# Module Interface Specification for SFWRENG 4G06 Capstone Design Project

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# 1 Revision History

Date	Notes
Jan 12	Add MIS for UI components
Jan 13	Add MIS for Media Control components, RTC Control components
Jan 14	Add MIS for Backend components
Jan 17	Revise before submission

# 2 Symbols, Abbreviations and Acronyms

Symbol	Description
MG	Module Guide
M	Module
MIS	Module Interface Specification
HTTP	Hypertext Transfer Protocol
OS	Operating System
STUN	Session Traversal Utilities for NAT - a type of server needed for setting up
	peer-to-peer connections
RTC	Real-Time Communication
SFU	Selective Forwarding Unit - A software unit that can selectively forward video
	streams
API	Application Programming Interface
SDP	Session Description Protocol
WebRTC	Web Real-Time Communication
CM	Center of Mass Annotation Module
HPE	Human Pose Estimation Annotation Module

# Contents

1	Rev	rision H	listory							
2	Symbols, Abbreviations and Acronyms									
3	Intr	Introduction								
4	Not	ation			1					
	4.1	Primitiv	ive Data Types							
	4.2	Data T	Types from Libraries							
5	Mod	dule De	ecomposition		2					
6	MIS		C Control Module		4					
	6.1	Module	9		. 4					
	6.2	Uses .			. 4					
	6.3	Syntax			. 4					
		6.3.1	Exported Constants		. 4					
		6.3.2	Exported Access Programs		. 4					
	6.4	Semant	tics		. 4					
		6.4.1	State Variables		. 4					
		6.4.2	Environment Variables		. 4					
		6.4.3	Assumptions		. 4					
			Access Routine Semantics							
		6.4.5	Local Functions							
7	MIS	MIS of Media Control Module 5								
	7.1	Module	9							
	7.2	Uses .			. (					
	7.3	Syntax			. (					
		7.3.1	Exported Constants		. (					
		7.3.2	Exported Access Programs		. (					
	7.4		tics							
			State Variables							
			Environment Variables							
			Assumptions							
			Access Routine Semantics							
8	MIS	of Me	edia Control Module		7					
	8.1	Module	2							
	8.2		·							
	8.3									
		•	Exported Constants							

		8.3.2	Exported Access Programs	7
	8.4	Seman	atics	7
		8.4.1	State Variables	7
		8.4.2	Environment Variables	7
		8.4.3	Assumptions	7
		8.4.4	Access Routine Semantics	7
		8.4.5	Local Functions	8
9			structor View Module	8
	9.1		le	8
	9.2			8
	9.3		X	8
		9.3.1	Exported Constants	8
		9.3.2	Exported Access Programs	8
	9.4	Seman	atics	9
		9.4.1	State Variables	9
		9.4.2	Environment Variables	9
		9.4.3	Assumptions	9
		9.4.4	Access Routine Semantics	9
		9.4.5	Local Functions	9
<b>10</b>			ractitioner View Module	10
			le	10
				10
	10.3		<u>x</u>	10
			Exported Constants	10
			Exported Access Programs	11
	10.4		atics	11
			State Variables	11
		10.4.2	Environment Variables	11
		10.4.3	Assumptions	11
		10.4.4	Access Routine Semantics	11
		10.4.5	Local Functions	11
	N ATO			
11			nnotation Configuration Module	11
			e	11
				12
	11.3		X	12
			Exported Constants	12
			Exported Access Programs	12
	11.4		atics	12
			State Variables	12
		11 49	Environment Veriables	10

	11.4.3 Assumptions	12
	11.4.4 Access Routine Semantics	12
	11.4.5 Local Functions	13
10 N/TO		10
	11	13
		13
		13
12.3	V	13
	1	13
40.4		14
12.4		14
		14
		14
	1	14
		14
	12.4.5 Local Functions	14
12 MIS	of User Authentication Module	14
		14
		14 14
		14 $15$
15.5	V	15
	1	
10.4		15
13.4		15
		15
		15
	1	15
		15
	13.4.5 Local Functions	15
14 MIS	of Video Transform Module	16
		16
		16
		16
14.0	v	16
	1	
1 / /		16
14.4		16
		16
		16
	1	16
		16
	14.4.5 Local Functions	17

<b>15</b>	MIS of SFU Server Module	<b>17</b>
	15.1 Module	17
	15.2 Uses	17
	15.3 Syntax	17
	15.3.1 Exported Constants	17
	15.3.2 Exported Access Programs	17
	15.4 Semantics	17
	15.4.1 State Variables	17
	15.4.2 Environment Variables	18
	15.4.3 Assumptions	18
	15.4.4 Access Routine Semantics	18
	15.4.5 Local Functions	19
		19
		19
		19
	, and the second se	19
	1	19
	1 0	19
		19
		19
		20
	1	20
		20 21
	10.4.5 Local Functions	<b>4</b> 1
<b>17</b>	MIS of Center of Mass Annotation Module	21
	17.1 Module	21
		21
	17.3 Syntax	21
	17.3.1 Exported Constants	21
	17.3.2 Exported Access Programs	21
		21
	17.4.1 State Variables	21
	17.4.2 Environment Variables	21
	17.4.3 Assumptions	22
	17.4.4 Access Routine Semantics	22
	17.4.5 Local Functions	22
10	AATO COMPINIO NA 1-1	00
		22
		22
		22
	18.3 Syntax	22

18.3.1	Exported Constants	22
18.3.2	Exported Access Programs	23
18.4 Seman	tics	23
18.4.1	State Variables	23
18.4.2	Environment Variables	23
18.4.3	Assumptions	23
18.4.4	Access Routine Semantics	23
18.4.5	Local Functions	23
19 Appendix		25

# 3 Introduction

The following document details the Module Interface Specifications for the MotionMingleapplication. Complementary documents include the Module Guide.

The full documentation and implementation can be found at MotionMingle.git.

### 4 Notation

The following tables summarize the primitive data types, derived data types, and other derived data types from aiortc, av, aiohttp, React and Web APIs libraries that are used by MotionMingle.

The structure of the MIS for modules comes from Hoffman and Strooper (1995), with the addition that template modules have been adapted from Ghezzi et al. (2003). The mathematical notation comes from Chapter 3 of Hoffman and Strooper (1995). For instance, the symbol := is used for a multiple assignment statement and conditional rules follow the form  $(c_1 \Rightarrow r_1 | c_2 \Rightarrow r_2 | ... | c_n \Rightarrow r_n)$ .

### 4.1 Primitive Data Types

The following table summarizes the primitive data types used by MotionMingle.

Data Type	Notation	Description
character	char	a single symbol or digit
integer	$\mathbb{Z}$	a number without a fractional component in $(-\infty, \infty)$
natural number	N	a number without a fractional component in $[1, \infty)$
real	$\mathbb{R}$	any number in $(-\infty, \infty)$
boolean	$\mathbb{B}$	a value of either True or False

The specification of MotionMingleuses some derived data types: sequences, strings, and tuples. Sequences are lists filled with elements of the same data type. Strings are sequences of characters. Tuples contain a list of values, potentially of different types. In addition, MotionMingleuses functions, which are defined by the data types of their inputs and outputs. Local functions are described by giving their type signature followed by their specification.

# 4.2 Data Types from Libraries

The following table summarizes the data types provided by external libraries and used by MotionMingle.

Data Type	Notation	Description
VideoStreamTrack	${\bf VideoStreamTrack}$	A dummy video track that reads green frames.
MediaRelay	MediaRelay	A media source that relays one or more tracks to multiple consumers.
RTCPeerConnection	RTCPeerConnection	An interface represents a WebRTC connection between the local computer and a remote peer.
MediaStreamTrack	MediaStreamTrack	A single media track within a media stream.
RTCSessionDescription	RTCSessionDescription	An interface describes the potential connection and how it's configured. Each RTCSessionDescription consists of a description type indicating which part of the offer or answer negotiation process it describes and of the SDP descriptor of the session
JSON	JSON	JavaScript Object Notation, it is a text- based open standard data interchange setup and only provides a data encoding specification.
RTCTrackEvent	RTCTrackEvent	An event triggered by adding a MediaStreamTrack
MediaStream	MediaStream	A stream of data that usually carries media data
${\bf HTMLV} ideo Element$	${\bf HTMLVideoElement}$	A react type representation of the video element in Hypertext Markup Language
React.component	React.component	A independent and reusable bits of react code that outputs HTML elements

Table 1: Data types from libraries

# 5 Module Decomposition

The following table is taken directly from the Module Guide document for this project.

Level 1	Level 2	
Hardware-Hiding Module		
	User Authentication Module	
	Instructor View Module	
	Practitioner View Module	
Behaviour-Hiding Module	Annotation Configuration Module	
	RTC Control Module	
	STUN Server Module	
Software Decision Module	App Module	
	Video Transform Module	
	Human Pose Estimation Annotation Module	
	Center of Mass Annotation Module	
	SFU Server Module	

Table 2: Module Hierarchy

### 6 MIS of RTC Control Module

#### 6.1 Module

RTCControl

#### 6.2 Uses

Web APIs STUN Server Module

# 6.3 Syntax

#### 6.3.1 Exported Constants

N/A

### 6.3.2 Exported Access Programs

Name	In	Out	Exceptions
createPeerConnection	JSON	RTCPeerConnection	-
${\bf close Remote Connection}$	n RTCPeerConnection	-	-
negotiate	RTCPeerConnection	-	_

### 6.4 Semantics

#### 6.4.1 State Variables

N/A

#### 6.4.2 Environment Variables

STUN\_SERVER\_ADDRESS: string — represents the address of the STUN server SFU\_BROADCAST\_API: string — represents the API endpoint for SFU broadcast API SFU\_CONSUME\_API: string — represents the API endpoint for SFU consume API

### 6.4.3 Assumptions

SFU server and STUN servers are running in normal conditions.

#### 6.4.4 Access Routine Semantics

createPeerConnectionWith(config: JSON):

• transition: N/A

- output: pc := RTCPeerConnection initializes a new RTCPeerConnection based on the given configuration.
- exception: N/A

closeRemoteConneciton(pc: RTCPeerConnection):

- transition: pc.signalingState := closed closes peer connection and send a signal to the connected peer connection.
- output: N/A
- exception: N/A

negotiate(pc: RTCPeerConnection):

- transition:
  - pc.localDescription := RTCSessionDescriptionInit

pc.remoteDescription := RTCSessionDescriptionInit

sets the local description of the peer connection to its generated SDP, and set the remote description of the peer connection to its received SDP from SFU\_BROADCAST\_API.

- output: N/A
- exception: N/A

getRemoteStream(pc: RTCPeerConnection):

- transition: pc.event := getRemoteEvent(pc).streams
- output: N/A
- exception: N/A

#### 6.4.5 Local Functions

getRemoteEvent(pc: RTCPeerConnection):

- transition: N/A
- $\bullet$  output: pc.event := RTCTrackEvent
- exception: N/A

# 7 MIS of Media Control Module

#### 7.1 Module

MediaContorl

### **7.2** Uses

Web APIs

# 7.3 Syntax

### 7.3.1 Exported Constants

N/A

### 7.3.2 Exported Access Programs

Name	In	$\mathbf{Out}$	Exceptions
setMicEnabled	Boolean	-	-
${\bf set Camera Enabled}$	Boolean	-	-
getStream	-	MediaStream	-

### 7.4 Semantics

#### 7.4.1 State Variables

isMicEnabled: Boolean isCameraEnabled: Boolean

#### 7.4.2 Environment Variables

Microphone Camera

### 7.4.3 Assumptions

User's devices have a functioning screen, camera and microphone.

### 7.4.4 Access Routine Semantics

setMicEnabled(isEnabled: Boolean):

• transition: isMicEnabled := isEnabled

• output: N/A

• exception: N/A

# 8 MIS of Media Control Module

### 8.1 Module

MediaContorl

### 8.2 Uses

Web APIs

# 8.3 Syntax

### 8.3.1 Exported Constants

N/A

### 8.3.2 Exported Access Programs

Name	In	Out	Exceptions
setMicEnabled	Boolean	-	-
${\bf set Camera Enabled}$	Boolean	-	-
getStream	-	MediaStream	-

### 8.4 Semantics

#### 8.4.1 State Variables

isMicEnabled: Boolean isCameraEnabled: Boolean

#### 8.4.2 Environment Variables

Microphone Camera

#### 8.4.3 Assumptions

User's devices have a functioning screen, camera and microphone.

#### 8.4.4 Access Routine Semantics

setMicEnabled(isEnabled: Boolean):

• transition: isMicEnabled := isEnabled

• output: N/A

• exception: N/A

setCameraEnabled(isEnabled: Boolean):

• transition: isCameraEnabled := isEnabled

• output: N/A

• exception: N/A

### getStream():

• transition: N/A

• output: returns the user media stream based on the state value isCameraEnabled and isMicEnabled

• exception: N/A

#### 8.4.5 Local Functions

N/A

# 9 MIS of Instructor View Module

### 9.1 Module

Instructor

### 9.2 Uses

Media Control Module RTC Control Module Annotation Configuration Module React Web APIs

# 9.3 Syntax

### 9.3.1 Exported Constants

N/A

### 9.3.2 Exported Access Programs

Name	In	Out	Exceptions
Instructor	-	React.component	-

# 9.4 Semantics

#### 9.4.1 State Variables

remoteVideoRef: HTMLVideoElement selfVideoRef: HTMLVideoElement peerConnection: RTCPeerConnection

#### 9.4.2 Environment Variables

Screen

### 9.4.3 Assumptions

User's devices have a functioning screen, camera and microphone.

#### 9.4.4 Access Routine Semantics

Instructor():

- transition: N/A
- output: renders a react component of the instructor view page
- exception: N/A

### 9.4.5 Local Functions

setPeerConnection(pc: RTCPeerConnection):

- transition: peerConnection := pc
- output: N/A
- exception: N/A

getSelfVideo():

- transition:
  - selfVideoRef.current.video.srcObject:= MediaControl.getStream() render video stream from the local camera to screen
- output: N/A
- exception: N/A

startRemoteSharing():

- transition: peerConnection.addTrack := MediaControl.getStream()
- output: N/A
- exception: N/A

### stopRemoteSharing():

• transition:

remoteVideoRef.current.video.srcObject = null
peerConnection.close:= true
stops the remote video on the user's screen and close the RTCPeerConnection

- output: N/A
- exception: N/A

#### getRemoteVideo():

- transition: get remote video coming from the SFU server and render it on the user's screen.
- output: N/A
- exception: N/A

# 10 MIS of Practitioner View Module

### 10.1 Module

Practitioner

#### 10.2 Uses

Media Control Module RTC Control Module Annotation Configuration Module React Web APIs

# 10.3 Syntax

### 10.3.1 Exported Constants

N/A

### 10.3.2 Exported Access Programs

Name	In	Out	Exceptions
Practitioner	-	React.component	-

### 10.4 Semantics

#### 10.4.1 State Variables

 ${\bf remoteVideoRef:\ HTMLVideoElement}\\ {\bf peerConnection:\ RTCPeerConnection}$ 

#### 10.4.2 Environment Variables

Screen

### 10.4.3 Assumptions

User's devices have a functioning screen.

#### 10.4.4 Access Routine Semantics

N/A

#### 10.4.5 Local Functions

setPeerConnection(pc: RTCPeerConnection):

- transition: peerConnection := pc
- output: N/A
- exception: N/A

getRemoteVideo():

- transition: get remote video coming from the SFU server and render it on the user's screen.
- output: N/A
- exception: N/A

# 11 MIS of Annotation Configuration Module

### 11.1 Module

AnnotationConfig

### 11.2 Uses

RTC Control Module React

# 11.3 Syntax

### 11.3.1 Exported Constants

N/A

### 11.3.2 Exported Access Programs

Name	In	Out	Exceptions
setIsSkeletonEnabled	Boolean	-	-
setIsCOMEnabled	Boolean	-	-
${\it getIs Skeleton Enable}$	-	Boolean	-
${\tt getIsCOMEnable}$	-	Boolean	-

# 11.4 Semantics

#### 11.4.1 State Variables

isSkeletonEnabled: Boolean isCOMEnabled: Boolean

### 11.4.2 Environment Variables

N/A

### 11.4.3 Assumptions

N/A

#### 11.4.4 Access Routine Semantics

setIsSkeletonEnabled(isEnabled: Boolean):

 $\bullet \;\; transition : \; is Skeleton Enabled := is Enabled$ 

• output: N/A

• exception: N/A

setIsCOMEnabled(isEnabled: Boolean):

• transition: isCOMEnabled := isEnabled

• output: N/A

• exception: N/A

# getIsSkeletonEnabled():

• transition: N/A

ullet output: isSkeletonEnabled

• exception: N/A

### getIsCOMEnabled():

• transition: N/A

• output: isCOMEnabled

• exception: N/A

### 11.4.5 Local Functions

N/A

# 12 MIS of App Module

### 12.1 Module

App

### 12.2 Uses

RTC Control Module
Media Control Module
Instructor View Module
Practitioner View Module
Annotation Configuration Module
User Authentication Module

# 12.3 Syntax

### 12.3.1 Exported Constants

None

Name	In	Out	Exceptions
App	-	React.component	_

### 12.3.2 Exported Access Programs

### 12.4 Semantics

#### 12.4.1 State Variables

N/A

### 12.4.2 Environment Variables

N/A

### 12.4.3 Assumptions

N/A

#### 12.4.4 Access Routine Semantics

App():

- transition: App:= React.component() starts React App and render it on the user's device
- output: N/A
- exception: N/A

### 12.4.5 Local Functions

N/A

# 13 MIS of User Authentication Module

### 13.1 Module

Auth

### 13.2 Uses

Instructor View Module Practitioner View Module

# 13.3 Syntax

### 13.3.1 Exported Constants

N/A

### 13.3.2 Exported Access Programs

Name	In	Out	Exceptions
Auth	-	React.component	-

#### 13.4 Semantics

#### 13.4.1 State Variables

isUserInstructor: Boolean

#### 13.4.2 Environment Variables

N/A

### 13.4.3 Assumptions

N/A

#### 13.4.4 Access Routine Semantics

Auth():

- transition: Render the authentication page on the user's device, if the user clicks on the Instructor button, then jumps to the instructor view page, if the user clicks on the practitioner button, jumps to the practitioner view page.
- output: N/A
- exception: N/A

#### 13.4.5 Local Functions

is UserInstructor  $\rightarrow$  Instructor view else Practitioner view setIs UserInstructor(isEnabled: Boolean):

- transition: isUserInstructor := isEnabled
- output: N/A
- exception: N/A

# 14 MIS of Video Transform Module

### 14.1 Module

VideoTransformTrack

### 14.2 Uses

HPE, CM

### 14.3 Syntax

### 14.3.1 Exported Constants

kind = "video"

### 14.3.2 Exported Access Programs

Routine name	In	Out	Exceptions
init	track, transform	-	-
recv	-	VideoFrame	-

### 14.4 Semantics

#### 14.4.1 State Variables

 ${\it track: VideoStreamTrack} \\ {\it transform: string}$ 

#### 14.4.2 Environment Variables

N/A

#### 14.4.3 Assumptions

\_\_init\_\_ is called before any other access program

#### 14.4.4 Access Routine Semantics

\_\_init\_\_(track, transform):

ullet transition: initiated by track and transform, self.track = track, self.transform = transform

 $\bullet$  output: out := self

• exception: N/A

recv(self):

- transition: Processes a video frame (frame) received from a track. Depending on the value of self.transform, it applies one of the following transformations:
  - "HPE": Converts the frame by applying the HPE module annotation.
  - "CM": Converts the frame by applying the CM module annotation.
  - If self.transform is set to any other value, the frame is returned without any transformation.
- output: Returns a new VideoFrame object (new\_frame) that has undergone the specified transformation, preserving the original frames timing information (timestamps and time base).
- exception: N/A

#### 14.4.5 Local Functions

N/A

### 15 MIS of SFU Server Module

#### 15.1 Module

SfuServer

#### 15.2 Uses

VideoTransformTrack

### 15.3 Syntax

#### 15.3.1 Exported Constants

N/A

#### 15.3.2 Exported Access Programs

#### 15.4 Semantics

#### 15.4.1 State Variables

N/A

Routine name	In	Out	Exceptions
consumer	request	-	-
broadcast	request	-	-

#### 15.4.2 Environment Variables

relay: MediaRelay

consumer\_track: VideoStreamTrack

### 15.4.3 Assumptions

N/A

#### 15.4.4 Access Routine Semantics

consumer(request):

- transition: Processes a WebRTC connection request. The function performs the following actions:
  - Parses the request to extract session description parameters.
  - Creates a new RTCPeerConnection object.
  - Logs the information about the sent track.
  - Adds a VideoTransformTrack to the peer connection, which includes subscribing to a consumer track and applying a specified video transformation.
  - Sets the remote description of the peer connection based on the received session description.
  - Creates and sets a local description for the peer connection by generating an answer to the received offer.
- output: Returns a web response in JSON format. This response contains the SDP data and the type of the local description set on the peer connection.
- exception: N/A

broadcast(request):

- transition: Manages the setup and handling of a WebRTC peer connection for broadcasting.
  - Parses the incoming request to extract the SDP data.
  - Initializes a new RTCPeerConnection.
  - Adds the peer connection to a global set and logs relevant information.

- Sets up event handlers for different peer connection events:
  - 1. Connection State Change: Monitors the connection state, logging changes and closing the connection if it fails.
  - 2. Track Reception: Handles received tracks, particularly video tracks, by setting a global consumer\_track for later use, and logs when tracks end.
  - 3. Processes the received offer by setting it as the remote description of the peer connection.
  - 4. Creates and sets a local description for the peer connection in response to the offer.
- output: Returns a web response in JSON format, containing the SDP data and the type of the local description set on the peer connection.
- exception: N/A

#### 15.4.5 Local Functions

N/A

# 16 MIS of Human Pose Estimation Annotation Module

#### 16.1 Module

HPE

### 16.2 Uses

Numpy, CV2, OS, Sys, Time, Subprocess, Shutil, Socket

### 16.3 Syntax

### 16.3.1 Exported Constants

server\_address, HPE\_address, K, pose, Rt1, R1, t1, P1, Identity, P2

#### 16.3.2 Exported Access Programs

#### 16.4 Semantics

#### 16.4.1 State Variables

N/A

Name	In	Out	Exceptions
get_kpts	Image	List	IOError, ValueError
measureJoint	List, List	Tuple	N/A
matchKpts	List	List	N/A
get3D	List, List	List	N/A

#### 16.4.2 Environment Variables

N/A

#### 16.4.3 Assumptions

External libraries are functioning as expected

#### 16.4.4 Access Routine Semantics

get\_kpts(img):

- transition: Saves the input image to a designated path and calls OpenPose to generate keypoints, which are then saved to a JSON file.
- output: Returns a list of keypoints extracted from the input image.
- exception: IOError if image saving or reading fails, ValueError if keypoints processing fails.

measureJoint(kpts1, kpts2):

- transition: Computes the length of the spine in each set of keypoints and returns them ordered by length.
- output: Returns a tuple with the first element being the keypoints set with the longer spine.
- exception: N/A

matchKpts(mirror\_img):

- transition: Reflects the keypoints from the mirror image to match the real image.
- output: Returns the adjusted keypoints for the mirrored image.
- exception: N/A

get3D(real\_kpts, mirror\_kpts):

- transition: Uses the keypoints from the real and mirror images to triangulate 3D points.
- output: Returns the 3D coordinates of the keypoints.
- exception: N/A

#### 16.4.5 Local Functions

N/A

# 17 MIS of Center of Mass Annotation Module

### 17.1 Module

CM

#### 17.2 Uses

numpy: for numerical computations

params.bodySegParams: for body segmentation parameters

params.cameraParams: for camera parameters

### 17.3 Syntax

### 17.3.1 Exported Constants

K, pose, P1, P2, R1, t1, R2, t2 - Camera intrinsic and extrinsic parameters, and projection matrices derived from them.

foot\_in\_air\_thresh - Threshold for determining if a foot is in the air. CoM\_foot\_thresh - Threshold for determining the supporting foot based on the center of mass.

17.3.2 Exported Access Programs

Name	In	Out	Exceptions
getCoM	points_3D: 3D points	CoM: Center of	-
	array	Mass point	
feetStates	CoM: Center	left_foot, right_foot:	-
	of Mass point	States of the feet	
	points_3D: 3D		
	points array		

#### 17.4 Semantics

#### 17.4.1 State Variables

N/A

#### 17.4.2 Environment Variables

N/A

#### 17.4.3 Assumptions

The module assumes that body segment parameters and camera calibration data provided by the bodySegParams and cameraParams modules are accurate and reliable.

#### 17.4.4 Access Routine Semantics

getCoM(points\_3D):

- transition: Calculates the center of mass based on the 3D points of body joints.
- output: Returns the 3D coordinates of the bodys center of mass.
- exception: N/A

feetStates(CoM, points\_3D):

- transition: Determines the state of each foot (left and right) based on their position relative to the center of mass and the vertical distance from the ground.
- output: Returns a tuple containing two dictionaries, left\_foot and right\_foot, each indicating whether the respective foot is on the ground and whether it is supporting body weight.
- exception: N/A

#### 17.4.5 Local Functions

N/A

# 18 MIS of STUN Server Module

#### 18.1 Module

STUN

#### 18.2 Uses

N/A

# 18.3 Syntax

### 18.3.1 Exported Constants

STUN\_SERVER\_ADDRESS

### 18.3.2 Exported Access Programs

N/A

# 18.4 Semantics

### 18.4.1 State Variables

N/A

### 18.4.2 Environment Variables

N/A

# 18.4.3 Assumptions

The module assumes that a public STUN server is readily available.

### 18.4.4 Access Routine Semantics

N/A

### 18.4.5 Local Functions

N/A

# References

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# 19 Appendix

 $[{\bf Extra~information~if~required~-\!SS}]$