Software Product Lines Part 1: Introduction and Overview

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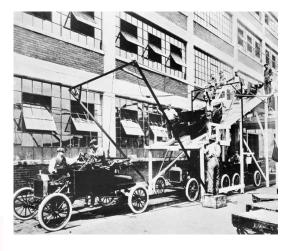
with courtesy of: Sven Apel, Christian Kästner, Gunter Saake

Agenda

- Formal and organizational matters
- A short introduction to the topic
 - Product lines in industry
 - Software product lines
 - Challenges to software product lines

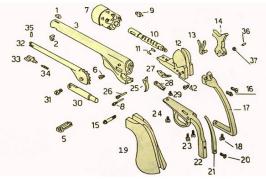
Background

Industrial revolution





1980s automated production line (first industrial robot 1961 at General Motors)



1901 conveyor belt (Ransom Olds/Henry Ford)

1826
exchangeable parts
(John Hall, after 25 years of trying)

[Czarnecki & Eisenecker 2000]

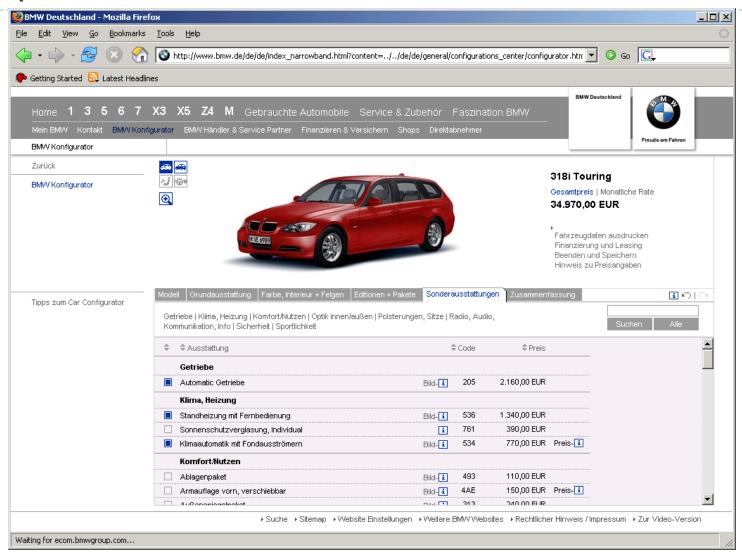
Product lines in industry







Car product line



Diversity of variants

Example: BMW X3



Ceiling: 90.000 variant options

Car doors:
3.000
variant options

Rear axle:
324
variant options

"Variants are a significant leverage for our operating results."

— Franz Decker, head of variant management programme, BMW Group

Car product lines 20 years ago

- Choice was restricted to models and a few extras, like roof-mounted luggage rack or alternative CD player
- One variant (Audi 80, 1.3l, 55PS) = 40% of sales



Car product lines today

- ▶ 10²⁰ possible variants of an Audi 10³² possible variants of a BMW
- Hardly a car leaves the production plant with the same features as the one before it
- ▶ 100 different floor units for one model, based on engine and equipment
- ▶ 50 different steering wheels (3 vs. 4 spokes, wood vs. plastic vs. leather, heating, colors)



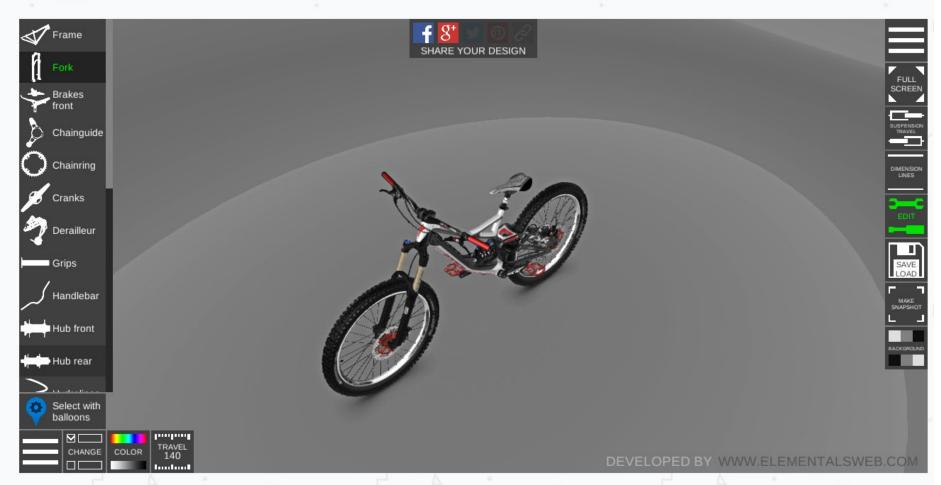
Not just cars....

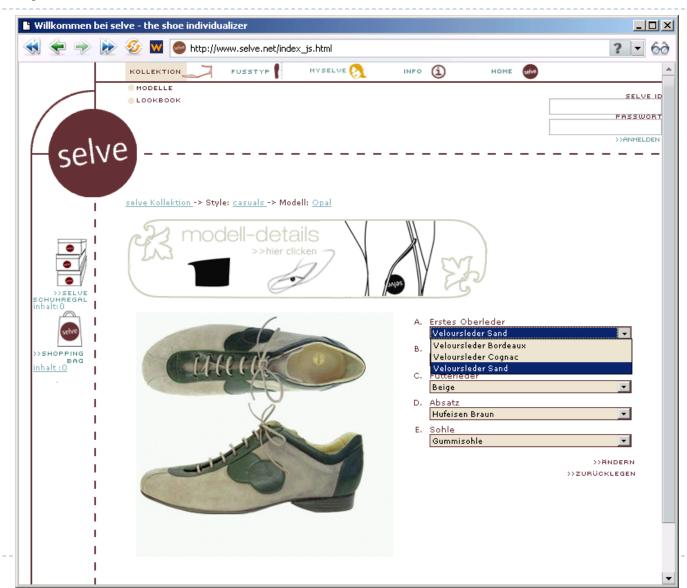


Create and buy your own unique bike

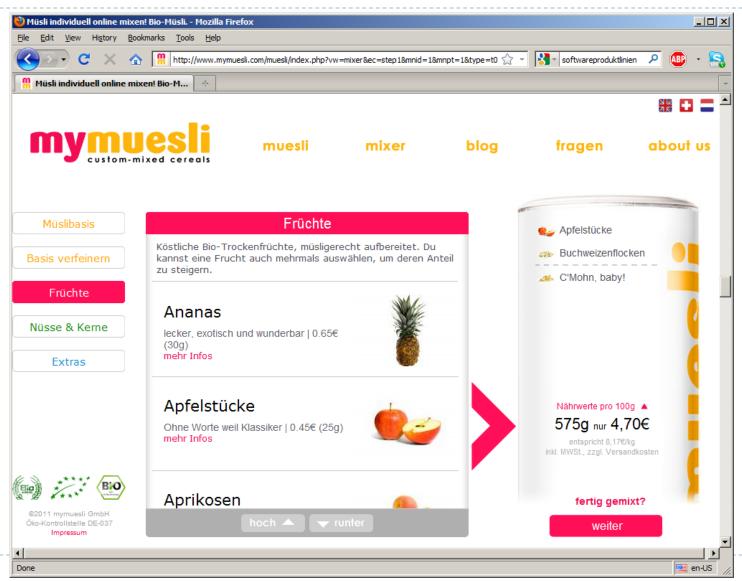


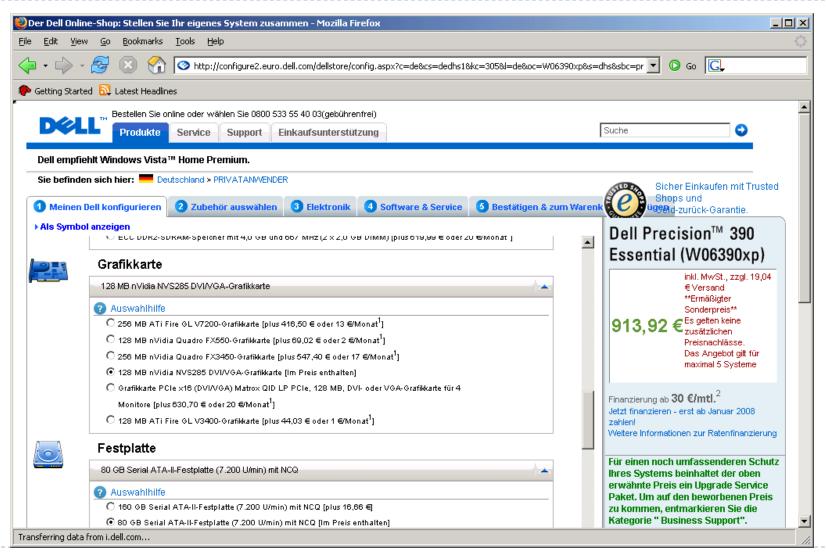


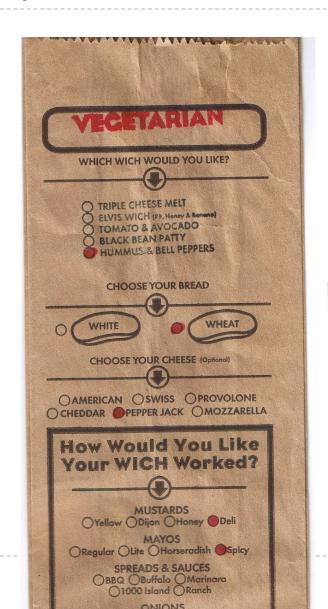




























And Software?

- Modern application software systems are Swiss army knives
 - Bsp.: Windows 10, Open Office, Oracle, SAP myERP, Adobe Photoshop, AutoCAD
- Specialized software und systems for embedded systems more and more important
 - Bsp.: phones, sensor networks, microwaves, TVs, weather stations, cars, chip cards, on-board computers, routers, ubiqutious computing
 - 98% of computing systems in use are embedded systems
 - Resource constraints and heterogenous hardware require customtailored solutions
 - Frequent from-scratch development, long time-to-market, high development costs

Why custom-tailored software?

Personalization

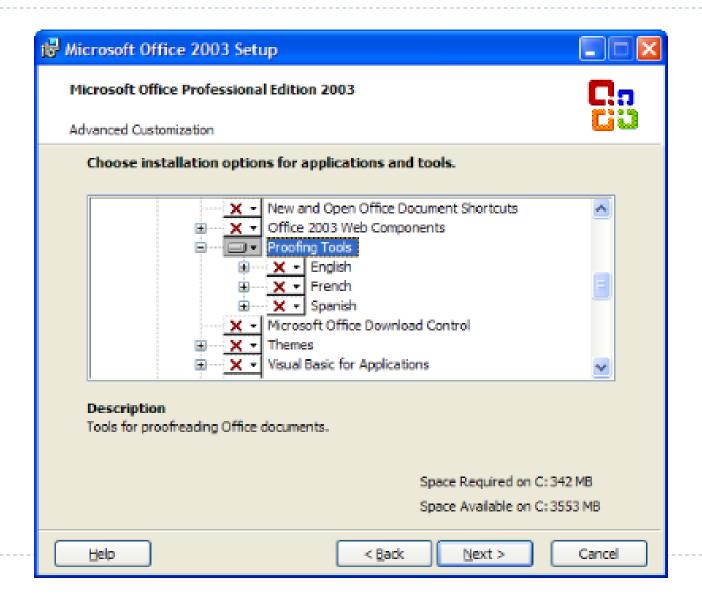
Individual requirements, Look-and-Feel, special algorithms, law settings, hardware, ...

Resource constraints

- Energy consumption, performance, memory use,
- Software and product quality
 - Usability
 - Unused functionality as a risk
 - Maintenance and testing effort grows with amount of functionality
- Costs, effort, flexibility, competition...



Features in Microsoft Office



Linux kernel

- about 6.000.000 lines of source code
- highly configurable
 - > 10.000 configuration options! (x86, 64bit, ...)
 - almost all source code is "optional"













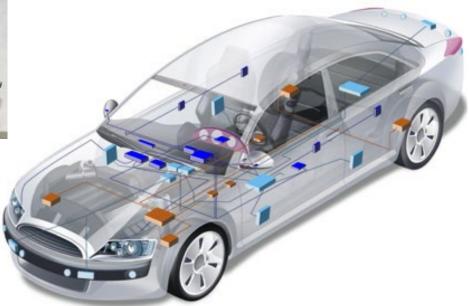
Databases

- Continously increasing amounts of data
- Often embedded into contexts with resource constraints









Printer firmware







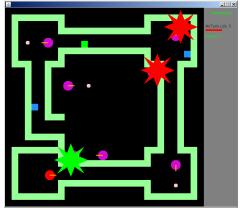






Games







Software product lines in industry

- ▶ HP: printer drivers/firmeware
- Nokia: phone software, browser
- Phillips: high-end TVs, medical technology, ...
- TomTom: embedded navigation systems
- Cummins: Diesel engine control software
- LG: lift control software
- Ericsson: telecommunication switches
- General Motors: powertrains
- Many more: gas turbines, train control, ship control, frequency converter, internet payment gateway, helicopter avionics software, ...

Goal of course

- Techniques for developing custom-tailored software that contains exactly the required functionality
 - Variants for different use-cases
 - Can easily add new variants, fast further development, reuse of proven functionality
 - Customer-specific production, specialization
 - Customization to available resources
- Software product lines (SPLs):
 Configuration by selection of features (Dutch: kenmerken)

Estimation

about 80% of all software systems are software product lines or can benefit from software product line technology

Challenges

variability = complexity



33 optional, independent features



one custom-tailored variant for every human on the planet



320 optional, independent features

more variants than atoms in the universe!





2000 features

10000 features

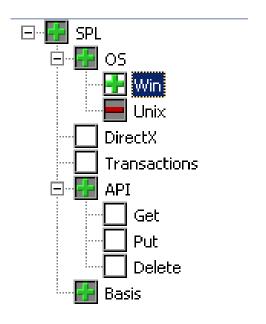


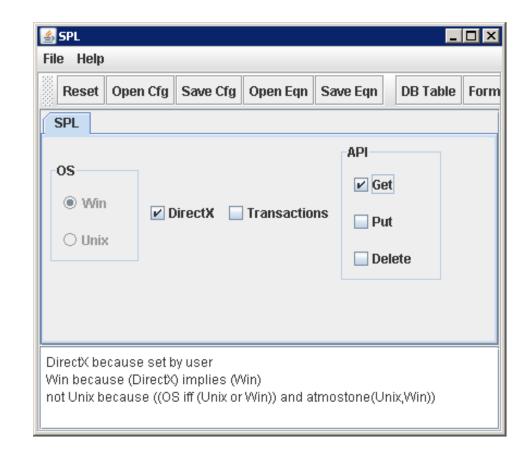
correctness?





are all combinations useful?



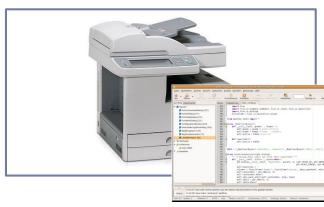


Reuse during implementation?









Where correct errors?



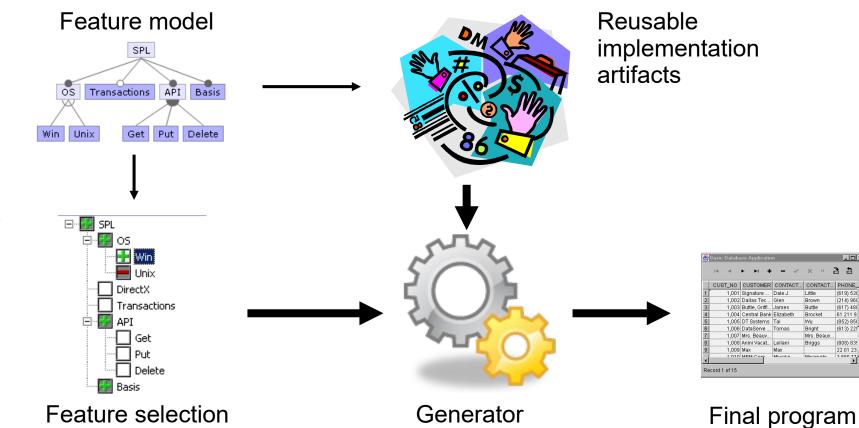


Idee: Systematic development process

- Developing new variants from scratch is not economically feasible
- Creating variants by "clone and own" is a possibility, but comes with many problems in practice
- Therefore: Custom-tailored software based on software product lines
 - From reusable parts
 - That can have alternative implementations
 - Customizable for specialized use-cases
 - Even usable in presence of extreme resource constraints



Design and implementation of features





Non-functional properties

- Constraints and optimisation
- Optimisation for low energy consumption
- Optimisation for high performance
- Optimisation for low footprint
- Special implementation (e.g., no RAM; few writing accesses)
- Security



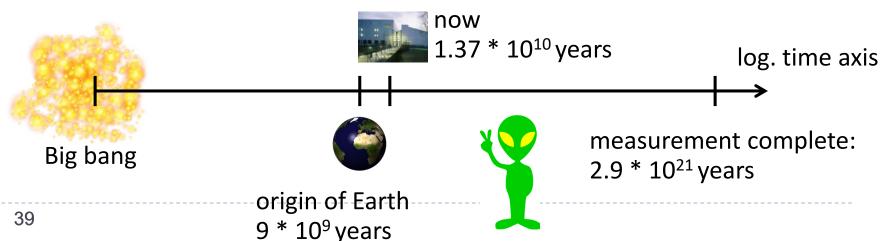




Optimisation of non-functional properties

- SQLite ist an embedded and customizable system
 - Used in more than 500 million systems
 - Configurable with 88 compilation options
- Assuming we experiment with every SQLite variant:
 - ▶ 2⁸⁸ variants and 5 min. per experiment (compile + benchmark) $= 2^{88} * 5min / 60 (per h) / 24 (per d) / 365 (per y) =$

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Implementation: State of the Art

- If variant management is done, then mostly with #ifdef, templates, make, Git
- Example: Berkeley DB (mutex_int.h)

```
#ifndef DB MUTEX INT H
#define
              DB MUTEX INT H
#ifdef HAVE MUTEX PTHREADS
#include <pthread.h>
#define
              MUTEX FIELDS
              pthread mutex t mutex;
                                           /* Mutex. */
              pthread cond t cond;
                                            /* Condition variable. */
#endif
#ifdef HAVE MUTEX UI THREADS
#include <thread.h>
#endif
#ifdef HAVE MUTEX SOLARIS LWP
#include <svnch.h>
#define
              MUTEX FIELDS
              lwp mutex t mutex;
                                           /* Mutex. */
                                           /* Condition variable. */
              lwp cond t cond;
#endif
#ifdef HAVE MUTEX UI THREADS
#include <thread.h>
#include <synch.h>
#define
              MUTEX FIELDS
                                           /* Mutex. */
              mutex t mutex:
              cond t cond;
                                           /* Condition variable. */
#endif
#ifdef HAVE MUTEX AIX CHECK LOCK
#include <svs/atomic op.h>
typedef int tsl t;
#ifdef LOAD ACTUAL MUTEX CODE
#define
              MUTEX INIT(x) 0
#define
              MUTEX SET(x)(! check lock(x, 0, 1))
#define
              MUTEX UNSET(x)
                                            clear lock(x, 0)
#endif
#endif ...
```

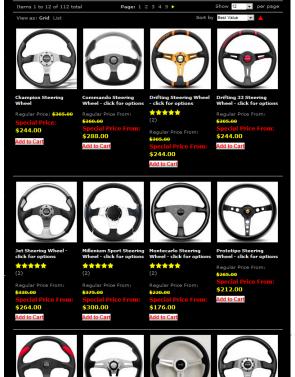
Implementation and maintainability?

```
class Stack {
void push (Object o
#ifdef SYNC
, Transaction txn
#endif
   if (o==null
#ifdef SYNC
       || txn==null
#endif
       ) return;
#ifdef SYNC
   Lock l=txn.lock(o);
#endif
   elementData[size++] = o;
#ifdef SYNC
   l.unlock();
#endif
   fireStackChanged();
```

SPL implementation

- Different methods for implementing SPLs
- ▶ In this course we consider, t.ex.:
 - Versioning systems
 - Preprocessors
 - Components
 - Frameworks/plugins
 - Feature-oriented programming
 - Aspect-oriented programming
- ...and further important topics
 - Feature interactions
 - Analysis and testing of software product lines
 - Virtual separation of concerns

What's a reasonable amount of variability?



Development cost
Investment cost
Maintenance cost
Logistical cost
Product cost (small quantities)

Focus

- Goal: Custom-tailored software
- Central concept: Features
- Focus on implementation of features
- Much source code, diverse paradigms and language extensions