

SimpleMessenger with Apache Thrift

Animesh Baranawal

August 5, 2019

Overview

1 Backend

2 Workflows

3 Results

Data Structures in Thrift

- **UserDefinition:** string uniqueID, string ip_addr, i32 port
- **GroupDefinition:** string groupID, list<string> members
- **Message:** i64 timestamp, string msgString, string toID, string fromID, bool multicast
- **FileDefinition:** binary data, string fileID, i32 size
- **FileChunk:** binary data, i32 size, i32 offset

- **ServerService**: RPC methods: *join*, *connectTo*, *sendMessage*, *joinGroup*, *leaveGroup*
- **FileTransferService**: RPC methods: *startUpload*, *uploadChunk*, *endUpload*, *startDownload*, *downloadChunk*
- **ClientService**: RPC methods: *receive*

Messaging Workflow

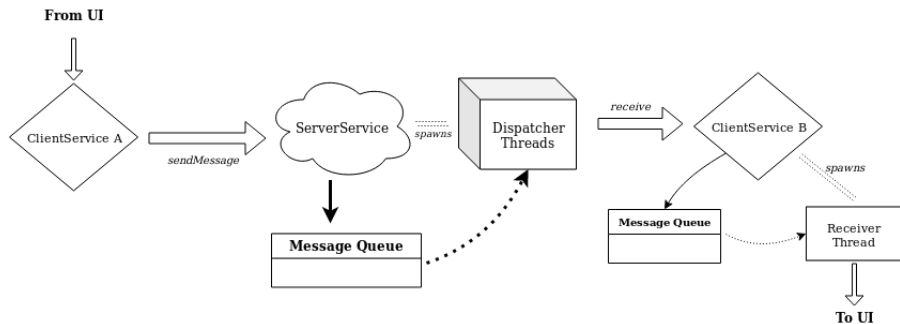


Figure: Visual description of messaging workflow

File Transfer Workflow

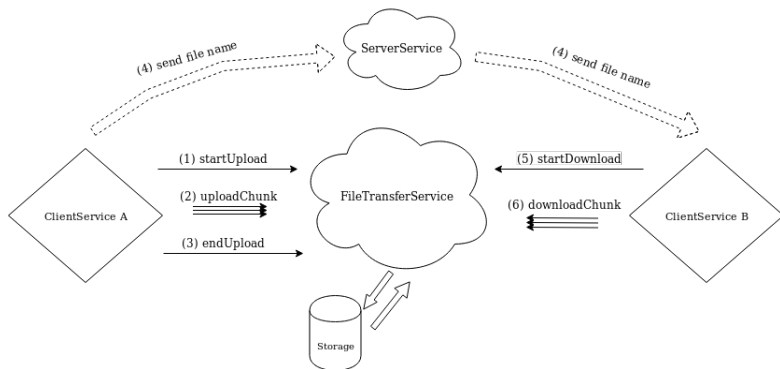


Figure: Visual description of file transfer workflow

Latency Observations

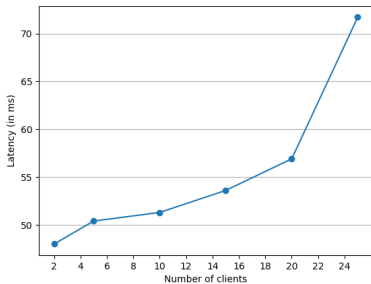


Figure: P2P Latency

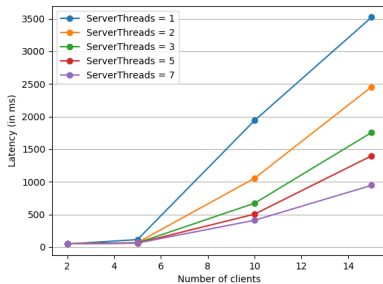


Figure: Multicast Latency

File Transfer Time Observations

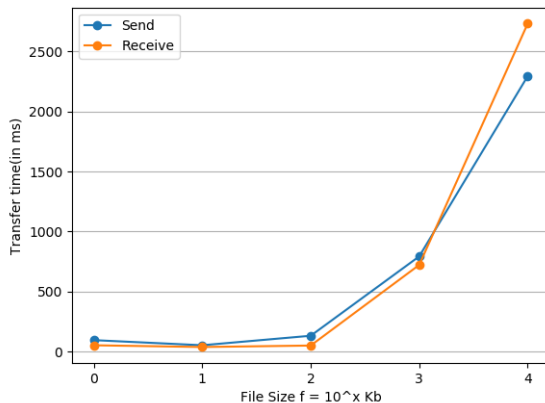


Figure: File transfer time for different file sizes