

# Requirements and ML

# Overview

- ML or data intensive systems vs traditional systems
- SW 2.0
- Requirements For ML
- ML For Requirements

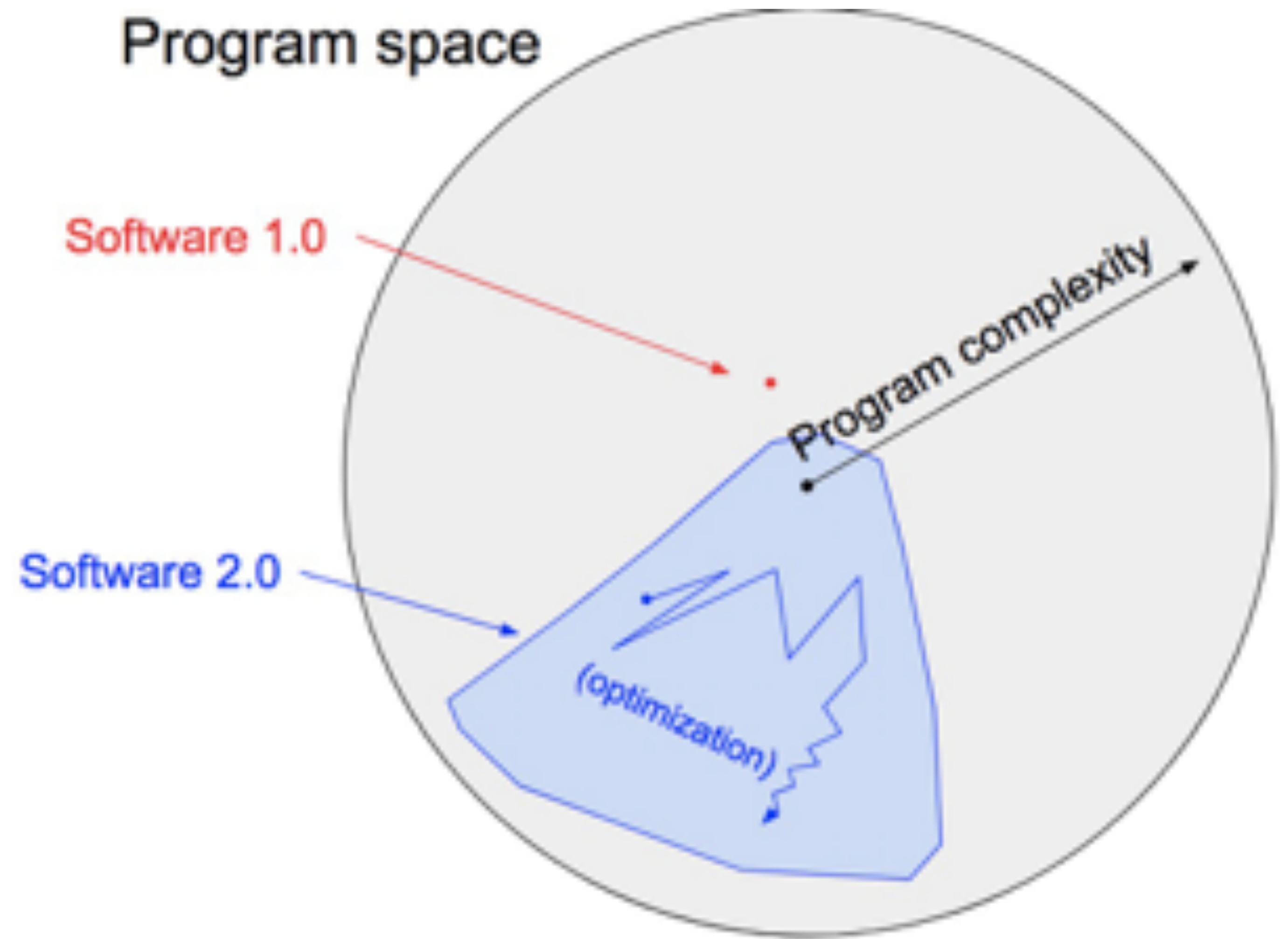
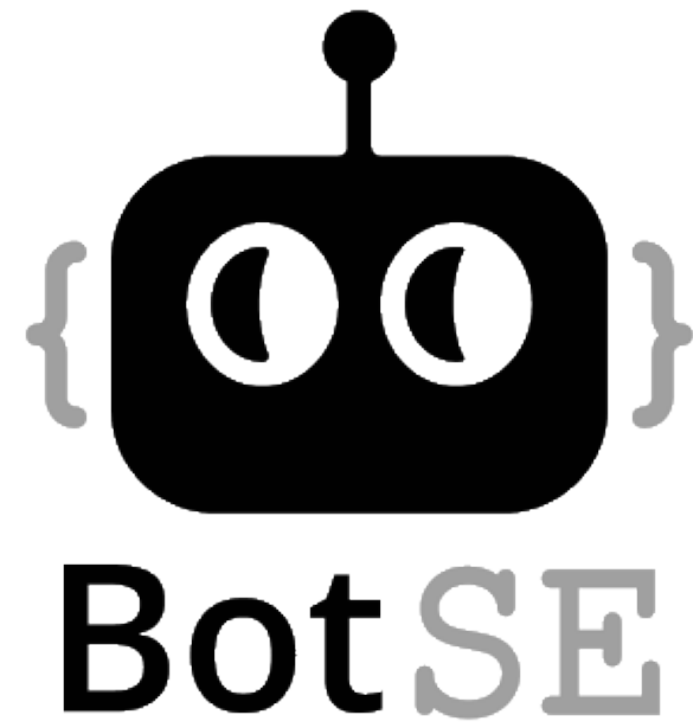
# Software intensive systems

- Consider a robot. How do you tell the robot to get from A to B?
- Symbolic way: construct a model of the world. Program the robot with if/else rules to do path following.
- Connectionist/neural way: run the robot in many different paths and let it “learn” how to follow a path.

# Software 2.0

- Andrej Karpathy
- Tesla windshield wiper system
- How does a Tesla know to not hit a car?
- When does a Tesla do poorly?
- How do you hack a self-driving car?

# Software 2.0



*We are the edge of a revolution in **how** we build software  
and **who** can “write” software”*

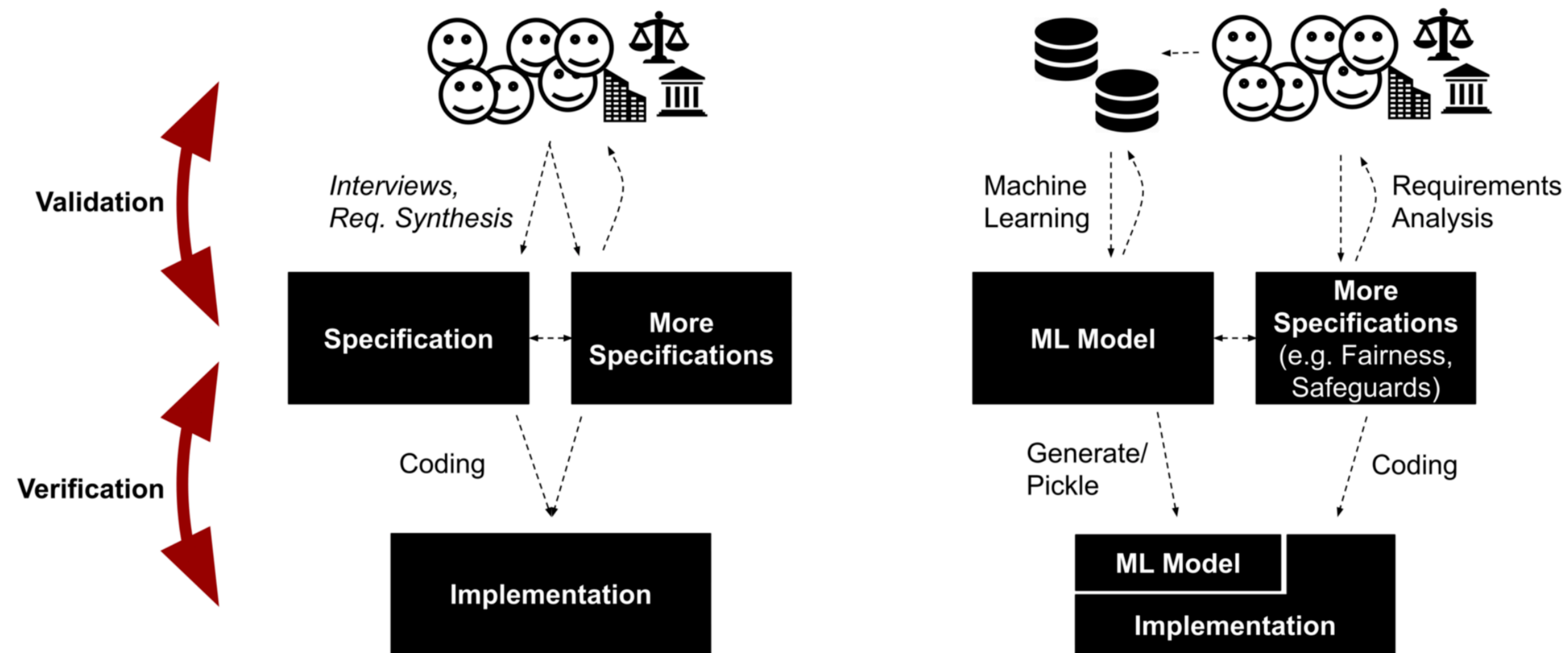
<https://www.oreilly.com/radar/the-road-to-software-2-0/>

# Requirements for ML (RE4ML)

- What are requirements for a ML-based/connectionist system?
  - Are they different than conventional systems?
- Maybe ML is really just RE?
  - COMPAS: predict recidivism
    - Spec: IF age between 18–20 and sex is male THEN predict arrest (within 2 years)
    - ELSE IF age between 21–23 and 2–3 prior offenses THEN predict arrest
    - ELSE IF more than three priors THEN predict arrest
    - ELSE predict no arrest

# RE4ML

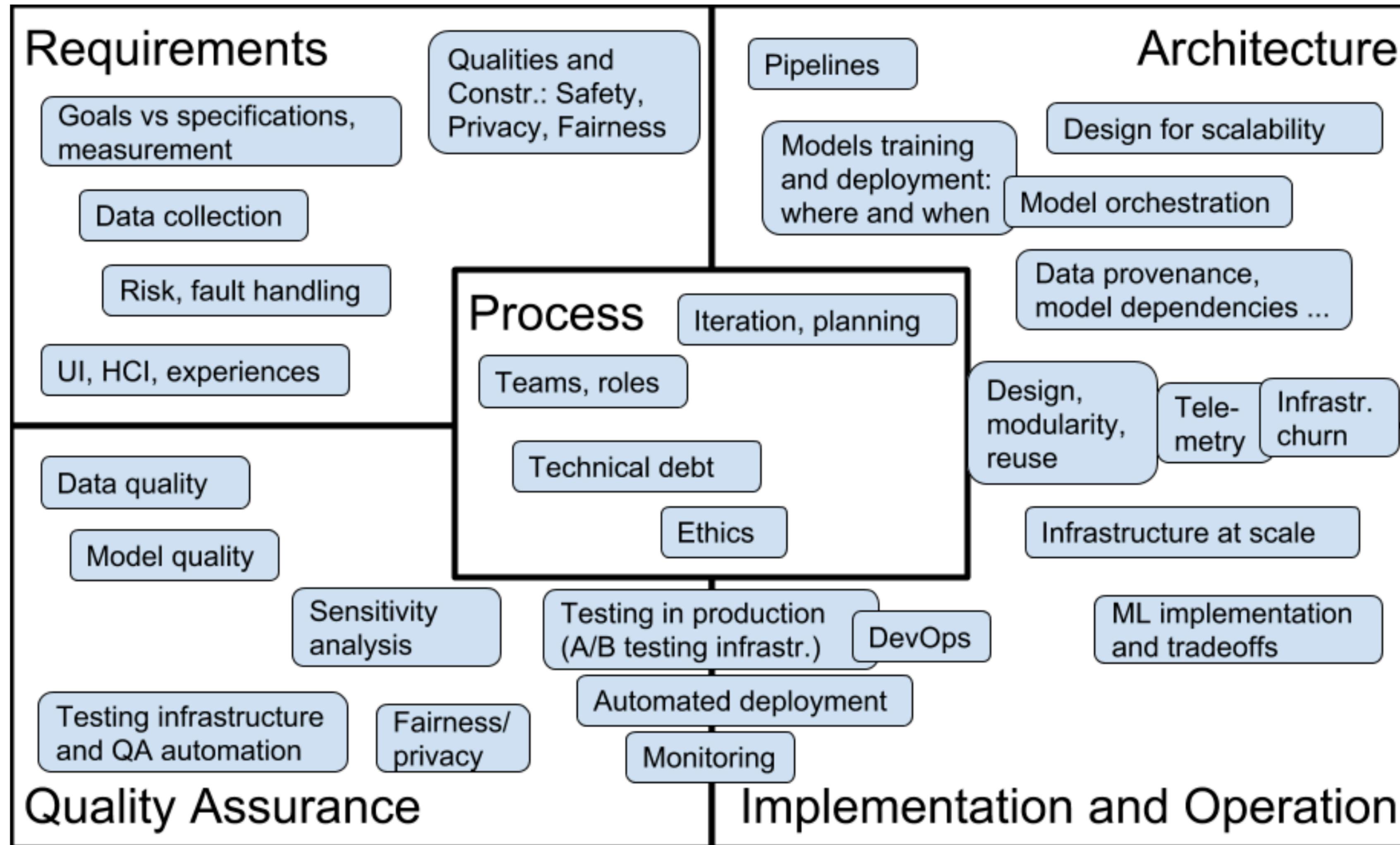
- So maybe a ML model is just a “learned” specification for the system?



Machine Learning as Requirements Engineering



# ML and Software Engineering





# ML4RE

- We can leverage ML to help do requirements
  - Use NLP to find new requirements or detect problems
  - Use neural networks to find new requirements
  - Use SSBSE to find optimal configurations

# NLP for requirements gathering

- Consider App Store reviews (show App Store)
- We can download these (show JSON)
- What should we do with this rich dataset?
- <https://mast.informatik.uni-hamburg.de/app-review-analysis/>

# MARC - LSU

- <https://github.com/seelprojects/MARC-3.0>

# NLP for Quality Checks

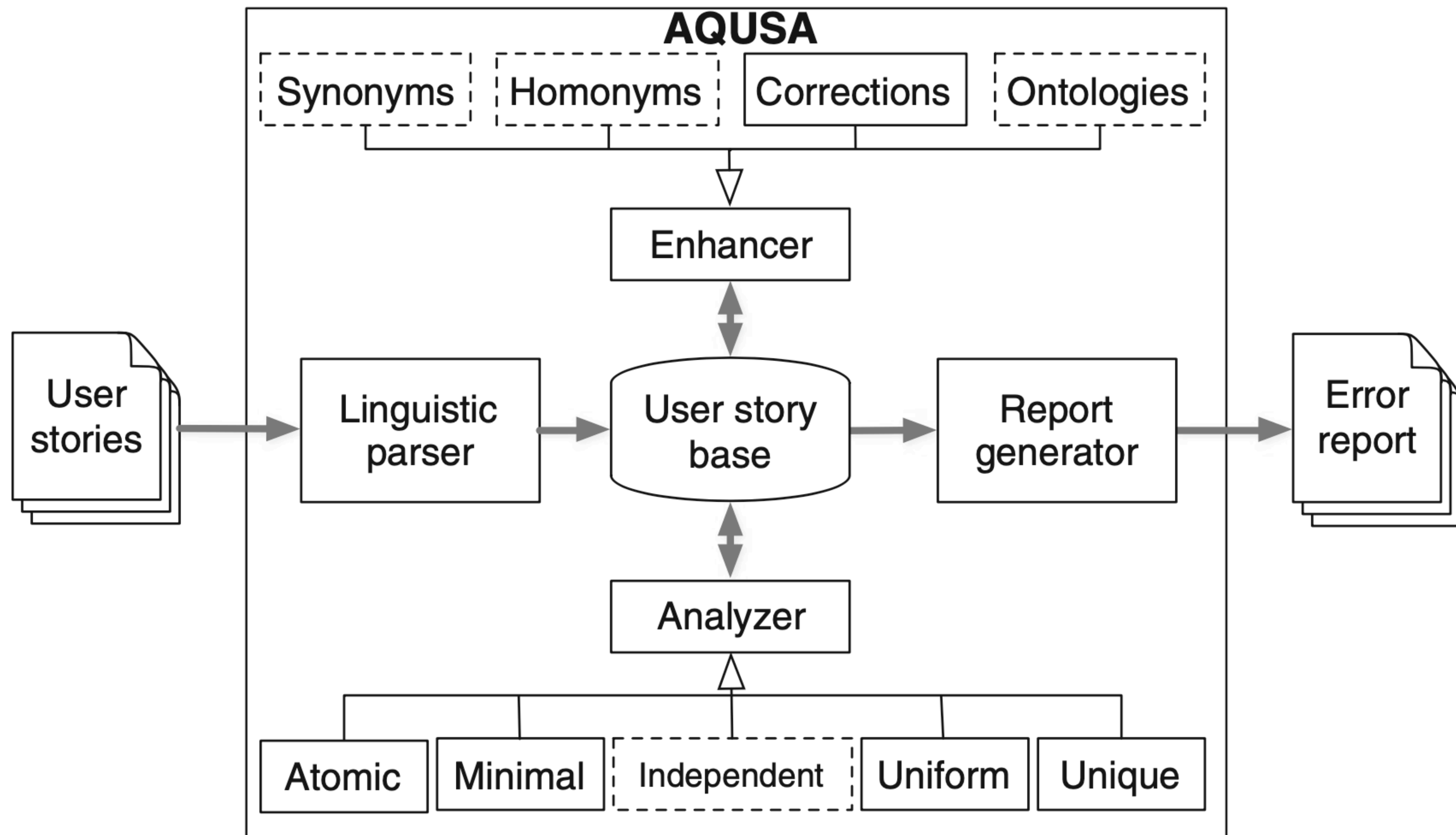
- As you've seen, requirements are non-trivial to write properly.
  - Ambiguity, vagueness, inconsistency, etc.
- Two approaches:
  - **Symbolic**: detect violations of structured NL
  - **NLP**: looks for ambiguity or other violations based on syntax analysis
- E.g., AQUSA tool (<https://github.com/RELabUU/aqusa-core>)
  - Lucassen, G., Dalpiaz, F., van der Werf, J.M.E.M. et al. Improving agile requirements: the Quality User Story framework and tool. Requirements Eng 21, 383–403 (2016). <https://doi.org/10.1007/s00766-016-0250-x>

**Table 1** Quality User Story framework that defines 13 criteria for user story quality: details

| Criteria           | Description   | Individual/set |
|--------------------|---|----------------|
| <i>Syntactic</i>   |   |                |
| Well-formed        | A user story includes at least a role and a means   | Individual     |
| Atomic             | A user story expresses a requirement for exactly one feature                                    | Individual     |
| Minimal            | A user story contains nothing more than role, means, and ends                                   | Individual     |
| <i>Semantic</i>    |   |                |
| Conceptually sound | The means expresses a feature and the ends expresses a rationale                                | Individual     |
| Problem-oriented   | A user story only specifies the problem, not the solution to it                                 | Individual     |
| Unambiguous        | A user story avoids terms or abstractions that lead to multiple interpretations                 | Individual     |
| Conflict-free      | A user story should not be inconsistent with any other user story                               | Set            |
| <i>Pragmatic</i>   |   |                |
| Full sentence      | A user story is a well-formed full sentence   | Individual     |
| Estimatable        | A story does not denote a coarse-grained requirement that is difficult to plan and prioritize   | Individual     |
| Unique             | Every user story is unique, duplicates are avoided  | Set            |
| Uniform            | All user stories in a specification employ the same template                                    | Set            |
| Independent        | The user story is self-contained and has no inherent dependencies on other stories              | Set            |
| Complete           | Implementing a set of user stories creates a feature-complete application, no steps are missing | Set            |

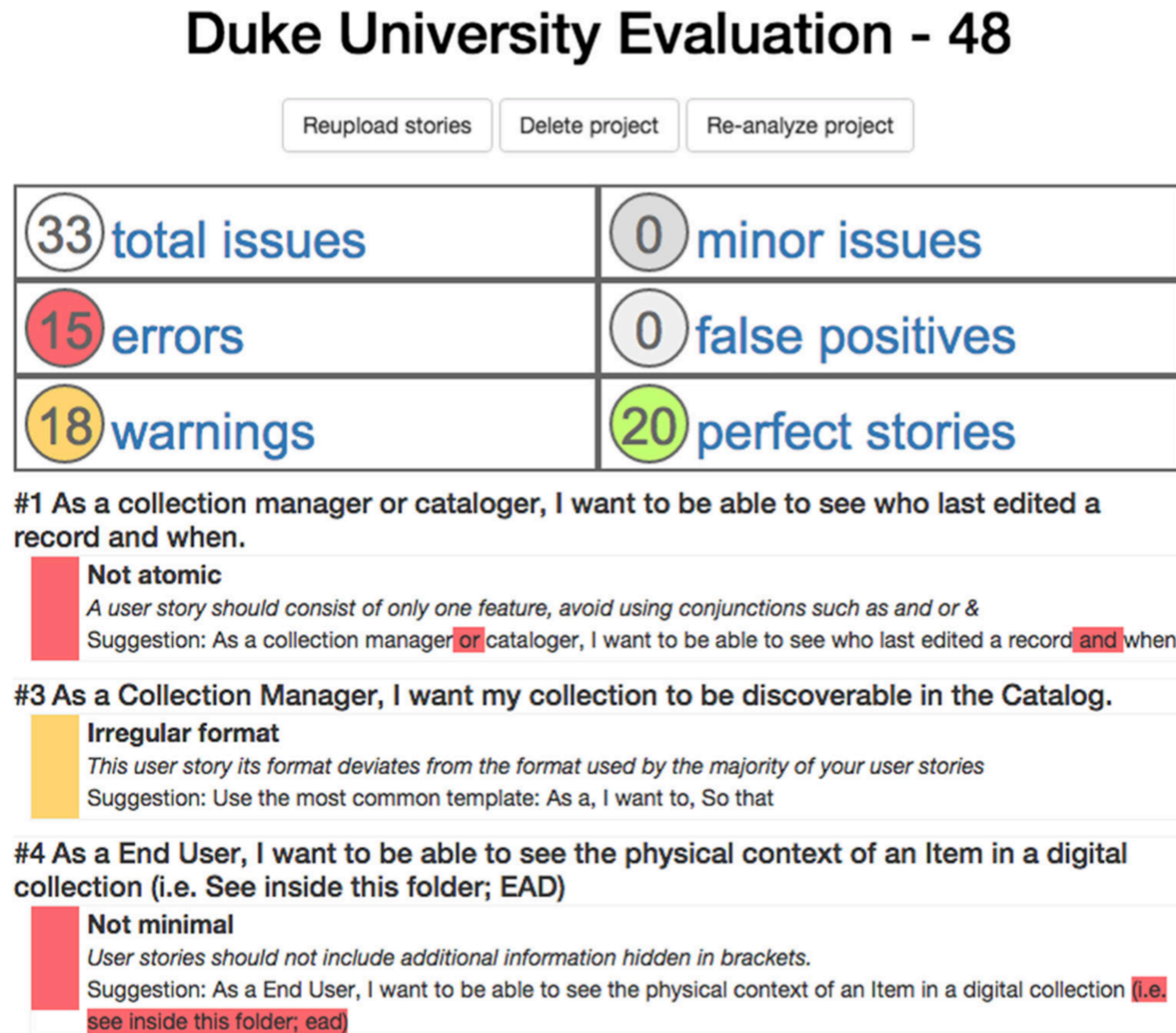
**Table 2** Sample user stories that breach quality criteria from two real-world cases

| ID               | Description   | Violated qualities   |
|------------------|---|--|
| US <sub>1</sub>  | I want to see an error when I cannot see recommendations after I upload an article  | <i>Well-formed</i> the role is missing   |
| US <sub>2</sub>  | As a User, I am able to click a particular location from the map and thereby perform a search of landmarks associated with that latitude longitude combination                                  | <i>Atomic</i> two stories in one   |
| US <sub>3</sub>  | As a care professional, I want to see the registered hours of this week (split into products and activities). See: Mockup from Alice NOTE—first create the overview screen—then add validations | <i>Minimal</i> there is an additional note about the mockup  |
| US <sub>4</sub>  | As a User, I want to open the interactive map, so that I can see the location of landmarks  | <i>Conceptually sound</i> the end is a reference to another story  |
| US <sub>5</sub>  | As a care professional I want to save a reimbursement—add save button on top right (never grayed out)   | <i>Problem-oriented</i> Hints at the solution  |
| US <sub>6</sub>  | As a User, I am able to edit the content that I added to a person’s profile page  | <i>Unambiguous</i> what is content?  |
| US <sub>7</sub>  | As a User, I am able to edit any landmark   | <i>Conflict-free</i> US <sub>7</sub> refers to any landmark, while US <sub>8</sub> only to those that user has added |
| US <sub>8</sub>  | As a User, I am able to delete only the landmarks that I added  |  |
| US <sub>9</sub>  | Server configuration  | <i>Well-formed, full sentence</i>  |
| US <sub>10</sub> | As a care professional I want to see my route list for next/future days, so that I can prepare myself (for example I can see at what time I should start traveling)                             | <i>Estimatable</i> it is unclear what see my route list implies  |
| EP <sub>A</sub>  | As a Visitor, I am able to see a list of news items, so that I stay up to date  | <i>Unique</i> the same requirement is both in epic EP <sub>A</sub> and in story                                      |
| US <sub>11</sub> | As a Visitor, I am able to see a list of news items, so that I stay up to date  | US <sub>11</sub>   |
| US <sub>12</sub> | As an Administrator, I receive an email notification when a new user is registered  | <i>Uniform</i> deviates from the template, no “wish” in the means  |
| US <sub>13</sub> | As an Administrator, I am able to add a new person to the database  | <i>Independent</i> viewing relies on first adding a person to the database   |
| US <sub>14</sub> | As a Visitor, I am able to view a person’s profile  |  |





**Fig. 5** Example report of a defect and warning for a story in AQUA

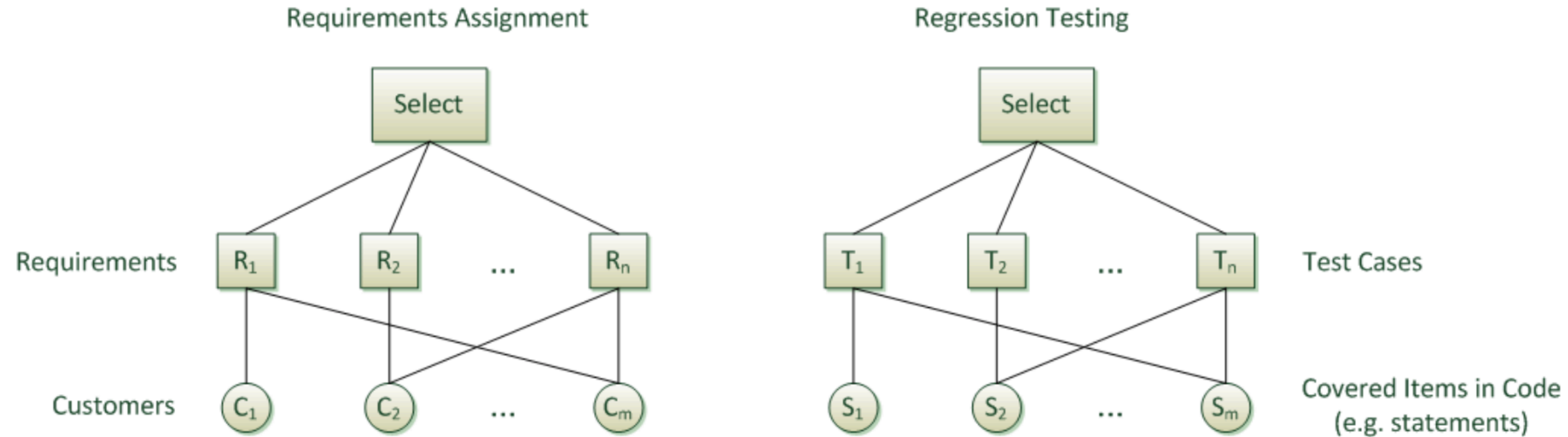


# ML for the Next Release Problem

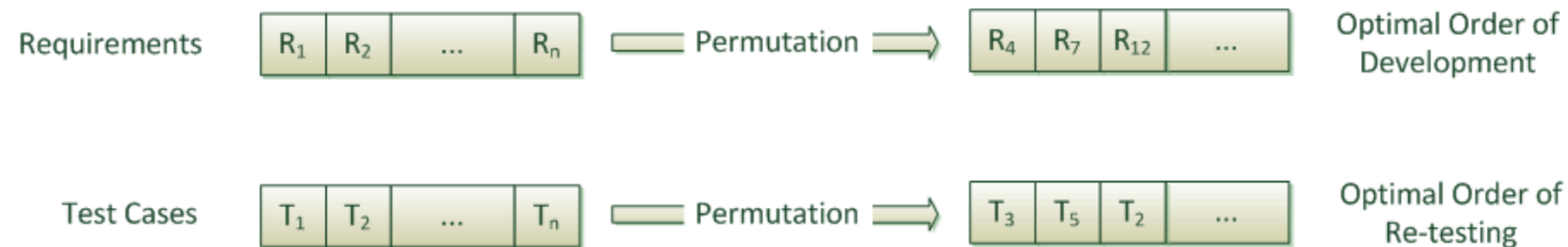
- Prioritizing requirements over many dimensions (cost, importance, dependencies, safety, etc.) is a multi-criteria optimization problem
  - Thus, no good optimal solutions exist (assuming  $P \neq NP$ )
- Heuristic search can be one approach that is effective for the Next Release Problem (Bagnall, 2001).
- Each customer,  $i$ , will have a set of requirements,  $R_i \subseteq R$ ; and a weight,  $w_i$  in positive integers; which is a measure of the customer's importance to the company.



## Selection Problems



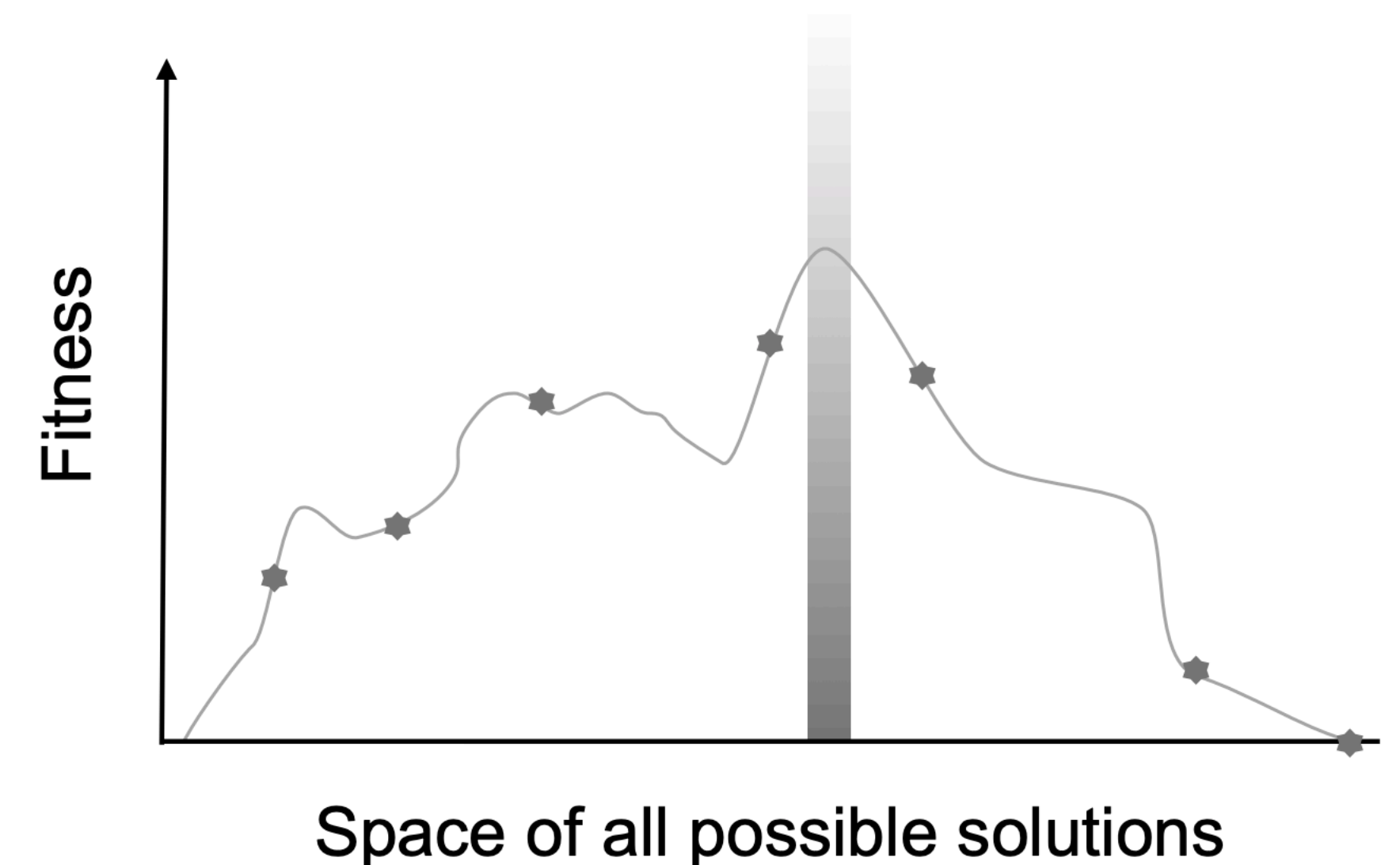
## Prioritization Problems



From: “Search Based Software Engineering: Techniques, Taxonomy, Tutorial” by Mark Harman<sup>1</sup>, Phil McMinn<sup>2</sup>, Jerffeson Teixeira de Souza<sup>3</sup>, and Shin Yoo<sup>1</sup>

# Search Based Optimization

- Define a fitness function (how you know you are getting closer to the solution)
  - Often common metrics in SE, such as test coverage
- Define the problem (e.g., a graph)
- Choose the algorithm:
  - Random, Hill climbers, Simulated Annealing e
  - Genetic algorithm



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Randomly generate or seed initial population  $P$

Repeat

- Evaluate fitness of each individual in  $P$
- Select parents from  $P$  according to selection mechanism
- Recombine parents to form new offspring
- Construct new population  $P'$  from parents and offspring
- Mutate  $P'$
- $P \leftarrow P'$

Until Stopping Condition Reached

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**Fig. 8.** High level description of a Genetic Algorithm, adapted from McMinin [65]



**E.g. certain number of rounds, or desired fitness**

# Crossover operation and Pareto dominance

