

System Verification and Validation Plan for SE 4G06

Team 3, Tangle
Calvyn Siong
Cyruss Allen Amante
Edward Gao
Richard Li
Mark Angelo Cruz

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Revision History

Date	Version	Notes
11/04/2024	0.0	Initial draft of VnV plan.

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1 Symbols, Abbreviations, and Acronyms

symbol	description
TPG	Tangled Program Graphs
DNNs	Deep Neural Networks
RL	Reinforcement Learning
Multi-Task RL	Multi-Task Reinforcement Learning
SRS	Software Requirement Specification
FR	Functional Requirement
NFR	Non-Functional Requirement
MIS	Module Interface Specification

Table 1: Symbols, Abbreviations, and Acronyms

This document provides the Software Validation and verification plan of the TPG Capstone Project. It consists of general information such as objectives and relevant documentation, plans for the system’s verification and validation, as well as test descriptions for both system and unit tests. This information is subject to change at any point throughout the project and will be updated accordingly with changes mentioned in the revision history table.

2 General Information

2.1 Summary

The software being tested is the TPG framework. More specifically, the overall workflow of the open-source repository as well as the interface between the TPG framework and the physics engine environment, MuJoCo. TPG is a research framework currently being developed by a team led by Dr. Stephen Kelly. The software’s general functions include training agents within the OpenAI Gymnasium environment using reinforcement learning techniques to achieve a certain task. With TPG, the data is outputted through a variety of methods. You may choose to visualize the data within multiple plots or view an OpenGL simulation of the agent with the best performance at the time of running. The software to be implemented within this repository is an interface that allows for experiments to be run with MuJoCo, a physics-engine simulator. This is in addition to creating a software development pipeline within the repository that allows for an easier development experience as changes are implemented.

2.2 Objectives

Within the duration of the Capstone project, it is intended for this software to become fully integrated within the MuJoCo environment to allow for reinforcement learning to be performed. This is a crucial objective, as TPG is currently being used for research purposes. Allowing MuJoCo will assist in the research of Tangled Program Graphs and assist with solving potential research questions within this space of research.

Another objective for the software is to adhere to software engineering stan-

dards and practices. As this code is constantly being developed, good practices are required for the sustainability of the repository code. Building CI/CD pipelines that will automatically perform test cases, lint code that ensures code syntax follows Google C++ guidelines and the compilation of code will ensure a smooth development and prevent unnecessary development halts due to major code structure difficulties.

Furthermore, another objective is to ensure that the TPG framework is an easy-to-install and seamless experience for developers who are on the major operating systems (MacOS, Linux, and Windows). This is important, as new researchers who aim to utilize TPG should be able to install and start reinforcement learning without hassle. As of right now, it is very difficult for users within MacOS to install the program without having to use any virtual machines. Additionally, if they do manage to start the environment, users are unable to view the OpenGL simulation. While installation and execution within Windows is much easier than MacOS, workarounds are required, which severely impact the usability of the software.

A future objective that won't be covered within the scope of the capstone project is the ability to easily implement new environments other than MuJoCo further to enhance the usefulness of research projects for reinforcement learning. This will not be covered due to the time constraints within the capstone project and the overall complexity. However, if the opportunity to continue this project arises, this will be an objective that will be considered.

The above objectives describe the main ones for the duration of the capstone project. Any complex and complicated aspects that may be required to complete an objective will be assisted by utilizing open-source external libraries.

2.3 Challenge Level and Extras

The challenge level of the project is **general** as agreed upon by the course instructor since this project is an extension of the current Tangled Program Graphs repository created by Dr. Stephen Kelly. The extras that will be tackled by this project include user documentation. This extra will allow new users to be guided through the installation and execution, as well as assist with any troubleshooting issues that may occur. Code documentation will

also be completed to assist new research developers in navigating the new functionalities and integrations within the system. In addition, a DevOps pipeline integration will be integrated for developers and a research paper aims to be completed.

2.4 Relevant Documentation

The following documentation is considered to be relevant and may provide more context about the project outside of this document:

- **Problem Statement and Goals** ([Tangle, 2024c](#)): This document specifies a more detailed outline of the project’s goals and purpose. This involves important stakeholder information, inputs and outputs of the project as well as information in regards to the project’s environment.
- **Development Plan:** ([Tangle, 2024a](#)): This document provides a guideline regarding all of the tools and technologies that will be utilized throughout this plan for verification and validation.
- **Hazard Analysis:** ([Tangle, 2024b](#)): This document describes detailed hazards that may occur throughout the development of the project. It specifies the system boundaries and components, as well as mitigation strategies in the form of safety and security requirements that may need verification and validation.
- **Software Requirements Specification** ([Tangle, 2024d](#)): This document specifies all the non-functional and functional requirements that the project should satisfy by the end of the capstone period. This is useful for creating test cases that will verify and validate that the requirements have been met.
- **Module Interface Specification:** This document describes how different components within the system will interact with each other. This is beneficial to determine the modules that will be present within the system, and help determine the scope of testing.

3 Plan

3.1 Verification and Validation Team

Name and Roles	Responsibilities
Calvyn Siong: CI/CD verification	Responsible for ensuring the continuous integration and continuous deployment (CI/CD) pipeline functions as intended, supporting automated testing, smooth deployments, and efficient integration of code changes. Verifies that the CI/CD pipeline adheres to project standards, minimizes deployment risks, and enables consistent checks for potential errors in the TPG framework.
Mark Cruz: Code verification	Ensures that the codebase adheres to established software standards and project guidelines, including readability, maintainability, and overall code quality. Additionally, responsible for reviewing unit tests created to improve code reliability.
Richard Li: Performance verification	Ensures that the framework's performance metrics, including response times, computational efficiency, and resource usage, meet the standards necessary for the TPG framework.
Cyruss Allen Amante: SRS verification	Validates that the TPG framework and its integrations fulfill both functional and non-functional requirements as outlined in the Software Requirements Specification (SRS). Ensures that each requirement is accurately implemented.

Edward Gao: Data verification	Responsible for validating and verifying all data utilized by the TPG framework, including inputs and outputs. This includes ensuring data integrity and accuracy for agent-environment interactions and simulator-generated data.
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Table 2: Verification and Validation Team

3.2 SRS Verification Plan

To verify the SRS, routine inspections will be conducted to ensure that the TPG framework meets both functional and non-functional requirements as outlined in the SRS. These inspections will involve regular reviews by the development team and collaborators such as Professor Stephen Kelly’s team with the TPG framework, who can provide ongoing insights and feedback as the project progresses.

Through these routine reviews, task based inspection will be leveraged to audit the most up to date progress made towards the project. This would involve walking through key tasks or scenarios (ie: new Mujoco environments, CI/CD integrations) that the system must support, and inspecting how each task complies to the SRS’s standards. Each review will employ a structured, scenario-based checklist that focuses on the specific tasks that the TPG framework needs to support, such as configuring simulations, setting up interactions with MuJoCo, and evaluating reinforcement learning performance metrics. By inspecting the SRS against these real-world tasks, the verification team will ensure that each requirement is clearly defined and actionable, supporting the development team in implementing functionality that aligns with user and system needs. In addition, the tasks/features implemented will be cross checked with the list of issues during the review section to display how each task satisfies the issue to ensure traceability.

3.3 Design Verification Plan

The plan is to verify that the design of the modifications made to the TPG framework meets the intended specifications and supports function-

ality aligned with project objectives set by Dr. Stephen Kelly. Thus as the primary stakeholders, Dr.Kelly’s team will actively participate in hands-on reviews to verify the framework’s design.

This verification will include design review meetings and usability assessments. Design review meetings will be held monthly during regular project meetings, providing an opportunity for stakeholders to give informal feedback on the design. These reviews will address specific design elements, such as compatibility with the MuJoCo integration, degree of fitness changes to the new integrations, and robustness of the results.

In addition to the regular reviews, usability assessments will be conducted with additional members from Dr. Kelly’s team, focusing on the testing infrastructure being added to the TPG framework. Feedback gathered from these sessions will guide iterative design improvements, ensuring the framework’s usability.

3.4 Verification and Validation Plan Verification Plan

To verify the Verification and Validation Plan itself, peer review will be necessary to ensure that the listed test plans are properly conducted. The team will also conduct a review session with Dr Kelly when the project is completed. Dr. Kelly will review the Verification and Validation (V&V) document with the team to ensure that all tests outlined in the V&V plan were executed successfully. This collaborative review will confirm that the system meets the required specifications and that all verification and validation criteria have been addressed satisfactorily.

3.5 Implementation Verification Plan

The implementation verification process will focus on ensuring that our modifications to TPG and the MuJoCo integration meet the project’s core requirements. This will be accomplished through several complementary approaches.

Code review will serve as the primary verification mechanism. All pull requests will require review by at least one other team member before merging. During these reviews, we will verify adherence to the Google C++ Style Guide, completeness of documentation, potential impacts on existing TPG

functionality, and the correctness of MuJoCo integration points.

Version control validation will be maintained through strict repository management practices. Branch protection rules will prevent direct pushes to the main branch, ensuring all changes go through the required review process. We will maintain regular synchronization between the GitHub and GitLab repositories to ensure consistency across development platforms.

Manual testing and inspection will verify that core TPG functionality remains intact. This includes verifying program generation and mutation, team/graph evolution, and action selection mechanisms. For the MuJoCo integration specifically, we will verify basic environment setup, proper handling of state and action spaces, and compare performance against the existing implementations such as CartPole as a baseline.

3.6 Automated Testing and Verification Tools

Our primary automated verification will be implemented through a GitHub Actions CI/CD pipeline. This pipeline will perform automated build verification across multiple platforms including Linux, Mac, and Windows to ensure cross-platform compatibility. It will also run basic integration tests and enforce code style requirements.

For manual verification, we will leverage TPG’s existing suite of plotting and statistics tools to analyze performance and behavior. The OpenGL visualization capabilities built into TPG will allow us to inspect agent behaviors directly. Similarly, MuJoCo’s built-in visualization tools will provide another avenue for verifying correct environment integration and agent behavior.

3.7 Software Validation Plan

The software validation plan begins with establishing CartPole as a baseline for comparison. We will compare TPG’s performance between the existing environment implementation and the new MuJoCo implementation. This comparison will include validating expected agent behaviors through visual inspection using both OpenGL and MuJoCo visualizations, as well as verifying that fitness scores achieve similar thresholds in both implementations.

Core integration validation will focus on verifying TPG’s ability to properly interact with MuJoCo environments. We will verify that TPG can successfully initialize MuJoCo environments, receive valid state information, send valid actions, and receive appropriate rewards. Throughout the training process, we will monitor the environment’s response to agent actions and verify training progression through both fitness scores and visual behavior inspection.

Documentation validation will ensure that all necessary information is available to users and future developers. This includes verifying the completeness and accuracy of installation guides, with particular attention to environment setup steps and dependency management. Usage documentation will cover running experiments, visualizing results, and common troubleshooting procedures.

Research validation will be conducted through regular review meetings with Dr. Kelly to ensure the implementation supports the project’s research goals. These reviews will validate that basic research capabilities are preserved and verify that new MuJoCo environments can be added as needed. We will assess TPG’s behavior in baseline environments to ensure it provides a solid foundation for future research experiments.

The entire validation process will be iterative, with feedback incorporated throughout development. Our focus is on ensuring the basic integration is sound and providing a foundation that will support future research experiments. Rather than attempting to validate against specific performance criteria, we will validate that the implementation provides the necessary capabilities for exploring research questions about TPG’s behavior in MuJoCo environments.

4 System Tests

4.1 Tests for Functional Requirements

The following section covers the test cases for functional requirements discussed in the SRS document. Every test is defined with control, type, initial state, input and output values, test case derivation and how the testing will

be performed. Using this approach of testing will maintain the high-quality experience that users may look for when interacting with a software.

4.1.1 Interface that is Compatible with MuJoCo

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- FR-1
- FR-8

1. FR-SLN1

Control: Manual

Initial State: User has the repository open on their code editor with a terminal open to the experiment directory

Input: This `tpg-run-mpi.sh -n 4` script executes a given experiment

Output: The output of the script is **Starting run ...** printed on the terminal. Note the experiment is running in the background.

Test Case Derivation: The script successfully executes the experiment and the output is printed. A user could also run `htop` to see the processes of the experiment running to confirm. Also another script `tpg-run-mpi.sh -m 1` can be run to output an OpenGL visualization of the experiment. How test will be performed: The test can be performed across different Operating Systems. The interaction with the system is through the command line.

2. FR-SLN2

Control: Manual

Initial State: User wants to run the experiment using the Digital Research Alliance of Canada computational clusters. They have the experiment directory of the experiment they want to run open on the terminal.

Input: The TPG framework code base and a specific shell script `tpg-run-slurm.sh`

Output: The experiment can be trained and run for long periods of time in the cloud environment. The .std log files can be downloaded from

the cloud environment which provides details of the training process in the cloud.

Test Case Derivation: After the experiment is run in the cloud environment, the user can download the .std logs to analyze what happened during the training process.

How test will be performed: The test can be performed across different operating systems (Linux, MacOS, Windows) depending on what OS the user is using. The interaction with this test is through the command line.

4.1.2 Experiment Visualization

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- FR-2

1. FR-SLN3

Control: Manual

Initial State: Experiment has already started running. **Starting run ...** is printed on the terminal.

Input: This `tpg-run-mpi.sh -m 1` script visualizes the current experiment

Output: OpenGL animation of the current experiment is displayed on the users screen.

Test Case Derivation: Upon the script the above being run, the current experiment needs to be running in the background and can be validated running `htop` to see if those processes are running. When the script is run, the user will be able to see the animation appear on their display. The pop up is very visible and the user can see the experiment running in real time.

How test will be performed: The test can be performed across different operating systems. The interaction with the system is through the command line.

4.1.3 Github Actions CI/CD Pipeline

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- FR-3
- FR-4
- FR-5
- FR-7

1. FR-SLN4 Control: Automated + Manual

Initial State: New PR has been made and the changes have been approved and ready to merge back into main (Automated). Or the user wants to manually trigger the pipeline to merge code changes into the main branch (manual).

Input: New changes to the code base have been made and a PR has been made to merge the changes back into the main branch.

Output: New code changes are merged to the main branch, if the validation fails then the user is notified that the pipeline has failed.

Test Case Derivation: When new code changes are being merged to the main branch, the Github Actions CI/CD pipeline is triggered to run to build, test, and deploy the new code. The pipeline is designed to automatically perform all those tasks.

How test will be performed: Whenever new code changes are made, pipeline will be triggered. The tests will run on any web browser that supports GitHub.

4.1.4 Software Engineering Practices

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- FR-6

1. FR-SLN5 Control: Automated

Initial State: User has just made code changes and pushed to a feature branch.

Input: Code that has been modified by the user.

Output: Within our CI/CD pipeline, a “pre-commit” pipeline is ran and if successful it lints the files that were modified.

Test Case Derivation: The user is able to see formatting changes proposed by clang-tidy and clang-format (two C++ linters that abide by the Google C++ style guide). The user can then choose to accept or reject the changes.

How test will be performed: Whenever new code is committed after a user makes modifications to a codebase, the files which they edited will be linted to ensure proper formatting and the user will have the opportunity to manually validate.

4.2 Tests for Nonfunctional Requirements

The following section covers the test cases for non-functional requirements discussed in the SRS document. This focuses on the usability, performance, maintainability, operation and security of the system. Every test is defined with control, type, initial state, input and output values, test case derivation and how the testing will be performed. For control, various types of testing will be used, ranging from automated unit and integration testing to individuals manually interacting with the TPG framework to validate the system’s behavior. Using this approach of testing will maintain the high-quality experience that users may look for when interacting with a software.

4.2.1 Clear and Comprehensive Documentation

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 11.1.1, 11.3.1, 11.3.2, 11.4.1, 11.4.2, 11.5.1, 13.4, 14.1.2, 14.2.1

1. NFR-SLN1

Control: Manual

Type: Usability, Operational and Environmental, Maintainability and Support

Initial State: System has documentation that covers all key sections is available on the repository, and is accessible to users

Input/Condition: Users open the documentation to get started using the framework

Output/Result: Users are able to locate and follow along the instructions without any confusion or having to refer an outside source (ie. StackOverflow, Github Docs)

Test Case Derivation: Concise and comprehensive documentation of the framework including helpful concepts, and step-by-step guide is provided within the README files inside the repository

How test will be performed:

- Users will be granted access to perform tasks execution within the framework
- Users will be instructed to follow along the published documentation, and locate specific information
- At the end, a survey is available for users to provide a feedback on the documentation from a scale of 1 to 10

4.2.2 Real-time, Accurate Message Logging

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 11.1.2, 15.4.1

1. NFR-SLN2

Control: Automated + Manual

Type: Usability, Security

Initial State: System is in idle, and ready to log messages for tasks

Input/Condition: User performs an action or an error during the action occurs

Output/Result: Logging of messages in real-time with low latency

Test Case Derivation: Each method, and command available to the user includes some sort of logging to provide users with step-by-step insights

How test will be performed:

- Manual
 - Monitor message log in real-time, verify timestamp of each messages is accurate and confirm the action occurring at that time is aligned with the logs. Often, users will receive notification of a survey to provide a feedback on the system's logging from a scale of 1 to 10
- Automated
 - Create unit tests that checks message logs from certain functions and validate that the messages are sent with no later than 1 second delay through the timestamps

4.2.3 Customizable MuJoCo Simulation Parameters

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 11.2.1

1. NFR-SLN3

Control: Manual

Type: Usability

Initial State: MuJoCo is integrated within TPG.

Input/Condition: User modifies specified fields inside parameters.txt or overwrites default value of fields using command line flags.

Output/Result: Simulations adhere to the desired parameters.

Test Case Derivation: MuJoCo has default parameters that can be customized by the users if necessary, to adjust the behavior of every environment based on their specific needs.

How test will be performed:

- Modify MuJoCo parameters inside parameters.txt, run the simulations and verify that the behavior of the newly adjusted simulations complies with expected outcome from calculations
- Within the parameters.txt, a survey is available for users to provide feedback regarding the experience of using custom parameters from a scale of 1 to 10

4.2.4 High Numerical Precision in Computation

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 12.2

1. NFR-SLN4

Control: Automated + Manual

Type: Performance

Initial State: System is initialized with calculations in mind for computation.

Input/Condition: Users perform calculations that require high numerical precision such as floating point with low computation errors.

Output/Result: Calculation results are within acceptable tolerance limits such as computational errors below 0.0001.

Test Case Derivation: Due to finite number of available bits for storing numbers, computers are bound to have an error on numerical computation if numbers are too small or too big.

How test will be performed:

- Manual:
 - Perform tasks that are precision critical and inspect their results by comparing to expected numerical values and verify that the computational error is below 0.0001
- Automated:
 - Create and run automated testing for functions comprising of high precision results and assert that the computational error is below 0.0001 by comparing expected output to real output

4.2.5 Handling Invalid Inputs and Unexpected Conditions

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 12.3, 12.6, 15.5.2

1. NFR-SLN5

Control: Automated

Type: Performance, Security

Initial State: System is idle and ready to process normal and unusual inputs.

Input/Condition: Unusual inputs to simulate model failures.

Output/Result: System shows meaningful error logs, and handles exceptions without terminating.

Test Case Derivation: System will use try and catch blocks where possible to handle errors gracefully.

How test will be performed:

- Create and run automated unit and integration tests to check various types of invalid inputs such as infinity, and NaN
- Verify that the system recovers gracefully and outputs a descriptive error message

4.2.6 Cross Platform Compatibility

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 13.1, 14.2.2, 14.3.2

1. NFR-SLN6

Control: Manual

Type: Operational and Environmental, Maintainability and Support

Initial State: System is available to be downloaded across different OS environments.

Input/Condition: Users perform core functionalities of the framework.

Output/Result: System provides outputs that are similar across different OS environments.

Test Case Derivation: TPG and the MuJoCo environment integration are used across different OS platforms (Windows, Linux, MacOS).

How test will be performed:

- Users will run the framework across different OS environments
- Every user is tasked to run various core functionalities and verify that behaviors are similar across OS

4.2.7 Secured and Robust Repository Management

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 14.2.1, 15.1.1, 15.1.2, 15.2.1, 15.5.1

1. NFR-SLN7

Control: Manual

Type: Maintainability and Support, Security

Initial State: System is available to be modified on a version control tool such as GitHub.

Input/Condition: Repository is accessed by authorized and unauthorized users through various Git actions.

Output/Result: Access attempts are blocked for unauthorized users, and granted for authorized users.

Test Case Derivation: Repository must be protected to avoid unauthorized and defective code from getting integrated within the system.

How test will be performed:

- Simulate unauthorized and authorized access attempts on the repository
- Validate that security protocols such as role-based access control, two-factor authentication, and protected branch are functional

4.2.8 Data Privacy through Obfuscation

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 15.3.1

1. NFR-SLN8

Control: Automated + Manual

Type: Security

Initial State: System has the capability of storing and visualizing data in different shapes and formats.

Input/Condition: Sensitive data is pushed into the public repository through Git.

Output/Result: Obfuscation of sensitive data is implemented, protecting privacy of any entity.

Test Case Derivation: Data, mostly stored in CSV or .txt files, are publicly stored across the framework.

How test will be performed:

- Automated: Create and run automated unit tests that verifies that ensures data shown in logs, files, and messages are obfuscated
- Manual: Manually check stored data through each file within the framework

4.2.9 Compliance with C++ Coding Best Practices

The tests below provide the means to evaluate the following functional requirements referred to in the SRS document:

- 13.3, 17.1, 17.2

1. NFR-SLN9

Control: Automated

Type: Operational and Environmental, Compliance

Initial State: Codebase implements an established Google C++ Style Guide with proper support and documentation.

Input/Condition: Codebase is analyzed for its compliance with the style guide.

Output/Result: Codebase follows the style guide, improving maintainability and readability.

Test Case Derivation: Following a C++ style guide will ensure the cleanliness and efficient maintenance of the codebase.

How test will be performed:

- clang-tidy and clang-format, standard linters and formatters for C++, are ran within the CI/CD pipeline to check for new code's compliance with the Google's style guide

4.3 Traceability Between Test Cases and Requirements

Req. ID	System Test ID
FR-1	FR-SLN1, FR-SLN2
FR-2	FR-SLN3
FR-3	FR-SLN4
FR-4	FR-SLN4
FR-5	FR-SLN4
FR-6	FR-SLN5
FR-7	FR-SLN4
FR-8	FR-SLN1, FR-SLN2
NFR-11.1.1	NFR-SLN1
NFR-11.1.2	NFR-SLN2
NFR-11.2.1	NFR-SLN3
NFR-11.3.1	NFR-SLN1
NFR-11.3.2	NFR-SLN1
NFR-11.4.1	NFR-SLN1
NFR-11.4.2	NFR-SLN1
NFR-11.5.1	NFR-SLN1
NFR-12.2	NFR-SLN4

NFR-12.3	NFR-SLN5
NFR-12.6	NFR-SLN5
NFR-13.1	NFR-SLN6
NFR-13.3	NFR-SLN9
NFR-13.4	NFR-SLN1
NFR-14.1.2	NFR-SLN1
NFR-14.2.1	NFR-SLN1, NFR-SLN7
NFR-14.2.2	NFR-SLN6
NFR-14.3.2	NFR-SLN6
NFR-15.1.1	NFR-SLN7
NFR-15.1.2	NFR-SLN7
NFR-15.2.1	NFR-SLN7
NFR-15.3.1	NFR-SLN8
NFR-15.4.1	NFR-SLN2
NFR-15.5.1	NFR-SLN7
NFR-15.5.2	NFR-SLN5
NFR-17.1	NFR-SLN9
NFR-17.2	NFR-SLN9

Table 3: Traceability Between Test Cases and Requirements

5 Unit Test Description

This section will be completed after the detailed design document has been completed.

5.1 Unit Testing Scope

This subsection will be completed after the detailed design document has been completed.

5.2 Tests for Functional Requirements

This subsection will be completed after the detailed design document has been completed.

5.2.1 Module 1

This subsection will be completed after the detailed design document has been completed.

5.2.2 Module 2

This subsection will be completed after the detailed design document has been completed.

5.3 Tests for Nonfunctional Requirements

This subsection will be completed after the detailed design document has been completed.

5.3.1 Module ?

This subsection will be completed after the detailed design document has been completed.

5.3.2 Module ?

This subsection will be completed after the detailed design document has been completed.

5.4 Traceability Between Test Cases and Modules

This subsection will be completed after the detailed design document has been completed.

References

Team 3 Tangle. Development plan. <https://github.com/TPGEngine/tpg/blob/main/docs/DevelopmentPlan/DevelopmentPlan.pdf>, 2024a.

Team 3 Tangle. Hazard analysis. <https://github.com/TPGEngine/tpg/blob/main/docs/HazardAnalysis/HazardAnalysis.pdf>, 2024b.

Team 3 Tangle. Problem statement and goals. <https://github.com/TPGEngine/tpg/blob/main/docs/ProblemStatementAndGoals/ProblemStatement.pdf>, 2024c.

Team 3 Tangle. System requirements specification. <https://github.com/TPGEngine/tpg/blob/main/docs/SRS/SRS.pdf>, 2024d.

6 Appendix

6.1 Symbolic Parameters

This section is not applicable as there are no symbolic parameters used within the project.

6.2 Usability Survey Questions?

Here are some questions that may be asked regarding usability in the form of a survey:

1. What operating system do you use?
 - (a) Windows
 - (b) Mac OS
 - (c) Linux
2. On a scale from 1-10 (higher means better), how would you rate your installation experience?
3. On a scale from 1-10 (higher means easier), how easy would you say it was to execute a simulation environment using MuJoCo?
4. If applicable, on a scale from 1-10 (higher means easier), how easy was it to implement changes to the code?
5. If applicable, did you have any trouble integrating your changes to the remote repository?
6. Do you have any feedback or suggestions when it comes to the usability of the system? Please write them down below.

Appendix — Reflection

What went well while writing this deliverable?

Due to the previous effort put into previous resources and documentation, our team was able to create well defined objectives with clear rationales based on our initial work. This groundwork made it much easier to develop a consistent direction for the Verification and Validation Plan, ensuring that each part of the project is aligned with the overarching goals. By referencing our Problem Statement, SRS, and Development Plan, we could confidently outline the project's needs and avoid a lot of back-and-forth on high-level decisions.

Developing an outline for a collaborative process with Dr. Kelly's team was another important part of this documentation. Establishing a feedback loop is important for our project, especially with MuJoCo integration, which is a challenging area. Regular check-ins ensure that we are not overlooking research requirements or deviating from the project's core objectives. It is reassuring to have a system for catching issues early, keeping us on track, and ultimately supporting a more robust integration.

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

Some pain points include balancing clarity of our testing plan without a clear understanding of the effort or difficulty of it. Since certain aspects of MuJoCo integration and CI/CD setup were new to us, it was challenging to estimate how complex they would be to validate accurately. This lack of clarity makes it difficult to break down our validation plan into actionable steps, as we weren't sure of the exact methods or tools we would need.

To work through this, we decided to make certain high level goals for us to achieve in our testing plans, and also examined other open-source projects that implemented similar validation processes or functionality to what we are looking for to gain a better understanding.

In addition, making sure our validation plans addressed both functional and non-functional requirements from the SRS felt particularly challenging. It required us to carefully think through how we would test each requirement practically. To tackle this, we created a checklist derived directly from the SRS document, ensuring every key requirement had an associated test or

validation step. This checklist became a helpful guide in our regular review meetings, allowing us to confirm we weren't overlooking critical areas.

What knowledge and skills will the team collectively need to acquire to successfully complete the verification and validation of your project? Examples of possible knowledge and skills include dynamic testing knowledge, static testing knowledge, specific tool usage, Valgrind etc. You should look to identify at least one item for each team member.

Calvyn:

To complete the verification and validation process, I'll need to focus on gaining a stronger understanding of memory management and debugging tools specific to C++. C++ can be challenging to work with due to potential issues like memory leaks and undefined behavior, which are especially important to detect and resolve in our project due to its reinforcement learning and simulation components. With a better understanding of these tools, I'll be better equipped to analyze our code for memory-related errors and optimize its performance, which will be crucial for ensuring stability and efficiency within our CI/CD pipeline.

Edward:

One of the key knowledge areas I will need to develop is understanding the various indicators of correct agent behavior across different MuJoCo environments. This includes interpreting fitness scores, analyzing plot outputs, inspecting animations, and recognizing expected behavioral patterns. Since each environment has unique characteristics and learning dynamics, this will require developing a deeper familiarity with TPG's learning progression and how it manifests across different scenarios. Currently, the workflow involving running experiments, checking logs, interpreting plots, and debugging issues is still somewhat opaque, requiring significant guidance from Dr. Kelly to understand the nuances of what we're observing.

Cyruss:

The knowledge and skills that the team will need to successfully acquire

to complete the verification and validation of the project include a variety of testing knowledge such as unit testing, and automation testing. These verification and validation techniques will be beneficial to easily debug and determine any failures within the system. With the use of automation testing, it will be beneficial to automatically execute repetitive tests. This will ensure consistency and efficiency while reducing human error.

Mark:

The team will collectively have to acquire knowledge in both dynamic and static testing, a few testing tools such as clang-tidy, clang-format, Google Test, and CI/CD integration using Github Actions. Dynamic and static testing will help the team to perform manual testing across the framework. Clang-tidy, clang-format, and Google Test will help automate the testing and verification process, saving plenty of man hours from the team. Lastly, the CI/CD integration through Github Actions will provide a comprehensive set of testing and verification prior to the team committing newly developed code into the codebase, saving less headaches in the future.

Richard:

The main knowledge areas for our project involves software engineering standards. An important thing for any open source framework is the ease of onboarding and utilizing the library. One way we can validate this is to be able to easily onboard and get an experiment running on any operating system that the user is using. The documentation also needs to be clear and concise to allow for the best developer experience. Specific knowledge related to cross platform C++ build tools, and containerizing the framework will be key for this. In addition, static code analysis will also be critical to evaluate the structure of our code. This is key because we want to ensure our code is robust, and also easy to use and build on top of since our supervisor Dr. Kelly wants this framework to be used as an open source tool.

For each of the knowledge areas and skills identified in the previous question, what are at least two approaches to acquiring the knowledge or mastering the skill? Of the identified approaches, which will each team member pursue, and why did they make this choice?

Calvyn:

I believe that the first method I should use to gain a better understanding of debugging errors is to utilize the regular feedback sessions with Dr. Kelly to discuss testing, debugging, and other technical issues. These sessions would allow team members to ask questions, review complex aspects of the project, and receive guidance on best practices for testing and validation, helping the team refine their approach and stay aligned with project goals. Another approach would be to browse existing threads that discuss testing issues and solutions related to C++ can offer valuable context and practical examples. Analyzing how other developers approach similar challenges can help the team apply these strategies to their own project, learning from both successes and mistakes of others.

Edward:

There are two main approaches I plan to pursue to develop this knowledge. The first would be to build understanding incrementally through guided exploration. This involves starting with environments where we have clear expectations (like CartPole), consulting with Dr. Kelly to understand what indicators to look for, and documenting these learnings to apply to new environments. Regular communication with the team about observations and issues is crucial since everyone brings different insights to interpreting TPG's behavior. Secondly, I would take a systematic experimentation approach. This means making controlled modifications to environment parameters or TPG settings on separate GitHub branches, carefully documenting the impacts, and building a mental model of cause-and-effect relationships. By having a safe space to experiment without fear of breaking the main code-base, I can learn through trial and error while maintaining rigorous version control.

Cyruss:

Two approaches to acquiring the knowledge of both skills include hands-on approach testing with different tools without any guidance, or using on-

line self-learning techniques such as LinkedIn Learning or Udemy. I will be pursuing the online self-learning approach as I work better with structured guidance and clear explanations. Additionally, these courses often include practical examples and quizzes, which will help reinforce my understanding.

Mark:

A few approaches that can be used to attain knowledge of these skills are reading documentations and watching visual tutorials. Documentations help users tremendously as most if not all are usually well made, especially if they are enterprise standard tools. Watching visual tutorials may be another way to master these areas and skills through the use of YouTube, or Coursera. Each person has a preferred way of learning. They can either go the non-visual part of reading documentations and articles or visual tutorials. It all comes down to what saves the contributor the most time, while having the most yield from the content.

Richard:

There are a few approaches I can take to attain knowledge. For one, there is a group in France that has built an open source framework on top of Dr. Kelly's TPG framework is called Gegalati. The Gegalati project is open source on Github and has implemented a lot of the CI/CD infrastructure and also enables cross platform development. Additionally, there are numerous C++ libraries that build with cross platform tools such as MuJoCo itself (developed by Google DeepMind) so seeing those examples will help guide me. Second, is to view YouTube videos on the topic to see how other developers tackle and approach this problem. Getting more opinions and seeing best practices in a visual format will be beneficial.