Politecnico di Milano

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DD – Design Document

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1. **Introduction**

1.1 Purpose

The purpose of this document consists of giving more technical details than the RASD concerning the TrackMe application.

Indeed, if the RASD has as its objective to provide a more abstract view of the system with its functionalities, the Design Document goes deeper into detail about the implementation, providing an overall guidance to the architecture of the project. Here all the components forming part of the system are described, with the related run-time processes, the algorithms which are the basis of the application are explained and all the implementation choices are listed and motivated.

In particular, the following topics are touched by the document:

* The high level architecture;
* The main components and their interfaces;
* The runtime behavior;
* The design patterns;
* The algorithms’ design for the most crucial ones;
* Implementation plan;
* Integration plan;
* Testing plan.

1.2 Scope

<here goes more or less the same general purpose/scope which is in the RASD>

1.3 Definitions, acronyms, Abbreviations

1.3.1 Definitions

<TODO>

1.3.2 Acronyms

* API: Application Programming Interface
* DD: Design Document
* RASD: Requirements Analysis and Specifications Document

1.3.3 Abbreviations

<TODO>

1.4 Revision history

* Version 1.0:
  + First Release

1.5 Reference documents

<TODO>

1.6 Document Structure

**Chapter 1** is an introduction to the design document. Its goal is to explain the purpose of the document and to highlight the differences with the RASD, whilst showing the link between them.

**Chapter 2** aims to provide a description of the architecture design of the system. More precisely, this section is divided in the following parts:

* Overview
* Component view
* Deploying view
* Runtime view
* Component interfaces
* Chosen architectural styles and patterns
* Other design decisions

**Chapter 3** describes the design of the algorithms which represent the core of the application’s functions. In order to remain above the implementation’s details, they are outlined with pseudocode, also to facilitate greater understanding.

**Chapter 4** specifies the user interface design. Actually, this part is already contained in the RASD in the mockups’ section, so here will be added only additional behaviors.

**Chapter 5** provides the requirements traceability, namely how the requirements identified in the RASD are linked to the design elements defined in this document.

**Chapter 6** includes the description of the implementation plan, the integration plan and the testing plan, specifying how all these phases are thought to be executed.

**Chapter 7** shows the effort which each member of the group spent working on the project.

1. **Architectural Design**

2.1 Overview: High-level components and their interaction

The application to be developed is a distributed application and the three logic software layers of Presentation (P) that manages the user interaction with the system, Application (A) that handles the business logic of the application and its functionalities and Data access (D) that manages the informations are thought to be divided on three different hardware layers (tiers) that represent a machine (or a group of machines) so that any logic layer has, in principle, its own dedicated hardware: we have a so called three-tier architecture. This architecture is thought to guarantee to the system characteristics of scalability and flexibility and to lighten the server side splitting it into two nodes. In particular, the second tier is thought to contain only the business logic to physically separate users and data to guarantee more safety in accessing to data since the system deals with sensitive data.

The following image show the high-level architecture of the system without providing any detail.



Figure 1 – High-level system architecture

For what concerns the third parties, they can communicate through their devices with the application level to make queries and to organize competitions with a synchronous message flow (the server implementing the business logic have to provide an answer). The server of the application level will interact with the customers also when sending notifications (SOS etc.) in an asynchronous way (they don’t wait for an answer). Instead, for what concerns the users, they interact with the application level providing answers to queries and their data (asynchronous messages) and to retrieve their data and stats, enroll themselves for competitions or watch them (synchronous messages). Finally, the server in the application layer communicates synchronously with the database server (data access layer) to retrieve or store informations when needed. (TODO -> storing data is asynchronous?)

To augment the system scalability a scale-out approach is followed: performances improvement is obtained through nodes replication. This approach, that requires the adding of a load-balancing system to distribute the working load among the various nodes, allows to exploit the downsizing principle that affirms that low-end servers have minor costs of high-end servers for the same computational power. Moreover, cloning with shared disk configuration: clones share the memory disks (shared nothing configuration is not convenient since the offered service is very ‘write intensive’) is exploited both to distribute computational load and to replicate data for security reasons. So, this technique increase both scalability properites and faults tolerance of the service and is important in particular for the critical service offered through AutomatedSOS. Finally, to guarantee an appropriate packets control, firewalls are installed before and after the application tier to create a DeMilitarized Zone (DMZ) for the application servers so that the external network can access only to the resources exposed in the DMZ. The web servers don’t guarantee the same security level and this is another reason why, in general, they forward the requests to the application servers in the DMZ.

A more detailed, but still informal view of the system is provided in the following image.

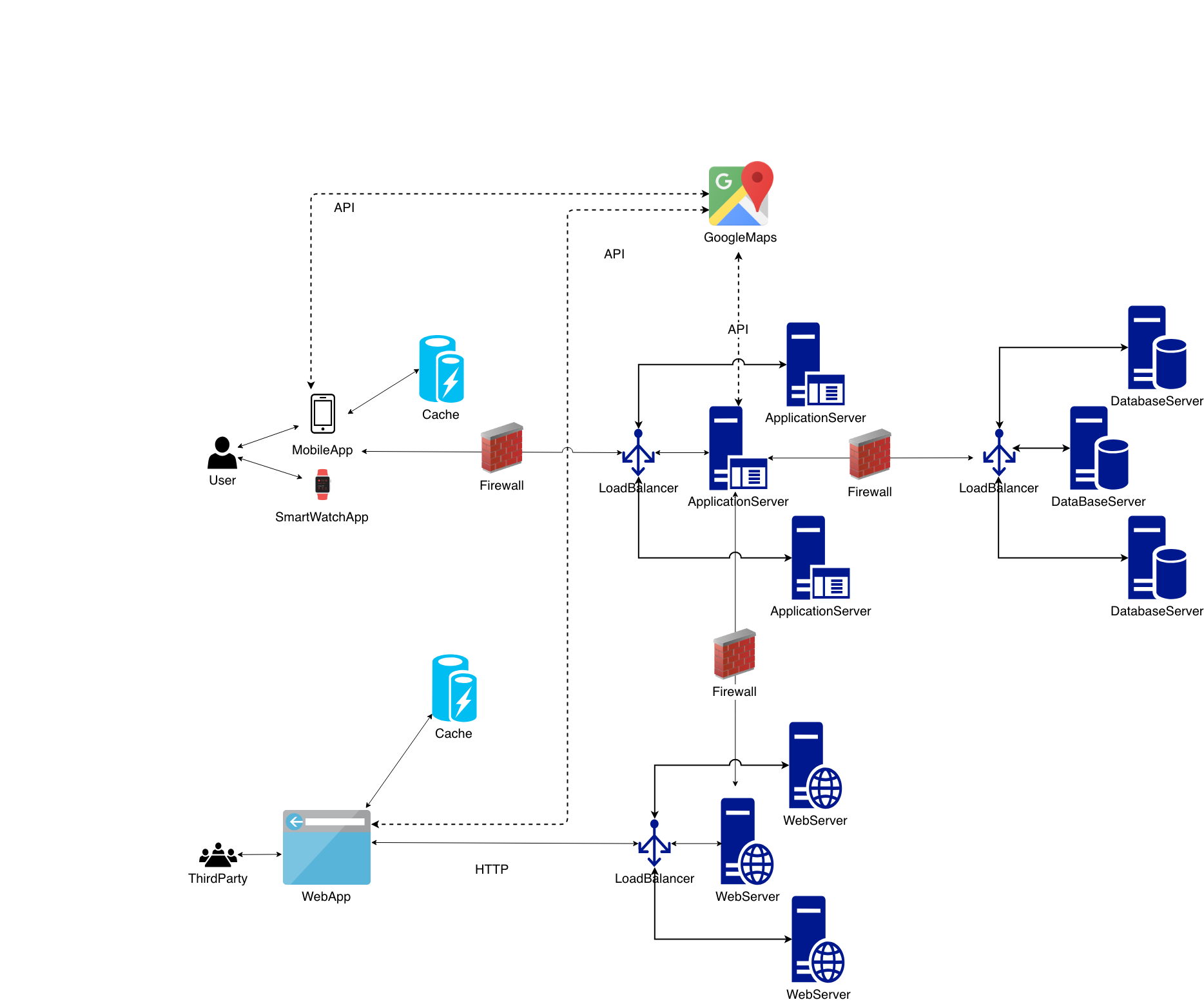


Figure 2 – System Architecture

In the Application tier we have an application server to provide the customers with access to the business logic which generates dynamic content (personalizable, extensible, interactive and seamless). Then we have a Web server to work with the HTTP standard in case of communication with the third parties’ web application, but to lighten its load the Web server is not supposed to generate dynamic content through plugins for scripting languages: it will forward the requests to the Application server if that is the case. To fasten and lighten the communication, caches are used in front of the Application tier: the cache needs to have an appropriate knowledge of data that make up the business objects data, business logic and changes that can transform them at UI level: this knowledge is required to invalidate data when needed (some alterations occurred). [Moreover the users’ mobile app stores part of the users’ data and stats (most recent ones and manually inserted ones) in their dispositive so that they do not even have to be connected to the Internet to consult their data and stats.] TODO 🡪 non è proprio questo che fanno le caches?

It is worth to note that caches for applications servers can’t be exploited because of node replications: it is not possible to know what have been requested from a certain application server and what from another one so it is impossible to provide a cache that would prevent them from accessing the database server every time.

Finally TrackMe exploits data mining techniques to exploit the big quantity of data available and extract from them relevant information and recurrent patterns that can be useful for the third parties that want, for example, find ‘hidden’ information and characteristics about their own clients or, more generally, about certain sets of TrackMe’s users. This can be obtained through various learning techniques: association rules, classification and clustering.

2.2 Component View

The following diagram contains all the components (logical or physical ones) of the system showing their interactions. The ports that represent the external interface exposed by components are showed only among different subsystem for the sake of simplicity.

In the diagram only the application server subsystem is analyzed in detail because it is the core component of the system: it contains the business logic. The other components of the presentation layer, of the data access layer and the web server are represented (through their software components only) just to represent their interactions with the application server.

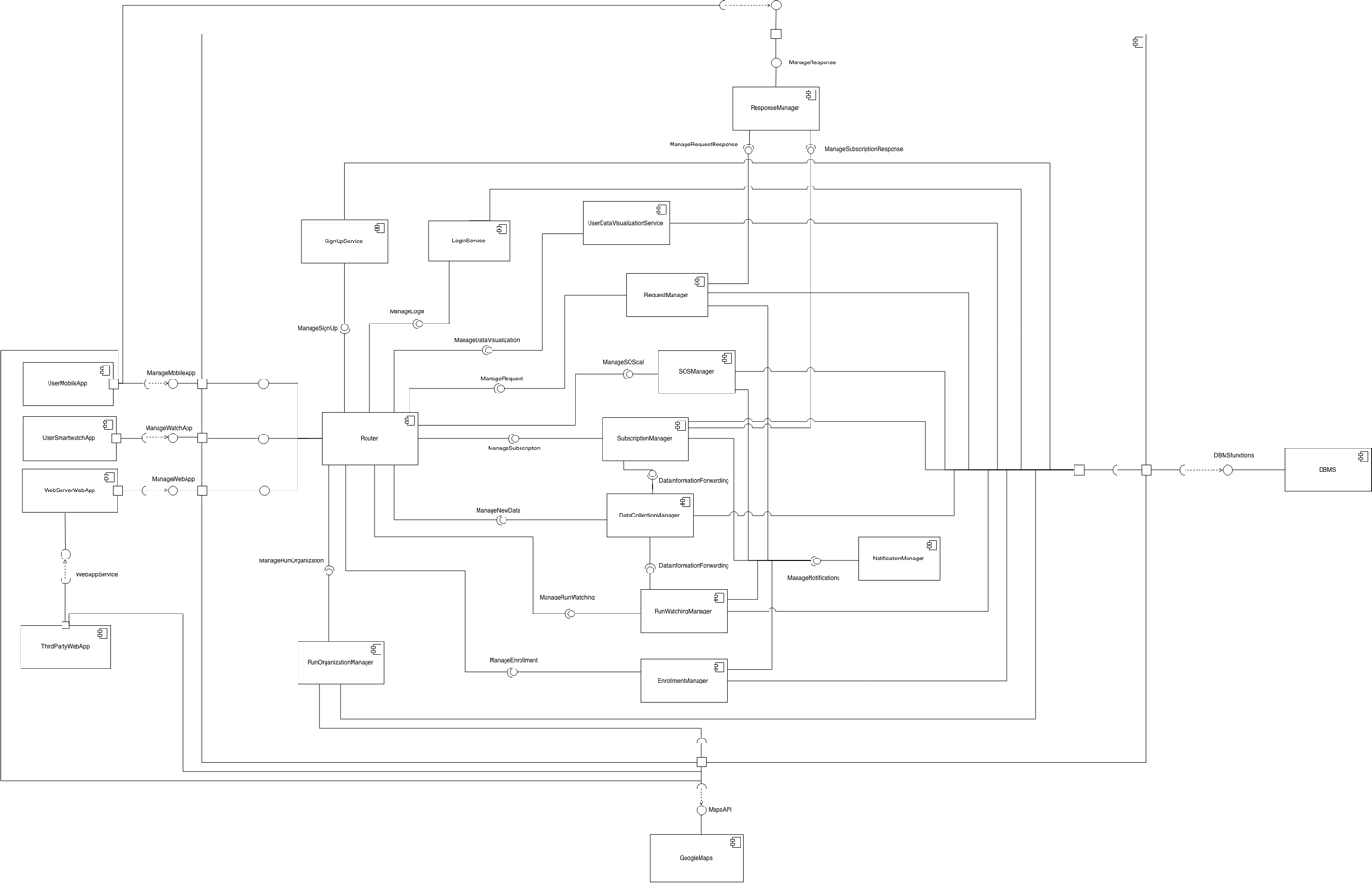


Figure 3 – Component Diagram

The components’ functions contained in the application server are described in the following:

* **Router**: it manages all the ‘messages’ and all the function call coming from the other subsystems to pass the data to the correct component and eventually call the right method/function on it. The router is partitioned according to the type of component it has to interact with because the functionalities offered are quite different among them. The **MobileAppRouter** handles the interaction with the users’ smartphone app: it allows them to sign up, to login, to consult their own data and stats and to watch or enroll for a run. The **SmartwatchAppRouter** is indeed concerned with messages coming from the users’ smartwatches: it has to forward the received data to the ‘DataCollectionManager’ and to forward the SOS call in case of emergency to the ‘SOSManager’. Finally the **WebAppRouter** offers the interface for the interaction with third parties’ web application: it must forward to the appropriate components the login and sign up data, the individual and aggregate requests, the subscription requests and the data concerning the organization of a run. A more detailed view of the Router component to show this is provided below.

[TODO 🡪 …DETAILED IMAGES…]

* **SignUpService**: this component contains all the procedures to allow the customers to register to TrackMe expressing also to which service they want to register for. It has to interact with DBMS to store data about the registration and performing controls about the chosen username and password.
* **LogInService**: it manages all the logic inherent to the authentication of the customers. It interacts with the DBMS to check that the authentication parameters match the stored ones.
* **UserDataVisualizationManager**: it comes into play when the user wants to access to its own data and stats, for example accessing at his own monthly stats about heartbeat. It contains the applicative logic to handle the requests and provide the correct answers and has to invoke the DBMS to retrieve from the database the requested informations.
* **RequestManager:** this component deals with requests by third parties about single individuals or groups of individuals. It has to retrieve the requested data from the database (has to interact with the DBMS), make the privacy controls in case of aggregate requests, forward the queries to the requested users, handle their answers in case of individual requests and provide the right feedback to the requesting third parties.
* **SubscriptionManager:** it contains all the logic about subscriptions to users’ data for the third parties. It handles the requests for subscriptions for individual users or groups, the provided answers for the subscription and it is concerned in forwarding the data as soon as they are produced in case of a successful individual or group subscription (it provides an interface to the ‘DataCollectionManager’ to be able to do this).
* **SOSManager:** this component receives the emergency call from the user’s mobile app and is concerned in finding the third party that is nearer to the user to forward to it the SOS. The control to check if parameters are out of the defined bound is performed client side, this component is concerned only in handling the emergency call (this is why it offers its interface only to the ‘Router’ and not to the ‘DataCollectionManager’).
* **RunWatchingManager:** this component is concerned in providing to all the willing users the possibility to follow a desired run. It receives continuously informations from the ‘DataCollectionManager’ about the new collected data and, analyzing them, it is able to perceive which of them must be retrieved from the database and to which users they have to be forwarded. It exploits the ‘NotificationManager’ to remind with one hour in advance that the competition for which the user has expressed the will to watch is beginning in short time.
* **EnrollmentManager:** it manages all the requests of enrollment to organized competitions. This component has only to verify the availability for the requested run and send the confirmation to the requesting user providing him with an identifier for the competition he has enrolled for. It exploits the ‘NotificationManager’ to remind with one day in advance about the competitions for which the user has enrolled.
* **RunOrganizationManager:** it deals with the organizations of a competition asked by some third party. This component has to verify that all the inserted data are correct, for example it has to control that the defined path is feasible, that it doesn’t cross an already defined path for another defined competition in the same time slot and this kind of things (that’s why it has to exploit GoogleMaps APIs).
* **DataCollectionManager:** this component receives all the data transmitted by users and has to forward the proper informations about them (meta-informations to the other components needing them that are the ‘SubscriptionManager’ and the ‘RunWatchingManager’ so that they can retrieve the eventually needed data from the database).
* **NotificationManager:** this component deals only with the logic for push notifications, it sends to the customers only asynchronous messages (doesn’t expect for any feedback by them). All the other components that have to forward some message to a client (for example the ‘RequestManager’) has to exploit the interface offered by this component. This component has been conceived to maintain single responsibility of the components: the type of messages sent are asynchronous (they are different from the general response messages provided by the server) and so it is more correct to use a different component rather than sending push notifications directly from the components where they were originated. When a notification is sent the dedicated client’s interface in ‘ResponseManager’ for the handling of the client’s response is provided (in our system this happens in case of a request of subscription or individual request). This mechanism of providing the interface of ‘ResponseManager’ only when ‘needed’ is exploited to show the interface only to authorized clients (i.e. clients that have to response to a request sent as an asynchronous notification).
* **ResponseManager:** this component is the handler of the client’s answer to a request of subscription or to an individual request and, in general, for all the responses that a client will eventually be able to provide if some new functionality will be introduced in future versions of the system.

It is important to notice that the only components that exploit the APIs offered by GoogleMaps are the clients’ ‘UserMobileApp’, ‘ThirdPartyWebApp’ and the ‘RunOrganizationManager’ on the server side: this is because all the visualization and interaction tools offered by GoogleMaps’ APIs have to be directly encoded on the clients’ app and on the application server the APIs are exploited only for the functionalities concerning the organization of a competition (ex: checking if two paths overlap in some point in the case of simultaneous competitions).

2.3 Deployment View

In the following image the TrackMe deployment diagram is represented: it shows the execution architecture of the system and represents the distribution (deployment) of software artifacts to deployment targets (nodes). Artifacts, in general, represent pieces of information that are used or are produced by a software development process and are deployed on nodes that can represent either hardware devices or software execution environments.

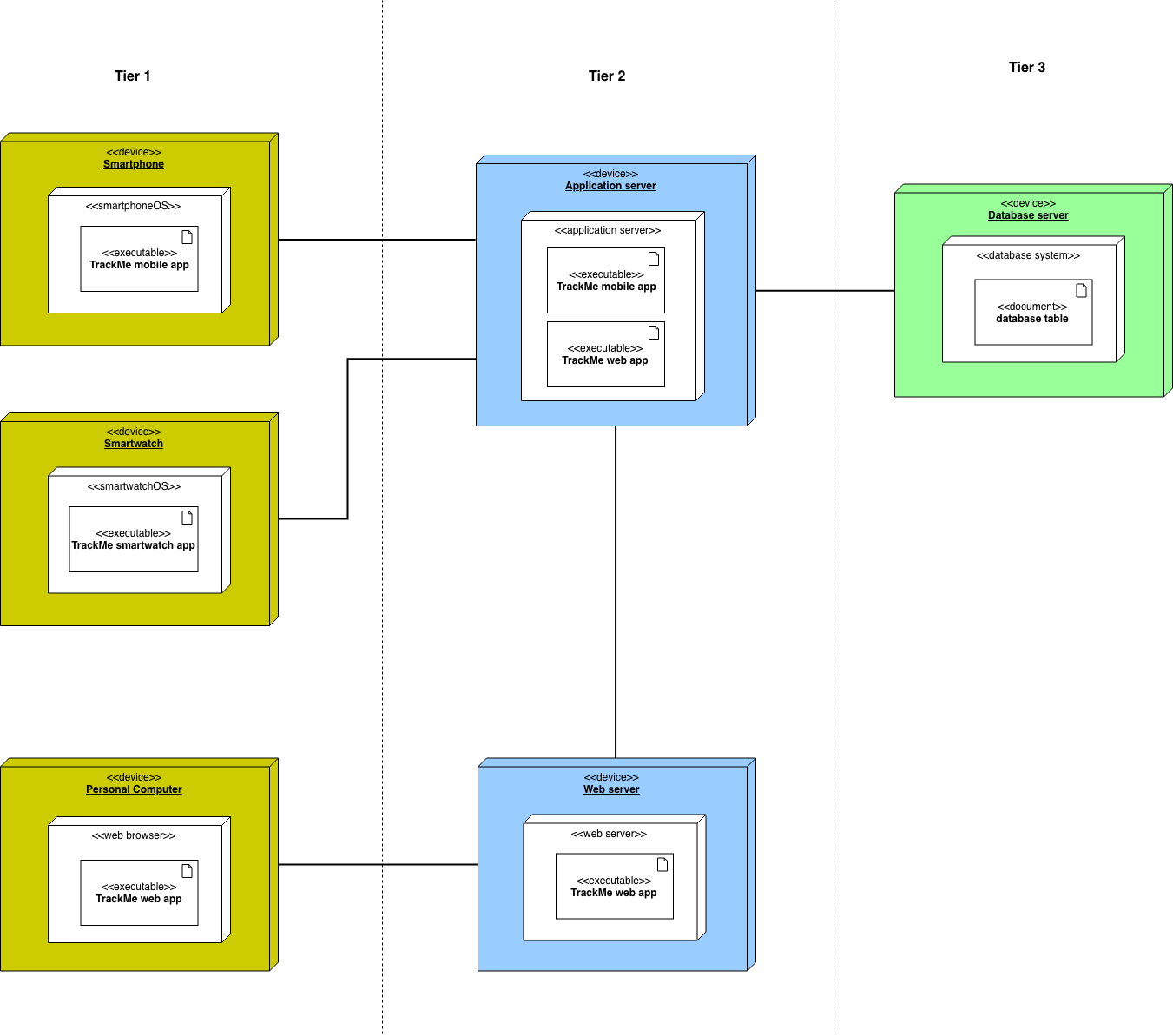


Figure 5 – Deployment Diagram

[TODO: explain why we decided to use mobile app and web app]

In the diagram ‘<<executable>>’ and ‘<<document>>’ are standard UML stereotypes that apply to artifacts: the former represents a program file that can be executed on a computer system while the latter represents a generic file that is not a «source» (another UML standard stereotype) file or «executable», in this case it represents the tables in the database.

In the diagram external systems as well as some other components (like load balancers and firewalls) are not represented to focus only on the components that host the core functionalities of the application or to components for which the deployment is effectively executed (GoogleMaps is already built and deployed). The three tier respectively contains:

* Tier 1: here the presentation logic must be deployed. Users must be provided with a mobile application on their smartphone and third parties with a web application accessible from their web browsers. Users communicate with the application server to retrieve their own data and stats, to report an emergency or to enroll or follow a competition. Third parties communicate with the web server to retrieve users’ data, receive emergency reports or organize run competitions.
* Tier 2: here is deployed the application logic. The application server implements all the business logic, handles all the requests and provide the appropriate answers for all the offered services. It is directly addressed by the mobile application and handles also some requests that are forwarded by the web server and sent by the web application in all the cases in which the web server can’t provide informations either because it doesn’t have them in its local disk or because some dynamic content has been requested.
* Tier 3: here the data access must be deployed. The database server is conceived to execute a relational DBMS (RDBMS), the database is relational. This is because the structure of a relational database allows to link information from different tables through the use of foreign keys (or indexes), which are used to uniquely identify any atomic piece of data within that table and this is very important for applications that are heavy into data analysis like TrackMe. Moreover the application has to handle a lot of complicated querying, database transactions and routine analysis of data and for all these reasons a relation approach is what is needed. A non-relational database would be inappropriate because it would not be able to represent some structures (as the users’ account etc.): it can’t express rules and constraints and have no fixed structure.