

**University of Pisa**

*Artificial Intelligence and Data Engineering*

**Distributed Systems and Middleware Technologies**

*FLconsole documentation*

**Authors: Çolak F. Messina F. Nocella F.**

Academic Year 2023/2024

# Contents

<b>1</b>	<b>Introduction and Project Overview</b>	<b>2</b>
1.1	Context and Project Objective . . . . .	2
1.2	Project Goals . . . . .	2
1.3	Communication Protocol . . . . .	2
1.4	Data Variety . . . . .	2
1.5	Concurrent Experiment Execution . . . . .	2
1.6	Real-Time Analytics . . . . .	3
1.7	Project Key Points . . . . .	3
1.8	Architecture and Frameworks . . . . .	3
<b>2</b>	<b>Analysis</b>	<b>4</b>
2.1	Requirements . . . . .	4
2.2	Use Case Diagram . . . . .	6
2.3	Analysis Class Diagram . . . . .	8
2.4	Sequence Diagrams . . . . .	9
<b>3</b>	<b>Design</b>	<b>10</b>
3.1	Introduction . . . . .	10
3.2	Software Architecture . . . . .	10
3.3	Database Design . . . . .	11
3.4	Message Handler . . . . .	14
<b>4</b>	<b>Implementation</b>	<b>15</b>
4.1	Development Environment . . . . .	15
4.2	Main Modules . . . . .	15
4.3	Configuration . . . . .	15
4.4	Data Access . . . . .	15
4.5	Data Transfer . . . . .	15
4.6	Service . . . . .	15
4.7	User Interface . . . . .	15
4.8	Adopted Patterns and Techniques . . . . .	15
<b>5</b>	<b>Testing</b>	<b>16</b>
5.1	Structural Testing . . . . .	16
5.2	Functional Testing . . . . .	19
<b>6</b>	<b>Conclusion</b>	<b>20</b>

# Introduction and Project Overview

## Context and Project Objective

---

The goal of this project is to develop a system to manage Federated Learning (FL) experiments. FL is a decentralized machine learning approach where multiple devices collaborate to train a shared model while keeping their data locally. The project aims to provide a graphic interface with a web console to run FL experiments, enabling users to monitor their progress and analyze results.

## Project Goals

---

### Manage Message Passing

- Implement a communication system between the Java Web Application and Erlang FL Director. The FL Director is a software that starts experiments among the subscribed devices.
- Establish a reliable message passing protocol to exchange information seamlessly.

### Implement a Web Console

- Develop a user-friendly Web Console to initiate and manage FL experiments.
- Provide centralized access to experiment statistics for easy monitoring and analysis.

## Communication Protocol

---

To ensure effective communication between the Java Web Application and FL Director, a communication protocol will be defined. It will facilitate the exchange of messages and data in a structured format, ensuring consistency and compatibility across different components of the system. The FL director is an Erlang node, so it's necessary send the data in the proper way.

## Data Variety

---

FL experiments generate various types of statistics, ranging from model performance metrics to training data distribution. To accommodate this diversity, a flexible data storage mechanism, such as DocumentDB, will be designed. This will allow for efficient storage and retrieval of experiment data while supporting scalability and adaptability.

## Concurrent Experiment Execution

---

The system will support concurrent execution of multiple FL experiments to maximize resource utilization and efficiency. Java threads and ExecutorService will be used to manage experiment execution concurrently, ensuring optimal performance and resource allocation.

## Real-Time Analytics

---

Real-time analytics capabilities will be implemented using WebSockets to enable seamless communication between the frontend and backend of the Web Console. This will facilitate real-time monitoring of experiment progress and display of relevant statistics as they become available.

## Project Key Points

---

- Utilize DocumentDB for flexible storage of experiment statistics, allowing for efficient data management and retrieval.
- Implement concurrent execution of experiments using Java threads and ExecutorService to optimize resource utilization.
- Establish WebSocket communication for real-time data exchange, enabling seamless interaction between the frontend and backend.
- Define message formats and outline the structure of Erlang nodes for efficient communication, ensuring reliability and scalability.
- Choose a suitable message acknowledgment mechanism to ensure reliable delivery of messages, minimizing the risk of data loss.

## Architecture and Frameworks

---

- Adopt the MVC (Model-View-Controller) pattern to structure the Web Console, promoting separation of concerns and maintainability.
- Utilize Spring as the Java framework for building the Web Console, leveraging its robust features and ecosystem for rapid development.
- Implement WebSockets to enable real-time data communication between the frontend and backend of the Web Console, providing a responsive and interactive user experience.
- Employ MongoDB as the database for storing experiment data, benefiting from its flexibility, scalability, and support for complex data structures.

# Analysis

## Requirements

---

In this section, we outline the functional and non-functional requirements necessary for the successful implementation of the project.

### Functional Requirements

#### For Administrators:

- Administrators must be able to log in to the application.
- Administrators must be able to log out of the application securely.
- Administrators must be able to create new configurations for experiments.
- Administrators must be able to create experiments based on the configurations they have defined.
- Administrators must be able to initiate experiments and oversee their execution.
- Administrators must possess the authority to perform CRUD operations on configurations and experiments.

#### For Users:

- Users must be able to log in to the application.
- Users must be able to log out of the application securely.
- Users must be able to register for a new account within the application.
- Users must be able to monitor real-time progress of experiments.
- Users must be able to search for experiments based on configuration and experiment names.

### Non-Functional Requirements

1. **Performance:** The system must handle a large number of concurrent users without significant performance degradation. Response times for critical operations should be kept within acceptable limits.
2. **Reliability:** The system should be highly available with minimal downtime. Data integrity must be maintained at all times.
3. **Security:** User authentication and authorization mechanisms must be implemented. Data transmission must be encrypted.
4. **Scalability:** The system should scale horizontally to accommodate increasing user loads and data volumes.
5. **Usability:** The user interface must be intuitive and error messages must be informative.

6. **Maintainability:** The codebase must be well-organized and documentation must be comprehensive.
7. **Compatibility:** The application must be compatible with a wide range of web browsers and devices. Integration with external systems must be seamless.

## Constraints/Other Requirements

- **Regulatory Compliance:** The application must comply with relevant laws and regulations.
- **Hardware Requirements:** Specific hardware specifications may be necessary for hosting.
- **Localization Requirements:** The application may need to support multiple languages.
- **Data Migration:** Data from existing systems may need to be migrated.
- **Interact with FL Director:** Integration with the FL Director, including defining message formats and communication technologies.
- **Data Variability and Schemaless Handling:** The application must be capable of handling variable and schemaless data.
- **Deployment on Three Different Nodes:** The application must be deployed on separate nodes for redundancy and reliability.



## Scenarios

In the following tables, we present several key use cases related to the management and execution of experiments within the application. These use cases cover actions performed by different actors, including users and administrators, and describe the steps involved in each scenario, along with pre-conditions and post-conditions.

Table 2.1: Use Case: Find Experiment

<i>Use Case</i>	<b>Find Experiment</b>
<b>Primary Actor</b>	User, Admin
<b>Secondary Actor</b>	–
<b>Description</b>	Allows the actor to find a specific experiment
<b>Pre-Conditions</b>	Actor must be logged in
<b>Main event steps</b>	<ol style="list-style-type: none"><li>1. The actor navigates to the “Search” feature</li><li>2. The actor enters the Experiment and/or the configuration name</li><li>3. The system searches for the list of experiments in database for matching results</li></ol>
<b>Post-Conditions</b>	The actor views a list of experiments matching the search criteria if there are any
<b>Correlated Use cases</b>	
<b>Alternative event steps</b>	–

Table 2.2: Use Case: Create Experiment

<i>Use Case</i>	<b>Create Experiment</b>
<b>Primary Actor</b>	Admin
<b>Secondary Actor</b>	–
<b>Description</b>	Allows the admin to create a specific experiment
<b>Pre-Conditions</b>	Actor must be logged in and has the admin privileges
<b>Main event steps</b>	<ol style="list-style-type: none"><li>1. Admin selects the option to create a new experiment.</li><li>2. Admin fills in the name and configurations for the experiment.</li><li>3. Admin confirms the creation of the experiment.</li></ol>
<b>Post-Conditions</b>	The experiment is successfully created.
<b>Correlated Use cases</b>	Run Experiment
<b>Alternative event steps</b>	–



Table 2.3: Use Case: Run Experiment

<i>Use Case</i>	<b>Run Experiment</b>
<b>Primary Actor</b>	Admin
<b>Secondary Actor</b>	–
<b>Description</b>	Allows the admin to start a specific experiment
<b>Pre-Conditions</b>	Actor must be logged in and have admin privileges
<b>Main event steps</b>	<ol style="list-style-type: none"> <li>Admin selects the experiment and reaches the details page.</li> <li>Admin presses the start button.</li> <li>If the experiment has not started yet <ol style="list-style-type: none"> <li>3.1 the system will start the experiment.</li> </ol> </li> </ol> <p>Otherwise</p> <ol style="list-style-type: none"> <li>3.2 the system will show a message with the experiment status.</li> </ol>
<b>Post-Conditions</b>	The experiment statistics are shown on the experiment details page and saved in the database.
<b>Correlated Use cases</b>	
<b>Alternative event steps</b>	–

## Analysis Class Diagram

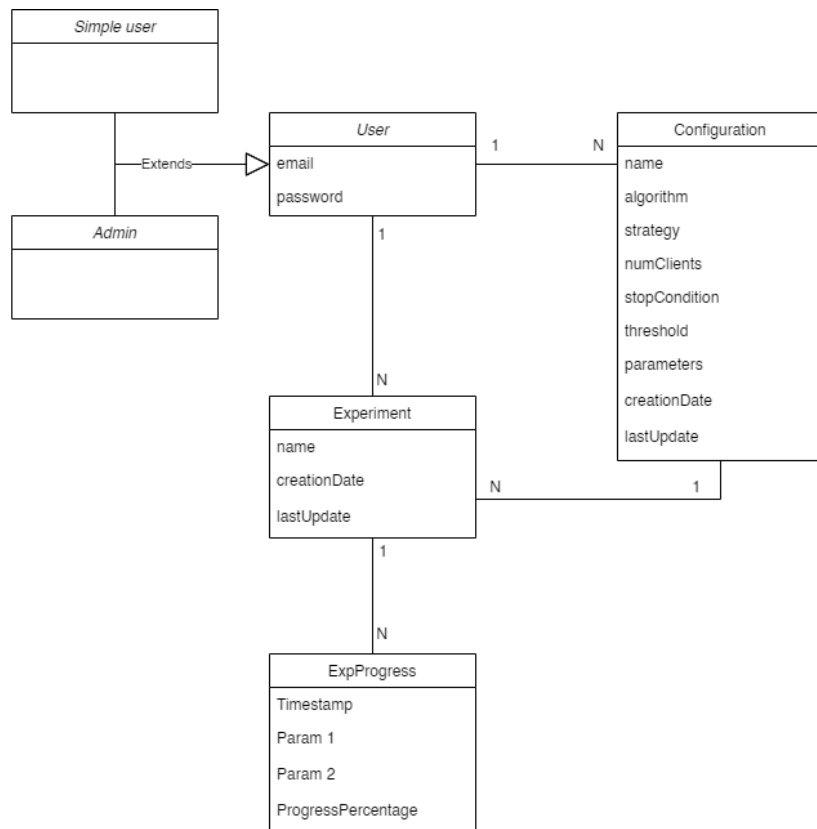


Figure 2.2: Class Diagram

## Sequence Diagrams

---

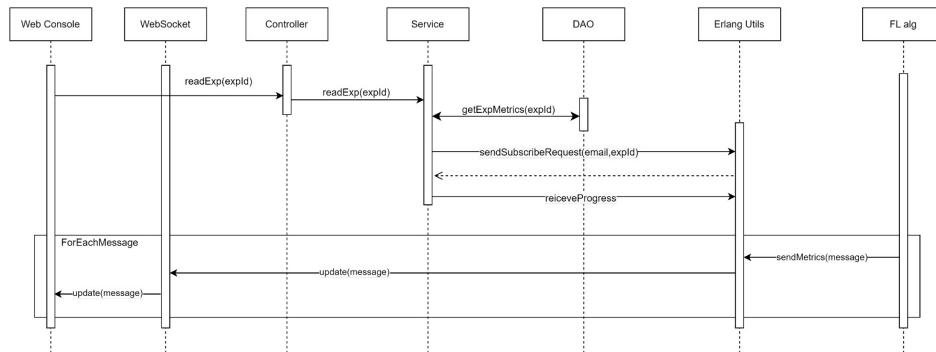


Figure 2.3: Sequence Diagram

The sequence diagrams of the project are presented in this subsection.

# Design

## Introduction

---

This chapter aims to provide a detailed overview of the software architecture and database design of the project. It is essential for understanding the organization and structure of the system, as well as the design choices made to ensure the efficiency, scalability, and robustness of the software.

The design of the software architecture focuses on the organization and distribution of software components, defining roles, responsibilities, and interactions among them. Key architectural decisions guiding the project's development will be presented within this context.

Additionally, the database design will be examined, with particular attention to the decision to use a NoSQL database like MongoDB. This decision was motivated by the need to adapt to the specific requirements of the project, including flexible management of unstructured data and horizontal scalability.

## Software Architecture

---

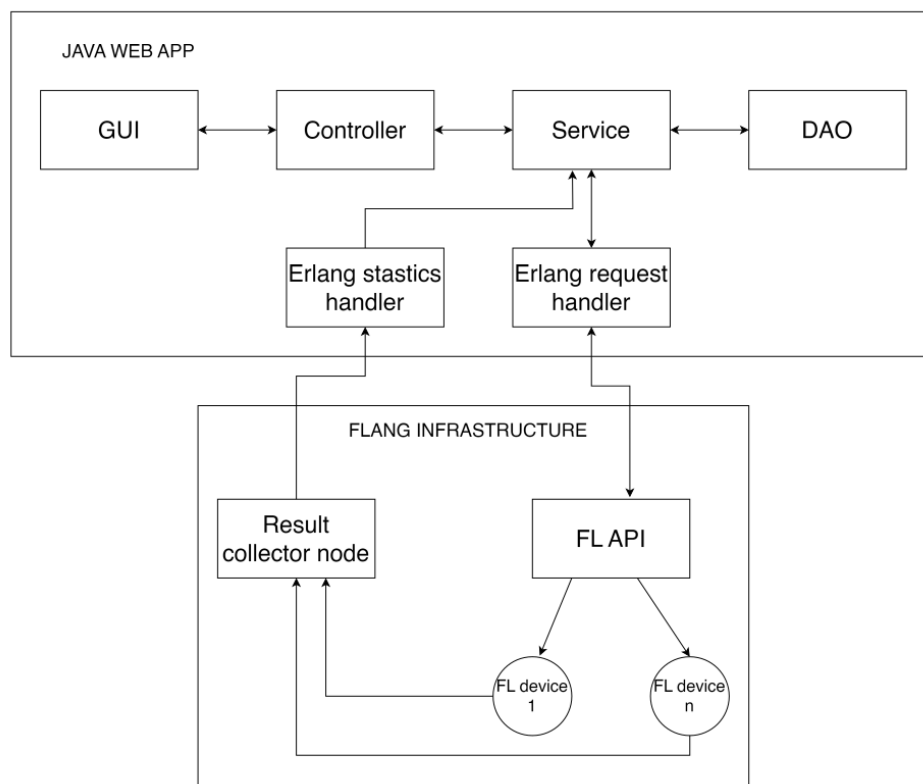


Figure 3.1: System Architecture

# Database Design

---

## MongoDB

### Collections

ExpConfig document example:

```
{
  "id": "example_id",
  "name": "Example Experiment",
  "algorithm": "example_algorithm",
  "strategy": "example_strategy",
  "numClients": 10,
  "stopCondition": "example_condition",
  "threshold": 0.5,
  "parameters": {
    "param1": "value1",
    "param2": "value2",
    "param3": "value3"
  },
  "creationDate": "2024-03-14T00:00:00Z",
  "lastUpdate": "2024-03-14T12:00:00Z"
}
```

Experiment document example:

```
{
  "id": "example_id",
  "name": "Example Experiment",
  "expConfigSummary": {
    "id": "exp_config_id",
    "name": "Example Configuration",
    "algorithm": "example_algorithm"
  },
  "creationDate": "2024-03-14T00:00:00Z",
  "lastUpdate": "2024-03-14T12:00:00Z",
  "status": "Completed"
}
```

ExperimentMetrics document example:

```
{
  "id": "id",
  "expId": "exp_id",
  "type": "strategy_server_metrics",
  "hostMetrics": {
    "cpuUsage": 15.5,
    "memoryUsage": 65,
  },
  "modelMetrics": {
    "FRO": 0.154,
    "F1": 0.654,
  },
  "Timestamp": "2024-03-14T00:00:00Z",
  "expStatus": "running"
}
```

**ExperimentMetrics document example:**

```
{
  "id": "id",
  "expId": "exp_id",
  "type": "type",
  "hostMetrics": {
    "cpuUsage": 15.5,
    "memoryUsage": 65,
  },
  "modelMetrics": {
    "FRO": 0.154,
    "F1": 0.654,
  },
  "Timestamp": "2024-03-14T00:00:00Z",
  "expStatus": "running"
}
```

User document example:

```
{
  "id": "example_user_id",
  "email": "user@example.com",
  "password": "example_password",
  "creationDate": "2024-03-14T00:00:00Z",
  "configurations": ["config_id1", "config_id2"],
  "experiments": [
    {
      "id": "experiment_summary_id1",
      "name": "Experiment 1",
      "configName": "Configuration 1",
      "creationDate": "2024-03-14T06:00:00Z",
    },
    {
      "id": "experiment_summary_id2",
      "name": "Experiment 2",
      "configName": "Configuration 2",
      "creationDate": "2024-03-14T09:00:00Z",
      "lastUpdate": "2024-03-14T12:00:00Z"
    }
  ],
  "role": "example_role"
}
```

## Message Handler

---

### Erlang for Message Passing

The message handler is implemented using the Erlang programming language. Erlang is a functional programming language designed for building scalable and fault-tolerant systems. It is particularly well-suited for building distributed systems, thanks to its lightweight processes and built-in support for message passing. In this project, it's utilized the Jinterface library, which allows to write Java code that can communicate with Erlang processes to send and receive messages, arriving from the FLang Infrastructure and vice versa.

### Message Structure

- Error Message:

```
{
  "type": "error",
  "cause": "error_in_collecting_data",
  "timestamp": "2024-03-13T12:34:56"
}
```

- Stop Message:

```
{
  "type": "stop",
  "cause": "experiment_finished",
  "timestamp": "2024-03-13T12:34:56"
}
```

- Data Message:

```
{
  "type": "data",
  "parameters": {
    "param1": "value1",
    "param2": "value2"
  },
  "timestamp": "2024-03-13T12:34:56",
  "status": "running"
}
```

### Description of the Erlang Message Handler Module

The Erlang message handler module is a crucial component of the system responsible for managing incoming messages, processing them accordingly, and facilitating communication between different parts of the distributed system. It encapsulates the logic for handling various types of messages, such as error notifications, stop signals, and data updates, ensuring proper routing and processing. Additionally, the module provides interfaces for sending and receiving messages, abstracting the underlying communication mechanisms and enabling seamless integration with other system components. Its robust design and fault-tolerant features contribute to the overall reliability and performance of the distributed system.

# Implementation

## Development Environment

---

To be able to have efficient and successful implementation of Federated Learning Web Console Project, having a well-chosen development environment is one of the most important aspects. In this section, it is specified that the necessary tools, frameworks, and configuration requirements of the project.

- **Programming Language:** Java is used for creating a Web Application. Erlang is used for facilitation the development of middleware component and FL director is an Erlang node. So that effective communication between the Web Application and the FL director is provided.
- **Frameworks:** Spring is used for Java framework. It ensures to integrate dependencies for WebSocket communication and MongoDB support. WebSocket is implemented to provide real-time communication between frontend and backend components.
- **Database Management:** Spring is used for Java framework. It ensures to integrate dependencies for WebSocket communication and MongoDB support. WebSocket is implemented to provide real-time communication between frontend and backend components.
- **Version Control:** Git is used for version control. It is used to manage the source code of the project. GitHub is used to provide a collaborative development with its version control system. Efficient code management and collaboration is ensured by using repositories which is provided by the platform itself.
- **Integrated Development Environment:** IntelliJ IDEA is used as an IDE. It is a Java integrated development environment for developing computer software. It is developed by JetBrains. It is used to write, compile, and run the code. It also provides a user-friendly interface for developers.
- **Build Automation:** Maven is used for build automation. It is a build automation tool used primarily for Java projects. It is used to manage the project's build, reporting, and documentation from a central piece of information. Maven is used to control project dependencies and build configurations.
- **Testing:** Junit testing is used for testing Java code.

## Main Modules

---

Implementation of the project is structured by diving the project into modules. Each module ensures specific requirements of the project architecture. The modules are:

- Configuration
- Controller
- DAO (Data Access Object)
- DTO (Data Transfer Object)
- Model



- Service
- Utils

## Configuration

---

Configuration classes of the Federated Learning Web Console project are created to provide responsibilities for configuring different parts of the application such as logging, execution, HTTP request handling, MVC setup and WebSocket communication. Efficient operation, security and scalability of the system can be ensured by those configuration properties.

## Data Access

---

The data access classes are fulfilling the requirements of interacting with the database layers, providing data retrieval, storage, and manipulation. This module includes classes includes CRUD (create, read, update, delete) operations and query executions. With the Data Access classes such as ExpConfigDao, ExperimentDao, ExpProgressDao, UserDao the applications guarantee effective operations, management of experiments and tracking of the progress.

## Data Transfer

---

Data Transfer layer contains a UserDto class to ensure the functionality of transferring data structure between different layers and components of the application. With the help of the UserDto class, user related information such as email, password and description will be able to be transferred between frontend, backend, and service layers. User information is transferred in a more standardized way for achieving better communication.

## Service

---

Service module includes business logic and operations for ensuring the fully functional application. It provides data processing and interaction between different components. Service module includes:

- Cookie Service is for managing cookie operations such as cookie creation, retrieval, and deletion. The purpose of this service is ensuring session management and personalized user experience.
- Experiment Configuration Service is for implementing business logic for experiment configuration includes creation, deletion, retrieval and searching by some parameters.
- Experiment Service is for creating operations that are related with experiment like creation, running, deletion, retrieval and searching.
- User Service is implemented for ensuring business logic for user-based operations. Those operations include authentication of user, sign up, deletion of account, updating user information and retrieval of the user

## User Interface

---

User Interface module is responsible for providing a user-friendly interface for the users. This module makes application functionalities visible for the end-user. It includes the following components:

- Login and Sign Up Page: This page is for user authentication and registration. Users can log in to the system by providing their email and password. If the user does not have an account, they can sign up by providing their email, password, and description.
- User Dashboard: This page is for displaying the experiments to the user. Users can see experiments and their progress on this page.

- Experiment Page: This page is for displaying the details of the experiment. The page shows the details of the experiment and its progress on this page.
- Admin Dashboard: This page is for displaying all experiments. Admins can see all experiments and their progress on this page and also it provides creating new experiments for the admin.
- Profile Page: The profile page allows users to view and manage their account settings and profile information.

## Adopted Patterns and Techniques

---

# Testing

## Structural Testing

---

The structural testing performed on the project is described in this section.

### JUnit Testing

The JUnit testing performed on the project is described in this section.

### UserDAO

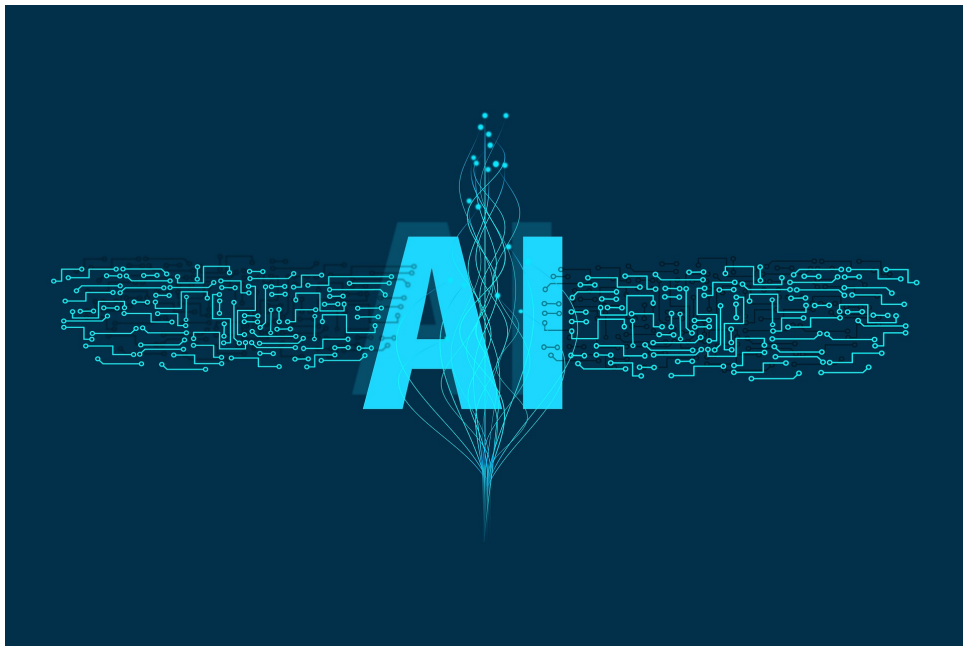


Figure 5.1: User DAO tests

## ConfigurationDAO

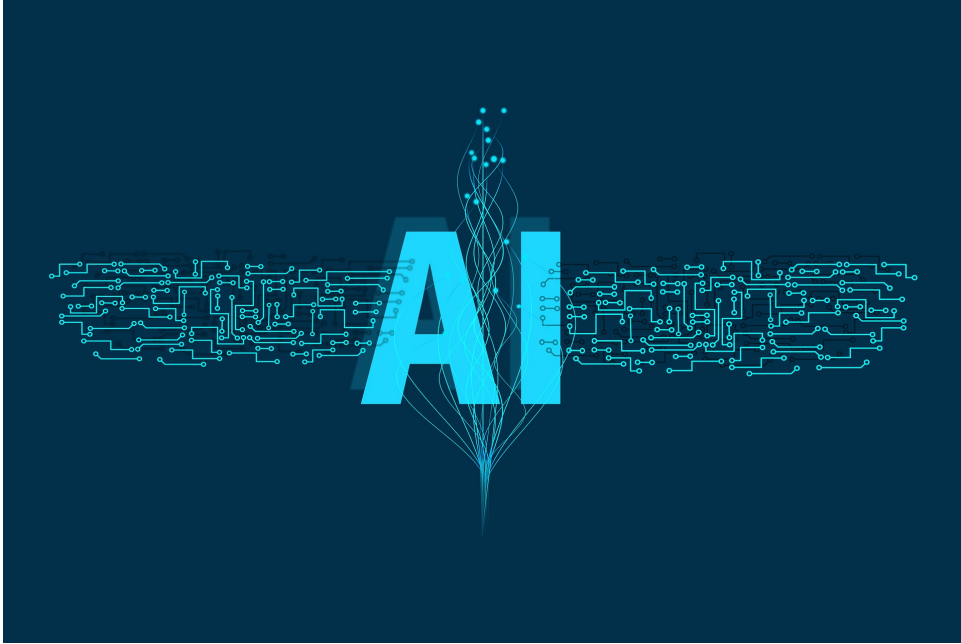


Figure 5.2: Configuration DAO tests

## ExperimentDAO

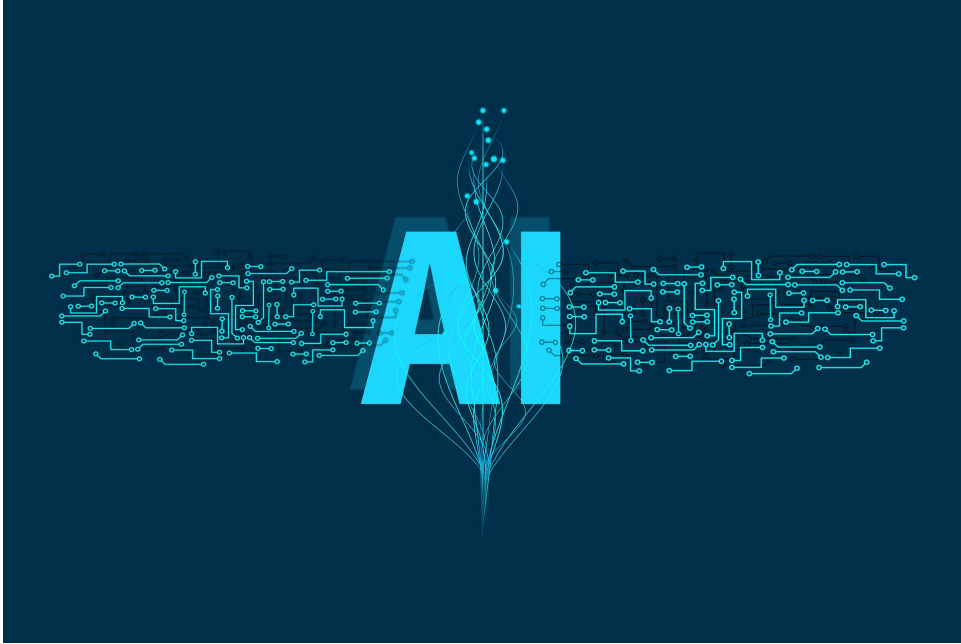


Figure 5.3: Experiment DAO tests

## Functional Testing

---

The functional testing performed on the project is described in this section.

### Test Cases

Table 5.1: Test case

<b>Id</b>	<b>Description</b>	<b>Input</b>	<b>E. Output</b>	<b>Output</b>	<b>Outcome</b>
U_T_01	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum
U_T_02	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum
U_T_03	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum
U_T_04	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum
U_T_05	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum	Lorem Ipsum

## Conclusion

In this chapter, we summarize the key points of the document and discuss possible future directions for the project.