

Scenario Analysis: Generation of Possible Scenario Interpretations and their Visualization

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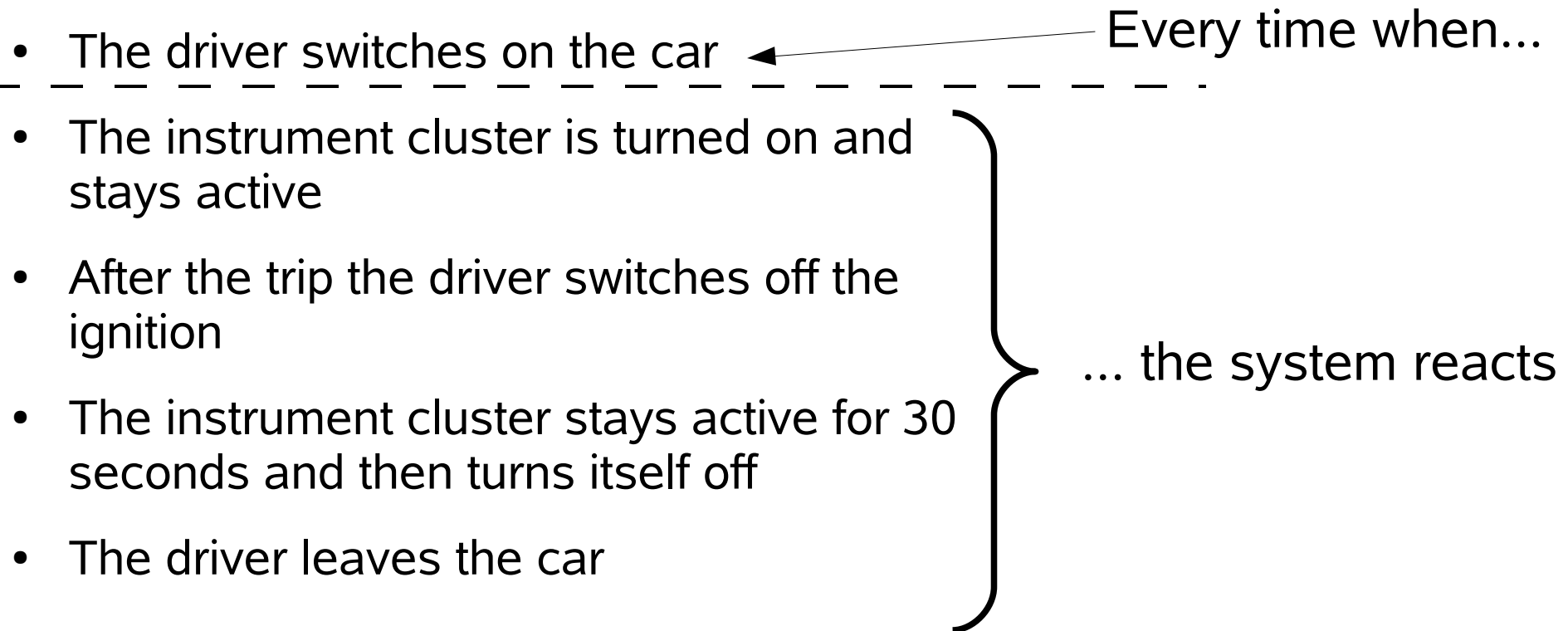


What does a scenario mean?

- The driver switches on the car
- The instrument cluster is turned on and stays active
- After the trip the driver switches off the ignition
- The instrument cluster stays active for 30 seconds and then turns itself off
- The driver leaves the car



What does a scenario mean?

- The driver switches on the car
 - The instrument cluster is turned on and stays active
 - After the trip the driver switches off the ignition
 - The instrument cluster stays active for 30 seconds and then turns itself off
 - The driver leaves the car
- Every time when...
- ... the system reacts
- 

What does a scenario mean?

- The driver switches on the car
- The instrument cluster is turned on and stays active

} First independent interaction...

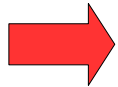
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- After the trip the driver switches off the ignition
 - The instrument cluster stays active for 30 seconds and then turns itself off
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} ... and second independent interaction

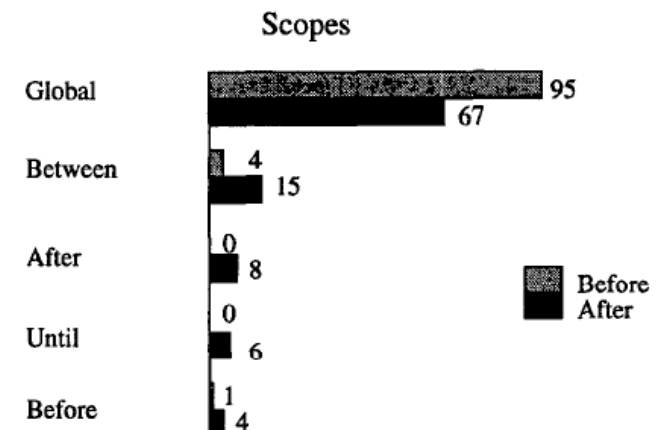
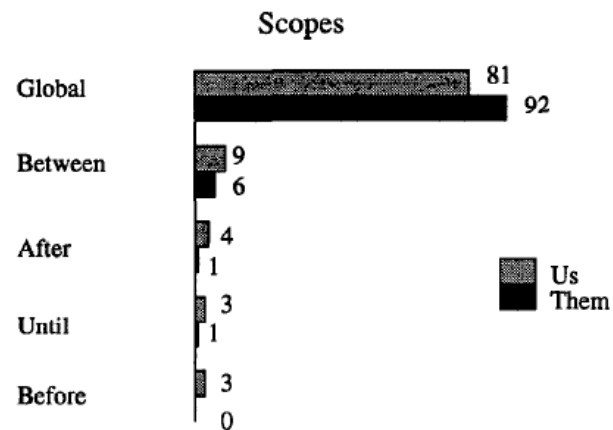
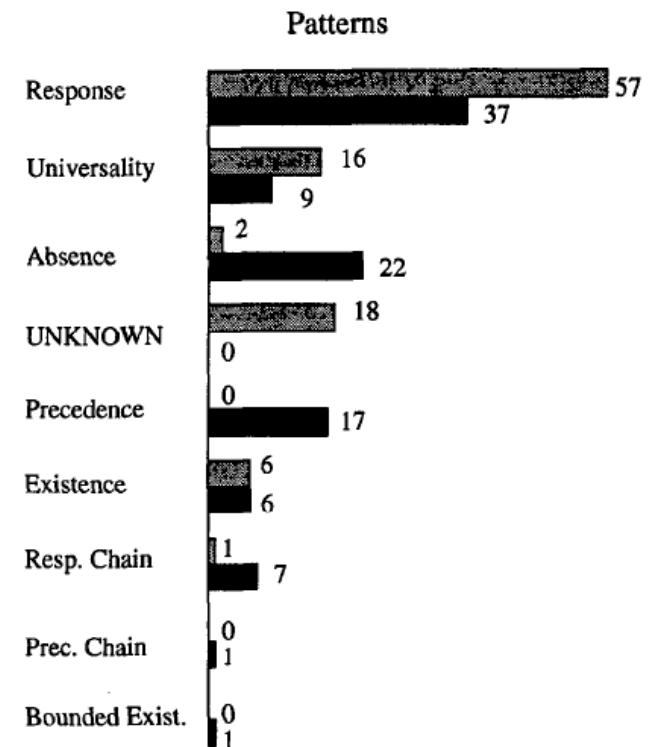
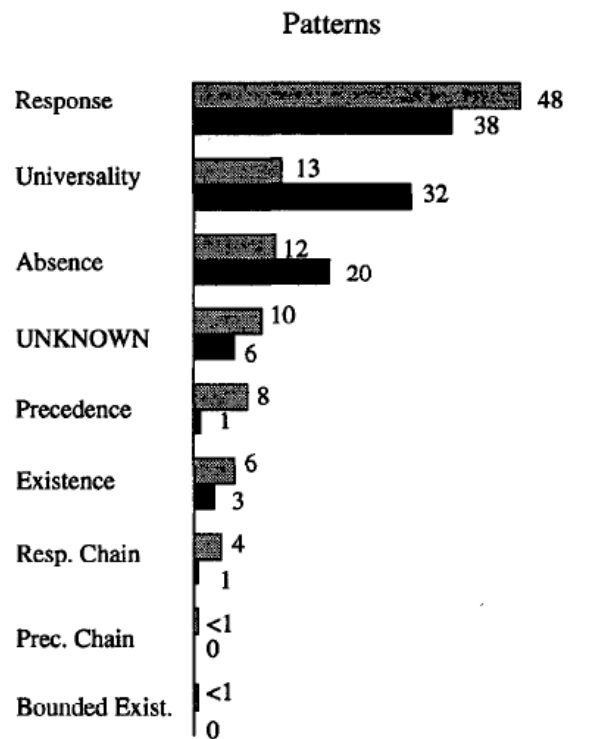
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- ← If ... } 1st interaction...
← ... then }
← If ... } ... 2nd interaction
} ... then }

- Motivation: ambiguous scenarios
- **Specification patterns**
- Application of patterns: brute force
- Intelligent application
- Summary



Specification patterns



Most frequently used patterns

- (Non-)Occurrence:
 - Prohibited events never happen
 - Invariants
 - Desired event occurs eventually
- Sequence:
 - Precedence: *B* is allowed only after *A*
 - Response: If *A*, then *B*

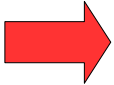
Patterns and their interpretation



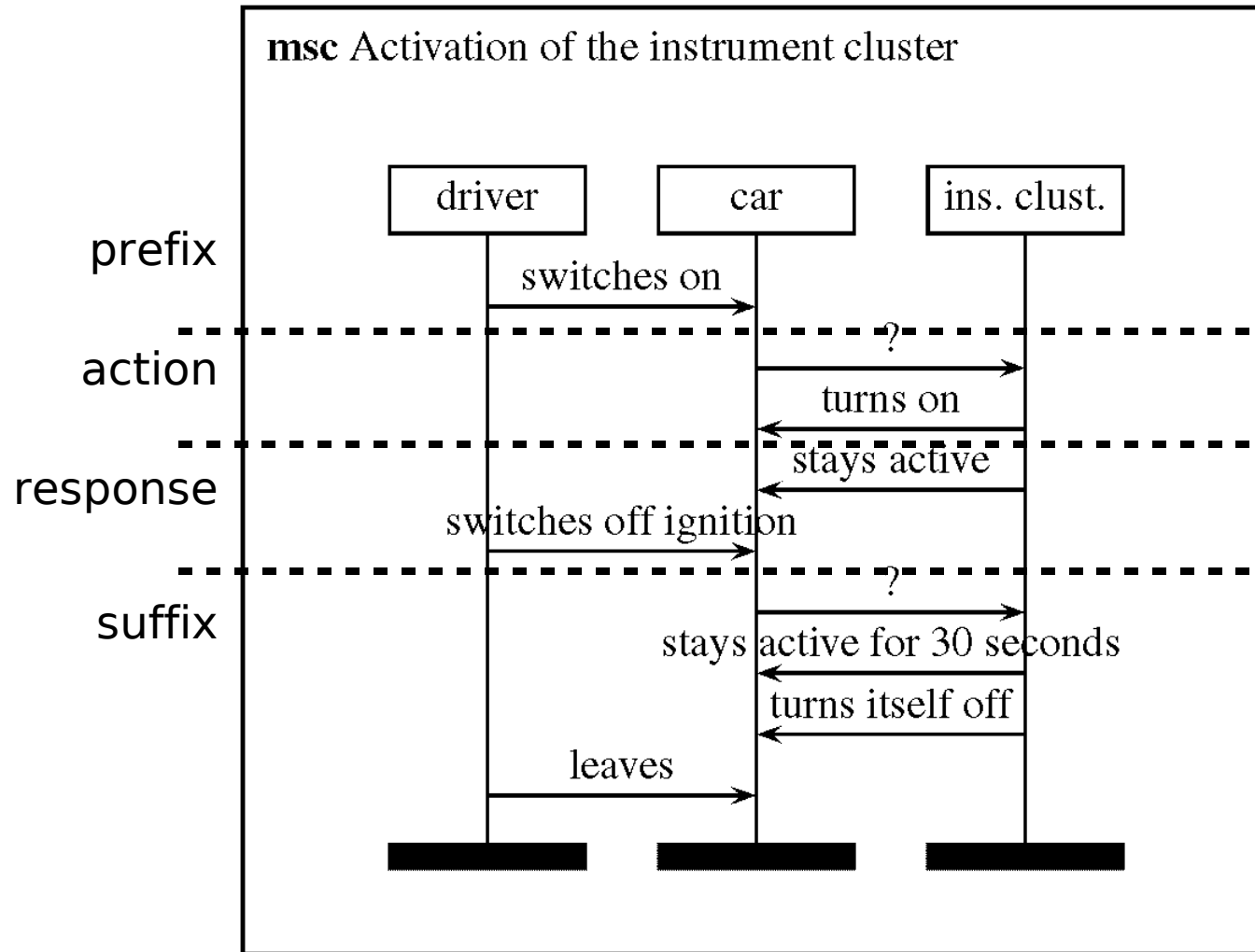
Response: If A , then B

- Is the sequence $(A+)B$ allowed?
- Is the sequence $AB+$ allowed?
- Events in between: Is the sequence AxB allowed?
- Is the sequence BAB allowed?
- Is B without A allowed?
- Does a second A require a second B ?

[R. L. Smith, G. S. Avrunin, L. A. Clarke, and L. J. Osterweil.
PROPEL: an approach supporting property elucidation.]

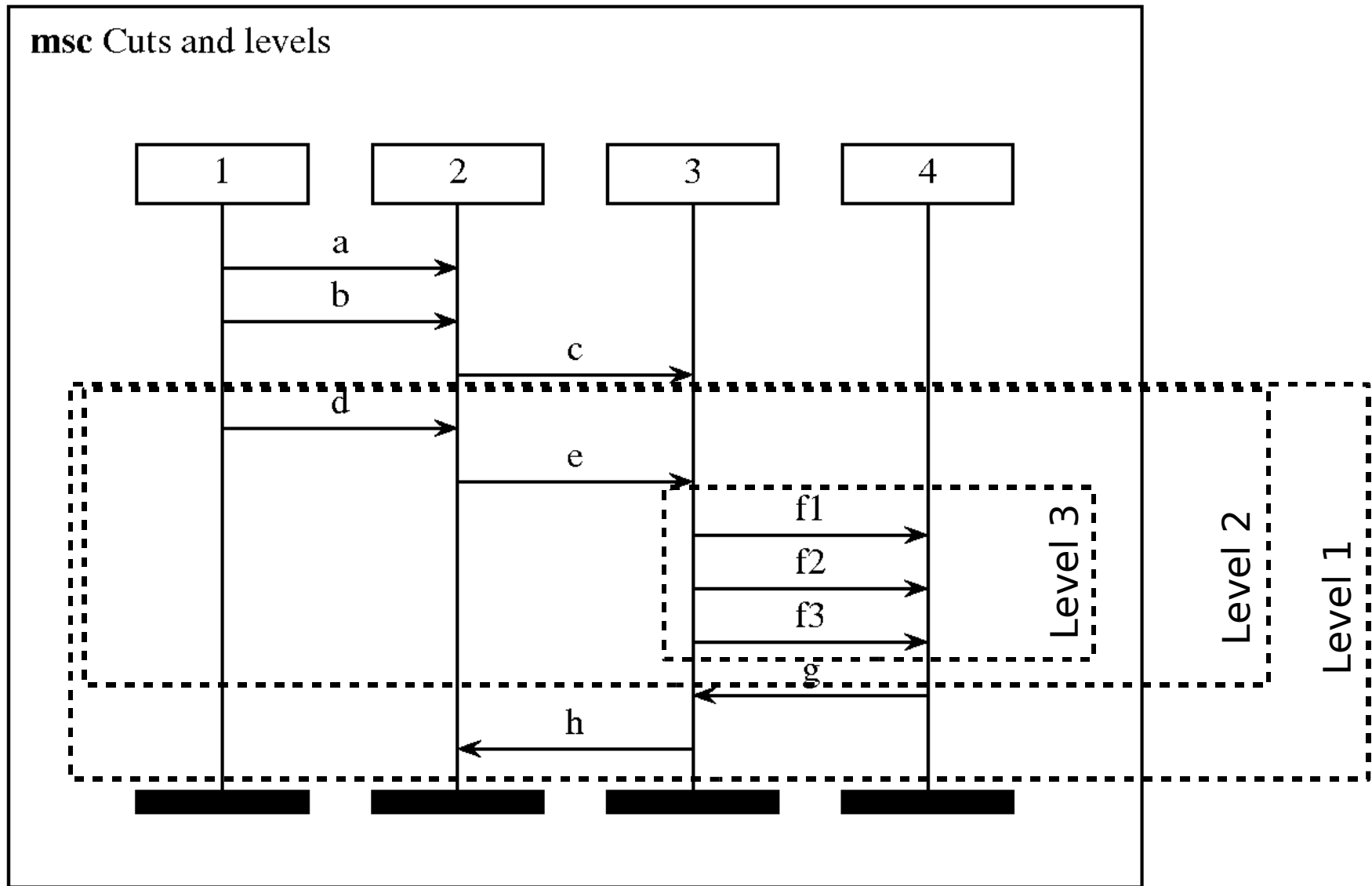
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MSC: cutting in pieces

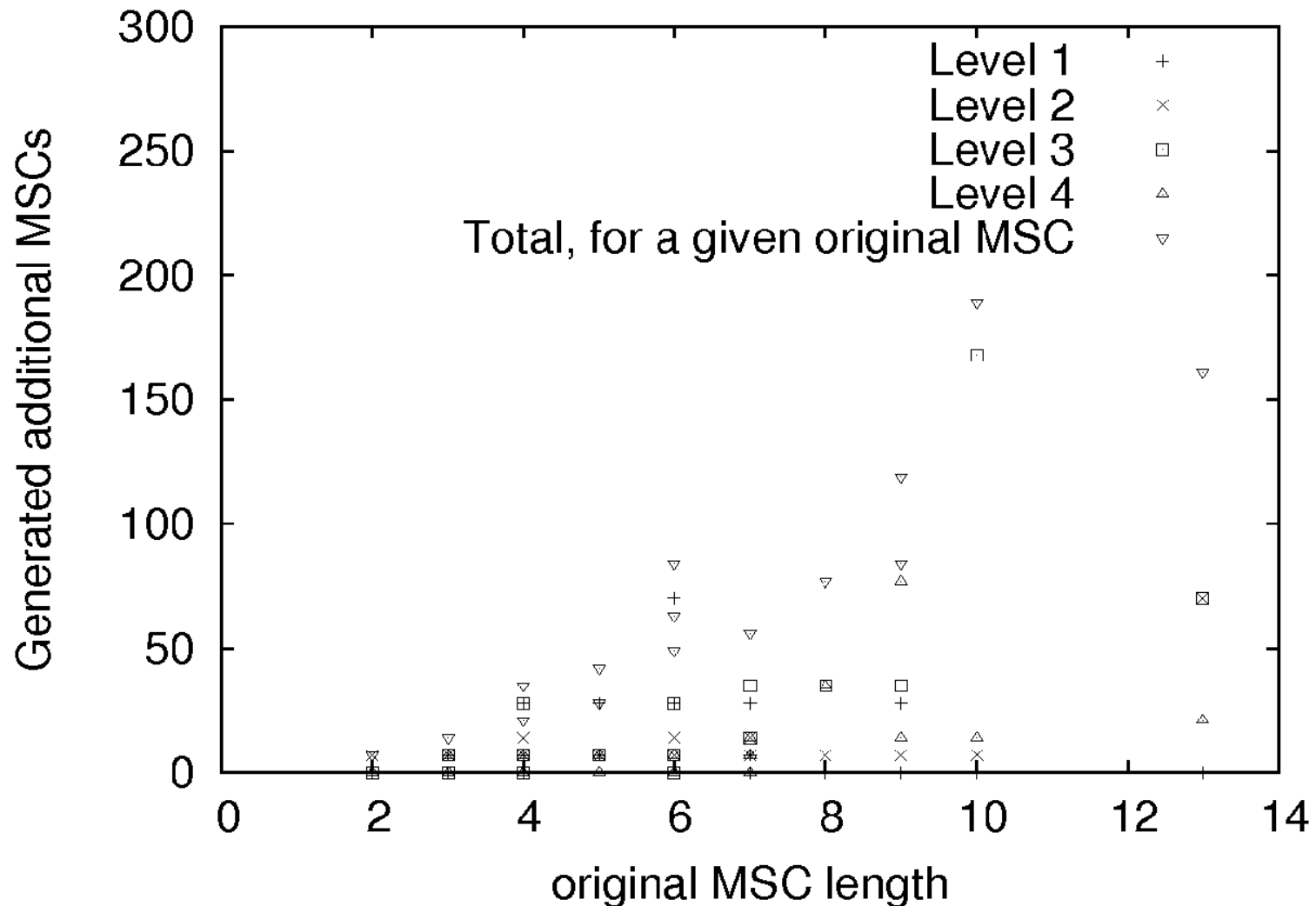


Total: $O(n^3)$ possibilities to cut

Cutting of structured MSCs

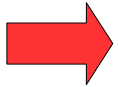


Structured MSCs: statistics



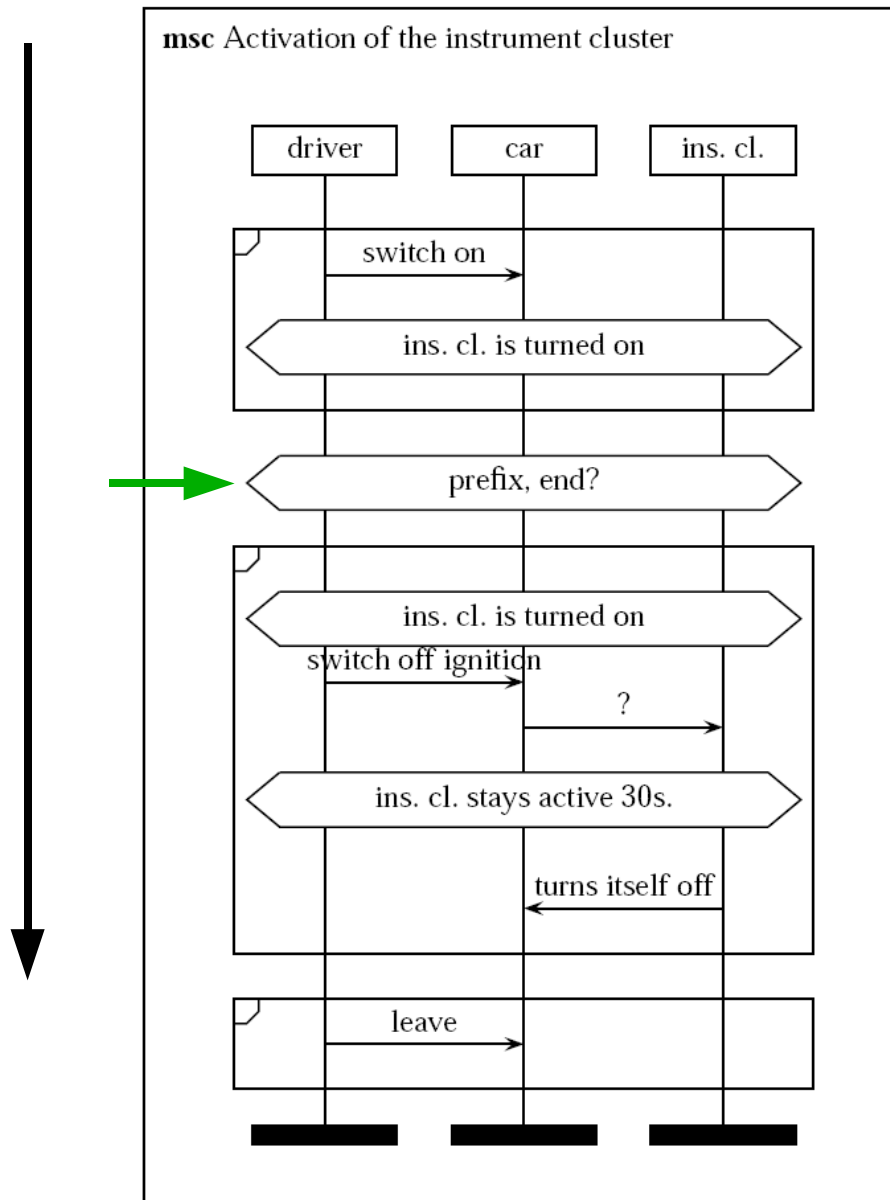
still $O(n^3)$, but smaller n

- Motivation: ambiguous scenarios
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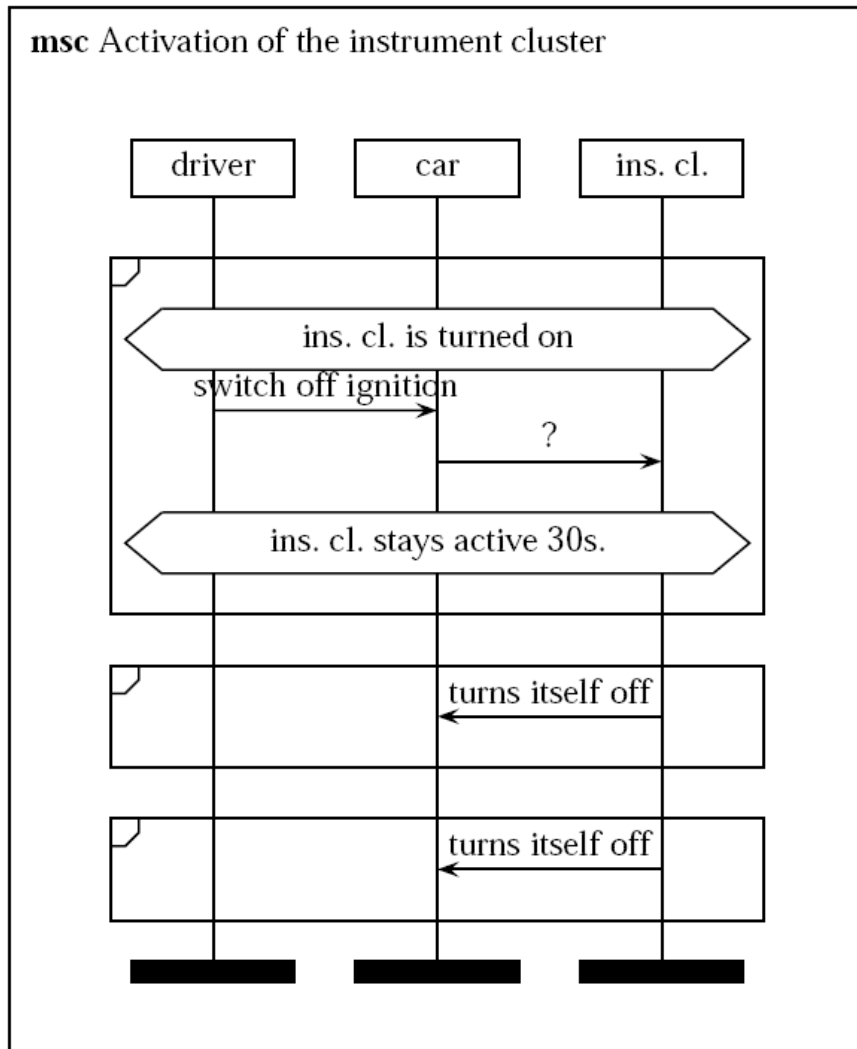
- **Separately** visualize possible prefix-, suffix- and middle-cuts
- Ask the user which cuts are correct
- Given feedback on cuts, generate and visualize MSCs with:
 - One action, two responses
 - Two actions with a single response
 - Action, event in between, response
 - Response without action
 - Action without response
 - Reactions on second action

Prefix/Suffix visualization



- Cut going down (for prefix) or up (for suffix)
- Yes/no question: „cut correct“?
- Linear complexity $O(n)$

New MSCs: generation + visualization



When cuts determined,
generate/visualize MSCs
with:

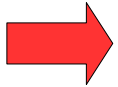
- One action, two responses
- Two actions with a single response
- ...

Intelligent application, statistics

	Whole MSCs	Level 1	Level 2	Level 3	Total
“prefix end” questions	43	29	24	9	105
“suffix begin” questions	53	27	28	12	120
“action/response”-cut questions	28	25	26	9	88
additional MSCs as required by PROPEL	196	175	168	63	602
Total	320	256	246	93	915

- 41 MSC
- Yes/no questions
- 10 sec. per question => approx. 3 hours

- Motivation: ambiguous scenarios
- Specification patterns
- Application of patterns: brute force
- Intelligent application
- **Summary**



Summary

- Cuts ensure that scenarios are subdivided in proper pieces
- Linear complexity
- Generation and visualization of new MSCs:
allow to interpret scenarios in the intended way