

Module Interface Specification for Software Engineering

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1 Revision History

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11/13/2025	1.0	Draft Rev Minus 1
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2 Symbols, Abbreviations and Acronyms

See SRS Documentation at <https://github.com/SY3141/RLCatan>.

Contents

1	Revision History	i
2	Symbols, Abbreviations and Acronyms	ii
3	Introduction	1
4	Notation	1
5	Module Decomposition	2
6	MIS of Hardware-Hiding Module	4
6.1	Module	4
6.2	Uses	4
6.3	Syntax	4
6.3.1	Exported Constants	4
6.3.2	Exported Access Programs	4
6.4	Semantics	4
6.4.1	State Variables	4
6.4.2	Environment Variables	4
6.4.3	Assumptions	5
6.4.4	Access Routine Semantics	5
6.4.5	Local Functions	5
7	MIS of Computer Vision Module	6
7.1	Module	6
7.2	Uses	6
7.3	Syntax	6
7.3.1	Exported Constants	6
7.3.2	Exported Access Programs	6
7.4	Semantics	6
7.4.1	State Variables	6
7.4.2	Environment Variables	7
7.4.3	Assumptions	7
7.4.4	Access Routine Semantics	7
7.4.5	Local Functions	7
8	MIS of User Interface Module	7
8.1	Module	7
8.2	Uses	8
8.3	Syntax	8
8.3.1	Exported Constants	8
8.3.2	Exported Access Programs	8

8.4	Semantics	8
8.4.1	State Variables	8
8.4.2	Environment Variables	8
8.4.3	Assumptions	8
8.4.4	Access Routine Semantics	9
8.4.5	Local Functions	9
9	MIS of Game State Manager Module	9
9.1	Module	9
9.2	Uses	9
9.3	Syntax	10
9.3.1	Exported Constants	10
9.3.2	Exported Access Programs	10
9.4	Semantics	10
9.4.1	State Variables	10
9.4.2	Environment Variables	10
9.4.3	Assumptions	10
9.4.4	Access Routine Semantics	10
9.4.5	Local Functions	11
10	MIS of Reinforcement Learning Environment Module	11
10.1	Module	11
10.2	Uses	11
10.3	Syntax	12
10.3.1	Exported Constants	12
10.3.2	Exported Access Programs	12
10.4	Semantics	12
10.4.1	State Variables	12
10.4.2	Environment Variables	12
10.4.3	Assumptions	12
10.4.4	Access Routine Semantics	12
10.4.5	Local Functions	13
11	MIS of AI Model Module	13
11.1	Module	13
11.2	Uses	13
11.3	Syntax	14
11.3.1	Exported Constants	14
11.3.2	Exported Access Programs	14
11.4	Semantics	14
11.4.1	State Variables	14
11.4.2	Environment Variables	14
11.4.3	Assumptions	14

11.4.4	Access Routine Semantics	14
11.4.5	Local Functions	15
12	MIS of Game State Database Module	15
12.1	Module	15
12.2	Uses	15
12.3	Syntax	16
12.3.1	Exported Constants	16
12.3.2	Exported Access Programs	16
12.4	Semantics	16
12.4.1	State Variables	16
12.4.2	Environment Variables	16
12.4.3	Assumptions	16
12.4.4	Access Routine Semantics	16
12.4.5	Local Functions	17
13	MIS of Image Queue Module	17
13.1	Module	17
13.2	Uses	18
13.3	Syntax	18
13.3.1	Exported Constants	18
13.3.2	Exported Access Programs	18
13.4	Semantics	18
13.4.1	State Variables	18
13.4.2	Environment Variables	18
13.4.3	Assumptions	19
13.4.4	Access Routine Semantics	19
13.4.5	Local Functions	20
13.4.6	Formalization	20
14	Appendix	22

3 Introduction

The following document details the Module Interface Specifications for our project RLCatan. This project aims to create a competent reinforcement learning AI agent designed to master the board game Settlers of Catan through autonomous self-play training. The AI will use deep reinforcement learning algorithms to learn optimal decision-making strategies across several game states including resource management, territory expansion and adaptive responses to opponent actions.

Complementary documents include the System Requirement Specifications and Module Guide. The full documentation and implementation can be found at <https://github.com/SY3141/RLCatan>.

4 Notation

The structure of the MIS for modules comes from [Hoffman and Strooper \(1995\)](#), with the addition that template modules have been adapted from [Ghezzi et al. \(2003\)](#). The mathematical notation comes from Chapter 3 of [Hoffman and Strooper \(1995\)](#). For instance, the symbol $:=$ is used for a multiple assignment statement and conditional rules follow the form $(c_1 \Rightarrow r_1 | c_2 \Rightarrow r_2 | \dots | c_n \Rightarrow r_n)$.

The following table summarizes the primitive data types used by Software Engineering.

Type/Symbol	Notation	Description
boolean	\mathbb{B}	a logical value, either true (\top) or false (\perp)
character	char	a single symbol or digit
integer	\mathbb{Z}	a number without a fractional component in $(-\infty, \infty)$
natural number	\mathbb{N}	a number without a fractional component in $[1, \infty)$
real	\mathbb{R}	any number in $(-\infty, \infty)$
string	Σ^*	a sequence of zero or more characters.
sequence	seq of T	a list of zero or more elements of the same type T.
tuple	(T1, T2, ...)	a finite, ordered list of elements, potentially of different types.
dictionary	dict	a collection of key-value mappings (ex, $\text{KeyType} \rightarrow \text{ValueType}$).
function	$T1 \rightarrow T2$	a function mapping an input of type T1 to an output of type T2.
true	\top	the boolean value for true.
false / null	\perp	the boolean value for false, or a value that is undefined, null, or void (no output).

In addition, Software Engineering uses abstract data types (e.g., **FrameData**, **GameStateData**, **AIMove**) which are defined by their use in the modules that hide their implementation details. Local functions are described by giving their type signature followed by their specification.

5 Module Decomposition

The following table is taken directly from the Module Guide document for this project.

Level 1	Level 2
Hardware-Hiding Module	Hardware-Hiding Module (OS) Computer Vision Model
Behaviour-Hiding Module	User Interface Game State Manager Reinforcement Learning Environment
Software Decision Module	AI Model Game State Database Image Queue

6 MIS of Hardware-Hiding Module

6.1 Module

Hardware-Hiding Module (M1)

6.2 Uses

- **FrameData (Data Type):** Represents the raw image data captured from the camera or a simulated source.
- **HardwareInitError, CaptureError, HardwareShutdownError (Exception Types):** Indicate errors that may occur during hardware initialization, frame capture, or shutdown processes.

6.3 Syntax

6.3.1 Exported Constants

- **CAMERA_RESOLUTION:** tuple of (\mathbb{Z}, \mathbb{Z}) - width and height of captured frames
- **FRAME_RATE:** \mathbb{R} - frames per second captured by the hardware layer

6.3.2 Exported Access Programs

Name	In	Out	Exceptions
initializeHardware	-	\mathbb{B}	HardwareInitError
captureFrame	-	FrameData	CaptureError
shutdownHardware	-	\mathbb{B}	HardwareShutdownError
isInitialized	-	\mathbb{B}	-

6.4 Semantics

6.4.1 State Variables

- **hardwareStatus:** \mathbb{B}
Indicates whether the hardware subsystem has been successfully initialized.
- **frameBuffer:** FrameData
Stores the most recent frame captured from the camera.

6.4.2 Environment Variables

- **CameraDevice:** external hardware input for image capture
- **DisplayInterface:** external interface for visualization

6.4.3 Assumptions

- The `CameraDevice` is available and functional within the operating environment.
- Calling modules will invoke `isInitialized()` before executing `captureFrame()` or `shutdownHardware()`.

6.4.4 Access Routine Semantics

`initializeHardware()`:

- transition: Attempts connection to `CameraDevice`. If successful: `hardwareStatus := \top` .
- output: Returns initialization success status: \mathbb{B}
- exception: raises `HardwareInitError` if initialization fails.

`captureFrame()`:

- transition: Reads a new frame from `CameraDevice` into `frameBuffer`.
- output: Returns the current `frameBuffer` of type `FrameData`.
- exception: raises `CaptureError` if `hardwareStatus = \perp` or frame capture fails.

`shutdownHardware()`:

- transition: Releases device resources and sets `hardwareStatus := \perp` .
- output: Returns shutdown success status: \mathbb{B}
- exception: raises `HardwareShutdownError` if hardware cleanup fails.

`isInitialized()`:

- transition: -
- output: returns `hardwareStatus`: \mathbb{B}
- exception: -

6.4.5 Local Functions

- `checkDeviceConnection()`: verifies device presence
- `allocateBufferMemory()`: allocates buffer for captured frames
- `releaseResources()`: frees hardware-related resources

7 MIS of Computer Vision Module

7.1 Module

Computer Vision Module (M2)

7.2 Uses

- **M1.captureFrame():** Provides a single frame of image data from the hardware or simulated camera.
- **FrameData (Data Type):** Represents the raw image frame used for analysis.
- **GameStateData (Data Type):** Abstract representation of detected game state.
- **ProcessingError, DetectionError (Exception Types):** Raised during processing or detection failures.
- **seq of Elements, dict (Derived Data Types):** Sequences and mappings used to store detected features and confidence metrics.

7.3 Syntax

7.3.1 Exported Constants

- **DETECTION_THRESHOLD:** \mathbb{R} - minimum required confidence for object recognition
- **MODEL_PATH:** Σ^* - file system path to trained CV model

7.3.2 Exported Access Programs

Name	In	Out	Exceptions
processFrame	frame:FrameData	GameStateData	ProcessingError
detectBoardElements	frame:FrameData	seq of Elements	DetectionError
getConfidenceMetrics	-	dict	-

7.4 Semantics

7.4.1 State Variables

- **lastFrame:** FrameData
Stores the most recent processed frame.
- **lastConfidence:** dict
A mapping from element identifiers (Σ^*) to confidence scores (\mathbb{R}).

7.4.2 Environment Variables

None.

7.4.3 Assumptions

- All `FrameData` inputs are valid and camera-calibrated.
- The model at `MODEL_PATH` is present and loaded into memory before use.

7.4.4 Access Routine Semantics

`processFrame(frame)`:

- **transition**: Executes the full CV pipeline on *frame*; updates `lastFrame := frame`.
- **output**: Returns detected game state as `GameStateData`.
- **exception**: raises `ProcessingError` if any stage of the pipeline fails.

`detectBoardElements(frame)`:

- **transition**: Runs object detection model on *frame*; updates `lastFrame := frame` and updates `lastConfidence`.
- **output**: Returns *seq* of detected Elements.
- **exception**: raises `DetectionError` if detection fails.

`getConfidenceMetrics()`:

- **transition**: -
- **output**: Returns the `lastConfidence` mapping (a dict from Σ^* to \mathbb{R}).
- **exception**: -

7.4.5 Local Functions

- `calibrateCamera()`: Corrects lens distortion in input frames.
- `filterNoise()`: Removes low-confidence or spurious detections.
- `parseElementsToState()`: Converts detected Elements into `GameStateData`.

8 MIS of User Interface Module

8.1 Module

User Interface (M3)

8.2 Uses

- **GameStateData**: Abstract representation of the current game state.
- **AIMove**: Encoded AI-generated move.
- **seq of Corrections**: A sequence of user-provided corrections to the game state.
- **RenderError**: Exception raised when visualization or rendering fails.

8.3 Syntax

8.3.1 Exported Constants

- **REFRESH_RATE**: \mathbb{R} - frequency of UI updates (Hz)

8.3.2 Exported Access Programs

Name	In	Out	Exceptions
renderBoard	state:GameStateData	-	RenderError
displayAIMove	move:AIMove	-	-
getUserCorrections	-	seq of Corrections	-

8.4 Semantics

8.4.1 State Variables

- **uiState**: Abstract UI representation (type unspecified, internal)
- **correctionQueue**: seq of Corrections A sequence of user-provided corrections where each correction may include:
 - element identifier: Σ^*
 - correction value: arbitrary derived type

8.4.2 Environment Variables

- **window**: graphical display device managed by the environment

8.4.3 Assumptions

- The **window** device is functional and compatible with the UI rendering framework.
- User interactions are delivered to the system via environment-level event handling.

8.4.4 Access Routine Semantics

`renderBoard(state)`:

- **transition**: Updates `uiState` := graphical representation of *state*; renders `uiState` onto `window`.
- **output**: -
- **exception**: raises `RenderError` if rendering fails.

`displayAIMove(move)`:

- **transition**: Updates `uiState` to include the visualization of *move*; refreshes `window`.
- **output**: -
- **exception**: -

`getUserCorrections()`:

- **transition**: `tmp` := `correctionQueue`; `correctionQueue` := empty sequence.
- **output**: Returns `tmp`: seq of Corrections.
- **exception**: -

8.4.5 Local Functions

- `updateDOM()`: Updates internal UI representation elements.
- `highlightElements()`: Highlights tiles, pieces, or game move indicators.
- `onUserInput()`: Adds user-generated corrections to `correctionQueue`.

9 MIS of Game State Manager Module

9.1 Module

Game State Manager (M4)

9.2 Uses

- **MoveData**: Represents the details of a player's move, including action type and parameters.
- **GameStateData**: Abstract representation of the complete game state.
- **InvalidMoveError**: Raised when an illegal move is applied.
- `M7.writeState()`: Persists updated game state to storage.

9.3 Syntax

9.3.1 Exported Constants

- **MAX_PLAYERS**: $\mathbb{Z} = 4$

9.3.2 Exported Access Programs

Name	In	Out	Exceptions
updateState	move:MoveData	-	InvalidMoveError
getState	-	GameStateData	-
validateMove	move:MoveData	\mathbb{B}	-

9.4 Semantics

9.4.1 State Variables

- **currentGameState**: GameStateData
The full internal representation of the game board.
- **playerAssets**: dict
Mapping from player identifiers (Σ^*) to their resource, structure, and score information.
Each value may include:
 - resources: dict from resource type (Σ^*) to quantity (\mathbb{Z})
 - structures: seq of structure types
 - score: \mathbb{Z}

9.4.2 Environment Variables

None.

9.4.3 Assumptions

- All instances of **MoveData** conform to the expected internal format.
- Calling modules will evaluate **validateMove(move)** before invoking **updateState(move)**.

9.4.4 Access Routine Semantics

updateState(move):

- transition:

$$(\text{validateMove}(\text{move}) = \top \Rightarrow \text{currentGameState} := \text{applyMove}(\text{move}) \mid \text{validateMove}(\text{move}) = \perp)$$

- output: -
- exception: raises `InvalidMoveError` if `validateMove(move) = ⊥`.

`getState()`:

- transition: -
- output: Returns a copy of `currentGameState`: `GameStateData`.
- exception: -

`validateMove(move)`:

- transition: -
- output: $\mathbb{B} - \top$ iff *move* is valid according to Catan rules and the current values of `currentGameState` and `playerAssets`.
- exception: -

9.4.5 Local Functions

- `calculateResources()`: Computes resource changes resulting from a move.
- `updateScores()`: Updates player score values based on new state.
- `checkVictory()`: Determines whether any player meets winning conditions.

10 MIS of Reinforcement Learning Environment Module

10.1 Module

Reinforcement Learning Environment (M5)

10.2 Uses

- **M4**: Uses the access programs `updateState`, `getState`, and `validateMove`.
- **AIMove**: Encoded AI-selected action.
- **GameStateData**: Abstract representation of a full game state.
- **Reward**: A real-valued score, \mathbb{R} .
- **StepError**, **RenderError**: Exceptions raised on invalid steps or rendering failures.

10.3 Syntax

10.3.1 Exported Constants

- **MAX_TURNS**: \mathbb{Z} - maximum number of turns in an episode
- **REWARD_SCALE**: \mathbb{R} - scaling factor applied to reward calculation

10.3.2 Exported Access Programs

Name	In	Out	Exceptions
step	action:AIMove	(GameStateData, \mathbb{R})	StepError
reset	-	GameStateData	-
render	-	-	RenderError

10.4 Semantics

10.4.1 State Variables

- **simulatedState**: internal instance of M4
Maintains the environment's evolving game state.
- **turnCount**: \mathbb{Z}
Number of turns elapsed in the current episode.

10.4.2 Environment Variables

- **display**: Rendering surface or graphical context used to visualize simulatedState.

10.4.3 Assumptions

- All inputs of type **AIMove** are syntactically valid.
- The environment is responsible for handling opponent moves internally.

10.4.4 Access Routine Semantics

step(action):

- transition: The state change is governed by the rule:

$$(\text{validateMove}(\text{action}) = \top \Rightarrow \text{apply actions} \mid \text{validateMove}(\text{action}) = \perp \Rightarrow -)$$

The "apply actions" transition includes the following sequential operations:

1. Apply action to **simulatedState** via **updateState(action)**.

2. Apply `applyOpponentLogic()` to simulate adversarial moves.
 3. `turnCount := turnCount + 1`.
- output: Returns the tuple `(simulatedState.getState(), calculateReward())` of type `(GameStateData, ℝ)`.
 - exception: raises `StepError` if `validateMove(action) = ⊥`.

`reset()`:

- transition: `simulatedState := new initial game state (via M4)`. `turnCount := 0`.
- output: Returns initial game state: `GameStateData`.
- exception: -

`render()`:

- transition: Updates the `display` device to visualize the current `simulatedState`.
- output: -
- exception: raises `RenderError` if display rendering fails.

10.4.5 Local Functions

- `applyOpponentLogic()`: Generates and applies opponent actions based on heuristics or baseline policies.
- `calculateReward()`: Returns a reward value in \mathbb{R} based on changes in `simulatedState`, scaled by `REWARD_SCALE`.

11 MIS of AI Model Module

11.1 Module

AI Model (M6)

11.2 Uses

- **GameStateData**: Abstract representation of the game state.
- **AIMove**: Encoded move predicted by the model.
- **PredictionError**: Exception raised when the model cannot generate a valid move.

11.3 Syntax

11.3.1 Exported Constants

- `MODEL_PATH`: Σ^* - file path to stored model weights.

11.3.2 Exported Access Programs

Name	In	Out	Exceptions
<code>decide</code>	<code>state:GameStateData</code>	<code>AIMove</code>	<code>PredictionError</code>
<code>getMoveConfidence</code>	<code>move:AIMove</code>	\mathbb{R}	-
<code>explainMove</code>	<code>move:AIMove</code>	Σ^*	-

11.4 Semantics

11.4.1 State Variables

- `modelWeights`: internal representation of learned parameters (vector or tensor values in \mathbb{R} or \mathbb{R}^n).
- `policyNetwork`: An abstract data structure representing the architecture and layers of the DRL model, initialized using `MODEL_PATH`.
- `lastPredictionCache`: dict mapping `AIMove` $\rightarrow \mathbb{R}$ storing confidence values for the most recent decision.

11.4.2 Environment Variables

None.

11.4.3 Assumptions

- The input `GameStateData` conforms to the expected internal structure.
- `MODEL_PATH` correctly references initialized `modelWeights`.

11.4.4 Access Routine Semantics

`decide(state)`:

- transition:
 - Converts *state* using `preprocessState()`.
 - Evaluates result by calling `evaluatePolicy()`.
 - Updates `lastPredictionCache` with move-confidence pairs.

- output: Returns the optimal `AIMove` predicted by the model.
- exception: raises `PredictionError` if the model evaluation fails or produces an empty distribution.

`getMoveConfidence(move)`:

- transition: -
- output: Returns \mathbb{R} - the confidence score associated with *move* retrieved from `lastPredictionCache`.
- exception: -

`explainMove(move)`:

- transition: -
- output: Returns Σ^* - a human-readable textual explanation of the rationale behind selecting *move* (e.g., feature contributions or decision breakdown).
- exception: -

11.4.5 Local Functions

- `preprocessState()`: Converts `GameStateData` into an abstract processed representation suitable for model inference.
- `postprocessOutput()`: Converts model policy output into a structured `AIMove`.
- `evaluatePolicy()`: `ProcessedState` \rightarrow `dist(AIMove)`
 - Output: Returns a probability distribution over possible moves by applying the `policyNetwork` data structure and `modelWeights` to the input state.

12 MIS of Game State Database Module

12.1 Module

Game State Database (M7)

12.2 Uses

- **GameStateData**: Abstract representation of a game state.
- **DBWriteError**: Exception raised on failed write operations.
- **DBReadError**: Exception raised on failed read or query operations.
- **seq(GameStateData)**: Ordered collection of game states.

12.3 Syntax

12.3.1 Exported Constants

- `DB_PATH`: Σ^* - file system path or database URL.
- `MAX_ENTRIES`: \mathbb{Z} - maximum number of stored states.

12.3.2 Exported Access Programs

Name	In	Out	Exceptions
<code>writeState</code>	<code>state:GameStateData</code>	-	<code>DBWriteError</code>
<code>readState</code>	<code>gameID:Σ^*</code>	<code>GameStateData</code>	<code>DBReadError</code>
<code>queryHistory</code>	<code>playerID:Σ^*</code>	<code>seq(GameStateData)</code>	<code>DBReadError</code>

12.4 Semantics

12.4.1 State Variables

- `dbConnection`: Active connection handle to the database (abstract type).
- `gameRecords`: dict mapping $\Sigma^* \rightarrow \text{GameStateData}$ (cache of recently accessed or frequently used game states).

12.4.2 Environment Variables

- `database`: External file system or DB server located at `DB_PATH`.

12.4.3 Assumptions

- The database at `DB_PATH` is reachable and adheres to the expected schema.
- Identifiers such as `gameID` and `playerID` are valid Σ^* strings.

12.4.4 Access Routine Semantics

`writeState(state)`:

- transition:
 - Converts *state* to a serializable format via `serializeState()`.
 - Writes serialized data to `database`.
 - Updates `gameRecords` cache if applicable.
- output: -

- exception: raises `DBWriteError` if the write operation fails.

`readState(gameID):`

- transition:
 - If *gameID* is cached, return entry from `gameRecords`.
 - Else, load corresponding data from `database`.
 - Deserialize via `deserializeState()`.
 - Update `gameRecords`.
- output: `GameStateData` corresponding to the given *gameID*.
- exception: raises `DBReadError` if no entry exists for *gameID* or if read fails.

`queryHistory(playerID):`

- transition:
 - Queries `database` for all entries linked to *playerID*.
 - Converts results to `seq(GameStateData)` via `deserializeState()`.
- output: `seq(GameStateData)` containing all states associated with *playerID*.
- exception: raises `DBReadError` if the query fails.

12.4.5 Local Functions

- `serializeState()`: Converts `GameStateData` into a serializable representation.
- `deserializeState()`: Converts stored representation back to `GameStateData`.
- `openConnection()`: Initializes `dbConnection`.
- `closeConnection()`: Terminates `dbConnection`.

13 MIS of Image Queue Module

13.1 Module

Image Queue (M8)

13.2 Uses

- **FrameData**: Abstract representation of an image frame from the camera or simulation.
- **QueueFullError**: Exception raised when attempting to enqueue a frame into a full queue.
- **QueueEmptyError**: Exception raised when attempting to dequeue or peek from an empty queue.

13.3 Syntax

13.3.1 Exported Constants

- `QUEUE_SIZE` $\in \mathbb{Z}^+$ - maximum number of frames in the buffer.

13.3.2 Exported Access Programs

Name	In	Out	Exceptions
enqueue	frame:FrameData	-	QueueFullError
dequeue	-	FrameData	QueueEmptyError
peek	-	FrameData	QueueEmptyError
isFull	-	\mathbb{B}	-
isEmpty	-	\mathbb{B}	-

13.4 Semantics

13.4.1 State Variables

- `queueBuffer` : $[0..QUEUE_SIZE - 1] \rightarrow \text{FrameData} \cup \{\perp\}$ - circular buffer storing frames.
- `head` : \mathbb{Z} - index of the front of the queue.
- `tail` : \mathbb{Z} - index of the end of the queue.
- `size` : \mathbb{Z} - current number of frames in the queue.

13.4.2 Environment Variables

None.

13.4.3 Assumptions

- Calling modules will check `isFull()` before `enqueue()`.
- Calling modules will check `isEmpty()` before `dequeue()` or `peek()`.

13.4.4 Access Routine Semantics

`enqueue(frame: FrameData):`

- transition:
$$\text{queueBuffer}[\text{tail}] := \text{frame}, \quad \text{tail} := (\text{tail} + 1) \bmod \text{QUEUE_SIZE}, \quad \text{size} := \text{size} + 1$$
- output: -
- exception: raises `QueueFullError` if `isFull() = \top` .

`dequeue():`

- transition: $\text{frame} := \text{queueBuffer}[\text{head}]; \text{queueBuffer}[\text{head}] := \perp; \text{head} := (\text{head} + 1) \bmod \text{QUEUE_SIZE}; \text{size} := \text{size} - 1$
- output: `frame`
- exception: `QueueEmptyError` if `isEmpty() = \top`

`peek():`

- transition: -
- output: `queueBuffer[head]`
- exception: raises `QueueEmptyError` if `isEmpty() = \top` .

`isFull():`

- transition: -
- output: \top if `size = QUEUE_SIZE`, \perp otherwise
- exception: -

`isEmpty():`

- transition: -
- output: \top if `size = 0`, \perp otherwise
- exception: -

13.4.5 Local Functions

- **resetQueue():**

$$\text{head} := 0, \quad \text{tail} := 0, \quad \text{size} := 0$$

Resets the queue to an empty state.

13.4.6 Formalization

Let the state of this module be the tuple

$$S = (\text{queueBuffer}, \text{head}, \text{tail}, \text{size}).$$

State Invariants (must hold in all reachable states):

- $0 \leq \text{size} \leq \text{QUEUE_SIZE}$
- $\text{head} \in [0..\text{QUEUE_SIZE} - 1] \wedge \text{tail} \in [0..\text{QUEUE_SIZE} - 1]$
- $\text{isEmpty}() = \top \iff \text{size} = 0$
- $\text{isFull}() = \top \iff \text{size} = \text{QUEUE_SIZE}$

enqueue(frame: FrameData) *Defined when isFull() = \perp*

$$\text{head}' = \text{head}$$

$$\text{queueBuffer}'[\text{tail}] = \text{frame} \wedge \text{tail}' = (\text{tail} + 1) \bmod \text{QUEUE_SIZE} \wedge \text{size}' = \text{size} + 1$$

$$\forall i \in [0..\text{QUEUE_SIZE} - 1], i \neq \text{tail} \Rightarrow \text{queueBuffer}'[i] = \text{queueBuffer}[i]$$

dequeue() *Defined when isEmpty() = \perp , output is frame*

$$\text{frame} = \text{queueBuffer}[\text{head}]$$

$$\text{tail}' = \text{tail}$$

$$\text{queueBuffer}'[\text{head}] = \perp \wedge \text{head}' = (\text{head} + 1) \bmod \text{QUEUE_SIZE} \wedge \text{size}' = \text{size} - 1$$

$$\forall i \in [0..\text{QUEUE_SIZE} - 1], i \neq \text{head} \Rightarrow \text{queueBuffer}'[i] = \text{queueBuffer}[i]$$

peek() *Defined when isEmpty() = \perp , output is frame*

$$\text{frame} = \text{queueBuffer}[\text{head}]$$

$$\text{queueBuffer}' = \text{queueBuffer} \wedge \text{head}' = \text{head} \wedge \text{tail}' = \text{tail} \wedge \text{size}' = \text{size}$$

resetQueue()

$$\text{head}' = 0 \wedge \text{tail}' = 0 \wedge \text{size}' = 0 \wedge \text{queueBuffer}' = \text{queueBuffer}$$

References

- Carlo Ghezzi, Mehdi Jazayeri, and Dino Mandrioli. *Fundamentals of Software Engineering*. Prentice Hall, Upper Saddle River, NJ, USA, 2nd edition, 2003.
- Daniel M. Hoffman and Paul A. Strooper. *Software Design, Automated Testing, and Maintenance: A Practical Approach*. International Thomson Computer Press, New York, NY, USA, 1995. URL <http://citeseer.ist.psu.edu/428727.html>.

14 Appendix

Appendix - Reflection

1. What went well while writing this deliverable?

[Group] Our team collaborated effectively, dividing sections based on what each member was most familiar with. Rebecca and Matthew focused on the MIS and MG since they had the most experience with these documents from before. While Sunny and Jake focused on the Software during this time.

2. What pain points did you experience during this deliverable, and how did you resolve them?

[Group] One challenge we faced was ensuring consistency across the documents and ensuring our modules were decoupled enough. We resolved this by having multiple review sessions where we cross-checked each other's sections and provided feedback. This iterative process helped us create modules that were well defined and cohesive.

3. Which of your design decisions stemmed from speaking to your client(s) or a proxy (e.g. your peers, stakeholders, potential users)? For those that were not, why, and where did they come from?

[Group] A lot of our design decisions were influenced by discussions with our supervisor who provided insights into the software architecture of RL environments. We also consulted with peers who had experience in computer vision to refine our CV module design. Some decisions, like the choice of data structures, were based on our own research and understanding of best practices in software design.

4. While creating the design doc, what parts of your other documents (e.g. requirements, hazard analysis, etc), if any, needed to be changed, and why? unlimited resources, what could you do to make the project better? (LO_ProbSolutions)
5. Give a brief overview of other design solutions you considered. What are the benefits and tradeoffs of those other designs compared with the chosen design? From all the potential options, why did you select the documented design? (LO_Explores)
6. (After you have implemented another team's module, which means this isn't filled in until after the original deadline). What did you learn by implementing another team's module? Were all the details you needed in the documentation, or did you need to make assumptions, or ask the other team questions? If your team also had another team implement one of your modules, what was this experience like? Are there things in your documentation you could have changed to make the process go more smoothly for when an "outsider" completes some of the implementation?