Databases
and
Software
Engineering

RUHR
UNIVERSITÄT
BOCHUM

Iterative Development and Changing Requirements

Drivers of Variability in an Industrial System for Veterinary Anesthesia

Elias Kuiter, Jacob Krüger, Gunter Saake

Otto-von-Guericke-University Magdeburg, Ruhr-University Bochum

VariVolution@SPLC 2021
September 6–11 | Leicester, United Kingdom

Motivation

Embedded Systems

Ubiquitous in our lives

Motivation

Embedded Systems

Ubiquitous in our lives

- Internet of things

Motivation

Embedded Systems

Ubiquitous in our lives

- Internet of things
- Vehicles

Motivation

Embedded Systems

Ubiquitous in our lives

- Internet of things
- Vehicles
- Medical domain

Motivation

Embedded Systems
Ubiquitous in our lives

- Internet of things
- Vehicles
- Medical domain

Correctness? Safety?
$\Longrightarrow$ Financial risk

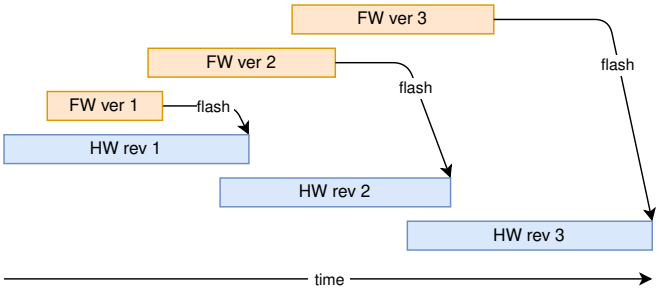
$\times$ *burn-and-pray*
✓ *waterfall/V model*
✓ *iterative development*

Motivation

- **Iterative development** with **prototyping** for novel products based on "living standards"
- Often hardware (HW) and software/**firmware** (FW) are developed in parallel

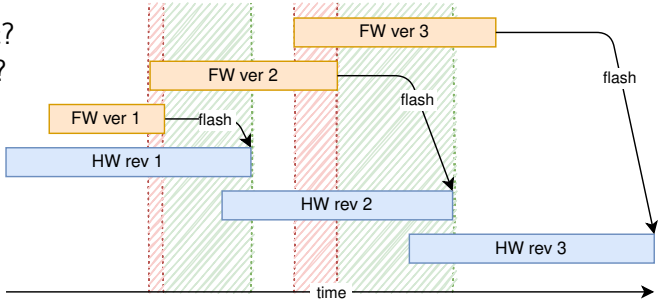
Motivation

- **Iterative development** with **prototyping** for novel products based on "living standards"
- Often hardware (HW) and software/**firmware** (FW) are developed in parallel
- **Problem**: HW/FW **development cycles** have different duration/cost
  Firmware versions are finished long before their targeted hardware revisions are produced



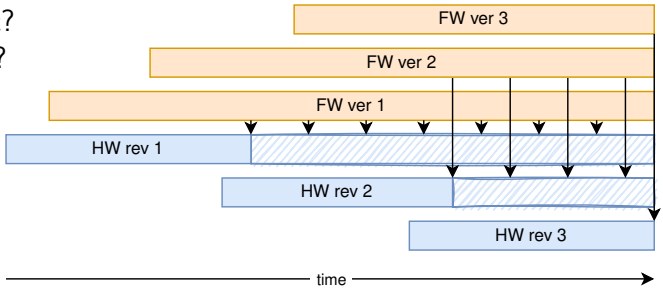
Motivation

- **Iterative development** with **prototyping** for novel products based on "living standards"
- Often hardware (HW) and software/**firmware** (FW) are developed in parallel
- **Problem**: HW/FW **development cycles** have different duration/cost
  Firmware versions are finished long before their targeted hardware revisions are produced
- How to handle ...
  $\Longrightarrow$ Overlaps in FW development?
  $\Longrightarrow$ Waiting for HW to catch up?



Motivation

- **Iterative development** with **prototyping** for novel products based on "living standards"
- Often hardware (HW) and software/**firmware** (FW) are developed in parallel
- **Problem**: HW/FW **development cycles** have different duration/cost
  Firmware versions are finished long before their targeted hardware revisions are produced
- How to handle ...
  $\Longrightarrow$ Overlaps in FW development?
  $\Longrightarrow$ Waiting for HW to catch up?
- (One) **solution**:
  $\Longrightarrow$ Embrace FW variability
  $\Longrightarrow$ Enables hardware reuse
- **Goal**: Reduce cost and risk



Contributions

- Analysis of **emerging variability** in an industrial system for veterinary anesthesia

Contributions

- Analysis of **emerging variability** in an industrial system for veterinary anesthesia
- Discussion of **drivers of variability** in our case study

Contributions

- Analysis of **emerging variability** in an industrial system for veterinary anesthesia
- Discussion of **drivers of variability** in our case study
- **Scenarios** for intertwined HW/FW evolution and their tradeoffs

Contributions

- Analysis of **emerging variability** in an industrial system for veterinary anesthesia
- Discussion of **drivers of variability** in our case study
- **Scenarios** for intertwined HW/FW evolution and their tradeoffs
- **Goal**: Improve understanding and resolve the HW/FW gap in embedded systems
  Give initial guidelines for project managers in such projects

Case Study

- PigNap[1] is an industrial system for veterinary anesthesia
- Developed with our industry partners HCP and BEG

HCP-Technology

BEG Schulze Bremer GmbH
Ihr Partner für Tierzuchtbedarf

[1] http://pignap.com
[2] https://github.com/ekuiter/pignap-case-study

Case Study

- PigNap[1] is an industrial system for veterinary anesthesia
- Developed with our industry partners HCP and BEG
- Purpose of device: **castration of piglets** (newborn pigs)
  - Piglets are castrated to improve meat quality
  - 2021: Anesthesia is mandatory to ensure animal well-being
  - 2019: Innovative, law-compliant devices had to be developed
  - High-risk/reward project, short timeframe, many stakeholders

HCP-Technology

BEG Schulze Bremer GmbH
Ihr Partner für Tierzuchtbedarf

[1] http://pignap.com
[2] https://github.com/ekuiter/pignap-case-study

Case Study

- PigNap[1] is an industrial system for veterinary anesthesia
- Developed with our industry partners HCP and BEG
- Purpose of device: **castration of piglets** (newborn pigs)
  - Piglets are castrated to improve meat quality
  - 2021: Anesthesia is mandatory to ensure animal well-being
  - 2019: Innovative, law-compliant devices had to be developed
  - High-risk/reward project, short timeframe, many stakeholders
- Developed over 1 year, financial success, 33% market share
- Embracing FW variability contributed to the project's success
- Case study published on GitHub[2]

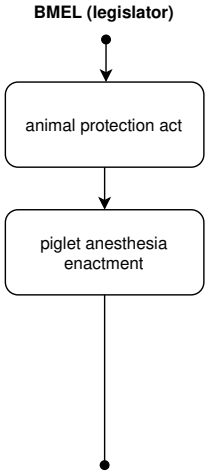
HCP-Technology

BEG Schulze Bremer GmbH
Ihr Partner für Tierzuchtbedarf

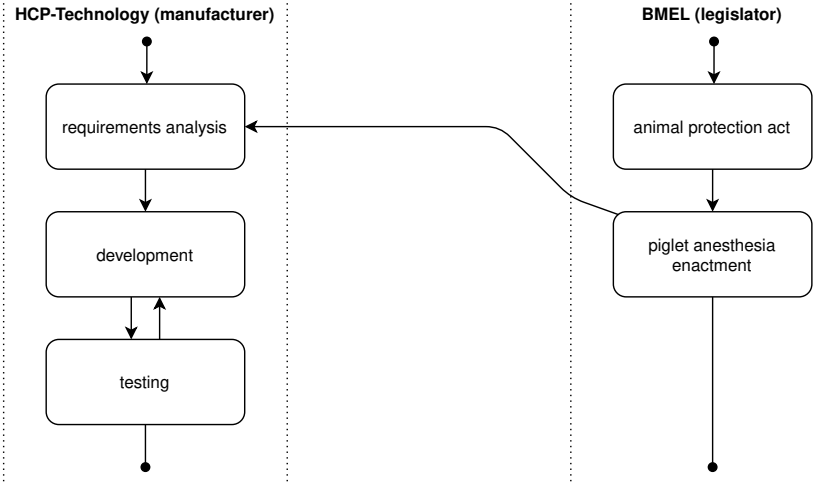
[1] http://pignap.com
[2] https://github.com/ekuiter/pignap-case-study

Development Process

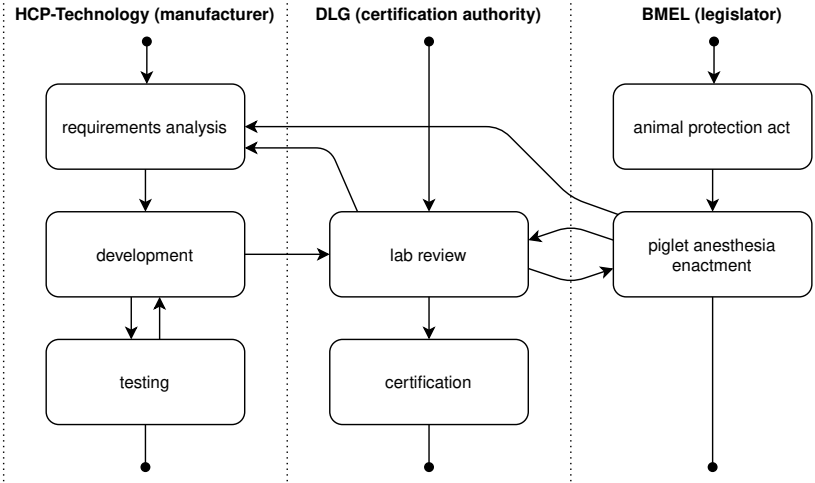
Development Process



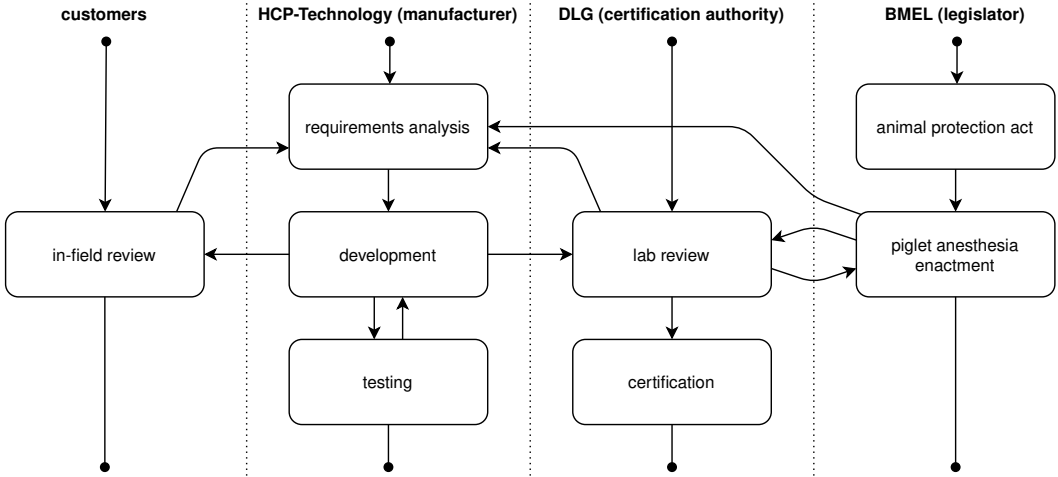
Development Process



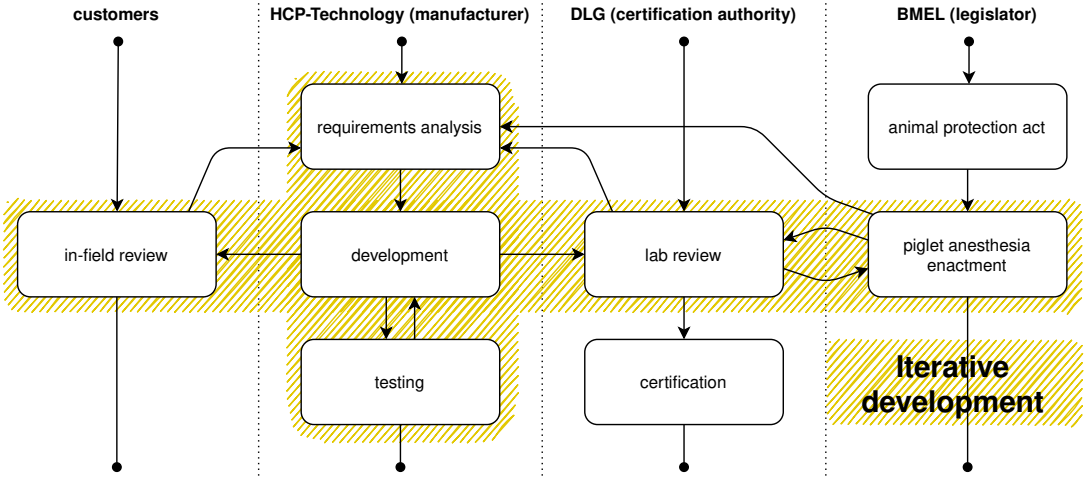
Development Process



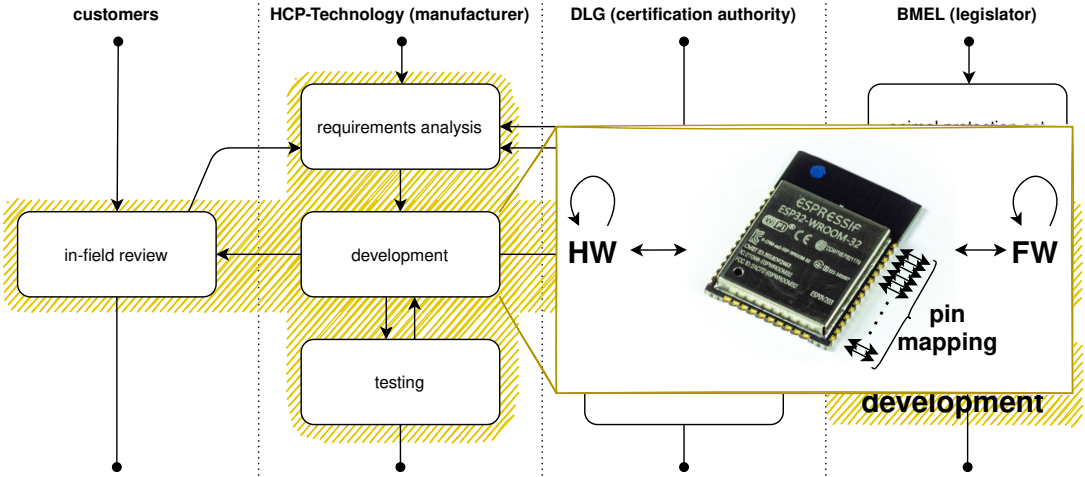
Development Process



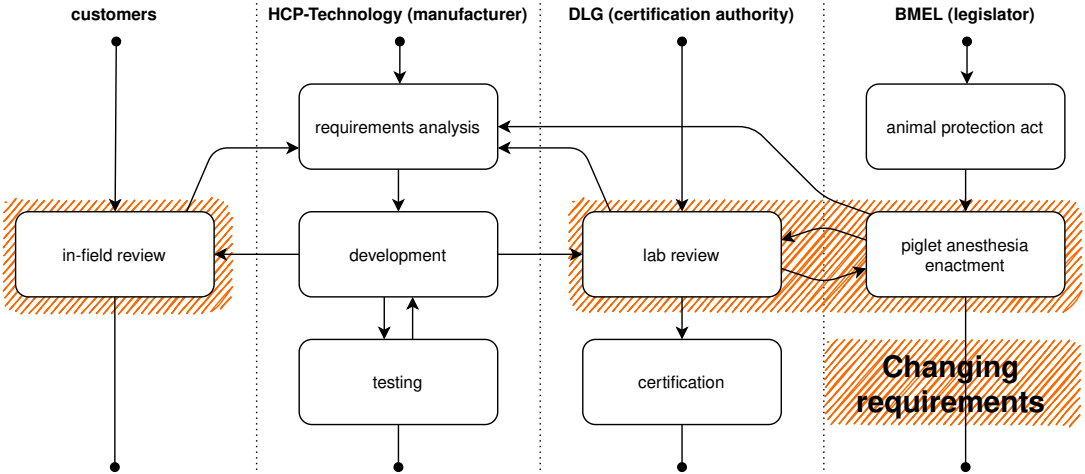
Development Process



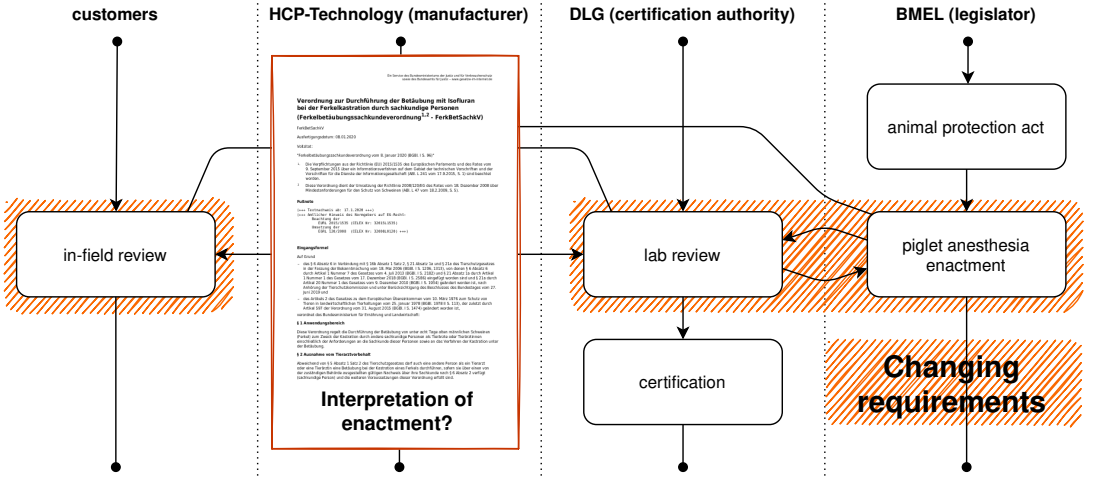
Development Process



Development Process

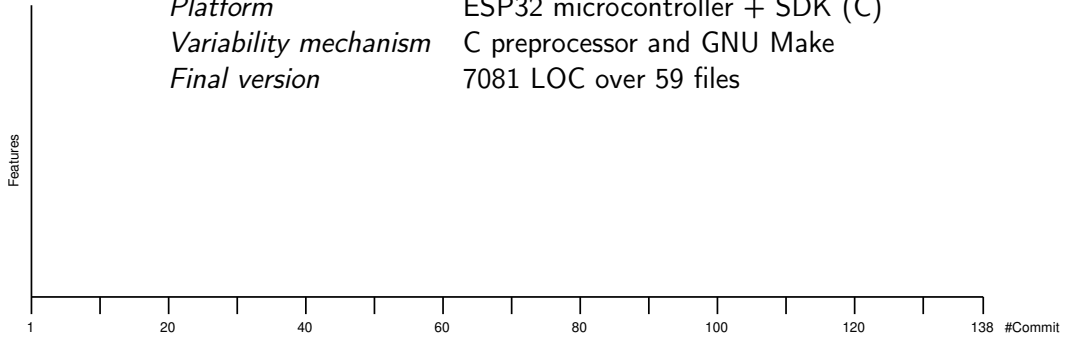


Development Process

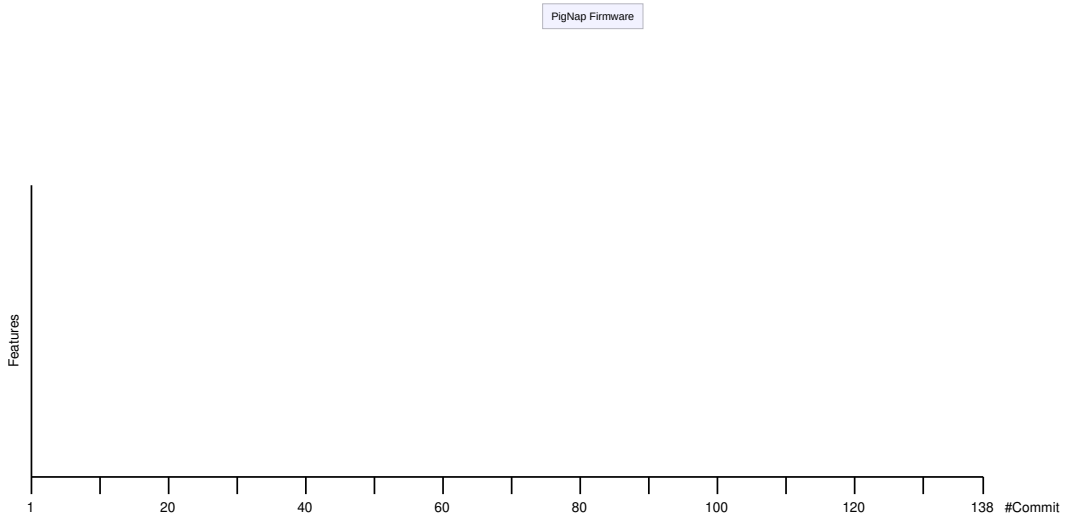


Development Timeline

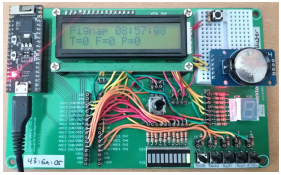
Project duration	June 2019 – June 2020, 138 commits
Platform	ESP32 microcontroller + SDK (C)
Variability mechanism	C preprocessor and GNU Make
Final version	7081 LOC over 59 files



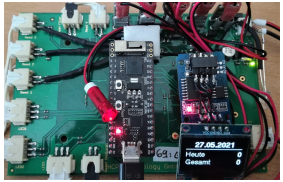
Development Timeline



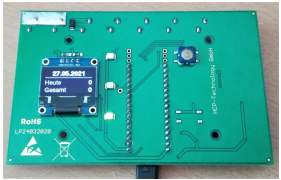
Development Timeline



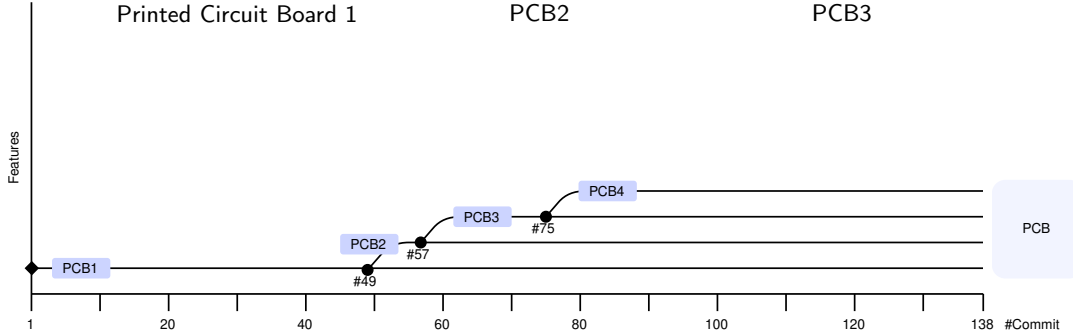
Printed Circuit Board 1



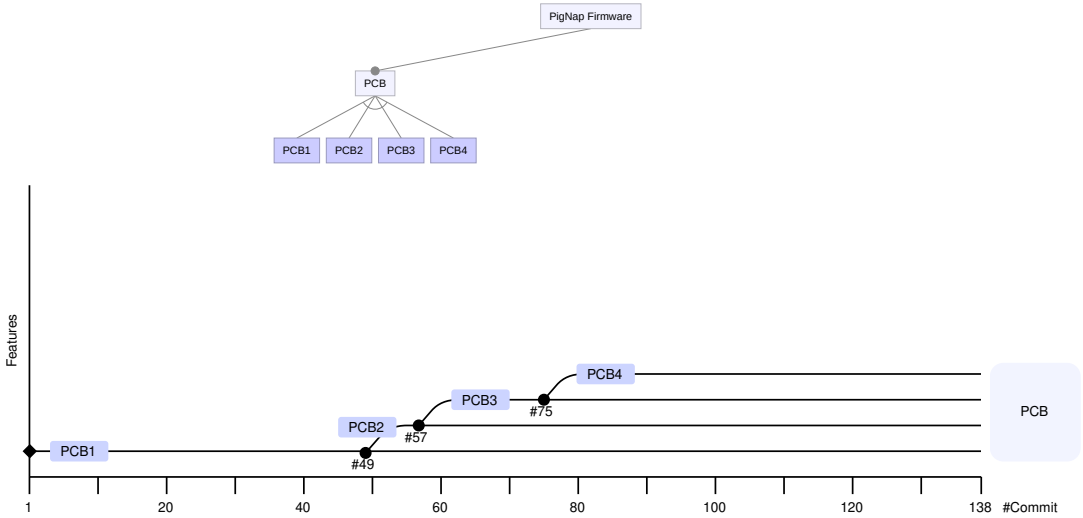
PCB2



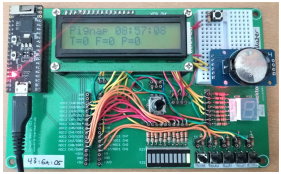
PCB3



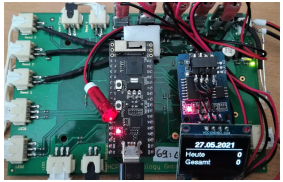
Development Timeline



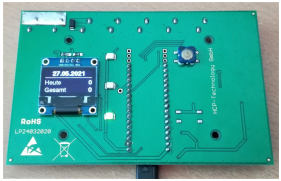
Development Timeline



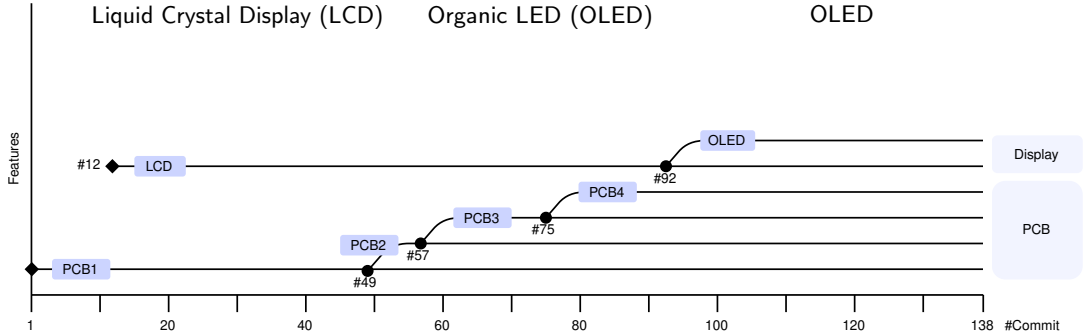
Liquid Crystal Display (LCD)



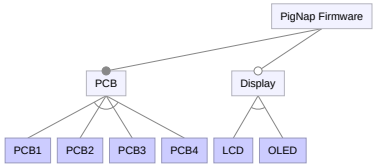
Organic LED (OLED)

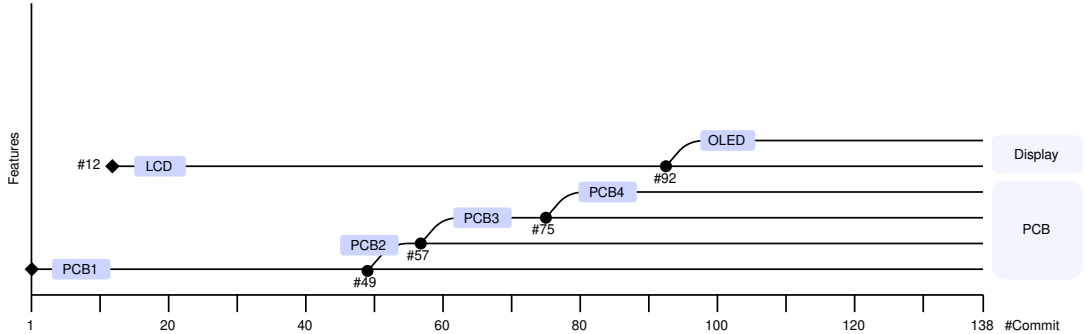


OLED

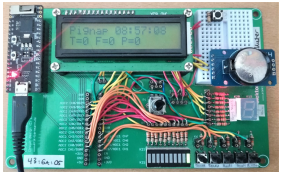


Development Timeline

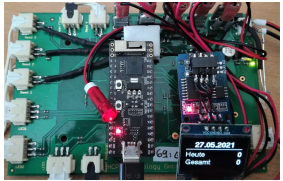




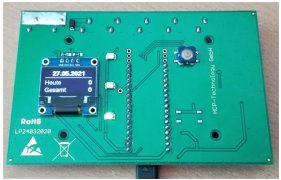
Development Timeline



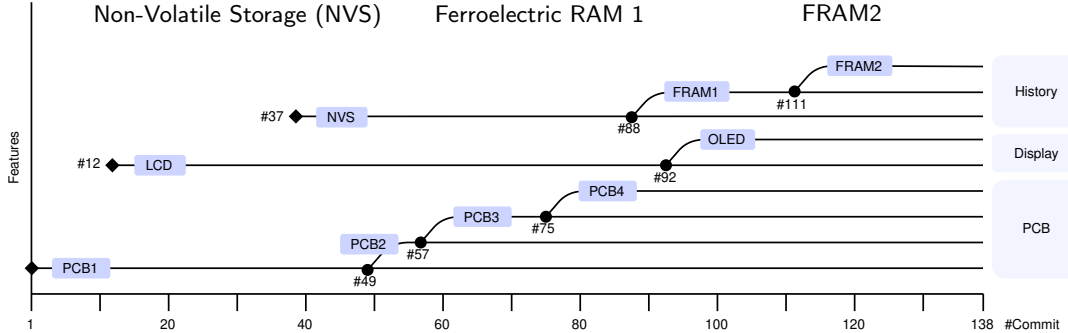
Non-Volatile Storage (NVS)



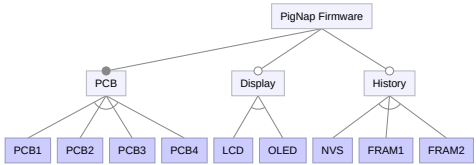
Ferroelectric RAM 1

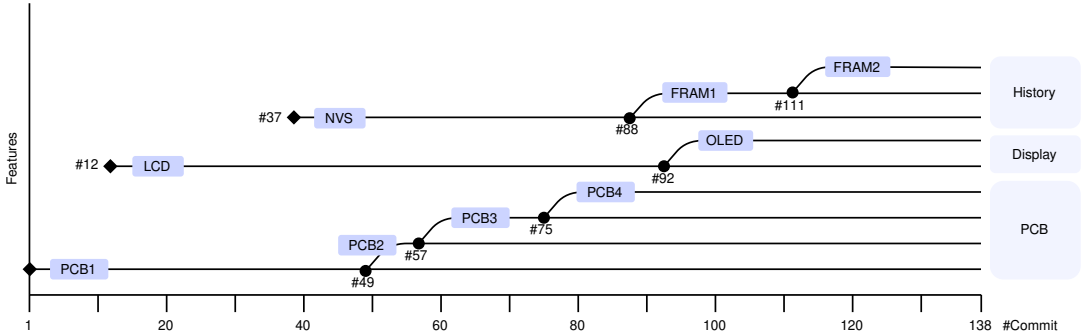


FRAM2



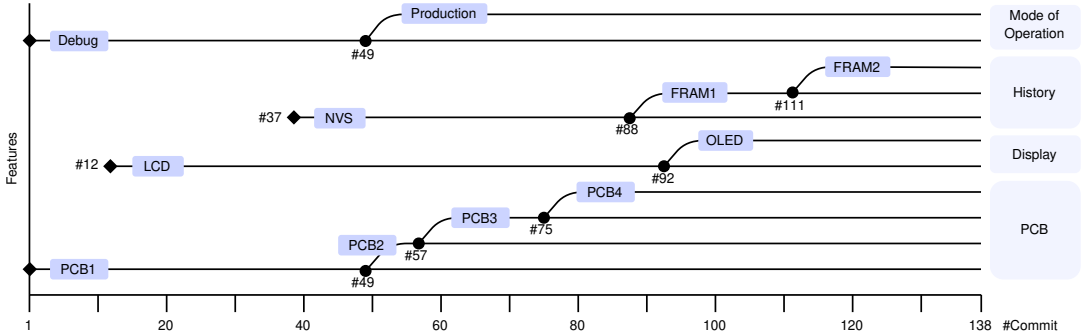
Development Timeline



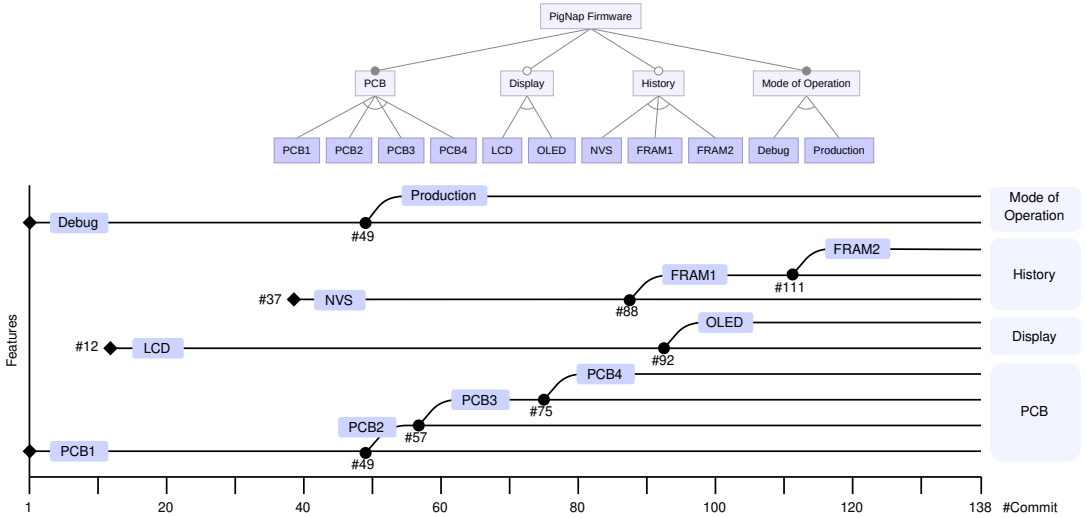


Development Timeline

```
#ifdef IS_PRODUCTION
#define TREATMENT_PHASE_1_DURATION     55
#define TREATMENT_PHASE_2_DURATION     15
#define TREATMENT_PHASE_3_DURATION     30
#else
#define TREATMENT_PHASE_1_DURATION     2
#define TREATMENT_PHASE_2_DURATION     2
#define TREATMENT_PHASE_3_DURATION     1
#endif
```

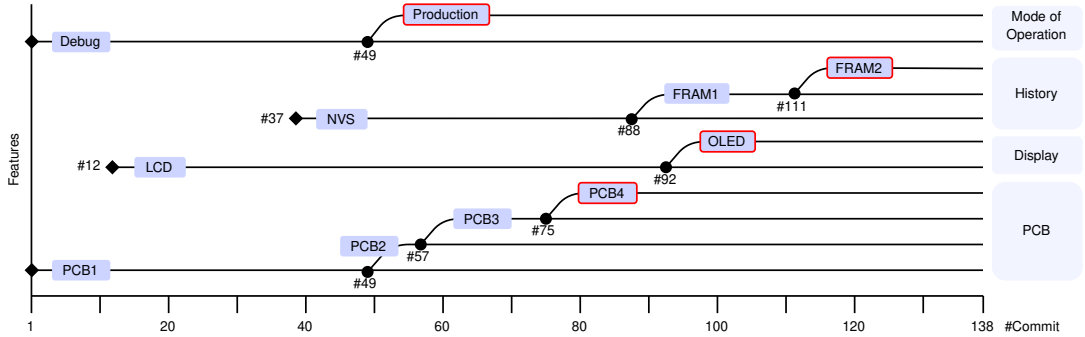


Development Timeline

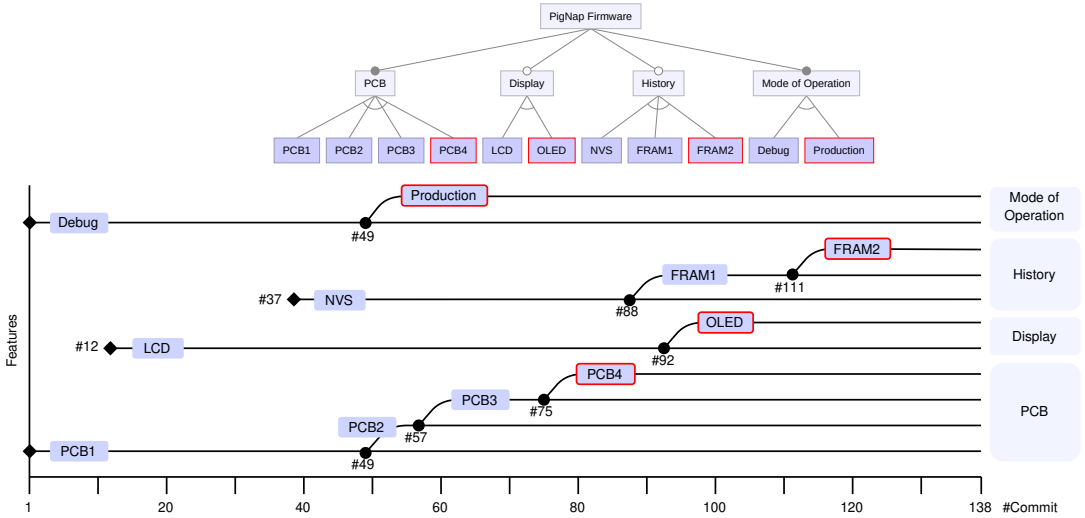


Development Timeline

"Canonical" configuration sold to customers



Development Timeline



Drivers of Variability

An 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"

Drivers of Variability

An 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"
$\Longrightarrow$ not an SPL because there is no external variability
$\Longrightarrow$ all optional features are "accidental" complexity (byproducts of our development choices)

Drivers of Variability

An 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"

$\Longrightarrow$ not an SPL because there is no external variability

$\Longrightarrow$ all optional features are "accidental" complexity (byproducts of our development choices)

Driver \ Feature subtree	**PCB**	**Display**	**History**	**Mode**

Drivers of Variability

An 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"

$\Longrightarrow$ not an SPL because there is no external variability

$\Longrightarrow$ all optional features are "accidental" complexity (byproducts of our development choices)

Driver \ Feature subtree	**PCB**	**Display**	**History**	**Mode**
Iterative development of hardware	●	●	●	◐

Drivers of Variability

An 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"

$\Longrightarrow$ not an SPL because there is no external variability

$\Longrightarrow$ all optional features are "accidental" complexity (byproducts of our development choices)

Driver \ Feature subtree	**PCB**	**Display**	**History**	**Mode**
Iterative development				
of hardware	●	●	●	◐
of firmware	○	○	○	●

Drivers of Variability

An 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"

$\Longrightarrow$ not an SPL because there is no external variability

$\Longrightarrow$ all optional features are "accidental" complexity (byproducts of our development choices)

Driver \ Feature subtree	**PCB**	**Display**	**History**	**Mode**
Iterative development				
of hardware	●	●	●	◐
of firmware	○	○	○	●
Changing requirements				
from customers	◐	●	○	○

Drivers of Variability

An 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"
$\Longrightarrow$ not an SPL because there is no external variability
$\Longrightarrow$ all optional features are "accidental" complexity (byproducts of our development choices)

Driver \ Feature subtree	**PCB**	**Display**	**History**	**Mode**
Iterative development				
of hardware	●	●	●	◐
of firmware	○	○	○	●
Changing requirements				
from customers	◐	●	○	○
from BMEL and DLG	◐	○	●	◐

HW Evolution Scenarios

Could/should the variability have been avoided?

HW Evolution Scenarios

Could/should the variability have been avoided?

$\Longrightarrow$ It **could**, by avoiding all drivers (e.g., waterfall model)

But: Impossible due to feedback loop, unknown requirements, HW/FW interaction

$\Longrightarrow$ **Alternative**: Handle emerging variability differently

HW Evolution Scenarios

Could/should the variability have been avoided?

$\Longrightarrow$ It **could**, by avoiding all drivers (e.g., waterfall model)

But: Impossible due to feedback loop, unknown requirements, HW/FW interaction

$\Longrightarrow$ **Alternative**: Handle emerging variability differently

4 HW evolution scenarios (t_0: design, t_1: production)

Property \ Scenario	**ES**	**LS**	**TP**	**HR**
Supports seamless shift to new revision				
Supports old revisions during transition				
Supports old revisions after transition				
Avoids variability				

HW Evolution Scenarios

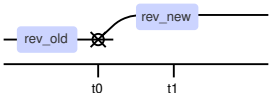
Could/should the variability have been avoided?

$\Longrightarrow$ It **could**, by avoiding all drivers (e.g., waterfall model)

But: Impossible due to feedback loop, unknown requirements, HW/FW interaction

$\Longrightarrow$ **Alternative**: Handle emerging variability differently

4 HW evolution scenarios (t_0: design, t_1: production)



Early Shift

Property \ Scenario	ES	LS	TP	HR
Supports seamless shift to new revision	●			
Supports old revisions during transition	○			
Supports old revisions after transition	○			
Avoids variability	●			

HW Evolution Scenarios

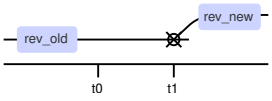
Could/should the variability have been avoided?

$\Longrightarrow$ It **could**, by avoiding all drivers (e.g., waterfall model)

But: Impossible due to feedback loop, unknown requirements, HW/FW interaction

$\Longrightarrow$ **Alternative**: Handle emerging variability differently

4 HW evolution scenarios (t_0: design, t_1: production)



Late Shift

Property \ Scenario	ES	LS	TP	HR
Supports seamless shift to new revision	●	○		
Supports old revisions during transition	○	●		
Supports old revisions after transition	○	○		
Avoids variability	●	●		

HW Evolution Scenarios

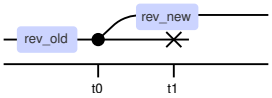
Could/should the variability have been avoided?

$\Longrightarrow$ It **could**, by avoiding all drivers (e.g., waterfall model)

But: Impossible due to feedback loop, unknown requirements, HW/FW interaction

$\Longrightarrow$ **Alternative**: Handle emerging variability differently

4 HW evolution scenarios (t_0: design, t_1: production)



Transition Phase

Property \ Scenario	ES	LS	TP	HR
Supports seamless shift to new revision	●	○	●	
Supports old revisions during transition	○	●	●	
Supports old revisions after transition	○	○	○	
Avoids variability	●	●	◐	

HW Evolution Scenarios

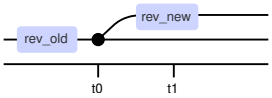
Could/should the variability have been avoided?

$\Longrightarrow$ It **could**, by avoiding all drivers (e.g., waterfall model)

But: Impossible due to feedback loop, unknown requirements, HW/FW interaction

$\Longrightarrow$ **Alternative**: Handle emerging variability differently

4 HW evolution scenarios (t_0: design, t_1: production)



Hardware Reuse

Property \ Scenario	ES	LS	TP	HR
Supports seamless shift to new revision	●	○	●	●
Supports old revisions during transition	○	●	●	●
Supports old revisions after transition	○	○	○	●
Avoids variability	●	●	◐	○

HW Evolution Scenarios

Which scenario is appropriate depends (more research needed):

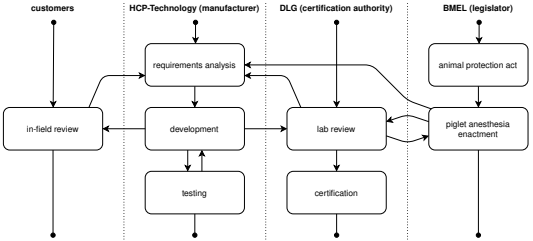
- Is maintaining the variability costly? Is there a high risk for variability bugs? Do developers have sufficient SPL expertise? here: no, no, yes
- Is HW development more costly than FW development? Is fast time-to-market valued more than quick and dirty FW development? here: yes, yes

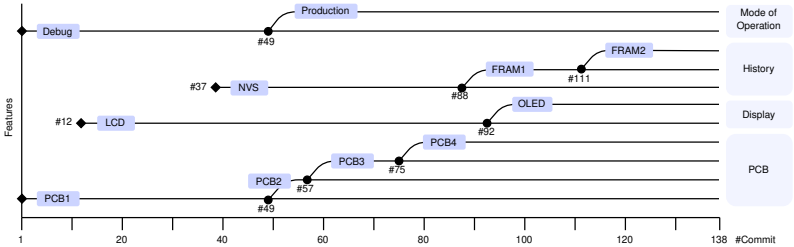
Property \ Scenario	ES	LS	TP	HR
Supports seamless shift to new revision	●	○	●	●
Supports old revisions during transition	○	●	●	●
Supports old revisions after transition	○	○	○	●
Avoids variability	●	●	◐	○

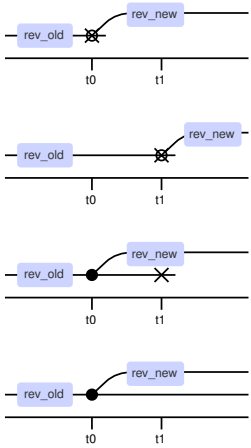
$\Longrightarrow$ Applicable on all real-world embedded projects with parallel and iterative HW/FW development (which is natural to reduce risks in validation/verification)

Conclusion

Case Study







HW Evolution Scenarios

Attribution

- Wilgengebroed on Flickr, CC BY 2.0 <https://creativecommons.org/licenses/by/2.0>, via Wikimedia Commons
- Matti Blume, CC BY-SA 4.0 <https://creativecommons.org/licenses/by-sa/4.0>, via Wikimedia Commons
- interCaribbean Airways, CC BY-SA 4.0 <https://creativecommons.org/licenses/by-sa/4.0>, via Wikimedia Commons
- U.S. Air Force photo by Staff Sergeant Jonathan Steffen, Public domain, via Wikimedia Commons
- Ubahnverleih, CC0, via Wikimedia Commons