Program 3: Mobile-Agent Execution Platform

Documentation:

Agent.java

A user derives an application-specific mobile agent from the Mobile. Agent base class that is instantiated as an independent thread at run time.

run()

This method is the body of Mobile. Agent class that is executed upon an injection or a migration as an independent thread. The run () method identifies the function and arguments given in hop(), and invokes it. This method checks the if the arguments is null or not, depending on this gets the method and invokes it. The invoked function include hop() to further transfer the calling agent to a remote host or simply return back to run() that terminates the agent.

hop(String hostname, String function, String[] args)

This method transfers this agent to a given host, and invokes a given function of this agent as passing given arguments to it. It sets the function, hostname and arguments to the agents variables and load bytecode, classname to the agentLoader. It then serializes the bytecode and transfers these parameters to place by using object of place interface.

Place.java:

Place behaves as an RMI server to receive incoming agents and to execute them as independent threads.

transfer(String classname, byte[] bytecode, byte[] entity)

This method is called from Agent.hop() remotely. The transfer() method receives this calling agent, deserializes it, sets this agent's identifier if it has not yet been set by adding sequencer to the hostAddress, instantiates a Thread object as passing this agent to its constructor, and invokes this thread's start() method. In the end, transfer() should return true if it is a success, otherwise false.

main(String args[])

This is the main method that starts an RMI registry in local, instantiates a Mobile.Place class object, which is an agent execution platform, and registers into the registry. The main() sets the port and checks the validity (i.e. 5001-65535) to launch its local RMI Registry.

TestAgent.java: The class TestAgent.java similar to MyAgent will perform the execution of Mobile agents, will be executed on four different places i.e. it includes 3 methods with an init() function. It will print the messages at the places it hops. It also test the additional feature implemented in this program which will be discussed in the below sections.

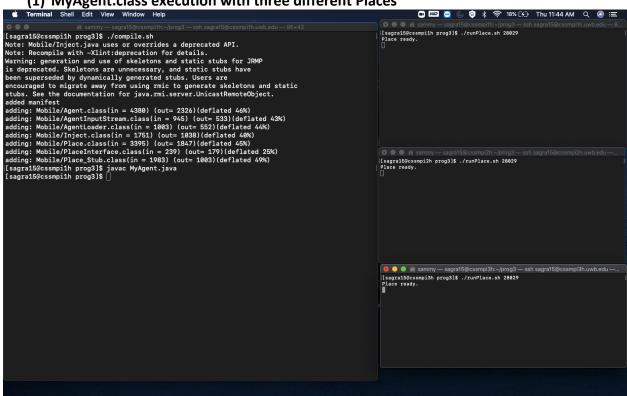
Source code:

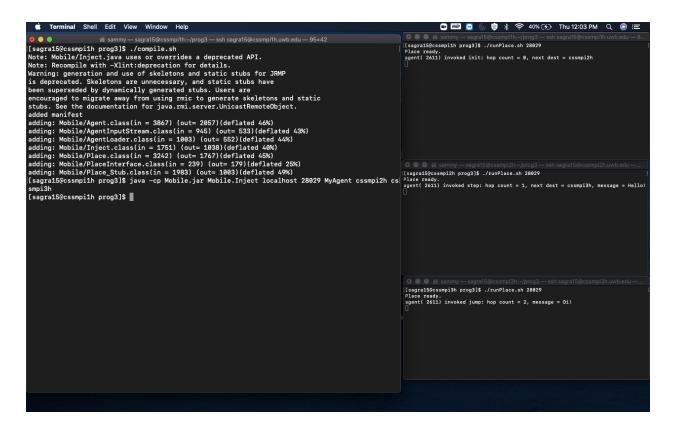
Zip folder contains source code for:

- 1. Prog3
- 2. Lab6
- 3. Lab7

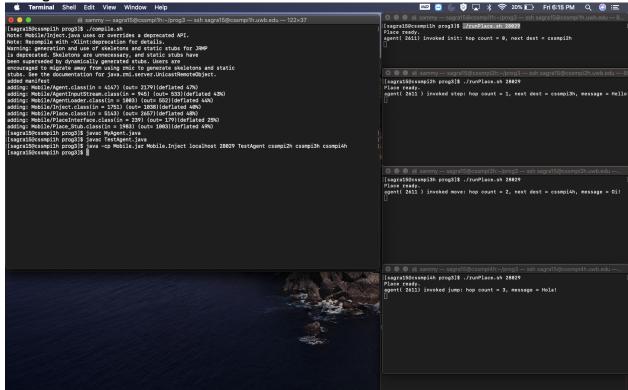
Execution output:

(1) MyAgent.class execution with three different Places



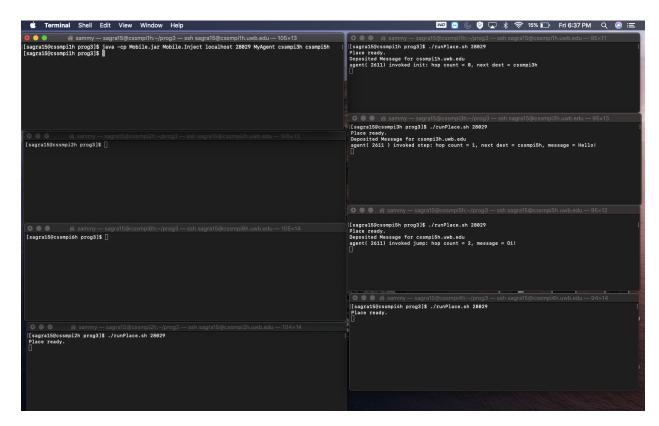


(2) TestAgent.class executionwith four different Places

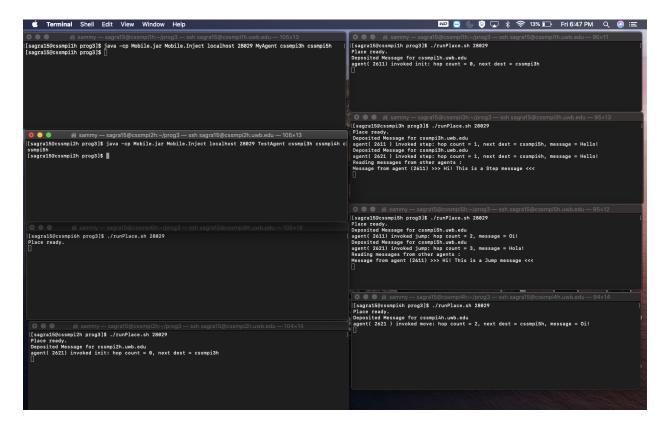


(3) TestAgent.class to demonstrate your own additional agent/place feature

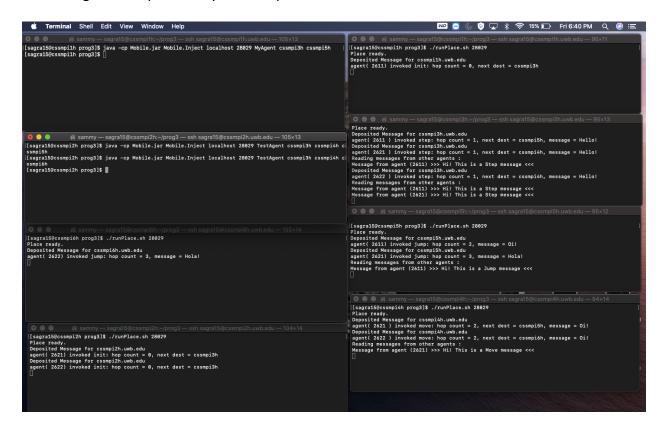
1. Run MyAgent at cssmpi1h : java -cp Mobile.jar Mobile.Inject localhost 28029 MyAgent cssmpi3h cssmpi5h



2. Run TestAgent at cssmpi2h : java -cp Mobile.jar Mobile.lnject localhost 28029 TestAgent cssmpi3h cssmpi4h cssmpi5h



3. Run TestAgent at cssmpi2h : java -cp Mobile.jar Mobile.lnject localhost 28029 TestAgent cssmpi3h cssmpi4h cssmpi6h



Discussions:

Additional features

I have added the second feature on the recommended list that is (b)Indirect inter-agent communication via Place. I have added these new changes in each:

- 1. **Place**: In this, I have added the static variables "placeMessageTracker" which tracks the agents messages at a respective place using agentKey and hostname and "msgList" which stores the messages of agents to pass to next agents. In transfer() method, I am calling these two functions to read and write the agent messages.
 - **getMessagesFromPreviousAgents** (String key, String hostName): This gets the messages from previous agents using its key and hostname and return the list of strings.
 - **depositMyMessage** (String messageKey, String msg, String hostname): deposits the agent message in the hashmap "placeMessageTracker" with the agentKey, message and hostname in local to this Place.
- 2. **Agent**: I have added new variables in this file "messageToNextAgents" for passing a message to next agents and "keyToReadMessage" for accessing to read the message. The method "setAgentMessageList" sets the list passed from place.

3. **MyAgent/TestAgent**: I am accessing the parent variables "messageToNextAgents" and "keyToReadMessage" in this file and setting these variables. In each method(i.e. place), I am reading the messages of previous agents who deposited the message.

Example as shown in above screenshots mean as follows:

- 1. 1h machine will deposit its agent messages at 3h and 5h
- 2. 2h machine will deposit its agent messages at 3h,4h,5h and read the messages from previous agent at 3h and 5h
- 3. 2h machine will deposit its agent messages at 3h,4h,6h and read the messages of previous agents at 3h and 4h.

So, here we agents can idirectly communicate(i.e. read and write messages to other agents) via place. Below is an snippet from a place.

```
[sagra15@cssmpi3h prog3]$ ./runPlace.sh 28029
Place ready.
Deposited Message for cssmpi3h.uwb.edu
agent( 2611 ) invoked step: hop count = 1, next dest = cssmpi5h,
message = Hello!
Deposited Message for cssmpi3h.uwb.edu
agent( 2621 ) invoked step: hop count = 1, next dest = cssmpi4h,
message = Hello!
Reading messages from other agents :
Message from agent (2611) >>> Hi! This is a Step message <<<
Deposited Message for cssmpi3h.uwb.edu
agent( 2622 ) invoked step: hop count = 1, next dest = cssmpi4h,
message = Hello!
Reading messages from other agents :
Message from agent (2611) >>> Hi! This is a Step message <<<
Message from agent (2621) >>> Hi! This is a Step message <<<
```

Limitations

- 1. In the current program, if the agent gets crashed in between and could not hop to the next place, we have to restart the place to make it work.
- 2. Using java reflection enables code to conduct operations that would be illegal in non-reflective code, such as accessing private fields and methods, it can have unintended consequences, rendering code inefficient and destroying portability.
- 3. As this is week migration, the agents cannot communicate to its previous agents.

Possible Improvements

- 1. Better usage of data structure may decrease the execution time.
- 2. We can improve the communication between the agents by adding direct communication between using UDP multicast and can also include authentication of agents using a security key.

Lab Session 6:

Output:

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The default interactive shell is now zsh.
To update your account to use zsh, please run 'chsh -s /bin/zsh'.
For more details, please visit https://support.apple.com/kb/HT208050.
Samridhis-MacBook-Air:- sammy's sh sagra15@cssmpi2h.uwb.edu
sagra15@cssmpi2h.uwb.edu's password:
Last login: Tue May 4 12:25:36 2021 from 10.102.3.56
[[sagra15@cssmpi2h lab6]$ java Client 28000
[usagr: java Client serverip port
[[sagra15@cssmpi2h lab6]$ java Client cssmpi1h 28000
connected to server: hello
Number of registered clients=1
Number of registered clients=2
Number of registered clients=3
[Hola!]
     Last login: Fri May 14 15:30:54 on ttys002
 The default interactive shell is now zsh.

To update your account to use zsh, please run `chsh -s /bin/zsh`.

For more details, please visit https://support.apple.com/kb/HT208050.

Samridhis-MacBook-Air:~ sammy$ ssh sagra15@cssmpi1h.uwb.edu
sagra15@cssmpi1h.uwb.edu's password:

Last login: Thu May 13 13:16:52 2021 from 10:102:32:43

[sagra15@cssmpi1h -]$ cd lab6

[sagra15@cssmpi1h lab6]$ ll
total 52

TWT-T-1 1 307315 20215
cssmpi2h.uwb.edu: Hola!!
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cssmpi4h.uwb.edu: Good bye!
^C[sagra15@cssmpi2h lab6]$ [
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To update your account to use zsh, please run `chsh -s /bin/zsh`.
For more details, please visit https://support.apple.com/kb/HT208050.
Samridhis-MacBook-Air:- sammy$ ssh sagra15@cssmpi3h.uwb.edu
[sagra15@cssmpi3h.uwb.edu's password:
Last login: Tue May 4 09:34:53 2021 from 10.102.3.56
[[sagra15@cssmpi3h | 3 cd lab6
[[sagra15@cssmpi3h | 3 cd lab6] [sagra15@cssmpi3h | 3 cd lab6] [sagra15@cs
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fe, -5318864578915905920]]]]]
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Ref: [endopoint:[10.18.82.63:37742](remote),objID:[-496b5a0b:17971c0e118:-7ffe,
-4749858894302421173]]]]
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connected to server: hello
Number of registered clients=2
Number of registered clients=3
cssmpi2h.uwb.edu: Hola!!
[Good Evening!
cssmpi3h.uwb.edu: Good Evening!
  -A/498889/392/471/3]]]]]
Callbacks.....
Call back received at cssmpi2h.uwb.edu
Call back received at cssmpi3h.uwb.edu
Registerad: Proxy[ClientInterface,RemoteObjectInvocationHandler[UnicastRef [live
Ref: [endpoint:[0.158.82.64:43417](remote),objID:[-7e59d181:17971c0f378:-7ffe,
6541789891015327426]]]]]
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^C[sagra15@cssmpi3h lab6]$ []
  6641789891815327426]]]]]
Callbacks.....
Call back received at cssmpi2h.uwb.edu
Call back received at cssmpi3h.uwb.edu
Call back received at cssmpi3h.uwb.edu
^C[sagra15@cssmpi1h lab6]$ []
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To update your account to use zsh, please run `chsh -s /bin/zsh`.
For more details, please visit https://support.apple.com/kb/HT208050.
Samridhis-MacBook-Air:- sammy's ssh sagra15@cssmpi4h.uwb.edu
Sagra15@cssmpi4h.uwb.edu's password:
Last login: Tue May 4 09:35:14 2021 from 10.102.3.56
[sagra15@cssmpi4h -]s cd lab6
[sagra15@cssmpi4h lab6]$ java Client cssmpi1h 28000
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connected to server: hello
Number of registered clients=3
cssmpi2h.uwb.edu: Hoals!!
cssmpi3h.uwb.edu: Good Evening!
Good bye!
cssmpi4h.uwb.edu: Good bye!
^C[sagra15@cssmpi4h lab6]$
```

Lab Session 7:

Output:

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series lab6 prog3 sture
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