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Cloud Communication Channel for Thermal Cameras

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| <p>The objective of this project was to develop an effective bidirectional communication system for thermal sensors from the company LeViteZer using an IoT approach and connecting them through cloud services and mobile networks provided by the Nokia Innovation Platform.</p> <p>On the project there is described different methods to build this communication channel from a full stack point of view. The methods are group on different sides depending on the point of view of each element of the communication channel which are sensor, server and client side. The described sensor-side methods are different pieces of hardware to connect the sensor to the network: an Android smartphone used as a gateway, an LTE module and a Raspberry Pi with a LTE dongle. The server-side methods are different languages and frameworks to control how clients and sensor are connected to the cloud through a web API. The client-side methods are different ways to interpret the data which comes from the cloud and therefore the sensors. There is also description about other methods for testing, cloud, control version and document preparation system</p> <p>The outcome of this project was a set of pieces of applications to make the communication system using the best fitted methods for it. On the sensor-side were used a Raspberry Pi to read the sensor using Python alongside systemd services to keep the data flowing from the sensors to the network. On the server-side a Node.js application orchestrates how clients and sensors are connected. On the client-side Python and Android was used to make client applications.</p> <p>This communication system as the date of the publication of this thesis was tested and met the expectations. It is being used on the Nokia Innovation Platform for further research.</p> | |
| Keywords | IoT, IR, sensor, cloud, full-stack, communication channel, websocket, http, LTE, Android, Python |

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Abbreviations and Terms

| | |
|-------------------|--|
| 3G | Third Generation Mobile Network |
| Android | Operative System used mainly in smartphones |
| Apache | the most used web server software in the world |
| API | Application Program Interface |
| ASCII | American Standard Code for Information Interchange |
| C++ | Programming language which is a superset of the C language |
| CPU | Central Process Unit |
| CVS | Control Version System |
| Docker | Software container platform |
| ER Diagram | Entity Relationship Diagram |
| Git | Control version software |
| GitHub | Hosting site for Git repositories |
| HTML | HyperText Markup Language |
| HTTP | Hypertext Transfer Protocol |
| HTTPS | HTTP over SSL |
| I/O | Input/Output |
| IaaS | Infrastructure As A Service |
| IoT | Internet of Things |
| IP | Internet Protocol |
| IR | Infrared |
| Java | Programming language able to run on most of the Operative Systems |
| Java ME | Java Micro Edition: Java version for mobile or embedded devices |
| Javascript | Dynamic programming language used mostly in browsers although can be used in desktop and server applications |
| JSON | JavaScript Object Notation |
| Kubernetes | Automated container deployment, scaling, and management |
| LabVIEW | Environment for visual programming language used for instrument control |
| LTE | Long Term Evolution |
| Matplotlib | Plotting library for Python programming language |
| MIDlet | A MIDlet is an application that uses the Mobile Information Device Profile (MIDP) on Java ME environment |
| NAT | Network Address Translation |
| Node.js | Node.js is an open-source, cross-platform JavaScript runtime environment for developing server-side applications |
| NPM | Node Packet Manager |
| OOP | Object Oriented Programming |

| | |
|------------------|---|
| OTG | USB On-The-Go |
| PaaS | Platform As A Service |
| PDF | Portable Document Format |
| PHP | PHP Hypertext Preprocessor |
| Python | Dynamic typed interpreted programming language |
| Qt | Cross-platform application framework |
| RAM | Random Access Memory |
| RAN | Radio Access Network |
| RS-232 | A standard for serial communications |
| RTP | Real Time Transport Protocol |
| S2I | Source-to-Image |
| SaaS | Software As A Service |
| SIM | subscriber identity module |
| SPI | Serial Peripheral Interface |
| SQL | Structured Query Language |
| SSH | Secure Shell |
| TCP | Transmission Control Protocol |
| TCP/IP | All the necessary layers to match the conceptual model of the Internet protocol suite |
| UDP | User Datagram Protocol |
| UI | User Interface |
| UML | Unified Modeling Language |
| URI | Uniform Resource Identifier |
| USB | Universal Serial Bus |
| VoIP | Voice over IP |
| VPN | Virtual Private Network |
| WebSocket | Application protocol build on top of TCP |
| XML | Extensible Markup Language |

1 Introduction

Thermal images have a number of advantages over conventional light-based video camera images. These thermal images can tell not only whether there are living people or animals but also whether there is any temperature anomaly on them. They can be used to make assumptions about their physical state or understand how a group of individuals moves or behaves using Computer Vision software.

Taking into account that the population in the northern European countries and especially Finland is rapidly aging, costs in elderly and general health care are becoming more expensive. Health care entities may decrease their costs by searching for new ideas in the field of IT.

Here is where the Internet of Things (IoT) comes into play. Nowadays the Internet is very accessible and fast. Almost every conceivable device such as phones, watches, televisions, speakers and cameras, can be connected, can send and can receive continuously big amounts of data.

IoT projects are usually involve on making things to be connect to Internet or any sort of network even if it is not designed for it in principle. Then to transform a regular device into an IoT device it is necessary to defining a communication channel between the IoT devices, services, clients, databases, etc. In order to manipulate, visualize, store and distribute data from them. This thesis indicates the steps that were followed to develop the solutions to create a communication channel and what methods were used to carry out the project.

Background of the case company

The thesis originates in collaboration with the case company called LeViteZer (<http://www.levitezzer.com/>), Metropolia and Nokia. LeViteZer is a company that develops controllers for cameras for image stabilization such as gimbals [2]. They provide the Infrared (IR)

sensors. Nokia with their innovation platform [3], provides the cloud environment and the network. My part as Metropolia student is develop the mentioned communication channel.

Business Challenge

The case company wants to find a system which uses IR sensors that allow us to monitor patients while keeping their privacy along with reducing costs by using less staff and improve the service quality. Moreover, it should be possible to access data from those sensors fro anywhere which make them very versatile and portable.

With the business challenge in mind, this study aims to answer the following question:

How to create an effective communication channel between IR sensors and clients such as computers, laptops, etc and use it on Well-being services?

2 Theoretical Background

Communications between devices is not a new topic, there are plenty of methods and communications protocols, this can be also part of the problem: there are too many of them and sometimes this can be overwhelming. In this section it is described what is known about communication and network protocols in order to find the best way to create a communication channel as stated in the business challenge on section 1 of the introduction.

2.1 Communication Between Devices

In order to establish a communication between two ends in a computer network or in Internet it is good to comprehend how the "Internet Protocol Architecture" or TCP/IP stack works. Most of networks are based on it, including office and home networks [4, 9].

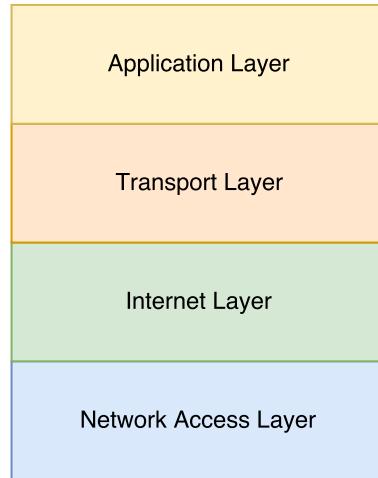


Figure 1: Transmission Control Protocol (TCP)/Internet Protocol (IP) Architecture

The TCP/IP stack is build in layers:

1. Network Access Layer: physical medium to access the network.
2. Internet Layer: handles the routing of data
3. Transport Layer: provides host to host data delivery services.
4. Application Layer: applications and process that make use of the network

Then, a way to communicate through the TCP/IP stack as shown in figure 1 must be found.

2.2 The Medium

At this point it has to be decided what physical medium to access *the network* (Network Access Layer in figure 1). It could be a simple copper cable, Wi-Fi, microwaves, laser, etc. almost any kind of electromagnetic wave. But since this is an IoT project the best approach will be using Radio Access Network (RAN) which it is accessible from cell antennas and nowadays provide great speeds and bandwidth.

As stated in the Introduction, Nokia provides access to a mobile network. This network is called NetLeap which uses Third Generation Mobile Network (3G) and Long Term Evolution (LTE) technologies (the same that use mobile phones to connect to Internet). NetLeap is a closed network for research managed by Aalto University and Nokia [5].

2.3 Network Protocols

The Internet Layer protocols usually rely in routers and other apparatus which are out of our control, hence the only concern is about transport and application layer.

The idea is to use reliable application protocol to make the connections and this should be platform independent and a Internet standard, these protocol standards specifications are available officially in <https://www.rfc-editor.org/standards>. On the next sections are the protocols considered and the reasoning behind them.

2.3.1 UDP

User Datagram Protocol (UDP) is a connectionless transport protocol, it does not guaranty delivery nor order of packets which means they can get lost and will not be re-requested and might come in a different order than when they were sent [4, 18].

UDP is commonly used to provide real communication such as time video stream on protocols as Real Time Transport Protocol (RTP), it is also used in Voice over IP (VoIP) to deliver telephone calls over network. They take advantage about the connectionless nature of UDP which despite the mentioned disadvantages it has a low latency. On the other hand losing some packets during a call or video retransmission is not a big deal.

Then a UDP communication system may be suitable for this project since, what it is sending from the IR sensors is a binary stream of images. Commands can be sent over UDP as well. This can be done sending packets between sensors and clients directly or through a server which could coordinate the data flow.

Port Issues on Remote Hosts

Routers and firewalls usually do not accept connection from ports other than 80 and 443. This is an issue when using UDP (or TCP) sockets approaches. In a local network usually there are no such issues (although firewalls could be strict, depends upon the local network administrators), so a solution can be using a Virtual Private Network (VPN) provider which allows remote computers act as if they were in a local network and increase the security as well.

Another solution is UDP hole punching technique to establish bidirectional communication between hosts that are behind Network Address Translation (NAT) routers by using a external host to keep track of the ports and addresses used in the NAT tables of both hosts routers.

2.3.2 TCP

TCP is the other transport layer protocol, unlike UDP, TCP is connection based and guarantees the delivery and order of packets. Thus protocols made on top of TCP establish a connection and have to maintain it, which increases the latency [4, 19].

Http

Hypertext Transfer Protocol (HTTP) and HTTP over SSL (HTTPS) is application layer protocol made on top of TCP. HTTP is meant to request resources such as HyperText Markup Language (HTML) documents, Extensible Markup Language (XML), JavaScript Object Notation (JSON) or plain text. Any request has a response which can contain a body of data and response code (like the famous "404 not found") [6].

HTTP is strongly related to the www, on most of routers and firewalls the port 80 (HTTP) and 443 (HTTPS) are allowed. In addition, the HTTP responses can be used to receive data from the other end indirectly. This could be used for a request-response sensor-client communication approach using a third party like a server.

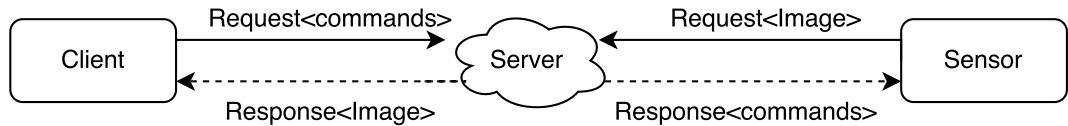


Figure 2: Http/s approach

As seen in figure 2 both sensor and client use requests to send data (which is between "<>" signs in the figure) that other end expect to receive in the response. A server application take cares to forward requests data to responses. Thus all requests are always towards the server and must be continuous.

Websocket

Application protocol build on top of TCP (Websocket) is a relatively new protocol (end of 2011) which was meant to provide web applications with bidirectional communication without making continuous HTTP requests through techniques like XMLHttpRequest [7, 4].

As HTTP, Websocket use ports 80 and 443 (secure Websocket) by default then it can go through NAT and firewalls easily. Once a connection is established both ends can receive and send data until the connection is closed. This connection is started with a handshake in form of a HTTP GET request [7, 6].

3 Methods and Materials

The aim of this project is to design methods to transmit data from one sensor to a client application and vice-versa. Also defining a generalization to communicate from N sensors to M client applications, being either N and M arbitrary numbers.

The communication must be bidirectional since clients can send commands to sensors in order to perform operations such as calibration or delay between frames. In this communication system there are three well differentiated parts:

- Sensor side: software that connects the sensor with the server side.
- Server side: software that connects sensors and clients together.
- Client side: software that connects the user with the server side to access a sensor.

Figure 3 illustrates this idea.

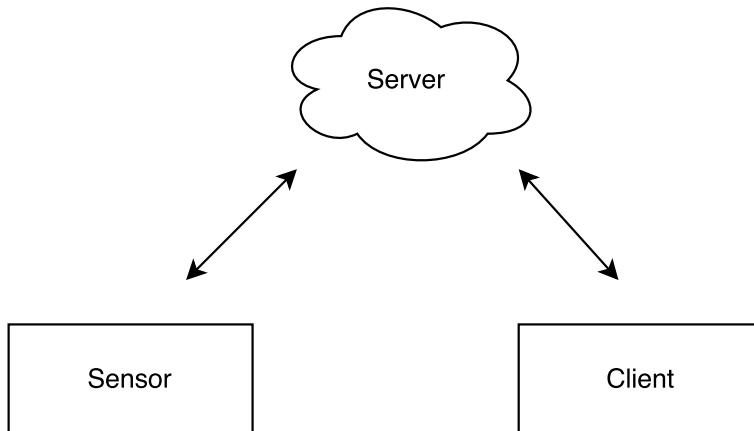


Figure 3: A communication channel

This chapter discusses the methods for each side of the communication system in detail.

3.1 The Sensor

The IR sensor provided by LeViteZer delivers all infrared data in binary streams through the Universal Serial Bus (USB).

In order to make an image it is necessary to process those streams. Every image or frame comes in 240 rows of 80 bytes of data separated by a delimiter of 3 bytes plus an extra byte that identifies the row:

$$\text{FF FF FF 00 } \{data\} \text{ FF FF FF 01 } \{data\} \text{ FF FF FF 02 } \{data\} \dots \quad (1)$$

In equation 1 every byte is on hexadecimal format containing a sequence "FF FF FF" which is at the beginning of every row. After this sequence, the 4th byte is the number which identifies the row from 0 to 240.

As equation 2 shows, the 240th (F0 in hexadecimal) and the last row provide meta-data about the frame

$$\dots \text{FF FF FF F0 } \{metadata\} \quad (2)$$

Table 1 lists all information contained in the meta-data.

Meta-Data

Every frame comes with valuable data about its state and the sensor itself such as configuration, temperature parameters, etc.

Table 1: Meta-data and its position in the row

| Meta-Data Parameter | Bytes (from 0 to 80) |
|---------------------------|----------------------|
| Time counter | 4,3,1,0 |
| Frame counter | 10,9,7,6 |
| Frame Mean | 13,12 |
| Sensor temperature | 16,15 |
| Maximum temperature | 19,18 |
| Minimum temperature | 22,21 |
| Discarded packets count | 25,24 |
| Maximum temperature limit | 28,27 |
| Minimum temperature limit | 31,30 |
| AGC byte | 34 |
| Bit depth | 35 |
| Delay between frames | 37,36 |

Here is a short explanation about the meta-data values:

- Time counter: Number of seconds since the sensor was power on.
- Frame counter: Number of frames since the sensor was power on.
- Frame mean: Temperature mean of the frame.
- Sensor temperature: Temperature of the sensor itself.
- Maximum temperature: Maximum temperature registered the current frame.
- Minimum temperature: Minimum temperature registered the current frame.
- Discarded packets: Packets that were not read. a great number may tell that the application is not reading the sensor fast enough.
- Maximum temperature limit: The limit set with the command for maximum limit.
- Minimum temperature limit: Same as above but with minimum temperature.
- AGC byte: Tells if the limits are set or not (useful for implementing indicators).
- Bit depth: Bit depth of the image; it can be 0, 2 or 8 (default).
- Delay between frames: If no delay is set (delay=0) then the delay is about 111 milliseconds (9 frames per second).

Note: Temperatures from sensors are not in absolute values. This is because the sensor does not detect particular values but differences in temperature.

Commands

The commands are sent over the same serial USB cable from which the frames are received. In table 2 the main commands are displayed with their binary representation: for the first byte an American Standard Code for Information Interchange (ASCII) character is used and for the data argument depends upon the command.

Note: The frame-rate is 9 frames per second, although the sensor can be configured with an arbitrary delay time between frames.

Creating the Image

Every frame has a size of 160x120 pixels, but the image data comes in a matrix of 80x239 (240 is the meta-data row) as shown in equation 1 and 2 above. Each byte of data can

Table 2: Commands accepted by the sensor

| Command Name | Command (ASCII byte) | Arguments |
|--------------------------------|----------------------|-----------|
| Synchronize | S | No |
| Calibrate | C | No |
| Set Maximum Temperature Limit | H | 2 bytes |
| Set Minimum Temperature Limit | L | 2 bytes |
| Auto Maximum Temperature Limit | A | No |
| Auto Minimum Temperature Limit | a | No |
| Set Bit Depth | B | 1 byte |
| Set Frame Delay | U | 2 bytes |

be seen as a pixel in a gray-scale image, but in order to generate the correct image the "data matrix" must be reshaped to 160x120 as shown in figure 4. Every two rows in the data matrix make one row in the image.

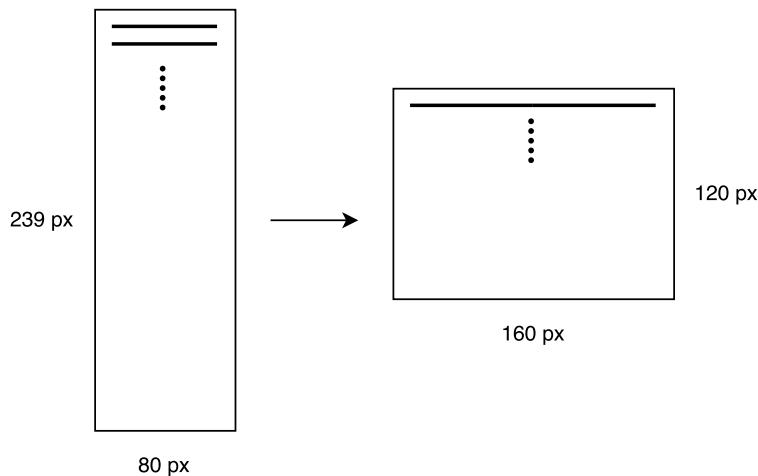


Figure 4: Reshaping data

In the future the number of pixels might change so it is better to define a generalized solution to do the reshaping

For each data row (equation 3) let n_j be the data current row number performing by the 4th byte in equation 1, then for every d_i value in the data row is possible to define every pixel p_{ij} of the image matrix (equation 4) as a coordinate pair (x, y) in the data matrix. s is the size of the data row which is 80 in this case.

$$D_{i,j} = \begin{pmatrix} n_1 & d_{1,1} & d_{1,2} & \cdots & d_{i,1} \\ n_2 & d_{2,1} & d_{2,2} & \cdots & d_{i,2} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ n_j & d_{1,j} & d_{2,j} & \cdots & d_{i,j} \end{pmatrix} \quad (3)$$

$$I_{i,j} = \begin{pmatrix} p_{1,1} & p_{1,2} & \cdots & p_{1,j} \\ p_{2,1} & p_{2,2} & \cdots & p_{2,j} \\ \vdots & \vdots & \ddots & \vdots \\ p_{i,1} & p_{i,2} & \cdots & p_{i,j} \end{pmatrix} \quad (4)$$

$$x = n_j \backslash 2 \quad y = n_j \bmod s + i \quad (5)$$

$$p_{ij} = d_{xy} \quad (6)$$

As seen in equation 6 any pixel value corresponds to a x,y pair defined in equation 5. Note the "\\" here is meant for integer division in equation 5, it is **not** a normal division with rational or decimal numbers. "mod" function represents the modulus operation which finds the remainder of a division.

As an example of a practical implementation in Python, see listing 1 where function `process_data_row` is called for every data row:

```

1 self.frame_arr[f_row][f_col]
2
3 def process_data_row(self, row):
4     n_row = row[0]
5
6     for idx, val in enumerate(row[1:]):
7         f_row = (n_row)/2
8         f_col = (n_row) % 2 * 80 + idx
9         self.frame_arr[f_row][f_col] = val

```

Listing 1: Simplified example of creating a frame in Python

Also note that in order to fill the "self.frame_arr" matrix the function is must be called 239 times.

3.2 Sensor Side Methods

The sensor was described in the previous section. Here different methods to read the sensor are discussed. Some worked better than others. Nevertheless all of what was tried is included.

3.2.1 Android Smartphone as Gateway

Most of Android smartphones have an USB On-The-Go (OTG) which allows to use USB peripherals in the phone with the corresponding OTG adapter. This can be used to develop an Android application to receive the data from the sensor and send it through the Internet using any protocol, in this sense the cellphone acts as a gateway to the Internet, letting the sensor access the 3G or the LTE network.

An advantage of this approach is that the smartphone (including a subscriber identity module (SIM) card), has all the hardware on it to make the communication. Hence there is only need to focus on the software part.

Note that this method requires a terminal which supports OTG.

Description of the Android Application

To create the Android application is needed:

- A minimal User Interface (UI).
- A network protocol and its implementation.
- A background process.

The UI letting us start the reading and provides an address and a port to connect. See figure 5.

Then using an Android service to keep reading in the background, which is the usual approach to deal with long-running operations on Android applications [8].

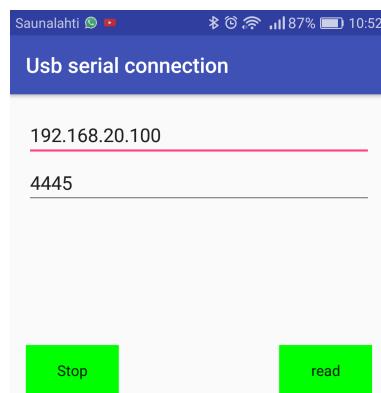


Figure 5: UI of the Android Application

The usb-serial-for-android library provides all to read the necessary data from the mini-usb port [9]. Listing 2 shows an extract of my code implementing the callback to receive data directly from the USB port.

```

1 // the parameter data is a binary string from the sensor
2 @Override
3 public void onNewData(final byte[] data) {
4     if(bufferFrames.isFull()){
5         callback.getBuffer(bufferFrames);
6         bufferFrames = new BufferFrames();
7     }else{
8         bufferFrames.addChunk(new Chunk(data));
9     }
10 }
```

Listing 2: Android: Callback to receive data from sensor

Note in line 3 that it is in reality quite simple to receive binary data in the form of a byte array.

3.2.2 LTE Module

Long Term Evolution (LTE) modules work as a phone: They need a SIM card to connect to the network and they can be integrated in a board. Typically these modules have a number of interfaces such as USB, rs-232 and Serial Peripheral Interface (SPI), to connect the peripherals.

In order to set a route between one's device and a service on the Internet or one's own

server, a piece of code must be provided. It depends upon the module how can it be done. For a project like this it is interesting that the module has its own TCP/IP.

Gemalto LTE Module

The Gemalto LTE module is not a simple modem that allows other machines to be connected to the Internet. It has a complete TCP/IP stack which means that protocols of the transport layer such as TCP and UDP and application layer such as HTTP and HTTPS can be used as well, all in very small compact chip as seen in figure 6.

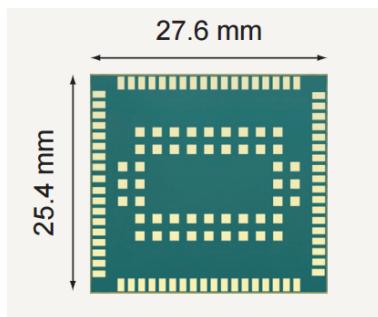


Figure 6: ELS61-E chip size

The module used was Gemalto ELS61-E, which is configured using the Hayes command set (also called AT commands) which are used on modems. See how AT commands look in listing 3.

```
1 AT^SMS0  # shutdown
2 AT+COPS  # register to network command
```

Listing 3: AT commands

The Gemalto module can be programmed using Java ME which is a Java edition for embedded devices [10]. Java Me applications use MIDlets which are modular components that allow to code the life-cycle of a single application as seen in listing 4. From a MIDlet it is possible to control the USB, SPI and RS-232 ports, use network protocols and even send AT commands.

```
1 import javax.microedition.midlet.*;
2
3 public class HelloWorld extends MIDlet {
4
5     public HelloWorld() {
```

```

6         System.out.println("Constructor");
7     }
8
9     /** This is the main application entry point. */
10    public void startApp() throws MIDletStateChangeException {
11        System.out.println("startApp");
12        System.out.println("\nHello World\n");
13        destroyApp(true);
14    }
15
16    /** Called when the application has to be temporary paused.
17     */
18    public void pauseApp() {
19        System.out.println("pauseApp()");
20    }
21
22    /** Here you must clean up everything not handled by the
23     * garbage collector. */
24    public void destroyApp(boolean cond) {
25        System.out.println("destroyApp(" + cond + ")");
26        notifyDestroyed();
27    }
28 }
```

Listing 4: MIDlet application life-cycle example

For a full list of features of the module refer to http://www.gemalto.com/brochures-site/download-site/Documents/M2M_ELS61_datasheet.pdf



Figure 7: Lte Module on top of the board to program it

To do all the communication and configuration with the module there is a board where it can be attached proving micro-usb connectors, antenna, reset button and power among other things (see figure 7).

3.2.3 Raspberry Pi

A Raspberry Pi is a credit-card sized computer and its model 3B includes, among other things four USB-port and multi-core Central Process Unit (CPU) [11]. Considering that Raspberry Pi comes with a Linux distribution the possibilities are unlimited. For the purposes of this project it is especially convenient to have the possibility of using any programming language and have several software packets available.

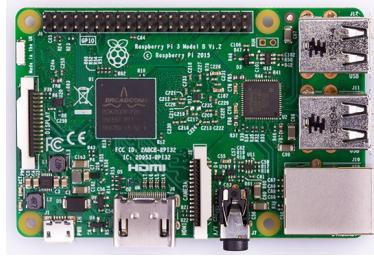


Figure 8: Raspberry Pi Physical appearance

The Reader Program

The programming language chosen to communicate with the sensor from Raspberry Pi was Python since it has a number of libraries available to use. Then it is necessary to point what features are suitable for a program which reads the sensor and opens a connection to the server side:

- Needs to communicate both ways through USB.
- Has to open a connection to the server/cloud continuously and be able to recover automatically from failures on the network.
- Must do all this at the same time taking advantage of Raspberry Pi's multiple cores.
- Prioritizes sensor read task over the rest; this is the most critical part and must be have a higher priority.

In order to separate tasks it is possible to use multiple threads which are supported in Python. Although this allows to run several tasks at the same time when using Python, it could be advisable to use the multiprocessing package to separate tasks into several processes and take advantage of the various CPU cores [12]. For controlling process priority the package "psutil" allows to control the "niceness" of the process [13].

In order to get access to the raspberry when it is out of reach, it can be used Secure Shell (SSH), which is a protocol to connect to remote hosts using the shell through an encrypted connection. It is also desirable to be able to do certain operations remotely without using SSH. The connection made between client-server-raspberry can be taken in advance for example to shutdown, reset or update the raspberry. For this purpose the subprocess package can be used to issue commands and other processes, as one can do in a terminal shell [14]. See listing 11 appendix to see my actual implementation.

Services

To run programs and scripts automatically from booting it is possible to add systemd-based services which can be found in most of Linux distributions. For the purposes of this sensor reader at least two services are needed: one to keep the network connection alive, and other one to keep the reader program constantly running. Listing 5 shows these two services which basically run another program and try to keep it alive.

```

1 [Unit]
2 ### /lib/systemd/system/lte.service
3 Description=Lte module service
4
5 [Service]
6 ExecStartPre=ls /dev/cdc-wdm0 || echo "cannot see the lte module,
    retrying..."
7 ExecStart=/home/pi/lte-daemon
8 Restart=on-failure
9 RestartSec=5
10
11 [Install]
12 WantedBy=multi-user.target
13
14 [Unit]
15 ### /lib/systemd/system/sensor.service
16 Description=read sensor and send data via websocket
17
18 [Service]
19 ExecStart=/home/pi/sensor-reader/main.py

```

```

20 WorkingDirectory=/home/pi/sensor-reader
21 Restart=always
22 RestartSec=5
23
24 [Install]
25 WantedBy=multi-user.target

```

Listing 5: Systemd services

Note that the file to be executed is defined by `ExecStart` and it is executed with root privileges.

3.3 Client Side Methods

On this section it will be described different methods to create a client able to connect to the cloud thus the sensor, present the data to the user and send commands to the sensor.

Porting the LabVIEW Application

At the beginning of the project LeViteZer provided an example application to read the sensor from a laptop made in LabVIEW, although this works it is not an ideal platform to develop since it is strict closed software and in order to work with it a expensive license has to be paid. Then it was agreed that a ported python version will be made from the LabVIEW client and extends its capabilities beyond the laptop-sensor USB connection.

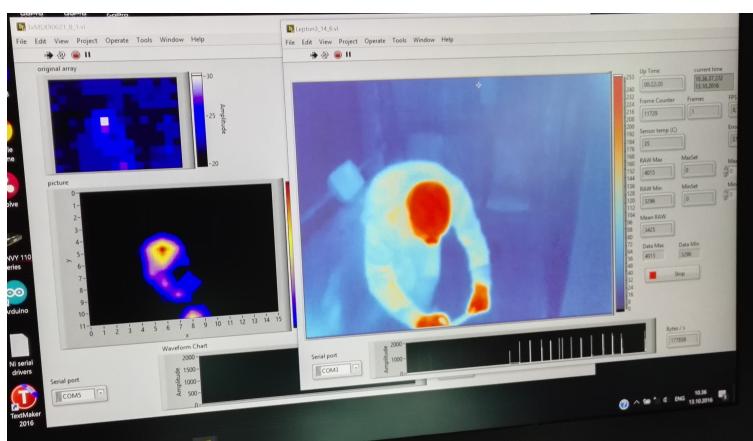


Figure 9: LabView implementation

LabVIEW programs are not written in code but using a "visual programming language"

based in diagrams similar to circuits were the data flows. It is oriented to instrument control, data acquisition, automation, etc. [15]

Although there was not intention to use LabVIEW for the purposes of this thesis, it does was used to do research about what protocols to use and testing, see figure 10 for a simple UDP client applications which just receives raw binary information from a sensor and displays it alongside the frame number.

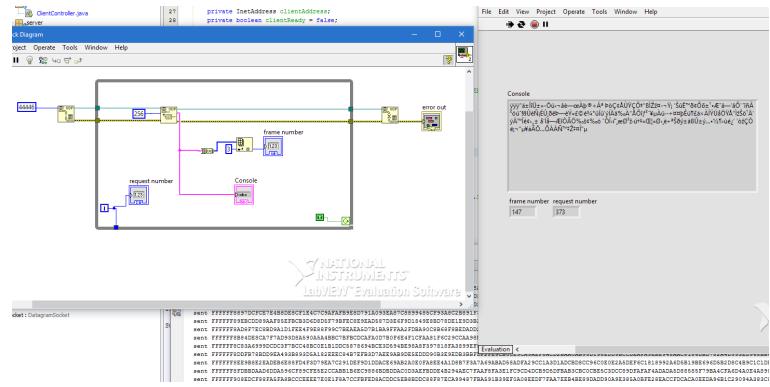


Figure 10: Labview UDP client

3.3.1 Websocket Python Client

This application was intended to have the characteristics of the LabVIEW's mentioned on the previous section and provide it with connectivity to a cloud service for remote communication. The application was wrote on python and taking advantage of the multiple libraries that the community offers for free as open source.

Design

On a relatively complex application as this one Object Oriented Programming (OOP) is the most convenient way to go when designing the application.

As data sources in this application, it can be from directly USB or from network, for those purposes the class "SerialConnection" will be in charge of communicate with a IR sensor connected to the computer directly over USB (for testing) see listing 9 in appendix , this class is the same that is used in the raspberry side to read the sensor. On the other hand "WebsocketConnection" mimics roughly the behavior of "SerialConnection" however it

makes the connection over Internet using the Websocket protocol.

Once a connection is made the class "Camera" and its children will handle data processing to make array frames as it was explained in section 3.1.

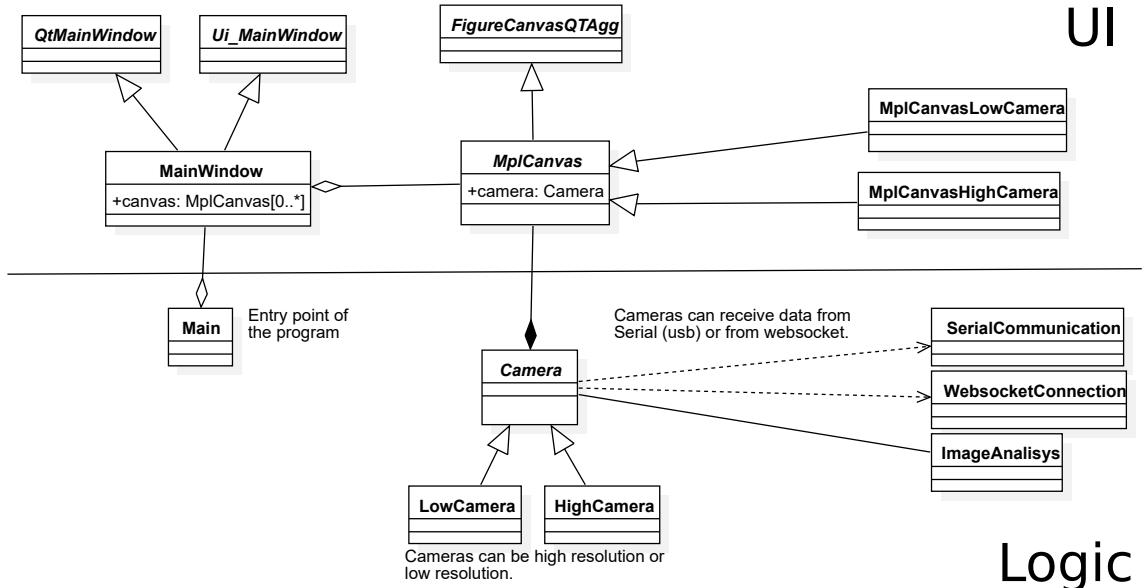


Figure 11: UML diagram (simplified)

As seen in figure 11 it shows the most important components of the application and its relations, it can be noticed that there is a separation between UI components and logical ones.

User Interface

The user interface is implemented using the known Qt framework which is uses Programming language which is a superset of the C language (C++) but there is a python bindings package to use in a python application without writing a single line of C++ code [16].

Advantages of using qt are among others:

- cross-platform: same code works on any operative system where the framework is available.
- it is possible to design the interface using a designer program (see figure 12) and save it as a XML file that can be read from the application, saving a lot of time on development stage.

- it is a well known framework and there is plenty of information available about it.

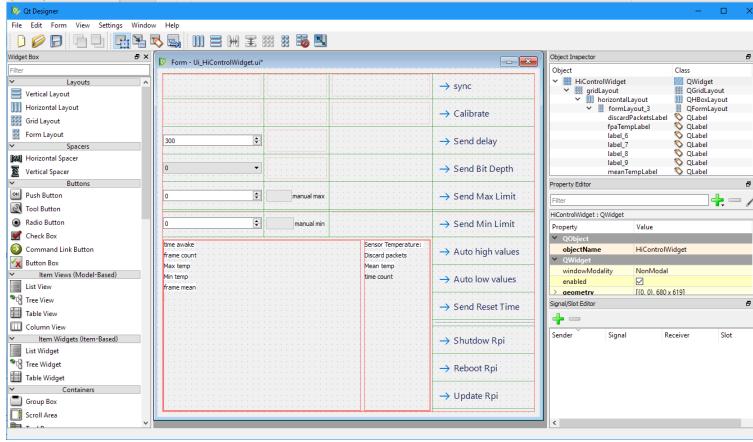


Figure 12: QT designer

The sensor image itself is made using a plotting library named Matplotlib used in quality scientific plots and animations. Matplotlib also provides a back-end to attach the graphics to Qt among other UI frameworks. This can be seen in the Unified Modeling Language (UML) diagram (figure 11) where the class "MplCanvas" which presents the frames from the "Camera" inherits from the Matplotlib class "FigureCanvasQTAgg" [17].

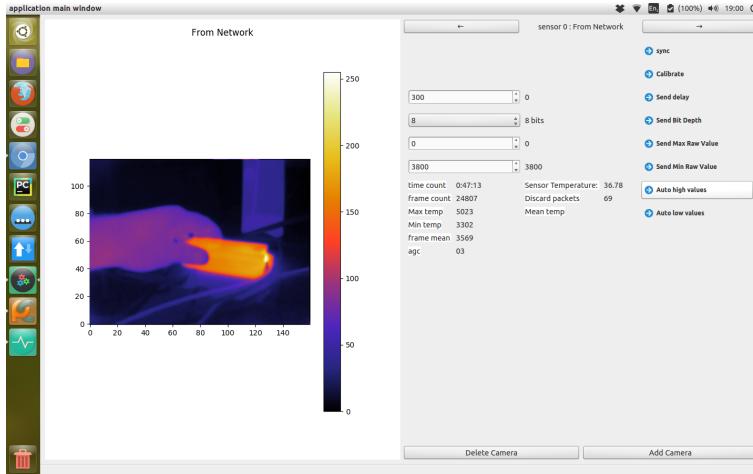


Figure 13: Python Client Application

As seen in figure 13 the application client has 2 well differenced parts. On the left it is the image displayed as a colored gray-scale image in figure 14. Matplotlib let us apply color maps on the image very easily, also to add an interpolation to improve the image quality, in this case there is a Bicubic interpolation [18].

On the left side there is a control panel (figure 15) which displays meta-data information and buttons that can send commands to the sensor as described in section 3.1, on the right of some buttons there are input fields to enter the arguments to the commands that



Figure 14: Ir image

required it alongside the current value of the argument (current argument values are metadata as well).

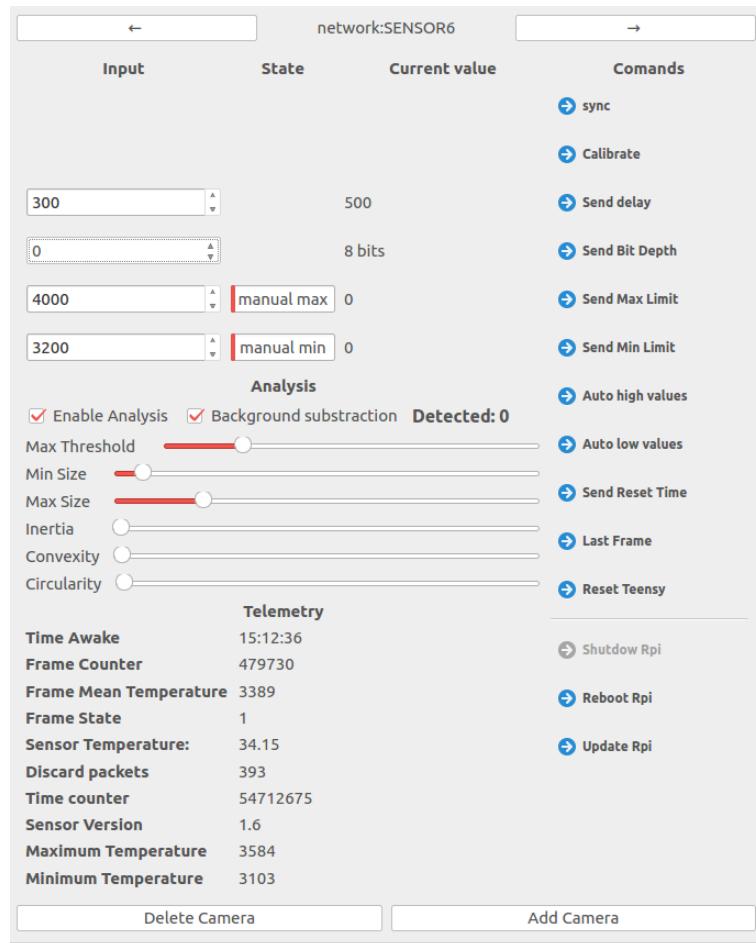


Figure 15: Control panel

There is a separate section for special buttons to control a Raspberry Pi in the case the sensor is connected to a one.

3.3.2 Android Client

During the development of the project I found attractive the idea of having a client application on the phone and after finishing the python client described in the previous section I started to develop a simple but powerful Android application. It let connect to any camera already registered in the cloud (At this stage the cloud allows multiple sensors see. section 3.4).

As in the python client, it is necessary to code:

- a class to connect to server or cloud through Websocket.
- create the image from the data.
- allow to choose which camera to connect to.

Android application are slotted on different screens called Activities which contain UI elements that the user can interact. In this case there is an activity for choosing the camera to connect, see figure 16.

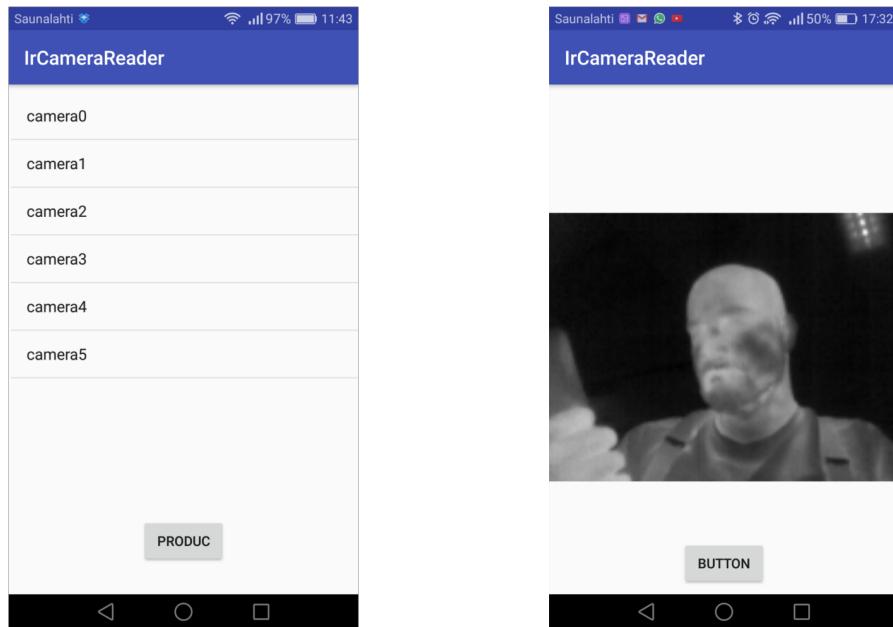


Figure 16: Android Client

The other activity makes the a Websocket connection and process the data in real time so the different frames can be visualized in gray-scale (figure 16).

To achieve this Android allows to extend UI elements with new behavior. In this case "ImageView" class is extended to add a Websocket connection and fill the image with an array of binary data from this connection (same than in the python application section 3.3.1), in listing 12 the "CameraView" class meets this behavior using "WebsocketConnection" to get data from sensors (listing 14) and "HighCamera" to represent a frame of the image (listing 13). All of these listing can be found in appendix .

3.4 Server Side Methods

On this section describes the different approaches tested to created the middle point between sensors and clients. The server side application must be hosted somewhere, in this case a cloud environment described in the next section.

3.4.1 The Communication Channel

Regardless what technology it is used for coding, build and maintain the cloud application, and before start coding it should define how different components are related between each other. Let's start by defining the following entities:

- Sensor: It represents a single sensor connected to a Raspberry Pi, although it could a normal computer. The sensor itself does not connect to networks, thus it needs a middle hardware but it is considered as whole “entity” here.
- Client: A client can be anything that can connect to a sensor by HTTP request. A desktop computer, a smartphone, etc. The client must create frames from sensor and send commands using a Websocket.
- Cloud: It is what holds all the sensor entities and their clients on it. The channel should support an unlimited number of sensors which can hold an unlimited number of clients.

The channel should support an unlimited number of sensors which can hold an unlimited number of clients. The diagram in figure 17 represents the general view of how entities are related to each other. This helps to develop a UML Class Diagram which specifies how classes in an OOP language are related to each other. In figure 18 there is such diagram

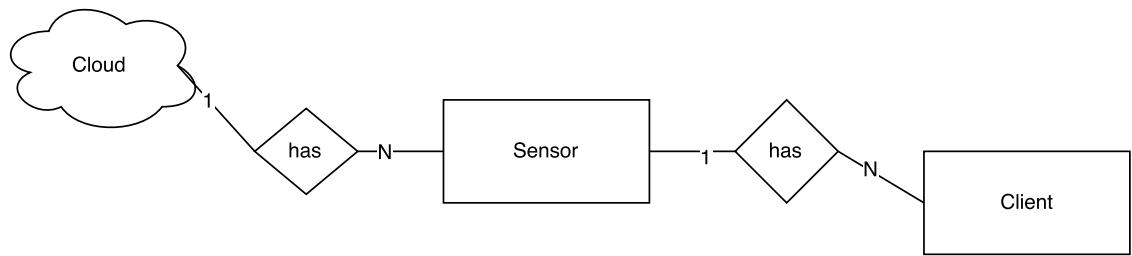


Figure 17: Entity Relationship Diagram of the communication channel

simplified. On the final implementation the server side application was written in Dynamic programming language used mostly in browsers although can be used in desktop and server applications (Javascript) which is the Language for Node.js applications.

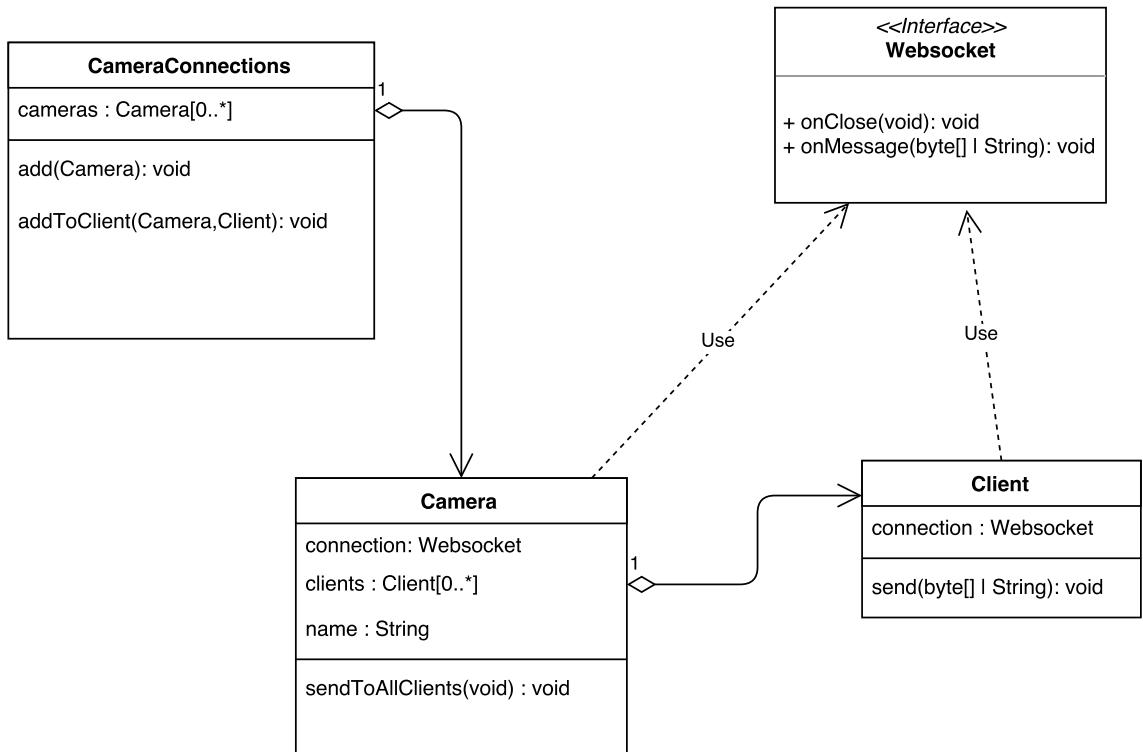


Figure 18: UML diagram

3.4.2 Python Flask

Flask is a Python framework for web development which allows to write web applications back-ends and is specially useful to create web APIs. this application use an HTTP approach as described in section 2.3.2 to communicate client side and sensor side applications must implement the mentioned approach as well.

This keeps a queue buffer of image data and commands, so that both sensor and client have to request continuously even though when there is no new data. In listing 6 a simplification of this Flask application is shown, the buffer and commands are hold in the `data_queue` and `parameters`.

```

1 app = Flask(__name__)
2 parameters = {}
3 data_queue = Queue(5)
4
5 @app.route('/video/buffer', methods=['POST'])
6 def submit_buff():
7     data = request.data
8     logging.debug("data:%s", data)
9     if data_queue.full():
10         logging.debug('queue is full. dropping 1')
11         data_queue.get() # drop 1 buffer
12
13     data_queue.put(data)
14     return jsonify(**parameters)
15
16
17 @app.route('/video/buffer', methods=['GET'])
18 def obtain_buff():
19     global parameters
20     print request.args
21     for k, v in request.args.items():
22         parameters[k] = v
23
24     if data_queue.empty():
25         logging.debug('queue is empty, sending 0 ...')
26         return '0'
27     else:
28         return data_queue.get()

```

Listing 6: HTTP - buffer approach

Using the `/video/buffer` endpoint it is possible to send data to it using a 'POST' HTTP requests continuously from the sensor side and to send 'GET' requests to get image data in the client side, if a client wants to send a command (called parameter

in this application) it can be sent as query parameter in the 'GET' request, for example
www.example.com/video/buffer?command0=value0&command1=value1&...

A good thing about flask is its straightforward API as seen in listing 6, defining a route to an endpoint is very easy because takes advantage of the decorators `@app.route` and result in a quite clear code.

3.4.3 Node.js Server Application

Node.js is a Javascript runtime which allows to create server-side applications, the main reason of why one would choose Node.js over other well known options such as Apache + PHP Hypertext Preprocessor (PHP) is the non-blocking model Node.js is based on. This let make asynchronous code easily and it is quite fast [19, p.12] [20]. In addition to this there are other options to consider working with Node.js:

- It has big community.
- It has likely the biggest open source library on Internet, accessible through Node Packet Manager (NPM).
- most of cloud providers offer it out of the box.
- It is very easy to start up and configure unlike options.

To work with both Websocket and HTTP protocols in a Node.js application it is possible to use these quite well known open source libraries:

- ws. It is claimed to be the fastest Websocket library <https://www.npmjs.com/package/ws>
- Express. Lightweight web framework for node. Probably the most used node web framework <https://www.npmjs.com/package/express>

Although these libraries are focused for web applications the clients described in section 3.3 do not need HTML characteristics. However in the future a HTML client application could be developed using the API of this Node.js application.

Since both protocols must be listen the same port, a HTTP server must be created using

express then integrating it with the Websocket one and finally listening to the desired port, see listing 7.

```

1 const express = require('express');
2 const WebSocket = require('ws');
3 const http = require('http');
4
5 const port = process.env.PORT
6 const ip = '0.0.0.0';
7
8 /* http server */
9 const express = express();
10 const server = http.createServer(express);
11      // ... handle http requests ...
12
13 /* websocket server extends the http server */
14 var wss = new WebSocket.Server({
15     server: server,
16     // other websocket configuration ...
17 });
18
19 wss.on('connection', function connection(ws) {
20     // ... handle websocket requests ...
21 });
22
23 server.listen(port, ip);

```

Listing 7: html and websocket server

Express and ws have events to handle the connections using callbacks to for any behavior one wants to add.

A complete view of the main file application can be consulted in appendix listing 15

3.5 Testing Methods

Testing is an important part of Software development process it gives insight about the quality and how much the software is error-prone, however creating test and maintaining

after refactoring it is also a time consuming practice and since this project is carried out by one person rather than a team of developers there were added test only in the server-side of the whole communication system.

3.5.1 Unit Testing

Unit Testing is about testing modules or units which are single pieces of software that should work independently of others. In OOP this is usually a class, but it could be a single function or method. It is the developer who should define what is a single unit.

3.5.2 Acceptance Testing: Robot Framework

In order to test the server-side application with arbitrary number of clients and sensors with different configuration and backgrounds an acceptance testing approach is very convenient; acceptance testing features a more structured and complex way of testing which allows a efficient way of pinpointing application failure, automation and reusability [21].

For this purpose Robot Framework is a great tool, it is a open source for general purpose test automation. It is very flexible and it allows create test using a human friendly keywords and generate complete reports and logs about the test results. It can also be extended by adding existing libraries or creating them using Python or Java [22]. A simple test file can be seen in listing 8

```

1 Documentation      A test suite with a single test for valid login.
2 Resource          resource.txt
3
4 *** Test Cases ***
5 Valid Login
6 Open Browser To Login Page
7 Input Username    demo
8 Input Password    mode
9 Submit Credentials
10 Welcome Page Should Be Open
11 [Teardown]       Close Browser

```

Listing 8: A example of robot framework

Using the libraries already in the client python application in section 3.3.1 and the Robot Framework API I created a library to test Websocket connections. Those connection are held in an array, created and deleted for every single test, see listing 18 for the whole library code in the appendix .

The library provide keywords like the ones in the listing 8 but a group of test cases have to be defined in addiction to define some local keywords to reuse behavior. see listing 17 in appendix for all test cases defined to test the server-side application. On this file it can be noticed several sections between triple asterisks:

- Variables. To define global variables which syntax is "\${variable_name}".
- Settings. Define libraries which in addiction to my own Websocket library there is also other to run processes, invoke operative system commands, HTTP requests, etc. Provide actions at beginning and the end of every test or even at the beginning and end of the whole test suite.
- keywords. Here it is defined custom keywords out of other keywords, they can accept arguments and return values.
- Test Cases. The last section show every test case. At the end will be shown either if the test was passed or failed.

After the execution of tests an HTML report file is generated (figure 19) along to a log one (figure 20)

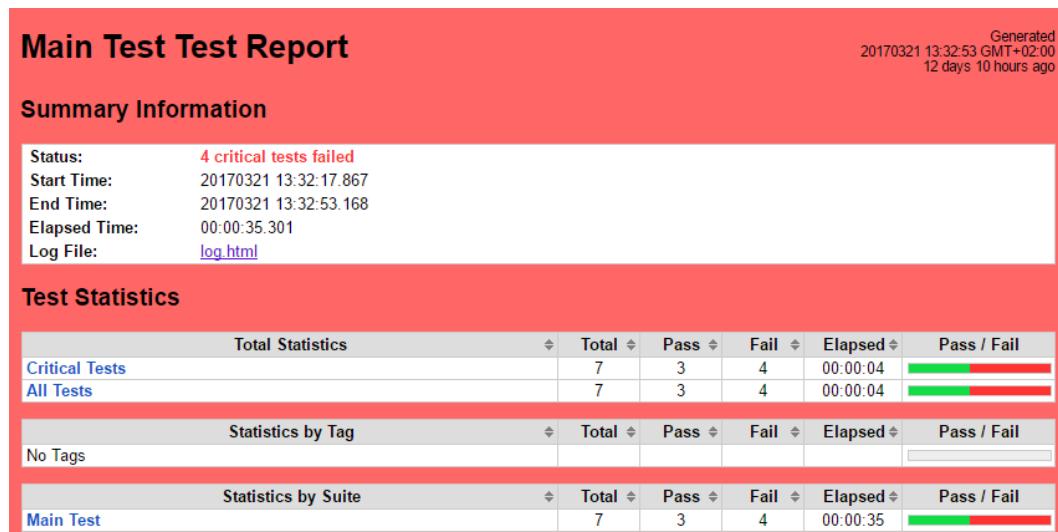


Figure 19: Test Report

The Report is general view of what happened during the test execution.

| Test Execution Log | | REF |
|------------------------|---|--------------|
| - | SUITE Main Test | 00:00:35.301 |
| Full Name: | Main Test | |
| Source: | C:\Users\Alvaro\Desktop\cloud_websocket\tests\main_test.robot | |
| Start / End / Elapsed: | 20170321 13:32:17.867 / 20170321 13:32:53.168 / 00:00:35.301 | |
| Status: | 7 critical test, 3 passed, 4 failed 7 test total, 3 passed, 4 failed | |
| + | SETUP Run Cloud | 00:00:01.018 |
| + | TEARDOWN Close cloud | 00:00:30.214 |
| + | TEST close sockets | 00:00:00.363 |
| + | TEST Check Socket Library works | 00:00:00.104 |
| + | TEST Create camera client and send | 00:00:00.109 |
| - | TEST Create camera, client, send and receive | 00:00:01.323 |
| Full Name: | Main Test.Create camera, client, send and receive | |
| Start / End / Elapsed: | 20170321 13:32:19.810 / 20170321 13:32:21.133 / 00:00:01.323 | |
| Status: | FAIL [critical] | |
| Message: | Keyword 'Receive Next Message' failed after retrying 5 times. The last error was: Message is not in Queue yet | |
| + | KEYWORD Create Camera Socket camera0 | 00:00:00.001 |
| + | KEYWORD Create Client Socket client0, camera0 | 00:00:00.001 |
| + | KEYWORD WebsocketLibrary.Send From Socket camera0, hi client | 00:00:00.001 |
| + | KEYWORD WebsocketLibrary.Send From Socket client0, hello camera | 00:00:00.001 |
| - | KEYWORD Wait To Receive Message client0, hi client | 00:00:01.217 |
| Start / End / Elapsed: | 20170321 13:32:19.816 / 20170321 13:32:21.033 / 00:00:01.217 | |
| - | KEYWORD BuiltIn.Wait Until Keyword Succeeds 5x, 300 ms. Receive Next Message, \${socket}, \${message} | 00:00:01.215 |
| Documentation: | Runs the specified keyword and retries if it fails. | |
| Start / End / Elapsed: | 20170321 13:32:19.817 / 20170321 13:32:21.032 / 00:00:01.215 | |
| - | KEYWORD WebsocketLibrary.Receive Next Message \${socket}, \${message} | 00:00:00.002 |
| Start / End / Elapsed: | 20170321 13:32:19.817 / 20170321 13:32:19.819 / 00:00:00.002 | |
| 13:32:19.818 | WARN Message is not in Queue yet | |
| 13:32:19.819 | FAIL Message is not in Queue yet | |

Figure 20: Test Logs

The log file contain a more detailed information about the tests.

3.6 Cloud methods

While the Server Side methods section 3.4 describes the application itself, it does not tell anything about where and how to host the code so that it is available everywhere from Internet.

"The cloud" is quite a broad concept which usually includes different service models as Software As A Service (SaaS) which are hosted applications accessible from client applications, Platform As A Service (PaaS) which provides services for developers to create applications such as SaaS ones, however the developer do not have access to the cloud infrastructure like the servers or the network, Infrastructure As A Service (IaaS). Similar to PaaS but with more control over the platform [23].

OpenShift and Docker

OpenShift is a platform for the deployment of web applications and services. It takes advantage of technologies such as Kubernetes and Docker to run and manage application in containers [24]. Nokia (which collaborates actively in this project) provides PaaS as part of their Nokia Innovation Platform which aims to create solutions for IoT [3].

The process of updating the server side application is through a OpenShift mechanism called Source-to-Image (S2I) which allow creating containers from the application source code without using Docker files, in its simplest form a developer provides a Git repository to the platform and OpenShift takes care of everything: building, deploying, routing, etc [24, 5].

3.7 Other Tools Used

3.7.1 Control Version

On any serious software development project there must be a Control Version System (CVS) which allows keep tracking of any changes in the code (or other files) and reversed if necessary. On this project the popular control version tool "Git" was used, which has many features but the one that makes it more special is its decentralized repository model which means that every repository copy has all the history changes.

All the repositories to the applications developed in this thesis are hosted in GitHub which is perfect for sharing or publishing open source projects.

3.7.2 Latex

To write this thesis \LaTeX was used which is a documentation preparation system rather than using the mainstream options which are LibreOffice or Office Word. The reasons for this was automation and the quality that can achieve.

In figure 21 it can be observed how the code looks like, it is just raw text with no style at

```

The process of updating the server side application is through a OpenShift mechanism called
\gls{jenkins} which allow creating containers from the application source code without using
\gls{docker} files, in its simplest form a developer provides a \gls{git} repository to the
platform and OpenShift takes care of everything: building, deploying, routing,
etc~\cite[5]{shipley2016openshift}.

\subsection{Communication sensor-client}
% TODO: \subsection{Communication sensor-client}
\putimage{communication_udp}{Diagram of the communication using the module and UDP}

\section{Other Tools used}

\subsection{Control Version}
On any serious software development project there must be a \gls{git} which allows keep tracking of
any changes in the code (or other files) and reversed if necessary. On this project the popular
control version tool "git" was used, which has many features but the one that makes it more special
is its decentralized repository model which means that every repository copy has all the history
changes.

All the repositories to the applications developed in this thesis are hosted in \gls{github} which
it is perfect for sharing or publish open source projects.

\subsection{Latex}
% What is latex, what is tex
% reasons to use latex, abbreviations, commands etc, show figures
To write this thesis I used \LaTeX which is a documentation preparation system rather than using
the mainstream options which are LibreOffice or Office Word. The reasons for this was automation
and the quality one can achieve. It is known that it is preferred in academic articles and theses.

```

Figure 21: How the document looks like

all and it has to be compiled to generate a Portable Document Format (PDF) document.

4 Results

The results of this thesis is a set of pieces of software which together form the communication channel, being its central part the server-side hosted in cloud accessible through the web API described on section 4.2.

4.1 Software

After solving some bugs in the server-side and the Raspberry Pi part the communication system can work continuously 24 hours a day with several cameras as 5.4.2017 the longest test in a sensor in the system has been 4 days and 19 hours. In figure 22 can be seen a client application with sensors on different locations.

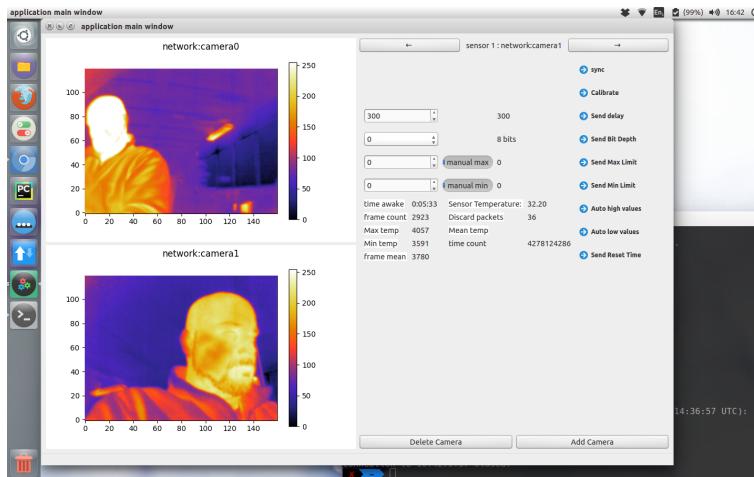


Figure 22: Multiple sensors connected to a single client

As stated in chapter 3 all the code is in GitHub repositories, here is a list with every repository for most of the software developed in this project.

- Android client application: <https://github.com/alvaro893/android-ir-sensor-client>
- Server-side Node.js application: https://github.com/alvaro893/cloud_websocket
- Python client application: https://github.com/alvaro893/sensor_reader
- Sensor Reader application on Raspberry Pi side: <https://github.com/alvaro893/sensor-reader/tree/raspberry>

- This Thesis: <https://github.com/alvaro893/bachelors-thesis>

The code shown in the appendixes is in these repositories and up-to-date.

4.2 Web API

In order to provide communication with both sensors and clients a web API can be the most convenient way to expose the services of the application providing certain endpoints to register sensors, clients and to access information about the application itself, the information retrieved is in JSON format.

The endpoints are defined as Uniform Resource Identifier (URI)s. A complete URI looks like this:

```
<protocol>://<domain>:<protocol><path>?<parameters>
```

Domain is provided by the cloud service, if the server-side application is running locally in a personal computer domain is "localhost". Paths accepted by the API are shown in table 3

Table 3: Endpoints of the web API

| path | protocol | description |
|-------------|-----------------|-------------------------------|
| /client | Websocket | Register a client |
| /camera | Websocket | Register a sensor |
| /cams | HTTP GET | receive a JSON of information |

/client and /camera parameters also accept query parameters shown in table 4.

Table 4: parameters of the web API

| parameter | type | description |
|------------------|--------------|----------------------------------|
| pass | alphanumeric | password to access |
| camera_name | alphanumeric | camera to connect or to register |

For example `ws://localhost:8080/camera?pass=d8n2d0&camera_name=corner-camera`

4.3 Discarded Methods

Android Smartphone Gateway Solution

This method was purely to test the sensors and to seek for a suitable network protocol rather than as a serious solution for the purposes of this thesis, nevertheless the outcomes were satisfactory and opened the door to a deeper understanding on how USB communication can work using a High level language as Java.

LTE Module Solution

This method could have been the ideal solution to read a sensor and connect it to Internet, but there were multiple issues regarding this method:

- It turned out that the module did not support the LTE frequency bands of the mobile provider Netleap see section 2.2 of chapter 2.
- It was hard to set-up a developing environment for it.

UDP Protocols

There were many test to use UDP for communications but for the issues mentioned in section 2.3.1 of chapter 2 and because Websocket worked very good. any UDP was dropped.

Python Flask Server-Side Application

At the end the Node.js application turned out to work better and faster. so the flask application was not further developed.

5 Discussion

On this chapter is discussed how the results may be used, specially alongside Computer Vision. The sections here are more based on speculation rather than experimentation and proposed lines of research.

5.1 Use in the Nokia Innovation Platform

The Nokia Innovation Platform is a trial environment for teams and star-ups that are related to IoT projects specially projects that use cell-phone network as LTE. This project is part of the Nokia Innovation Platform hence there is some ongoing use cases. Some of the sensors has been placed on different places to test its functionality and investigate further the uses of this communication channel.

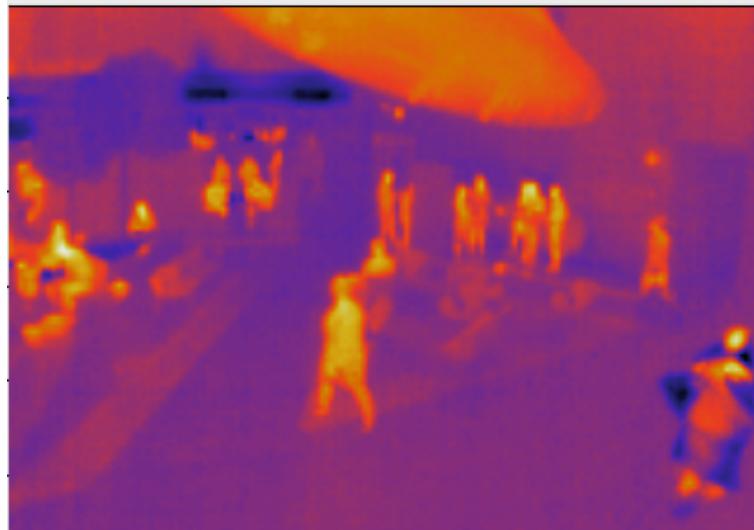


Figure 23: People in a room

On the figure 23 some people can be seen clearly and in the figure 24 is shown the same situation plus running a Computer Vision software to detect how many people in the room.

Computer vision can be used to track people and research their behavior storing big amounts of tracking data may allow to make predictions of many sorts. On the next sections some scenarios are proposed where this could be useful.

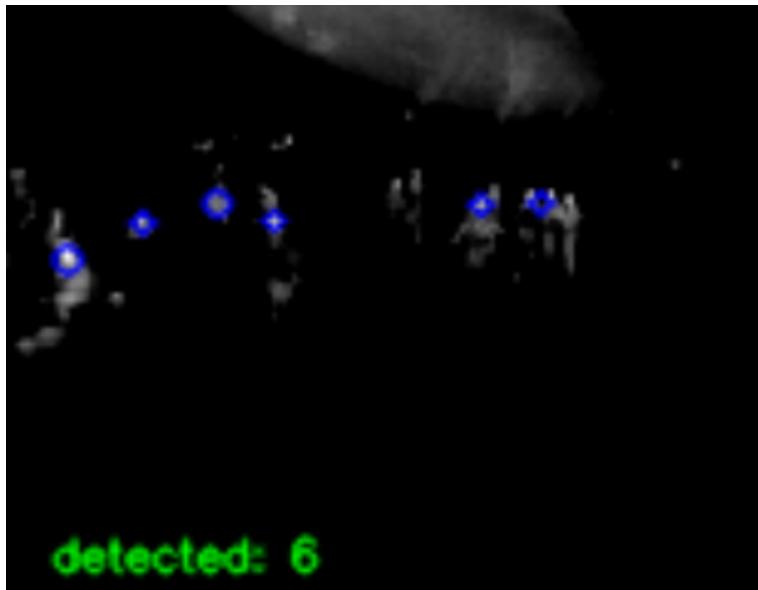


Figure 24: Analyzed image to detect heat points in the room

On crowded surfaces such as shopping centers, stadiums, summer festivals may be useful to observe patterns and even detect or predict dangerous situations. This is an interesting research topic and could be a continuation of this final year project.

5.2 Use in Health Care

In this section different uses in health care of the sensor communication channel will be discussed. As mentioned on the introduction chapter 1 these sensors do not capture light but heat, thus making patients impossible to recognize from a distance, this can be considered an advantage since most of the people do not feel comfortable with the idea of being watched or video-recorded. Also when using Computer Vision techniques an IR image can be easier for a computer to "understand" in other words to analyze especially when it is possible to add limits to the maximum and minimum temperature so that a range of temperature can be interesting while the rest is removed. figure 25.

On table 2 in chapter 3 the available commands to the sensor are shown, we can set maximum and minimum temperatures or make it back to automatic.

In addition to set the minimums and maximums it is possible to change the bit density of the image so we get less data and probably making the image analysis a little easier as it is shown in figure 26.

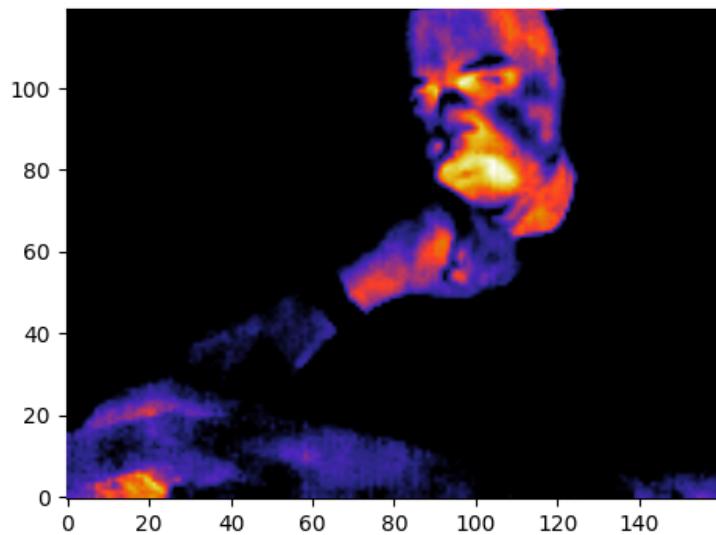


Figure 25: Minimum set to human temperature

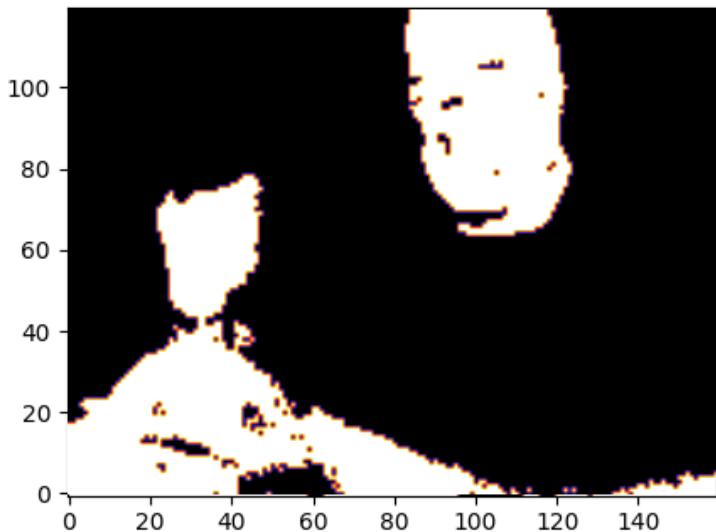


Figure 26: 2bit version of the image

Another approach could be use IR image to see things that usually are not visible at a glance like for example veins and arteries as seen in figure 27.

Unfortunately on this thesis it were not enough time to do a proper research of health care uses. Nevertheless on the next sections there is some propositions to for further investigation.

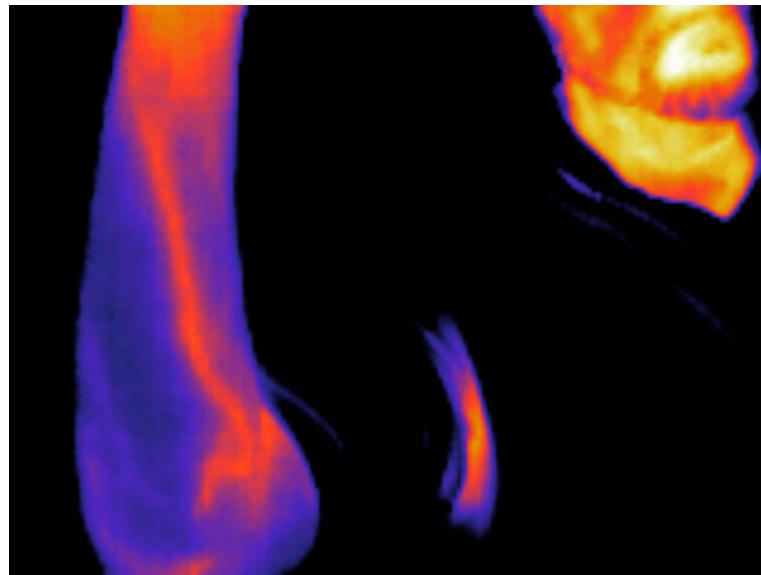


Figure 27: arteries and veins in human arm

5.2.1 Use in Bed Patient Care

A use case may be for monitoring patients on bed, either hospital or home bed. Using image analysis software nurses or doctor could obtain data from multiple patients at the same time. since the sensors can detect heat this could trigger some alarm on high temperature or if the patient is missing for a long period of time.

Also as discussed in previous sections it may be interesting to seek patterns how a patients moves through time and even how long patients are not in bed.

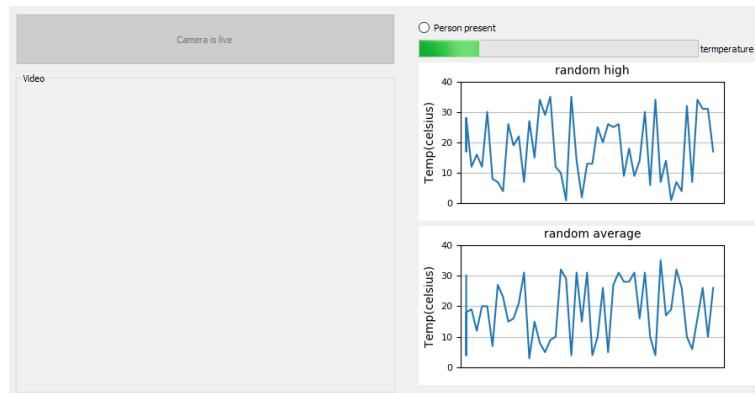


Figure 28: Analysis program prototype

In the figure 28 we can see a prototype with temperature graphics and other indicators.

5.2.2 Use in Nursing Homes and Psychiatric Hospitals

The same principle discussed in section 5.1 may be applied to nursing or residential homes where there is a number of people inside a room or outside in a backyard. Then through Computer Vision it can be detected how many persons there are, if someone is too still or passed out, etc. This detection could trigger certain alarms which will warn the caretakers in the facility

As in nursing homes, psychiatric hospitals could have this kind of system. It could detect potential dangerous situations in this case.

5.3 Other Uses

5.3.1 Self-driven Vehicles

Self-driven public transport vehicles could benefit with this system too, since that there is no driver nor any other worker on the vehicle, accessible remotely IR sensor can give valuable data to an hypothetically station in charge of the security of such vehicles and trigger an alarm in case of any dangerous situation.



Figure 29: self-driven bus in Otaniemi

On figure 29 is the "Robot bus" moving around Otaniemi campus in Espoo.

5.3.2 General Surveillance

Surveillance is usually help by regular light based cameras plus sometimes some IR LEDs which allows them see during night time, However since humans emit heat they can be easily spotted with IR sensors instead.

5.4 Possible Additions in the Future

3D Heat Map Using Multiple Sensors

When using several sensors, it could be possible to create 3D heat map with all the data similar to figure 30.

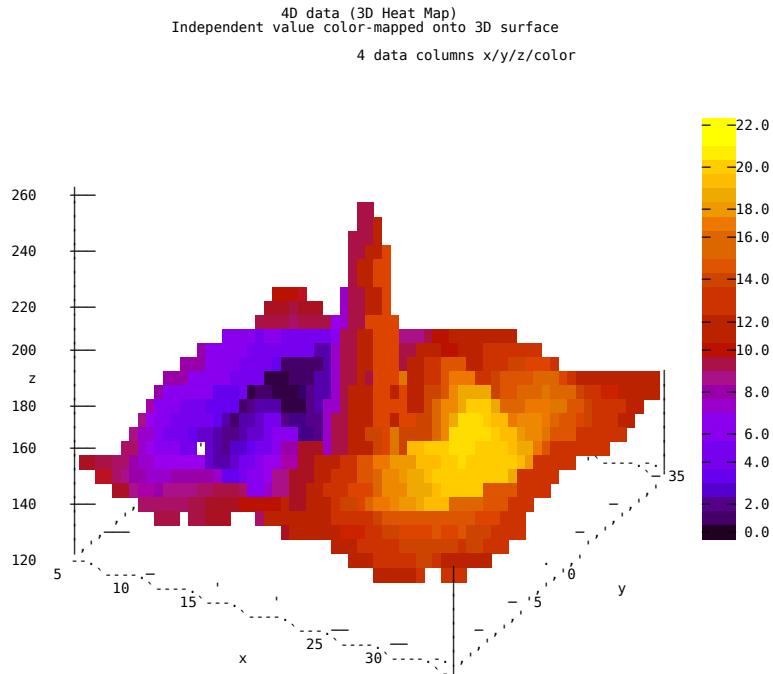


Figure 30: Heat map concept

This can be used to have a better understanding of how heat behaves in a particular area.

HTML5 Application

Since this project uses already web technologies such as Websocket it will not difficult to create an HTML5 client application for connecting to the different sensors able to do the

same as the python client, however the user does not need to install anything to make it work, only an up to day Internet browser.

Using RTP to Broadcast Video to Clients

The server-side application could be extended to support UDP protocols as RTP which can be used to multi-cast video stream to a big number of clients that for example need the video image but no control the sensor [25, 298]. Commands can be still sent through Websocket

6 Conclusions

As an IoT project the purpose of this thesis was to find an effective communication channel between IR sensors and clients, in other words, to create a system where clients can control these sensors and receive data simultaneously. The result was a complete communication system:

- A sensor-side: which includes a Python application to read the sensor in a Raspberry Pi and service scripts to keep alive the connection to both the network and the Sensor.
- A server-side: that uses cloud technologies offered by Nokia and also includes a Node.js application that keeps sensors and clients connected.
- A client-side: which includes a Python client application and an Android application able to connect to online sensors and control them.

So far there are some sensors running on Nokia headquarters to test their usability.

Either LeViteZer and Nokia members have shown quite satisfied with the results and willing to continue working on this project beyond the scope of this thesis.

One of the distinctive things about the communication protocol on this project is the use of Websocket outside a web browser which has been proven to work exceptionally good, better than expected. Also with this comes some limitations since Websocket is not the best way to broadcast image from sensors to big sets of clients and that is something to be improved.

It was intended to deepen more on the use cases especially on well-being services, unfortunately there was no time for more research on this. Perhaps other students' thesis might continue this part.

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Appendix 1: Sensor Reader Listings

```

1 import thread
2 import logging
3 import psutil
4 from multiprocessing import Process
5 from serial import Serial, SerialException
6 from Constants import VERY_HIGH_PRIORITY, HIGH_PRIORITY
7
8 class Serial_reader(Serial):
9     """ This class read data from sensor in a Thread """
10    def __init__(self, pipe, port):
11        Serial.__init__(self, port=port, baudrate=115200)
12        self.pipe = pipe
13        self._start_process()
14
15    def _start_process(self):
16        process = Process(name="SerialProcess", target=self._run, args=())
17        process.daemon = True
18        process.start()
19        try:
20            psutil.Process(process.pid).nice(VERY_HIGH_PRIORITY)
21        except psutil.AccessDenied as e:
22            psutil.Process(process.pid).nice(HIGH_PRIORITY)
23
24    def _get_data(self):
25        one_byte = self.read(1)
26        n_bytes = self.in_waiting
27        return one_byte + self.read(n_bytes)
28
29    def _send_data(self):
30        while self.is_open:
31            print "waiting for commands"
32            data = self.pipe.recv()
33            print data
34            self.write(data)
35
36    def _run(self):
37        thread.start_new_thread(self._send_data, ())
38        while self.is_open:
39            try:
40                data = self._get_data()
41                self.pipe.send(data)
42            except SerialException as e:
43                logging.error(e.message)

```

```

44         self.stop()
45         break
46
47     def stop(self):
48         if self.is_open:
49             self.close()

```

Listing 9: Serial Reader Class

```

1  import logging
2  import thread
3  from websocket import WebSocketApp, ABNF
4  from Constants import URL, CAMERA_PATH, PARAMETERS
5
6  class WebSocketConnection(WebSocketApp):
7      def __init__(self, pipe, url=URL + CAMERA_PATH + PARAMETERS):
8          WebSocketApp.__init__(self, url,
9          on_message=self.on_message,
10         on_error=self.on_error,
11         on_close=self.on_close,
12         on_open=self.on_open)
13         self.open_connection = False
14         self.pipe = pipe
15
16     def on_message(self, ws, message):
17         logging.warn("received command:%s, %d bytes", message[0], len(message))
18         self.pipe.send(message)
19
20     def on_error(self, ws, error):
21         logging.error(error)
22
23     def on_close(self, ws):
24         self.open_connection = False
25         logging.warn("### closed ###")
26
27     def on_open(self, ws):
28         self.open_connection = True
29         logging.warn("opened new socket")
30
31     def run():
32         while (self.open_connection == True):
33             data = self.pipe.recv()
34             self.send_data(data)
35
36         thread.start_new_thread(run, ())
37
38     def stop(self):
39         self.open_connection = False

```

```

40
41     def send_data(self, data):
42         if self.open_connection and len(data) != 0:
43             self.send(data, opcode=ABNF.OPCODE_BINARY)
44
45     def set_pipe(self, pipe):
46         self.pipe = pipe

```

Listing 10: Websocket Class

```

1  from thread import start_new_thread
2  from subprocess32 import call
3  import logging
4
5  def shutdown():
6      run_command_async("/sbin/poweroff")
7
8  def reboot():
9      run_command_async("/sbin/reboot")
10
11 def update():
12     run_command_async("./build.sh")
13
14 def test():
15     run_command_async("sleep", "3")
16
17 commands = {
18     'rs': shutdown,
19     'rr': reboot,
20     'ru': update
21 }
22
23 def run_command_async(*args):
24     def run(*args):
25         result = call(args)
26
27         start_new_thread(run, args)
28
29
30 def is_raspberry_command(s):
31     """ Check this is a command for the raspberry rather than the sensor. First letter
32     must be an 'r'"""
33     if s[0] == 'r':
34         command = commands.get(s)
35         if callable(command):
36             command()
37         else:
38             logging.warn("command not found: %s" % s)

```

```
38         return True
39     else:
40         return False
```

Listing 11: Subprocess example

Appendix 2: Android Client listings

```
1 package es.alvaroweb.ircamerareader.wscameraview;
2
3 import android.content.Context;
4 import android.graphics.Bitmap;
5 import android.graphics.Canvas;
6 import android.graphics.Color;
7 import android.support.annotation.Nullable;
8 import android.util.AttributeSet;
9 import android.util.Log;
10 import android.view.View;
11 import android.support.v7.widget.AppCompatImageView;
12 import java.util.Random;
13 import okio.ByteString;
14
15 /**
16 * Copyright (C) 2016 Alvaro Bolanos Rodriguez
17 */
18
19 public class CameraView extends AppCompatImageView implements WebsocketConnection.
    OnReceiveRow, HighCamera.FrameCallback, View.OnClickListener {
20
21     private static final String DEBUG_TAG = CameraView.class.getSimpleName();
22     private static Random random = new Random();
23     private Bitmap bitmap;
24     private int sizex = 160;
25     private int sizey = 120;
26     private WebsocketConnection websocketConnection;
27     private HighCamera highCamera;
28     private Runnable t;
29     private boolean reversed = true;
30
31
32     public CameraView(Context context) {
33         super(context);
34         initBitmap();
35     }
36
37     public CameraView(Context context, @Nullable AttributeSet attrs) {
38         super(context, attrs);
39         initBitmap();
40     }
41
42     private void initBitmap() {
```

```
43         bitmap = Bitmap.createBitmap(sizex, sizey, Bitmap.Config.ARGB_8888);
44         highCamera = new HighCamera(this);
45         this.setOnClickListener(this);
46     }
47
48     @Override
49     protected void onDraw(Canvas canvas) {
50         super.onDraw(canvas);
51         // Bitmap has to be set here. and this callback is called from UI
52         this.setImageBitmap(bitmap);
53     }
54
55
56     public void setImage(byte[][] array) {
57         boolean dimensionMaches = array[0].length == bitmap.getWidth() &&
58         array.length == bitmap.getHeight();
59
60         if (!dimensionMaches) {
61             Log.d("image", "doesn't match the dimension");
62             return;
63         }
64
65         for (int i = 0; i < bitmap.getHeight(); i++) {
66             for (int j = 0; j < bitmap.getWidth(); j++) {
67                 int pixel = convertByteToInt(array[i][j]);
68                 if (reversed) {
69                     bitmap.setPixel(j, bitmap.getHeight() - i - 1, Color.rgb(pixel
70                         , pixel, pixel));
71                 } else {
72                     bitmap.setPixel(j, i, Color.rgb(pixel, pixel, pixel));
73                 }
74             }
75         }
76
77         public void setRandomImage(View view) {
78             byte[][] arr = new byte[sizey][sizex];
79             for (int i = 0; i < sizey; i++) {
80                 for (int j = 0; j < sizex; j++) {
81                     arr[i][j] = ((byte) randint(Byte.MIN_VALUE, Byte.MAX_VALUE));
82                 }
83             }
84             setImage(arr);
85         }
86
87         public void cleanImage() {
88             for (int i = 0; i < bitmap.getWidth(); i++) {
89                 for (int j = 0; j < bitmap.getHeight(); j++) {
```

```

90         bitmap.setPixel(i, j, Color.rgb(255, 255, 255));
91     }
92 }
93 }
94
95 private int convertByteToInt(byte b) {
96     return b & 0xff;
97 }
98
99 private int randint(int min, int max) {
100    return random.nextInt(max + 1 - min) + min;
101 }
102
103 public void connectTo(String uri) {
104     Log.d(CameraView.class.getSimpleName(), "uri received: " + uri);
105     websocketConnection = new WebsocketConnection(uri, this);
106 }
107
108 public void stopWebsocket() {
109     websocketConnection.close();
110 }
111
112 @Override
113 public void receiveRows(ByteString data) {
114     if (data.size() < 1) {
115         return;
116     }
117     highCamera.consumeData(data);
118 }
119
120 @Override
121 public void frameReady(byte[][] frame) {
122     this.setImage(frame);
123 }
124
125
126 @Override
127 public void onClick(View view) {
128     reversed = !reversed;
129 }
130
131 public interface UpdateArray {
132     void updateArray();
133 }
134 }

```

Listing 12: CameraView class, extending ImageView

```

1 package es.alvaroweb.ircamerareader.wscameraview;
2
3 import android.util.Log;
4 import com.google.common.primitives.Bytes;
5 import java.util.Arrays;
6 import java.util.LinkedList;
7 import java.util.List;
8 import okio.ByteString;
9
10 /**
11 * 00 01 02 04 -----
12 Data is arranged on 240(0xF0) rows of 84 bytes(FF FF FF n_row and 80 of data):
13 FF FF FF 01 <DATA>
14 FF FF FF 02 <DATA>
15 FF FF FF 03 <DATA>
16 ...
17 FF FF FF F0 <DATA>
18 FF FF FF <TELEMETRY> (38 Bytes)
19 Where the 4th byte is the number of the row
20 Every row of the actual picture has 2 rows of the raw data
21 so the image is 160 x 120 (20198 Bytes)
22 */
23
24 public class HighCamera {
25     private static final int TELEMETRY_ROW_NUMBER = 240;
26     private static final int BYTES_IN_ROW_NUMBER = 81;
27     private static final String DEBUG_TAG = HighCamera.class.getSimpleName();
28
29     private byte[][] frame;
30     FrameCallback frameCallback;
31     private byte[] remains;
32     private byte[] delimiter = new byte[]{-1,-1,-1};
33
34     public HighCamera(FrameCallback callback) {
35         frame = new byte[120][160];
36         frameCallback = callback;
37         remains = new byte[] {};
38     }
39
40     public void consumeData(ByteString data){
41
42         List<byte[]> pieces = delimiterData(Bytes.concat(remains, data.toByteArray
43             ()), delimiter);
44
45         int lastIndex = pieces.size() - 1;
46         for(int i = 0; i < pieces.size(); i++){
47             if(i == lastIndex) continue;
48             processRow(pieces.get(i));

```

```

48         }
49         remains = pieces.get(lastIndex);
50     }
51
52
53     public void processRow(byte[] row){
54         if(row.length < BYTES_IN_ROW_NUMBER){
55             return;
56         }
57         int rowNum = byteToInt(row[0]);
58         Log.d(DEBUG_TAG, "rownumber:"+rowNum);
59         if (rowNum < TELEMETRY_ROW_NUMBER){
60             getFrameData(rowNum, row);
61         }else{
62             getTelemetryData(row);
63         }
64     }
65
66     private void getTelemetryData(byte[] row) {
67         // todo telemetry
68         frameCallback.frameReady(frame);
69     }
70
71     private void getFrameData(int rowNum, byte[] row){
72         for(int i = 0; i < BYTES_IN_ROW_NUMBER - 1; i++){
73             int ind = i + 1;
74             int frameRow = rowNum / 2;
75             int frameCol = rowNum % 2 * (BYTES_IN_ROW_NUMBER - 1)+ ind;
76             try{
77                 frame[frameRow][frameCol] = row[ind];
78             }catch (ArrayIndexOutOfBoundsException e){
79                 Log.e(DEBUG_TAG, e.getLocalizedMessage());
80             }
81         }
82     }
83
84     private int byteToInt(byte b){
85         return b & 0xff;
86     }
87
88
89     private List<byte[]> delimiterData(byte[] array, byte[] delimiter) {
90         List<byte[]> byteArrays = new LinkedList<>();
91         if (delimiter.length == 0) {
92             return byteArrays;
93         }
94         int begin = 0;
95

```

```

96         outer:
97         for (int i = 0; i < array.length - delimiter.length + 1; i++) {
98             for (int j = 0; j < delimiter.length; j++) {
99                 if (array[i + j] != delimiter[j]) {
100                     continue outer;
101                 }
102             }
103             byteArrays.add(Arrays.copyOfRange(array, begin, i));
104             begin = i + delimiter.length;
105         }
106         byteArrays.add(Arrays.copyOfRange(array, begin, array.length));
107     return byteArrays;
108 }
109
110 interface FrameCallback{
111     void frameReady(byte[][] frame);
112 }
113 }
```

Listing 13: HighCamera class, represents a frame

```

1 package es.alvaroweb.ircamerareader.wscameraview;
2
3 import android.util.Log;
4 import okhttp3.OkHttpClient;
5 import okhttp3.Request;
6 import okhttp3.Response;
7 import okhttp3.WebSocket;
8 import okhttp3.WebSocketListener;
9 import okio.ByteString;
10
11
12 /**
13 * Copyright (C) 2016 Alvaro Bolanos Rodriguez
14 */
15
16 public class WebsocketConnection extends WebSocketListener {
17     private static final String DEBUG_TAG = WebsocketConnection.class.
18        getSimpleName();
19     private final WebSocket webSocket;
20     private final Request requestToServer;
21     private OnReceiveRow callback;
22     public WebsocketConnection(String serverURI, OnReceiveRow callback) {
23         OkHttpClient client = new OkHttpClient();
24         requestToServer = new Request.Builder().url(serverURI).build();
25         webSocket = client.newWebSocket(requestToServer, this);
26     }
27 }
```

```
27
28     @Override
29     public void onOpen(WebSocket webSocket, Response response) {
30         super.onOpen(webSocket, response);
31         log("onOpen: " + response.message());
32     }
33
34     @Override
35     public void onMessage(WebSocket webSocket, String text) {
36         super.onMessage(webSocket, text);
37         log("onMessage: " + text);
38     }
39
40     @Override
41     public void onMessage(WebSocket webSocket, ByteString bytes) {
42         super.onMessage(webSocket, bytes);
43         log("onMessage: " + bytes.size() + "bytes received");
44         callback.receiveRows(bytes);
45     }
46
47
48     @Override
49     public void onClosing(WebSocket webSocket, int code, String reason) {
50         super.onClosing(webSocket, code, reason);
51         log("onClosing: " + reason + ", code:" + code);
52     }
53
54     @Override
55     public void onClosed(WebSocket webSocket, int code, String reason) {
56         super.onClosed(webSocket, code, reason);
57         log("onClosed: " + reason + ", code:" + code);
58     }
59
60     @Override
61     public void onFailure(WebSocket webSocket, Throwable t, Response response) {
62         super.onFailure(webSocket, t, response);
63         Log.e(DEBUG_TAG, "onFailure: " + t.getMessage());
64         t.printStackTrace();
65
66     }
67
68     public void send(byte[] bytes){
69         ByteString byteString = ByteString.of(bytes);
70         webSocket.send(byteString);
71     }
72
73     public void close(){
74         webSocket.close(1000, "fulfilled");
```

```
75      }
76
77      private void log(String s){
78          Log.d(DEBUG_TAG, s);
79      }
80
81      interface OnReceiveRow{
82          void receiveRows(ByteString bytes);
83      }
84 }
```

Listing 14: WebsocketConnection class, makes a websocket connection

Appendix 3: Node.js application listings

```

1  "use strict";
2
3  const express = require('express');
4  var WebsocketConnections = require('./websocketConnections');
5  var WebSocket = require('ws');
6  var url = require('url');
7  var http = require('http');
8  var params;
9
10 console.log("version 1.0");
11 var port = process.env.PORT || process.env.port || process.env.
12     OPENSHIFT_NODEJS_PORT || 8080;
13 var ip = process.env.OPENSHIFT_NODEJS_IP || process.argv[2] || '0.0.0.0';
14
15 var PASSWORD = process.env.WS_PASSWORD;
16 var camDataPath = "/camera";
17 var clientDataPath = "/client";
18 var camConnections = new WebsocketConnections.CameraConnections();
19
20 /** http server: base */
21 const app = express();
22 app.get('/cams', function(req, res){
23     res.send({ cams: camConnections.getInfo(), count: camConnections.count()});
24 });
25 const server = http.createServer(app);
26 main(server)
27
28 /**
29 * @param {http.Server} server */
30 function main(server) {
31     /** websocket server extends the http server */
32     var wss = new WebSocket.Server({
33         verifyClient: verifyClient,
34         server: server
35     });
36     console.log("running on %s:%d", ip, port);
37
38     wss.on('connection', function connection(ws) {
39         var parsedUrl = url.parse(ws.upgradeReq.url);
40         var path = parsedUrl.pathname;
41
42         switch (path) {

```

```

43         case camDataPath: // a camera wants to register
44             var camera_name = params.camera_name || undefined;
45             var req = ws.upgradeReq;
46             var ipAddress = req.headers['x-forwarded-for'] ||
47                 req.connection.remoteAddress ||
48                 req.socket.remoteAddress ||
49                 req.connection.socket.remoteAddress;
50             camConnections.add(ws, camera_name, ipAddress);
51             break;
52         case clientDataPath: // a client wants to register to a camera
53         case "/":
54             var camera_name = params.camera_name || "camera0";
55             camConnections.addClientToCamera(camera_name, ws, function(err){
56                 if(err){ws.terminate();}
57             });
58             break;
59         default:
60             console.log("rejected: no valid path");
61             ws.terminate();
62             return;
63         }
64     );
65
66     server.listen(port, ip);
67 }
68
69
70 function verifyClient(info) {
71     var acceptHandshake = false;
72     var accepted = "rejected: no valid password, use 'pass' parameter in the
73         handshake please";
74     var ip = info.req.connection.remoteAddress;
75     var clientUrl = url.parse(info.req.url, true);
76     params = clientUrl.query;
77
78     acceptHandshake = params.pass == PASSWORD;
79
80     if (acceptHandshake) {
81         accepted = "accepted";
82     }
83     console.log("new client %s: %s", accepted, info.req.url);
84     return acceptHandshake;
85 }

```

Listing 15: Main file

```

1 var WebSocket = require('ws');
2
3 /**
4  * A class that hold WebSocket clients for a camera
5 */

```

```

4  * @class
5  */
6  function ClientConnections() {
7      this.clients = [];
8  }
9  /** Length of the internal array of clients
10 * @method
11 */
12 ClientConnections.prototype.getLength = function(){
13     return this.clients.length;
14 };
15 /**@method
16 * @param {WebSocket} conn - client websocket connection to add
17 */
18 ClientConnections.prototype.add = function (conn) {
19
20     this.clients.push(conn);
21     // console.log("client connections:%d", this.clients.length)
22 };
23 /**@method
24 * @param {WebSocket} conn - websocket connection to close
25 */
26 ClientConnections.prototype.close = function (conn) {
27     if(this.clients.length < 1){
28         return;
29     }
30     var indx = this.clients.indexOf(conn);
31     this.clients.splice(indx, 1);
32 };
33
34 /**send message to all websockets in the array
35 * @method
36 * @param {string} message
37 */
38 ClientConnections.prototype.sendToAll = function (message) {
39     this.clients.forEach(function (client, ind, arr) {
40         checkSocketOpen(client, function(){
41             client.send(message);
42         });
43     });
44 };
45
46 /**Close all clients in the array
47 * @method
48 */
49 ClientConnections.prototype.closeAll = function (message) {
50     this.clients.forEach(function (client, ind, arr) {
51         try{

```

```

52         client.close();
53     }catch(err){
54         console.error(err.message);
55     }
56   });
57 };
58
59
60 /**
61 * @class
62 */
63 function CameraConnections() {
64   /**
65    * @member {Array} - this an array of clientcameras, no websockets
66    * connections */
67   this.cameras = [];
68 }
69 /**
70 * @return {number} - number of cameras in the connected
71 */
72 CameraConnections.prototype.count = function() {
73   return this.cameras.length;
74 };
75
76
77 /**
78 * @method
79 * @return {array} - array of names of the cameras
80 */
81 CameraConnections.prototype.getInfo = function() {
82   var cams = [];
83   this.cameras.forEach(function(element, index) {
84     var name = element.name;
85     if (element.name === undefined){
86       name = "camera"+index;
87     }
88     var infoObject = {name:name, ip:element.ip};
89     console.log(infoObject)
90     cams.push(infoObject);
91   }, this);
92   return cams;
93 };
94
95 /**
96 * @method
97 * @param {WebSocket} conn - connection to add
98 * @param {string} name - name of the socket

```

```

99  */
100 CameraConnections.prototype.add = function (conn, name, ip) {
101     var cname = name;
102     var self = this;
103     if (!cname) {
104         cname = undefined; //name will be based on index
105     }
106
107     // defining the callbacks for this camera
108     conn.on('message', incomingFromCamera);
109     conn.on('close', closingCamera);
110
111     var camera = new Camera(conn, cname, ip);
112     this.cameras.push(camera);
113
114     /** Called when a connection to a camera is closed
115     * @callback */
116     function closingCamera(code, message) {
117         try{
118             camera.clients.closeAll();
119             self.removeCamera(camera);
120         }catch(err){
121             console.error("Error on closing clients:"+err.message);
122         }
123         console.log("Camera %s closing connection: %d, %s", camera.name, code,
124             message);
125     }
126     /** Called when data from a camera is comming
127     * @callback */
128     function incomingFromCamera(message, flags) {
129         try {
130             camera.clients.sendToAll(message);
131         } catch (e) {
132             console.error(e);
133         }
134         return camera;
135     };
136     /**
137     * @method
138     * @param {string|object|function} cameraName - can be the name of the camera or
139     * a Camera object
140     * @param {WebSocket} clientConn
141     * @param {} callback
142     */
143     CameraConnections.prototype.addClientToCamera = function (cameraName, clientConn,
144         callback) {
145         if(typeof cameraName === 'string'){

```

```

144         this.getCamera(cameraName, tryAddClientToCamera);
145     }else{
146         tryAddClientToCamera(cameraName);
147     }
148
149     function tryAddClientToCamera(camera){
150         if(!camera){
151             var err = new Error("cannot add client to invalid camera: "+camera);
152             callback(err);
153             return;
154         }
155
156         // new client Callbacks
157         clientConn.on('message', incomingFromClient);
158         clientConn.on('close', closingClient);
159         camera.clients.add(clientConn);
160         callback();
161
162         /** Called when a client sent data
163          * @callback
164          * @param {string} message
165          * @param {object} flags
166          */
167         function incomingFromClient(message, flags) {
168             camera.sendMessage(message);
169         }
170         /** Called when a connection to a client is closed
171          * @callback
172          * @param {number} code
173          * @param {string} message
174          */
175         function closingClient(code) {
176             camera.clients.close(clientConn);
177             console.log("Closing client connection for: %s camera. info: %d, %s",
178                         camera.name, code);
179         }
180     }
181 };
182
183 CameraConnections.prototype.removeCamera = function(cameraClient){
184     var indx = this.cameras.indexOf(cameraClient);
185     this.cameras.splice(indx, 1);
186 };
187
188 CameraConnections.prototype.close = function(camera){
189     // this will trigger closingCamera callback
190     this.removeCamera(camera);

```

```

191  };
192 /**
193 * @method
194 * @param {string} name - name of the camera
195 * @param {} callback - callback which receives the camera object
196 */
197 CameraConnections.prototype.getCamera = function (name, callback) {
198     var cameraFound;
199     this.cameras.forEach(function(c, index) {
200         if (c.name == name || name == "camera"+index) {
201             cameraFound = c;
202         }
203     }, this);
204     callback(cameraFound);
205 };
206
207
208
209 /**
210 * A camera client, it has a list of clients attached, and a unique name
211 * @param {WebSocket} conn - connection object
212 * @param {String} name - name of this camera (for identification)
213 * @param {String} ip - ip address of this camera
214 */
215 function Camera(conn, name, ip) {
216     this.conn = conn;
217     this.name = name;
218     this.ip = ip;
219     this.clients = new ClientConnections();
220 }
221
222 Camera.prototype.sendMessage = function (message) {
223     var conn = this.conn;
224     checkSocketOpen(conn, function(){
225         conn.send(message);
226     });
227 };
228
229 exports.ClientCamera = Camera;
230 exports.ClientConnections = ClientConnections;
231 exports.CameraConnections = CameraConnections;
232
233 /**
234 *
235 * @param {WebSocket} socket
236 * @param {} callback
237 */
238 function checkSocketOpen(socket, callback){

```

```

239     if(!socket){
240         console.error('socket does not exists');
241         return;
242     }
243     if(socket.readyState == WebSocket.OPEN){
244         callback();
245     }
246 }

```

Listing 16: implementation of server-side classes

```

1 *** Variables ***
2 ${password}           "password here"
3 ${url}                 localhost:8080
4 ${camera_name_param}   camera_name=
5 ${url_params}          ?pass=${password}
6 ${uri_client}          ws://${url}/client${url_params}&${camera_name_param}
7 ${uri_camera}          ws://${url}/camera${url_params}&${camera_name_param}
8 ${cloud_path}          ../
9 ${cloud_app}            npm start --prefix  ${cloud_path}
10 ${outf}                log/stdout.txt
11 ${errf}                log/stderr.txt
12
13
14 *** Settings ***
15 Library      lib/WebsocketLibrary.py
16 Library      OperatingSystem
17 Library      Process
18 Library      HttpLibrary.HTTP
19 Suite Setup  Run Cloud
20 Suite Teardown Close Cloud
21 Test Teardown sleep 200 ms
22
23 *** Keywords ***
24 Close cloud
25 Terminate All Processes
26 Run Cloud
27 Remove Files    ${outf} ${errf}
28 Set Environment Variable WS_PASSWORD 30022
29 Start Process   ${cloud_app} alias=cloud_process stdout=${outf}
                  stderr=${errf} shell=True
30 sleep 1
31 ${is_running} = Is Process Running handle=cloud_process
32 Should Be True   ${is_running} msg=Cloud is not running
33 Wait To Receive Message
34 [arguments] ${socket} ${message}
35 Wait Until Keyword Succeeds 5x 5 ms Receive Next Message ${socket} ${
                  message}
36 Wait Until Queue

```

```

37      [arguments]  ${socket}  ${n}
38      Wait Until Keyword Succeeds  5x  50 ms  Messages In Queue Should Be  ${
39          socket}  ${n}
40      Create Camera Socket
41      [arguments]  ${name}
42      create socket  ${name}  ${uri_camera}${name}
43      Create Camera Socket Noname
44      create socket  noname  ${uri_camera}
45      Create Client Socket
46      [arguments]  ${name}  ${camera_socket}
47      create socket  ${name}  ${uri_client}${camera_socket}
48      Random Message
49      ${randint}  Evaluate  str(random.randint(0, sys.maxint))  modules=random,
50          sys
51      [Return]  ${randint}
52      Send Random Message From
53      [arguments]  ${socket}
54      ${message}  Random Message
55      Send From Socket  ${socket}  ${message}
56      Get Cameras
57      Create Http Context  ${url}  http
58      GET  /cams
59      Response Status Code Should Equal  200
60      ${body} =  Get Response Body
61      Should Start With  ${body}  {
62      Log Json  ${body}
63      Number Of Cameras Should Be
64      [arguments]  ${n}
65      Create Http Context  ${url}  http
66      GET  /cams
67      Response Status Code Should Equal  200
68      ${body} =  Get Response Body
69      Json Value Should Equal  ${body}  /count  ${n}
70      Log Json  ${body}
71      *** Test Cases ***
72      close sockets
73      create Camera Socket  camera0
74      Create Client Socket  client  camera0
75      sleep  100 ms
76      Close Socket  client
77      Create Client Socket  client2  camera0
78      sleep  100 ms
79      Close Socket  client2
80
81
82      Check Socket Library works

```

```

83 Create Socket           client0 ${uri_camera}
84 Do Exist Socket        client0
85
86 Create camera client and send
87 Create Camera Socket    camera0
88 Create Client Socket    client0 camera0
89 send From Socket       camera0 hi
90 send From Socket       client0 hello
91
92 cameras without name and with name
93 create Camera Socket Noname
94 create Camera Socket Noname
95 create Camera Socket Noname
96 create Camera Socket    1111special-cam1111
97 create Camera Socket Noname
98 create Camera Socket Noname
99 sleep 80 ms
100 Number Of Cameras Should Be 6
101
102
103 5 cameras, 1 client, 5 messages
104 create Camera Socket    camera0
105 create Camera Socket    camera1
106 create Camera Socket    camera-special
107 create Camera Socket    camera3
108 create Camera Socket    camera4
109 Create Client Socket   client      camera-special
110 sleep                   100 ms
111 Get Cameras
112
113 Send Random Message From camera-special
114 Send Random Message From camera-special
115 Send Random Message From camera-special
116 Send Random Message From camera-special
117 Send Random Message From camera-special
118 Wait Until Queue       client 5
119
120
121
122 several cameras with several clients, bidirectional communication
123 Create Camera Socket    cam
124 Create Camera Socket    camf
125 Create Client Socket    client   cam
126 Create Client Socket    client1  cam
127 Create Client Socket    client2  camf
128 Create Client Socket    client3  camf
129 sleep                   100 ms
130 Get Cameras

```

```

131
132      Send Random Message From           cam
133      Send Random Message From           camf
134
135      Wait Until Queue                 client   1
136      Wait Until Queue                 client1  1
137      Wait Until Queue                 client2  1
138      Wait Until Queue                 client3  1
139
140      Send Random Message From           client
141      Send Random Message From           client1
142      Send Random Message From           client2
143      Send Random Message From           client3
144
145      Wait Until Queue                 cam      2
146      Wait Until Queue                 camf     2
147
148      Http Server
149      Get Cameras

```

Listing 17: RobotFramework test file

```

1  #!/usr/bin/python
2  import subprocess
3  import sys
4  from Queue import Queue, Empty
5  from threading import Thread
6  import websocket
7  from robot.api import logger
8
9  __version__ = '0.1'
10 __author__ = "Alvaro Bolanos Rodriguez"
11
12
13 class WebsocketLibrary:
14     ROBOT_LIBRARY_SCOPE = 'TEST CASE'
15     ROBOT_LISTENER_API_VERSION = 2
16
17     def __init__(self):
18         self.ROBOT_LIBRARY_LISTENER = self
19         # self.url = "%s:%d" % (host, port)
20         self.socketDic = {}
21
22     def _start_suite(self, name, attrs):
23         print 'started suite'
24
25     def _end_suite(self, name, attrs):
26         print 'Suite %s (%s) ending.' % (name, attrs['id'])
27

```

```

28     def _start_test(self, name, attrs):
29         pass
30     def _end_test(self, name, attrs):
31         self.stop_all_sockets()
32
33     def _get_socket(self, name):
34         try:
35             return self.socketDic.get(name)
36         except Exception as e:
37             logger.error(e.message)
38
39     raise Exception("%s socket not found in list" % name)
40
41     def create_socket(self, name, uri):
42         ws = self.WebSocketConnection(uri, name=name)
43         self.socketDic[name] = ws
44         logger.info("created %s using %s" % (name, uri))
45
46     def do_exist_socket(self, name):
47         if self.socketDic.has_key(name):
48             logger.info("'{}' exists" % name)
49         else:
50             raise AssertionError("'{}' does not exist" % name)
51
52     def close_socket(self, name):
53         s = self._get_socket(name)
54         s.stop()
55
56     def send_from_socket(self, socket, message):
57         try:
58             s = self._get_socket(socket)
59             s.send_to_socket(message)
60             logger.info("{} is sending '{}' message" % (s.name, message) )
61         except websocket.WebSocketConnectionClosedException as e:
62             logger.warn(e.message + ".Try using 'Wait to' keyword style")
63
64     def stop_all_sockets(self):
65         for name, socket in self.socketDic.items():
66             socket.stop()
67         self.socketDic = {}
68
69     def receive_next_message(self, name, expected):
70         ws = self._get_socket(name)
71         try:
72             received_message = ws.receive_next_message()
73         except Empty as e:
74             msg = e.message+"Message is not in Queue yet"
75             logger.warn(msg)

```

```

76         raise AssertionError(msg)
77     if not ws:
78         raise AssertionError("there is no websocket")
79     if not received_message == expected:
80         msg = "Messages do not match:'%s' is not '%s'" % (received_message
81                                         , expected)
82         logger.warn(msg)
83         raise AssertionError(msg)
84
85     def messages_in_queue_should_be(self, name, n):
86         expected = int(n)
87         s = self._get_socket(name)
88         actual = s.in_queue.qsize()
89         if actual != expected:
90             raise AssertionError("number of elements does not match, was %d,
91                                         expected %d" % (actual, expected))
92
93     class WebSocketConnection(Thread):
94         def __init__(self, url, name):
95             Thread.__init__(self, name=name)
96             # websocket.enableTrace(True)
97             self.url = url
98             self.name = name
99             self.in_queue = Queue(10)
100            self.ws = websocket.WebSocketApp(self.url,
101                on_message=self.on_message,
102                on_error=self.on_error,
103                on_close=self.on_close,
104                on_open=self.on_open)
105            self.setDaemon(True)
106            self.start()
107
108        def run(self):
109            self.ws.run_forever()
110
111        def on_message(self, ws, message):
112            self.in_queue.put(message)
113            logger.info("from %s:%s" % (self.name, message))
114
115        def on_error(self, ws, error):
116            logger.error(error)
117
118        def on_close(self, ws):
119            logger.info("closed %s" % self.name)
120
121        def on_open(self, ws):
122            logger.info("opened %s" % self.name)

```

```
122
123     def stop(self):
124         self.ws.close()
125
126     def send_to_socket(self, data):
127         self.ws.send(data)
128
129     def receive_next_message(self):
130         return self.in_queue.get(block=False)
```

Listing 18: RobotFramework websocket library