17-708 SOFTWARE PRODUCT LINES: CONCEPTS AND IMPLEMENTATION

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2016 IMPALA

CHEVROLET

Other Models

Overview

Gallery

Specs

Accessories

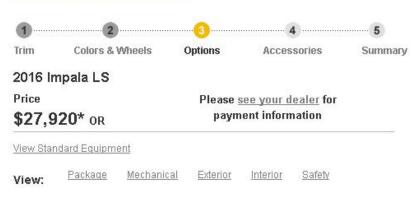
Compare

Build Your Own

Search Inventory

BUILD & PRICE YOUR 2016 IMPALA

Chat Now With An Impala Specialist



Package

Exterior

Protection Package	\$570
All-Weather Mat Protection Package	\$200
Mechanical	
ECOTEC 2.5L DOHC 4-cylinder engine with direct	tinjection (DI)

4	Variable Valve Timing (VVT) and auto start/stop	Standard
П	Engine block heater	\$75

Body-color surround grille

•	No Selection	\$0
0	18" chrome finish aluminum wheels	\$2,500
0	18" aluminum wheels	\$1,500
0	19" aluminum wheels	\$3,530
П	Rear spoiler	\$425



Exterior: Front Back Side Interior: Front Side



Some selected configurations, options, accessories, and/or colors may not be shown on image.



MASS CUSTOMIZATION IN CAR PRODUCTION

30 years ago

Little variability

A single variant creating 40% of all profit

15 years ago

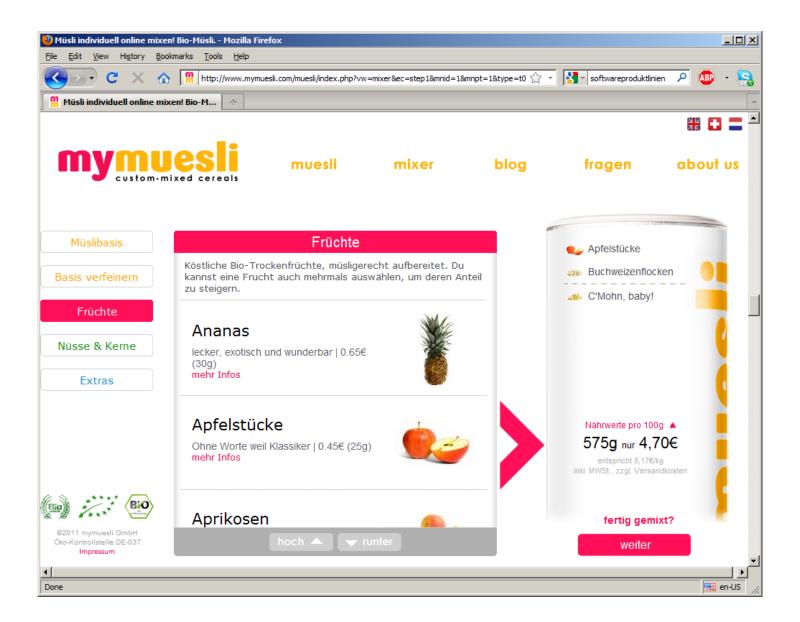
10^20 configurations at Audi

10³² configurations at BMW

Rarely two identical configurations produced

100 different undercarriages

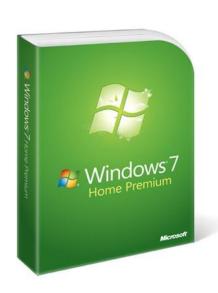
50 different steering wheels







SOFTWARE BETWEEN STANDARDIZATION AND SPECIALIZATION







Printer Firmware











LINUX KERNEL

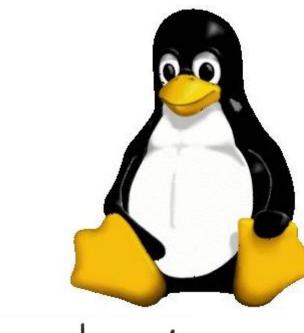
- 2~6 000 000 Lines of C code
- Highly configurable
- > 10.000 configuration options! (x86, 64bit, ...)
- Most source code is "optional"



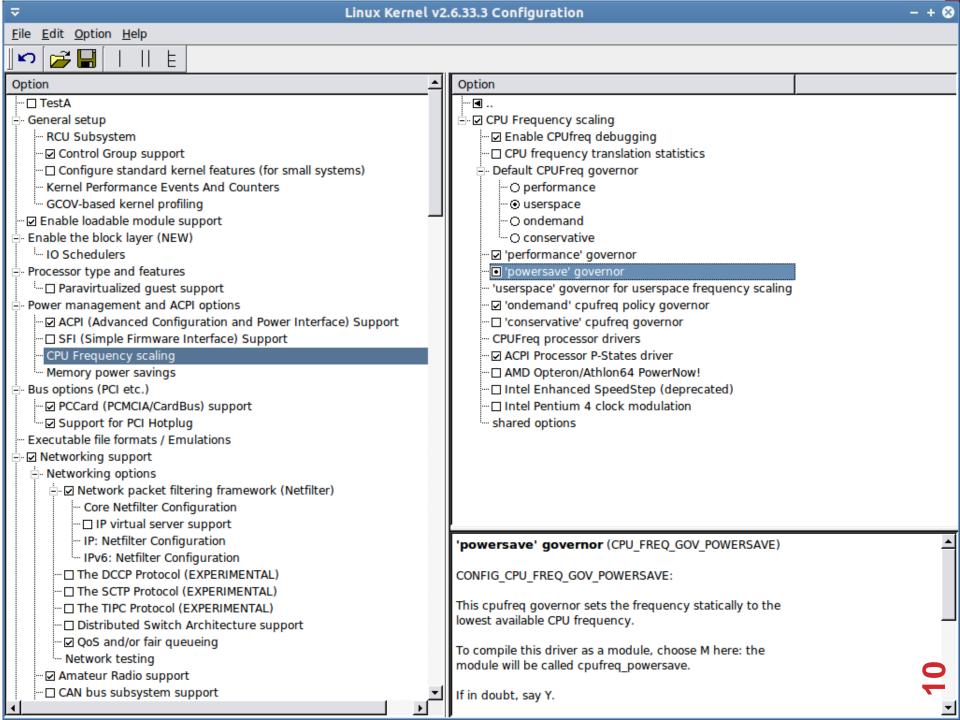












SOFTWARE PRODUCT LINES IN INDUSTRY

Boeing **Bosch Group** Cummins, Inc. Ericsson **General Dynamics General Motors Hewlett Packard** Lockheed Martin Lucent **NASA**

NASA Nokia Philips Siemens







Android Ecosystem











ARCHOS

htc

Devices



SONY



BUT

Variability = Complexity

33 optional, independent features



a unique configuration for every

person on this planet

320 optional, independent features

more configurations than estimated

atoms in the universe





2000 features

10000 features



Correctness?





Understanding?



CLEAR

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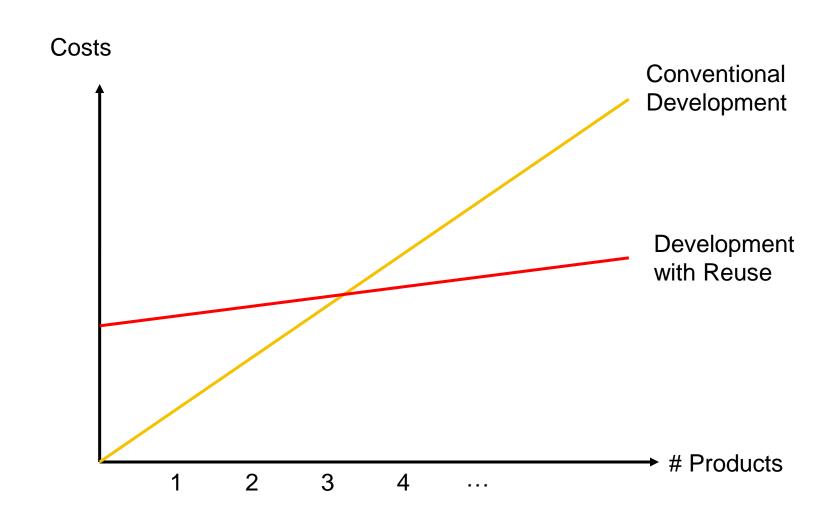
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THE PROMISE



TOPICS

Process and Domain Engineering

Feature and decision models

Analysis of feature models

Product management, scoping

Variability in requirements

Version control systems, Parameters

Design patterns, architecture, components, frameworks, platforms

Build systems, preprocessors

Tradeoff and maintenance discussion (separation of concerns, modularity, traceability, ...)

Advanced Concepts: Feature-Oriented Programming, Aspect-Oriented Programming, Generators

Quality assurance: Testing and Analysis

Variability management

Team organization

Transition process, refactoring

ORGANIZATION

PREREQUISITES

Basic programming skills (any language, Java preferred)
Basic software engineering knowledge (e.g., process, requirements)

PROJECT

In the second half of the course

Connect course to your research / interests

Explore a topic in depth

Case study, experiment, ...

Suggest a topic by Oct 14

Summarize results in a report (paper draft)

ASSIGNMENTS & READINGS

Weekly assignments

Small analysis, modeling, or implementation tasks

Investigating open source implementations

Due 11:59pm before class, expect in-class discussion

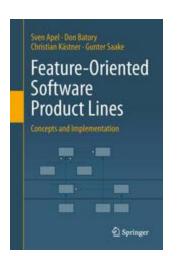
Reading assignments for most classes

Book chapters and papers

Background, context, case studies, ...

Expect in-class discussions

see website for links



GRADING

30% assignments, graded on 3-point likert scale:

exceeds expectations

matches expectations

below expectations

30% project

30% exams

midterm Oct 14, final tbd.

10% participation

HOMEWORK 1 (DUE NEXT WEEK)

Select an experience report Chapter 8—17 of Software Product Lines in Action (first come first serve)

http://link.springer.com/book/10.1007%2F978-3-540-71437-8

Prepare a 10 minute presentation

- Context
- Why a software product line?
- Development using domain/application engineering
- Goals, benefits, surprises, and challenges

READING ASSIGNMENT (WEDN.)

Apel, S., Batory, D., Kaestner, C., & Danner, Saake, G. (2013). Feature-Oriented Software Product Lines. Berlin: Springer. pages 3-31 (chapters 1 & 2 until 2.3.2)

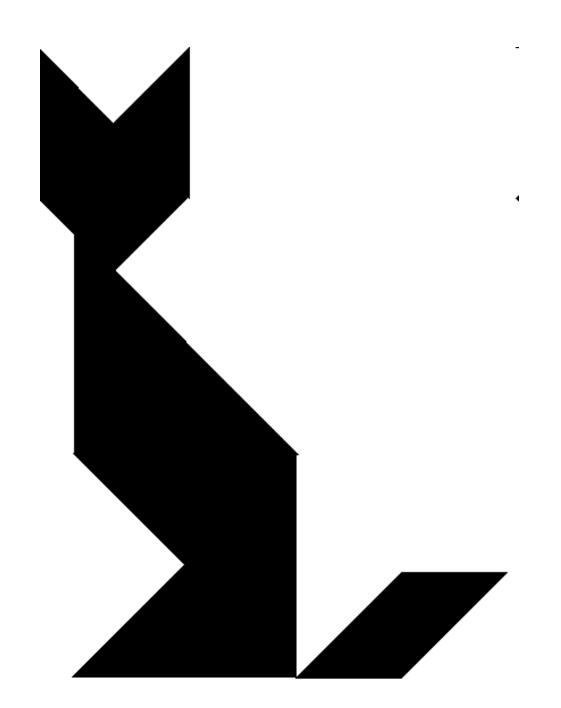
DOMAIN ENGINERING

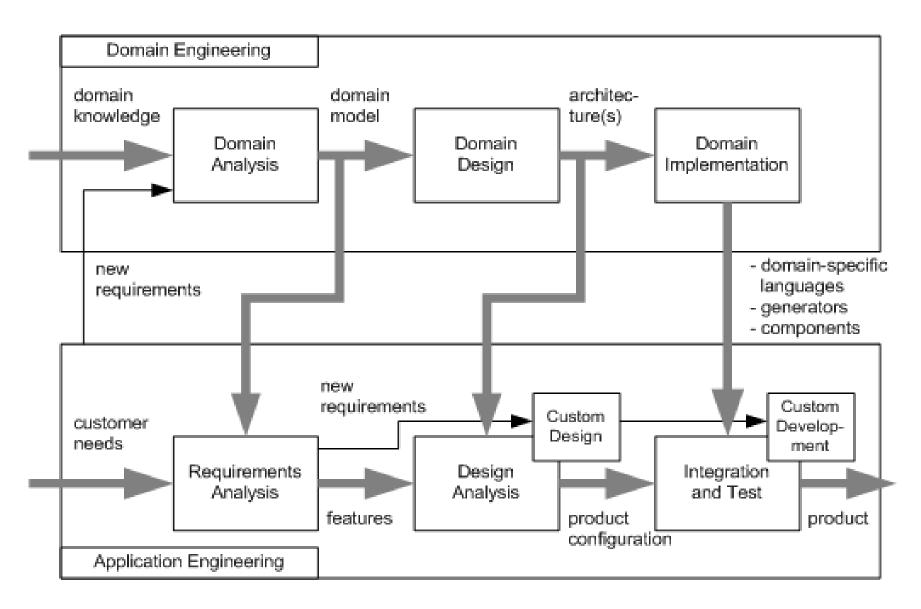
LEARNING GOALS

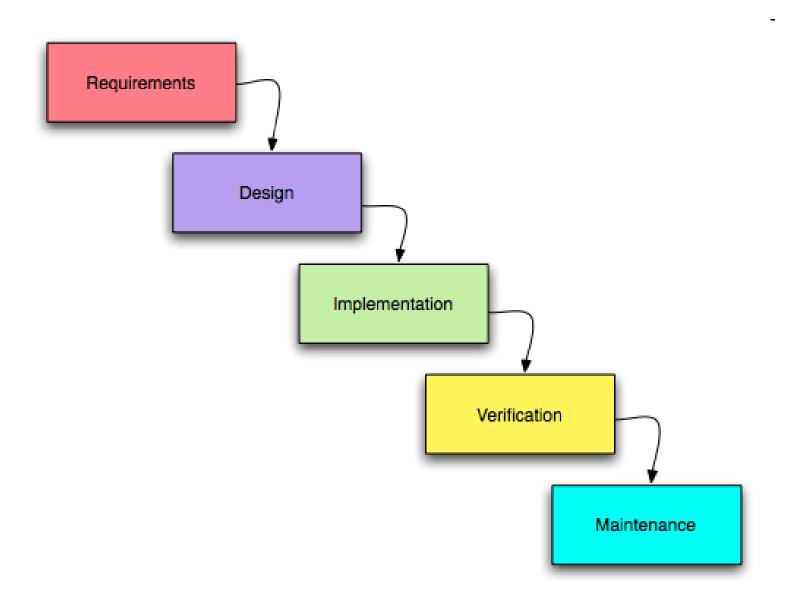
explain the product-line development process consisting of domain engineering and application engineering (including how the different phases interact),

distinguish problem space and solution space,

explain the economic lever of product lines and understand the benefit of automation,







DOMAIN ENGINEERING

[...] is the activity of collecting, organizing, and storing past experience in building systems [...] in a particular domain in the form of reusable assets [...], as well as providing an adequate means for reusing these assets (i.e., retrieval, qualification, dissemination, adaptation, assembly, and so on) when building new systems.

K. Czarnecki and U. Eisenecker

SOFTWARE PRODUCT LINES

A software product line (SPL) is a set of software-intensive systems that share a common, managed set of features satisfying the specific needs of a particular market segment or mission and that are developed from a common set of core assets in a prescribed way.

Software Engineering Institute Carnegie Mellon University

FURTHER READINGS

K. Kang, S. Cohen, J. Hess, W. Novak, and A. Peterson. Feature-Oriented Domain Analysis (FODA) Feasibility Study. Technical Report CMU/SEI-90-TR-21, SEI,1990.

K. Czarnecki and U. Eisenecker. Generative Programming: Methods, Tools, and Applications. Addison-Wesley, 2000.

Apel, S., Batory, D., Kaestner, C., & Dake, G. (2013). Feature-Oriented Software Product Lines. Berlin: Springer. Chapter 1 & 2