Distributed Cloud Scheduler

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# Introduction

Stage 1 of this project is to design and develop a client-side simulator for basic scheduling and dispatching of jobs. The jobs are provided to the client via the ds-sim protocol in plain text from the server-side simulator. The client will then dispatch the jobs to the largest available server.

This client will follow the structure and communication format as shown in ds-sim user guide [2] section 6 “ds-sim communication protocol”. The client will behave similarly to the given pre-compiled ds-sim-client [3].

# System overview

*System overview (½ page): high-level description of the system (both client-side simulator and server-side simulator with the focus being your client-side simulator), preferably, with a figure (your own, not one in ds-sim User Guide) showing the workflow/working of the system.*

This system

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# Design

*Design (1 page): design philosophy, considerations and constraints, functionalities of each simulator component focusing on the client-side simulator.*

**Design Philosophy**

As a group we had no specific design methodology in approaching this project. We completed the project by completing issues & tasks as they appeared. That being said, we made use of the fact that Java is an Object Oriented Programming Language (OOP). Essentially, “objects” contain data (fields) and code (methods). We used this paradigm for the storing, reading, and writing of available Servers (type, count, cores etc). This will be covered more thoroughly later in the document when we discuss “*Server.java*”.

**Considerations and Constraints**

Constraints include:

* Time to complete the project, funding available, forced to use Ubuntu via VM.

Considerations include:

* Each group member has a different level of proficiency & understanding in regards to socket programming, networking, and Ubuntu.

**Component Functionality**

# Implementation

# The libraries we used for this project are:

java.net.\*

java.util: arrayList & concurrent.TimeUnit

java.xml.parsers: DocumentBuilder & DocumentBuilderFactory

org.w3c.dom: Document, Element & NodeList

The java.net\* package is a ServerSocket class, it is used by our Client to obtain a port and listen to requests. Essentially this is what allows our Client to communicate with the DS-Server.

The arrayList package is used for storing the data about the servers. We parse the information about each server from the XML file to a Server Object (a class we have defined) which is then held in an arrayList of Server Objects.

The concurrent.TimeUnit package is used as a means to wait a certain period of time before trying to connect to DS-Server in the event there are connection difficulties.

The xml.parsers packages are what allow us to open and read the information about the servers from the XML files.

The org.w3c.dom packages are used for file input.

As mentioned earlier, the main data structure being used is a LinkedList. This is a linear data structure that is mutable and allows for the addition and deletion of elements with relative ease. This ArrayList holds a collection of Server Objects. We use this ArrayList of Server Objects to determine which Server is the largest by iterating through the list and comparing the number of cores.

The java class “*Server.java*” was developed & defined by our group. The class contains fields for: the type of server (String), the limit/number of available servers (int), boot-time (int), hourly Rate (float), core-count (int), memory (int), and disk-size (int). We also getters that return this information.

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| The components & functions of our project are as follows:  public Client(String address, int port) throws IOException {} |

This is the constructor for Client.java, its input parameters are the address and port.

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| private void start (){} |

This function is called once we have established a connection with the Server.

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| private String toLargest(String job, Server s){} |

The string this method returns is a command that sends the request to the largest server. The input parameters are a string (job) from the ds-server, and a Server (s) the largest server pulled from ds-system.xml.

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| private int findLargest(ArrayList<Server> s){} |

This function returns the index of the Server (from our Server ArrayList) with the highest core count.

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| private void sendMessage (String outStr) {} |

This function takes a string and sends it as a message to ds-server.

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| private String readMessage () {} |

This function reads incoming messages from ds-server, and returns it as a string.

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| private static void connect(String address, int port) {} |

This function establishes a connection to ds-server.

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| public static void main(String args[]) throws IOException {} |

The java main method is the entry point of any java program.

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| public static ArrayList<Server> readXML(String fileName){} |

This function returns an arrayList of Server Objects through reading an XML file (the input parameter). The XML file ds-system.xml, is produced by ds-server. It’s contents vary depending on which config file is used by ds-server.

# References

[1] <https://github.com/CazDev/Distributed-Cloud-Scheduler>

[2] [https://github.com/distsys-MQ/ds-sim/blob/master/docs/](https://github.com/distsys-MQ/ds-sim/blob/master/docs/ds-sim_user-guide.pdf) (ds-sim user guide)

[3]<https://github.com/distsys-MQ/ds-sim/blob/master/src/pre-compiled/ds-client>