

软件演化过程建模

An Approach
to Modelling
Software Evolution
Processes

Tong Li



清华大学出版社



Springer

Tong Li

An Approach to Modelling Software Evolution Processes

An Approach to Modelling Software Evolution Processes describes formal software processes that effectively support software evolution. The importance and popularity of software evolution increase as more and more successful software systems become legacy systems. For one thing, software evolution has become an important characteristic in the software life cycle; for another, software processes play an important role in increasing efficiency and quality of software evolution. Therefore, the software evolution process, the inter-discipline of software process and software evolution, becomes a key area in software engineering.

The book is intended for software engineers and researchers in computer science.

Prof. Tong Li earned his Ph.D. in Software Engineering at De Montfort University, U.K.; he has published five monographs and over one hundred papers.

ISBN 978-7-302-17537-7



9 787302 175377 >

定价：68.00元



软件演化
过程建模
方法论
研究与实践

An Approach to Modelling Software Evolution Processes

王海明 刘春雷 著

清华大学出版社

Tong Li

软件演化过程建模

An Approach to Modelling
Software Evolution Processes

内 容 简 介

软件演化是近年来软件工程领域正逐步受到重视的研究方向，并将得到越来越多的关注。本书从软件演化管理的角度，较为系统地讨论了软件演化过程的相关问题，包括软件演化过程元模型、软件演化过程描述语言、软件演化过程框架、软件演化过程建模方法、软件演化过程改进等。本书还给出了一个软件演化过程的支撑工具，并提供了多个案例研究。

本书可以作为计算机专业研究生和高年级本科生的教材和教学参考书，也可供从事软件工程的科技人员使用和参考。

版权所有，侵权必究。侵权举报电话：010-62782989 13701121933

图书在版编目(CIP)数据

软件演化过程建模=An Approach to Modelling Software Evolution Processes: 英文/李彤著. —北京: 清华大学出版社, 2008.8

ISBN 978-7-302-17537-7

I. 软… II. 李… III. 软件工程－研究－英文 IV. TP311.5

中国版本图书馆 CIP 数据核字(2008)第 063407 号

责任编辑: 薛 慧

责任校对: 赵丽敏

责任印制: 孟凡玉

出版发行: 清华大学出版社

地 址: 北京清华大学学研大厦 A 座

<http://www.tup.com.cn>

邮 编: 100084

社 总 机: 010-62770175

邮 购: 010-62786544

投稿与读者服务: 010-62776969, c-service@tup.tsinghua.edu.cn

质 量 反 馈: 010-62772015, zhiliang@tup.tsinghua.edu.cn

印 装 者: 北京雅昌彩色印刷有限公司

经 销: 全国新华书店

开 本: 153×235 印张: 14.5 字数: 320 千字

版 次: 2008 年 8 月第 1 版 印次: 2008 年 8 月第 1 次印刷

印 数: 1 ~ 2000

定 价: 68.00 元

本书如存在文字不清、漏印、缺页、倒页、脱页等印装质量问题，请与清华大学出版社出版部联系调换。联系电话: 010-62770177 转 3103 产品编号: 027627-01

To my daughter, Yixiao, my wife, Lixia and my parents with all my love.

Preface

The importance and popularity of software evolution increase as more and more successful software systems become legacy systems. For one thing, software evolution has become an important characteristic in the software life cycle; for another, software process plays an important role in increasing efficiency and quality of software evolution. Therefore, the software evolution process, the inter-discipline of software process and software evolution, becomes a key area in software engineering. A well-managed software evolution process can effectively support a successful software evolution; however, a poor software evolution process will lead to the failure of the corresponding software evolution.

What Is the Uniqueness of This Book?

This book aims to model and describe formal software processes that effectively support software evolution. For this purpose, progress has been made in the following aspects:

Firstly, five important properties of software evolution processes are analysed. It is indicated that iteration, concurrency, interleaving of continuous and discontinuous change, feedback-driven systems and multi-level frameworks play important roles in software evolution processes.

Secondly, a Petri Net is extended with object-oriented technology and Hoare Logic. Based on the extended Petri Net and according to the preceding properties, a formal evolution process meta-model EPMM is designed. EPMM can define software evolution process models with a four-level framework and can embody some important properties, such as iteration, concurrency, interleaving of continuous and discontinuous change and feedback-driven systems.

Thirdly, based on EPMM, an object-oriented evolution process description language EPDL is designed. It is more detailed and easier to implement in computers than EPMM.

Fourthly, based on EPMM, the framework of software evolution processes is discussed. According to the framework, a semi-formal approach to modelling and describing software evolution processes is proposed. The approach is used to design software evolution processes at the global level (designing global models), at the process level (designing software processes), at the activity level (designing activities) and at the task level (designing tasks), each corresponding to the levels in the framework. At the process level, the approach supports top-down white box modelling and top-down black box modelling, which are proved to preserve the interface consistency over refinement hierarchies. The approach also supports process reuse by means of three different reuse methods. At the task level, by repeatedly decomposing the function of a task into one of three basic control structures, the function can be decomposed into a code segment consisting of finer functions, which can be easily realised. If the executions of all the decomposed finer functions terminate, the decomposition is proved to be totally correct. Using EPDL, software evolution processes can be described in detail.

Fifthly, according to the dependence analysis between activities and between tasks, an approach is proposed to capture and extend concurrency in an inefficient process segment dug down from an evolution process model. After its efficiency is improved, the process segment is put back into the original model to improve the efficiency of the corresponding evolution process.

Sixthly, a CASE environment EPT that supports the proposed approach is designed and a prototype system of EPT is also implemented.

Finally, four case studies of various complexities and scales indicate that the proposed approach is feasible and effective.

In summary, a semi-formal approach is proposed to construct formal software evolution process models and the corresponding descriptions to effectively support software evolution.

Acknowledgements

The work described in this book has been supported by the National Science Foundation of China under Grant No. 60463002 and by the Science Foundation of Yunnan Province, China under Grant No. 2007F008M.

This book is based on my Ph.D. thesis accomplished in February 2007 at De Montfort University, U.K. I would like to thank all the people who have helped me in different ways since I undertook the work described in this book.

Firstly and foremost, I would like to thank Professor Hongji Yang, De Montfort University, U.K. Although it was certainly not always easy during I undertook the work, I think that I have evolved over the years. Professor Yang, more than anybody else, was extremely important in this evolution. It is mainly through the interaction with Professor Yang that I developed a deeper understanding of my

research project. I feel so lucky to have so many opportunities to discuss with him.

I am very happy that I have had the chance to research on software evolution processes in the Software Technology Research Laboratory at De Montfort University, U.K. The laboratory has such a unique academic atmosphere that I had numerous opportunities to interact with many excellent staff and Ph.D. students. My thanks must go to Professor Hussein Zedan, the Director of the laboratory, for this atmosphere, his valuable advice and the experienced guidance that he had provided along the way. In addition, I would like to thank Professor Hong Zhu, Oxford Brookes University, U.K., Dr. Martin Ward and Dr. Antonio Cau, De Montfort University, U.K. for their valuable suggestions concerning my research work.

I also wish to express many thanks to Dr. Juan F. Ramil, Open University, U.K. and Dr. Douglas R. Smith, Kestrel Institute and Stanford University, U.S.A. for providing me with their papers “Software Evolution and Software Evolution Processes” and “Top-Down Synthesis of Divide-and-Conquer Algorithms” respectively, by e-mail.

I would like to thank all of the colleagues in the Software Technology Research Laboratory at De Montfort University, U.K. and the colleagues in the School of Software and in the School of Information Science and Engineering at Yunnan University, China, such as Professor Hongzhi Liao, Professor Hua Zhou, Professor Degao Zhang, Dr. Shaoyun Li, Dr. Feng Chen, Professor Zhihong Liang, Professor Qing Liu, Dr. Helge Janicke, Mr. Tony Chen, Mr. Wei Wang, Mr. Howard Billam, Miss Jinzhuo Liu, Miss Niwen Ma, Mr. Hengrui Zhang, Mr. Fei Li, Mr. Jiang Zheng, Mr. Zhao Dong, Ms. Lingxiao Zheng, Miss Xikun Pan and Mr. Zhan Chen. I would like to thank them for their valuable suggestions, discussion and assistance over all these years.

I would also like to thank Professor Shuzhen Yao, Beijing University of Aeronautics and Astronautics, China, Professor Hujie Huang, Harbin Institute of Technology, China, Professor Jiliu Zhou, Sichuan University, China, Ms. Ling Ding and Ms. Hui Xue, Tsinghua University, China for their recommendation and valuable suggestions.

Finally, I wish to express thanks to my daughter, Yixiao Li, my wife, Lixia Wang, and my parents for all their love, encouragement, patience and support over the years. This book is dedicated to them.

Tong Li
January, 2008

List of Figures and Tables

Figure 2.1	Levels of modelling.....	11
Figure 4.1	Iteration in software evolution processes	53
Figure 4.2	Example of sub-cycles in a cycle	54
Figure 4.3	Version concurrency	55
Figure 4.4	Process concurrency	55
Figure 4.5	Sub-process concurrency.....	56
Figure 4.6	Phase concurrency.....	56
Figure 4.7	Activity concurrency	57
Figure 4.8	A task.....	58
Figure 4.9	An activity	59
Figure 4.10	An activity refined by a process	60
Figure 4.11	A software process.....	61
Figure 4.12	A workflow of prototype evolution	62
Figure 4.13	A prototype evolution process model	62
Figure 4.14	A global model	63
Figure 4.15	Interaction between software processes	65
Figure 4.16	A software process with cycles	65
Figure 4.17	An execution record of a software process	65
Figure 5.1	EPDL program structure	73
Figure 5.2	Modifying a software process	82
Figure 6.1	Framework of software evolution processes	87
Figure 6.2	Steps for modelling software evolution processes	89
Figure 6.3	Initial block	91
Figure 7.1	Sequence block.....	97
Figure 7.2	Concurrency block	97
Figure 7.3	Selection block	97
Figure 7.4	Iteration block	98
Figure 7.5	Activity refinement	100
Figure 7.6	Situations of inheritance.....	102
Figure 7.7	Reuse of a sequence block	103
Figure 7.8	Reuse of a concurrency block	104
Figure 7.9	Reuse of a selection block.....	104
Figure 7.10	Reuse of an iteration block.....	105
Figure 7.11	Simplifying an iteration block	105
Figure 7.12	Reuse of a software process package	106
Figure 8.1	Basic control structures of 2-assertions.....	112

Figure 8.2	A decomposition tree.....	120
Figure 8.3	Decomposition process	122
Figure 9.1	Four types of dependences	128
Figure 9.2	Localising dependences	132
Figure 9.3	Preprocessing a well-controlled <i>SADG</i>	135
Figure 9.4	Preprocessing a well-cyclic <i>SADG</i>	136
Figure 9.5	Transformation of data dependences.....	137
Figure 9.6	Transformation of control dependences	137
Figure 9.7	A process segment constructed from Fig. 9.2(b).....	139
Figure 9.8	An activity dependence graph	139
Figure 9.9	A process segment constructed from Fig. 9.8	139
Figure 9.10	Preprocessing a well-cyclic <i>SADG</i>	140
Figure 9.11	A process segment constructed from Fig. 9.10 (b)	140
Figure 9.12	Refining an activity into concurrent activities	142
Figure 9.13	A concurrency bottleneck.....	142
Figure 9.14	Extending concurrency.....	145
Figure 9.15	Concurrency extended from Fig. 9.13(b)	146
Figure 9.16	Reconstructing a software process	148
Figure 10.1	Architecture of EPT	153
Figure 10.2	Data structure of a software process.....	156
Figure 10.3	Screenshot of Modelling Tool	158
Figure 10.4	Screenshot of Process Improver	159
Figure 10.5	Screenshot of Process Component Manager	160
Figure 10.6	Screenshot of Decomposer	160
Figure 10.7	Architecture of EPDL Compiler.....	161
Figure 10.8	Screenshot of Process Engine	162
Figure 10.9	Screenshot of Process Analyser.....	163
Figure 11.1	Waterfall model	168
Figure 11.2	A software evolution process	170
Figure 11.3	Sub-process SEP1	172
Figure 11.4	Modelling a software evolution process.....	177
Figure 11.5	Activity dependence graph of Design Evolution.....	180
Figure 11.6	Process segment	180
Figure 11.7	Capturing concurrency within activities.....	181
Figure 11.8	Extending concurrency.....	182
Figure 11.9	ISO/IEC 12207 software maintenance process	184
Table 6.1	Comparison with software development	92
Table 8.1	Structure of the sequence case base	118
Table 8.2	Structure of the selection case base.....	118
Table 8.3	Structure of the repetition case base	118
Table 8.4	Structure of the segment base	119
Table 8.5	Structure of the rule base	119

Contents

Preface	ix
List of Figures and Tables	xiii
1 Introduction	1
1.1 Motivation	1
1.2 Contributions	3
1.3 Research Methods	4
1.4 Success Criteria	5
1.5 Validation Methods	5
1.6 Outline	6
References	7
2 Overview of Software Processes and Software Evolution	8
2.1 Introduction	9
2.2 Software Processes	9
2.2.1 Concepts of Software Process.....	9
2.2.2 Software Process Modelling and Descriptions	11
2.2.3 Software Process Modelling and Description Languages.....	13
2.2.4 Software Process Improvement and CMM	16
2.2.5 Software Process Reuse	19
2.2.6 Process-Centred Software Engineering Environments	20
2.3 Software Evolution	21
2.3.1 Concepts of Software Evolution	21
2.3.2 Software Reengineering.....	22
2.3.3 Software Evolution	25
2.4 Summary.....	27
References	27
3 Related Work	34
3.1 Introduction	35
3.2 Software Evolution Process.....	35
3.3 Concurrency in the Software Life Cycle	38
3.4 Petri Nets	39
3.5 Dependence Analysis	43
3.6 Formal Functional Decomposition	44

3.7	Summary.....	46
	References	46
4	Software Evolution Process Meta-Model EPMM.....	50
4.1	Introduction	51
4.2	Properties of Software Evolution Processes	52
4.3	Iteration in Software Evolution Processes.....	52
4.4	Concurrency in Software Evolution Processes.....	54
4.4.1	Version Concurrency	54
4.4.2	Process Concurrency.....	55
4.4.3	Sub-Process Concurrency	55
4.4.4	Phase Concurrency	56
4.4.5	Activity Concurrency.....	56
4.4.6	Task Concurrency.....	57
4.5	Static Component Definitions of EPMM	57
4.5.1	Task.....	58
4.5.2	Activity	59
4.5.3	Software Process.....	60
4.5.4	Example: Prototype Evolution Process Model	61
4.5.5	Global Model	63
4.6	Dynamic Component Definitions of EPMM	64
4.7	Supports for Software Evolution Processes.....	66
4.8	Summary.....	67
	References	68
5	Software Evolution Process Description Language EPDL	70
5.1	Introduction	71
5.2	Survey of EPDL	71
5.2.1	Design Goals.....	71
5.2.2	Characteristics.....	72
5.2.3	Program Structure	73
5.3	Task	74
5.4	Activity	76
5.5	Software Process	77
5.6	Global Model.....	80
5.7	EPDL Program	80
5.8	Example.....	81
5.9	Summary.....	82
	References	83
6	Framework of Software Evolution Processes.....	85
6.1	Introduction	86
6.2	Framework of Software Evolution Processes	86

6.3	Steps for Modelling Software Evolution Processes.....	88
6.4	Designing Global Models.....	91
6.5	Evolution Process Descriptions	92
6.6	Summary.....	93
	References	93
7	Designing Processes and Activities	95
7.1	Introduction	96
7.2	Designing Processes	96
7.2.1	Basic Blocks	96
7.2.2	Software Process Package.....	98
7.2.3	Procedure for Modelling Processes	99
7.3	Designing Activities	100
7.4	Reuse of Software Evolution Processes	101
7.4.1	Reuse by Inheritance.....	101
7.4.2	Reuse of Basic Blocks	102
7.4.3	Reuse of Process Packages	106
7.5	Summary.....	107
	References	107
8	Designing Tasks.....	109
8.1	Introduction	110
8.2	Procedure of Designing Tasks	111
8.3	Structures of Functional Decomposition	111
8.4	Decomposition Rules.....	113
8.4.1	Sequence Decomposition.....	114
8.4.2	Selection Decomposition	115
8.4.3	Repetition Decomposition	116
8.5	Structure of the Knowledge Base	117
8.5.1	The Case Base.....	118
8.5.2	The Segment Base	119
8.5.3	The Rule Base.....	119
8.6	Decomposition.....	119
8.6.1	The Decomposition Tree	119
8.6.2	Match Between Two 2-Assertions.....	120
8.6.3	The Decomposition Process.....	121
8.6.4	Supports by Modellers	122
8.7	Summary.....	123
	References	124
9	Efficiency Improvement of the Software Evolution Processes	125
9.1	Introduction	126
9.2	Procedure of Efficiency Improvement.....	127

9.3	Dependence Analysis Between Entities	130
9.3.1	Constructing a Dependence Graph	130
9.3.2	Localising Dependences	131
9.4	Reconstructing Process Segments	132
9.4.1	Preprocessing an ADG.....	133
9.4.2	Transformation Rules	136
9.4.3	Transformation Algorithm.....	137
9.4.4	Examples.....	138
9.5	Capturing Concurrency within an Activity.....	140
9.6	Analysing Dependences Between Partition Blocks.....	142
9.7	Extending Concurrency	144
9.8	Reconstructing Software Processes	146
9.9	Summary.....	149
	References	149
10	Support Environment EPT	151
10.1	Introduction	152
10.2	Architecture of EPT	153
10.3	File Depository	154
10.3.1	Data Structures of EPDL Object Codes.....	154
10.3.2	Other Data Structures.....	156
10.4	Process Server.....	158
10.4.1	Modelling Manager.....	158
10.4.2	EPDL Compiler	161
10.4.3	Runtime Manager	161
10.5	User Interface and Message Server	163
10.6	Summary.....	165
	References	165
11	Case Studies	166
11.1	Introduction	167
11.2	First Case Study: The Waterfall Model	168
11.3	Second Case Study: Three Software Processes Involved in Evolution	170
11.4	Third Case Study: An Evolution Process of an Information Security System	174
11.4.1	Background.....	174
11.4.2	The Process of Modelling	175
11.4.3	EPDL Program.....	175
11.4.4	White Box Approach	176
11.4.5	Black Box Approach.....	179
11.4.6	Efficiency Improvement	180