

UNIVERSITY OF APPLIED SCIENCES RAPPERSWIL  
DEPARTMENT OF COMPUTER SCIENCE

BACHELOR THESIS

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# XMPP-Grid Broker

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*not yet defined*

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## *DON'T PANIC*

*"It looked insanely complicated, and this was one of the reasons why the snug plastic cover it fitted into had the words DON'T PANIC printed on it in large friendly letters."*

The Hitchhiker's Guide to the Galaxy

# Abstract

Fabian HAUSER and Raphael ZIMMERMANN

*XMPP-Grid Broker*

# Management Summary

# Acknowledgements

We would like to thank our advisor, Prof. Dr. Andreas Steffen, for his continuous support and helpful comments.

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## Chapter 1

# Introduction

### 1.1 Motivation

In this section, we legitimate this work and explain the value and applicability of our proposed solution.

### 1.2 Background

#### 1.2.1 XMPP (eXtensible Messaging and Presence Protocol)

The Extensible Messaging and Presence Protocol (in short XMPP) is an open protocol that enables the near-real-time exchange of small data between any network endpoints[6]. While it was originally designed for Instant Messaging (IM), it can be an is used for a wide range of data exchange applications [5].

XMPP is made of small building blocks defined in the core protocol[6] and numerous extensions called XEPs [7]. The core comprises of functionality for setup and encryption of communication channels, XML Streams error handling and more. Addition functionality such as service discovery[3], Publish-Subscribe[1] are defined in additional extensions.

Although XMPP supports peer-to-peer communication it is mostly used in a traditional client-server architecture. A client can send data to any addressable (using Jabber IDs, JIDs) entity. The receiver is not present in the same domain (server), the server negotiates a server-to-server stream and forwards the data to it.[6]

The data exchanged over XMPP is XML which makes structured as well as extensible. XMPP uses XML in the of unidirectional data streams which are basically long-lived TCP-Connections. The client opens a connection to the server, and the server opens one back (i.e. '<stream>'. In both streams, an XML element is opened after the connection is established. During the conversation, an arbitrary amount of Stanzas (specified XML child elements) written in the stream. Before the connection is closed, the root element is closed (i.e. '</stream>') and the two streams form two valid XML documents.[6][4]

The core Stanza types are messages ('<message/>'), presence ('<presence/>') and Info/Query ('<iq/>'). Messages can contain arbitrary data similar to email but optimised for immediate delivery. Presence deals with network availability and the propagation of presence. An Info-Query consists of a request and a response (similar to the GET and POST HTTP methods), which is used for example for feature negotiation and configuration. Because of these coarse semantics, XMPP provides a generalized communication layer. [6] [5]

Figure 1.1 Two XMPP domains (servers), one with two users and one with one mobile user. illustrates an example setup with two servers and three clients.



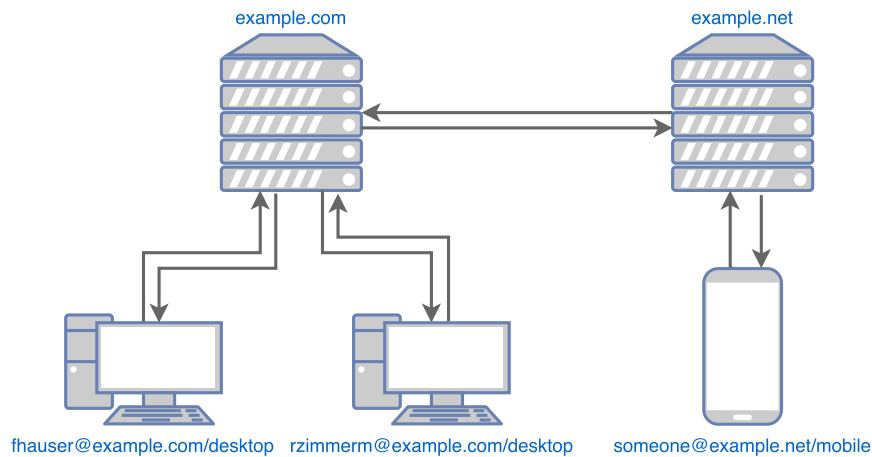


FIGURE 1.1: Two XMPP domains (servers), one with two users and one with one mobile user.

## 1.2.2 Relevant XMPP Extensions

The XMPP grid draft[2] makes heavy use of multiple XEPs, most notably publish-subscribe. The following XEPs are relevant as well:

**XEP-0004: Data Forms** is a flexible protocol that can be used in workflows such as service configuration as well as for application-specific data description and reporting. The protocol provides forms processing, common field types as well as extensibility mechanisms. [?]

**XEP-0030: Service Discovery** enables applications to discover information about the identity and capabilities of an entity, e.g. is it a server, as well as items associated with an entity, e.g. a list of publish-subscribe nodes. [3]

**XEP-0059: Result Set Management** allows entities to manage the receipt of large result sets, e.g. by paging through the result or limiting the number of results. Result Management is often desired when dealing with large dynamic result sets from service discovery or publish-subscribe and time or other resources are limited. [?]

### XEP-0060: Publish-Subscribe

The Publish-Subscribe Extension, hereafter called PubSub, enables XMPP entities broadcast information via nodes to subscribed entities. [1]

Nodes, also known as topics and exchanges, are the communication hubs. Entities can create nodes and configure them, e.g. set up subscription timeouts, limit publish and subscription rights. The configuration mechanism is based on data forms (XEP-0004).

The protocol defines a hierarchy of six affiliations of which only two, ‘owner’ and ‘none’, and are required. The remaining four affiliations are recommended. An owner of a node can manage the subscriptions as well as affiliations of other entities associated with a given node.

## 1.2.3 IETF Internet-Draft: Using XMPP for Security Information Exchange

TODO [2]



# Bibliography

- [1] P. M. and Peter Saint-Andre and R. Meijer. Publish-Subscribe. XEP-0060, Feb. 2018.
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- [5] P. Saint-Andre. Streaming xml with jabber/xmpp. *IEEE Internet Computing*, 9(5):82–89, Sept 2005.
- [6] P. Saint-Andre. Extensible Messaging and Presence Protocol (XMPP): Core. RFC 6120, Mar. 2011.
- [7] P. Saint-Andre and D. Cridland. XMPP Extension Protocols. XEP-0001, Nov. 2016.

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**TODO**

## **A.2 Project Plan**



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# XMPP-Grid Broker: Project Plan

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*Advisor:*

Prof. Dr. Andreas STEFFEN

Spring Term 2018

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## Chapter 1

# Project Overview

The goal of the bachelor thesis is to build a broker application and graphical user interface to administer XMPP-Grids according to draft-ietf-mile-xmpp-grid, as described in the task description [?].

## Chapter 2

# Project Organization

All team members have the same strategic rights and duties. Prof. Dr. Andreas Steffen is our project advisor.

### 2.1 Roles

Due to the small team size, most roles are performed by both team members.

**Raphael Zimmermann**

project management, software engineering, quality assurance.

**Fabian Hauser**

infrastructure management, software engineering, quality assurance.

## Chapter 3

# Project Management

### 3.1 Components

For a better overview and to allow us a sophisticated time assessment, we decided to group tasks into categories, i.e. JIRA components. Components represent processes, documents and products which are to be released.

Currently, tasks are separated into following components:

- Application
- Final Submission Document
- Management
- Poster
- Presentation
- Project Plan

### 3.2 Time Budget

The project started with the Kickoff Meeting on 19.02.2018 and will be completed after 16 weeks by 15.06.2018. The two team members are available for 360 hours each during the semester which corresponds to a weekly time budget of 20 hours per person and two weeks with a weekly time budget of 40 hours per person.

Apart from the statutory holidays, there are no further absences planned.

### 3.3 Schedule

The project schedule is an iterative process based on elements of SCRUM.

We decided on a sprint duration of approximately week, but allow deviations in working hours depending on statutory holidays.

#### 3.3.1 Iterations & Milestones

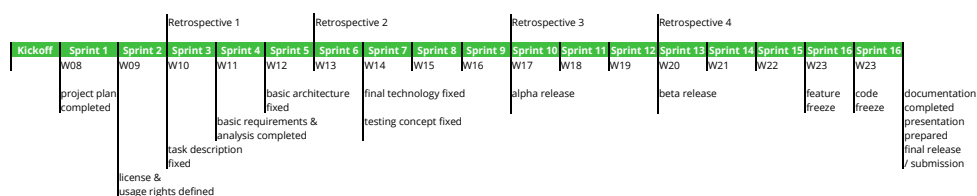


FIGURE 3.1: Overview of the 16 iterations

The goals and milestones resulting from each sprint are shown in Figure 3.2.

TABLE 3.1: Meeting Time Budget

Meeting Type	Total Duration per Person	Total Duration for the Team
Supervision Meetings	12 hours	24 hours
Standup Meetings	16 hours	32 hours
Sprint Planning Meetings	18 hours	36 hours
Retrospective	4 hours	8 hours
Total	50 hours	100 hours

### 3.3.2 Meetings

The team works every Monday (08:00 - 12:00) and Tuesday (08:00 - 17:00) together in the study room and remotely Fridays (08:00 - 17:00). Wednesday and Friday begin with a daily stand-up meeting taking no longer than 15 minutes. Sprint planning meetings are carried out on Tuesday at 10:00. Table 3.1 shows an overview of the total meeting time budget.

Regular meetings with the project advisor take usually place on Monday in Prof. Dr. Steffen's office.

Raphael Zimmermann will take meeting notes for every meeting. Meeting minutes are published on the project website afterwards.

<b>Sprint</b>	<b>Sprint 1</b>	<b>Sprint 2</b>	<b>Sprint 3</b>	<b>Sprint 4</b>
<b>Tag</b>	<b>0.1.0</b>	<b>0.2.0</b>	<b>0.3.0</b>	<b>0.4.0</b>
<b>Date</b>	20.02.2018 – 27.02.2018	27.02.2018 – 06.03.2018	06.03.2018 – 13.03.2018	13.03.2018 – 20.03.2018
<b>Milestones</b>	- license & usage rights defined	- task description fixed	- basic requirements & analysis completed	- basic architecture fixed
<b>Time Budget</b>	40	40	40	40
<b>Tasks</b>	- setup remaining project infrastructure - read relevant API standards etc. - begin with chapter "Initial situation" - analyze existing python proof-of-concept	- collect non-functional requirements (NFRs) - compile set of user stories - draft technology fixed - research frameworks and technology; Prepare architectural decisions - chapter "Initial Situation" completed - signed task description	- extend NFRs; user stories, wireframes - make first architectural decisions - draft technology fixed - implement proof of concepts for critical components	- make big architectural decisions - implement proof of concepts for critical components
<b>Documents / Chapters / Artefacts</b>				
<b>Sprint</b>	<b>Sprint 5</b>	<b>Sprint 6</b>	<b>Sprint 7</b>	<b>Sprint 8</b>
<b>Tag</b>	<b>0.5.0</b>	<b>0.6.0</b>	<b>0.7.0</b>	<b>0.8.0</b>
<b>Date</b>	20.03.2018 – 27.03.2018	27.03.2018 – 03.04.2018	03.04.2018 – 10.04.2018	10.04.2018 – 17.04.2018
<b>Milestones</b>		- final technology fixed - testing concept fixed		
<b>Time Budget</b>	40	40	40	40
<b>Tasks</b>	- implement proof of concepts for critical components - draft testing concept	- implement proof of concepts for critical components - finalise testing concept - Chapter "Our Approach" completed	- Implement most important user stories - make further architectural decisions	- Implement most important user stories - make further architectural decisions
<b>Documents / Artefacts</b>				
<b>Sprint</b>	<b>Sprint 9</b>	<b>Sprint 10</b>	<b>Sprint 11</b>	<b>Sprint 12</b>
<b>Tag</b>	<b>0.9.0</b>	<b>0.10.0</b>	<b>0.11.0</b>	<b>0.12.0</b>
<b>Date</b>	17.04.2018 – 24.04.2018	24.04.2018 – 01.05.2018	01.05.2018 – 08.05.2018	08.05.2018 – 15.05.2018
<b>Milestones</b>	- alpha release			- beta release
<b>Time Budget</b>	40	40	40	40
<b>Tasks</b>	- Implement most important user stories - make further architectural decisions - write integration tests - alpha release bundle	- Implement secondary user stories - write integration tests	- Implement secondary user stories - write integration tests	- Implement secondary user stories - write integration tests - beta release bundle
<b>Documents / Artefacts</b>				
<b>Sprint</b>	<b>Sprint 13</b>	<b>Sprint 14</b>	<b>Sprint 15</b>	<b>Sprint 16</b>
<b>Tag</b>	<b>0.13.0</b>	<b>0.14.0</b>	<b>0.15.0</b>	<b>0.16.0</b>
<b>Date</b>	15.05.2018 – 22.05.2018	22.05.2018 – 29.05.2018	29.05.2018 – 05.06.2018	05.06.2018 – 12.06.2018
<b>Milestones</b>			- future freeze	- code freeze
<b>Time Budget</b>	40	40	40	80
<b>Tasks</b>	- Implement remaining user stories - improve code base - write integration tests	- Implement remaining user stories - improve code base - write integration tests	- Implement remaining user stories - improve code base - write integration tests	- fix eventual bugs - write documentation - final release bundle - poster - abstract
<b>Documents / Artefacts</b>				
<b>Sprint</b>	<b>Sprint 17</b>			
<b>Tag</b>	<b>1.0.0</b>			
<b>Date</b>	12.06.2018 – 15.06.2018			
<b>Milestones</b>	- documentation completed - presentation prepared - final release / submission			
<b>Time Budget</b>	40			
<b>Tasks</b>	- write documentation - submit documents - personal reports - management summary - presentations - time accounting			
<b>Documents / Artefacts</b>				

FIGURE 3.2: Detailed overview with tasks and milestones of all 16 sprints.

## Chapter 4

# Risk Management

An assessment of the project-specific risks is carried out in Table 4.2 as time loss during the whole project. The risk matrix in Table 4.1 provides an overview of the risk weighting.

To account for these risks, we reduce our weekly sprint time by the total weighted risk applicable to the planned task topics (on average approximately 13.5%). We also review the risk assessment after every sprint, adapt it and take measures if necessary.

Severity Probability	High ( $\geq 5d$ )	Medium ( $2-5d$ )	Low ( $\leq 2d$ )
High ( $\geq 60\%$ )	1		
Medium (30-60%)	6		
Low ( $\leq 30\%$ )		3, 4, 5	

TABLE 4.1: The risk matrix. Numbers reference to the risk assessment Table 4.2



TABLE 4.2: Risk assessment table. Time in hours over the total project duration.

#	Title	Description	Prevention / Reaction	Risk [h]	Probability	= [h]
1	Incomplete reference documentation	The reference documentation / standards are incomplete or difficult to comprehend.	Discuss missing parts with project advisor	60	60%	36
2	Communication errors	Errors due to miscommunication or misapprehension.	Maintain a high level of interaction, precise specification of tasks responsibilities, conduct meetings if ambiguities exist.	30	50%	15
3	Problems with project infrastructure	The used project infrastructure is not or only partially available, or data loss occurs within management software.	Clean setup and self-hosting of the tools to prevent third-party dependencies.	45	30%	13.5
4	Scope creep	The project's scope is extended over the project course.	Define the project scope and limitations precisely. Discuss changes with the project advisor.	45	30%	13.5
5	Dependency errors	There are errors/bugs in third-party dependencies, i.e. libraries.	Carefully select libraries and limit third-party dependency to a minimum.	30	30%	9
6	Missing dependency documentation	Selected libraries are lacking proper documentation	The documentation quality of a library should be a selection criterion.	30	40%	12
Total weighted risk						99

## Chapter 5

# Infrastructure

### 5.1 Project Management and Development

For project management we utilise JIRA[1]. As document/code storage, git repositories on Github are used, the continuous integration/deployment will be defined in the course of the project.

These applications are hosted on our HSR project server, which runs a standard Ubuntu Linux 17.10.

#### 5.1.1 Development Tools

The development tools will be defined in the course of the project.

### 5.2 Backup and Data Safety

An incremental backup of the project server including the source code and documentation is created on an independent system every night.

As our documents and code is stored in a git repository, they are also distributed on all development systems.

## Chapter 6

# Quality Measures

To maintain a high standard of quality, we take the following measures:

- short sprint reviews
- four extended retrospectives
- code reviews
- automated unit and integration testing
- publish all documentation on the project website using continuous integration/delivery.
- using continuous integration for source code

### 6.1 Documentation

The official documents such as the final submission document, meeting minutes as well as this project plan are written in  $\text{\LaTeX}$  respectively ASCIIDoc and published on the project website <sup>1</sup> containing all PDF documents.

The sources are in both cases kept under version control in the same repository, which allows us to use the same tools and processes for documentation and code. The continuous integration server builds and publishes the website whenever new changes are pushed to the repository.

### 6.2 Project Management

Because the project plan allows for an iterative process, we use JIRA with its SCRUM-features (such as sprint creation or boards) for project management.

#### 6.2.1 Sprint Planning

Each sprint is mapped to JIRA, which allows the project advisor to trace the project progress. Sprints are represented as boards on which the current state and assignee of any issue is easily visible ("To Do", "In Progress", "Review", "Done").

#### 6.2.2 Definition of Done

An issue may be closed if *all* of the following conditions are met:

- All functionality conforms to the specification. Any deviations must be discussed and decided by the team.
- The source code is reasonably documented.

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<sup>1</sup><https://xgb.redbackup.org>

- No code is commented out.
- No warnings and errors by the compiler or any other quality tool.
- A review is performed and accepted in a pull request.
- The corresponding branch is merged into the stable branch (e.g. master).
- All documents are up to date including the project website.
- Reasonable unit and integration tests exist and pass.
- The complete continuous integration pipeline works.
- All time is logged.

## 6.3 Development

We decided to use GitHub Flow[2], a straightforward development workflow.

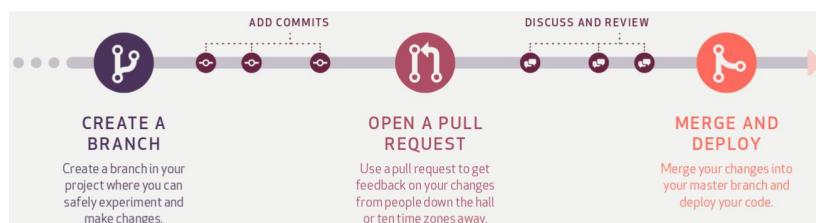


FIGURE 6.1: GitHub Flow illustrated ( Source [2])

Since the effective technology will be fixed later in the project, concrete coding guidelines, tools, metrics and an error policy will be defined when appropriate.

## 6.4 Testing

All functionality must be automatically testable using continuous integration. Any non-trivial function/method must be verified with unit tests.

Integration tests verify extended test scenarios.

A minimal performance analysis will be carried out at the end of the project.

# Bibliography

- [1] Atlassian Inc. Open Source Services by Atlassian Inc. <https://developer.atlassian.com/opensource/>, 2017.
- [2] Github Inc. Github Flow. <https://guides.github.com/introduction/flow/>, 2013.

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## **List of Abbreviations / Glossary**



## **A.3 Development Guide**

# Development Guide

# Tools

- Git  $\geq$  2.0 for version control

## Writing Guidelines

In order to have a consistent style of writing, we defined the following guidelines. These guidelines apply to all documents related to the redbackup project.

- Keep it brief, clear and objective
- Write short and straightforward sentences
- Do not use synonyms for concepts etc. (always use the same wording, e.g. 'client' or 'node')
- Abbreviations must be introduced the first time they occur in the text (except well-known ones)
- Prevent ambiguity in sentences
- Use personal style ("we") whenever appropriate; usually for the description of our work.
- When a gender-specific pronoun is required, use "he/she".
- Use present tense except for the description of (our) completed work.

## Definition of Done

To maintain our high quality needs, we determined following definition of done guidelines:

- All functionality conforms to the specification. Any deviations must be discussed and decided by the team.
- A review is performed and accepted in a pull request.
  - The source code is reasonably documented.
  - No code is commented out.
  - No warnings and errors by the compiler or any other quality tool.
  - Reasonable unit and integration tests exist and pass.
  - All documentations are up to date including the project website.
  - The complete continuous integration pipeline works.
  - The code is formatted according to the guidelines (i.e. according to RustFmt)
- The corresponding branch is merged into the stable branch (e.g. master).
- All time is logged.

## **A.4 Time Accounting**

**TODO**

## **A.5 Meeting Minutes**

# Meeting 2018-09-29

## Attendees

- Fabian Hauser, fhauser
- Raphael Zimmermann, rzimmerm
- Prof. Dr. Andreas Steffen, SFF

Minute Taker: rzimmerm

## Agenda

1. Administrative tasks
2. Where to start
3. Date and time for the next meeting
  - 2018-02-26, 09:00 in SFFs office

## Discussions / Decisions

1. Administrative tasks
  - All documentation artifacts will be published on the project website.
  - We will use JIRA for project planning.
  - We will decide later, which continuous integration tools we use.
    - The decision must allow the INS to take over the project after the BA.
    - reasons for the decision must be documented.
  - Decisions on the programming language and frameworks are made later.
    - Our experience and productivity in a given eco system must be considered as well.
2. Where to start
  - Read the draft [XMPP for Security Information Exchange](#).
  - Learn more about XMPP (Read the specs and the mentioned XEPs).
  - IODEF payloads are not the main focus of this project.
  - It would be nice if a first draft is ready for the IETF Hackathon, starting on March 17.
  - Main goals of the project:
    - Design a solid architecture (Openfire plugin or standalone?).
    - Implement the requirements according to the IETF Draft:
      - Vanilla XMPP with Discovery und Publish/Subscribe XEPs.
      - Define Topics/Nodes and manage permissions.

- Administrative utilities such as purge, list topics, show number of items, identifier etc.
  - Most is already implemented in the form of a proof of concept.
3. Date and time for the next meeting:
- 2018-02-26, 09:00 in SFFs office

## Upcoming absences

*no upcoming absences*



# Meeting 2018-09-26

## Attendees

- Fabian Hauser, fhauser
- Raphael Zimmermann, rzimmerm
- Prof. Dr. Andreas Steffen, SFF

Minute Taker: rzimmerm

## Agenda

1. Date for oral exam
2. Is there a presentation during the semester?
3. Date and time for the next meeting

## Discussions / Decisions

1. Date and time for the next meeting

## Upcoming absences

*no upcoming absences*

# Declaration of Authorship

We, Fabian HAUSER and Raphael ZIMMERMANN, declare that this thesis and the work presented in it are our own, original work. All the sources we consulted and cited are clearly attributed. We have acknowledged all main sources of help.

Fabian Hauser

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Raphael Zimmermann

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Rapperswil, February 22, 2018