Object Recognition and Path Smoothing Robot, Phase 2
Test Plan

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Contents

1 Revision History

- v0.1: In this version of the testplan we defined the scope of the problem with the introduction, test items and approach.

- v0.2: In this version of the testplan we defined the test items, schedule and approach.

- v0.3: In this version of the testplan we updated the hardware, software, and system test items with tables and test descriptions.

2 Introduction

2.1 Purpose

This test plan describes the testing approach and overall framework that will drive the testing of the ORPS-Robot version 0.1 – The Object Recognition and Path Smoothing robot. The document introduces:

Test Strategy: These are the rules the test will e based on including the givens of the project (e.g.: start / end dates, objectives, assumptions); description of the process to set up a valid test (e.g.: entry / exit criteria, creation of test cases, specific tasks to perform and scheduling)

Execution Strategy: describes how the test will be performed and process to identify and report problems, and to fix and implement fixes.

Test Management: process to handle the logistics of the test and all the events that come up during execution (e.g.: communications, escalation procedures and risk mitigation)

2.2 Project Overview

The ORPS-Robot will be a platform for validating the research of Michael McCourt and a scheme for exploring object recognition via OpenCV with Robot Operating System, which is a powerful framework for writing robot software. There will be a demonstration of Simultaneous Localization and Mapping (SLAM). Together this will demonstrate a "finder robot" with applications in search and rescue and threat detection. Additionally there will be beacon triangulation and/or GPS to fuse additional location information into the SLAM or finder functionality.

2.3 Criticality

Failures can rarely be forecasted. But what we can do is establish a hierarchy of criticality to ensure that we are keeping up with the most important test and using other tests as needed. Ordering what we need to do by priority is important as the scope of the project grows. The reason for the priority emphasis is that it is by far the most efficient way of working,

in terms of creating reliable products and reducing the overall cost of the project. For instance using the wrong battery on the ORPS-Robot would likely ruin at least the Raspberry Pi or OpenCR, along with other mission critical components. This is not only a likely outcome if special care is not paid but we have seen it happen with prior groups in previous projects in this program. For this reason a heavy emphasis will be paid on this scheme.
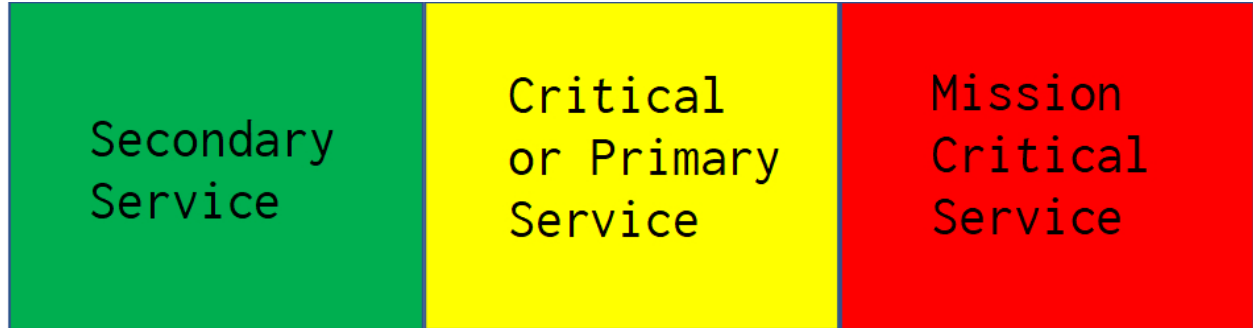
S1. Secondary Service - These involve services that are only checked when a component fails. Use see in many applications test conditions can take longer to create than others. This is the sort of service that happens ala cart and may be indistinguishable from the actual build and design process in spots. These are components that we should likely assume work until they don't.

S2. Critical or Primary Service - Most component tests, both software and hardware, fall under this category. Some but not all integration test that fall under interaction of components (system test items) will likely fall under this category. These are services that if they fail, will not mean the end of the project, but are extremely critical components and should be worried about early and often.

S3. Mission Critical Service - Most acceptance tests will fall under this category, this means systems test items critical to Dr. McCourt's research and of our object recognition portion. A lot of integration testing will follow under this category. These are services that if they fail, then the project has serious issues that need to be resolved.

2.4   Audience

Collaborative robotics software development for research in control systems for path smoothing. Collaboration in academic research is usually thought to mean equal partnership between two academic faculty members who are pursuing mutually interesting and beneficial research. In our case we are creating a platform which will serve Dr. McCourt's research where deep understanding of the control system in place is not require on our part and a deep understanding of the robot are not require on the part of Dr. McCourt.

Creating truly, robust, general-purpose robot software is hard. As undergraduates using the robot operating system framework allows us to encompass solving robotics problems in real-world variations in complex tasks and environments that no single individual, laboratory, or institution could hole to create completely on their own from scratch. The audience for this device is us, as it serves our education.

Applications in path smoothing and object recognition used in ORPS-Robot project are heavily used in semi-autonomous and autonomous vehicles. The knowledge gained in applying these skills in the ROS ecosystem should serve us to gaining a greater knowledge of the systems and practices of both control systems and object recognition.

3 Test Items

3.1 Hardware Test Items

Hardware testing is the exercising of a piece of hardware. Which often times involves the ability to take measurements along the way with a generated record of the whole process. Testing must be cataloged and recorded. While this is mostly a software project hardware testing for the ORPS-Robot, should and will be split into four key modes:

M1. Electrical Testing: This is one type of test, unlike software testing, that poses a verifiable risk of physical danger to the test and system under test. Even a system that is not powered can have potentially have deadly electrical charges stored in capacitors and batteries. For the purposes of ORPS-Robot most electrical tests will be in the form of connectivity testing and the testing of the battery on the robot itself.

M2. Environmental Testing: This is the testing of the device with things as they are, not how we would like them to be. This is to see how a system responds to various types of insults, justifiable hurdles and taxing conditions. For this project we will be testing how the ORPS-robot responds to various stimuli including windows, people, interferences over the Wi-Fi, LiDAR and ultrasonic signals and other stimuli yet to be discovered. The system must be tested and verified to deal with such stimuli.

M3. Mechanical Testing: Anything that can bend, click, flex, is in any way subject to opposing forces, latch, open and close, plug and unplug, press and depress, rotate, or switch and toggle, might eventually fail and will be subject to strains and wear. For this project the main mechanical component that must be dealt with are the DYNAMIXEL actuator system and wheels and LiDAR.

M4. Integrated Software: Poor maintenance of the BIOS and firmware on a system can ripple through to affect both hardware and software, causing reliability issues for the system under test. Good software principles, for this reason, make good hardware and for this reason this goes in the hardware testing. For the ORPS-robot our BIOS and firmware make up a huge aspect of the project itself. Much of that is up to us to control and tune, not some third party. For this reason, it is identified that this is a major key area of the project. This will also include the most fundamental of hardware tests: subsystem sanity tests, which are no more than tests that run whenever a system reboots or power ups. These must be employed on the ORPS-Robot to ensure a first line of defense in isolating hardware issues.

The ideas for these modes were borrowed heavily from Managing the Testing Process by Rex Black 3rd Edition, Appendix A: Hardware Testing Fundamentals.

H1) 360° LiDAR for SLAM & Navigation

H2) Raspberry Pi 3 Model B

H3) 32-bit ARM Cortex-M7 OpenCR

H3) DYNAMIXEL actuator system and wheels

H4) Li-Po Battery 11.1V 1,800mAh

H5) Xbox 360 Controller

H6) Marvelmind Sensors

Connectivity on the Raspberry Pi 3 Model B and *32-bit ARM Cortex-M7 OpenCR* must be completed regularly. The Li-Po Battery 11.1V 1,800mAh will need to have its voltage checked to regularly. To assist in this process only batteries that match our desired voltage and amperage will be used, as they will have some sort of marking (coloured tape) to distinguish from other batteries that may exist in the lab. The DYNAMIXEL actuator system and wheels will need some sort of test. We do not know what that looks like at this time but that falls into the category of mechanical testing. The integrated software will be the test most frequently ran, as this is a test ran whenever the device is booted up. If problems arise, that puts a halt on the entire project so dealing witch such issues should have a methodological approach to stamping them out.

3.2   Software Test Items

At this point in the process we do not know what the overall architecture of the software will look like but we can have a general plan of attack for writing software tests using ros-test. According to Paul Ammann's Introduction to Software Testing, there are five levels of software testing:

Level 0 There is no difference between testing and debugging.

Level 1 The purpose of testing is to show correctness.

Level 2 The purpose of testing is to show that software does not work.

Level 3 The purpose of testing is not to prove anything specific, but to reduce the risk of using the software.

Level 4 Testing is a mental discipline that helps all IT professionals develop higher-quality software.

For our purposes levels 0 through 2 will be used heavily in this process while level 3 and 4 will only be used when needed. To accomplish the task in level 0 we will be making heavy use of first GDB (C debugger) and PDB (Python debugger) along with Valgrind. Levels 1 and 2 will be tackled, hopefully, by making heavy use of *rostest* which is an extension of roslaunch that enables roslaunch files to be used as text fixtures. Due to complex behaviors involved in this project we need to write tests and move on from functionality. When we introduce new functionality to the to ORPS-robot it will need to pass the old tests we wrote for it. if everything is functioning properly there should be no need to re-write our old tests. This will likely only be done with software strict aspects of the project as hardware is subject to change as the implementation changes over time. These tests, at least of the framing of this writing, will be to test the linking of different scripts and files written in the overall project.

3.3   System Test Items

For the 360° LiDAR for SLAM & Navigation we will need to consult three separate resources for testing the LiDAR. The first will be a github wiki page entitled "How to use rplidar" which is just a walkthrough of how to get rplidar ros package working. While this just gives a short introduction to rplidar, a more up to date tutorial on quickly getting rplidar up and running can be found on Service Engineering Research Area website under "From unboxing RPLIDAR to running in ROS in 10 minutes flat". The first goal with LiDAR appears to be establishing the range of the device as this what determines the quality of the information used in navigation. Given more time there will also involve be static and dynamic tests based on scanning calibration, speed of the LiDAR, vehicle speed, laser position feedback. Further testing will involve the use of a tutorial on husarion.com entitled

"SLAM navigation". According to the Bachelor's Thesis of Felix Feik from Technical University of Munich, the most difficult factor in indoor mapping using LiDAR is that the laser sensor always has the position or your map building and pose estimation will fail. The LiDAR needs a consistent, relative motion to map a building correctly. Glass doors and other visible objects will not be accounted for by the LiDAR as the signal will not penetrate glass. Long story short, to use SLAM properly we will need to test take into account the limitations of the device and leverage the libraries provided by robot operating system to do so.

As for testing our controller that will make heavy use of the joy package in ROS which is a library for generic Linux joysticks.

TALK ABOUT MARVELMIND eventually

4   Approach

Our tests will be derived from the requirements and specifications of our project and will follow the following methodological approach:

Acceptance Testing: Assess system (software & hardware) interaction with respect to user needs. For example, making sure the controller is responsive or camera is functioning adequately.

System Testing: Assesses system interaction to architecture design and overall behavior. For example a series of rostests that test the linking of each submodule we write for the overall project.

Integration Testing: The continuous conjoining of different software artifacts to serve the overall project development. For example, a test that ensures two individual modules are linked properly.

Unit Testing: Assesses system interaction with respect to implementation of specific subsystems. For example, a test that ensures the controller is functioning properly standalone through the joy package.

While these levels are emphasized in terms of when they are applied, it is more important to distinguish the types of faults listed above. They are all a continuous part of the design and build process. At the end of the day there is an entire spectrum of testing, and much of it is hard to distinguish from development itself. Most tests look like unit tests and are quite simple. Other tests are more subtle, complex and critical. For such tests we need to use the tools laid out in this document to check our implementation. In the testing process the standard behavioral model should be employed, where execution of a program or task is represented by a behavior. A behavior is sequence of states while a state is an assignment of values of variables. Our program should be tested and modeled by a set of behaviors we define, representing possible executions.

Safety when testing can be specified using two things:

- The set of possible initial states.

- A next-state relation, describing all possible successor states of any state.

The above is a mindset that integrates the testing process into the development process.

5   Fail Criteria

6   Testing Deliverables

7   Roles

8   Schedule

In the testing of the different components of the final system there are always possibilities for unpredictable delays in the schedule, caused by either the testing or by the design. To

stop these delays from having an effect on the overall project completion time there are a couple safeguards in place to ensure the project remains on schedule.

The first safeguard in place is the breaks in between quarters. In the estimation for completing specific tasks, the breaks between quarters was not included as optional time. This allows for two, $2-3$ weeks of time, which are completely clear of other curricular activities, to catch up on the schedule or to get ahead.

If the breaks in between quarters is not enough time to handle the delays the first task besides stretch goals which will be allowed to be shortened or removed, is the testing of the radar sensor. The completion of the Marvel Mind positional sensors is necessary for the testing of Dr. McCourt's algorithm, so the robot's primary purpose will still be able to function without a completely tested radar system.

Testing the controller and robot movement functionality is scheduled for the first two weeks after the completion of getting the controller and the robot running. The current predicted date for those two weeks is Jan 7th to Jan 21st.

The testing of the Marvel Mind positional sensors is scheduled for the first 4 weeks after the completion of the installation of both the Marvel Mind sensors and the radar sensor. This time segment is currently supposed to be April 1st to April 28th.

The testing of the radar sensor will be concurrent with the testing of the Marvel Mind sensors, however the marvel Mind sensors will take priority. If due to any past delays, the sensor testing is not completed by the time the algorithm testing should start, the testing will move on to that of the algorithm, and the radar testing will be fit in if there is any extra time.

On completion of the Marvel Mind sensors testing, we will be able to test our implementation Dr. McCourt's algorithm. This is scheduled for the 4 weeks after the completion of the Marvel Mind sensor testing. The current expected dates are April 28th to March 26th.

If all the previous tasks are completed before March 26th, we will attempt to complete the image recognition stretch goal. At this point there would only be this optional task at hand, so the testing would last as long as it could before project presentation day. The decision of showcasing this feature will depend on how well it is running by that day.

9 Testing Risks and Mitigation

10 Approvals