

# SD final presentation

Team White

# demo

**Let's try simple fault tolerance live demo!**

## Master

```
$ java -cp 332project-assembly-0.1.0-SNAPSHOT.jar master.MasterApp  
<num of workers> [-d | --debug]
```

## Worker

```
$ java -cp 332project-assembly-0.1.0-SNAPSHOT.jar worker.WorkerApp <master IP:port> -l  
<input dir1> [<input dir2> ...] -O <output dir> [-d | --debug]
```

## result - correctness

```

332project-assembly
white@vm01:~$ cd ou
white@vm01:~/output
6321900 partition.0
6433600 partition.1
6584700 partition.2
5639900 partition.3
6689000 partition.4
6246400 partition.5
7470000 partition.6
5814200 partition.7
6313800 partition.8
6265300 partition.9
white@vm01:~/output
Last login: Tue Dec 9
white@vm04:~$ cd outp
white@vm04:~/output$ c
6397000 partition.20
6129900 partition.21
6588200 partition.22
6634400 partition.23
6632500 partition.24
6509500 partition.25
6448200 partition.26
6513600 partition.27
7314900 partition.28
6089700 partition.29
white@vm04:~/output$
6332project-assembly-6
white@vm03:~$ cd outp
white@vm03:~/output$ c
6135300 partition.10
6018300 partition.11
5870800 partition.12
6905700 partition.13
6328700 partition.14
6808900 partition.15
6153500 partition.16
6298200 partition.17
6023500 partition.18
6420400 partition.19
white@vm03:~/output$

```

```
PS C:\Users\G-POS\Desktop\jjong22\sd> python .\test.py
1920000000
```

```
white@vm01:~$ ./valsort output/partition.0
Records: 63111
Checksum: 7b0d2fd419ff
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.1
Records: 62553
Checksum: 7a5af00f07f4
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.2
Records: 67601
Checksum: 83ebac81f807
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.3
Records: 58366
Checksum: 721ecf1dbc1a
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.4
Records: 68137
Checksum: 84e2abc575d6
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.5
Records: 62577
Checksum: 7a62fc8df54d
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.6
Records: 67590
Checksum: 8404473fba61
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.7
Records: 61781
Checksum: 78489c3f433e
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.8
Records: 66438
Checksum: 82287bea59a6
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ ./valsort output/partition.9
Records: 59786
Checksum: 74c3bbd115a7
Duplicate keys: 0
SUCCESS - all records are in order
white@vm01:~$ |
```

total output size is same to input

all output is sorted!

## result - fault tolerance

	dead worker restarts	others
register	register again	keep working
sampling	sampling again	
partitioning	partitioning again	wait until the partitioning of the dead worker is complete, → restart from shuffling.
shuffling		
merging		

# result - fault tolerance

```
INFO: Worker 0 finished Shuffling and is now WAITING. (2/3)
Dec 09, 2025 11:40:02 AM utils.Logging$ logInfo
INFO: Worker 2 finished Shuffling and is now WAITING. (3/3)
Dec 09, 2025 11:40:02 AM utils.Logging$ logInfo
INFO: All workers finished Shuffling. Moving to MERGING.
Dec 09, 2025 11:40:17 AM utils.Logging$ logInfo
INFO: Death Worker recovered: ID=2, IP=2.2.2.105
Dec 09, 2025 11:40:17 AM utils.Logging$ logInfo
INFO: Worker 2 port updated: 36969 -> 41191
Dec 09, 2025 11:40:17 AM utils.Logging$ logWarning
WARNING: Worker 2 recovered during Merging. Assigning PARTITIONING to recover lost data.
Dec 09, 2025 11:40:17 AM utils.Logging$ logInfo
INFO: Worker 2 recovered. Current Global Phase: Merging. Assigned State: Partitioning
Dec 09, 2025 11:40:21 AM utils.Logging$ logInfo
INFO: Worker 0 finished Merging and is now WAITING. (1/3)
Dec 09, 2025 11:40:21 AM utils.Logging$ logInfo
INFO: Worker 0 completed recovery PARTITIONING.
Dec 09, 2025 11:40:21 AM utils.Logging$ logInfo
INFO: Worker 1 finished Merging and is now WAITING. (2/3)
Dec 09, 2025 11:40:21 AM utils.Logging$ logInfo
INFO: Worker 1 completed recovery PARTITIONING.
Dec 09, 2025 11:40:33 AM utils.Logging$ logInfo
INFO: Worker 2 finished Partitioning and is now WAITING. (3/3)
Dec 09, 2025 11:40:33 AM utils.Logging$ logInfo
INFO: Worker 2 completed recovery PARTITIONING.
Dec 09, 2025 11:40:33 AM utils.Logging$ logInfo
INFO: Signalling FAILURE to all workers to restart SHUFFLING.
Dec 09, 2025 11:40:33 AM utils.Logging$ logInfo
INFO: All workers finished Partitioning. Moving to SHUFFLING.
Dec 09, 2025 11:40:43 AM utils.Logging$ logInfo
INFO: Worker 1 finished Shuffling and is now WAITING. (1/3)
Dec 09, 2025 11:40:45 AM utils.Logging$ logInfo
INFO: Worker 0 finished Shuffling and is now WAITING. (2/3)
Dec 09, 2025 11:40:47 AM utils.Logging$ logInfo
INFO: Worker 2 finished Shuffling and is now WAITING. (3/3)
Dec 09, 2025 11:40:47 AM utils.Logging$ logInfo
INFO: All workers finished Shuffling. Moving to MERGING.
```

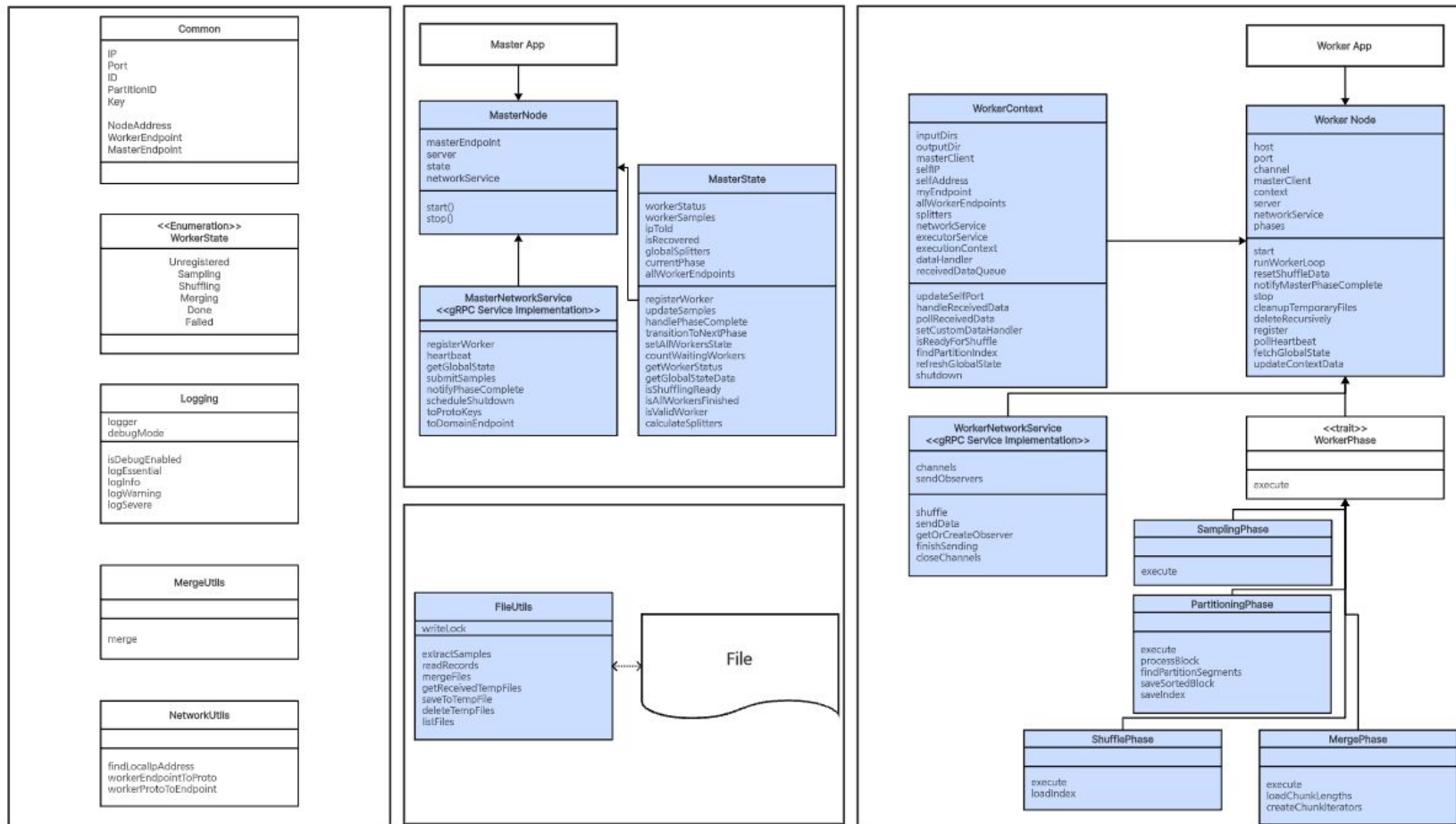
<- worker 2 Dead and Recover

<- all workers restart Shuffling again

# Architecture

Master	Worker
Managing worker states transitioning between task phases calculating data distribution criteria (Splitter)	Reading local files sorting network transmission merging
Receives Heartbeat Register workers Issues commands	status reporting (Heartbeat) data transmission (Shuffling)

# Class Diagram



# Overall progress

## Master

Implement worker register, state management, splitter calculation and transmission to all workers

→ small issue? - deleting temp file phase

## Worker

Implement reading files, divide them by blocks, sorting blocks, network transmission (shuffling), merging.

→ implement issue?

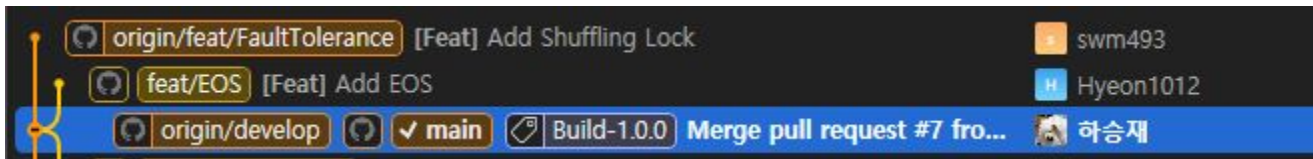
# Implement Issue?

when the merge phase begins, **all workers pause for 3 seconds** to wait for **late-arriving data**.

this is because the shuffling phase ends when all workers have **sent all their data. (not received all data)**

although we felt a bit uneasy about this method, **it worked well when we tested it.**

→ we attempted to terminate shuffling when each worker received EOS from all other workers, but failed.



# Lessons learned from the project

## 1. **Proactive Time Management**

- a. Start tasks early to buffer against unexpected bugs and issues.

## 2. **Clear Naming Conventions**

- a. Use intuitive and descriptive variable names to enhance code readability.

## 3. **Decoupled Architecture for Collaboration**

- a. Design a modular structure to allow team members to work independently and minimize conflicts.

## 4. **Importance of Logging**

- a. Implement comprehensive logging to track program flow and facilitate easier debugging.