

CS132: Software Engineering

Zhihao Jiang
SIST@ShanghaiTech

Lecture 1: Introduction

What is software engineering?

Science vs. Engineering

Science vs. Engineering

- Science: Theoretically how something can be achieved
 - How to generate Ammonia (NH_3)?
 - $N_2 + 3H_2 \leftrightarrow 2NH_3 \uparrow$
- Engineering: How to achieve the goal **efficiently** and **economically** with existing constraints
 - In 1774: $2NH_4Cl + Ca(OH)_2 \leftrightarrow CaCl_2 + 2NH_3 \uparrow + 2H_2O$
 - In 1898: $CaC_2 + N_2 \rightarrow CaCN_2 + C$ and $CaCN_2 + 3H_2O \rightarrow CaCO_3 + 2NH_3 \uparrow$
 - In 1908: $N_2 + 3H_2 \leftrightarrow 2NH_3 \uparrow$ under high pressure with catalysts

Software “Science”

- Algorithm
- Theory of computation
- What problems can be solved computationally?
- How can we express the solution rigorously without ambiguities?
 - Formal languages
- Can we solve problems efficiently?
 - Computational complexity theory

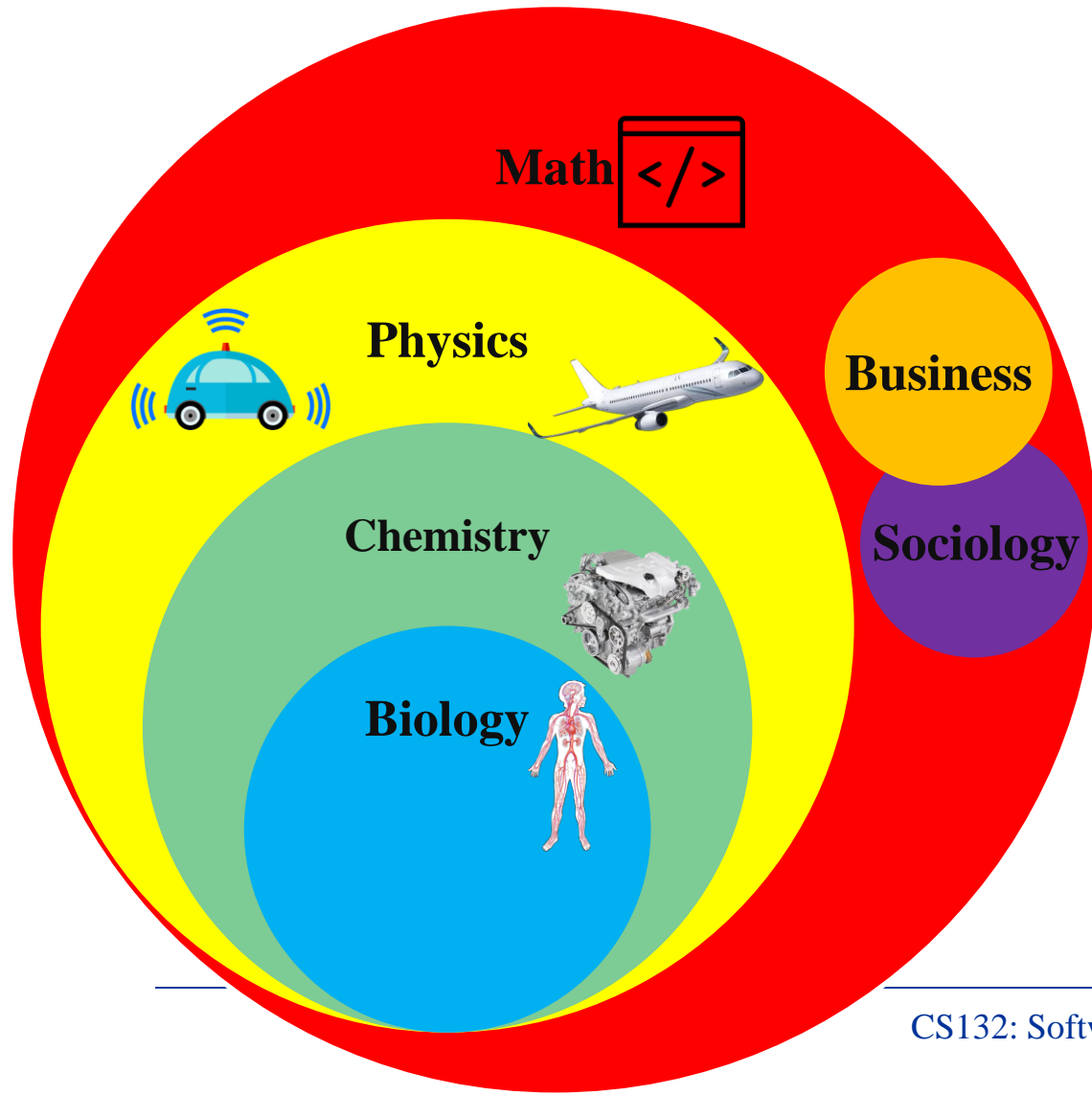
Software Engineering: Definition

- “The **establishment** and **use** of sound **engineering** principles in order to obtain **economical** software that is **reliable** and works **efficiently** on real machines ...” [Fritz Bauer, at the 1st NATO Conference on Software Engineering, 1969]

“The Software Crisis”

- The need to develop larger, more diverse software systems
- 28% of software projects are “success”
 - 51% seriously late, over budget and lacking expected features
 - 18% cancelled outright
- Increasing complexity
 - Use to be one single task on a specific computer
 - More functionalities
 - In more conditions
 - On more platforms
 - By more people

An Inter-disciplinary Field



- Software is in **math** domain
 - Amazon negative quantity bug
- The domain specific constraints have to be encoded or considered in the software
- The domains with more constraints are also less understood

Which fake news is easier to tell?

“NASA说因为今天地球完美的重力角度，是唯一一天可以让扫把独自站立的日子。”

想看大家参与「NASA立扫把挑战」
BroomChallenge」的图 😂



Key Challenges in Software Engineering

1. Effective communication

- Between the engineering team and other stakeholders
- Within the engineering team

2. Risk Management

- How to balance conflicting judging criteria?

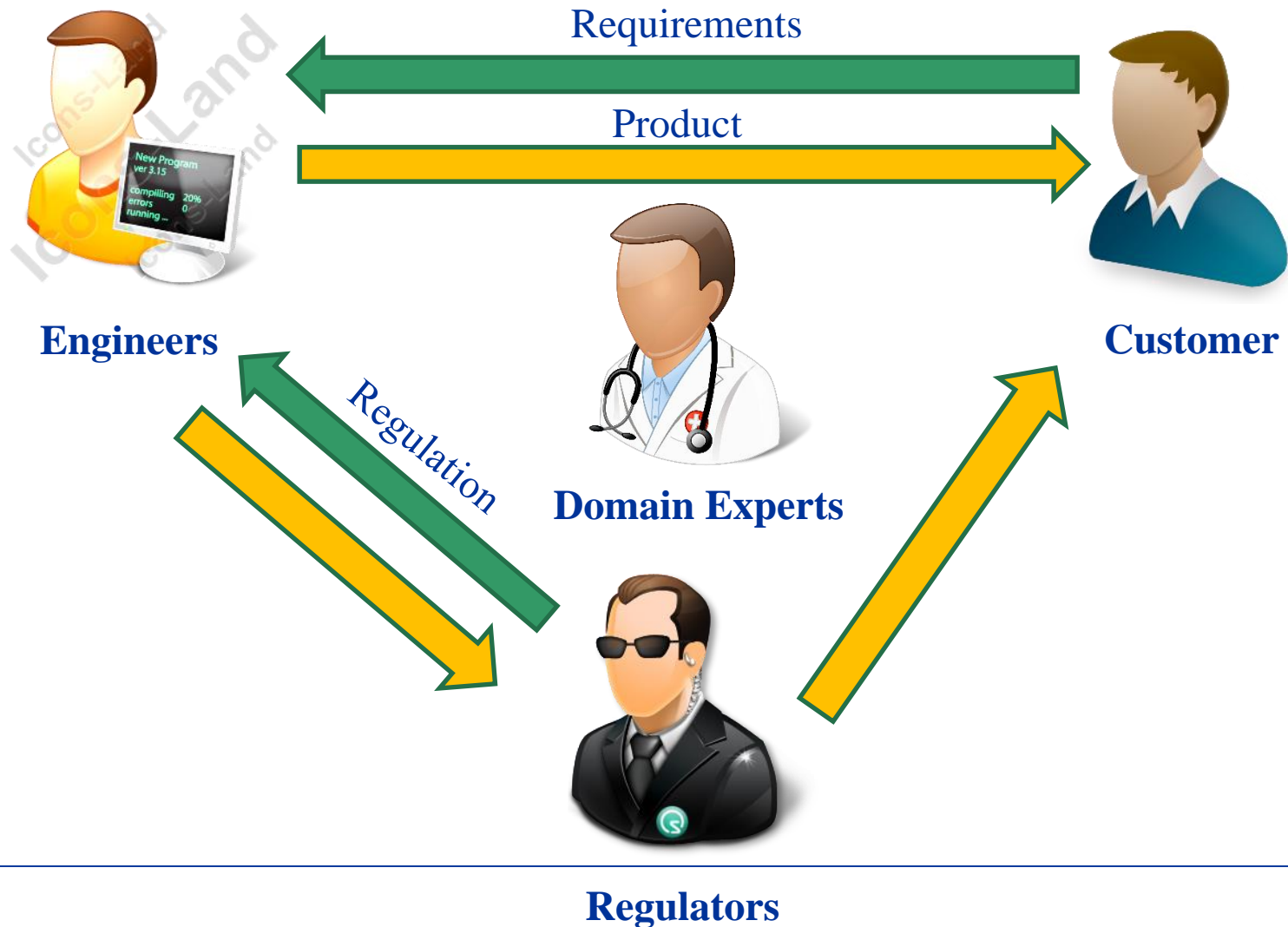
3. Validation

- How do you convince all stakeholders that the software is effective/safe/secure?

1. Effective communication

1. Effective Communication

Stakeholders for software



1. Effective Communication

Miscommunications

- The customer fails to explain their needs well.
- The customer may not know what he/she wants
- The analyst may not understand the customer's need.
- Your analyst may not convey the requirements to the development team

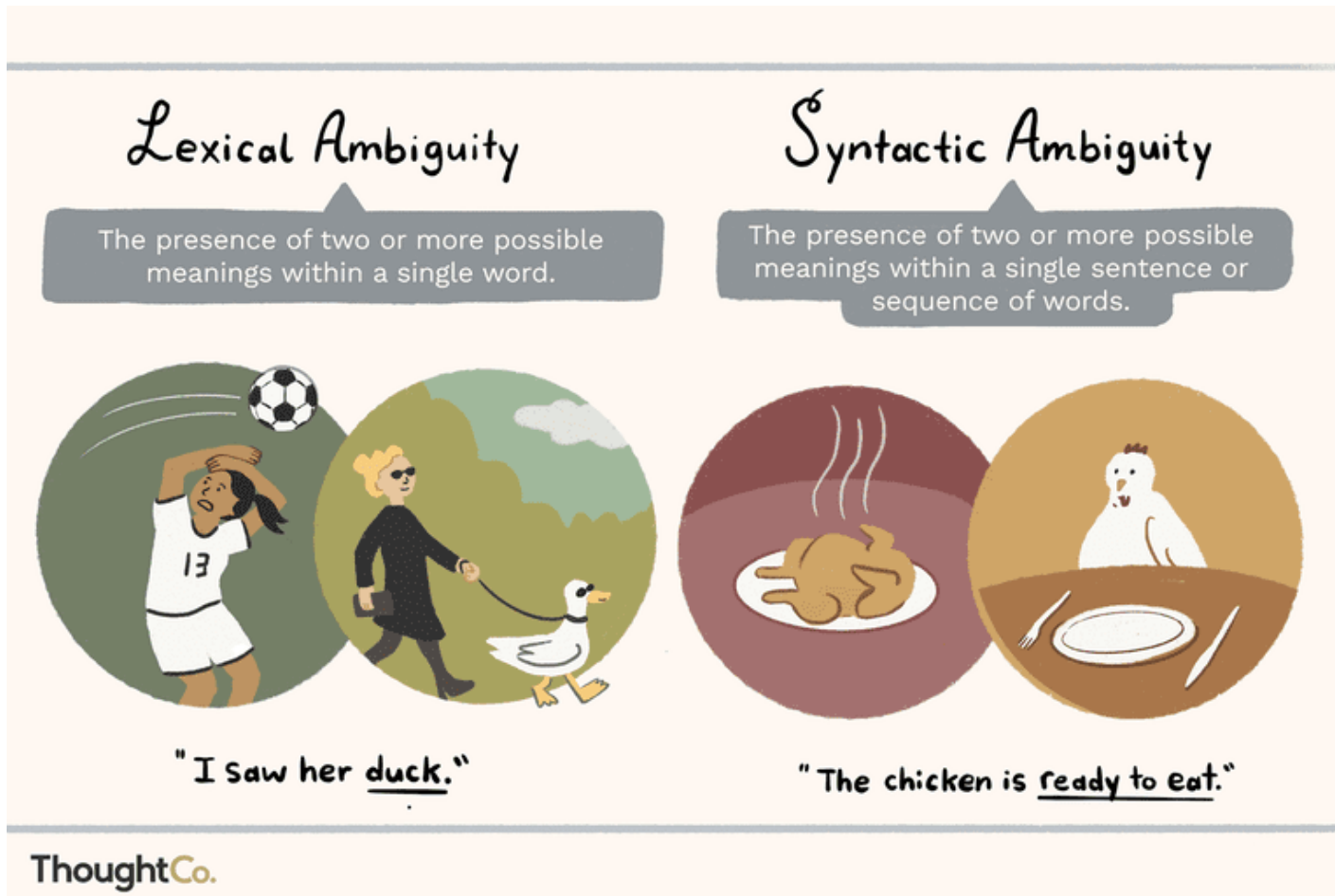


1. Effective Communication

Domain Knowledge: “The Expert”



Natural Languages Are Prone to Ambiguities



1. Effective Communication

Communications among various stakeholders

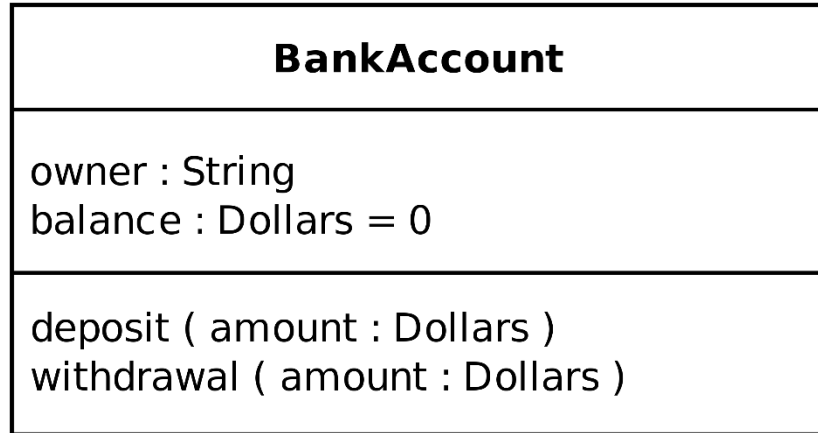
- Need a common language for communication
- Unified Modeling Language (UML)
- Recognized as an international standard
- It's just a tool, not a solution



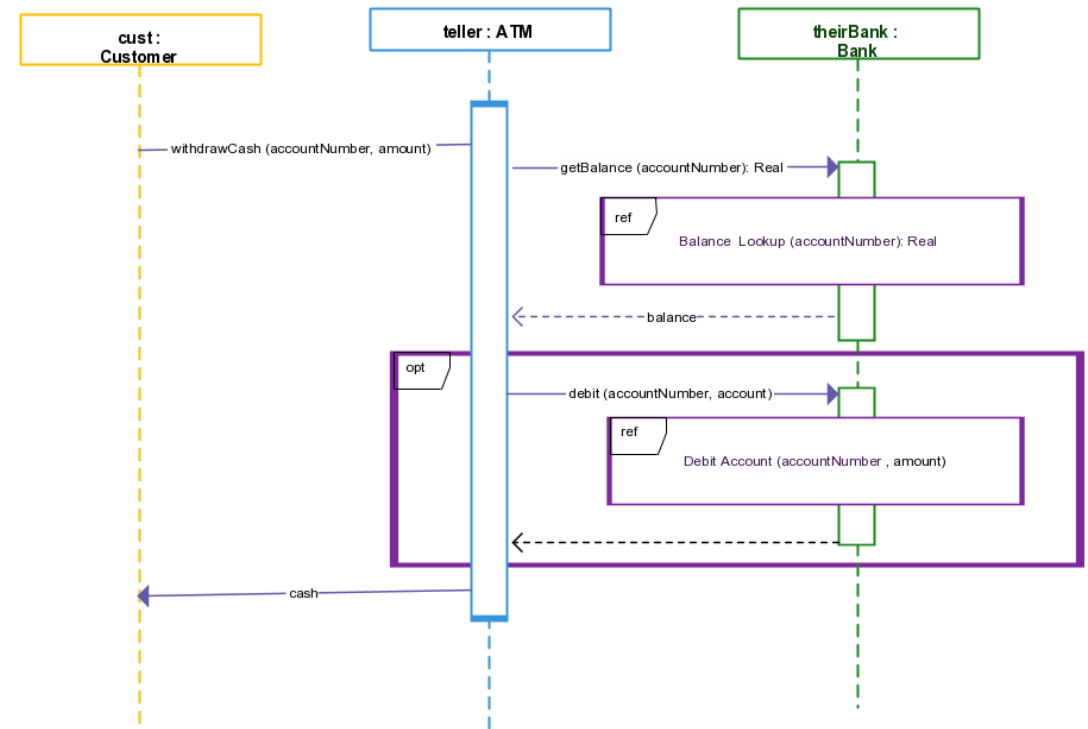
1. Effective Communication

Examples of UML Diagrams

- Structural diagram



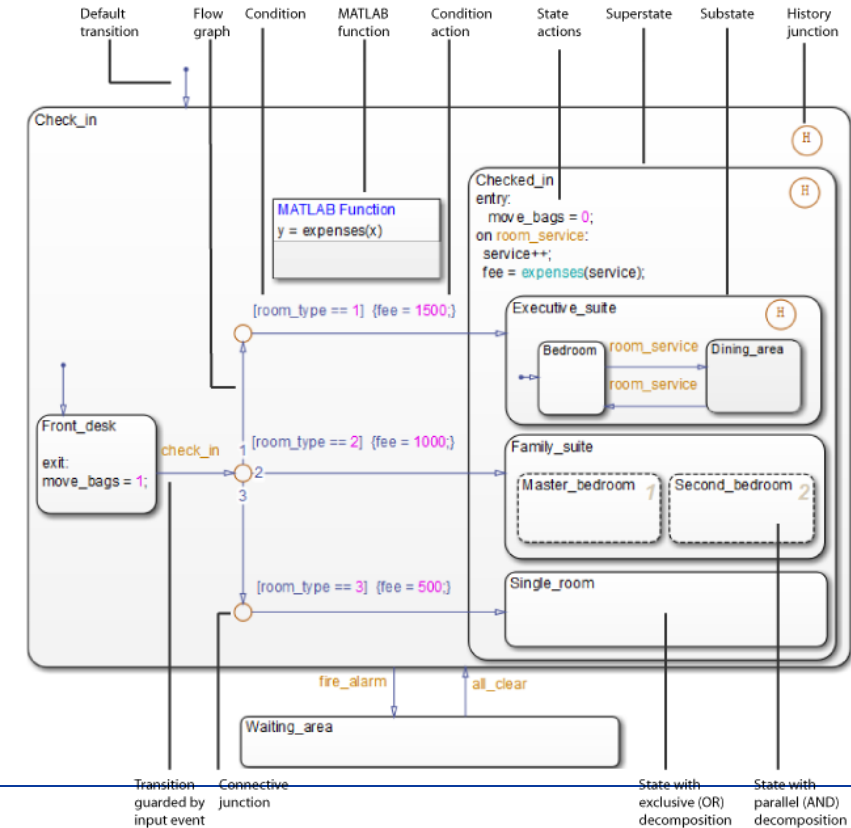
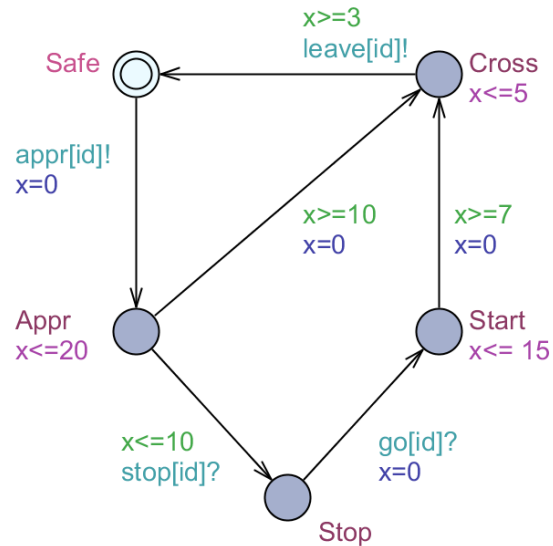
- Behavioral Diagram



1. Effective Communication

Communication within the team

- Formal models
 - Timed automata
- Simulation models
 - Simulink



The lifecycle of a successful software is long



- Other team members should understand your code and documentation
- Other team members should be able to easily “inherent” code from you

1. Effective Communication

What we want you to learn in this course

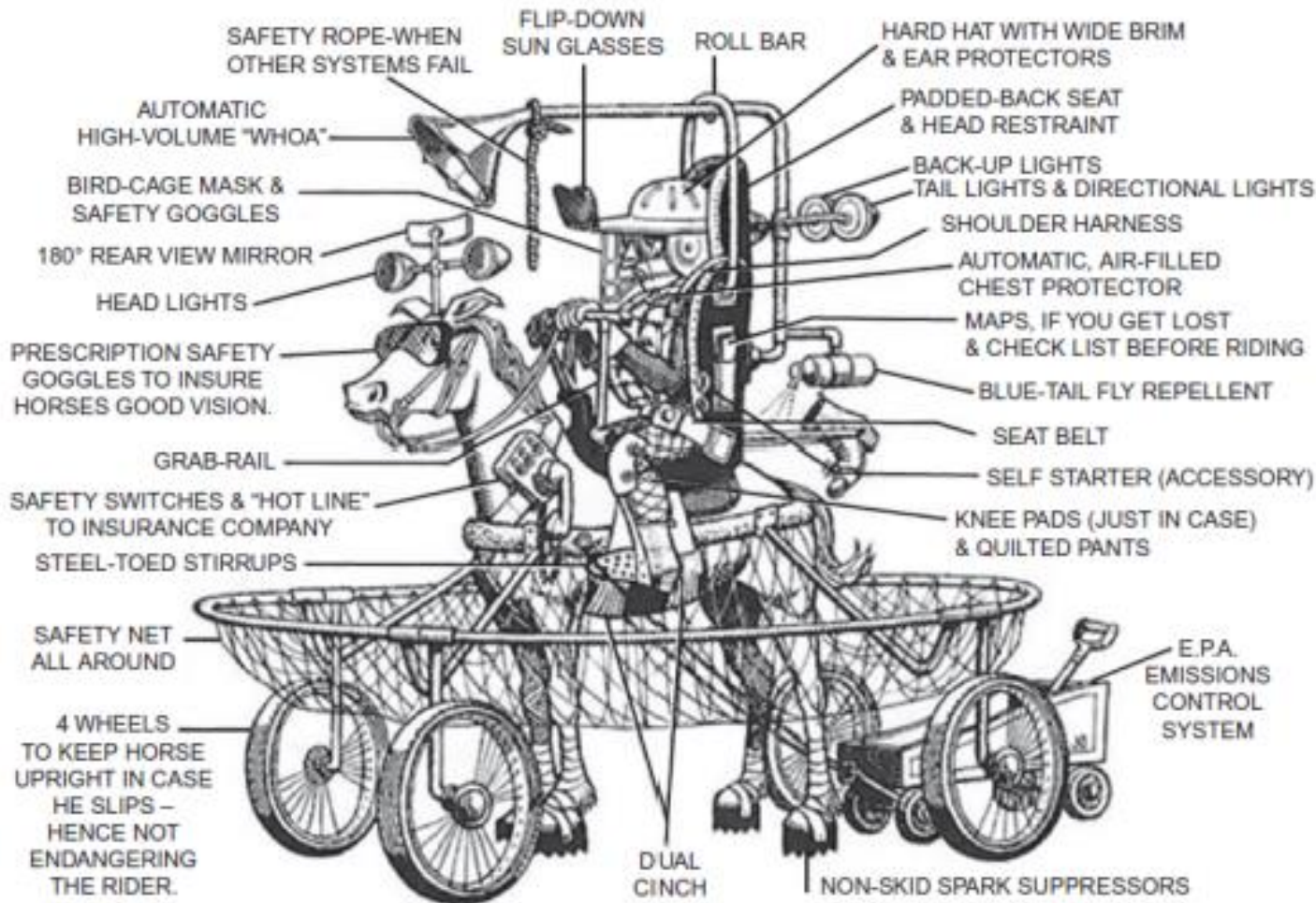
- Communication skills are important no matter what you do in the future
 - Documentation
 - Meetings and presentations
- Be mentally prepared
 - Respect other people's domain expertise
 - Accept that other people may not know what you know
- How to analyze problems in other domains?

2. Risk Management

Are they good aircrafts?



The “All-around” Solution

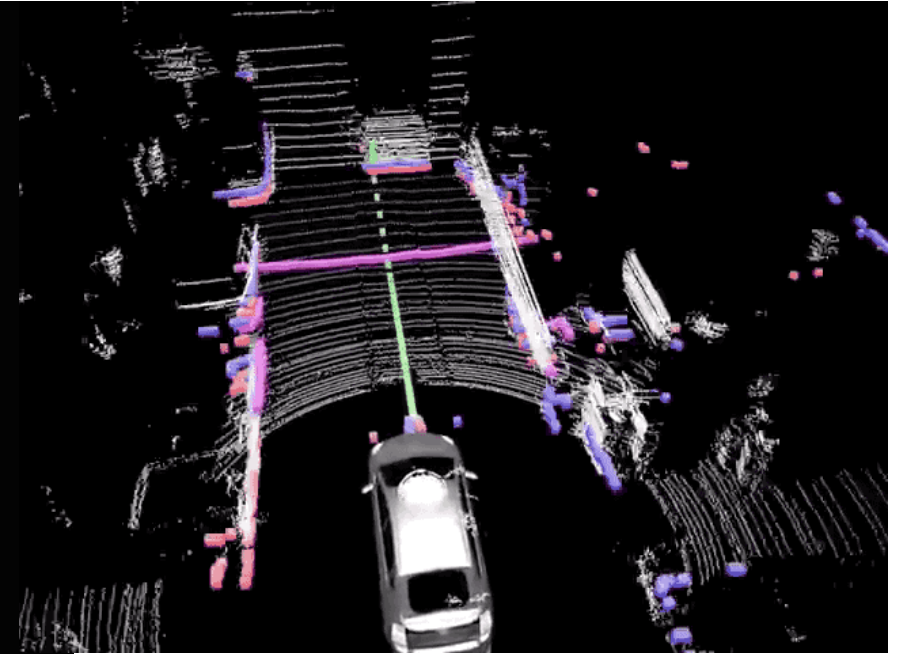


- Risk control measures may affect other system properties
- Justify that benefits outweigh the risks

2. Risk Management

Balancing among risks

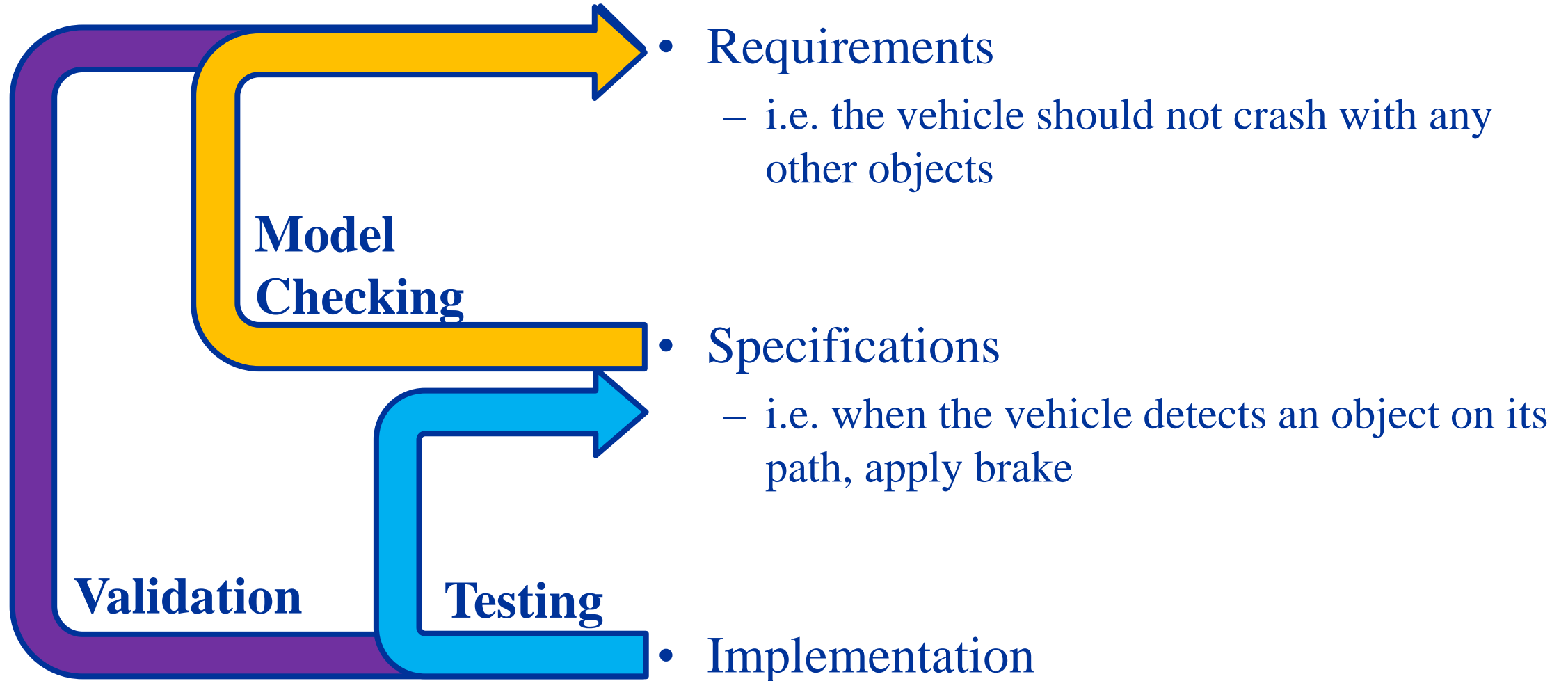
- Uber Autonomous Vehicle Accident (March 18, 2018)
- Pedestrian Identification: balancing false-positives vs. false-negatives



3. Validation

3. Validation

Software Development Process



3. Validation

What should we validate?

- Efficacy: The system can do its job as designed
- Safety: Under intended use, the system will not harm the user and its surroundings
- Security: Prevent malicious use of the system

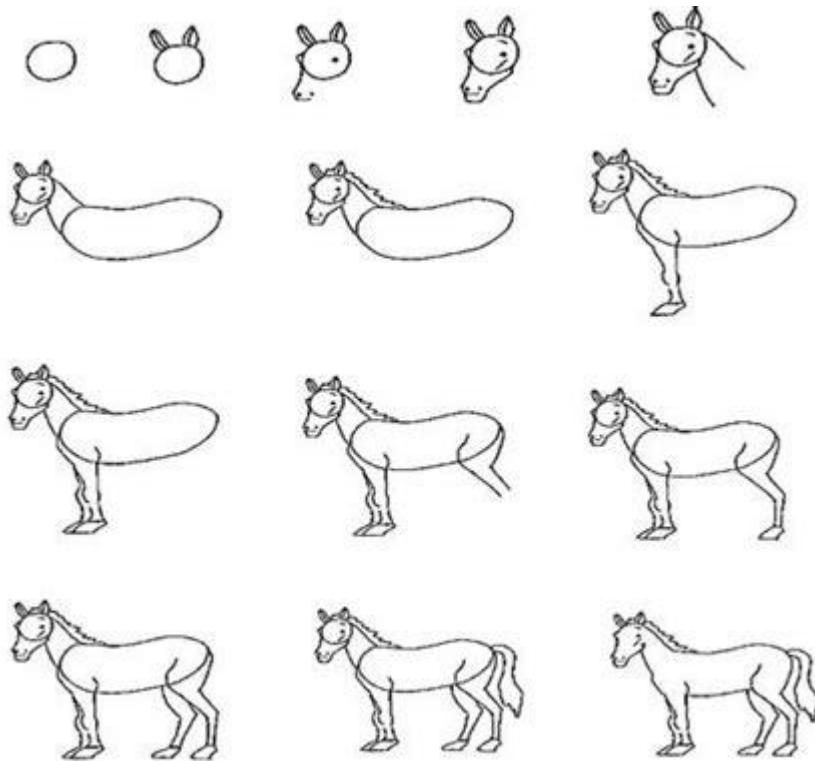
How to convince others that your system is good?

- Rigorousness of the development process
- Rigorousness of the techniques
- Demonstration of effort
- “All or nothing”

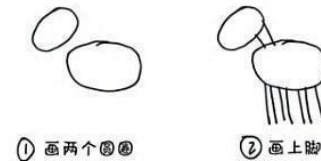


Iterative Software Development

- Develop “validatable” artifacts early

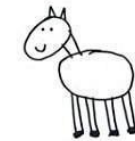


怎样画马

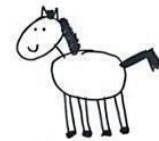


① 画两个圆圈

② 画上脚



③ 画上脸



④ 画上毛发



⑤ 再添加其他细节
就大功告成了!

www.bilibili.com

Model-based Software Design

- From verified model to verified code
 - Business model (in UML)
 - Analysis model (in UPPAAL)
 - Design model (in UML/Simulink)
 - Code (in Matlab)
- Verify analysis/design model
- Maintain traceability during development

Why Early Prototyping?

An analogy from the movie industry

Stakeholders

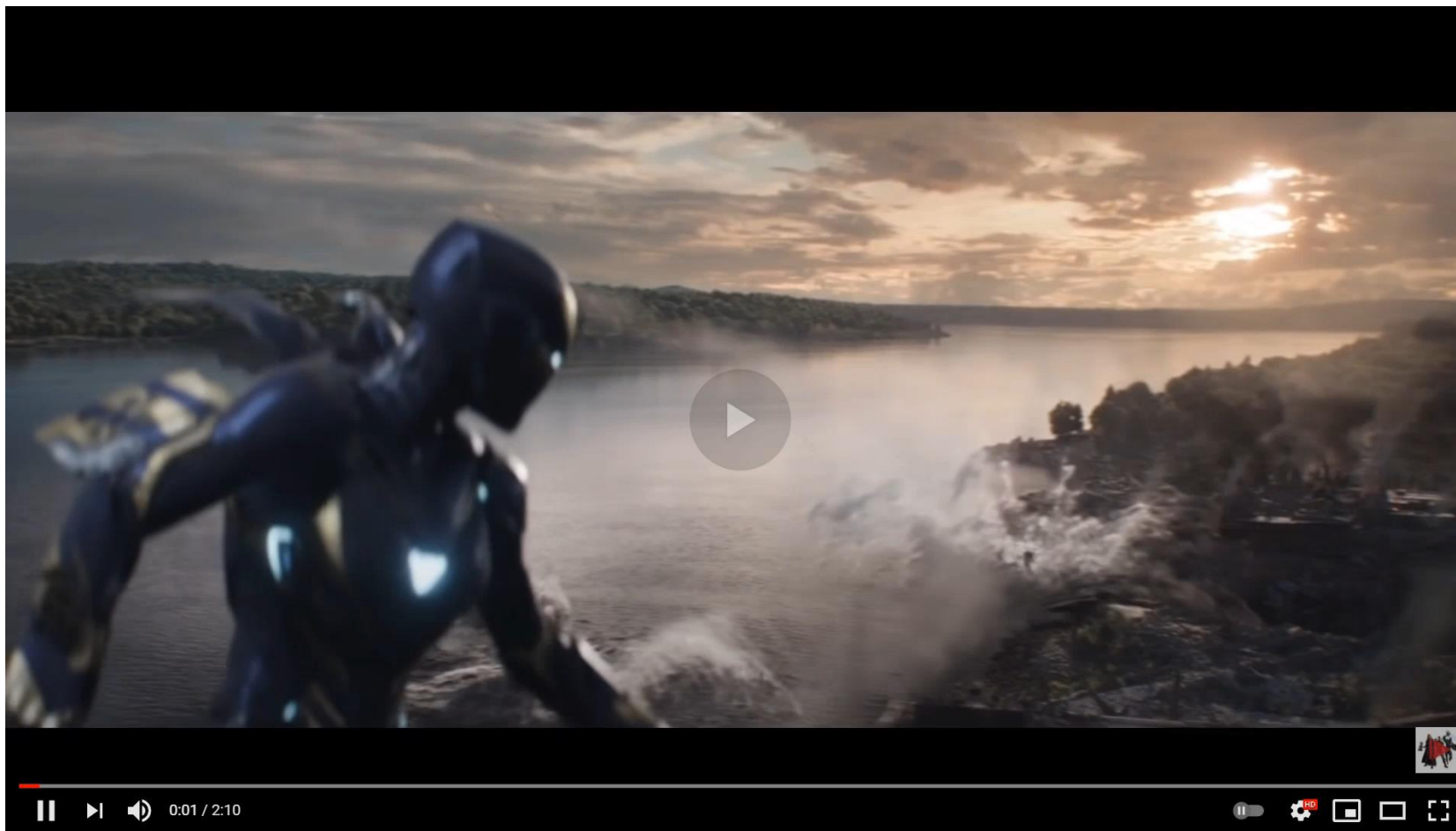
- Investor
- Production Team
 - Director
 - Actors
- Audience

How can the production team convince the investor that they can make a good movie that makes profit?

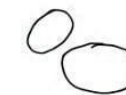
Scripts – The Avengers Endgame

- The barrage destroys many on the battlefield
- The Barrage opens the riverbank and threatens to flood the battlefield, Dr. Strange and the other sorcerers have to hold the floodwater back
- Peter Parker and the Gauntlet is about to be overwhelmed by enemy forces BUT Steve hurls Mjolnir
- Peter catches a ride on it then with Valkyrie, BUT the ship's cannon fire knocks both Peter and Valkyrie to the ground
- The ship's fire is going to KILL THEM ALL. THE FIRE IS CLOSING IN ON THEM WITH NO ESCAPE. ALL IS LOST...

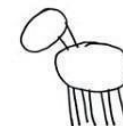
The Final Movie Clip



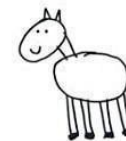
怎样画马



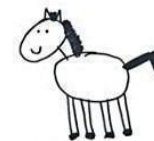
① 画两个圆圈



② 画上脚



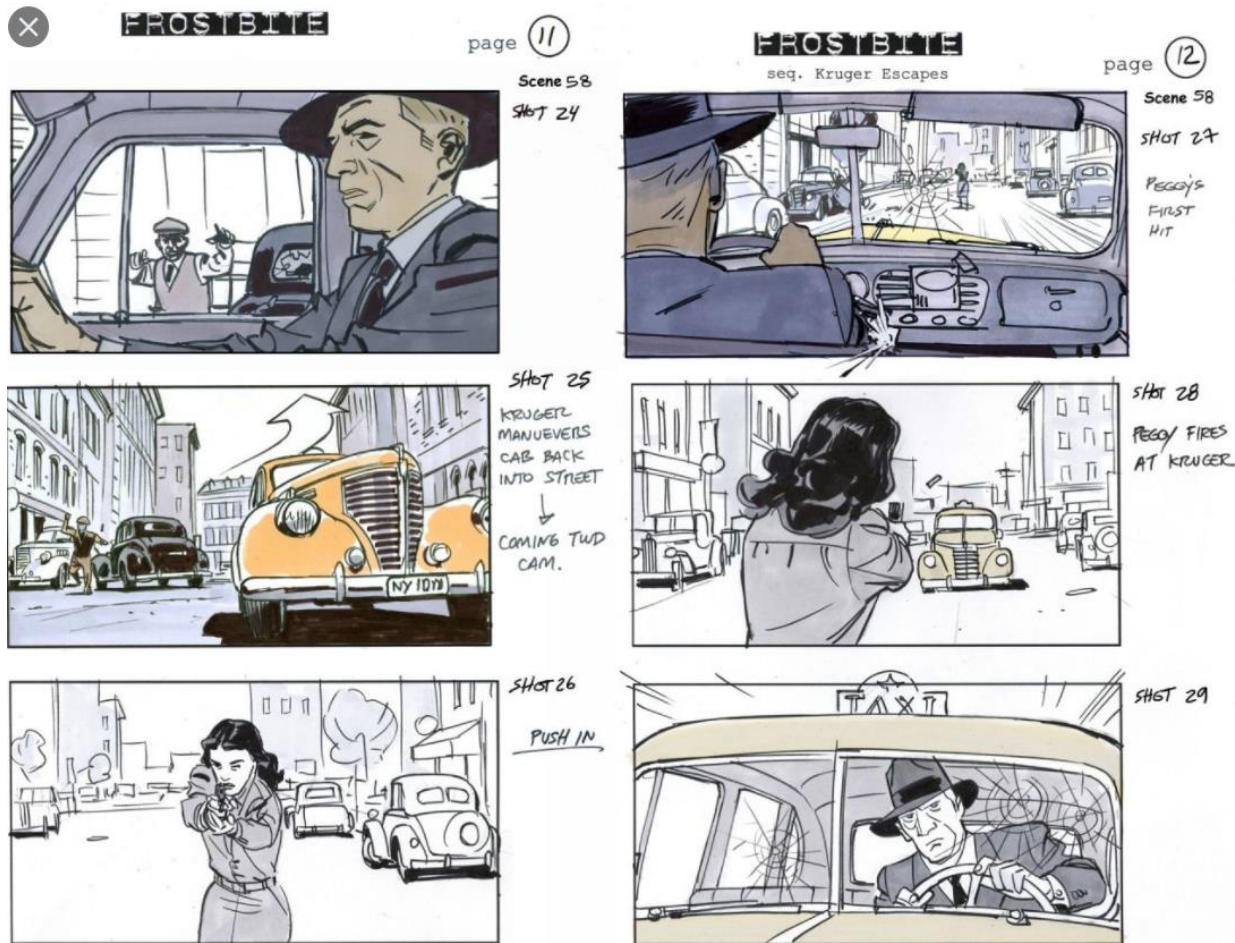
③ 画上脸



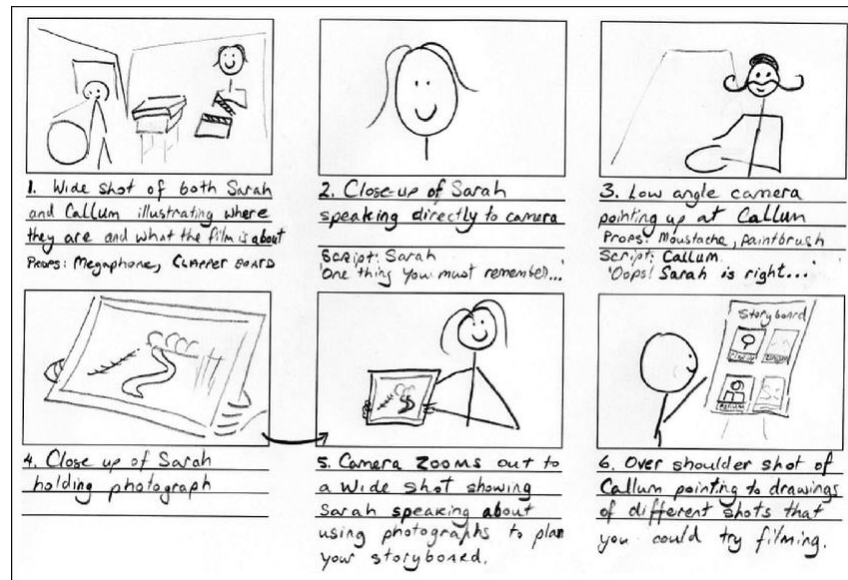
④ 画上毛发



Storyboard



More Storyboards



Previs



Previs (Pre-visualization)



What we learned

- Quick prototyping
 - Gets feedbacks early
 - Saves money
 - Earns trust
- Just having a good idea is not enough
- Mastering the new tools is very important

The Analogy

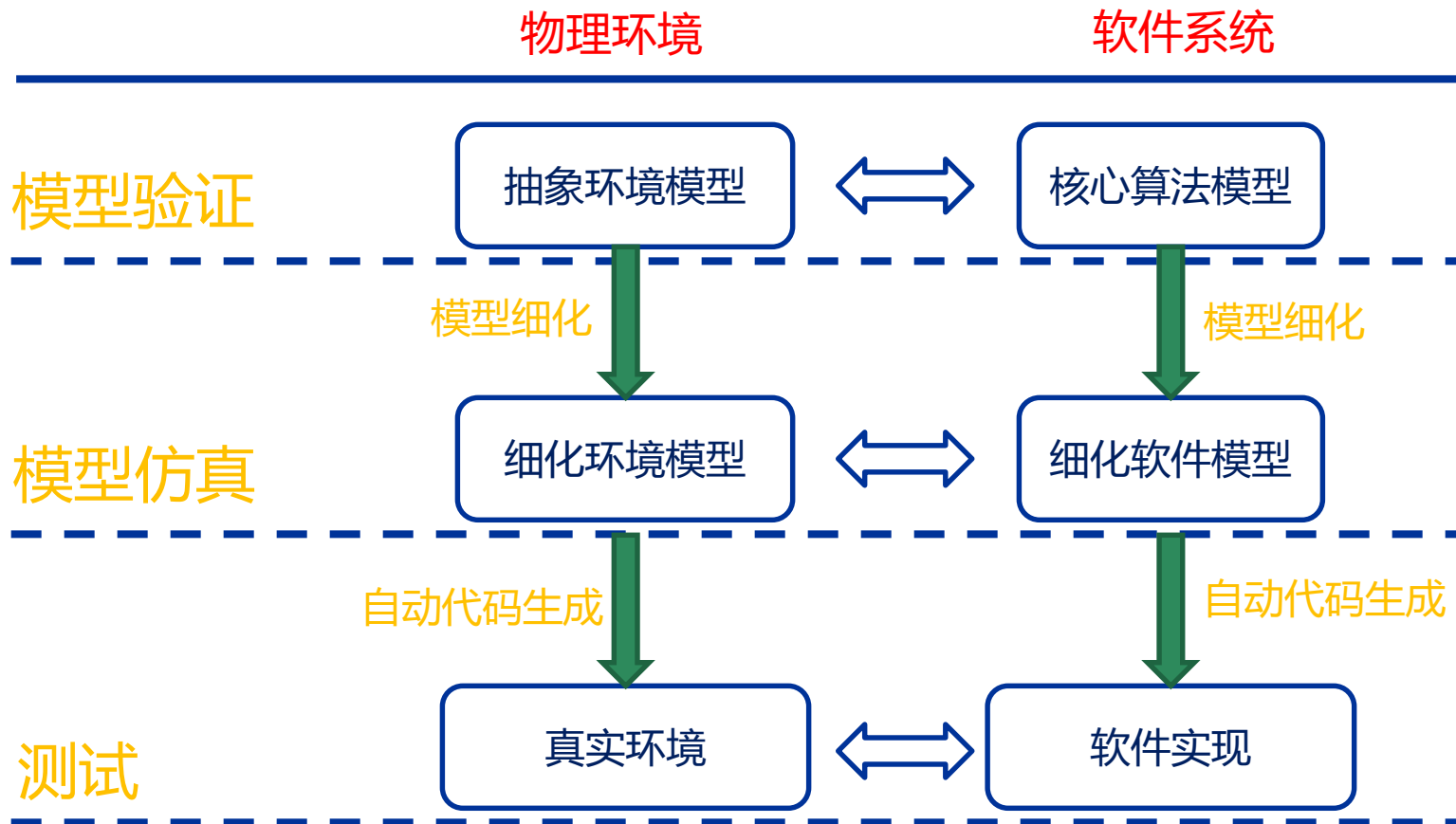
Movie Making

- Script
- Storyboard
- Previs
- Techvis

Software Development

- Requirement document
- UML
- Models->Prototypes
- Model translation & Code generation

Model-based Software Design



Key Challenges in Software Engineering

1. Effective communication

- Between the customers and the engineering team
- Within the engineering team

2. Risk Management

- How to balance conflicting judging criteria?

3. Validation

- How do you convince all stakeholders that the software is effective/safe/secure?

Curriculum

- Software development lifecycle
- Capture software requirements using UML
- Strike a balance: risk management
- Early bug-finding using model checking
- Maintain traceability in model-based software design
- Software testing

Grading

- Homework: 4*5%
- Midterm: 20%
- Final Project: 60%

Project Logistics

- 3 students per team (1,2,3)
- 3 mini projects (a,b,c)
- Each project has 3 stages
 - Requirement (R)
 - Development (D)
 - Validation (V)
- Student 1: $a.R + b.D + c.V$
- Student 2: $b.R + c.D + a.V$
- Student 3: $c.R + a.D + b.V$

Checkpoints and Progression

- Team meeting every week
 - Report on what has been done and plan for next week
 - Part of the demonstration of “effort”
- 3 Customer Consultations
 - Chance to demonstrate initial results and ask for feedback
 - Please take them seriously!

Project Grading

- Overall Product (70%+10%)
 - Functional requirements (40%)
 - Non-functional requirements (15%)
 - Validation (15%)
 - Extra Credits (10%)
- Documentation (30%)
 - Requirement (10%)
 - Development (10%)
 - Validation (10%)

Grading Example

Project 1			Project 2			Project 3		
Overall Product		55	Overall Product		60	Overall Product		65
Documentation	Requirement	8	Documentation	Requirement	5	Documentation	Requirement	6
	Development	7		Development	4		Development	3
	Validation	5		Validation	9		Validation	7

	Score
Student 1 (1R2D3V)	$(55+60+65)/3+8+4+7=79\%$
Student 2 (2R3D1V)	$(55+60+65)/3+5+3+5=73\%$
Student 3 (3R1D2V)	$(55+60+65)/3+6+7+9=82\%$

The screenshot displays the MATLAB R2020a environment. On the left, the 'Current Folder' pane shows a directory named '.DS_Store' containing 41 image files (1.jpg to 41.jpg) and one icon file (41.png). The main workspace area shows a script file with the following MATLAB code:

```
2 properties
3     App
4 end
5
6 methods (TestMethodSetup)
7
8     function launchApp(testCase)
9         Rapp = load('rule.mat');
10        Capp = Card;
11        Sapp = ShowUI;
12        P1 = landlord;
13        P2 = landlord;
14        P3 = landlord;
15
16        CONTROLLER = GameManager(Rapp, Capp, Sapp, P1, P2, P3);
17        P1.gm = CONTROLLER;
18        P2.gm = CONTROLLER;
19        P3.gm = CONTROLLER;
20
21        testCase.App = CONTROLLER;
22        testCase.addTeardown(@delete, testCase.App.player1);
23        testCase.addTeardown(@delete, testCase.App.player2);
24        testCase.addTeardown(@delete, testCase.App.player3);
25        testCase.addTeardown(@delete, testCase.App);
26
27    end
28 end
29
30 methods (Test)
31
32 end
```

Below the script editor is the 'Command Window' (命令行窗口). It displays the following output:

```
不熟悉 MATLAB? 请参阅有关快速入门的资源。
Name: 'testLandlordAPP/testAllCases'
Passed: 0
Failed: 1
Incomplete: 1
Duration: 55.5990
Details: [1x1 struct]
```

Below the Command Window is the 'Test Results' pane (总计:). It shows the following summary:

```
总计:
0 Passed, 1 Failed (重新运行), 1 Incomplete.
55.599 秒测试时间。
```

At the bottom of the MATLAB interface, there is a search bar with the text '在这里输入你要搜索的内容' (Enter the content you want to search here) and a taskbar with various application icons.

Working as a team

- Team up with someone you trust
- You are responsible for some task doesn't mean you “only” need to complete the task
- “Make other's job easier”
- “The Black Sheep” will get severe penalties

You may complain about...

- “The requirements are too vague!”
 - It’s not a bug, it’s a feature!
- “I did my part, why do I get penalized for what others didn’t do?”
 - Because you are on the same team, that’s why.
- Please do not ask
 - “Can we get/lose points if we implement/not implement a feature?”

Logistics

- Slides are released 1 day before each lecture on blackboard
- Important announcements are sent via emails
- Forum available on Piazza
(piazza.com/shanghaitech.edu.cn/spring2022/cs132)
 - Ask questions regarding implementations, not ideas

Academic Ethics

- Homework should be done alone
- Do not share code/documents among teams
- Feel free to reuse code segments **within the team**
- Do not use code/documents from other sources (previous years' or online)
- **Violators will receive severe penalties**