



Bringing Undo to system admin: a new paradigm for recovery

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Motivation

- Recovery is important
 - people screw up
 - software and hardware break
 - upgrades fail
 - hackers break in
 - etc.
 - and sysadmins have to clean up the mess
 - » can we make life easier?



What makes recovery easy?

- **Not having to think about it beforehand**
 - do you have a backup strategy to handle your typos?
- **Having a consistent strategy system-wide**
 - no trying to disambiguate user/system data
- **Being familiar with it**
 - recovery: it's not just for catastrophes anymore
 - easy recovery => more freedom to experiment, learn
- **Not having to do it at all**
 - export recovery to users
- **This is not what we have today!**



Undo: a new recovery paradigm

- Make system recovery as painless and natural as undoing mistakes in a word processor
- Continuous recovery with undo: the 3 R's
 - **Rewind**: roll system state backwards to any time point
 - **Repair**: fix problem; reconfigure to avoid problem
 - **Redo**: roll system state forward, replaying user interactions lost during rewind



Undo makes recovery easy

- No explicit definition of recovery points
- Covers system *and* user data
 - repair corruption, virus damage, trojans, ...
- Redo means no loss of user data on rollback
- Provides forgiving environment
 - encourages learning via experimentation
- Can export to users



Status

- **Now: defining the conceptual model**
 - input welcome! would undo improve your life? where would you like to see it?
- **Next: studying implementation techniques**
 - no-overwrite storage
 - logging of state and user actions
 - using dependencies between state to guide rollback
- **Goals:**
 - proof-of-concept implementation (email service)
 - set of design guidelines for building undo-recoverable systems
 - if possible, an API and infrastructure for undoable systems



Contact

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This work is part of the ROC (Recovery-Oriented Computing) Project, run by Dave Patterson

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