



Defense Acquisition in Transition

6TH ANNUAL ACQUISITION RESEARCH SYMPOSIUM

Ontology-Based Solutions for Software Reuse

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Goal – Improve Current Software Repository Capabilities

- Types of searches typically supported by repositories
 - Keyword search over metadata – dependent upon semantic assumptions
 - Browsable categories – becomes ineffective as size grows
- The goal of this research is to improve repository utility by expanding capabilities
- Initial research conducted in support of PEO IWS for the SHARE repository



Repository Framework

- Developed enriched metadata and semantic descriptions for improved search and reuse
- Goal of proposed framework is to enable multiple search and discovery options:
 - Semantic Search (e.g., relationships)
 - Model-Based Search (e.g., structures)
 - Maintain traditional search options (e.g., keyword)
- Approach: Repository Framework
 - Component Specification
 - Ontology



Component Specification and Ontology

- Component Specification - a description or model of the items in the repository
 - “Typical” Metadata - information about an asset/artifact
 - Software Behavior Description – a searchable representation of the software asset’s behavior
- Ontology – a contextual model of the repository items describing their relationships to aid in associating artifacts with user needs



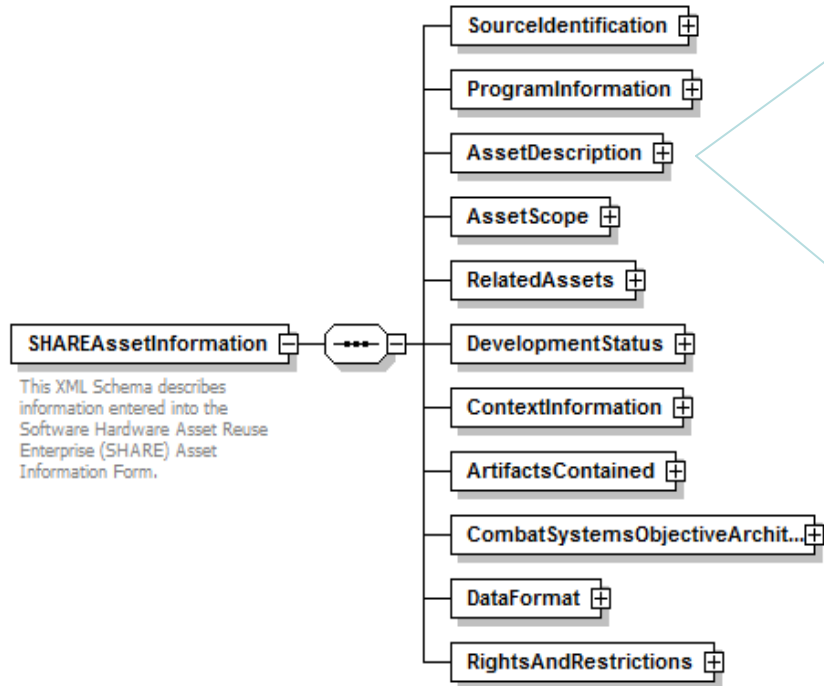
Metadata

- “As-is” Schema
 - Reflects current metadata schema in SHARE
 - Align with data entry steps in SHARE’s Asset Information Form wizard
- Recommended “To-be” Schema
 - XML Schema designed using Artifacts as the basis
 - Incorporates software behavior and ontology references
- Evaluated both schema approaches against other metadata schemes

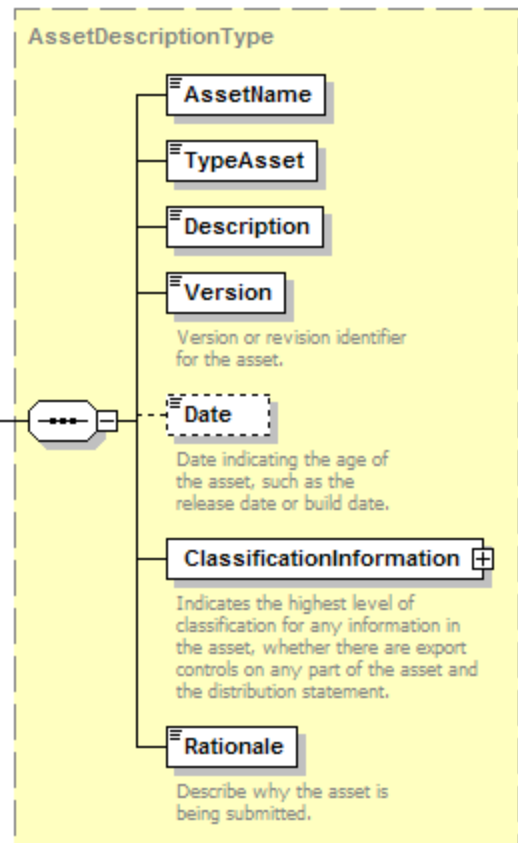
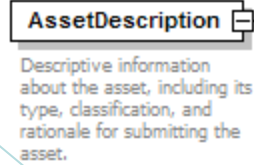


As-is Metadata Schema

- Top Level Elements correspond to steps 2-12 of the SHARE data entry wizard.



This XML Schema describes information entered into the Software Hardware Asset Reuse Enterprise (SHARE) Asset Information Form.



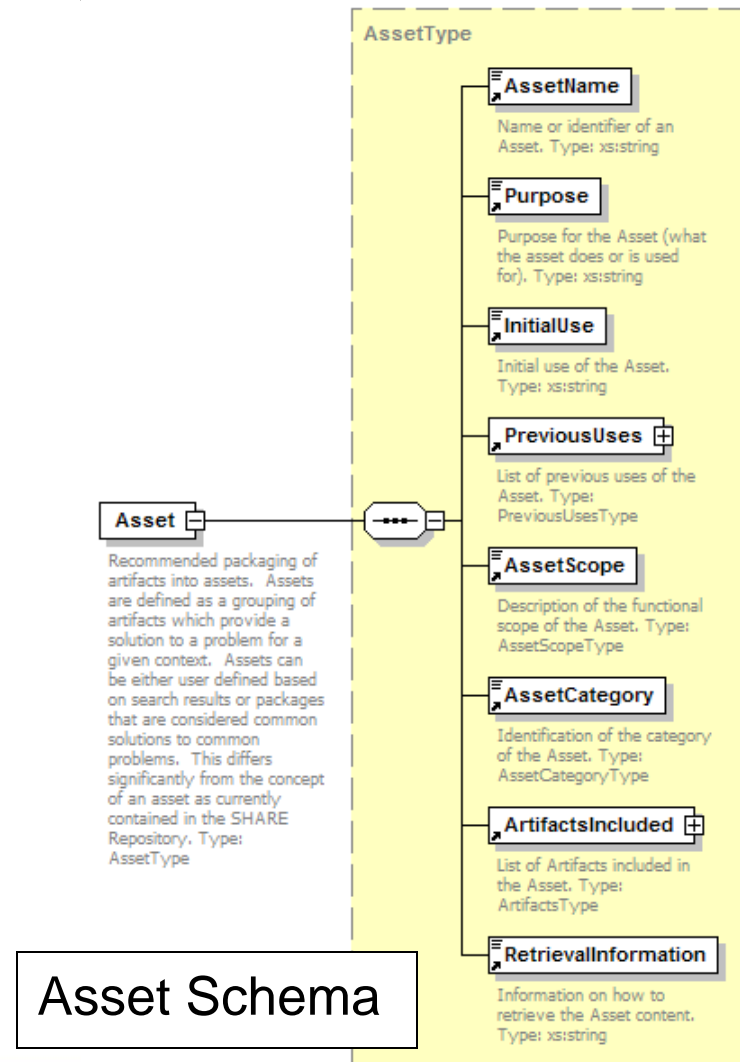
▶ All XML Schema developed using Altova XMLSpy.

Generated by XMLSpy www.altova.com



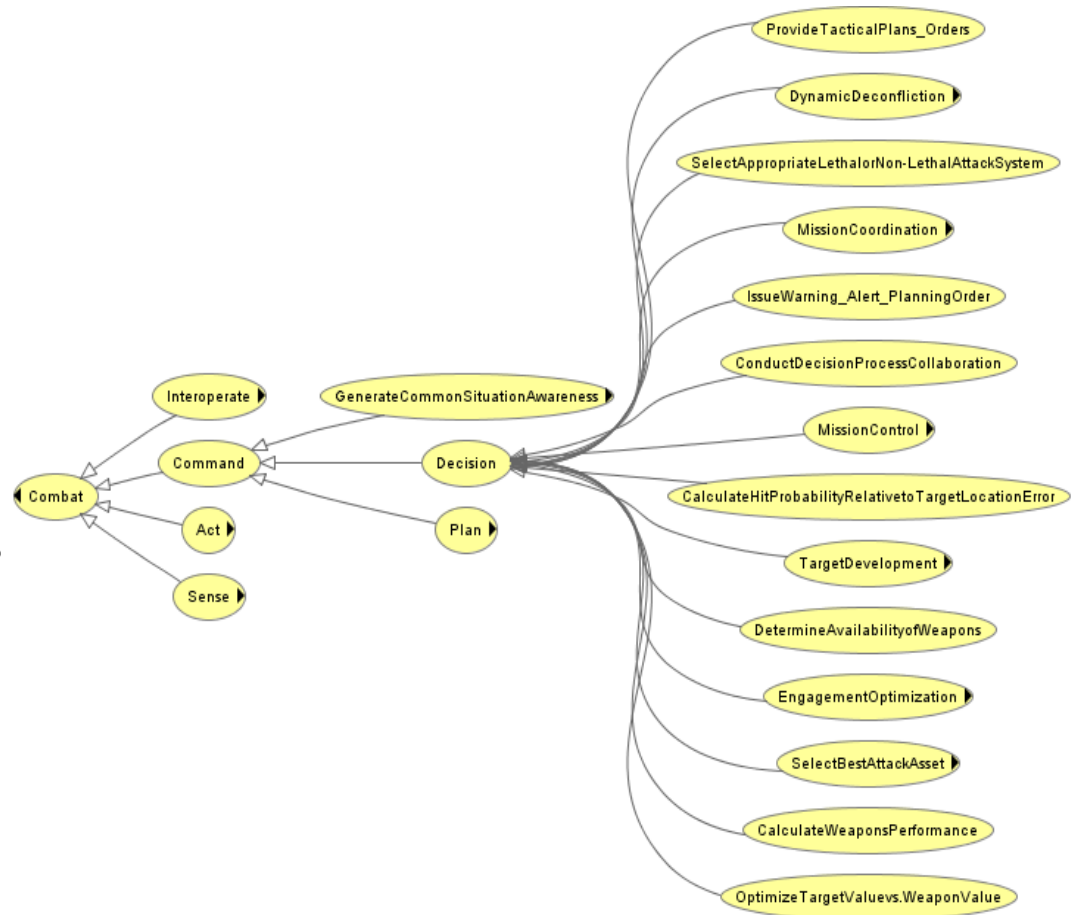
To-be Metadata Schema

- Two schemas to capture data at appropriate level of granularity
- Artifact Schema describes individual artifacts (smallest useful package of items)
- Asset Schema defines package of artifacts to meet a particular need
- Allows user-defined assets as well as submitter-defined



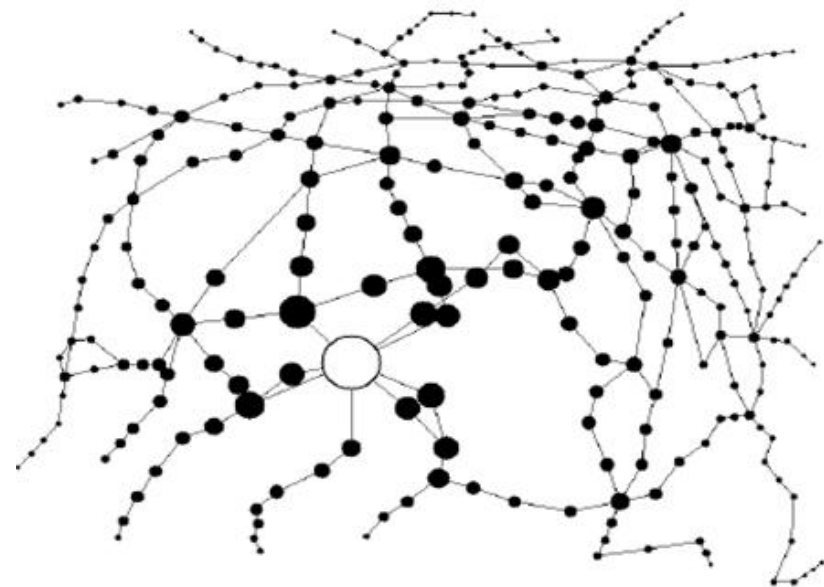
Software Behavior Representation

- Informal Approach
 - Common System Function List, Web Service Description Language
- Behavioral description elements are included in the metadata for each artifact



Relationships (Ontology)

- Multiple sources of context for repository artifacts
 - Artifact's place in the Software Engineering Lifecycle
 - Original System Architecture (Aegis, SSDS, etc.)
 - Surface Navy Open Architecture reference architecture
 - Semantic relationships (ReSEARCH work)
- Ontologies represented in OWL-DL (Description Logic)

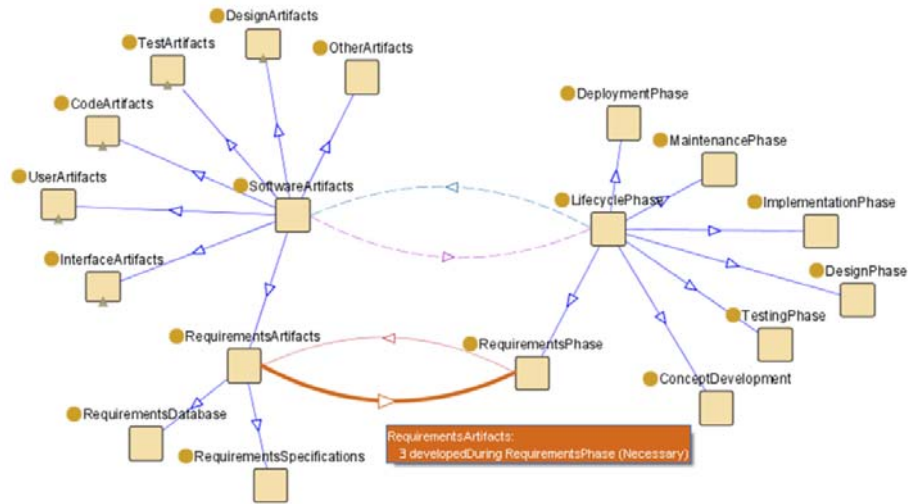


Fish Eye Graph
(Sarkar and Brown, 1993)



Lifecycle-Artifact Ontology

- Links artifact types to development activities



- ▼ LifecyclePhases
 - ConceptDevelopmentActivity
 - DeploymentActivity
 - DesignActivity
 - ImplementationActivity
 - MaintenanceActivity
 - RequirementsActivity
 - TestingActivity

- ▼ SoftwareArtifacts
 - ▶ ArchitectureArtifacts
 - ▼ CodeArtifacts
 - CompiledLibrary
 - ExecutableProgram
 - SourceCode
 - ▶ DesignArtifacts
 - ▶ InterfaceArtifacts
 - ▶ OtherArtifacts
 - ▶ RequirementsArtifacts
 - ▶ SimulationArtifacts
 - ▶ TestArtifacts
 - ▶ UserArtifacts

rdfs:comment

CodeArtifacts
 oftenDevelopedDuring **some** ImplementationActivity
 oftenUsedDuring **some** TestingActivity

Lifecycle-Artifacts
Relationships

PROPERTY BROWSER

For Project: **Artifacts**

Object Datatype Annotation All

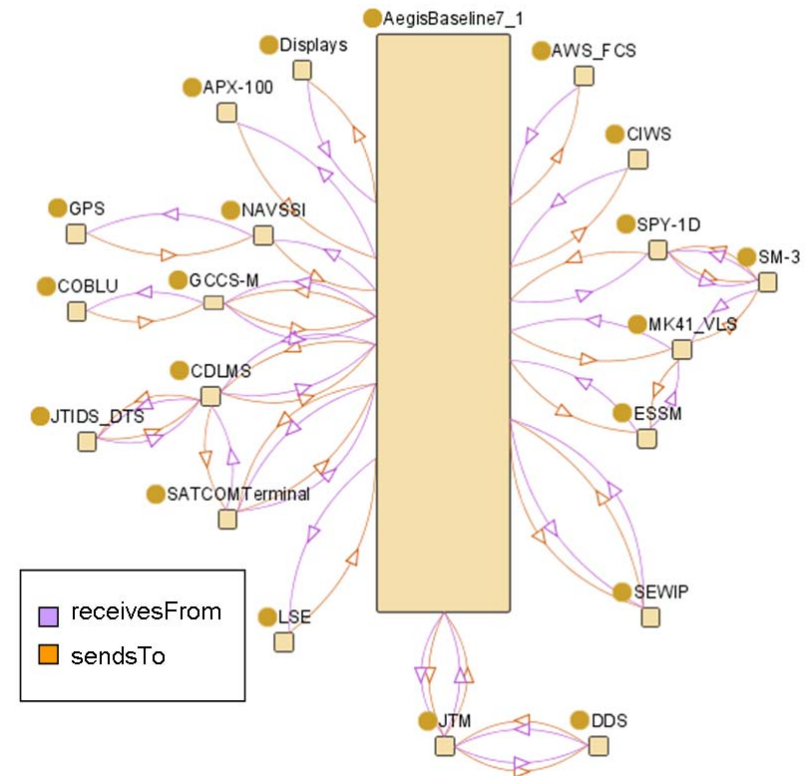
Object properties

- oftenDevelopedDuring ↔ mayProduceArtifact
- oftenUsedDuring ↔ mayRequireUseOf
- mayProduceArtifact ↔ oftenDevelopedDuring
- mayRequireUseOf ↔ oftenUsedDuring



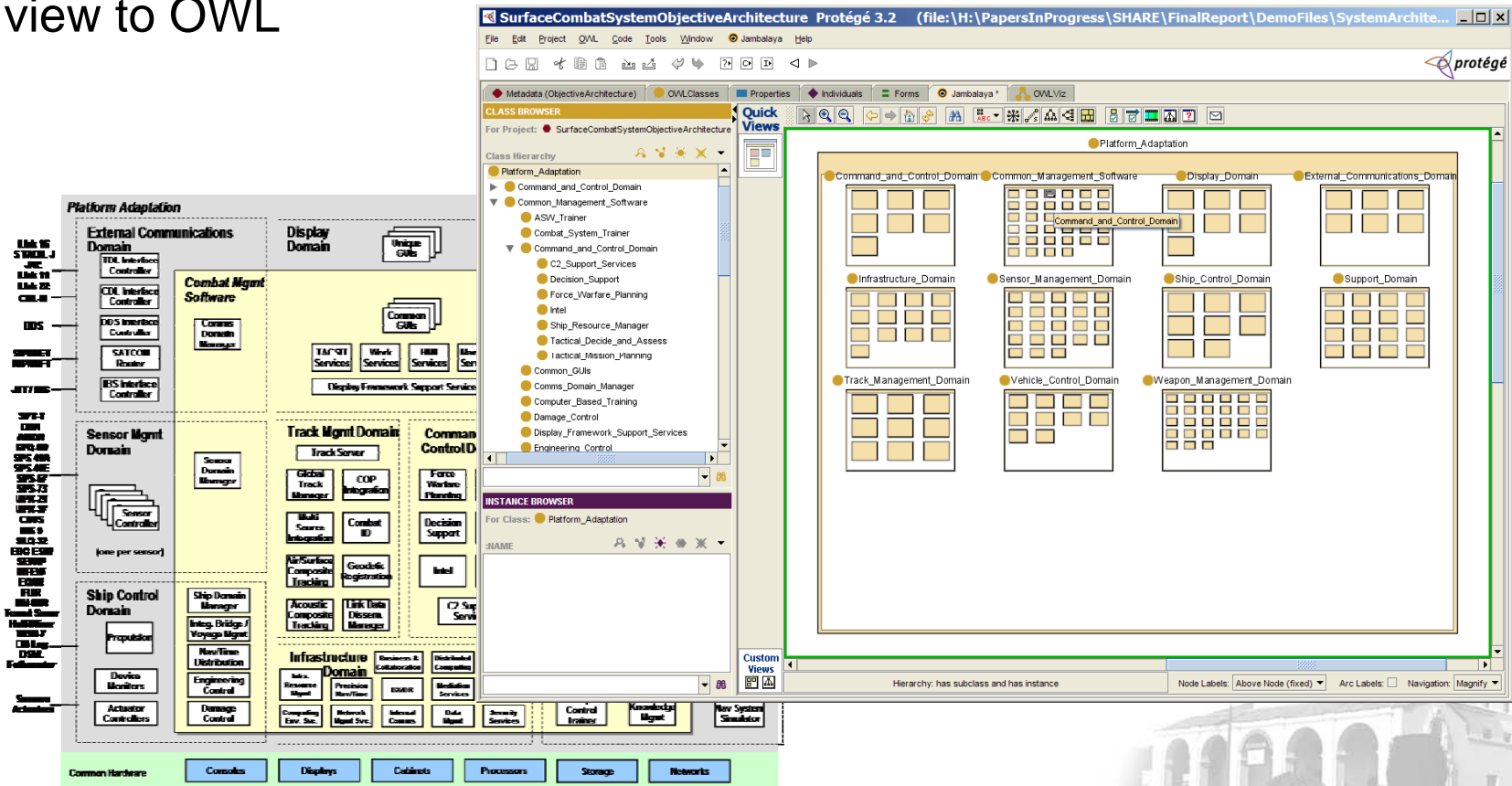
Original System Architecture

- Captures
 - System-subsystem relationships
 - Interfaces
 - Any other desired architectural relationships
- Report includes **example** to show possibilities
- From Aegis SV-1 available in RDA CHENG Naval Architecture Repository System (NARS)

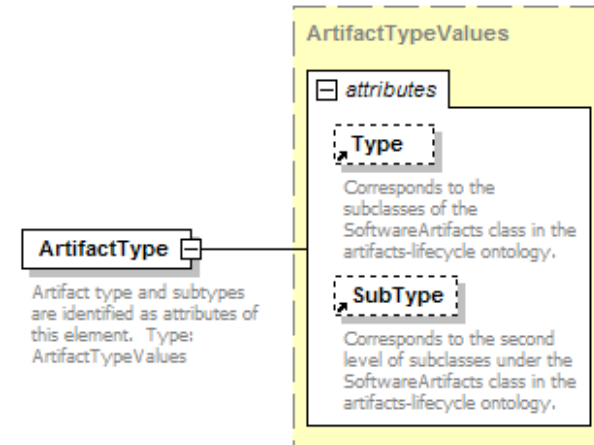
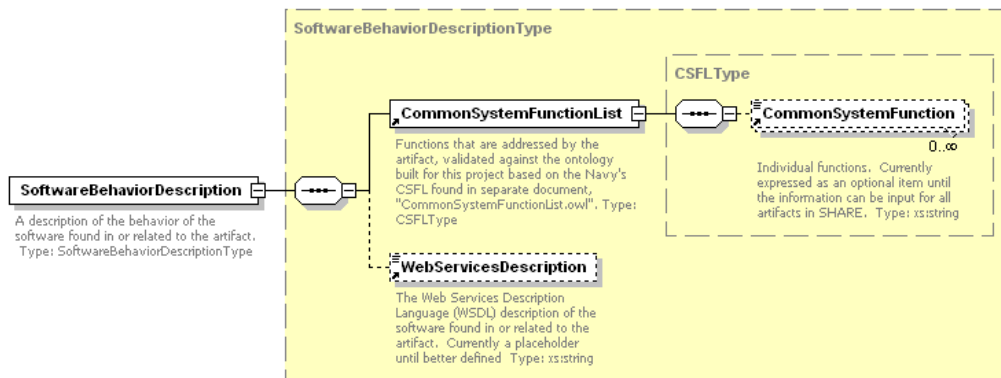


Surface Combat System Top Level Objective Architecture

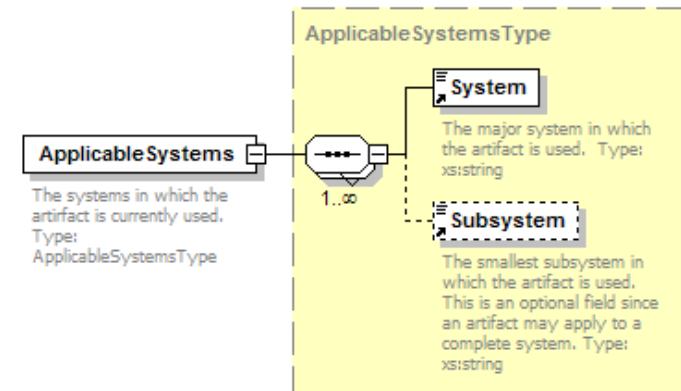
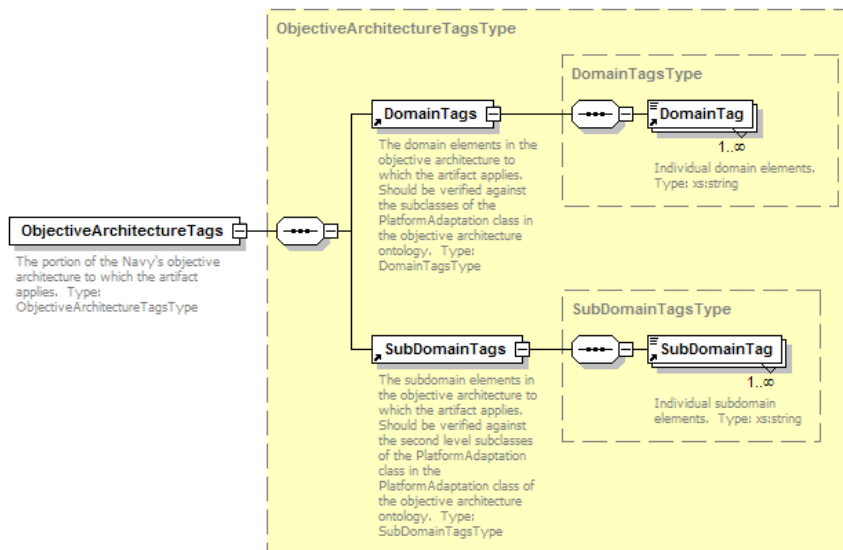
- Converted architecture view to OWL



Schema References to Ontologies



Recommended metadata schemas tie artifacts to ontologies



User Scenarios

- Requirements Phase Scenario
 - Start with metadata to select a particular item of interest
 - Use behavior descriptions (CSFL) and ontologies to expand list of useful items
- Design Phase Scenario
 - Start with CSFL to identify group of items of interest
 - Use metadata to identify items that should be retrieved.
- User's context drives search and discovery process



Current Research Efforts

- Design of software repository tools that allow for guided navigation and insertion of artifacts in repositories
 - These tools will take advantage of the improved repository framework developed during the previous effort.
 - Demonstrate the value of these tools through use case demonstrations, sponsor evaluation, and a focus group study
- Detailed Specification
 - Search and Discovery Tool
 - Asset Submission Tool



Questions?

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