

# WHAT CHANGES THE WORLD

People

**Economic Systems** 

**Social Systems** 

**Technical Systems** 



**Earth System** 



# **DIGITALIZATION**









## **TECH REVOLUTIONS IN HUMAN KIND**

Agricultural revolution

Industrial revolution

Digital revolution



Source: Genetic Literacy Project

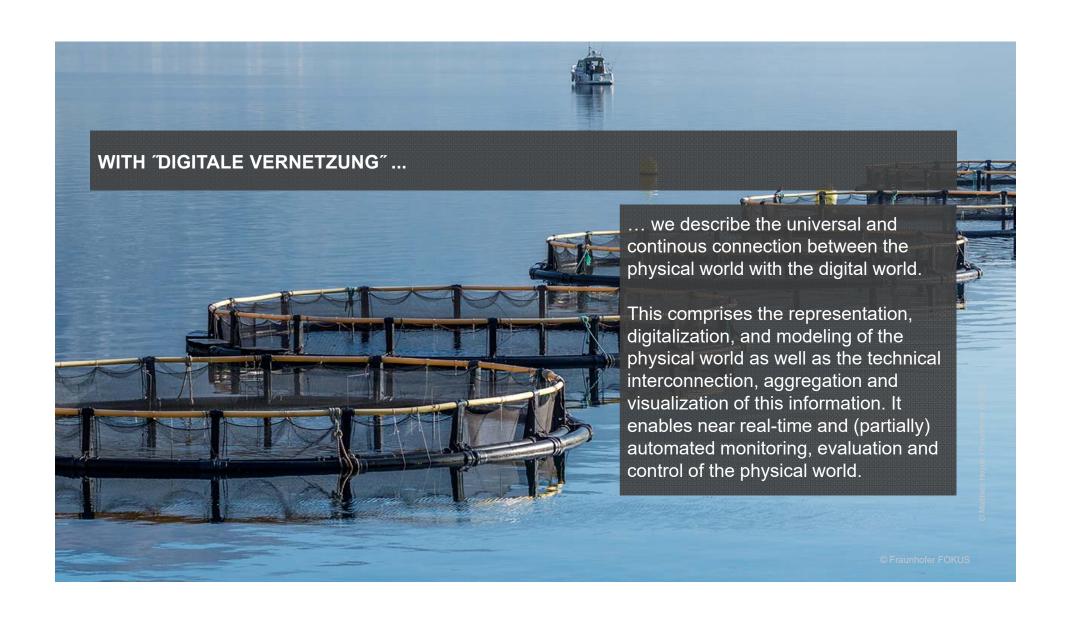


Source: Wikimedia



Source: Industrial Insight





#### **INTERNET USERS IN THE WORLD**

#### 2017:

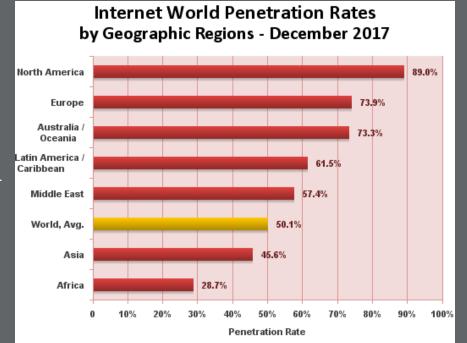
Over 50% of the world population has an Internet connection.

In 1995, it was less than 1%.

The number of internet users has increased tenfold from 1999 to 2013.

The first billion was reached in 2005. The second billion in 2010. The third billion in 2014.

Source: Internet Live Stats



Source: Internet World Stats - www.internetworldstats.com/stats.htm Penetration Rates are based on a world population of 7,634,757,932 and 4,050,247,583 estimated Internet users in Dec 31, 2017. Copyright © 2018, Miniwatts Marketing Group



#### 2014:

There are officially more mobile connections than people in the world.

The world is home of 7.2 billion active SIM cards. They are multiplying five times faster than we are.

Source: GSMA Intelligence

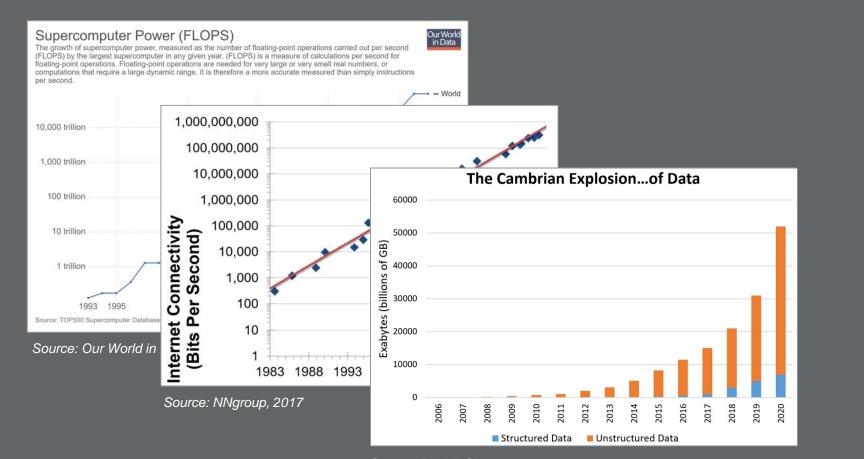
Internet of Things (IoT) sensors and devices are expected to exceed mobile phones as the largest category of connected devices in 2018, growing at a 23% compound annual growth rate (CAGR) from 2015 to 2021.

Source: Ericsson



Source: Open Source Studio





Source: Patrick Cheesman, 2015



## WHAT CHANGES THE WORLD

People

**Economic Systems** 

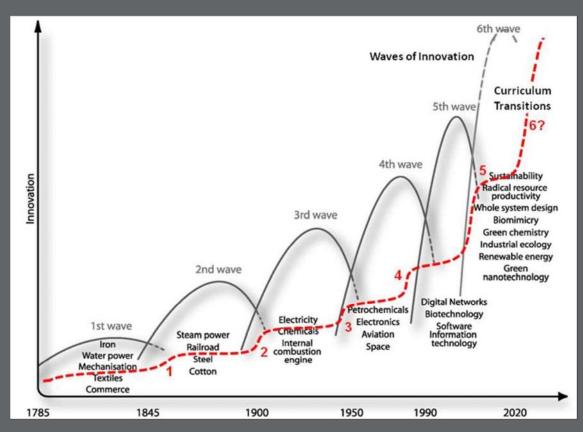
**Social Systems** 

Technical Systems



Earth System





Sustainability 2014, 6(7), 4181-4199; doi:10.3390/su6074181: A Peaking and Tailing Approach to Education and Curriculum Renewal for Sustainable Development, Cheryl Desha and Karlson 'Charlie' Hargroves





# SOFTWARE FAILURES, OUTAGES, AND DOWNTIME



Yearly Cost Metrics	Best-in-Class	Industry Average	Laggards
Business interruption events	.9	3	3.5
Time per business interruption event (hours)	1.3	4.7	8.4
Total disruption (hours)	1.2	14.1	29.4
Average cost per hour of disruption	\$60,000	\$110,000	\$98,000
Total cost of business interruption events	\$72,000	\$1,550,000	\$2,880,000

Source: Aberdeen Group, Month 2010



#### **SOFTWARE**

Software is the set of instructions that tells the computer what to do and how to do.

Software

System software

**Application** 

software

Operating Systems

Drivers

Tools

Applications

User Interfaces

Middleware

Information systems

Web browsers

\_\_\_\_

Tools fer

#### Software includes

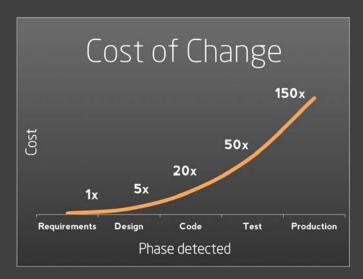
- code (→ algorithms)
- data (→ digital representations, models, documentation)

13

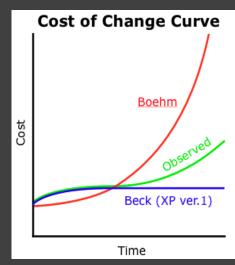
#### THE SOFTWARE-HORROR PICTURE SHOW

- 1996: Explosion of Ariane 5. 370 Mio US-Dollar loss.
- 1985-1987: radiation therapy machine Therac-25 gave its patients radiation doses that were hundreds of times greater than normal, resulting in death or serious injury. At least, 3 patients died.
- **–** ...
- 2017: Central computer outage at U.S. Customs and Border Protection, thousands of travellers waited for hours at immigration
- 2017: Vodafone total outage of Internet and phone connections for 1.8 Mio customers
- 2017: Toyota software update crashed navigation and entertainment systems of several car types
- **–** ...
- 2018: Microsoft patch day for CPU bug stopped
- ...





Source: Barry Boehm, 1980



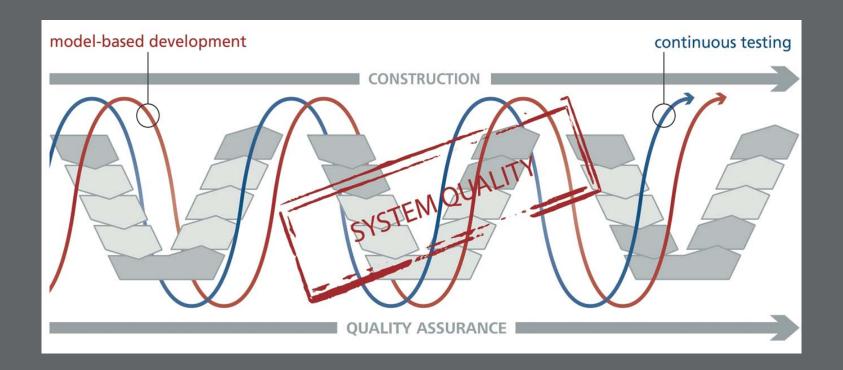
Source: Michael James, Scrum Master, 2013

**Quality costs.** 

Low quality costs a lot more.



## **OUR SOFTWARE QUALITY APPROACH**





#### **MODEL-DRIVEN SOFTWARE ENGINEERING**

Correctness?

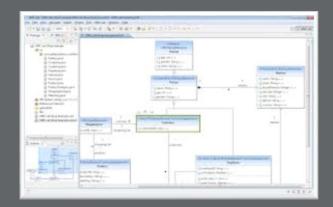
Comprehensibility?

Maintainability?



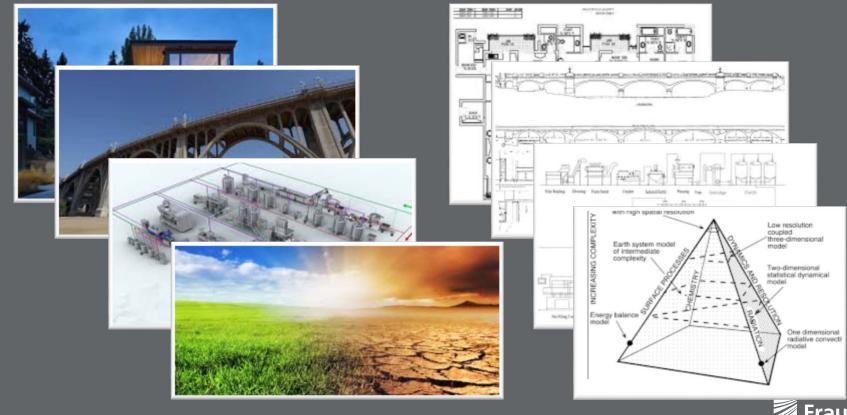
Portability?

Technology-Indepence?





## OTHER ENGINEERING AND SCIENCE FIELDS



## THE SOFTWARE MODEL ...

... is the digital twin of the software!





#### **MODELS**

"A model is the simplified image of a past, current or future something."

A model can be the simplified image of a system.

A system can be designed and constructed with models.

A system can be verified and validated with models.

A model can be verified and validated with models.





## MODEL-BASED ENGINEERING OF SOFTWARE-BASED SYSTEMS

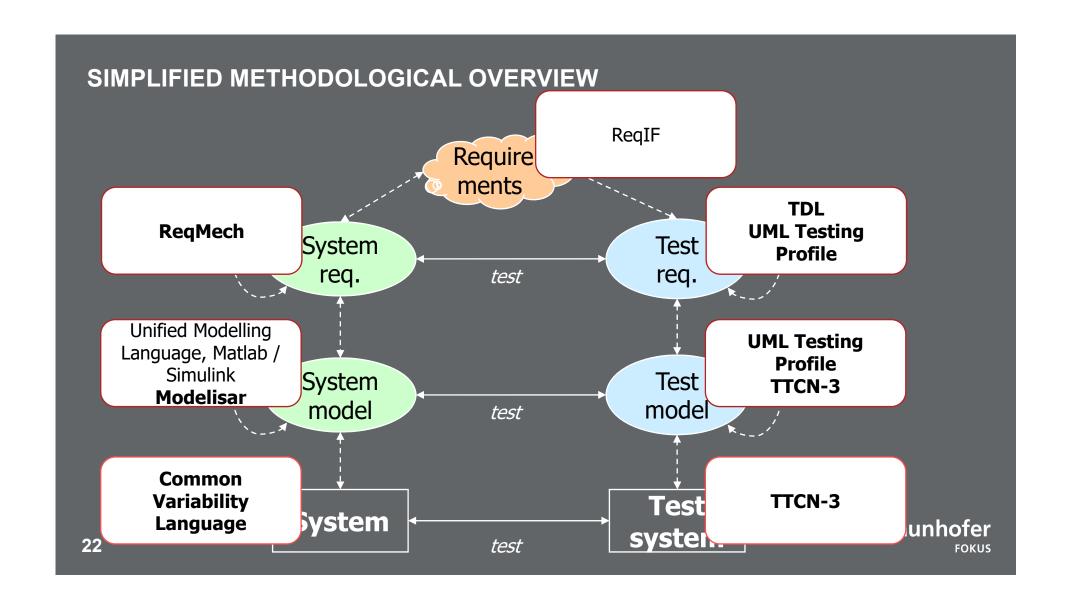
Technology

Standards

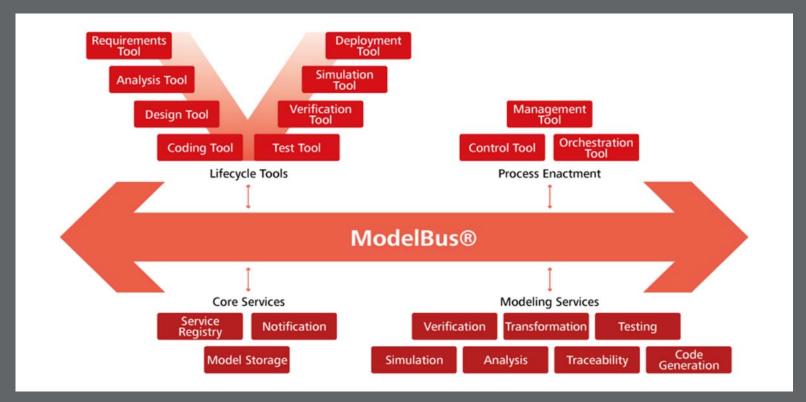
Tools

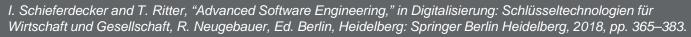
Model market place





#### MODEL-BASED TOOL CHAINS FOR AUTOMATED SOFTWARE PRODUCTION







#### **MODELBUS**®

- Connects tools and data coming from different teams
- Improves consistency in the development process
- Is independent of tool providers and prevents vendor lock-in
- Automates tedious tasks in software development and maintenance
- Offers collection of general purpose solutions for software measurements, tracking and tracing, requirements engineering and model-based testing

ModelBus®: http://www.modelbus.org

YouTube Channel: http://www.youtube.com/user/ModelBusOrg













#### **MODELBUS®**

#### Selection of connected tools

- Eclipse based tools
- Topcased, Papyrus, ProR, ...
- Sparx Enterprise Architect
- IBM Rational Software Architect
- IBM Rational DOORS
- IBM Rhapsody
- HP Quality Center
- Borland Caliber
- MathWorks Simulink
- Microsoft Office (Word, Excel)
- PTC Integrity Modeler (Artisan Studio)
- AVL InMotion
- Berner & Mattner

- MERAN, MESSINA, TESTONA
- Traceability with Traceino
- Requirements Engineering with Requino
- GIT, SVN, ...
- OSLC-Compatibility
- Modelling Services
- QVT, ATL, OCL, Metric Computation, Report Generation, Model Repository,







#### THE TESTING AND TEST CONTROL NOTATION



- Internationally standardized testing language for formally defining test scenarios
- Designed specifically for testing

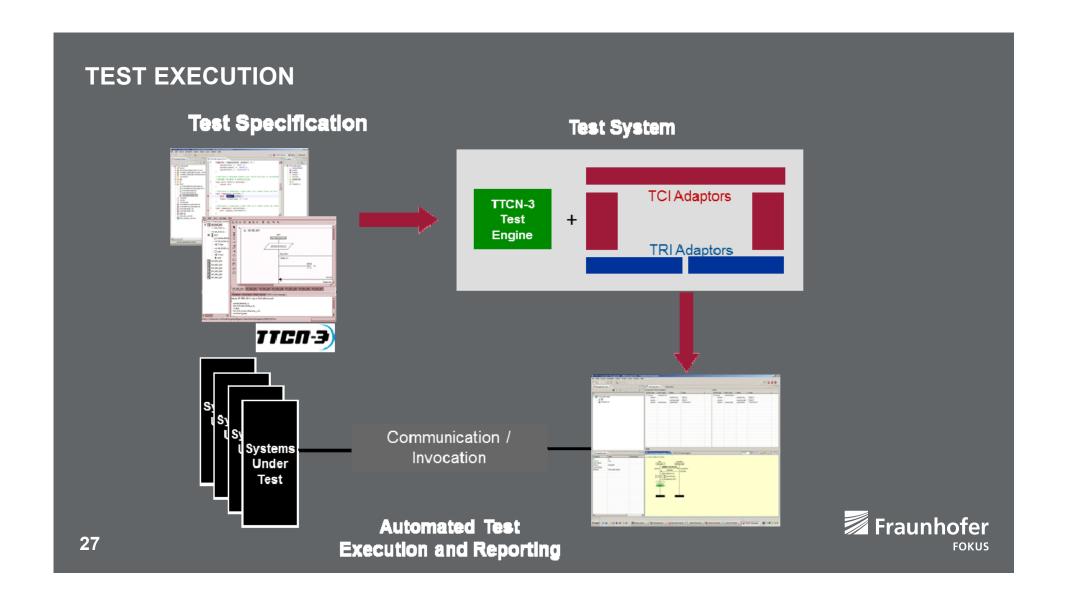


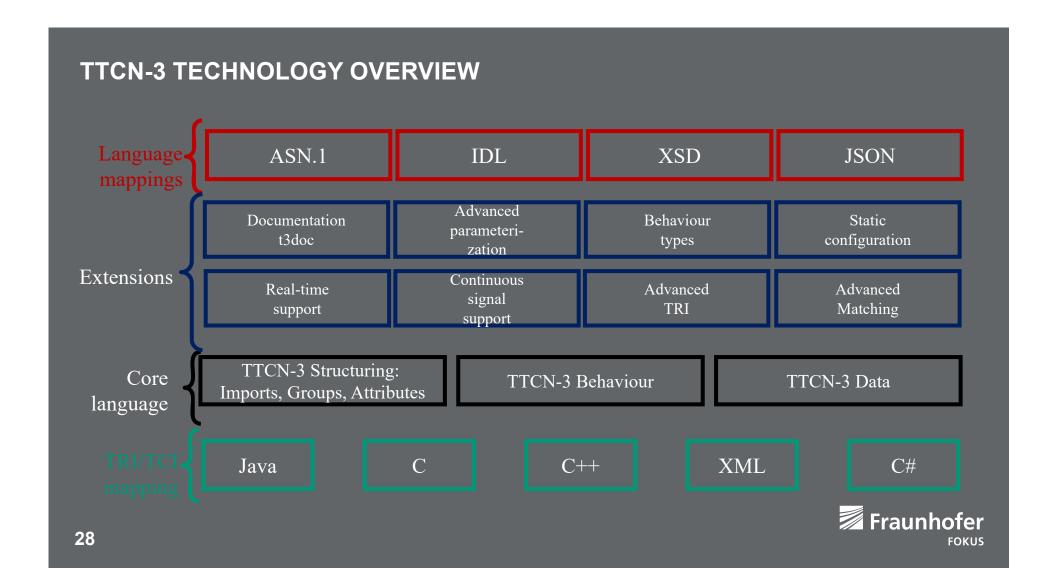












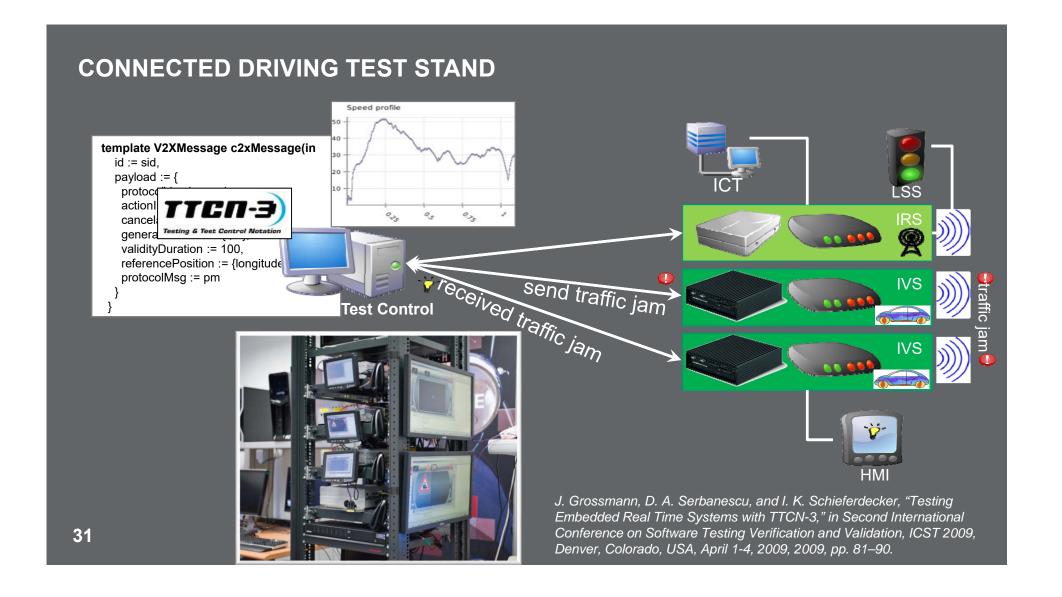


#### **MODEL-BASED VERIFICATION AND VALIDATION**





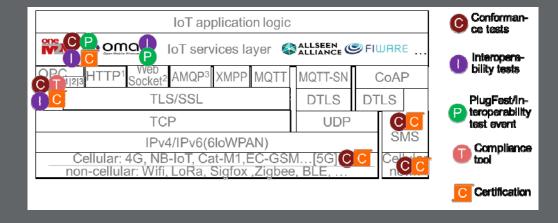


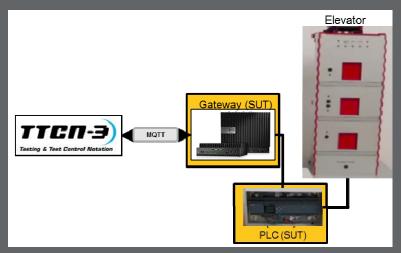


#### **IOT-TESTWARE**





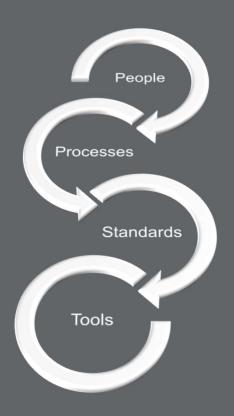




I. Schieferdecker, S. Kretzschmann, A. Rennoch, and M. Wagner, "IoT-Testware - An Eclipse Project," in 2017 IEEE International Conference on Software Quality, Reliability and Security (QRS), 2017, pp. 1–8.



## **QUALITY NETWORK**





























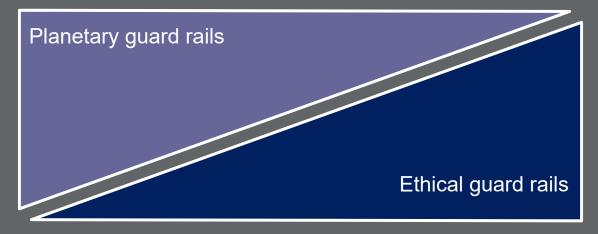


# **SUMMARY**

# CO-EVOLUTION OF DIGITALIZATION AND SUSTAINABILITY ?!



**Transformation to Sustainability** 



**Digital Transformation** 



## DRAFT GOALS ON DIGITALIZATION



- 1. Sustainability to become a central performance indicator of digital solutions
- 2. Preserving global digital commons
- 3. Enable real-time sustainability monitoring
- 4. Ensure digital inclusion
- 5. Ensure data protection and data sovereinity
- 6. Ensure IT security and safety
- 7. ...



## **SUMMARY**

- "Software is eating the world.", Marc Andreessen, 2011
- Professional software engineering is essential
- Model-driven engineering of software-based systems is matured
- Needs to be continuously extended along new technological developments (machine intelligence, data analytics, augmented realities, ...)



# **CONTACT**

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