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Deriving Configuration Interfaces from Feature Models : A Vision Paper

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ABSTRACT

In software product lines, feature models are the *de-facto* standard for representing variability as well as for configuring products. Yet, configuration relying on feature models faces two issues: *i)* it assumes knowledge of the underlying formalism, which may not be true for end users and *ii)* it does not take advantage of advanced user-interface controls, leading to usability and integration problems with other parts of the user interface. To address these issues, our research focuses on the generation of configuration interfaces based on variability models, both from the visual and behavioral perspectives. We tackle visual issues by generating abstract user-interfaces from feature models. Regarding configuration behavior, in particular the configuration sequence, we plan to use feature configuration workflows, variability-aware models that exhibit similar characteristics as of task, user, discourse and business models found in the human-computer interaction community. This paper discusses the main challenges and possible solutions to realize our vision.

Keywords

Software Product Lines, Feature Configuration Workflows, Configuration Interfaces

1. INTRODUCTION

Along with the development of e-commerce, mass customization [29] which was formerly performed by software engineers is now realized by product customers through an adequate configuration interface. These configuration applications have permeated a number of markets such as car manufacturers, clothing or computer hardware. Software products are also configurable, service-based applications being one of the most well-known examples. The software product line (SPL) community has addressed the design of such configurators [7] by relying on feature models (FMs).

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Indeed, selecting options of a particular product within a given configurator amounts to perform interactive configuration of a feature model where features correspond to options and decisions propagated throughout the configuration interface enabling or disabling specific options according to constraints.

Therefore, several SPL tools such as SPLIT [30] or Pura-Variants [6] offer configuration facilities based on visual representations of FMs, mostly adopting a “tree-based” representation of the features’ hierarchy. However, there are many ways to graphically represent FMs [35, 14] and these ways should be tailored to the usage needs. For example, a preliminary survey [23] has questioned the suitability of the FOA-like notation for editing FMs in practice, resulting in the definition of a textual feature modelling language [8, 10] targeted at SPL engineers and developers. Industrial feedback was promising [24]. Additional evidence is provided by Pleuss *et al.* [35] while comparing different graphical representations of FMs: tailoring the representations to the task is an important aspect. In this paper, we focus on the configuration needs of end users who will configure their products through an appropriate interface. Thus, it is interesting to look at the human-computer interaction community to further investigate the problem. Configuration interfaces can be thought as *plastic user interfaces* [45], which adapt themselves due to interactive configuration and can be deployed on a variety of devices. Therefore, for configuration purposes, plasticity may involve omitting the feature hierarchy or break it into smaller parts [24] either to support a deliberate design or to accommodate hardware constraints. This hence discards configurators that are too rigid with respect to the FM’s hierarchy representation. There are also lessons to be learned from the database community, where the generation of form-based interfaces has been addressed [26].

As a result, our vision combines ideas coming from model-based and data-based graphical user interfaces (GUIs) generation with our previous research feature-based configuration [25, 22]. We sketch in this paper the main elements of this vision as well as related research challenges.

The paper is organized as follows. Section 2 sketches our model-based vision for configuration interfaces generation, illustrated through examples. Research challenges to be solved to realize this vision are discussed in Section 3. Related work is surveyed in Section 4. Finally, Section 5 wraps up the paper and presents some on-going and future developments.

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