Revealing the Obvious? A retrospective artefact analysis for an Ambient Assisted-Living project

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Outline

- Context
- Problem
- Study Design & Process
- Results & Threats to Validity
- Conclusion

Context

- Domain: Complex software systems
 - Complex set of requirements
 - Ex: Socio-Technical System (STS)
- Focus: Requirements elicitation & analysis
 - New system
 - System evolution

What is the problem?

·We have:

- Information sources
- Requirements elicitation/modeling techniques
- Guidelines to use them

· But:

- Are guidelines followed? Effective?
- Practice poorly documented
- •What would be great?
 - Identify which requirements come from:
 - which source/technique

What is a Retrospective Study?

Dingsøyr, 2005 [1]

"By a postmortem, we mean a collective learning activity which can be organised for projects either when they end a phase or are terminated. The main motivation is to reflect on what happened in the project in order to improve future practise [...]

This type of processes has also been referred to as 'project retrospectives'."

Easterbrook & Aranda, 2006 [2]: retrospective

Why a Retrospective Study?

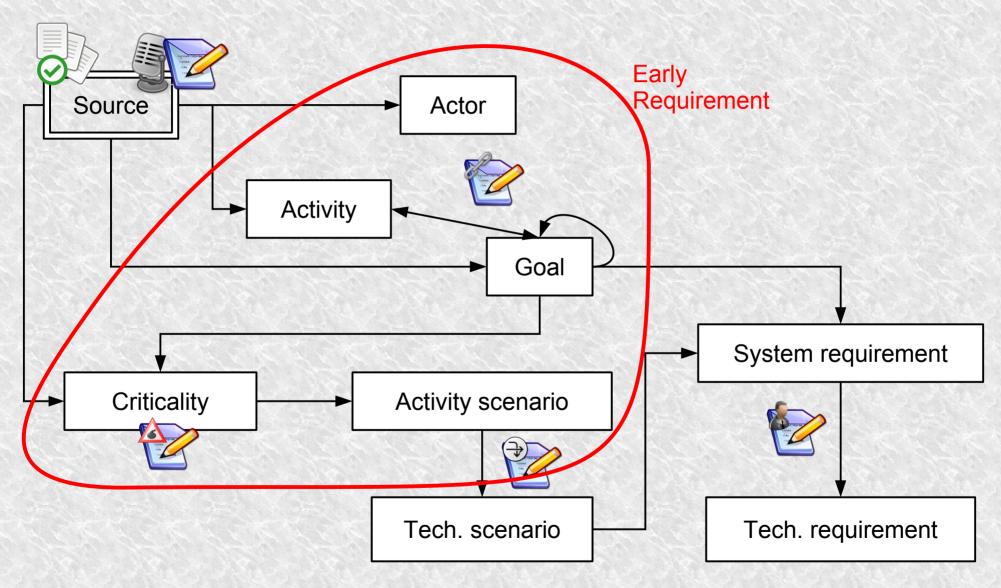
- See if practices follow guidelines
- See if techniques are effective
 - Where requirements come from?
 - Which sources? Techniques?
- Documentation about practice, not theory

Project Studied – ACube

- Assisted-living residence for elderly people suffering Alzheimer's disease
- •Duration: 3 years (2008-20011) RE phase: 6 months
- •STS (medical constraints, unobtrusive monitoring, staff management, etc.)
- Several elicitation techniques used:
 - Interviews & questionnaires
 - Goal modeling
 - Scenarios

– ...

ACube Process & Traces



Research Questions

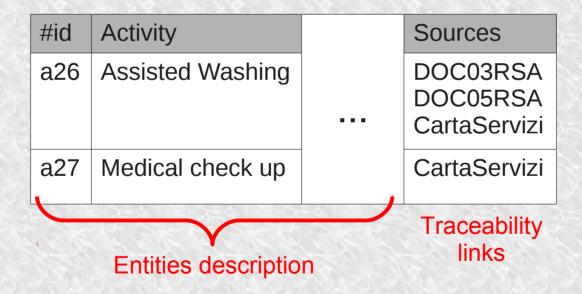
RQ1: How did the different information sources contribute to the identification and modelling of the diverse artefact captured in early-requirements documentation?

RQ2: In which ways did the information sources, the early-requirements artefacts and scenarios contribute to the elicitation of system requirements?

RQ3: Does the requirements elicitation process, as reconstructed from the empirical analysis of the available documentation, comply with the theoretical process envisaged for the project?

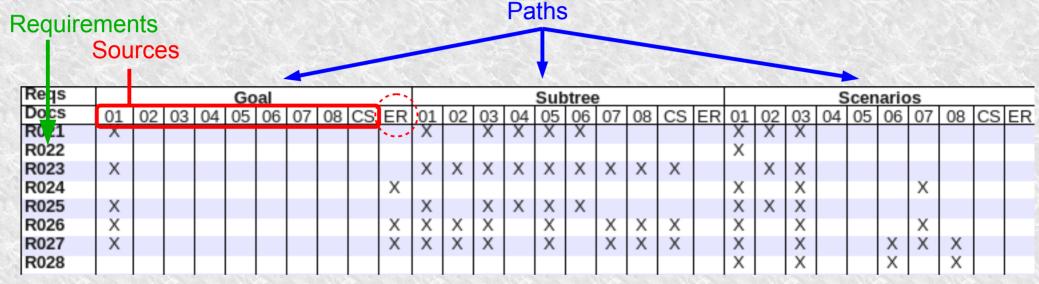
Study - RQ1

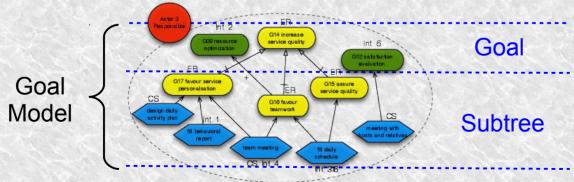
Identify patterns in ER artefacts traceability links



Study - RQ2

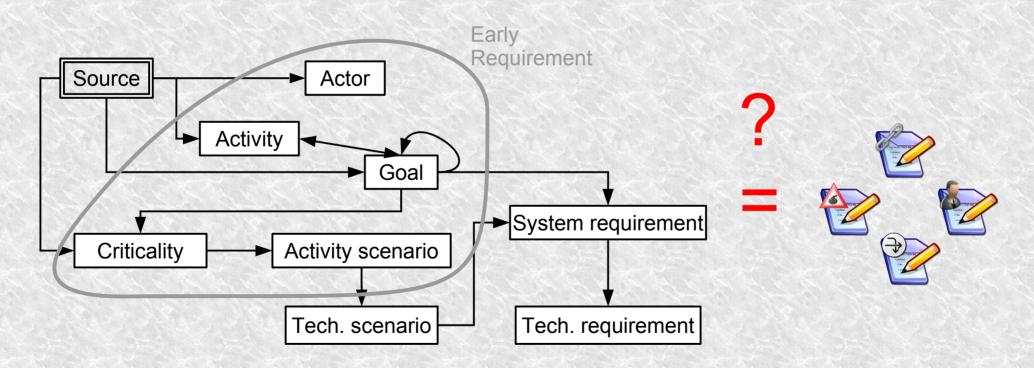
Identify patterns in full paths traceability links





Study - RQ3

RQ3: Compare theoretical & reconstructed processes



Results - RQ1

•RQ1: How did the different information sources contribute to the identification and modelling of the diverse artefact captured in early-requirements documentation?

GM elements ← interviews



• Activities ← organizational document



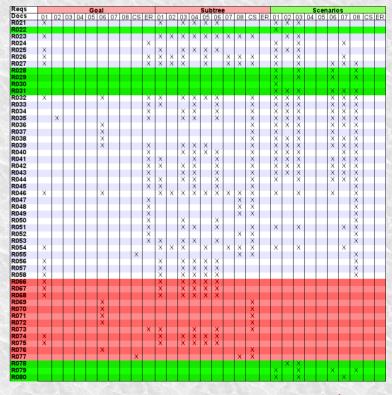
Results - RQ2

 RQ2: In which ways did the information sources, the early-requirements artefacts and scenarios contribute to the elicitation of system

requirements?

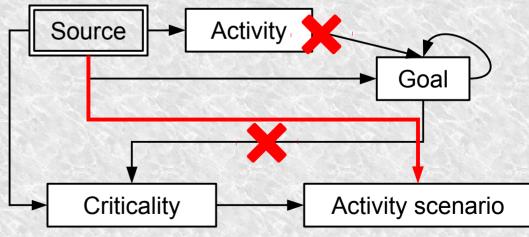
 GM and scenarios complementarity

- 23% only GM
- 15% only scenarios
- 62% shared



Results - RQ3

- •RQ3: Does the requirements elicitation process, as reconstructed from the empirical analysis of the available documentation, comply with the theoretical process envisaged for the project?
 - Globally compliant
 - Activity scenarios ← interviews
 - Bottom-up evidence



Threats to Validity

- Construct validity (measures correctness)
 - Sources-techniques-requirements relationships → Compare RE techniques I/O
 - Links interpretation → Traces directly related to the studied elements
 - Links validity → Partial check with IR tool (Lucene)
- Internal validity (relationships reliability)
 - 2 ACube analysts feedback → compared to data
- External validity (generalizability)
 - Single case → Representative STS

Conclusion

- •Were the results obvious?
 - Yes, theoretical process and traces were close
 - But some unexpected differences revealed
- •Did we learn anything to improve?
 - Evidences about GO and scenario-based methods complementarity
 - Version history missing → could help to understand RE process iterations
- •Did we find anything to investigate further?
 - Potential revised guidelines exploiting unexpected combination findings
 - More retrospective studies on different projects (sources & techniques)

Thanks for your attention.

Questions?

References

- [1] Dingsøyr, Torgeir. « Postmortem reviews: purpose and approaches in software engineering ». Information and Software Technology 47, n°. 5 (mars 2005): 293-303.
- [2] Easterbrook, S., and J. Aranda. "Case Studies for Software Engineers." ICSE'06 (2006). http://www.cs.utoronto.ca/~sme/casestudies/case_study_tutorial_slides.pdf.