gtrpc

Caching Scheme Evaluation in a RPC server

How to run

- thrift --gen cpp server.thrift to generate the skeleton code (don't need to)
- export LD LIBRARY PATH=\$LD LIBRARY PATH:/usr/local/lib for linking
- run make to compile the clients and server
- server executable: bin/ProxyRPC_server <cache type> <cache size>, type 0 for EmptyCache, 1 for RandCache, 2 for FIFOCache, 3 for LRUCache and cache size is in KB
- client executable: bin/client <server-ip> executes an example run to test the sever. It accesses 100 different urls in sequence twice
- client executable: bin/get <server-ip> <url to fetch> execute a single run of RPC call and fetches the given url through proxy server at the provided ip

Files

- gen-cpp/get.cpp client example, executes an example run to test the sever. It accesses 100 different urls in sequence twice
- gen-cpp/client.cpp client example, execute a single run of RPC call and fetches the given url through proxy server at the provided ip
- gen-cpp/ProxyRPC_server.cpp server example
- gen-cpp/cache.cpp implements all the cache, read doc/report.pdf for more details
- gen-cpp/curl.h & ``gen-cpp/curl.cpp` uses curl class to fetch document from a given url
- python script/run.py used to run experiments on localhost, the geerated file are present in data/ folder containg the response time. The hit rate is visible on terminal
- use sudo fuser -k 9090/tcp if port is already being used

Resources

- Data: https://docs.google.com/spreadsheets/d/1U7titiaqbHlA-lGv7PLrT_NCyfi-8m4OO9-cHXbfJLk
- code: https://github.com/mangalaman93/gtrpc
- report: doc/readme.pdf, doc/report.pdf