

Group 6

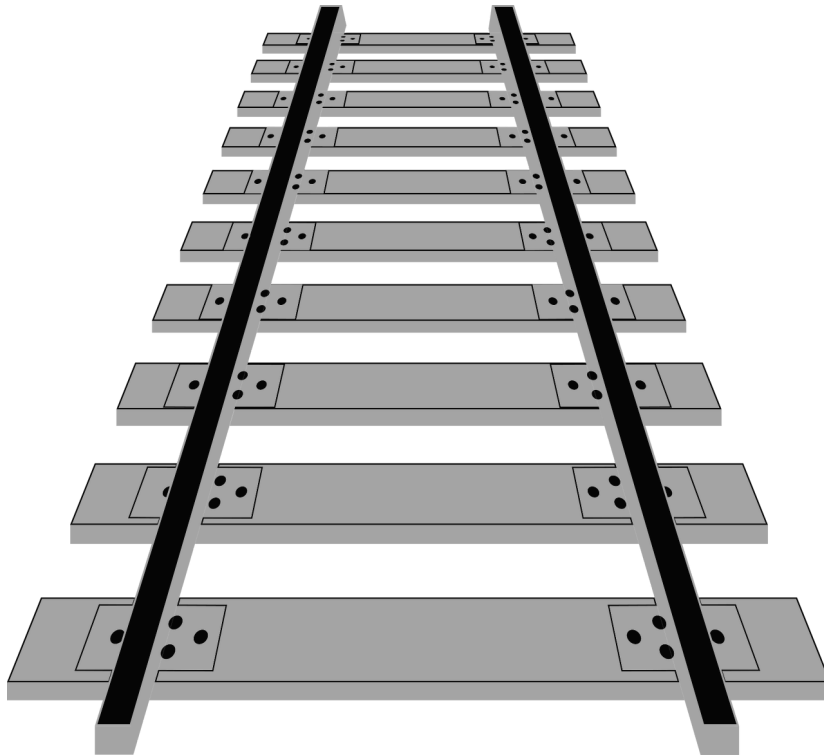
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Hug The Rails

IoT Project Overview



1: Introduction

1.1 Problem Statement

Hug The Rails uses IoT to make HTR safer, less costly, and more efficient. By using IoT to make decisions locally in absence of cellular and wifi connectivity to Back Offices, Hug The Rails can capture data from locomotives and the environment. Unlike other train software, Hug The Rails uses an analytic engine, called an IoT Engine, to process information and make decisions passed on to the Locomotive Control System. We provide capability for the Locomotive operator to enter commands and receive status. Using IoT will allow the conductor to maintain operations of the train in the event of a loss of wifi or cellular data, in order to ensure the safety of themselves, the passengers, and the cargo. To maintain code on the trains, operators can always download the latest rules for operation from the Fog/Cloud into the IoT Engine.

1.2 Our Stakeholders

Our stakeholders in this project include the train conductors, who will operate the software; the owners, who will manage and oversee the Locomotive Control System; and the surrounding environment impacted by decisions made by the software developers, including riders on the train and customers relying on trains.

1.3 Our Audience (Users)

This software will be sold to train companies. The users are the owners of the train companies and the train operators who will use the software.

1.4 Importance and Value to Users

IoT is a decentralized train system that is safer for users and more efficient for train operators. Current train systems need a central authority to make decisions, such as a master control room, and this costs money, and wastes time and resources. It also means that users need constant access and connectivity with the central authority, and if trains lose this connection, trains are vulnerable to fatal consequences.

By contrast, IoT makes decisions locally in absence of cellular and wifi connectivity. This will allow for the conductors to be aware of their surroundings and efficiently handle emergency situations.

1.5 Approach To Solution

The IoT approach is different from other train software. Sensors are at the foundation of all IoT design, allowing devices to collect data and interpret the environment. Therefore, our software will use sensors to measure distance between it and other objects to decide whether to accelerate or decelerate. It also has a touch-screen display that accepts and displays for an operator. The software can also send and receive between a central authority and other locomotives.

IoT can handle emergency situations. It's weather, speed, and infrared sensors are among the few that will be able to operate in the absence of wifi and cellular data to ensure all train operations can still be handled at all times.

We will be implementing the unified process model in order to handle this project. This will allow us to continuously update and review our requirements, and make any changes if necessary. Additionally we will be able to maintain communication and involvement as a team throughout the project.

2: Overview

2.1 Summary Of The Problem

Many existing softwares for train operations don't include a safety mechanism when there is a loss of wifi or cellular data which could endanger both the conductor and consumer. Our software will specifically address this issue, and we will ensure our software will continue to run even when there is no wifi or cellular data by installing IoT features.

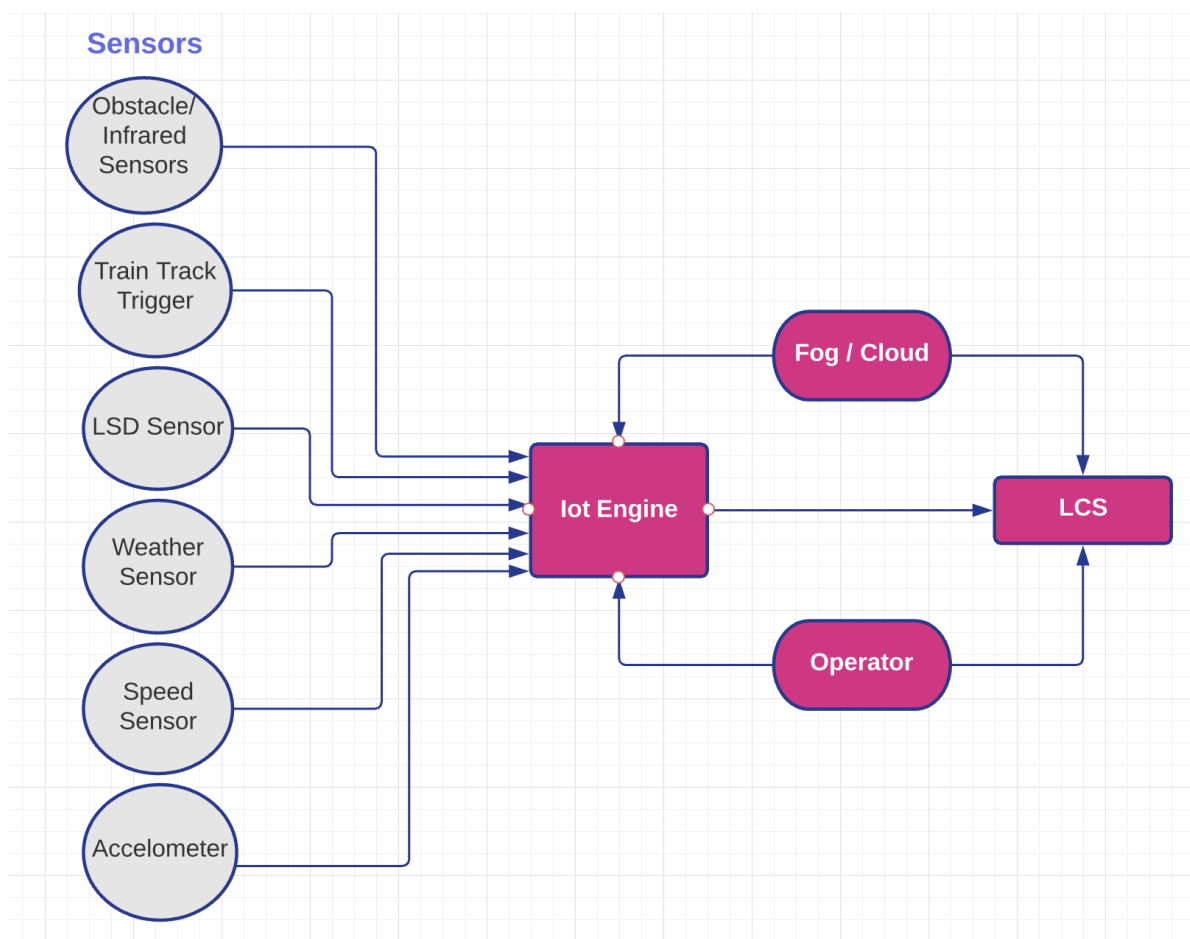


Figure 2.1.1: Conceptual architecture of IoT system.

2.2 IoT Features to be Implemented:

1. **Obstacle/Infrared Sensors:** These sensors will be placed on all sides of the train, and can emit/detect infrared radiation to measure objects up to 60m away. They will be used to inform the conductor if there is something on the track that they need to slow down to avoid (such as animals, other trains, etc.).
2. **Track trigger:** These triggers will be placed along the track at a fixed distance away from railroad crossings on both sides. When the train crosses each trigger, it will toggle the barriers, which will lower once the train is a certain distance away and raise when the train has passed.
3. **Line Segment Detector (LSD) sensor:** This sensor will be placed on the front of the train and capture an image of the track in front of it. It will then process the image and divide the edges into line segments. Depending on the angles of these segments, the sensor will determine if the train is approaching a sharp curve, and adjustments to the speed can be made accordingly.
4. **Weather sensor:** This sensor will be placed on the windshield and will be able to detect air pressure, humidity, rainfall, snowfall, and wind speed. If the sensor detects extreme levels of weather, adjustments to the speed can be made as needed.
5. **Speed sensor:** These sensors will be placed on the wheels of the train and will detect how fast the train is going based on the rpm. This will be able to detect if the train is slipping due to snow, oil, etc. and allow adjustments to be made.
6. **Accelerometer:** Can detect if the train is speeding up or slowing down at an extreme rate so adjustments to the speed can be made as necessary

2.3 Phases Of The Process:

- I. **Inception: 2/9 - 3/1**
 - A. Establish project scope and boundaries
 - B. Identify key features of project
 - C. Define resources and technology needed for development

II. **Elaboration: 3/2 - 3/13**

- A. Specify programming language and overall design
- B. Define the methods that the application can communicate with other assets
- C. Expand model into a **Life-Cycle Architecture** that captures most of the software's functional requirements

III. **Construction: 3/14 - 3/31**

- A. Continuously check for any errors and ensure target goals are being met
- B. Careful documentation of any changes made to code/requirements
- C. Establish **Initial Operational Capability** that ensures the software is fully operational in a beta environment

IV. **Transition: 4/1**

- A. Make software available to consumers
- B. Check for deployment issues

2.4 Plans for Future Development:

1. **Automatic Driving Software**

Sometimes people have a fear that an automatic driving software will not work in time or result in an accident. To ensure the customer feels safe while sitting in the train we have implemented a design where if the conductor wishes to do so he can override the software by simply just starting to drive themselves. When they drive, the software will not control the driving temporarily.

2. **"Auto Pilot"**

A train is always starting from one destination point and travelling to another. For the comfort of our customer we have installed a system where the software will be able to detect where the train is initially starting from, and by simply putting in a destination, the train will "auto pilot" and navigate itself to the location.