

Groundstation: Design

Team #25

High-Altitude Rocketry Challenge

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Abstract

The *Groundstation* software will collect telemetry from a rocket while is in flight and graphically display the telemetry in real-time. Groundstation is made up several different components: collection of data, storage of data, interpolation of data, and display of data. This document will describe in detail the design of Groundstation.

I. INTRODUCTION

A. Identification

This document will provide an in-depth software design description of the Groundstation software package.

B. Stakeholders

The stakeholder of the Groundstation software package is the Oregon State University (OSU) American Institute of Aeronautics and Astronautics (AIAA) High-Altitude Rocketry Team. This group of multidisciplinary engineering students who are working together to build the rocket.

- The ability to view the data in real time in order to track the altitude and aid in recovery.
- The ability

- 1) Identification of the SSD
- 2) stakeholders
- 3) concerns
- 4) selected viewpoints
- 5) design views
- 6) design overlays
- 7) rationale

Maybe we don't need all of this stuff in the intro? I think some of it is covered below.

II. STRUCTURE VIEW

PC

Entity

Author: Your name here

Type: Component

Purpose: Why does it exist?

Contents: I'M MAKING CHANGES!

Package Manager

Entity

Author: Albert Morgan

Type: Subprogram

Purpose: The package manager will install, track, and update software dependencies on the server.

Contents: Because Groundstation will be using Node and JavaScript for both the frontend and backend, Node Package Manager (NPM) will be used [1]. NPM has a large repository of both server-side and client-side JavaScript packages.

Frontend

Entity

Author: Natasha Anisimova

Type: Component

Purpose: User interface

Contents: Stuff here.

Backend

Entity

Author: Albert Morgan

Type: Component

Purpose: The purpose of the backend is to facilitate communication between the rocket and the user.

Contents: The backend takes care of all data collection, transformation, logging, and serving that data to the user. A Node server will handle reading the data from the serial port, transforming the data into JSON, storing the data, and making the data available to the user.

Node

Entity

Author: Albert Morgan

Type: Subprogram

Purpose: Node is the software that runs the backend.

Contents: The backend will run on Node. Several choices were considered to run the backend, particularly Node, PHP, and Ruby. The backend was chosen two criteria:

- Speed. The backend will run on a Raspberry Pi, so speed is important to minimize the system resources used.
- Interoperability. The backend needs to work with multiple components, including the logging software, the data coming in from the serial port, serving the frontend to the user.

Node uses an event driven architecture, which is ideal for reading data from the serial port. PHP and Ruby on Rails are both HTML preprocessors, so they don't get activated until the web site is requested. Node, on the other hand, runs continuously in the background and uses an event driven architecture. The event driven architecture is ideal for reading the data from the serial port. Additionally, Node much faster than either ruby or PHP.

Serialport

Entity

Author: Your name here

Type: Library

Purpose: Node serialport library

Contents: Stuff here.

Log

Entity

Author: Albert Morgan

Type: Data store

Purpose: Store the data in non-volatile storage for later retrieval and update new connecting clients

Contents: Groundstation will store telemetry in JSON format. The log should limit the possibility of the corruption of the data due to a programming error and make the data easily accessible for newly connecting clients. Several choices were considered for the logging, including relational databases, JSON documents, and logging the telemetry. A relational database would be unnecessary because the data does not have any relations that need to be tracked; each telemetry packet is an independent piece of information. Logging the telemetry as it comes in from the rocket would limit the possibility of corruption. A programming error in the JSON parsing routines could cause all of the data to be unusable. However, storing the data in JSON format would make it very easy for new clients that connect to the server in the middle of the rocket flight to be updated with all of the past data. For this reason, the telemetry will be stored in a JSON format.

jQuery

Entity

Author: Your name here

Type: Library

Purpose: UI stuff

Contents: Queries the J

3.js

Entity

Author: Natasha Anisimova

Type: Library

Purpose: 3.js is a JavaScript 3D library used to create and display animated 3D computer graphics using WebGL.

Contents: Since the information about the rocket will be displayed by using a web browser through a local Wi-Fi network, making sure the information is displayed on time and correctly is crucial. 3.js allows for easy and rapid development of WebGL applications, which means we can make the most of the specialised graphics hardware on the users' PCs that it gives access to.

Rocket

Entity

Author: Your name here

Type: Component

Purpose: Gets high

Contents: ZOOM

Web server

Entity

Author: Albert Morgan

Type: Process

Purpose: The web server will serve three primary functions:

- Server web pages to the clients.
- Receive telemetry from the serial port and convert it into json.
- Make the JSON data available to the clients.

Contents: The web server needs to be stable so that there is no data loss during the flight. Additionally, the web server should be as lightweight as possible to minimize the resource consumption on the Raspberry Pi. Groundstation will use the Apache [2] web server. This web server was chosen over other options primary for it's stability. Apache uses a one-thread-per-connection model, so if one thread crashes, it will not affect the rest of the connections. NGINX [3] was also considered. On large-scale servers, it is much more lightweight because it uses a many-connections-per-thread model. However, the number of connections will be small and the reuse of threads could reduce stability. Lighttpd [4] was also considered. Although Lighttpd is much more lightweight than Apache, it is not nearly as mature. Because stability is a primary concern, Apache was selected.

Web browser

Entity

Author: Albert Morgan

Type: Process

Purpose: The web server

Contents: The client will use a web browser to connect to the Groundstation web server and access the content. The web browser may be any of:

- Chrome version 54 or higher
- Edge version 14 or higher
- Firefox version 49 or higher
- Safari version 10 or higher

Web browser composition

Relationship

Author: Your name here

Type: Composition

Contents: The web browser runs on the PC

Frontend composition

Relationship

Author: Natasha Anisimova

Type: Composition

Contents: Stuff

Backend composition

Relationship

Author: Your name here

Type: Composition

Contents: Stuff

jQuery composition

Relationship

Author: Your name here

Type: Composition

Contents: Stuff

3.js composition

Relationship

Author: Natasha Anisimova

Type: Composition

Contents: Stuff

Node composition

Relationship

Author: Your name here

Type: Composition

Contents: Stuff

Serialport use

Relationship

Author: Your name here

Type: Use

Contents: Stuff

Log composition

Relationship

Author: Your name here

Type: Composition

Contents: Stuff

Web browser use

Relationship

Author: Your name here

Type: Use

Contents: Uses the web server

Frontend / Backend relationship

Relationship

Author: Your name here

Type: Composition

Contents: Backend servers frontend

Backend / Rocket

Relationship

Author: Your name here

Type: Use

Contents: Gets data from the rocket

NPM / Frontend

Relationship

Author: Your name here

Type: Use

Contents: Frontend uses NPM

NPM / Backend

Relationship

Author: Your name here

Type: Use

Contents: Backend uses NPM

III. INTERACTION

Talk about how the system will get data from the serial port and how it will get sent to the web browser.

IV. ALGORITHM

Stuff about the event-driven architecture maybe.

REFERENCES

- [1] Node package manager. [Online]. Available: <https://www.npmjs.com>
- [2] Apache. [Online]. Available: <https://www.apache.org>
- [3] Nginx. [Online]. Available: <https://nginx.com>
- [4] Lighttpd. [Online]. Available: <https://www.lighttpd.net/>

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