## Modern Software Engineering Methodologies

#### Meet Data Warehouse Design: 4WD

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## Summary

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## Motivating scenario

- Data warehouse systems are characterized by a long and expensive development process that hardly meets the ambitious requirements of today's market
- Low penetration of data warehouse systems in smallmedium firms
- Data warehouse projects often leave both customers and developers dissatisfied

Our contribution: Four-Wheel-Drive (4WD) An innovative methodology to improve the data warehouse development process in terms of efficiency and predictability, that couples traditional methodologies with Agile approaches

## 4WD: Research method

How to design a new methodology for the data warehouse development process?



## **Problems** in the Data Warehouse Development Process

| Problem                            | Motivation  |
|------------------------------------|---|
|                                    | <ul> <li>Difficult communication between users and<br/>developers</li> </ul>  |
| Unclear and uncertain requirements | Fast business condition evolution   |
|                                    | <ul> <li>The decision process is flexibly structured and poorly<br/>shared across large organization</li> </ul>                     |
| Long time for delivery             | <ul><li>Data mart centric</li><li>Linear development for each data mart</li></ul>   |
| Complexity of a data<br>warehouse  | <ul> <li>Data integration</li> <li>Huge data volume and the workload unpredictability make performance optimization hard</li> </ul> |

## **Goals** in the Data Warehouse Development Process

| Goal         | Description   | Effect  |  |
|--------------|---|---|--|
| Reliability  | Probability that the delivered<br>system completely and accurately<br>meets user requirements | High-quality and satisfactory final system    |  |
| Robustness   | Capability to quickly react to environment changes  | Uncertain and changing requirement management |  |
| Productivity | Efficiency of using the resources assigned to the project to speed up system delivery         | Shorter and cheaper projects                  |  |
| Timeliness   | Accuracy of time and cost assessing   | Reliable resource estimates                   |  |

## **Principles** in the Data Warehouse

### Development Process

| Methodologies                                 | Waterfall | RAD | POSD | SSD | MDA | CBSE | ASD |
|---|-----------|-----|------|-----|-----|------|-----|
| Principles                                    | [/]       | [2] | [6]  |     | [4] | [3]  | נין |
| Incrementality<br>and risk-based<br>iteration |           | *   |      |     |     |      |     |
| Prototyping                                   |           |     | *    |     |     |      |     |
| User involvement                              |           |     |      |     |     |      | *   |
| Component<br>reuse                            |           |     |      |     |     |      |     |
| Formal and light documentation                |           |     |      |     |     |      | *   |
| Automated<br>schema<br>transformation         |           |     |      |     |     |      |     |

## Relationship between **Goals** and **Principles**

| Goals<br>Principles                         | Reliability                                       | Robustness                     | Productivity  | Timeliness                   |
|---|---|--------------------------------|---|------------------------------|
| Incrementality and risk-<br>based iteration | Continuous feed-back, clearer requirements        | Better management<br>of change | Better management<br>of project<br>resources, rapid<br>feedback | Early detection of<br>errors |
| Prototyping                                 | Frequent tests, easier<br>error detection         |                                | Early deliveries  |                              |
| User involvement                            | Better requir. validation,<br>better data quality |                                |   | Early error<br>detection     |
| Component reuse                             | Error-free components                             |                                | Faster design   | Predictable<br>development   |
| Formal and light documentation              | Clearer requirements                              | Easier evolution               | Faster design   |                              |
| Automated schema<br>transformation          | Optimized performances                            | Easier evolution               | Faster design   | Predictable design           |

### The Methodology: Four-Wheel-Drive (4WD)



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## 4WD: Description

- Nested iteration cycles:
  - DM cycle
    - Global plan for the development of the whole data warehouse
    - Incrementally designs and releases one data mart
  - Fact cycle
    - Refines the data mart plan
    - It incrementally designs the facts of a data mart
    - Fact design:
      - Modeling cycle
      - Implementation cycle



## 4WD: DM Cycle



• <u>DM Design</u>: builds and releases the top-priority data mart

## 4WD: Fact Cycle



- <u>Source & Fact macro-analysis:</u> checks the availability, quality and completeness of the data sources and determines the main business facts
- <u>Fact prioritization</u>: trade-off between user requirements and technical priorities
- Fact design: develops and releases the top-priority fact

### 4WD principle applied:

## 1. Incrementality and Risk-Based Iteration

- Slicing the system functionality into **increments** (e.g. 2-4 weeks for a single fact release)
- Risk guides the data mart and fact priority definition

#### DM strategies

- Give priority to DM with widely shared hierarchies
- Prefer DM that are fed up from stable and well-understood data sources

#### Fact strategies

- Give priority to fact with the main business hierarchies and require the most complex ETL procedures
- Adopt data-driven approach
- Plan the length of an iteration in proportion to the complexity of the fact

## 4WD principle applied:2. Prototyping

Use prototyping to support every data warehouse development phase:

- To help designers to validate requirements
- To improve the design of reports and analysis applications
- To advance testing to the early phases of design
- To evaluate the feasibility of alternative solutions during logical design of multidimensional schemata and during ETL design



## 4WD principle applied:3. User involvement

Tight collaboration between users and designers:

- Preliminary user training (e.g. clarify project goals, explain the multidimensional model)
- Prototyping to favor user awareness
- User feedback to detect problems and errors
  - For usability tests of reporting and OLAP front-ends
  - For functional tests of ETL procedures



4WD principle applied:4. Component reuse

Favor the use of predefined elements to support the data warehouse development:

- Conformed hierarchies
- Library hierarchies
- Library facts
- ETL building blocks
- Analysis templates



## 4WD principle applied:5. Formal and light documentation

Formal but lean documentation to formalize requirements, simplify communication and support accurate design:

At the data warehouse level:

• Effective schema to summarize the data marts, data sources and user profiles

#### At the data mart level:

• Bus matrix to associate each fact with its dimensions

At the fact level:

• **Conceptual schema** before proceeding with the implementation (e.g. *Dimensional Fact Model* (**DFM**) [9])



## 4WD principle applied:6. Automated Schema Transformation

Automatic transformations between every data warehouse design level:

#### • Supply-driven conceptual design



## Practical evidences

#### 4WD was applied to a project in the area of pay-tvs

#### 2 Data marts:

- Administration: 9 facts, 5 releases
- Management control: 3 facts, 2 releases
- I0 to 26 days for each release

| Benefit                                | Strategy   |
|--|--|
| Project development speed-up           | <ul><li>User involvement</li><li>Prototyping</li></ul>                   |
| Reduction of the implementation effort | <ul> <li>Reusing of existing reports and<br/>dimension tables</li> </ul> |
| Concise but exhaustive documentation   | • DFM as conceptual model  |
| Logical design automation              | • CASE tool  |

## Summary and Future work

- We have identified the main problems behind data warehouse projects and we have proposed an innovative data warehouse methodology
- We carry out a case study to assess the impact of 4WD in a real environment, but many practical extensions are possible:
  - Apply 4WD to different type of companies
  - Design a tool to support the analyst using the 4WD methodology

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# Thank you for your attention Questions?