

JOHANNES KEPLER UNIVERSITY LINZ

EFFECTIVELY USING AND REUSING ENGINEERING KNOWLEDGE IN A COLLABORATIVE ENGINEERING ENVIRONMENT



Alexander Egyed

alexander.egyed@jku.at, http://www.isse.jku.at





WHO AM I?

Currently at Johannes Kepler University

- □ Professor for Software-Intensive Systems
- □ Vice Rector for Research
- □ Head of Institute for Software Systems Engineering

http://www.isse.jku.at

- Past Affiliations:
- Research Fellow at <u>University College London</u>, UK 2007
- Research Scientist at <u>Teknowledge Corporation</u>, USA 2000-2007

Doctorate Degree:

University of Southern California, USA 2000





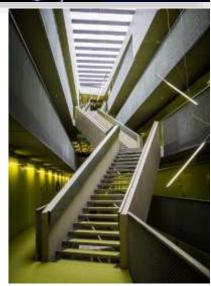


Johannes Kepler University

- 20.000 Students, 2.000 Staff
- Technology, Natural Sciences, Social Sciences, Business Administration, Law, Education, and Medicine)
- Largest Research and Teaching Institution in Upper Austria









FWF Projects EU Projects CD Labor for MEVSS Partner of SCCH, ACCM, and Pro2Future Cooperations with IBM, KEBA, Primetals, or VHA

>20 Researchers4 Programmers3 Administrators



A FEW RANKINGS

	2 D Advanced S	narth	
Authors >	Academic > Computer Science > Software Engineering		
Publications » Conferences »	Top organizations in software engineering		
6 Journals =	Last 5 Years + All Continents +	1 2	3 4 5 6 1
Keywords.a	Organizations	Publications	Citation •
Organizations *	University College London	41	45
	Carnegle Mellon University	57	42
	King's College London	6	41
	University of Oxford	33	35
aini	Microsoft	118	34
ngin	University of Melbourne	10	25
	Swinburne University of Technology	41	24
	Simila Research Laboratory	32	23
	Commonwealth Scientific and Industrial Research Organization	21	23
	University of New South Wales	22	22
	Ghent University	7	22
	Eindhoven University of Technology	42	20
	University of Twente	33	20
	Australian National University	11	20
	University of Nebraska Lincoln	21	19
	Johannes Kepler Universität Linz	20	19
	Swiss Federal Institute of Technology Zurich	36	18
	Politecnico di Milano	34	18
	University of Toronto	32	18

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Collaborative Engineering

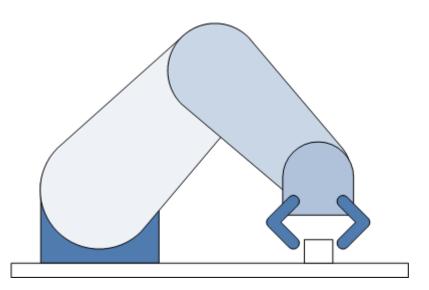


TEAM WORK

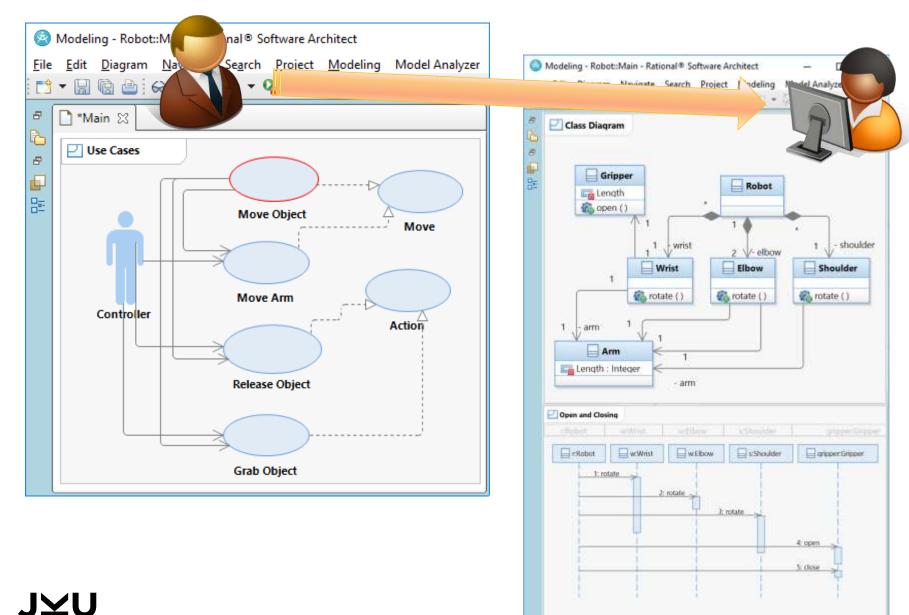


BUILDING A ROBOT

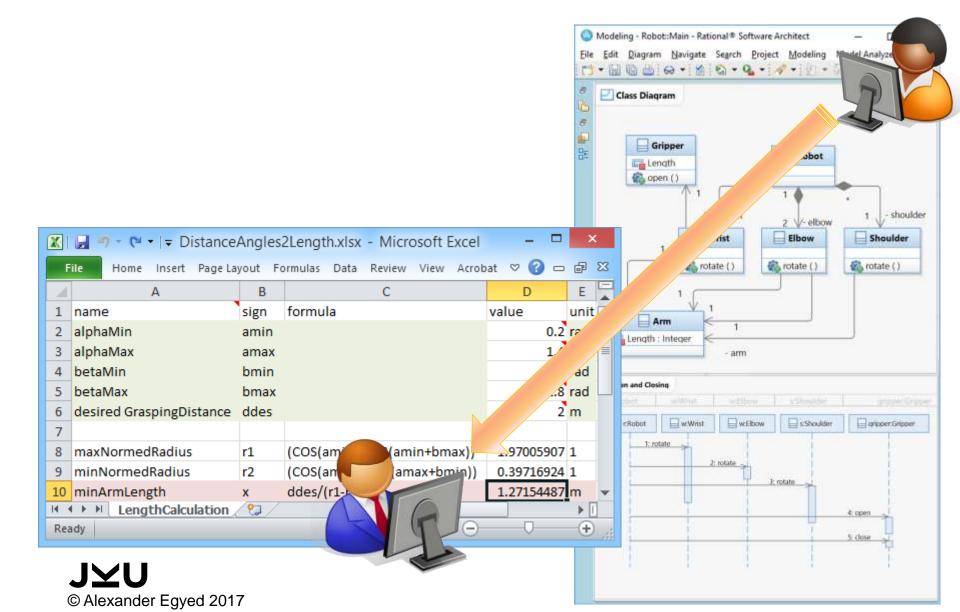
The robot has specific requirements, perhaps with a specific customer in mind

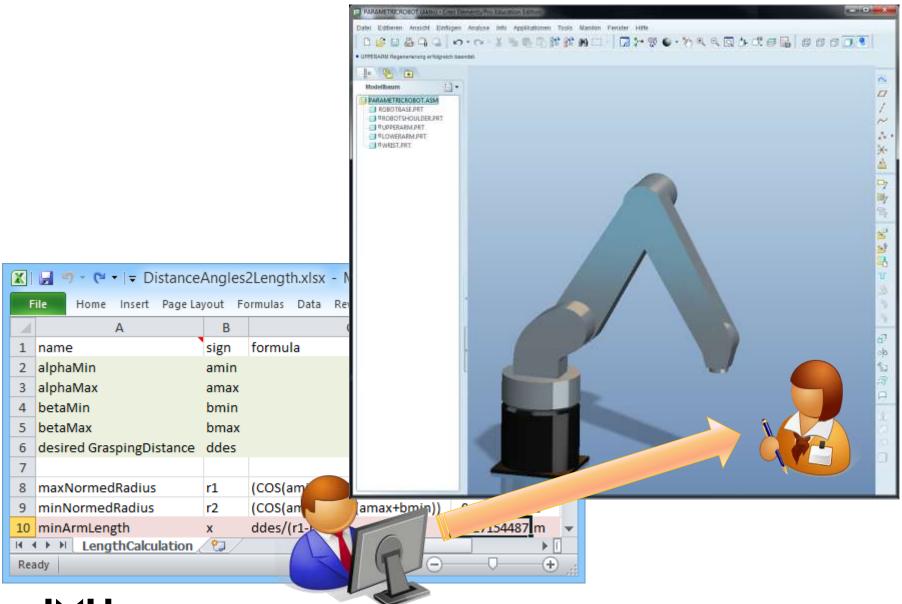




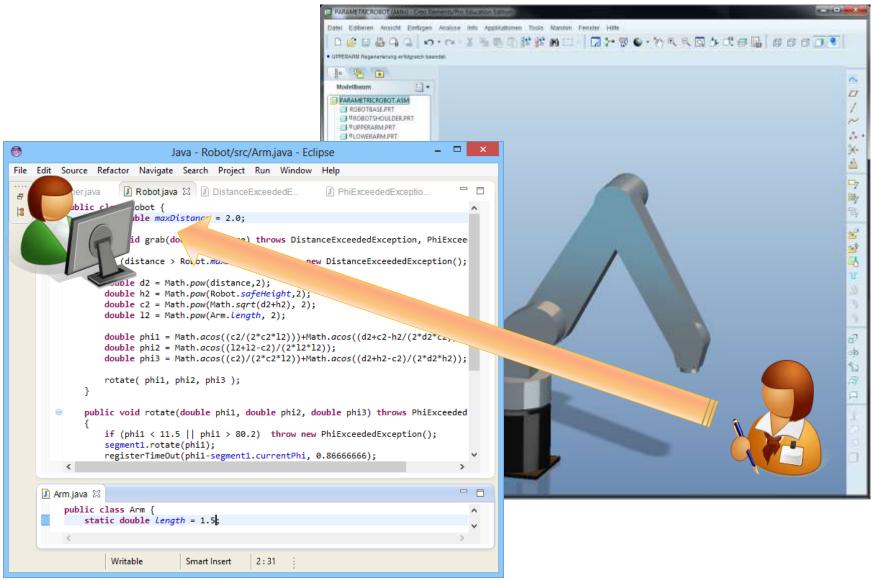


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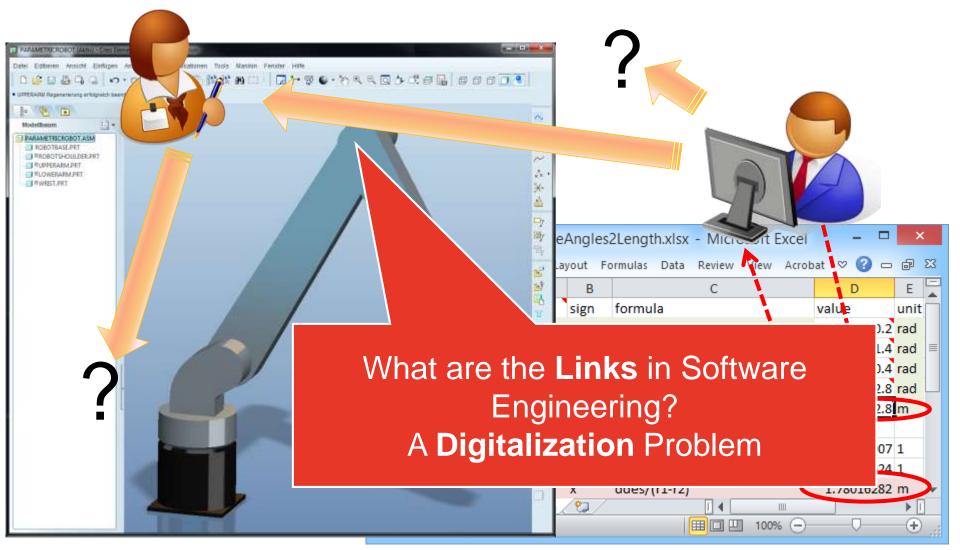


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The WHY, The HOW, The WHAT, The WHAT FOR...

N

IMPACT OF A CHANGE





Are Links Useful?

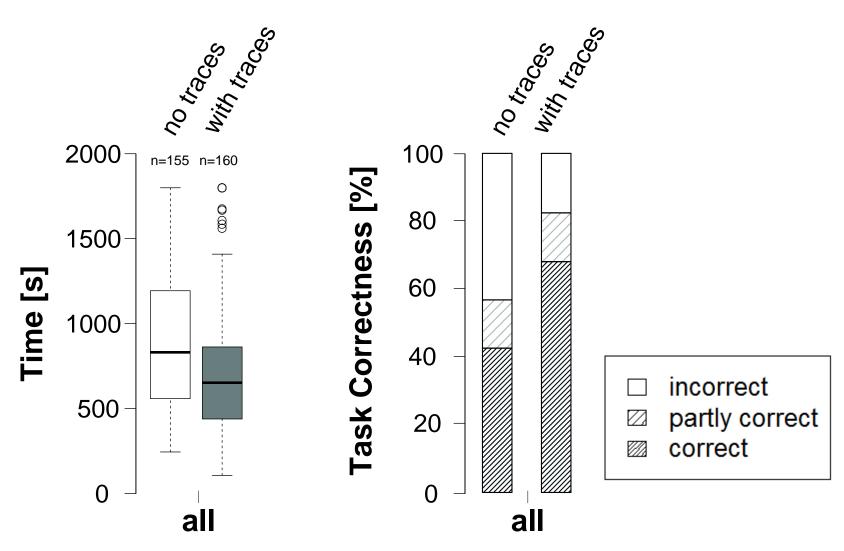


EXPERIMENT: ARE WE SURE TRACE LINKS ARE USEFUL?

- Performing <u>real</u> tasks on <u>real</u> systems with/without <u>real</u> traces
- 52 students of computer science at the JKU
 - □ Average industry experience: 1 year
 - □ Development experience: 5.3 years
 - □ Development with JAVA: 3.4 years
- 18 practitioners from Upper Austria



RESULTS: BOTH PROJECTS

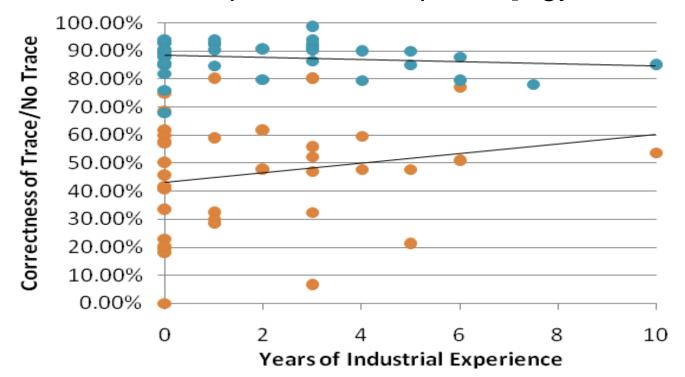




[Mäder-Egyed 2015] ¹⁸

REQUIREMENTS-TO-CODE TRACES ARE ERROR PRONE IF DONE LATER

Manual trace capture is error prone [Egyed at al. 2010]



Manual trace validation improves low-quality traces only but worsens high-quality traces [Kong et al. 2011]



IT'S ALL ABOUT DOCUMENTATION

We need to capture right away

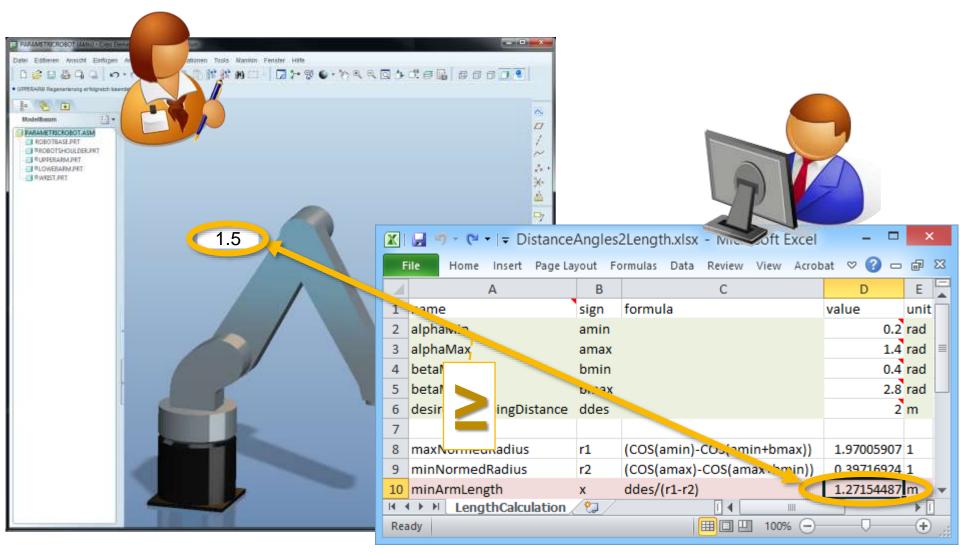
- What do we need to capture?
- How do we store it in a manner where we can find it when we need it?
- How do we maintain it to ensure it stays up-todate?



Linking and Meaning



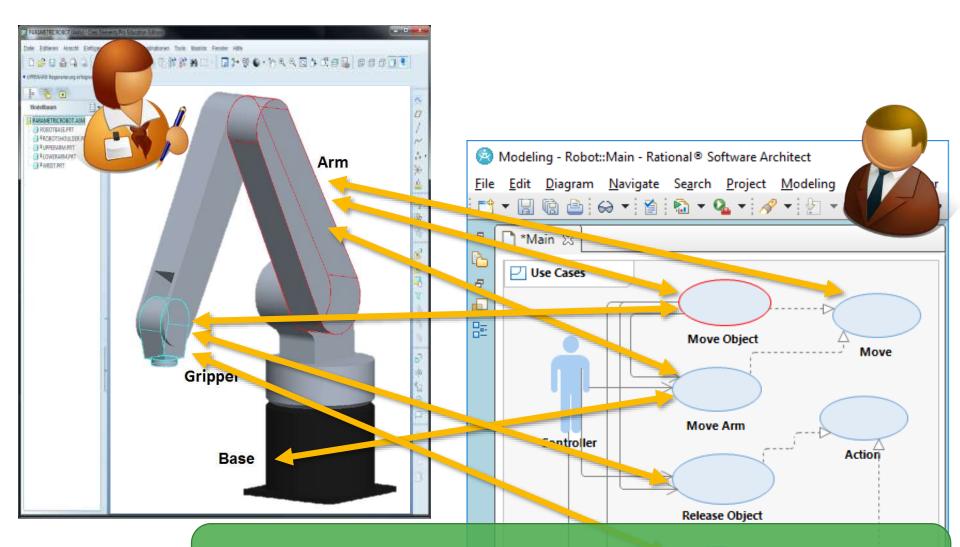
A LINK EXAMPLE





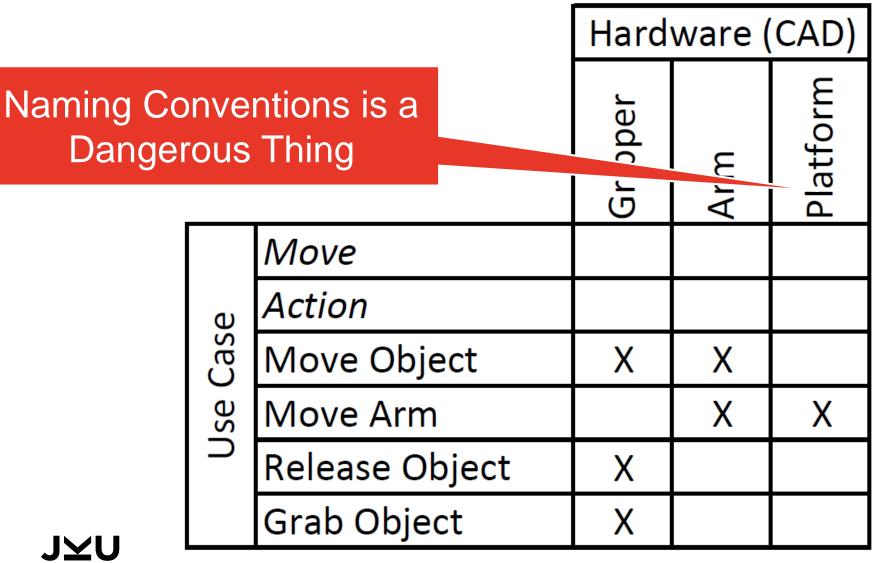
MORE LINK EXAMPLES

JYU



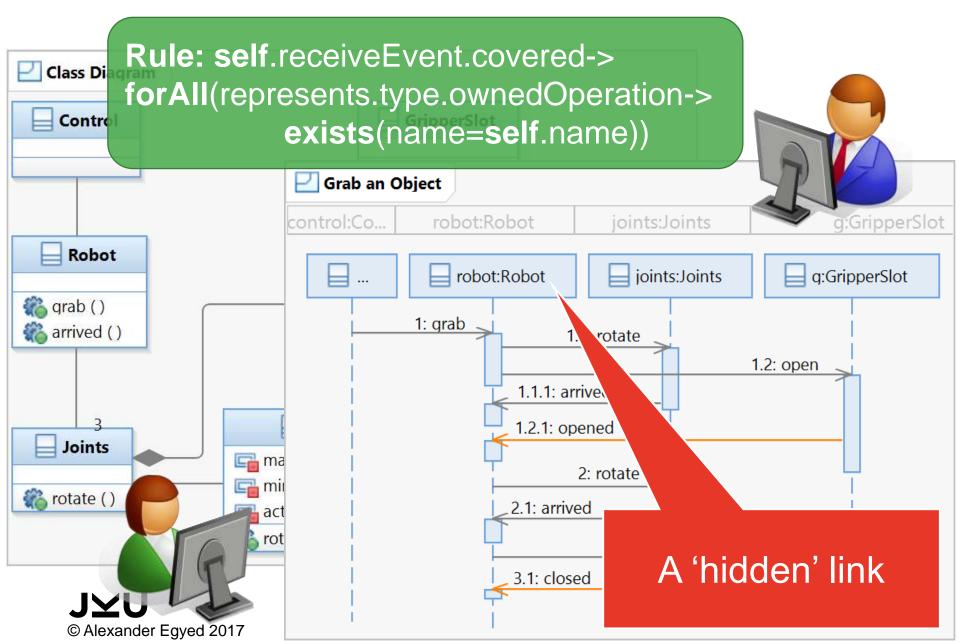
Rule: CADComponent.links-> exists(I|I.target->exists(c|c.type(UseCase))) © Alexander Egyed 2017

TRACE MATRICES TO THE RESCUE



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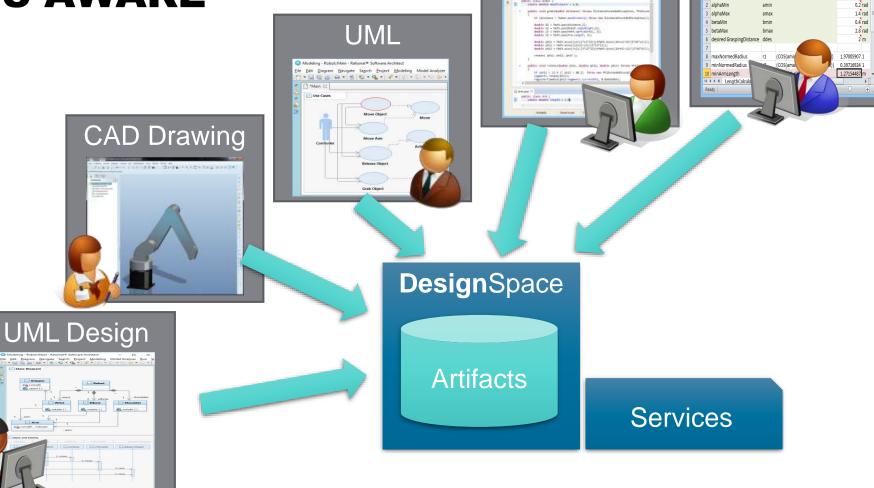
LIVE FEEDBACK



DesignSpace a cloud infrastructure for integrating cross-tool engineering knowledge



ENGINEERS CONTINUE TO USE TOOLS BUT THE DESIGNSPACE IS AWARE





[Demuth et al. 2015]

Computation

unit

> B sign formula

ARTIFACT: REFLECTION ON TOOL ARTIFACT INSTRUMENTATION AND ANNOTATION

	🛃 🧐 🗸 (🏾 🗸 🖙 Distance/	Angles	2Length.	.xlsx - Micro	osoft Excel	-				
F	ile Home Insert Page Lay	yout Fo	ormulas [Data Review	View Acrob	oat 👳 🕜	- 6	23		
	А	В		С		D	E			
1	name	sign	formula	1		value	unit			
2	alphaMin	amin	there	- AlabaMia Ta			0.2 rad			
3	alphaMax	amax	\$var=AlphaMin.In \$meta=Data				1.			
4	betaMin	bmin	<u>.</u>				0. 5	vnc		
5	betaMax	bmax	4	svar=Grasping)istance In		2.	J		
6	desired GraspingDistance	ddes		\$meta=Data	Jistance.in		2 m			
7										
8	maxNormedRadius	r1	(COS	var=minArmLe	nath.Out)	1.9700	5907 1			
9	minNormedRadius	r2		meta=Data)	0.3971	6924 1			
10	minArmLength	x	ddes/(r	1-r2)		1.2715	4487 m	-		
	LengthCalculation	2/								
Rea	ady				100% 😑		+			

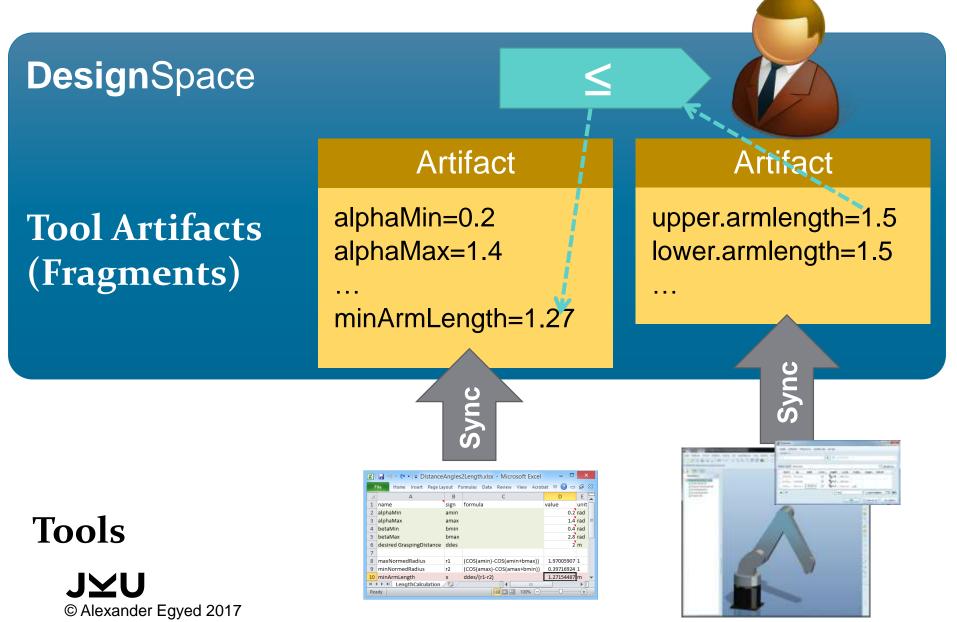
Artifact

Tool=Excel Engineer=PSMITH ID=<unique> alphaMin = 0.2 alphaMax = 1.4 betaMin = 0.4 betaMax = 2.8 GraspingDistance=2.8 minArmLength = 1.27

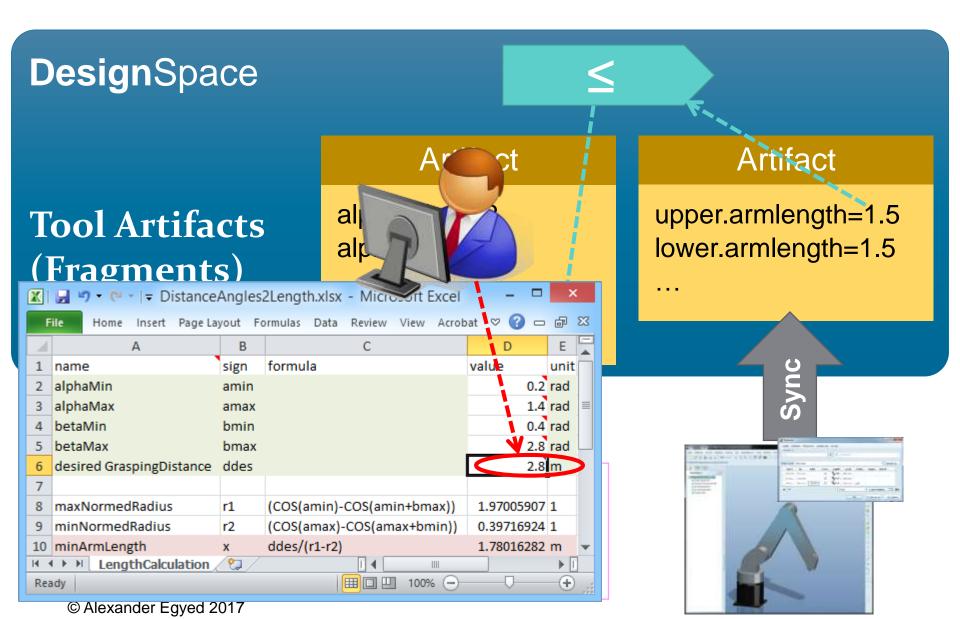


Sync is fully automated

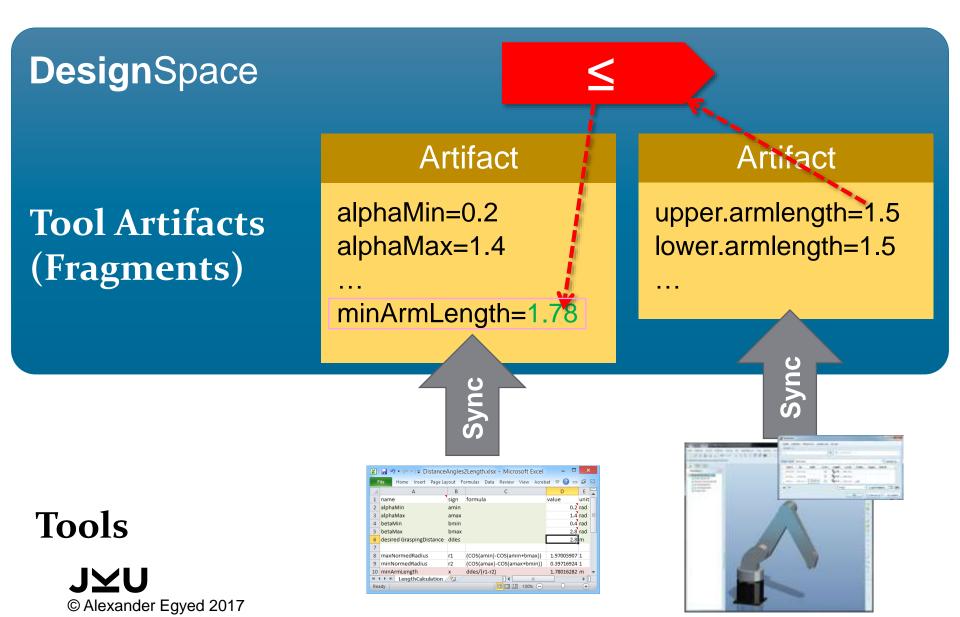
CONSTRAINTS BETWEEN TWO TOOLS IN CLOUD



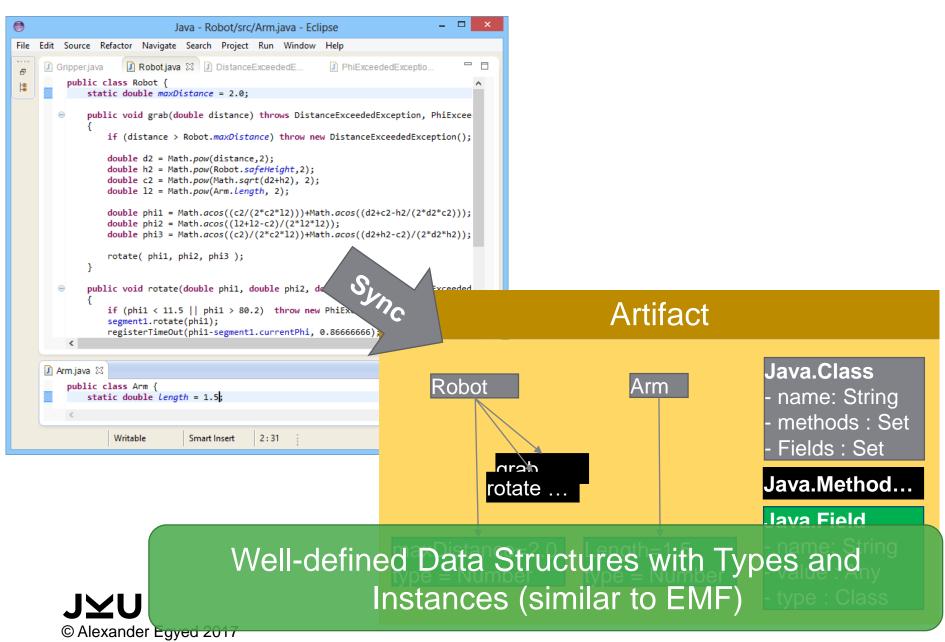
CONSTRAINTS BETWEEN TWO TOOLS IN CLOUD



CONSTRAINTS ON TOOL MODEL



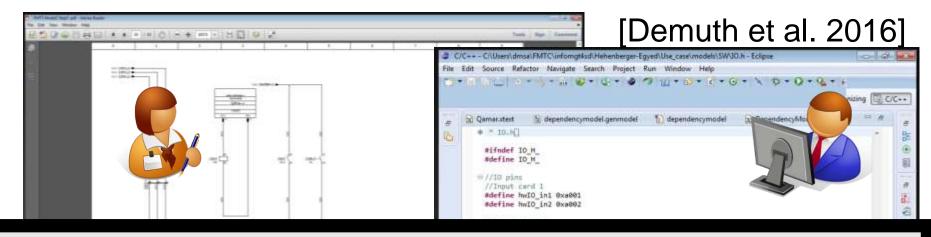
LIVE AND FINE GRANULAR



Case Study: VHA

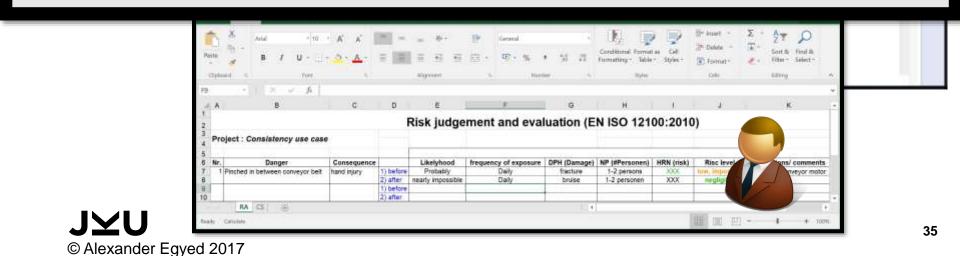


THREE ENGINEERING TOOLS



context EplanCodeLink

if self.define.map.source = self.define then
 self.define.map.target.eplan.function.link.in = self.function
 and self.define.map.target.eplan.function.link.out <> self.function
 endif

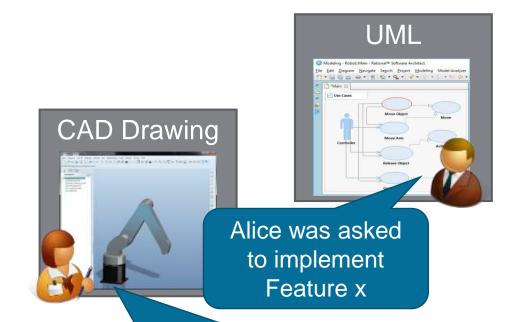


DesignSpace Re-thinking much of software engineering research



Collaborative Linking





I implemented Feature x here but Bob had to make further changes also.

Jaca Image: Description of the second of the seco

I used the arm length computation here and also let Emma know for the design



© Alexander Egyed 2017

My arm length computation was used by Carol.

Computation

		formula		value	unit			
	amin				0.2 rad			
	amax			1.4	rad			
	bmin							
	bmax							
spingDistance	ddes			2	m			
dRadius	r1	(COS(amir		1.97005907	1			
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igth				1.27154487	m	,		
thCalcula	P				•	j		
	edRadius dRadius ngth	bmin bmax aspingDistance ddes tdRadius r1 dRadius 2000 ngth	bmin bmax aspingDistance ddes kdRadius r1 (COS(amin dRadius 1 (COS(ama)	bmin bmax sapingDistance ddes eRadius grit	bmin 0.4 bmax 2.8 sapingDistance ddes 2 dRadius 1 (COS(ama 1) 1.97005907 dRadius 2 (COS(ama 1) 1.97005907 1.97005907 1.9705487	bmin 0.4 rad bmax 2.8 rad aspingDistance ddes 7 m dRadius r1 (COS(amin 1) 1.57005971 1 BRadius 10 (COS(amin 1) 1.57005971 1 1.57705871 1 1.57705871 1 1.57754871 m		

LINKING

Complementary Understandings

 $\hfill\square$ David knows that Alice implemented the use case

- $\hfill\square$ Alice knows where she implemented it
- Uncertainties

[Ghabi-Egyed 2015]

- The feature is implemented here but Bob made further changes
- Transitive Meanings [Kuang 2015, Ghabi-Egyed 2012]
 The use case was modeled in this sequence diagram. This sequence is implemented in that code

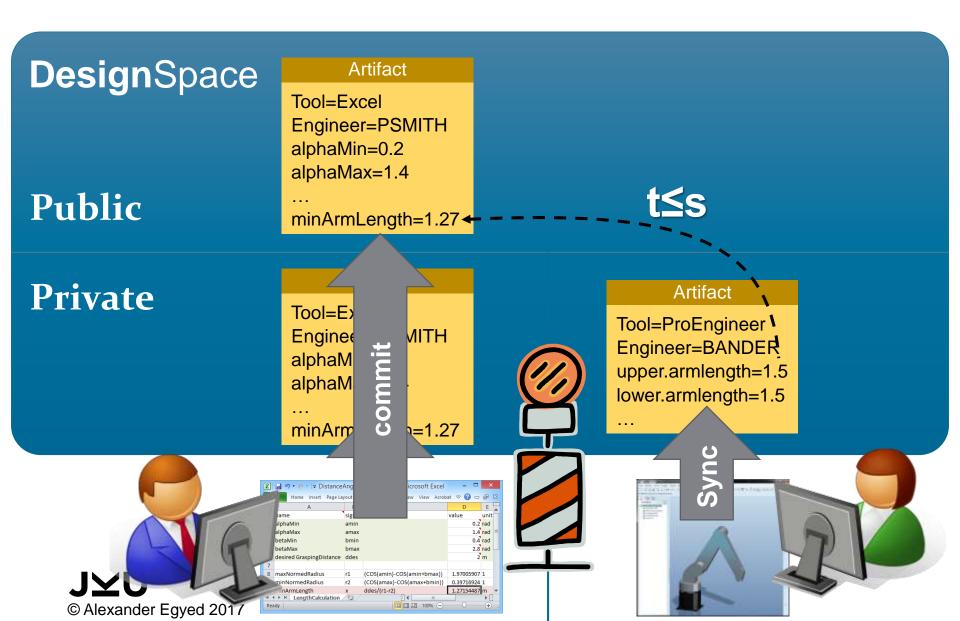
Research on Language and Reasoning Engine for Complementary, Uncertain, Transitive Statements



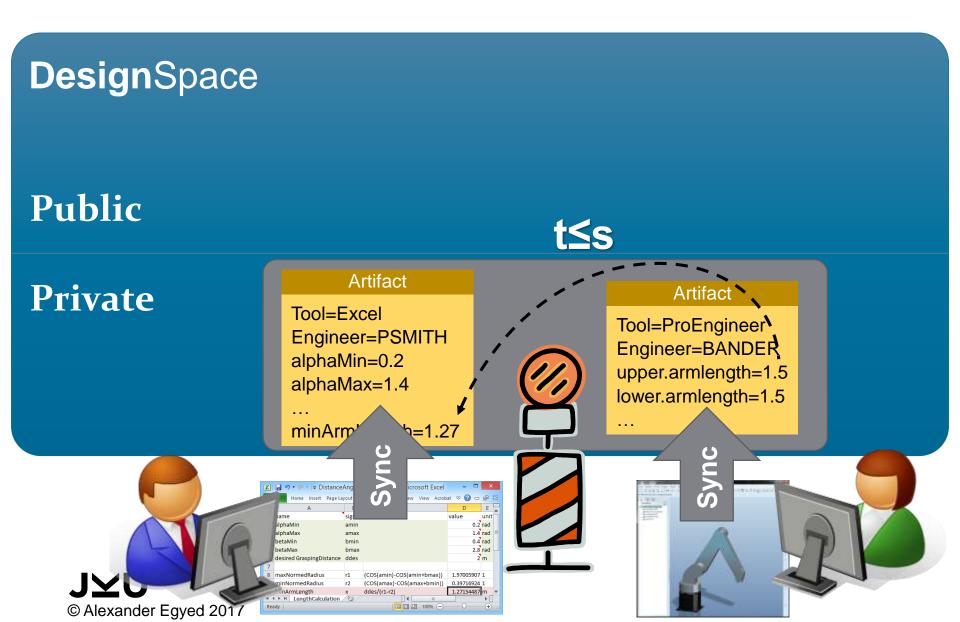
Collaborative Awareness (The Changes of Others)



MULTI-USER ENGINEERING



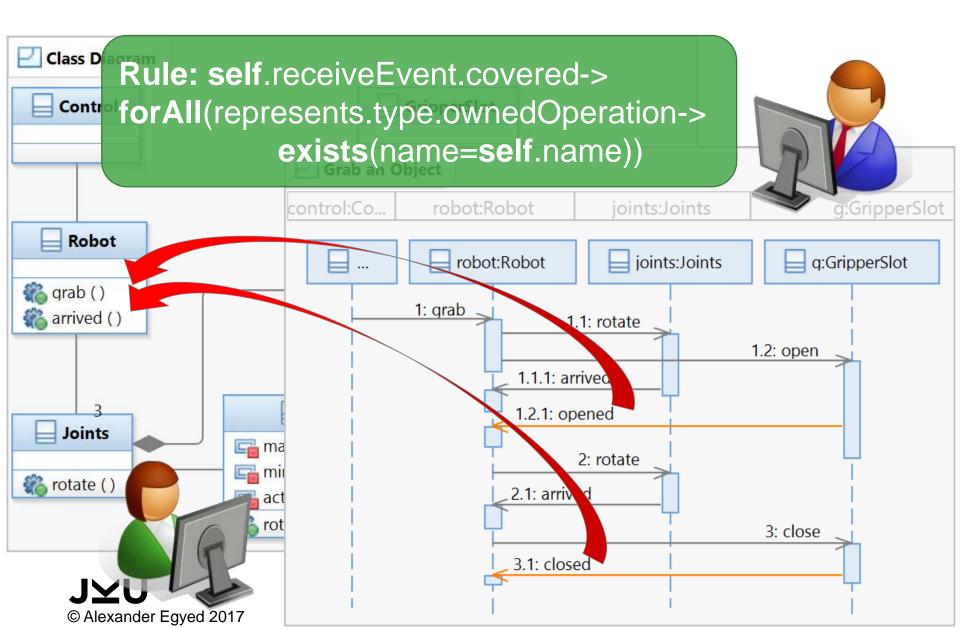
MULTI-USER ENGINEERING

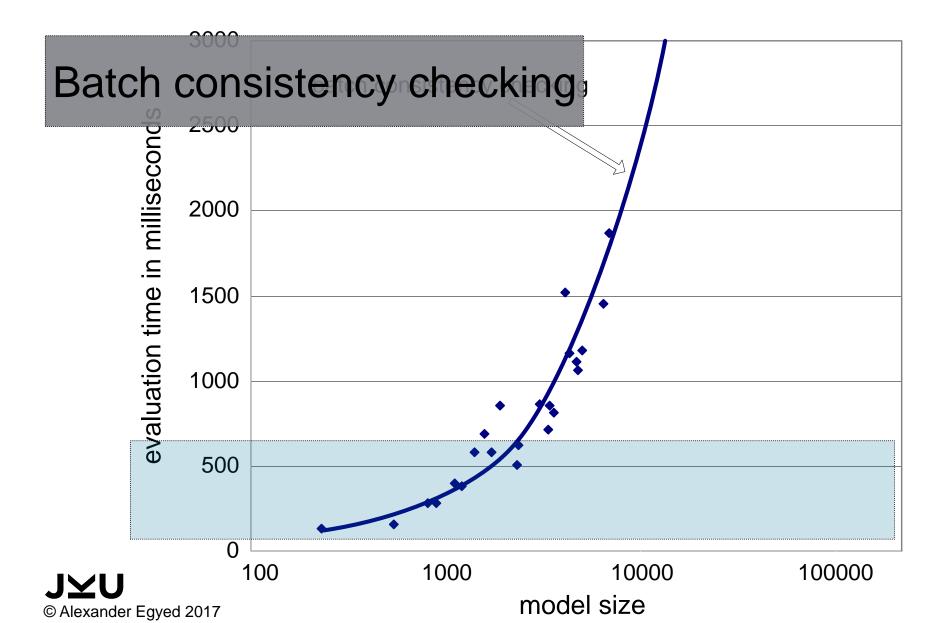


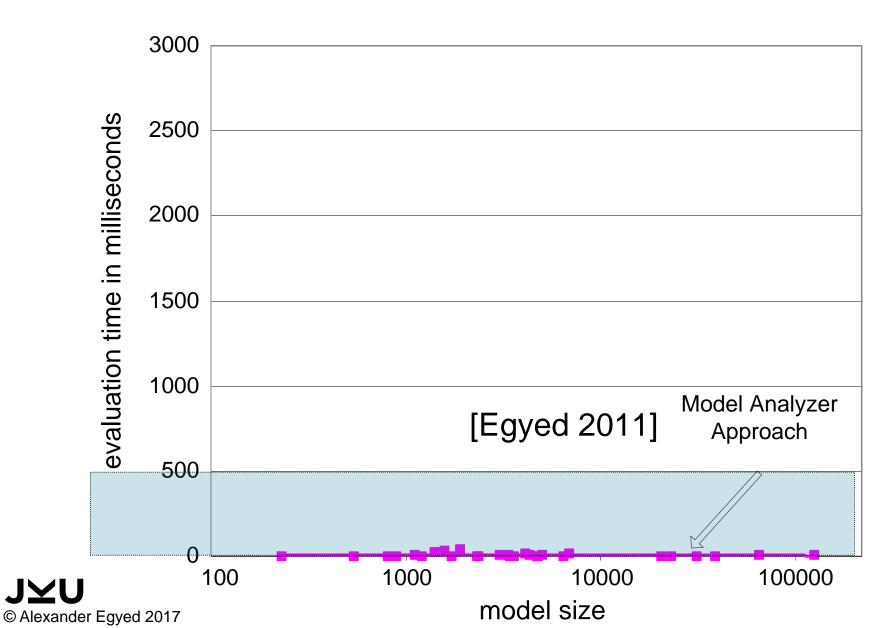
Collaborative Consistency



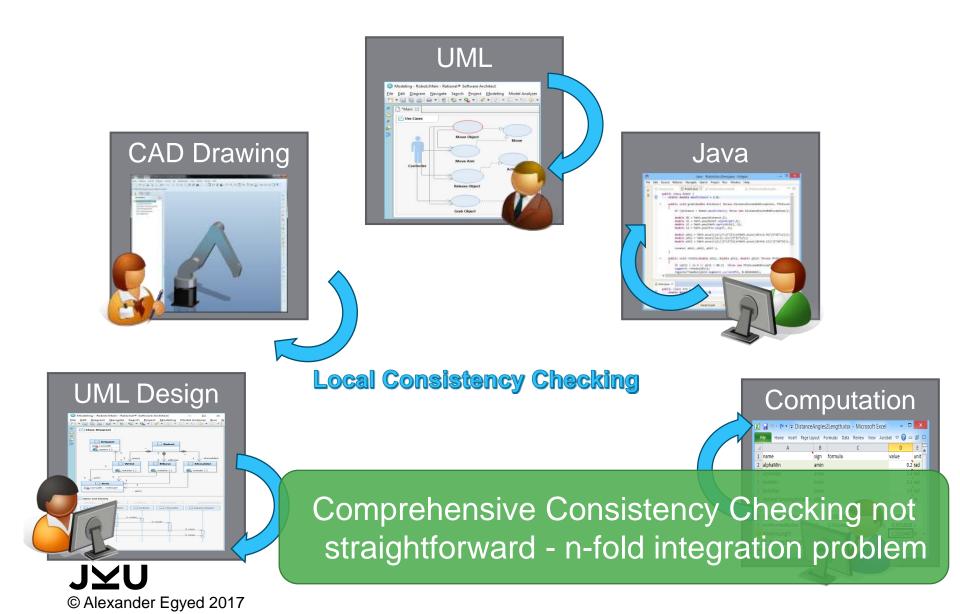
CHANGE

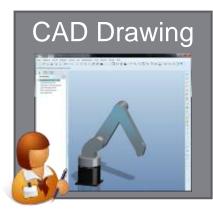


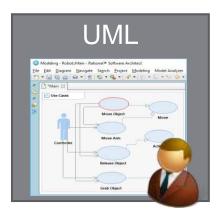




CONSISTENCY CHECKING IN TOOLS







Comprehensive, Uniform Consistency Checking

DesignSpace



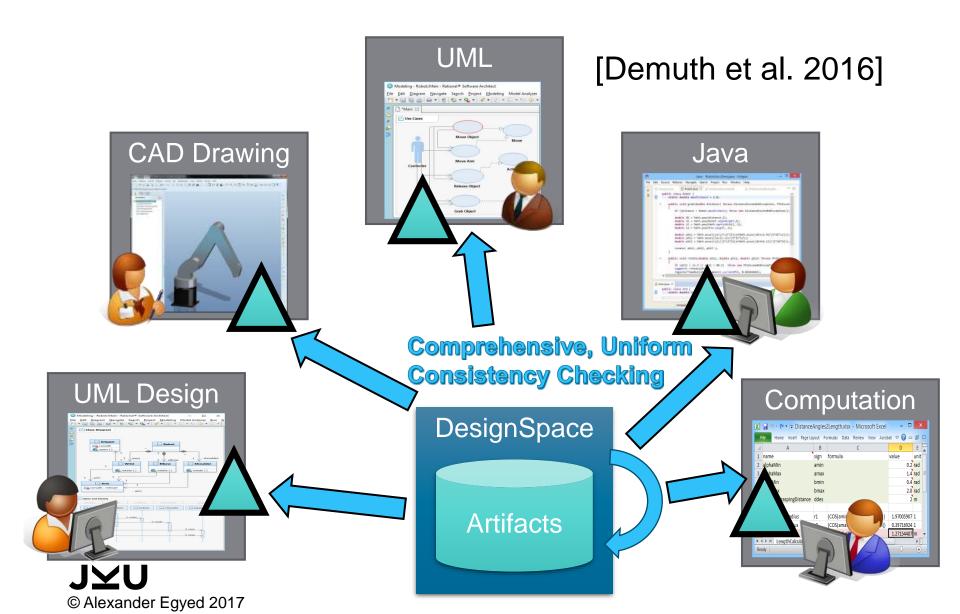
Java

2	🔣 🚽 🤊 - 🕲 - 🖛 DistanceAngles2Length.xlsx - Microsoft Excel										Ξ.	ч		8		
Γ	F	ile	Ноте	Insert	Page La	yout I	Formulas	Data	Review	View	Acrob	at ♡	0	0	ø	83
	4		A			В	С					D			Ε	
	1	name				sign	formu	formula					value			n
	2	alpha	Min			amin								0.2	rad	

But what about the individual views? Impact of Changes?

UML Design

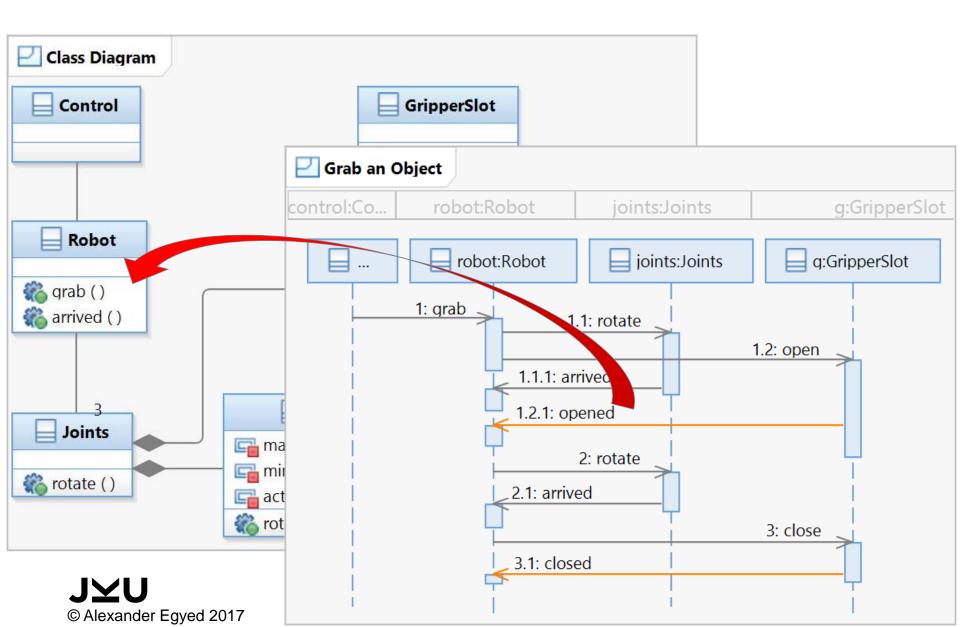
© Alexander Egyed 2017

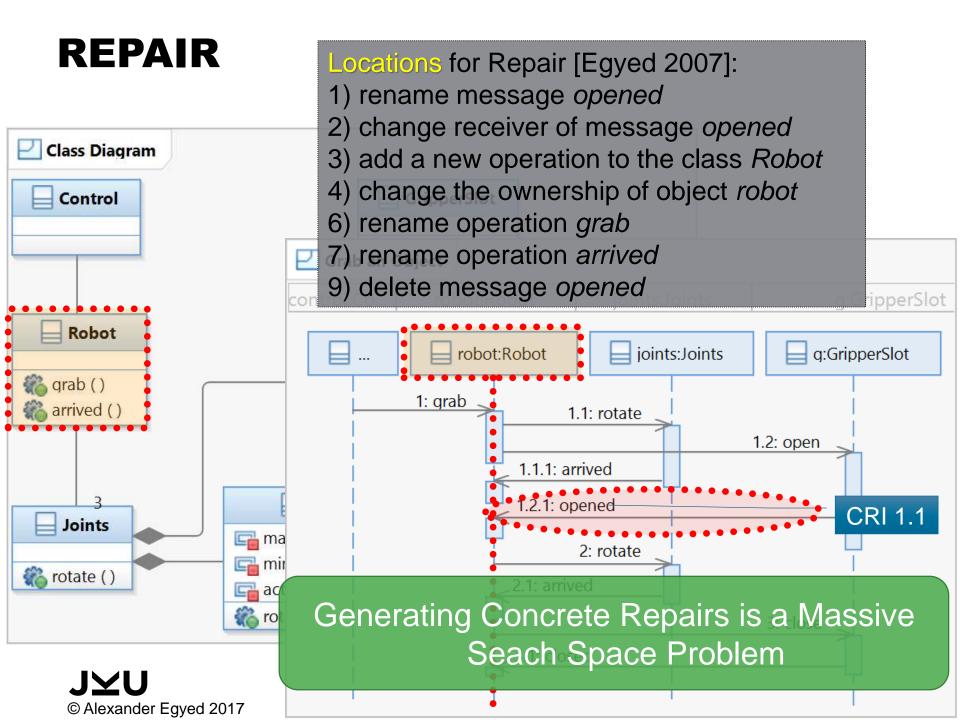


Collaborative Repair and Change Propagation

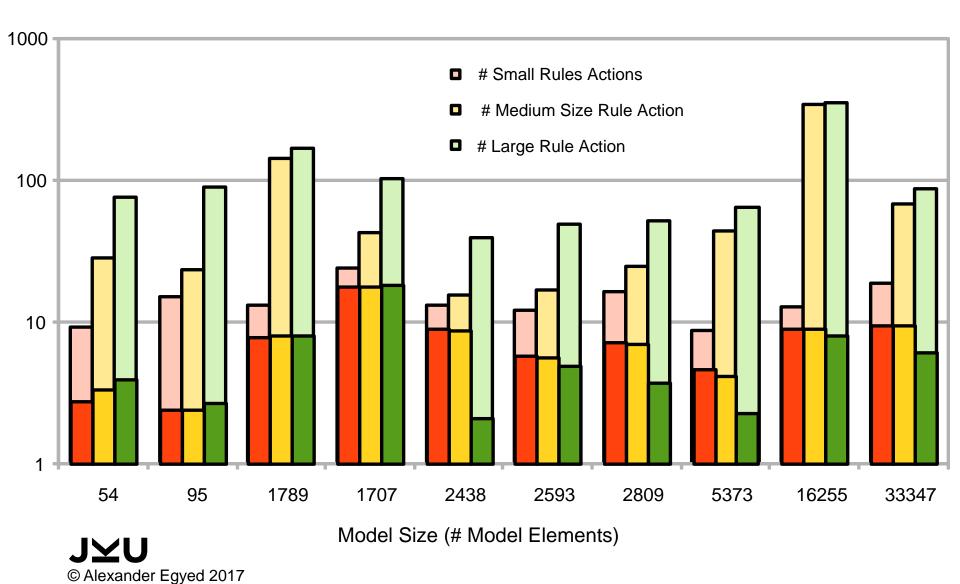


REPAIR





BENEFITS



COLLABORATIVE REPAIR

■ Individualized Repairs

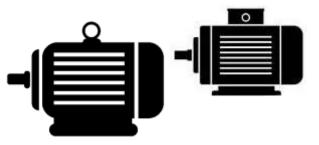
- □ Considering private changes
- □ Filtering changes relevant to ones own work
- □ Complementary Changes
 - If Bob resolve the inconsistency this way then Carol's choices are reduced



Reuse



VARIABILITY

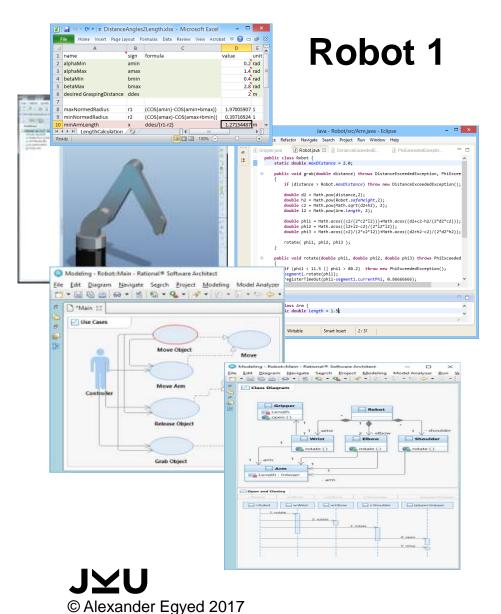


Variable System: a system whose features are variable
 operating system and hardware platform
 different variants (demo, premium, ...)
 requirements differ for customers

Nobody plans this. This evolves over time! JYU © Alexander Egyed 2017

Source: https://www.ubuntu.com/

BUILDING THE FIRST ROBOT



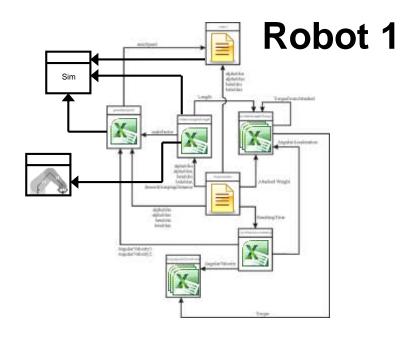
CAD

Computations (Matlab)

EPlan

- Modelica
- SysML / UML
- Test/Use Case Scenarios
- Configuration Databases
- Commissioning Parameters
- Source Code

BUILDING THE FIRST ROBOT



CAD

Computations (Matlab)

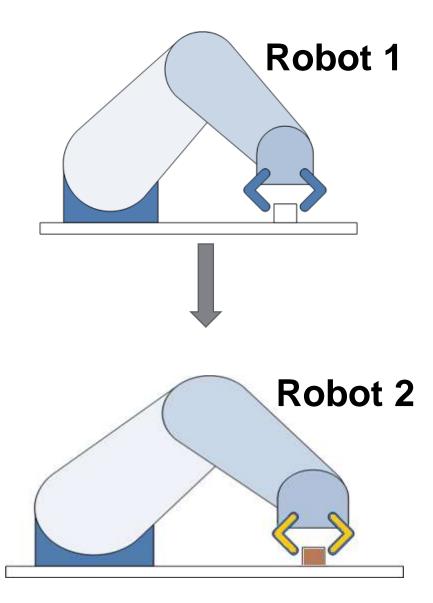
■ EPlan

- Modelica
- SysML / UML
- Test/Use Case Scenarios
- Configuration Databases
- Commissioning Parameters
- Source Code



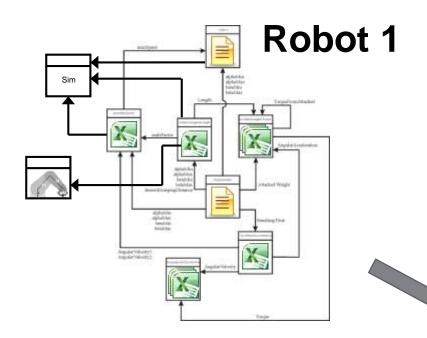
BUILDING THE SECOND ROBOT

- The second robot is "kind of like" the first robot
- A max distance the robot needs to be able to reach is 2.8 meters
- Also it needs a different gripper

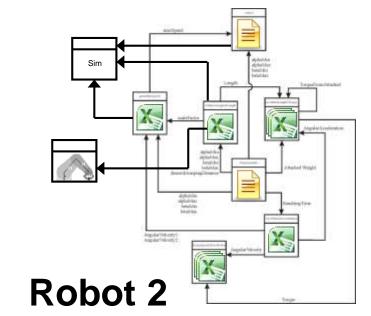


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CLONE AND OWN THE ENGINEERING ARTIFACTS OF THE FIRST ROBOT

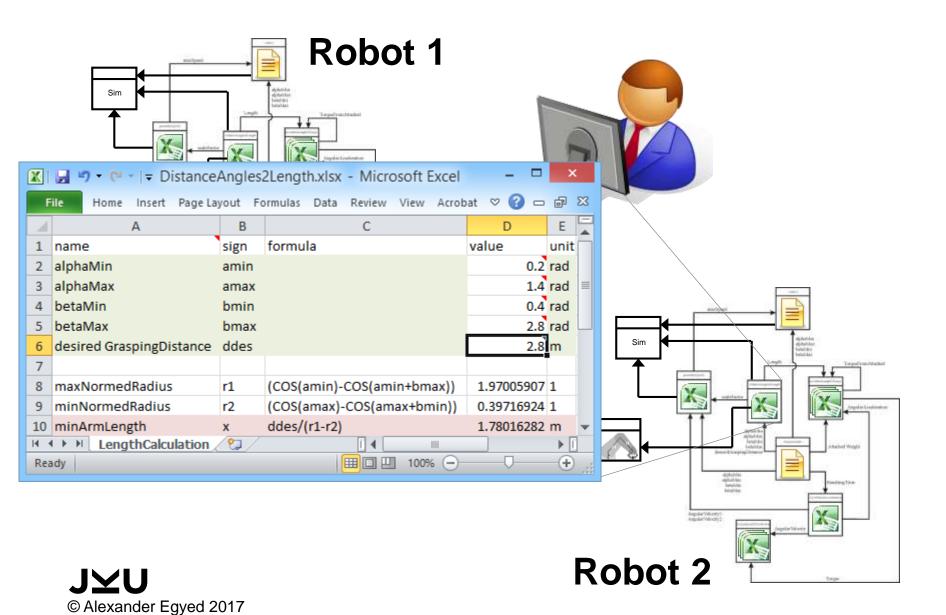


Clone and Own

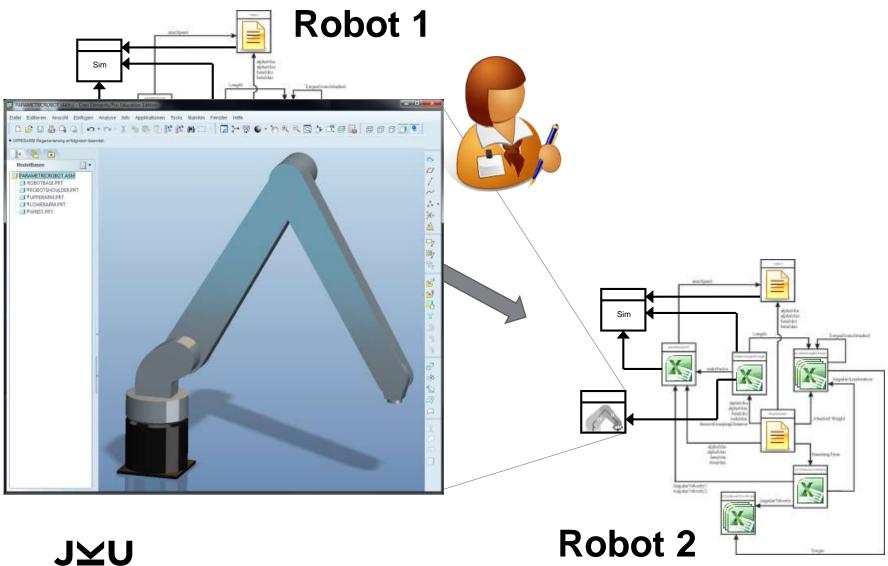




MAKE CHANGES AS NECESSARY

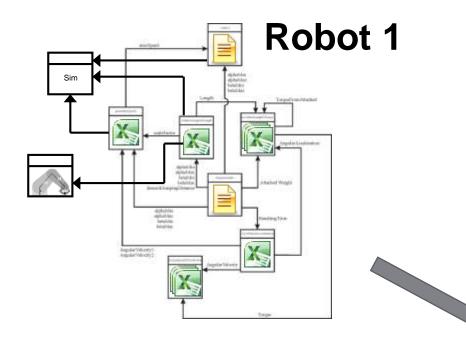


MAKE CHANGES AS NECESSARY

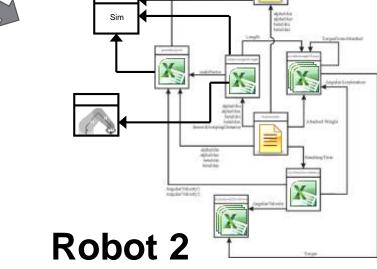


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MAKE CHANGES AS NECESSARY

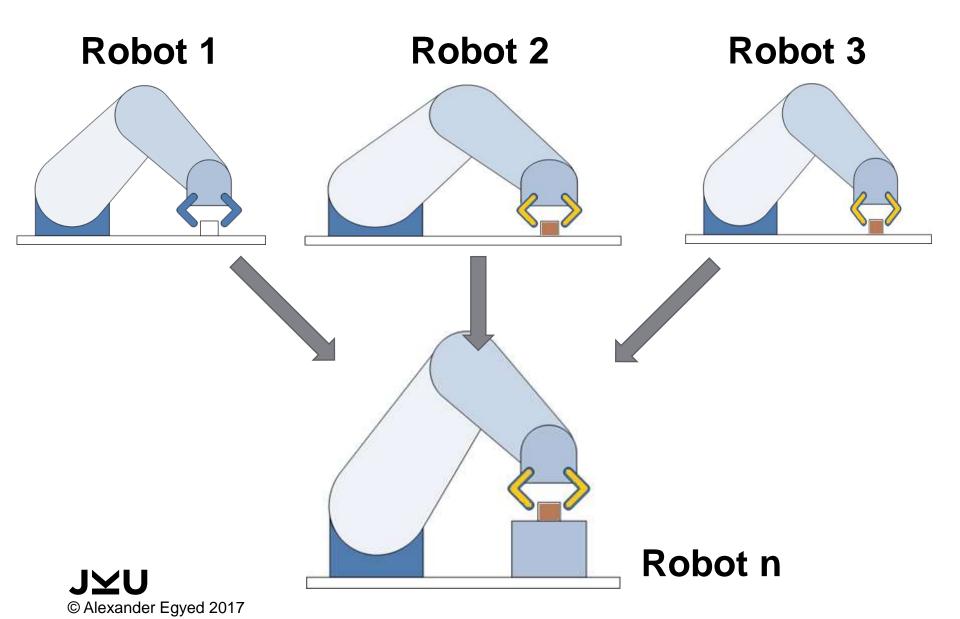


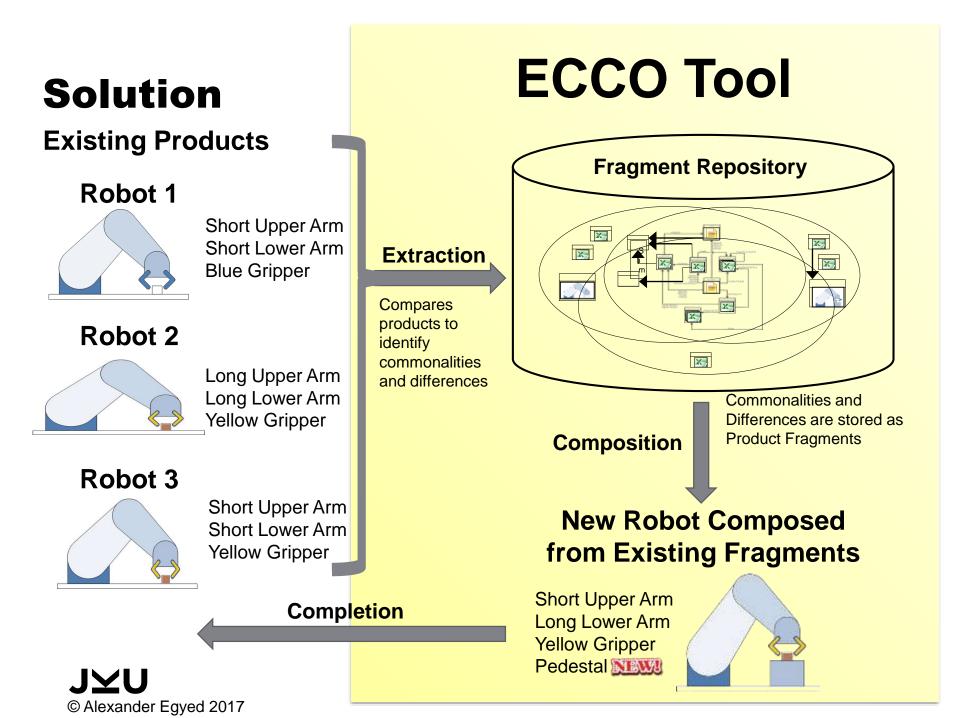
Clone and Own





BUILDING THE NEXT ROBOTS





```
public class Canyas extends JComponent implements NouseLi
                                                                                                                         public class Canvas extends JComponent implements MouseLi
                                                             public class Canvas extends JComponent implements MouseLi
   protected List (Line> lines = new LinkedList (Line> ();
                                                                protected List(Line> lines = new LinkedList(Line>();
                                                                                                                             protected List<Line> lines = new LinkedList <Line>();
   Point start, end;
                                                                                                                             protected List<BasicBectangle> rects = new LinkedList
                                                                 Point start, and;
   protected Line newLine = mull;
                                                                protected Line newLine = null;
                                                                                                                             Point start, ends
                                                                                                                             protected Line newLine = nullr
   public enum FigureTypes (
                                                                                                                             protected BasicRectangle newRect = null;
                                                                public enum FigureTypes [
                                                                    NUME.
                                                                                                                             public mum figuraTypes (
                                                                    LINE
                                                                12
   public FigureTypes figureSelected = FigureTypes. MONE:
                                                                public FigureTypes figureSelected = FigureTypes.NUNE;
                                                                protected Color color = Color. BLACK;
                                                                                                                             12
   public wold paintComponent(Graphics g) {
                                                                                                                             public FigureTypes figureSelected = FigureTypes.MONE;
       super.paintComponent(g);
                                                                public void paintComponent(Graphics g) [
       g.setColor(Color.WHITE);
                                                                    super.paintComponent(g);
                                                                                                                             protented Color color = Color. MLACK;
       g.fillRect(0, 0, getWidth(), getBeight());
                                                                    g.setColor(Color.WWITE);
       for (Line 1 : Lines) (
                                                                    g.fillBect(0, 0, getWidth(), getHeight());
                                                                                                                             public wold paintComponent(Graphics g) [
           L.paint(g);
                                                                    for (Line 1 : lines) (
                                                                        1.paint(g);
                                                                    3
   public void wipe() [
       this.lines.clear();
                                                                public void setColor(String colorString) (
       this.repaint();
                                                                    if (colorString.equals("Bed"))
                                                                        color = Color.red;
                                                                    else if (colorString.equals("Green"))
                                                                        color = Color.green;
                                                                    else if (colorString, equals ("Elue"))
                                                                                                                            public woid setColor(String colorString) [
                                                                        color = Color.blue;
                                                                    clae
                                                                        opior = Color.black;
                                                              class Canvas (
                                                                 List<Line> lines;
                                                                 List<Rect> rects;
                                                                 void wipe() (
                                                                   this.lines.clear();
                                                                 1 ...
                                                                                               class Main extends JFrame(
                                                                                                  initContentPane() (
                                                                                                     toolPanel.add(lineButton);
                                                              class Line (
                                                                                                     toolPanel.add(rectButton);
                                                                 Line (Point start) (
                                                                                                     toolPanel.add(wipeButton);
                                                                    10.000
                                                                                                     10.00
                                                                 ...
                                                              class Rect
                                                                 Rect (Color c, int x, int y) (
                                                                    ...
                                                                 . . .
```

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JYU

NONE.

DINE

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11

MONE. 1.1300.

RECT

eine

super.paintComponent(g); g.setColor(Color.WHITE);

for(BasicRectangle r : rects)(

if (colorString.equals("Red"))

clae if (colorString.equals("Green")) color = Color.green; else if (colordtring.equals("blue")) color = Color.blue;

color = Color.red;

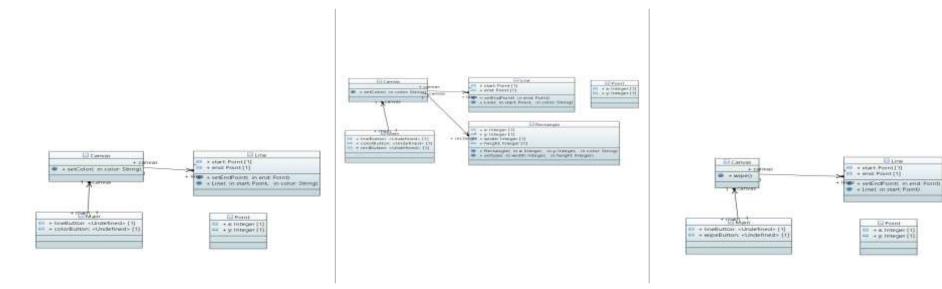
color = Color.black:

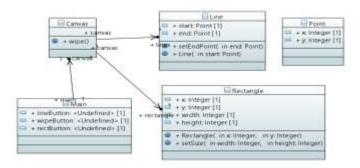
for (Line 1 : lines) (

1.paint(g);

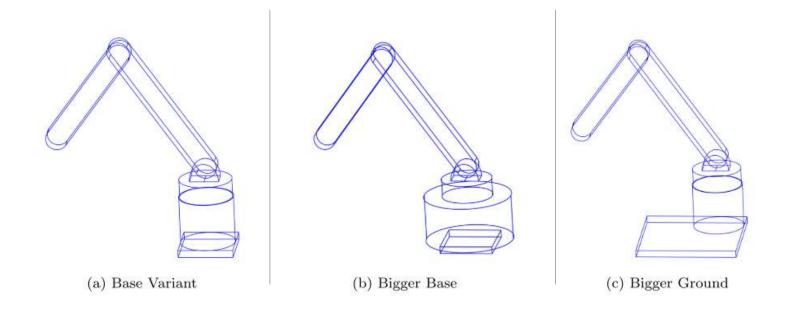
r.paint(g) /

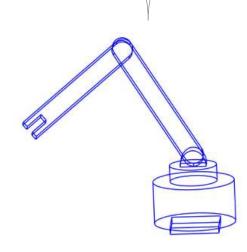
g.fillRect(0, 0, getWidth() ,getHeight());









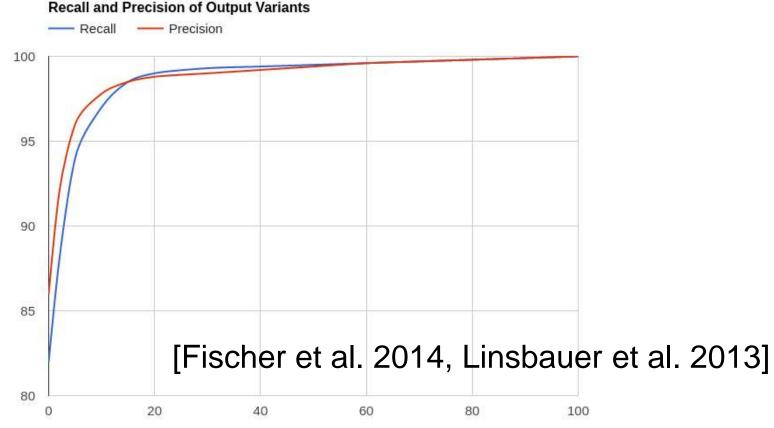


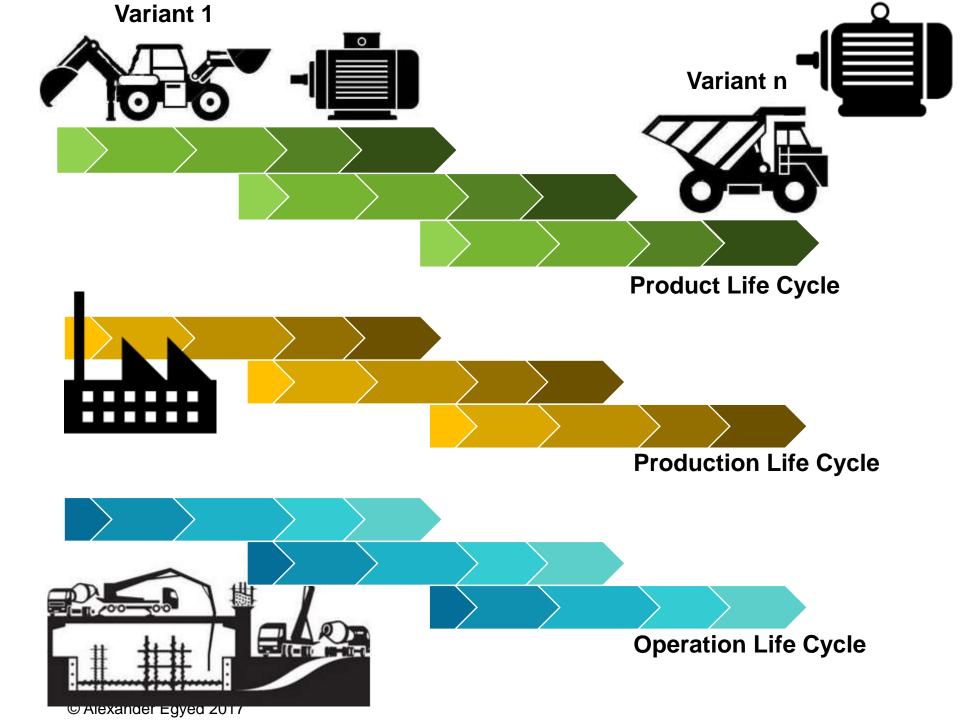
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(a) Claw Arm and Bigger Base

COMPOSITION

After only few input variants precision and recall are close to 100%
 6 Systems: Source Code <344KLOC, <256 variants, <15 features









FUIF Der Wissenschaftsfonds.





