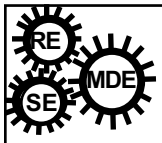


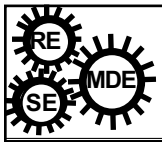

# Advanced Software Engineering

**Dr. Cheng**

Overview of Software Engineering and Development Processes

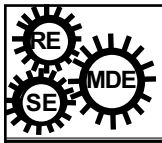
CSE870






## FYI

- Professor in CSE
- Here at MSU for > 20 years
  - Software Engineering and Network Systems (SENS) Lab
  - Digital Evolution (DEVOLab)
  - BEACON: NSF Science and Technology Center ("Evolution in Action")
- Research and Instruction areas:
  - High-assurance systems
  - Model-driven engineering
  - Autonomic (self-adaptive) systems
  - Recently, also working in following areas:
    - Search-based SE (e.g., evolutionary computing, MOO, ML, etc.)
    - Cybersecurity for Automotive and onboard Systems
  - Work extensively with industrial collaborators (e.g., Ford, GM, Continental Automotive, Motorola, BAE Systems, Siemens




## What is Software Engineering?

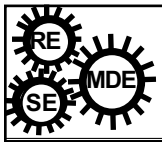
- Systematic approach for developing software
- Methods and techniques to develop and maintain quality software to solve problems.

(Software Engineering: Methods and Management, Pfleeger, 1990)

- Study of the *principles* and *methodologies* for developing and maintaining software systems.

(``Perspectives on Software Engineering," Zelkowitz, 1978)





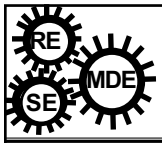

## What is Software Engineering?

- *Practical* application of scientific knowledge in the design and construction of computer programs and the associated *documentation* required to develop, operate, and maintain them.

(``Software Engineering," Boehm, 1976)

- Deals with establishment of *sound engineering principles and methods* in order to *economically* obtain software that is reliable and works on real machines.

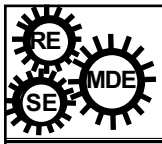
(``Software Engineering," Bauer, 1972)




## Questions addressed by Software Engineering

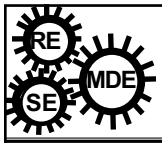
- How do we ensure the quality of the software that we produce?
- How do we meet growing demand and still maintain budget control?
- How do we avoid disastrous time delays?






## Why apply Software Engineering to Systems?

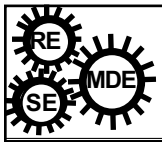
- Provide an understandable process for system development.
- Develop systems and software that are maintainable and easily changed.
- Develop robust software and system.
- Allow the process of creating computing-based systems to be repeatable and manageable.




## Objectives of Course

- Provide exposure to leading-edge topics
  - Emphasize model-driven engineering
  - Emphasize requirements and design
  - Emphasize assurance of computing-based systems
- Provide hands-on experience to reinforce concepts
  - Homework assignments
  - Modeling and specification assignments
- Synthesize several topics into mini-projects
  - Programming/design Project with written component
  - Prepare presentation materials for lay audience.
- Overarching application theme: assurance for onboard automotive systems

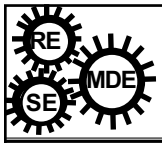
7




## Tentative Topics

- Requirements Engineering
- Unified Modeling Language (UML)
- Architectural Styles
- Design Patterns
- Security
- Aspect-Oriented Programming
- (Search-based Software Engineering)
- (Software Product Lines)

CSE870: Advanced Software Engineering (Cheng): Intro to Software Engineering 8

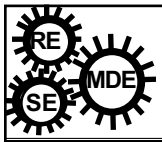



# Administrative Work

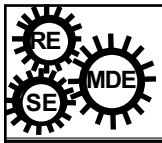
- Background Survey
- Initial Assessment
- Tentative Evaluation Mechanisms:

| | |
|---|---|
| Exams (2) | 50 % |
| Homework/Design Exercises | 20% |
| Mini-Project(s) | 30 % |





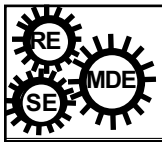

# PAUSE




## Special Class: Continental Automotive Seminar

- Tuesday, Jan 17, 2017
- 2-3 pm, 3540 Engineering Bldg.
- **Speaker**: Guner Sarioglu,
  - Head of Engineering for North America, ADAS Business Unit, Continental Automotive Systems
- **Topic**: Engineering Challenges for Automated Driving
- **Overview**: Presentation and dialogue regarding the time to market for ADAS and Automated Driving components and systems, including complexity of functions and software, testing, validation and integration into vehicles.

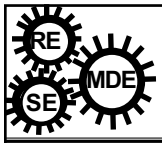





## Writing Assignment for Seminar

**1-page writeup with the following contents:**

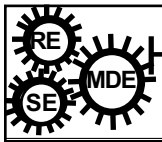
- Brief summary of seminar
- Three key "take home messages"
- Your reaction to the points made in the seminar:
  - Weaknesses:
  - Strengths:




## Historical Perspective

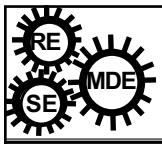
- **1940s:** computers invented
- **1950s:** assembly language, Fortran
- **1960s:** COBOL, ALGOL, PL/1, operating systems

  *1969: First conference on Software Eng*
- **1970s:** multi-user systems, databases, structured programming

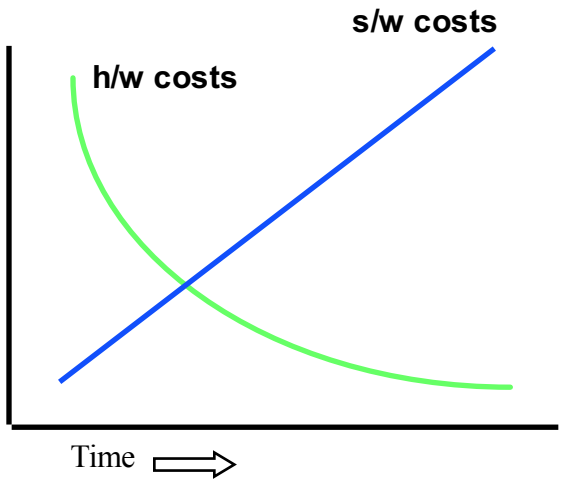


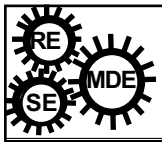

## Historical Perspective (cont.)

- **1980s:** networking, personal computing, embedded systems, parallel architectures
- **1990s**: information superhighway, distributed systems, OO in widespread use**.**
- **2000s:** virtual reality, voice recognition, video conferencing, global computing, pervasive computing...
- **2010s:** EMRs, autonomous vehicles, new security awareness, ...



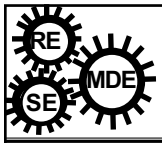

## Hardware Costs vs Software Costs (% of overall costs)



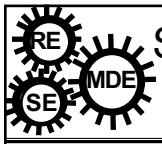

## Why is software so expensive?

- Hardware has made great advances
- But, software has made great advances ...
- We do the least understood tasks in software.
  - When task is simple & understood, encode it in hardware
  - Why?
- Demand more and more of software
  - Consider your cell phone




## Size of programs continues to grow

- **Trivial:** 1 month, 1 programmer, 500 LOC,
  - Intro programming assignments
- **Very small:** 4 months, 1 programmer, 2000 LOC
  - Course project
- **Small:** 2 years, 3 programmers, 50K LOC
  - Nuclear power plant, pace maker
- **Medium:** 3 years, 10s of programmers, 100K LOC
  - Optimizing compiler




## Size of programs continues to grow

- **Large**: 5 years, 100s of programmers, 1M LOC
  - MS Word, Excel
- **Very large:** 10 years, 1000s of programmers, 10M LOC
  - Air traffic control,
  - Telecommunications, space shuttle
- **Very, Very Large:** 15+ years, 1000s programmers, 35M LOC
  - W2K
- **Ultra-Large Scale:** ? years, ? developers distributed,
  - 1000s of sensors, decision units,
  - heterogeneous platforms, decentralized control
  - Intelligent transportation systems; healthcare systems

# New Scale

## Ultra-Large Scale SW-Intensive Systems

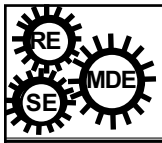
**Healthcare Infrastructure**





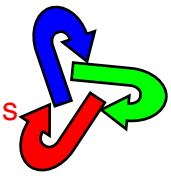

# New Scale

**Intelligent Transportation and Vehicle Systems**

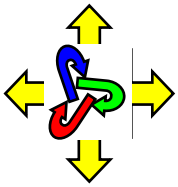


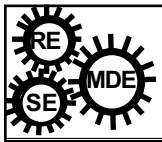

## The ULS Ecosystem

- Key elements:
  - Computing devices
  - Business and organizational policies
  - Environment (including people)



- Forces:
  - Competition for resources
  - Unexpected environmental changes
  - Decentralized control
  - Demand for assurance

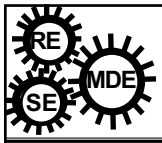





## Context: ''*Sufficient*'' System Health

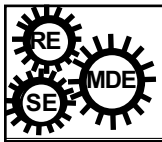
High-level Objective:
- ***How to design a safe adaptive system with incomplete information and evolving environmental conditions***

- **Execution environment**
  - **How to model environment**
  - **How to effectively monitor changing conditions**
  - **Adaptive monitoring**
- Decision-making for dynamic adaptation
  - Decentralized control
  - Assurance guarantees (functional and non-functional constraints)
- Adaptation mechanisms:
  - Application level
  - Middleware level



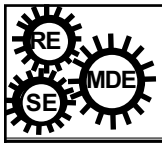

## What's the problem?

- Software cannot be built fast enough to keep up with
  - H/W advances
  - Rising expectations
  - Feature explosion
- Increasing need for high reliability software



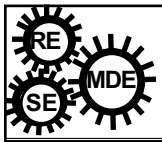

## What's the problem?

- Software is difficult to maintain
  "aging software"
- Difficult to estimate software costs and schedules
- Too many projects fail
  - Arianne Missile
  - Denver Airport Baggage System
  - Therac



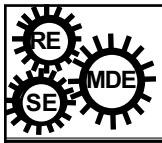

## Why is software engineering needed?

- To predict time, effort, and cost
- To improve software quality
- To improve maintainability
- To meet increasing demands
- To lower software costs
- To successfully build large, complex software systems
- To facilitate group effort in developing software




## Software Engineering Phases

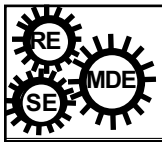
- Definition: What?
- Development: How?
- Maintenance: Managing change
- Umbrella Activities: Throughout lifecycle




## Definition

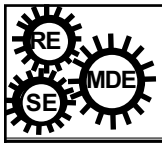
- Requirements definition and analysis
  - Developer must understand
    - Application domain
    - Required functionality
    - Required performance
    - User interface






## Definition (cont.)

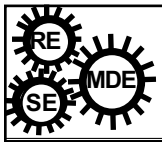
- Project planning
  - Allocate resources
  - Estimate costs
  - Define work tasks
  - Define schedule
- System analysis
  - Allocate system resources to
    - Hardware
    - Software
    - Users




## Development

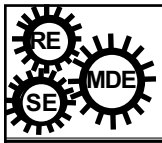
- Software design
  - User interface design
  - High-level design
    - Define modular components
    - Define major data structures
  - Detailed design
    - Define algorithms and procedural detail






## Development (cont.)

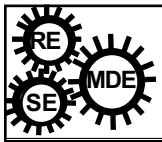
- Coding
  - Develop code for each module
  - Unit testing
- Integration
  - Combine modules
  - System testing




## Maintenance

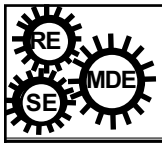
- Correction - Fix software defects
- Adaptation - Accommodate changes
  - New hardware
  - New company policies
- Enhancement - Add functionality
- Prevention - make more maintainable






## Umbrella Activities

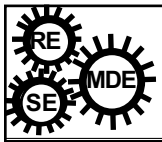
- Reviews - assure quality
- Documentation - improve maintainability
- Version control - track changes
- Configuration management - integrity of collection of components



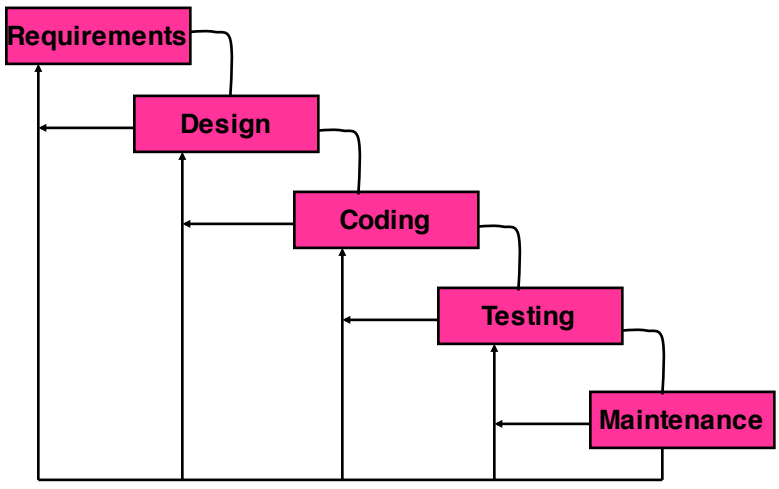

## Development Process

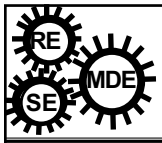
- Step-by-step procedure to develop software
- Typically involves the major phases:
  - analysis
  - design
  - coding
  - testing



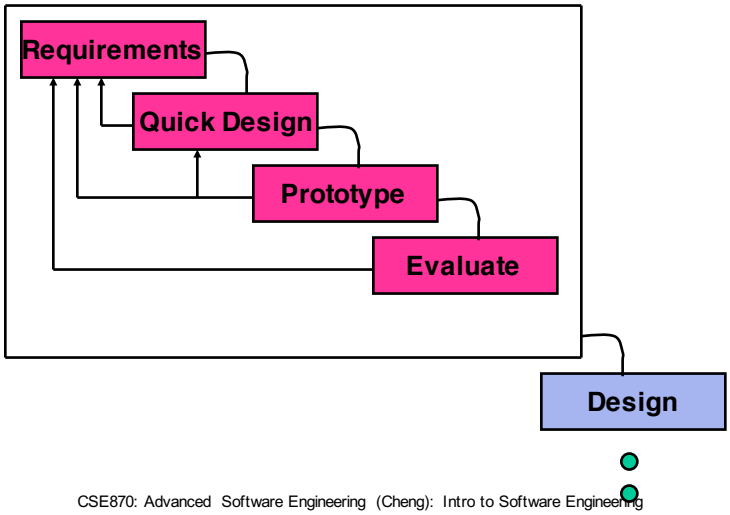



## Waterfall Process Model

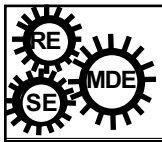





# Prototyping Process Model

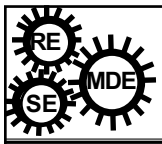




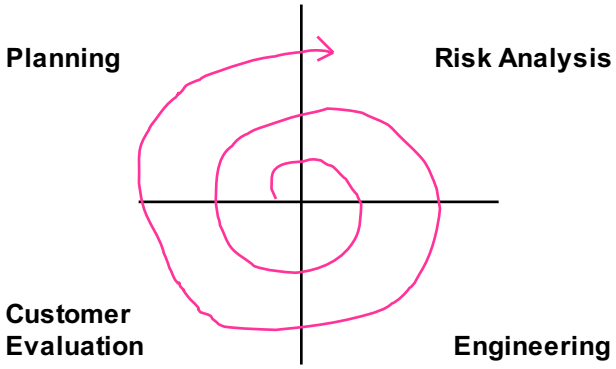




# When to use prototyping?

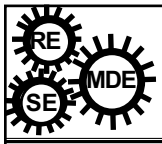
- Help the customer pin down the requirements
  - Concrete model to "test out"
  - Often done via the user interface
- Explore alternative solutions to a troublesome component
  - e.g., determine if an approach gives acceptable performance
- Improve morale
  - Partially running system provides visibility into a project




# Spiral Process Model

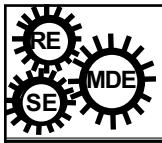





# Process Models

- Idealized views of the process
- Different models are often used for different subprocesses
  - may use spiral model for overall development
    - prototyping for a particularly complex component
    - waterfall model for other components

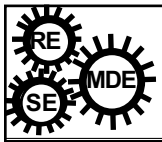



# Capability Maturity Model

- Level 1: Initial
  - ad hoc
  - success depends on people
- Level 2: Repeatable
  - track cost, schedule, functionality
- Level 3: Defined
  - use standardized processes
- Level 4: Managed
  - collect detailed metrics
- Level 5: Optimizing
  - continuous process improvement
  - "built-in" process improvement

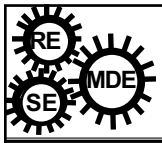
Software Engineering Institute:
http://www.sei.cmu.edu/cmm/






# Why is software development so difficult?

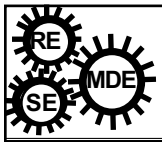
- Communication
  - Between customer and developer
    - Poor problem definition is largest cause of failed software projects
  - Within development team
    - More people = more communication
    - New programmers need training
- Project characteristics
  - Novelty
  - Changing requirements
    - 5 x cost during development
    - up to 100 x cost during maintenance
  - Hardware/software configuration
  - Security requirements
  - Real time requirements
  - Reliability requirements




## Why is software development difficult? (cont.)

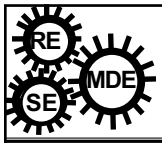
- Personnel characteristics
  - Ability
  - Prior experience
  - Communication skills
  - Team cooperation
  - Training
- Facilities and resources
  - Identification
  - Acquisition
- Management issues
  - Realistic goals
  - Cost estimation
  - Scheduling
  - Resource allocation
  - Quality assurance
  - Version control
  - Contracts






## Summary

- Software lifecycle consists of
  - Definition (what)
  - Development (how)
  - Maintenance (change)
- Different process models concentrate on different aspects
  - Waterfall model: maintainability
  - Prototype model: clarifying requirements
  - Spiral model: identifying risk
- Maintenance costs much more than development




# Bottom Line

- U.S. software is a major part of our societal infrastructure
  - Costs upwards of $200 billion/year
- Need to
  - Improve software quality
  - Reduce software costs/risks