Design Document MP 2.1

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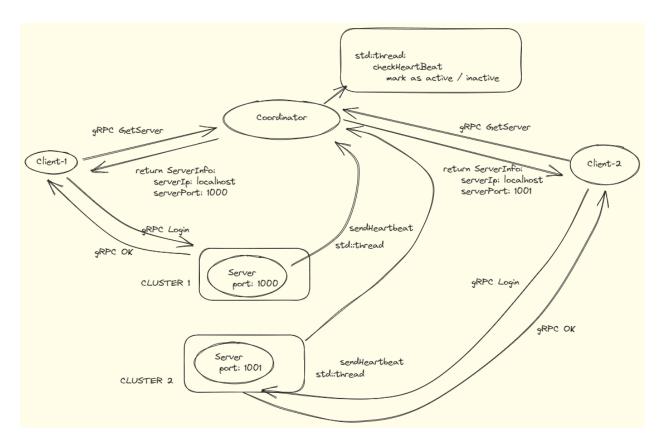
Commands to Start System

make

Now run these commands on separate terminals

- 1. ./coordinator -p 9090
- 2. ./tsd -c 1 -s 1 -h localhost -k 9090 -p 10000
- 3. ./tsd -c 2 -s 1 -h localhost -k 9090 -p 10001
- 4. ./tsc -h localhost -k 9090 -u 1
- 5. ./tsc -h localhost -k 9090 -u 2

Flow Diagram



RPC Definitions

Coordinator

Heartbeat(ServerInfo serverInfo, Confirmation confirmation):

Get cluster ID from serverInfo

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- 2. If a cluster doesn't exist in the routing table, return
 grpc::StatusCode::NOT FOUND
- 3. If cluster exists, sleep for 5 seconds
- 4. Get the corresponding node from the cluster (based on serverId)
- 5. Set this zNode's last heartbeat timestamp to the current time
- 6. Set the confirmation's status as true
- 7. return Status:: OK

GetServer(ID id, ServerInfo serverInfo):

- 1. Computer cluster ID for the client's ID. Use (id-1)%3 + 1
- 2. In routing table check if cluster exists
- 3. Get the server, check if active, if active set the servers ip and port in the serverinfo and return grpc::Status OK
- 4. If not active return grpc::StatusCode::UNAVAILABLE

Server

sendHeartBeat(coordinatorClientStub):

- 1. Set server information into serverInfo variable
- 2. Start an infinite loop
- 3. Use the the stub and the serverInfo via gRPC
- If grpc status is OK and confirmation status is true, continue
- 5. Else break and exit with -1
- .. // Code

Main Thread:

- 1. Server Start
- 2. heartbeatThread.join()
 // Code
- 3. Exit

Client

- 1. Create coordinator stub
- 2. Set clientID in the ID Protobuf
- 3. Send the clientID via GetServer RPC // stub_.GetServer(ID id,
 ServerInfo serverInfo)
- 4. If grpc::Status is not OK, exit with -1 and error message.

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- 5. If grpc::Status is OK, get serverIP and serverPort from the ServerInfo response
- 6. Create server stub based on this data
- 7. Connect and login to server using serverStub_.Login(\dots) RPC