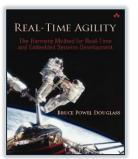
Improving System Requirements With Use Case Analysis

Bruce Powel Douglass, Ph.D.

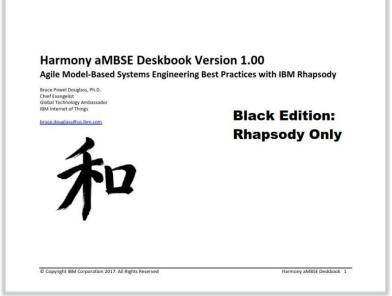
Principal

A Priori Systems

www.bruce-douglass.com





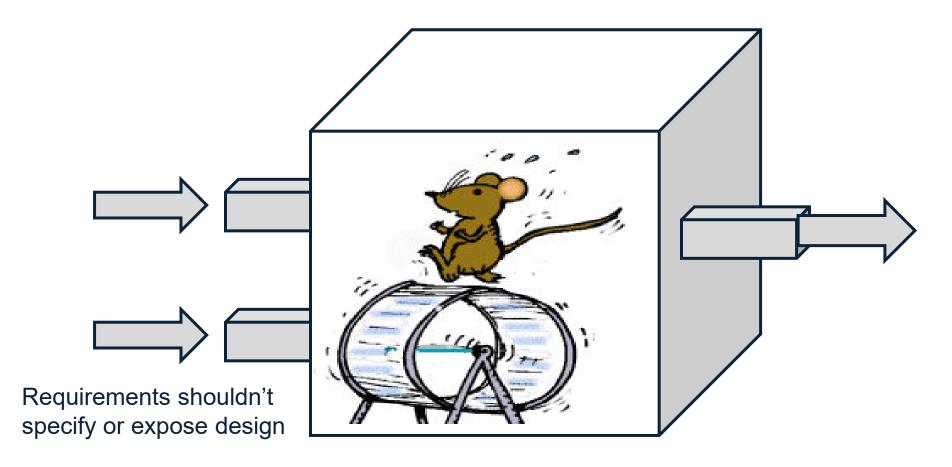




Requirement

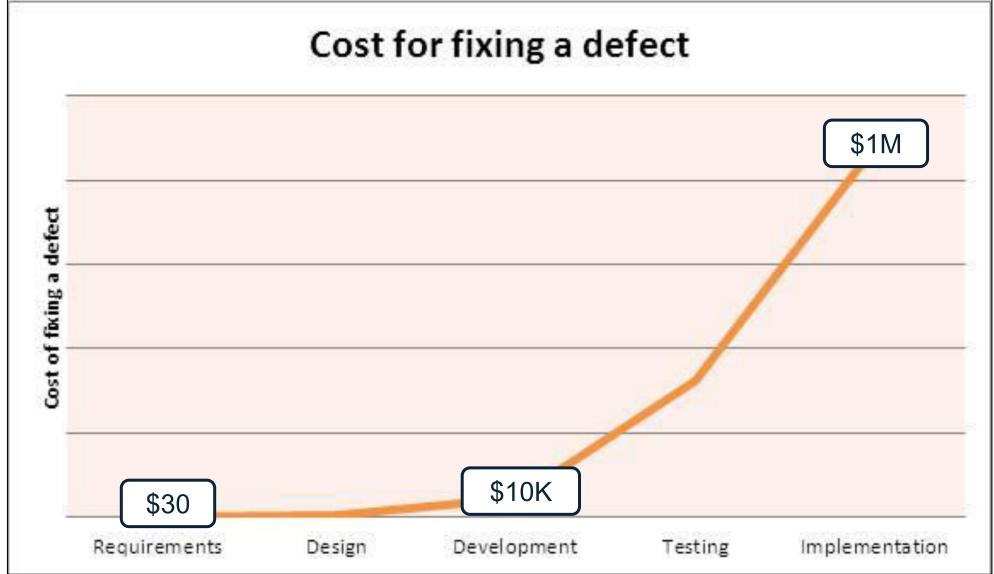
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- A *requirement* is about *what* needs to happen and not about *how* it happens
- A *functional requirement* is a statement about input → output control or data transformation
- A *quality of service requirement* is a statement about how well that functionality must be performed.



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Poor requirements have a huge impact





The Three Ways of Verifying "Goodness"

1 Review / Inspection

2 Test

3 Formal methods



With textual requirements you can really only apply #1; with modeled use cases, you can apply all three

The Requirements Modeling Approach

• The approach we will take to perform verification and validation on our requirements before satisfying them with our design is to:

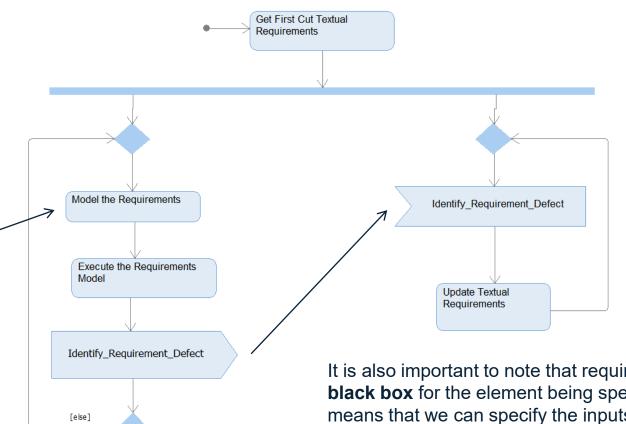
[verified all requirements]

This is an important point:

When we model messages, activities, actions, states, transitions, etc., we are simply rewriting the requirements in a more precise language.

We are not modeling non-requirements or design.

Put another way, our requirements model is just a precisely worded restatement of the requirements.



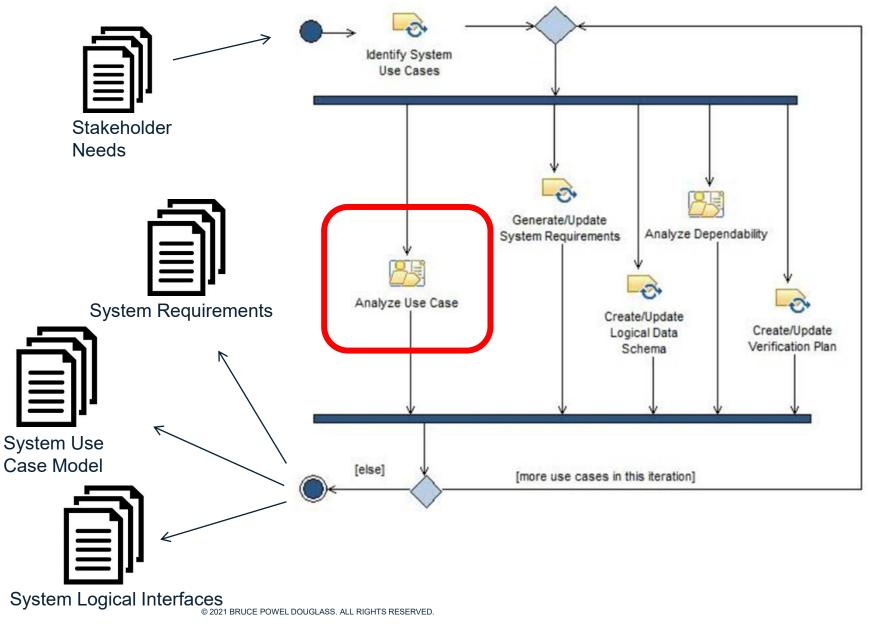
It is also important to note that requirements are **black box** for the element being specified. That means that we can specify the inputs, outputs and what the transformations must be, but not how they are performed.



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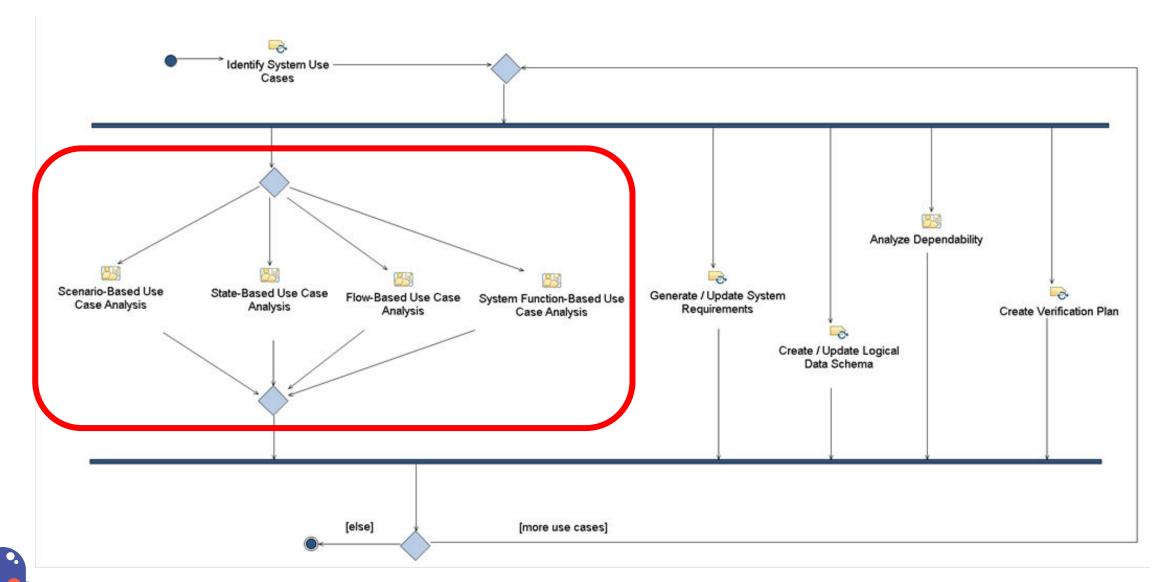
Requirements Workflow







Harmony aMBSE: System Requirements Analysis Alternatives



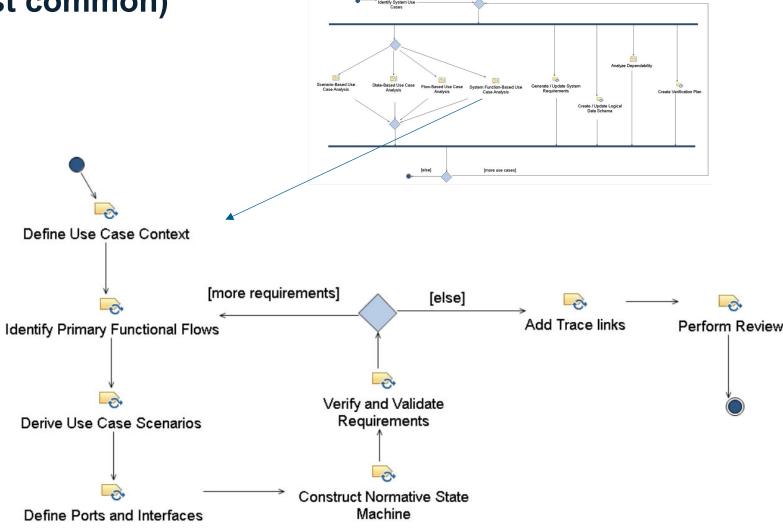
System-Function Based (most common)

Properties

- Activity diagrams model incomplete but used to initiate the analysis
 - They only show primary control flows
 - May not be completely "well formed"
 - Actions map to system functions
- Activity diagram's purpose is to identify and characterize system functions and their sequencing
- State machines hold the "source of truth" and scenarios are exemplars. Signals pass information that is defined in the data and flow schema

When to use

- The primary complexity or concern occurs in the set of system functions that implement the use case
- Continuous or value flows hold less concern
- System engineers are primary contributors to system understanding





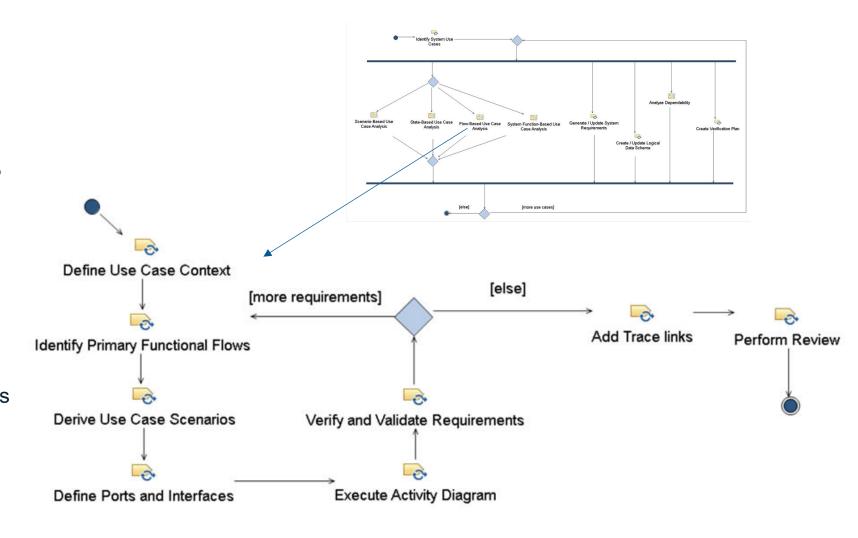
Flow Based

Properties

- Activity diagrams model becomes the source of truth
 - Must capture all primary, secondary, and exception control flows
 - Actions map to system functions
- Continuous and non-data flows are represented using pins and object flows
- Elements passed in object tokens are defined by data and flow schema

When to use

- The primary complexity or concern occurs in the input and output flows of the system when performing the use case
- Continuous or value flows are of significant concern, including energy, fluids, mass, and materiel
- System engineers are primary contributors to system understanding





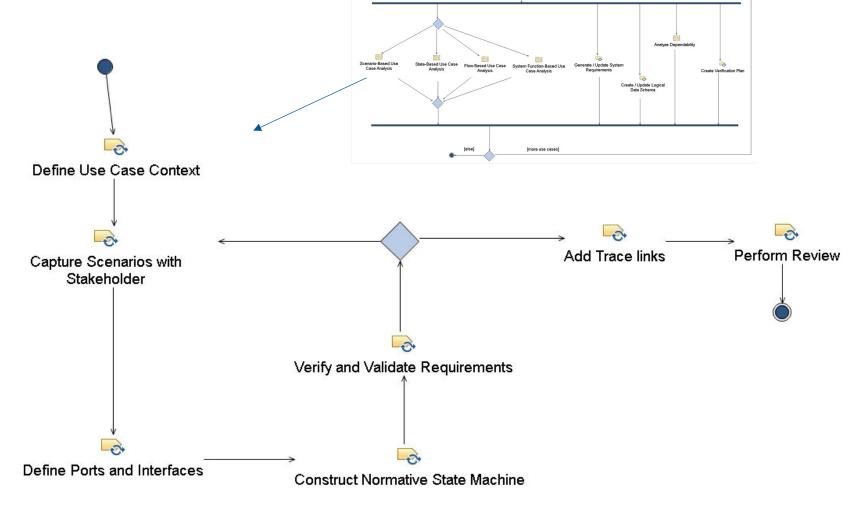
Scenario-based (aka "Interaction –Based")

Properties

- Skips activity modeling
- Scenarios capture all requirements associated with the use case including
 - Quality of service
 - Edge/exception cases
- Scenarios are primarily used to elicit requirements
- State machine is the "source of truth" and represents all possible scenarios. Signals pass information that is defined in the data and flow schema

When to use

- Primary concern is the interaction between the system (running the use case) and the actors
- Non-technical stakeholders are primary contributors to system understanding





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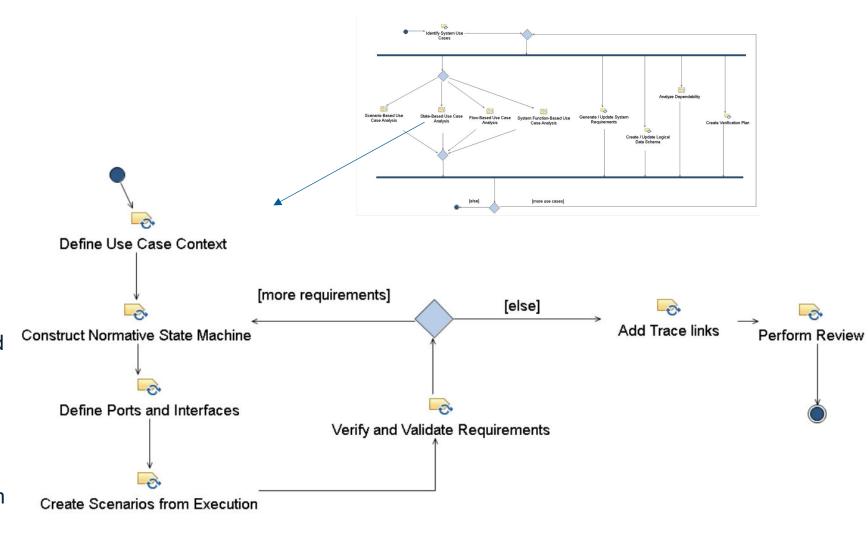
State-based

Properties

- Skips activity modeling
- Captures all requirements associated with the use case including
 - Quality of service
 - Edge/exception cases
- Scenarios are generated from state machines and are used to validate the requirements with the stakeholders.
- State machine is the "source of truth".
 Signals pass information that is defined in the data and flow schema

When to use

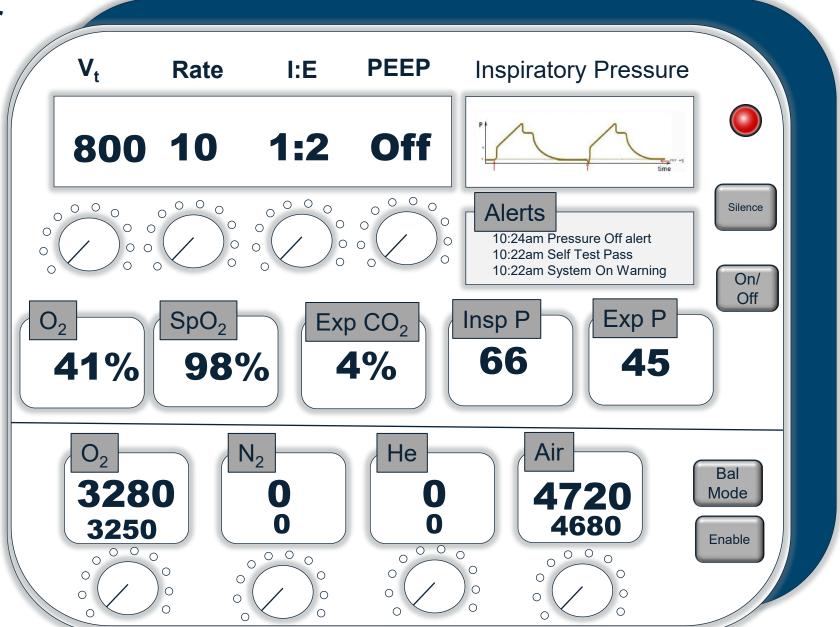
- Primary concern is the modes of operation and the differences in system behavior in those different modes
- Technical stakeholders are primary contributors to system understanding





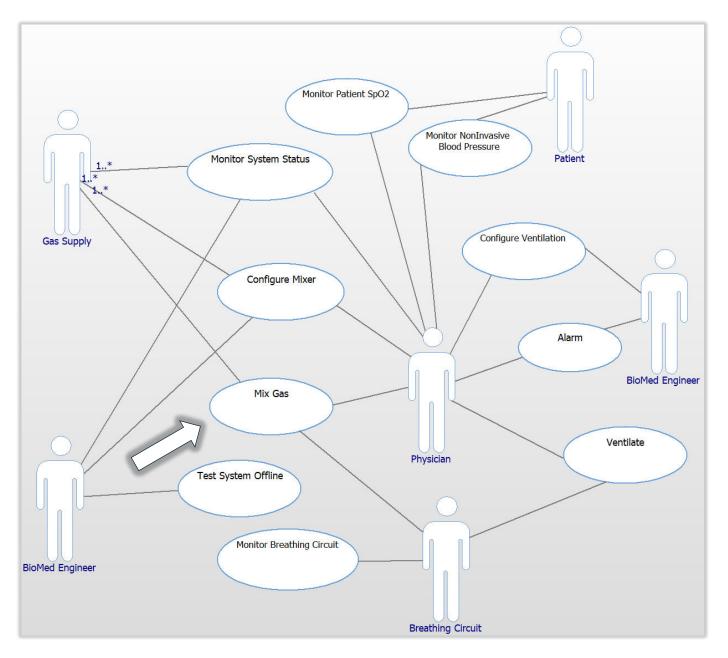
Example:

Medical Ventilator





Use Cases

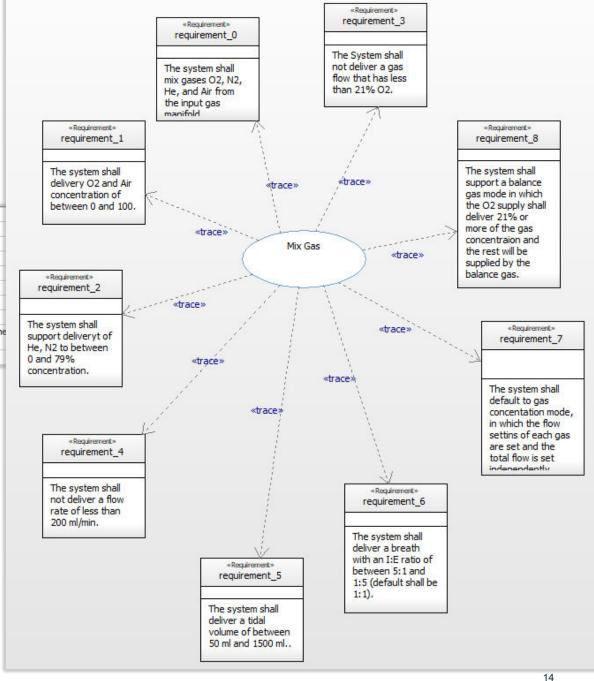




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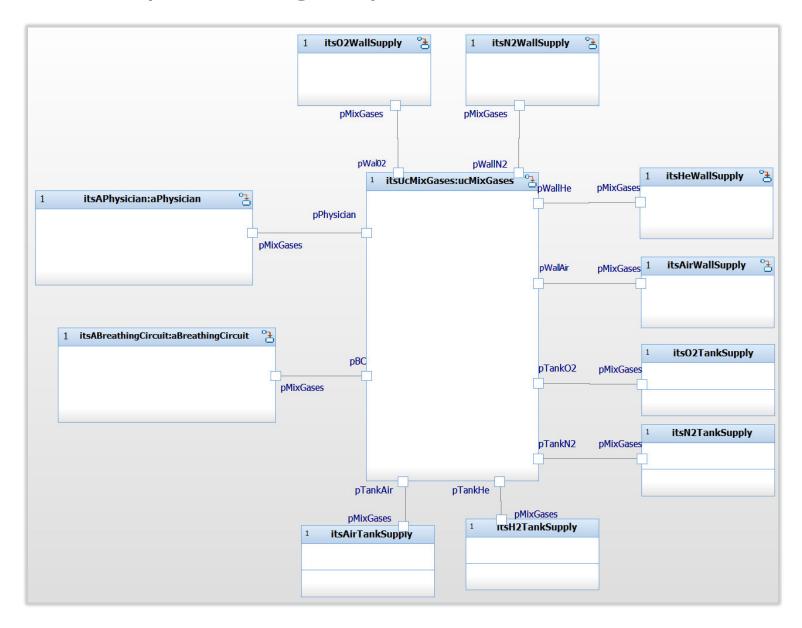
Requirements for Mix Gases Use Case

[] requirement_0	The system shall mix gases O2, N2, He, and Air from the input gas manifold
[] requirement_1	The system shalldelivery O2 and Air concentration of between 0 and 100.
requirement_2	The system shall support deliveryt of He, N2 to between 0 and 79% concentration.
requirement_3	The System shall not deliver a gas flow that has less than 21% O2.
[] requirement_4	The system shall not deliver a flow rate of less than 200 ml/min.
requirement_5	The system shall deliver a tidal volume of between 50 ml and 1500 ml
requirement_6	The system shall deliver a breath with an I:E ratio of between 5:1 and 1:5 (default shall be 1:1).
[] requirement_7	The system shall default to gas concentation mode, in which the flow settins of each gas are set and the total flow is set independently.
[] requirement_8	The system shall support a balance gas mode in which the O2 supply shall deliver 21% or more of the gas concentraion and the rest will be supplied by the
[] requirement_9	The system shall alert if they command an O2 concentration, flow, I;E, tidal volume, or respiration rate out of range.





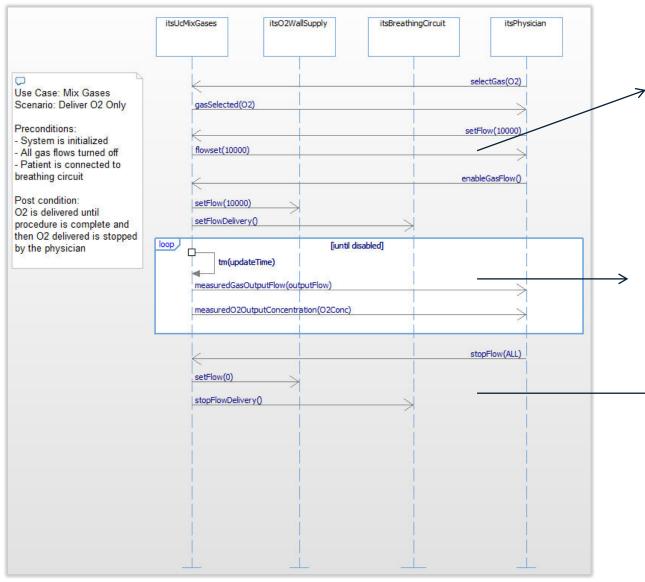
Create Analysis Context (block diagram)





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Create Scenarios



Discovered Requirements

- The user shall select the desired gas.
- The system shall indicate to the user the currently selected gas.
- Once selected, the user shall be able to set a valid flow rate of the gas.
- The user shall set the desired flow with user action.
- The system shall acknowledge with the set value when the flow is set.
- The system shall report the measured total flow and measured oxygen concentration every 1.0s ± 0.25s

The use shall be able to command flow to stop.

 The system shall acknowledge the user command to stop flow.



Create Scenarios

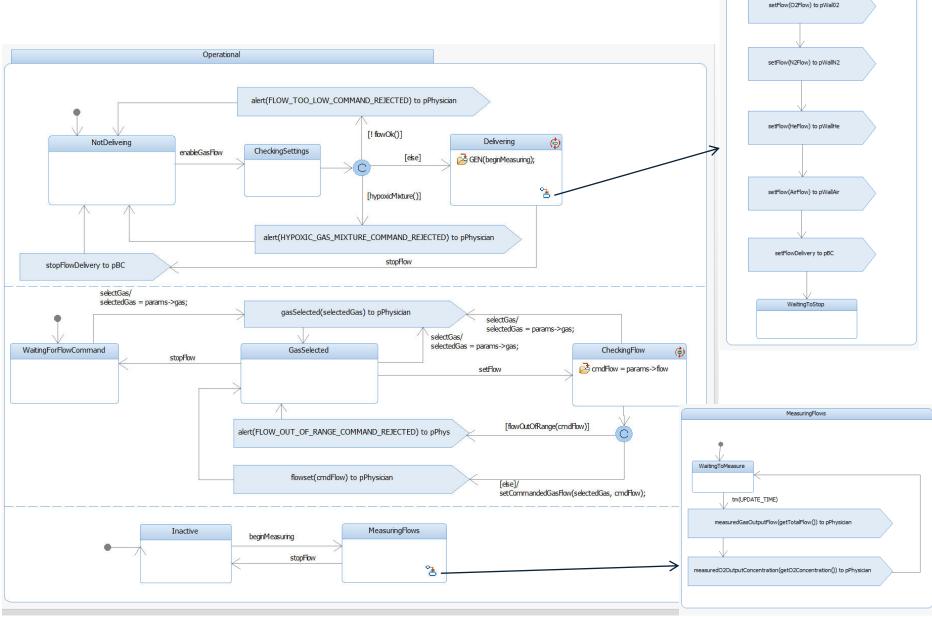


Discovered Requirements

 The system shall alert the user if they command a hypoxic gas mixture and reject the command.



Build up formal computational model of use case





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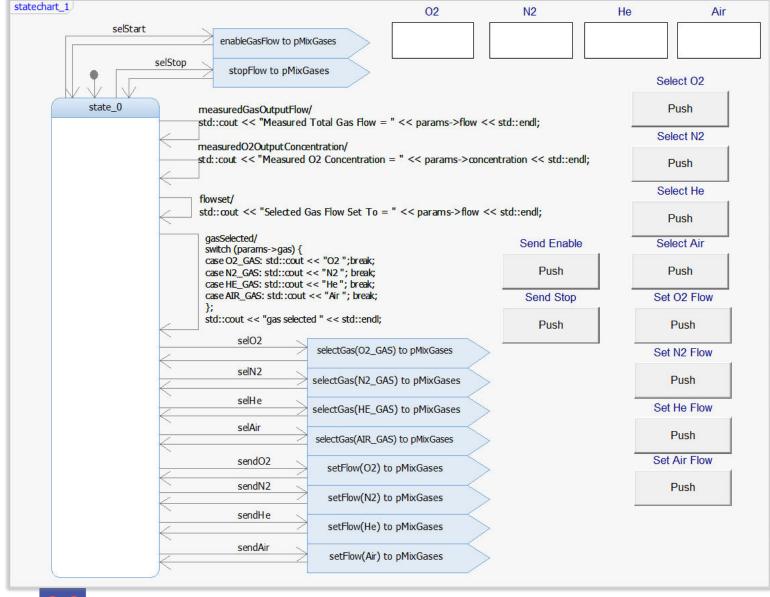
Delivering

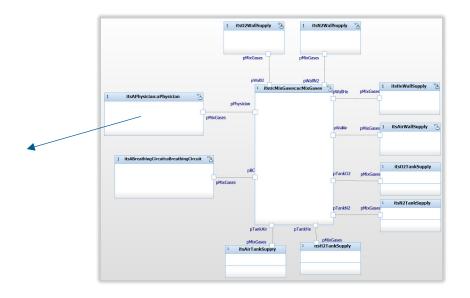
Delivering Build up formal computational model of use case setFlow(O2Flow) to pWal02 **Discovered Requirements** setFlow(N2Flow) to pWallN2 - The system shall reject a flow that is too low or too high alert(FLOW_TOO_LOW_COMMAND_REJECTED) to pPhysician setFlow(HeFlow) to pWallHe [! flowOk()] NotDeliveing Delivering CheckingSettings enableGasFlow A GEN (begin Measuring); setFlow(AirFlow) to pWallAir [hypoxidMixture()] alert(HYPOXIC_GAS_MIXTURE_COMMAND_REJECTED) to pPhysician setFlowDelivery to pBC stopFlowDelivery to pBC selectedGas = params->gas; WaitingToStop gasSelected(selectedGas) to pPhysician selectGas/ selectedGas = params->gas; selectGas/ selectedGas = params->gas; WaitingForFlowCommand GasSelected CheckingFlow stopFlow cmdHow = params->flow setFlow MeasuringFlows [flowOutOfRange(cmdFlow)] alert(FLOW_OUT_OF_RANGE_COMMAND_REJECTED) to pPhys WaitingToMeasure flowset(cmdFlow) to pPhysician setCommandedGasFlow(selectedGas, cmdFlow); tm(UPDATE_TIME) measuredGasOutputFlow(getTotalFlow()) to pPhysician MeasuringFlows Inactive beginMeasuring stopFlow $measured O2Output Concentration (get O2Concentration ()) \ to \ pPhysician$



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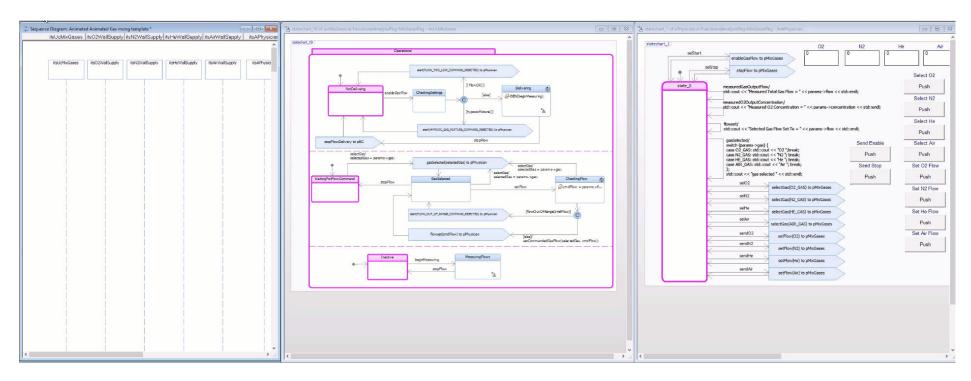
Instrument the context for execution





Physician Actor

Running the model



Physician actions

- 1. Select the O2 gas
- 2. Set the flow to 20000 ml/min
- Push the Set O2 flow button
- 4. Select the N2 gas
- 5. Set the flow to 10,000 ml/min
- 6. Push the Set N2 Flow button

Physician actions

- 7. Select the He gas
- 8. Set the flow to 5000 ml/min
- 9. Push the Set H2 Flow button
- 10. Enable mixing

System determines mixture is not hypoxic and with valid ranges and so starts delivering.



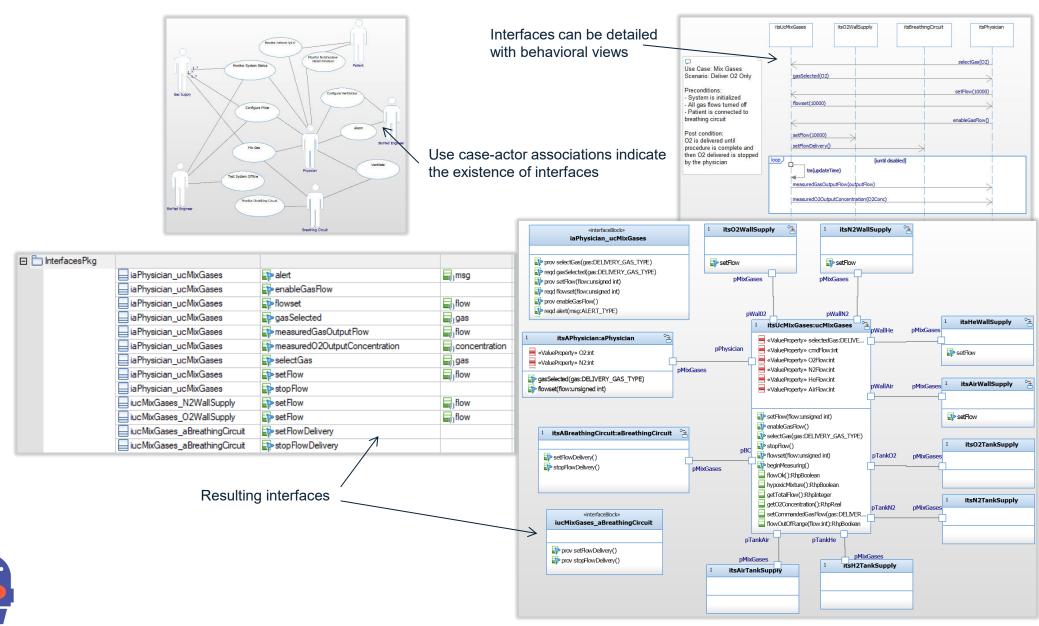
Output (Animated Sequence Diagram)







Logical Interfaces are a natural outcome of use case analysis



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For more information



AGILE SYSTEMS ENGINEERING





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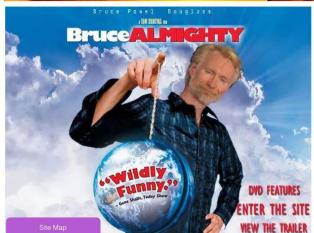




Real-Time Agile Systems and Software Development

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