# Autonomous Pool Playing Robot

Low-Level Software Design

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# Contents

1.2 Överview       2         1.3 Naming Conventions & Definitions       2         1.3.1 Definitions       2         1.3.2 Acronyms & Abbreviations       3         2 Detailed Class Diagram       3         3 Module Guide       4         3.1 Camera Modules       4         3.1.1 EventHandler       4         3.2.1 TableStateVR       4         3.3 PC Controller Modules       4         3.3.1 InferenceEngine       4         3.3.2 PCController Modules       5         3.3.3 SimulationInstance       5         3.4 μC Modules       5         3.4.1 Controller       5         3.4.2 SensorMonitor       6         3.4.3 ShotInterpreter       6         3.4.4 μCCommunicator       6         4 Scheduling of Tasks       7         4.1 State Charts       7         4.2 Sequence Diagrams       7         List of Tables         1 The system's detailed class diagram.       2         2 A sequence diagram for the "move" operation.       3         3 A sequence diagram for the "move" operation.       7         3 A sequence diagram for the "cancel" operation.       7	T	Intr	roduction	2
1.3 Naming Conventions & Definitions 2 1.3.1 Definitions 2 1.3.2 Acronyms & Abbreviations 3  2 Detailed Class Diagram 3  3 Module Guide 4 3.1 Camera Modules 4 3.1.1 EventHandler 4 3.2 PC VR Program Modules 4 3.2.1 TablestateVR 4 3.3 PC Controller Modules 4 3.3.1 InferenceEngine 4 3.3.2 PC Communicator 5 3.3.3 SimulationInstance 5 3.4 \( \mu \) C Modules 5 3.4.1 Controller Modules 5 3.4.4 \( \mu \) Modules 6 3.4.3 ShotInterpreter 6 3.4.4 \( \mu \) Communicator 6 3.4.3 ShotInterpreter 6 3.4.4 \( \mu \) Communicator 6 3.4.5 Sequence Diagrams 7  List of Tables 7  List of Tables 1  List of Figures 1  1 The system's detailed class diagram. 5 1 The system's detailed class diagram. 5 2 A sequence diagram for the "move" operation. 7 3 A sequence diagram for the "move" operation. 7 3 A sequence diagram for the "move" operation. 7 3 A sequence diagram for the "move" operation. 7 4 Sequence diagram for the "move" operation. 7 4 Sequence diagram for the "move" operation. 7 4 Sequence diagram for the "cancel" operation. 7 5 Tables 7		1.1	V I	2
1.3.1 Definitions		1.2		2
1.3.2 Acronyms & Abbreviations 2 Detailed Class Diagram 3 Module Guide 3.1 Camera Modules 3.1.1 EventHandler 3.2.2 PC VR Program Modules 3.2.1 TableStateVR 3.3.2 PC Controller Modules 3.3.1 InferenceEngine 4.3.3.2 PCCommunicator 3.3.3 SimulationInstance 3.3.4 μC Modules 3.4.4 C Modules 3.4.1 Controller 3.4.2 SensorMonitor 3.4.3 ShotInterpreter 3.4.4 μCCommunicator 3.4.4 μCCommunicator 3.4.5 Sequence Diagrams 4.1 State Charts 4.2 Sequence Diagrams 5.3 Acronyms and Abbreviations 4.3 Acquence diagram for the "move" operation. 3 A sequence diagram for the "move" operation. 3 A sequence diagram for the "move" operation. 3 A sequence diagram for the "move" operation. 5 A sequence diagram for the "move" operation. 5 A sequence diagram for the "cancel" operation. 7 A sequence diagram for the "cancel" operation.		1.3	Naming Conventions & Definitions	2
2 Detailed Class Diagram  3 Module Guide  3.1 Camera Modules 3.1.1 EventHandler 3.2 PC VR Program Modules 3.2.1 TableStateVR 3.3.2 PC Controller Modules 3.3.3 PC Controller Modules 3.3.3 InferenceEngine 3.3.3 SimulationInstance 3.3.4 μC Modules 3.4.1 Controller 3.4.2 SensorMonitor 3.4.3 ShotInterpreter 3.4.4 μCCommunicator 3.4.4 μCCommunicator 3.4.5 SensorMonitor 3.4.6 SensorMonitor 3.4.7 SensorMonitor 3.4.8 SensorMonitor 3.4.9 CCommunicator 3.4.1 Controller 3.4.2 SensorMonitor 3.4.3 ShotInterpreter 3.4.4 μCCommunicator  4 Scheduling of Tasks 4.1 State Charts 4.2 Sequence Diagrams  7 List of Tables  1 Revision History 2 Definitions 3 Acronyms and Abbreviations  2 A sequence diagram for the "move" operation. 3 A sequence diagram for the "move" operation. 3 A sequence diagram for the "move" operation. 5 A sequence diagram for the "cancel" operation. 7 A sequence diagram for the "cancel" operation.			1.3.1 Definitions	2
3 Module Guide 3.1 Camera Modules 3.1.1 EventHandler 3.2 PC VR Program Modules 3.2.1 TableStateVR 3.2.1 TableStateVR 3.3.2 PC Controller Modules 4 3.3.1 InferenceEngine 3.3.2 PCCommunicator 3.3.2 PCCommunicator 3.3.3 SimulationInstance 5 3.4 μC Modules 5 3.4.1 Controller 3.4.2 SensorMonitor 3.4.3 ShotInterpreter 3.4.2 SensorMonitor 3.4.4 μCCommunicator 4 Scheduling of Tasks 4.1 State Charts 4.2 Sequence Diagrams 7  List of Tables  1 Revision History 2 Definitions 2 A cronyms and Abbreviations 2 A sequence diagram for the "move" operation. 3 A sequence diagram for the "move" operation. 3 A sequence diagram for the "move" operation. 3 A sequence diagram for the "cancel" operation. 5 Time State Charts 6 Time State Charts 7 Time System's detailed class diagram. 7 Time System's detailed class diagra			1.3.2 Acronyms & Abbreviations	3
3.1 Camera Modules       4         3.1.1 EventHandler       4         3.2 PC VR Program Modules       4         3.2.1 TableStateVR       4         3.3 PC Controller Modules       4         3.3.1 InferenceEngine       4         3.3.2 PCCommunicator       5         3.3.3 SimulationInstance       5         3.4.1 Controller       5         3.4.2 SensorMonitor       6         3.4.3 ShotInterpreter       6         3.4.4 μCCommunicator       6         4 Scheduling of Tasks       7         4.1 State Charts       7         4.2 Sequence Diagrams       7         List of Tables       1         1 Revision History       1         2 Definitions       2         3 Acronyms and Abbreviations       3         List of Figures         1 The system's detailed class diagram       3         1 A sequence diagram for the "move" operation       7         3 A sequence diagram for the "cancel" operation       7	2	Det	ailed Class Diagram	3
3.1 Camera Modules       4         3.1.1 EventHandler       4         3.2 PC VR Program Modules       4         3.2.1 TableStateVR       4         3.3 PC Controller Modules       4         3.3.1 InferenceEngine       4         3.3.2 PCCommunicator       5         3.3.3 SimulationInstance       5         3.4.1 Controller       5         3.4.2 SensorMonitor       6         3.4.3 ShotInterpreter       6         3.4.4 μCCommunicator       6         4 Scheduling of Tasks       7         4.1 State Charts       7         4.2 Sequence Diagrams       7         List of Tables       1         1 Revision History       1         2 Definitions       2         3 Acronyms and Abbreviations       3         List of Figures         1 The system's detailed class diagram       3         1 A sequence diagram for the "move" operation       7         3 A sequence diagram for the "cancel" operation       7	3	Mo	dule Guide	4
3.1.1 EventHandler       4         3.2 PC VR Program Modules       4         3.2.1 TableStateVR       4         3.3 PC Controller Modules       4         3.3.1 InferenceEngine       4         3.3.2 PCCommunicator       5         3.3.3 SimulationInstance       5         3.4 μC Modules       5         3.4.1 Controller       5         3.4.2 SensorMonitor       6         3.4.3 ShotInterpreter       6         3.4.4 μCCommunicator       6         4 Scheduling of Tasks       7         4.1 State Charts       7         4.2 Sequence Diagrams       7         List of Tables       1         1 Revision History       1         2 Definitions       2         3 Acronyms and Abbreviations       3         List of Figures         1 The system's detailed class diagram       3         2 A sequence diagram for the "move" operation       7         3 A sequence diagram for the "cancel" operation       7				4
3.2 PC VR Program Modules       4         3.2.1 TableStateVR       4         3.3 PC Controller Modules       4         3.3.1 InferenceEngine       4         3.3.2 PCCommunicator       5         3.3.3 SimulationInstance       5         3.4 μC Modules       5         3.4.1 Controller       5         3.4.2 SensorMonitor       6         3.4.3 ShotInterpreter       6         3.4.4 μCCommunicator       6         4 Scheduling of Tasks       7         4.1 State Charts       7         4.2 Sequence Diagrams       7         List of Tables       1         1 Revision History       1         2 Definitions       2         3 Acronyms and Abbreviations       3         List of Figures         1 The system's detailed class diagram       3         2 A sequence diagram for the "move" operation       7         3 A sequence diagram for the "cancel" operation       7				4
3.2.1 TableStateVR  3.3 PC Controller Modules  4.3.3.1 InferenceEngine  3.3.2 PCCommunicator  5.3.3.3 SimulationInstance  5.3.4 μC Modules  3.4.1 Controller  3.4.2 SensorMonitor  3.4.3 ShotInterpreter  6.3.4.4 μCCommunicator  6.4 Scheduling of Tasks  4.1 State Charts  4.2 Sequence Diagrams  7  List of Tables  1 Revision History  2 Definitions  3 Acronyms and Abbreviations  2 A sequence diagram for the "move" operation.  3 A sequence diagram for the "cancel" operation.  7 A sequence diagram for the "cancel" operation.  7 A sequence diagram for the "cancel" operation.		3.2		4
3.3 PC Controller Modules  3.3.1 InferenceEngine  3.3.2 PCCommunicator  3.3.3 SimulationInstance  5.3.4 μC Modules  3.4.1 Controller  3.4.2 SensorMonitor  3.4.3 ShotInterpreter  3.4.4 μCCommunicator  6.3.4.3 ShotInterpreter  3.4.4 μCCommunicator  6.3.4.3 ShotInterpreter  3.4.4 μCCommunicator  6.3.4.5 State Charts  4.1 State Charts  4.2 Sequence Diagrams  7  List of Tables  1 Revision History  2 Definitions  2 Acronyms and Abbreviations  1 The system's detailed class diagram.  2 A sequence diagram for the "move" operation.  3 A sequence diagram for the "move" operation.  7 A sequence diagram for the "cancel" operation.  7				4
3.3.1 InferenceEngine 3.3.2 PCCommunicator 3.3.3 SimulationInstance 5.3.4 μC Modules 3.4.1 Controller 5.3.4.2 SensorMonitor 3.4.3 ShotInterpreter 3.4.4 μCCommunicator 6.3.4.3 ShotInterpreter 3.4.4 μCCommunicator 6.3 Scheduling of Tasks 7.4.1 State Charts 7.4.2 Sequence Diagrams 7.  List of Tables  1 Revision History 1 Definitions 2 Acronyms and Abbreviations  1 The system's detailed class diagram 2 A sequence diagram for the "move" operation. 3 A sequence diagram for the "cancel" operation. 7 A sequence diagram for the "cancel" operation. 7		3.3		4
3.3.2 PCCommunicator 3.3.3 SimulationInstance 3.3.3 SimulationInstance 3.4 μC Modules 3.4.1 Controller 3.4.2 SensorMonitor 6.3.4.3 ShotInterpreter 3.4.4 μCCommunicator 6 4 Scheduling of Tasks 7 4.1 State Charts 7 4.2 Sequence Diagrams 7  List of Tables  1 Revision History 1 Definitions 2 Acronyms and Abbreviations  1 The system's detailed class diagram 2 A sequence diagram for the "move" operation. 3 A sequence diagram for the "cancel" operation. 7				4
3.3.3 SimulationInstance 5 3.4 μC Modules 5 3.4.1 Controller 5 3.4.2 SensorMonitor 6 3.4.3 ShotInterpreter 6 3.4.4 μCCommunicator 6  4 Scheduling of Tasks 7 4.1 State Charts 7 4.2 Sequence Diagrams 7  List of Tables  1 Revision History 1 2 Definitions 2 3 Acronyms and Abbreviations 2 3 Acronyms and Abbreviations 3  List of Figures  1 The system's detailed class diagram 3 2 A sequence diagram for the "move" operation 7 3 A sequence diagram for the "cancel" operation 7			0	5
3.4 \( \mu \text{C Modules} \) 3.4.1 \( \text{Controller} \) 3.4.2 \( \text{SensorMonitor} \) 3.4.3 \( \text{ShotInterpreter} \) 3.4.4 \( \mu \text{CCommunicator} \) 6 3.4.4 \( \mu \text{CCommunicator} \) 6 4 \( \text{Scheduling of Tasks} \) 4.1 \( \text{State Charts} \) 4.2 \( \text{Sequence Diagrams} \) 7  List \( \text{of Tables} \) 1 \( \text{Revision History} \) 2 \( \text{Definitions} \) 3 \( \text{Acronyms and Abbreviations} \) 3  List \( \text{of Figures} \) 1 \( \text{The system's detailed class diagram} \) 2 \( \text{A sequence diagram for the "move" operation} \) 3 \( \text{A sequence diagram for the "cancel" operation} \) 7				5
$\begin{array}{cccccccccccccccccccccccccccccccccccc$		3.4		5
3.4.2 SensorMonitor       6         3.4.3 ShotInterpreter       6         3.4.4 μCCommunicator       6         4 Scheduling of Tasks       7         4.1 State Charts       7         4.2 Sequence Diagrams       7         List of Tables         1 Revision History       1         2 Definitions       2         3 Acronyms and Abbreviations       3         List of Figures         1 The system's detailed class diagram       3         2 A sequence diagram for the "move" operation       7         3 A sequence diagram for the "cancel" operation       7				5
$\begin{array}{cccccccccccccccccccccccccccccccccccc$				6
3.4.4 μCCommunicator       6         4 Scheduling of Tasks       7         4.1 State Charts       7         4.2 Sequence Diagrams       7         List of Tables         1 Revision History       1         2 Definitions       2         3 Acronyms and Abbreviations       3         List of Figures         1 The system's detailed class diagram       3         2 A sequence diagram for the "move" operation       7         3 A sequence diagram for the "cancel" operation       7				6
4.1 State Charts 4.2 Sequence Diagrams  Tables  Revision History Definitions Acronyms and Abbreviations  List of Figures  The system's detailed class diagram. A sequence diagram for the "move" operation. A sequence diagram for the "cancel" operation.			<u>.</u>	6
4.1 State Charts 4.2 Sequence Diagrams  Tables  Revision History Definitions Acronyms and Abbreviations  List of Figures  The system's detailed class diagram. A sequence diagram for the "move" operation. A sequence diagram for the "cancel" operation.				
4.2 Sequence Diagrams	4	$\operatorname{\mathbf{Sch}}$		7
List of Tables  1 Revision History				7
1 Revision History		4.2	Sequence Diagrams	7
1 Revision History				
2 Definitions	${f L}$	$\mathbf{ist}$	of Tables	
2 Definitions				
3 Acronyms and Abbreviations			v	
List of Figures  1 The system's detailed class diagram				
The system's detailed class diagram		3	Acronyms and Abbreviations	3
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A sequence diagram for the "move" operation	L	ist	of Figures	
A sequence diagram for the "move" operation		1	The system's detailed class diagram.	3
3 A sequence diagram for the "cancel" operation				7
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Date	Revision #	Comments	Authors
25/12/2016	0	- Initial document creation	Eric Le Fort

Table 1: Revision History

## 1 Introduction

This document will outline the low-level software design for a autonomous pool-playing robot. The purpose of this document will be to document the decisions made concerning the system's design as well as provide enough detail so that the programming of the system can be as trivial as possible.

# 1.1 System Description

A system description can be found in the /textitHigh-Level Software Design document for this system.

#### 1.2 Overview

This document will begin by providing a detailed class diagram of the classes in the system. Then, each module will be covered in more detail such as the module's responsibilities, secrets, Interface Specification (MIS), and Internal Design (MID). Lastly, the document will discuss the scheduling of tasks and provide state charts and sequence diagrams to help illustrate the scheduling.

#### 1.3 Naming Conventions & Definitions

This section outlines the various definitions, acronyms and abbreviations that will be used throughout this document in order to familiarize the reader prior to reading.

#### 1.3.1 Definitions

Table 2 lists the definitions used in this document. The definitions given below are specific to this document and may not be identical to definitions of these terms in common use. The purpose of this section is to assist the user in understanding the requirements for the system.

Table 2: Definitions

Term	Meaning
X-axis	Distance along the length of the pool
	table
Y-axis	Distance across the width of the pool
	table
Z-axis	Height above the pool table
End-effector	The end of the arm that will strike the
	cue ball
$\theta$	Rotational angle of end-effector
Cue	End-effector
Personal Computer	A laptop that will be used to run the
	more involved computational tasks such
	as visual recognition and the shot selec-
	tion algorithm
Camera	Some form of image capture device (e.g.
	a digital camera, smartphone with a
	camera, etc.)
Table State	The current positions of all the balls on
	the table
Entity	Classes that have a state, behaviour
	and identity (e.g. Book, Car, Person,
	etc.)
Boundary	Classes that interact with users or ex-
	ternal systems

#### 1.3.2 Acronyms & Abbreviations

Table 3 lists the acronyms and abbreviations used in this document.

Table 3: Acronyms and Abbreviations

Acronym/Abbreviation	Meaning
VR	Visual Recognition
PC	Personal Computer
$\mu C$	Micro-Controller
CRC	Class Responsibility Collaboration

# 2 Detailed Class Diagram

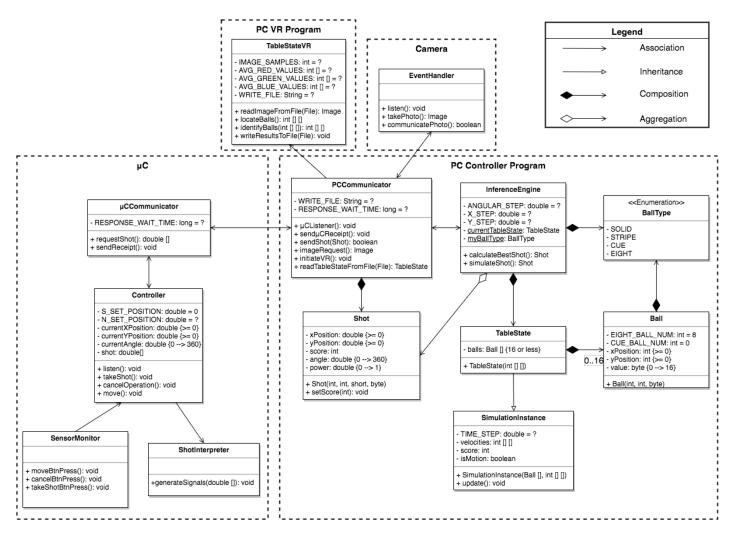


Figure 1: The system's detailed class diagram.

# 3 Module Guide

This section discusses the various modules that this system is comprised of. The modules are divided based on which program they belong to. For each module, its responsibilities, secrets, MIS, and MID will be outlined.

#### 3.1 Camera Modules

The following is the module contained within the Camera subsystem.

#### 3.1.1 EventHandler

Responsibilities

Secrets

MIS

MID

# 3.2 PC VR Program Modules

The following is the module contained within the PC VR subsystem.

#### 3.2.1 TableStateVR

Responsibilities

Secrets

MIS

MID

## 3.3 PC Controller Modules

The following are the modules contained within the PC Controller subsystem.

#### 3.3.1 InferenceEngine

Responsibilities

Secrets

MIS
MID
3.3.2 PCCommunicator
Responsibilities
Secrets
MIS
MID
3.3.3 SimulationInstance
Responsibilities
Secrets
MIS
MID
3.4 $\mu$ C Modules
The following are the modules contained within the $\mu C$ subsystem.
3.4.1 Controller
Responsibilities
Secrets
MIS

MID
3.4.2 SensorMonitor
Responsibilities
Secrets
MIS
MID
3.4.3 ShotInterpreter
Responsibilities
Secrets
MIS
MID
3.4.4 $\mu$ CCommunicator
Responsibilities
Secrets
MIS
MID

# 4 Scheduling of Tasks

The goal of this section is to outline the ordering, maximum allowable time frames, and the prioritization of tasks in this program.

## 4.1 State Charts

#### 4.2 Sequence Diagrams

The following are various sequence diagrams for different actions the system is required to perform.

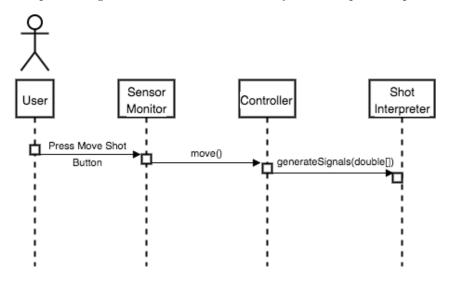


Figure 2: A sequence diagram for the "move" operation.

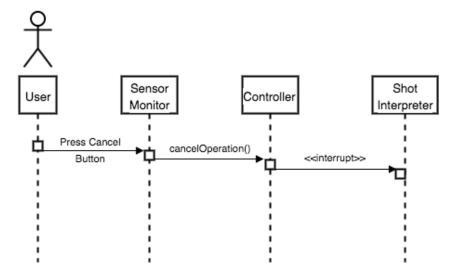


Figure 3: A sequence diagram for the "cancel" operation.

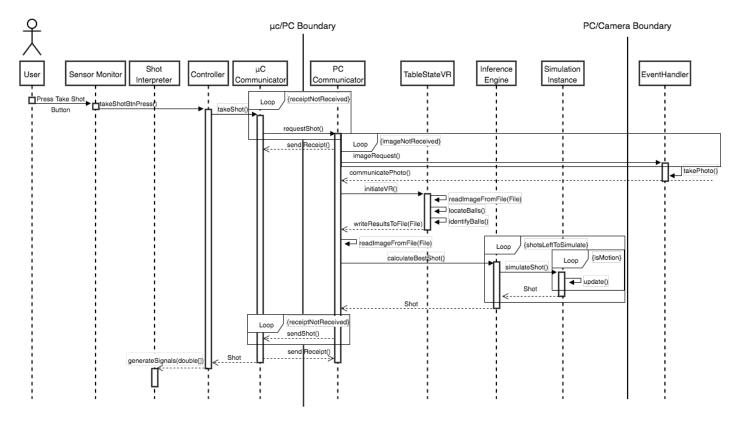


Figure 4: A sequence diagram for the "take shot" operation.