### **CMSC 621**

# Project 2: Clocks, Multicast, and COMMIT: Assignment 1

# Berkeley Algorithm with logical clocks

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## • Requirements specifications

The goal of 'n' node distributed system is to synchronize clock of each node with the help of a time daemon. A node will work as the time daemon which will connect with all the other nodes and synchronize the time with Berkeley algorithm.

### • Program Design

The project consists of two files.

- 1) server.cpp
- 2) client.cpp.

Server will accept the connection from number of clients and perform the synchronization task with Berkeley algorithm and client will send the data requested by server. The server's code will be executed once but number of clients will be spawned to achieve distributed environment. Server will wait for all clients to connect and then only it will start the Berkeley algorithm.

#### Code Overview

The connection between clients and the server is achieved with the help of *UNIX-based TCP sockets*. Following socket programming functions are used for communication purposes.

socket(): To create a communication endpoint and will return a file descriptor.

accept(): To accept new connections.

bind(): To assign the address to the socket.

*listen()*: To make server to listen (look for) connection requests.

connect(): Used by client to connect to a server.

To handle multiple clients, *POSIX threads* are used. Each client is handled by a thread. Following commands are used for threads.

pthread\_t : Declaration of thread.

pthread\_create : Creation of thread function.

pthread join: Command to wait for a thread to finish.

#### Flow of the code

- 1) Once the connection is established between time daemon and all the nodes, it will start the implementation of Berkeley algorithm.
- 2) Time daemon will send its local time to all the connected nodes.
- 3) Each client will compare its local timestamp and return the difference to the time daemon.

- 4) Time daemon will calculate the average of differences and adjust its own clock.
- 5) Time daemon will send the value to be adjusted on client's side.

# • Compiling instructions

- 1. Run the make file.
- 2. Server will start first. Run './server' to start server.
- 3. Run python3 spawn.py in terminal with same directory as code folder, it will spawn clients.

(Note: If you get 'Binding Failed' error please change the port number in both files.)

# • Tradeoffs and possible improvements

The time daemon can handle 'n' number of clients but in order to achieve this one need to update the definition of 'number\_of\_clients' from the header file to that particular number.

```
#define number_of_clients 5
```

Same change is required in 'spawn.py' file. The range of the for loop in the file needs to be adjusted according to number of clients.

### • Thoroughness of evaluation

Code has been tested with different number of clients, screenshot as below:

Execution with 3 clients:

#### Execution with 5 clients:

#### Execution with 10 clients:

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