

What is essential?

– A pilot survey on views about the requirements metamodel of reqT.org

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Research question

In the context of software requirements engineering education:

- How to choose a set of **essential requirements engineering concepts** that allows for **sufficient expressiveness**, without overloading the metamodel with esoteric concepts just for the sake of **completeness**?

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In the context of software requirements engineering education:

- How to choose a set of **essential requirements engineering concepts** that allows for **sufficient expressiveness**, without overloading the metamodel with esoteric concepts just for the sake of **completeness**?
- Presumption: as teachers we should be method agnostic; there is no single "correct" dogma

Approach

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 - How to quantify "essentiality"?
 - One possible quantification:
The more scholars that **agree** on a definition of a concept
and
the more scholars that **use** the concept,
the more **essential** is the concept.

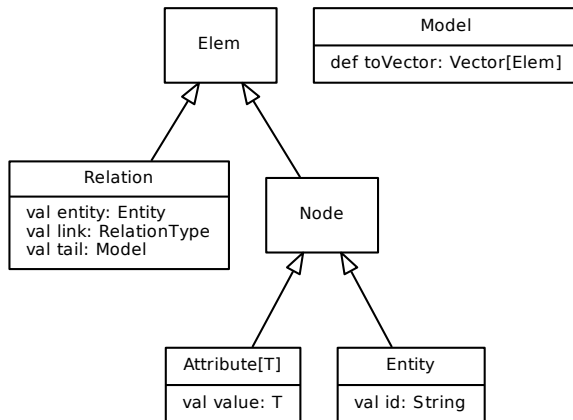
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 - How to quantify "essentiality"?
 - One possible quantification:
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the more scholars that **use** the concept,
the more **essential** is the concept.
- Use the reqT.org metamodel as a basis for the survey

What is reqT?

- reqT is an open source requirements engineering tool developed in an **educational** context
Download from here: <http://reqt.org/>
`java -jar reqT.jar`
- reqT aims to inspire **code-loving** cs students to learn more about RE through a **Scala**-internal DSL
- has a metamodel with **entities**, **relations** and **attributes** gathered from various sources such as text books, research papers, IREB, wikipedia, etc.

The base classes of the reqT metamodel



A small reqT model

```
val m = Model(  
  Feature("chat") has (  
    Spec("The system shall enable sending text messages among users"),  
    Prio(42)  
  )  
)
```

An larger example reqT model

```

Model(
  Component("appearance") has (
    VariationPoint("color") has (
      Min(0), Max(2), Variant("blue"), Variant("red"), Variant("green")),
    VariationPoint("shape") has (
      Min(1), Max(1), Variant("round"), Variant("square")),
    VariationPoint("payment") has (
      Min(1), Max(2), Variant("cash"), Variant("credit")),
    VariationPoint("payment") requires Variant("cash"),
    Variant("round") excludes Variant("red"),
    Variant("green") requires Variant("square")),
  Component("appearance") requires VariationPoint("shape"),
  App("free") has Component("appearance"),
  App("free") binds (VariationPoint("shape") binds Variant("round")),
  App("premium") has Component("appearance"),
  App("premium") binds (
    VariationPoint("color") binds (Variant("red"), Variant("green")),
    VariationPoint("shape") binds (Variant("round"), Variant("square")),
    VariationPoint("payment") binds Variant("cash"))

```

49 entities of the metamodel (see paper appendix)

Entity	Definition
Actor	A human or machine that communicates with a system.
App	A computer program, or group of programs designed for end users, normally with a graphical user interface. Short for application.
Barrier	Something that makes it difficult to achieve a goal or a higher quality level.
Breakpoint	A point of change. An important aspect of a (non-linear) relation between quality and benefit.
Class	An extensible template for creating objects. A set of objects with certain attributes in common. A category.
Component	A composable part of a system. A reusable, interchangeable system unit or functionality.
Configuration	A specific combination of variants.
Data	Information stored in a system.
Design	A specific realization or high-level implementation description (of a system part).
Domain	The application area of a product with its surrounding entities.
Epic	A large user story or a collection of stories.
Event	Something that can happen in the domain and/or in the system.
Feature	A releasable characteristic of a product. A (high-level, coherent) bundle of requirements.
Function	A description of how input data is mapped to output data. A capability of a system to do something specific.
Goal	An intention of a stakeholder or desired system property.
Idea	A concept or thought (potentially interesting).
Interface	A defined way to interact with a system.
Issue	Something needed to be fixed.
Item	An article in a collection, enumeration, or series.
Label	A descriptive name used to identify something.
Member	An entity that is part of another entity, eg. a field in a class.
Meta	A prefix used on a concept to mean beyond or about its own concept, e.g. metadata is data about data.
MockUp	A prototype with limited functionality used to demonstrate a design idea.
Module	A collection of coherent functions and interfaces.
Product	Something offered to a market.
Quality	A distinguishing characteristic or degree of goodness.
Relationship	A specific way that entities are connected.
Release	A specific version of a system offered at a specific time to end users.
Req	Something needed or wanted. An abstract term denoting any type of information relevant to the (specification of) intentions behind system development. Short for requirement.
Resource	A capability of, or support for development.
Risk	Something negative that may happen.
Scenario	A (vivid) description of a (possible future) system usage.
Screen	A design of (a part of) a user interface.
Section	A part of a (requirements) document.
Service	Actions performed by systems and/or humans to provide results to stakeholders.
Stakeholder	Someone with a stake in the system development or usage.
State	A mode or condition of something in the domain and/or in the system. A configuration of data.
Story	A short description of what a user does or needs. Short for user story.
System	A set of interacting software and/or hardware components.
Target	A desired quality level or goal.
Task	A piece of work (that users do, maybe supported by a system).
Term	A word or group of words having a particular meaning.
Test	A procedure to check if requirements are met.
Ticket	(Development) work awaiting to be completed.
UseCase	A list of steps defining interactions between actors and a system to achieve a goal.
User	A human interacting with a system.
Variant	An object or system property that can be chosen from a set of options.
VariationPoint	An opportunity of choice among variants.
WorkPackage	A collection of (development) work tasks.

28 attributes of the metamodel (see paper appendix)

Attributes	Definition
Benefit	A characterisation of a good or helpful result or effect (e.g. of a feature).
Capacity	The largest amount that can be held or contained (e.g. by a resource).
Code	A collection of (textual) computer instructions in some programming language, e.g. Scala. Short for source code.
Comment	A note that explains or discusses some entity.
Constraints	A collection of propositions that restrict the possible values of a set of variables.
Cost	The expenditure of something, such as time or effort, necessary for the implementation of an entity.
Damage	A characterisation of the negative consequences if some entity (e.g. a risk) occurs.
Deprecated	A description of why an entity should be avoided, often because it is superseded by another entity, as indicated by a comment.
Example	A note that illustrates some entity by a typical instance.
Expectation	The required output of a test in order to be counted as passed.
FileName	The name of a storage of serialized, persistent data.
Frequency	The rate of occurrence of some entity.
Gist	A short and simple description of an entity, e.g. a function or a test.
Image	(The name of) a picture of an entity.
Input	Data consumed by an entity,
Max	The maximum estimated or assigned (relative) value.
Min	The minimum estimated or assigned (relative) value.
Order	The ordinal number of an entity (1st, 2nd, ...).
Output	Data produced by an entity, e.g. a function or a test.
Prio	The level of importance of an entity. Short for priority.
Probability	The likelihood that something (e.g. a risk) occurs.
Profit	The gain or return of some entity, e.g. in monetary terms.
Spec	A (detailed) definition of an entity. Short for specification.
Status	A level of refinement of an entity (e.g. a feature) in the development process.
Text	A sequence of words (in natural language).
Title	A general or descriptive heading.
Value	An amount. An estimate of worth.
Why	A description of intention. Rationale.

15 realtions of the metamodel (see paper appendix)

Relation

binds
 deprecates
 excludes
 has
 helps
 hurts
 impacts
 implements
 interactsWith
 is
 precedes
 relatesTo
 requires
 superOf
 verifies

Definition

Ties a value to an option. A configuration binds a variation point.
 Makes outdated. An entity deprecates (supersedes) another entity.
 Prevents a combination. An entity excludes another entity.
 Expresses containment, substructure. An entity contains another entity.
 Positive influence. A goal helps to fulfil another goal.
 Negative influence. A goal hinders another goal.
 Some influence. A new feature impacts an existing component.
 Realisation of. A module implements a feature.
 Communication. A user interacts with an interface.
 Sub-typing, specialization, part of another, more general entity.
 Temporal ordering. A feature precedes (is implemented before) another feature.
 General relation. An entity is related to another entity.
 Requested combination. An entity is required (or wished) by another entity.
 Super-typing, generalization, includes another, more specific entity.
 Gives evidence of correctness. A test verifies the implementation of a feature.

Data Collection

reqT-survey.xls - LibreOffice Calc

File Edit View Insert Format Tools Data Window Help

Q1-USAGE In my software development or teaching, this concept is...

0 = never or very seldom used, or not heard of

1 = used, but almost only in an informal, non-persistent way, e.g. in oral communication, emails, chats,

2 = used also persistently to some extent, e.g. repeatedly stored in wikis, documents, reports, models,

Q2-MEANING Do you interpret the word similar as in the suggested definition?

0 = no, I am used to a significantly different meaning of the word

1 = I don't know

2 = yes, I'm used to this or a similar meaning of the word

TYPE	CONCEPT	APPROXIMATE MEANING(S) / DEFINITION	Q1-USAGE	Q2-MEANING
Entity	Actor	A human or machine that communicates with a system.		
Entity	App	A computer program, or group of programs designed for end users, normally with a graphical user interface. Short for application.		
Entity	Barrier	Something that makes it difficult to achieve a goal or a higher quality level.		
Entity	Breakpoint	A point of change. An important aspect of a (non-linear relation between quality and benefit.		
Entity	Class	An extensible template for creating objects. A set of objects with certain attributes in common. A category.		

Q1-USAGE

0 = no

1 = used, but only orally

2 = used, also in writing

Q1 use = {no | used, but only orally | used, also in writing}

Q2 agree = {no, different meaning | don't know | yes, similar meaning}

Answered by 15 swedish RE scholars (100% response rate)

<https://github.com/bjornregnell/reqT-survey>

Data Analysis

Frequency analysis. The degree of "essentiality" is characterized as the number of subjects that has responded that they (1) use the concept at least in an informal, non-persistent way, *and* that they (2) use the concept in a similar meaning as in the definition in Appendix A.

Frequency Analysis

<i>n</i>	<i>Entities</i>	<i>Attributes</i>	<i>Relations</i>
14	Class, Component, UseCase, Variant	Comment, Example, Max, Min, Title	implements, verifies
13	Configuration, Data, Design, Event, Quality, Scenario, Stakeholder, System, Term	Code, Constraints, Cost, FileName, Probability, Profit, Spec, Why	excludes, interactsWith, is, relatesTo, requires
12	Actor, Domain, Feature, Function, Interface, Module, Relationship, Release, Req, Risk, Service, State, Task, Test	Benefit, Capacity, Frequency, Input, Order, Output, Prio, Text, Value	has, impacts
11	Idea, Label, Member, Meta, MockUp, Section, User	Image	precedes, superOf
10	Goal, Story	Expectation	
9	App, Issue, Target, WorkPackage	Damage	binds, helps
8	Item, Product, Resource, VariationPoint		deprecates
7	Breakpoint, Screen	Status	
6	Barrier	Deprecated	hurts
4	Ticket		
1	Epic	Gist	

Essentiality Definition

- If an "essentiality threshold" is chosen at $N/2$ then only the 9 concepts from row $n = 7$ and below are considered "non-essential"
- **More than 90% of the 92 metamodel concepts have a majority of the subjects that use them and agree upon their definitions**
- Each concept has at least one subject that uses it and agrees with its definition.

Conclusion

■ Contribution

- A way to quantify "essentiality" – tested in a pilot survey
- A set of potentially "essential" concepts
(according to 14 RE scholars in Sweden)

■ Future Work

- More subjects for increased external validity
- More questions on missing and alternative concepts