| Reference: | QSE:ATG | |
|--------------|--|--|
| Topic: | Agile Task Guidance | |
| Course Type: | e: Bakk-/Master Thesis, ASE or CS Project | |
| Start: | As soon as possible | |
| End: | To be defined | |
| Contact: | Stefan Biffl (stefan.biffl@tuwien.ac.at) | |
| | Kristof Meixner (kristof.meixner@tuwien.ac.at) | |

Background

In a wide range of application areas, from drone field testing, over coordinated cooking, solving puzzles, experimentation in research labs, to training for reconfiguring or repairing technical systems, expert supervisors want to guide operators, such as testers, cooks, experimenters, or technicians, to conduct coordinated, repeatable processes, adapted to changing environments, such as varying material/data input, available tools and systems, or weather conditions. Figure 1 illustrates ATG application areas.

This project aims to explore in at least one application area *Agile Task Guidance* (ATG) that shall build on Behavior-Driven Development to design and validate method and tool prototypes, supporting an expert supervisor to specify actionable tasks, typically for a team of 3 to 6 human actors and machine actors, including sensors and software-intensive systems, as a foundation for configuring role-specific expert information systems that guide a role during a mission. A key goal is the improvement of process guidance, e.g., traceable field testing, repeatable cooking results, efficient experimentation, or low-risk repair. The project can build on preliminary data and prototypes.



Figure 1: ATG application areas - drone field testing and coordinated cooking.

ATG shall facilitate iterative quality improvement of process guidance in four steps:

(1) Scenario management: The supervisor shall specify phases and tasks with measurable pre- and post-conditions based on a domain model, such as drones with their properties and states.

(2) Guided mission and documentation: Human and machine actors conduct scenarios with their role-specific views. Mission observers document data, deviations, and issues in an event and task history. Role-specific expert information systems shall answer the question: What could I do next?

(3) Mission documentation retrospective: Human actors and observers validate collected field data and annotate issues with data, e.g., deviations of time stamps. This

retrospective of the event and task history is similar to the agile SE practice. The retrospective expert information system shall answer the question: What happened during the mission?

(4) Mission data analysis: The data analyst shall analyze event and task result data to calculate mission performance, as input to determine the quality level and options for improvement of the application processes.

Figure 2 illustrates ATG step (1) phases and tasks for cooking soft-boiled eggs with a human/computer cook actor. Computer functions can estimate the time for boiling the egg, based on the automated measurement of an egg's size, weight, and temperature. In a phase during ATG step (2), the cook can choose which tasks to start, depending on their fulfilled pre-conditions. The supervisor can specify tasks for the supervisor role to improve the guidance process.

| Phase - Given | Given | When | Then | Priority |
|---------------|-------|---|-------------------------------------|----------|
| P01: Plan | | Cooking manager shall specify the cooking order: size, delivery time, | C10: Cooking order is specified; | 50 |
| | | target consistency (soft-boiled), and number of eggs. | start P11, start P12 | |
| P12: Load | | Cook shall fill a pot with cold water. | Pot filled with water | 10 |
| P12: Load | | Cook shall fill a bowl with ice water (water and ice cubes). | Bowl filled with ice water | 10 |
| P11: Plan | C10 | Cook shall input the egg parameters (egg size, egg temperature). | Egg parameters specified | 20 |
| P11: Plan | | Cook shall estimate and record the time for boiling the egg (egg | Boiling time specified | 50 |
| | | size/temperature, air pressure). | | |
| P11: Plan | | Cook shall estimate and record the time for cooling the egg (egg size). | Cooling time specified | 20 |
| P12: Load | | Cook shall put the batch of eggs into the pot. | Eggs in pot | 40 |
| P12: Load | | Cook shall cover the eggs with cold water (fully submerged eggs). | C121: Eggs in pot covered with | 30 |
| | | | water; start P13 | |
| P13: Heat | | Cook shall put the pot on high heat. | Water heating started | 50 |
| P13: Heat | | Cook shall observe the pot until the water shows rolling boil. | Water in rolling boil | 40 |
| P13: Heat | | Cook shall set the heating source to keep water simmering. | Water simmering | 30 |
| P13: Heat | | Cook shall wait for the estimated boiling time (4 to 12 minutes). | C134: Boiling time finished | 10 |
| P14: Cool | C134 | Cook shall drain the eggs. | Eggs boiled; start P14 | 10 |
| P14: Cool | | Cook shall put the eggs into a bowl filled with water and ice cubes | Egg in cooling bowl | 40 |
| P14: Cool | | Cook shall wait for the estimated cooling time (1 to 2 minutes). | C143: Eggs cooled | 30 |
| P14: Cool | C143 | Cook shall remove the eggs from the bowl and dry the eggs. | Soft-boiled eggs cooked, start P21 | 30 |
| P21: Check | | Cook shall check the cooked eggs for cracks, egg running out of the | Boiled eggs checked for cracks | 30 |
| P21: Check | | Cook shall check the cooking state of the batch of eggs. | Soft-boiled eggs checked, start P22 | 30 |
| P22: Delivery | | Cook shall deliver the batch of soft-boiled eggs. | Soft-boiled eggs delivered | 20 |
| | | | | |

Figure 2: Behavior-driven task specification for cooking soft-boiled eggs with human/computer actors.

| 1 | A | В | C | D |
|----|-------------|------------------------------|---|-------------------------------------|
| 11 | Phase - Giv | Given | When | Then |
| 12 | P11: Plan | and the second second second | Estimate and record the time for cooling the egg (egg size). | Cooling time specified |
| 13 | P12: Load | | Fill a bowl with ice water (water and ice cubes). | Bowl filled with ice water |
| 14 | P13: Heat | | Wait for the estimated boiling time (4 to 12 minutes). | C134: Boiling time finished |
| 15 | P14: Cool | C134 | Drain the eggs. | Eggs boiled; start P14 |
| 16 | P14: Cool | | Put the eggs into a bowl filled with water and ice cubes. | Egg in cooling bowl |
| 17 | P14: Cool | | Wait for the estimated cooling time (1 to 2 minutes). | C143: Eggs cooled |
| 18 | P14: Cool | C143 | Remove the eggs from the bowl and dry the eggs. | Soft-boiled eggs cooked, start P21 |
| 19 | P21: Check | | Check the cooked eggs for cracks, egg running out of the shell. | Boiled eggs checked for cracks |
| 20 | P21: Check | | Check the cooking state of the batch of eggs. | Soft-boiled eggs checked, start P22 |
| 21 | P22: Delive | r | Deliver the batch of soft-boiled eggs. | Soft-boiled eggs delivered |

Figure 2: Cook's view on relevant next tasks (in red box), based on pre-conditions and situational priority.

Figure 3 illustrates a role-specific user interface to inform a cook during ATG step (2) on the tasks that are ready to start, on the detail description of the current task, and on the event and task history, including observations similar to a log or social media history. The cook can start a task, finish a task successfully, report observations, issues, or task failures.

| CHRIS CARVER | COOK, OBSERVER POLES | BREAKEAST TEAM BAZ | SHIFT'42 THU, 4.4.2024.07:41 |
|--|---|---|---|
| STER THE MISSION TASKS | CURRENT TASK TA22 | WAIT FOR BOILING | EVENT AND TASK HISTORY |
| REAM 48. LOAD FILL A BOWL WITH WATER AND ICE COBES REAM 32. RLAN COOKING: ESTIMATE AND RECORD TIME FOR COOLING UN REFERENCE WATE 200 COOL: DRAIN EGGS WATE ALS COOL: DUT EGGS INTO BOWL WATE ALS COOL: REMOVE EGGS REOMBOR WATE ALS COOL: DRY EGGS MENDER WATE ALS COOL: DRY EGGS MENDER WATE ALS COOL: DRY EGGS REOMBOR WATE ALS COOL: DRY EGGS REOMBOR WATE ALS COOL: DRY EGGS | WAIT FOR G MINDTES WHILE WATER IS SIMMERING IFWATER BOILS TOOMOCH OF TOO LITTLE ADJUSTHER. | Video of Sinneeing Water (Street) (Stre | Otizo: 20 Cooking Ma Steelifie Order G Sont Buildo High Ar Otids Otizo: 20 Cooking Ma Steelifie Order Otizo: 20 Cook inter the parameter Otizo: 20 Cook of the second Solid time Otizo: 40 Water temperance: 98.2% Otizo: 40 Water temperance: 98.2% |
| SHORT TRAM TASKS TOAST TIME OVERDUE | TIME REMAINING 03:40] WATER TEMPERANGERES 9850 OVEN HEAT: 349 | TASK FINISHED SUCCESSENCY TASK FAILED> ISSUE | |
| | REPORT ISSUE/ORSERVATION | COMM/ESCALATION | |
| | 07:11 OVEN NEED CLEANING 07:22 OVEN DOOR NEEDS MAINTENANCE | CALL BACKUP COOK CALL SUPPR-VISOR | |
| | NEW ISSUE | RAIJE ALARM A122 | |

Figure 3: Behavior-driven task specification for cooking soft-boiled eggs with human/computer actors.

Goal of this project is to develop a web-based application for facilitating *agile task guidance and documentation*.

Tasks

- Depending on the application area and preliminary results, plan the project considering the following task candidates.
- Requirements engineering for a selected application
- User experience design, workflow analysis and design
- Design of a web-based application, typically mobile (tablet, mobile) application
- Viability analysis: identify challenges in practice
- A field study in the application area to identify requirements and task types
 - Levels: expert, novice, automation
 - Task conditions, task descriptions
- Identify and address typical special cases in the application area.
- Prototype design and evaluation of guidance and documentation functions.
- Design task templates for similar application cases.
- Integration of process documentation with semi-automated data analysis.

Expertise

For this topic, a set of skills is recommended (at least two are mandatory).

- Web application design, implementation, and validation.
- Programming skills, e.g., Java.
- Graph database skills, e.g., Neo4J/Cypher.
- Data modeling.
- Empirical evaluation, e.g., case study, pre/post comparison.
- Interest in a practical application domain, e.g., puzzle solving, pair programming, field testing, repair, cooking, or lab experimentation.

References

J. F. Smart and J. Molak, BDD in Action: Behavior-driven development for the whole software lifecycle. Simon and Schuster, 2023.

S. Biffl, D. Hoffmann, E. Kiesling, K. Meixner, A. Lüder, and D. Winkler, "Validating production test scenarios with cyber-physical system design models," in Proc. Conf. on Business Inf. IEEE, 2023, pp. 1–10.

S. Biffl, S. Kropatschek, K. Meixner, D. Hoffmann, and A. Lüder, "Configuring and validating multi-aspect risk knowledge for industry 4.0 information systems," in Proc. Conf. on Adv. Inf. Sys. Eng. (in press). IEEE, 2024.