MONASH University

MONASH
INFORMATION
TECHNOLOGY

# John Grundy's Research – 2018+

GROUP OF EIGHT AUSTRALIA

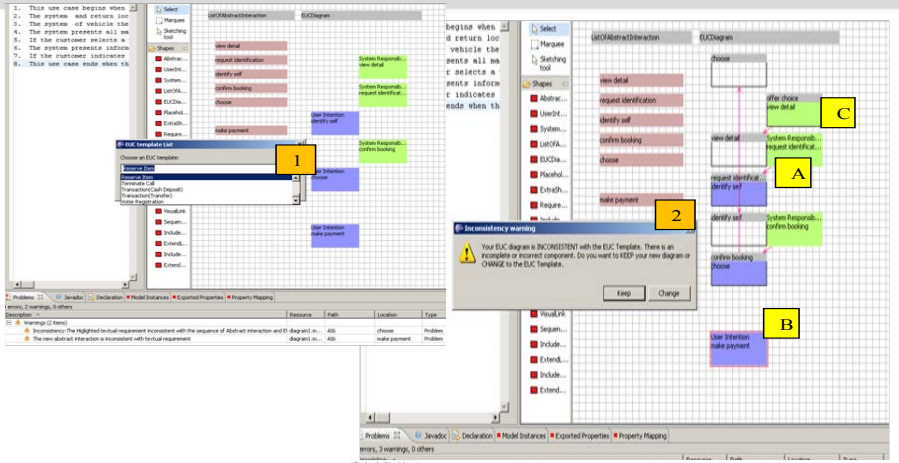
## Key Topic Areas

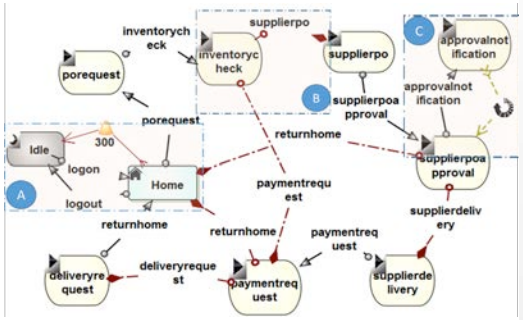
- Automated Software Engineering
- Domain-specific visual languages
- Human-centric software engineering
- Digital Health & Smart Systems Engineering
- AI for and with Software Engineering
- Requirements extraction and formalisation
- Large Systems Engineering
- Software Security Engineering
- Testing, visualisation, education

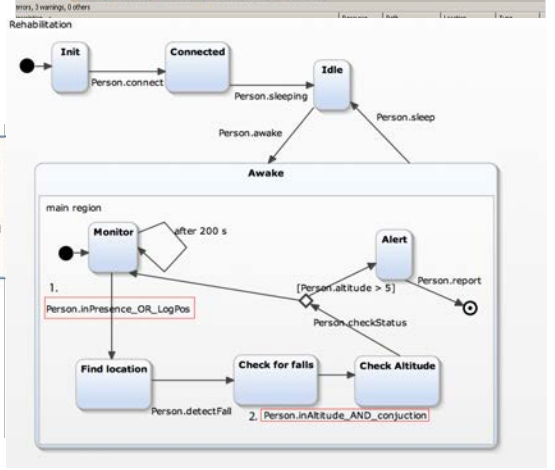
## Overarching research programme

- There isn't one :-)
- Fundamentally, my aim is to take software engineering more into the engineering realm – INCLUDING non-technical end users / developers involved in software requirements, design, configuration/coding, testing, deployment, …
- I am particularly interested in Automated Software Engineering in (most of) its forms ; visual modelling approaches ; human-centric aspects of SoftEng
- I build and evaluate tools to support these things
- I like to understand how people think about their organisations, collaborations, tasks, software… and how to help them achieve what they want

- Most of my work has an ASE / tools flavour in some shape or form
- Generating code/configurations from high-level, visual models has been a feature for over 25 years
- Recent work includes generating test-beds, requirements models, IoT apps for smart homes
- Current work includes generaing visualisations, collaborative editors, big data analytics, vulnerability analysers

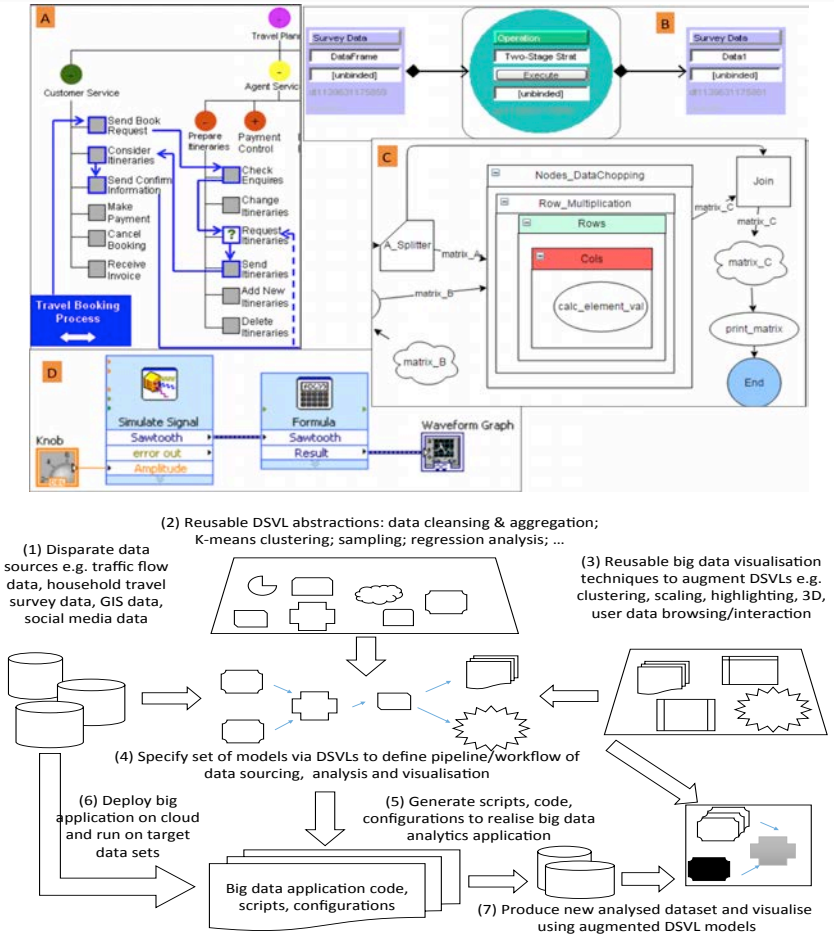


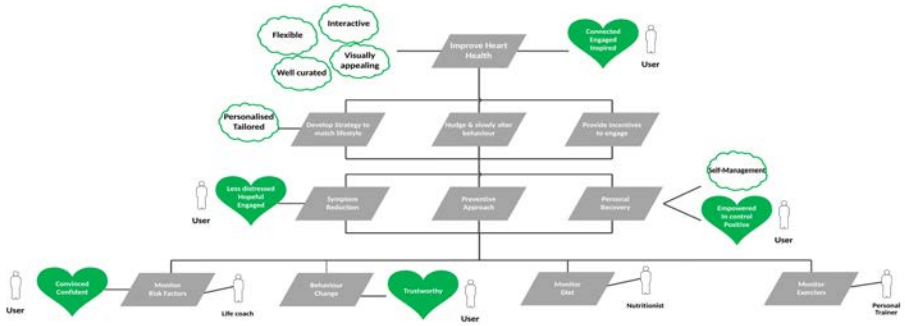
# Domain-specific visual languages

- For big data applications
- DSVLs for modelling big data/AI systems
- Visualisation, specifying visualisations
- Data integration, wrangling & DSVLs etc support
- IDE / Workbench for big data / AI systems
- Defects, defect tracking in same
- DSVLs theory, design, evaluation

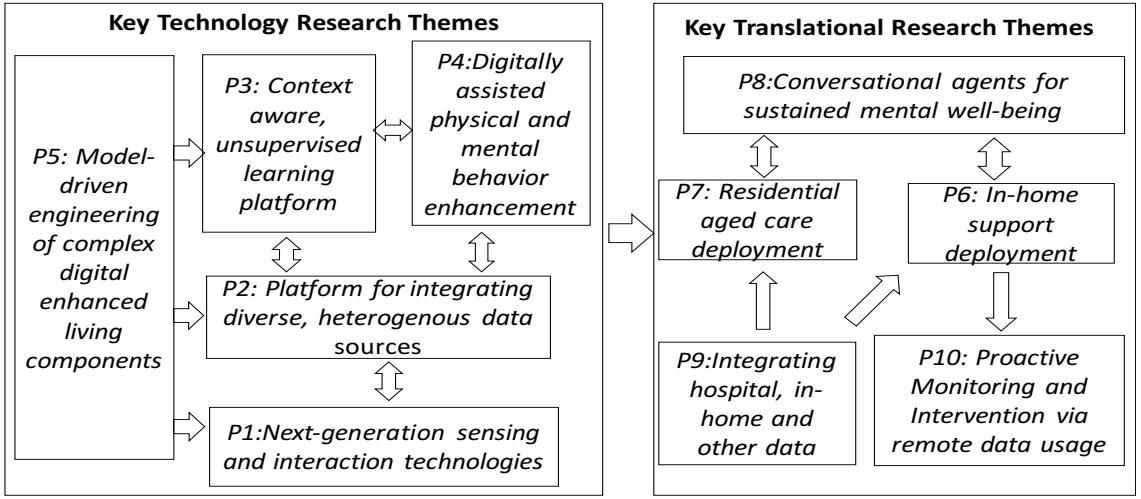


# Human-centric software engineering

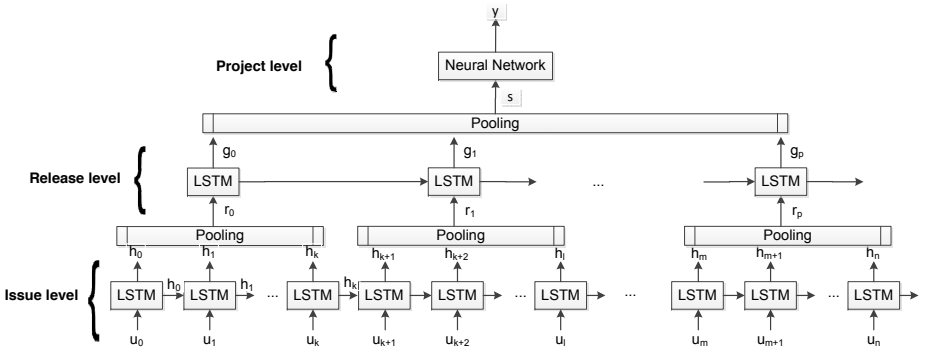
- Usability defect reporting – taxonomy, reporting, analysing, what currently done defect repository mining, …
- Software team climate
- Agile methods
- “Intelligent” project management
- Emotion-oriented Software Engineering
- Personality influences – requirements engineers, software architects, end users/esp of smart systems, defect reporters, pair programmers, testers, visual models, visualisations …

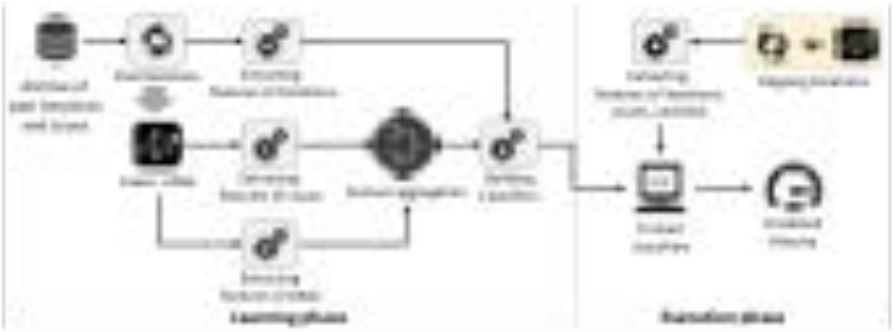



- Smart homes for ageing
- Mobile apps for health
- Digital health systems design, evaluation
- Participatory design
- Human-centric issues – emotions, personality, team climate etc impacting
- Smart issues – use of AI
- Sensor/interactor issues – use of IoT



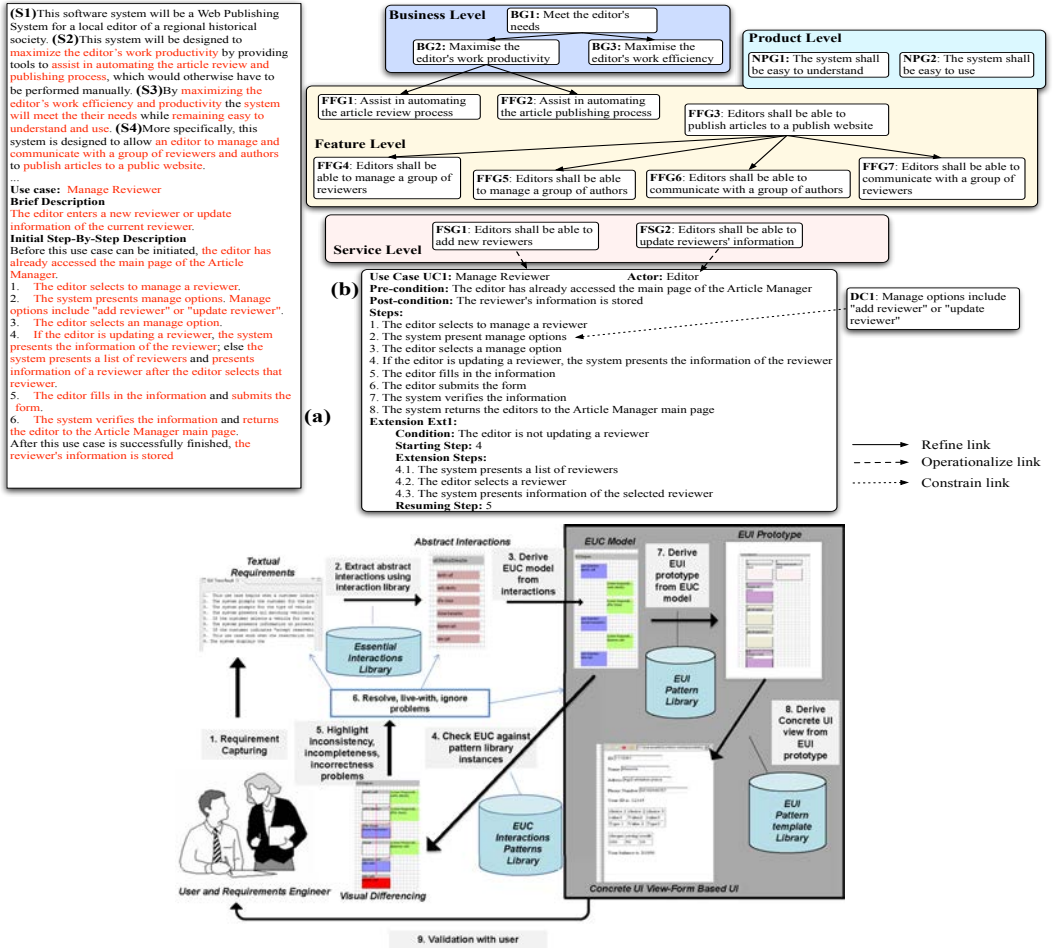
- I got interested via (1) a Samsung GRO project and (2) all the deep learning stuff reviewing for ASE…
- How represent software artefacts for DL-based analysis?
- How explain DL-recommended results?
- How visualise results?
- Training tool – mark-up artefacts etc
- Use – vulnerability detection, project management, traceability, tag recommendation, …



# Requirements extraction and formalisation

- Extract from natural language
- Formalise
- Analyse
- Feedback with stakeholders
- Use in various domains e.g. air traffic control, automotive, IoT security configuration, …



- Data placement on cloud
- Energy consumption – cloud, IoT, edge
- Architecture, requirements, process
- Adaptive systems
- Data wrangling, integration, visualisation – tools, techniques, design, evaluation

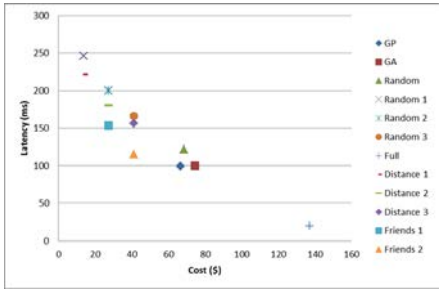
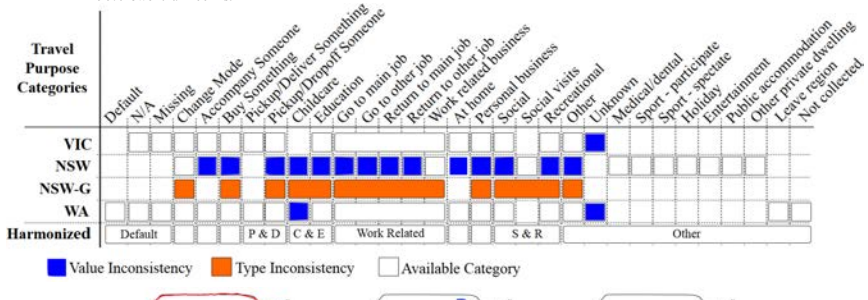




Figure 4. Comparison of different strategies with latency requirement of 90% lower than 100 ms.




(a) Stroke, color, and dashed lines, appeared 18 times.

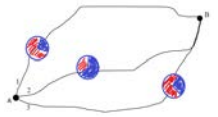


(b) Context based glyphs, appeared 13 times.

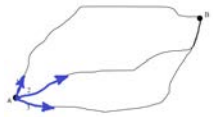


(c) Shapes and rankings, appeared 8 times.

(d) Emoticons, appeared 7 times.

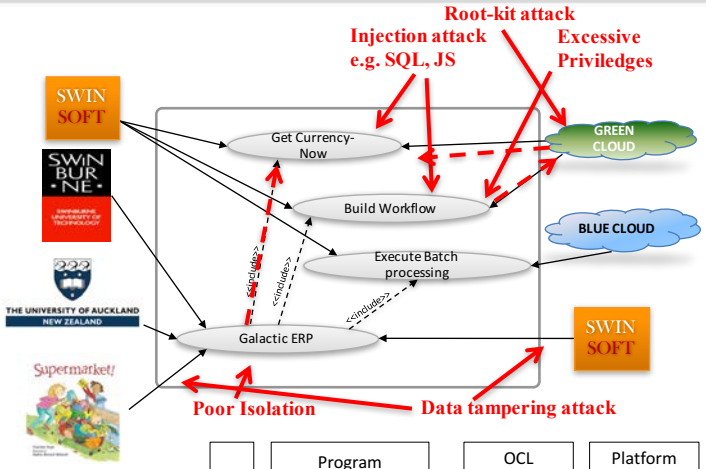


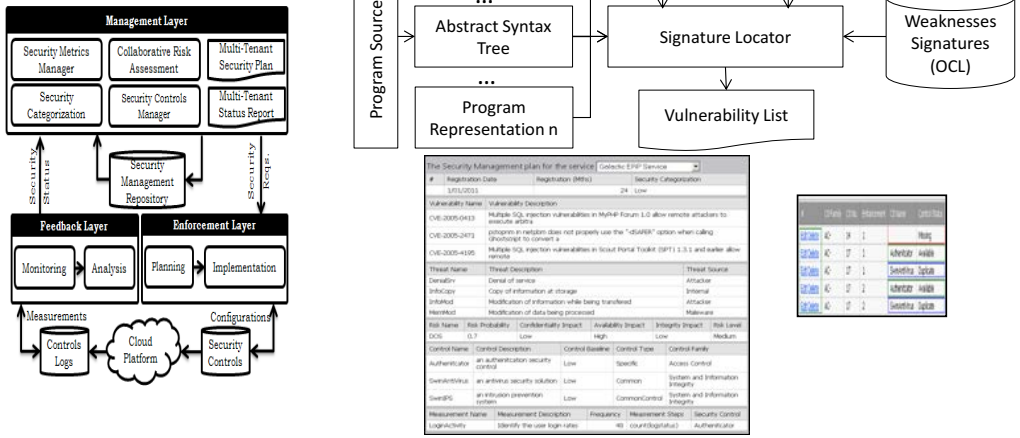
(e) Charts, appeared 4 times.



(f) Arrows, appeared once.

- Self-securing software systems
- Static and dynamic vulnerability analysis
- Run-time update of code, configurations
- End user specification, configuration of security requirements, controls
- Security for mobile, IoT systems



# Testing, visualisation, education

- Testing: mobile apps, IoT, generating tests, testers, defect reporting, …
- Visualisation: domain-specific visual langage models, presenting and interacting with visual models, building and scaling visualisations, modelling tools, collaborative modelling & visualisation
- Portfolio-based assessment, open learner models, constructive alignment, industry placements and capstone projects