CSE344 Final Project

Design & Test Report

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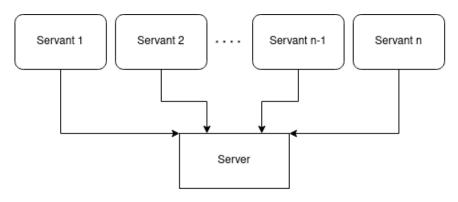
Date

June 15, 2022

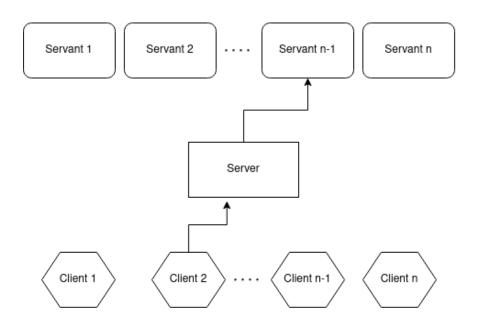
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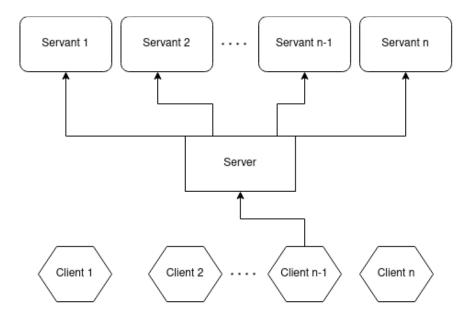
General Structure



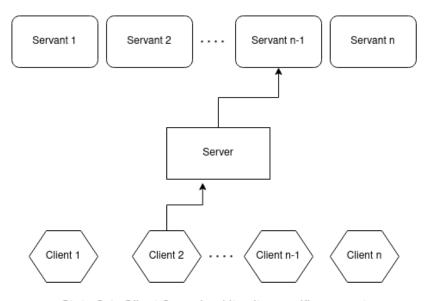
Initial State Servants share their information with the server



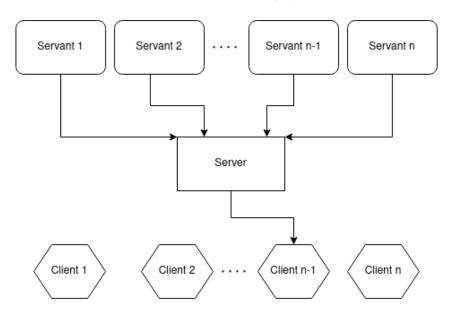
State 2.1: Client 2 sent a city specific request



State 2.2: Client n-1 sent a non city specific request



State 3.1: Client 2 received its city specific request



State 3.2: Client n-1 received its non city specific request

Step by step process explanation

- 1) Server establishes a stream socket and starts to listen.
- 2) Servants reads the dataset and keeps the information in its tree-like structure (given in the Servants subsection of Design Considerations section).
- 3) Servants connects to Server's socket and shares their information (the cities it is responsible for, port to connect back etc.). Server saves this information for future client requests. From this point on, servant acts as a server for the Server.
- 4) Clients connects to Server and requests transaction counts with real-estate type, optional city and given date intervals.

- 5) Server receives the client request and if it is city specific, finds the corresponding servant and sends it to it, else it sends the request to all servants.
- 6) Servants receives the client request and sends a response to server.
- 7) Server receives the response and sends it to client which made the request.
- 8) Server keeps repeating this until it receives a SIGINT signal.
- 9) When server receives SIGINT, frees all its resources and forwards it to server.

Design Issues & Considerations

General

1) str_tok is not thread safe.

Solution: I implemented my own str_tok (remove_until_delim). Removes the characters from beginning to given delimeter and returns them as a char*.

2) The project is too big and it tends to be more and more crowded.

Solution: I tried to implement the whole system as modular as possible.

3) When the Server exits, servants should exit too.

Solution: Servants gets their Process ID numbers using proc/self and sends it to Server at the initial handshake. Server forwards the SIGINT signal to servants.

4) There are lots of system calls which has to be dealt (error handling). This causes a too crowded code organization since each error check takes 4 lines. I created 3 functions for error handling and used them through the project.

void exit_on_error(int errnum,char* msg){
 fprintf(stderr, "%s: %s\n",msg,strerror(errnum));
 exit(EXIT_FAILURE);

void fail_check(int return_val,char* msg){
 if(return_val<0){
 exit_on_error(errno, msg);
 }
}

void fail_check_pthread(int return_val, char* msg){
 if(return_val!=0){
 exit_on_error(return_val, msg);
 }
}</pre>

C client.c

headers

\$ script.sh

C common.h
C networking.h
C queue.h
C servant.h
C server.h
C utils.h
M makefile

Server

1) Server should know who is connecting to it's socket.

Solution: Clients (both Client and Servants) adds a 4 character long signature to the beginning of their requests (srvt and clnt).

2) Servants shouldn't connect to Server's socket at the same time to write their data.

Reason: There is a global servants_amt variable in server. Server's threads udpates this variable while initializing the data about it's servants and accessing it at the same time causes crashing.

Solution: I used a semaphore for creating a mutual exclusion zone

```
if(strncmp(buffer,"srvt",4)==0){
    remove_first_n_chars(buffer,5);
    pthread_mutex_lock(&servant_set_mutex);
    set_servant_info(buffer);
    pthread_mutex_unlock(&servant_set_mutex);
}
```

3) Threads shouldn't access to connections queue at the same time and they should be sleeping while the queue is empty

Solution: I used a monitor.

Main:

```
pthread_mutex_lock(&queue_mutex);
enqueue(connections,client_fd);
pthread_cond_signal(&cond_var);
pthread_mutex_unlock(&queue_mutex);
```

Thread Function:

```
pthread_mutex_lock(&queue_mutex);
while((fd_client = dequeue(connections))==NULL){
    pthread_cond_wait(&cond_var,&queue_mutex);
}
pthread_mutex_unlock(&queue_mutex);
```

4) Server should remember it's servants data for future connections.

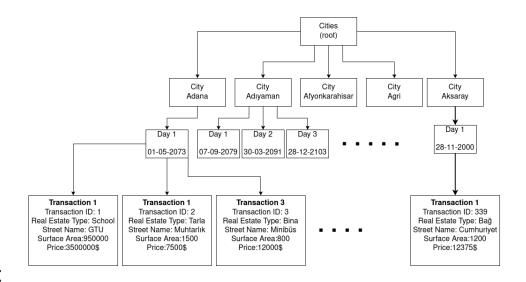
Solution: I created a servant structure and server keeps a dynamic array of servants.

```
struct servant{
int port;
int city_amt;
int pid;
char** cities;
};
```

Servant

The dataset has too many nested informations (cities->days->transactions) and it is hard to keep it in a regular structure like an array.

Solution: I created a tree structure to hold this data.



Client

Clients should send their requests at once to force Server's limits. I implemented a synchronization barrier using a monitor to achieve this.

```
printf("Client-Thread-%d: Thread-%d has been created\n",thread_num,thread_num);
pthread_mutex_lock(&lock);
++arrived;
if(arrived<thread_amt) {
pthread_cond_wait(&condvar,&lock);
}
pthread_cond_broadcast(&condvar);
pthread_mutex_unlock(&lock);
printf("Client-Thread-%d: I am requesting \"%s\"\n",thread_num,requests[thread_num]);</pre>
```

Tests

Test Case 1

Server Thread Amount = 5

Request Amount = 1 (transactionCount TARLA 01-01-2073 30-12-2074 ADANA)

Servant Amount = 1 (cover cities 1-81)

Result: Works as expected (passed)

```
Servant 65221: loaded dataset, cities ADANA-ZONGULDAK
Servant 65221: Dataset Information is sent to Server
Servant 65221: listening at port 20003
2022/06/15|10:31:44|Servant 65221 is present at the port 20003 handling cities ADANA-ZONGULDAK
Client: I have loaded 1 requests and I'm creating 1 threads.
Client-Thread-0: Thread-0 has been created
Client-Thread-0: I am requesting "clnt TARLA 01-01-2073 30-12-2074 ADANA " 2022/06/15|10:31:47|Request arrived "TARLA 01-01-2073 30-12-2074 ADANA " 2022/06/15|10:31:47|Contacting servant 65221
Servant 65221: Request Received from Server:TARLA|756676|757400|ADANA
Servant 65221: Request Received Trom Server:3
2022/06/15|10:31:47|Response received: 3, forwarded to client.
Client-Thread-0: The server's response to "clnt TARLA 01-01-2073 30-12-2074 ADANA " is 3
Client-Thread-0: Terminating.
Client: All threads have terminated, goodbye.
```

Test Case 2

Same with Case 1 but there are 10 requests:

transactionCount TARLA 01-01-2073 30-12-2074 ADANA transactionCount MERA 03-02-2018 09-11-2050 transactionCount DUKKAN 20-04-2000 23-01-2031 KILIS transactionCount BAG 01-12-2004 27-09-2089 ADIYAMAN transactionCount FIDANLIK 02-09-2016 12-09-2081 BALIKESIR transactionCount BAHCE 02-03-2005 17-01-2084 transactionCount FABRIKA 22-07-2004 11-05-2072 ANKARA transactionCount AMBAR 28-01-2044 13-09-2050 AKSARAY transactionCount VILLA 22-04-2049 20-03-2061

Result: Works as expected. (Passed)

transactionCount IMALATHANE 04-06-2004 11-11-2011 ISPARTA

Test Case 3

Same with Test Case 2 but there are 9 servants (each covers 9 cities)

Result: Works as expected. (Passed)

```
| Client-Treed | 1. In requesting | Client | Proceed | 1. In requestin
```

Changing Server thread amount doesn't affect the output.

Test Case 4

Same with Test Case 3 but there are 5 different Client's each has different number of transaction count requests (total of 70 requests)

Result: Output is too large to give, it works as expected. (Passed)

SIGINT to Server

```
2022/06/15|10:44:17|SIGINT has been received. I handled a total of 10 requests. Goodbye.

Servant 67293: termination message received, handled 7 requests in total.

Servant 67294: termination message received, handled 4 requests in total.

Servant 67300: termination message received, handled 3 requests in total.

Servant 67302: termination message received, handled 3 requests in total.

Servant 67298: termination message received, handled 4 requests in total.

gokbey@gokbey-ABRA-A5-V15-3:-/Desktop/sysprog_final/src$ Servant 67297: termination message received, handled 3 requests in total.

Servant 67301: termination message received, handled 3 requests in total.

Servant 67296: termination message received, handled 3 requests in total.

Servant 67299: termination message received, handled 4 requests in total.
```

Additional Note: You can find the function manuals inside the header files.