

# Seminar

# Software Product Lines and pure::variants

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# Who Needs Product Lines?

**SIEMENS VDO**  
A u t o m o t i v e



Mercedes-Benz



# About pure-systems

- **Business Areas**
  - Development Tools
  - Software Development
  - Consulting & Professional Services
  - Training
- **Customer**
  - Mainly embedded systems manufacturers
- **Founded 2001, Location Magdeburg, Germany**



# Presenter

- Danilo Beuche
  - 2001-\*: managing director pure-systems GmbH, Magdeburg, Germany
    - consulting in embedded software development and product line development
  - 1997-2003: Research assistant/PhD Student University Magdeburg, Germany
    - PhD on Software families for Embedded Systems
    - operating systems group, focus embedded operating system families
  - 1995-1997: Research associate GMD FIRST Berlin, Germany
    - parallel operating systems group, focus on families



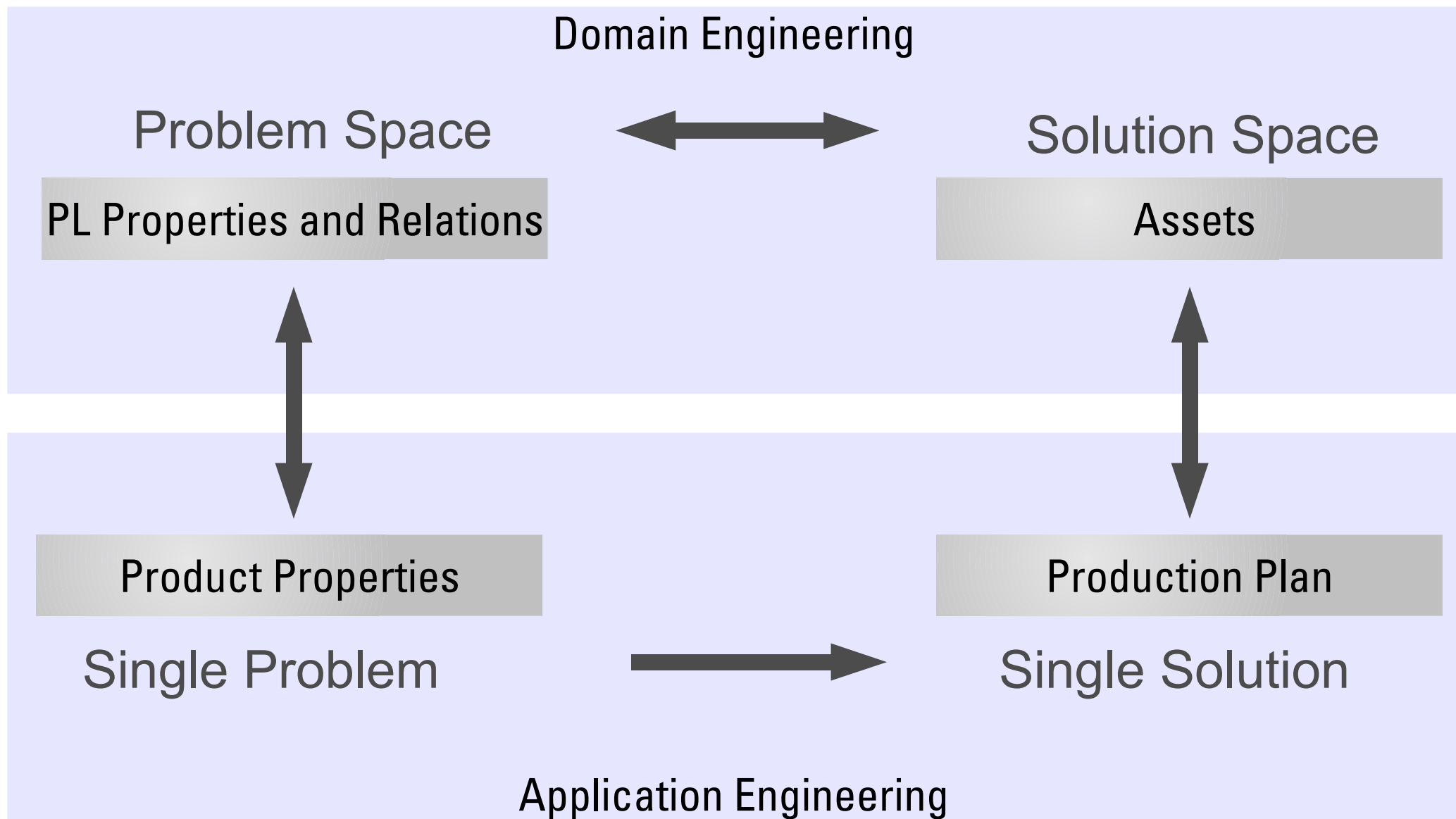
# Introduction to Software Product Lines

# Terminology

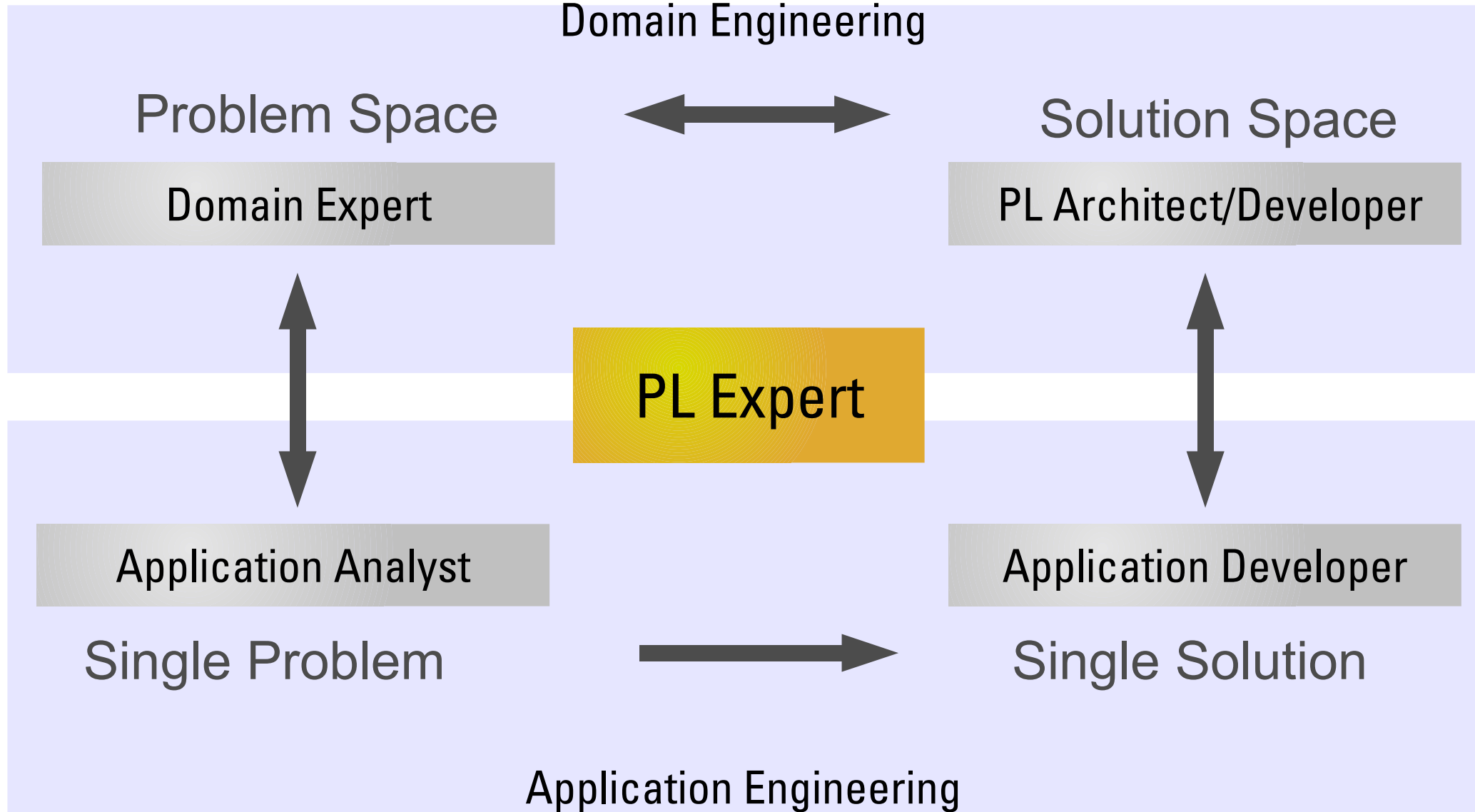
- Software Product Line terminology is used throughout the seminar:
  - Problem Space vs. Solution Space
  - Domain Engineering vs. Application Engineering
  - Variant vs. Version
  - Variation Point
  - (Core) Assets



# Terminology (2)



# Terminology (3)

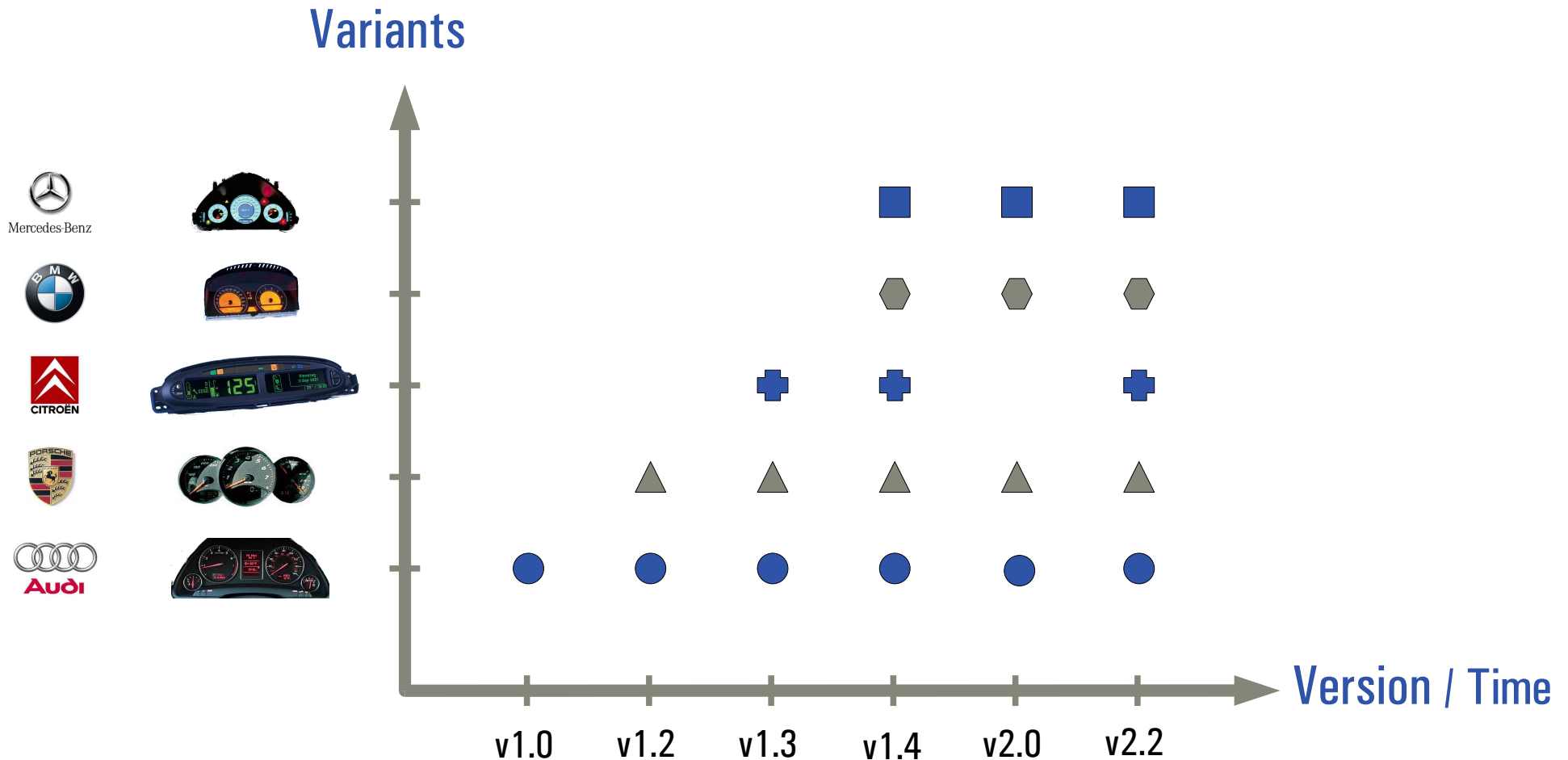




# The Version Hell

	Product 1	Product 2	Product 3	Product 4
Component A	1.0	1.1	1.3	2.0
Component B	1.0	1.2	2.1	2.4
Component C	1.0	1.0	2.3	4.0

# Orthogonality of Variants and Versions



# Terminology (4): Version and Variants

- Version (also Revision)
  - Versions of an object represent the same object at different times. The object may or may not have changed in different versions.
- Variant
  - Variants represent objects with different user-distinguishable properties. They are derived from a common base object .



# Terminology (5): Variant vs. Version

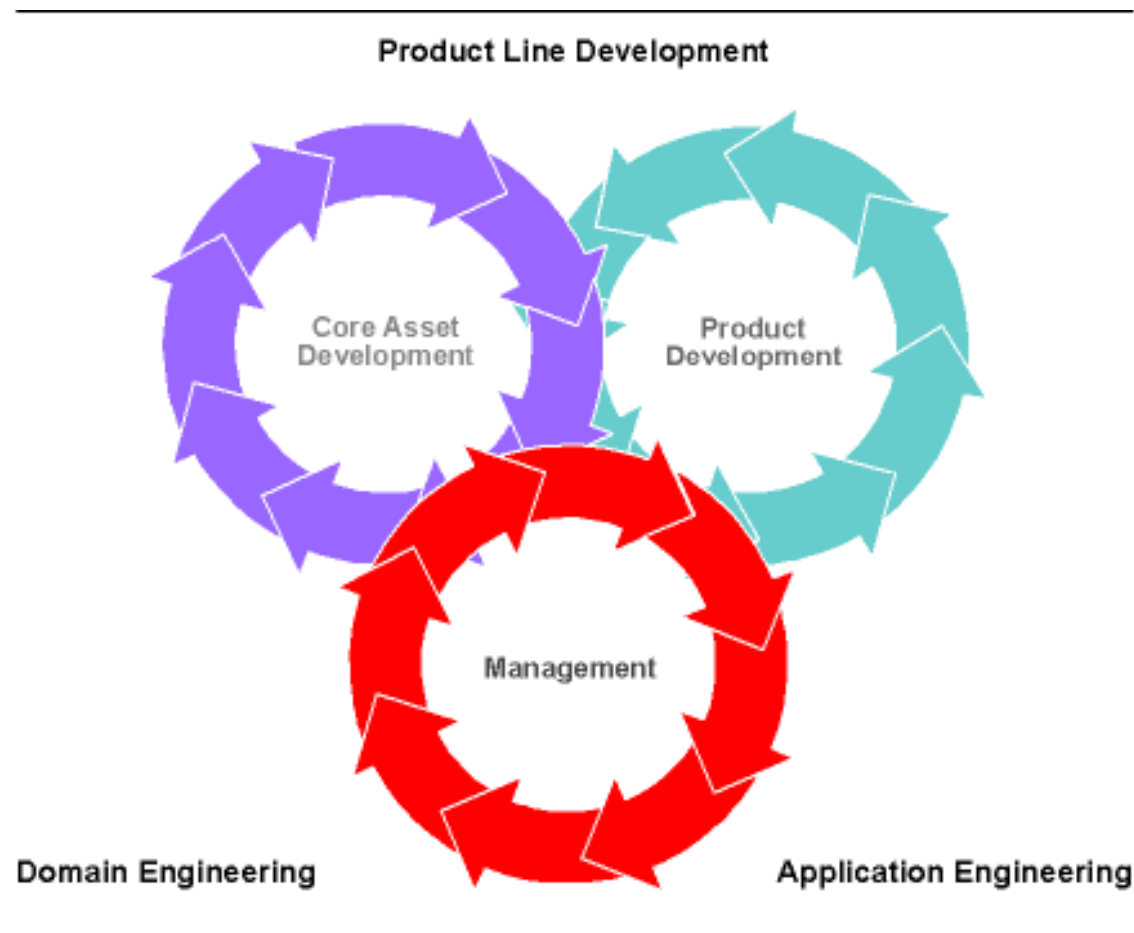
- Variants may be represented by versions
  - Variants may be derived from a single version
  - A single variant may over time be derived from different versions of an object
- ▶ In single system development variant and version are often used interchangeably, when variants are exclusively represented by changes over time and are thus always coupled to a specific version.

# Terminology (6): Variation Point

- Variation Points
  - identify all places where members of a product line may differ from each other
  - exist in problem and solution space
  - have a binding time such as compile time, link time or run time.
  - Example:
    - Problem space:  
“The car has either two or four passenger doors”
    - Solution space:  
#ifdef / #else / #endif encapsulated code fragments

# Quick Look at SPL-Development

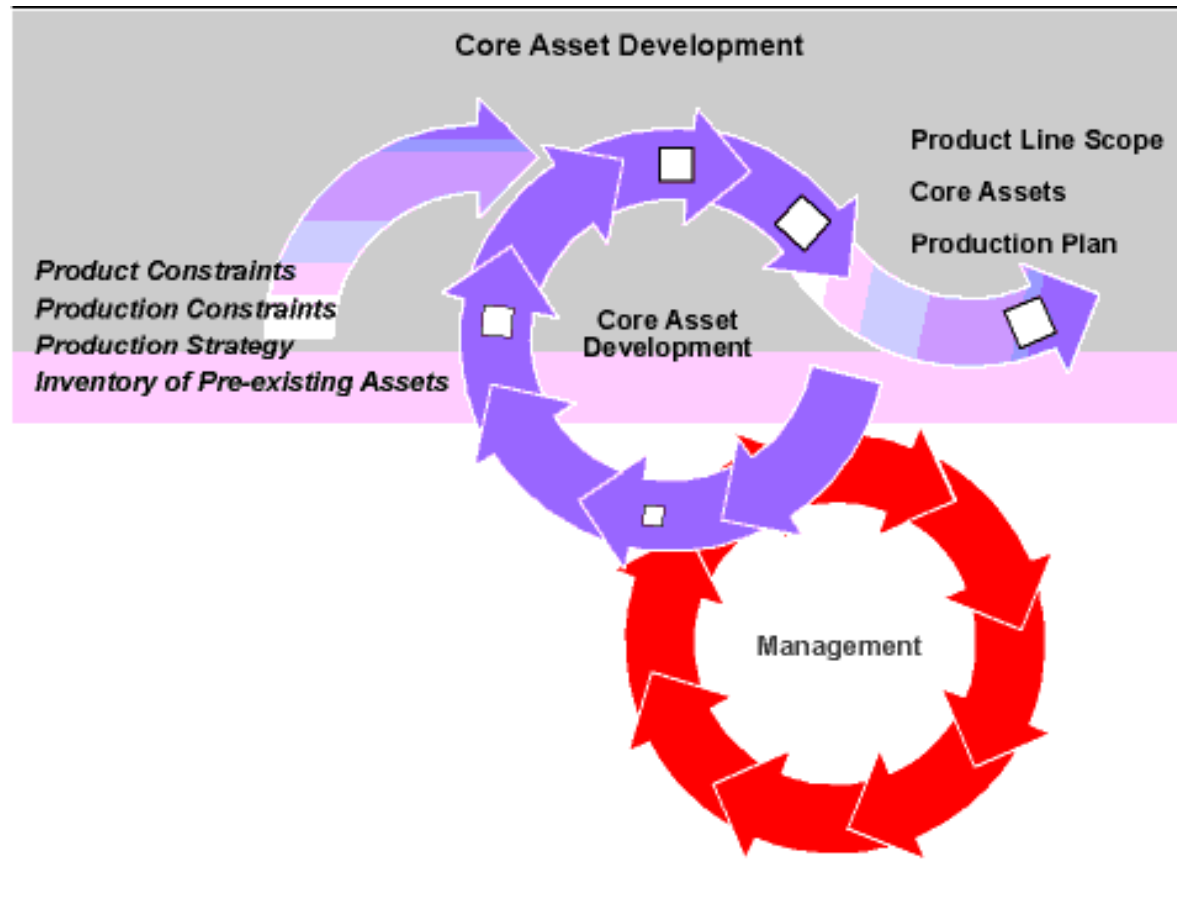
## Essential SPLD Activities (SEI SPLP Framework)



Taken from SPLPFW 4.2, copyright SEI CMU.

# Quick Look at SPL-Development

## Core Asset Development I/O (SEI SPLP Framework)



Taken from SPLPFW 4.2, copyright SEI CMU.

# It is all about Economics

Parnas (1976):

„We consider a set of programs to constitute a family, whenever it is worthwhile to study programs from the set by first studying the common properties and then determining the special properties of the individual family members.“





# Reuse



# Reuse Technology – Challenges

- no first level concept of variation points available
- variations cross-cut all levels
- low degree of formalization
- shared responsibility between stakeholders with very different perspectives



# Reuse Process - When and Why Reuse Fails (1)

- product development done by engineering companies
  - they sell projects typically based on the expected effort
- creating and maintaining reusable assets is more expensive than one-of-a-kind development style
  - technology mismatch for given domain/organisation
  - not enough education of stakeholders
  - highly parallel development of similar functionality in separate project teams



# Reuse Process - When and Why Reuse Fails (2)

- development of unused/unusable assets
  - application team does not use components developed by a specific core asset team
  - products do not meet acceptance criteria of customers
- management does not support development organization well enough
  - projects with a high degree of reuse tend to cost more in the beginning but managers want a cheap start



# Reuse - Key Issues

- Economics
- Education
- Communication and Coordination
- Technology



# Variant and Variability Management



# Variant and Variability Management

- takes care of description and maintenance of
  - variation point information for a product line (variability)
  - instances of the product line (variants)
- closes the gap between reusable assets and instances of them
- is all about dealing with complexity in various areas

# Variant and Variability Management

- ... is complex because
  - variability grows more or less exponentially
    - each option doubles the number of potential variants
    - each group of n alternatives still creates n-times more variants
  - it has to deal with anticipated and unanticipated variation requests
  - involves more stakeholders compared to single system development





# Variant and Variability Management with



**pure::variants**

# ALM and Variant Management

pure-systems

## Variant Management with pure::variants

	Portfolio Management	Requirements and Analysis	Design and Development	Configuration Management	Quality Management
Borland	Tempo	Caliber RM	Together	StarTeam	Silk
IBM	Portf. Manager	RequisitePro	Softw. Architect	ClearCase	ClearQuest
Telelogic	Focal Point	DOORS	TAU/Rhapsody	Synergy	Tester/Change
MKS	Portfolios	Requirements		Source	Test Managem.

## Application Lifecycle Management (ALM)

## Integration into Development Processes

- keep and use existing code base and tool environment
- version management support
- independent from technology

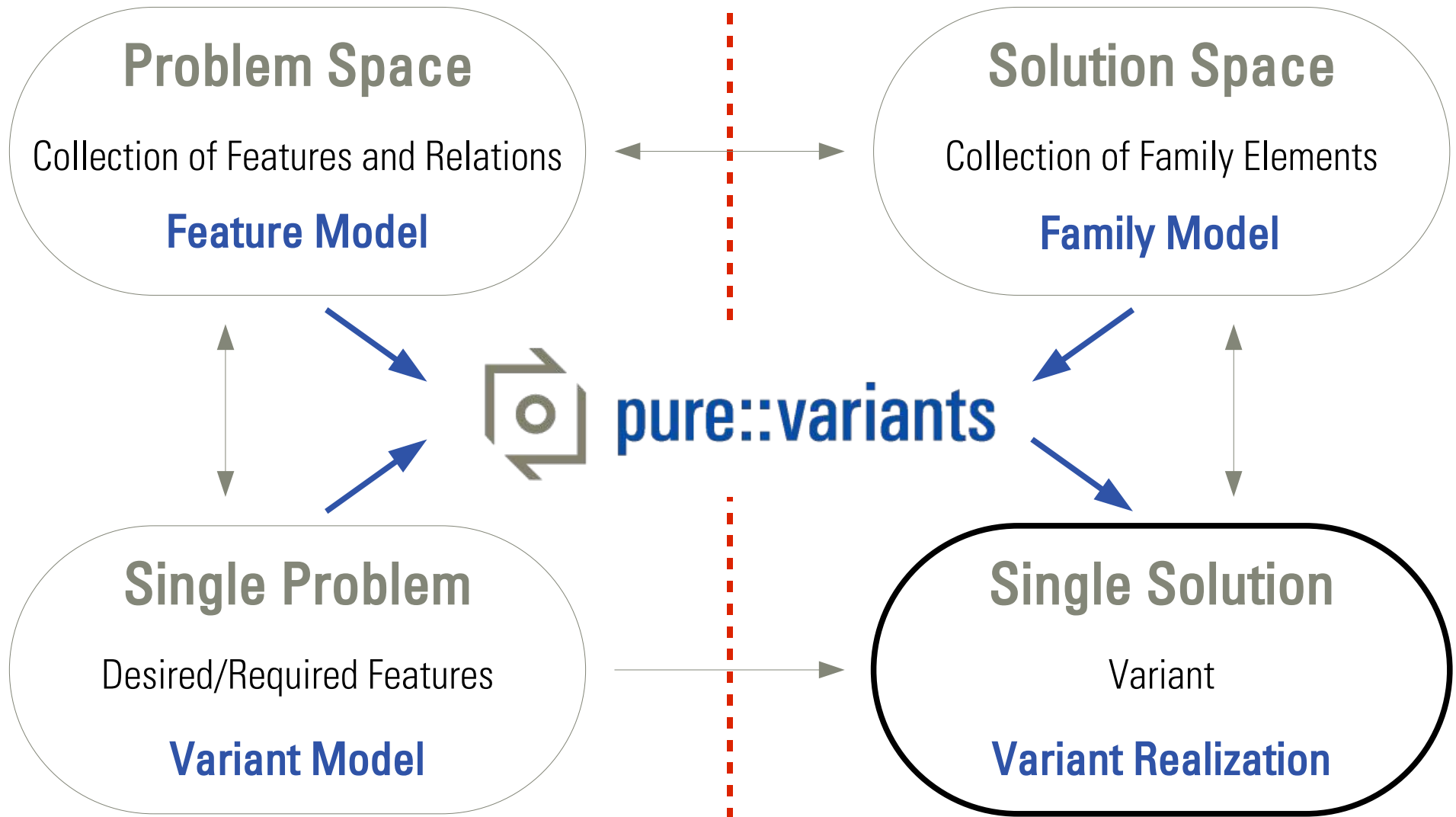
## Efficient Variant Modelling

- accumulation of configuration knowledge
- validation of variant configurations

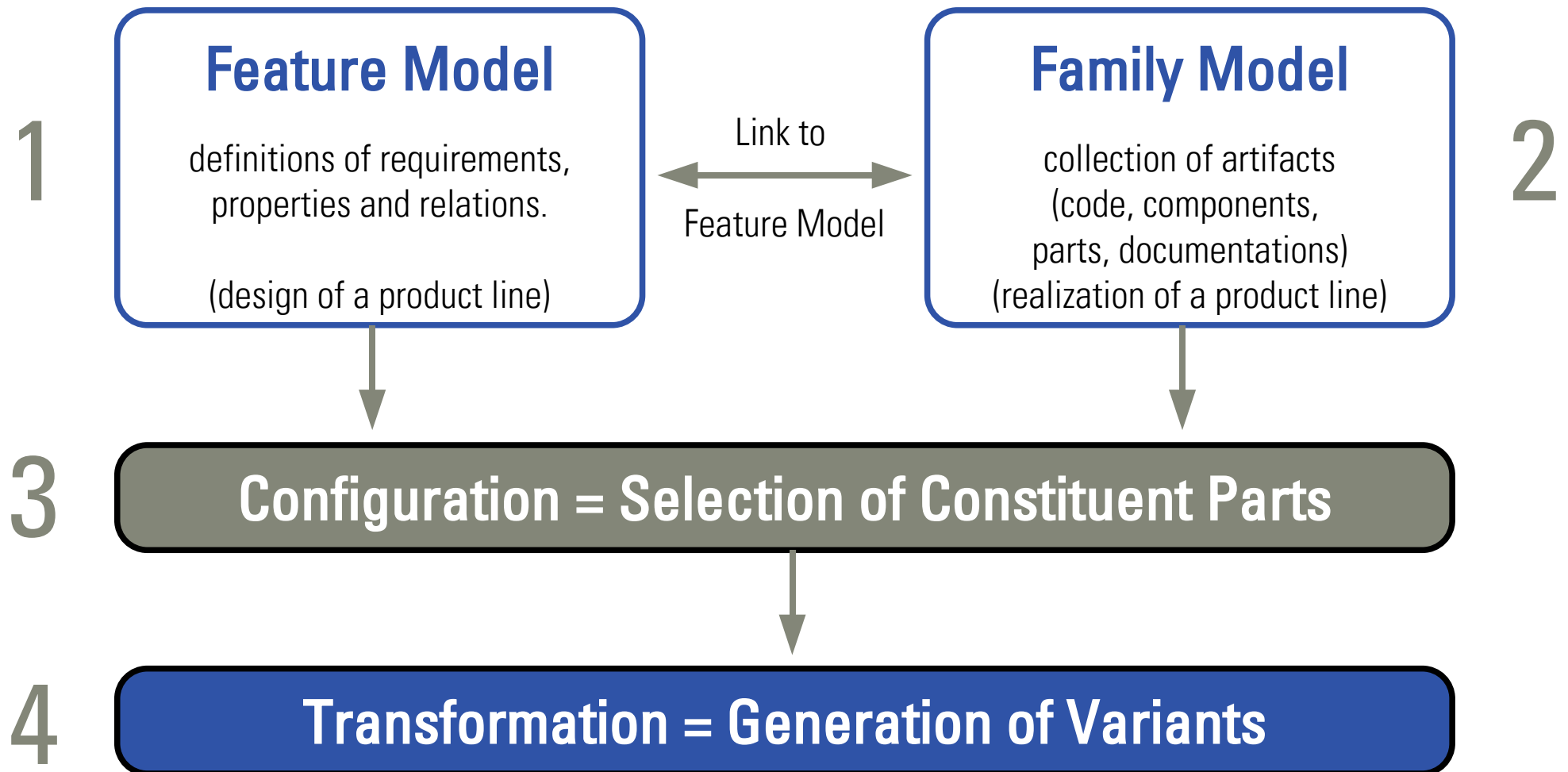
## Automated and Resource-Efficient Variant Generation

- source code packaging (e.g. from version management repositories)
- generation of code, documents, bills of material

# Development with Variant Management



# Workflow with pure::variants



# Example Weather Station: Product Variants

## Variant

## Feature

---

Thermometer:

Display, Temperature

Indoor:

Display, Temperature, Pressure

Outdoor:

Display, Temperature, Pressure, Wind

Deluxe:

+ PC Data Recording

Internet Edition:

+ TCP/IP

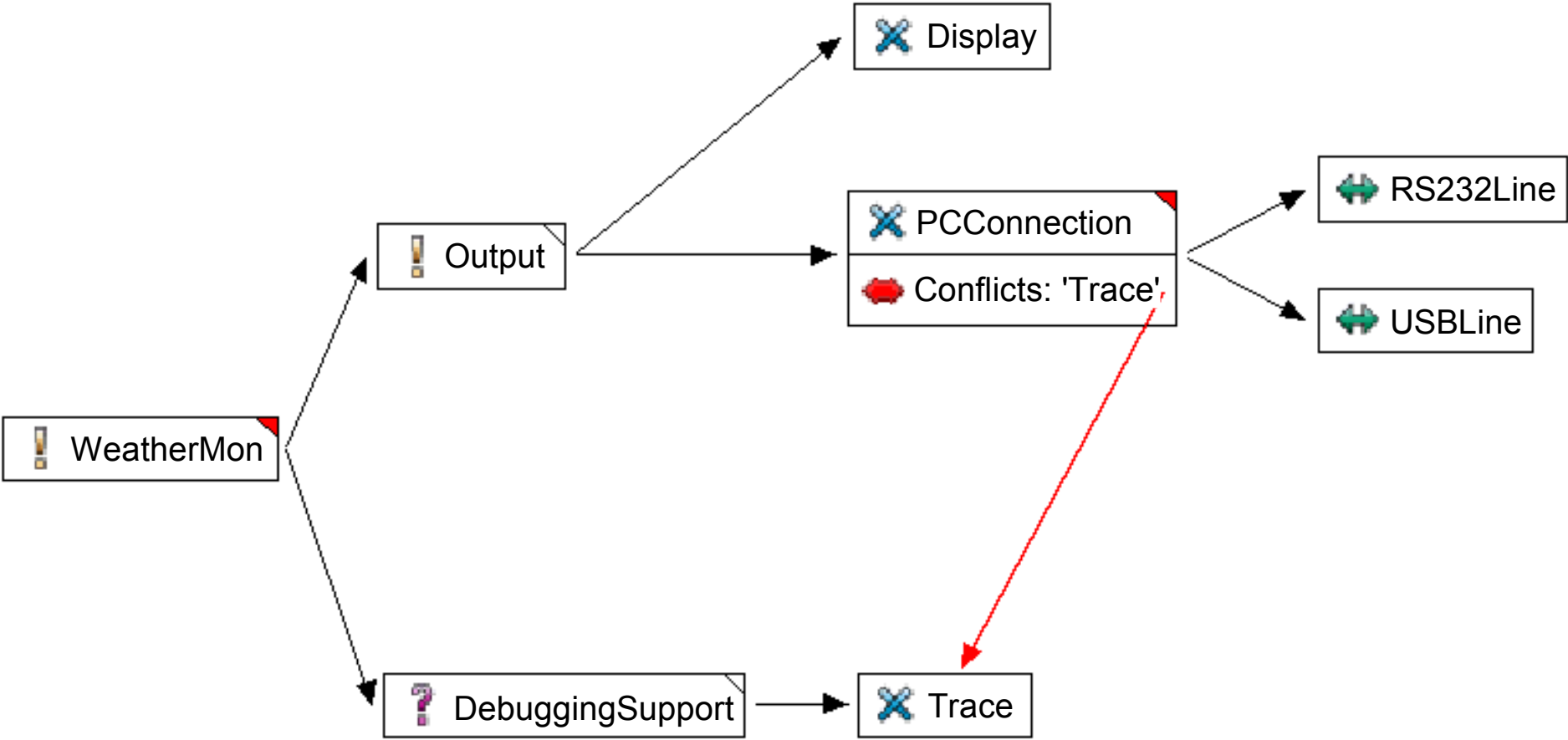
PC Interfaces:

+ Serial Interface RS232

+ USB Interface



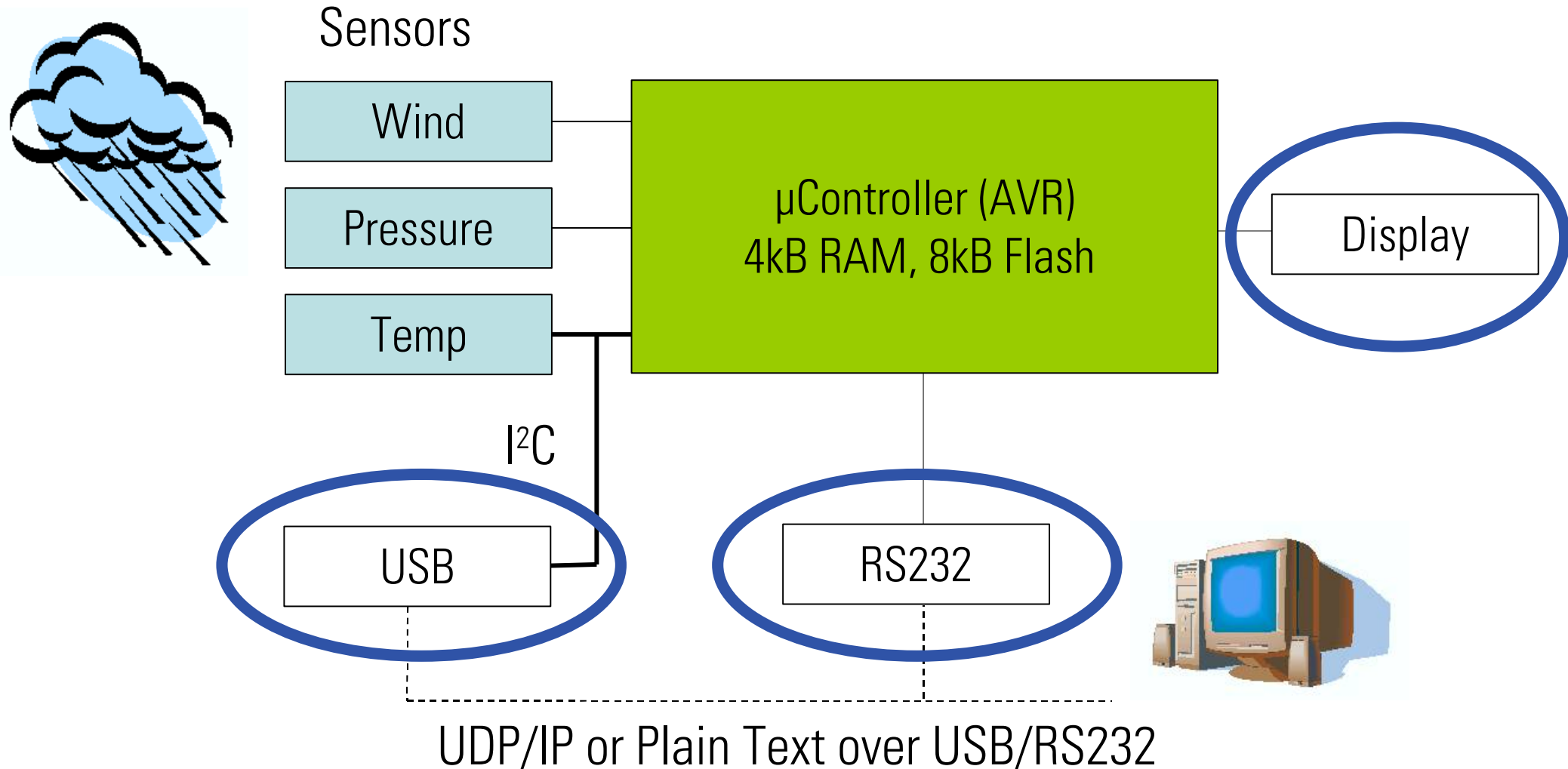
# Problem Space – Feature Model



partial view

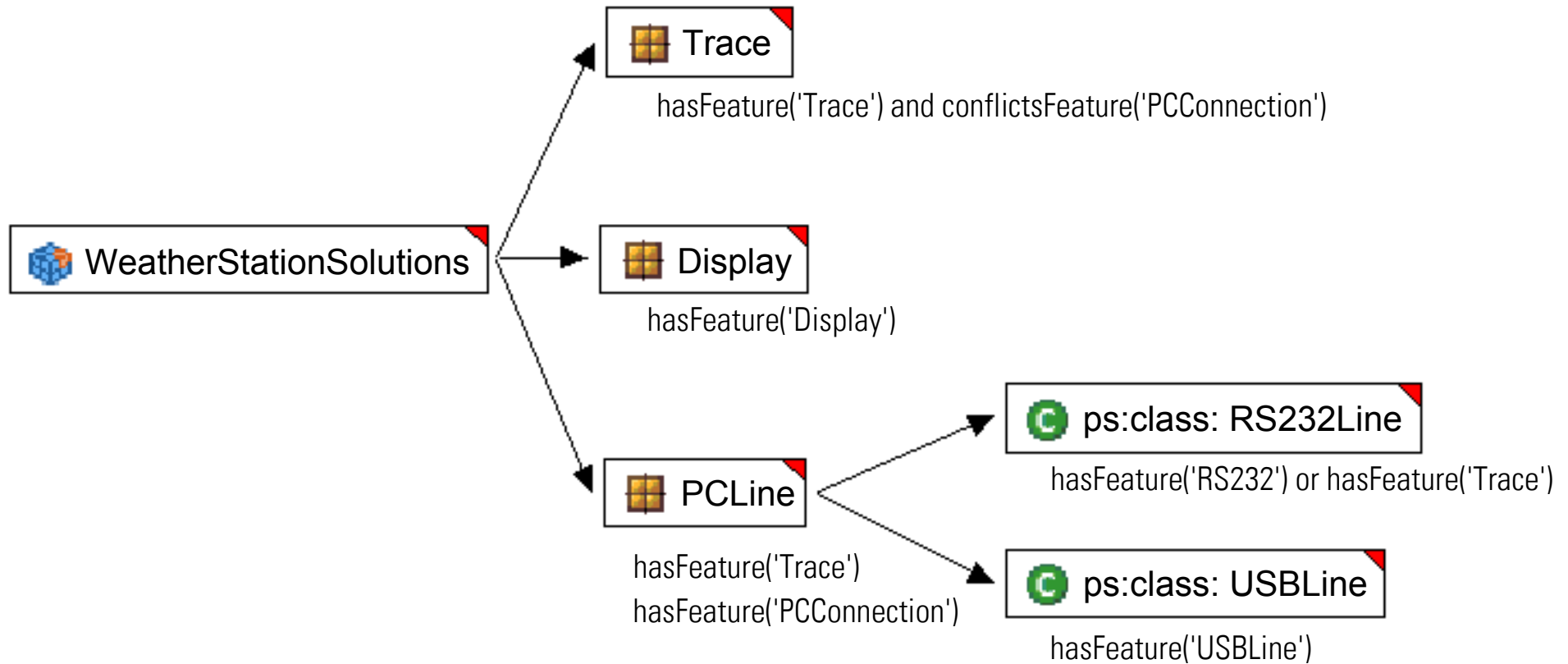


# Example Weather Station: Hardware





# Solution Space – Family Model



partial view



**at work**

# Product Variants

## pure::variants Professional

- models are stored locally in file system as XML
- collaboration using standard software configuration management tools such as CVS, Subversion, Perforce, ...
- versioning and branching handled by software configuration management tool

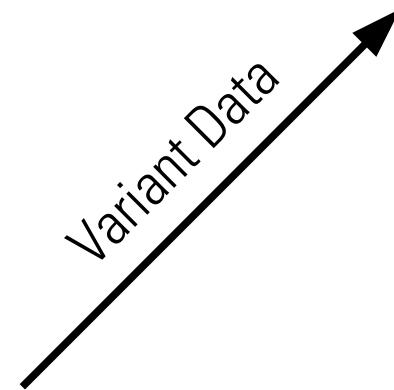
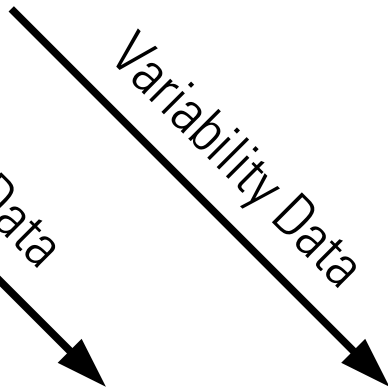
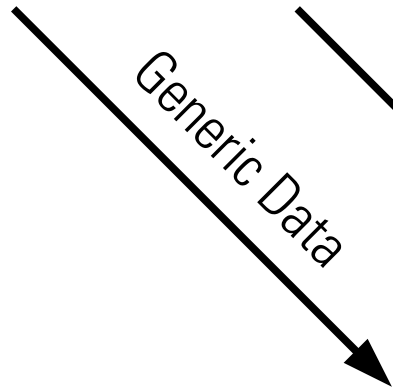
## pure::variants Enterprise

- models are stored in a centralized database
- collaboration in real-time, changes will be automatically visible to any connected user
- integrated reporting and history
- versioning and branching handled by pure::variants server
- all functionalities of p::v Professional

- full support for japanese user interface in pure::variants 3.0



# Product Integration



**pure::variants**



# Extensions

Extensions integrate `pure::variants` optimally into existing tool chains.

- Synchronizer for **DOORS**
- Synchronizer for **CaliberRM**
- Connector for **MATLAB / Simulink**
- Connector for **Source Code Management**
- Connector for **Version Control Systems**
- Connector for **SAP**
- Connector for **ClearQuest**
- Connector for **ClearCase**
- Connector for **Bugzilla**
- Connector for **Reporting with BIRT**



**Borland**



**CVS**



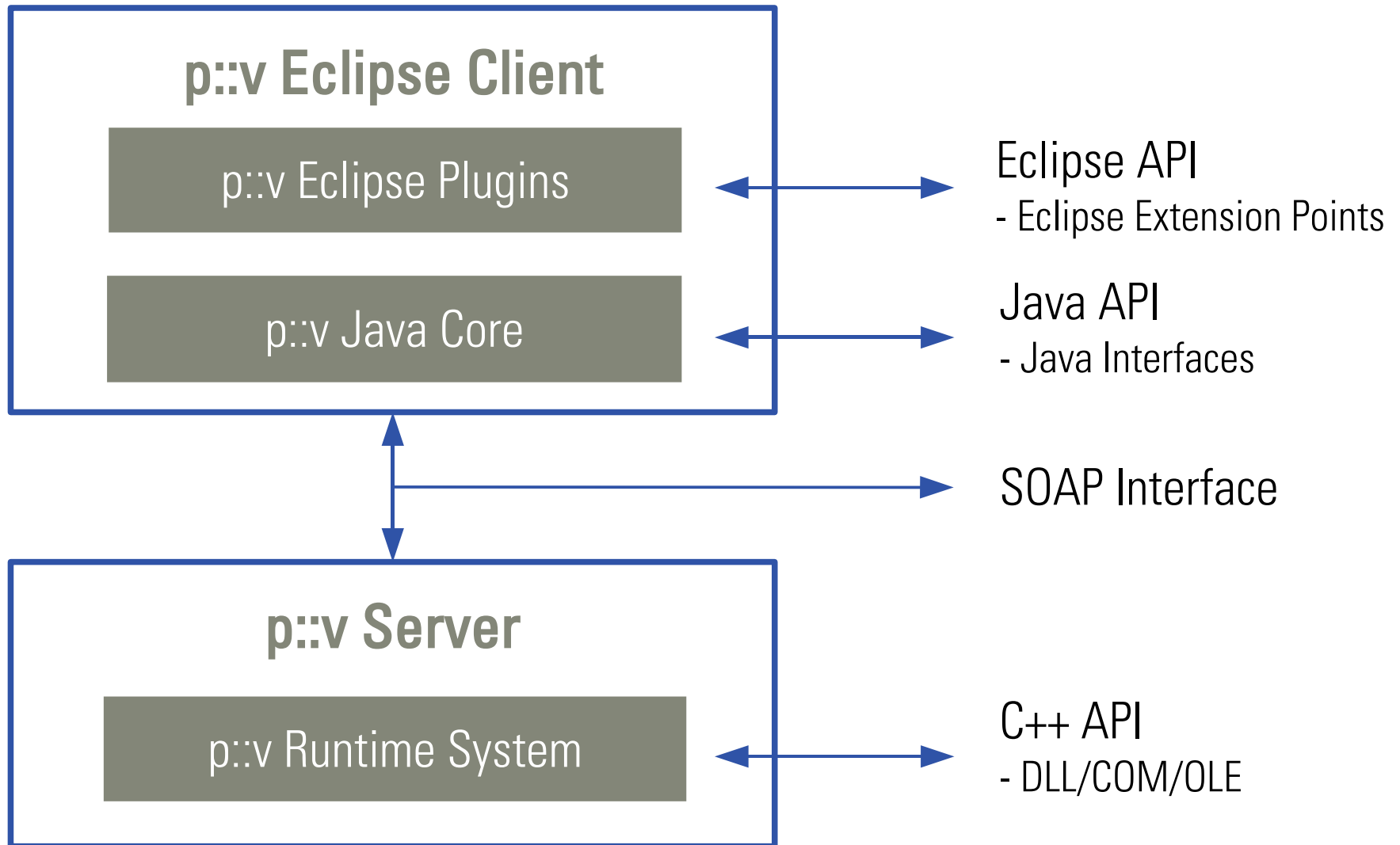
**Rational** software



**BIRT**



# Integration Interfaces



# Example Danfoss

## Problem

- For 4 market segments control software is provided by different, worldwide distributed teams (about 70 persons). Software is based on very similar hardware.
- Reuse mostly „ad-hoc“.
- Cost and development effort were high.

## Task

- Migration to controlled and systematic reuse based on common software platform.

# Example Danfoss

## Our Role

- Participation during process definition
- Coaching and evaluation of newly setup platform team
- Supporting the migration to pure::variants

## Results

- 1<sup>st</sup> stage of migration finished successfully after 6 month: all projects develop based on common platform
- 2<sup>nd</sup> stage of migration (introduction of pure::variants) almost completed
- Double number of products with about the same development capacity



# Example Automotive Supplier

## Problem

- Configuration of control software with about 2000 features could not be handled efficient manually.

## Task

- Modelling of complete configuration knowledge in pure::variants and generation of configuration files.
- Distributed real-time remote access to models and configurations.

# Example Automotive Supplier

## Our Role

- Product supplier
- Adaption of pure::variants to customer demands: integration of customer specific rule language.

## Results

- Configurations are created in minutes instead of days.

# Transforming Legacy Systems into Software Product Lines

# Transition and the SPLP-Framework

- Basically, the transition process is used to collect and create all information described in the framework from pre-existing artefacts
- What is different to a start from the scratch?
  - Much required information is already present, only hidden.
  - Changes to processes and artefacts may be hard to achieve. It is more complicated to introduce adequate processes and/or artefacts.

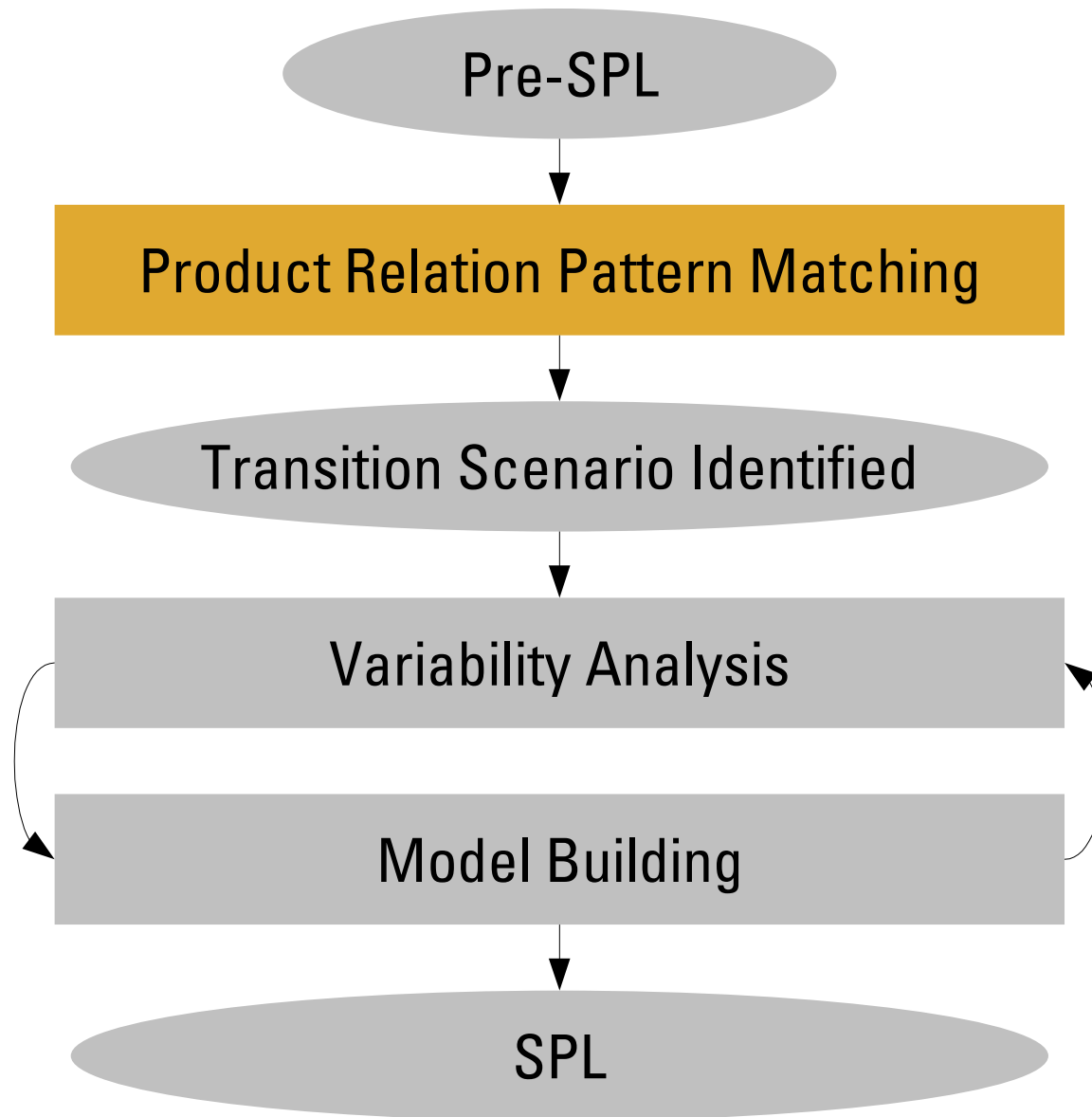


# Questions Before Starting a Transition

- What is missing for a SPL/SPLD in my organisation?
  - Is it...
    - ... systematic core asset development?
    - ... problem and solution space specifications?
    - ... applications build on top of p-space& s-space?
- Why make the transition?
  - Is it...
    - ... overall development cost reduction?
    - ... shorter development time for similar products?
    - ... increased product quality?
    - ... ?

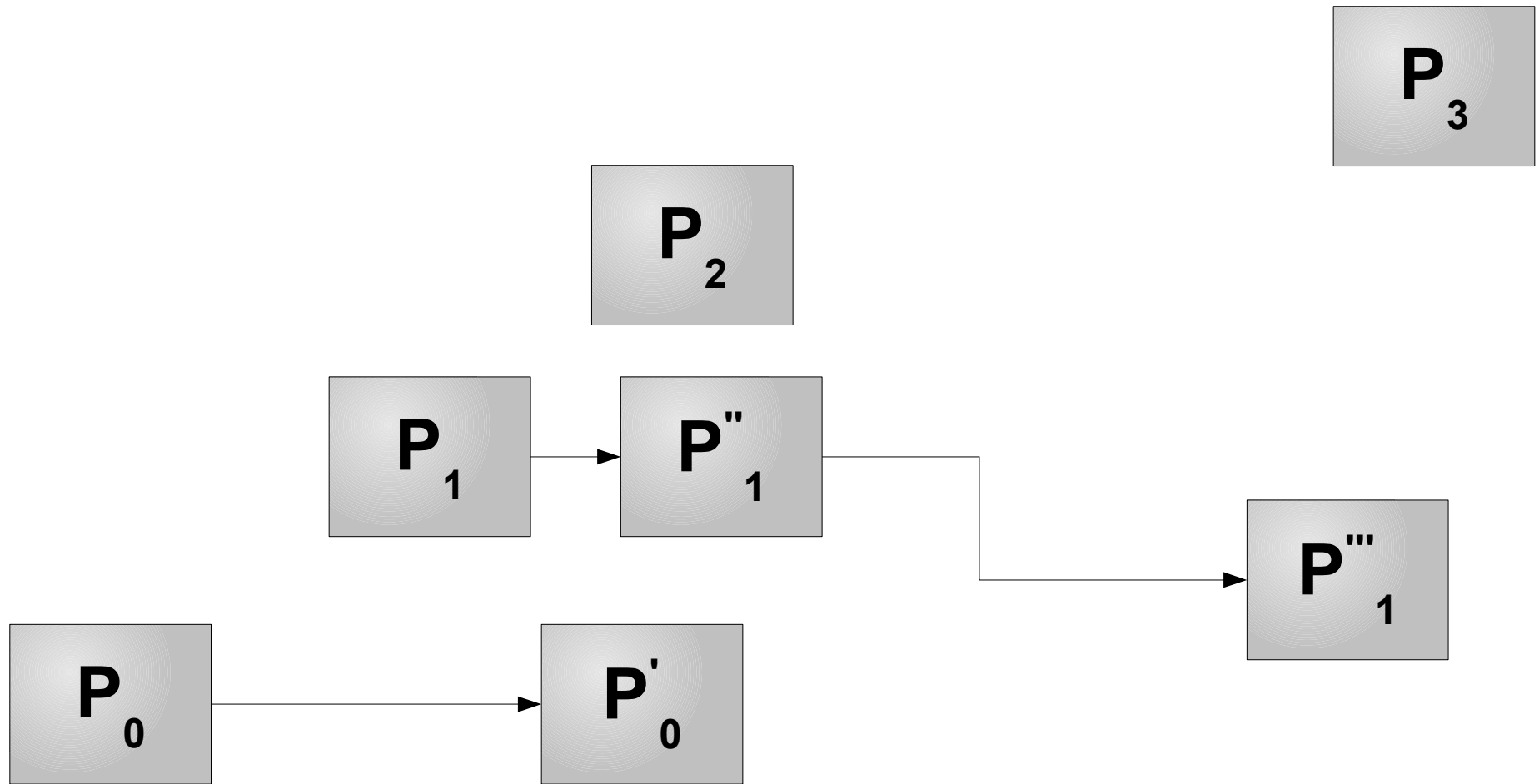


# Transition Steps



# Product Relation Pattern: Product Forest

No shared software core assets  
Similar user-visible functionality



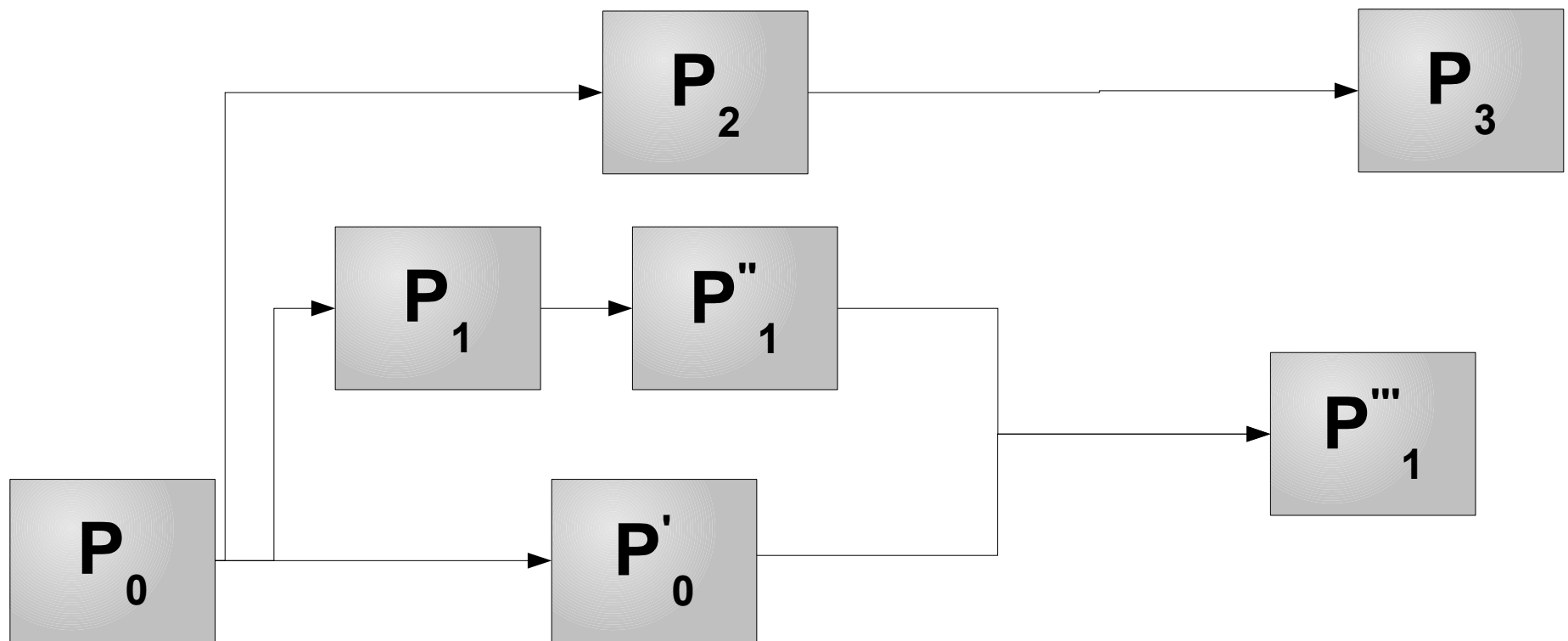
Time 



# Product Relation Pattern: Product Bush

Shared software core assets

Product variation through development path branching



Time 



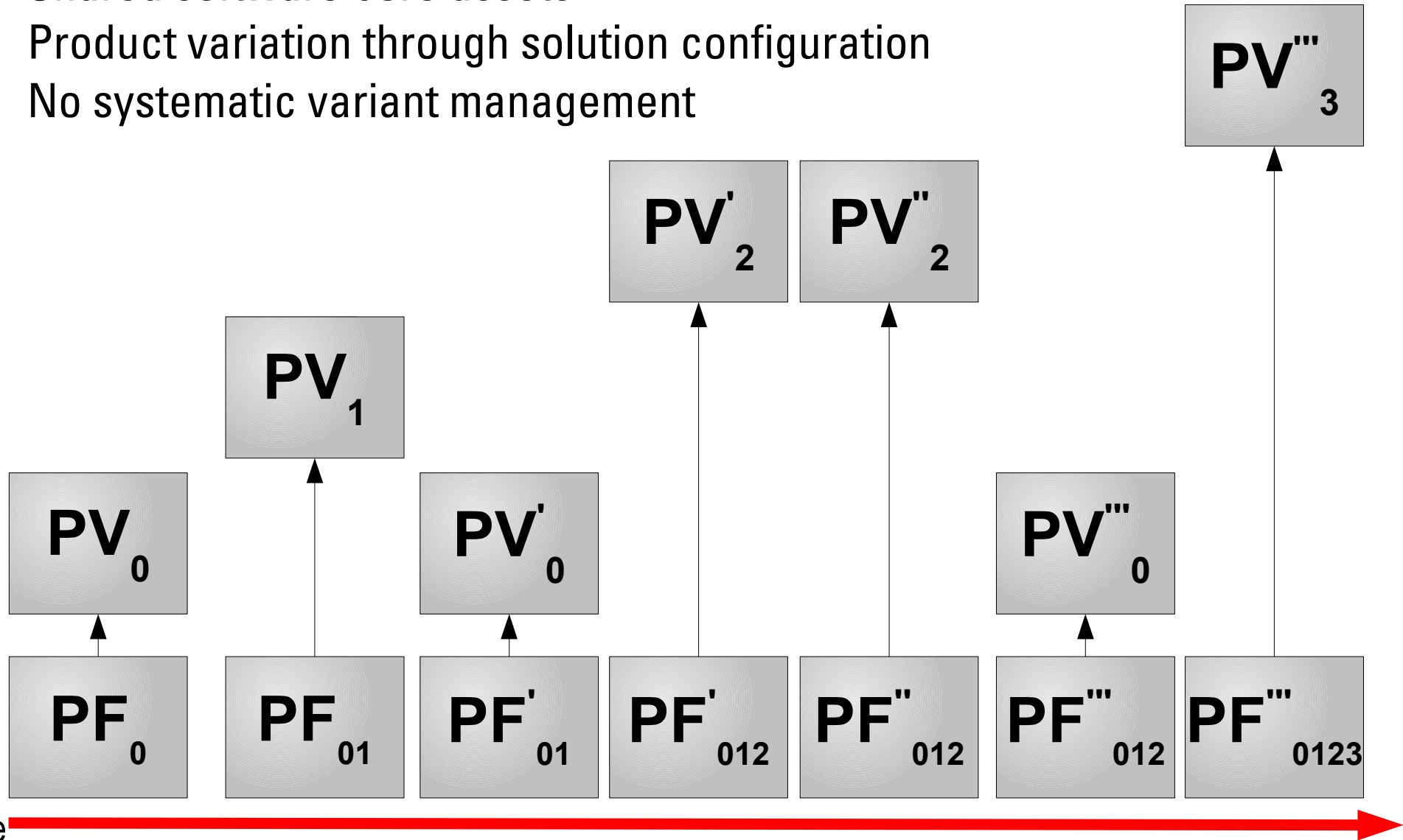


# Product Relation Pattern: Product Gang

Shared software core assets

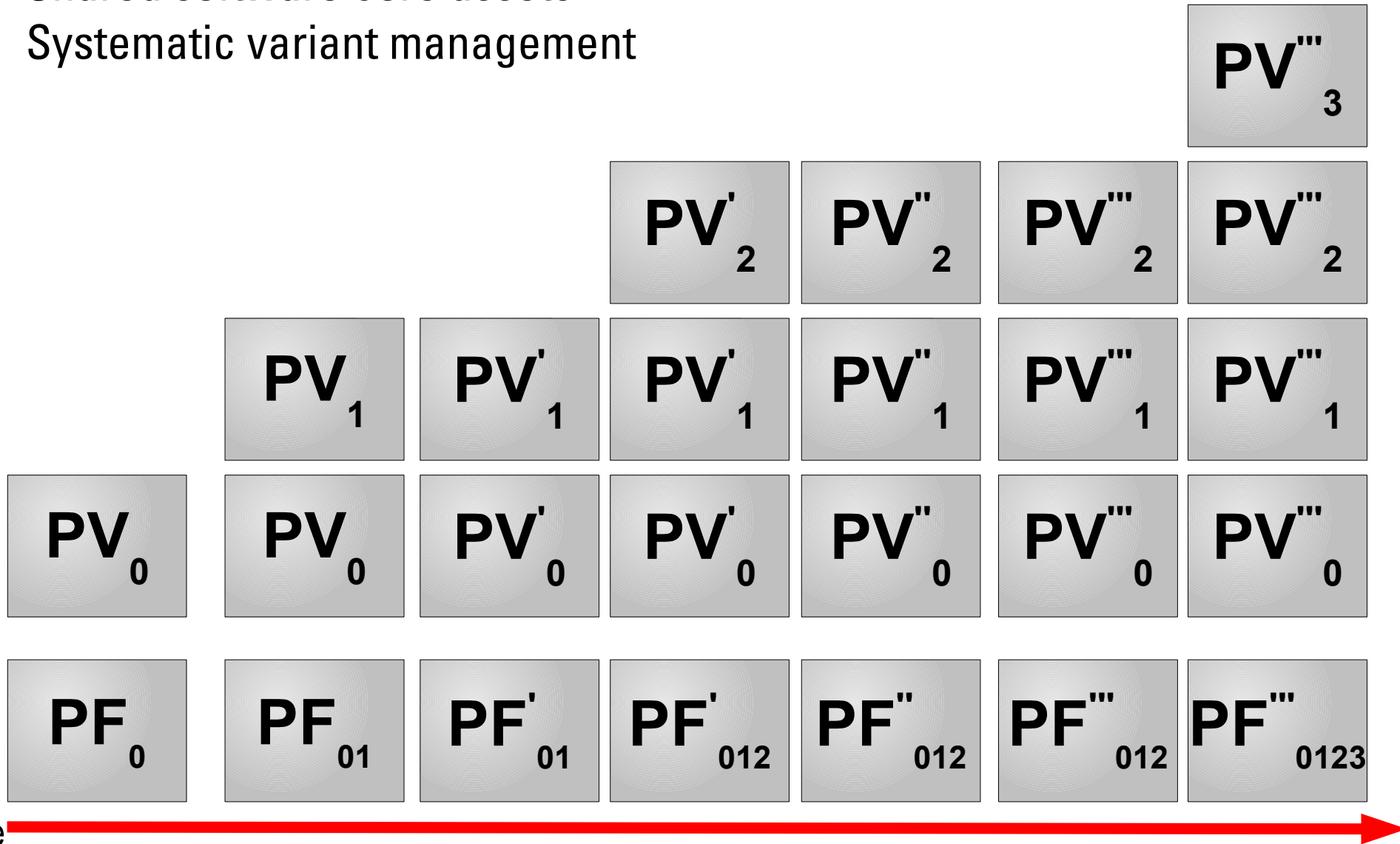
Product variation through solution configuration

No systematic variant management



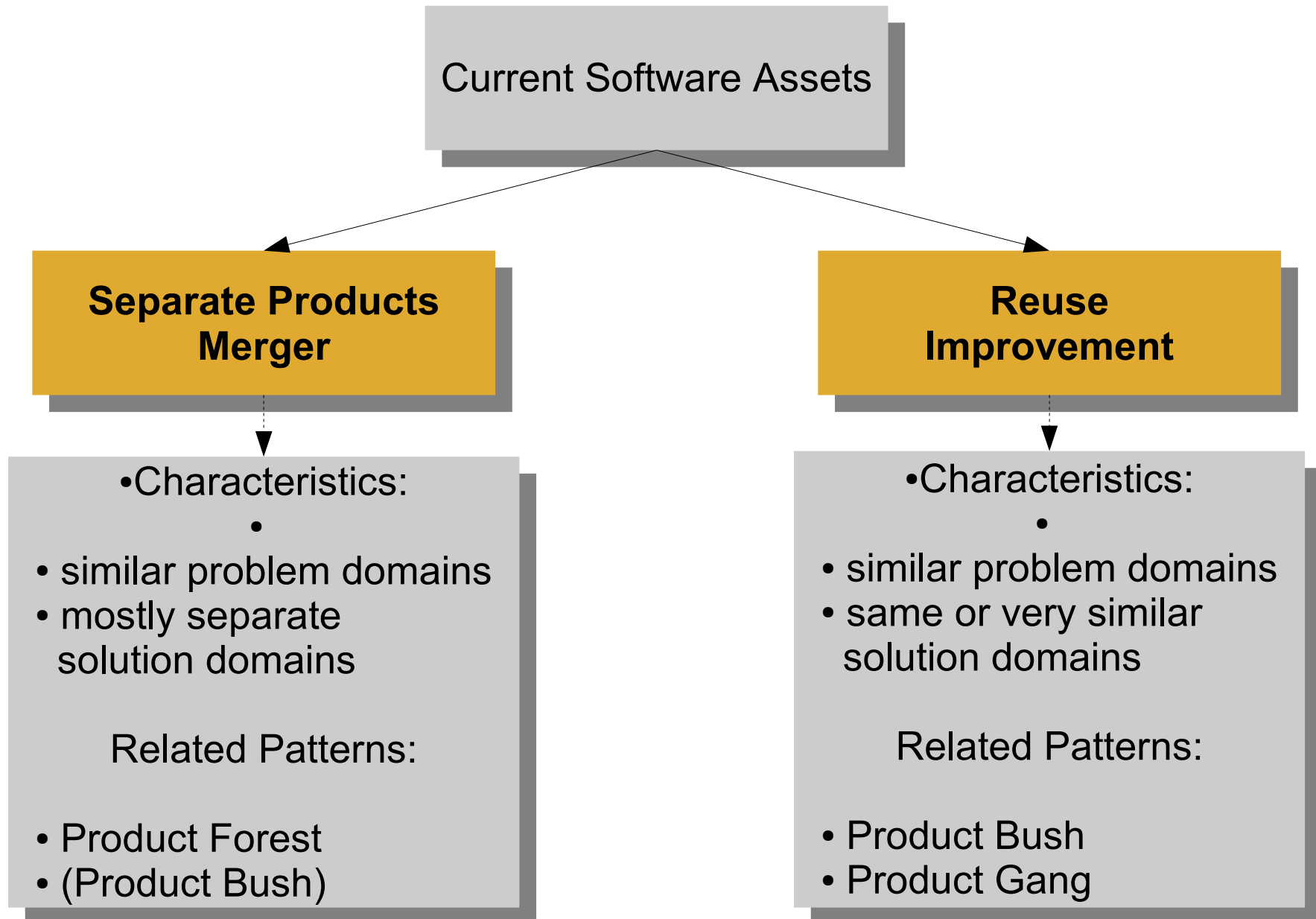
# Product Relation Pattern: Product Family

Shared software core assets  
Systematic variant management

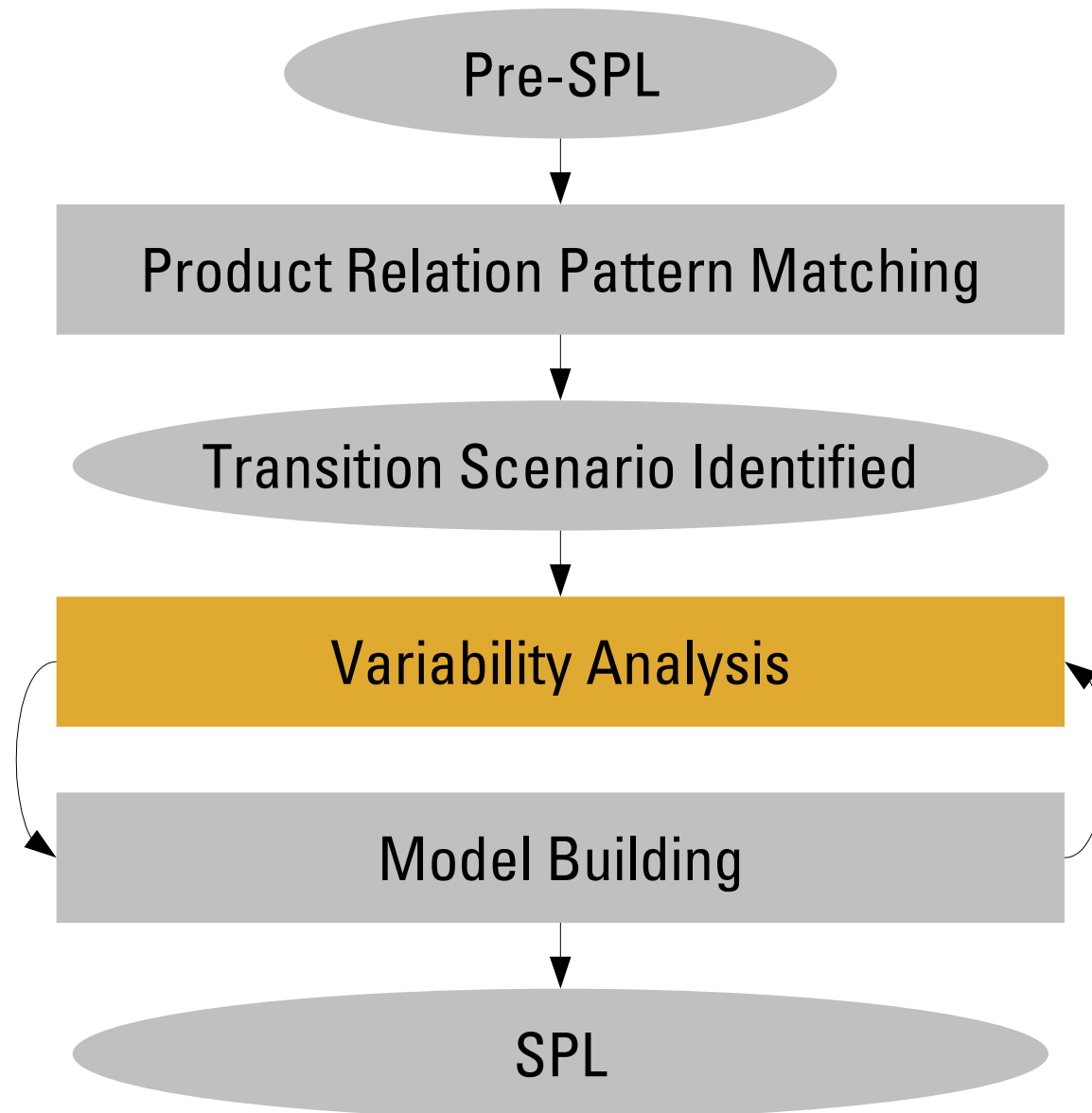


Time

# Transition Scenarios



# Transition Steps



# Variability Analysis

- What to do:
  - Identification and extraction of (potential) variation points of the product line
  - Extraction of variation point constraints
- Where to look:
  - source code
    - structure, algorithms, technologies
  - documentation
    - user manuals, internal documents, code comments
  - management strategies
    - version control, configuration

# Variability Analysis (2)

- Results:
  - initial set of problem space variation points
  - initial set of solution space variation points
  - initial set of variation point constraints
- Purpose:
  - providing input for
    - product line scoping
    - problem space definition
    - core asset identification
    - production plan creation

# Variation Point Description

- A variation point description consists of
  - choices (features) available at that point
  - variation constraints ( requires/conflicts...)
  - space it belongs to (problem/solution)
  - relevance/importance w.r.t. product line variability
  - binding time
    - product configuration time, compile time, link time, installation time, user configuration time, run time
  - binding mode
    - static vs. dynamic
  - used variability pattern

# Analysis Direction

- Decide which direction to go:
  - forward: start with problem space variability
    - good if user manuals and/or product specification provide good insight into variabilities between existing products; works for product forests
    - permits to perform product line scoping w/o (closely) looking at the existing software assets
  - backward: start with solution space variability
    - good if software design and architecture reflect problem space closely; especially suited for product bushes and gangs
    - requires problem space variability extraction before product line scoping can be started





# Variation Point Extraction

1. Decide where to look for variability.
2. Build list of representative variation point patterns for your software.
3. Search for variability patterns in your input material:
  - manually
  - supported by tools



# Problem Space VP Extraction

- Typical inputs:
  - user documentation
    - installation and user manuals
    - white papers
  - development documentation
    - requirements specifications, use cases
    - architecture design documents
    - log files in version control system (esp. product bush)
    - configuration files (esp. product gang)
    - communication with customers (feature requests etc.)



# The Commonality and Variability Extraction Approach

- developed by Fraunhofer IESE in CAFÉ project as part of their **Product Line Software Engineering Framework**
- focusses on user documentation, but may be used also with development documentation
- operates on textual structure and text comparison



# CaVE - Approach

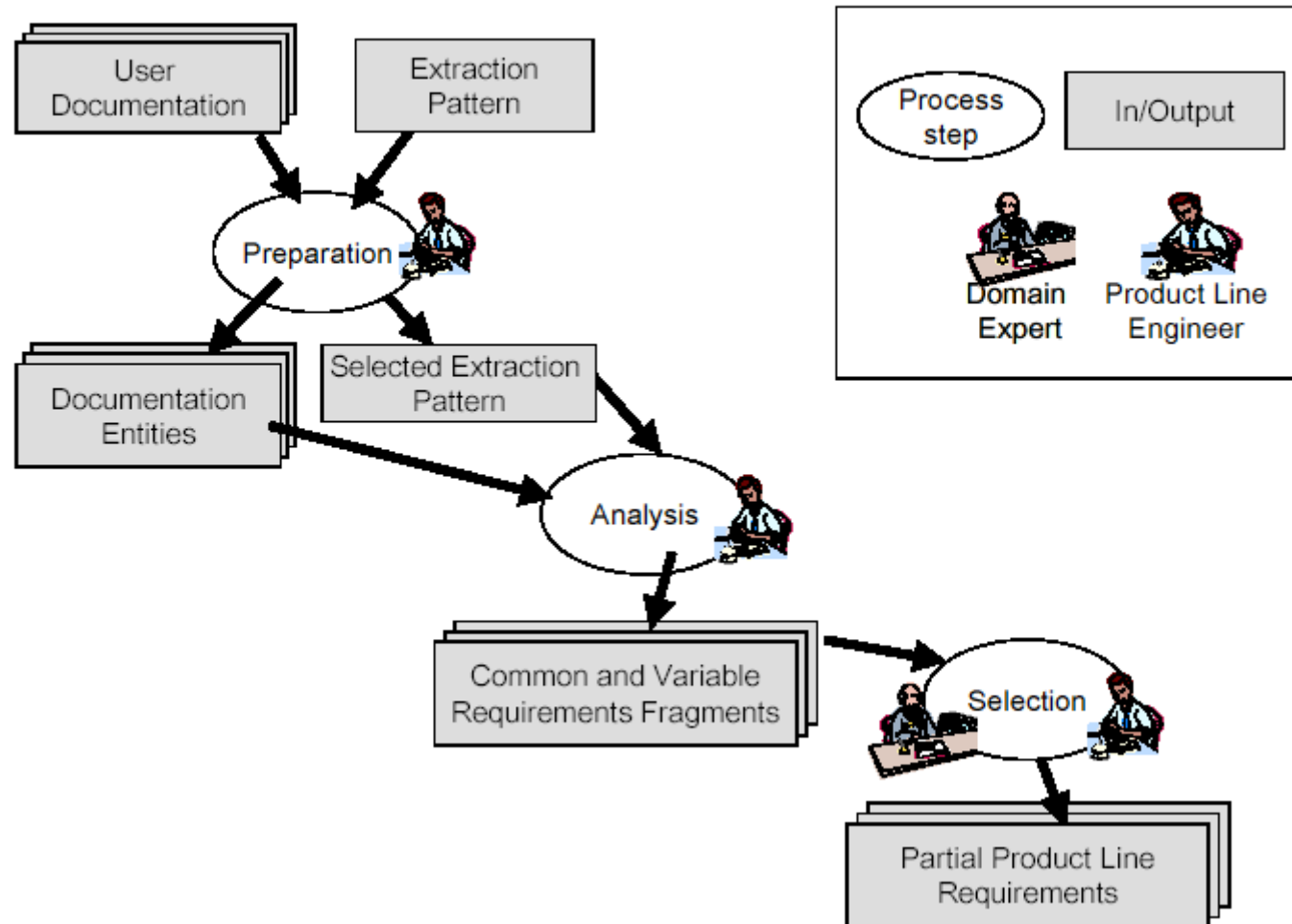


image © IESE 2004

# CaVE - Pattern Template

<b>Name</b>	The name of the pattern.
<b>Short Description</b>	A one sentence description of the pattern.
<b>Input</b>	The input model element.
<b>Output</b>	The output model element.
<b>Recall</b>	The average recall (the percentage of the total relevant elements retrieved by the pattern).
<b>Precision</b>	The average precision (the percentage of relevant elements in relation to the number of total elements retrieved).
<b>Value</b>	The value or relevance this pattern has for the stakeholder "domain expert" (given as --,-, 0, +, ++).
<b>Transition</b>	The input and output level for the pattern in the conceptual model.
<b>Long Description</b>	A longer description of the pattern, including keywords.
<b>Related Pattern</b>	A list of other patterns this pattern is related to (e.g. composed of these pattern).
<b>Example</b>	An example for an input element where the pattern holds and the elicited result.

# CaVE - Pattern Example (1)

<b>Name</b>	Headings
<b>Short Description</b>	Headings usually represent features
<b>Input</b>	Headings
<b>Output</b>	Feature
<b>Recall</b>	+
<b>Precision</b>	++
<b>Value</b>	-
<b>Transition</b>	Transition Documentation -> Product Line Artifact
<b>Long Description</b>	Since features describe functionalities that are of importance for the user, they are found at prominent places in the user documentation.
<b>Related Pattern</b>	
<b>Example</b>	In a mobile phone user documentation “Sending an SMS” is a heading that describes a feature

# CaVE - Pattern Example (2)

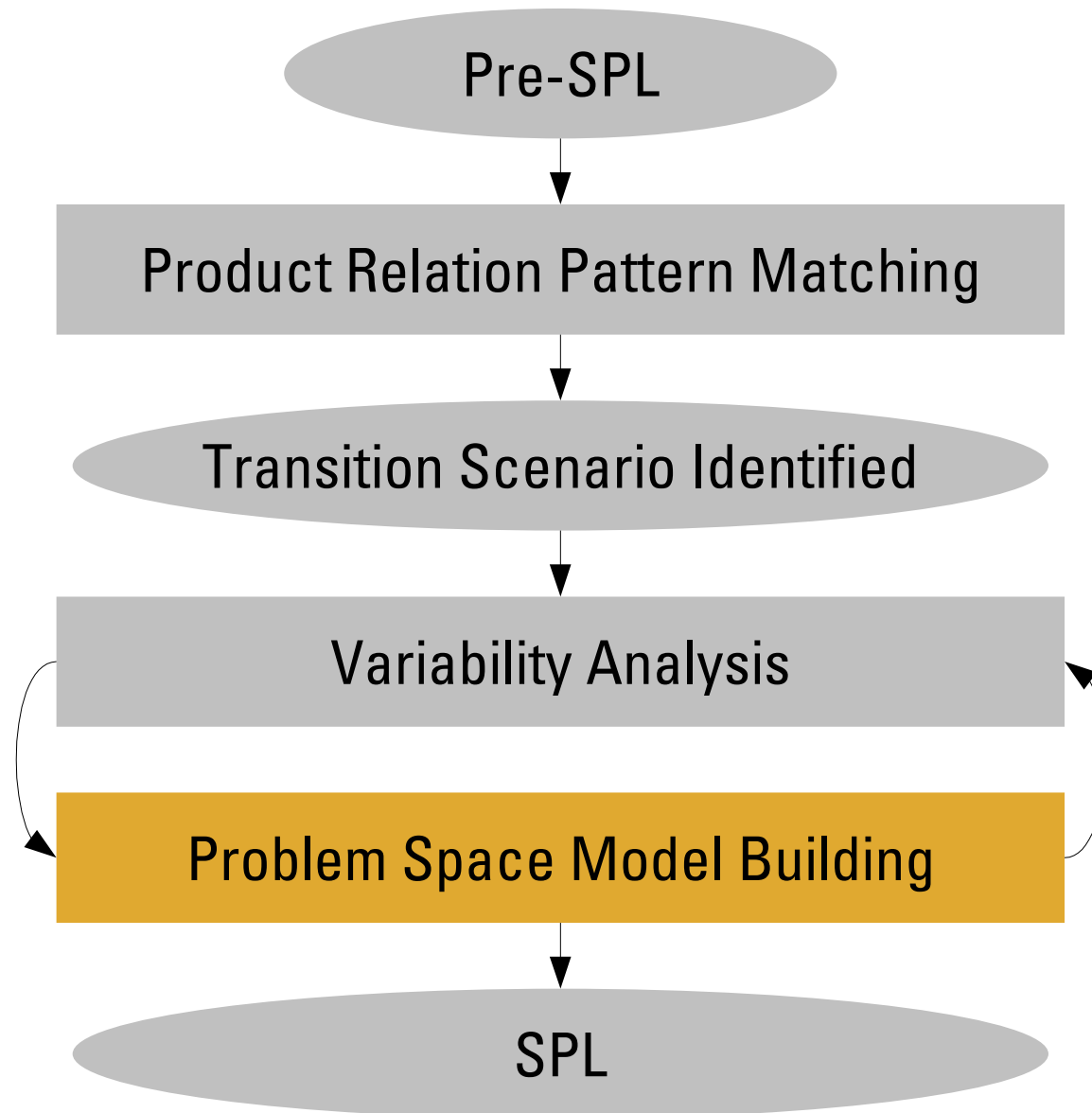
<b>Name</b>	Parameter-Value
<b>Short Description</b>	If Sentences or Phrases are identical in different documents but include a different numerical value, this can be a parametrical variability or alternative values
<b>Input</b>	Sentence; phrase
<b>Output</b>	Alternative
<b>Recall</b>	-
<b>Precision</b>	++
<b>Value</b>	+
<b>Transition</b>	user documentation -> requirements concept
<b>Long Description</b>	Parameters in the systems that have a different value could be realized differently in the software
<b>Related Pattern</b>	
<b>Example</b>	“The phone can send SMS with at most 124 characters” <-> “The phone can send SMS with at most 136 characters”

# CaVE - Summary

- Pro:
  - splits work between product line engineer, an (external) expert in product line development, and the internal problem space experts, thus reduces work load for domain experts
  - well documented with industrial case studies in [CaVE]
- Con:
  - no (documented) experiences with larger and/or very diverse documentation
  - almost no tool support available



# Transition Steps

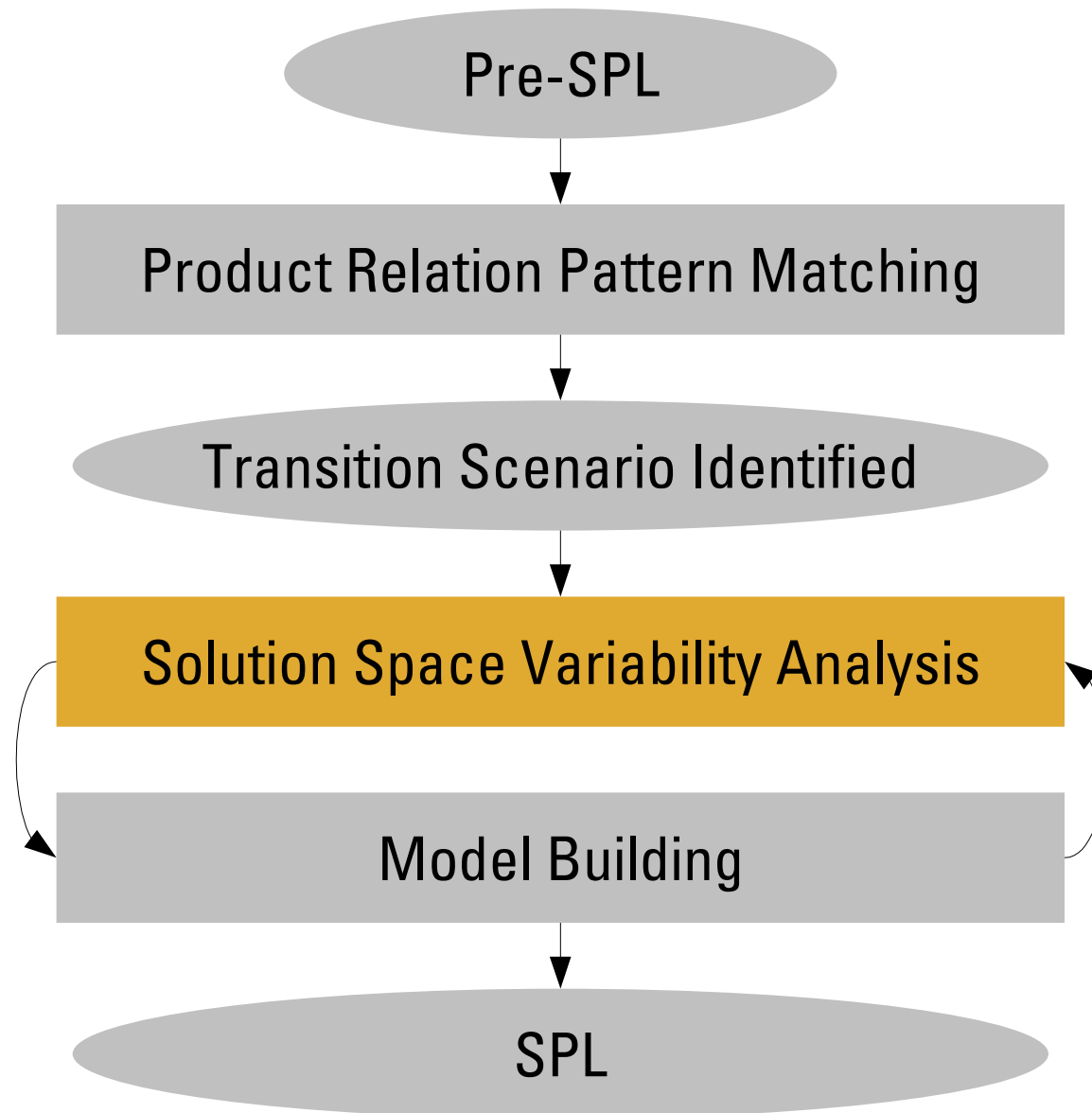


# Problem Space Modelling – Feature Modelling

- feature models are used most often because:
  - the feature model concept is easy to understand
  - even complex feature models are easy to navigate
  - have enough expressive power for most real-world problems



# Transition Steps



# Solution Space VP Extraction

- Typical inputs:
  - architecture design documents
  - source code
  - configuration scripts
  - project build descriptions (e.g. makefiles)
  - version control system structure and usage
  - configuration files and file formats



# Solution Space VP – Pattern #1

<b>Name</b>	#1 Preprocessor-based Text Fragment Selection
<b>Short Description</b>	If source code files contain preprocessor statements which conditionally (de)activate program statements, this usually identifies a variation point
<b>Input</b>	source file
<b>Output</b>	selection conditions and functional differences
<b>Environment</b>	C/C++ code, frame/macro processor input files, code generator input
<b>Precision</b>	+
<b>Value</b>	0
<b>Transition</b>	source code -> variation point
<b>Long Description</b>	The textual exchange of program statements is an often used concept to encapsulate platform specific code or to optionally add functionality statically during compile time.
<b>Related Pattern</b>	#2, #6
<b>Example</b>	<pre>#ifdef FEA_TEMP_ALARM     if (t &gt; t_al) send_alarm(TEMP_ALARM,t); #endif</pre>

# Solution Space VP – Pattern #2

<b>Name</b>	# 2 Constant/variable based configuration
<b>Short Description</b>	If a source code files contains almost exclusively constant or variable definitions, it may be used for configuration purposes.
<b>Input</b>	source file
<b>Output</b>	selection conditions and functional differences
<b>Environment</b>	All programming languages
<b>Precision</b>	+
<b>Value</b>	+
<b>Transition</b>	source code -> variation point
<b>Long Description</b>	Constants defined in a file/files referenced by many other files usually provide access to shared information such as compile and/or runtime configuration
<b>Related Pattern</b>	#1
<b>Example</b>	C header files: <pre>#define FEA_TEMP_ALARM 1 const int max_buffer_size = 512; int max_buffer_count = 8;</pre>

# Solution Space VP – Pattern #3

<b>Name</b>	# 3 Use of Build Configurations
<b>Short Description</b>	IDE or build tool uses configuration files to produce variants
<b>Input</b>	build configuration information
<b>Output</b>	alternative oo hierarchy and/or functional differences
<b>Environment</b>	IDE or build tool like make, ant
<b>Precision</b>	++
<b>Value</b>	++
<b>Transition</b>	configuration file -> structural and/or functional variability
<b>Long Description</b>	IDE or project build tools such as make can be parametrized and thus produce different output for the same input (file structure).
<b>Related Pattern</b>	#6
<b>Example</b>	make could be used with different makefiles/make variable settings as input to generate different builds of a project. The differences in makefiles may be stored in different files or as different versions&branches of same file in version control systems. Differences in parameters are often visible in build scripts.

# Solution Space VP – Pattern #4

<b>Name</b>	# 4 Conditional code execution
<b>Short Description</b>	Conditional code execution is controlled by configuration values
<b>Input</b>	source code
<b>Output</b>	conditions for alternative state flow/event processing/...
<b>Environment</b>	All programming languages
<b>Precision</b>	0
<b>Value</b>	0
<b>Transition</b>	source code -> functional variability
<b>Long Description</b>	Some conditional execution paths are controlled by configuration data instead of user data. Indicators are that the condition references configuration constants or uses methods to access configuration values such as getters for global configuration objects
<b>Related Pattern</b>	#2
<b>Example</b>	<pre>if (config.getValue("TEMP_ALARM" &amp;&amp; t &gt; t_al) {     alarm.send("TEMP_ALARM", t); }</pre>



# Solution Space VP – Pattern #5

<b>Short Description</b>	#5 Customer-specific product variants are managed using branches in version control systems
<b>Input</b>	version control system usage policy / version structure
<b>Output</b>	list of customer specific product variants
<b>Environment</b>	version control system
<b>Precision</b>	0
<b>Value</b>	+
<b>Transition</b>	version branches -> product variants
<b>Long Description</b>	Customer-specific product variants are often create by copying parts or whole software systems into separate branches in version control systems. Often naming of branches reveals such a policy. Also combined with labeling of version representing product variants.
<b>Related Pattern</b>	
<b>Example</b>	List of branch names: BMW_V1 PSA_V1 VW_V2

# Solution Space VP – Pattern #6

<b>Name</b>	# 6 File level variation
<b>Short Description</b>	Different files with similar names are used as alternative implementations
<b>Input</b>	file name list
<b>Output</b>	variation point
<b>Environment</b>	any language
<b>Precision</b>	+
<b>Value</b>	+
<b>Transition</b>	files -> variant point alternatives
<b>Long Description</b>	For implementation of static code variability where the code changes significantly between variants, often each variant is placed in a separate file. The configuration mechanism selects one of the files at compile time latest.
<b>Related Pattern</b>	#1, #3
<b>Example</b>	List of file names: temp_normal.c temp_alarm_sound.c temp_alarm_visual.c

# Solution Space VP – Pattern #7

<b>Name</b>	# 7 Configurable Factory object
<b>Short Description</b>	The software uses the factory pattern and the factory object is configurable
<b>Input</b>	factory pattern members
<b>Output</b>	variation point and variation point constraints
<b>Environment</b>	any language
<b>Precision</b>	0
<b>Value</b>	0
<b>Transition</b>	architecture pattern -> variant point alternatives
<b>Long Description</b>	The factory pattern is used to decouple the act of object creation from the place where the object is created. If the type or implementation of the factory object is changeable by configuration, it may represent a variability
<b>Related Pattern</b>	
<b>Example</b>	

# Solution Space VP Detection

- In many cases looking at a small amount of code reveals used patterns. (Programmers tend to repeat themselves)
- Since often embedded in syntactically restricted code structures, solution space patterns can be more easily detected using (simple) tools.
- The amount of detected variation point candidates is often huge.



# Solution Space VP Simple Analysis Tools Example

## Pattern #1

Standard Unix tools used only (also for Win32)

Find and count all `#if[n]?def/#elif (#define)` statements:

```
find -name "*. [hc]*" -exec egrep "(#if[n]?def|  
#elif)" {} \; | awk '{ print $2 }' | sort | uniq -c | sort -  
r >ifdef.lst
```

Analyse name intersection:

```
awk '{ print $2 }' ifdef.lst defines.lst | sort | uniq -d
```

Get all files where `#if[n]?def/#elif` is used

```
ifnames `find -name "*. [hc]*"`
```

# Solution Space VP Simple Analysis Tool – Example Use

CVSNT (a cross platform re-implementation of CVS)

- 327 KLOC
- 1079 different constant used in `#if*` conditions
- 3775 different `#define` constants
- Constants defined in
  - makefiles
  - (generated) header-files
  - implementation files
  - Visual Studio Project files

## Top 20 `#if*` constants

# Occur.	Name	Defined internally
154	<code>_WIN32</code>	
124	<code>__cplusplus</code>	
109	<code>SERVER_SUPPORT</code>	yes
74	<code>SUPPORT_UTF8</code>	
61	<code>XML_DTD</code>	yes
52	<code>DEBUG</code>	yes
43	<code>WIN32</code>	yes
33	<code>emacs</code>	
32	<code>IPV6</code>	
26	<code>SUPPORT_UCP</code>	yes
25	<code>HAVE_CONFIG_H</code>	yes
25	<code>CVS95</code>	yes
24	<code>_DEBUG</code>	yes
24	<code>USE_SHARED_LIBS</code>	yes
23	<code>XML_NS</code>	yes
21	<code>UTIME_EXPECTS_WRITABLE</code>	yes
19	<code>CVSGUI_PIPE</code>	yes
14	<code>_UNICODE</code>	yes



# Solution Space VP Analysis Tools

**DMS (SemanticDesign)**: rule based language analyser and transformer,  
many languages

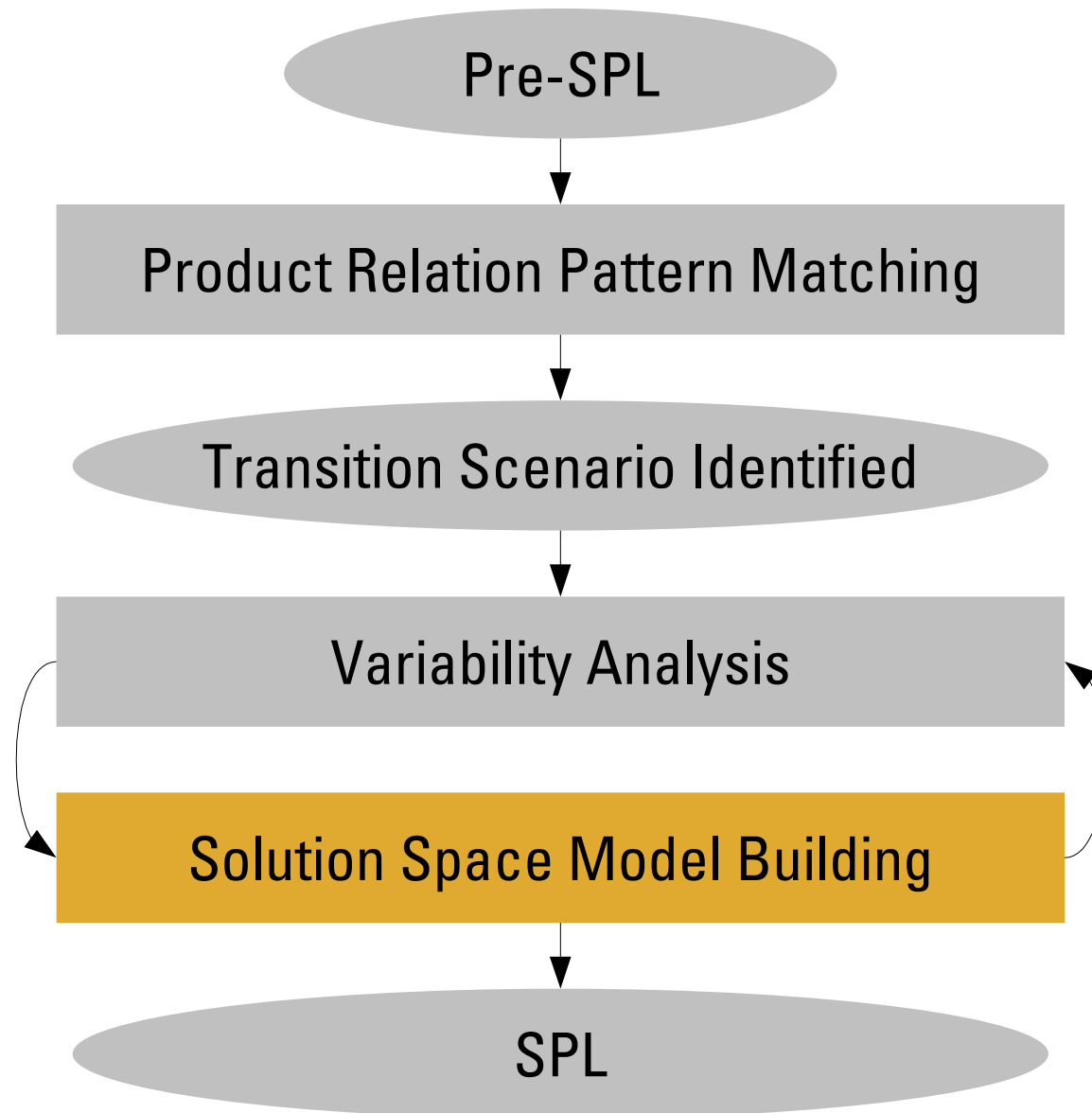
**PUMA\***: C/C++ parser and manipulator (part of AspectC++)

**AspectJ\***: Java, pointcuts and “declare”

**Eclipse JDT\*/CDT\***: internal analysers, good analysis quality esp. for  
Java

\* open source/freeware

# Transition Steps





# Solution Space – Architecture

- reference architecture
  - recovery
    - product gang, product bush
  - building
    - product forest
- core asset identification
  - weight identified architectural components by
    - expected use in future products
    - measured use in existing products
    - expected effort for adaptation
  - not all existing assets have to be used!

# Production Plan: Problem – Solution Mapping

- problem space decisions do not always have one-to-one mapping into solution space variation points
- a problem space to solution space mapping is required to select/configure core assets from problem space configurations
- pure::variants' family models are used to model solution space and the mapping, often in combination with other tools

# Production Plan Automation: Tool Support

- Script-based configuration tools
  - autoconf\***: Unix-specific configuration tool, especially for multi-platform development with C/C++ language
- MDSD tools
  - MetaEdit+**: powerful domain specific modelling tool
  - openArchitectureWare\***: powerful java-based model transformer and code generator, generates with appropriate input model variant-specific code]
- Product Line tools
  - pure::variants**: explicit solution space modelling with integrated/external model transformation

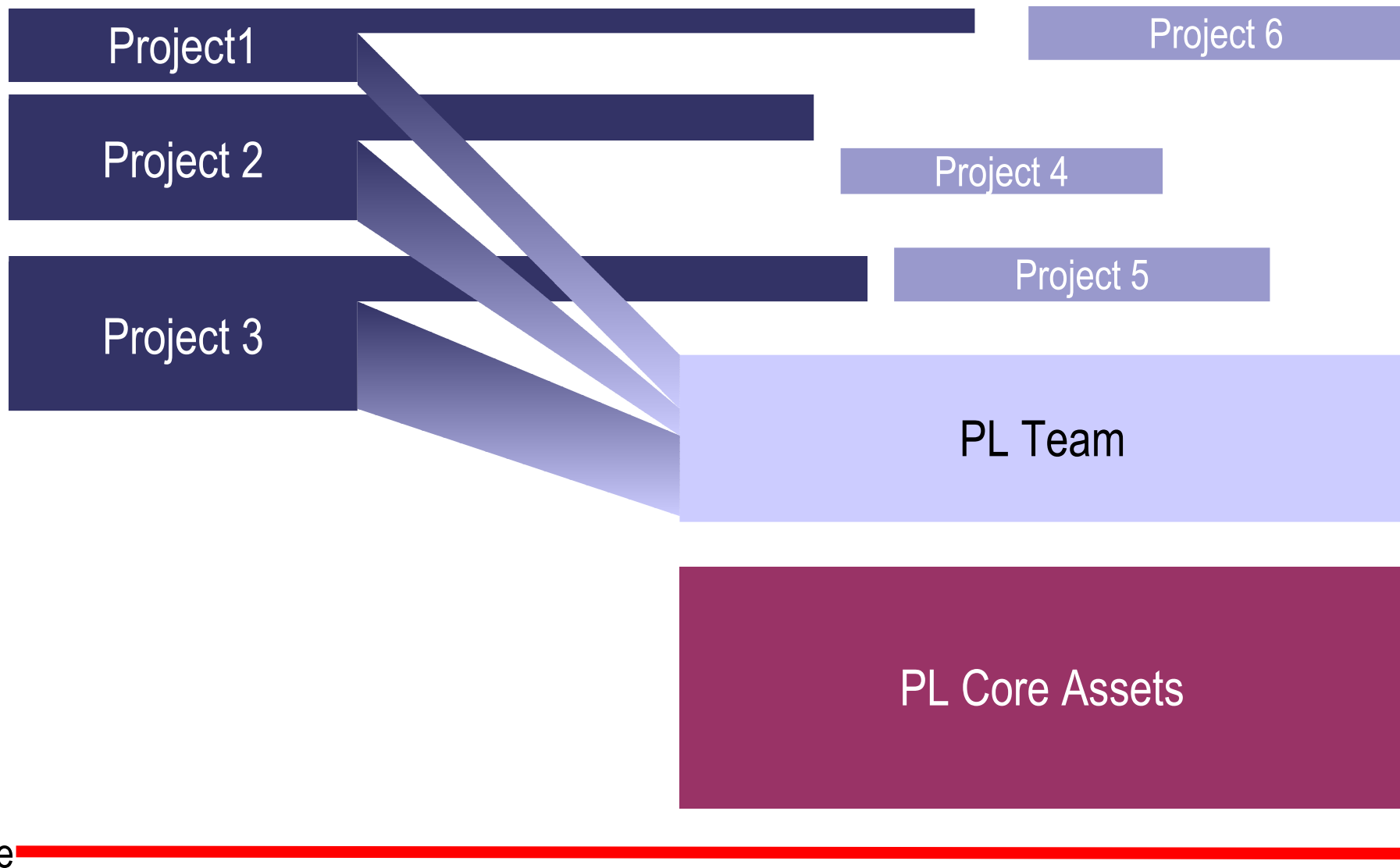
# Management Aspects of Software Product Lines

# Transition to Variant Management

- Transition does not happen in a single moment, its a process
- Choosing the right approach depends on
  - history and expected future
  - available funding
  - required time to market
  - skill level in the organisation

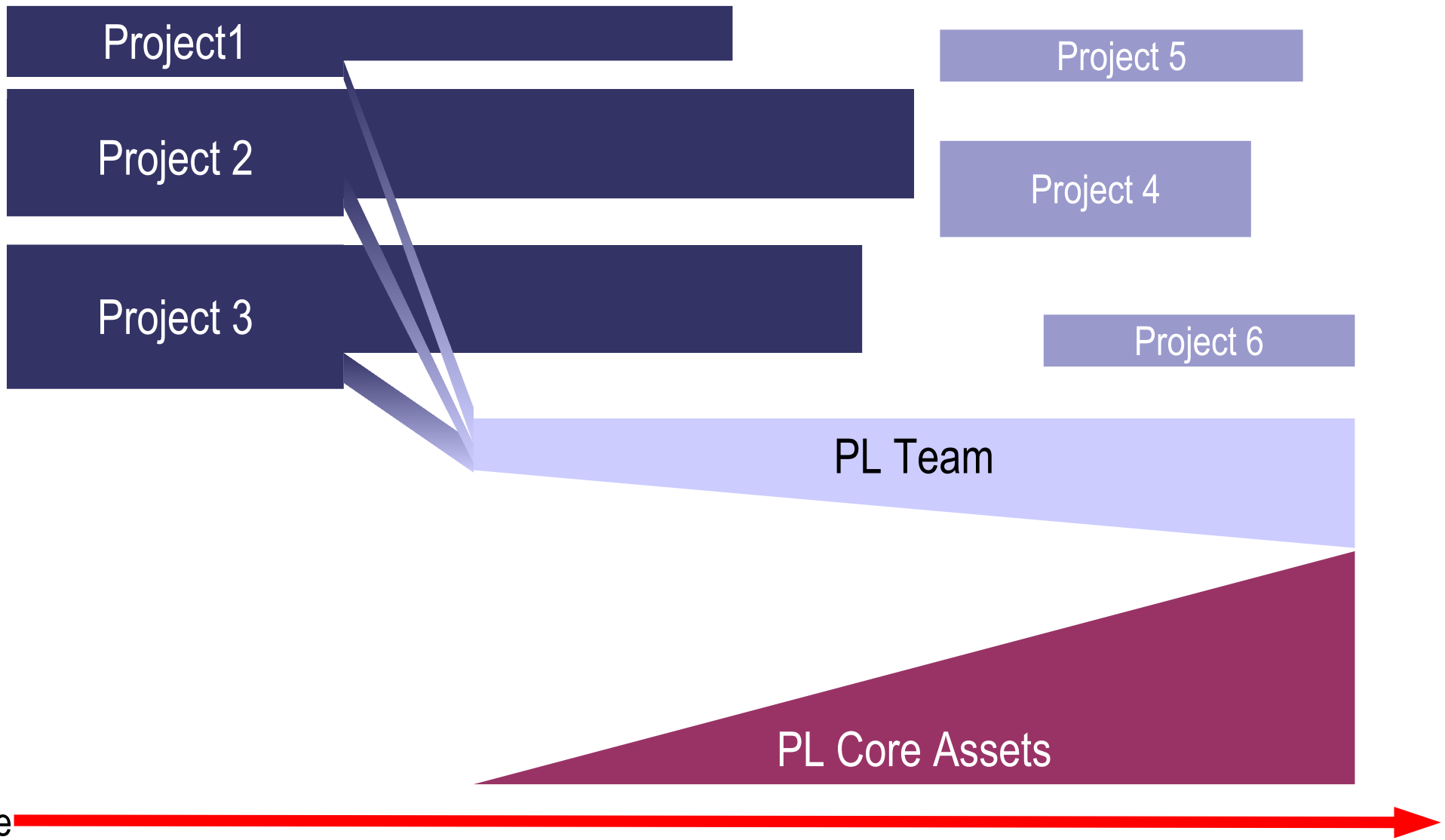


# Approaches: Platform-Centric



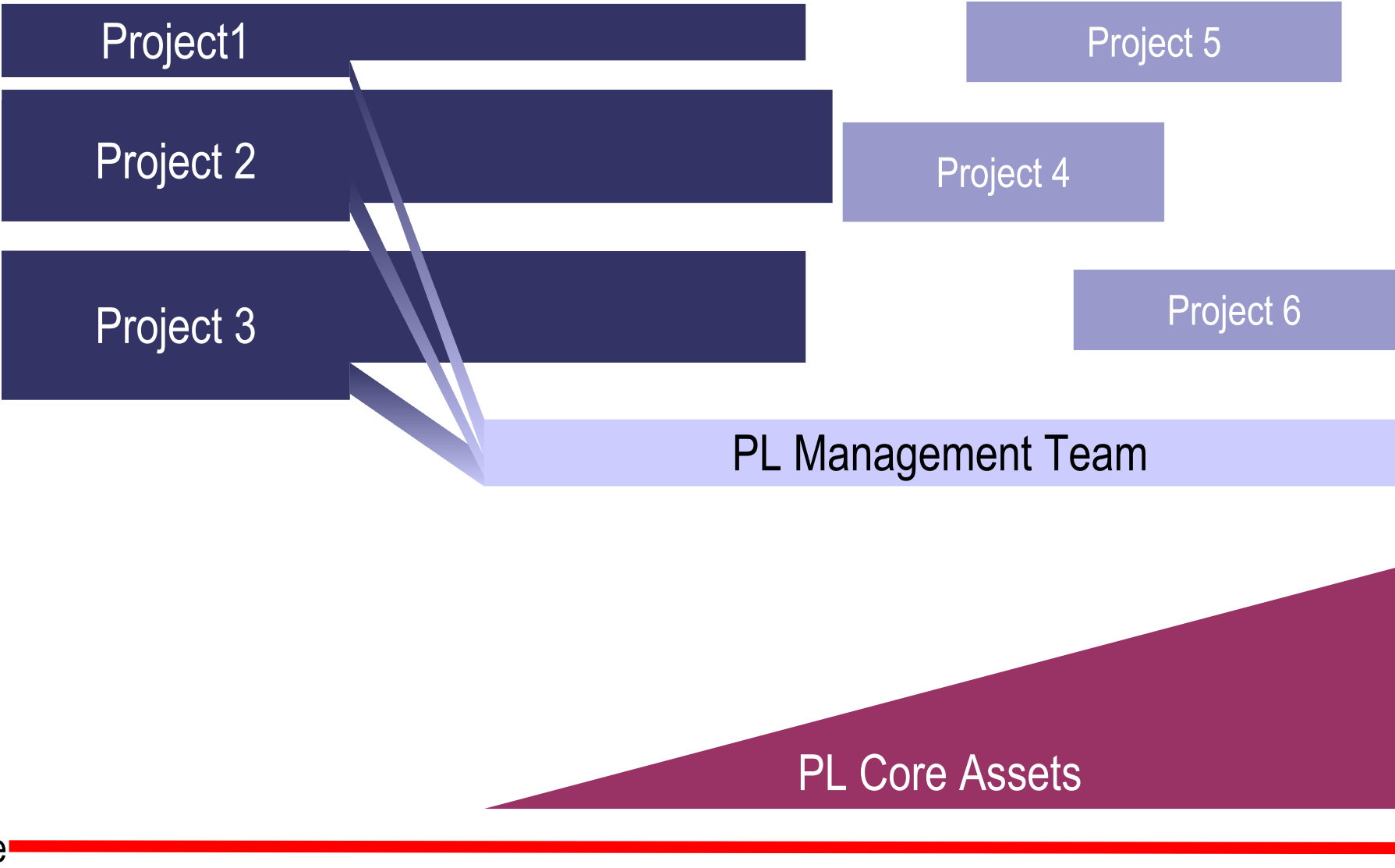
Time

# Approaches: Incremental Platform-Centric



Time

# Approaches: Project-Centric





# Approach Comparison

## Platform-Centric

### + Pro:

- lowest influence from projects
- no legacy

### - Con:

- organisational impact
- slow start
- highest risk

## Incremental Platform

### + Pro:

- limited risk
- incremental organisational changes

### - Con:

- slow reuse increase

## Project-Centric

### + Pro:

- lowest risk
- only small organisational changes

- instant ROI

### - Con:

- requires best reuse discipline
- legacy system reuse

# Summary

- Avoid variability, compare cost of variation to benefit
- If it is economically feasible/necessary to introduce variability make variation points and variants first level elements of your approach
- Explicit variant and variability management is the key to successful reuse
- Don't try to do all at once, incremental adoption lowers both effort and risk
- If you do it for the first time, ask someone who has done this before



# Summary

- Transforming existing legacy software into product lines is possible
  - before starting a transition, careful risk assessment is necessary
- Results depend on:
  - amount and quality of extractable knowledge,
  - skills and management support of transition team.



# References & Tool Links

[SPLP-FW] Software Engineering Institute, *A Framework for Software Product Line Practice Version 4.2*, 2005,  
<http://www.sei.cmu.edu/productlines/framework.html>

[CaVE] John, I.; Doerr, J.; Schmid, K.: User documentation based product line modeling, IESE-Report, 004.04/E  
[http://www.iese.fraunhofer.de/pdf\\_files/iese-004\\_04.pdf](http://www.iese.fraunhofer.de/pdf_files/iese-004_04.pdf)

[FODA] Kang, K. et al: Feature-Oriented Domain Analysis (FODA) Feasibility Study, Technical Report CMU/SEI-90-TR-021, Software Engineering Institute, Carnegie Mellon University, Pittsburgh, 1990

[Kolb] Kolb, R.; Muthig, D.; Yamauchi, K.: *Migration existierender Softwarekomponenten in eine Produktfamilie* (engl. Migration of existing software components in product families), ObjektSpektrum 04/2005 (in german)  
[http://www.sigs.de/publications/os/2005/04/yamauchi\\_kolb\\_OS\\_04\\_05.pdf](http://www.sigs.de/publications/os/2005/04/yamauchi_kolb_OS_04_05.pdf)

AspectJ: [www.eclipse.org/aspectj](http://www.eclipse.org/aspectj)

autoconf: [www.gnu.org/software/autoconf](http://www.gnu.org/software/autoconf)

DMS: [www.semanticdesigns.com](http://www.semanticdesigns.com)

Eclipse CDT: [www.eclipse.org/cdt](http://www.eclipse.org/cdt)

openArchitectureWare: [architekturware.sourceforge.net](http://architekturware.sourceforge.net)

PUMA: [www.aspectc.org](http://www.aspectc.org)

pure::variants: [www.pure-systems.com](http://www.pure-systems.com)





**pure::variants**

**Linking Variants with Defects and Tests**

# The Challenge

In variant rich systems not every test or defect is relevant for all variants.

The following questions have to be answered:

- Which tests, defects, change requests are relevant for which variants?
- What is the current development state regarding those items for the individual variants?

The approach should be applicable to existing databases and tools.

# The pure::variants Approach

- pure::variants is used to manage the variability of the products. Each relevant product is described by a variant model.
- Each pure::variants element (feature, component, part, source) can be linked to external items using target list attributes.
- For each to be connected tool or database a pure::variants connector plugin resolves these links on demand in real-time.
- Depending on the tool the connector can also provide actions like creation of a new defect or test case from within pure::variants.



# pure::variants – Sample Workspace

The screenshot displays the Eclipse SDK Variant Management interface for a project named 'Weather Station.xfm'. The main workspace shows a tree view of the project structure, including 'Weather Station', 'Debug', 'Trace', 'Output', 'LCD', 'PC Data transfer', 'Conflicts: 'Trace'', and 'USB'. The 'LCD' folder is expanded, showing a configuration for 'bugz:Bugz = '5'; '19'' and a feature constraint: 'hasFeature('AirPressureSensor') and (hasFeature('RS232Line'))'. The right-hand pane shows a 'Relations' view with a tree structure of features and targets, including 'Bugzilla Targets (2)', 'Parent (1)', 'Prolog Script (2)', 'Has Feature (2)', 'Has Feature (3)', and 'Tests Targets (1)'. The bottom pane shows a 'Full Text Bug Listing' for Bug 19, which is titled 'Bug 19 - LCD does not display values for pressure when serial connection is active'. The bug details are as follows:

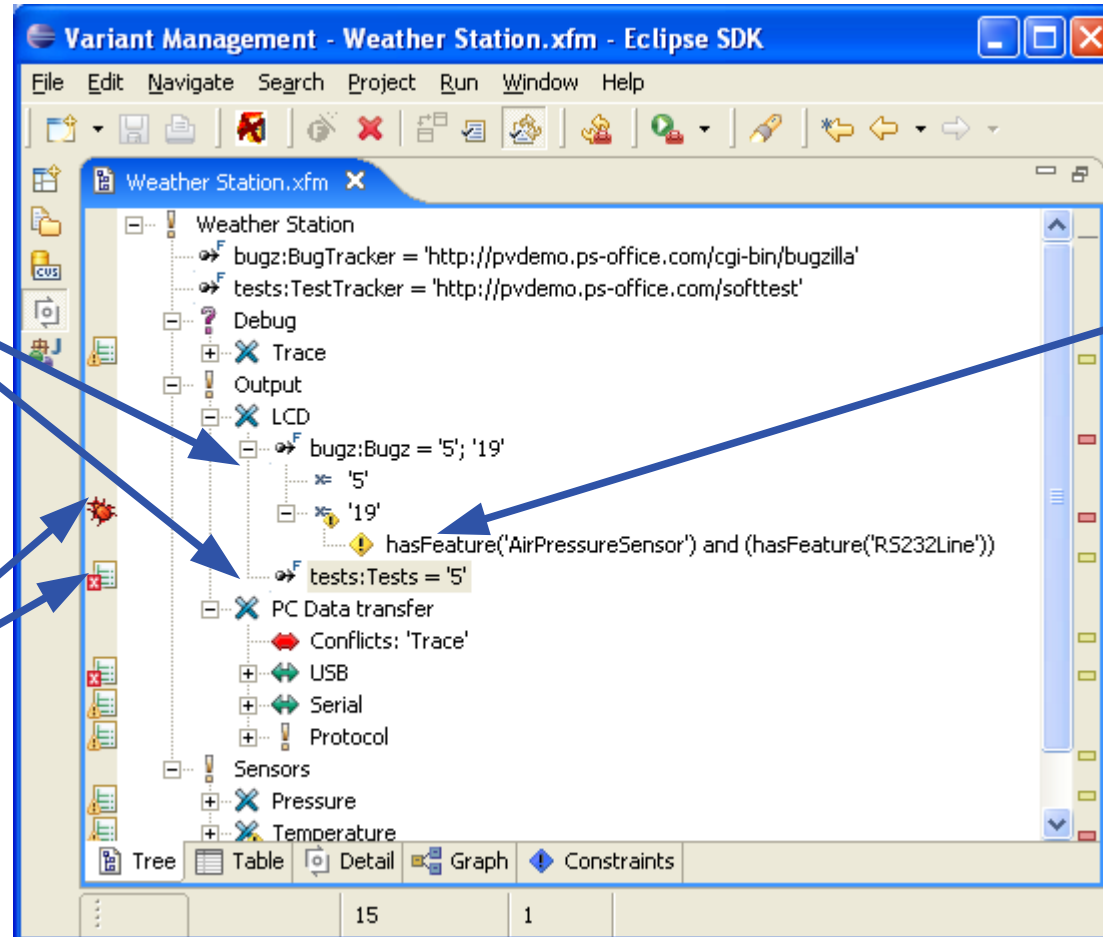
<b>Bug#:</b> <a href="#">19</a>	<b>Product:</b> TestProduct	<b>Version:</b> other	<b>Platform:</b> PC
<b>OS/Version:</b> Linux	<b>Status:</b> REOPENED	<b>Severity:</b> normal	<b>Priority:</b> P2



# Model with Test and Defect Information

Elements are linked to test case or defects using special list attributes

Markers show current defect/test state of elements (here an open bug and a failing test case). Succeeded tests and resolved defects are not shown



Restrictions can be used to make a defect or test link valid only under defined conditions (here the selection of two features)

# Relations View – Quick Target Info Access

Relations view lists related relation targets for the selected element. For defects and tests the summary is shown

The screenshot shows the Eclipse IDE interface with the 'Weather Station.xfm' project open. The 'Relations' view is active, displaying a tree of related elements. A tooltip is shown over the selected bug target, providing detailed information. Below the Relations view, the 'Full Text Bug Listing' is displayed, showing the bug title and various attributes.

**Full Text Bug Listing**  
**Bug 19 - LCD does not display values for pressure when serial connection is active**  
Bug#: 19      Product: TestProduct      Version: other      Platform: PC  
OS/Version: Linux Status: REOPENED      Severity: normal      Priority: P2

Additional information is accessible via the tool tip and optionally in specialized views.

# Matrix View – Element Selection States

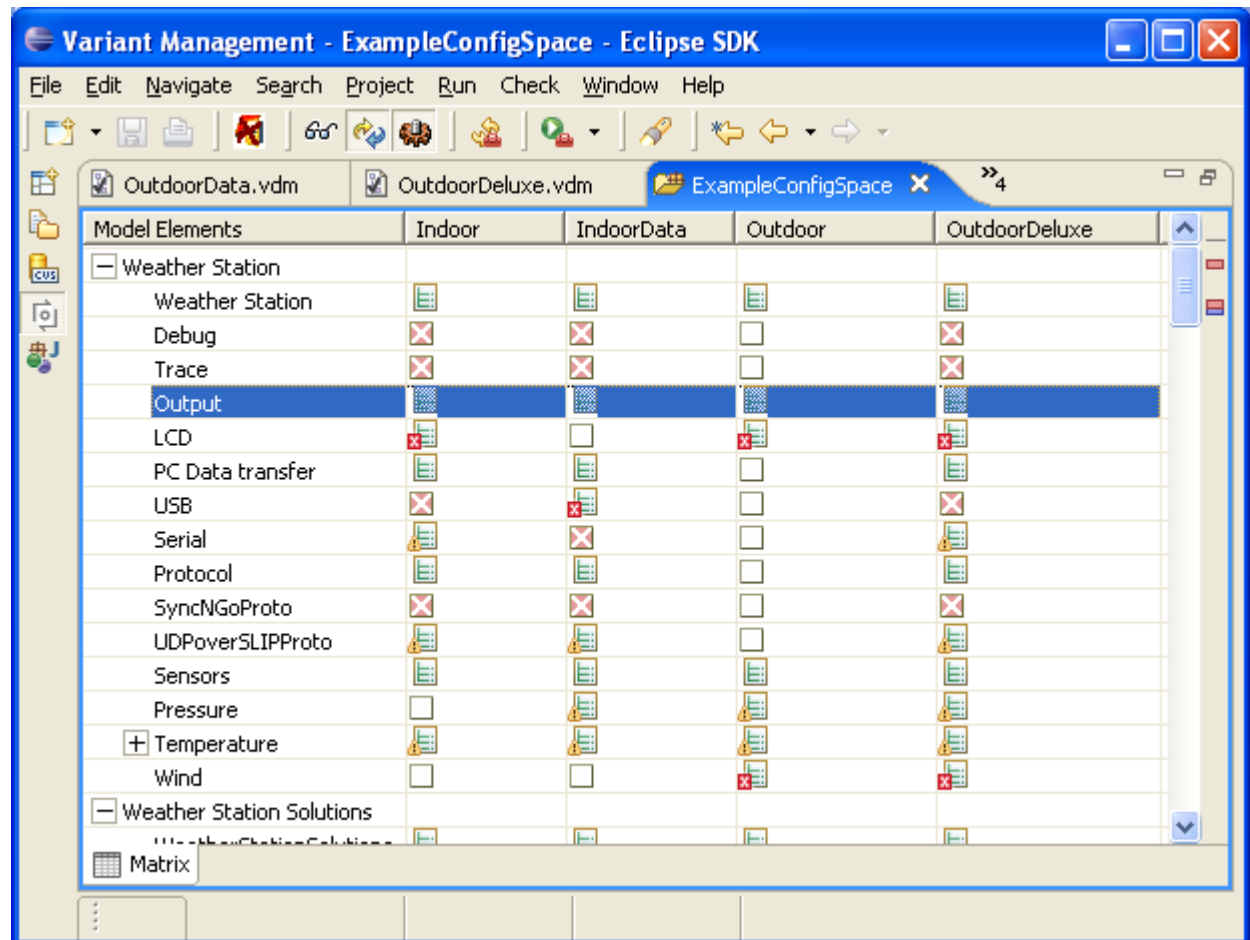
- The Matrix view enables quick overview for multiple variants. Here the selection is shown (default visualization).
- Each column represents a variant, rows are selectable elements like features
- Other visualizations can show variant specific defect and test states.

The screenshot shows the 'Variant Management - ExampleConfigSpace - Eclipse SDK' window. The main area displays a matrix with the following data:

Model Elements	Indoor	IndoorData	Outdoor	OutdoorDeluxe
Weather Station				
Weather Station	✓	✓	✓	✓
Debug	✗	✗	☐	✗
Trace	✗	✗	☐	✗
Output	✓	✓	✓	✓
LCD	✓	☐	✓	✓
PC Data transfer	✓	✓	☐	✓
USB	✗	✓	☐	✗
Serial	☑	☑	☑	☑
Protocol	✓	✓	☐	✓
SyncNGoProto	✗	✗	☐	✗
UDPoverSLIPProto	✓	✓	☐	✓
Sensors	✓	✓	✓	✓
Pressure	☐	✓	✓	✓
+ Temperature	✓	✓	✓	✓
Wind	☐	☐	✓	✓
Weather Station Solutions				
WeatherStationSolutions	✓	✓	✓	✓

# Matrix View – Element Test States

- The test state visualization shows for all selected features the success of the related tests (indicated by different icons).
- It is visible here that not all variants have the same set of tests.



# Matrix View – Element Defect States

- The defect state visualization shows for all selected features the existence of the related open defects (indicated by different icons).
- It is visible here that not all variants have the same set of defects.

The screenshot shows the 'Variant Management - ExampleConfigSpace - Eclipse SDK' window. The main area displays a matrix of defect states for various model elements across four variants: Indoor, IndoorData, Outdoor, and OutdoorDeluxe. The 'PC Data transfer' row is highlighted in blue. Defect states are indicated by icons: a green gear for 'No Defect', a red 'X' for 'Defect', and a red gear for 'Critical Defect'. The 'Matrix' tab is selected at the bottom.

Model Elements	Indoor	IndoorData	Outdoor	OutdoorDeluxe
Weather Station				
Weather Station	Green Gear	Green Gear	Green Gear	Green Gear
Debug	Red X	Red X		Red X
Trace	Red X	Red X		Red X
Output	Green Gear	Green Gear	Green Gear	Green Gear
LCD	Green Gear		Green Gear	Red Gear
PC Data transfer	Green Gear	Green Gear		Green Gear
USB	Red X	Green Gear		Red X
Serial	Green Gear	Red X		Green Gear
Protocol	Green Gear	Green Gear		Green Gear
SyncNGoProto	Red X	Red X		Red X
UDPoverSLIPProto	Green Gear	Green Gear		Green Gear
Sensors	Green Gear	Green Gear	Green Gear	Green Gear
Pressure		Green Gear	Green Gear	Green Gear
+ Temperature	Green Gear	Green Gear	Green Gear	Green Gear
Wind			Green Gear	Green Gear
Weather Station Solutions				
WeatherStationSolutions	Green Gear	Green Gear	Green Gear	Green Gear

# pure::variants – Extension Availability

- The Connector API has been published with release 2.4
  - The API is available for public use by third parties
- pure-systems provides the following Connectors as commercial products for release 2.4:
  - pure::variants Connector for ClearQuest
  - pure::variants Connector for Bugzilla





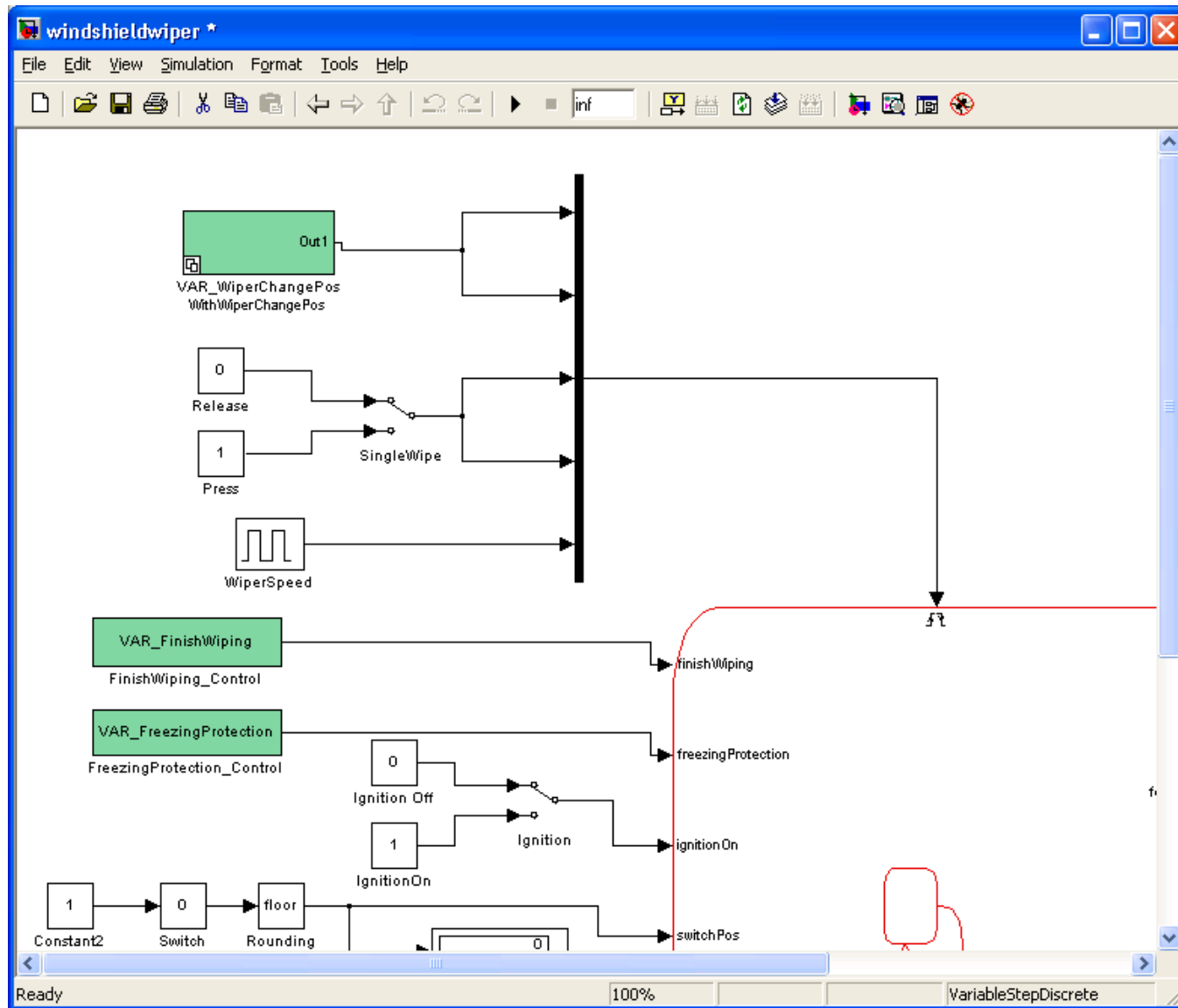
**Connecting pure::variants  
with Model-based Tools**

# Connection Approaches

- Read and Generate
  - External model is fully read into pure::variants model
  - pure::variants allows for modification and addition of rules etc.
  - pure::variants generates variant-specific external model from p::v model
  - Examples: Connector for Simulink
- Link and Communicate
  - only variation point related information is extracted from external source
    - possibly most information is entered in external tool
  - pure::variants actuates variation points during configuration
  - relevant configuration for tool is communicate to tool (online/offline)
  - Examples: Connector for Doors, new Simulink Configurator



# Simulink Model with Variation Points



# Simulink Variation Point Setting

```
Command Window ↗ ✕  
>> VAR_FreezingProtection  
  
VAR_FreezingProtection =  
  
    0  
  
>>
```

# pure::variants based Simulink Configurator

The screenshot displays the Simulink Configurator interface within the Eclipse SDK. The main window is titled "Simulink Configurator Perspective - Testprojekt/Association/Association/V1.vdm - Eclipse SDK". The interface is divided into several panes:

- Left Pane:** A project tree showing the structure of the configuration, including "Features.xfm", "Association", and "V1.vdm".
- Top-Left Pane (Simulink Variability Table):** A tree view of the variability model. It shows a "Variability Root" with several "NP" (Named Parameter) nodes: "VAR\_SpeedAdaption", "VAR\_DoorContactWiperStop", "VAR\_FreezingProtection", "VAR\_FinishWiping", and "VAR\_WipingInterval". The "VAR\_FreezingProtection" node is expanded to show a "Configurable Item: VAR\_Fr..." and a "Variant Collection" with two options: "[0] WithoutFreezingPrc" and "[1] WithFreezingProtec".
- Top-Middle Pane:** A table showing the current configuration of the variability model. The table has three columns: "Variation Point", "Configurable ...", and "Value".
- Top-Right Pane (Association Model):** A tree view of the association model. It shows "Default Assignments" for the "NP" nodes. The "VAR\_FreezingProtection" node is expanded to show two "F" (Feature) nodes: "F1" and "F2". "F1" has a value of "[0] VAR\_FreezingProtection = [0]" and "F2" has a value of "[1] VAR\_FreezingProtection = [1]".
- Bottom Pane (Results):** A table showing the results of the configuration. It has three columns: "Variation Point", "Configurable Item", and "Value".

Variation Point	Configurable ...	Value
VAR_FinishWiping	VAR_FinishWi...	[0] WithoutFinishWiping
VAR_DoorContactWip...	VAR_DoorCon...	[0] WithoutDoorContact
VAR_WipingInterval	VAR_WipingIn...	[0] FixedInterval
VAR_SpeedAdaption	VAR_SpeedAd...	[0] WithoutSpeedAdaption
VAR_FreezingProtection	VAR_Freezing...	[1] WithFreezingProtection

Variation Point	Configurable Item	Value
VAR_FinishWiping	VAR_FinishWiping	[0] WithoutFinishWiping
VAR_DoorContactWiperStop	VAR_DoorContactWiperStop	[0] WithoutDoorContact
VAR_WipingInterval	VAR_WipingInterval	[0] FixedInterval
VAR_SpeedAdaption	VAR_SpeedAdaption	[0] WithoutSpeedAdaption
VAR_FreezingProtection	VAR_FreezingProtection	[1] WithFreezingProtection

# Simulink Variation Point Setting

```
Command Window ↗ ✕  
>> VAR_FreezingProtection  
  
VAR_FreezingProtection =  
  
    0  
  
>> VAR_FreezingProtection  
  
VAR_FreezingProtection =  
  
    1  
  
>> |
```