

Capstone Project: VMware#1-AR in Data Centers

Design Review #3

Group 21

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Team Introduction



Leader

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Senior
ECE



Member

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Senior
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Member

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Senior
ECE



Member

Yaxin Chen
Senior
ECE



Member

Jinglei Xie
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ECE



Contents

- Introduction
- Engineering Design Analysis
- Final Design Description
- Implementation & Current Progress
- Demonstration & Plan



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Problems & Needs in Data Centers (DC)

Maintenance and audits

- Do not have **integrated** information system
 - Need an **integrated system** that involves all the information together
- Lack **user-friendly** instructions
 - Need a more **user-friendly** tool for instructions and information access



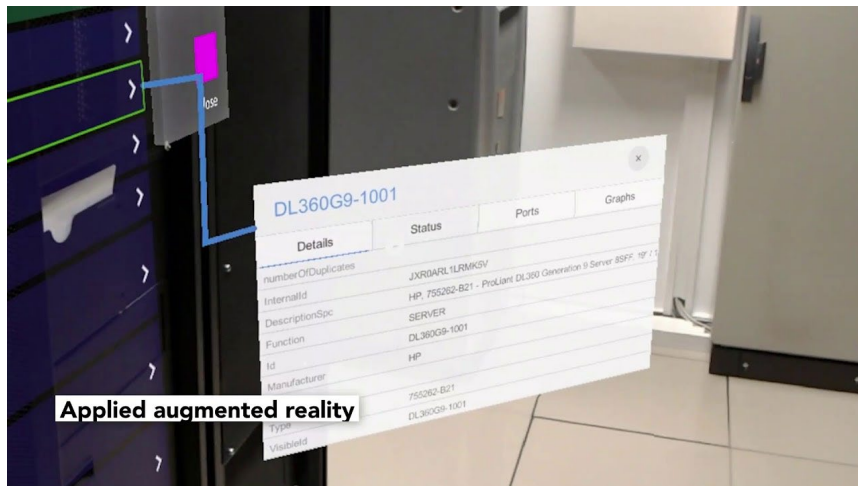
www.cisco.com

Project Goal

An Augmented Reality (AR) App
for aiding on-site DC maintenance & audit

➤ **Front-end: AR**

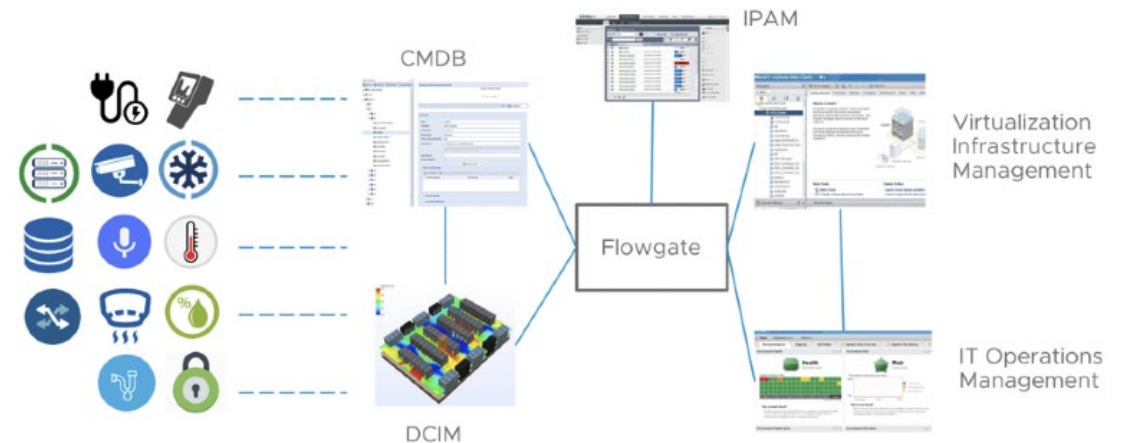
- A user interface to display the information vividly



www.youtube.com/watch?v=1Pe028PjQhs

➤ **Back-end: Flowgate**

- An integrated system containing all necessary information of DC



<https://github.com/vmware/flowgate>

Customer Requirements (CR) & Engineering Specifications (ES)

CR: Short Reaction Time

ES:

- Barcode localization & identification: $< 0.55s$ [1]
- Database query complexity: $O(\log(n))$
- AR image generation: $< 0.1s$ [2]

CR: Portable Device

ES:

- Platform: Android 7.0+ / iOS 11.0+ [3]
- Light: $\geq 40lx$ [4]
- Software package size: $< 110MB$ for Android / $< 940MB$ for iOS [5]

[1] E. Ohbuchi, H. Hanaizumi and L. A. Hock, "Barcode readers using the camera device in mobile phones," *2004 International Conference on Cyberworlds*, Tokyo, Japan, 2004, pp. 260-265, doi: 10.1109/CW.2004.23.

[2] A. Baek, K. Lee, and H. Choi, "CPU and GPU parallel processing for mobile Augmented Reality." 2013.

[3] <https://developers.google.com/ar/discover/supported-devices> & <https://developer.apple.com/documentation/arkit>

[4] L. Blom, "Impact of light on augmented reality." Diva Portal. 2018.

[5] <https://play.google.com/store/apps> & <https://www.apple.com/app-store>

Customer Requirements (CR) & Engineering Specifications (ES)

CR: Information Correctness

ES:

- Barcode localization correctness: > 90% [1]
- Data retrieval accuracy: > 99% [2]

CR: Comfortable Display

ES:

- Frame rate: > 15 frames/s [3]
- Sensible temperature of device: < 40 °C [4]

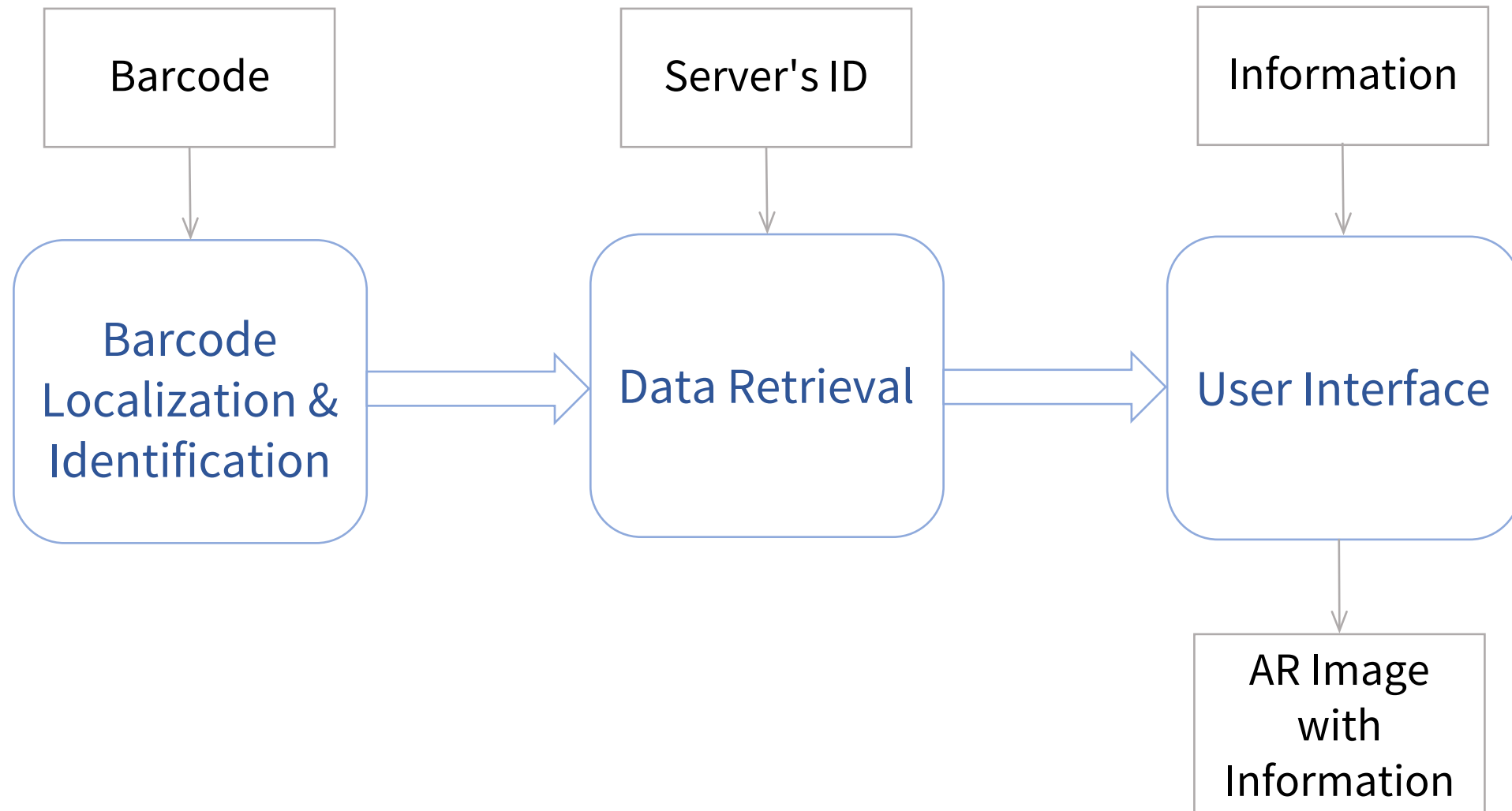
[1] O. Oktay et al., "Stratified Decision Forests for Accurate Anatomical Landmark Localization in Cardiac Images," in IEEE Transactions on Medical Imaging, vol. 36, no. 1, pp. 332-342, Jan. 2017, doi: 10.1109/TMI.2016.2597270.

[2] https://www.labce.com/spg650115_barcode_reading_and_accuracy.aspx

[3] A. Craig. Augmented Reality Hardware, pp. 69-124. 2013.

[4] <https://support.apple.com/en-us/HT201678> & <https://support.google.com/pixelphone/answer/9134668?hl=en>

Concept Diagram





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Barcode Localization & Identification

➤ Barcode Localization & Identification

- Generated from ES & difficulty in implementation

➤ How to choose software development kit?



➤ ZXing [1]

- Open source
- Slow identification
- Low accuracy



➤ ML Kit

- Open source (Google)
- Moderate speed
- Moderate accuracy



➤ Scandit

- Close source
- Fast identification
- High accuracy

[1] http://www.discoversdk.com/compare/scandit_-barcode-scanner-sdk-vs-zxing

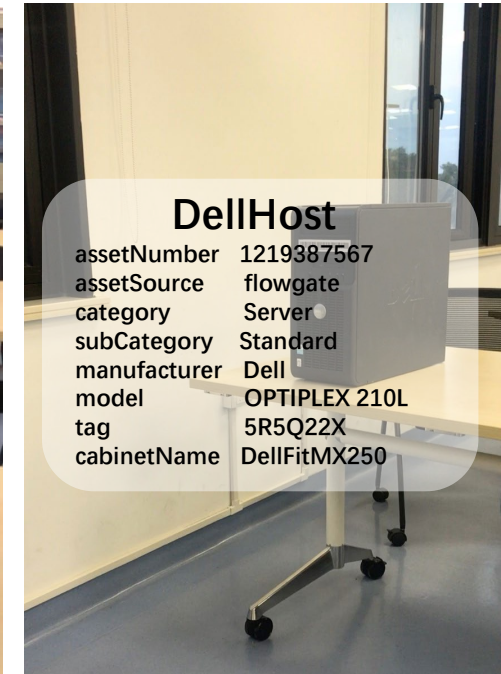
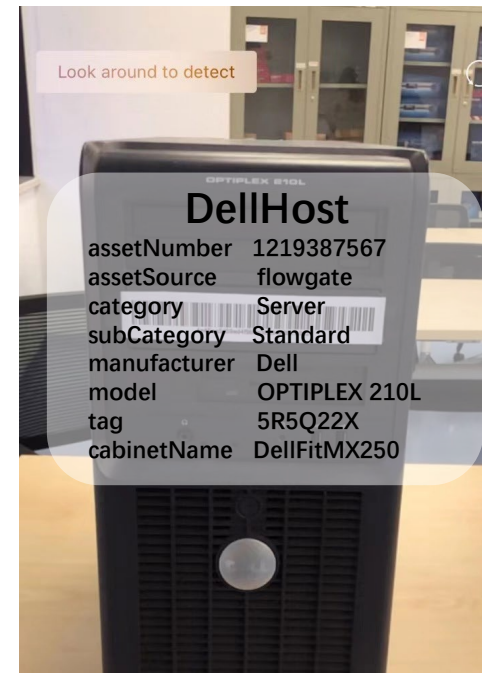
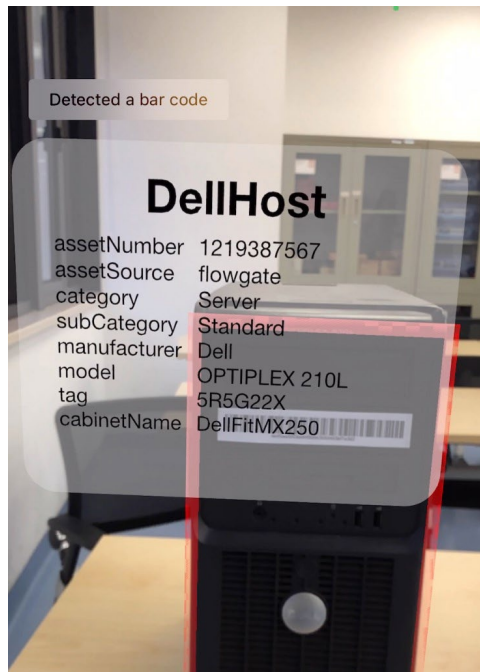
User Interface

➤ User Interface

- Generated from CR & survey about existing similar softwares

➤ How to display information?

- Display in AR (3-D coordinate)
- Display on screen (2-D coordinate)

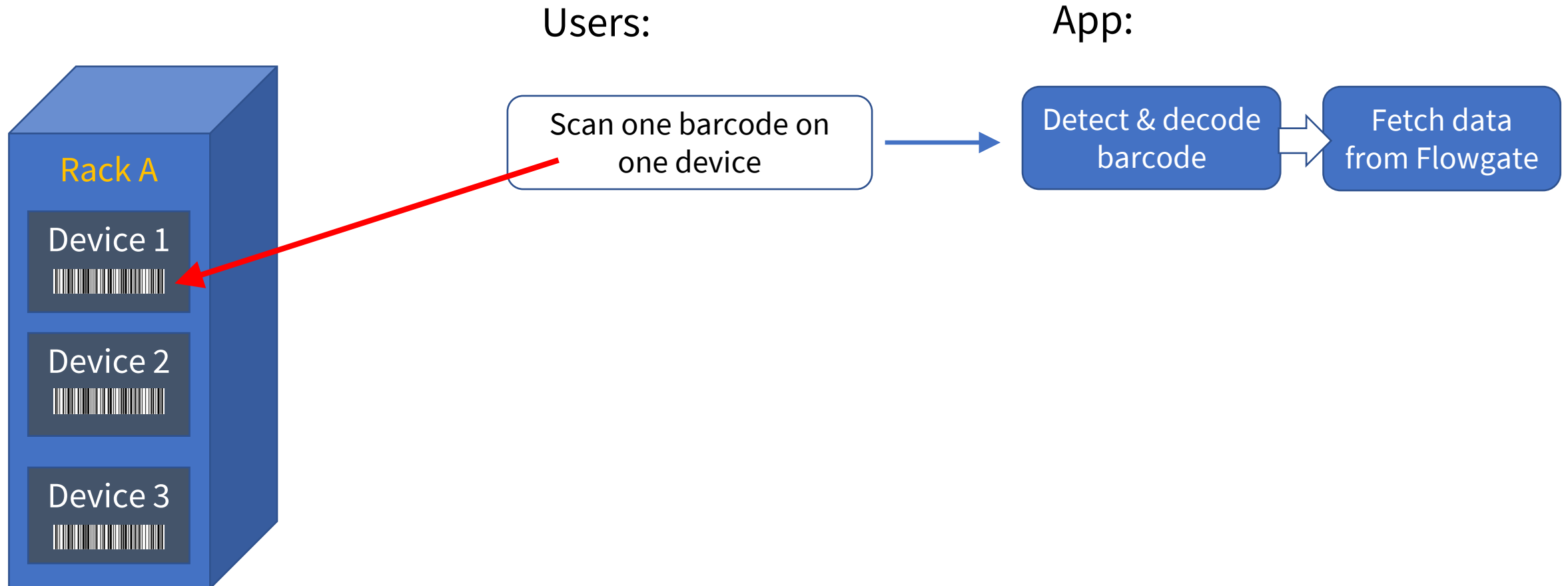




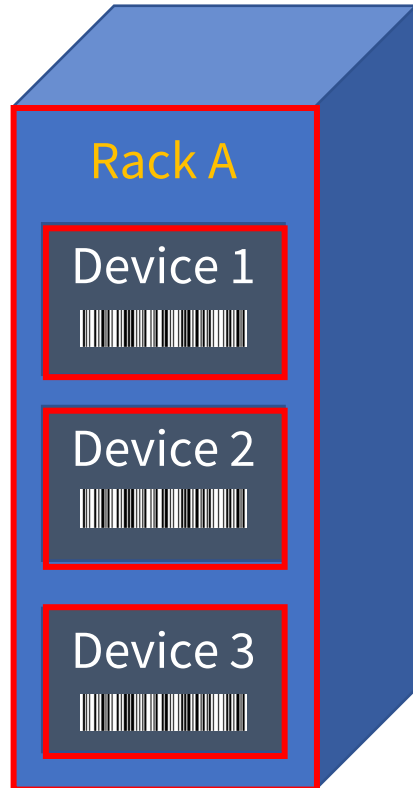
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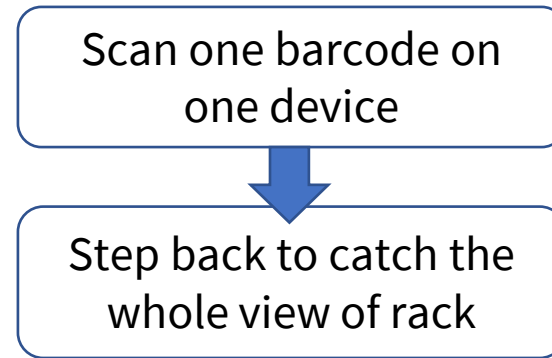
Final Design Workflow



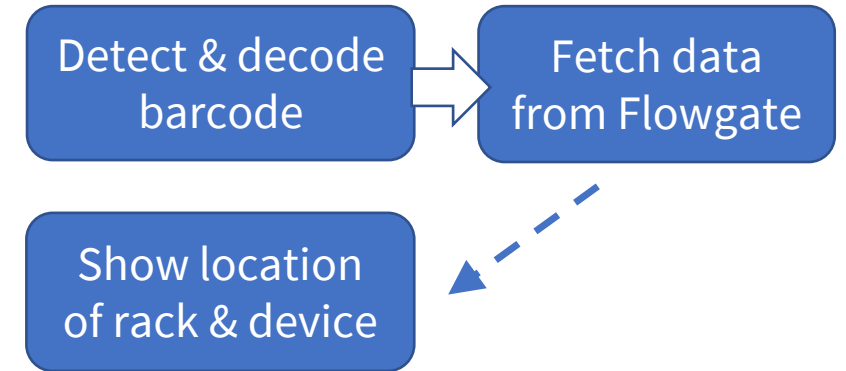
Final Design Workflow



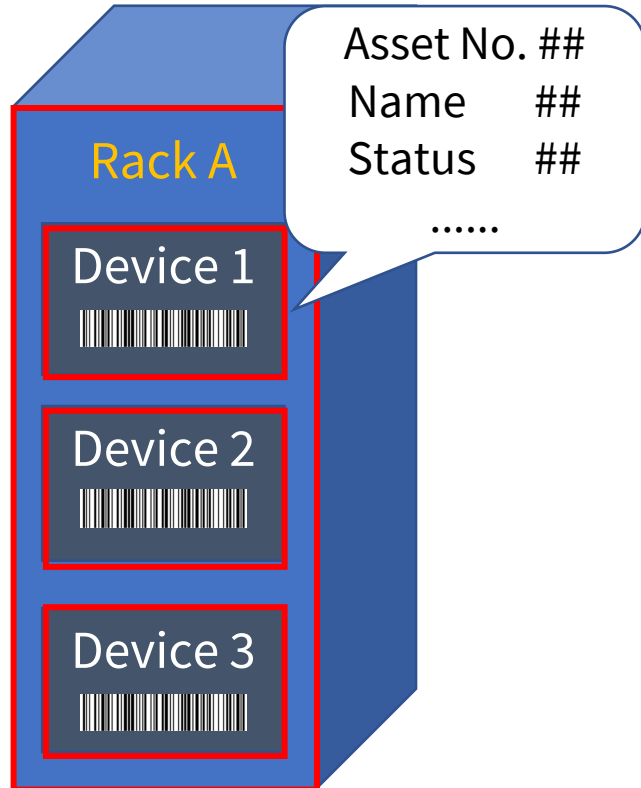
Users:



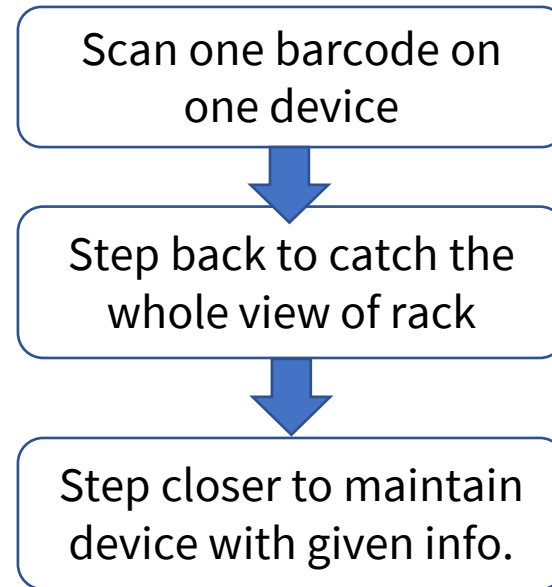
App:



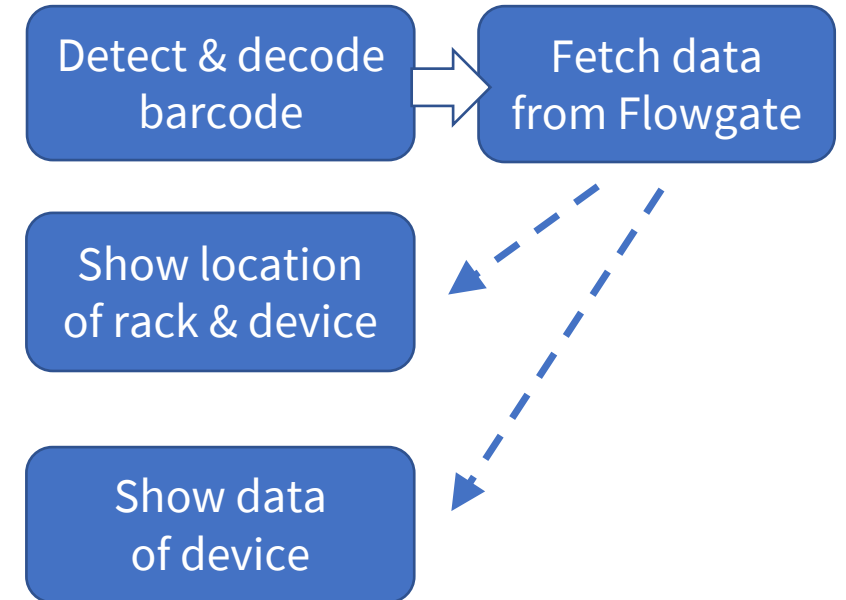
Final Design Workflow



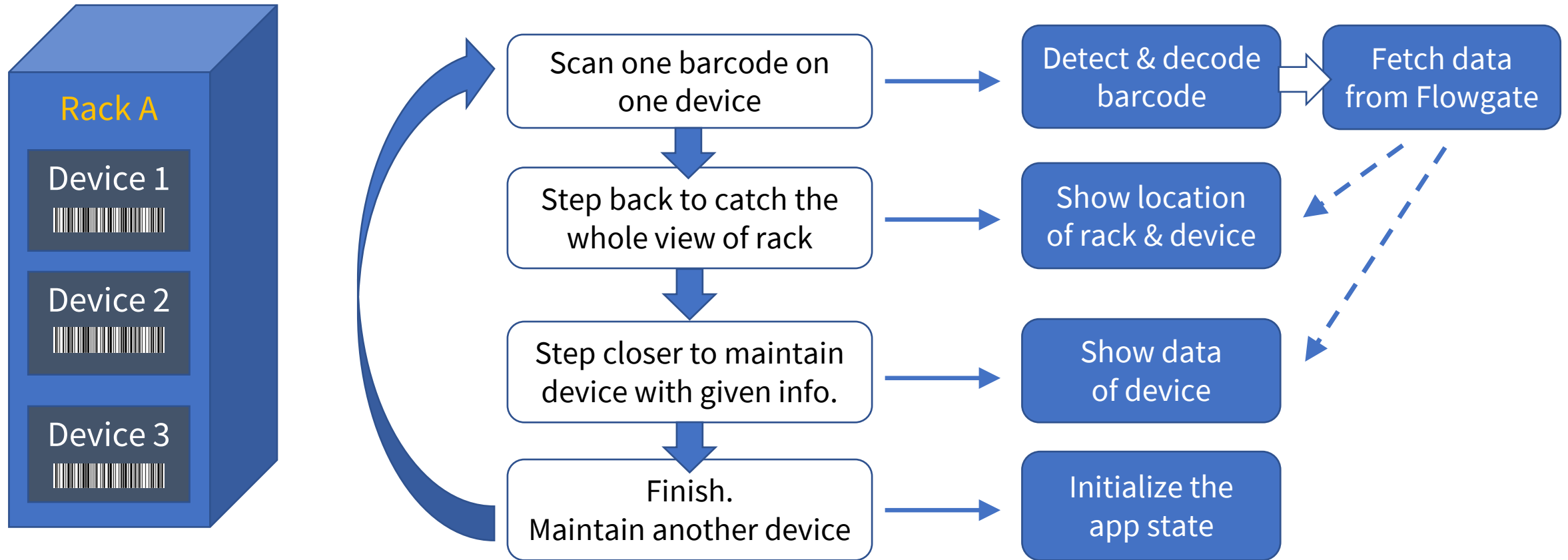
Users:



App:



Final Design Workflow





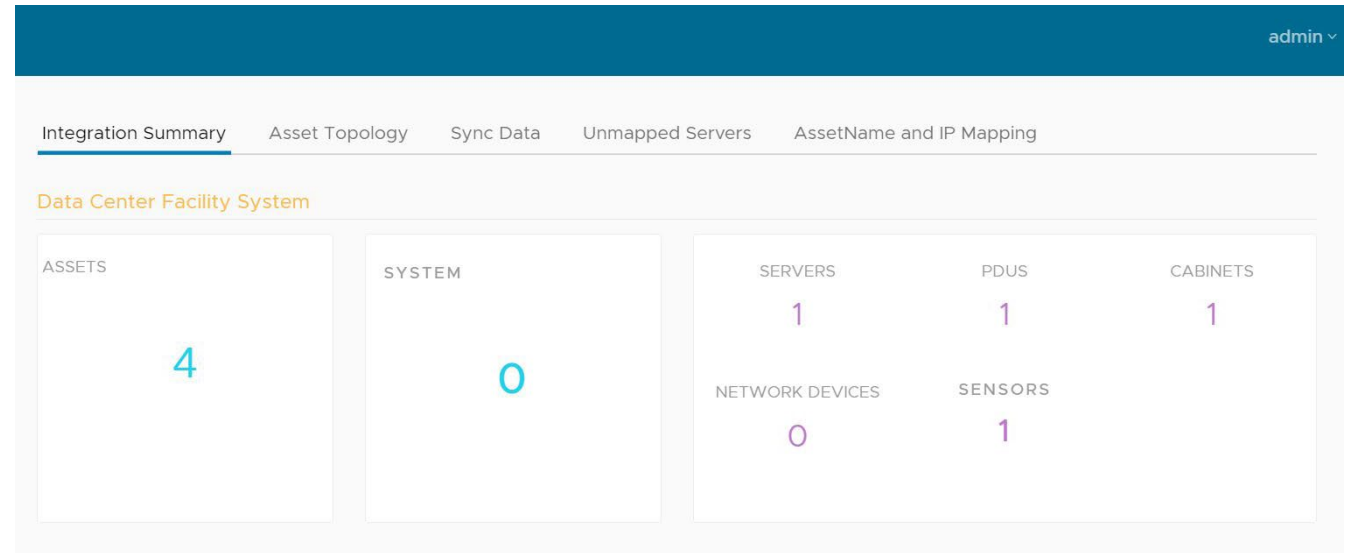
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Steps of Implementation

Step 1 Configure backend server

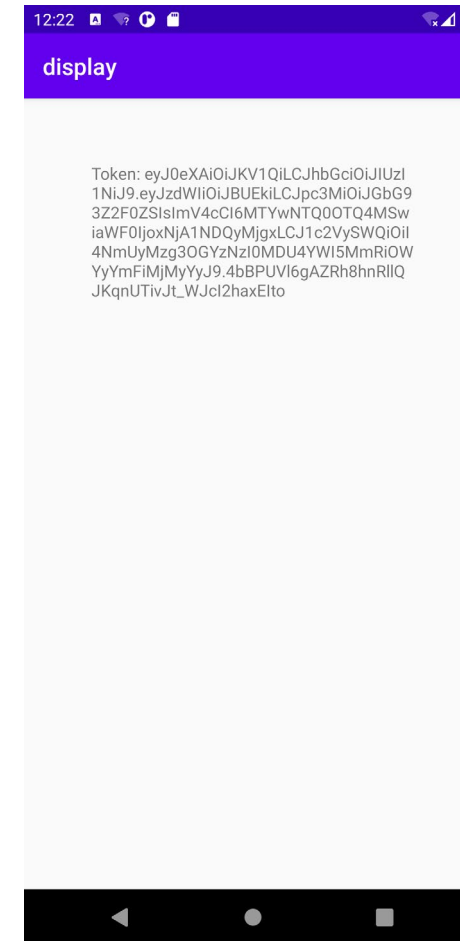
- Install flowgate server
- Create informations sets for data center assets



Steps of Implementation

Step 2-1 Implement data management functions using API

- Python (testing and asset mapping)
- Java (raw data retrieval in Android)
- Swift (raw data retrieval in IOS)



Steps of Implementation

Step 2-2 Implement bar code scanning

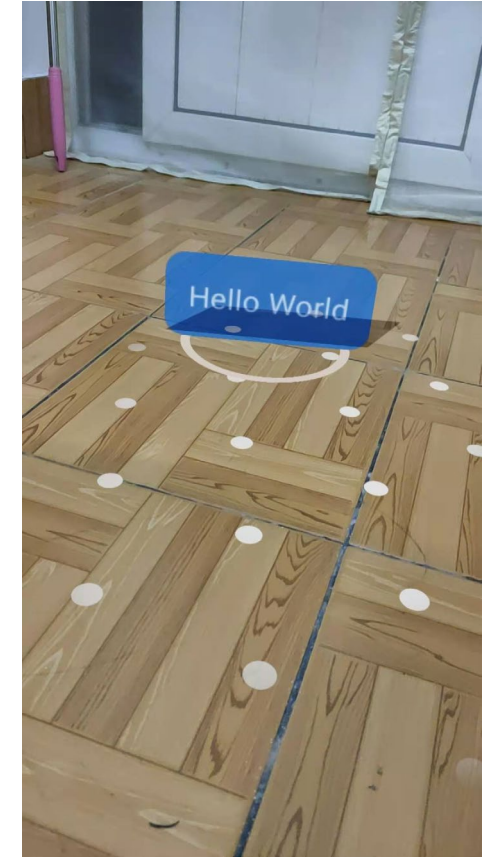
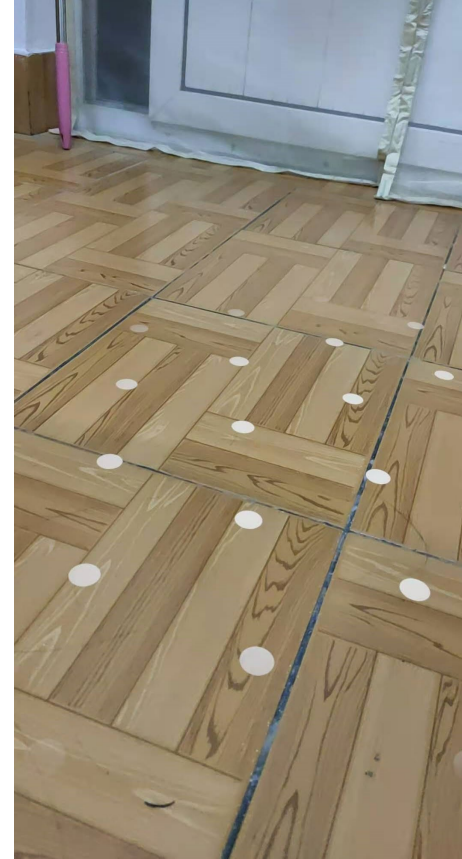
- Read data strings from the bar codes



Steps of Implementation

Step 2-3 Implement simple AR apps (for testing)

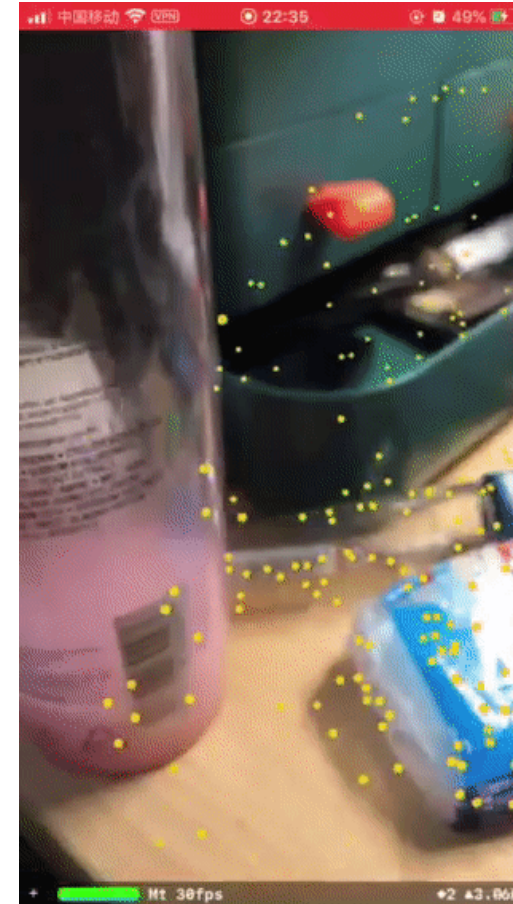
- Find a plane in the environment and place a textbox on it



Steps of Implementation

Step 3 Integrate AR with bar code scanning

- Scan the bar code and place the readings onto a 3D window



Steps of Implementation

Step 4 Integrate AR, bar code scanning and data retrieval

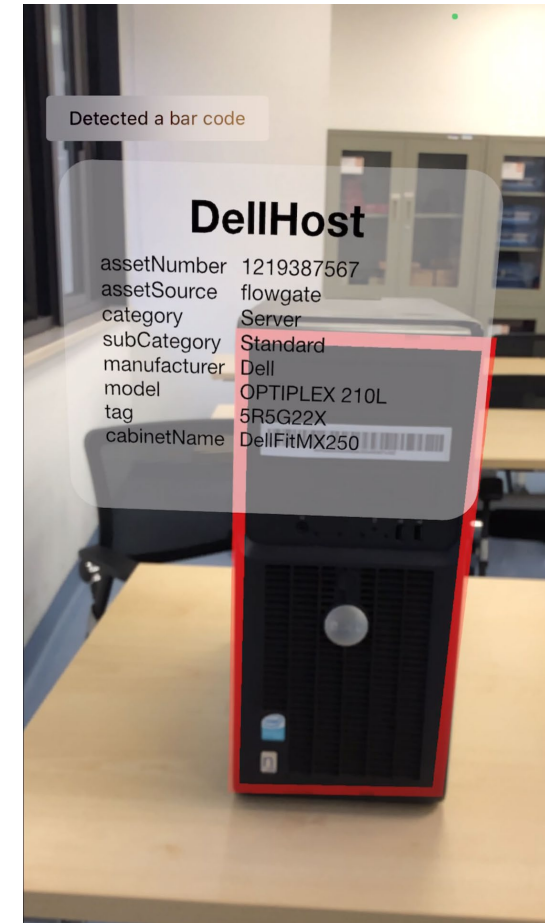
- Scan the bar code, retrieve corresponding data from the backend server, and display the information onto a 3D window



Steps of Implementation

Step 5 Recognize devices in AR

- Recognize a device and mark it with a red rectangle in the AR interface



Steps of Implementation

Step 6 Recognize racks / cabinets in AR

- Recognize a rack / cabinet, mark it with a blue rectangle and display its corresponding information in the AR interface

Still in progress

Current performance

	Current performance	Requirement
Barcode localization & identification	≈ 1.5s (may occasionally have wrong reading in Android)	< 0.55s
Barcode localization correctness	≈ 98%	> 90%
AR image generation	< 0.1s	< 0.1s
Data retrieval accuracy	100%	> 99%
Frame rate	≈ 60 fps	> 15 fps
temperature	≈ 47 °C	< 40 °C



- CPU usage: 116-134%
- Memory usage: ≈ 245MB



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Future Plan

➤ Manufacturing plan

Task Name		16 Nov 20							23 Nov 20							30 Nov 20							
		M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M
1.4	Good UX																						
1.4.1	Adjust the workflow																						
1.4.2	Be able to freeze the screen																						
1.5	Improve algorithm																						
1.5.1	Pause session to save CPU																						
1.5.2	Multiple cabinets/bar codes																						

Future Plan

➤ Validation plan

- test our program in real data center
- multiple cabinets and multiple server bar code





| **Joint Institute**

Q & A

