

CAS 741: Module Guide

Dynamical Systems: MPSim

Karol Serkis

`serkiskj@mcmaster.ca`

GitHub: [karolserkis](#)

December 19, 2018

1 Revision History

Date	Version	Notes
October 31, 2018	1.0	First full draft for submission
December 17, 2018	2.0	All GitHub issues and comments addressed
December 18, 2018	3.0	MG & bibliography fixed, & program name fixed

Contents

1	Revision History	i
2	Introduction	1
3	Anticipated and Unlikely Changes	2
3.1	Anticipated Changes	2
3.2	Unlikely Changes	2
4	Module Hierarchy	2
5	Connection Between Requirements and Design	3
6	Module Decomposition	3
6.1	Hardware Hiding Modules (M1)	4
6.2	Behaviour-Hiding Module	4
6.2.1	MPSim Control Module (M2)	4
6.2.2	MPSim GUI Module (M3)	4
6.2.3	User Input Module (M4)	5
6.3	Software Decision Module	5
6.3.1	Lagrangian Module (M5)	5
6.3.2	Data Structure Module (M6)	5
6.3.3	Generic Plot Module (M7)	5
6.3.4	Trajectory Simulation Module (M8)	6
7	Traceability Matrix	6
8	Use Hierarchy Between Modules	6

List of Tables

1	Module Hierarchy	3
2	Trace Between Requirements and Modules	6
3	Trace Between Anticipated Changes and Modules	6

List of Figures

1	Use hierarchy among modules	7
---	---------------------------------------	---

2 Introduction

The module guide document is providing to the reader the decomposition of MPSim into smaller pieces to help the implementation phase. Decomposing a system into modules is a commonly accepted approach to developing software. A module is a work assignment for a programmer or programming team (Parnas et al., 1984). We advocate a decomposition based on the principle of information hiding (Parnas, 1972). This principle supports design for change, because the “secrets” that each module hides represent likely future changes. Design for change is valuable in SC, where modifications are frequent, especially during initial development as the solution space is explored.

Our design follows the rules laid out by Parnas et al. (1984), as follows:

- System details that are likely to change independently should be the secrets of separate modules.
- Each data structure is used in only one module.
- Any other program that requires information stored in a module’s data structures must obtain it by calling access programs belonging to that module.

After completing the first stage of the design, the Software Requirements Specification (SRS), the Module Guide (MG) is developed (Parnas et al., 1984). The MG specifies the modular structure of the system and is intended to allow both designers and maintainers to easily identify the parts of the software. The potential readers of this document are as follows:

- New project members: This document can be a guide for a new project member to easily understand the overall structure and quickly find the relevant modules they are searching for.
- Maintainers: The hierarchical structure of the module guide improves the maintainers’ understanding when they need to make changes to the system. It is important for a maintainer to update the relevant sections of the document after changes have been made.
- Designers: Once the module guide has been written, it can be used to check for consistency, feasibility and flexibility. Designers can verify the system in various ways, such as consistency among modules, feasibility of the decomposition, and flexibility of the design.

The rest of the document is organized as follows. Section 3 lists the anticipated and unlikely changes of the software requirements. Section 4 summarizes the module decomposition that was constructed according to the likely changes. Section 5 specifies the connections between the software requirements and the modules. Section 6 gives a detailed description of the modules. Section 7 includes two traceability matrices. One checks the completeness

of the design against the requirements provided in the SRS. The other shows the relation between anticipated changes and the modules. Section 8 describes the use relation between modules.

3 Anticipated and Unlikely Changes

This section lists possible changes to the system. According to the likeliness of the change, the possible changes are classified into two categories. Anticipated changes are listed in Section 3.1, and unlikely changes are listed in Section 3.2.

3.1 Anticipated Changes

Anticipated changes are the source of the information that is to be hidden inside the modules. Ideally, changing one of the anticipated changes will only require changing the one module that hides the associated decision. The approach adapted here is called design for change.

AC1: The specific hardware on which MPSim software is running.

AC2: The method of the user input (ex. command-line option vs. dialog box)

AC3: The 3D coordinate space fixed to a 2D motion in 3D space

AC4: The format of the Lagrangian (2D vs 3D)

AC5: The (linear) solver algorithm

AC6: The content of the simulation and/or output (eg. 2D plot instead of 3D)

3.2 Unlikely Changes

The module design should be as general as possible. However, a general system is more complex. Sometimes this complexity is not necessary. Fixing some design decisions at the system architecture stage can simplify the software design. If these decision should later need to be changed, then many parts of the design will potentially need to be modified. Hence, it is not intended that these decisions will be changed.

UC1: Input/Output devices

(Input: File and/or Keyboard, Output: File, Memory, and/or Screen)

UC2: The goal statements of MPSim (see SRS; extensions to SRS are still possible, but current goals should not change)

UC3: The data types for the simulation and plot

4 Module Hierarchy

This section provides an overview of the module design. Modules are summarized in a hierarchy decomposed by secrets in Table 1. The modules listed below, which are leaves in the hierarchy tree, are the modules that will actually be implemented.

M1: Hardware-Hiding Module

M2: MPSim Control Module

M3: Generic GUI Module

M4: User Input Module

M5: Lagrangian Module

M6: Data Structure Module

M7: Generic Plot Module

M8: Generic Trajectory Simulation GUI Module

Level 1	Level 2
Hardware-Hiding Module	
	MPSim Control Module
	MPSim GUI Module
	User Input Parameters Module
Behaviour-Hiding Module	Data Structure Module
	Generic Trajectory Simulation GUI Module
Software Decision Module	Generic GUI/Plot Module
	Lagrangian Module
	Hamiltonian Module

Table 1: Module Hierarchy

5 Connection Between Requirements and Design

The design of the system is intended to satisfy the requirements developed in the SRS. In this stage, the system is decomposed into modules. The connection between requirements and modules is listed in Table 2.

6 Module Decomposition

Modules are decomposed according to the principle of “information hiding” proposed by [Parnas et al. \(1984\)](#). The *Secrets* field in a module decomposition is a brief statement of the design decision hidden by the module. The *Services* field specifies *what* the module will do without documenting *how* to do it. For each module, a suggestion for the implementing software is given under the *Implemented By* title. If the entry is *OS*, this means that the module is provided by the operating system or by standard programming language libraries. Also indicate if the module will be implemented specifically for the software.

Only the leaf modules in the hierarchy have to be implemented. If a dash (–) is shown, this means that the module is not a leaf and will not have to be implemented. Whether or not this module is implemented depends on the programming language selected.

6.1 Hardware Hiding Modules (M1)

Secrets: The data structure and algorithm used to implement the virtual hardware.

Services: Serves as a virtual hardware used by the rest of the system. This module provides the interface between the hardware and the software. So, the system can use it to display outputs or to accept inputs.

Implemented By: OS

6.2 Behaviour-Hiding Module

Secrets: The contents of the required behaviours.

Services: Includes programs that provide externally visible behaviour of the system as specified in the software requirements specification (SRS) documents. This module serves as a communication layer between the hardware-hiding module and the software decision module. The programs in this module will need to change if there are changes in the SRS.

Implemented By: –

6.2.1 MPSim Control Module (M2)

Secrets: Execution flow of MPSim

Services: Calls the different modules in the appropriate order.

Implemented By: MPSim

6.2.2 MPSim GUI Module (M3)

Secrets: Methods to interact with user to make run MPSim

Services: Serves as interface between the user and the software through the hardware by outputting calculation results and collecting user information (user inputs) for the calculation modules. Limits Simulation size based on display size.

Implemented By: MPSim

6.2.3 User Input Module (M4)

Secrets: The format and structure of the input data.

Services: Loads, verifies and stores the input data into the appropriate data and object structure.

Implemented By: MPSim

6.3 Software Decision Module

Secrets: The design decision based on mathematical theorems, physical facts, or programming considerations. The secrets of this module are *not* described in the SRS.

Services: Includes data structure and algorithms used in the system that do not provide direct interaction with the user.

Implemented By: –

6.3.1 Lagrangian Module (M5)

Secrets: Lagrangian calculation/algorithm.

Services: Calculates the variation of Lagrangian for each pendulum in the chain (each element of the array).

Implemented By: MPSim

6.3.2 Data Structure Module (M6)

Secrets: Data format for an image.

Services: Provides convenient format to store, read and manipulate all elements (pixel) from an image.

Implemented By: Python library

6.3.3 Generic Plot Module (M7)

Secrets: Generic methods to interact with the user.

Services: Provides the generic interface methods such as buttons, windows, plotting, entry fields to interact with a user.

Implemented By: Python library

6.3.4 Trajectory Simulation Module (M8)

Secrets: Algorithm to simulate the trajectory of the chain of pendula rods.

Services: Simulates the chain of pendula rods in space using the Lagrangian.

Implemented By: MPSim , Python library

7 Traceability Matrix

This section shows two traceability matrices: between the modules and the requirements and between the modules and the anticipated changes.

Req.	Modules
R1	M2, M3, M4, M5, M6, M7, M8
R2	M2, M3, M4, M5, M6
R3	M5, M6, M7, M8
R4	M5, M6, M7, M8
R5	M2, M3, M4, M5, M6, M7, M8

Table 2: Trace Between Requirements and Modules

AC	Modules
AC1	M1
AC2	M4, M5, M6,M7
AC3	M2, M3, M7, M8
AC4	M2, M3, M7, M8
AC5	M4, M5, M6,M7
AC6	M4, M5, M6,M7

Table 3: Trace Between Anticipated Changes and Modules

8 Use Hierarchy Between Modules

In this section, the uses hierarchy between modules is provided. Parnas (1978) said of two programs A and B that A *uses* B if correct execution of B may be necessary for A to complete the task described in its specification. That is, A *uses* B if there exist situations in which the correct functioning of A depends upon the availability of a correct implementation of B. Figure 1 illustrates the use relation between the modules. It can be seen that the graph is a directed acyclic graph (DAG). Each level of the hierarchy offers a testable and usable subset of the system, and modules in the higher level of the hierarchy are essentially simpler because they use modules from the lower levels.

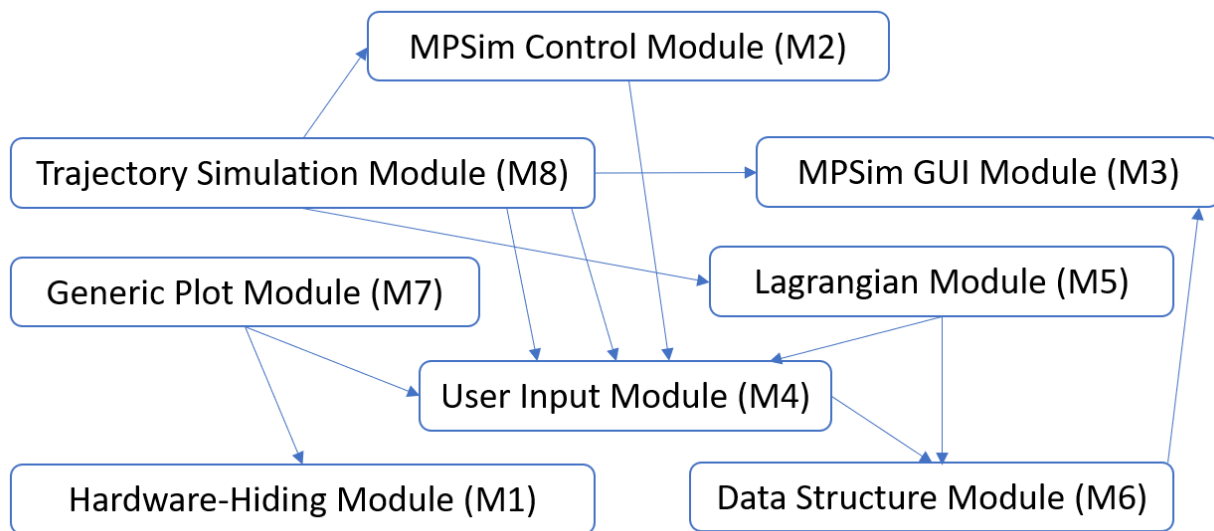


Figure 1: Use hierarchy among modules

References

- David L. Parnas. On the criteria to be used in decomposing systems into modules. *Comm. ACM*, 15(2):1053–1058, December 1972.
- David L. Parnas. Designing software for ease of extension and contraction. In *ICSE '78: Proceedings of the 3rd international conference on Software engineering*, pages 264–277, Piscataway, NJ, USA, 1978. IEEE Press. ISBN none.
- D.L. Parnas, P.C. Clement, and D. M. Weiss. The modular structure of complex systems. In *International Conference on Software Engineering*, pages 408–419, 1984.