

Infantry I.F.F. (Identification Friend or Foe) System

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Acronyms & Pre-Requisite Information

- Infantry - branch of a military force that fights on foot.
- I.F.F. - Identification Friend or Foe
- PWM - Pulse Width Modulation
- PCB - Printed Circuit Board
- R.F. - Radio Frequency
- RTC - Real Time Clock

1 Introduction

There have been several friendly fire incidents in recorded military history, accounting for an estimated 2% to 20% of all casualties in battle^[1]. Using attire to identify friend vs enemy is problematic in situations when both sides are clad in the same camouflage pattern, or are obscured by obstacles.

In order to reduce the amount of friendly fire accidents in modern combat, a Infantry I.F.F. (Identification Friend or Foe) will be designed and constructed which will notify a soldier bearing a weapon whether or not their target is friendly.

Several I.F.F. systems exist for aircraft, however not many reliable systems have been constructed to suit infantry that incorporate fast response times and LEDs for indication.

The system will mount to the side of any weapon, send out queries, ask if a target is friendly, and upon receiving a successful (friendly) reply, will notify the operator.

This will be accomplished through a laser transmission system mounted to the rail (weaver mount) of a weapon. If the friendly personnel receives any of this signal (via phototransistors), it will respond with "acknowledgement" that it is friendly. Once the interrogator receives notice that the target is friendly, the dot sight will turn to a different color.

Encryption plays a large role in a system like this, and for this reason must be emphasized heavily in the design process. Pulse Width Modulation will be used to transmit a unique I.D. of the interrogator pointing their sights at a friendly target, and upon receiving this laser transmission, the target will respond with an RF signal. This RF Isotropic Signal will be encrypted with a passphrase that is generated using a method similar to a "Time-based one-time password" algorithm.

The benefit of a system like this are the following:

- Reduce number of friendly fire accidents during combat ^[2]
- Reduce number of misfires accidents during combat ^[2]
- Notify friendly personnel location of particular friendly target when aiming
- Other applications including but not limited to:
 - Paintball or Airsoft
 - Arcade Laser Tag

The cost of a system like this will be heavily emphasized throughout the design phase. The team has proposed a schedule dating from February 8th - May 2nd of this semester. This gives the team ≈ 3 weeks for design, ≈ 7 weeks to assemble, test, and refine, and ≈ 3 weeks to document. The cost and schedule are both expanded upon in Section 5 in this document.

2 Design

2.1 Block Diagram

The design of a system like this is very flexible and can be implemented in several ways. The team decided to break this up into two subsystems with individual sub-components. These will be referred to the "friendly interrogator system" and the "friendly target system".

1. Friendly Interrogator System

- Laser Transmission (Transmit Query)
- RF Receiver (Receive Acknowledgement)

2. Friendly Target System

- Photoreceiver (Receive Query)
- RF Transmitter (Transmit Acknowledgement)

Below is a block diagram containing all subsystems that will be designed and constructed this semester. The red dotted line is referring to the Laser Subsystem which is essentially a adjustable laser that will reach the desired distance along with a photodetector to detect these signals. The blue dotted line is the R.F. Subsystem which will serve as the "acknowledgement" to the laser signal to notify the interrogator that the target they are pointing their weapon at is friendly. The green dotted line is referring to the Friendly Interrogator and the Friendly Target Subsystem which will be expanded upon in the following pages.

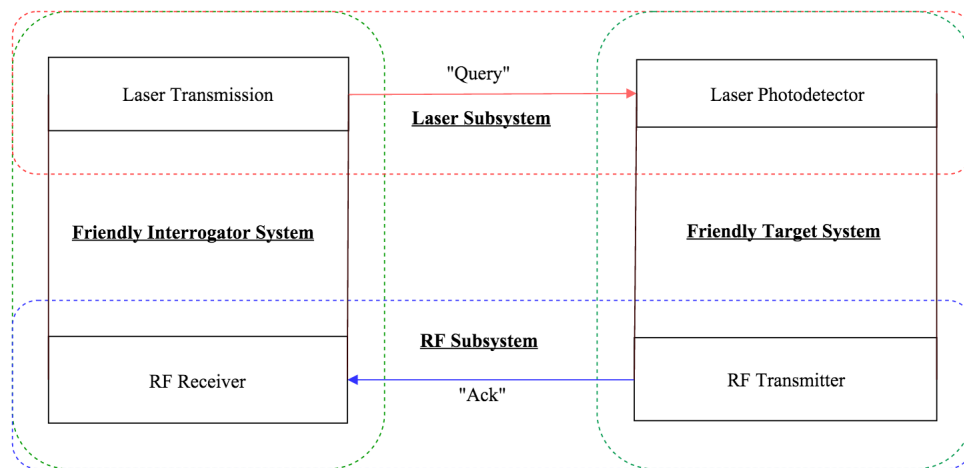


Figure 1: I.F.F. Subsystem Diagram

2.2 Block Descriptions

Friendly Interrogator System

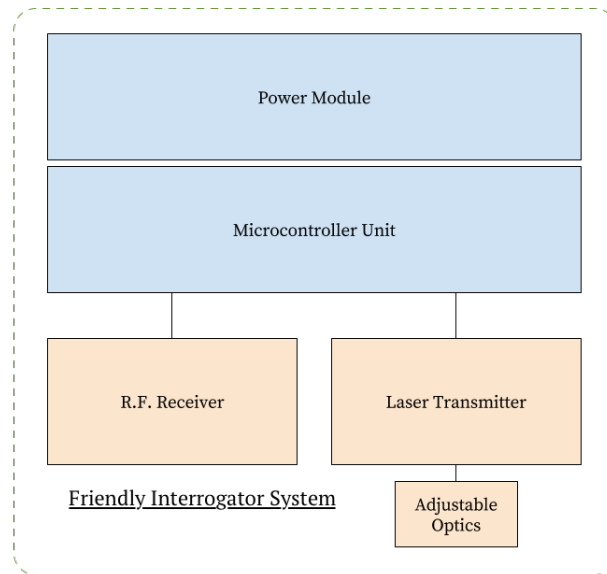


Figure 2: Interrogator System Diagram

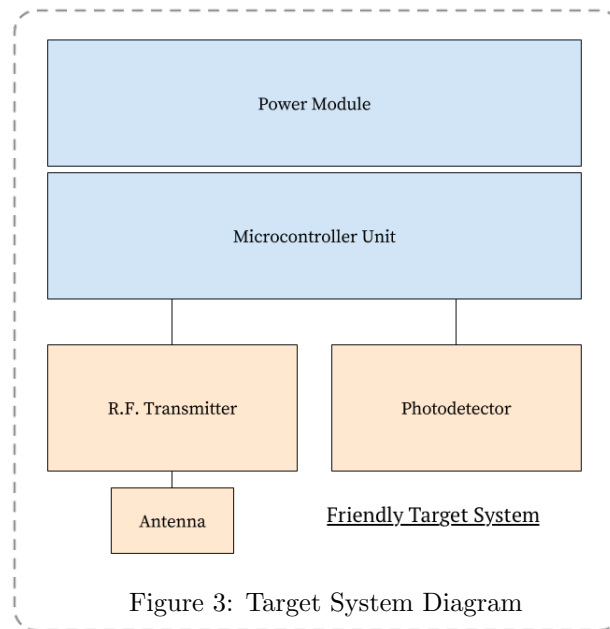
Laser Transmission

- Optical adjustment to achieve:
 - Short Range (Close Quarters) : 0 - 50 m
 - Medium Range (Urban Setting) : 50 - 150 m
 - Long Range : 150 - 300 m
- P.W.M Signal to transmit signal attached with a unique I.D. of interrogator.
 - Ability to adjust duty cycle to transmit information
 - Preamble followed by unique I.D. of transmitter

R.F. Receiver

- Receives "acknowledgement" signal from friendly target
- Must have ability to verify passphrase with common clock (Real Time Clock - RTC)
- If successful (i.e. system identifies target as friendly), then indicator (LED) will change color from red to green.

Friendly Target System



Laser Photodetector

- Course staff and resources provided on Wiki will help narrow down options in the design phase.
 - <https://courses.engr.illinois.edu/ece445/wiki/?n=Topics.LaserDiodeAndPhotodiodeIntroduction>
- Photodiode that must be engineered to receive the wavelength and intensity of the laser transmission at maximum range.
- Photodiodes will be mounted on the wearer's helmet, weapon, and/or chest to detect incoming transmissions.

R.F. Transmitter

- Isotropic R.F. Radiator to acknowledge query sent by laser on interrogator
- Ability to reach up to 300 m
- Encrypted Passphrase
 - Password generated based off of common clock (RTC)
 - Clocks will need to be synced with a common clock source periodically

3 Requirements and Verification

The requirements for this semester are as follows:

System	Module	Requirement	Verification	Points
Friendly Interrogator System	Laser Transmitter	Must be able to achieve 2.5mW of power at source with a wavelength to be determined.	Verify photodiode circuit and multimeter that power is 2.5mW at source and wavelength is correct.	15
		Beam divergence must attain a spot size diameter equivalent to 10 cm and must span the range of a human chest (2-3 ft) at the following distances: - Short Range (0-50 m) - Medium Range (50-150 m) - Long Range (150-300 m)	Field Test - Verify laser transmission at minimum and maximum distances for three ranges	5
	R.F Receiver	Ability to detect an R.F. signal of up to 300 m away in the frequency range of 315 - 450 MHz.	Field Test - R.F. Receiver must receive 90% of packets from R.F. Transmitter placed 300 m from receiver. Verify frequency with oscilloscope.	15
	Power Module	Must maintain a constant DC power source of 5.0V \pm 5%.	Attach power module to digital multimeter in parallel and measure output voltage with and without load components attached.	2.5
Friendly Target System	Microcontroller	Ability to control laser transmitter to send digital data by alternating the state of the PWM laser pulse at a predefined time period of $\sim 50\mu s$.	Verify using oscilloscope connected to output generated by MCU and measuring period time in μs .	10
		Ability to process signal from R.F. receiver and decode it to match the passphrase with its own internal clock to a precision of ± 10 minutes $\pm 10\%$.	Sample packets sent to microcontroller and verify time with that of a local known source.	
	Photoreceiver	Ability to detect a PWM signal up to 300 m of the same wavelength as the laser transmitter. At least 90 % of packets must be received properly when the laser is aimed at the photoreceiver.	Field Test - Photoreceiver must be feeding correct voltage dependent on specifications/datasheet to MCU.	10
	R.F. Transmitter	Ability to transmit digital data up to 300 m away in the frequency range of 315 - 450 MHz.	Field Test - R.F. Transmitter must transmit 90% of packets generated from microcontroller from 300 m from transmitter	15
System	Power Module	Must maintain a constant DC power source of 5.0V \pm 5%.	Attach power module to digital multimeter in parallel and measure output voltage with and without load components attached.	2.5
	Microcontroller	Ability to generate an encrypted signal containing passphrase that is based on internal Real Time Clock (RTC) with an precision of ± 10 minutes $\pm 10\%$.	Sample packets sent to microcontroller and verify time with that of a local known source.	15
System	System	Speed - The average human reaction time for visual stimuli is 190 milliseconds ^[9] . A friendly target at 300 m should be marked friendly within 190 milliseconds so that, to a human user, it seems nearly instantaneous.	Measure time from when initial interrogator points weapon at friendly target to when the acknowledgement is received.	10

Figure 4: Requirements and Verification Table

4 Tolerance Analysis

The signal transmission from the friendly interrogator to the friendly target will be a critical aspect of this project. The extremes of this transmission must be tested; ensuring that it has both the range and signal span required.

Capturing these requirements, the team must transmit a signal to a photo-detector at the following ranges:

- Short Range (0 - 50 m)
- Medium Range (50 - 150 m)
- Long Range (150 - 300 m)

The team should then verify that the signal was received and processed by the MCU. Furthermore, the team should verify that the signal spans the width of a human chest. More concretely, that a sighted-in laser transmitter can be aimed at any point within 1-1.5 feet of the receiver and still register friendly.

The team must transmit a signal over a distance of 300 meters that has the ability to be accurately received by a photo-detector and processed by an MCU.

Test Procedure:

- Mount the receiver 300 m downrange of the transmitter
- Aim the laser transmitter directly at the receiver, using a mount (like a vice grip) to keep it stable.
- Verify the signal is received.
- Aim and verify the signal is also received when aiming 1.5ft to the right, top, and bottom of the receiver.
- Repeat these steps for 50 m and 150 m.

Please note that the work being performed in the tolerance analysis sections takes up a total of 30 points in the requirements/verification table.

5 Cost & Schedule

The schedule and budget of this project will be analyzed in the sections below.

5.1 Schedule

Please refer to Figure 5 for the brief timeline of this project highlighting the milestones and approximate duration of each phase. Refer to Figure 6 for an extended week-to-week description of what the team wishes to accomplish over the duration of the semester.

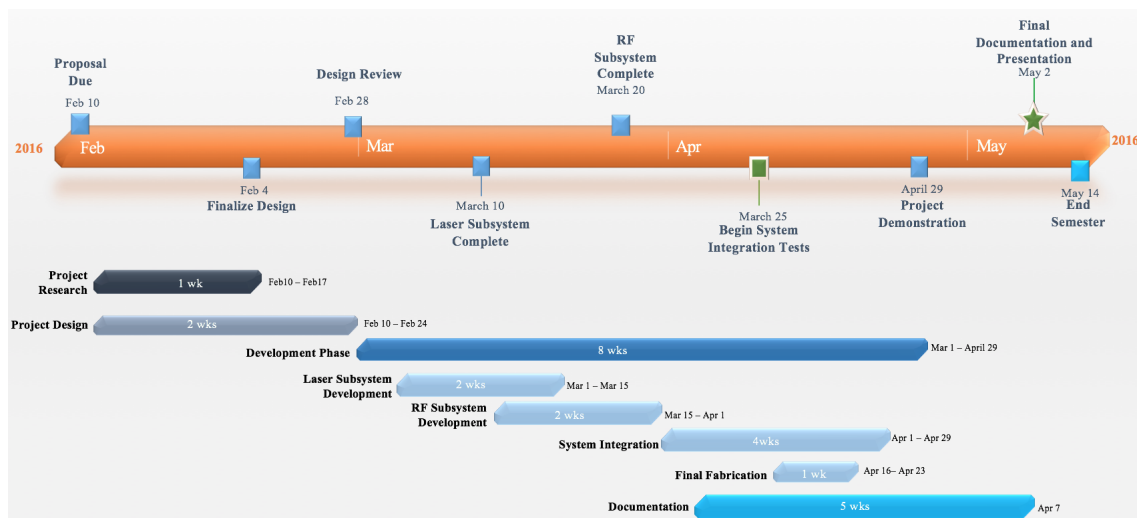


Figure 5: Timeline with Milestonesxx

Wk #	Week	Task	Responsibility
1	2/8	Finish and Submit Proposal	Eric & Noah
		Research R.F. Transmitter and Receiver Modules	Eric
		Research Optical Adjustment Techniques/Theory	Noah
2	2/15	Research Laser Transmitter and Photodetector Modules	Noah
		Research MCUs and Power Module	Eric
		Develop encryption algorithm and communication protocol	Noah
3	2/22	Develop circuit for photodetector and R.F. Modules	Eric
		Select and Buy Parts/Sensors	Eric & Noah
		Finalize Design Review Documentation	Eric & Noah
4	2/29	Finish and Submit Design Review + Presentation	Eric & Noah
		Construct basic laser transmission circuit with protoboard	Noah
		Construct basic R.F. circuit with protoboard	Eric
5	3/7	Establish communication between both Laser Transmitter and Photodetector	Noah
		Establish communication between R.F. Transmitter and R.F. Receiver	Eric
		Implement PWM with laser	Eric & Noah
6	3/14	Implement RF Encryption Algorithms on MCU	Noah
		Test and Debug	Eric & Noah
		Finalize Any Construction before Spring Break & Plan	Eric & Noah
7	3/21	Spring Break (NO SCHOOL)	----
8	3/28	Assemble Friendly Interrogator System	Noah
		Assemble Friendly Target System	Eric
		Test and Debug	Eric & Noah
9	4/4	System Integration Tests	Eric & Noah
		Test Tolerance Analysis	Eric & Noah
		Revisions for PCB	Eric & Noah
10	4/11	Sign up for Presentations	Eric & Noah
		Final Revision PCB	Eric & Noah
		Field Test and Verify Requirements Met	Eric & Noah
11	4/18	Test System Integration	Eric & Noah
		Finalize Construction	Eric & Noah
		Prepare Presentation and Demonstration	Eric & Noah
12	4/25	Friendly Interrogator System Documentation	Eric
		Friendly Target System Documentation	Noah
		Finish Final Report/Documentation	Eric & Noah
13	5/2	Prepare Presentation	Eric & Noah
		Final Report/Presentation	Eric & Noah
		Check-in Supplies	Eric & Noah

Figure 6: Extended Schedule Week-by-Week

5.2 Cost & Labor

This appears to be a fairly demanding Senior Design project. The team has approximately 12 weeks to design, implement, and fabricate this project. Each member of the team will likely work at least 15-20 hours/week on the project. This means ≈ 200 hours per team member for the semester.

The following is a rough cost analysis of the project:

Name	Hourly Rate	Total Hours Invested	Total
Noah Prince	\$31	200	\$15,500
Eric Meyers	\$31	200	\$15,500
		Labor Sub-Total:	\$31,000

Part	Unit Cost	Quantity	Total
Industrial IR Laser	\$13.26	1	\$13.26
16-bit PIC MCU	\$10.00	2	\$20.00
Resistors and Capacitors	\$0.40	10	\$4.00
Battery/Power Module	\$15.00	2	\$30.00
Photodiodes	\$1.00	2	\$2.00
PCB Printing	\$30.00	2	\$60.00
RF Transmitter	\$7.00	1	\$7.00
RF Receiver	\$7.00	1	\$7.00
Indicator LEDs	\$0.40	2	\$0.80
			\$144.06
			× 2 for redundancy:
			Parts Sub-Total: \$288.12

Grand Total :	\$31,288.12
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Figure 7: Labor and Cost Analysis Table

The labor cost was calculated as follows:

$$\text{Labor Cost} = \text{Worker Salary (\$/hour)} \times 2.5 \times \text{Time (Hours) Invested In Project}$$

The parts estimate is not final by any means, this is just a rough estimate of what the team can expect during the design review.

References

- [1] *Lieutenant Colonel Charles R. Shrader, Amicicide: The Problem of Friendly Fire in Modern War*, US Command & General Staff College Survey No.1, 1982.
- [2] *Garrison, Webb B., Friendly Fire in the Civil War: More than 100 True Stories of Comrade Killing* Comrade, Rutledge Hill Press, Nashville, TN, 1999
- [3] *Taaka, George T. (March 1989). "Brake Reaction Times of Unalerted Drivers"* ITE Journal 59 (3): 1921.