

AntCloud

Version 1.7

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1 Version table

Date	Version	Notes
15/10/2023	1.0	
		Created GitHub Repository
		 Added first version of documentation
		Created rudimentary version of a client and workstation
29/10/2023	1.1	
		Modified documentation
		 Modified the client and workstation code
		Added the server
		Added a Makefile that automates compilation
3/12/2023	1.2	
		 Implemented multithread architecture on the server
		Client works directly with the workstation
10/12/2023	1.3	
		 Created an algorithm on the server for distributing the tasks for the threads
		Created a protocol for communi- cation between stations

17/12/2023	1.4	
		Optimized the control flow of con- nection on the server
		Once connected, the station are able to hold the connection
5/1/2024	1.5	
		Changed the architecture of the server from multithread to epoll
		The client is able to send a source file with arguments
		The workstation can work with arguments of an executable
11/1/2024	1.6	
		 Client and Workstation are no longer connected, the connection is made through the server
		All the stations connects to the main server
		Resolved bugs
15/1/2024	1.7	
		 Added logging mechanism for server
		 Resolved bug when multiple clients tried to upload a source file

2 Introduction

AntCloud is a distributed processing application that enables users to execute their code on a remote server with high-performance computing resources. AntCloud is designed for users who have limited processing power on their local PC and want to leverage the benefits of cloud computing and distributed processing without incurring high costs. By using AntCloud, users can easily upload their code (along with arguments if needed), the main server will chose a suitable workstation, the workstations will compile and execute it sending back the output generated. AntCloud is a convenient and affordable solution for users who need to run complex and intensive code on a regular basis.

3 Requirements

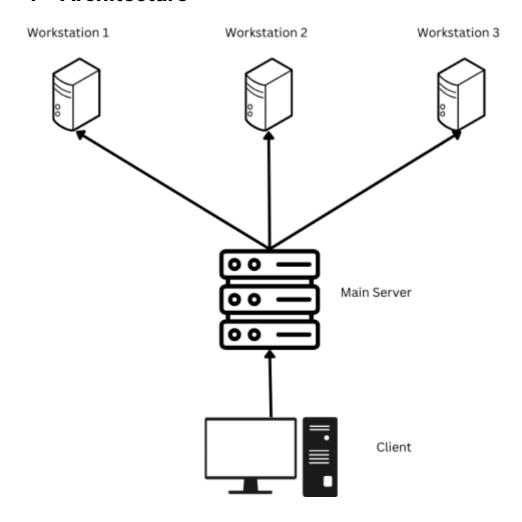
3.1 Functional Requirements

- Client sends source file to the server
- · Client can send source file with arguments
- Workstation compiles the source file and executes it with the arguments (if there are any) and sends it back
- · Client has a bash interface
- · Client doesn't have a limit of uses

3.2 Non Functional Requirements

- Server supports multiple clients and workers
- · The data sent between stations is in base64 encoding
- The server uses epoll to have a maximum efficiency
- · Communication protocol between stations

4 Architecture



This application follows a master-slave architecture that consists of a central main node and multiple workstations. In this architecture, the master is responsible for coordinating and managing the overall system, while the slave nodes perform specific tasks or computations assigned by the master. For the user everything is transparent, he just needs to launch the client; in fact, a connection is made between the client and the server, from there the main server handles the data transfer. The user has at his disposal a bash interface through which he manages to perform his tasks.