

Facebook-like Service

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1. INTRODUCTION

The aim of the project was to develop a Facebook-like social networking service on top of the cloud infrastructure. The social networking Facebook-like service provides the functionalities of Login/Logout, Sign Up/ Register, Send text message to friends and receive the receive and send image or any other files to friends and receive them. The front-end of the application was developed using the Flask Web Framework in Python. For the Database we used MySQL for storing all the information about users, their friends, messages sent and received in a distributed network of virtual containers. The project provides the functionalities of Load-Balancing and Security which is discussed in detail in the successive sections.

2. ALGORITHM DESCRIPTION

The algorithm or the flow of execution of the application on a request to deliver the response is as in figure(1). The execution flow based on the two functionalities implemented is as follows:

At Load Balancer:

On receipt of request from user:

- Perform round robin to select container
- Forward request to selected container

On reply from Container:

- Convert JSON String in to dictionary
- Generate dyanamic web pages by feeding the results
- Send this web pages to user's machine

At Container:

On receipt of request from load balancer:

- calculate hash value for user name
- select respective DB based on hash value
- Perform operations and fetch the result
- Convert results in to JSON string
- Forward it to Load balancer

At User:

User can ask for following services to load balancer:

- Login/Logout

- Register
- Send Image/Messages
- Receive Image/Messages
- View profile

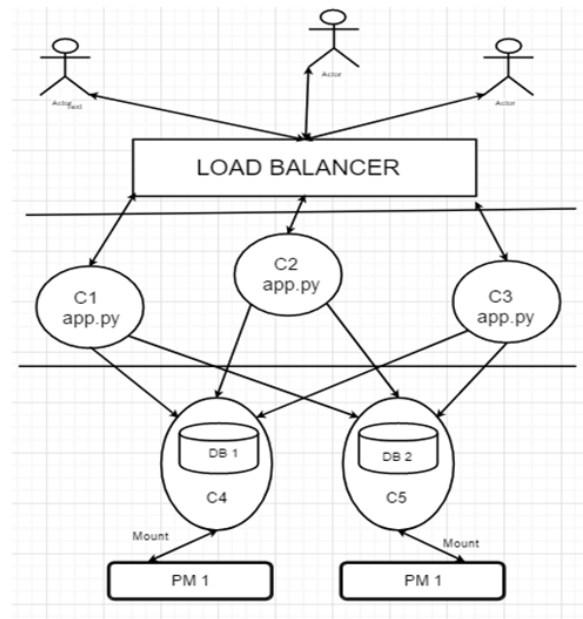


Figure 1: System Architecture

2.1 Load Balancing

In this stage, the incoming requests of login, register, send message or send image/file issued by the users, is handled by the Load Balancer as seen in figure(1). The load balancer handles the incoming requests by implementing the Round Robin technique. A global counter of requests is maintained in the load balancer which takes a modulus of the counter of the current request number issued by user(s) with the number of active containers in the system and transfers the request issued by the user, to the specific container based on output of the modulus operation. The output of the modulus operation is one of the active containers and load balancer now directs the request to this container. This can be seen in Figure(2) and Figure(3) where requests get transferred to different containers at 8001 and 8003 in a round robin fashion.

The respective container on receiving the request from

the load balancer processes the request issued by the user. To do this, the container invokes the appropriate method which calls the relevant distributed database. The invoking of the appropriate Database which has the user information depends on the output of a hash on the user name. For example, user with user name *shweta* will be mapped to one of the two containers and say another user with user name *raj* will be mapped to another Database since the hash is done on the user name. This hashing can be seen in Figure(4).The details of the user will be retrieved from the respective Database for processing the relevant request of authentication during login, addition of information during register, view friends and send messages/image to them. Thus, data is not maintained in a centralized manner and is distributed in several databases.

2.2 Security

The next feature implementation was Security inorder to make the system profile secure and not prone to attacks. The functionalities of Authentication during Login, Password Hashing for prevention against Man-In-The-Middle Attack and Secret Key Generation for prevention against Replay attack were implemented.

Authentication:

- To access the service, users must register.
- Users must have username and password to access their profile page.
- Users require correct credentials, to re-login after logging out.

Password Hashing:

- When a user registers, the password provided is hashed at the load balancer and passed to one of the containers for storing the information in Database.
- By doing this, Man-In-The-Middle Attack is prevented.
- In flask, API calls are made instead of socket programming so if any anonymous user tries to access the API directly using the password the attacker will never be able to get an access as we are storing hash value of password.
- To hack the system, anonymous user must be aware of hash function and which would be bit difficult to know since we have implemented our own hash function.

Secret Key Generation:

- Initially we used session cookie to maintain the session for the user.
- As we proceeded further, we decided to implement token based secure algorithm. For every user who logs in, we create a Random Secret Key.
- This key remains alive until the user is logged in and we use this key to forward the requests back and forth between the load balancer and containers.
- Session variable is also used to keep track of user's presence.

3. EXPERIMENTAL CONFIGURATIONS

The Experimental configurations done are mentioned as follows:

1. Initially, we tried to have a loose coupling in the system i.e. have the Database and the application container run in separate machines but this required the use of the command *docker expose*, which was inaccessible for us. To overcome this, we had the database and the application container run on the same machine and connected them to serve the incoming requests by using the *docker -link command* to

connect all the databases and the containers.

2. The next configuration was to have the developed API return the response obtained from the database and convert it into a dictionary and then convert the dictionary to a JSON object which is parsed by using *Jinja* to render the results of the request as a response to the user.

3. Also, we have used Mount command, to store the database created on the Physical Machine to avoid loss of data in case of container failure.

4. The images stored for the respective profile and the images sent and received are stored in the virtual container.

4. RESULTS

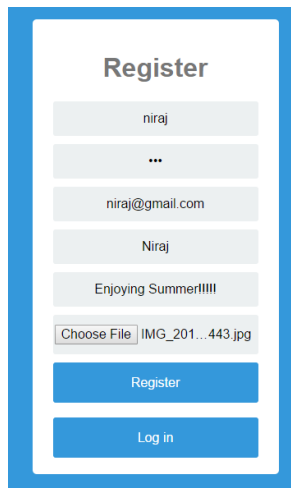
The results for the functionalities implemented are as follows:

Figure 2: Requests Routed to Port 8001

Figure 3: Requests Routed to Port 8003

Figure 4: Distributed Database using Hashing

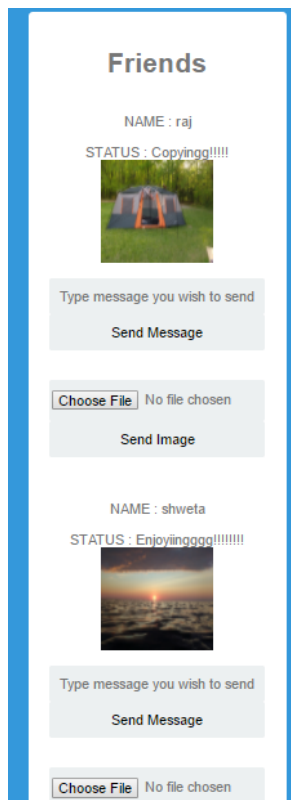
1.New User: For a new user registry, as seen in Figure(5), on filling out the profile information, the new user would be registered to a database based on the hash of the user name.



The Register page features a blue border and a white background. It contains the following elements from top to bottom: a title 'Register', a text input field with 'niraj', a password field with three dots, an email input field with 'niraj@gmail.com', a name input field with 'Niraj', a status text field with 'Enjoying Summer!!!!', a file upload section with a 'Choose File' button and the filename 'IMG_201...443.jpg', a blue 'Register' button, and a blue 'Log in' button.

Figure 5: Register Page

2. Profile of User: On logging in, the user can see their profile, the image uploaded, their status and their respective friends to whom they can send the message and image/files. All this data is obtained from the database, converted into a JSON object and rendered on the front end using Jinja and HTML. The profile of user *raj* is shown in Figure(6).



The Friends page is divided into two sections for user 'raj'. The first section shows 'NAME : raj' and 'STATUS : Copying!!!!' with a profile picture of a tent. Below this is a text input field 'Type message you wish to send', a 'Send Message' button, a file upload section with 'Choose File' and 'No file chosen', and a 'Send Image' button. The second section shows 'NAME : shweta' and 'STATUS : Enjoyingggg!!!!!!' with a profile picture of a sunset. It also includes a text input field, a 'Send Message' button, and a file upload section.

Figure 6: Friends, Status and Sending Image/Text

3. Inbox: The Inbox of a User is as seen in Figure(7). The messages and the images received from friends can be seen

here.



The Inbox page has a title 'INBOX' and two message entries. Each entry shows 'From: User', a status, a message, and a profile picture. The first entry has a status of 'suz' and a message of 'Here are you'. The second entry has a status of 'suz' and a message of 'Here are you'. Below the entries is a 'Logout User' button.

Figure 7: Inbox of the user

5. CONCLUSION

As described in the previous sections, the application implements the functionalities of Load-Balancing and Security and also provides some support for Fault Tolerance. As the system uses API calls and JSON object transfer, the application is secure and security attacks are prevented. Load Balancing is done by using Round Robin Technique and Data is segmented by using a Hash function.

The whole system is Distributed but functions by having the essence of a Centralized System and maintains Transparency in terms of location, concurrency as the users are not aware from which database the request is processed and also they are not aware as to how many other requests are being served simultaneously.

6. REFERENCES

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