SER 321 B Session

SI Session

Thursday November 16th 2023

7:00 - 8:00 pm MST

Agenda

Review Distributed Structures

Joining a Peer to Peer Cluster

Assignment 5 Structure

Consensus

SI Session Expectations

Thanks for coming to the **SER 321** SI session. We have a packed agenda and we are going to try to get through as many of our planned example problems as possible. This session will be recorded and shared with others.

- If after this you want to see additional examples, please visit the drop-in tutoring center.
- We will post the link in the chat now and at the end of the session.
 - tutoring.asu.edu
- Please keep in mind we are recording this session and it will be made available for you to review 24-48 hours after this session concludes.
- Finally, please be respectful to each other during the session.

Interact with us:

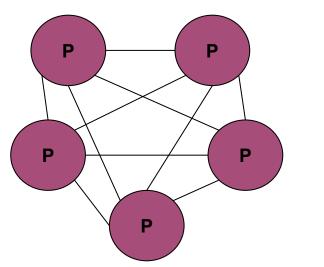
Zoom Features

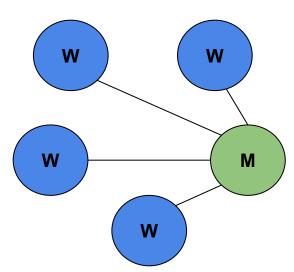


Zoom Chat

- Use the chat feature to interact with the presenter and respond to presenter's questions.
- Annotations are encouraged

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Let's list some differences





SER 321 New Nodes

How does our lonely peer join the cluster?

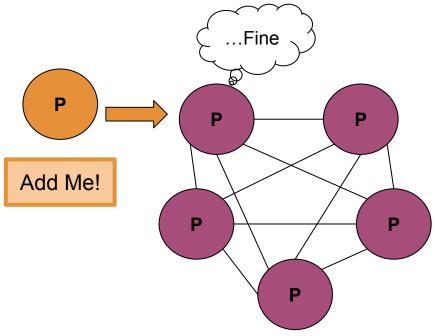
Should we *even let* the peer into the cluster?

P P P

Could use Proof of Work



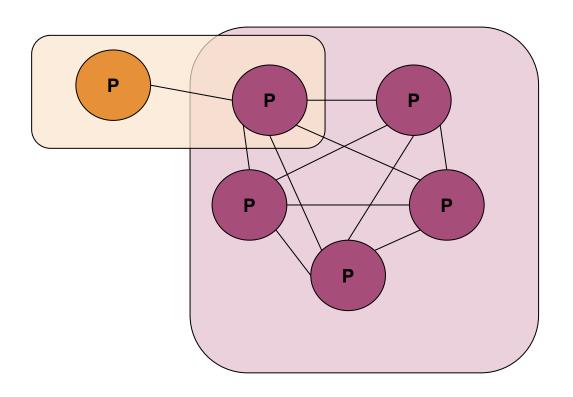
Check out the recording for the discussion!



Check out the recording for the discussion!



Is that it?



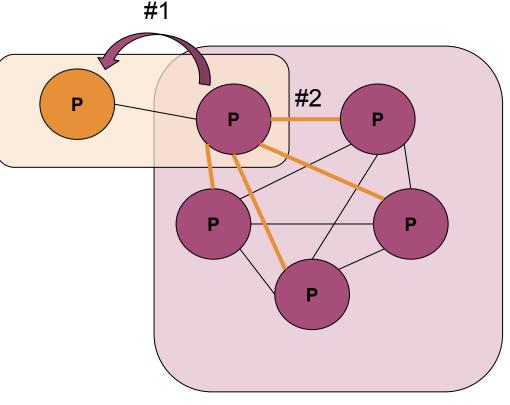
Check out the recording for the solution!

SER 321 New Nodes

Need to do two things...

1.

2.



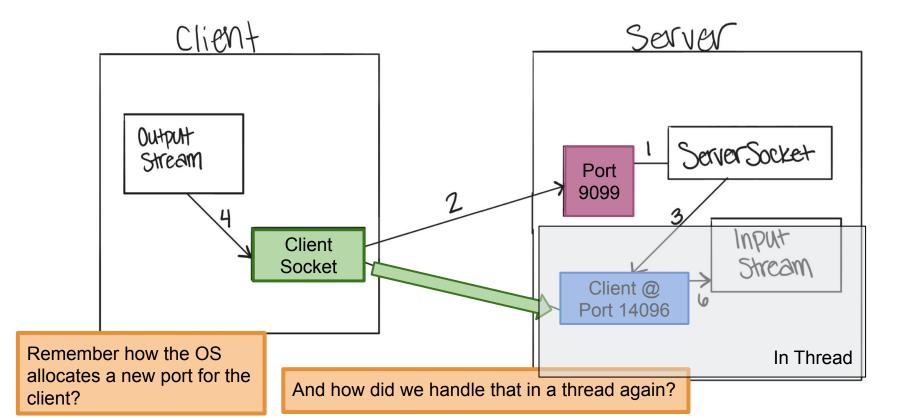
SER 321 Quick Aside for Peer to Peer

Values of the Client Socket Object after Connection:

Inet Address: /127.0.0.1
Local Address: /127.0.0.1

Local Port: 9099

Allocated Client Socket (Remote Port): 14096



<u>ThreadedSockServer</u> from examples repo

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Quick Aside for Peer to Peer

```
Values of the Client Socket Object after Connection:
Inet Address: /127.0.0.1
Local Address: /127.0.0.1
Local Port: 9099
Allocated Client Socket (Remote Port): 14096
```

```
ServerSocket serv = new ServerSocket(portNo);
     while (true) {
       System.out.println("Threaded server waiting for connects on port " + portNo);
       sock = serv.accept();
       System.out.println("Threaded server connected to client-" + id);
       // create thread
       ThreadedSockServer myServerThread = new ThreadedSockServer(sock, id++);
       // run thread and don't care about managing it
       myServerThread.start();
                                                                                       INPUT
                               Client
                               Socket
                                                                                       Stream
                                                                    Client @
                                                                   Port 14096
Remember how the OS
                                                                                           In Thread
allocates a new port for the
                                And how did we handle that in a thread again?
client?
```

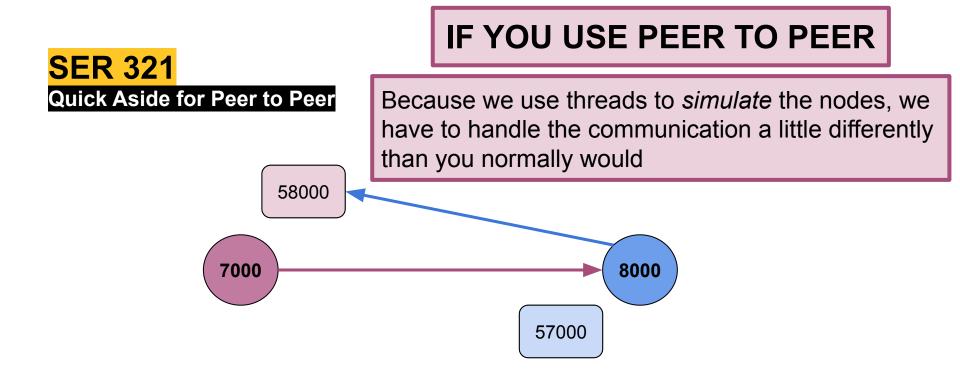


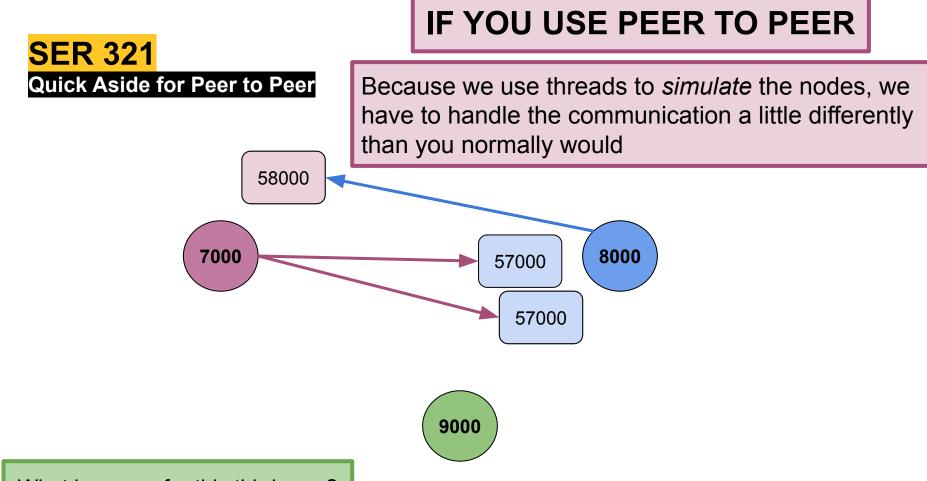
IF YOU USE PEER TO PEER

Because we use threads to *simulate* the nodes, we have to handle the communication a little differently than you normally would



Check out the recording for the discussion!





What happens for this third peer?

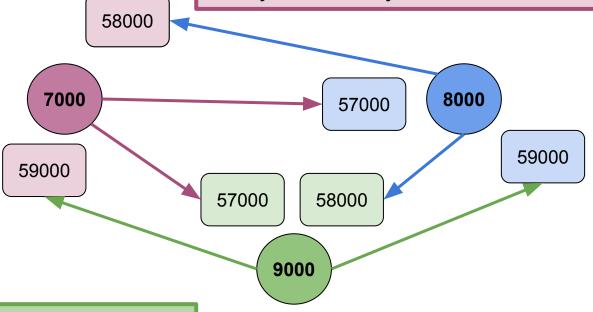
Check out the recording for the discussion!

IF YOU USE PEER TO PEER

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Quick Aside for Peer to Peer

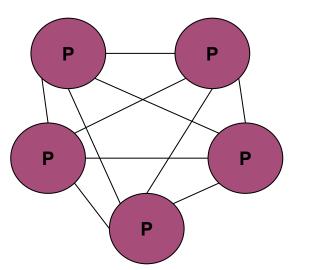
Because we use threads to *simulate* the nodes, we have to handle the communication a little differently than you normally would

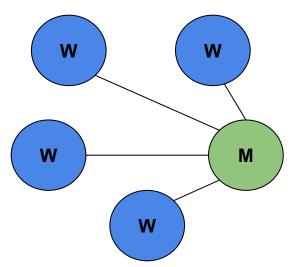


What happens for this third peer?

Check out the recording for the discussion!

What distributed structure do you want to use for Assignment 5?





We need:

How Many?

L

N

С

Client

Leader

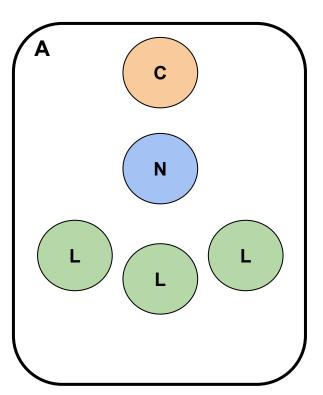
Nodes

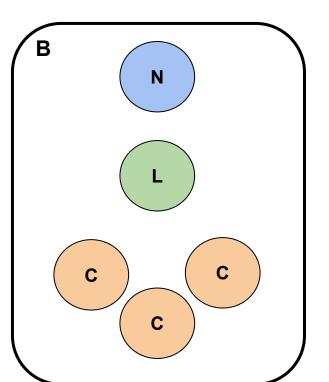
Which of these would work for this implementation?

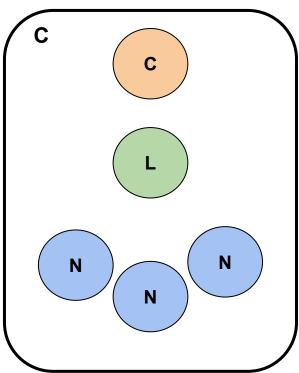
Client

Leader

Node

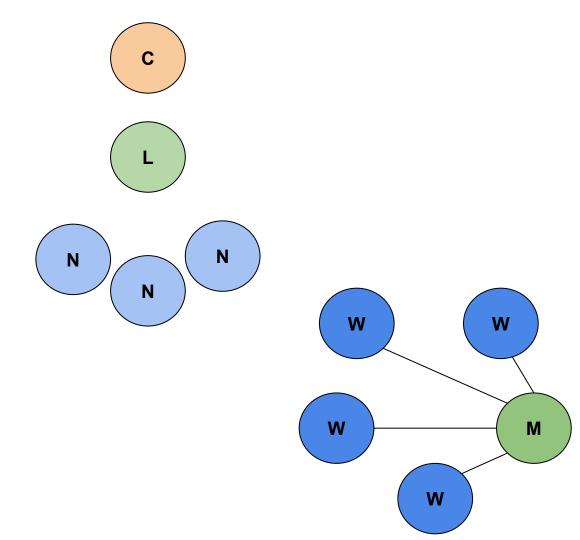






Check out the recording for the solution!

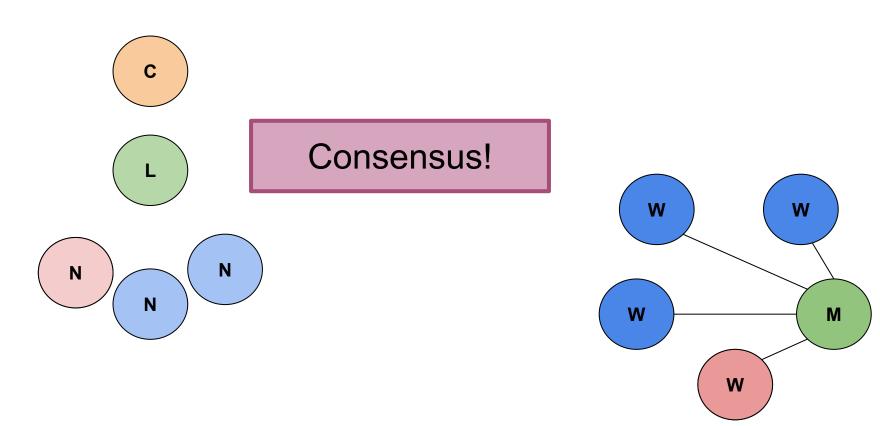
Hrm, looks familiar...



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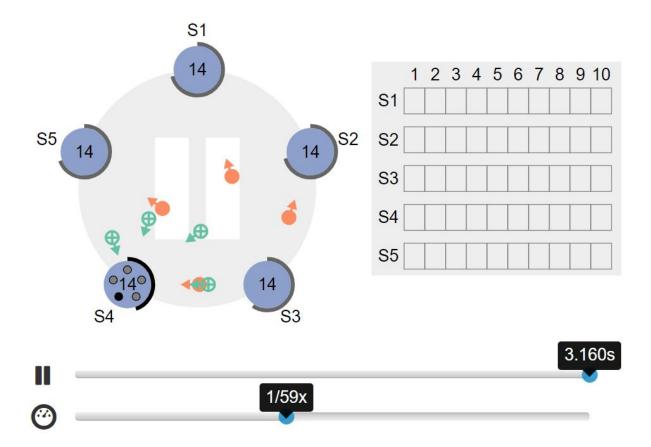
Assignment - Consensus

How do we *find* and *handle* **faulty** nodes?



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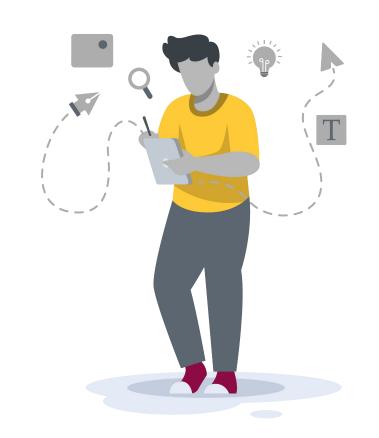
RAFT



Questions?

Survey:

https://bit.ly/asn_survey



Upcoming Events

SI Sessions:

- Sunday, November 19th 2023 at 7:00 pm MST
- Monday, November 20th 2023 at 4:00 pm MST
- Sunday, November 26th 2023 at 7:00 pm MST

Review Sessions:

- Monday, November 27th 2023
- 5:00 7:00 pm MST

More Questions? Check out our other resources!

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Access the drop-in queue

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- 2. Click on 'View the tutoring schedule' to see when tutors are available for specific courses.

More Questions? Check out our other resources!

tutoring.asu.edu/online-study-hub

Select a subject
- Any -







Don't forget to check out the Online Study Hub for additional resources!

Additional Resources

<u>CoureRepo</u>

Dining Philosophers Interactive

Raft Interactive