04 Aug, 2015

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**Progress Report – 1 Jul 2015 – 31 Jun 2015**

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. **Worked on CUSP. The issue is that CUSP has two types of data; loops and open-ended paths. There are no crossings in the data (CUSP removed them as per my guidance). What do we do with the open-ended ones? They approximate shoreline of existing polygons and we need to figure out which ones. I’ve decided to restrict myself to open-ended paths that actually cross a polygon. But if a path crosses two polygons, it will be ignored. Then the problem of “grafting” the open path onto the polygon can have an issue if the crossings occur out-of-order. Almost through these technical details and am ready to move onto dealing with CUSP’s loops; I anticipate that being easier.**
2. **Started looking into a strange planner case where the SRU focused on a single particle but still had 85% probability left. Got side-tracked and will finish that this month.**
3. **Looking into adding a configuration file for Jetty (the 3rd party library that I use to convert my program to a web service) to turn off TRACK and TRACE. Seems to be the only way of turning it off.**
4. **Worked out what to do to ensure that particles don’t start on land. FWIW, if the user tells me via the xml that he wants no initially landed particles, but gives me a distribution that is completely over land, he’ll get the full landed distribution.**
5. **Jack noticed a bug involving underway particles that go into distress over land. The simulator was pushing the particles around correctly (i.e, not moving them) but the reports were wrong. To be complete, I should make sure this works with slippery shoreline; if a particle goes into distress while underway, and that distress is landed, the particle should stay put whether shoreline is slippery or sticky.**

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| **Name** | **Activity Worked** | **Hours Worked** | **Hourly Cost** | **Total Cost** |
| Kratzke (New Contract) | Coding/Doc/Travel | 129 | 282 | 36378 |
| Stone | Doc | 0 | 223 | 0 |
| L White (Tech Writer) |  | 0 |  | 0 |
|  |  |  |  |  |
| **Totals** |  | 90 |  | 36378 |
|  |  |  |  |  |