Report of RMI Facility

Project 1 of 15-640

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# Design

In this project, our goal is to design and implement a **RMI(Remote Method Invocation)** facility for Java, which provide a mechanism by which objects within one Java Virtual Machine (JVM) can invoke methods on objects within another JVM, even if the target object resides within a JVM hosted by a different, but network accessible, machine.

As we know, **remote procedure call (RPC)** approach extends the common programming abstraction of the procedure call to distributed environments, allowing a calling process to call a procedure in a remote node as if it is local. **Remote method invocation (RMI)** is similar to RPC but for distributed objects, with added benefits in terms of using object-oriented programming concepts in distributed systems and also extending the concept of an object reference to the global distributed environments, and allowing the use of object references as parameters in remote invocations. As in Figure 1 and Figure 2, RMI is a middleware layer framework, which is based on Request-Reply protocol.

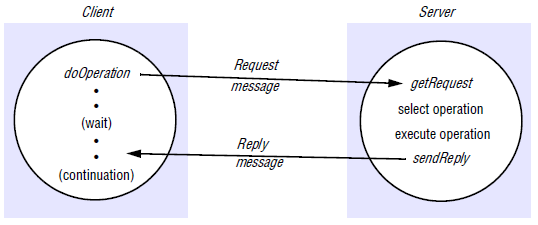
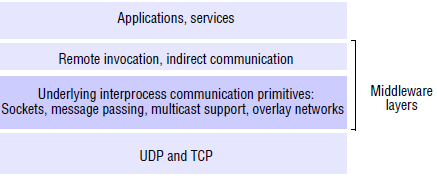


Figure 1 Middleware Layer Figure 2 Request-Reply Protocol

Standard Java RMI framework, which realizes a **Distributed Object Model** using Java Socket, Reflection and Serialization mechanisms. It is made up of a communication module, a remote reference module and some other parts like proxy, dispatcher and skeleton, as Figure 3 and 4 shown.

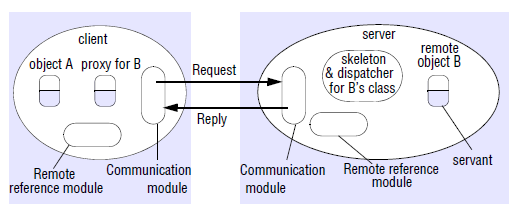
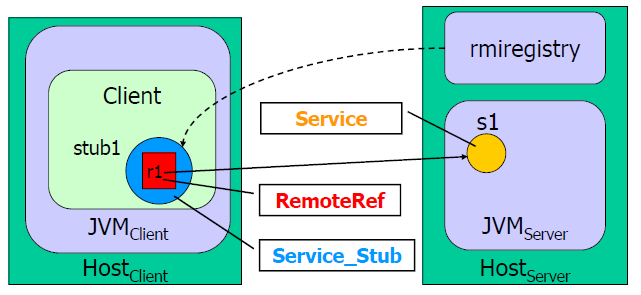
 

Figure 3 Role of proxy and skeleton Figure 4 Stub and Remote Reference

The key to **RMI** is **proxy** pattern, which is based on an idea that interface defines behavior and class defines implementations (Figure 5). It is built from three abstraction layers, Stub and Skeleton layer, Remote Reference layer and Transport layer (Figure 6).

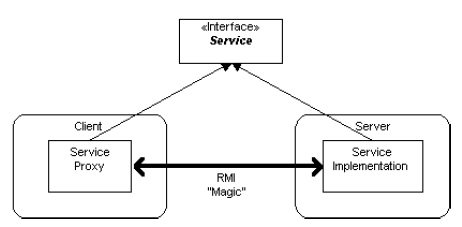
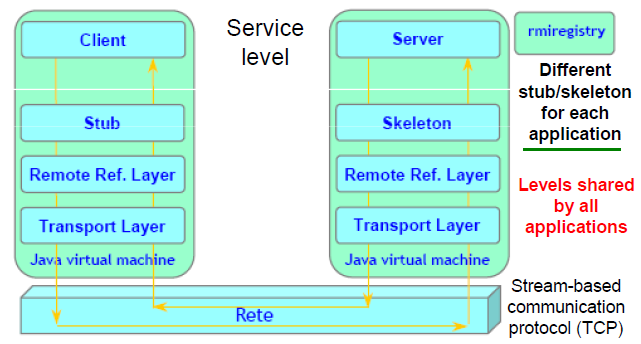
 

Figure 5 Proxy Pattern Figure 6 RMI Architecture

The whole RMI work flow is:

(1) A server object is registered with the RMI registry; it runs on server that hosts remote service and accepts queries for services, by default on port 1099.

(2) A client looks through the RMI registry for the remote object by lookup();

(3) Once the remote object is located, its stub is returned in the client;

(4) The remote object can be used in the same way as a local object. The communication between the client and the server is handled through the stub and skeleton.

Our RMI facility mimics the fundamental functions of standard Java RMI. It has a communication module, a remote reference module, a stub interface for different kinds of service to implement and a dispatcher. More specifically, our RMI has Remote Registry, Remote Object Reference, Remote Interface, Remote Exception and Actions in distributed system environment. However, we have no consideration on distributed garbage collection, the .class files download system and rmic compiler system.

Moreover, the basic design decision might be on the Security and Scalability of RMI system, which means Server has right to authorize Client to invoke some actions and multiple Clients can manipulate the same remote object at the same time. In standard java, we can find a SecurityManager class to provide security protection mechanism. Here, we have not implemented it as we figure the purpose of this project is to mimic basic remote invocation function in RMI. And if we want to consider Scalability problem, synchronization control might be needed.

# UML

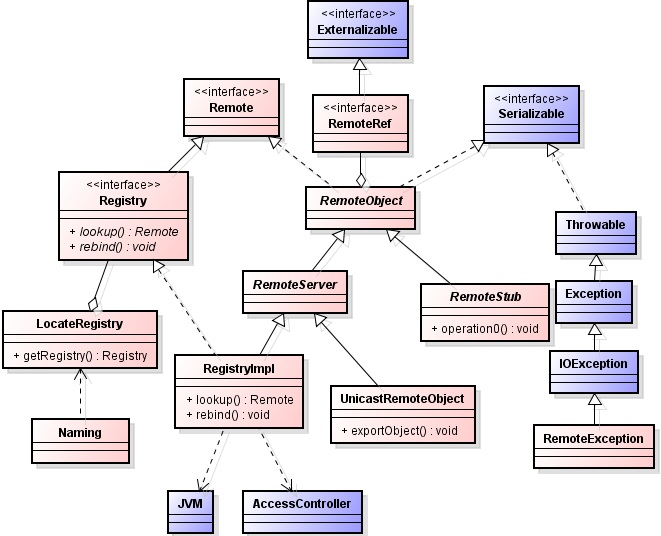


Figure 7 Java RMI Diagram

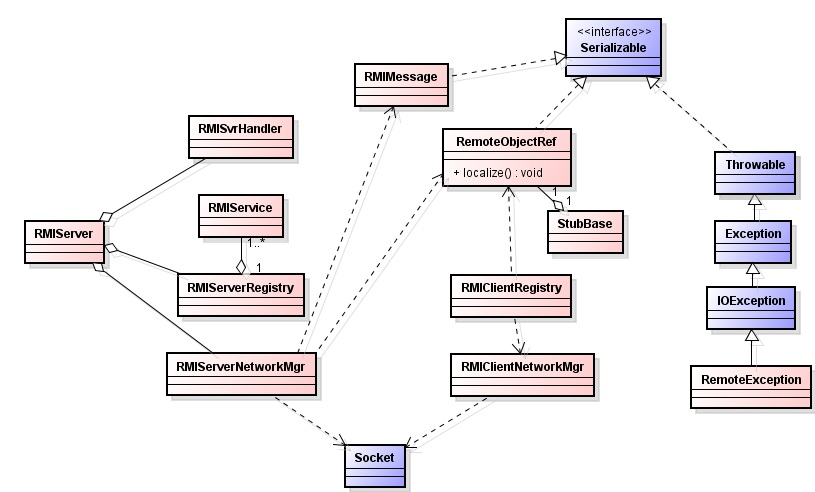


Figure 8 Our RMI Class Diagram

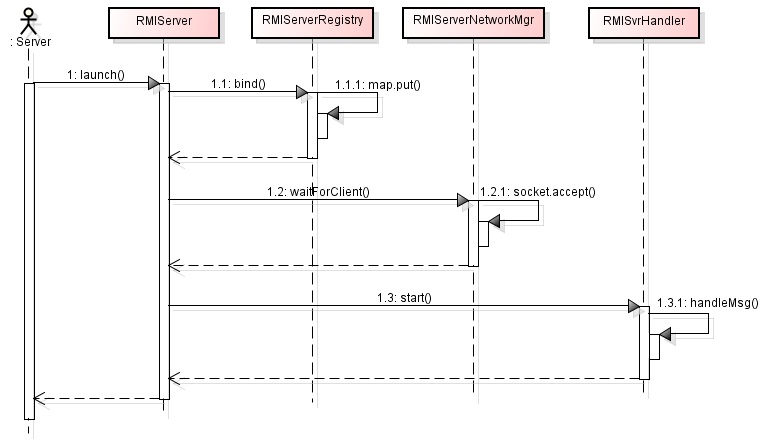


Figure 10 Server Sequence Diagram

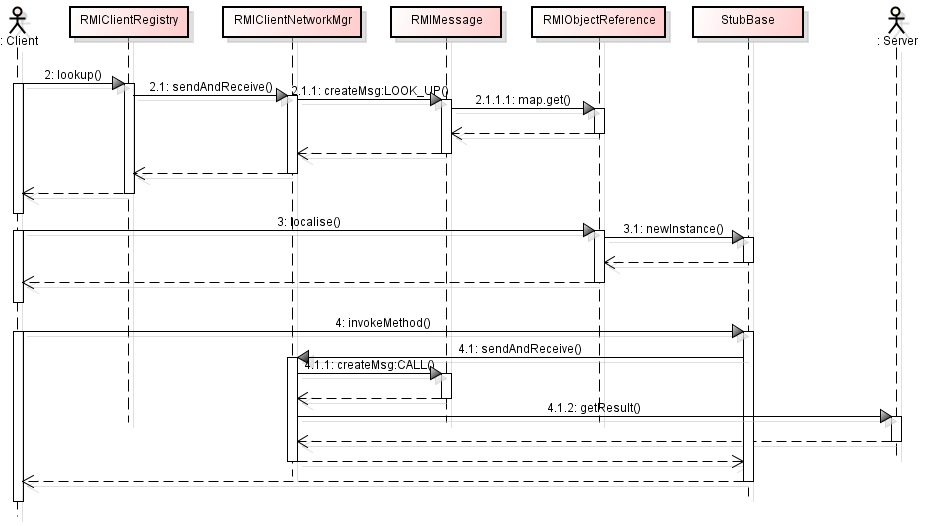


Figure 11 Server Sequence Diagram

## Special features

1. Support RMI(Remote Method Invocation) between Server-Client
2. Support object, primitive type parameter

# Implementation

## Class Implementation

According to the UML class diagram, our system consists of:

1. RMIMessage: an interface to provide migratable features for classes implementing it. It defines the interface that suspend/resume function has to be overrided during migration.
2. IOProcess/NonIOProcess : Concrete classes implemented MigratableProcess interface to give samples for Process Migration. One of our examples is a Process involves IO operation by use of TransactionIO libray to read shuffled alphabets, sort them and write to a new file, the other is a Process works as a simple counter involving no IO operation. Of course, it is possible that multiple instances of the same type running on the node and one of them is to be migrated. Actually the user case has been tested.
3. ProcessManager: a comprehensive class to monitor for request to launch, remove and migrate processes. When the creation of a new process instance is requested, a new process id is also created to identify the process. And it can also handle any classes that implemented MigratableProcess by instantiating until runtime based on Reflection.
4. TransactionFileInputStream/TransactionFileOutputStream: a transactional IO libarary for maintaining all the information to continue operations on the file even if process is migrated to another node(machine). A migrated flag is created to select reusing the file connection or not, which is realized by setting the flag upon Migration and resetting it any time a file handler is created or renewed. Synchronization is used to avoid interrupting file read/write operation during migration.
5. NetworkManager/ClusterManager/ServerManager/ClientManager/MessageStruct/ServerHandler: a server /client library to simulate distributed system environment by use of Sockets, multi-clients load balance is controlled and adjusted by a server, which receives process migration request, finds a good candidate and transmits byte streams of serialized objects from one client to another.

In Transaction IO and Process part, various Concurrency methods are used to ensure thread-safety. Read/write operations are synchronized to avoid resource access collision incurred from multiple instances of the same process type, and the coordination between io operation and migration is also considered. In ProcessManager class, ConcurrentSkipListMap is used to associate the ProcessID with Process instance as well as provide the thread-safety, while AtomicInteger type gives the Atomicity and volatile keyword ensures the Visibility of a variable in Concurrency operations.

In network communication part, ClusterManager and ServerManager are designed to simulate a Server node to control migration between Client nodes. ClientManager can be instantiated multiple times to simulate multiple Client nodes. Communication between Server and Multiple Clients is realized by Socket based on a Message Dispatch mechanism. Requesting of Process Migration, Command to overloaded/underloaded Clients, Send/Receive of serialized object stream are all controlled by Server.

## Development environment

This project is developed with Eclipse IDE for Java Developers, Luna Release (4.4.0), JDK 8u20. If you want to write a test class inheriting MigratableProcess, you should work in the same environment.

# Test with our examples

We provide two process classes to test the TransactionIO classes and other migration features. They are NonIOProcess and IOProcess.

NonIOProcess is a simple class with only a counter tick-tocking every 0.1s. After migration, the counter starts from the stage right before migration.

IOProcess mainly test the TransactionIO classes, TransactionalFileInputStream and TransactionalFileOutputStream. This class keeps reading in a series of shuffled characters from a file, sorting them and writing them out to a file.

## Test environment

A server at unix.andrew.cmu.edu, unix machines connected to AFS

## Deploy and run

1. Open three Terminals and connect them to a server connected to AFS using ssh. Make sure they have the same login user (saving the troubles brought by file permission).
2. Change directory to ./src/. (for convenience, we denote ProcessMigration/ as ./) in three Terminals.
3. Type “make” and then “make run” in the three Terminals.
4. In one Terminal, type “server” to become a server. And you will get an echo showing the IP and port (say, 192.168.0.1:6777). In the other two, type “client 192.168.0.1 6777) and they will connect to that server.
5. In Client A, type “create NonIOProcess” to create a migratable process without IO operations.
6. In Client B, type “create IOProcess input.txt output.txt” to create a migratable process with IO operations. Note: input.txt and output.txt should have absolute path.
7. In server, type “ps” to show all the running processes on all clients. In the two clients, type “ps” to show all the local running processes.
8. In server, type “migrate 1 0 0” to migrate the IO process on Client B (cid 1) to Client A (cid 0).
9. In server, type “migrate 0 0 1” to migrate the non-IO process on Client A to Client B.
10. In server, type “ps” to show all the running process on all clients after migration. In the two clients, type “ps” to show all the local running processes.
11. Wait for IOProcess to finish on Client A. When it shows “JOB COMPLETED”, the IOProcess finishes all the IO operations.
12. In server, type “exit” to exit server. All other clients connected to this server will exit automatically.

## Understand the test result

The result consist of three parts:

1. Migration status: In step 7, you can see the NonIOProcess running on Client A and IOProcess on Client B. In step 10, you can see NonIOProcess running on Client B and IOProcess on Client A. This means that the two processes have been migrated to each other client.
2. Process status: In step 9, we can see an echo from NonIOProcess saying its counter, like “NonIOProcess : suspend(), cnt = xxx” on Client A. After migration, we can see an echo like “NonIOProcess : run() begin, cnt = yyy”, where yyy = xxx + 1. This means the suspended work before migration is resumed after migration.
3. IO status: In IOProcess, we read a shuffled alphabet one character by one character from input.txt, sort them and write them to output.txt, and repeat this procedure 8 times. So, open output.txt, and you can see 8 set of ordered alphabets in it. This means the IO operations works fine during migration.

# Writing customized test class

By implementing the MigratableProcess class, you can write your own process class to test TransactionInputFileStream, TransactionOutputFileStream and other migration features.

## Developer environment

You can write the class anywhere you want, as long as you inherit from MigratableProcess and implement the three abstract methods. However, it’s strongly recommended to develop in the same environment as ours.

## Understand our interfaces and framework

To run your test class under our framework, you must inherit your test class from MigratableProcess. In MigratableProcess, there are three abstract classes that you have to override in your own class:

1. suspend(): This method will be called before the object is serialized. It affords an opportunity for the process to enter a known safe state.
2. resume():This method will be called after migration. Resume all the work that was suspended.
3. toString():This method is used for debugging. It can print the class name of the process as well as the original set of arguments with which it was called.

Besides, here is some other things should be noted: (assume your class file is GregProcess.java)

1. The constructor of your test class should have exactly one argument with type String[], no matter you need it or not.
2. You can design some test methods to be called after GregProcess has been instantiated. This method should have exactly one argument with type String[].
3. At the beginning of GregProcess.java, you should declare the package by typing “package edu.cmu.andrew.ds.ps;”.
4. In the suspend() method

## Deploy and run

Once you finish your work, copy your test class file (GregProcess.java) to the directory “./src/edu/cmu/andrew/ds/ps/”. And then, edit ./src/Makefile by adding “./edu/cmu/andrew/ds/ps/GregProcess.java” to “CLASSES”.

Now, change directory to ./src/ and type the following commands to run the whole program:

> make

> make run

In the client, after you connect to a server, you can type the following command to create a new instance of your process:

create GregProcess [ANY OPTIONAL ARGUMENT TO CONSTRUCTOR]

You can also call any method in GregProcess to test by typing:

call PID METHOD\_NAME [ANY OPTIONAL ARGUMENT]

where PID is the pid of that instance.

Use all these interfaces to test our framework.