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Versioning your object model

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RubyFools 2008

Agenda

- Why do versioning?
- Walk-through of Rails plug-ins
 - What do they do?
 - How do you use them?
 - Problems and advantages.
 - Examples.
- What not to version?

Who am I?

- Ole Friis Østergaard
- Software Pilot, Trifork A/S
- Not a native English-speaker
- Professional work: .NET, Java
- Semi-professional work, spare time: Ruby
- TDD enthusiast
 - ...though we'll do slide-driven development the next hour...

Which problems do we solve?

- The user regrets pressing that “Delete project” button.
- You want to track the changes to certain objects.
- You need to know who changed an object, in order to ask him why.

Our demo application

- Really simple and ugly.
- Create/read/update/delete projects and tasks.
- Let's have a quick look at it.

Walk-through of plug-ins

- Rails makes it easy to be creative when doing plug-ins!
- Really simple pieces of code that do exciting stuff.
- Very non-intrusive.
- Easy to use.
- Different angles on the versioning problems.

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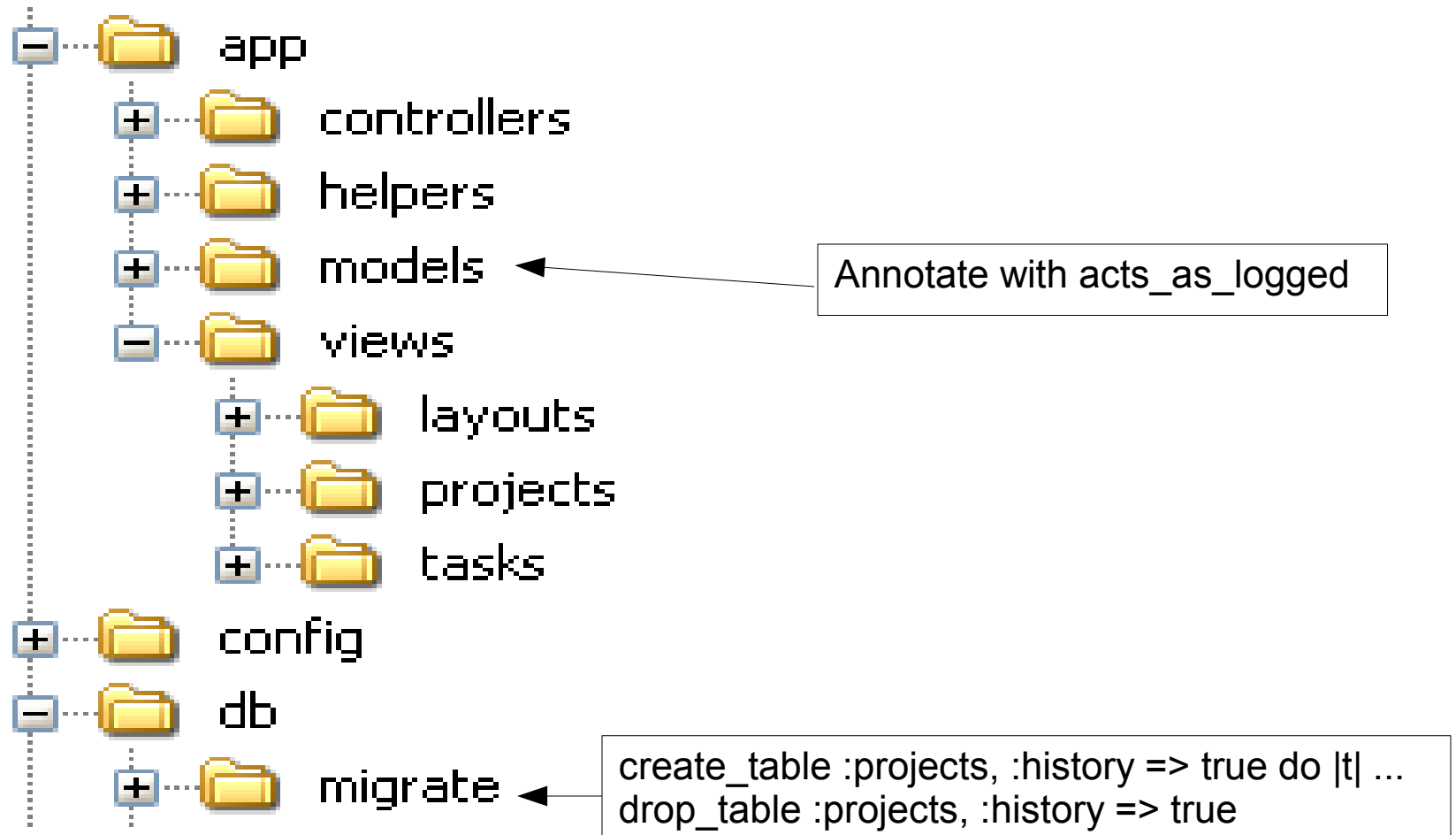
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acts_as_logged

acts_as_logged

- Makes a "shadow copy" of your normal database entries.
- Makes it easy to comply with laws concerning logging.
- Cannot show the history.
- Created by some of my colleagues at Trifork.
- No official homepage (yet).
- Copy plug-in manually.

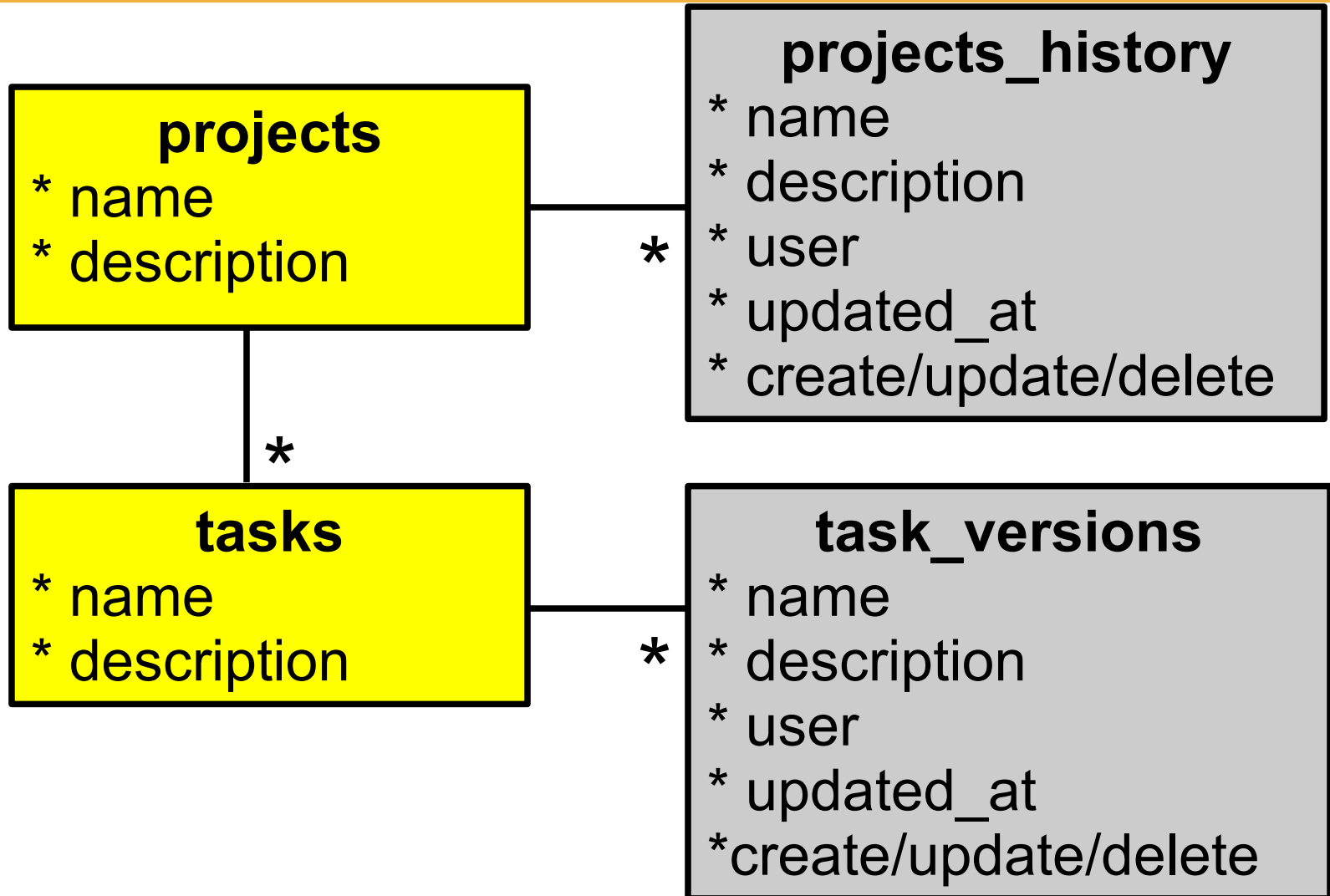
What to do?



How does it work?

- Whenever a model object is saved, updated, or deleted, creates new row in the corresponding logging table.

Data model



Problems?

- No built-in functionality to read the history items.
- New history table for each logged model class.

However...

- Very simple solution to simple problem.

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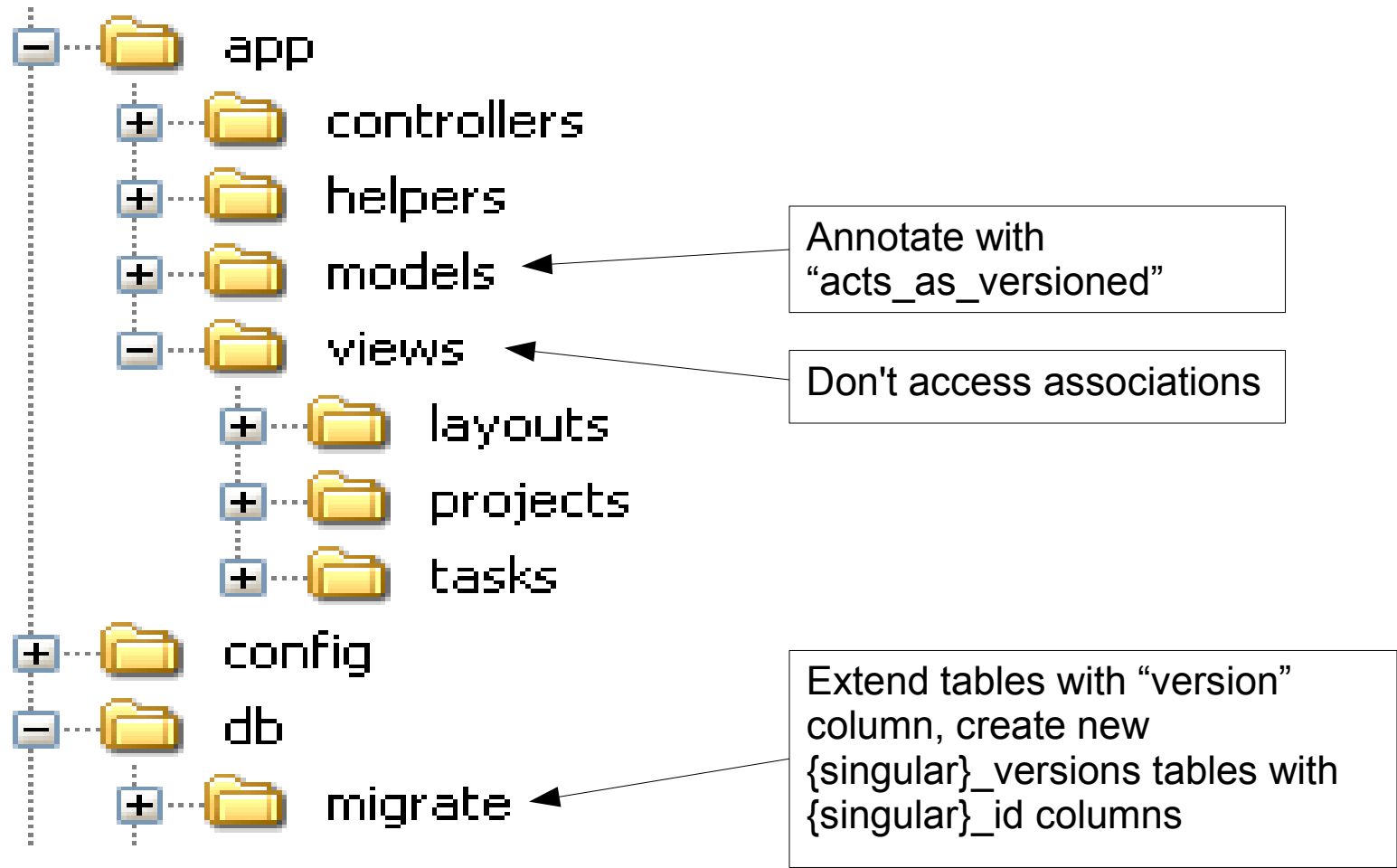
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acts_as_versioned

acts_as_versioned

- Makes “shadow copies” of rows in the database.
- Makes it possible to view these old versions.
- <http://ar-versioned.rubyforge.org/>
- `ruby script/plugin install acts_as_versioned`

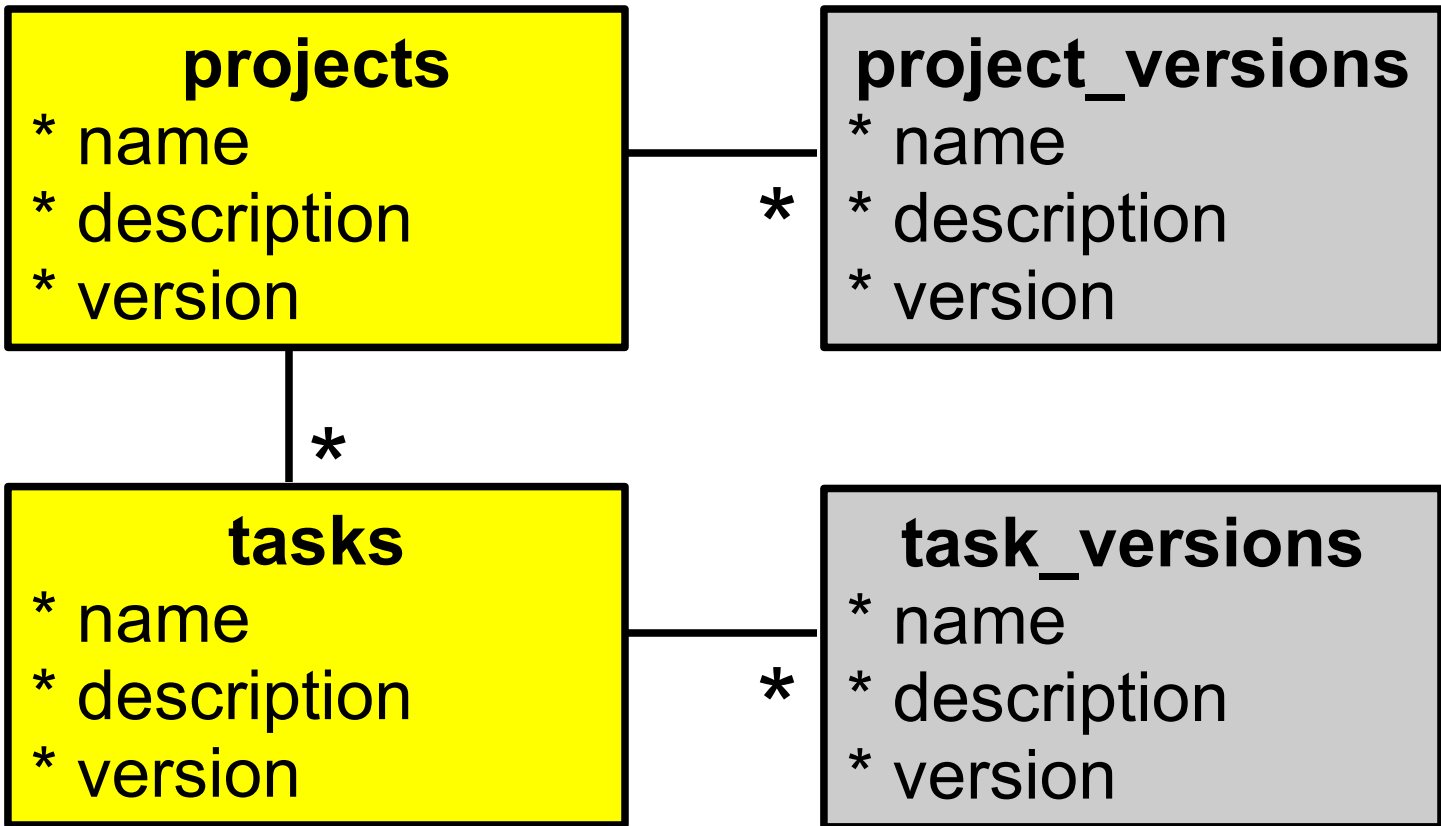
What to do?



How does it work?

- Whenever a model object is saved or updated, creates new row in the corresponding version table.
- When finding previous versions, instances of `OriginalClass::Version` are returned.

Data model



Problems?

- Versioning local to each object, i.e. associations do not work on old versions.
- Adds an extra table to each of your original tables.
- Since the old versions are given as another class, your own logic methods (“short_description”, “sum_of_expenses”) will not work.

However...

- Mature plug-in, has been used “in the wild”.
- Easy to set up.
- Simple concept.
- Perfect for wikis.

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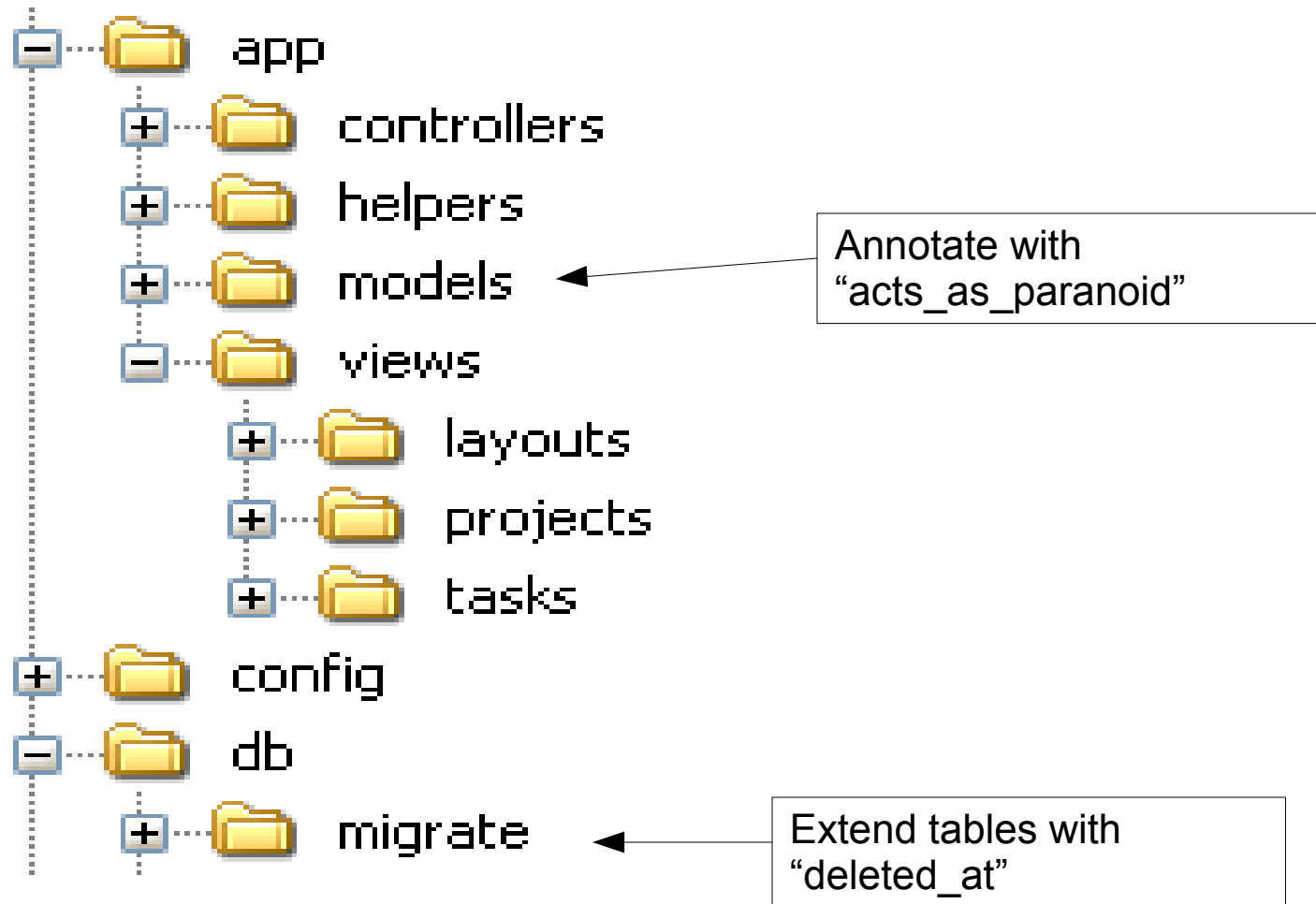
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acts_as_paranoid

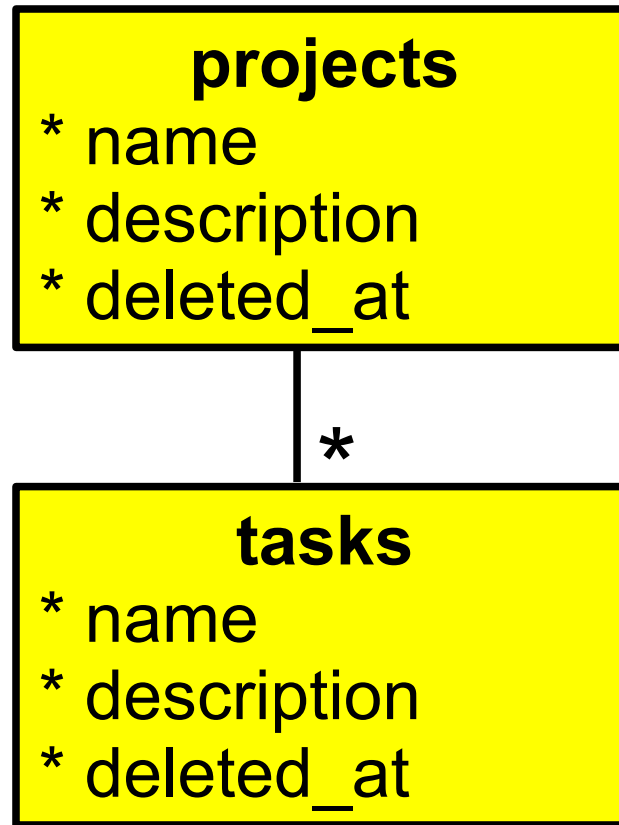
acts_as_paranoid

- Calling `destroy` simply sets a “`deleted_at`” flag.
- Therefore, deleted objects can still be found.
- Not really a versioning plug-in, but solves part of the problem.
- <http://ar-paranoid.rubyforge.org/>
- `ruby script/plugin install acts_as_paranoid`

What to do?



Data model



Problems?

- Not protected against updates, only deletes.
- Queries are altered by the plug-in in order to filter result.
- Not really a versioning plug-in.

However...

- Extremely simple.
- No new tables.
- Can be used in conjunction with `acts_as_versioned`.

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acts_as_versioned_association

acts as versioned association

- Extends the functionality of `acts_as_versioned`.
- Annotate model objects.
- http://livsey.org/2006/8/13/major-update-to-acts_as_versioned_association/
- Might be cool.
- No real documentation.
- So, no details here!

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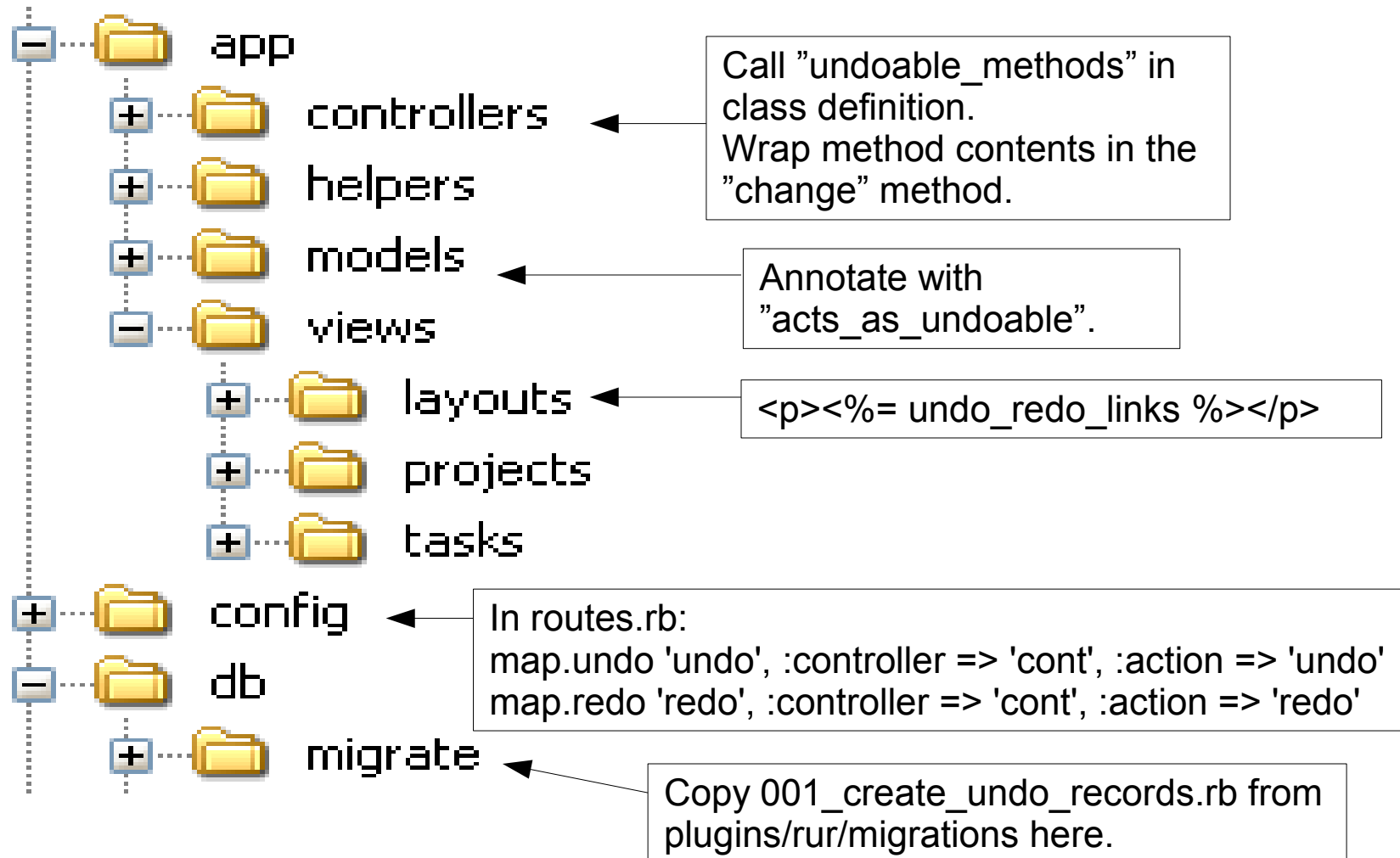
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Rails Undo Redo

Rails Undo Redo (rur)

- Undo/redo user actions, as known from e.g. paint programs.
- Annotate model classes and controllers.
- <http://blog.nanorails.com/rails-undo-redo>
- Ruby script/plugin install
<http://svn.nanorails.com/plugins/rur>

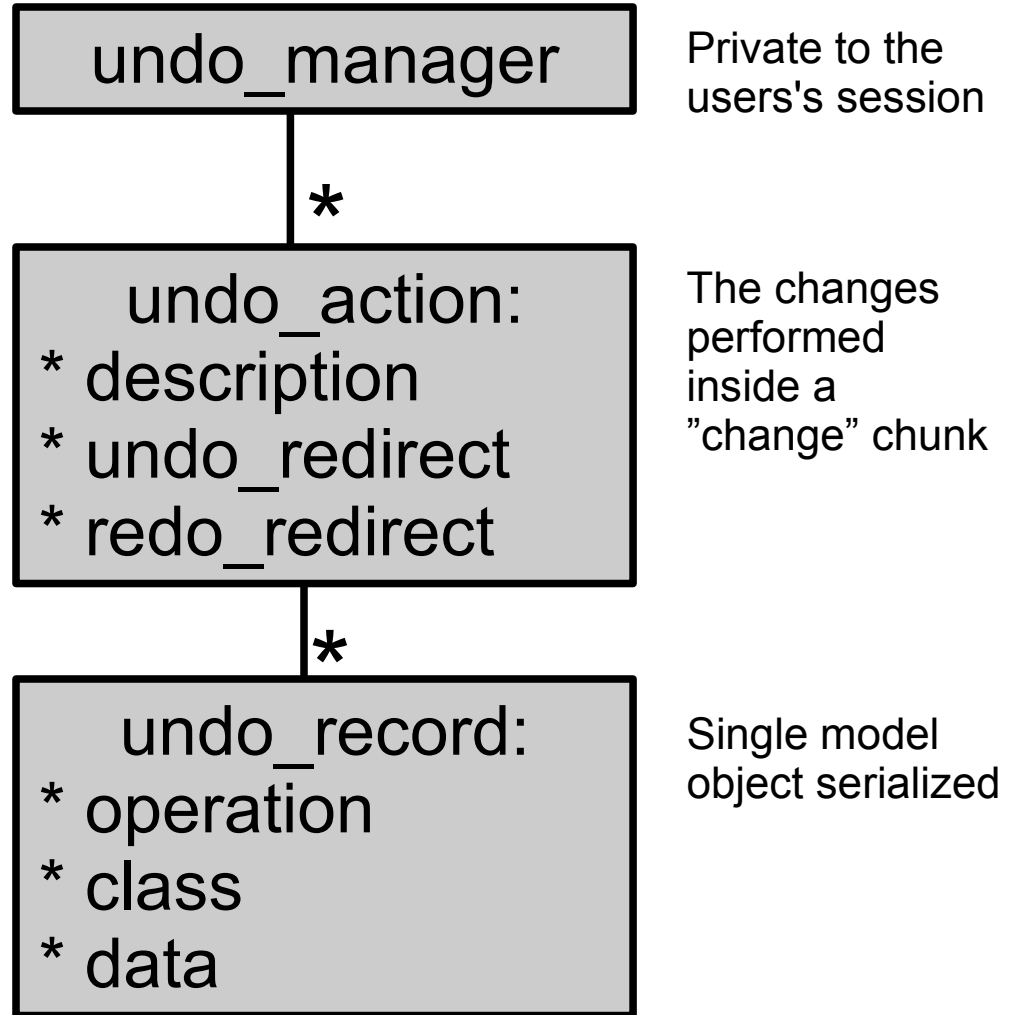
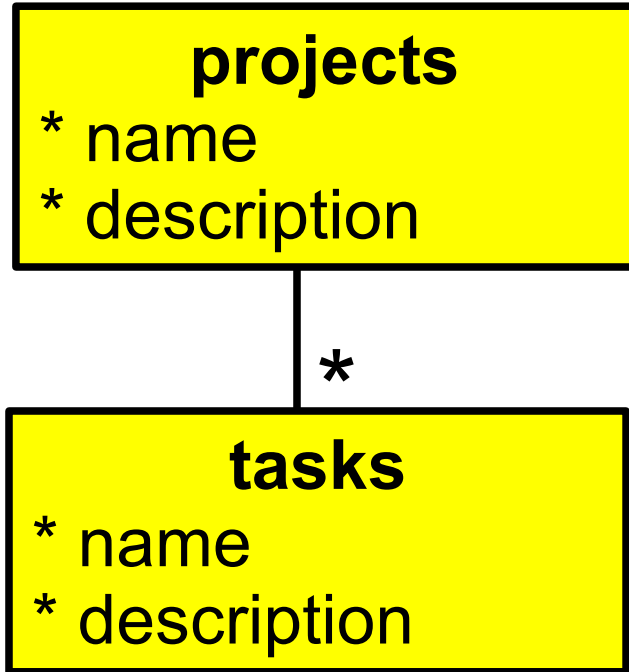
What to do?



How does it work?

- Keeps track of the model object changes wrapped in the "change" method.
- Serialized model objects are stored in a separate table.
- When undoing/redoing, the serialized objects are restored.
- Each session has its own "undo manager" which tracks the current user's undoable/redoable actions.

Data model



Problems?

- The undo/redo trail is local to the users, so a user can undo the creation of an object that another user has later been dependent on.
- System-wide maximum size of single serialized model objects (default 2MB).
- What happens when developing the database schema?
- Serializes objects in the session cookie.

However...

- Easy to set up.
- Only 3 new database tables.
- User scope of undo/redo trail is not a problem in many scenarios.
- Incredibly cool!

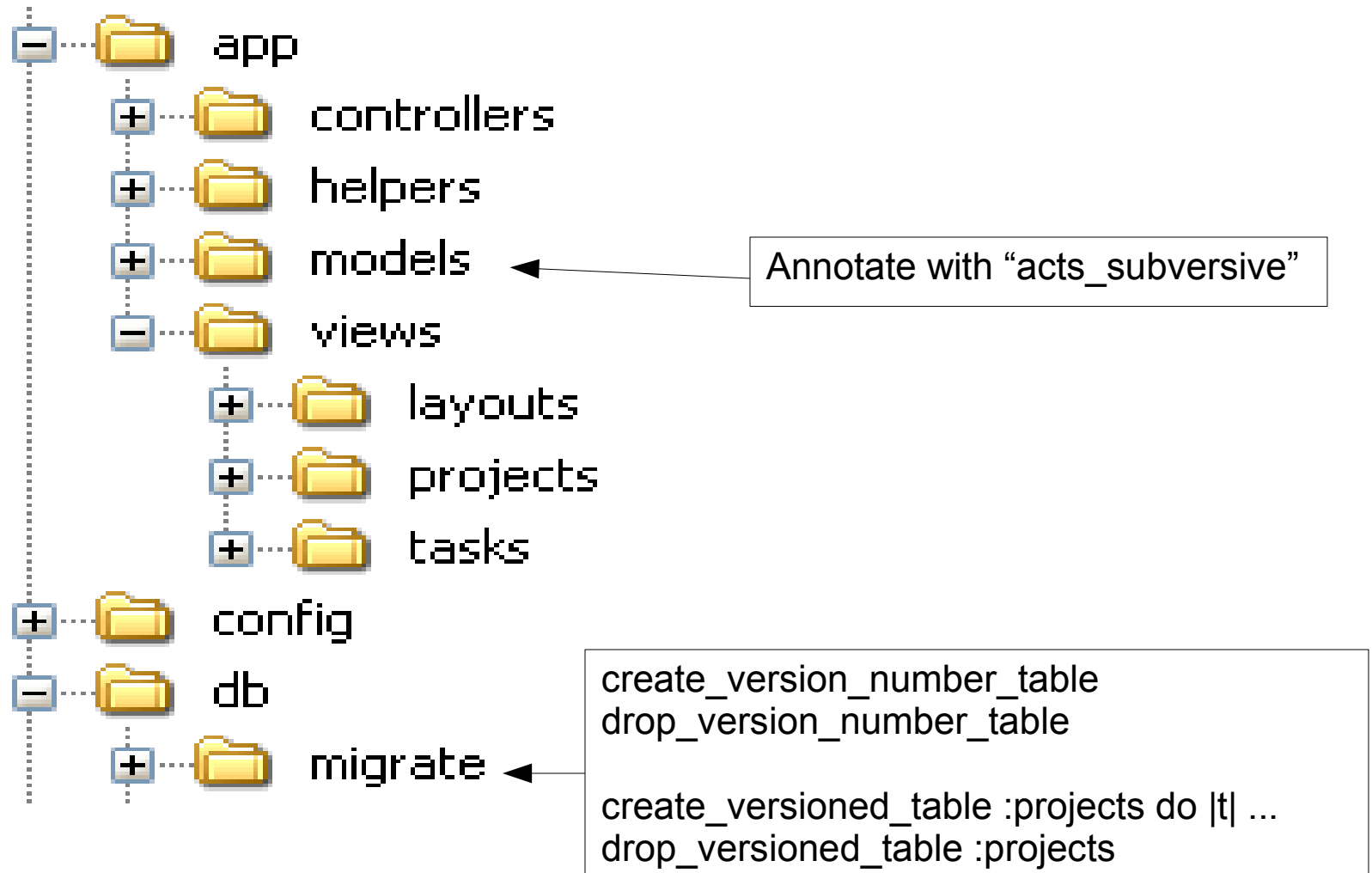


acts_subversive

acts_subversive

- Like `acts_as_logged`, but can fetch old versions.
- Like `acts_as_versioned`, but works with associations and your own logic methods.
- <http://acts-subversive.rubyforge.org/>
- `ruby script/plugin install svn://rubyforge.org/var/svn/acts-subversive/tags/0.1/acts_subversive`

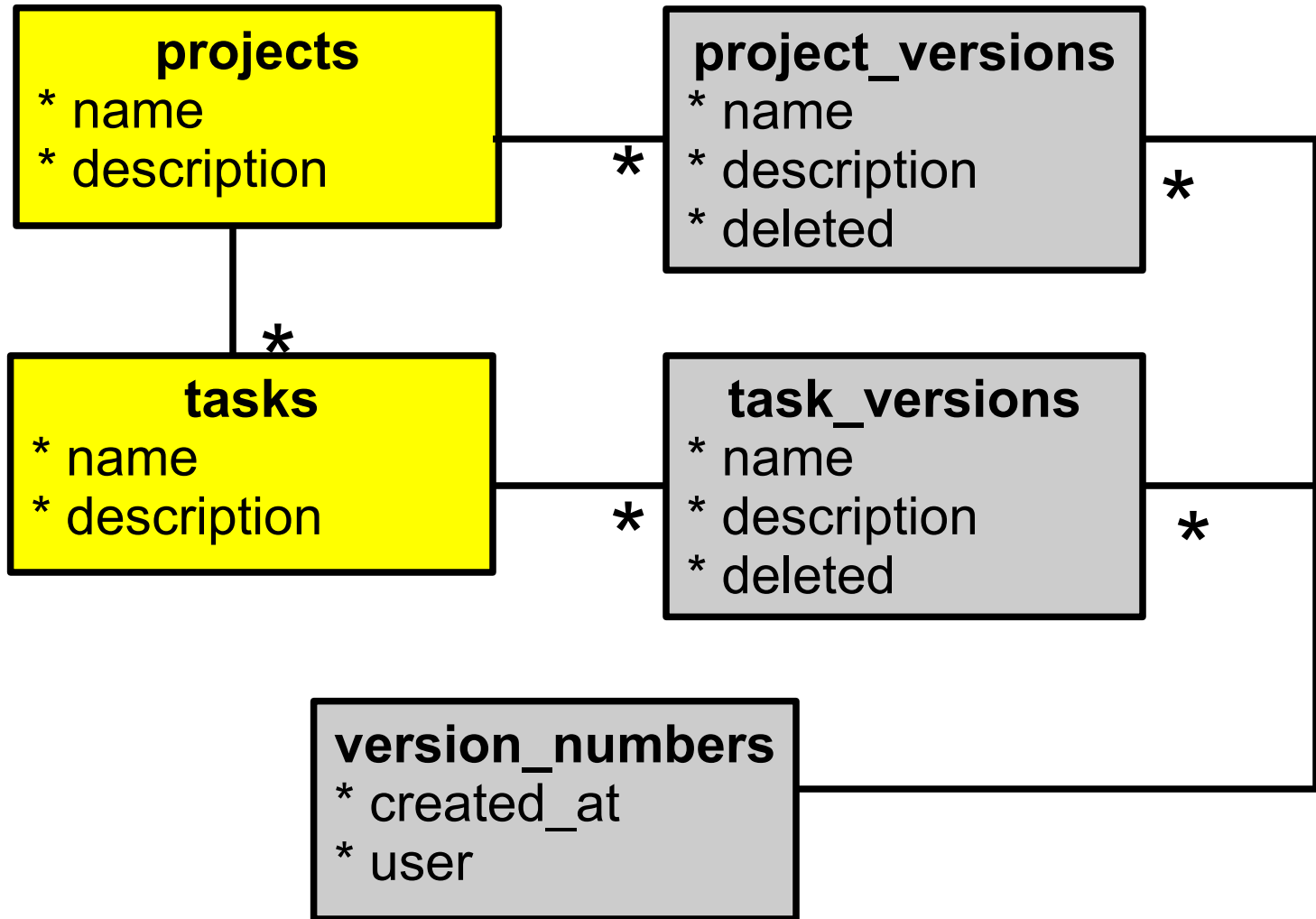
What to do?



How does it work?

- Keeps a global, always increasing version number that gets stamped on the shadow copies.
- Only makes shadow copies of the updated objects, not the objects they reference (unless, of course, they have been updated too).
- When traversing associations, keeps the version number from the first `find_version` call.
- Complex SQL for finding associated objects.

Data model



Problems?

- `has_and_belongs_to_many` unsupported.
- Inheritance unsupported.
- $(n+1)$ new tables when versioning n classes.

However...

- Traversing associations back in time actually does work.
- Your own instance methods actually work.

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Recap

Recap

- 6 different, very elegant solutions to parts of our versioning problems.
- Neat code – check it out yourself!
- No distributed versioning, no branching.

What not to version?

- It is tempting to just annotate every model class with “acts_subversive”, but...
- User rights?
 - Should the user be able to “turn back time” and read what he once could read?
- Big blobs?
 - Spacewise, it all adds up...
 - ...but are updated rarely?

By the way...

- ...I'm doing a “showdiff” plugin:
- <http://show-diffs.rubyforge.org/>
- Not there yet, but use it in the future :-)

Thanks!

- Check out the existing plug-ins.
- Do your own plug-ins – it's really simple.
- If you need a new feature, request it or do it yourself.
- Participate!
- Be creative!