Assignment 2: Zookeeper

Project Description: This project is based on the project code provide in class. The zk_election_another.py program and docker-compose.yml file were extended to meet the assignment requirements. A replicated key-value data store maintained by N servers was implemented and each server maintains a copy of the data store. Zookeeper was used in order to implement leader election. All requests are routed through the leader and propagated to the replicas.

Project Implementation:

(Left) Zookeeper.py with read and add_update methods implemented and (Right) the main method for server.py that handles all test cases.

```
f read(self, key):
   return self.data_store.get(key, **)
Add or update a key-value pair
lef add_update(self, key, value):
                                                                                                                                                                                                                                    print("\833[32mTesting Add and Read...\833[@m")
# All updates routed through server on the elected leader.
add_update(host, ports[0], f"key0", f"value0")
                                                                                                                                                                                                                                    for 1 in range(3):
    for j in range(3):
        print("MoS3]SeaFor Port: {ports(1]}\033[0e")
        read_key(host, ports[1], f*key[j]*) # Check existing keys on all ports
                   childrens = self.zk.get_children(self.leadernode)
                                                                                                                                                                                                                                                  \\0333337aresting Leader Election...\\0333[0a")

ft, server in servers:

posses = killionts, port)
|Leader = response.get("is_leader", false)
|s_leader = response.get("is_leader", false)
|s_leader:
|print("\033333milling the leader, electing a new one.\0333[0a")

stop_server(server)

thes_leage(Server)

thes_leage(Server)

start_three*(host, port, zookeeper.ip, zookeeper.port)
                    if self.detectLeader(childrens)
                           self.propagate_update(self.data_store)
                        print(f*\033[3300nly leader can add/update key-value pairs. Sending request to leader.\033[0m*)
self.host.seq_list = [i.split("_") for i in childrens|
sorted_host.seqvalue = sorted(self.host.seq_list, key-operator.itemgetter(1))
                         leader = sorted_host_seqvalue[0][0]
                        print(f"LEADER IS: {leader}")
url = f"http://{leader}/update
                                                                                                                                                                                                                                                   n range(s):
j in range(3):
print(f*\033[36mFor Port: {ports[i]}\033[0m*)
read_key(host, ports[i], f*key[j]*) # Check existing keys on all ports
                         response = requests.post(url, json={"key": key, "value": value})
                  print(f"\033[31mPath {self.leadernode} does not exist.\033[0m")
     except Exception as e:
| print(f"\033[31mError in add_update: {e}\033[0m")
```

Project Testing:

Test 1:

(a.) Three servers started in docker containers.

```
Composing Docker Environment...

[+] Running 5/5

Network zookeeper_default Created
Container zk3 Started
Container zoonavigator Started
Container zk1 Started
Container zk2 Started
```

(b.) The servers elect a leader and all requests are routed to the leader.

```
Testing Add and Read...
Childrens: ['127.0.0.1:5002_00000000002', '127.0.0.1:5001_0000000001', '127.0.0.1:5000_0000000000']
sorted_host_seqvalue: [['127.0.0.1:5000', '00000000000'], ['127.0.0.1:5001', '00000000001'], ['127.0.0.1:5002', '00000000002']]
I am current leader: 127.0.0.1:5000
Replicas: ['127.0.0.1:5001', '127.0.0.1:5002']
Propagating...

127.0.0.1 - - [09/Mar/2025 22:29:07] "POST /propagate HTTP/1.1" 200 -
Successfully propagated update to 127.0.0.1:5001
Propagating...

127.0.0.1 - - [09/Mar/2025 22:29:07] "POST /propagate HTTP/1.1" 200 -
Successfully propagated update to 127.0.0.1:5002
127.0.0.1 - - [09/Mar/2025 22:29:07] "POST /update HTTP/1.1" 200 -
Add/Update response: {'status': 'updated'}
```

(c.) Subsequent requests of the key can be fetched from any server.

```
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key0 HTTP/1.1" 200 -
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key2 HTTP/1.1" 200 -
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key0 HTTP/1.1" 200 -
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key2 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key0 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /read?key=key2 HTTP/1.1" 200 -
```

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Test 2:

(a.) Kill the leader.

```
Testing Leader Election...
I am the current leader to kill: 127.0.0.1:5000
127.0.0.1 - - [09/Mar/2025 22:29:07] "GET /kill HTTP/1.1" 200 - Kill response: {'is_leader': True}
Killing the leader, electing a new one.
Stopping Server...
```

(b.) A new leader is elected.

```
LEADER IS: 127.0.0.1:5001
Childrens: ['127.0.0.1:5002_0000000002', '127.0.0.1:5000_0000000003', '127.0.0.1:5001_0000000001']
sorted_host_seqvalue: [['127.0.0.1:5001', '00000000001'], ['127.0.0.1:5002', '0000000002'], ['127.0.0.1:5000', '00000000003']]
I am current leader: 127.0.0.1:5001
Replicas: ['127.0.0.1:5002', '127.0.0.1:5000']
```

(c.) Subsequent requests are routed through the new leader.

```
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key0 HTTP/1.1" 200 - Read response: {'key': 'key0', 'value': 'value0'}
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key1 HTTP/1.1" 200 - Read response: {'key': 'key1', 'value': ''}
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key2 HTTP/1.1" 200 - Read response: {'key': 'key2', 'value': ''}
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key0 HTTP/1.1" 200 - Read response: {'key': 'key0', 'value': 'value0'}
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key1 HTTP/1.1" 200 - Read response: {'key': 'key0', 'value': 'value0'}
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key1 HTTP/1.1" 200 - Read response: {'key': 'key1', 'value': ''}
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key2 HTTP/1.1" 200 - Read response: {'key': 'key1', 'value': ''}
```

Test 3:

(a.) The killed leader is back online and may have stale data.

```
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key0 HTTP/1.1" 200 -
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key2 HTTP/1.1" 200 - Read response: {'key': 'key2', 'value': ''}
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key0 HTTP/1.1" 200 - Read response: {'key': 'key0', 'value': 'value0'}
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key2 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key0 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:47] "GET /read?key=key2 HTTP/1.1" 200 -
```

(b.) Once key is updated, output. In this example, I update all key/value pairs.

```
ponse: {'status': 'updated'}
or Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key0 HTTP/1.1" 200 -
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5000
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key2 HTTP/1.1" 200 -
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key0 HTTP/1.1" 200 -
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key1 HTTP/1.1" 200 -
               {'key': 'key1', 'value': 'value1'}
For Port: 5001
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key2 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key0 HTTP/1.1" 200 -
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key1 HTTP/1.1" 200 -
For Port: 5002
127.0.0.1 - - [09/Mar/2025 22:29:57] "GET /read?key=key2 HTTP/1.1" 200 -
```

Extra Credit:

(a.) Comparing the latency of running zookeeper on a Google's cloud platform vs locally. The latency is very close.

