design by concept

Daniel Jackson · CSAIL, MIT

9th Summer School on Formal Techniques · Menlo College, CA · May 19-24, 2019

lecture One

how this project started

Field Trip Permission Form

Dear Parents:

Ms. Frizzle will again be taking her second grade class on an exciting field trip. Please sign and return the permission slip below.

Thank you!

Yes, I give permission for my child to go on the second grade "Touch and Feel" trip on Friday February 13th to the NastyCo Nuclear Dump. I understood that my child may encounter the normal risks of childhood play, including grazed knees, hurt feelings and exposure to toxic waste.

Parents signature

Date

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Count Olas

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Field Trip Permission Form

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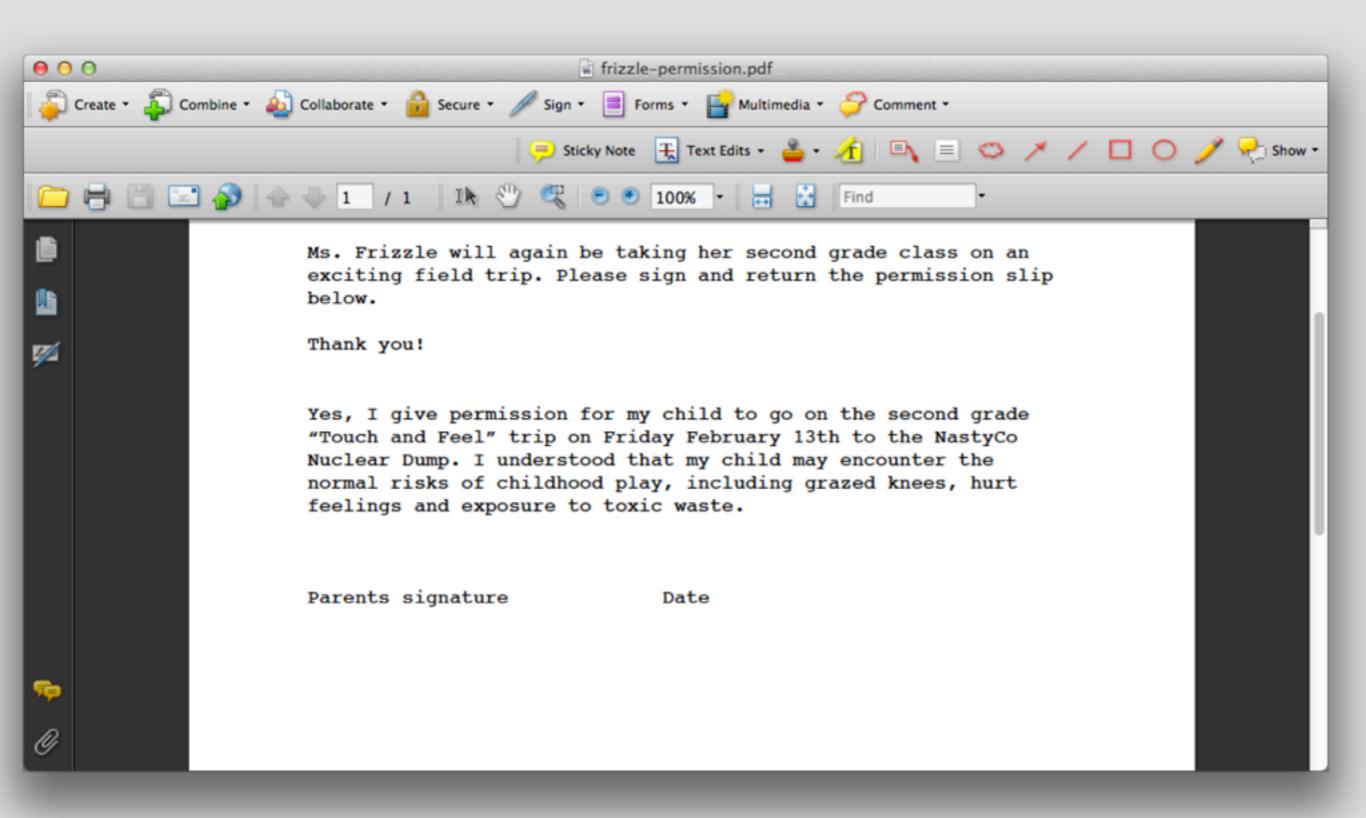
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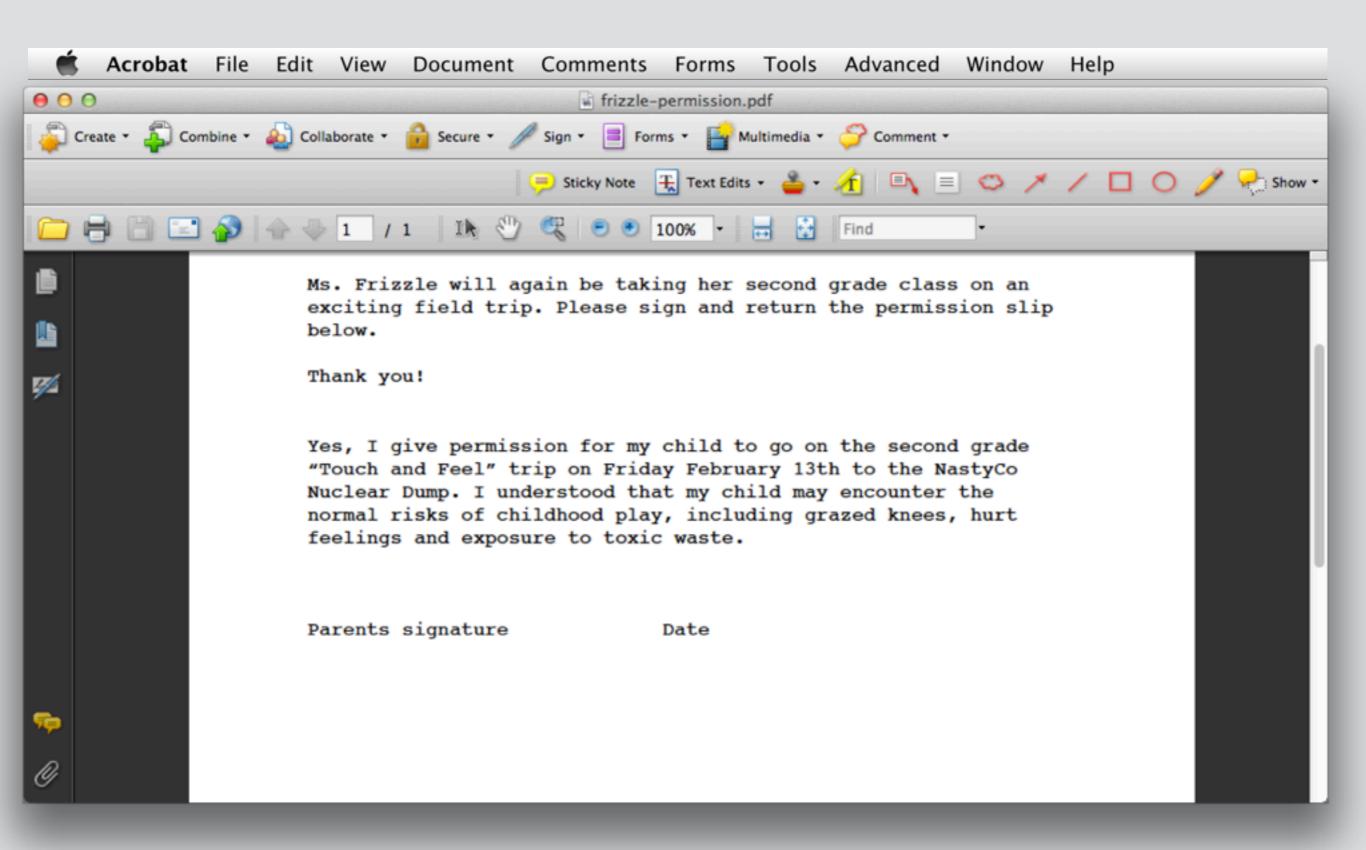
Count Olas

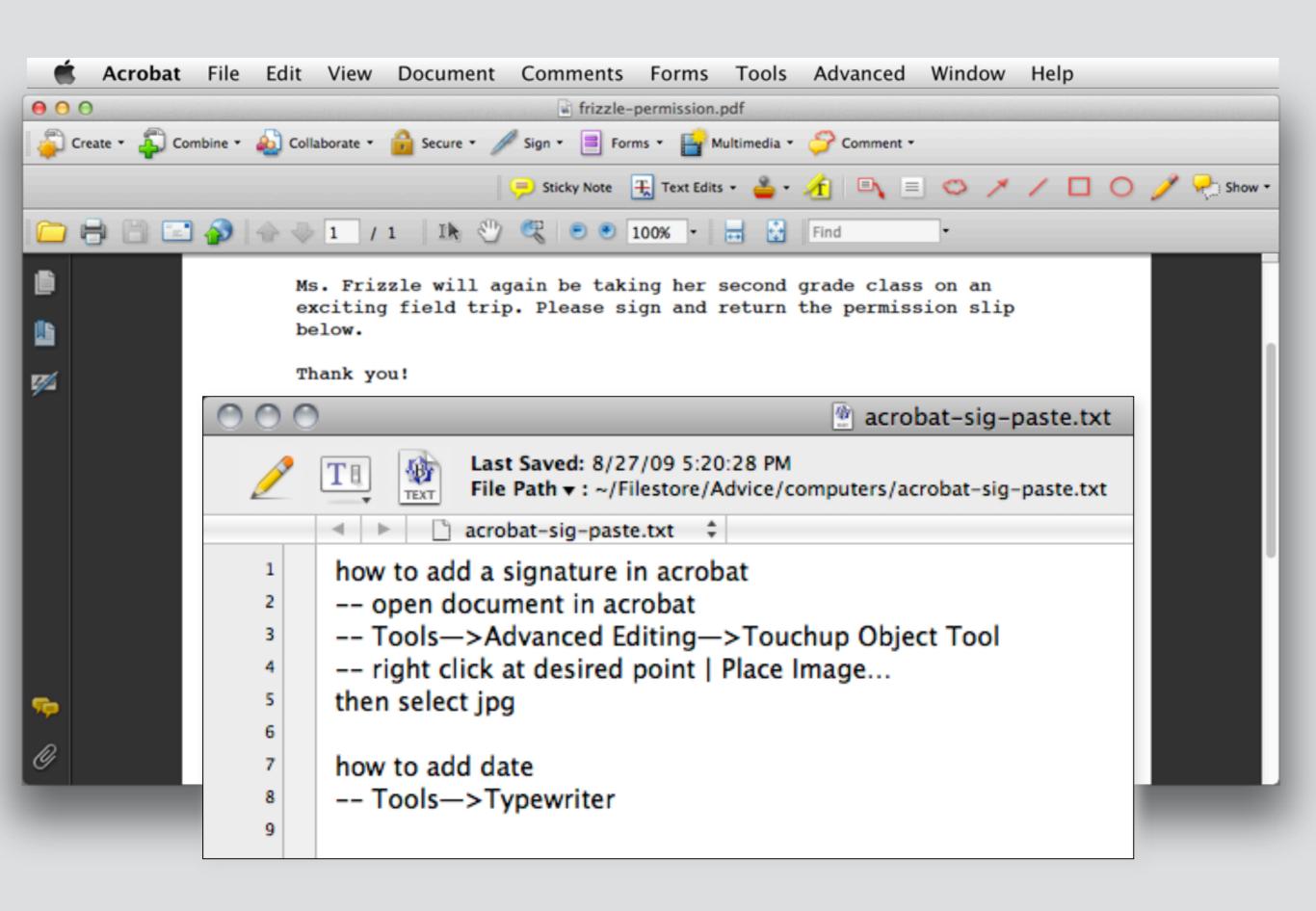
November 7, 2008

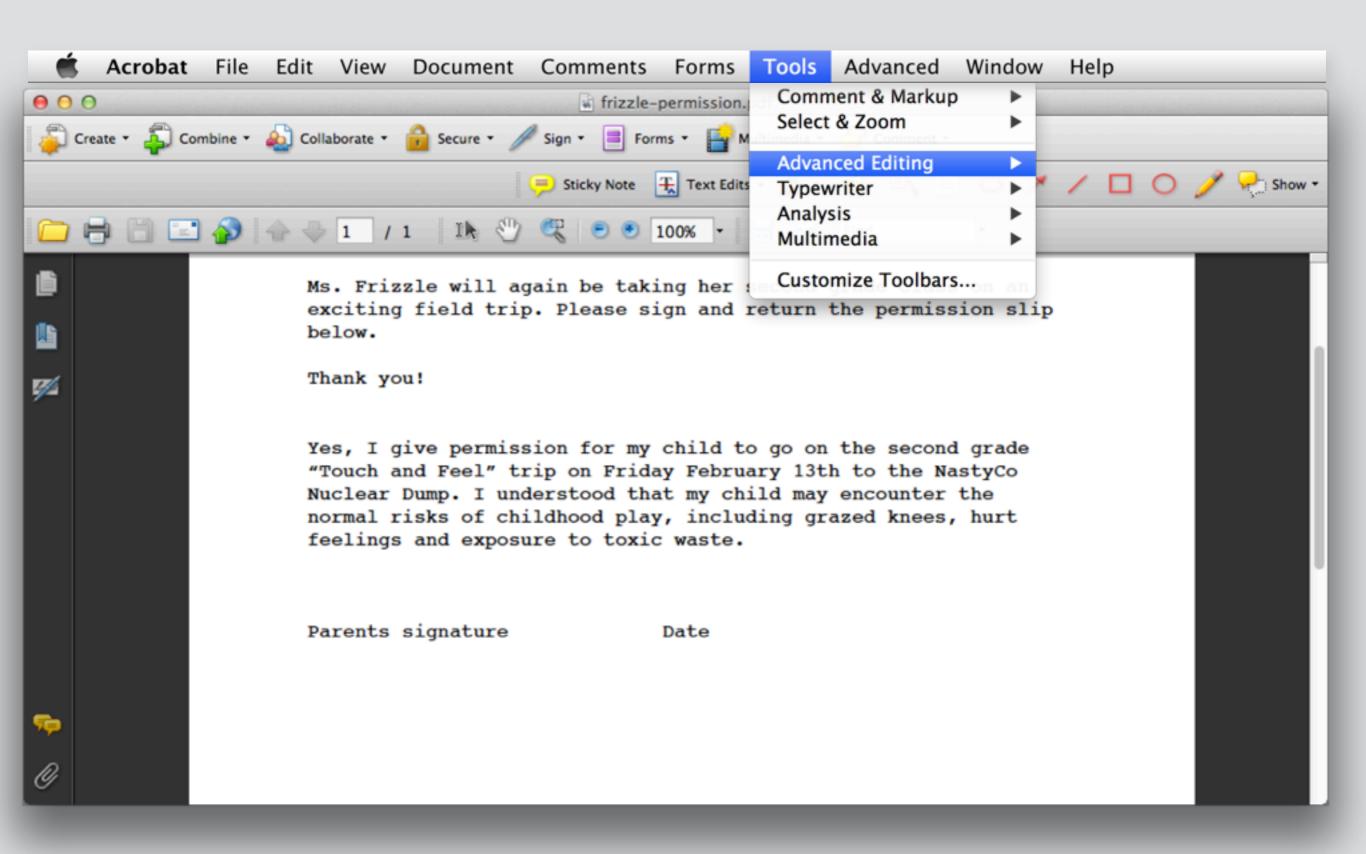
Parents signature

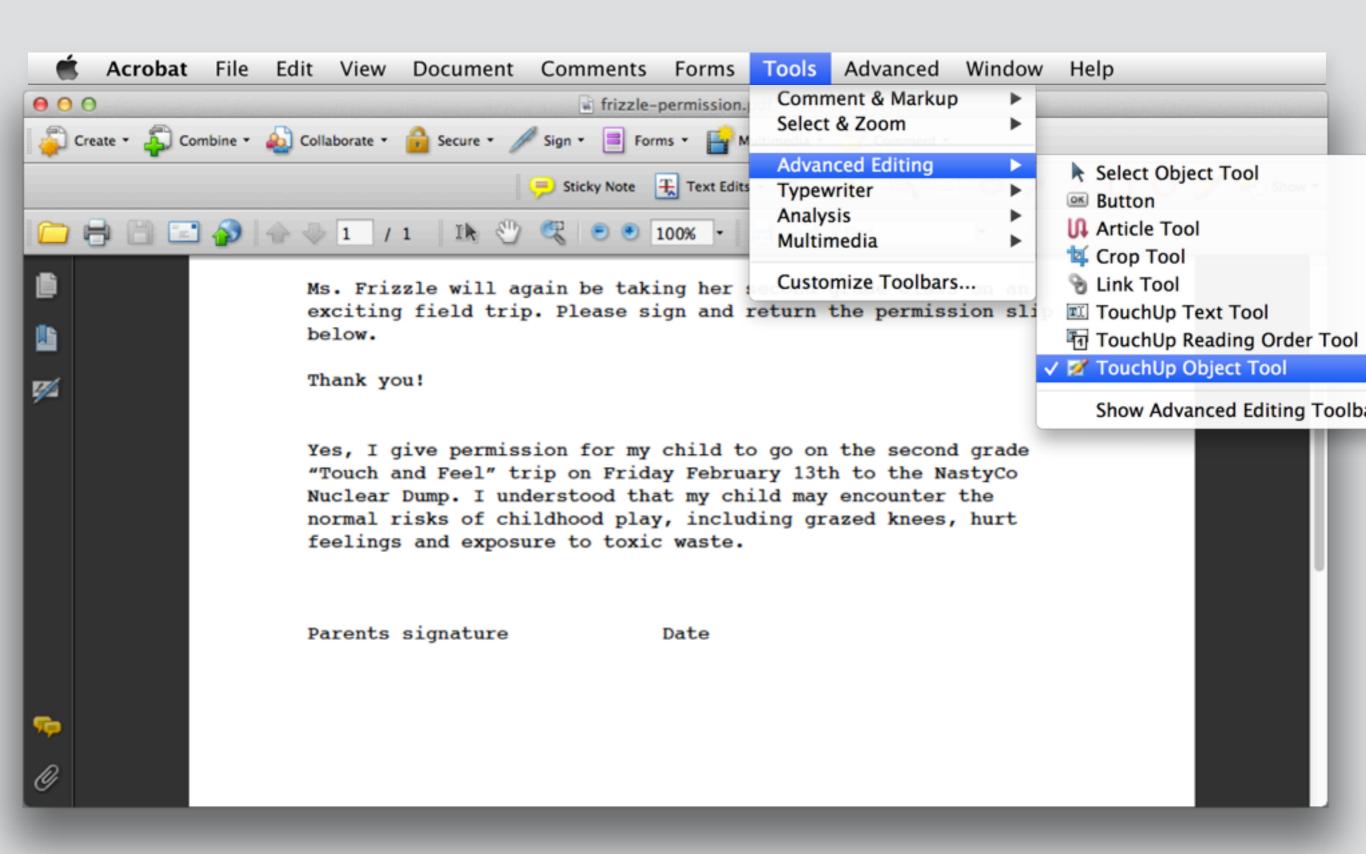
Date

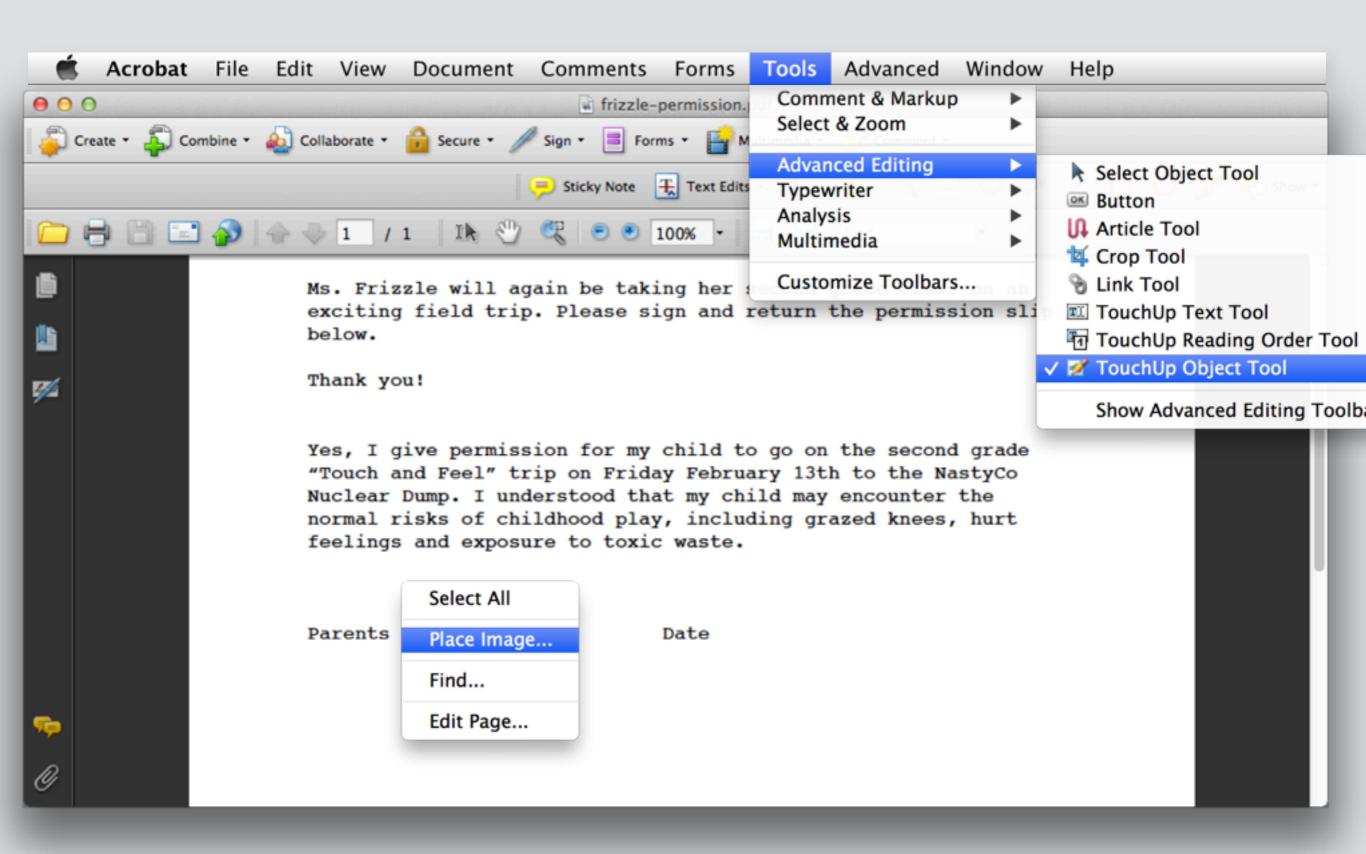


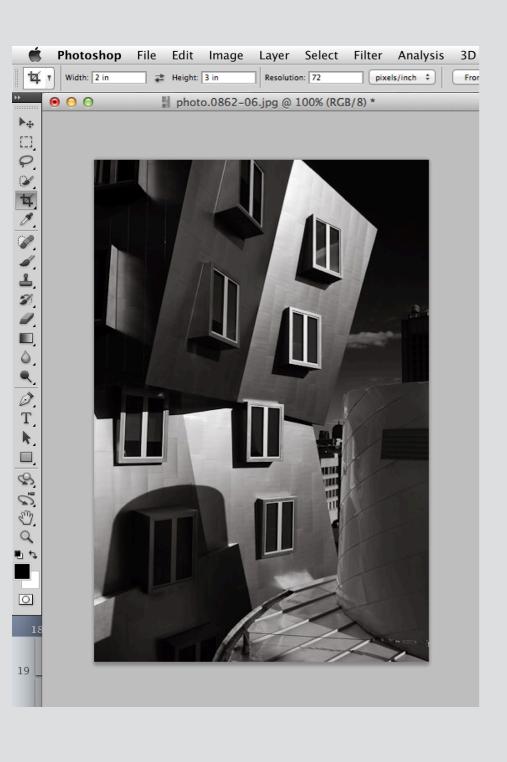




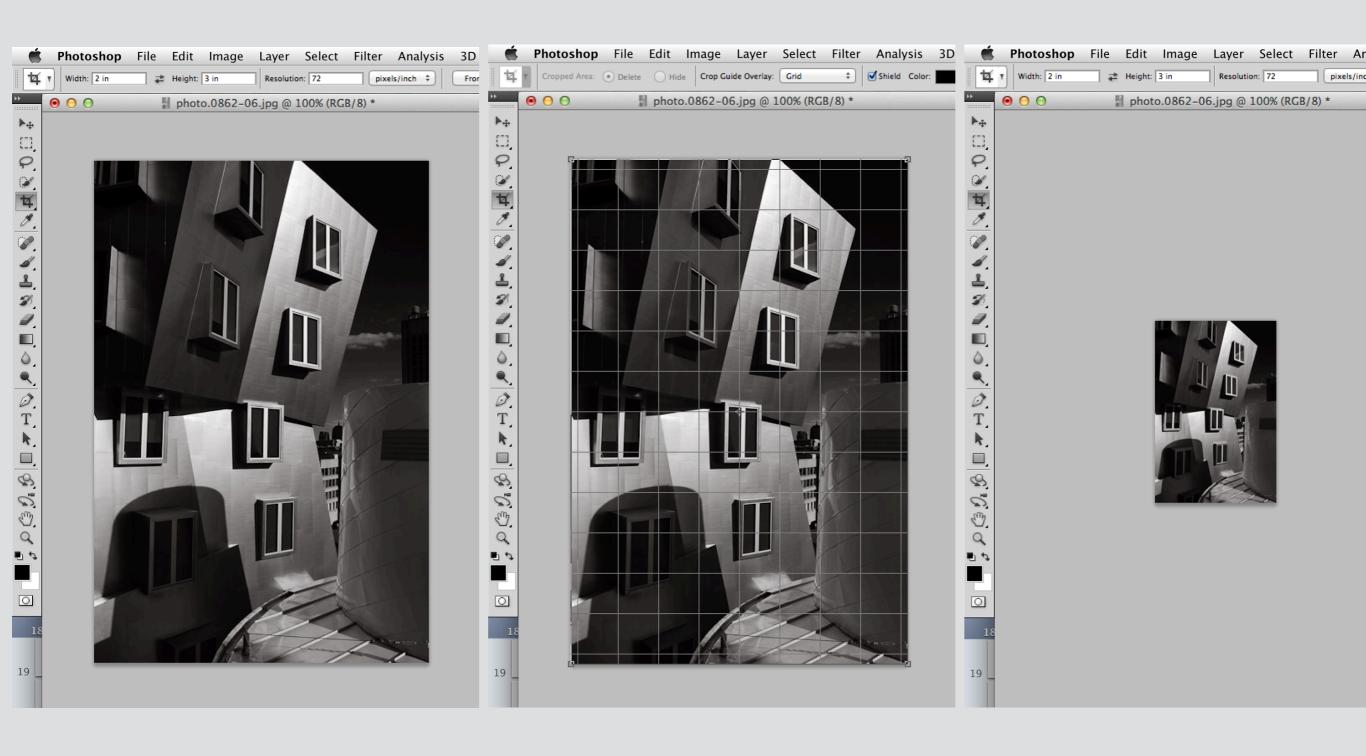










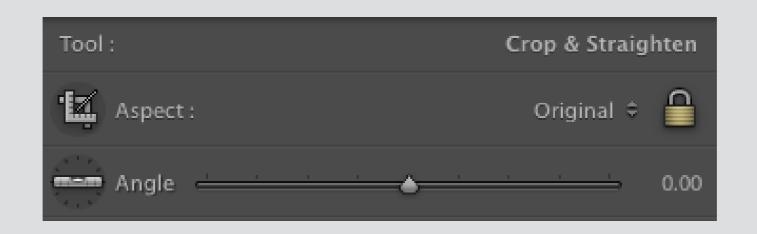




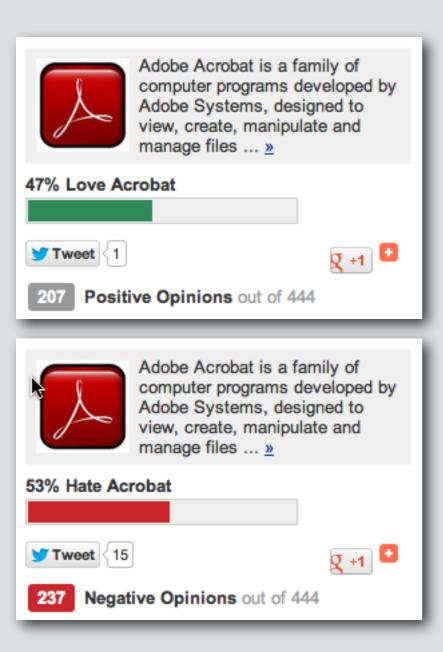
any idea what's going on here?

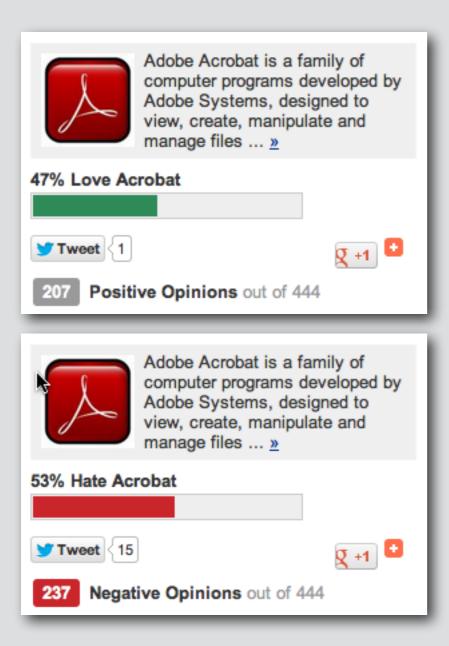
adobe lightroom: easy cropping

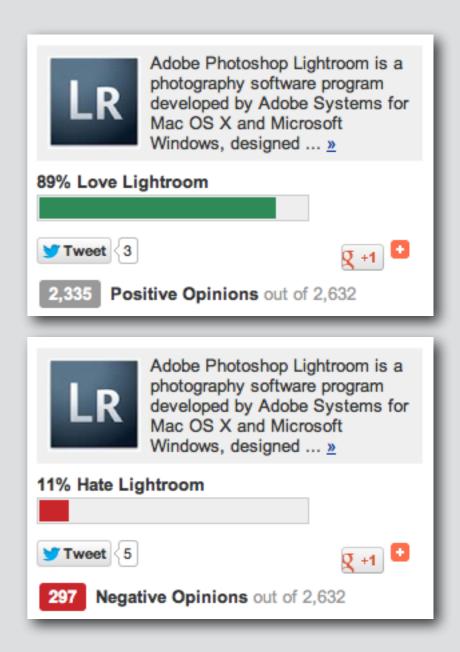
adobe lightroom: easy cropping

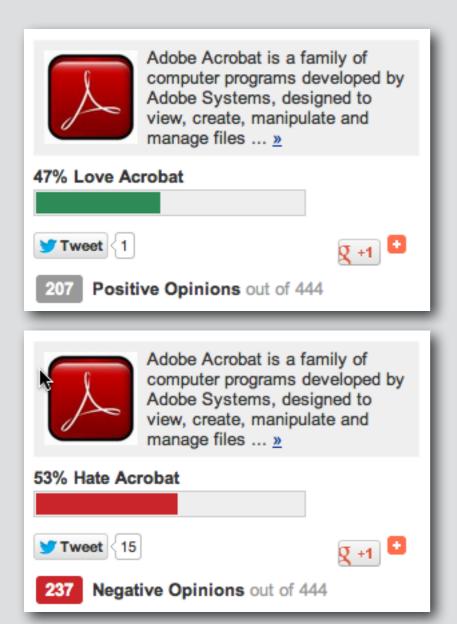


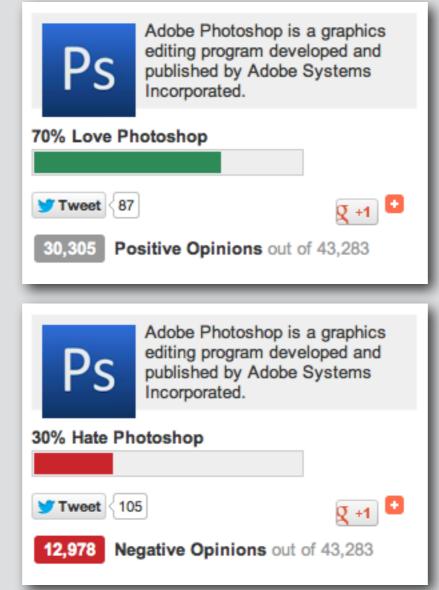


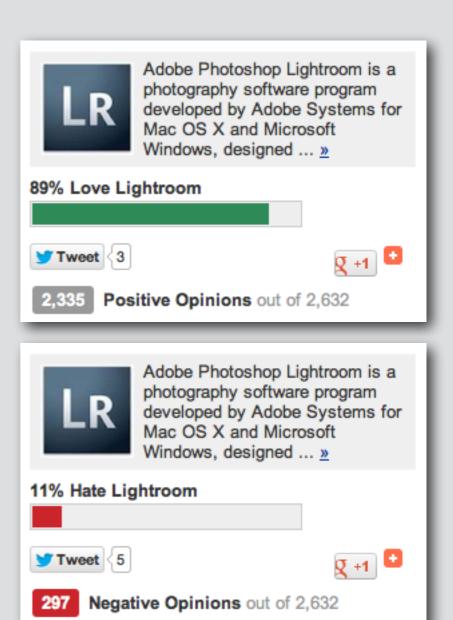






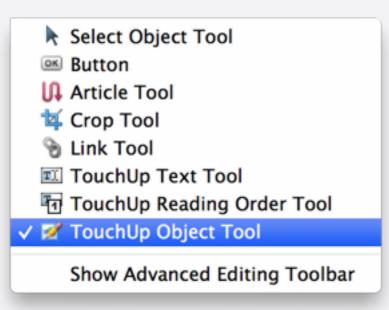




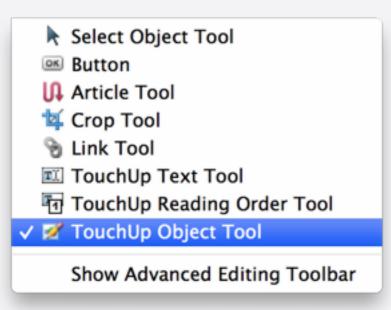


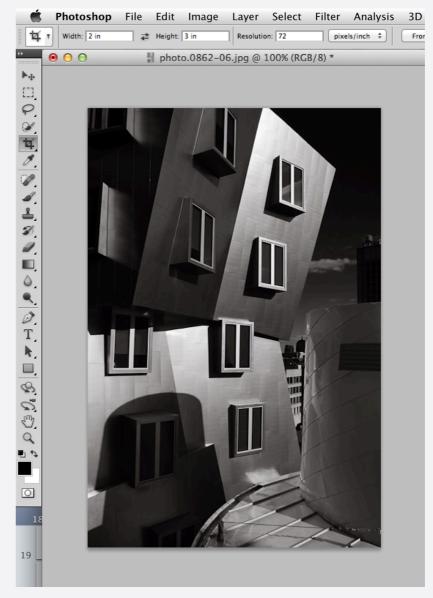
not the user interface! polished and organized

not the user interface! polished and organized



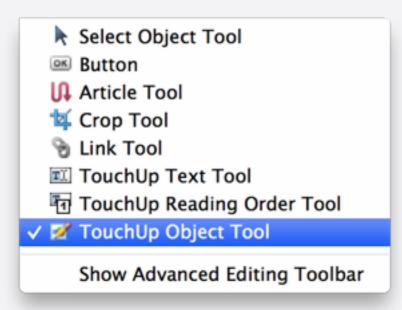
not the user interface! polished and organized

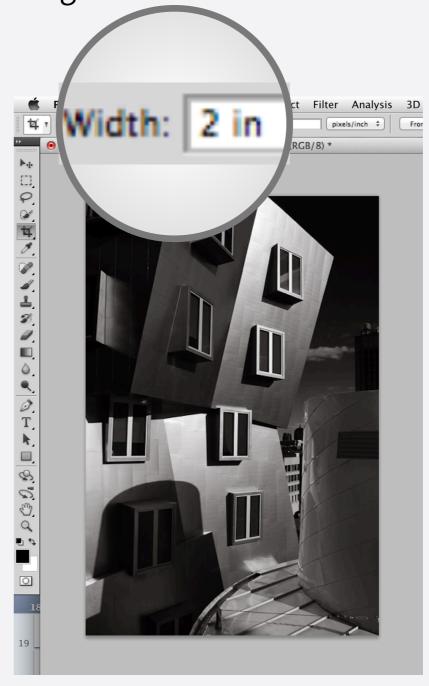




complex concepts cropping vs. resizing

not the user interface! polished and organized

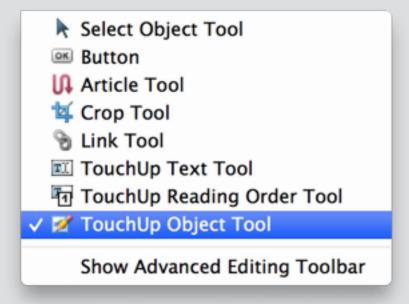




complex concepts cropping vs. resizing

adobe fixes acrobat

Version 9 (2008)



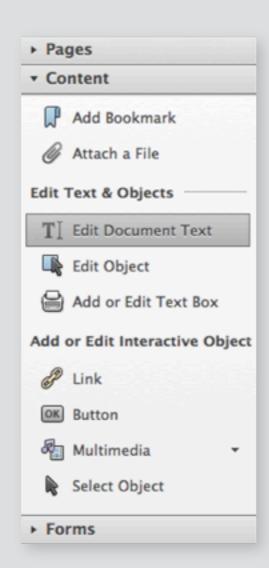
adobe fixes acrobat

Version 9 (2008)



task-oriented design no unifying concepts

Version 10 (2010)



improved interface but still no concepts

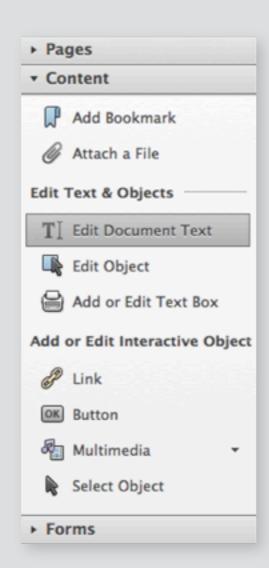
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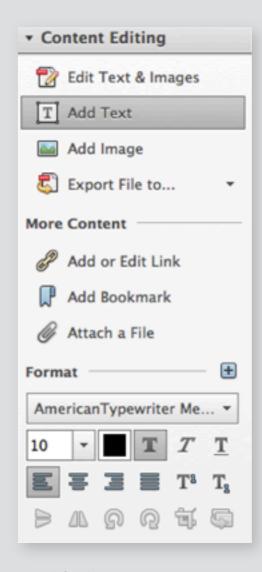
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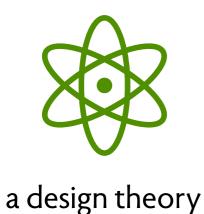
Version 11 (2012)



unifying concepts text/image object

a research & teaching program

designing software with concepts







design patterns



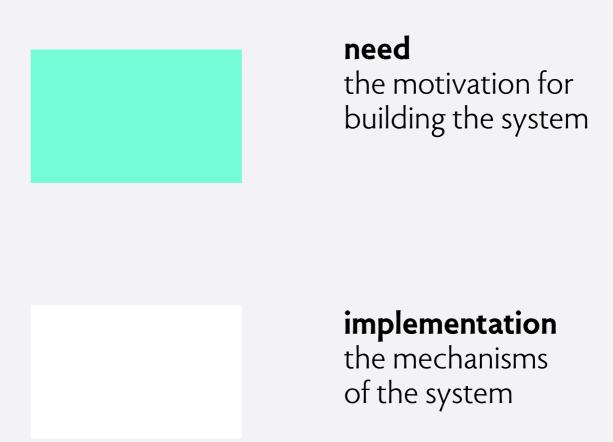
concept structure & design rules [Onward 15] Gitless [Perez De Rosso, Onward 13, OOPSLA 16]

about 30 so far

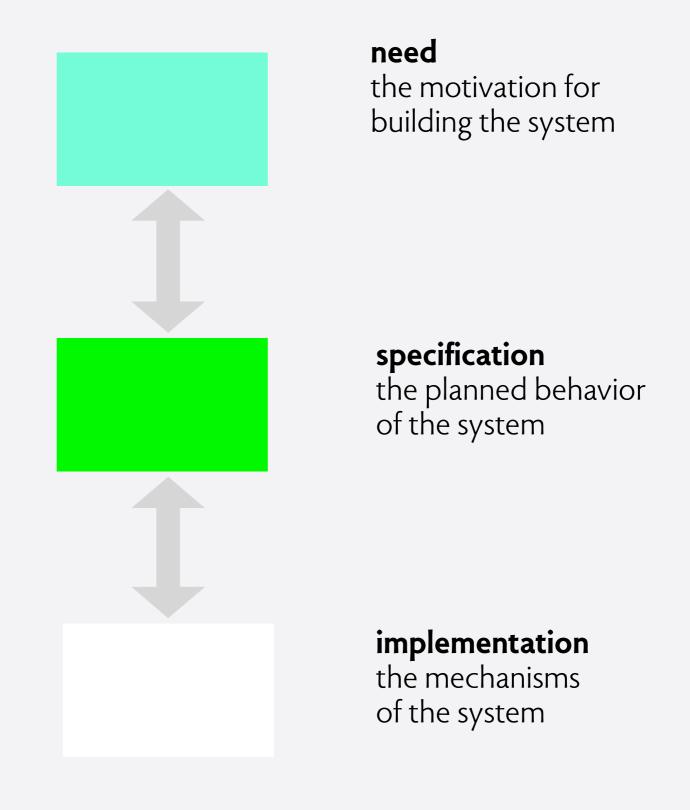
Deja Vu [Perez De Rosso]

how bugs led us astray

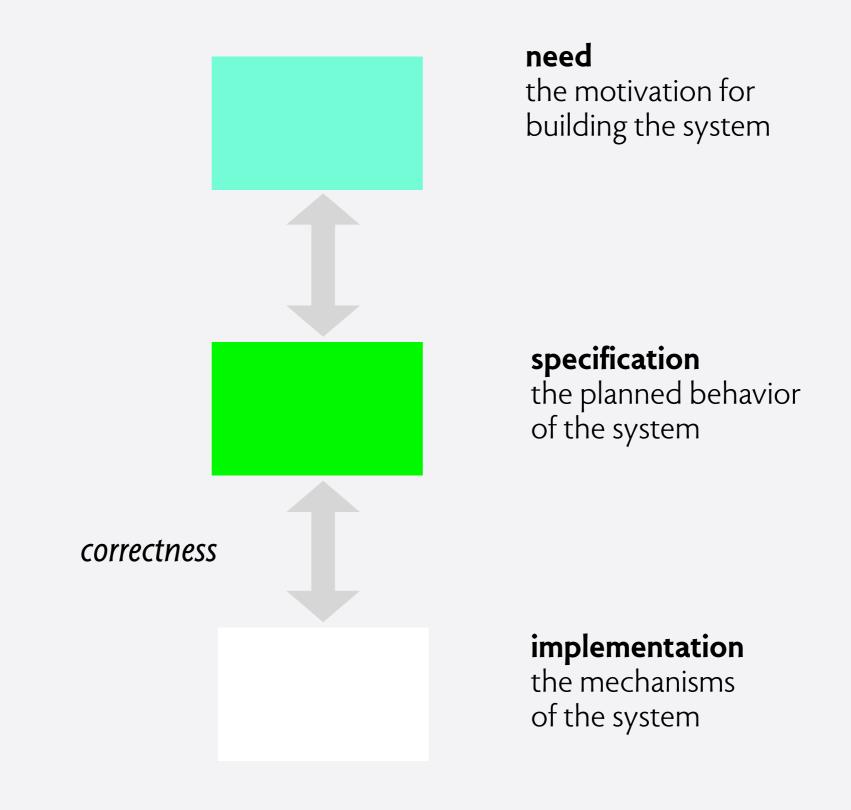
the software problem



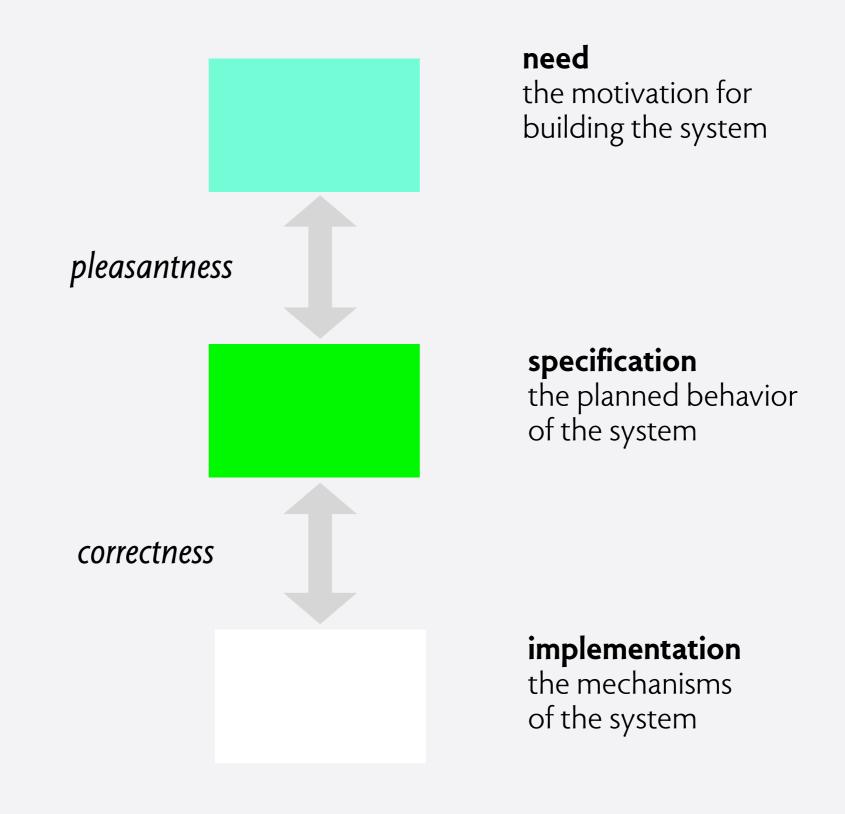
separating concerns



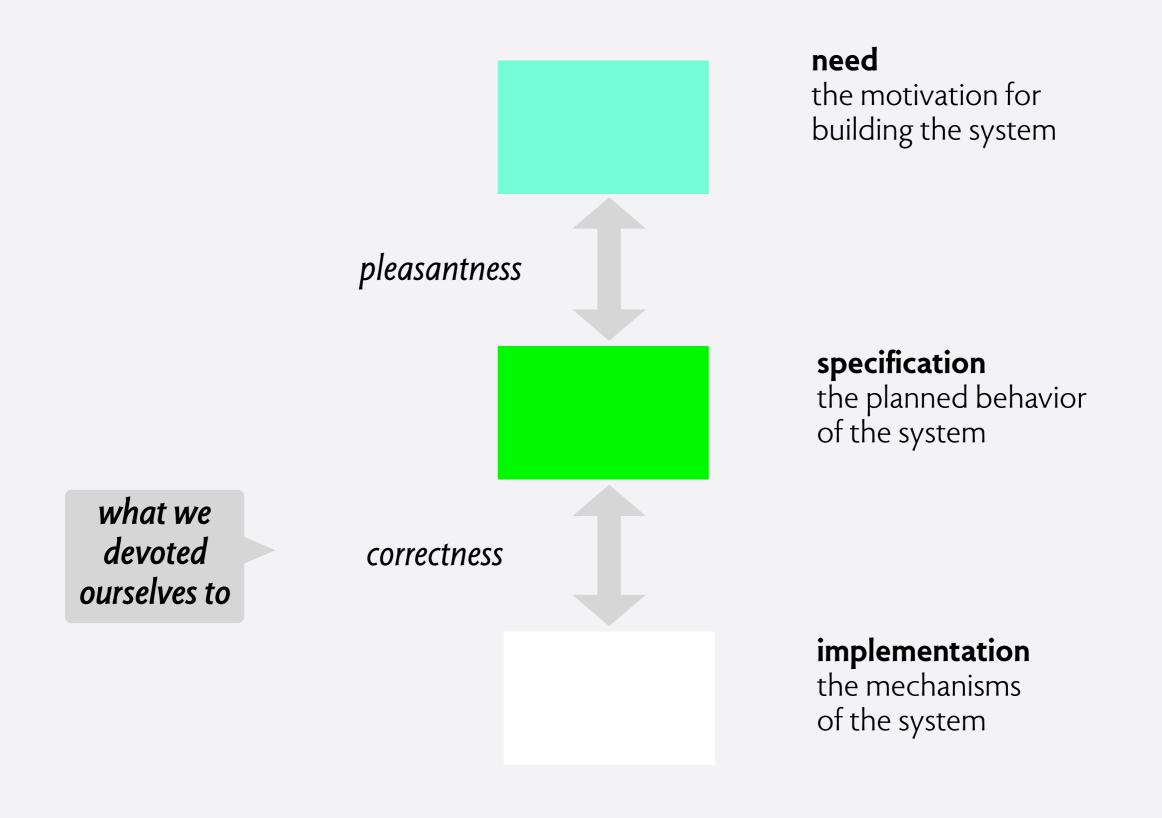
separating concerns



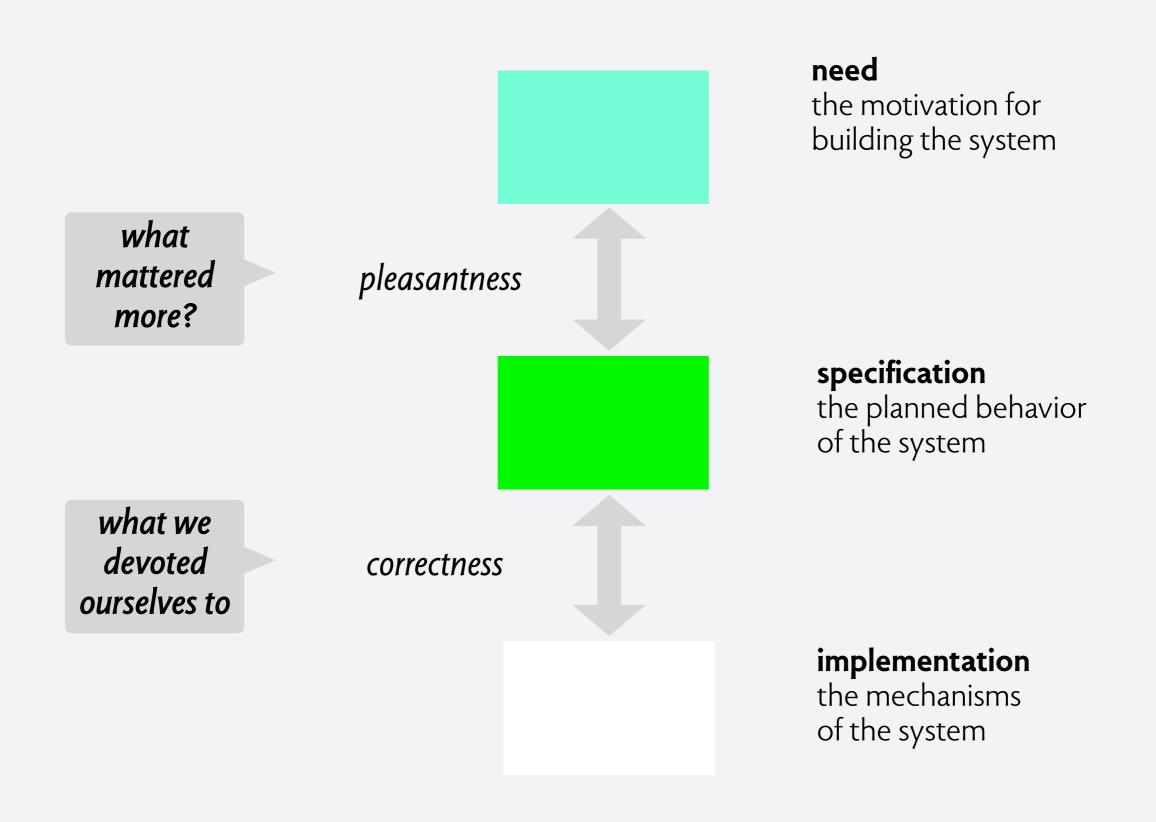
separating concerns

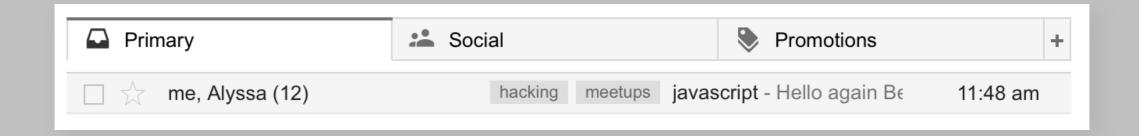


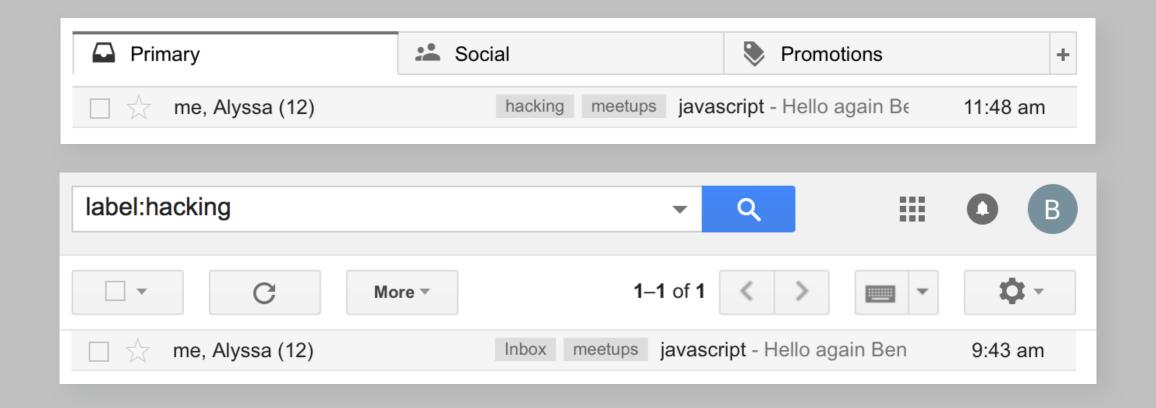
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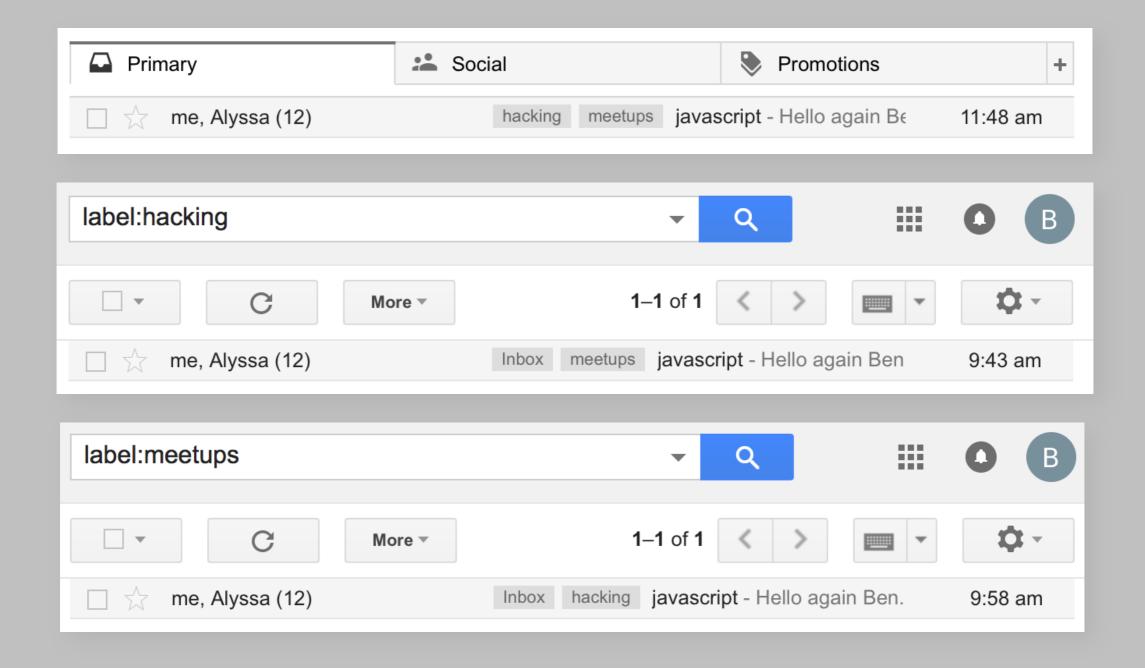


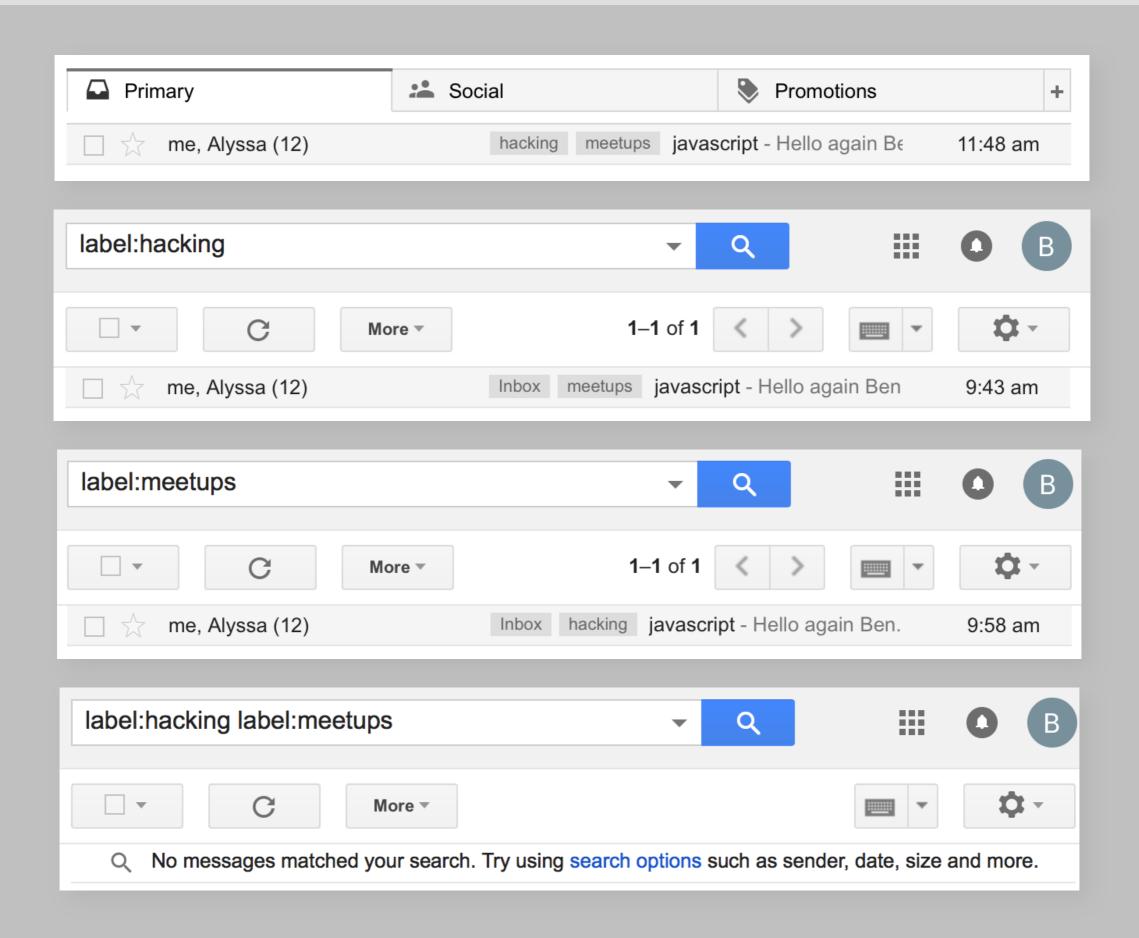
separating concerns

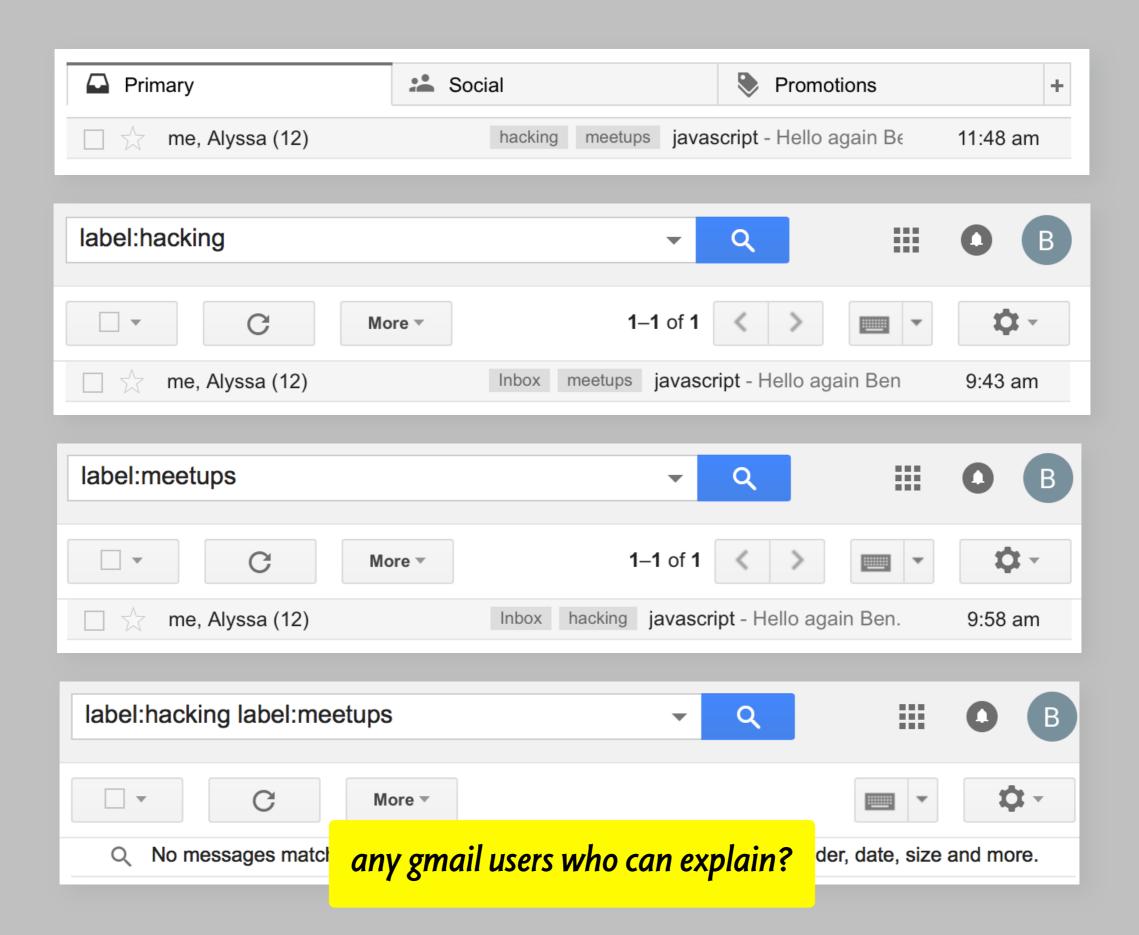












$correct \Rightarrow safe ?$



$correct \Rightarrow safe ?$

airborne ⇔ disabled

requirement



correct \Rightarrow safe?

¬WheelPulse ⇔ disabled

specification

airborne ⇔ disabled

requirement



correct \Rightarrow safe?

airborne ⇔ ¬WheelPulse

¬WheelPulse ⇔ disabled

airborne ⇔ disabled

environment

specification

Λ

⇒?

requirement



From: "TIG" < help@MIT.EDU >

Date: October 13, 2008 11:04:08 AM EDT

To: "Daniel Jackson" < dnj@csail.mit.edu>

Subject: your password

We recently ran a password checker to evaluate passwords of all CSAIL users, and your password was readily broken. Please choose a new password ASAP...

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8 char limit: passwd utility silently truncated rest

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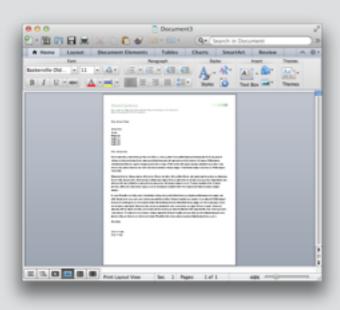
8 char limit: passwd utility silently truncated rest

Aydal [2009]

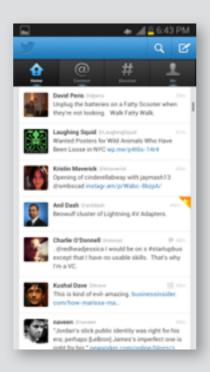
Analyzed Tokeneer for security
Found 9 anomalous scenarios
eg, new configuration file silently
ignored if one exists on disk

what's a concept?

Microsoft Word



Twitter



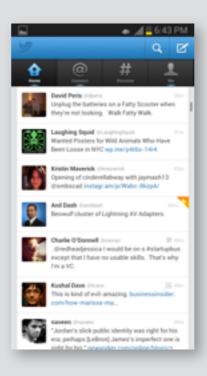


Microsoft Word



Paragraph Format Style

Twitter



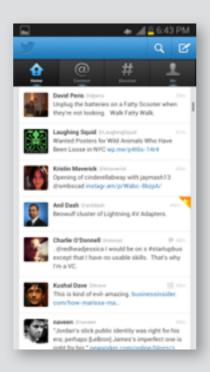


Microsoft Word



Paragraph Format Style

Twitter



Tweet
Hashtag
Following



Microsoft Word



Paragraph Format Style

Twitter



Tweet
Hashtag
Following



PixelMap Layer/Mask Adjustment

Microsoft Word



Paragraph Format Style

Twitter



Tweet
Hashtag
Following

Photoshop



PixelMap Layer/Mask Adjustment

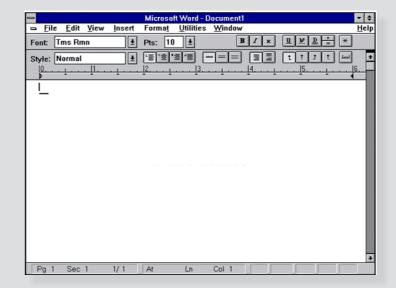
what's the difference between a text editor and a word processor?



text editor



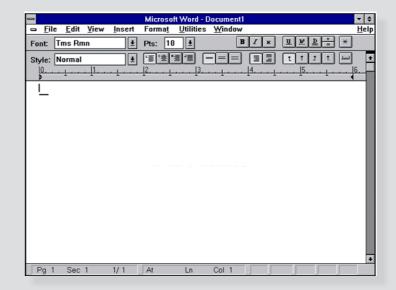
text editor



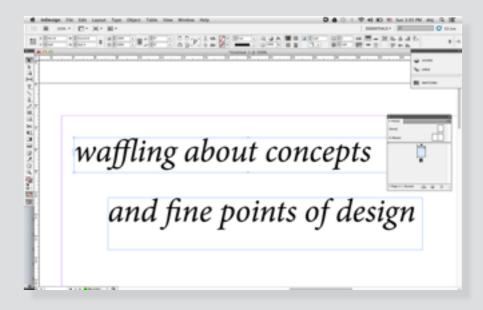
word processor



text editor



word processor

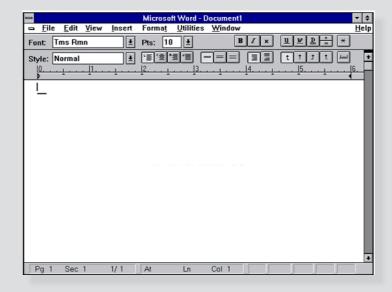


desktop publishing app

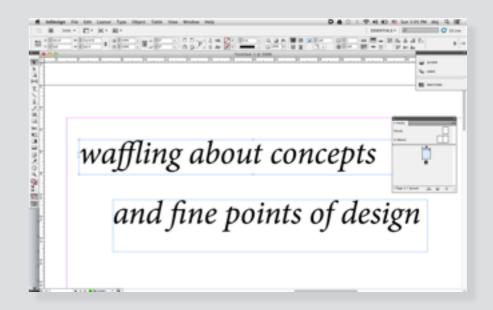


text editor

line buffer



word processor

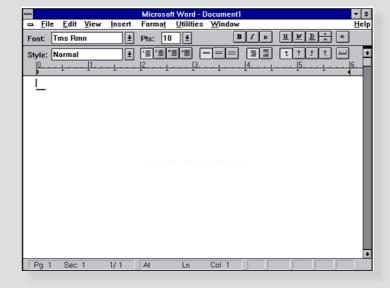


desktop publishing app



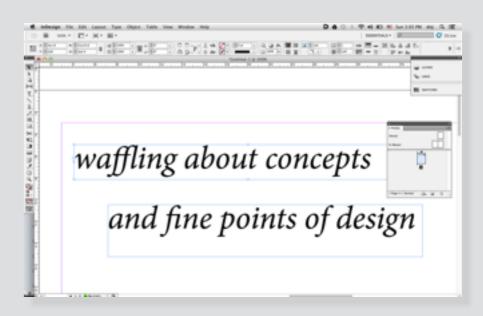
text editor

line buffer



word processor

paragraph format style

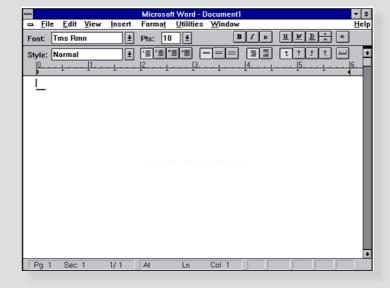


desktop publishing app



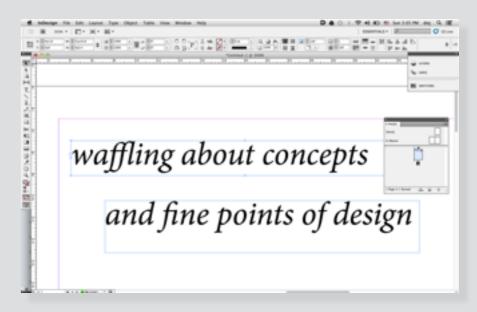
text editor

line buffer



word processor

paragraph format style



desktop publishing app

stylesheet text flow page template



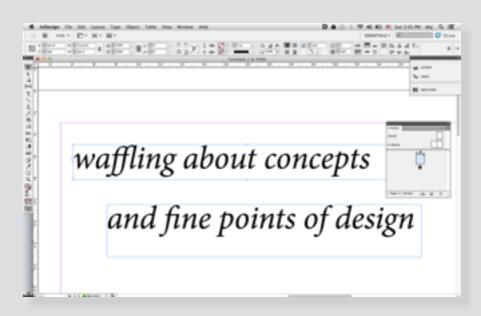
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line buffer



word processor

paragraph format style



desktop publishing app

stylesheet text flow page template

jamonh

Oct 22, 2013 7:19 PM

Just upgraded to the new Pages and can't find a way to link text boxes anymore like

http://www.macobserver.com/tmo/article/pages-linking-text-boxes

Am I missing something, or is it really not possible anymore?

the conventional view

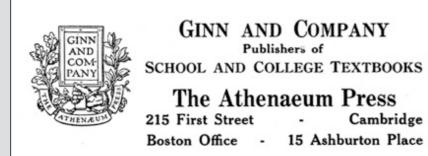
Conceptual model (computer science)

From Wikipedia, the free encyclopedia

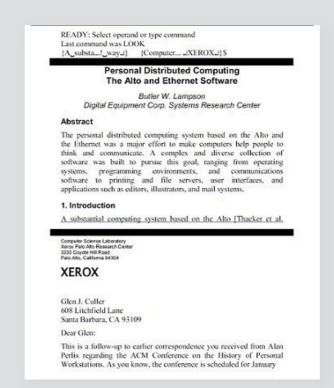
A mental model captures ideas in a problem domain, while a conceptual model represents 'concepts' (entities) and relationships between them.

A conceptual model in the field of computer science is a special case of a general conceptual model. To distinguish from other types of models, it is also known as a domain model. Conceptual modeling should not be confused with other modeling disciplines such as data modelling, logical modelling and

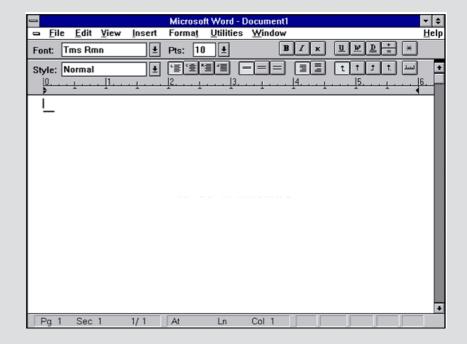
concepts are invented, not just out there



Tim Mott visits Ginn in 1974 brings idea of styles to PARC



Charles Simonyi's team implements style in Bravo text editor



Simonyi brings style to Microsoft in 1983



the rewards of inventing a good concept



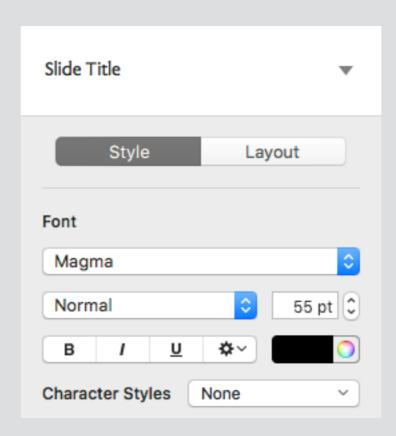
the rewards of inventing a good concept



who is this and what is he doing?

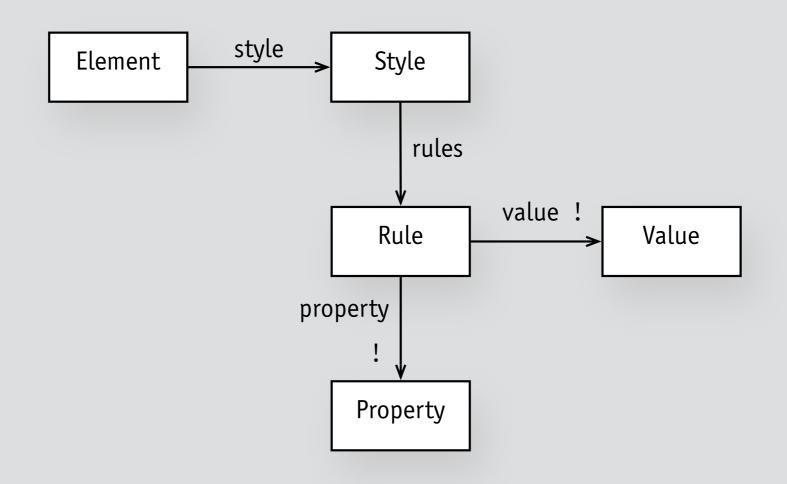
concepts have purpose

purpose of **style**: enable consistent formatting

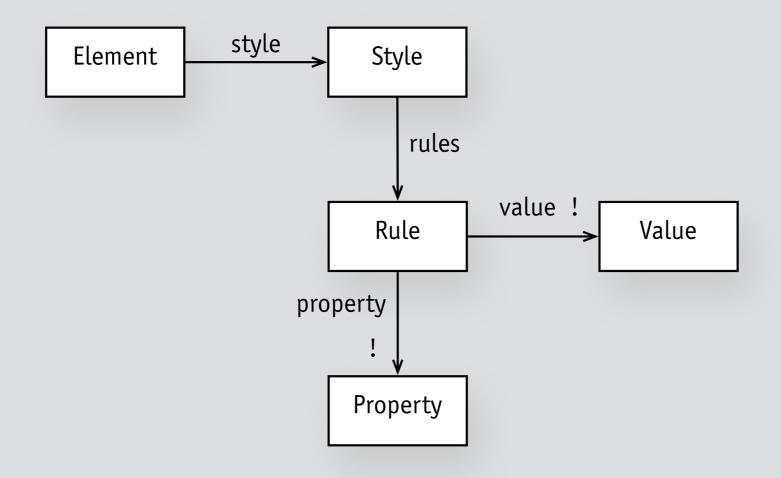


Apple Keynote adds style concept (2017?)

concept structure is designed not discovered



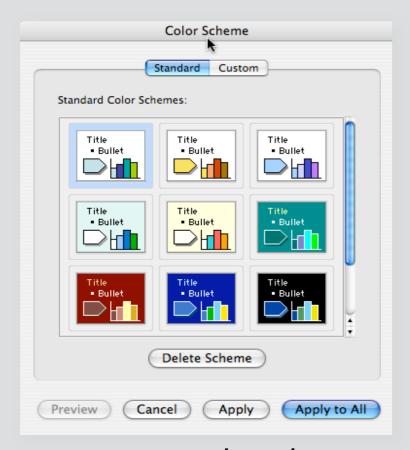
concept structure is designed not discovered



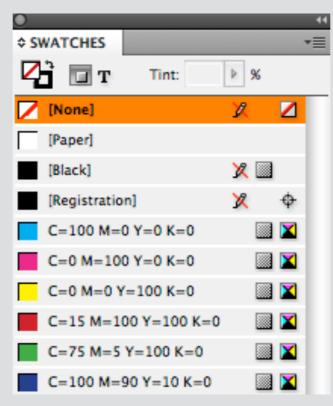
There is no problem in computer science that cannot be solved by introducing another level of indirection.

David Wheeler

concepts are reusable



Powerpoint color schemes

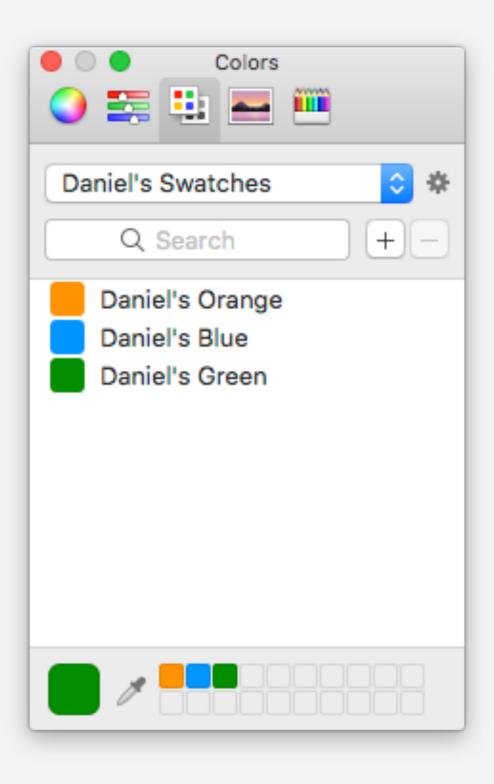


Indesign swatches

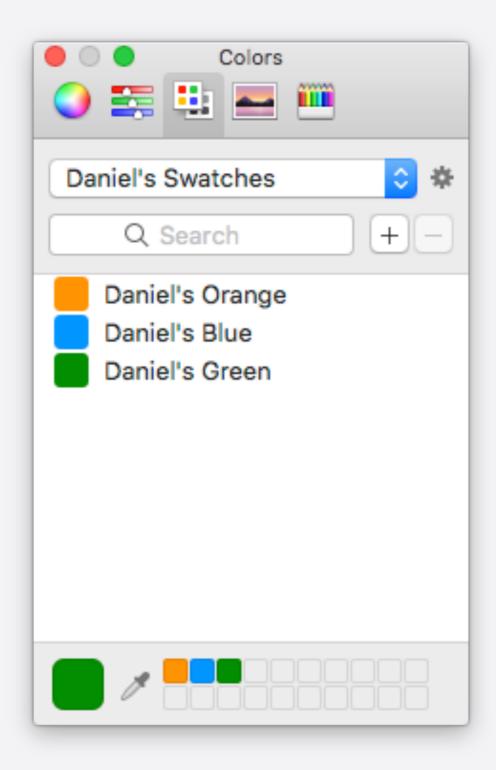


Keynote image styles

not an instance of style



not an instance of style



what crucial action is missing?

how to explain the style concept?

If you assign Heading to two paragraphs and then you change the style from bold to italic, both paragraphs will be changed in concert

how to explain the style concept?

If you assign Heading to two paragraphs and then you change the style from bold to italic, both paragraphs will be changed in concert

If you create a style and assign to two elements, then when you modify the style, both elements will change...

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not ontological: "a style is a mapping..."

how to explain the style concept?

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Johnson-Laird: constructive semantics

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Johnson-Laird: constructive semantics



Michael Polanyi operational principle

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Johnson-Laird: constructive semantics



Michael Polanyi operational principle

if you have a full spec of the behavior of a concept, is the tactic redundant?

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not ontological: "a style is a mapping..."

not redundant: unlike full spec, shows how concept meets purpose

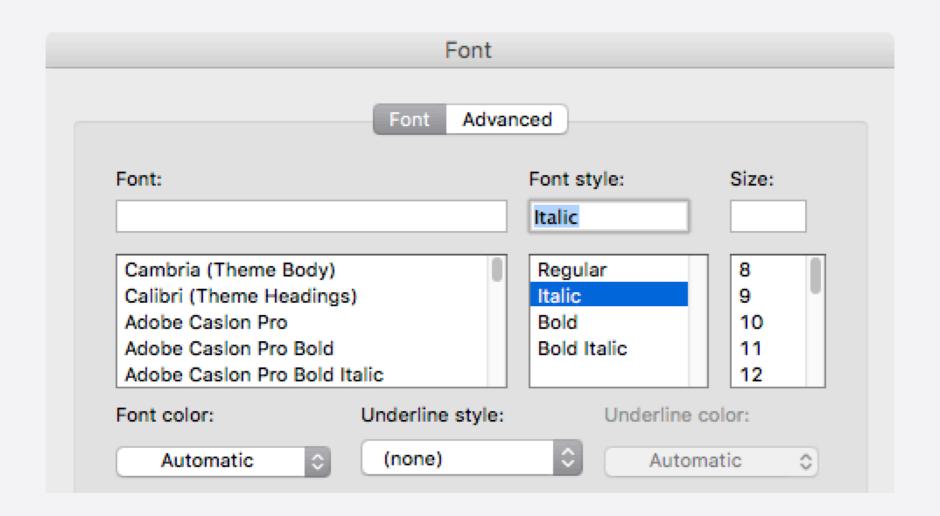
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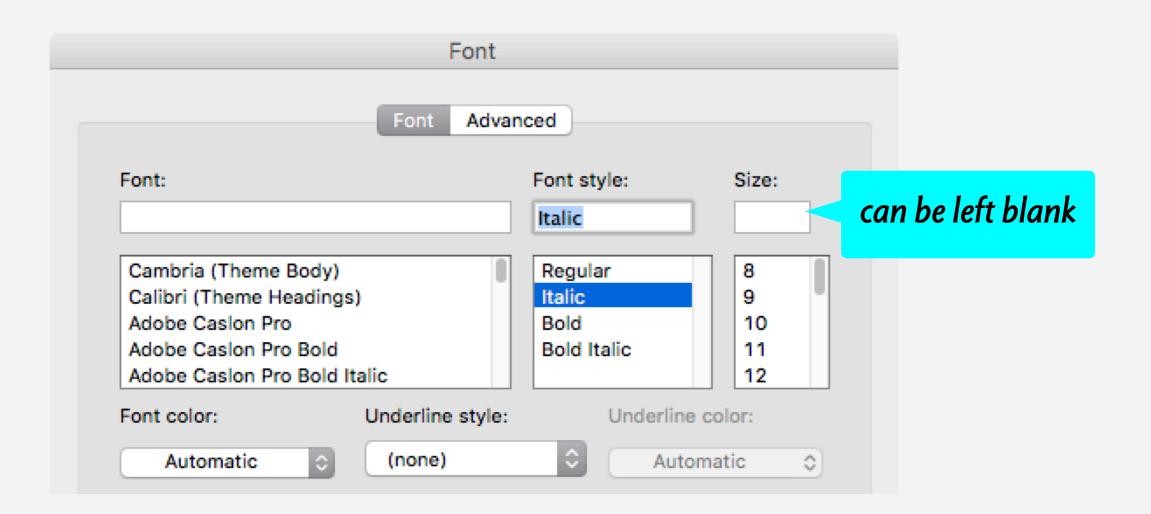


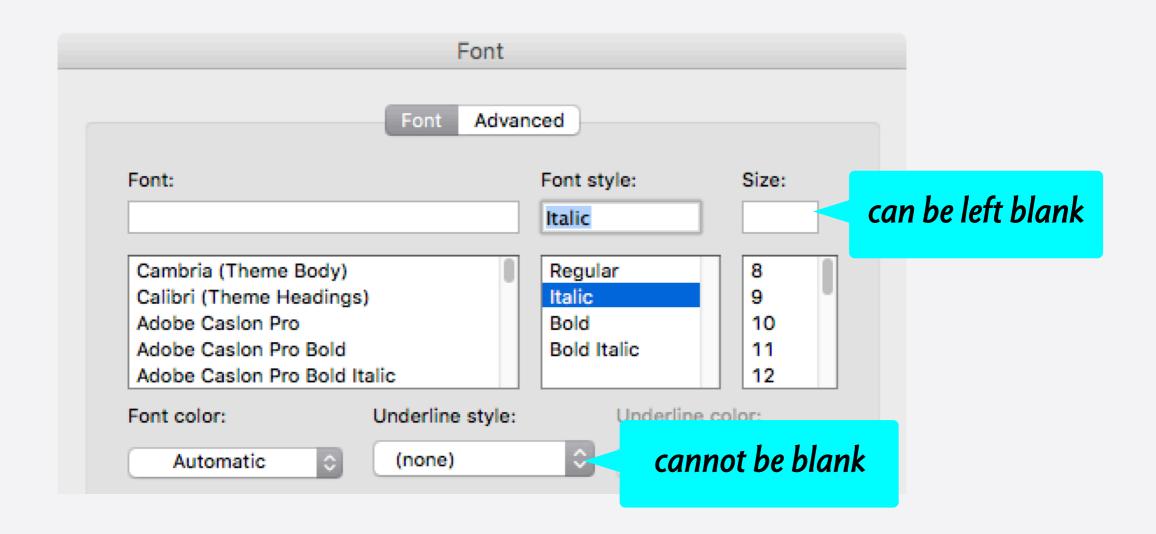
Johnson-Laird: constructive semantics

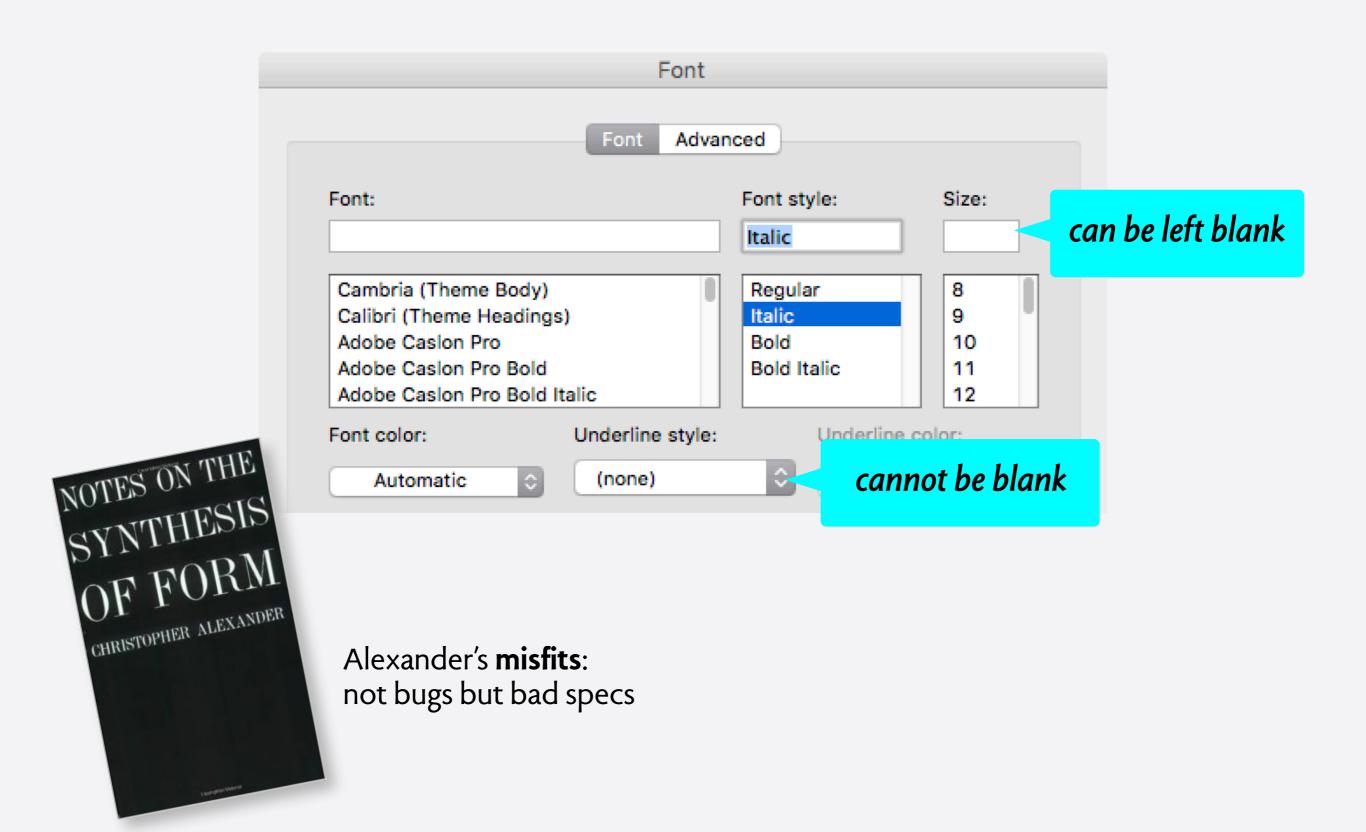


Michael Polanyi operational principle













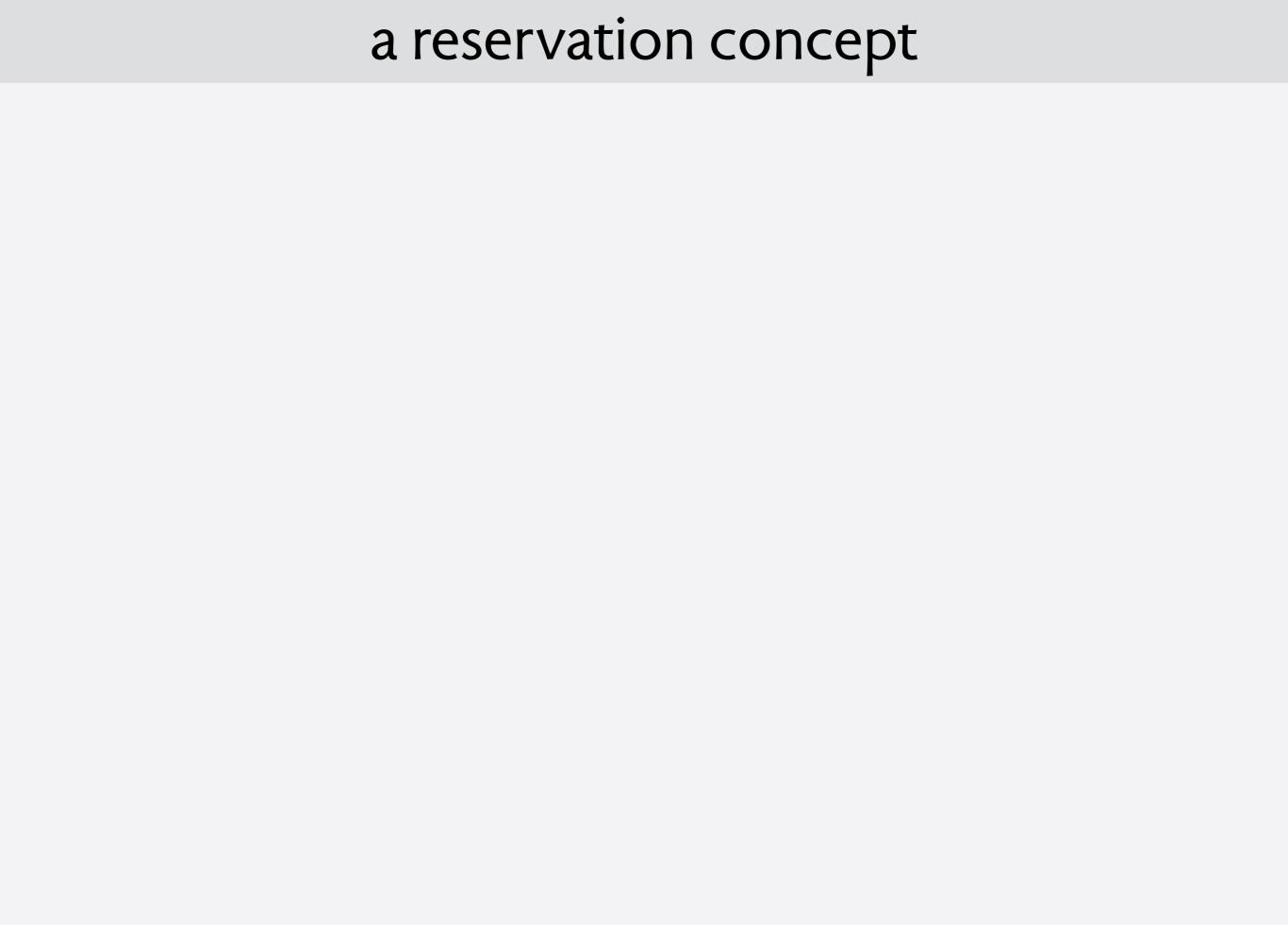








concept models



name

reservation

name reservation

purpose make access to shared resource reliable

name

reservation

purpose

make access to shared resource reliable

structure

slots: Owner -> Slot

holds: User -> Slot

name

reservation

purpose

make access to shared resource reliable

structure

slots: Owner -> Slot

holds: User -> Slot

behavior

```
create (o: Owner, s: Slot)
  no slots.s => slots += o -> s

reserve (u: User, o: Owner, s: Slot)
  no holds.s and o -> s in slots => holds += u -> s

cancel (u: User, s: Slot)
  u -> s in holds => holds -= u -> s

use (u: User, o: Owner, s: Slot)
  u -> s in holds and o -> s in slots =>
```

name

reservation

purpose

make access to shared resource reliable

structure

slots: Owner -> Slot

holds: User -> Slot

behavior

```
create (o: Owner, s: Slot)
  no slots.s => slots += o -> s

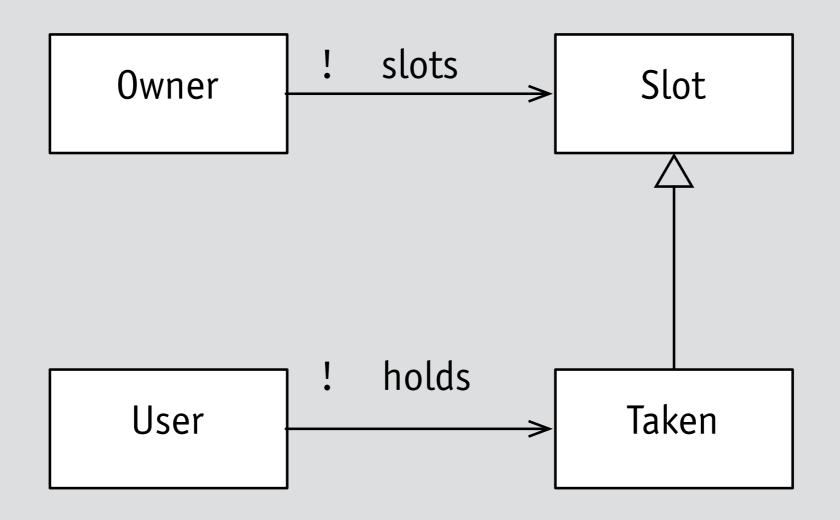
reserve (u: User, o: Owner, s: Slot)
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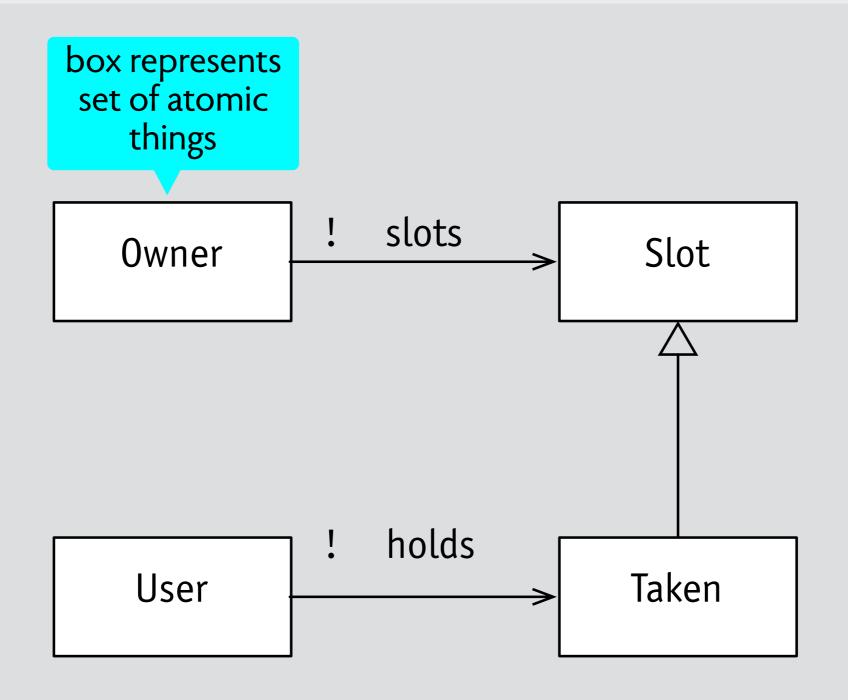
cancel (u: User, s: Slot)
  u -> s in holds => holds -= u -> s

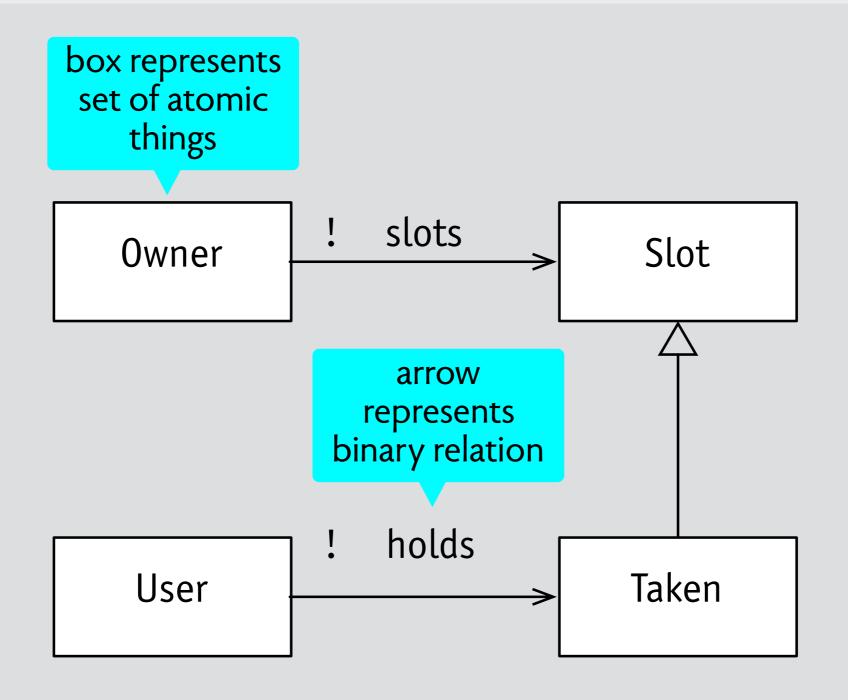
use (u: User, o: Owner, s: Slot)
  u -> s in holds and o -> s in slots =>
```

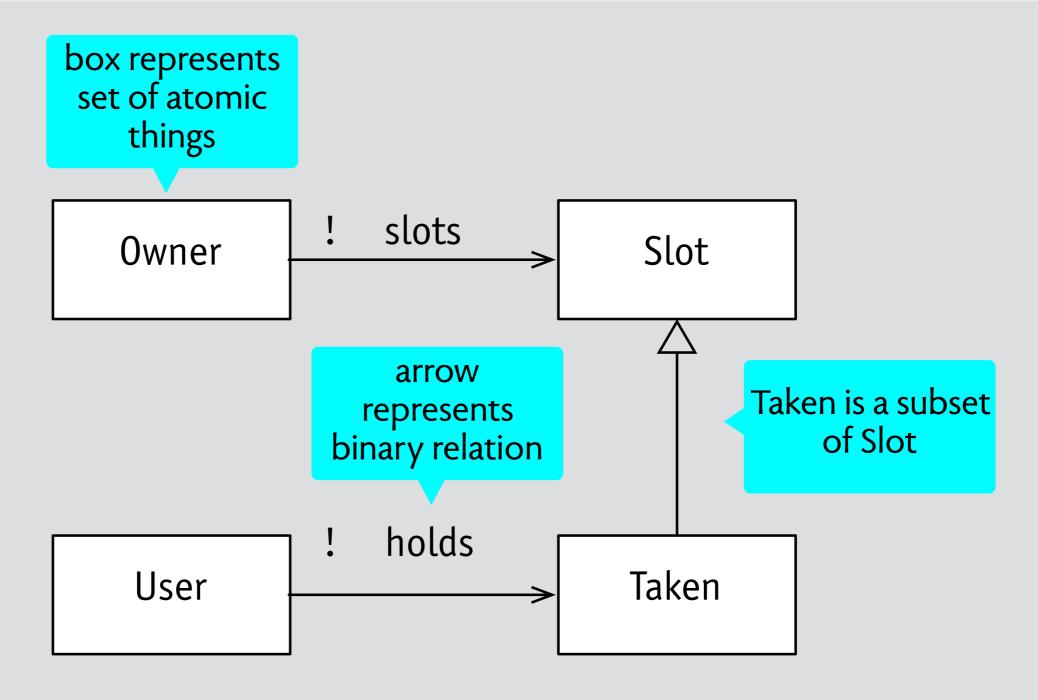
tactic

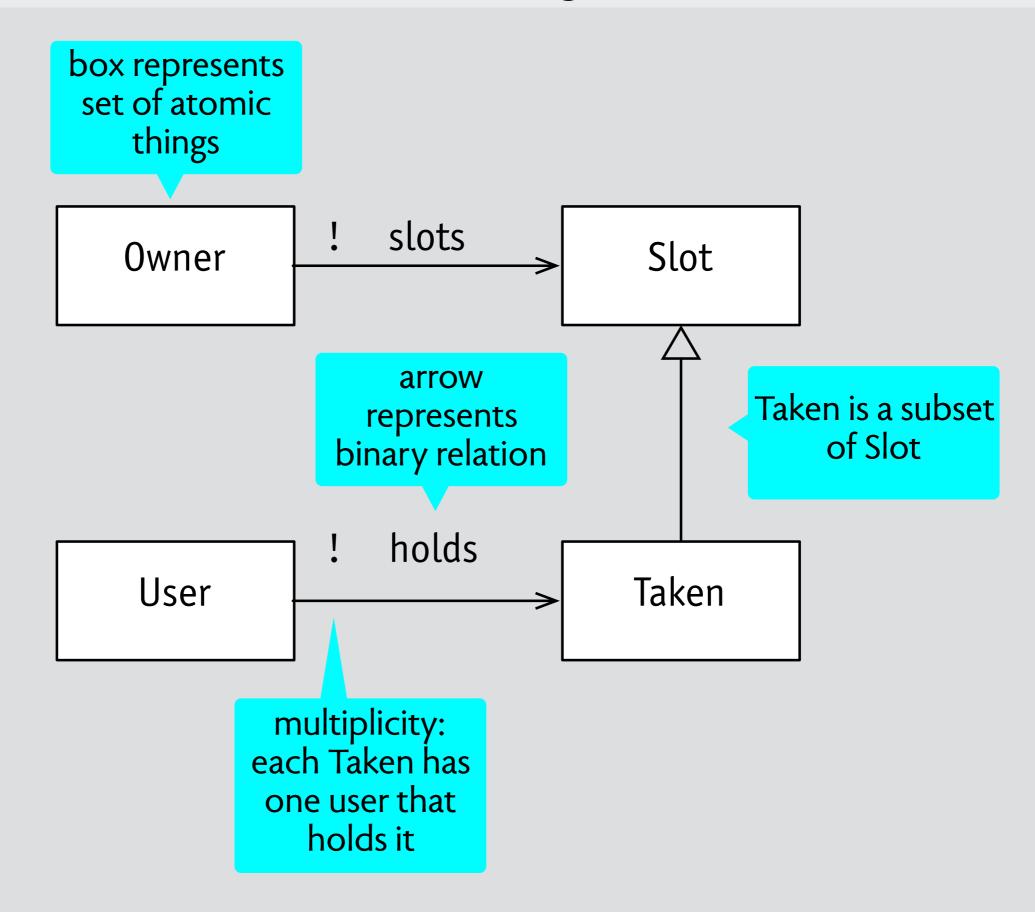
if create(o,s); reserve(u,o.s); ... no cancel(u,s) ... then can use(u,o,s)











alloy expressions in one slide



u: Users: Slot

holds: User -> Slot

Taken: set Slot

```
u: User
s: Slot
holds: User -> Slot
Taken: set Slot

a relation is a table of rows
holds = {(u1,s1), (u1,s2)}
holds' = {(u1,s1), (u1,s2), (u2,s3)}
```

```
u: User
s: Slot
holds: User -> Slot
Taken: set Slot

a relation is a table of rows
holds = {(u1,s1), (u1,s2)}
holds' = {(u1,s1), (u1,s2), (u2,s3)}

a set is a relation with one column
Slot = {(s1), (s2), (s3), (s4)}
Taken = {(s1), (s2), (s3)}
```

```
u: User
s: Slot
holds: User -> Slot
Taken: set Slot
a relation is a table of rows
holds = \{(u1,s1), (u1,s2)\}
holds' = \{(u1,s1), (u1,s2), (u2,s3)\}
a set is a relation with one column
Slot = \{(s1), (s2), (s3), (s4)\}
Taken = \{(s1), (s2), (s3)\}
a scalar is a set with one row
u = \{(u2)\}
s = \{(s3)\}
```

```
u: Users: Slot
```

holds: User -> Slot

Taken: set Slot

a relation is a table of rows

holds =
$$\{(u1,s1), (u1,s2)\}$$

holds' = $\{(u1,s1), (u1,s2), (u2,s3)\}$

a set is a relation with one column

Slot =
$$\{(s1), (s2), (s3), (s4)\}$$

Taken = $\{(s1), (s2), (s3)\}$

a scalar is a set with one row

```
u = \{(u2)\}\
s = \{(s3)\}\
```

set operators

+ union, - difference, & intersection, in subset

```
u: User
s: Slot
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a relation is a table of rows
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a set is a relation with one column
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a scalar is a set with one row
```

 $u = \{(u2)\}$

 $s = \{(s3)\}$

set operators

+ union, - difference, & intersection, in subset Slot - Taken = {(s4)} holds' - holds = {(u2,s3)}

```
u: Users: Slot
```

holds: User -> Slot

Taken: set Slot

a relation is a table of rows

```
holds = \{(u1,s1), (u1,s2)\}
holds' = \{(u1,s1), (u1,s2), (u2,s3)\}
```

a set is a relation with one column

```
Slot = \{(s1), (s2), (s3), (s4)\}
Taken = \{(s1), (s2), (s3)\}
```

a scalar is a set with one row

```
u = \{(u2)\}\
s = \{(s3)\}\
```

set operators

+ union, - difference, & intersection, in subset

```
Slot - Taken = \{(s4)\}
holds' - holds = \{(u2,s3)\}
```

relation operators

- -> product
- .join

```
u: Users: Slot
```

holds: User -> Slot

Taken: set Slot

a relation is a table of rows

```
holds = \{(u1,s1), (u1,s2)\}
holds' = \{(u1,s1), (u1,s2), (u2,s3)\}
```

a set is a relation with one column

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Slot = \{(s1), (s2), (s3), (s4)\}
Taken = \{(s1), (s2), (s3)\}
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a scalar is a set with one row

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u = \{(u2)\}\
s = \{(s3)\}\
```

set operators

+ union, - difference, & intersection, in subset

```
Slot - Taken = \{(s4)\}
holds' - holds = \{(u2,s3)\}
```

relation operators

productjoin

$$a \rightarrow b = \{ (a_0,..., a_n, b_0,..., b_m) \mid (a_0,..., a_n) \in a \land (b_0,..., b_m) \in b \}$$

```
u: User
s: Slot
holds: User -> Slot
Taken: set Slot

a relation is a table of rows
holds = {(u1,s1), (u1,s2)}
holds' = {(u1,s1), (u1,s2), (u2,s3)}
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a scalar is a set with one row

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u = \{(u2)\}\
s = \{(s3)\}\
```

set operators

+ union, - difference, & intersection, in subset Slot - Taken = {(s4)} holds' - holds = {(u2,s3)}

relation operators

productjoin

product examples

```
u \rightarrow s = \{(u2,s3)\}

u \rightarrow Taken = \{(u2,s1), (u2,s2), (u2,s3)\}
```

 $a \rightarrow b = \{ (a_0,..., a_n, b_0,..., b_m) \mid (a_0,..., a_n) \in a \land (b_0,..., b_m) \in b \}$

```
u: Users: Slotholds: User -> Slot
```

Taken: set Slot

a relation is a table of rows

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set operators

+ union, - difference, & intersection, in subset Slot - Taken = {(s4)} holds' - holds = {(u2,s3)}

relation operators

```
-> product
.join
```

product examples

```
u \rightarrow s = \{(u2,s3)\}

u \rightarrow Taken = \{(u2,s1), (u2,s2), (u2,s3)\}
```

 $a \rightarrow b = \{ (a_0,..., a_n, b_0,..., b_m) \mid (a_0,..., a_n) \in a \land (b_0,..., b_m) \in b \}$ $a.b = \{ (a_0,..., a_{n-1}, b_1,..., b_m) \mid (a_0,..., a_n) \in a \land (a_n, b_1,..., b_m) \in b \}$

```
u: User
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```

 $s = \{(s3)\}$

set operators

+ union, - difference, & intersection, in subset Slot - Taken = {(s4)} holds' - holds = {(u2,s3)}

relation operators

productjoin

product examples

 $u \rightarrow s = \{(u2,s3)\}\$ $u \rightarrow Taken = \{(u2,s1), (u2,s2), (u2,s3)\}$

join examples

u.holds' = {(s3)} holds'.s = {(u2)} holds.Slot = {(u1)}

```
a \rightarrow b = \{ (a_0,..., a_n, b_0,..., b_m) \mid (a_0,..., a_n) \in a \land (b_0,..., b_m) \in b \}

a.b = \{ (a_0,..., a_{n-1}, b_1,..., b_m) \mid (a_0,..., a_n) \in a \land (a_n, b_1,..., b_m) \in b \}
```

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a scalar is a set with one row
u = \{(u2)\}
```

 $s = \{(s3)\}$

```
set operators
+ union, - difference, & intersection, in subset
Slot - Taken = \{(s4)\}
holds' - holds = \{(u2,s3)\}
relation operators
-> product
• join
product examples
u -> s = \{(u2, s3)\}
u \rightarrow Taken = \{(u2,s1), (u2,s2), (u2,s3)\}
join examples
u.holds' = \{(s3)\}
holds'.s = \{(u2)\}
holds.Slot = \{(u1)\}
formula examples
holds' = holds + u -> s
(also written holds += u -> s
User.holds = Taken
```

$$a -> b = \{ (a_0, ..., a_n, b_0, ..., b_m) \mid (a_0, ..., a_n) \in a \land (b_0, ..., b_m) \in b \}$$

$$a.b = \{ (a_0, ..., a_{n-1}, b_1, ..., b_m) \mid (a_0, ..., a_n) \in a \land (a_n, b_1, ..., b_m) \in b \}$$

holds in User -> Slot

a reservation concept

name

reservation

purpose

make access to shared resource reliable

structure

slots: Owner -> Slot

holds: User -> Slot

behavior

```
create (o: Owner, s: Slot)
  no slots.s => slots += o -> s

reserve (u: User, o: Owner, s: Slot)
  no holds.s and o -> s in slots => holds += u -> s

cancel (u: User, s: Slot)
  u -> s in holds => holds -= u -> s

use (u: User, o: Owner, s: Slot)
  u -> s in holds and o -> s in slots =>
```

tactic

if create(o,s); reserve(u,o.s); ... no cancel(u,s) ... then can use(u,o,s)

checking a tactic with electrum

```
Open Reload Save Execute Show
sig Slot {}
sig Owner {var slots: set Slot}
sig User {var holds: set Slot}
pred create [o: Owner, s: Slot] {
 no slots.s
 slots' = slots + o -> s
 holds' = holds
pred reserve [u: User, o: Owner, s: Slot] {
 no holds.s
 o -> s in slots
 holds' = holds + u -> s
 slots' = slots
pred cancel [u: User, s: Slot] {
 u -> s in holds
 holds' = holds - u -> s
 slots' = slots
pred can_use [u: User, o: Owner, s: Slot] {
 u \rightarrow s in holds and o \rightarrow s in slots
 }
pred skip {slots' = slots and holds' = holds}
```

checking a tactic with electrum

```
Reload Save Execute Show
sig Slot {}
sig Owner {var slots: set Slot}
sig User {var holds: set Slot}
pred create [o: Owner, s: Slot] {
 no slots.s
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 no holds.s
 o \rightarrow s in slots
 holds' = holds + u -> s
 slots' = slots
pred cancel [u: User, s: Slot] {
 u \rightarrow s in holds
 holds' = holds - u -> s
 slots' = slots
pred can_use [u: User, o: Owner, s: Slot] {
 u -> s in holds and o -> s in slots
 }
pred skip {slots' = slots and holds' = holds}
```

```
fact {
  no holds and no slots -- initially
  always (skip or some u: User, s: Slot, o: Owner |
    create[o,s] or reserve [u,o,s] or cancel[u,s])
}
check {
  -- can always use after reserve: not true
  all u: User, s: Slot, o: Owner |
    always (create[o,s] and after reserve[u,o,s]
    implies after after always can_use[u,o,s])
}
```

see: https://github.com/haslab/Electrum

checking a tactic with electrum

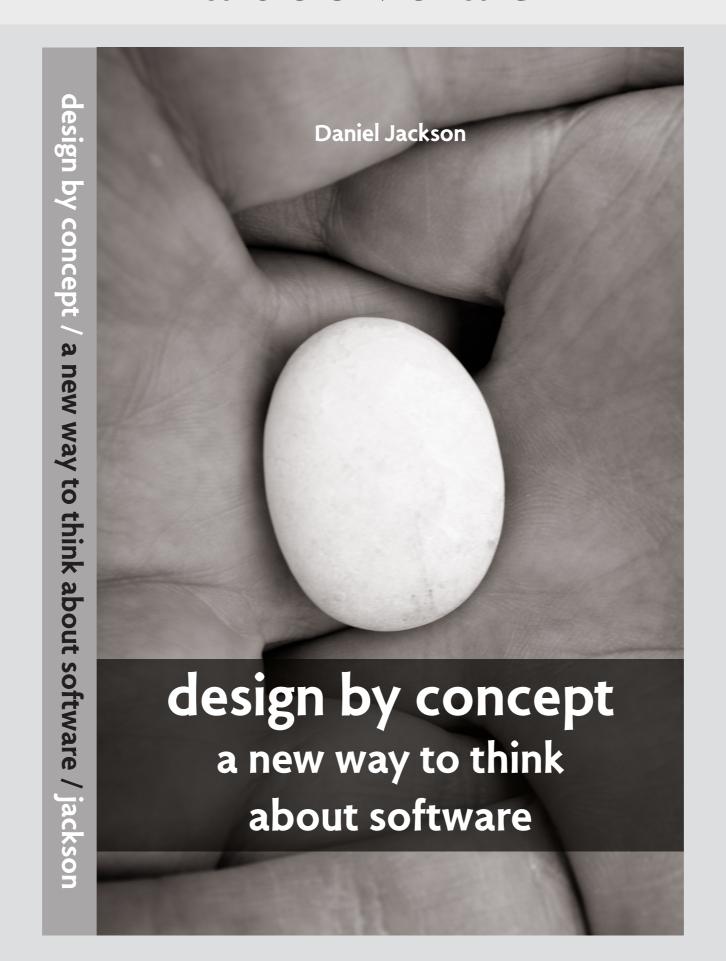
```
Reload Save Execute Show
sig Slot {}
sig Owner {var slots: set Slot}
sig User {var holds: set Slot}
pred create [o: Owner, s: Slot] {
 no slots.s
 slots' = slots + o -> s
 holds' = holds
pred reserve [u: User, o: Owner, s: Slot] {
 no holds.s
 o \rightarrow s in slots
 holds' = holds + u -> s
 slots' = slots
pred cancel [u: User, s: Slot] {
 u \rightarrow s in holds
 holds' = holds - u -> s
 slots' = slots
pred can_use [u: User, o: Owner, s: Slot] {
 u -> s in holds and o -> s in slots
 }
pred skip {slots' = slots and holds' = holds}
```

```
fact {
  no holds and no slots -- initially
  always (skip or some u: User, s: Slot, o: Owner |
    create[o,s] or reserve [u,o,s] or cancel[u,s])
}
check {
  -- can always use after reserve: not true
  all u: User, s: Slot, o: Owner |
    always (create[o,s] and after reserve[u,o,s]
    implies after after always can_use[u,o,s])
}
```

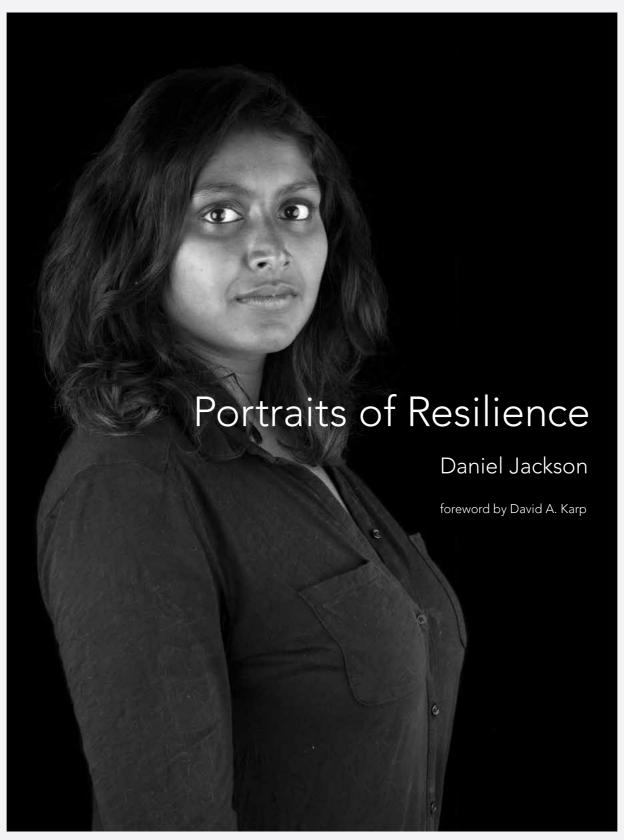
```
(reservation) Run run$2
                                        Last state before looping.
                                                                            Time 2
                    Projection: none
                                                                      <<
             Next
it Evaluator
      holds: 1
                    Owner2
                                   User2
      slots: 1
                      ($o)
                                   ($u)
                                  /holds
                            slots
                            Slot2
                             ($s)
```

see: https://github.com/haslab/Electrum

a book draft



a rather different book

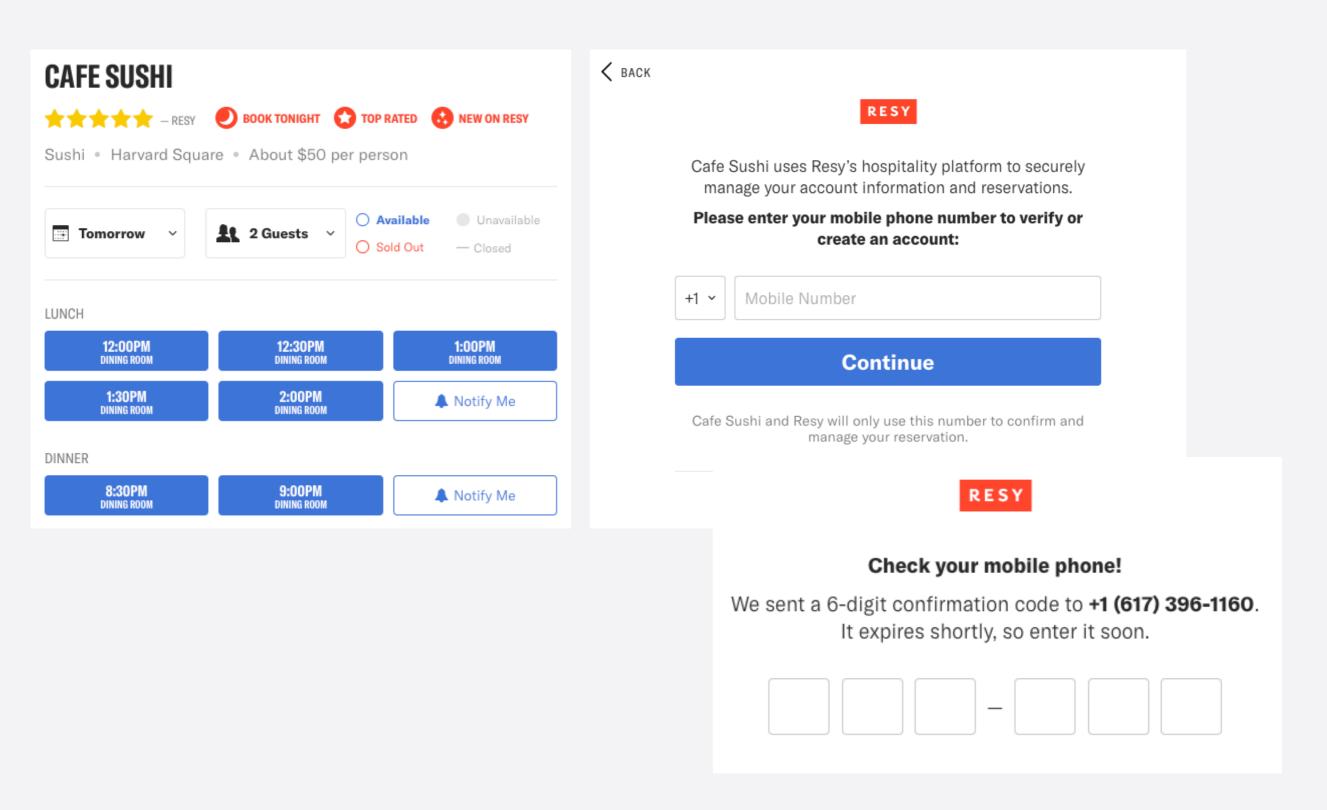


http://portraitsofresilience.com

studio 1

identifying concepts: resy

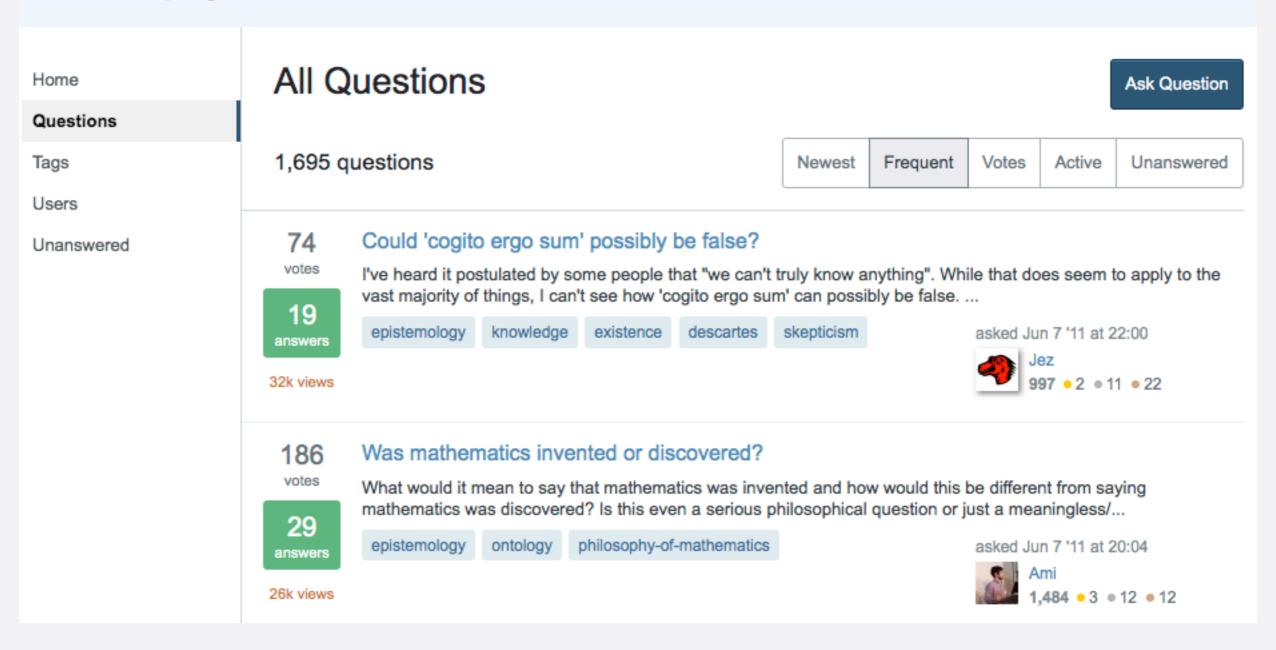
here's a typical reservation app. what concepts can you identify?



identifying concepts: stack exchange

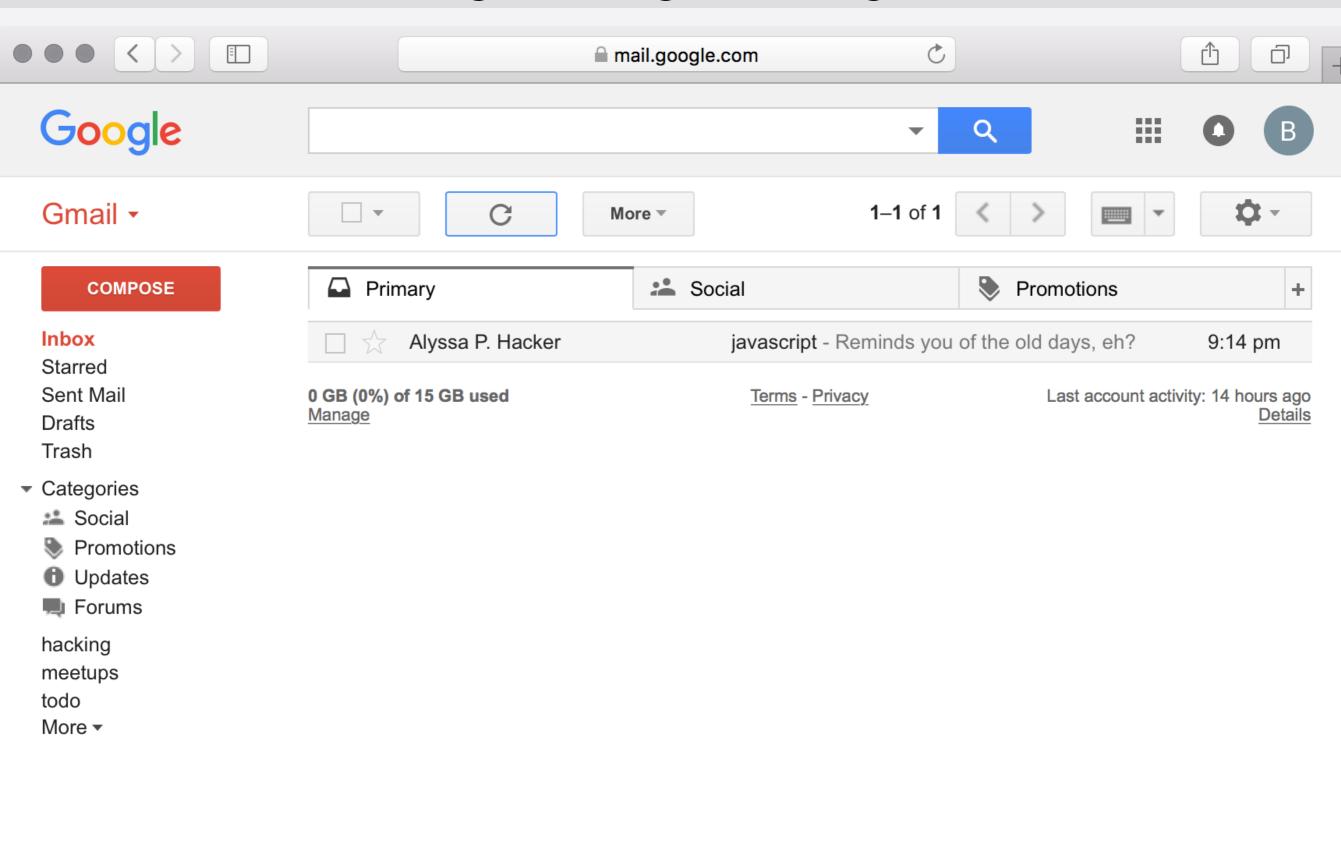
another example: a typical Q&A app

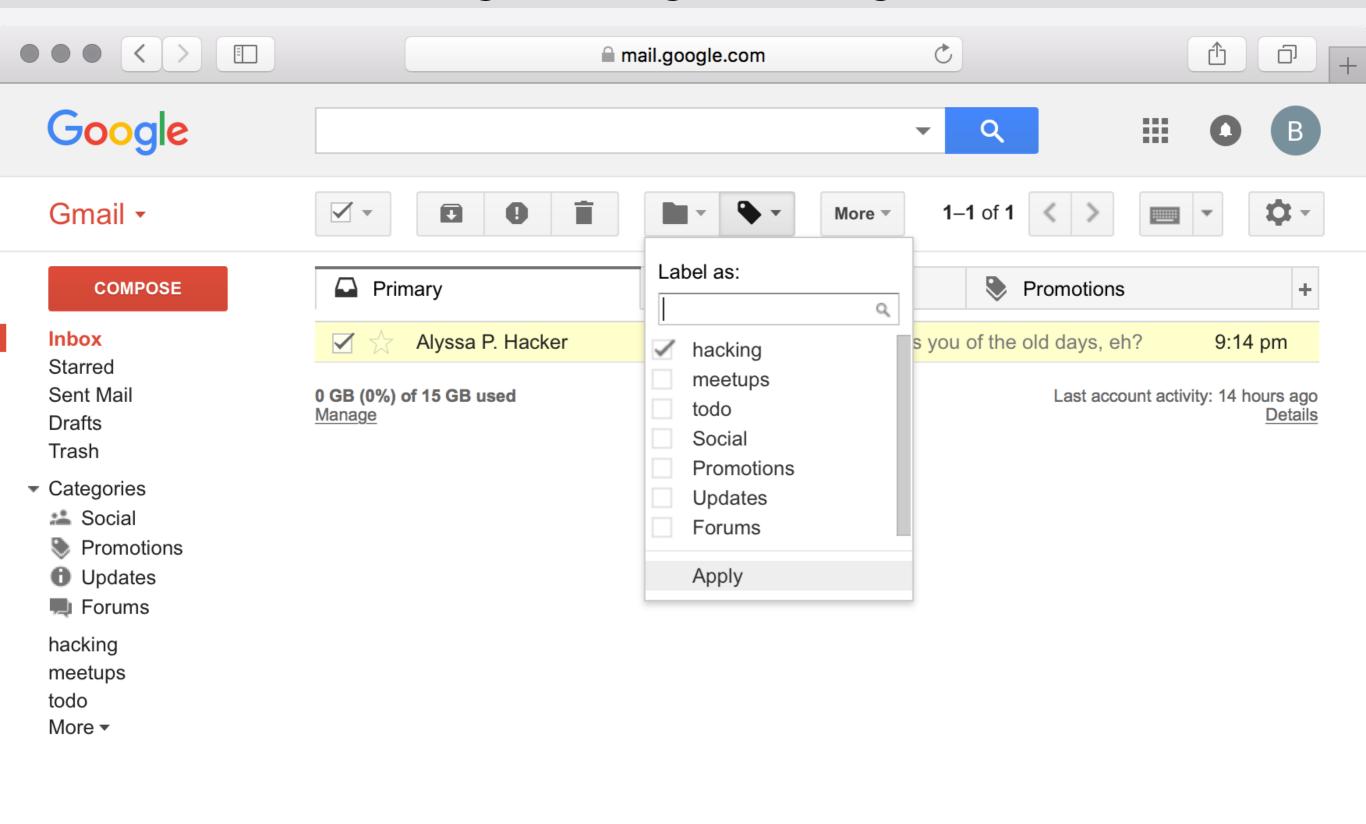
Philosophy



gmail surprises



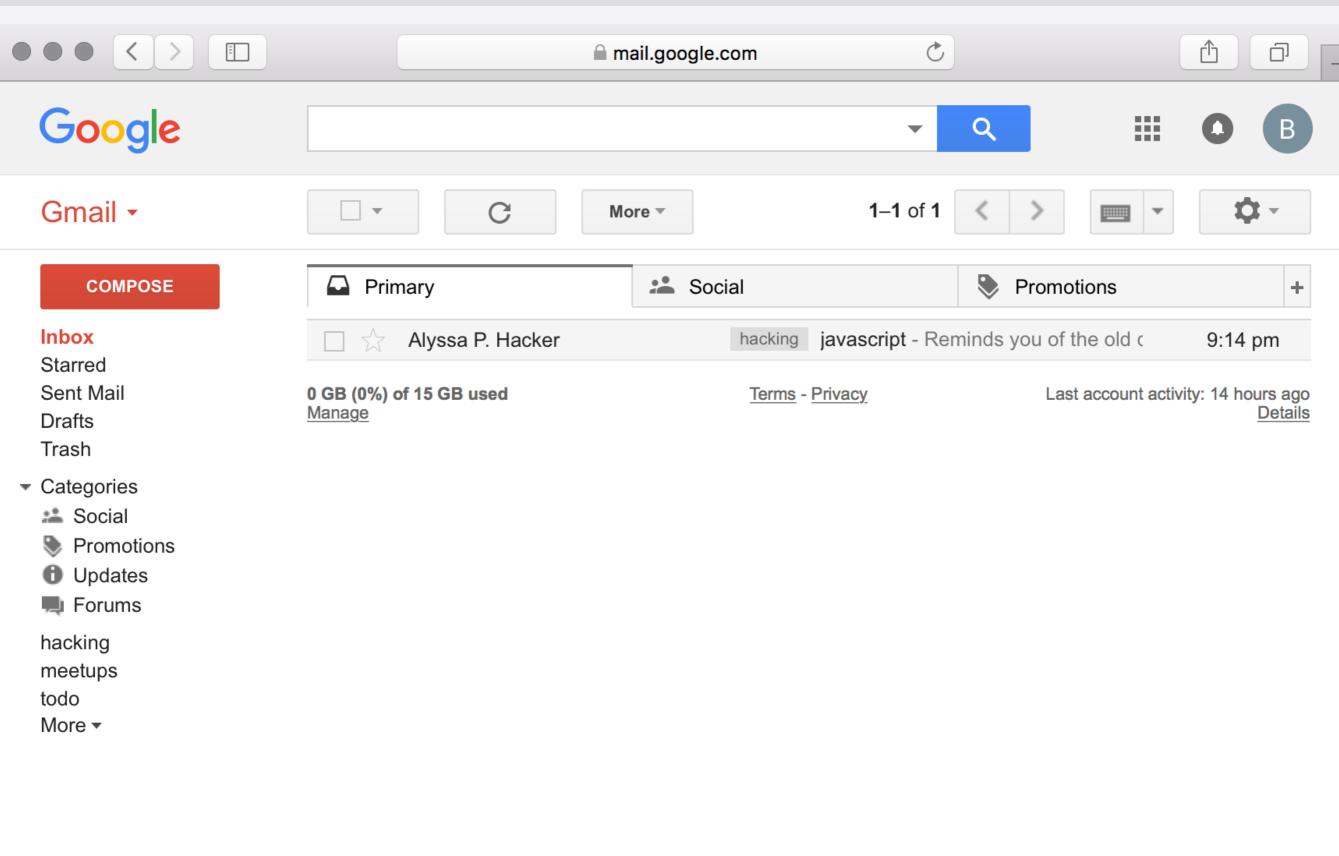


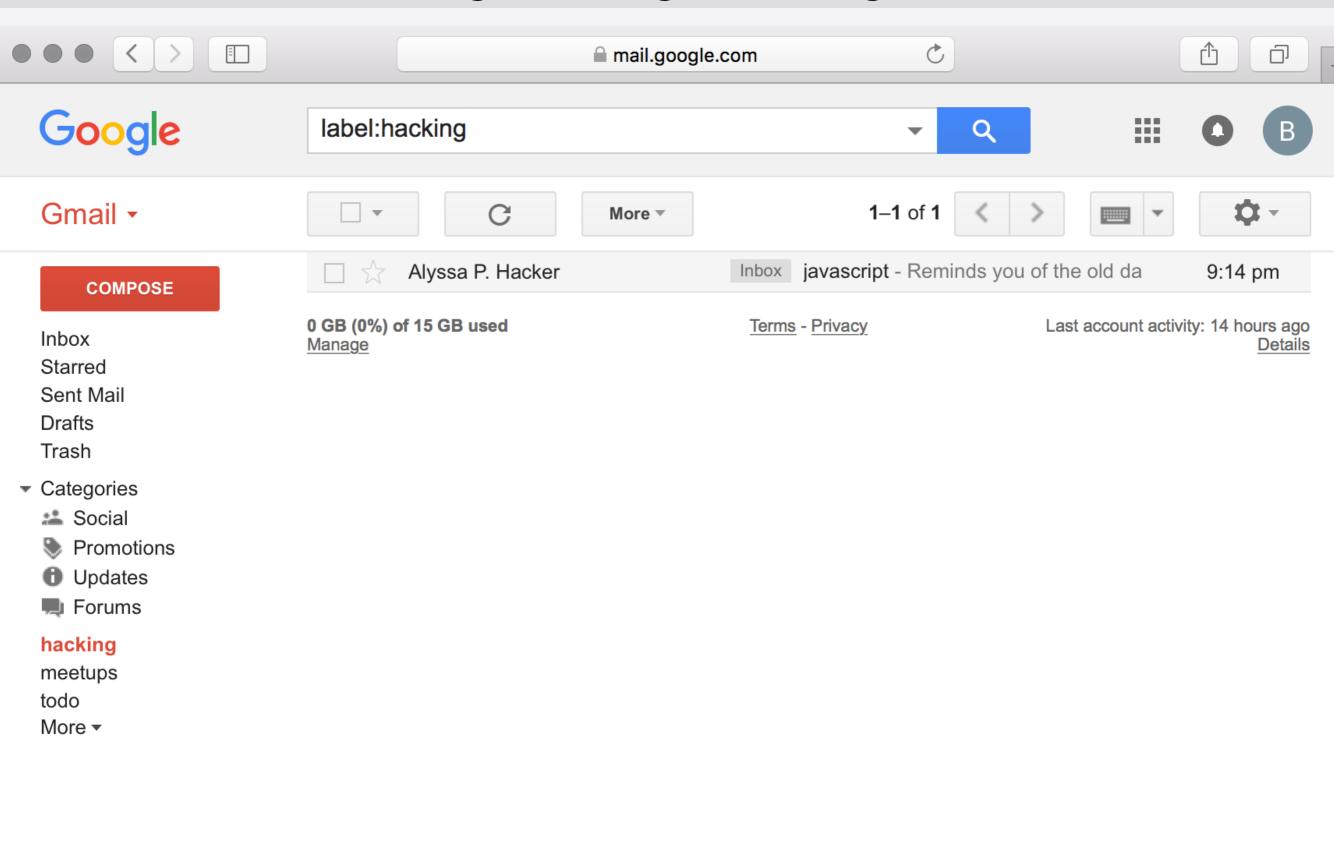






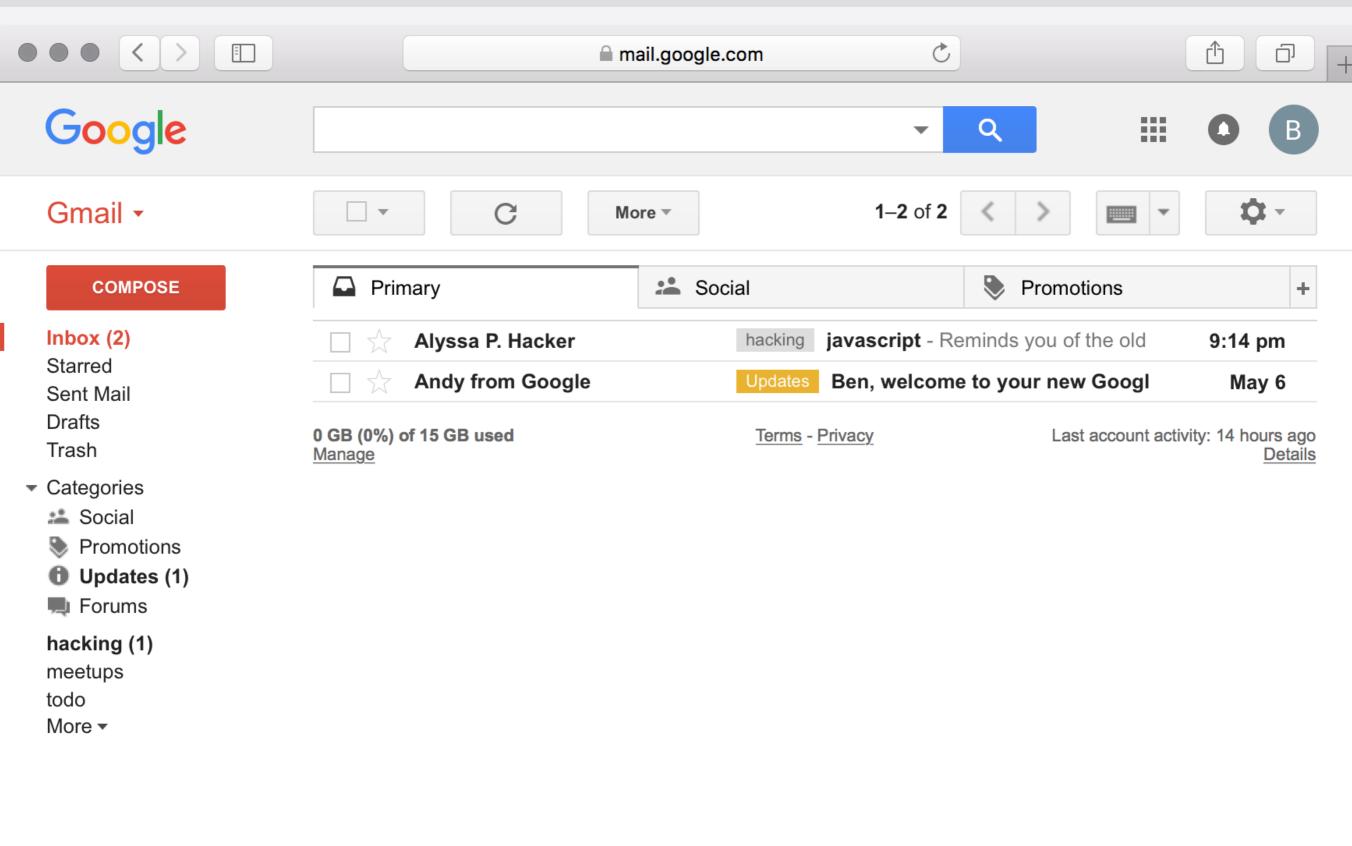




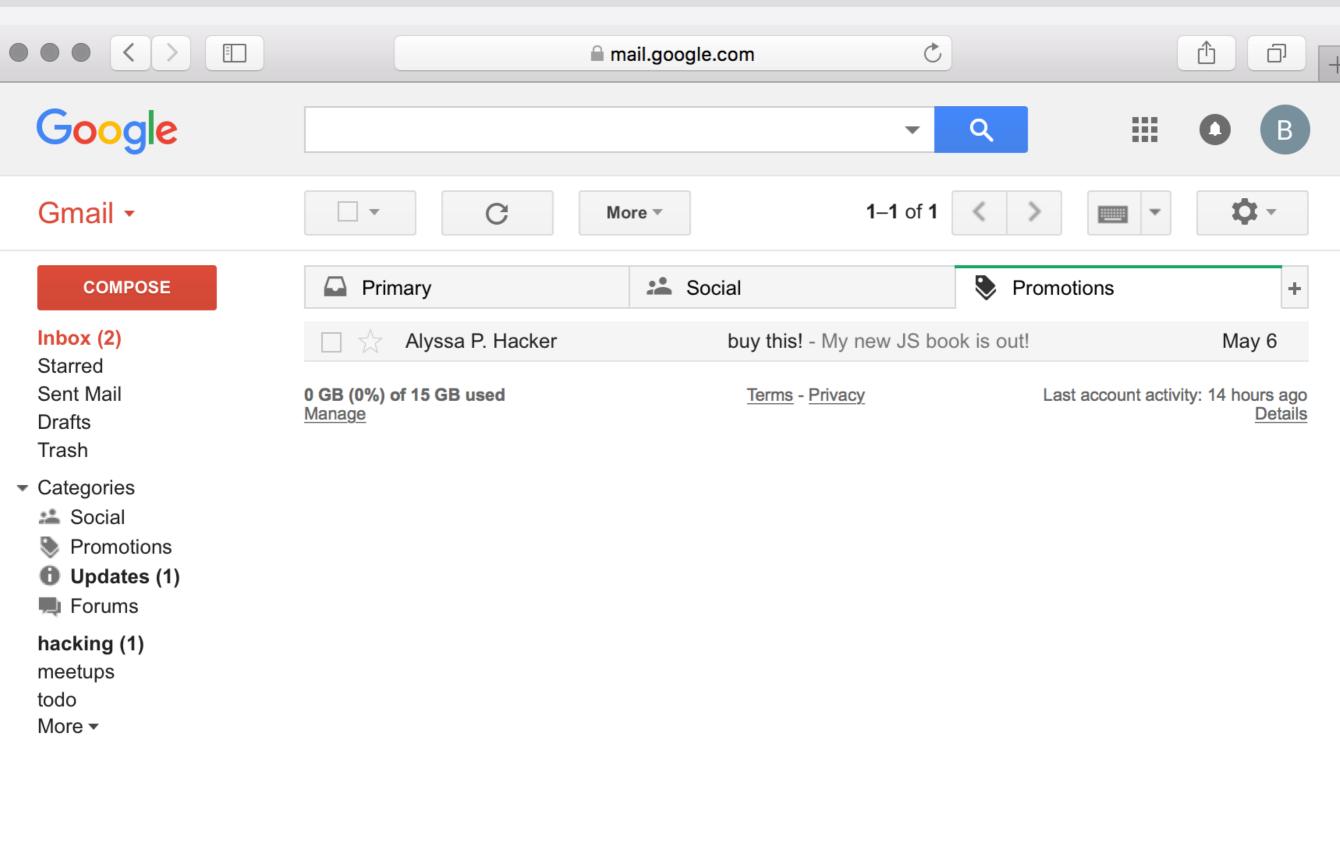




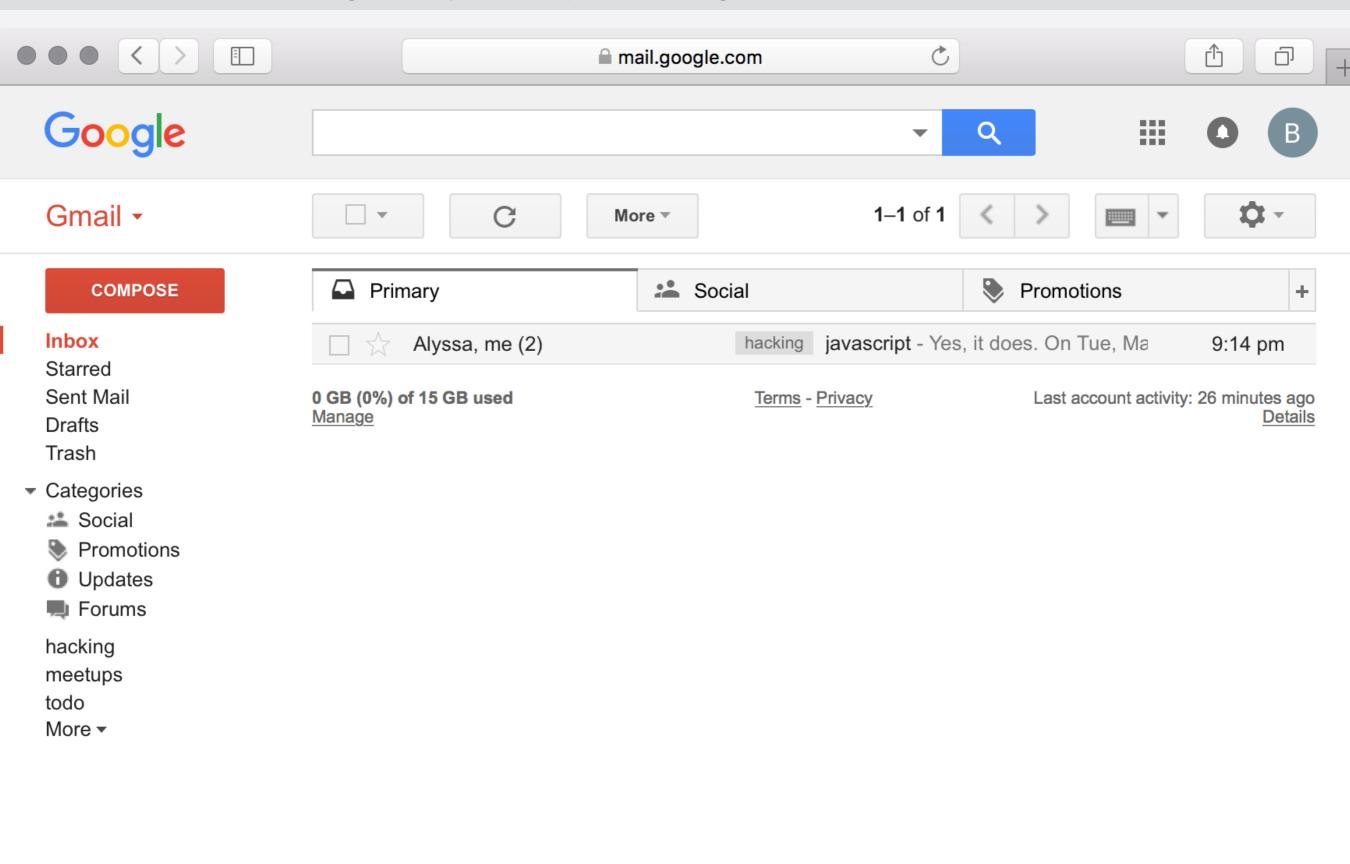
automating filtering

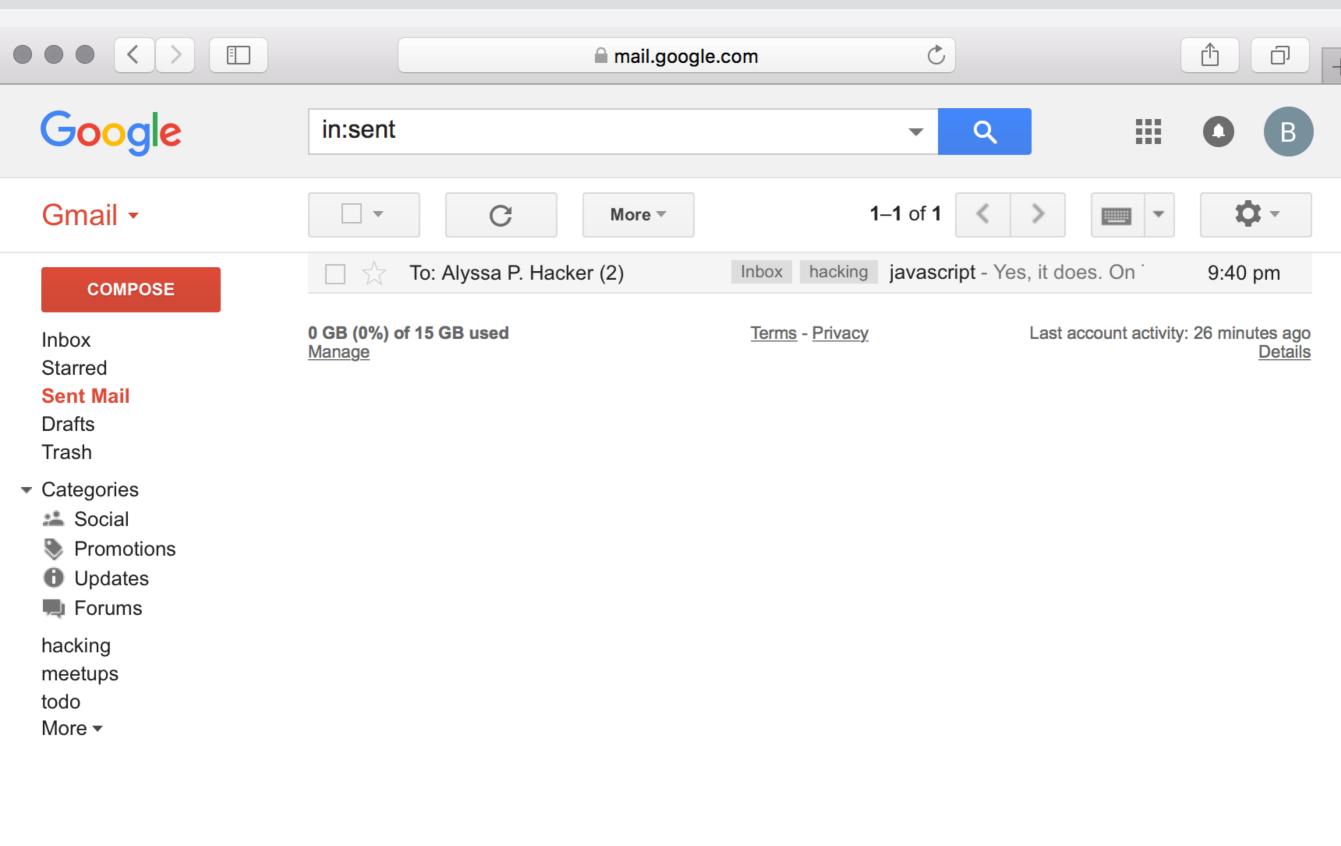


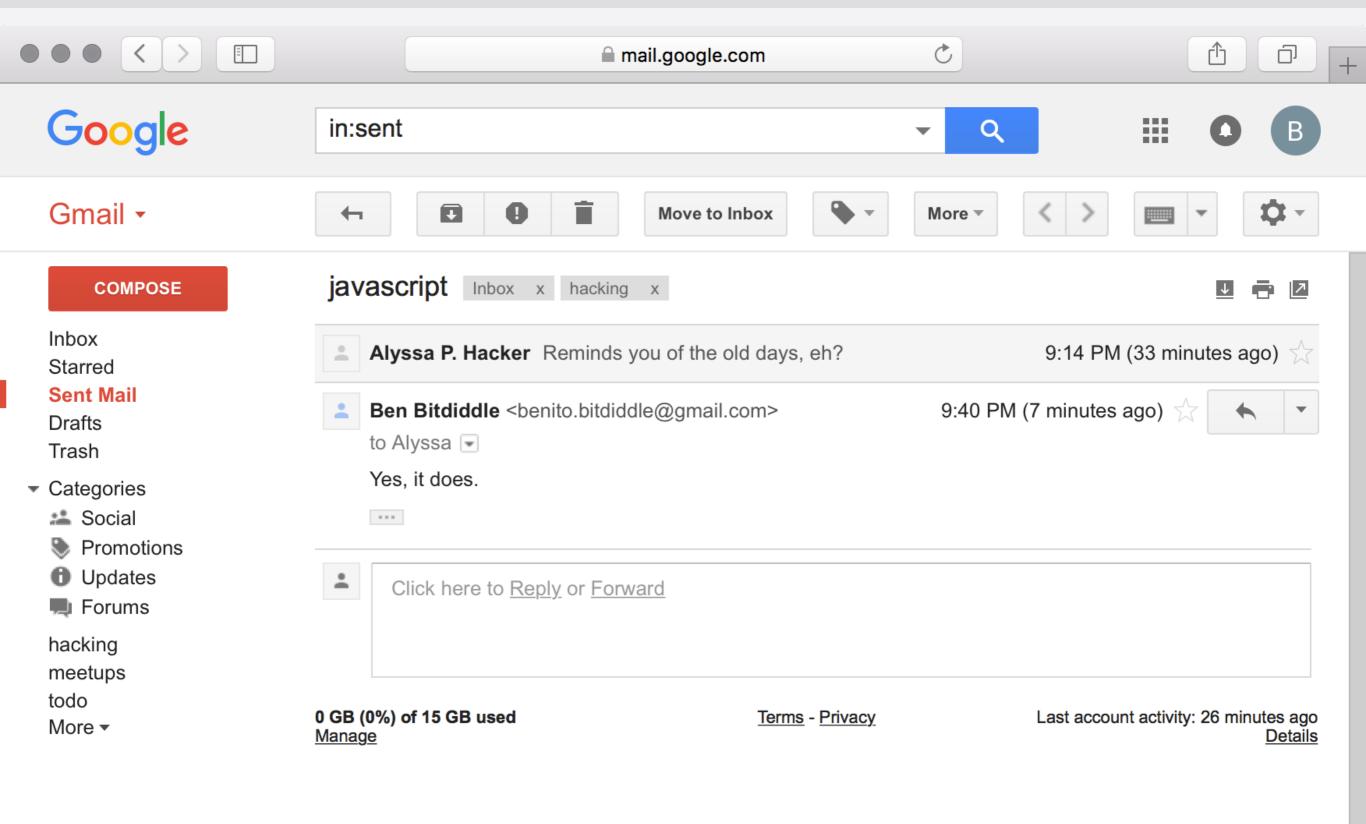
automating filtering

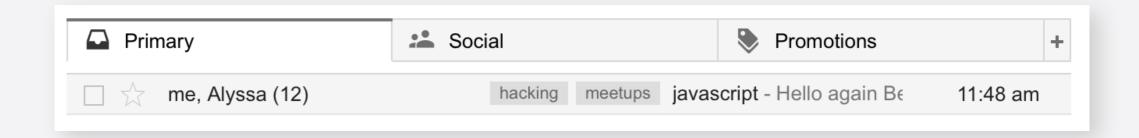


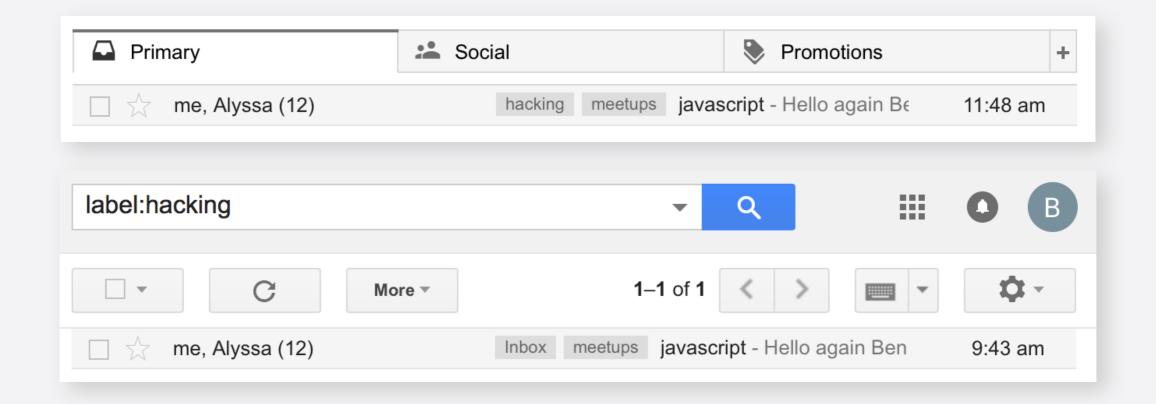


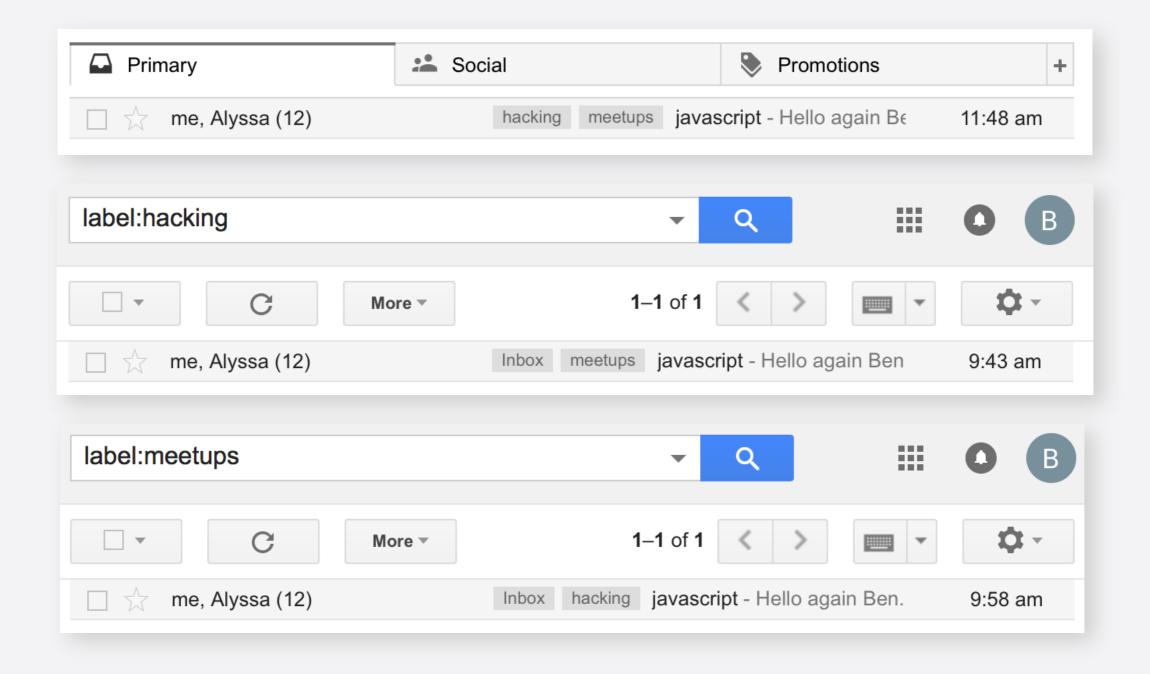


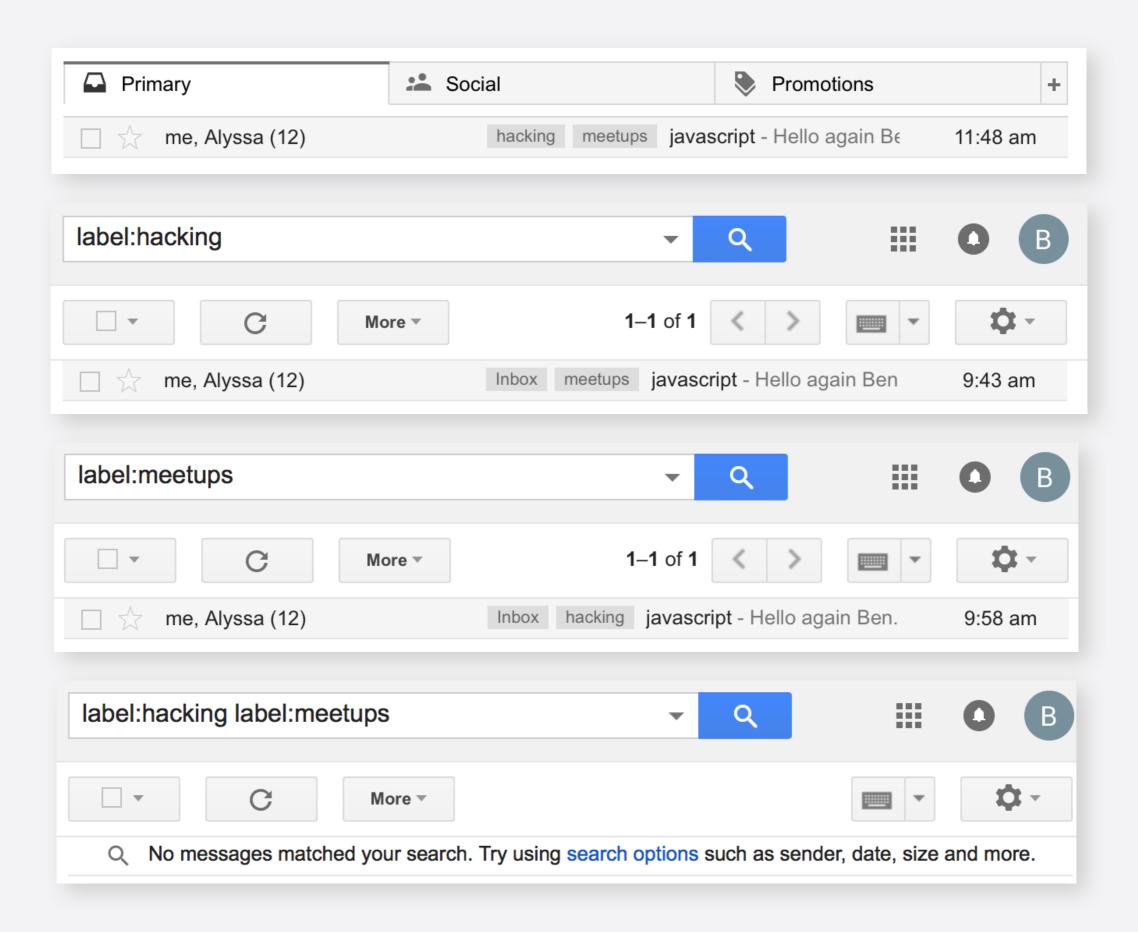


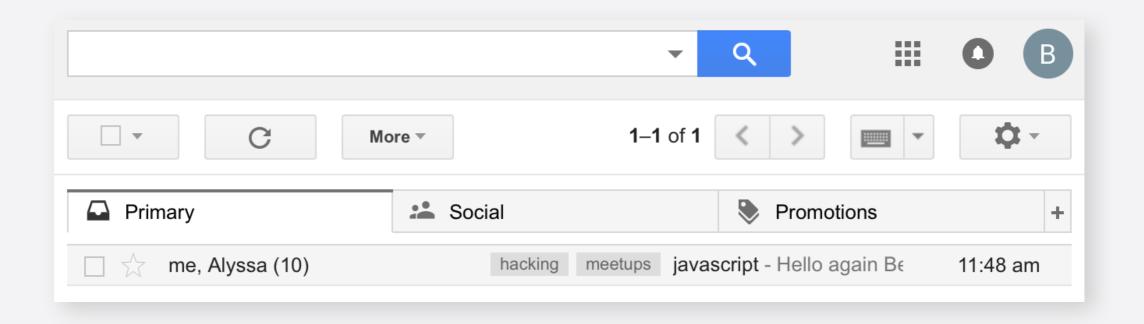


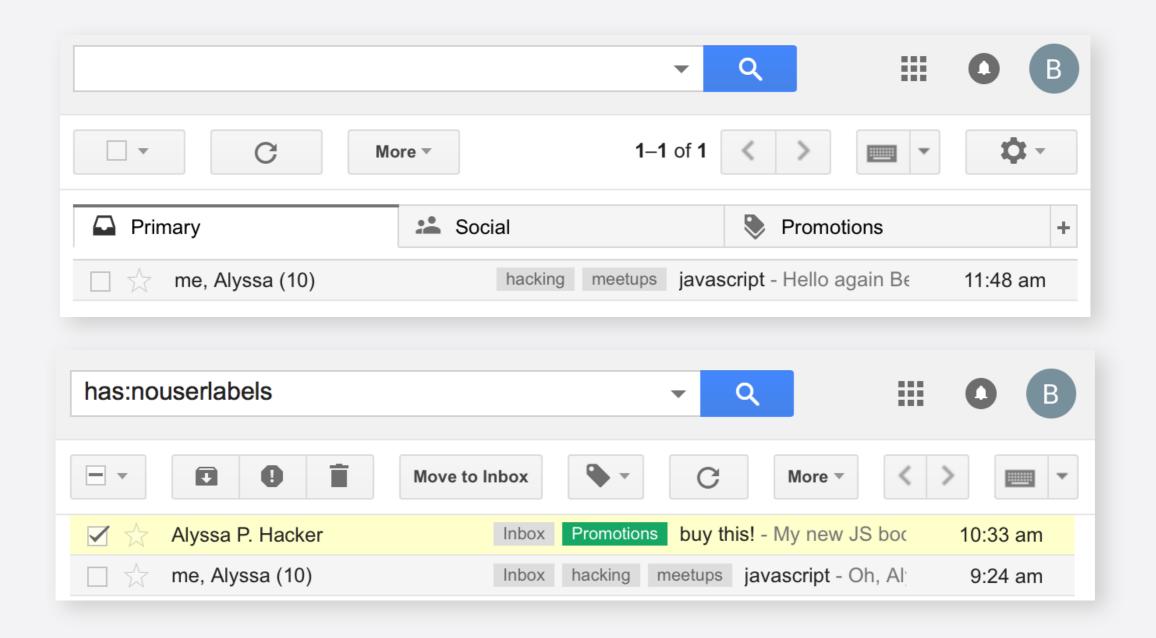




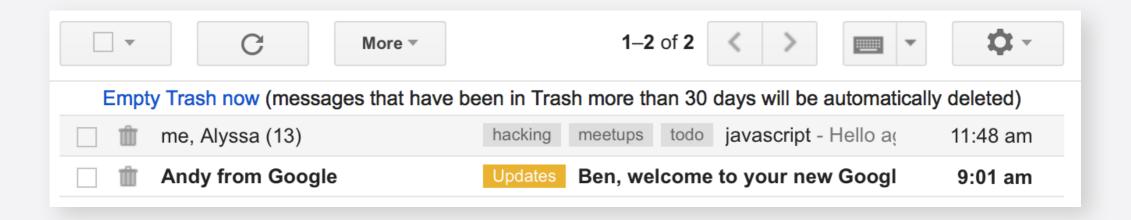


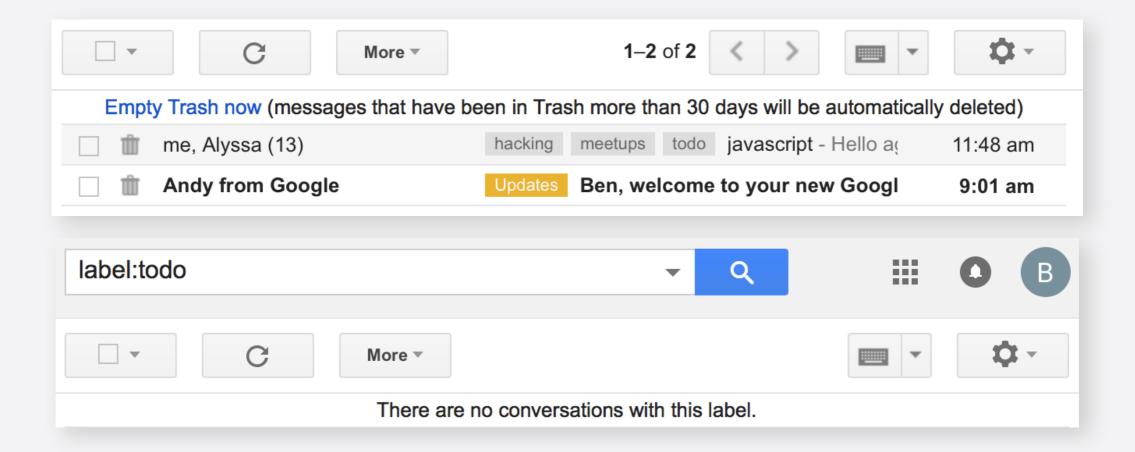


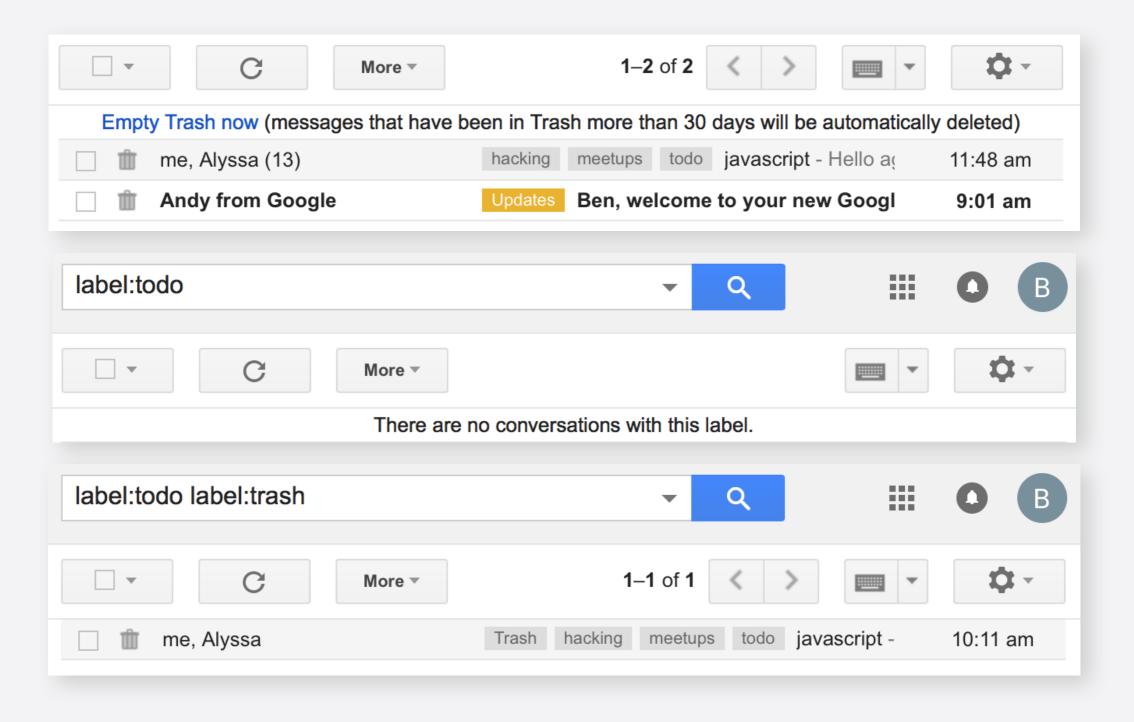


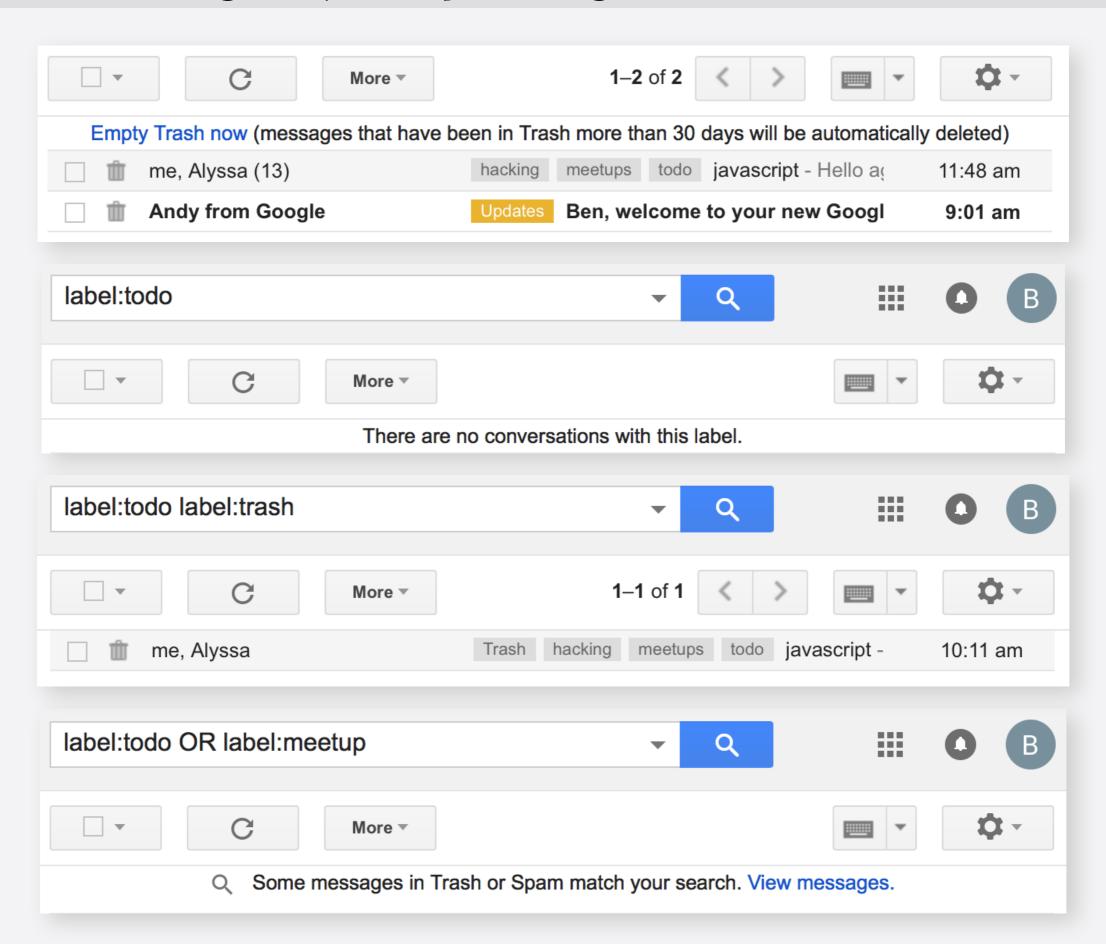


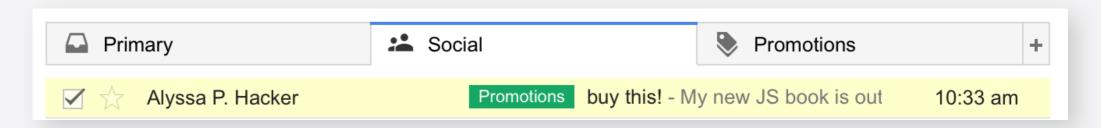


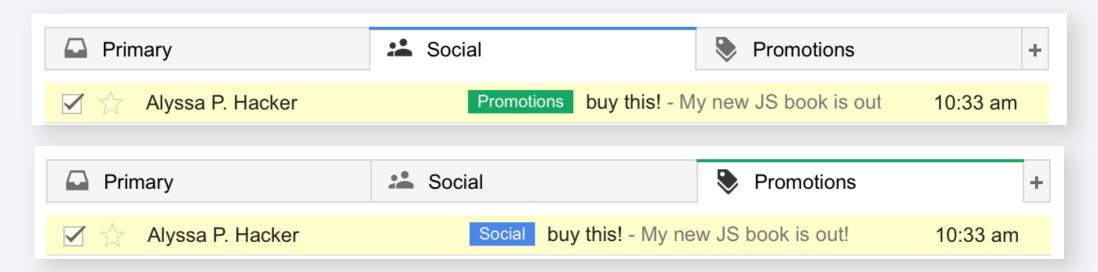


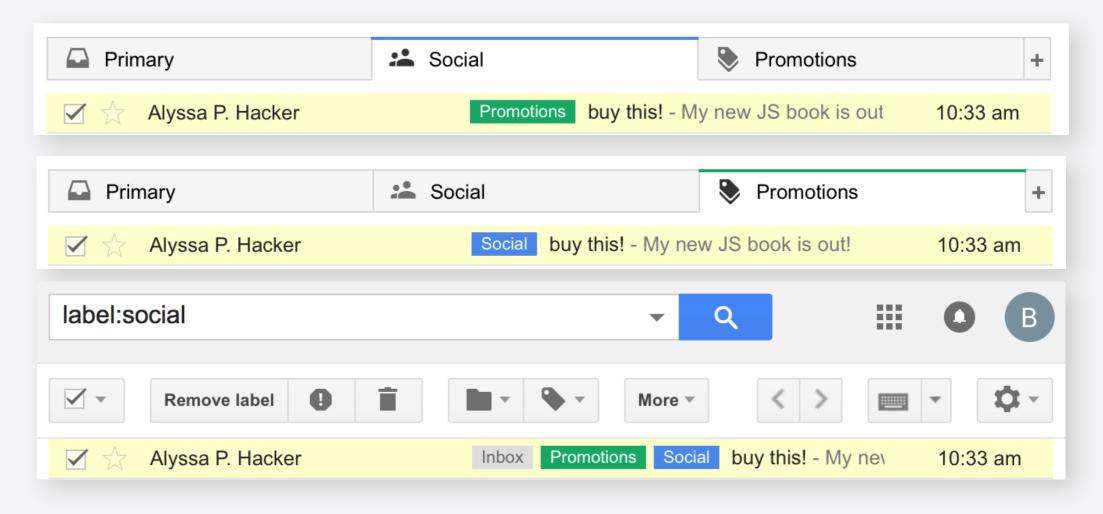


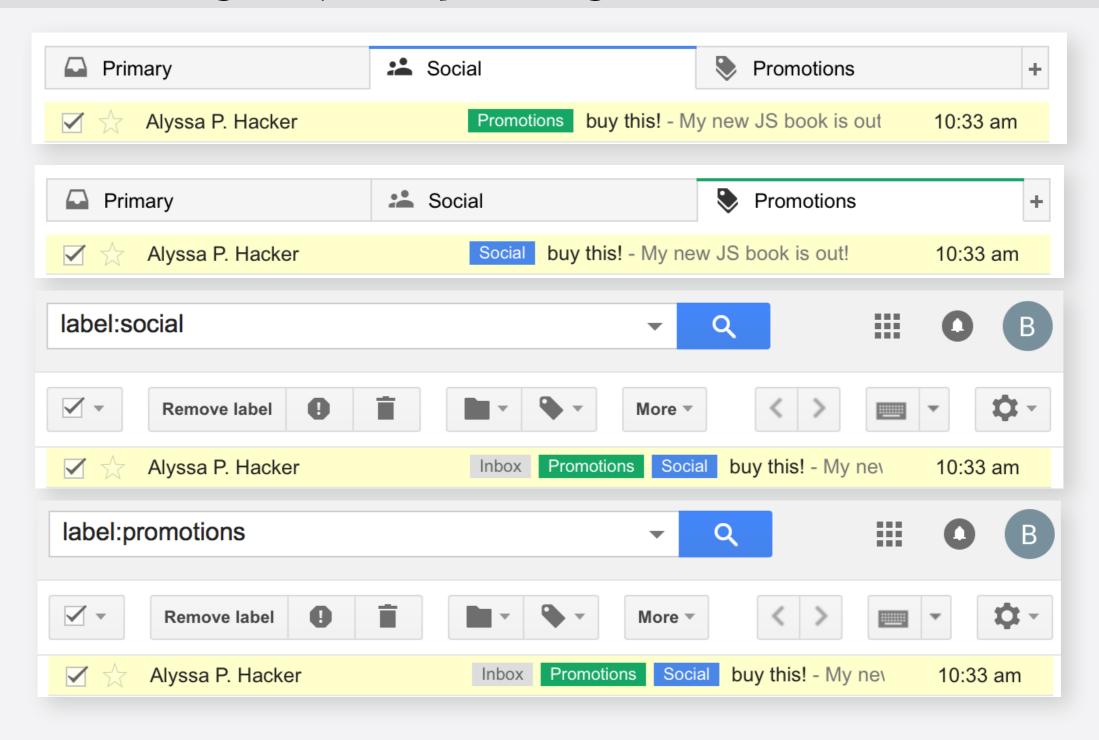


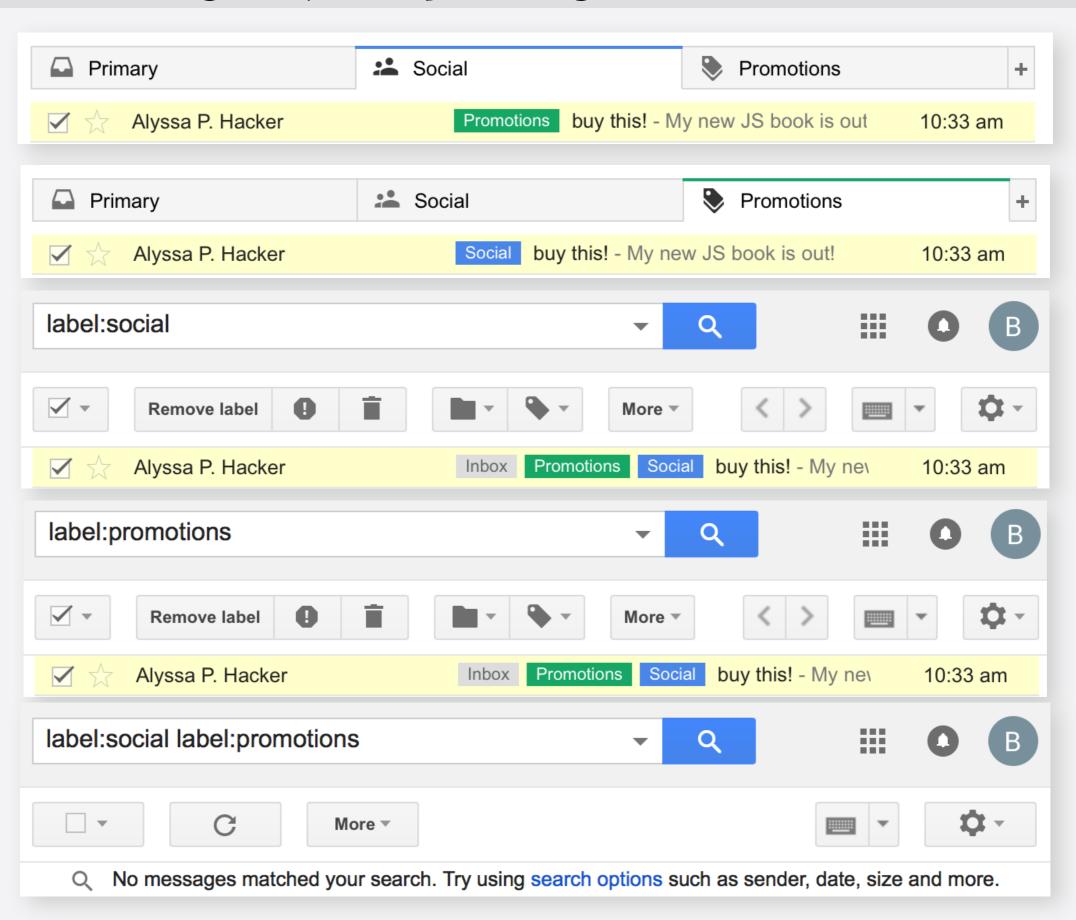












exercise

find a partner so you can work in a pair

pick one of the Gmail surprises all slides at https://tinyurl.com/ssft9a

analyze it in term of concepts

what are the key concepts involved?
which concept(s) is responsible for the surprise?
is the surprise a bug, a conceptual flaw or a user misunderstanding?
can you explain precisely what's going wrong?
can you generalize your observation?

design a fix propose a modification that eliminates the surprise

lecture two

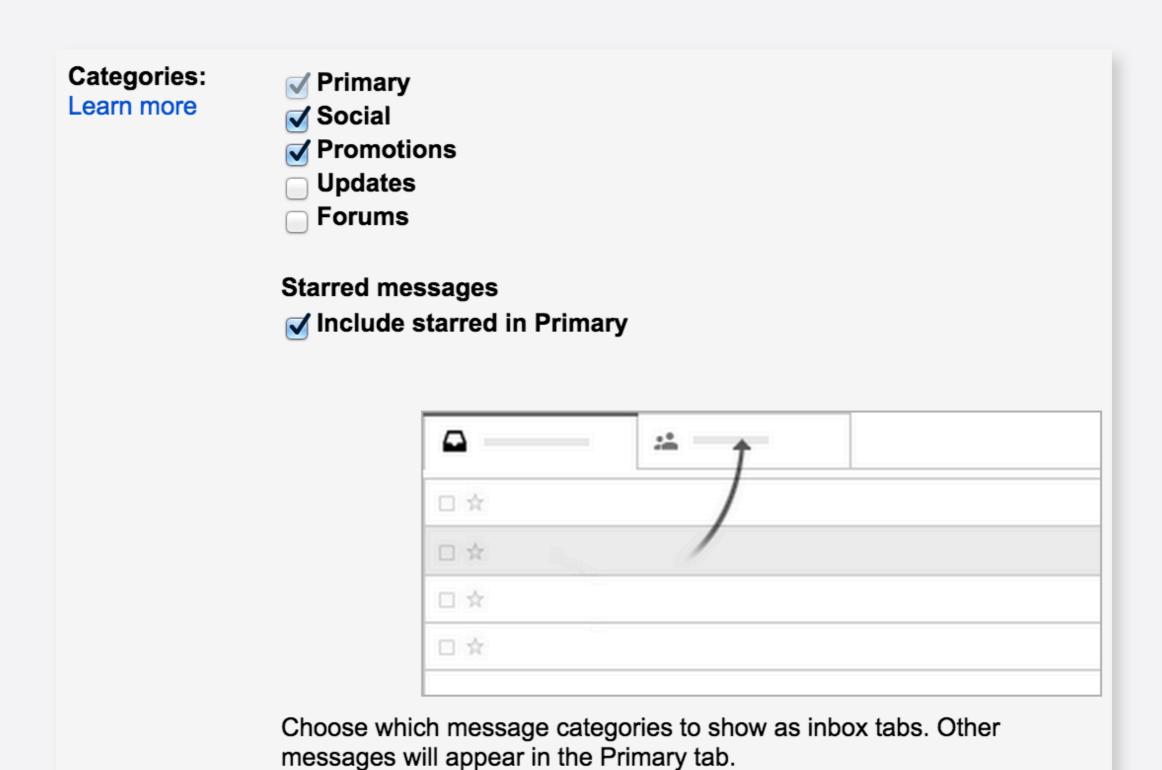
three design problems

gmail categories

gmail's categories

□ Primary	Social 23 new	Promotions 100+ new	+
☐ ☆ ■ Google	New sign-in from Chro	ome on Mac - New sign-in from Cr 👝 12	:30 pm
☐ ☆ ■ Keith Muhammad at De	Mont. DeMontrond Auto Gro	up - 14101 North Freeway Housto 12	:19 pm
☐ ☆ ■ AT&T High Speed Inter	net. AT&T High Speed Inte	rnet Service Activation - Your A7 10	:37 am
☐ ☆ ■ Keith Muhammad at De	Mont. DeMontrond Auto Gro	up - 14101 North Freeway Housto	Aug 26
□ ☆ ■ betterbatonrougejobs.c	om Job Update 2015-08-	-26 - Looking For An Advantage W	Aug 26

category tab settings





some reactions

301,482 🖔 12 🧩 🗸

Everything You Need to Know About Gmail's New, Super-Confusing Layout



Melanie Pinola

Filed to: GMAIL 6/07/13 9:00am



some reactions

Google gets it terribly, terribly wrong with Gmail tabs and makes me angry



By Mark Wilson Published 2 years ago Follow





71 Comments







g+1 37

Like many Gmail users, I greeted the news of the introduction of tabs to the interface with a degree of anticipation -- now it was just a matter of waiting for the feature to roll out so I could try it for myself. Earlier today I was randomly signed out of my Gmail account, and after signing back in and checking the settings menus, I could see that tabs were now available to me. Excitement was short-lived, however; it quickly became apparent that this new feature is a disaster.



some reactions

Home > Quick Tech Tip: Disabling Gmail's Category Tabs

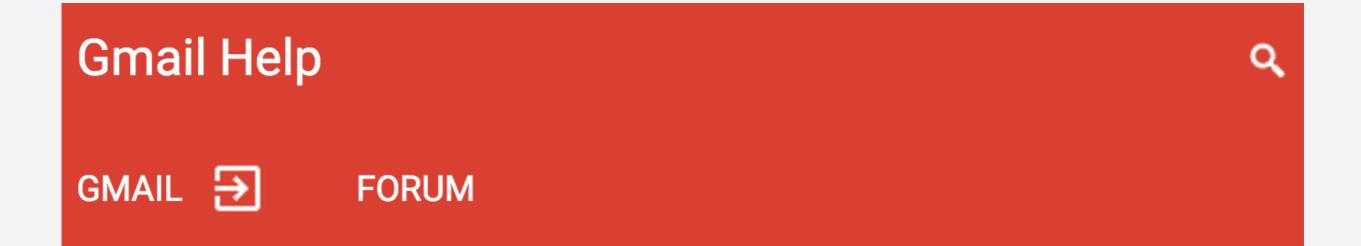
Quick Tech Tip: Disabling Gmail's Category Tabs

Mon, 07/29/2013 - 12:17 | Chuck Gray in LibraryPoint Blog Tech Tutorials Teen Blog Tech Answers Science and Technology Self-Help and Instructional



Are you a Gmail user? Did you wake up a week or two ago to find that your new messages were now being automatically organized by Gmail into tabs of different, pre-determined categories? And, did you think, like me, that they were really ugly, stupid, and unnecessary? Here's a quick tip on how to rid yourself of them!

how google explains labels (!)



Using labels

Labels help you organize your messages into categories – work, family, to do, read later, jokes, recipes, any category you want. Labels do all the work that folders do, but with an added bonus: you can add more than one to a message.

associate tabs with labels feature available only for categories

associate tabs with labels feature available only for categories

create new categories only new labels

associate tabs with labels feature available only for categories

create new categories only new labels

use tabs outside inbox tabs disappear when you filter on a label

fuji aspect ratio

my camera fuji x100s







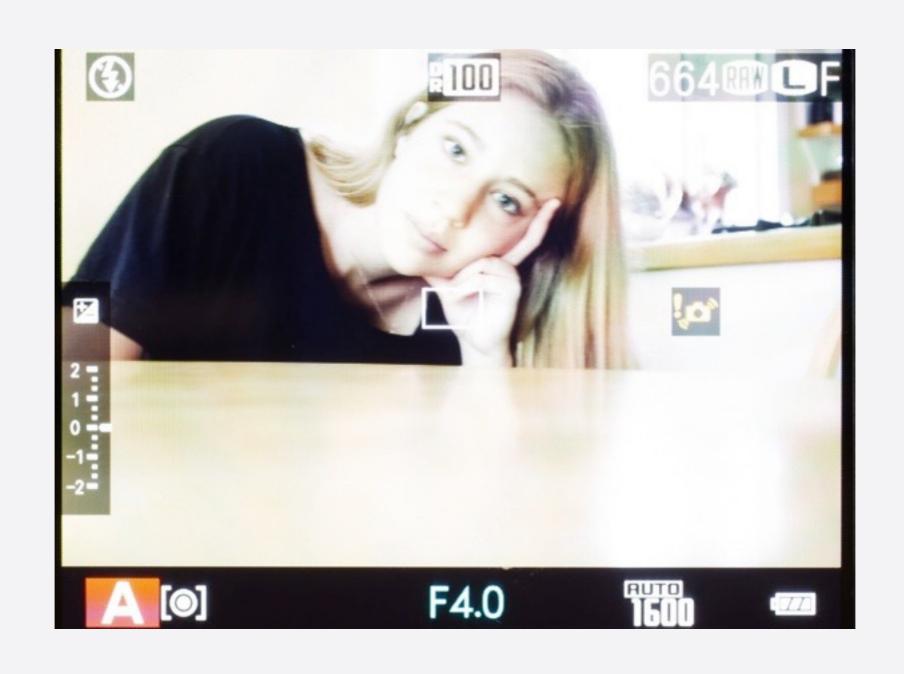
image quality setting



image quality setting



aspect ratio



aspect ratio

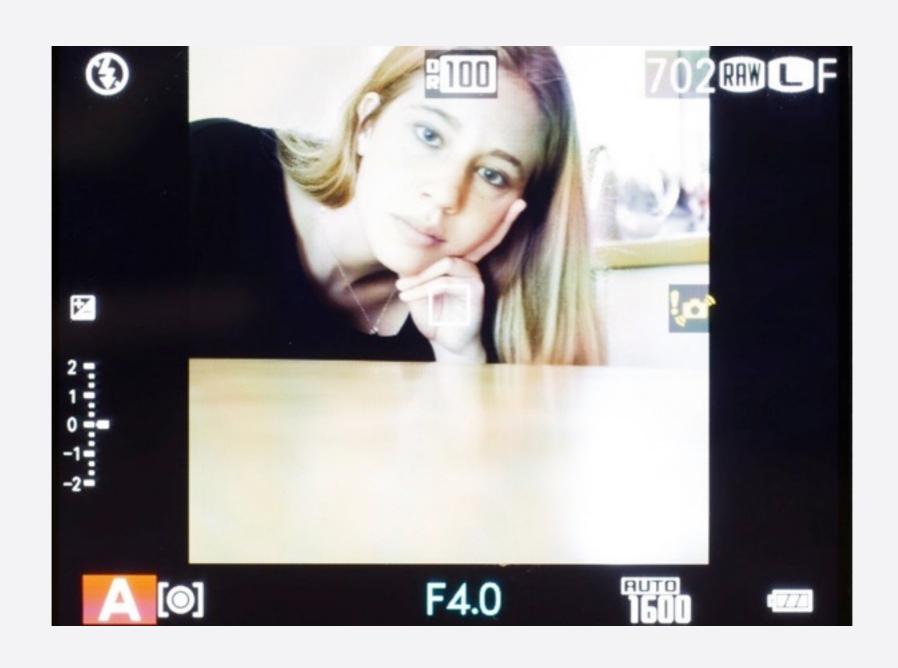




image size setting

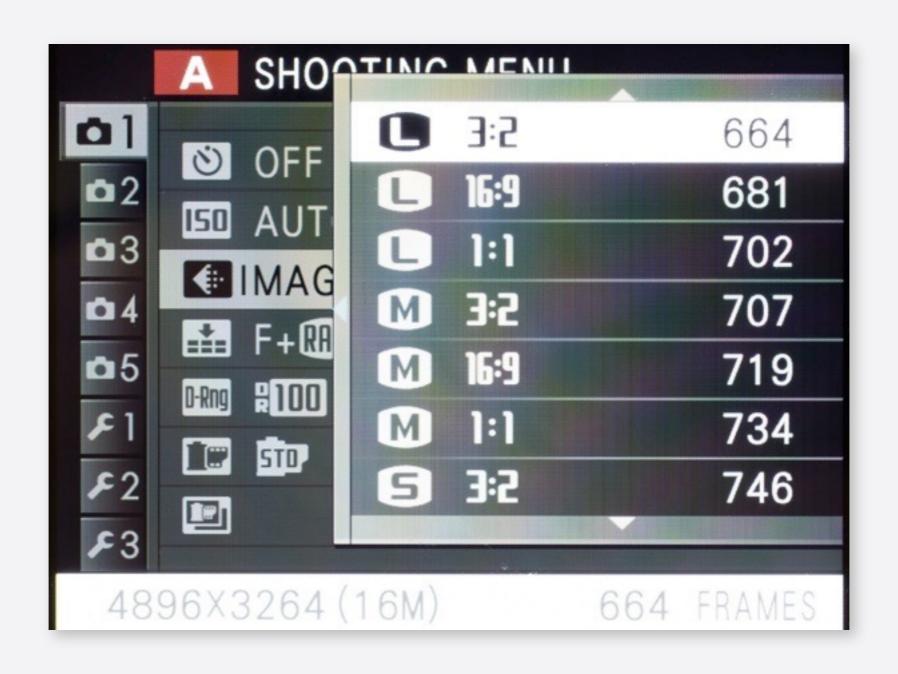


image size setting

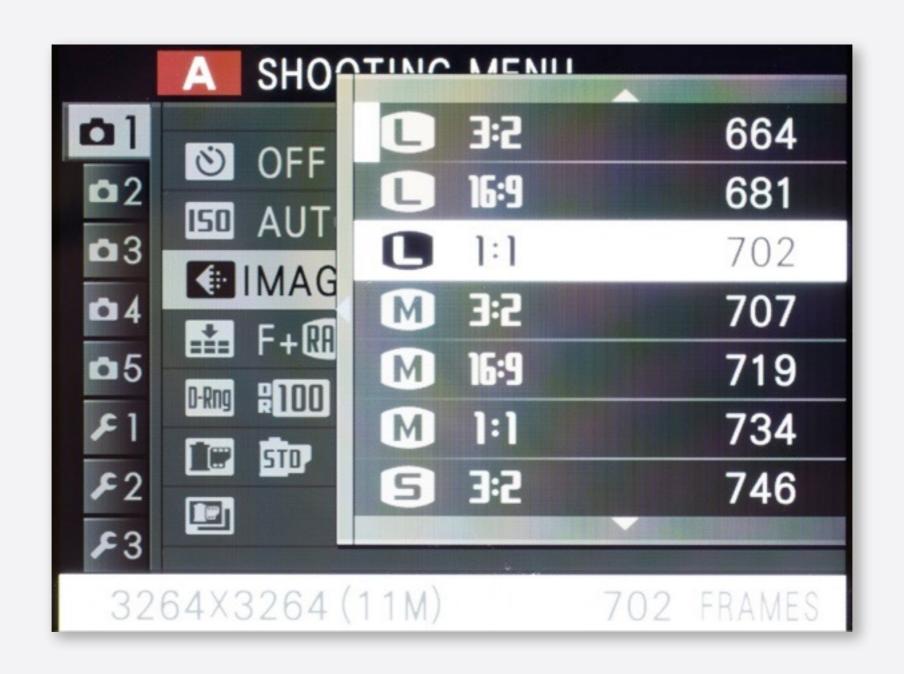
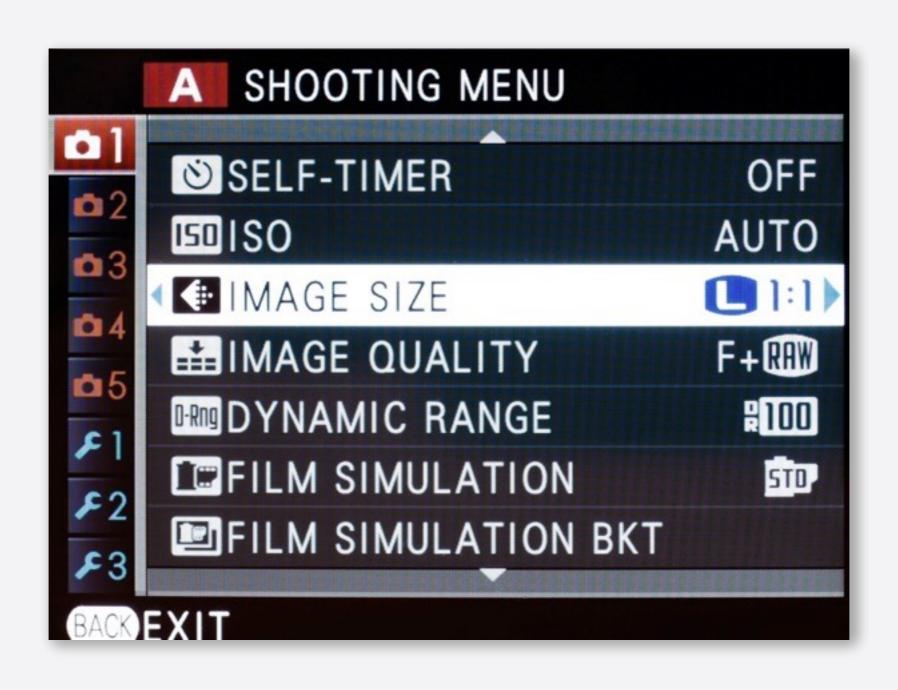
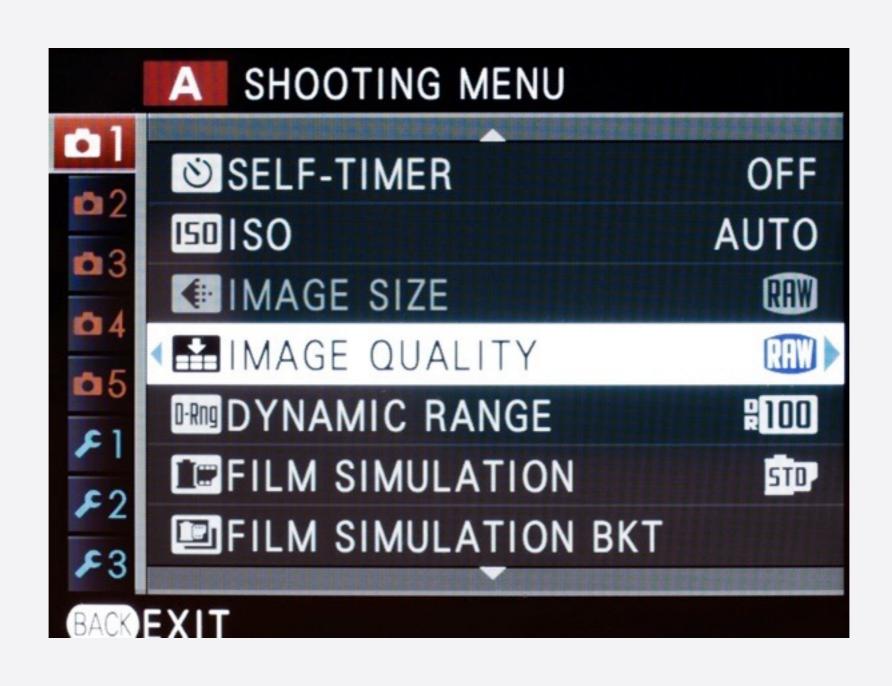


image size setting



non-standard ratio + raw?

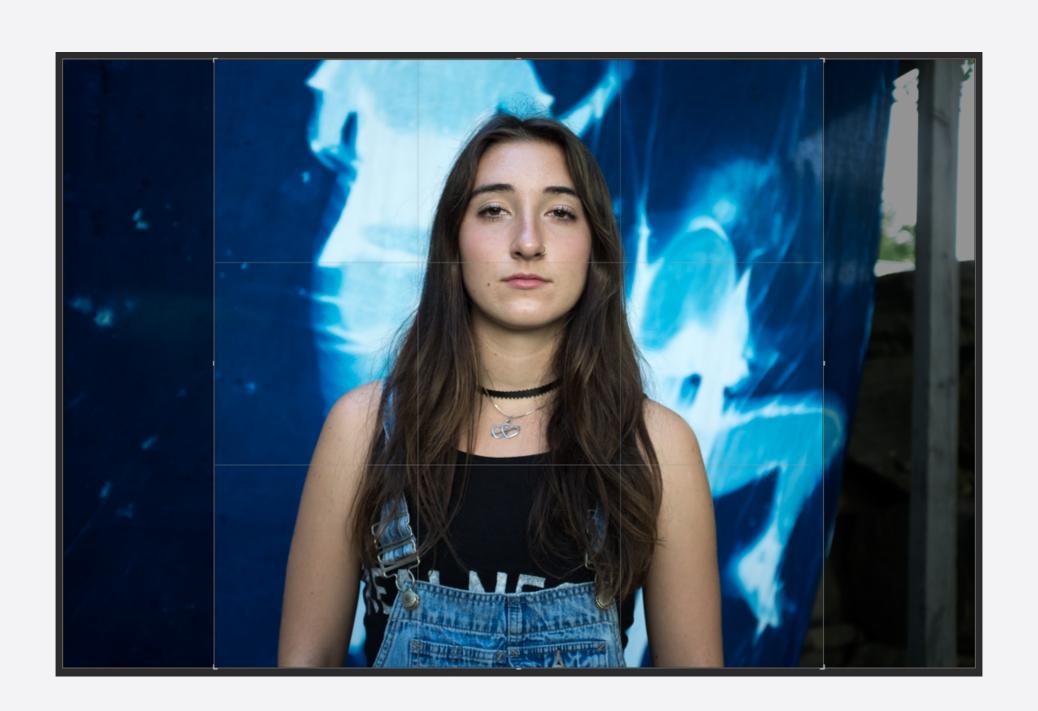


what you can't do

non-standard aspect ratio + raw even though raw images get nice nondestructive crop!

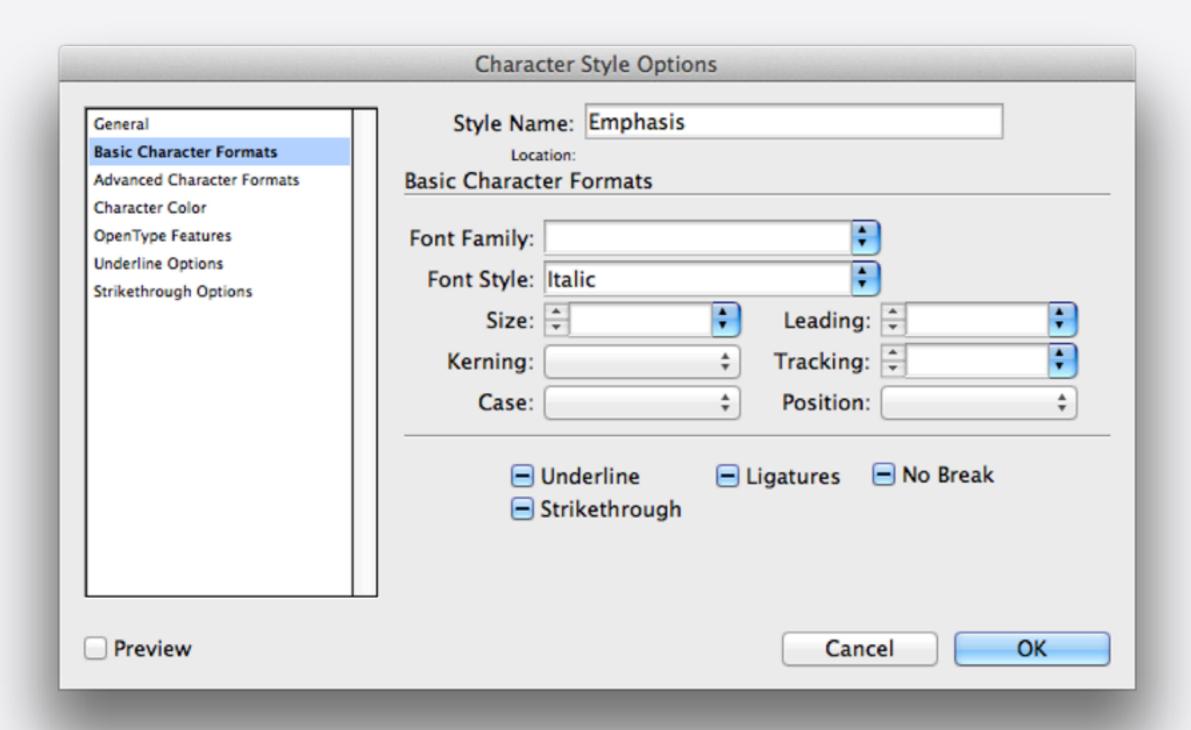
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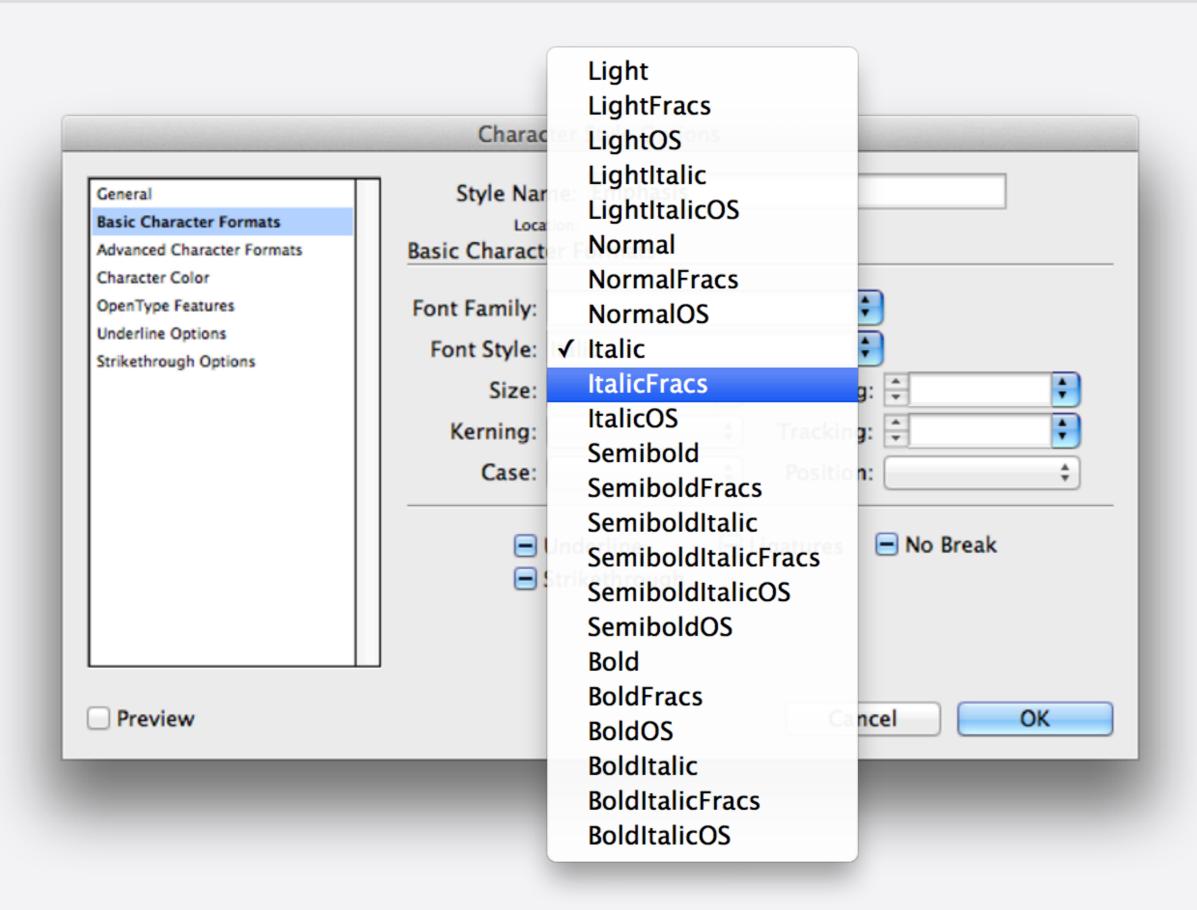


indesign styles

what's a font?



what's a font?



what you can't do

define a style that italicizes
Arno Regular to Arno Italic
Futura Book to Futura Book Oblique
Magma Light to Magma Light Italic



introducing a concept

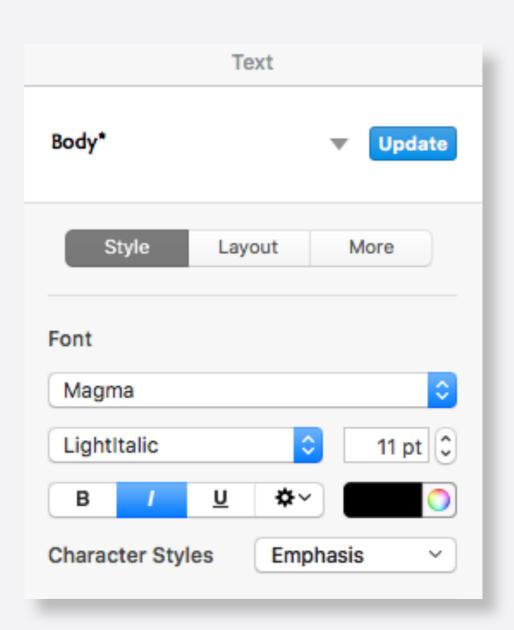
New character style:	
Name: Emphasis	
▼ Include these character attributes:	
✓ Font: Magma Light	Capitalization: Standard
✓ Size: 12.0 pt	Superscript:
Character Spacing: 0%	✓ Baseline Shift: 0.0 pt
✓ Bold: Off	✓ Underline: None
✓ Italic: Off	✓ Color:
✓ Color:	Strikethrough: None
Shadow: Off	✓ Color:
✓ Fill:	
✓ Ligatures: Default	Advanced Font Features
Language: English	See Typography in the Font Panel
Select All Deselect All	Select Overrides
Apply this new style on creation	Cancel OK

Keynote '09: has subfamilies

introducing a concept

New character style:	
Name: Emphasis	
▼ Include these character attributes:	
✓ Font: Magma Light	Capitalization: Standard
✓ Size: 12.0 pt	Superscript:
Character Spacing: 0%	Baseline Shift: 0.0 pt
✓ Bold: Off	✓ Underline: None
✓ Italic: Off	✓ Color:
✓ Color:	Strikethrough: None
Shadow: Off	✓ Color:
✓ Fill:	
✓ Ligatures: Default	Advanced Font Features
Language: English	See Typography in the Font Panel
Select All Deselect All	Select Overrides
Apply this new style on creation	Cancel OK

Keynote '09: has subfamilies



Keynote 6: gone again!

gmail

one purpose :: two concepts

organizing messages :: label + category

gmail

one purpose :: two concepts organizing messages :: label + category

camera

two purposes :: one concept aspect ratio + image resolution :: image size

gmail

one purpose :: two concepts organizing messages :: label + category

camera

two purposes :: one concept aspect ratio + image resolution :: image size

style

one purpose :: no concept specify a font-independent styling :: ?

the singularity rule



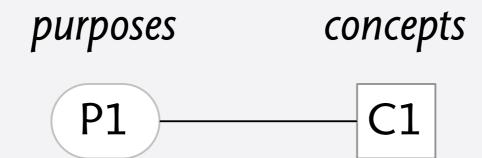


one-to-one mapping





one-to-one mapping







Nam Suh: Axiomatic Design

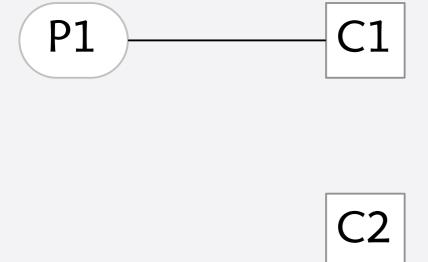
four ways to fail

unfulfilled purpose

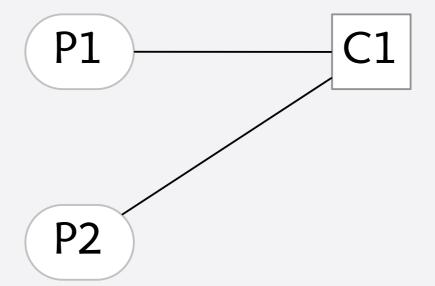
P1 _____C1

P2

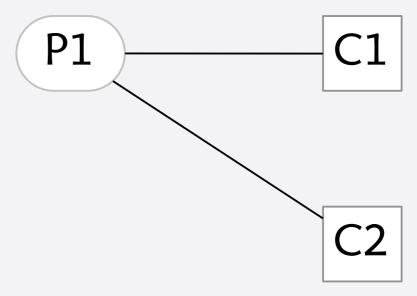
unmotivated concept



overloaded concept



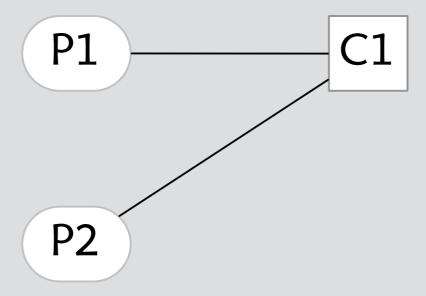
redundant concepts



kinds of overloading

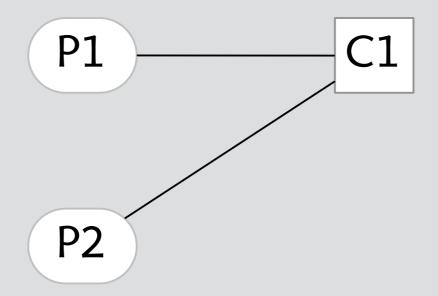
overloaded concepts

No one can serve two masters. Either you will hate the one and love the other, or you will be devoted to the one and despise the other. [Matthew 6:24]



overloaded concepts

No one can serve two masters. Either you will hate the one and love the other, or you will be devoted to the one and despise the other. [Matthew 6:24]



4 forms of overloading:

piggybacking new purpose hacked onto old concept
false convergence two purposes looked the same
emergent purpose second purpose emerged with use
denial designer believes second purpose unnecessary

piggybacking fuji camera

new purpose hacked onto old concept

piggybacking fuji camera

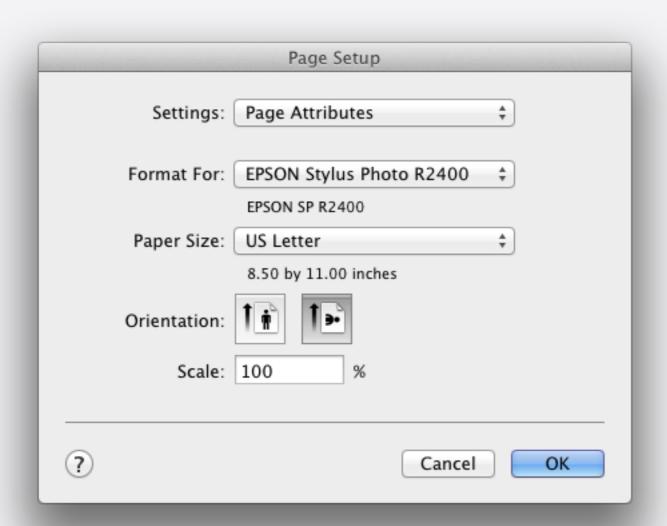
new purpose hacked onto old concept

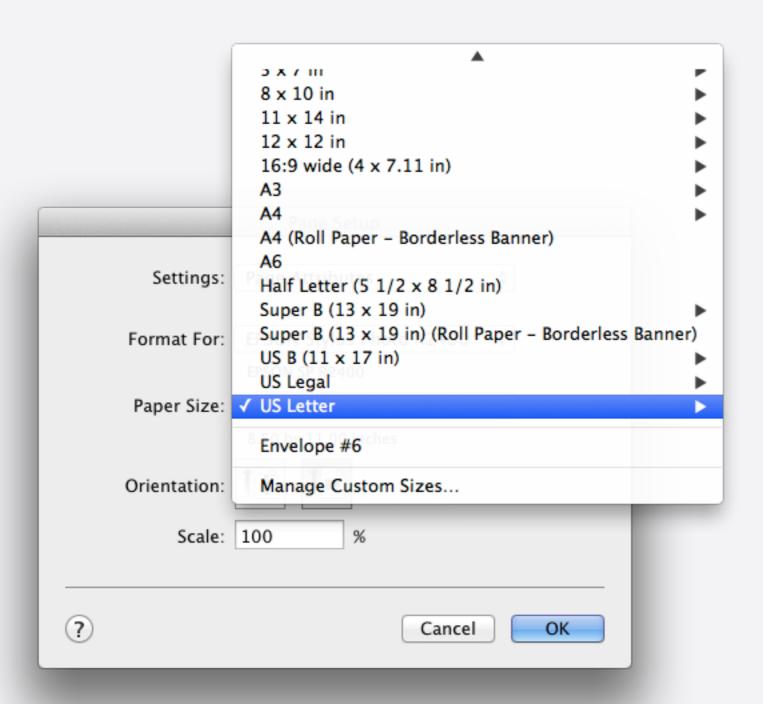


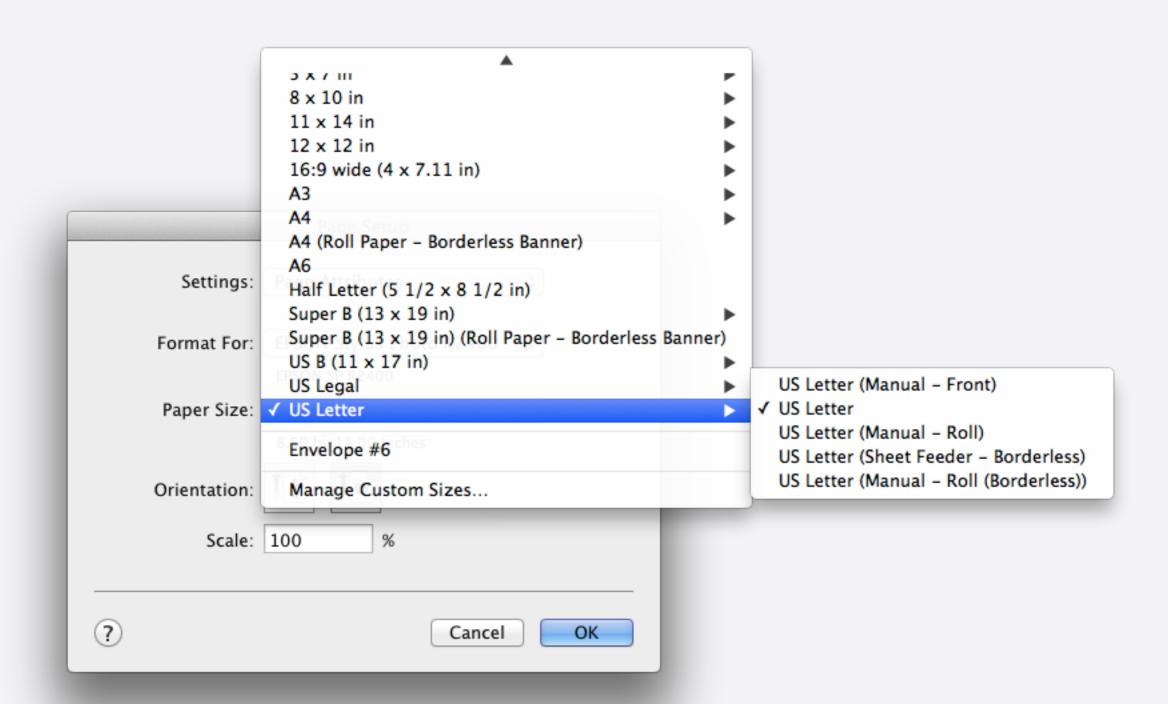
image size

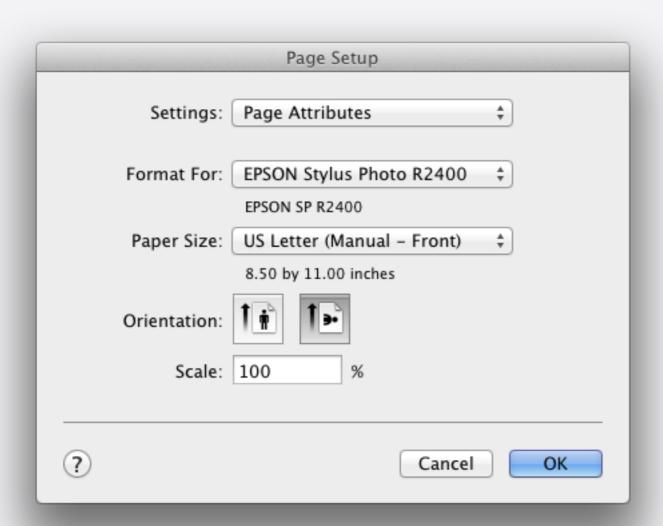
aspect ratio piggybacked

on JPEG dimensions







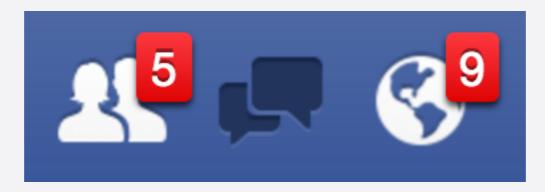


	Page Setup
Settings:	Page Attributes \$
Format For:	EPSON Stylus Photo R2400 ‡
	EPSON SP R2400
Paper Size:	US Letter (Manual – Front) ‡
8.50 by 11.00 inches Orientation:	
Scale:	100 %
?	Cancel

result: can't create custom size for front loading also, page size presets in Lightroom hold feed setting

false convergence facebook friend

two purposes looked the same



filter incoming posts control access to my posts distinct purposes

2011: Facebook added subscribe/follow

users find second purpose for concept

users find second purpose for concept

To: Daniel Jackson <dnj@mit.edu>

Re: Catch me if you can in real life!

initial purpose: summarize content

users find second purpose for concept

To: Daniel Jackson <dnj@mit.edu>

Re: Catch me if you can in real life!

initial purpose: summarize content

To: csail-related@lists.csail.mit.edu

Re: [csail-related] turn off the lights?

emergent purpose: show sender if you bcc a list, subject reveals to-address

thanks to Shriram Krishnamurthi

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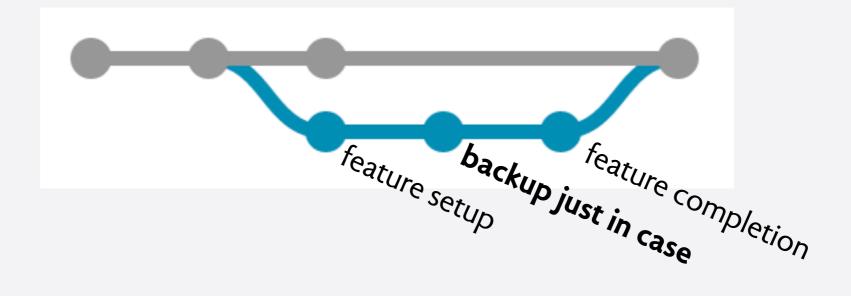
thanks to Shriram Krishnamurthi

To: Daniel Jackson <dnj@mit.edu>
your trip reservation

emergent purpose: group by conversation can't label reservations from Expedia by trip

denial commit

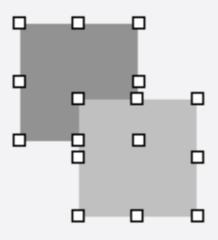
designer believes second purpose unnecessary



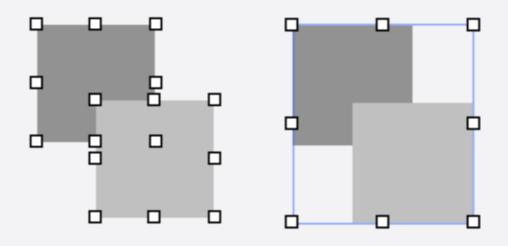
the uniformity rule

operational principle is uniform always the same actions, irrespective of context

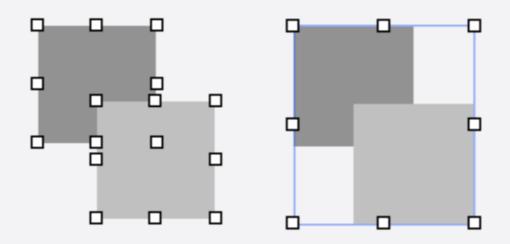
operational principle is uniform always the same actions, irrespective of context



operational principle is uniform always the same actions, irrespective of context



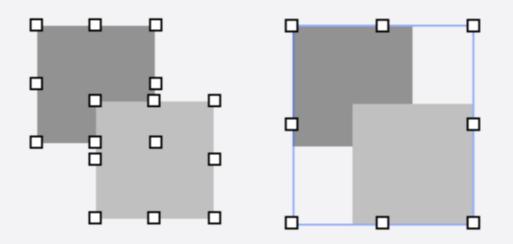
operational principle is uniform always the same actions, irrespective of context



concept: **Group** (Keynote) purpose: treat set as one

OP: ... select(objs); group(); mutate()...

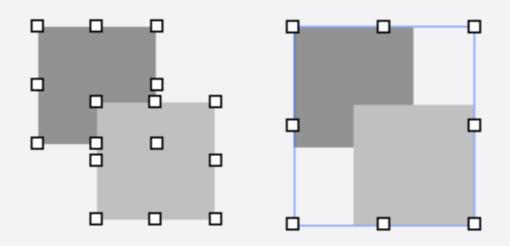
operational principle is uniform always the same actions, irrespective of context



concept: Group (Keynote) purpose: treat set as one

OP: ... select(objs); group(); mutate()... quantified over state & args

operational principle is uniform always the same actions, irrespective of context

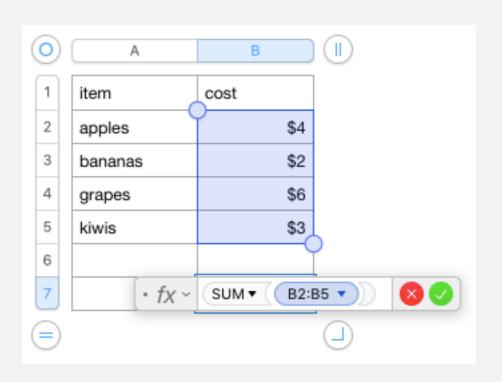


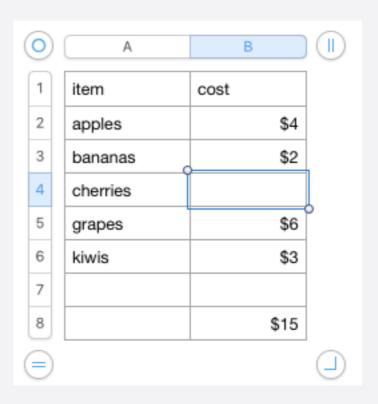
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OP: ... select(objs); group(); mutate()... quantified over state & args

unless objs contains a text body object

non-uniformity range



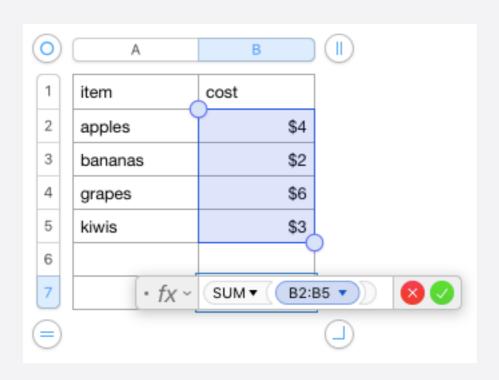


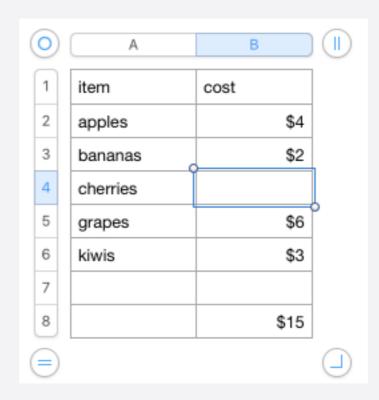
non-uniformity range

concept: Range (Numbers)

purpose: define formula over adjustable group of cells

OP: ... define formula over range... select(c) in range... add(direction)...formula updated





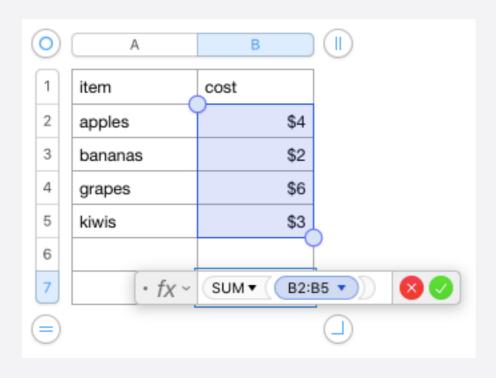
non-uniformity range

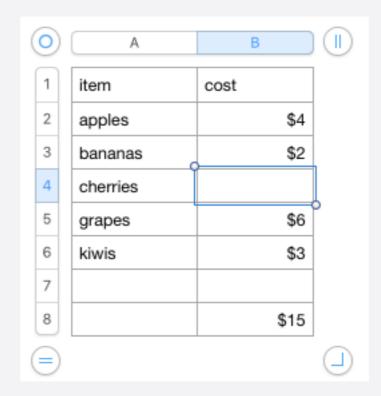
concept: Range (Numbers)

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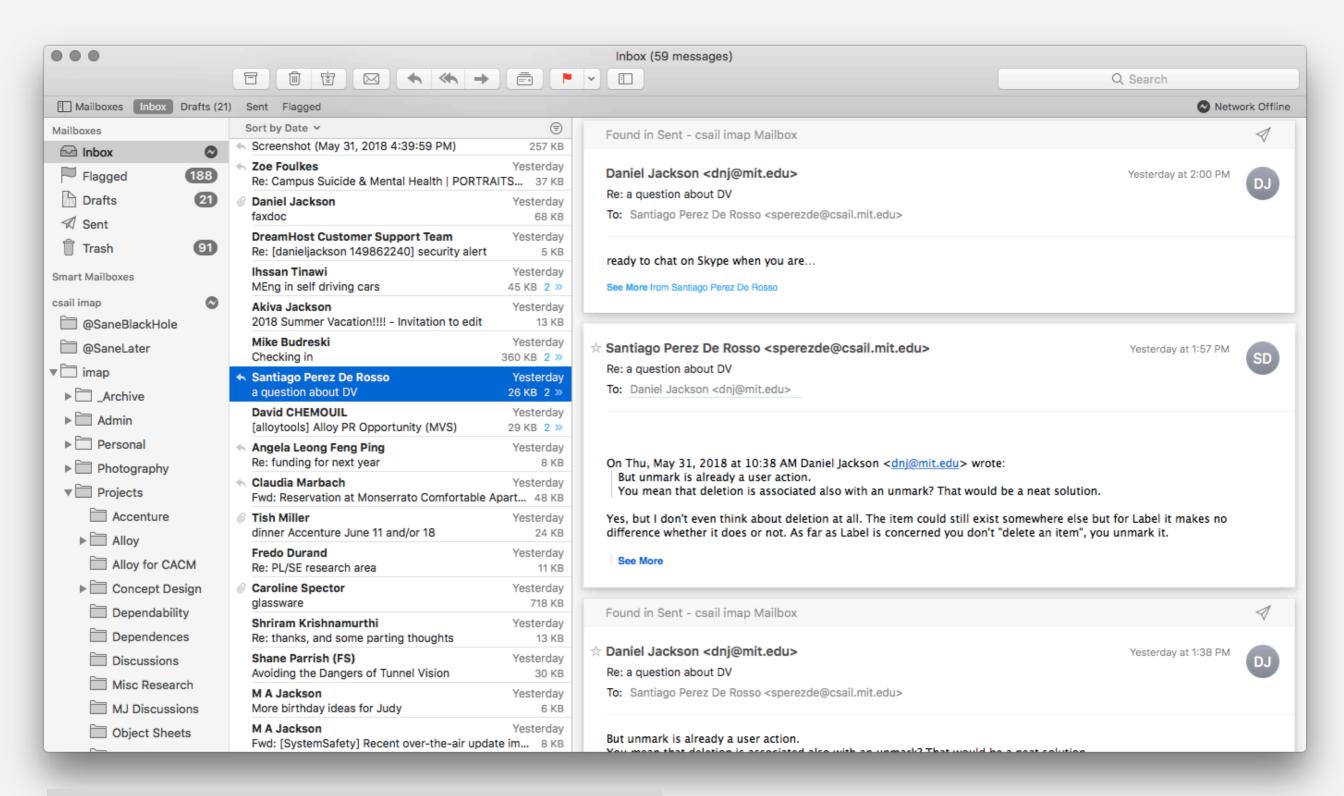
OP: ... define formula over range... select(c) in range... add(direction)...formula updated

unless range cell c is at top of range and dir is above or....



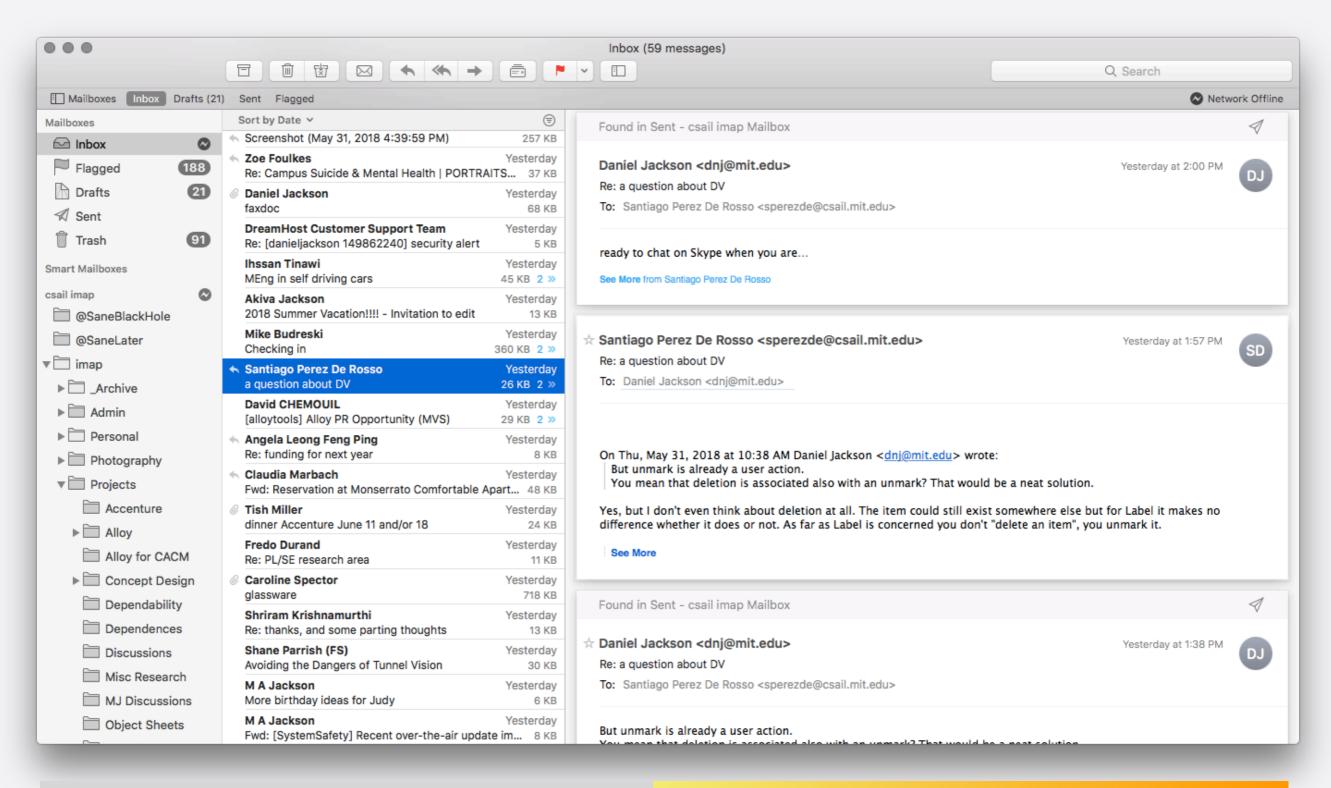


non-uniformity conversation



action applied to every message in conversation

non-uniformity conversation



action applied to every message in conversation unless message in other folder or action is reply ...

Keynote grouping unless objs contains a text body object

Fuji aspect ratio setting **unless** set to raw only mode

Dropbox share folder unless folder is ancestor or descendant of shared folder

Git branch unless working directory contains uncommitted file or...

varies over type

Keynote grouping unless objs contains a text body object

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varies over state

Dropbox share folder unless folder is ancestor or descendant of shared folder

varies over state

Git branch unless working directory contains uncommitted file or...

varies over arg

the genericity rule

NY Times

StackExchange

Amazon

upvote

notification

NY Times StackExchange Amazon

upvote

comments

notification

NY Times StackExchange Amazon

upvote comments

answers

notification

NY Times StackExchange Amazon

upvote comments answers reviews

notification

NY Times StackExchange Amazon

upvote comments answers reviews

notification breaking news

NY Times StackExchange Amazon

upvote comments answers reviews

notification breaking news replies

NY Times StackExchange Amazon

comments answers reviews

notification breaking news replies when shipped

related

upvote

NY TimesStackExchangeAmazonupvotecommentsanswersreviewsnotificationbreaking newsreplieswhen shipped

articles

NY TimesStackExchangeAmazonupvotecommentsanswersreviewsnotificationbreaking newsreplieswhen shippedrelatedarticlesquestions

	NY Times	StackExchange	Amazon
upvote	comments	answers	reviews
notification	breaking news	replies	when shipped
related	articles	questions	items

why reuse a concept?

familiarity users will get it

save work design options known

no surprises misfits anticipated

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no surprises misfits anticipated options for upvote?

why reuse a concept?

familiarity users will get it

save work design options known

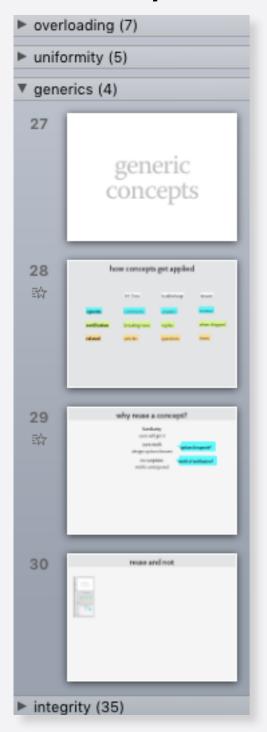
no surprises misfits anticipated options for upvote?

misfit of notification?

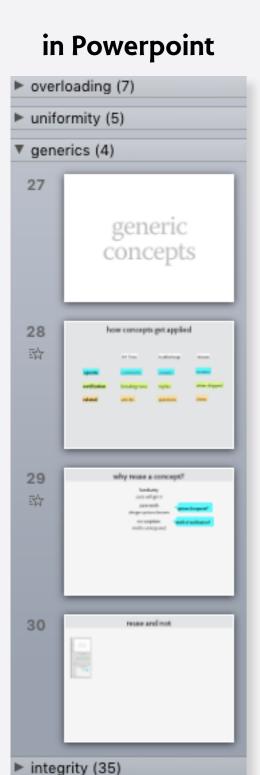
reusing a well-known generic concept is usually preferable to inventing one

reusing a well-known generic concept is usually preferable to inventing one

in Powerpoint



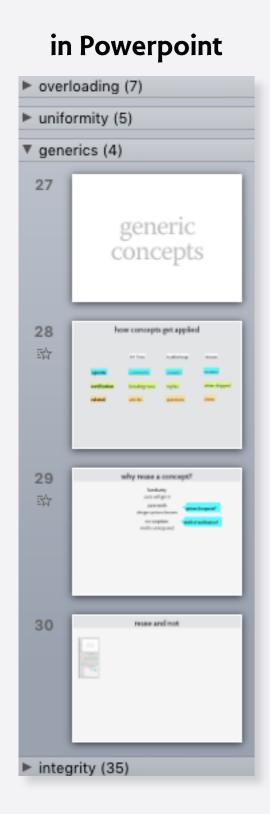
reusing a well-known generic concept is usually preferable to inventing one

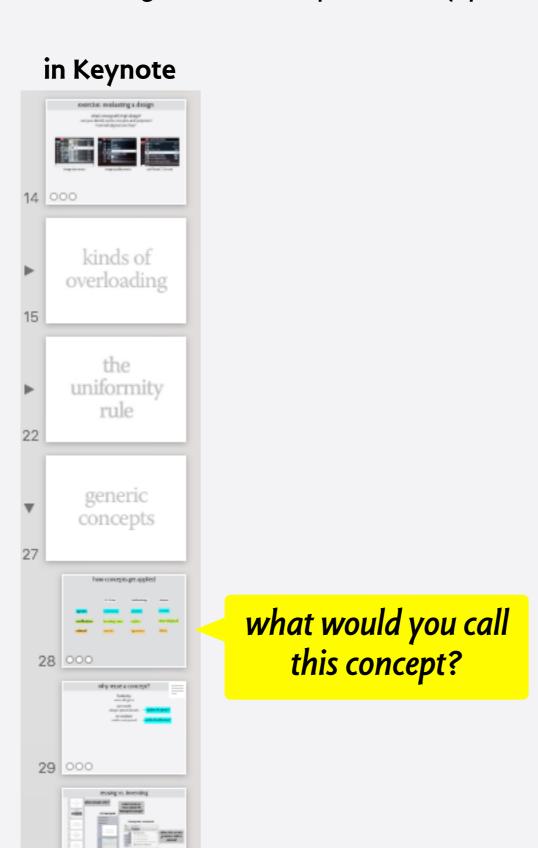


in Keynote

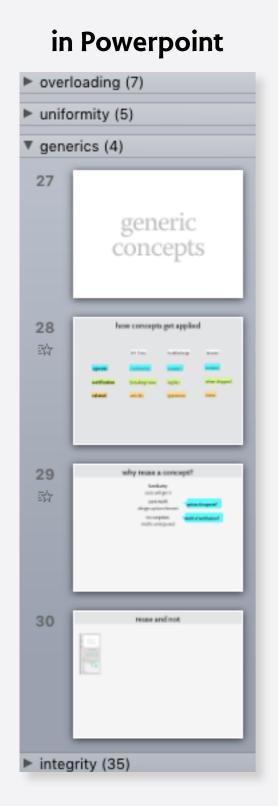


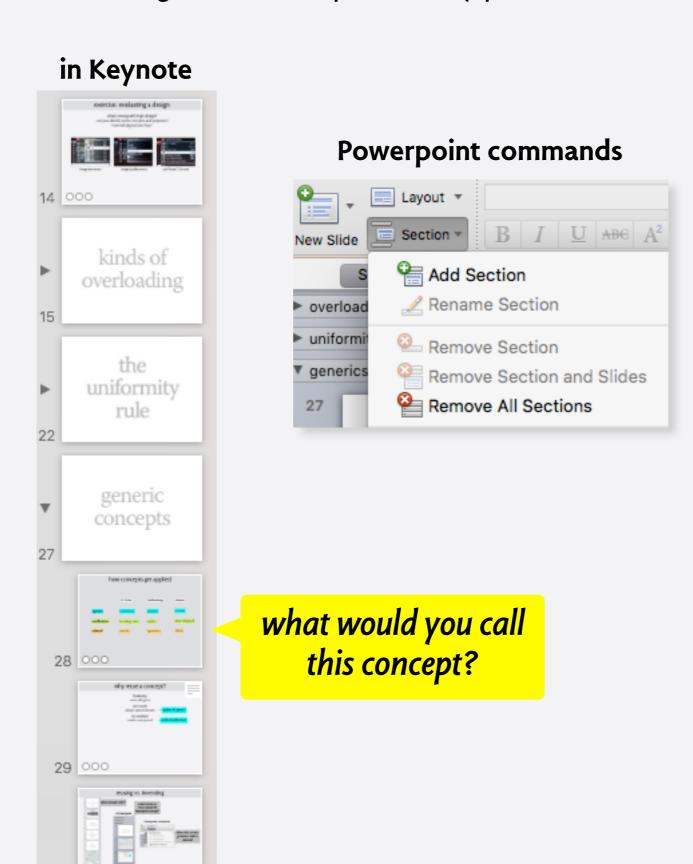
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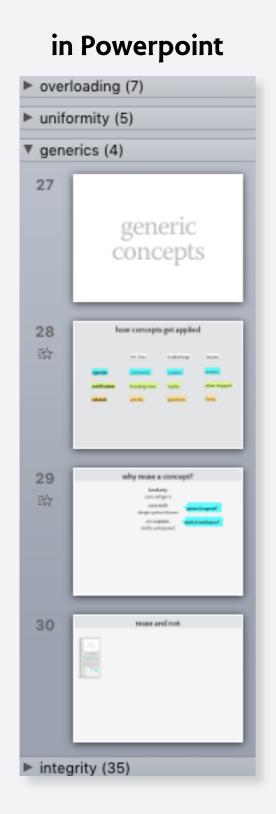


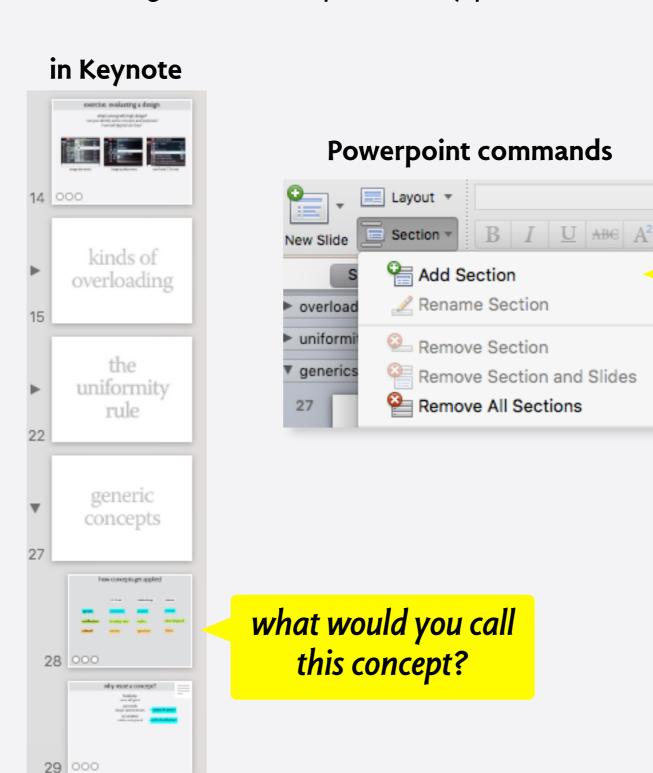
reusing a well-known generic concept is usually preferable to inventing one





reusing a well-known generic concept is usually preferable to inventing one





what role does slide selection play in add?

concept composition

```
reservation
name
            make access to shared resource reliable
purpose
            reserved: bool = false
structure
           reserve()
behavior
            reserved := true
           use ()
            reserved => reserved := false
           cancel()
              reserved => reserved := false
           if reserve() and no cancel then can use()
tactic
```

name reservation

purpose make access to shared resource reliable

structure reserved: bool = false

behavior

reserve()
 reserved := true
use ()
 reserved => reserved := false
cancel ()
 reserved => reserved := false

tactic

if reserve() and no cancel then can use()

structure defines state space

name

reservation

purpose

make access to shared resource reliable

structure

reserved: bool = false

behavior

```
reserve()
```

reserved := true

use ()

reserved => reserved := false

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structure defines state space

actions give a labeled transition relation defining a trace set

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  reserved := true
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cancel ()
  reserved => reserved := false
```

tactic

if reserve() and no cancel then can use()

structure defines state space

actions give a labeled transition relation defining a trace set

```
{<>,
<reserve>,
<reserve, cancel>,
<reserve, use>,
<reserve, use, cancel>,
...
}
```

name

reservation

purpose

make access to shared resource reliable

structure

reserved: bool = false

behavior

```
reserve()
  reserved := true
use ()
  reserved => reserved := false
cancel ()
  reserved => reserved := false
```

tactic

if reserve() and no cancel then can use()

tactic defines a property of the trace set

structure defines state space

actions give a labeled transition relation defining a trace set

```
{<>,
<reserve>,
<reserve, cancel>,
<reserve, use>,
<reserve, use, cancel>,
...
}
```

example: authentication

```
name authentication

purpose identify participant in interaction

structure ok: bool = false

behavior login()
    ok := true
    logout ()
    ok => ok := false
```

auth ()

ok =>

tactic if login() and no logout() then can auth()

example: authentication

name **authentication**

purpose identify participant in interaction

structure ok: bool = false

behavior

```
login()
  ok := true
logout ()
  ok => ok := false
auth ()
  ok =>
```

what are the traces?

tactic

if login() and no logout() then can auth()

example: authentication

name

authentication

purpose

identify participant in interaction

structure

```
ok: bool = false
```

behavior

```
login()
  ok := true
logout ()
  ok => ok := false
auth ()
  ok =>
```

what are the traces?

tactic

if login() and no logout() then can auth()

```
{<>,
<login>,
<login, auth>,
<login, auth, auth>,
<login, logout>,
<login, auth, logout>,
...
}
```

composing concepts

application

MyReservationApp

includes

reservation, authentication

behavior

login authentication.login

logout authentication.logout

reserve:

reservation.reserve authentication.auth

cancel:

reservation.cancel authentication.auth

use:

reservation.use

composing concepts

application

MyReservationApp

includes

reservation, authentication

behavior

login

authentication.login

logout

authentication.logout

reserve:

reservation.reserve

authentication.auth

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use:

reservation.use

concepts used

composing concepts

application

MyReservationApp

includes

reservation, authentication

behavior

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logout authentication.logout

reserve:

reservation.reserve authentication.auth

cancel:

reservation.cancel authentication.auth

use:

reservation.use

concepts used

action of app is binding of concept actions

binding: Action -> Concept -> Action

{(login, authentication, login), (logout, authentication, logout), (reserve, reservation, reserve), (reserve, authentication, auth), (cancel, reservation, cancel), (cancel, authentication, auth), (use, reservation, use)}



traces of **reservation**

```
{<>,
<reserve>,
<reserve, cancel>,
<reserve, use>,
<reserve, use, cancel>,
...
}
```

traces of **reservation**

```
{<>,
<reserve>,
<reserve, cancel>,
<reserve, use>,
<reserve, use, cancel>,
...
}
```

traces of authentication

```
{<>,
  <login>,
  <login, auth>,
  <login, auth, auth>,
  <login, logout>,
  <login, auth, logout>,
...
}
```

traces of **reservation**

```
{<>,
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<reserve, use, cancel>,
...
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traces of **authentication**

```
{<>,
  <login>,
  <login, auth>,
  <login, auth, auth>,
  <login, logout>,
  <login, auth, logout>,
...
}
```

binding: Action -> Concept -> Action

{(login, authentication, login), (logout, authentication, logout), (reserve, reservation, reserve), (reserve, authentication, auth), (cancel, reservation, cancel), (cancel, authentication, auth), (use, reservation, use)}

traces of **reservation**

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{<>,
  <reserve>,
  <reserve, cancel>,
  <reserve, use>,
  <reserve, use, cancel>,
...
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```

traces of **authentication**

```
{<>,
  <login>,
  <login, auth>,
  <login, auth, auth>,
  <login, logout>,
  <login, auth, logout>,
...
}
```

binding: Action -> Concept -> Action

{(login, authentication, login), (logout, authentication, logout), (reserve, reservation, reserve), (reserve, authentication, auth), (cancel, reservation, cancel), (cancel, authentication, auth), (use, reservation, use)}

map trace t onto concept C with binding B

```
let map(t, C, B) =
map (<>, C, B) = <>
map (append(t, a), C, B) =
  if no C.(a.B) then map(t, C, B)
  else append(map(t, C, B), C.(a.B))
```

traces of **reservation**

```
{<>,
  <reserve>,
  <reserve, cancel>,
  <reserve, use>,
  <reserve, use, cancel>,
...
}
```

traces of authentication

```
{<>,
  <login>,
  <login, auth>,
  <login, auth, auth>,
  <login, logout>,
  <login, auth, logout>,
...
}
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binding: Action -> Concept -> Action

{(login, authentication, login), (logout, authentication, logout), (reserve, reservation, reserve), (reserve, authentication, auth), (cancel, reservation, cancel), (cancel, authentication, auth), (use, reservation, use)}

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```

traces are all those consistent with concept traces

traces = {t in action* | all C: includes | map(t, C, B) in traces(C)}

traces of **reservation**

```
{<>,
<reserve>,
<reserve, cancel>,
<reserve, use>,
<reserve, use, cancel>,
...
}
```

traces of **authentication**

```
{<>,
  <login>,
  <login, auth>,
  <login, auth, auth>,
  <login, logout>,
  <login, auth, logout>,
...
}
```

binding: Action -> Concept -> Action

```
{(login, authentication, login),
(logout, authentication, logout),
(reserve, reservation, reserve),
(reserve, authentication, auth),
(cancel, reservation, cancel),
(cancel, authentication, auth),
(use, reservation, use)}
```

map trace t onto concept C with binding B

```
let map(t, C, B) =
map (<>, C, B) = <>
map (append(t, a), C, B) =
  if no C.(a.B) then map(t, C, B)
  else append(map(t, C, B), C.(a.B))
```

traces are all those consistent with concept traces

```
{<>,
<login>,
<login, logout>,
<login, reserve>,
<login, reserve, use>,
...
}
```

traces = {t in action* | all C: includes | map(t, C, B) in traces(C)}

reservation (again)

name

reservation

purpose

make access to shared resource reliable

structure

slots: Owner -> Slot

holds: User -> Slot

behavior

```
create (o: Owner, s: Slot)
  no slots.s => slots += o -> s

reserve (u: User, o: Owner, s: Slot)
  no holds.s and o -> s in slots => holds += u -> s

cancel (u: User, s: Slot)
  u -> s in holds => holds -= u -> s

use (u: User, o: Owner, s: Slot)
  u -> s in holds and o -> s in slots =>
```

tactic

if create(o,s); reserve(u,o.s); ... no cancel(u,s) ... then can use(u,o,s)

authentication (again)

```
authentication
name
            identify participant in interaction
purpose
            password: User -> Password
structure
            sessions: set User
behavior
            register (u: User, p: Password)
             no u.password => password += u -> p
            login (u: User, p: Password)
             u.password = p => sessions += u
            logout (u: User)
            u in sessions => sessions -= u
            auth (u: User)
```

u **in** sessions =>

tactic if register(u,p), login(u,p), no logout(u) then can auth(u)

rating

```
rating
name
             identify participant in interaction
purpose
             used: User -> Item
structure
             rated: User -> Item -> Int
             rating: Item -> Int = {i: Item, r: Int | avg (User, rated)}
             use (u: User, i: Item)
behavior
              used += u -> i
             rate (u: User, i: Item, r: Int)
              u -> i in used => u.rated ++= i -> r
             show (i: Item): Int
              result = i.rating
            if user(u,i), rate(u,i,r)... for multiple u... and show(i):r then r is avg of user's ratings
tactic
```

reservation app (again)

```
application
```

MyReservationApp

includes

reservation, authentication, rating

behavior

```
register(u,p)
 authentication.register(u,p)
login(u,p)
 authentication.login(u,p)
logout(u)
 authentication.logout(u)
reserve(u,o,s)
 reservation.reserve(u,o,s)
 authentication.auth(u)
use(u,o,s)
 reservation.use(u,o,s)
 rating.use(u,o)
cancel(u,s)
 reservation.cancel(u,s)
 authentication.auth(u)
```

```
rate(u,o,r)
  authentication.auth(u)
  rating.rate(u,o,r)
showRating(o)
  rating.show(o)
```

reservation app (again)

application

MyReservationApp

includes

reservation, authentication, rating

behavior

```
register(u,p)
 authentication.register(u,p)
login(u,p)
 authentication.login(u,p)
logout(u)
 authentication.logout(u)
reserve(u,o,s)
 reservation.reserve(u,o,s)
 authentication.auth(u)
use(u,o,s)
 reservation.use(u,o,s)
 rating.use(u,o)
cancel(u,s)
 reservation.cancel(u,s)
 authentication.auth(u)
```

rate(u,o,r)
 authentication.auth(u)
 rating.rate(u,o,r)
showRating(o)
 rating.show(o)

ratings are authenticated

reservation app (again)

application

MyReservationApp

includes

reservation, authentication, rating

behavior

register(u,p)
authentication.register(u,p)

login(u,p)
authentication.login(u,p)

logout(u)
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reserve(u,o,s)
reservation.reserve(u,o,s)

authentication.auth(u)

use(u,o,s)
reservation.use(u,o,s)
rating.use(u,o)

cancel(u,s)
reservation.cancel(u,s)
authentication.auth(u)

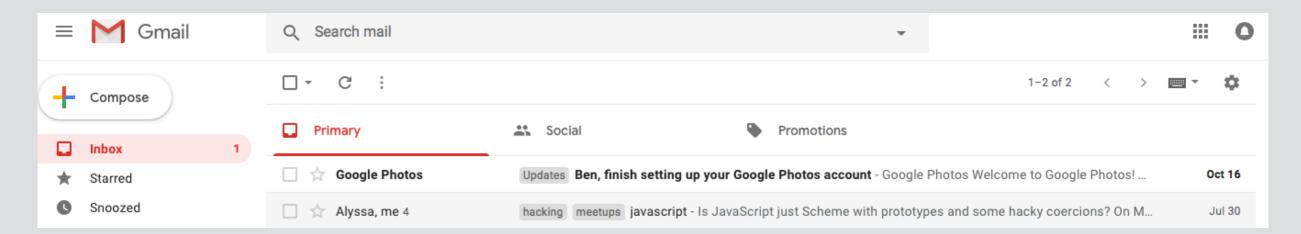
rate(u,o,r)
 authentication.auth(u)
 rating.rate(u,o,r)
showRating(o)
 rating.show(o)

ratings are authenticated

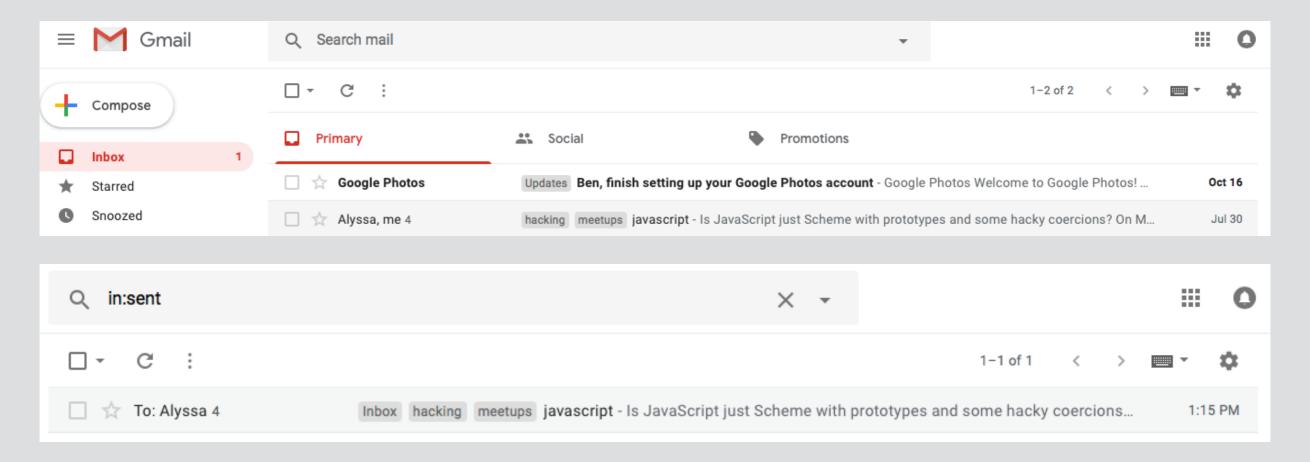
can't rate until you've used reservation

the integrity rule

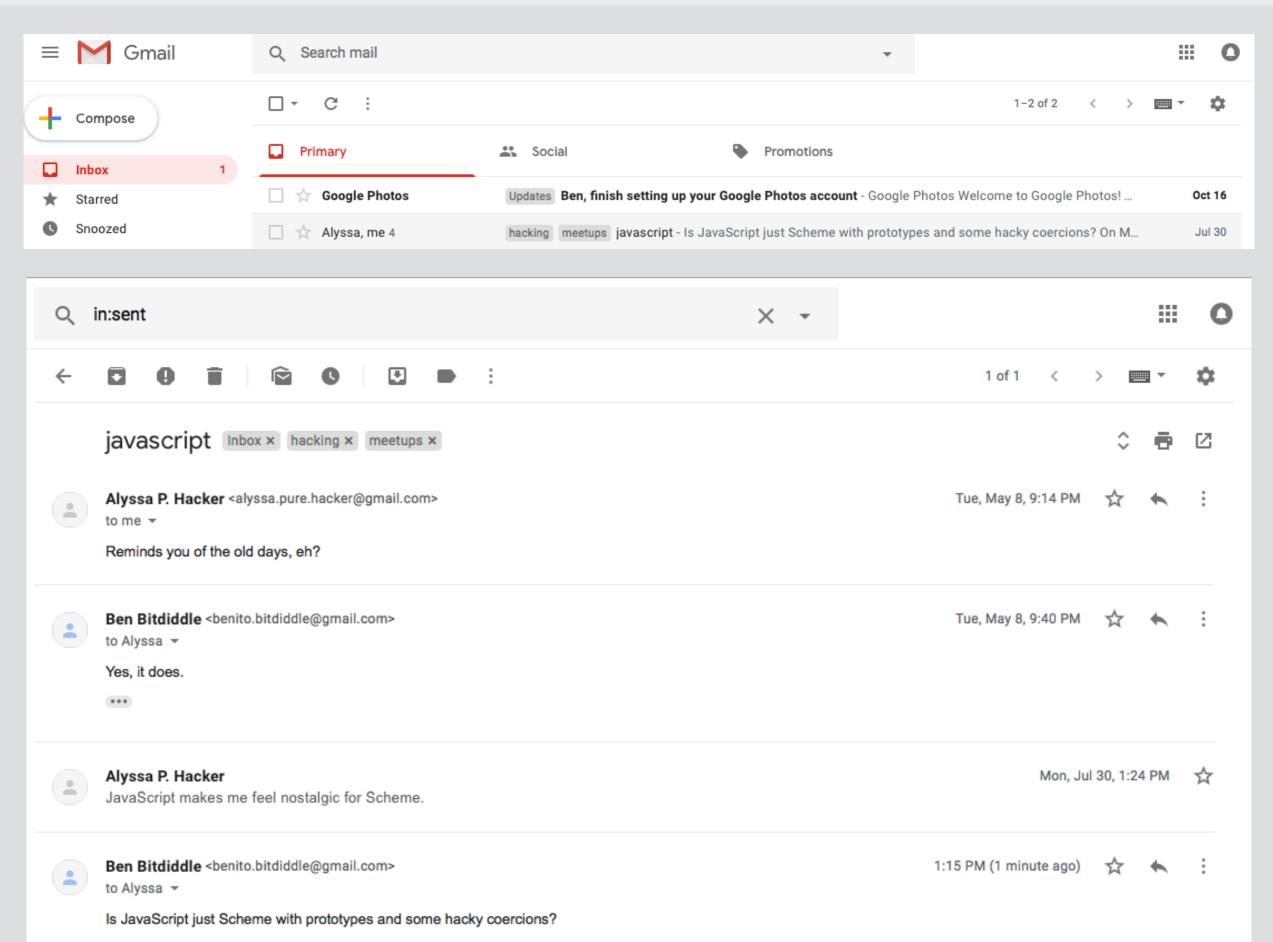
looking at sent messages in gmail



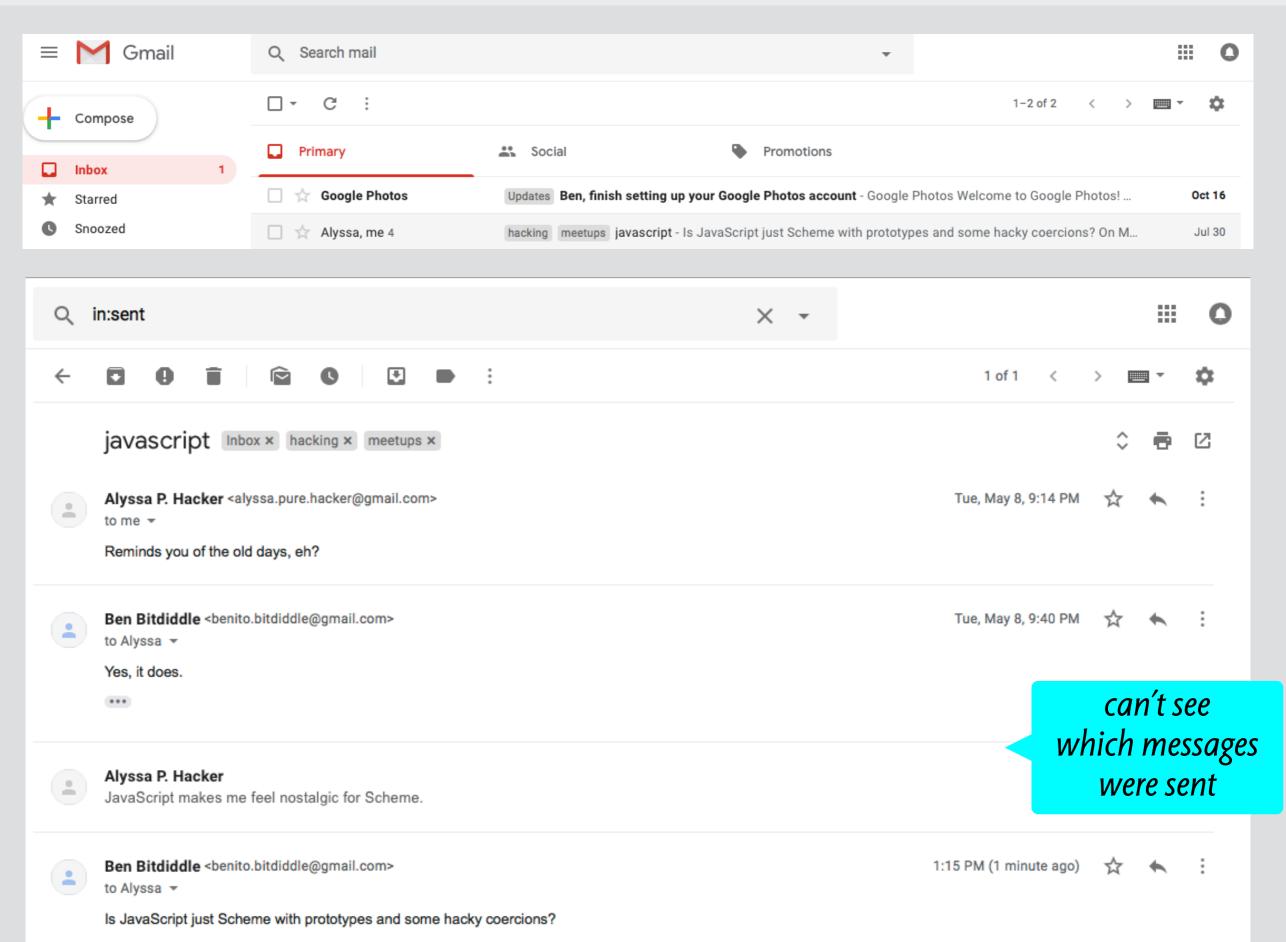
looking at sent messages in gmail



looking at sent messages in gmail

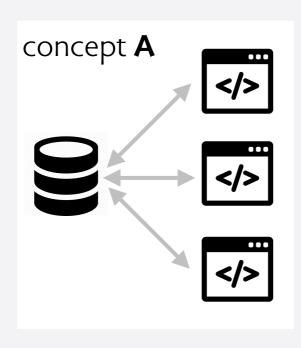


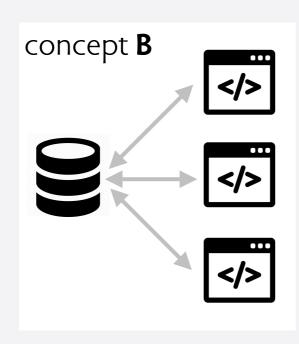
looking at sent messages in gmail

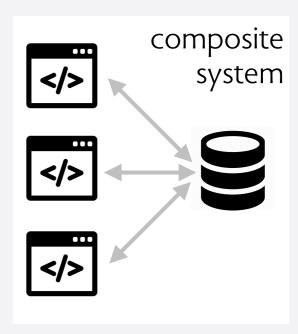


interpreting composite behavior

each action in composite system interpreted as zero or more actions in each concept

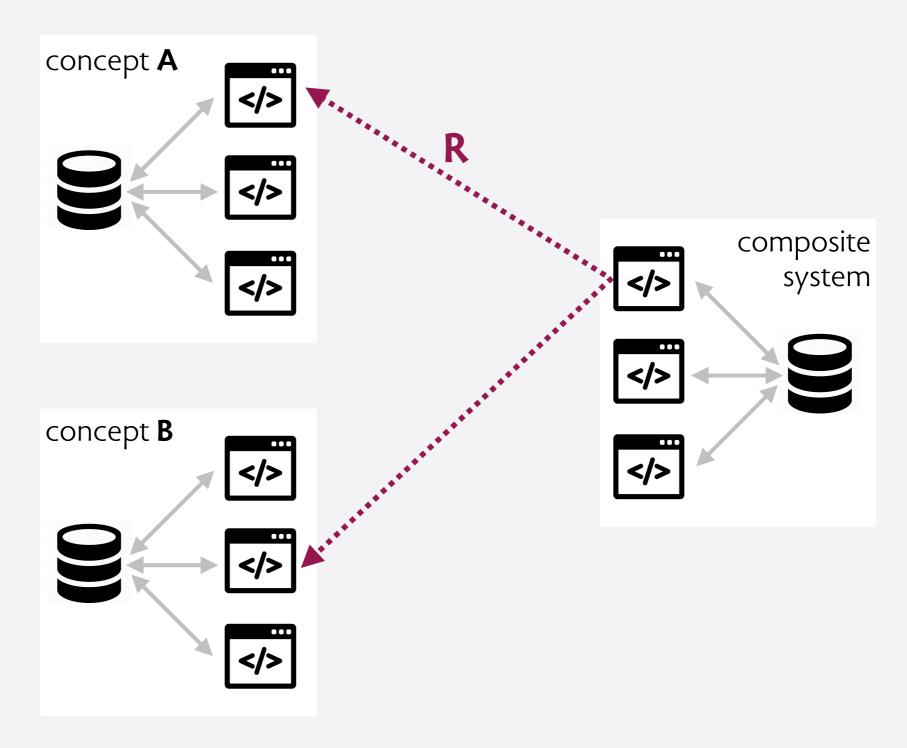






interpreting composite behavior

each action in composite system interpreted as zero or more actions in each concept



when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

projected behavior must satisfy concept spec:

 \forall c: concept $| \forall$ t: traces(sys) $| R_c(t) \in traces(c)$



system

concept A

concept **B**

when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

projected behavior must satisfy concept spec:

 \forall c: concept $| \forall$ t: traces(sys) $| R_c(t) \in traces(c)$



system

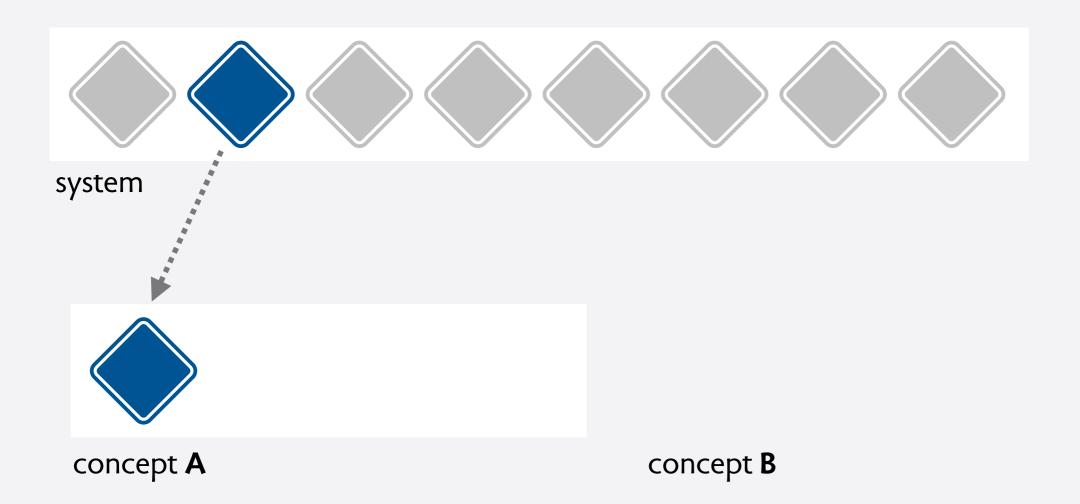
concept A

concept **B**

when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

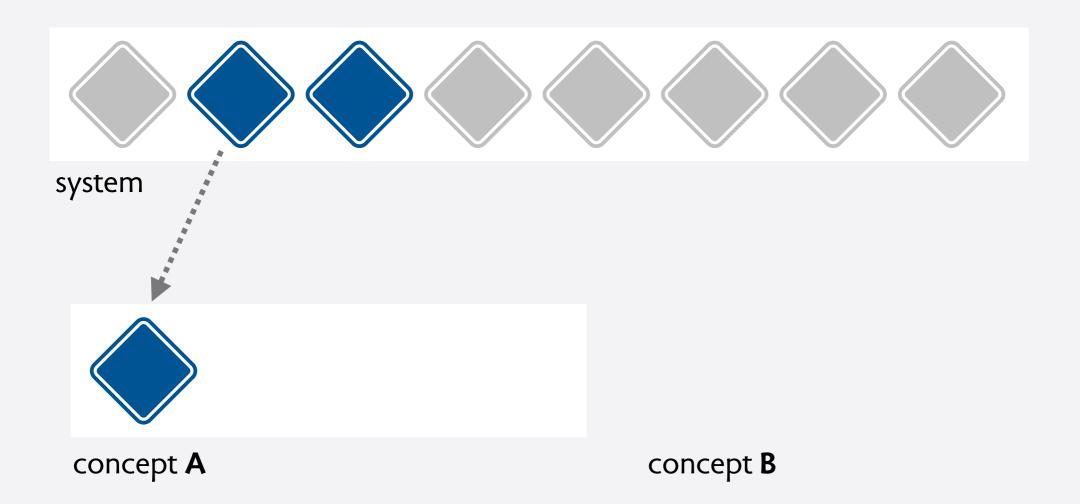
projected behavior must satisfy concept spec:



when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

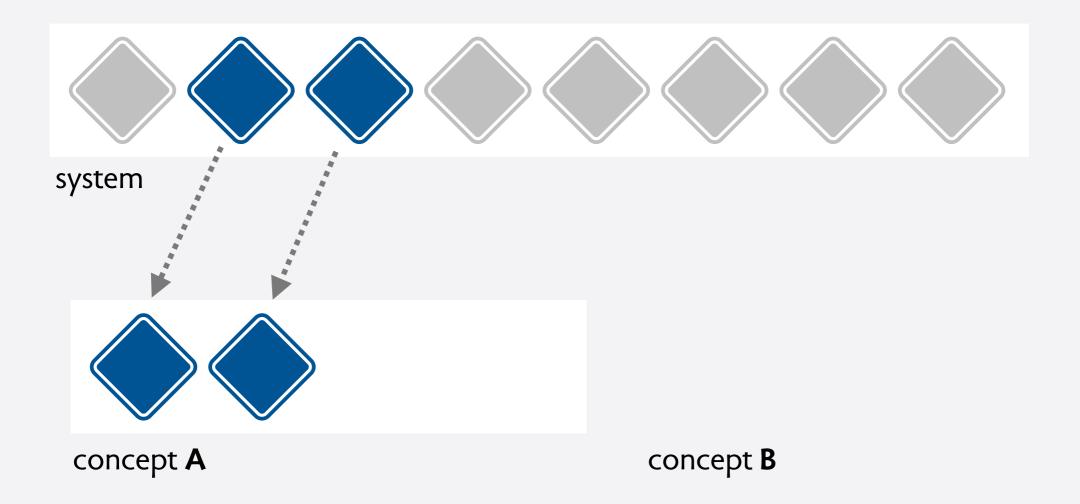
projected behavior must satisfy concept spec:



when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

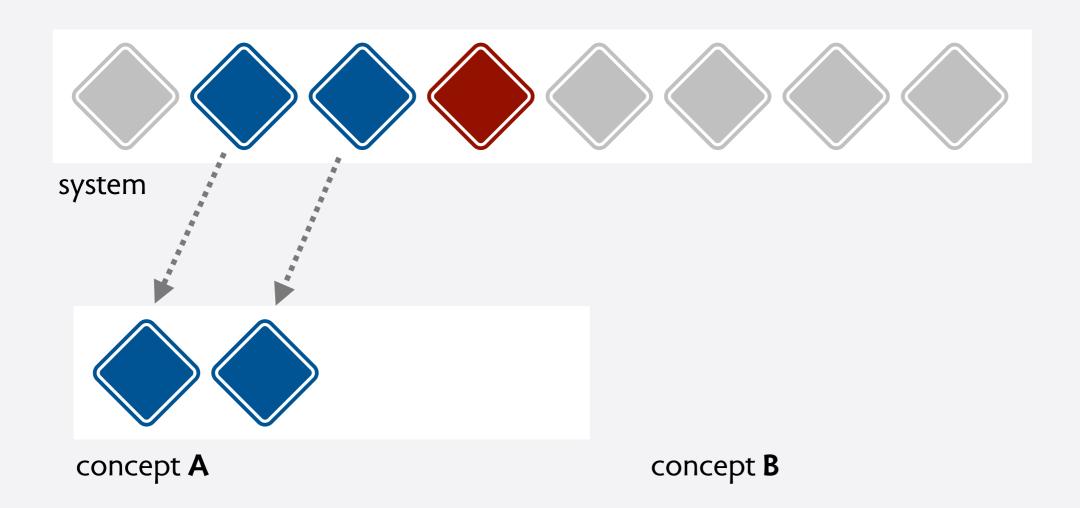
projected behavior must satisfy concept spec:



when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

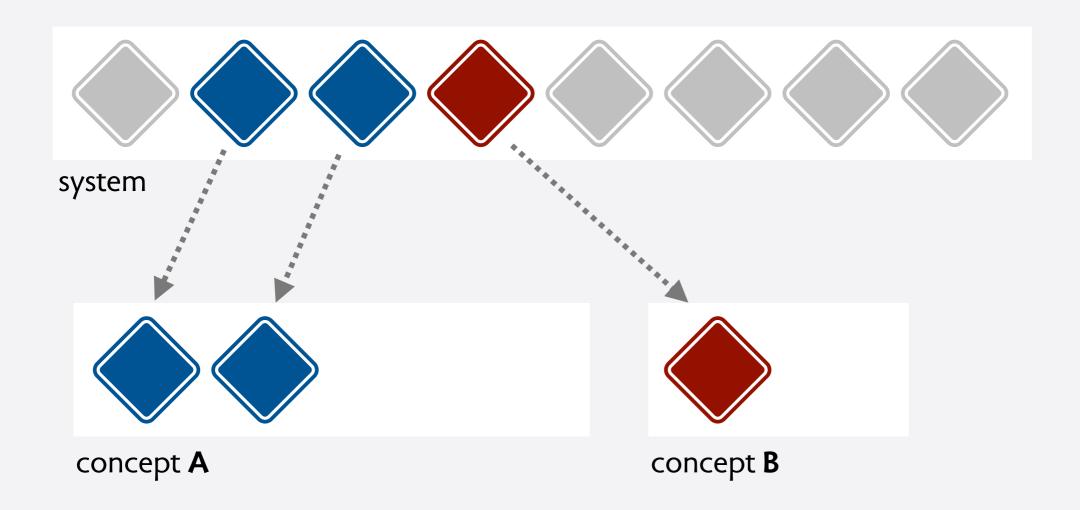
projected behavior must satisfy concept spec:



when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

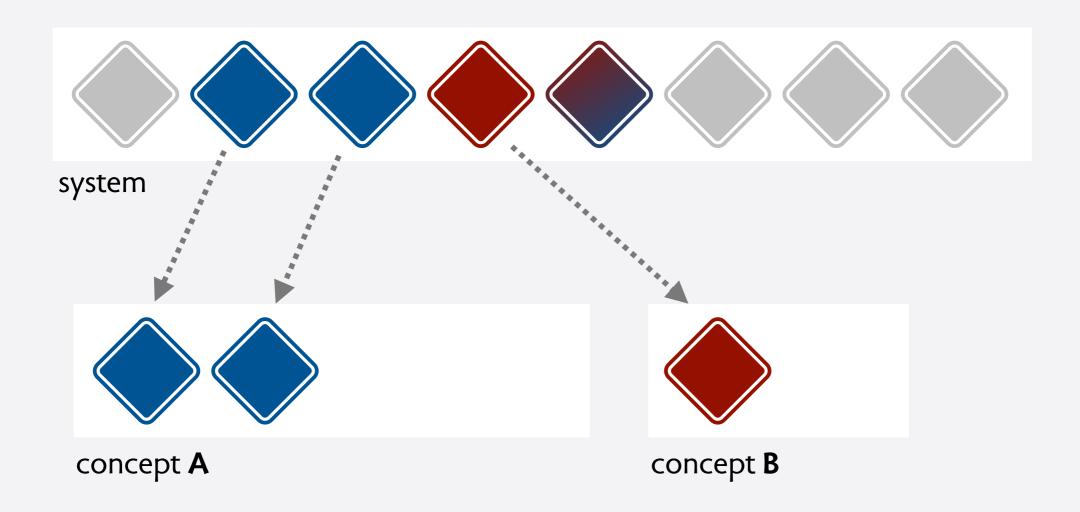
projected behavior must satisfy concept spec:



when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

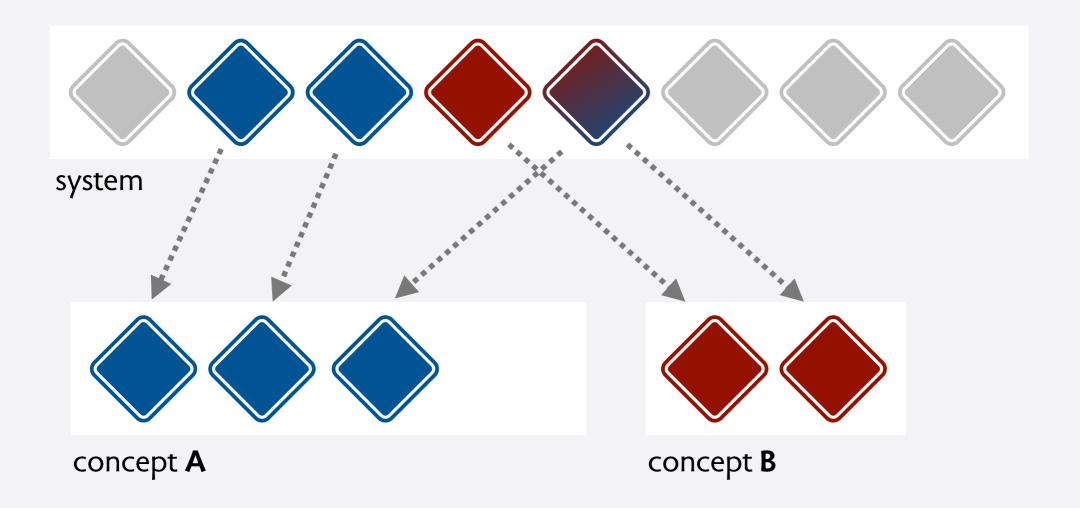
projected behavior must satisfy concept spec:

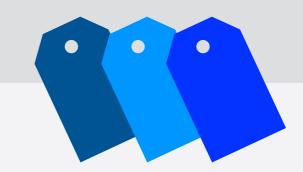


when concepts are combined, each concept's behavior and OP should still apply

a simple criterion

projected behavior must satisfy concept spec:







name label



name label

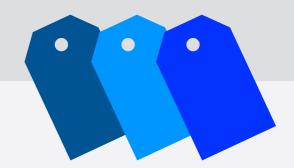
purpose organize items for easy retrieval



name label

purpose organize items for easy retrieval

structure labels: X -> Label



```
name
```

label

purpose

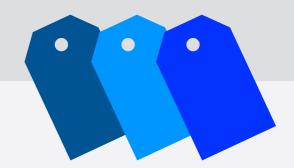
organize items for easy retrieval

structure

labels: X -> Label

behavior

```
mark (x: X,p: Label)
labels += x -> p
unmark (x: X, p: Label)
p in x.labels => labels -= x -> p
find (ps: set Label): set X
result = {x | ps in x.labels}
```



```
name
```

label

purpose

organize items for easy retrieval

structure

labels: X -> Label

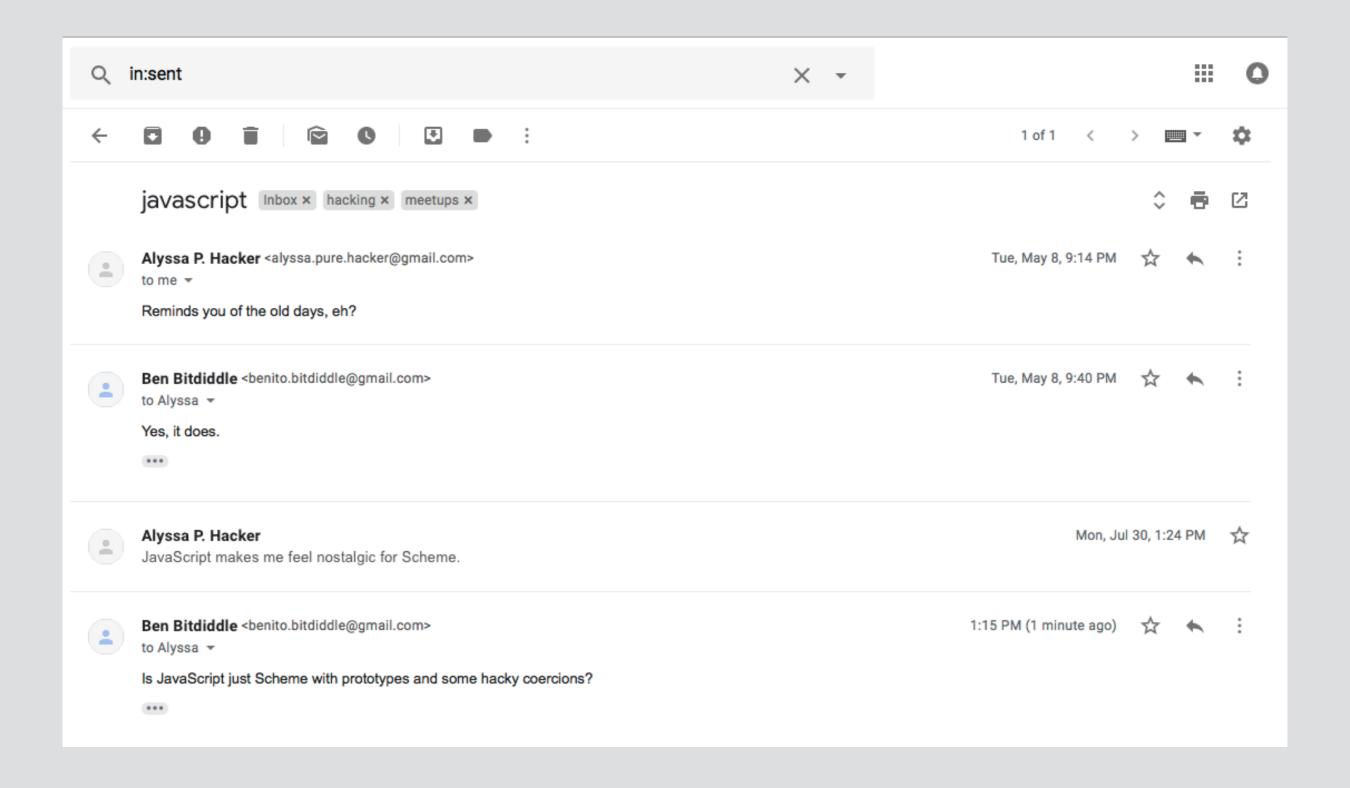
behavior

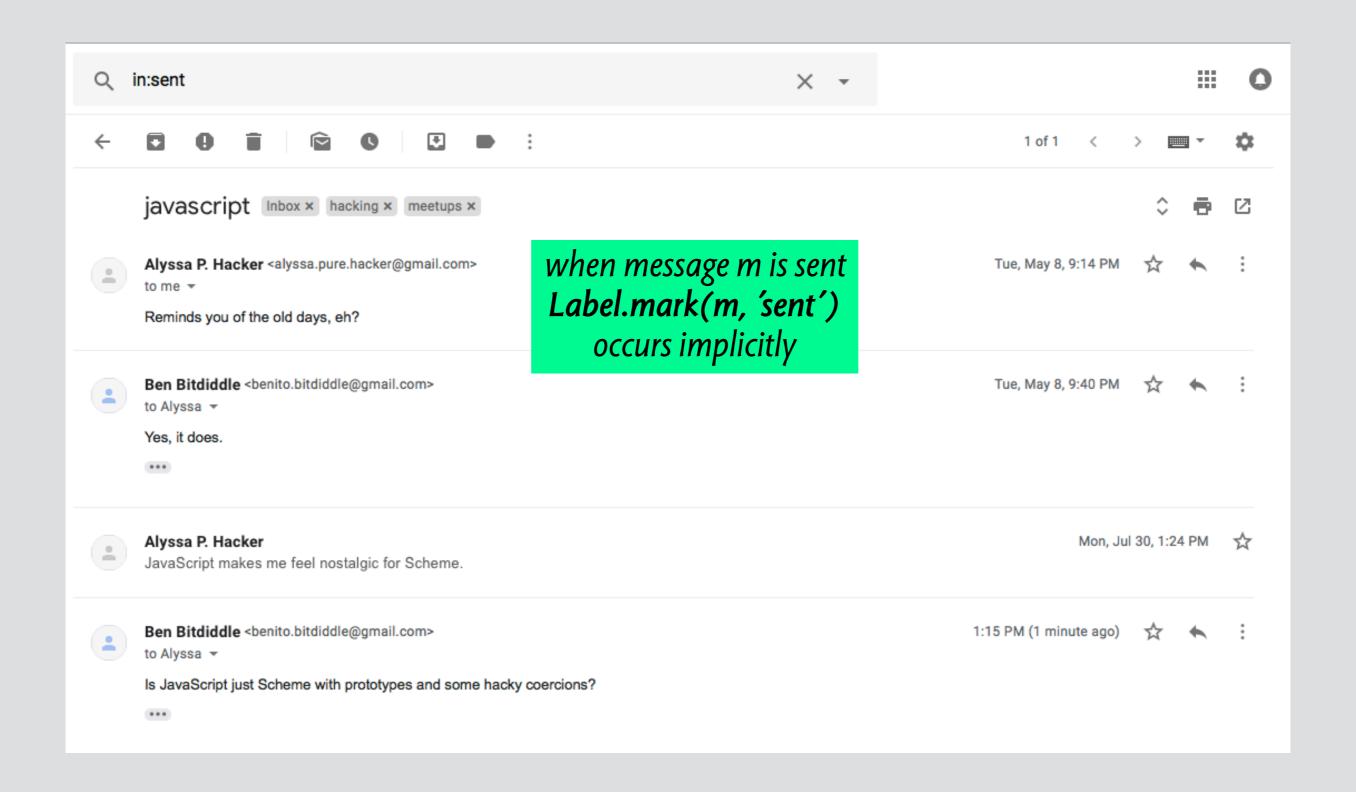
```
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```

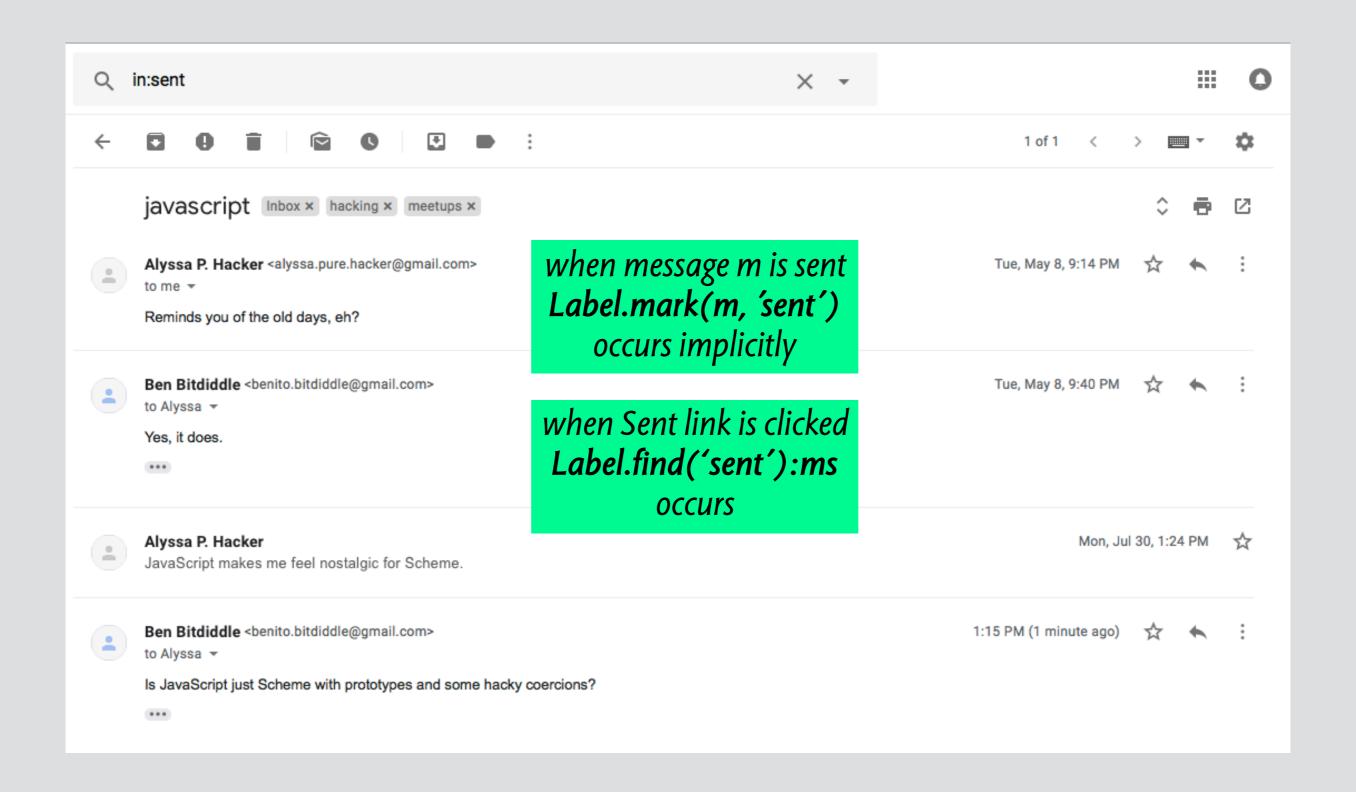
tactic

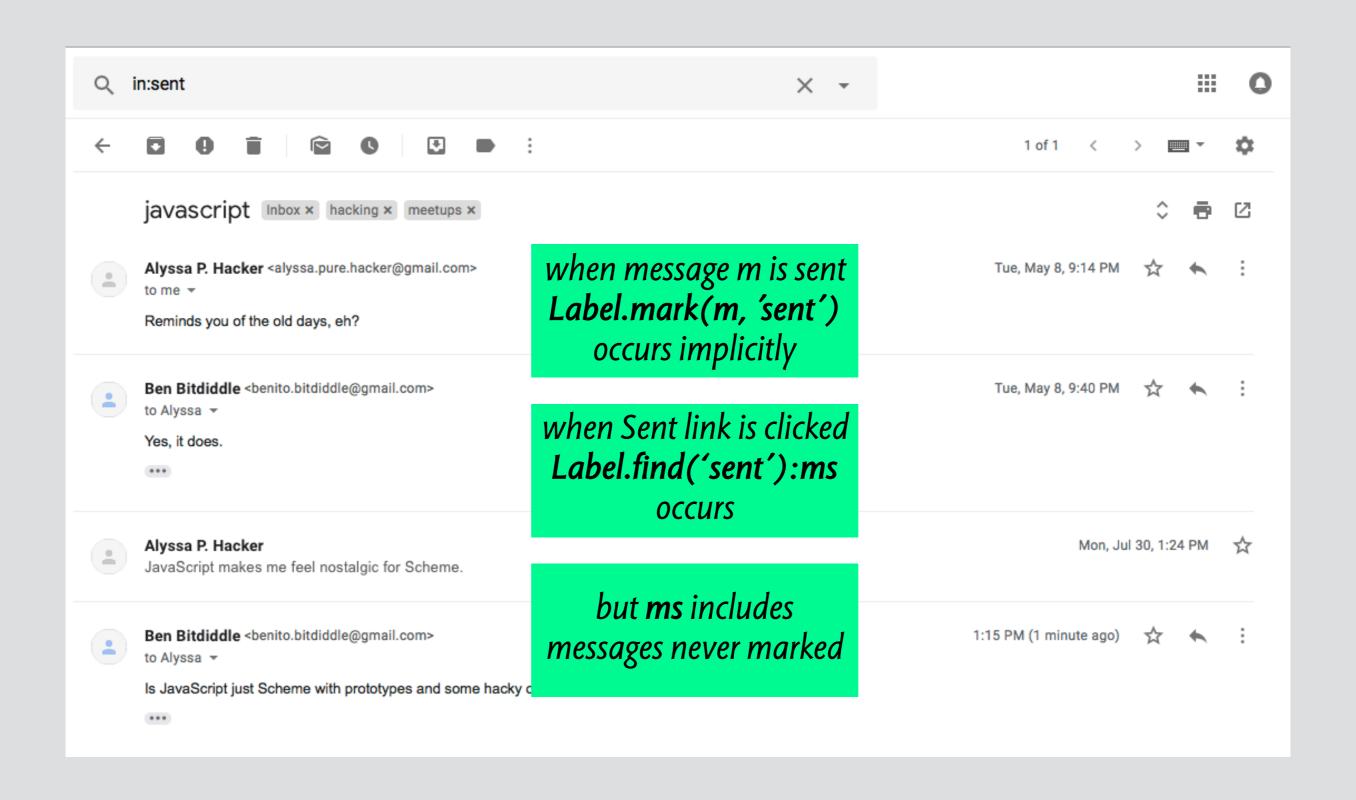
if mark(x,p); find(p):xs then x in xs
if no mark(x,P); find(p):xs then x !in xs











integrity violations trash





integrity violations trash

what happens when you unmount a drive?





integrity violations trash



interaction of Trash and Volume (Apple Finder)
unmount of Volume removes files from Trash
not expressible in terms of Trash actions
a solution: one trash/volume?

deja vu

reversing the process

reversing the process



the same concepts, again & again post, comment, upvote, notification, ...

hard work to build libraries often just client- or server-side easy in a CMS, but structure hard-wired

reversing the process



the same concepts, again & again post, comment, upvote, notification, ...

hard work to build libraries often just client- or server-side easy in a CMS, but structure hard-wired

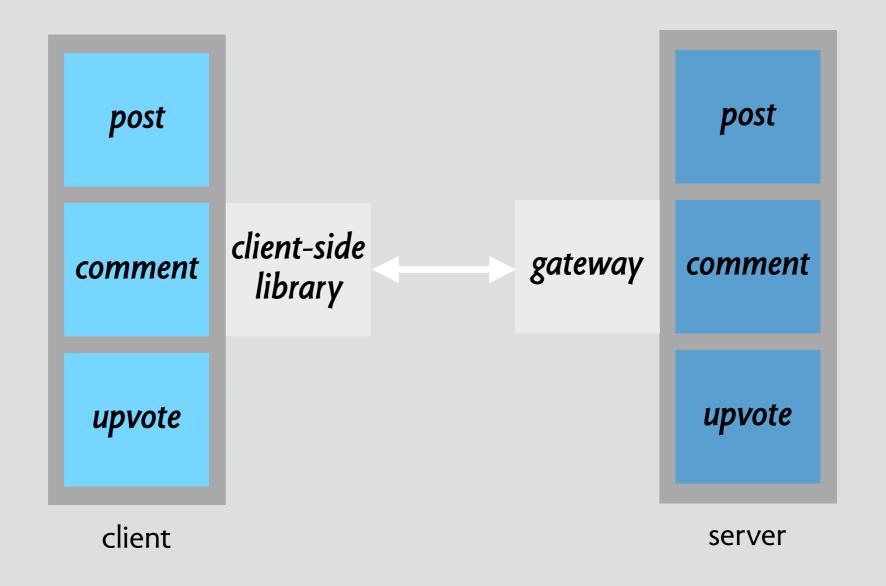


idea: concept cliches full stack implementation

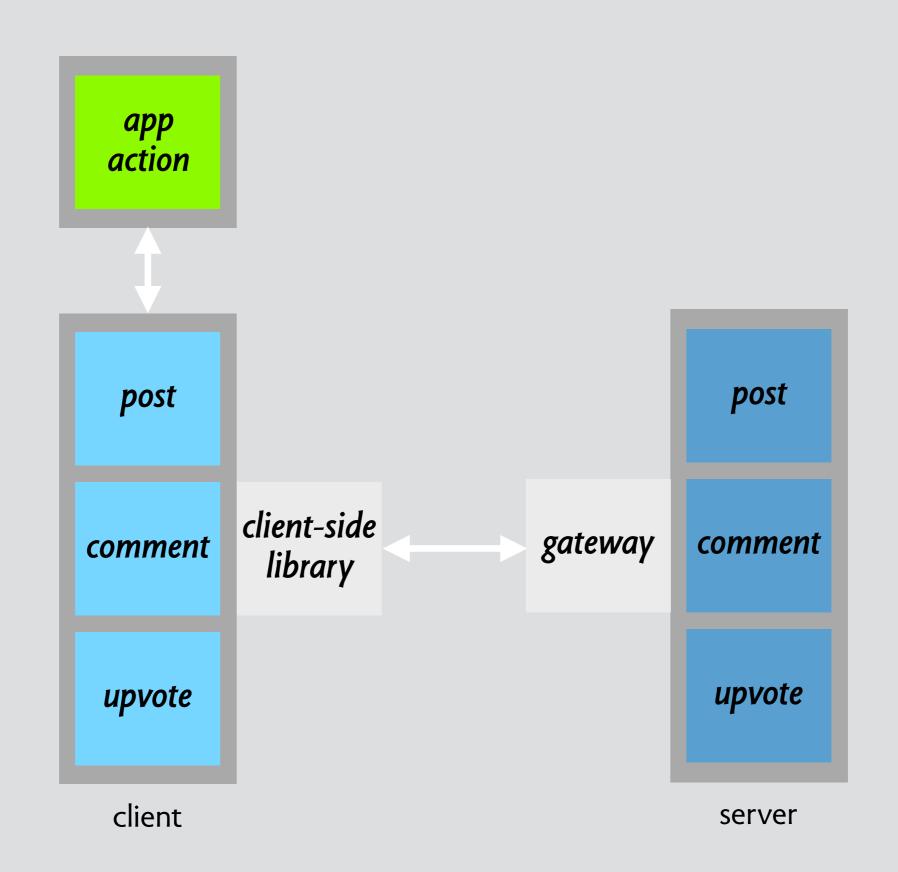
app-specific assembly in HTML, no JS or backend code

action synchronization build app action by joining cliche actions

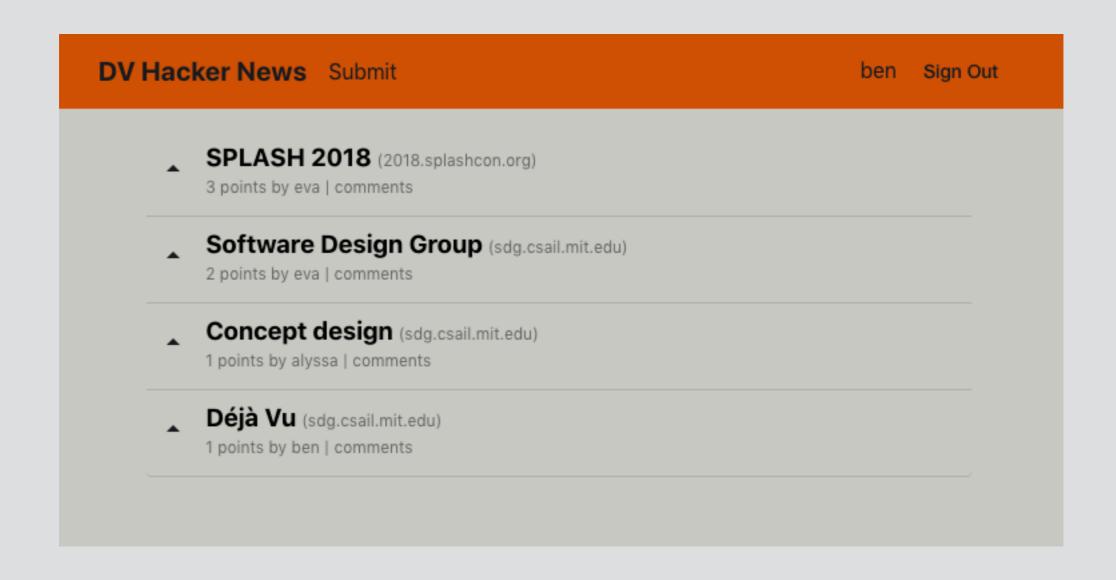
architecture of deja vu



architecture of deja vu



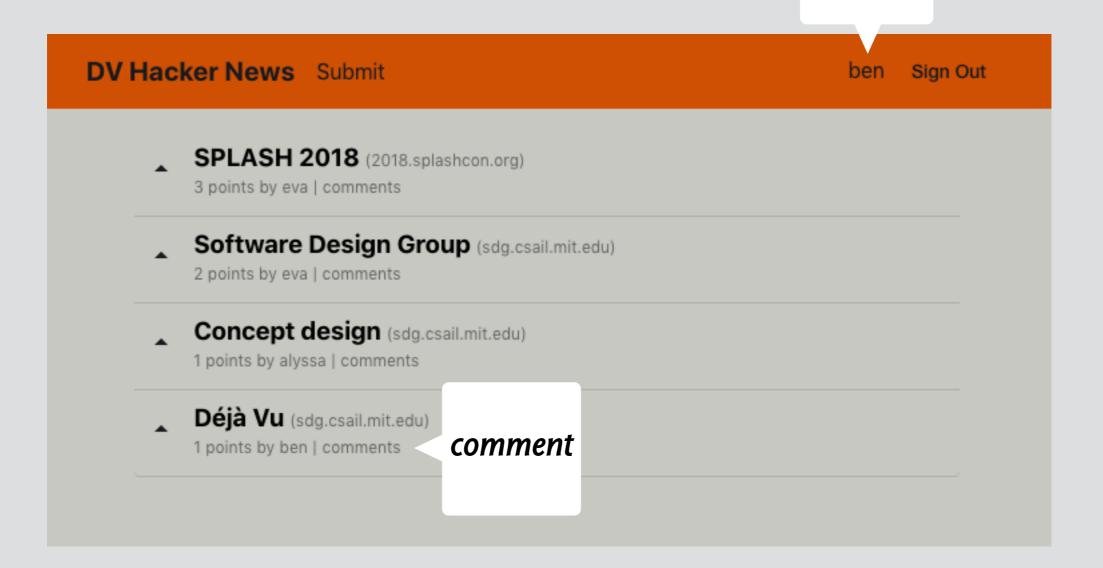
DV Hacker News Submit	ben Sign Ou	ıt
SPLASH 2018 (2018.splashcon.org) 3 points by eva comments		
Software Design Group (sdg.csail.mit.edu) 2 points by eva comments		
Concept design (sdg.csail.mit.edu) 1 points by alyssa comments		
Déjà Vu (sdg.csail.mit.edu) 1 points by ben comments		

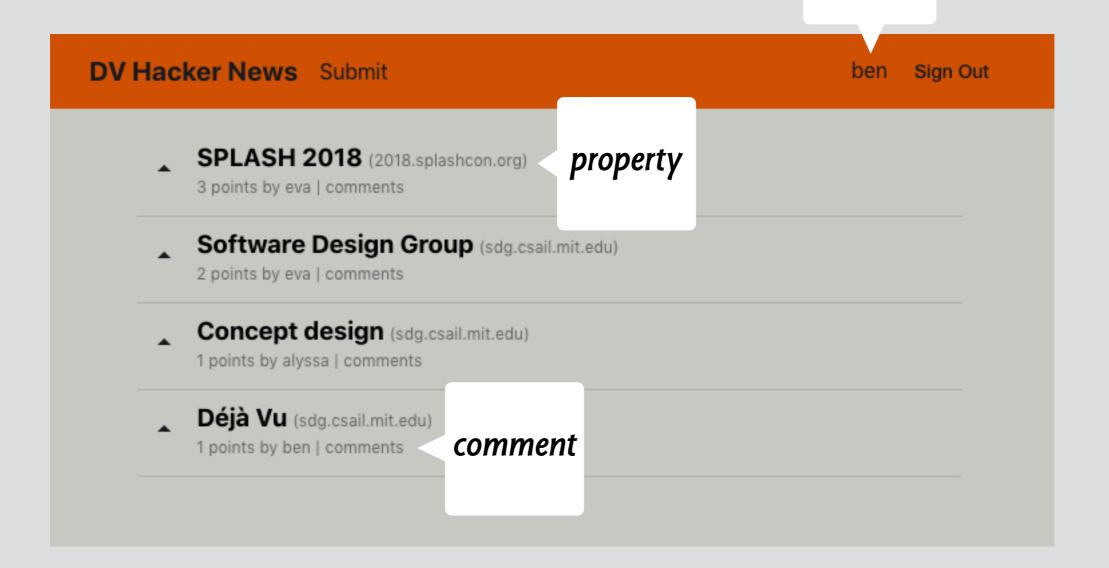


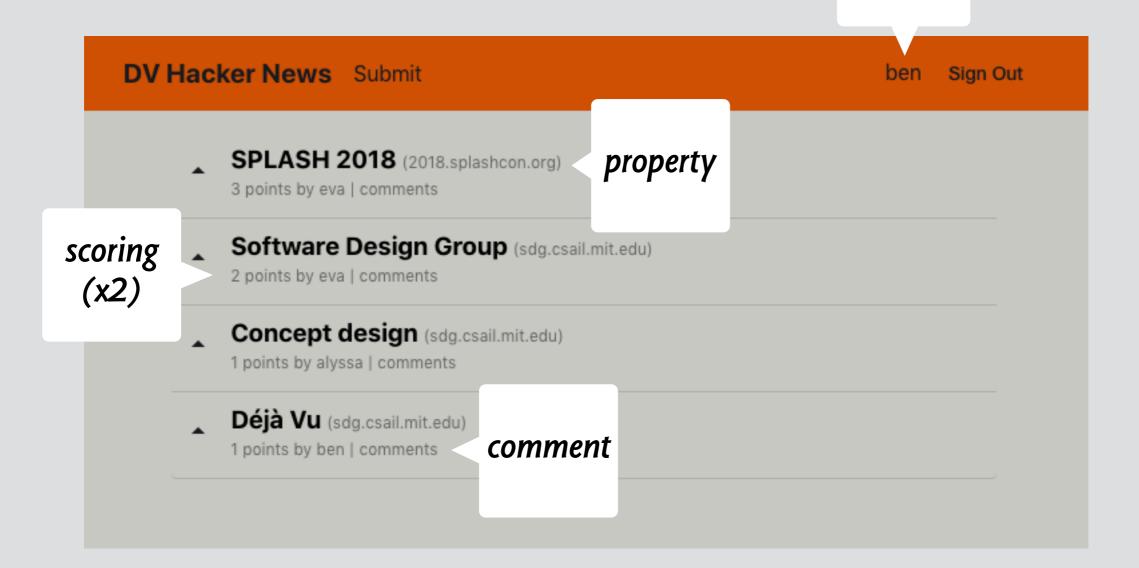
auth

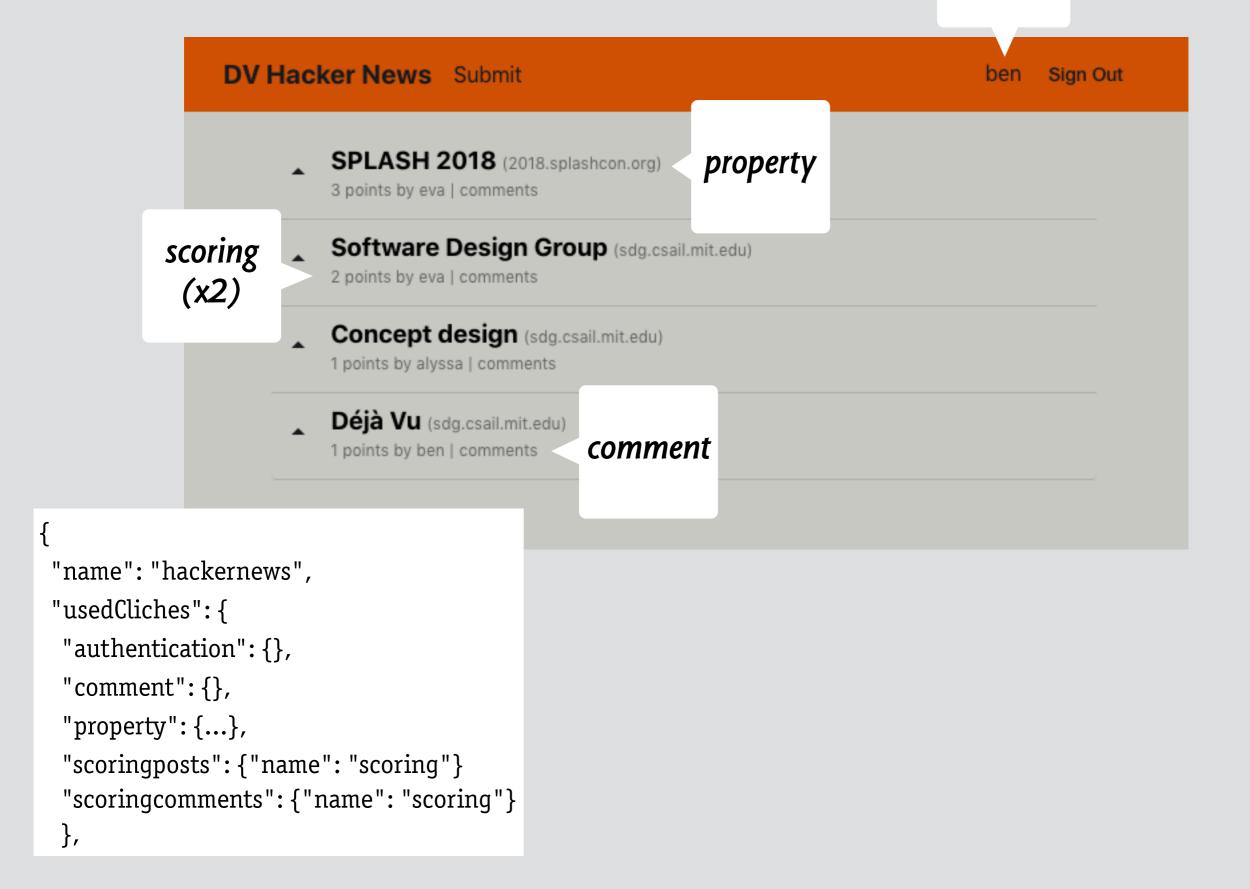
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1 points by ben comments	

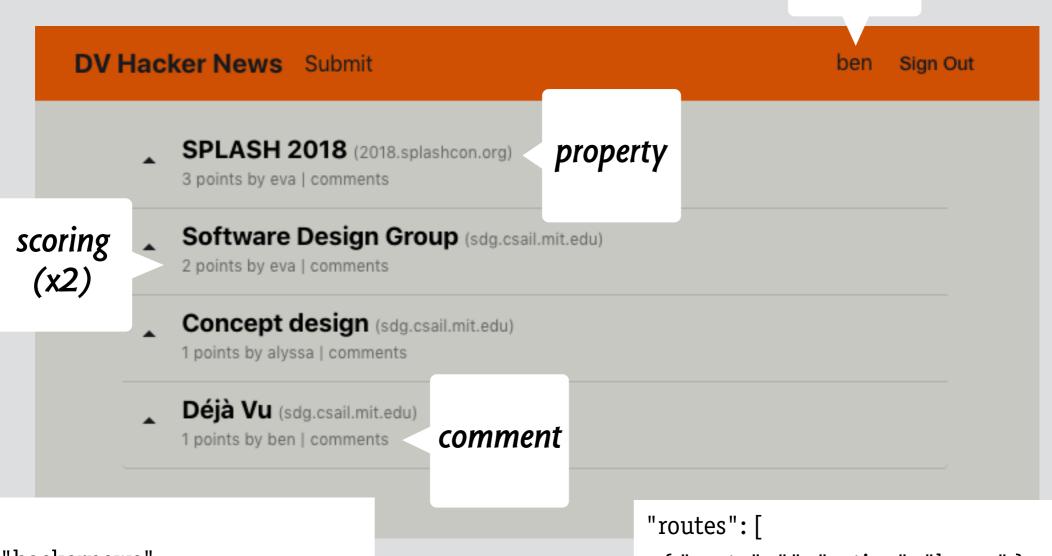
auth









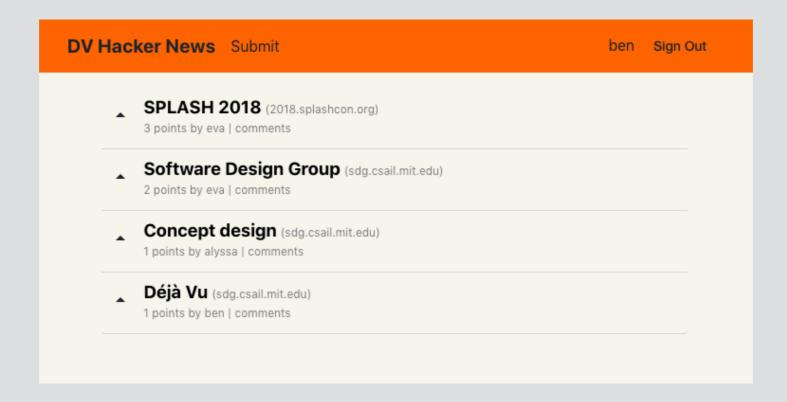


```
"name": "hackernews",

"usedCliches": {
    "authentication": {},
    "comment": {},
    "property": {...},
    "scoringposts": {"name": "scoring"}
    "scoringcomments": {"name": "scoring"}
},
```

```
"routes": [
    { "route": "", "action": "home" },
    { "route": "news", "action": "home" },
    { "route": "post", "action": "post-detail" },
    { "route": "login", "action": "login" },
    { "route": "submit", "action": "submit-post" }
]
```

home action



home action

```
DV Hacker News Submit ben Sign Out

SPLASH 2018 (2018.splashcon.org)
3 points by eva | comments

Software Design Group (sdg.csail.mit.edu)
2 points by eva | comments

Concept design (sdg.csail.mit.edu)
1 points by alyssa | comments

Déjà Vu (sdg.csail.mit.edu)
1 points by ben | comments
```

```
<dv.action name="home">
    <hackernews.navbar />
    <div class="main">
        <scoringposts.show-targets-by-score
        noTargetsText="No posts yet"
        showAscending=false
        showScores=false
        showTarget=<hackernews.show-post post=$target id=$id />
        </scoringposts.show-targets-by-score>
        </div>
        </dv.action>
```

C	OV Hacker News Submit	ben	Sign Out
	Title *		
	Url *		
	Submit		

DV Hacker News Submit	ben	Sign Out
Title *		
Url *		
Submit		

```
<dv.action name="submit-post">
<hackernews.navbar/>
<div class="main"> <dv.tx>
 <dv.gen-id/>
 create-object
  id=dv.gen-id.id
  initialValue={ author: hackernews.navbar.user.username }
  showExclude=["author"]
  buttonLabel="submit"
  newObjectSavedText="Post submitted" />
  <scoringposts.create-score
  targetId=dv.gen-id.id
  value=0
  hidden=true />
 <authentication.authenticate id=hackernews.navbar.user hidden=true />
 <dv.link href="/item" params={ id: dv.gen-id.id } />
 </dv.tx></div></dv.action>
```

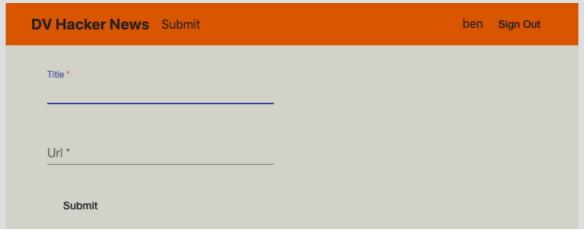
DV Hacker News Subm	it		ben	Sign Out
Title *				
Url *				
Submit				

```
<dv.action name="submit-post">
<hackernews.navbar/>
                            transaction
<div class="main"> <dv.tx>
 <dv.gen-id/>
 create-object
  id=dv.gen-id.id
  initialValue={ author: hackernews.navbar.user.username }
  showExclude=["author"]
  buttonLabel="submit"
  newObjectSavedText="Post submitted" />
  <scoringposts.create-score
  targetId=dv.gen-id.id
  value=0
  hidden=true />
 <authentication.authenticate id=hackernews.navbar.user hidden=true />
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```

DV Hacker News Submit	ben Sign Out
Title *	
Url *	
Submit	

generate id

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  showExclude=["author"]
  buttonLabel="submit"
  newObjectSavedText="Post submitted" />
  <scoringposts.create-score
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  value=0
  hidden=true />
 <authentication.authenticate id=hackernews.navbar.user hidden=true />
 <dv.link href="/item" params={ id: dv.gen-id.id } />
 </dv.tx></div></dv.action>
```

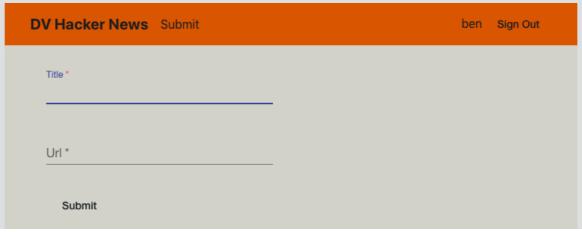


```
<dv.action name="submit-post">
<hackernews.navbar/>
                            transaction
<div class="main"> <dv.tx>
  <dv.gen-id/>
 create-object
  id=dv.gen-id.id
  initialValue={ author: hackernews.navbar.user.username }
  showExclude=["author"]
  buttonLabel="submit"
  newObjectSavedText="Post submitted" />
  <scoringposts.create-score
  targetId=dv.gen-id.id
  value=0
  hidden=true />
 <authentication.authenticate id=hackernews.navbar.user hidden=true />
 <dv.link href="/item" params={ id: dv.gen-id.id } />
 </dv.tx></div></dv.action>
```

generate id

id used

id used



```
<dv.action name="submit-post">
               <hackernews.navbar/>
                                           transaction
               <div class="main"> <dv.tx>
generate id
                 <dv.gen-id/>
                 create-object
                  id=dv.gen-id.id
                  initialValue={ author: hackernews.navbar.user.username }
                  showExclude=["author"]
                  buttonLabel="submit"
                                           set param
                  newObjectSavedText="Po:
                 <scoringposts.create-score
                  targetId=dv.gen-id.id
                  value=0
                  hidden=true />
                 <authentication.authenticate id=hackernews.navbar.user hidden=true />
                 <dv.link href="/item" params={ id: dv.gen-id.id } />
                </dv.tx></div></dv.action>
```

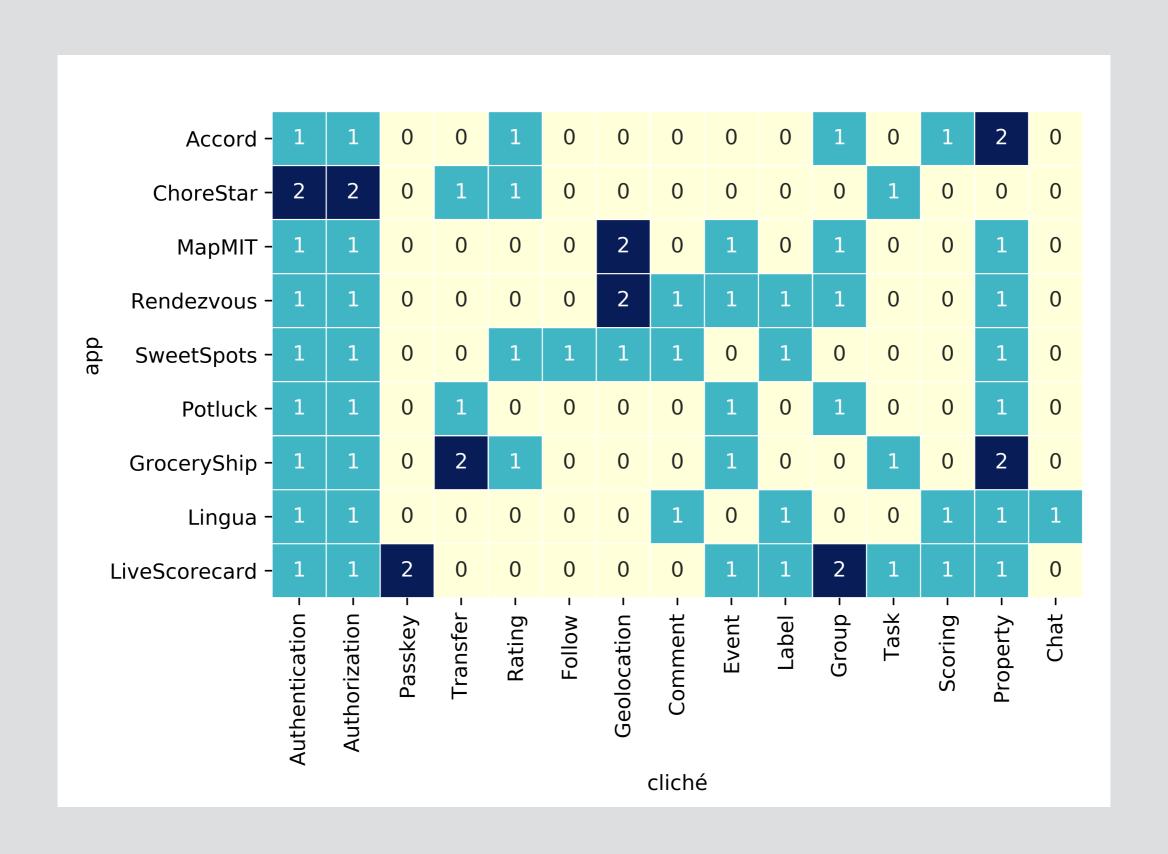
id used

id used

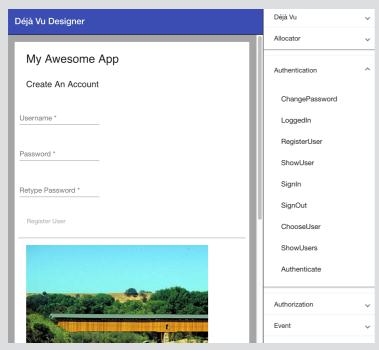


```
<dv.action name="submit-post">
               <hackernews.navbar/>
                                           transaction
               <div class="main"> <dv.tx>
generate id
                 <dv.gen-id/>
                 create-object
                  id=dv.gen-id.id
  id used
                  initialValue={ author: hackernews.navbar.user.username }
                  showExclude=["author"]
                  buttonLabel="submit"
                                           set param
                  newObjectSavedText="Po:
                 <scoringposts.create-score
  id used
                  targetId=dv.gen-id.id
                  value=0
                  hidden=true />
                 <authentication.authenticate id=hackernews.navbar.user hidden=true />
  redirect
                 <dv.link href="/item" params={ id: dv.gen-id.id } />
                </dv.tx></div></dv.action>
```

rebuilding class projects



other aspects of deja vu



WYSIWYG designer (Barry McNamara)



security: stop request forgeries



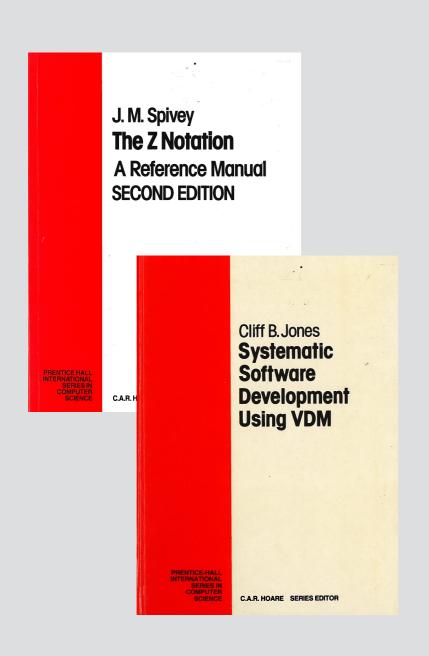
cliche library for social apps (Maryam Archie)

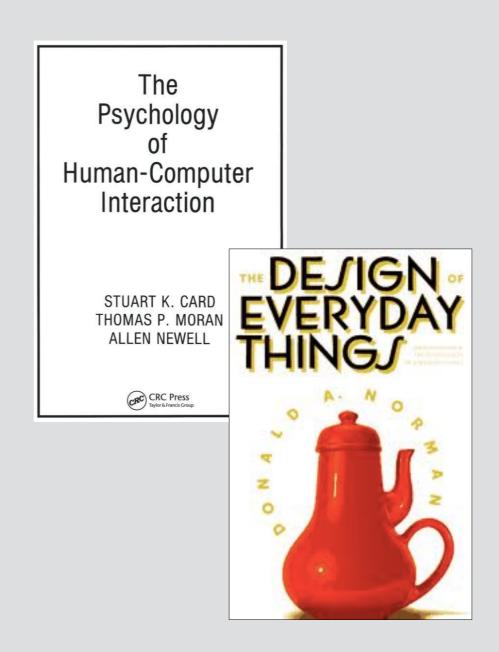


make it easier to author cliches (Czarina Lao)

closing thoughts

bringing two fields together





user-centered design: conceptual model should be designed formal methods: software defined by its behavior both originating around 1974

https://tinyurl.com/dbctouch

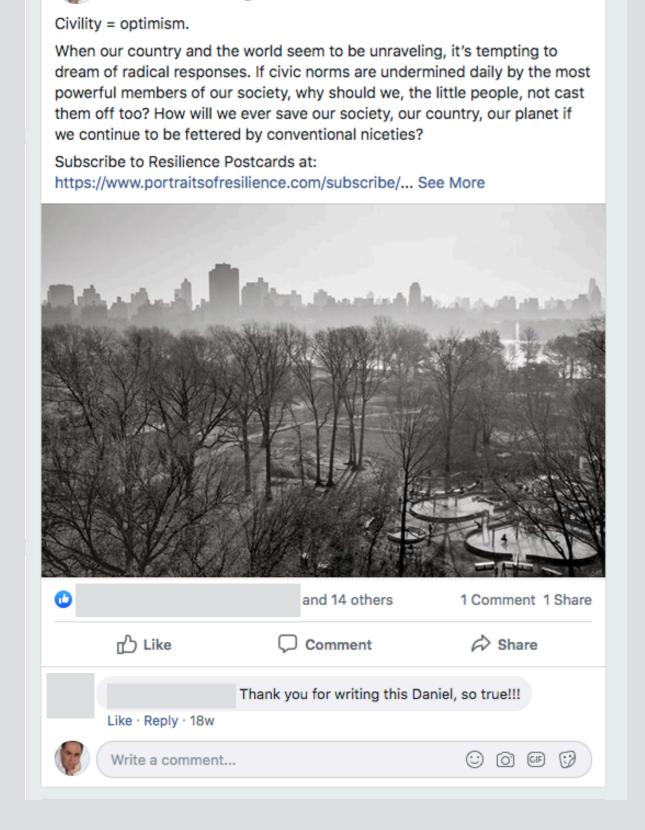
to keep in touch and be notified about publication of book

https://tinyurl.com/postcard-get

to sign up for monthly resilience postcards

studio 2

facebook



Daniel Jackson

December 24, 2018 · < →

construct concept models in this order post, friend, comment, upvote, tag

specify application binding

for each concept, give

purpose: informally stated structure: text or diagram

behavior: actions specified formally

tactic: informal scenario

hints: make each concept

minimal: only essential functionality free-standing: makes sense alone orthogonal: avoid overlap

what issues came up?

reminder: a reservation concept

name

reservation

purpose

make access to shared resource reliable

structure

slots: Owner -> Slot

holds: User -> Slot

behavior

```
create (o: Owner, s: Slot)
  no slots.s => slots += o -> s

reserve (u: User, o: Owner, s: Slot)
  no holds.s and o -> s in slots => holds += u -> s

cancel (u: User, s: Slot)
  u -> s in holds => holds -= u -> s

use (u: User, o: Owner, s: Slot)
  u -> s in holds and o -> s in slots =>
```

tactic

if create(o,s); reserve(u,o.s); ... no cancel(u,s) ... then can use(u,o,s)

reminder: alloy expressions in one slide

```
u: User
s: Slot
holds: User -> Slot
Taken: set Slot
a relation is a table of rows
holds = \{(u1,s1), (u1,s2)\}
holds' = \{(u1,s1), (u1,s2), (u2,s3)\}
a set is a relation with one column
Slot = \{(s1), (s2), (s3), (s4)\}
Taken = \{(s1), (s2), (s3)\}
a scalar is a set with one row
u = \{(u2)\}
s = \{(s3)\}
```

```
set operators
+ union, - difference, & intersection, in subset
Slot - Taken = \{(s4)\}
holds' - holds = \{(u2,s3)\}
relation operators
-> product
join
product examples
u -> s = \{(u2, s3)\}
u \rightarrow Taken = \{(u2,s1), (u2,s2), (u2,s3)\}
join examples
u.holds' = {(s3)}
holds'.s = \{(u2)\}
holds.Slot = \{(u1)\}
formula examples
holds' = holds + u -> s
(also written holds += u -> s
User.holds = Taken
holds in User -> Slot
```

```
a -> b = \{ (a_0,..., a_n, b_0,..., b_m) \mid (a_0,..., a_n) \in a \land (b_0,..., b_m) \in b \}
a.b = \{ (a_0,..., a_{n-1}, b_1,..., b_m) \mid (a_0,..., a_n) \in a \land (a_n, b_1,..., b_m) \in b \}
```