# **EECS 6381: Distributed Systems Principles, Spring 2017**

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**Handed out: 01/24/2017; Due in 2 weeks, midnight 11:59 pm in Blackboard (team-based submission)**

**Publish-Subscribe using ZMQ and Mininet**

In this assignment we will build upon the PUB/SUB model supported by ZMQ. One of downsides of this approach is that there is no anonymity between publishers and subscribers. A subscriber needs to know where the publisher is (i.e., subscriber must explicitly connect to a publisher). So we lose some degree of decoupling with such an approach.

A more desirable solution is where publishers and subscribers remain anonymous. Moreover, it is also possible that there could be more than one publisher publishing similar information in which case there is a possibility that subscribers will receive the same information multiple times (one each from publishers publishing the same information). Some pub/sub solutions like OMG’s Data Distribution Service support the idea of OWNERSHIP and OWNERSHIP\_STRENGTH. So whichever publisher’s OWNERSHIP STRENGTH is the highest wins among all of them. If that publisher dies, the next one in line becomes the leader and its publications make their way to subscribers, and so on.

Maintaining HISTORY is also an important artifact of pub/sub systems. This enables late joining subscribers to acquire the last N number of samples because the publisher is required to maintain a sliding window of N samples.

In this assignment, we will build a small layer of pub/sub middleware on top of existing ZMQ capabilities to support anonymity, OWNERSHIP\_STRENGTH and HISTORY (parametrized by N, where N is the amount of past history a publisher publishes). Feel free to use any other capability of ZMQ that you feel appropriate. But ZMQ operations should be hidden from your publisher and subscriber. They should use your APIs, which then translate into ZMQ calls under the hood.

**Demonstration:**

* Should work with all these properties including failing publishers
* Should work with multiple publishers publishing multiple different publications and multiple subscribers all of them distributed over different hosts over different kinds of network topologies that we can create in Mininet (I might supply some topologies)
* Subscribers may join any time and leave any time
* Do end-to-end measurements (time between publication and receipt of info; since the clock is the same on all emulated hosts, we do not have the issue of clocks drifting apart from each other).

**What to submit?**

Source code, results; README file indicating how to compile and run the code.