





#### Table of contents

- Introduction to EARS
- > The content of the EARS Knowledge Library
- Next steps with the library



#### What is EARS?

- > EARS: Easy Approach to Requirements Syntax
- Created by Rolls-Royce and Intel
- > To tackle the main issues detected in natural language requirements:
  - Ambiguity
  - Vagueness
  - Complexity
  - Omission
  - > Duplication
  - Wordiness
  - Inappropriate implementation
  - Untestability
- More info at: <a href="https://www.researchgate.net/publication/224079416">https://www.researchgate.net/publication/224079416</a> Easy approach to requirements syntax EARS



#### What is EARS?

- > EARS: Easy Approach to Requirements Syntax
- The means proposed by EARS to tackle these issues is the identification of a series of syntax to write requirements
- > These syntax are:
  - Generic requirement
  - Ubiquitous requirement
  - > Event-driven requirement
  - Unwanted behaviours
  - State-driven requirements
  - Optional features
  - Complex



#### What is EARS?

- > EARS: Easy Approach to Requirements Syntax
  - Generic requirement:
    - <Precondition> <Trigger> The <system name> shall <system response>
  - Ubiquitous requirement
    - The <system name> shall <system response>
  - Event-driven requirement
    - > WHEN <trigger> <optional precondition> the <system name> shall <system response>
  - Unwanted behaviours
    - IF <unwanted condition or event>,THEN the <system name> shall <system response>
  - State-driven requirements
    - > WHILE <system state>, the <system name> shall <system response>
  - Optional features
    - > WHERE <feature is included>, the <system name> shall <system response>
  - Complex: a combination of the other types of requirements



#### What is a Knowledge Library

- > A combination of Knowledge items,
  - > of different nature,
  - at different levels of abstraction
- > Representing a specific business domain or area of knowledge
- > With the aim of improving the way projects are managed, including:
  - > the promotion of the principle: quality right the first time,
  - enabling semantic search portals to archive and retrieve assets,
  - thus providing tools to **reuse** assets at different level,
  - and reducing **time** to market,
  - improving the way engineers generate (author) new assets,
  - enhancing the way items are inspected and verified,
  - Enabling real **interoperability** mechanisms and services,
  - reducing **time** to elaborate documents, systems and projects





#### What is a Knowledge Library

05 Reasoning

A combination of rules, and actions to infer information from valuable assets and to control the behavioural part of the knowledge library

04

**Formalization** 

Representation of assets semantic through SRL – System Representation Language



#### Vocabulary/Glossary

Controlled Organizational and Project Vocabulary for a common understanding among stakeholders

02

#### **SCM/Architectures**

Capture the system architectures represented in views and models. Stablish relationships among system and system elements, and among other system entities. Classifying information by meaning, nature...

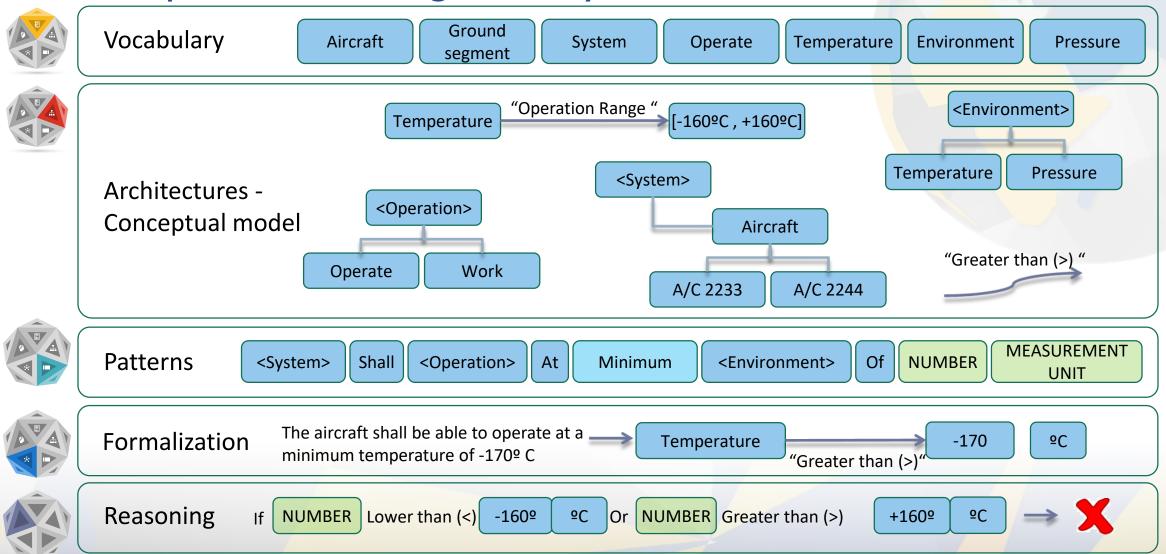
#### **Patterns**

Representing a set of agreedupon templates (grammars) to create and maintain consistent textual artifacts

All rights reserved © The REUSE Company 2018



## Example of Knowledge Library





- > The content of the Knowledge Library is the following:
  - The common purpose vocabulary extracted from the EARS examples and documentation
  - A taxonomy of types of requirements following the types of EARS
  - A set of patters for each type following the examples provided by the EARS guides
  - A set of small reusable patterns (as building blocks) used in the main 6 patterns



