

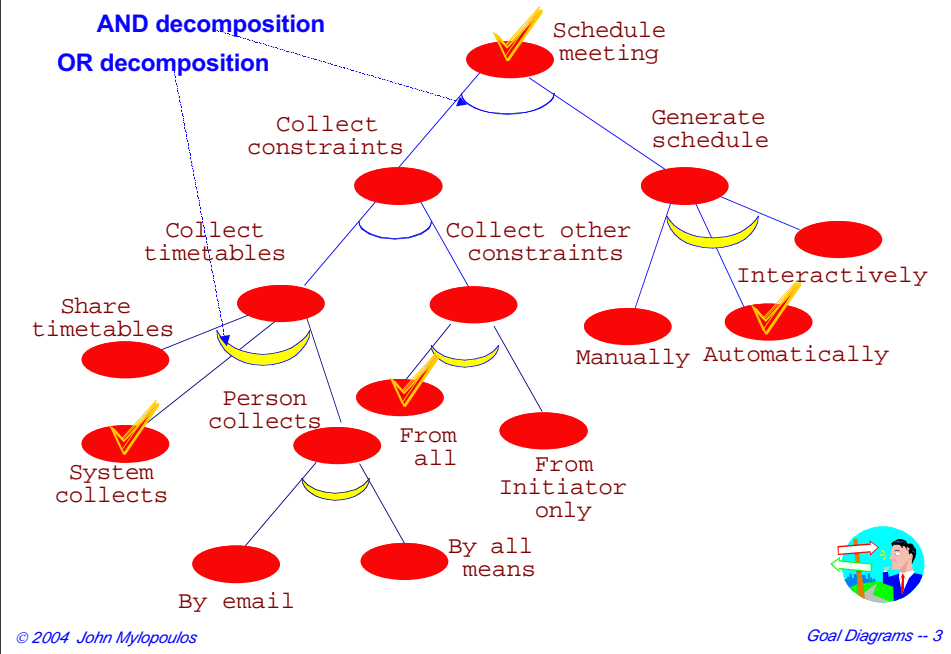
V. Goal Diagrams

***Goals and AND/OR Trees
Softgoals
Building Goal Diagrams
How and Why Questions***



Goals

- ***Goals represent business objectives for the new system and its operating environment.***
- ***For example,***
 - ✓ ***“Fulfill every book request” (Library organization)***
 - ✓ ***“Produce 1M MacG5s within a year” (Apple), or,***
 - ✓ ***“Serve more passengers” (TTC)***



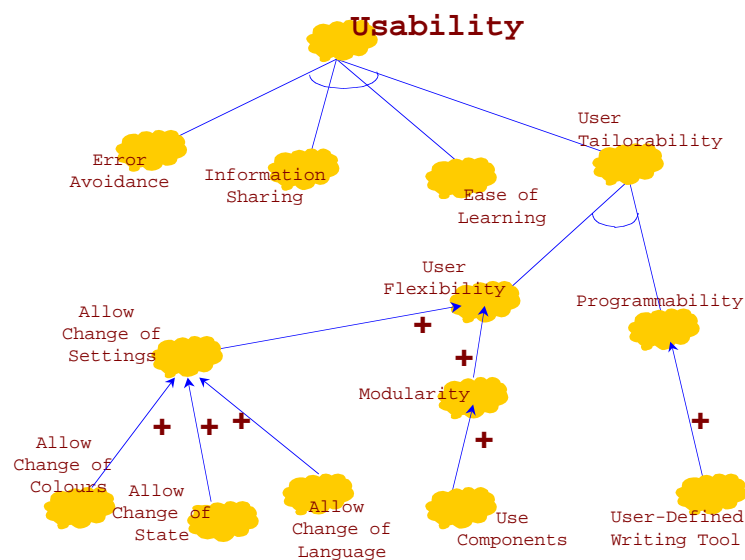
Alternatives for Satisfying Goals

- An AND-goal is satisfied if all of its subgoals are; an OR-goal is satisfied if at least one its subgoals is.
- An alternative (solution) to a root goal *G* consists of a set of leaf goals which together satisfy *G*.
- There are 24 alternatives for the goal of the previous slide.

Softgoals

- These are goals that are used as criteria for comparing alternative solutions for other goals.

E.g., Higher profits[ProductionUnit3],
 Better service, Satisfied customer,
 User-friendly[Interface2]
 Portable[Module4]



Goal Relationships

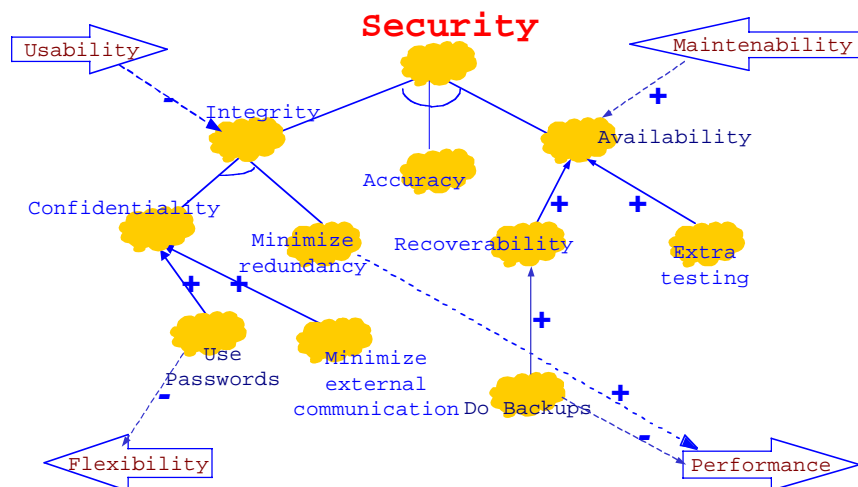
- We will use more than AND- and OR-relationships:
 - ✓ + -- one goal contributes positively towards the fulfillment of another goal;
 - ✓ - -- one goal contributes negatively towards the fulfillment of another goal;
 - ✓ ++ (--) -- one goal subsumes/negates another, i.e., if the first goal is fulfilled, the second is fulfilled/denied;
- With these enhancements, we can build goal models which could be useful for strategic business analysis or requirements analysis.

Alternatives for Satisfying Goals

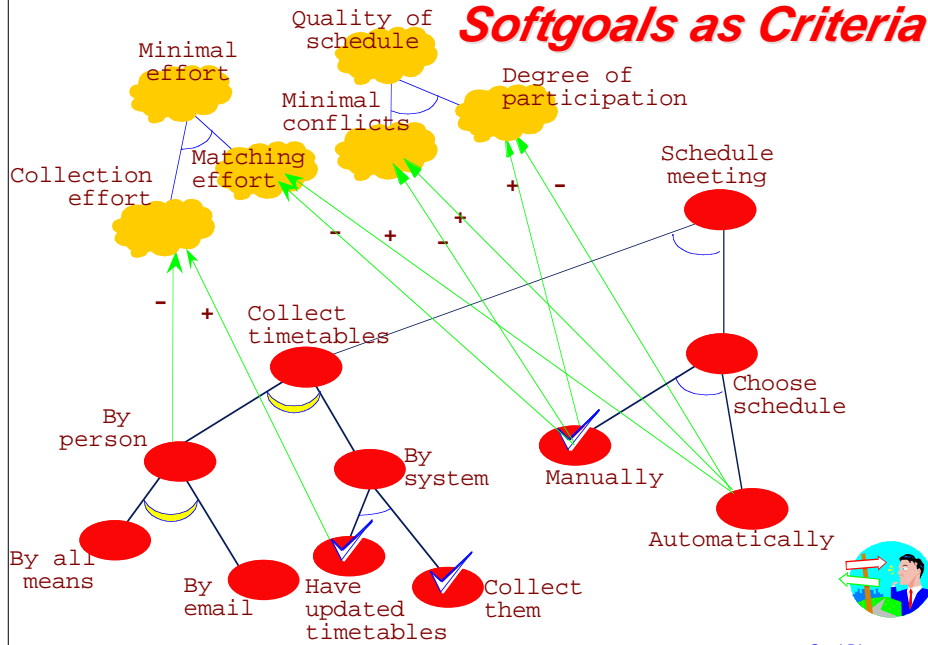
- An **alternative** (solution) to the fulfillment of a goal G consists of one or more leaf goals which together fulfill the root goal.
- A **goal model** defines a space of alternatives for the fulfillment of its root goal.
- An alternative A_1 is better than A_2 in fulfilling goal G with respect to softgoals G_1, G_2, \dots if A_1 's net contributions to G_1, G_2, \dots (e.g., positive minus negative contributions) is greater than that of A_2 .
- In general, goals and softgoals can be contradictory. Given a set of root goals and softgoals, there may not be an optimal solution [Simon68]. Hence the search for **good-enough solutions**.

Building Goal Diagrams

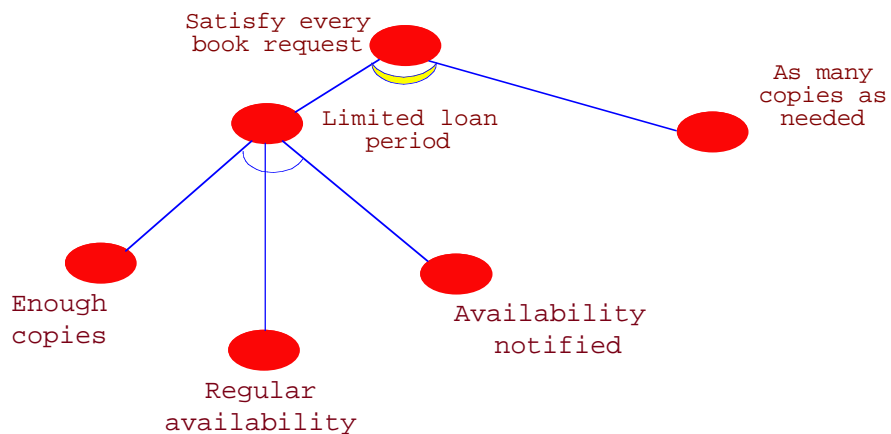
- Start from one or more goals and/or softgoals G_1, G_2, \dots, G_n which need to be fulfilled together.
- Analyze each, looking for ways to fulfill it through AND- or OR-decompositions, or through other refinements which contribute positively (*How* questions).
- Continue this process until there is enough positive support to fulfill all root nodes. At this point you have n disconnected goal trees $T(G_1), T(G_2), \dots, T(G_n)$.
- Identify positive and negative inter-tree influences, i.e., positive or negative relationships between goals g, g' which belong to different goal trees.
- Repeat the analysis to see if root goals are fulfilled; if so, done, else continue the analysis.



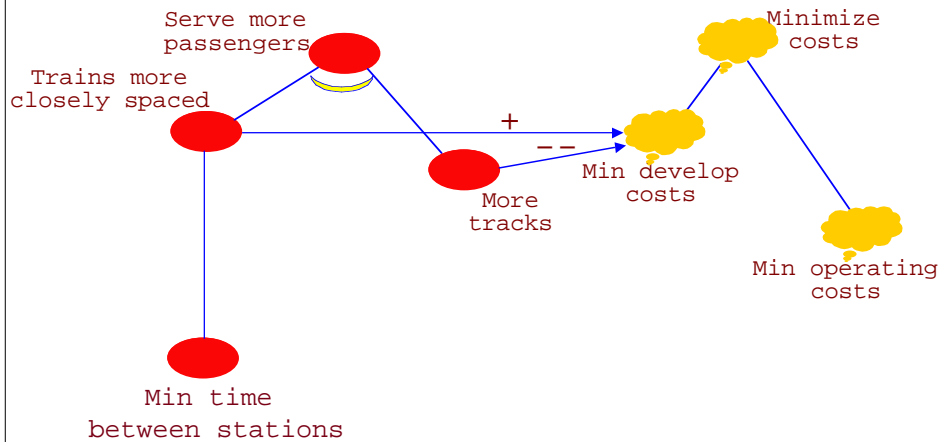
Softgoals as Criteria



Library Goals



Public Transit Goals



Why Questions



Why do we need smooth movement?

