What's New in Core Data on Mac OS X

Session 315

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These are confidential sessions—please refrain from streaming, blogging, or taking pictures

Roadmap



- Concurrency
- Auto Save
- Ordered relationships
- iCloud
- Incremental stores
- Developer Tools

Concurrency

NSManagedObjectContext

- New concurrency types
- Block-based methods
- Nested contexts

Where We Were

Thread confinement







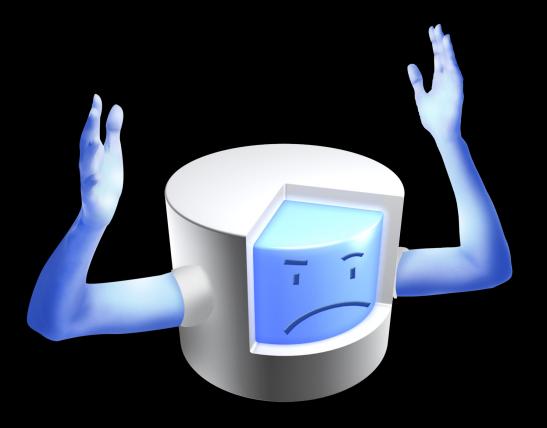
Thread Confinement

- Separate contexts for each thread
- Managed objects owned by their context
- ObjectIDs are safe, immutable value objects

Thread Confinement

- Easy to understand
- Safe and efficient for transactions
- But...
 - Coordination left as exercise to reader
 - Tracking which context goes with which thread
 - Passing changes between threads

What's a Framework to Do?



Formal Concurrency Policies

- New NSManagedObjectContext initializer
- -initWithConcurrencyType:

 ${\bf NSConfine ment Concurrency Type}$

NSPrivateQueueConcurrencyType

NSMainQueueConcurrencyType

NSConfinementConcurrencyType

- Same behavior and restrictions as 10.4 10.6
- Thread confinement
- MOCs only messaged by thread or queue that created them
- Default behavior

NSPrivateQueueConcurrencyType

- New to 10.7 and iOS 5
- Can only be called on its own private queue
- Use -performBlock:
- Within block use MOC APIs normally

NSMainQueueConcurrencyType

- Similar to private queue
- Queue is always the main queue
- UI and controllers on main thread can message directly
- Other threads must use -performBlock:
- Convenient for receiving results

Queue-based Concurrency

New Context initializer

```
-initWithConcurrencyType:
NSMainQueueConcurrencyType
NSPrivateQueueConcurrencyType
```

Block-based API

```
-performBlock:
```

-performBlockAndWait:

-performBlock:

- Asynchronous
- A "user event"
- Convenient autorelease pool
- No support for reentrancy
- Illegal to throw an exception out of your block

-performBlockAndWait:

- Synchronous
- Not an event
- No autorelease pool
- Supports reentrancy
- Illegal to throw an exception out of your block

What's a User Event?

- Automatic as application main event loop
- Provides
 - Change coalescing
 - Delete propagation
 - Undo
 - NSNotifications
- Time in between calls to -processPendingChanges

Queue is Private

- Do not use dispatch_get_current_queue
- To use libdispatch or NSOperation APIs
 - Trampoline through your own queue
 - Capture references in your blocks

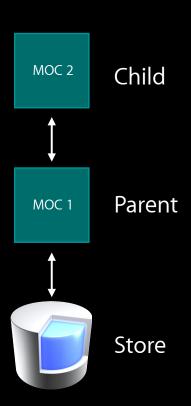
Interfacing with libdispatch

- Create a dispatch group
- Call dispatch_group_enter
- Worker block call dispatch_group_leave
- Use dispatch_group_wait and dispatch_group_notify normally

Nested NSManagedObjectContext

Nested Contexts

Parent ContextsetParentContext:



Why Use Nested Contexts?

- Asynchronous saves
- Sharing unsaved changes between MOCs
 - Inheriting changes in a detail inspector
- Background fetching

Asynchronous Save

- Save child
- Asynchronously ask parent to save
- UIManagedDocument

Asynchronous Save

Sharing Unsaved Changes

- Shared parent context
- Push to parent
- Pull in peer child

Inheriting Changes in Detail Inspector

- Create a child context
- Save pushes changes into parent
- Fetch incorporates unsaved changes in parent
- Toss child context to cancel detail changes

Things to Remember

- Saving only pushes changes up one level
- Fetching pulls data through all levels
- -objectWithID: pulls fewest levels necessary
- Parent contexts must adopt a queue type

Auto Save

Document Saving

- Users had to explicitly save documents
- Needed to save regularly
- Forced to save at inopportune times

Lion Auto Save



- Documents automatically save in-place
- UI to avoid unintentional changes
- User initiated saves create a "version"
- Browse through previous versions

NSPersistentDocument

- Fully supports Lion Auto Save
- Browse versions
- Even untitled documents
- Incremental operations on SQLite store

Adopting Lion Auto Save

```
+ (B00L)autosavesInPlace {
  return YES;
}
```

New Save Operation Types

- New NSSaveOperationTypes
 - NSAutosaveInPlaceSaveOperation
 - NSAutosaveElsewhereSaveOperation
- NSPersistentDocument never supported
 - NSAutosaveOperation

Overriding NSDocument Write Methods

- Always call super
- Let us do the hard parts
- Handling autosave for databases is tricky

Document File Wrappers

- Recommend document file wrappers
- For new Core Data features
 - iCloud syncing
 - External binary data

Using File Wrappers

- "File Wrappers with Core Data Documents" sample code
- Overrides NSPersistentDocument read/write methods
- URL to store within the document file wrapper
- New Lion Auto Save example coming soon

Summary

- Documents automatically save in-place
- Browse through versions
- Simple to enable
- Consider file wrappers

Sorting vs. Ordering

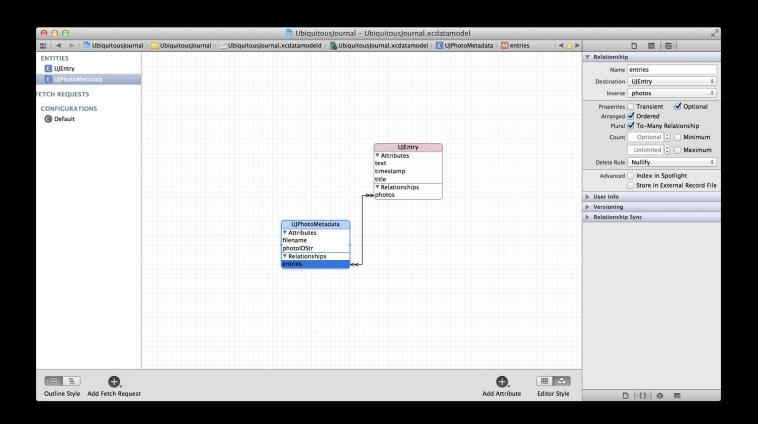
- Sorting by value
 - Derived
 - Change your view
- Arbitrary ordering
 - List
 - Flexible control
 - Not tied to any intrinsic value

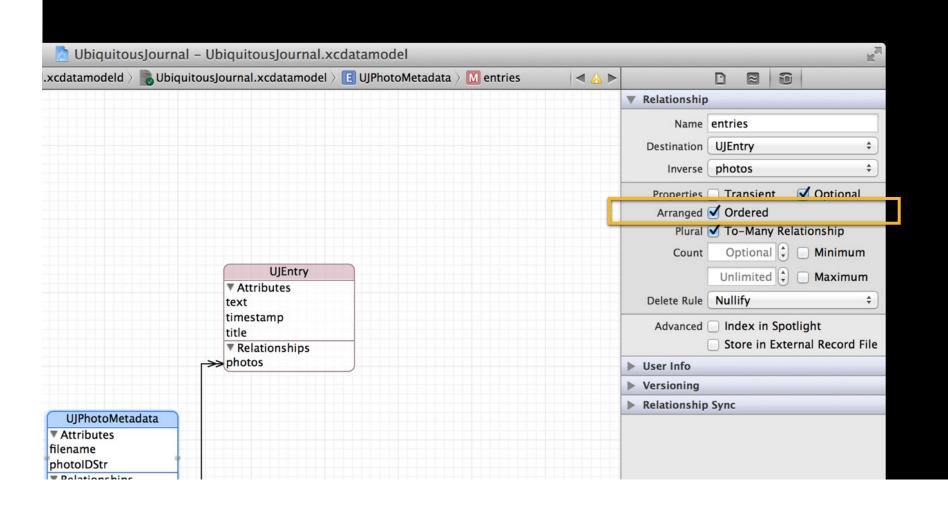
Item ▼	Weight	Price ▼
Ø	5 8g	\$4.50
В	4 g	\$6.00
A	58 g	\$4.50

Snopping List	
Bread	
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Apples	



- Assign positions in to-many relationships
- NSOrderedSet
- More like an array than a set
 - Subclass of neither
- Performance impact from ordering and uniquing





Working with Ordered Relationships

- Generate accessors in Xcode 4
- Or use generic mutator

```
mutableOrderedSetValueForKey:
```

• Automatic KVC accessors are not available, yet

```
insertEvents:atIndexes:, removeObjectFromEvents:atIndex:
```

Observing Changes

• Key Value Observing with ordered collections

observeValueForKeyPath:ofObject:change:context:

Change kinds

 ${\bf NSKeyValueChangeInsertion}$

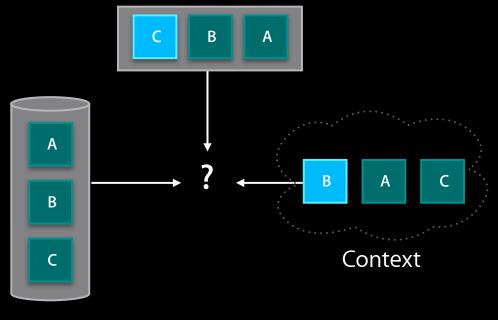
NSKeyValue Change Removal

NSKeyValue Change Replacement

Merging

Three-way merging can get hairy

Coordinator



Store

Merging

- We try to preserve relative ordering
- Performance is much slower than non-ordered
 - Merging existence
 - Merging position

Migration

- Non-ordered to ordered and back
- Lightweight migration gives arbitrary ordering
- Post-process to impose ordering

Summary

- For arbitrary ordering
- Ordered collection KVC/KVO
- Performance
- Use sorted unordered relationships where possible

iCloud

Melissa Turner Senior Software Engineer

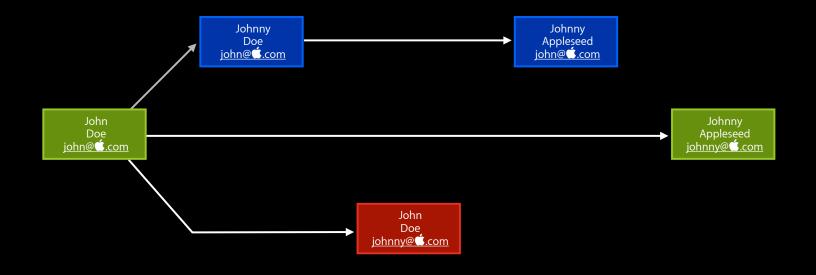
Core Data, iCloud, and You

- Sync data between devices and computers
- Easy integration
- Automatic conflict resolution

iCloud What do you get?

- Works with existing stores
- Per record conflict resolution
- Only deltas are sync'd
- Asynchronous import
- Three-way merge

Three-Way Merge Preserve Changes Between Systems



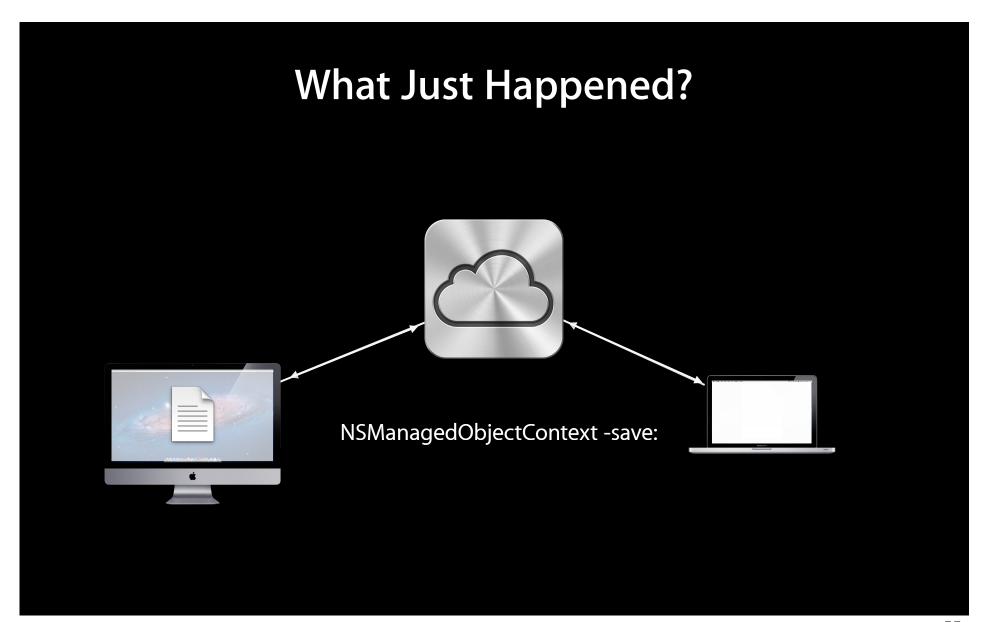
Less Code Your part

- Options when adding persistent store
- Respond to import notification

Less Code Our part

- Handle integration
 - NSFileCoordinator
 - NSFilePresenter
 - NSMetadataQuery
- Export changes
- Import changes

iCloud Demo



New API

- Persistent Store Options
 - NSPersistentStoreUbiquitousContentNameKey
 - NSPersistentStoreUbiquitousContentURLKey
- Notification
 - $\hbox{-} NSPersistent Store Did Import Ubiquitous Content Changes Notification}$

NSPersistentStoreUbiquitousContentNameKey





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0830652014.store

NSPersistentStoreUbiquitousContentURLKey

- Optional
- Provide your own if
 - Ubiquity Container ID != Bundle ID
 - Document syncing
- Opaque Package

NSPersistentStoreUbiquitousContentURLKey

• Defaults to main bundle identifier

NSPersistent Store Did Import Ubiquitous Content Changes Notification

- Object
 - NSPersistentStoreCoordinator
- User Info
 - NSInsertedObjects
 - NSUpdatedObjects
 - NSDeletedObjects
 - Collections of NSManagedObjectIDs

Responding to an Import

- Similar to NSManagedObjectContextDidSaveNotification
- Refresh unchanged objects
- Merge changed objects

Syncing NSPersistentDocument

- Sync document file wrappers
- Use ubiquitous store options
- Don't sync SQLite files
 - Include ".nosync" in the path
- Set ubiquitous URL path inside document file wrapper

Document Syncing Alternatives

- Atomic stores can sync as whole files
 - SQLite should not be
- Whole store syncing
 - Don't need ubiquitous store options
 - Last writer wins
 - Use NSFileVersion APIs for conflicts

Tips and Tricks Good ideas

NSPersistent Store Did Import Ubiquitous Content Changes Notification

- Use appropriate merge policy
 NSMergeByPropertyStoreTrumpMergePolicy
 NSMergeByPropertyObjectTrumpMergePolicy
- Anticipate bandwidth constraints
- Use .nosync

Why Do I Care?

XML-RPC Lucene REST

CouchDB In Memory

JSON SQLite SOAP

XML PostgreSQL

MongoDB Binary ThriftDB

MySQL LDAP

• Talk to your data source in its own language

- Talk to your data source in its own language
- Load only the data you need

Mark Perlson

Tom McNeil

Sumeera Razul

Lea Longo

Trisha Zarin

Greg Apodaka

Elisa Rossi

Jack Simon

Hari Seshaiah

Derrick Thornton

- Talk to your data source in its own language
- Load only the data you need
- Supports faulting

I promise to have data when you want it

I promise to have data when you want it

I promise to have data when you want it

I promise to have data when you want it

I promise to have data when you want it

I promise to have data when you want it

- Talk to your data source in its own language
- Load only the data you need
- Supports faulting
- Flush unused data

Mark Perlson

Sumeera Razul

Lea Longo

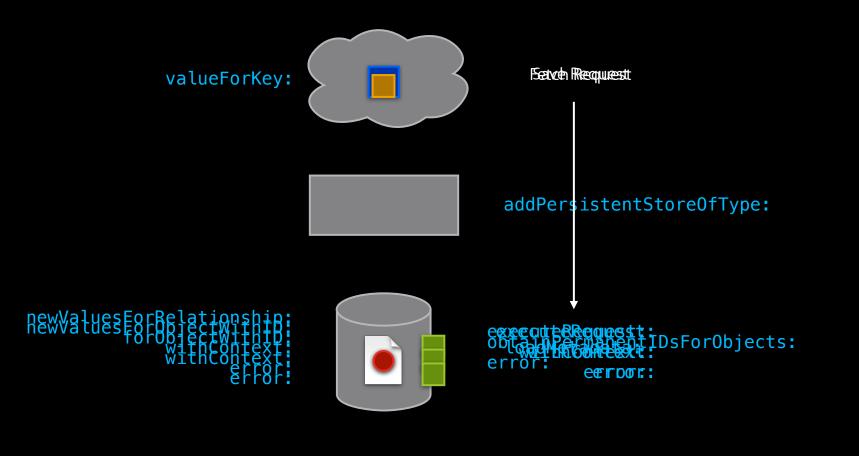
Trisha Zarin

Jack Simon

Derrick Thornton

Control Flow

How does it work?



NSIncrementalStoreNode

Data in a format Core Data can use



initWathueboeretopjertyDestureptionsion:

Talking to the Store

NSPersistentStoreRequest and Friends

- New base class
- NSSaveChangesRequest
- Reparented NSFetchRequest

Requesting Data from the Store NSFetchRequest

- Flags that affect results
- Flags that affect performance
- Graceful degradation

Implementation Details

- Object ID mapping APIs supplied
- Get managed objects from context objectWithID:

Integration Points

- SQL generator not included
 - Canned queries
- JSON provider in Foundation

General Design Tips

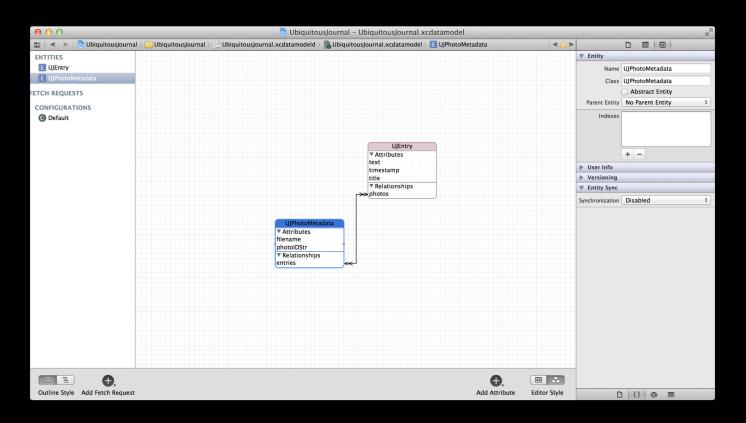
- Design to a specific schema
- Balance I/O and memory
 - Cache (API not provided)
- Better to talk to web services

Developer Tools

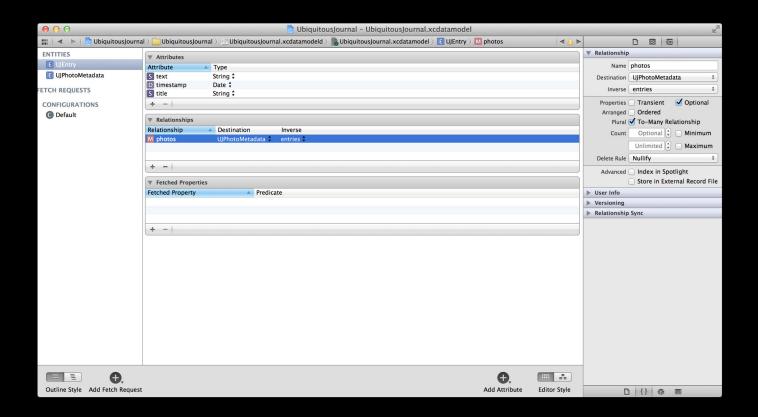
Xcode 4

- New UI
- Optimized models
- Readable, diffable models
- Scalar accessors

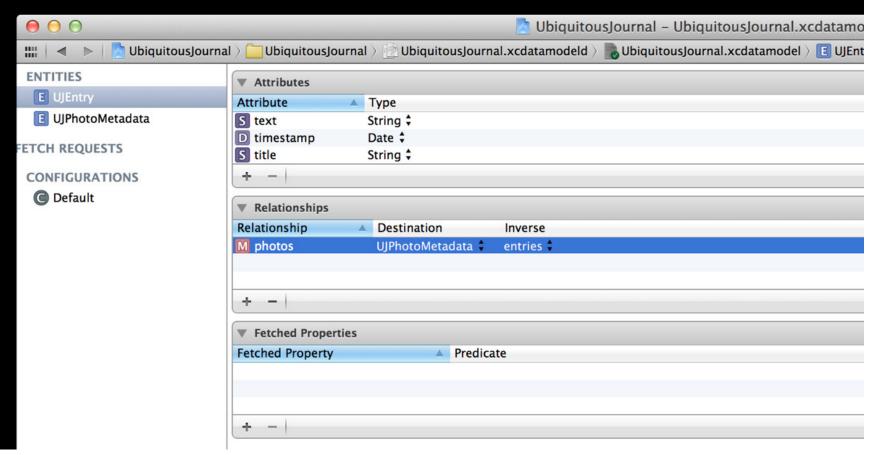
New UI Diagram View



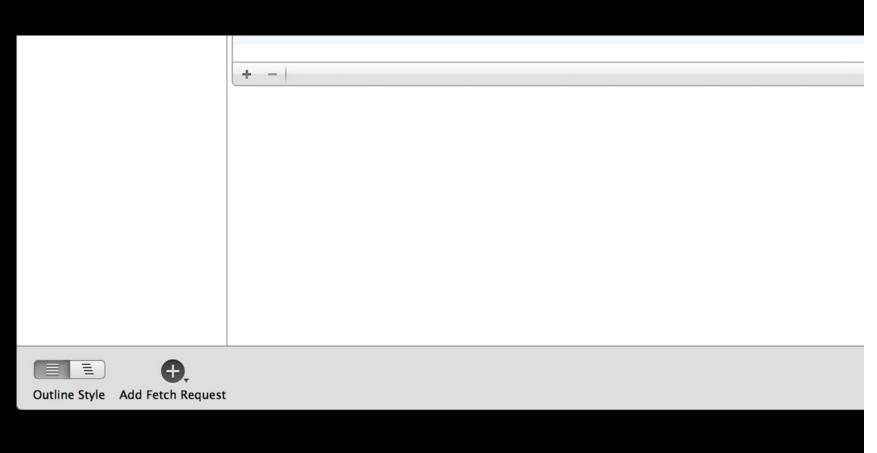
New UI Table View



New UI Table View



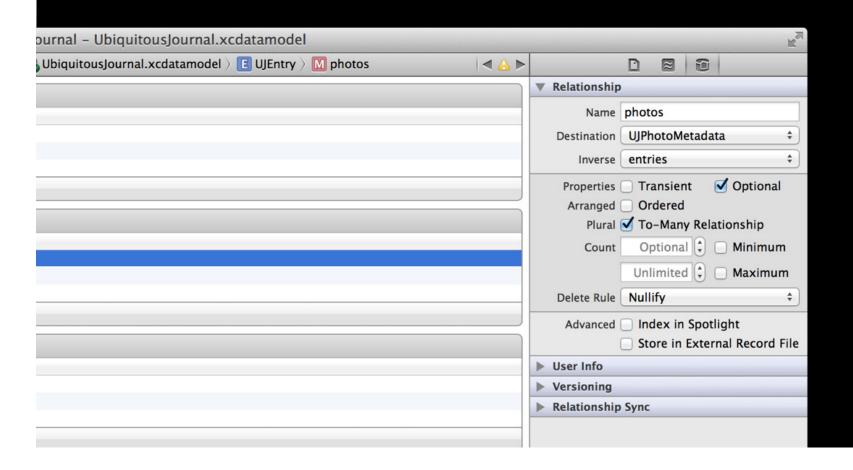
New UI Table View



New UI Table View



New UI Table View



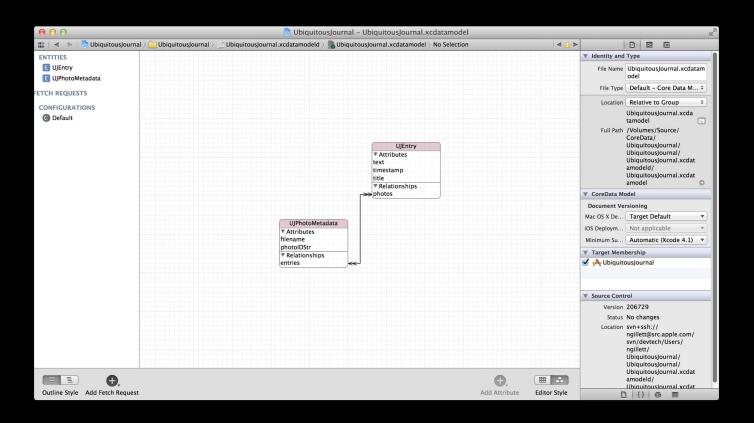
Optimized Model Format

- Speed up model loading
- Automatic with Xcode 4
- Lives in parallel with versioned models

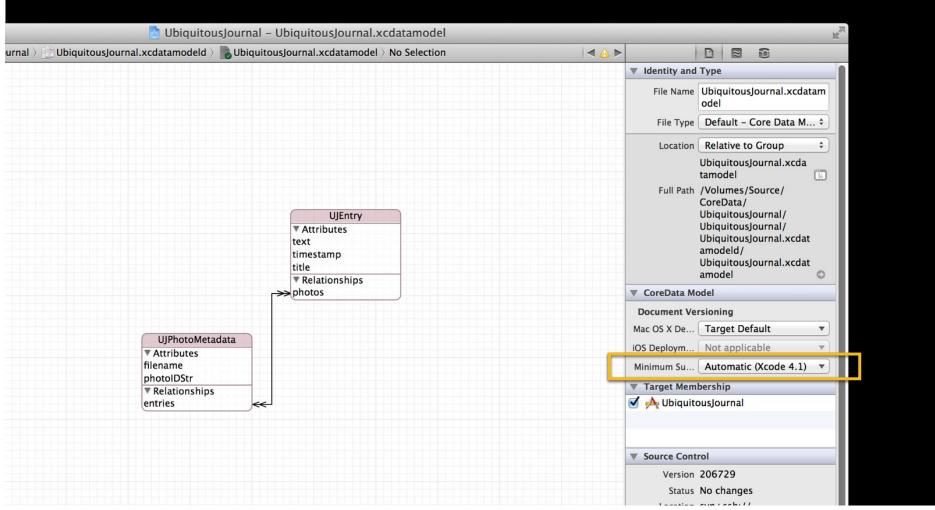
Human Readable Xcode 4 Models

- Automatic in Xcode 4
 - Transparent upgrade from old format
- XML based
- Works with your favorite diff tools

Readable Models



Readable Models



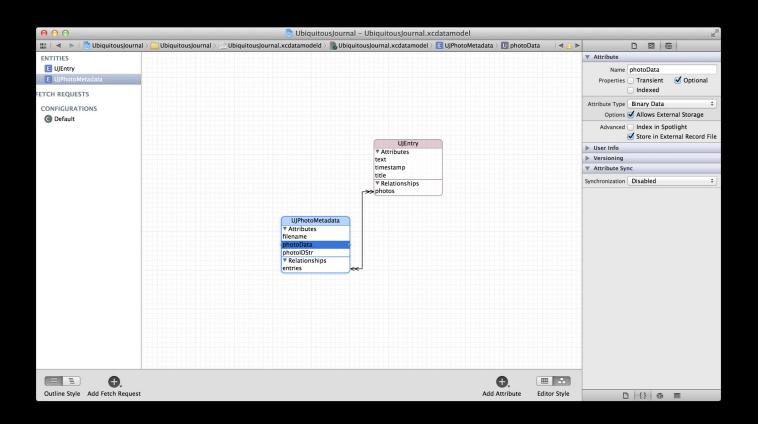
Scalar Accessors

- Avoid overhead of value object construction
- Checkbox during method creation

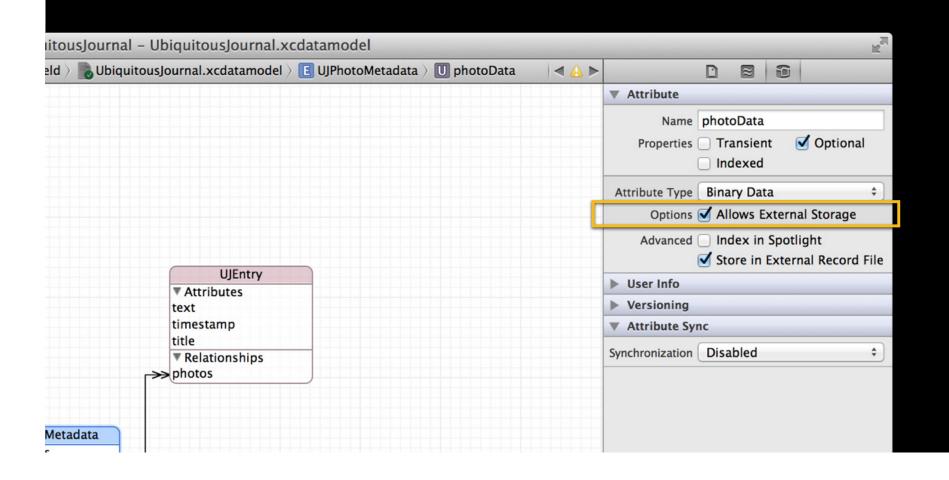
Automatic Reference Counting

- Makes memory management easier
- No need to implement or call retain and release
- Opt-in per project
 - New project templates enable by default
- Opt-out per file
- Go see the session or watch it on iTunes

External Binary Data



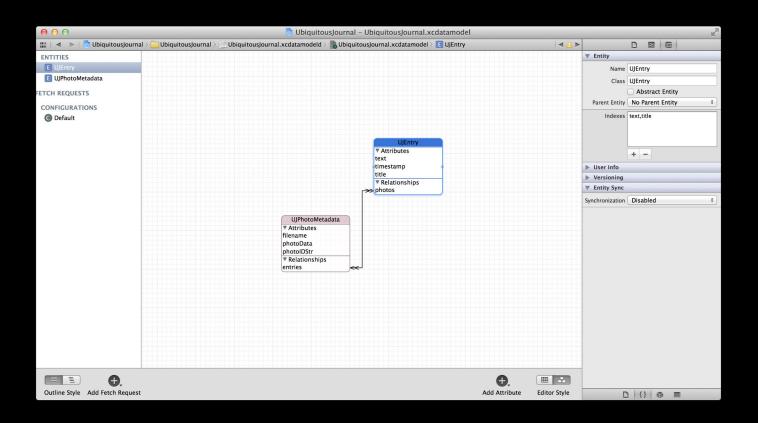
External Binary Data



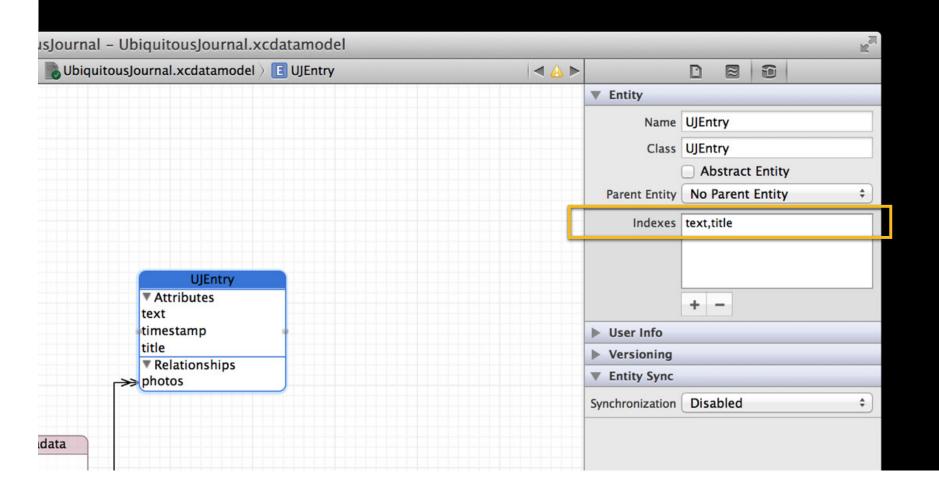
Compound Indexes

- Index across multiple properties
- Supported by SQLite store

Compound Indexes



Compound Indexes



Summary

- Concurrency
- Auto Save
- Ordered relationships
- iCloud
- Incremental stores
- Developer Tools

http://bugreport.apple.com

- We don't know unless you tell us
- Bugs fixed faster with
 - Steps to reproduce
 - Sample project
- Also use for
 - Feature requests
 - Enhancement requests
 - Performance issues
 - Documentation requests



More Information

Michael Jurewitz

Developer Tools Evangelist jurewitz@apple.com

Core Data Documentation

Programming Guides, Examples, and Tutorials http://developer.apple.com

Apple Developer Forums

http://devforums.apple.com

Related Sessions

iCloud Storage Overview	Presidio Tuesday 11:30AM
Auto Save and Versions in Mac OS X 10.7 Lion	Pacific Heights Tuesday 3:15PM
Taking Advantage of File Coordination	Pacific Heights Tuesday 4:30PM
Introducing Automatic Reference Counting	Presidio Tuesday 4:30PM

Labs

Core Data Lab	Developer Tools Lab B Tuesday 4:30PM
Core Data Lab	Developer Tools Lab B Wednesday 4:30PM
Core Data Lab	Developer Tools Lab A Thursday 2:00PM

