Assignment No. 6

Name: Viraj Sarjerao Kawade

Roll No: 043

BE-(IT)

Subject: LP-V (Distributed System)

Code: Bully Algorithm

```
1. from statistics import mode
  2.
  3. class Process:
        def___init__(self, process_id, total_count):
  5.
           self.process_id = process_id
  6.
            self.total_count = total_count
  7.
            self.leader_id = -1
  8.
            self.is_active = True
 9.
 10.
        def crash(self):
 11.
            self.is_active = False
 12.
        def start(self):
 13.
 14.
            self.is_active = True
 15.
 16.
         def is_leader(self):
            if self.process_id == self.leader_id:
 17.
 18.
                return True
 19.
            return False
 20.
 21.
        def set_leader(self, leader):
 22.
             self.leader_id = leader
 23.
 24.
         def get_leader(self):
             return self.leader_id
 25.
 26.
 27.
         def sendRequest(self, toProcess):
 28.
             print(f"Sending request to process {toProcess.process_id} from {self.process_id}")
 29.
             if(toProcess.reciveRequest(self.process_id)):
 30.
                 print(f"Ok recived from {toProcess.process_id}")
                 self.set_leader(toProcess.process_id)
 31.
 32.
             else:
 33.
                 print(f"No response from {toProcess.process id}")
 34.
 35.
 36.
         def reciveRequest(self, fromProcess):
 37.
           if(self.is_active):
 38.
                 print(f"Recived request from process {fromProcess}.")
 39.
                 return self.recivedMessage()
 40.
            return False
 41.
 42.
         def recivedMessage(self):
 43.
                 return True;
 44.
 45. class Bully:
 46.
         def___init__(self, total_count):
             self.processes = []
 47.
 48.
             self.total_count = total_count
 49.
             # self.leader = None
 50.
        def intiailzeProcesses(self):
 51.
 52.
             self.processes = []
 53.
             for i in range(self.total_count):
 54.
                 self.processes.append(Process(i, total_count = self.total_count))
 55.
             self.elect_leader()
 56.
             self.coordinator()
 57.
 58.
        def elect_leader(self, current=0):
 59.
             for i in range(current, self.total_count):
 60.
                 if self.processes[i].is active:
                     # [self.processes[i].sendRequest(self.processes[j]) for j in range(i,
 61.
self.total count)]
```

```
62.
                     for j in range(i+1, self.total_count):
 63.
                          if(self.processes[j].is_active):
 64.
                              self.processes[i].sendRequest(self.processes[j])
 65.
                          elif(not self.processes[j].is_active and i+1==self.total_count-1):
 66.
                              self.processes[i].sendRequest(self.processes[i])
 67.
 68.
                     if self.processes[i].get_leader()==-1:
 69.
                          self.processes[i].sendRequest(self.processes[i])
                     # if(i==self.total_count-1):
70.
 71.
                           self.processes[i].sendRequest(self.processes[i])
 72.
 73.
         def crash(self, crash id):
             if(crash_id<self.total_count and crash_id>=0):
 74.
75.
                 self.processes[crash_id].crash()
76.
                 # print(f"Process id {Process.process_id} crashed.")
                 if(self.processes[crash_id].is_leader()):
 77.
78.
                     print("Leader process Down.\n Initaling the leader lookout.")
79.
                     self.elect_leader(0)
80.
81.
         def start(self, process_id):
 82.
             if(self.processes[process_id].is_active):
83.
                 print("Process already active")
 84.
85.
                 self.processes[process_id].start()
 86.
                 self.elect leader()
87.
                 # if(self.processes[process_id].is_active):
88.
                       if process_id>self.processes[self.leader].get_leader():
 89.
                         # self.elect_leader(self.leader)
 90.
91.
         def coordinator(self):
92.
             leader = []
93.
             for p in self.processes:
94.
95.
                 if p.is_active:
96.
                     print(p.get_leader())
97.
                     leader.append(p.get leader())
98.
99.
             self.leader = mode(leader)
100.
```

Driver.py

```
1. from Bully import Bully
 2. #Dummy Processes
 3.
 4. process_count = int(input("Enter Number of Processes"))
 5. bully = Bully(process_count)
 6. bully.intiailzeProcesses()
 7.
 8. state = True
10. while state:
        print("1. Initalize the process\n2. Bring Down process\n3. Activate Process\n4. Exit \n
11.
5. Current Coordinator\n")
12.
        choice = int(input())
13.
        if(choice==1):
14.
            bully.intiailzeProcesses()
15.
16.
        elif(choice==2):
17.
            crash_id = int(input("Enter the process you want to crash"))
18.
            bully.crash(crash_id)
19.
        elif(choice==3):
20.
            process_id = int(input("Enter the process you want to start"))
21.
22
            bully.start(process_id)
```

```
23.
24.
        elif(choice==4):
25.
            state=False
            print("Exiting the program")
26.
27.
28.
        elif(choice==5):
29.
            bully.coordinator()
30.
        else:
            print("Invalid Input")
31.
32.
```

Ring Algorithm

```
1. class Pro:
 2.
          def___init (self, id):
 3.
                    self.id = id
 4.
                    self.act = True
 5.
 6. class GFG:
 7.
          def___init__(self):
                    self.TotalProcess = 0
 8.
 9.
                    self.process = []
10.
11.
          def initialiseGFG(self):
                    print("No of processes 5")
12.
                    self.TotalProcess = 5
13.
                    self.process = [Pro(i) for i in range(self.TotalProcess)]
14.
15.
16.
          def Election(self):
                    print("Process no " + str(self.process[self.FetchMaximum()].id) + " fails")
17.
18.
                    self.process[self.FetchMaximum()].act = False
                    print("Election Initiated by 2")
19.
20.
                    initializedProcess = 2
21.
                    old = initializedProcess
22.
23.
                    newer = old + 1
24.
25.
                    while (True):
26.
                              if (self.process[newer].act):
                                        print("Process " + str(self.process[old].id) + " pass
27.
Election(" + str(self.process[old].id) + ") to" + str(self.process[newer].id))
28.
                                        old = newer
29.
                              newer = (newer + 1) % self.TotalProcess
30.
                              if (newer == initializedProcess):
                                        break
31.
32.32.
                    print("Process " + str(self.process[self.FetchMaximum()].id) + " becomes
33.
coordinator")
                    coord = self.process[self.FetchMaximum()].id
34.
35.
36.
                    old = coord
                    newer = (old + 1) % self.TotalProcess
37.
                    while (True):
38.
39.
                              if (self.process[newer].act):
                                        print("Process " + str(self.process[old].id) + " pass
Coordinator(" + str(coord) + ") message to process " + str(self.process[newer].id))
                                        old = newer
42.
                              newer = (newer + 1) % self.TotalProcess
43.
                              if (newer == coord):
                                        print("End Of Election ")
44.
45.
                                        break
46.46.
47.
          def FetchMaximum(self):
48.
                    maxId = -9999
49.
                    ind = 0
50.
                    for i in range(self.TotalProcess):
51.
                              if (self.process[i].act and self.process[i].id > maxId):
```

```
maxId = self.process[i].id
52.
                                        ind = i
53.
54.
                    return ind
55.
56. def main():
57.
         object = GFG()
58.
          object.initialiseGFG()
59.
         object.Election()
60.
61. if___name == "__main__":
62.
         main()
63.
```

Output:

After Implementing The Bully Algorithm:

```
Select Command Prompt - python Driver.py
Microsoft Windows [Version 10.0.19045.2965]
(c) Microsoft Corporation. All rights reserved.
C:\Users\hp>cd C:\Users\hp\Desktop\ds lab\Assignment No.6
C:\Users\hp\Desktop\ds lab\Assignment No.6>python Bully.py
C:\Users\hp\Desktop\ds lab\Assignment No.6>python Driver.py
Enter the number of processes: 5
Sending request to process 1 from 0
Received request from process 0.
Ok received from 1
Sending request to process 2 from 0
Received request from process 0.
Ok received from 2
Sending request to process 3 from 0
Received request from process 0.
Ok received from 3
Sending request to process 4 from 0
Received request from process 0.
Ok received from 4
Sending request to process 2 from 1
Received request from process 1.
Ok received from 2
Sending request to process 3 from 1
Received request from process 1.
Ok received from 3
Sending request to process 4 from 1
Received request from process 1.
Ok received from 4
Sending request to process 3 from 2
Received request from process 2.
Ok received from 3
Sending request to process 4 from 2
Received request from process 2.
Ok received from 4
Sending request to process 4 from 3
Received request from process 3.
Ok received from 4
Sending request to process 4 from 4
Received request from process 4.
Ok received from 4

    Initialize the process
    Bring down process

3. Activate process
```

After Implementing The Ring Algorithm:

Command Prompt

```
Exiting the program

C:\Users\hp\Desktop\ds lab\Assignment No.6>python Ring.py
No of processes: 5
Process no 4 fails
Election Initiated by 2
Process 2 pass Election(2) to 3
Process 3 pass Election(3) to 0
Process 0 pass Election(0) to 1
Process 3 becomes coordinator
Process 3 pass Coordinator(3) message to process 0
Process 0 pass Coordinator(3) message to process 1
Process 1 pass Coordinator(3) message to process 2
End Of Election

C:\Users\hp\Desktop\ds lab\Assignment No.6>_
```