

Developments in Product Lines and Architecture Evaluation

GSAW

March 1999

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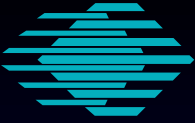
Software Engineering Institute

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Pittsburgh, PA 15213

This work is sponsored by the U.S. Department of Defense.





Today's Talk



What I Told You Last Year

Update

- Commercial
- DoD
- SEI Product Line Practice Framework

Architecture Evaluation

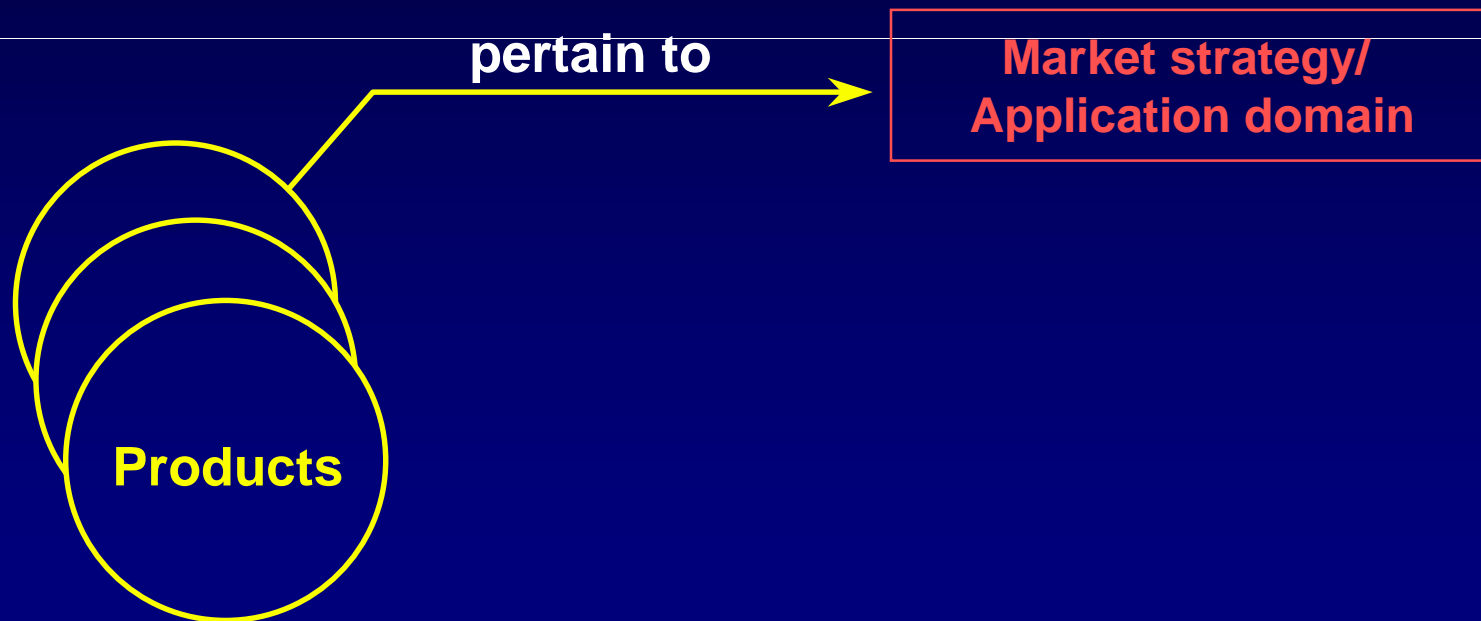
- Why?
- ATAM
- DALI

Conclusion



What Is a Product Line?

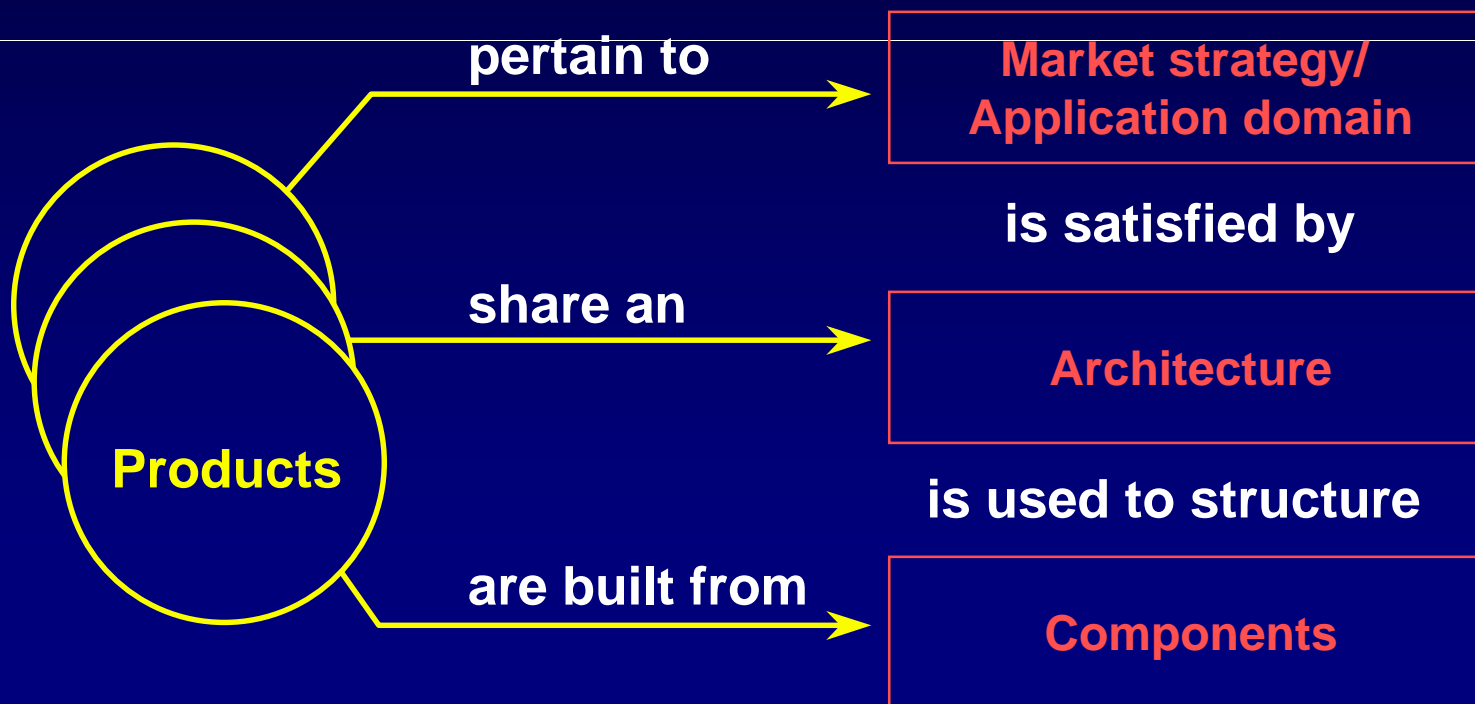
A product line is a group of products sharing a common, managed set of features that satisfy specific needs of a selected market or mission.

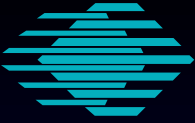




Software Product Lines

A product line is a group of products sharing a common, managed set of features that satisfy specific needs of a selected market.



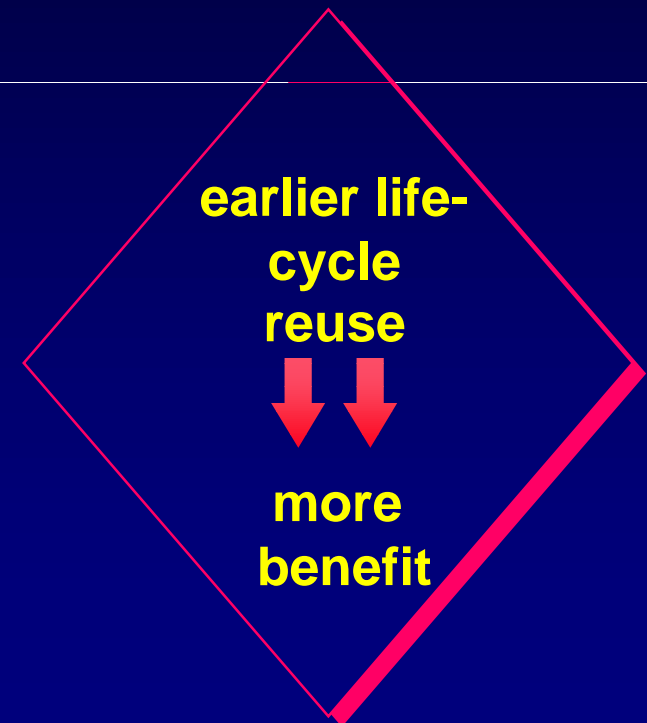


How Do Product Lines Help?

Product lines amortize the investment in these and other **core assets**:

- requirements and requirements analysis
- domain model
- software architecture and design
- performance engineering
- documentation
- test plans, test cases, and data
- people: their knowledge and skills
- processes, methods, and tools
- budgets, schedules, and work plans
- components

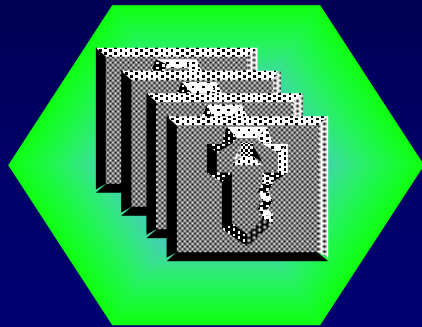
product lines = strategic reuse



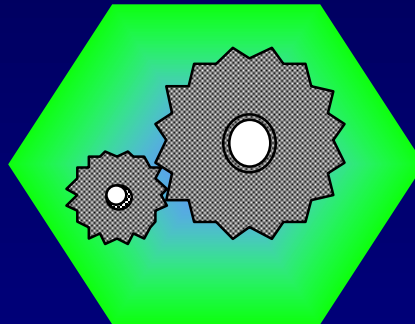


The Key Concepts

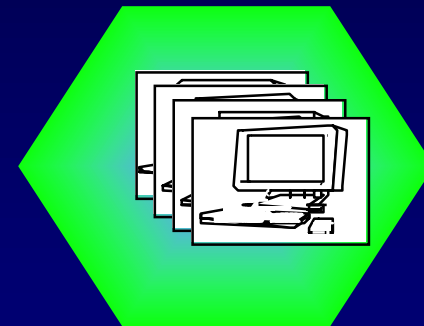
**Use of a
common
asset base**



***in
production***



**of a related
set of
products**





Real World Motivation

Product Line Practice needed to

- to achieve large scale productivity gains
- to improve time to market
- to maintain market presence
- to sustain unprecedented growth
- to compensate for an inability to hire
- to achieve systematic reuse goals
- to improve product quality
- to increase customer satisfaction





State of Product Line Practice

Commercial Sector

- has succeeded with systematic reuse through software product lines in many domains (HP, AT&T, Lucent, Nokia, Raytheon, Lockheed Martin, Hughes, Motorola, Ericsson, Bosch, CelsiusTech, ALLTEL, Phillips, Caterpillar, Cummins, Buzzeo, etc.)
- is seeing a growing trend toward product lines (Boeing, Ford, Chrysler, Allied Signal, etc.)
- has realized reduced time to market, improved quality, reduced development and maintenance costs, improved efficiency, increased interoperability through software product lines
- has developed proprietary technical, business, management, and acquisition product line practices

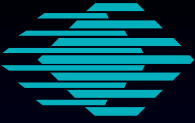


How to Bridge the Gap???

- validate
- distill
- codify
- tailor
- transition

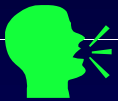
DoD

- has requirements for faster, better, cheaper, architecture-based reuse
- has need for systematic reuse
- has had many reuse efforts and a few successes
- is attracted to product line idea but has not been able to make it happen as a practice
- wants proven, off-the-shelf practices and support tools



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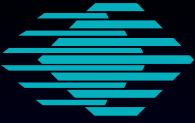
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Progress on Commercial Side

Cummins

- 4.5 years in product line development
- over 20 products successfully launched
- system build and integration went from roughly 1 year to 3 days

Motorola

- product line initiative

Thomson-CSF

- product line initiative

Computas

- toolkit-based information systems product line

Philips

- medical imaging product line

Siemens

- medical imaging product line

10Fold

- information systems product line

PRAISE Project

- inter-company product line research

Telesoft S.p.A.

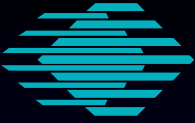
- telecom product line in acquisition context

Bosch

- product line business unit

Deimler-Benz

- configuration generator



Progress on DoD Side

NRO CCT

- ground-based satellite core assets

Raytheon Missile Defense

- missile product line

Boeing [Defense]

- avionics product line

JNTF

- missile defense space tool product line pilot

Crusader

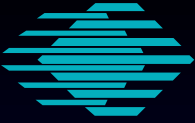
- Army “product line” in development

Technology Applications Program Office [TAPO] - Special Operations Aviation

- helicopter product line investigation

Air Force Electronic Systems Center

- scheduling product line investigation



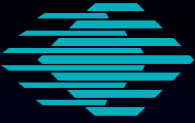
Evidence of Growing Maturity

Universities have latched onto software product lines as an area of research.

Software product line concepts are being targeted in some European universities.

Product line workshops are being organized [OOPSLA, ECOOP, ARES].





SEI Working to Bridge the Gap - 1

NRO's Control Channel Toolkit (CCT) Program, begun in 1997, provides a common architecture and components for multiple ground satellite systems.

IMPACT: increased quality, decreased time to field, projected 27.8% savings in sustainment costs projected for the next 9-year period

Joint National Test Facility launched a pilot missile defense space tool (MDST) to test product line architecture concepts.

IMPACT: Warfighter will have access to most current and realistic SBIRS representations faster than ever before.

Robert Bosch

Caterpillar

US Army Special Operations Aviation



SEI Working to Bridge the Gap - 2

PLP Technical Reports & Framework

1st PLP Workshop
(SEI) Dec 1996
*commercial, DoD
participants*

3rd PLP Workshop
(SEI) Dec 1998
*commercial
participants*

Reuse and
Product Lines
Workshop
(WISR8) Mar
1997
*commercial,
academic
participants*

DoD PLP
Workshop (SEI)
Mar 1998
DoD participants
2nd PLP Workshop
(SEI) Nov 1997
*commercial
participants*

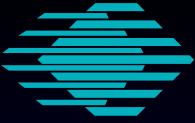
Essentials of
PLP
Presentation
(STC)
April 1997
April 1998
DoD audience

Software Architectures
in PL Acquisitions (with
PLIAT) June 1997, June
1998
DoD participants

SEI
Symposium
Presentations
Aug 1997
Sept 1998
*DoD,
commercial
audience*

Object
Technology
and Product
Lines
(OOPSLA '97,
'98) Oct 1997,
Oct 1998
*commercial,
DoD
participants*

2nd DoD PLP Workshop - March 1999



Current Challenges

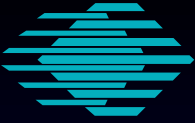
Lack of widespread understanding of software architecture and its connection to the business life-cycle and to other architectures.

No standard way to represent architectures.

No codified architecture and product line migration strategies for vast number of legacy systems.

Few examples of acquisition strategies that support systematic reuse through product lines.

Lack of repeatable, integrated technical and management product line practices.



Product Line Practice

Contexts for product lines **vary** widely

- nature of products
- nature of market or mission
- organizational infrastructure
- process maturity
- artifact maturity

But there are **universal essential** elements and practices.



SEI Product Line Practice Framework

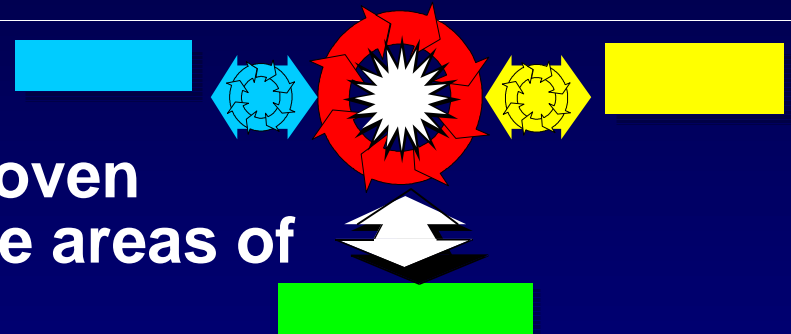
Web-based, evolving document

Describes product line essential activities

Describes essential and proven product line practices in the areas of

- software engineering
- technical management
- organizational management

Addresses development and acquisition contexts





Framework Goals

Identify the foundational concepts underlying the software product lines and the essential issues to consider before fielding a product line.

Identify practice areas that an organization creating or acquiring software product lines must master.

Define practices in each practice area where current knowledge is sufficient to do so.

Provide guidance to an organization about how to move to a product line approach for software.





Framework Audience

Members of organizations who are in a position to make or influence decisions regarding the adoption of product line practices





SEI Information Sources

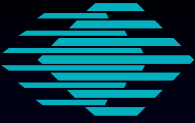
**Case studies,
experience reports,
and pilots**

Workshops



Surveys

**Collaborations
with customers
on actual product lines**



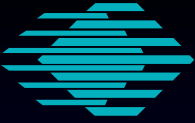
Current Status of Framework

Version 1.0 is now on our Web Site

<http://www.sei.cmu.edu/plp/framework.html>

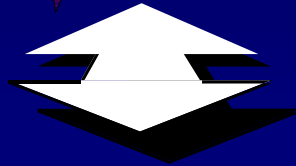
Version 1.0 differs from earlier drafts

- ✓ shorter introduction
- ✓ slightly different “signature” pictures
- ✓ “Enterprise Management” category is now “Organizational Management”
- ✓ modified list of practice areas
- ✓ now addresses acquisition context
- ✓ describes six practice areas



Practice Area Categories

SOFTWARE ENGINEERING
TECHNICAL MANAGEMENT
ORGANIZATIONAL MANAGEMENT

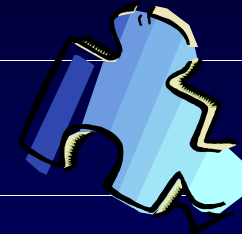
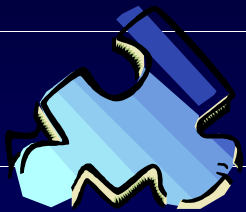




Practice Area Descriptions

For individual practice areas the framework has

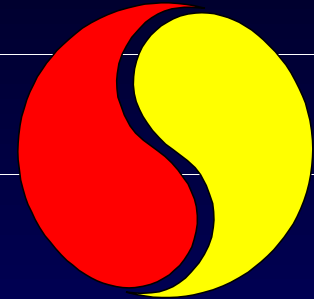
- introductory description
- aspects peculiar to product lines
- how applied to core asset development / acquisition
- how applied to product development / acquisition
- specific practices
- practice risks
- references





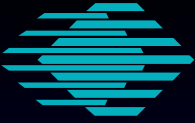
Software Engineering Practice Areas

- ❄️ **Domain Analysis**
- ❄️ **Mining Existing Assets**
- ❄️ **Architecture Exploration and Definition**
- ✍️ **Architecture Evaluation**
- Component Development**
- Testing**
- ✍️ **Requirements Management**
- ✍️ **COTS Utilization**
- ✍️ **Software System Integration**



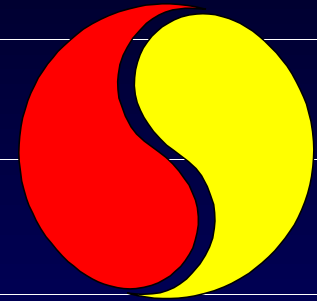
❄️ in Version 1.0

✍️ in Version 2.0



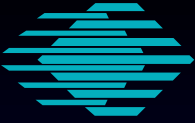
Technical Management Practice Areas

- ❄ Data Collection, Metrics and Tracking
- ❄ Product Line Scoping
- ✍ Configuration Management
- Process Modeling and Implementation
- Planning and Tracking
- Make, Buy, Mine, Outsource Analysis
- ✍ Technical Risk Management
- Tool Support



❄ in Version 1.0

✍ in Version 2.0



Organizational Management Practice Areas

 **Achieving the Right Organizational Structure**
Building and Communicating a Business Case

Funding

Market Analysis

 **Developing and Implementing an Acquisition Strategy**

 **Operations**

 **Training**

Customer and Supplier Interface Management

Technology Forecasting

 **Launching a Product Line**

 **Product Line Institutionalization**

Organizational Risk Management



 in Version 1.0

 in Version 2.0



Remarks

The SEI Framework for Software Product Line Practice is intended to be a living document.

Version 1.0 is the first step.

Future versions will

- **build on current foundation**
- **complete other practice area descriptions**
- **describe a small number of product line scenarios**
- **provide a list of frequently asked questions and their answers**

In addition, the SEI is producing generic product line artifacts, case studies, technical reports, and workshop reports.



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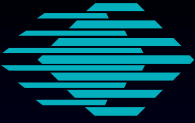
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Architecture Evaluation

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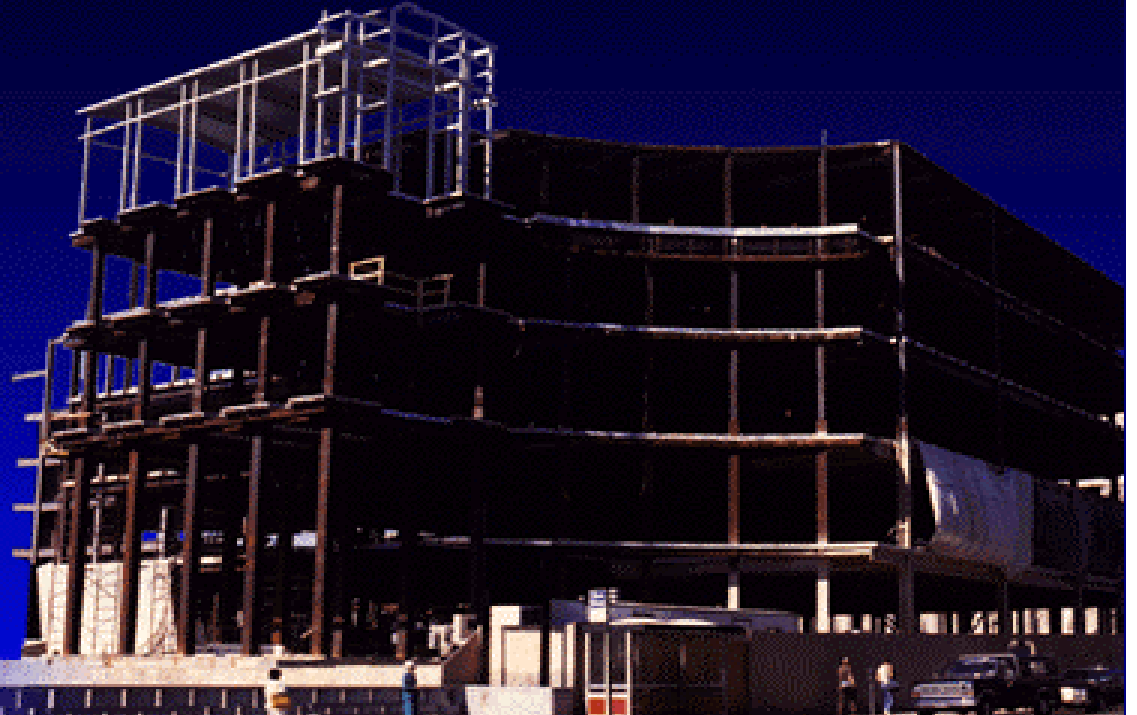
Conclusion

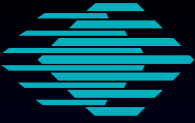


What Is Software Architecture?

Software architecture is the structure or structures of the system, which comprise software components, the externally visible properties of these components, and the relationships among them.

The exact structures to consider and the ways to represent them vary.





Why Architecture?

Represents *earliest* design decisions

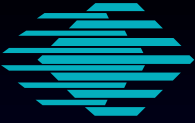
- hardest to change
- most critical to get right

First design artifact addressing

- performance
- modifiability
- reliability
- security

Key to systematic *reuse*

The right architecture paves the way for system success.
The wrong architecture usually spells some form of disaster.



Why Architecture Evaluation?

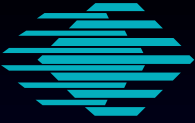
Architecture evaluation

- can be done early, when there is time for mid-course correction
- is relatively inexpensive
- is best commercial practice

Early quality evaluation is **cost** effective (AT&T: 10% productivity increase/project)

There are **competing** requirements; decisions must be made **early**

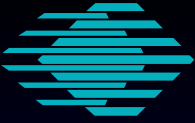
Software quality **cannot** be appended **later**



SEI's Architecture Tradeoff Analysis Method (ATAM)

ATAM is an architecture evaluation method that

- focuses on multiple quality attributes
- illuminates points in the architecture where quality attribute *tradeoffs* occur
- generates a context for ongoing quantitative analysis
- utilizes an architecture's vested stakeholders as authorities on the quality attribute goals



ATAM and Risks

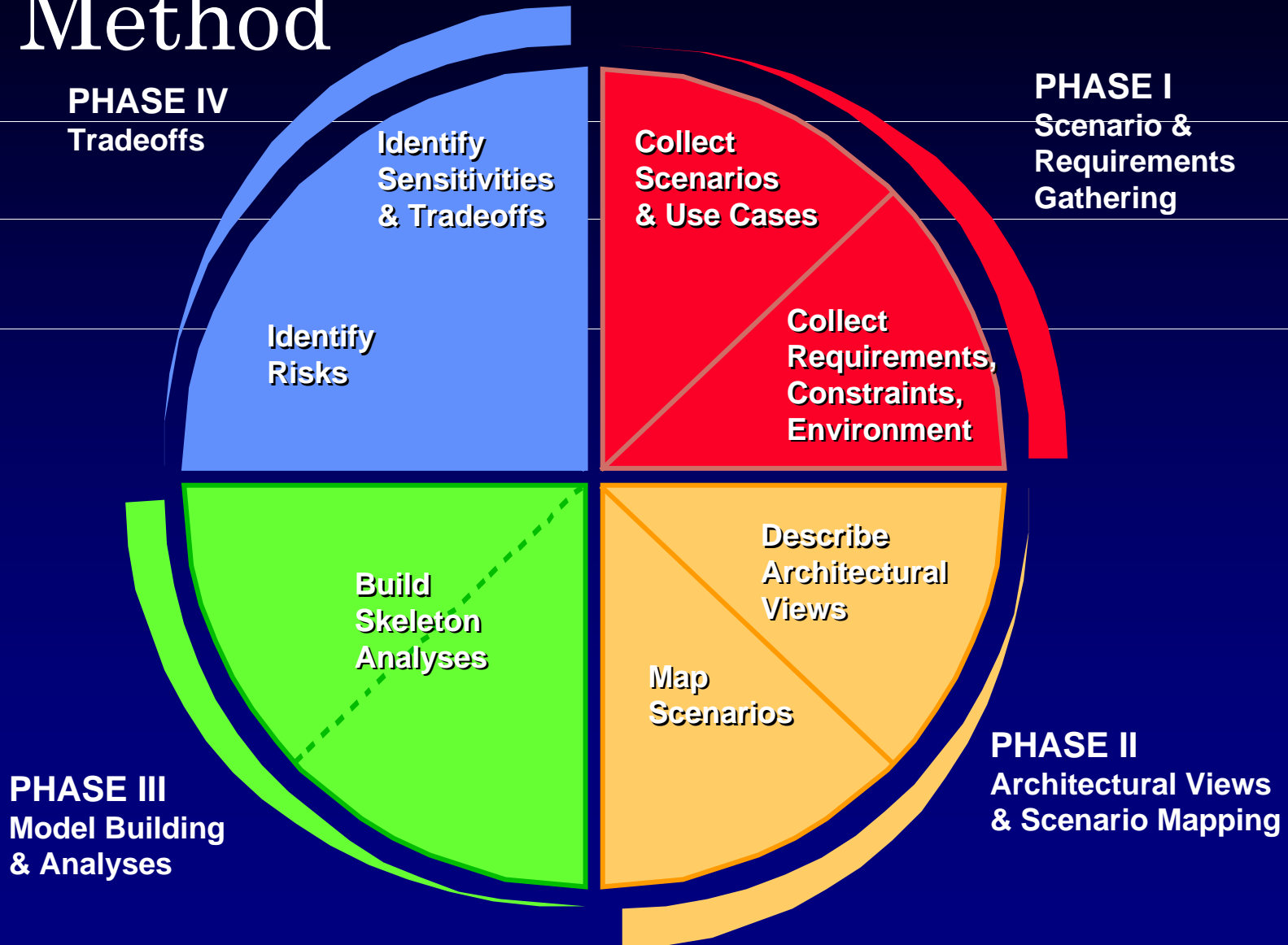
The point of an ATAM analysis is not to provide precise analyses . . . the point is to discover areas of high potential risk in the architecture.

We want to find *trends*: correlations between architectural parameters and measurable properties.

These areas can then be made the focus of risk mitigation activities: e.g. further design, further analysis, prototyping.



Architecture Tradeoff Analysis Method





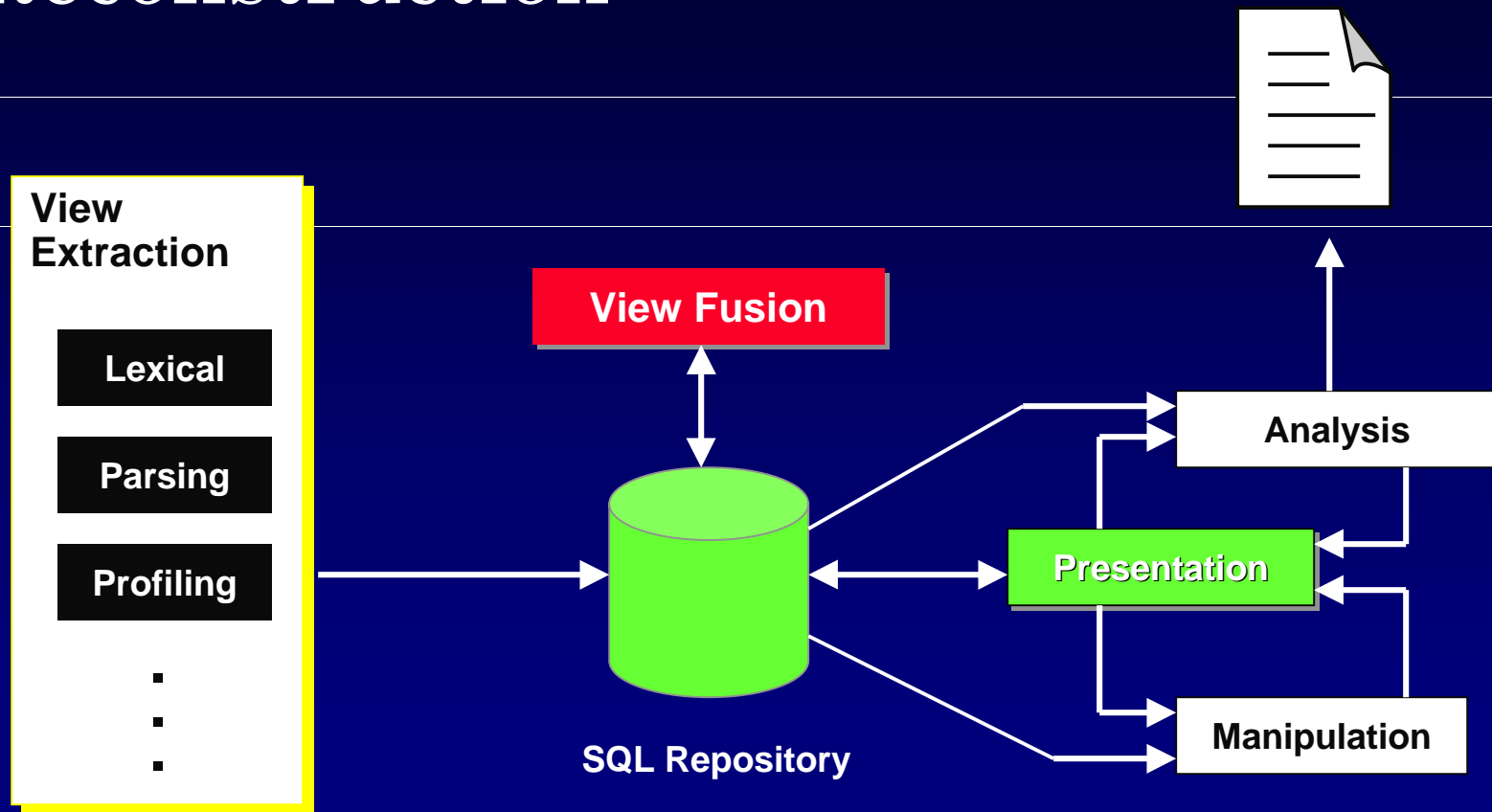
Demonstrated Value of Architecture Evaluation

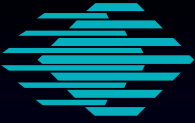
SEI's Architecture Tradeoff Analysis Method (ATAM) pilot on Army's Mortar Fire Control System resulted in

- **greatly improved architectural documentation**
- **better understanding of the requirements**
- **stakeholder buy-in**
- **discovery of missing performance and survivability requirements**
- **highlighting a previously unknown tradeoff point in the architecture**
- **delineation of design options to mitigate risks of this tradeoff**



Dali: A Workbench for Software Architecture Extraction and Reconstruction





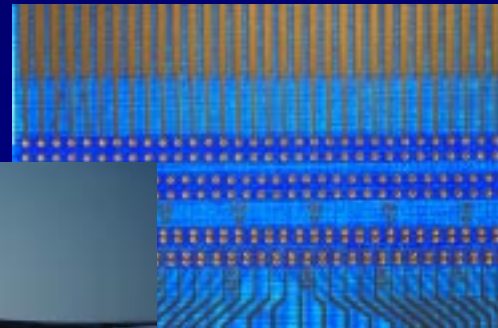
Why Extraction and Reconstruction?

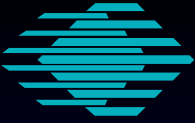
Architectures are frequently undocumented.

Architectural drift and erosion are unavoidable.

However, we need to be able to reason about the architectures of existing systems:

- for reuse
- in support of product line development
- for *analysis*





Architectural Conformance

Question: If my architecture was designed with a particular quality attribute in mind, does the property hold for my target system?

(Probable) Answer: Who knows?

The architecture of the implemented system must *conform* to the as-designed architecture.



Status

We have extracted architectures using:

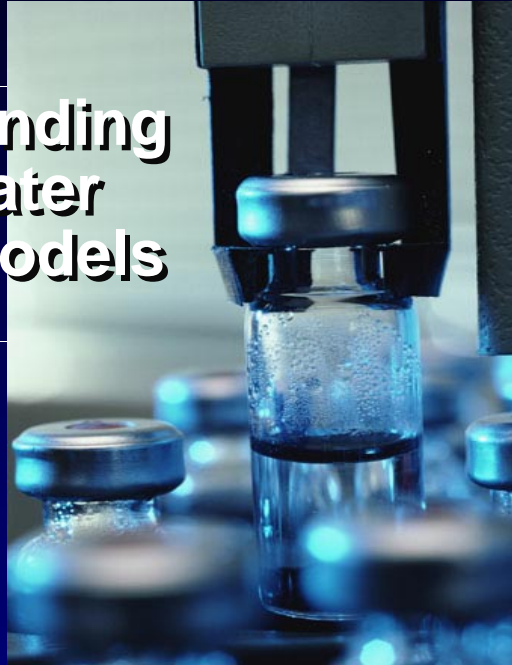
- C
- C++
- Fortran
- Assembly language
- various other info: makefiles, shell scripts, log files, linker map files, instrumentation traces

Typical system: 50 KLOC - 1 MLOC

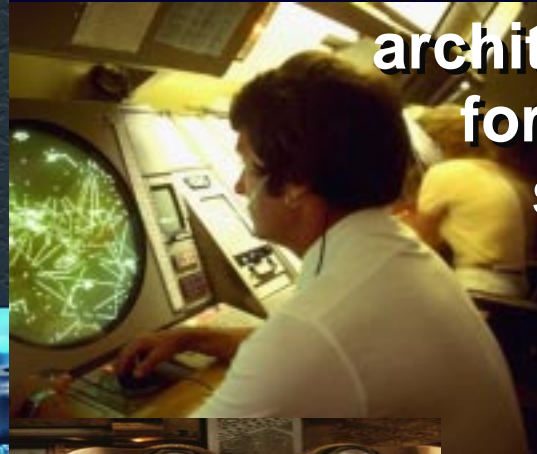


Some Current Applications

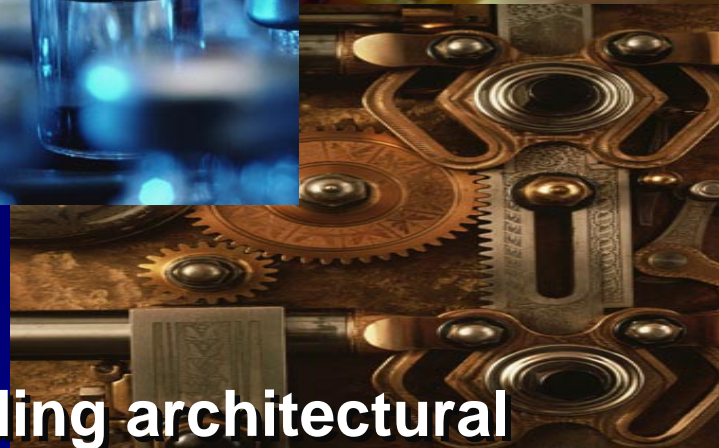
Understanding legacy water quality models

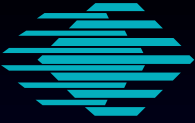


Redocumenting architectures for physics simulations



Understanding architectural dependencies in embedded control software for reengineering





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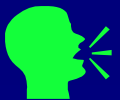
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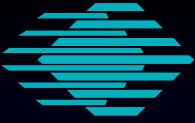
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Architecture evaluation and product line practices hold great potential for reduction in time to market, cost reduction, and technical risk mitigation.

Considerable and exciting progress is ongoing in both areas.





For Additional Information

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