ENABLING REUSE WITH RELATIVE CONTRIBUTION VALUES IN GOAL MODELS

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for Concern-Driven Development

Berk Duran Gunter Mussbacher

Introduction to Goal Modeling



Goal Models provide tradeoff analysis capability between feature configurations.



Contributions in Goal Modeling

- Qualitative values, i.e., labels
 - \blacksquare Low, medium, high ightarrow limited accuracy
- Quantitative values
 - Real-life values that use a specific unit (e.g., \$ for cost)
 - \rightarrow must be able to clearly measure the quality
 - \rightarrow requires a function to aggregate measurements
 - \rightarrow typically a specific, unit-dependent function is needed
 - Unitless values within a specific range
 - \rightarrow generic aggregation function
 - Global values \rightarrow must keep values consistent across all models

Goal Modeling for Concern Reuse

2/1/2015



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Motivation

- Modeler's focus should be on assigning contribution values relatively (i.e., one option is twice as good as another option)
- For composability and reusability reasons, the possible range of values for the each parent element must always be in the same range (i.e., between 0 and 100)



Approach





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We need to ensure that it is always theoretically possible for a parent element to reach the maximum and minimum values of the [0, 100] range.

 \rightarrow scale the relative contribution values and offset the weighted sum!

The question is:

How do we find the relative maximum and minimum values that can be achieved with the relative contribution values?