

McMASTER UNIVERSITY

SMARTSERVE

SOFTWARE & MECHATRONICS CAPSTONE

Component Design - Software

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Date	Revision	Comments	Author(s)
Dec 29, 2017	1.0	Structure made for document including headings	Christopher McDonald
Jan 11, 2018	1.1	Added content for ShotRecommendation and SmartServe systems, and Communication Protocols Sections	Christopher McDonald
Jan 11, 2018	1.2	Added content for Document Overview	Christopher McDonald
Jan 12, 2018	1.3	Added Data Storage and User Interface modules	Sharon Platkin
Jan 13, 2018	1.4	Added details for Shooting Mech, CV, Shot Optimizer, Shooting Model subsystems	Harit Patel & Sam Hamel
Jan 15, 2018	1.5	Edited Module Guide	Sharon Platkin
Jan 16, 2018	1.6	Edited Document, refined and defragged definitions	Sharon Platkin & Christopher McDonald

Figure 1: Revision History

1 Introduction

1.1 Project Overview

SmartServe is an autonomous table tennis training system for table tennis players with various skill levels. SmartServe aids in diagnosing and improving a player's performance over time. The system trains table tennis players by shooting table tennis balls towards the player and detects successful returns from the player. The system can further adapt to the player's weaknesses and help them overcome it through further training. Importantly, SmartServe alleviates the problems of finding and working with a coach for players, as well as coaches trying to train multiple players simultaneously. The system will be deemed a success if the table tennis players and coaches can enjoy and see some value added by using SmartServe.

The project started at the beginning of the Fall 2017 academic term and will conclude at the end of the Winter 2018 term. In addition, the core project team consists of final year Software and Mechatronics Engineering students who are enrolled in the MECHTRON 4TB6/SFWRENG 4G06 capstone project course.

1.2 Document Overview

This document will add more detail into the subsystems introduced in the High-Level System Design document (HLSD) found [here](#). The HLSD omitted details such as how the subsystems would work, how they are built and how communication will be handled between them. This document will cover all of those details and introduce how each subsystem will be programmed by defining the language and libraries required.

All software developers on the development team should read this document when building the subsystems to ensure the correct data is being sent and communication portals are set up correctly. Each subsystem will hold one to many modules and each module will contain one to many methods or variables. A detailed class diagram will organize all the subsystems and their modules with arrows indicating which module uses another one.

1.3 Naming Conventions and Terminology

The following terms and definitions will be used throughout this document:

- **ACID**: a database transaction which is atomic, consistent, isolated and durable
- **ADT**: abstract data type
- **CV**: computer vision subsystem
- **DS**: data storage subsystem

- **FPS:** frames per second
- **FSM:** finite state machine, shows transitions between states
- **GUI:** graphical user interface
- **IPO:** input process output
- **Pitch:** rotation along the y-axis; this rotation angle primarily dictates the range of the ball from the net to the edge of the table on the user side
- **Roll:** rotation along the x-axis
- **Shooting Mechanism:** refers to the part of the system that shoots the table tennis balls towards the user side (player) Please refer to Figure 2 for visual illustration
- **SM:** shooting mechanism subsystem
- **SModel:** shooting model subsystem
- **SO:** shot optimizer subsystem
- **SR:** shot recommendation subsystem
- **SS:** smartserve subsystem
- **System:** encompasses both the hardware and software parts of SmartServe
- **System Side:** the side of the table where the electromechanical system is placed; it is the opposite side of the User Side Please refer to Figure 2 for visual illustration
- **TCP:** transmission control protocol
- **Team:** all team members of the core capstone project, as noted in the list of Authors
- **UI:** user interface subsystem
- **User Side:** the side of the table where the user (player) is standing
- **Yaw:** rotation along the z-axis; this rotation angle primarily dictates the panning functionality of the shooting mechanism from the right side to the left side of the table

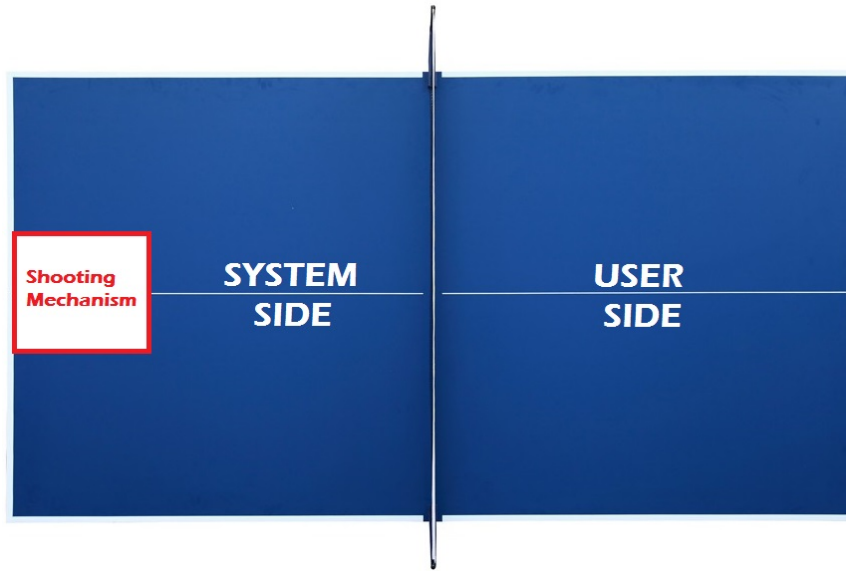


Figure 2: Top View of the Tennis Table

2 Detailed Class Diagram

The Detailed Class Diagram is shown in Figure 3, found in the Appendix.

3 Module Guide

3.1 SmartServe Modules

Controller

Responsibilities

The controller handles all the timing constraints and sequential events for shooting balls towards the player. It is the interface for the UI to allow the user to perform any and all actions.

Secrets

The sequence and timing constraints of the shooting procedure.

MID

- **boot** - none
returns: *boolean*

description: instantiates all dependancies and ensures services are working as expected

- **startTraining** - Mode m
returns: *boolean*
description: starts the shooting procedure given a certain training Mode
- **stopTraining** - none
returns: *boolean*
description: stops the training procedure
- **setShootingParameters** - ShootingParameters sp
returns: *boolean*
description: sets the shooting parameters for certain table sizes

ArduinoConnector

Responsibilities

This module is responsible for facilitating the communication with the Arduino which is part of the Shooting Mechanism subsystem (SM). This includes sending and receiving messages as well as ensuring proper testing of the connection is preformed.

Secrets

The connection to the Arduino.

MID

- **test** - int port
returns: *boolean*
description: tests connection to the Arduino
- **shoot** - float pitch, float yaw, float angularVelocity
returns: *none*
description: instructs Arduino to shoot the ball in a certain way
- **position** - none
returns: *Position*
description: returns the position of the mechanism

ShotRecommendationConnector

Responsibilities

This module is responsible for facilitating the communication with the ShotRecommendation subsystem (SR). This includes sending and receiving messages as well as ensuring

proper testing of the connection is preformed.

Secrets

The connection to the SR.

MID

- **connect** - int port, [optional] String ip
returns: *boolean*
description: instantiates all dependancies and ensures services are working as expected
- **getRecommendation** - none
returns: *Shot*
description: returns the shot data to shoot towards the player
- **updateModel** - Shot shot, boolean returned
returns: *none*
description: sends data to SR on whether a R was returned or not

CVConnector

Responsibilities

This module is responsible for facilitating the communication with the Computer Vision subsystem (CV). This includes sending and receiving messages as well as ensuring proper testing of the connection is preformed.

Secrets

The connection to the CV system.

MID

- **connect** - int port
returns: *boolean*
description: tests connection to CV subsystem
- **start** - none
returns: *boolean*
description: instructs CV to begin tracking and return data for shot

SQLConnector

Responsibilities

This module is responsible for facilitating the communication with the Data Storage sub-

system (DS). This includes sending and receiving messages as well as ensuring proper testing of the connection is preformed.

Secrets

The connection to the DS.

MID

- **connect** - int port, [optional] String ip
returns: *boolean*
description: tests connection to DS on port *port* at the IP Address *ip* or *localhost* if ip is unavailable
- **query** - String procedure, Map<String, String> values
returns: *ResultSet*
description: returns data from database based on procedure ran and values given
- **save** - String procedure, Map<String, String> values
returns: *boolean*
description: returns success information on write to database based on procedure ran and values given

3.2 Shot Recommendation Modules

Controller

Responsibilities

This module will act as the API interface for the SR. As such, it will accept requests and return the appropriate data. It will also communicate with other modules should a user of this system need to do so.

Secrets

The process for handling SR requests.

MID

- **listen** - none
returns: *none*
description: waits for a request made for a shot
- **query** - String procedure, dict values, [optional] int port, [optional] String ip
returns: *Cursor*
description: gets data from a stored procedure using some set of values for a MySQL instance on port *port* at the IP Address *ip*

Model

Responsibilities

This module will hold the data for each user in such a way information can be extracted. It will contain an internal model which is built from the data and use it to recommend a new shot.

Secrets

The algorithm to build the model.

MID

- **Model `model`** - representation of shot performance data for extracting information
- **`train`** - Cursor cur
returns: *none*
description: using some data from Cursor, this will train the model
- **`next`** - none
returns: *Shot*
description: returns a shot based on the user's past performance

3.3 Shooting Model Modules

Shot

Responsibilities

Specific details (such as yaw and speed) that are required to take the desired shot are stored within this abstract data type module.

Secrets

None

MID

- **`shot`** - double yaw, double velocity
returns: *none*
description: constructor to store the shooting model details in an abstract data type.
- **`toString`** - none
returns: *String*
description: Returns shooting details in a printable string format.

ShootingModel

Responsibilities

Responsible for mapping a desired shot to the details needed to take the shot.

Secrets

Methods and formulas being used to identify the required details needed to take the desired shot.

MID

- **shootingModel** - double initialHeight, double xInitialHeight, double pitch
returns: *none*
description: instantiates the ShootingModel subsystem (SModel).
- **getShotDetails** - double landingXCoord, double landingYCoord
returns: *Shot*
description: calculates details to take the desired shot and stores them within the ADT.

3.4 Shot Optimizer Modules

Controller

Responsibilities

This module is responsible for facilitating the communication with the Shot Optimizer subsystem (SO). This includes sending and receiving messages as well as ensuring proper testing of the connection is performed.

Secrets

The connection to the SO.

MID

- **connect** - int port, [optional] String ip
returns: *boolean*
description: instantiates all dependancies and ensures services are working as expected.
- **getOrientation** - Position position
returns: *Orientation*
description: returns the optimal orientation data to orient the SM.

3.5 Computer Vision Modules

Detect

Responsibilities

This module detects successful returns from the user, and sends that data to the SmartServe subsystem (SS).

Secrets

Success criteria of returns and how the camera feed is analyzed.

MID

- **detect** - CameraCapture cap
returns: *none*
description: Detects if the ball was successfully returned by the user and calls the Send function
- **send** - none
returns: *none*
description: Sends a signal to SS indicating that a successful return was made

3.6 Data Storage Modules

Global

Responsibilities

Communicates with the database to create, delete and update rows in various tables.

Secrets

All connection information between the sub-systems, table contents.

MID

- User **user** - String user_name, String password, int user_id
description: representation of a user
- Shot **shotType** - int zone_id, int omega_id, int shot_id
description: representation of a shot type
- Zone **zone** - int zone_id, double x_loc, double y_loc
description: representation of a zone on the table, used as a look up table
- Omega **omega** - int omega_id, double angle, double velocity
description: representation of angular velocity of the ball, used as a look up table
- ReturnRate **returnRate** - int user_id, int shot_id, Timestamp timeStamp, boolean returned
description: return statistics for each user

- **signUp** - String userName, String password
returns: *none*
description: adds a user row to the *User* table
- **nextShot** - int zone
returns: *Shot*
description: determines which shot type to perform
- **returned** - Timestamp timeStamp, User user, Shot shot
returns: *none*
description: updates returnRate table for user for performance statistics

3.7 Shooting Mechanism Modules

This module will be specified in the hardware component design of the SM.

3.8 User Interface Modules

Controller

Responsibilities

Responsible for translating the desired action of the user from the View module to the SS.

Secrets

Connection between modules and sub-systems.

MID

- **main** - String args[]
returns: *none*
description: calls the View module to initialize the UI
- **setTrainingMode** - Mode m
returns: *none*
description: sets mode from View module and sends it to SS
- **setShootingParameters** - none
returns: *ShootingParameters*
description: sets shooting parameters from View module and sends it to SS
- **setStatistics** - none
returns: *StatisticsParameters*
description: sets statistics parameters and sends them to View module

- **signUp** - User user
returns *none*
description: gets user information from view module and sends it to SS
- **login** - User user
returns *boolean*
description: gets user name and password from the View module and authenticates by calling SS

View

Responsibilities

The view module will contain all the actual visual aspects of the system that the user will interact with. This includes text, pictures, buttons, etc.

Secrets

The structure and implementation of the view.

MID

- **start** - none
returns: *none*
description: general user interface code, called to initiate UI
- **selectMode** - MouseEvent me
returns: *Mode*
description: listens for a mouse click on mode types, and returns that mode
- **calibrate** - none
returns: *ShootingParameters*
description: collects user input for table size in order to calibrate the system
- **startTrainingBtn** - MouseEvent me
returns: *boolean*
description: listens for mouse click on start training button
- **stopTrainingBtn** - MouseEvent me
returns: *boolean*
description: listens for mouse click on stop training button
- **viewStatsBtn** - MouseEvent me
returns: *none*
description: listens for mouse click on statistics button and displays statistics to the user

- **signUpBtn** - MouseEvent me
returns: *User*
description: listens for mouse click on sign up button and collects user information
- **loginBtn** - MouseEvent me
returns: *User*
description: listens for mouse click on sign in button and displays profile if authenticated properly

4 Communication Protocols

4.1 SmartServe to Shot Recommendation

The SR will use Python to leverage machine learning libraries like SciKit Learn and the SS will be implemented in Java. In order for the SS to communicate to the SR, it will make an HTTP request with some data and receive an HTTP response encoded using JSON. This allows the use of a reliable means of communication and flexibility to host the SR remotely if need be.

The SS will make a GET request to the SR for requesting a shot to use and can make POST request to give data regarding whether a shot was returned or not. In the event the HTTP request takes too long, the SS should handle it accordingly by timing out and using random shots or continuing the program.

HTTP libraries are standard in Java and a microframework for handling HTTP requests can be used for Python like flask.

4.2 SmartServe to Shooting Mechanism

The SM will implement an interface using an Arduino. The SS will use libraries for communicating to the Arduino to communicate to the SM which can be found here for 64-bit Windows and Linux installations and here for 64-bit macOS installations. The SS does not need a response from the system, as it will tell the SM where to shoot and how to do so but does not need a response.

4.3 SmartServe to Computer Vision

The SS will communicate to the CV via sockets over the TCP protocol using the Java Networking libraries and the Python socket libraries. The SS will initiate the communication to start tracking and expect a return value based on whether it was returned or not. The SS will timeout in the event the CV does not return a value after 1.5 seconds.

4.4 SmartServe to User Interface

The SS and the User Interface subsystem (UI) will both be programmed using Java. The UI system can interface with the SS by calling exposed public methods based on user input.

4.5 SmartServe to Shot Optimizer

The SS and the SO will both be programmed using Java. The SS system can interface with the SO by calling exposed public methods based on user input.

4.6 SmartServe to ShootingModel

The SS and the SModel will both be programmed using Java. The SS system can interface with the SModel by calling exposed public methods based on user input.

4.7 SmartServe to Data Storage

The SS is programmed in Java and the DS will be implemented using Stored Procedures held in a MySQL database instance. In order for the SS to use the DS, a SQLConnector can be used to do so.

4.8 Shot Recommendation to Data Storage

The SR is programmed in Python and the DS will be implemented using Stored Procedures held in a MySQL database instance. In order for the SR to use the DS, a SQLConnector can be used to do so.

5 Appendix

