**COP Dismounted**

**System Design Description**

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# Scope

This section shall be divided into the following paragraphs.

## Identification

This document describes the system design of the dismounted version of the Common Operations Picture (COP) situational awareness platform. The a Dismounted COP is achieved by scaling the full COP, as defined by the SiteWare Tracking Server system (ref. main project) to fit a portable device and adding required security, communication and location measures.

## System overview

The system is a Dismounted COP, enabling military, disaster and other required personal to gain an overview of the battlefield, crises or other situation.

The system allows for integration with other military and disaster systems as defined by the Systematic SiteWare Track Server system (ref. main project).

The Dismounted COP must be able to transmit its current location to the tracking server, as well as receive tracking and other information from the server about units and activities in the area.

The system must be battery powered, mobile and operational under extreme conditions and while wearing gloves.

An overall system drawing may be seen in Figure 1.



Figure 1: System drawing of the Dismounted COP.

## Document overview

This document details the overall system design and its purpose is to guide the detailed design of the dismounted COP to achieve the optimal solution while keeping the overall goal abreast as well as document any rationales of rejected technologies or designs and pinpoint risks and areas with tight requirement traceability (areas where extra care must be taken to meet requirements).

# Referenced documents

|  |  |  |
| --- | --- | --- |
| **Doc. ID** | **Name** | **Description** |
| STSSvA4 | SiteWare Tracking server system | The complete documentation of the SiteWare Tracking server system which this Dismounted COP is a portable version of. |
| CLi-ionvB | Cobolt Li-ion specification | Details about the performance, weight and handling of the Cobolt Li-ion power cell. |
| GSMv5 |  |  |
| SATv6 |  |  |
| WLANv7 |  |  |
| RFv8 |  |  |
|  |  |  |

# System-wide design decisions

## Weight and power consideration

## Battery life and usage considerations

## User interfacing consideration

## Communication considerations

This section shall be divided into paragraphs as needed to

present system-wide design decisions, that is, decisions about the system’s behavioural design

(how it will behave, from a user’s point of view, in meeting its requirements, ignoring internal

implementation) and other decisions affecting the selection and design of system components.

If all such decisions are explicit in the requirements or are deferred to the design of the system

components, this section shall so state. Design decisions that respond to requirements

designated critical, such as those for safety, security, or privacy, shall be placed in separate

subparagraphs. If a design decision depends upon system states or modes, this dependency

shall be indicated. Design conventions needed to understand the design shall be presented or

referenced. Examples of system-wide design decisions are the following:

a. Design decisions regarding inputs the system will accept and outputs it will produce,

including interfaces with other systems, configuration items, and users (4.3.x of this DID

identifies topics to be considered in this description). If part or all of this information is

given in Interface Design Descriptions (IDDs), they may be referenced.

b. Design decisions on system behavior in response to each input or condition, including

actions the system will perform, response times and other performance characteristics,

description of physical systems modeled, selected equations/algorithms/rules, and

handling of unallowed inputs or conditions.

c. Design decisions on how system databases/data files will appear to the user (4.3.x of this

DID identifies topics to be considered in this description). If part or all of this information

is given in Database Design Descriptions (DBDDs), they may be referenced.

d. Selected approach to meeting safety, security, and privacy requirements.

e. Design and construction choices for hardware or hardware-software systems, such as

physical size, color, shape, weight, materials, and markings.

f. Other system-wide design decisions made in response to requirements, such as selected

approach to providing required flexibility, availability, and maintainability.

# System architectural design.

This section shall be divided into the following paragraphs to

describe the system architectural design. If part or all of the design depends upon system states

or modes, this dependency shall be indicated. If design information falls into more than one

paragraph, it may be presented once and referenced from the other paragraphs. Design

conventions needed to understand the design shall be presented or referenced.

Note: For brevity, this section is written in terms of organizing a system directly into Hardware

Configuration Items (HWCIs), Computer Software Configuration Items (CSCIs), and manual

operations, but should be interpreted to cover organizing a system into subsystems,

organizing a subsystem into HWCIs, CSCIs, and manual operations, or other variations as

appropriate.

## System components.

This paragraph shall:

a. Identify the components of the system (HWCIs, CSCIs, and manual operations). Each

component shall be assigned a project-unique identifier. Note: a database may be

treated as a CSCI or as part of a CSCI.

b. Show the static (such as "consists of") relationship(s) of the components. Multiple

relationships may be presented, depending on the selected design methodology.

c. State the purpose of each component and identify the system requirements and systemwide

design decisions allocated to it. (Alternatively, the allocation of requirements may

be provided in 5.a.)

d. Identify each component’s development status/type, if known (such as new development,

existing component to be reused as is, existing design to be reused as is, existing design

or component to be reengineered, component to be developed for reuse, component

planned for Build N, etc.) For existing design or components, the description shall provide

identifying information, such as name, version, documentation references, location, etc.

e. For each computer system or other aggregate of computer hardware resources identified

for use in the system, describe its computer hardware resources (such as processors,

memory, input/output devices, auxiliary storage, and communications/network equipment).

Each description shall, as applicable, identify the configuration items that will use the

resource, describe the allocation of resource utilization to each CSCI that will use the

resource (for example, 20% of the resource’s capacity allocated to CSCI 1, 30% to CSCI

2), describe the conditions under which utilization will be measured, and describe the

characteristics of the resource:

1) Descriptions of computer processors shall include, as applicable, manufacturer name

and model number, processor speed/capacity, identification of instruction set

architecture, applicable compiler(s), word size (number of bits in each computer word),

character set standard (such as ASCII, EBCDIC), and interrupt capabilities.

2) Descriptions of memory shall include, as applicable, manufacturer name and model

number and memory size, type, speed, and configuration (such as 256K cache

memory, 16MB RAM (4MB x 4)).

3) Descriptions of input/output devices shall include, as applicable, manufacturer name

and model number, type of device, and device speed/capacity.

4) Descriptions of auxiliary storage shall include, as applicable, manufacturer name and

model number, type of storage, amount of installed storage, and storage speed.

5) Descriptions of communications/network equipment, such as modems, network

interface cards, hubs, gateways, cabling, high speed data lines, or aggregates of these

or other components, shall include, as applicable, manufacturer name and model

number, data transfer rates/capacities, network topologies, transmission techniques,

and protocols used.

6) Each description shall also include, as applicable, growth capabilities, diagnostic

capabilities, and any additional hardware capabilities relevant to the description.

f. Present a specification tree for the system, that is, a diagram that identifies and shows the

relationships among the planned specifications for the system components.

## Concept of execution.

This paragraph shall describe the concept of execution among the

system components. It shall include diagrams and descriptions showing the dynamic relationship

of the components, that is, how they will interact during system operation, including, as applicable,

flow of execution control, data flow, dynamically controlled sequencing, state transition diagrams,

timing diagrams, priorities among components, handling of interrupts, timing/sequencing

relationships, exception handling, concurrent execution, dynamic allocation/deallocation, dynamic

creation/deletion of objects, processes, tasks, and other aspects of dynamic behavior.

## Interface design.

This paragraph shall be divided into the following subparagraphs to

describe the interface characteristics of the system components. It shall include both interfaces

among the components and their interfaces with external entities such as other systems,

configuration items, and users. Note: There is no requirement for these interfaces to be

completely designed at this level; this paragraph is provided to allow the recording of interface

design decisions made as part of system architectural design. If part or all of this information is

contained in Interface Design Descriptions (IDDs) or elsewhere, these sources may be

referenced.

### Interface identification and diagrams.

This paragraph shall state the project-unique

identifier assigned to each interface and shall identify the interfacing entities (systems,

configuration items, users, etc.) by name, number, version, and documentation references, as

applicable. The identification shall state which entities have fixed interface characteristics (and

therefore impose interface requirements on interfacing entities) and which are being developed

or modified (thus having interface requirements imposed on them). One or more interface

diagrams shall be provided, as appropriate, to depict the interfaces.

### 4.3.x (Project-unique identifier of interface).

This paragraph (beginning with 4.3.2) shall identify

an interface by project-unique identifier, shall briefly identify the interfacing entities, and shall be

divided into subparagraphs as needed to describe the interface characteristics of one or both of

the interfacing entities. If a given interfacing entity is not covered by this SSDD (for example, an

external system) but its interface characteristics need to be mentioned to describe interfacing

entities that are, these characteristics shall be stated as assumptions or as "When [the entity not

covered] does this, [the entity that is covered] will ...." This paragraph may reference other

documents (such as data dictionaries, standards for protocols, and standards for user interfaces)

in place of stating the information here. The design description shall include the following, as

applicable, presented in any order suited to the information to be provided, and shall note any

differences in these characteristics from the point of view of the interfacing entities (such as

different expectations about the size, frequency, or other characteristics of data elements):

a. Priority assigned to the interface by the interfacing entity(ies)

b. Type of interface (such as real-time data transfer, storage-and-retrieval of data, etc.) to be implemented

c. Characteristics of individual data elements that the interfacing entity(ies) will provide, store, send, access, receive, etc., such as:

1) Names/identifiers

a) Project-unique identifier

b) Non-technical (natural-language) name

c) DoD standard data element name

d) Technical name (e.g., variable or field name in code or database)

e) Abbreviation or synonymous names

2) Data type (alphanumeric, integer, etc.)

3) Size and format (such as length and punctuation of a character string)

4) Units of measurement (such as meters, dollars, nanoseconds)

5) Range or enumeration of possible values (such as 0-99)

6) Accuracy (how correct) and precision (number of significant digits)

7) Priority, timing, frequency, volume, sequencing, and other constraints, such as whether

the data element may be updated and whether business rules apply

8) Security and privacy constraints

9) Sources (setting/sending entities) and recipients (using/receiving entities)

d. Characteristics of data element assemblies (records, messages, files, arrays, displays, reports, etc.) that the interfacing entity(ies) will provide, store, send, access, receive, etc., such as:

1) Names/identifiers

a) Project-unique identifier to be used for traceability

b) Non-technical (natural language) name

c) Technical name (e.g., record or data structure name in code or database)

d) Abbreviations or synonymous names

2) Data elements in the assembly and their structure (number, order, grouping)

3) Medium (such as disk) and structure of data elements/assemblies on the medium

4) Visual and auditory characteristics of displays and other outputs (such as colors,

layouts, fonts, icons and other display elements, beeps, lights)

5) Relationships among assemblies, such as sorting/access characteristics

6) Priority, timing, frequency, volume, sequencing, and other constraints, such as whether

the assembly may be updated and whether business rules apply

7) Security and privacy constraints

8) Sources (setting/sending entities) and recipients (using/receiving entities)

e. Characteristics of communication methods that the interfacing entity(ies) will use for the interface, such as:

1) Project-unique identifier(s)

2) Communication links/bands/frequencies/media and their characteristics

3) Message formatting

4) Flow control (such as sequence numbering and buffer allocation)

5) Data transfer rate, whether periodic/aperiodic, and interval between transfers

6) Routing, addressing, and naming conventions

7) Transmission services, including priority and grade

8) Safety/security/privacy considerations, such as encryption, user authentication,

compartmentalization, and auditing

f. Characteristics of protocols the interfacing entity(ies) will use for the interface, such as:

1) Project-unique identifier(s)

2) Priority/layer of the protocol

3) Packeting, including fragmentation and reassembly, routing, and addressing

4) Legality checks, error control, and recovery procedures

5) Synchronization, including connection establishment, maintenance, termination

6) Status, identification, and any other reporting features

g. Other characteristics, such as physical compatibility of the interfacing entity(ies)

(dimensions, tolerances, loads, voltages, plug compatibility, etc.)

# Requirements traceability.

This paragraph shall contain:

a. Traceability from each system component identified in this SSDD to the system

requirements allocated to it. (Alternatively, this traceability may be provided in 4.1.)

b. Traceability from each system requirement to the system components to which it is

allocated.

# Notes.

This section shall contain any general information that aids in understanding this

document (e.g., background information, glossary, rationale). This section shall contain an

alphabetical listing of all acronyms, abbreviations, and their meanings as used in this document

and a list of any terms and definitions needed to understand this document.

# A. Appendixes.

Appendixes may be used to provide information published separately for

convenience in document maintenance (e.g., charts, classified data). As applicable, each

appendix shall be referenced in the main body of the document where the data would normally

have been provided. Appendixes may be bound as separate documents for ease in handling.

Appendixes shall be lettered alphabetically (A, B, etc.).

# Niv 1

## Niv 2

### Niv 3

#### Niv 4