# Feature Interactions: the Good, the Bad, and the Ugly

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### feature-oriented software development

# **feature** : a unit of *functionality* or *added value* in the product



stakeholders' mental model of system feature-oriented software system

### product lines

#### feature model = valid configurations

 Lego Figure

 Head
 Torso

 Hair
 Helmet

 Konto
 Konto

 Konto
 <

#### reusable implementations



products



[Example from Sven Apel]

### product lines















## feature interactions

# **feature interaction:** features influence each other in defining overall system behaviour [Zave]

- > conflicts over shared context
- > violations of global correctness properties
- > emergent behaviours

**feature interaction problem:** the number of potential interactions is exponential in the number of features

# what this talk is about

### modelling feature requirements

- > feature modularity
- > modelling intended interactions

### analyzing feature combinations

> to detect interactions

### resolution strategies

> strategies that avoid classes of interactions

# the good

## not all interactions are bad!

### intended interactions

- > advanced cruise-control variants override basic cruise control
- > prohibit navigation overrides navigation
- > prohibit-navigation override overrides prohibit-navigation

### unintended but harmless interactions

> call screening prevents activation of caller id

### (planned) resolutions to conflicts

> brake override overrides (acceleration  $\oplus$  braking)

feature-oriented requirements modelling language (FORML) Shaker, Atlee, Wang, RE'12

# a notation for modelling the requirements of a product line (PL)

- > supports feature modularity
- > provides language constructs for expressing intended interactions explicitly
- > composes features into a product line

# req models decomposed by feature

#### world model

a conceptual model of the problem world

- defines possible world states
- including feature phenomena

#### behaviour model

state-machine models (of features)

 whose events, conditions and actions are expressions over world phenomena

acceleration

deceleration

steering

on

a1: AutoSoftCar.acceleration := acceleration()

■→ waitAccelerate

a1: AutoSoftCar.acceleration := deceleration()

a1: AutoSoftCar.orientation := orientation()

●→ waitSteer

●→(waitDecelerate

 $\vee$ 

t3: Accelerate(value) /

t4 · Decelerate(value)

t5:Steer(value) /

and over feature phenomena

t1:lgniteOn()/ a1:AutoSoftCar.i

t2: laniteOff() /

a1: AutoSoftCar.ignition := of





feature



# modelling features

#### features are modelled as hierarchical state machines that sense and control the world



- action: a prescribed change to the world
- transition or action name

## a new feature may...

#### introduce behaviours

> via: new machines

### eliminate behaviours

> via: new or stronger enabling conditions on existing actions or transitions

#### substitute behaviours

> via: new pre-empting actions or transitions

#### intended interactions:

modelled as structural extensions at extension points in existing features

can also be expressed as

weakened enabling conditions

new regions, new states,

new transitions,

extensions to existing features:

# adding behaviours

#### **Cruise Control (CC)**



state-machine main



# replacing behaviours



#### Headway Control (HC)





### composition is a product line

#### transitions, actions, clauses are guarded by presence conditions (of their declaring feature)

state-machine BDS{main}	on				
	acceleration t3: Accelerate+(o) [CC implies not inState(on.CC{main}.enabled.main.engaged.main.active) or CC{driverOverride}()] / a1: AutoSoftCar.acceleration := acceleration() waitAccelerate				
t1: IgniteOn+(o) / a1:	deceleration				
	steering				
	CC{main}	•->(	disabled		
		CC{t2}: DisableCC+(o) [CC]			
		enabled			
off t2: IgniteOff+(o) / a1:	main		engaged		
			main		
		CC{t3}: SetCruiseSpeed+(o) [CC.and <sup>2</sup> {engageCnd}()] / a1: CC.cruiseSpeed := AutoSoftCar.speed, a2: CC.goalAccel = 0	HC{main} HC{t2}: override(CC{t6}] <b>[HC] and</b> [slowRoadObjectAhead}()] / a1: AutoSoftCar.acceleration := HC{acceleration}(), a2: CC.goalAccel := HC{acceleration}()		
	disengaged	CC{t4}: Decelerate+(o) [CC]	HC{t1}: SetHeadway+(o) [HC] a1: HC.headway := o.value		
		CC{t5}: [CC and CC{engageCnd}()]	active		

#### product line = {BDS, BDS + CC, BDS + CC + HC}

### summary of FORML

- precise modular modelling of features
- new features extend existing features
  - > with added, removed, and replaced behaviours
- explicit modelling of intended feature interactions
- result of feature composition is a product line

### the bad

# hybrid brakes ⊕ anti-lock breaking

### 2010 Toyota Prius

### hybrid brake system

- > (normal) hydraulic brake system
- > regenerative braking system
  - converts loss of vehicle momentum into electrical energy
  - stored in on-board batteries

### anti-lock brake system (ABS)

> maintains stability, steerability during panic braking

### interaction

- > braking force after ABS actuation reduced
- > vehicle stopping distance is increased
- > 62 reported crashes, 12 injuries

# cruise control $\oplus$ traction control

### cruise control

> vehicle set to maintain driver-specified speed

### traction control

> brake fluid applied when wheels slip

### interaction

- > engine power is increased (to maintain speed)
- > driver senses "sudden acceleration"
  - vehicle becomes difficult to control

### resolution

> advise drivers not to use cruise control on slippery roads

### feature interaction



feature composition (= product)

### model checking Clarke, Emerson '81, Queille, Sifakis '82



## detecting feature interactions



# product-line model checking

Classen, Heymans, Schobbens, Legay, Raskin, ICSE'10



### properties should...

- reflect each feature's desired behaviour
- be conditional on whether a feature is present
- accommodate intended interactions
  - > which affect whether a transition executes



### properties

### a property for each transition in the PL model:

- > if transition executes, the effects of its actions are realized
- > can be generated automatically from PL model





### summary of interaction detection

- properties can be generated automatically from the PL model
- analyzer checks every property in all behaviours of all products in product line
- analyzer identifies, for each property, all products in which the property can be violated
- only unintended interactions will be reported

# the ugly: scalability

### lots of features

e.g., telephony has 1000+ features per system



#### a system of feature-rich systems

- > features from multiple providers
- > multiple active versions of the same feature

## lots of interactions

results of the second feature interaction contest





# lots of types of interactions

#### control-flow

one feature affects the flow of control in another feature

#### data-flow

one feature affects (deletes, alters) a message destined for another feature

#### data modification

shared data read by one feature is modified by another feature

#### data conflict

two features modify the same data

#### control conflicts

two features issue conflicting actions

#### assertion violation

one feature violates another feature's assertions or invariants

#### resource contention

the supply of resources is inadequate, given the set of competing features

### introduced in several phases Bowen, SETSS'89

[req] understanding / specifying how features ought to interact

[req] the number of interactions (and resolutions) to consider grows exponentially with the number of features

[design] more interactions introduced during design due to sharing of resources, I/O devices, protocol signals, etc.

[imp] near-commonalities among features leads to questions about how to effectively reuse software components

[test] the sheer number of interactions and resolutions to be tested lengthens the testing phase

## wicked problem

Iots of features Iots of interactions multiple types of interaction Iots of resolutions introduced in several phases



#### resolve interactions through feature composition

- > compose features into products (or product lines)
- > composition algorithm resolves entire classes of interactions

# conflict-free composition

Hay, Atlee, FSE'00

# **resolution strategy:** maximal subset of enabled transitions with *nonconflicting actions*

> uses feature priority to resolve conflicts



t1&t2 >> t1 >> t2

# violation-free composition

Hay, Atlee, FSE'00

# **resolution strategy**: maximal subset of enabled transitions with *nonconflicting and nonviolating* actions





- > actions conflict
- > actions violate assertions
- > new assertions not satisfied
- > new assertions conflict



resolution resolve by priority resolve by priority apply transition apply transition

# feature coordination

	L	and the	Å	K
Feature	Adobe Reader X	Acrobat X Standard	Acrobet X Pro	Acrobat X Suite
Read, print, and share PDF files				
View and print PDF files	•	•	•	•
More securely open PDF files in a sandboxed environment	•	•	•	•
Optimize your PDF viewing experience with Reading Mode	•	•	•	•
Store and share documents and forms using services at Acrobat.com <sup>2</sup>	•	•	•	•
Convertto PDF				
Create PDF files from any application that prints		•	•	•
Convert Microsoft Word, Excel, PowerPoint, Publisher, and Access files to PDF with one-button ease <sup>1</sup>		•	•	•
Scan paper documents into PDF and automatically recognize text with improved optical character recognition (OCR)		•	•	•
Capture web pages as interactive PDF files for review and archiving from Microsoft Internet Explorer and Firefoxwith one-button ease <sup>2</sup>		•	•	•
Archive emails or email folders from Microsoft Outlook or IBM* Lotus Notes with one-button ease?		•	•	•
Create PDF files from the clipboard, including text and images copied from external applications		•	•	•
Convert Autodesk' AutoCAD', Microsoft Visio, and Microsoft Project files to PDF with one-button ease <sup>2</sup>			•	•
Export and edit PDF files				
Save PDF files as Microsoft Word documents and Excel spreadsheets, retaining the layout, fonts, formatting, and tables		•	•	•
Quickly and easily edit PDF files by making simple changes to text		•	•	•
Insert, extract, replace, delete, rotate, or reorder pages in a PDF file		•	•	•
Split large PDF files into multiple files based on maximum file size, maximum pages per file, or bookmarks		•	•	•
Add rich media to PDF files				
Insert audio, Adobe Flash' Player compatible video, and interactive media for direct playback in Acrobat and Adobe Reader <sup>o</sup>			•	•
Convert a wide variety of video formats for smooth playback in PDF with Adobe Media Encoder				•
Edit and enhance photos to add to your PDF communications with Adobe Photoshop' CS5, the industry standard for image editing				•
Quickly transform static PowerPoint slides into compelling, interactive PDF presentations with Adobe Presenter				•
Rapidly combine audio, video, screen recordings, slides, and more into a rich media experience with Adobe Captivate*				•

- > fixed set of features
- > pre-determined selection of features
- > static integration
- > perfect coordination possible



- > fixed set of features
- > semi-configurable selection of features
- > set of static integrations
- > perfect coordination possible, but impractical



- > unlimited features
- user-defined
  selection of features
- > dynamic integration
- > loose coordination

### summary



model features modularly with *intended* interactions

detect remaining *unintended* interactions