

Architectures in Context: A Scenario-Based Lifecycle

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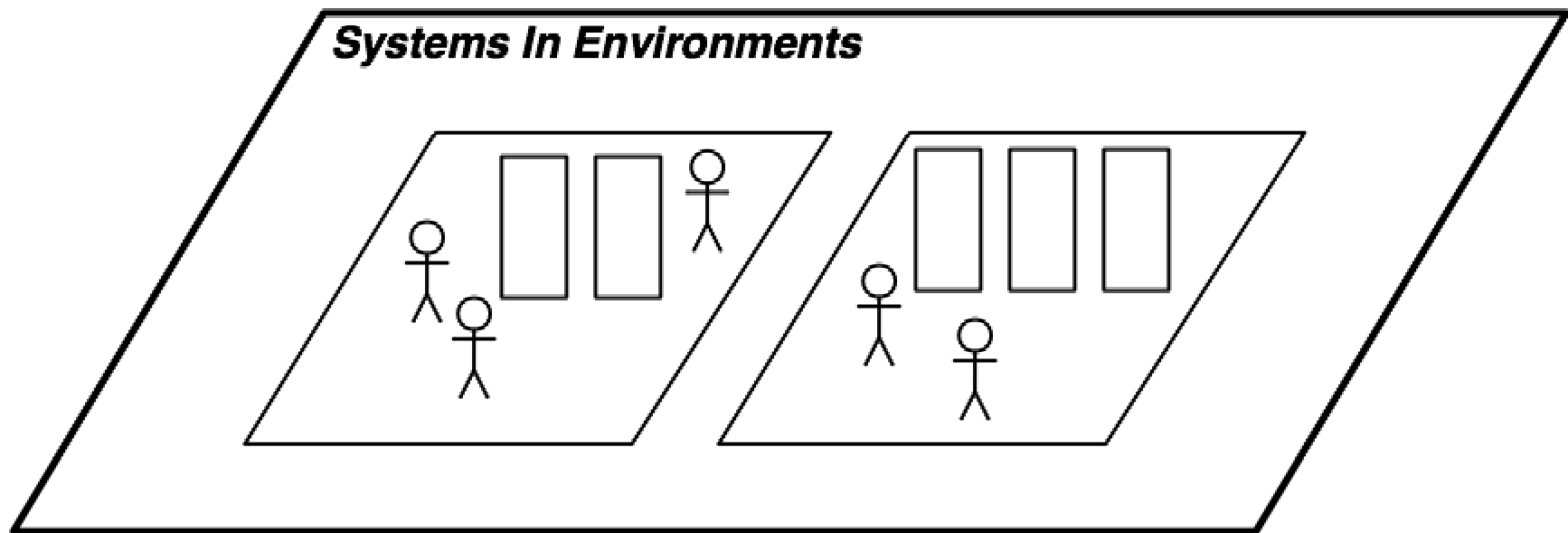
Motivation

- ◆ Some terms/concepts are loosely defined
 - Use cases
 - Scenarios
 - Goals
- ◆ Big nasty problems persist
 - Scalability
 - » Family of applications, product families
 - » Enterprise architectures, product-line architectures
 - » Systems of systems
 - Traceability
 - Testing

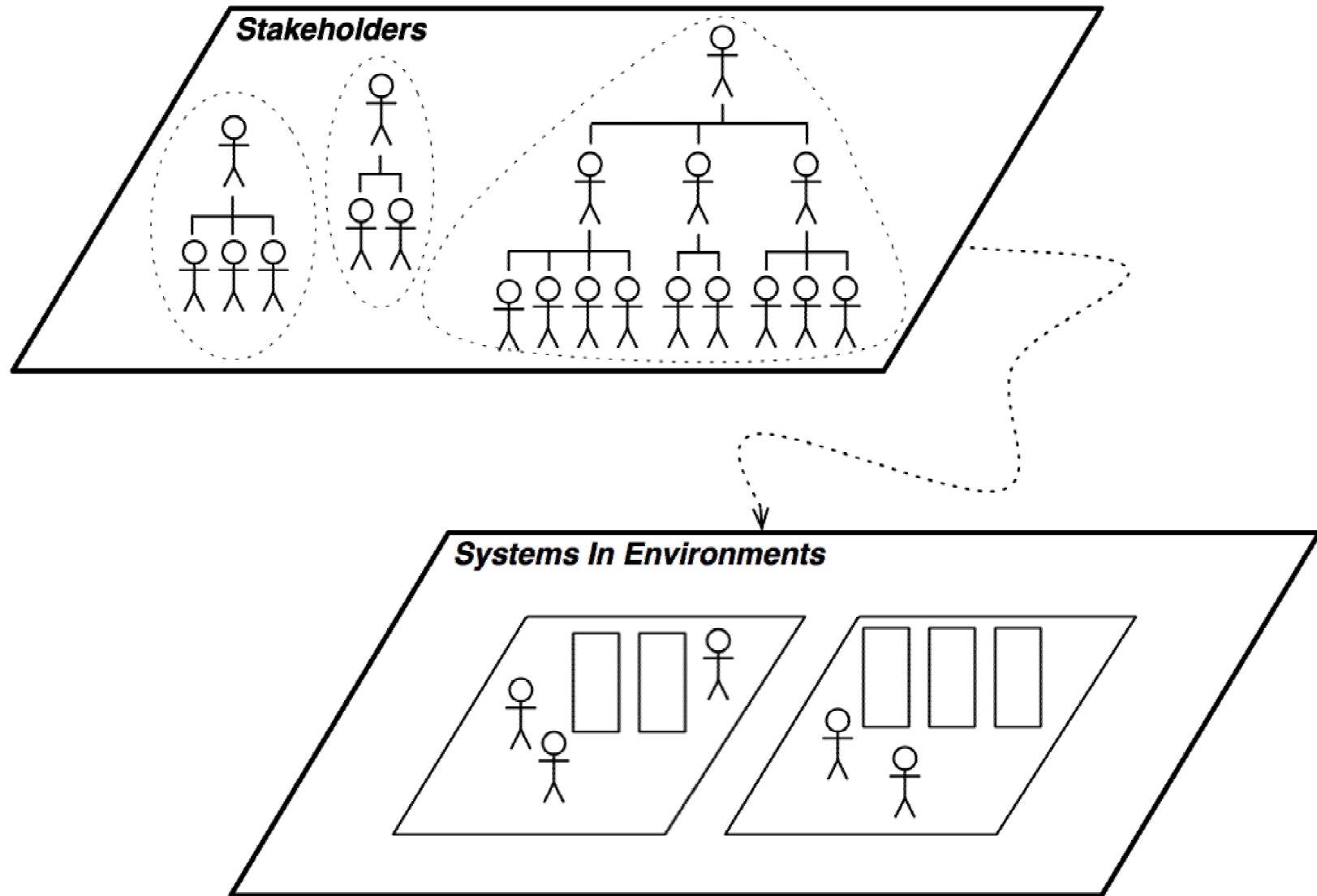
Question Everything!

- ❖ Question the basic definitions of relationships between
 - ❖ Use cases to Goals (1:1?)
 - ❖ Use cases to Scenarios (1:m?)
 - ❖ Goals to Scenarios?
 - ❖ All of the above to design and implementation???
- ❖ Question the process model/product development lifecycle
 - ❖ We have defined a lifecycle model focused on artifacts
 - ❖ It is high-level enough to be flexible and scaleable
 - ❖ It plugs some of the holes in existing models and methods

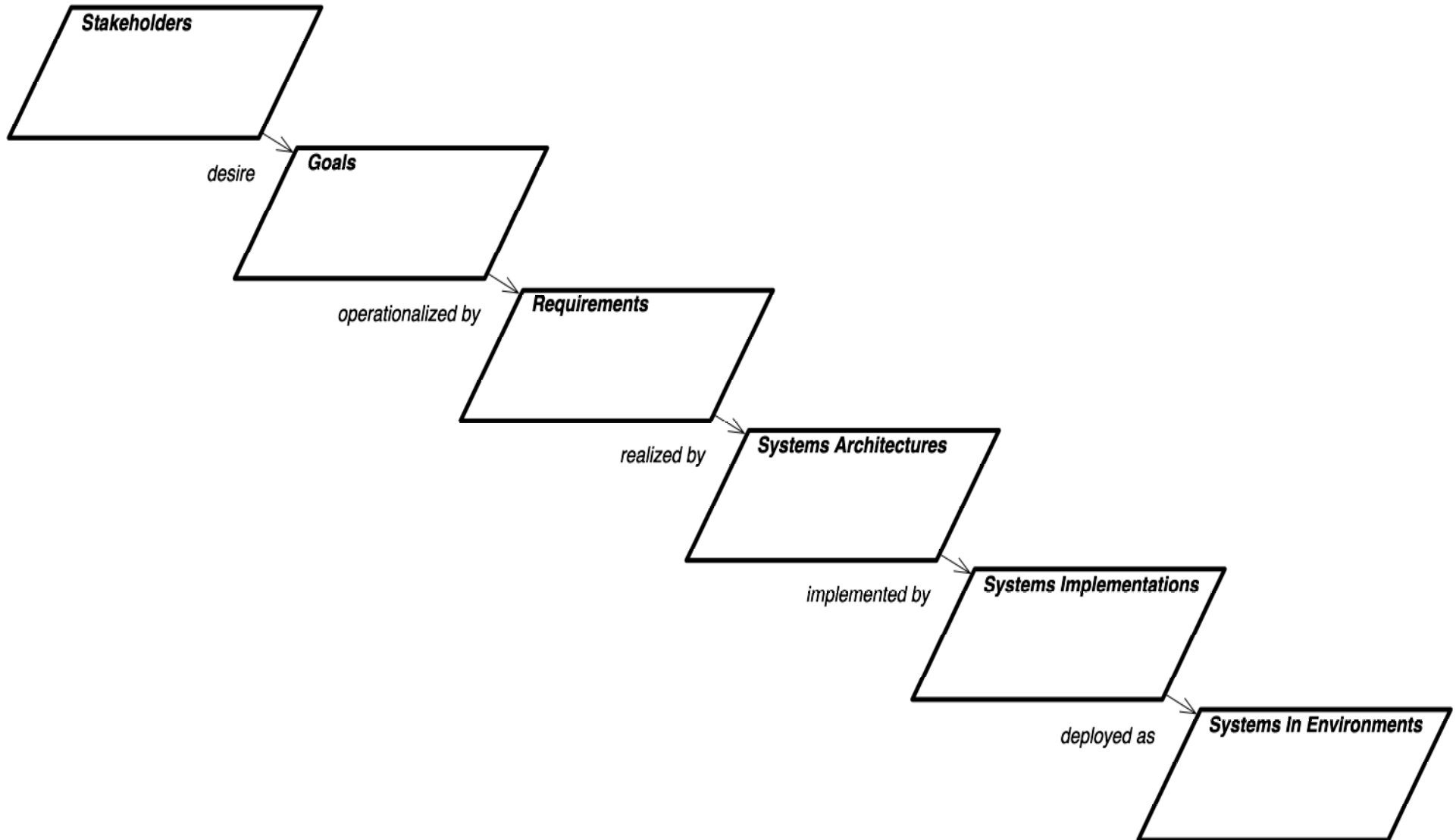
Deployed Systems (of Systems)



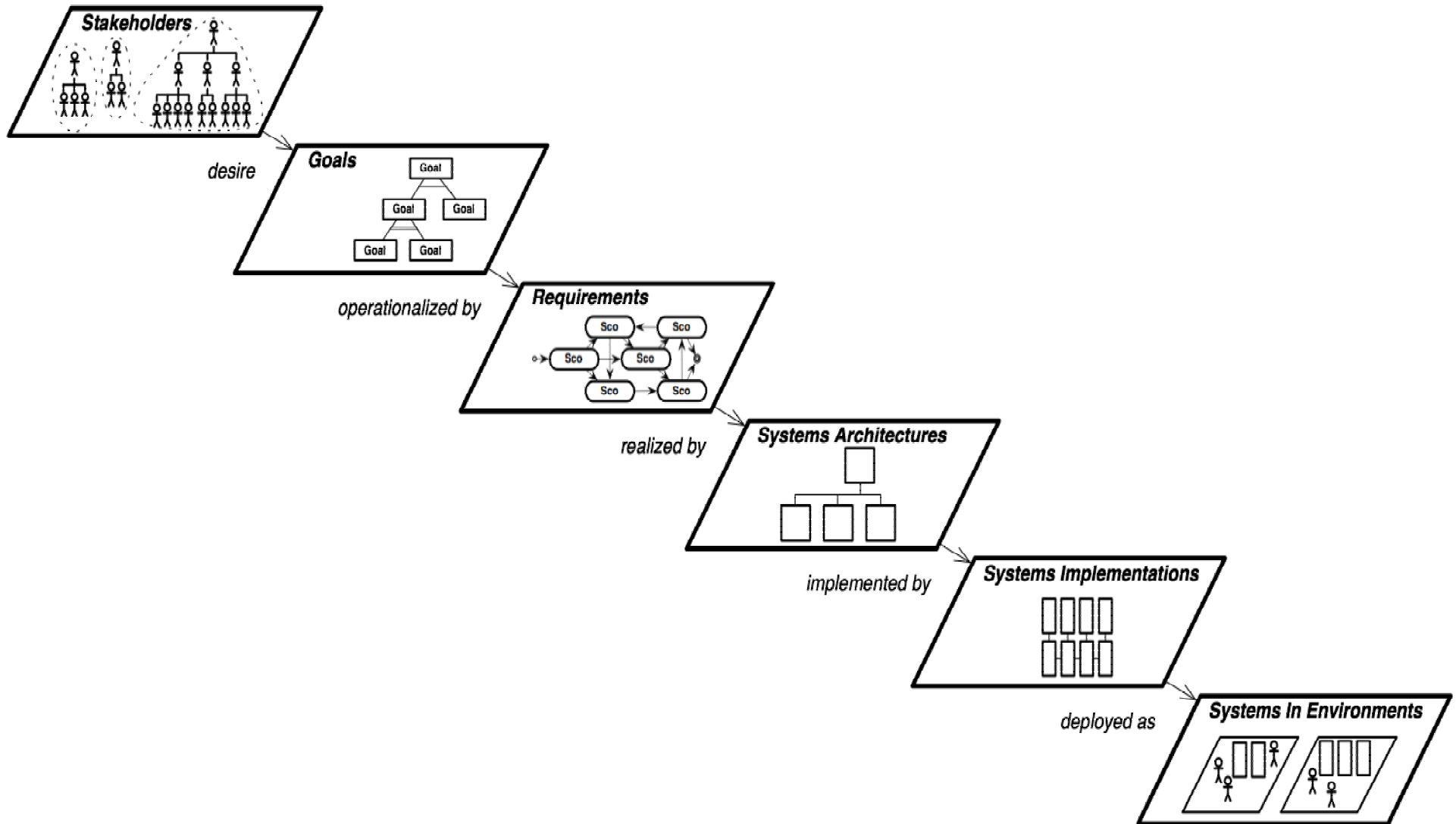
Stakeholders use Deployed Systems



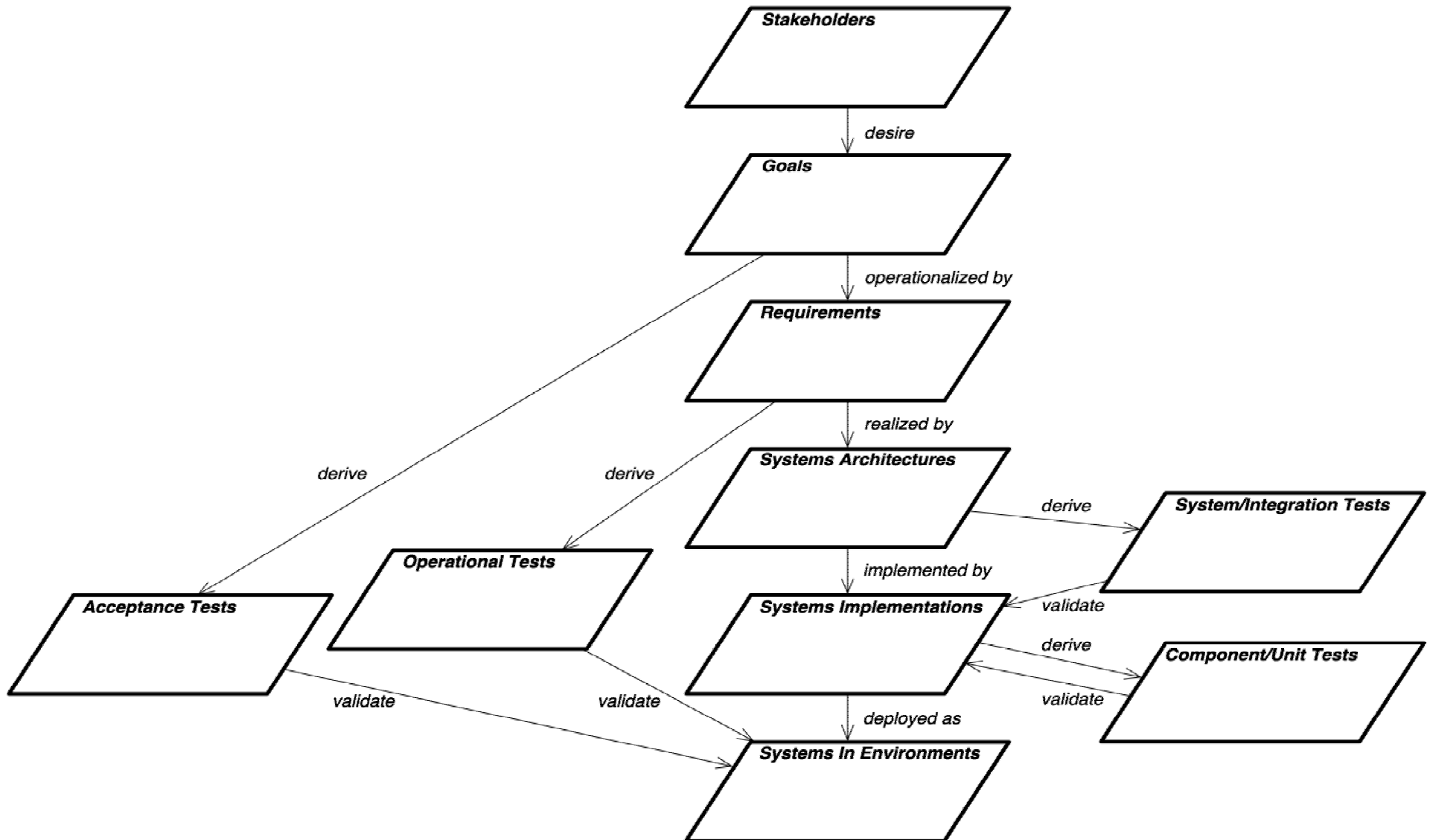
Stakeholder-to-System Lifecycle



Artifact Details at Lifecycle Layers



Add Testing to Lifecycle



Some Challenges/Opportunities

- ◆ Stakeholders and Goals modeled explicitly
 - Stakeholder goal analysis
 - Acceptance Testing derived from Goals
- ◆ Requirements modeled explicitly
 - Traceability between Goals and Requirements
 - Will this change how we model Requirements?
 - » Scenarios
 - Operational Testing derived from Requirements
 - » Scenario-based Testing
- ◆ Deployed systems modeled explicitly
 - Testing of deployed systems
 - » Residual Testing

Highlights and Future Work

- ◆ A complete lifecycle should not ignore
 - Stakeholders, goals, goal networks, scenarios, scenario networks, episodes, concerns, aspects
 - Testing of the above, Traceability among all of the above
- ◆ We are doing (or wanting to do) work in
 - goal analysis and goal decomposition
 - Scenario composition, scenario refactoring, scenario analysis (including episodes)
 - Design and implementation using concerns and aspects (for cross-cutting concerns)
 - Scenario-based testing, aspect testing, residual testing
- ◆ Possible cooperation and collaboration with Aerospace
 - Applying and validating ideas
 - Templates/frameworks for goals/scenarios