

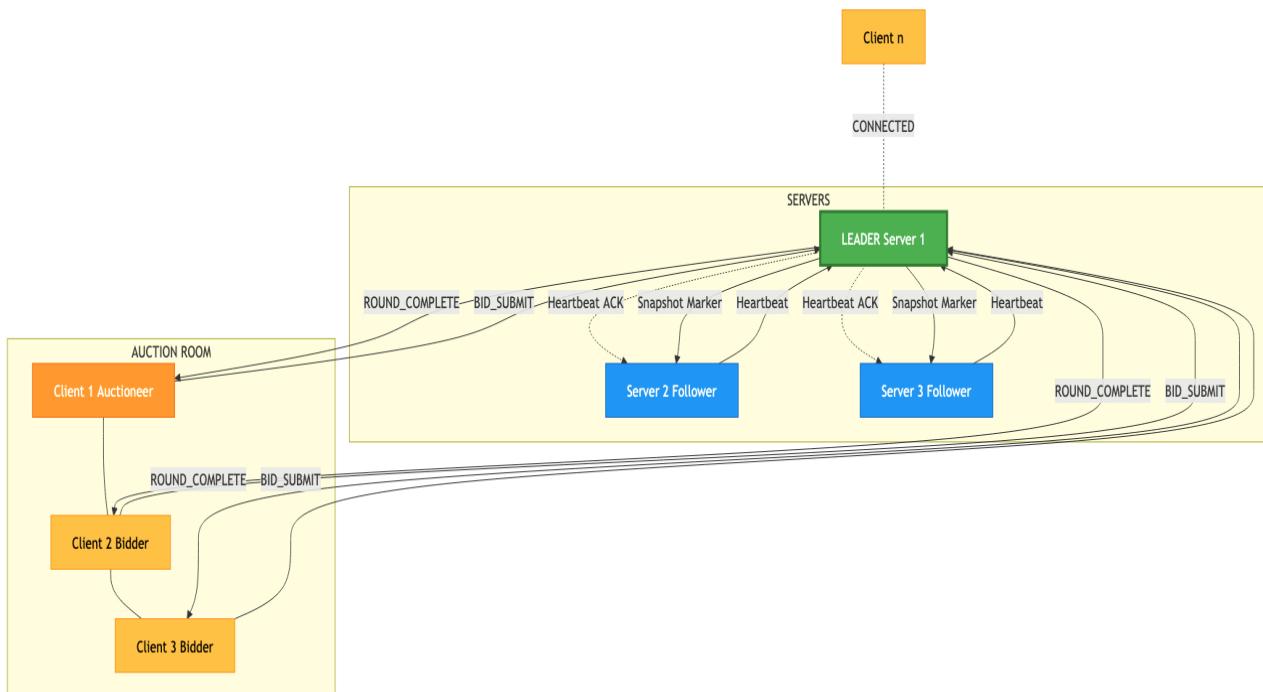
Project Information		
Group ID	29	Semester (WS2?/2?)
1. Student Name	Sohankumar Thaliyazcha Rajeeshkumar	4
2. Student Name	Srinidhi Krishna Kalpathy Sundaram	4
3. Student Name	Yash Chandrakant Amanaji	2
4. Student Name		
Project Title	Agora: A distributed auction system	
Project Description	We the members of group 29 propose an auction system named Agora. In our system, clients can join Agora and either participate in an existing auction as a bidder or start a new auction.	
Code Repository Link	GitHub/GitLab/BitBucket etc. URL:	

Architectural Model		
Architecture Type	<input checked="" type="radio"/> Client-Server <input type="radio"/> Peer-to-Peer <input type="radio"/> Hybrid	
Mechanism		
Communication	Explain briefly what it is used for:	
TCP		
	Explain briefly what it is used for:	
UDP	UDP is used for all communication between server and server as well as client and server. The messages are in a JSON format.	
	Explain briefly what it is used for:	
Other		
Concurrency	Explain briefly what it is used for:	
Multithreading	Python's daemon threads are used to run concurrent tasks for network I/O and message processing. Timer threads are used for periodic tasks like sending heartbeat and snapshots. The async architecture decouples the network I/O and processing.	
	Explain briefly what it is used for:	
Multiprocessing		

*Text should stay within text boxes. Hidden text and text running outside text boxes will not be considered.*

## System Architecture Desin

*Include a clear diagram of your system architecture (key components and connections between them).*



Dynamic Discovery of Hosts	
Discovery Mechanism	<input checked="" type="checkbox"/> Client discovers server <input checked="" type="checkbox"/> Server discovers servers <input type="checkbox"/> Other. Explain briefly: <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>
Discovery Implemented	<input checked="" type="checkbox"/> Broadcast <input type="checkbox"/> Multicast <input type="checkbox"/> Other. Explain briefly: <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>
Discovery Occurs	<input checked="" type="checkbox"/> When system starts <input checked="" type="checkbox"/> Whenever new component comes in <input type="checkbox"/> Other. Explain briefly: <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>

Voting	
Voting Implemented Using	<input checked="" type="radio"/> Bully Algorithm <input type="radio"/> LeLann-Chang-Roberts Algorithm <input type="radio"/> Hirschberg-Sinclairr Algorithm
Group View Used	<input type="radio"/> No <input checked="" type="radio"/> Yes. Explain briefly what the group view is used for: <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>
Nodes Identified Using	<input type="radio"/> IP addresses / IP addresses + ports <input checked="" type="radio"/> UUIDs <input type="radio"/> Other (describe ID format and reasons for using it): <div style="border: 1px solid black; height: 40px; margin-top: 5px;"></div>
Election Starts	<input checked="" type="checkbox"/> When system starts <input checked="" type="checkbox"/> When a new server joins <input checked="" type="checkbox"/> When the leader fails

*Text should stay within text boxes. Hidden text and text running outside text boxes will not be considered.*

Fault Tolerance	
Faults Tolerated	<input checked="" type="checkbox"/> Crash Faults (Leader Server, Regular Server, Client) <input type="checkbox"/> Omission Faults <input type="checkbox"/> Byzantine Faults
Fault Detection	<p>Explain who sends heartbeats to whom, their frequency, and retries:</p> <p>Servers in follower state and client send heartbeats to leader. The leader responds to the heartbeat with an acknowledgement. Heartbeats are sent periodically every 20 seconds via timer threads. When the leader misses ACK for the heart beat above a threshold (2 misses), the leader is detected as failed. Leader tracks the timestamp of received heartbeats, remove clients or followers when they timeout (60 seconds).</p>
Recovery Strategy	<p>Chandy-Lamport snapshot algorithm is used to capture consistent distributed snapshots for fault recovery. The leader initiates a snapshot every 15 seconds by first recording its local state (discovered servers, clients, running auctions, bids, and queue contents). Each server persists its snapshot locally. Upon leader failure, followers detect the crash via missed heartbeats and triggers election. The newly elected leader restores the</p>

Reliable Ordered Multicast	
Type of Ordering	<input type="checkbox"/> FIFO Ordering <input type="checkbox"/> Causal Ordering <input checked="" type="checkbox"/> Total Ordering
Reason for Chosen Ordering	<p>Explain why the selected ordering the right type for the application:</p> <p>FIFO could not be used because two bids could interleave differently at different receivers. In causal ordering, the bids made concurrently can be delivered differently at different receivers. Hence total ordering is required to ensure that all bidders see the message in the same order.</p>
Reliability Mechanism	<input type="checkbox"/> Acknowledgements <input type="checkbox"/> Negative Acknowledgments <input checked="" type="checkbox"/> Sequencing <input type="checkbox"/> Other. Explain briefly: <div style="border: 1px solid black; height: 100px; width: 100%;"></div>
Implementation Details	<p>The auction proceeds in synchronized rounds coordinated by the leader:</p> <ol style="list-style-type: none"> <li>1. Each participant submits their bid via BID_SUBMIT</li> <li>2. Leader sequences bids and multicast each via BID_BROADCAST to all participants</li> <li>3. Leader waits for all participants to submit</li> <li>4. Leader broadcasts ROUND_COMPLETE with finalized bids for that round</li> </ol>

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*Make sure the final file is a non-editable PDF (save or export as a PDF).*