

Summary of Lecture 27.11.2019



... Very condensed summary of the 27.11.2019 lecture



Summary 27.11.2019

Architecture principles and patterns are the **knowledge-carriers** for future-proof software-systems



The **future-proof software-systems engineer** must know and understand the architecture principles and patterns. He must correctly apply them to his/her design

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Fundamental Architecture Principles for **Changeability**

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



<https://de.depositphotos.com>

<http://www.holyoke.org>

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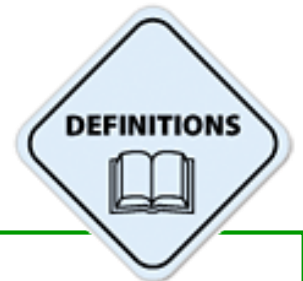
- A4: Redundancy
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Redundancy in an IT-system is – in most cases –
poison for the structure and for many quality
properties of an IT-system



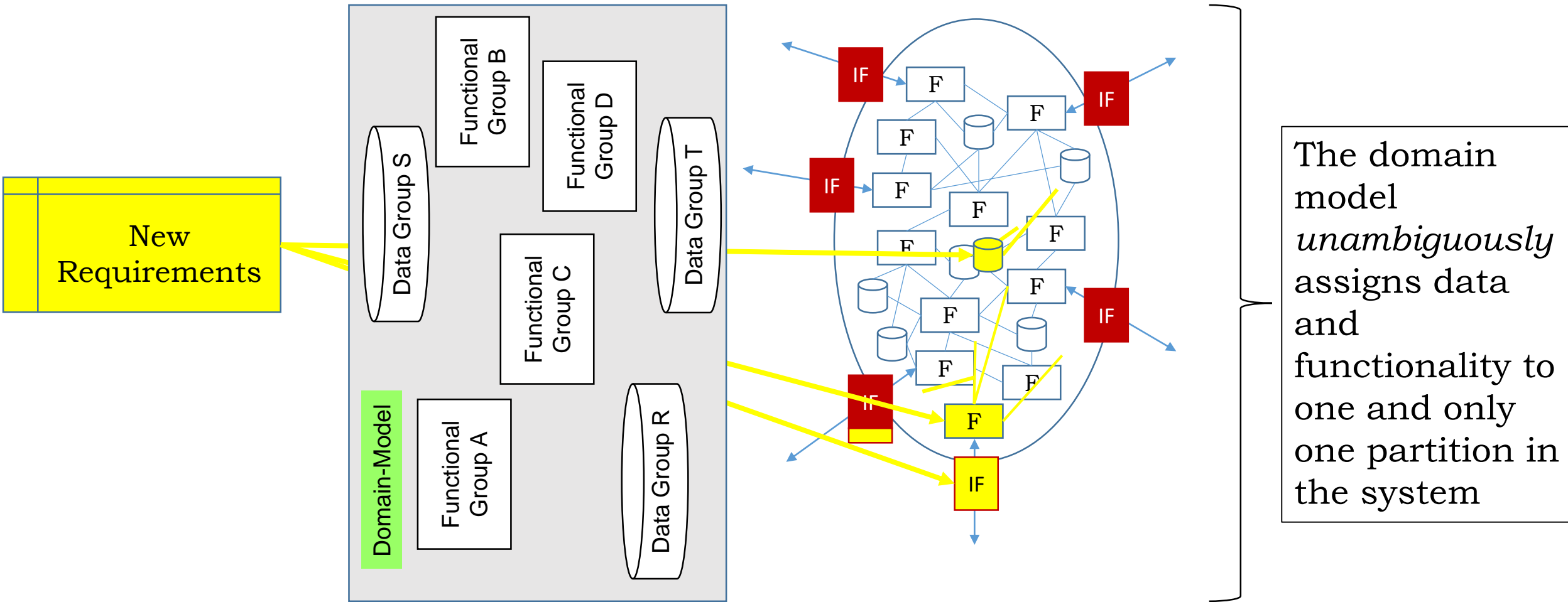
	Managed redundancy	Unmanaged redundancy
Known and wanted	Yes (if valid reason)	NO!
Unknown or unwanted	?	NO!



Managed redundancy definition:

- There is only exactly **one source** for the functionality and for the data (both during development time and during run-time)
- All redundant copies must be materially and time-wise **synchronized** (also partial copies)

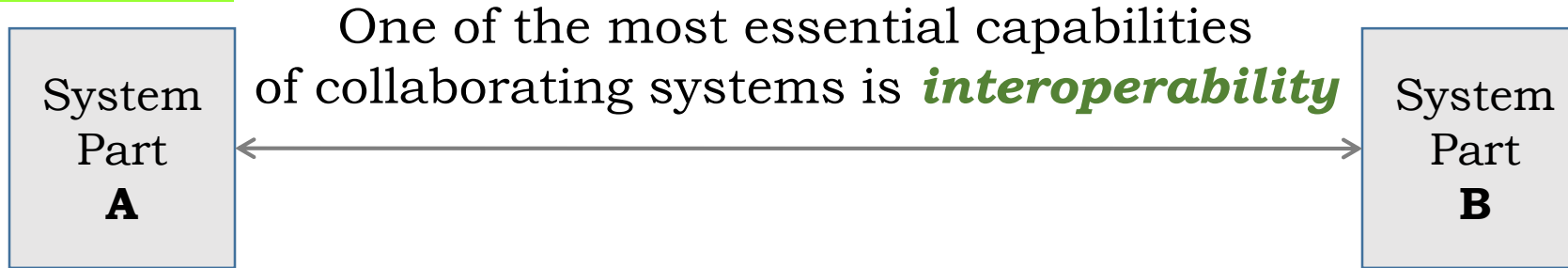
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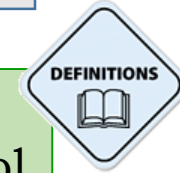
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- A4: Redundancy
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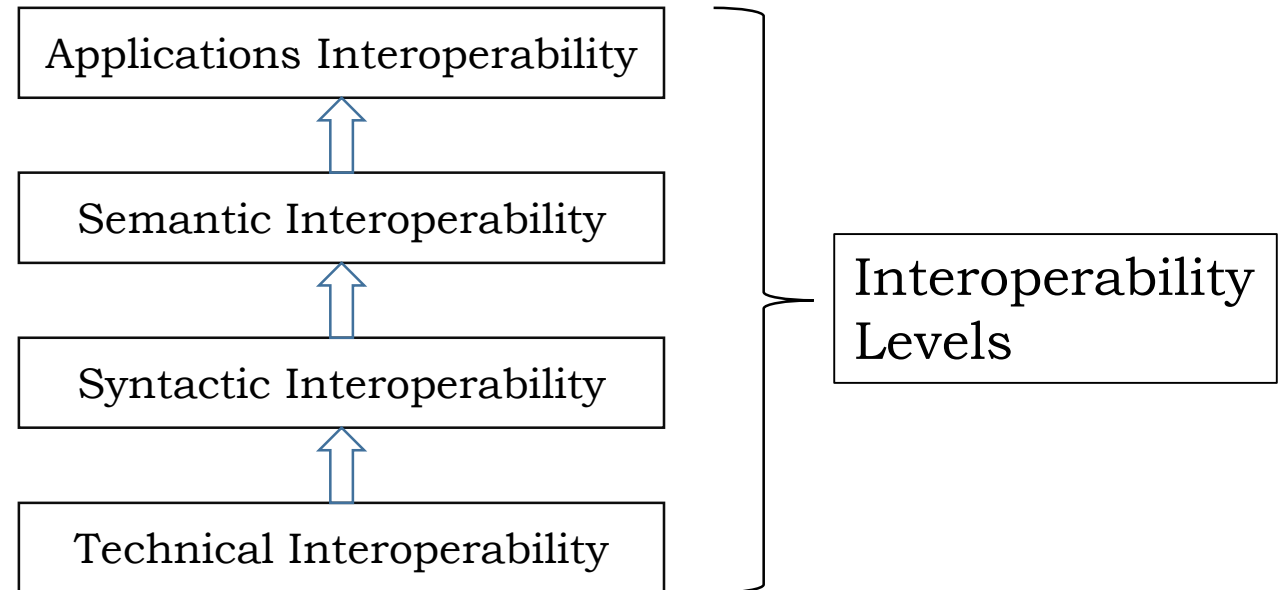
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Definition: **Interoperability** is the capability to exchange and make use of information and control



Interoperability must be assured on 4 levels:



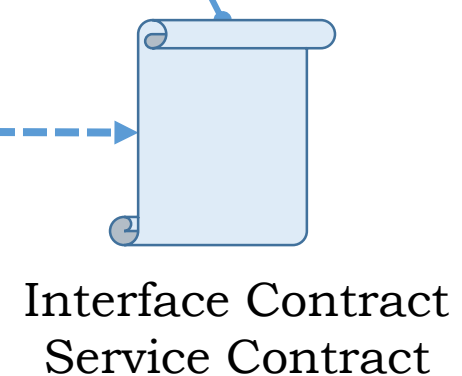
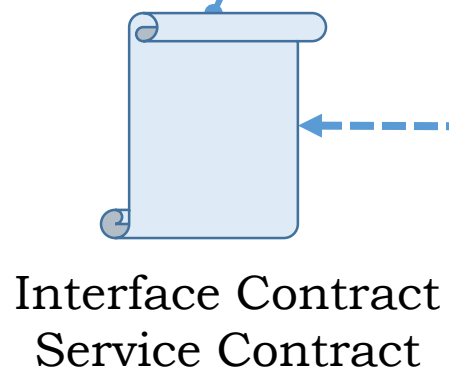
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How can we assure interoperability?



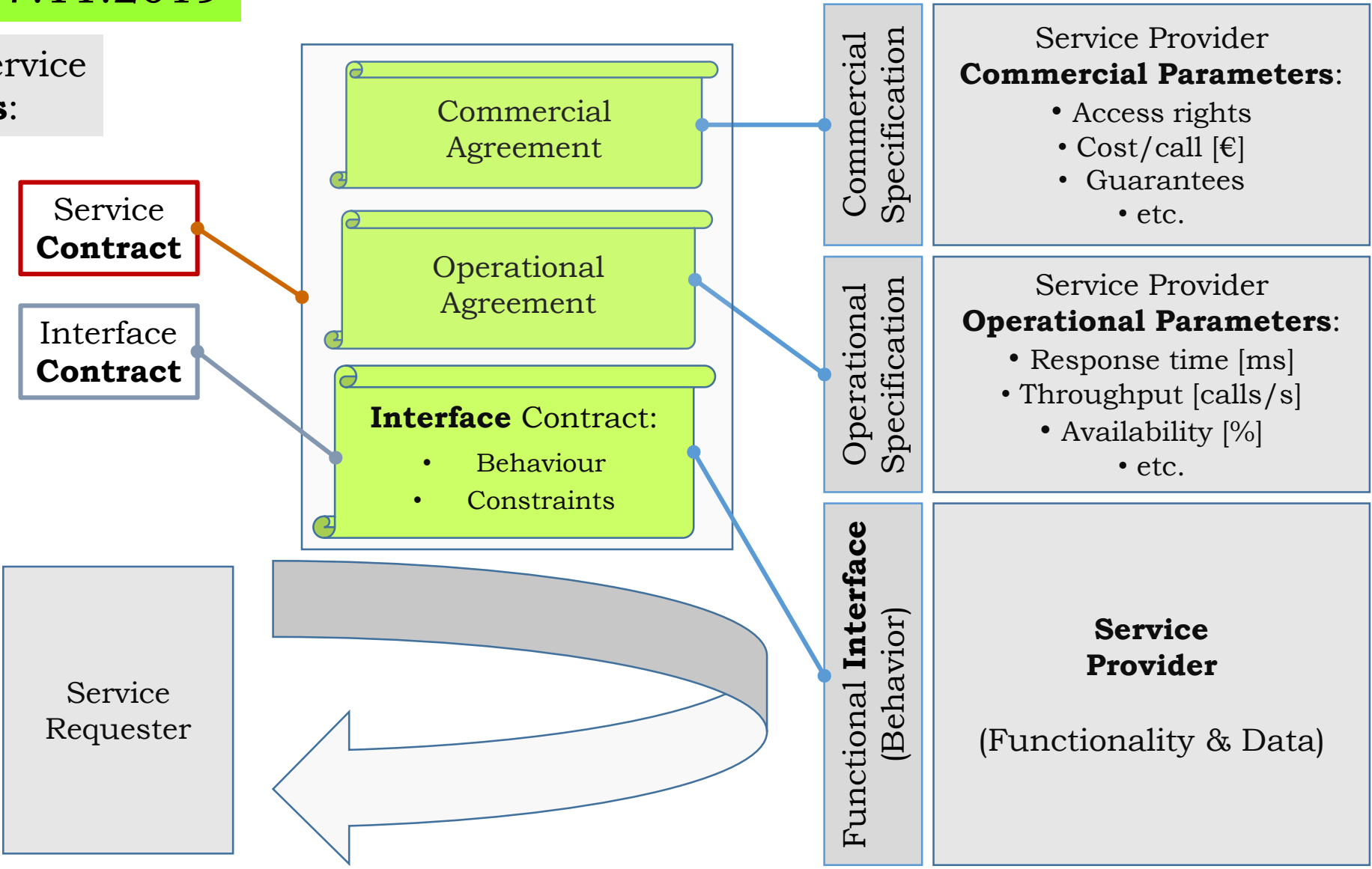
... and formally describe their behaviour, properties, attributes etc. in **contracts**

- Technology alignment
- Syntax alignment
- Semantic alignment
- Model alignment



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Interface & Service Contracts:



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Interface Contracts:

Precondition:

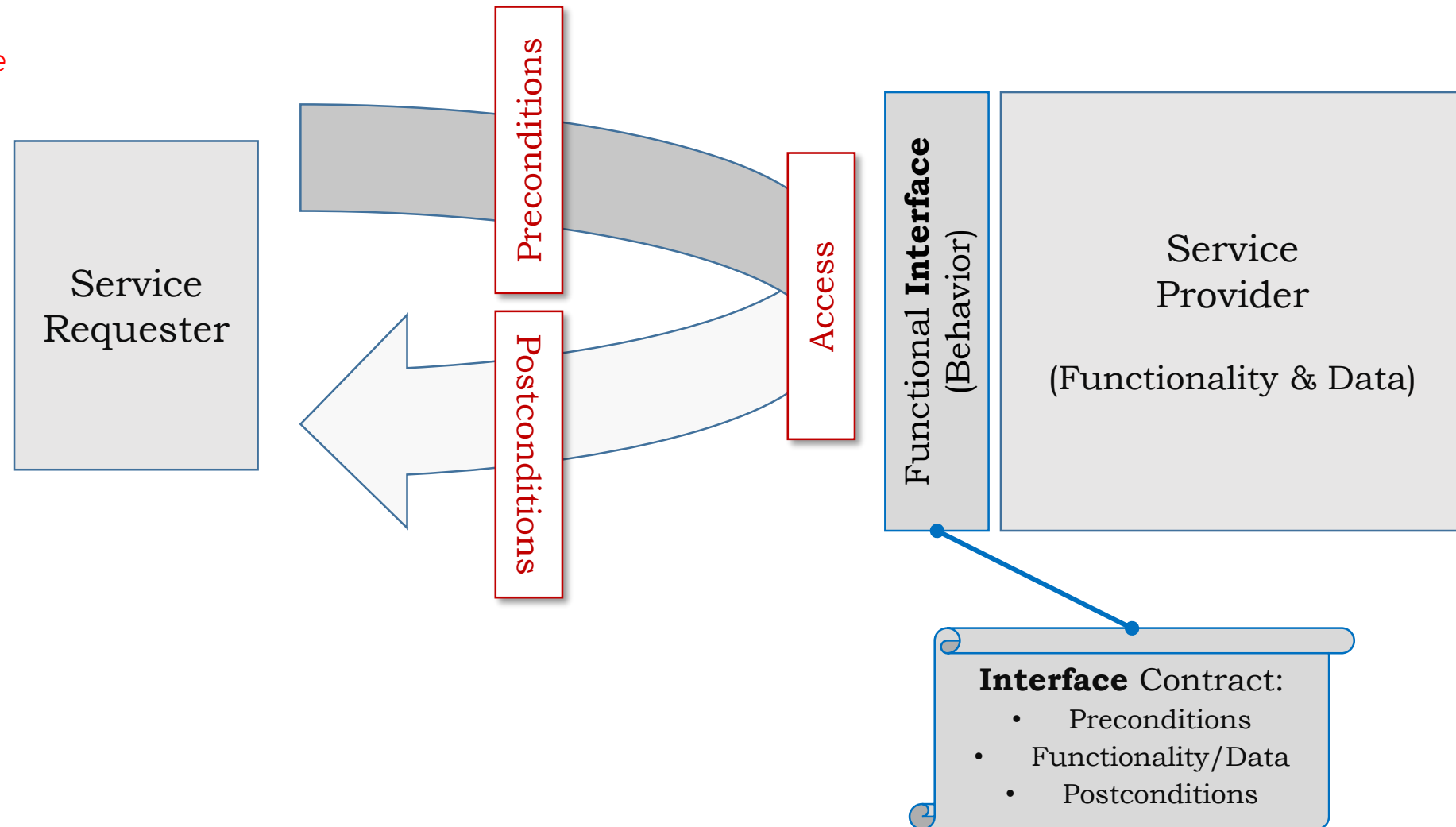
1. *ID not already active*

addCustomerID

Postconditions:

1. *ID now active*

2. *#ofCustomers + 1*



Precondition:

1. *ID active*

addCustomerName

Postcondition:

1. *Name registered*

Interface Contract:

- Preconditions
- Functionality/Data
- Postconditions

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Example: Secure Interoperability

We have now understood:

- Technical interoperability
- Syntactical interoperability
- Semantic interoperability
- Applications interoperability



What happened to the **quality properties?**

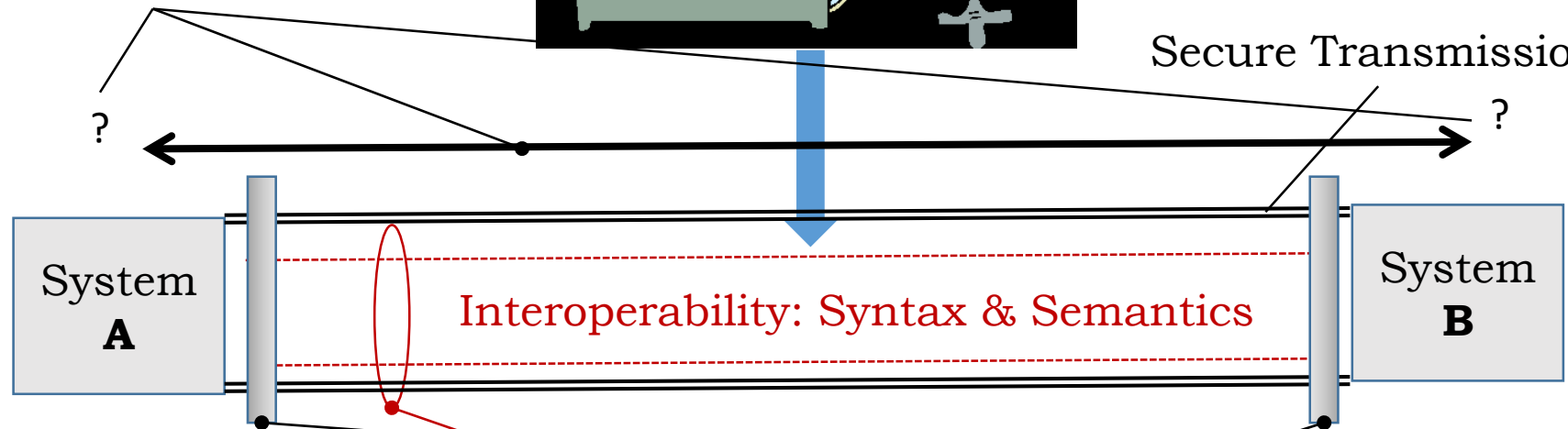
- Security?
- Safety?
- Integrity?
- ...

⇒ **Additional concerns**



Authentication

Secure Transmission



Interoperability Channel

Authorization

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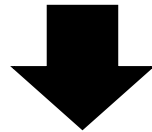
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A disturbing **dilemma**:

A₂

Partitioning

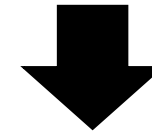


- Assign functionality & data to the **single** correct partition



A₄

Redundancy



- No (unmanaged) **redundancy**

What do we do if we need the *same* functionality or data in several partitions?

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How can we deal with common functionality and data?

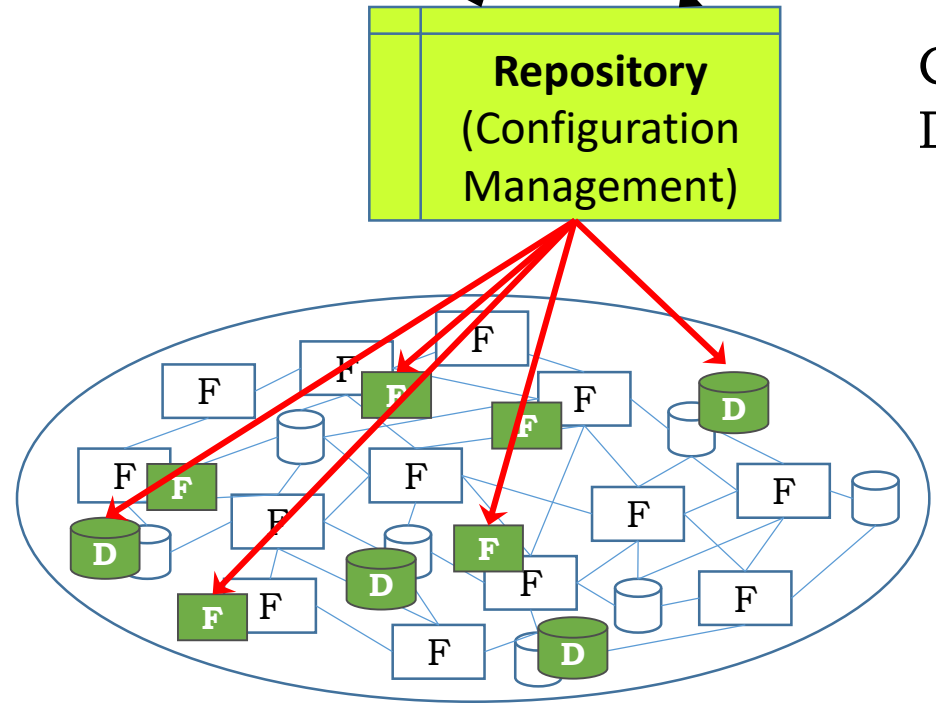
Identify, control and manage it!

Managed Distribution
(At *Build* Time)



single source!

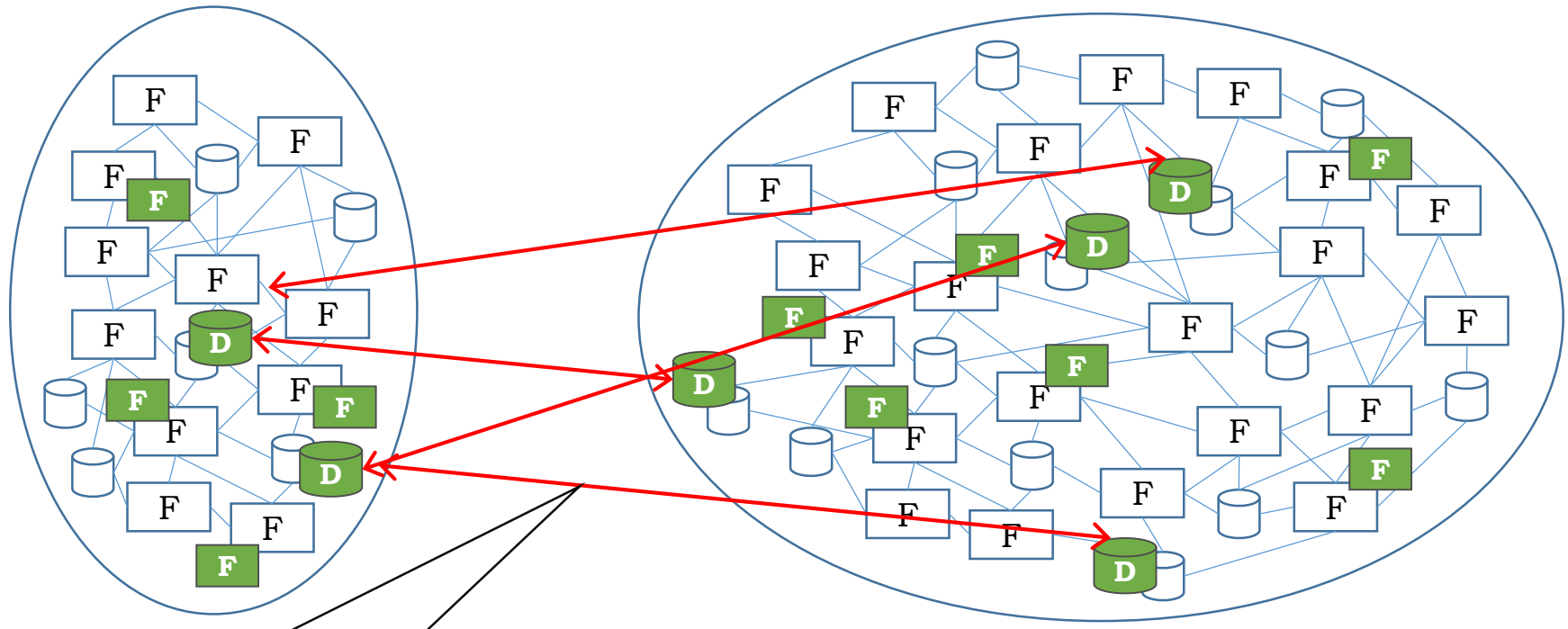
Controlled Distribution



It is exactly known at all times which *common functionality* is located where in the system

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Managed Synchronization
(At Run Time)



All data is correctly and timely synchronized
(= **Managed redundancy**)

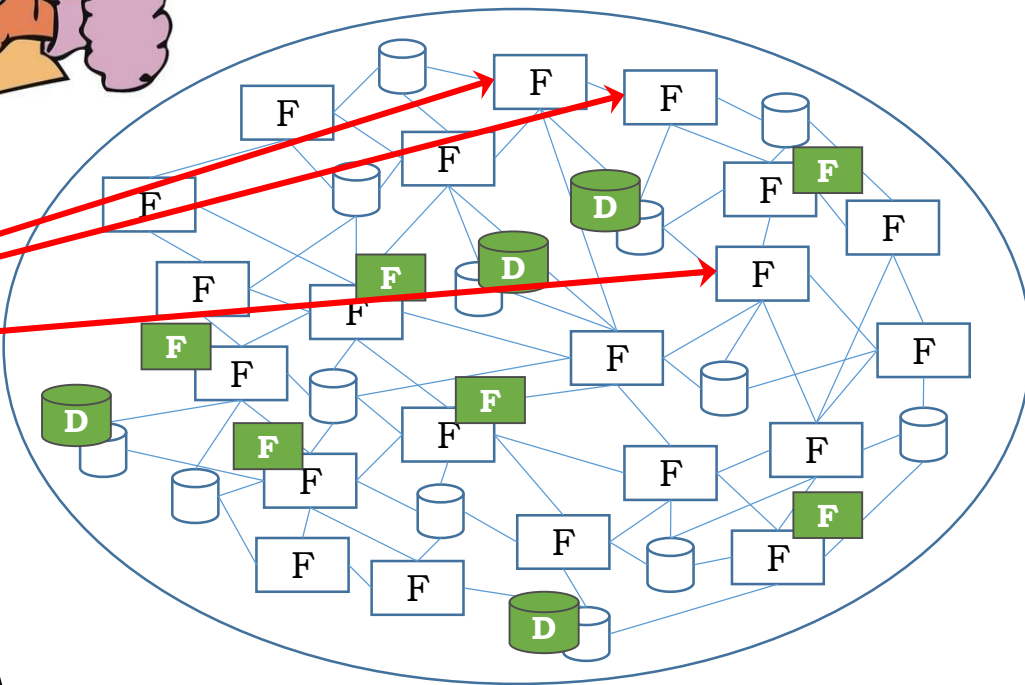
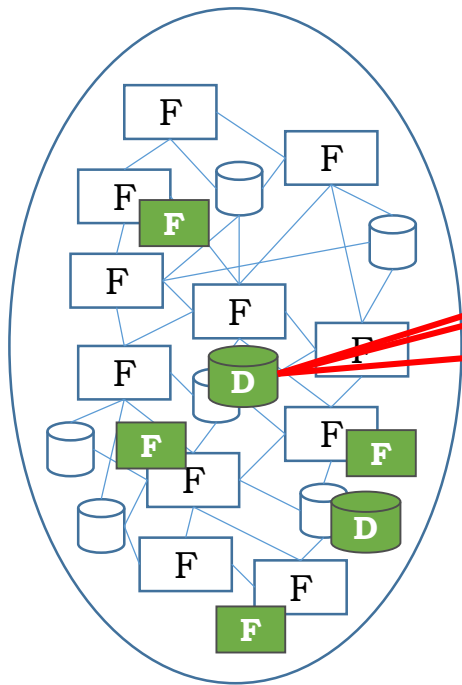
Real-time synchronization

- Content
- Update rate

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How can we deal with common functionality and data?

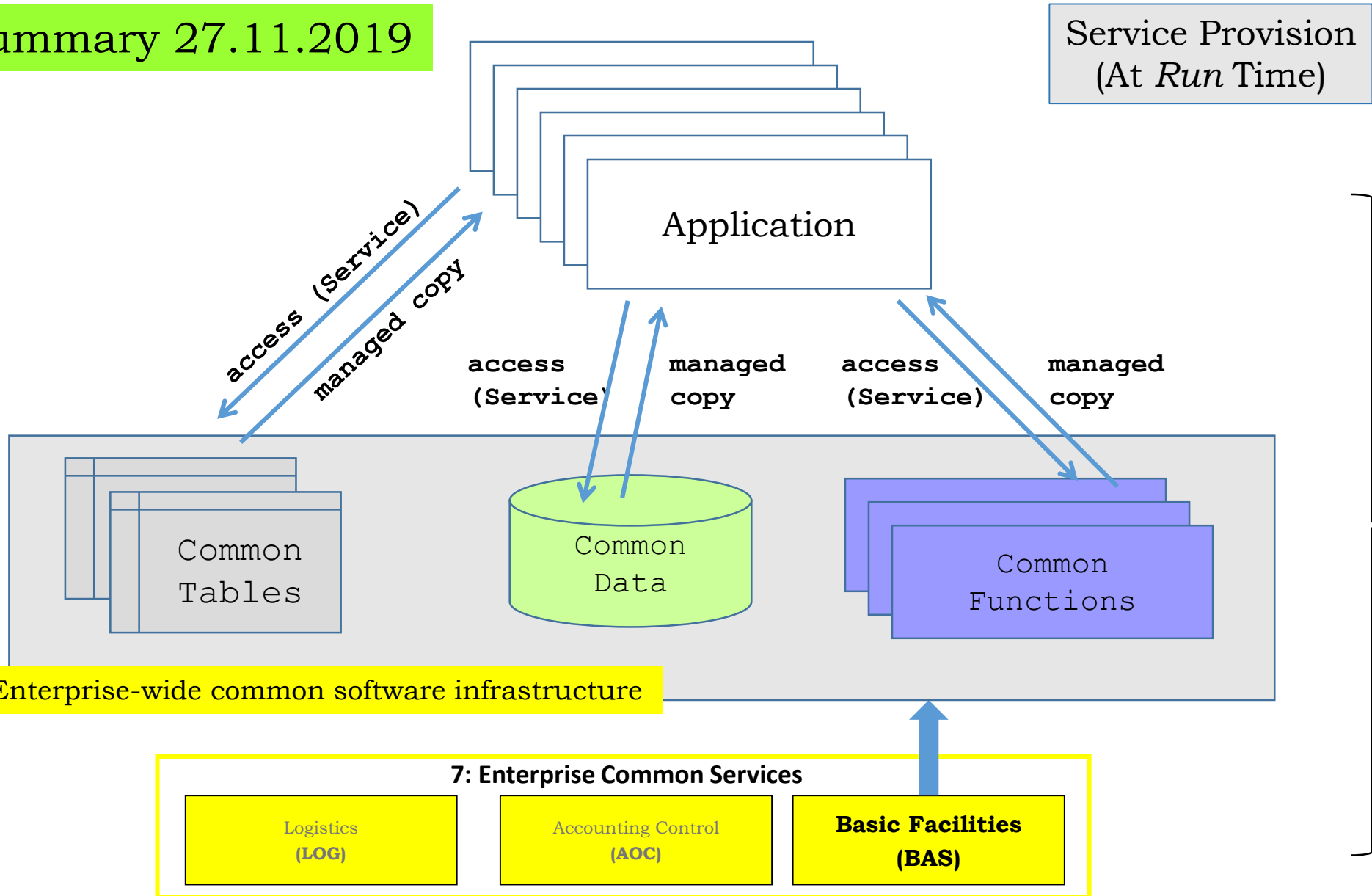
Service Provision
(At Run Time)



Provide Access Services

Common
functionality and
data are provided
via **services**

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Common functionality and data are provided via a **enterprise-wide software infrastructure**

Enterprise-wide common software infrastructure

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Architecture Knowledge: **Architecture Principles**

Highly valuable **software/system architecture knowledge**
in proven & easily accessible form



Reference Architecture:

A reference architecture provides a template solution for an architecture for a particular application domain
- *such as financial systems, automotive, aerospace etc.*

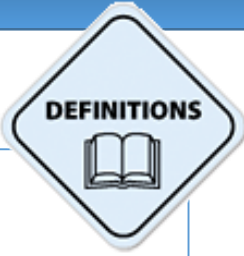
Architecture Framework:

An architecture framework establishes a common practice for creating, interpreting, analyzing and using architecture descriptions within a particular application domain
[ISO/IEC/IEEE 42010]

Architecture Pattern:

An architectural pattern is a concept that solves and delineates some essential cohesive elements of a software architecture

http://en.wikipedia.org/wiki/Architectural_pattern



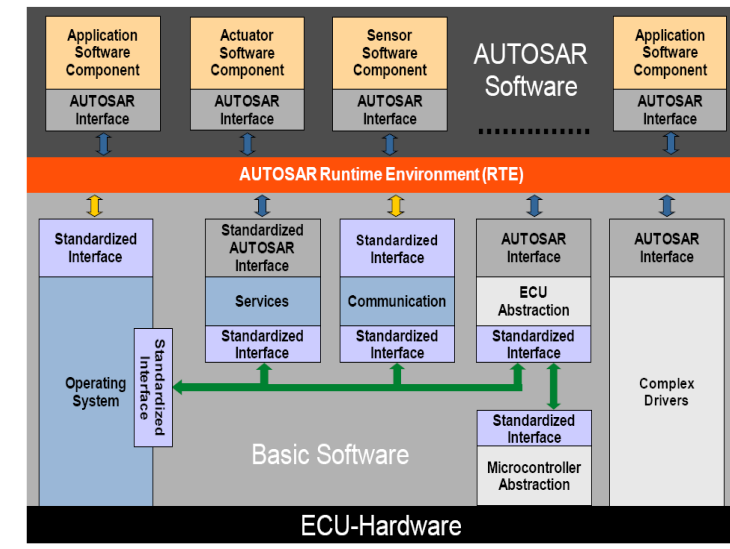
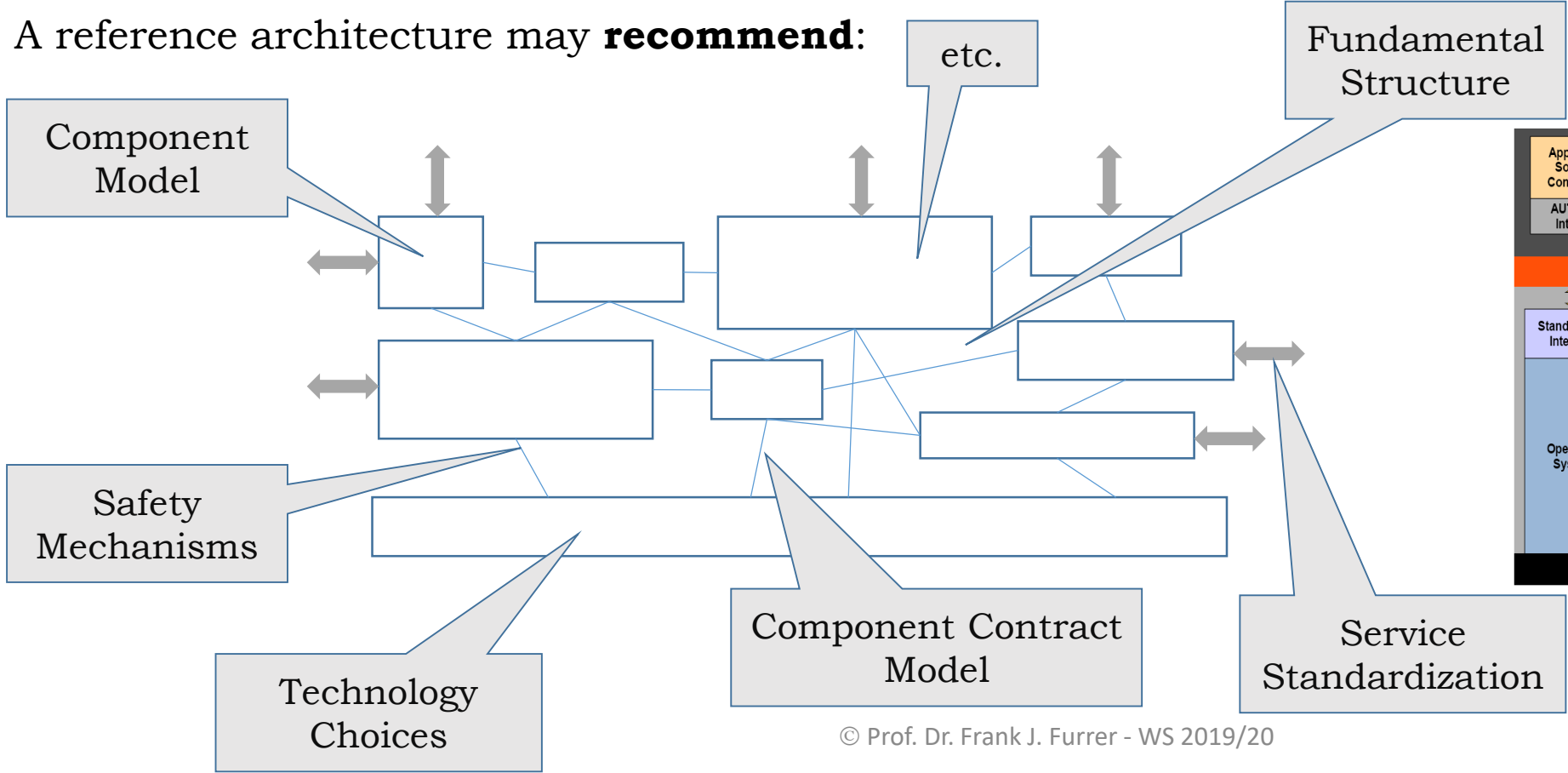
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Reference Architecture

Reference Architecture:

A reference architecture provides a template solution for a *generic architecture* for a particular application domain
 - such as financial systems, automotive, aerospace etc.

A reference architecture may **recommend**:



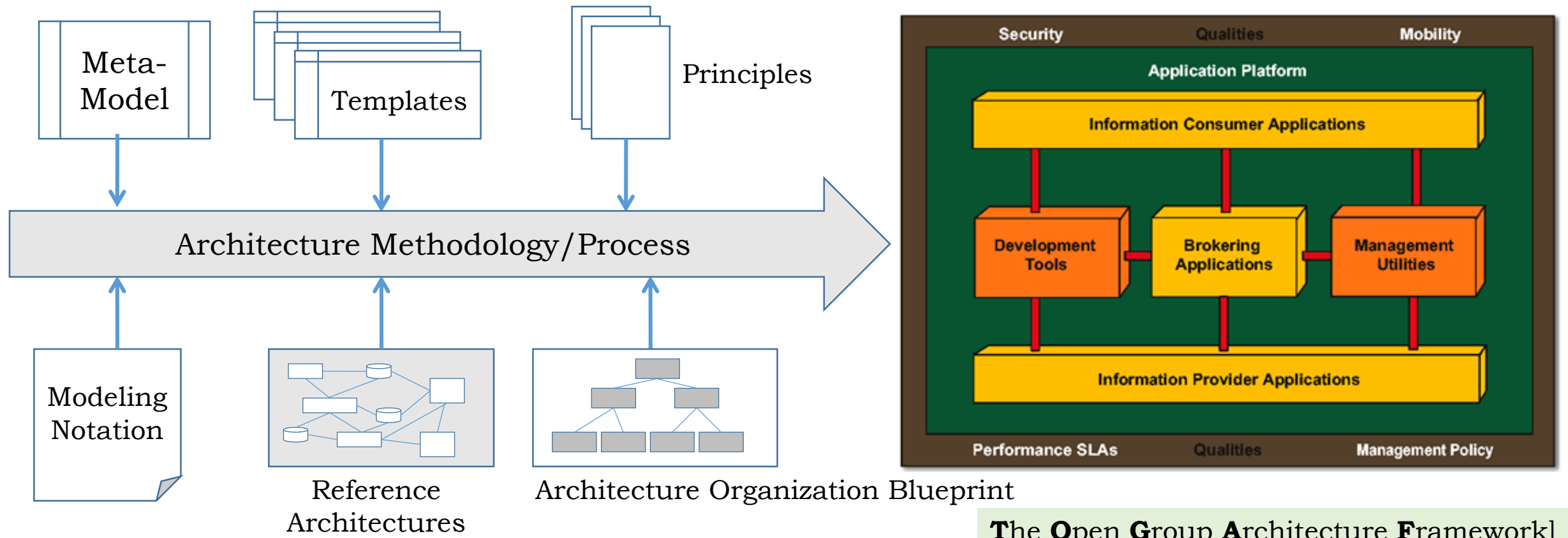
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Architecture Frameworks

Architecture Framework:

An architecture framework establishes a common practice for creating, interpreting, analyzing and using architecture descriptions within a particular application domain

[ISO/IEC/IEEE 42010]



http://pubs.opengroup.org/architecture/togaf8-doc/arch/chap22.html

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Patterns

Structure!

Architecture Pattern:

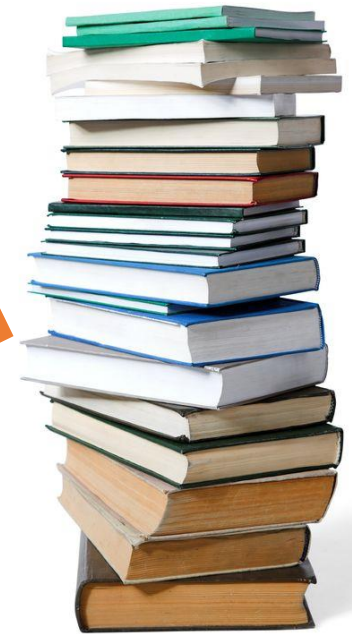
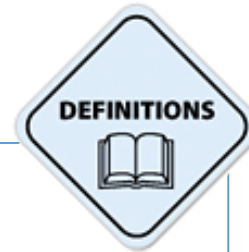
An architectural pattern is a concept that solves and delineates *some essential cohesive elements of a software architecture*

http://en.wikipedia.org/wiki/Architectural_pattern

Patterns are recorded **architecture and design wisdom** in „canonical“ form. Patterns help you build on the collective experience of skilled architects and software engineers (Buschmann et. al. ISBN 0-471-95869-7)



Patterns are not final, directly applicable solutions! Patterns are **intellectual building blocks** which must be intelligently integrated into your work



www.123rf.com

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Reuse in Software-Systems Engineering

Reuse:

Utilization of Software-Artefacts in another Context or Application



<http://www.ljbecker.com>

Successful reuse can be done with:

- Requirements
- Specifications
- Reference architectures
- Patterns
- Code (Functionality)
- Data (Information)
- Algorithms
- Configurations
- Documentation
- Models
-

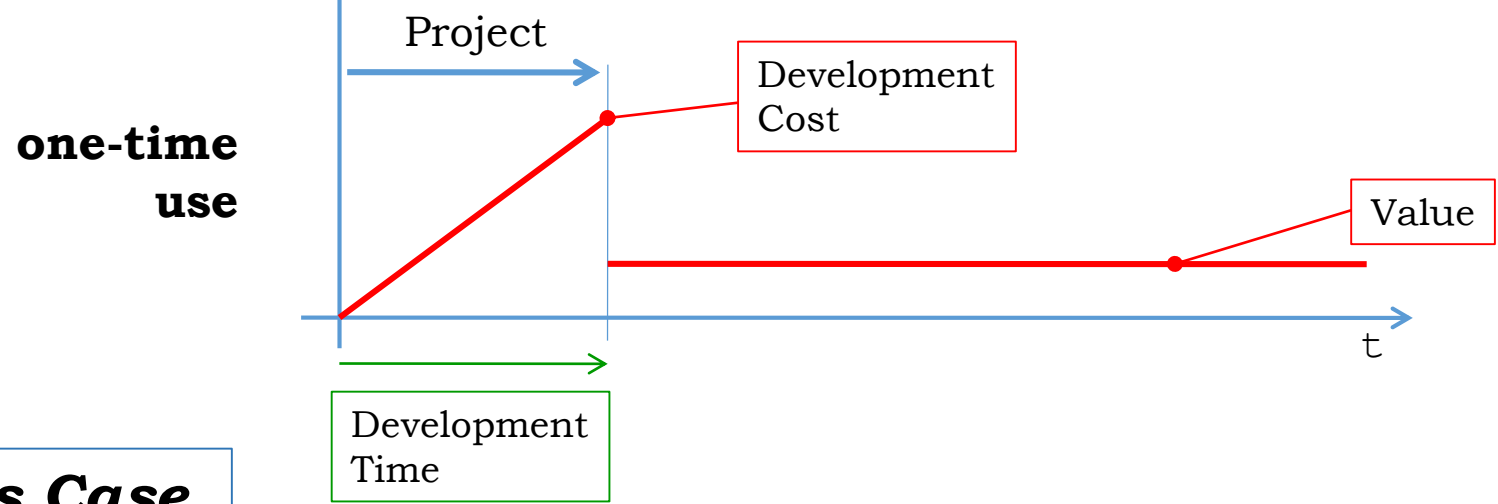
Successful Reuse requires:

- a company-wide *reuse strategy*
- a strong *reuse organization*
- a *dedicated, committed* management
- Adequate development & evolution *processes*

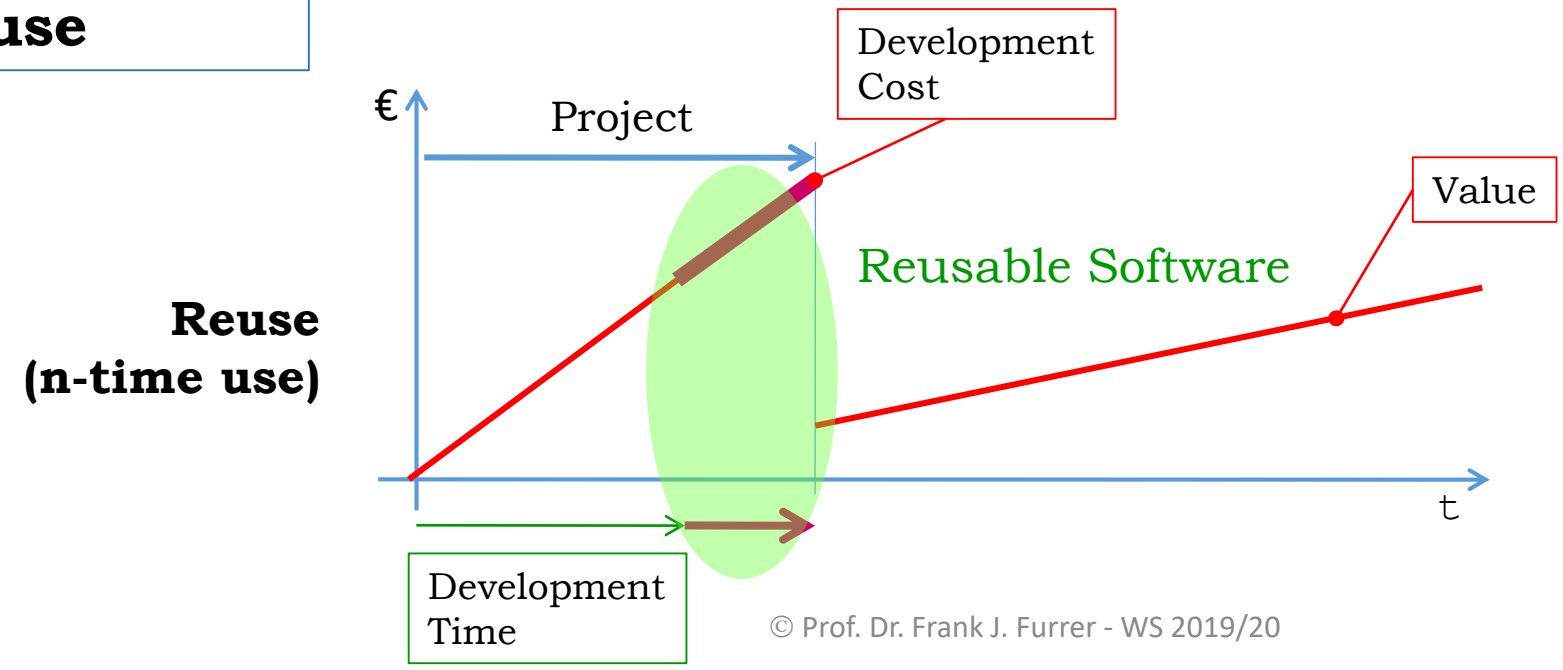


<http://www.clipartbest.com>

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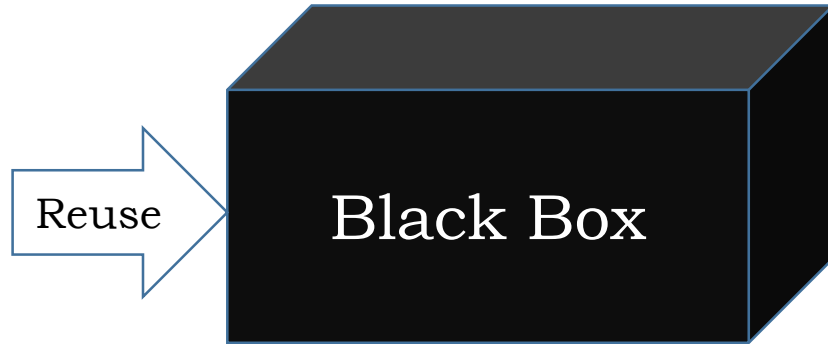
Business Case of Reuse



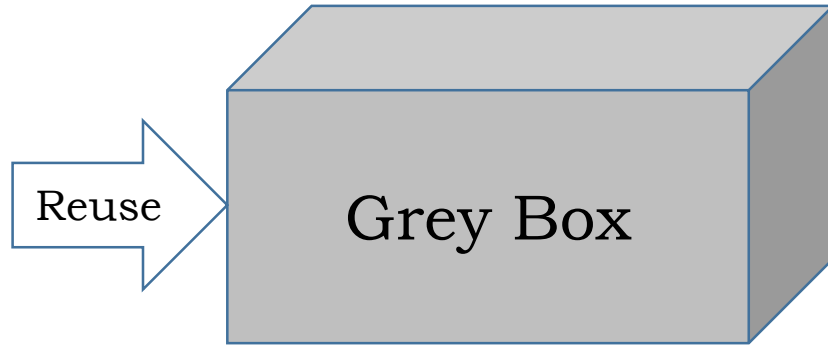
Reusable software requires **considerable more effort** in planning, design, development and implementation

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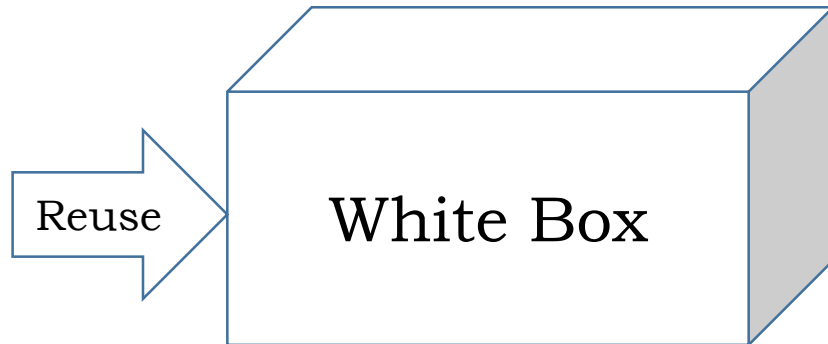
Types of Reuse



Unmodified (1:1) reuse



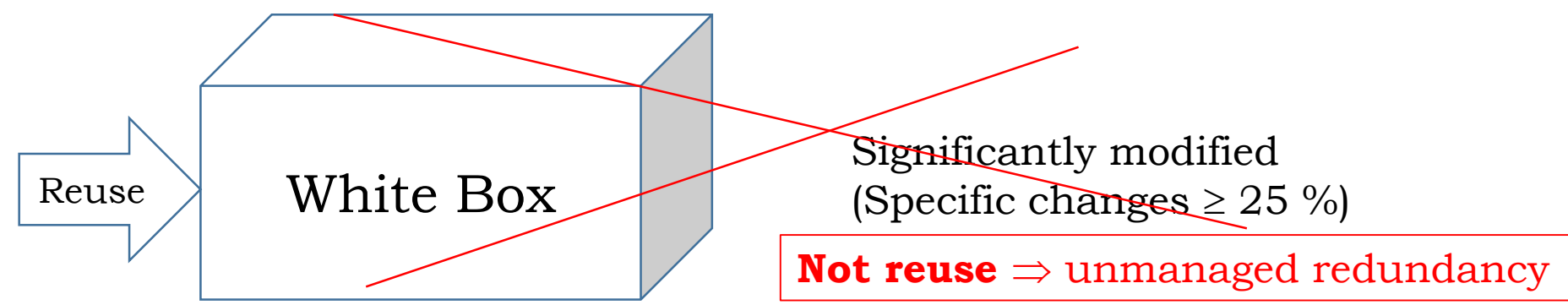
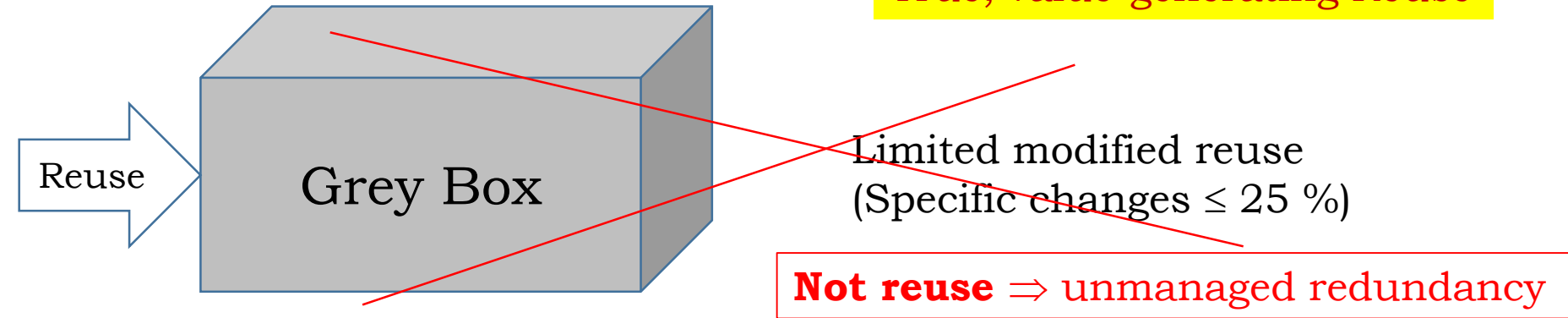
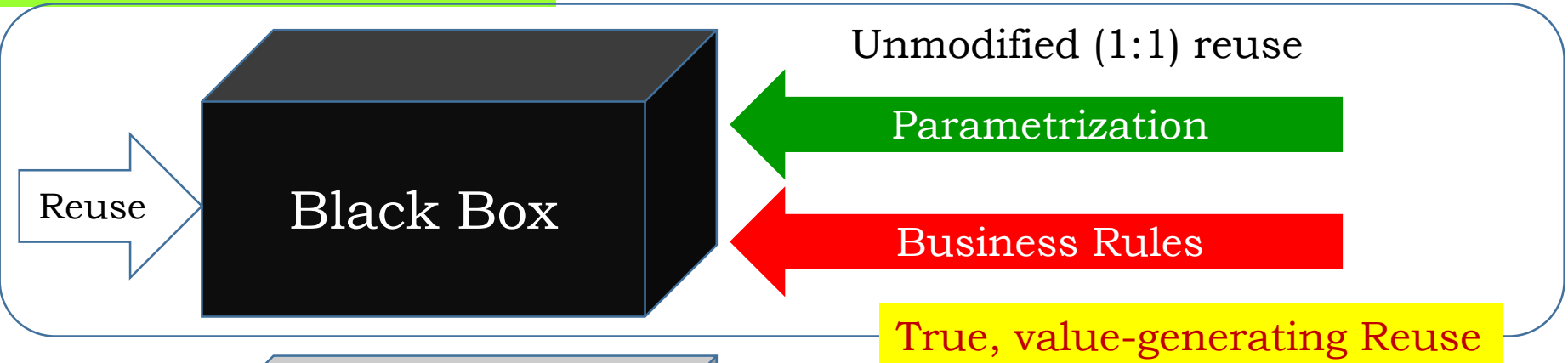
Limited modified reuse
(Specific changes $\leq 25\%$)



Significantly modified
(Specific changes $\geq 25\%$)

Important for
functionality
(**code**) and
information
(**data**)

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Interoperability Requirements

System A

Applications Interoperability

Semantic Interoperability

Syntactic Interoperability

Technical Interoperability

System B

Applications Interoperability

Semantic Interoperability

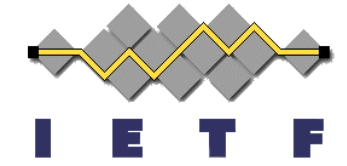
Syntactic Interoperability

Technical Interoperability

Industry Standards
Agreed Rules



www.iso.org

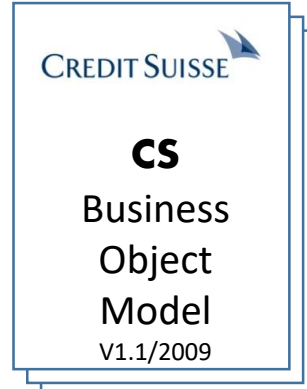


www.ietf.org



www.omg.org

International Standards Organizations



Company Standards

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- What is the impact of standards ?
- Why are standards important ?

IMPACT

Impact:

- Forcing uniform, interoperable solutions in the industry
- Providing proven, widely accepted and mature solutions
- Enabling exchangeable products (mostly)
- Facilitates reuse
- Foundation for validation & certification

Importance:

- Provides long term stability with managed change
- Forces vendors to comply to interoperable solutions
- Advances industries as a whole
- Provides confidence in technical solutions (e.g. safety or security)

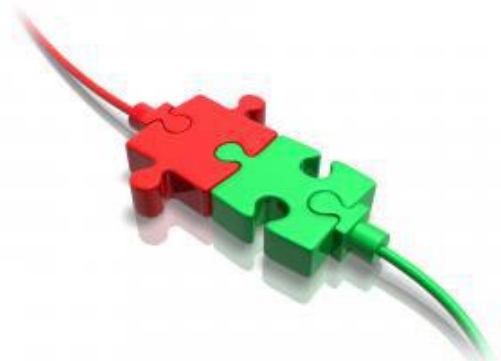
Negative: Standards-setting process is quite slow (Wide consensus required)

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Industry-Standard

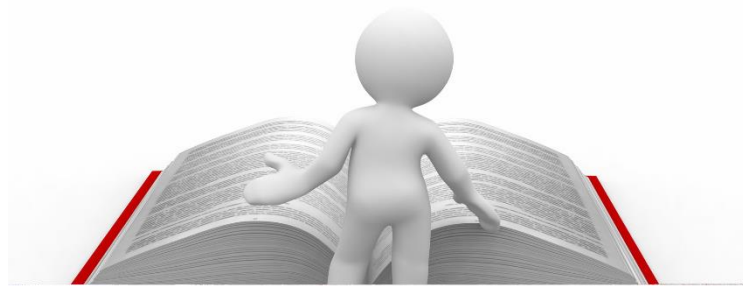
- Technical Impact:
- Interoperability
 - Communications
 - Technology
 - ...



- Certification:
- Safety
 - Security
 - Interfaces
 - ...



- Knowledge:
- Processes
 - Domain-Knowledge
 - Cooperation
 - ...



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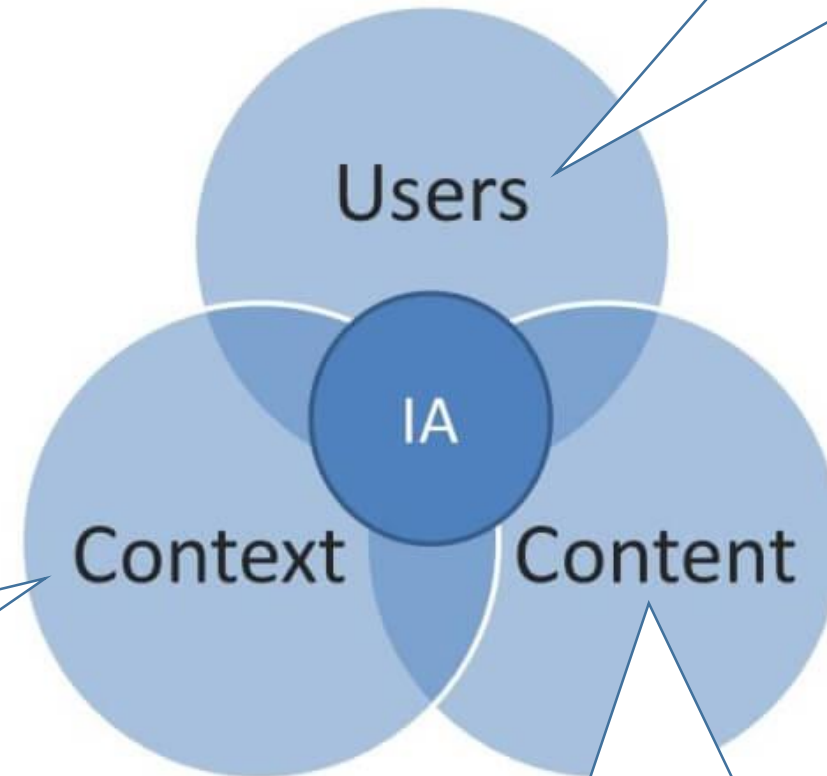
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Information Architecture

„Data models are perhaps the most important part of developing software, because they have such a profound effect: Not only on how the software is written, but also on *how we think about the problem* that we are solving“

Martin Kleppmann, 2017

Humans, machines, robots, artificial intelligence, ...



Static, dynamic, stable, unstable, uncertain, ...
Business, people, autonomic, safety-critical, ...

Big data, real-time, confidential, fuzzy, experimental, long-lived, ...

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... a little bit of **history**:

Year: 1472



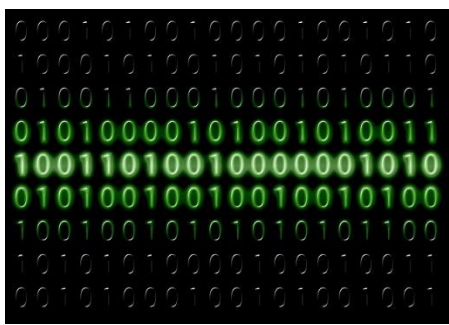
Dematerialization

Distribution

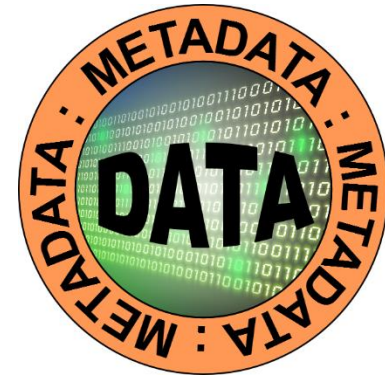
Copies

Rich metadata

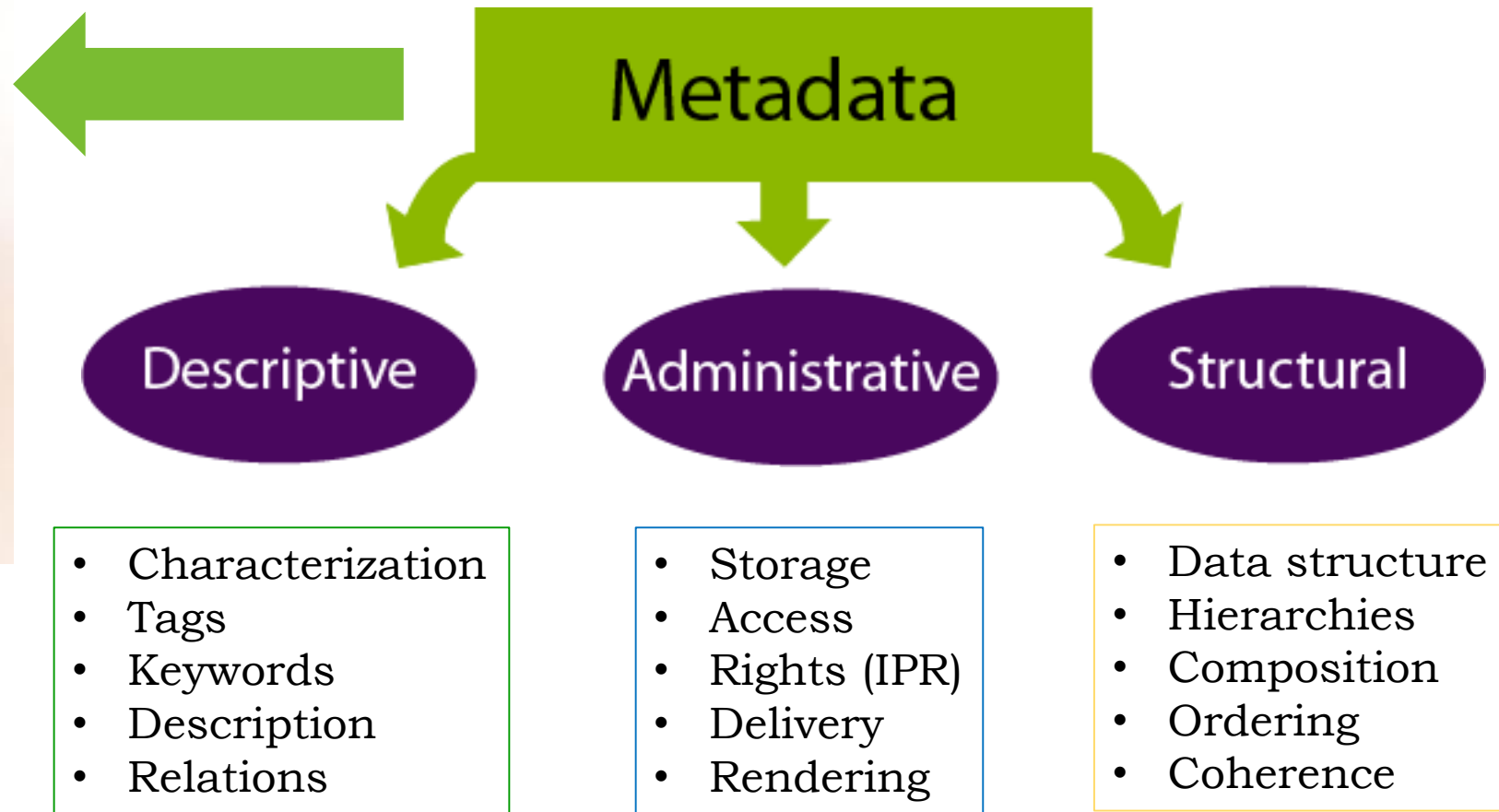
Big data



DIGITAL COPY



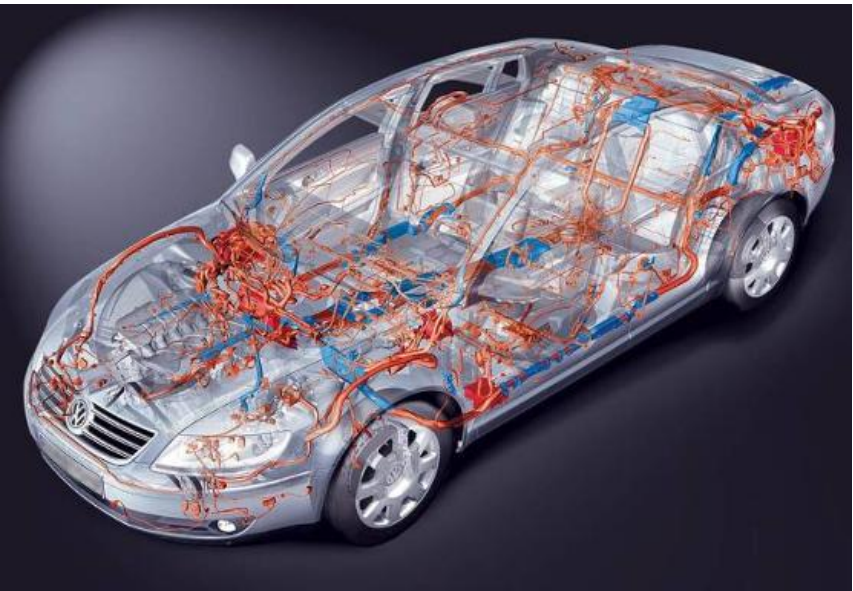
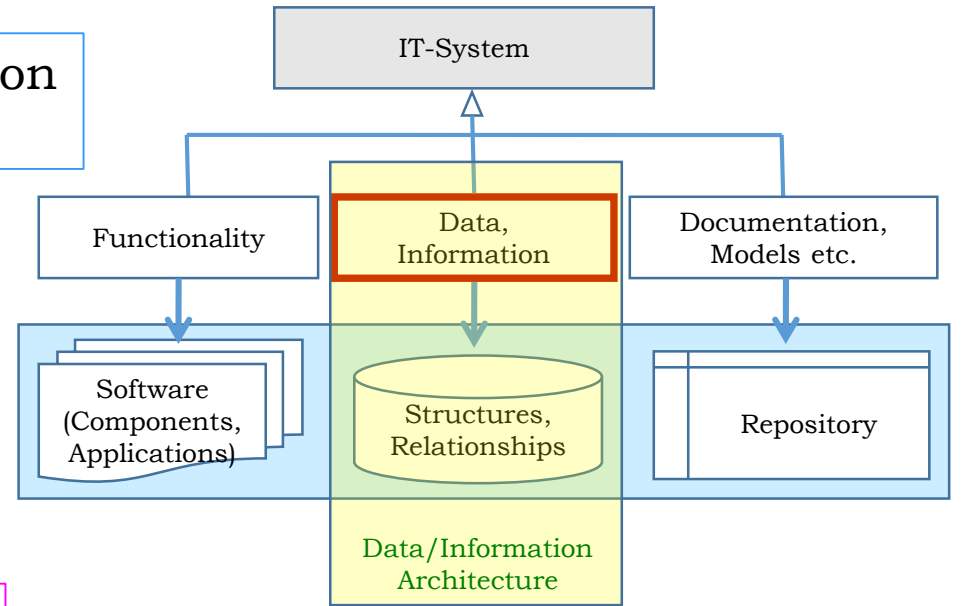
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Enterprise data/information architecture



Vehicle data/information Architecture [Embedded Systems]



Time



Data items have **timing** relationships between them

... sometimes very demanding and stringent!

Inconsistency:
Data may be corrupted or inconsistent and needs «cleaning»

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... Continue with Part 3B