

Coursework CSC8016

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December 18, 2025

Use Case Scenario

We want to implement a bank system, whether the threads are either clients logging to the servers, or the bank server containing the information for each account. Each client interacts with the server through the BankFacade by accessing an `openTransaction` method, through which the each client can create multiple accesses to its bank account. This mimicks the possibility of multitasking operations via mobile phone, ATM, web banking. Each client can only pay or withdraw money, and gets the list of the total movements after commit-ing the operation. In a realistic scenarios, transactions might also abort; e.g.:

- The ATM receives the request of money, but the server fails and does not deduct the money from the on-line account.
- The server fails after deducting the from the on-line account, but no money is given at the ATM

Still, all of the operations done by the thread over the specific bank account will be confirmed and will become effective only when the transaction is going to be **committed**. After a commit or an abort, no further operation through that transaction is allowed, thus requiring the user to open another transaction within the same thread. More details on the operations' requirements are given in the final marking scheme.

As in any industrial setting where teams split up the duties, you are assigned an API that you need to implement. Such an API is provided both on Canvas and at https://github.com/jackbergus/NCL_CSC8016/tree/main/src/main/java/uk/ncl/CSC8016/jackbergus/coursework/project4. This will then require to extend the BankFacade for implementing the definition of novel transactions, and the implementation of TransactionCommands for performing the client-server communication. The student is free to choose whichever is the best way to make these two entities communicate. E.g., the bank could be either modelled as a finer-grained monitor, but inside this monitor at least one thread per logged user should be running; also, such a bank could be also implemented as a consumer threads handling all of the clients' messages.

Assumptions

- In a realistic example, communications happen between processes via UDP messages. In this module, we don't require that. We can freely assume that each client (ATM, OnLine Banking) is mimicked by one single thread. We assume they directly exploit such an interface (no FrontEnd is required!)

- If the bank is implemented as a server, such a thread might receive the “client messages” through shared variables.
- The server should also keep track of the transactions that are performed for handling commit/abort correctly. You are not required to tolerate the server crash (this is more of a back-up task rather than a concurrent programming one), but you must tolerate the client ones (that is more related to concurrent programs’ management)!
- We assume that the `BankFacade` class is initialized with the users having an account in their bank as well as the balance associated to that (constructor with `HashMap<String, Double>`). The system should not allow to open/close new bank accounts.
- The server should allow multiple users logging in running contemporarily on distinct bank account. In order to maximise seriality and concurrency requirements, the students might investigate *optimistic protocols* for transactions, but this is not strictly required.
- The actual implementation provided both in Canvas and on GitHub provides incorrect solutions for the following reasons:
 1. The execution of the process is **wrongly always** sequential, as one client always blocks the other clients from accessing the bank!
 2. Client’s crashes are **wrongly not** tolerated, as those are always committing the operations to then main log without checking whether the action was effectively performed or not!
 3. Somehow, the computations are “logically” correct, that is `pay`, `withdraw`, `commit`, and `abort` implement the expected semantics. Still, this is not sufficient for passing the coursework with full marks.

Submission Requirements

1. To help us with the marking, the students should update the static method `StudentID` in `BankFacade` so to return a string corresponding to their own student id. This will help us expediting the marking using our automated tool.
2. Solution should be the only class to be changed, as the current implementation does not pass the provided tests!
3. Submit the code as a zipped *Maven* project via `File > Export > Project to Zip file...` with **no jar and classes**. The source code will be recompiled from scratch, and no pre-compiled jar/class is going to be run.
4. If you want to use an external Java library, please consider the following:
 - The Java library should be explicitly described as a `<dependency>` in the `pom.xml` file, and should only access the libraries from the default *Maven Central Repository*.
 - A library might provide single concurrency mechanisms primitives, but not ready-made solutions already composing those: semaphores, monitors, locks, just logs, thread barriers, thread pools, passing le baton mechanisms are allowed. Code reuse from the exercises and examples seen in class is permitted.
 - Systems completely solving the coursework for you are **strictly prohibited**: e.g., any kind of (data) management system having concurrency control (ensuring safe concurrent thread access to any data representation) and supporting concurrent transactions (implementing

any kind of transaction protocol, either pessimistic or optimistic) **must be avoided**, as they both implement commit/aborts and thread-safe operations on data.

- None of the (direct or indirect) dependencies of the coursework should rely on external servers or processes to run or to be installed.
 - The solution should **not** include external jar files.
 - If unsure whether the solution might be exploited, please ask before submitting.
5. Attached to the source code, please provide a short report motivating the compliance of the source code to each point and sub-point of the marking scheme. Providing such report in form of comments in the implementation is also fine. New classes might be created for supporting the implementation, but existing classes should be neither renamed or moved to a different package.

Marking Scheme

The marking scheme is capped at **100%**.

- Single-Thread Correctness [+50%]
 - +10%: I cannot open a transaction if the user does not appear in the initialization map.
 - +10%: I can always open a transaction if the user, on the other hand, appears on the initialization map.
 - When no further operations are performed (pay/withdraw), the returned `totalAmount` reflects the amount on the Bank.
 - +15%: After committing a transaction, the results provides the total changes into the account.
 - The returned commit information should contain relevant *Operation* of *OperationType* on the bank account (pay/withdrawal) before the commit.
 - After paying money into the account, the final total amount is the sum of the previous amount of money and the amount being paid, as retrieved through the `CommitResult`.
 - I cannot re-commit or abort a closed transaction (I shall return `null` rather than a `CommitResult`).
 - +15%: No overdraft is allowed.
 - I can always withdraw 0.0 money from my account.
 - I can never withdraw an amount of money which is greater than the amount at my disposal.
 - The commit should list all of the operations, thus including the attempt to overdraft.
 - The operation causing the overdraft shall not be considered as an *unsuccessful* operation, rather than one ignored within the transaction.
- Multi-Threaded Correctness [+50%]
 - +10%: A single user can open concurrent transactions.
 - As other concurrent transactions are not committed yet, each thread can only see the committed statues from their account.

- Any user should be allowed to concurrently log in in its account (e.g., through different possible devices).
- Under the assumption that user's threads never abort, the final amount of the money in the bank account correspond to the overall total of pays and withdraws.

+10%: Multiple users can open concurrent transactions. [Same requirements as above, plus the following:]

- Different users should never run serially, as they operate on different accounts (The code unrealistically assumes that neither pay other accounts nor receive money from them).

+10%: No dirty reads allowed.

- A thread shall never see in the total account balance after the commit the amount of money being paid/withdrawn before other threads' commits.
- A thread shall never be able to withdraw money paid by other non-committing threads.
- Ignored operations should consider the unsuccessful withdraws from the account.

+10%: Handing aborted transactions:

- Aborted transactions apply no change to the bank account.
- In particular, aborted threads should leave the bank in a consistent state.

- Advanced Features (capped at maximum 10%):

- [+1%] The program allows to visually determine the correctness of the operations performed by the threads (e.g., terminal prints, engaging with extra tests not provided to the students, or graphical user interfaces).
- [+1%] Any Java library imported via `pom.xml` 'not violating the 3rd Submission Requirement. The following libraries will not be considered, as already provided in the given source code as dependencies: `annotations` from `org.jetbrains`, and `jansi` from `org.fusesource.jansi`.
- [+1%] Either the methods to be implemented or the extended tests exploit Java's concurrent collections.
- [+1%] The student correctly uses `ReentrantReadWriteLocks` within the `Solution` class.
- [+1%] The student re-implemented `ReentrantReadWriteLocks` using the solution discussed in the advanced material on the slides (self-study).
- [+3%] The solution provides a satisfactory implementation of the optimistic protocol by not actually updating the hash map at each operation, but by enabling the operation as per current Bank state (as seen by a fresh read operation). Journal solutions are used to replay and test the operations, to double check whether they are still valid.
- [+1%] Thread pools are used to either handle multiple requests from multiple users, or start multiple threads within the extended tests.
- [+5%] The Bank service is emulated realistically as a separate thread accepting restful requests; this requires the Blog to handle requests one at a time through a queue; Still, the student shall not change the API interface as currently provided.