

Creating **LOCAL-FIRST**
collaboration software with
AUTOMERGE

it's better than
the cloud!

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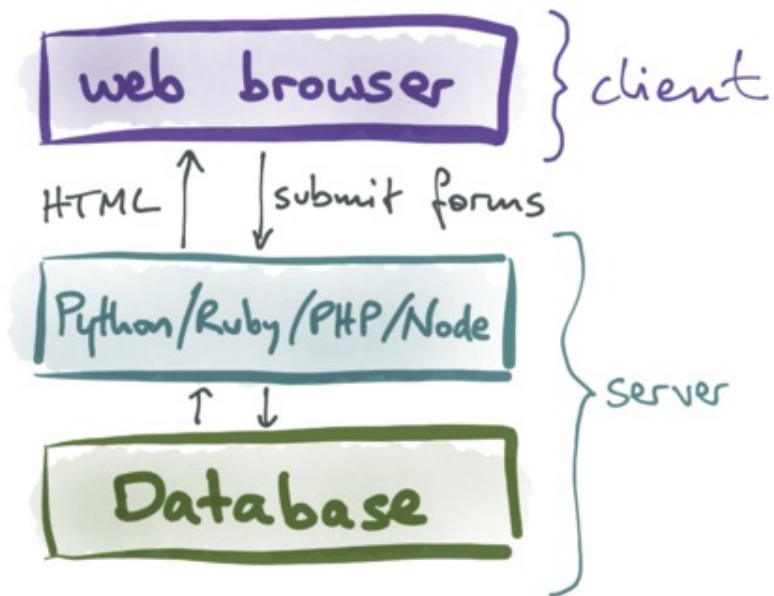


VolkswagenStiftung

Ink & Switch

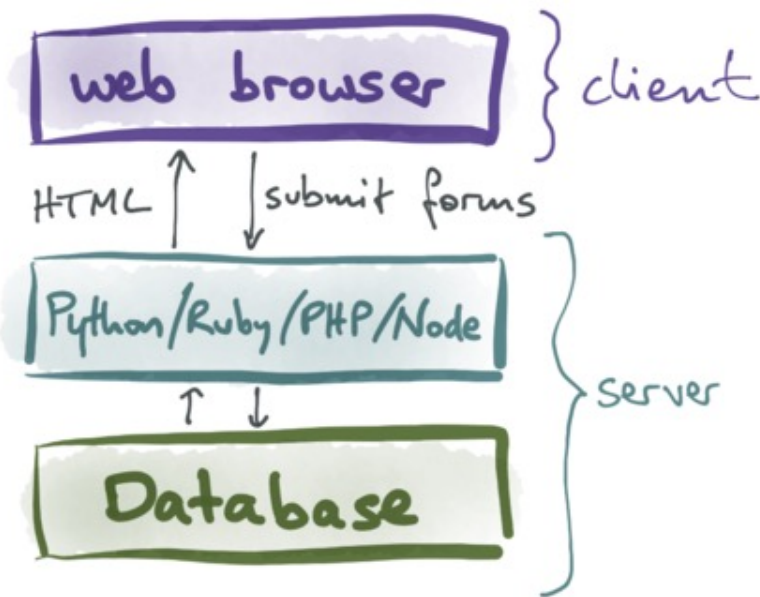
WEB APP ARCHITECTURE THROUGH THE AGES

ca. 2000-2010

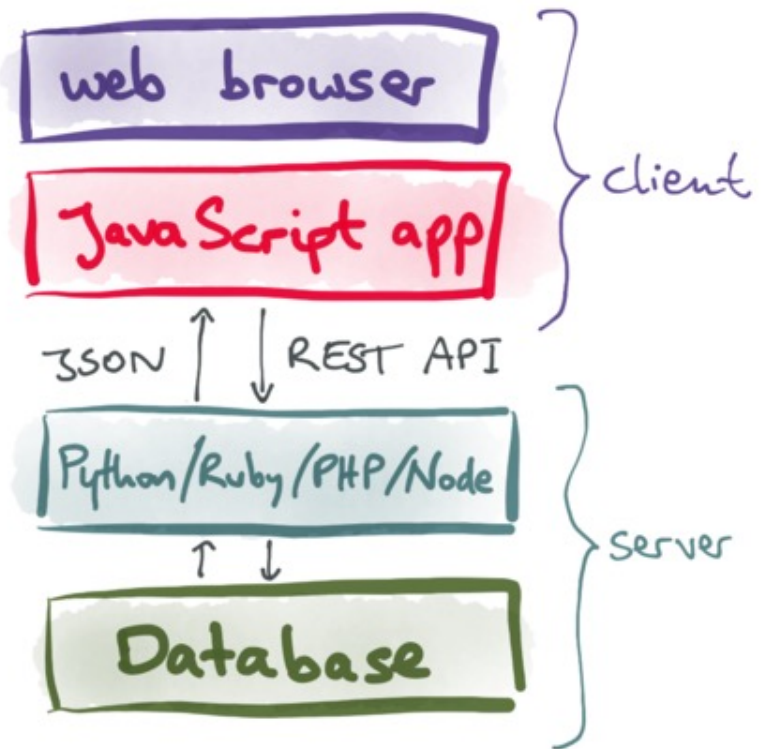


WEB APP ARCHITECTURE THROUGH THE AGES

ca. 2000-2010



ca. 2010-2020

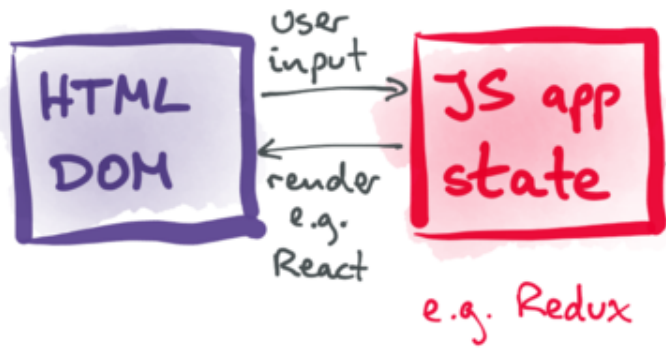


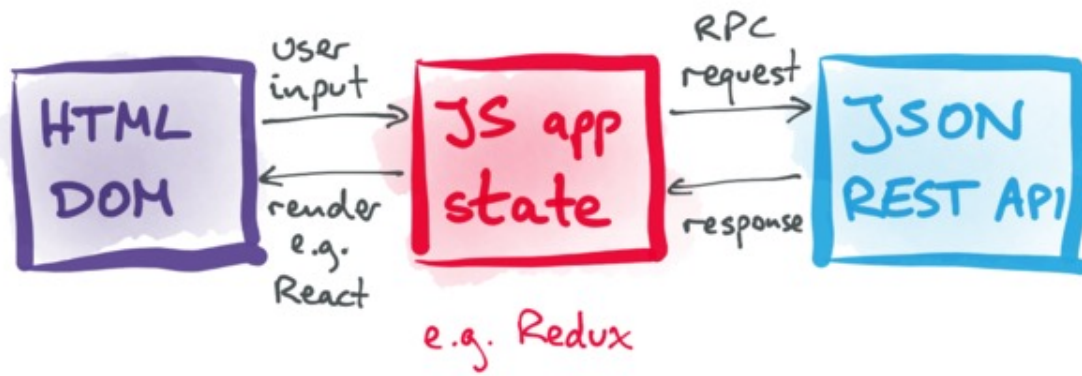
Google Docs

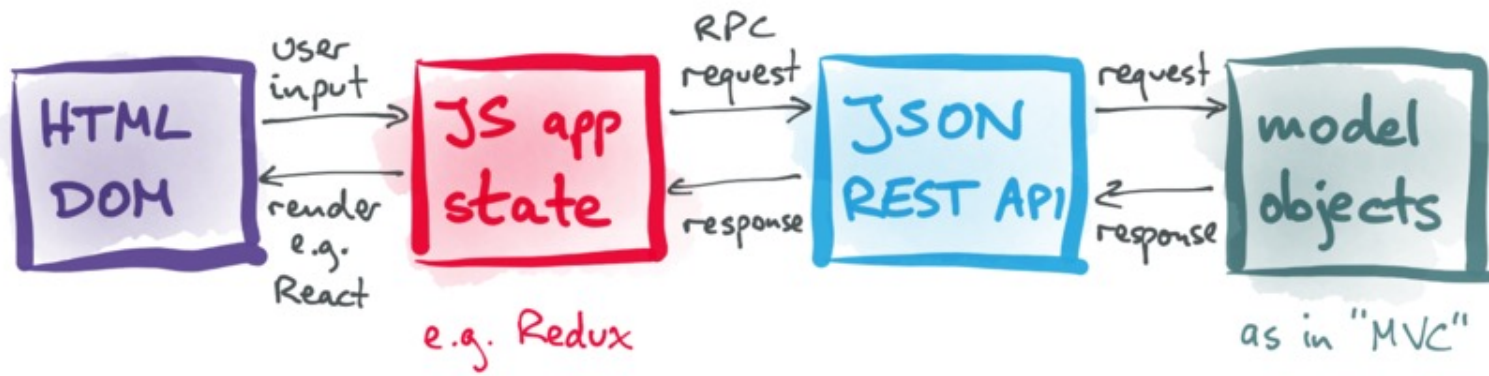


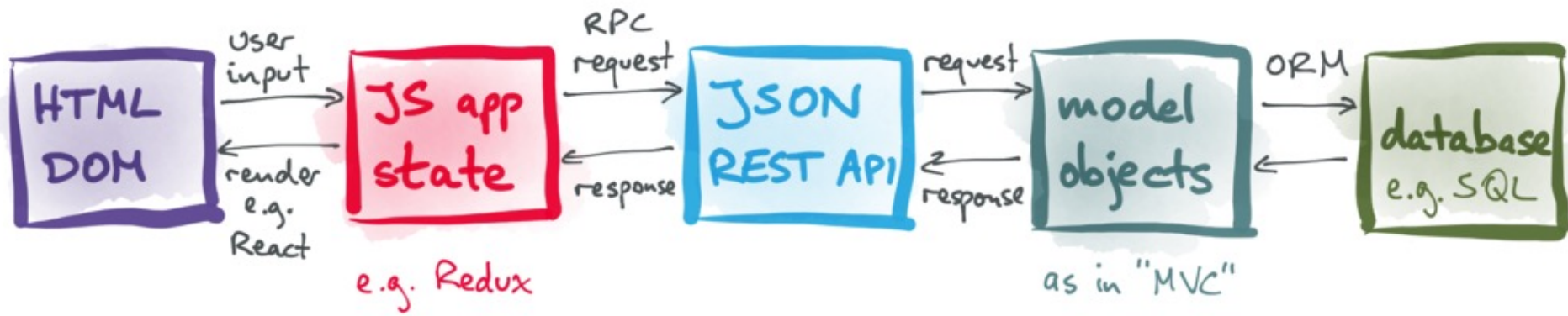
Figma

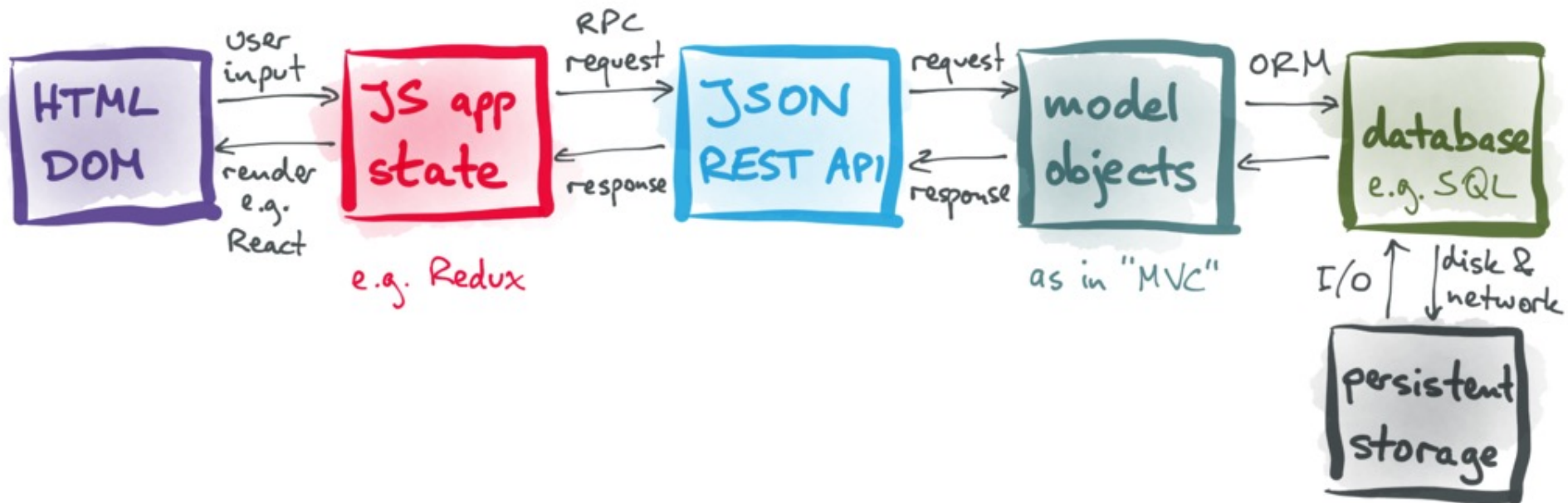




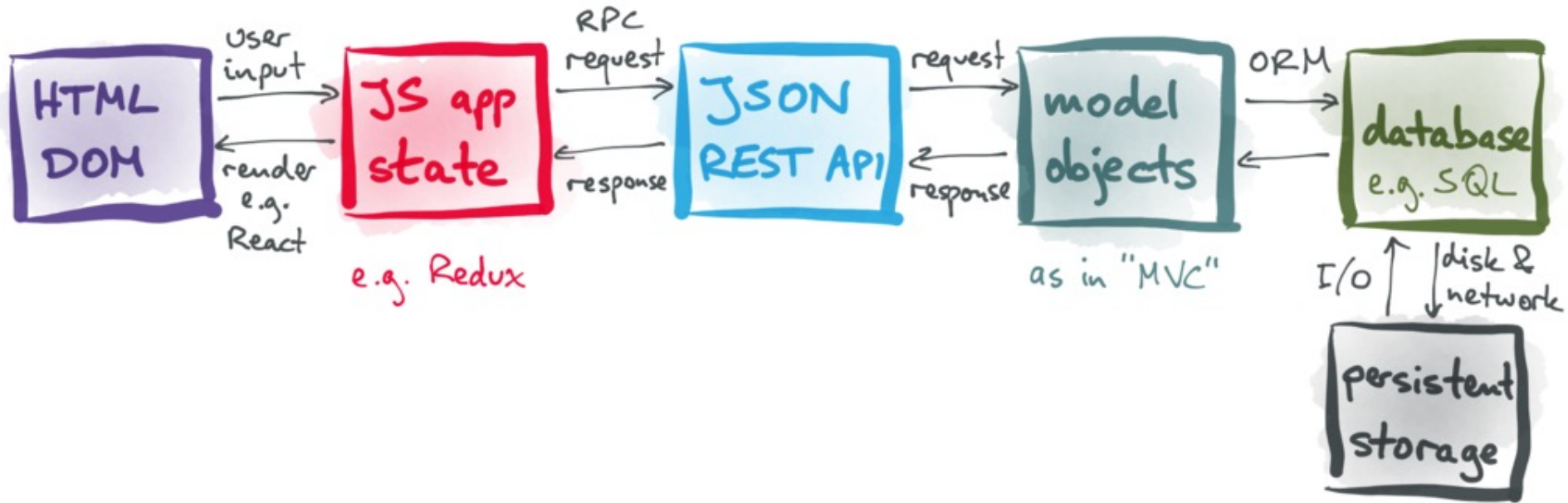




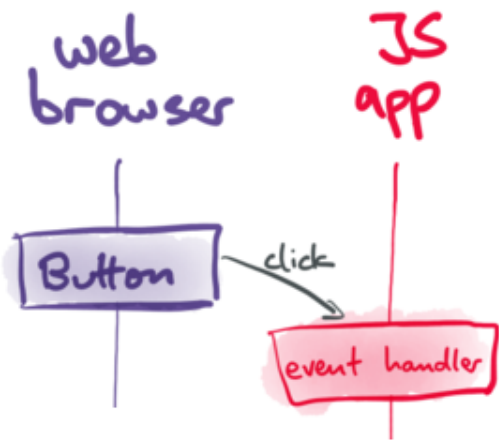


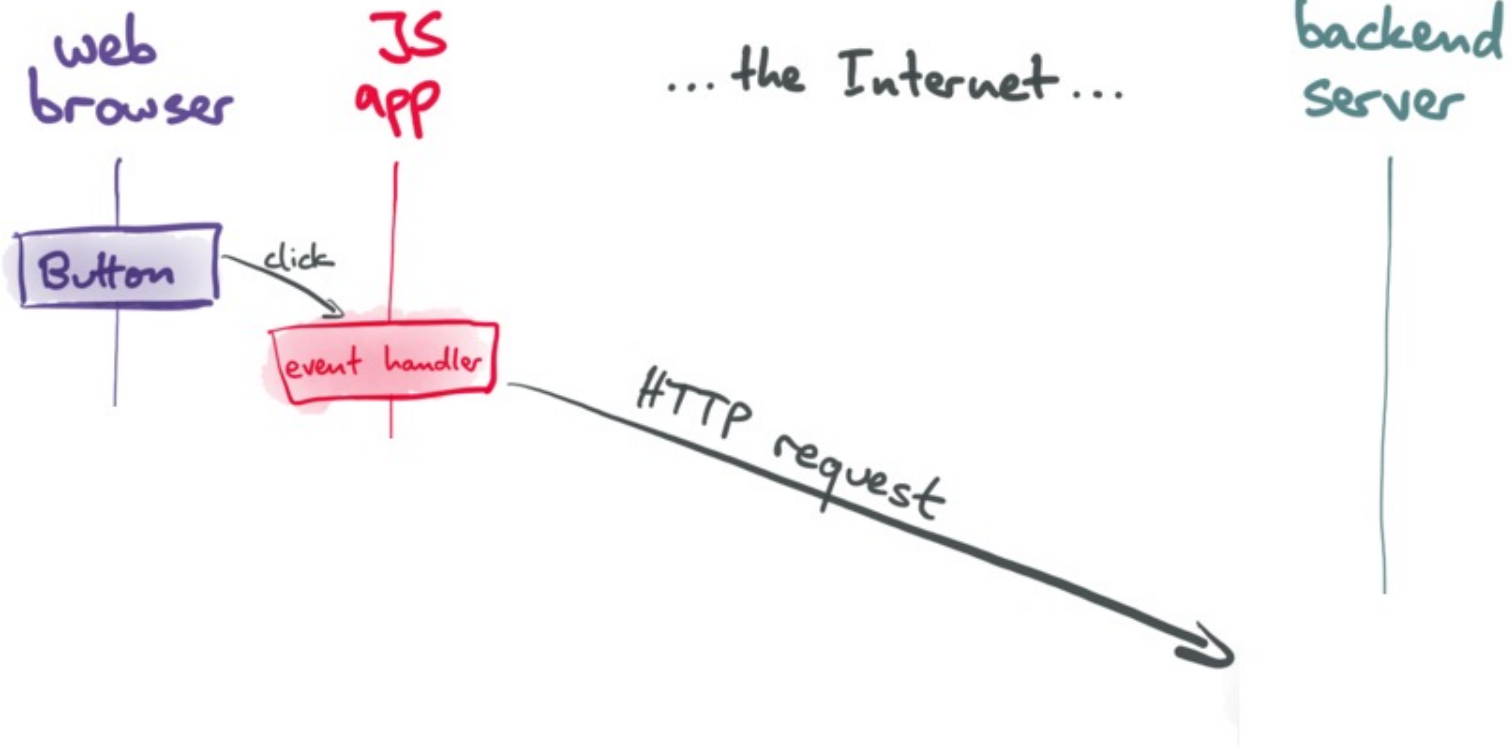


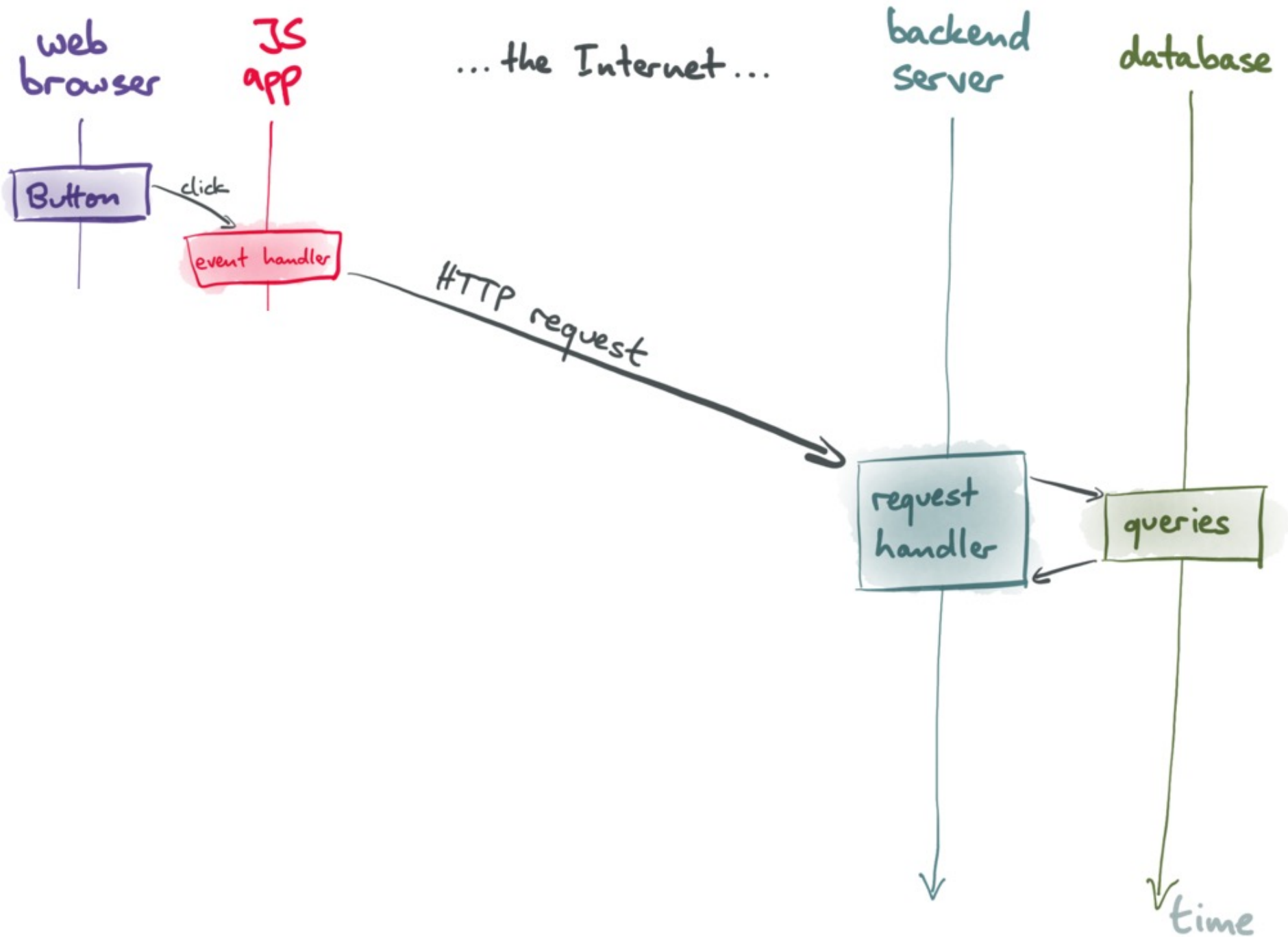
Six different representations of app state?!

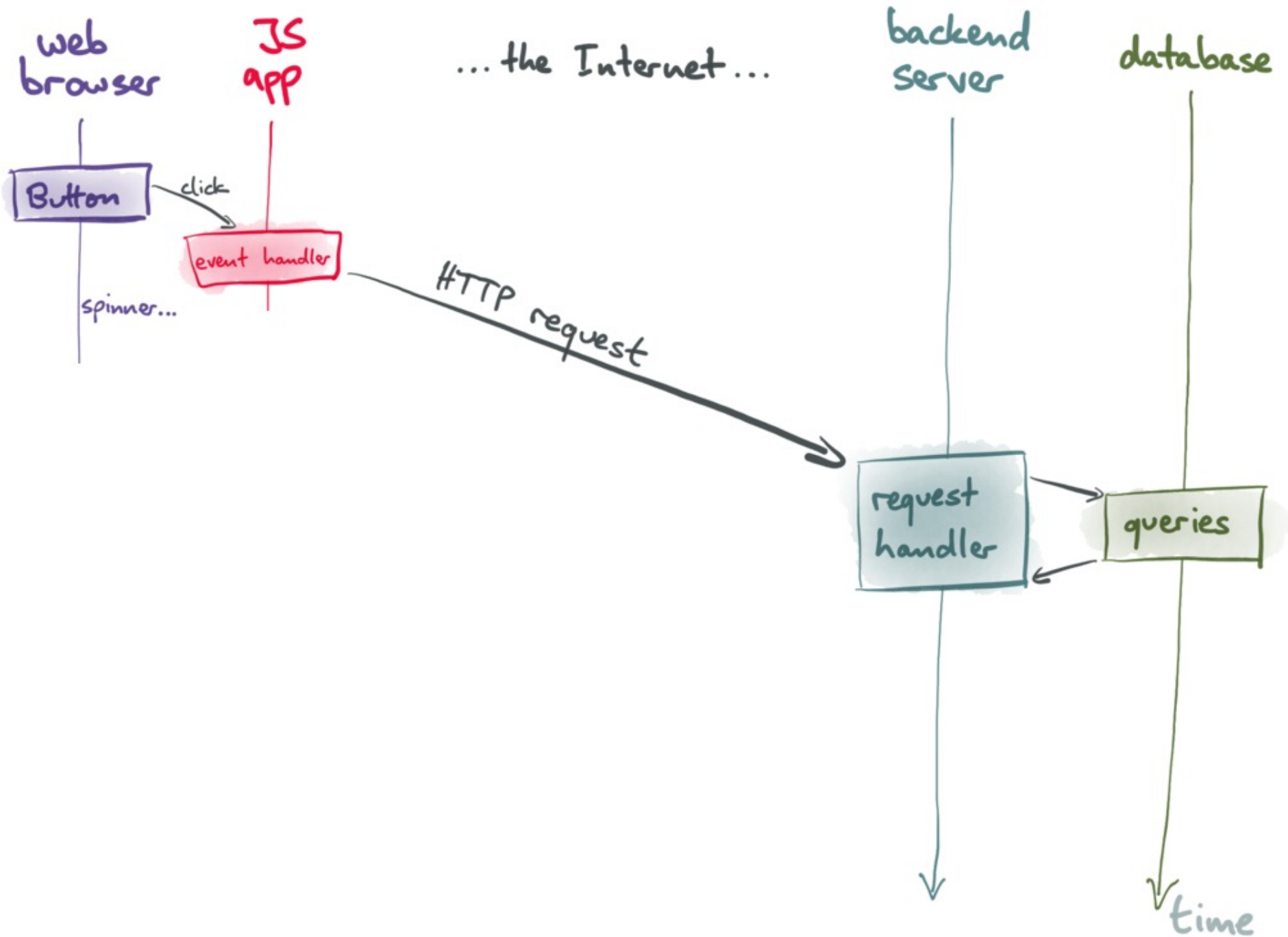


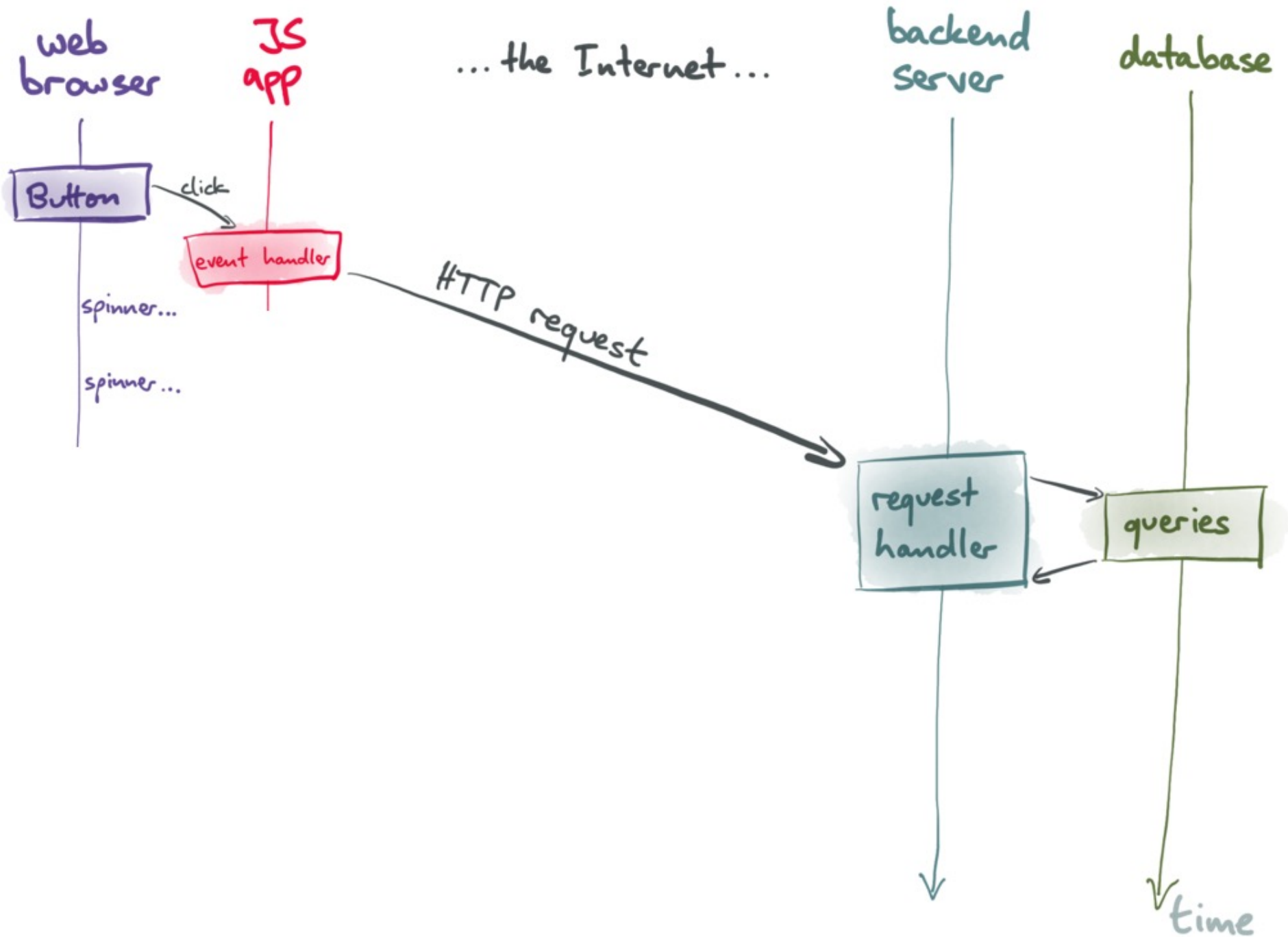
Lots of code is just converting data from one representation to another.

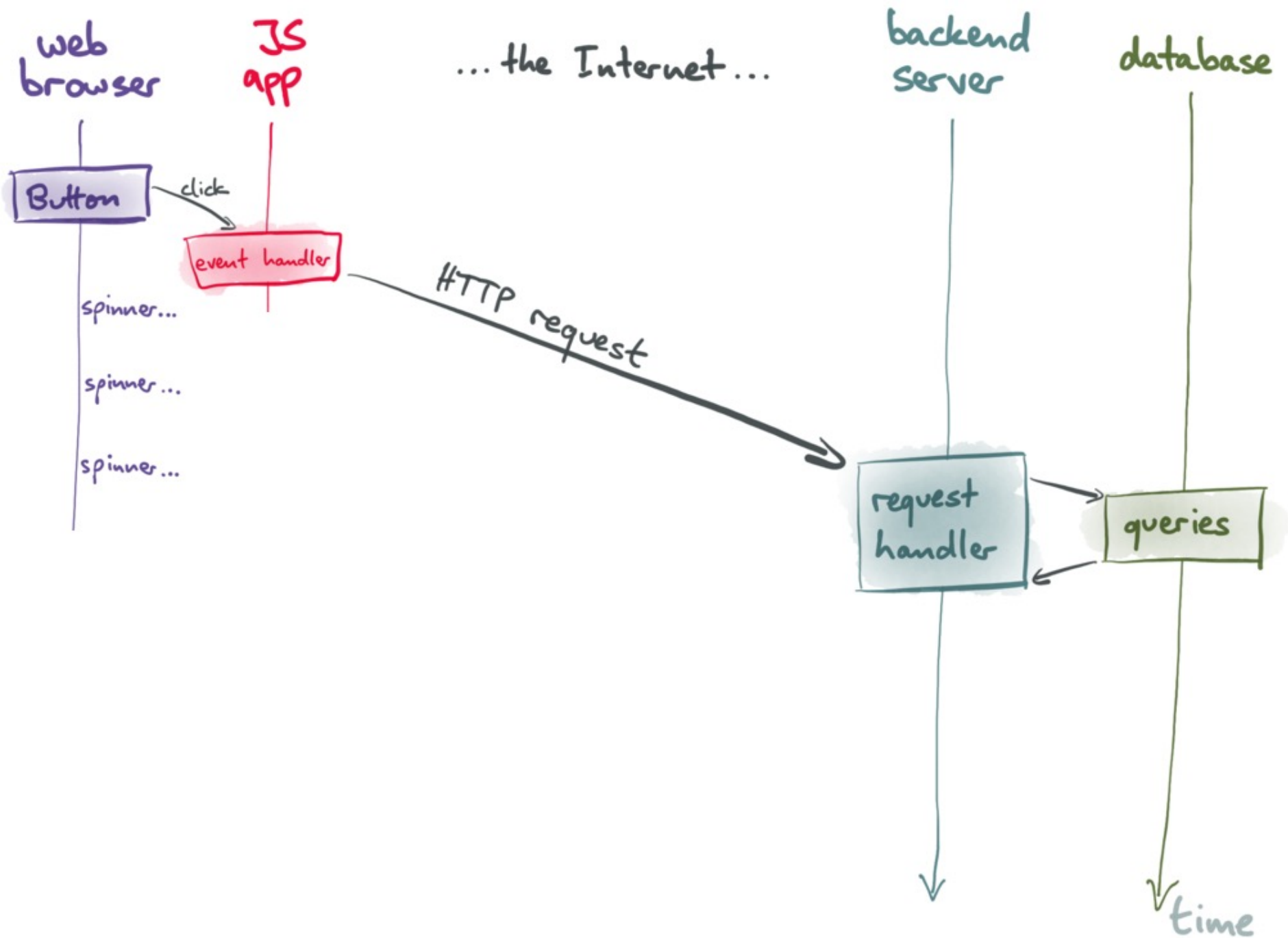


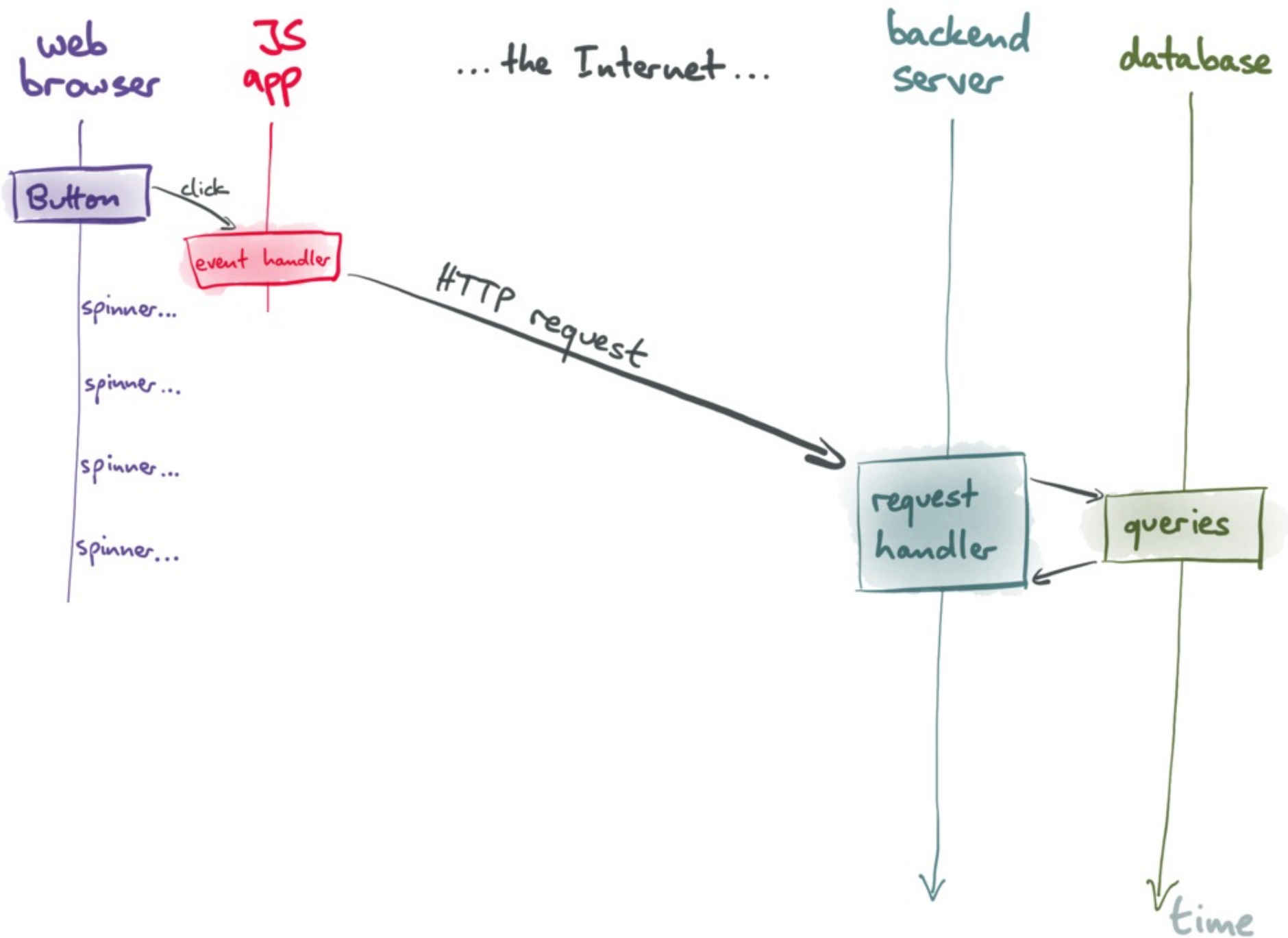


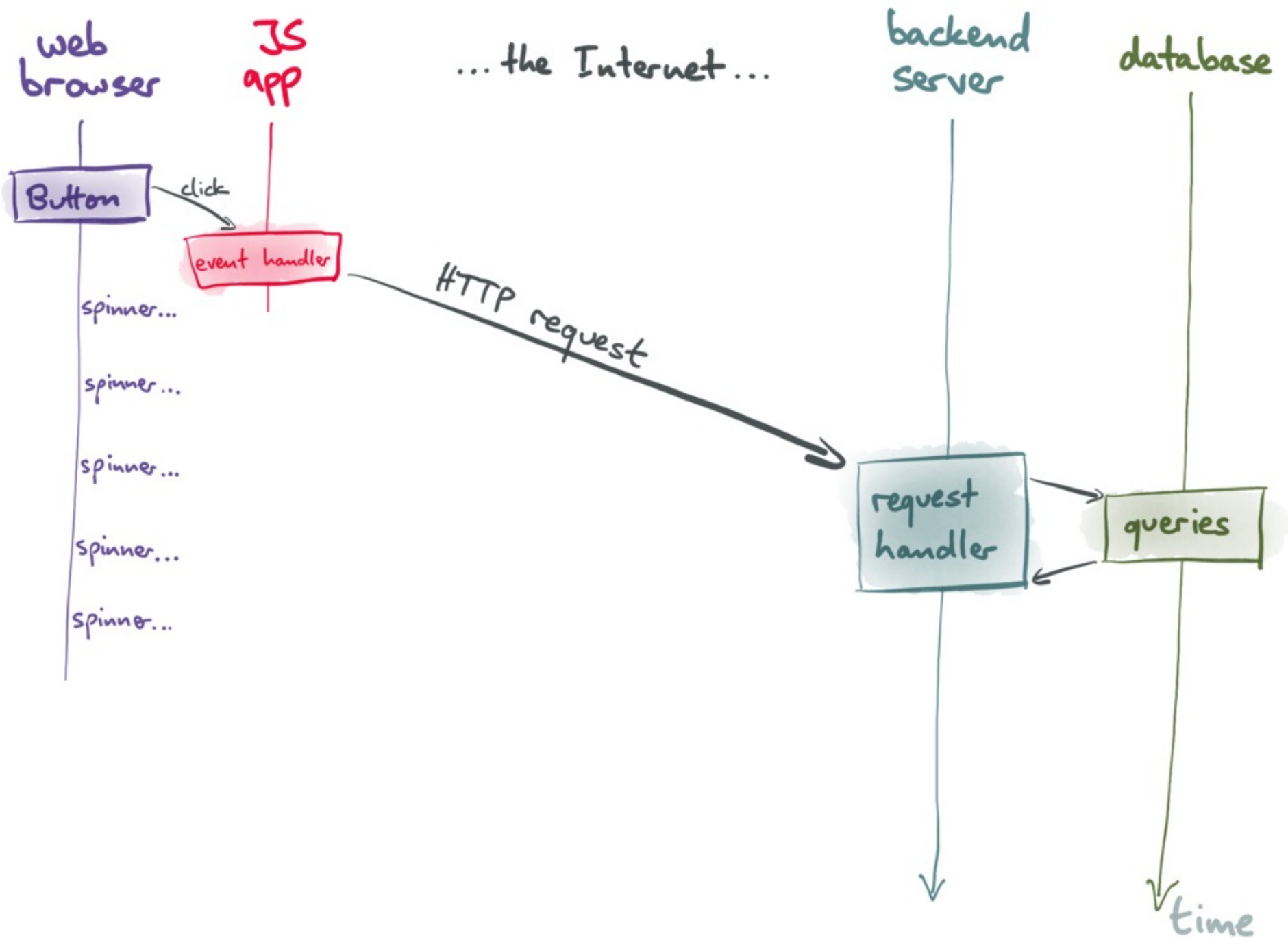


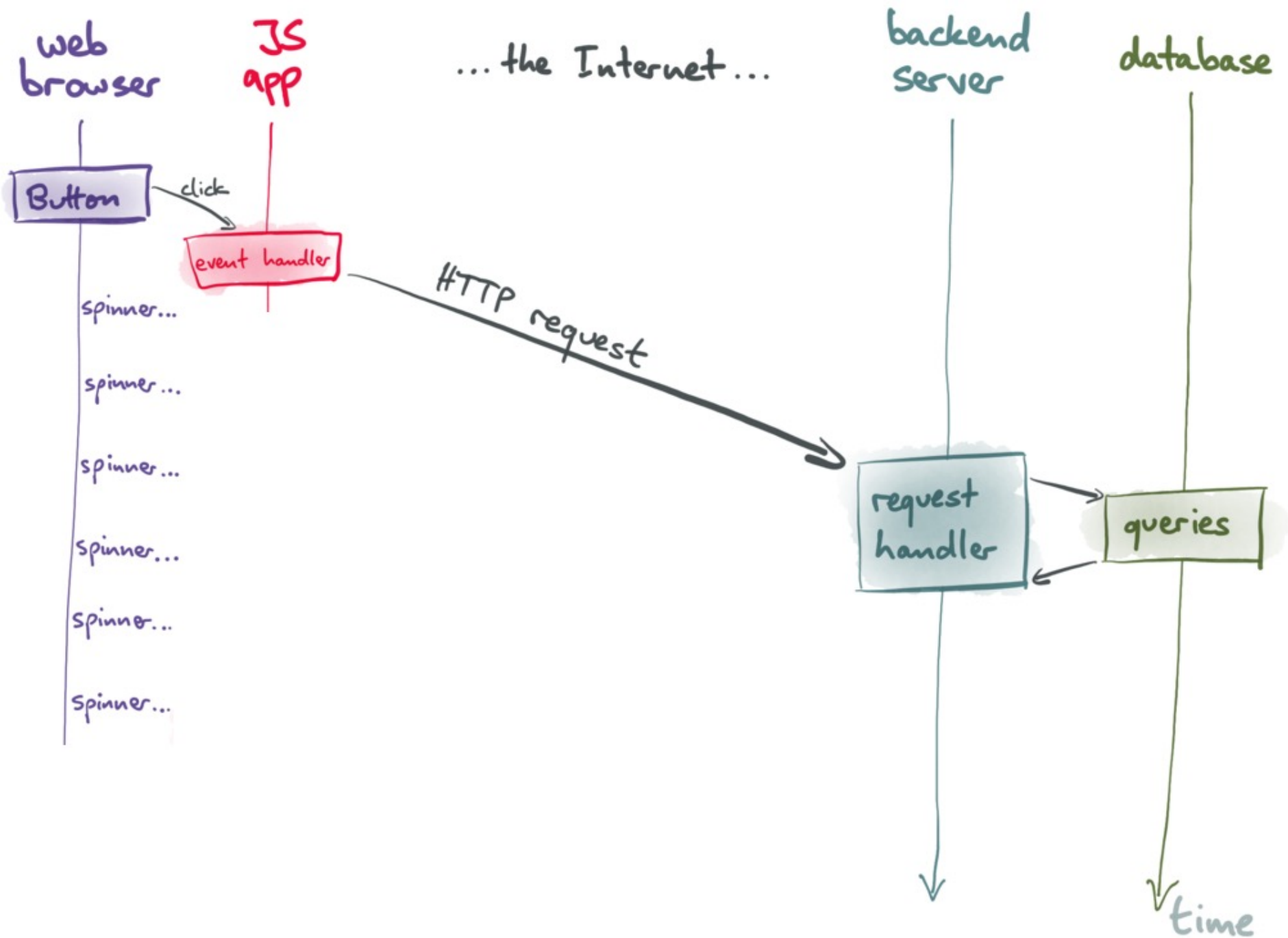


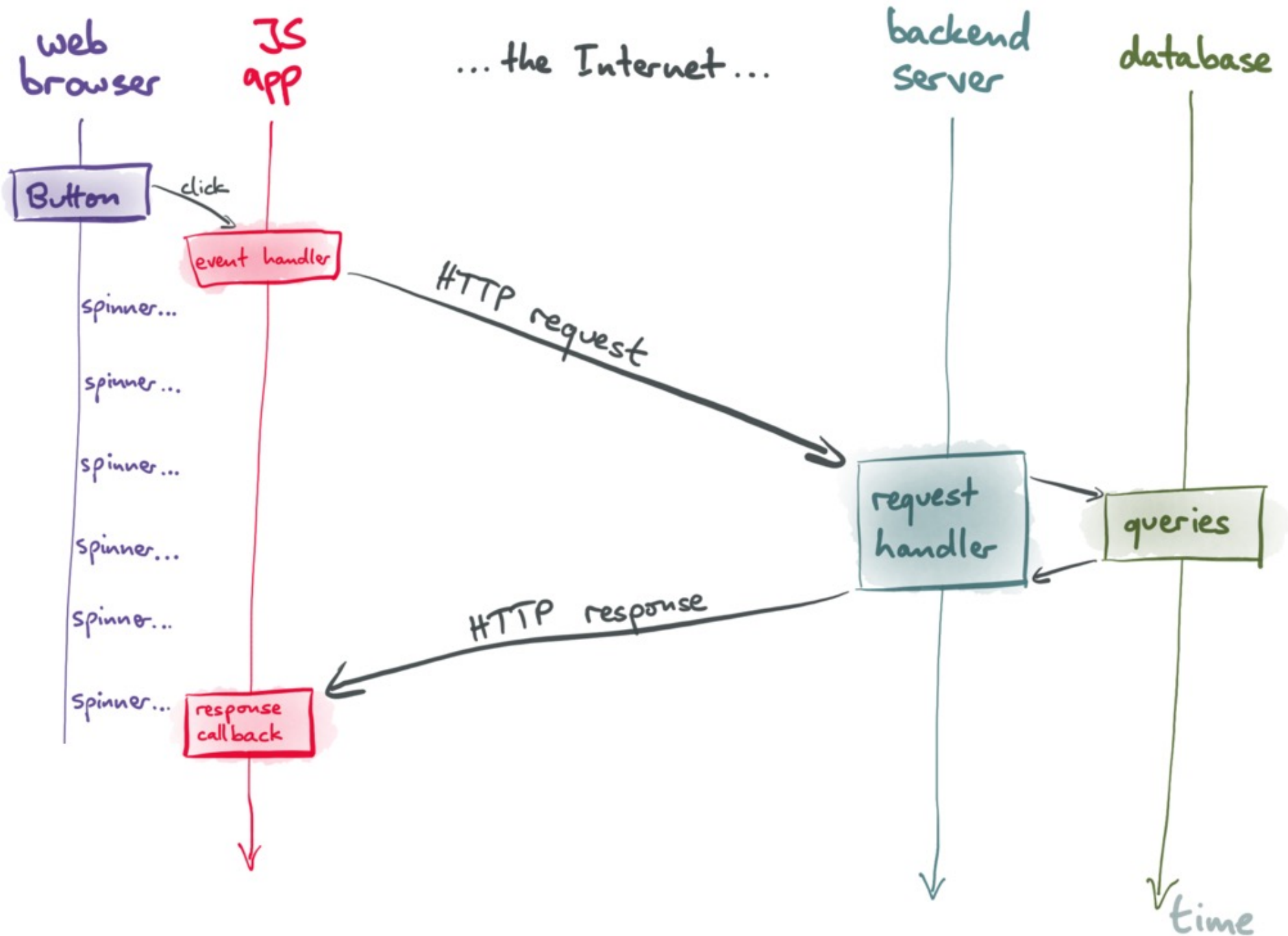


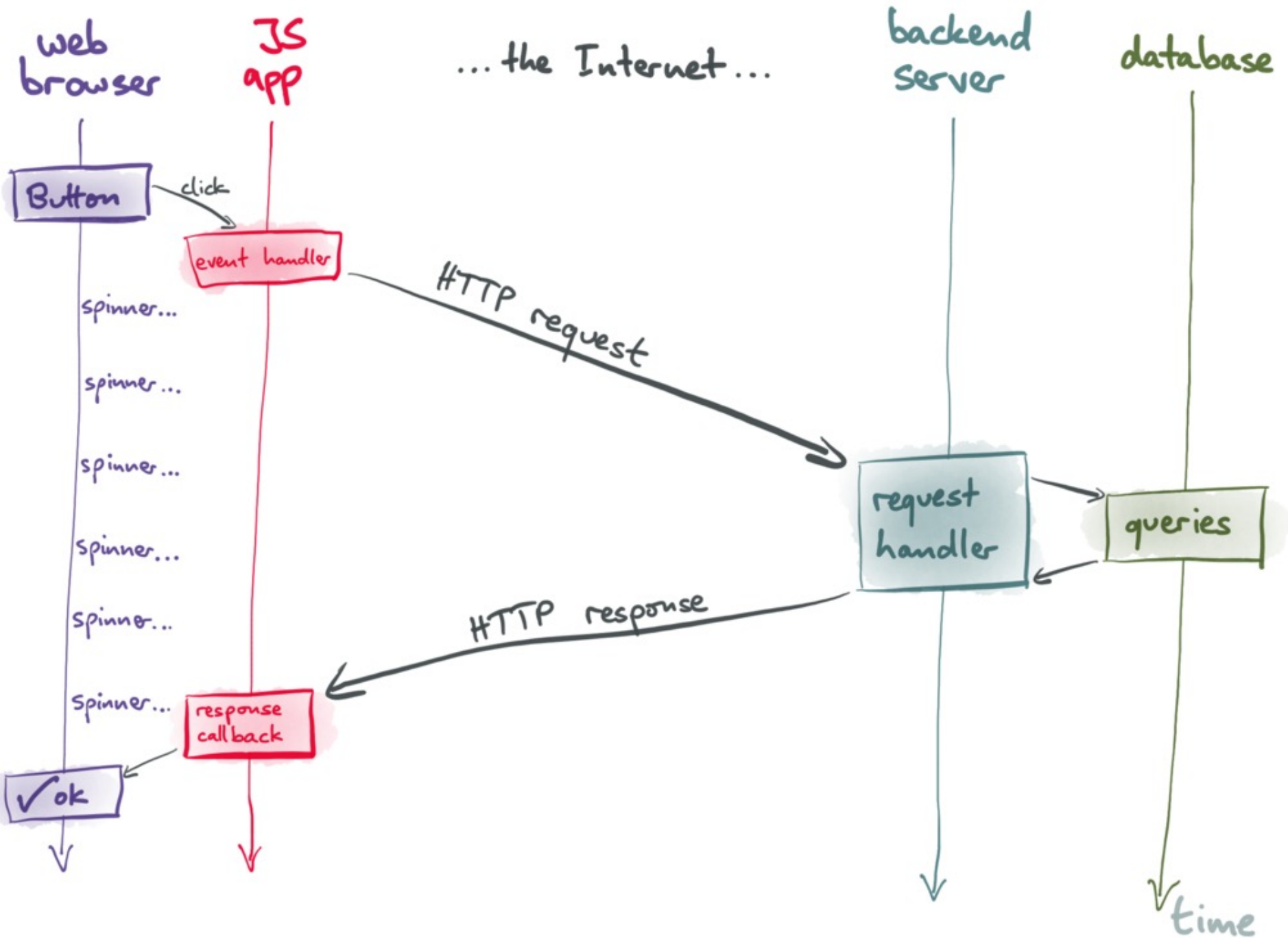


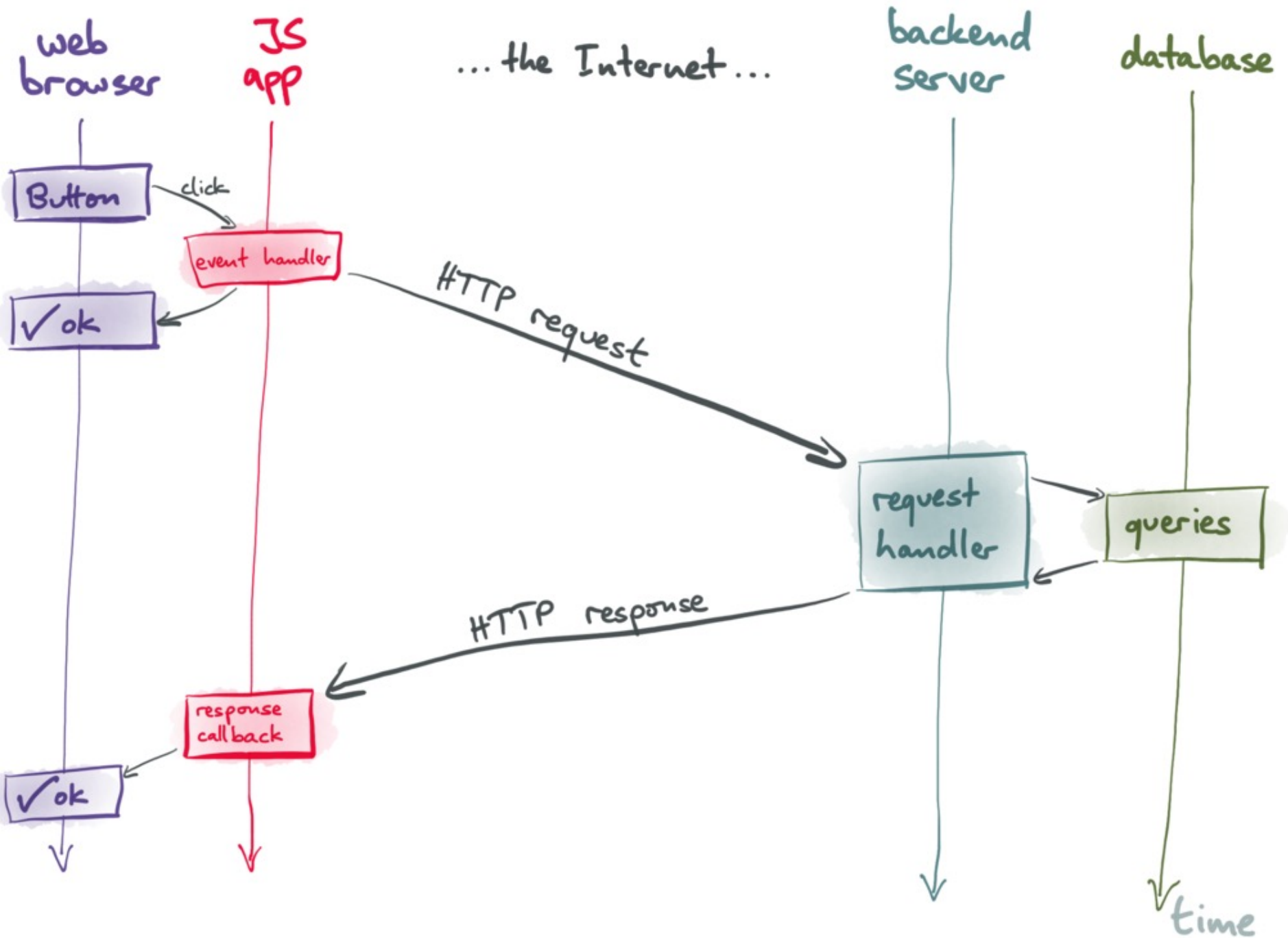


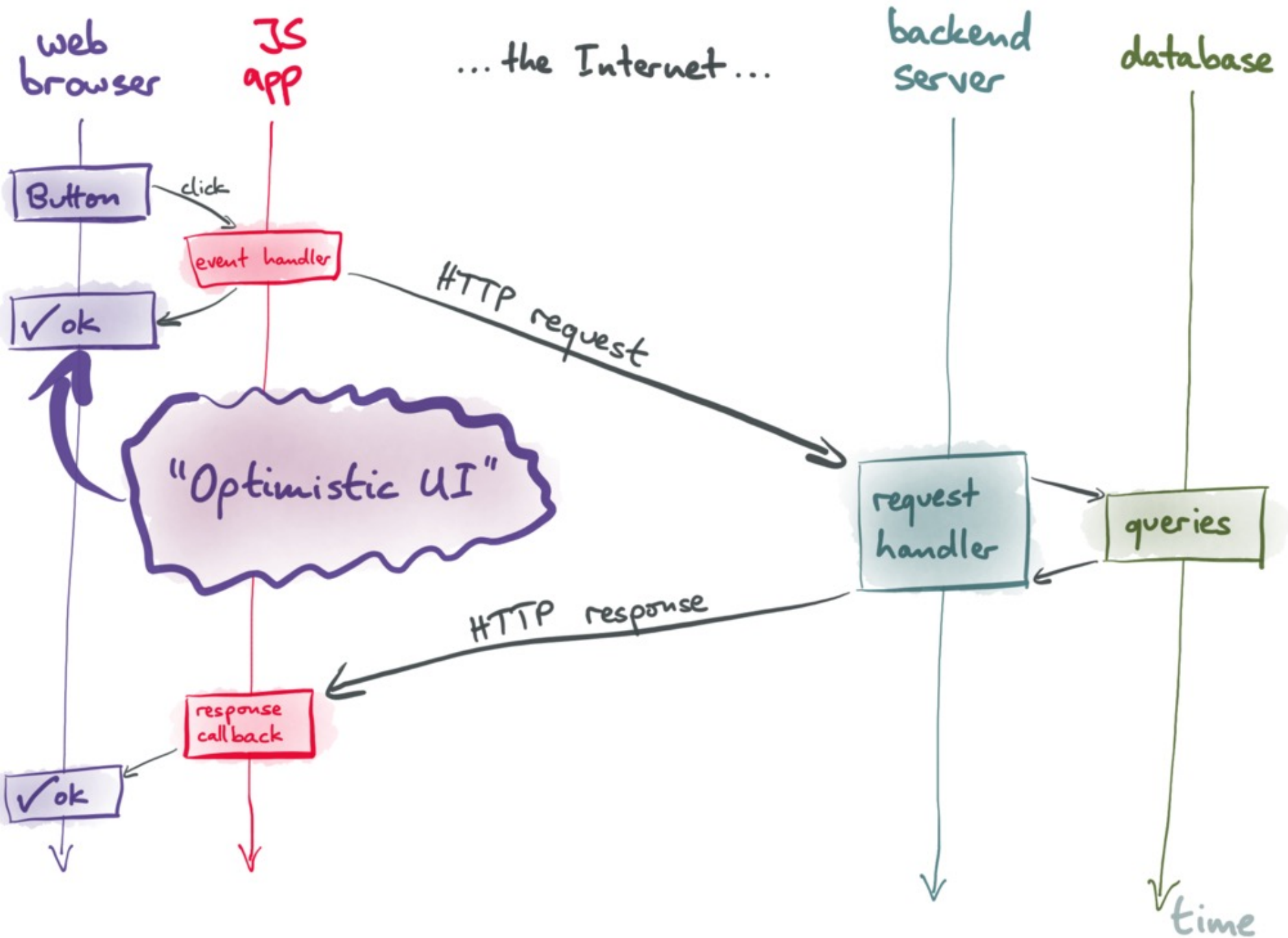


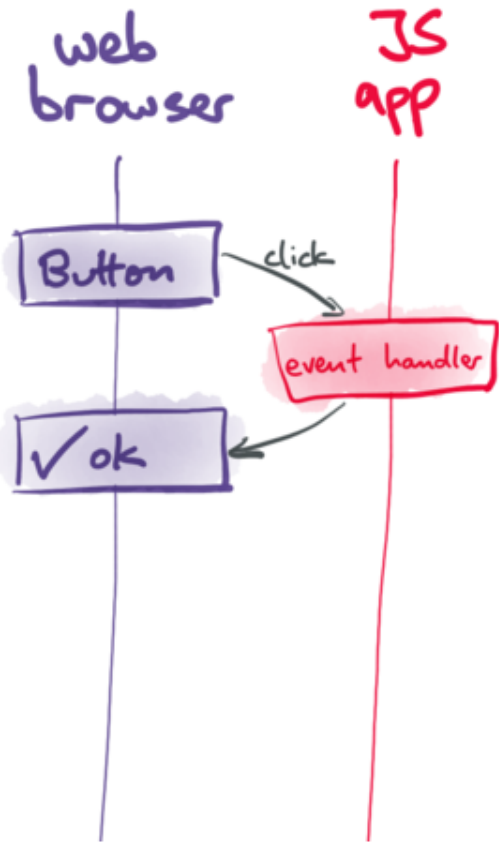


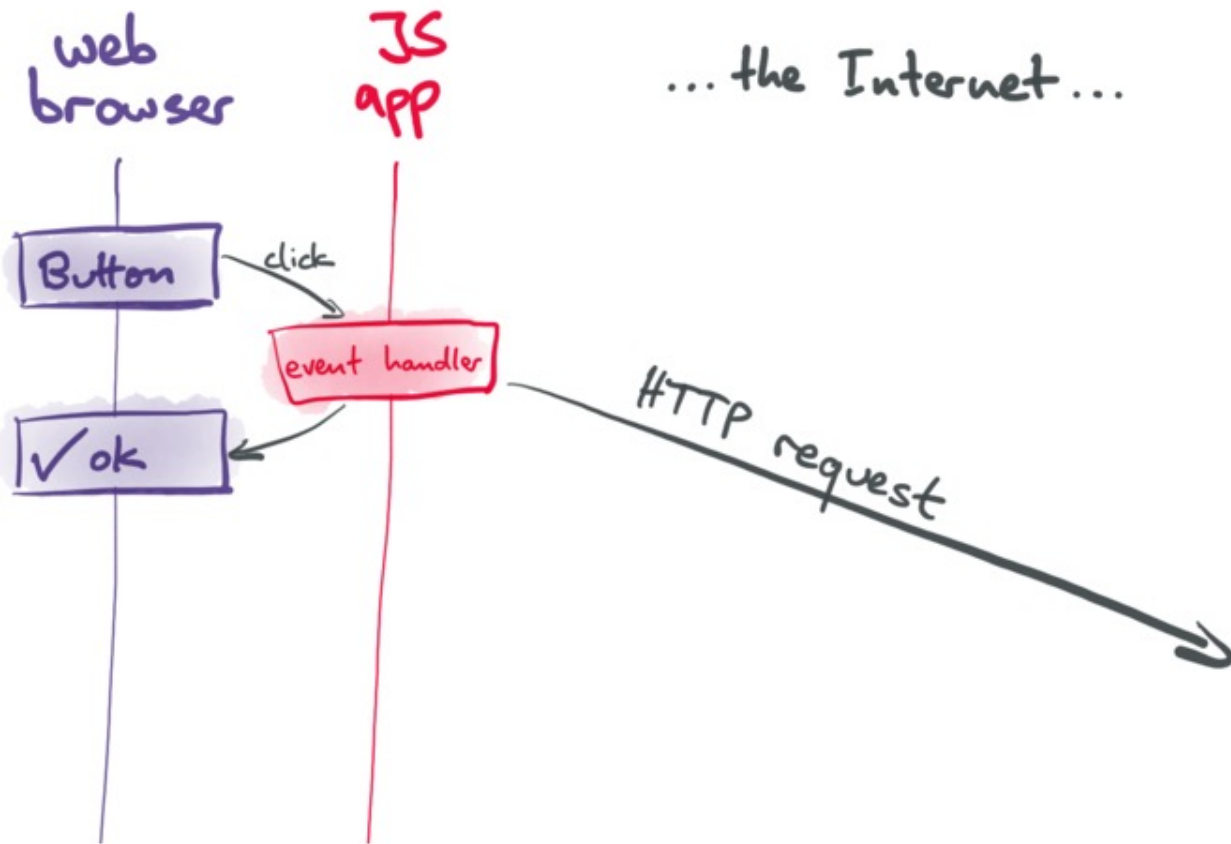


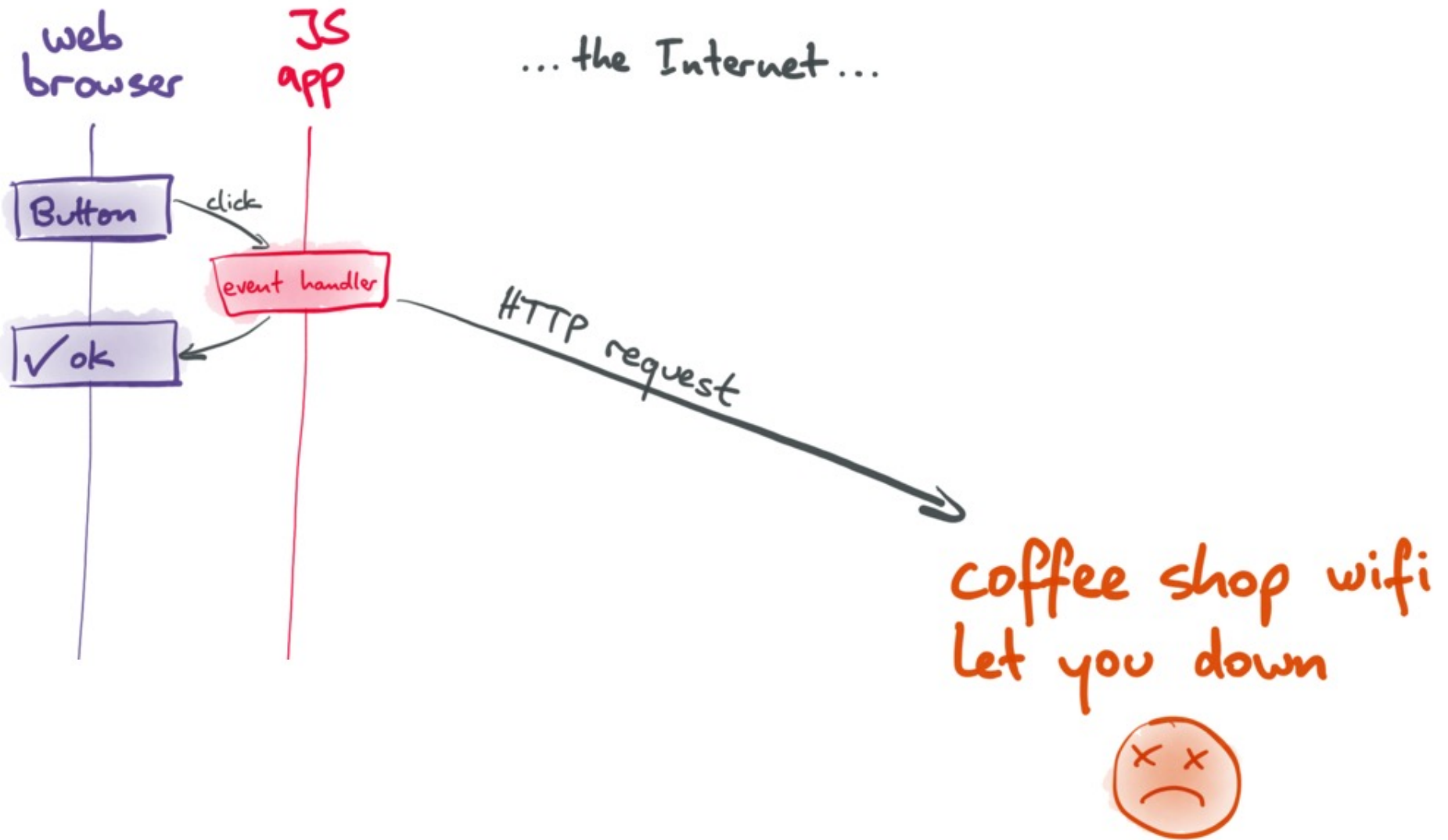


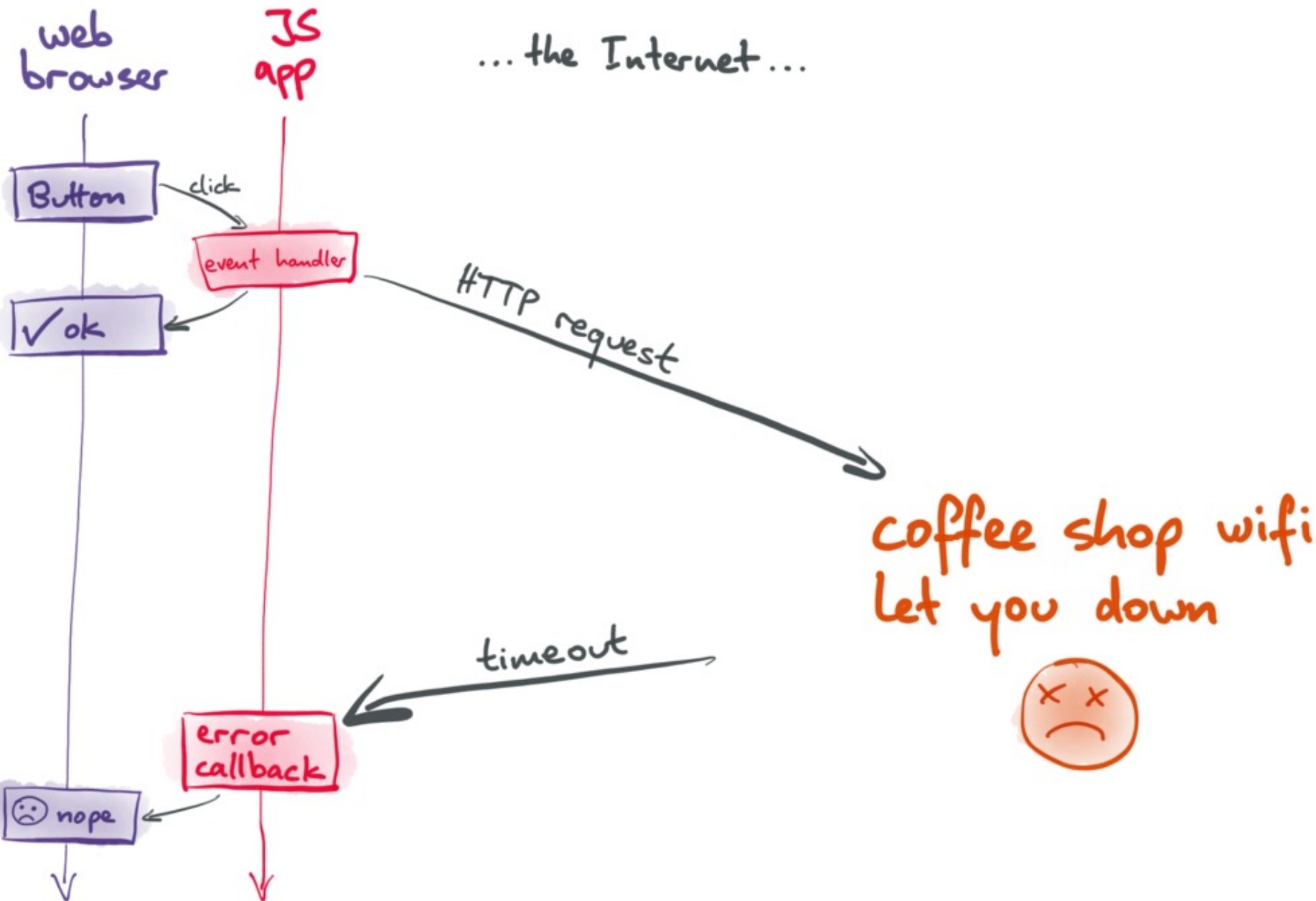












You own your data, in spite of the cloud

Local-first SOFTWARE

<https://inkandswitch.com/local-first/>

TRADITIONAL WEB APP MODEL:

"If it's not stored in the server database,
it didn't really happen"

Can't reach the server? Can't do anything!

TRADITIONAL WEB APP MODEL:

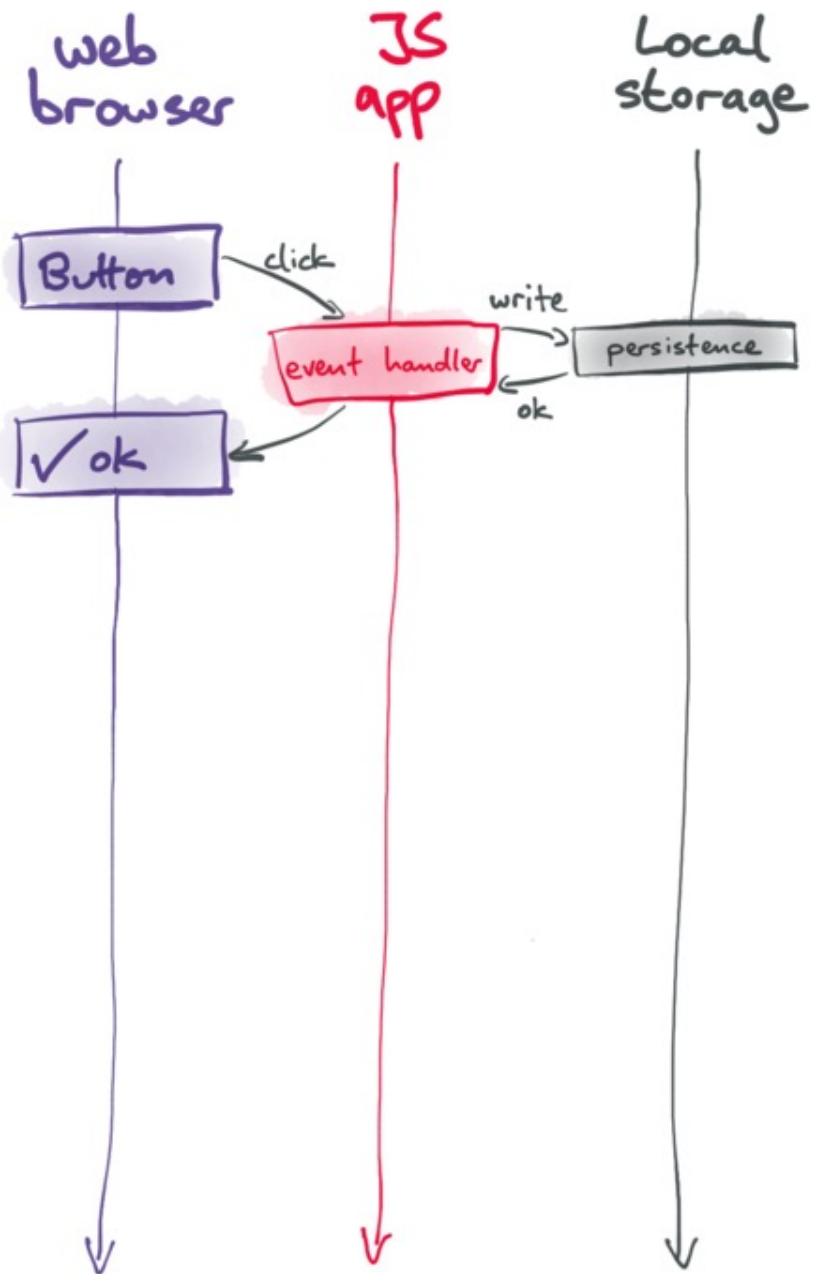
"If it's not stored in the server database, it didn't really happen"

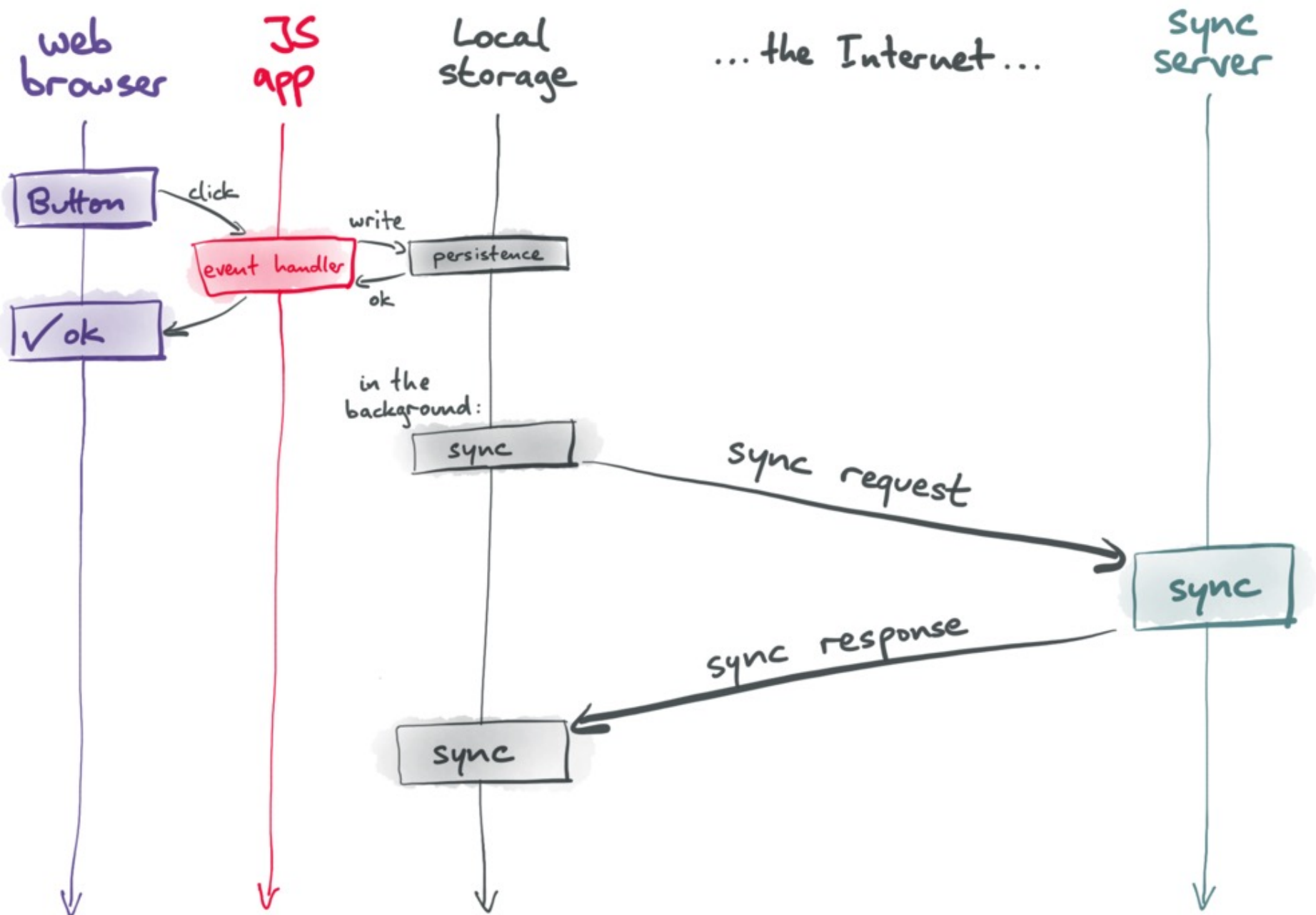
Can't reach the server? Can't do anything!

LOCAL-FIRST MODEL:

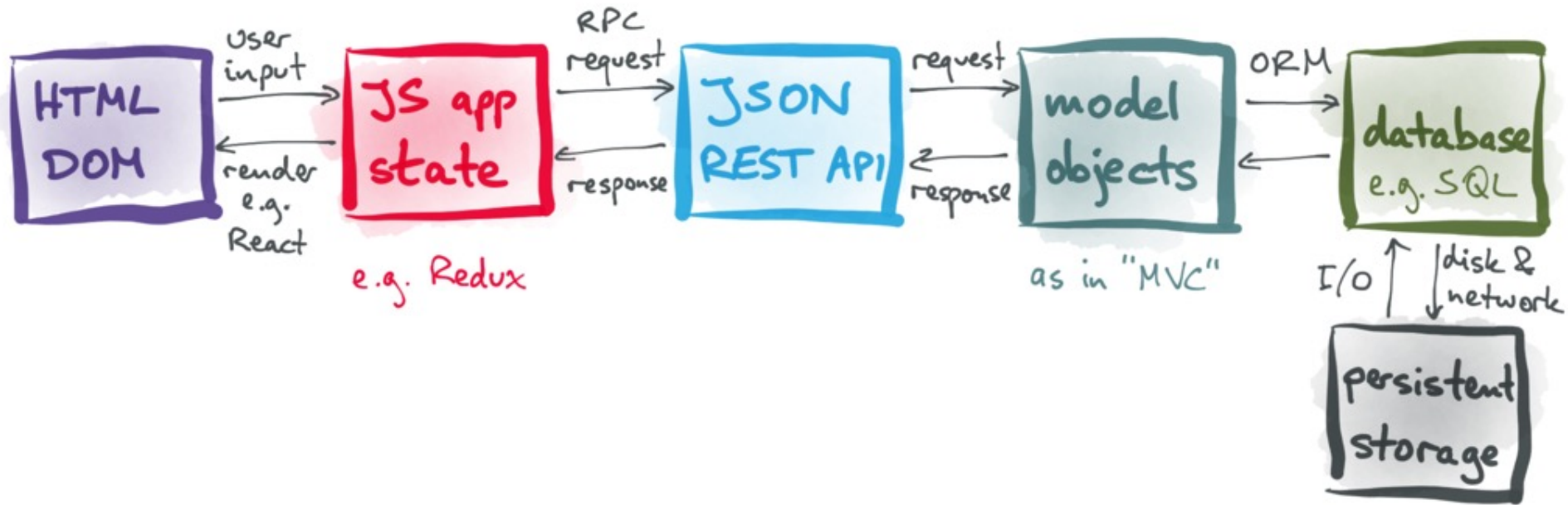
"The client's local storage is what matters — the server is just for multi-user sync and backup"

Don't care if we're online or offline right now!

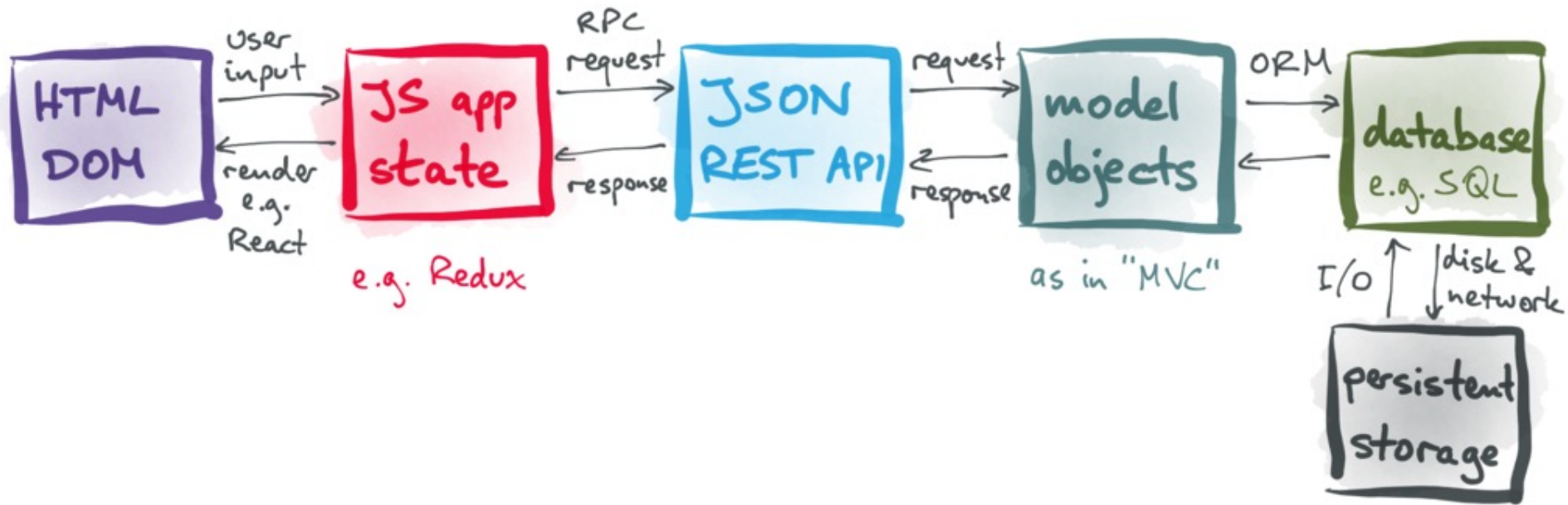




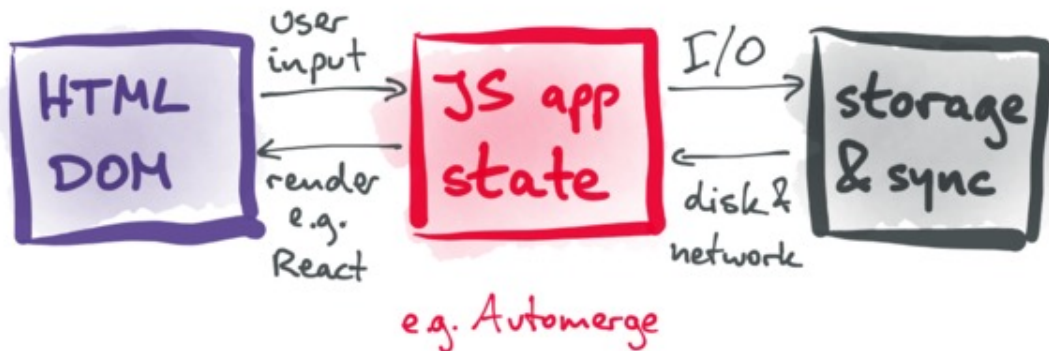
TRADITIONAL WEB APP MODEL:



TRADITIONAL WEB APP MODEL:



LOCAL-FIRST MODEL:



Self-contained!

CLOUD SOFTWARE

☹️ Real-time collaboration is hard to implement

LOCAL-FIRST SOFTWARE

😊 Built for real-time sync

CLOUD SOFTWARE

☹️ Real-time collaboration is hard to implement

☹️ Does not work offline

LOCAL-FIRST SOFTWARE

😊 Built for real-time sync

😊 Works offline

CLOUD SOFTWARE

☹️ Real-time collaboration is hard to implement

☹️ Does not work offline

☹️ Service shuts down?
Lose everything!

LOCAL-FIRST SOFTWARE

😊 Built for real-time sync

😊 Works offline

😊 Users can continue using local copy of software + data

CLOUD SOFTWARE

☹️ Real-time collaboration is hard to implement

☹️ Does not work offline

☹️ Service shuts down?
Lose everything!

☹️ Custom service for each app
(infra, ops, on-call rotation, ...)

LOCAL-FIRST SOFTWARE

😊 Built for real-time sync

😊 Works offline

😊 Users can continue using local copy of software + data

😊 Sync service is generic
⇒ outsource to cloud vendor

Local-first is a good fit for:

"File editing" software

(text editor, word processor, spreadsheet,
presentation slides, graphics editor,
video editing, music production,
CAD software for engineering,
Jupyter notebooks, ...)

Local-first is a bad fit for:

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Productivity software

(notes, to-do lists, issue trackers, calendar, time tracking, group messaging, bookkeeping...)

Basically, apps where the user can edit the data however they like.

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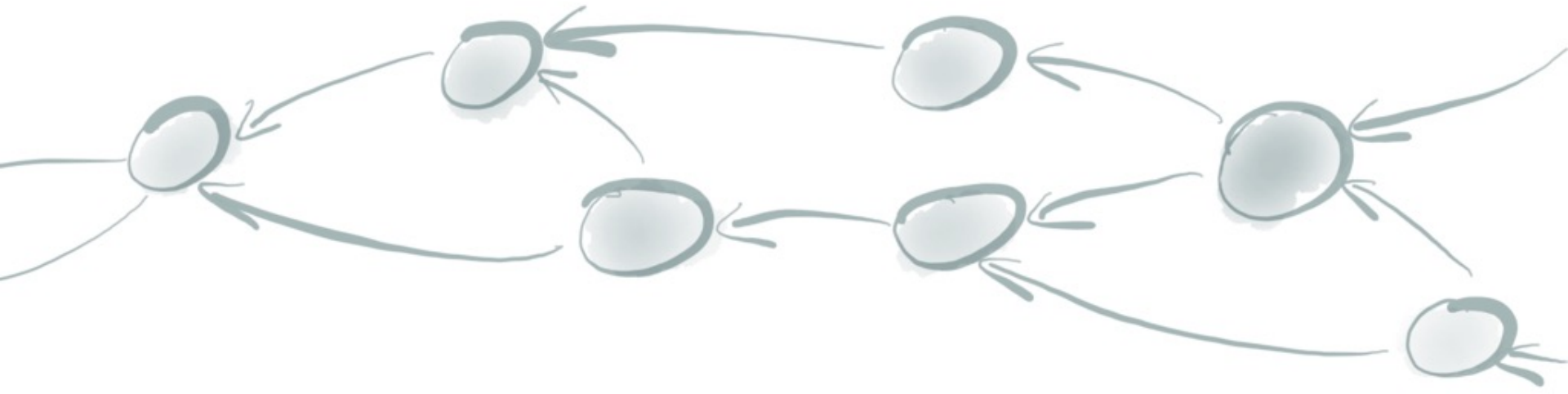
Basically, apps where the user can edit the data however they like.

Local-first is a bad fit for:

Managing a real-world resource, e.g.

- money (bank account, payments, ad impressions)
- physical products (e-commerce, warehouse inventory)
- vehicles (car-sharing/rental, freight/logistics)

For these apps, a centralised cloud/server model works best.



Automerger

<https://automerger.org>

AUTOMERGE: "Git for your app's data"

{ "todos": [

{ "title": "buy milk", "done": false },

{ "title": "water plants", "done": false }

] }

AUTOMERGE: "Git for your app's data"

```
{ "todos": [  
  { "title": "buy milk", "done": false },  
  { "title": "water plants", "done": false }  
]}
```

```
after = Automerge.change(before, "mark item as done", doc => {  
  doc.todos[1].done = true;  
});
```


AUTOMERGE: "Git for your app's data"

```
{ "todos": [  
  { "title": "buy milk", "done": false },  
  { "title": "water plants", "done": false  
    true  
  }  
]}
```

```
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```

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```
{ "todos": [  
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    true  
  }  
]}
```

reflects updated state immutable

```
after = Automerge.change(before, "mark item as done", doc => {  
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});
```

AUTOMERGE: "Git for your app's data"

```
{ "todos": [  
  { "title": "buy milk", "done": false },  
  { "title": "water plants", "done": false  
    true  
  }  
]}
```

reflects updated state immutable "commit message" (optional)

```
after = Automerge.change(before, "mark item as done", doc => {  
  doc.todos[1].done = true;  
});
```

AUTOMERGE: "Git for your app's data"

```
{ "todos": [  
  { "title": "buy milk", "done": false },  
  { "title": "water plants", "done": false  
    true  
  }  
]}
```

reflects updated state

immutable

"commit message" (optional)

```
after = Automerge.change(before, "mark item as done", doc => {  
  doc.todos[1].done = true;  
});
```

record exactly what changed

AUTOMERGE: "Git for your app's data"

```
{ "todos": [  
  { "title": "buy milk", "done": false },  
  { "title": "water plants", "done": false }  
]}
```

AUTOMERGE: "Git for your app's data"

```
{ "todos": [  
  { "title": "buy milk", "done": false },  
  { "title": "water plants", "done": false }  
]}
```

```
after = Automerge.change(before, "add new item", doc => {  
  doc.todos.push({title: "do laundry", done: false});  
});
```


AUTOMERGE: "Git for your app's data"

```
{ "todos": [
```

```
  { "title": "buy milk", "done": false},
```

```
  { "title": "water plants", "done": false},
```

```
  { "title": "do laundry", "done": false} ← added
```

```
  ] }
```

```
after = Automerge.change(before, "add new item", doc => {  
  doc.todos.push({title: "do laundry", done: false});  
});
```


AUTOMERGE: "Git for your app's data"

```
{ "todos": [  
  { "title": "buy milk", "done": false },  
  { "title": "water plants", "done": false },  
  { "title": "do laundry", "done": false } ← added  
]}
```

```
after = Automerge.change(before, "add new item", doc => {  
  doc.todos.push({ title: "do laundry", done: false });  
});
```

← append item to list

AUTOMERGE: Branching and merging

```
{ "todos": [  
  { "title": "buy milk",  
    "done": false },  
  { "title": "water plants",  
    "done": false }  
]}
```

AUTOMERGE: Branching and merging

Automerge.change

USER A:

```
{ "todos": [  
  { "title": "buy milk",  
    "done": false },  
  { "title": "water plants",  
    "done": true }  
]}
```

```
{ "todos": [  
  { "title": "buy milk",  
    "done": false },  
  { "title": "water plants",  
    "done": false }  
}]}
```

AUTOMERGE: Branching and merging

Automerge.change

USER A:

```
{ "todos": [  
  { "title": "buy milk",  
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]}
```

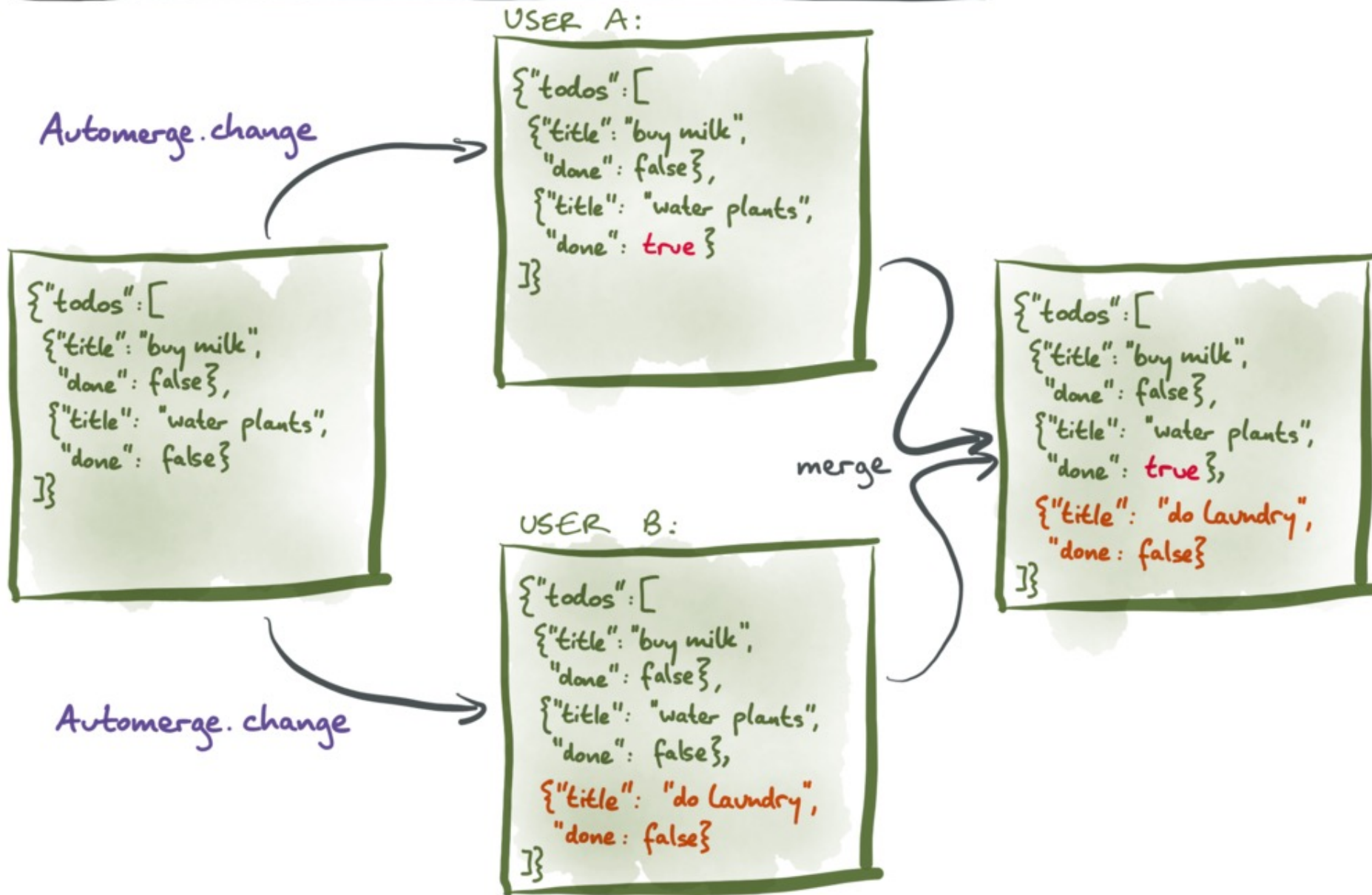
```
{ "todos": [  
  { "title": "buy milk",  
    "done": false },  
  { "title": "water plants",  
    "done": false }  
]}
```

Automerge.change

USER B:

```
{ "todos": [  
  { "title": "buy milk",  
    "done": false },  
  { "title": "water plants",  
    "done": false },  
  { "title": "do laundry",  
    "done": false }  
]}
```

AUTOMERGE: Branching and merging



Example: Text editing



Example: Text editing

insert "World"
after "Hello"



"Hello!"

"Hello World!"

time

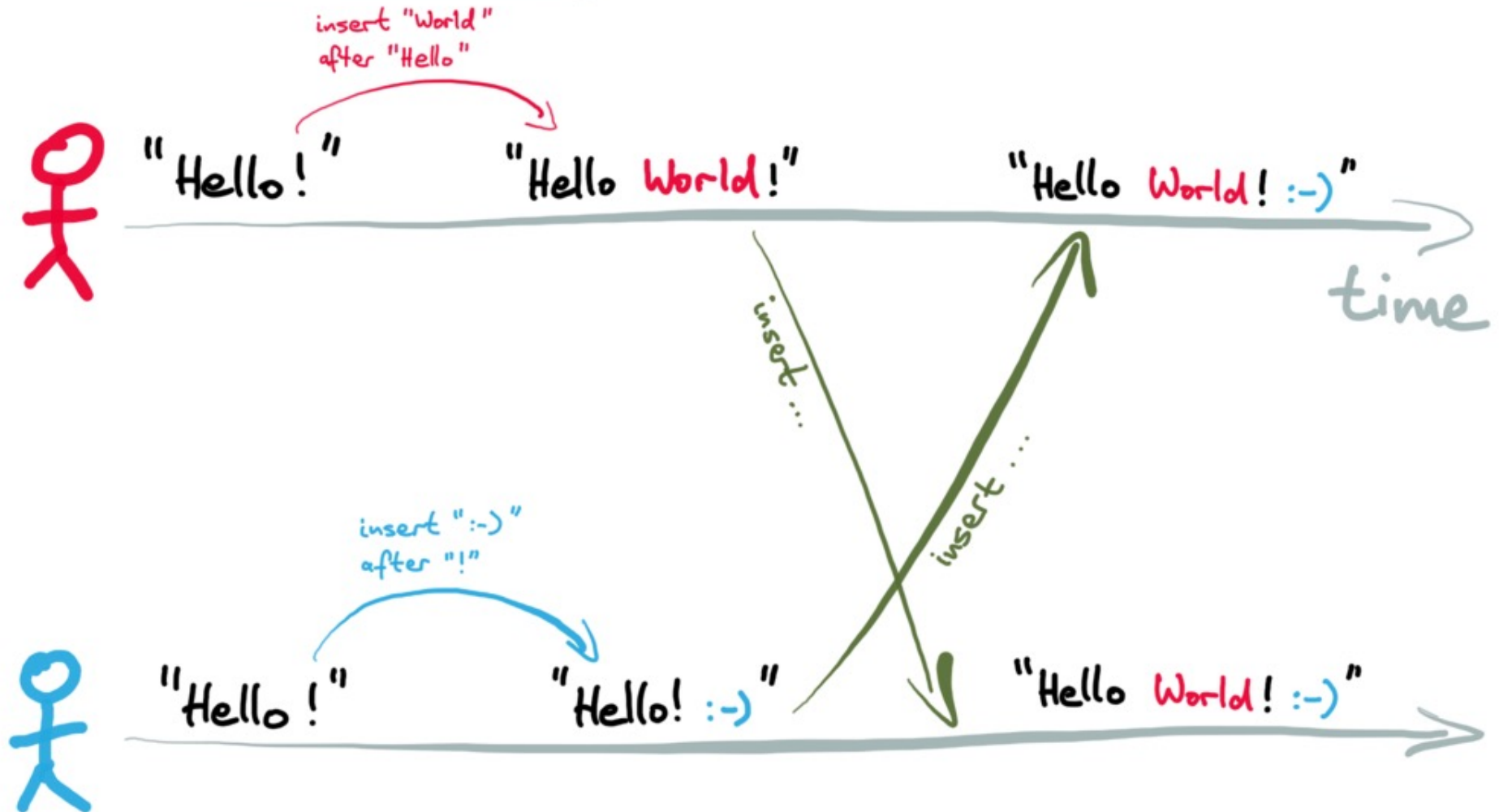
insert ":-)"
after "!"



"Hello!"

"Hello! :-)"

Example: Text editing



Automerge guarantees:

- All changes are preserved
- If two users have seen the same set of changes (in any order), then they are in the same state
- Branches (=concurrent updates) can be merged automatically
- Can branch & merge arbitrarily, can inspect/compare versions

Automerge is a CRDT

(conflict-free replicated data type)



Rust
API

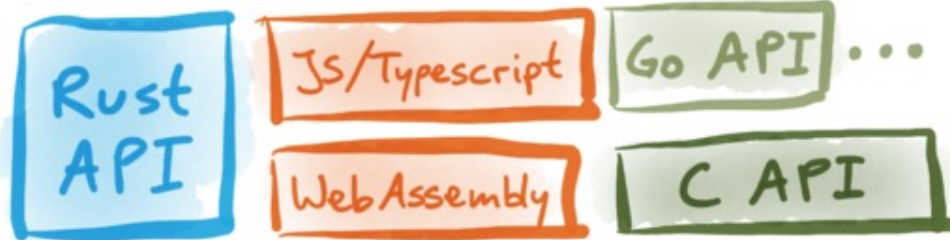
Automerge (core algorithms in Rust)

Rust
API

JS/Typescript

WebAssembly

Automerge (core algorithms in Rust)



Automerger (core algorithms in Rust)



Automerger (core algorithms in Rust)



Automerger (core algorithms in Rust)

Cross-platform apps



Automerger (core algorithms in Rust)

Cross-platform apps



Automerge (core algorithms in Rust)

Automerge-repo (Storage + networking interfaces)



Cross-platform apps



Automerge (core algorithms in Rust)

Automerge-repo (Storage + networking interfaces)



A brief history of Automerge

Version 0.1–0.14 (2017–2020)

Research prototype in JavaScript

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Compressed data format, sync protocol

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Moved to Rust, performance, production ready, commercial support

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Compressed data format, sync protocol

Version 2.0 (2022)

Moved to Rust, performance, production ready, commercial support

Version 2.1 (2023)

Rich text, automerge-repo, performance

Peritext

A CRDT for Rich-Text Collaboration

Collaborative editors like Google Docs allow people to work on a rich-text document in real-time, which is convenient when users want to immediately see each others' changes. However, sometimes people prefer a more *asynchronous* collaboration style, where they can work on a private copy of a document for a while and share their updates later. The algorithms underpinning services like Google Docs are not designed to support this use case.

In this article we present Peritext, an algorithm for rich-text collaboration that provides greater flexibility: it allows users to edit independent copies of a document, and it provides a mechanism for automatically merging those versions back together in a way that preserves the users' intent as much as possible. Once the versions are merged, the algorithm guarantees that all users converge towards the same merged result.

We provide a detailed analysis of various edge cases that need to be handled in collaborative rich-text editors, and explain why existing algorithms for plain text collaboration are not able to handle them correctly. We then explain how Peritext handles these issues, and demonstrate our prototype implementation of the algorithm.



Ink & Switch

Geoffrey Litt

Slim Lim

Martin Kleppmann

Peter van Hardenberg

November 2021

Rich text as a tree?

A:

<p>

|

The fox jumped.

B:

<p>

|

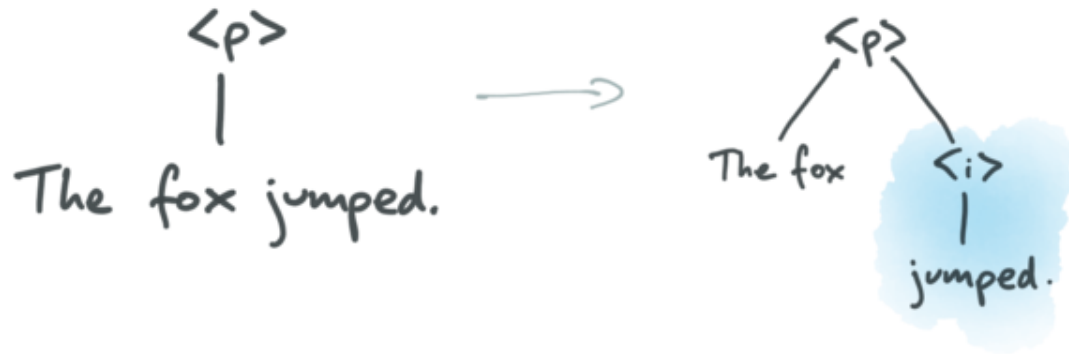
The fox jumped.

Rich text as a tree?

A:



B:



Rich text as a tree?

A:

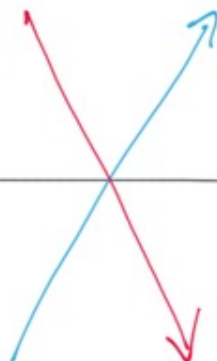
<p>
|
The fox jumped.



<p>
/ \
The fox
|
jumped.



<p>
/ | \
The fox <i>
| | |
jumped. jumped.



B:

<p>
|
The fox jumped.



<p>
/ \
The fox <i>
|
jumped.



<p>
/ | \
The fox <i>
| | |
jumped. jumped.

Rich text as markup?

A:

** The fox
jumped
over the dog.**

B:

** The fox
jumped
over the dog.**

Rich text as markup?

A:

**** The fox
jumped ****
over the dog.

unbold everything →

The fox jumped
over the dog.

B:

**** The fox
jumped ****
over the dog.

unbold "fox" →

**** The **** fox
**** jumped ****
over the dog.

Rich text as markup?

A:

**** The fox
jumped ****
over the dog.

unbold
everything

The fox jumped
over the dog.

The **** fox
**** jumped
over the dog.

B:

**** The fox
jumped ****
over the dog.

unbold
"fox"

**** The **** fox
**** jumped ****
over the dog.

The **** fox
**** jumped
over the dog.

Rich text as per-character properties?

A:

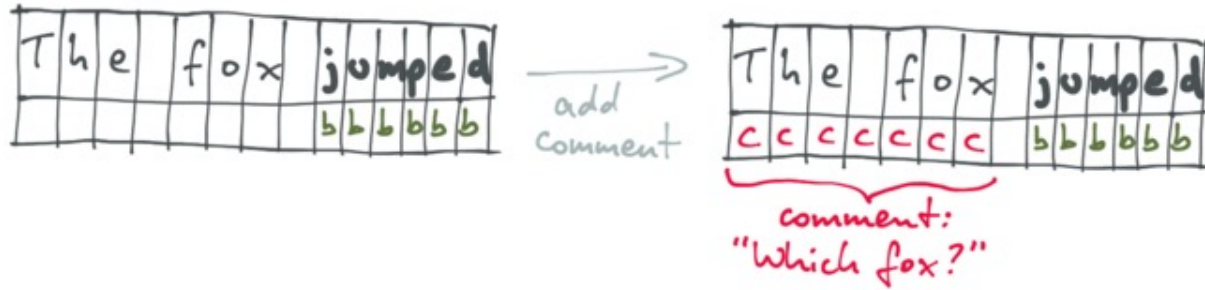
| | | | | | | | | | | | | | |
|---|---|---|--|---|---|---|--|---|---|---|---|---|---|
| T | h | e | | f | o | x | | j | u | m | p | e | d |
| | | | | | | | | b | b | b | b | b | b |

B:

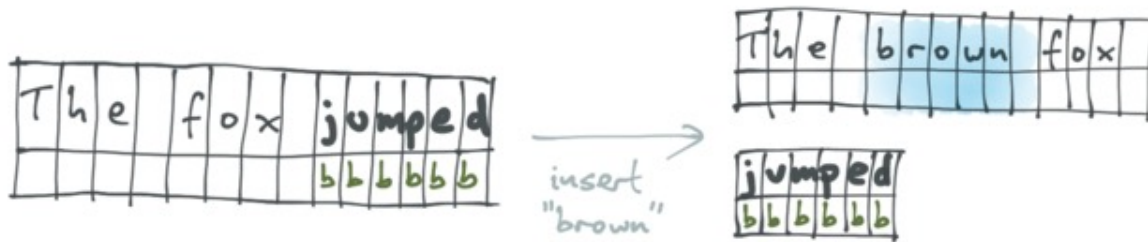
| | | | | | | | | | | | | | |
|---|---|---|--|---|---|---|--|---|---|---|---|---|---|
| T | h | e | | f | o | x | | j | u | m | p | e | d |
| | | | | | | | | b | b | b | b | b | b |

Rich text as per-character properties?

A:

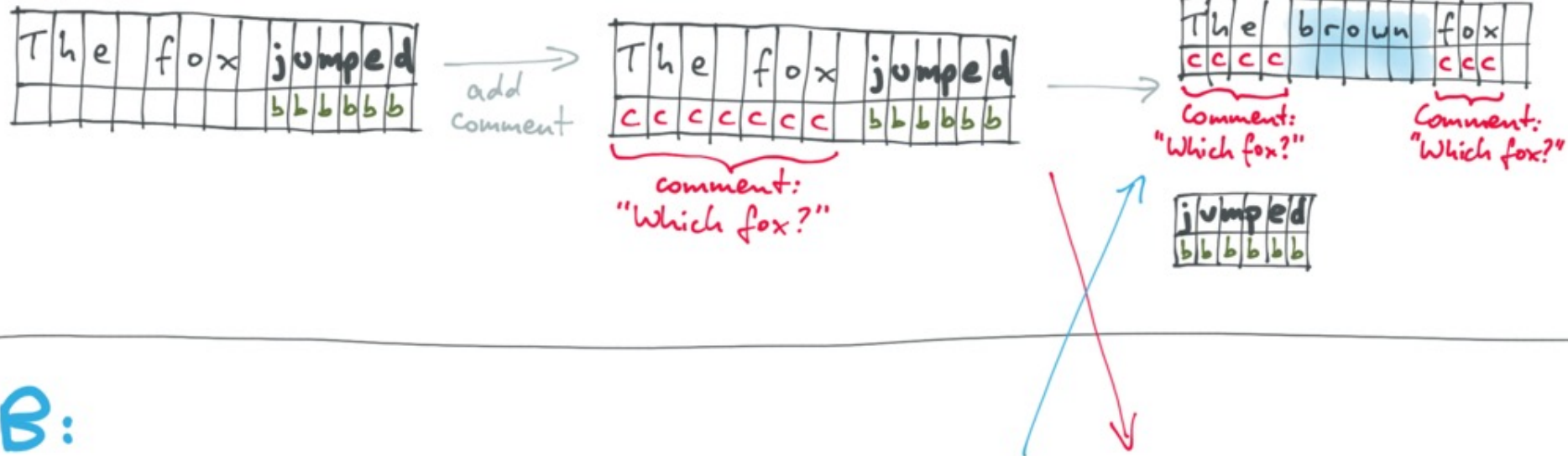


B:

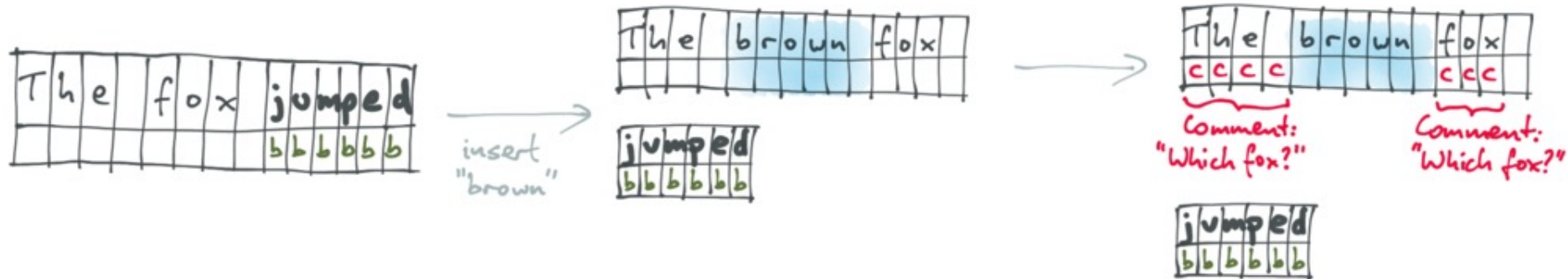


Rich text as per-character properties?

A:



B:



Rich text as text with annotation spans

A:

The fox jumped.

t_1 : bold

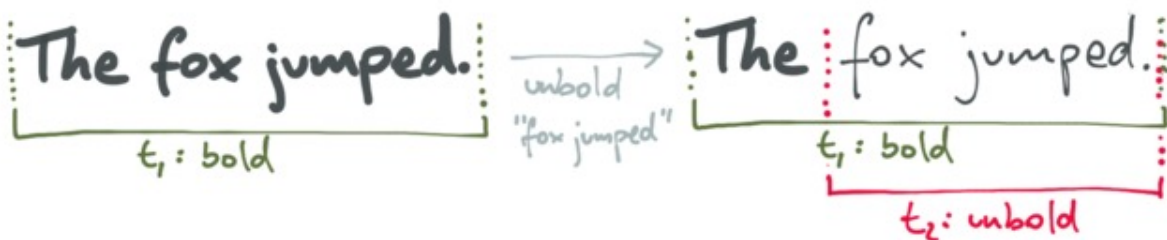
B:

The fox jumped.

t_1 : bold

Rich text as text with annotation spans

A:

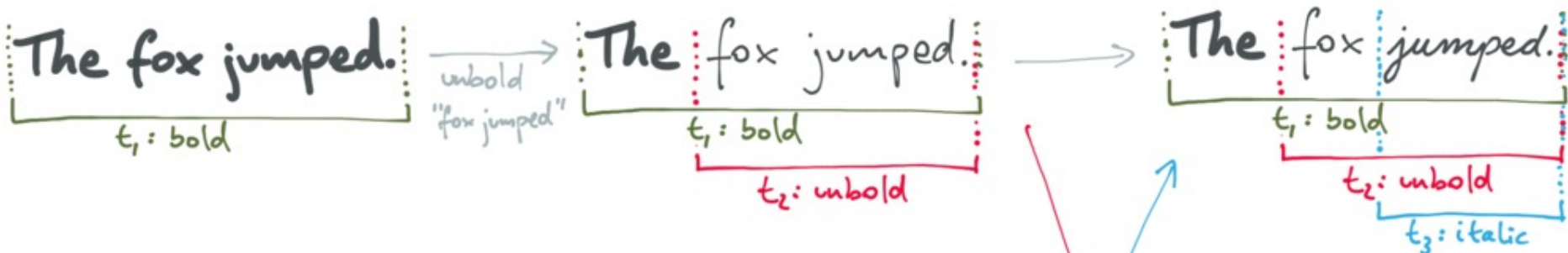


B:

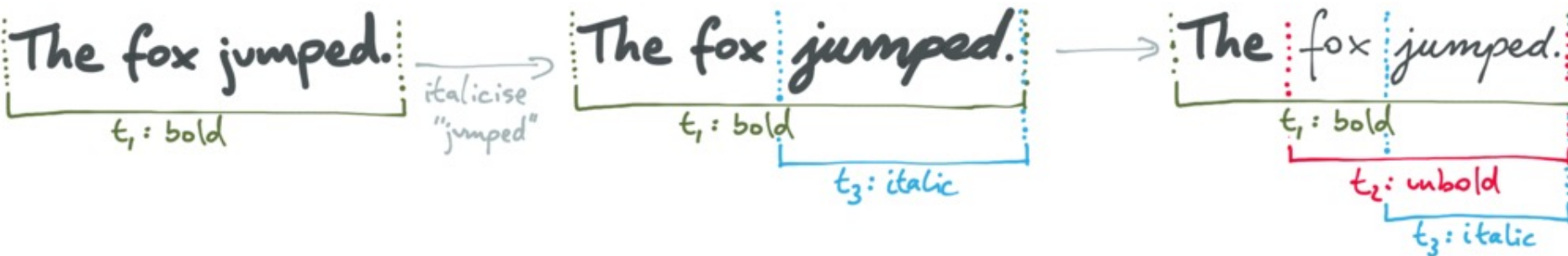


Rich text as text with annotation spans

A:



B:



Cross-platform apps



Automerge (core algorithms in Rust)

Automerge-repo (Storage + networking interfaces)



Resources

| | |
|------------|---|
| Automerger | https://automerger.org/ |
| My work | https://martin.kleppmann.com/ |
| Email | martin@kleppmann.com |
| Twitter | @martinkl |
| Bluesky | @martinkl.com |
| Mastodon | @martin@nondeterministic.computer |

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Thank you to my Patreon supporters and institutional funders:



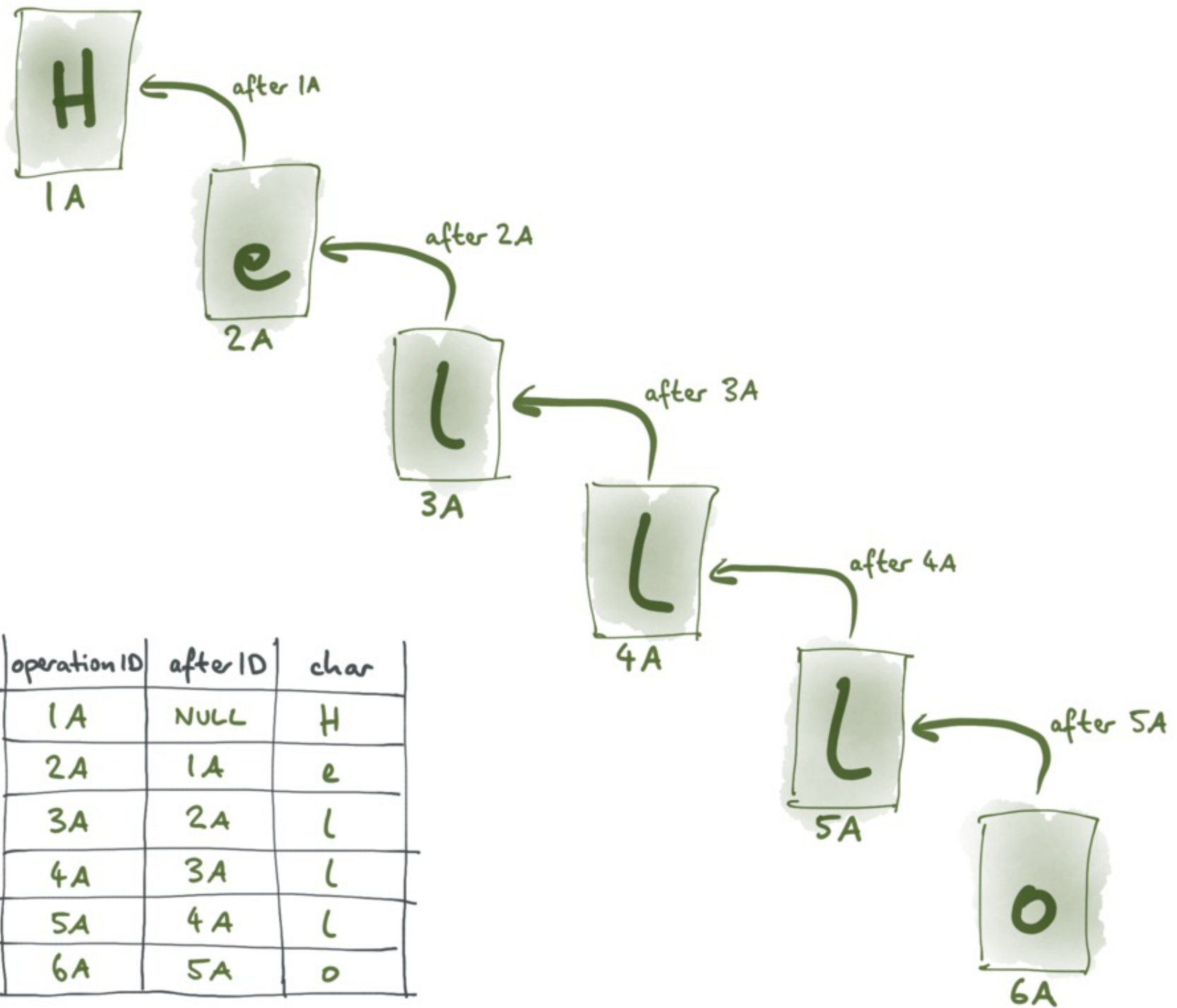
Ink & Switch

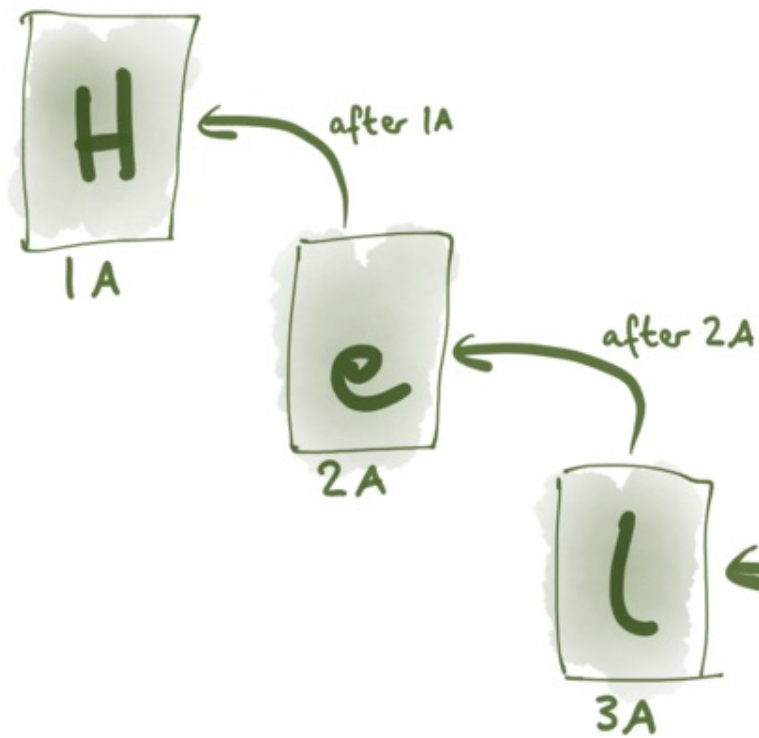
LEVERHULME
TRUST

NOKIA Bell Labs



HOW AUTOMERGE WORKS

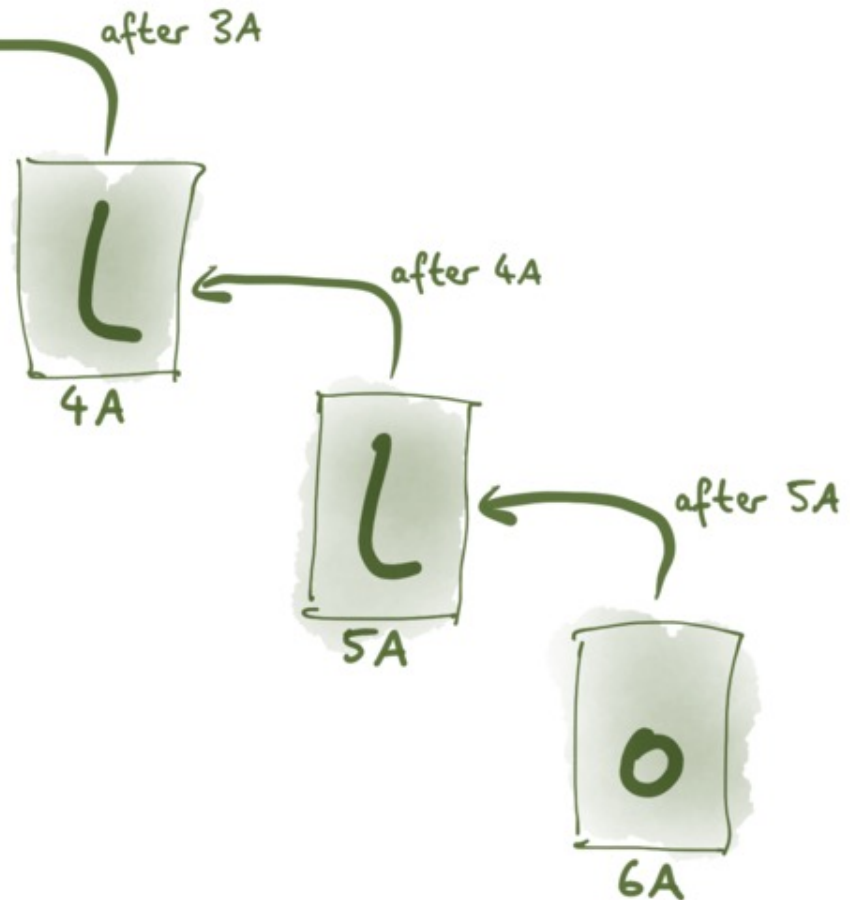


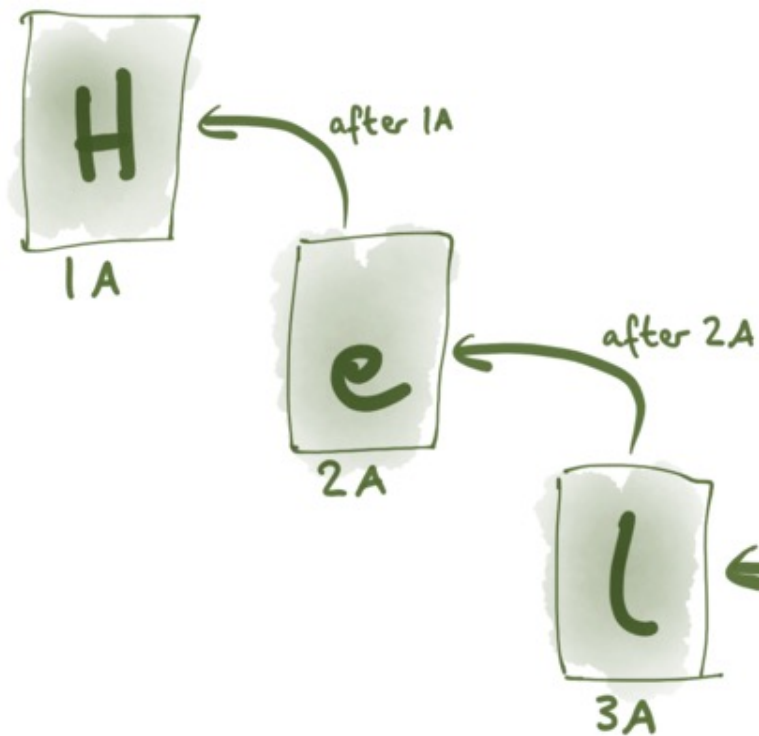


Document order:

- Depth-first pre-order traversal
- Siblings in descending operationID order

| operationID | after ID | char |
|-------------|----------|------|
| 1A | NULL | H |
| 2A | 1A | e |
| 3A | 2A | l |
| 4A | 3A | l |
| 5A | 4A | l |
| 6A | 5A | o |

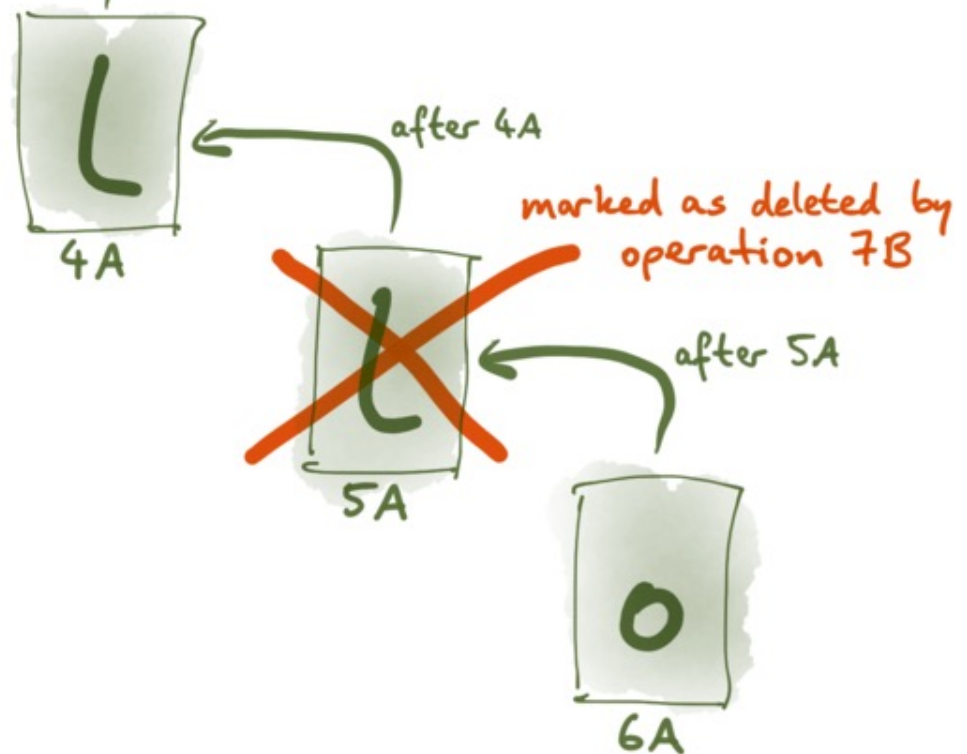




Document order:

- Depth-first pre-order traversal
- Siblings in descending operationID order

| operation ID | after ID | char | deleted By |
|--------------|----------|------|------------|
| 1A | NULL | H | NULL |
| 2A | 1A | e | NULL |
| 3A | 2A | l | NULL |
| 4A | 3A | l | NULL |
| 5A | 4A | l | 7B |
| 6A | 5A | o | NULL |



COLUMNAR ENCODING (simplified)

| operation ID | | reference element ID | | inserted character | | deleted by opID | |
|--------------|-------|----------------------|-------|--------------------|-------|-----------------|-------|
| counter | actor | counter | actor | length | UTF-8 | counter | actor |
| 1 | A | — | — | 1 | "H" | — | — |
| 2 | A | 1 | A | 1 | "e" | — | — |
| 3 | A | 2 | A | 1 | "l" | — | — |
| 4 | A | 3 | A | 1 | "l" | — | — |
| 5 | A | 4 | A | 1 | "l" | 7 | B |
| 6 | A | 5 | A | 1 | "o" | — | — |

COLUMNAR ENCODING (simplified)

| operation ID | | reference element ID | | inserted character | | deleted by opID | |
|--------------|-------|----------------------|-------|--------------------|-------|-----------------|-------|
| counter | actor | counter | actor | length | UTF-8 | counter | actor |
| 1 | A | — | — | 1 | "H" | — | — |
| 2 | A | 1 | A | 1 | "e" | — | — |
| 3 | A | 2 | A | 1 | "l" | — | — |
| 4 | A | 3 | A | 1 | "l" | — | — |
| 5 | A | 4 | A | 1 | "l" | 7 | B |
| 6 | A | 5 | A | 1 | "o" | — | — |

→ 1, 2, 3, 4, 5, 6

delta-encode to 1, 1, 1, 1, 1, 1

run-length encode to (6, 1)

LEB128 encodes this in 2 bytes

COLUMNAR ENCODING (simplified)

| operation ID | | reference element ID | | inserted character | | deleted by opID | |
|--------------|-------|----------------------|-------|--------------------|-------|-----------------|-------|
| counter | actor | counter | actor | length | UTF-8 | counter | actor |
| 1 | A | — | — | 1 | "H" | — | — |
| 2 | A | 1 | A | 1 | "e" | — | — |
| 3 | A | 2 | A | 1 | "l" | — | — |
| 4 | A | 3 | A | 1 | "l" | — | — |
| 5 | A | 4 | A | 1 | "l" | 7 | B |
| 6 | A | 5 | A | 1 | "o" | — | — |

→ make a lookup table: $\{ "A": 0, "B": 1 \}$
→ 0, 0, 0, 0, 0, 0
→ run-length encode to (6, 0)
→ LEB128 encodes in 2 bytes

COLUMNAR ENCODING (simplified)

| operation ID | | reference element ID | | inserted character | | deleted by opID | |
|--------------|-------|----------------------|-------|--------------------|-------|-----------------|-------|
| counter | actor | counter | actor | length | UTF-8 | counter | actor |
| 1 | A | — | — | 1 | "H" | — | — |
| 2 | A | 1 | A | 1 | "e" | — | — |
| 3 | A | 2 | A | 1 | "l" | — | — |
| 4 | A | 3 | A | 1 | "l" | — | — |
| 5 | A | 4 | A | 1 | "l" | 7 | B |
| 6 | A | 5 | A | 1 | "o" | — | — |

just concatenate the UTF-8
byte sequences → "Hello" (6 bytes)
(use length column to separate again)

Automerge compression benchmark

Test document: keystroke-by-keystroke editing trace of a text file (LaTeX source of a research paper)

- 182,315 single-character insertions
- 77,463 single-character deletions

Final text (uncompressed, no edit history): 105 kB

Automerge compression benchmark

Test document: keystroke-by-keystroke editing trace of a text file (LaTeX source of a research paper)

- 182,315 single-character insertions
- 77,463 single-character deletions

Final text (uncompressed, no edit history): 105 kB

Full edit history (columnar compression): 184 kB

(0.7 bytes/operation!)

Can look at any past document version, diffing, branching, merging ...

Automerge compression benchmark

Benchmark data: keystroke-by-keystroke editing trace of a text file (LaTeX source of a research paper) containing 182,315 single-character insertions and 77,463 single-character deletions, timestamped with 1-second granularity.

As individual changes: 33.7 MB (130 bytes/operation)

As compressed document with full edit history: 184 kB (0.7 bytes/operation)

Breakdown of compressed columnar file contents

