# Working Prototype Known Problems Report

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The Tensors

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KNOWN PROBLEMS

Tutorial modal with instructions extends past the bottom of the screen making the end hard to read. However we were not able to discover and fix this in time so you can’t scroll to the bottom of the tutorial.

* INPUT: clicking tutorial (the question mark)
* Fixing will require deeper understanding of Modal.svelte code and the modal height/ width restrictions.

We’re unsure of the pattern but occasionally deleting a layer can make the right side of the canvas with the blue output box disappear.

* INPUT: connecting an operator to the blue output box, and then deleting that operator
* Issue location is contained to the canvas area of the webpage.
* Fixing will require investigation of what causes this issue and most likely modifying the JS code.

Deleting an operator that's connected to the blue output box will cause the output connection to snap to the remaining operator on the canvas without the ability to disconnect unless a second operator is connected to the output first.

* INPUT: delete operator connected to the output while still connected to first operator
* Issue location is contained to the canvas area of the webpage.
* Fixing will require investigation of what causes this issue and most likely modifying the JS code. Suspect the indices of the operators in JS code to be the cause of this issue.

Changing the window size hides the output box and navigation bar buttons disappear. Web application is not optimized for small screens or mobile.

* INPUT: Make window smaller
* At a certain minimum width, components start disappearing website wide. Modals when narrow will overextend past bottom of screen and disappear.
* Fixing will require going into App.svelte/ Modal.svelte and adding code for different window sizes. Modal issue will connect with the tutorial known issue above.

Website will not warn you if you made a non functional network, ie if you connect operators in the wrong place, or dont connect an operator to the input or output tensor. The website may just crash when trying to generate these

* INPUT: creating a non-sequential network, or a non connected network, and trying to generate the code
* Website does not account for user error so incorrect inputs can cause dysfunction with the canvas GUI and generating code.
* Issue location is in the JS function that determines valid/ invalid inputs.
* To fix would require fixing the JS function that determines valid/ invalid inputs and connections as well as a way to stop or warn the user as it happens.

Website allows you to place two activation functions together, but the generated code will not implement this,

* INPUT: connecting two activation functions in your network, and clicking generate code
* Issue location is in the JS function that determines valid/ invalid inputs.
* To fix would require fixing the JS function that determines valid/ invalid inputs and connections as well as a way to stop or warn the user as it happens.

Images of operators on toolbar do not line up with actual operators

* INPUT: place an operator that isn’t dense or convolution
* Issue location is in toolbar images
* To fix would require taking screenshots of each operator and adding them to the website, we did not notice this problem until we didn’t have time to add those photos