

DistributedSystemsPSet50.041

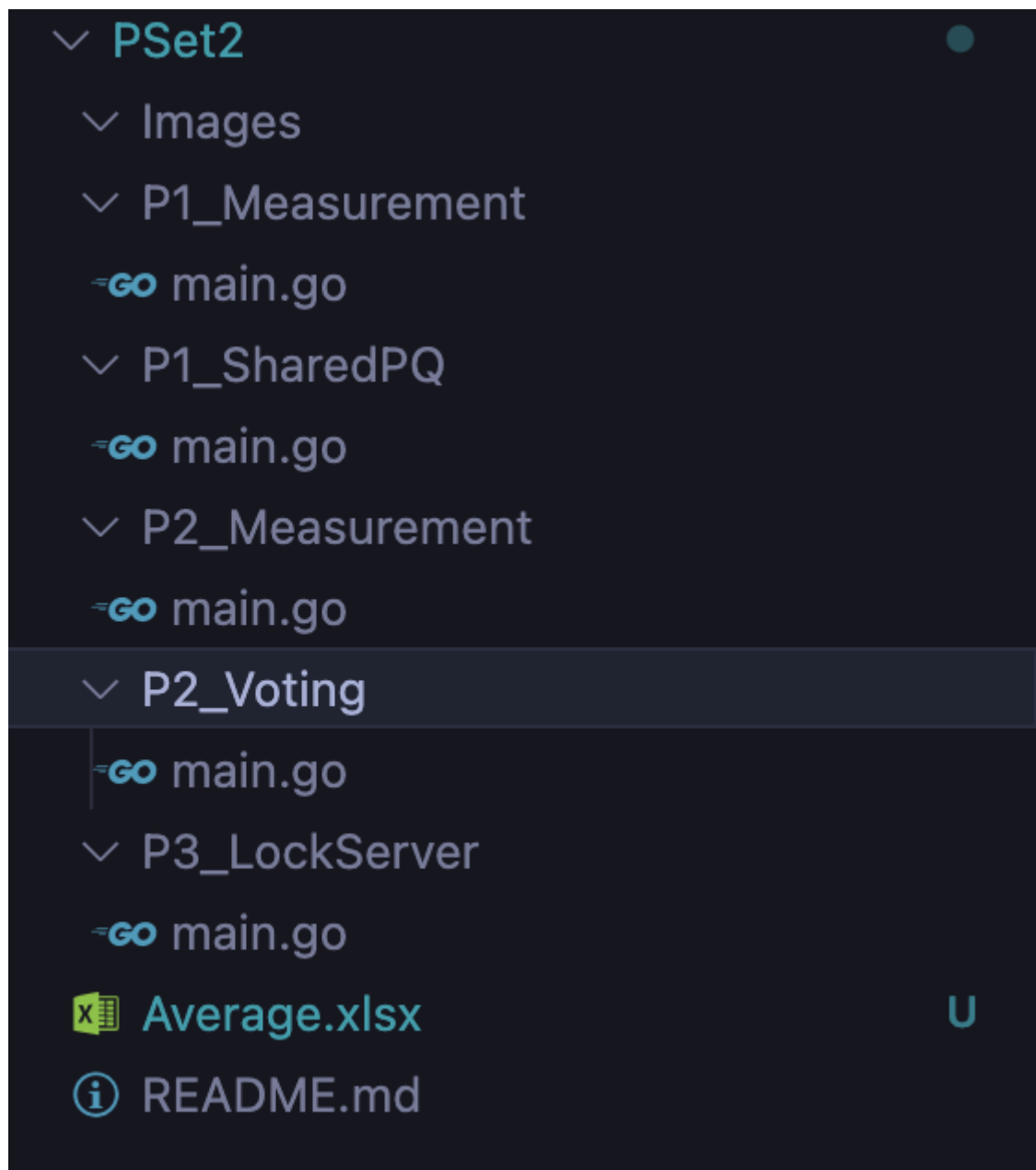
Assignment 2

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Introduction

This is the following file structure used:



1. To run questions P1 to P3, replace "--Question--" with either "P1_SharedPQ", "P2_Voting", "P3_LockServer" in the following command. (Note: p1_Measurement and p2_Measurement are additional scripts to measure the time of protocols):

```
go run -race --Question--/main.go
```

Part 1

This would be the output when part 1 is ran:

```
0 : Reply received from 9. 1 replies remaining. [0 4 7 5 3 10 6 8 1 9]
-----2 : Executed critical section <Number to Add: 208> Releasing lock-----
2 : requesting lock, waiting for replies
3 : Reply received from 2. 4 replies remaining. [3 10 6 8 1 9 2]
7 : Reply received from 2. 2 replies remaining. [7 5 3 10 6 8 1 9 2]
Here, false
4 : Reply received from 9. 2 replies remaining. [7 5 3 4 10 6 8 1 9]
2 : Reply received from 2. 10 replies remaining. [2]
4 : Reply received from 2. 1 replies remaining. [7 5 3 4 10 6 8 1 9 2]
9 : Reply received from 2. 9 replies remaining. [9 2]
8 : Reply received from 2. 6 replies remaining. [8 1 6 9 2]
1 : Reply received from 2. 7 replies remaining. [6 1 9 2]

10 : Reply received from 2. 5 replies remaining. [10 6 8 1 9 2]
0 : Reply received from 2. 0 replies remaining. [0 4 7 5 3 10 6 8 1 9 2]
-----0 : Has lock, executing critical section <Number to Add: 208>-----
-----0 : Executed critical section <Number to Add: 209> Releasing lock-----
0 : requesting lock, waiting for replies
2 : Reply received from 0. 9 replies remaining. [2 0]
8 : Reply received from 0. 5 replies remaining. [8 1 6 9 2 0]
4 : Reply received from 0. 0 replies remaining. [7 5 3 4 10 6 8 1 9 2 0]
-----4 : Has lock, executing critical section <Number to Add: 209>-----
-----4 : Executed critical section <Number to Add: 210> Releasing lock-----
4 : requesting lock, waiting for replies
```

what we are looking for is that the programme does not enter into the race condition. This can be seen with the print statements where each node is trying to add to a number with a single address. each node is trying to increment the value of the same number but must first acquire the lock with permission from all other nodes.

Part 2

This would be the output when part 2 is ran:

```

20 : voting on release from 5 for {22 1648477871980782000}
22 : voting on release from 16 for {14 1648477871980617000}
22 : vote received from 9. 15 votes remaining. [9]
22 : vote received from 30. 14 votes remaining. [9 30]
22 : duplicate of 30 found
22 : vote received from 30. 13 votes remaining. [9 30 30]
22 : vote received from 16. 12 votes remaining. [9 30 30 16]
22 : vote received from 8. 11 votes remaining. [9 30 30 16 8]
22 : vote received from 5. 10 votes remaining. [9 30 30 16 8 5]
22 : vote received from 10. 9 votes remaining. [9 30 30 16 8 5 10]
22 : duplicate of 10 found
22 : vote received from 10. 8 votes remaining. [9 30 30 16 8 5 10 10]
22 : vote received from 25. 7 votes remaining. [9 30 30 16 8 5 10 10 25]
22 : vote received from 29. 6 votes remaining. [9 30 30 16 8 5 10 10 25 29]
22 : vote received from 20. 5 votes remaining. [9 30 30 16 8 5 10 10 25 29 20]
22 : vote received from 4. 4 votes remaining. [9 30 30 16 8 5 10 10 25 29 20 4]
22 : vote received from 28. 3 votes remaining. [9 30 30 16 8 5 10 10 25 29 20 4 28]
22 : vote received from 17. 2 votes remaining. [9 30 30 16 8 5 10 10 25 29 20 4 28 17]
22 : vote received from 1. 1 votes remaining. [9 30 30 16 8 5 10 10 25 29 20 4 28 17 1]
22 : vote received from 0. 0 votes remaining. [9 30 30 16 8 5 10 10 25 29 20 4 28 17 1]

-----22 : Has lock, executing critical section <Number to Add: 3>-----
-----22 : Executed critical section <Number to Add: 4> Releasing lock-----

25 : voting on release from 22 for {22 1648477871980782000}
0 : voting on release from 22 for {22 1648477871980782000}
3 : voting on release from 22 for {24 1648477871980843000}
16 : voting on release from 22 for {22 1648477871980782000}
9 : voting on release from 22 for {22 1648477871980782000}
10 : voting on release from 22 for {22 1648477871980782000}
10 : voting on release from 22 for {22 1648477871980782000}
22 : requesting lock, waiting for votes

```

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Similarly, what we are looking for is that the programme does not enter into the race condition. This can be seen with the print statements where each node is trying to add to a number with a single address. each node is trying to increment the value of the same number but must first acquire the lock with permission from all other nodes. It is also interesting to note that voting protocol is much slower than lamport shared priority queue, presumably because more messages has to be exchanged before each node gets to enter the critical section. (second node has wait for first node to to release all votees and allow other nodes to vote before second node can enter critical section)

Part 3

This would be the output when part 3 is ran:

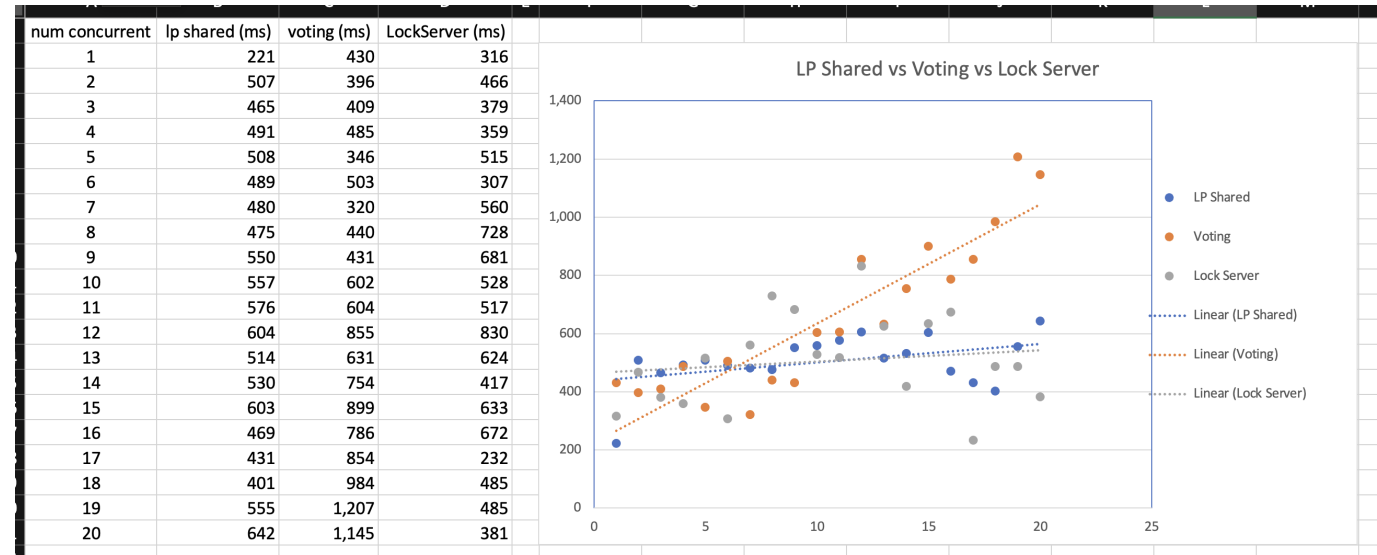
```
> go run -race PSet2/P3_LockServer/main.go
1 out of 11 concurrent requests done
Number of Nodes: 1,    Time taken: 80426
2 out of 11 concurrent requests done
Number of Nodes: 2,    Time taken: 68844
3 out of 11 concurrent requests done
Number of Nodes: 3,    Time taken: 73085
4 out of 11 concurrent requests done
Number of Nodes: 4,    Time taken: 72104
5 out of 11 concurrent requests done
Number of Nodes: 5,    Time taken: 74559
6 out of 11 concurrent requests done
Number of Nodes: 6,    Time taken: 94310
7 out of 11 concurrent requests done
Number of Nodes: 7,    Time taken: 98041
8 out of 11 concurrent requests done
Number of Nodes: 8,    Time taken: 99520
9 out of 11 concurrent requests done
Number of Nodes: 9,    Time taken: 47065
10 out of 11 concurrent requests done
Number of Nodes: 10,   Time taken: 123765
11 out of 11 concurrent requests done
Number of Nodes: 11,   Time taken: 95430
```

What is different from the output for lockserver is that I am not printing any text about critical section because the lock server protocol is quite straight forward in its safety. (the lock server would queue all requests and allow the next node to enter only when earlier requesting nodes have completed)

Performance Comparison

This is a graph plot comparing:

1. Lamport Shared Priority Queue (LP Shared)
2. Voting
3. Central Lock Server



A best fit line is plotted to measure the rate of growth in time taken when the number of concurrent requests are made.

As mentioned, I believe voting protocol is much slower than lamport shared priority queue, presumably because more messages has to be exchanged before each node gets to enter the critical section. (second node has wait for first node to to release all votees and allow other nodes to vote before second node can enter critical section)