SOFTWARE REQUIREMENTS SPECIFICATION

for

ICEBERG - Seals use case

Version 1.0

Prepared by Ioannis Paraskevakos RADICAL Brad Spitzbart Stony Brook University

August 30, 2018

Contents

1	Intr	oduction	5
	1.1	Purpose	5
	1.2	Document Conventions	5
	1.3	Intended Audience and Reading Suggestions	5
	1.4	Project Scope	5
	1.5	References	5
2	Ove	rall Description	6
	2.1	Product Perspective	6
	2.2	Product Functions	6
	2.3	User Classes and Characteristics	7
	2.4	Operating Environment	7
	2.5	Design and Implementation Constraints	7
	2.6	User Documentation	7
	2.7	Assumptions and Dependencies	7
3	Exte	ernal Interface Requirements	8
	3.1	User Interfaces	8
	3.2	Hardware Interfaces	8
	3.3	Software Interfaces	8
	3.4	Communications Interfaces	9
4	Syst	tem Features	10
	4.1	System Feature 1	10
		4.1.1 Description and Priority	10
		4.1.2 Stimulus/Response Sequences	10
		4.1.3 Functional Requirements	10
	4.2	System Feature 2 (and so on)	10
5	Oth	er Nonfunctional Requirements	11
	5.1	Performance Requirements	11
	5.2	Safety Requirements	11
	5.3	Security Requirements	11
	5.4	Software Quality Attributes	11
	5.5	Business Rules	11
6	Oth	er Requirements	13
		Appendix A: Glossary	13

6.2	Appendix B: Analysis Models					 						13
6.3	Appendix C: To Be Determined List											13

Revision History

Name		Version
Initial	7/15/2018	0.1

1 Introduction

1.1 Purpose

The purpose of this document is to capture the requirements of the ICEBERG: Seal Use Case. It will include functional, non-functional and User Interface requirements. It will be used as the reference document between the RADICAL Team and the Stony Brook team for the Seals use case development.

1.2 Document Conventions

The requested features are listed in section 4 and the non-functional requirements are listed in section 5. Each of these requirements have a priority from the set HIGH, MEDIUM, LOW. Based on the number of requirements and their priority, a timeline will be created with each requirement and its expected time-to-completion.

1.3 Intended Audience and Reading Suggestions

The document is edited and iterated between users and developers. It is intended to provide the developers as well as the project managers a complete understanding of the requirements as they are expected by the users.

An early use case document is provided in [1]. The current status of the project is provided by the use case Github repository [2].

1.4 Project Scope

We provide a detection algorithm to extract the location of seals from high-resolution imagery. This algorithm was developed by convolutional neural network training to detect and count seal haul-outs. This is beneficial, as a comprehensive pack-ice seal census and monitoring will provide key information on the health and evolution of the Southern Ocean ecosystem.

1.5 References

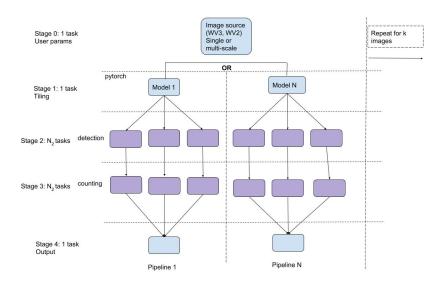
[1] https://github.com/iceberg-project/Use-Case-Descriptions/blob/master/Seals/Use_Case_seals_Draft2_230ct2017.docx [2] https://github.com/iceberg-project/Seals

2 Overall Description

2.1 Product Perspective

ICEBERG is a multi-disciplinary, cyberinfrastructure, integration project to (1) develop open source image classification tools tailored to high-resolution satellite imagery of the Arctic and Antarctic to be used on HPDC resources, (2) create easy-to-use interfaces to facilitate the development and testing of algorithms for application specific geoscience requirements, (3) apply these tools through four use cases that span the biological, hydrological, and geoscience needs of the polar community, (4) transfer these tools to the larger (non-polar) EarthCube community for continued community-driven development.

2.2 Product Functions



The main functions of the Seals pipeline are tiling, detection, counting, and output.

2.3 User Classes and Characteristics

- Community users web interface
- Expert users local command line interface
- Superusers direct XSEDE interface

2.4 Operating Environment

<Describe the environment in which the software will operate, including the hardware platform, operating system and versions, and any other software components or applications with which it must peacefully coexist.>

2.5 Design and Implementation Constraints

<Describe any items or issues that will limit the options available to the developers. These might include: corporate or regulatory policies; hardware limitations (timing requirements, memory requirements); interfaces to other applications; specific technologies, tools, and databases to be used; parallel operations; language requirements; communications protocols; security considerations; design conventions or programming standards (for example, if the customer's organization will be responsible for maintaining the delivered software).>

2.6 User Documentation

Users will be provided on-line documentation and help. Syntax, options, and error messages will be displayed via the web or command line interfaces.

2.7 Assumptions and Dependencies

<List any assumed factors (as opposed to known facts) that could affect the requirements stated in the SRS. These could include third-party or commercial components that you plan to use, issues around the development or operating environment, or constraints. The project could be affected if these assumptions are incorrect, are not shared, or change. Also identify any dependencies the project has on external factors, such as software components that you intend to reuse from another project, unless they are already documented elsewhere (for example, in the vision and scope document or the project plan).>

3 External Interface Requirements

3.1 User Interfaces

<Describe the logical characteristics of each interface between the software product and the users. This may include sample screen images, any GUI standards or product family style guides that are to be followed, screen layout constraints, standard buttons and functions (e.g., help) that will appear on every screen, keyboard shortcuts, error message display standards, and so on. Define the software components for which a user interface is needed. Details of the user interface design should be documented in a separate user interface specification.>

3.2 Hardware Interfaces

The software system requires High Performance Computing (HPC) resources for execution. The HPC resources should provide CPU and GPU node. Until now, PSC Bridges and SDSC Comet are the possible candidates.

3.3 Software Interfaces

The software's middleware should be able to use Unix-based Operating Systems, such as Linux and MacOS. The software has library dependencies as listed in Table $3.1.\ HARD$ dependency to a library is restricted to the version shown. SOFT dependency to a library requires as a minimum version the one depicted.

Library	Version	Type
CUDA	8.0	HARD
Python	3.5	SOFT
matplotlib	2.2.2	SOFT
opency-python	3.4.1.15	SOFT
pandas	0.23.0	SOFT
Pillow	5.1.0	SOFT
torch	0.4.0	SOFT
torchvision	0.2.1	SOFT

Table 3.1: Software Dependencies.

3.4 Communications Interfaces

<Describe the requirements associated with any communications functions required by this product, including e-mail, web browser, network server communications protocols, electronic forms, and so on. Define any pertinent message formatting. Identify any communication standards that will be used, such as FTP or HTTP. Specify any communication security or encryption issues, data transfer rates, and synchronization mechanisms.>

4 System Features

<This template illustrates organizing the functional requirements for the product by system features, the major services provided by the product. You may prefer to organize this section by use case, mode of operation, user class, object class, functional hierarchy, or combinations of these, whatever makes the most logical sense for your product.>

4.1 System Feature 1

<Don't really say "System Feature 1." State the feature name in just a few words.>

4.1.1 Description and Priority

<Provide a short description of the feature and indicate whether it is of High, Medium, or Low priority. You could also include specific priority component ratings, such as benefit, penalty, cost, and risk (each rated on a relative scale from a low of 1 to a high of 9).>

4.1.2 Stimulus/Response Sequences

<List the sequences of user actions and system responses that stimulate the behavior defined for this feature. These will correspond to the dialog elements associated with use cases.>

4.1.3 Functional Requirements

<Itemize the detailed functional requirements associated with this feature. These are the software capabilities that must be present in order for the user to carry out the services provided by the feature, or to execute the use case. Include how the product should respond to anticipated error conditions or invalid inputs. Requirements should be concise, complete, unambiguous, verifiable, and necessary. Use "TBD" as a placeholder to indicate when necessary information is not yet available.>

<Each requirement should be uniquely identified with a sequence number or a meaningful tag of some kind.>

REQ-1: REQ-2:

4.2 System Feature 2 (and so on)

5 Other Nonfunctional Requirements

5.1 Performance Requirements

<If there are performance requirements for the product under various circumstances, state them here and explain their rationale, to help the developers understand the intent and make suitable design choices. Specify the timing relationships for real time systems. Make such requirements as specific as possible. You may need to state performance requirements for individual functional requirements or features.>

5.2 Safety Requirements

<Specify those requirements that are concerned with possible loss, damage, or harm that could result from the use of the product. Define any safeguards or actions that must be taken, as well as actions that must be prevented. Refer to any external policies or regulations that state safety issues that affect the product's design or use. Define any safety certifications that must be satisfied.>

5.3 Security Requirements

All Digital Globe (WorldView) imagery is proprietary and cannot be released publically. Use of imagery must be in accordance with the guidelines and requirements of the Polar Geospatial Center and the NGA NextView License.

5.4 Software Quality Attributes

<Specify any additional quality characteristics for the product that will be important to either the customers or the developers. Some to consider are: adaptability, availability, correctness, flexibility, interoperability, maintainability, portability, reliability, reusability, robustness, testability, and usability. Write these to be specific, quantitative, and verifiable when possible. At the least, clarify the relative preferences for various attributes, such as ease of use over ease of learning.>

5.5 Business Rules

<List any operating principles about the product, such as which individuals or roles can perform which functions under specific circumstances. These are not functional requirements in themselves, but they may imply certain functional requirements to enforce the rules. >

6 Other Requirements

<Define any other requirements not covered elsewhere in the SRS. This might include database requirements, internationalization requirements, legal requirements, reuse objectives for the project, and so on. Add any new sections that are pertinent to the project.>

6.1 Appendix A: Glossary

<Define all the terms necessary to properly interpret the SRS, including acronyms and abbreviations. You may wish to build a separate glossary that spans multiple projects or the entire organization, and just include terms specific to a single project in each SRS.>

6.2 Appendix B: Analysis Models

<Optionally, include any pertinent analysis models, such as data flow diagrams, class diagrams, state-transition diagrams, or entity-relationship diagrams.>

6.3 Appendix C: To Be Determined List

<Collect a numbered list of the TBD (to be determined) references that remain in the SRS so they can be tracked to closure.>