

Software Architecture 2021

Lecture 1, part 2/3

Software engineering process and the role of requirements

Dimitri Van Landuyt

Wouter Joosen

Outline

1. Software engineering processes

Initial phases of the software development life cycle

2. Requirements engineering

First acquaintance with ASRs – architecturally-significant requirements

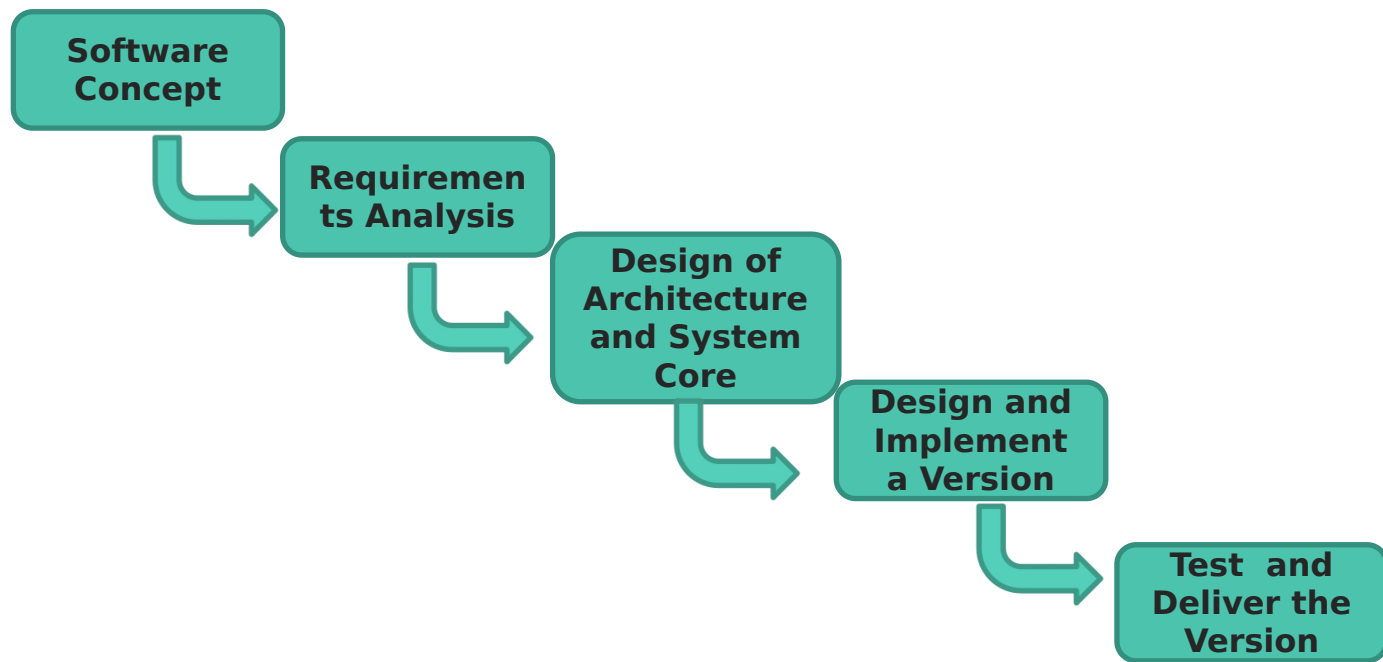
(1) Software Engineering Processes

How to get from A to Z?

**Software
Concept**

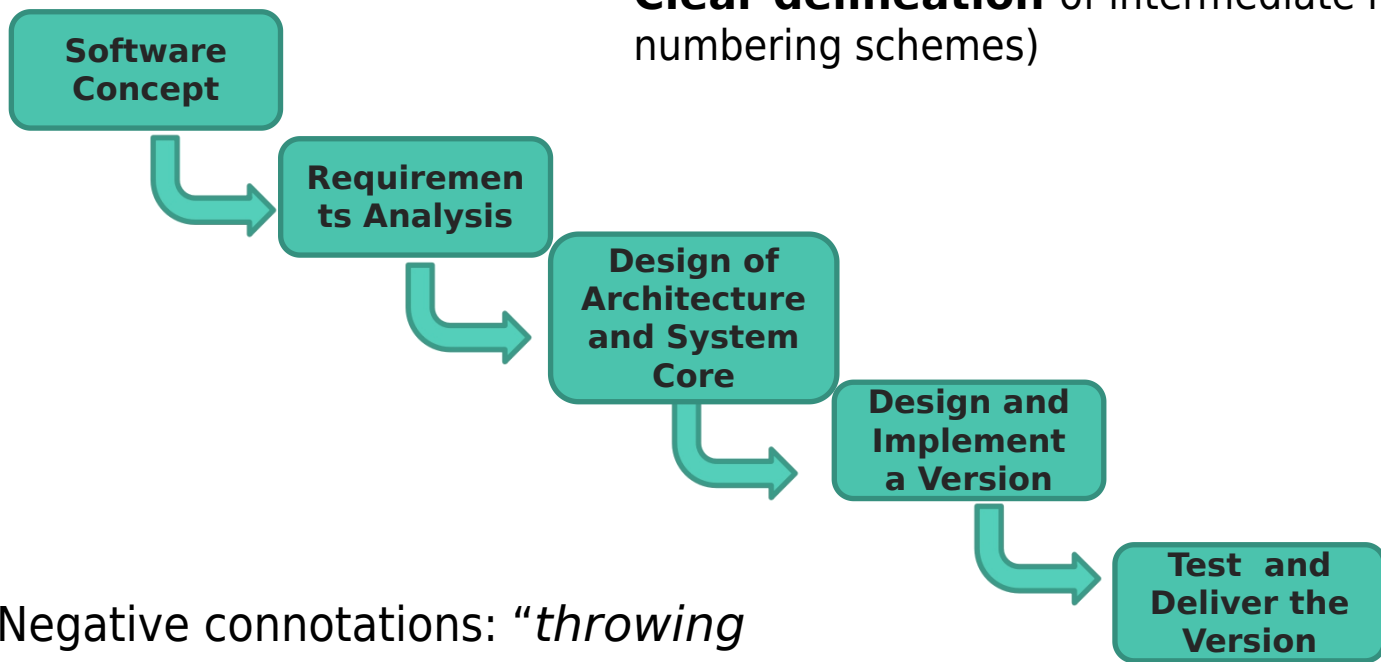
Delivery

Waterfall Model for Software Development



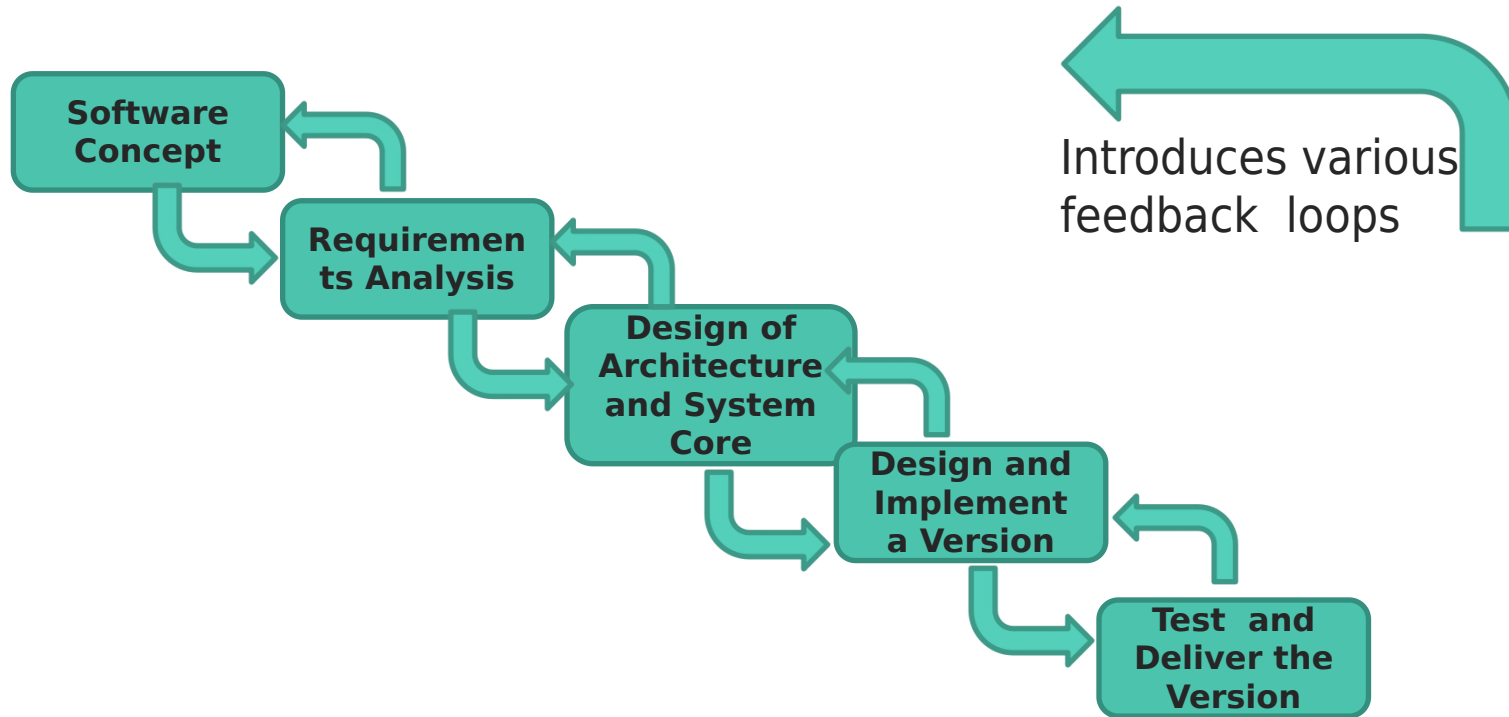
Waterfall Model for Software Development

- Reliance on complete and standalone **specifications**
- **Clear delineation** of intermediate results (e.g. version numbering schemes)

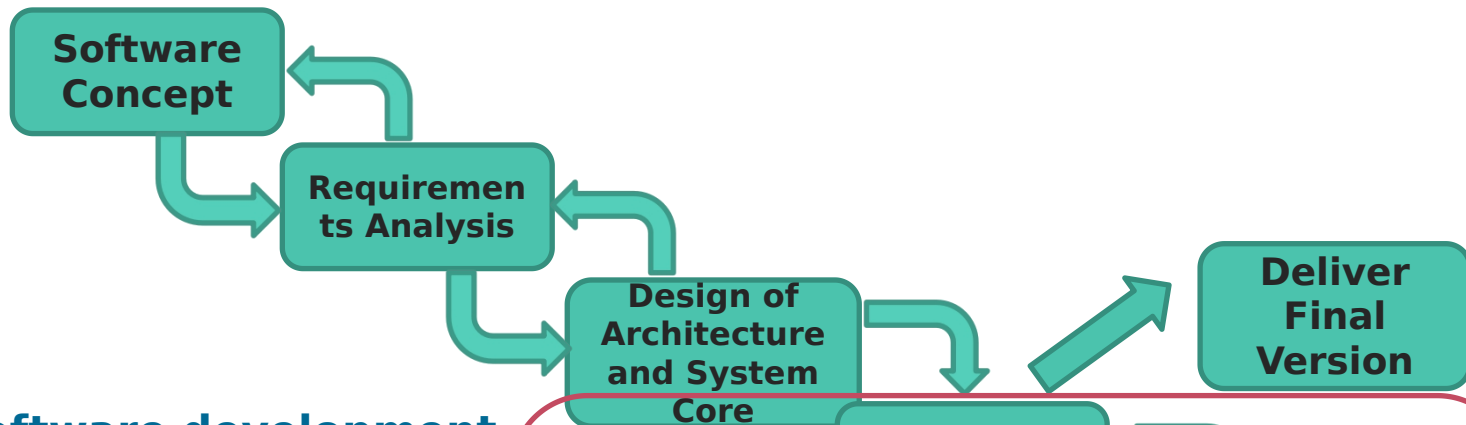


Negative connotations: *“throwing documents over the wall”*; *slow, heavyweight*

Iterative Software Development (at the basis of the Unified Process)

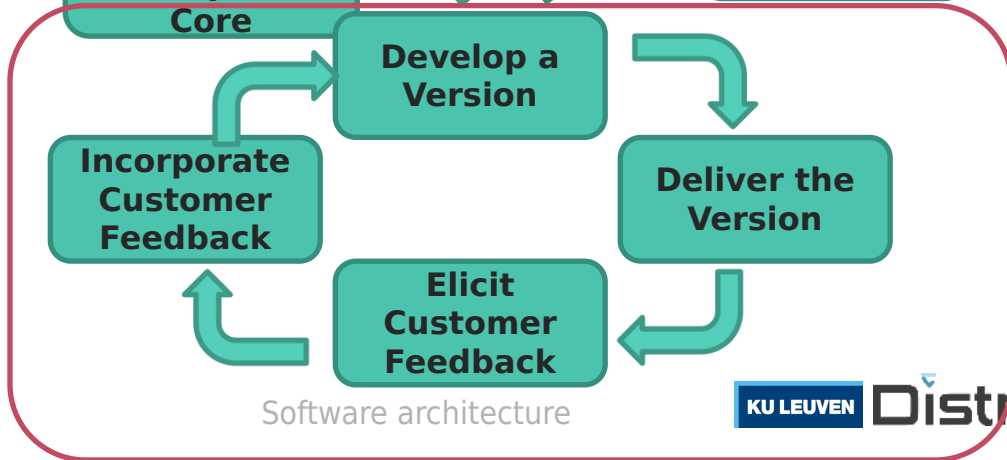


Other development processes

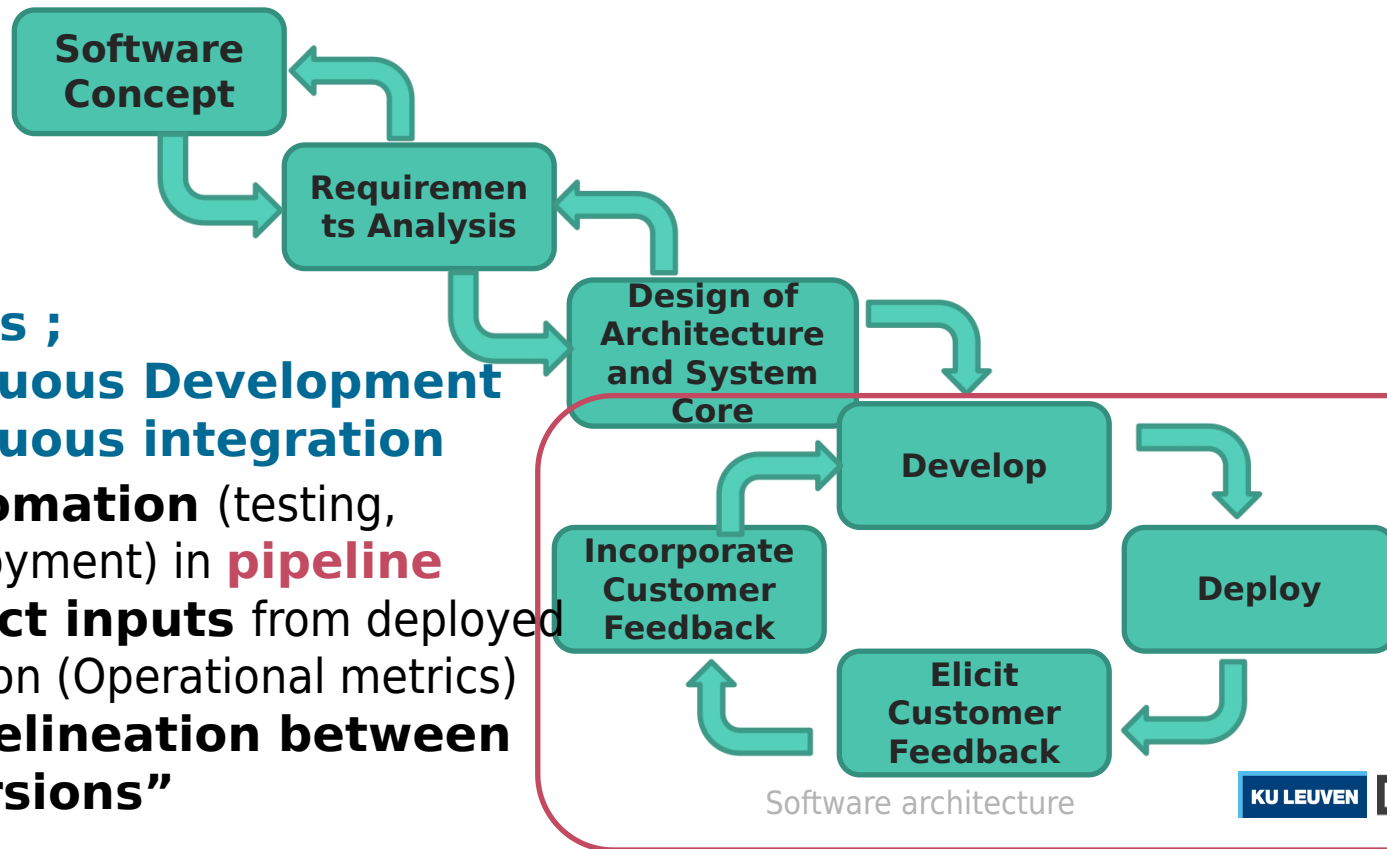


Agile software development

- **Increase iteration frequency** (sprints)
- More degrees of freedom
- More **direct feedback** from customers



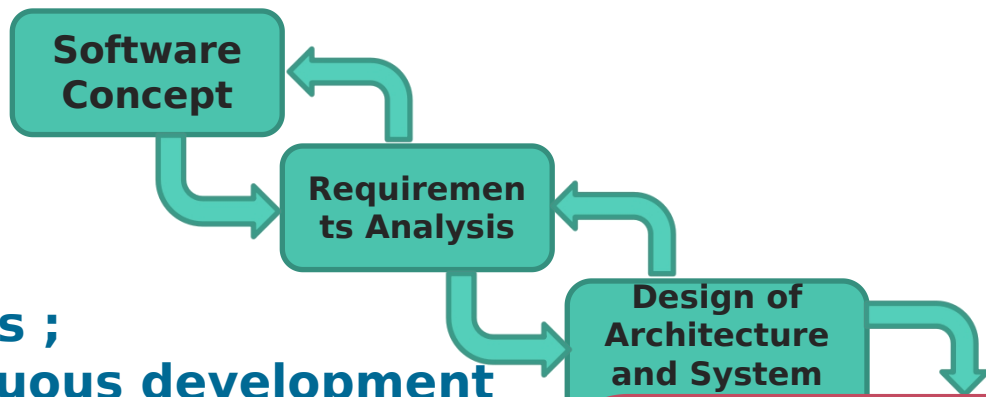
Other development processes



DevOps ; Continuous Development Continuous integration

- **Automation** (testing, deployment) in **pipeline**
- **Direct inputs** from deployed version (Operational metrics)
- No **delineation between “versions”**

Other development processes



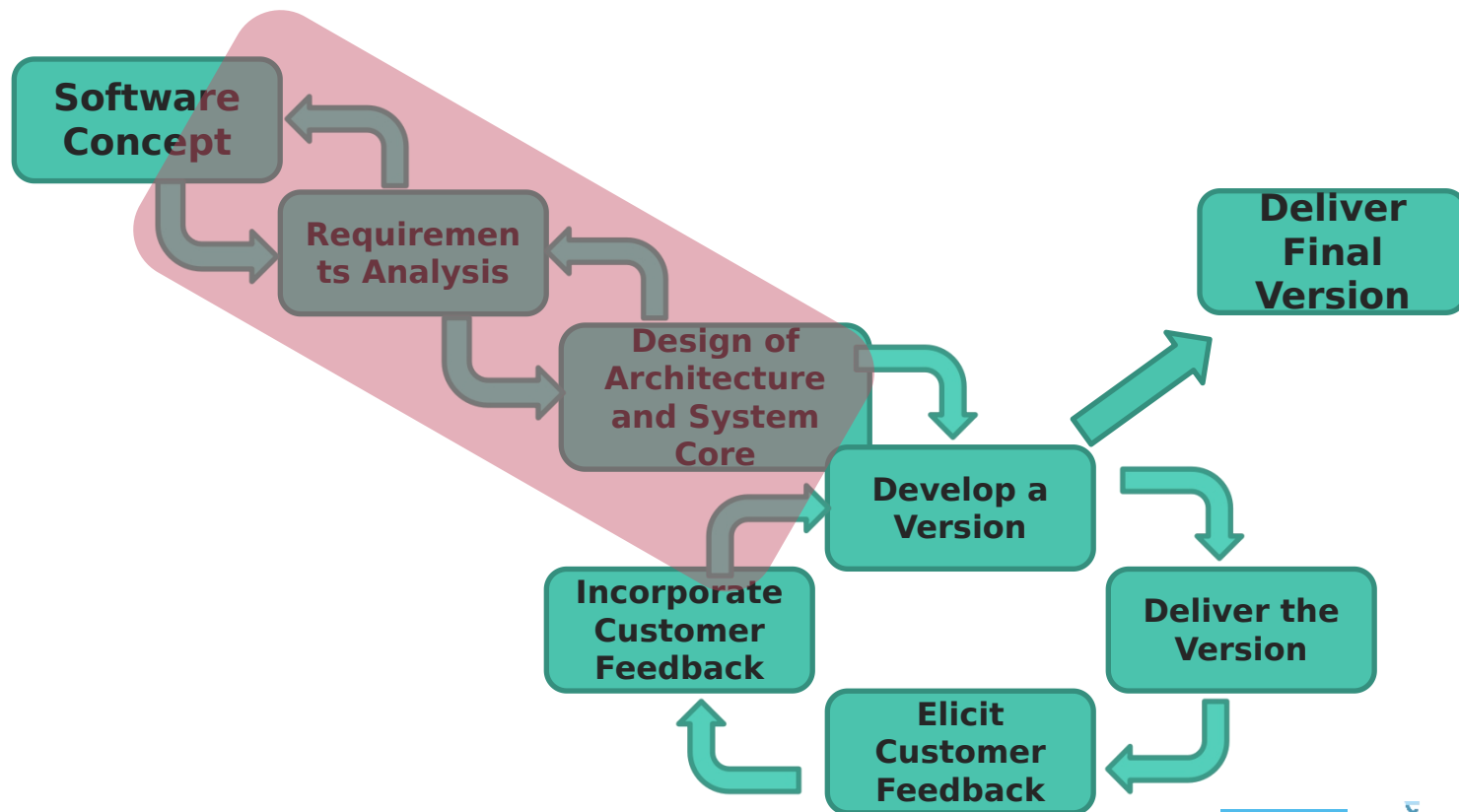
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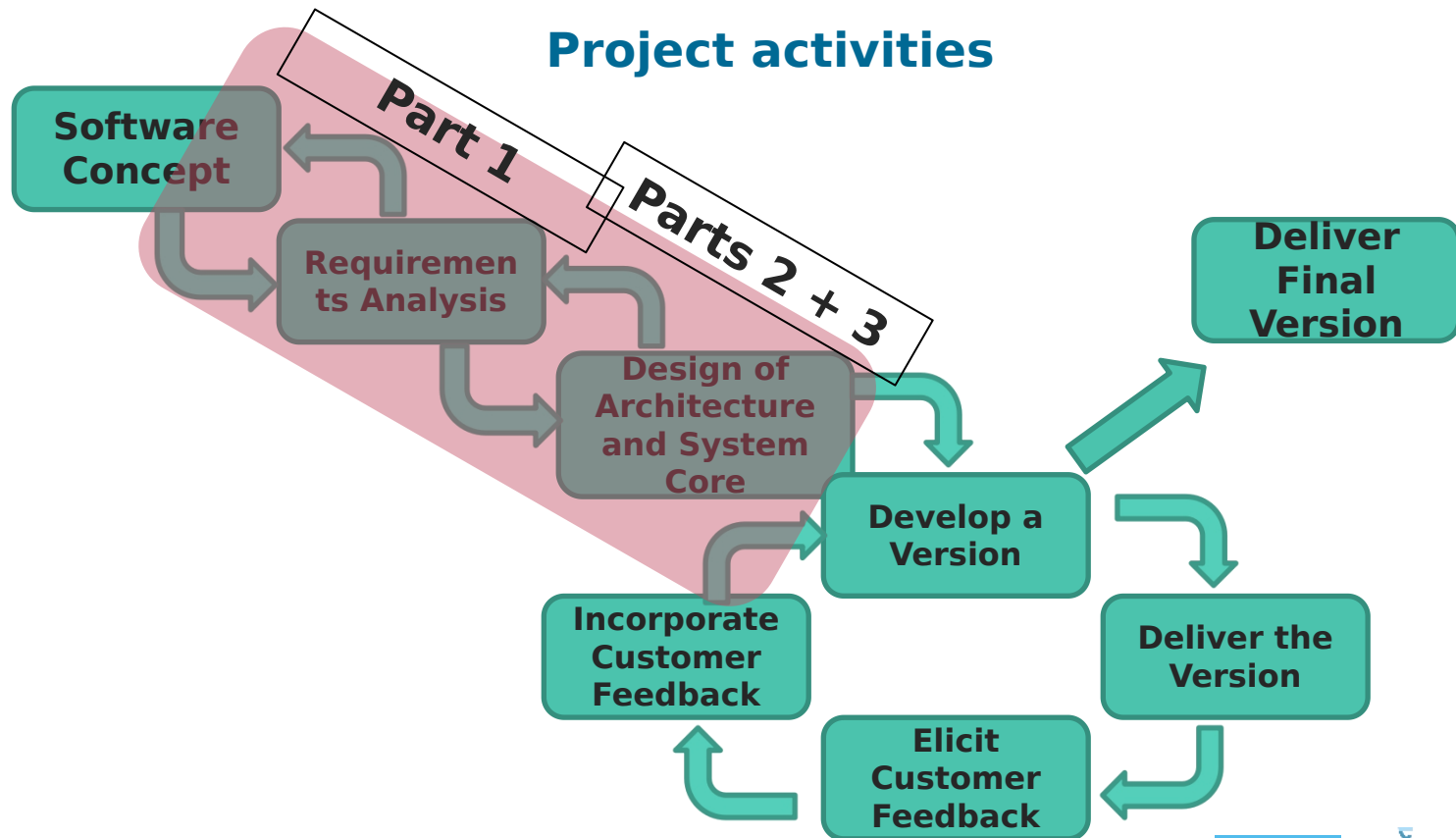


Focus in this course is on the **initial stages of development**

Regardless of your choice of implementation process/
technology/ “philosophy”



Architecture is bridge between requirements and design

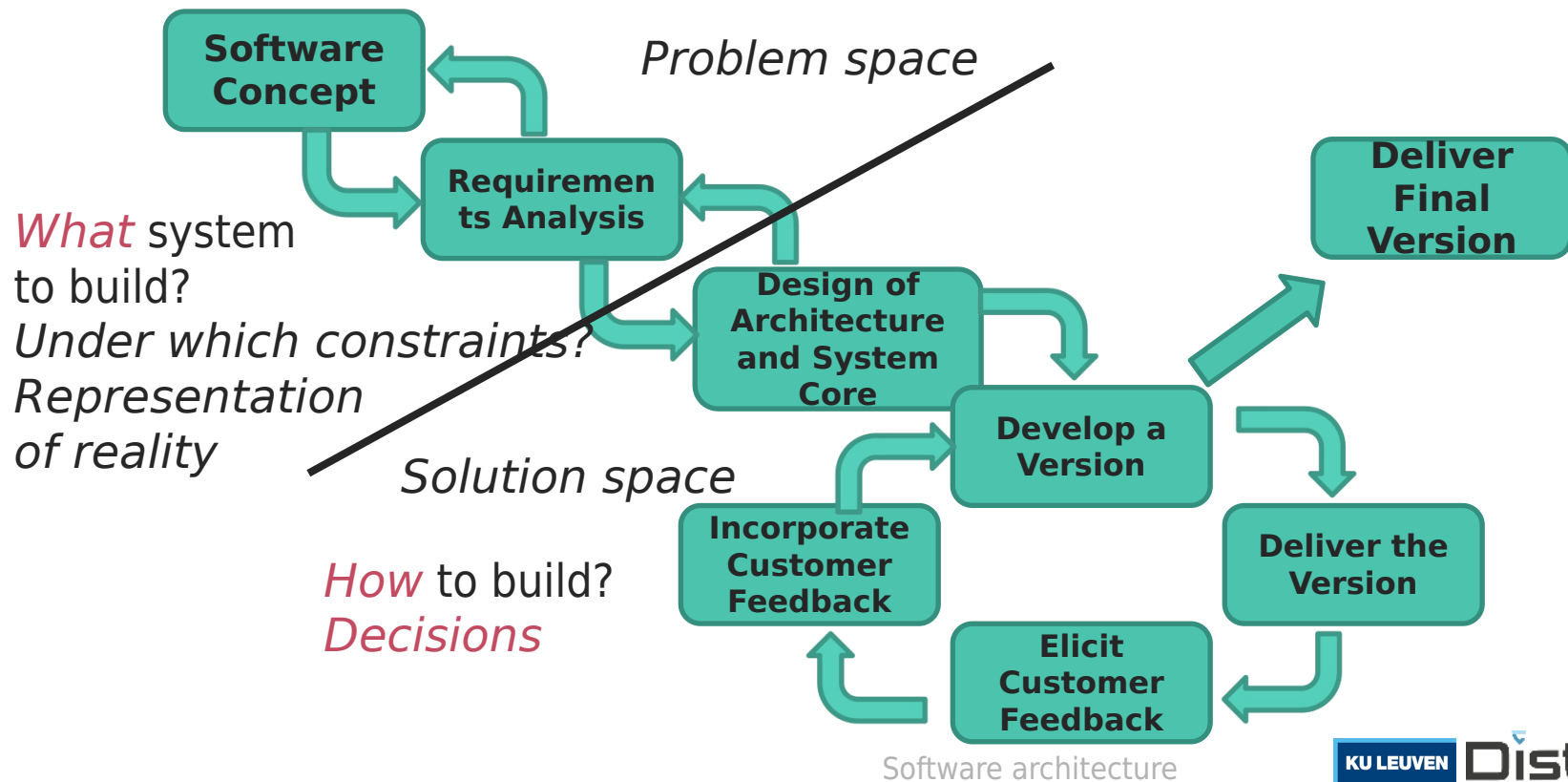


Architecture is the “bridge” between requirements and design

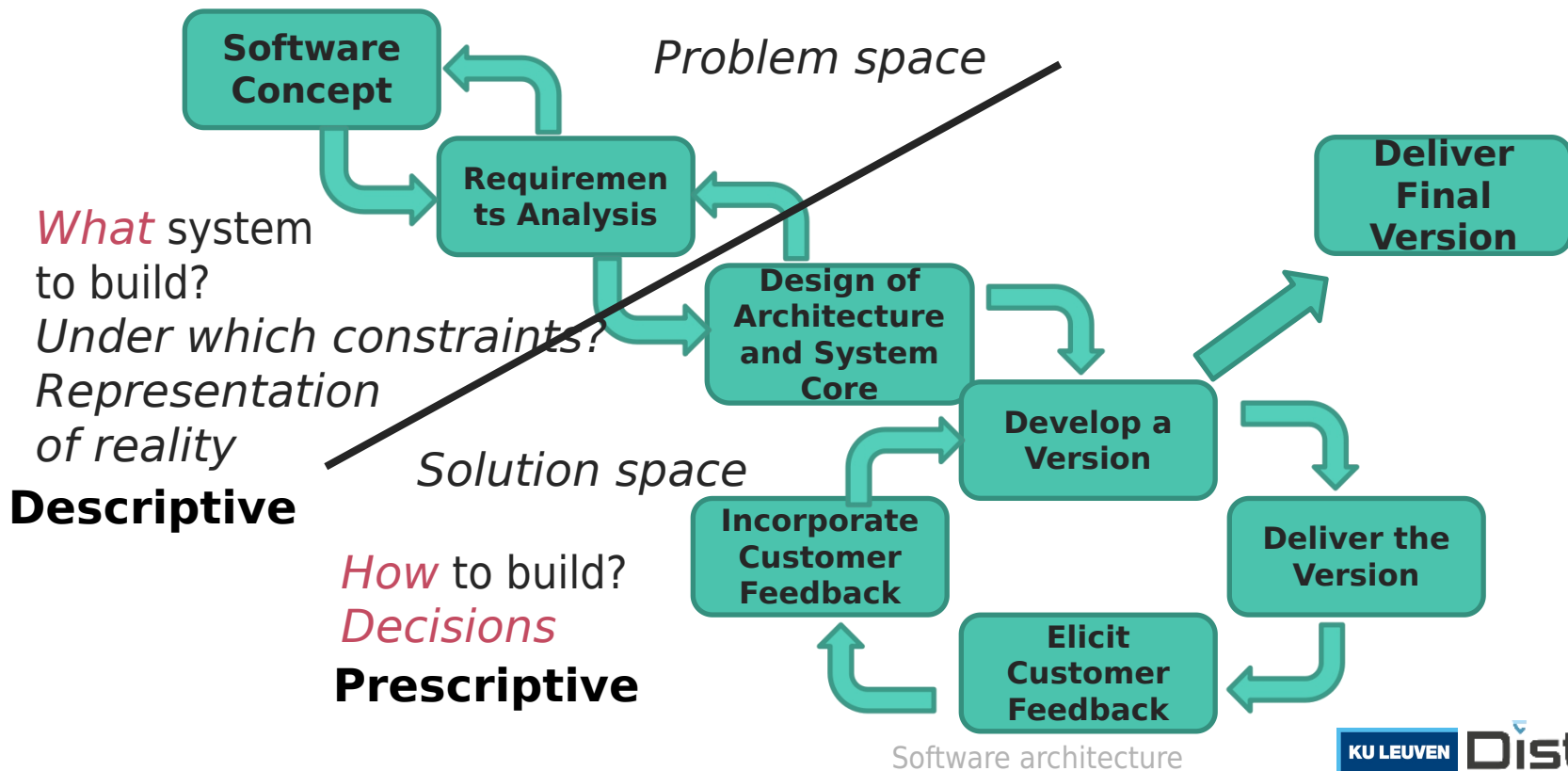
between

Problem space and **Solution space**

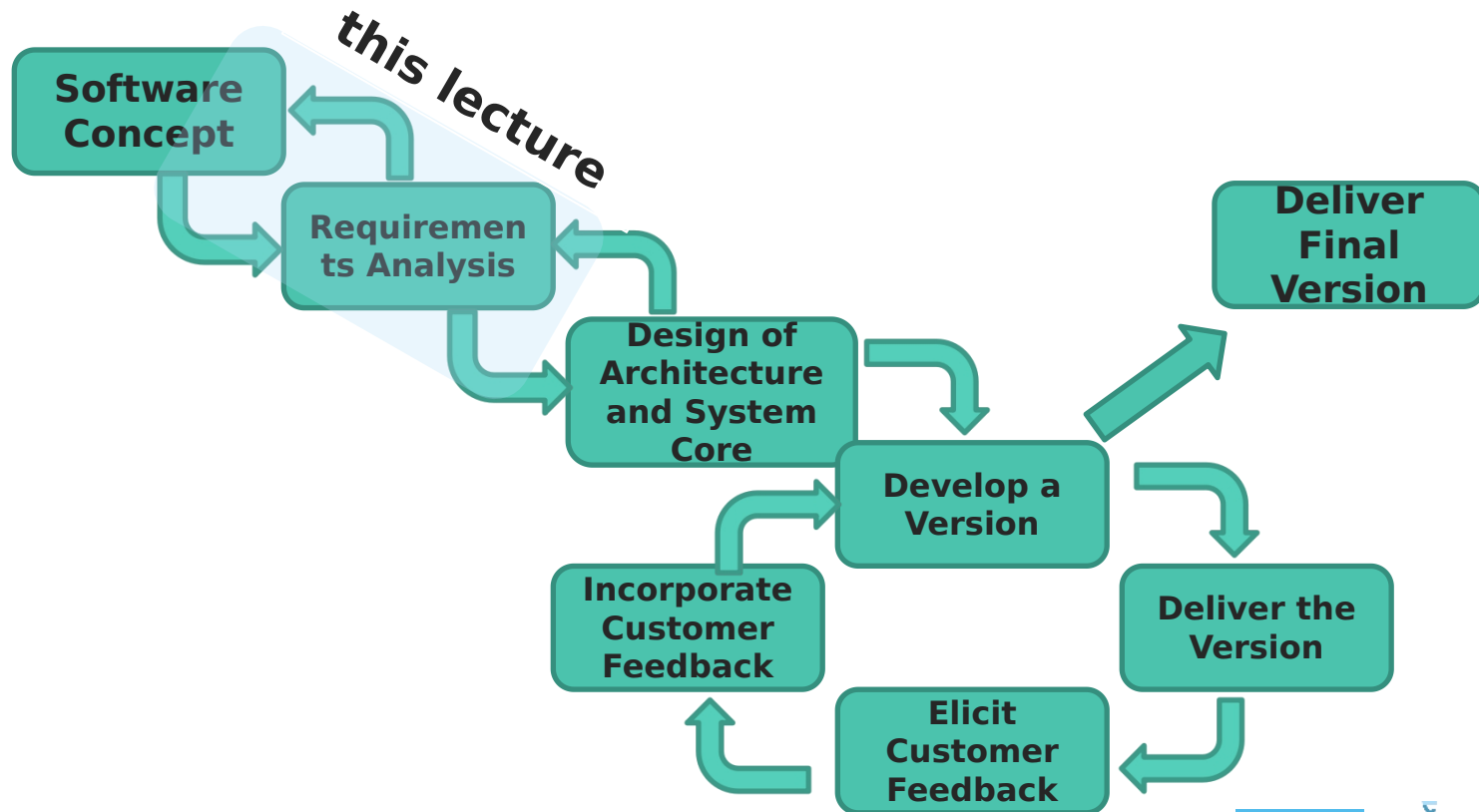
Architecture is bridge between requirements and design



Architecture is bridge between requirements and design



Architecture is bridge between requirements and design



(2) Requirements Engineering

THE PROJECT CONSTRUCTION CYCLE – THE TREE SWING



HOW THE CLIENT
DESCRIBED IT



HOW THE ARCHITECT
ENVISIONED IT



HOW THE ENGINEER
DESIGNED IT



WHAT THE BUDGET
ALLOWED



HOW THE LIABILITY
INSURANCE AGENT
DESCRIBED IT



HOW THE ESTIMATOR
BID IT



HOW THE
MANUFACTURER
MADE IT



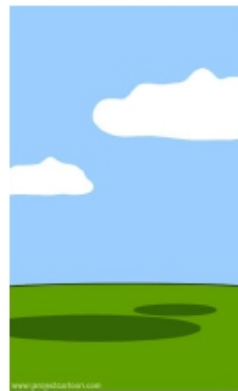
WHAT THE BUILDING
INSPECTOR EXPECTED



HOW THE CONTRACTOR
INSTALLED IT



WHAT THE CUSTOMER
REALLY WANTED



HOW THE PROJECT WAS
DOCUMENTED

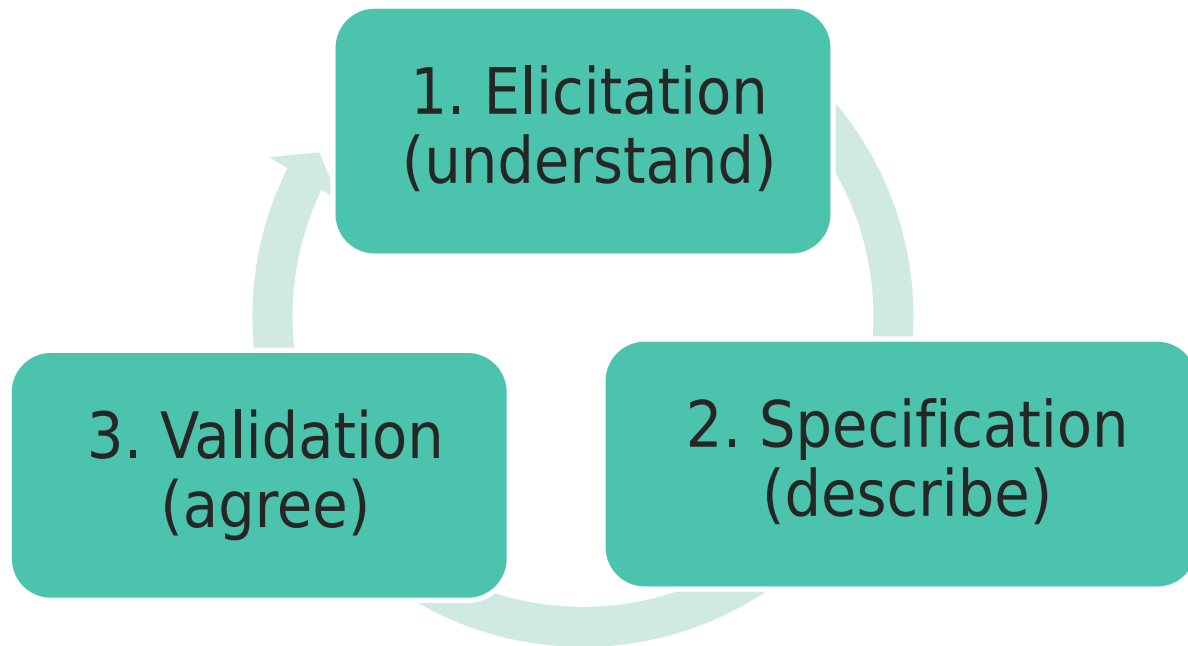


HOW THE CUSTOMER
WAS BILLED

Definition

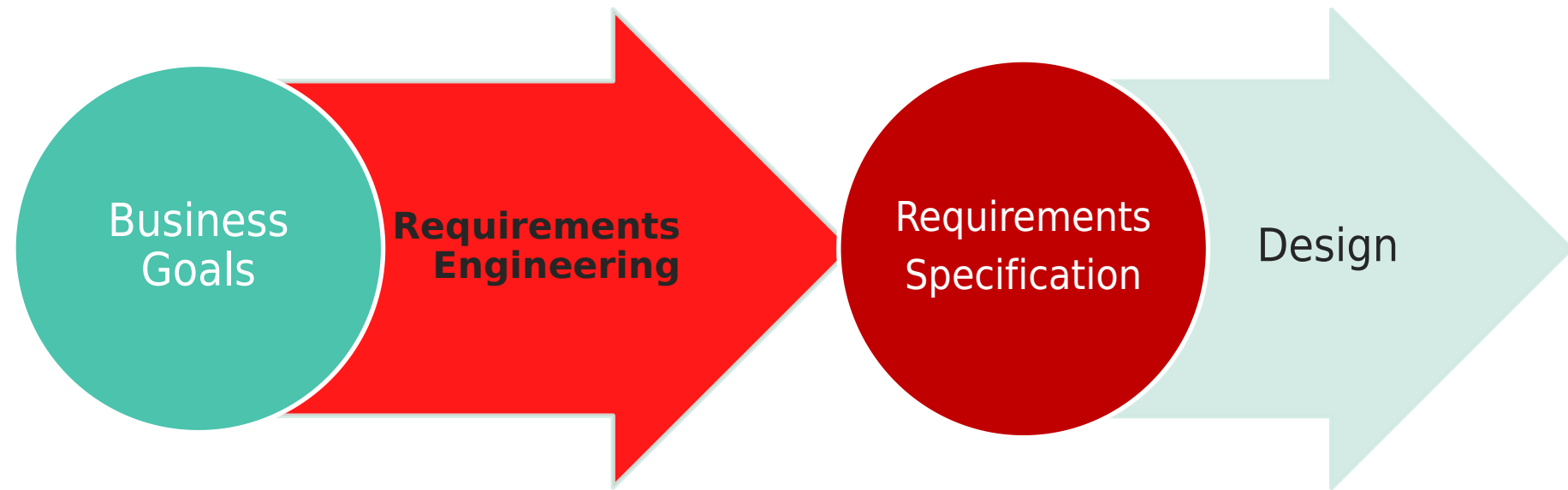
- › **Requirements engineering** is the branch of software engineering concerned with the **characterization and analysis** of
 - › the **real-world goals** for functions of,
 - › **constraints on** software systems (“domain analysis”/ “context analysis”)
- › It is also concerned with the relationship of these factors
 - › to **precise specifications** of software behavior and
 - › to their **evolution over time** and across software families

Requirements Engineering Process



Requirements Engineering

- › First step in finding a solution



Functional vs. Non-Functional Requirements

1. Functional requirements

- » Functionality (“System services”/visible behavior)

2. Non-functional requirements or *quality requirements*

- » Constraints under which the system must operate
- » **Quality** the system must exert
- » *ilities

In this course, we rely on **scenario-based** requirements elicited from a **black box perspective**

Functional vs. Non-Functional Requirements

1. Functional requirements

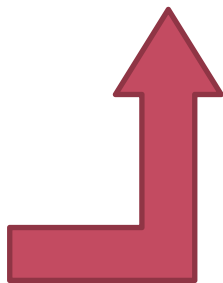
- » Functionality (“System services”/visible behavior)

USE CASES

2. Non-functional requirements or *quality requirements*

- » Constraints under which the system must operate
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- » *ilities

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Functional vs. Non-Functional Requirements

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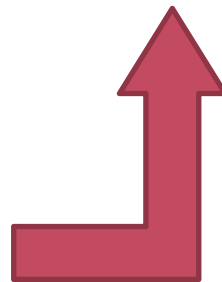
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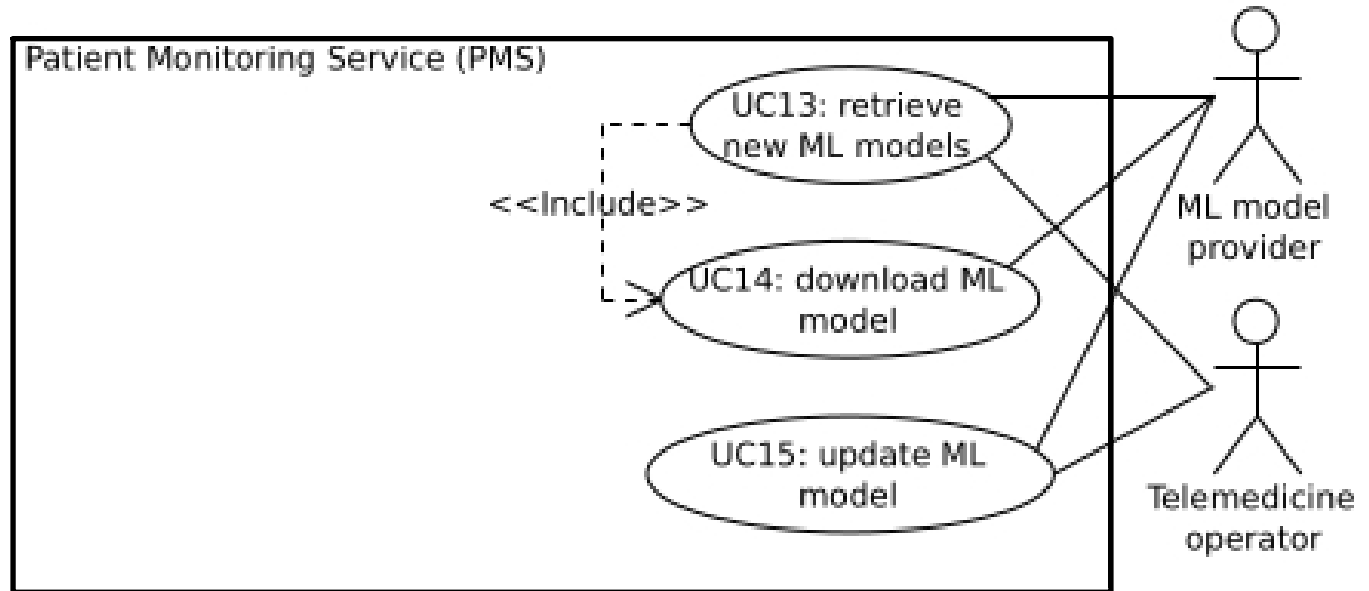
USE CASES

QUALITY
ATTRIBUTE
SCENARIOS



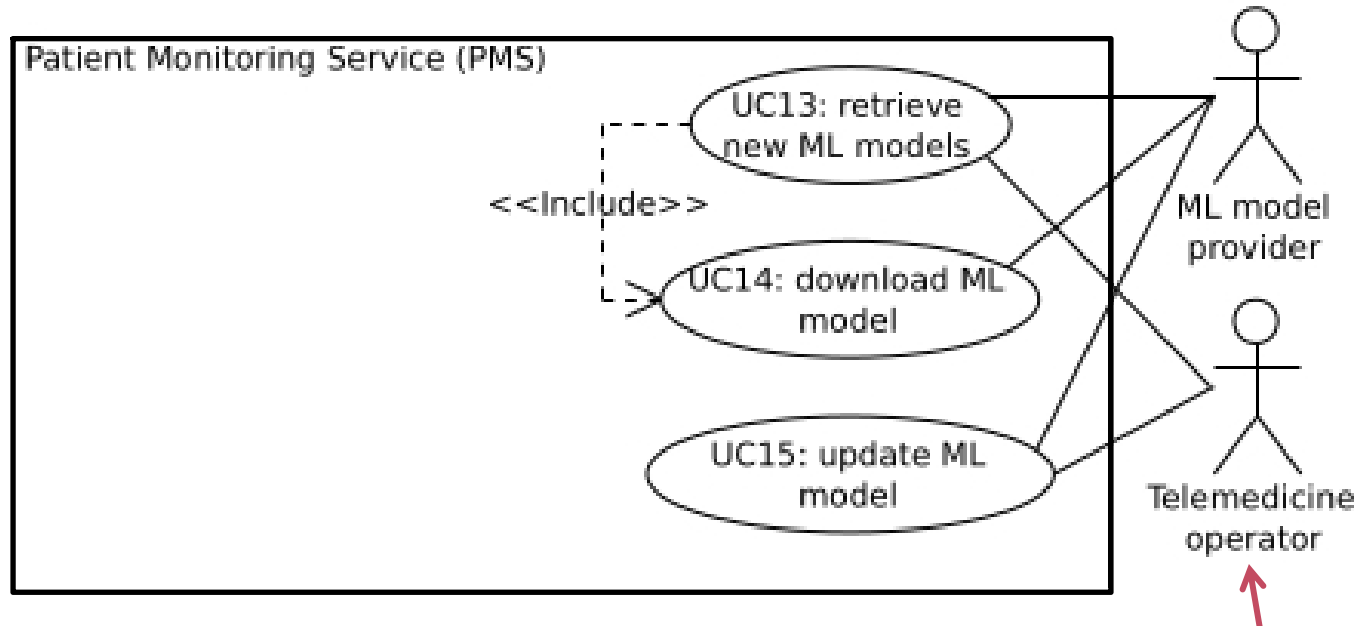
In this course, we rely on **scenario-based** requirements elicited from a **black box perspective**

Use case model



Functional requirements

Use case model

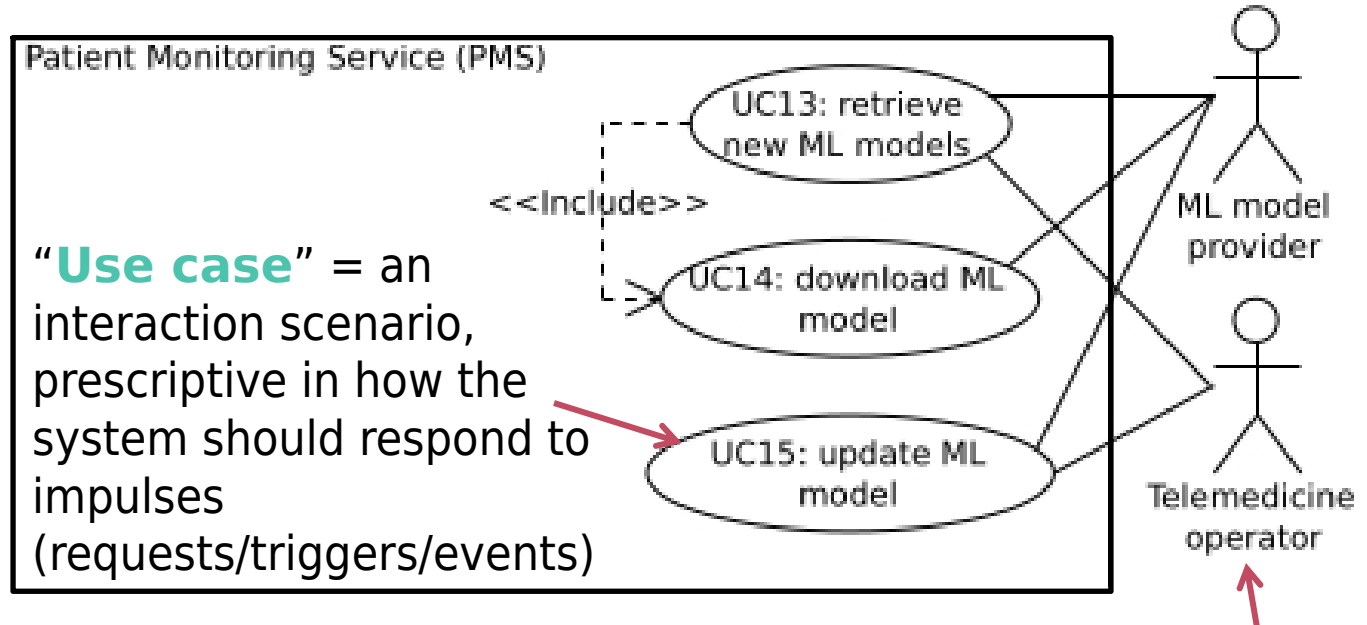


“**Actor**” = user or external system

Functional requirements

Use case model

“**Use case**” = an interaction scenario, prescriptive in how the system should respond to impulses (requests/triggers/events)



“**Actor**” = user or external system

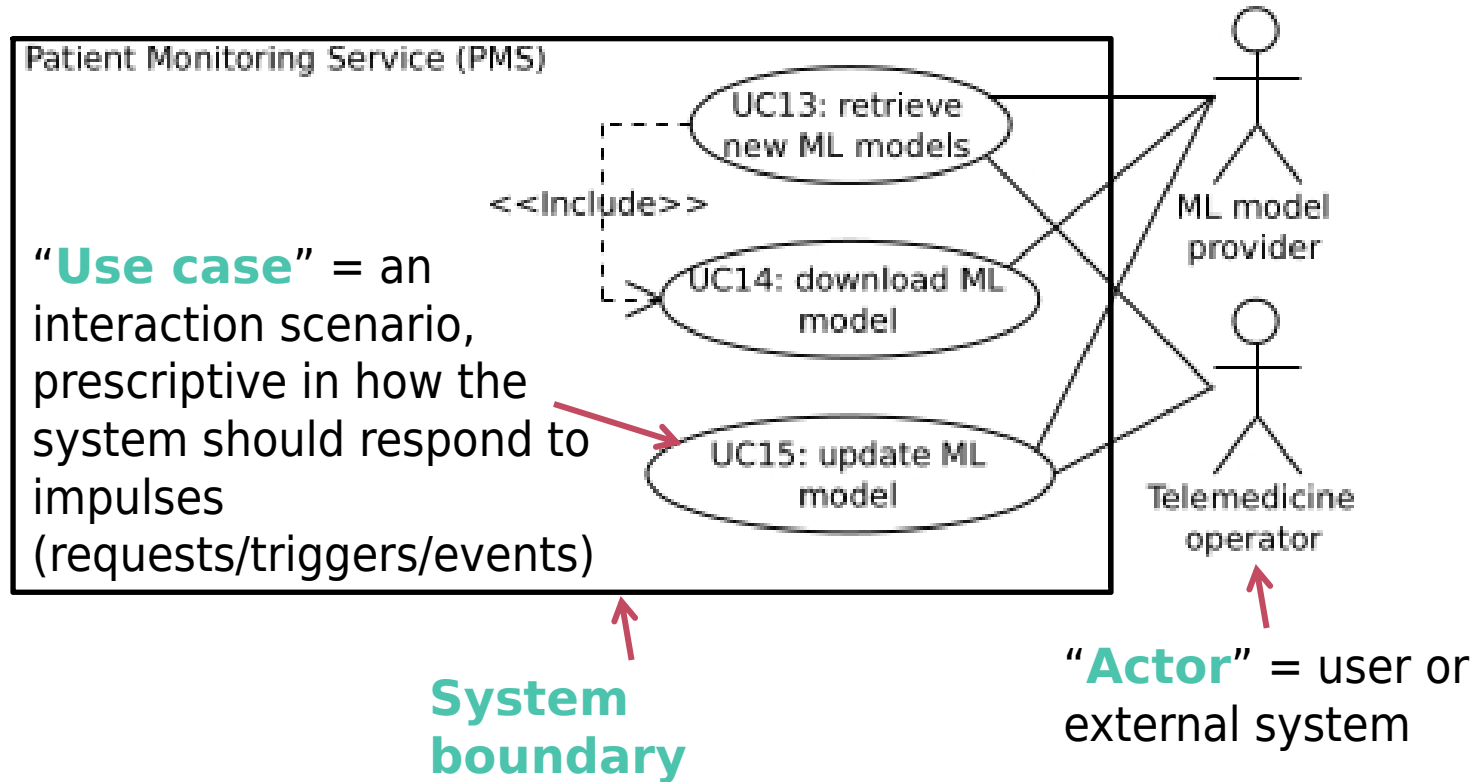
Functional requirements

Use case: retrieve new ML models

1. The **Telemedicine operator** indicates to the system it check for newly available ML models.
2. The **PMS** queries the **ML model provider** for a list of available ML models.
3. The **ML model provider** replies with a list of all available ML models, including metadata such as version number.
4. The **PMS** determines that new ML models are available and for each such model retrieves it from the model provider (Include: UC14 : download ML model)
5. The **PMS** informs the Telemedicine operator which new ML models were added.

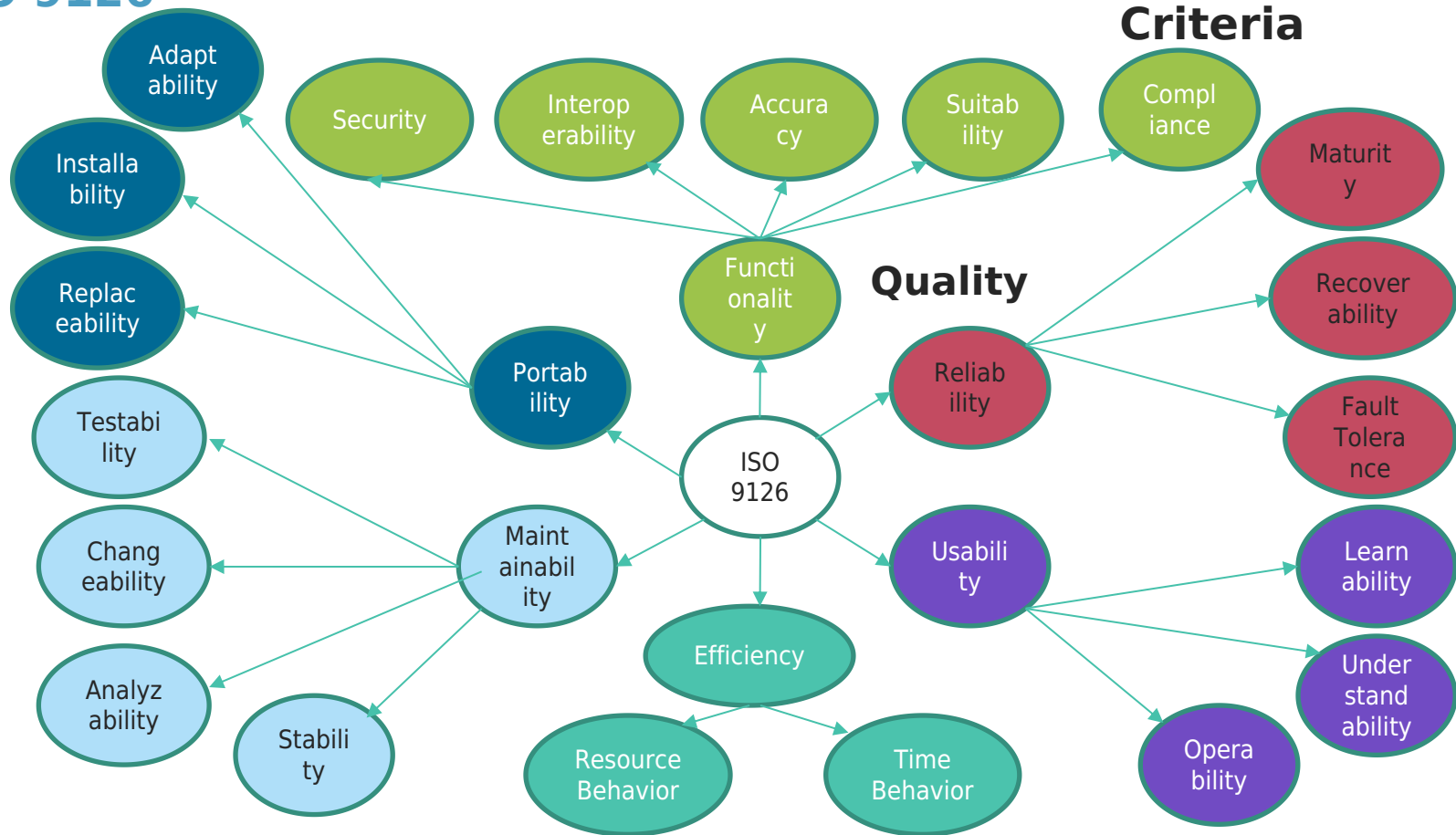
Use case model

Functional requirements

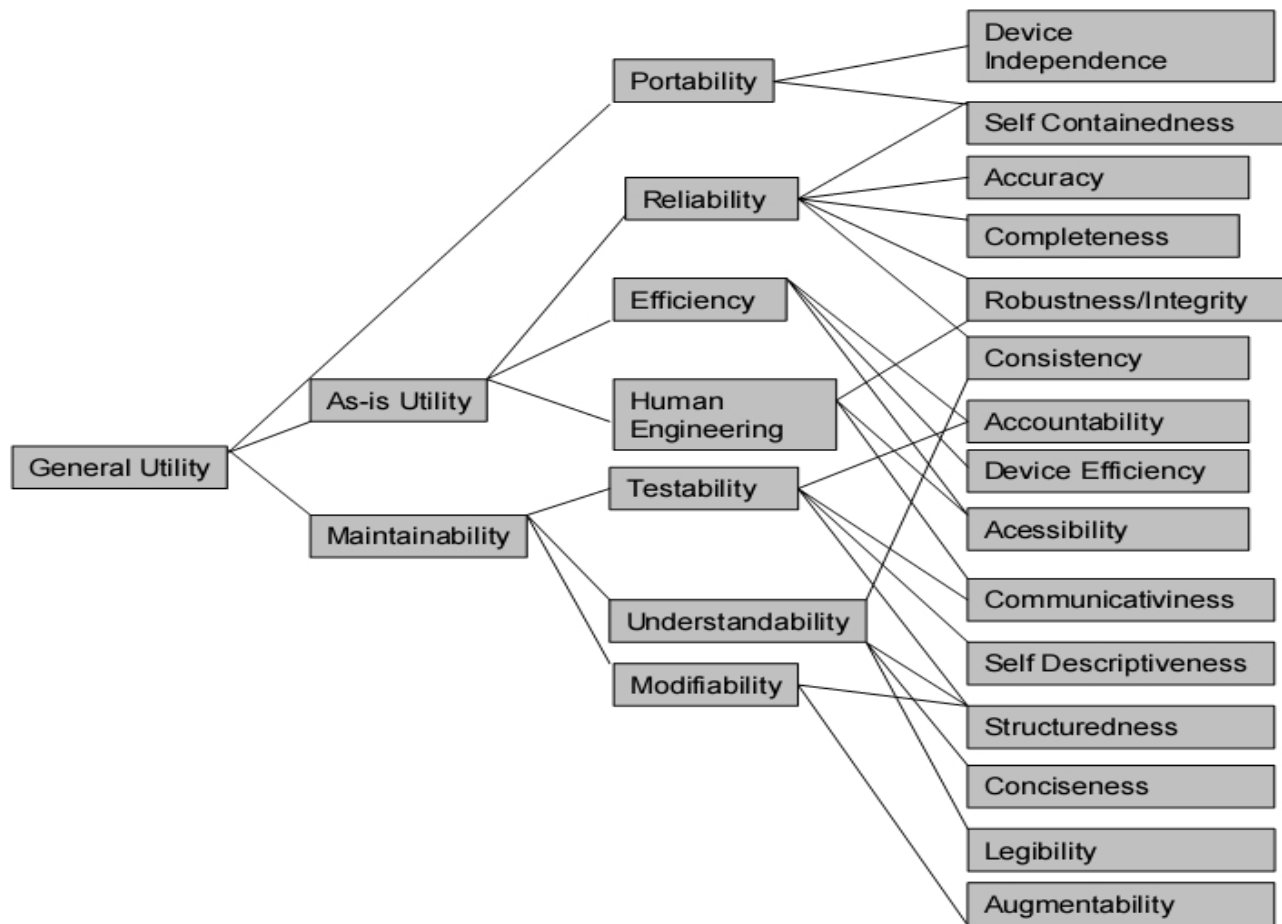


Software Quality Models

- » **Lots of ambiguity:** e.g. *performance of an AI system (precision/recall) vs performance of a system (throughput/latency)?*
- » Aim for a **level of concretization:**
 - » allow verifying that quality is achieved: **measures**
- » Quality Model
 - » Typically tree structures
 - » High level goals are refined in low level criteria
 - » Metrics are attached to criteria
- » Several models: ISO, McCall, Boehm, ...



Quality Models: Boehm



Criteria

System Quality Attributes

- › Each have their own community (taxonomy, vocabulary, etc...)
- › Definitions are not operational
- › Fuzzy borders: is *system failure* an aspect of security, availability, or usability?

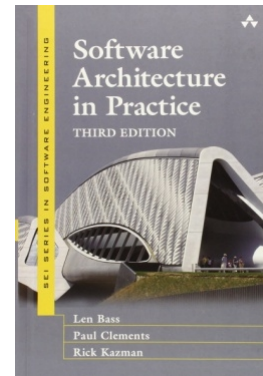
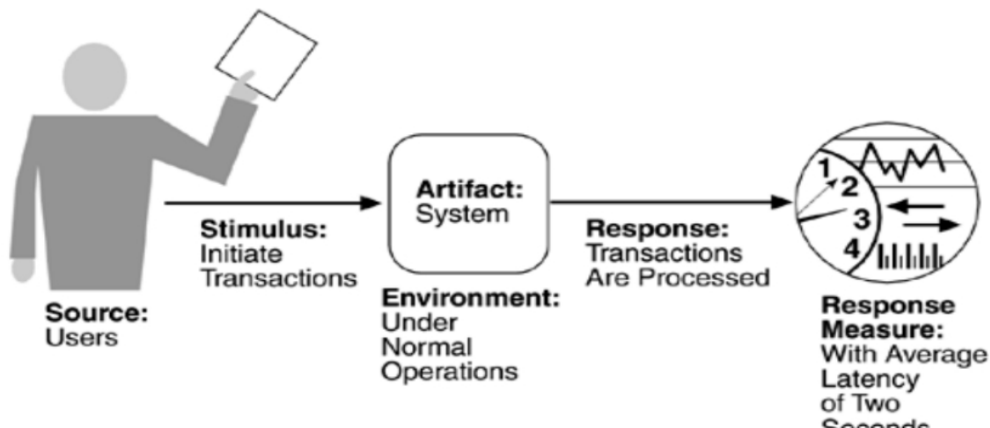
▷ **Quality attribute scenarios** (spec of NFR)
scenario-based + blackbox perspective

Quality attribute scenario elicitation

Handbook provides checklists

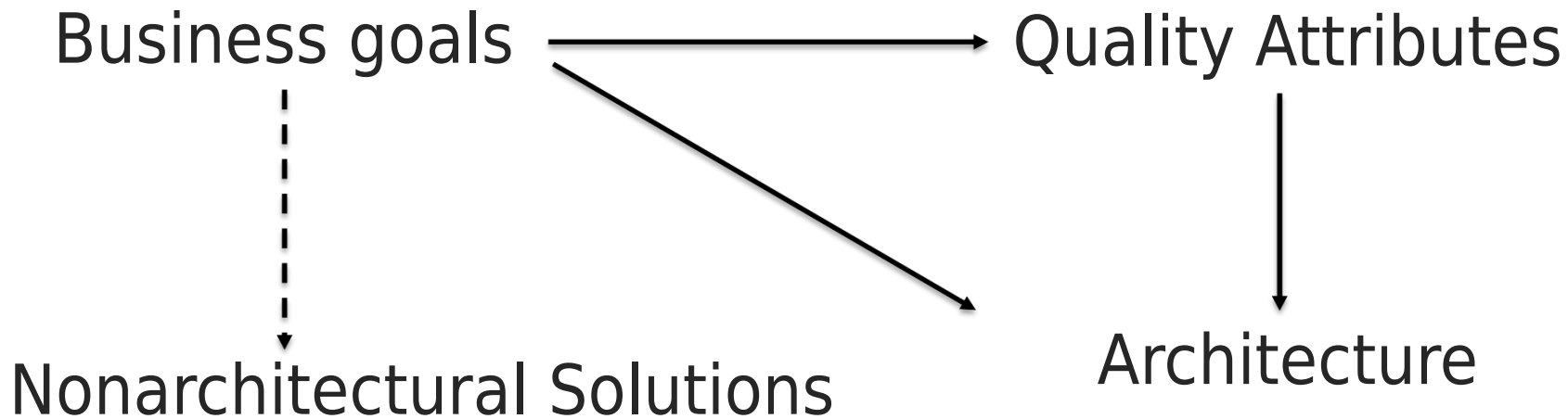
- » Primary: *Availability, Interoperability, Modifiability, Performance, Security, Testability, Usability*
- » Secondary: *Variability, Portability, Development distributability, Scalability/elasticity, Deployability, Mobility, and Monitorability*

Quality-attribute-specific tables to support creating system-specific scenarios



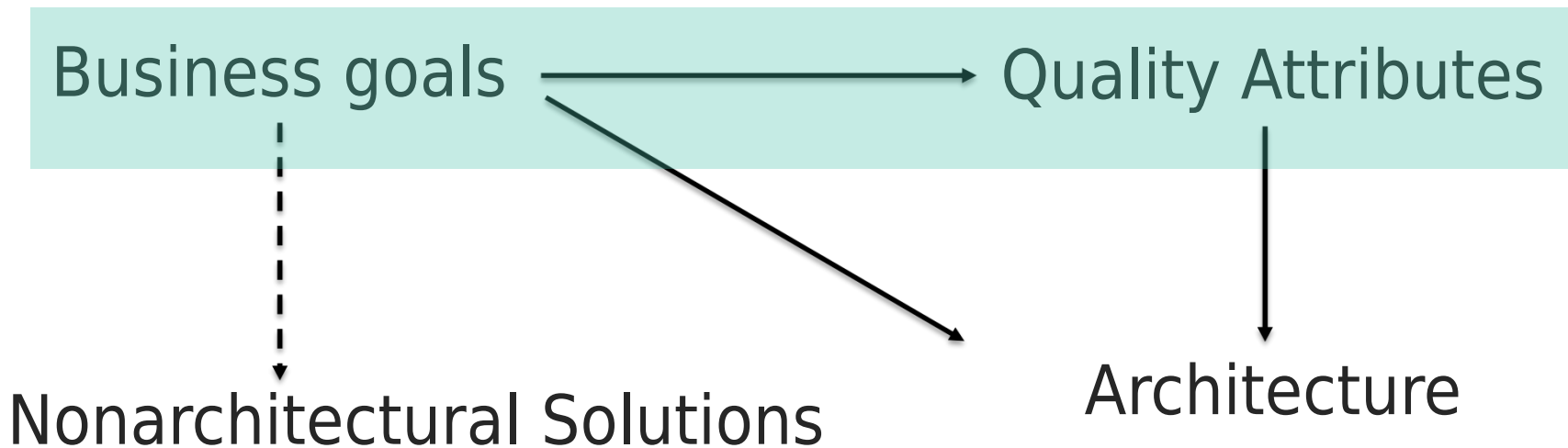
What makes requirements
architecturally significant?

Business goals



Software Architecture in Practice, ed 3; Chapter 3, Figure 3.2

Business goals



Software Architecture in Practice, ed 3; Chapter 3, Figure 3.2

Business goals

Gathering ASRs by understanding the business goals

> **Categories**

- Contributing to the growth and continuity of the organization
- Meeting financial objectives
- Meeting personal objectives
- Meeting responsibility to employees
- Meeting responsibility to society
- Meeting responsibility to state
- Meeting responsibility to shareholders
- Managing market position
- Improving business processes
- Managing the quality and reputation of products
- Managing change in environmental factors

Software Architecture in Practice, ed 3; Chapter 16, Table 16.2

> **Template** (PALM):

- » Goal-source
- » Goal-subject
- » Goal-object
- » Environment
- » Goal
- » Goal-measure
- » Pedigree and value

In this course:

good understanding of business goals is essential but they are documented informally

Architecturally significant requirements (ASRs)

- › Criteria:

- 1. Architectural impact:** including the ASR will result in a very different architecture than if it were not included
- 2. Business or mission value:** importance to stakeholders

- › Using a single list can help to evaluate each potential ASR against these criteria **and prioritize**

Architecturally significant requirements (ASRs)

What do you think?

- › Color of the *add to shopping basket* button?

Architecturally significant requirements (ASRs)

What do you think?

- › Color of the *add to shopping basket* button?
- › Database performance?

Architecturally significant requirements (ASRs)

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- › Android system-level dark mode?

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- › Authentication mechanism?

Architecturally significant requirements (ASRs)

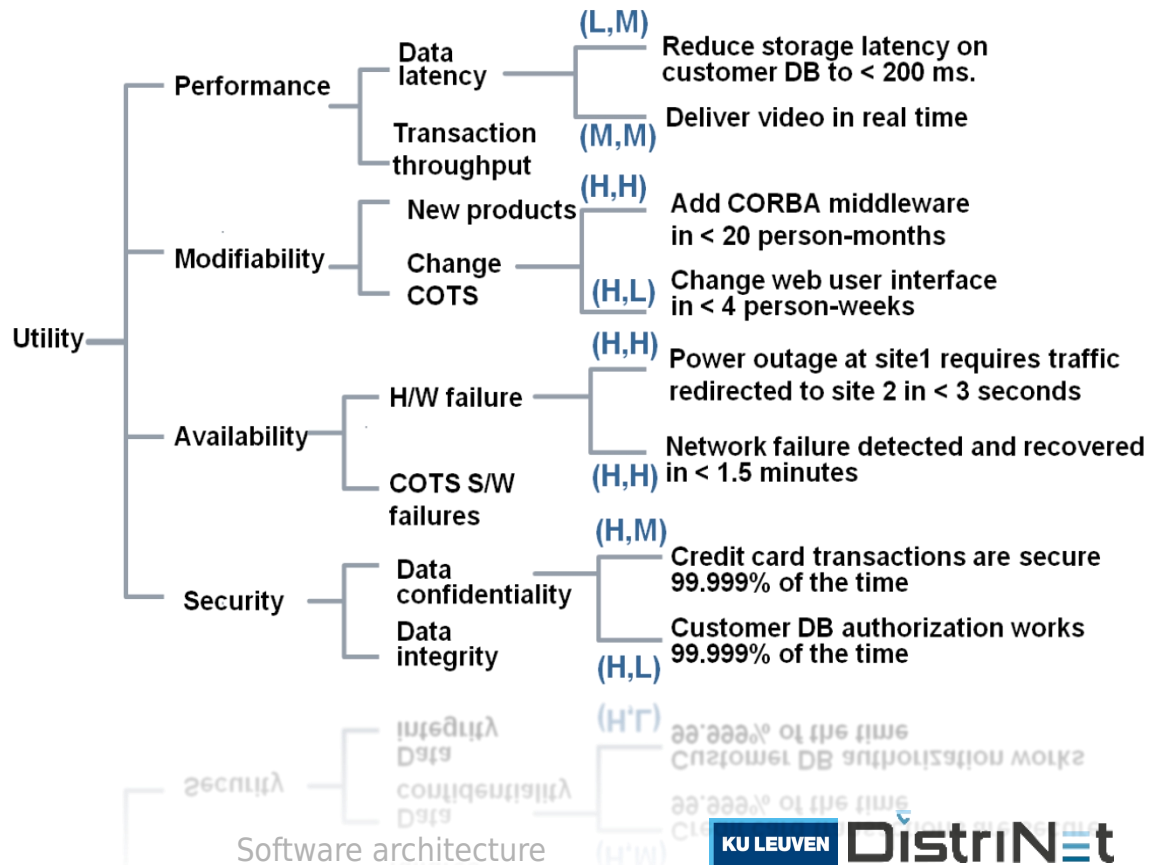
What do you think?

- › Color of the *add to shopping basket* button?
- › Database performance?
- › Android system-level dark mode?
- › Authentication mechanism?
- › Remote updating of car firmware?

Utility tree

> Four levels:

1. **Utility**: expression of the overall *goodness* of a system
2. **Quality attribute**
3. **Quality attribute refinement**
4. **ASR** incl. prio at the basis of <impact, value>



Recap

1. **Requirements engineering** is a separate discipline
2. **ASRs** refer to software quality and are determined by
 1. **business value**, and
 2. **architectural impact**

Overview in a **Utility Tree**

» Explicit motivation/rationale

3. **Documentation in Quality Attribute Scenarios**

» Concrete+detailed+Measurable

Part 1 of
the assignment

Takeaways

Take away #1

First positioning of
‘software architecture’:

the **bridge between**
requirements and design

Take away #2

We do not perform requirements analysis for the sake of
requirements analysis
**we pragmatically explore the
key
requirements of the system**

Breadth first/brainstorm – ASRs
In-depth refinement of the “ones that matter most” - QASs

Take away #2

We do not perform requirements analysis for the sake of
requirements analysis

**we pragmatically explore the
architecturally significant
requirements of the system**

Breadth first/brainstorm – ASRs

In-depth refinement of the highest ranked NF requirements - QASs

Business value
Architectural impact