



# Home Assistant

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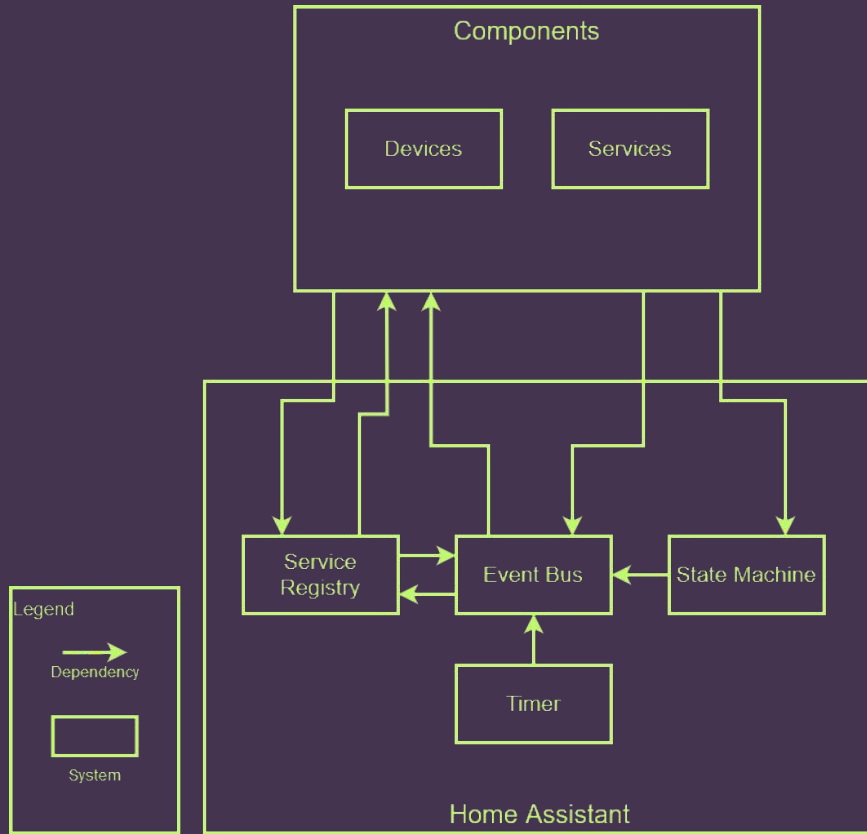
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# 01

## Conceptual Architecture



# Present Architectures

Implicit-Invocation (Event Bus)  
Micro-Services

# Subsystems

Home Assistant

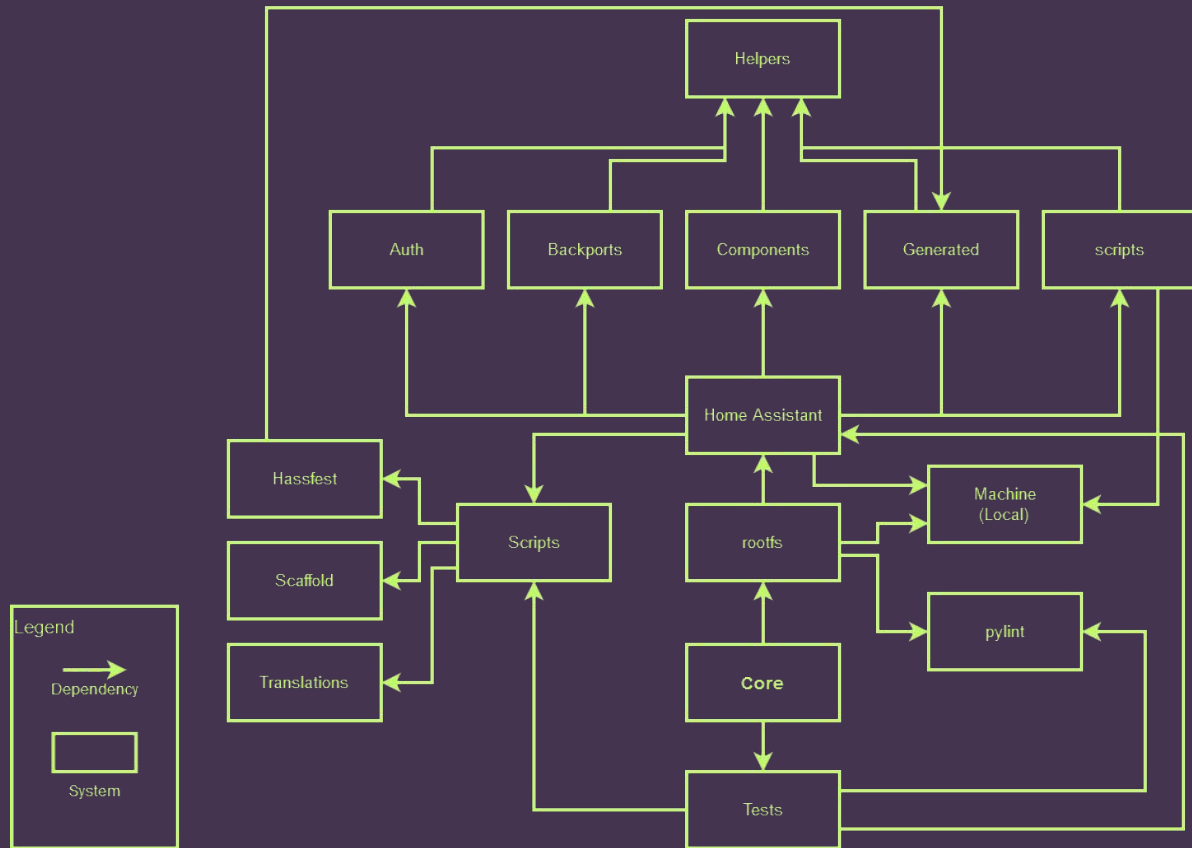
Components

Authorization

Hassfest

Helpers

scripts

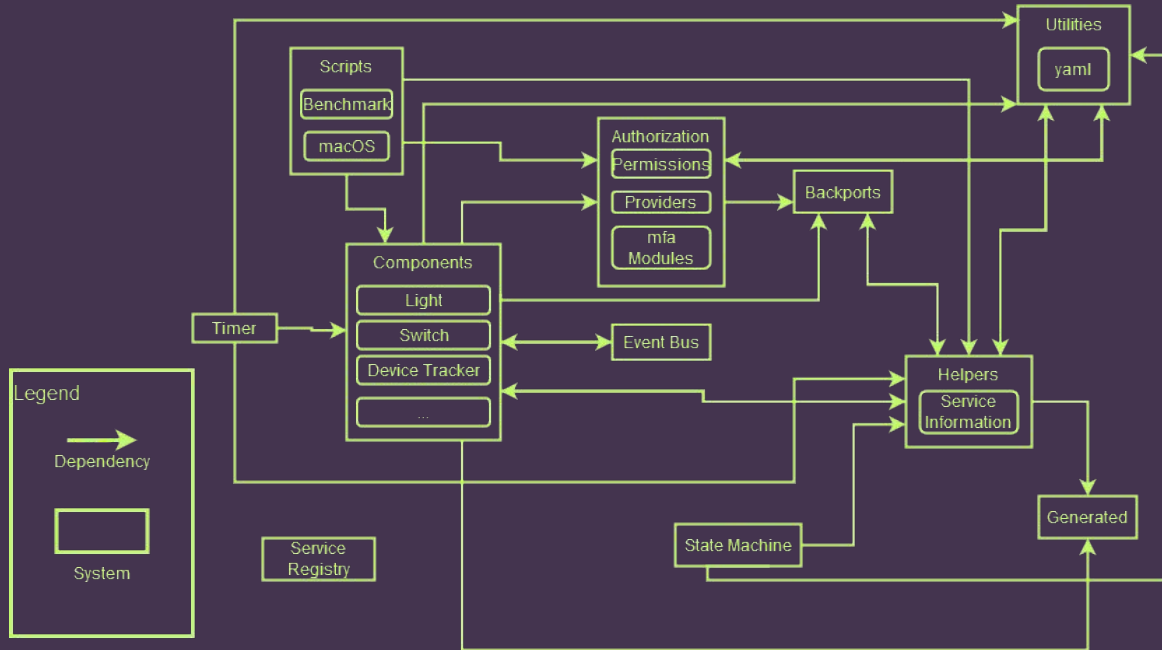


# 02

## Concrete Architecture

# Concrete Architecture

Implicit Invocation  
and Microservices



# Concrete - Description of Subsystems

## Authorization

Ensures secure access with permissions, providers, and MFA.

## Components

Core modules that implement features and integrations, such as Light, Switch, and Device Tracker.

## Event Bus

Central communication hub for propagating events between components.

## Helpers

Utility modules providing reusable functions and service-related support.

## State Machine

Manages the system's current state and transitions between states.

## Utilities

Handles configuration management, including parsing and validation.

## Backports

Ensures backward compatibility with older Python versions to maintain system stability.

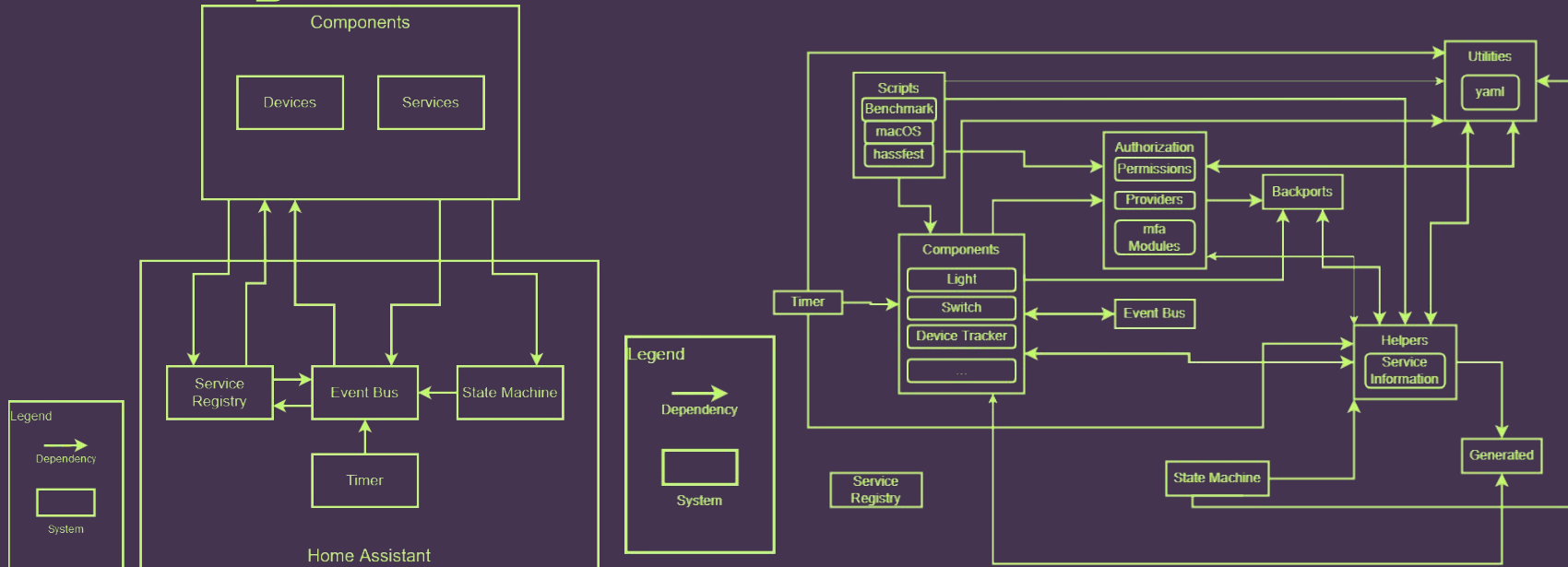
## Timer

Handles all timing and scheduling tasks critical for automation and time-based operations.

## Generated

Stores dynamically created runtime files or configurations essential for the system's operation.

# Divergent



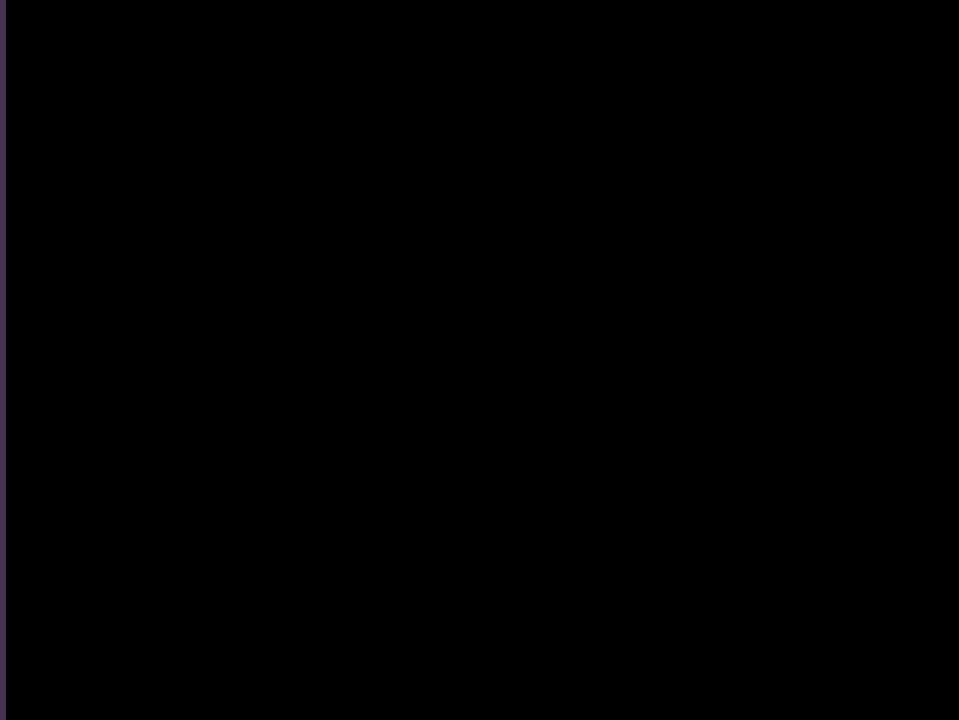
Timer, Event Bus, Service Registry



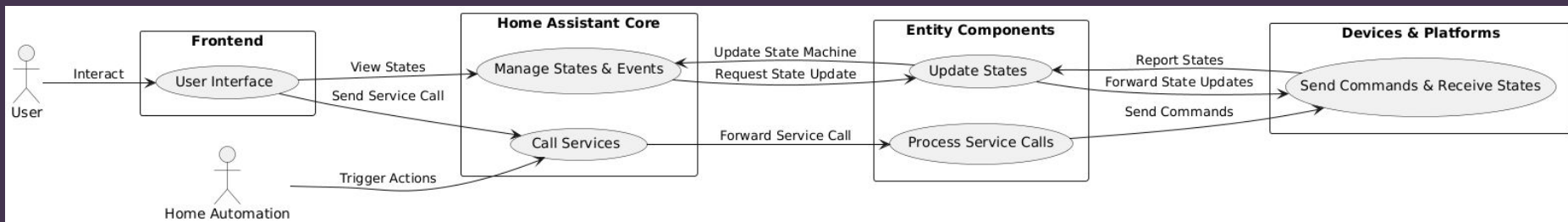
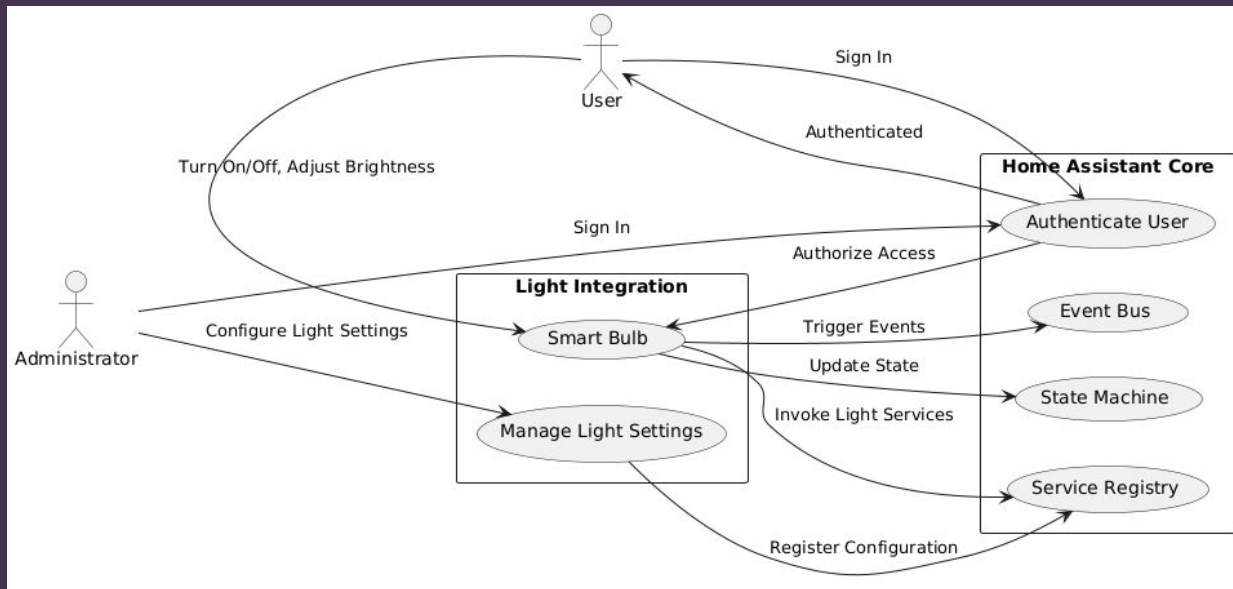
# Rationale of Interactions

- Event Generation: Components Create Data and Events
  - Components trigger events by generating data or signalling a change in state
- Event Bus: Central Communication Hub
  - Receives, manages, and routes events to the appropriate listeners or services within the system.
- State Updates via State Machine:
  - Updates the states of entities based on incoming events
- Service Execution via Service Registry:
  - Maps Events to the appropriate services and executes actions
- Feedback Loop to Components:
  - After processing events, the system communicates results back to the originating components

# Demo (Arash)



# Use Cases



# Concurrency

## Event-Driven Architecture

- Core Event Loop
- Event Bus

## Threading & Thread Pools

- Threaded Operations
- Integration Offloading

## Asynchronous Programming

- Async I/O
- Coroutines
- Task Scheduling

## Rate-Limiting & Throttling

- Non-Overwhelming  
Systems and Services

# Team Issues

## Coordination and Communication

- Distributed Team
- Lack of Centralized Control
- Issue Prioritization

## Code Quality & Consistency

- Varying Expertise Levels
- Technical Debt
- Review Bottlenecks

## Sustainability

- Funding & Resources
- Burnout Risk

## Scalability & Performance

- Asynchronous Complexity
- Legacy Integrations
- Load Testing

## Integration Ecosystem

- Fragmentation
- Backward Compatibility
- Synchronous Dependencies

## User & Contributor Support

- Community Expectations
- Support Load
- Contributor Onboarding

## Testing & Quality Assurance

- Comprehensive Testing
- Regression Issues
- Limited Real-World Testing

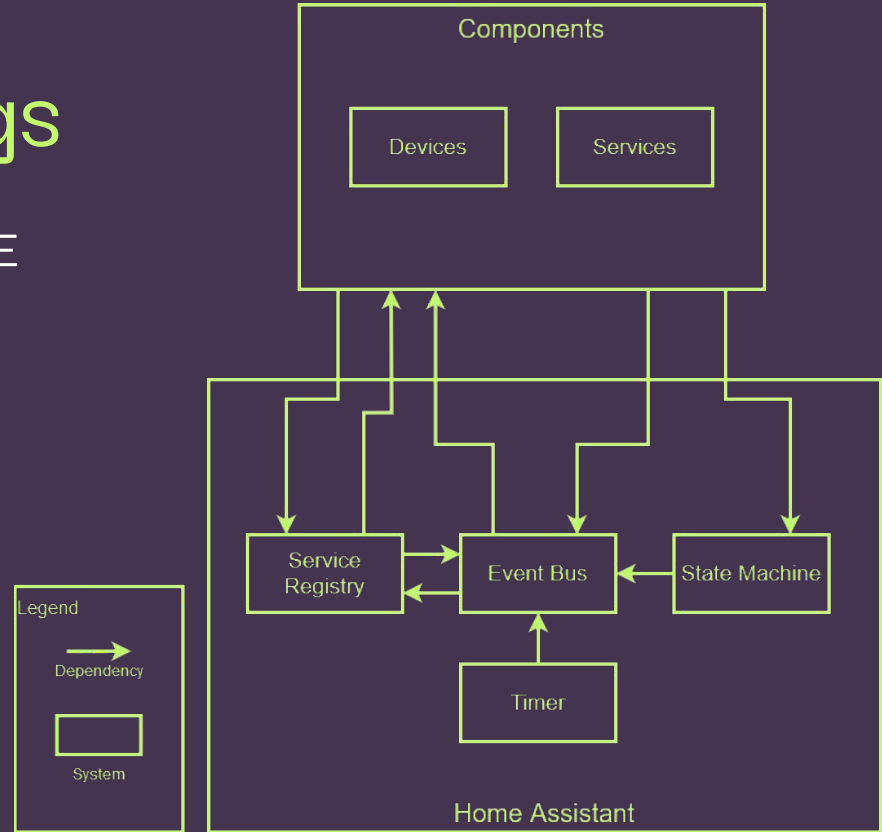
# 03

## Lessons Learnt

# Limitations of findings

Graphing Conceptual Without README

Hass object too big to be mapped



# Lessons Learnt

- The concrete architecture differs greatly from both the developer's and our team's conceptual architecture.
- This change is due to issues and factors that arise during the implementation stage
- The Home Assistant architecture clearly shows how the Event Bus is a central part of the application and how it allows for a seamless flow between the many functions of the component system



THANK YOU