EZShare Resource Sharing Network

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# INTRODUCTION

EZShare is a distributed system for sharing resources, consisting of servers which can communicate with one another, and clients which can communicate with the servers. After resources are published or shared to the server, other users can query what files are available. The queries can propagate to all servers which have exchanged information. Resources can also be removed from the server or fetched as a physical file. The challenge for building such a system is handling the interaction between the client and the server, and ensuring that all segments of data are received despite congestion problems over the network. In building such a system, technical problems such as scalability and concurrency can be explored and better understood.

# 2. SCALABILITY

Scalability refers to the ability of a system to maintain the same quality of performance despite the growing number of users and resources, without requiring major redesign. In the EZShare system, a scalability challenge is encountered when there is a growth in the number of clients, so that there is an increase in simultaneous commands submitted to a server.

In the current architecture, a new thread is created to process each command that was received, where the maximum number of threads available is limited by the computing power of the server. Under a heavy load, large amounts of memory would be consumed, and the constant context switching between threads would cause significant losses of CPU time (Erb, 2012).

A revision that was considered was to limit the maximum number of threads allowed, which will improve the per-thread performance and also helps to reduce congestion problems over the network. However, it lowers the amount of consecutive commands that can be received at once so would still limit overall scalability. A consequence would be that the requests are placed in a queue of serial tasks and users need to wait longer for them to be processed.

The only method that would completely alleviate this problem would be to change the system architecture and add more servers so that tasks can be executed in parallel. For this to be effective, some control mechanisms need to be put in place so that loads can be evenly distributed across all servers. One such method is using a ‘Sticky IP’ (Kumar, 2013). The requests of the client could then be diverted to an available server using a load balancer.

Significant growth in the amount of resources shared could also affect the system’s performance. When the ‘query’ command is executed, more resources have to be inspected to find matches, decreasing performance speed. Other commands, such as ‘publish’ and ‘remove’, also require processing of existing records to find if there is a match that can be overwritten or removed.

A method in which this problem can be controlled would be to change the storing system of the files. Resources could be put into categories based on their content, similar to how resources are arranged in a library when they are published by the user.

An increase in the size of the stored files also introduces delays in the ‘fetch’ time experienced by the client, further affecting scalability. To reduce the effects of this problem, mechanisms to divide the data into segments can be put into place.

# 3. CONCURRENCY

In the EZShare system, concurrency is considered to be achieved when all clients receive the same messages from the server and the results obtained are consistent. Additionally, the standard of performance should not decrease as a result of different clients performing tasks simultaneously. This represents as a challenge as operations performed by the server for different clients often interfere with the results of each other.

A concurrency issue demonstrated by the EZShare system is when there are multiple clients that request to fetch the same resource from a server. This will introduce a waiting time to download the resource and will be particularly obvious for large files.

When multiple clients are editing the same resource, other strange behaviour may occur. The current system allows publishing of resources with the same primary key to overwrite the existing resource. If a client is fetching a resource while another client is attempting to remove or update it, the result would be random and unpredictable.

In order to eliminate these issues, some locking mechanisms or synchronisation blocks can be put on some blocks of code place to ensure that only one command can be sent regarding a single resource at any one time. Although this will prevent unexpected behaviour or retrieving outdated versions of the resource, it will reduce the overall performance of the system when loads are low, by introducing unnecessary wait times. The priorities between concurrency and availability need to be considered so that the right balance is found.

Inherently, the developing of code for parallel processes to run free of errors is a challenge in itself. Concurrency bugs are extremely hard to detect (Fowler, 2011), and the system could work correctly for a large majority of the time with only random unexpected behaviour.

In order to simplify this problem, many people choose to code the system in a way that completely isolates each process from the others. The drawback would be that that this type of system would use a lot of resources. There would be some redundant work as some resources that can be shared by multiple processes would not be utilised.

# 4. OTHER CHALLENGES

Another challenge for the EZShare system is failure handling. It is impossible to create a system that would never fail, as faults may occur in the hardware or software, and sometimes incorrect results are produced. The challenge is for the system to detect the failure, mask it from the users, tolerate some failures and recover from them (Coulouris, 2012).

In the current system, the server has some mechanisms to detect invalid commands and send error messages. The client was also programmed in such a way to assist the server by not sending invalid commands that would cause failure. However, as the server is available in a distributed system, the identity of the clients that make contact cannot be confirmed, and many clients may not behave in such a polite manner. There may even be malicious attackers that seek to cause system failures.

Defensive programming needs to be incorporated into the server to handle such potential errors. This can be done by thoroughly considering anomaly cases and preparing the server to respond to those. Currently the problem is partially addressed by the error message system, where exceptions are detected and feedback is given to the user with some details. A debug command line option is available that will show the user every message that was sent or received, so that they can decide how to recover from it.

An example of how the system was designed to mask failures is the silent removal of whitespace and the character ‘\0’ at the start and end of input strings, so that the commands can be run as normal.

Further considerations that can be incorporated into the system to improve its performance against failures would be to have some recovery mechanism to ‘roll back’ and restore the state of data to before a server crash. Redundancy can be introduced so that servers frequently exchange information between one another, ensuring that data will remain accessible to clients even after one server has failed. Servers can also be taught to detect fault in their peers, so that when faults are detected in other servers, they can direct clients to other correctly working ones.

By addressing and overcoming all of these mentioned challenges, the advantages of a distributed system can be harnessed, creating a system with higher availability and reliability than a simple single-server system architecture.

# 5. REFERENCES

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