

# An Approach for Evolution-Driven Method Engineering

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## Abstract

The paper considers the evolutionary perspective of the method engineering. It presents an approach for method engineering based on the evolution of an existing method, model or meta-model into a new one satisfying different engineering objective. This approach proposes several different strategies to evolve the initial paradigm model into a new one and provides guidelines supporting these strategies. The approach has been evaluated in the Franco-Japanese research project around the Lyee methodology. A new model called Lyee User Requirements Model has been obtained as an abstraction of the Lyee Software Requirements Model. The paper illustrates this evolution case.

## 1. Introduction

In this paper we consider Method Engineering (ME) from the evolutionary point of view. In other words, we look for an approach supporting evolution of an existing method, model or meta-model in order to obtain a new one better adapted for a given engineering situation and /or satisfying different engineering objective. We consider such a method evolution as situation-driven and relate our work to the area of Situational Method Engineering (SME) [Welke92], which focuses on project-specific method construction.

The approach that we propose in this paper is based on some initial modelling idea expressed as a model or a meta-model that we call the ‘paradigm model’ and supports the evolution of this paradigm model into a brand-new model satisfying another engineering objective. That’s why we call this approach the Evolution-Driven Method Engineering. We capture in it our experience accumulated in the method engineering and especially in the meta-modelling domain. The hypothesis of this approach is that a new method is obtained either by abstracting from an existing model or by instantiating a meta-model. Hence, this approach could be situated between the traditional ‘*from scratch*’ ME and the assembly-based SME [Harmsen97, Brinkkemper98, Ralyté01].

We use the Map formalism proposed in [Rolland99, Benjamen99] to express the process model of our approach for Evolution-Driven Method Engineering. Map provides a representation system allowing to combine multiple ways of working into one complex process model. It is based on a non-deterministic ordering of two fundamental concepts *intentions* and *strategies*. An intention represents a goal that can be achieved by the performance of the process. It refers to a task (activity) that is a part of the process and is expressed in the intentional level. A strategy represents the manner in which the intention can be achieved. Therefore, the *map* is a directed labelled graph with nodes representing intentions and labelled edges expressing strategies. The directed nature of the map identifies which intention can be done after a given one. A map includes two specific intentions, *Start* and *Stop*, to begin and end the process respectively. There are several paths from *Start* to *Stop* in the map for the reason that several different strategies can be proposed to achieve the intentions. A map therefore includes several process models that are selected dynamically when the process proceeds, depending on the current situation. An *intention achievement guideline* is associated to every triplet  $\langle source\ intention, target\ intention, strategy \rangle$  providing advice to fulfil the target intention following the strategy given the source intention has been achieved. Furthermore, this guideline can be refined as an entire map at a lower level of granularity.

We have evaluated our approach in the Franco-Japanese collaborative research project Lyee<sup>1</sup>. The aim of this project was to develop a methodology supporting software development in two steps: requirements engineering and code generation. The latter was already supported by the LyeeAll CASE tool [Negoro01a,b] in order to generate

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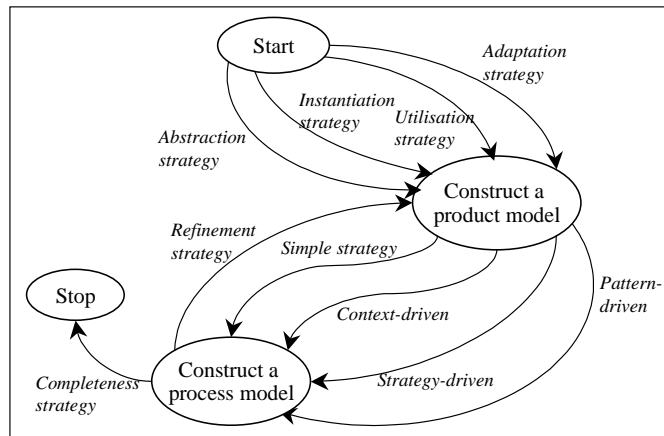
<sup>1</sup> Lyee, which stands for Governmental Methodology for Software Engineering, is a methodology for software development used for the implementation of business software applications. Lyee was invented by Fumio Negoro.

programs, provided a set of well-formatted software requirements are given. The *Lyee Software Requirements Model* (LSRM) expresses these requirements in rather low-level terms such as screen layouts and database accesses. Moreover they are influenced by the LyeeALL internals such as the Lyee identification policy of program variables, the generated program structure and the Lyee program execution control mechanism. Experience with LyeeAll has shown the need to acquire software requirements from relatively high level user-centric requirements. For this reason, we have decided to evolve the Lyee methodology. We have used the existing LSRM as a baseline paradigm model for the more abstract *Lyee User Requirements Model* (LURM) construction.

In the next section we outline our process model for Evolution-Driven ME. Section 3 details the *Abstraction strategy* for method product model construction whereas section 4 describes the *Pattern-based* strategy for method process model definition. Both strategies are illustrated by the LURM product and process models creation respectively. Some conclusions and discussions about our future work are done in the section 5.

## 2. Process Model for Evolution-Driven Method Engineering

Our approach for Evolution-Driven ME uses *meta-modelling* as its underlying method engineering technique. Meta-modelling is known as a technique to capture knowledge about methods. It is a basis for understanding, comparing, evaluating and engineering methods. One of the results obtained by the meta-modelling community is the definition of any method as composed of a product model and a process model [Prakash99]. A product model defines a set of concepts, their properties and relationships that are needed to express the outcome of a process. A process model comprises a set of goals, activities and guidelines to support the process goal achievement and the action execution. Therefore, method construction following the meta-modelling technique is centred on the definition of these two models. This is reflected in the map representing the process model for Evolution-Driven ME (Figure 1) by two core intentions (the nodes of the map) *Construct a product model* and *Construct a process model*.



**Figure 1. Process Model for Evolution-Driven Method Engineering.**

A number of product meta-models [Grundy96, Hofstede93, Prakash02, Saeki94, Plihon96] as well as process meta-models [Jarke99, Rolland95, Rolland99] are available and our approach is based on some of them. This is shown in Figure 1 by several different strategies (the labelled edges) to achieve each of the two core intentions.

The construction of the product model depends of the ME goal that could be to construct a method:

- by raising (or lowering) the level of abstraction of a given model,
- by instantiating a selected meta-model,
- by adapting a meta-model to some specific circumstances,
- by adapting a model.

Each of these cases defines a strategy to *Construct a product model*, namely the *Abstraction*, *Instantiation*, *Adaptation* and *Utilisation* strategies. Each of them is supported by a guideline that consists in defining various product model elements such as objects, links and properties in different manner.

In our example, we use the Lyee Software Requirements Model (LSRM) model as a baseline paradigm model for the more abstract Lyee User Requirements Model (LURM) construction. In this case, the *Abstraction strategy* is the

more appropriate one to *Construct a product model* as the ME goal is to rise the level of abstraction of the LSRM. For this reason, in the next section we detail and illustrate the guideline supporting product model construction following the *Abstraction strategy*. This guideline is based on the abstraction of different elements from the paradigm model (product and/or process model) into elements in the new product model and the refinement of the obtained elements until the new product model became satisfactory.

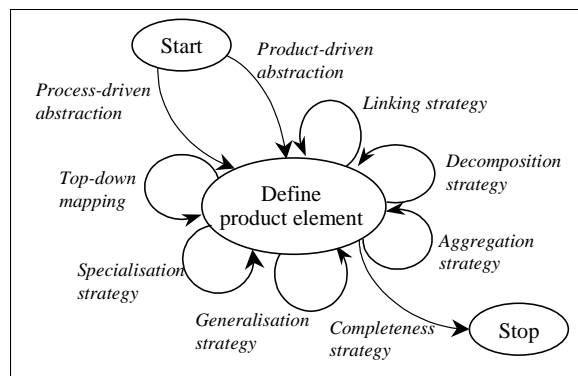
Process model must conform to the product model. Process steps, activities, actions always refer to some product model parts in order to construct, refine or transform them. This is the reason why in the map of Figure 1 the intention to *Construct a process model* follows the one to *Construct a product model*. We know that a process model can take multiple different forms. It could be a simple informal guideline, a set of ordered actions or activities to carry out, a set of process patterns to be followed, etc. In our Evolution-Driven process model (Figure 1) we propose four strategies: *Simple*, *Context-driven*, *Pattern-driven* and *Strategy-driven* to *Construct a process model*.

- The *Simple* strategy is useful to describe a uncomplicated process model that can be expressed as a textual description or a set of actions to execute.
- The *Context-driven* process model is based on the NATURE process modelling formalism [Jarke99, Rolland95]. According to this formalism, a process model can be expressed as a hierarchy of *contexts*. A context is viewed as a couple  $\langle \textit{situation}, \textit{intention} \rangle$ . The *situation* represents the part of the product undergoing the process and the *intention* reflects the goal to be achieved in this situation.
- Process model obtained following the *Pattern-driven* strategy takes the form of a *Catalogue of Patterns*. Each pattern identifies a generic problem, which could occur quite often in the product model construction, and proposes a generic solution applicable every time the problem appears. A generic solution is expressed as set of steps allowing to resolve the corresponding problem.
- Finally, the *Strategy-driven* process model, also called the Map [Rolland99, Benjamin99] (see the introduction of this paper), permits to combine several process models into one complex process model.

The process model of the LURM was defined following the *Pattern-driven strategy*. A set of patterns has been defined to take into account different situations in the user requirements definition. Each pattern provides an advice to capture and formulate requirements. The section 4 presents in detail and illustrates the guideline supporting the *Pattern-driven* strategy for the process model construction.

### 3. Abstraction-Based Product Model Construction

The *Abstraction strategy* for product model construction consists in defining a new product model representing the level of abstraction higher than this of its paradigm model. As a consequence, the objective of the corresponding guideline is to support the construction of a product model as an abstraction of an other model (product or process or both of them). This guideline is also expressed by a map shown in Figure 2.

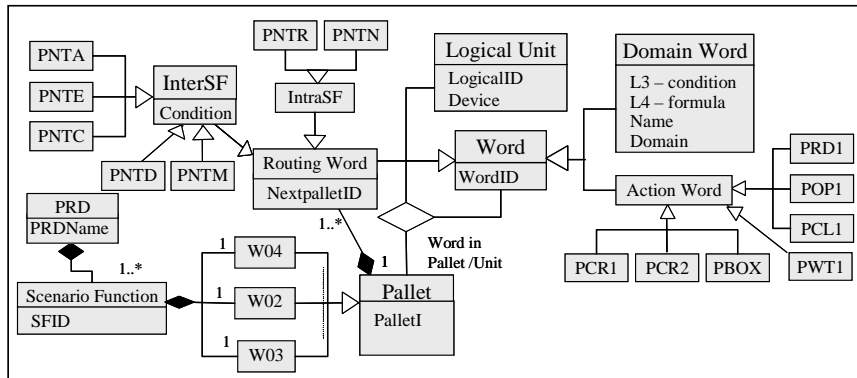


**Figure 2. Abstraction-Based Product Model Construction.**

As the product model construction consists in the definition of its elements (objects, properties, links), there is only one core intention in this map called *Define product element*. The achievement of this intention is supported by a set of strategies. Two strategies named *Product-driven abstraction* and *Process-driven abstraction* are provided to start

the construction process. The first one deals with the paradigm product model whereas the second one is based on the paradigm process model. The *Product-driven abstraction* consists in analysing the paradigm product model, identifying elements that could be represented by more abstract elements in the new model and defining these abstract elements. The *Process-driven abstraction* proposes to analyse the paradigm process model and to abstract some of its activities into the upper level ones. The product elements referenced by these more abstract activities must be integrated into the product model under construction. The concepts obtained following this strategy have to match concepts (or a collection of concepts) of the paradigm product model. The *Top-down mapping strategy* can be applied to assure it. The *Generalisation*, *Specialisation*, *Aggregation* and *Decomposition* strategies are used to refine the model under construction whereas the *Linking* strategy helps to connect different elements of this model obtained by applying different abstraction strategies.

In order to illustrate the abstraction-based product model construction we present first our paradigm model, which is the Lyee Software Requirements Model depicted in Figure 3.



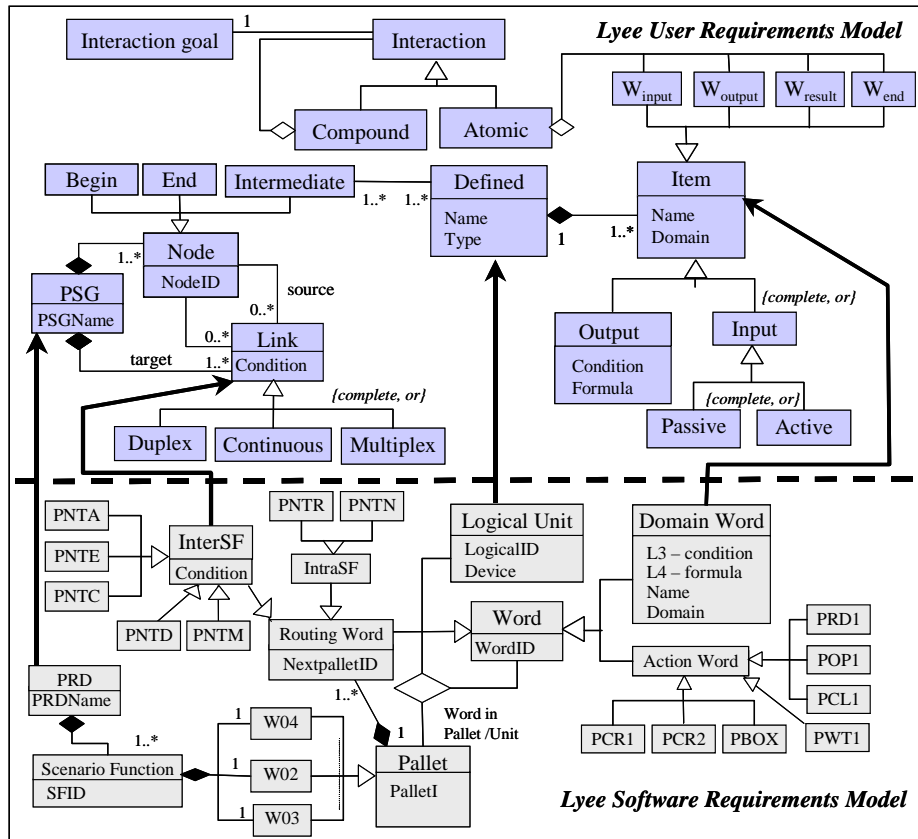
**Figure 3. The Lyee Software Requirements Model (LSRM).**

The central concept in the LSRM is called a *Word*. A *Word* corresponds to a program variable: input words represent values captured from the external world whereas output words are produced by the system by applying specific formulae. Lyee Software Requirements processing mechanism applies a formulae to obtain output word from the given input words. The execution of formulae is controlled by the *Process Route Diagram (PRD)*. A *PRD* is composed of *Scenario Functions (SF)*, composed of *Pallets* which are made of *Vectors*. In order to carry out the generated program control, the function generates its own *Words* such as the *Action words* and *Routing words*. *Action words* are used to control physical Input/Output exchanges in a Lyee program, they implement application actions such as reading a screen, submitting a query to a database, opening or closing a file, etc. *Routing words* are used to distribute the control over various *SFs* of a *PRD*.

In order to comply with the LSRM paradigm, the LURM should be centred on a notion that abstracts from the concept of *Word*. Obviously *Words* required by the Lyee processing mechanism are not relevant at this level. On the contrary, the concern is only with *Domain words*. For that reason, the LSRM concept *Domain word* is abstracted into LURM concept *Item* following the *Product-driven abstraction strategy*. The *Specialisation strategy* is applied in order to specialise the *Item* into *Output* and *Input* to match the LSRM, which makes the difference between input and output words used in its processing mechanism. An *Output* is produced by the system whereas the *Input* is captured from the user. In the same manner, the *Input* is specialised into *Active* and *Passive*. The former triggers the system actions whereas the latter represents values captured from the user.

Next we analyse the LSRM process model. The paradigm process model deals with the generation of the Lyee program structure. The result of the obtained program execution must fit user's requirements. In other words, it must allow the user to satisfy one of its goals. For that reason, in the upper user requirements level we need to reason with concepts allowing to identify these user goals and express how the user interacts with the system in order to achieve them. The *Process-driven abstraction strategy* allows us to define the notion of *Interaction* representing the exchanges between the user and the system from the user's view point. An interaction is goal driven in the sense that the user asks the system to achieve the goal he/she has in mind without knowing how the system will do it. As a result, we associate an *Interaction goal* to each *Interaction*. The complexity of the interaction goal defines the complexity of the corresponding interaction. If the interaction goal can be decomposed into several atomic goals, the

corresponding interaction can also be decomposed. Consequently, we specialise the interaction into *Atomic* and *Compound* thanks to the *Specialisation* strategy.



**Figure 4. Lyee Product Models for Software Requirements and for User Requirements.**

Now we need to define how the *Interaction* concept could be mapped into the concepts defined in the lower LSRM product model. Any of the LSRM concepts does not correspond the *interaction* of the LURM directly. However, the *Top-down mapping* strategy suggests us that an *interaction* could be expressed as a combination of *items* that match the LSRM *Domain word* concept.

An *Atomic interaction* delineates a number of input and output data: the user provides some input and receives the output that corresponds the expected result. Therefore, the *Decomposition strategy* helps us to decompose every *Interaction* into four kinds of *Items* that we call  $W_{input}$ ,  $W_{output}$ ,  $W_{result}$  and  $W_{end}$ . Each of them represents:

- $W_{input}$ : the input provided by the user,
- $W_{result}$ : the result of the goal achievement,
- $W_{output}$ : the output displayed to the user,
- $W_{end}$ : the end point of the interaction.

Then we consider the concept of *Logical unit* (from LSRM) that represents a coherent set of words used in the same processing (reading or writing) and constrained by the same physical device (database, file, screens, etc.) used by the program. The concept of *Defined* abstracts this notion in order to aggregate logically related *Items* processed together and constrained by the same conceptual device. One *Defined* can be specialised into one or more *Logical units*. For example, one *Defined* corresponding to a conceptual screen can be implemented by two physical screens requiring four *Logical units*. To resume, the *Product-driven abstraction* strategy followed by the *Linking* strategy allows us to create the *Defined* concept and to connect it with the *Items* composing it.

Similarly, the concept of *PSG*, the *Precedence Succedence Graph* was obtained by abstraction of the *PRD* concept from the paradigm product model. A *PSG* specifies the ordering conditions between *Defineds* as the *PRD* do it with *Words*. The *Decomposition strategy* was applied to represent the structure of the *PSG* as a graph composed of *Links*

and *Nodes*. Following the *Top-down mapping* strategy we recognize that the *Link* matches the LSRM *InterSF* concept that captures different links between the *Scenario Functions* in a *PRD* whereas the *Node* corresponds the *Scenario Function* concept. Thanks to the *Specialisation* strategy the *Link* was specialised into *Duplex*, *Continuous* and *Multiplex* whereas the *Node* was specialised into *Begin*, *End* and *Intermediate*. Every *Defined* is an intermediate link in at least one *PSG*. Figure 4 summarizes the abstraction process from the lower LSRM into upper LURM.

#### 4. Pattern-Based Process Model Construction

The *Pattern-based* process model construction strategy is based on the concept of pattern, which has been introduced by Alexander in architecture [Alexander77] and borrowed by IT engineers to capture software design knowledge [Gamma94, Coad96, Coplien95, Fowler97] as well as method engineers to capture reusable method knowledge [Rolland96, Deneckere98]. According to Alexander, a pattern refers to ‘a problem which occurs again and again in our environment and describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice’. The key idea of a pattern is thus, to associate a *problem* to its *solution* in a well identified *context*.

Figure 5 shows the pattern meta-model. The *problem* refers to the *situation* in which pattern can be applied and the *goal* to achieve in this situation. The situation is characterised by a set of product elements. The *solution* is represented by a set of *steps* to realise in order to resolve the problem. A pattern can be *simple* or *compound*. The solution of a compound pattern contains steps which call other patterns and are named *pattern steps* in the contrary to *stand alone steps* which are executed.

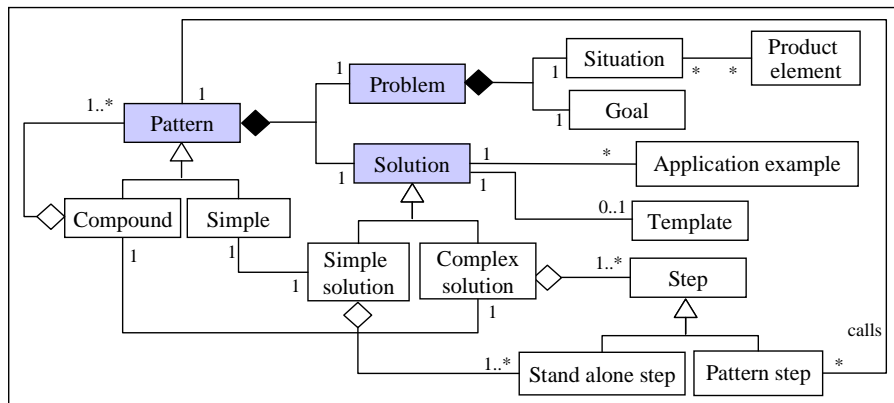
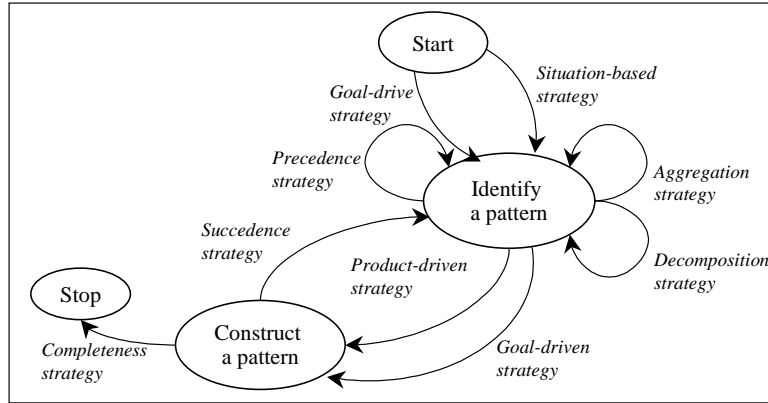


Figure 5. Pattern meta-model.

The process model for pattern construction is defined by a map based on two core intentions *Identify a pattern* and *Construct a pattern* (Figure 6). To *Identify a pattern* means to identify a generic problem. As shown in Figure 6, the problem identification can be based on the discovery of a typical situation or a generic goal in the method context. The two cases are respectively supported by two strategies: *Situation-based* and *Goal-driven*. The *Aggregation strategy* allows to combine several patterns into a compound one in order to propose solutions for complex problems whereas the *Decomposition strategy* deals with the identification of sub-problems, which could also be considered as generic ones. The identification of a new pattern situation advises us to consider that there must be another pattern creating this situation. This case is supported by the *Precedence strategy*.

To *Construct a pattern* means to formalise its problem (the situation and the goal), to define the solution to its problem as a set of steps to execute, to define its template and to give some examples of its application. Two strategies named *Product-driven* and *Goal-driven* are provided for this purpose (Figure 6). The guideline supporting the *Product-driven strategy* is based on the transformation of the product elements from the pattern situation into the product element defined as the pattern target (pattern goal target). The *Goal-driven strategy* deals with the pattern goal reduction into a set of atomic actions to realise in order to achieve this goal. The *Succedence strategy* considers that the result product obtained by applying an already defined pattern can be considered as a potential situation for the definition of an other pattern.



**Figure 6. Pattern-based process model construction.**

In order to define the patterns supporting LURM construction, we need to identify typical situations (*the problem*) in the Lyee user requirements capture (*the context*) and to define the corresponding guidelines (*the solution*) assisting in the requirements elicitation and formulation. As shown in Figure 6, we can start pattern identification process following one of two strategies: *Goal-driven* or *Situation-based*. The guidelines supporting these two strategies supplement each other and there is no pre-established order to realise them. In our case, we start pattern identification process following the *Goal-driven* strategy and we consider the core LURM objective '*to define user requirements*'. As stated in the previous section, the LURM defines user requirements as user-system interactions. Therefore, we found our reasoning on the notion of atomic interaction and investigate the possibility to identify generic activities for requirements capture within this context. We deduce that the requirements capture related to an atomic interaction comprises four activities that can be considered as four potential pattern goals:

- to start the interaction (Formulate *To Start* requirement),
- to perform the action (Formulate *To Act* requirement),
- to prepare the output (Formulate *To Output* requirement) and,
- to end the interaction (Formulate *To End* requirement).

Each of these activities is linked to the *item* typology introduced in the section 3 as each activity is associated to one type of *Item*:

- the *Formulate To Start requirement* deals with the capture of  $W_{input}$ ,
- the *Formulate To Act requirement* is concerned by the calculation of  $W_{results}$ ,
- the *Formulate To Output requirement* shall help eliciting and defining  $W_{output}$ ,
- finally, the *Formulate To End requirement* considers  $W_{end}$ .

Each requirement activity is concerned with the elicitation and definition of these *Items*, their grouping in *Defineds* and the positioning of those in the *PSG* of the interaction.

Next, we select the *Situation-based* strategy to *Identify a pattern* (Figure 6) and consider the possible situations in which these goals are relevant. For instance, we distinguish two different situations dealing with the capture of  $W_{input}$ : either the input value does not exist and is directly captured from the user or it exists in a database or a file and is captured from this container. As a consequence, we identify two patterns having the same goal *Formulate To Start requirement* but dealing with different situations *Input capture from the user* and *Input capture from the internal device*. We call these two patterns respectively *Immediate Start* and *Prerequisite for Start*.

In the same manner we identify two generic situations for each of the four generic goals and identify so eight generic patterns. Table 1 characterises the discovered patterns. Each of these 8 patterns deals with one single requirement activity whereas to get the complete set of requirements for a given problem, the requirements engineer has to perform one of each type of activity. The complete set of requirements requires that each of the following be performed once: '*To start*', '*To Act*', '*To Output*' and '*To End*'. To obtain advice on this, a new pattern, Pattern P9, is introduced thanks to the *Composition strategy*.

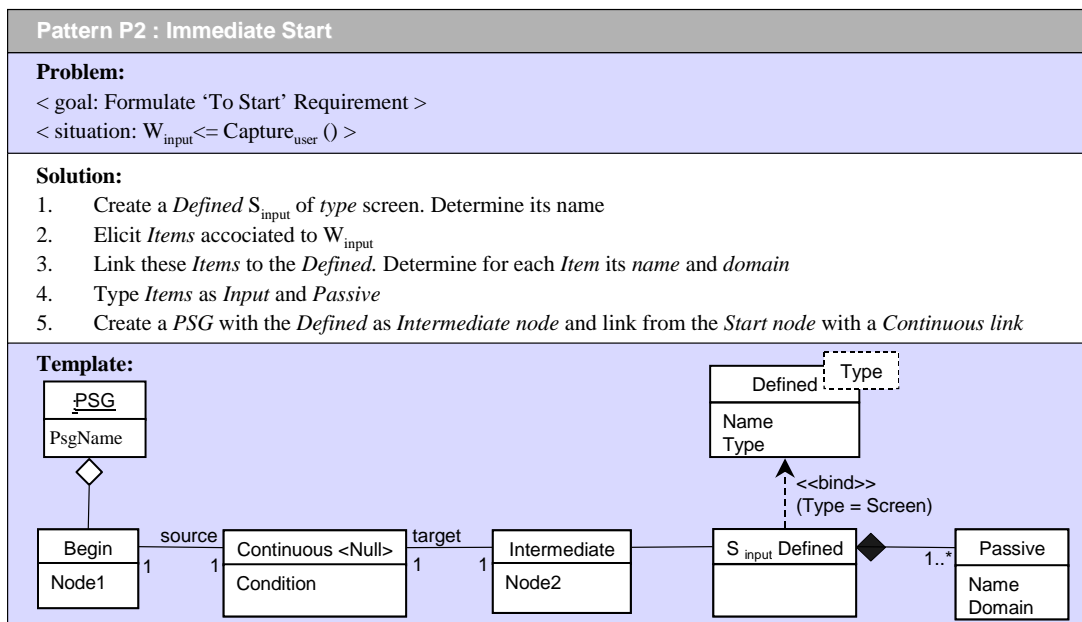
The *Succedence strategy* for pattern identification suggests us to think about the construction of a compound interaction that could be based on the iteration of an atomic interaction creation that is the iteration of the pattern P9.

As a result, we identify a new pattern for a compound interaction formulation that we call *P10 Complex Composition* (Table 1).

Goal	Situation Characterisation	Pattern name
Formulate To Start requirement	$W_{input}$ are captured directly from the user.	P2 Immediate Start
Formulate To Start requirement	$W_{input}$ are retrieved from a database or a file.	P3 Prerequisite for Start
Formulate To Act requirement	$W_{result}$ are calculated by a simple formulae, which does not require the calculation of the intermediate words.	P1 Simple Word
Formulate To Act requirement	$W_{result}$ are calculated by a complex formulae, which requires the calculation of the intermediate words and possibly the access to the data in a file or a database.	P8 Complex Word
Formulate To Output requirement	There is no obstacle neither in the capture of $W_{input}$ nor in the production of $W_{result}$ .	P6 Single Output
Formulate To Output requirement	A number of different cases of output production shall be considered due to possible obstacles either in the capture of $W_{input}$ or in the production of $W_{result}$ .	P7 Multiple Output
Formulate To End requirement	The interaction ends normally without additional internal activity.	P4 Simple End
Formulate To End requirement	Some internal activity shall be performed such as storing part or the totality of $W_{outputs}$ .	P5 Compound End
Formulate requirement for an atomic interaction	The interaction goal is atomic.	P9 Simple Composition
Formulate requirement for a compound interaction	The interaction goal is compound.	P10 Complex Composition

**Table 1. Characterisation of the identified patterns.**

Let's illustrate now the construction of a pattern solution. In our example, the pattern solution takes the form of a sequence of rules to be applied by the engineer. Each of them mentions an action to perform like '*construct a hierarchy of intermediate words involved in the calculation of the result word*'. Most of these actions are identifying a requirement, i.e. referring to an element of the meta-model: *Defined*, *Item*, *Node* and *Link* in the *PSG*, as for example '*introduce a defined of type screen*'.



**Figure 7. Pattern P2 : Immediate Start.**

As an example we propose the construction of the pattern P2 following the *Product-driven* strategy. The objective of this pattern is to prepare a user-system interaction. The *Product-driven* strategy advises to instantiate the meta-model

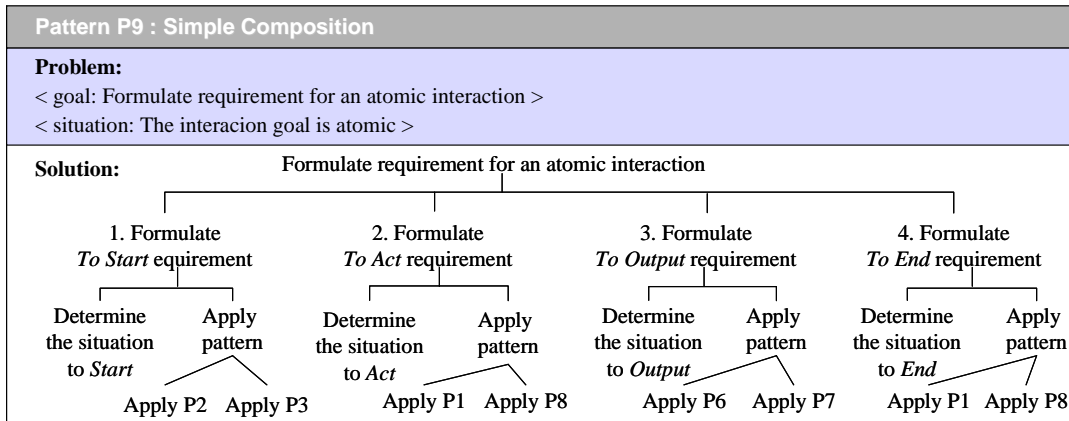


elements necessary to achieve the pattern goal. In this case we need to instantiate the meta-model elements: *Defined*, *Item* and *PSG*, which are necessary for the input values capture. As a consequence, the actions to perform should be:

- to create the *Defined* for the necessary input values capture,
- to define an *Item* to each input value,
- to link the *Items* to the *Defined*,
- to type *Items* as *Input* and *Passive* and
- to create the *PSG*.

Next we need to define the pattern template. The pattern template is an instance of the meta-model representing the configuration of concepts to be instantiated in any application. In the case of the pattern P2, a *PSG* must be created containing a *Begin node*, a *Continuous link*, an *Intermediate node* corresponding to the *Defined* of type screen (called  $S_{input}$ ) composed of the elicited *Items*. Figure 7 shows the pattern P2, its problem, solution and template.

In the same manner we construct all the patterns from P1 to P8. The pattern P9 can be constructed following the *Goal-driven* strategy, which advises to decompose the principal goal into sub-goals until the atomic actions had been obtained. Thus, the objective of the pattern P9 '*Formulate requirement for an atomic interaction*' can be decomposed into four sub goals '*Formulate To Start requirement*', '*Formulate To Act requirement*', '*Formulate To Output requirement*', '*Formulate To End requirement*' in this order. As there are always two patterns that are candidate to help achieving the goal, it is necessary to examine the situation first. As pattern situations are exclusive, the choice of the relevant pattern to apply is easy. The obtained pattern is a compound one. It is shown in Figure 8.



**Figure 8. Pattern P9: Simple Composition.**

Finally, the pattern P10 deals with the compound interaction. The goal to be achieved is to get a complete and coherent requirement formulation for a compound interaction. This pattern should give an advice on how to decompose a compound interaction into atomic interactions to which the pattern P9 should be applied. In fact, the pattern helps in recognising that the interaction is not an atomic one in the first place.

Each of ten patterns captures a requirement situation and guides the formulation of the requirement in compliance with the requirement meta-model. The ten patterns will be applied again and again in the different software projects using Lyee. Even though actual situations are different from one project to another, each of them should match one pattern situation and the pattern will bring the core solution to the requirements capture problem raised by this situation.

## 5. Conclusion

In this paper we propose an approach for evolution-driven method engineering. Evolution in this case means that we start method engineering with an existing paradigm model (model or meta-model) and we obtain a new model (or meta-model) by abstracting, transforming, adapting or instantiating this paradigm model. Our process model for evolution-driven ME captures these various evolution ways as different strategies to create the product part of the model under construction. The corresponding process part construction is also supported by a set of strategies the selection of which depends on the process nature and complexity. Every strategy is supported by a guideline assisting method engineer in his or her method evolution task.

The flexibility offered by the map formalism that we use to express our Evolution-Driven ME process model allows us to include other ways for method evolution in a rather simple manner. They can be integrated as different strategies to satisfy the intention *Construct a product model* and *Construct a process model*.

In this paper we present the evaluation of our approach by the LURM construction as evolution of the LSRM. The *Abstraction strategy* have been used to *Construct a product model* while the *Pattern-driven strategy* was applied to *Construct a process model*. In this paper we present these two strategies in more detail and illustrate their application. Our future preoccupation is to evaluate other proposed method evolution strategies as well as to validate it through real projects.

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