

# Project 3 Report

---

Contributor	Contribution
Olivia Fishbough (27338647)	Part 2: code, video, readme
Itzel Medina (29751993)	Part 1: code, video, readme
Analicia Sosa (29523167)	Part 3: code, video, readme Bonus option

**Project Video:** <https://youtu.be/qMkSM3wgeP4>

## Phase 1

1. Installing docker desktop should automatically install docker-compose as well which is what the project relies on to run. To check to make sure docker compose is successfully installed, run the following command in a command prompt window:

```
C:\Users\olivi>docker-compose version
Docker Compose version v2.31.0-desktop.2
```

2. Create a project directory and navigate to it

```
PS C:\Users\mmedi\OneDrive\Documents\GitHub\CECS327-Project-3\p2p-node> mkdir p2p-node
```

```
PS C:\Users\mmedi\OneDrive\Documents\GitHub\CECS327-Project-3\p2p-node> cd p2p-node
```

3. Create app.py. This is the file that will contain the two flask endpoints to handle file uploads and downloads.

```
app.py ×  
  
4  
5 # Create the Flask app instance  
6 app = Flask(__name__)  
7  
8 # Make sure the storage folder exists to save uploaded files  
9 os.makedirs('./storage', exist_ok=True)  
10  
11  
12 # Route to handle file uploads  
13 @app.route('/upload', methods=['POST'])  
14 def upload_file():  
15     # Get the uploaded file from the request  
16     file = request.files['file']  
17  
18     # Save the file to the local storage folder  
19     file.save(f"./storage/{file.filename}")  
20  
21     # Return a JSON response confirming the upload  
22     return jsonify({  
23         "status": "uploaded",  
24         "filename": file.filename  
25     })  
26  
27  
28 # Route to handle file downloads  
29 @app.route('/download/<filename>', methods=['GET'])  
30 def download_file(filename):  
31     # Send the requested file from the storage folder  
32     return send_from_directory('./storage', filename)  
33  
34  
35 # Run the app on all network interfaces, port 5000  
36 if __name__ == '__main__':  
37     app.run(host='0.0.0.0', port=5000)  
38
```

4. Create the dockerfile

```
1 FROM python:3.10-slim
2
3 WORKDIR /app
4
5 COPY app.py .
6
7 RUN pip install flask
8
9 # Create storage directory
10 RUN mkdir -p /app/storage
11
12 EXPOSE 5000
13
14 CMD ["python", "app.py"]
15
```

5. Create the file we will be uploading and name it mydoc.txt

```
1 This is a test file for our project
```

6. Build the docker image

```
PS C:\Users\mmedi\OneDrive\Documents\GitHub\CECS327-Project-3\p2p-node> docker build -t p2p-node .
```

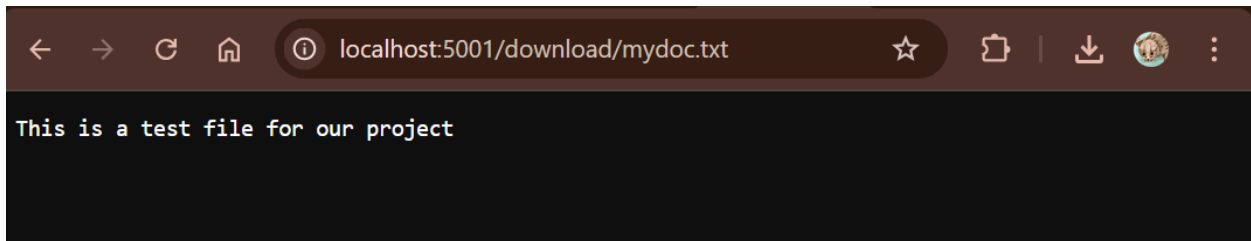
7. Mount a volume in Docker so the files persist:

```
PS C:\Users\mmedi\OneDrive\Documents\GitHub\CECS327-Project-3\p2p-node> docker run -d -p 5001:5000 -v "${PWD}/storage:/app/storage" --name node1 p2p-node
```

8. Run the following command to upload the file

```
PS C:\Users\mmedi\OneDrive\Documents\GitHub\CECS327-Project-3\p2p-node> curl.exe -F "file=@mydoc.txt" http://localhost:5001/upload
```

9. Open your browser and go to <http://localhost:5001/download/mydoc.txt>



## Phase 2

10. Add the following code to our app file to add flask endpoints that will allow us to store information directly in our docker container. The function store key function looks for a json type parameter to store a key : value pair of information and stores the information in the key storage. The get\_value function takes the parameter of a key and it returns the information connected to it from the saved storage.

```
# Set up flask endpoint to read values
@app.route('/kv', methods=['POST'])
def store_key_value():
    data = request.get_json()
    key = data.get('key')
    value = data.get('value')

    if key and value:
        key_storage[key] = value
        return jsonify({"status": "success", "key": key, "value": value})
    else:
        return jsonify({"status": "error", "message": "Invalid input"}), 400

# Recieve key value being stored
@app.route('/kv/<key>', methods=['GET'])
def get_value(key):
    value = key_storage.get(key)
    if value:
        return jsonify({"key": key, "value": value})
    else:
        return jsonify({"error": "Key not found"}), 404
```

11. To store the information use the following command:

```
PS C:\Users\olivi\OneDrive\Desktop\School\CECS 327\CECS327-Project-3\p2p-node> Invoke-RestMethod -Uri http://localhost:5001/kv -Method POST -Headers @{ "Content-Type" = "application/json" } -Body '{"key":"color","value":"blue"}'

key    status    value
---    -
color  success    blue
```

This is a bit different from the command given to us in the assignment instructions; this is due to using windows command prompt which doesn't directly support curl commands.

12. To retrieve the information to check that the information correctly saved, enter the following command:

```
PS C:\Users\olivi\OneDrive\Desktop\School\CECS 327\CECS327-Project-3\p2p-node> curl.exe http://localhost:5001/kv/color
{"key":"color","value":"blue"}
```

And it should list all the saved keys and their respective information that they store on the local network.

### Phase 3

1. The initial attempt at solving this portion of the assignment was to hardcode a peers list in the environment variables of each node object.

2. Create a docker-compose file to construct many different nodes at once

```
27     > Run Service
28     node2:
29         build: .
30         container_name: node2
31         ports:
32             - "5002:5000"
33         environment:
34             - ROLE=peer
35         networks:
36             p2pnet:
37         depends_on:
38             - bootstrap
39
40     > Run Service
41     node3:
42         build: .
43         container_name: node3
44         ports:
45             - "5003:5000"
46         environment:
47             - ROLE=peer
48         networks:
49             p2pnet:
50         depends_on:
51             - bootstrap
52
53     > Run Service
```

3. Update the kv get and set methods to query peers if it can't find the requested data and implement hashing

```

87 @app.route('/kv/<key>', methods=['GET'])
88 def get_value(key):
89     responsible_node = hash_key_to_node(key)
90
91     if responsible_node != own_url:
92         try:
93             res = requests.get(f"{responsible_node}/kv/{key}")
94             return res.json(), res.status_code
95         except Exception as e:
96             return jsonify({"error": f"Forwarding failed: {str(e)}"}), 500
97
98     value = key_storage.get(key)
99     if value:
100         return jsonify({"key": key, "value": value})
101     else:
102         return jsonify({"error": "Key not found"}), 404
103

```

```

1
2 # Helper function to find responsible node
3 def hash_key_to_node(key):
4     if not peers:
5         return own_url # Fallback for single node
6
7     hash_val = hashlib.sha1(key.encode()).hexdigest()
8     sorted_peers = sorted(peers | {own_url}, key=lambda p: hashlib.sha1(p.encode()).hexdigest())
9     for peer in sorted_peers:
10         if hashlib.sha1(key.encode()).hexdigest() <= hashlib.sha1(peer.encode()).hexdigest():
11             return peer
12     return sorted_peers[0]
13

```

4. The node were able to successfully store key/value pairs and fetch them from other nodes.

## Option 1

1. Implement pings

```

122 # Health check endpoint
123 @app.route('/ping', methods=['GET'])
124 def ping():
125     sender = request.args.get("sender")
126     if sender and sender != own_url and sender not in peers:
127         peers.add(sender)
128         print(f"Added peer from ping: {sender}")
129         # Notify sender back
130         try:
131             requests.post(f"{sender}/peers", json={"peers": [own_url]})
132         except Exception as e:
133             print(f"Failed to notify sender {sender}: {e}")
134
135     return jsonify({"status": "alive", "node": own_url})
136

```

2. In order to make the system able to automatically add and remove new and inactive peers, we needed to rework the hardcoded peers list. We settled for having the nodes register themselves with the bootstrap node when they start up. They retrieve the peers list from the bootstrap node and regularly ping those nodes. When the bootstrap node goes down, they're still able to ping one another and monitor the active nodes.
3. Add in logic to monitor peer activity

```
p2p-node > app.py
151 def monitor_peers():
152     while True:
153         dead_peers = []
154         for peer in list(peers):
155             if peer == own_url:
156                 continue
157             try:
158                 res = requests.get(f"{peer}/ping", params={"sender": own_url}, timeout=3)
159                 if res.status_code != 200:
160                     raise Exception(f"Non-200 status: {res.status_code}")
161             except Exception as e:
162                 data = res.json()
163                 except ValueError:
164                     raise Exception("Invalid JSON in ping response")
165
166                 if data.get("status") != "alive":
167                     raise Exception("Ping status not alive")
168         except Exception as e:
169             print(f"[{own_url}] Removing unresponsive peer: {peer} ({e})")
170             dead_peers.append(peer)
171     for dead in dead_peers:
172         peers.discard(dead)
173         for peer in list(peers):
174             try:
175                 requests.post(f"{peer}/peers", json={"remove": [dead]})
176             except Exception as e:
177                 print(f"[{own_url}] Failed to notify {peer} about dead peer {dead}: {e}")
178
179
```