Solid server – Store atomicity *(status: draft)*

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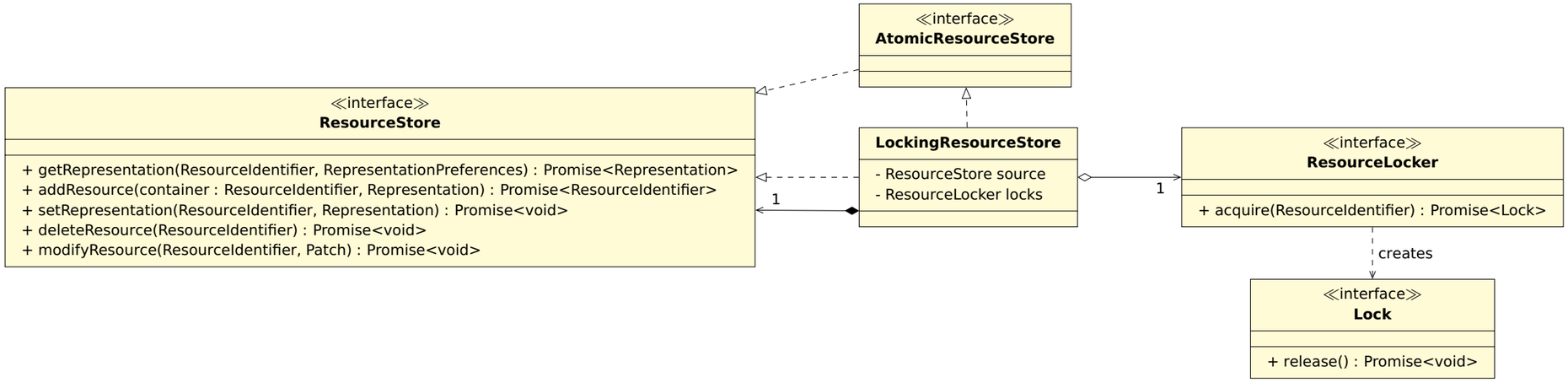
ResourceStore and atomic operations



The **ResourceStore** interface has been designed such that each of its methods can be implemented in an *atomic* way: for each CRUD operation,[1] only one dedicated method needs to be called. It is up to the implementer of the interface to (not) make an implementation atomic. For some implementations, such as triple stores or other database back-ends, atomicity is a given. We *could* explicitly indicate atomicity by having such implementations implement the (otherwise empty) **AtomicResourceStore** interface as a tag.

Some implementations are *not* atomic by default, such as a file system, where a read+append sequence could unknowingly be interrupted by a write that thereby breaks atomicity. Such non-atomic stores could be made atomic by decorating them with a **LockingResourceStore**. This class wraps another **ResourceStore** with a locking mechanism, which can be implemented in different ways. An example method implementation is listed on the right.

```
async function modifyResource(id, patch) {
  const lock = await this._locks.acquire(identifier);
  try { return await this._source.modifyResource(id, patch); }
  finally { await lock.release(); }
}
```

Design considerations

It is important to emphasize that atomicity is *not* the only reason for the design of the **ResourceStore** interface. The other consideration is in the 5th method `modifyResource`, which allows us to optimize modifications in a backend-specific way. Since we expect small modifications to larger resources to be a common pattern for Solid apps, we need to be able to handle those efficiently.

A simpler implementation with 4 methods could support PATCH as follows:

1. call `getRepresentation`
2. apply the patch
3. call `setRepresentation`

However, in addition to violating atomicity (or requiring another locking mechanism), it would also give suboptimal results when the resource is large and the patch is just a single triple. Moreover, it would be unnecessarily complex and slow for the case of triple stores, which support patches natively.

In contrast, `modifyResource` gives implementations the freedom on how to apply patches, such that they can pick whichever option is most efficient for a given patch and, if desired, support atomicity.

[1] There are 5 operations rather than 4 because we distinguish between full representations update for PUT and partial updates for PATCH.

ResourceStore and conditional requests