepo.com/static/icon-sets/font-awesome/png32/256/000000/linux-256-000000.png>

Inspiration: XKCD

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