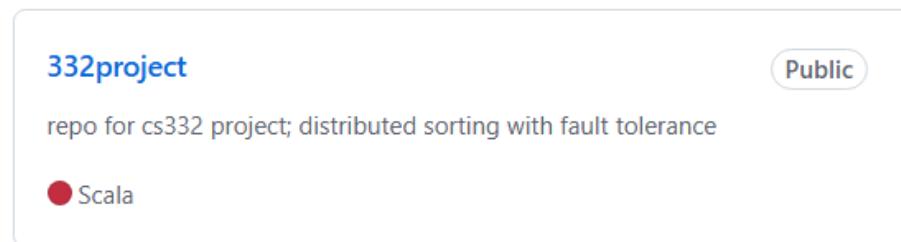


# Progress Presentation

20240171 장홍준  
20240576 송승윤  
20240894 조현준

# Week #1 : Build Setting & Convention Rule

- Generate Scala project
  - Scala 2.13.12
  - sbt 1.11.7
  - upload github
- Generate notion page
- Set convention



공유된 페이지

- CSED:332 project - Home
- Weekly Process
- week 1 doc
- week 2 doc
- TODO 보기
- week 3 doc
- week 4 doc
- week 5 doc
- TODO 보기
- TODO
- 메모장
- Class Design

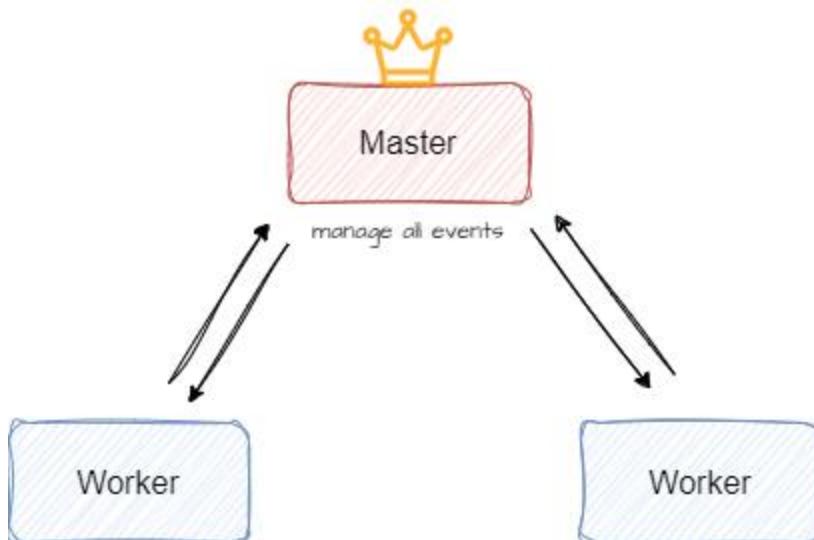
하위 페이지 없음

- Test Simulation

# Week #2 : Basic Design

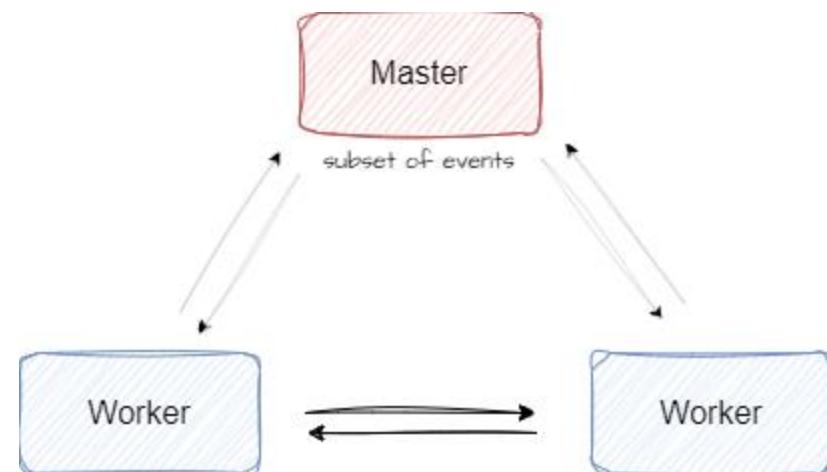
- gRPC API
- How to shuffle?

**worker-master-worker model**

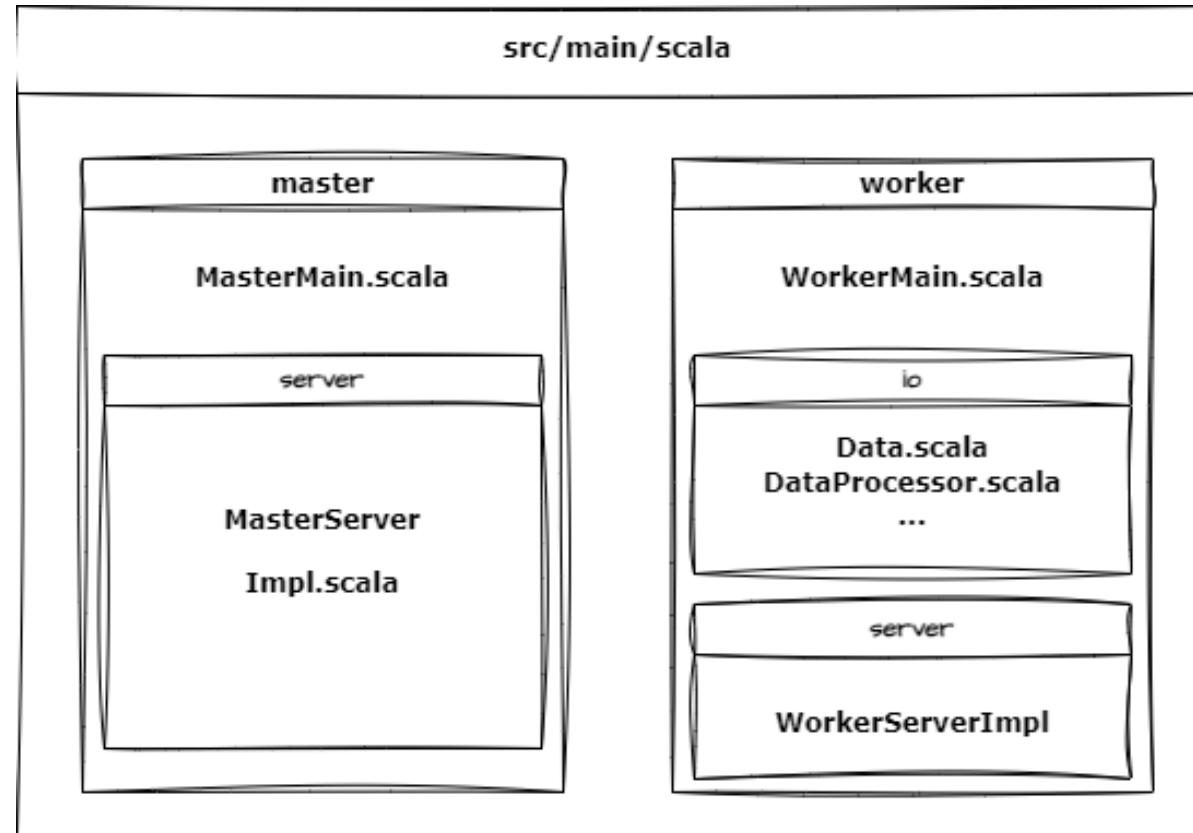


vs

**worker-to-worker model**



# Week #3 : Detailed Design & Class Design



# Week #4 : Implement codes & Share Issues

## Worker

- gensort outputs bytes, so difficult to convert to String
- Need to decide byte comparison method for sorting.

## Master Server

- Implemented register
- Consider Lock.synchronized section
- Update TrieMap → mutable.Map

## Common

- Discussed test strategies during development
- Manage develop branch with PR
- Commit main branch without PR
- Notion subscription issue

# Week #5 : Preparing Presentation

- Prepare Presentation
- Share some concurrent Issues about Master Server
- Fix Bugs

# Future tasks

- Finish code implementation
  - Design test situations
  - ~Week #6 : code implement done & component test finish
  - ~Week #7 : test on VM w/ concurrent Issues, memory safe...
- \*\*We are creating and sharing simulation situations that illustrate the above issues on Notion pages.

## Meeting Time

- (11/09) 12:30 - (11/09) 14:00

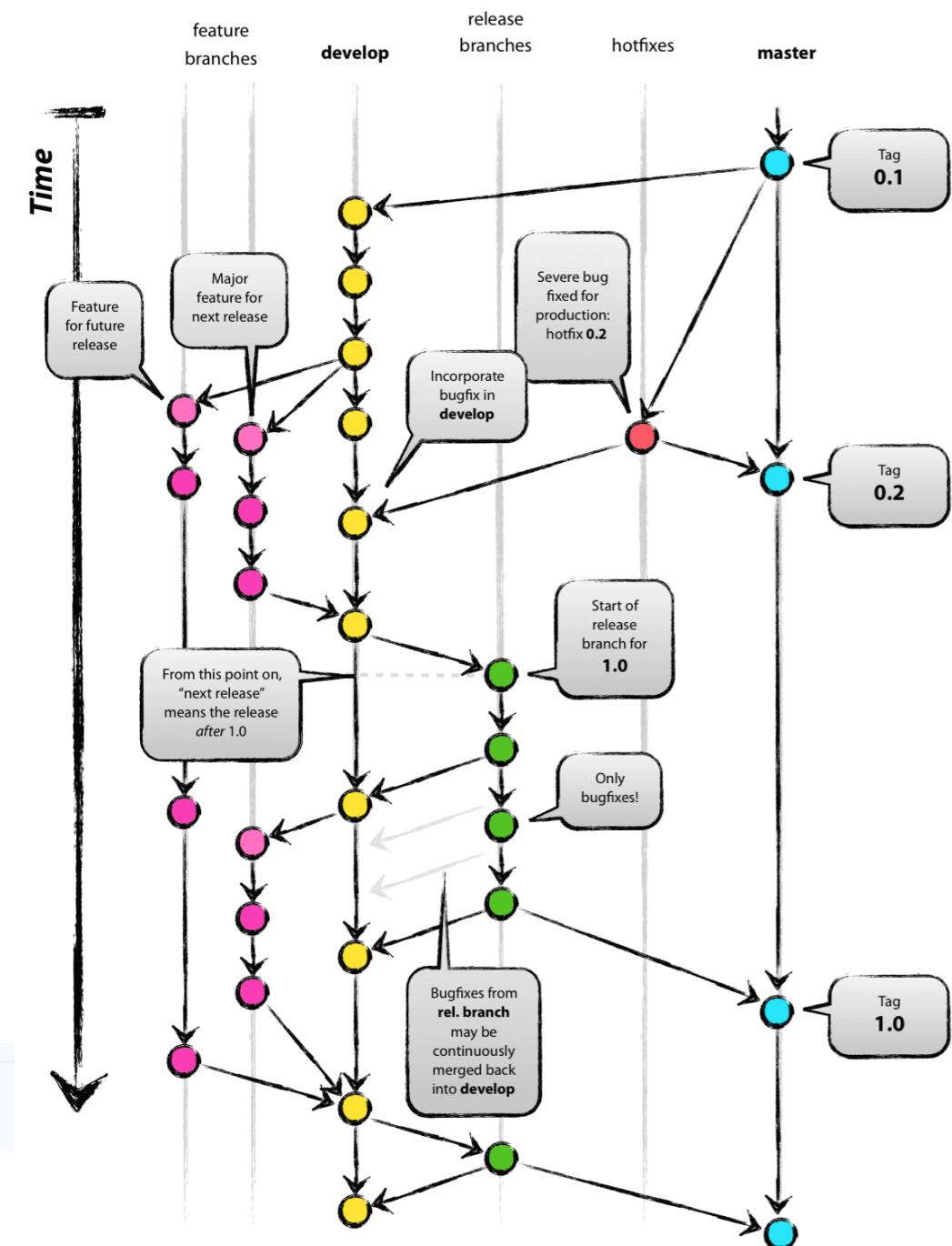
## This week's progress

- Implement based on [class design](#)
  - We already discussed role-distribution & assignment last week. Thus, Each member has own part. This week's main challenge is 'implementing each part'
- Share issues below

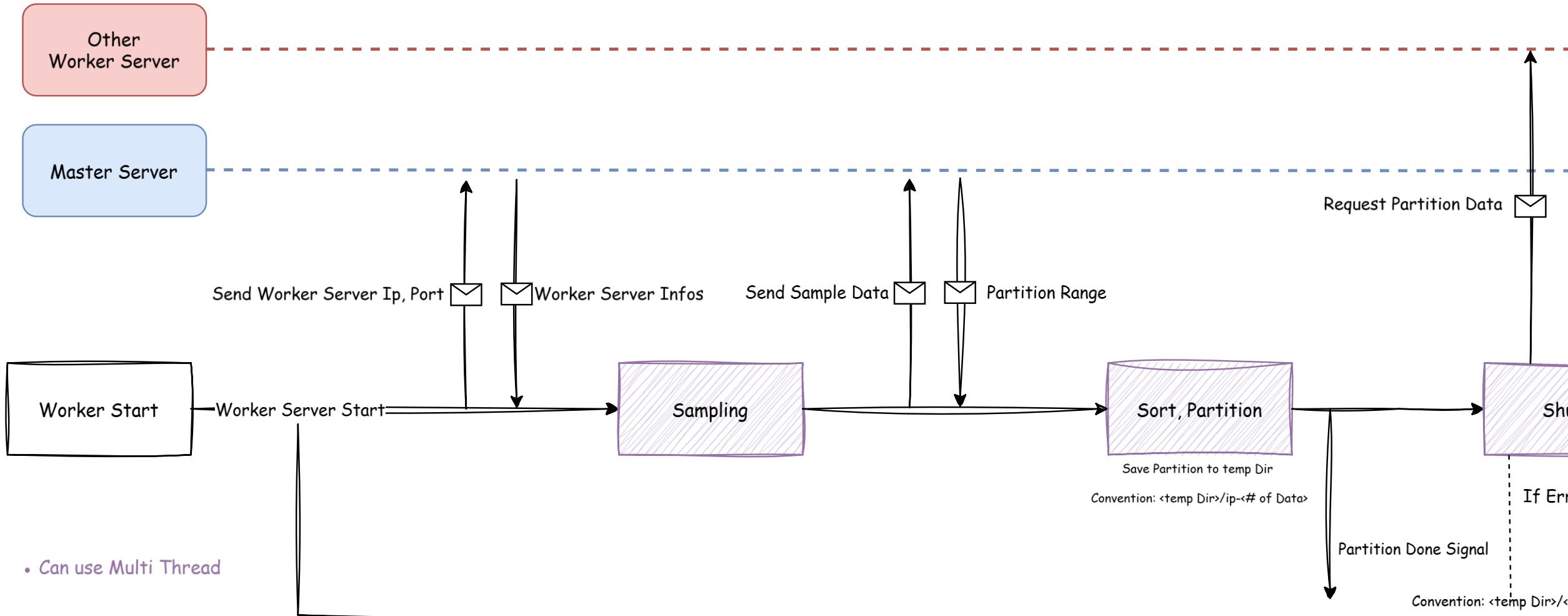
## Issues

- Worker
  - gensort -b <num> 으로 데이터 생성 시 Byte로 생성됨 → Source.fromFile 으로 읽고, 이를 mkString으로 String으로 바꾸지 못함
  - 만약 Byte로 할 시에 1000 0000 > 0111 1111 으로 간주해야할지 그 반대가 되어야 할지 문의가 필요
- MasterServer
  - register 구현 완. → lock.synchronized 어디까지 뚫을 지 아직 안 정함
  - register synchronized 뚫는 범위 정해지면, TrieMap → [mutable.Map](#) 등등 수정해야 할 듯
  - canShutdown → WorkerServer에서 isAlive 구현 이후 작성해도 상관 없을 듯
- Master
  - 아직 미구현
- Common

+ 신규 그룹



# Flow Chart - Worker



# Server Methods

## Master Server

register : (Ip, Port) ->(WorkerInfos, Version)

getPartitionRange : Samples -> PartitionRange

getUpdatedWorkerInfo : Version -> WorkerInfo

canShutdownServer : () -> Boolean

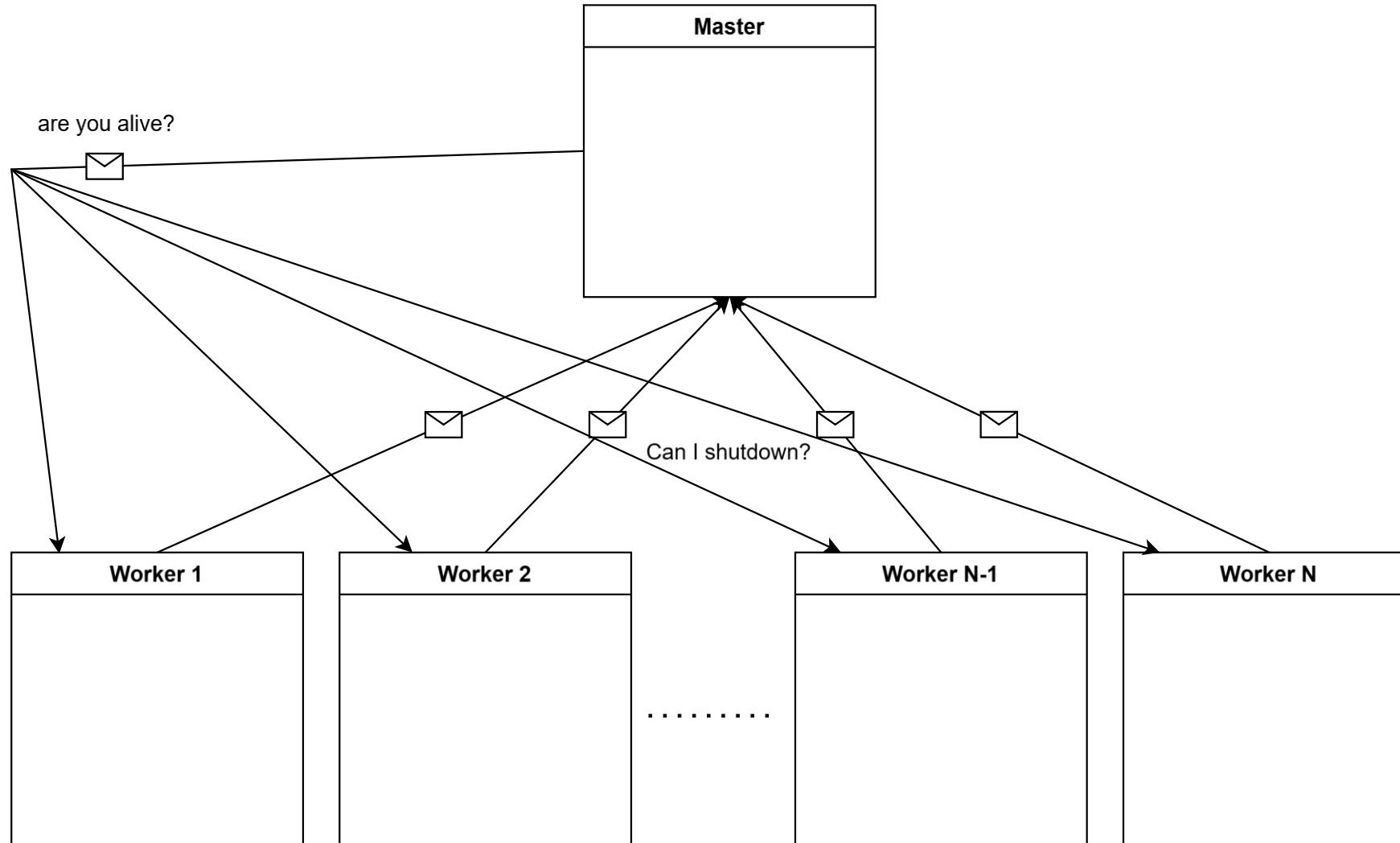
## Worker Server

setPartitionDone : () -> ()

getData : Ip -> PartitionData

isAlive: () -> Boolean

# Why use isAlive



# Q&A

Feel free to ask any questions