



Evaluating Variability Implementation Mechanisms

BOSCH

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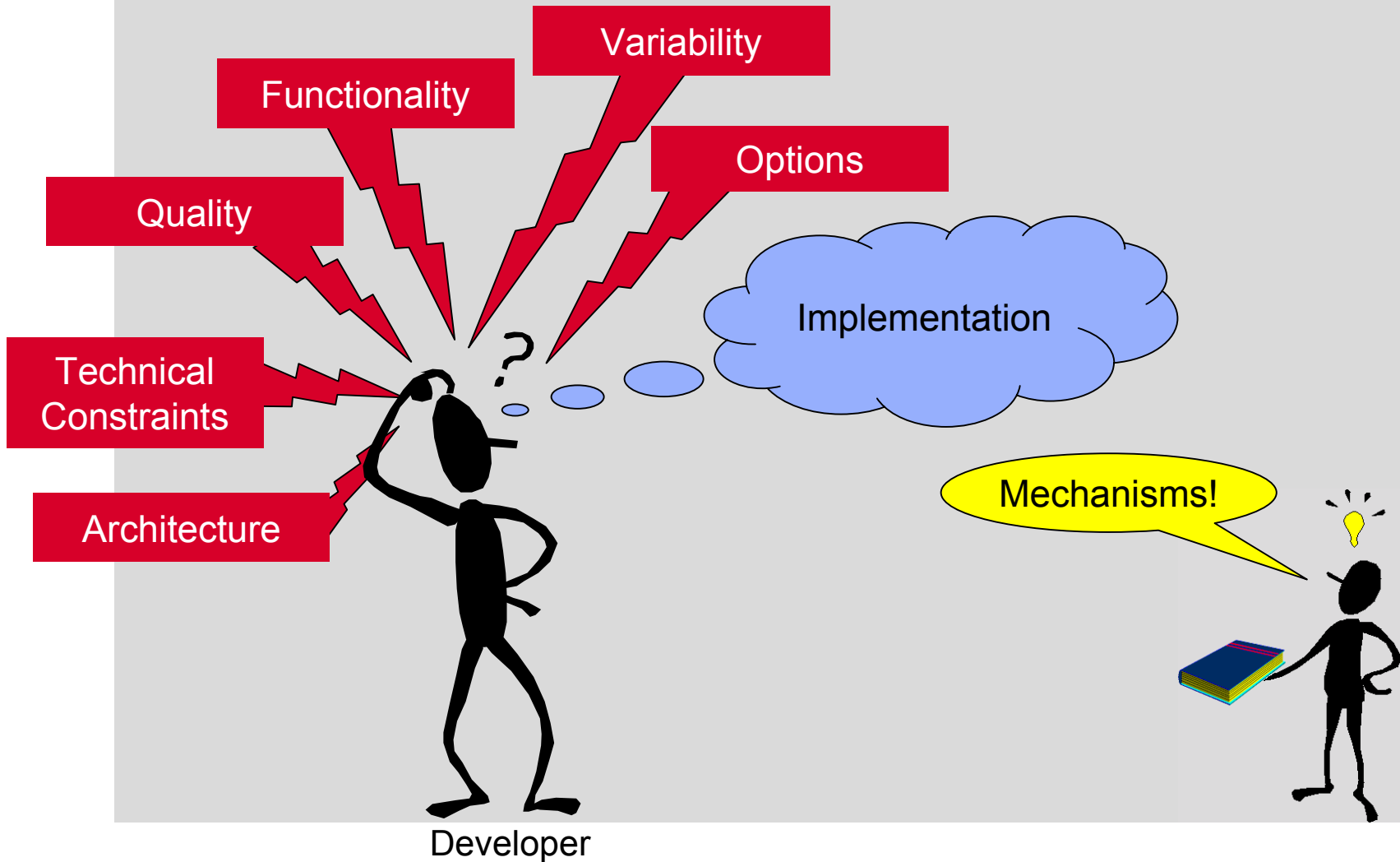
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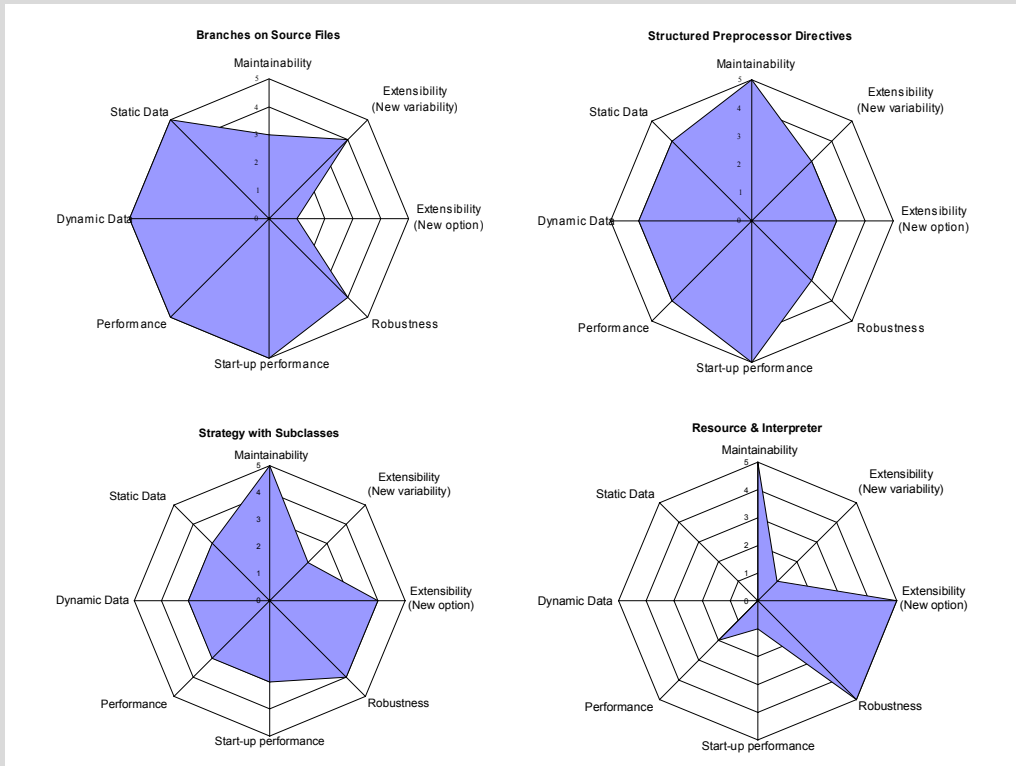
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A Catalog of Evaluated Variability Implementation Mechanisms



- Catalog contains
- mechanism descriptions
 - mechanism evaluations according to relevant qualities
 - Kiviatt diagrams as index



Way to the Catalog

- Identify and document mechanisms
- Identify and document qualities
- Evaluate the mechanisms according to the qualities

Our intention is

- to **enable** a software development team to **build their catalog** of VIMs
- to **start** an exchange of knowledge and techniques



1. Identify and Document Mechanisms – Example

Mechanism: Scattered Preprocessor Directives

Solution: Use preprocessor directives for conditional compiling.

Example code: ...

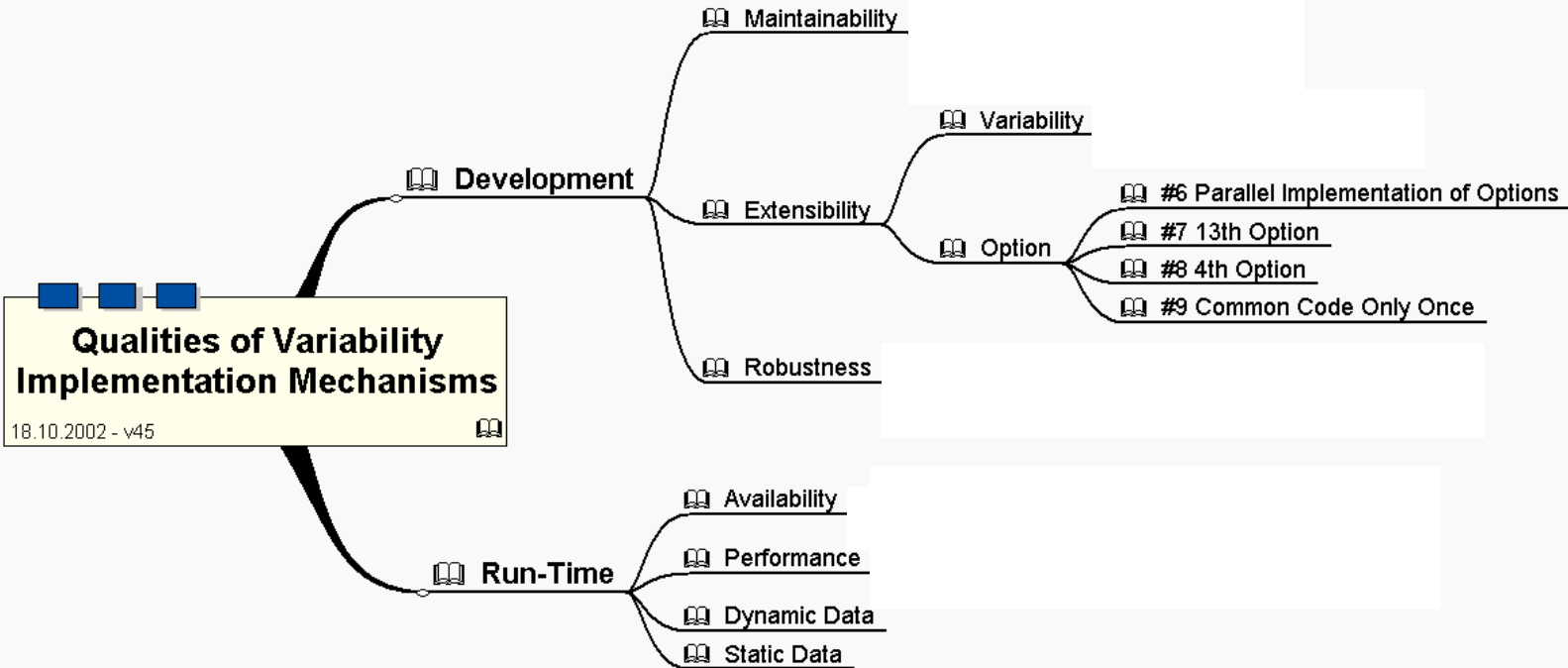
Implement the options: Enclose option-specific code in
`#if defined(...) ... #endif.`

Select an option: A product-specific config.h defines the option which the product should have. Thus, the preprocessor will select the corresponding code, and will discard the code enclosed in `#ifs` which are NULL. The configuration files should be assigned to product-related views, such that automatic build processes for the different products can easily be achieved.

Binding time: Compilation of platform code for a certain product.



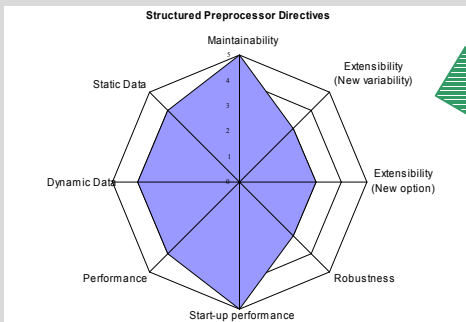
2. Identify and Document Qualities – Example



#7, 13th Option: For a variability, 12 options are implemented. A 13th option has to be implemented. Introducing the 13th option is as easy as introducing the 2nd.

3. Evaluate Mechanisms According to Qualities

- there is no absolute measure
- we used relative measuring
- find **for one quality** the best and the worst mechanism
- rank the remaining mechanisms
- use a scale, e.g., ++ + 0 - --
- explain the ranking



| | | Quality | | | | | | | |
|-----------|---|--------------------------------------|---------------------------------|-----------------------------|------------|--------------|-------------|--------------|-------------|
| | | Maintainability (Bug Fix One Option) | Extensibility (2nd Variability) | Extensibility (13th Option) | Robustness | Availability | Performance | Dynamic Data | Static Data |
| Mechanism | [B] Branches on Source Files | 0 | + | - | + | ++ | ++ | ++ | ++ |
| | [P1] Scattered Preprocessor Directives | 0 | + | - | - | ++ | ++ | ++ | ++ |
| | [P2] Structured Preprocessor Directives | ++ | 0 | 0 | 0 | ++ | + | + | + |
| | [C] C++ Conditional Compilation | + | 0 | 0 | 0 | ++ | + | + | + |
| | [O] Polymorphism with Subclasses | ++ | - | + | + | 0 | 0 | 0 | 0 |
| | [SS] Strategy with Subclasses | ++ | - | + | + | 0 | 0 | 0 | 0 |
| | [ST] Strategy with Template Parameters | ++ | - | + | + | + | 0 | 0 | 0 |
| | [Se] Selection on Configuration Data | + | 0 | 0 | 0 | - | 0 | - | -- |
| | [RI] Resource & Interpreter | ++ | - | ++ | ++ | - | - | | |



Issue: Do You Know more Mechanisms?

We have analyzed

- Buschmann et al.: Pattern-Oriented Software Architecture
- Gamma et al.: Design Patterns
- Coplien: Multi-Paradigm Design for C++
- Czarnecki, Eisenecker: Generative Programming
- Svahnberg: A Taxonomy of Variability Realization Techniques
- Kiczales: Aspect-Oriented Programming

So far, our mechanisms only require known techniques and existent tools.



Issue: How Do We Transfer Knowledge about Mechanism Qualities?

We want to offer **evaluated** mechanisms because

- deciding for and applying a mechanism **introduces qualities** into a system while **withdrawing others**.
- engineers like to know (or should know) **a priori** which qualities a mechanism affects.

But: Evaluating proved to be difficult.

How would you measure a mechanism's quality?

- before–after: unsuitable
- absolute: unfeasible
- Are Kiviat diagrams the most suitable presentation?



Issue: Implementation Counts

Architecture is important.

Understanding commonalities & variabilities is important.

Modeling is important.

But: **Implementation is essential.**

You need to know adequate implementation techniques.

Ideally, we would like to offer a non-stop variability management, continuous through all process steps.



Issue: Do We Need such a Catalog?

Benefits:

- Developers exchange knowledge.
- Catalog is a **reference book**.
- Code will be more homogeneous.
- Catalog enables exchange of knowledge **across business units**.

Risks:

- **It takes time** to make the catalog.
- Is the cost of making such a catalog worth the effort?



Issue: Why Do We Need the Catalog Early?

Finally, your software product line manifests itself in code.

You need **guidelines and standards** for coding – early.

It takes time to make such a catalog – as soon as you have started to write production code, you won't have the time.

You need to **disseminate knowledge** about PL techniques – early.

Useful information creates interest and helps to reduce fear.



Recapitulation

- I have presented a method to
 - identify,
 - document, and
 - evaluatemechanisms to implement variability.

- Issues
 - Do you know more mechanisms?
 - How do we transfer knowledge about mechanism qualities?
 - Implementation counts!
 - Do we need such a catalog?
 - Why do we need the catalog early?



Additional Slides ...



Terminology

A **variability** is a difference between products of a product line.

The differences are defined by a set of **options**.

Variability manifests itself in

- **optional features** in requirements engineering
- **variation points** in design
- different implementations

The **binding time** is the process step, in which a variability gets decided.

A **mechanism** is

- an architectural or design pattern
- a guideline
- an idiom
- a technical trick