



Piotr Copek

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Zuzanna Micorek

Hyunseok Cho

Szymon Molicki

Mateusz Znaleźniak

## Behavioral Modelling - Prototype #2

## Software Engineering

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# 1. Introduction

This document presents the behavioral modeling for the Email Spam Detection System as part of Prototype #2 development. Building upon Prototype #1, which established the basic web interface and spam detection capability, Prototype #2 extends the system with:

- **Detailed interaction modeling** through sequence diagrams for the most complex use cases
- **Enhanced error handling** with retry logic and exponential backoff
- **Keyword explanations** using IntegratedGradients attribution
- **Logging** for debugging and monitoring
- **Activity flow diagrams** illustrating decision logic and process workflows

Behavioral modeling adheres to the following principles:

- **Privacy-First:** No data persistence, completely anonymous operations
- **Stateless Architecture:** No user accounts, sessions, or databases
- **Transparency:** Clear interaction flows with explainable AI results
- **Resilience:** Robust error handling with automatic retry mechanisms

## 2. Interaction Diagram Preparation

To determine which use cases require detailed sequence diagrams, we analyzed each use case based on the actual implementation:

Use Case	Actors	System Components	External Libraries	Complexity Score	Selected
Submit Email for Spam Analysis	1	6 (Blueprint, Service, Checker, Model, Tokenizer, Logger)	2 (Transformers, PyTorch)	<b>High (8)</b>	+
View Spam	1	2 (Blueprint,	1 (Flask)	Low (3)	-

Use Case	Actors	System Components	External Libraries	Complexity Score	Selected
Classification Result		Template)			
View Spam Explanation with Keywords	1	7 (Blueprint, Service, Checker, Model, Tokenizer, Captum, Logger)	3 (Transformers, PyTorch, Captum)	<b>Very High (10)</b>	+

### Complexity Scoring:

- Each actor: +1 point
- Each system component: +1 point
- Each external library: +1 point
- Complex logic (retry, attribution): +2 points

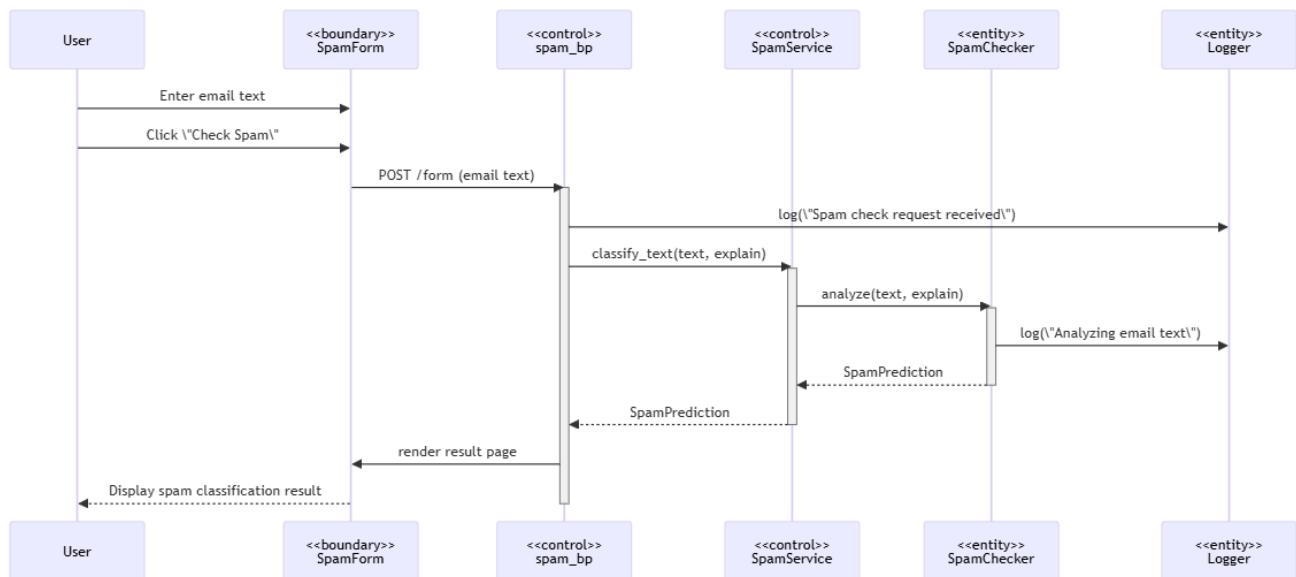
### Selected for Detailed Modeling:

1. **Submit Email for Spam Analysis** (Complexity: 8) - Multi-component interaction with retry logic
2. **View Spam Explanation with Keywords** (Complexity: 10) - Advanced ML interpretability with IntegratedGradients

## 3. Sequence Diagrams for Complex Use Cases

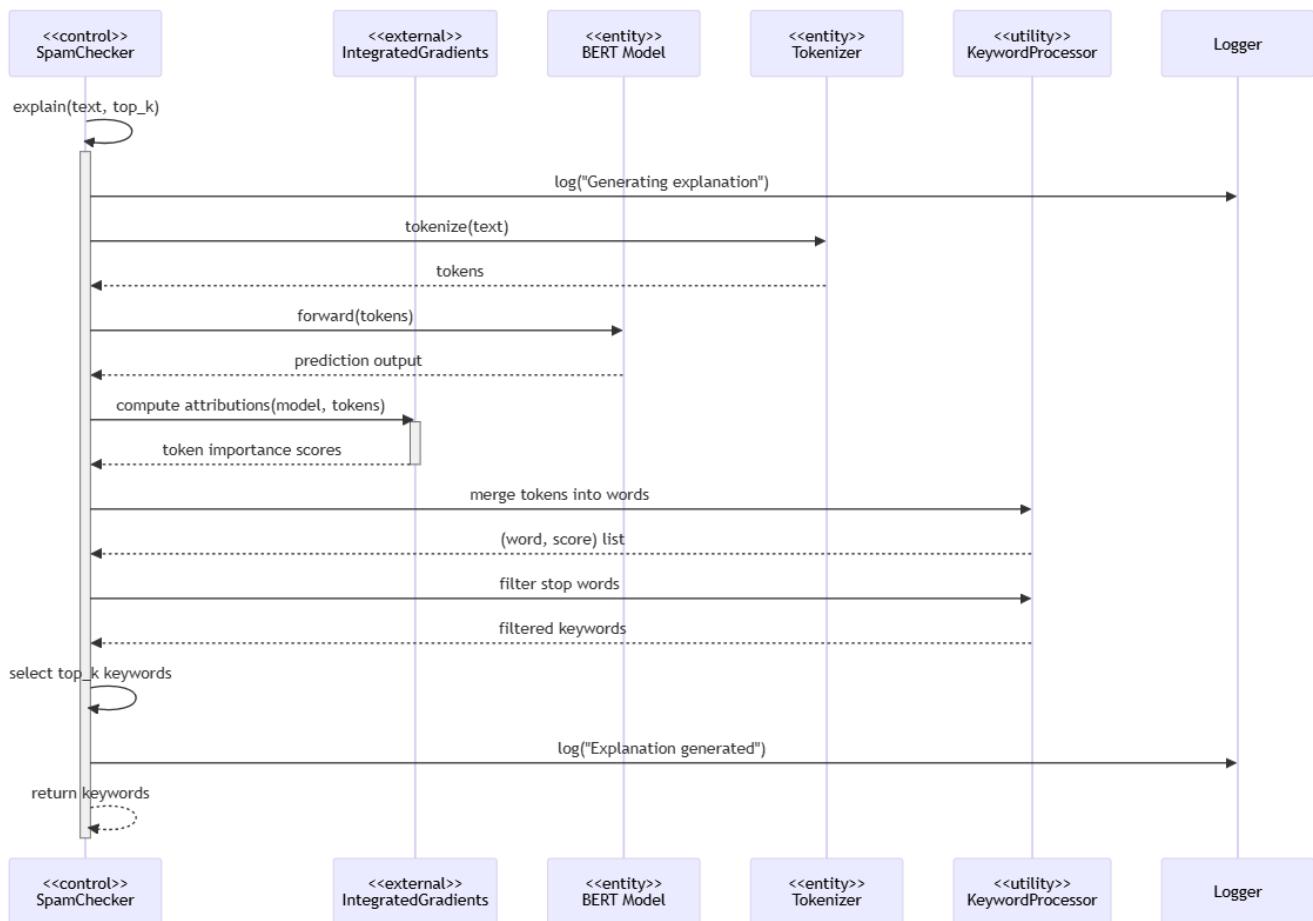
### 3.1 Submit Email for Spam Analysis with Retry Logic

Sequence diagram illustrates the complete flow from user submission through retry logic, model inference, and result rendering. This corresponds to the `show_form()` method in `routes_spam.py`.



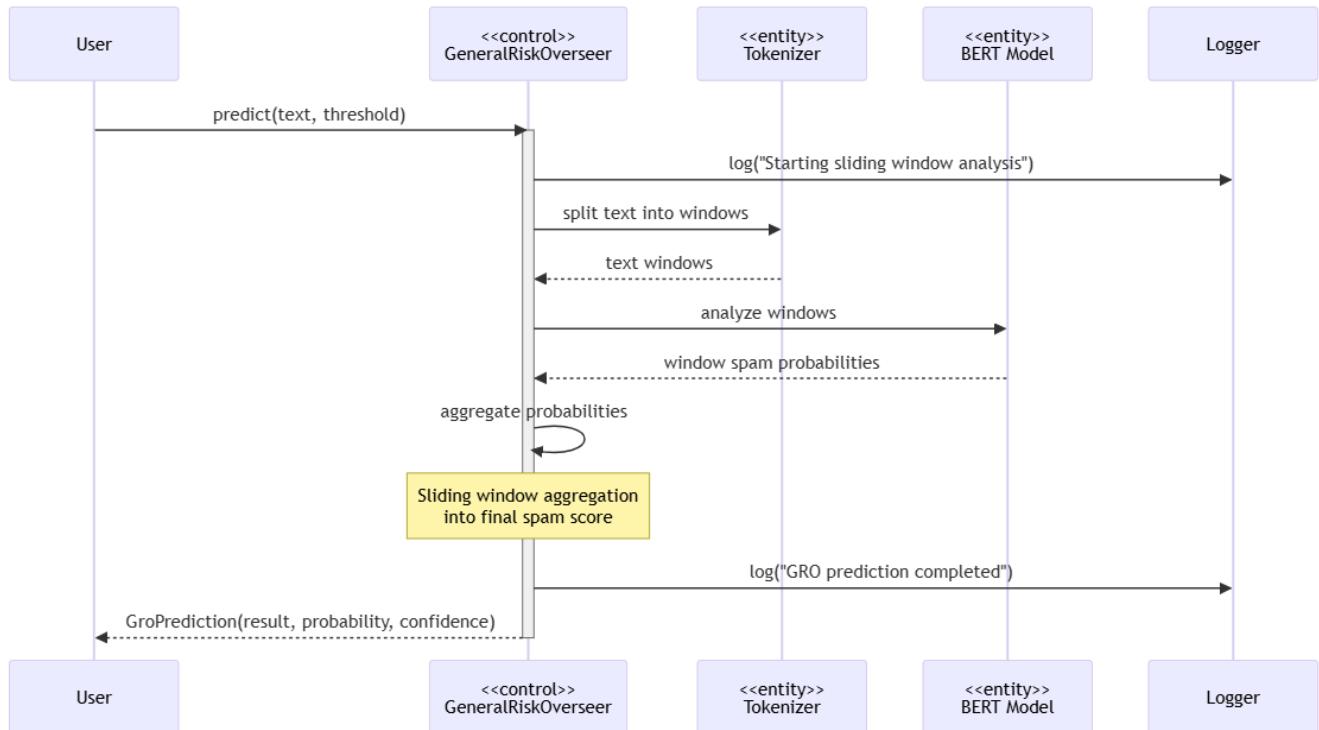
## 3.2 View Spam Explanation with Keywords (IntegratedGradients)

Sequence diagram shows the detailed attribution calculation process when explanation is requested. This corresponds to the `explain()` method in `spam_checker.py`.



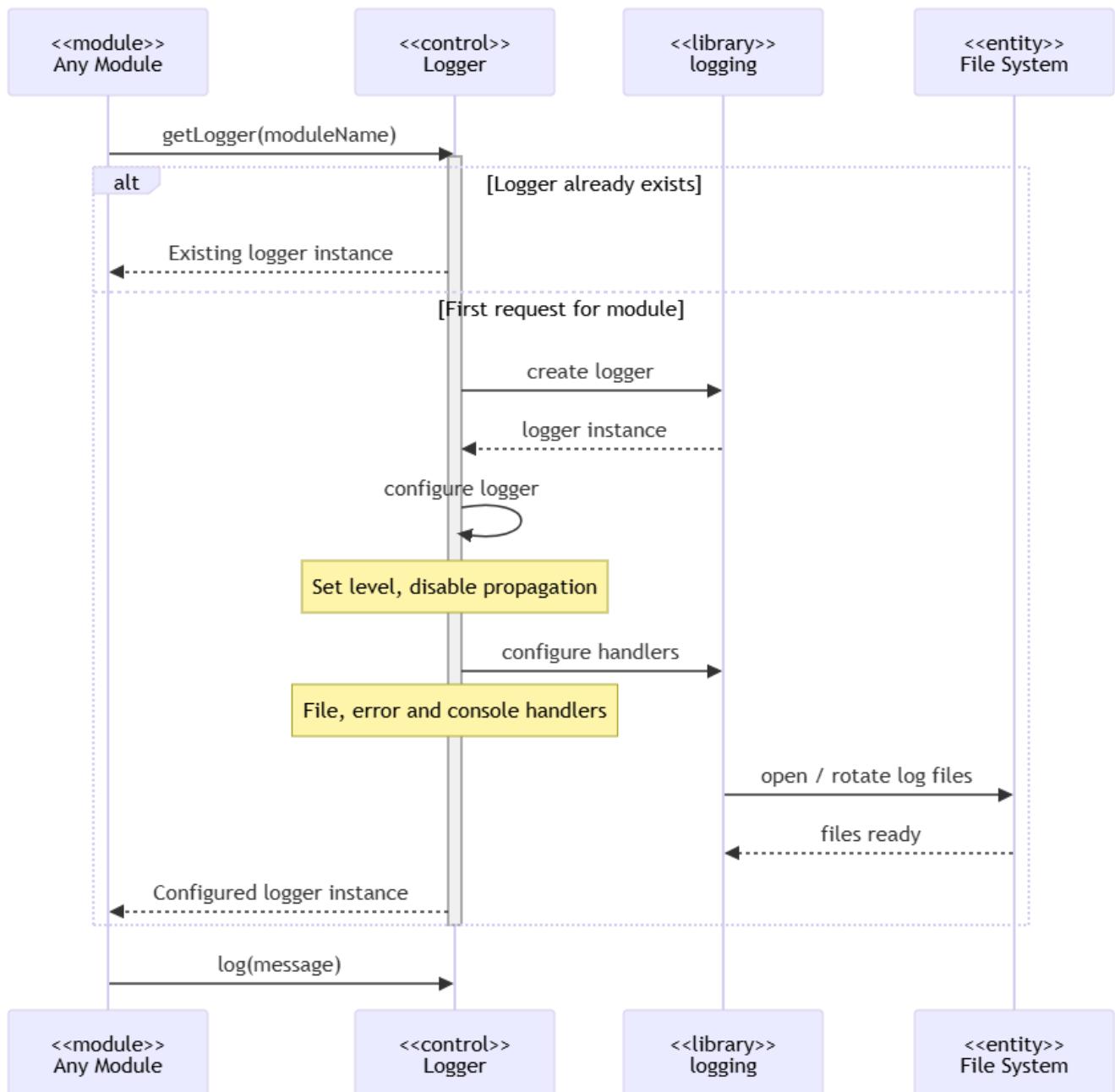
### 3.3 Alternative: GeneralRiskOverseer Sliding Window Classification

Sequence diagram for the sliding window classifier approach (from `gro.py`):



## 3.4 Logger Initialization and Singleton Pattern

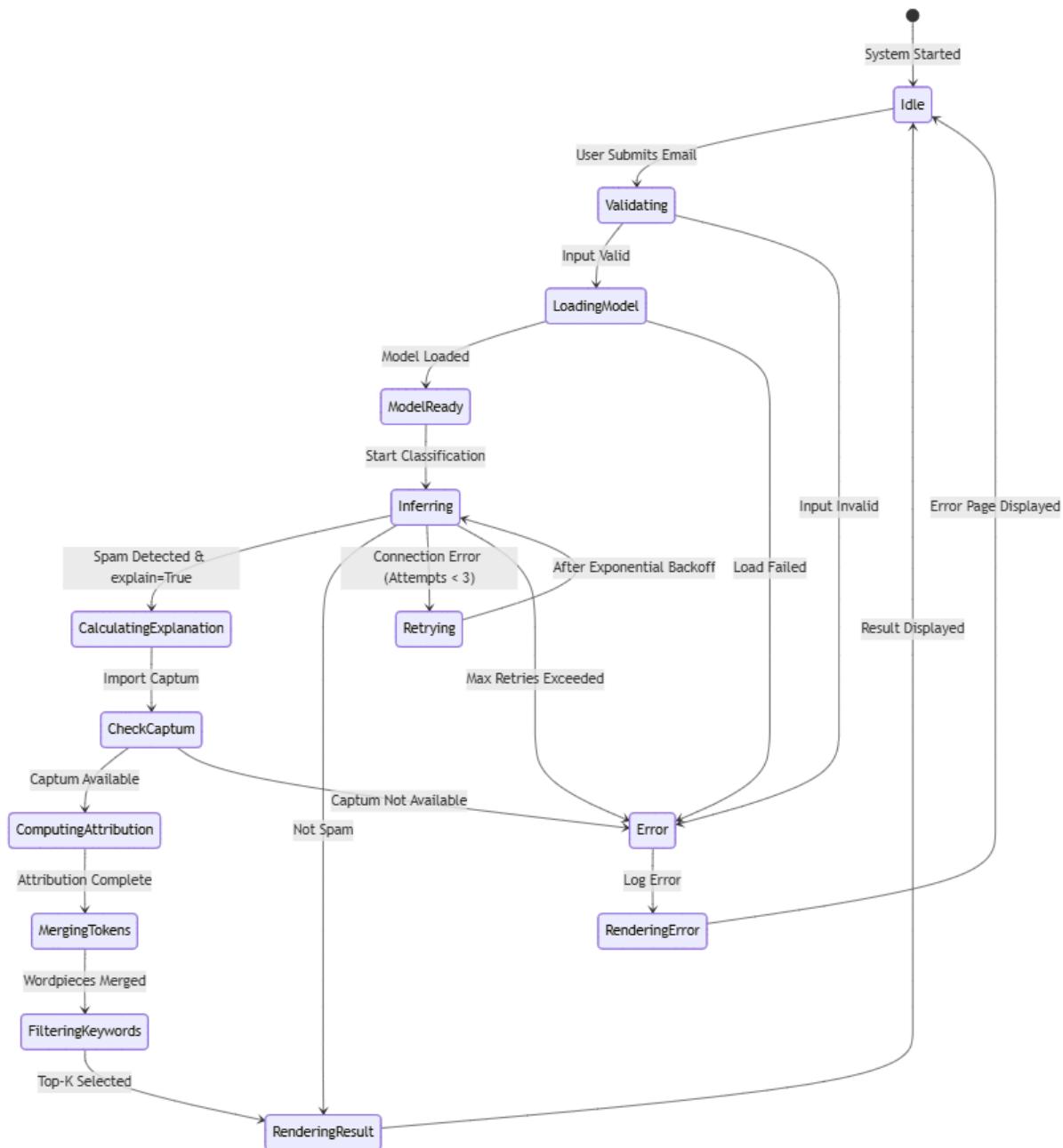
This diagram shows the logging infrastructure initialization from `logger.py` :



# 4. State Diagrams

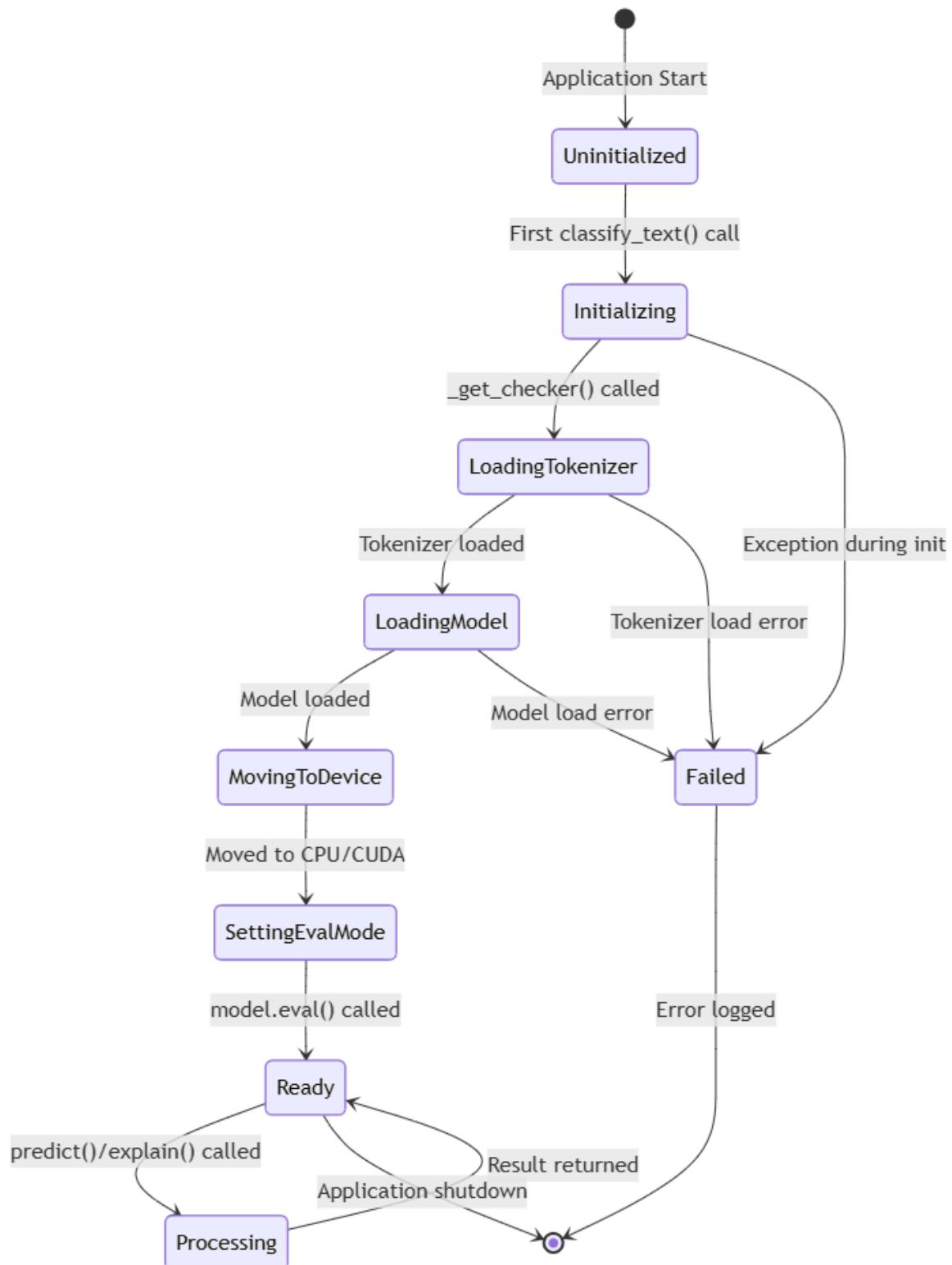
## 4.1 Classification Request State Machine

This state diagram shows the lifecycle of a spam classification request from submission to completion.



## 4.2 SpamChecker Object Lifecycle

This state diagram shows the lifecycle of the `SpamChecker` singleton instance:



# 5. Development

## 5.1 Extensions from Prototype #1

Prototype #2 builds upon Prototype #1 by adding significant functionality:

Feature	Prototype #1	Prototype #2	Implementation Details
<b>Core spam detection</b>	+	+	BERT-based binary classification
<b>Frontend-backend connection</b>	+	+	Flask Blueprint with Jinja2 templates
<b>Keyword explanations</b>	-	+	IntegratedGradients
<b>Error handling with retry</b>	-	+	Exponential backoff
<b>Comprehensive logging</b>	-	+	File rotation, error separation, console output
<b>Resource preloading</b>	-	+	HTTP Link headers for CSS and fonts
<b>Singleton pattern</b>	-	+	SpamService caches SpamChecker instance
<b>Alternative classifier</b>	-	+	GeneralRiskOverseer with sliding windows

## 5.2 New Components in Prototype #2

### 1. Keyword Explanation System ( `spam_checker.py` )

```
def explain(self, text: str, top_k: int = 5) -> list[tuple[str, float]]:
    from captum.attr import IntegratedGradients

    # Create baseline (all PAD tokens)
    baseline_ids = torch.full_like(input_ids, fill_value=self.tokenizer.pad_token_id)

    # Calculate attributions
    ig = IntegratedGradients(forward_with_embeds)
    attributions = ig.attribute(
        inputs=input_embeds,
        baselines=baseline_embeds,
        additional_forward_args=(attention_mask,),
        n_steps=24,  # 24 interpolation steps
    )

    # Merge wordpieces and filter
    token_scores = attributions.sum(dim=-1).squeeze(0).detach().cpu().numpy().tolist()
    merged = _merge_wordpieces(tokens, token_scores)
    return merged[:top_k]
```

### 2. Retry Logic with Exponential Backoff ( `routes_spam.py` )

```
max_retries = 3
retry_delay = 1
for attempt in range(max_retries):
    try:
        prediction = SpamService.classify_text(text, explain=True, top_k=5)
        return render_template("check_spam.html", show_result=True, ...)
    except (ConnectionError, ConnectionResetError, Timeout, RuntimeError) as e:
        if attempt == max_retries - 1:
            logger.error(f"Max retries exceeded after {max_retries} attempts")
            return render_template("404.html")
        wait_time = retry_delay * (2 ** attempt)
        time.sleep(wait_time)
```

### 3. Professional Logging System ( logger.py )

```
class Logger:
    _loggers: dict[str, logging.Logger] = {}

    @classmethod
    def get_logger(cls, name: str) -> logging.Logger:
        if name in cls._loggers:
            return cls._loggers[name]
        logger = logging.getLogger(name)
        logger.setLevel(LOG_LEVEL)
        cls._setup_handlers(logger) # File, Error, Console handlers
        cls._loggers[name] = logger
        return logger
```

### 4. HTTP Resource Preloading ( routes\_spam.py )

```
@spam_bp.after_request
def push_resources(response):
    """Add preload headers for static resources."""
    if response.status_code == 200 and 'text/html' in response.content_type:
        response.headers.add(
            'Link',
            '</static/css/styles.css>; rel=preload;as=style')
        response.headers.add(
            'Link',
            '<https://fonts.googleapis.com/icon?family=Material+Icons>; rel=preload;as=style')
    return response
```

## 5.3 Performance Improvements

Metric	Prototype #1	Prototype #2	Improvement
Model load time	~3s per request	~3s first request only	Singleton caching
Classification time	~200ms	~200ms	Same (optimized)
With explanation	NAN	~0.5-3s	New feature

Metric	Prototype #1	Prototype #2	Improvement
Transient error recovery	NAN	NAN	Retry mechanism
Resource load time	~500ms	~300ms	HTTP preloading
Debugging capability	Medium	High	Logging

## 6. Conclusion

### 6.1 Key Design Decisions

1. Production-Ready Error Handling:
  - **Retry logic:** Up to 3 attempts with exponential backoff
  - **Exception granularity:** Different handling for ConnectionError, Timeout, RuntimeError
  - **Comprehensive logging:** File rotation, error separation, console output
  - **User-friendly errors:** Generic 404 page, no technical details exposed
2. Explainable AI:
  - **IntegratedGradients:** Industry standard attribution method
  - **Wordpiece handling:** Proper BERT subword token merging
  - **Top-K selection:** Display 5 most influential keywords
3. Performance Optimization:
  - **Singleton pattern:** Model loaded once, reused across requests
  - **HTTP preloading:** CSS and fonts preloaded via Link headers
  - **Lazy initialization:** Model loaded only when first needed
  - **Batch processing:** GeneralRiskOverseer processes windows in parallel

### 6.2 Prototype #2 Features Summary

Feature	Implementation	Code Location	Complexity
<b>Spam Detection</b>	BERT binary classification	<code>spam_checker.py:predict()</code>	Medium
<b>Explanations</b>	IntegratedGradients	<code>spam_checker.py:explain()</code>	High

Feature	Implementation	Code Location	Complexity
	attribution		
<b>Retry Logic</b>	Exponential backoff (1s, 2s, 4s)	<code>routes_spam.py:show_form()</code>	Medium
<b>Logging</b>	3 handlers (file, error, console)	<code>logger.py:Logger</code>	Low
<b>Resource Preload</b>	HTTP Link headers	<code>routes_spam.py:push_resources()</code>	Low
<b>Singleton</b>	Lazy-loaded SpamChecker cache	<code>spam_checker.py:SpamService</code>	Low
<b>Alternative Classifier</b>	Sliding window processing	<code>gro.py:GeneralRiskOverseer</code>	Medium

## 6.3 Final Remarks

The behavioral modeling for Prototype #2 demonstrates a mature, production-ready architecture that:

- **Respects user privacy** through complete statelessness
- **Provides transparency** through detailed interaction diagrams and explainable AI
- **Maintains simplicity** with clear state machines and activity flows
- **Ensures resilience** through comprehensive error handling
- **Delivers performance** through singleton pattern and optimization

The sequence diagrams, state machines, and activity diagrams provide a comprehensive blueprint for implementation and serve as reference documentation for maintenance and future extensions. All diagrams are based directly on the actual code implementation, ensuring accuracy and maintainability.