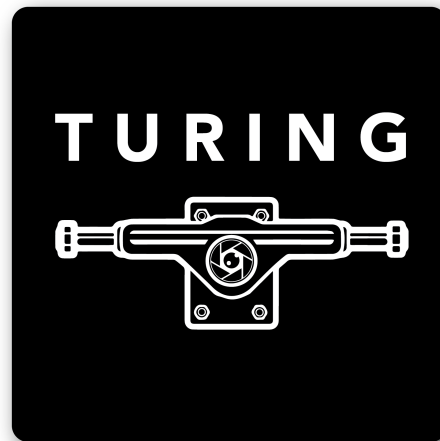


**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING  
THE UNIVERSITY OF TEXAS AT ARLINGTON**

**SYSTEM REQUIREMENTS SPECIFICATION  
CSE 4316: SENIOR DESIGN I  
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**RUNTIME TERRORS  
TURING BOARD**

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# 1 PRODUCT CONCEPT

This section describes the purpose, use and intended user audience for the Turing Board.

The Turing Board is a concept autonomous longboard that is capable of exhibiting self-driving capabilities using computer vision. Users of the Turing Board will be able to take advantage of various features such as having the board follow you autonomously, having the board summon itself to you from a parked location, all on top of functioning as a standard electric longboard capable of recording and analyzing all trip data. Users will be delighted to observe that the Turing Board may also function as a load carrier, relieving them from the burden of carrying everyday items like backpacks, boxes, etc. if desired.

## 1.1 PURPOSE AND USE

The purpose of the Turing Board is to improve the overall user experience of an electric longboard with highly interactive software as a catalyzing agent. The user interfaces with the board via a webapp on their mobile device. It is through the webapp that the user will be able to control the speed of the board when in manual mode, and send requests to the board to perform tasks it is able to do autonomously.

## 1.2 INTENDED AUDIENCE

The intended audience of this board is the electric longboarding community who share a passion for technology. Since this is an open source project, users are invited to tinker with their own forks of the code to optimize the board to their own standards, all the while furthering the light of knowledge to solve self-driving vehicles.

## 2 PRODUCT DESCRIPTION

This section provides the reader with an overview of the Turing Board. The primary operational aspects of the Turing Board, from the perspective of end users, are defined here. The key features and functions found in the Turing Board, as well as critical user interactions and user interfaces are described in detail.

### 2.1 FEATURES & FUNCTIONS

When desired, the Turing Board will follow the user side by side at a walking pace. When called upon, it will summon itself to the user's location from a parked spot. However, users will not be able to take advantage of the autonomous features when they mount the board. The change in inertia spawned by a computer generated movement of the longboard puts the user at great risk of losing balance when taking off, braking, and especially turning. This changes the balance of the system as a whole. Such a problem is not an issue in household autonomous vehicles such as a self-driving car because the change in inertia only affects the balance of the user and not the car in any significant way.

The feature set of the Turing Board also consists of the collection and display of ride analytics.

Visually, the Turing Board is anticipated to share the form of any regular electric skateboard, with the only difference being that it is going to have a camera mounted on the nose end. The parts will consist of a deck, underneath the deck will comprise of an encasing that will house the battery, computation module, turning mechanism hardware, trucks and motorized wheels. The placement of the camera module is anticipated to be on the top of the board.

On the software side, the items include a webapp hosted on an external third party server.

### 2.2 EXTERNAL INPUTS & OUTPUTS

GPS information is a critical entity that will be involved in both external input and output scenarios. We will need the account for the GPS information of both the user and the board. The user authentication is handled by the Google Firebase Authentication API paired with the Google Firebase Cloud Firestore API acting as a cloud database.

### 2.3 PRODUCT INTERFACES

Here are some of the screenshots of what the application interface will look like for the end-user.

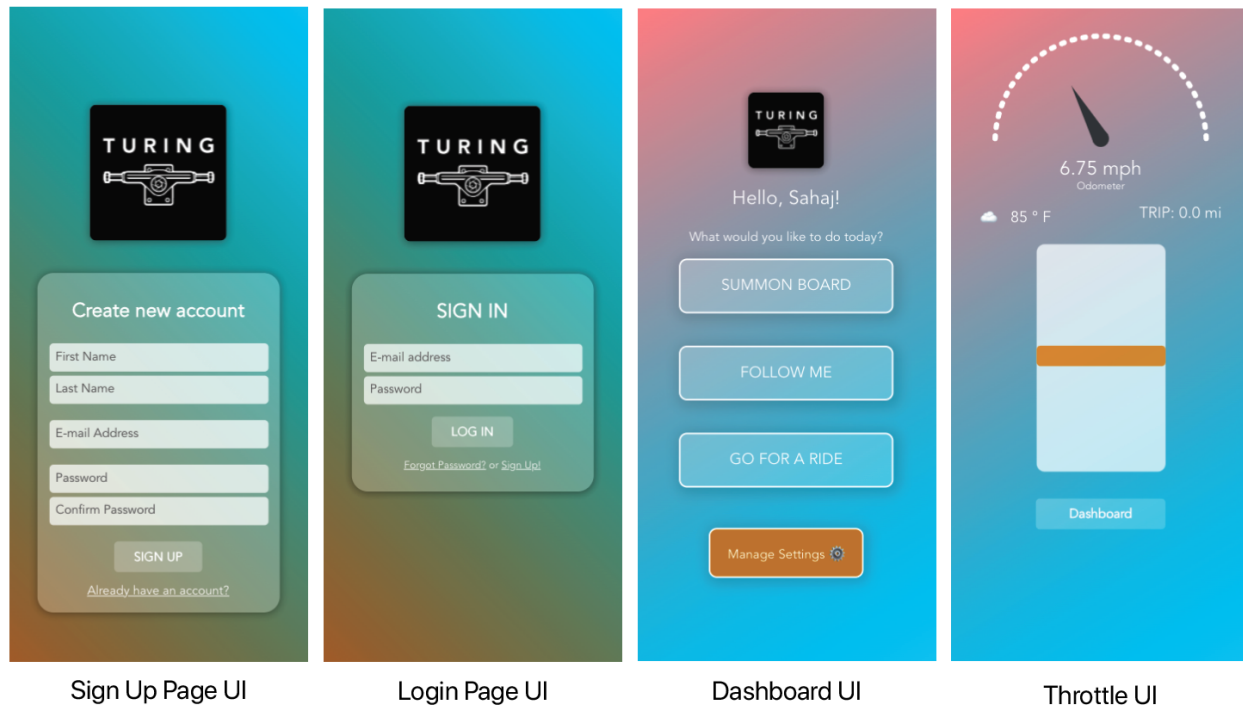


Figure 1: User Interface Screenshots

### 3 CUSTOMER REQUIREMENTS

Include a header paragraph specific to your product here. Customer requirements are those required features and functions specified for and by the intended audience for this product. This section establishes, clearly and concisely, the "look and feel" of the product, what each potential end-user should expect the product do and/or not do. Each requirement specified in this section is associated with a specific customer need that will be satisfied. In general Customer Requirements are the directly observable features and functions of the product that will be encountered by its users. Requirements specified in this section are created with, and must not be changed without, specific agreement of the intended customer/user/sponsor.

#### 3.1 GPS

##### 3.1.1 DESCRIPTION

As part of the autonomous navigation system, the GPS would provide coordinate data which would allow the program to know the position of the longboard which would be used to draw vectors to aid with navigation to a target coordinate.

##### 3.1.2 SOURCE

The GPS built into the phone will be used to get the current location of the longboard.

##### 3.1.3 CONSTRAINTS

The GPS coordinates provided by the phone should be precise without jumping from one value to another too much.

##### 3.1.4 STANDARDS

Conforms to the standard Global Positioning System.



### **3.1.5 PRIORITY**

High

## **3.2 REMOTE**

### **3.2.1 DESCRIPTION**

Instead of having a separate remote, a free-to-download app will be made available which can be used to summon the board, enable the follow-me feature, and control the speed of the wheels. The app currently uses React as the framework of choice for the front-end and is hosted publicly on Netlify. It uses sockets for communication, but a better approach we found is Bluetooth which would make the process of data transfer very simple and easy. The app will soon be changed to using React Native to support both Android and IOS. The reason for this is to ensure full compatibility without having to worry about browser versions.

### **3.2.2 SOURCE**

Native Android and IOS application making use of Bluetooth to communicate with the longboard.

### **3.2.3 CONSTRAINTS**

Since the rider of the longboard will be going quite fast, the transmission of data needs to be reduced as much as possible. Latency should be minimized.

### **3.2.4 STANDARDS**

Bluetooth 4.0/5.0 for maximum compatibility.

### **3.2.5 PRIORITY**

High

## 4 PACKAGING REQUIREMENTS

The product will be shipped pre-assembled which would include the turning mechanism, camera, and Jetson already screwed onto a standard longboard. The only thing not plugged in would be the batteries which the user has to connect themselves. The firmware for the product will come pre-installed where the user would only be required to pair the device with the mobile app to make use of it. An ankle bracelet with ArUco Tags for the follow me feature and a power supply for charging the batteries would also be included as part of the purchase.

### 4.1 REQUIREMENT NAME

#### 4.1.1 DESCRIPTION

Due to the nature of the product, the main point of failure is the turning mechanism which needs to be protected using bubble wrap with zip ties holding it in place to prevent it from shaking during shipping. Anything electrical which might not be inside of an enclosure will be contained inside of ant-static bags to prevent static from killing the parts. The Ankle bracelet will be packaged separately in a hard casing to prevent it from bending or being compressed during shipping. The batteries would come packaged inside of an insulated bag alongside the power supply. All the components would be placed inside of the delivery box which would have dedicated sections for each part.

#### 4.1.2 SOURCE

These are some of the locations from which the parts are being sourced:

1. Adafruit
2. Amazon
3. eBay

#### 4.1.3 CONSTRAINTS

One of the major constraints is to make sure that the board does not move around too much whilst shipping as it contains sensitive components which might get chipped off in a scenario where a screw comes loose, and the PCB hits the inside of the casing. Also, the shipping environment should have a fairly constant temperature as electrical components are heavily affected by temperature which might cause the parts to degrade. The latter scenario is an extreme case.

#### 4.1.4 STANDARDS

The shipment should be handled with care and not thrown around which moving from one shipment container to another.

#### 4.1.5 PRIORITY

High

## 5 PERFORMANCE REQUIREMENTS

Include a header paragraph specific to your product here. Performance requirements address items such as: how fast specific critical operations must complete; how long it takes to start/stop activities; how long the battery must last; maximum time it must take to set up; etc.

### 5.1 BATTERY

#### 5.1.1 DESCRIPTION

A 2500 KW hour, 24 V battery will provide power to the entire system. For the preliminary design, the voltage will be stepped down using a Buck Converter providing 19V to the Jetson TX2. There will be an open 5V and 3.3V terminal if there is a need to connect external power to sensors and microcontrollers.

#### 5.1.2 SOURCE

Specified by the team member (Sarker Nadir Afridi Azmi)

#### 5.1.3 CONSTRAINTS

The power used by the entire system should be minimized to ensure the the longboard can operate for at least an hour with a rider before it needs to be charged.

#### 5.1.4 STANDARDS

2500 KWh

#### 5.1.5 PRIORITY

High

## **6 SAFETY REQUIREMENTS**

Include a header paragraph specific to your product here. Safety requirements might address items specific to your product such as: no exposure to toxic chemicals; lack of sharp edges that could harm a user; no breakable glass in the enclosure; no direct eye exposure to infrared/laser beams; packaging/grounding of electrical connections to avoid shock; etc.

### **6.1 LABORATORY EQUIPMENT LOCKOUT/TAGOUT (LOTO) PROCEDURES**

#### **6.1.1 DESCRIPTION**

Any fabrication equipment provided used in the development of the project shall be used in accordance with OSHA standard LOTO procedures. Locks and tags are installed on all equipment items that present use hazards, and ONLY the course instructor or designated teaching assistants may remove a lock. All locks will be immediately replaced once the equipment is no longer in use.

#### **6.1.2 SOURCE**

CSE Senior Design laboratory policy

#### **6.1.3 CONSTRAINTS**

Equipment usage, due to lock removal policies, will be limited to availability of the course instructor and designed teaching assistants.

#### **6.1.4 STANDARDS**

Occupational Safety and Health Standards 1910.147 - The control of hazardous energy (lockout/tagout).

#### **6.1.5 PRIORITY**

Critical

### **6.2 NATIONAL ELECTRIC CODE (NEC) WIRING COMPLIANCE**

#### **6.2.1 DESCRIPTION**

Any electrical wiring must be completed in compliance with all requirements specified in the National Electric Code. This includes wire runs, insulation, grounding, enclosures, over-current protection, and all other specifications.

#### **6.2.2 SOURCE**

CSE Senior Design laboratory policy

#### **6.2.3 CONSTRAINTS**

High voltage power sources, as defined in NFPA 70, will be avoided as much as possible in order to minimize potential hazards.

#### **6.2.4 STANDARDS**

NFPA 70

#### **6.2.5 PRIORITY**

Critical

### **6.3 RIA ROBOTIC MANIPULATOR SAFETY STANDARDS**

#### **6.3.1 DESCRIPTION**

Robotic manipulators, if used, will either housed in a compliant lockout cell with all required safety interlocks, or certified as a "collaborative" unit from the manufacturer.

### **6.3.2 SOURCE**

CSE Senior Design laboratory policy

### **6.3.3 CONSTRAINTS**

Collaborative robotic manipulators will be preferred over non-collaborative units in order to minimize potential hazards. Sourcing and use of any required safety interlock mechanisms will be the responsibility of the engineering team.

### **6.3.4 STANDARDS**

ANSI/RIA R15.06-2012 American National Standard for Industrial Robots and Robot Systems, RIA TR15.606-2016 Collaborative Robots

### **6.3.5 PRIORITY**

Critical

## 7 MAINTENANCE & SUPPORT REQUIREMENTS

Include a header paragraph specific to your product here. Maintenance and support requirements address items specific to the ongoing maintenance and support of your product after delivery. Think of these requirements as if you were the ones who would be responsible for caring for customers/end user after the product is delivered in its final form and in use "in the field". What would you require to do this job? Specify items such as: where, how and who must be able to maintain the product to correct errors, hardware failures, etc.; required support/troubleshooting manuals/guides; availability/documentation of source code; related technical documentation that must be available for maintainers; specific/unique tools required for maintenance; specific software/environment required for maintenance; etc.

### 7.1 REQUIREMENT NAME

#### 7.1.1 DESCRIPTION

Detailed requirement description...

#### 7.1.2 SOURCE

Source

#### 7.1.3 CONSTRAINTS

Detailed description of applicable constraints...

#### 7.1.4 STANDARDS

List of applicable standards

#### 7.1.5 PRIORITY

Priority

## 8 OTHER REQUIREMENTS

Include a header paragraph specific to your product here. In this section specify anything else that is required for the product to be deemed complete. Include requirements related to customer setup and configuration if not specified in a previous requirement. Add any known requirements related to product architecture/design, such as modularity, extensibility (for future enhancements), or adaptation for a specific programming language. Consider requirements such as portability of your source code to various platforms (Windows, Linux, Unix Mac OS, etc.).

### 8.1 REQUIREMENT NAME

#### 8.1.1 DESCRIPTION

Detailed requirement description...

#### 8.1.2 SOURCE

Source

#### 8.1.3 CONSTRAINTS

Detailed description of applicable constraints...

#### 8.1.4 STANDARDS

List of applicable standards

#### 8.1.5 PRIORITY

Priority

## 9 FUTURE ITEMS

In this last section, you will reiterate all requirements that are listed as priority 5. This is repetitive, but necessary as a concise statement of features/functions that were considered/discussed and documented herein, but will NOT be addressed in the prototype version of the product due to constraints of budget, time, skills, technology, feasibility analysis, etc. Use the following format for this section.

### 9.1 REQUIREMENT NAME

#### 9.1.1 DESCRIPTION

Detailed requirement description...

#### 9.1.2 SOURCE

Source

#### 9.1.3 CONSTRAINTS

Detailed description of applicable constraints...

#### 9.1.4 STANDARDS

List of applicable standards

#### 9.1.5 PRIORITY

Priority



## REFERENCES