



## D3.2: Fast-track release of the WP3 VECMA toolkit

<b>Due Date</b>	14 June 2019
<b>Delivery</b>	14 June 2019
<b>Submission of updated version</b>	14 June 2019
<b>Lead Partner</b>	UBRU
<b>Dissemination Level</b>	Public
<b>Status</b>	Final
<b>Approved</b>	Executive Board
<b>Version</b>	V1.0



**DOCUMENT INFO**

<b>Date and version number</b>	<b>Author</b>	<b>Comments</b>
14.06.2019 v1.0	Derek Groen	First Draft
14.06.2019 v1.0	Hamid Arabnejad	First Draft
14.06.2019 v1.0	Derek Groen	Final draft
14.06.2019 v1.0	Xuanye Gu	Formatting the document for submission

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## 1 1 - page summary

This deliverable is for Work Package 3, listed in the 800925\_Annex 1- Description of the action (Part A) file. As this is a software deliverable, its contents are available online rather than in this document. The only thing we briefly report on here is a short summary of the user review feedback we received and how we incorporated it in the final release.

The VECMA Toolkit initial release is available at: <http://www.vecma-toolkit.eu>.

## 2 User Feedback

Two weeks before this official release, we made a preliminary version available to the 15 alpha users in the project. Of these 15 users, all of them have tested the toolkit and given informal feedback, and 10 gave formal feedback. 60% of the respondents who were aware of EU deliverable processes felt that that version of the toolkit was suitable for submission to the commission, while 40% felt the toolkit was not ready yet.

In response to this feedback, we took a range of measures to ensure a higher quality standard in the final release. Here we will highlight the key remarks made in this process, and how we modified the toolkit following each remark.

- Installation
  - Provide a full dependencies requirement document for each tool of the VECMAtk
    - We extended the installation documentation of the dependencies to clarify this.
  - Maybe worth explicitly mentioning that the git is important to have installed for to access the VECMAtk softwares.
    - We added this to the documentation.
  - setting up a website with installation instructions, a conceptual basis and a list of tutorials/examples for FabSim3
    - See <http://fabsim3.readthedocs.io> . We made a similar website for EasyVVUQ as well.
- FabSim3
  - Clear indication of the FabSim3 repo address, FabSim is the older version of FabSim3
    - We resolved this by putting a big disclaimer on the original repo stating that it is outdated, and referencing the user to the FabSim3 repository.
  - Clear mentioning how to install plugin and where they will be installed
    - Updated the documentation on this and added functionality to update existing plugins.
  - Include 'port: 22' as default values in yml file. (for people who are not on port 22)
    - Incorporated.

- title installation and usage is missing on FabSim3 README.md
  - We updated the documentation to more clearly point the user to the right documents.
- problem with connecting to host localhost on port 22, mostly for MAC users, installation problem because of an issue with ssh-ing from the local host back to itself.
  - We clarified the installation documentation for Mac, and had it tested successfully again prior to the release.
- `fab archer job\_stat` showed the entire queue so had to ssh into archer to see if the job was running (couldn't see the job running there).
  - We resolved this command, and harmonized the job\_stat and stat commands to work identically.
- Annoyance: “Maybe (at least for FabSim) the need to be in the right repository to run commands and not being able to do it from any place on the computer's hard drive.”
  - There were several related complaints about this restriction. We redefined the interface of the underlying Fabric dependency to allow users to run the command from anywhere, to improve the feedback when the user mistypes a command, and to provide a clearer listing of the available commands.
- EasyVVUQ
  - EasyVVUQ was well received and aside from parts of the tutorial being outdated, no major fixes were required by the alpha users.
- QCG
  - No major concerns arose from the alpha users in regards to the QCG tools.
  - We did run into Python version conflicts in preparation of Flee tutorial (Advanced part of the FabFlee tutorial), and resolved this issue in advance of the official release.
- Application tutorials:
  - A range of technical issues were reported, all of which we have been to address for the official release.
  - Something visual to see examples
    - We added diagrams to each tutorial, showing example output as well as an overview of the components used by each tutorial. See <http://www.vecma-toolkit.eu/tutorials>.

### 3 Appendices