



Interface Control Document Systems Competition

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1 Introduction

This document describes the interface to the DARPA Command Post server where teams competing in the DARPA Triage Challenge will submit their Casualty Reports during the competition. The intent is to convey the overall concept of operations for interaction with the Command Post during competition and also to describe the hardware and software interfaces necessary to successfully interact with the server. This document covers the Command Post interface for the Systems Competition only. For Virtual Competition or Data competition, please refer to their respective ICD documents.

2 Overview and Concept of Operations

- The DARPA Command Post provides the sole interface by which teams will transmit competition data to DARPA for purposes of scoring, and, as such, is a critical element for competition participation. To facilitate ease of integration between each competitor and DARPA, the Command Post interface is designed to use widely accepted Internet standards, helping to ensure that teams will have plenty of prior experience building a compliant system and a wide variety of off-the-shelf libraries to choose from to help them do so.
- The interface is utilized by transmitting data formatted in JavaScript Object Notation (JSON) using the Hypertext Transfer Protocol (HTTP) over a local Ethernet network between the competitor client and the DARPA Command Post server. The various functions of the interface are exposed as separate Uniform Resource Identifiers (URIs) that HTTP requests are executed against. Teams will authenticate their messages using an access token that will be provided during registration and setup.
- Additionally, DARPA intends to observe and share motion video of Base Station displays acquired via HDMI capture devices and cameras located in the Staging Area.
- To facilitate deriving operational insights from these interactions, DARPA requests that individual UxSs (unmanned system) are identified as appropriate in report submissions. This is to be accomplished through the use of a "system" field on relevant endpoints as described below. The "system" field will be specified for each UxS during system registration in advance of each competition. It must be unique within the team and no more than 10 characters (alphanumeric and underscores). Each UxS's "name" must remain consistent across all relevant API endpoints for the entire competition event.

2.1 Scoring

During the competition, a team's score will be based solely on the Casualty Reports that the team submits to the DARPA Command Post via the scoring interface.

When a team is confident that they have identified and localized a new casualty, they will submit a POST request (a standard HTTP protocol operation) with a structure that describes the type and location of the casualty to the appropriate URI for score reports. After receiving and processing the report, the server will return an HTTP response that contains a confirmation of the submitted report and an indication of its effect on the team's remaining reports of that type. If there is a problem with the submitted request, for example an authentication token is not provided or the structure is malformed, a verbose error will be returned instead of an updated score. All properly formatted and authenticated casualty reports are recorded. Fields within

the HTTP response body are used to indicate when a valid report has no effect on the team's score (see [POST /api/critical](#)). For example, casualty reports made after the official run time has ended or in excess of the allotted report quantity have no effect on the score; this will be indicated by dedicated fields within the HTTP response body.

A separate URI will provide an interface for teams to request their current score, remaining casualty reports, and other information about the current run.

2.2 Base Station Display Capture

In addition to cameras in the Staging Area, DARPA intends to observe and capture the Base Station display(s) via HDMI screen capture devices. The captured footage is anticipated to be used as part of the live-stream broadcast. DARPA intends to provide HDMI cabling in the Base Station Area to capture up to two displays supporting the following options:

- 720p (max 60 hz)
- 1080p/i (max 60 hz)
- UHD/DCI 4k (max 60 hz)

This will require the Base Station to be capable of mirroring and/or extending its display to available HDMI ports. The capture devices will be capable of inline operation allowing teams to make use of secondary displays.

Verification of this functionality will be incorporated into the team/system on-site checkout procedures.

3 Physical and Network Interface

The DARPA Command Post physical and network interfaces are built on the traditional foundation of Ethernet communications, and so the general concepts should be familiar to all teams. We discuss here the specifics that teams will need to consider for successful interaction with the DARPA Command Post.

- **Physical Interface:** All network communications will take place over an Ethernet connection carried by twisted-pair cabling, of sufficient bandwidth for casualty updates, between the DARPA Command Post and the team's Base Station. (IEEE 802.3; twisted-pair cable, e.g., IEEE 803.3ab)

DARPA will provide one (1) clearly marked Ethernet cable with an RJ-45 connector in the team Base Station area that will be the sole connection to the Command Post. Teams must connect this cable into a dedicated ethernet adapter on the Operator Control Station. Additional interfaces are allowed, however, this interface will be the only interface allowed to communicate with the Command Post.

- **Network interface:** Interactions with the Command Post will be handled by a network endpoint on a DARPA-controlled server. The endpoint will have a static IP version 4 address, and teams will be responsible for ensuring that their specific network configuration can successfully communicate

with the network endpoint. Depending on a team's network configuration, this may require a team to, for example, bind a network address to their designated network interface and/or add additional routes to the IP version 4 routing table on their system in order to allow communications with the DARPA Command Post network endpoint.

In the Base Station area during setup, the following will be printed and posted:

- the static IP version 4 address and TCP/UDP port information of the DARPA Command Post network endpoint and
- the IP version 4 configuration information that teams must use to configure their equipment to communicate with the DARPA Command Post network endpoint.

Teams' internal networks should avoid using IP version 4 subnets and addresses that may overlap or conflict with the following subnets reserved for use by the DARPA network:

- 10.0.0.0/15 (10.0.0.0 – 10.1.255.255)
- 10.192.0.0/10 (10.192.0.0 – 10.255.255.255)

The address and port information of the network endpoint will not change during a run; however, it is possible that DARPA may change the address and/or port information between runs.

Network data rate for team interactions may be limited to approximately 100 Mbps, full-duplex between the Base Station area and the DARPA Command Post network endpoint. Submitting data sizes near or over this limit may result in delays.

Network communication between the team Base Station area and the DARPA Command Post will be separate from all other network traffic on-site to ensure security.

3.1 DARPA provided WIFI

DARPA will provide a 5 GHz Wi-Fi network to each team that will provide connectivity with the team's wired OCS connection. The Wi-Fi network will be Wi-Fi 6 (802.11ax), and it is strongly recommended that teams use only Wi-Fi 6 (802.11ax) wireless network adapters to ensure maximum performance.

Each team will have a separate wireless network reserved exclusively for that team's use. Each wireless network will be provided in the respective team garage of each team when that team is not operating on a course. When operating on a course, a team's wireless network will be made available on the course assigned to the team. Consequently, teams should not need to change their wireless network configuration when moving between team garages and courses.

There are some possible caveats when moving a team's wireless network between the team's garage and a course. Stale network state can result, so teams should be prepared to test for and resolve such issues upon each transition between team garages and courses. This is generally a simple matter of clearing the ARP tables on network devices after moving to the new location. ARP tables can be cleared by issuing an appropriate OS command, disabling and reenabling affected wireless NICs, or rebooting affected network stations.

The proper functioning of network communication can be tested using ICMP ECHO (ping) or similar network communications.

4 Protocol Interface

The DARPA Command Post protocols will be built on the common HTTP/1.1³, and so, the general concepts should be familiar to all teams. HTTP/1.1 utilizes the stream-oriented Transmission Control Protocol⁴ (TCP) that handles the underlying mechanisms of forming and using socket connections. HTTP/1.1 allows requests to be targeted at different Uniform Resource Identifiers⁵ (URIs) that loosely describe the functionality that is being requested, and the Command Post uses different URIs to allow multiple functions to be provided at the same network endpoint. These URIs are described in detailed protocol descriptions of Sections 5.

Teams must include an authentication token with each HTTP packet that they send in order to act as an additional mechanism for ensuring that submissions were intended (particularly scoring submissions). The “Authorization” header field must include a “bearer” token⁶ that will be provided by during system checkout procedures. For example, if the team’s token was “flux230{showroom}”, then they must include an “Authorization” header field with value “Bearer flux230{showroom}”. Please note that the DARPA Command Post will deviate from standards and will **not** provide a “WWW-Authenticate” response header with error information in the case of an authentication failure.

In an HTTP response, the HTTP status code will be used to indicate the success or failure of the request, and all HTTP response content will be in JavaScript Object Notation⁷ (JSON), a self-describing format for representing structured data. Accordingly, the “Content-Type” header field will always be “application/json”. Depending on the interface being used, this content could be either:

- (1) a JSON-encoded string (i.e., in quotation marks) when there is a human-readable message accompanying this response (such as an error message)
- (2) a JSON-encoded object (i.e., key-value pairs enclosed in braces) that contains detailed return information from an interaction and whose content will depend on the interaction

The applicable HTTP status codes are described below in Section 4.1.

4.1 HTTP Status Codes

The HTTP response status codes that will be returned by the Command Post, along with their meaning, are given below:

<i>Code</i>	<i>Description</i>	<i>Meaning</i>
200	OK	Request was accepted and/or response will be valid.
201	Created	Request was properly formatted and resource (i.e., casualty report) was created.
400	Bad request	JSON parsing failed.
401	Unauthorized	Authentication token does not match expected token for this run (or was not provided).
404	Not Found	URI is not recognized
422	Unprocessable Entity	JSON request had incorrect information for this interaction type.
429	Too many requests	Too many requests have been submitted in a given amount of time.

HTTP/1.1 422 Unprocessable Entity

Content-Length: 23

Content-Type: application/json

“Missing field ‘type’”

5 Authentication

In order to provide additional competition integrity and protections against unintended operations, DARPA will require an authorized user token assigned to the appropriate team during interactions with the Command Post. This token will be utilized throughout the competition event. These user tokens will be generated during system checkout at each competition event. A default username and password will be provided to teams upon arrival at each competition event during team orientation. This username and password will be updated during system checkout with the DARPA Command Post server. After updating the default password, an authentication token will be provided and expected to be used for all API interactions during the competition event.

6 Scoring Interaction Protocol

All scoring interactions will take place using the network specified in Section 3 and the HTTP protocol described in Section 4. The specific URIs and JSON content related to scoring interactions are defined here. Each function is described in its subsections below with the HTTP function and corresponding URI as section name.

The majority of interactions should use one of the available “POST” functions (Sections 6.2-4) at infrequent times to submit casualty report information for identified casualties. Teams should avoid overusing API requests in order to avoid delays in response times. Note: since the response to the POST functions includes updated status information, there is no need to immediately follow “POST” submissions with GET /api/status calls.

The following API functions are available are described in detail in following subsections:

- GET /api/status – Provides current run information at given time of request
- POST /api/critical – Accepts critical condition assessment for identified casualties
- POST /api/vitals – Accepts vitals measurements for identified casualties

- POST **/api/injury** – Accepts injury related assessments for identified casualties

A test server that implements the scoring API will be provided ahead of the first workshop to verify system interactions.

6.1 GET **/api/status**

```
{
  "clock": <float>,
  "team": <string>,
  "user": <string>,
  "remaining_reports": {
    "critical": {
      "hemorrhage": <integer>,
      "distress": <integer>
    },
    "vitals": {
      "heart": <integer>,
      "respiratory": <integer>,
    },
    "injury": {
      "trauma_head": <integer>,
      "trauma_torso": <integer>,
      "trauma_lower_ext": <integer>,
      "trauma_upper_ext": <integer>,
      "alertness_ocular": <integer>,
      "alertness_verbal": <integer>,
      "alertness_motor": <integer>
    }
  }
}
```

Definitions for the return values of the status response are as follow:

- *clock* represents the amount of time that has passed during the given run at the time of the report submission
- *team* represents the unique identifier of the team requesting the status
- *user* represents the authenticated user based on the authentication token provided
- *remaining_reports* is a JSON dictionary containing the counts for the remaining reports for each type of submission
 - *critical* contains counts for reports submitted to **/api/critical**. There are separate counts for type: “hemorrhage” and type: “distress”
 - *vitals* contains counts for reports submitted to **/api/vitals**. There are separate counts for type: “heart” and type: “respiratory”
 - *injury* contains counts for reports submitted to **/api/injury**. There are separate counts for the following types:
 - **trauma_head**
 - **trauma_torso**

- trauma_lower_ext
- trauma_upper_ext
- alertness_ocular
- alertness_motor

Example request:

```
GET /api/status HTTP/1.1
Authorization: Bearer flux230{showroom}
```

Example response:

```
HTTP/1.1 200 OK
Content-Length: 77
Content-Type: application/json

{ "clock": 721.4, "team": "dtc1", "user": "John B", "remaining_reports": { 'sensitive': { 'hemorrhage': 20, 'distress': 18 }, 'vitals': { 'heart': 12, 'respiratory': 20 }, 'assessment': { 'head': 20, 'torso': 20, 'lower': 18, 'upper': 10, 'ocular': 20, 'verbal': 20, 'motor': 19 } } }
```

6.2 POST /api/critical

Submit a 'critical' report for identified casualties.

The request content must be a JSON-encoded object with the following format:

```
{
  "casualty_id": <int>,
  "team": <string>,
  "system": <string>,
  "type": <string>,
  "value": <integer>
}
```

The following fields are required:

- *casualty_id* is a unique integer identifier for the casualty whose condition is being reported, as provided by nearby QR code (Phase 1 only)
- *team* is a unique string identifier for the team submitting the report
- *system* is a unique string identifier for the unmanned system responsible for the identification of the casualty
- *type* is a string identifying which type (*severe_hemorrhage* or *respiratory_distress*) of the critical information being submitted for the identified casualty
- *value* is an indicator on whether the given *type* (*severe_hemorrhage* or *respiratory_distress*) of critical report has been identified as being present (1) or absent (0) for the given *casualty_id*

The following table describe the acceptable values along with definitions of each field. These fields take specific string or integer values, as enumerated in the table below. Note that all string responses must be spelled correctly (although case-insensitive).

Field	Possible values
"type"	"severe_hemorrhage", "respiratory_distress"
"value"	0, 1

Definitions for the possible values of the casualty condition fields are as follow:

- *type*
 - *severe_hemorrhage* indicates whether the casualty shows signs of severe hemorrhage or not
 - *respiratory_distress* indicates whether the casualty shows signs of respiratory distress or not
- *value*
 - *1* indicates the casualty shows signs of the given *type*
 - *0* indicates the casualty does not show signs of the given *type*

The response content will be a JSON object with the following format:

```
{
  "run": <string>,
  "team": <string>,
  "user": <string>,
  "system": <string>,
  "clock": <float>,
  "report_id": <string>,
  "report_timestamp": <string>,
  "reports_remaining": <integer>,
  "report_status": <string>,
  "casualty_id": <integer>,
  "type": <string>,
  "value": <integer>
}
```

The semantics of the fields are as follows:

- *run* represents an identifier for the current run for this report
- *team* represents the name of the team that submitted the report
- *user* represents the authenticated user that submitted the report
- *system* represents the unmanned system responsible for providing the report generation
- *clock* represents the amount of time that has passed during the given run at the time of the report submission
- *report_id* is a unique identifier for the recorded report response
- *report_timestamp* represents the absolute time that the report was received, following the ISO 8601 combined date and time format. This timestamp is used to award bonus points according to the official scoring guidelines in the DARPA Triage [Challenge Competition Rules](#)

- *reports_remaining* represents the amount of additional reports available for the given report type during the current run
- *report_status* indicates the status of the casualty report.
 - "accepted" indicates the report was accepted to be evaluated and one allotted report of this given type was used
 - "admin stop" indicates this report was not scored because it was submitted during an administrative stop
 - "run not started" indicates this report was not scored because it was submitted prior to run start
 - "report limit exceeded" indicates this report was not scored because there were no remaining reports available for this given type during the run
 - "time limit exceeded" indicates that this report was not scored because it was submitted after the end of the run
- *casualty_id* confirms the casualty identifier in the submitted report
- *type* confirms the type in the submitted report
- *value* confirms the value in the submitted report

6.3 POST /api/vitals

Submit a vitals report for identified casualties.

The request content must be a JSON-encoded object with the following format:

```
{
  "casualty_id": <int>,
  "team": <string>,
  "system": <string>,
  "type": <string>,
  "value": <integer>,
  "time_ago": <integer>
}
```

The following fields are required:

- *casualty_id* as described Section 6.2
- *team* as described in Section 6.2
- *system* as described in Section 6.2
- *type* is a string identifying which type (*hr* or *rr*) of vitals report is being submitted for the identified casualty
- *value* is an integer value of the rate pertaining to the vitals *type* (*hr* or *rr*) of the current report
- *time_ago* is the elapsed time (in seconds) since the submitted vitals were assessed (which may or may not be equivalent to the time the vitals report is submitted). This must be a positive integer (i.e., vitals cannot be assessed after the report is submitted). This relative timestamp is used to determine what ground truth to score submitted vitals against

The following table describes the acceptable values along with definitions of each field. These fields take specific string or integer values, as enumerated in the table below. Note that all string responses must be spelled correctly (although case-insensitive).

Field	Possible values
"type"	"hr", "rr"
"value"	int (i.e. 1, 20, 214)
"time_ago"	int (i.e. 0, 45, 359)

Definitions for the possible values of the casualty condition fields are as follow:

- *type*
 - *hr* indicates this vitals report contains estimated heart rate in beats per minute for the identified casualty
 - *rr* indicates this vitals report contains estimated respiratory rate in breaths per minute for the identified casualty
- *value*
 - 78 would indicate that the rate of the given vital was measured to be 78 beats per minute (for *hr*) or breaths per minute (for *rr*)
- *time_ago*:
 - 34 would indicate that the given vital (*hr* or *rr*) was measured 34 seconds before the time of report submission

The response content will be a JSON object with the following format:

```
{
  "run": <string>,
  "team": <string>,
  "user": <string>,
  "system": <string>,
  "clock": <float>,
  "report_id": <string>,
  "report_timestamp": <string>,
  "reports_remaining": <integer>,
  "report_status": <string>,
  "casualty_id": <integer>,
  "type": <string>,
  "value": <integer>,
  "time_ago": <integer>
}
```

The semantics of the fields follows the standards set in Section 6.1 with the following exceptions:

- *time_ago* confirms the value in the submitted report

6.4 POST /api/injury

Submit an injury report for identified casualties.

The request content must be a JSON-encoded object with the following format:

```
{
  "casualty_id": <int>,
  "team": <string>,
  "system": <string>,
  "type": <string>,
  "value": <integer>,
}
```

The following fields are required:

- *casualty_id* as described Section 6.2
- *team* as described in Section 6.2
- *system* as described in Section 6.2
- *type* is a string identifying which type (indicated below) of injury report is being submitted for the identified casualty
- *value* is an integer value of the assessment pertaining to the *type* (indicated below) of the current report

The following table describes the acceptable values along with definitions of each field. These fields take specific string or integer values, as enumerated in the table below. Note that all string responses must be spelled correctly (although case-insensitive).

Field	Possible values
"type"	"trauma_head", "trauma_torso", "trauma_lower_ext", "trauma_upper_ext", "alertness_ocular", "alertness_verbal", "alertness_motor"
"value"	int (i.e. 0, 1, 2, 3)

Definitions for the possible values of the casualty condition fields are as follow:

- *type (trauma_head)*
 - *values*
 - 0 (*normal*) indicates injury is not present on the head
 - 1 (*wound*) indicates injury is present on the head
- *type (trauma_torso)*
 - *values*
 - 0 (*normal*) indicates injury is not present on the torso
 - 1 (*wound*) indicates injury is present on the torso
- *type (trauma_upper_ext)*
 - *values*
 - 0 (*normal*) indicates injury is not present on the upper extremities

- 1 (*wound*) indicates a non-amputation injury to one or both upper extremities
 - 2 (*amputation*) indicates one or both upper extremities is amputated
- *type (trauma_lower_ext)*
 - *values*
 - 0 (*normal*) indicates injury is not present on the lower extremities
 - 1 (*wound*) indicates a non-amputation injury to one or both lower extremities
 - 1 (*amputation*) indicates one or both lower extremities is amputated
- *type (alertness_ocular)*
 - *values*
 - 0 (*open*) indicates eyelids are open and/or blinking. Note that eyelids persistently open are still considered *open*
 - 1 (*closed*) indicates eyelids are closed
 - 2 (*nt*) indicates eyelid status was not testable
- *type (alertness_verbal)*
 - *values*
 - 0 (*normal*) indicates the casualty is responsive to speech with coherent speech
 - 1 (*abnormal*) indicates the non-speech vocalizations or non-responsive speech
 - 2 (*absent*) indicates the absence of any vocalization
 - 3 (*nt*) indicates verbal status was untestable
- *type (alertness_motor)*
 - *values*
 - 0 (*normal*) indicates purposeful movement of limbs, response to commands to move, or walking
 - 1 (*abnormal*) indicates minimal movement, twitching of limbs, or involuntary movement suggesting injury or pain
 - 2 (*absent*) indicates no movement of limbs
 - 3 (*nt*) indicates motor status was untestable

The response content will be a JSON object with the following format:

```
{
  "run": <string>,
  "team": <string>,
  "user": <string>,
  "system": <string>,
  "clock": <float>,
  "report_id": <string>,
  "report_timestamp": <string>,
  "reports_remaining": <integer>,
  "report_status": <string>,
  "casualty_id": <integer>,
  "type": <string>,
  "value": <integer>
}
```

The semantics of the fields follows the standards set in Section 6.1.

7 Appendix A – Standards/References

The following are the applicable standards and references for this document:

- Ethernet: IEEE 802.3; twisted-pair cable, e.g., IEEE 803.3ab
- HyperText Transfer Protocol 1.1: IETF RFC 7230 (<https://tools.ietf.org/html/rfc7230>)
- TCP/IP: IETF RFC 1122 (<https://tools.ietf.org/html/rfc1122>)
- URI: IETF RFC 3986 (<https://tools.ietf.org/html/rfc3986>), specifically the path information
- Bearer Token Authentication: IETF RFC 6750 (<https://tools.ietf.org/html/rfc6750>)
- JSON: IETF RFC 8259 (<https://tools.ietf.org/html/rfc8259>)