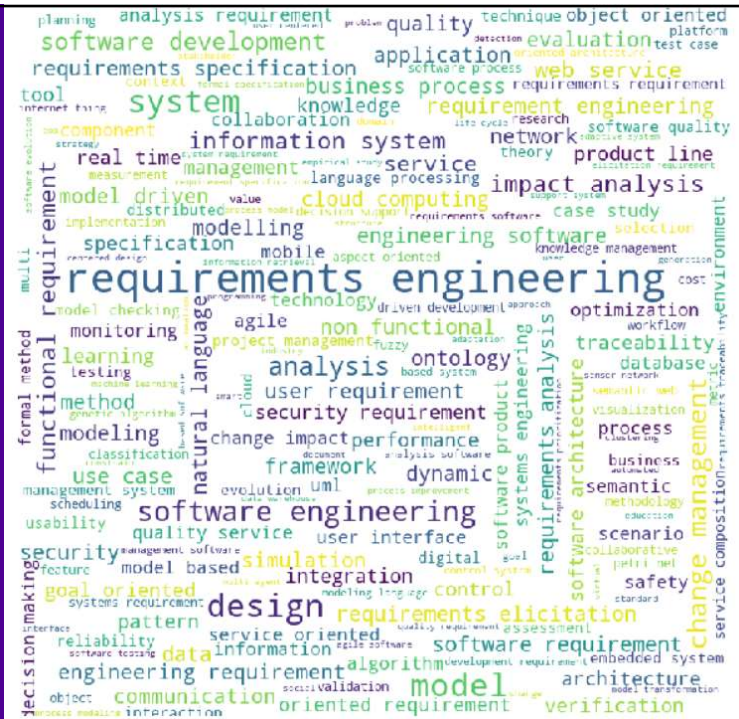


Requirements Engineering

Introduction

Zheyang Zhang



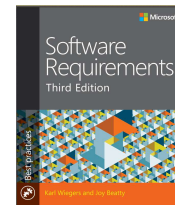
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General information



- Instructor: Zheyang Zhang
 - [zheyang.zhang AT tuni.fi](mailto:zheyang.zhang@tuni.fi)
 - Office: Pinni B1034
 - Lectures, assignments, and study materials are handled in Moodle
- Teaching assistant: Maruf Rayhan
 - [maruf.rayhan AT tuni.fi](mailto:maruf.rayhan@tuni.fi)
 - Assignments, group work, group work discussion sessions
- Special arrangement and support – contact the instructor

- Textbook
 - Karl E. Wiegers and Joy Beatty, [Software Requirements](#), 3rd ed. Microsoft Press, 2013 -> Ebook available in tuni library



- Supporting materials
 - Documents with links or references for further reading are provided for every lecture
- Moodle learning environment

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1

Schedule

Lectures	Time	Room
Tuesday 12.9 - 10.10	14 – 16	Sähkötaló SA205 S3 auditorio
Friday 15.9 - 13.10	12-14	Tietotaló TB103 auditorio
Group work Discussion sessions with TA: 5.10, 12.10, 26.10, 2.11, and 9.11 Time & Place: 8 - 10 in Tietotaló TB214		

3



Learning Objectives

Product value, role of RE in product development

Activities, techniques, notations, and tools involved in RE
– compare, combine, apply, critically evaluate

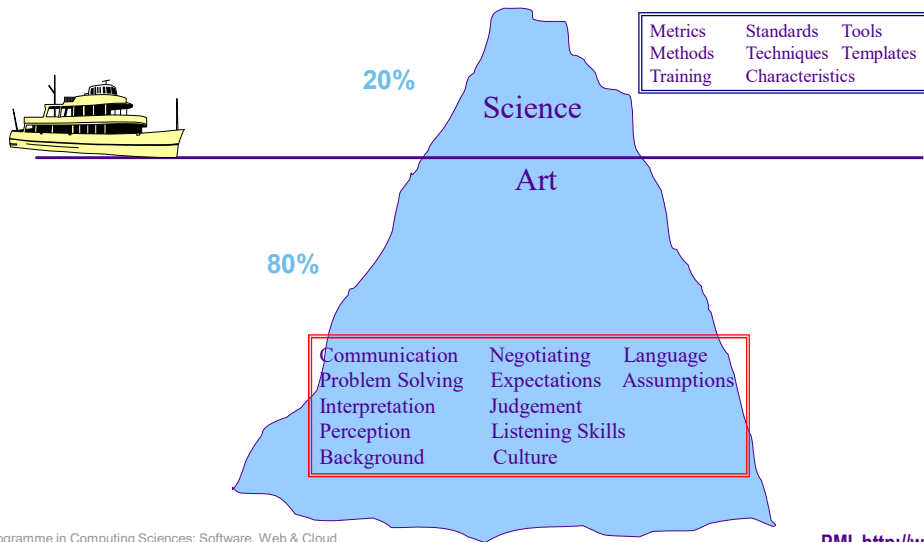
Gain a grounding in RE related research

- Current research issues and direction in the field
- Awareness of the research reported in
 - IEEE international requirements engineering conferences
 - International working conference on requirements engineering: Foundation for software quality (REFSQ)
 - Requirements Engineering Journal (REJ)
 - IEEE Software
 - Digital libraries

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RE is more of an Art than a Science

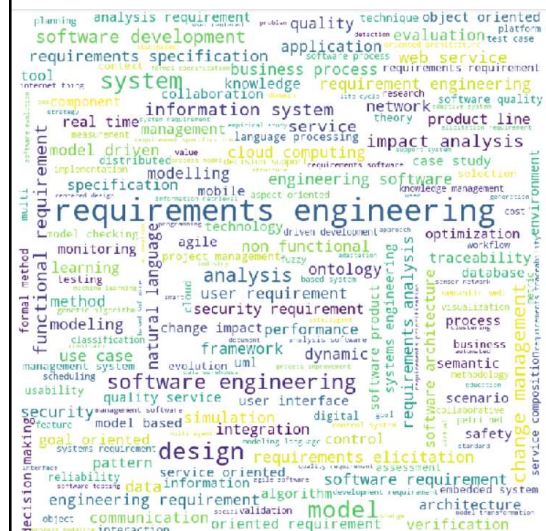


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-PMI, <http://www.kcpmichapter.org>

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Course outline



Requirements elicitation

Requirements analysis and negotiation

Requirements specification

Requirements validation

Requirements management



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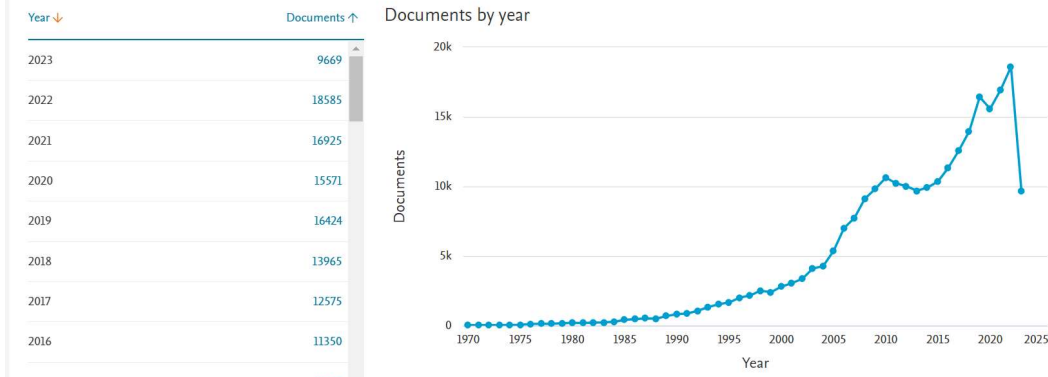
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Vibrant research on RE (data collected from Scopus)

TITLE-ABS-KEY (requirements AND (engineering OR management OR elicitation OR analysis OR specification OR documentation OR validation OR review OR tracing OR quality)) AND (LIMIT-TO (SUBJAREA, "COMP"))

253,785 document results

Select year range to analyze: 1970 to 2023 Analyze



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Course evaluation

- Individual assignments (max. 25 points, min. 15 points to pass)
- Group work (max. 20 points, min. 10 points to pass)
- **Classroom participation 5 points**
 - lecture with guest talk/Austria Post (on 22/9) – 2.5 points
 - attended ≥ 5 lectures in classroom (the lecture on 22/9 is not included) – 2.5 points
- Total amount of points: $25 + 20 + 5 = 50$ (min. 25 points to pass the course)
- Grading scale used last year (**subject to change for this year**):
1: 25-28; 2: 29-32; 3: 33-43; 4: 44-47; 5: ≥ 48

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Individual assignments (25 points, min. 15 points) - Peer-review assignments

- **Assignments** are completed in Moodle, 10 assignments
- Two steps to do each assignment (2-2.5 points/assignment)
 - Step 1 (2 points): Sum up your thought and post the answer by replying to the given assignment (After posting the answer, we are able to view the others' answer in the same group)
 - Step 2 (0.5 point): Write feedback to **at least** one answer posted by the other student in the same group **by replying the post**
 - Each post is reviewed by a maximum of 2 reviewers
- Minimum points: 15 points

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Group work (max. 20 points, min. 10 points)

- Form a group of 3-4 participants with confirmed topic by **2.10**
- Discuss the group work plan with TA in group work discussion sessions on **5.10 or 12.10**
- Review the group work progress with TA in group work discussion sessions on **26.10, 2.11, or 9.11**
- Submit the complete group work report by **15.11**
- Review the other two reports (the review checklist will be available in Moodle) and submit the review reports by **20.11**
- Every report is evaluated by two other groups, and the points will be adjusted by the TA and teacher.

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Group work: a preliminary list of topics

Each topic can be selected by at most 2 groups (detailed topic descriptions for each assignment are available in Moodle)

Requirements elicitation

1. User requirements extraction
2. Investigating diverse information sources for requirements elicitation

Requirements analysis

3. Literature review on requirements ambiguity detection
4. Requirements ambiguity detection tools

Requirements management

5. Literature review on AI assisted requirements tracing
6. A case study on requirements management in a software development project
7. Requirements management (RM) tools

RE for OSS projects on Github

8. Requirements engineering practice for open-source projects

RE meets ChatGPT

9. Explore to leverage ChatGPT to effectively assist with requirement elicitation
10. Evaluating prompt patterns for user story quality improvement (working with Austria Post, user stories available)
11. LLM to assist a specific requirements engineering task
12. Design and implement a ChatGPT based system to assist requirements elicitation
13. Comparing LLMs with other tools in requirements ambiguity detection
14. A self-defined topic – to be agreed with the teacher and TA

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Date	Content	Individual assignments	Due date
12/9	Introduction		
15/9	Reqs & value	A1: analysis of elements of value	A1: 19/9/23, 20/9/23
19/9	Vision, scope, stakeholders	A2: stakeholder analysis	A2: 24/9/23, 25/9/23
22/9	Type of reqs. (guest talk by Tomas Herda from Austria Post)		
26/9	Elicitation	A3: elicitation techniques	A3: 1/10/23, 2/10/23
29/9	User stories and good reqs	A4: writing good requirements	A4: 3/10/23, 4/10/23
3/10	Requirements prioritization	A5: requirements analysis	A5: 8/10/23, 10/10/23
6/10	Requirements validation	A6: prototyping requirements	A6: 10/10/23, 11/10/23
10/10	RE& RM in software development	A7: fixing communication problems	A7: 15/10/23, 16/10/23
13/10	RM & research	A8: the traceability strategies	A8: 17/10/23, 18/10/23
		A9: research on AI4RE A10: TBD	A9: 22/10/23, 23/10/23 A10: 29/10/23, 30/10/23
5.10, 12.10	Group work plan and discussion with TA		
26.10, 2.11, 9.11	Group work progress review with TA		
15.11			Group work report submission
20.11			Group work peer-review


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Course cancellation

- Cancellation to be done in SISU by Sept. 18 at the latest

"I found myself using knowledge from the requirements engineering course, ... my team knew I had something to say to just about every Jira ticket we started analysing and working on" – *from a student's internship report in 2020*

"understanding the RE processes helps me to understand more clearly the requirements, the reasons behind them, and possibly the mistakes of them, and can provide feedback... to improve the requirements..." - *from the course feedback 2020*

that truly expanded my skill set. While my university studies in project management and requirements gathering and design provided a helpful background, it was the hands-on experience at  Oy that brought these concepts to life. Throughout the internship, I

from a student's internship report in 2023

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Describe what specific skills or knowledge you hope to gain or improve upon by the end of this course in a word or a phrase.

Everyone can write max. 3 phrases.

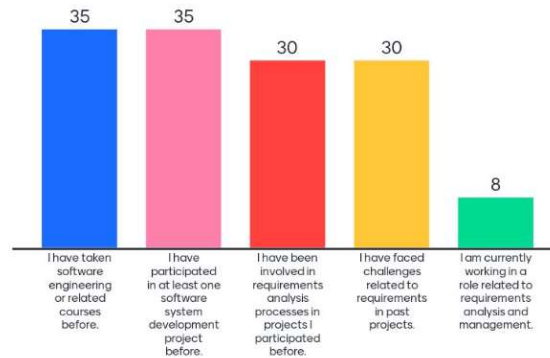
Join at menti.com
use code: 8511 7420

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Your experience and knowledge related to requirements in software/product development projects



Tampere University

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Example

Twitter post from Suomen Akatemia | Academy of Finland (@SuomenAkademia) - Sep 25

Verkkoasiointimme on ruuhkautunut ja hidas. Järjestelmätoimittajamme selvittää asiaa. The Academy's online services are congested. Our service provider is working on a solution. Det har uppstått en anhopning i e-tjänsten. Tjänsteleverantören håller på att lösa problemet.

Verkkoasiointi toimii jälleen. De tekniska problemen i e-tjänsten har åtgärdats. The technical difficulties in the online services have now been fixed and you can again submit applications.

Verkkoasiointimme on ruuhkautunut ja hidas. Järjestelmätoimittajamme selvittää asiaa. The Academy's online services are congested. Our service provider is working on a solution. Det har uppstått en anhopning i e-tjänsten. Tjänsteleverantören håller på att lösa problemet.

Verkkoasiointimme on ruuhkautunut ja erittäin hidas tällä hetkellä. Järjestelmätoimittajamme selvittää asiaa.

Available?
- Failure rate?

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Example 2: A client feedback to a logo design

Client feedback

Design #1

RRR DESIGN

Feedback

Quality: 4 stars
Creativity: 4 stars
Fonts: 4 stars
Colors: 4 stars

General comments:
Hey there,
Thanks for your design! I like your design a lot.
Could you please make it pop?
Thanks! Best regards

Send this customer a message Submit a revised design

20 Label Designs 8 Designers 86 Poster Designs 29 Designers 180 Logo Designs 74 Designers 107 Book Cover Designs 20 Designers

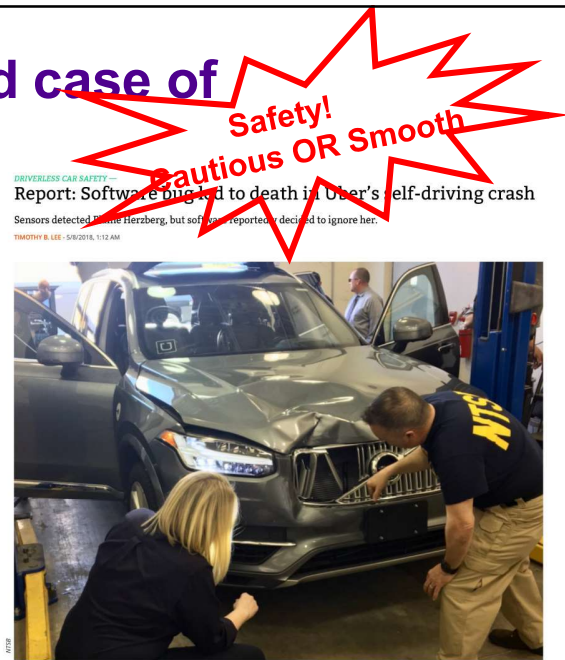
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Faculty of Information Technology and Communication Sciences, Tampere University

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Example 3: first recorded case of self-driving crash

"Software designers face a basic tradeoff here. If the software is programmed to be too cautious, the ride will be slow and jerky, as the car constantly slows down for object that poses no threat to the car or aren't there at all. Turning the software in the opposite direction will produce a smooth ride most of the time – but the risk that the software will occasionally ignore a real object..."

(<https://arstechnica.com/tech-policy/2018/05/report-software-bug-led-to-death-in-ubers-self-driving-crash/>)



Elonore / NTSB officials inspecting the vehicle that killed Elaine Herzberg in a March crash in Arizona.

The fatal crash that killed pedestrian Elaine Herzberg in Tempe, Arizona, in March occurred because of a software bug in Uber's self-driving car technology. The Information's Amir Efrati reported on Monday. According to two anonymous sources who talked to Efrati, Uber's sensors did, in fact, detect Herzberg as she crossed the street with her bicycle. Unfortunately, the software classified her as a "false positive" and decided it.

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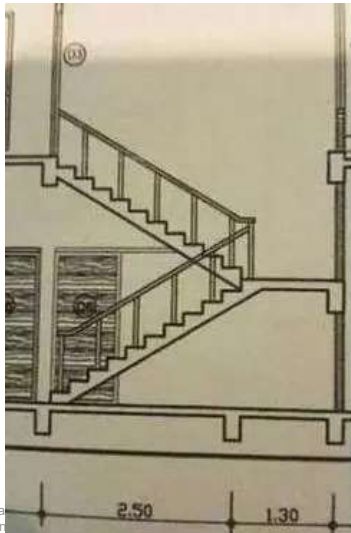
Example 4: Galaxy Note 7 Exploding Battery Mess (2016)

- The Samsung recall about 2.5 million Galaxy Note 7 phones after complaints of overheating and exploding batteries
- Causes
 - Battery size - missing requirements of specific spatial allowances needed for the battery
 - Welding defect cause the battery to catch fire – insufficient requirements for the QA protocols for 3rd-party components

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The state of practice of IT projects – Chaos reports



MODERN RESOLUTION FOR ALL PROJECTS					
	2011	2012	2013	2014	2015
SUCCESSFUL	29%	27%	31%	28%	29%
CHALLENGED	49%	56%	50%	55%	52%
FAILED	22%	17%	19%	17%	19%

The Modern Resolution (OnTime, OnBudget, with a satisfactory result) of all software projects from FY2011-2015 within the new CHAOS database. Please note that for the rest of this report CHAOS Resolution will refer to the Modern Resolution definition not the Traditional Resolution definition.

Hastie and Wojewoda, Standish Group 2015 Chaos Report - Q&A with Jennifer Lynch,
<https://www.infoq.com/articles/standish-chaos-2015>

CHAOS Report 2018: successful: 36%, challenged: 45%, failed: 19%.

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Pain in requirements engineering (Fernández et al. 2016)

Which contemporary problems exist in RE?

- Incomplete and/or hidden requirements
- Communication flaws between project team and the customer
- Moving targets
- Underspecified requirements
- Time box/Not enough time in general: bad estimation, unrealistic release dates and scope changes

Fernández, D.M. et al. Naming the pain in requirements engineering, *Empir Software Eng* (2017) 22: 2298. <https://doi.org/10.1007/s10664-016-9451-7>

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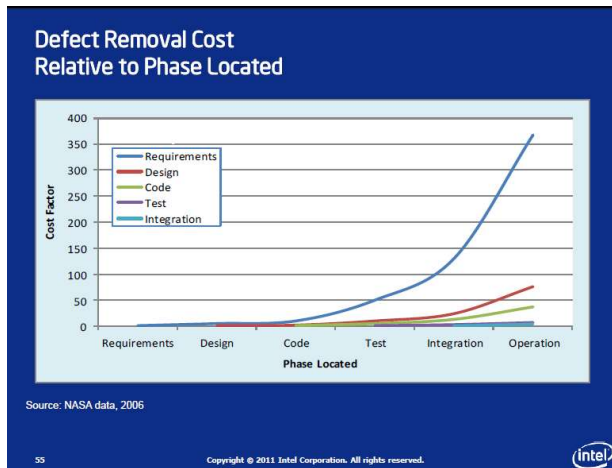
Requirements errors are likely to be the most common class of error

Requirement errors typically comprise over 40% of all errors in a software project (Leffingwell and Widrig, 2003)

- U.S. air force projects: "36% of all defects were due to faulty requirements translation. Only 9% of these errors were resolved in the requirements phase" (Sheldon 92)

Error propagation in software development lifecycle

Requirements errors are likely to be the most expensive errors to fix



- Requirement errors typically cost over 10 times more to repair than other errors

E. Simmons (2011), 21st Century Requirements Engineering: A Pragmatic Guide to Best Practices, excerpt from PNSQC 2011 Proceedings

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What are requirements?

Readings

1. H. F. Hofmann & F. Lehner: Requirements engineering as a success factor in software projects. IEEE Software, July/August, 2001, 58-66.

3. Watch a short comedy sketch: The Expert
<https://www.youtube.com/watch?v=BKorP55Aqyg&t=5s>

Group Formation

- Form a group of 3-4 participants with a common interest in a group work topic
- The last date to confirm the group and the group work topic: **Oct. 2nd, 2023**