

Concept Map Based Software Engineering

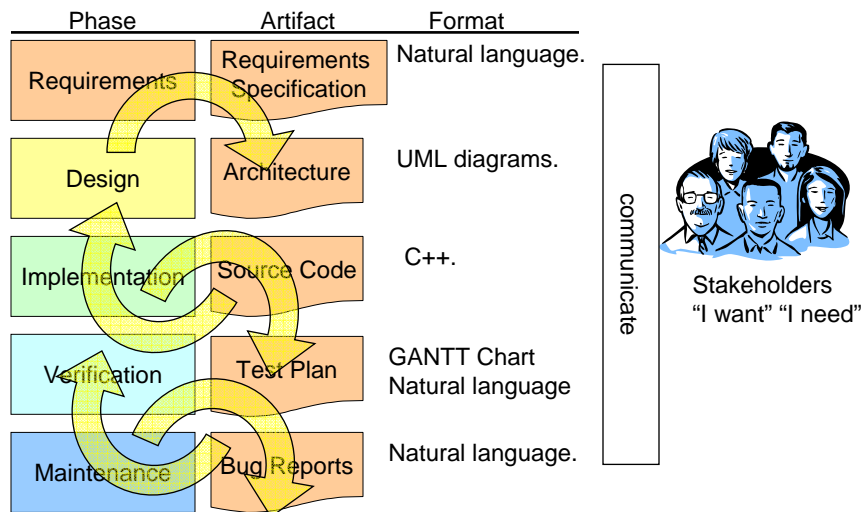
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Typical SE Process



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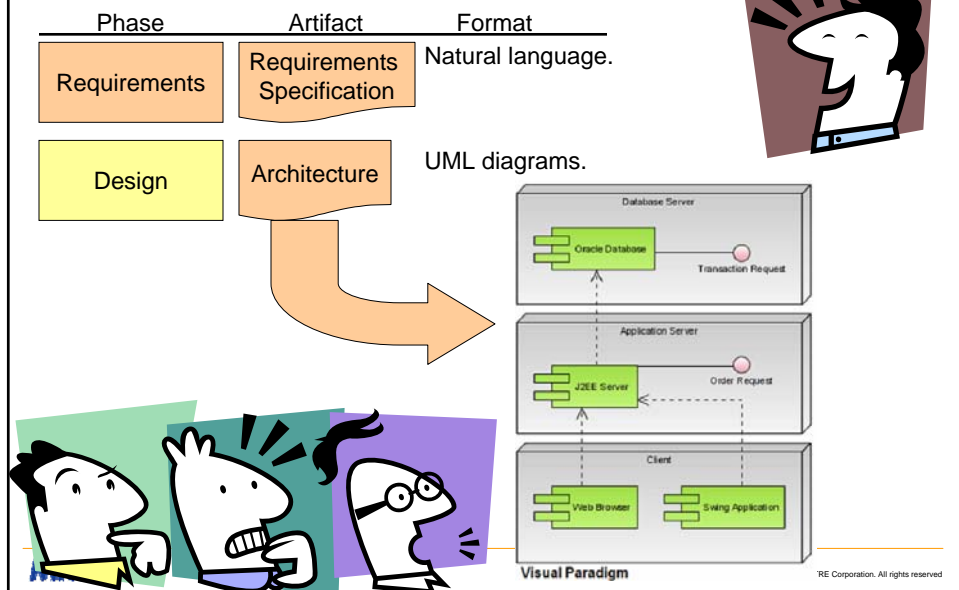
Stakeholders

Stakeholder	Motivators
Logistics	Things (training, people, buildings, servers, power needed, MTBF)
Finance	Cost and Risk (KLOC, new environment?, new technology? Sr. Programmer? Jr?)
Other Engineers	How does this system affect me? maintenance....
Testers	How am supposed to test this?
Upper management	Profitability (applicability to other problems)
Program managers	Cost, performance and schedule
End-users	Does it make me more effective?
Customer	Will it do what I expect?
System Architect	Did I design a system that meets the customer's expectations and can I explain it to the stakeholders?

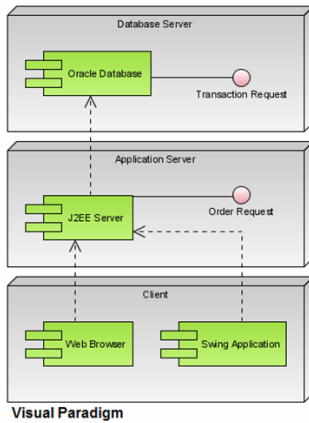
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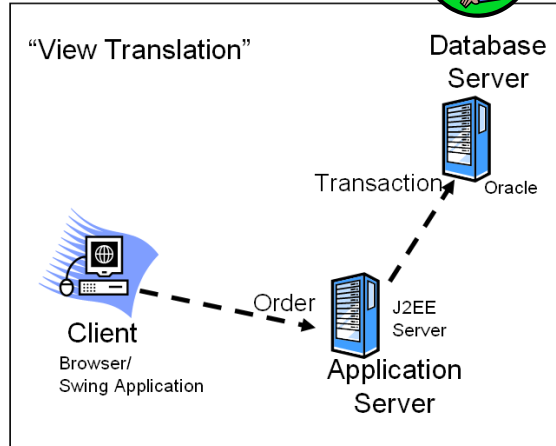
The Presentation



“View Translation” a.k.a. “PowerPoint-ification”

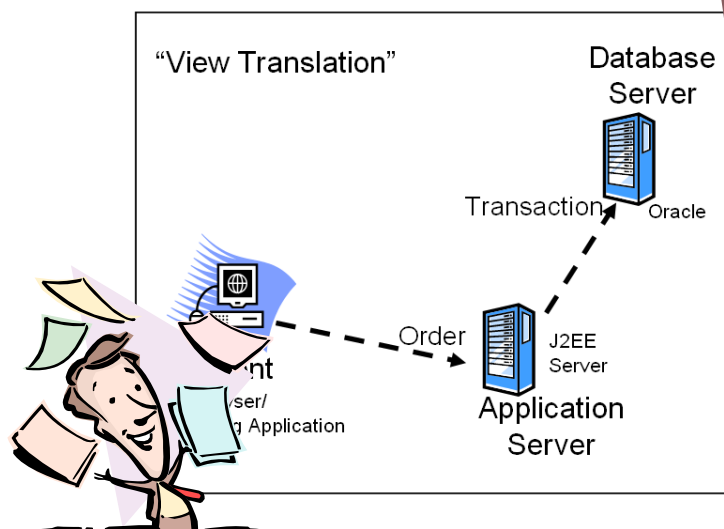


Visual Paradigm



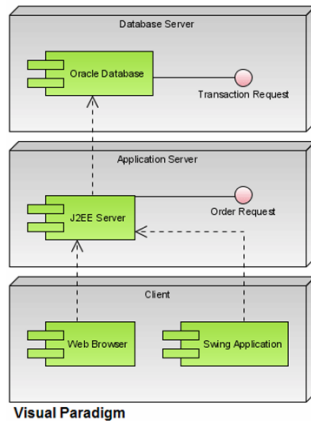
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‘Stakeholder’ View



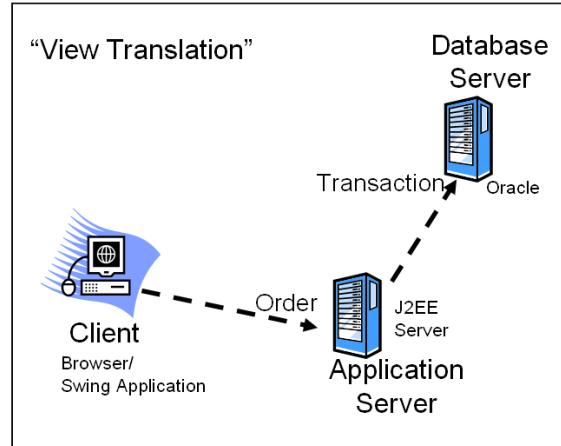
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The “pretty picture” is broken.



Visual Paradigm

‘Module view + C&C view’



‘Module view + C&C view + Allocation view’



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Problem:

- Lack of a common conceptual model that supports a shared understanding of a system.
- Side effect requires that model translations be done.
- Model translations:
 - **inaccurate** due to the subjective nature of the translation
 - **inconsistent** since the translations are done in an ad-hoc manner and therefore vary from presenter to presenter
 - **time consuming** to produce
 - **inaccurate when translated** from a more robust representation of the system
 - **out of date with reality** since work must be done to keep the ‘stakeholder’ model in line with the working model.
- All of these problems result in miscommunications and wasted time and effort.



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Proposed Solution

- Requirements:
 - Due to the complexity of software systems the shared understanding must **convey large amounts of information** efficiently and effectively in a simple manner.
 - Due to the number of problem domains that software engineering is applied to any solution must be able to support **many problem domains**.
 - In order to support the broadest set of stakeholders possible the solution selected must be **easy to learn** with little or no formal training required.
 - The solution should **support a collaborative environment** so that issues regarding subjective and ad-hoc translations can be avoided by performing the work in a group environment.
 - Finally, the shared understanding should **not be limited to one phase of the software development life cycle** but be incorporated as a fundamental part of the process.

Proposed Solution

- The solution selected in this work is to **provide a software engineering artifact based on the techniques of concept mapping**.
- The **concept map will be used to provide this shared understanding** of the system by graphically illustrating the concepts identified in the requirements document.
- This **concept map will live throughout the lifecycle process** and provide a common conceptual model of the system context, manage the volume of information and enable a common language for referencing components of the system [1].

[1] This process will be referred to in this thesis as *Concept Based Software Engineering*.

Concept Map

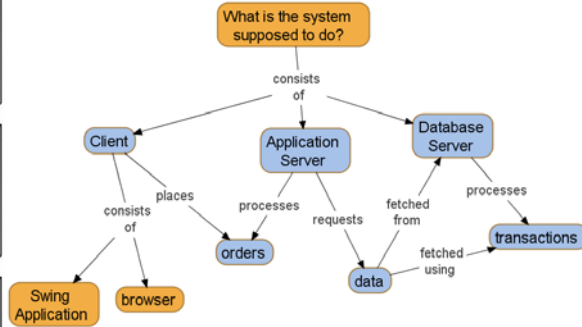
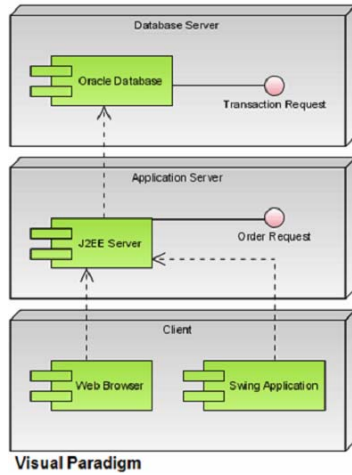
- A graphical representation of the concepts of a body of knowledge along with their interrelationships in the form of a directed graph.
- The map consists of a focus question to focus the scope of the map.
- The concepts are represented as nodes and the relationship between the concepts are represented as directed arcs with connecting words.

In a nutshell....

- **Focus on the concepts of the system:**
 - Concepts of the system do not change, come from the requirements document and are accurate*.
 - As for notation use a Concept Map
- **Concept map**
 - teaching complex subjects
 - simple to create, easy to understand
 - “visual outline”

*usually

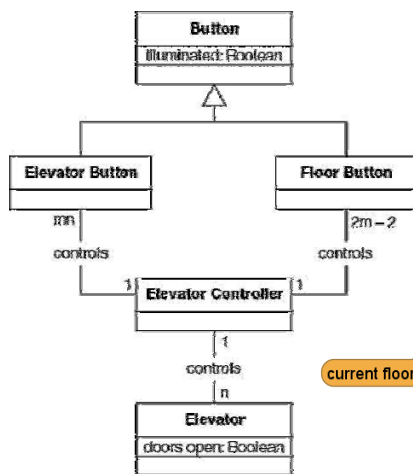
Example 1



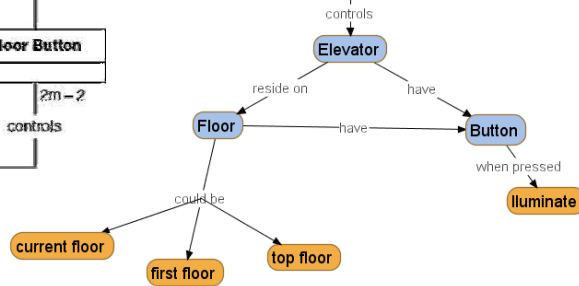
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Example 2



What is the elevator control system supposed to do?

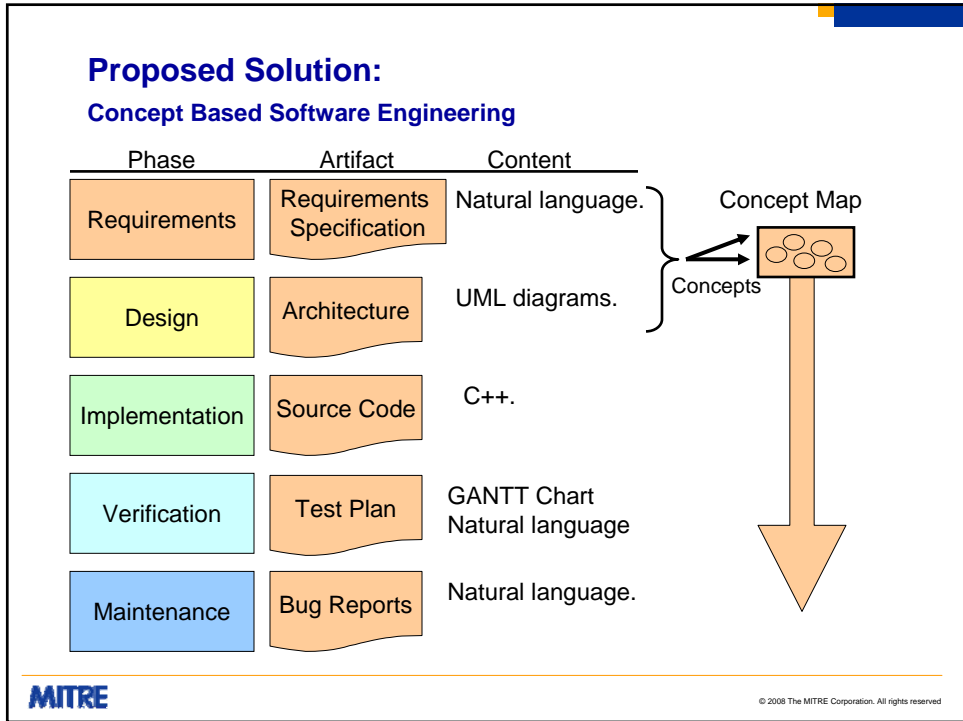
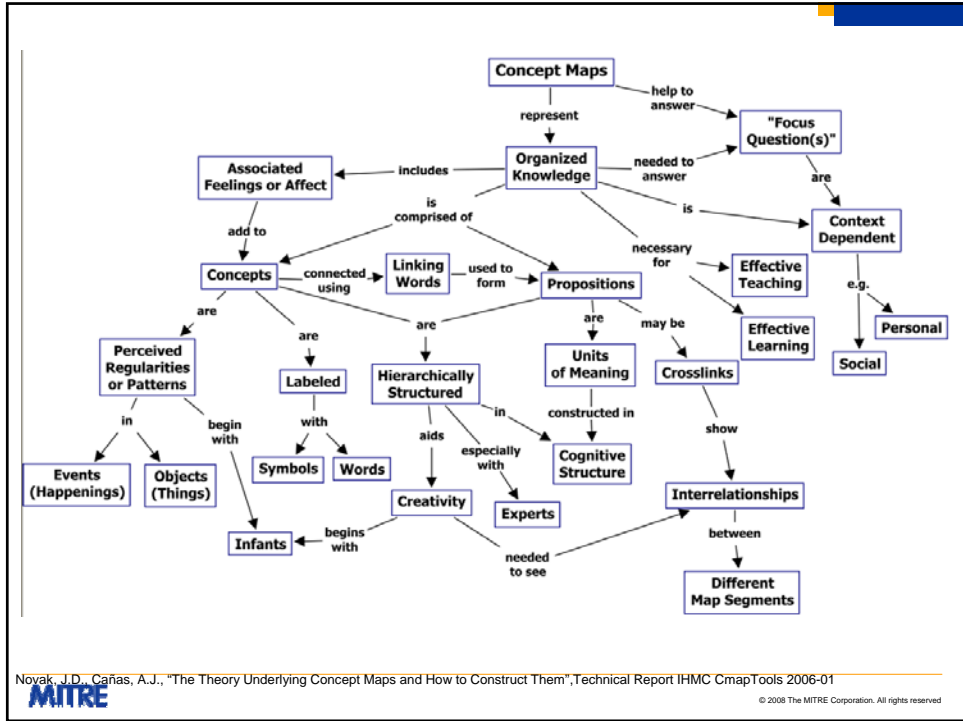


[Schach]

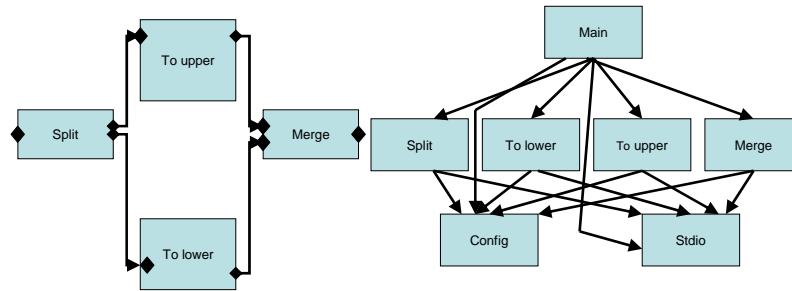
Floor, first, top
illuminate

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Problem: Mapping between views



runtime view

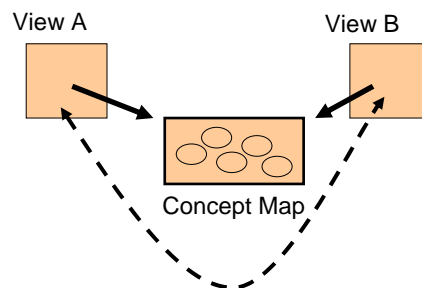
implementation view

Some components in one view not in another.

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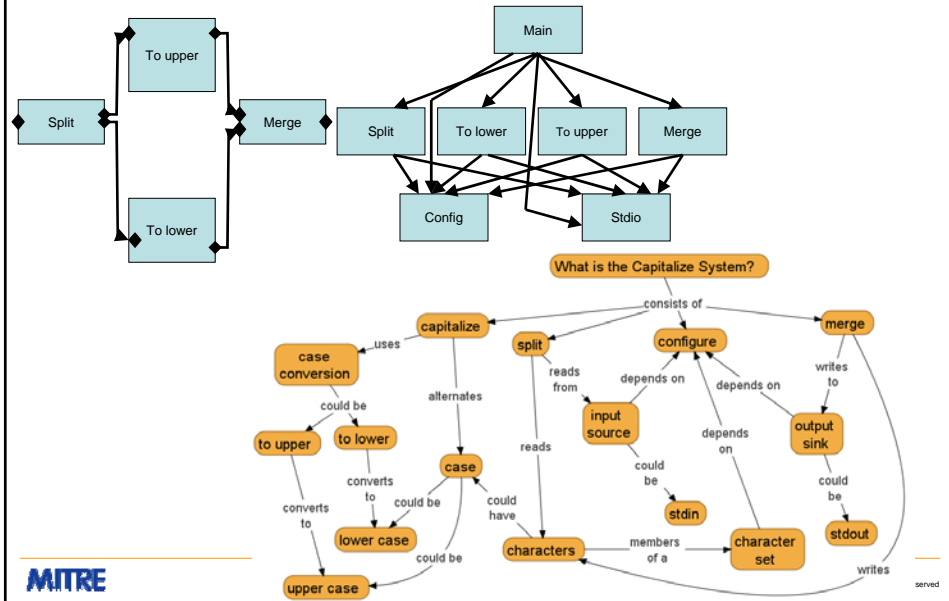
Proposed Solution: View Mapping



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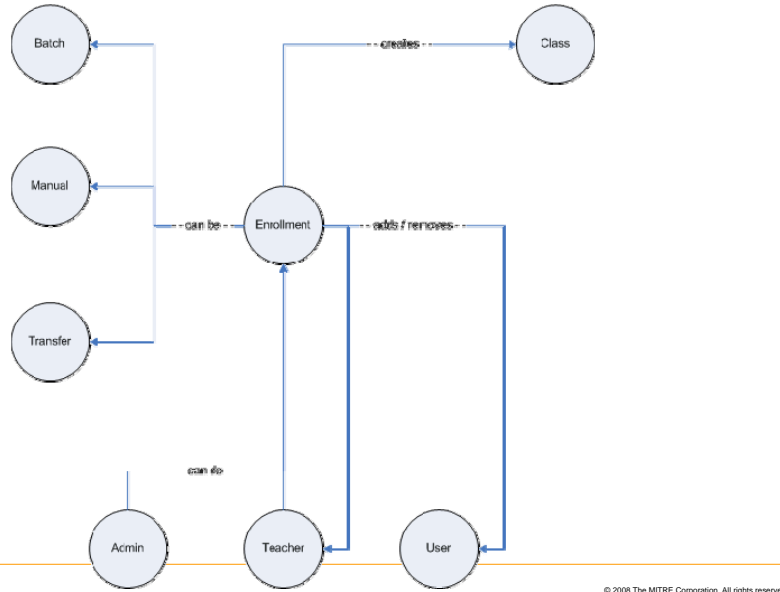
View Mapping with Concept Maps



Study Team

- Online Collaborative Lesson Planner. The lesson planner is used as part of a course for K-8 teachers.
- Helps to train student-teachers to become teachers.
- Sponsored by the Technical Education Research Centers
- Creation of the concept map was done during the design phase.
 - Certain design concepts such as “Database Server” and “App Server” are in the map which may be superfluous to the concepts of the system.

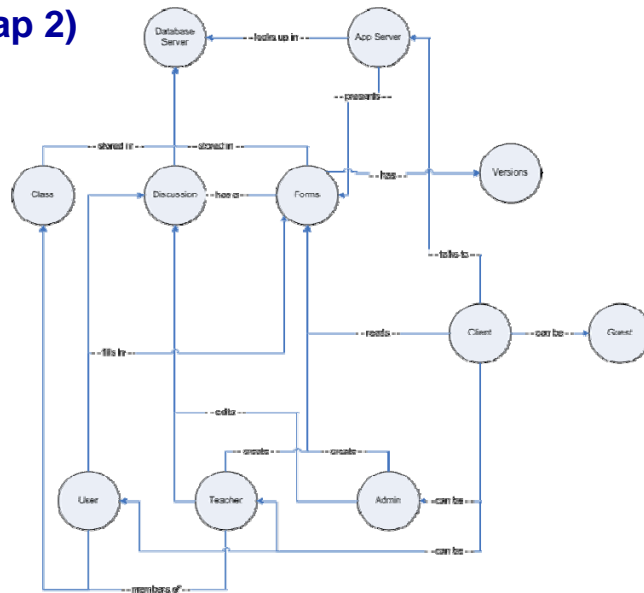
Team (map 1)



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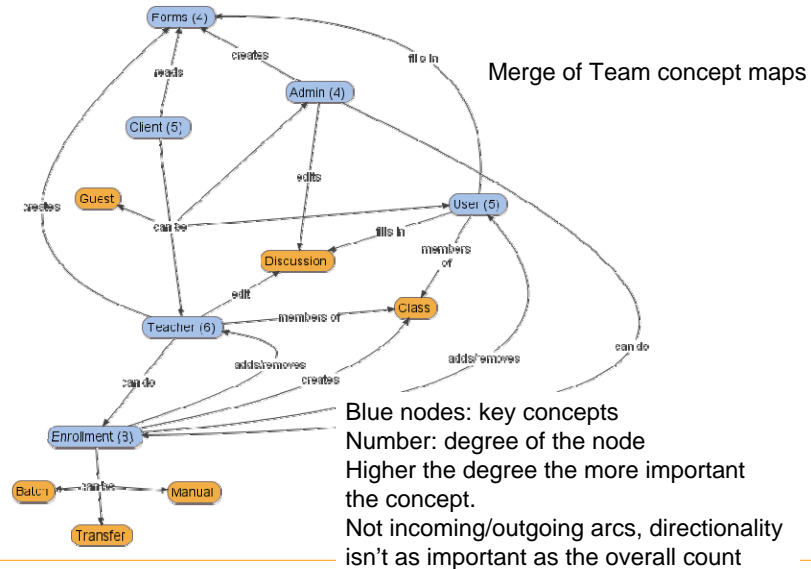
Team (map 2)



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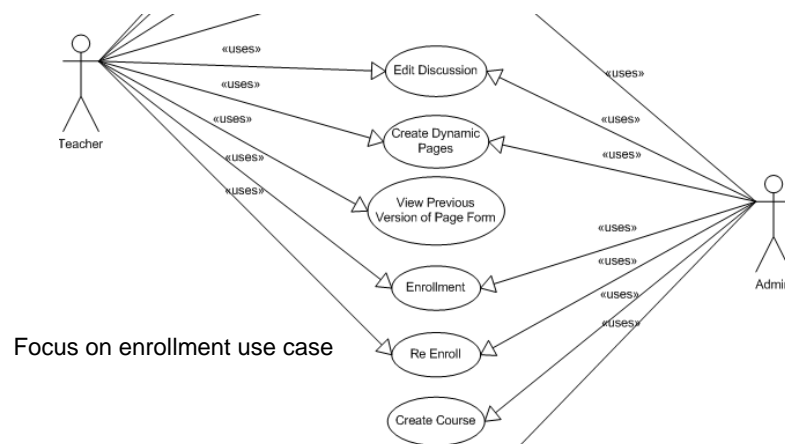
Conceptual Mapping



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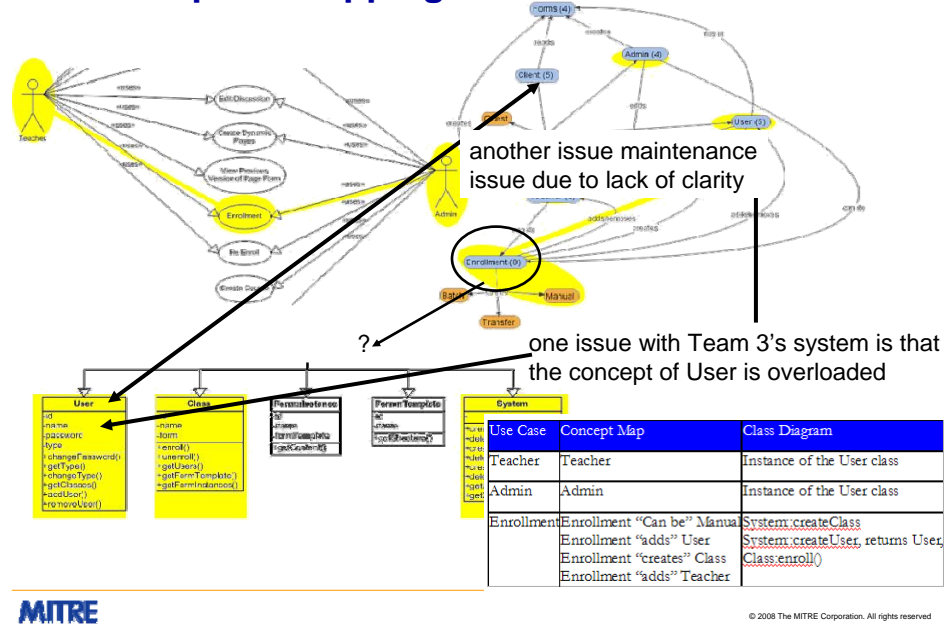
Conceptual Mapping Results



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Conceptual Mapping Results



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Backup

- Who Works at MITRE
- Resources
- Future Work
- Partial UML to CM Guide
- Full Example

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Resources

- **Visual Understanding Environment**
 - <http://vue.uit.tufts.edu/>
- **Concept Based SE Tutorial**
 - comp190 website
- **Tom Hubbard**
 - thubbard@mitre.org
- **Concept Map Based Software Engineering (TR-2007-6, August 8, 2007)**
 - <http://www.cs.tufts.edu/tr/>



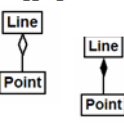
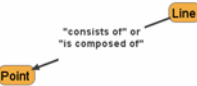

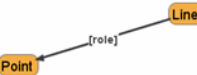


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Future Work

- More work visualizing the actual mapping with more complex systems is needed.
- Also, a mapping using a more complete set of UML conceptual models, Connector and Component views, and Department of Defense Architectural Framework (DoDAF) conceptual model examples is needed particularly with large systems.
- A method to evaluate the effectiveness of using concept maps in software engineering should be researched and developed. One technique that may prove valid is active design reviews [Parnas].
- Future work can build on the UML notation to concept map connecting word mapping. This mapping is needed to leverage the extensive work that has gone into the definition of UML and use the ideas developed there in concept maps.

UML to Concept Map Guide

UML Notation	Concept Map Proposition Text
 <p>Generalization</p>	 <p>is a kind of</p>
 <p>Aggregation</p> <p>Composition</p>	 <p>"consists of" or "is composed of"</p>
 <p>Association</p>	 <p>[role]</p>

UML to Concept Map Guide

UML Notation	Concept Map Proposition Text
<p>Line 1 - Multiplicity Point</p>	<p>Point → has 1 or more → Line</p>
<p>Line 0 - Multiplicity Point</p>	<p>Point → may have → Line</p>
<p>Line 2 - Multiplicity Point</p>	<p>Point → has many → Line</p>
<p>Line 2 - Multiplicity Point</p>	<p>Point → has any number other than 2 or 5 → Line</p>



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Full Example



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#1 Understand the problem

- Requirements documents and interviews with the customer

Elevator Control System

A product is to be installed to control n elevators in a building with m floors. Each elevator has a set of m buttons, one for each floor. These illuminate when pressed and cause one elevator to move to the corresponding floor. Illumination is canceled when corresponding floor is visited by elevator. Each floor, except the first and the top floor, has 2 buttons, one to request an elevator to move up, up a one or more floors and one to request an elevator to move down one or more floors. These buttons illuminate when pressed. The illumination is canceled when an elevator visits the floor, then moves in the desired direction. If an elevator has no requests, it remains at its current floor with its doors closed.

#2 Discover the concepts

- Create a Focus Question
 - “What is the elevator control system supposed to do?”
- Using the focus question, Identify Relevant Concepts
 - Noun extraction or use case analysis
 - create a list of concepts “parking lot”

#2 Discover the concepts

Parking Lot of Concepts (unordered)

Elevator

Building

Floor

Button

Illuminate

first floor

top floor

current floor

A product is to be installed to control **n elevators** in a **building** with **m floors**. Each elevator has a set of **m buttons**, one for each floor. These **illuminate** when pressed and cause one elevator to move to the corresponding floor. Illumination is canceled when corresponding floor is visited by elevator. Each **floor**, except the **first** and the **top** floor, has 2 buttons, one to request an elevator to move up, up a one or more floors and one to request an elevator to move down one or more floors. These buttons illuminate when pressed. The illumination is canceled when an elevator visits the floor, then moves in the desired direction. If an elevator has no requests, it remains at its **current floor** with its doors closed.



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#3 Rank the concepts #4 Refine the concepts

Parking Lot of Concepts (ordered)

Building

Floor

Elevator

Button

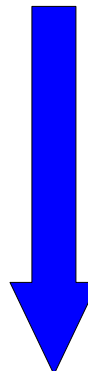
Illuminate

current floor

first floor

top floor

MOST General



MOST Specific

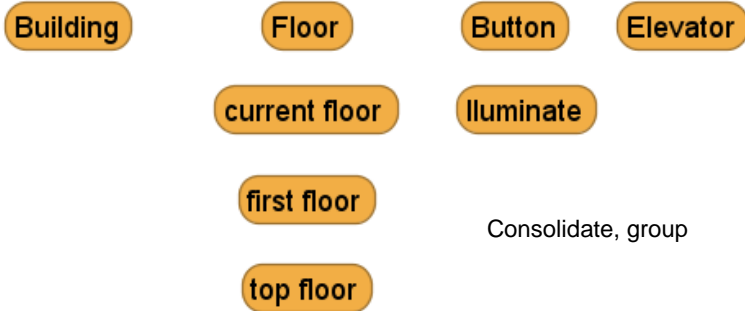
remove, add



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#5 & 6 Begin to build the map

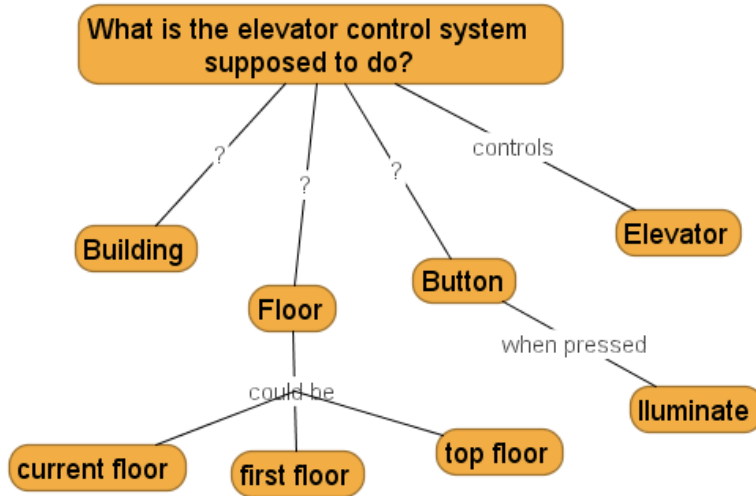
What is the elevator control system supposed to do?



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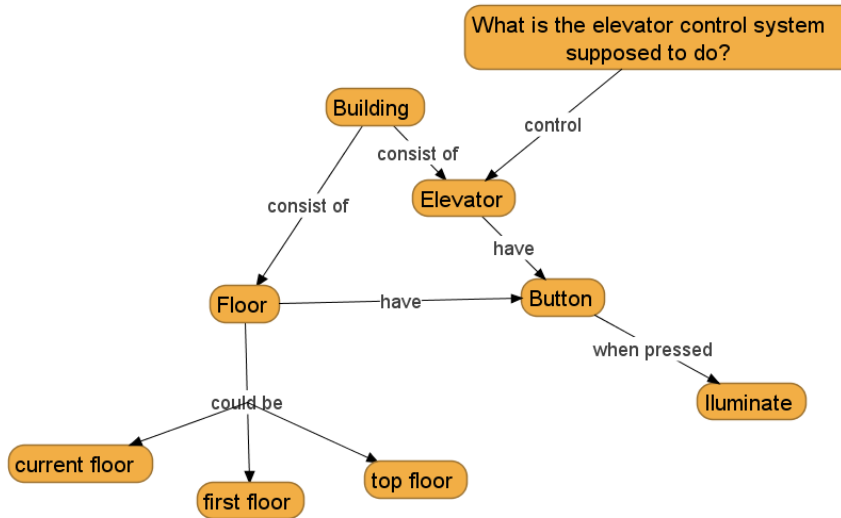
#7 Add directed lines and connecting words



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#8 Refine the map



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Conclusion

- Goal, enable a shared understanding between various stakeholders using concept maps for software engineering.
- Evidence that this goal was obtained can be seen in the presentation Team 3 gave.
- Team 3 was able to bring several stakeholder groups, outside development groups in this case, up to speed on their problem and solution using concept maps as the key discussion driver.

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#8 Refine the map

