#### Uncertainty

**SEsCPS Breakout Session** 

## Aspects of Uncertainty

- Concrete Definition of Uncertainty is complicated
  - Hard to define
  - What is under the umbrella of uncertainty
  - Different kinds of uncertainty
    - Requirements
    - Environment / Context
    - Modeling Uncertainty
    - Uncertainty in Code
    - Behavior Uncertainty
      - Uncertainty in Human Users
      - Prediction of User Behavior
      - Prediction if the user will behave according to requests
      - Uncertainty about the adaptation of the system
      - SoS behavior
    - Infrastructure uncertainty
      - Hardware vs software uncertainty
    - Differentiation between known and unknown uncertainty

## Human in the Loop?

- For the forseeable future, human in the loop will be necessary
- Reasons
  - To ensure proper operation
  - In particular for unknown uncertainty we could not foresee another way
  - To modify the system's behavior

### Reducing Uncertainty via Monitoring

- Uncertainty in the environment leads to violations of implicit assumptions
- Monitoring:
  - Both the environment and the system
  - To validate if the assumptions are still valid
  - To help to reveal and reduce uncertainty
  - To modify behavior / code
- Potential strategy: collect data that might be irrelevant, but collect as much as possible.
  - It is not just about the value itself, but about the combination of multiple values.

# Change the way software is developed?

- Lack of methods to systematically use the collected data
  - Some work in the area of requirements monitoring
  - Data-driven design
  - Problem: Uncertainty of the data
- System must be more evolutionary
  - flexibility by design (but not perfectionistic from the start)

## Prioritization of Uncertainty

- It is hard to prioritize
- Is categorization of criticality for the system possible
  - Risk analysis techniques already exist
  - But also uncertainty about risks
- Impact to reliability