



Requirement Engineering

Lecture 1: Introduction

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Lecture 1: Introduction

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- 2. Requirements Engineering Overview
- 3. Requirements Engineering Process





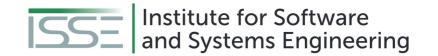
MOTIVATION OF REQUIREMENTS ENGINEERING





Why Requirements Engineering

- Someone needs software for a professional activity or as part of a product
 - Most people cannot create this software!
- Option 1: Buy a fitting software product
- Option 2: Pay for the development of a new software
- For both options the requirements must be known!



Requirements Vital for Project Success

		% of Responses
1.	Incomplete Requirements	13.1%
2.	Lack of User Involvement	12.4%
3.	Lack of Ressources	10.6%
4.	Unrealistic Expectations	9.9%
5.	Lack of Executive Support	9.3%
6.	Changing Requirements & Specifications	8.7%
7.	Lack of Planning	8.1%
8.	Didn't Need It Any Longer	7.5%
9.	Lack of IT Management	6.2%
10.	Technology Illiteracy	4.3%
	Other	9.9%





Effects of Inadequate RE - Airbus

- Requirement: "Reverse thrust may only be used, when the airplane is landed."
- <u>Translation:</u> "Reverse thrust may only be used while the wheels are rotating."
- Implementation: "Reverse thrust may only be used while the wheels are rotating fast enough."
- Situation: Rainstorm aquaplaning
- Result: Crash due to overshooting the runway!
- Problem: Erroneous modeling in the requirement phase





Effects of Inadequate RE - General Examples

- Missing requirements
 - "Of course, we need to print reports..."
- Inadequate requirements
 - "Provide an optimal delivery route for each truck within 1 msec"
- Implicit requirements which are not explicitly available
 - "Only one train may be in a specific railway segment at the same time"

- Inconsistent requirements
 - "only approved personal may be allowed to menu level 2" but
 - "in order to get approval one needs to use level-2 function request approval"
- Ambiguous requirements
 - "After inserting the card and the PIN provide access to the menu within 2 sec."

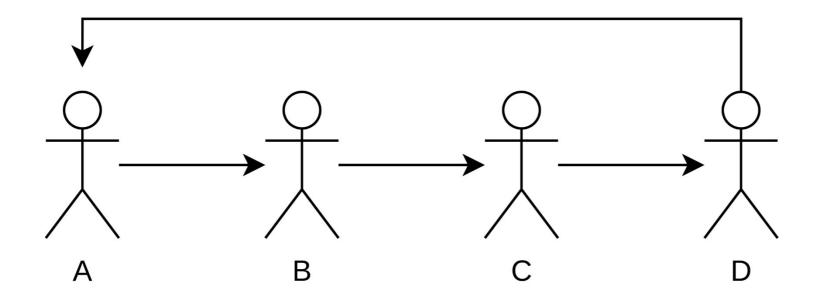


Tasks of Requirements

- Show what results the stakeholders want
 - A stakeholder of a system is a person or organization that has an (direct or indirect) influence on the requirements of a system.
- Represent different viewpoints
- Accept products against precise criteria
 - Requests for proposals and contract structuring
- Communication between stakeholders and developers
- Common understanding of desired product



Getting the Right Information is Tricky - Telephone Game



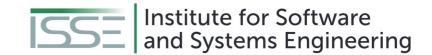
Youtube → Link



Challenges for the System Analysis

- Unclear objectives
 - Often multiple stakeholders
 - Bad coordination between stakeholders
 - Low imagination
- High complexity
 - No individual knows every detail of the desired product
 - Complex business processes, boundaries, rules, and wishes
- Language barriers
 - Native speakers vs. foreign language
 - Professional jargon vs. computer science jargon





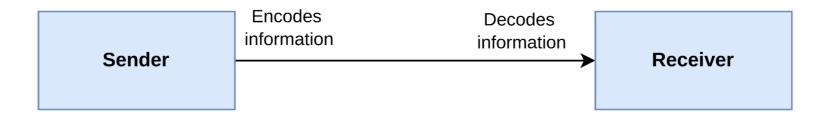
Challenges for the System Analysis

- Changing requirements
 - Vague requirements get more detailed during the development
 - Business process changes
- Bad quality of the requirements
 - Imprecise, ambiguous, inconsistent
- Unnecessary features
 - Gold plating: functions and features that are not required are part of the system definition
- Imprecise planning
 - Results from the problems above



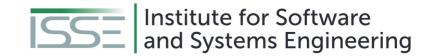
Fundamentals of Communication Theory

Requirements must be communicated



- Mostly natural language
 - What a person (sender) says or writes (encodes) is not necessarily the same as what another person (receiver) understands (decodes)



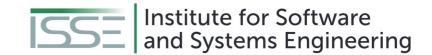


Fundamentals of Communication Theory

- Communication in natural language depends on several factors
 - Cultural background
 - Educational background
 - Area of expertise
 - Everyday work life
 - Communication medium

_ ...





Fundamentals of Communication Theory

- Different communication media have different properties
 - Verbal communication
 - Relies heavily on redundancy, e.g., language, gestures or intonation
 - Immediate feedback possible
 - Written communication
 - Minimum of redundancy and feedback



Fundamentals of Communication Theory

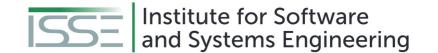
- Sometimes required information is not transferred at all
 - Focusing
 - Certain information is left out due to a wrong/misguided focus
 - Simplification
 - Complex parts of the information are excluded
 - Oversimplified language use
 - Wrong expectation of existing knowledge
- Agreed upon common language usage improves communication
 - Usually achieved through a glossary



Why are Software Requirements Special?

- Software is different than hardware/materials!
 - Universal: almost no restrictions of the area of application
 - Requirements also have almost no bounds
 - Same means for many areas of application
 - Many things are taken for granted
 - Amorphous: software has no shape, cannot be visualized
 - Not monotone: Problems can always occur
 - If 3 and 5 work, 4 can still fail
 - Users and customers think anything is possible
 - Partially true
 - More possibilities means that requirements need to be detailed!





REQUIREMENTS ENGINEERING OVERVIEW



Definition - Software

Software is a collection of computer programs, procedures, directives, associated documentation and data.



Definition - Requirements

The IEEE defines requirements as follows (IEEE Std. 610.12-1990):

- 1. A condition or capability needed by a user to solve a problem or achieve an objective.
- 2. A condition or capability that must be met or possessed by a system or system component to satisfy a contract, standard, specification, or other formally imposed documents.
- 3. A documented representation of a condition or capability as in 1) or 2).



Definition - Requirements Engineering

"Requirements engineering is a systematic and disciplined approach to the specification and management of requirements with the following goals:

- 1. Knowing the relevant requirements, achieving a consensus among the stakeholders about these requirements, documenting them according to given standards, and managing them systematically.
- 2. Understanding and documenting the stakeholders' desires and needs, specifying and managing requirements to minimize the risk of delivering a system that does not meet the stakeholders' desires and needs."



Four Core Activities of Requirements Engineering

1. Elicitation

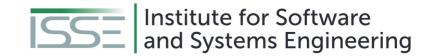
- Obtain requirements from stakeholders and other sources
- Refinement of the requirements

2. Documentation

- Adequate descriptions of elicited requirements.
- Different techniques, e.g., natural language or conceptual models

3. Validation and negotiation

- Validation of documented requirements and possibly their negotiation
- Happens as early as possible



Four Core Activities of Requirements Engineering

4. Management

- Orthogonal to the other activities
- Consists of measures for
 - structuring requirements
 - preparing them for use in different roles
 - maintaining consistency after changes
 - ensuring their implementation





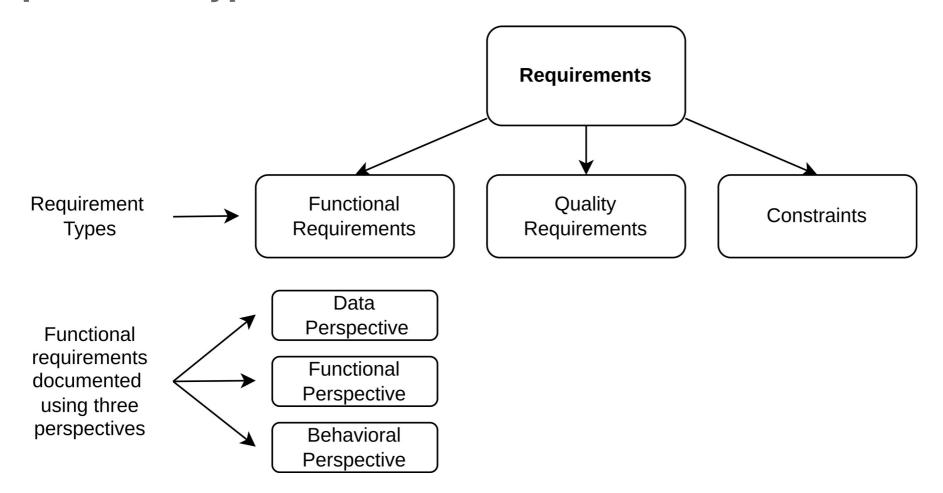
Requirement Types

- Different types of requirements
- Example:
 - Consider a calculator that should be able to perform basic arithmetic operations.
 - Which operations should be supported (e.g., add, subtract, multiply)?
 - How fast should the calculations be (e.g., 10 milliseconds, 1 second)?
 - What kinds of numbers should be supported (e.g., integer, floats)?





Requirement Types





Requirement Types - Functional Requirements

- Functional requirements
 - A functional requirement is a requirement concerning a result of behavior that shall be provided by a function of the system
 - Often has many perspectives
 - Functional perspectives
 - Behavioral perspectives
 - Data perspectives
 - Example:
 - The calculator must be able to read numbers as input.
 - The calculator must be able to add two numbers and display the result.



Requirement Types - Quality Requirements

- Quality requirements
 - A quality requirement is a requirement that pertains to a quality concern that is not covered by functional requirements
 - Typically about performance, availability, dependability, scalability, or portability of a system
 - Often called "non-functional requirements"
 - Example:
 - The result of any calculation must be provided within 10 milliseconds.
 - In average, the calculator must not crash more often than every 10,000 arithmetical operations.





Requirement Types - Quality Requirements

- Further categorization of quality requirements
 - For example, ISO Standard 9126
- Quality of system functions
 - Appropriateness, security and safety, accurateness of calculations, interoperability, conformity to standards, ...
- Dependability of functionalities
 - Robustness, fault tolerance, recoverability, ...
- Usability of a system

- Understandability, learnability, ease of use, ...
- System efficiency
 - Time behavior, consumption behavior, ...



Requirement Types - Quality Requirements

- Changeability of a system
 - Analyzability, changeability, stability, testability, ...
- Portability of a system
 - Adaptability, installability, replaceability, ...
- Quality requirements often related to multiple functional requirements
 - Should not be mixed
 - Relationships should be well documented



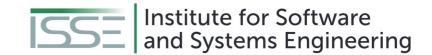
Requirement Types - Constraints

Constraints

- A constraint is a requirement that limits the solution space beyond what is necessary for meeting the given functional requirements and quality requirements.
- Cannot be influenced by the development team
- Constraints are not implemented; they are adhered to
 - The constraint is not part of the solution, it simply limits how the solution will look like.

– Example:

- The calculator shall be implemented on hardware that allows double-precision floating point operations.
- The calculator shall be available on the market in June 2023.



Definition - Stakeholder

"A stakeholder is either a person or an organisation that has a potential interest in the system to be developed.

A stakeholder typically has their own requirements for the system.

A person can represent the interest of different stakeholders (people and/or organisations), i.e a stakeholder can have more than one role and represent more than one stakeholder."





Stakeholder - Examples

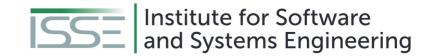
- Customers
- System/software developers
- System users
- Architects
- Domain experts
- Testers
- Maintenance staff
- Etc.





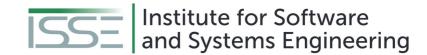
REQUIREMENTS ENGINEERING PROCESS





Overview

Requirements Engineering							
	Requirements Analysis				Requirements Management		
Elicitation	Negotiation	Documentation	Validation	Change Management	Tracing		



Elicitation

- Start of a project
 - Content roughly known
- Tasks:
 - Identification of stakeholders
 - Identification of additional sources of requirements
 - For example, existing systems, standards, etc.
 - Gathering of raw requirements
 - Need further refinement, but already capture the "core" of the requirements





Elicitation

- Approach:
 - Visit and interview customer
 - Only few people involved
 - Documents and important names are retrieved
 - Evaluate results and determine open questions
 - Ask targeted questions in interviews
 - Customer or other stakeholders are asked
 - Possibly in form of a workshop





Analysis & Negotiation

- Tasks:
 - Identification of the concrete requirements
 - Structuring of the requirements
 - Identification of relationships
 - Classification of requirements (e.g., functional requirement)
 - Merging of similar requirements
 - Grouping of requirements
 - Based on relationships
 - Based on requirement type (e.g., functional requirements, quality requirements)

- Refinement of the requirements
 - From raw requirements to detailed requirements sufficient that can be the basis of an acceptance test
- Identification of dependencies
- Detection of inconsistencies
- Resolution of inconsistencies
- Prioritization of requirements
 - For example, in must-have requirements and optional requirements

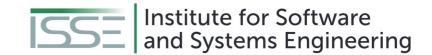


Analysis & Negotiation

- Approach:
 - Study records of meeting with customer and additional available material
 - Ask questions if needed (back to elicitation)
 - Resolve ambiguities off-line
 - For example, through a phone call
 - In case of contradictions → Negotiation
 - Parallel: Writing of the Specification (→ Documentation)
 - Called "Draft" while it is a work-in-progress
 - Distribution of specification draft

- Workshop with all "important" people
 - Stakeholders, project management, software architects
 - Often people who can actually make decisions absent
- Presentation of the obtained requirements
 - Slides, mock-ups
 - Interactive prioritization and concretization
 - In case of disagreement, direct mediation is possible
 - Intensive record keeping required





Documentation

- Tasks:
 - Specification of requirements
 - Through the documentation, the requirements are fixed
 - Documentation of intermediate results and assumptions
 - Documentation of reasoning for requirements
 - Assignment of attributes to requirements



Documentation

- Approach:
 - Writing driven by employees
 - Usually iterative and often incremental process
 - Multiple drafts, each with more information and details
 - A lot of copy-and-paste between drafts
 - Uses the results of the workshops and interviews with customers
 - In practice often a mix of natural language, tables, use cases and UML
 - Documents have long appendixes
 - Requirements Specification V1.0 a lot longer than the drafts
 - Better style, more technical
 - Reasoning behind requirements almost completely removed

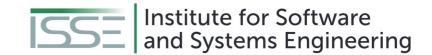




Validation

Tasks:

- Validation of the content of the specification documents
- If possible, a formal verification of the documents
- Verification and validation against previously existing documents (e.g., request for proposals, documentation of a legacy system) and customer wishes

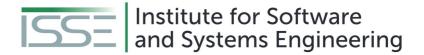


Validation

Approach:

- Documents are reviewed by experienced employees
 - Often less experienced people involved in writing the requirements
 - Checking of formal guidelines through templates
- Checking if the customers wishes are met by the document
 - Based on the memory of the participants in workshops/interviews
 - Especially check for wishes that seem very important
- Sometimes: Produce a prototype





Change Management

- Tasks:
 - Management of change requests
 - Management of different versions of requirements
 - Each change to a requirement yields a new version
 - Well organized propagation of changes





Change Management

- Approach:
 - Informed and competent decision about change requests
 - Change request → Change Control Board → Decision → Assign change task (costs money)
 - Often, this is done rather informally
 - No change control board, no clear decision making process

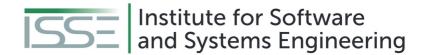
- In case a RE tool is used:
 - Change and version control automatically → the change requests and changes themselves become traceable objects within the system
 - Propagation depends on the organization
- In case no RE tool is used:
 - Changes are introduced manually
- Changes are usually no traceable objects themselves



Tracing

- Tasks:
 - Record assumptions
 - Record decisions
 - Record which assumptions lead to which decisions and how the requirements were influenced





Tracing

- Approach:
 - Requires RE tool to be effective
 - Usually not available!
 - Manual tracing is a lot of work
 - Requires searching in documents and protocols
 - "In the meeting XYZ, Mr. Smith said that we should ..."





SUMMARY

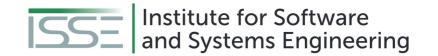




Summary

- System analysis has many challenges
 - Requirements engineering is a complex task
- Requirements are the foundation of projects
 - Without good requirements, projects are in trouble
- Requirements engineering is more than just "getting the requirements and writing them down"
 - Tasks include elicitation, documentation, but also validation of requirements, change management and tracing of requirements





Questions?