

# DELF

"Deletion Framework", by Facebook

# Objectives:

- (a) **enforce** how user data should be deleted before any data is collected,
- (b) **validate** specifications to surface mistakes early
- (c) when undetected mistakes occur, **recover** inadvertently deleted data

Question: Are there other frameworks whose central goal is to prevent developers from making mistakes?

# Timeline

1. DELF replaced the code mandating deletes to data stores
  - a. Used a procedural API
  - b. Created logs for restoration
2. Introduced dynamic validation techniques
3. Declarative API based on object and edge type annotations
4. Static validation techniques

# FB infrastructure

DELF annotations are added to DDLs that defines data types. (Ex. Thrift)

- DDL is compiled into other languages as in stubs (Eg. Java).
- Instances of objects are made in the other languages in the application code.
- Those objects are put into various data stores (ex. TAO, Everstore, MySQL, and ZippyDB)

Benefit: annotations are at the type level rather than at the object level, so easier to keep track of.

## Phase 3: Example of annotations

```
1  object_type:
2    name: photo
3    storage:
4      type: TAO
5      deletion: directly
6  id:
7    photo_id: integer_autoincr
8  attributes:
9    created_on: datetime
10   caption: string
```

```
11  edge_types:
12    handle:
13      to: photo_blob
14      deletion: deep
15  created_by:
16    to: user
17    deletion: shallow
18  inverse:
19    created_photo:
20      deletion: deep
```

# Question

Alice likes Bob and Bob's profile pic is now in Alice's friend's list.

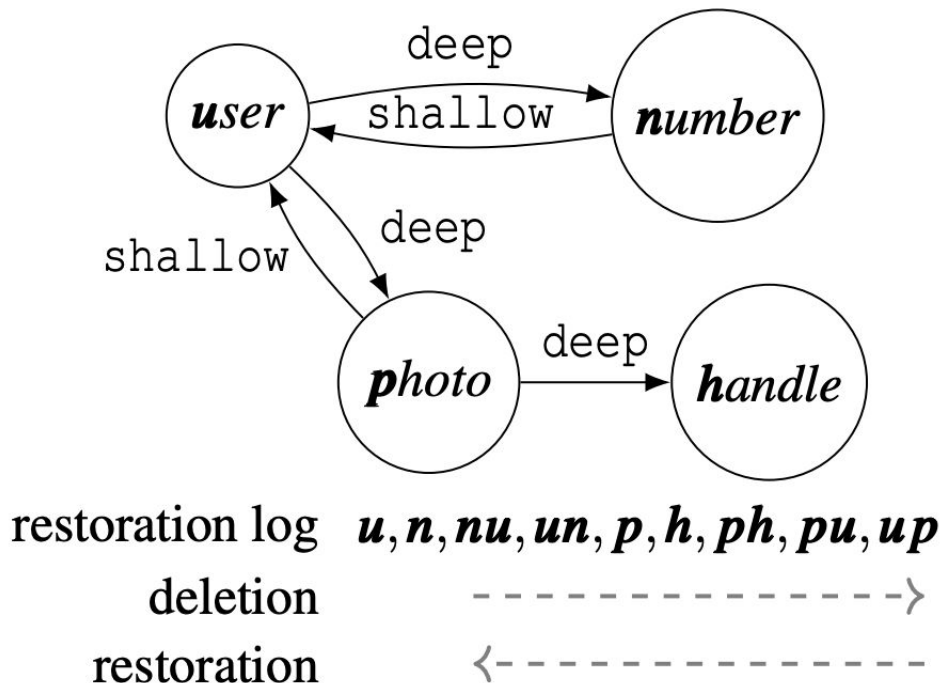
What are the annotations of the edges and the objects?

Alice ----- Bob ----- profile pic

# Phase 1: Restoration Logging

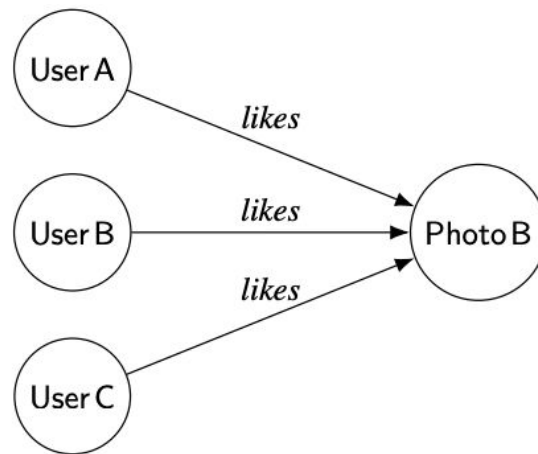
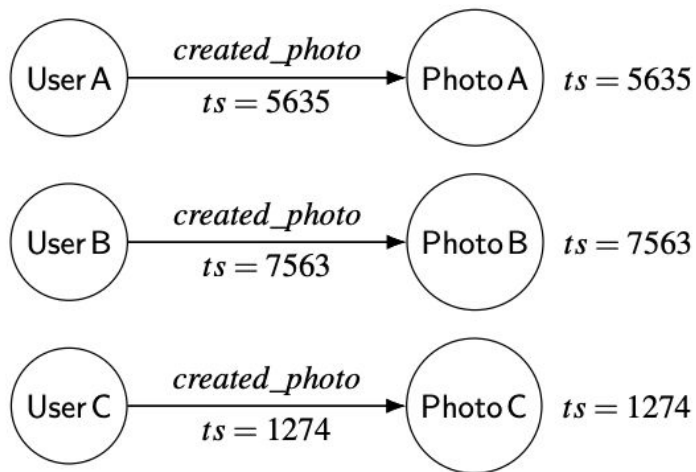
- objects: pre-order
- edges: post-order
- restoration: backwards

Why?



# Phase 2: Dynamic Validation techniques

One of 3 methods: Heuristics





## Phase 4: Static validation

- (a) DELF rejects any data types found to lack annotations, and
- (b) DELF performs a reachability analysis starting from every object type annotated with `directly`, `directly_only`, `short_ttl`, and `not_deleted` visiting all their edge types annotated `deep`.

The analysis must reach all defined object types in the system