



Lab 1

A First Distributed Blackboard

Distributed Blackboard

- Develop a program that runs on several machines
- Clients post to any server using a web browser
- Store all received data
- Propagate the newly received data
 - to all the other boards
 - in a peer-to-peer manner

How it will look like

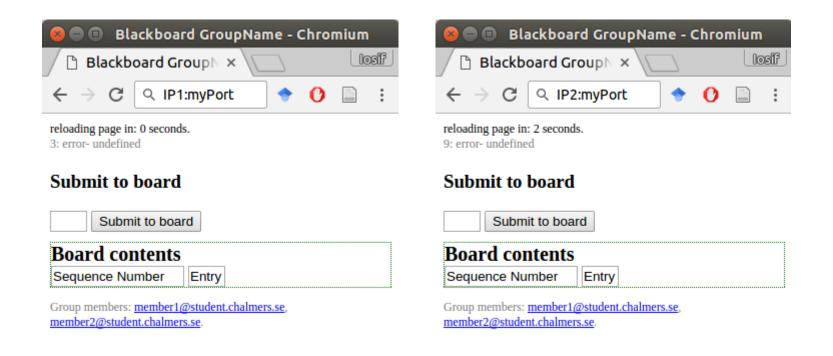
A blackboard looks like this

entries

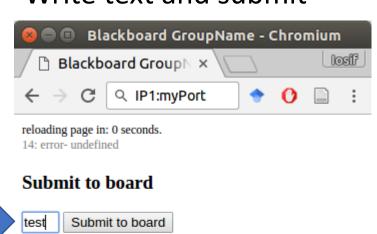
Blackboard GroupName - Chromium losif Blackboard Group N × Q IP1:myPort reloading page in: 2 seconds. A form to 33: error- undefined submit text Submit to board Submit to board **Board contents** Sequence Number Entry Modify Delete test roup members: member1@student.chalmers.se, mber2@student.chalmers.se. Some blackboard

Options for each entry

Initially: empty blackboard on all vessels



On vessel 1: Write text and submit



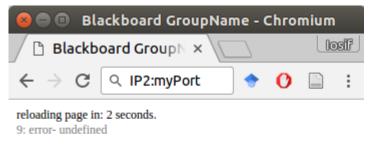
Entry

Group members: member2@student.chalmers.se, member2@student.chalmers.se.

Board contents

Sequence Number

On vessel 2: No action on the browser

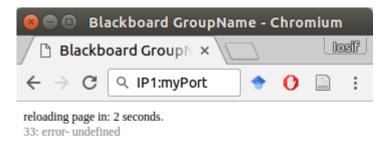


Submit to board

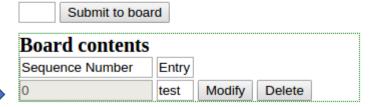


Group members: <u>member1@student.chalmers.se</u>, <u>member2@student.chalmers.se</u>.

On vessel 1: Text appears on the board

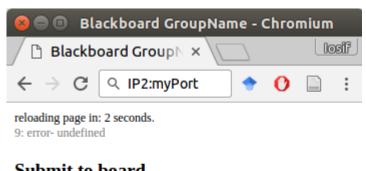


Submit to board



Group members: member1@student.chalmers.se, member2@student.chalmers.se

On vessel 2: No action on the browser

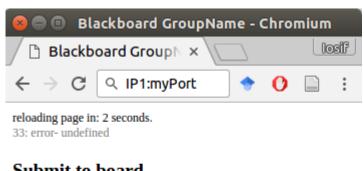


Submit to board



Group members: member1@student.chalmers.se, member2@student.chalmers.se.

On vessel 1: No action on the browser

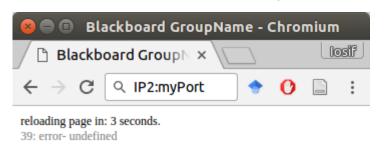


Submit to board

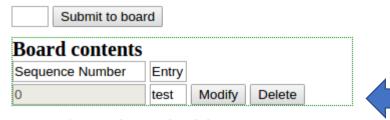


Group members: member1@student.chalmers.se, member2@student.chalmers.se

On vessel 2: Hit refresh and see post!

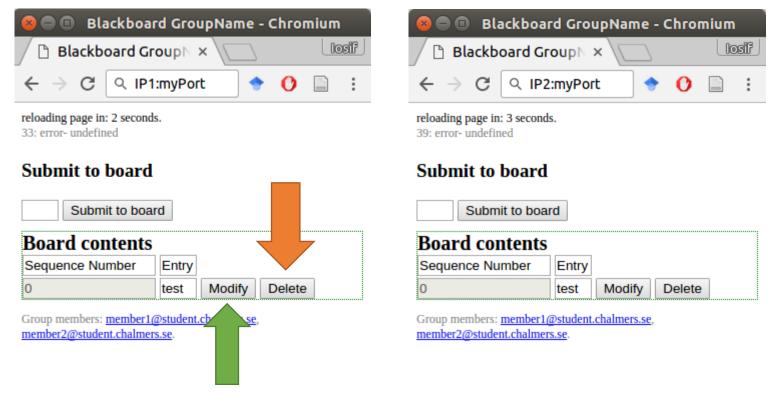


Submit to board



Group members: member1@student.chalmers.se, member2@student.chalmers.se.

A user should also be able to **modify** and a **delete** each post.



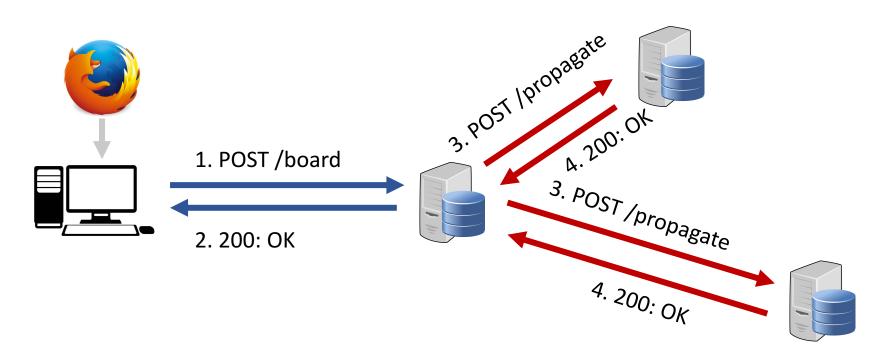
Communications between a client and any server

- HTTP requests
 - GET / -> display the page
 - GET /board -> display the content of the board (the data)
 - POST /board -> add a new value to the board

HTTP Status

- We can inform the client upon a request
- 200: OK
- 400: Bad Request (But this should never happen!)

Another way to view it



You'll test on more servers, but the principle stays the same!

Some hints to help you

- Keep a list of all vessels in each vessel
 - (We know, this is not a scalable design, you will work on this aspect in the following labs)
- Upon a post
 - Send the update to all other vessels
 - But don't wait for the other to reply before responding to the client!
 - Store the value, it should be shown at the next refresh

Some hints to help you (2)

- HTTP formatting
 - We do not care how it looks as long it is usable
 - Don't lose too much time on formatting, 'hello world' and 'hello+world' are both valid entries
- The mininet script we are giving you directly calls a python script called server/server.py
 - You should implement your code there
 - The script also provides the server IP as input to the script, if you want it (and you should)

What we give you

- A sample HTML file
 - Change it if you want (totally optional)
- A skeleton Python file
 - A very simple HTTP server
- A Mininet script
 - Everything is ready, run it with sudo python lab1.py
- Answers to your questions in the labs
- Demo slots

What you will give us

- Your code
 - Well structured
 - Well documented
- For EACH task
 - A video or a report for each task
 - In total, 3 videos or 3 reports!
- Unit tests
 - A way to test your code easily through a script

Surprise!

- You do not need to write a report for the tasks
 - But you need to submit a video / screencast
 - either a report or a video
- Do not spend time to make it look and sound great Good is enough.
 - Aim for 2-3 minutes per task
 - Do not waste time trying to fit in. (5 minutes is okay too).
 - The goal is to have n fun and efficient alternative to a report

Hints for videos

- We want something useful that
 - shows a demo
 - explain the algorithm
 - explain how the interesting parts of the code work
 - answer the questions we pose in the tasks
- Software hints:
 - screenomatic
 - you can borrow a microphone
 - you can use your mobile phone if your PC does not like screencast.

Lab tasks

The important stuff

Task 1: make it work

- Demonstrate that your distributed blackboard by submitting a 1-2 minutes video (or report)
 - Use at least 8 vessels/blackboards
 - Do 3 posts and show them on the other blackboards
 - Hint: show the browser windows and (optionally consoles) next to each other on your screen
 - Record your screen and document what is happening by using your mouse and your voice
 - No video editing, cutting, etc. required
 - Do not waste your time

Task 2: Modify and Delete values

- A user must be able to delete or modify a post
 - See the code provided
- Once a post is either modified or deleted, a vessel should propagate this change to other vessels
- Submit a 1-2 minutes video/report that demonstrates this functionality

Task 3: Is our system consistent?

- Can it happen that two vessels show different blackboards? Why?
 - Even when all data was reliably send to all vessels, and then we hit refresh afterwards
 - Hint: Use a script to do "concurrent posts" to your blackboards! (use the curl command)
 - Submit 1-2 minutes video or a report
 - Explaining your thoughts
 - If you can make it happen: document it in your video or report