

Capstone Project: VMware#1-AR in Data Centers

Design Review #2

Group 21

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Chenyun Tao

Liying Han

Yaxin Chen

Jinglei Xie



Instructor

Mingjian Li

Sponsor & Mentor

Gavin Lu

Yixing Jia

Team Introduction



Leader

Shuyi Zhou
Senior
ECE



Member

Chenyun Tao
Senior
ECE



Member

Liying Han
Senior
ECE



Member

Yaxin Chen
Senior
ECE



Member

Jinglei Xie
Senior
ECE



Contents

- Introduction
- Concept Generation & Selection
 - Barcode Localization & Identification
 - Data Retrieval
 - User Interface
- Progress and 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



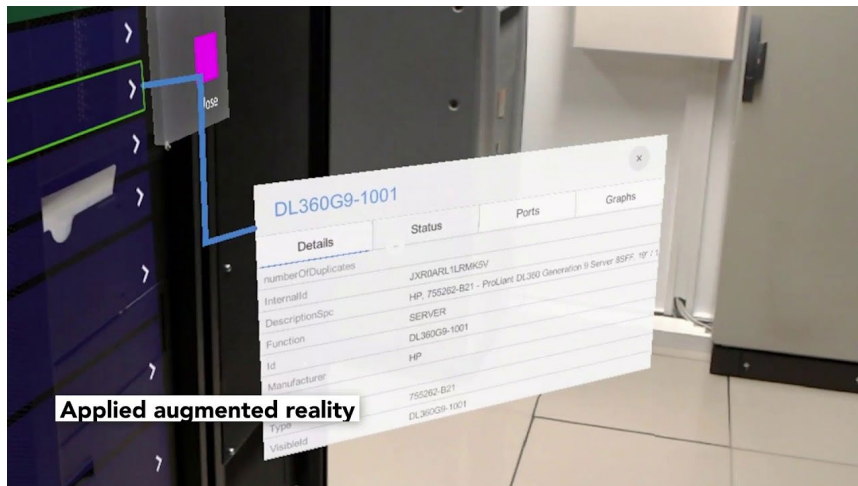
www.cisco.com

Project Goal

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

➤ **Front-end: AR**

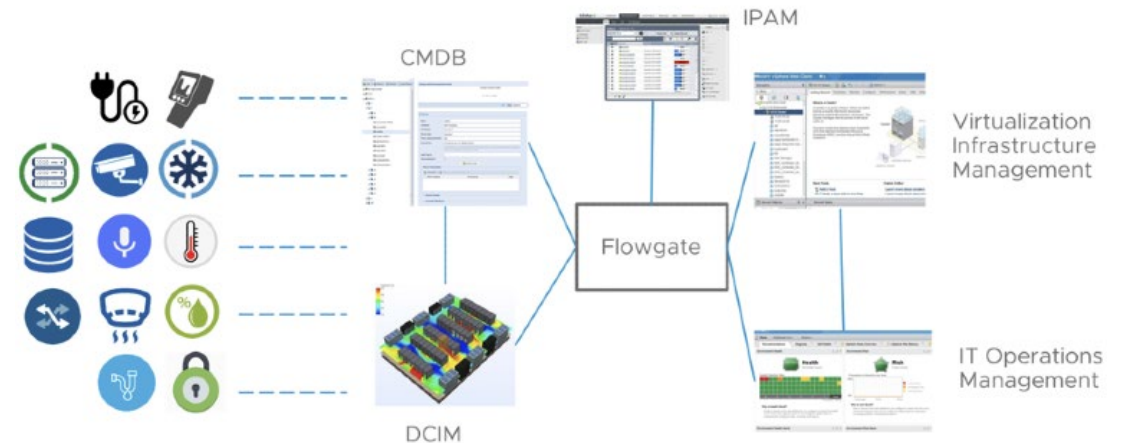
- A user interface to display the information vividly



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]

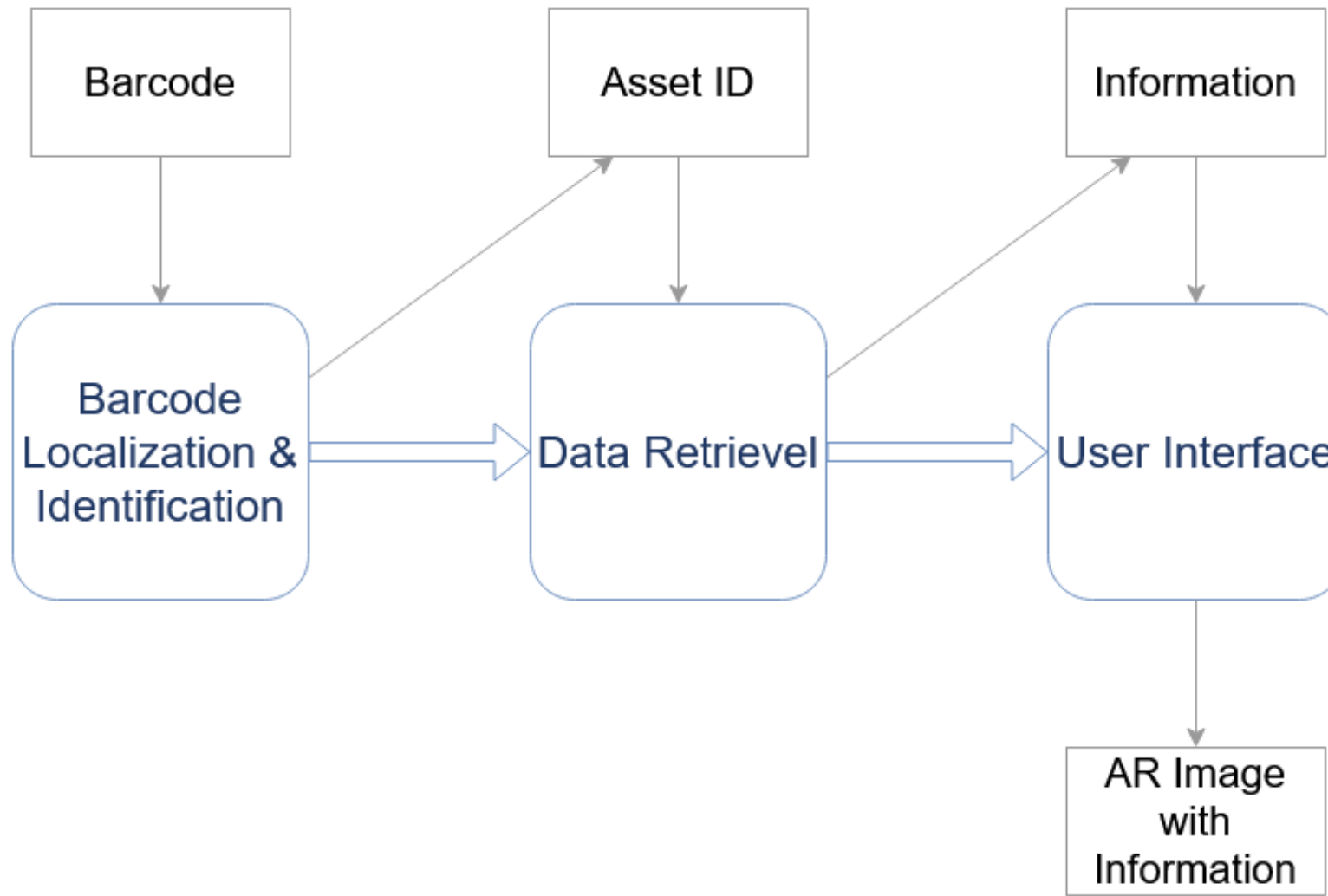
[1] O. Oktay et al., "Stratified Decision Forests for Accurate Anatomical Landmark Localization in Cardiac Images," in IEEE Transactions on Medical Imaging, vol. 36, no. 1, pp. 332-342, Jan. 2017, doi: 10.1109/TMI.2016.2597270.

[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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Concept Generation

➤ Barcode Localization & Identification

- To select from various SDK (Software Development Kit)
- Generated from ES & difficulty in implementation



➤ ZXing

- Open source
- Scan only one barcode
- Slow & Lower accuracy

➤ ML Kit

- Open source (Google)
- Scan multiple barcodes
- A little slow

➤ Scandit

- Close source
- Faster
- More accurate

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

Concept Selection

Design criterion	Weight factor	Unit	ZXing			ML Kit			Scandit		
			Value	Score	Rating	Value	Score	Rating	Value	Score	Rating
Reaction time	0.17	Exp	Long	5	0.85	Fair	6	1.02	Short	8	1.36
Information correctness	0.5	Exp	Low	5	2.5	Fair	6	3	High	7	3.5
Implement. difficulty	0.17	Exp	High	4	0.68	Low	8	1.36	Low	8	1.36
Cost	0.17	\$	0	10	1.7	0	10	1.7	>100	2	0.34
			5.73			7.08			6.56		

Concept Selection

Design criterion	Weight factor	Unit	ZXing			ML Kit			Scandit		
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Cost	0.17	\$	0	10	1.7	0	10	1.7	>100	2	0.34
			5.73			7.08			6.56		

➤ **Challenge:** how to integrate with our app using AR kit?



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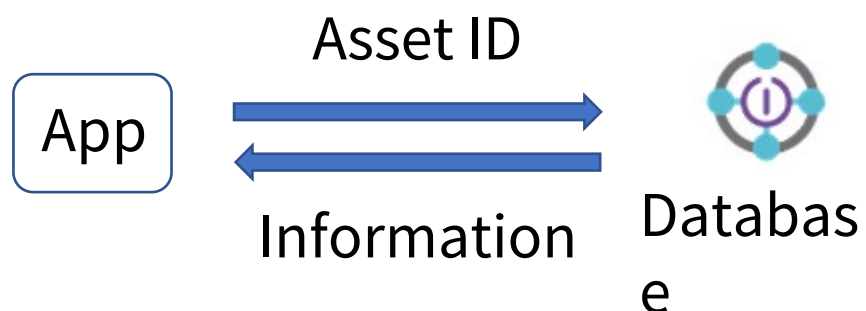
Concept Generation

➤ Data Retrieval

- Generated from CR of short reaction time

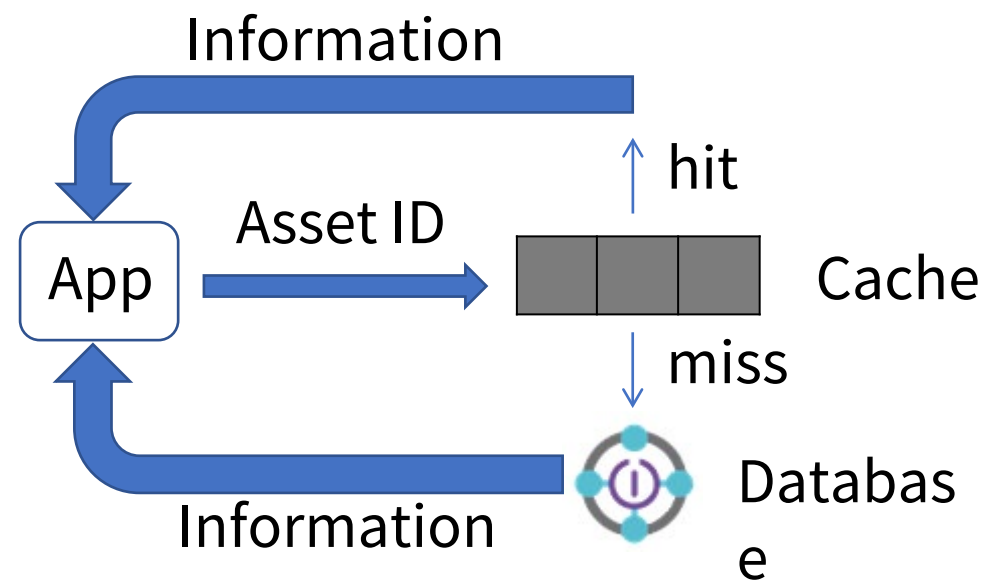
➤ Direct Retrieval

- Directly retrieve information from remote database and transmit through network



➤ Cache

- Retrieve from local cache first
- If miss, retrieve from remote database



Concept Selection

Design criterion	Weight factor	Unit	Direct Retrieval			Cache [1]		
			Value	Score	Rating	Value	Score	Rating
Time requirement	0.33	Exp	Fair	5	1.65	Low	6	2.31
Space requirement	0.33	Exp	Low	7	2.31	Fair	5	1.65
Implementation difficulty	0.17	Exp	Fair	5	0.85	High	3	0.51
History record	0.17	Exp	Unsupported	3	0.51	Supported	7	1.19
					5.32			5.66

[1] David Patterson and John Hennessy, Computer Organization and Design - Hardware/Software Interface, 4th edition, Morgan Kaufmann, 2008, ISBN 978-0-12-374493-7

Concept Selection

Design criterion	Weight factor	Unit	Direct Retrieval			Cache [1]		
			Value	Score	Rating	Value	Score	Rating
Time requirement	0.33	Exp	Fair	5	1.65	Low	6	2.31
Space requirement	0.33	Exp	Low	7	2.31	Fair	5	1.65
Implementation difficulty	0.17	Exp	Fair	5	0.85	High	3	0.51
History record	0.17	Exp	Unsupported	3	0.51	Supported	7	1.19
			5.32			5.66		

➤ **Challenge:** how to set size of cache and expired time of information?

[1] David Patterson and John Hennessy, Computer Organization and Design - Hardware/Software Interface, 4th edition, Morgan Kaufmann, 2008, ISBN 978-0-12-374493-7



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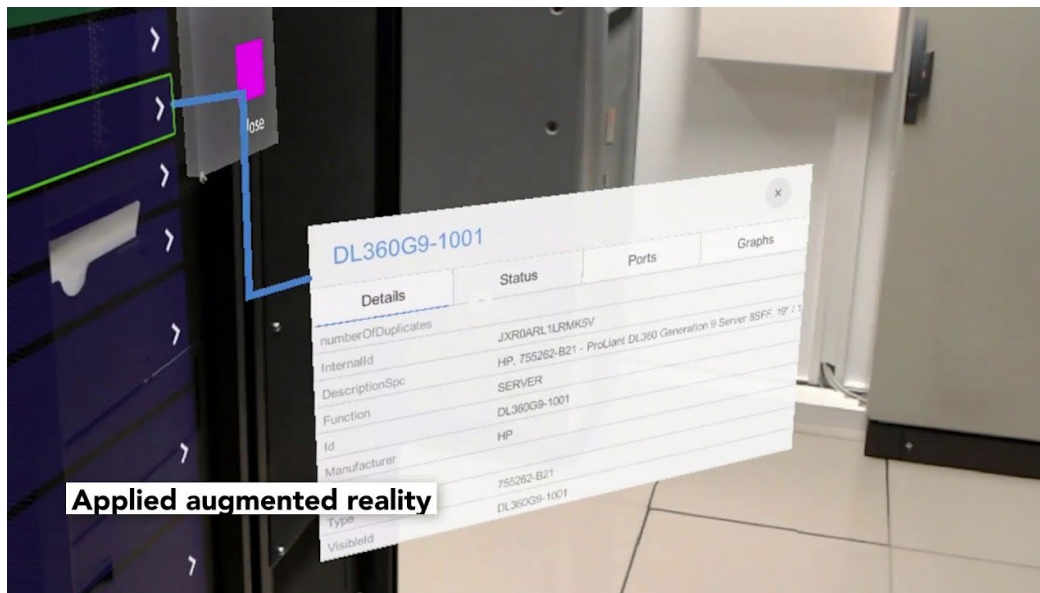
Concept Generation

➤ User Interface

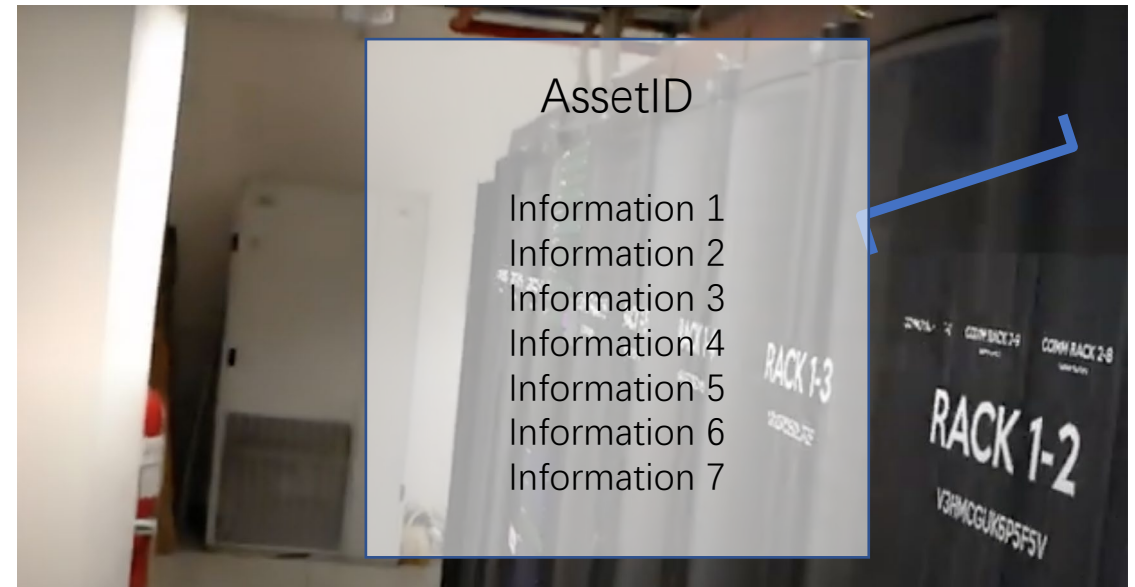
- Generated: CR & Survey about existing similar softwares

➤ How to display data?

- Place information in 3-D (AR) coordinate
- Place information on screen (2-D coordinate), but connected to the server with a line



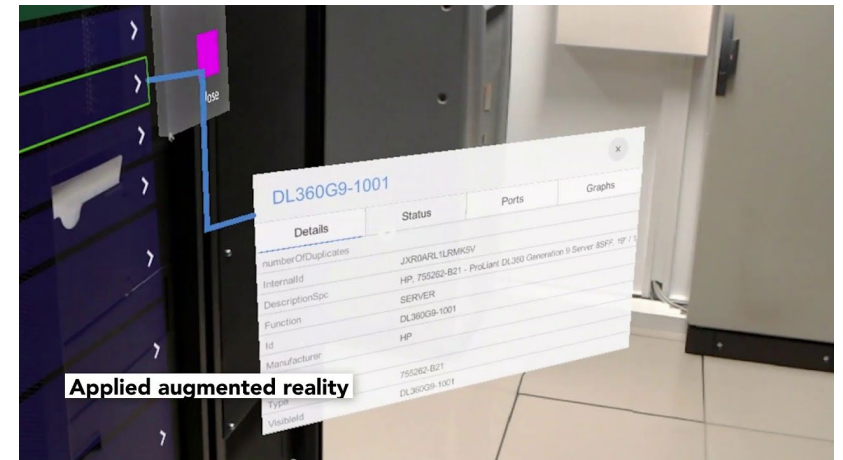
www.youtube.com/watch?v=1Pe028PjQhs



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

Concept Selection

Design criterion	Weight factor	Unit	3-D display		
			Value	Score	Rating
Read data	0.17	Exp	Fair	6	1.02
Select data	0.5	Exp	Easy	10	5
Go to data	0.16	Exp	Fair	8	1.28
Implementation	0.17	Exp	Easy	8	1.36
					8.66

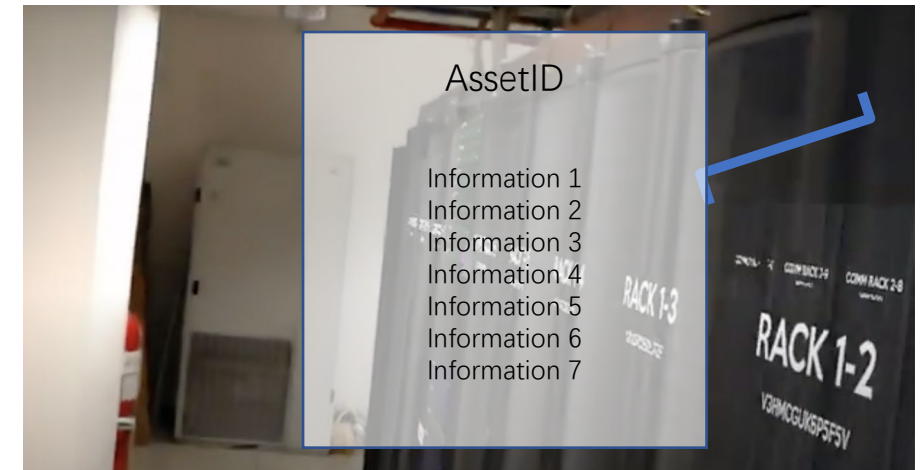


Applied augmented reality

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

Concept Selection

Design criterion	Weight factor	Unit	2-D display		
			Value	Score	Rating
Read data	0.17	Exp	Clear	10	1.7
Select data	0.5	Exp	Difficult	7	3.5
Go to data	0.16	Exp	Easy	10	1.6
Implementation	0.17	Exp	Difficult	6	1.02
					7.82



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

Concept Selection

Design criterion	Weight factor	Unit	3-D display			2-D display		
			Value	Score	Rating	Value	Score	Rating
Read data	0.17	Exp	Fair	6	1.02	Clear	10	1.7
Select data	0.5	Exp	Easy	10	5	Difficult	7	3.5
Go to data	0.16	Exp	Fair	8	1.28	Easy	10	1.6
Implementation	0.17	Exp	Easy	8	1.36	Difficult	6	1.02
					8.66			7.82

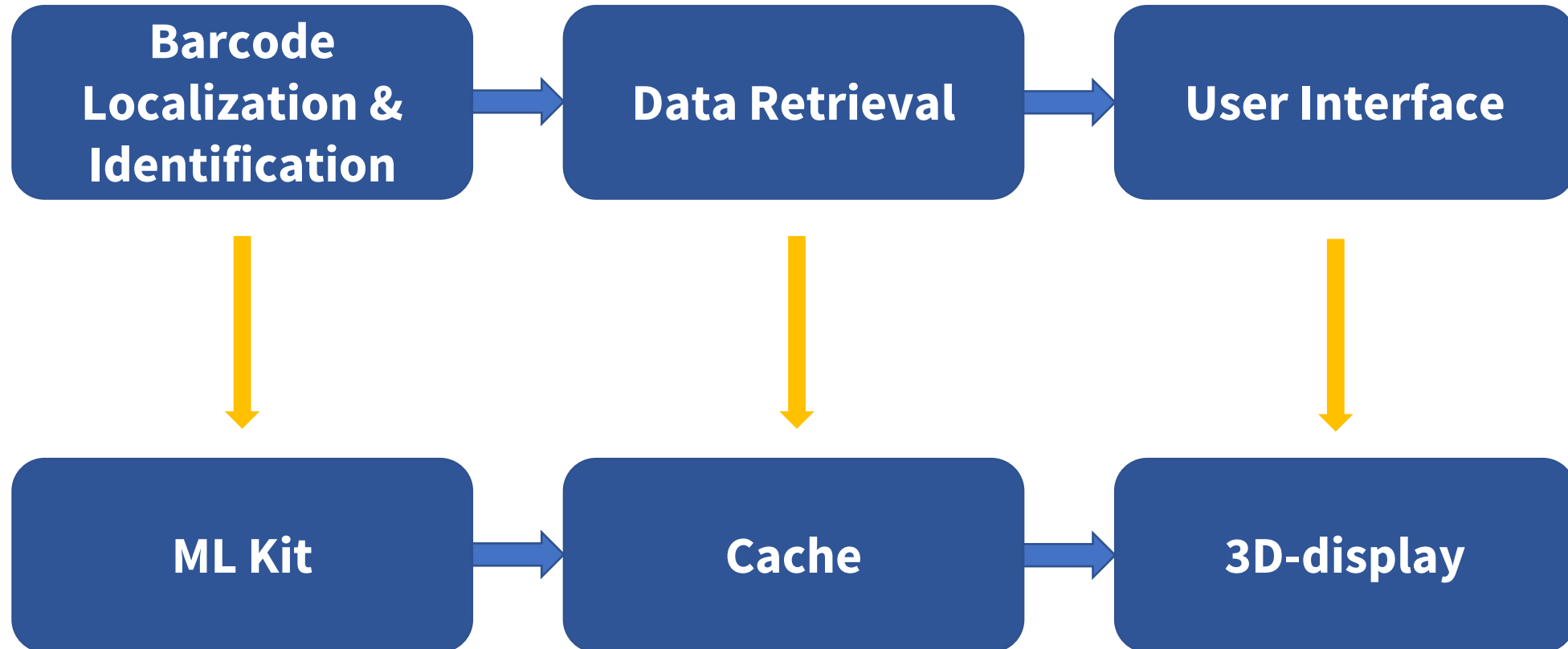
➤ **Challenge:** how to make the data easy to read?



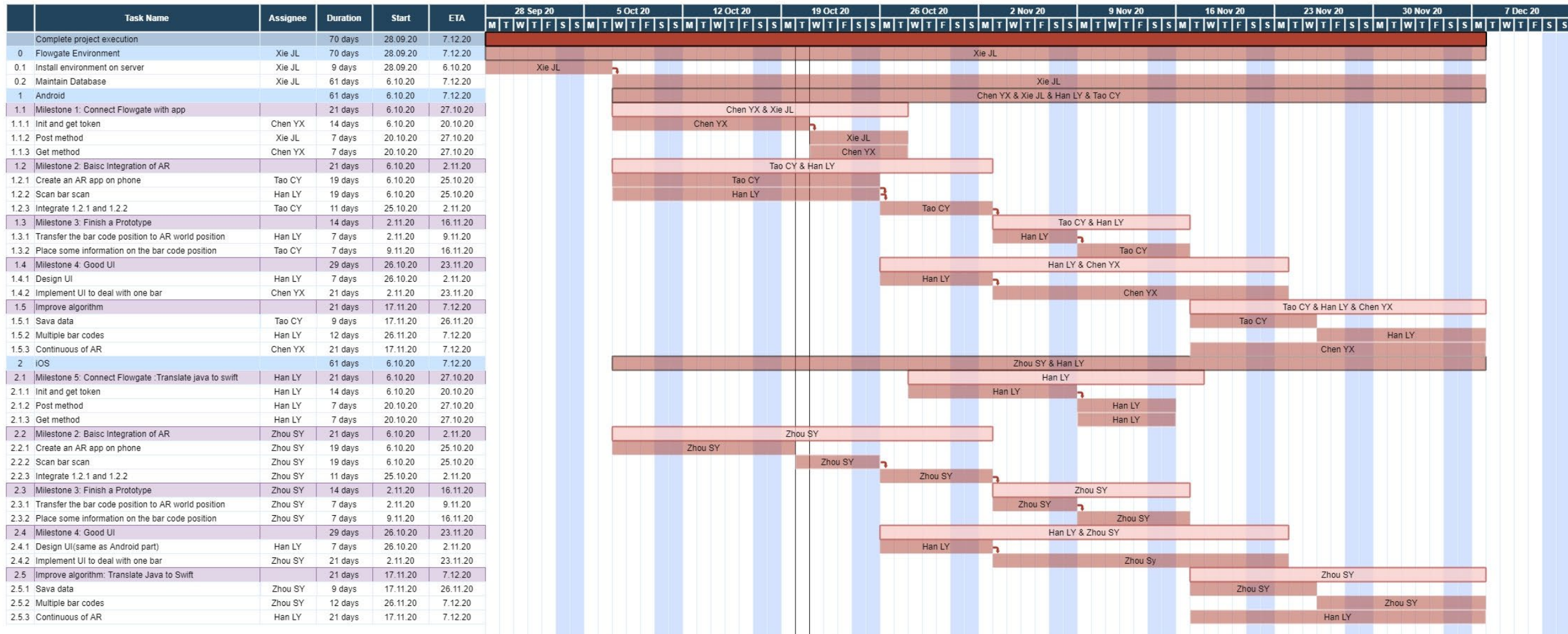
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Conclusion for Concept Generation



Project Plan - General View



Project Plan - Flowgate Environment

	Task Name	Assignee	Duration	Start	ETA	28 Sep 20							5 Oct 20							12 Oct 20							19 Oct 20						
						M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S
	Complete project execution		70 days	28.09.20	7.12.20																												
0	Flowgate Environment	Xie JL	70 days	28.09.20	7.12.20																												
0.1	Install environment on server	Xie JL	9 days	28.09.20	6.10.20																												
0.2	Maintain Database	Xie JL	61 days	6.10.20	7.12.20																												

- Finished installation and configuration of Flowgate server

Project Plan - Andriod

	Task Name	Assignee	Duration	Start	ETA	28 Sep 20							5 Oct 20							12 Oct 20							19 Oct 20						
						M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S
1	Android		61 days	6.10.20	7.12.20																												
1.1	Milestone 1: Connect Flowgate with app		21 days	6.10.20	27.10.20																												
1.1.1	Init and get token	Chen YX	14 days	6.10.20	20.10.20																												
1.1.2	Post method	Xie JL	7 days	20.10.20	27.10.20																												
1.1.3	Get method	Chen YX	7 days	20.10.20	27.10.20																												
1.2	Milestone 2: Baisc Integration of AR		21 days	6.10.20	2.11.20																												
1.2.1	Create an AR app on phone	Tao CY	19 days	6.10.20	25.10.20																												
1.2.2	Scan bar scan	Han LY	19 days	6.10.20	25.10.20																												
1.2.3	Integrate 1.2.1 and 1.2.2	Tao CY	11 days	25.10.20	2.11.20																												
1.3	Milestone 3: Finish a Prototype		14 days	2.11.20	16.11.20																												
1.3.1	Transfer the bar code position to AR world position	Han LY	7 days	2.11.20	9.11.20																												
1.3.2	Place some information on the bar code position	Tao CY	7 days	9.11.20	16.11.20																												
1.4	Milestone 4: Good UI		29 days	26.10.20	23.11.20																												
1.4.1	Design UI	Han LY	7 days	26.10.20	2.11.20																												
1.4.2	Implement UI to deal with one bar	Chen YX	21 days	2.11.20	23.11.20																												
1.5	Improve algorithm		21 days	17.11.20	7.12.20																												
1.5.1	Sava data	Tao CY	9 days	17.11.20	26.11.20																												
1.5.2	Multiple bar codes	Han LY	12 days	26.11.20	7.12.20																												
1.5.3	Continuous of AR	Chen YX	21 days	17.11.20	7.12.20																												

- Established connection to the server successfully
- Implementing data fetching from server and data writing to server
- Implementing AR App in Android; bar code scanning has been realized

Project Plan - IOS

	Task Name	Assignee	Duration	Start	ETA	28 Sep 20							5 Oct 20							12 Oct 20							19 Oct 20						
						M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S
2	IOS		61 days	6.10.20	7.12.20																												
2.1	Milestone 5: Connect Flowgate :Translate java to swift	Han LY	21 days	6.10.20	27.10.20																												
2.1.1	Init and get token	Han LY	14 days	6.10.20	20.10.20																												
2.1.2	Post method	Han LY	7 days	20.10.20	27.10.20																												
2.1.3	Get method	Han LY	7 days	20.10.20	27.10.20																												
2.2	Milestone 2: Baisc Integration of AR	Zhou SY	21 days	6.10.20	2.11.20																												
2.2.1	Create an AR app on phone	Zhou SY	19 days	6.10.20	25.10.20																												
2.2.2	Scan bar scan	Zhou SY	19 days	6.10.20	25.10.20																												
2.2.3	Integrate 1.2.1 and 1.2.2	Zhou SY	11 days	25.10.20	2.11.20																												
2.3	Milestone 3: Finish a Prototype	Zhou SY	14 days	2.11.20	16.11.20																												
2.3.1	Transfer the bar code position to AR world position	Zhou SY	7 days	2.11.20	9.11.20																												
2.3.2	Place some information on the bar code position	Zhou SY	7 days	9.11.20	16.11.20																												
2.4	Milestone 4: Good UI		29 days	26.10.20	23.11.20																												
2.4.1	Design UI(same as Android part)	Han LY	7 days	26.10.20	2.11.20																												
2.4.2	Implement UI to deal with one bar	Zhou SY	21 days	2.11.20	23.11.20																												
2.5	Improve algorithm: Translate Java to Swift		21 days	17.11.20	7.12.20																												
2.5.1	Sava data	Zhou SY	9 days	17.11.20	26.11.20																												
2.5.2	Multiple bar codes	Zhou SY	12 days	26.11.20	7.12.20																												
2.5.3	Continuous of AR	Han LY	21 days	17.11.20	7.12.20																												

- Created a simple AR App in IOS system
- Implementing bar code scanning

Project Delivery at Expo

A smart phone / tablet App that can:

- Scan the bar code of a device to get information about it
- Mark out the device in the AR interface
- Display information of the device onto the AR interface
- Change specific parameters of the device





| **Joint Institute**

Q & A

