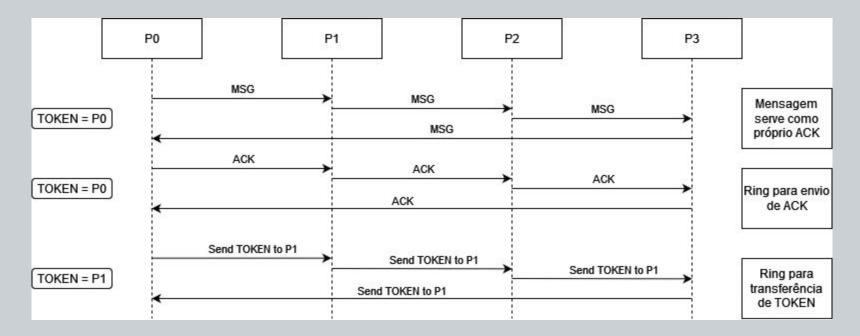
P3 + P4

INE5424-06208B (20242) – Sistemas Operacionais II | Curso de Ciências da Computação

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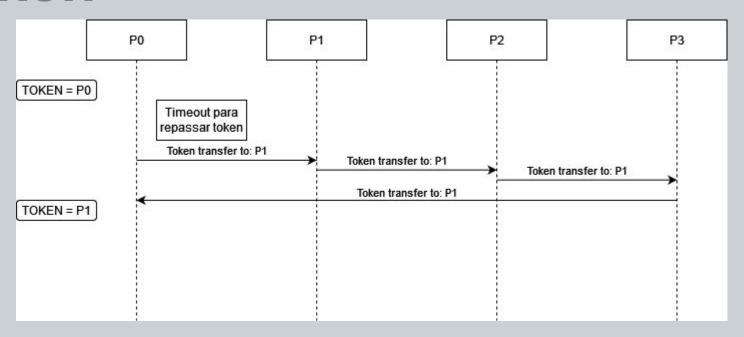
P3 - Atomic via Token Ring



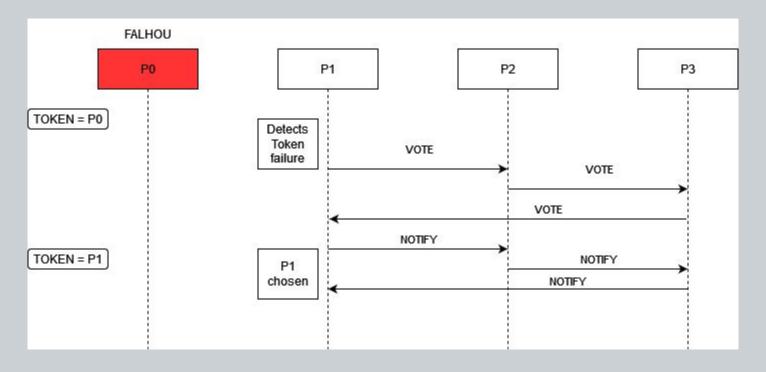
Todos são notificados quando o token é passado



P3 - Timeout para repasse do Token



P3 - Falha do processo Token



P3 - Novos sinais de Message

```
Possible message types:
    ERR - Error message
   MSG - Contents of message, only one to not be a control message
   ACK
   CLS - Close signal
   DEL - Deliver
   NDL - Don't deliver
1:n - ARB
    TKV - Token vote to define who has token
    TKT - Token transfer between peers
    TKN - Token notify, notify all peers that token is being transferred
```

P3 - Broadcast

```
int AtomicBroadcastRing::broadcast(const std::vector<uint8_t>& message) {
43
           std::unique lock<std::mutex> lock(mtx token);
           cv token.wait(lock, [this] { return token; });
45
46
           int status = broadcast_ring(message, 3);
47
           if (status==0) {
48
                broadcast_ring(std::vector<uint8_t>{'D','E','L'}, 1);
49
           } else {
                broadcast ring(std::vector<uint8 t>{'N','D','E','L'}, 1);
50
51
52
53
           send token();
54
           return status;
56
```

P3 - Passando Token

```
(msg.msg type=="TKT") {
log("Token being passed", "INFO");
if (msg.content.front() == process_id) {
    log("Token Acquired", "INFO");
        std::unique lock<std::mutex> lock(mtx token);
        token = true;
    cv token.notify all();
} else {
    log("Token not acquired", "INFO");
 channels->send message(next node id nrocess id msg).
```

P4 - Injeção de Falhas

- Falhas selecionadas:
 - Loss de pacote Não entrega ou não envio de mensagem
 - Corrupção de dados Mudança no checksum
- Geração de arquivos de log via processo para demonstrar as falhas

```
[SUCCESS] Message from 0 to 1 sent
[SUCCESS] Message from 1 to 0 sent
[LOSS]Message from 0 to 1 was lost
[CORRUPTION] Checksum error on message from 0 to 1
[SUCCESS] Message from 0 to 1 sent
[CORRUPTION] Checksum error on message from 1 to 0
[SUCCESS] Message from 1 to 0 sent
[LOSS]Message from 0 to 1 was lost
[CORRUPTION] Checksum error on message from 0 to 1
[SUCCESS] Message from 0 to 1 sent
[SUCCESS] Message from 1 to 0 sent
```

P4 - Código

```
int msg_hash = calculate_hash(new_message);
if (this->conf == "FAILCHECK" || this->conf == "FULL") {
    int roll = rand()%101;
    if (roll < this->chance){
        msg_hash += 10;
        std::ofstream my_file;
        my_file.open(filename, std::ios_base::app);
        my_file << "[CORRUPTION] Checksum error on message from " << process_id << " to " << id << std::endl;
        my_file.close();
    }
}</pre>
```

P4 - Código

```
if (this->conf == "LOSS" || this->conf == "FULL"){
   int roll = rand()%101;
   if (roll > this->chance) {
      sendto(sock, msg_with_hash.data(), msg_with_hash.size(), 0, (const struct sockaddr *)&dest_addr, sizeof(dest_addr));
      std::ofstream my_file;
      my_file.open(filename, std::ios_base::app);
      my_file << "[SUCCESS] Message from " << process_id << " to " << id << " sent" << std::endl;
      my_file.close();
   } else {
      std::ofstream my_file;
      my_file.open(filename, std::ios_base::app);
      my_file << "[LOSS]Message from " << process_id << " to " << id << " was lost" << std::endl;
      my_file.close();
   }
}</pre>
```

P4 - Código

```
} else if (this->conf == "REGULAR") {|
    sendto(sock, msg_with_hash.data(), msg_with_hash.size(), 0, (const struct sockaddr *)&dest_addr, sizeof(dest_addr));
    std::ofstream my_file;
    my_file.open(filename, std::ios_base::app);
    my_file << "[SUCCESS] Message from " << process_id << " to " << id << " sent" << std::endl;
    my_file.close();</pre>
```



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