

Google Wave: Under the Hood

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What are waves?

- Hosted content
- Live collaboration
- Robust and extensible platform



New technology that makes Google Wave possible:

- Concurrency Control for structured data
- The Wave Editor

New technology that Google Wave *makes* possible:

Natural Language Processing in Wave



Concurrency Control

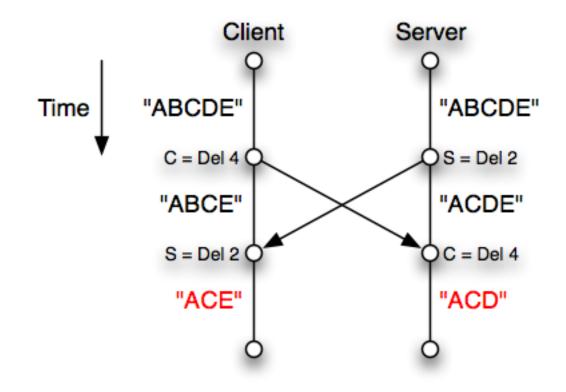
Introduction

- Concurrent rich text editor
- Existing concurrent editors
 - Google Docs, EtherPad, Subetha Edit
 - Jupiter System
- We want to have both live concurrent editing and rich text
- Operational Transformation
 - Our starting point, High-Latency, Low-Bandwidth Windowing in the Jupiter Collaboration System

(David A. Nichols, Pavel Curtis, Michael Dixon and John Lamping)

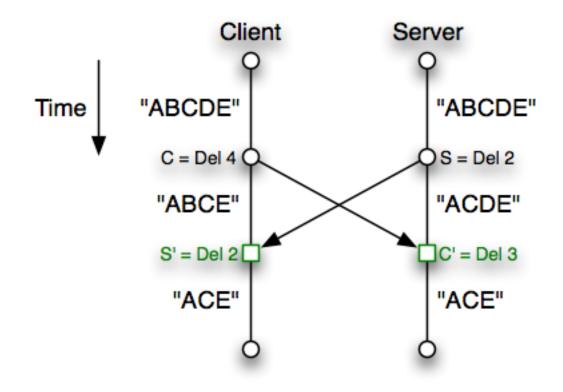


Concurrency (the naive way)





Concurrency (the correct way)





Operational Transformation

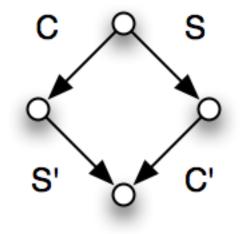
- Any changes to the shared object are described as an operation
 - $_{\odot}\,$ e.g. insert character "a" at position x
- As long as there is a function transform() with the following behaviour, the states of the object in all the clients and the server will eventually converge.

$$\circ$$
 S = Server Operation

- S' = Transformed Server Operation
- C' = Transformed Client Operation

```
(S', C') = transform(S, C) where
```

 $C' \cdot S = S' \cdot C$

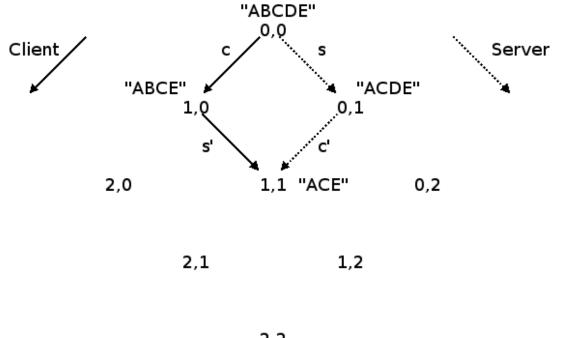




State space

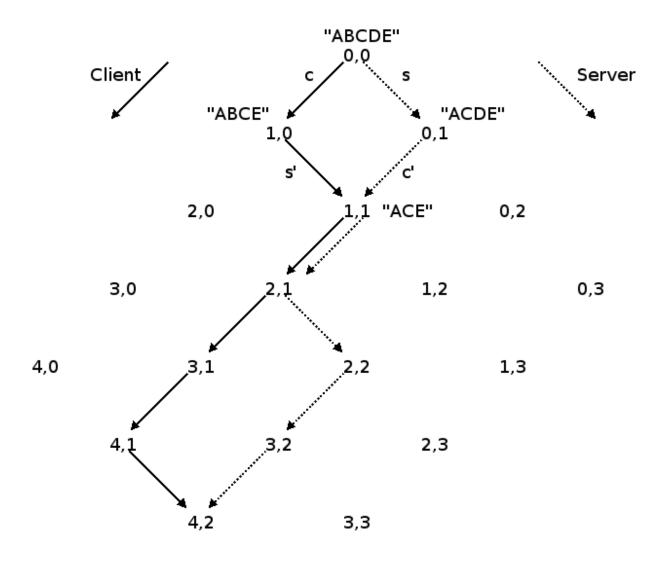
The state space the client and server traverses through while processing the operations

- Any left traversal is caused by client operation
- Any right traversal is caused by server operation





State space



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4,3

Changes to Operational Transformation

- Client waits for an ACK before sending more operations to the server. i.e. only 1 outstanding unacknowledged delta per client
 - Client keeps the inferred server OT path
 - Client transforms cached client operations before sending to server
- Keeps the server state simple
 - Server no longer needs to maintain multiple client states as clients always sends operations along the server's OT path



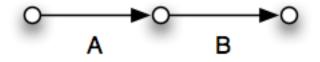
Added Support for Recovery

- Can be caused by
 - Client disconnect
 - Server crash (front end server or wave server)
 Any form of communication failure
- Reconnect gracefully without user action



Wave Operations

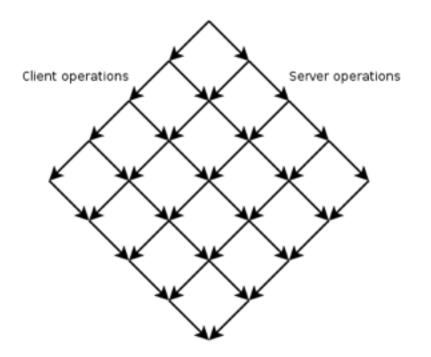
We've introduced the ability to compose together any two consecutive operations and we've designed our operations in such a way that the composition of two operations is always another operation. That is, given two consecutive operations A and B, their composition $B \cdot A$ can be expressed as another operation.





Handling large transformations!

If the server and client have each accumulated a lot of concurrent operations, transformation can be expensive. This requires *nm* transformations, where *n* is the number of client operations and *m* is the number of server operations.

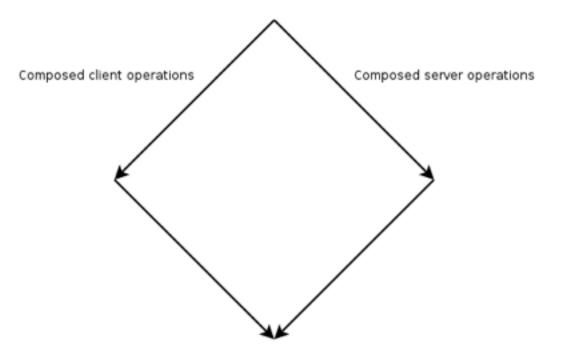




If efficient composition is possible...

Transforming many client operations with many server operations can be made efficient.

We can design composition to be efficient enough that we can cut the transformation running time to $O(n \log n + m \log m)$, where *n* is the total size of the client operations and *m* is the total size of the server operations.





The document interface

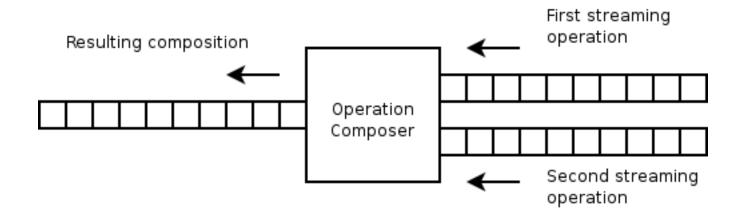
- A streaming interface.
- Traverses the operation linearly.

An example operation could perform the following sequence:



"Zipping"

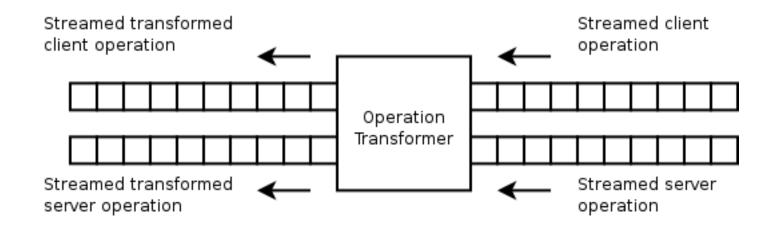
The operation composer works by "zipping" two streaming operations into a single streaming operation.





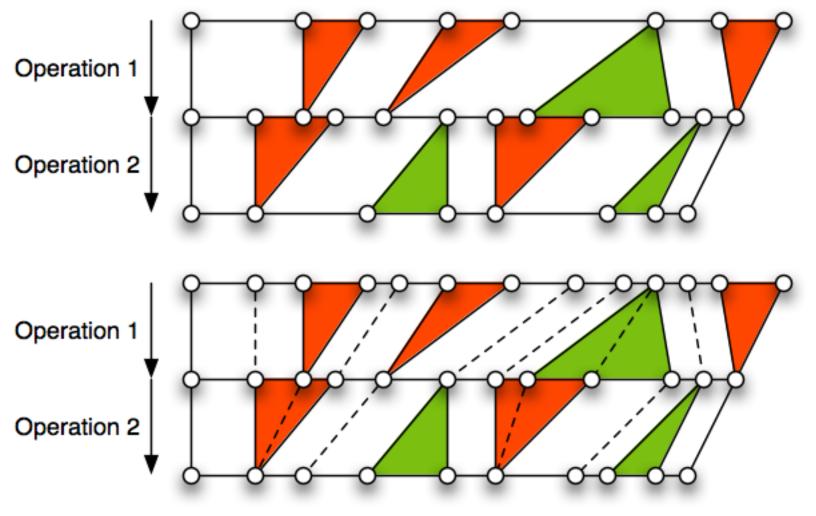
"Zipping" (continued)

The operation transformer works by "zipping" two streaming operations into two streaming operations.



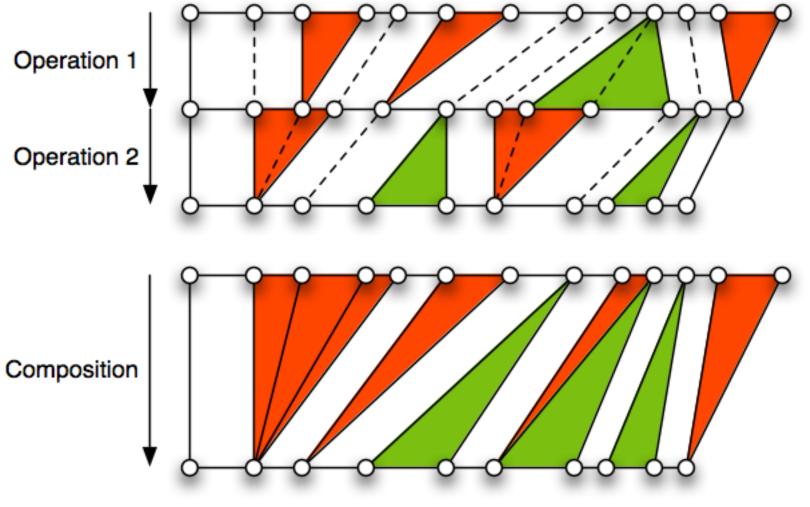


The composition algorithm illustrated



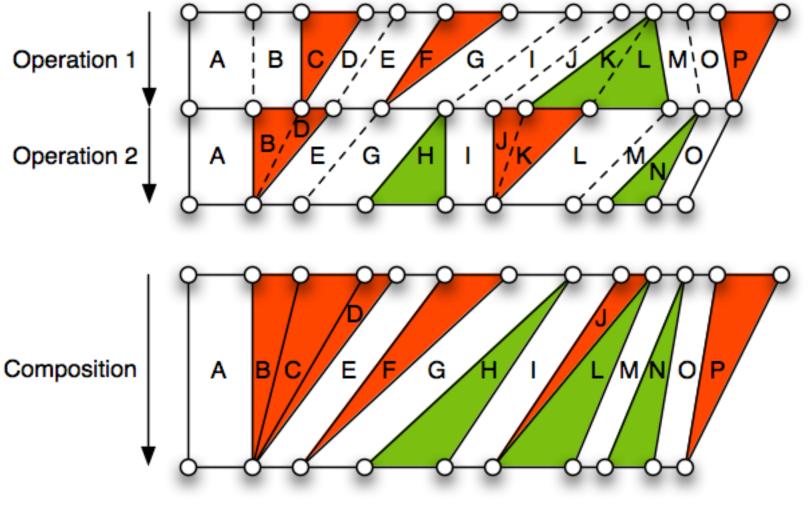


The composition algorithm illustrated





The composition algorithm illustrated



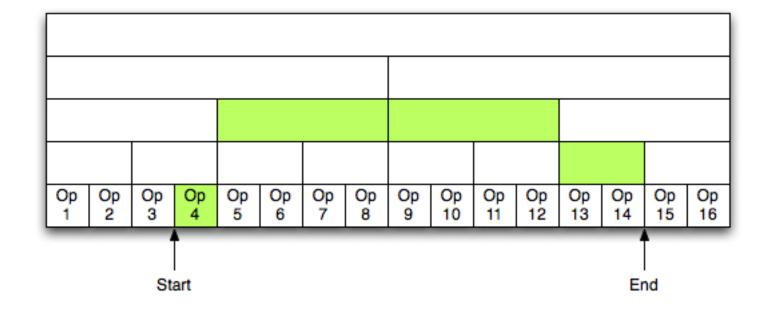


Composition tree

Op 1	Op 2	Op 3	Op 4	Op 5	Op 6	Op 7	Op 8	Op 9	Ор 10	Ор 11	Ор 12	Ор 13	Ор 14	Ор 15	Ор 16

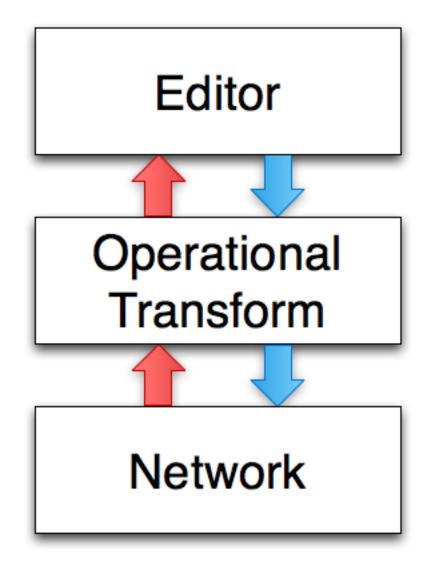


Composition tree





Editing Waves





Editor Goals

- High granularity extraction and application of operations
- Rich text and media
- Extensible (custom widgets, extensions)
- Mapping of an abstract Document Model to HTML
- Full control over concurrent rich text editing
- Multilingual (IMEs, RTL, etc)



Document Model

XML + Annotations

- Simple XML for structure
- Standoff annotations for style and metadata

```
<br/><blip><br/>Hey have you seen this website?<br/><br/><br/>lt's sweet!<br/><br/></blip>
```

Image Thumbnail Example

<w:image attachment="..."> <w:caption> A Thumbnail </w:caption> </w:image>



A Thungo A ail



Content XML to Rendered HTML

<w:image

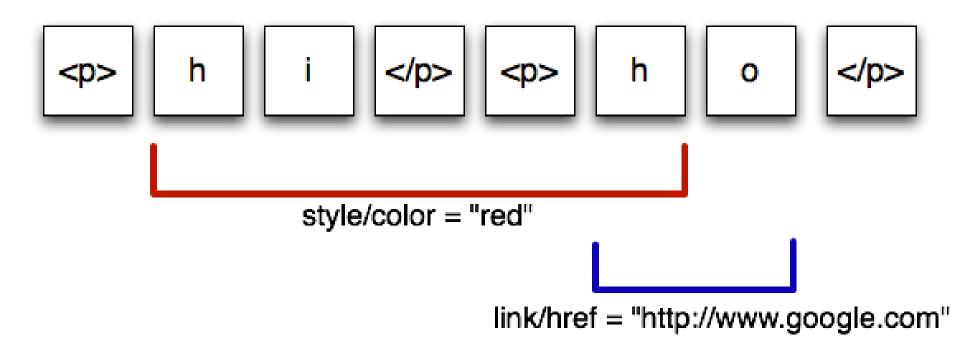
pony

</wimage>

attachment="..."> <div unselectable='on' style='width: 120px; height: 79px;' class='itci'> <w:caption> <div style='display: none;' class='itcc' /> <div style='display: none;' class='pw'> </windowski </wind <div style='width: 0%;' class='pwa' /> <div style='width: 100%;' class='pwg' /> </div></div><div contenteditable='true'>pony
</div>



Annotations



Appears as:

hi <u>ho</u>



Properties of Annotations

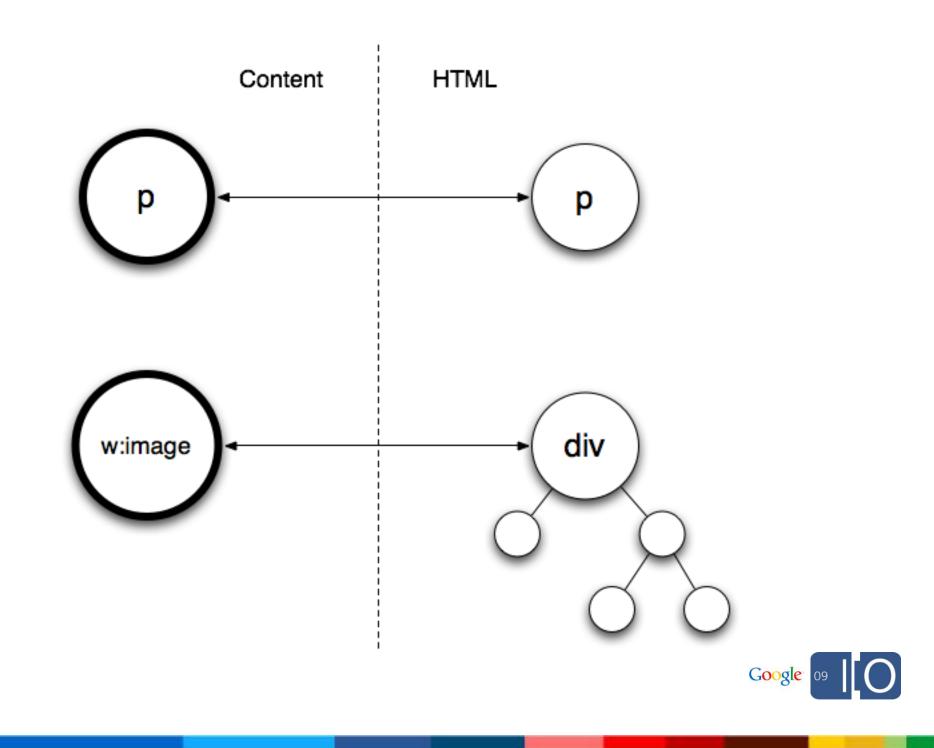
- Don't affect the structural content or its operations
- Clients may choose to ignore some or all annotations

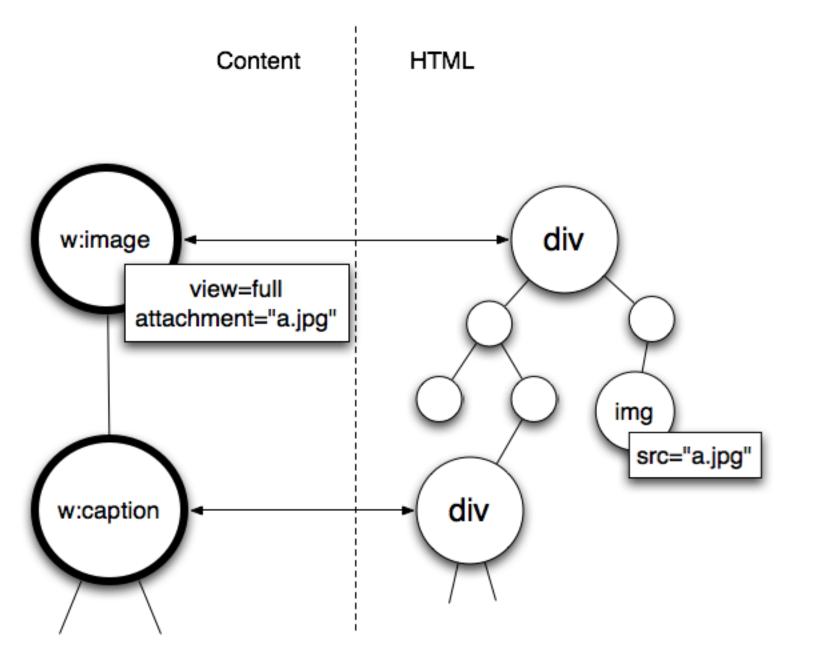


Some uses for annotations

- Other users' cursor position, selection
- Rich link annotations
- Robot-specific data
- Diff highlighting (using local annotations)
- May reference structured data in another document
 E.g. spelling suggestions and state



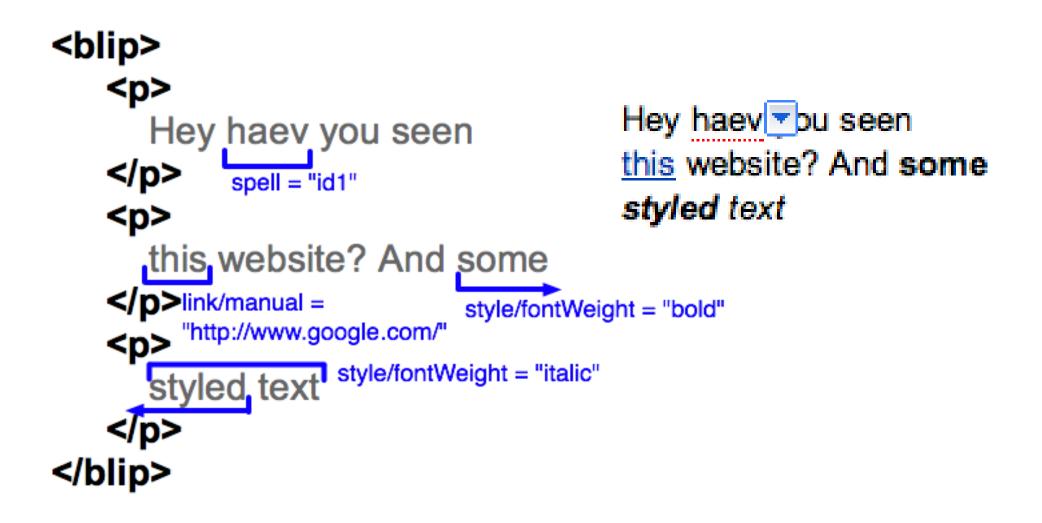






<blip> Hey haev you seen this website? And some styled text </blip>



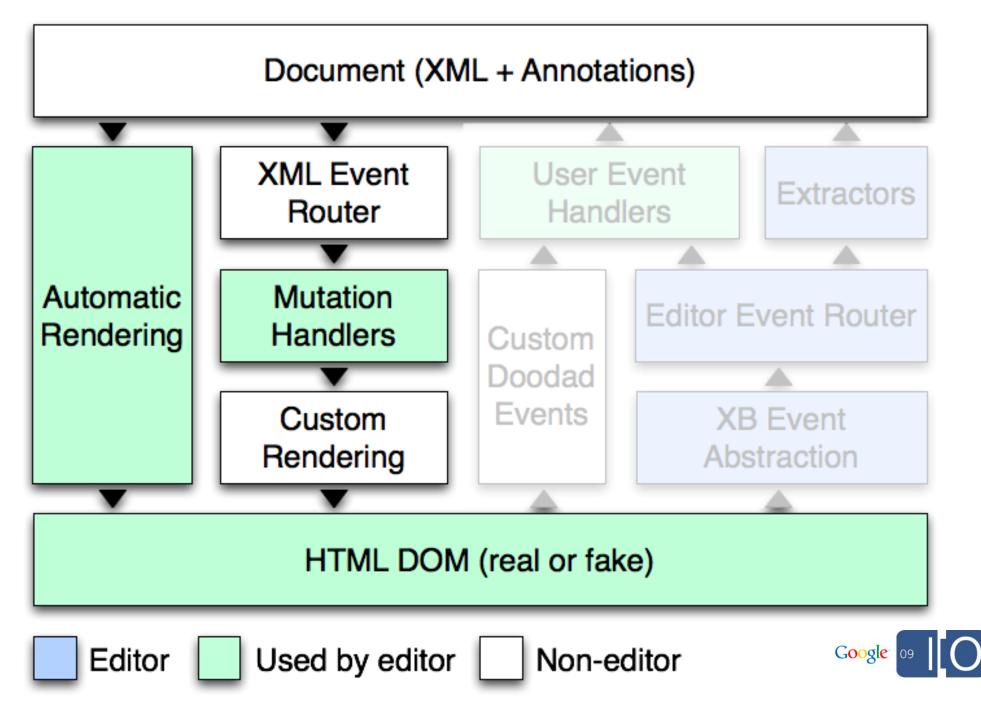




```
l:p - "paint"
                                   Hey haev vou seen
         I:xyz - "boundary"
                                   this website? And some
                                   styled text
<br/><br/>blip>
   Hey <I:p hover="...">haev</I:p><I:spell/> you seen
  <l:p href="...">this</l:p> website?
    And <I:p fontWeight="bold">some</I:p>
   <l:p fontWeight="bold" fontStyle="italic">styled</l:p>
     <l:p fontStyle="italic">text</l:p>
   </blip>
```



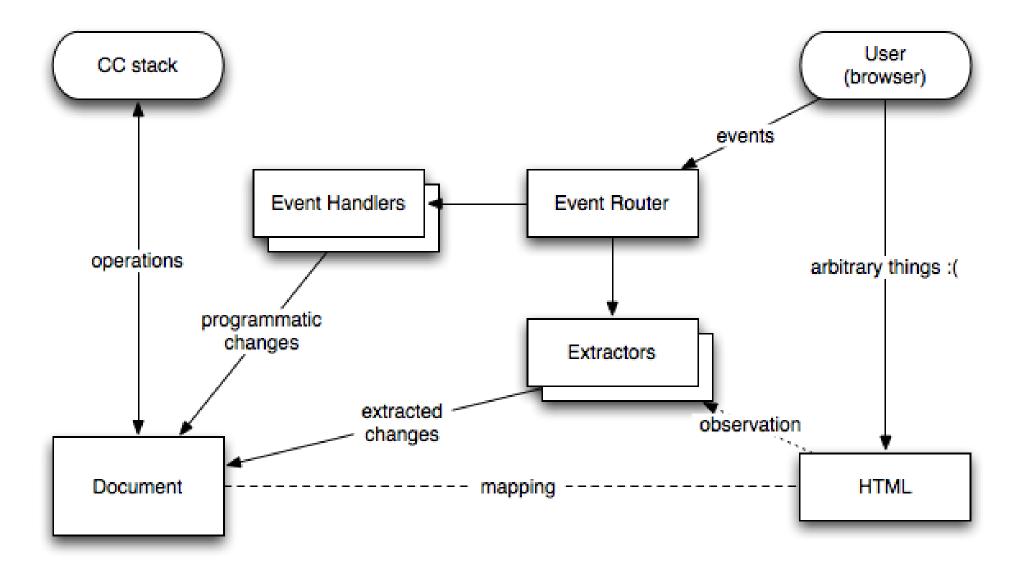
Rendering the Document Wave Model



Extracting Operations

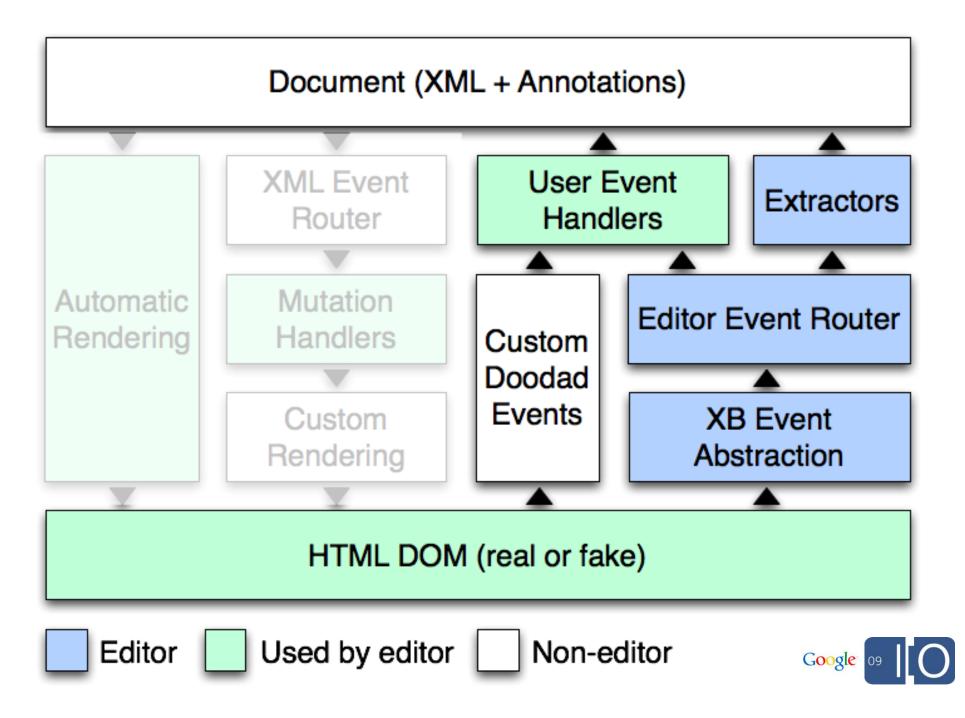


Editor Interactions Overview

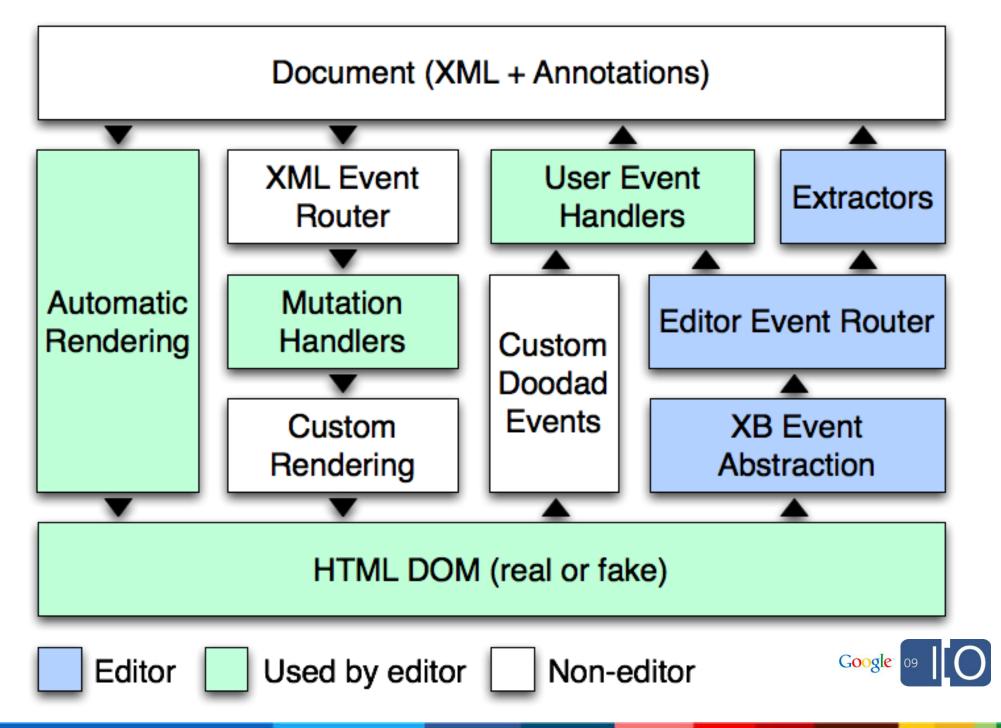


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Editor within the Document Wave Model



Editor within the Document Wave Model



Summary

- Arbitrary separation of document model from rendering
- Balance between maintaining control, and leveraging native support.



Natural Language Processing

Text: Not So Plain Anymore

Google Wave is an ideal platform for building smarter tools

- Structure
- Collaboration
- Liveness
- Hosting / The Cloud

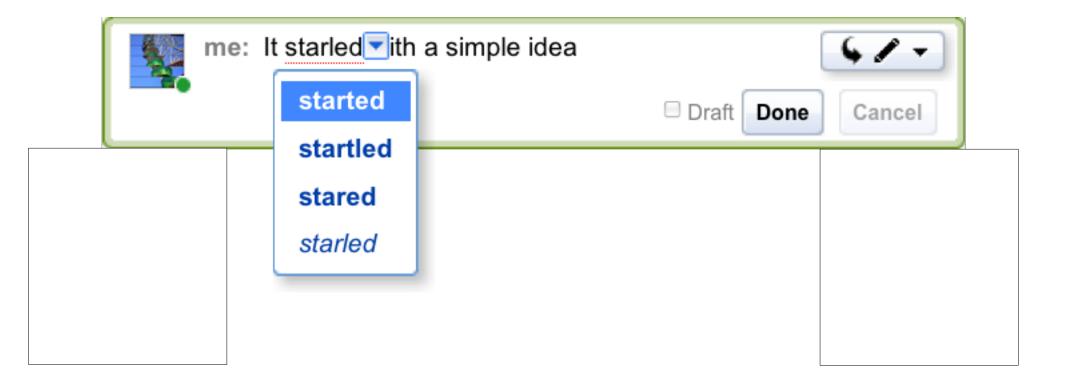


Spelling Correction

The typist's dream: concentrate on writing, let the spelling mistakes sort themselves out!



Interacting With Spelling Suggestions





Representing Spelling Suggestions

<spell>

<suggestion type="original">starled</suggestion>
<suggestion score="2.6">started</suggestion>
<suggestion score="1.2">startled</suggestion>
<suggestion score="0.6">stared</suggestion>
</spell>



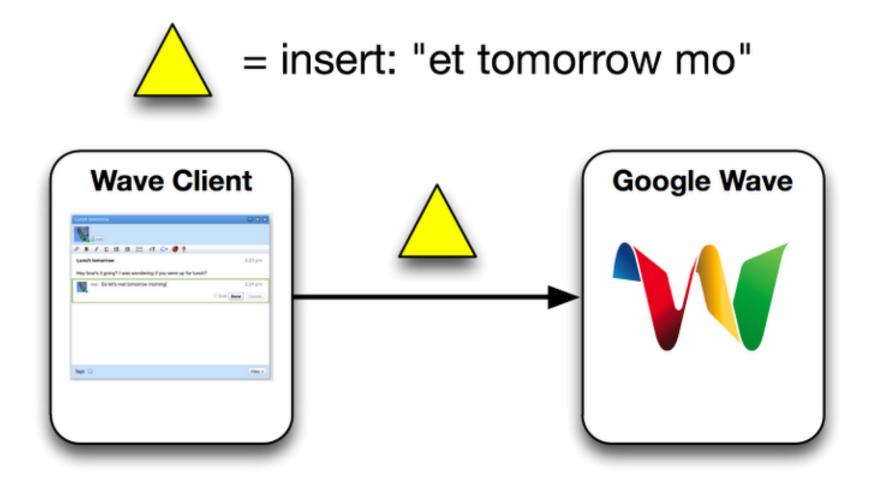
Spelly, the spelling robot

Listen to changes on waves Check spelling Add suggestions into the wave

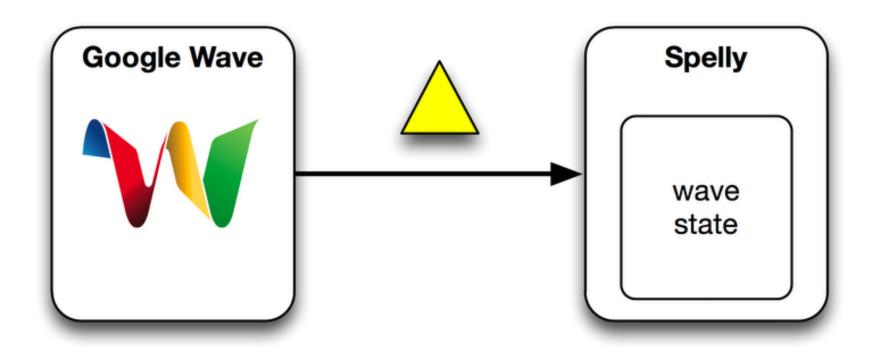


Lunch tomorrow			
Add			
🖉 В I Ц 🗵 🖅 🗄 тТ С+ 🐗 🖗			
Lunch tomorrow	2:23 pm		
Hey how's it going? I was wondering if you were up for lunch?			
me: Let's met tomorrow morning	2:32 pm		
	Draft Done Cancel		

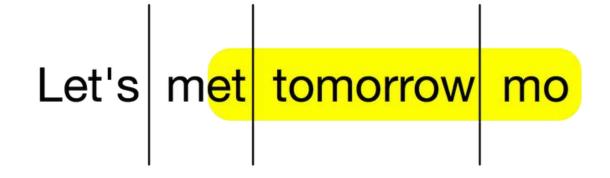














Let's met tomorrow meat meet net get me

. . .



Let's	met	tomorrow
Let's	meat	tomorrow
Let's	meet	tomorrow
Let's	net	tomorrow
Let's	get	tomorrow
Let's	me	tomorrow
Let's		tomorrow



Let's meet tomorrow

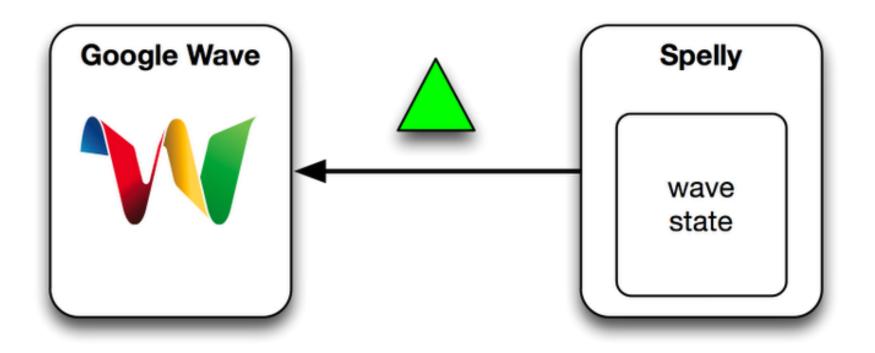


= annotate "met" with:

```
<spell>
```

```
<suggestion score="3.2">meet</suggestion>
<suggestion score="2.7">met</suggestion>
<suggestion score="1.2">set</suggestion>
</spell>
```





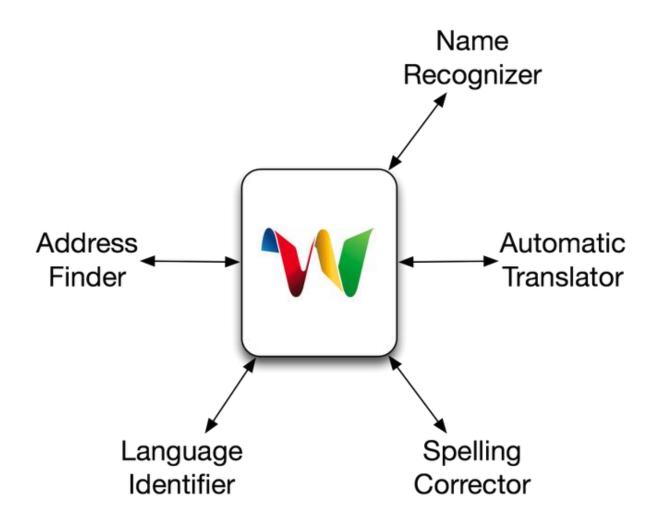


Robots in the Cloud

- available from any device
- more data \rightarrow better quality
- shared resources \rightarrow more efficient
- interactive \rightarrow positive feedback and learning



Collaborative Robots





Collaborative System

