

# Volume 2 - Annexes - TagFS

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Hepia ITI 3<sup>ème</sup> année

10 juillet 2018

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## A Compiler et exécuter le code

Le répertoire racine du projet contient deux répertoires, `tag_engine` et `tag_manager` dans lesquels se trouvent le code source de chaque programme. Pour compiler et exécuter les programmes, il faut tout d'abord avoir installé Rust et Cargo comme décrit dans le listing 1 pour Linux.

```
1 $ curl https://sh.rustup.rs -sSf | sh
2 $ source $HOME/.cargo/env
```

Listing 1 – Installation de Rust sur Linux ou macOS

En se plaçant dans le répertoire racine avec un shell, il faut en premier lieu exécuter la commande `cargo build`. Elle crée deux exécutables `tag_engine` et `tag_manager` dans le répertoire `target/debug`. L'utilisateur peut soit utiliser ces deux exécutables, soit passer par Cargo avec la syntaxe suivante :

- `cargo run -p tag_engine /path/to/files` pour Tag Engine.
- `cargo run -p tag_manager` pour Tag Manager.

Le code source des deux programmes est disponible sur <https://github.com/stevenliatti/tags>.

## B Code source de Tag Manager

### B.1 `src/lib.rs`

```
1  //! # Tag Manager API
2  //! Here are the public functions for getting, setting and deleting tags on files given
3  //! The tags are stored in an extended attribute called "user.tags" and separated by
4
5  use std::fs;
6  use std::collections::HashSet;
7
8  extern crate xattr;
9  extern crate clap;
10
11  const ATTR_NAME : &str = "user.tags";
12  const SEPARATOR : u8 = ',' as u8;
13
14  enum Operation { Set, Delete }
15  use Operation::*;
```

```
16
17 /// Return the tags (if there is at least one) associated with the file given. Print
18 /// on stderr if there is an error.
19 pub fn get_tags(file: &str) -> Option<HashSet<String>> {
20     match check_existent_tags(file) {
21         Ok(res) => res,
22         Err(_) => None
23     }
24 }
25
26 /// Set given tags to given file. If a tag is already present, he's not added. Preserve
27 /// tags. The recursion in subtree is activated with 'recursive' to true.
28 /// Print to stdout the new tags added to file.
29 pub fn set_tags(file: &str, new_tags: &HashSet<String>, recursive: bool)
30 {
31     recursion(file, recursive, Set, new_tags);
32     match check_existent_tags(file) {
33         Ok(res) => match res {
34             Some(mut tags) => {
35                 for tag in new_tags { tags.insert(tag.clone()); }
36                 xattr::set(file, ATTR_NAME, &hash_set_to_vec_u8(&tags))
37                     .expect("Error when setting tag(s)");
38             },
39             None => xattr::set(file, ATTR_NAME,
40 &hash_set_to_vec_u8(new_tags))
41                 .expect("Error when setting tag(s)")
42             },
43         Err(err) => {
44             eprintln!("Error for file \"{}\" : {}", file, err);
45             return;
46         }
47     }
48     println!("Tag(s) {:?} for file {:?} have been setted", new_tags,
49 file);
50 }
51
52 /// Delete given tags of given file. Preserve other existent tags.
53 /// The recursion in subtree is activated with 'recursive' to true.
54 /// Print to stdout the deleted tags.
```

```
52 pub fn del_tags(file: &str, tags_to_del: &HashSet<String>, recursive:
bool) {
53     recursion(file, recursive, Delete, tags_to_del);
54     match check_existent_tags(file) {
55         Ok(res) => match res {
56             Some(mut tags) => {
57                 // Delete only the given tags
58                 for tag in tags_to_del {
59                     tags.retain(|ref e| e != &tag);
60                 }
61                 // To avoid to let an empty array of tags
62                 if tags.is_empty() {
63                     match xattr::remove(file, ATTR_NAME) { _ => () }
64                 }
65                 else {
66                     xattr::set(file, ATTR_NAME,
67                             &hash_set_to_vec_u8(&tags))
68                     .expect("Error when (re)setting tag(s)");
69                 }
70             }, _ => ()
71         },
72         Err(err) => {
73             eprintln!("Error for file \"{}\" : {}", file, err);
74             return;
75         }
76     }
77     println!("Tag(s) {:?} for file {:?} have been deleted",
78             tags_to_del, file);
79 }
80 // TODO: doc
81 pub fn rename_tag(file: &str, old : String, new : String) {
82     match check_existent_tags(file) {
83         Ok(res) => match res {
84             Some(mut tags) => {
85                 if tags.remove(&old) {
86                     tags.insert(new.clone());
87                     xattr::set(file, ATTR_NAME,
&hash_set_to_vec_u8(&tags))
88                     .expect("Error when setting tag(s)");
```

```
89         }
90     },
91     None => ()
92 },
93 Err(err) => {
94     eprintln!("Error for file \"{}\" : {}", file, err);
95     return;
96 }
97 }
98 }
99
100 fn recursion(file: &str, recursive: bool, operation: Operation, tags:
101 &HashSet<String>) {
102     if fs::metadata(file).unwrap().file_type().is_dir() && recursive {
103         for entry in fs::read_dir(file).unwrap() {
104             let sub_file =
105 entry.unwrap().path().to_str().unwrap().to_string();
106             match operation {
107                 Set => set_tags(&sub_file, tags, recursive),
108                 Delete => del_tags(&sub_file, tags, recursive)
109             }
110         }
111     }
112 }
113
114 fn check_existent_tags(file: &str) -> Result<Option<HashSet<String>>,
115 std::io::Error> {
116     match xattr::get(file, ATTR_NAME) {
117         Ok(res) => match res {
118             Some(tags) => Ok(Some(vec_u8_to_hash_set(tags))),
119             None => Ok(None)
120         },
121         Err(err) => Err(err)
122     }
123 }
124
125 fn hash_set_to_vec_u8(tags_set: &HashSet<String>) -> Vec<u8> {
126     let mut tags_u8 : Vec<u8> = Vec::new();
127     if !tags_set.is_empty() {
```

```
125     for tag in tags_set {
126         for u in tag.bytes() { tags_u8.push(u); }
127         tags_u8.push(SEPARATOR);
128     }
129     // remove last separator
130     tags_u8.pop();
131 }
132 tags_u8
133 }
134
135 fn vec_u8_to_hash_set(tags_u8: Vec<u8>) -> HashSet<String> {
136     let mut s = String::new();
137     let mut tags_set = HashSet::new();
138     if !tags_u8.is_empty() {
139         for u in tags_u8 {
140             if u == SEPARATOR {
141                 tags_set.insert(s.to_string());
142                 s = String::new();
143             }
144             else { s.push(u as char); }
145         }
146         tags_set.insert(s.to_string());
147     }
148     tags_set
149 }
150
151 // ----- TESTS
152 -----
153
154 #[cfg(test)]
155 mod tests {
156     use std::fs::File;
157     use std::fs;
158     use std::collections::HashSet;
159
160     #[test]
161     fn vec_u8_to_set_string_empty() {
162         let empty_u8 : Vec<u8> = Vec::new();
163         let empty_set : HashSet<String> = HashSet::new();
```

```
163     assert_eq!(empty_set, super::vec_u8_to_hash_set(empty_u8));
164 }
165
166 #[test]
167 fn vec_u8_to_set_string_one() {
168     // ["ACDC"]
169     let vec_u8 : Vec<u8> = vec![65, 67, 68, 67];
170     let mut set_string = HashSet::new();
171     set_string.insert("ACDC".to_string());
172     assert_eq!(set_string, super::vec_u8_to_hash_set(vec_u8));
173 }
174
175 #[test]
176 fn vec_u8_to_set_string_two() {
177     // ["ACDC", "BOB"]
178     let vec_u8 : Vec<u8> = vec![65, 67, 68, 67, super::SEPARATOR,
179 66, 79, 66];
180     let mut set_string = HashSet::new();
181     set_string.insert("ACDC".to_string());
182     set_string.insert("BOB".to_string());
183     assert_eq!(set_string, super::vec_u8_to_hash_set(vec_u8));
184 }
185
186 #[test]
187 fn set_string_to_vec_u8_empty() {
188     let empty_u8 : Vec<u8> = Vec::new();
189     let empty_set : HashSet<String> = HashSet::new();
190     assert_eq!(empty_u8, super::hash_set_to_vec_u8(&empty_set));
191 }
192
193 #[test]
194 fn set_string_to_vec_u8_one() {
195     // ["ACDC"]
196     let vec_u8 : Vec<u8> = vec![65, 67, 68, 67];
197     let mut set_string = HashSet::new();
198     set_string.insert("ACDC".to_string());
199     assert_eq!(vec_u8, super::hash_set_to_vec_u8(&set_string));
200 }
```



```
201     #[test]
202     #[should_panic]
203     fn check_existent_tags_no_file() {
204         let path = "/tmp/check_existent_tags_no_tags";
205
206         // Test with file inexistent
207         let result = super::check_existent_tags(&path);
208         panic!(result);
209     }
210
211     #[test]
212     fn check_existent_tags_no_tags() {
213         let path = "/tmp/check_existent_tags_no_tags";
214         File::create(path).expect("Error when creating file");
215
216         // Test with file with no tags
217         let option = super::check_existent_tags(&path).unwrap();
218         assert_eq!(option, None);
219
220         fs::remove_file(path).expect("Error when removing file");
221     }
222
223     #[test]
224     fn check_existent_tags_tags() {
225         let path = "/tmp/check_existent_tags_tags";
226         File::create(path).expect("Error when creating file");
227
228         // Test with file with tags
229         let vec_u8 = &[65, 67, 68, 67, super::SEPARATOR, 66, 79, 66];
230         let mut tags = HashSet::new();
231         tags.insert("ACDC".to_string());
232         tags.insert("BOB".to_string());
233         super::xattr::set(path, super::ATTR_NAME, vec_u8).unwrap();
234         let option =
235         super::check_existent_tags(&path).unwrap().unwrap();
236         assert_eq!(option, tags);
237
238         fs::remove_file(path).expect("Error when removing file");
239     }
```

```
239
240 #[test]
241 fn set_tag() {
242     let path = "/tmp/set_tags";
243     File::create(path).expect("Error when creating file");
244
245     let mut tags = HashSet::new();
246     tags.insert("bob".to_string());
247     let tags_u8 = vec![98, 111, 98];
248     super::set_tags(path, &tags, false);
249     if let Ok(res) = super::xattr::get(path, super::ATTR_NAME) {
250         if let Some(tags) = res {
251             assert_eq!(tags, tags_u8);
252         }
253     }
254
255     // Reset the same tag
256     super::set_tags(path, &tags, false);
257     if let Ok(res) = super::xattr::get(path, super::ATTR_NAME) {
258         if let Some(tags) = res {
259             assert_eq!(tags, tags_u8);
260         }
261     }
262
263     fs::remove_file(path).expect("Error when removing file");
264 }
265
266 #[test]
267 fn del_tags() {
268     let path = "/tmp/del_tags";
269     File::create(path).expect("Error when creating file");
270
271     let mut tags = HashSet::new();
272     tags.insert("bob".to_string());
273     tags.insert("max".to_string());
274     super::set_tags(path, &tags, false);
275
276     // Delete "bob"
277     let mut bob = HashSet::new();
```

```
278     bob.insert("bob".to_string());
279     super::del_tags(path, &bob, false);
280     let tags_u8 = vec![109, 97, 108];
281     if let Ok(res) = super::xattr::get(path, super::ATTR_NAME) {
282         if let Some(tags) = res {
283             assert_eq!(tags, tags_u8);
284         }
285     }
286
287     fs::remove_file(path).expect("Error when removing file");
288 }
289 }
```

## B.2 src/main.rs

```

1  ///! # Tag Manager
2  ///! Little CLI tool for getting, setting and deleting tags for files and folders.
3  ///! The tags are stored in an extended attribute called "user.tags" and separated by
4  ///! Run 'tag_manager -h' to see help.
5
6  extern crate tag_manager;
7  extern crate clap;
8  use clap::{App, Arg, ArgGroup};
9  use std::fs;
10 use std::collections::HashSet;
11
12 use std::os::unix::net::UnixStream;
13 use std::io::prelude::*;
14
15 const SOCKET_ADDRESS : &str = "/tmp/tag_engine";
16 const CODE_ENTRIES : &str = "0x0";
17 const CODE_TAGS : &str = "0x1";
18 const CODE_RENAME_TAG : &str = "0x2";
19
20 fn main() {
21     // TODO: update help
22     let help = "\
23     tag_manager v0.1.0\nManage your tags\nBy default, this tool store your tags \
24     in the extended attribute\n\"user.tags\" and separe them by a comma (\", \").\
25     Usage:\n    tag_manager [Options] <files> [--set|--del] <tags>]\n\n\
26     Options:\n    \
27     -h    Display this message\n    \
28     -r    Recursive option. Get, set or delete tags for each folder and file in f
29     Arguments:\n    \
30     -s, --set <tags>    Set the given tags\n    \
31     -d, --del <tags>    Delete the given tags\n\n\
32     Examples:\n    \
33     tag_manager myfile                => Show the actual tags of file \"myfile\"
34     tag_manager myfile -s work        => Set the tag \"work\" to the file \"myf
35     tag_manager myfile -d work        => Delete the tag \"work\" to the file \"
36     tag_manager myfolder -r -s geneva => Set the tag \"geneva\" to the folder \
37     let matches = App::new("tag_manager")

```

```

38     .help(help)
39     .group(ArgGroup::with_name("ops").args(&["set", "del"]))
40     .group(ArgGroup::with_name("queries")
41         .args(&["list", "query", "rename"]))
42     .arg(Arg::with_name("set").short("s").long("set")
43         .takes_value(true).multiple(true))
44     .arg(Arg::with_name("del").short("d").long("del")
45         .takes_value(true).multiple(true))
46     .arg(Arg::with_name("files").short("-f").long("--files")
47         .takes_value(true).multiple(true).required(false))
48     .arg(Arg::with_name("recursive").short("-r")
49         .long("--recursive"))
50     .arg(Arg::with_name("query").short("-q").long("--query")
51         .takes_value(true).multiple(true))
52     .arg(Arg::with_name("list").short("-l").long("--list")
53         .takes_value(false))
54     .arg(Arg::with_name("rename").short("-R").long("--rename")
55         .number_of_values(2))
56     .get_matches();
57
58     if matches.is_present("files") {
59         let files: Vec<&str> =
matches.values_of("files").unwrap().collect();
60         let recursive = matches.is_present("recursive");
61
62         if !matches.is_present("set") && !matches.is_present("del") {
63             for file in &files { show_tags(file, recursive); }
64         }
65         else if matches.is_present("set") {
66             let tags: HashSet<&str> =
matches.values_of("set").unwrap().collect();
67             let tags = &hash_set_str_to_hash_set_string(&tags);
68             for file in &files { tag_manager::set_tags(file, tags,
recursive); }
69         }
70         else if matches.is_present("del") {
71             let tags : HashSet<&str> =
matches.values_of("del").unwrap().collect();
72             let tags = &hash_set_str_to_hash_set_string(&tags);

```

```
73         for file in &files { tag_manager::del_tags(file, tags,
recursive); }
74     }
75 }
76     else if matches.is_present("list") || matches.is_present("query") ||
matches.is_present("rename") {
77         let mut request = String::new();
78         if matches.is_present("query") {
79             let query : Vec<&str> =
matches.values_of("query").unwrap().collect();
80             request = String::from(CODE_ENTRIES);
81             for q in query {
82                 request.push_str(q);
83                 request.push(' ');
84             }
85         }
86         if matches.is_present("list") {
87             request = String::from(CODE_TAGS);
88         }
89         if matches.is_present("rename") {
90             let query : Vec<&str> =
matches.values_of("rename").unwrap().collect();
91             request = String::from(CODE_RENAME_TAG);
92             request.push_str(query[0]);
93             request.push(' ');
94             request.push_str(query[1]);
95         }
96         let mut stream = UnixStream::connect(SOCKET_ADDRESS).unwrap();
97         stream.write_all(request.as_str().as_bytes()).unwrap();
98         let mut response = String::new();
99         stream.read_to_string(&mut response).unwrap();
100         print!("{}", response);
101     }
102     else {
103         println!("{}", help);
104     }
105 }
106
107 fn show_tags(file: &str, recursive: bool) {
```

```
108     match tag_manager::get_tags(file) {
109         Some(tags) => {
110             let mut tags : Vec<String> = tags.into_iter().collect();
111             tags.sort();
112             println!("Tag(s) {:?} for file \"{}\"", tags, file);
113         },
114         None => println!("File \"{}\" has no tags", file)
115     }
116     match fs::metadata(file) {
117         Ok(result) => {
118             if result.file_type().is_dir() && recursive {
119                 for entry in fs::read_dir(file).unwrap() {
120                     let sub_file =
entry.unwrap().path().to_str().unwrap().to_string();
121                     show_tags(&sub_file, recursive);
122                 }
123             }
124         },
125         Err(err) => eprintln!("Error for file \"{}\" : {}", file, err)
126     }
127 }
128
129 fn hash_set_str_to_hash_set_string(files: &HashSet<&str>) ->
HashSet<String> {
130     let mut new_files : HashSet<String> = HashSet::new();
131     for f in files { new_files.insert(f.to_string()); }
132     new_files
133 }
```

### B.3 Cargo.toml

```
1 [package]
2 name = "tag_manager"
3 version = "0.1.0"
4 authors = ["steven.liatti <steven.liatti@etu.hesge.ch>"]
5
6 [dependencies]
7 clap = "2"
8 xattr = "0.2"
```



## C Code source de Tag Engine

### C.1 src/graph.rs

```
1 use std::collections::{HashMap, HashSet};
2 use std::collections::hash_map::Entry::{Occupied, Vacant};
3 use std::collections::hash_set::Difference;
4 use std::collections::hash_map::RandomState;
5 use std::fs::metadata;
6 use std::fmt::{Debug, Formatter, Result};
7
8 use walkdir::WalkDir;
9
10 use petgraph::stable_graph::StableGraph;
11 use petgraph::graph::NodeIndex;
12 use petgraph::Direction;
13
14 extern crate tag_manager;
15
16 #[derive(Debug, Clone)]
17 pub struct Nil;
18
19 #[derive(Debug, Clone)]
20 pub enum NodeKind {
21     Tag,
22     File,
23     Directory
24 }
25
26 #[derive(Clone)]
27 pub struct Node {
28     pub name : String,
29     pub kind : NodeKind
30 }
31
32 pub type MyGraph = StableGraph<Node, Nil>;
33
34 impl Nil {
35     fn new() -> Self { Self {} }
```

```
36 }
37
38 impl Node {
39     fn new(name : String, kind : NodeKind) -> Self {
40         Self { name, kind }
41     }
42
43     fn set_name(&mut self, name : String) {
44         self.name = name;
45     }
46 }
47
48 impl Debug for Node {
49     fn fmt(&self, f: &mut Formatter) -> Result {
50         write!(f, "{:?} {:?}", self.kind, self.name)
51     }
52 }
53
54 pub fn make_subgraph(root_index : NodeIndex, tags_index : &mut
HashMap<String, NodeIndex>,
55     graph : &mut MyGraph, local_path : String, base_path : String) {
56     let mut path_vec : Vec<&str> = local_path.split('/').collect();
57     let mut parent_index = root_index;
58     let mut found = false;
59     let mut build_path : String = base_path;
60     build_path.push_str(path_vec[0]);
61     if !path_vec.is_empty() {
62         // remove path_root
63         path_vec.remove(0);
64         for entry in path_vec {
65             build_path.push('/');
66             build_path.push_str(entry);
67             parent_index = find_parent(&graph, parent_index, entry, &mut
found);
68             if !found {
69                 let new_node = if metadata(build_path.clone())
70
.expect("make_subgraph, new_node, metadata").file_type().is_dir() {
71                 Node::new(String::from(entry), NodeKind::Directory)
```

```

72         }
73         else { Node::new(String::from(entry), NodeKind::File) };
74         let new_node = graph.add_node(new_node);
75         graph.add_edge(parent_index, new_node, Nil::new());
76         update_tags(build_path.clone(), tags_index, graph,
new_node);
77         parent_index = new_node;
78     }
79 }
80 }
81 }
82
83 pub fn make_graph(path_root : String, base_path : String)
84 -> (MyGraph, HashMap<String, NodeIndex>, NodeIndex) {
85     let mut graph : MyGraph = StableGraph::new();
86     let mut tags_index = HashMap::new();
87     let local_root = local_path(&mut path_root.clone(),
88         base_path.clone());
89     let root_index = graph.add_node(
90         Node::new(local_root, NodeKind::Directory)
91     );
92     update_tags(path_root.clone(), &mut tags_index,
93         &mut graph, root_index);
94     let mut is_root = true;
95
96     for entry in WalkDir::new(path_root).into_iter()
97         .filter_map(|e| e.ok()) {
98         if is_root {
99             is_root = false;
100             continue;
101         }
102         let mut path = entry.path().display().to_string();
103         let path = local_path(&mut path, base_path.clone());
104         make_subgraph(root_index, &mut tags_index, &mut graph,
105             path, base_path.clone());
106     }
107     (graph, tags_index, root_index)
108 }
109

```

```
110 pub fn local_path(absolute_path : &mut String, base_path : String) ->
String {
111     absolute_path.split_off(base_path.len())
112 }
113
114 pub fn get_node_index(root_index : NodeIndex, graph : &MyGraph, path :
String) -> NodeIndex {
115     let mut path_vec : Vec<&str> = path.split('/').collect();
116     let mut parent_index = root_index;
117     let mut found = false;
118     if !path_vec.is_empty() {
119         // remove path_root
120         path_vec.remove(0);
121         for entry in path_vec {
122             parent_index = find_parent(&graph, parent_index, entry, &mut
found);
123         }
124     }
125     parent_index
126 }
127
128 pub fn move_entry(root_index : NodeIndex, entry_index : NodeIndex, graph
: &mut MyGraph, new_path : String) {
129     let mut parent_index = entry_index;
130     for neighbor_index in graph.neighbors_directed(entry_index,
Direction::Incoming) {
131         match graph.node_weight(neighbor_index) {
132             Some(data) => {
133                 match data.kind {
134                     NodeKind::Directory => {
135                         parent_index = neighbor_index;
136                         break;
137                     },
138                     _ => ()
139                 }
140             },
141             None => ()
142         }
143     }
```

```
144     let new_parent_index = get_node_index(root_index, graph,
new_path.clone());
145     if parent_index == new_parent_index {
146         let mut path_vec : Vec<&str> = new_path.split('/').collect();
147         let new_name =
path_vec.pop().expect("move_entry, path_vec.pop()").to_string();
148         let node =
graph.node_weight_mut(entry_index).expect("move_entry, graph.node_weight_mut");
149         node.set_name(new_name);
150     }
151     else {
152         let edge = graph.find_edge(parent_index, entry_index);
153         match edge {
154             Some(edge_index) => { graph.remove_edge(edge_index); },
155             None => ()
156         }
157         graph.add_edge(new_parent_index, entry_index, Nil::new());
158     }
159 }
160
161 pub fn remove_entries(entry_index : NodeIndex, graph : &mut MyGraph,
tags_index : &mut HashMap<String, NodeIndex>) {
162     let mut entries_index = Vec::new();
163     let mut check_tags_index = Vec::new();
164     entries_to_remove(entry_index, graph, &mut entries_index, &mut
check_tags_index);
165     for index in entries_index.into_iter().rev() {
166         graph.remove_node(index);
167     }
168     for tag_index in check_tags_index {
169         if graph.edges(tag_index).count() == 0 {
170
tags_index.remove(&graph.node_weight(tag_index).unwrap().name);
171         graph.remove_node(tag_index);
172     }
173 }
174 }
175
```

```
176 fn find_parent(graph : &MyGraph, index : NodeIndex, entry : &str, found
: &mut bool) -> NodeIndex {
177     for neighbor_index in graph.neighbors(index) {
178         match graph.node_weight(neighbor_index) {
179             Some(data) => {
180                 match data.kind {
181                     NodeKind::File | NodeKind::Directory => {
182                         if String::from(entry) == data.name {
183                             *found = true;
184                             return neighbor_index;
185                         }
186                     },
187                     _ => ()
188                 }
189             },
190             None => ()
191         }
192     }
193     *found = false;
194     index
195 }
196
197 fn entries_to_remove(entry_index : NodeIndex, graph : &MyGraph,
198     entries_index : &mut Vec<NodeIndex>, check_tags_index : &mut
199 Vec<NodeIndex>) {
200     entries_index.push(entry_index);
201     for neighbor_index in graph.neighbors_directed(entry_index,
202 Direction::Outgoing) {
203         match graph.node_weight(neighbor_index) {
204             Some(data) => {
205                 match data.kind {
206                     NodeKind::Directory =>
207                         entries_to_remove(neighbor_index, graph,
208 entries_index, check_tags_index),
209                     NodeKind::File =>
210                         entries_index.push(neighbor_index),
211                     NodeKind::Tag =>
212                         check_tags_index.push(neighbor_index)
213                 }
214             }
215         }
216     }
217 }
```

```

209         },
210         None => ()
211     }
212 }
213 }
214
215 // ----- TAGS
216 -----
217
218 pub fn update_tags(path : String,
219     tags_index : &mut HashMap<String, NodeIndex>,
220     graph : &mut MyGraph, entry_index : NodeIndex) {
221     let existent_tags = get_tags(graph, entry_index);
222     let fresh_tags = match tag_manager::get_tags(&path) {
223         Some(tags) => tags,
224         None => HashSet::new()
225     };
226     remove_tags(existent_tags.difference(&fresh_tags),
227         tags_index, graph, entry_index);
228     add_tags(fresh_tags.difference(&existent_tags),
229         tags_index, graph, entry_index);
230 }
231
232 fn get_tags(graph : &MyGraph, tag_index : NodeIndex) -> HashSet<String>
233 {
234     let mut tags = HashSet::new();
235     for neighbor_index in graph.neighbors_directed(tag_index,
236         Direction::Incoming) {
237         match graph.node_weight(neighbor_index) {
238             Some(data) => {
239                 match data.kind {
240                     NodeKind::Tag => { tags.insert(data.name.clone());
241                 },
242             },
243             None => ()
244         }
245     }
246 }

```

```

244     tags
245 }
246
247 fn add_tags(tags_to_add : Difference<String, RandomState>, tags_index :
248 &mut HashMap<String, NodeIndex>,
249     graph : &mut MyGraph, entry_index : NodeIndex) {
250     for tag in tags_to_add {
251         match tags_index.entry(tag.clone()) {
252             Vacant(entry) => {
253                 let new_node_tag = graph.add_node(Node::new(tag.clone(),
254 NodeKind::Tag));
255                 entry.insert(new_node_tag);
256                 graph.add_edge(new_node_tag, entry_index, Nil::new());
257             },
258             Occupied(entry) => {
259                 let &tag_index = entry.get();
260                 graph.add_edge(tag_index, entry_index, Nil::new());
261             }
262         }
263     }
264 }
265
266 fn remove_tags(tags_to_remove : Difference<String, RandomState>,
267 tags_index : &mut HashMap<String, NodeIndex>,
268     graph : &mut MyGraph, entry_index : NodeIndex) {
269     for tag in tags_to_remove {
270         match tags_index.entry(tag.clone()) {
271             Occupied(entry) => {
272                 let &tag_index = entry.get();
273                 match graph.find_edge(tag_index, entry_index) {
274                     Some(edge) => { graph.remove_edge(edge); },
275                     None => ()
276                 }
277                 if graph.edges(tag_index).count() == 0 {
278                     entry.remove();
279                     graph.remove_node(tag_index);
280                 }
281             },
282             Vacant(_) => ()
283         }
284     }
285 }

```



280	}
281	}
282	}

## C.2 src/lib.rs

```
1 use std::collections::HashMap;
2
3 extern crate walkdir;
4
5 extern crate petgraph;
6 use petgraph::graph::NodeIndex;
7
8 extern crate notify;
9 use notify::DebouncedEvent;
10 use notify::DebouncedEvent::{Create, Chmod, Remove, Rename};
11
12 extern crate tag_manager;
13
14 pub mod graph;
15 use graph::{MyGraph, local_path, make_subgraph, get_node_index,
16 update_tags, move_entry, remove_entries};
17
18 pub mod server;
19 pub mod parse;
20
21 pub fn dispatcher(event : DebouncedEvent, tags_index : &mut
22 HashMap<String, NodeIndex>,
23 graph : &mut MyGraph, root_index : NodeIndex, base : String) {
24     match event {
25         Create(path) => {
26             let mut path =
27 path.as_path().to_str().expect("dispatcher, create, path").to_string();
28             let local = local_path(&mut path, base.clone());
29             println!("create : {:?}" , local);
30             make_subgraph(root_index, tags_index, graph, local,
31 base.clone());
32         },
33         Chmod(path) => {
34             let mut path =
35 path.as_path().to_str().expect("dispatcher, chmod, path").to_string();
36             let local = local_path(&mut path.clone(), base);
37             println!("chmod : {:?}" , local);
38         }
39     }
40 }
```

```
33         let entry_index = get_node_index(root_index, graph, local);
34         update_tags(path, tags_index, graph, entry_index);
35     },
36     Remove(path) => {
37         let mut path =
38 path.as_path().to_str().expect("dispatcher, remove, path").to_string();
39         let local = local_path(&mut path.clone(), base);
40         println!("remove : {:?}", local);
41         let entry_index = get_node_index(root_index, graph, local);
42         remove_entries(entry_index, graph, tags_index);
43     },
44     Rename(old_path, new_path) => {
45         let mut old_path =
46 old_path.as_path().to_str().expect("dispatcher, rename, old_path").to_string();
47         let new_path =
48 new_path.as_path().to_str().expect("dispatcher, rename, new_path").to_string();
49         let old_local = local_path(&mut old_path.clone(),
50 base.clone());
51         let new_local = local_path(&mut new_path.clone(),
52 base.clone());
53         println!("rename, old_path : {:?}", new_path : {:?}",
54 old_local, new_local);
55         let entry_index = get_node_index(root_index, graph,
56 old_local);
57         move_entry(root_index, entry_index, graph, new_local);
58     }
59     _ => ()
60 }
```

### C.3 src/main.rs

```
1 use std::io::prelude::*;
2 use std::fs::File;
3 use std::process::Command;
4 use std::thread;
5 use std::sync::{Mutex, Arc};
6 use std::sync::mpsc::channel;
7 use std::time::{Duration, Instant};
8
9 extern crate petgraph;
10 use petgraph::dot::{Dot, Config};
11
12 extern crate notify;
13 use notify::{Watcher, RecursiveMode, watcher};
14 use notify::DebouncedEvent::{Create, Chmod, Remove, Rename};
15
16 extern crate tag_manager;
17
18 extern crate tag_engine;
19 use tag_engine::graph::MyGraph;
20
21 use std::path::Path;
22 use std::process::exit;
23
24 extern crate clap;
25 use clap::{App, Arg};
26
27 fn split_root_path(absolute_path : &mut String) -> (String, String) {
28     let clone = absolute_path.clone();
29     let mut path_vec : Vec<&str> = clone.split('/').collect();
30     let local_path =
31 path_vec.pop().expect("split_root, local_path").to_string();
32     absolute_path.truncate(clone.len() - local_path.len());
33     (absolute_path.clone(), local_path)
34 }
35
36 fn write_dot_image(graph : &MyGraph, dot_name : &str, image_name : &str)
37 {
```

```

36     let mut file = File::create(dot_name).expect("file create");
37     let graph_dot = format!("{:?}", Dot::with_config(graph,
&[Config::EdgeNoLabel]));
38     file.write(graph_dot.as_bytes()).expect("file write");
39     let mut output = String::from("-o");
40     output.push_str(image_name);
41     let _exec_dot = Command::new("dot").args(&["-Tpng", output.as_str(),
dot_name]).output().expect("exec");
42 }
43
44 fn main() {
45     let matches =
App::new("Tag Engine").version("0.1.0").author("Steven Liatti")
46
47     .arg(Arg::with_name("path").takes_value(true).required(true).multiple(false))
48     .arg(Arg::with_name("debug").short("-d").long("--debug").required(false).multiple(false))
49     .get_matches();
50
51     let absolute_path_root = matches.value_of("path").unwrap();
52     let path = Path::new(absolute_path_root);
53     if !path.exists() {
54         eprintln!("The path doesn't exist");
55         exit(1);
56     }
57     if path.is_relative() {
58         eprintln!("The path must be absolute");
59         exit(1);
60     }
61     if !path.is_dir() {
62         eprintln!("The path must point to a directory");
63         exit(1);
64     }
65
66     let (base_path, _) = split_root_path(&mut
absolute_path_root.to_string());
67     let now = Instant::now();

```

```

67     let (graph, tags_index, root_index) =
tag_engine::graph::make_graph(String::from(absolute_path_root),
base_path.clone());
68     let new_now = Instant::now();
69     let elapsed = new_now.duration_since(now);
70
71     let dot_name = "graph.dot";
72     let image_name = "graph.png";
73     let debug = matches.is_present("debug");
74     if debug {
75         println!("{}", elapsed.as_secs() as f64 + elapsed.subsec_nanos()
as f64 * 1e-9);
76         println!("graph {:#?}, tags_index {:#?}", graph, tags_index);
77         write_dot_image(&graph, dot_name, image_name);
78     }
79
80     let graph = Arc::new(Mutex::new(graph));
81     let tags_index = Arc::new(Mutex::new(tags_index));
82     let main_graph = Arc::clone(&graph);
83     let main_tags_index = Arc::clone(&tags_index);
84
85     let base_clone = base_path.clone();
86     thread::spawn(move || {
87         tag_engine::server::server(base_clone, &graph, &tags_index);
88     });
89
90     let (tx, rx) = channel();
91     let mut watcher = watcher(tx,
Duration::from_secs(1)).expect("watcher");
92     watcher.watch(absolute_path_root,
RecursiveMode::Recursive).expect("watcher watch");
93
94     loop {
95         match rx.recv() {
96             Ok(event) => {
97                 match event {
98                     Create(_) | Chmod(_) | Remove(_) | Rename(_, _) => {
99                         let mut ref_graph = main_graph.lock().unwrap();

```

```
100         let mut ref_tags_index =
main_tags_index.lock().unwrap();
101         tag_engine::dispatcher(event, &mut
ref_tags_index, &mut ref_graph, root_index, base_path.clone());
102         if debug {
103             println!("graph {:#?}, tags_index {:#?}",
*ref_graph, *ref_tags_index);
104             write_dot_image(&ref_graph, dot_name,
image_name);
105         }
106     }
107     _ => ()
108 }
109 },
110 Err(e) => println!("watch error: {:#?}", e)
111 }
112 }
113 }
```

## C.4 src/parse.rs

```
1  const AND_OPERATOR_STR : &str = "AND";
2  const OR_OPERATOR_STR : &str = "OR";
3
4  use self::Operator::*;
5  #[derive(Debug, Clone, PartialEq)]
6  pub enum Operator { AND, OR }
7  impl Operator {
8      fn compare(&self, other : &Operator) -> i8 {
9          match (self, other) {
10              (&AND, &OR) => 1,
11              (&OR, &AND) => -1,
12              _ => 0
13          }
14      }
15  }
16
17  #[derive(Debug, Clone, PartialEq)]
18  pub enum Arg {
19      Operand(String),
20      Operator(Operator)
21  }
22
23  fn str_to_operator(op_str : &str) -> Option<Operator> {
24      if op_str == AND_OPERATOR_STR {
25          Some(AND)
26      }
27      else if op_str == OR_OPERATOR_STR {
28          Some(OR)
29      }
30      else {
31          None
32      }
33  }
34
35  pub fn infix_to_postfix(infix : String) -> Vec<Arg> {
36      let infix : Vec<&str> = infix.split(',').collect();
37      let mut stack = Vec::new();
```



```

38     let mut postfix : Vec<Arg> = Vec::new();
39     for arg in infix {
40         if arg == AND_OPERATOR_STR || arg == OR_OPERATOR_STR {
41             let arg = str_to_operator(arg).unwrap();
42             if stack.is_empty() {
43                 stack.push(arg);
44             }
45             else {
46                 while !stack.is_empty() {
47                     let mut top_stack = stack.get(stack.len() -
1).unwrap().clone();
48                     let mut compare = arg.compare(&top_stack);
49                     if compare > 0 {
50                         break;
51                     }
52                     else {
53
postfix.push(Arg::Operator(stack.pop().unwrap()));
54                     }
55                 }
56                 stack.push(arg);
57             }
58         }
59         else {
60             postfix.push(Arg::Operand(arg.to_string()));
61         }
62     }
63     for op in stack.into_iter().rev() {
64         postfix.push(Arg::Operator(op));
65     }
66     postfix
67 }
68
69 #[cfg(test)]
70 mod tests {
71     use super::*;
72
73     #[test]
74     fn test_infix_to_postfix_1() {

```

```
75     let infix = String::from("bob AND fred");
76     let postfix = vec![
77         Arg::Operand(String::from("bob")),
78         Arg::Operand(String::from("fred")),
79         Arg::Operator(Operator::AND)
80     ];
81     assert_eq!(infix_to_postfix(infix), postfix);
82 }
83
84 #[test]
85 fn test_infix_to_postfix_2() {
86     let infix = String::from("bob OR fred");
87     let postfix = vec![
88         Arg::Operand(String::from("bob")),
89         Arg::Operand(String::from("fred")),
90         Arg::Operator(Operator::OR)
91     ];
92     assert_eq!(infix_to_postfix(infix), postfix);
93 }
94
95 #[test]
96 fn test_infix_to_postfix_3() {
97     let infix = String::from("bob AND fred OR max");
98     let postfix = vec![
99         Arg::Operand(String::from("bob")),
100        Arg::Operand(String::from("fred")),
101        Arg::Operator(Operator::AND),
102        Arg::Operand(String::from("max")),
103        Arg::Operator(Operator::OR)
104    ];
105    assert_eq!(infix_to_postfix(infix), postfix);
106 }
107
108 #[test]
109 fn test_infix_to_postfix_4() {
110     let infix = String::from("bob OR fred AND max");
111     let postfix = vec![
112         Arg::Operand(String::from("bob")),
113         Arg::Operand(String::from("fred")),
```

```
114         Arg::Operand(String::from("max")),
115         Arg::Operator(Operator::AND),
116         Arg::Operator(Operator::OR)
117     ];
118     assert_eq!(infix_to_postfix(infix), postfix);
119 }
120
121 #[test]
122 fn test_infix_to_postfix_5() {
123     let infix = String::from("bob AND fred AND max");
124     let postfix = vec![
125         Arg::Operand(String::from("bob")),
126         Arg::Operand(String::from("fred")),
127         Arg::Operator(Operator::AND),
128         Arg::Operand(String::from("max")),
129         Arg::Operator(Operator::AND)
130     ];
131     assert_eq!(infix_to_postfix(infix), postfix);
132 }
133
134 #[test]
135 fn test_infix_to_postfix_6() {
136     let infix = String::from("bob AND fred OR max AND paul");
137     let postfix = vec![
138         Arg::Operand(String::from("bob")),
139         Arg::Operand(String::from("fred")),
140         Arg::Operator(Operator::AND),
141         Arg::Operand(String::from("max")),
142         Arg::Operand(String::from("paul")),
143         Arg::Operator(Operator::AND),
144         Arg::Operator(Operator::OR)
145     ];
146     assert_eq!(infix_to_postfix(infix), postfix);
147 }
148 }
```

## C.5 src/server.rs

```
1 use std::collections::{HashMap, HashSet};
2 use std::io::prelude::*;
3 use std::sync::{Mutex, Arc};
4 use std::os::unix::net::{UnixListener, UnixStream};
5 use std::fs::remove_file;
6
7 extern crate petgraph;
8 use petgraph::graph::NodeIndex;
9 use petgraph::Direction;
10
11 extern crate tag_manager;
12
13 use graph::{MyGraph, NodeKind};
14 use parse::{Arg, Operator};
15 use parse::infix_to_postfix;
16
17 const BUFFER_SIZE : usize = 4096;
18 const CODE_SIZE : usize = 3;
19 const BIND_ADDRESS : &str = "/tmp/tag_engine";
20
21 #[derive(Debug, Clone)]
22 enum RequestKind {
23     Entries(String),
24     Tags,
25     RenameTag(String)
26 }
27
28 fn parse_request(stream : &mut UnixStream) -> Option<RequestKind> {
29     let mut buffer = [0; BUFFER_SIZE];
30     let size = stream.read(&mut buffer).unwrap();
31     if size >= CODE_SIZE {
32         let mut request = String::new();
33         for i in CODE_SIZE..size {
34             request.push(buffer[i] as char);
35         }
36         let mut kind = String::new();
37         for i in 0..CODE_SIZE {
```

```
38         kind.push(buffer[i] as char);
39     }
40     if kind == String::from("0x0") {
41         Some(RequestKind::Entries(request.trim().to_string()))
42     }
43     else if kind == String::from("0x1") {
44         Some(RequestKind::Tags)
45     }
46     else if kind == String::from("0x2") {
47         Some(RequestKind::RenameTag(request.trim().to_string()))
48     }
49     else { None }
50 }
51 else { None }
52 }
53
54 fn make_path_vec(graph : &MyGraph, entry : NodeIndex, path_vec : &mut
Vec<String>) {
55     path_vec.push(graph.node_weight(entry).unwrap().name.clone());
56     for neighbor in graph.neighbors_directed(entry, Direction::Incoming)
{
57         match graph.node_weight(neighbor).unwrap().kind {
58             NodeKind::Directory => {
59                 make_path_vec(graph, neighbor, path_vec);
60             },
61             _ => ()
62         }
63     }
64 }
65
66 fn make_path(graph : &MyGraph, entry : NodeIndex, base_path : String) ->
String {
67     let mut path_vec = Vec::new();
68     make_path_vec(&graph, entry, &mut path_vec);
69     let mut path = base_path.clone();
70     for entry in path_vec.into_iter().rev() {
71         path.push_str(&entry);
72         path.push_str("/");
73     }
}
```

```

74     path.pop();
75     path
76 }
77
78 fn entries(graph : &MyGraph, tag_index : NodeIndex, base_path : String)
-> Vec<String> {
79     let mut nodes_names = Vec::new();
80     for entry in graph.neighbors(tag_index) {
81         nodes_names.push(make_path(graph, entry, base_path.clone()));
82     }
83     nodes_names.sort();
84     nodes_names
85 }
86
87 fn expression_to_entries(infix_request : String, graph : &MyGraph,
tags_index : &HashMap<String,
88     NodeIndex>, base_path : String) -> Vec<String> {
89     let postfix = infix_to_postfix(infix_request.clone());
90     let mut stack = Vec::new();
91     for arg in postfix {
92         match arg {
93             Arg::Operand(tag) => {
94                 if tags_index.contains_key(&tag) {
95                     let tag_index = tags_index.get(&tag).unwrap();
96                     let tags_set : HashSet<NodeIndex> =
graph.neighbors(*tag_index).collect();
97                     stack.push(tags_set);
98                 }
99                 else { stack.push(HashSet::new()); }
100             },
101             Arg::Operator(op) => {
102                 if stack.len() >= 2 {
103                     let operand_two = stack.pop().unwrap();
104                     let operand_one = stack.pop().unwrap();
105                     match op {
106                         Operator::AND =>
stack.push(operand_one.intersection(&operand_two).map(|e|
*e).collect()),

```

```

107         Operator::OR =>
stack.push(operand_one.union(&operand_two).map(|e| *e).collect())
108     }
109 }
110 }
111 }
112 }
113 let mut nodes_names = Vec::new();
114 if stack.len() == 1 {
115     for entry in stack.pop().unwrap() {
116         nodes_names.push(make_path(graph, entry,
base_path.clone()));
117     }
118     nodes_names.sort();
119 }
120 nodes_names
121 }
122
123 fn write_response(entries : Vec<String>, stream : &mut UnixStream) {
124     let mut response : Vec<u8> = Vec::new();
125     for name in entries {
126         for byte in name.as_bytes() {
127             response.push(*byte);
128         }
129         response.push('\n' as u8);
130     }
131     stream.write(response.as_slice()).unwrap();
132     stream.flush().unwrap();
133 }
134
135 fn request_entries(request : String, graph_thread :
&Arc<Mutex<MyGraph>>,
136     tags_index_thread : &Arc<Mutex<HashMap<String, NodeIndex>>>,
base_path : String,
137     stream : &mut UnixStream) {
138     println!("Request for Entries {:?}", request);
139     let graph = graph_thread.lock().unwrap();
140     let tags_index = tags_index_thread.lock().unwrap();

```

```

141     let entries = expression_to_entries(request, &graph, &tags_index,
base_path);
142     if entries.is_empty() {
143         stream.write("No files\n".as_bytes()).unwrap();
144         stream.flush().unwrap();
145     }
146     else {
147         write_response(entries, stream);
148     }
149 }
150
151 fn request_tags(tags_index_thread : &Arc<Mutex<HashMap<String,
NodeIndex>>>, stream : &mut UnixStream) {
152     println!("Request for Tags");
153     let tags_index = tags_index_thread.lock().unwrap();
154     let mut entries : Vec<String> = tags_index.keys().map(|key|
key.clone()).collect();
155     entries.sort();
156     write_response(entries, stream);
157 }
158
159 fn request_rename_tag(request : String, graph_thread :
&Arc<Mutex<MyGraph>>,
160     tags_index_thread : &Arc<Mutex<HashMap<String, NodeIndex>>>,
base_path : String,
161     stream : &mut UnixStream) {
162     println!("Request for RenameTag {:?}", request);
163     let v : Vec<&str> = request.split(' ').collect();
164     if v.len() == 2 {
165         let old_name = v[0];
166         let new_name = v[1];
167         let mut graph = graph_thread.lock().unwrap();
168         let mut tags_index = tags_index_thread.lock().unwrap();
169         match tags_index.remove(old_name) {
170             Some(index) => {
171                 tags_index.insert(new_name.to_string(), index);
172                 graph.node_weight_mut(index).unwrap().name =
new_name.to_string();

```



```

173         let mut entries = entries(&graph, index,
base_path.clone());
174         for e in &entries {
175             tag_manager::rename_tag(e, old_name.to_string(),
new_name.to_string());
176         }
177         entries.insert(0,
format!("Rename {:?} to {:?} for files :", old_name, new_name));
178         write_response(entries, stream);
179     },
180     None => {
181
write_response(vec![String::from("No tag with this old name")], stream);
182     }
183 }
184 }
185 else {
186     write_response(vec![String::from("Bad request")], stream);
187 }
188 }
189
190 pub fn server(base_path : String, graph : &Arc<Mutex<MyGraph>>,
tags_index : &Arc<Mutex<HashMap<String, NodeIndex>>>) {
191     match remove_file(BIND_ADDRESS) {
192         _ => ()
193     }
194     let listener = UnixListener::bind(BIND_ADDRESS).unwrap();
195     let graph_thread = Arc::clone(graph);
196     let tags_index_thread = Arc::clone(tags_index);
197
198     for stream in listener.incoming() {
199         let mut stream = stream.unwrap();
200         match parse_request(&mut stream) {
201             Some(kind) => match kind {
202                 RequestKind::Entries(request) =>
request_entries(request, &graph_thread,
203                     &tags_index_thread, base_path.clone(), &mut stream),
204                 RequestKind::Tags => request_tags(&tags_index_thread,
&mut stream),

```

```
205         RequestKind::RenameTag(request) =>
request_rename_tag(request, &graph_thread,
206             &tags_index_thread, base_path.clone(), &mut stream)
207     },
208     None => {
209         stream.write("Invalid request\n".as_bytes()).unwrap();
210         stream.flush().unwrap();
211     }
212 }
213 }
214 }
```

## C.6 Cargo.toml

```
1 [package]
2 name = "tag_engine"
3 version = "0.1.0"
4 authors = ["steven.liatti <steven.liatti@etu.hesge.ch>"]
5
6 [dependencies]
7 tag_manager = { path = "../tag_manager" }
8 walkdir = "2"
9 petgraph = "0.4.12"
10 notify = "4.0.0"
11 clap = "2"
```