

# *PROGRESS PRESENTATION*

Team Red

# *Team Organization*



# Communication

The image shows two side-by-side screenshots from a Slack workspace. The left screenshot is of the 'general-discussions' channel, displaying a sidebar with various channels and a main area with threads for 'Week 5 Meeting', 'Project Resources', 'Milestone 1', and 'Week 4 Meeting'. The right screenshot is a 'Project Resources' page, featuring a search bar, a list of resources including 'Conventional Commits', and a section for 'Tutorial · Cats Effect' with a video player for 'Concurrent State Machines with Cats Effect by Adam Rosien #FnConf 2022'.

**Slack Channel: general-discussions**

Search or create a post... [New Post](#)

Sort & view | **Meeting** Resources All

**Week 5 Meeting**  
junseong: [@everyone](#) This meeting's agenda: • Discuss on code-  
👍 6 · 1h ago

**Resources**

**Project Resources**  
junseong: • [Github Repository]  
👍 7 · 2d ago

**Milestone 1**  
junseong: [@everyone](#) Today is deadline for milestone 1: design final...  
👍 0 · 3d ago

**Meeting**

**Week 4 Meeting**  
\_\_dana\_\_: Hi [@everyone](#) ! Shall we schedule a meeting for this we...  
👍 1 · 10 · 9d ago

**Project Resources**

[Conventional Commits](#)  
A specification for adding human and machine readable meaning to commit messages

14 November 2025

junseong [@SJ95](#) [@P](#) 14/11/2025, 09:27  
Some useful resources for learning cats effect:

- [Official cats effect tutorial](#)
- [Talk on concurrent state machines with cats effect](#)

Also I recommend using LLMs for learning, but beware that they sometimes misuse the cats effect library. Always cross check library usage! (edited)

**Tutorial · Cats Effect**  
## Introduction

YouTube  
**ConfEngine**  
[Concurrent State Machines with Cats Effect by Adam Rosien #FnConf 2022](#)

Sponsors: [HASURA](#) [JUSPAY](#) [nilenso](#) [\[Logo\]](#)

**FUNCTIONAL CONF 2022**  
November 14-15, 2025

Separate threads per topics

Threads also act as a part  
of documentation

# Communication



Weekly meetings



You've used all of this workspace's free blocks

[Upgrade plan](#)

~~Notion~~ → git for documentation

# Documentation

## High Level

- Draft 1 (10/28)
- Draft 2 (10/31)
- Draft 3 (11/9)
- Draft 4 (11/13)

## Code Level

### Libraries

- Runtime
  - `cats-effect` for asynchronous runtime
- Networking
  - `fs2` for `Stream` abstraction
  - `scalapb` & `fs2-grpc` for protobuf and grpc on top of cats-effect

## Assumptions on Storage

Let combined size of all input files be  $M$  and combined size of local storage size of all worker machines be  $N$ . We assume  $N$  to be at least twice as large as  $M$ . In other words, it must be possible to replicate all input files at least once. No assumptions are made regarding available storage of each worker machines.

## Job Scheduling System

### System Configuration

A cluster consists of multiple slave machines and a single master machine. Slave machines run multiple worker programs and are thus called worker machines. A master machine runs scheduler programs and is called the scheduler machine.

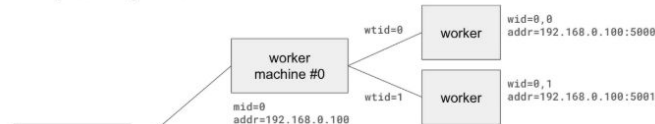
A worker is a program that executes a job upon request from a scheduler. Each worker receives a job request from a scheduler and returns the result using a network. Each worker is assigned a unique IP:PORT pair.

Each worker is assigned a **worker ID** or **wid**. Worker ID is a tuple (mid, wtid) where **mid** (machine ID) identifies a physical machine and **wtid** (worker thread ID) identifies each thread in a machine.

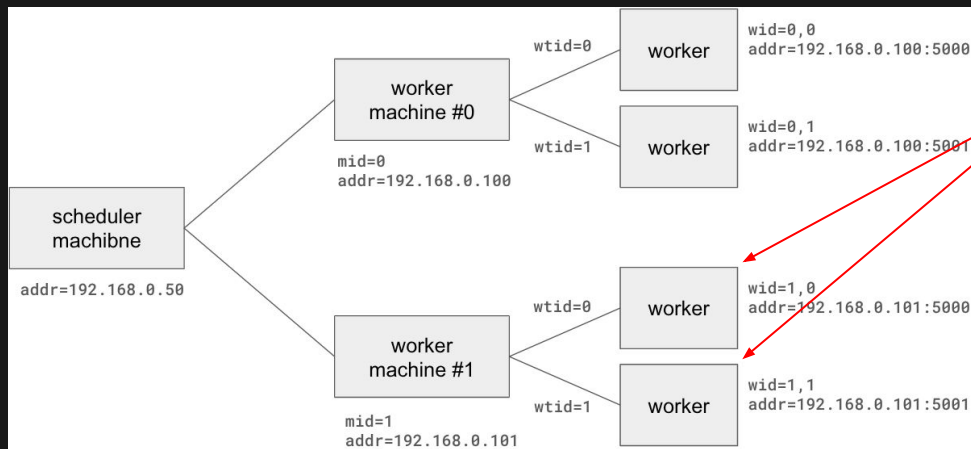
A scheduler is a program that assigns jobs to workers. Its primary role is to distribute jobs so as to minimize communication overhead among workers.

The following figure shows an example system configuration with two worker machines each running two workers as threads.

### Example configuration

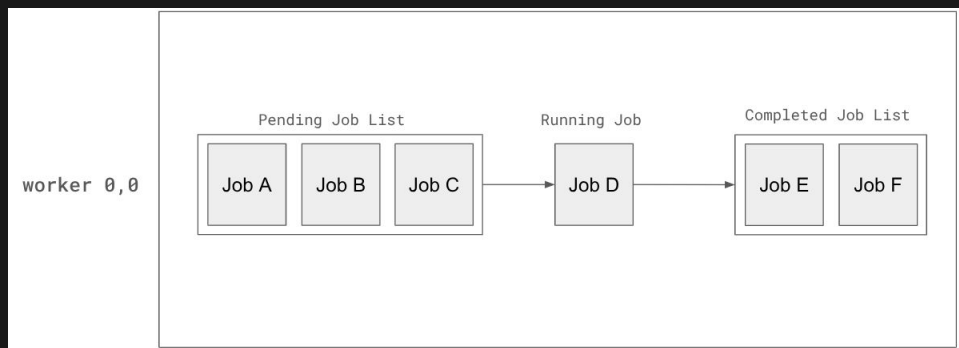


# Design - High Level

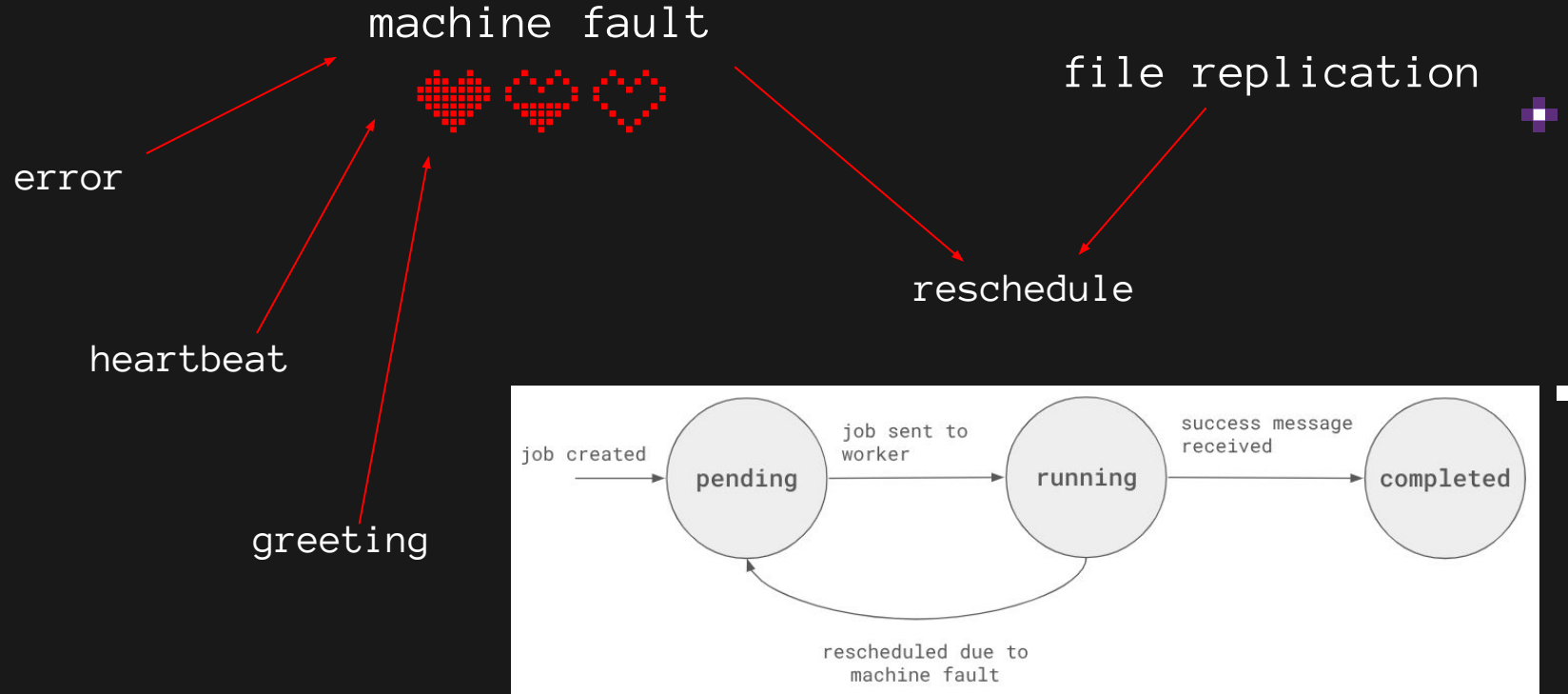


naïve

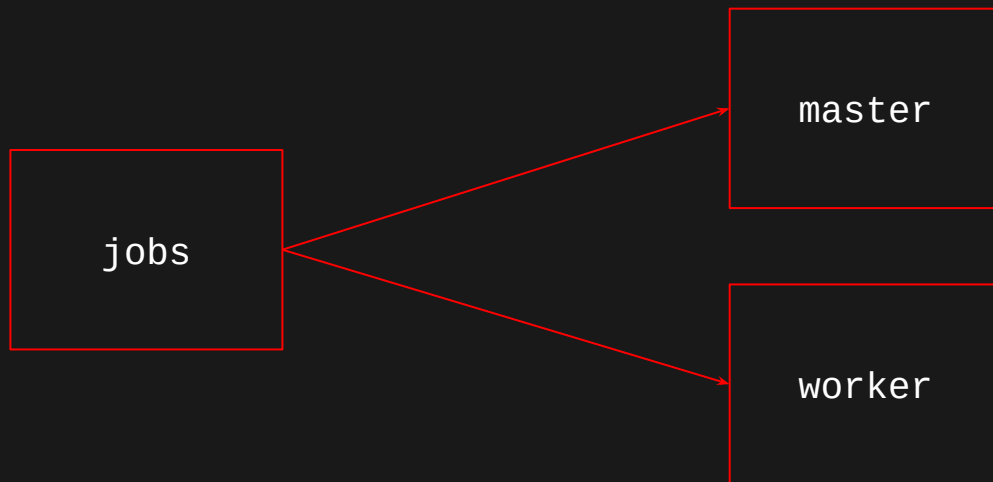
sampling  
+  
sorting  
+  
partitioning  
+  
merging



# Design - High Level



# *Design - Code Level*

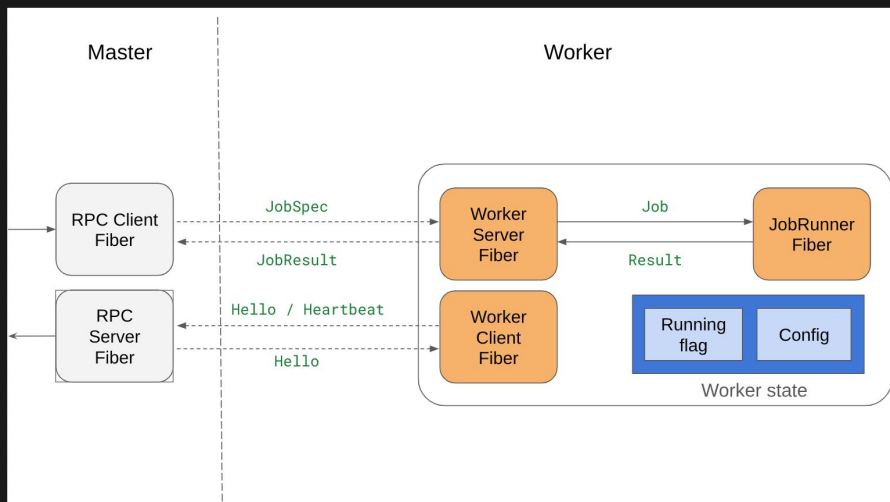
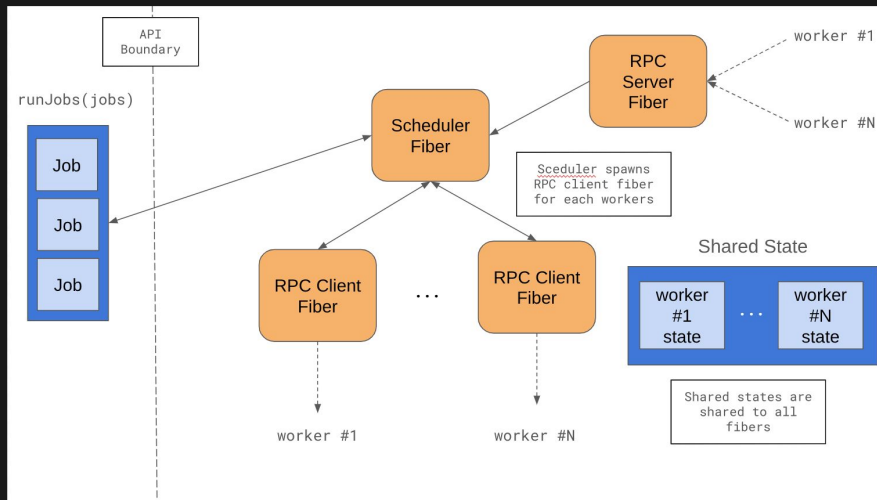
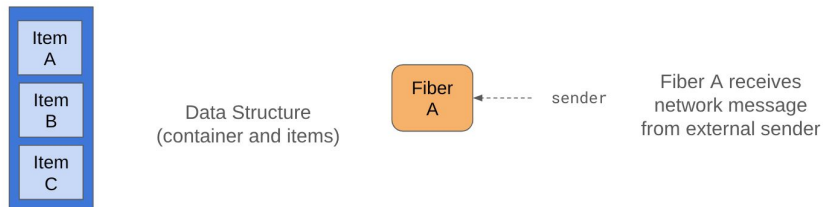
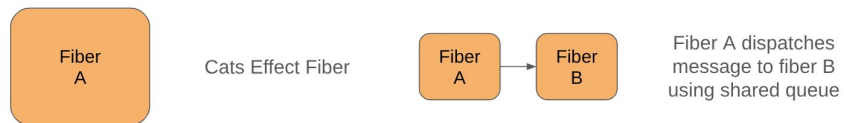


distributed job system  
infrastructure

implements distributed  
sorting on top of **jobs**



# Design - Code Level



# Design - Code Level

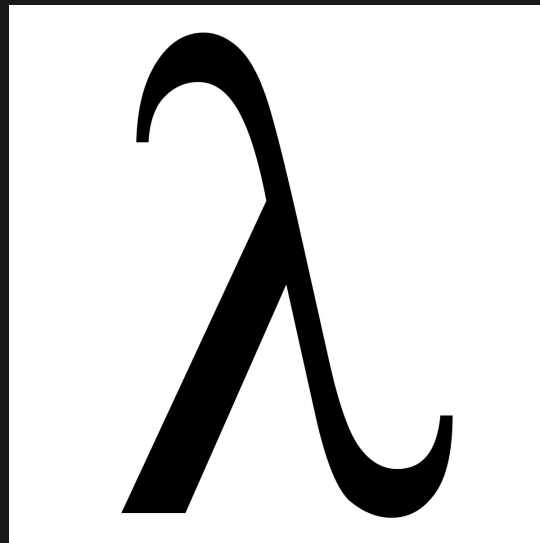
gRPC

File  
System



Service

dependency  
injection



functional

# Repository

https://github.com/Quasar-Kim/332project

Quasar-Kim / 332project

Q Type [v] to search

332project Public

Watch 0 Fork 0 Star 0

main 3 Branches 0 Tags

Go to file

Add file

Code

Quasar-Kim chore: scaffold project structure 14eff31 · 12 hours ago 13 Commits

doc	chore: migrate docs from notion	12 hours ago
jobs/src/main	chore: styling changes	last week
master/src/main/scala/redsort/master	chore: styling changes	last week
project	chore: scaffold project structure	12 hours ago
worker/src/main/scala/redsort/worker	chore: styling changes	last week
.gitignore	chore: scaffold project structure	12 hours ago
.scalafmt.conf	chore: configure scalafmt	last week
build.sbt	chore: scaffold project structure	12 hours ago

README

Add a README

Help people interested in this repository understand your project by adding a README.

About

2025 Fall/Winter Semester CSED-332

Activity

0 stars

0 watching

0 forks

Report repository

Releases

No releases published

Create a new release

Packages

No packages published

Publish your first package

Contributors 3

Quasar-Kim Quasar Kim

carotinoid Kim Jaehwan

DanaKharaz Dana Kharaz

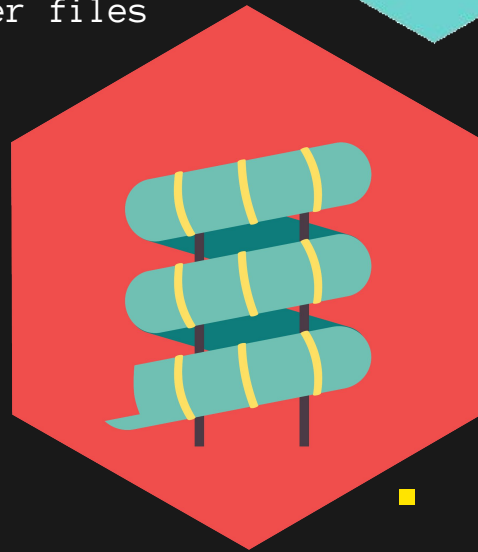
Languages

Scala 100.0%

# Libraries & Minor Details

- Runtime
  - **cats-effect** for asynchronous runtime
- Networking
  - **fs2** for `Stream` abstraction
  - **scalapb** & **fs2-grpc** for protobuf and grpc on top of cats-effect
  - (maybe) **fs2-ftp** for transmission of larger files
  - **grpc-netty** for grpc transport
  - **http4s** for web ui
- Logging
  - **log4cats** for logging
- Testing
  - **scalatest** as testing framework
  - **scalamock** for stubbing and mocking
- Programming environment: Scala 2.13.16
- **gensort** for input data:  

```
$ ./gensort -a 500000 ./input.txt # 50MB
```



# Milestones

- Project design finalization (~ ~~week 4.5: 11/13 (Thu)~~ → week 5: 11/16 (Sun))
- Being able to sort small data on a local machine (~ week 7: 11/30)
  - sorting in an ideal condition. (~ week 6: 11/23)
  - presence of faults (short or long period / during each stage)  
(~ week 6.5: 11/27)
  - (optional) worst cases (~ week 7: 11/30)
    - lack of disk spaces
    - skewed input key distribution
    - unbalanced disk usage
    - etc.
- Running the project on actual (~ week 8: 12/7)

expectations vs. reality

