

Capstone Project: VMware#1-AR in Data Centers Design Review #1

Group 21

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Team Introduction



Leader

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- Introduction
- Literature Search and Benchmarking
- Requirements and Specifications
- Project Plan
- Conclusion



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Maintenance of Data Center (DC)

Data centers (DCs):

requires reliability & availability



Systems for DC maintenance [1]:

- Monitor and control the energy usage of IT devices
- Monitor status of devices
- Store models and parameters of devices

On-site operations:

Fix the problematic devices manually inside DC



www.cisco.com

[1] M. F. Abadi, F. Haghighat, and F. Nasiri, "Data center maintenance: applications and future research directions," *Facilities*, vol. 38, no. 9/10, pp. 691–714, 2020.





Problems & Needs of On-stie Maintenance

- Do not have integrated information system
 - Structure of data center
 - Device model & parameters
 - Device status
 - Environment & power
- ➤ Lack user-friendly instructions
 - Complicated literal descriptions in manuals or documents



www.google.com/about/datacenters/gallery/

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> An integrated system that involves all the information together

> A more user-friendly tool to aid and instruct on-site maintenance work

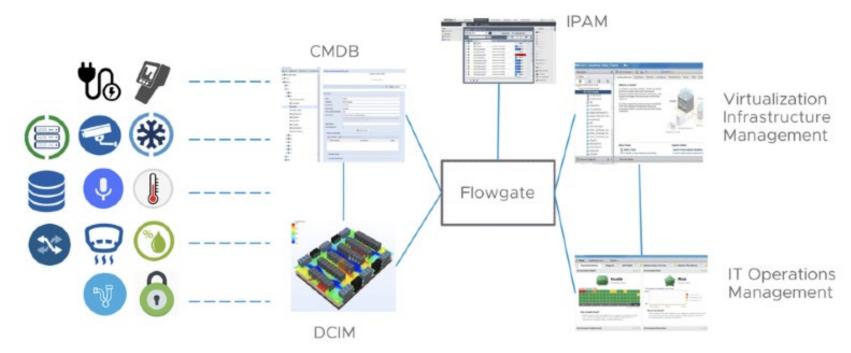


Aiding On-site DC Maintenance: Back-end

Data Various data systems







[1] Vmware. "Flowgate." GitHub. [Online]. Available: https://github.com/vmware/flowgate. Accessed: Sept. 27, 2020.





Aiding On-site DC Maintenance: Front-end

Augmented Reality (AR) = Information Generated By Computers + Real-World Scenarios





mini.eastday.com/



Aiding On-site DC Maintenance: Front-end

Augmented Reality (AR)

for aiding on-site DC maintenance

- ➤ Advantages [1]:
 - Provide easier access to information: avoid unnecessary visits to different information systems
 - Provide convenient and vivid instructions for on-site technicians



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

[1] H. Jalo, H. Pirkkalainen, O. Torro, H. Kärkkäinen, J. Puhto, and T. Kankaanpää, "How Can Collaborative Augmented Reality Support Operative Work in the Facility Management Industry?" *KMIS*, vol. 3, pp. 41-51, Sept. 2018, doi: 10.5220/0006889800410051





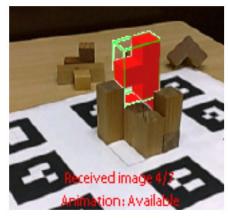


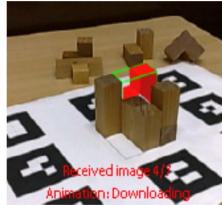
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Competitive & Related Products

Mobile Augmented Assembly [1]

- > PC server software + phone client software:
 - PC: complex AR model information
 - Phone: an AR view and control
 - Transfer: WLAN/Bluetooth
- ➤ guidance for real world assembly task:
 - Animated images





Step by step guidance of a 3D puzzle on a mobile phone [1]

[1] M. Hakkarainen, C. Woodward and M. Billinghurst, "Augmented assembly using a mobile phone," 2008 7th IEEE/ACM International Symposium on Mixed and Augmented Reality, Cambridge, 2008, pp. 167-168, doi: 10.1109/ISMAR.2008.4637349.





- Augmented Assembly Software

> Advantages

- Be instructive and intuitional
- Require less computing resources for AR on mobile phones

Disadvantages

- Long data transmission times between the phone and PC server (19.13/3.44 sec for Bluetooth/WLAN)
- Lack Data Base for real-time information

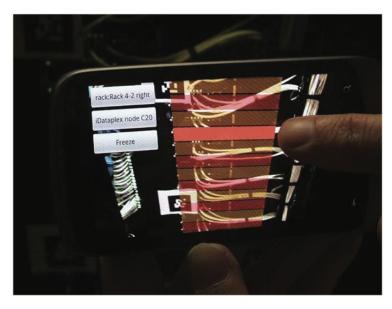


Competitive & Related Products

Mobile Augmented Reality in Data Center (IBM) [2]

- > Tivoli MEO server + phone client software:
 - Server: provide data by scan QR code
 - Phone: Interact with AR, changes be sent to the server
- ➤ Visual overlay:
 - IDs, locations of several devices on a rack
 - Button to freeze the video capture





Visual overlay of data center assets on top of assets in an IBM rack [1]

[1] S. Deffeyes, "Mobile augmented reality in the data center," in IBM Journal of Research and Development, vol. 55, no. 5, pp. 51-55, Sept.-Oct. 2011, doi: 10.1147/JRD.2011.2163278.





- Augmented Assembly Software

- Advantages
- Provide Real-time data
- Be user-friendly

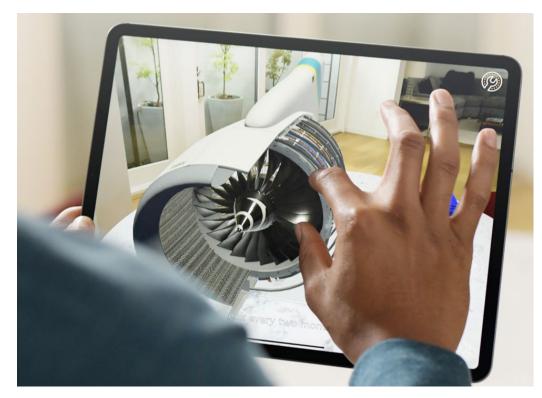
- Disadvantages
- limited information stored in Tivoli MEO server
- Physical status of device not detected; only rely on QR code



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Customer Requirements (CR)

- Display real-time information of data center with AR
 - Short Reaction Time [1]
 - Information Correctness
 - Comfortable Display
 - Portable Device



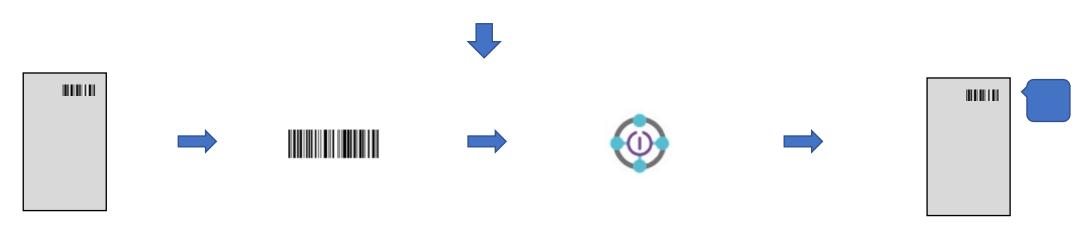
www.apple.com/augmented-reality/

[1] N. Fiona, "A Study on Tolerable Waiting Time: How Long Are Web Users Willing to Wait?", Behaviour & Information Technology - Behaviour & IT, 2003, pp. 285, doi: 10.1080/01449290410001669914.





CR: Short Reaction Time



Object localization: time < 0.5s [1]

Barcode identification: time < 0.05s [2]

Database query: complexity = O(log(n))

AR image generation: time < 0.1s [3]

^[3] A. Baek, K. Lee, and H. Choi, "CPU and GPU parallel processing for mobile Augmented Reality." 2013.





^[1] Q. Peng and Y. Song, "Object recognition and localization based on Mask R-CNN," *Journal of Tsinghua University (Science and Technology)*, 2019, vol. 59, no. 2, pp. 135-141.

^[2] 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.

CR: Information Correctness

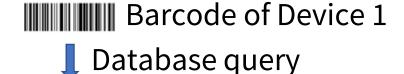


- > Localization:
 - Error rate < 10% [1]





- > Data retrieval:
 - Error rate < 0.01% [2]



Device 1
Temperature: ...
Humidity: ...

Device 2
Temperature: ...
Humidity: ...

[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





CR: Comfortable Display



- > Frame rate > 15 frames per second [1]
- ➤ Sensible temperature of device < 40 °C [2]



www.apple.com/augmented-reality/

- [1] A. Craig. Augmented Reality Hardware, pp. 69-124. 2013.
- [2] https://support.apple.com/en-us/HT201678 & https://support.google.com/pixelphone/answer/9134668?hl=en





CR: Portable Device



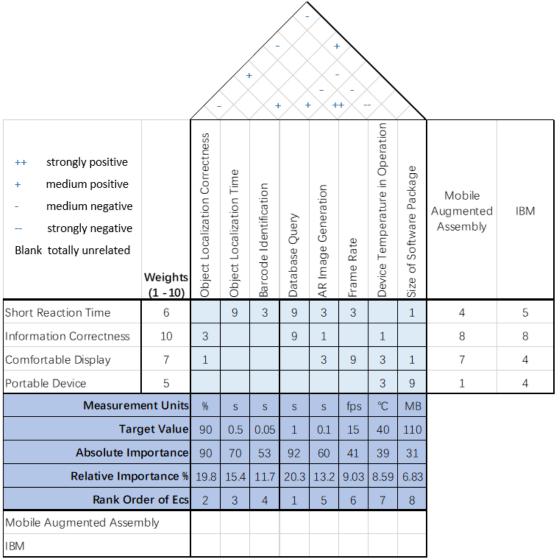
- Product environment
 - Platform: Android 7.0+ / iOS 11.0+ [1]
 - Light: >= 40lx [2]
- > Applications
 - Size of software package < 110MB for Android, < 940MB for iOS [3]

- [1] https://developers.google.com/ar/discover/supported-devices & https://developer.apple.com/documentation/arkit
- [2] L. Blom, "Impact of light on augmented reality." Diva Portal. 2018.
- [3] https://play.google.com/store/apps & https://www.apple.com/app-store





Quality Function Deployment

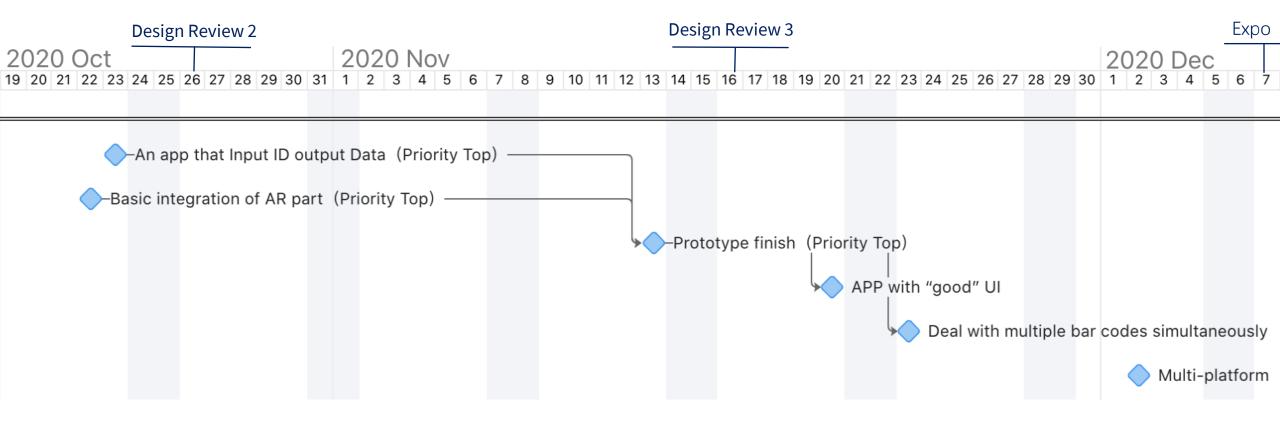






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Project Plan: Milestones







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