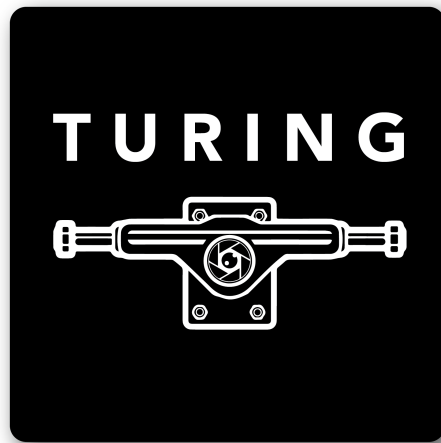


**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
THE UNIVERSITY OF TEXAS AT ARLINGTON**

**SYSTEM REQUIREMENTS SPECIFICATION
CSE 4316: SENIOR DESIGN I
FALL 2021**



**RUNTIME TERRORS
TURING BOARD**

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REVISION HISTORY

Revision	Date	Author(s)	Description
0.1	10.22.2022	SA	document creation
0.2	10.28.2022	SA	completed sections 1 and 2
0.3	10.05.2015	AT, GH	complete draft

CONTENTS

1	Product Concept	7
1.1	Purpose and Use	7
1.2	Intended Audience	7
2	Product Description	8
2.1	Features & Functions	8
2.2	External Inputs & Outputs	8
2.3	Product Interfaces	8
3	Customer Requirements	9
3.1	GPS	9
3.1.1	Description	9
3.1.2	Source	9
3.1.3	Constraints	9
3.1.4	Standards	10
3.1.5	Priority	10
3.2	Remote	10
3.2.1	Description	10
3.2.2	Source	10
3.2.3	Constraints	10
3.2.4	Standards	10
3.2.5	Priority	10
3.3	Computer Vision	10
3.3.1	Description	10
3.3.2	Source	10
3.3.3	Constraints	10
3.3.4	Standards	10
3.3.5	Priority	11
3.4	Path finding	11
3.4.1	Description	11
3.4.2	Source	11
3.4.3	Constraints	11
3.4.4	Standards	11
3.4.5	Priority	11
4	Packaging Requirements	12
4.1	Requirement Name	12
4.1.1	Description	12
4.1.2	Source	12
4.1.3	Constraints	12
4.1.4	Standards	12
4.1.5	Priority	12

5	Performance Requirements	13
5.1	Battery	13
5.1.1	Description	13
5.1.2	Source	13
5.1.3	Constraints	13
5.1.4	Standards	13
5.1.5	Priority	13
6	Safety Requirements	14
6.1	Laboratory equipment lockout/tagout (LOTO) procedures	14
6.1.1	Description	14
6.1.2	Source	14
6.1.3	Constraints	14
6.1.4	Standards	14
6.1.5	Priority	14
6.2	National Electric Code (NEC) wiring compliance	14
6.2.1	Description	14
6.2.2	Source	14
6.2.3	Constraints	14
6.2.4	Standards	14
6.2.5	Priority	14
6.3	RIA robotic manipulator safety standards	14
6.3.1	Description	14
6.3.2	Source	15
6.3.3	Constraints	15
6.3.4	Standards	15
6.3.5	Priority	15
7	Maintenance & Support Requirements	16
7.1	Firebase Authentication Admin Portal	16
7.1.1	Description	16
7.1.2	Source	16
7.1.3	Constraints	16
7.1.4	Standards	16
7.1.5	Priority	16
8	Other Requirements	17
8.1	Requirement Name	17
8.1.1	Description	17
8.1.2	Source	17
8.1.3	Constraints	17
8.1.4	Standards	17
8.1.5	Priority	17
9	Future Items	18
9.1	Requirement Name	18
9.1.1	Description	18
9.1.2	Source	18

9.1.3	Constraints	18
9.1.4	Standards	18
9.1.5	Priority	18

LIST OF FIGURES

1	User Interface Screenshots	9
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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 either a native Android or iOS app on their mobile device. It is through the mobile app 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.

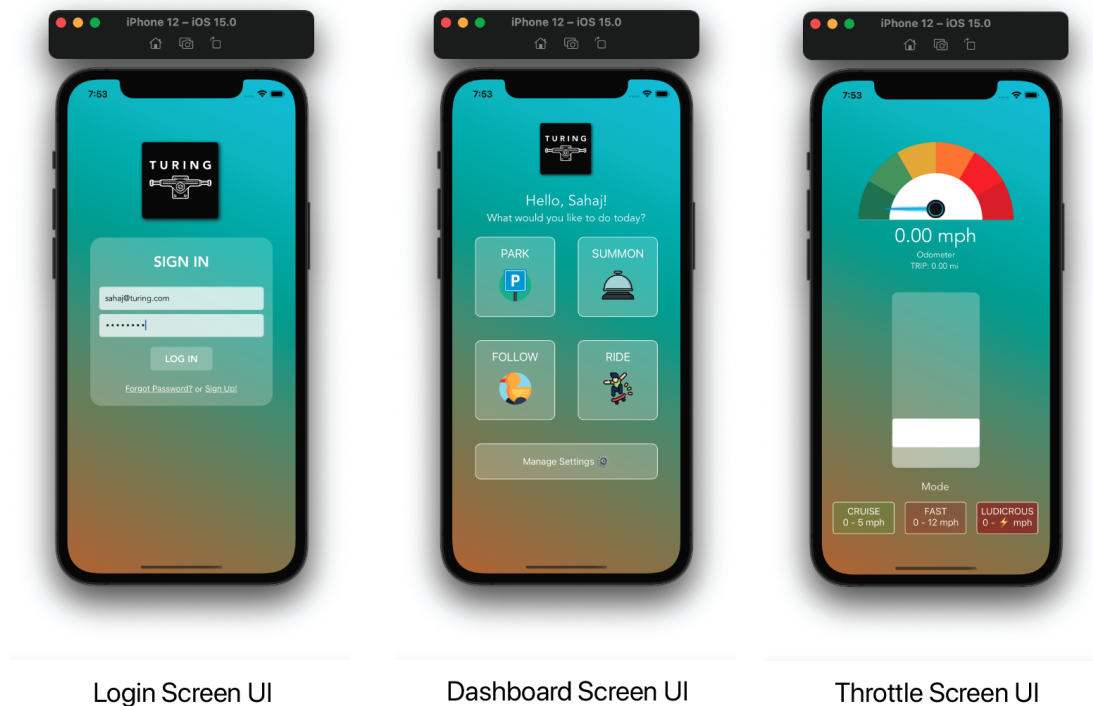


Figure 1: User Interface Screenshots

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

3.3 COMPUTER VISION

3.3.1 DESCRIPTION

The Turing Board utilizes an Intel RealSense Depth Camera D435. It has two that will be used for detecting objects to avoid and detecting a specific maker in its view to command the board to follow (see "Other" section for more information on this feature). The object detection is handled by Single Shot Detectors (SSDs). An SSD-MobileNet V2 model on a 91 class COCO dataset will be deployed.

3.3.2 SOURCE

Sahaj Amatya Sarker Nadir Afridi Azmi

3.3.3 CONSTRAINTS

The pre-built library for the computer vision only works on x86 architecture. Since our controller, the NVIDIA Jetson TX 2, was built to work with Intel ARM architecture a kernel has been built to allow communication between the two. Also, due to the nature of what the computer vision of the Turing Board will do, the Jetson TX 2 will need to use it's CUDA cores to process the input appropriately. For this reason, a kernel was also built for OpenCV.

3.3.4 STANDARDS

N/A

3.3.5 PRIORITY

High

3.4 PATH FINDING

3.4.1 DESCRIPTION

The Turing Board will utilize a greedy best first search for its path finding algorithm. The board generates a trapezoidal trajectory map in front of it with progressive width equal to its own width plus some padding width. If an object is detected with the trajectory, the path finding algorithm will seek a path to avoid the object.

3.4.2 SOURCE

Sahaj Amatya & Sarker Nadir Afridi Azmi

3.4.3 CONSTRAINTS

The camera used on the board is able to only see up to 20ft ahead. This will need to be taken into consideration with considering how to best avoid an object.

3.4.4 STANDARDS

N/A

3.4.5 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

The Turing Board is ultimately meant to be a full product sent to a customer ready to ride basically out of the box. For this reason, the majority of the maintenance and support items are abstracted from the user's view. We will provide a user manual to the user, but other than that it would largely be up to the supporting team to resolve any technical issue with the board. For the app, we are hosting our login admin portal on Google's Firebase Authentication.

7.1 FIREBASE AUTHENTICATION ADMIN PORTAL

7.1.1 DESCRIPTION

The Turing Board's authentication is hosted through Google's Firebase. It currently uses the free Spark Plan. Through this portal, an admin would have the ability to manage users, reset passwords, and monitor authentication usage.

7.1.2 SOURCE

Sahaj Amatya & firebase.google.com/pricing

7.1.3 CONSTRAINTS

The Spark Free plan for Firebase only allows for 10,000 authentications per month.

7.1.4 STANDARDS

N/A

7.1.5 PRIORITY

Moderate

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