Change Management using CHIMPANC

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ISL	FSL-0	FSL-1	FSL-2	FSL-3	FSL-4	ESL
ISL: Natural Language		FSL-0: Formal Specificati EMF OCL		FSL-1: Formal Specificati EMF OC		
P1: The model must be composed of people and buildings.		package acs;			package acs;	
P2: Each person has authorisation to enter certain buildings (and not others). Access to buildings not consigned in this autonization is strictly forbidden. This is a permanent assignment. P2: A tany one moment, a person can only be in one building. P4: A tany one moment, a person must be in at least one building.		<pre>// P1: The model is composed of people and class Building () // P1: The model is composed of people and class Percen</pre>			<pre>// Fit The geometry of buildings serves 1/ // communicate between each other, and in class mulding) { ref huilding() = / building gete; ref huilding() = / building yete; building() = / gete building } class Person) { cop vaid gets (heres this, Building b); ref building() st; ref building() st; ref building() st; ref building() st;</pre>	

Fig. 1. The CHIMPANC user interface.

One approach to remedy the issue of increasing complexity in the hardware design process is to provide designers with more abstract languages that allow systems to be designed top-down, starting with an abstract model of the system and its requirements. Several of these languages are being used today. Natural language specifications are the most abstract form of describing a system, allowing the designers to use arbitrary language to explain how the system is supposed to behave and be structured. Formal modelling languages such as the UML are built upon a formal definition to avoid the issue of ambiguities in the description. System-level modelling language such as SystemC are the last step before synthesizer HDLs, allowing to build virtual prototypes that can be simulated without actually implementing in the final hardware design.

However, when following this approach, several new challenges arise: firstly, we have to keep the models in the different levels of abstraction *consistent* across the different languages and formalisms involved, secondly, we need a uniform notion of refinement, and thirdly, we want to be able to track changes and their impacts across the different levels of abstraction.

There are several independent approaches to change management for some of the individual specification levels we described. EMF itself for example offers a toolset to analyse differences between two models [3] and there are entire change management systems for UML [1]. However, these systems share several limitations, the foremost being that there are no semantic connections to external models taken into consideration, leaving the user without knowledge about impacts to other specification layers.

We propose the Change Impact Analysis and Control Tool (CHIMPANC) tool to handle these challenges. CHIMPANC extracts the relevant information from the models on the different levels and constructs mappings between them, thus allowing to check consistency and refinements, and moreover calculating the impact of changes. Thus, CHIMPANC ensures that e.g. a written specification or documentation is not made obsolete by changes in the implementation without being warned about it.

CHIMPANC is realised as a web interface and can thus either run locally or on a team server, configured for a specific system that is being developed. When users open the application in a browser they get presented a multi column layout representing the different specification layers (Fig. 1).

All extracted model elements are represented as bold identi-

Fig. 3. Highlighting of inconsistencies

fiers. Mapped model elements appear green. When a user hovers the mouse over such a mapped element the corresponding refinement is visually emphasised (Fig. 2).

Inconsistencies are highlighted with red squiggly underlines. These include abstract models, attributes, references, operations and parameters which are unmapped in a refinement (Fig. 3) as well as mismatching mapped types and inconsistent multiplicities of references.

Content warnings are highlighted with orange squiggly underlines. These are currently only present in natural language where we automatically rate the quality of refinements, using the techniques from [2]. Again, a detailed description of the warning can be obtained by hovering the mouse over the marked element (Fig. 4).

Finally impact warnings appear as orange elements indicating that user attention is required (Fig. 5). An impact can either indicate that a refinement has changed or that the abstraction has been changed or removed.

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- [3]





Fig. 5. An impact warning

ref Building[*] #gate building; Three mode IS COMPOSED OF PEOPLE Person 13 { void pass(Person this, Building b); P2: Each person is authorized to en } f Building[*] aut; class Person 5 { P3: A person can only be in one bui P4: A person must be in at least on op void pass(Person this, Buildin ref Building[1] sit; Rvilding[1] sit; ref Building[*] aut; Fig. 2. Highlighting of mappings class Person 5 Person.pass' doesn't have an implementat op void pass(Person this, Building b); ref Building[1] sit; ref Building[*] aut;