CSIR - Mobile Augmented Reality Number Plate Recognition

Architecture Specification Proposal

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1 Introduction

This document contains a detailed specification how the augmented reality project is going to be carried out by the Gruners group. It will specify both functional and non-functional requirements and the architectural design for the application and quality requirements. All these will be coupled with use cases for a particular system functionality and the testing thereof. This document will use an agile methodology in a sense that it will be updated as per functionality requirement from the client.

2 Vision and Scope

2.1 Vision

The vision of the project is to develop a mobile application for smart phones that will enable the phone to detect vehicle number plates using a camera view and then overlaying on the display the information of the scanned vehicle. This application will then be used by mobile units to track vehicle statuses.

2.2 Scope

The envisioned system is a mobile application, with a web front-end, which will allow the permittted users to do the following:

- scan through number plates with the android phone
- receive the resulting information in a user-friendly display.
- make all relavent CRUD operations, using a user-friendly web interface..

3 Architectural Requirements Specification

3.1 Access Channels

The envisioned system must be accessible by human users via the Android application and Web browsers.

3.2 Quality Requirements

3.2.1 Performance

The system must offer fast performance in detection of vehicle number plates as well as retrievals from the database.

3.2.2 Accuracy

Number plate detections must be at accurate. Detections made on non-stationary vehicles must be possible.

3.2.3 Auditability

The system must maintain audits for all vital operations. These audit logs can then be provided upon request.

3.2.4 Scalability

The system must allow multiple users to make use of the application without interruptions. This holds for both the Android application and the web application.

3.2.5 Maintainability

All layers of the system must be developer-friendly. - That is, the design and development of the system must allow smooth maintenance of all the system's counterparts.

3.2.6 Usability

The system must allow all users to be able to interact with it without any major difficulties.

3.3 Architecture Constraints

- The mobile application has to run on the Android OS with the target being Android 4.4 but allowing for compatibility with older versions up to Android 4.0.3.
- The MVC (Model View Controller) architecture pattern is to be used throughout the project.

4 Software Architecture Specification

4.1 Architecture Requirements

4.1.1 Quality Requirements

- Performance
  - Number plate detection must take less than 5 seconds.
  - Retrieval of information from the database must take no longer than 1 second.
- Accuracy Number plate detections must be at least 99% accurate. Detections made on non-stationary vehicles must be possible for vehicles at most 20 metres away from the scanning device.
- Auditability
  - The system will make audits of all operations that alter the database. .
  - The system will also maintain a history of all number plate scans successfully done.
- Scalability

  - The system must be able to scan all types of Southern African number plates.
  - The system must be able to operate effectively and efficiently under a load of 100 concurrent android application users or 100 concurrent web interface users.

- Maintainability To implement maintainability, the system will make use of a layered architecture that separates certain counterparts such that maintaining a subsystem does not, in any means, affect any other subsystem.

- Usability An average user must be able to use the system without any further training or extensive manual consultation required. This will be achieved by the use of design principles to enhance user experience.

4.1.2 Integration and Access Channel Requirements

These are the dirrent channels through which the system can be accessed by all related users. The system will be accessible by human users through the following channels:

1. From the web browser throuch a user-friendly web interface. This implies that the system must be accessible from all widely used web browsers (including the most recent versions of Mozilla Firefox, Google Chrome, Apple Safari and Microsoft Internet Explorer).

2. From mobile android devices using the Android application.

4.1.3 Architecture Constraints

The following architecture constraints will be followed mainly for maintainability reasons:

1. All system counterparts must be developed and attached to a JAVA RESTful Web Service.

2. The business logic layer must provide an API for access to the SQL Database.

3. The system will make use of the MySQL database.

4. The mobile client must run on an Android application.

5. The system functionality will be hidden in a RESTful web services such that it is not exposed to any presentation layer counterpart.

4.2 Architectural patterns or Styles

For the sake of good high-level responsibility separation and allowance for reuse of lower level layer components across components in higher level layers, a layered architecture will be used for this system. The layered architecture for the system contains the following layers:

- Client Layer

- Access Layer
- Business Processes Layer
- Domain Objects Layer
- Backend Layer

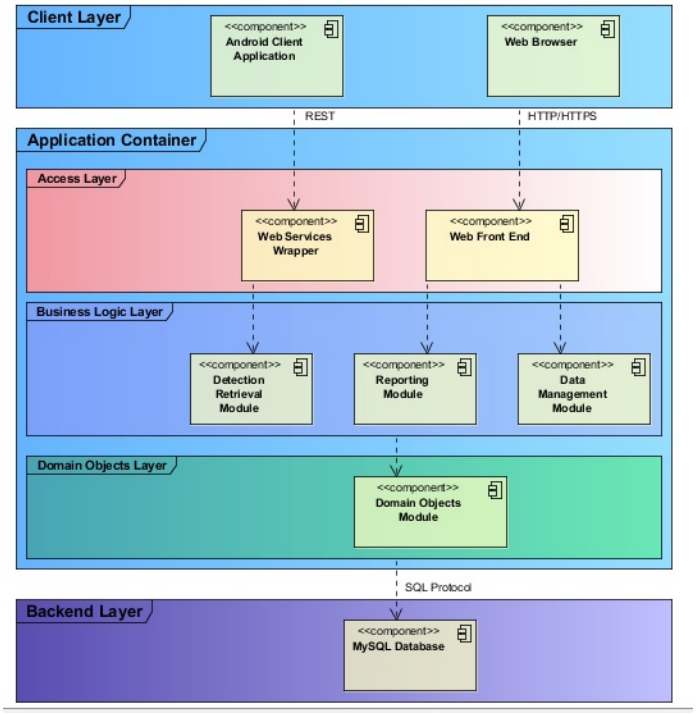

Figure 1: System Layered Architecture

The responsibility allocation across the layers is as follows:

1. Provide access to humans: Client Layer
2. Provide access to system functionality to human access layer and other systems: Access Layer
3. Business Logic Encapsulation: Business Processes Layer
4. Provide domain objects: Domain Objects Layer
5. Hosting Database: Backend Layer

4.3 Technologies

Technologies that will be used throughout the system development include:

- JAVA Native Android SDK
- HTML 5
- JAVA Programming Language
- Qualcomm Vuforia Augmented Reallity SDK
- MySQL Database for JDBC