

Akka-Homework: LargeMessageProxy and Password Cracking

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Large Message Proxy - Message Sending Protocol



- 1. LargeMessage (Serialization)
- 2. MasterInquiryMessage
- 3. ConfigurationMessage (Streaming with Sink and Source)

Sink.actorRefWithAck(akka.actor.ActorRef ref,

@Nullable Object onInitMessage,
Object ackMessage,
Object onCompleteMessage,
@Nullable onFailureMessage)

- a. StreamInitializedMessage
 - . Ack.INSTANCE
 - -> ByteMessage (Deserialization)
- b. StreamcompletedMessage
- c. StreamfailureMessage

Large message is divided into bytes and send through streaming

Password Cracking - Approach



- One worker cracks one password or hint
- Track workers through Arrays of ActorReferences

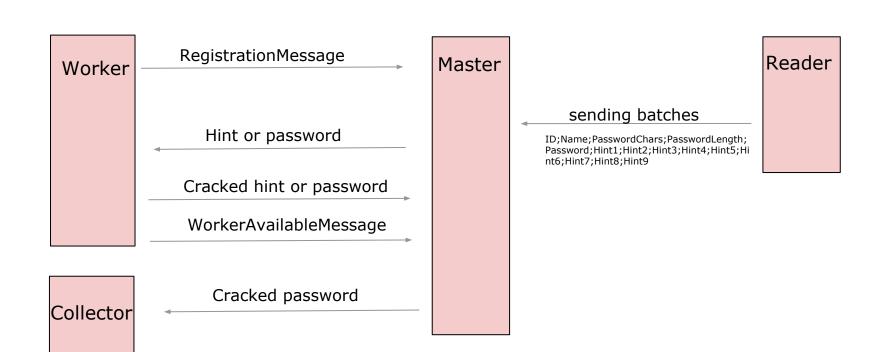
```
private final List<ActorRef> workers;
private List<Boolean> workerOccupied;
```

- Queues for Decrypting HintMessages and Decrypting PasswordMessages (FIFO)
- PasswordMessages have priority over HintMessages

```
private Queue<DecryptHintMessage> hintCrackingQueue;
private Queue<DecryptPassword> passwordCrackingQueue;
```



Password Cracking - Message Sending Sequence







Right now:

- Every worker decrypts one hint/password at a time
 - → Calculate permutations each time we try to crack a hint/password (very inefficient)

Example:

```
For each password

99 different combinations
permutation time = 5 sec approximately
total time = 99 * 5 = 8 minutes per password approximately
```

Solution for this would be:

 Create batches: workers calculate permutations once and test on batches of hints grouped by combinations





Right now:

- Tasks are being created per combination (11 tasks per pw)
- Workers compute permutations for each combination
- There is no way of removing tasks from queue when a hint is already cracked
 - → So we waste time cracking 8 more hints in the worst case scenario)

Solution for this would be:

 Keep track of the tasks in the hint queue and delete tasks of hints already cracked