

HW-4 Part-B Distributed Remote File System Report

The problem statement i.e. to build a distributed remote file system was divided into two major modules: building a Metaserver and building N Dataservers.

1. Metaserver

1.1. Design for implementation of metaserver

1.1.1. Initial tests for server connection, and to-and-fro data transfer to server using xmlrpclib

- Build a server: `python simpleht.py --port 2222`
- Test Program (in terminal window):

```
import pickle, xmlrpclib
from xmlrpclib import Binary
rpc = xmlrpclib.ServerProxy("http://localhost:2000/")
d1 = {'a': 'text1', 'b': 'text2'}
path1 = 'dir1/dir2/abc'
sData = pickle.dumps(d1)           #Marshall Data
rpc.put(Binary(path1), Binary(sData)) #add to server
rd1 = rpc.get(Binary(path1))        #get from server
rd1 = pickle.loads(rd1.data)        #Unmarshall Data
print rd1
```

1.1.2. Changes to HierarchicalBlockFS.py to create distributedFS.py to store metadata to metaserver

- Initialized an instance of metaserver, `rpc_met`, in `__init__(self)`.
- Modification to the `traverseparent()` method to return an additional data i.e. path of parent.
- In order to keep track of subdirectories and files, datatype of *files* was changed to list and was operated when needed.
- In `main()`, port number for metaserver was fetched from argument given in command
`m_port = argv[2]`

1.1.3. Changes to simpleht.py to create metaserver.py

- Added a new method to delete a value from hashtable in metaserver using `.pop()` method

```
def delete_k(self, key):
    self.data.pop(key.data)
    return True
```

1.2. Tests for verifying the functionality of metaserver

- Directories created on multiple levels.
- All the functions related to directories and metadata such as `chmod`, `create`, `getxattr`, `listxattr`, `mkdir`, `rmdir`, `readdir`, `getattr`, `removexattr` and `utimens` were tested on multilevel directories.

2. Dataserver

2.1. Design for implementation of metaserver

2.1.1. Additional modifications to `distributedFS.py` to store data to 'N' dataserver

- Initialized a list of instances of `dataserver`, `rpc_dat`, in `__init__(self)`.
- Developed a hashfunction named `hashit`. The key of the table is path of directory or file, while the value is the data itself.
- Logic to assign `dataserver` to a particular data.
Hashfunction considers ASCII value of individual characters in the path and adds it.
$$\text{IndexOfDataServer} = \text{Sum}(\text{ASCII}(\text{path})) \% \text{NumberOfDataServers}$$
- In `main()`, port number for `dataservers` were fetched from argument given in command

```
d_port = list()
for x in range(3,len(argv)):
    d_port.append(argv[x])
```

2.1.2. Changes to `simpleht.py` to create `dataserver.py`

- Added a new method to delete a value from hashtable in `metaserver` using `.pop()` method
- Modification to `.get()` method. if `rv={}:` return `False`

2.2. Tests for verifying the functionality of dataserver

- Hashfunction was tested for its equal load distribution to number of servers ranging from 2 to 5.
- All the file related functions such as, `write`, `unlink`, `symlink`, `readlink`, `read`, `truncate` were tested for number of text files ranging from a few Bytes to 104 KB.
- All kind of file operation were performed, like `truncate`, `append`, `overwrite`, etc at different levels of directories.
- Hardlink and symlinks were also tested on multiple levels and were working successfully.

Tests for rename() method:

- Large blocks of files could be successfully moved and copied using rename method.
- Tested by using *mv* command to move the files at multiple levels of directories.
- Tested by renaming the files at same level as well as different levels in the file system hierarchy.
- Copied files using *cp* command at same level as well as different levels in the file system hierarchy.

➤ Common approaches in methods.

- Getattr()

Get the metadata of file from meta server and check if the key exists at server. If key doesn't exist raise error, else return attributes.

- Write ()

Steps:

1. Calculate size and no of blocks from metadata.
2. Get all the file blocks make changes and upload it back.