

DC Project

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i. Describe how you would implement synchronization. Explain using pseudo-code.

For synchronization locks would have to be used in the server. Since there are 5 separate threads running at one instance,

For this we need 2 locks,

one to prevent writes or deletes while reading

One to prevent deletion while writing

```
acquire.Lock()
```

```
read(filename)
```

```
release.Lock()
```

```
acquire.Lock2()
```

```
write(filename)
```

```
release.Lock2()
```

This lock will be shared the threads.

```

mayank@mayank-VirtualBox: ~/Desktop/C
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$
mayank@mayank-VirtualBox:~/Desktop/C$ python3 severmain.py
Connection from:server ('127.0.0.1', 38280)
0
Connection from:server ('127.0.0.1', 46178)
0
create test_synchronization.txt
write test_synchronization.txt owqvupylnxzcnhgopafditfayzznxqxtvhqawnv
{'test_synchronization.txt': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000']}
read test_synchronization.txt
here
{'test_synchronization.txt': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000']}
delete test_synchronization.txt

```

```

mayank@mayank-VirtualBox: ~/Desktop/B
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$ python3 severmain.py
Connection from:server ('127.0.0.1', 43314)
0
Connection from:server ('127.0.0.1', 40162)
0
Connection from: ('127.0.0.1', 44906)
Hello
{'test_synchronization.txt': ['mayank-VirtualBox7000']}
{'test_synchronization.txt': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000']}
owqvupylnxzcnhgopafditfayzznxqxtvhqawnv
owqvupylnxzcnhgopafditfayzznxqxtvhqawnv
sending
delete test_synchronization.txt
sending

```

```

mayank@mayank-VirtualBox:~/Desktop/AS
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$
mayank@mayank-VirtualBox:~/Desktop/AS$ python3 severmain.py
Connection from:server ('127.0.0.1', 56278)
0
Connection from:server ('127.0.0.1', 34266)
0
{'test_synchronization.txt': ['mayank-VirtualBox7000']}
{'test_synchronization.txt': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000']}
{'test_synchronization.txt': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000']}

```

```

mayank@mayank-VirtualBox: ~/Desktop
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$ python3 two.py mayank-VirtualBox:6000 mayank
-VirtualBox:7000 mayank-VirtualBox:8000
Received from server: DONE
->create test_synchronization.txt
Received from server: DONE
->write test_synchronization.txt 40
Received from server: {'test_synchronization.txt': ['mayank-VirtualBox7000', 'ma
yank-VirtualBox8000']}owqvupylnxzcnhgopafditfayzznxqxtvhqawnvDONE
->read test_synchronization.txt
Received from server: owqvupylnxzcnhgopafditfayzznxqxtvhqawnvDONE
->delete test_synchronization.txt
Received from server: {}
->

```

Q2 Screenshot for create,write,read, delete

```

mayank@mayank-VirtualBox: ~/Desktop/B
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$
mayank@mayank-VirtualBox:~/Desktop/B$ python3 severmain.py
Connection from:server ('127.0.0.1', 43314)
0
Connection from:server ('127.0.0.1', 40162)
0
Connection from: ('127.0.0.1', 44906)
Hello
{'test_synchronization.txt': ['mayank-VirtualBox7000']}
{'test_synchronization.txt': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000']}
owqvupyixnxzcnhgopafditfayzznxqxtvhqawnv
owqvupyixnxzcnhgopafditfayzznxqxtvhqawnv
sending
delete test_synchronization.txt
sending
{'file1': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000']}

```

```

mayank@mayank-VirtualBox: ~/Desktop
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$
mayank@mayank-VirtualBox:~/Desktop$ python3 two.py mayank-VirtualBox:6000 mayank
-VirtualBox:7000 mayank-VirtualBox:8000
Received from server: DONE
->create test_synchronization.txt
Received from server: DONE
->write test_synchronization.txt 40
Received from server: {'test_synchronization.txt': ['mayank-VirtualBox7000', 'ma
yank-VirtualBox8000']}owqvupyixnxzcnhgopafditfayzznxqxtvhqawnvDONE
->read test_synchronization.txt
Received from server: owqvupyixnxzcnhgopafditfayzznxqxtvhqawnvDONE
->delete test_synchronization.txt
Received from server: {}
->write file1 5
Received from server: DONE
->
Received from server: {'file1': ['mayank-VirtualBox7000', 'mayank-VirtualBox8000
']}puspfDONE
->exit
mayank@mayank-VirtualBox:~/Desktop$

```

Q2 Screenshot showing hashtable after deleting test_synchronization.txt

[illegible]

Q2 Screenshot for fault tolerance

Code for Server

```
import multiprocessing
import socket
import time
import pickle

def server_program(dict,count1,count2,q1,q2,r1,r2,rq1,rq2,req,di,dli,port=6000):

    # get the hostname
    host = socket.gethostname()
    host_str=str(host)+str(port)

    if(port==6000):
        port2=7000
    if(port==7000):
        port2=8000
    if(port==8000):
        port2=6000
    host_str2=str(host)+str(port2)
    server_socket = socket.socket() # get instance

    server_socket.bind((host, port)) # bind host address and port together

    # configure how many client the server can listen simultaneously
    server_socket.listen(10)

    while True:

        conn, address = server_socket.accept() # accept new connection
        print("Connection from: " + str(address))
        while True:
            data = conn.recv(16384).decode()
            if not data:
                # if data is not received break
                break

            temp=data

            data=data.split()
```

```

if(data[0]=='connect'):
    print("Hello")
if(data[0]=='write'):
    write(data[1],data[2])
    dict[data[1]]=host_str,host_str2

    q1.put(temp)
    q2.put(temp)
    count1.value=1
    count2.value=1
    rr=str(dict)
    conn.send(rr.encode())
    conn.send(data[2].encode())
if(data[0]=='read'):
    l1=dict[data[1]]
    if(l1.count(host_str)>0):
        k=read(data[1])
        conn.send(bytes(read(data[1]), 'utf-8'))

    else:
        rq1.put(temp)
        rq2.put(temp)
        r1.value=1
        r2.value=1
        while(1):
            read1=req.get()
            if read:
                break

        print(read1)

        #r1.value=1
        conn.send(bytes(read1, 'utf-8'))
if(data[0]=='create'):
    create(data[1])
    dict[data[1]]=host_str
    q1.put(temp)
    q2.put(temp)
    count1.value=1
    count2.value=1
if(data[0]=='delete'):
    delete(data[1])

```

```

        dict.pop(data[1])
        rr=str(dict)
        conn.send(rr.encode())
        dli.put(temp)
        di.value=1
    data = 'DONE'
    try:
        conn.send(data.encode()) # send data to the client
    except:
        pass
#conn.close() # close the connection

```

```

def write(filename,content):
    f = open(filename, "a")
    f.write(content)
    f.close()

```

```

def create(filename):
    f= open(filename,"w+")
    f.close()

```

```

def read(filename):
    f = open(filename, "r")
    return(f.read())

```

```

def delete(filename):
    try:

        os.remove(filename)
    except:
        return False

```

```

def intraserver(port,q,shared_dict,count,f,r1,rq1,di,dli,req):
    host = socket.gethostname()
    server_socket = socket.socket()
    server_socket.bind((host, port))
    server_socket.listen(2)

    while 1:
        conn, address = server_socket.accept()
        print("Connection from:server " + str(address))
        print(count.value)

```



```

serialized_dict = pickle.dumps(shared_dict.copy())
#data=serialized_dict.encode()
#count.value=0
conn.send(serialized_dict)

while 1:

    if(count.value==1 and f==0):

        print(shared_dict)
        serialized_dict = pickle.dumps(shared_dict.copy())
        #data=serialized_dict.encode()
        conn.send(serialized_dict)
        ("here")

        count.value=0

    if(count.value==1 and f==1):
        #serialized_dict = pickle.dumps(shared_dict.copy())
        #data=serialized_dict.encode()
        #conn.send(serialized_dict )
        #("here")
        while(q.empty() is False):
            out=q.get()
            #print(out)
            out=pickle.dumps(out)
            #out=out.encode()
            conn.send(out)

            count.value=0

    if(r1.value==1 and f==0):
        #serialized_dict = pickle.dumps(shared_dict.copy())
        #data=serialized_dict.encode()
        #conn.send(serialized_dict)
        while(rq1.empty() is False):
            out1=rq1.get()
            #print("out1")
            out1=pickle.dumps(out1)
            #out1=out1.encode()

            conn.send(out1)
            while 1:

```

```

        read=conn.recv(16384)

        if read:
            break
        read=pickle.loads(read)
        req.put(read)
        #print("hello")
        print(read)
        r1.value=0

    if(di.value==1 and f1==0):
        serialized_dict = pickle.dumps(shared_dict.copy())
        conn.send(serialized_dict)
        di.value=0
    if(di.value==1 and f1==1):
        serialized_dict = pickle.dumps(shared_dict.copy())
        conn.send(serialized_dict)
        print("sending")
        try:
            while(dli.empty() is False):
                out2=dli.get()
                print(out2)
                out2=pickle.dumps(out2)
                conn.send(out2)
        except:
            pass
        di.value=0
    if(hasher.value==1):
        serialized_dict = pickle.dumps(shared_dict.copy())
        conn.send(serialized_dict)
        hasher.value=0

```

```

def intraclient(port,q,shared_dict):

```

```

    host = socket.gethostname()
    host_str=str(host)+str(port)

```

```

    port1=6000
    if(port==7002):
        port2=7000
    if(port==8001):
        port2=8000
    host_str1=str(host)+str(port1)

```

```

host_str2=str(host)+str(port2)
client_socket = socket.socket()
while 1:
    try:
        client_socket.connect((host, port))
        break

    except:
        m=1

try:
    data = client_socket.recv(16384)
    dta=pickle.loads(data)
    dit.update(dta)
    #print(dict)
    #print(dta)
except:
    pass
while 1:
    data = client_socket.recv(16384)
    if data:
        dta=pickle.loads(data)
        #print(dta)
        #print(type(dta))

        if isinstance(dta, str)==True:
            print(dta)
            dta=dta.split()
            if(dta[0]=='read'):
                k=read(dta[1])
                print("here")
                sreial=pickle.dumps(k)
                client_socket.send(sreial)
            if(dta[0]=='create'):
                create(dta[1])
            if(dta[0]=='write'):
                write(dta[1],dta[2])
                shared_dict[dta[1]]=[host_str2,host_str1]
                print(shared_dict)
            if(dta[0]=='delete'):
                delete(dta[1])
                shared_dict.pop(dta[1])
        if isinstance(dta, dict)==True:

```

```
        shared_dict.update(dta)
        print(shared_dict)
    #data = client_socket.recv(16384).decode()
    #print(data)
    #dta=json.loads(data)
```

```
#client_socket.close()
```

```
if __name__ == '__main__':
    manager = multiprocessing.Manager()
    count1 = multiprocessing.Value('i', 0)
    count2 = multiprocessing.Value('i', 0)
    f1=1
    f2=0
    req=multiprocessing.Queue()
    hasher= multiprocessing.Value('i', 0)
    r1=multiprocessing.Value('i', 0)
    r2=multiprocessing.Value('i', 0)
    rq1=multiprocessing.Queue()
    rq2=multiprocessing.Queue()
    di=multiprocessing.Value('i',0)
    dli=multiprocessing.Queue()
    shared_dict = manager.dict()
    q1=multiprocessing.Queue()
    q2=multiprocessing.Queue()
    p1 = multiprocessing.Process(target=server_program,
args=(shared_dict,count1,count2,q1,q2,r1,r2,rq1,rq2,req,di,dli,6000))
    p2 = multiprocessing.Process(target=intraserver, args=(6001,q1,shared_dict,count1,f1,r1,rq1,di,dli,req))
    p3 = multiprocessing.Process(target=intraserver, args=(6002,q2,shared_dict,count2,f2,r2,rq2,di,dli,req))
    p4 = multiprocessing.Process(target=intraclient, args=(8001,q1,shared_dict))
    p5 = multiprocessing.Process(target=intraclient, args=(7002,q2,shared_dict))
    #p4 = multiprocessing.Process(target=editq, args=(q,))
    p1.start()
    p2.start()
    p3.start()
    p4.start()
    p5.start()
    p1.join()
    p2.join()
    p3.join()
    p4.join()
    p5.join()
```

Code for Client

```
import socket
import random
import string
import sys

def client_program():
    IP1=sys.argv[1]
    IP2=sys.argv[2]
    IP3=sys.argv[3]
    cell=[IP1,IP2,IP3]
    final=random.choice(cell)
    IP=final.split(':')
    host = IP[0] # as both code is running on same pc
    port = int(IP[1]) # socket server port number

    client_socket = socket.socket() # instantiate
    client_socket.connect((host, port)) # connect to the server
    message='connect'
    while message.lower().strip() != 'exit':
        client_socket.send(message.encode()) # send message
        data = client_socket.recv(1024).decode() # receive response

        print('Received from server: ' + data) # show in terminal
        data=None
        while data==None:
            data1=input("->")
            message=data1
            if(message[:5]=='write'):
                k=randomString(int(message.split()[2]))
                message = message.split()[0] + ' ' +message.split()[1] + ' ' + k
            break
        #message = input(" -> ") # again take input
        #message='bye'
    client_socket.close() # close the connection

def randomString(stringLength=8):
    letters = string.ascii_lowercase
    return ( ''.join(random.choice(letters) for i in range(stringLength)) )
```

```
if __name__ == '__main__':  
    client_program()
```