BUILDING A DISTRIBUTED KEY VALUE STORE BIG DATA 2016 - CLASS PROJECT

Jampala SreeChandana

Keerthana Nagaraj

Shravanthi.R

Rohini.D.V

01FB15ECS132

01FB15ECS147

01FB15ECS219

01FB15ECS242

INTRODUCTION

A distributed data store is a computer network where information is stored on more than one node, often in a replicated fashion. It is usually specifically used to refer to either a distributed database where users store information on a number of nodes, or a computer network in which users store information on a number of peer network nodes.

ALGORITHM AND DESIGN

- 1.Creation of a Client and Server java files using socket programming.
- 2. Start ZooKeeper and creation of Master Znode
- 3. Check for the presence of Master using ZooKeeper

SERVER OPERATION

- Clients will send requests to the server
- Server will determine request type put, get
- Server will determine if it can process the request or the request has to be serviced by other servers
- ☐ For self-served requests it will process the request and send back status of response

SERVER REPLICATION

- Based on the server name a hash code function assigns a random number.
- This random number is used to assign the last 8 bytes of the IP Address for the server.

Example: If the hash code returns a value 1234. Then required value = (1234) %255 Required value = 214 So, IP Address for the server will be 127.0.0.214 Its replica would be hash code return value of hashcode (servername+r).

HANDLING SERVER FAILURE

- Client tries connecting to server with key.
- On server failure, connects to master to get new list of keysserver mapping.
- □ Talks to the replica to retrieve data

EXPERIMENTAL RESULTS

- Successfully established connection between client and server.
- Successful querying of keys by the client from various servers with distributed key value pairs.
- Server failure handled, its contents replicated in a replica-server and client retrieval from replicaserver.

FUTURE ENHANCEMENTS

Handling additional servers, more than three

REFERENCES

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THANK YOU