Design Document: Multithreaded Server

1. Goals

The goal of this program is to modify the http server to handle multithreading and logging using pthreads. Argument flags are handled by getopt().

2. Design

The design is separated into parts. The program first initialize the server using arguments. A “dispatch” thread is created to listen to the connection. When a connection is made, a “worker” thread will handle the connection while dispatch goes back to listening.

2.1 Handling Arguments

In order to enable the use of flags, getopt() is used to parse the argument array. Arguments handling is shown in Algorithm 1.

```
procedure argument handling
        string address
        string port
        uint8_t opt
        uint8_t Nflag = 0
        uint8_t lflag = 0
        uint8_t thread_count = 0
        while opt = getopt(argc, argv, “N:l”) != -1 then
                switch(opt)
                        case ‘N’
                                ++Nflag;
                                thread_count = optarg
                        case ‘l’
                                ++lflag;
                        default:
                                break;
        end
        address = argv[optind]
        port = argv[optind+1]
        if  argc < 2 or argc > 7 then
                err(1, "invalid argument count\n argc: %d", argc);
        end
```

Algorithm 1. Handling Arguments

2.2 Socket Setup

The first argument to *httpserver* is the address that maybe a hostname or IP address. The second argument is the optional port number, port 80 by default. getaddrinfo() is used to get the information needed into struct addrs. Members of addrs is then passed to socket and bind. Each networking function has their own error handling if statement. Address and port are put in struct

sockaddr_in, the struct instance is passed to bind(). Then listen() waits for a connection from a client.

```
procedure socket_setup (arg_count, address, port)
        struct addrinfo *addrs, hints = {};
        hints.ai_family = AF_INET;
        hints.ai_socktype = SOCK_STREAM;
        if arg_count == 3 then
                getaddrinfo(address , port , &hints, &addrs);
        else
                getaddrinfo(address , "80", &hints, &addrs);
        end
        s_fd = socket(AF_INET, SOCK_STREAM, 0);
        setsockopt(main_socket)
        bind(main_socket)
        listen(s_fd)
        while true
                acc_soc = accept()
                handle_client (acc_soc)
        end
```

Algorithm 2. Socket Setup

2.3 Dispatcher and worker

Mutex and conditional variable are used to synchronize the dispatch and worker threads.

```
threads thread[N]
conditional variable  signal[N]
mutex mutex
uint8_t active_threads
uint8_t  thread_state[N] = {0}
uin8_t socket_fd
```

Algorithm 3. shared resources

Dispatch is a while loop that handle incoming connections using up to N threads. Dispatch sleeps if all threads are currently being used. If one or more threads are waiting, dispatch will loop through 1 to N until a waiting thread is found. Then using mutex and conditional variable, dispatch signals the worker thread and set its state to working.

```
procedure dispatch
        while(1) {
                acc_soc = accept()
                while active == N then
                        sleep(1)
                end
```

```
            for i = 0, i < N, ++i
                if state[i] == 0 then
                    mutex.lock(mutex)
                    socket_fd = acc_soc
                    conditional_signal(signal[i])
                    thread_state[id] = working
                    mutex.unlock(mutex)
                    ++active_thread
                    break
                end
            end
        end
```

Algorithm 4. dispatcher

The worker thread waits on the conditional variable. Once received, the thread stores socket_fd so mutex can be released. Then handle_socket is called to handle the connection.

```
procedure worker ( id )
    while(1) {
        mutex.lock( mutex )
        conditional_signal( signal[i], mutex )
        uint8_t fd = socket_fd
        mutex.unlock( mutex )
        handle_socket( fd )
        thread_state[id] = waiting
    end
```

Algorithm 5. worker

2.4 handle_client()

Inside the while loop with accept, handle_client reads the message are identify the request and filename. A response is made using concat(). sscanf() detects the request in buffer.

The first line of the header is read to get the request. Using strstr(), the pointer to the beginning and end of line “content-length” is found. The size of the content is saved and converted with atoi().

If the request is PUT, a file is made using write() with the filesize of content-length and data from the received header. If the request is GET, read() tries to find the file with the same name. If the file exists, the content is copied into a buffer. strcat() concatenate the buffer into the response. Finally, the response is sent using send().

Finally, a while loop is used to read and send content requested if necessary. read() and send() would use the same buffer and size to be read. A counter decreases to keep track of the data remaining to be read and send. When complete, close() is used to close the file descriptor.

```
procedure handle_client(acc_soc)
        read( acc_soc, buffer, sizeof(buffer));
        sscanf(buffer, "%s %s", command, filename, size, data);
        read(acc_soc, buffer, sizeof(buffer));
        substring_start = strstr(buffer, "Content-Length: ");
        if substring_start != nullptr then
                substring_end = strstr(substring_start, "\r");
                sub_len = substring_end - substring_start - 16;
                strncpy(cont_len_substr, substring_start + 16, sub_len);
                size = atoi(cont_len_substr);
                if size > 0 then
                        read(soc_fd, (char *)payload, sizeof(payload));
                end
        end
           strcpy(header, “HTTP/1.1”);
           if filename = “/” or filename size not 27 then
                strcat(header, 403 forbidden\r\nContent-Length: 0\r\n”);
           else if strcmp(command, "PUT”) == 0 then
                if access(filename, W_OK) == 0 then
                        remove(filename)
                end
                fd = open(filename, O_WRONLY | O_CREAT | O_TRUNC, S_IRUSR);
                if fd == ERR then
                        strcat(header, “400 bad request\r\n”);
                else
                        write(fd, data, sizeof(data))
                        strcat(header, “201 Created\r\n”);
                end
        else if strcmp(command, “GET”) == 0 then
                fd = open(filename, O_RDONLY);
                if (fd == -1) then
                        strcat(header, “400 bad request\r\n”)
                else
                        strcat(header, “200 ok\r\n”)
                        fileSize = lseek(fd, 0, SEEK_END)
                        lseek(fd, 0, 0);
                        char fileData[fileSize]
                        close(fd)
                        sprintf(buffer, "Content-Length: %d\r\n%s\r\n", sizeof(data), data);
                        strcat((char *)header, (char *)buffer);
                end
                strcat((char *)header, "500 Internal Server Error\r\n");
        end
        strcpy(response, (char*)header);
        send(soc_fd, (char*)header, headersize, 0);
        if (payloadSize > 0) then
                read(fd, payload, BUFMAX);
```

```
        send(soc_fd, payload, BUFMAX, 0)
        close(fd);
        payloadSize = payloadSize - BUFMAX;
end
```

Algorithm 6. handle_client()