

Practical 4

BCT

19BCE248

Aim – Byzantine Fault Tolerance implementation

Code –

```
from collections import Counter
```

```
class General:
```

```
    def __init__(self, id, is_traitor=False):
```

```
        self.id = id
```

```
        self.other_generals = []
```

```
        self.orders = []
```

```
        self.is_traitor = is_traitor
```

```
    def __call__(self, m, order):
```

```
        self.om_algorithm(commander=self, m=m, order=order)
```

```
    def _next_order(self, is_traitor, order, i):
```

```
        if is_traitor:
```

```
            if i%2==0:
```

```
                return "Attack" if order=="Retreat" else "Retreat"
```

```
        return order
```

```
    def om_algorithm(self, commander, m, order):
```

```
        if m<0:
```

```
            self.orders.append(order)
```

```
        elif m==0:
```

```
            for i, l in enumerate(self.other_generals):
```

```
                l.om_algorithm(commander=self, m=(m-1), order=self._next_order(self.is_traitor, order, i))
```

```
        else:
```

```
            for i, l in enumerate(self.other_generals):
```

```

        if i is not self and l is not commander:

            l.om_algorithm(commander=self, m=(m-1), order=self._next_order(self.is_traitor,
order, i))

def decision(self):

    c = Counter(self.orders)

    return (c.most_common())

def init_generals(generals_spec):

    generals = []

    for i, spec in enumerate(generals_spec):

        #print(i,spec)

        general = General(i)

        if spec == "l":

            pass

        elif spec == "t":

            general.is_traitor = True

        else:

            print("Incorrect input")

            exit(1)

        generals.append(general)

    for general in generals:

        general.other_generals = generals

    return generals

def print_decision(generals):

    for i, l in enumerate(generals):

        print("General {}: {}".format(i, l.decision()))

m = 0

```

```
g = "l, l, l"
o = "Attack"
```

```
generals_spec = [x.strip() for x in g.split(',')]
print(generals_spec)
generals = init_generals(generals_spec=generals_spec)
generals[0](m=m, order=o)
print_decision(generals)
```

```
m = 2
g = "l, l, t, t, l, l"
o = "Attack"
```

```
generals_spec = [x.strip() for x in g.split(',')]
print(generals_spec)
generals = init_generals(generals_spec=generals_spec)
generals[0](m=m, order=o)
print_decision(generals)
```

Output –

```
m = 0
g = "l, l, l"
o = "Attack"

generals_spec = [x.strip() for x in g.split(',')]
print(generals_spec)
generals = init_generals(generals_spec=generals_spec)
generals[0](m=m, order=o)
print_decision(generals)
```

✓ 0.3s

```
['l', 'l', 'l']
General 0: [('Attack', 1)]
General 1: [('Attack', 1)]
General 2: [('Attack', 1)]
```

```
m = 2
g = "l, l, t, t, l, l"
o = "Attack"
generals_spec = [x.strip() for x in g.split(',')]
print(generals_spec)
generals = init_generals(generals_spec=generals_spec)
generals[0](m=m, order=o)
print_decision(generals)
```

6] ✓ 0.3s

```
['l', 'l', 't', 't', 'l', 'l']
General 0: [('Attack', 15), ('Retreat', 10)]
General 1: [('Attack', 21), ('Retreat', 4)]
General 2: [('Attack', 15), ('Retreat', 10)]
General 3: [('Attack', 21), ('Retreat', 4)]
General 4: [('Attack', 15), ('Retreat', 10)]
General 5: [('Attack', 21), ('Retreat', 4)]
```