2 Apr, 2014

Robert Trzeciak

Program Manager

Northrop Grumman IS

468 Viking Drive

Virginia Beach, VA 23452

757-498-5544 work

757-635-2628 mobile

**Progress Report – 1 Mar 2014 – 31 Mar 2014**

Contract Number: HSHQDC-06-D-00022

Contract Number 7500097279

Order Number: HSCG23-07-J-TED150

Task Order – Performance Work Statement (PWS) 1.12

Attachments: (1) SAROPS subcontractor financial reports

1. **SAROPS Systems Component Services Tasks**
   1. **Progress step bug found and fixed. Actually, this one was kind of tricky; I wasn’t allocating the number of progress steps to each “chunk” of the code correctly. End result was that I had 22 progress steps when I thought I had only 20.**
   2. **Increased the logging for GetStatus, as part of the effort to figure out the Start up Delay bug. Still haven’t changed any code other than logging for this problem.**
   3. **Much work on a crash that occurs when an SRU can only look for particles that (due to previous searches and/or initial weights) have essentially no probability. This bug is documented in 1.4, partially fixed in 1.5, and fixed going forward. In 1.5, there is the possibility that this will hang, but it would take 2 SRUs, 2 object types, with the SRUs looking for different object types, and one of them having essentially zero probability.**
   4. **Consulted with Art about Radar LRCs and participated in conf call on same.**
   5. **Fixed another bug in the Pattern computations for Jim.**
   6. **Looked into a problem with Sim running too quickly (as in, apparently not running at all). It appears that this wasn’t in my court. Haven’t heard of this since then.**
   7. **Met with Jack to discuss new planner, and features. Followed up with Jack, asking him to submit change requests.**
   8. **Answered questions from Art about cases he was trying to run. Since he cannot go from XML to a case, and doesn’t want to use Sim’s gui, he simply has to enter a new SAROPS case.**
   9. **Installed SAROPS 1.5, beta9. Enlisted help from Rob and Jim. It took the better part of a day before Rob and I remembered that I don’t use SQL Express.**
   10. **Revived the dynamic AOI pulls, since they’re supposed to work, and long drifts could be a problem. Still, my own pulls, even for a small area, work, but take too long. There’s more work to be done on this if it’s really to be used. This month, I just kept the feature from going completely dead.**
   11. **A bug involving ps/Cs threshold. When Planner tried to consider a case that violated the ps/Cs constraint, a null pointer problem occurred. The appearance was that Planner simply didn’t give an answer. But at least SWS didn’t crash. This is a 1.5 issue and I submitted new installers.**
   12. **VERY minor bug; If an AOI had a 360 degree longitude, bad things happened (120 of those degrees got left off). This is obviously not operationally important, but the bug is in a utilitarian part of the code and it’s impossible to know when and where in the current code or in future code, this would bite us. So although it’s unlikely to be tripped over right now, I still feel relieved that I found and fixed this**

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| **Name** | **Activity Worked** | **Hours Worked** | **Hourly Cost** | **Total Cost** |
| Kratzke (New Contract) | Coding/Doc/Travel | 68 | 17767 | 17777 |
| Stone | Doc | 0 | 223 | 0 |
| L White (Tech Writer) |  | 0 |  | 0 |
|  |  |  |  |  |
| **Totals** |  | 68 |  | 17777 |
|  |  |  |  |  |