Note

I plan to upload this assignment over a github once grades are out. I wrote the readme considering that fact. Reading it in plain text editor might not be a good idea! I suggest to read readme.pdf instead

Project Title

Concurrent Token Management System

Project Description

```
empty (non-persistent) collection of tokens. Clients issue RPC calls to the server to execute create, drop, read-write methods on tokens. The server executes such RPCs and
```

Implemented a client-server solution for managing tokens. Server maintains an initially

returns an appropriate response to each call. Client-server communication is assumed synchronous. **Token**

A token is an abstract data type, with the following properties: id, name, domain, and state. Tokens are uniquely identified by their id, which is a string. The name of a token

is another string. The domain of a token consists of three uint64 integers: low, mid, and high. The state of a token consists of two unit64 integers: a partial value and a final value, which is defined at the integer x in the range [low, mid) and [low, high), respectively, that minimizes h(name, x) for a hash function h. Hash function used in SHA-**Supported Operations**

```
• create(id): create a token with the given id. Return a success or fail response.
• drop(id): to destroy/delete the token with the given id
• write(id, name, low, high, mid):
          1. set the properties name, low, mid, and high for the token with the given id. Assume
            uint64 integers low <= mid < high.
          2. compute the partial value of the token as min H(name, x) for x in [low, mid),
            and reset the final value of the token.
         3. return the partial value on success or fail response
read(id):
```

Go Installation Follow: Download and install Go Use Version: go1.17.7

Setup Environment

1. find min H(name, x) for x in [mid, high)

3. return the token's final value on success or fail response

2. set the token's final value to the minimum of the value in step#1 and its partial

```
Follow: Protocol Buffer Compiler Installation
Use Version: 3
Install gRPC plugins
 $ go install google.golang.org/protobuf/cmd/[email protected]26
 $ go install google.golang.org/grpc/cmd/[email protected]1
Update PATH for protoc
```

go to project directory

go to project directory

cd cd cd cdirectroy

go run server.go -port <port_number>

e.g. \$ go run server.go -port 50051

e.g. \$ cd /Users/aditya/Documents/Courses/AOS/CMSC621_project2

e.g. \$ cd /Users/aditya/Documents/Courses/AOS/CMSC621_project2

set executable permission for demo script

Protocol Buffers Installation

```
$ export PATH="$PATH:$(go env GOPATH)/bin"
Run
```

```
cd cd cd cdirectory>
e.g. $ cd /Users/aditya/Documents/Courses/AOS/CMSC621_project2
```

start server

Client:

Server:

```
# create request
go run client.go -create -id <id_num> -host <host_addreess> -port <port_number>
e.g. $ go run client.go -create -id 1 -host localhost -port 50051
# write request
go run client.go -write -id <id_num> -name <token_name> -low <low> -mid <mid> -high <high> -host <host_address>
 -port <port_number>
e.g. $ go run client.go -write -id 1 -name abcd -low 1 -mid 5 -high 10 -host localhost -port 50051
# read request
go run client.go -read -id <id_num> -host <host_address> -port <port_number>
e.g. $ go run client.go -read -id 1 -host localhost -port 50051
# drop request
go run client.go -drop -id <id_num> -host <host_address> -port <port_number>
e.g. $ go run client.go -drop -id 1 -host localhost -port 50051
```

e.g. \$./demo.sh 50051

To run the demo:

go to project directory

cd cd cd cdirectroy>

\$ chmod +x ./demo.sh

execute demo script

./demo.sh <port number>

```
To close the server press Ctrl+C
Project Files and Directories
      • server.go: Code for the server operations
      • client.go: Code for the client operations
      • token: Directory containing code related to token management like proto definitions and logic for each operation that can be performed on tokens
      • utils: Directory containing utilities and helper functions
      • go.mod: Root dependecny managment
      • go.sum: Checksum for dependencies
      • demo.sh: Shell script demonstrating demo of the project
      • analysis_helper.sh: Lists commands I generally used to analyze my outputs and it is sometimes to difficult to navigate stdout and stderr through large pile of text
      • output: Directory which stores redirected logs from server and client ran via demo script
```

I believe the code itself is very readable. I tried to note few more things below:

remains the same)

+ go run client.go -drop -id 10 -host localhost -port 50051 Waiting for all requests to get processed... All requests processed or timeout reached, existing

**** Check outputs at 'output' directory ****
Adityas-MacBook-Pro:proj_2 aditya\$

Demo

• demo_screenshots: Screenshots of the demo I ran

– Operations with different id - Parallel execution

```
[Adityas-MacBook-Pro:proj_2 aditya$ ./demo.sh 50051
+ go run server.go -port 50051
Launched Sever
Launching Client Requests
```

Code Description - What Did I do/Assumptions Made/Deviations

• One of the major deviation I took from what is asked in the project is to use min values instead of argmin for read and write operations

- Read operations with same id - Parallel execution (Although, there is write involved in the last step of read operation, it does not corrupt data as low, mid, high

Reason being argmin will always result in same partial and final values. I discussed this already with the TA

• While supporting concurrency, my code supports following type of operations

– Any other combination of operations with same id - Serial execution

− I used 0 as default values for partial and final values. Sign-offed by TA

```
Launched Sever
Launching Client Requests

4 go run client.go -create -id 1 -host localhost -port 50051

4 go run client.go -write -id 1 -nost localhost -port 50051

5 go run client.go -verade -id 1 -host localhost -port 50051

5 go run client.go -drop -id 1 -host localhost -port 50051

5 go run client.go -drop -id 1 -host localhost -port 50051

5 go run client.go -drop -id 1 -host localhost -port 50051

5 go run client.go -write -id 2 -nost localhost -port 50051

5 go run client.go -write -id 2 -nost localhost -port 50051

5 go run client.go -write -id 2 -host localhost -port 50051

5 go run client.go -drop -id 2 -host localhost -port 50051

5 go run client.go -drop -id 3 -host localhost -port 50051

5 go run client.go -write -id 3 -host localhost -port 50051

5 go run client.go -write -id 3 -host localhost -port 50051

5 go run client.go -write -id 3 -host localhost -port 50051

5 go run client.go -write -id 4 -host localhost -port 50051

5 go run client.go -write -id 4 -host localhost -port 50051

5 go run client.go -create -id 4 -host localhost -port 50051

5 go run client.go -write -id 4 -host localhost -port 50051

5 go run client.go -write -id 4 -host localhost -port 50051

5 go run client.go -write -id 5 -host localhost -port 50051

5 go run client.go -write -id 5 -host localhost -port 50051

5 go run client.go -write -id 5 -host localhost -port 50051

5 go run client.go -write -id 5 -host localhost -port 50051

5 go run client.go -write -id 5 -host localhost -port 50051

5 go run client.go -write -id 6 -host localhost -port 50051

5 go run client.go -write -id 6 -host localhost -port 50051

5 go run client.go -write -id 6 -host localhost -port 50051

5 go run client.go -write -id 6 -host localhost -port 50051

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5 go run client.go -write -id 6 -host localhost -port 50051

5 go run client.go -write -id 6 -host localhost -port 50051

5 go run client.go -write -id 6 -host localhost -port 50051

5 go run client.go -write -id 6 -host localhost -port
```

```
Above screenshot is of running the demo.sh, Sequence of server and clients launched is logged above
Adityas-MacBook-Pro:proj_2 aditya$

[Adityas-MacBook-Pro:proj_2 aditya$ grep "Request" output/server_op.txt | awk -F'> ' '{ print $2 }'

[Adityas-MacBook-Pro:proj_2 aditya$ grep "Request" output/server_op.txt | awk -F'> ' '{ print $2 }'

[Request Number: 1, Request: (Action: write, Id: 1, Name: a1, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 2, Request: (Action: read, Id: 1)

[Request Number: 4, Request: (Action: drop, Id: 1)

[Request Number: 4, Request: (Action: drop, Id: 1)

[Request Number: 6, Request: (Action: write, Id: 2, Name: a2, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 6, Request: (Action: drop, Id: 2)

[Request Number: 7, Request: (Action: drop, Id: 2)

[Request Number: 8, Request: (Action: drop, Id: 2)

[Request Number: 10, Request: (Action: write, Id: 3, Name: a3, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 10, Request: (Action: write, Id: 3, Name: a3, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 12, Request: (Action: drop, Id: 3)

[Request Number: 12, Request: (Action: drop, Id: 3)

[Request Number: 12, Request: (Action: drop, Id: 3)

[Request Number: 14, Request: (Action: drop, Id: 4)

[Request Number: 16, Request: (Action: drop, Id: 4)

[Request Number: 16, Request: (Action: write, Id: 4, Name: a4, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 16, Request: (Action: drop, Id: 4)

[Request Number: 17, Request: (Action: drop, Id: 5)

[Request Number: 18, Request: (Action: drop, Id: 5)

[Request Number: 19, Request: (Action: drop, Id: 5)

[Request Number: 20, Request: (Action: write, Id: 5, Name: a5, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 20, Request: (Action: write, Id: 6, Name: a6, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 22, Request: (Action: drop, Id: 6)

[Request Number: 24, Request: (Action: drop, Id: 6)

[Request Number: 25, Request: (Action: write, Id: 6, Name: a7, Low: 0, Mid: 100000, High: 5000000)

[Request Number: 30, Request: (Action: drop, Id: 8)

[Request Number: 31, Request: (Action: drop, Id: 8)

[Request 
              In the above order requests are raised towards the server
```

request 3 and 4, but parallely processed requests 5 and 6 which are of different ids.

[Adityas-MacBook-Pro:proj_2 aditya\$ [Adityas-MacBook-Pro:proj_2 aditya\$ [Adityas-MacBook-Pro:proj_2 aditya\$ grep -i "tokenstore" output/server_op.txt Tokenstore contains: [1] Tokenstore contains: [1]

Tokenstore contains: Tokenstore contains: Tokenstore contains: Tokenstore contains: Tokenstore contains: Tokenstore contains: [3 2]
Tokenstore contains: [3 2]
Tokenstore contains: [3 2]
Tokenstore contains: [3]
Tokenstore contains: [3]
Tokenstore contains: [3 4]

```
Tokenstore contains: [3 4]
Tokenstore contains: [3 4]
Tokenstore contains: [4]
Tokenstore contains: [5 4]
Tokenstore contains: [5 4]
Tokenstore contains: [5 4]
Tokenstore contains: [5 6]
Tokenstore contains: [5 6]
Tokenstore contains: [5 6]
Tokenstore contains: [6 6]
Tokenstore contains: [6 7]
Tokenstore contains: [7 6]
Tokenstore contains:
Tokenstore contains:
Tokenstore contains:
Tokenstore contains:
Tokenstore contains:
Tokenstore contains:
 Tokenstore contains:
Tokenstore contains:
Tokenstore contains:
 Tokenstore contains:
Tokenstore contains:
 Tokenstore contains:
 Tokenstore contains:
Tokenstore contains:
 Tokenstore contains: []
Adityas-MacBook-Pro:proj_2 aditya$
Above screenshot demostrates the tokenstore after every request is processed. All 4 requests for each token are launched one after the other, However, multiple tokens are
their the store at the same time which concludes the concurrency. Since, these operations are not too expensive there are only 2 tokens at the same time, if we lauch requests
in thousands with expensive operations, I am sure that tokenstore will have more tokens in the store. I have also observed 3 tokens with the same script, however, since this
is concurrent there can not be a predictable behavior.
                      acBook-Pro:proj_2 aditya$ cat output/client_1.txt output/client_2.txt output/client_3.txt o
                                                                                                                                                                                                                                     [Adityas-MacBook-Pro:proj_2 aditya$ cat output/client_6.txt output/client_7.txt output/client_8.txt o
 utput/client_4.txt output/client_5.txt
Create Request: id=1
Write Request: id=1, -name=a1, low=0, mid=100000, high=5000000
                                                                                                                                                                                                                                     utput/client_9.txt output/client_10.txt
Create Request: id=6
Write Request: id=6, -name=a6, low=0, mid=100000, high=5000000
Write Request: id=1, -name=a1, low=0, mid=100000, high=5000000 Server Response: Token created with id: 1 Read Request: id=1 Server Response: Token updated with partial value: 244646439597706 Drop Request: id=1 Server Response: Token dropped with id: 1 Server Response: Token dropped with id: 1 Server Response: Token updated with final value: 3199055196279 Create Request: id=2 Write Request: id=2, -name=a2, low=0, mid=100000, high=5000000 Server Response: Token created with id: 2 Read Request: id=2 Server Response: Token updated with partial value: 34409462147573 Drop Request: id=2
                                                                                                                                                                                                                                    Server Response: Token created with id: 6
Read Request: id=6
Server Response: Token updated with partial value: 69872244401040
                                                                                                                                                                                                                                   Server Response: Token updated with partial value: 69872244401040 Drop Request: id=6
Server Response: Token dropped with id: 6
Server Response: Token updated with final value: 397113032235
Create Request: id=7
Write Request: id=7, -name=a7, low=0, mid=100000, high=5000000
Server Response: Token created with id: 7
Read Request: id=7
Server Response: Token updated with partial value: 64186539965955
Drop Request: id=7
                                                                                                                                                                                                                                    Prop Request: id=7
Server Response: Token updated with final value: 7214997352618
Server Response: Token dropped with id: 7
Create Request: id=8
Write Request: id=8
Write Request: id=8, -name=a8, low=0, mid=100000, high=5000000
Server Response: Token created with id: 8
Pand Pand Pandert: id=0
 Drop Request: id=2
Server Response: Token updated with final value: 7488101211912
Server Response: Token dropped with id: 2
 Create Request: id=3
Write Request: id=3, -name=a3, low=0, mid=100000, high=5000000
Server Response: Token created with id: 3
```

Server processed non conflicting requests in parallel and conflicting in serial, and correctly executed everything without error. Random processing from above screenshot

clearly demonstrates the concurrency. For e.g. observe that inexpensive opeartions like create or drop are performed quite fast, and their processing was done before read

and write completes with different ids even though they were launched before the read and write. Also, notice that read waits for the write if they have same ids for e.g.

I realized that the output of clients are stored in different files, and it is logical. However, it might be cumbersome to read all those files. Hence I printed all outputs of clients toghether. This is to demonstrate that clients are receiving correct responses. Don't get mislead by the drop responses coming before read that is because of the bash

Read Request: id=8
Server Response: Token updated with partial value: 509375155857474
Drop Request: id=8

Server Response: Token updated with final value: 7185094724527 Server Response: Token dropped with id: 8

Write Request: id=9, -name=a9, low=0, mid=100000, high=5000000 Server Response: Token created with id: 9 Read Request: id=9 Server Response: Token updated with partial value: 62465248196222 Drop Request: id=9 Server Response: Token dropped with id: 9
Server Response: Token updated with final value: 7838871155413
Create Request: id=10

Write Request: id=10, -name=a10, low=0, mid=100000, high=5000000 Server Response: Token created with id: 10 Read Request: id=10

Server Response: Token updated with partial value: 306120348734416
Drop Request: id=10
Server Response: Token dropped with id: 10
Server Response: Token updated with final value: 319900258147
Adityas-MacBook-Pro:proj_2 aditya\$

Create Request: id=9

• https://github.com/grpc/grpc-go/issues/3794#issuecomment-720599532 • https://stackoverflow.com/questions/15178088/create-global-map-variables • https://tutorialedge.net/golang/go-grpc-beginners-tutorial/

References

Read Request: id=3

Near Neguest: 10-3 Server Response: Token updated with partial value: 22967630131282 Drop Request: id=3 Server Response: Token updated with final value: 1753872827124 Server Response: Token dropped with id: 3

Server Response: Token dropped with id: 3
Create Request: id=4
Write Request: id=4, -name=a4, low=0, mid=100000, high=5000000
Server Response: Token created with id: 4
Read Request: id=4
Server Response: Token updated with partial value: 108818410975357
Drop Request: id=4
Server Response: Token updated with final value: 2286483012652
Server Response: Token dropped with id: 4
Create Request: id=5
Write Request: id=5, -name=a5, low=0, mid=100000, high=5000000

redirection delay. Observe server side output for this confusion from screenshot 3

• https://yourbasic.org/golang/errors-explained/

```
• https://www.geeksforgeeks.org/math-inf-function-in-golang-with-examples/
```

• https://forum.golangbridge.org/t/cannot-import-package-variables-to-main-package/21193/2

• https://github.com/evilsocket/opensnitch/issues/373#issuecomment-803663343

```
    https://go.dev/blog/maps

• https://learnandlearn.com/golang-programming/golang-reference/golang-find-the-minimum-value-min-function-examples-explanation
• https://yourbasic.org/golang/multiline-string/
```