



Projects

Corso di Sistemi Distribuiti e Cloud Computing A.A. 2023/24

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Choice and deadline

- Project choice is **mandatory**
- Deadline: **February 15, 2024**
- How to choose: send me an email with the following info
 - Email subject: SDCC prenotazione progetto
 - Team members (for each student: name, email and student ID number)
 - Chosen project (and description of service, if applicable)
- Maximum number of available slots for each project
 - Assigned with FIFO discipline: after my presentation, not during! 😊
- Communicate promptly and motivate any change to your team
- Project is valid **only for A.Y. 2023/24**

Delivery: what

- What to deliver
 - Link to shared cloud folder or code repository containing:
 - Code
 - Instructions to configure and run your code
 - Report
 - (if applicable) Dataset of experimental results
 - Write your report using the structure of as scientific article
 - E.g.,: Title, Author(s), Abstract, Introduction, Background, Solution Design, Solution Details, Results, Discussion, References
 - **Maximum 8 pages** using ACM or IEEE double-column format
 - ACM proceedings templates
<https://www.acm.org/publications/proceedings-template>
 - IEEE proceedings templates
<https://www.ieee.org/conferences/publishing/templates.html>

Delivery: when

- When to deliver project code and report
 - By **September 20, 2024**
 - About one week before project presentation
 - No prefixed dates for presentation, we will agree on the date after you deliver the project
 - Team members > 1: All team members discuss their project on the same day

Presentation

- What to present
 - Prepare [slides](#)
 - Prepare [live demo](#) of project
 - Team members > 1: Each team member discusses a part of the project (it is your choice which part)
 - Maximum **10 minutes** per member
 - I will check time and interrupt you if needed
 - Live demo is not included!
 - Q&A during and at the end of presentation

Common requirements for all projects

- Programming language: depends on project
- You can use support libraries and tools to develop your project (of course they should not overlap with the project goals!)
 - Be careful: their use must be properly mentioned in the project report
- System/service with configurable parameters (no hard-coded!)
 - Through a configuration file/service
- You must test all the functionalities of your developed system/service and present and discuss the testing results in the project report

Common requirements for all projects (2)

- System/service state should be distributed
 - The only allowed centralized services can be one to provide service discovery, users logging, and other housekeeping tasks
- System/service supports multiple entities (e.g., concurrent clients) which may contend for shared resources
- System/service supports update to some form of shared state
- Depending on chosen project:
 - System/service scalability and elasticity
 - System/service fault tolerance
 - In particular, system/service continues operation even if one of the nodes crashes (optional: a crashed node recovers after crash so that it can resume operation)

Grant for cloud services

- Projects require the use of [Amazon Web Services \(AWS\)](#) through Learner Lab provided by AWS Academy
 - You should have received the email to access the grant, let me know if you cannot find it
 - 100 \$ grant
 - Some limits on services, check the list of available services!
- Plus AWS Free Tier for 12 months (unless you have already registered for AWS account)

Project B5

- Simple distributed key-value store with consistency guarantees
 - 1 student per team, max 4 students
 - Programming language: Go
 - Implement a simple distributed key-value store with consistency guarantees
 - Operations: get(key), put(key, value), delete(key)
 - Clients can request operations to any replica
 - Provide consistency guarantees
 - Sequential consistency using logical scalar clocks
 - Causal consistency using logical vector clocks
 - Test your solution (at least 3 replicas)
 - Deployment using Docker Compose and EC2 instance
 - You also need to emulate network delays to simulate delays in the message transmission among different replicas