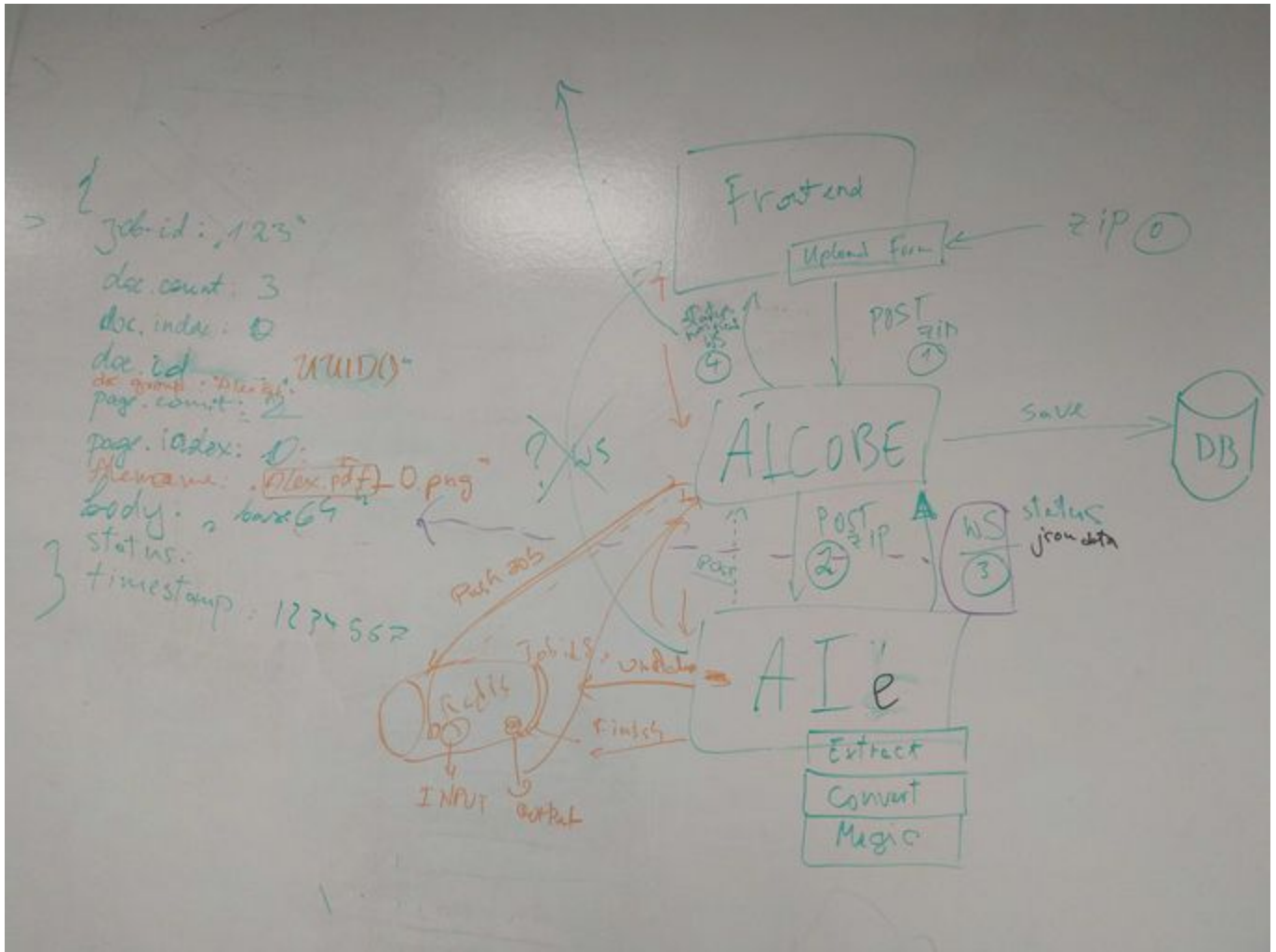


## AIE(Upload and Image Extraction) Architecture

Architecture review date	26 May 2020
Refactor review date	05 Aug 2020
Project lead	@ Gregor Blichmann
On this page	<ul style="list-style-type: none"><li>• Overview</li><li>• Workflow Sequence</li><li>• Use Case</li><li>• Architecture Design Options<ul style="list-style-type: none"><li>• Option 1</li><li>• Option 2</li><li>• Option 3</li></ul></li><li>• Architecture issues</li><li>• Hybrid Architecture: (Option 1 Option 2)</li><li>• Data Flow</li><li>• Data Model of Extraction Output<ul style="list-style-type: none"><li>• Success Message:</li><li>• Failure Message:</li></ul></li><li>• Comparison : Hazelcast vs Redis</li><li>• Stakeholders</li><li>• Refactoring Points</li><li>• Strategy Interaction Diagram</li></ul>

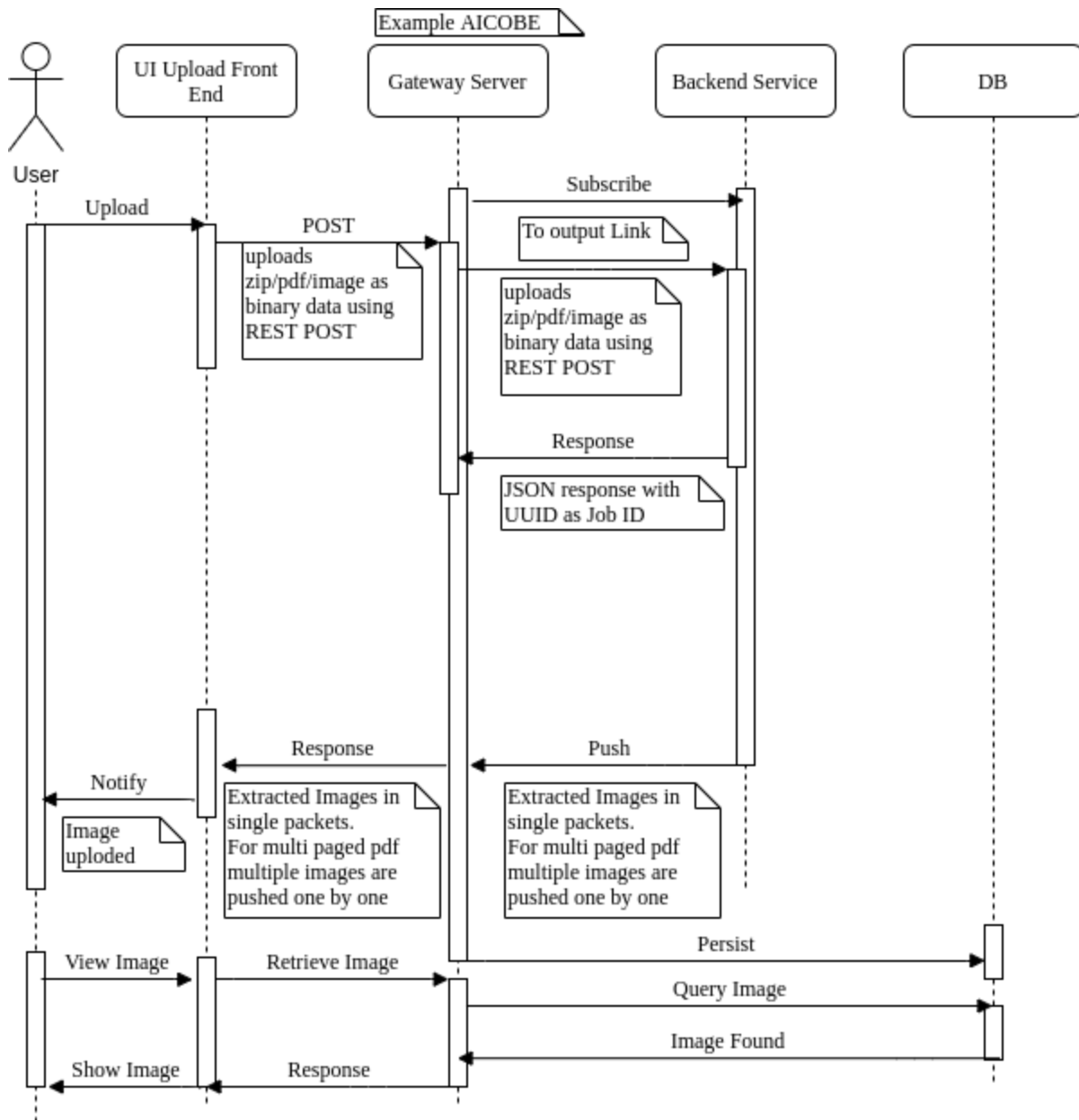
 **Overview**

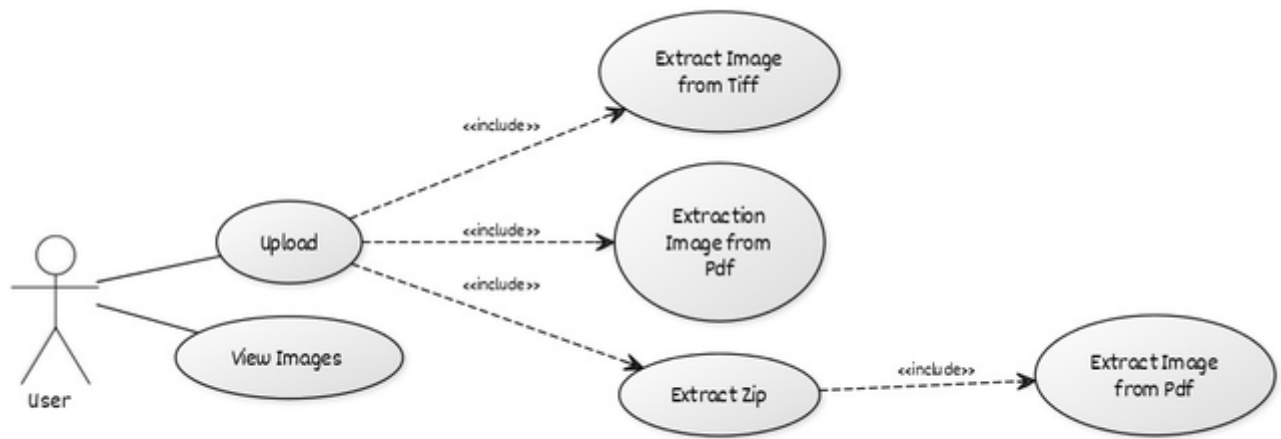


This is our discussion on 25 May 2020 on white board where we put all our different design approaches for the end to end workflow. Below every designs are drawn in detail with explanations.

## Workflow Sequence

Overall Idea on the Step by Step Sequence of Image Extraction Workflow

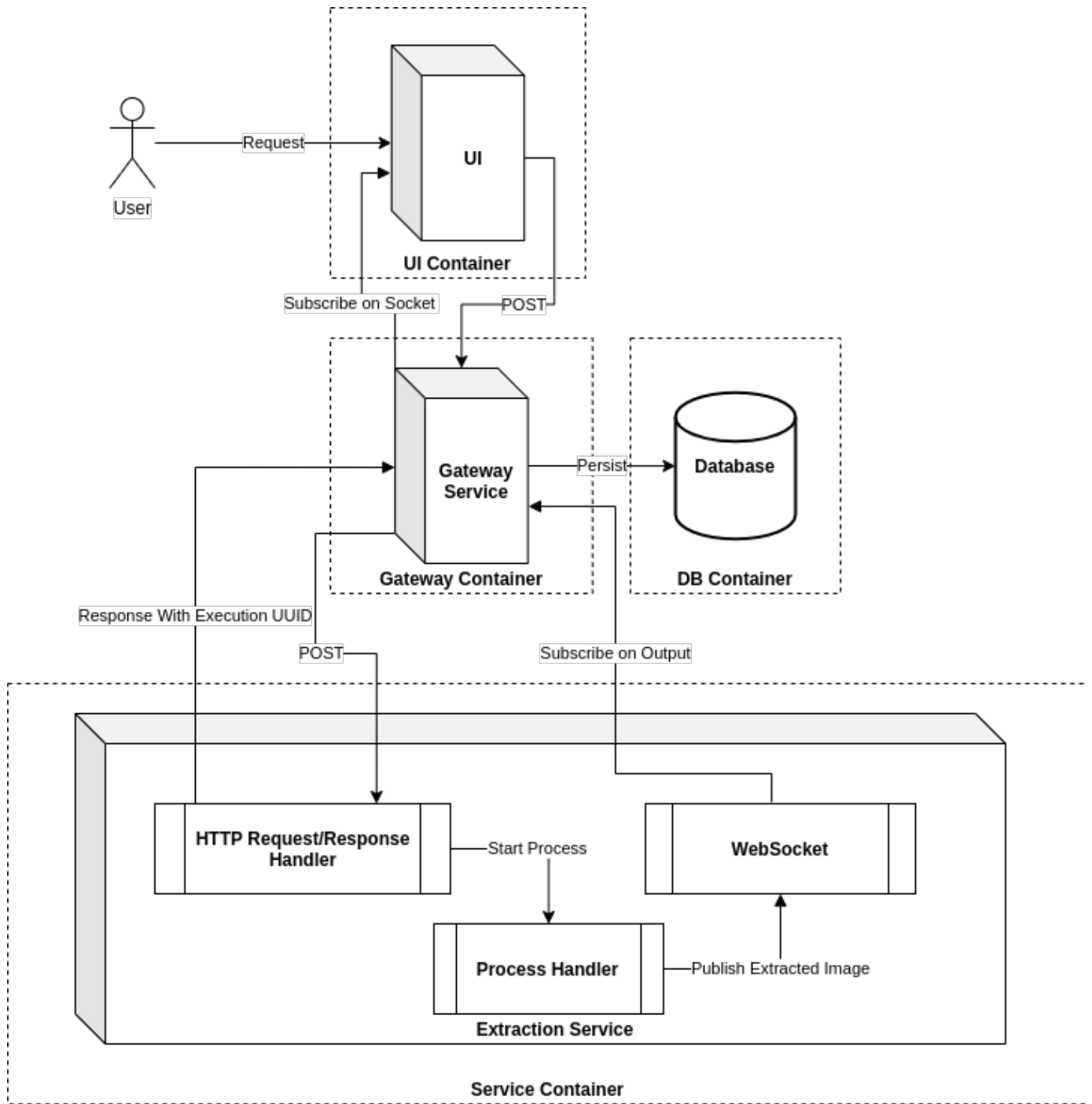




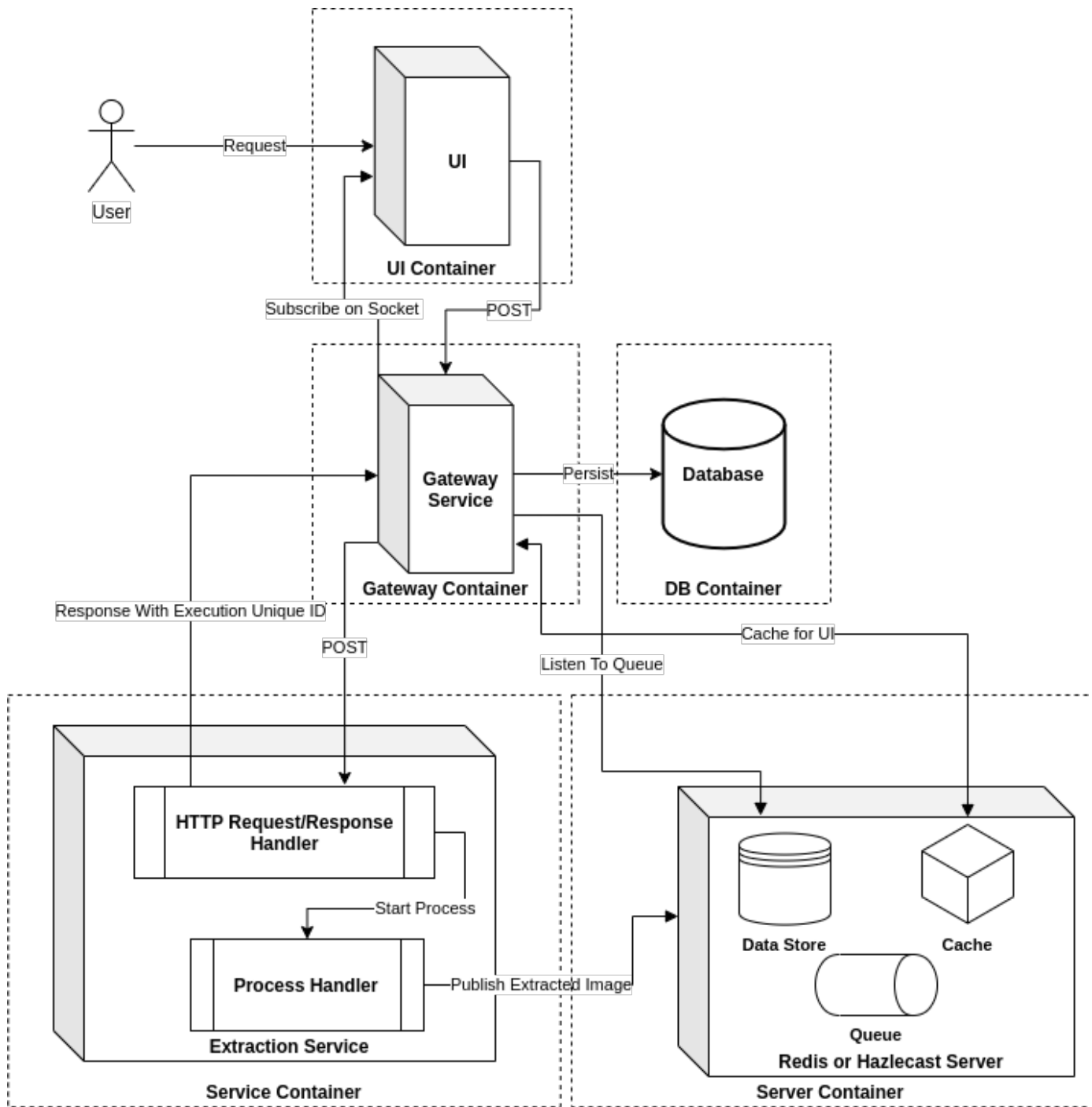
CREATED WITH YUML

## 🏠 Architecture Design Options

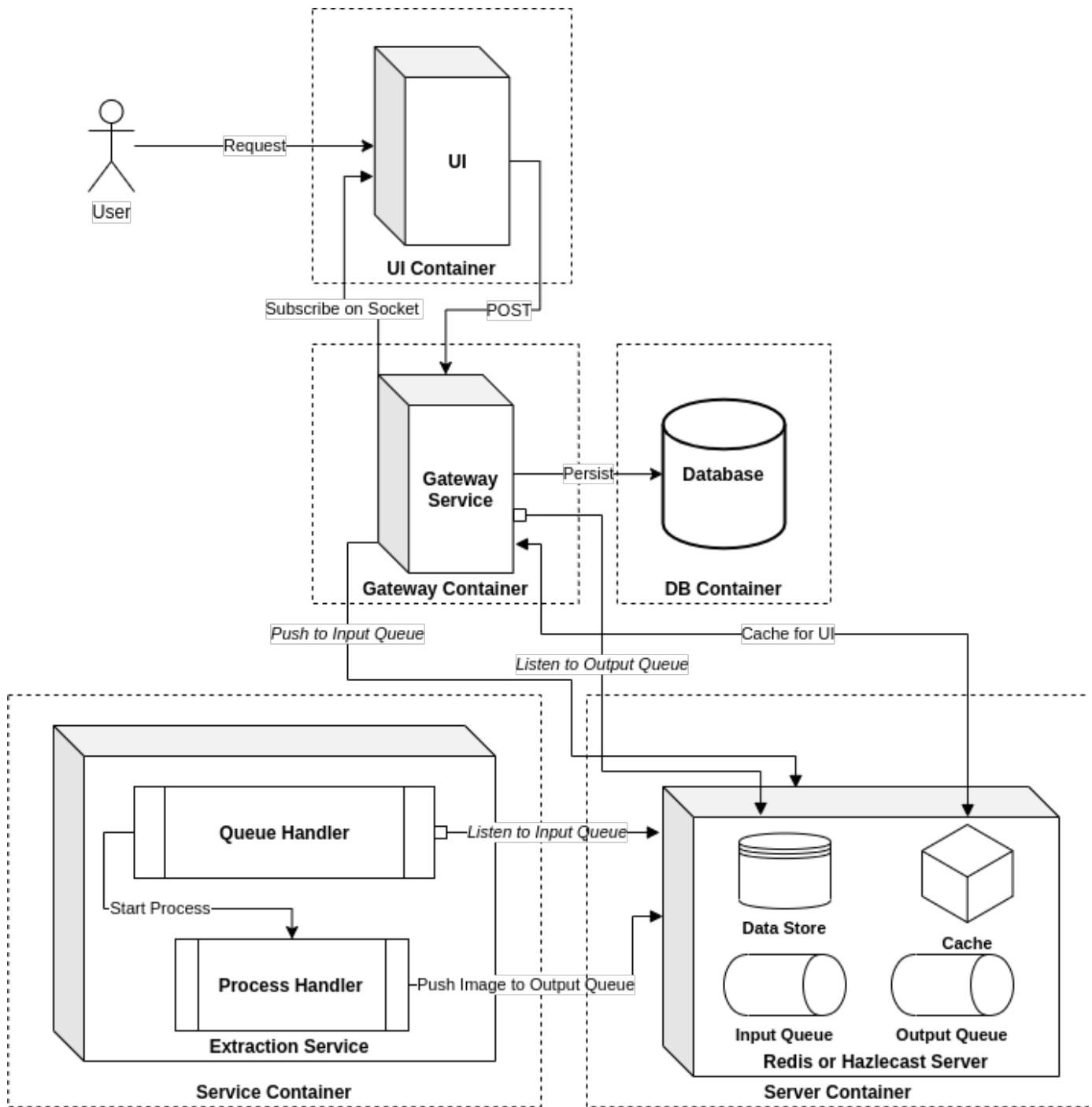
### Option 1



Option 2



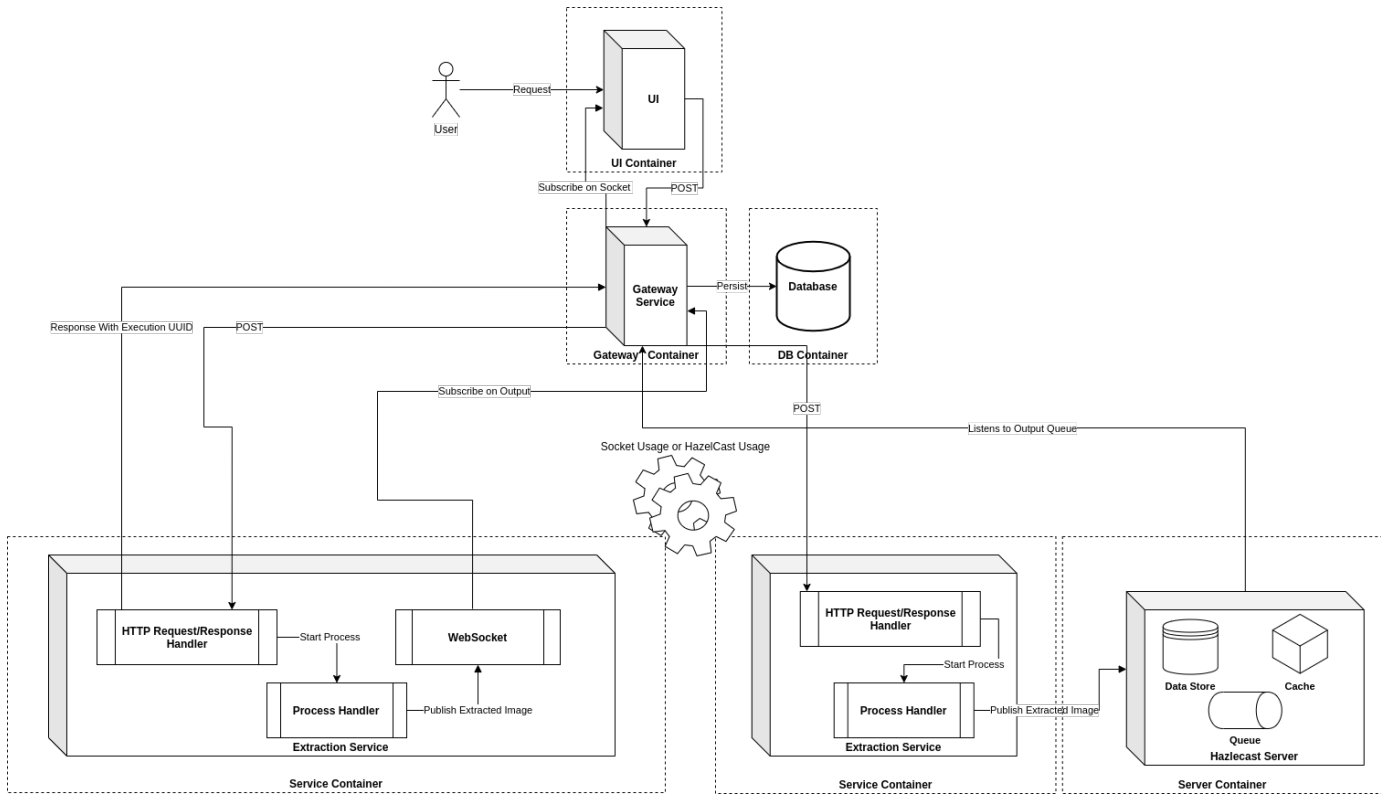
Option 3



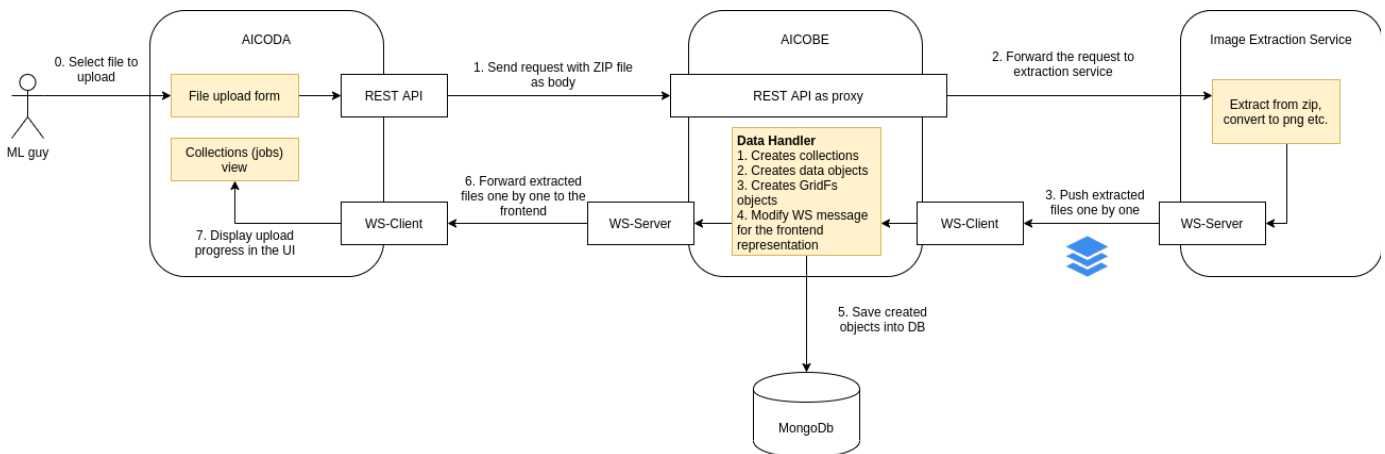
### Architecture issues

Architecture Options	Implementation Complexity	Maintenance	External Dependency	Notes
Option 1	HIGH	MEDIUM	LOW	
Option 2	MEDIUM	HIGH	HIGH	
Option 3	MEDIUM	HIGH	HIGH	

Hybrid Architecture: (Option 1 + Option 2)



## Data Flow



## Data Model of Extraction Output

**Success Message:**



```
{
  "jobId": "0ef90871-c72b-411e-9e71-d8fc22b967ce",
  "documentName": "temp_0ef90871-c72b-411e-9e71-d8fc22b967ce.pdf",
  "pageFileName": "temp_0ef90871-c72b-411e-9e71-d8fc22b967ce_0.png",
  "pageCount": 32,
  "pageIndex": 0,
  "pageWidth": 800,
  "pageHeight": 200,
  "pageContent": "iVBORw0KGgoAAAANSUhEUgAABnUAAakiCAIAAACTwI40...",
  //Base64 png image string
  "documentCount":1,
  "documentIndex":0,
  "documentPath":"folderOne/nested",
  "meta": {}
}
```

### Failure Message:

```
{
  "jobId": "0ef90871-c72b-411e-9e71-d8fc22b967ce",
  "documentName": "temp_0ef90871-c72b-411e-9e71-d8fc22b967ce.pdf",
  "pageFileName": "",
  "pageCount": 32,
  "pageIndex": 2,
  "pageContent": "", //Base64 png image string - no content since failed
  "documentCount":1,
  "documentIndex":0,
  "documentPath":"folderOne/nested",
  "failureReason": "NullPointerException"
}
```

### Comparison : Hazelcast vs Redis

Name	Hazelcast	Redis
Description	A widely adopted in-memory data grid	In-memory data structure store, used as database, cache and message broker
Primary database model	Key-value store	Key-value store
Secondary database models	Document store	Document store  Graph DBMS  Search engine  Time Series DBMS

Website	hazelcast.com	redis.io
Technical documentation	hazelcast.org/-imdg/-docs	redis.io/-documentation
Developer	Hazelcast	Salvatore Sanfilippo
Initial release	2008	2009
Current release	4.0, February 2020	6.0.1, May 2020
License	Open Source	Open Source
Cloud-based only	no	no
DBaaS offerings (sponsored links)		
Implementation language	Java	C
Server operating systems	All OS with a Java VM	BSD Linux OS X Windows
Data scheme	schema-free	schema-free
Typing	yes	partial
XML support	yes	no
Secondary indexes	yes	yes
SQL	SQL-like query language	no
APIs and other access methods	JCache JPA Memcached protocol RESTful HTTP API	proprietary protocol

Supported programming languages	.Net C# C++ Clojure Go Java JavaScript (Node.js) Python Scala	C C# C++ Clojure Crystal D Dart Elixir Erlang Fancy Go Haskell Haxe Java JavaScript (Node.js) Lisp Lua MatLab Objective-C OCaml Pascal Perl PHP Prolog Pure Data Python R Rebol Ruby Rust Scala Scheme Smalltalk Swift Tcl Visual Basic
Server-side scripts	yes	Lua
Triggers	yes	no
Partitioning methods	Sharding	Sharding
Replication methods	yes	Master-slave replication  Multi-master replication
MapReduce	yes	no
Consistency concepts	Immediate Consistency or Eventual Consistency selectable by user	Eventual Consistency Strong eventual consistency with CRDTs
Foreign keys	no	no
Transaction concepts	one or two-phase-commit; repeatable reads; read committed	Optimistic locking, atomic execution of commands blocks and scripts
Concurrency	yes	yes
Durability	yes	yes
In-memory capabilities	yes	yes
User concepts	Role-based access control	Simple password-based access control

## Stakeholders











Name	Role
------	------

@ Sankha Sil	@ Alexander Naumenko	Software Engineer
@ Sergej Tschigraj		UI Engineer
@ Gregor Blichmann		Product Owner

## Refactoring Points

Currently Ixtraction service is running in <https://ixtract.ai4bd.org> to check one can use <https://ixtract.ai4bd.org/image/extraction/ping> link.

There lots of areas of improvement regarding code quality, code design and memory leaks. Some are listed below.

1. ~~Controller has overdesign of filetype check.~~  ~~Remove~~
  - a. ~~fileType request header. Check content type.~~
2. ~~Controller endpoints are not meaningful.~~  ~~Remove~~
  - a. ~~Get user endpoint~~
  - b. ~~detailed request header.~~
  - c. ~~as seen as /info called remove the entry of hashmap.~~
  - d. ~~Change the endpoint url. Talk to WAPP team and update openAPI.~~
3. ~~Controller has service logic in endpoint of process.~~  ~~put logic to service~~
4. ~~Service File is huge with all the logic of extraction of image.~~  ~~Design pattern Strategy pattern, Factory pattern and Helper pattern.~~
  - a. ~~First design class diagram to proceed.~~
5. ~~Switch case are used for different type of source type to determine the image extraction logic.~~  ~~Strategy pattern.~~
  - a. ~~Recursive process for archive format. (upto 3 recursion)~~
6. ~~Too many small methods used.~~  ~~Put methods into Util class.~~
7. ~~Methods having more than 7 parameters.~~  ~~remove parameter array and put to class.~~
8. ~~Unnecessary Constants used.~~  ~~put to a common constant or Enum.~~
9. ~~Unit Test coverage is poor.~~  ~~TDD refactoring, e.g Util test before Util class.~~
1. ~~Methods for Socket/Hazelcast send/push.~~  ~~Observer pattern with using strategy~~
2. Meaningful Logging required.

## Strategy Interaction Diagram

