# Software Engineering and Scientific Computing

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software
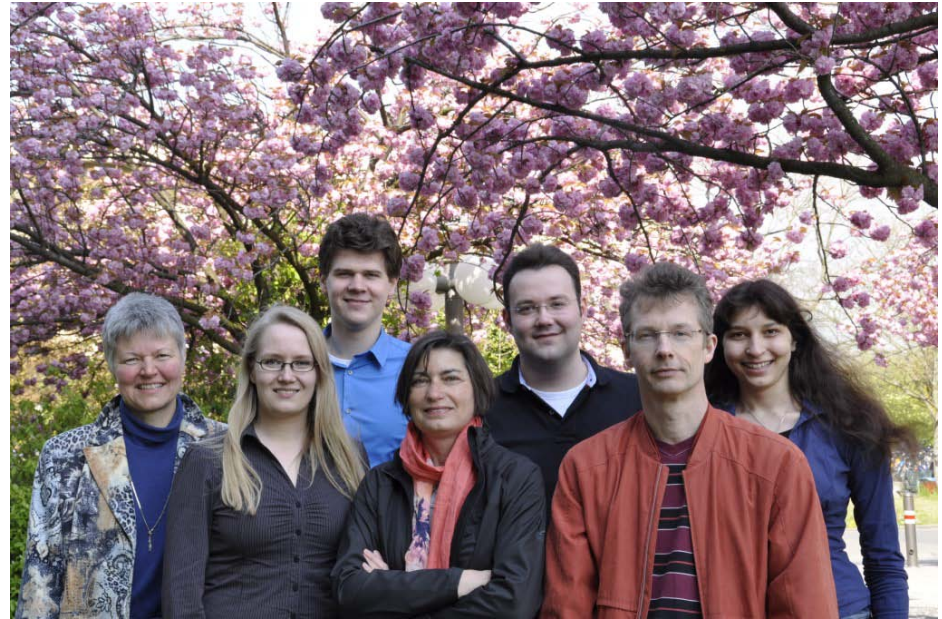engineering
heidelberg

**RUPRECHT-KARLS-UNIVERSITÄT HEIDELBERG**

- **Profile Quality Engineering**
  - Requirements Engineering
  - Rationale Management
  - Quality Assurance


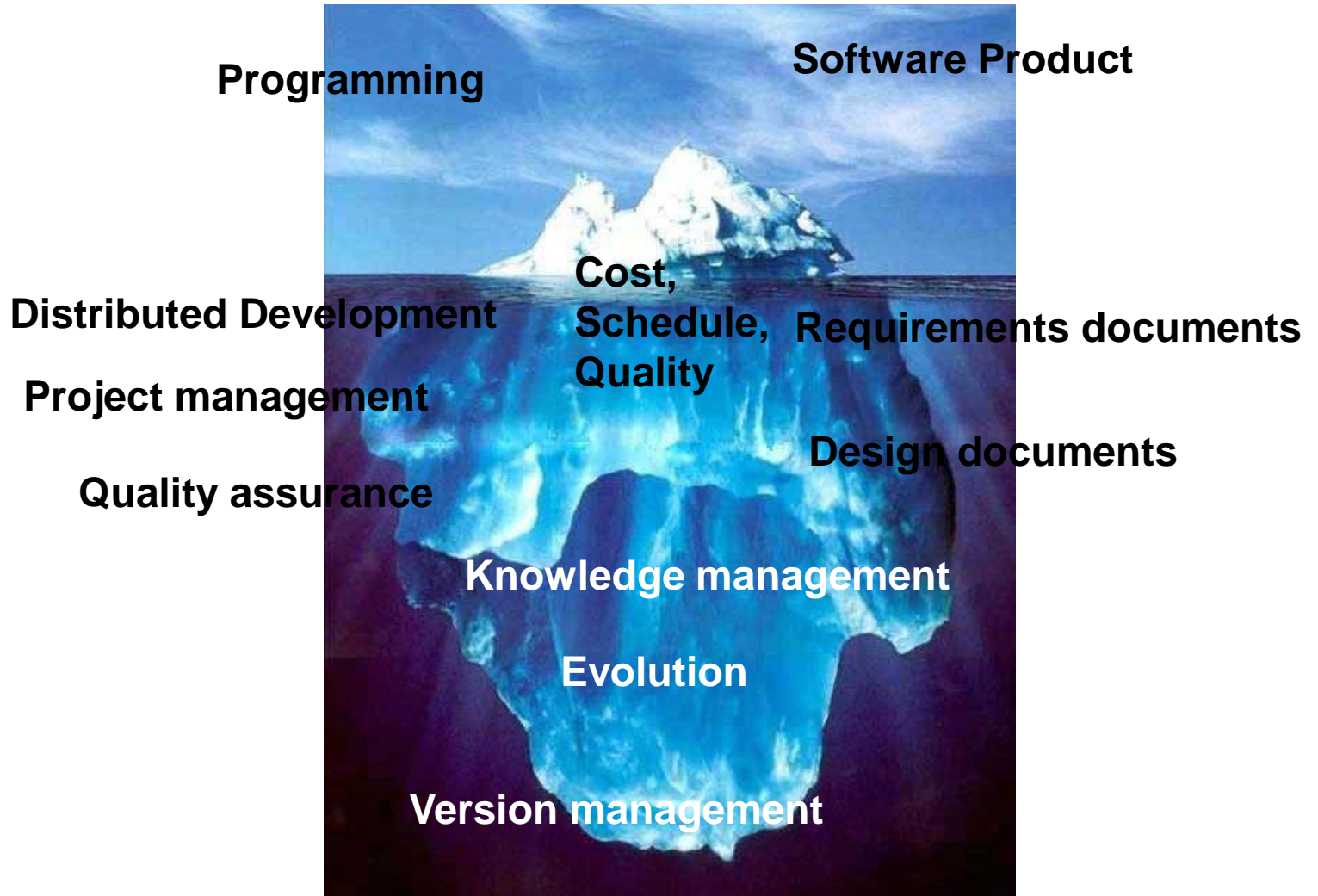
- Prof. Dr. Barbara Paech
  - Since 8 years in HD
  - before Fh IESE, Kaiserlautern
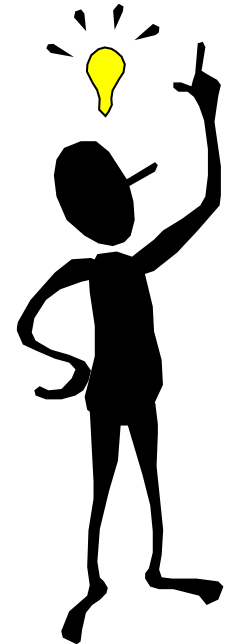  - 6 PhD students
  - 2 Children

- Hanna Remmel
  - Master in Computer Science
  - Worked 7 years as a software developer
  - PhD student since April 2010

# Software development is complex



Programming

Software Product

Distributed Development

Cost, Schedule, Quality

Requirements documents

Project management

Design documents

Quality assurance

Knowledge management

Evolution

Version management

- Your name

- What are you doing at Uni HD?

- What do you know about and what do you practise in software engineering?

- What are YOUR biggest problems with software engineering?

- What do you want to learn about software engineering and scientific computing?
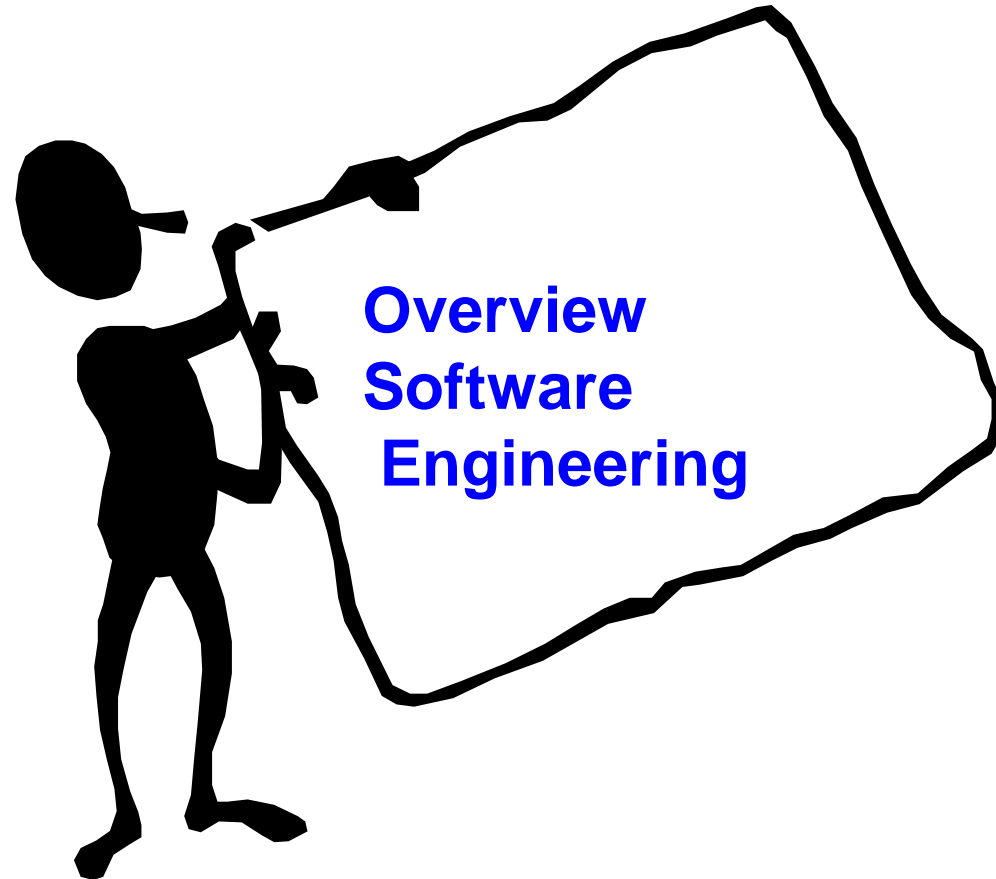
# Goals of this course

- Understand the **complexity** of software development
- Know the **interests and responsibilities** of the project team
- Know the **basic practices** of software development

- Main contents
  - Version management
  - Build management
  - Issue tracking
  - Project management
  - Testing
  - Documentation and Modeling
  - Knowledge Management

# Course Overview

| Time | First Day | Second Day | Third Day | Fourth Day |
|---|---|---|---|---|
| 09:00-10:30 | Lecture | Lecture | Lecture | Free exercises |
| | | Break | | |
| 10:30-11:00 | Break | eXtreme Hour | Break | |
| 11:00-12:00 | Lecture | | Lecture | |
| 12:00-13:00 | Break | Break | Break | |
| 13:00-16:00 | Exercises | Exercises | Exercises | |

# Schedule First Day (Tuesday)

| 9:00 | Introduction to each other, Introduction to Software Engineering |
|---|---|
| 10:30 | Break |
| 11:00 | Software Engineering in Computational Science Projects Version management concepts |
| 12:00 | Lunch |
| 13:00 Incl. a short break | Tools, Exercises Version Management Issue Tracking Build Management |
| 16.00 | End |

**Overview
Software
Engineering**

1. Terminology
2. Motivation
3. General Structure
   1. What to do? (Activities)
   2. What to produce?  (Results, Products)
   3. Who? (Actors)
   4. How? (Methods, Tools, Best Practices)

# What is Software Engineering?

- ## Software
  - Software is a collection of computer programs, procedures, rules, **corresponding documentation and data** (ISO/IEC 12207:2008)
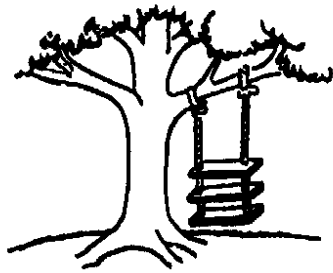
- ## Engineering
  - Systematic process and prodcuct
  - Adherence to standards, consideration of quality and cost
  - Usage of models

# SE is difficult!

- Just 32 % of the projects successful, 25 % without result, 44 % not within schedule

- Time overrun up to 63%, cost overrun up to 45 %

- What is important for success?
  - Management support                    18
  - User involvement                      16
  - Experienced project managers          14
  - Clear business goal                   12
  - Reduced Scope                         10
  - Standard SW Infrastructure            8
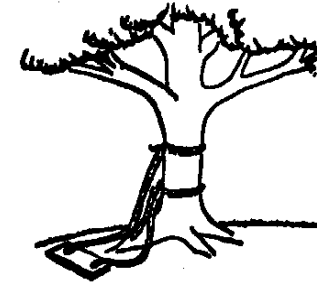  - Fixed  Requirements                   6
  - Formal Methods                        6
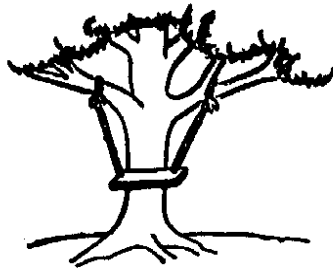  - Reliable estimation                   5

**As proposed by the
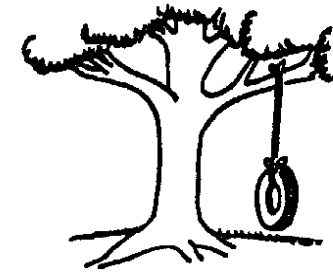project sponsor**

**As specified in the
project request**

**As designed by the
senior analyst**

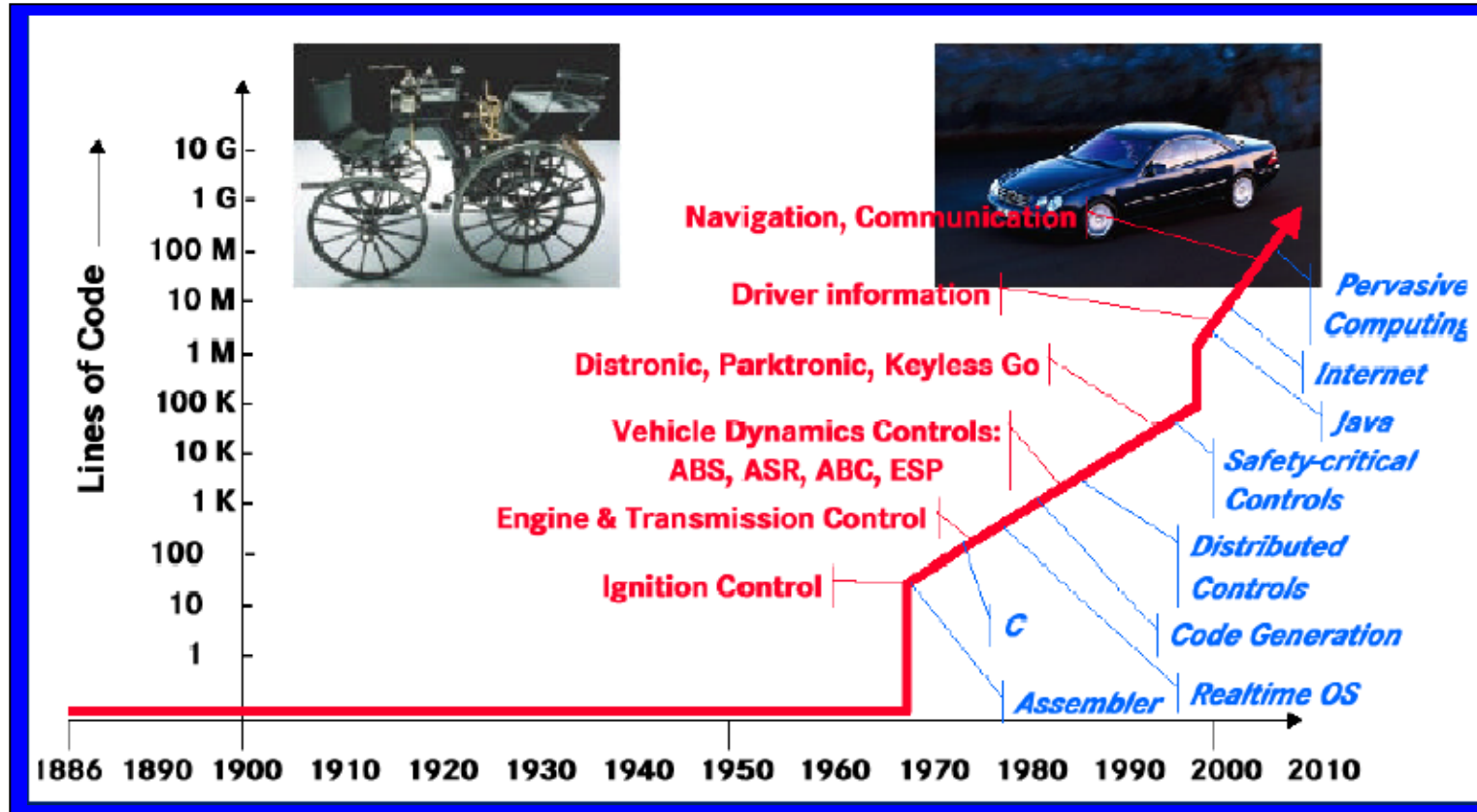**As produced by the
programmers**

**As installed at
the user's site**

**What the user wanted**

- Enterprise-Ressource-Planning Software R/3 von SAP

| Year | Lines of Code | Number components |
|---|---|---|
| 1994 | 7 Million | 14.000 |
| 1997 (Rel. 3.1.) | 30 Million | 200.000 |
| 1999 (Rel. 4.5.) | 50 Million | 400.000 |

- => Team work
  - Communication
  - Knowledge management
  - Project management

# Rapid Technology Change

**DaimlerChrysler 2003**



Navigation, Communication

Driver information

Distronic, Parktronic, Keyless Go

Vehicle Dynamics Controls:
ABS, ASR, ABC, ESP

Engine & Transmission Control

Ignition Control

Pervasive Computing

Internet

Java

Safety-critical Controls

Distributed Controls

Code Generation

Realtime OS

Assembler

C

*Lines of Code* — 10 G, 1 G, 100 M, 10 M, 1 M, 100 K, 10 K, 1 K, 100, 10, 1

1886 1890 1900 1910 1920 1930 1940 1950 1960 1970 1980 1990 2000 2010

# Quality is difficult

- Error rates (M. Cusumano, MIT 1990)
  - 1977: 7-20 errors in 1000 LOC
  - 1994: 0,05-0,2 errors in 1000 LOC
  - Increase factor 100 in 17 years
  - **But: complexity increase factor 10 in 5 years**

- 0,1 errors means:
  - 18 plan crashes per day
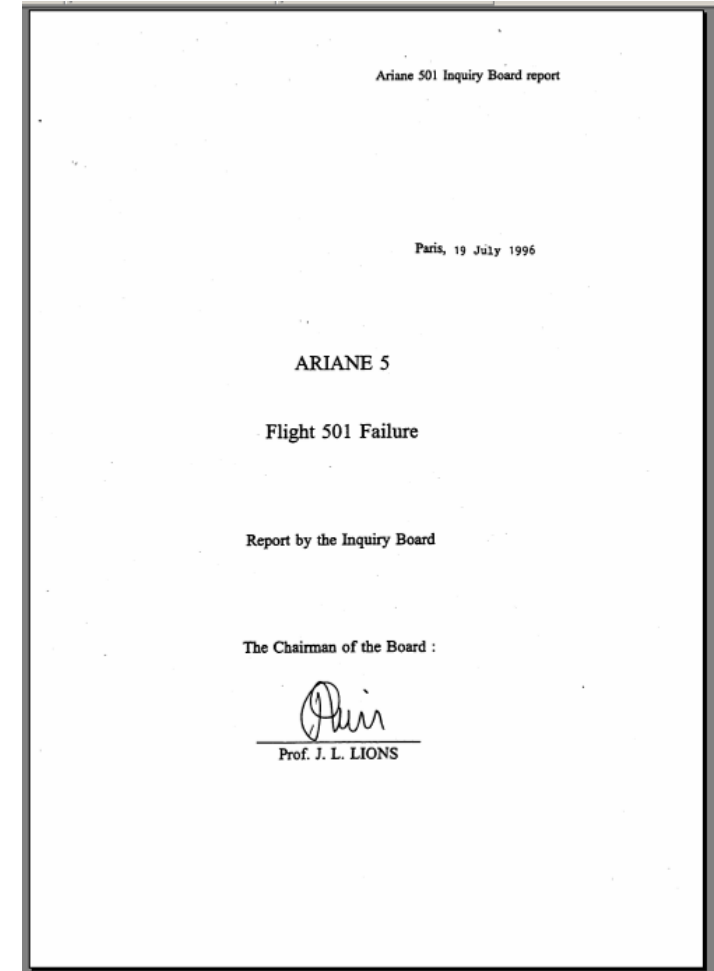  - 22.000 money mistransfers per hour

- Software characteristics depend on goals [Weinberg,Schulmann, 1974]

| Goal | Effort | LOC | Memory | Understand-ability of the code | Understand-ability of the output |
|---|---|---|---|---|---|
| **Effort** | 1 | 4 | 4 | 5 | 3 |
| **LOC** | 2-3 | 1 | 2 | 3 | 5 |
| **Memory** | 5 | 2 | 1 | 4 | 4 |
| **Understandability of the code** | 4 | 3 | 3 | 2 | 2 |
| **Understandability of the output** | 2-3 | 5 | 5 | 1 | 1 |

# Quality in big programs

- Well-known example: Ariane 501

- Ariane5 successor of Ariane4-family with over 100 successful starts

- 6-12t carriage (vs. 2-5t A4)

- First start  4.6.1996

- Rocket destroys itself after a few minutes

- High damage
  - Carriage lost, cost > 500 M€
  - 3 year delay of further missions

- Investigation committee
  - Report from 19.6.1996 (only 14 days after !!!)
  - see http://ravel.esrin.esa.it/docs/esa-x-1819eng.pdf

Ariane 501 Inquiry Board report

Paris, 19 July 1996

ARIANE 5

Flight 501 Failure

Report by the Inquiry Board

The Chairman of the Board :

Prof. J. L. LIONS

- Root problem: conversion error, missing exception handling (programming error).

- Missing exception handling to save execution time (cost).

- Un-documented assumptions about value ranges (distributed development).

- Planned travel route not included in the requirements specification (management).

- Shut-down in case of errors typical for hardware problems (culture).

- Unnecessary code copied from A4 (re-use).

- Copied code not tested (testing, re-use).

- Missing Review (quality assurance)
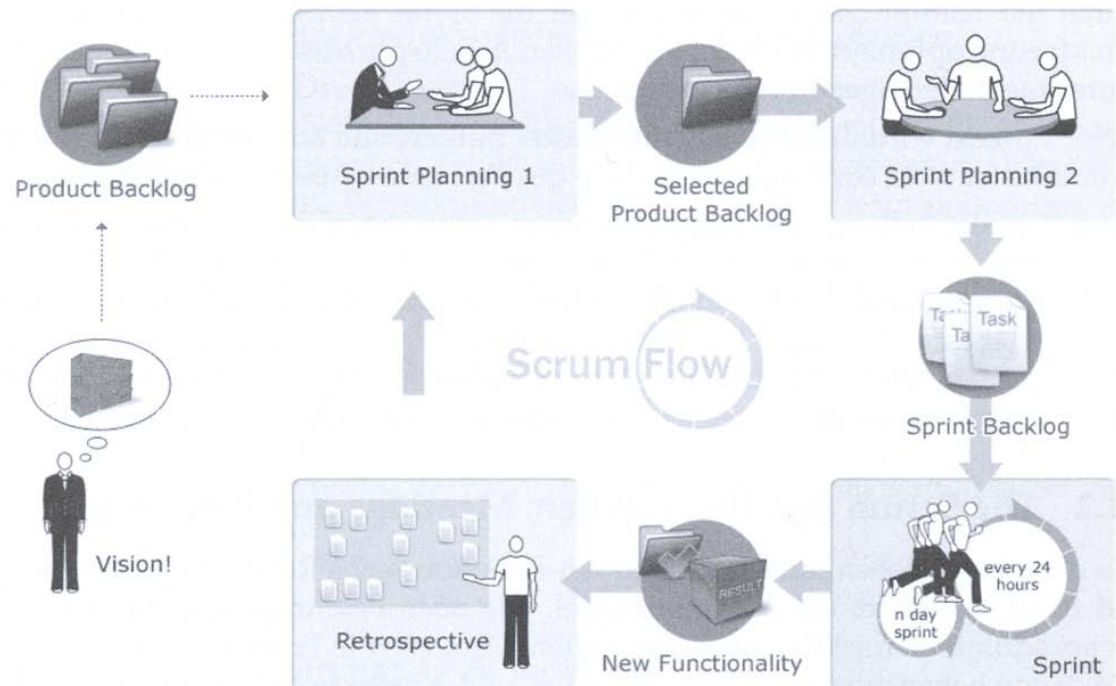
# Software Engineering (SE)

- **Development**
  - Of big programs
  - With high quality
  - By many team members
  - With cost and time limits

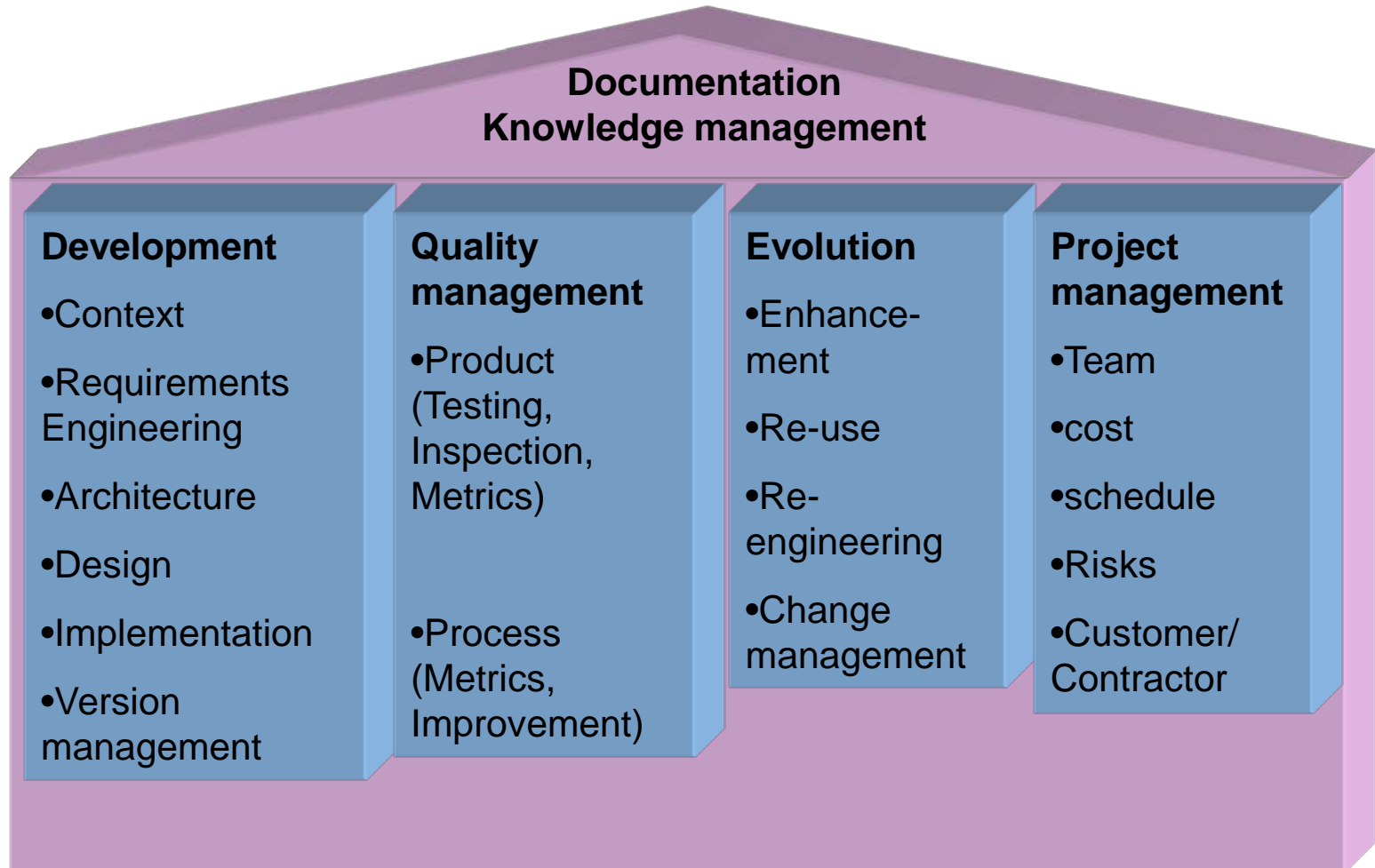  - using Engineering principles
    - Planning
    - Work distribution
    - Methods and Tools (Standardisation, Quality)
    - Models to support knowledge management
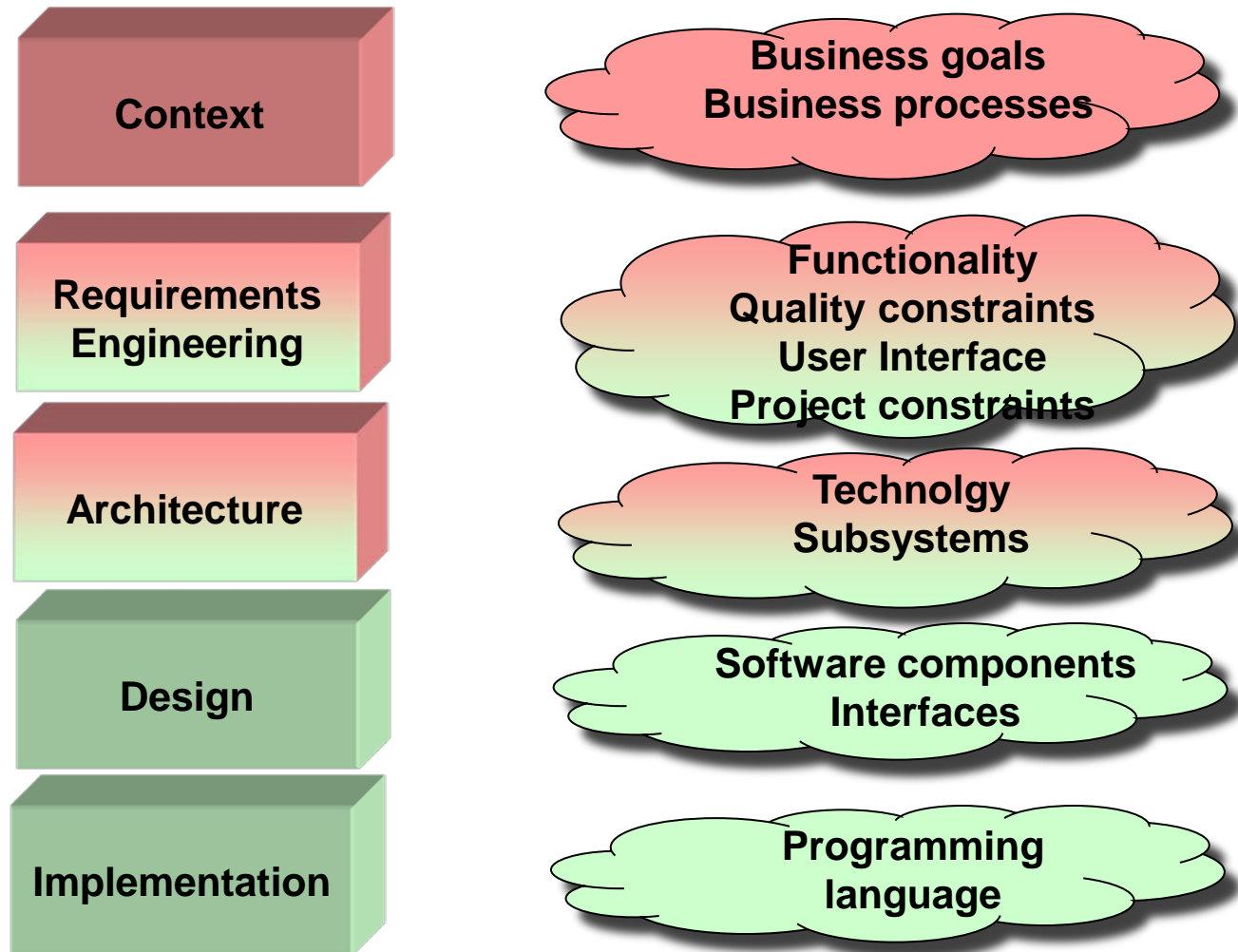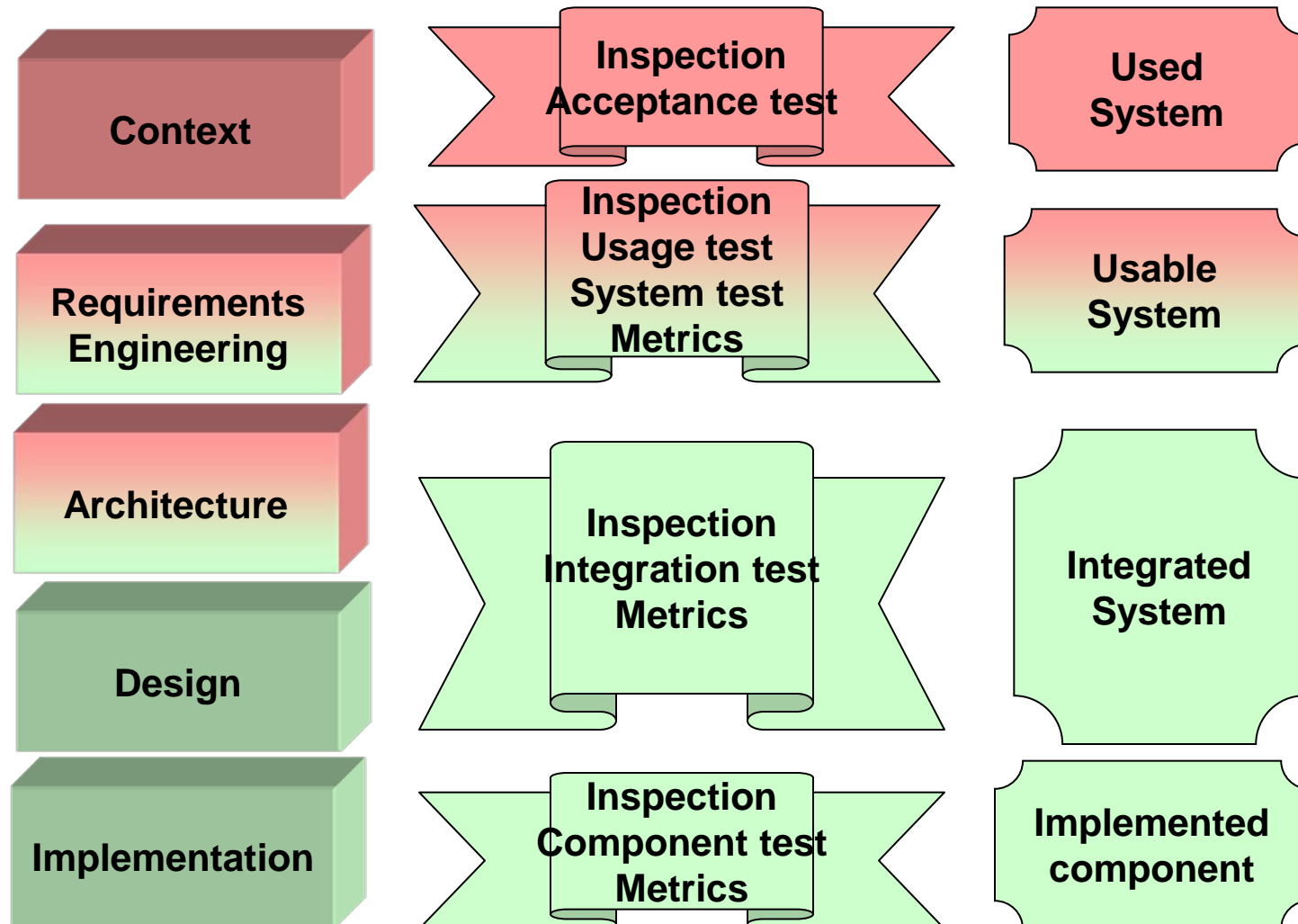
# Software Engineering is a Process

- actors (WHO)

- activities (WHAT)

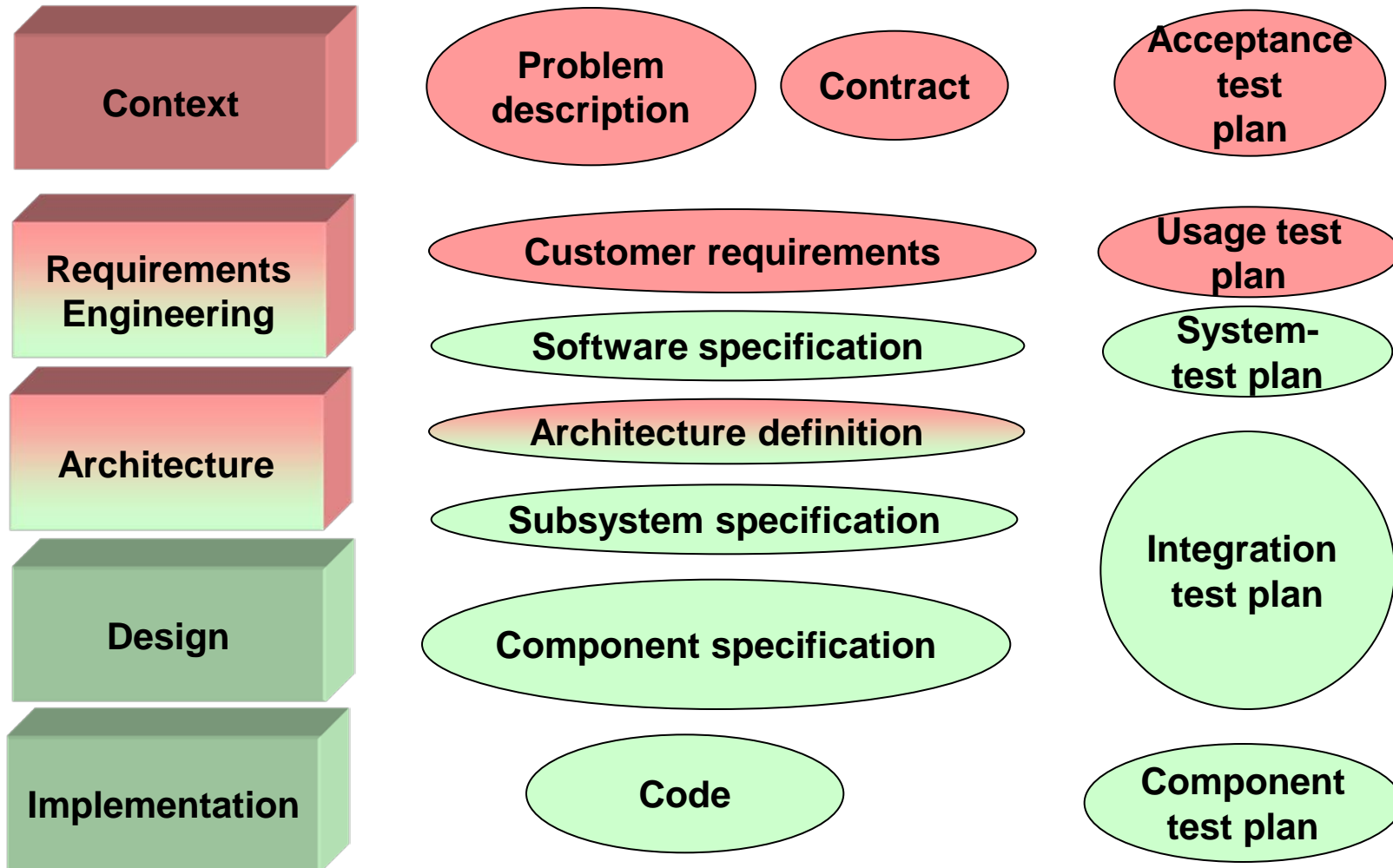- results (WHAT)

- guidelines (HOW)

- context (HOW)



Product Backlog
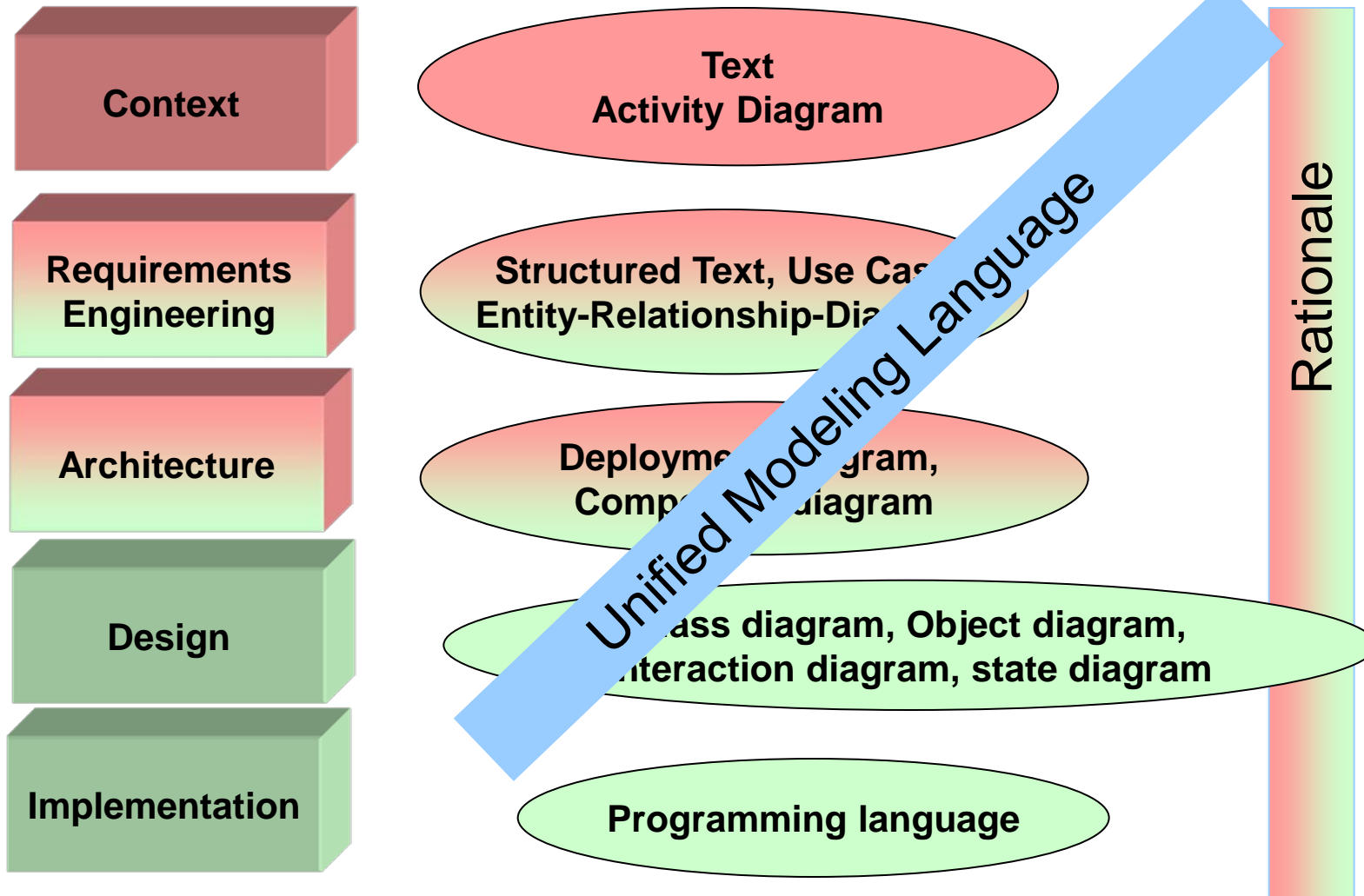
Sprint Planning 1

Selected Product Backlog

Sprint Planning 2

Scrum Flow

Task Task

Sprint Backlog

Vision!

Retrospective

New Functionality

every 24 hours

n day sprint

Sprint

software
engineering
heidelberg

**Documentation
Knowledge management**

**Development**

•Context

•Requirements
Engineering

•Architecture

•Design

•Implementation

•Version
management

**Quality
management**

•Product
(Testing,
Inspection,
Metrics)

•Process
(Metrics,
Improvement)

**Evolution**

•Enhance-
ment

•Re-use

•Re-
engineering

•Change
management

**Project
management**

•Team

•cost

•schedule

•Risks

•Customer/
Contractor

| | |
|---|---|
| **Context** | **Business goals** **Business processes** |
| **Requirements Engineering** | **Functionality** **Quality constraints** **User Interface** **Project constraints** |
| **Architecture** | **Technolgy** **Subsystems** |
| **Design** | **Software components** **Interfaces** |
| **Implementation** | **Programming language** |

Context — Text, Activity Diagram

Requirements Engineering — Structured Text, Use Cases, Entity-Relationship-Diagram

Architecture — Deployment Diagram, Component Diagram

Design — Class diagram, Object diagram, Interaction diagram, state diagram

Implementation — Programming language

Unified Modeling Language

Rationale

# Software Quality  ISO 9126/DIN66272

**Context**

**Human Work
Customer Satisfaction**

**Requirements
Engineering**

**Usability
Accuracy, Security, Safety
Reliability**

**Architecture**

**Reliability
Changeability
Efficiency**

**Design**

**Changeability
Efficiency**

**Implementation**

**Efficiency
Portability**

[Yourdon/Constantine 1979]
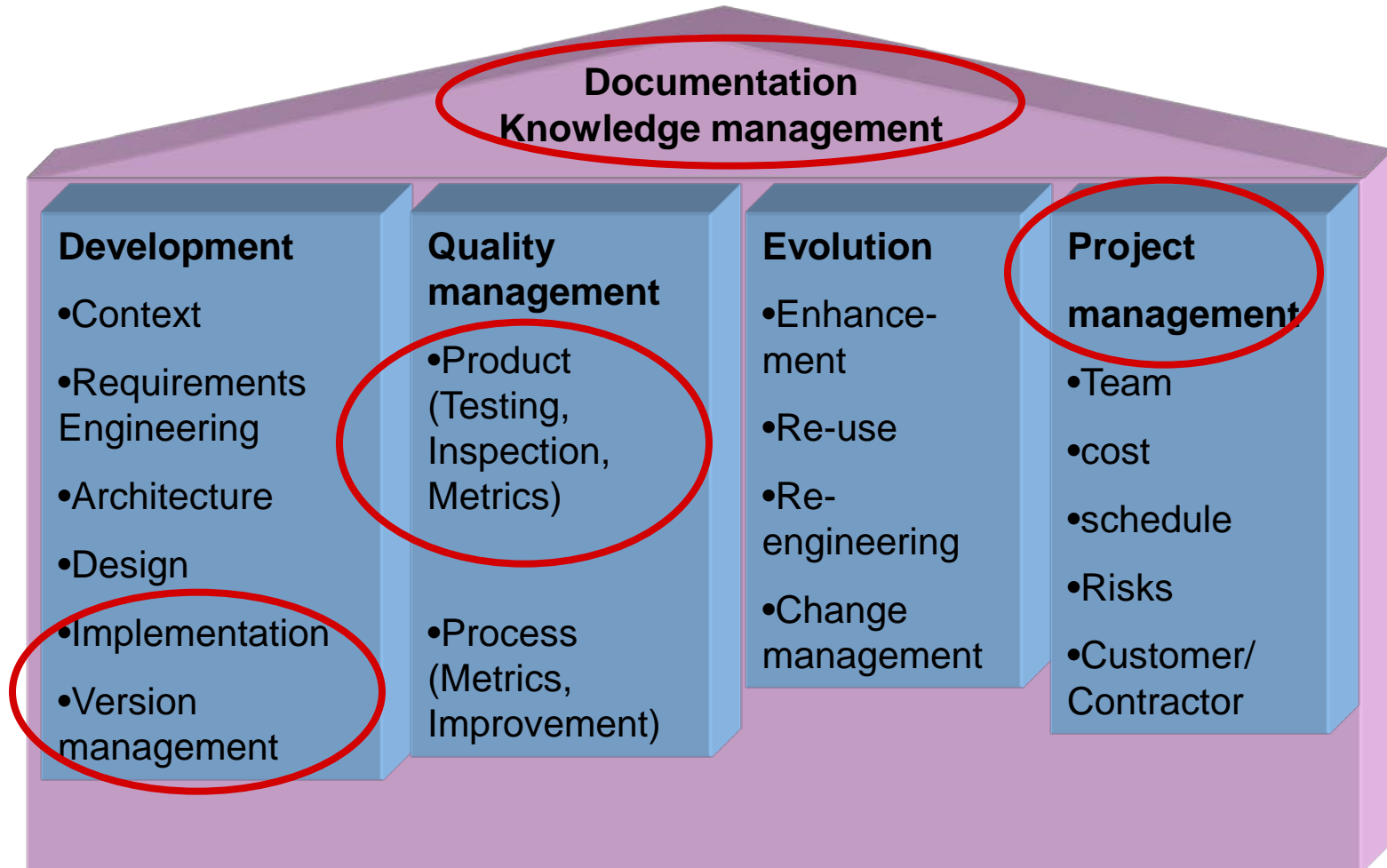
# Software Engineering Methods Today

- SE creates  socio-technical Systems

- SE focuses on quality, cost und effort

- SE shapes product / system and process

- J. Ludewig, H. Lichter, *Software Engineering,* dpunkt 2007
- I. Sommerville, *Software Engineering*, Addison Wesley, 2008

- G. Weinberg, E. Schulmann, *Goals and Performance in Computer Programming*, Human Factors 16, p.70-77,1974
- E. Yourdon, L.L. Constantine, *Structured Design – Fundamentals of a Discipline of Computer Program and System Design*, Prentice Hall, 1979

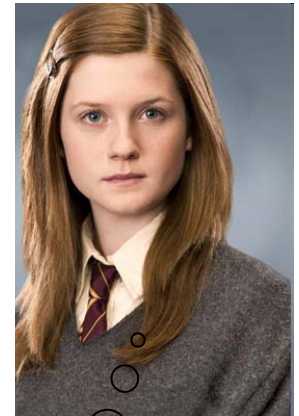# In this course: Programming in a small team



**Documentation Knowledge management**

**Development**
- Context
- Requirements Engineering
- Architecture
- Design
- Implementation
- Version management

**Quality management**
- Product (Testing, Inspection, Metrics)
- Process (Metrics, Improvement)

**Evolution**
- Enhance- ment
- Re-use
- Re- engineering
- Change management

**Project management**
- Team
- cost
- schedule
- Risks
- Customer/ Contractor