

# ***PMR 5020***

## Metodologia do Projeto de Sistemas

Aula 5: Métodos modernos de modelagem de requisitos

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# A fase de requisitos e a ER

Como vimos até aqui:

- i) a fase de requisitos é muito importante para os projetos;
- ii) o sucesso do projeto depende de uma boa ER;
- iii) em especial para sistemas esta fase é primordial;
- iv) esta fase é composta da : eliciação, modelagem e análise de requisitos;

## The key problems

- The priority of requirements from different viewpoints changes during the development process.
- System customers may specify requirements from a business perspective that conflict with end-user requirements.
- The business and technical environment of the system changes during its development.

## Good req's X Bad req's

- **Enduring requirements.** Stable requirements derived from the core activity of the customer organisation. E.g. a hospital will always have doctors, nurses, etc. May be derived from domain models
- **Volatile requirements.** Requirements which change during development or when the system is in use. In a hospital, requirements derived from health-care policy

# The traceability concept

- Traceability is concerned with the relationships between requirements, their sources and the system design
- Source traceability
  - Links from requirements to stakeholders who proposed these requirements;
- Requirements traceability
  - Links between dependent requirements;
- Design traceability
  - Links from the requirements to the design;

# Traceability

*“The requirements traceability is the ability to describe and follow the life of a requirement, in both a forward and backward direction, i.e. from its origins, through its development and specification, to its subsequent deployment and use, and through periods of ongoing refinement and iteration in any of these phases.”*

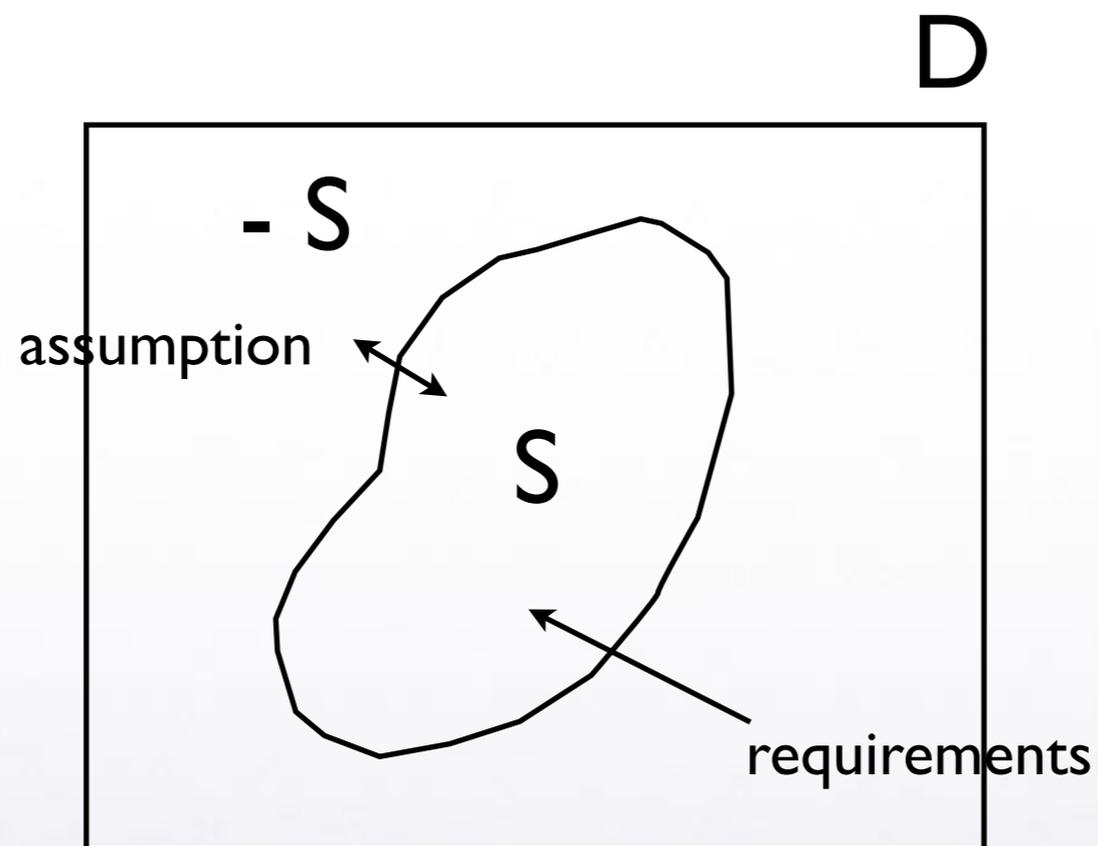
Gotel, O., Filkenstein, A.; An Analysis of the Requirements Traceability Problem, in Proc. of the First Int. Conf. on Requirements Engineering, pp 94-101, Colorado Springs, USA, 1994.

## *Design features*

A base para a formulação de requisitos deve ser um conjunto genérico de features (objetivos) abstratos que definem o projeto. Esta definição genérica pode ser refinada em requisitos funcionais e não-funcionais até chegar em funções específicas de mais baixo nível.

Silva, J.R.; Uma formalização do processo de design baseado em metáforas: sua aplicação na automatização de Sistemas de Eventos Discretos, tese de doutorado, Escola Politécnica da USP, 1992.

# Contexto

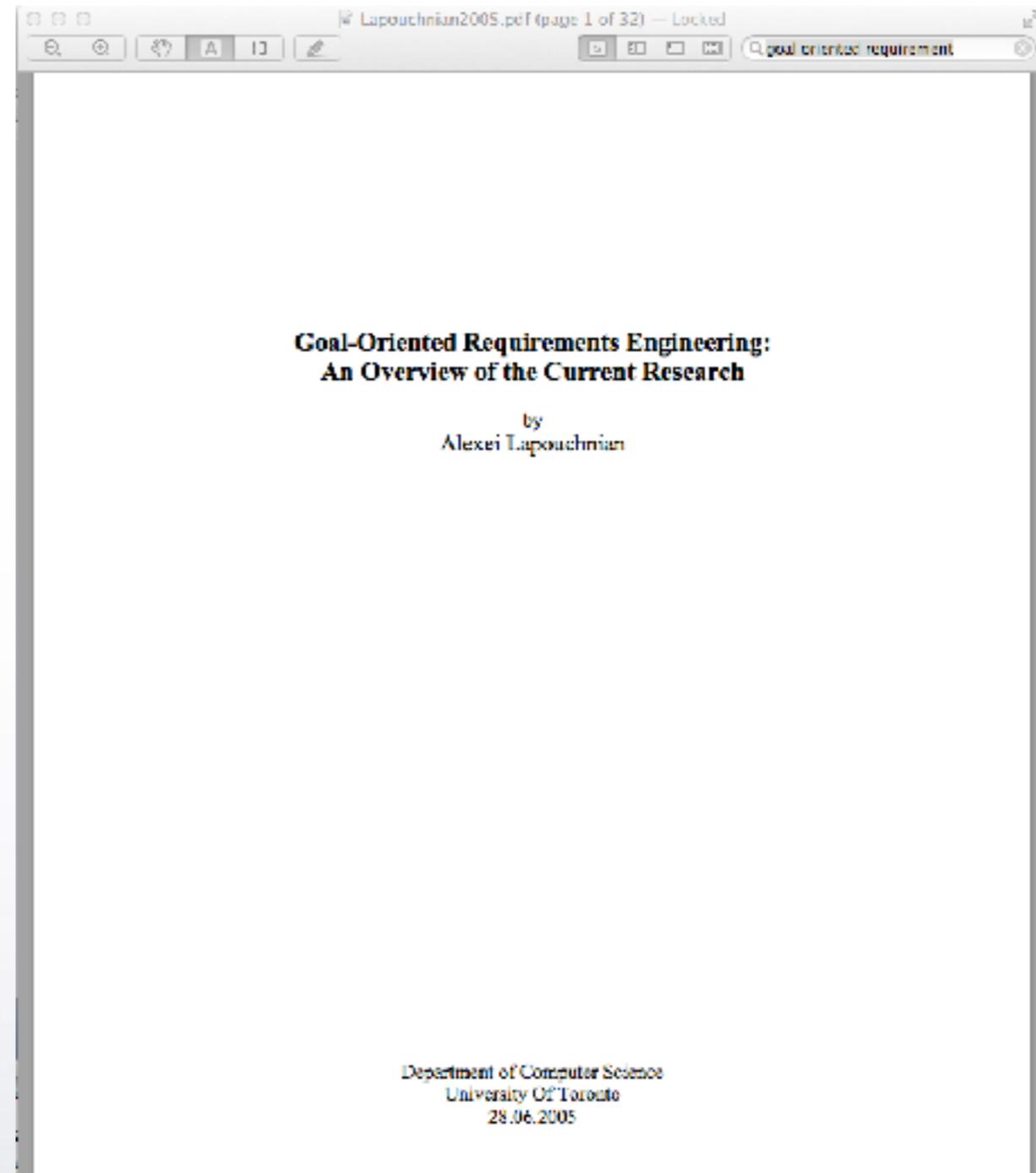


Dominio de aplicação

# Leitura da semana



To be functional or not to be functional, that is the question



## Os perigos da eliciação de requisitos

funcional



não-funcional

Um dos perigos da eliciação (e portanto da análise) de requisitos é privilegiar a análise funcional e a funcionalidade como alvo central.

Normalmente se diz que os requisitos devem refletir o que o sistema é e o que faz mas NUNCA "o como" este deve fazer as coisas (que seria alvo de etapas posteriores).

O perigo do "funcional" como antecipação do design está no stakeholder (especialmente em domínios disjuntos) ou no próprio designer (no caso de domínios próximos), ou em ambos quando não se trata de casos extremos.

## Requisitos orientados a objetivos (goals)

### What are goals?

A *goal* is an objective the system under consideration should achieve. Goal formulations thus refer to intended properties to be ensured; they are optative statements as opposed to indicative ones, and bounded by the subject matter

Axel van Lamsweerde, Goal Oriented Requirement Engineering: a Guided Tour, RE 2001, Toronto

## Exemplos



Atender mais passageiros



Agilizar e personalizar o atendimento



garantir a circulação com segurança e rapidez

## Goals (objetivos) integram o funcional e o não funcional

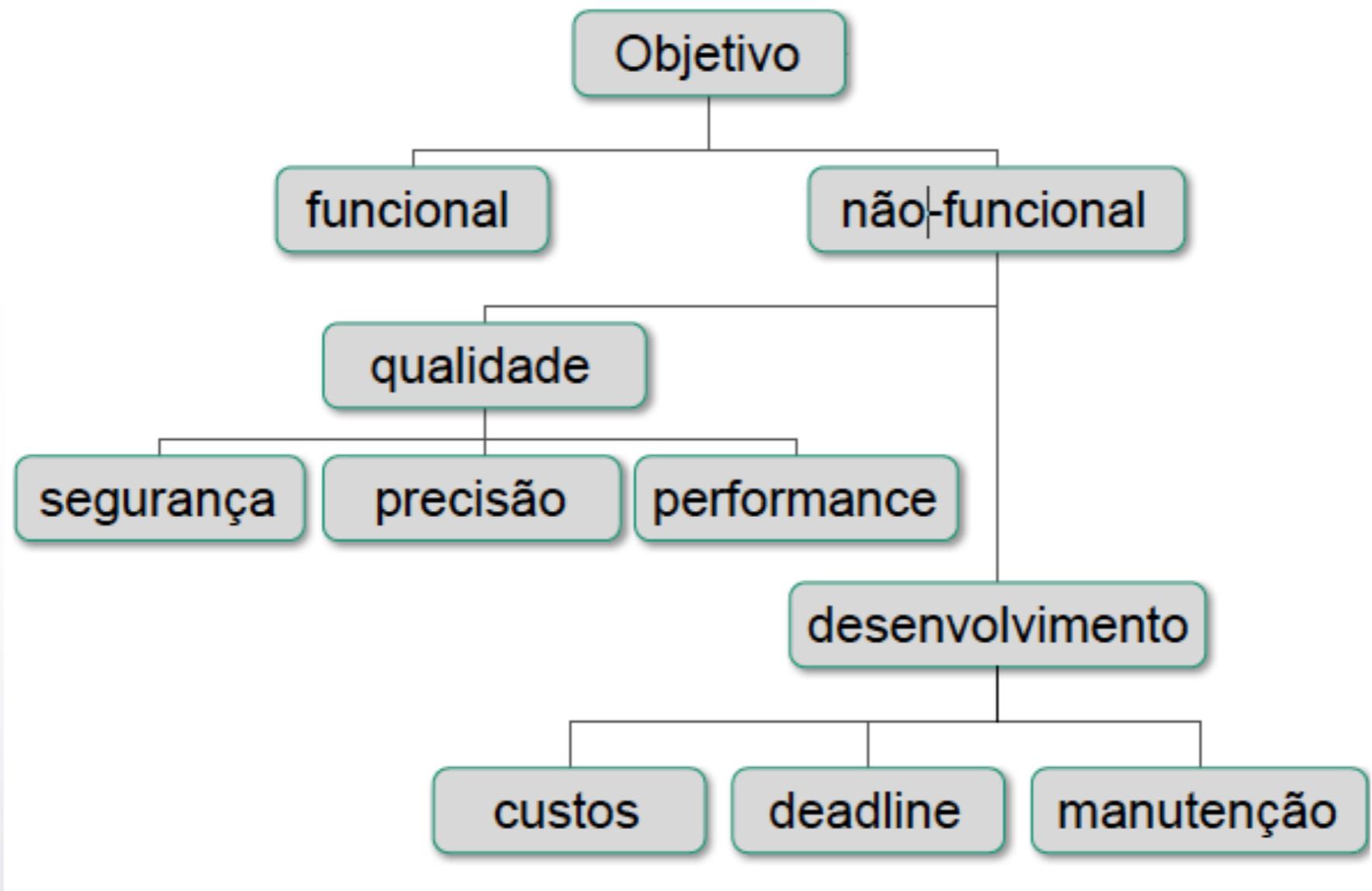
funcional



não-funcional

Goals also cover different types of concerns: functional concerns associated with the services to be provided, and non-functional concerns associated with quality of service such as safety, security, accuracy, performance, and so forth.

**Uma estratégia mais inteligente seria basear a busca pelos requisitos em conceitos que integrem o funcional e o não-funcional evitando o dilema da escolha ou da prioridade.**



## Porque goals (objetivos)?

### Why are goals needed?

There are many reasons why goals are so important in the RE process.

- Achieving requirements completeness is a major RE concern.. Goals provide a precise criterion for *sufficient completeness* of a requirements specification; the specification is complete with respect to a set of goals if all the goals can be proved to be achieved from the specification and the properties known about the domain considered.

O stakeholder é o "único" que pode encerrar/validar um ciclo de requisitos

É difícil distinguir quando um requisito que se refere a algum aspecto do sistema foi plenamente eliciado. Assim a preocupação inicial que tínhamos com o sistema e sua representação por um plano pode se propagar para todo o processo de eliciação.

- Avoiding irrelevant requirements is another major RE concern. Goals provide a precise criterion for requirements *pertinence*; a requirement is pertinent with respect to a set of goals in the domain considered if its specification is used in the proof of one goal at least.

- Explaining requirements to stakeholders is another important issue. Goals provide the rationale for requirements, in a way similar to design goals in design processes [Mos85, Lee91]. A requirement appears because of some underlying goal which provides a base for it [Ros77, Dar91, Som97]. More explicitly, a goal refinement tree provides traceability links from high-level strategic objectives to low-level technical requirements. In particular, for business application systems, goals may be used to relate the software-to-be to organizational and business contexts

Objetividade é outro aspecto importante. É preciso ter um conjunto minimal de requisitos válidos.

facilita o reuso

Validação e traceability (discutido na aula passada) são outros aspectos importantes para uma boa fase de eliciação e análise de requisitos.

facilita a manutenção

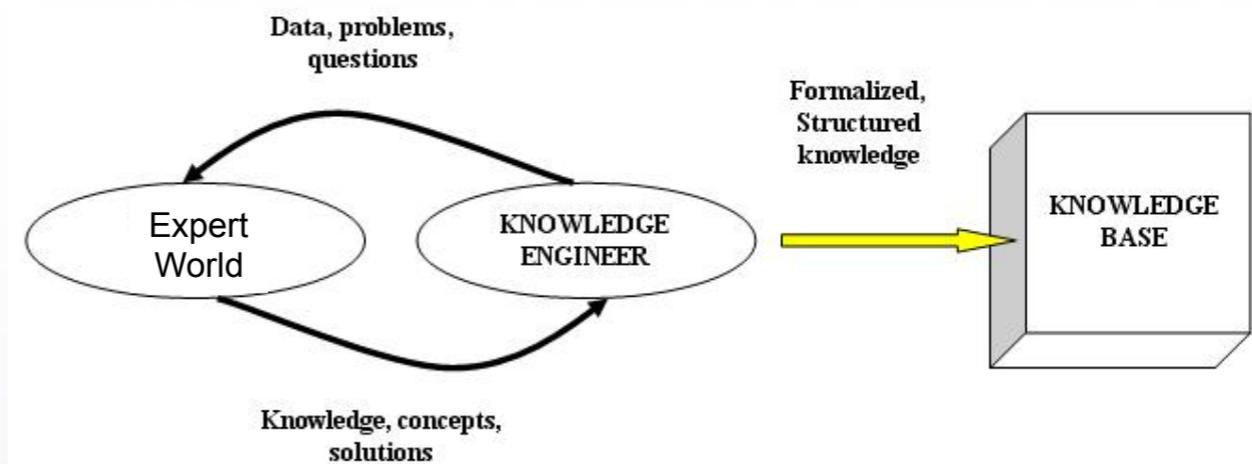
# KAOS: Knowledge Acquisition in Automated Specification

KAOS is one method for formalising goals into requirements

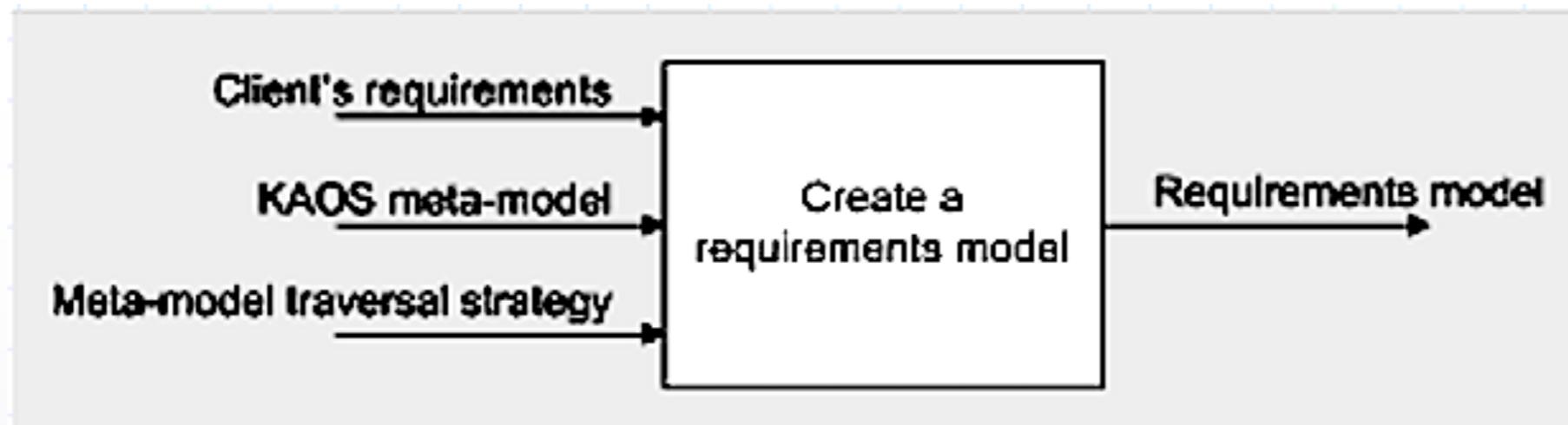
KAOS is a research project, but it is well documented, and has tool support from a tool called GRAIL

The aim of the ***KAOS approach*** is to derive a description of a system's behaviour and an initial analysis of its structure through acquiring and formalising functional and non-functional goals for a composite system

Stewart Green



## KAOS estruturado



The screenshot shows a web browser window displaying a Grails blog post. The browser's address bar shows the URL: `grails.org/Discovering%20a%20web%20application's%20security%20requirements`. The page header includes the Grails logo and the SpringSource logo. A navigation menu contains links for Products, Services, Training, Community, Downloads, Plugins, and Documentation. The main content area features a sidebar on the left with sections for 'Get Started' (Installation, Quick Start, IDE Setup, Tutorials, Screencasts), 'Reference' (Documentation, FAQs, Roadmap), and 'Community' (Sites using Grails, Testimonials, Contribute, Issue Tracker, Source code, Plugins, Mailing Lists, Nabble Forums, IRC Webchat). Below the sidebar are social media icons for Twitter, Google+, and Facebook, and a logo for 'Dedicated to the Groovy ecosystem' (Groovy, Spock, Griffon, Grails). The main article content includes the title 'Discovering a web application's security requirements', a 'Last updated by admin 4 years ago' notice, and 'Edit' and 'View Info' links. The author is identified as Mark S. Petrovic, with contact information `mspetrovic at gmail dot com` and a link to `http://www.petrovic.org/content/SecMgrTutorial/sm.html`. The article begins with an 'Introduction' section, stating that the Java Runtime Environment provides well-documented means for security management. The text continues to describe the purpose of the managed security, the resources it controls, and the role of the `java.lang.SecurityManager` class. It then introduces a tool for profiling security managers and discusses the requirements for the version discussed in the article, including the need for a late-model Sun JVM and the presence of `java.security.AccessControlContext.getContext() type ProtectionDomain[]`. The article also includes a section titled 'The default Security Manager'.

2 Getting Started 2.1.1

grails.org/doc/latest/guide/gettingStarted.html#requirements

## 2.1 Installation Requirements

Before installing Grails you will need as a minimum a Java Development Kit (JDK) installed version 1.6 or above. Download the appropriate JDK for your operating system, run the installer, and then set up an environment variable called `JAVA_HOME` pointing to the location of this installation. If you're unsure how to do this, we recommend the video installation guides from [grailsexample.net](http://grailsexample.net):

- [Windows](#)
- [Linux](#)
- [Mac OS X](#)

These will show you how to install Grails too, not just the JDK.

On some platforms (for example OS X) the Java installation is automatically detected. However in many cases you will want to manually configure the location of Java. For example:

```
export JAVA_HOME=/Library/Java/Home
export PATH=$PATH:$JAVA_HOME/bin
```

if you're using `bash` or another variant of the Bourne Shell.

## 2.2 Downloading and Installing

The first step to getting up and running with Grails is to install the distribution. To do so follow these steps:

- [Download](#) a binary distribution of Grails and extract the resulting zip file to a location of your choice
- Set the `GRAILS_HOME` environment variable to the location where you extracted the zip
  - On Unix/Linux based systems this is typically a matter of adding something like the following `export GRAILS_HOME=/path/to/grails` to your profile
  - On Windows this is typically a matter of setting an environment variable under My Computer/Advanced/Environment Variables
- Then add the `bin` directory to your `PATH` variable:
  - On Unix/Linux based systems this can be done by adding `export PATH=$PATH:$GRAILS_HOME/bin` to your profile
  - On Windows this is done by modifying the `Path` environment variable under My Computer/Advanced/Environment Variables

If Grails is working correctly you should now be able to type `grails -version` in the terminal window and see output similar to this:

```
Grails version: 2.0.0
```

## 2.3 Creating an Application

To create a Grails application you first need to familiarize yourself with the usage of the `grails` command which is used in the following manner:

```
grails [command name]
```

Run [create-app](#) to create an application:

```
grails create-app helloworld
```

# GRAIL

GRAIL[1] is a tool designed by RE practitioners for RE practitioners, to help them really **engineer requirements**. The tool relies on **KAOS**[2], the **goal-driven** requirements methodology. It helps industrial projects to succeed by **effectively** and **systematically eliciting** the requirements, defining system's agents and artefacts along with their expected behaviours. These elements are gathered, and linked together in a unique coherent model. GRAIL automates authoring process by **deriving** the requirements documents directly from the model.

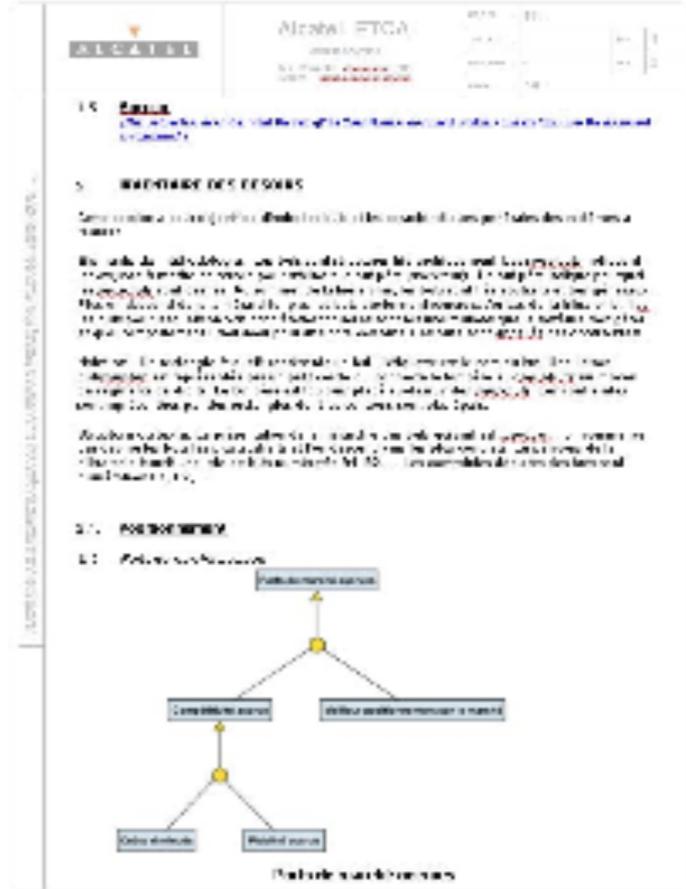
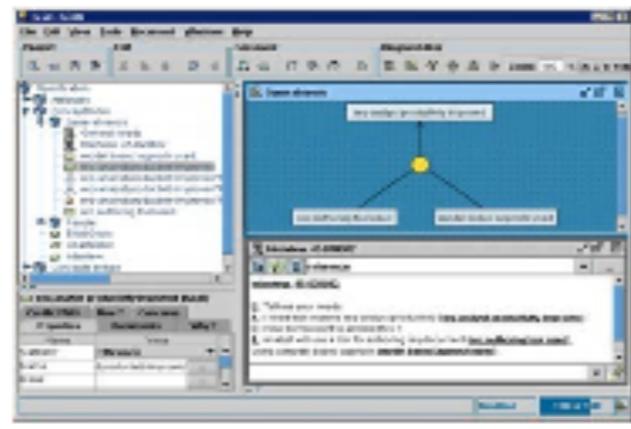
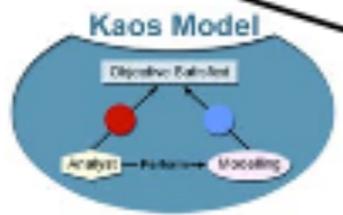
- [1] More information on GRAIL at Cediti can be found at URL [http://www.cediti.be/EN/Solutions\\_Services/requirements/](http://www.cediti.be/EN/Solutions_Services/requirements/)
- [2] More information on KAOS at UCL can be found at URL <http://www.info.ucl.ac.be/research/projects/AVL//ReqEng.html>

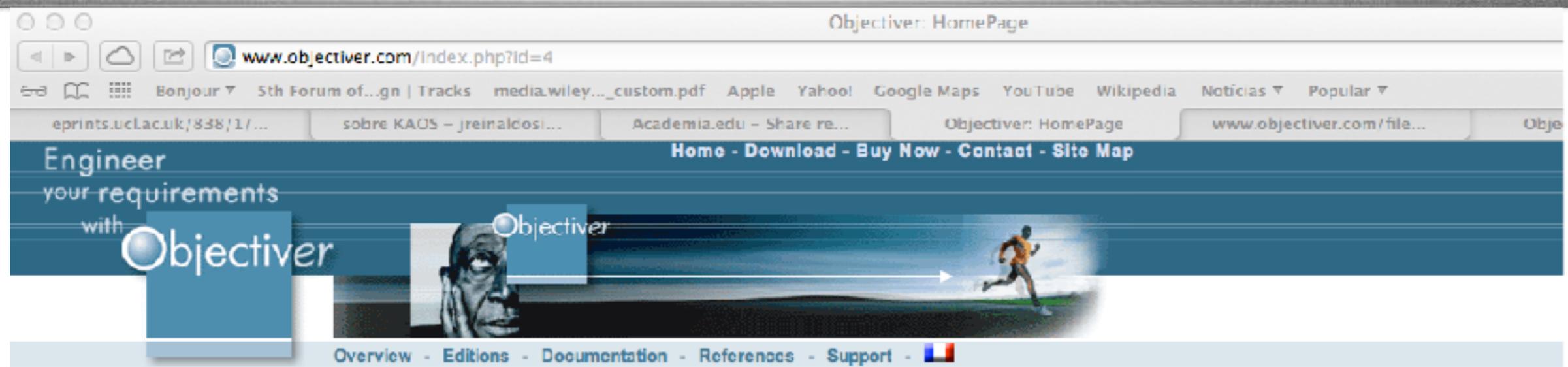


**What ?  
Who? When?  
Why? On  
How? what?**



**Corporate Standard**





## ObjectiveR

The power tool to engineer your **Technical and Business Requirements**

*Question:* What do safety critical system engineers, business analysts, software engineers have in common ?  
*Answer:* They all know too well how difficult and important it is to write good requirements at the very start of their projects !



**ObjectiveR represents the very first of a brand new type of requirements engineering tools. Based on a goal-oriented methodology, it aims at building high-grade requirement specifications.**

To start your visit on our web site, we recommend you to first read our quick [overview](#) of the benefits of the methodology then proceed to the more detailed [documentation](#) of the methodology.

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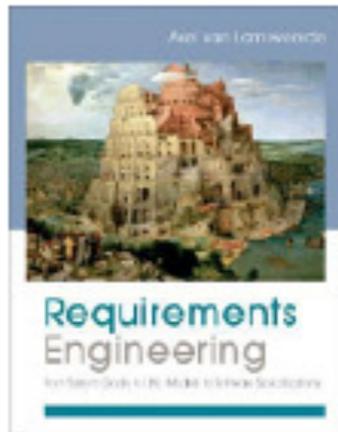
# New Paradigm for requirements analysis



Axel Van Lamsweerde

	Todos	Desde 2009
Citações	10431	4872
Índice h	36	29
Índice i10	51	39





## Requirements Engineering: From System Goals to UML Models to Software Specifications



### **RE**quirements & **SPEC**ification

### **T**echniques for **I**nformation **T**echnology

Spin out of UCL (University of Louvain-Belgium).

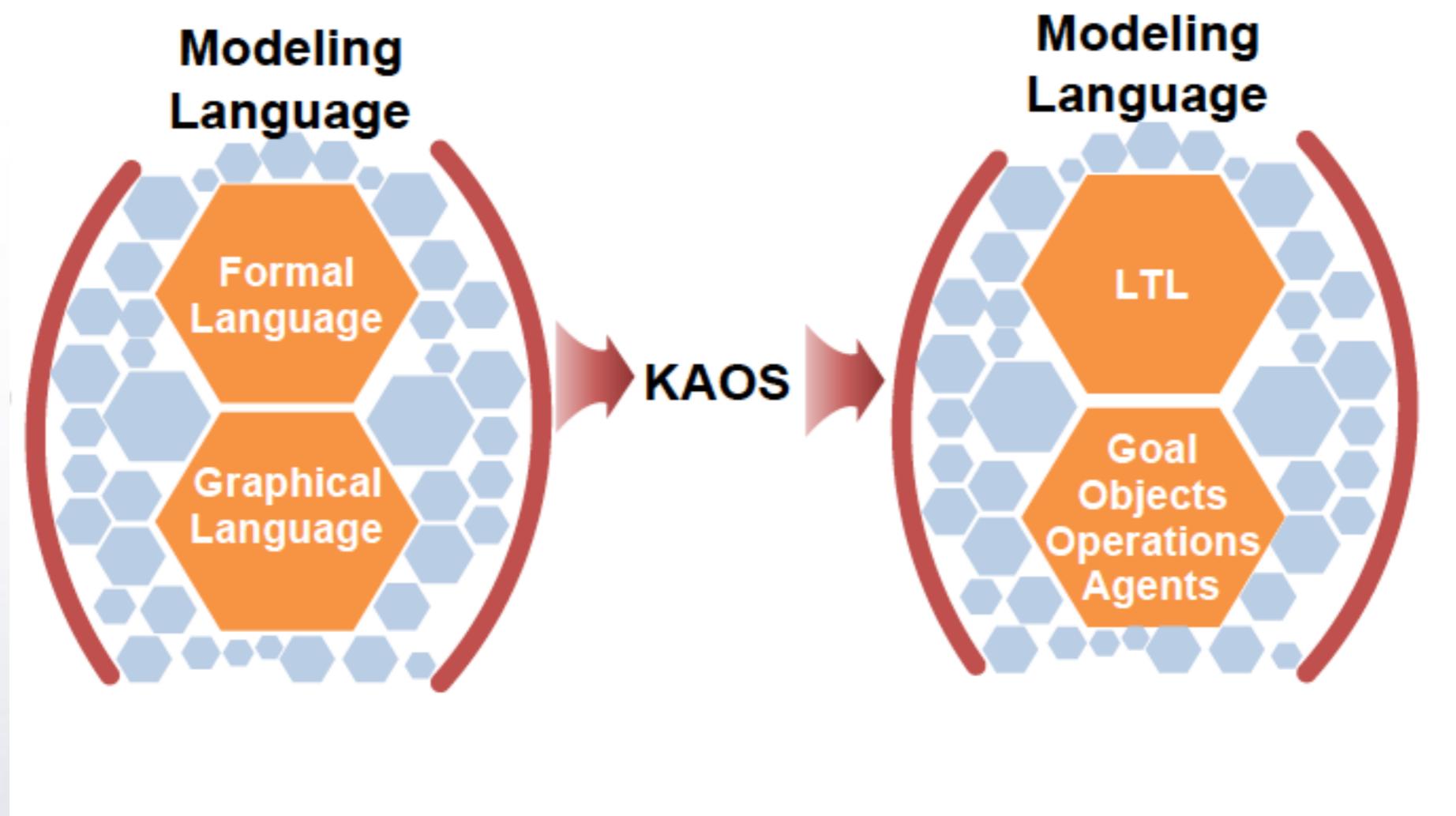
Scientific Advisor: Prof. Axel Van Lamswerde.

Main activities:

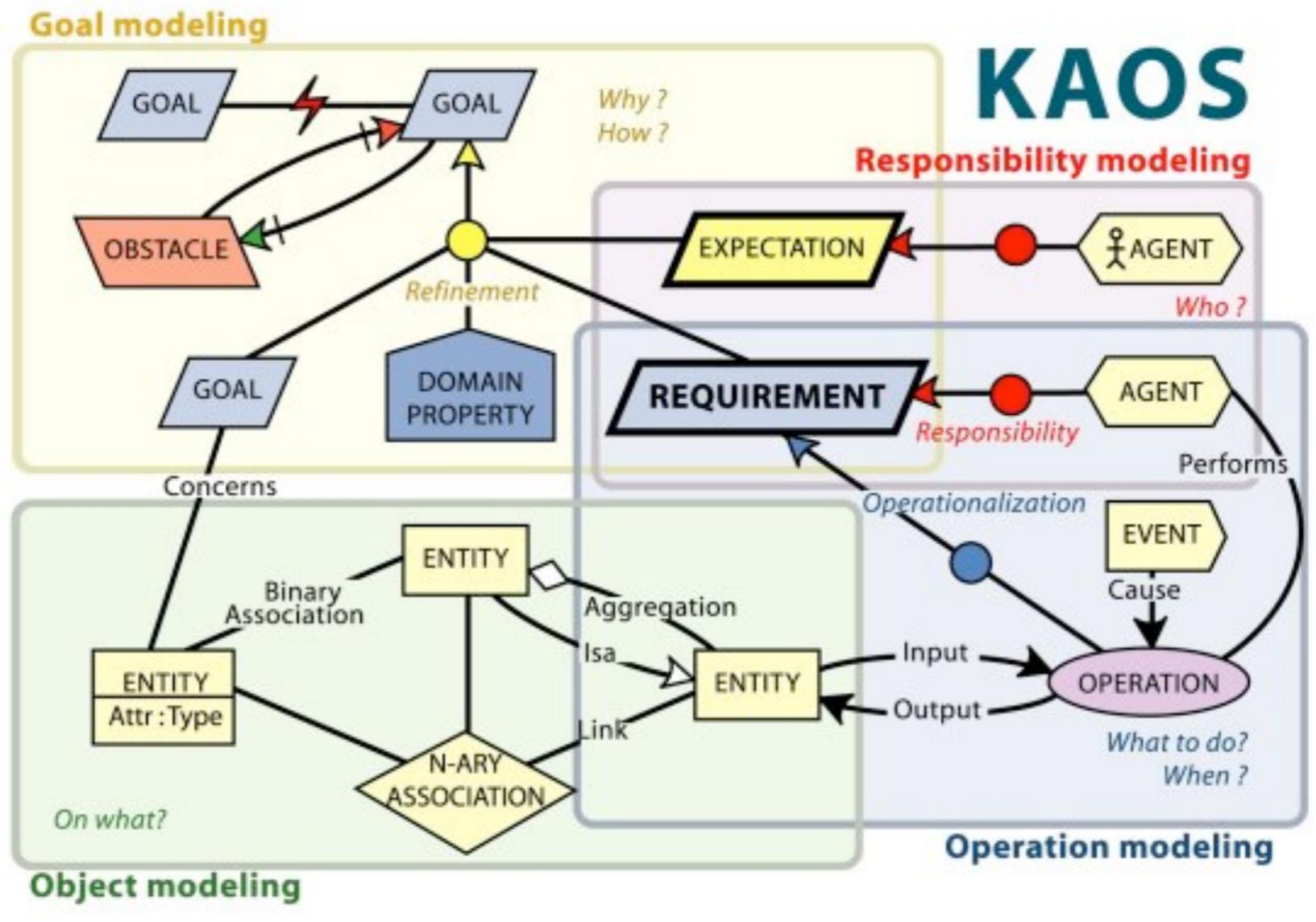
Consultancy service in GORE.

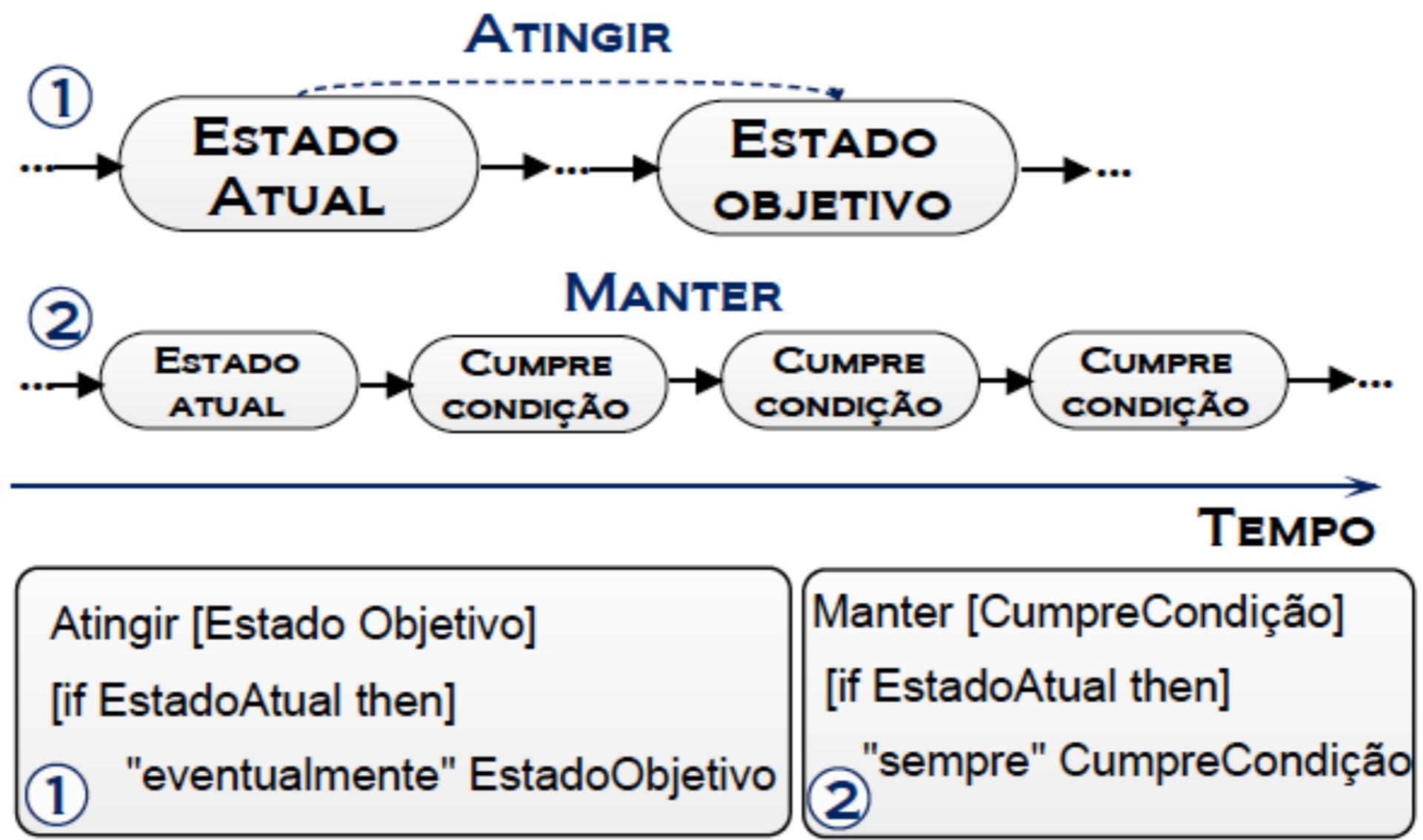
Tool Editor

# Requirements modeling with KAOS



# KAOS metamodel





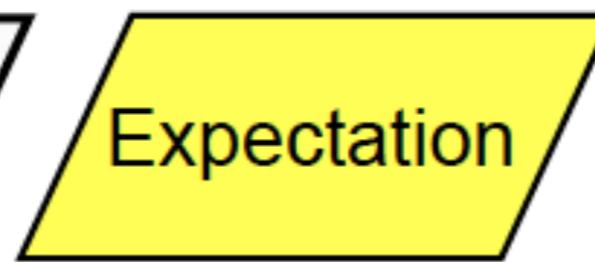
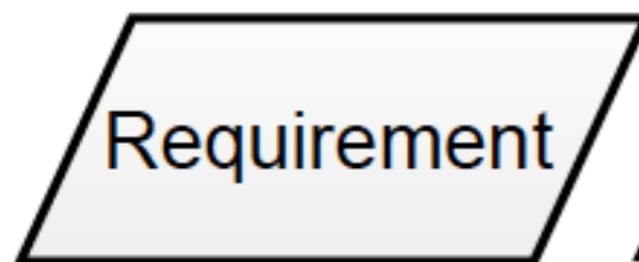
$$R, E, D \vdash G$$

“In view of properties  $D$  of the domain, the requirements  $R$  will achieve goals  $G$  under expectations  $E$ ”

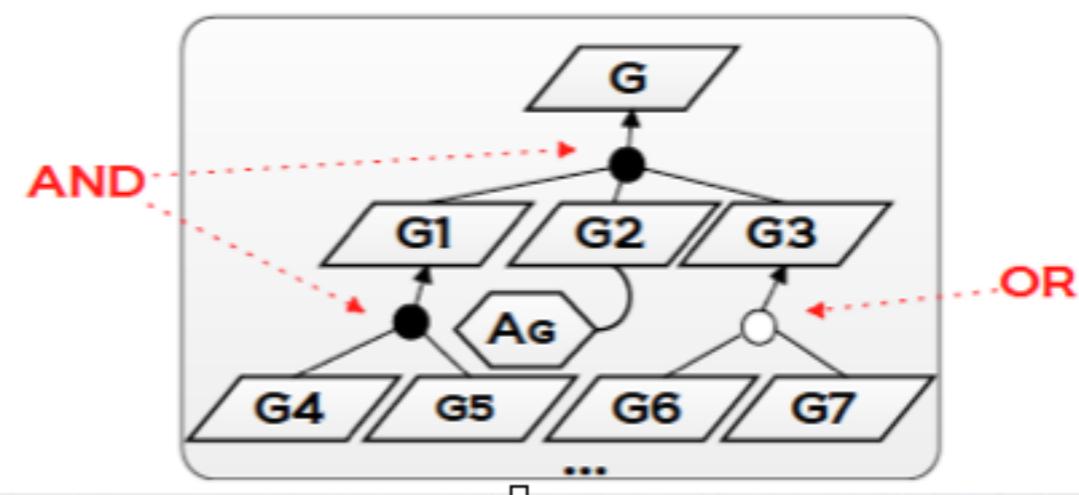
**Requirement**: Goal assigned to single agente in software-to-be.

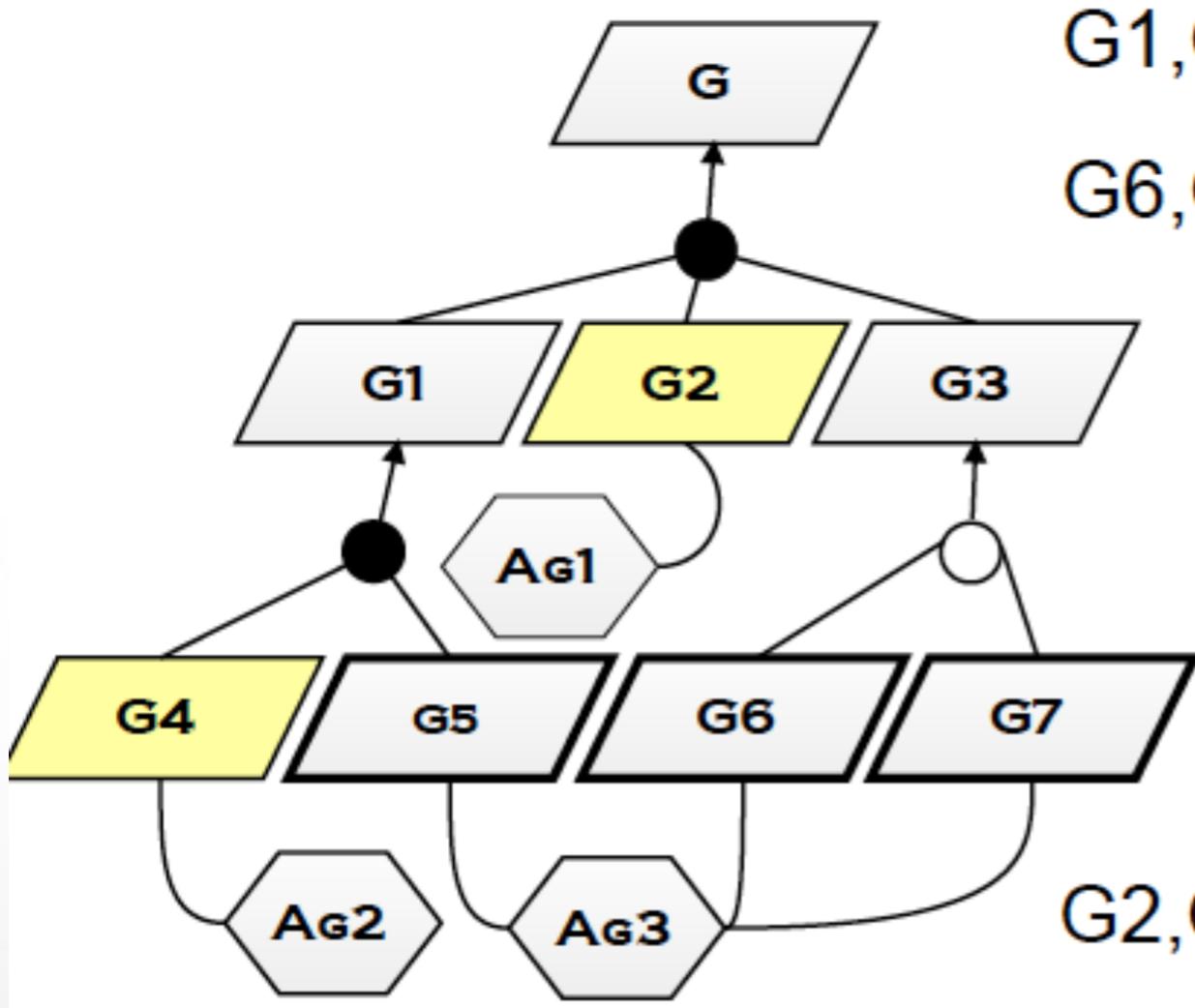
**Expectation**: Goal assigned to single agente in environment.

**Domain properties**: Descriptive statements about environment(physical laws, organizational policies)



- ▶ O refinamento AND do objetivo  $G$  nos sub-objetivos  $G_1, \dots, G_n$  expressa que  $G$  se cumpre, satisfazendo os sub-objetivos  $G_1, \dots, G_n$ .
  - ▶ O conjunto é chamado de refinamento de  $G$ .
  - ▶ O sub-objetivo  $G_i$  é uma contribuição positiva para  $G$ .
- ▶ O refinamento OR do objetivo  $G$  nos sub-objetivos  $R_1, \dots, R_m$  expressa que  $G$  se cumpre, satisfazendo pelo menos um sub-objetivo  $R_i$  do refinamento.
  - ▶ O(s) sub-objetivo(s) são chamados de alternativa(s) do refinamento.

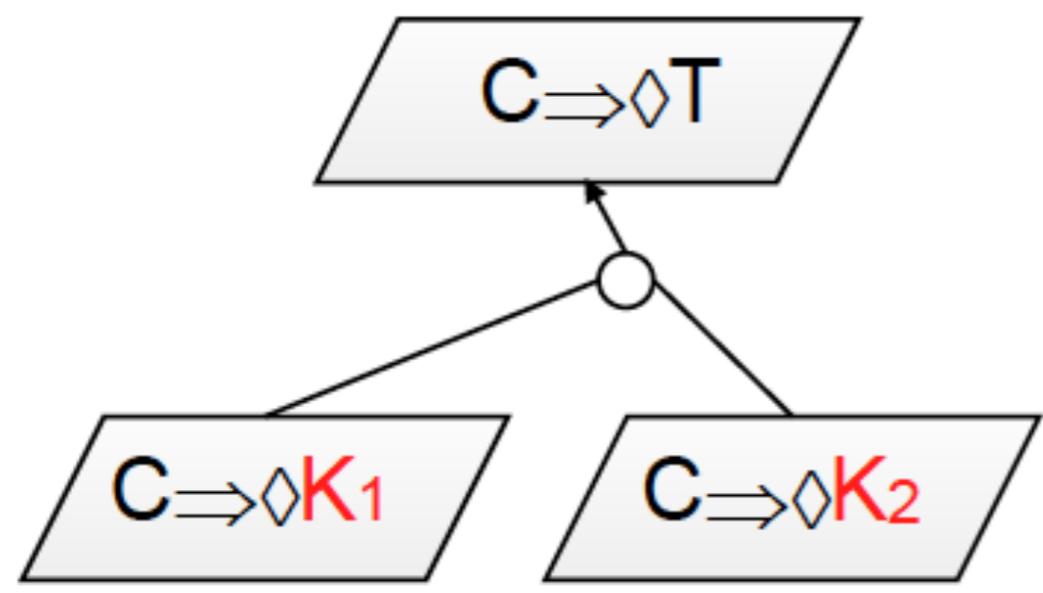




G1,G2,G3 **refinement** of G.  
 G6,G7 **alternatives** of G3.

G2,G4 **expectations** of agents Ag1 and Ag2.  
 G5,G6,G7 **requirements** of agents Ag3.

### CASE-DRIVEN

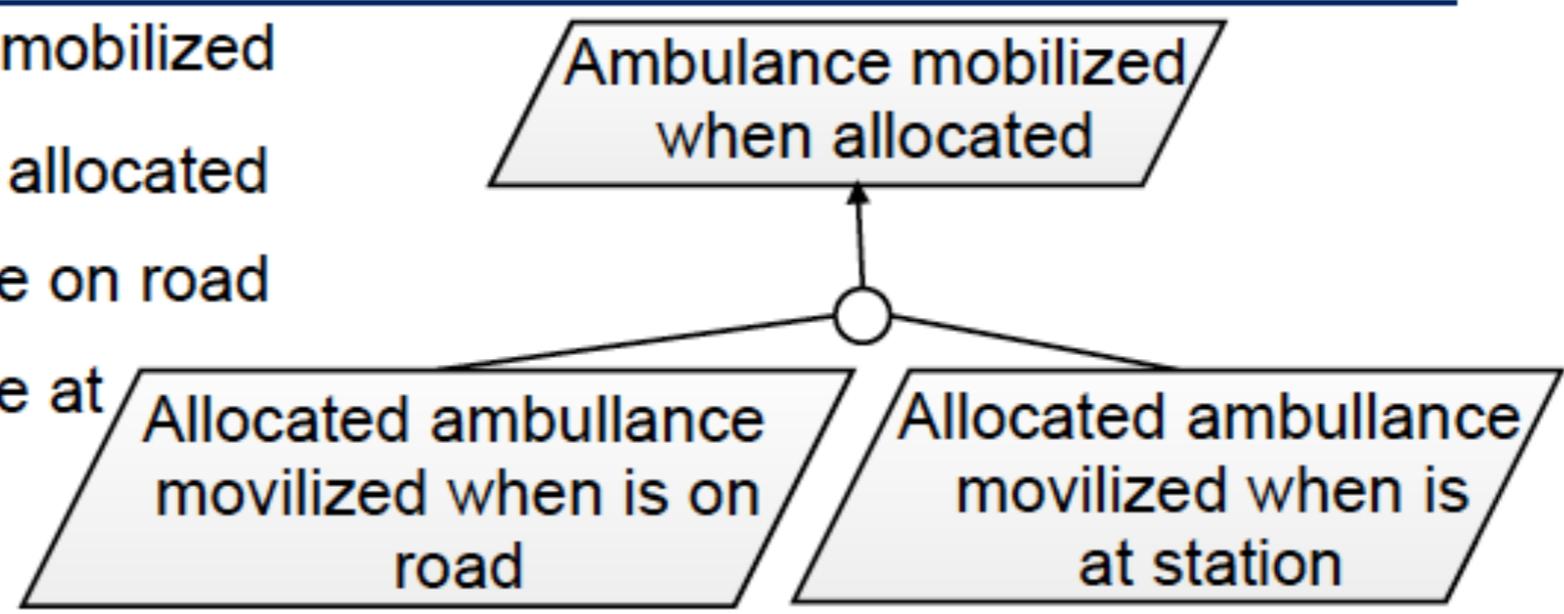


$K_1 \vee K_2 \Rightarrow \diamond C: K_1 \Rightarrow \diamond C,$   
 $\vee K_2 \Rightarrow \diamond C.$  Then:  
 $K_1 \Rightarrow \diamond T, K_2 \Rightarrow \diamond T.$

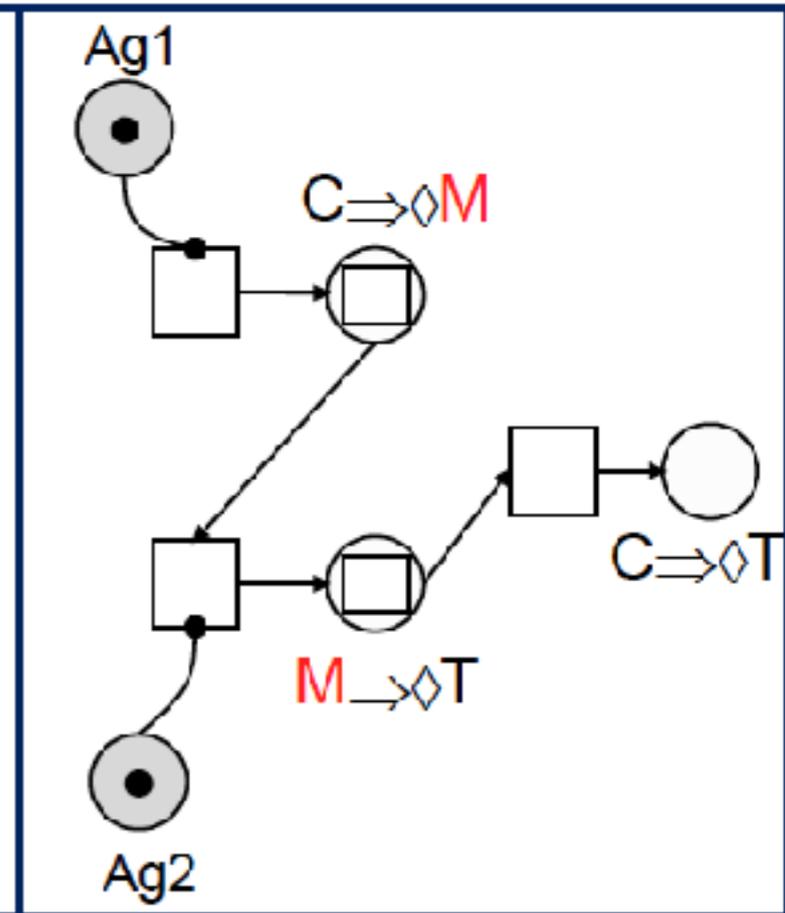
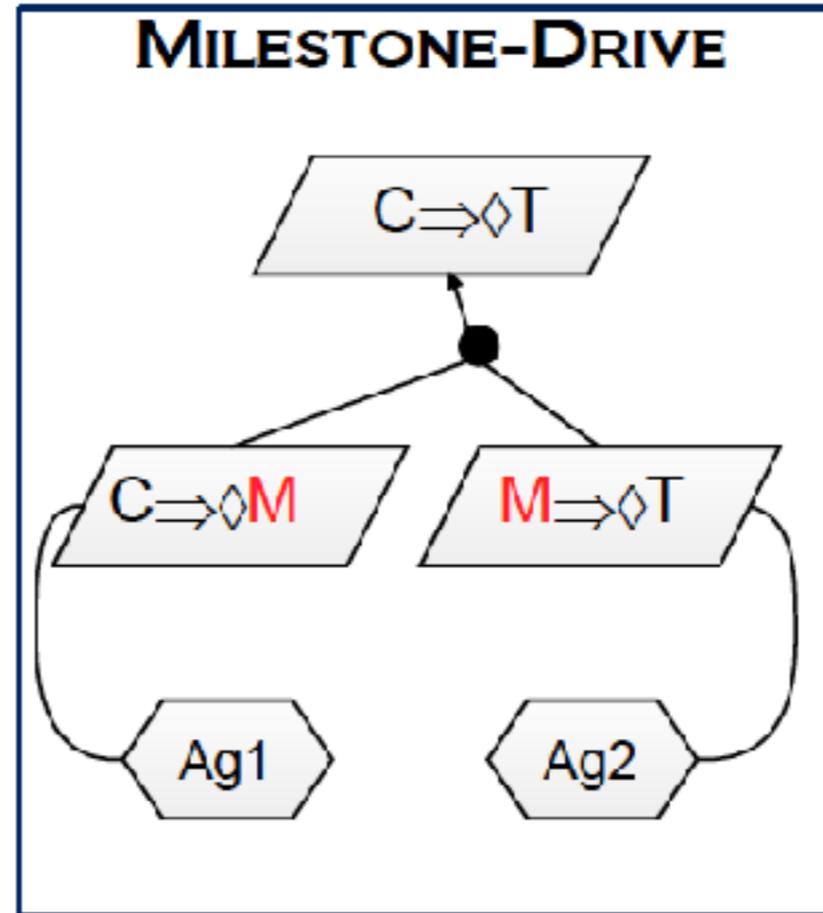
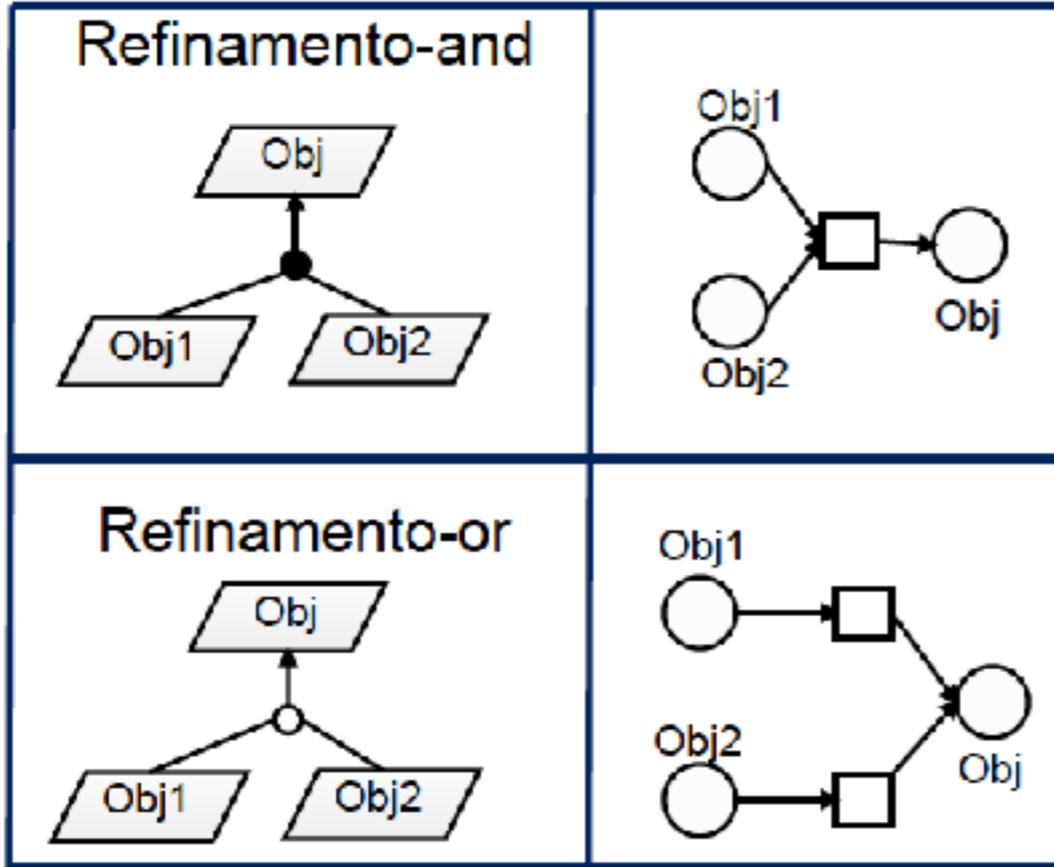
### Rule generalization

$K_1 \vee K_2 \vee \dots \vee K_n \Rightarrow \diamond C:$   
 $K_1 \vee K_2 \vee \dots \vee K_n \Rightarrow \diamond T.$

- T: Ambulance mobilized
- C: Ambulance allocated
- $K_1$ : Ambulance on road
- $K_2$ : Ambulance at station.





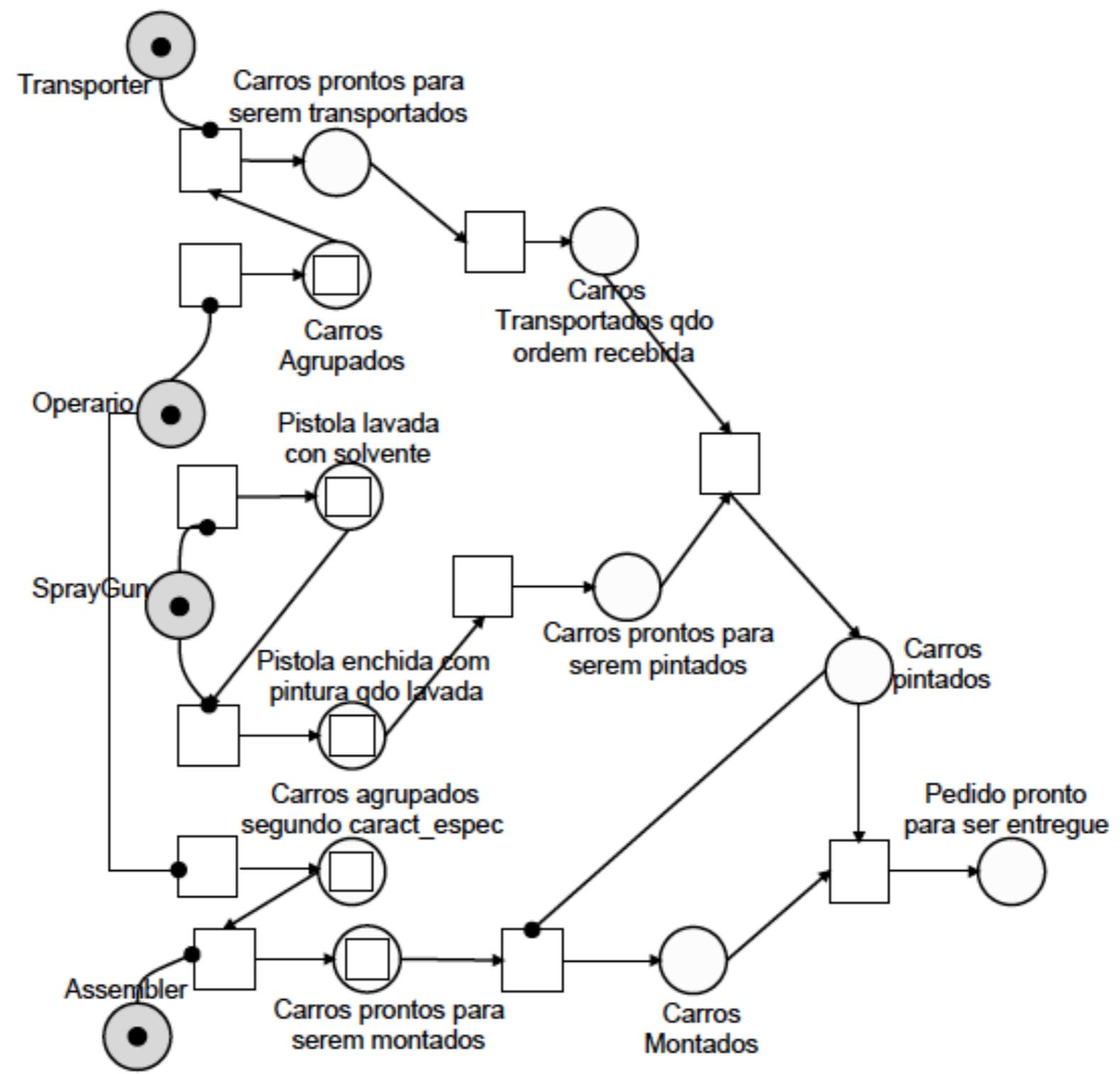


*The goals take the general formal form:*

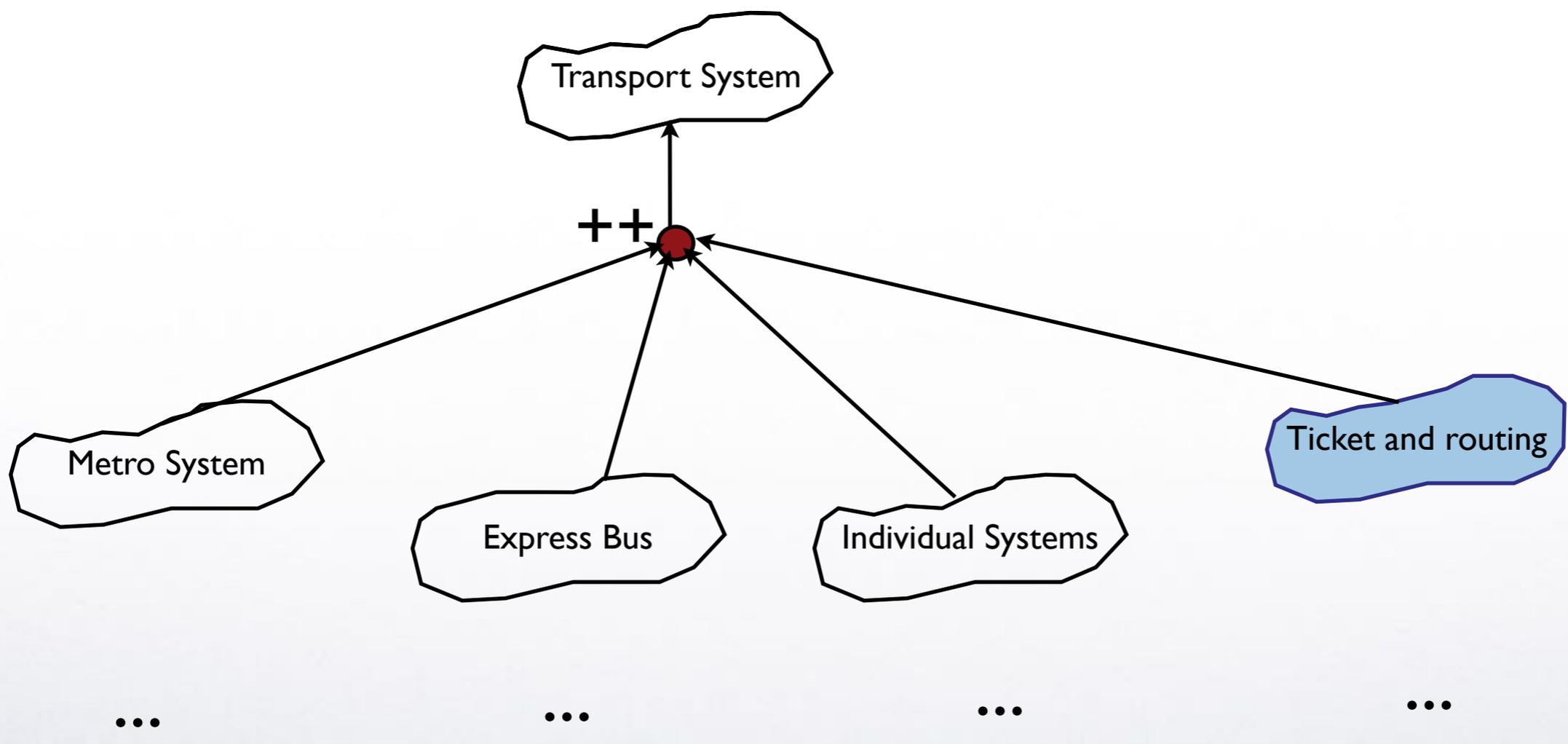
$$C \Rightarrow \Theta T$$

*where:*

- $C$  is the current condition
- $T$  is the target condition
- $\Theta$  represents a LTL operator such as:
  - $\bigcirc$ : In the next state.
  - $\diamond$ : Sometimes in the future. [ $\diamond_{\leq d}$ : Sometimes in the future before deadline  $d$ ].
  - $\square$ : Always in the future. [ $\square_{\leq d}$ : Always in the future up to deadline  $d$ ]



# Kaos and the system of system approach



# Exemplo BART (Bay Area Rapid Transit)

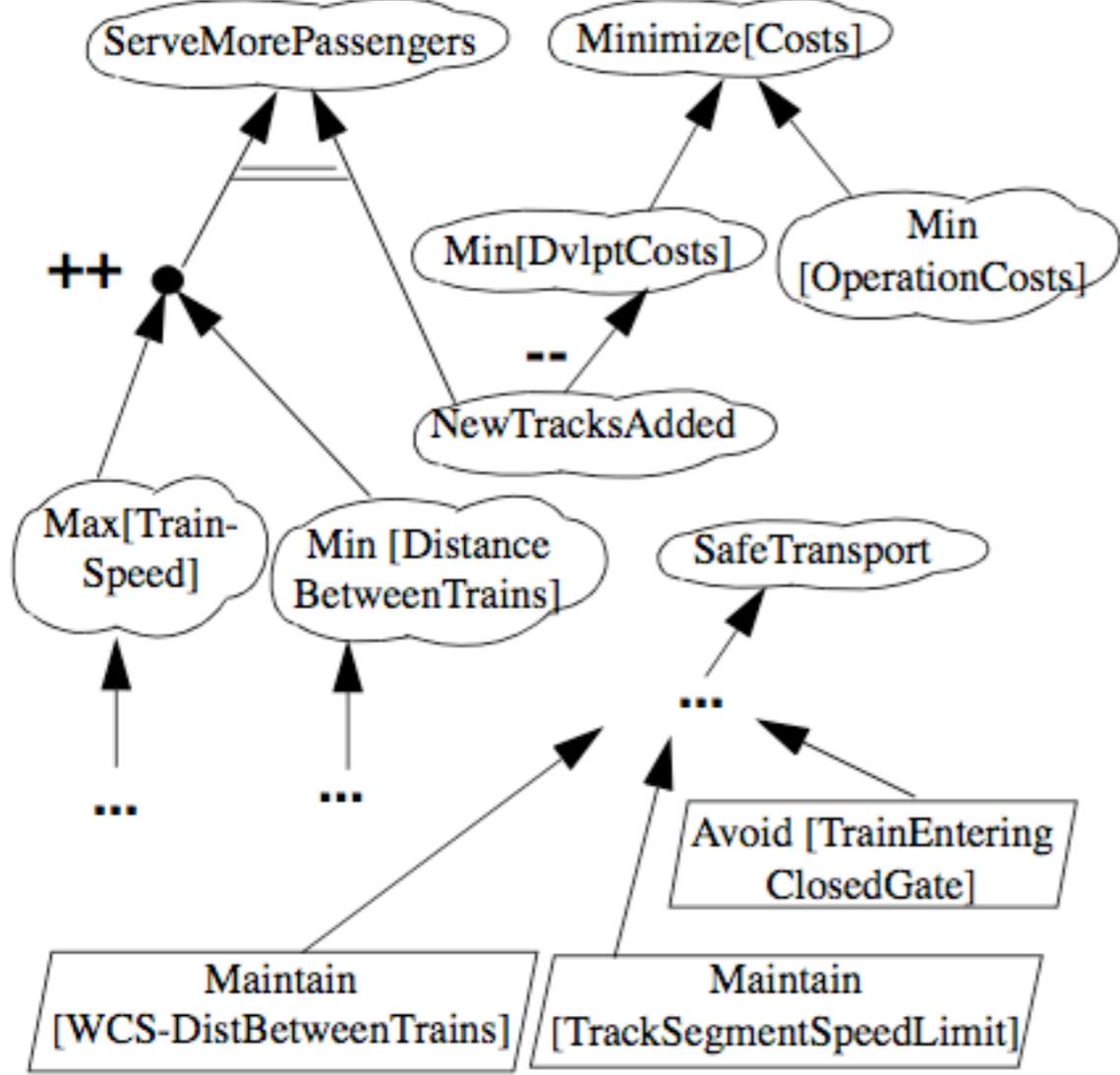
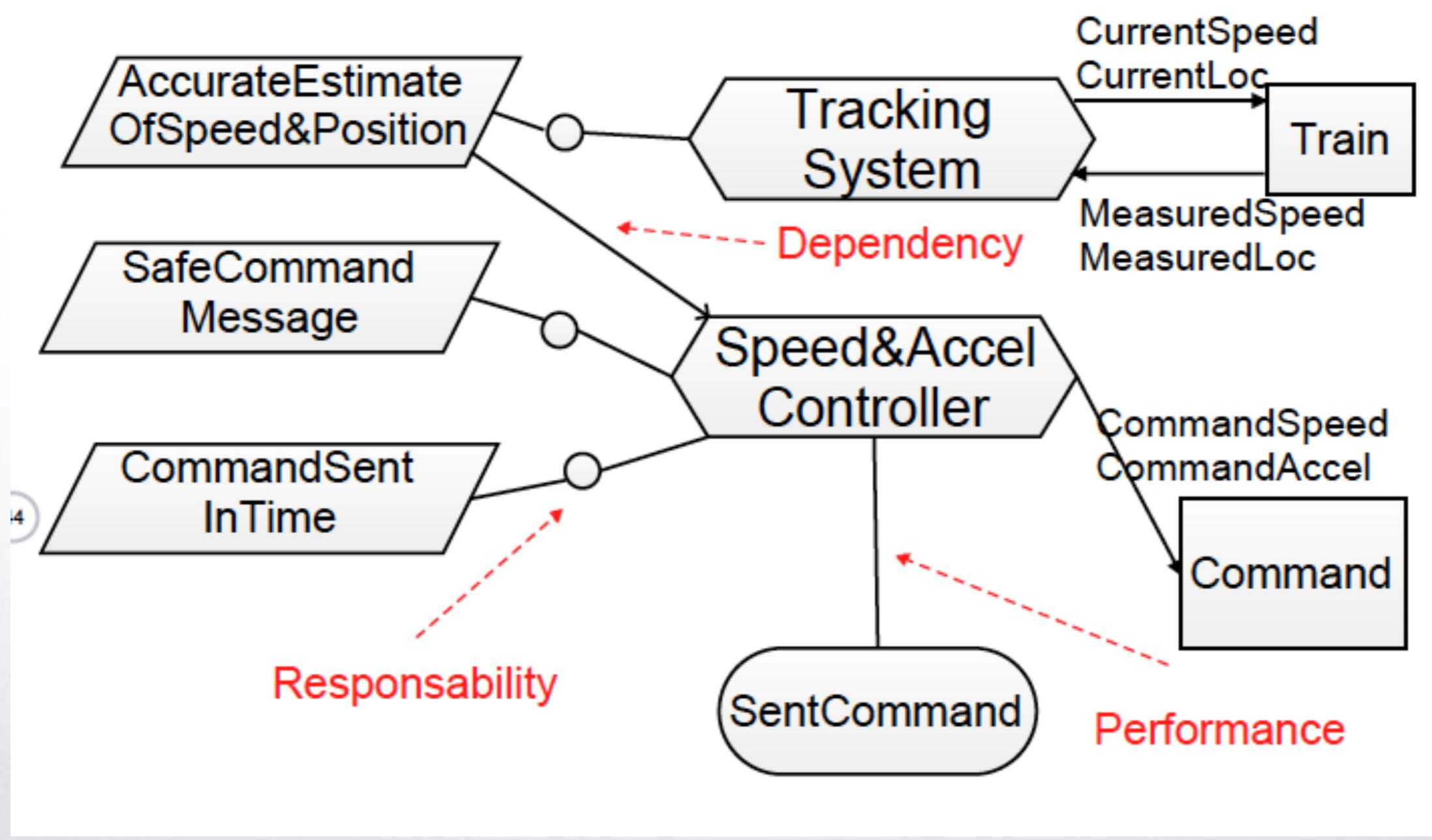


Figure 1 - Preliminary goal graph for the BART system





# Detectando conflitos

Conflitos podem ser detctados e representados graficamente localizando os pontos de negociação direto na documentação de forma mais explícita e expressiva.

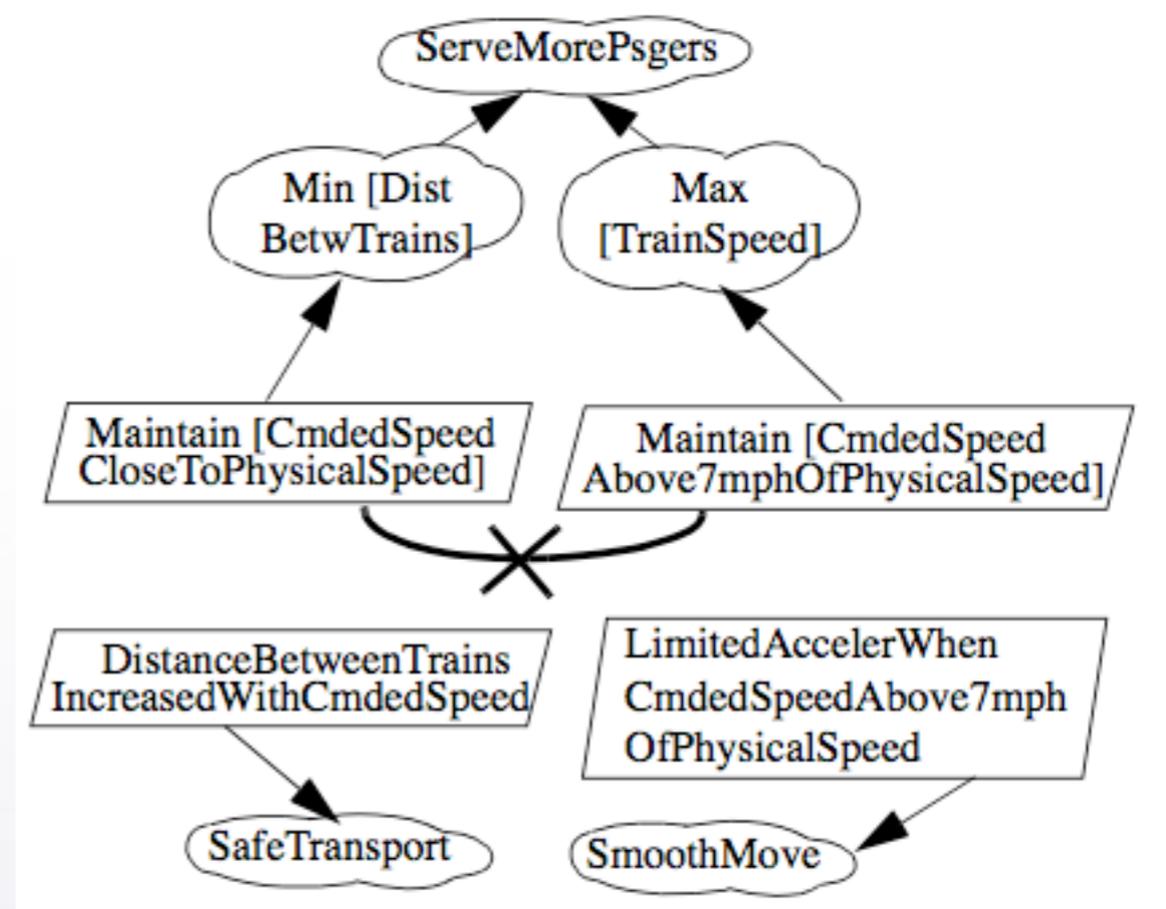


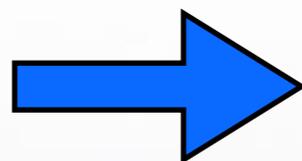
Figure 4 - Conflict in speed/acceleration control

## Resolvendo conflitos

**Goal Maintain** [CmdedSpeedAbove7mphOfPhysicalSpeed]

**FormalDef**  $\forall$  tr: Train

$$\text{tr.Acc}_{CM} \geq 0 \Rightarrow \text{tr.Speed}_{CM} > \text{tr.Speed} + 7$$



**Goal Maintain** [CmdedSpeedAbove7mphOfPhysicalSpeed]

**FormalDef**  $\forall$  tr: Train

$$\text{tr.Acc}_{CM} \geq 0 \rightarrow \text{tr.Speed}_{CM} > \text{tr.Speed} + 7$$

$$\vee f(\text{dist-to-obstacle}) \leq 7$$

# A documentação

**GOAL** *TipoComportamento NomeObjetivo*

**DEF** *Descrição textual informal do objetivo*

**[FORMALSPEC : [Sentenças LTL]**

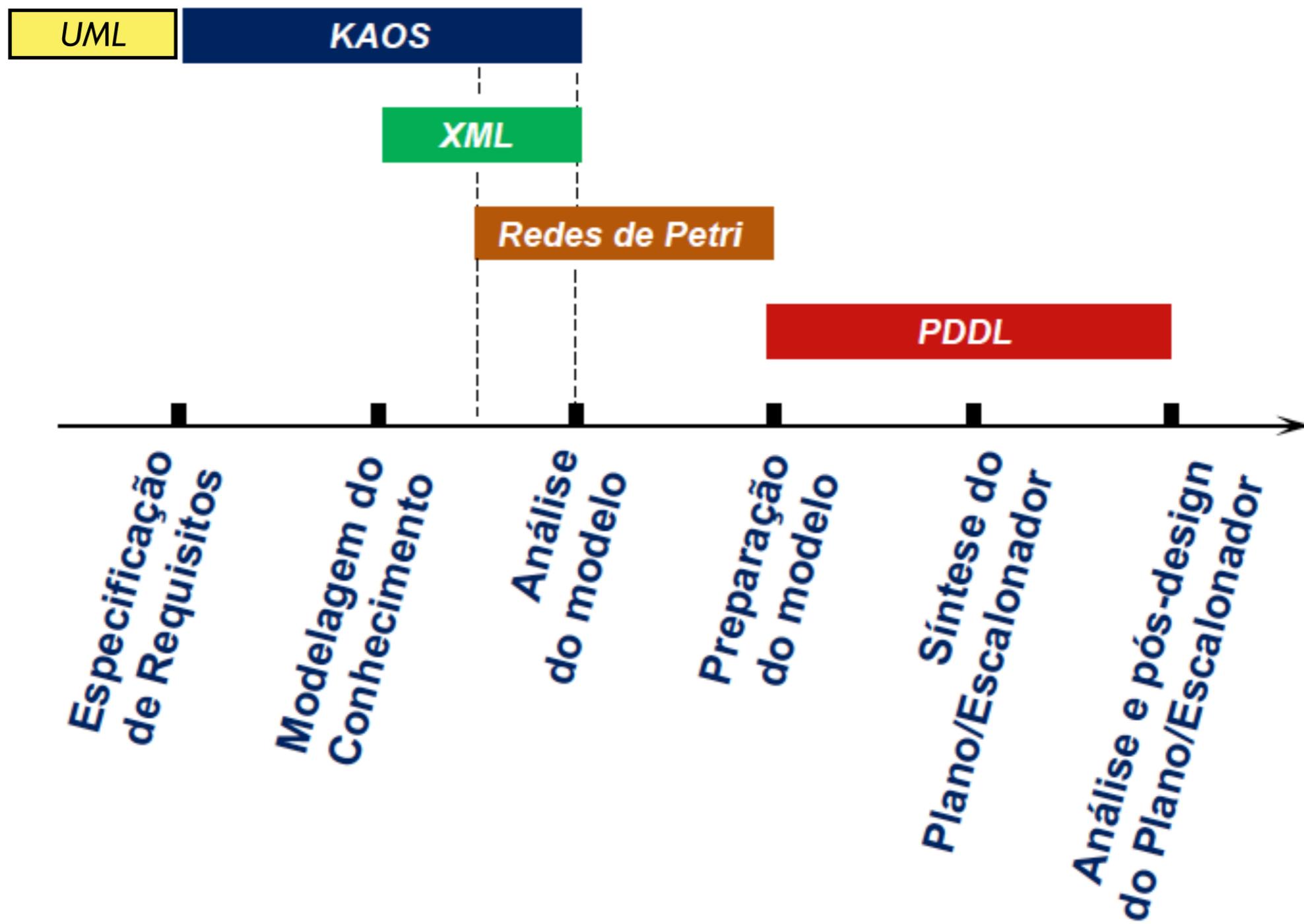
## EXEMPLO:

*Goal Achieve CarroPintadoQdoTransportado*

*Def* A carro ficará pintado em algum momento uma vez na área de pintura.

*FormalSpec*  $\forall c : \text{Carro}, ap : \text{AreaPintura}$

$Em(c, ap) \Rightarrow \diamond c.pintado = 'true'$



# Refinando e formalizando goals (objetivos)

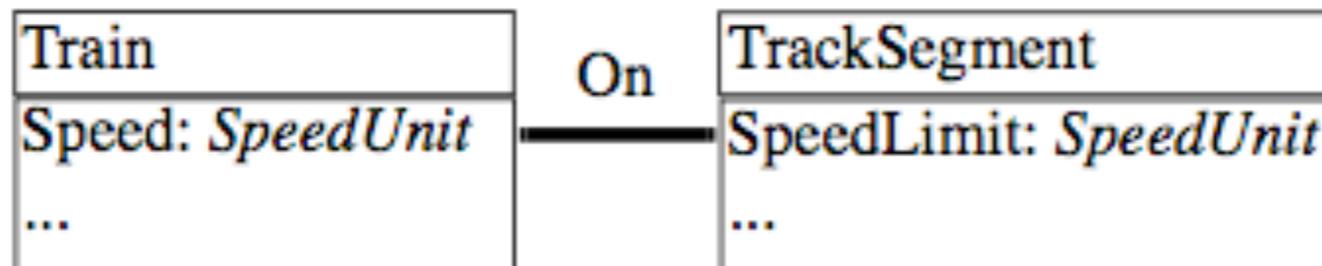
**Goal** Maintain[WCS-DistBetweenTrains]

**InformalDef** *A train should never get so close to a train in front so that if the train in front stops suddenly (e.g., derailment) the next train would hit it.*

**FormalDef**  $\forall tr1, tr2: Train :$

Following( $tr1, tr2$ )  $\Rightarrow tr1.Loc - tr2.Loc > tr1.WCS-Dist$

Regra de segurança



**Goal** Maintain[TrackSegmentSpeedLimit]

**InformalDef** *A train should stay below the maximum speed the track segment can handle.*

**FormalDef**  $\forall tr: Train, s: TrackSegment :$

On( $tr, s$ )  $\rightarrow tr.Speed \leq s.SpeedLimit$

# Segunda fase da modelagem de requisitos

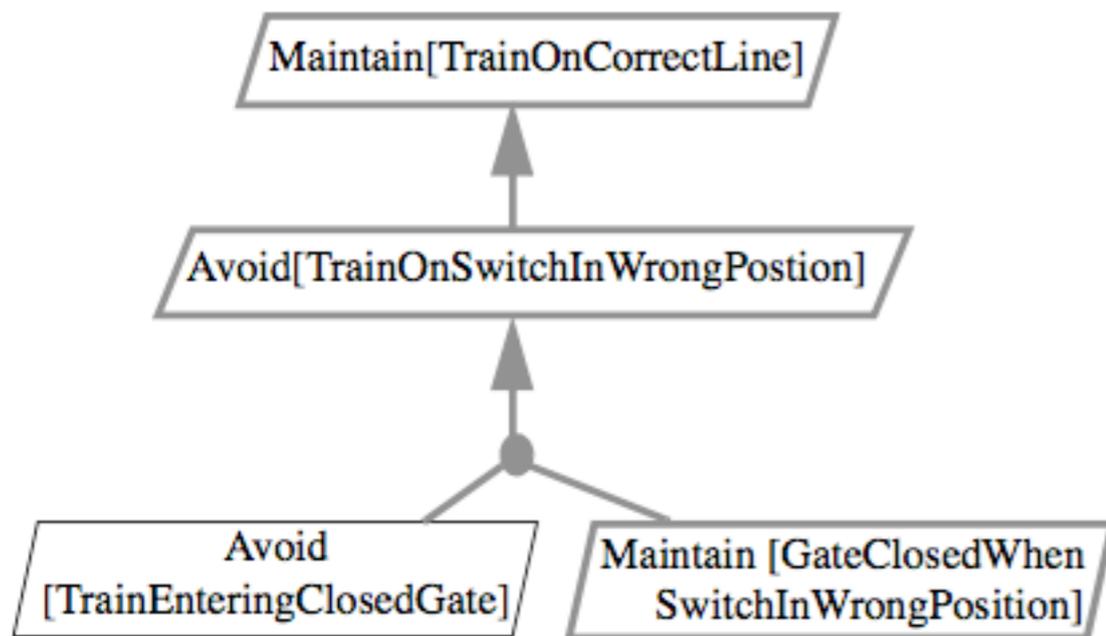


Figure 2 - Enriching the goal graph by WHY elicitation

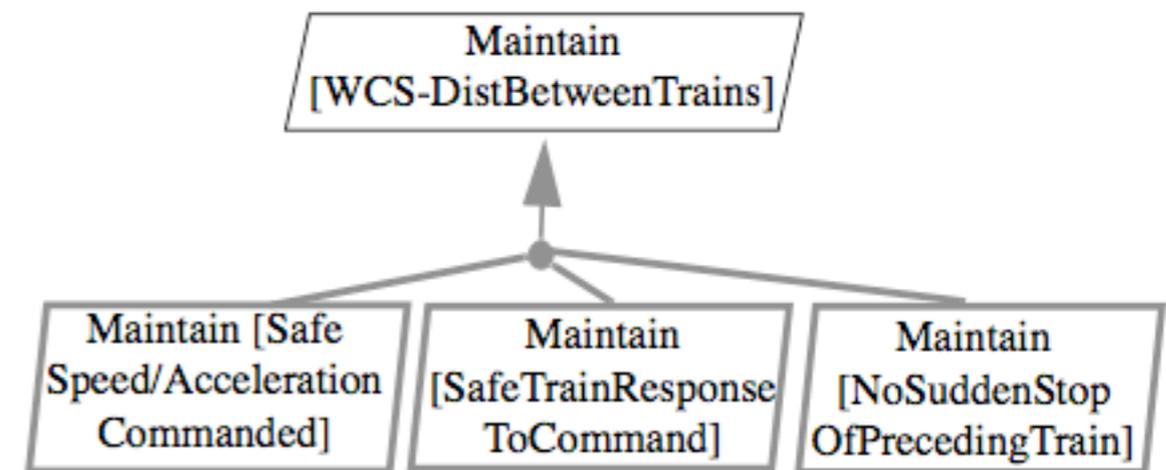


Figure 3 - Goal refinement

A base da modelagem está na relação WHAT-WHY, onde se introduz o conceito de *rationales*, isto é porque as decisões são tomadas.

## *Atribuindo responsabilidades*

O agente responsável pelo goal Maintain[SafeCmdMsg] é o controle de aceleração e velocidade Accl/SpeedControl, que por sua vez tem a seguinte interface de ação sobre as variáveis cm.Accel e cm.Speed:

**Goal** Maintain[SafeCmdMsg]

**FormalDef**  $\forall cm: CommandMessage, ti1, ti2: TrainInfo$

$cm.Sent \wedge cm.TrainID = ti1.TrainID \wedge FollowingInfo(ti1, ti2)$

$\Rightarrow cm.Accel \leq F(ti1, ti2) \wedge cm.Speed > G(ti1)$

## Operacionalizando Goals

**Operation** SendMessage

**Input** Train {**arg** tr}, TrainInfo; **Output** ComandMsg {**res** cm}

**DomPre** ... ; **DomPost** ...

**ReqPost** for SafeCmdMsg:

Tracking (ti1, tr)  $\wedge$  Following (ti1, ti2)

$\rightarrow$  cm.Acc  $\leq$  F (ti1, ti2)  $\wedge$  cm.Speed  $>$  G (ti1)

**ReqTrig** for CmdMsgSentInTime:

■  $\leq 0.5$  sec  $\neg \exists$  cm2: CommandMessage:

cm2.Sent  $\wedge$  cm2.TrainID = tr.ID

## A Nova Fase do Curso

Chegamos no segundo módulo do curso onde faremos uma mudança estratégica passando de uma fase de discussão mais conceitual para uma fase mais prática, visando a aquisição de habilidades juntamente com os novos conceitos.

## Mini-projeto

Fase 1: Modelagem de um sistema automatizado para controle de equipamento dos laboratórios de pesquisa em KAOS (individual); deadline: 1 de novembro, à meia-noite.

Nesse sistema todo o material do laboratório (software, hardware, livros, documentos, etc.) seriam identificados por número de série (hardware), licença (software), número de tomo (livros e documentos). Eventualmente, alguns deles podem ter RFID e o laboratório deve ter um leitor na porta de entrada.

Um sistema de banco de dados deve guardar toda a movimentação de entrada e saída de material do laboratório e o responsável pela guarda. Eventualmente uma saída sem registro poderá ser identificada pelo RFID (se o item possui RFID) e com a imagem guardada na hora da saída. Um operador deve então fazer o registro à revelia.

Tês movimentações à revelia suspende o usuário que fica então impedido de fazer novas movimentações. O tempo que cada item pode estar fora depende do item e da atividade. O sistema deve então enviar mensagens (ou e-mails) solicitando a devolução ou renovação da saída. O equipamento deve necessariamente VOLTAR (fisicamente) para gerar uma nova movimentação.

# Leitura da semana

## Goal-Oriented Requirements Engineering: A Guided Tour

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### Abstract

*Goals capture, at different levels of abstraction, the various objectives the system under consideration should achieve. Goal-oriented requirements engineering is concerned with the use of goals for eliciting, elaborating, structuring, specifying, analyzing, negotiating, documenting, and modifying requirements. This area has received increasing attention over the past few years.*

*The paper reviews various research efforts undertaken along this line of research. The arguments in favor of goal orientation are first briefly discussed. The paper then compares the main approaches to goal modeling, goal specification and goal-based reasoning in the many activities of the requirements engineering process. To make the discussion more concrete, a real case study is used to suggest what a goal-oriented requirements engineering method may look like. Experience with such approaches and tool supports are briefly discussed as well.*

### 1. Introduction

Goals have long been recognized to be essential components involved in the requirements engineering (RE) process. As Ross and Schoman stated in their seminal paper, "requirements definition must say why a system is needed, based on current or foreseen conditions, which may be internal operations or an external market. It must say what system features will serve and satisfy this context. And it must say how the system is to be constructed" [Ros77]. Many influential system development methodologies from the 1960s to the 1990s included some form of goal-based goals,

and from the literature on object-oriented analysis (one notable exception is [Rub92]). UML advocates sometimes confess the need for higher-level abstractions: "In my work, I focus on user goals first, and then I come up with use cases to satisfy them; by the end of the elaboration period, I expect to have at least one set of system interaction use cases for each user goal I have identified" [Fou97, p.15]. The prominent tendency in software modeling research has been to abstract programming constructs up to requirements level rather than propagate requirements abstractions down to programming level [My99].

Requirements engineering research has increasingly recognized the leading role played by goals in the RE process [Yue87, Rob89, Der91, Dar91, My92, Jar92, Zav97b]. Such recognition has led to a whole stream of research on goal modeling, goal specification, and goal-based reasoning for multiple purposes, such as requirements elaboration, verification or conflict management, and under multiple forms, from informal to qualitative to formal.

The objective of this paper is to provide a brief but hopefully comprehensive review of the major efforts undertaken along this line of research. Section 2 first provides some background material on what goals are, what they are useful for, where they are coming from, and when they should be made explicit in the RE process. Section 3 discusses the major efforts in modeling goals in terms of features and links to other artefacts found in requirements models. Section 4 reviews the major techniques used for specifying goals. Section 5 on goal-based reasoning reviews how goals are used in basic activities of the RE process such as



Obrigado

*Reinaldo*