

2017 ITCN Final Project

2017/12/11

Description

In this project, your team need to implement a FTP proxy.

- It should be able to control the transmission rate.
- Your team should brainstorm together to come up with an approach.
(You could think about the approaches professor mentioned in class)
- The performance of your approach will direct impact your grade.
 - TAs will compare your FTP proxy with other teams' proxy
 - If you want to get higher score, try to improve the performance of your FTP proxy to the best.

Architecture

Three main components:

- FTP server

We provide a FTP server where you can upload and download files.

- FTP proxy

It controls download and upload rate between client and server.

- FTP client

The client could be any kind of FTP clients such as Filezilla, CuteFTP. It depends on you.

Architecture



FTP Server

Information about our FTP server:

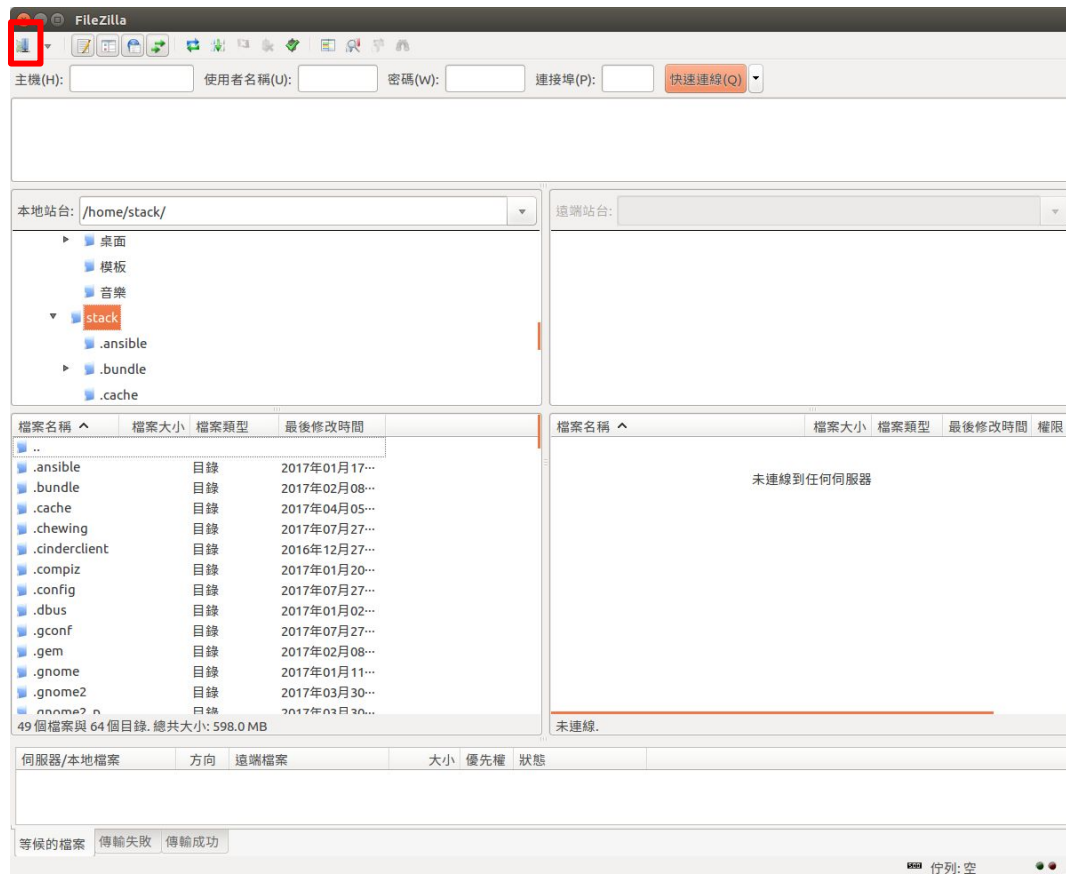
- IP address and port: **140.114.71.159:8740**
- User/Password: **lab/lab**
- Please use **Passive mode** to connect to the server.
- FTP without TLS (no encryption).

FTP Proxy

TAs will provide an incomplete sample code of FTP proxy.

- You must trace the code, try to figure out how the proxy works and finish the incomplete part.
- You can run localhost (127.0.0.1) proxy on your own Unix-like or Linux machine.

FTP client



FTP client

If you have run up a proxy on localhost with port 8888 (127.0.0.1:8888) and want to use Filezilla to connect to your proxy, following are setting examples:

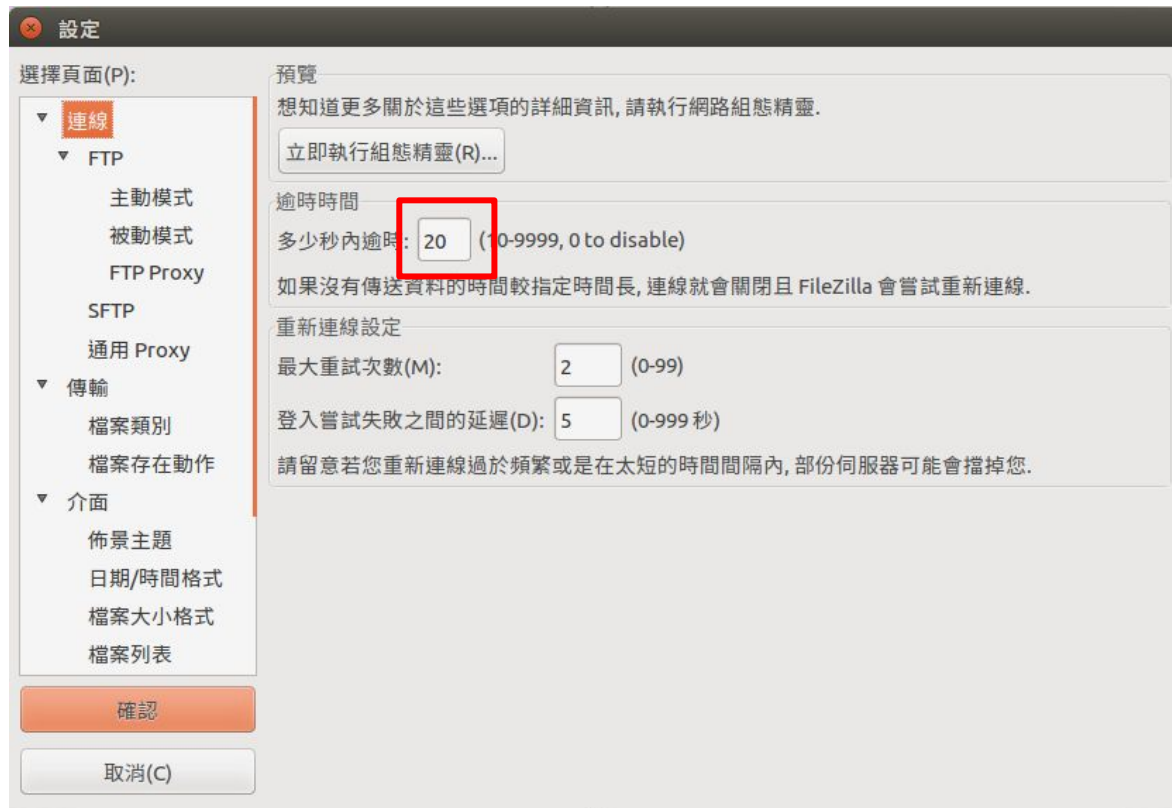


FTP client

If you have run up a proxy on localhost with port 8888 (127.0.0.1:8888) and want to use Filezilla to connect to your proxy, following are setting examples:



You cannot modify this value



FTP Proxy Specification

1. **It must be written in C/C++.** Any other languages will **not** be accepted.
2. Following configurations can be specify with the command line interface when the proxy begins.
 - Proxy IP address and port.
 - Downloading rate.
 - Uploading rate.
3. It can transfer requests from a client to a specified FTP server and from a specified FTP server to a client.
4. It can control the rate of downloading and uploading as close as users expect.

Grading

- ✓ 25%: Your FTP proxy can meet all requirements of FTP proxy specification.
- ✓ 40%: Ranking:
 - The performance of your FTP proxy will be compared to other teams.
 - If your proxy can't meet **all requirements** of FTP proxy specification, your team will **get zero in this part**.
- ✓ 35%: Report

Ranking (40%)

- Performance definition:
{Actual average transmission rate via proxy} - {expected transmission rate}
- There are **5 test cases**
Two of them will be released **before** demo.
 1. Expected **downloading rate: 50 KBytes/s** (400 kbits/sec).
File: You can download the testcase file from the download folder in FTP.
 2. Expected **uploading rate: 100 KBytes/s** (800 kbits/sec).
File: Upload the test case file (You can download it from download folder) to the upload folder.

Ranking

3. There are also **two hidden test cases**, which will be released **on** demo time.
 4. One more thing, we have a **BOSS test case**:
Expected uploading rate: **25 KBytes/s** (200 kbits/sec).
- For each test case, your team have only **two chances** to run your proxy, TA will chose the one with the better performance. Then, your rank will be mapped to a score with following table.

Rank	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-43
score	100	95	90	85	80	75	70	65	60

Ranking

- **For BOSS test case, your approach have to reach 20~30 Kbytes to get ranked or you will get 0 point for this test case.**
- Then your score in this part will be:
 $40\% * (\text{average score of the first 2 test cases}) + 50\% * (\text{average score of 2 hidden test cases}) + 10\% * (\text{BOSS test case})$

Report (35%)

Your report **must** includes the following contents.

1. Architectire of the project. (ex: Flow of program)
2. **Trace Code:** The understanding of the proxy
 - EX: How the proxy works? How the proxy communicates with the server and the client.
 - Try your best to express your understanding and thought to get higher score.
3. How do you implement the approach of controlling transmission rate?
4. Problems you confronted and how did you solve them?
5. How to run your code?
6. Show some experimental results.
7. What is the responsibility of each member?

Submission

- **Code Submission deadline: 2018/1/14 23:59.**
Late submission is NOT accepted.
- **Demo time: 2018/1/15.**
We will announce the detailed time and place later.
- Please compress all your code file as a ZIP file and upload to iLMS.
 - Name of the zip file: **<team_number>.zip**
 - Name of the report: **<team_number>.pdf**
 - Name of the code: **<team_number>.c**
 - Team leaders have to submit it.

Note

1. TAs will test your code on **Ubuntu 14.04** system.
2. **DO NOT** copy other's code, or **your team** will get **zero point**.
3. Please do some researches and **start this project early**.
4. Ask questions about spec of final project on **iLMS**.

Demo SOP

- Before demo

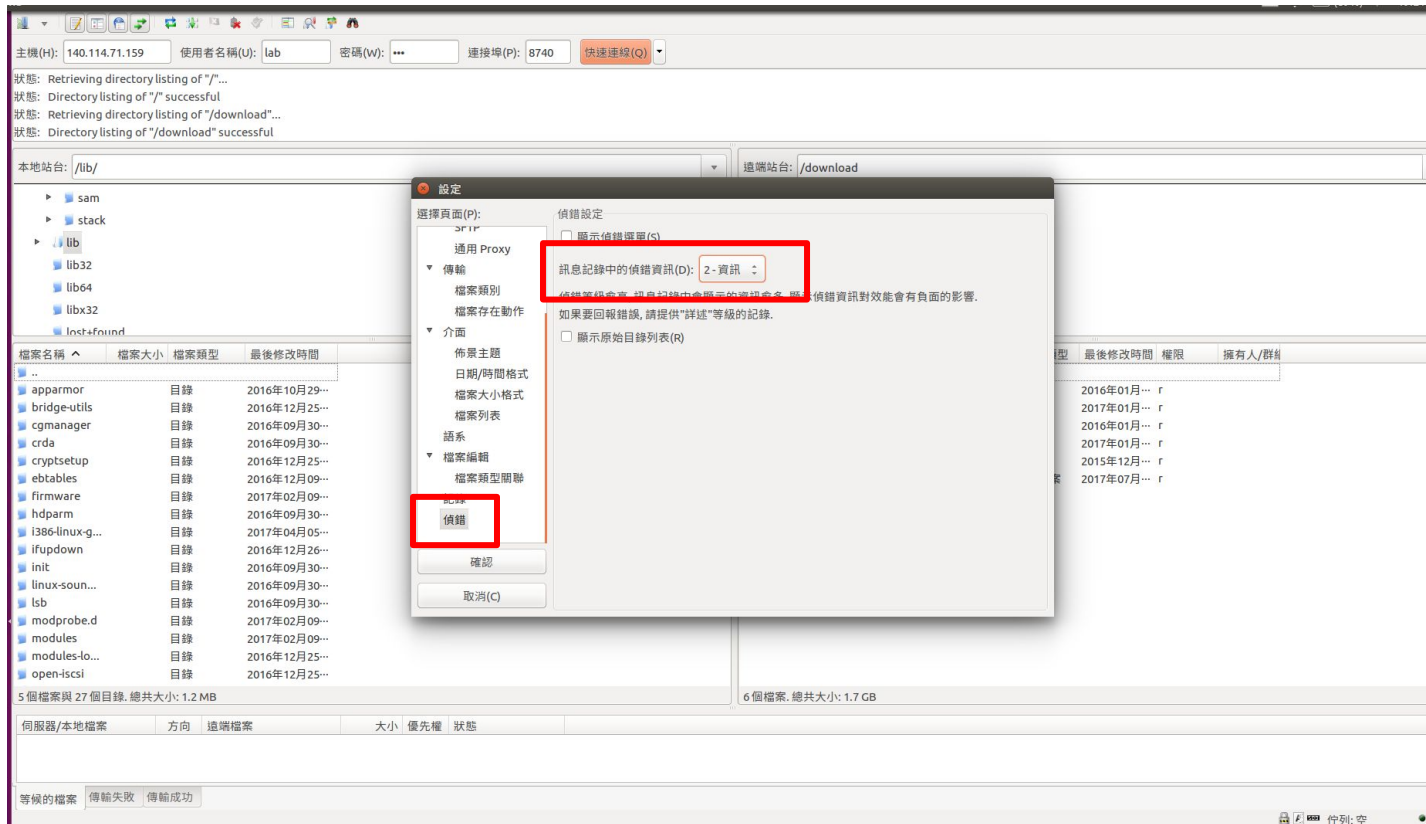
- TAs will prepare the demo environment.
- TAs will use our machine to test your program.
 - TAs will download your code before demo and **you cannot modify it.**
 - If you have trouble running your proxy,
 - **you cannot ask TAs**
 - **make up demo is not possible**

- Demo

- TAs will use Filezilla's log to check your average transfer rate(second decimal place)
ex: 226 Transfer complete. 10,485,760 bytes transferred. 98.84 KB/sec
- After you complete your demo, please sign your name

TAs will use the following setting to measure time.

偵錯 -> “2-資訊”



Actual average transmission rate via proxy

主機(H): 140.114.71.159 使用者名稱(U): lab 密碼(W): 連接埠(P): 8740 快速連線(Q)

歷程: TLS Session resumed
歷程: Protocol: TLS1.0, Key exchange: RSA, Cipher: AES-256-CBC, MAC: SHA1
回應: 226 Transfer complete. 20,971,520 bytes transferred. 7,213.81 KB/sec.
狀態: 檔案傳輸成功, 已傳輸 21.0 MB (全部 2 秒)

本地站台: /home/sam/ 遠端站台: /download

本地站台文件列表:

- ▼ sam
 - ▶ .AndroidStudio3.0
 - ▶ .IdealC2017.1
 - ▶ .PlayOnLinux
 - ▶ .android
 - ▶ .ansible
 - ▶ bundle

遠端站台文件列表:

- ▼ /
 - download
 - upload

檔案名稱	檔案大小	檔案類型	最後修改時間	權限	擁有者/群組
..					
.AndroidStudio3.0		目錄	2017年10月30--		
.IdealC2017.1		目錄	2017年05月23--		
.PlayOnLinux		目錄	2017年10月10--		
.android		目錄	2017年10月30--		
.ansible		目錄	2017年03月01--		
.bundle		目錄	2016年11月23--		
.cache		目錄	2017年10月22--		
.chewing		目錄	2017年12月06--		
.complz		目錄	2016年09月29--		
.config		目錄	2017年11月19--		
.cornfed		目錄	2016年11月18--		
.dbus		目錄	2016年09月30--		
.docker		目錄	2016年10月05--		
.eclipse		目錄	2016年10月16--		
.gconf		目錄	2017年12月05--		
.gem		目錄	2016年11月23--		
.gnome		目錄	2016年09月28--		

94 個檔案與 129 個目錄, 總共大小: 154.0 MB

檔案名稱	檔案大小	檔案類型	最後修改時間	權限	擁有者/群組
..					
10MB_testcase	10.5 MB	檔案	2016年01月--	r	
1MB_testcase	1.1 MB	檔案	2017年01月--	r	
20MB_testcase	21.0 MB	檔案	2016年01月--	r	
5MB_testcase	5.3 MB	檔案	2017年01月--	r	
testcase	81.4 MB	檔案	2015年12月--	r	
ubuntu-16.04.2-desktop-amd64.iso	1.6 GB	iso-檔案	2017年07月--	r	

選取 1 個檔案, 總共大小: 21.0 MB

何處/本地檔案	方向	遠端檔案	大小	優先權	狀態

等候的檔案 傳輸失敗 (3) 傳輸成功 (1)

伺服器/本地檔案 方向 遠端檔案 大小 優先權 狀態

等候的檔案 傳輸失敗 (3) 傳輸成功 (1)

伺服器/本地檔案 方向 遠端檔案 大小 優先權 狀態

Reference and Hint

- If you have trouble uploading files, change the debug level of FileZilla to see the error messages.

Reference and Hint

You may read the following material about FTP protocol and you may notice that there are data channels and signal channels in FTP transmission.

- <https://www.ietf.org/rfc/rfc959.txt>
- <http://www.linuxhowtos.org/Misc/ftpmodes.htm>
- <http://blogs.msdn.com/b/webtopics/archive/2014/09/06/revisiting-ftp-basics.aspx>

Reference and Hint

You may use a function called `select()` to transmit requests from a client to a specified FTP server and from a specified FTP server to a client concurrently.

- http://www.gnu.org/software/libc/manual/html_node/Server-Example.html
- https://www.gnu.org/software/libc/manual/html_node/Waiting-for-I_002fO.html

Reference and Hint

You may use forking child processes to handle multiple clients and handling data channels and signal channels concurrently.

- http://www.chemie.fu-berlin.de/chemnet/use/info/libc/libc_23.html