

# Chrome: Feature Proposal

CISC/CMPE 322

Mackenzie Furlong  
Alex Golinescu  
David Haddad  
William Melanson-O'Neill  
Michael Reinhart  
Lianne Zelsman

# Agenda

- Proposal Overview
- SAAM Analysis
  - Design Options
  - NFRs and Stakeholders
  - Advantages/Disadvantages
- Architecture Implementation
  - Sequence Diagram
  - Impact & Risks
  - Concurrency
  - Testing
- Team Issues
- Limitations & Lessons Learned
- Conclusion

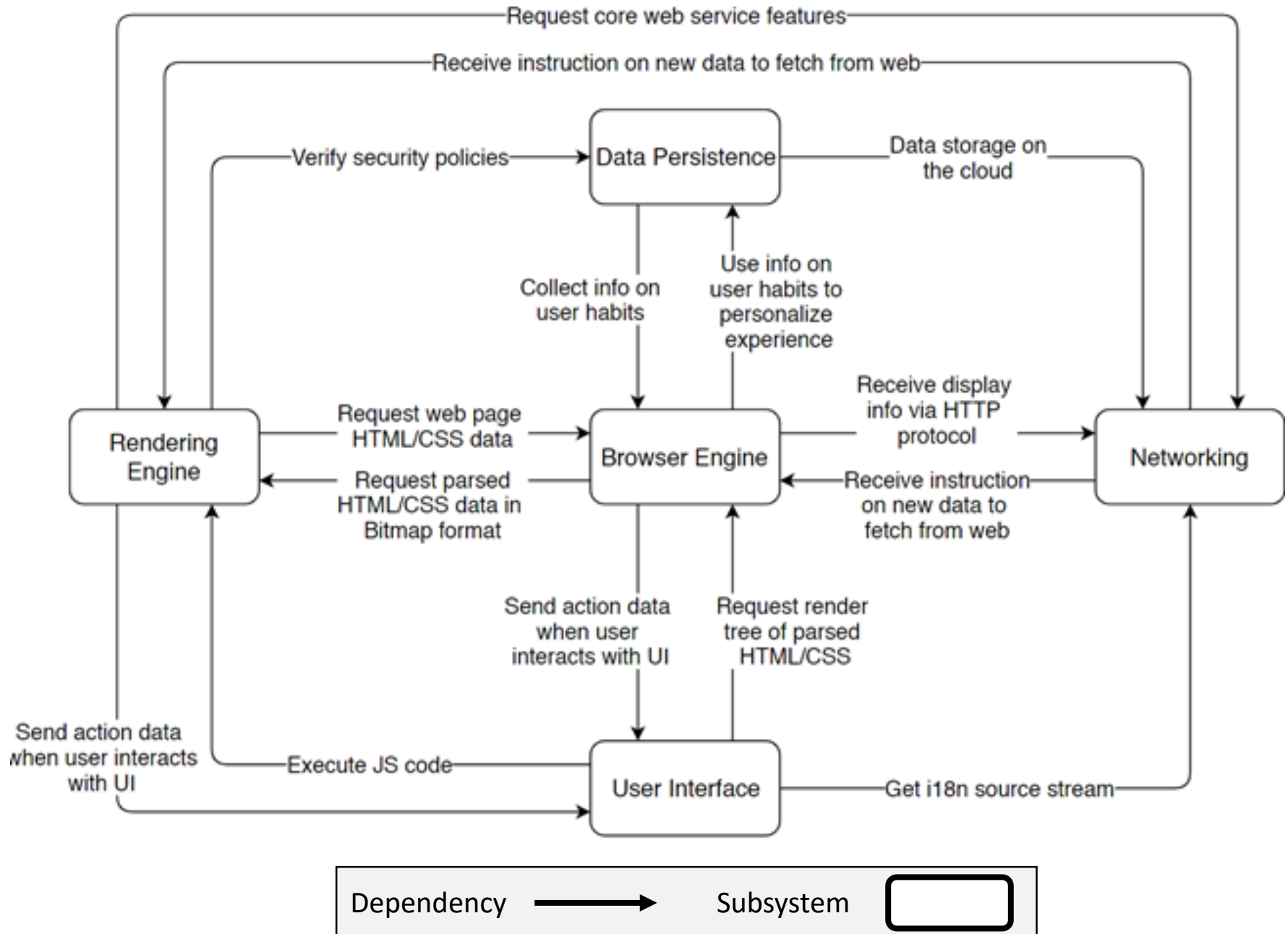


# Proposal

# Facial Recognition

- Two use cases
  1. Protect autofill data
  2. Bypass Chrome-prompted login requests
- Value
  - Improve security
  - Increase speed

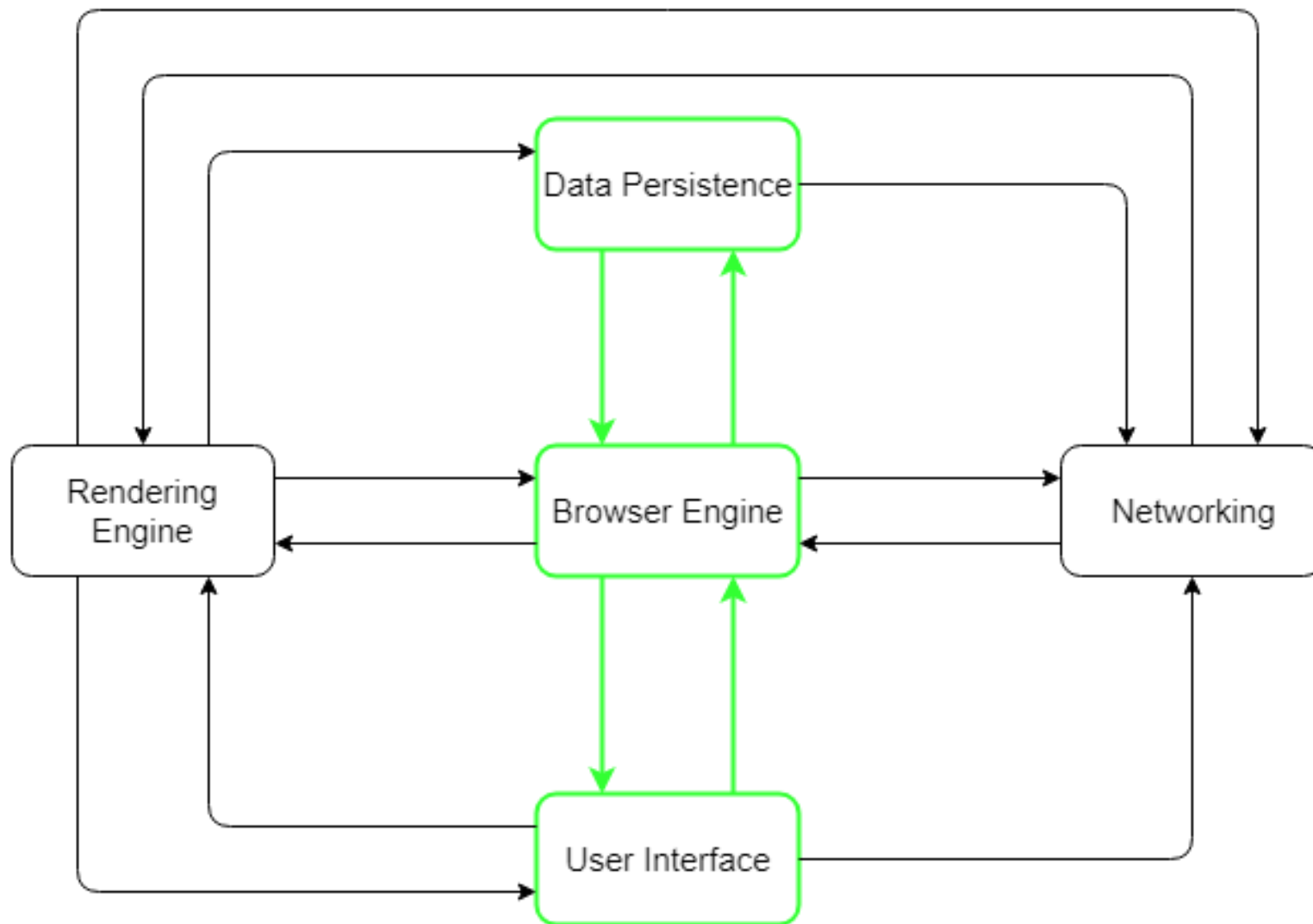
# Concrete Architecture



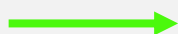


# SAAM Analysis

## Design One



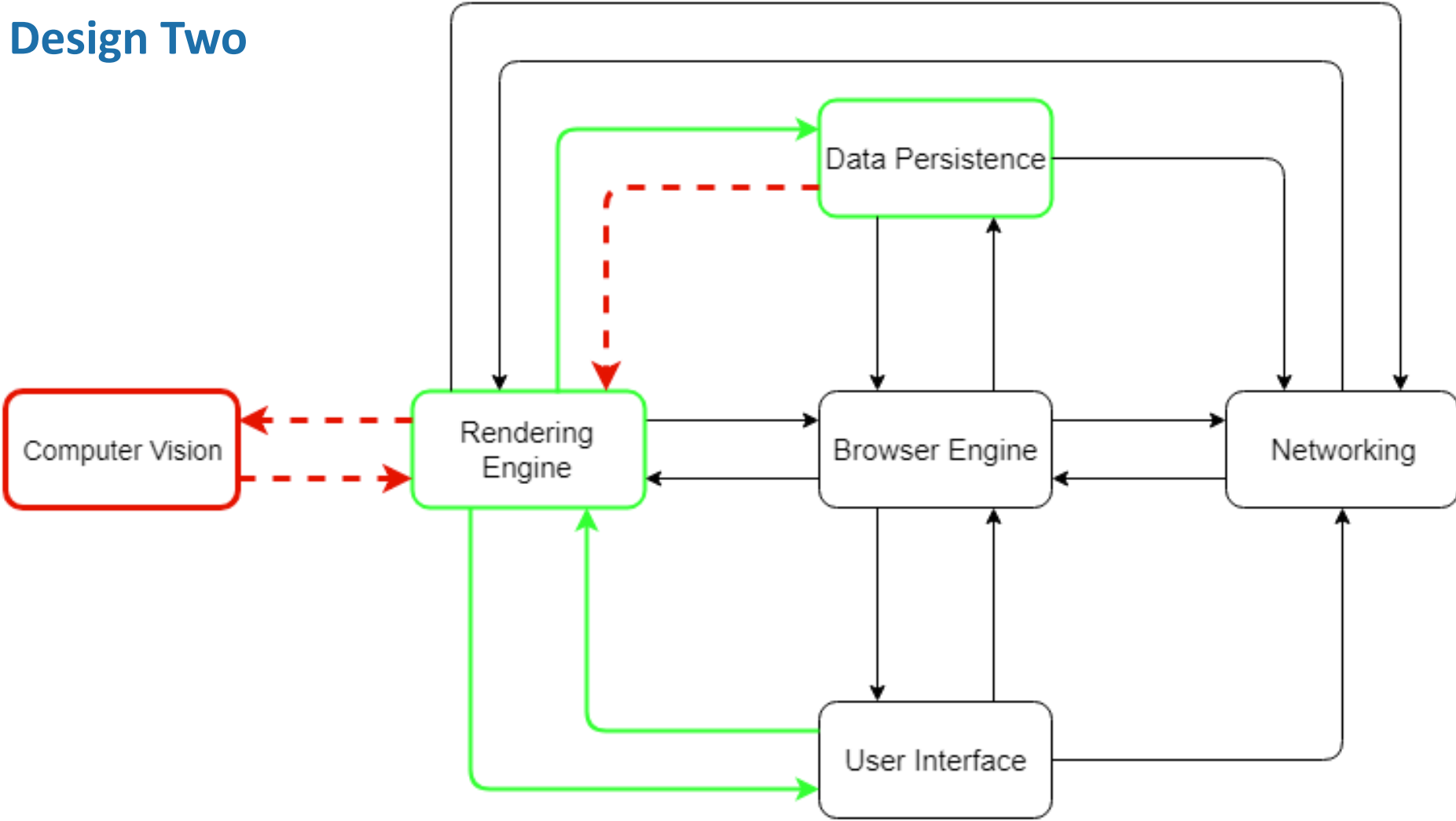
## Dependency Used by Feature



## Subsystem Used by Feature



# Design Two



Dependency Used by Feature



Subsystem Used by Feature



New Dependency



New Subsystem





# Stakeholders & NFRs

- Users: **performance & security**
- Google: **security**
- Developers: **evolvability, maintainability & testability**

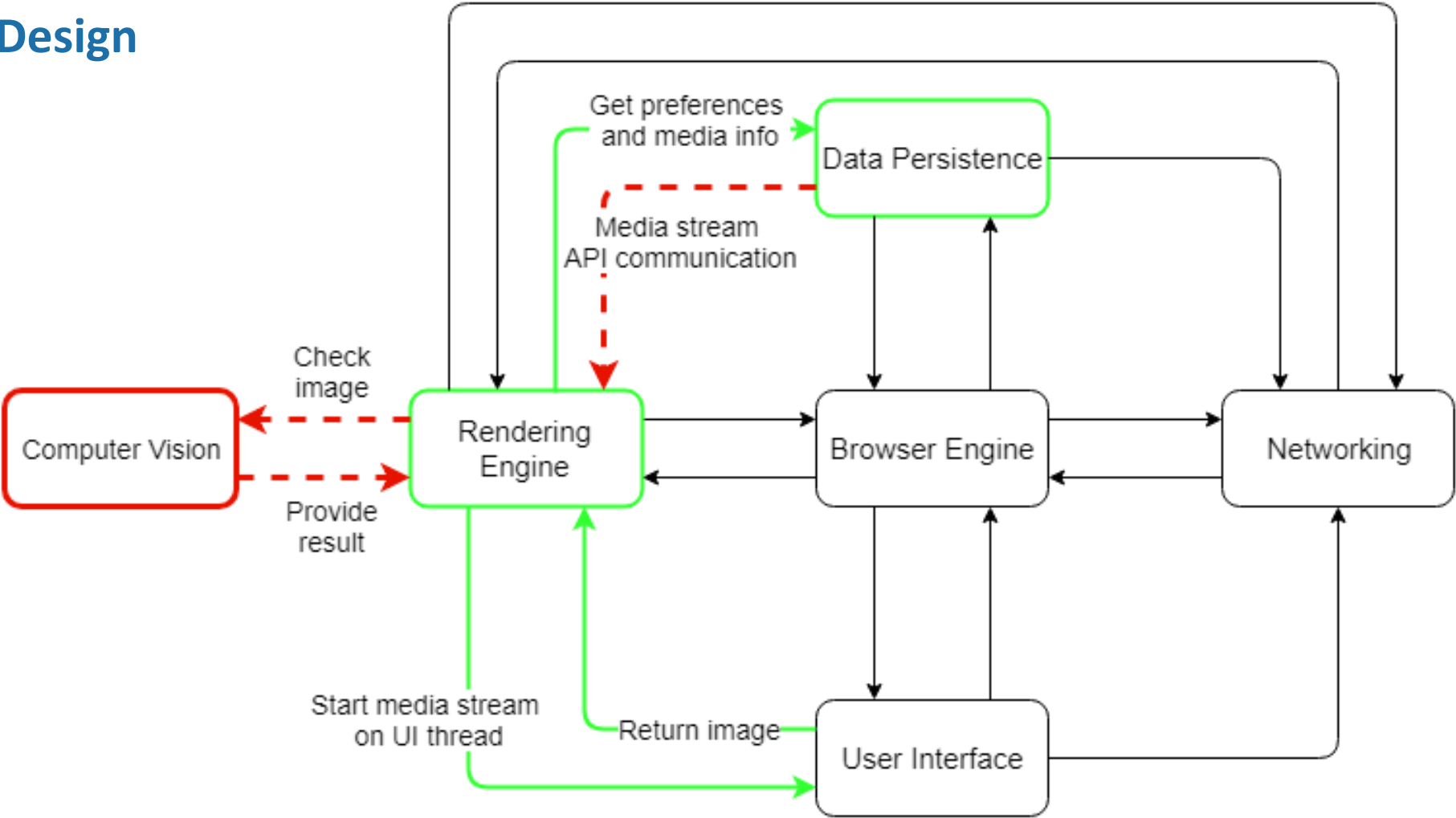
# Advantages & Disadvantages

	Design One	Design Two
Security		<ul style="list-style-type: none"><li>• Preexisting security built into API</li><li>• Concurrency of using rendering engine</li></ul>
Maintainability	<ul style="list-style-type: none"><li>• Redundancy due to recreation of similar features clutters code</li></ul>	
Testability	<ul style="list-style-type: none"><li>• Decreased cohesion of subcomponents makes individual testing difficult</li></ul>	<ul style="list-style-type: none"><li>• High cohesion helps with testing</li><li>• Unit tests already exist for autofill and webcam API</li></ul>
Evolvability	<ul style="list-style-type: none"><li>• Decreased cohesion may reduce evolvability as changes in subsystems will be difficult to make</li></ul>	<ul style="list-style-type: none"><li>• Increased coupling can make evolution difficult</li><li>• But, spreading out functionality across more subsystems can ease isolated development</li></ul>
Performance	<ul style="list-style-type: none"><li>• Less subsystems and required connections, so less chance of bottlenecking</li></ul>	<ul style="list-style-type: none"><li>• API usage increases efficiency</li><li>• However, more subsystems and required connections can increase chance of bottlenecking</li></ul>
Other	<ul style="list-style-type: none"><li>• More work to develop</li></ul>	<ul style="list-style-type: none"><li>• Less work to develop</li></ul>



# Implementation

Design



Dependency Used by Feature



Subsystem Used by Feature



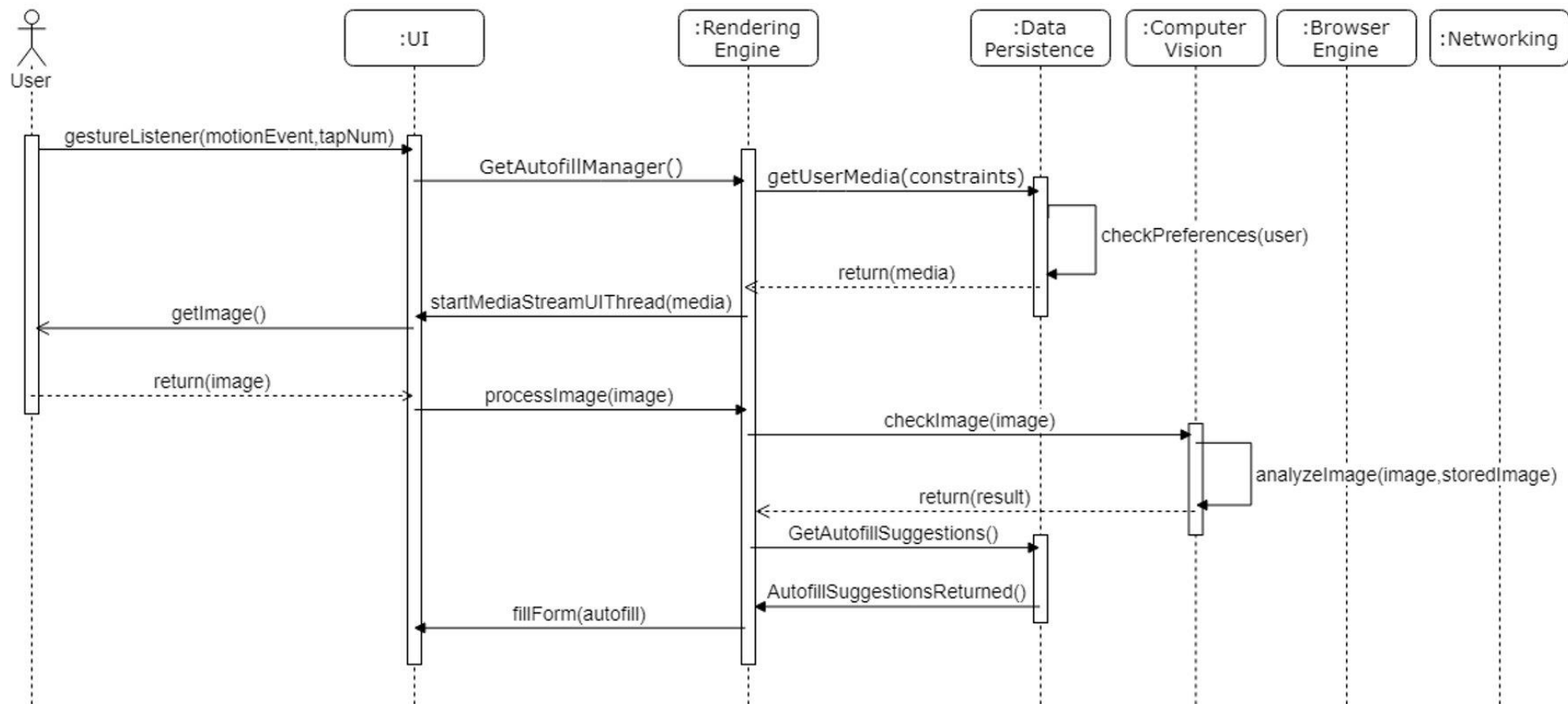
New Dependency



New Subsystem



# Autofill Use-Case



Message

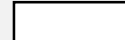


Response - - ->

Lifeline



Object



Actor



Activation



## High-Level Impact

- Still object-oriented architecture
- No noticeable impact on performance, testability, maintainability
- Could decrease evolvability due to increased coupling

# Low-Level Impact

- No impact on most internal components
  - Mostly OO internally, with implicit style for UI and layering in rendering/browser system
- Data persistence and rendering engine subsystems need minor adjustment to allow new communication channels
  - Can be done easily using WebRTC, so won't impact component performance
- Following files in rendering engine must be adjusted:
  - `content/browser/renderer_host/media`
  - `content/renderer/media/`
  - `content/browser/webrtc/`
  - `content/public/renderer/`

# Concurrency

- Each Chrome tab runs its own rendering engine instance
  - Limits performance bottlenecks
  - Ensures errors in one tab won't impact login/autofill for another
  - Increases security (facial recognition must be re-done in each webpage)



# Risks

- Performance
  - Inefficient facial recognition algorithm could greatly reduce usage speed
- Security
  - Inaccurate facial recognition (false positives) is a huge security risk

# Testing

1. Facial recognition (performance)
2. Facial recognition (accuracy)
3. Correct UI & rendering engine reaction to changes in data persistence object
4. Correct response to system failures & errors during recognition process



# Design Process

# Team Issues

- Implementation involves multiple subsystems
  - Require cross-collaboration between multiple teams
- Suggestion: main development done by rendering engine team
  - Consultation with a few UI and data persistence team members to ensure correct feature functionality in those systems

# Limitations

- Difficult to piece together existing autofill and webcam functionality from Chromium documentation
- Multiple assumptions were probably incorrect, skewing accuracy of design

# Lessons Learned

- Even seemingly small changes can have a large impact on the entire system in unexpected ways
  - Really reinforces importance of low coupling and high cohesion

# Conclusion

- Many factors to consider when implementing a new feature
- Less intensive approach taken towards feature implementation
- Risks to performance and security with improper implementation
  - But benefits from successful implementation outway risks



Questions?