Table 1: Revision History

| Date | Developer(s) | Change |
|------|--------------------|--|
| | Name(s) Name(s) | Description of changes Description of changes |
| | ••• | ••• |

Hazard Analysis Mechtronics Enigeering

Team 32, Wingman, SmartVault Edward He Erping Zhang Guangwei Tang Peng Cui Peihua Jin

Contents

| 1 | Introduction | | | | | | | |
|---|--------------------|--|--|--|--|--|--|--|
| 2 | Component Overview | | | | | | | |
| | 2.1 | Movement of Camera | | | | | | |
| | 2.2 | Human Body Detection | | | | | | |
| | 2.3 | User Interface | | | | | | |
| | 2.4 | Database | | | | | | |
| | 2.5 | Objection Detection | | | | | | |
| 3 | | fety Considerations and Connection with Requirements | | | | | | |
| | 3.1 | Movement of Camera | | | | | | |
| | 3.2 | Human Body Detection | | | | | | |
| | | 3.2.1 Human Body not Detected | | | | | | |
| | | 3.2.2 Wrong Human Body Detected | | | | | | |
| | | 3.2.3 Body Movement not Detected | | | | | | |
| | | 3.2.4 Wrong Body Movement Detected | | | | | | |
| | 3.3 | User Interface | | | | | | |
| | 3.4 | Database | | | | | | |
| | 3.5 | Object Detection | | | | | | |
| 4 | FM | EA Worksheet | | | | | | |

1 Introduction

2 Component Overview

The project can be divided into five different main components. Those components are listed in the paragraphs below.

2.1 Movement of Camera

2.2 Human Body Detection

A good detection method should be used so that the human body can be detected by the program in the images provided by the camera. The movement of the human body should also need to be detected to help the camera to judge its angular position.

2.3 User Interface

2.4 Database

2.5 Objection Detection

This system is responsible for detecting any moving object in the area and identifying each object with unique set of characteristics. The is the main logical system for smartVault to help locate a "lost" item.

3 Safety Considerations and Connection with Requirements

3.1 Movement of Camera

3.2 Human Body Detection

3.2.1 Human Body not Detected

When a human presents in the room and the images have been shown in the computer, the program fail to detect the human body in the screen.

Related Requirements: IPR1

3.2.2 Wrong Human Body Detected

When the software component of the oobject detects a human body shown in the camera, the body shown on the screen is not actually a body of a person.

Related Requirements: IPR1

3.2.3 Body Movement not Detected

When people moves in the room and the images has been sent to the computer, the program cannot detect the movement of the body.

Related Requirements: IPR4

3.2.4 Wrong Body Movement Detected

When the program detects the movements of human body, only part of movement or wrong movement is identified by the program.

Related Requirements: IPR4

3.3 User Interface

3.4 Database

3.5 Object Detection

SmartVault will return error message when connection between camera and the object detection system is lost. When connection is lost, object detection system will not be able to monitor moving objects.

4 FMEA Worksheet

| Table 1: The FMEA Tab | le | | | | |
|-----------------------|------------------------------|------------------------------|---------------------------------------|--|--|
| Components | Failures | Cause of Failure | Recommended Action | | |
| Movement of Camera | N | N | N | | |
| | Human Body not Detected | a. Detection method failure | a. Restart the program | | |
| | Human Body not Detected | b. Wrong posture of human | b. request help from development team | | |
| Human Body Detection | Wrong Human Body Detected | a. Detection method failure | a. Restart the program | | |
| | Wrong Human Body Detected | a. Detection method failure | b. Request help from development team | | |
| | Body Movement not Detected | a. Detection method failure | a. Restart the program | | |
| | Body Movement not Detected | b. Human body moves too fast | b. Request help from Development team | | |
| | Wrong Body Movement Detected | a. Detection method failure | a. Restart the program | | |
| | Wrong body Movement Detected | a. Detection method familie | b. Request help from development team | | |
| User Interface | N | N | N | | |
| Database | N | N | N | | |
| Object Detection | N | N | N | | |

| | | Failure | Mode and Effect | s Analysis | | | |
|-----------------------|---------------|-----------------|------------------|------------|-------------|---------------|------|
| Components | Failure Modes | Causes of Fail- | Effects of Fail- | Severity | Recommended | \mathbf{SR} | Ref |
| | | ure | ure | | Actions | | |
| Movement of Camera | NA | a. NA | a. NA | a. NA | a. NA | NA | H3-1 |
| | | b. NA | b. NA | b. NA | b. NA | | |
| | NA | NA | NA | NA | NA | SR6 | H3-2 |
| Human Body Detec- | NA | a. NA | a. NA | a. NA | a. NA | NA | H3-1 |
| tion | | | | | | | |
| | | b. NA | b. NA | b. NA | b. NA | | |
| | NA | NA | NA | NA | NA | SR6 | H3-2 |
| User Interface | NA | a. NA | a. NA | a. NA | a. NA | NA | H3-1 |
| 1460 | | b. NA | b. NA | b. NA | b. NA | | |
| | NA | NA | NA | NA | NA | SR6 | H3-2 |
| Database | NA | a. NA | a. NA | a. NA | a. NA | NA | |
| | | b. NA | b. NA | b. NA | b. NA | H3 | H3-1 |
| | NA | NA | NA | NA | NA | SR6 | H3-2 |
| Object De- tection | NA | a. NA | a. NA | a. NA | a. NA | NA | Н3-1 |
| | | b. NA | b. NA | b. NA | b. NA | | |
| | NA | NA | NA | NA | NA | SR6 | H3-2 |

Table 2: FMEA Table Part 1