

Requirements

Michael McCool 29 November 2024 WoT F2F 2024

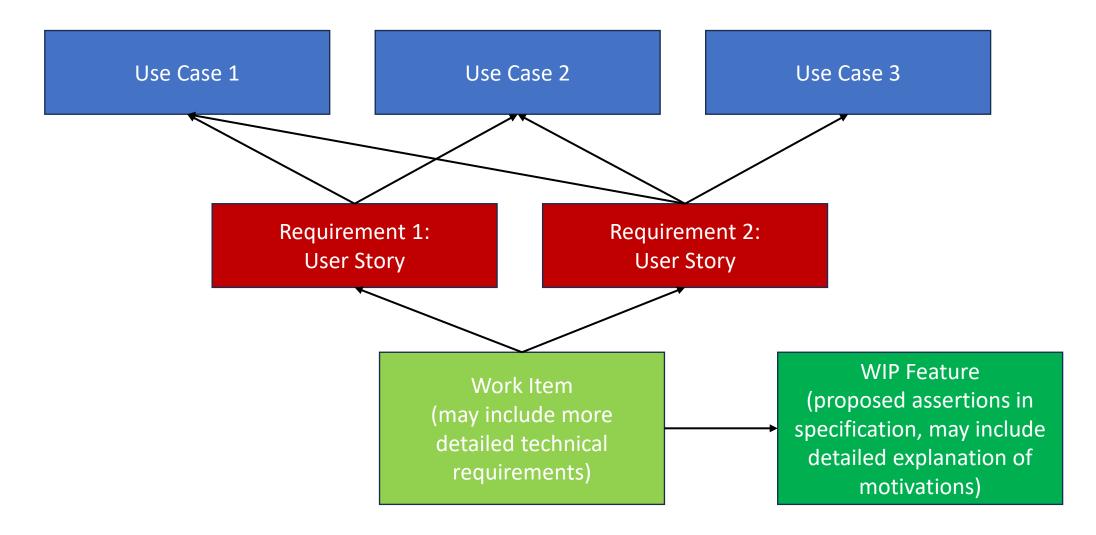
Outline



- Purpose
 - Connecting use cases to features
- Format
 - User stories
 - Function vs technical
 - Examples
- Categories
- Security and Privacy
 - Relationship of requirements to risks
- Suggested Plan

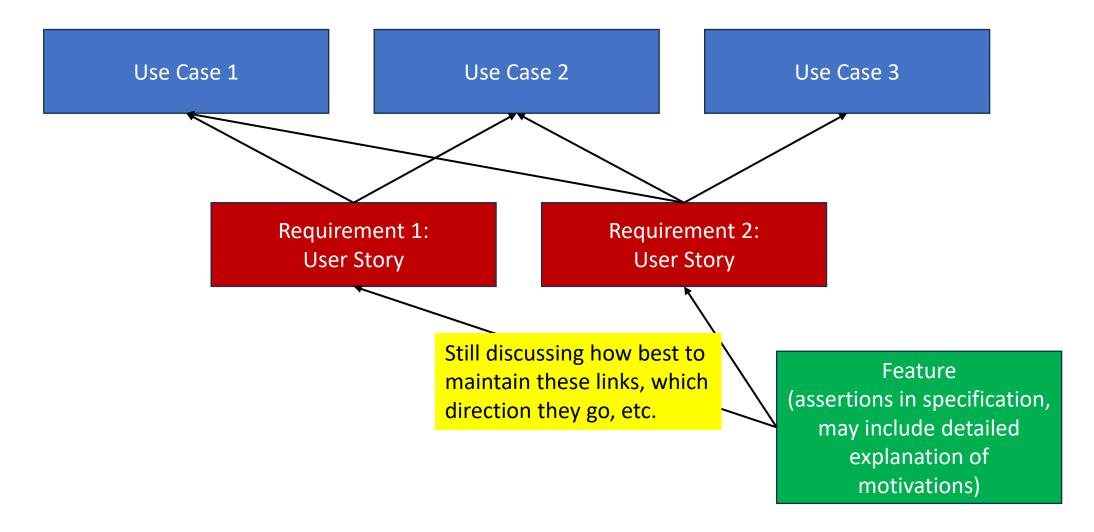
WIP: UC \rightarrow Req \rightarrow WI \rightarrow Feature





Finalized: UC → Req ← Feature





Requirements: Definition



From IEEE SWEBOK:

- a condition or capability needed by a user to solve a problem or achieve an objective;
- a condition or capability that must be met or possessed by a system or system component to satisfy a contract, standard, specification or other formally imposed document

• Summary:

- Condition or capability: What
- User or contract/specification (from some stakeholder...): Who
- Solve a problem or achieve an objective: Why

Requirements: Format



<u>User Story Template</u>:

As a **STAKEHOLDER**, I want **CAPABILITY** so that **PURPOSE**.

STAKEHOLDER: Who (As a...)

- Identifies primary user or beneficiary.
- Secondary stakeholders may also be identified in PURPOSE.

CAPABILITY: What (I need...)

- May or may not map onto a single specific work item or feature (discuss).
- Should be specific enough that it is clear when it is satisfied.
- Should be satisfiable with finite effort.

PURPOSE: Why (so I can...)

- Larger context of goal, other stakeholders (e.g. support another SDO)
- May not be finitely satisfiable.





See https://github.com/w3c/wot-usecases/issues/308

- Who: Stakeholder (As a...)
 - User or Org (e.g. SDO)
 - Entity that needs stated capability
 - Note: there may be other impacted stakeholders, e.g. implementors

What: Capability (I need...)

- Technical requirement
- May also be a Condition that needs to be satisfied (e.g. "minimize size")
- Link to at least one work item/issue/PR/assertion
- Optional Details

Why: Purpose (so I can...)

- Functional requirement
- Solve a Problem
- Meet an Objective
- Link to at least one Use Case or Use Case Category (e.g. "ease of use")
- Optional details

Functional vs. Technical Requirements



Functional: Why

• *Purpose* of needed functionality

Technical: What

• Capability to support needed functionality

- Don't need to separate functional and technical requirements
 - User story format includes both!
 - Tends to form a natural hierarchy: many "capabilities" may support one "purpose"
- Technical requirements (capabilities) should be finitely satisfiable!
 - For example, "WoT systems should have good security" is a bad technical requirement, it's unclear when it is (or can ever be) fully satisfied.
 - It may be acceptable as a functional requirement, although it's still a bit vague

Requirements: Examples



- As a consumer of WoT TDs,
 I want the ability to poll the status of actions
 so that I can take corrective action or cancel unneeded actions.
- As a WoT System Owner,
 I want to be able to control who has access to individual entries in a WoT TD Directory and revoke their access at any time so that the security of my system can be maintained.
- As a producer of WoT TDs,
 I want to be able to publish a short form of TDs specifying only the variables to be filled into a TD Template
 so that network bandwidth can be minimized.





Based on https://github.com/w3c/wot-thing-description/issues/2039

- As a consumer of WoT TDs,
 I want to know when or if writing a property returns a value
 so that I can understand when I can use this value to confirm writes.
- As a producer of WoT TDs,
 I want to be able to specify simple security schemes inline
 so that TDs are less verbose and easier to write in simple cases.
- As a consumer of WoT TDs,
 I want to identify TDs limited to a finite feature subset so that I can ensure interoperability.
- As a producer of WoT TDs,
 I want to signal when TDs have been limited to a finite feature subset so that I can ensure interoperability.

Requirements Test Case 1



See https://w3c.github.io/wot-usecases/#sec-user-stories

5.1.1 Connection Oriented Protocols

- Who (As a...):
 - Deployer of devices with connection oriented protocols.
- What (I need...):
 - Reusable Connection descriptions in a TD.
 - **Details:** For protocols that are based on an initial connection and then subsequent messages, a Consumer can reuse the initial connection rather than opening a new connection each time.
- Why (so that I can...):
 - Better describe connection oriented protocols such as MQTT and WebSockets.
 - Motivating Use Case: Open Field Agriculture

Requirements Test Case 2



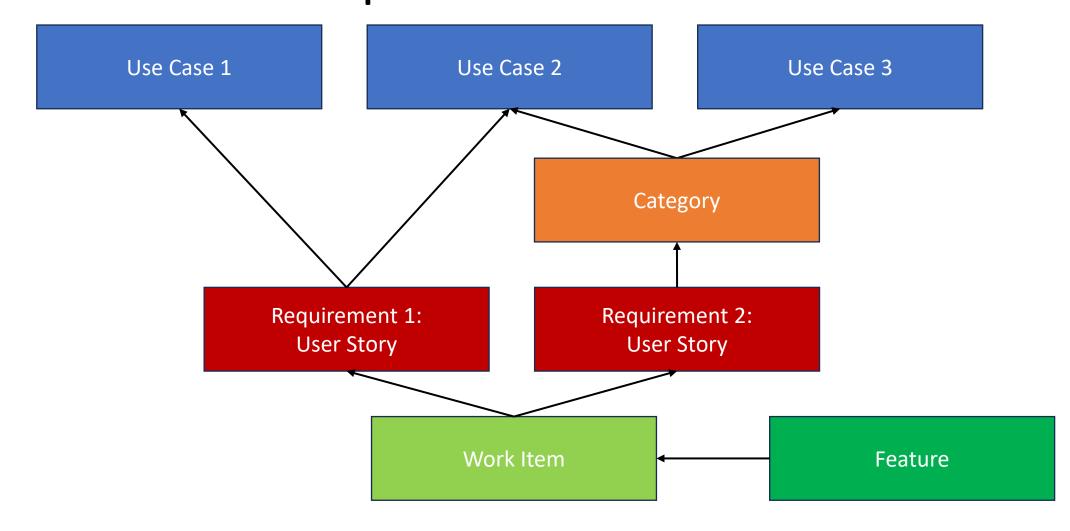
See https://w3c.github.io/wot-usecases/#sec-user-stories

5.1.2 Reusable Defaults per TD

- Who (As a...):
 - Designer/Developer of TDs
- What (I need...):
 - Reusable Connection descriptions in a TD
- Why (so that I can...):
 - Simplify TDs in cases without usage of default terms or to avoid redundancy
 - Motivating Use Case Category: <u>TD Creation Simplification</u>.
 - **Details:** There are at least three sub-problems that motivate this feature:
 - 1. If the media type is common across forms but is not application/json, it otherwise needs to be repeated in each form.
 - 2. If there are common protocol stack configurations such as different default verbs, baud rates, and endianness, they otherwise need to be repeated in each form.
 - 3. Multiple bases are not otherwise possible, so each form repeats multiple bases. This is relevant (for example) when a TD has both local and public IP addresses.

$UC \rightarrow Cat \rightarrow Req \rightarrow WI \rightarrow Feature$





Categories



See https://w3c.github.io/wot-usecases/#sec-use-case-categories

- Intermediate, optional step but allows for generalization
 - Avoids having to constantly update "requirement" to "use case" mapping
 - JUST A CONVENIENCE when many use cases share common requirements

Some possible categories:

- Private (handles personal or confidential information)
- Flexible Protocol Usage (use multiple protocols)
- Cloud Integration (shares data with remote servers)
- Local Access (needs to operate without a global connection)
- Mobile (location is subject to change)
- Resiliency (needs to be robust to failures and attacks of various kinds)

Workflow Considerations



- It is up to each TF to decide how to organize work items
 - MD files \rightarrow issues \rightarrow PRs \rightarrow assertions
 - End state should be an assertion, however (e.g. a feature in a specification) for "capabilities".
- For Use cases
 - If one does not exist, it should be created
 - Keep it abstract
 - Don't need a ton of implementation details in use case, it should just state the purpose
 - A category can be suggested in the user story
 - Give a definition or link to at least one use case in the "details" section

Security and Privacy Requirements



Special case:

- Security/Privacy features are generally to mitigate "risks"
 - S&P sections generally each have a defined risk
 - ... then list mitigations for each risk, some of which may be normative
 - In general, mitigations map to capabilities and avoiding risks are purposes
- Risks are documented in "Security and Privacy Guidelines" document
 - Stakeholders need to be made consistent with other documents
- Need to identify which use cases have which risks

Suggested Plan



- Expand "Requirements" Section in Use Cases and Requirements document to define requirements and connect them to use cases.
 - Want to avoid editing use cases themselves for authorship and consolidation reasons
 - Consolidate: move requirements out of other documents, e.g. Architecture
- Keep it simple:
 - A named requirement and a user story defining each one is enough.
 - Optionally can have additional description paragraph
 - Can link to another document for more detailed definitions, e.g. security risks.
 - Ideally, linked details should be in a "published" document, not a random MD file somewhere...
 - Links to use cases motivating each requirement
 - Do not have to link each requirement to ALL use cases motivating it
 - Use categories *only* if requirement is motivated by large set of use cases

Discussion

