

Industrial Software: Business Value, Agility & Resilience

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APPENDIX

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Appendix: Selected Topics

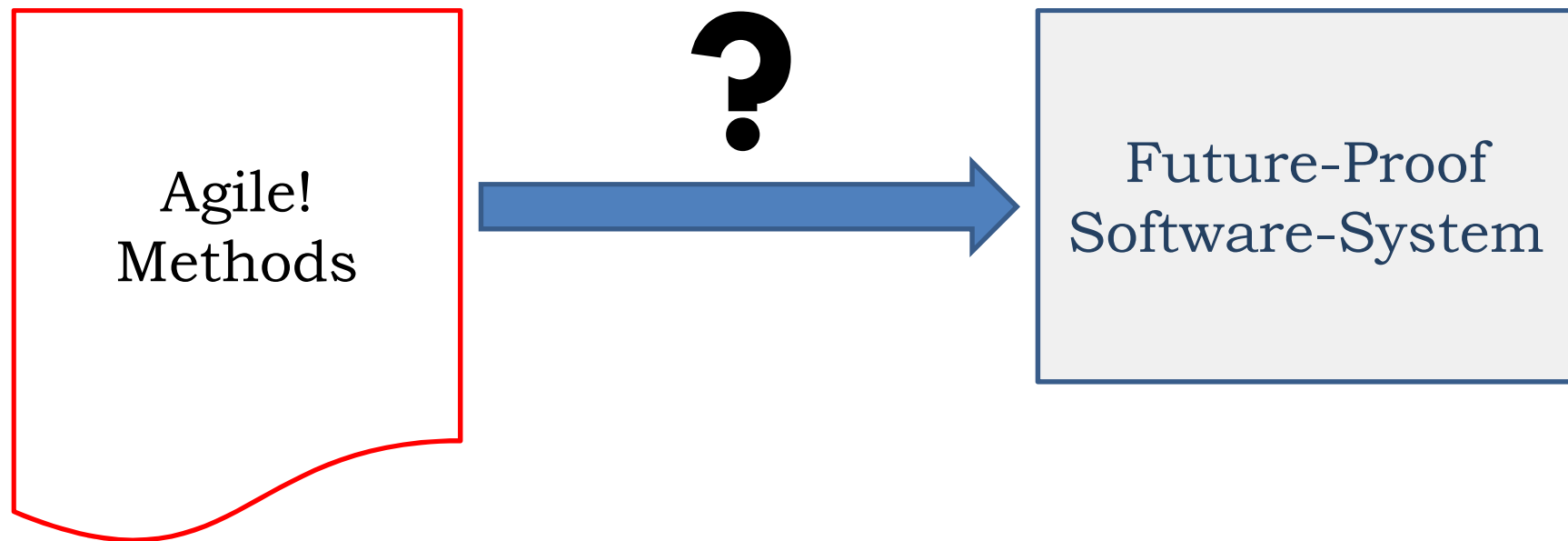
① Agility \neq Agile!

② Architecture for Industrial Software

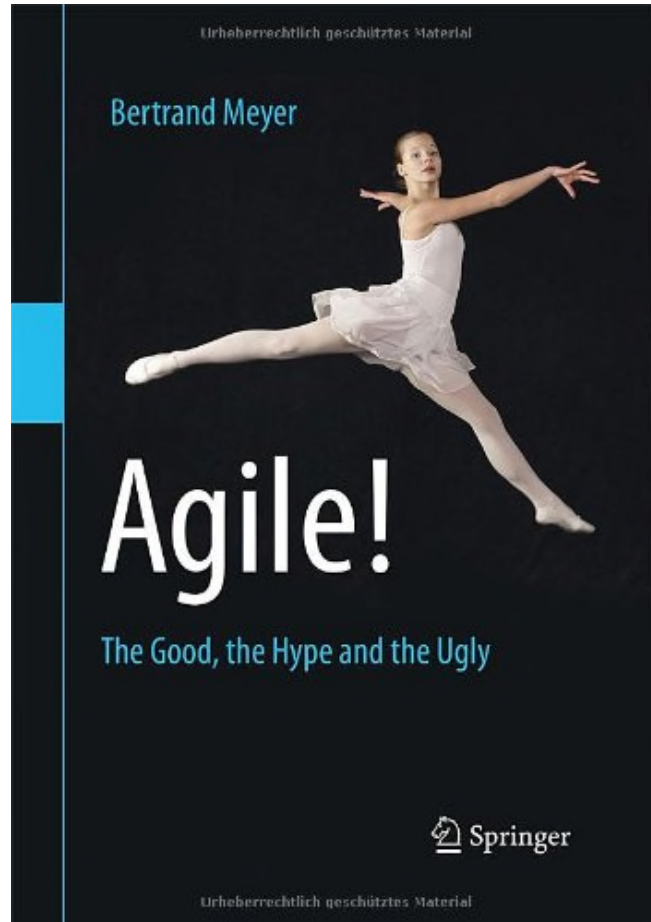
③ Architecture Principles

Agility \neq Agile!





Bertrand Meyer, 2014, ISBN 978-3-319-05154-3



«Agile texts defy a simple judgment:

- you may find in one paragraph a *brilliant insight*,
- in the next paragraph a *harmless platitude*,
- and in the one after some *freakish advice* guaranteed to damage your software process and products»

Bertrand Meyer, 2014, ISBN 978-3-319-05154-3

Agile Method [Bertrand Meyer, ISBN 978-3-319-05154-3]	supportive	detrimental	deadly	Remarks
Depreciation of upfront activities			√	There is no substitute for serious requirements, considerate architecture, and careful design
Iterative development	√			Good, but not new
Continuous refactoring	√			Significant contribution
User stories instead of explicit requirements			√	Resulting systems are narrowly geared to specific user stories
Feature-based development			√	Ignores dependencies and fit into an existing system (complexity raise)
Rejection of traditional management tasks		√		May work in small development teams, but never in large projects
Embedded customer	√			Customer cooperation is good, although not as part of the development team
Test-driven development		√		Testing each function is important. However, "test-fix-refactor" on a module level is not sufficient
Depreciation of documents			√	True in some industries. Generally a very bad idea, because large SW-systems require sustainable doc's
Collective code ownership		√		Modern approach: Ownership lies with the domain owner
Short daily programmer meetings	√			Useful for small programming teams (< 25)
Short iterations	√			Good implementation practice
Closed window rule	√			Good, but not new
Continuous integration	√			Size of the functionality is critical
Time-boxing	√			Instills discipline in the programming

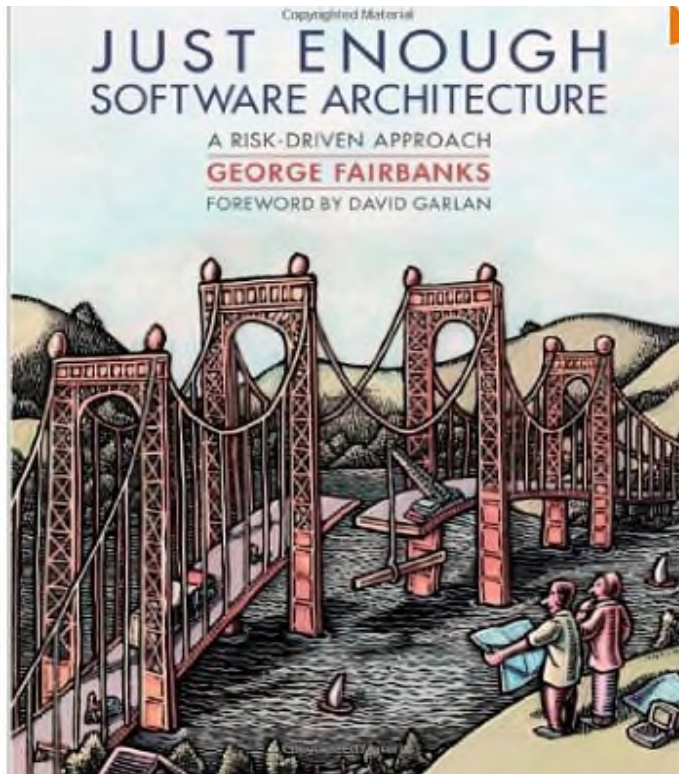
Conclusions:

1. The agile canon misses the whole superstructure for future-proof software systems (e.g. requirements gathering, formal modeling, **architecture** development & maintenance, system optimization)
2. Agile methods bring benefits to the work of small programming teams (< 25)
3. Some agile ideas are useful in improving processes also for very large information systems

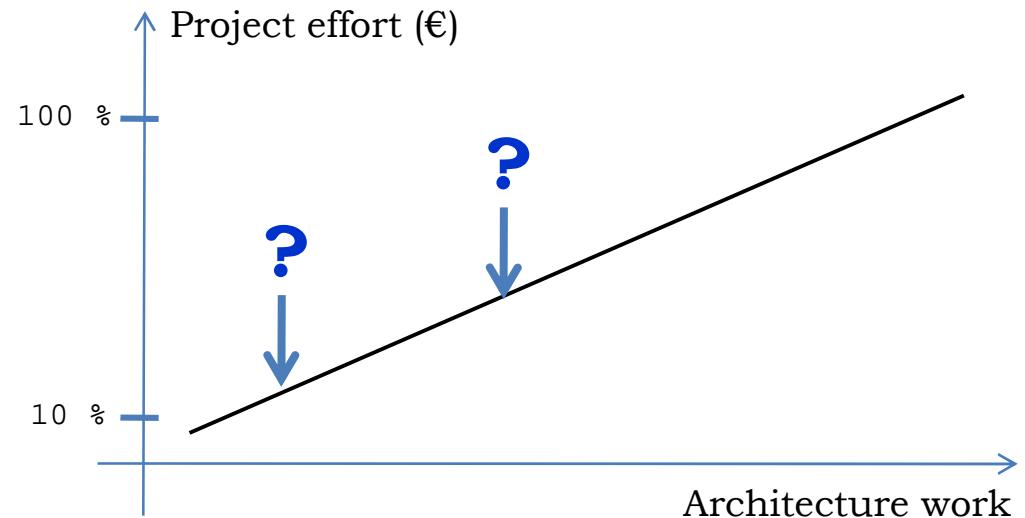
How much Architecture Work is enough?

Architecture = Front-end effort (before the productive work starts)

→ Cost, delay, constraints



G. Fairbanks / ISBN 978-0-9846181-0-1



Answer:

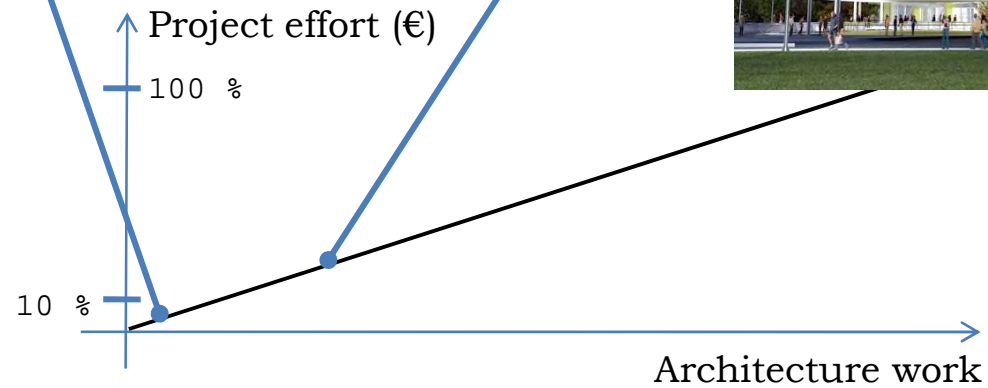
- System creation/extensions with high risk need much architecture work
 - System creation/extensions with low risk need little architecture work
- (George Fairbanks - ISBN 978-0-9846181-0-1, 2010)

How much Architecture is enough?

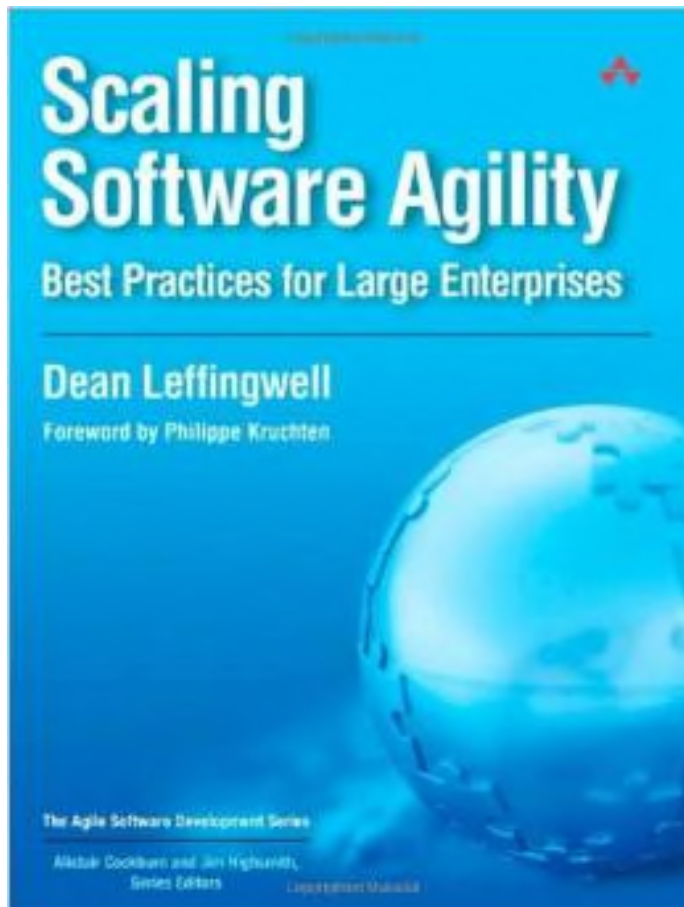
<http://www.dimensionsinfo.com/dimensions-of-a-dog-house>



<http://www.skyscrapernews.org>



Is there hope for Agile in Large SW-Systems?



Dean Leffingwell: **Scaling Software Agility – Best Practices for Large Enterprises**, Addison Wesley Publications, Inc., USA, 2007. ISBN-13: 978-0-321-4581-9

Part III:

- ✓ 7 agile team practices that scale
- ✓ 7 agile enterprise practices
- ... some very useful thoughts!

[Appendix]

Architecture for Industrial Software

Software must be specified, developed, maintained and evolved according to *industrial methods and processes*

⇒ **Industrial Software**



Industrial Software:

1. Clear business – IT alignment
2. Architecture-centric
3. Strategy-controlled (Evolution, Reuse, Product Lines, ...)
4. Unambiguous specification of requirements (functionality and non-functional properties)
5. Powerful, accepted, enforced development process
6. Modeled (~ formal)
7. Metrics

The eternal dilemma of (industrial) software-development:

Business requirements ↔ **Architectural requirements**

Business wants:

- (Very) short time to market
- Low cost
- Only essential functionality
- Newest technology

Architecture wants:

- Good fit into the existing system
- Refactoring to improve architectural quality
- Limit growth in complexity
- Use proven technologies



Example: 5th Language Until 1995 Swiss banking IT-systems used 4 languages:



Deutsch: Kontostand am 31.12.2012
 Französisch: Solde bancaire le 31.12.2013
 Italienisch: Saldo il 31.12.2013
 Englisch: Balance at 31.12.2013

Due to globalization, in Y2000 a new language (Spanish) had to be offered to the customers



Spanisch: Saldo el 31.12.2013

	PROGRAMM N
	...
	(1;12;Kontostand am x.y.z)
	(2;12;Solde bancaire le x.y.z)
	(3;12;Saldo il x.y.z)
	(4;12;Balance at x.y.z)
	...
	...

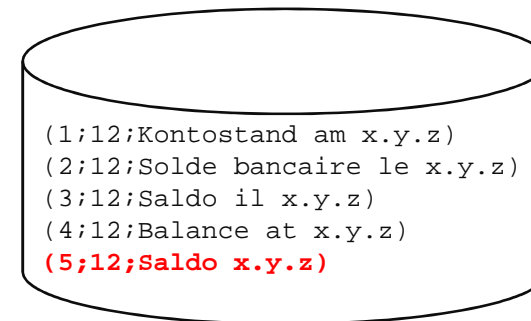
Traditionally, the texts were part of the individual programs („text-string“), identified by language code and text code

Solution 1:

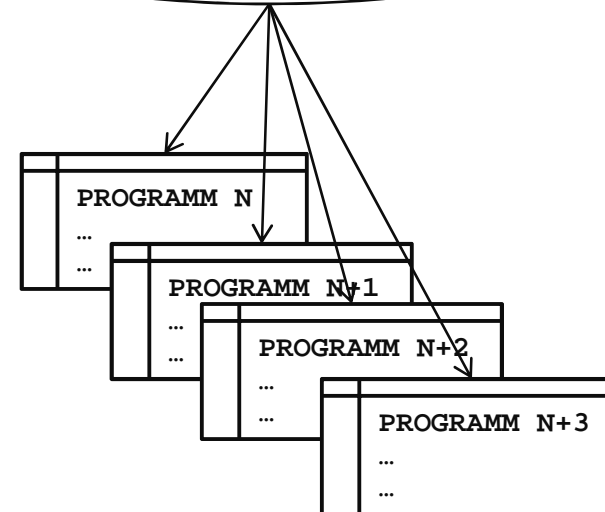
	PROGRAMM N
	...
	(1;12;Kontostand am x.y.z)
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	(3;12;Saldo il x.y.z)
	(4;12;Balance at x.y.z)
	(5;12;Saldo x.y.z)
	...
	...

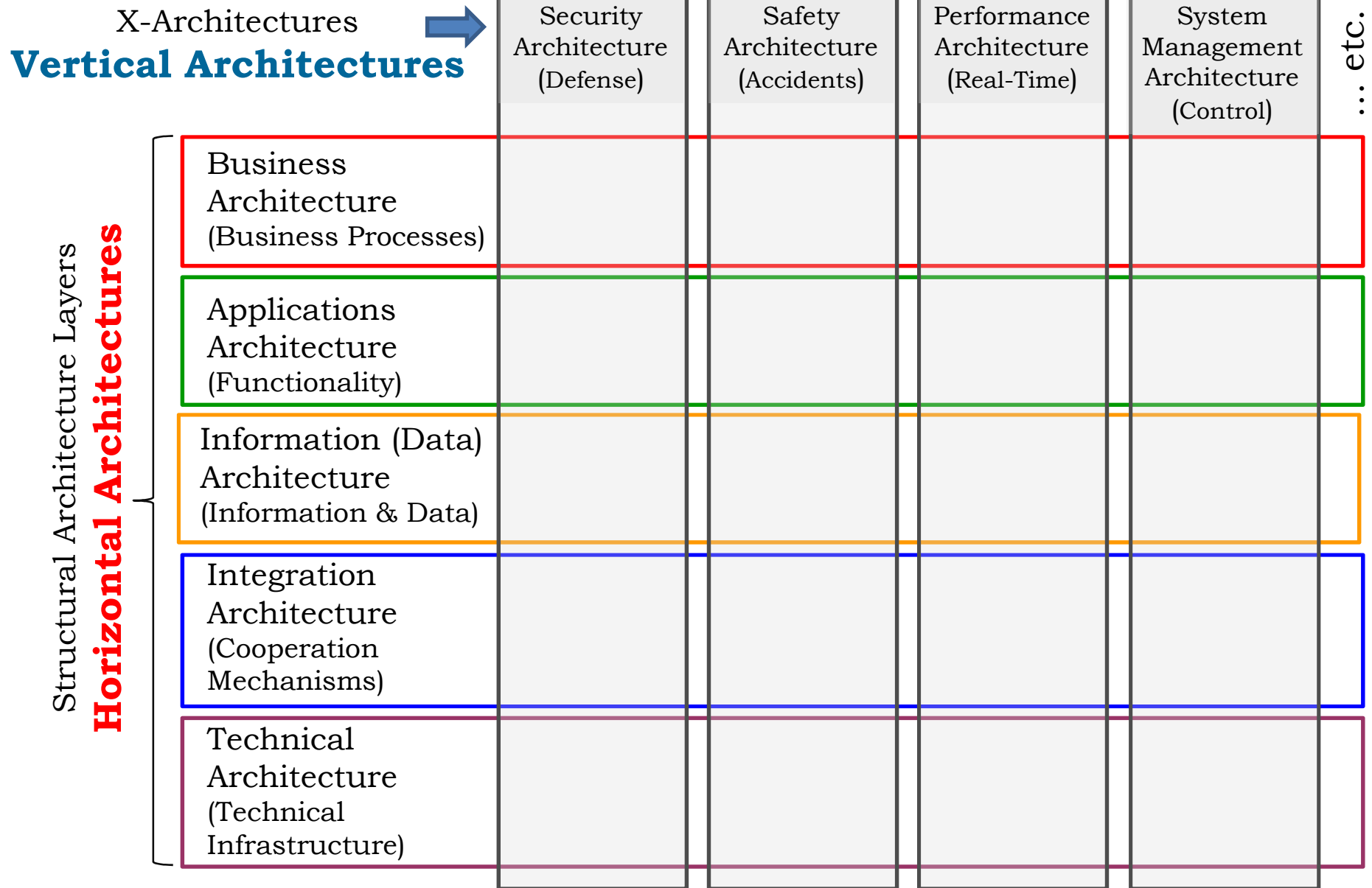
Individually modify all the programs which need Spanish output (ca. 5'000 applications)

Solution 2:



Create a central language file and export it to all programs





<http://www.vehicle-lab.net>



Example: Automotive Control

Business Architecture:

- Definition of Functionality & Interactions

Applications Architecture:

- Assignment of functionality to tasks, definition of interfaces, redundancy

Information (Data) Architecture:

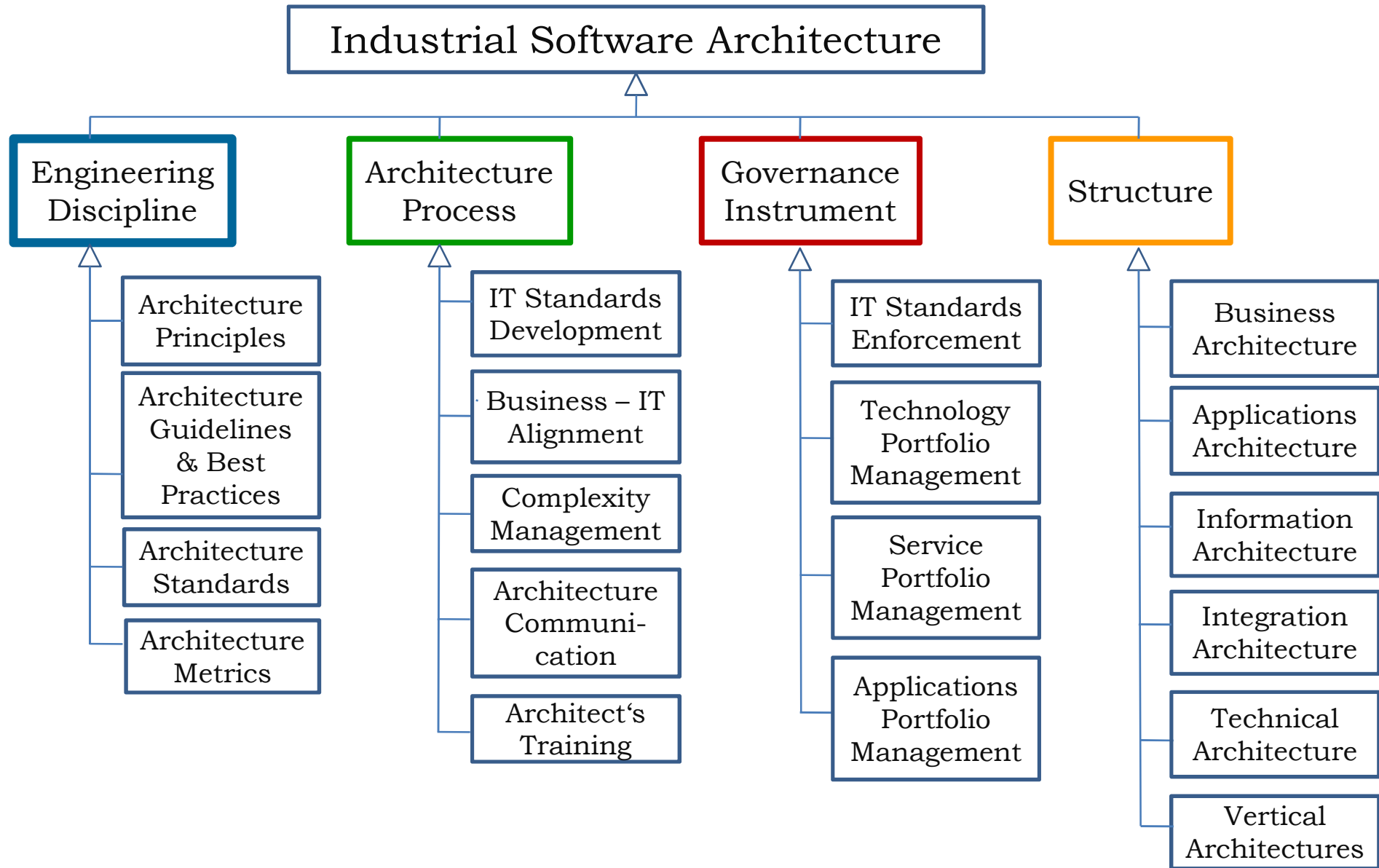
- Specification of information used (car & environment) and data structures

Integration Architecture:

- Design of bus-structure(s) and interaction mechanisms & middleware

Technical Architecture:

- Number and location of the ECU's, cabling structure
- System software (RTOS)



Architecture Principles

... the birth of **architecture principles** (1972):

Programming Techniques	R. Morris Editor
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On the Criteria To Be Used in Decomposing Systems into Modules

D.L. Parnas
Carnegie-Mellon University

<p>This paper discusses modularization as a mechanism for improving the flexibility and comprehensibility of a system while allowing the shortening of its development time. The effectiveness of a “modularization” is dependent upon the criteria used in dividing the system into modules. A system design problem is presented and</p>	<p>Introduction</p> <p>A lucid statement of the philosophy of modular programming can be found in a 1970 textbook on the design of system programs by Gouthier and Pont [1, ¶10.23], which we quote below:¹</p>
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<http://datapeak.net/computerscientists.htm>

David L. Parnas

* February 10, 1941 in Pittsburgh, USA

Communications of the ACM, Volume 15, Number 12, December 1972
Available at: <http://www.cs.umd.edu/class/spring2003/cmsc838p/Design/criteria.pdf>



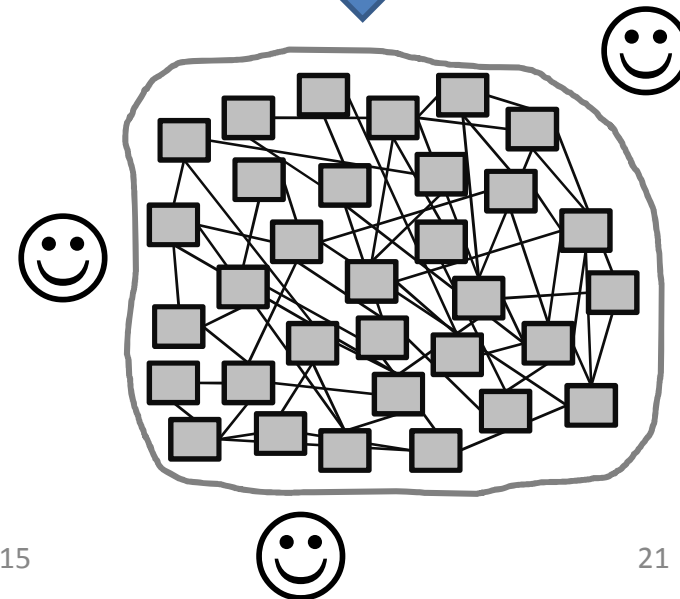
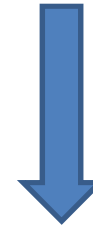
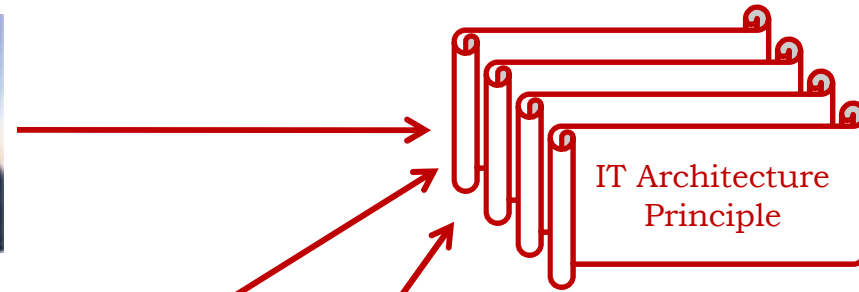
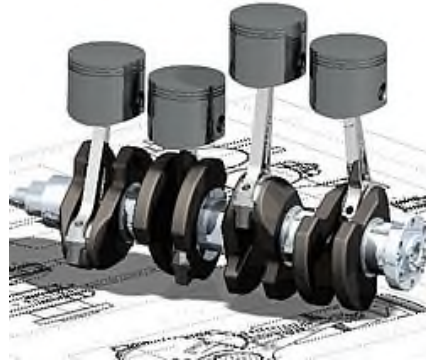
Architecture Principles:

Fundamental insights – *formulated as enforceable rules* –
how a good software-system should be built.

⇒ **Foundation of future-proof SW-structures**

Where do Architecture Principles come from? Which are the *good* ones?

Software Engineering Institute | CarnegieMellon



Principles for vertical architectures	Security Architecture (Defense)	Safety Architecture (Accidents)	Performance Architecture (Real-Time)	System Management Architecture (Control)	... etc.
Business Architecture (Business Processes)					
Applications Architecture (Functionality)					
Information (Data) Architecture (Information & Data)					
Integration Architecture (Cooperation Mechanisms)					
Technical Architecture (Technical Infrastructure)					

Principles for **horizontal** architectures

Example: Horizontal Architecture Principle

A1

Architecture Principle A1: **Architecture Layer Isolation**

Isolate the architecture layers via standardized, technology-independent and product-independent mechanisms.

Never implement technical functionality in the applications.

Business Architecture

Applications Architecture

Information Architecture

Integration Architecture

Technical Architecture

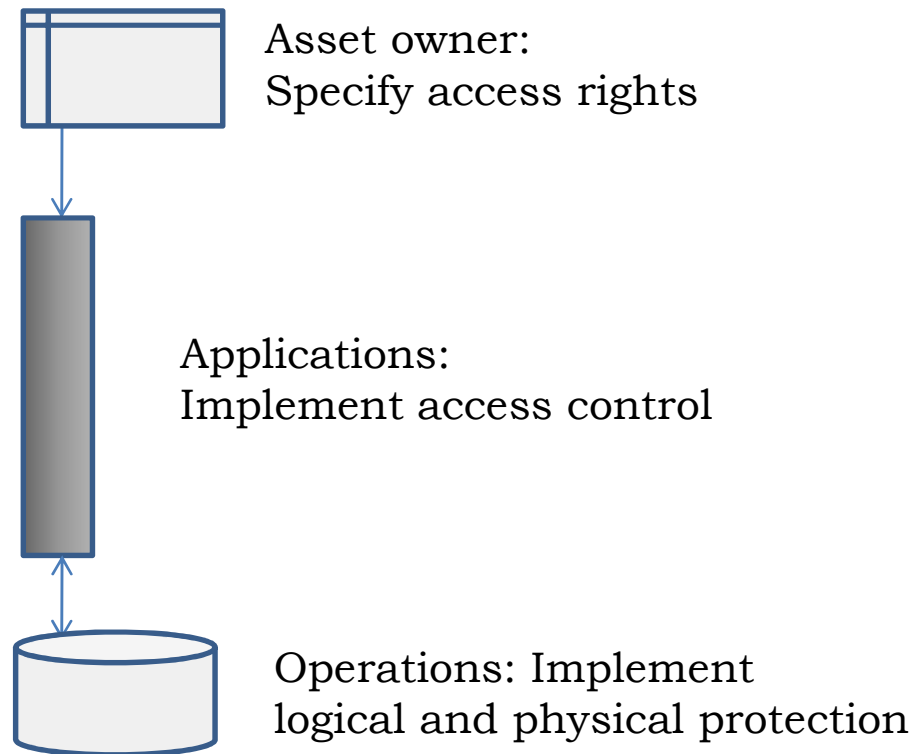
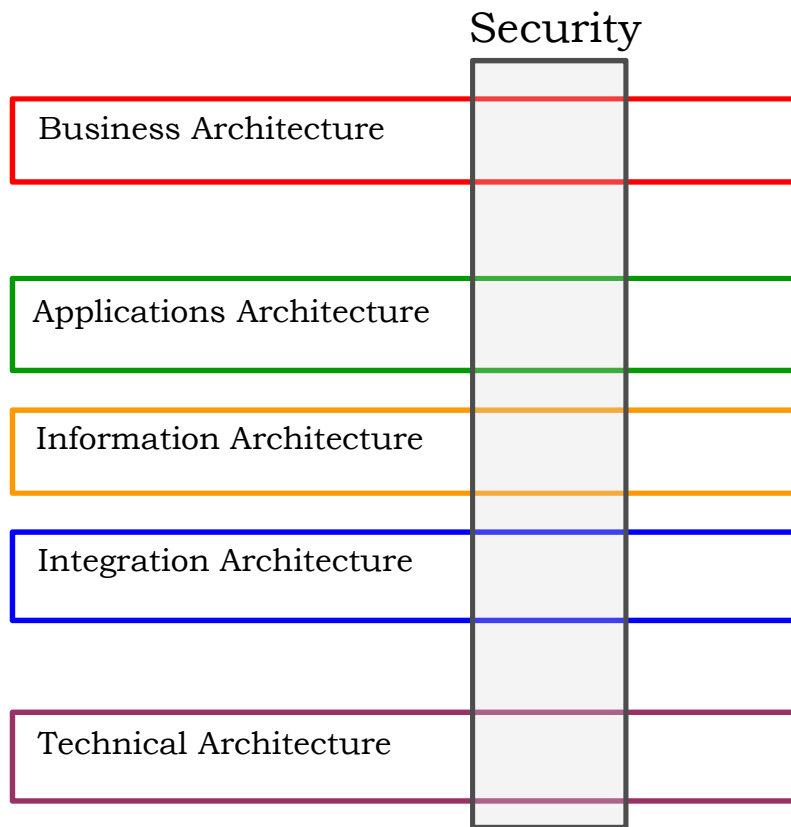
Justification: Any reliance on specific technologies or products generates dependencies which (massively) reduce agility. Architecture layers should be able to evolve in their own pace without impacting the other layers by force

A_{S1}

Security Principle:
Least Privilege

Assign only the minimum set of access rights required for the task (for people and applications)

Example: Vertical Architecture Principle
Security Architecture Principle
«Least Privilege»



Horizontal Architecture Principles

- A1: Architecture Layer Isolation
- A2: Partitioning, Encapsulation and Coupling
- A3: Redundancy
- A4: Interoperability
- A5: Common Functions
- A6: Reference Architectures, Frameworks and Patterns
- A7: Reuse and Parametrization
- A8: Industry Standards
- A9: Information Architecture
- A10: Formal Modeling
- A11: Systems-of-Systems (SoS)
- A12: Complexity and Simplification



<http://www.uni-heidelberg.de>

Architecture Principles **Enforcement**



consult, convince, negotiate

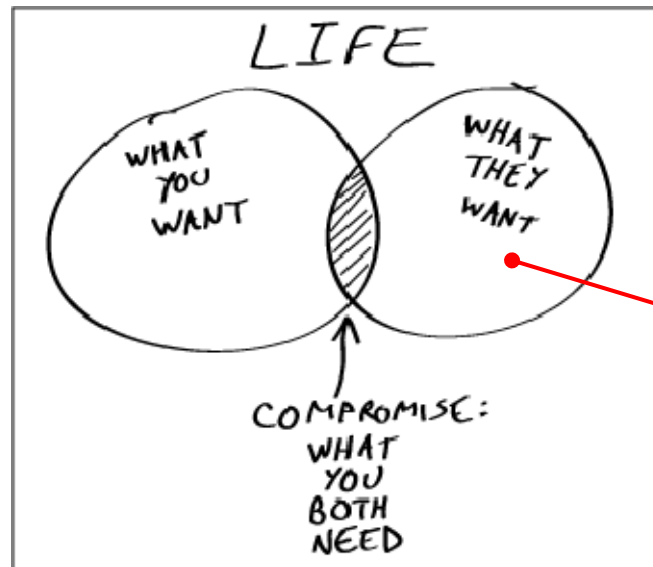
force, constrain, repress



Strategy of a successful IT-architect



compromise



But: Manage the technical debt!



<https://yourdailygerman.wordpress.com>

Questions please ?