**Distributed Image Processing System using Cloud Computing**

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# **Introduction:**

In today's digital era, the demand for image processing applications continues to rise, driven by various fields such as healthcare, entertainment, surveillance, and more. However, the computational complexity of image processing tasks often poses challenges in terms of processing time and resource utilization. To address these challenges, the integration of cloud computing and distributed systems has emerged as a powerful solution, enabling efficient parallel processing of image data.

The "Distributed Image Processing System using Cloud Computing" project aims to leverage the scalability and computational resources offered by cloud environments to implement a robust and efficient image processing system. By distributing processing tasks across multiple virtual machines in the cloud, the system can handle large volumes of image data effectively while ensuring scalability and fault tolerance.

This project focuses on developing a distributed system using Python programming language and cloud-based virtual machines. The system will utilize either OpenCL or MPI (Message Passing Interface) for parallel processing of image data, enabling the implementation of various image processing algorithms such as filtering, edge detection, and color manipulation.

# **Project Scope:**

The project aims to develop a distributed image processing system utilizing cloud computing technologies. It involves designing and implementing a system capable of distributing image processing tasks across multiple virtual machines in the cloud. The system will support various image processing algorithms such as filtering, edge detection, and color manipulation. It should be scalable to accommodate an increasing workload by adding more virtual machines and should maintain fault tolerance to handle node failures gracefully.

# **Objectives:**

* Design and implement a distributed image processing system using Python.
* Utilize cloud-based virtual machines for distributed computing.
* Use image processing algorithms including filtering, edge detection, and color manipulation.
* Ensure scalability to accommodate increased workload by adding virtual machines dynamically.
* Ensure fault tolerance by reassigning tasks from failed nodes to operational ones.

# **Requirements:**

* Distributed Processing: The system should distribute image processing tasks across multiple virtual machines in the cloud.
* Image Processing Algorithms: Use filtering, edge detection, and colour manipulation algorithms.
* Scalability: The system should dynamically scale by adding virtual machines as the workload increases.
* Fault Tolerance: The system should handle node failures gracefully by reassigning tasks from failed nodes to operational ones.
* User Interface: Develop a user-friendly interface for users to upload images, select processing operations, monitor task progress, and download processed images.
* Cloud Computing Platform: Select a suitable cloud computing platform (e.g., AWS, Azure, Google Cloud) for hosting virtual machines.
* Parallel Processing Framework: Choose either OpenCL or MPI for parallel processing of image data.
* Monitoring System: Implement a monitoring system to track the progress of image processing tasks.
* Documentation: Provide comprehensive documentation including system architecture, setup instructions, and user guide.

# **Beneficiaries of the project:**

1. **Researchers and Academia:** Researchers and academics involved in fields such as computer vision, image processing, and distributed systems can benefit from the project's advancements. The system provides a platform for exploring and experimenting with different image processing algorithms in a distributed computing environment, enabling them to conduct research and develop new techniques more efficiently.
2. **Healthcare Professionals:** In the healthcare industry, medical imaging plays a crucial role in diagnosis, treatment planning, and monitoring of patients. Healthcare professionals can benefit from the project by utilizing the distributed image processing system to enhance the speed and accuracy of medical image analysis. This can lead to faster diagnoses, improved treatment outcomes, and ultimately better patient care.
3. **Entertainment and Media Industry:** The entertainment and media industry often deals with large volumes of image and video data for tasks such as video editing, special effects, and content creation. The distributed image processing system can streamline these workflows by providing efficient parallel processing capabilities, enabling content creators to produce high-quality media content more effectively.
4. **Surveillance and Security Agencies:** Surveillance systems rely heavily on image processing technologies for tasks such as object detection, tracking, and facial recognition. By leveraging the distributed image processing system, surveillance and security agencies can enhance the capabilities of their surveillance systems, improving situational awareness and response times in critical situations.
5. **E-commerce and Retail:** E-commerce platforms and retail businesses can benefit from the project by integrating image processing capabilities for tasks such as product recognition, image-based search, and visual recommendation systems. The distributed system enables real-time processing of images, enhancing the user experience and driving sales through personalized product recommendations.
6. **Government and Public Sector:** Government agencies and public sector organizations can leverage the distributed image processing system for various applications, including satellite image analysis, urban planning, disaster management, and environmental monitoring. By processing large-scale image data efficiently, these organizations can make data-driven decisions and address societal challenges more effectively.

# **User Stories:**

* + As a user, I want to upload an image to the system for processing.
  + As a user, I want to select the type of image processing operation to be performed.
  + As a user, I want to download the processed image once the operation is complete.
  + As a user, I want to monitor the progress of the image processing task.

# **System Architecture:**

## **User Interface (UI):**

* + Provides an interface for users to interact with the system.
  + Allows users to upload images, select processing operations, monitor task progress and view the processed images.

## **Master Node:**

* + Virtual machine in the cloud responsible for the application backend before the image processing.
  + Handles user requests and generates messages to the worker nodes.
  + Divide the image into many segments using image segmentation methods.
  + Distributes image processing tasks to worker nodes.
  + Manages scalability and fault tolerance.
  + Sends back the processed image to the client UI.

## **Worker Nodes:**

* + Virtual machines in the cloud responsible for actual image processing using distribution architecture.
  + Receive tasks from the backend (master node), perform processing using parallel computing, and return results.

## **Communication Layer:**

* + Facilitates communication between different components of the system using TCP and web sockets communication and we will define it below.
  + Utilizes messaging protocols or frameworks for task distribution and result retrieval.

## **Monitoring:**

* + Monitors system performance, resource utilization, and task progress.

# **Selected Technologies:**

## **Cloud Platform:**

* + **Microsoft Azure**: Cloud provider with virtual machines (Azure VMs), storage (Azure Blob Storage), and messaging services (Azure Service Bus).

## **Programming Language:**

* + **Python**: Selected for its ease of development, rich ecosystem of libraries (e.g., CV for image processing), and suitability for parallel computing.

## **Parallel Computing:**

* + **TCP sockets**: we implemented our parallel programming functions with TCP sockets without needing for MPI.

## **Communication:**

* + TCP and WebSockets.

## **Considerations:**

* **Scalability**: Ensure the architecture can scale horizontally by adding more worker nodes dynamically.
* **Fault Tolerance**: Implement mechanisms to handle node failures, such as task reassignment and redundancy.
* **Cost Optimization**: Optimize resource usage to minimize operational costs, especially in cloud environments where costs can scale with usage.

# **Why we used these technologies:**

## **Cloud Platform - Microsoft Azure:**

* + **Azure VMs**: These provide scalable and customizable virtual machines, allowing the deployment of various applications without worrying about hardware infrastructure.
  + **Azure Blob Storage**: Offers scalable object storage for documents, images, videos, and other unstructured data, enabling efficient data management and access.

**Reason for Selection**: Microsoft Azure was chosen for its robust infrastructure, extensive services, and reliable performance. It offers a wide range of scalable solutions that fit the project's requirements, ensuring flexibility and efficiency in deployment and management.

## **Programming Language - Python:**

* + **Ease of Development**: Python's simple and readable syntax makes it easy to write and maintain code, accelerating development cycles.
  + **Rich Ecosystem of Libraries**: Python boasts a vast collection of libraries for various purposes, such as computer vision (CV) for image processing, machine learning, data analysis, and more. This wealth of resources enhances productivity and facilitates the implementation of complex functionalities.
  + **Suitability for Parallel Computing**: Python supports parallel computing, enabling efficient utilization of resources and faster processing of tasks.

**Reason for Selection**: Python was chosen for its combination of simplicity, versatility, and powerful libraries. Its suitability for parallel computing aligns well with the project's requirements for efficient data processing and analysis.

## **Parallel Computing – TCP sockets:**

Parallel programming with Python TCP sockets offers several benefits, particularly when dealing with network-bound or I/O-bound tasks. Here are some of the key advantages:

**1. Improved Performance and Throughput**

* **Concurrency**: Parallel programming allows handling multiple connections simultaneously, which can significantly improve the performance of network applications. This is particularly beneficial in a server environment where numerous clients are making requests concurrently.
* **Efficient Resource Utilization**: By distributing tasks across multiple threads or processes, you can better utilize the available CPU cores and network bandwidth, leading to improved overall throughput.

**2. Reduced Latency**

* **Faster Response Times**: Handling multiple client requests in parallel can reduce the latency experienced by each client, as the server can process multiple requests concurrently rather than sequentially.
* **Responsive Servers**: Parallel processing helps in maintaining a responsive server even under heavy load, as incoming connections are handled promptly without significant delays.

**3. Scalability**

* **Handling Large Number of Connections**: Parallel programming allows the server to scale and handle a large number of simultaneous connections. This is crucial for applications like web servers, chat applications, and multiplayer games.
* **Dynamic Resource Allocation**: With parallel programming, resources can be dynamically allocated based on the workload, providing better scalability for varying loads.

**4. Enhanced Reliability and Fault Tolerance**

* **Isolation of Tasks**: Using separate threads or processes can isolate tasks, so a failure in one task does not necessarily impact others. This enhances the reliability of the application.
* **Graceful Degradation**: In case of overload or partial failure, parallel programming can help in maintaining the operation of critical components, ensuring that the system degrades gracefully rather than failing completely.

**5. Simplified Code Structure for Asynchronous Tasks**

* **Easier to Manage**: For many I/O-bound tasks, using parallel programming techniques like threading or asynchronous I/O can simplify the code structure. This can make it easier to write and maintain compared to complex state machine-based asynchronous code.
* **Modular Design**: Tasks can be encapsulated into independent modules or functions, leading to cleaner and more maintainable code.

**6. Efficient Use of Multiprocessing**

* **CPU-Bound Tasks**: For tasks that are CPU-bound, using multiprocessing can take full advantage of multiple CPU cores. Python’s Global Interpreter Lock (GIL) can limit the performance of multi-threaded programs, but multiprocessing can bypass this limitation by running separate Python interpreter instances.
* **Concurrent Data Processing**: This is especially useful for applications that need to perform intensive data processing in addition to handling network communication.

**7. Asynchronous I/O Operations**

* **Event-Driven Architecture**: Libraries like **asyncio** enable an event-driven programming style, which is highly efficient for I/O-bound and high-level structured network code.
* **Non-Blocking Operations**: Asynchronous programming allows for non-blocking operations, meaning a single thread can manage many network connections without being blocked by any single operation.

# **Communication:**

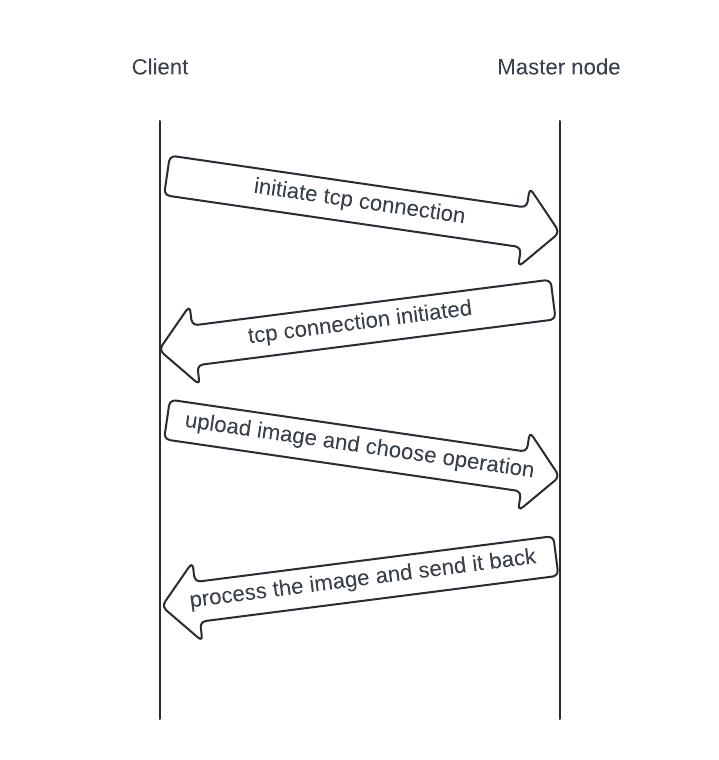


Figure 1 client-master node protocol

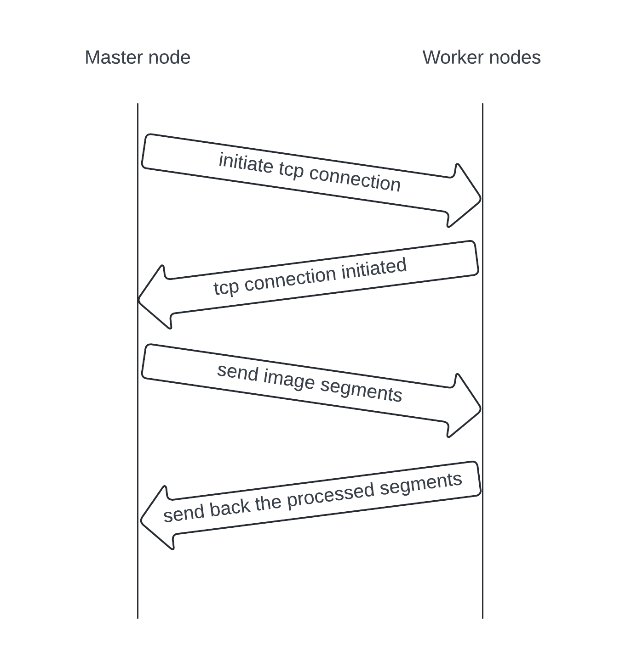


Figure 2 master node-worker node protocol

We will use TCP and WebSockets for Communication

# **Cost analysis:**

Developing a distributed image processing system using cloud computing Application involves various costs, including:

## **Development Costs:**

* **Software Development:**
  + **Resource Time:**
    - Programming (Python) - Analyzing, designing, coding, and testing the application.
    - Network Engineering - Designing and implementing the network architecture.
  + **Tools and Frameworks:**
    - Python development environment (IDE)
    - Specific libraries for networking, parallel computing, and UI/UX
    - Cloud-based development platform
  + **Testing and Quality Assurance:**
    - Unit testing, integration testing, and user acceptance testing
    - Automated testing tools
* **Documentation:**
  + Creating user manuals, API documentation, and internal technical documentation

## **Infrastructure Costs:**

* **Deployment:**
  + Cloud-based server
  + Domain name and SSL certificate
  + Load balancer
* **Hosting:**
  + Monthly or annual fees for cloud server or other hosting services
  + Bandwidth costs depending on user activity

## **Maintenance Costs:**

* Bug Fixes: Addressing issues reported by users
* Feature Enhancements: Implementing new features and functionality
* Security Updates: Maintaining security patches and updates for libraries and frameworks
* Version Control: Managing code changes and releases

## **Additional Costs:**

* Project Management: Planning, scheduling, and coordinating development activities
* Legal and Regulatory Compliance: Ensuring compliance with data privacy regulations
* Third-Party Services: APIs, libraries, or other paid services
* Marketing and Promotion: Advertising and promoting the application to attract users

## **Cost Estimation:**

Due to the project's scope and varying factors, providing a definitive cost estimate is difficult. However, here's a rough breakdown:

* Development: $5,000 - $20,000+
* Infrastructure: $500 - $2,000+ per month
* Maintenance: $1,000 - $5,000+ per month

## **Cost Optimization Strategies:**

* **Open-source libraries and frameworks:**
  + Utilize freely available libraries and frameworks for various functionalities, reducing licensing costs.
* **Cloud-based development and hosting:**
  + Leverage cloud platforms for development and deployment to reduce infrastructure costs and maintenance overhead.
* **Agile development methodology:**
  + Focus on rapid prototyping and iterative development to ensure resource efficiency and early feedback.
* **Community-driven development:**
  + Encourage contributions from open-source communities to leverage shared resources and expertise.

Overall, the cost of developing and maintaining a distributed image processing system using cloud computing Application will depend on various factors like project complexity, team size, and chosen technologies. Implementing cost-optimization strategies can significantly reduce expenses and ensure project viability.

# **Project plan:**

**Phase 1: Project Planning and Design (2-3 weeks)**

**Tasks:**

1. Define project scope, objectives, and requirements.
2. Research cloud computing technologies and select the appropriate platform (AWS, Google Cloud, Azure, etc.).
3. Design system architecture, including components, interactions, and data flows.
4. Determine technologies for parallel processing (MPI, OpenCL) or others.
5. Create a detailed project plan with tasks, responsibilities, and timelines.
6. Draft user stories based on gathered requirements.
7. Document project plan and design decisions.

**Responsibilities:**

* Mohamed Amr, Youssef Emad, Salma Nasreldin: System design, technology selection.
* Mohamed Ibrahim: Diagrams, user stories.

**Timelines:**

* Weeks 1-2: Define scope, objectives, and requirements; research and select technologies; design system architecture.
* Week 3: Finalize project plan, document design decisions, and user stories.

**Phase 2: Development of Basic Functionality (2-3 weeks)**

**Tasks:**

1. Implement basic image processing operations (filtering, edge detection, color manipulation).
2. Set up cloud environment and provision virtual machines.
3. Develop worker threads for processing tasks.
4. Implement image upload functionality.
5. Develop user interface for basic operations.
6. Manual testing of implemented functionality.

**Responsibilities:**

* All team: Implementation of basic functionalities, GUI coding.
* Mohamed Amr, Youssef Emad: Cloud setup, guidance on system integration, manual testing.
* Salma Nasreldin: Progress tracking, issue resolution, testing connection between vms and local machines.
* Mohamed Ibrahim: diagrams updating, GUI designing.

**Timelines:**

* Weeks 4: Implement basic image processing operations and cloud setup.
* Weeks 5-6: Develop worker threads, image upload functionality, and user interface.

**Phase 3: Development of Advanced Functionality (2-3 weeks)**

**Tasks:**

1. Implement advanced image processing operations (e.g., feature extraction, object recognition).
2. Develop distributed processing functionality using MPI or OpenCL.
3. Implement scalability features to add more virtual machines dynamically.
4. Incorporate fault tolerance mechanisms to handle node failures.
5. Conduct integration testing of advanced functionality.

**Responsibilities:**

* Salma Nasreldin, Youssef Emad: Implement advanced image processing operations and distributed processing.
* Mohamed Amr, Mohamed Ibrahim: Incorporate scalability and fault tolerance features, conduct integration testing.

**Timelines:**

* Weeks 7-8: Implement advanced image processing operations and distributed processing.
* Weeks 8-9: Incorporate scalability and fault tolerance features, conduct integration testing.

**Phase 4: Testing, Documentation, and Deployment (2-3 weeks)**

**Tasks:**

1. Conduct thorough testing of the entire system, including unit, integration, and system testing.
2. Document system design, codebase, and user instructions.
3. Prepare deployment scripts and configurations.
4. Deploy the system to the cloud environment.
5. Perform final system testing and validation.

**Responsibilities:**

* Mohamed Amr, Salma Nasreldin, Youssef Emad: Testing and documentation.
* Mohamed Ibrahim: Deployment, final testing, and validation.

**Timelines:**

* Weeks 10-11: Testing and documentation.
* Weeks 12: Deployment, final testing, and validation.

# **Diagrams:**

## **Sequence diagram:**

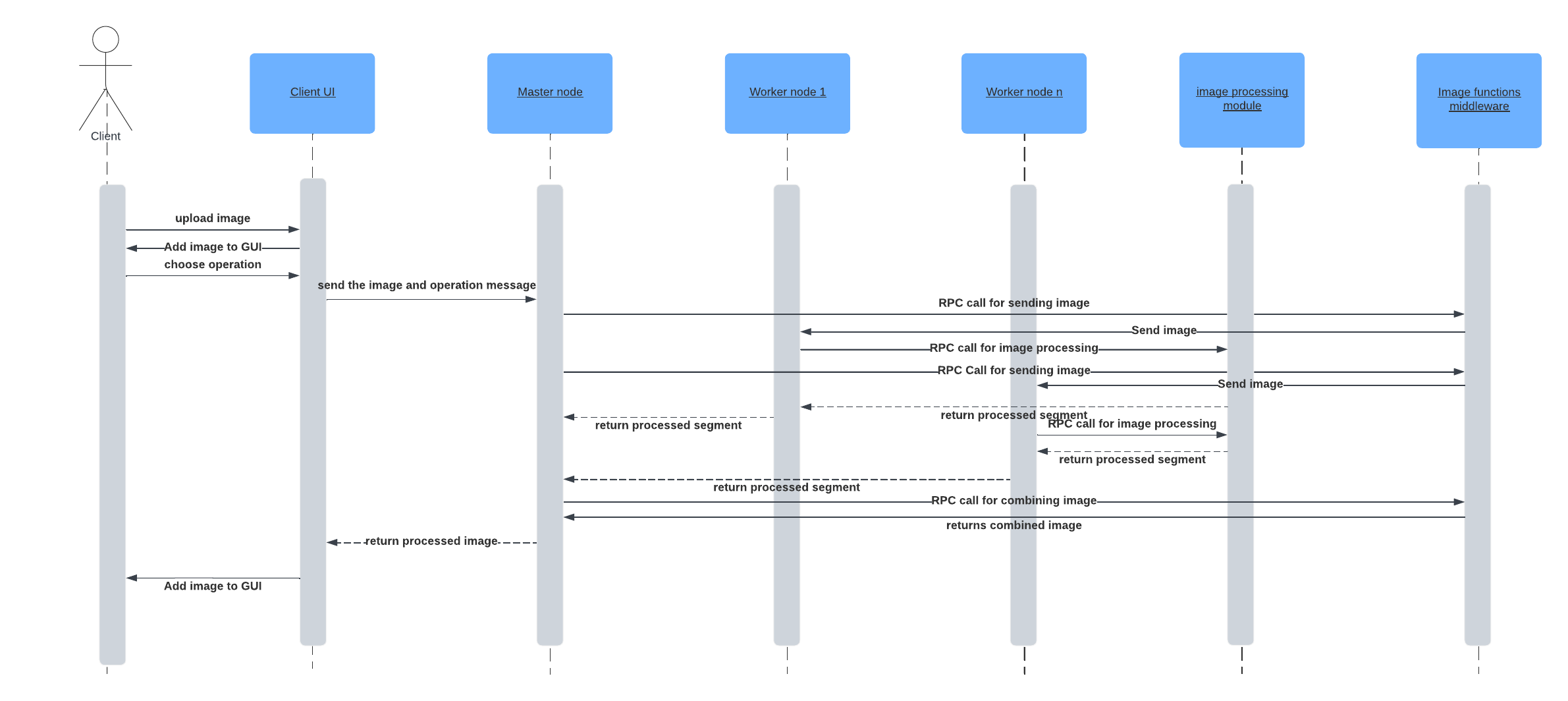


Figure 3 sequence diagram

## **Components diagram:**

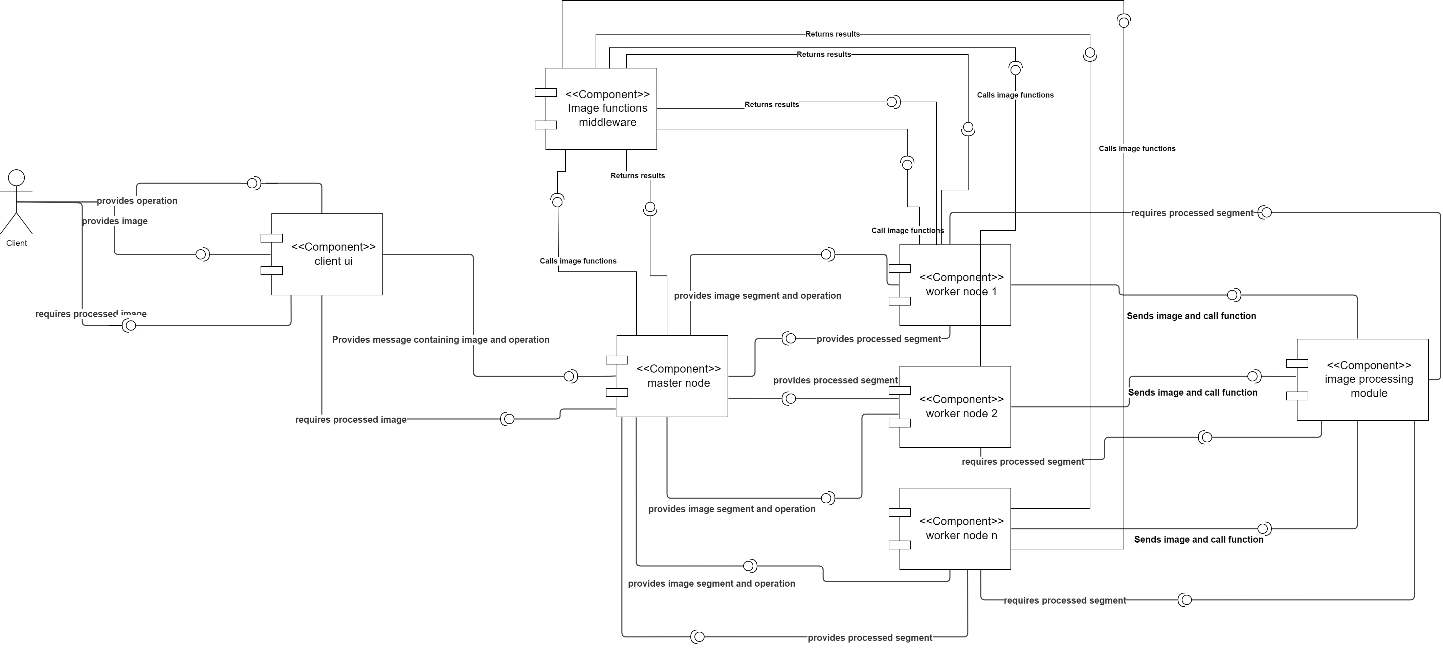


Figure 4 components diagram

## **Infrastructure diagram:**

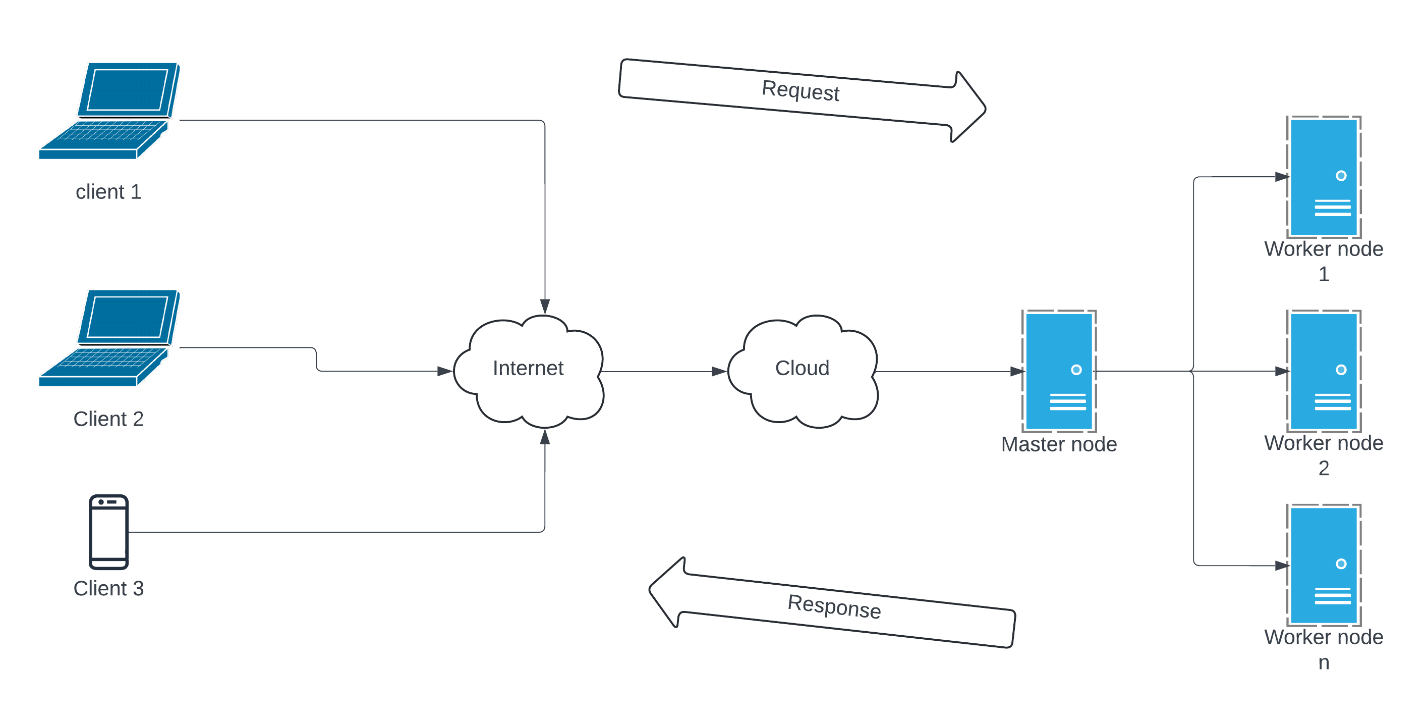


Figure 5 infrastructure diagram

## **C:\Users\Mohamed Amr\Downloads\networkdd.pngNetwork diagram:**

Figure 6 network diagram

# **End-user guide: Distributed Image Processing System**

## **1. Introduction**

Welcome to the Distributed Image Processing System! This user guide will walk you through the steps to upload an image, choose an image processing operation, and process the image using the system's graphical user interface (GUI).

## **2. Getting Started**

* **System Requirements:** Ensure that you have a stable internet connection.
* **Accessing the System:** Open the GUI application.

## **3. Uploading an Image**

* **Step 1:** Click on the "Upload" button to select the image files from your device.
* **Step 2:** Choose the image files you want to process from your local storage and click "Open" to upload it to the system.
* **Step 3:** Once the upload is complete, the selected image will be displayed on the GUI.

## **4. Selecting Image Processing Operation**

* **Step 1:** Choose the type of image processing operation you want to perform from the dropdown menu.
* **Step 2:** Available operations may include:
  + Basic operations such as filtering, color manipulation, etc.
  + Advanced operations like edge detection, sketch, etc.
* **Step 3:** After selecting the desired operation, the system will display a preview of the processed image on the GUI.

## **5. Processing the Image**

* **Step 1:** Once you have selected the image processing operation, click on the "Convert" button to initiate the processing.
* **Step 2:** The system will distribute the processing task across multiple virtual machines in the cloud for parallel execution.
* **Step 3:** Once the processing is complete, the processed image will be displayed on the GUI, and you can download it to your device.

## **6. Conclusion**

Congratulations! You have successfully processed an image using the Distributed Image Processing System. Feel free to explore other image processing operations and functionalities offered by the system.

## **Additional Tips:**

* If you encounter any issues or have questions about the system's functionality, refer to the system documentation or contact your system administrator for assistance.
* Ensure that you have the necessary permissions to access and use the system features effectively.

Thank you for using the Distributed Image Processing System. We hope you find it useful for your image processing needs!

# **Phase 2 introduction:**

In Phase 2 of our project, we're taking steps to build the basic functions of our Distributed Image Processing System using Cloud Computing.

Over the past 2-3 weeks, we focused on laying down the groundwork. This means implementing the essential tasks for handling images, such as adjusting colors, and applying filters. These tasks fall under "image processing", as we're primarily concerned with altering images programmatically rather than manually.

Simultaneously, we organized the cloud environment. This involves creating virtual machines and configuring the necessary infrastructure to support our image processing tasks efficiently. Our goal is to ensure that our system can handle multiple tasks simultaneously without slowing down or encountering performance issues.

A key component of this phase is developing what we call a "worker thread." This thread will manage the distribution of image processing tasks across our cloud infrastructure, ensuring that each task is executed promptly and efficiently.

Throughout this phase, we'll keep the user experience in mind. We want users to be able to upload their images easily and apply basic image processing operations without any hassle. To achieve this, we'll follow user stories that guide our development process, ensuring that our system meets the needs and expectations of its users.

By the end of Phase 2, we aim to have a solid foundation for our Distributed Image Processing System. While it may not have all the bells and whistles yet, it will be capable of reliably processing images in the cloud, setting the stage for more advanced features in the future.

**Setting up the environment:**

We used Microsoft azure to setup the cloud environment and creating the virtual machines.

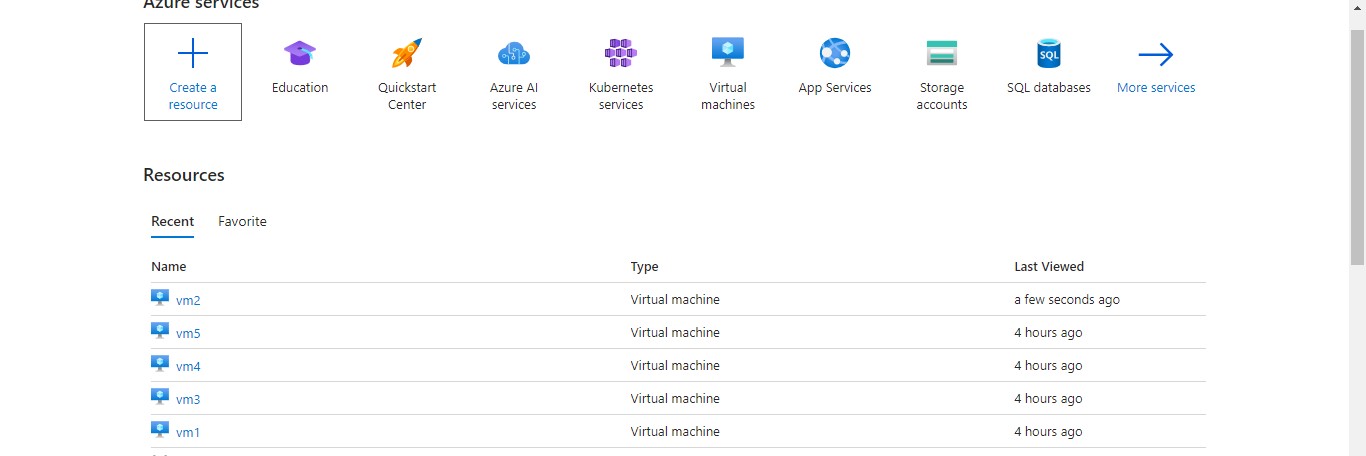
Firstly, we created five virtual machines two for master nodew and the other for the worker nodes:

Figure 7 azure resources

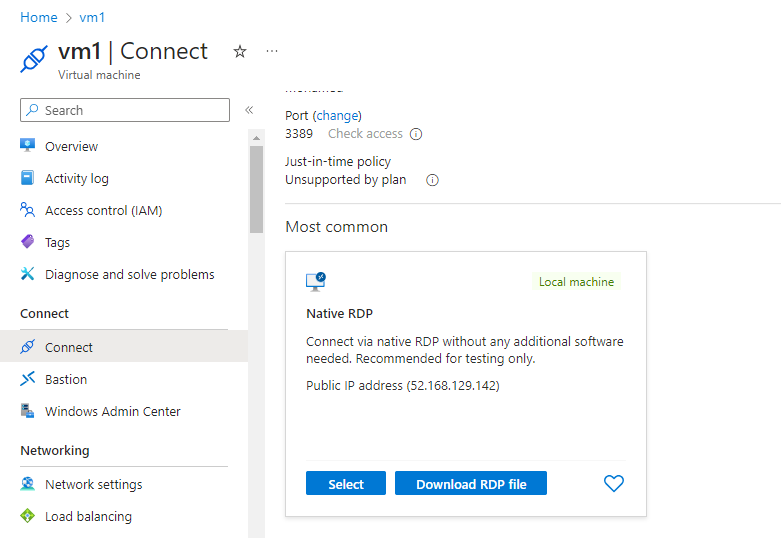
Then we downloaded RDP files for both machine to start them

Figure 8 RDP download

Then we added inbound ICMP rules to ping the machines, then we added inbound TCP rule to open the port for accepting TCP messages form another computers in both machine, here is an example of one of them:

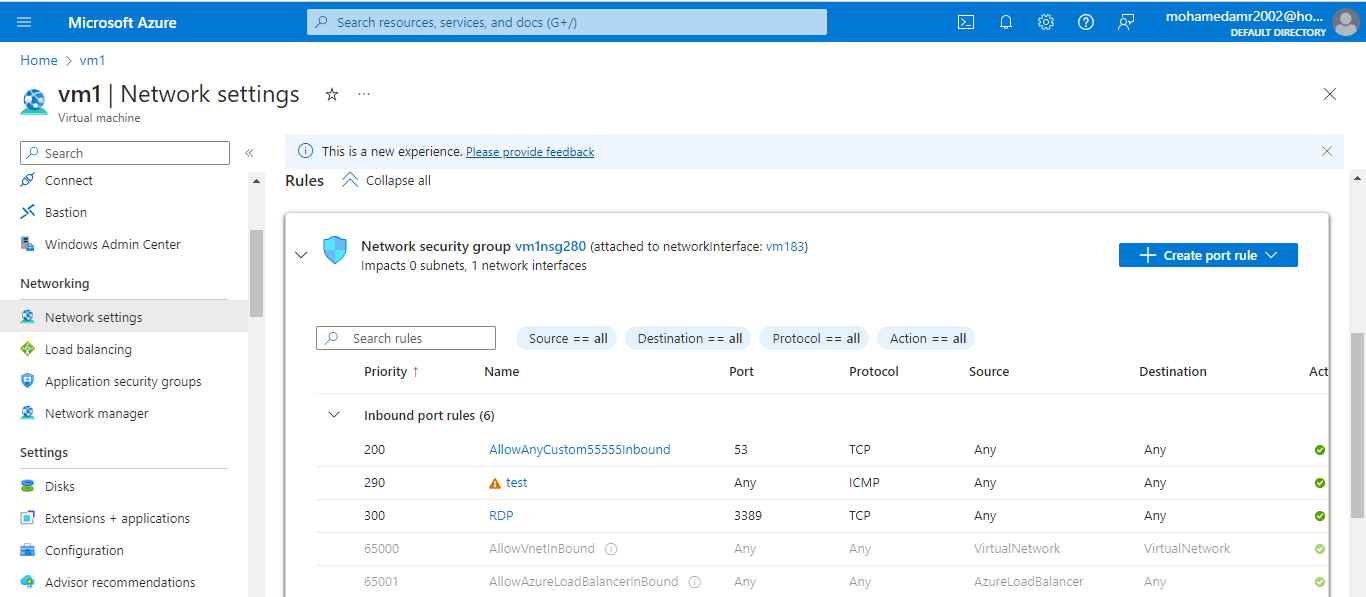


Figure 9 inbound rules

Then we pinged the IP address of the machine to test the connectivity between two pcs

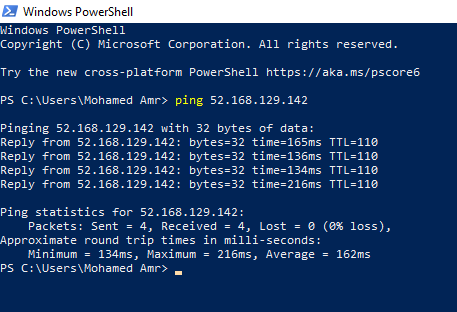


Figure 10 pinging machines

Then we used zenmap application to test if the TCP port is opened for sending and receiving messages

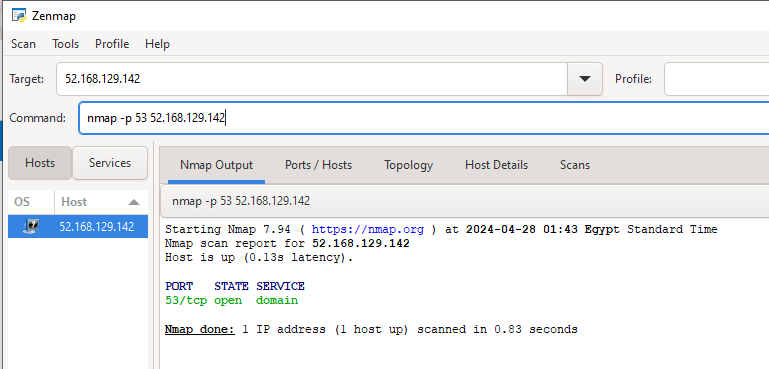


Figure 11 testing the TCP port

After that we had two virtual machines ready for sending and receiving messages

**Codes:**

1. **Master node:**

import socket

import threading

import json

from imageFunctionsMiddleware import \*

# from db import \*

from datetime import datetime

import urllib.request

workerslist=[('40.82.152.147',53),('20.215.232.32',53),('20.28.42.106',53)]#[('localhost',55555),('localhost',55554),('localhost',55553)]#

print(len(workerslist))

def send\_list\_over\_socket(client\_socket, data):

    try:

        serialized\_data = json.dumps(data)

        buffer\_size = len(serialized\_data)

        client\_socket.send(str(buffer\_size).encode('utf-8'))

        client\_socket.recv(2)

        client\_socket.sendall(serialized\_data.encode('utf-8'))

    except Exception as e:

        print(e)

def monitorWorker(server\_public\_ip, port, clientsockloggedonmaster,i):

    try:

        client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

        client\_socket.connect((server\_public\_ip, port))

        client\_socket.send("st".encode('utf-8'))

        message = client\_socket.recv(2).decode('utf-8')

        if message == "ok":

            print("Worker is still alive")

        else:

            print("Worker is dead")

    except ConnectionRefusedError:

        print("Connection to worker failed. Worker might be down.")

def monitorWorker2(server\_public\_ip, port):

    try:

        client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

        client\_socket.connect((server\_public\_ip, port))

        client\_socket.send("st".encode('utf-8'))

        message = client\_socket.recv(2).decode('utf-8')

        if message == "ok":

            print("Worker is still alive")

            return message

        else:

            print("Worker is dead")

    except ConnectionRefusedError:

        return "no"

def chechWorkinworkers(workerslist):

    workingWorkerlists=[]

    for i,worker in enumerate(workerslist):

        ip,ports=worker

        message=monitorWorker2(ip,ports)

        if message == "ok":

            # insert\_log(f"{worker} is still alive {datetime.now()}")  # Log message to database

            if worker not in workingWorkerlists:

                    workingWorkerlists.append(worker)

        else:

            # insert\_log(f"{worker} is dead {datetime.now()} ")

            if worker in workingWorkerlists:

                workingWorkerlists.remove(worker)

    return workingWorkerlists

def recieveAndSendClient():

    # insert\_log(f"{get\_public\_ip()} worker started {datetime.now()}")

    server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

    host ='0.0.0.0' #'localhost'

    port = 53#55551

    server\_socket.bind((host, port))

    server\_socket.listen(5)

    print(f"Server listening on {host}:{port}")

    workingWorkerlistscheckst=chechWorkinworkers(workerslist)

    while True:

        client\_socket, addr = server\_socket.accept()

        try:

            operation=client\_socket.recv(2).decode('utf-8')

        except Exception as e:

            print(e)

        if operation =="st":

            workingWorkerlistscheckst=chechWorkinworkers(workerslist)

            try:

                send\_list\_over\_socket(client\_socket,workingWorkerlistscheckst)

            except  Exception as E:

                print(E)

        elif operation=="mc":#master check

            client\_socket.send("ok".encode('utf-8'))

        else:

            imageBytes,\_=receive\_image(client\_socket)

            client\_thread = threading.Thread(target=sendImageToWorker, args=(client\_socket,imageBytes,operation,addr))

            client\_thread.start()

def sendImageToWorker(clientsockloggedonmaster,image\_bytes,operation,addr):

    print(f"Connection from: {addr}")

    workingworkers=chechWorkinworkers(workerslist)

    segments = split\_image(len(workingworkers), image\_bytes)

    clientsockets=[]

    processed\_segments\_bytes = []

    for i,worker in enumerate(workingworkers):

        ip,ports=worker

        client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

        try:

            client\_socket.connect((ip, ports))

            client\_socket.send(operation.encode('utf-8'))

            send\_image\_segments(client\_socket, segments[i])

            clientsockets.append(client\_socket)

        except:

            sendImageToWorker(clientsockloggedonmaster,image\_bytes,operation,addr)#recursion to check if segment is failed its processes the image again

    for socketi in clientsockets:

        processed\_segment\_bytes, \_ = receive\_image(socketi)

        # display\_image\_from\_bytes(processed\_segment\_bytes)

        processed\_segments\_bytes.append(processed\_segment\_bytes)

    if len(processed\_segments\_bytes)==len(segments):

        combined\_image\_path = combine\_segments\_to\_bytes(processed\_segments\_bytes)

        # display\_image\_from\_bytes(combined\_image\_path)

        send\_image\_segments(clientsockloggedonmaster,combined\_image\_path)

    else:

        sendImageToWorker(clientsockloggedonmaster,image\_bytes,operation,addr)#recursion to check if segment is failed its processes the image again

    client\_socket.close()

def get\_public\_ip():

    try:

        response = urllib.request.urlopen('http://httpbin.org/ip')

        data = json.loads(response.read().decode())

        ip\_address = data['origin']

        return ip\_address

    except Exception as e:

        print("Error getting public IP:", e)

        return None

if \_\_name\_\_ == "\_\_main\_\_":

    recieveAndSendClient()

1. **Worker node:**

import socket

import threading

from imageFunctionsMiddleware import \*

from imageProcessingModule import \*

# from db import \*

import urllib.request

import json

from datetime import datetime

def handle\_client(client\_socket, addr):

    print(f"Connection from: {addr}")

    while True:

        try:

            message=client\_socket.recv(2).decode('utf-8')

            if message == "":

                continue

            elif message=="st":

                client\_socket.send("ok".encode('utf-8'))

            else:

                try:

                    image\_bytes,length = receive\_image(client\_socket)

                    if image\_bytes is not None:

                        if message == "gr":

                            processed\_image\_bytes = greyFilter(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (processed\_image\_bytes, len(processed\_image\_bytes)))

                        elif message == "ed":

                            edges\_bytes = edgeDetection(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (edges\_bytes, len(edges\_bytes)))

                        elif message == "fl":

                            filtered\_image\_bytes = imageFiltering(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "bl":

                            filtered\_image\_bytes = gaussian\_blur(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "sk":

                            filtered\_image\_bytes = laplacian(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "iv":

                            filtered\_image\_bytes = invert\_colors(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "bc":

                            filtered\_image\_bytes = adjust\_brightness\_contrast(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "rf":

                            filtered\_image\_bytes = apply\_red\_filter(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "bf":

                            filtered\_image\_bytes = apply\_blue\_filter(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "gf":

                            filtered\_image\_bytes = apply\_green\_filter(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "cc":

                            filtered\_image\_bytes = convert\_color\_space(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        elif message == "hm":

                            filtered\_image\_bytes = apply\_heat\_filter(image\_bytes)

                            send\_image\_knownbytes(client\_socket, (filtered\_image\_bytes, len(filtered\_image\_bytes)))

                        else:

                            print(f"Unknown message: {message} enter right choice")

                            continue

                except Exception as e:

                    print(f"Error receiving image: {e}")

                    # insert\_log(f"worker {get\_public\_ip()} closed {e}  {datetime.now()}")

                    break

        except Exception as error:

            # insert\_log(f"worker {get\_public\_ip()} closed {error}  {datetime.now()}")

            client\_socket.close()

def get\_public\_ip():

    try:

        response = urllib.request.urlopen('http://httpbin.org/ip')

        data = json.loads(response.read().decode())

        ip\_address = data['origin']

        return ip\_address

    except Exception as e:

        print("Error getting public IP:", e)

        return None

def main():

    # insert\_log(f"{get\_public\_ip()} worker started {datetime.now()}")

    server\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

    host ='0.0.0.0' #'localhost'

    port =53 #55555

    server\_socket.bind((host, port))

    server\_socket.listen(5)

    print(f"Server listening on {host}:{port}")

    while True:

        client\_socket, addr = server\_socket.accept()

        client\_thread = threading.Thread(target=handle\_client, args=(client\_socket, addr))

        client\_thread.start()

if \_\_name\_\_ == "\_\_main\_\_":

    main()

1. **Client GUI:**

import tkinter as tk

from tkinter import filedialog

from PIL import Image, ImageTk

import io

import socket

import numpy as np

import threading

import time

import json

class ScrollableImageFrame(tk.Frame):

    def \_\_init\_\_(self, root):

        super().\_\_init\_\_(root)

        self.canvas = tk.Canvas(self)

        self.scrollbar = tk.Scrollbar(self, orient="vertical", command=self.canvas.yview)

        self.scrollable\_frame = tk.Frame(self.canvas)

        self.scrollable\_frame.bind(

            "<Configure>",

            lambda e: self.canvas.configure(

                scrollregion=self.canvas.bbox("all")

            )

        )

        self.canvas.create\_window((0, 0), window=self.scrollable\_frame, anchor="nw")

        self.canvas.configure(yscrollcommand=self.scrollbar.set)

        self.canvas.pack(side="left", fill="both", expand=True)

        self.scrollbar.pack(side="right", fill="y")

    def add\_image(self, image, max\_width=300, max\_height=300):

        width, height = image.size

        aspect\_ratio = width / height

        if width > max\_width or height > max\_height:

            if aspect\_ratio > 1:

                new\_width = max\_width

                new\_height = int(max\_width / aspect\_ratio)

            else:

                new\_height = max\_height

                new\_width = int(max\_height \* aspect\_ratio)

            image = image.resize((new\_width, new\_height))

        photo = ImageTk.PhotoImage(image)

        label\_frame = tk.Frame(self.scrollable\_frame)

        label = tk.Label(label\_frame, image=photo)

        label.image = photo

        label.pack(pady=5, side="top")

        download\_button = tk.Button(label\_frame, text="Download", command=lambda: self.save\_image(image))

        download\_button.pack(side="bottom")

        label\_frame.pack(pady=5, padx=5)

    def save\_image(self, image):

        default\_filename="image.png"

        file\_path = filedialog.asksaveasfilename(defaultextension=".png",initialfile=default\_filename, filetypes=[("PNG files", "\*.png"), ("JPEG files", "\*.jpg"), ("All files", "\*.\*")])

        if file\_path:

            image.save(file\_path)

class ImageConverterApp:

    def \_\_init\_\_(self, root):

        self.root = root

        self.root.title("Image Converter")

        self.root.geometry("550x550")

        self.root.pack\_propagate(True)

        self.image\_bytes = None

        self.image\_label = tk.Label(root)

        self.option\_var = tk.StringVar()

        self.option\_var.set("grey filter")

        self.imgPath=None

        self.uploaded\_images = []

        self.upload\_button = tk.Button(root, text="Upload Photo", command=self.upload\_image)

        self.option\_menu = tk.OptionMenu(root, self.option\_var, "grey filter", "edge detection", "color sharpening","blur","sketch","invert colors","brightness contrast","red filter","blue filter","green filter","convert color","heat map")

        self.convert\_button = tk.Button(root, text="Convert", command=self.convert\_image\_thread)

        self.upload\_button.pack()

        self.option\_menu.pack()

        self.convert\_button.pack()

        self.image\_label.pack()

        self.scrollable\_frame = ScrollableImageFrame(root)

        self.scrollable\_frame.pack(side="top", fill="both", expand=True)

        self.success\_fail\_label = tk.Label(root, text="", fg="green")

        self.success\_fail\_label.pack()

        self.masters\_label = tk.Label(root, text="Masters Status: Unknown")

        self.masters\_label.pack()

        self.server\_status\_label = tk.Label(root, text="workers Status: Unknown")

        self.server\_status\_label.pack()

        self.masters=[("51.120.112.111",53),("4.232.128.42",53)]#[("localhost",55550),("localhost",55551)]#

        self.workingmasterslists=[]

    def upload\_image(self):

        self.uploaded\_images = []

        file\_types = [("Image Files", "\*.jpg; \*.jpeg; \*.png; \*.gif; \*.bmp")]

        file\_paths = filedialog.askopenfilenames(filetypes=file\_types)

        if file\_paths:

            for file\_path in file\_paths:

                image = Image.open(file\_path)

                self.uploaded\_images.append(file\_path)

                self.scrollable\_frame.add\_image(image)

    def resize\_photo(self, photo, width, height):

        return photo.subsample(int(photo.width() / width), int(photo.height() / height))

    def convert\_to\_bytes(self, image):

        img\_byte\_array = io.BytesIO()

        image.save(img\_byte\_array, format=image.format)

        return img\_byte\_array.getvalue()

    def bytes\_to\_image(self,image\_bytes):

        image\_stream = io.BytesIO(image\_bytes)

        image = Image.open(image\_stream)

        return image

    def send\_image(self, conn, imagePath):

        with open(imagePath, 'rb') as f:

            image\_bytes = f.read()

        if imagePath.lower().endswith('.png'):

            image = Image.open(io.BytesIO(image\_bytes)).convert('RGB')

            output = io.BytesIO()

            image.save(output, format='JPEG')

            image\_bytes = output.getvalue()

        conn.sendall(len(image\_bytes).to\_bytes(4, byteorder='big'))

        conn.sendall(image\_bytes)

    def receive\_image(self,conn):

        length = int.from\_bytes(conn.recv(4), byteorder='big')

        if length !=0:

            image\_bytes = b''

            while len(image\_bytes) < length:

                data = conn.recv(length - len(image\_bytes))

                if not data:

                    break

                image\_bytes += data

            return image\_bytes,length

    def display\_image\_from\_bytes(self,image\_bytes):

        image\_stream = io.BytesIO(image\_bytes)

        image = Image.open(image\_stream)

        image.show()

    def convert\_image\_thread(self):

        threading.Thread(target=self.convert\_image).start()

    def receive\_list\_from\_socket(self,client\_socket):

        buffer\_size\_str = client\_socket.recv(1024).decode('utf-8')

        buffer\_size = int(buffer\_size\_str)

        client\_socket.send(b'OK')  # Send acknowledgment

        received\_data = b''

        while len(received\_data) < buffer\_size:

            received\_data += client\_socket.recv(min(buffer\_size - len(received\_data), 1024))

        return json.loads(received\_data.decode('utf-8'))

    def receive\_server\_status(self):

        client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

        ip,por=self.workingmasterslists[0]

        try:

            client\_socket.connect((ip, por))

            client\_socket.send("st".encode('utf-8'))

            message = self.receive\_list\_from\_socket(client\_socket)

            print(message)

            if message=="ok":

                return "active"

            elif message=="no":

                return "error"

            return message

        except Exception as E:

            print("Connection to server failed.")

            return "Error in Master Node"

    def monitor\_server\_status\_thread(self):

        threading.Thread(target=self.monitor\_server\_status).start()

    def monitor\_server\_status(self):

        while True:

            try:

                status = self.receive\_server\_status()

                self.server\_status\_label.config(text=f"Available workers ({len(status)}): {status}")

                time.sleep(1)

            except Exception as E:

                print(E)

                continue

    def monitormaster(self,server\_public\_ip, port):

        try:

            client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

            client\_socket.connect((server\_public\_ip, port))

            client\_socket.send("mc".encode('utf-8'))

            message = client\_socket.recv(2).decode('utf-8')

            if message == "ok":

                print("master is still alive")

                return message

            else:

                print("master is dead")

        except ConnectionRefusedError:

            return "no"

    def chechWorkingmasters(self):

        while True:

            try:

                for i,master in enumerate(self.masters):

                    ip,ports=master

                    message=self.monitormaster(ip,ports)

                    if message == "ok":

                        if master not in self.workingmasterslists:

                                self.workingmasterslists.append(master)

                    else:

                        if master in self.workingmasterslists:

                            self.workingmasterslists.remove(master)

                self.masters\_label.config(text=f"Available Masters ({len(self.workingmasterslists)}): {self.workingmasterslists}")

                time.sleep(1)

            except Exception as e:

                print(e)

                continue

    def monitor\_masters\_thread(self):

        threading.Thread(target=self.chechWorkingmasters).start()

    def convert\_image(self):

        processedImages=[]

        path=self.imgPath

        option = self.option\_var.get()

        if option=="grey filter":

            option="gr"

        elif option=="edge detection":

            option="ed"

        elif option=="color sharpening":

            option="fl"

        elif option=="blur":

            option="bl"

        elif option=="sketch":

            option="sk"

        elif option=="invert colors":

            option="iv"

        elif option=="brightness contrast":

            option="bc"

        elif option=="red filter":

            option="rf"

        elif option=="blue filter":

            option="bf"

        elif option=="green filter":

            option="gf"

        elif option=="convert color":

            option="cc"

        elif option=="heat map":

            option="hm"

        ip,por=self.workingmasterslists[0]

        sockets=[]

        print(self.uploaded\_images)

        for path in self.uploaded\_images:

            client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

            client\_socket.connect((ip, por))

            client\_socket.send(option.encode('utf-8'))

            self.send\_image(client\_socket,path)

            sockets.append(client\_socket)

        try:

            for client\_socket in sockets:

                imageBytes,\_=self.receive\_image(client\_socket)

                imageBytes=self.bytes\_to\_image(imageBytes)

                processedImages.append(imageBytes)

                self.success\_fail\_label.config(text="Conversion successful", fg="green")

        except Exception as E:

            self.success\_fail\_label.config(text="Conversion failed, Try again", fg="red")

        for x in processedImages:

            self.scrollable\_frame.add\_image(x)

if \_\_name\_\_ == "\_\_main\_\_":

    root = tk.Tk()

    app = ImageConverterApp(root)

    app.monitor\_masters\_thread()

    time.sleep(1) #this delay is to wait for the system to get the working masters

    app.monitor\_server\_status\_thread()

    root.mainloop()

1. **Images functions middleware:**

import cv2

import numpy as np

def greyFilter(image\_bytes):

    image = cv2.imdecode(np.frombuffer(image\_bytes, np.uint8), cv2.IMREAD\_COLOR)

    processed\_image = cv2.cvtColor(image, cv2.COLOR\_BGR2GRAY)

    processed\_image\_bytes = cv2.imencode('.jpg', processed\_image)[1].tobytes()

    return processed\_image\_bytes

def edgeDetection(image\_bytes):

    image = cv2.imdecode(np.frombuffer(image\_bytes, np.uint8), cv2.IMREAD\_COLOR)

    gray\_image = cv2.cvtColor(image, cv2.COLOR\_BGR2GRAY)

    edges = cv2.Canny(gray\_image, 100, 200)

    edges\_bytes = cv2.imencode('.jpg', edges)[1].tobytes()

    return edges\_bytes

def imageFiltering(image\_bytes):

    image = cv2.imdecode(np.frombuffer(image\_bytes, np.uint8), cv2.IMREAD\_COLOR)

    blurred\_image = cv2.GaussianBlur(image, (5, 5), 0)

    kernel\_sharpening = np.array([[-1, -1, -1],

                                [-1, 9, -1],

                                [-1, -1, -1]])

    sharpened\_image = cv2.filter2D(blurred\_image, -1, kernel\_sharpening)

    filtered\_image\_bytes = cv2.imencode('.jpg', sharpened\_image)[1].tobytes()

    return filtered\_image\_bytes

def gaussian\_blur(byte\_image, kernel\_size=(31, 31)):

    """Apply Gaussian blur to the byte image"""

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_COLOR)

    blurred\_image = cv2.GaussianBlur(image, kernel\_size, 0)

    \_, img\_encoded = cv2.imencode('.jpg', blurred\_image)

    return img\_encoded.tobytes()

def laplacian(byte\_image):

    """Apply Laplacian filter to the byte image"""

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_GRAYSCALE)

    laplacian\_image = cv2.Laplacian(image, cv2.CV\_64F)

    laplacian\_image = np.uint8(np.absolute(laplacian\_image))

    \_, img\_encoded = cv2.imencode('.jpg', laplacian\_image)

    return img\_encoded.tobytes()

def invert\_colors(byte\_image):

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_COLOR)

    inverted\_image = cv2.bitwise\_not(image)

    \_, img\_encoded = cv2.imencode('.jpg', inverted\_image)

    return img\_encoded.tobytes()

def apply\_red\_filter(byte\_image):

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_COLOR)

    filtered\_image = np.zeros\_like(image)

    filtered\_image[:,:,2] = image[:,:,2]

    \_, img\_encoded = cv2.imencode('.jpg', filtered\_image)

    return img\_encoded.tobytes()

def apply\_green\_filter(byte\_image):

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_COLOR)

    filtered\_image = np.zeros\_like(image)

    filtered\_image[:,:,1] = image[:,:,1]

    \_, img\_encoded = cv2.imencode('.jpg', filtered\_image)

    return img\_encoded.tobytes()

def apply\_blue\_filter(byte\_image):

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_COLOR)

    filtered\_image = np.zeros\_like(image)

    filtered\_image[:,:,0] = image[:,:,0]

    \_, img\_encoded = cv2.imencode('.jpg', filtered\_image)

    return img\_encoded.tobytes()

def adjust\_brightness\_contrast(byte\_image, alpha=1.5, beta=40):

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_COLOR)

    adjusted\_image = cv2.convertScaleAbs(image, alpha=alpha, beta=beta)

    \_, img\_encoded = cv2.imencode('.jpg', adjusted\_image)

    return img\_encoded.tobytes()

def convert\_color\_space(byte\_image, target\_color\_space=cv2.COLOR\_BGR2HSV):

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_COLOR)

    converted\_image = cv2.cvtColor(image, target\_color\_space)

    \_, img\_encoded = cv2.imencode('.jpg', converted\_image)

    return img\_encoded.tobytes()

def apply\_heat\_filter(byte\_image):

    image = np.frombuffer(byte\_image, dtype=np.uint8)

    image = cv2.imdecode(image, cv2.IMREAD\_GRAYSCALE)

    heatmap = cv2.applyColorMap(image, cv2.COLORMAP\_JET)

    \_, img\_encoded = cv2.imencode('.jpg', heatmap)

    return img\_encoded.tobytes()

## **Database:**

from pymongo.mongo\_client import MongoClient

from pymongo.server\_api import ServerApi

import certifi

uri = "mongodb+srv://mohamedamr2002a:9IfsisX1Tg861u5C@cluster0.mlzj0le.mongodb.net/?retryWrites=true&w=majority&appName=Cluster0"

# Create a new client and connect to the server

client = MongoClient(uri,tlsCAFile=certifi.where())

db=client.get\_database("distributed\_db")

logs\_collection = db.get\_collection("logs")

def insert\_log(log\_message):

    log\_document = {'log': log\_message}

    logs\_collection.insert\_one(log\_document)

def view\_logs():

    logs = logs\_collection.find()

    for i, log in enumerate(logs):

        print(f"{i}:{log['log']}")

## **Get Logs:**

from db import \*

view\_logs()

**Analysis of the codes:**

1. **Master node:**

**Functions and Their Features**

1. **send\_list\_over\_socket(client\_socket, data)**:
   * **Purpose**: Sends a list of data over a socket connection.
   * **Features**:
     + Serializes the data to JSON format.
     + Sends the size of the serialized data to the client.
     + Waits for an acknowledgment from the client before sending the actual data.
     + Uses **try-except** for basic error handling.
2. **monitorWorker(server\_public\_ip, port, clientsockloggedonmaster, i)**:
   * **Purpose**: Checks if a worker node is alive by attempting to connect and communicate with it.
   * **Features**:
     + Creates a socket connection to the worker.
     + Sends a status request ("st").
     + Receives a response and prints whether the worker is alive or dead.
     + Handles **ConnectionRefusedError** to indicate the worker might be down.
3. **monitorWorker2(server\_public\_ip, port)**:
   * **Purpose**: Similar to **monitorWorker**, but returns the status directly.
   * **Features**:
     + Sends a status request ("st").
     + Returns "ok" if the worker responds correctly, otherwise returns "no".
     + Handles **ConnectionRefusedError** to indicate the worker might be down.
4. **chechWorkinworkers(workerslist)**:
   * **Purpose**: Checks which workers from the **workerslist** are alive and returns a list of them.
   * **Features**:
     + Iterates through the list of workers.
     + Uses **monitorWorker2** to check each worker's status.
     + Maintains and returns a list of workers that are alive.
5. **recieveAndSendClient()**:
   * **Purpose**: Main server function to receive client connections and dispatch tasks.
   * **Features**:
     + Sets up a server socket to listen for incoming connections.
     + Handles different operations based on client requests:
       - **"st"**: Checks and sends back the list of working workers.
       - **"mc"**: Sends an acknowledgment ("ok").
       - Other operations: Receives an image from the client and processes it by dispatching to workers.
     + Uses threading to handle image processing in parallel.
6. **sendImageToWorker(clientsockloggedonmaster, image\_bytes, operation, addr)**:
   * **Purpose**: Distributes image processing tasks to the workers and sends the results back to the client.
   * **Features**:
     + Checks which workers are alive.
     + Splits the image into segments based on the number of alive workers.
     + Sends each segment to a corresponding worker.
     + Collects the processed segments from the workers.
     + Combines the processed segments into a complete image.
     + Sends the combined image back to the client.
     + Uses recursion to retry if any segment fails to be processed.
7. **get\_public\_ip()**:
   * **Purpose**: Retrieves the public IP address of the server.
   * **Features**:
     + Uses **urllib.request** to make an HTTP request to an external service.
     + Parses the response to extract the public IP address.
     + Handles exceptions to return **None** if the request fails.

**Summary**

Each function in this code plays a specific role in setting up a distributed image processing system, where:

* **send\_list\_over\_socket**: Handles the sending of data over a socket.
* **monitorWorker and monitorWorker2**: Check the status of worker nodes.
* **chechWorkinworkers**: Returns a list of currently active workers.
* **recieveAndSendClient**: Acts as the main server, handling client requests and delegating tasks.
* **sendImageToWorker**: Manages the distribution of image processing tasks among workers and combines the results.
* **get\_public\_ip**: Retrieves the server's public IP address for logging or other purposes.

These functions together facilitate the distributed processing of images, ensuring that tasks are correctly assigned and results are accurately combined and returned to the client.

1. **Worker node:**

This code establishes a server that listens for incoming client connections and processes image-related requests.

* **Imports**:
  + **socket**: Provides access to socket interface functionalities.
  + **threading**: Enables high-level threading capabilities.
  + **imageFunctionsMiddleware**: contains functions for image manipulation.
  + **imageProcessingModule**: includes functions for image processing tasks like grey filtering, edge detection, etc.
* **Function Definitions**:
  + **handle\_client(client\_socket, addr)**: This function is responsible for handling individual client connections. It continuously listens for messages from the client. Upon receiving a message, it checks for specific commands ('gr' for grey filter, 'ed' for edge detection, 'fl' for image filtering). Based on the command received, it processes the image accordingly using functions from the imported modules and sends back the processed image to the client. If the message is 'q', indicating the client wants to disconnect, the loop breaks, and the client socket is closed.
* **Main Functionality**:
  + **main()**: This function initializes the server socket, binds it to localhost on port 12345, and starts listening for incoming connections. Upon accepting a connection, it spawns a new thread to handle the client connection using the **handle\_client** function.
* **Main Block**:
  + **if \_\_name\_\_ == "\_\_main\_\_":**: This block is the entry point of the script. It calls the **main()** function to start the server.
* **Analysis**:
  + The server listens for connections on port 12345.
  + It processes incoming messages from clients to perform specific image processing tasks.
  + The server's functionality seems well-structured, with threading used to handle multiple client connections concurrently.

1. **Client GUI:**

This code defines a simple GUI application using Tkinter for uploading images, converting them using image processing operations, and displaying the results.

* **Tkinter GUI Setup**:
  + **ImageConverterApp**: This class initializes the main application window (**root**) and sets up various GUI elements like buttons, labels, and an option menu using Tkinter widgets.
  + **ScrollableImageFrame**: This class extends **tk.Frame** and creates a scrollable frame to display images.
* **Image Conversion and Display**:
  + **upload\_image**: Opens a file dialog to allow the user to select an image file. Once an image is selected, it is displayed in the scrollable frame using the **add\_image** method of **ScrollableImageFrame**.
  + **convert\_to\_bytes**: Converts an image object to bytes.
  + **bytes\_to\_image**: Converts bytes back to an image object.
  + **send\_image** and **receive\_image**: These methods handle sending and receiving images over sockets.
  + **display\_image\_from\_bytes**: Displays an image from its bytes representation.
* **Image Processing**:
  + **convert\_image\_thread** and **convert\_image**: These methods handle the image processing operation selected by the user. They create a client socket, connect to a server, send the selected operation and image bytes, receive the processed image bytes, convert them back to an image object, and display them in the GUI.
* **Main Functionality**:
  + The **if \_\_name\_\_ == "\_\_main\_\_":** block initializes the Tkinter application (**root**) and starts the main event loop.
* **Analysis**:
  + The code provides a basic interface for users to upload images, select an image processing operation, and view the processed images.
  + It uses threading to avoid blocking the GUI while processing images.
  + The image processing operations (**grey filter**, **edge detection**, **color manipulation**) are selected via an option menu.

1. **Images functions middleware:**

This code provides functions for splitting images into segments, combining segments back into a single image, displaying images from bytes, and sending/receiving images over a socket connection.

* **split\_image(num\_segments, image\_bytes)**:
  + This function takes the number of segments desired and an image in bytes format.
  + It first converts the image bytes into a NumPy array using PIL's **Image.open** and **io.BytesIO**.
  + Then, it calculates the segment height based on the number of segments and splits the image vertically into segments.
  + Each segment is converted back to image bytes using PIL's **Image.fromarray** and **io.BytesIO**.
  + Finally, it returns a list of image bytes representing each segment.
* **combine\_segments\_to\_bytes(segments)**:
  + This function takes a list of image segments in bytes format.
  + It combines the segments into a single image vertically using PIL's **Image.new**, **Image.paste**, and **io.BytesIO**.
  + The combined image is saved as JPEG format bytes and returned.
* **display\_image\_from\_bytes(image\_bytes)**:
  + This function displays an image from its bytes representation using PIL's **Image.open** and **Image.show**.
* **receive\_image(conn)**:
  + This function receives an image over a socket connection.
  + It first receives the length of the image bytes and then receives the image bytes themselves.
  + The image bytes and length are returned.
* **send\_image(conn, imagePath)**:
  + This function sends an image over a socket connection.
  + It opens the image file, reads its bytes, sends the length of the image bytes, and then sends the image bytes over the connection.
* **send\_image\_segments(conn, image\_bytes)**:
  + This function sends image segments over a socket connection.
  + It sends the length of each image segment followed by the segment bytes over the connection.
* **send\_image\_knownbytes(conn, image)**:
  + This function sends an image with known bytes over a socket connection.
  + It sends the length of the image bytes followed by the image bytes itself over the connection.

1. **Image processing module:**

This code defines three image processing functions using the OpenCV library (cv2):

* **greyFilter(image\_bytes):**
  + This function takes image bytes as input.
  + It decodes the image bytes into an OpenCV image using cv2.imdecode.
  + Then, it converts the image to grayscale using cv2.cvtColor.
  + The processed grayscale image is encoded back to JPEG format bytes using cv2.imencode.
  + Finally, it returns the processed image bytes.
* **edgeDetection(image\_bytes):**
  + This function takes image bytes as input.
  + It decodes the image bytes into an OpenCV image.
  + Converts the image to grayscale.
  + Applies Canny edge detection using cv2.Canny.
  + Encodes the detected edges image to JPEG format bytes.
  + Returns the bytes of the edge-detected image.
* **imageFiltering(image\_bytes):**
  + This function takes image bytes as input.
  + It decodes the image bytes into an OpenCV image.
  + Applies Gaussian blurring to the image to reduce noise using cv2.GaussianBlur.
  + Defines a sharpening kernel and applies it to the blurred image using cv2.filter2D.
  + Encodes the sharpened image to JPEG format bytes.
  + Returns the bytes of the filtered image.

# **Monitoring:**

## **Client gui:**

We added fixed label at the bottom to get the server status

self.server\_status\_label = tk.Label(root, text="Server Status: Unknown")

self.server\_status\_label.pack()

we added also functions and a thread for sending and receiving to and from master node

def receive\_server\_status(self):

        client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

        server\_public\_ip = 'localhost'  # '52.168.129.142'

        port = 12348  # Port for receiving server status

        try:

            client\_socket.connect((server\_public\_ip, port))

            client\_socket.send("st".encode('utf-8'))

            message = client\_socket.recv(2).decode('utf-8')

            if message=="ok":

                return "active"

            elif message=="no":

                return "error"

            return message

        except ConnectionRefusedError:

            print("Connection to server failed.")

            return "Error in Master Node"

    def monitor\_server\_status\_thread(self):

        threading.Thread(target=self.monitor\_server\_status).start()

    def monitor\_server\_status(self):

        while True:

            status = self.receive\_server\_status()

            self.server\_status\_label.config(text=f"Server Status: {status}")

            if status == "active":

                self.server\_status\_label.config(fg="green")

            else:

                self.server\_status\_label.config(fg="red")

            # Update label with server status

            time.sleep(1)  # Adjust the sleep time as needed

Then we called the thread at the main loop

if \_\_name\_\_ == "\_\_main\_\_":

    root = tk.Tk()

    app = ImageConverterApp(root)

    app.monitor\_server\_status\_thread()

    root.mainloop()

## **Master node:**

We added if condition in the main loop to differentiate between regular message and server status message

while True:

        client\_socket, addr = server\_socket.accept()

        operation=client\_socket.recv(2).decode('utf-8')

        if operation =="st":

            monitorWorker('localhost',12345,client\_socket)

        else:

            imageBytes,\_=receive\_image(client\_socket)

            client\_thread = threading.Thread(target=sendImageToWorker, args=("localhost",12345,client\_socket,imageBytes,operation,addr))

            client\_thread.start()

Then we added monitorWorker function to test the worker node

def monitorWorker(server\_public\_ip, port, clientsockloggedonmaster):

# while True:

    try:

        client\_socket = socket.socket(socket.AF\_INET, socket.SOCK\_STREAM)

        client\_socket.connect((server\_public\_ip, port))

        client\_socket.send("st".encode('utf-8'))

        message = client\_socket.recv(2).decode('utf-8')

        if message == "ok":

            clientsockloggedonmaster.send("ok".encode('utf-8'))

            print("Worker is still alive")

        else:

            print("Worker is dead")

    except ConnectionRefusedError:

        clientsockloggedonmaster.send("no".encode('utf-8'))

        print("Connection to worker failed. Worker might be down.")

## **Worker node:**

Then we added if condition also in the main loop of handle\_client function in the worker node to send ok if server status is good

def handle\_client(client\_socket, addr):

    print(f"Connection from: {addr}")

    while True:

        message=client\_socket.recv(2).decode('utf-8')

        if message == "":

            continue

        elif message=="st":

            client\_socket.send("ok".encode('utf-8'))

**Testing:**

We will use manual testing for this phase

We will upload the master node on virtual machine and the worker node on another machine and will modify the hosts to the public IP addresses and ports of the machine we want to connect.

Then we will run the worker node on vm

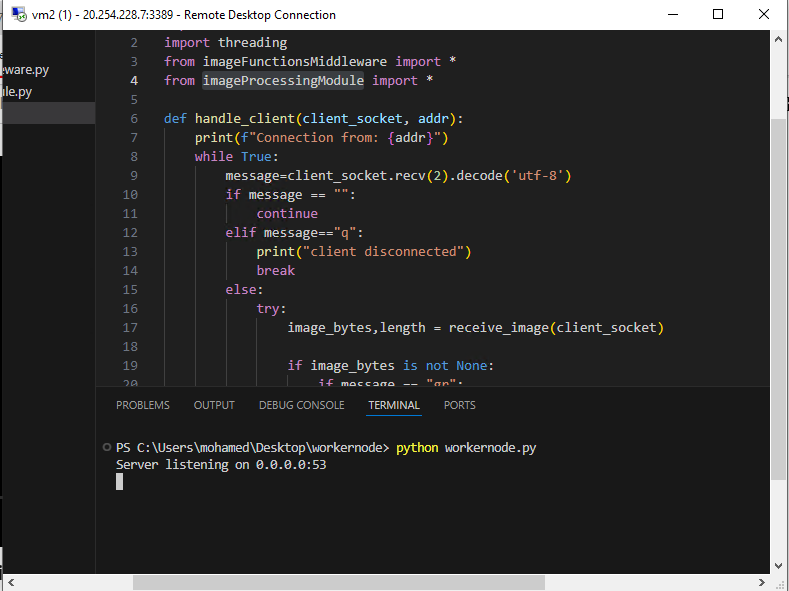


Figure 12 running worker node on vm

And we will run the master node on another vm

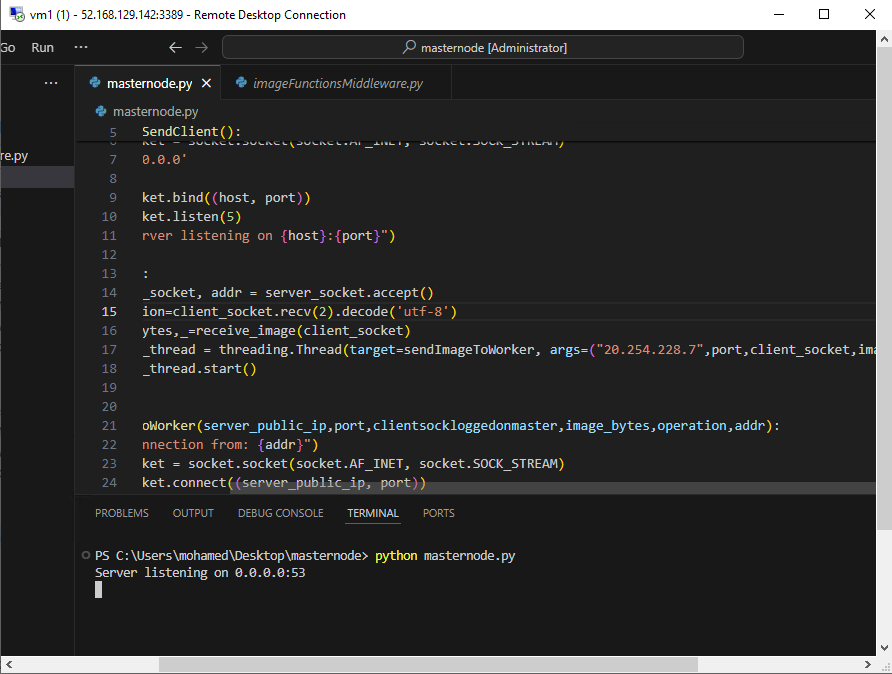


Figure 13 running master node on another vm

Then we will run our app on our local laptop and choose the photo and click convert and wait for processing

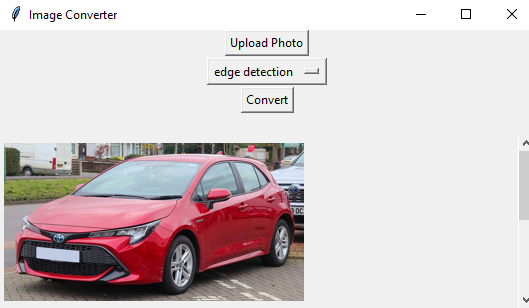


Figure 14 running client GUI on local machine

After the image is processed it is sent back from the master node and appears on our app

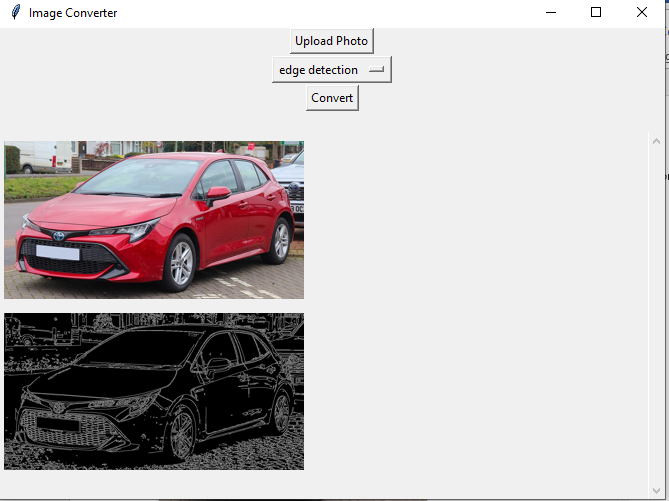


Figure 15 image processed then sent to the client

Here is master node connection from client

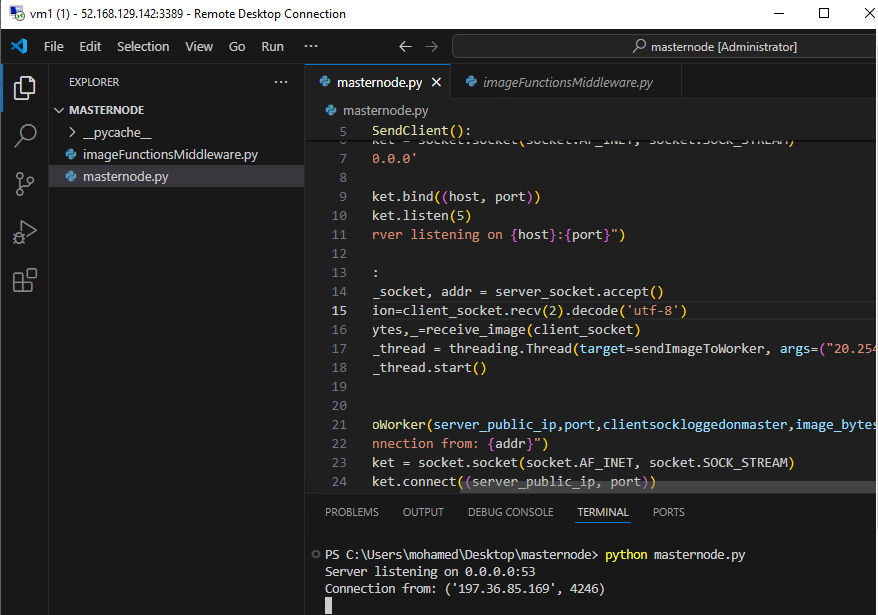


Figure 16 master node connection from client

And this is worker node connection form master node

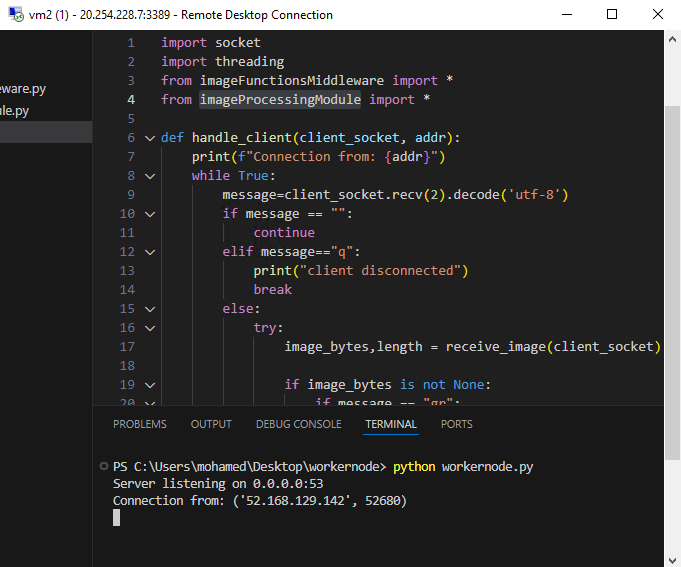


Figure 17 worker node connection from master node

Trying many photos from the same client

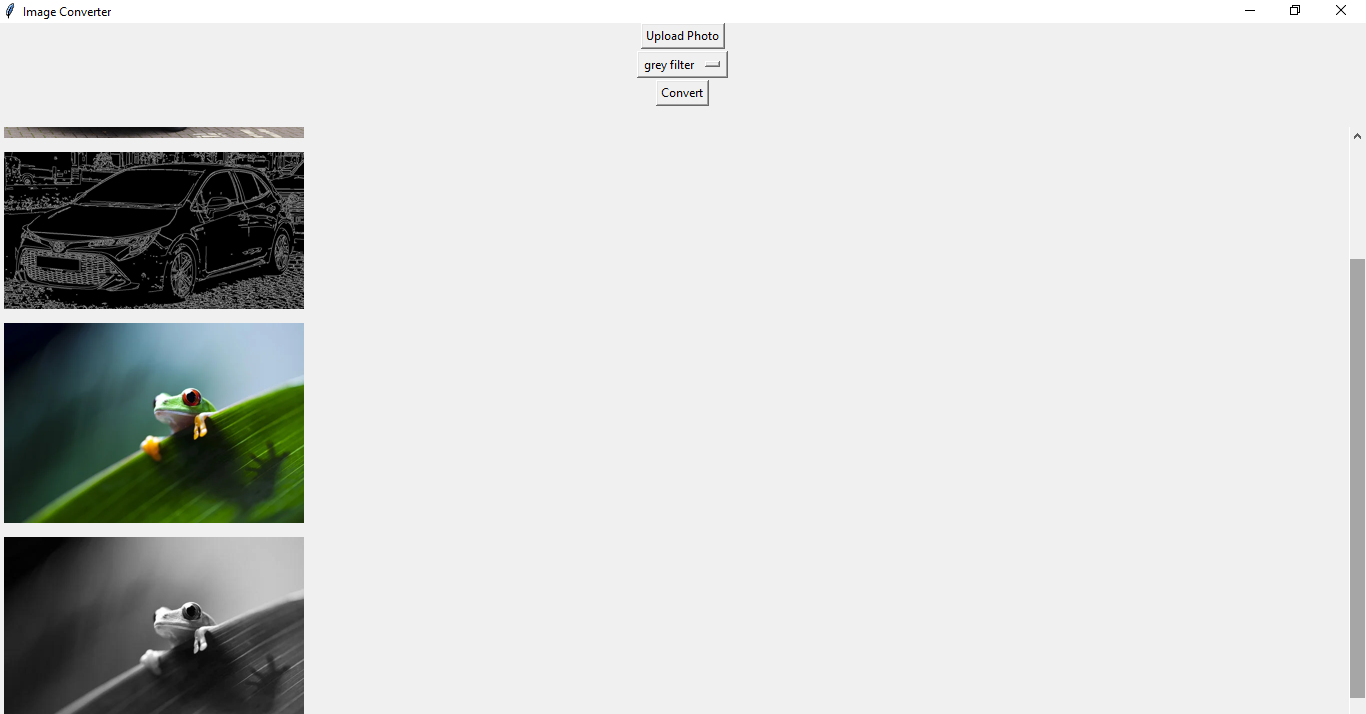


Figure 18 converting many photos from the same client

And this is trying many clients on the same time

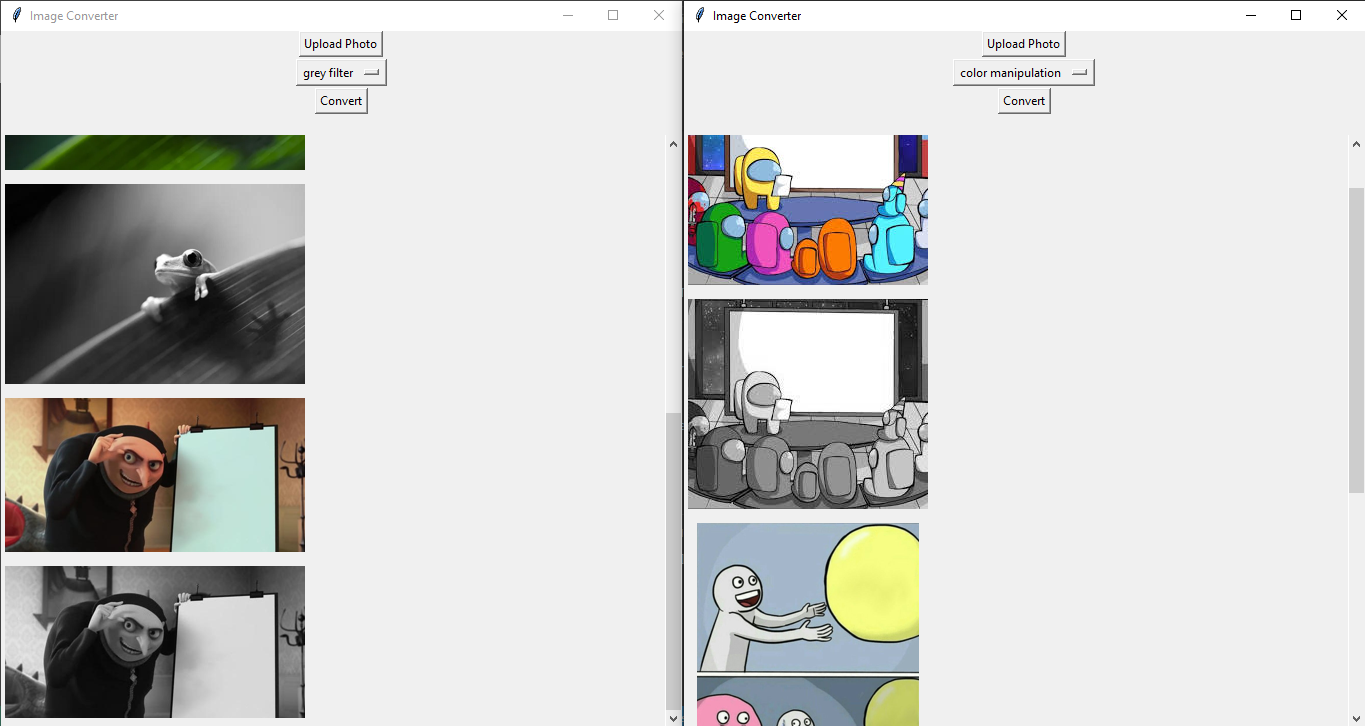


Figure 19 converting many photos from different clients

Then we added server monitoring feature

The worker is running correctly

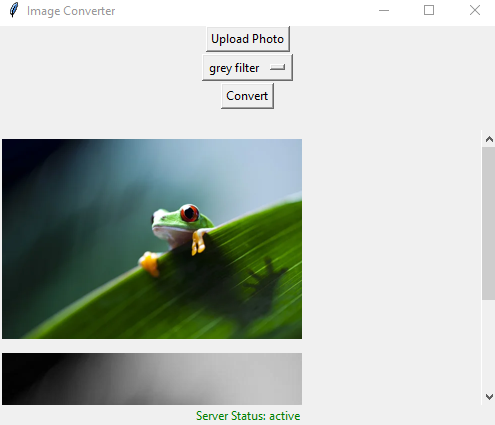


Figure 20 worker node status active

If the worker node is closed

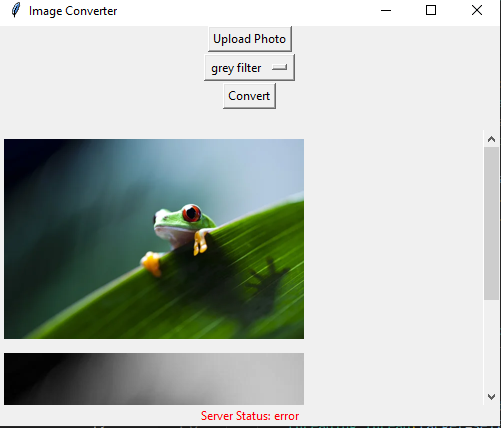


Figure 21 worker node closed

If the master node is closed

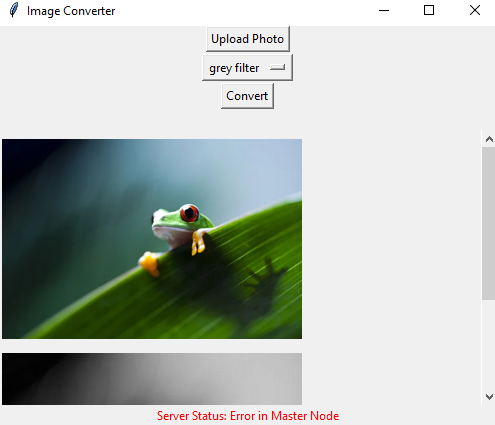


Figure 22 master node closed

After we ran them again

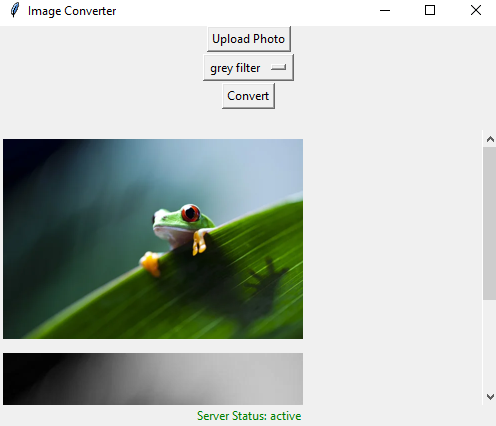


Figure 23 running nodes again and check server status

# **Conclusion:**

In conclusion, the "Distributed Image Processing System using Cloud Computing" project represents a powerful solution to the growing demand for efficient image processing capabilities across various industries and domains. By harnessing the power of cloud computing and distributed systems, the system enables faster, more scalable, and fault-tolerant image processing workflows, benefiting researchers, healthcare professionals, media creators, security agencies, e-commerce platforms, government organizations, and more.

Moving forward, the project lays a solid foundation for future enhancements and extensions, paving the way for further innovation in the field of distributed image processing. With ongoing development and refinement, the system has the potential to continue making significant contributions to advancing image processing technologies and addressing real-world challenges effectively.

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