

# Software Architecture

---

## Definition

Gabriel Pedraza

[pedraza@uis.edu.co](mailto:pedraza@uis.edu.co)

# Reminder: two levels of design

---

- ❑ Global design
  - ❑ Software architecture
    - ❑ Components
    - ❑ Connectors
- ❑ Detailed design
  - ❑ Programming concepts
    - ❑ Objects, structured types, ...
    - ❑ Methods, procedures, ...

# Outline

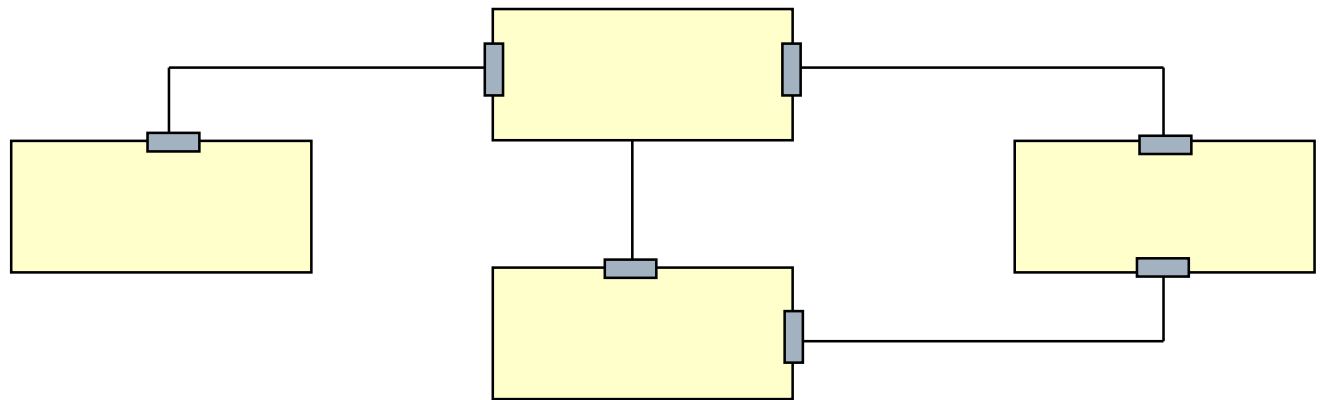
---

- Definition
- An important activity
- A difficult activity
- Conclusion

# Software architecture

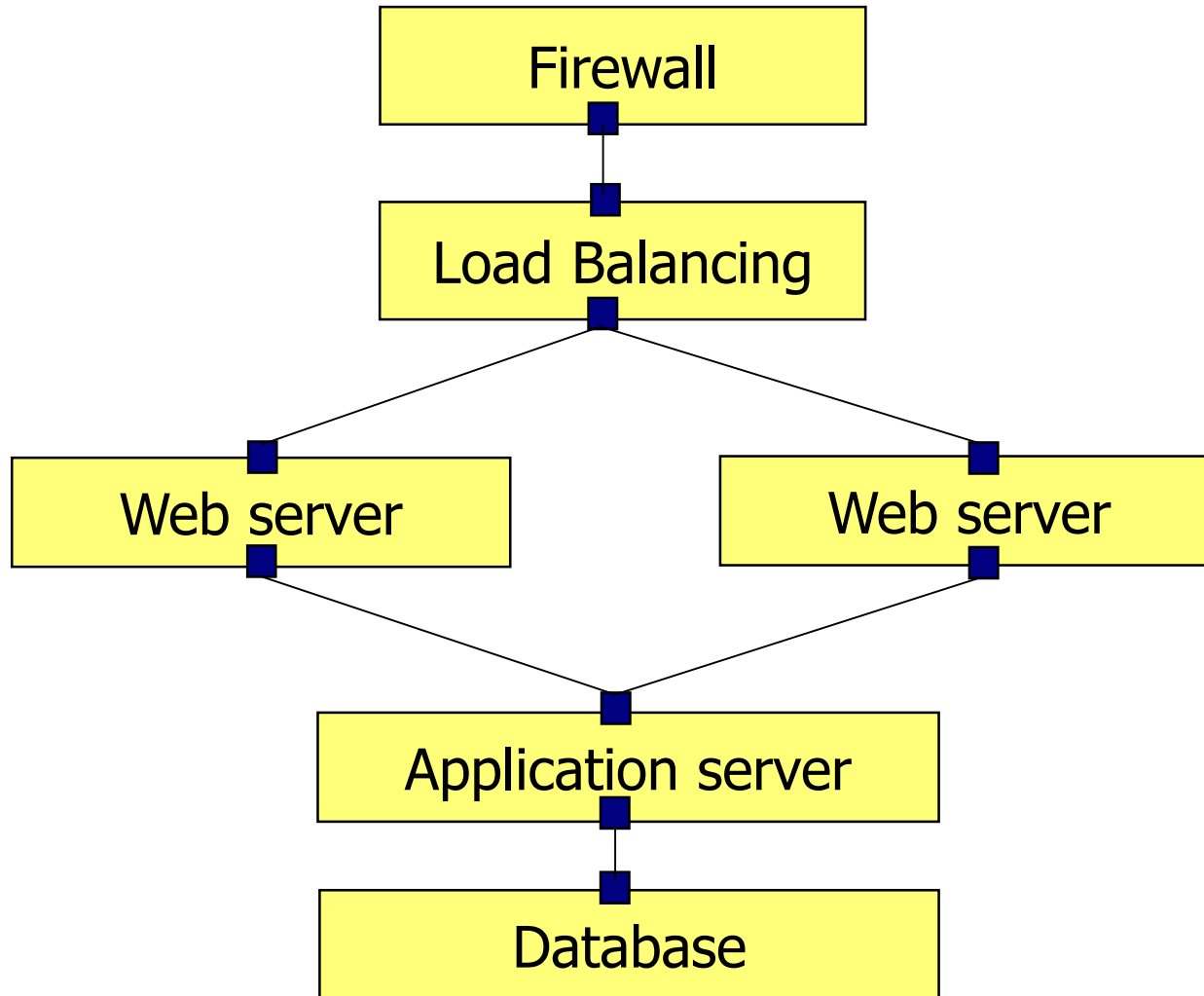
---

- ❑ Abstract specification expressed as components interacting through connectors
  - ❑ Its purpose is not to be executable
  - ❑ It is a decomposition that has to meet requirements at hand



# Example

---



**Legend**  
— C/S

# Software architecture - specification

---

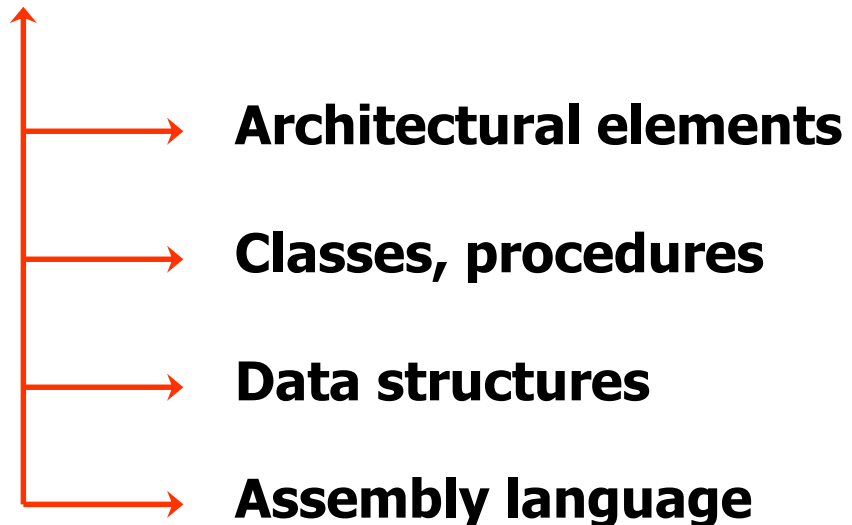
- ❑ An architecture defines the overall organization of a system
  - ❑ It is a guideline for designers / developers
- ❑ It must be precise
  - ❑ Choices are made
  - ❑ Not a (fuzzy) functional decomposition
- ❑ It is complete
  - ❑ Gives all necessary information for detailed design
    - ❑ Possibly performed by partners, remote teams, ...

# Software architecture - abstraction

---

- ❑ An additional level of abstraction
  - ❑ It does not bother with implementation details
  - ❑ It defines relevant properties of structuring elements

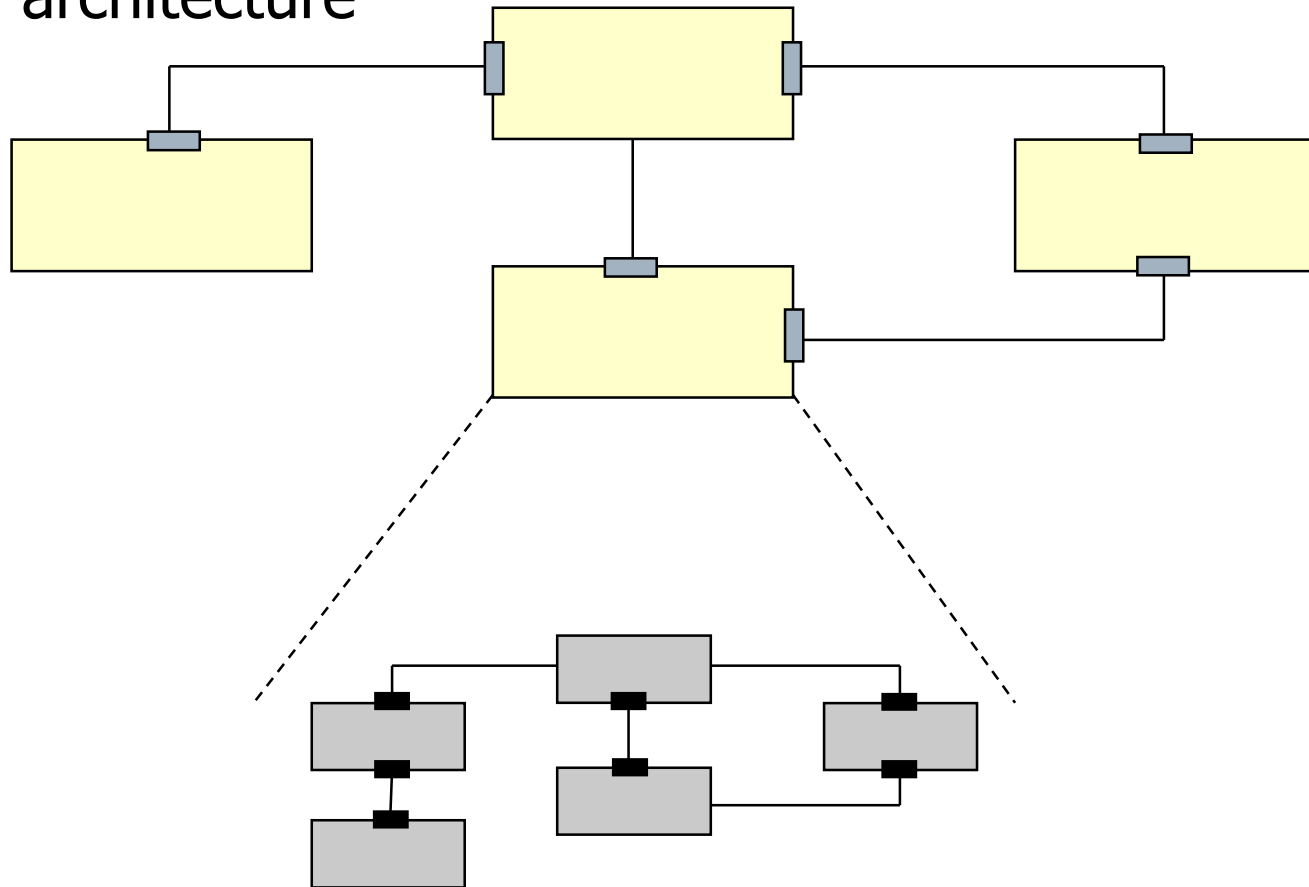
## Abstraction



# Software architecture - abstractions

---

Global architecture



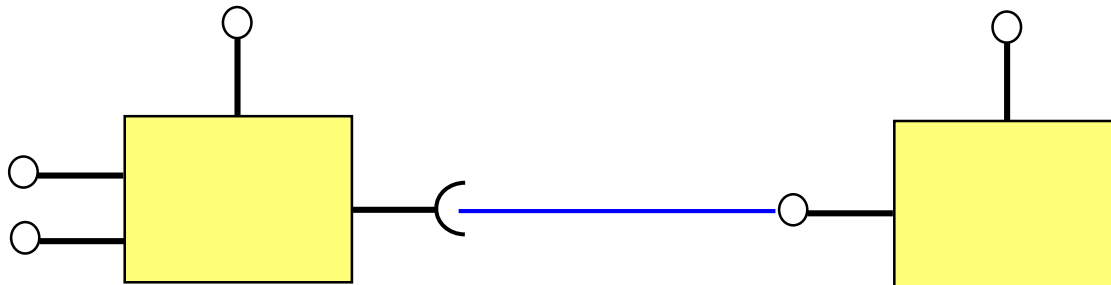
Architecture of an element



# Software architecture - component

---

- ❑ Functional unit specification
  - ❑ Functional and non functional interfaces
  - ❑ Dependencies
  - ❑ properties, constraints
  - ❑ **high cohesion**



# Software architecture - connectors

---

- ❑ First order objects
  - ❑ Defines interactions between components
  - ❑ Can be pretty complex
  - ❑ No standard specification language yet
  - ❑ **Low coupling**



# Several kinds of architecture

---

- ❑ Functional architecture (DAF)
- ❑ Software architecture (DAL)
- ❑ Technical architecture (DAT)

# Outline

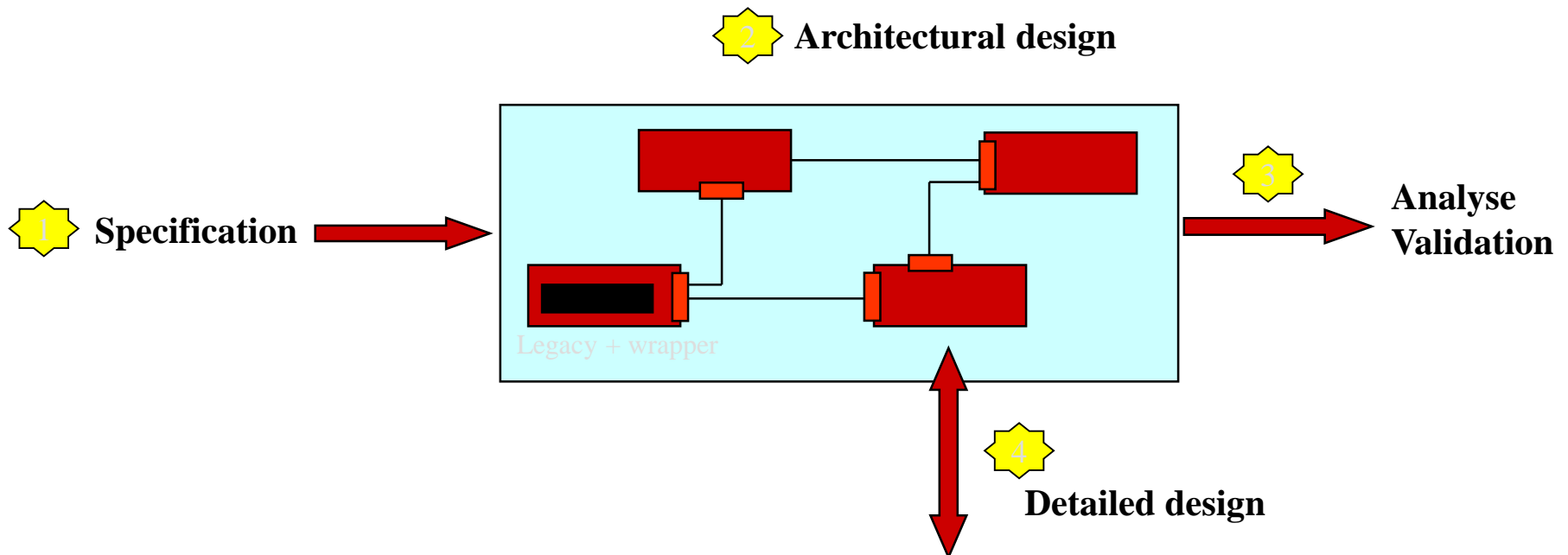
---

- ❑ Definition
- ❑ Architecture and lifecycle
- ❑ An important activity
- ❑ A difficult activity
- ❑ Conclusion

# Position

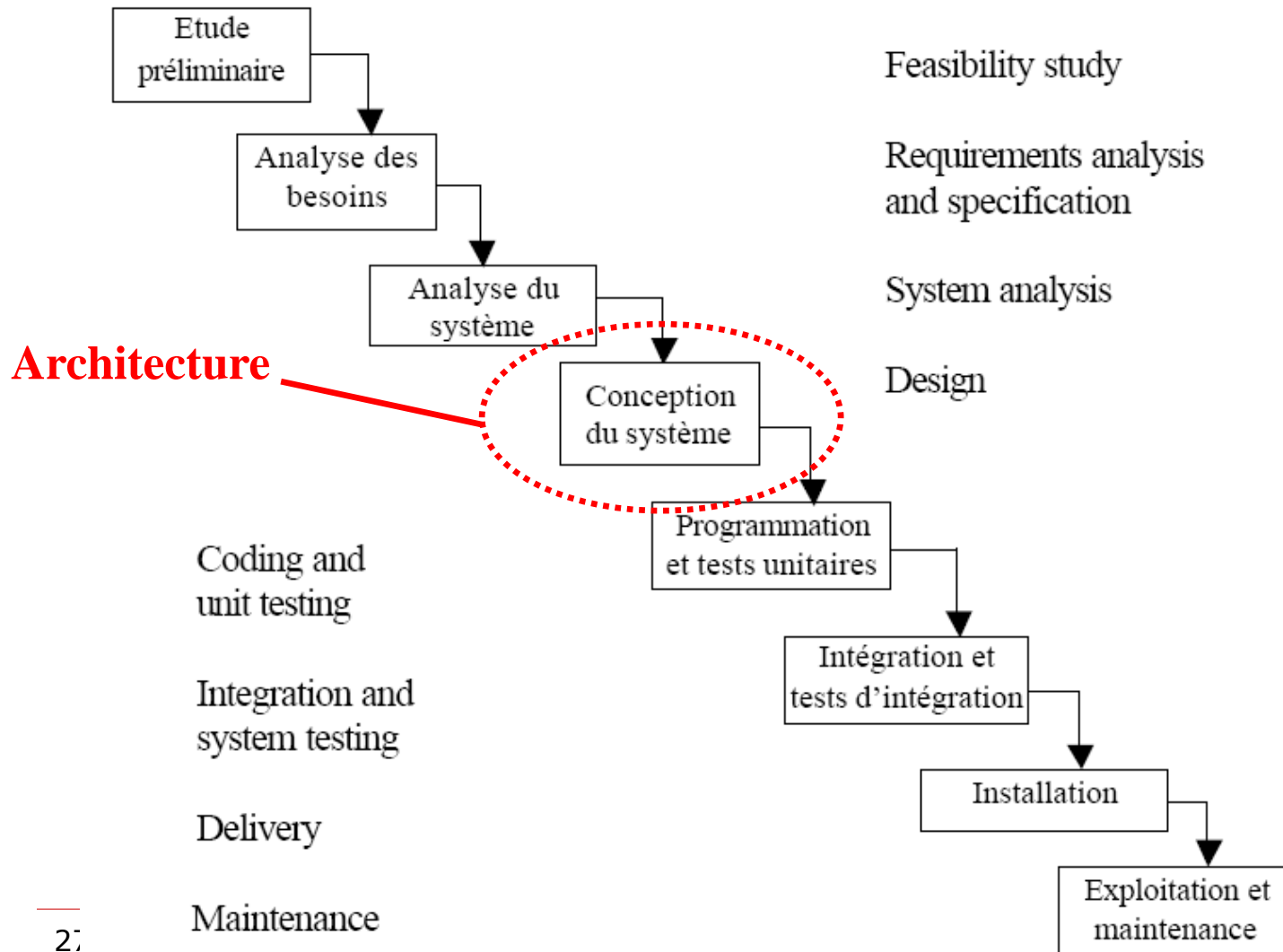
---

- ❑ First design step
  - ❑ Decompose the system into software components to reduce its complexity

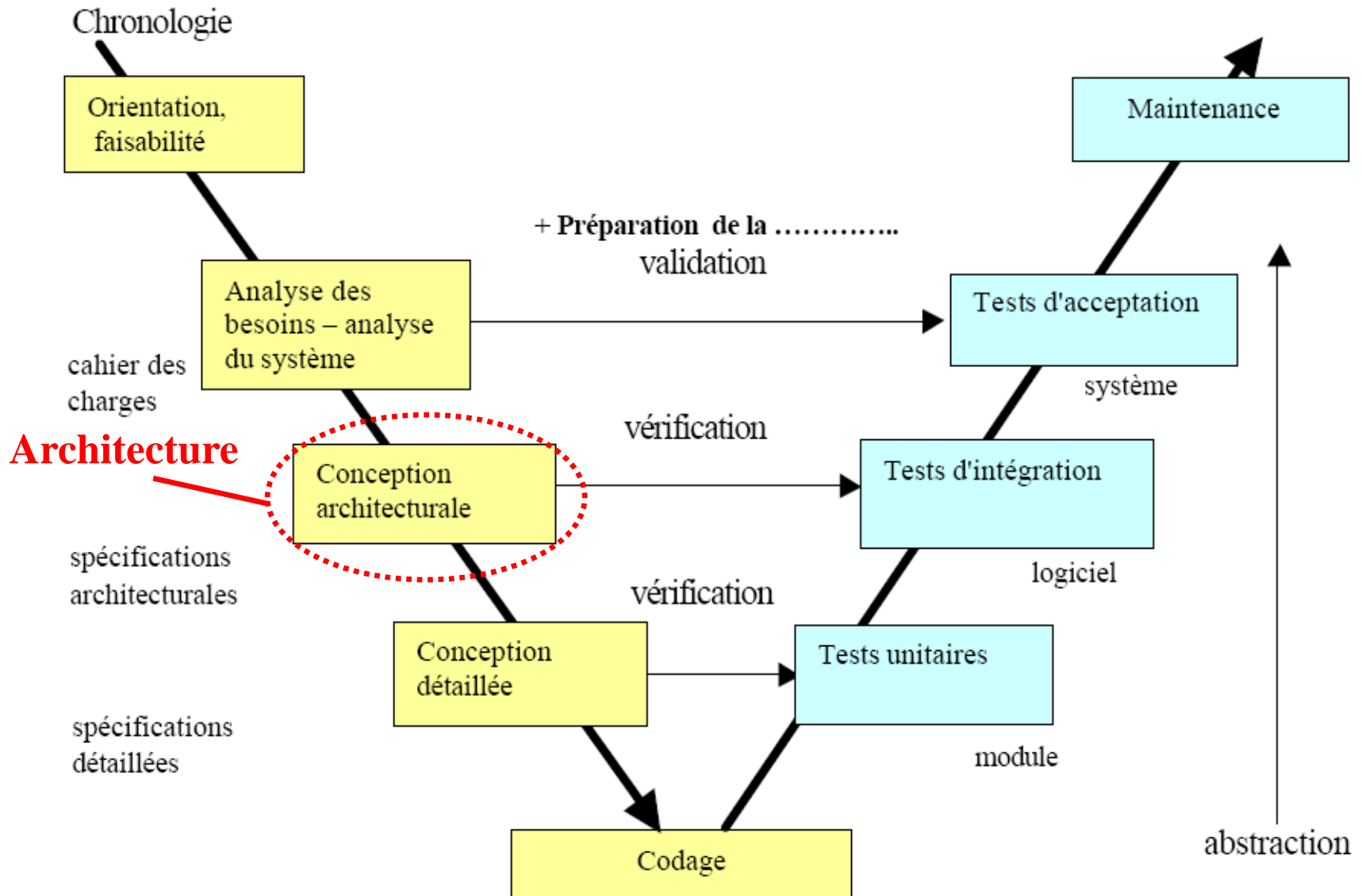


# Waterfall model

---



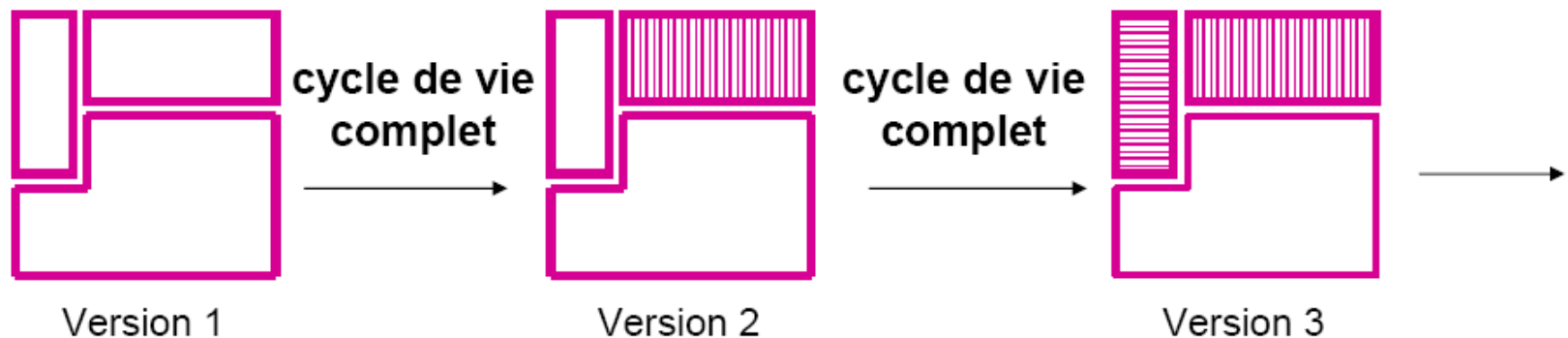
# V model



# Incremental model - 1

---

- ❑ Stable architecture
  - ❑ The first increment defines the architecture
  - ❑ Next increments provide part of the architecture
  - ❑ Parallel development is possible

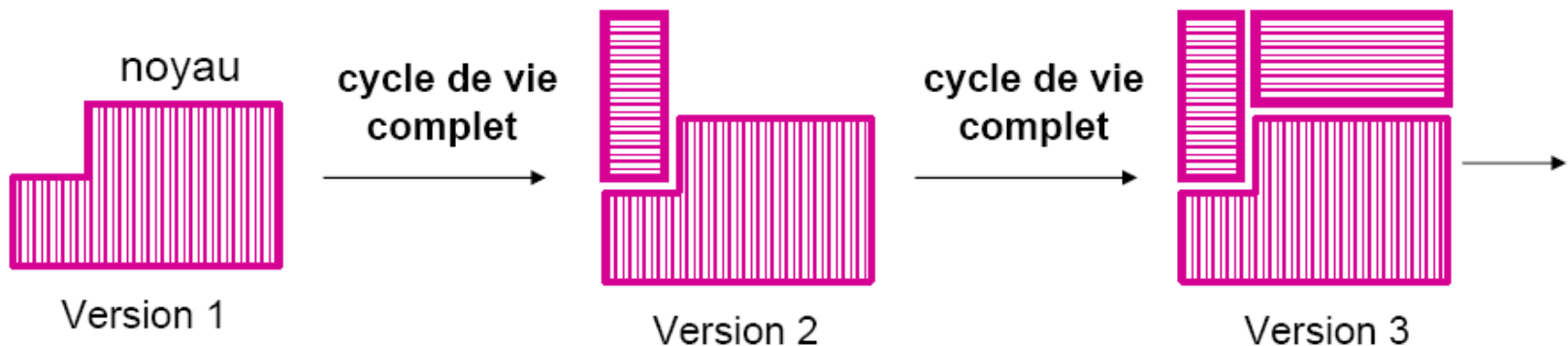




# Incremental model - 2

---

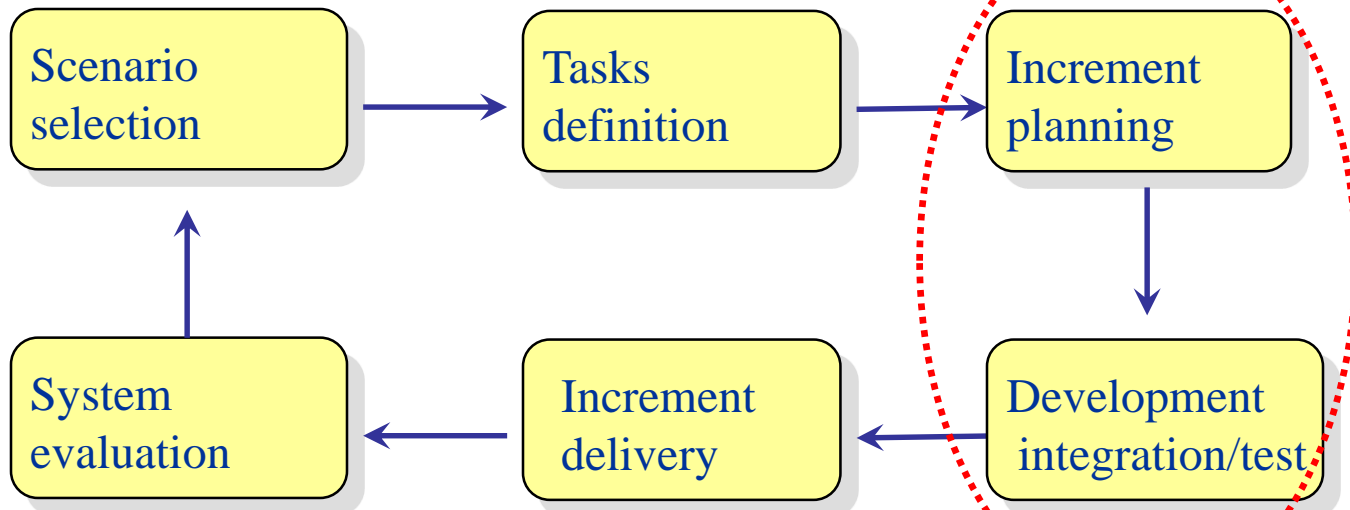
- ❑ Evolving architecture
  - ❑ The first increment builds the core
  - ❑ Next increments build on top of the core
  - ❑ Each increment implements a complete lifecycle



# Extreme programming (XP)

---

- ❑ Frequent iterations
  - ❑ Scenario selection (cards)
  - ❑ Tasks definition and distribution
  - ❑ Planning and tests
  - ❑ Increment delivery and evaluation



# Conclusion

---

- ❑ Architecture explicitly appears in every software process
  - ❑ During design (and validation)
  - ❑ A very important position
    - ❑ Link between requirements management and detailed design
    - ❑ Half of the road has been made ...

# Outline

---

- ❑ Definition
- ❑ Architecture and lifecycle
- ❑ **An important activity**
- ❑ A difficult activity
- ❑ Conclusion

# A key step

---



Communication support

Project structuration

Technological choices

Impact on quality and business

# Communication vector

---

- ❑ Architecture provides a framework allowing most stakeholders to interact
  - ❑ Presentation
    - ❑ to clients, managers
  - ❑ Negotiation
    - ❑ about requirements, evolutions, ...
  - ❑ Project management
    - ❑ Quality evaluation, progress assessment,
- ❑ Issue: sometimes, too many interactions !

# Project structuration

---

- ❑ Development plan definition
  - ❑ Tasks definition
  - ❑ Task allocation definition
  - ❑ Roles / duties definition
- ❑ Interaction definition
  - ❑ How teams are going to interact
  - ❑ Methods, documents to be produced, ...

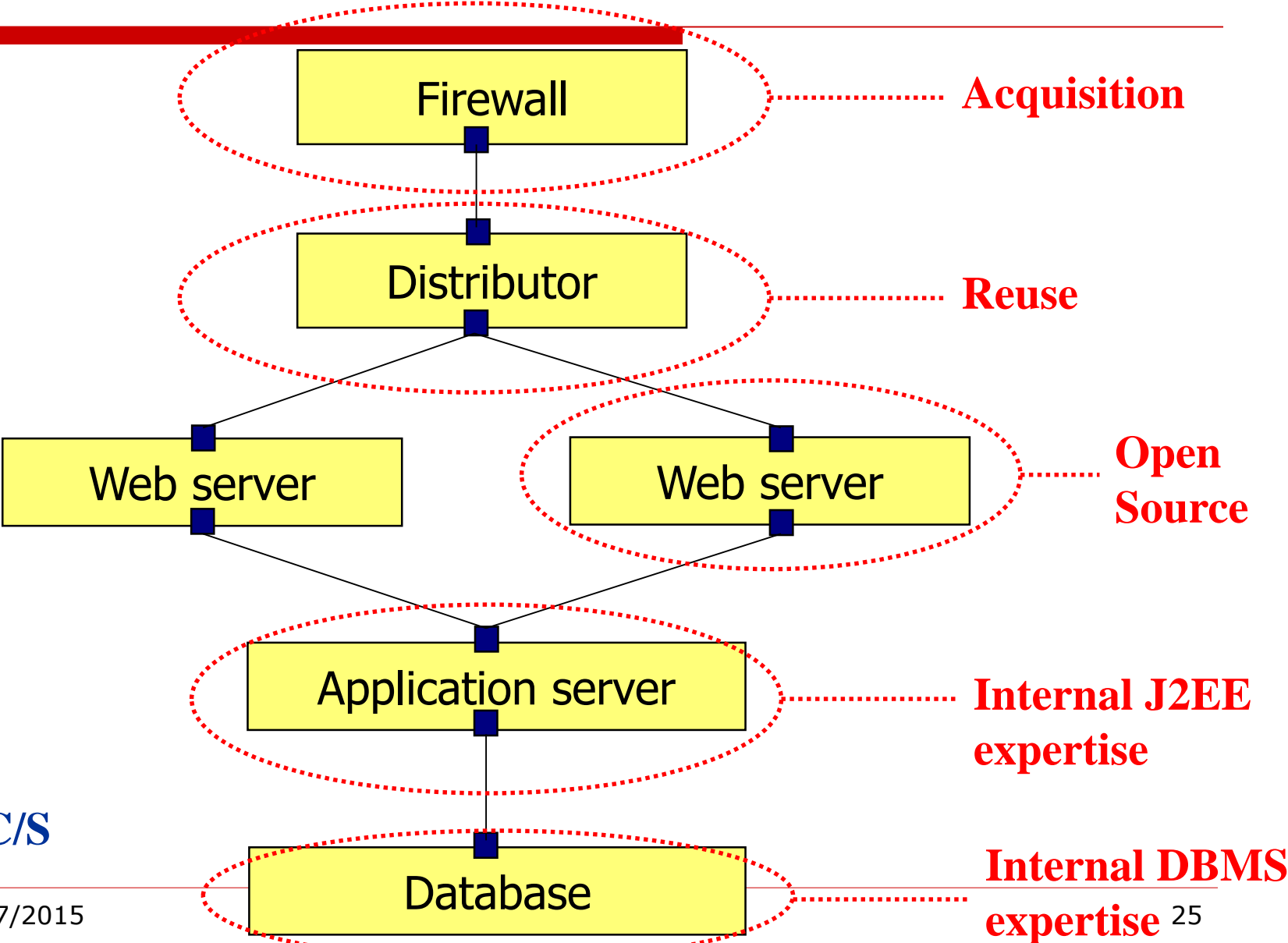
# Technologies definition

---

- ❑ Technological choices
  - ❑ Technologies to be used
    - ❑ J2EE, .Net, ...
  - ❑ Components to be developed
  - ❑ Components to be reused
  - ❑ Components to be bought
    - ❑ Components Off the Shelves (COTS)
  - ❑ Partnership definition
    - ❑ IBM, Microsoft support



# Example



# Impact on software quality

---

- ❑ Architecture has a strong impact on the system final properties
- ❑ An architecture favors or degrades non functional properties
  - ❑ Performance and efficiency
  - ❑ Security and safety
  - ❑ Reliability and availability, ...
- ❑ A first compromise is made at the architectural level. In a definitive manner ...

# Example

---



## On the same machine

- + reliability
- + performance

## On two different machines

- + availability (caches, ...)
- + maintainability

# Example

---

- ❑ More examples
  - ❑ A small number of components favors performance but not maintainability
  - ❑ A large number of components favors maintenance but not performance
  - ❑ Redundancy favors safety but not security
  
- ❑ It is the beginning of design headaches ...

# Impact on business

---

- ❑ Deployment of an architecture allows
  - ❑ the creation of a common assets
    - ❑ Reusable components, specialized tools, training sessions
  - ❑ Various optimizations
    - ❑ Learning curve, infrastructure costs, ...
  
- ❑ An enterprise architecture is an infrastructure shared by the whole company
  - ❑ Hard to change !

# Conclusion

---

- ❑ Architectural decisions have an important, lasting impact
- ❑ Architectures must be carefully validated as soon as possible
  - ❑ Evaluation reviews
  - ❑ Prototypes development
  - ❑ Key technologies evaluation
- ❑ Architecture influences quality ... but does not provide any guarantees

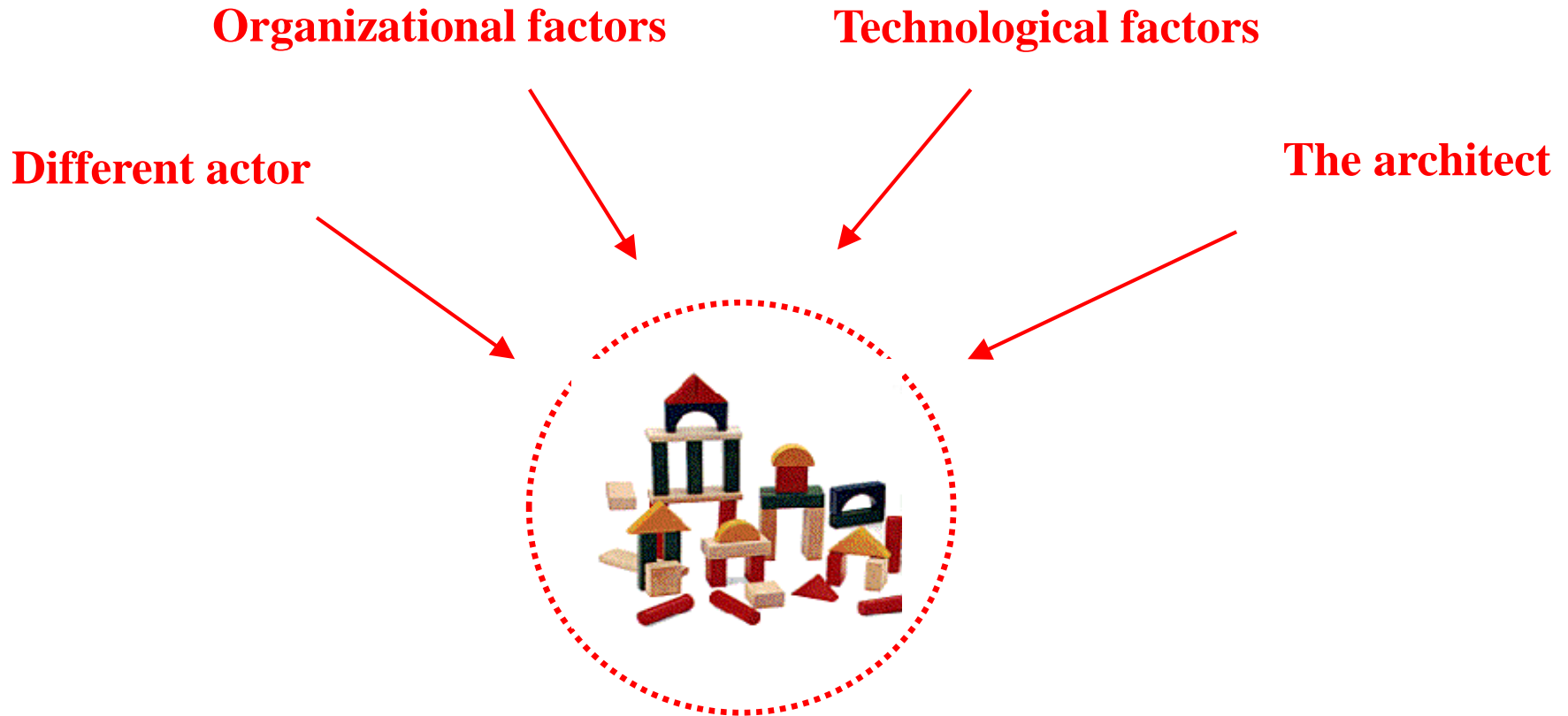
# Outline

---

- ❑ Definition
- ❑ An important activity
- ❑ A difficult activity
- ❑ Conclusion

# Multiple influences

---

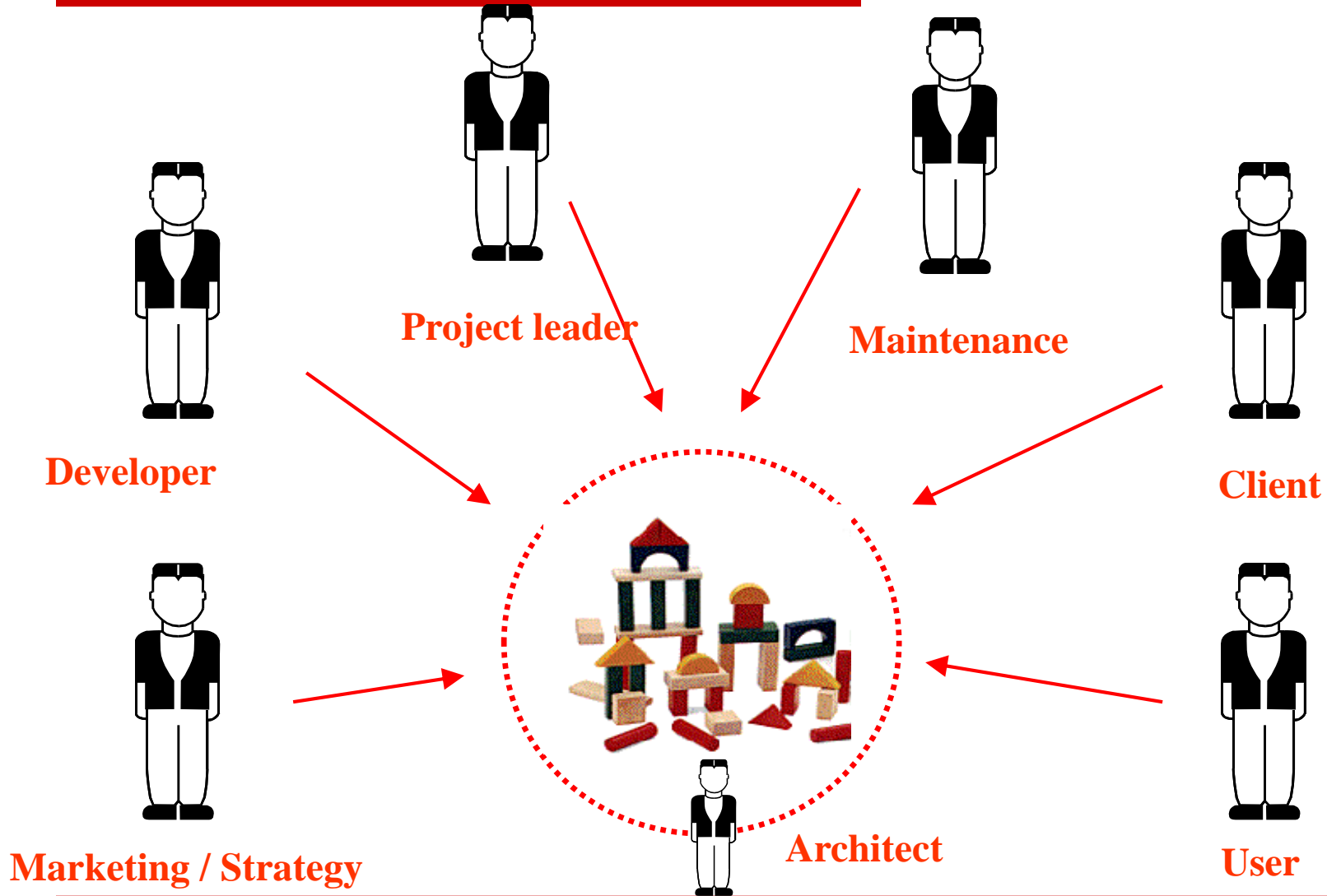


- ❑ Starting from the same requirements, two architects will end up with different architectures. Why ?



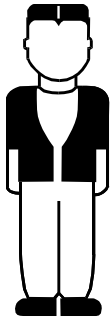
# A meeting place !

---



# Diverging interests

---

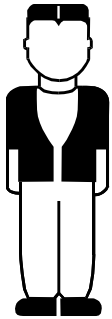


**Marketing  
/ Strategy**

- **Market tendency**
- **Coherence with company plans**
- **Coherence with company image  
(innovative, safe, ...)**
- **Partnership coherence**

# Diverging interests

---

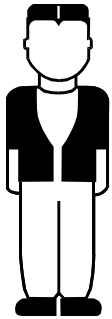


**Project leader**

- **Overall simplicity**
- **Opportunity to assess progress**
- **Requirements meeting**
- **Mastered technology**
- **Structuration in line with existing teams**
- **Reuse of internal components and expertise**
- **Risk management**

# Diverging interests

---

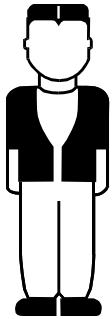


**Developer**

- **Well defined components, simple interfaces**
- **Hot technology**
- **No constraints on their components**

# Diverging interests

---

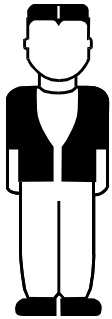


**Maintenance**

- **Component isolation**
- **Administration oriented interfaces**
- **Known technologies**

# Diverging interests

---

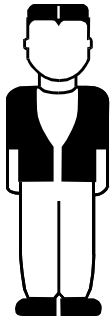


**Client**

- **Guarantee of good behavior**
- **Efficient, cheap technologies**
- **Deadline meetings,**

# Diverging interests

---



**User**

- **Easiness of use**
- **Performance, security, robustness**

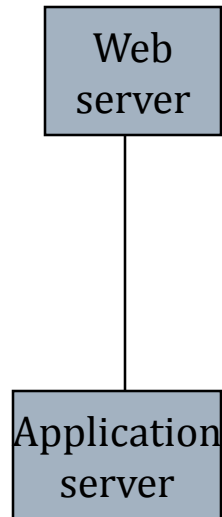
# Example

---

Architect : necessary to meet the requirements I have !

User : interface stability ?

Client : no, too expensive !



Developer : cool !

Maintenance : no, too instable !

Manager : cool, it is going to cost a lot !



# Organizational factors

---

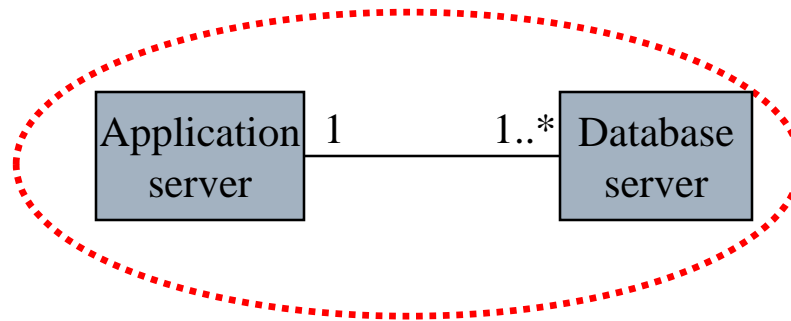
- ❑ Architectural decisions are deeply influenced by the organization goals and strategy
  - ❑ Use of existing expertise and targeted expertise
  - ❑ Existing internal methods
  - ❑ Needs regarding reuse (to amortize past investments)
  - ❑ Partnerships

# Example

---

ORACLE : DBMS rules. No need for an application server !

BULL : Application server matters. DBMS is not an issue.!



Microsoft : Ok, but forget about Java !

IBM : Good ! Both are needed (WS et DB2) !

# Technological factors

---

- ❑ Technological current tendencies
  - ❑ DBMS
  - ❑ Web browser
  - ❑ Web services for integration
  - ❑ XML
  - ❑ ... that was not the case some time ago
  
- ❑ There is a fashion factor !

# Architect influence

---

- ❑ Architects use their past experiences
  - ❑ Good experiences will lead to reuse successful solutions
  - ❑ Bad experiences will lead them to give up related solutions
  - ❑ ... but conditions have changed
- ❑ Tools, runtimes evolve a lot !

# Outline

---

- ❑ Definition
- ❑ An important activity
- ❑ A difficult activity
- ❑ Conclusion

# Major points

---

- ❑ An abstract specification
  - ❑ Based on components and connectors
- ❑ Conceptual vs. technical detail
  - ❑ Different levels of specification
- ❑ An architecture is a model
  - ❑ Hard to remain in sync with developments

# Software architect

---

- ❑ The architect's role is to define architectures and to make them resilient
  - ❑ Project and organization level
- ❑ A hard job
  - ❑ High technical skills
  - ❑ Good knowledge of SE principles
  - ❑ High communication skills

# Architecture importance

---

- ❑ Today recognized as a major step in software production
  - ❑ This is reinforced by outsourcing
- ❑ Creation of the software architect qualification
  - ❑ In many companies since 2000's
- ❑ Bill Gates was Microsoft chief architect!



# Problems

---

- ❑ A recent, immature domain
  - ❑ No standard representation
  - ❑ No standard process (DAF, DAL, DAT, ...)
  - ❑ No evaluation tools
- ❑ Many companies are struggling to define/install guiding processes

# References

---

- ❑ Software architecture in practice - second edition  
Len Bass, Paul Clements, Rick Kazman  
Addison Wesley, 2003
- ❑ Pattern-oriented software architecture  
Buschmann, Meunier, Rohnert, Sommerlad, Stal  
Wiley, 1996
- ❑ Applied software architecture  
Hofmeister, Nord, Soni  
Addison Wesley, 2000
- ❑ Design and use of software architectures  
Jan Bosch  
Addison Wesley, 2000