Design Project Errata

6.033 2018
Last update: 4/6/2018, 11:00am

3/6/2018

- Updated the requirements for video storage. The system now should store one week's worth of video data, instead of 30 days, and the FCS has 100TB of disk space instead of 10TB. Note that, while this set-up will allow you to store all frames from all cameras, you *can* design a system that uses less space.
- Specified an upper bound on the requirements for sending video data in real time (within five seconds is acceptable).

3/9/2018

- Section 2.1: Clarified that smart devices can get the current time.
- Sections 2.2.1 and 2.2.2: Updated transmission ranges for repeaters whose signals are interrupted by walls/floors.
- Section 2.2.3: Clarified that repeaters and gateways are capable of broadcasting information (and so can beacon, if you choose to let them).
- Section 2.2.4: Specified the delay that will occur if devices disconnect/reconnect.
- Section 2.2.6: Wired protocol has a maximum packet size of 1500 bytes, not 1500 kbytes (this was a typo).
- Section 2.3.2: Clarified how the Facilities UI for crisis mode interacts with the enable_crisis and disable_crisis functions.

3/13/2018

- Clarified that the 4GB camera buffer equals 8 hours of data, not 4 (this was a typo).
- Section 2.1.3: Specified the format of video frame IDs.

3/15/2018

- Table 3: Changed the frame ID to be 32 bits instead of 16 (this was in response to a Piazza question, where we said it was fine to assume a 32-bit ID).
- Section 2.1: Gave size of timestamp.

3/16/2018

- Section 2.2.5: BLE packet size limit does not include the header.
- Section 2.2.5: Beaconing does not count towards connection limit.

3/19/2018

- Section 2.2.5: BLE packet-header limit is 64 bits.

4/6/2018

- Section 2.2.3: Updated to reflect the new DP requirement

6.033 Computer System Engineering
Spring 2018