

Industry Council PTAB

System Level Design Committee

Requirements Capture

Working Group

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Requirements and Requirements Capture (R&RC)

- Who is the consumer?
 - System Engineer (Large complex projects)

Type of Target Systems for R&RC

- Real Time Systems
- Imbedded systems
- Systems on a chip
- Large complex systems
- Mixed systems: A/D, MEMS, Sensors, Actuators, DSP
- Leading edge complex products
- SLDL
- Reactive systems

R&RC - What we have today

- Tools
 - SPW, Statecharts, Simulation, Synthesis, Layout, RDD-100, EXPRESS
- Languages
 - Ada, VHDL, C/C++, SDL, Esterel, Matlab, SpecCharts, JAVA, VDL, EXPRESS
- Libraries
 - ALF, “IP” Reuse, VITAL, Component, ECIX, OMI Libraries
- Methodologies and approaches
 - IDEF, Entity relationship diagram, SADT, OOOXX, RDD-100, SDRTS or RTSA, JSD, SREM, OOA, SDL, ECS, VDM, Lotos, MCSE, ISPME

R&RC - Current Capability

- How good/bad is it?
 - Back of envelope
 - WEB document w/hypertext
 - no/few metrics to measure adequacy of requirements
 - Not integrated, loosely coupled
 - Narrow focus
 - Lack of interfaces between subset requirements
 - No guarantee all requirements were captured/accurate
 - No/little reuse of requirements
 - Requirements discovered as design proceeds
 - Many tools and methods - but no complete integrated system/methodology

R&RC - What is needed

- Process to capture all requirements
 - domain dependent/independent
 - Electronic, machine readable, processable, unambiguous capture of each aspect of the requirements
- Process to validate all requirements
- Executable requirements (models)
- A friendly interface to requirements
 - providers, brokers, domain experts
- Process to decompose/track requirements

R&RC - What is needed (continued)

- A knowledge base for captured requirements
- Process to validate the use or application of requirements
- Process to validate the use of the requirements against previous experience

- An integrated system to capture, use, apply, track, validate requirements
- Tools to assess requirements against regulations, standards, and lower level designs

R&RC - What is needed (continued)

Process to capture static, dynamic, temporal, deterministic, nondeterministic, consistent, coupled, context dependent requirements

- A means to identify business impact (e.g. cost) of captured requirements
- Templates to help capture temporal, space, cost, power, weight, etc. requirements
- A set of template formulas to use to derive and/or apply and/or validate requirements
- Automation to create domain sentences from captured requirements for domain expert validation
- Human interfaces between tools/requirements data base, for validation

R&RC - Action items to develop language structure and content

- Define all types (classes) of requirements: Requirements Dictionary (and glossary)
 - Minimum/main (RD top) categories, 80%+ import existing RD - orthogonal groupings
 - Define actions and attributes
- Define meaning of “friendly interface”
- Define alternatives for knowledge base mechanisms
- Define alternatives for validation mechanisms
- Determine constraints for language: impact of regulations and other standards
- Define business impacts expected

Develop first pass list of static, dynamic, temporal, deterministic, nondeterministic, consistent, coupled, context dependent requirements

R&RC - Action items to develop language structure and content

- Capture categories (exhaustive) from domain experts
 - Identify experts on requirements content and on requirements process
 - Electrical, electrotechnical, electronic systems domain
 - Sample some different domains
 - Extract requirements from examples and interviews
 - Review specification documents from existing international standards
 - Scan reports of DoD, EU programs

Define Requirement Types/Classes

- Composition Elements - cells, designs, design reuse, macros, cell libs, circuits, elements
- Hierarchy - definition, instance, occurrence, configuration,
- Design management - identification, versioning, alternatives, configuration, definitions, interface,
- Test - test plan, test requirements, test H/S, vectors (observe/control), test bench/stimulus
- Topology - logical, structural, syntaxPhysical - area utilization
- Cost - material, labor, design, mfg, support, redesign, schedule
- Domains - digital, analog, mechanical, acoustic, light, mixed
- Decision - (don't) care
- General - definition, internal composition, interface (semantics, syntax)
- Deterministic - non..., (un)bound,
- Environment
- Signals - information, energy, material flow, token, protocol, channel/band,
- life cycle - cost, schedule, ...
- Power - control & consumption, distribution, flow
- Process - activation (when), guard, transformation, constraints, interaction, decision, flow control,
- Architecture - Control, dataflow, memory
- Reliability, quality, quality assurance, availability, design intent
- temporal - sequence/sequential, clock, state machine, process, state (dynamic), coherent, (a)synch, concurrent,
- functional organization - hierarchy
- Allocation, partitioning, decomposition
- Support for simulation, analysis, regression,
- implementation approach
- architecture approach
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Define Associated Requirements Actions / Attributes

- Static, dynamic, temporal, (non)deterministic, consistent, coupled, context-sensitive
- Semantic consistency
- Granularity, templates, macros, models, views, policy, category, set/collection,
- bound, intent, association, interpretation, assignment, map
- continuous, contiguous, (re)allocation, incremental, parallel, distributed, heterogeneous, tracking
- Attribute - property, condition, constraints, specification, requirement

Aggregation - queue, table, index, taxonomy, composite, parts, primitive, encapsulation, scope, refinement, inheritance, formal, **executable, orthogonality, reusability**

- cost, schedule, plan, milestone, declarative, decomposition
- Expression, generality, simplicity, compilable, synthesis, verifiable, model of computation
- prototyping - conception, virtual, HW, SW, H/S, modeling
- decision making
- constraint generation
- Requirements capture
- View to integrated definition
- How to use models without knowing how they work
- primary, derived requirements
- User interface - GUI / graphics,
- Multilevel, multidomain
- validation - (by) construction, verification, simulation, testing, intuition, assertion
- heterogeneous - homogeneous