Warsaw University of Technology

**Faculty of Mathematics
and Information Science**

Bachelor's diploma thesis

in the field of study Computer Science and Information Systems

Design and Implementation of a Collaborative Board Using the
Local-First Approach

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Abstract

Design and Implementation of a Collaborative Board Using the Local-First Approach

The purpose of this thesis is to design and implement a collaborative board using the local-first approach. The solution uses distribuited conflict free replicated data types (CRDTs) and real-time communication via WebRTC protocol to bring effortless collaboration with other users.

Final result of the effort done is an desktop application that enables drawing and erasing on the whiteboard with mutiple users simultaneously. This paper covers description of solution, but also thouches broader topic of local-first application design architectures.

Key words: rust language, local-first, CRDT, WebRTC, distributed system, star topology, multithread real time communication

Streszczenie

Projekt i wdrożenie kolaboratywnej tablicy z wykorzystaniem podejścia „local-first"

Celem pracy inynierskiej jest zaprojektowanie i implementacja kolaboratywnej tablicy z wykorzystaniem podejścia "local-first". Wypracowane rozwiązanie uzywa rozproszonego bezkonfliktowego typy danych (CRDTs) oraz komunikacji w czasie rzeczywistym przez protokół WebrRTC by umozliwic bezproblemową kolaborację z innymi uzytkownikami. Ostatecznym wynikiem jest aplikacja desktop-owa umozliwiająca rysowanie oraz zmazywanie poprzednich pociągnięć na białej tablicy z wieloma uzytkownikami jednocześnie. Praca pokrywa opis rozwiązania ale równiez porusza bardziej obszerny temat architektur typu local-first w aplikacjach kolaboratywnych.

Słowa kluczowe: język rust, local-first, CRDT, WebRTC, system rozproszony, topologia gwiazdy, wielowątkowa komunikacja w czasie rzeczywistym

Contents

1. Introduction

1.1. Problem Description and Analysis

Collaboratuve applications have not always been so popular as they are these days. You might not even know that some of appliactions that we use every day are collaborative. In everyday life of a software developer almost all of modern IDEs have collaborative work options, almost all project management softare is also collaborative. There are examples close to software enginieers, but these applications do not limit themselves to software development. Google Docs, Microsoft 365, Figma, Miro and many more are examples of collaborative applications that are used by millions of people every day. These applications are not only used for work, but also for education and entertainment.

It hasn't always been like this. The steep rise of collaborative applications began as the remote work becaome more popular but also it owes its development to universality of fast network globally and increase of computing power of everyday devices.

1.2. Other Known Solutions

1.3. Motivation

1.4. Examples

1.5. Vision of the System

1.6. Requirements Specification

1.6.1. Functional Requirements

1.6.2. Non-Functional Requirements

1.7. Business Cases

2. Example chapter

This TeX file is to be compiled with pdfLaTeX (it's just quick build in TeXMaker).

2.1. Example section

Definition 2.1 (Definition). A *definition* is a statement of the meaning of a term (a word, phrase, or other set of symbols).

2.1.1. Example subsection

It's the deepest deph of sectioning allowed by rector.

Definition 2.2 (Equation). In mathematics, an *equation* is a statement of an equality containing one or more variables.

Example 2.3. This is an example of an equation:

$$2 + 2 = 4. \tag{2.1}$$

Equation without a number:

$$2 + 2 = 4,$$

or:

$$2 + 2 = 4.$$

It is worthwhile to peruse other mathematical environments like *multline*, *align* and their versions with a star (, i.e. without numeration). The description of their use can be found at `https://texdoc.org/serve/amsldoc.pdf/0` starting from the end of the third page.

Equation (2.2) is false. References (and some other things) work properly after compliling TeX file twice.

$$\int_0^1 x\,dx = \frac{3}{2}. \tag{2.2}$$

Theorem 2.4 is a very interensting result.

Theorem 2.4 (Pythagoras' Theorem). Let c represent the length of the hypotenuse and a and b the lengths of the triangle's other two sides. Then:

$$a^2 + b^2 = c^2.$$

Proof. The proof has been presented in [1] and [2]. We can write then [1, 2]. □

Corollary 2.5. The use of the term *corollary*, rather than *proposition* or *theorem*, is intrinsically subjective.

Remark 2.6. You can find a rather comprehensive list of available symbols at `https://www3.nd.edu/~nmark/UsefulFacts/LaTeX_symbols.pdf`.

If you want to find a symbol by its shape, you can use the following site: `https://detexify.kirelabs.org/classify.html`.

Lemma 2.7 (Someone's Lemma). Ten lemat jest nie na temat.

Proof. Dowód przez indukcję. □

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2.2. Floats – tables and figures

Place labels after captions or you get the wrong labelling.

In Table 2.1 there are additional options for `table` and `figure` environments.

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Table 2.1: Additional options

symbol	effect
h	Place the float here, i.e., approximately at the same point it occurs in the source text (however, not exactly at the spot)
t	Position at the top of the page
b	Position at the bottom of the page
p	Put on a special page for floats only
!	Override internal parameters LaTeX uses for determining "good" float positions
H	Places the float at precisely the location in the LaTeX code. Requires the float package,[1] i.e., \usepackage{float}. This is somewhat equivalent to !ht.

Figure 2.1: Example figure – it has been drawn by LaTeX default tools

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3. The next chapter

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3.1. Matrices

Simple matrix:

$$
\begin{matrix}
a & b & c & d \\
d & e & f & g \\
1 & 1 & 1 & 1
\end{matrix}
$$

Matrix with parentheses:

$$
A = \begin{pmatrix}
a & b & c & d \\
d & e & f & g \\
1 & 1 & 1 & 1
\end{pmatrix}
$$

Matrix with brackets:

$$
\begin{bmatrix}
a & b & c & d \\
d & e & f & g \\
1 & 1 & 1 & 1
\end{bmatrix}
$$

You can also use more general environment:

$$
\begin{matrix}
1 & 0 & 0 \\
0 & 1 & 0 \\
0 & 0 & 1
\end{matrix}
$$

Matrix with braces:

$$\left\{ \begin{array}{ccc} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{array} \right\}$$

Definition 3.1. Let $A \neq \emptyset$, $n \in \mathbb{N}$. Every function $f \colon A^n \to A$ is called an *n-ary operation* or *działaniem* określonym na A. 0-ary operations are constant functions.

Definition 3.2 (Algebra). The ordered pair (A, F), where $A \neq \emptyset$ is a set and F is a family of operations defined on A, shall be called an *algebra* (or *F-algebra*). The set A is called *the set of elements*, *support* or *universe* of an algebra (A, F) and F is called *the set of elementary operations*.

Proposition 3.3. I state that, having passed to the limit, the only thing left me me is to camp at said limit or return, or, maybe, search for a pass or an exit to other areas.

Bibliography

[1] A. Author, *Title of a book*, Publisher, year, page–page.

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[3] C. Brink, Power structures, *Algebra Universalis 30(2)*, 1993, 177–216.

[4] F. Burris, H. P. Sankappanavar, *A Course of Universal Algebra*, Springer-Verlag, New York, 1981.

List of symbols and abbreviations

nzw.   nadzwyczajny

  *   star operator

 ~   tilde

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List of Figures

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List of appendices

1. Appendix 1

2. Appendix 2

3. In case of no appendices, delete this part.