

# Variability and Component Composition

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# Introduction

Traditionally:

- Variability at the level of *product families*
- Components as units of variation

But:

- Not all variability can be factored in component units
- This variability is exhibited by components themselves

⇒ Feature Diagrams on component level.



# Problems

But:

- Feature configuration: exponential complexity
- Components may require other components
- Composition may become variable itself

Need to control interaction of:

- dependencies
- feature diagrams

# Goals

## Goals:

- Establishing conditions for valid composition
- Taming the exponential feature space
- Generating configuration tools (future work)

## First steps towards:

- Software Knowledge Base
- Feature Manipulation Environment

# Component Interfaces

Component Interfaces:

- Provided interface:
  - feature diagram (FDL)
- Required interface:
  - simple dependencies
  - guarded dependencies

Dependencies address *variants* of components.

NB: guards allow components to be units of variation.



# Component Description Language (CDL)

**component interface** ⟨“meta-environment”, “1.6”⟩

**provides**

Meta : **all**(Rewriter, Type)

Type : **more-of**(batch, studio)

Rewriter : **one-of**(asf, elan)

**requires**

**when** asf {

⟨“asf”, “1.5”⟩

⟨“sdf”, “3.0”⟩

}

**when** elan {

⟨“elan”, “4.5”⟩

⟨“sdf”, “3.0”⟩ **with** strategies

}



# Valid Composition

Consistency goals:

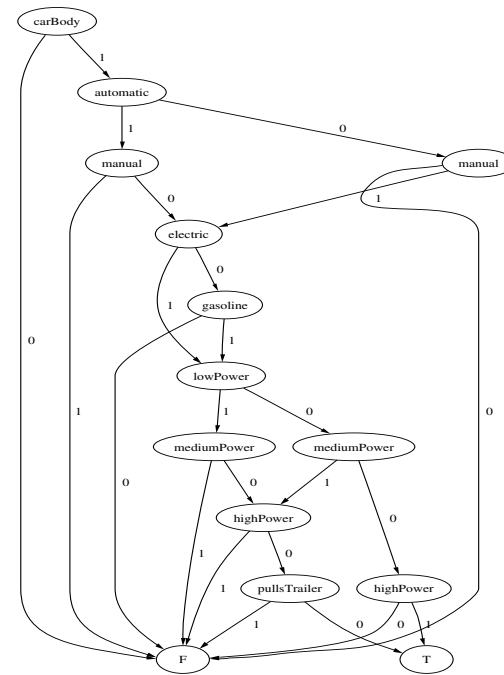
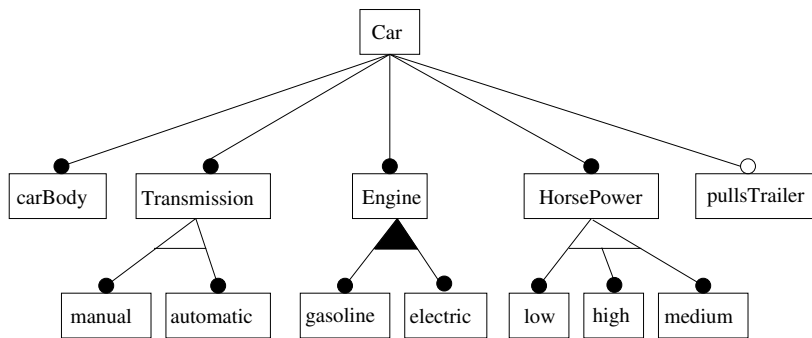
- Consistent feature selection by customer
- Component interface matching:
  - Existing dependencies
  - Consistent switches (features)

⇒ Modelchecking FDL.

# Implementation

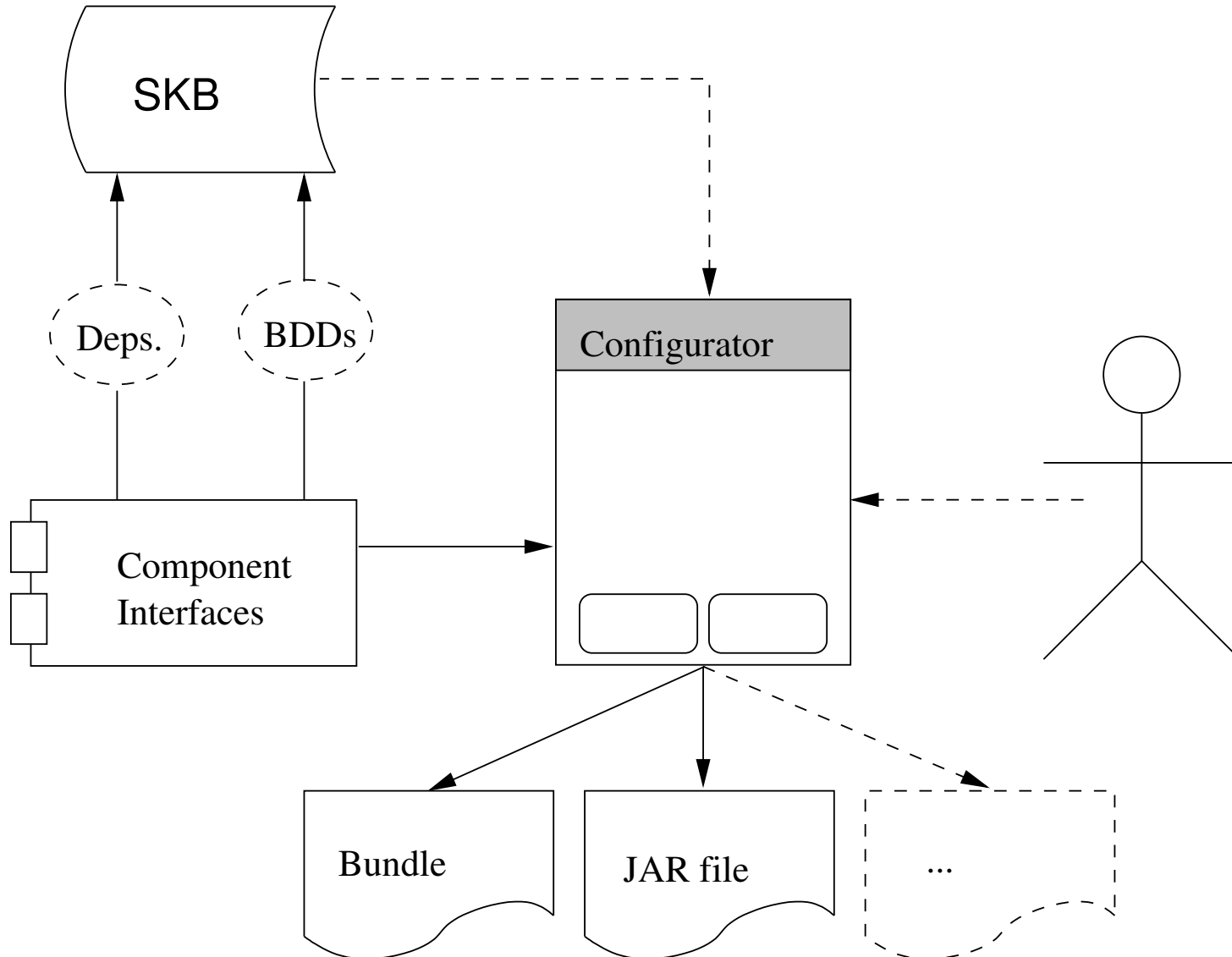
Translate component interfaces to Relations.

FDL to Relations via Binary Decision Diagram:



Consistency checks formulated as *queries*.

# A Vision



# Concluding...

We have discussed:

- Components as products need variability
- CDL allows the expression of this
- Composition guaranteed through BDDs and RSCRIPT

CDL enables automatic variability management for CBSE.

Many directions still to explore...



# Future Work

Future work:

- Components *inheriting variability* of their dependencies
- Combining *binding time* with *partial evaluation*.
- Feature *propagation* patterns
- Operational semantics for CDL
- Generation of tools from interfaces

# Questions?

