# [MS-FSVCA]:

# **File Set Version Comparison Algorithms**

## **Intellectual Property Rights Notice for Open Specifications Documentation**

- **Technical Documentation.** Microsoft publishes Open Specifications documentation ("this documentation") for protocols, file formats, data portability, computer languages, and standards support. Additionally, overview documents cover inter-protocol relationships and interactions.
- Copyrights. This documentation is covered by Microsoft copyrights. Regardless of any other terms that are contained in the terms of use for the Microsoft website that hosts this documentation, you can make copies of it in order to develop implementations of the technologies that are described in this documentation and can distribute portions of it in your implementations that use these technologies or in your documentation as necessary to properly document the implementation. You can also distribute in your implementation, with or without modification, any schemas, IDLs, or code samples that are included in the documentation. This permission also applies to any documents that are referenced in the Open Specifications documentation.
- No Trade Secrets. Microsoft does not claim any trade secret rights in this documentation.
- Patents. Microsoft has patents that might cover your implementations of the technologies described in the Open Specifications documentation. Neither this notice nor Microsoft's delivery of this documentation grants any licenses under those patents or any other Microsoft patents. However, a given Open Specifications document might be covered by the Microsoft Open Specifications Promise or the Microsoft Community Promise. If you would prefer a written license, or if the technologies described in this documentation are not covered by the Open Specifications Promise or Community Promise, as applicable, patent licenses are available by contacting iplq@microsoft.com.
- **License Programs**. To see all of the protocols in scope under a specific license program and the associated patents, visit the <u>Patent Map</u>.
- **Trademarks**. The names of companies and products contained in this documentation might be covered by trademarks or similar intellectual property rights. This notice does not grant any licenses under those rights. For a list of Microsoft trademarks, visit <a href="https://www.microsoft.com/trademarks">www.microsoft.com/trademarks</a>.
- **Fictitious Names**. The example companies, organizations, products, domain names, email addresses, logos, people, places, and events that are depicted in this documentation are fictitious. No association with any real company, organization, product, domain name, email address, logo, person, place, or event is intended or should be inferred.

**Reservation of Rights**. All other rights are reserved, and this notice does not grant any rights other than as specifically described above, whether by implication, estoppel, or otherwise.

**Tools**. The Open Specifications documentation does not require the use of Microsoft programming tools or programming environments in order for you to develop an implementation. If you have access to Microsoft programming tools and environments, you are free to take advantage of them. Certain Open Specifications documents are intended for use in conjunction with publicly available standards specifications and network programming art and, as such, assume that the reader either is familiar with the aforementioned material or has immediate access to it.

**Support.** For questions and support, please contact dochelp@microsoft.com.

# **Revision Summary**

Date	Revision History	Revision Class	Comments
5/15/2014	1.0	New	Released new document
6/30/2015	2.0	Major	Significantly changed the technical content.
10/16/2015	2.0	None	No changes to the meaning, language, or formatting of the technical content.
7/14/2016	2.0	None	No changes to the meaning, language, or formatting of the technical content.
6/1/2017	2.0	None	No changes to the meaning, language, or formatting of the technical content.
9/15/2017	3.0	Major	Significantly changed the technical content.
12/1/2017	3.0	None	No changes to the meaning, language, or formatting of the technical content.
9/12/2018	4.0	Major	Significantly changed the technical content.
4/7/2021	5.0	Major	Significantly changed the technical content.
6/25/2021	6.0	Major	Significantly changed the technical content.

# **Table of Contents**

1	Intro	oduction	
	1.1	Glossary	
	1.2	References	
	1.2.1		
	1.2.2		
	1.3	Overview	6
	1.4	Relationship to Protocols and Other Algorithms	
	1.5	Applicability Statement	
	1.6	Standards Assignments	6
2	Comi	mon Data Structures	. 7
	2.1	SYNC_GID	
	2.2	REPLICA_GID	
	2.3	SYNC_KNOWLEDGE	
	2.4	REPLICA_KEY_MAP	
	2.5	VECTOR_REPLICA_KEY 1	
	2.6	VECTOR_CLOCK_VECTOR	LO
	2.7	CLOCK_VECTOR	
	2.8	VECTOR_CLOCK_VECTOR_ELEMENT	
	2.9	CLOCK_VECTOR_ELEMENT	
	2.10	VECTOR_RANGE_SET	
	2.11	RANGE_SET	
	2.12	VECTOR_RANGE	
	2.13	RANGE	
	2.14	SYNC_CHANGE_INFORMATION	
	2.15	VECTOR_CHANGE_SET_ENTRY	
	2.16	CHANGE_SET_ENTRY 1	١6
3	Algo	rithm Details	9
	3.1	Object Store Details	19
	3.1.1	Abstract Data Model 1	١9
	3.1	.1.1 Per ReplicaEntry	
		.1.2 Per FileItemEntry	
		.1.3 Per ClockVectorElement	
		.1.4 Per ClockVectorEntry	
		.1.5 Per RangeEntry	
	_	.1.6 Per ChangeSetEntry	
		.1.7 Per Participant	
	3.1.2		
	3.1.3	=	
	3.1.4		
		.4.1 Algorithm for Querying Sync Knowledge for a Participant	
		<ul> <li>.4.2 Algorithm for Querying Change Information for a Participant</li></ul>	
	3.1	Participant's Destination Knowledge	
	2 1	.4.4 Algorithm for Updating the FSVCA Metadata When an Item Changes	
	_	.4.5 Algorithm for Updating the FSVCA Metadata When all Item Changes	
	5.1	.4.5 Algorithm for opuating the FSVCA Metadata for the Successibility Applied Item	
4	Algo	rithm Examples3	2
5	Secu	rity3	13
_	5.1	Security Considerations for Implementers	
	5.1 5.2	Index of Security Parameters	
_		•	
6	Appe	endix A: Product Behavior3	4

7	Change Tracking	35
8	Index	36

## 1 Introduction

The File Set Version Comparison Algorithms are designed to provide a compact representation of a given replica's file version state and then generate the list of changes between two replicas. See [MSDN-MSF] for related information.

Sections 1.6 and 2 of this specification are normative. All other sections and examples in this specification are informative.

## 1.1 Glossary

This document uses the following terms:

**clock vector**: A replica key/tick count pair that represents updates to a replica. Any change that occurs between 0 and the tick count is contained in the vector.

**knowledge**: The metadata that is maintained by each participant that describes all the changes it has tracked. In its simplest form, known as a watermark, a knowledge item is a clock vector that consists of pairs of replica keys and replica tick counts.

**range**: A set of continuous item identifiers to which the same clock vector applies. A range is represented by a starting point, an ending point, and a clock vector that applies to all IDs that are in between.

**replica**: A particular repository of file and directory information to be synchronized, and the metadata store that represents that repository.

**synchronization community**: A set of replicas that keep their data synchronized with one another.

**tick count**: A monotonically increasing number that is specific to a replica and combined with a replica key to make a version.

**version**: A marker that is used to represent an item that has been deleted. A tombstone is used to track deleted items and prevent their reintroduction into the synchronization community.

MAY, SHOULD, MUST, SHOULD NOT, MUST NOT: These terms (in all caps) are used as defined in [RFC2119]. All statements of optional behavior use either MAY, SHOULD, or SHOULD NOT.

#### 1.2 References

Links to a document in the Microsoft Open Specifications library point to the correct section in the most recently published version of the referenced document. However, because individual documents in the library are not updated at the same time, the section numbers in the documents may not match. You can confirm the correct section numbering by checking the Errata.

#### 1.2.1 Normative References

We conduct frequent surveys of the normative references to assure their continued availability. If you have any issue with finding a normative reference, please contact <a href="mailto:dochelp@microsoft.com">dochelp@microsoft.com</a>. We will assist you in finding the relevant information.

[MS-DTYP] Microsoft Corporation, "Windows Data Types".

[RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", BCP 14, RFC 2119, March 1997, https://www.rfc-editor.org/rfc/rfc2119.html

#### 1.2.2 Informative References

[MSDN-MSF] Microsoft Corporation, "Microsoft Sync Framework", <a href="http://msdn.microsoft.com/en-us/library/bb902854.aspx">http://msdn.microsoft.com/en-us/library/bb902854.aspx</a>

#### 1.3 Overview

These algorithms describe how to build and serialize a compact representation of version state across a data set consisting of files and directories. It also describes how to use this compact version representation to generate a list of changes that a destination replica would need to apply in order to contain all the file and directory versions that the source replica tracks.

## 1.4 Relationship to Protocols and Other Algorithms

This algorithm does not depend on any other algorithms or protocols. A protocol that depends on this algorithm would need to transfer file and directory data with the goal of keeping datasets that are stored at multiple endpoints synchronized with each other.

## 1.5 Applicability Statement

This algorithm is appropriate for any protocol that tracks version state across file and directory data sets. Protocols can use this algorithm to reduce the number of bits transferred when determining what differences exist between data sets on different endpoints.

## 1.6 Standards Assignments

None.

## 2 Common Data Structures

The following data types are specified in [MS-DTYP].

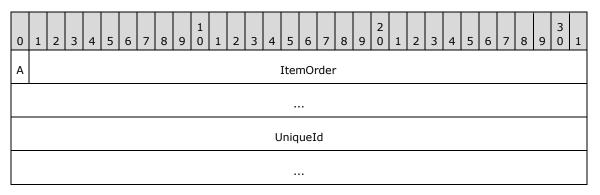
Data type name	Section
GUID	Section 2.3.4.2

Unless otherwise specified, multiple-byte fields (16-bit, 32-bit, and 64-bit fields) in a FSVCA structure MUST be represented in big-endian order (most-significant byte first).

Unless otherwise indicated, numeric fields are integers of the specified byte length.

## 2.1 SYNC\_GID

The SYNC\_GID structure represents an identifier for a file.



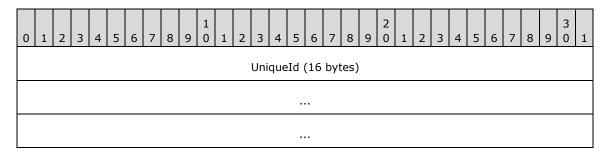
A - IsFileOrDirectory (1 bit): This value MUST be set to 0 to indicate that the item is a directory, or to 1 to indicate that the item is a file.

**ItemOrder (63 bits)**: The prefix component of the identifier. This prefix is composed of the least-significant 63 bits of a FILETIME structure.

UniqueId (16 bytes): This value is set to a GUID value.

## 2.2 REPLICA\_GID

The REPLICA\_GID structure represents an identifier for a replica of the synchronized dataset.



**UniqueId (16 bytes)**: This value is set to a GUID value.

## 2.3 SYNC\_KNOWLEDGE

The SYNC\_KNOWLEDGE structure describes all the changes that the sync participant, which generated the **knowledge**, has tracked.

0	1	2	3	4	5	6	7	8	9	1	1	L 2	3	4	E ,	5 6	7	8	9	2	1	2	3	4	5	6	7	8	9	3 1	1
														,	Ve	ersio	า														
														Re	es	erve	d1														
														Re	es	serve	d2														
														Re	es	serve	d3														
												Re	eplic	aKe	ey	Мар	(vai	riab	le)												
													S	ecti	or	nSigr	atu	re													
			Д										R	epli	са	GidL	eng	th									E	3			
					S	Syn	cGi	dLe	ngtl	h								Re	eser	vec	14					Re	esei	ve	15		
																Clo	ckV	ect	orTa	able	Sig	nat	ure								
																Clo	ckV	ecto	rTa	ble	(va	aria	ble)								
												R	ang	eSe	ŧΤ	able	Sigr	natu	ire												
												Ra	ange	eSet	tΤ	able	(vaı	riab	le)												
														Re	es	serve	d6														
														Re	es	serve	d7														
		Re	eser	vec	18													Re	eser	vec	19										

Version (4 bytes): This value MUST be set to 5.

Reserved1 (4 bytes): This value MUST be set to 0.

Reserved2 (4 bytes): This value MUST be set to 1.

**Reserved3 (4 bytes)**: This value MUST be set to 0.

**ReplicaKeyMap (variable)**: Specifies all the replicas referenced by this SYNC\_KNOWLEDGE structure. The index position in this map is used to more concisely describe the replica name in each CLOCK VECTOR ELEMENT.

SectionSignature (4 bytes): This value MUST be set to 24.

A - AreReplicaGidsVariableLength (1 byte): This value MUST be set to 0.

ReplicaGidLength (2 bytes): This value MUST be set to 16.

**B - AreSyncGidsVariableLength (1 byte):** This value MUST be set to 0.

SyncGidLength (2 bytes): This value MUST be set to 24.

Reserved4 (1 byte): This value MUST be set to 0.

**Reserved5 (2 bytes):** This value MUST be set to 1.

ClockVectorTableSignature (4 bytes): This value MUST be set to 21.

**ClockVectorTable (variable):** A VECTOR\_CLOCK\_VECTOR element that contains a list of CLOCK\_VECTOR structures that specify the version state for the items identified by a RANGE.

RangeSetTableSignature (4 bytes): This value MUST be set to 23.

**RangeSetTable (variable):** A VECTOR\_RANGE\_SET element that contains a list of RANGE\_SET structures that specify the version state tracked by the **replica** for the items identified by each RANGE.

Reserved6 (4 bytes): This value MUST be set to 0.

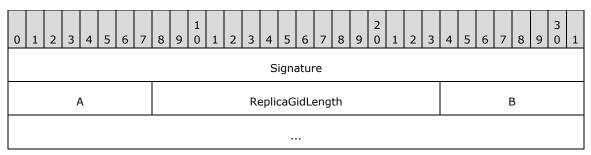
Reserved7 (4 bytes): This value MUST be set to 25.

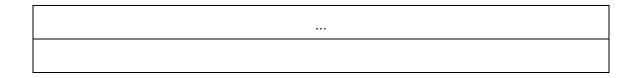
Reserved8 (1 byte): This value MUST be set to 1.

Reserved9 (4 bytes): This value MUST be set to 0.

## 2.4 REPLICA\_KEY\_MAP

The REPLICA\_KEY\_MAP structure specifies the mapping of a 4-byte index to the REPLICA\_GID structures that are used to identify each sync participant participating in the **synchronization community**. The index for each **replica** is implied by its position in the ReplicaKeys vector.





**Signature (4 bytes)**: This value MUST be set to 5.

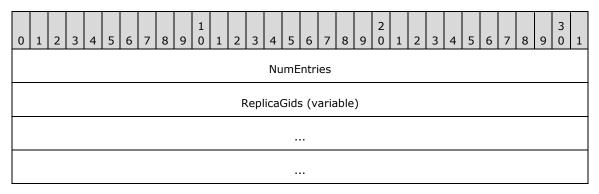
A - AreReplicaGidsVariableLength (1 byte): This value MUST be set to 0.

ReplicaGidLength (2 bytes): This is the REPLICA\_GID length in bytes and MUST be set to 16.

**B - ReplicaKeys (variable):** A VECTOR\_REPLICA\_KEY element that contains a list of replicas that are referenced by the CLOCK\_VECTOR\_ELEMENT structures in the SYNC\_KNOWLEDGE structure.

## 2.5 VECTOR\_REPLICA\_KEY

The VECTOR\_REPLICA\_KEY structure represents a collection of REPLICA\_GID structures, as specified in section 2.2, in the following format:

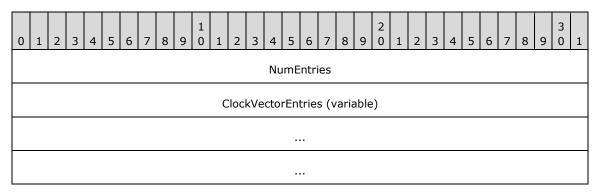


**NumEntries (4 bytes)**: This is the number of entries in the vector.

**ReplicaGids (variable)**: An array of 0 or more REPLICA\_GID structures.

## 2.6 VECTOR\_CLOCK\_VECTOR

The VECTOR\_CLOCK\_VECTOR structure represents a collection of CLOCK\_VECTOR structures, as specified in section 2.7, in the following format:

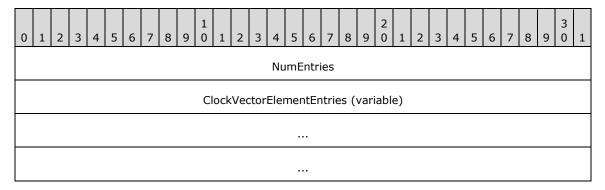


**NumEntries (4 bytes)**: This is the number of entries in the vector.

**ClockVectorEntries (variable)**: An array of 1 or more CLOCK\_VECTOR structures. The **ClockVectorElementEntries** field of the first CLOCK\_VECTOR structure in the array MUST have zero **NumEntries**.

## 2.7 CLOCK\_VECTOR

The CLOCK\_VECTOR structure specifies the collection of VECTOR\_CLOCK\_VECTOR\_ELEMENT structures, as specified in section 2.8, in the following format:

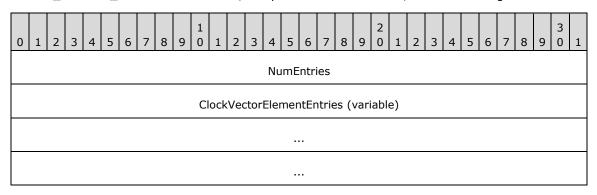


Signature (4 bytes): This value MUST be 1.

**ClockVectorElementEntries (variable)**: A VECTOR\_CLOCK\_VECTOR\_ELEMENT structure that contains a list of CLOCK\_VECTOR\_ELEMENT structures.

## 2.8 VECTOR\_CLOCK\_VECTOR\_ELEMENT

The VECTOR\_CLOCK\_VECTOR\_ELEMENT structure represents a collection of CLOCK\_VECTOR\_ELEMENT structures, as specified in section 2.9, in the following format:

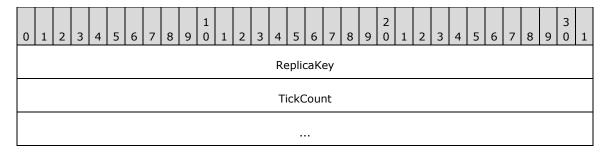


**NumEntries (4 bytes):** This is the number of entries in the vector.

ClockVectorElements (variable): An array of 0 or more CLOCK VECTOR ELEMENT structures.

## 2.9 CLOCK\_VECTOR\_ELEMENT

The CLOCK\_VECTOR\_ELEMENT structure describes the revision version of an item. It consists of the replica key and the replica tick count.

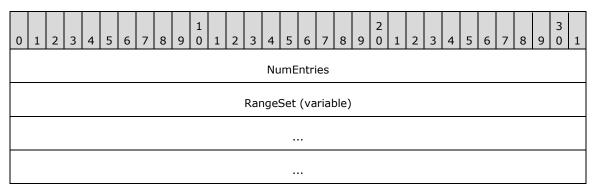


**ReplicaKey (4 bytes):** The index into the REPLICA\_KEY\_MAP to define the REPLICA\_GID entry for the replica described by this element.

**TickCount (8 bytes):** A monotonically increasing number that is specific to a replica and combined with a replica key to make a version.

## 2.10 VECTOR\_RANGE\_SET

The VECTOR\_RANGE\_SET structure represents a collection of RANGE\_SET structures, as specified in section 2.11, in the following format:

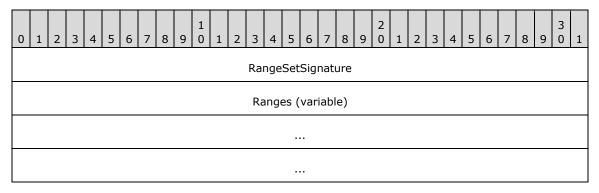


NumEntries (4 bytes): This MUST be set to 1.

RangeSet (variable): An array of 1 RANGE\_SET structures.

#### 2.11 RANGE\_SET

The RANGE\_SET structure represents a collection of VECTOR\_RANGE structures, as specified in section 2.12, in the following format:

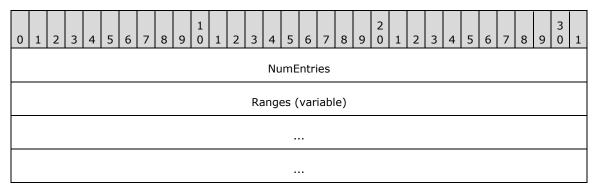


RangeSetSignature (4 bytes): This MUST be set to 22.

Ranges (variable): A VECTOR\_RANGE structure that contains the list of RANGE structures.

## 2.12 VECTOR\_RANGE

The VECTOR\_RANGE structure represents a collection of RANGE structures, as specified in section 2.13, in the following format:

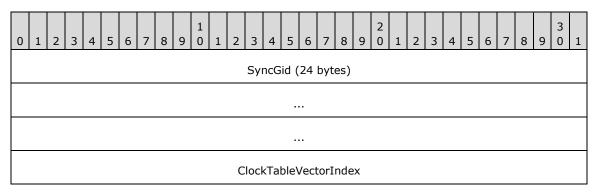


NumEntries (4 bytes): The number of entries in the Ranges field.

Ranges (variable): An array of 1 or more RANGE structures.

#### **2.13 RANGE**

The RANGE structure describes a set of contiguous item identifiers to which the same **clock vector** applies. A **range** is represented by a lower bound, an upper bound and the clock vector that applies to all IDs that are in between. The upper bound of a range is the previous item identifier of the lower bound of the next range in VECTOR\_RANGE\_SET. If this is the last range in VECTOR\_RANGE\_SET, all the item identifiers greater than the lower bound are considered to be part of this last range.



**SyncGid (24 bytes):** The SYNC\_GID for the item that represents the lower bound of this range.

**ClockTableVectorIndex (4 bytes):** The index into the ClockVectorTable in a SYNC\_KNOWLEDGE structure for the CLOCK\_VECTOR that describes the set of updates tracked by the replica.

## 2.14 SYNC\_CHANGE\_INFORMATION

The SYNC\_CHANGE\_INFORMATION structure represents the list of changed items tracked by the source replica when compared to the destination's version state.

0	1	2	3	4	5	6	-	7	8	9	1 0		1 2	2	3	4	ļ	5 6	5 7	7	8	٥	2 0	1	2	3	4	5	6	7	8	9	3	1
																	Ve	ersi	on															
																R	es	serv	ed1															
													D	est	tin	atio	on	Kno	wle	d	geS	Siz	ze											
												-	Desti	ina	tic	nK	íno	owle	edg	e (	(va	ria	able)											
													F	or	go	tte	nk	۲no۱	vle	dg	eSi	ize	e											
													Forg																					
																R	es	serv	ed2															
																R	es	serv	ed3															
													N	1ac	de\	Wit	hŀ	۲no۱	wle	dg	eSi	ize	e											
													Mad	еW	/itl	hKr	าด	wle	dge	(	var	ia	ble)											
														Cha	ang	geS	Set	tList	(v	ar	iab	le	)											
														Re	co	ver	γS	Sect	ion	Le	ngt	th												
													Lowe																					

WorkEstimateForSyncSession												
	WorkEstimateForChangeBatch											
A B IsFiltered												

**Version (8 bytes)**: The SYNC\_CHANGE\_INFORMATION serialization format used; this MUST be set to 5.

Reserved1 (4 bytes): This value MUST be set to 0.

DestinationKnowledgeSize (4 bytes): The length, in bytes, of the DestinationKnowledge field.

**DestinationKnowledge (variable)**: A SYNC\_KNOWLEDGE structure that represents knowledge from the destination replica that is used to generate this SYNC\_CHANGE\_INFORMATION structure. The destination knowledge MUST always contain the serialized replica key map.

**ForgottenKnowledgeSize (4 bytes):** The length, in bytes, of the **ForgottenKnowledge** field. If 0, there is no ForgottenKnowledge field in this SYNC\_CHANGE\_INFORMATION structure.

**ForgottenKnowledge (variable)**: A SYNC\_KNOWLEDGE structure that tracks the maximum version of tombstones that have been removed from the destination's synchronization metadata. The forgotten knowledge MUST always contain the serialized replica key map. This field is not present if the **ForgottenKnowledgeSize** field is set to 0.

Reserved2 (4 bytes): This value MUST be set to 0.

Reserved3 (4 bytes): This value MUST be set to 1.

MadeWithKnowledgeSize (4 bytes): The length, in bytes, of the MadeWithKnowledge field.

**MadeWithKnowledge (variable)**: A SYNC\_KNOWLEDGE structure that represents knowledge from the source replica that is used to generate this SYNC\_CHANGE\_INFORMATION structure. This field MUST always contain the serialized replica key map.

**ChangeSetList (variable)**: The list of changes represented in this change batch.

**RecoverySectionLength (4 bytes)**: The length, in bytes, of the **LowerRecoveryBound** data. If this is a recovery synchronization session (**IsRecoverySynchronization** is set to 1), this MUST be set to 16; otherwise, this value MUST be set to 0.

**LowerRecoveryBound (variable)**: When present, this is the SYNC\_GID for the lowest item in the **ChangeSetEntries** that is part of the recovery synchronization.

WorkEstimateForSyncSession (4 bytes): This value MUST be set to 0.

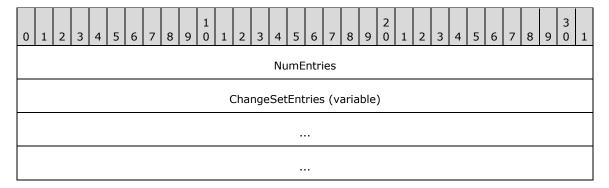
WorkEstimateForChangeBatch (4 bytes): This value MUST be set to 0.

- A IsLastChangeBatch (1 byte): Indicates whether this SYNC\_CHANGE\_INFORMATION is the last set of change information sent by the source replica. A value of 0 indicates that this is not the last set. A value of 1 indicates that this is the last set.
- **B IsRecoverySynchronization (1 byte)**: Indicates whether this SYNC\_CHANGE\_INFORMATION is part of a recovery synchronization. A value of 1 indicates that this change information is part of a recovery synchronization. A value of 0 indicates that this change information is not part of a recovery synchronization.

**IsFiltered (1 byte)**: This value MUST be set to 0.

## 2.15 VECTOR\_CHANGE\_SET\_ENTRY

The VECTOR\_CHANGE\_SET\_ENTRY structure represents the list of changed items described in the sync change information structure, as specified in section 2.16, in the following format:



NumEntries (4 bytes): The number of entries in the ChangeSetEntries field.

**ChangeSetEntries (variable)**: A byte stream of 0 or more CHANGE\_SET\_ENTRY structures used to describe which items in the replica have changed.

## 2.16 CHANGE\_SET\_ENTRY

The CHANGE\_SET\_ENTRY structure represents an item that has changed in the source replica relative to the destination replica.

0	1	2	3	4	5	6	7	8	3 9	9	1 0	1	2	3	4	5	6	7	8	9	2 0	1	2	3	4	5	6	7	8	9	3	1
														C	Char	ngel	Dat	aSiz	ze													
														Ch	ang	jeD.	atal	Forr	nat													
														Rep	lica	Gid	(1	6 by	′tes	;)												
															Cha	nge	Ve	rsio	n													
													(	Orig	inal	Cha	ang	eVe	rsio	n												

CreateVersion												
	SyncGid (24 bytes)											
WinnerExists	WinnerSyncGid (24 bytes)											
	SyncChange											
	WorkEstimate											
	Reserved1	А										
	Reserved2											
	Reserved3											
	Reserved4											
	Reserved5											
Reserved6												

**ChangeDataSize (4 bytes)**: The size, in bytes, for the CHANGE\_SET\_ENTRY structure excluding the size of this field.

ChangeDataFormat (8 bytes): This value MUST be set to 7.

**ReplicaGid (16 bytes)**: The ID for the replica delivering this change.

**ChangeVersion (12 bytes)**: A CLOCK\_VECTOR\_ELEMENT structure which describes the revision version of this change.

**OriginalChangeVersion (12 bytes)**: A CLOCK\_VECTOR\_ELEMENT structure which MUST match the value in the ChangeVersion field.

**CreateVersion (12 bytes)**: A CLOCK\_VECTOR\_ELEMENT structure which describes the revision version of this Item when it was created.

**SyncGid (24 bytes)**: The ID for the file or directory affected by this change.

WinnerExists (1 bytes): The value of 1 indicates that there is a WinnerSyncGid field.

WinnerSyncGid (24 bytes): The ID for the winning object.

**SyncChange (4 bytes)**: This field MUST contain one of the following values:

Value	Meaning
0x00000000	Indicates that this entry is a change for a file item.
0x00000001	Indicates that this entry is a change for a deleted file item.
0x00010000	Indicates that this entry is the beginning of a range of changes.
0x00020000	Indicates that this entry is the end of a range of changes.

WorkEstimate (4 bytes): The work estimate for the change. This value SHOULD be set to 1.

Reserved1 (2 bytes): This value MUST be set to 0.

A - IsLearnedKnowledgeProjected (1 byte): This value will be set to 0 for a regular sync session and 1 for a change batch during a full enumeration sync session.

Reserved2 (4 bytes): This value MUST be set to 0.

Reserved3 (4 bytes): This value MUST be set to 0.

Reserved4 (4 bytes): This value MUST be set to 0.

Reserved5 (4 bytes): This value MUST be set to 0.

**Reserved6 (1 byte):** This value MUST be set to 0.

## 3 Algorithm Details

## 3.1 Object Store Details

## 3.1.1 Abstract Data Model

This section describes a conceptual model of possible data organization that an implementation maintains to participate in this algorithm. The described organization is provided to facilitate the explanation of how the protocol behaves. This document does not mandate that implementations adhere to this model as long as their external behavior is consistent with that described in this document.

The following abstract object types are defined in this document:

ReplicaEntry

**FileItemEntry** 

ClockVectorElement

ClockVectorEntry

RangeSetEntry

**Participant** 

The following shorthand forms are also used:

**DataFileItem**: A **FileItem** object that represents a FileType of DataFile.

**DirectoryFileItem**: A **FileItem** object with a FileType of DirectoryFile.

## 3.1.1.1 Per ReplicaEntry

Each Participant in the **synchronization community** MUST implement the following persistent attributes:

• **ReplicaGid**: The 16-byte REPLICA\_GID that uniquely names the replica in the synchronization community.

#### 3.1.1.2 Per FileItemEntry

Each Participant in the synchronization community MUST implement the following persistent attributes:

- **SyncGid**: The 24-byte SYNC\_GID that uniquely identifies an item within the dataset.
- **CreateReplicaKey**: The index into the ReplicaTable that identifies the replica in the synchronization community that created this item.
- **CreateTickCount**: The TickCount from the CreateReplicaKey that represents the time that this item was created.
- **ChangeReplicaKey**: The index into the ReplicaList that identifies the replica in the synchronization community that made the last change to this item that this replica has seen.
- **ChangeTickCount**: The TickCount from the ChangeReplicaKey that represents the time that this item was changed.

- IsDeleted: A flag that is set when this item has been deleted from the dataset.
- **WinnerExists**: If this item has been deleted and the deleted item has been merged with another item, this is set to TRUE; otherwise it is FALSE.
- **WinningFileItem**: If this item has been deleted and the deleted item has been merged with another item, this is the SYNC\_GID for that winning item.

#### 3.1.1.3 Per ClockVectorElement

Each Participant in the synchronization community MUST implement the following persistent attributes:

- **ReplicaKey**: The index into the ReplicaTable that identifies the replica in the synchronization community that this ClockVectorElement describes.
- **TickCount**: The TickCount representing the highest **version** known from the Replica identified by the ReplicaKey for this ClockVectorElement.

## 3.1.1.4 Per ClockVectorEntry

Each Participant in the synchronization community MUST implement the following persistent attributes:

• ClockVectorElementList: A list of one or more ClockVectorElements. In this list, there MUST be exactly one ClockVectorElement per Replica in the synchronization community.

## 3.1.1.5 Per RangeEntry

Each Participant in the synchronization community MUST implement the following persistent attributes:

- SyncGid: The SYNC\_GID that identifies the FileItem which begins this range.
- ClockVectorKey: The index into the ClockVectorList that identifies the clock vector used to
  describe the version state of the FileItems in this range.

The end of the range is implied by the **SyncGid** of the next **RangeEntry** in the **RangeList**.

## 3.1.1.6 Per ChangeSetEntry

Each Participant in the synchronization community MUST implement the following persistent attributes:

- ReplicaGid: The REPLICA\_GID for the replica delivering this change.
- **ChangeReplicaKey**: The replica key identifying the replica which made this change.
- ChangeTickCount: The tick count of the changing replica at the time this change was made.
- **CreateReplicaKey**: The replica key identifying the replica that created this item.
- **CreateTickCount**: The tick count of the creating replica at the time this item was created.
- SyncGid: The SYNC GID for the FileItem affected by this change.
- WinnerExists: Set to TRUE (1) if there is a WinnerSyncGid for this change or FALSE (0) if there is no WinnerSyncGid.

- WinnerSyncGid: If WinnerExists is TRUE, the SYNC GID of the winning FileItem.
- **SyncChange**: The type of change this entry represents, as specified in the **SyncChange** field in section 2.16.

## 3.1.1.7 Per Participant

Each **Participant** in the synchronization community MUST implement the following persistent attributes:

- **ReplicaList**: A list of one or more **ReplicaEntries** providing **ReplicaKey** to **ReplicaGid** mapping for all replicas from the synchronization community known by this **Participant**. This list will always have an entry for the replica managed by this **Participant** and this entry is always the first entry in the list. The **ReplicaKey** used by other data structures to identify a **ReplicaEntry** is the index into this list, with the first index being assigned the value of 0.
- **FileItemList**: A list of zero or more **FileItemEntries** describing the detailed version state known for each item in the replica managed by this **Participant**.
- ClockVectorList: A list of zero or more ClockVectorEntries specifying the version state known for one or more FileItems tracked by this Participant. The ClockVectorKey used by other data structures to identify a ClockVectorEntry is the index into this list, with the first index being assigned the value of 0.
- RangeList: A list of zero or one RangeEntries specifying the version state known for the FileItems identified in each range and tracked by this Participant. The RangeEntries in this list are ordered by increasing SyncGid so that the end of each range can be implied by the beginning of the next RangeEntry. The last entry in the list specifies the version state for the SyncGid specified to the highest SyncGid for a FileItem known within the Replica.
- ChangeSetEntryList: A list of zero or more ChangeSetEntries specifying the set of changes known by this Participant when this Participant is acting as the source replica when synchronizing with a destination replica.
- SyncKnowledge: A SYNC\_KNOWLEDGE data structure that represents the version state for the replica managed by this Participant.
- ForgottenKnowledge: A SYNC\_KNOWLEDGE data structure that represents the version information no longer tracked in SyncKnowledge by this Participant due to the deletion of tombstones in the FileItemList.

#### **3.1.2 Timers**

None.

## 3.1.3 Initialization

None.

## 3.1.4 Common Algorithms

## 3.1.4.1 Algorithm for Querying Sync Knowledge for a Participant

The inputs for this algorithm are:

• ReplicaList: The ReplicaList for the Participant.

- ClockVectorList: The ClockVectorList for the Participant.
- RangeList: The RangeList for the Participant.
- OutputBufferSize: The maximum number of bytes to return in OutputBuffer.

On completion, the Participant store MUST return:

 OutputBuffer: An array of bytes that returns a SYNC\_KNOWLEDGE structure as specified in section 2.3.

The algorithm uses the following local variables:

- SyncKnowledge structure
- Integer value (initialized to 0) CurrentReplicaIndex, CurrentClockVectorIndex, CurrentElementIndex, CurrentRangeIndex.

Pseudocode for the operation is as follows:

- Set SyncKnowledge.Version to 5.
- Set SyncKnowledge.Reserved1 to 0.
- Set SyncKnowledge.Reserved2 to 1.
- Set SyncKnowledge.Reserved3 to 0.
- Set SyncKnowledge.Version to 5.
- Set SyncKnowledge.ReplicaKeyMap.Signature to 5.
- Set SyncKnowledge.ReplicaKeyMap.AreReplicaGidsVariableLength to 0.
- Set SyncKnowledge.ReplicaKeyMap.ReplicaGidLength to 16.
- Set SyncKnowledge.ReplicaKeyMap.ReplicaKeys.NumEntries to ReplicaList.Count.
- For each ReplicaEntry in ReplicaTable:
  - Set SyncKnowledge.ReplicaKeyMap.ReplicaKeys.ReplicaGids[CurrentReplicaIndex] to ReplicaEntry.ReplicaGid.
  - Set CurrentReplicaIndex to CurrentReplicaIndex + 1.
- EndFor
- Set SyncKnowledge.SectionSignature to 24.
- Set SyncKnowledge.AreReplicaGidsVariableLength to 0.
- Set SyncKnowledge.ReplicaGidLength to 16.
- Set SyncKnowledge.AreSyncGidsVariableLength to 0.
- Set SyncKnowledge.SyncGidLength to 24.
- Set SyncKnowledge.Reserved4 to 0.
- Set SyncKnowledge.Reserved5 to 1.
- Set SyncKnowledge.ClockVectorTableSignature to 21.

- Set SyncKnowledge.ClockVectorTable.NumEntries to ClockVectorList.Count.
- For each ClockVector in ClockVectorList
  - Set SyncKnowledge.ClockVectorTable.ClockVectorEntries[CurrentClockVectorIndex].Signature to 1.
  - Set

SyncKnowledge.ClockVectorTable.ClockVectorEntries[CurrentClockVectorIndex].ClockVectorElementEntries.NumElements to ClockVectorList[CurrentIndex].ClockVectorElementList.Count.

- For each ClockVectorElement in ClockVectorList[CurrentClockVectorIndex].ClockVectorElementList
- Set
  SyncKnowledge.ClockVectorTable.ClockVectorEntries[CurrentClockVectorIndex].ClockVecto
  rElementEntries.ClockVectorElement[CurrentElementIndex].TickCount to
  ClockVectorList[CurrentClockVectorIndex].ClockVectorElementList[CurrentElementIndex].T
  ickCount.
- Set CurrentElementIndex to CurrentElementIndex + 1.
- EndFor
- Set CurrentClockVectorIndex to CurrentClockVectorIndex + 1.
- EndFor
- Set SyncKnowledge.RangeSetTableSignature to 23.
- Set SyncKnowledge.RangeSetTable.NumEntries to 1.
- Set SyncKnowledge.RangeSetTable.RangeSets[0].RangeSetSignature to 22.
- For each RangeEntry in RangeList:
  - Set SyncKnowledge.RangeSetTable.RangeSets[0].Ranges[CurrentRangeIndex].SyncGid to RangeEntry.SyncGid.
  - Set SyncKnowledge.RangeSetTable.RangeSets[0].Ranges[CurrentRangeIndex].ClockTableVectorIn dex to RangeEntry.ClockVectorKey.
  - Set CurrentRangeIndex to CurrentRangeIndex + 1.
- EndFor
- Set SyncKnowledge.Reserved6 to 0.
- Set SyncKnowledge.Reserved7 to 25.
- Set SyncKnowledge.Reserved8 to 1.
- Set SyncKnowledge.Reserved9 to 0.

## 3.1.4.2 Algorithm for Querying Change Information for a Participant

The inputs for this algorithm are the following:

- DestinationKnowledgeSize: The size, in bytes, of the DestinationKnowledge.
- **DestinationKnowledge**: The SYNC\_KNOWLEDGE structure provided by the destination replica with which this Participant is synchronizing.
- **ForgottenKnowledgeSize**: The size, in bytes, of the ForgottenKnowledge.
- **ForgottenKnowledge**: The SYNC\_KNOWLEDGE structure maintained by this Participant which describes the **version** information no longer tracked due to the deletion of tombstones from the FileItemList.
- MadeWithKnowledgeSize: The size, in bytes, of the MadeWithKnowledge.
- MadeWithKnowledge: The SYNC\_KNOWLEDGE structure describing the version state known by this Participant when the list of changes was generated.
- ChangeSetEntryList: The list of changes known by this replica that are not yet known by the destination replica.
- OutputBufferSize: The maximum number of bytes to return in OutputBuffer.
- **IsRecoverySynchronization**: A Boolean that specifies whether the session of this **Participant** is a recovery synchronization session.

On completion, the Participant store MUST return:

 OutputBuffer: An array of bytes that returns a SYNC\_CHANGE\_INFORMATION structure as specified in section 2.14.

The algorithm uses the following local variables.

- SYNC\_CHANGE\_INFORMATION structure
- Integer value (initialized to 1) CurrentChangeSetEntry.

Pseudocode for the operation is as follows:

- Set SyncChangeInformation.Version to 5.
- Set SyncChangeInformation.Reserved1 to 0.
- Set SyncChangeInformation.DestinationKnowledgeSize to DestinationKnowledgeSize.
- Set SyncChangeInformation.DestinationKnowledge to DestinationKnowledge.
- Set SyncChangeInformation.ForgottenKnowledgeSize to ForgottenKnowledgeSize.
- Set SyncChangeInformation.ForgottenKnowledge to ForgottenKnowledge.
- Set SyncChangeInformation.Reserved2 to 0.
- Set SyncChangeInformation.Reserved3 to 1.
- Set SyncChangeInformation.MadeWideKnowledgeSize to MadeWithKnowledgeSize.
- Set SyncChangeInformation.MadeWithKnowledge to MadeWithKnowledge.
- Set *SyncChangeInformation.ChangeSetList.NumEntries* to ChangeSetList.Count.

- Set *SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].ChangeDataSize* to the size in bytes for the CHANGE\_SET\_ENTRY structure.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].ChangeDataFormat to 7.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].ReplicaGid to 16-bytes of 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].SyncGid to 24-bytes of 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].WinnerExists to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].SyncChange to 0x00010000.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].WorkEstimate to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].Reserved1 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].IsLearnedKnowledgeProjected to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].Reserved2 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].Reserved3 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].Reserved4 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].Reserved5 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0].Reserved6 to 0.
- For each ChangeSetEntry in ChangeSetList:
  - Set
     SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].ChangeData
     Size to the size, in bytes, for the CHANGE SET ENTRY structure.
  - Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[0]
     CurrentChangeSetEntry.ChangeDataFormat to 7.
  - Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].ReplicaGid to ChangeSetEntry.ReplicaGid.
  - Set
     SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].ChangeVersi
     on.ReplicaKey to ChangeSetEntry.ChangeReplicaKey.
  - Set
     SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].ChangeVersi
     on.TickCount to ChangeSetEntry.ChangeReplicaTickCount.
  - Set
     SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].OriginalChan
     geVersion.ReplicaKey to ChangeSetEntry.ChangeReplicaKey.
  - Set
     SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].OriginalChan
     geVersion.TickCount to ChangeSetEntry.ChangeReplicaTickCount.
  - Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].CreateVersio n.ReplicaKey to ChangeSetEntry.CreateReplicaKey.

- Set
  - SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].CreateVersion.TickCount to ChangeSetEntry.CreateReplicaTickCount.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].SyncGid to ChangeSetEntry.SyncGid.
- Set

Sync Change Information. Change Set List. Change Set Entry [Current Change Set Entry]. Winner Exists to 0.

Set

SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].SyncChange to 0x00000000 if this is a change or 0x00000001 if this **FileItem** has been deleted.

Set

Sync Change Information. Change Set List. Change Set Entry [Current Change Set Entry]. Work Estimate to 0.

Set

 $Sync Change Information. Change Set List. Change Set Entry [Current Change Set Entry]. Reserved 1 \\to 0.$ 

Set

Sync Change Information. Change Set List. Change Set Entry [Current Change Set Entry]. Is Learned Knowledge Projected to 0.

Se<sup>2</sup>

 $Sync Change Information. Change Set List. Change Set Entry [Current Change Set Entry]. Reserved 2 \\to 0.$ 

Set

SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved3 to 0.

Set

Sync Change Information. Change Set List. Change Set Entry [Current Change Set Entry]. Reserved 4 to 0.

S△t

SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved5 to 0.

Set

Sync Change Information. Change Set List. Change Set Entry [Current Change Set Entry]. Reserved 6 to 0.

- Set CurrentChangeSetEntry to CurrentChangeSetEntry + 1.
- EndFor
- Set

SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].ChangeDataSize to the size in bytes for the CHANGE\_SET\_ENTRY structure.

- Set
  - SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].ChangeDataFormat to 7.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].ReplicaGid to 16-bytes of 0.

- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].WinnerExists to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].SyncChange to 0x00020000.
- Set
   SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].WorkEstimate to
   0
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved1 to 0.
- Set
   SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].IsLearnedKnowle
   dgeProjected to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved2 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved3 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved4 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved5 to 0.
- Set SyncChangeInformation.ChangeSetList.ChangeSetEntry[CurrentChangeSetEntry].Reserved6 to 0.
- Set SyncChangeInformation.RecoverySectionLength to 0 if this is not a recovery synchronization session or to 16 if this is a recovery synchronization session.
- Set SyncChangeInformation.WorkEstimateForSyncSession to 0.
- Set SyncChangeInformation.WorkEstimateForChangeBatch to 0.
- Set SyncChangeInformation.IsLastChangeBatch to 0 if this is not the last set of changes or to 1 if this is the last set of changes.
- Set SyncChangeInformation.IsRecoverySynchronization to 0 if this is not a recovery synchronization session or to 1 if this is a recovery synchronization session.
- Set SyncChangeInformation.IsFiltered to 0.
- Set OutputBuffer to SyncChangeInformation.

# **3.1.4.3** Algorithm for Creating the ChangeSetEntryList for a Participant Given Another Participant's Destination Knowledge

The inputs for this algorithm are the following:

• **DestinationKnowledge**: The SYNC\_KNOWLEDGE structure provided by the destination replica with which this Participant is synchronizing.

- **FileItemList**: The list of zero or more **FileItemEntries** describing the detailed version state known for each item in the replica managed by this **Participant**.
- **ReplicaList**: The list of one or more ReplicaEntries providing ReplicaKey to ReplicaGid mapping for all replicas from the synchronization community known by this **Participant**. This list will always have an entry for the replica managed by this **Participant** and this entry is always the first entry in the list. The **ReplicaKey** used by other data structures to identify a **ReplicaEntry** is the index into this list, with the first index being assigned the value of 0.

On completion, the Participant store MUST return:

• ChangeSetEntryList: The list of changes known by this replica that are not yet known by the destination replica.

The algorithm uses the following local variables:

- SYNC\_KNOWLEDGE structure *DestinationSyncKnowledge*.
- Integer value (initialized to 0) CurrentRangeIndex, CurrentReplicaKey, DestinationReplicaKey, DestinationReplicaKeyFound, CurrentClockVector, CurrentClockVectorElementIndex
- Boolean value AddToChangeList.
- RANGE value ItemRange.

Pseudocode for the operation is as follows:

- Set DestinationSyncKnowledge to DestinationKnowledge.
- Clear all current entries in the ChangeSetEntryList.
- For each FileItemEntry in the FileItemList:
- Set AddToChangeList to FALSE.
- Set CurrentRangeIndex to 0.
- While CurrentRangeIndex < DestinationSyncKnowledge.RangeSetTable.RangeSet[0].NumEntries:</p>
  - If FileItemEntry.SyncGid >
     DestinationSyncKnowledge.RangeSetTable.RangeSet[0].Ranges[CurrentRangeIndex].SyncGid:
    - Set CurrentRangeIndex to CurrentRangeIndex + 1.
  - Else
    - Break while loop.
  - End If
- End While
- Set ItemRange to DestinationSyncKnowledge.RangeSetTable.RangeSets[0].Ranges[CurrentRangeIndex].
- Set ItemChangeReplicaGid to ReplicaList[FileItemEntry].ChangeReplicaKey.
- Set CurrentReplicaKey to 0.
- Set DestinationReplicaKey to 0.
- While *CurrentReplicaKey < DestinationSyncKnowledge*.ReplicaKeyMap.ReplicaKeys.NumEntries:

- If ItemChangeReplicaGid == DestinationSyncKnowledge. ReplicaKeyMap.ReplicaKeys.ReplicaGids[CurrentReplicaKey]:
  - Set DestinationReplicaKey to CurrentReplicaKey.
  - Set DestinationReplicaKeyFound to TRUE.
  - Break while loop.
- Else
  - Set CurrentReplicaKey to CurrentReplicaKey + 1.
- End If
- End While
- If DestinationReplicaKeyFound is TRUE:
  - Set CurrentClockVector to DestinationSyncKnowledge.ClockVectorTable.ClockVectorEntries[DestinationItemRange.ClockTableVectorIndex].
  - Set CurrentClockVectorElementIndex to 0.
  - Set DestinationReplicaKeyFound to FALSE.
  - While CurrentClockVectorElementIndex < CurrentClockVector.ClockVectorElementEntries.NumElements:
    - If CurrentClockVector.ClockVectorElementEntries.ClockVectorElement[CurrentClockVectorElementIndex].ReplicaKey == DestinationReplicaKey:
      - Set DestinationReplicaKeyFound to TRUE.
      - If CurrentClockVector.ClockVectorElementEntries.ClockVectorElement[CurrentClockVectorElementIndex].TickCount < FileItemEntry.ChangeTickCount:</p>
      - Set AddToChangeList to TRUE.
      - End If.
    - Else:
      - Set CurrentClockVectorElementIndex to CurrentClockVectorElementIndex + 1.
    - End If.
  - End While.
  - If DestinationReplicaKeyFound is FALSE
    - Set AddToChangeList to TRUE.
  - End If.
- Else:
  - Set AddToChangeList to TRUE.
- End If

- If AddToChangeList == TRUE:
  - Add a new ChangeSetEntry to the ChangeSetEntryList with the following values:
  - Set ChangeSetEntry.ReplicaGid to ReplicaList[0].ReplicaGid.
  - Set *ChangeSetEntry.ChangeReplicaKey* to FileItemEntry.ChangeReplicaKey.
  - Set ChangeSetEntry.ChangeTickCount to FileItemEntry.ChangeTickcount.
  - Set *ChangeSetEntry.CreateReplicaKey* to FileItemEntry.CreateReplicaKey.
  - Set ChangeSetEntry.CreateTickCount to FileItemEntry.CreateTickCount.
  - Set ChangeSetEntry.SyncGid to FileItemEntry.SyncGid.
  - Set *ChangeSetEntry.WinnerExists* to FileItemEntry.WinnerExists.
  - Set ChangeSetEntry.WinnerSyncGid to FileItemEntry.WinningFileItem.
  - If FileItemEntry.IsDeleted == TRUE:
    - Set ChangeSetEntry.SyncChange to 0x00000001.
  - Else
    - Set ChangeSetEntry.SyncChange to 0x00000000.
  - End If
- End If
- End For

#### 3.1.4.4 Algorithm for Updating the FSVCA Metadata When an Item Changes

The inputs for this algorithm are the following:

SyncGid: The 24-byte SYNC\_GID that uniquely identifies an item within the dataset.

**IsDelete**: A flag that indicates if an item is deleted from the dataset.

The Participant store MUST update the metadata as follows:

- Increment the tick count of all the ClockVectorElements associated with the local replica in ClockVectorList.
- Search for a **FileItemEntry** in **FileItemList** where **SyncGid** is equal to **FileItemEntry.SyncGid**. If an entry is found:
  - Set FileItemEntry.ChangeTickCount to the TickCount associated with the local replica in ClockVectorList.
  - If IsDelete is TRUE, set FileItemEntry.IsDeleted to TRUE.
- Otherwise, create a FileItemEntry and initialize it as follows:
  - Set FileItemEntry.SyncGid to SyncGid.
  - Set FileItemEntry.CreateReplicaKey to the index of the local replica in the ReplicaTable.

- Set FileItemEntry.CreateTickCount to the TickCount associated with the local replica in ClockVectorList.
- Set FileItemEntry.ChangeReplicaKey to the index of the local replica in the ReplicaTable.
- Set FileItemEntry.ChangeTickCount to the TickCount associated with the local replica in ClockVectorList.
- Set FileItemEntry.IsDeleted to FALSE.
- Set WinnerExists to FALSE.
- Set WinningFileItem to 0.

## 3.1.4.5 Algorithm for Updating the FSVCA Metadata for the Successfully Applied Items

The inputs for this algorithm are the following:

SyncMetadata: SYNC CHANGE INFORMATION structure provided by other replica.

The Participant store MUST update the metadata as follows:

- For each CHANGE\_SET\_ENTRY in SyncMetadata.ChangeSetList, the Participant store MUST update the metadata as follows:
  - Search for a FileItemEntry in FileItemList where CHANGE\_SET\_ENTRY.SyncGid is equal
    to FileItemEntry.SyncGid. If an entry is not found, construct a FileItemEntry, initialize it
    as follows, and insert it in FileItemList.
    - Set FileItemEntry.SyncGid to CHANGE\_SET\_ENTRY.SyncGid.
  - Update FileItemEntry as follows:
    - Get the local index of SyncMetadata.MadeWithKnowledge.ReplicaKeys.REPLICA\_GID referred by CHANGE\_SET\_ENTRY.CreateVersion.ReplicaKey in the ReplicaTable. Set FileItemEntry.CreateReplicaKey to the preceding index.
    - Set FileItemEntry.CreateTickCount to CHANGE\_SET\_ENTRY.CreateVersion.ChangeTickCount.
    - Get the local index of SyncMetadata.MadeWithKnowledge.ReplicaKeys.REPLICA\_GID referred by CHANGE\_SET\_ENTRY.ChangeVersion.ReplicaKey in the ReplicaTable. Set FileItemEntry.ChangeReplicaKey to the preceding index.
    - Set FileItemEntry.ChangeTickCount to CHANGE\_SET\_ENTRY.ChangeVersion.ChangeTickCount.
    - If CHANGE\_SET\_ENTRY.SyncChange is equal to 0x00000001, set FileItemEntry.IsDeleted to TRUE.
    - Set **FileItemEntry.WinnerExists** to TRUE if **CHANGE\_SET\_ENTRY.WinnerExists** is 0x01, FALSE otherwise.
    - If FileItemEntry.WinnerExists is TRUE, set FileItemEntry.WinningFileItem to CHANGE\_SET\_ENTRY.WinnerSyncGid.
  - Update RangeList and ClockVectorList using SyncMetadata.MadeWithKnowledge.

4	<b>Algorithm</b>	<b>Examples</b>
•	<i>,</i> 9 •	. =/.ap.co

None.

# **5** Security

## **5.1** Security Considerations for Implementers

None.

## **5.2 Index of Security Parameters**

None.

## 6 Appendix A: Product Behavior

The information in this specification is applicable to the following Microsoft products or supplemental software. References to product versions include updates to those products.

- Windows 8.1 operating system
- Windows Server 2012 R2 operating system
- Windows 10 operating system
- Windows Server 2016 operating system
- Windows Server operating system
- Windows Server 2019 operating system
- Windows Server 2022 operating system
- Windows 11 operating system

Exceptions, if any, are noted in this section. If an update version, service pack or Knowledge Base (KB) number appears with a product name, the behavior changed in that update. The new behavior also applies to subsequent updates unless otherwise specified. If a product edition appears with the product version, behavior is different in that product edition.

Unless otherwise specified, any statement of optional behavior in this specification that is prescribed using the terms "SHOULD" or "SHOULD NOT" implies product behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term "MAY" implies that the product does not follow the prescription.

## 7 Change Tracking

This section identifies changes that were made to this document since the last release. Changes are classified as Major, Minor, or None.

The revision class **Major** means that the technical content in the document was significantly revised. Major changes affect protocol interoperability or implementation. Examples of major changes are:

- A document revision that incorporates changes to interoperability requirements.
- A document revision that captures changes to protocol functionality.

The revision class **Minor** means that the meaning of the technical content was clarified. Minor changes do not affect protocol interoperability or implementation. Examples of minor changes are updates to clarify ambiguity at the sentence, paragraph, or table level.

The revision class **None** means that no new technical changes were introduced. Minor editorial and formatting changes may have been made, but the relevant technical content is identical to the last released version.

The changes made to this document are listed in the following table. For more information, please contact <a href="mailto:dochelp@microsoft.com">dochelp@microsoft.com</a>.

Section	Description	Revision class
6 Appendix A: Product Behavior	Updated for this version of Windows Client.	Major

#### Index 8 Per ChangeSetEntry 20 Per ClockVectorElement 20 Per ClockVectorEntry 20 Abstract data model - overview 19 Per FileItemEntry 19 Algorithm details Per Participant 21 Abstract data model 19 Per RangeEntry 20 Applicability 6 Per ReplicaEntry 19 Overview - common data structures 7 C Overview (synopsis) 6 Change tracking 35 **CHANGE SET ENTRY structure 16** CLOCK VECTOR structure 11 **CLOCK VECTOR ELEMENT structure 11** Parameters - security index 33 Product behavior 34 Common data structures - overview 7 Creating a ChangeSetEntryList for a Participant algorithm 27 Q D **Querying change information for a Participant** algorithm 24 Querying sync knowledge for a Participant -Data structures algorithm 21 CHANGE SET ENTRY (section 2.15 16, section **2.16** 16) CLOCK VÉCTOR 11 R **CLOCK VECTOR ELEMENT 11** overview 7 **RANGE structure 13** RANGE 13 **RANGE SET structure 12** RANGE SET 12 References **REPLICA GID 7** informative 6 REPLICA KEY MAP 9 normative 5 SYNC CHANGE INFORMATION 13 Relationship to other protocols 6 SYNC GID 7 REPLICA GID structure 7 SYNC KNOWLEDGE 8 REPLICA KEY MAP structure 9 VECTOR CLOCK VECTOR 10 **VECTOR CLOCK VECTOR ELEMENT 11** S **VECTOR RANGE 13** VECTOR RANGE SET 12 **VECTOR REPLICA KEY 10** implementer considerations 33 parameter index 33 Е Standards assignments 6 SYNC CHANGE INFORMATION structure 13 Examples - algorithm 32 SYNC GID structure 7 SYNC KNOWLEDGE structure 8 G Т Glossary 5 Timers 21 Ι Tracking changes 35 Implementer - security considerations 33 Index of security parameters 33 <u>VECTOR CHANGE SET ENTRY structure</u> 16 <u>VECTOR CLOCK VECTOR structure</u> 10 Informative references 6 Initialization 21 **Introduction** 5 VECTOR CLOCK VECTOR ELEMENT structure 11 **VECTOR RANGE structure 13** VECTOR RANGE SET structure 12

**VECTOR REPLICA KEY structure 10** 

Normative references 5

Object store details

0