

Future-Proof Software-Systems

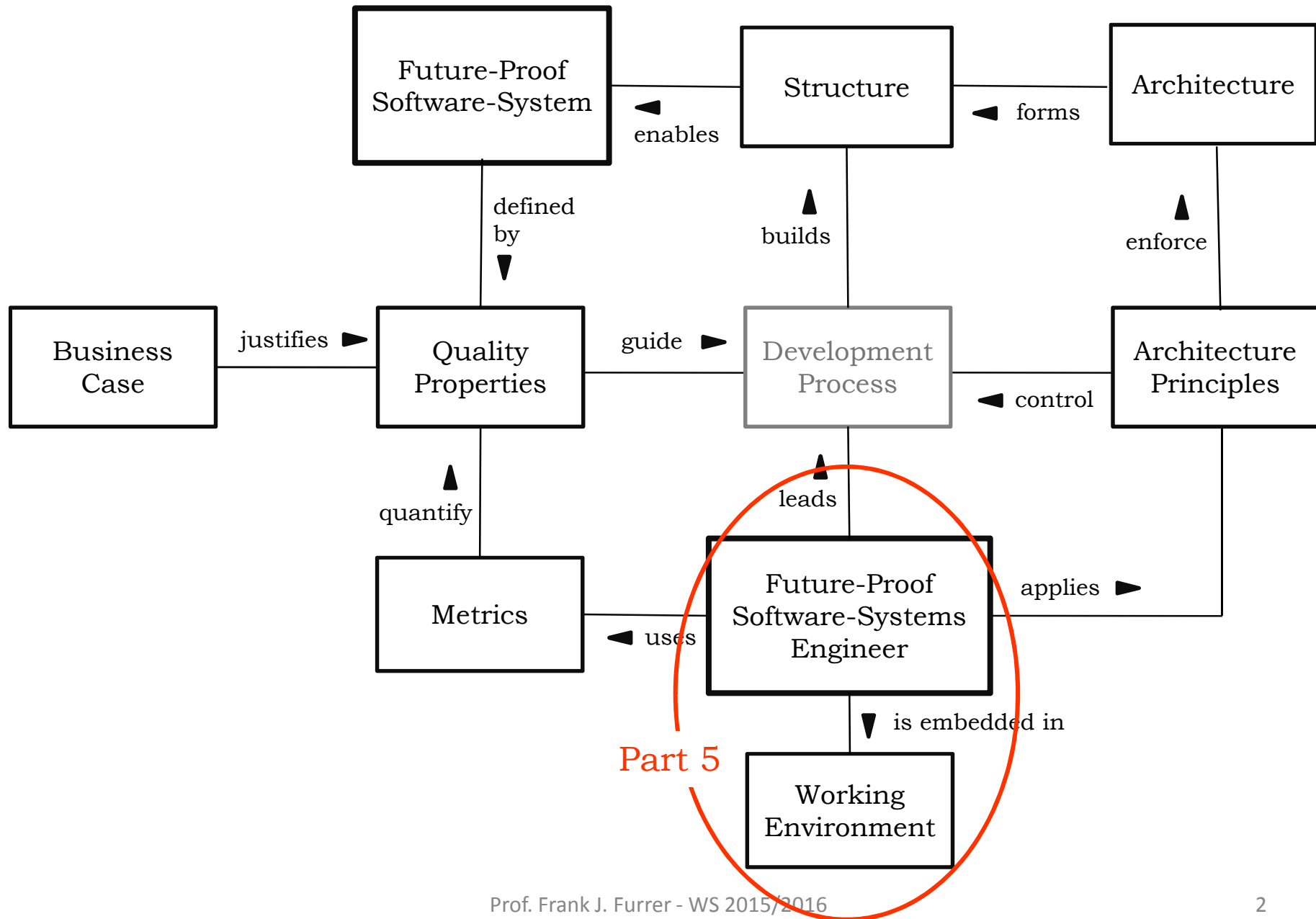
(Zukunftsfähige Software-Systeme)

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Dr. sc. techn. ETH-Zürich

TU Dresden WS 2015/2016

Part 5: The Future-Proof Software-System Engineer

V0.2 / 25.01.2015



Contents (Part 5)



- The **Responsibility** and **Role** of the Future-Proof Software-Systems Engineer
- The **Skills** and Personality of the Future-Proof Software-Systems Engineer
- The **Working Context** of the successful Future-Proof Software-Systems Engineer

Context

The following guidelines for a *future-proof software-systems engineer/architect* have been developed and proven in:

- Companies developing significant amounts of software (for their own use or for customers) → **In-house SW-development**
- Companies which strongly depend on their (**long-lived**) software
- Fairly **large companies** (SW development staff > 500 people, organization structure)



... but the material is important for your personal skill set !

Repetition: Importance and impact of software



... etc.

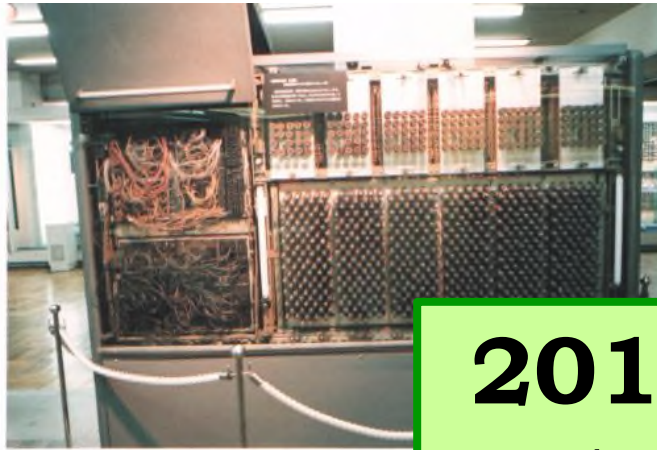
```
public HelloWorld() {
    System.out.println("Hello World");
    /* the native method name is 2000 characters */
    HelloWorldHelloWorld...();
}

public static void main(String arg[]) {
    HelloWorld hw = new HelloWorld();
}

// the native method name is 2000 characters //
public native void HelloWorldHelloWorld...(); }
```



UNIVAC 120 (1953)



<http://web.kyoto-inet.or.jp/people/s-oga/oldcom/index.html>

Decimal storage: 120 d
„Program“: Wired Panel

CRAY Titan (2013)



<http://www.eWeek.com/servers/slideshows>

bytes RAM
bytes Disk
Petaflops

2014: \approx 80% of the technical innovation in cars is due to software

<http://www.motorbase.com/picture/by-id/437941611>



Land Rover 1953: SLOCs = 0
(SLOC = Source Lines of Code)



<http://myauto24.blogspot.ch/2013/>

Mercedes S-Class 2013: SLOCs \approx 100 Million

Software is one of the most important key success factors for today's and tomorrow's products and services

Software determines (to a large extent):

- ✓ Functionality
- ✓ Quality Properties, such as safety, security, availability, integrity, performance etc.
- ✓ Competitiveness
- ✓ Revenue generation
- ✓ Innovation capacity
- ✓ Intellectual Property Rights (→ IPR protection)



<http://www.change-management.com>

What is the **foundation** of good software ?

⇒ The underlying architecture !



<http://www.0lll.com/architecture-exhibitions/?gal=24>



<http://www.asisbiz.com/index.html>

Which structure is easier to expand and evolve?
Which structure has the better properties, e.g. quality of life?
Which structure is future-proof?

What is a good software-architecture ?

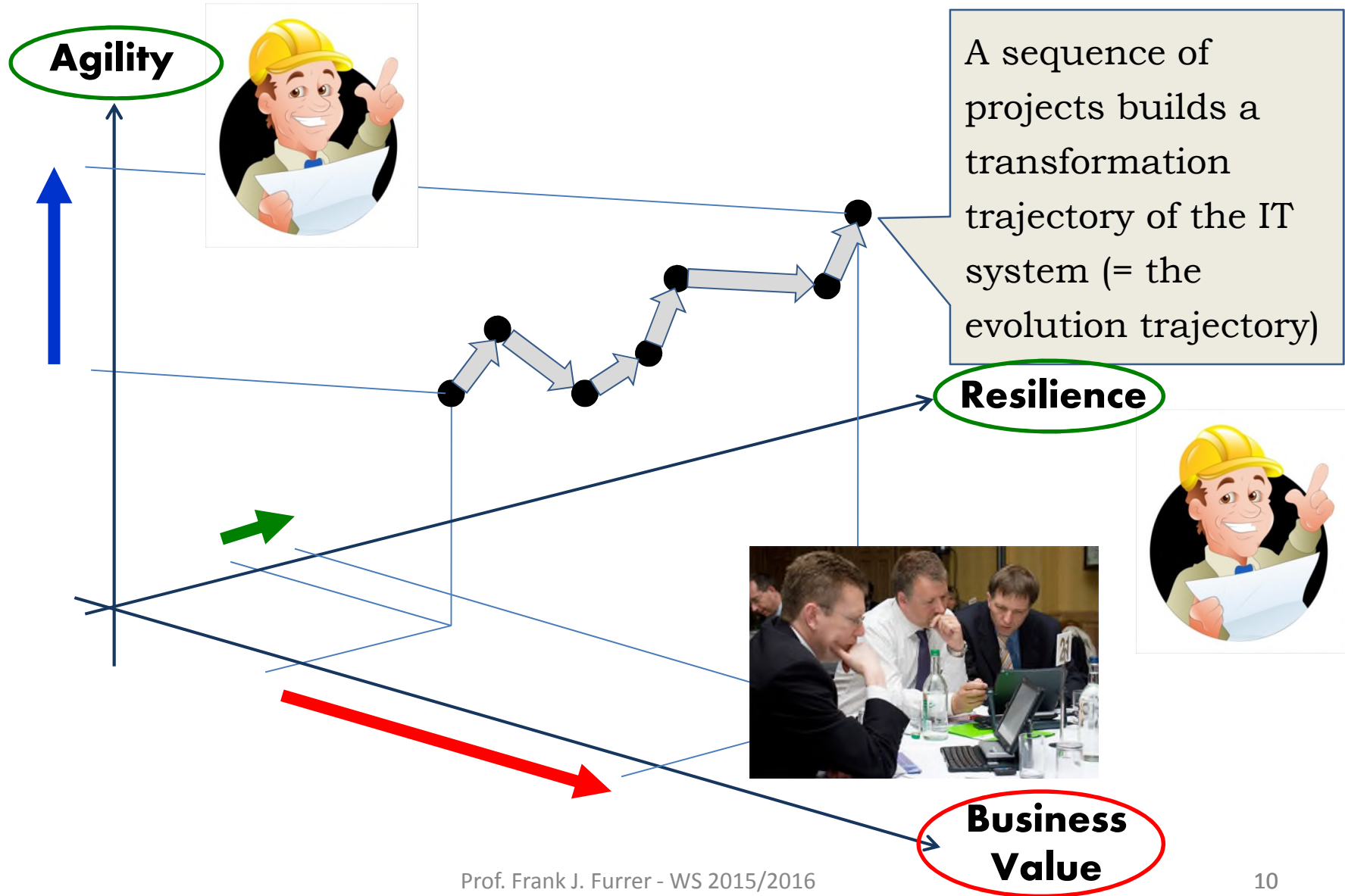
A good software architecture
generates a *structure* that enables
 the *management* of complexity, change and uncertainty
 with the least effort, with acceptable risk
 and with specified quality properties

Agility **Resilience**

How do we develop and maintain good software-architecture ?

By consistently applying and enforcing proven
 architecture principles **Foundation**

Future-Proof Software-Systems: **Managed Evolution Trajectory**



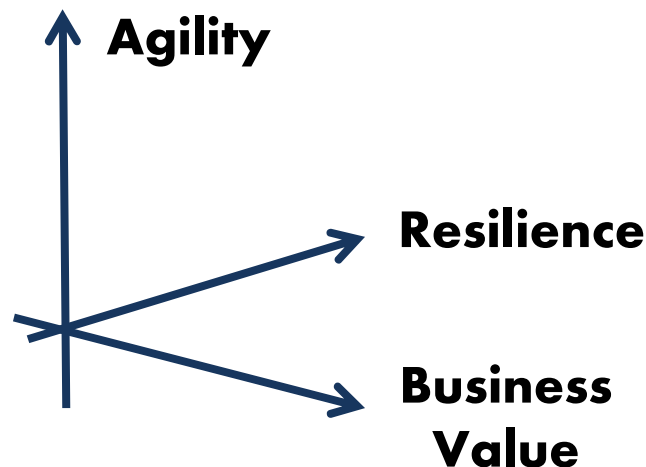
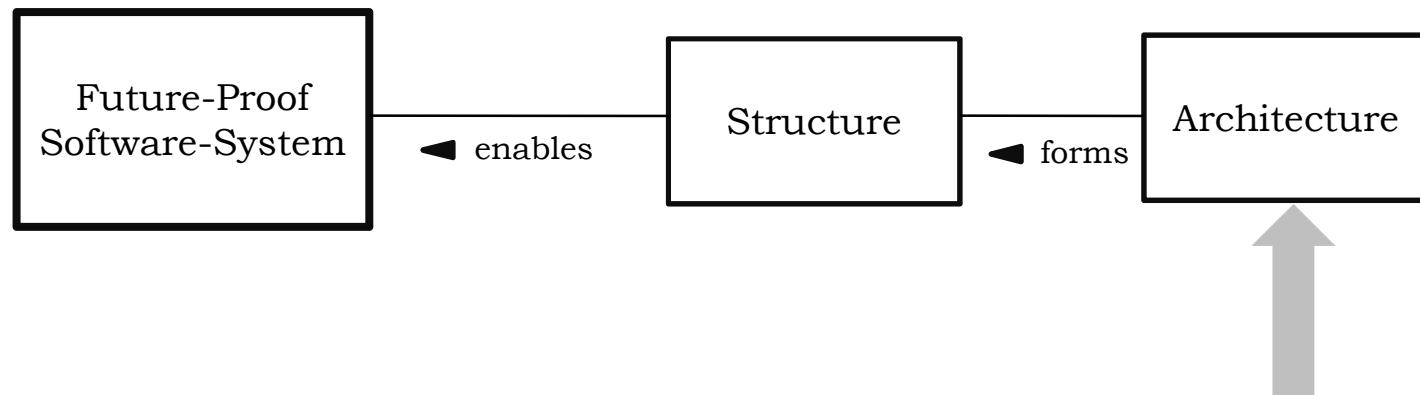
Who is responsible for a good software-architecture ?



⇐ **YOU !**

The future-proof software-system architect !

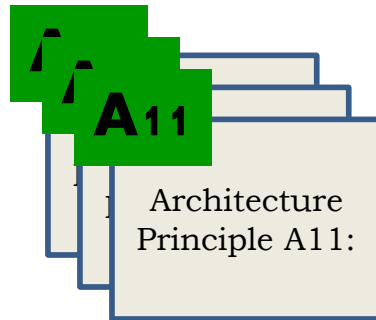
Future-Proof Software-Systems: **Software Architecture**



The **software-architecture** determines to a large extent the **agility**, **resilience** (and other quality properties)

⇒ **Key role of the architect!**

The Way to Future-Proof Software-Systems: Basic needs



Principles and guidelines for future-proof software-systems architecture



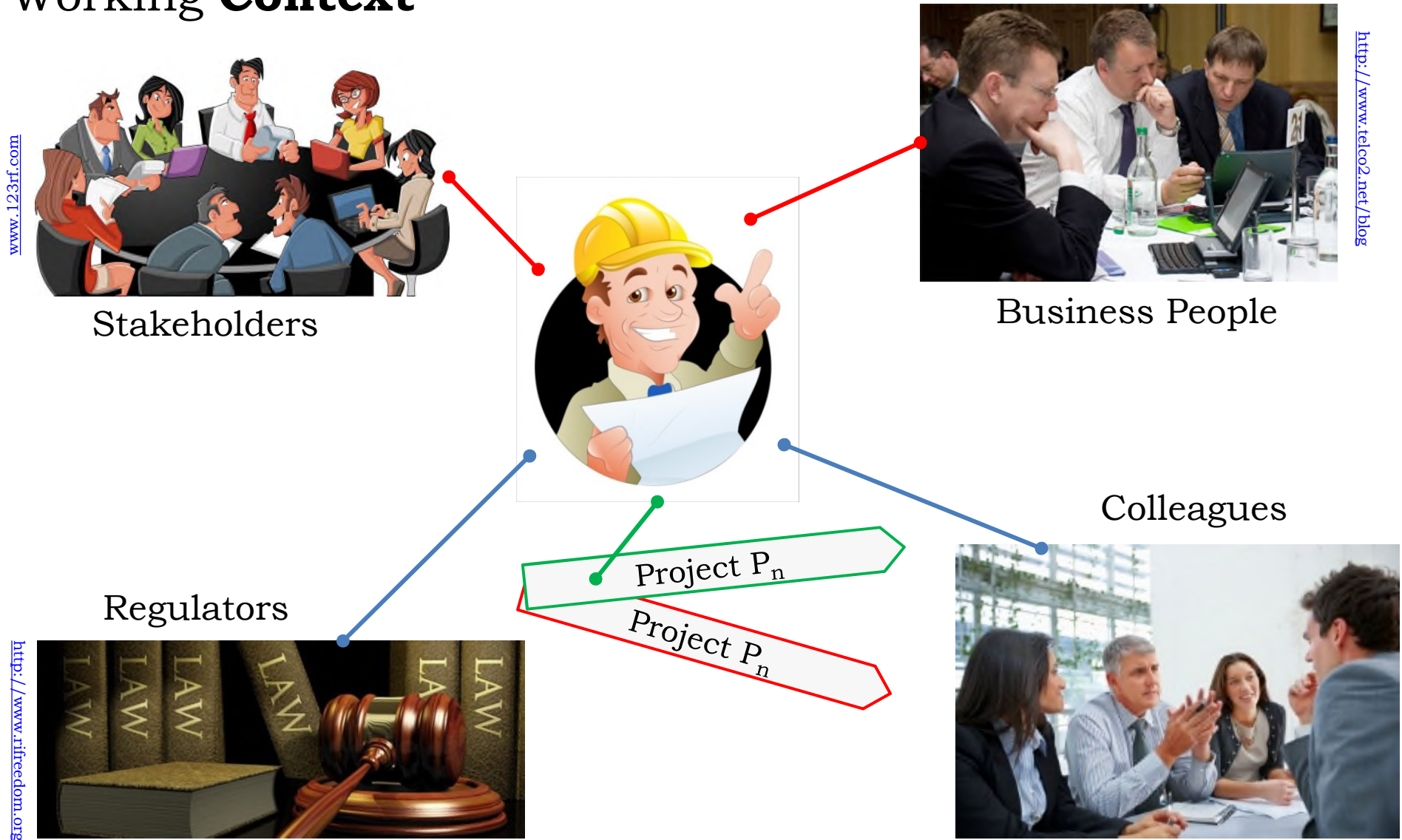
Knowledgeable and respected future-proof software-systems engineers



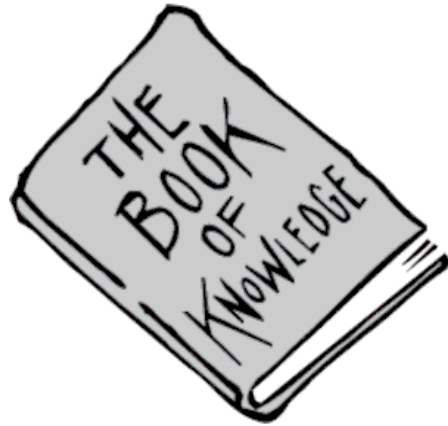
Dedicated and committed management

Lecture: Part 5

Working Context



Knowledge



www.clipartpanda.com

Emotions



Enforcement



www.bestclipartblog.com

Architecture Principles

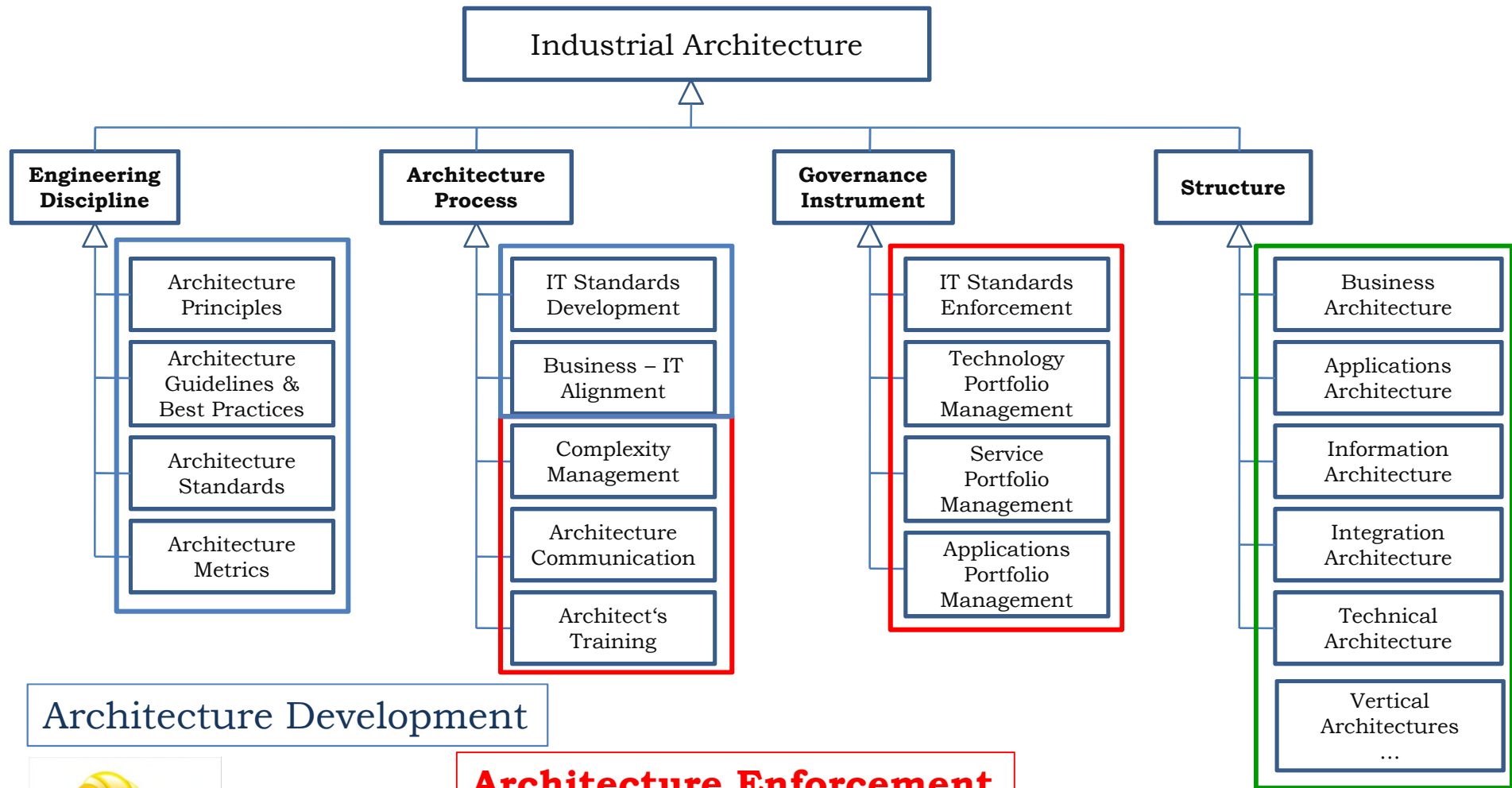


www.clipartlord.com

Architecture Tools



www.clipartpanda.com



Architecture Development

Architecture Enforcement

Result: Structure („Architecture“)





... answers follow

How do you become
a valuable and successful
future-proof software-systems engineer ?

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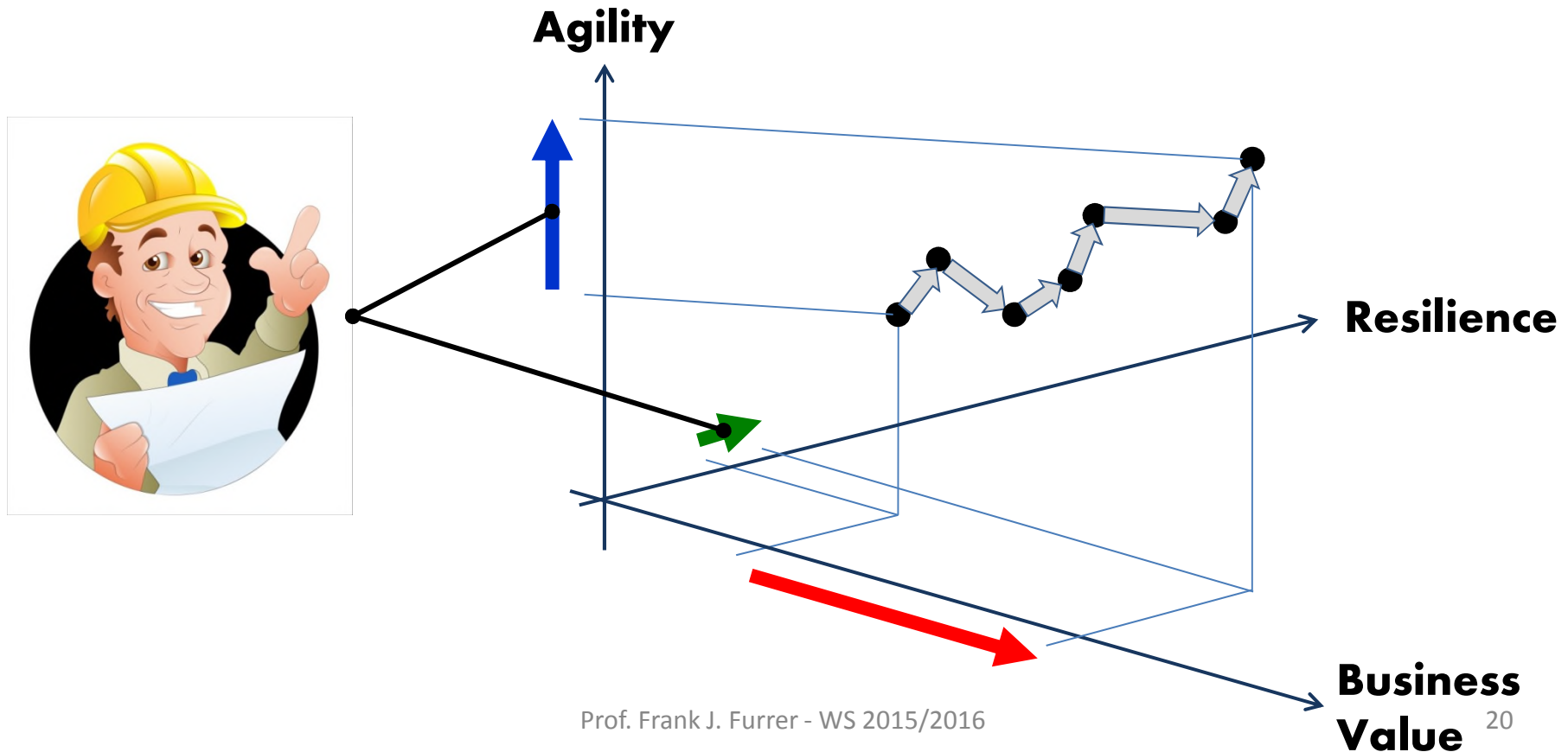
Future-Proof Software-Systems:

The Responsibility and Role
of the Future-Proof
Software-Systems Engineer

Responsibility

Responsibility:

Develop, maintain and enforce an *adequate IT-architecture* to guarantee the required *quality properties* of the system, especially the continuous increase in *agility* and *resilience*



Conflicting Interests:

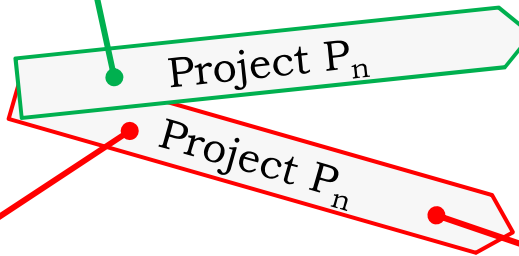


Architecture wants:

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



www.123rf.com



<http://www.telco2.net/blog>

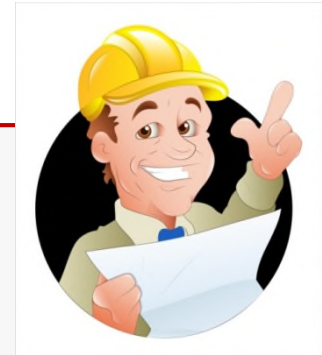
Project Team wants:

- Budget & Time compliance
- „Shortest“ path to solution
- Minimum external intervention
- Least constraints

Business wants:

- Short time to market
- Low cost
- Only essential functionality
- Newest technology

Conflicting interests:



Responsibility:

Develop, maintain and enforce an *adequate IT-architecture* to guarantee the required *quality properties* of the system, especially the continuous increase in *agility* and *resilience*

Architecture
Principles

Cooperative
Teams

Good
Processes

Strong
Governance

Build it !

Future-Proof Software-System

Future-Proof Software-Systems:

The Responsibility and Role
of the Future-Proof
Software-Systems Engineer

Role



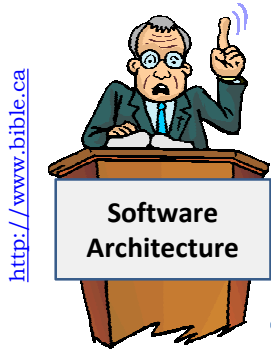
Responsibility:

Develop, maintain and enforce an *adequate IT-architecture*

How ?
Challenges ?
Help ?
Risks ?

Decisive:
Knowledge, personal &
social skills of the
architect

Future-Proof Software-Systems Engineer: **Role** („4-in-1“)



Missionary:

Untiringly preach the value and necessity of good IT-architecture

<http://www.rifeddom.org>



Lawmaker:

Consistently develop and maintain an adequate, powerful set of IT-architecture principles



Consultant:

Be a competent, useful and fair consulting partner to all projects

Enforcer:

Insist on the consequent, complete and correct implementation of the IT-architecture principles and standards



Future-Proof Software-Systems Engineer: „5th Role“

„Magician“



<http://de.123rf.com>

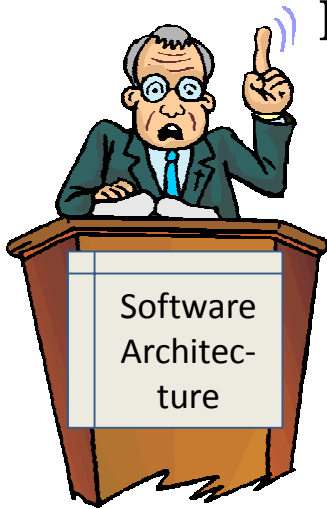
Architecture Topic Map

	Functionality
	Architecture-Quality: <ul style="list-style-type: none"> • Agility • Resilience • Resources • Operation cost • Performance • ...
	Architecture-Greatness: <ul style="list-style-type: none"> • Simplicity • Elegance

Future-Proof Software-Systems

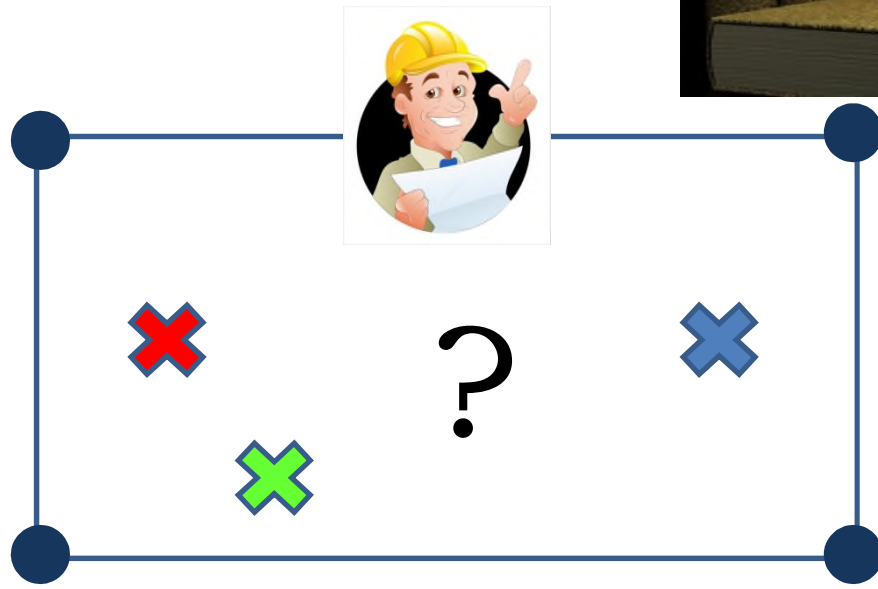
Engineer: **Position**

<http://www.bible.ca>



Missionary

Consultant



<http://www.rifreedom.org>

Lawmaker

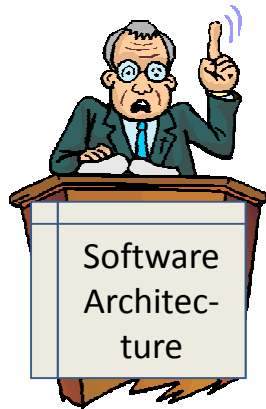


© BNPS.CO.UK

Enforcer



Future-Proof Software-Systems Engineer: **Position**



Missionary

Consultant

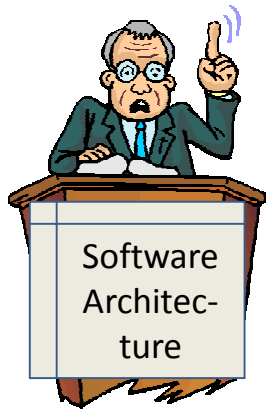


Lawmaker

Enforcer

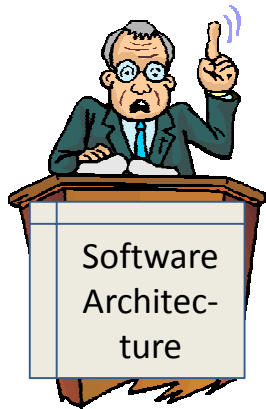


A true, believable, reliable and consistent positioning is the key to an IT architect's success



How can you successfully play all these roles?





Missionary



Lawmaker
(Architecture Principles)



Consultant



Enforcer

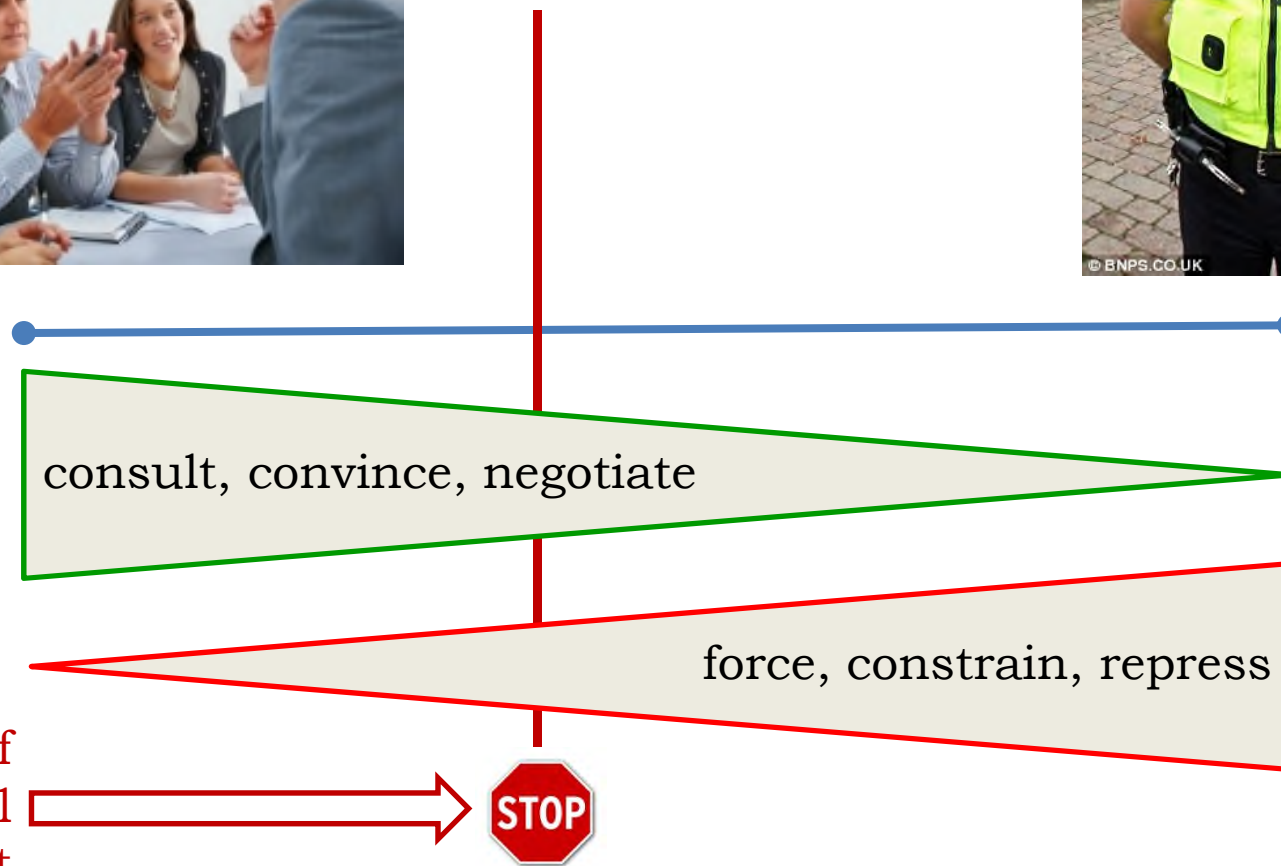
Knowledge,
Experience,
Authority,
Communication skills

Knowledge,
Precision,
Farsightedness,
Restriction

Fairness,
Engagement,
Teamspirit,
Committment

Transparency,
Fairness,
Reliability,
Consequence

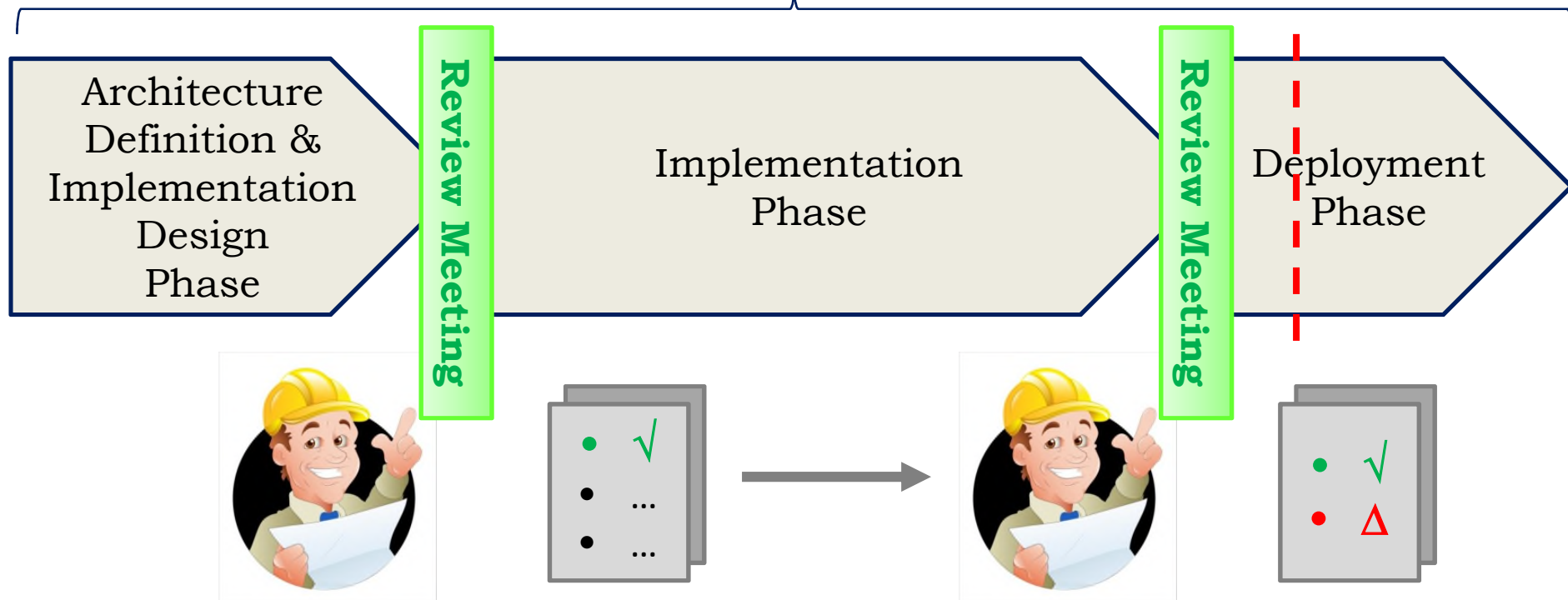
Architecture Principles and Standards **Enforcement:**



Architecture Principles and Standards **Enforcement**



Project Team
(Colleagues)



Architecture Principles and Standards **Enforcement**



consult, convince, negotiate

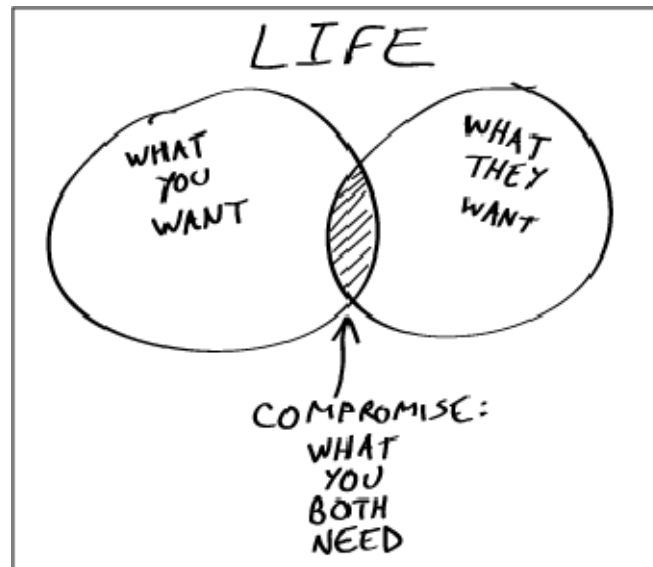
force, constrain, repress



Strategy of a successful IT-architect



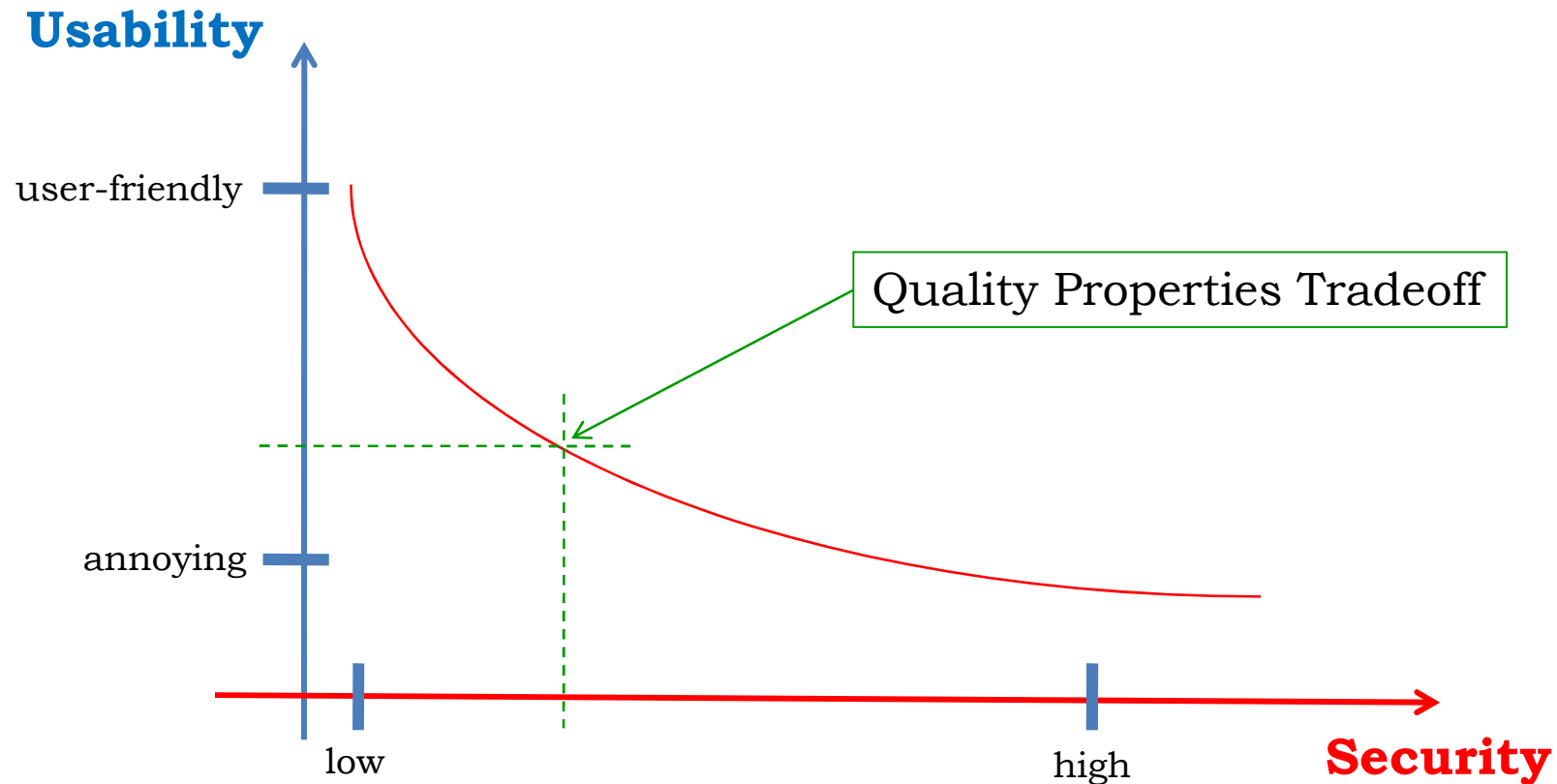
compromise



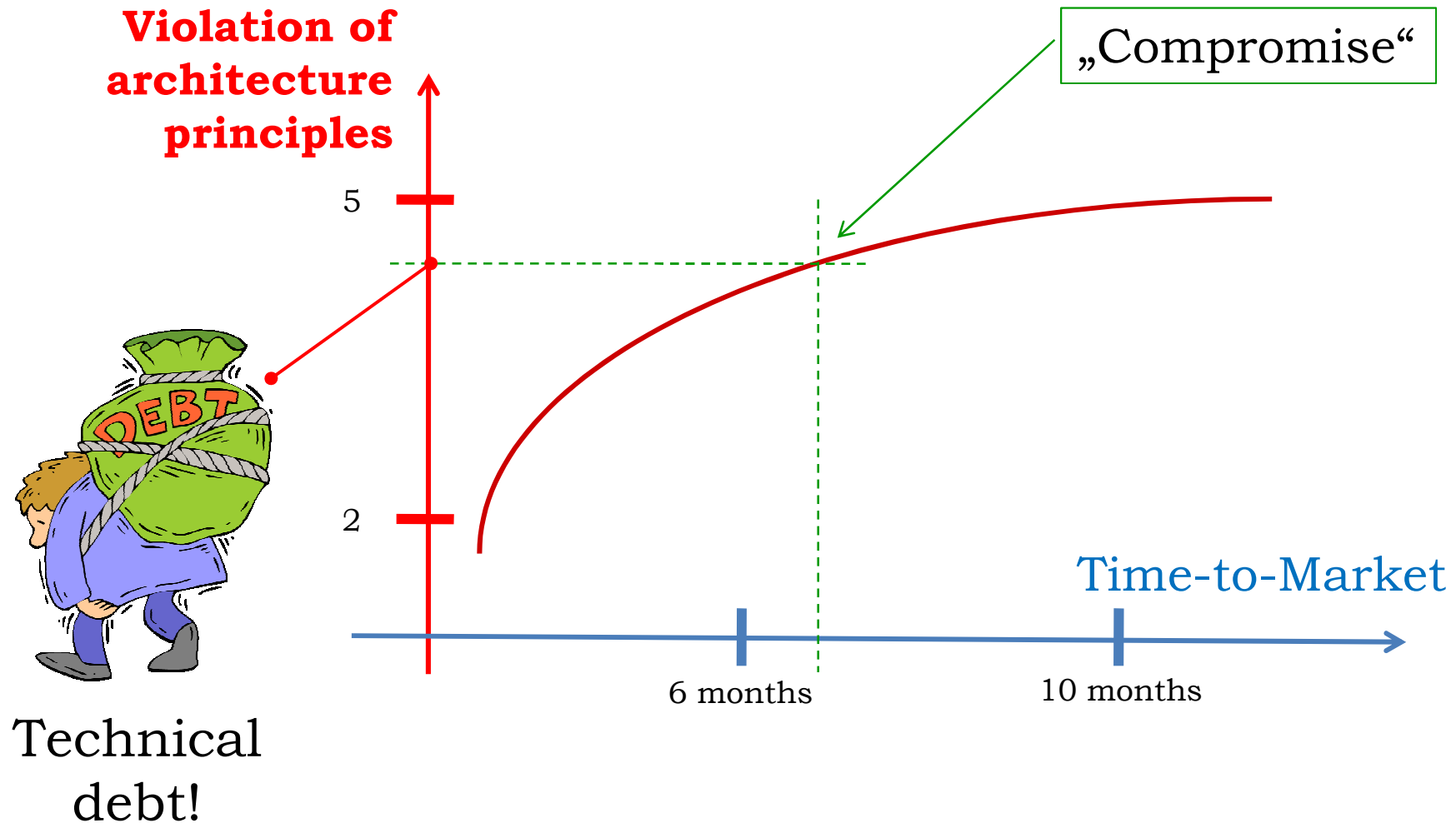
But: Manage the technical debt!

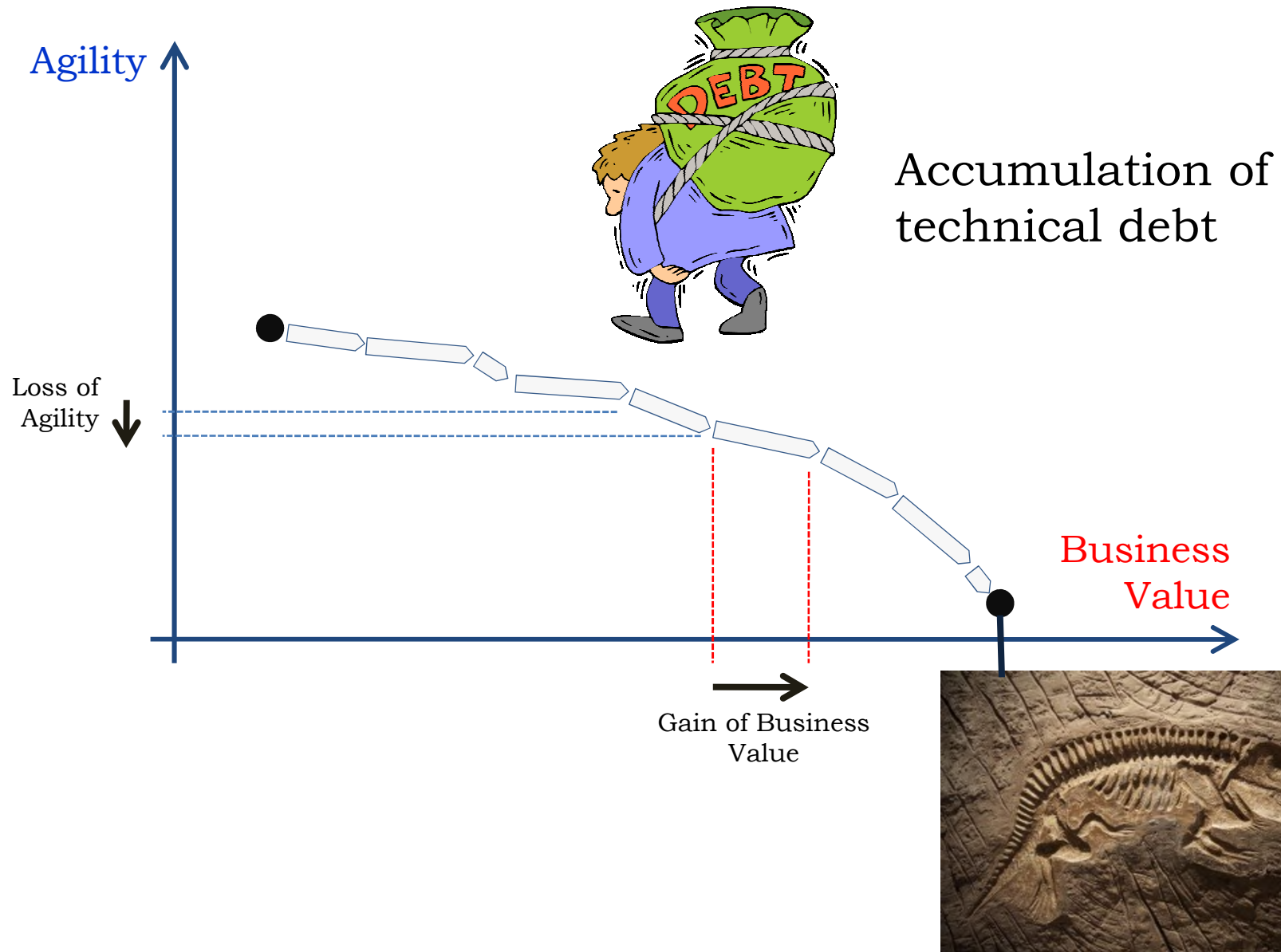
Example 1: Quality Properties Tradeoffs

Financial On-Line Transaction System

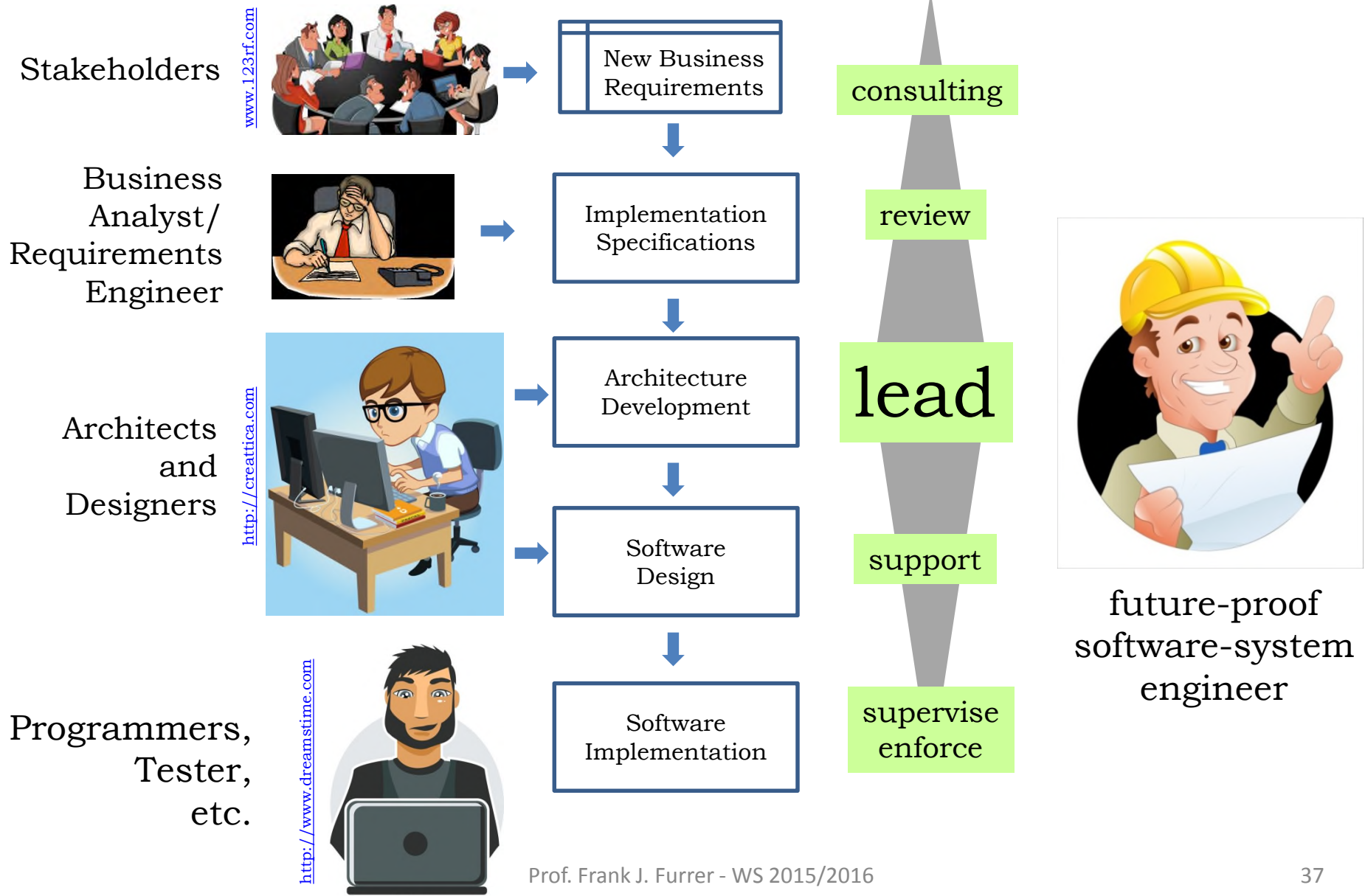


Example 2: Time-to-Market Shortcuts

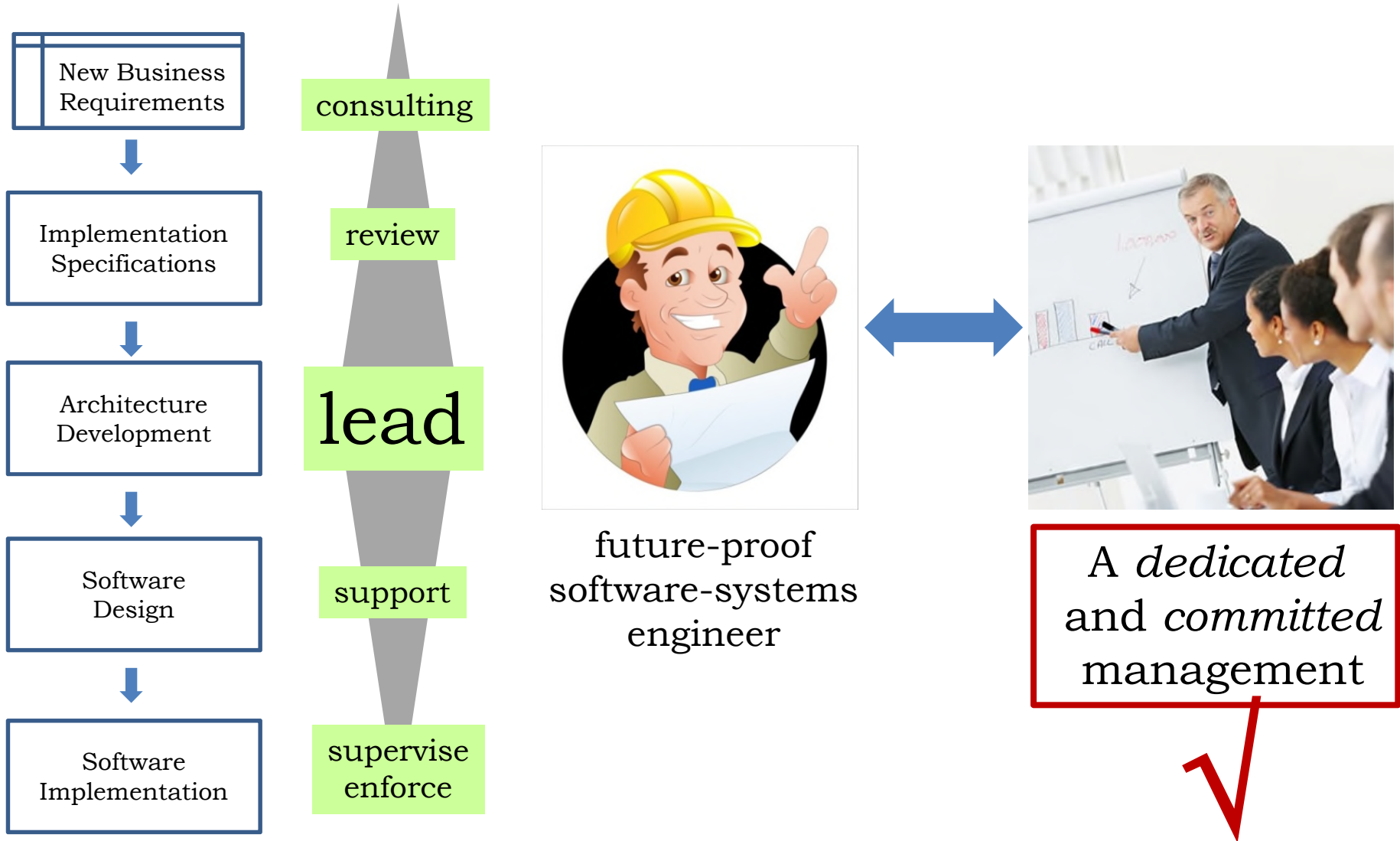




Role:



Role:



Summary

The responsibility of the future-proof software-systems engineer is to design, maintain and evolve an *adequate IT-architecture* which guarantees the required *quality properties* for a specific application area

The future-proof software-systems engineer has „4+1 roles“: Missionary, Lawmaker, Consultant, Enforcer + „Magician“

The future-proof software-systems engineer must demonstrate a careful and consequent *balance* between the „4+1 roles“

Whenever the future-proof software-systems engineer agrees to an architectural compromise, *technical debt* is generated

The future-proof software-systems engineer must carefully keep track of technical debt and enforce its reduction/elimination

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Future-Proof Software-Systems:

The Skills and Personality of the Future-Proof Software-Systems Engineer

Skills

Skill:

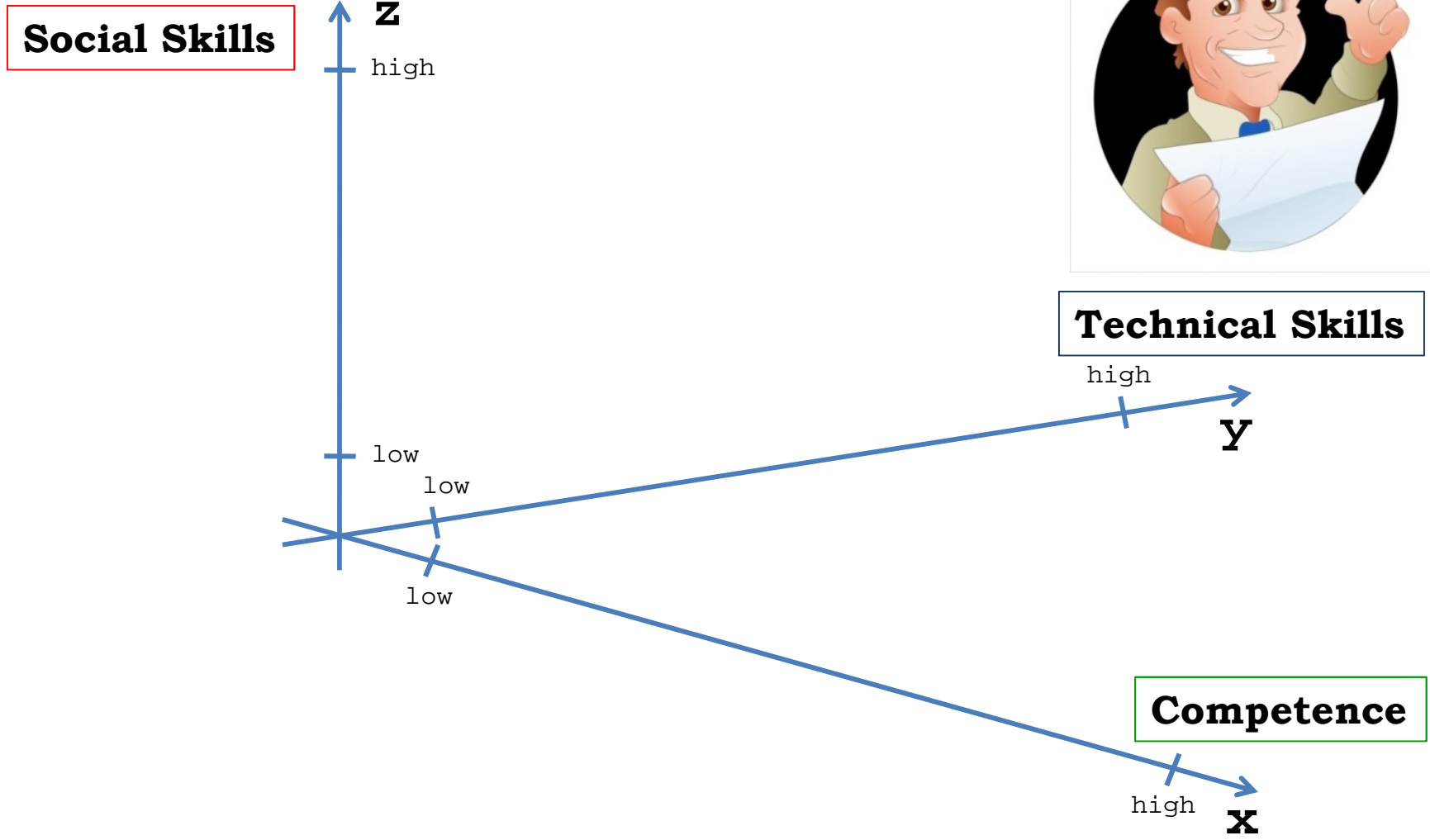
The ability to do something well

[The New Oxford Dictionary of English]

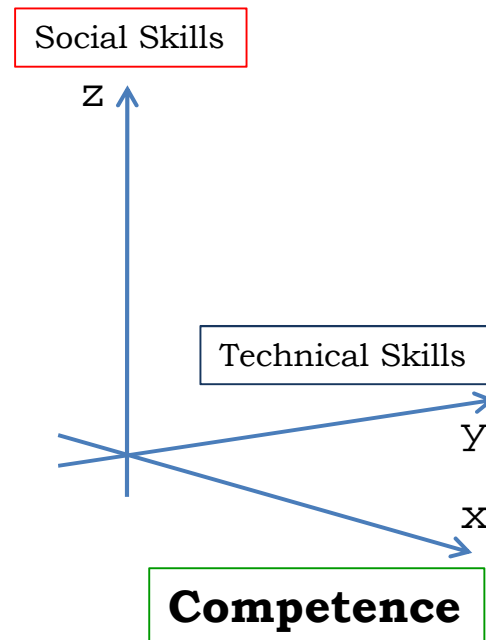


<http://www.inman.com>

Skills Coordinate System



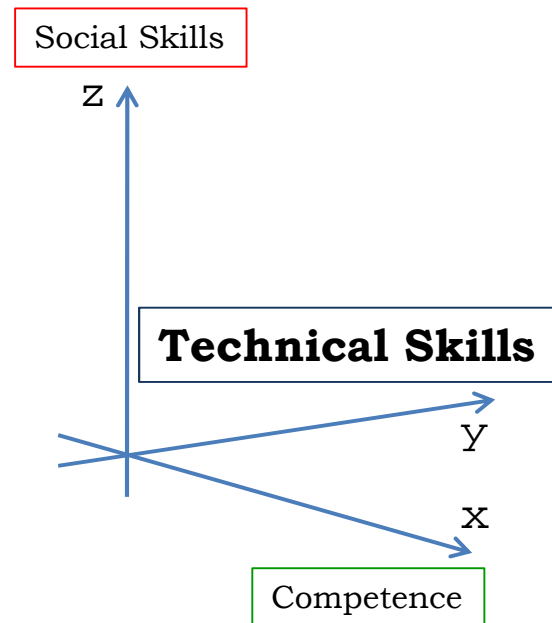
Skills: **Competence**



(Professional) Competence

- IT (architecture) knowledge ✓
- IT (practical) experience
- State-of-the-Art knowledge (broad, hardware, software, processes)
- Technology mastering (HW & SW)
- Business knowledge
- Innovation capability
- Vision

Skills: **Technical Skills**



Technical Skills

- Communication skills (speech & writing)
- Presentation skills (oral, graphical & writing)
- Logical reasoning capability
- Efficiency & effectiveness
- Languages
- „Architecture Feel“ (Simplicity & beauty)

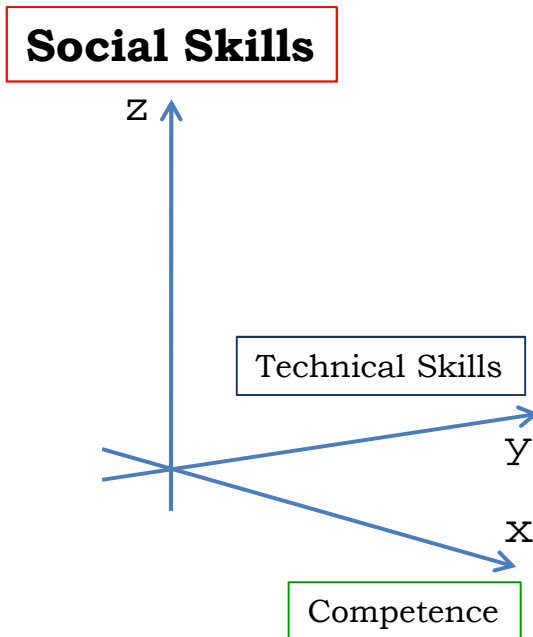
Efficiency:

Doing the things right

Effectiveness:

Doing the right things

Skills: **Social Skills**



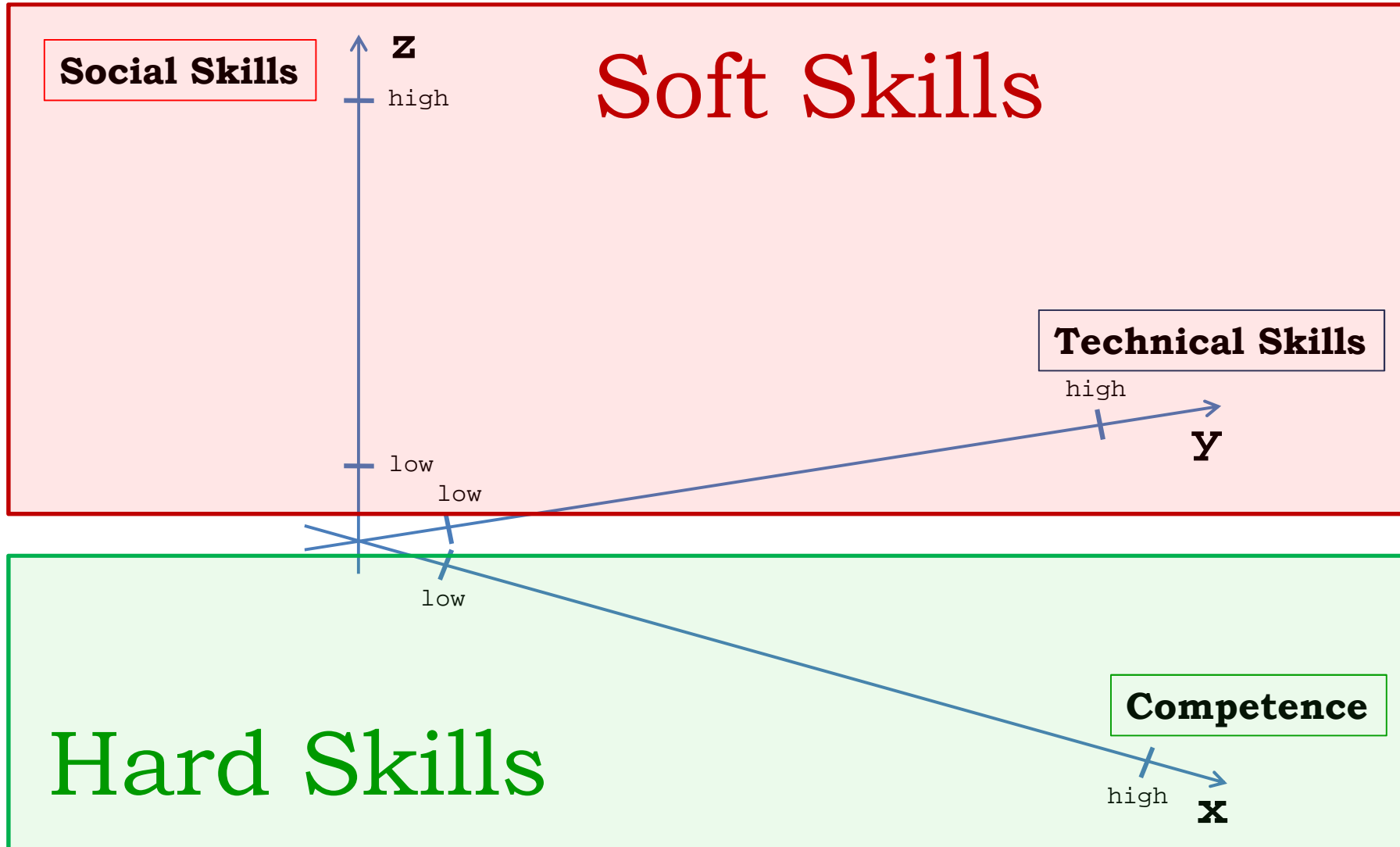
Social Skills

- Negotiation skills
- Persuasion capability
- People interaction capability
- Enthusiasm
- Leadership
- Life-long learning
- Socializing/Networking
- Team Work
- Honesty (Ethics)
- Work-life balance

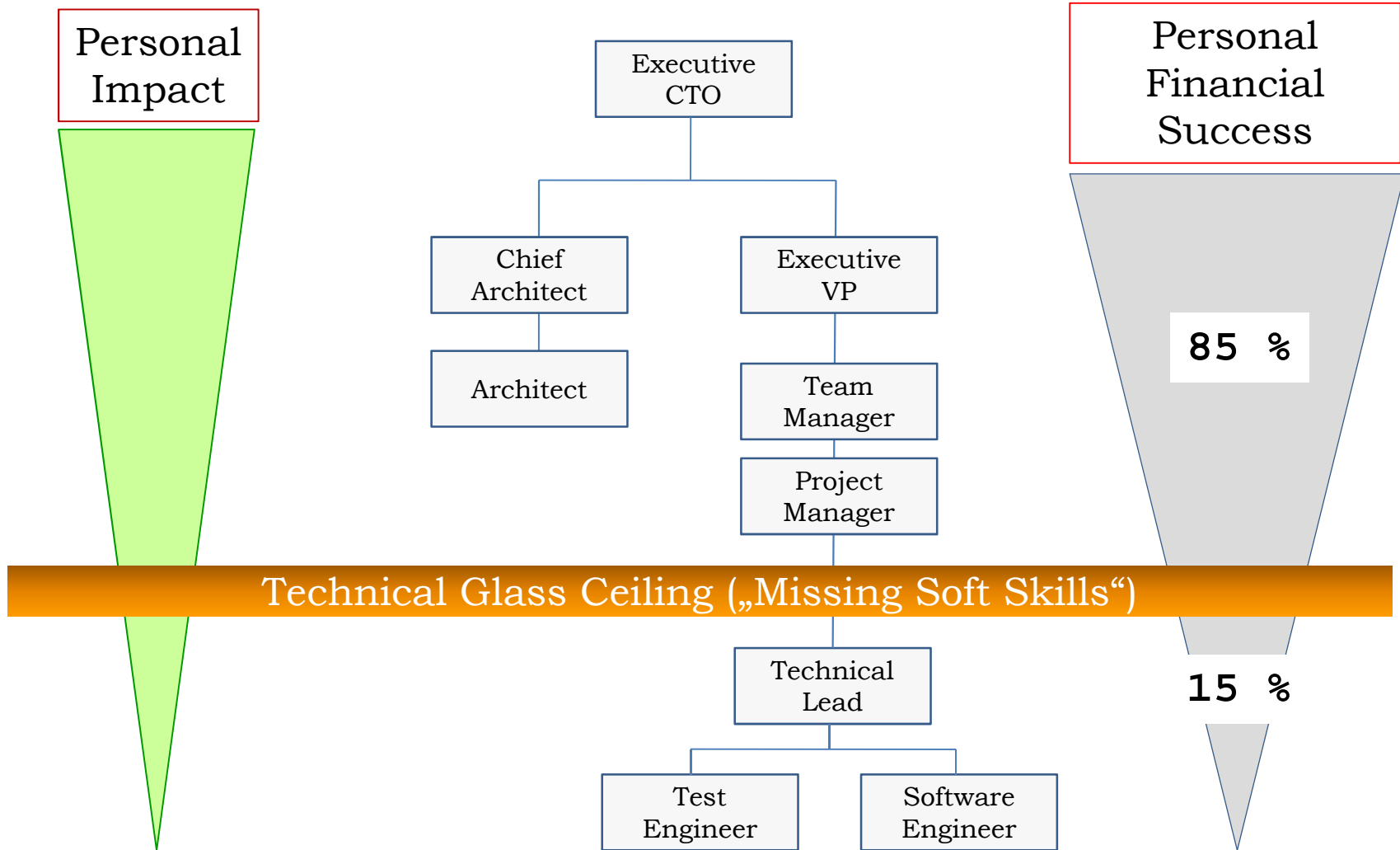


<http://samingersoll.com/life-work-balance/>

Skills Coordinate System



Hard Skills ↔ Soft Skills: Which are more important?



Dale Carnegie, 1937
ISBN 978-1-4391-9919-0

Dave Hendricksen, 2012, ISBN 978-0-321-71729-0

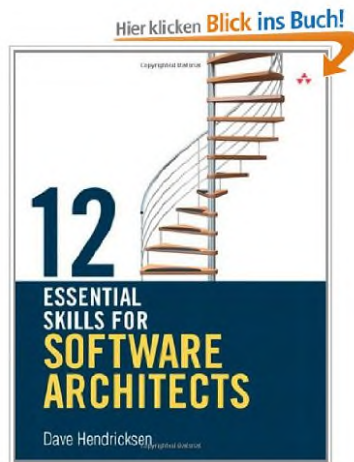
Hard Skills ↔ *Soft Skills*: Which are more important?



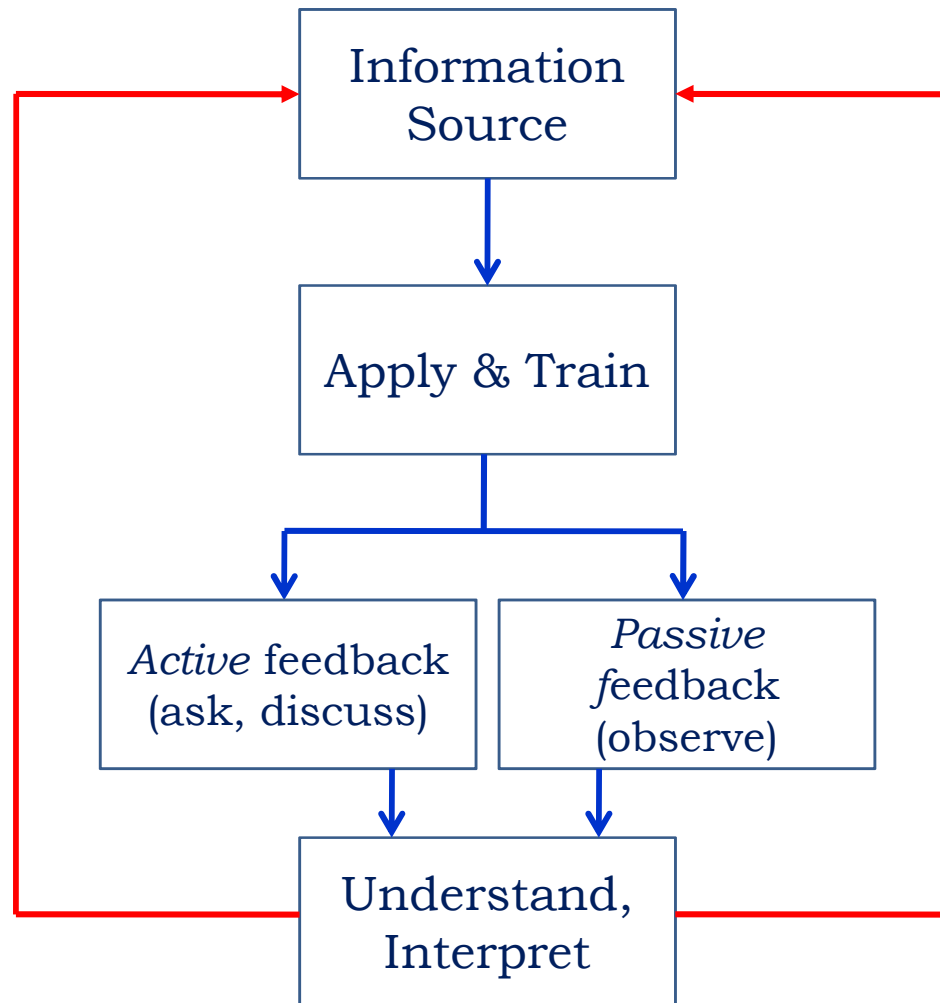
The „future-proof software-systems engineer“:

*„Hard skills help us qualify for a job;
Soft skills dictate our career growth“*

[Wushow Chou, 2013, ISBN 978-1-118-52178-6]



How can we learn *Soft Skills*?



Life-Long Learning:

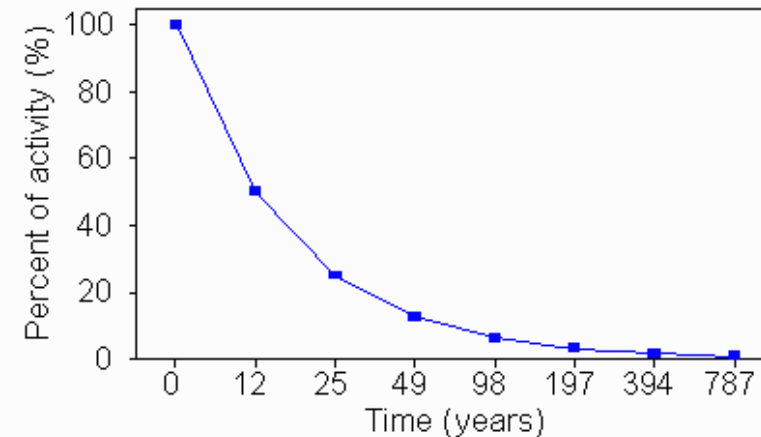
„Half-Life of IT-Engineering Knowledge“

Which is the half-life of IT-engineering knowledge ?

Def: The time-span after which *half* of your current IT-knowledge has become obsolete

Decay Curve for Tritium

Amount of radioactivity vs time



<http://www.chem.csustan.edu/chem3070/3070m04.htm>

Field	Half-life (in years)
Physics	13
Mathematics	9
Economics	9
Computer Science	6

Future-Proof Software-Systems:

The Skills and Personality of the Future-Proof Software-Systems Engineer

Personality

Personality



Personality:

The combination of characteristics or qualities that form an individual's distinctive character

[The New Oxford Dictionary of English]

Personality

„The fundamental principle behind any *soft skill* is to cultivate the perception in other people's minds that they can gain and benefit by engaging with us“

[Wushow Chou 2013, ISBN 978-1-118-52178-6]



<http://www.signalpatternslabs.com>

Personality

Photo Credit: Silvia Furrer



Courage

Fighting Spirit



http://en.wikipedia.org/Great_Horned_Owl

Wisdom

Mediation Capability



<http://www.wildanimalfightclub.com>



<http://www.faranga.net>

... and – most important:

Honesty
(Ehrlichkeit)

(Professional) Competence:

Your professional advice must be (provably) correct and believable, as well as realistic

Behaviour:

Your behaviour must be truthful, fair and human in all situations



<http://warrencampdesign.com>

Praising and Reprimanding

<http://www.mindtools.com>



Praise:

- honest
- precise
- no „..., but ...“
- (can be) personal

„Your design of the module ABC is clear and elegant. I like it“



<http://footage.shutterstock.com>



Reprimand:

- true
- precise
- fair
- constructive
- never personal

„You did not take into consideration that a suitable data structure is already existing“

Software Engineering **Ethics**

ACM/IEEE: Software Engineering Code of Ethics and Professional Practice (© 1999)



<http://courses.planetizen.com/course/planning-ethics>

1. PUBLIC - Software engineers shall act consistently with the public interest.
2. CLIENT AND EMPLOYER - Software engineers shall act in a manner that is in the best interests of their client and employer consistent with the public interest.
3. PRODUCT - Software engineers shall ensure that their products and related modifications meet the highest professional standards possible.
4. JUDGMENT - Software engineers shall maintain integrity and independence in their professional judgment.
5. MANAGEMENT - Software engineering managers and leaders shall subscribe to and promote an ethical approach to the management of software development and maintenance.
6. PROFESSION - Software engineers shall advance the integrity and reputation of the profession consistent with the public interest.
7. COLLEAGUES - Software engineers shall be fair to and supportive of their colleagues.
8. SELF - Software engineers shall participate in lifelong learning regarding the practice of their profession and shall promote an ethical approach to the practice of the profession.

<http://www.acm.org/about/se-code>

Summary

The successful future-proof software-systems engineer has excellent (professional) *competence* and highly developed *soft skills*

Missing (or insufficient) soft skills greatly limit (or inhibit) both the effectiveness and also the career chances of the future-proof software-systems engineer

The future-proof software-systems engineer do *life-long learning* (half-time of computer science knowledge \approx 6 years!)

The personality of the successful future-proof software-systems engineer features *courage, wisdom, fighting spirit* and *mediation capability*

Unconditional *honesty* and adherence to *ethics* is a fundamental characteristic

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Johnson07	<p>Steven Johnson: The IT Professional's Business and Communications Guide Wiley Publishing Inc., Indianapolis, USA, 2007. ISBN 978-0-470-12635-6</p>
Carnegie10	<p>Dale Carnegie: How to Win Friends and Influence People Pocket Publishing, New York, USA, 2010 (first published 1937). ISBN 978-1-4391-9919-0</p>
Chou13	<p>Wushow „Bill“ Chou: Fast-Tracking Your Career – Soft Skills for Engineering and IT Professionals IEEE Press, John Wiley & Sons, Inc., N.J., USA, 2013. ISBN 978-1-118-52178-6</p>
ACM/IEEE99	<p>ACM/IEEE: Software Engineering Code of Ethics and Professional Practice Version 5.2, 1999. Downloadable from: http://www.acm.org/about/se-code [last accessed: 1.11.2013]</p>

Future-Proof Software-Systems:

The Working Context of the
successful Future-Proof
Software-Systems Engineer

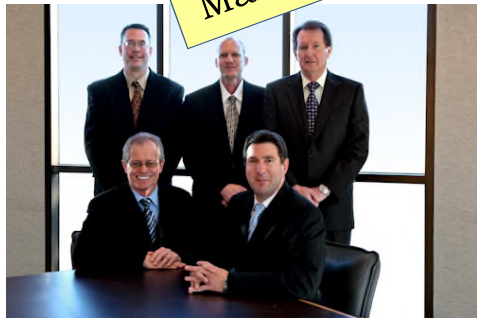
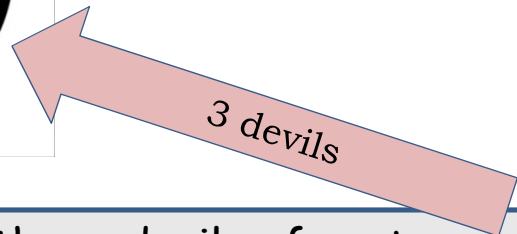
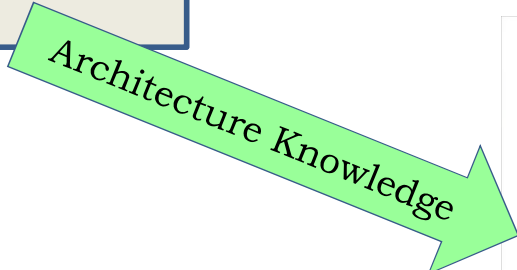
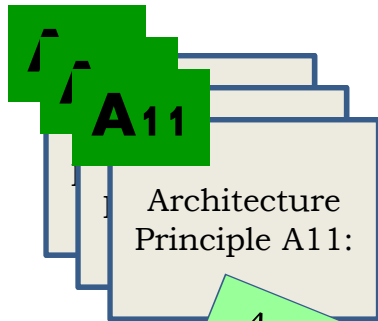
Responsibility:

Develop, maintain and enforce an *adequate IT-architecture* to guarantee the required *quality properties* of the system, especially the continuous increase in *agility* and *resilience*



... only possible with an adequate working context

Context: Impact



<http://sgs-uae.com>

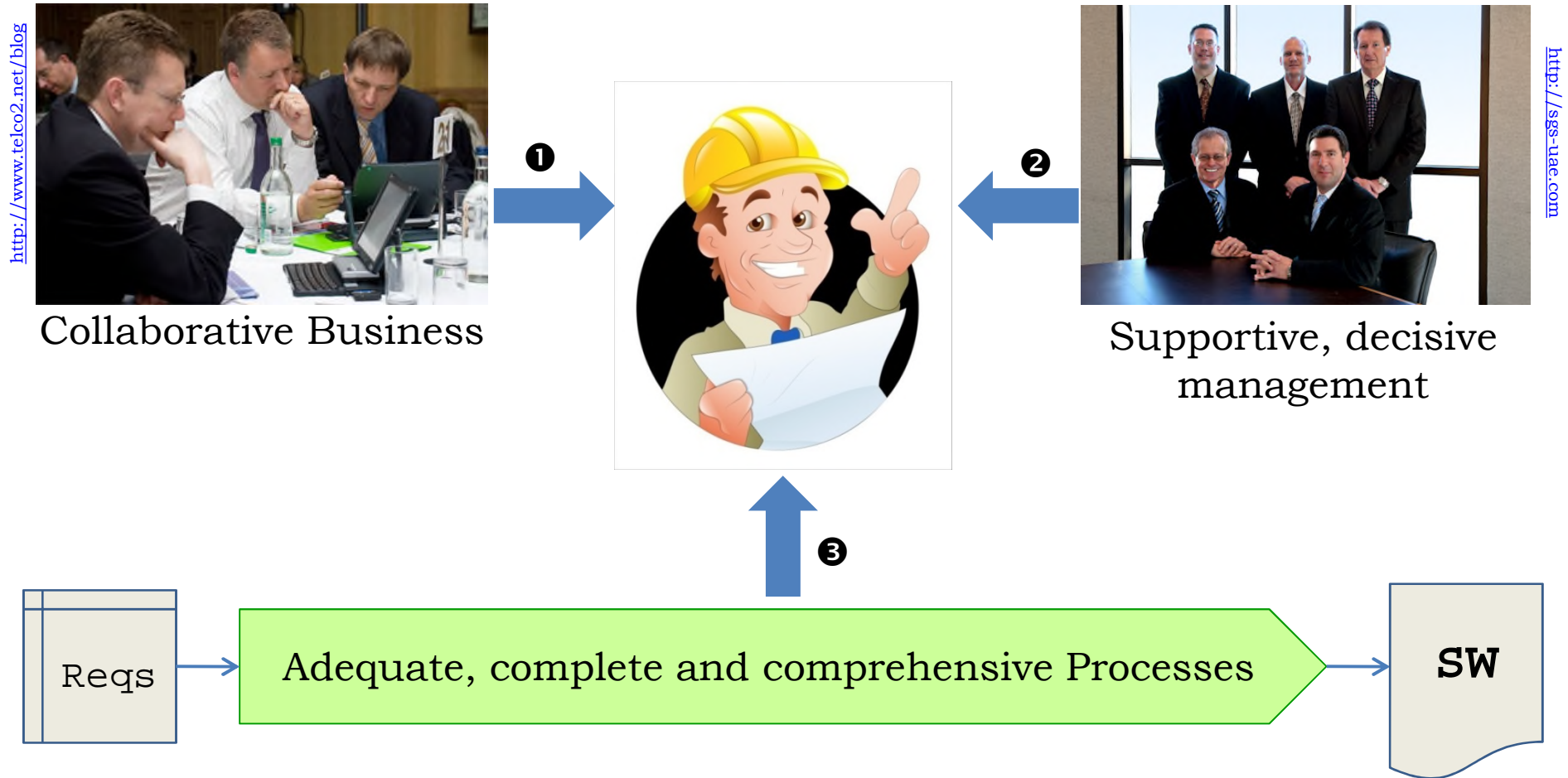
„The three devils of systems engineering:

- Complexity,
- Change,
- Uncertainty”

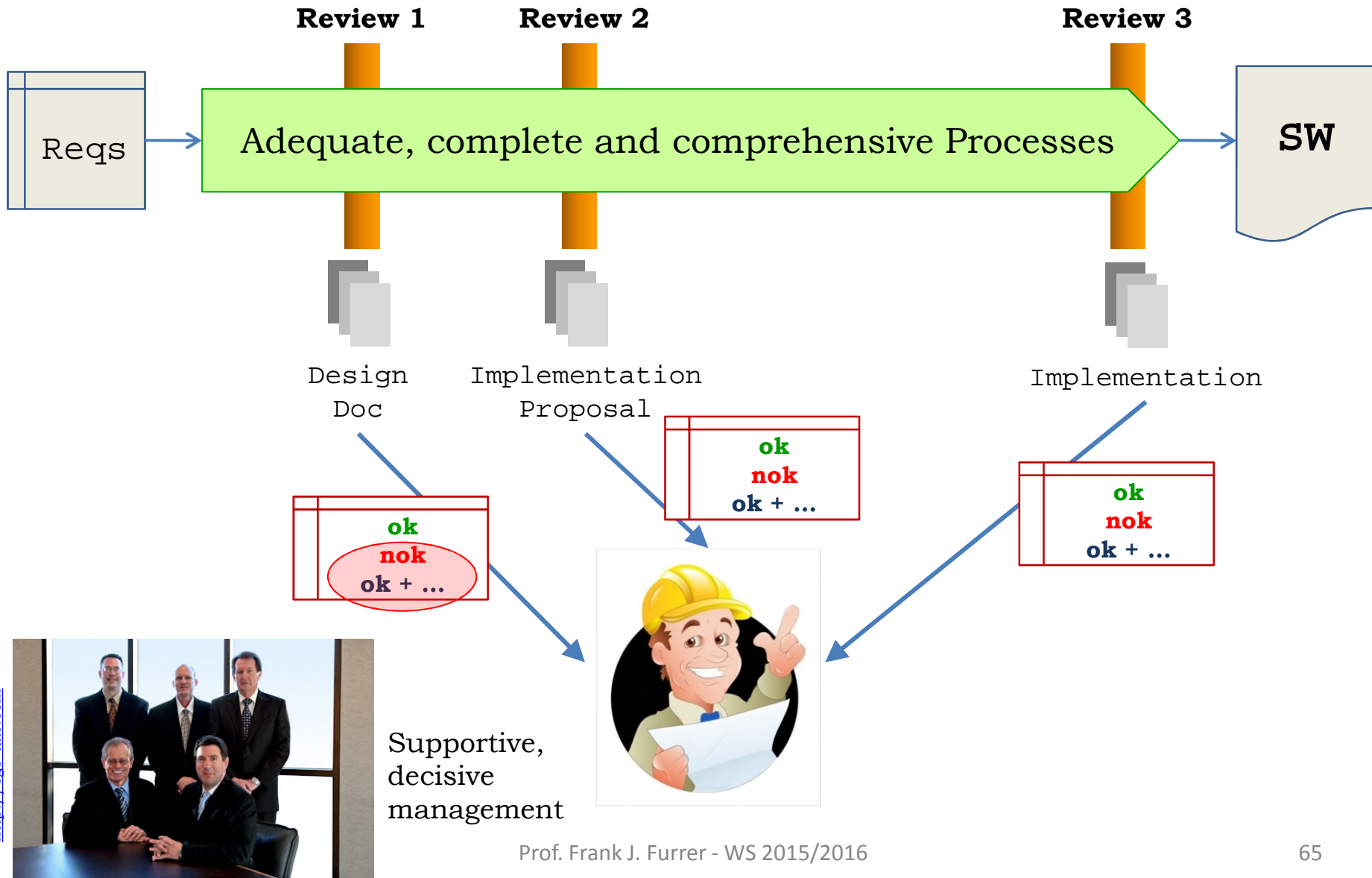
Anonymous

http://www.midcontinent.org/press/press_rivets.html

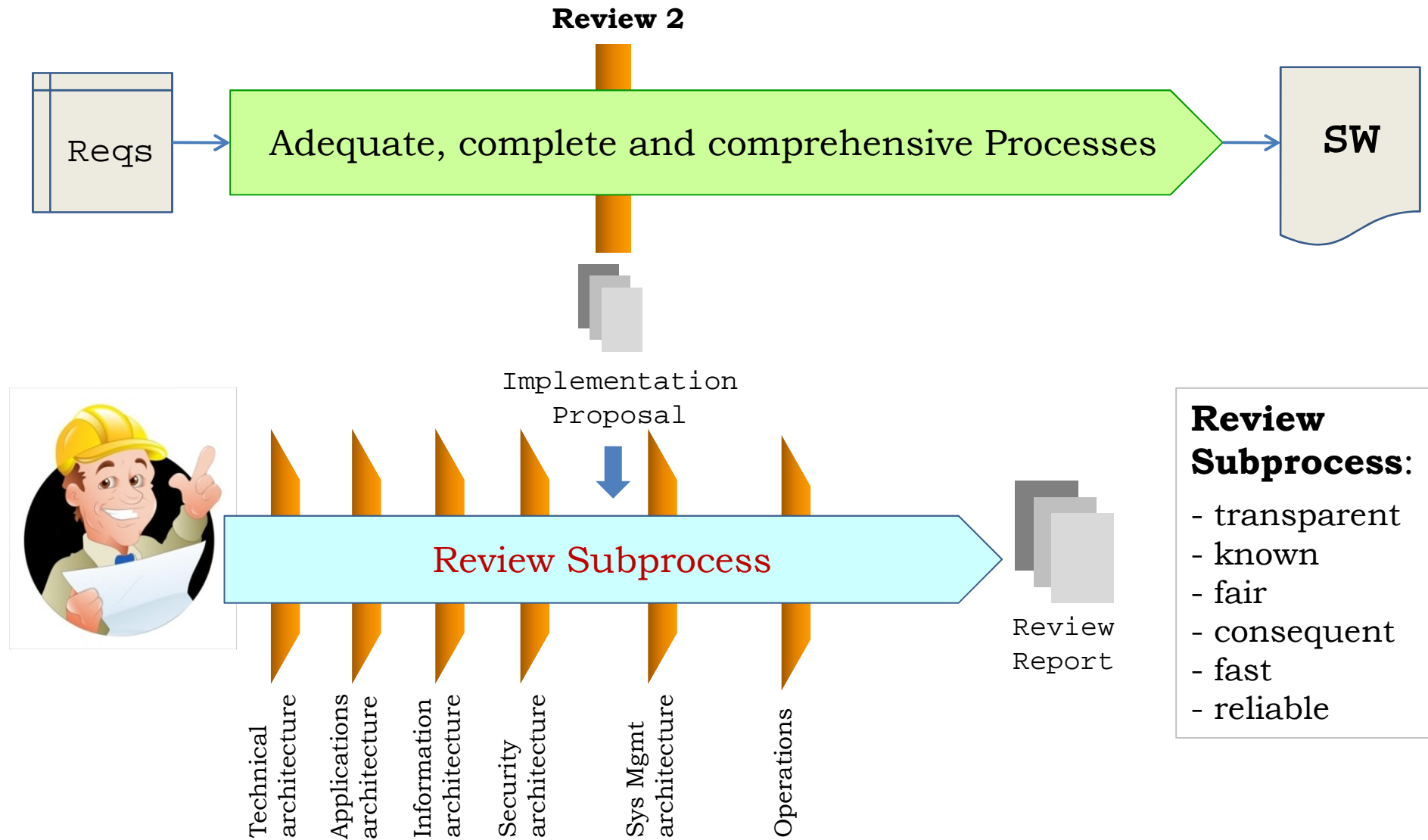
Successfull Working Context: **Elements**



Successful Working Context: **Process**



Successful Working Context: **Review Procedure**



Your Relationships:

Review Subprocess



Review Report

ok
nok
ok + ...

www.123rf.com



Project Teams

Team Spirit



Respect, Trust



<http://www.telco2.net/blog>

Business



Peer Architects

Cooperation

Transparency



<http://sgs-uae.com>

IT Management

Example: Financial Institution – Review Report (1/2)

IT Architecture Project Review Board of the 27.05.2009

	OK	OKA	NOT OK	Reasons for NOK
Evaluation Architecture		X		

Review Summary

Architecture Reviewers	Date	Findings	Condition	Deadline
Hans Muster Peter Beispiel Jürg Modell	19.05.2009	The proposed data migration concept leads to unmanaged data redundancy	Propose a new data migration concept which completely eliminates data redundancy	PO

Exceptions, accepted deviation from standards
none

Conditions of Previous Reviews	Y	N	I	Comment / Statement
Have the conditions of the previous review(s) been met?			X	No open conditions
If conditions have not been met, discuss further actions with KSCD				

Example: Financial Institution – Review Report (2/2)

Part 2: General setup, integration/delineation

Nr.	PC	PO	RO	Legend: Y = Yes / N = No / I = Irrelevant	Y	N	I	Comment / Statement
G02	X	X	(X)	<p>Integration into the overall system/ avoidance of redundancies</p> <ul style="list-style-type: none"> ▪ Are the boundaries/interactions with other projects, processes, domains, applications and infrastructures clear and appropriate? ▪ Are potential redundancies, overlaps e.g. concerning infrastructures, services reasonable? Justified? Accepted? ▪ Is there a mix of old and new architecture? Reasonable? Justified? 				
G03		X	X	<p>Migration to standard architecture / phase out of obsolete architecture/standards:</p> <ul style="list-style-type: none"> ▪ Are the necessary actions for a migration to standard architecture planned, described and appropriate? ▪ Is it documented how/when old architecture will be phased out? 				
G04	(X)	X	(X)	<p>Options:</p> <ul style="list-style-type: none"> ▪ Are the proposed options appropriate and complete? ▪ Is the proposed option reasonable? 				
G05	(X)	X	X	<p>Risks:</p> <ul style="list-style-type: none"> ▪ Have all risks relevant for architecture been identified? ▪ Have they been mitigated accordingly? 				
etc.								

Review Details

Context for successful architecture work:

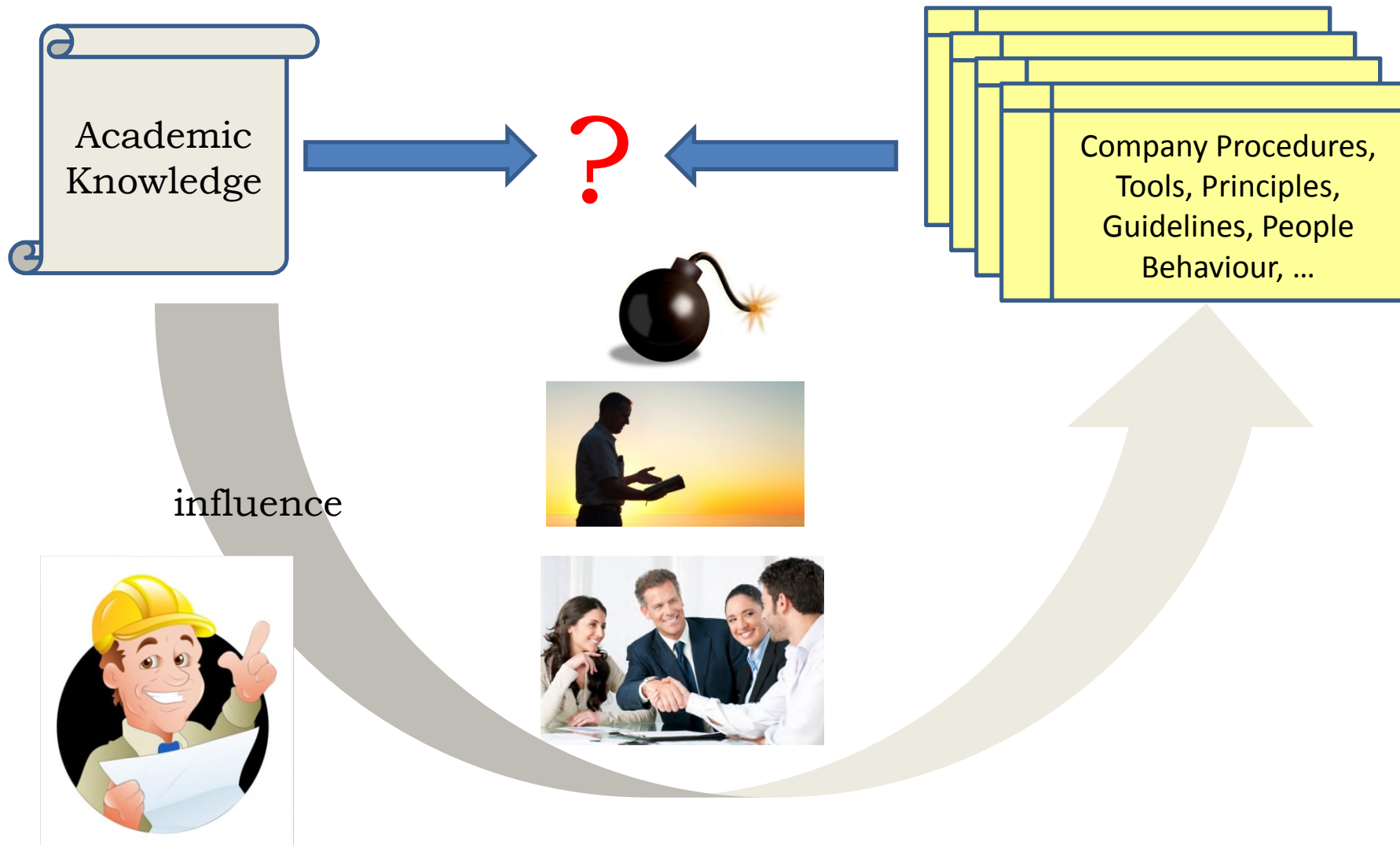
- ✓ An architecture-aware company culture
 - ✓ A supporting (top) management
 - ✓ Principles, standards and guidelines
 - ✓ Accepted managed evolution strategy
- ✓ Adequate processes with good governance

<http://sportsfitnessnetwork.com>



The (positive) impact of the future-proof software-systems engineer relies on **good relationships** with project teams, business partners, peer architects and IT management

Transition to **Industry**



Summary

The context of the future-proof software-systems engineer is a *tension field* between architecture knowledge, management expectations, legacy systems restrictions and the 3 devils of systems engineering (complexity, change and uncertainty)

The context enabling the success of the future-proof software-systems engineer includes: (1) Collaborative business partners, (2) a supportive, decisive management, and (3) adequate, complete and comprehensive processes

The (positive) impact of the future-proof software-systems engineer relies on **good relationships** with project teams, business, peer architects and IT management

References:



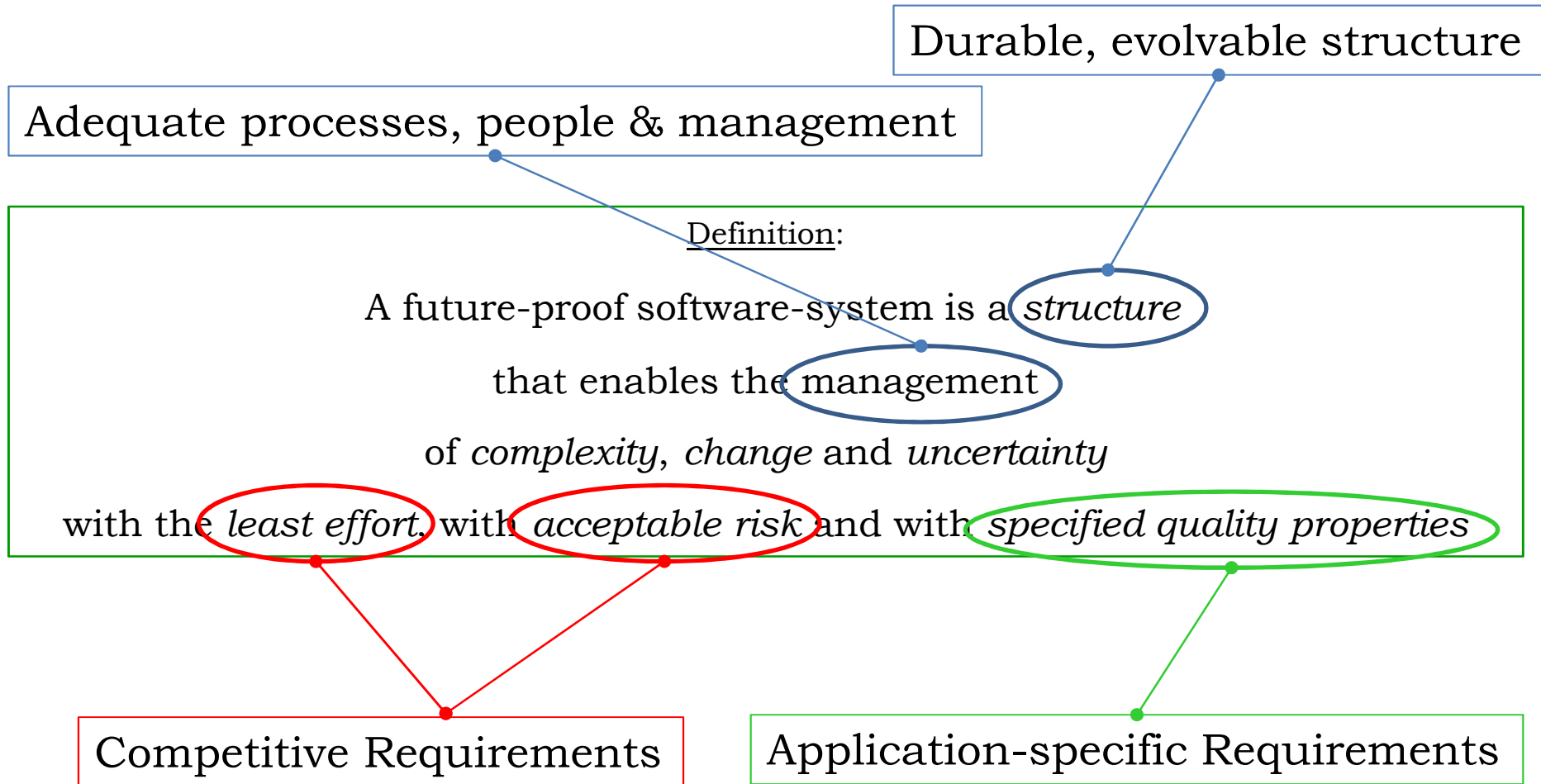
References	
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Ahlemann12	<p>Frederik Ahlemann, Eric Stettiner, Marcus Messerschmidt, Christine Legner (Editors): Strategic Enterprise Architecture Management – Challenges, Best Practices, and Future Developments Springer-Verlag, Berlin Heidelberg, 2012. ISBN 978-3-642-24222-9</p>
DeMarco97	<p>Tom DeMarco: The Deadline – A Novel About Project Management Dorset House Publishing, N.Y., USA, 1997. ISBN 978-0-932633-39-2</p>
Ebert12	<p>Christof Ebert: Global Software and IT – A Guide to Distributed Development, Projects, and Outsourcing (IEEE Series) John Wiley & Sons, Inc., N.Y., USA, 2012. ISBN 978-0-470-63619-0</p>
Eeles10	<p>Peter Eeles, Peter Cripps: The Process of Software Architecting Pearson Education (Addison-Wesley), Boston, USA, 2010. ISBN 978-0-321-35748-9</p>
Endres03	<p>Albert Endres, Dieter Rombach: A Handbook of Software and Systems Engineering – Empirical Observations, Laws and Theories Pearson Education Ltd., Harlow UK, 2003. ISBN 978-0-321-15420-7</p>
Knittel06	<p>Susanne Knittel-Ammerschuber: Architecture: The Element of Success – Building Strategies and Business Objectives Birkhäuser Verlag, Basel, CH, 2006. ISBN 978-3-76437465-5</p>
Rodin00	<p>Robert Rodin: Free, Perfect, and Now – Connecting the Three Insatiable Customer Demands Touchstone, Simon & Schuster, New York, USA, 2000. ISBN 978-0-684-85022-2</p>

Future-Proof Software-Systems:

Finally:

Do We now have a Future-
Proof Software-System?
(... are we there?)

Reminder: What do we really want?





Business Pressure:

- Short Time-to-Market
- Low Development Cost

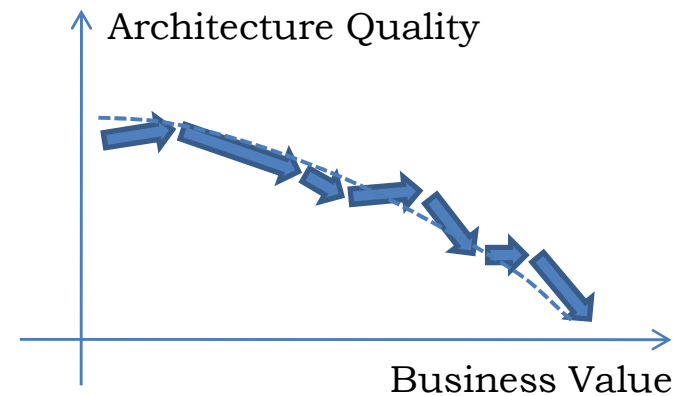
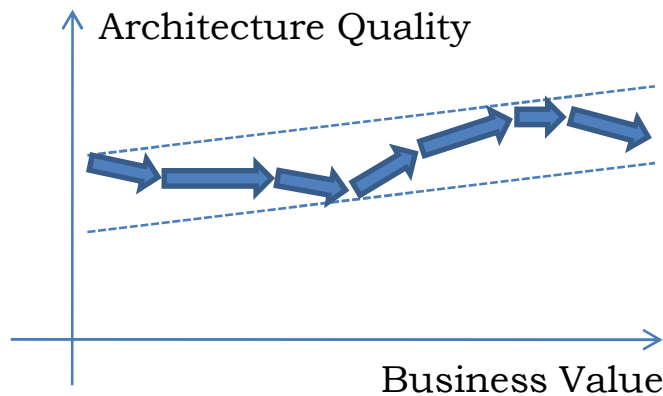
Reminder:

What do we really want?



Future-Proof Software-Systems Engineer

• Functionality
Architecture-Quality:
• Agility
• Availability
• Security
• Safety
• ...
• Simplicity
• Elegance



How do we decide if we are there ?

metrics

assessment

Carefully and truthfully
capture metrics data and
present it over time

**Periodically assess the
conformance of your
application landscape
with respect to the
architecture principles**

Business Value Metric: **NPV** (Net Present Value)

$$\text{NPV} = \sum_n \frac{\text{Benefit}_{\text{year}-n}}{(1 + i)^n} - I$$

Agility Metric:

$$\text{Agility} = \frac{(\sum \text{Size}_i)^2}{\sum \text{TtM}_i * \sum \text{DevC}_i}$$

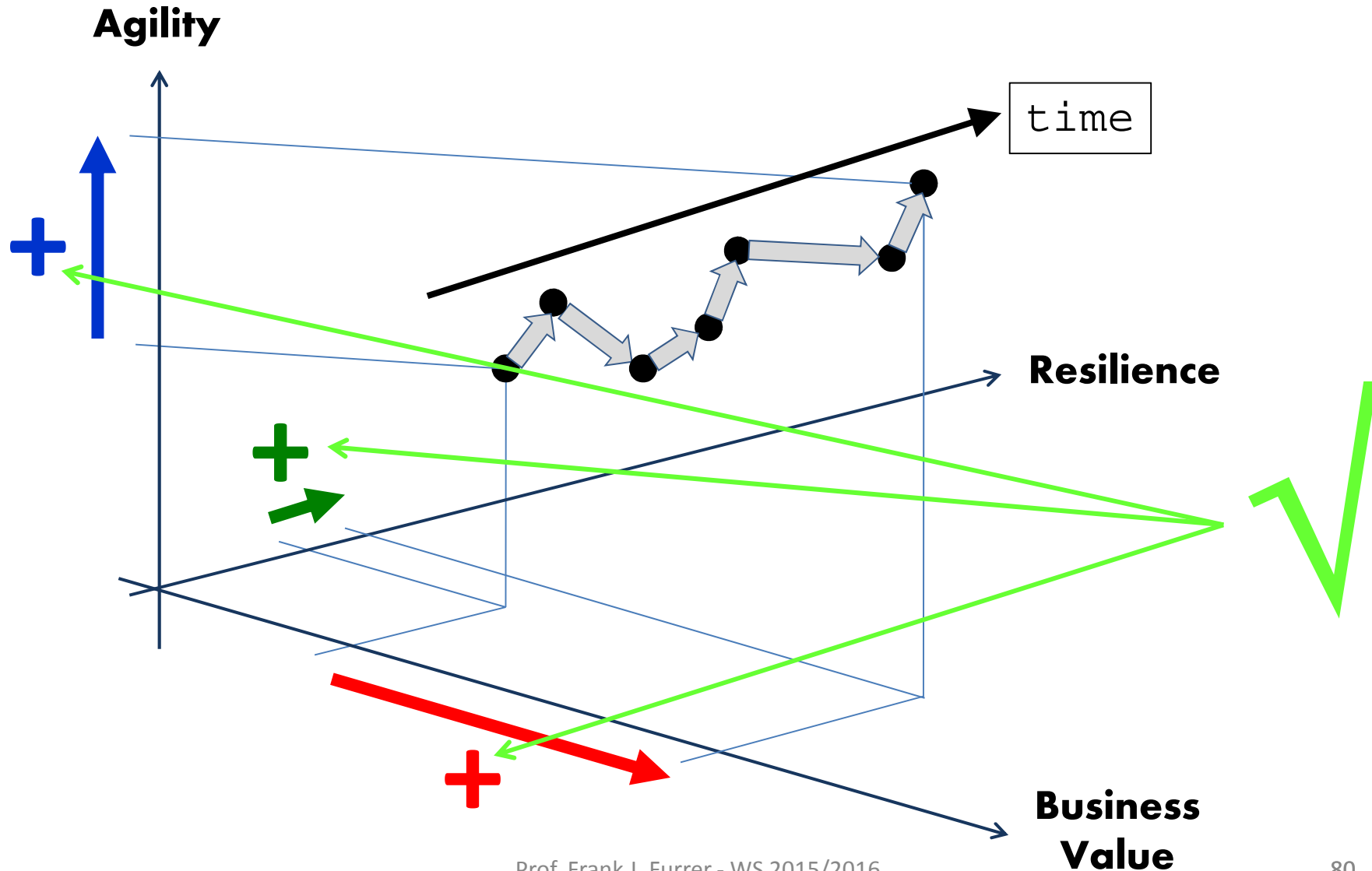
Unit: #UCP² / (days * k€)

Resilience Metric:

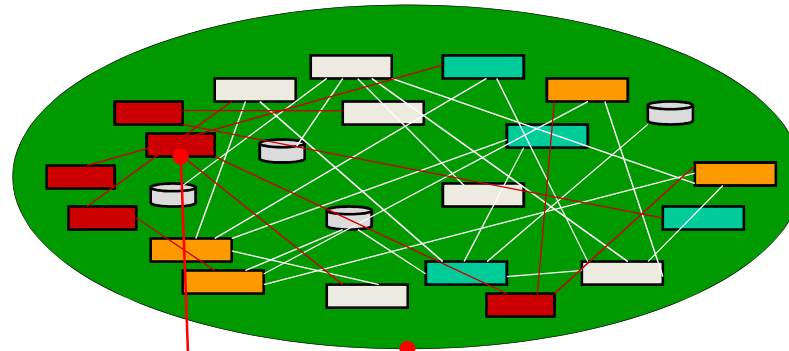
⇒ **Damage potential/impact assessment**

... & other quality metrics

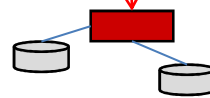
Future-Proof Software-Systems: **Managed Evolution Trajectory**



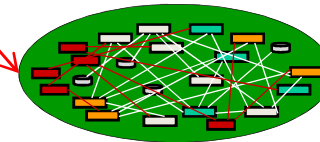
Assessment: Future-Proof Software-System?



Applications Landscape



Single application

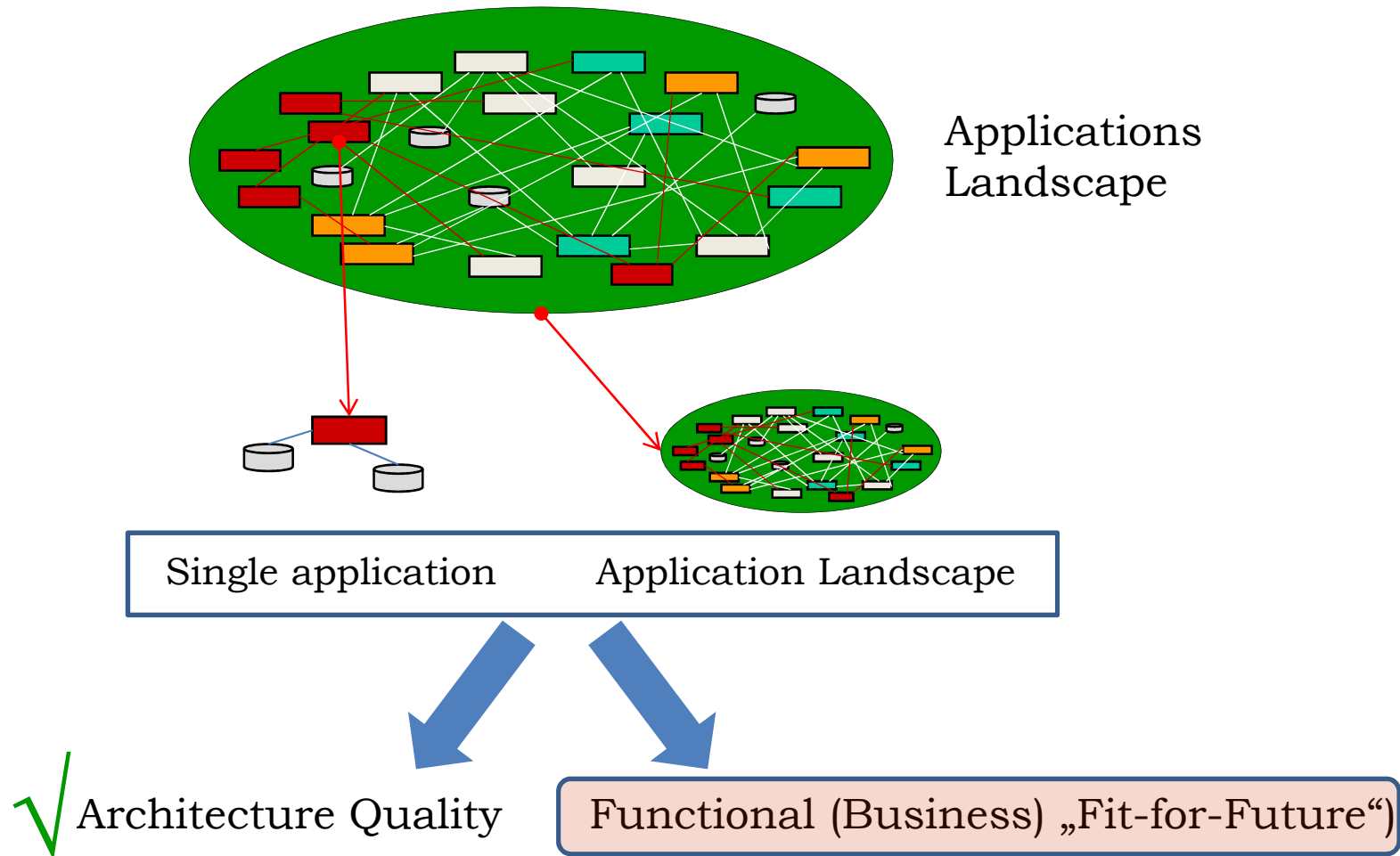


Application Landscape

Application #ABC	
Architecture Principle	Compliance Metric
A1	0.71
A2	0.32
A3	0.89
etc.	-

aggregate & average

Assessment: Future-Proof Software-System?



Development

Assessment &
Rectification



Technical Debt



<http://www.telegraph.co.uk>

... avoid technical debt

... find and eliminate technical debt

... we are never really there

Be happy with
what you have
while working for
what you want.

~ Helen Keller

Q U O T E D I A R Y . M E

References:



References	
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Hohmann03	Luke Hohmann: Beyond Software Architecture – Creating and Sustaining Winning Solutions Pearson Education, Addison-Wesley, Boston, USA, 2003. ISBN 978-0-201-77594-8

Future-Proof Software-Systems:

The Engineer of 2020

2014



2020

- 1 – Globalization
- 2 – Technology Progress
- 3 – Systems-of-Systems (SoS's) and Cyber-Physical Systems (CPS's)
- 4 – Systems Assembly, Contract-based Engineering
- 5 – Worldwide Engineering/Development Teams
- 6 – Threats and Risks
- 7 – Economy and Social Requirements
- 8 – Regulations & Liability

References:



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Future-Proof Software-Systems

Parting Notes

<http://www.mikmak.co.il/gallery?id=95608&ctgid=1>



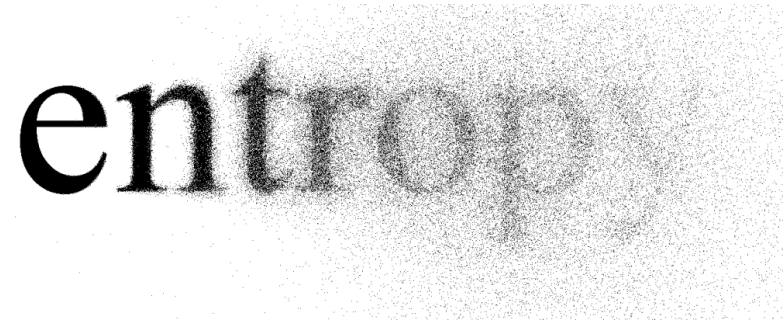


„Usually, any *reasonable* architecture will support the desired functionality, but only a *carefully chosen* architecture will enable the desired quality properties“

George Fairbanks: **Just Enough Software Architecture**, 2010, ISBN 978-0-9846181-0-1

„The force of entropy means that disorder is the only thing that happens automatically and by itself. If you want to create a completely ad-hoc IT architecture, you do not have to lift a finger. It will happen automatically as a result of day-to-day IT activity“

Richard Hubert: **Convergent Architecture**, 2002. ISBN 978-0-471-10560-2



<http://larvalsubjects.wordpress.com/2013/02/18/against-holism-the-argument-from-entropy/>

<http://www.123rf.com>



Essential Reading:



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