

# Reflections on Software Architecture

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Software Architecture

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# Software Architecture

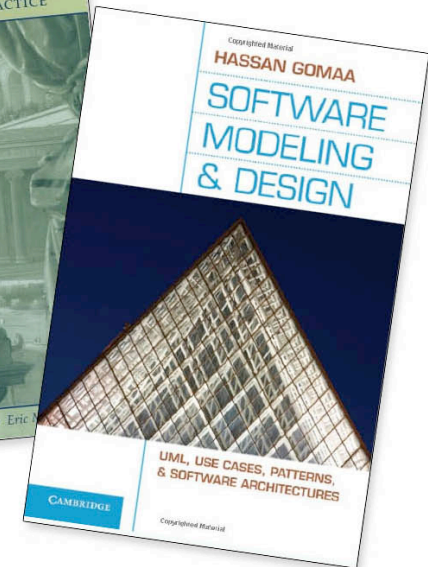
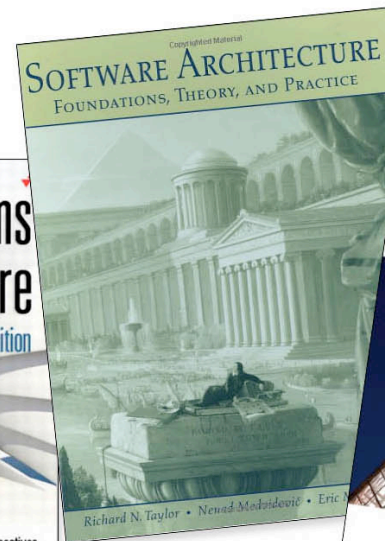
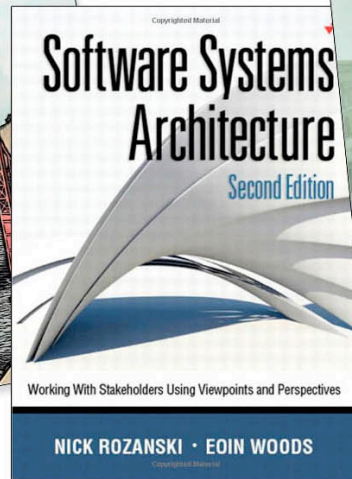
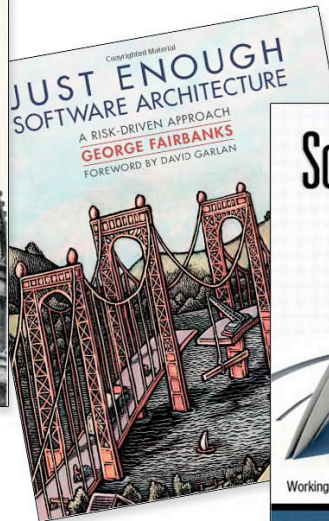
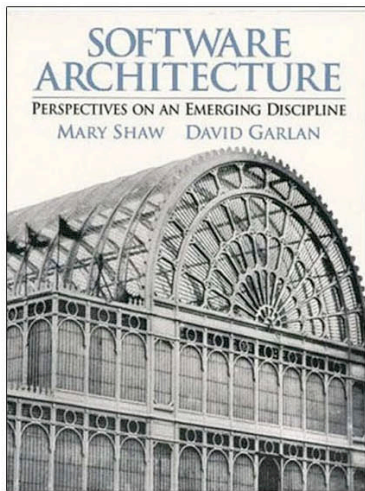
The quality and longevity of a software-reliant system is largely determined by its architecture.

Architecture is of enduring importance because it is the right abstraction for performing ongoing analyses throughout a system's lifetime.



# Software Architecture Thinking

- High-level system design providing system-level structural abstractions and quality attributes, which help in managing complexity
- Makes engineering tradeoffs explicit



# Quality Attributes

## Quality attributes

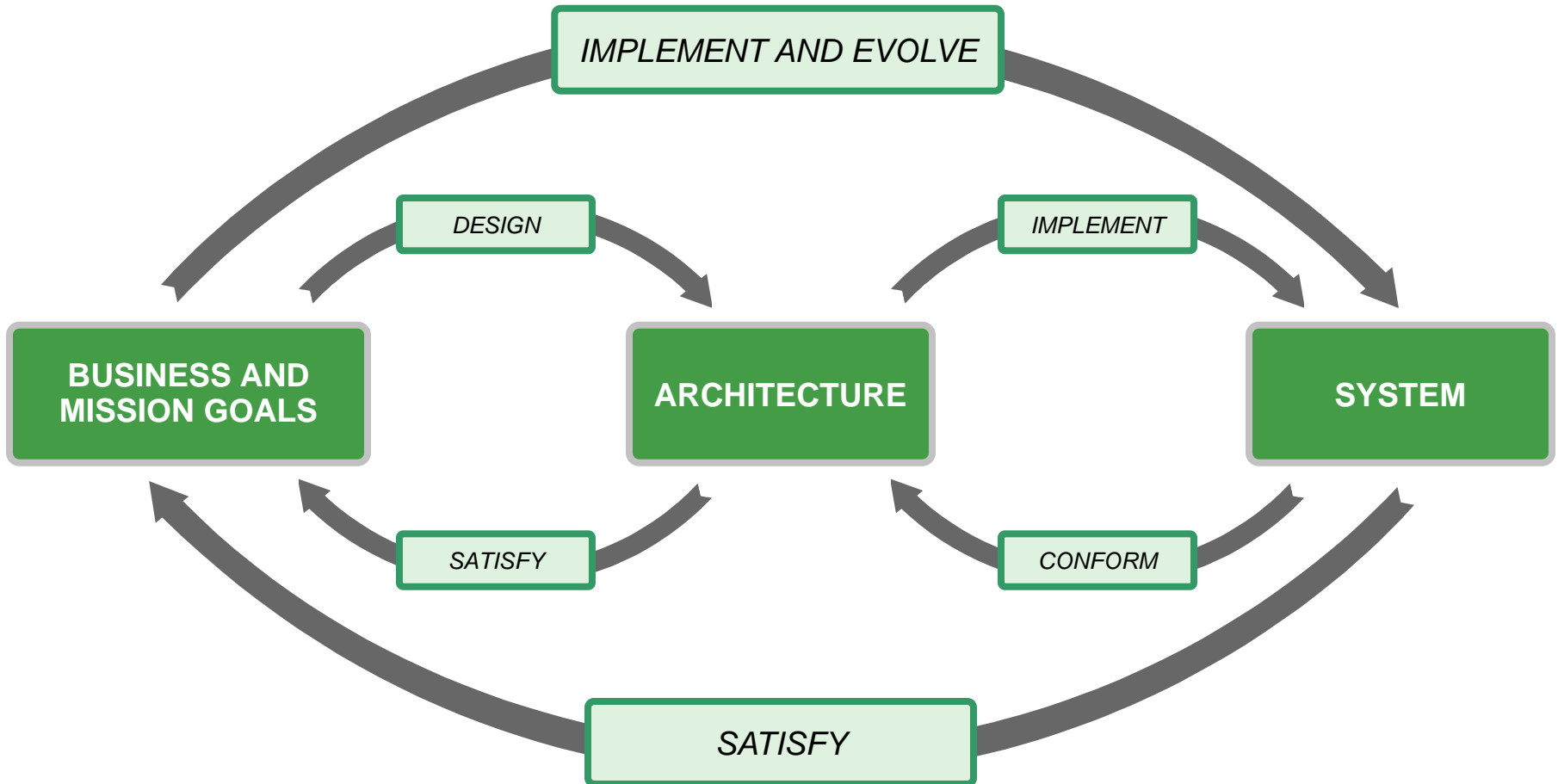
- properties of work products or goods by which stakeholders judge their quality
- stem from business and mission goals.
- need to be characterized in a system-specific way

## Quality attributes include

- Performance
- Availability
- Interoperability
- Modifiability
- Usability
- Security
- Etc.

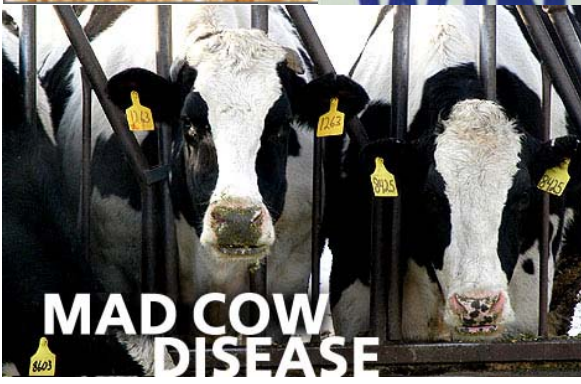


# Central Role of Architecture



# '90's – “The Golden Age of Software Architecture”

*Clements and Shaw: IEEE Software. March/April 2006.*





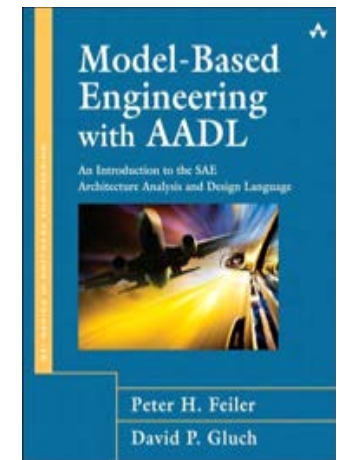
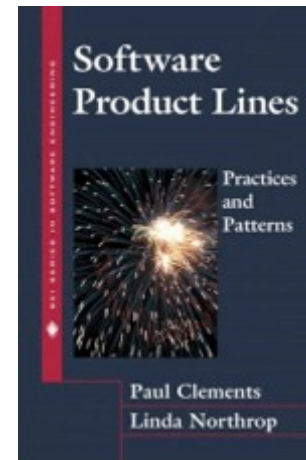
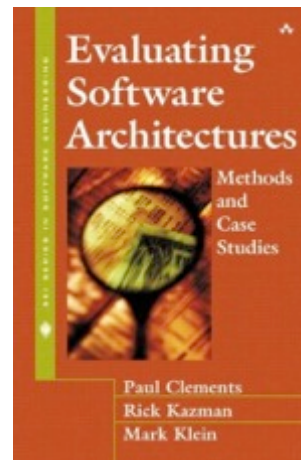
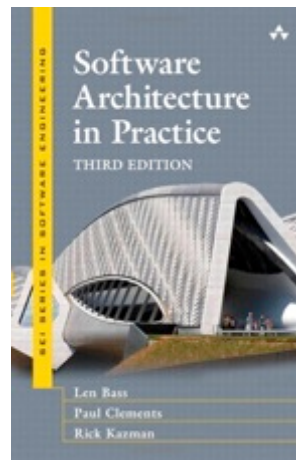


# SEI's Role



The SEI developed principles, methods, foundations, techniques, tools, and materials in support of creating, fostering, and stimulating widespread transition of architecture-centric engineering.

# Our View: Architecture-Centric Engineering



- *explicitly focus on quality attributes*
- *directly link to business and mission goals*
- *explicitly involve system stakeholders*
- *be grounded in state-of-the-art quality attribute models and reasoning frameworks*

# Advancements Over the Years

Architectural patterns and tactics

Component-based approaches

Company-specific product lines

Model-based approaches

Aspect-oriented approaches

Frameworks and platforms

Standard interfaces

Standards

SOA

## Persisting Themes:

- **Modularity**
- **Commonality vs Variability**

# Community Gatherings

## Research

- WICSA
- CompArch
- European Conference on Software Architecture
- QoSA

- SATURN
- SEI Software Architecture Educators' Workshop Series

## Practice

- Software Architect
- ArchConf
- O'Reilly Software Architecture Conference

**+ tracks in other research and practitioner events**

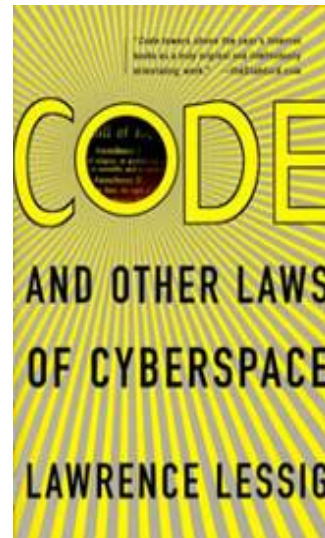
# Related Shifts

Incremental approaches

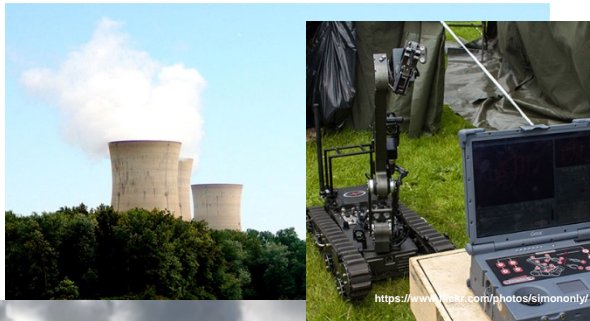
Light-weight software development approaches

Open source

Distributed development environments



# What Changed?



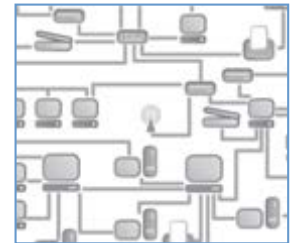
Increased connectivity

Scale and complexity

- decentralization and distribution
- “big data”
- increased operational tempo
- inter-reliant ecosystems
- autonomy
- vulnerability
- collective action

Disruptive and emerging technologies

# Technology Trends



# Software Development Trends



Application frameworks



Distributed development environments

docker

Cloud strategies

**GitHub**

NoSQL

NewSQL

Machine Learning

Static analysis tools



Dashboards



**Jenkins**

DevOps

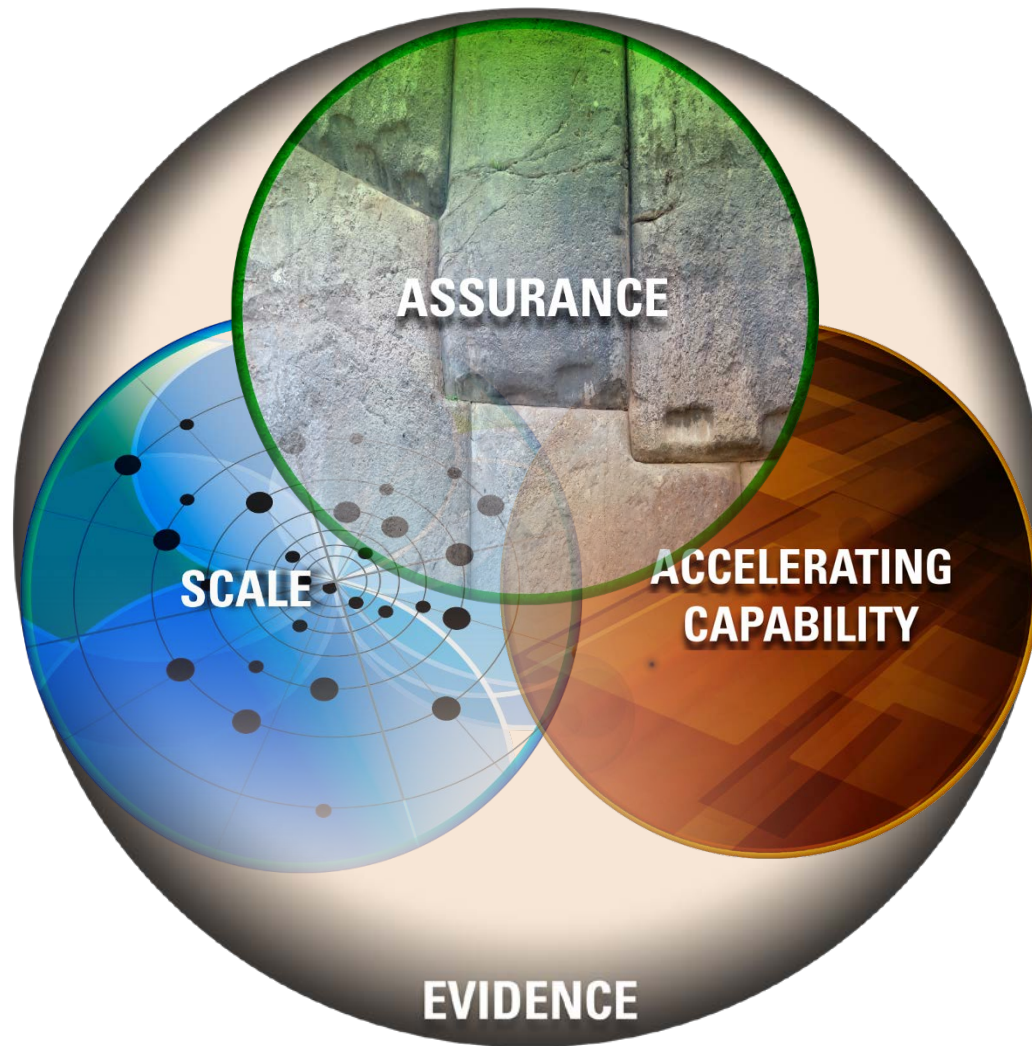
Containers



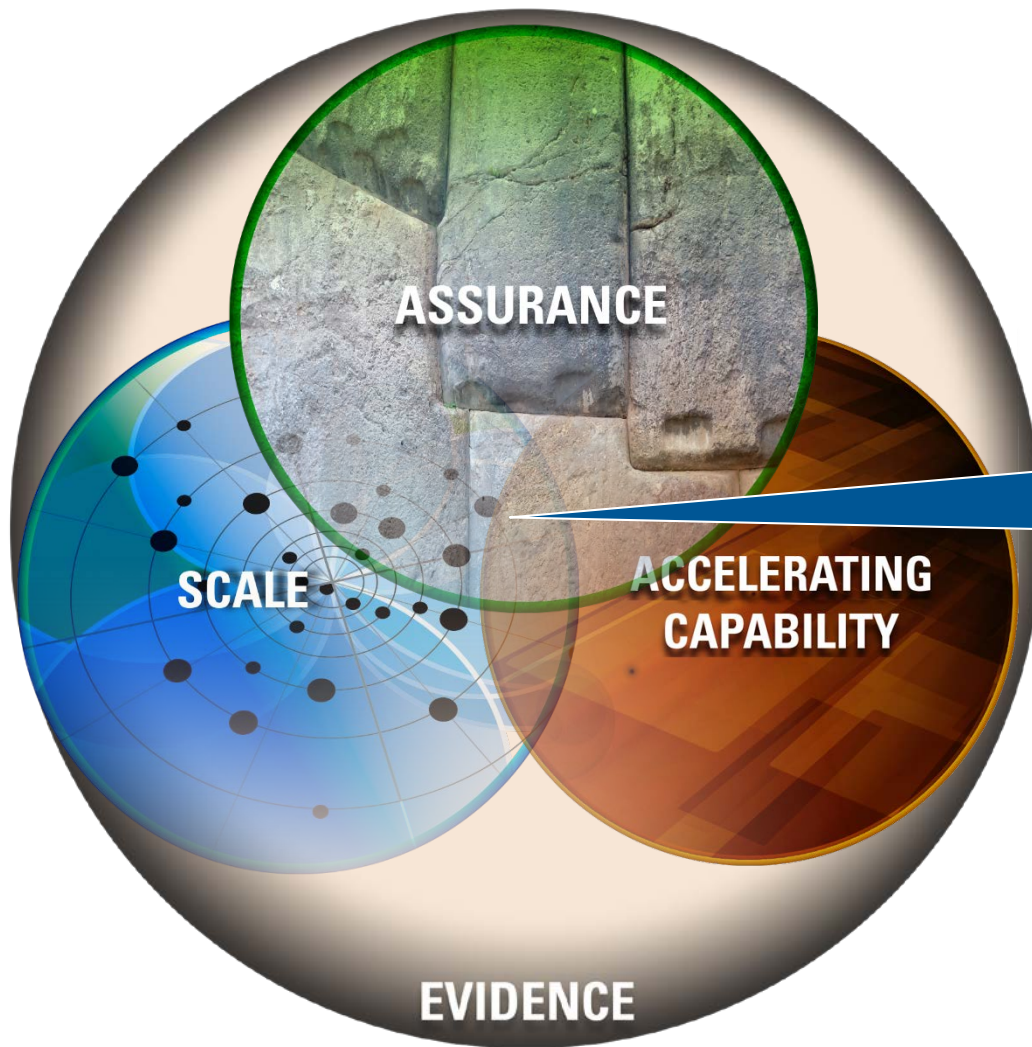
Microservices



# Technical Challenges



# The Intersection and Architecture



At the intersections there are difficult tradeoffs to be made in structure, process, time, and cost.

**Architecture is the enabler for tradeoff analyses.**

# Architecture and Accelerated Capability



How much architecture design is enough?

Can architecture design be done incrementally?

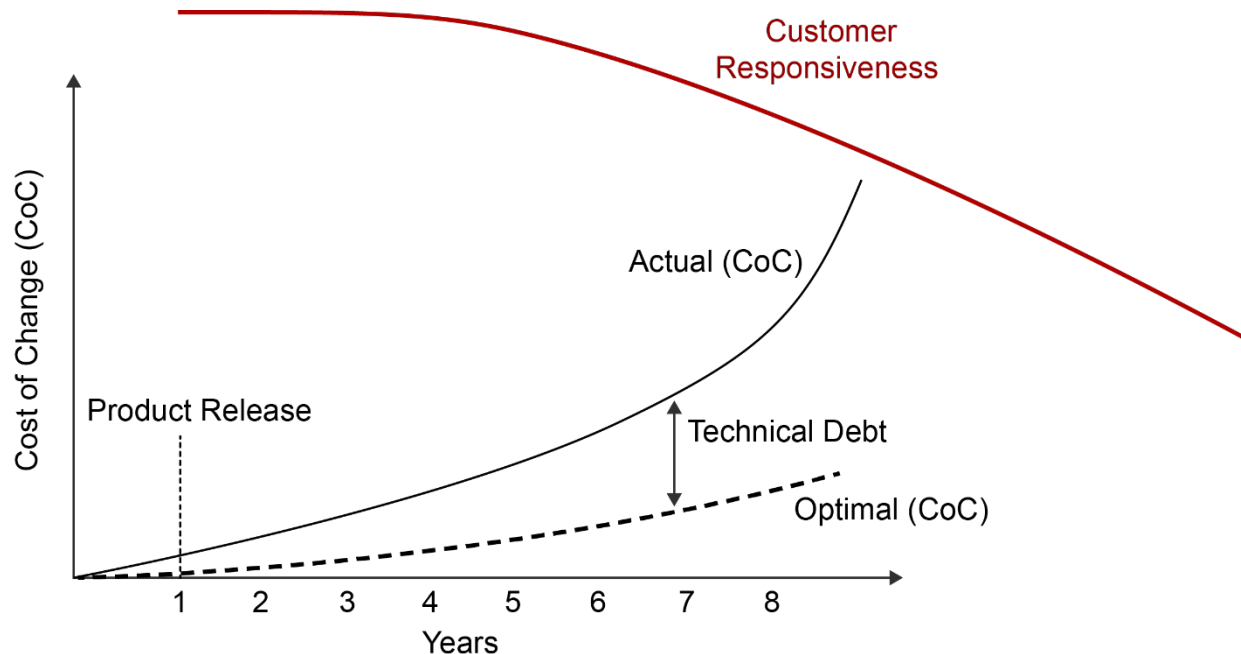
There is a difference between being agile and doing agile.

Agility is enabled by architecture – not stifled by it.

Managing technical debt is key.

# Technical Debt\*

A design or construction approach that's expedient in the short term but that creates a technical context that increases complexity and cost in the long term.



- Term first used by Cunningham, W. 1992. *The WyCash Portfolio Management System*. OOPSLA '92 Experience Report. <http://c2.com/doc/oopsla92.html>.

Graph: Jim Highsmith, Oct 19 2010 <http://jimhighsmith.com/the-financial-implications-of-technical-debt/>

# In Research and Practice



**Dagstuhl Workshop on  
Technical Debt**

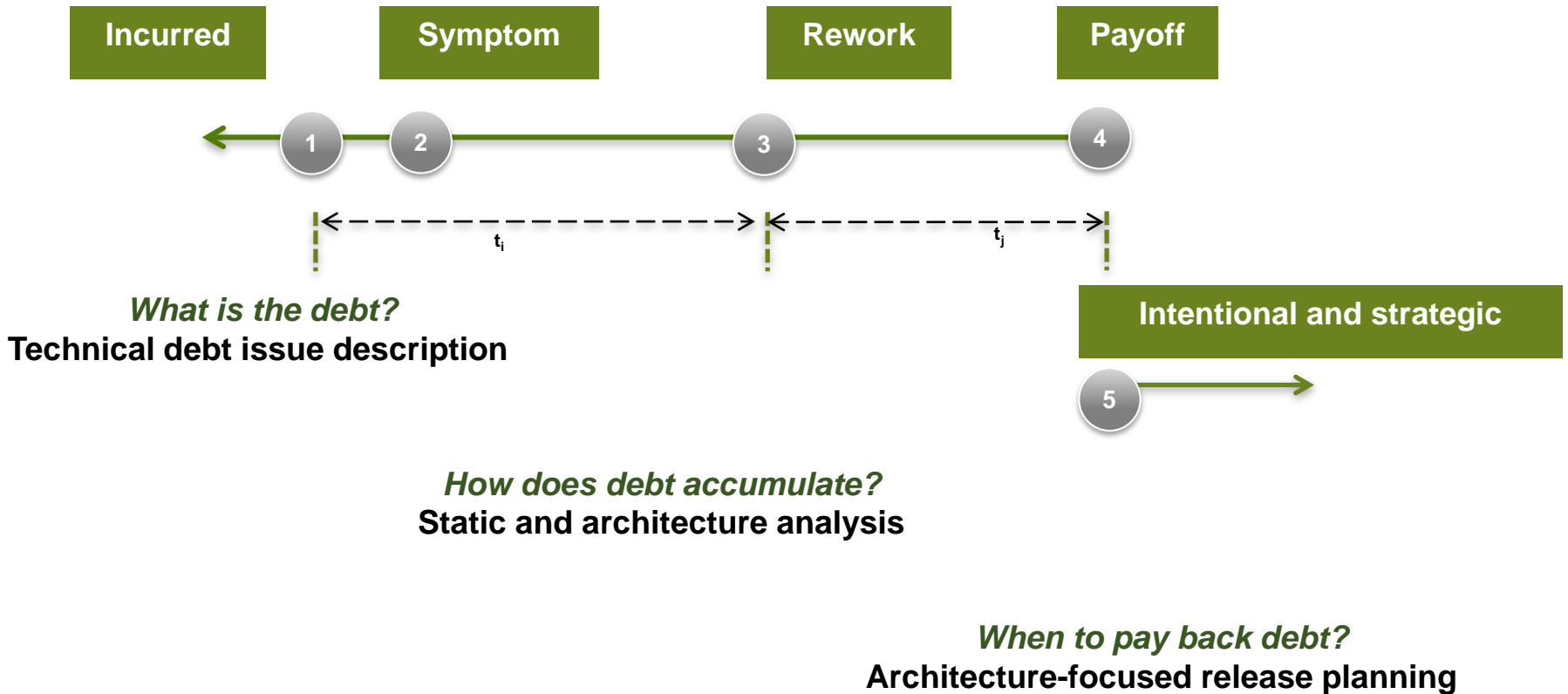
**April 2016**



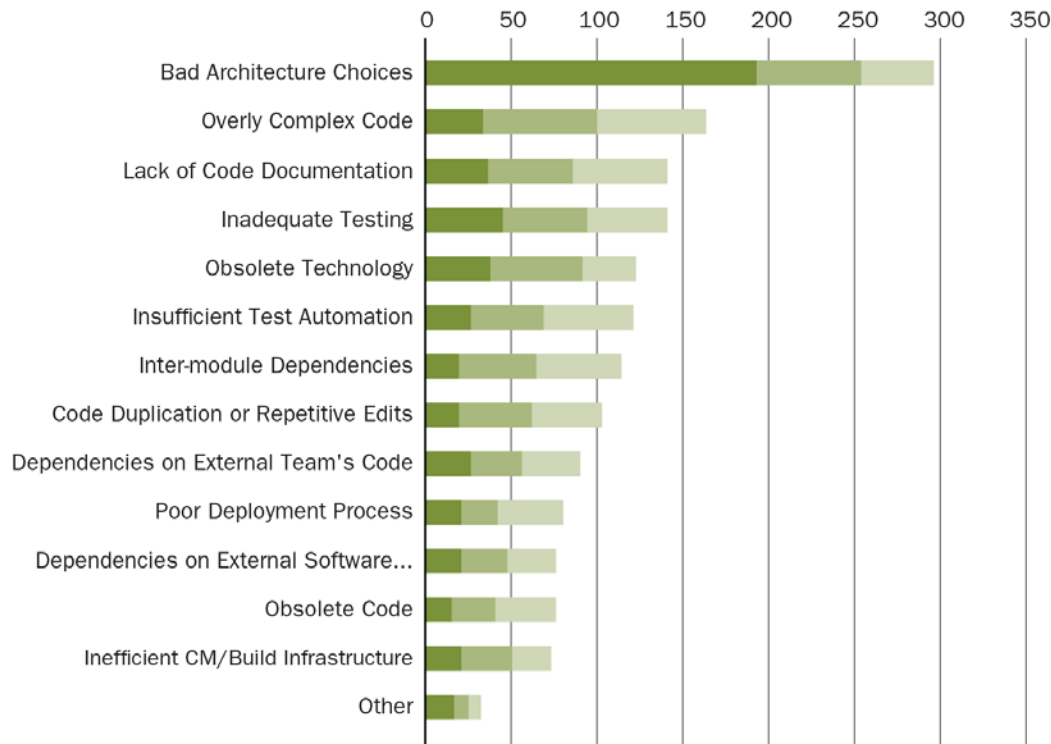
**“Two developers ask forgiveness of  
technical debt at the beginning of the  
sprint”**

Jean-Francois Millet 1857-1859: *Classic Programmer Paintings*

# Timeline for Managing Technical Debt



# Architecture and Technical Debt

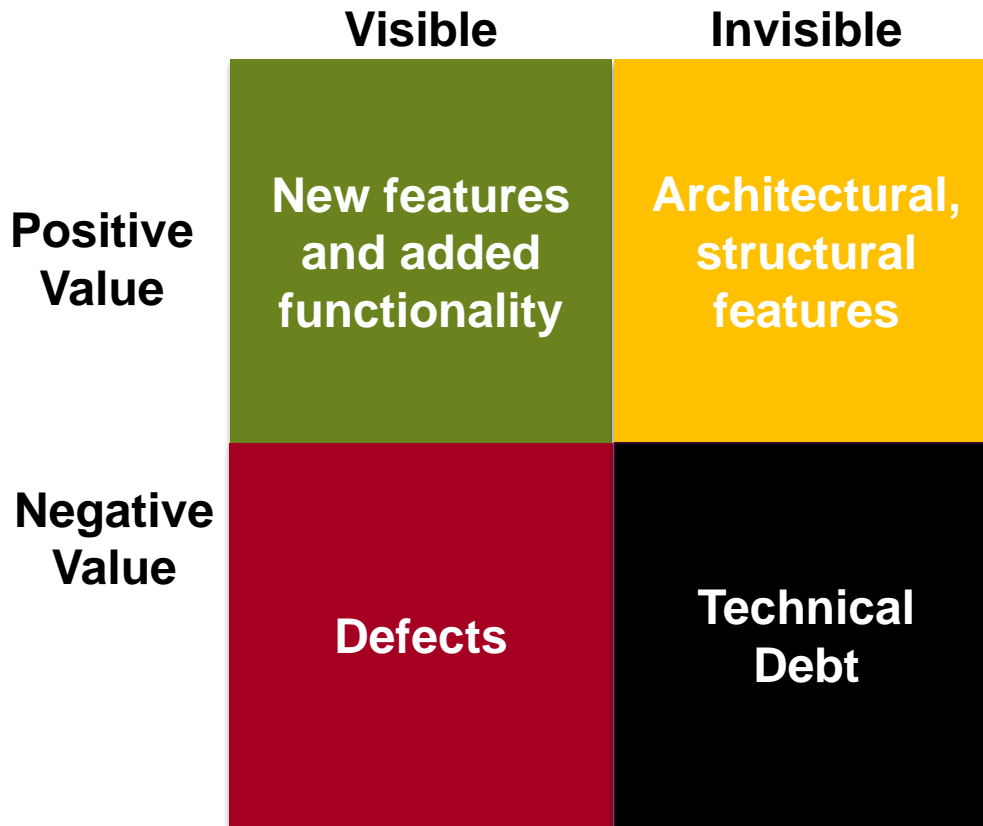


**Bad architectural choices rated as the top contributor to technical debt, followed by overly complex code and inadequate testing among over 1800 developers we surveyed. 56% of the respondents ranked architecture among their top three pain points.**

A Field Study of Technical Debt

[https://insights.sei.cmu.edu/sei\\_blog/2015/07/a-field-study-of-technical-debt.html](https://insights.sei.cmu.edu/sei_blog/2015/07/a-field-study-of-technical-debt.html)

# What color is your backlog?

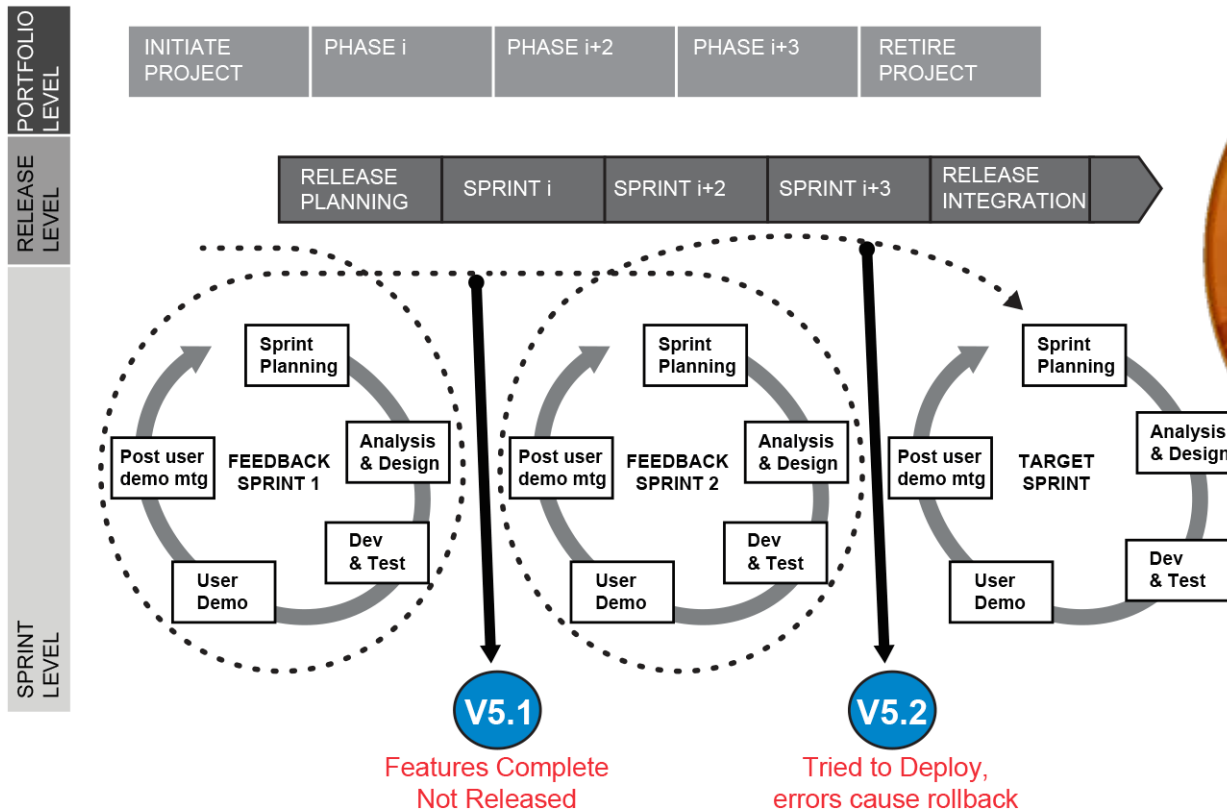


Philippe Kruchten, Robert L. Nord, Ipek Ozkaya: Technical Debt: From Metaphor to Theory and Practice. IEEE Software 29(6): 18-21 (2012)



# Continuous Deployment

The **DevOps** movement continues what Agile started.



# DevOps in Practice

Focus is on

- culture and teaming
- process and practices
  - value stream mapping
  - continuous delivery practices
  - *Lean* thinking
- tooling, automation, and measurement
  - tooling to automate manual, repetitive tasks
  - static analysis
  - automation for monitoring architectural health
  - performance dashboards
  - containers



# Architecture and DevOps



Design decisions that involve deployment-related limitations can blindside teams.

Architectural choices need to facilitate continuous delivery.

# Microservices



## “Army of contractors migrating to Microservices”

Canaletto, 1733 or 1734 : *Classic Programmer Paintings*

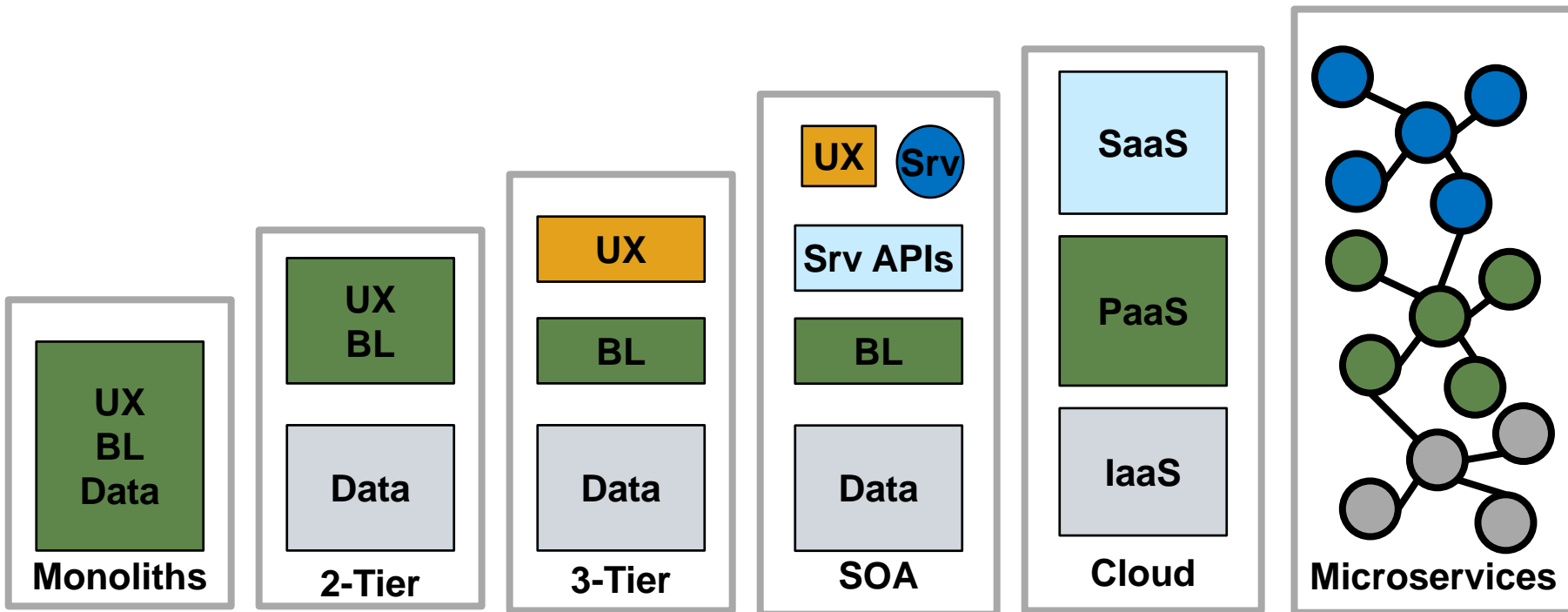
# Architecture Evolution for Business Applications

Progress in

- decomposition management
- supporting change
- automation

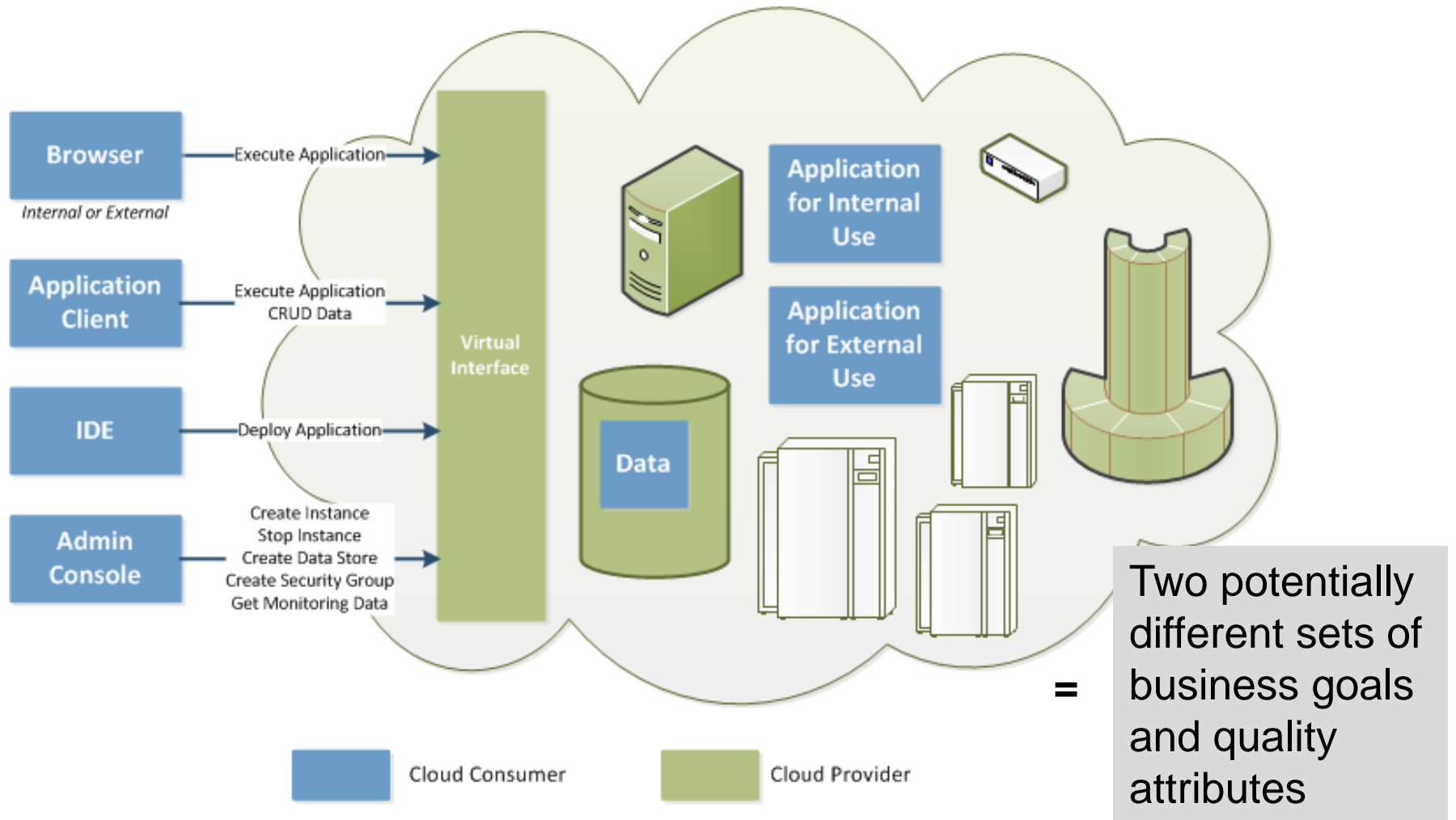
**Persisting Themes:**

- **Modularity**
- **Commonality vs Variability**





# Two Perspectives of Software Architecture in Cloud Computing



# Mobile Device Trends





# Architecture Trends: Cyber-Foraging



## Edge Computing

Using external resource-rich surrogates to augment the capabilities of resource-limited devices

- code/computation offload
- data staging

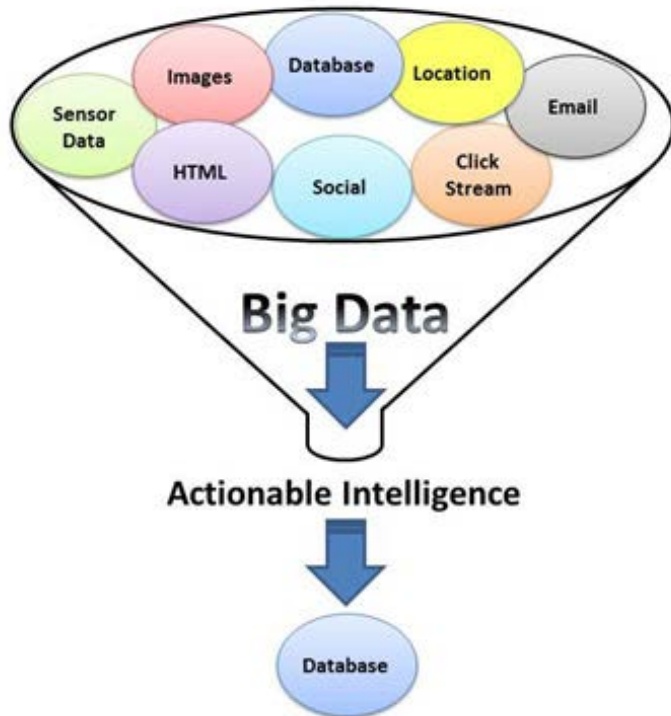


Nokia Siemens Networks  
*Liquid Applications*



Cisco Systems  
*Fog Computing*

# Big Data Systems



Two very distinct but related technological thrusts

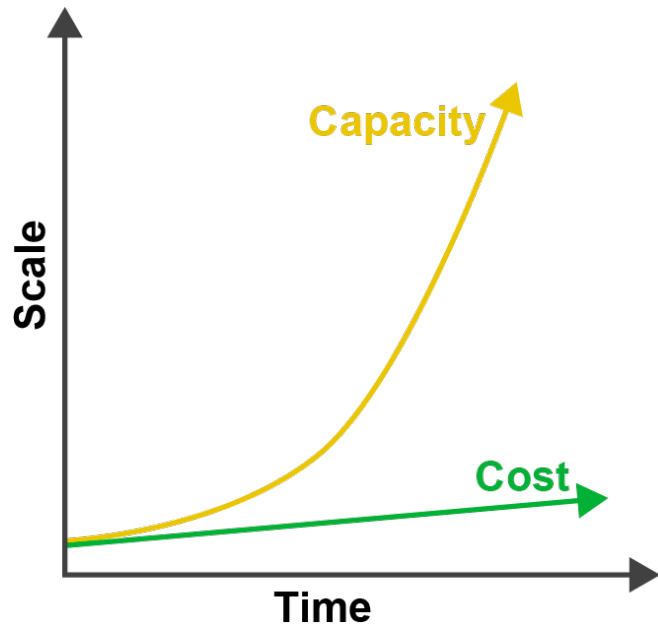
- Data analytics
- Infrastructure

Analytics is typically a massive data reduction exercise – “data to decisions.”

Computation infrastructure necessary to ensure the analytics are

- fast
- scalable
- secure
- easy to use

# Architecture and Big Data



System costs must grow more slowly than system capacity.

## Approaches

- scalable software architectures
- scalable software technologies
- scalable execution platforms

Scalability reduces as implementation complexity grows.

NoSQL/NewSQL models are not created equal.

You can't manage what you don't monitor.

# Architecture and Assurance



It's not just about security, but functioning as intended and only as intended.

Supply chains, open source, frameworks, outsourcing introduce unknowns.

Tool chains that generate code, configuration files, etc. introduce unknowns.

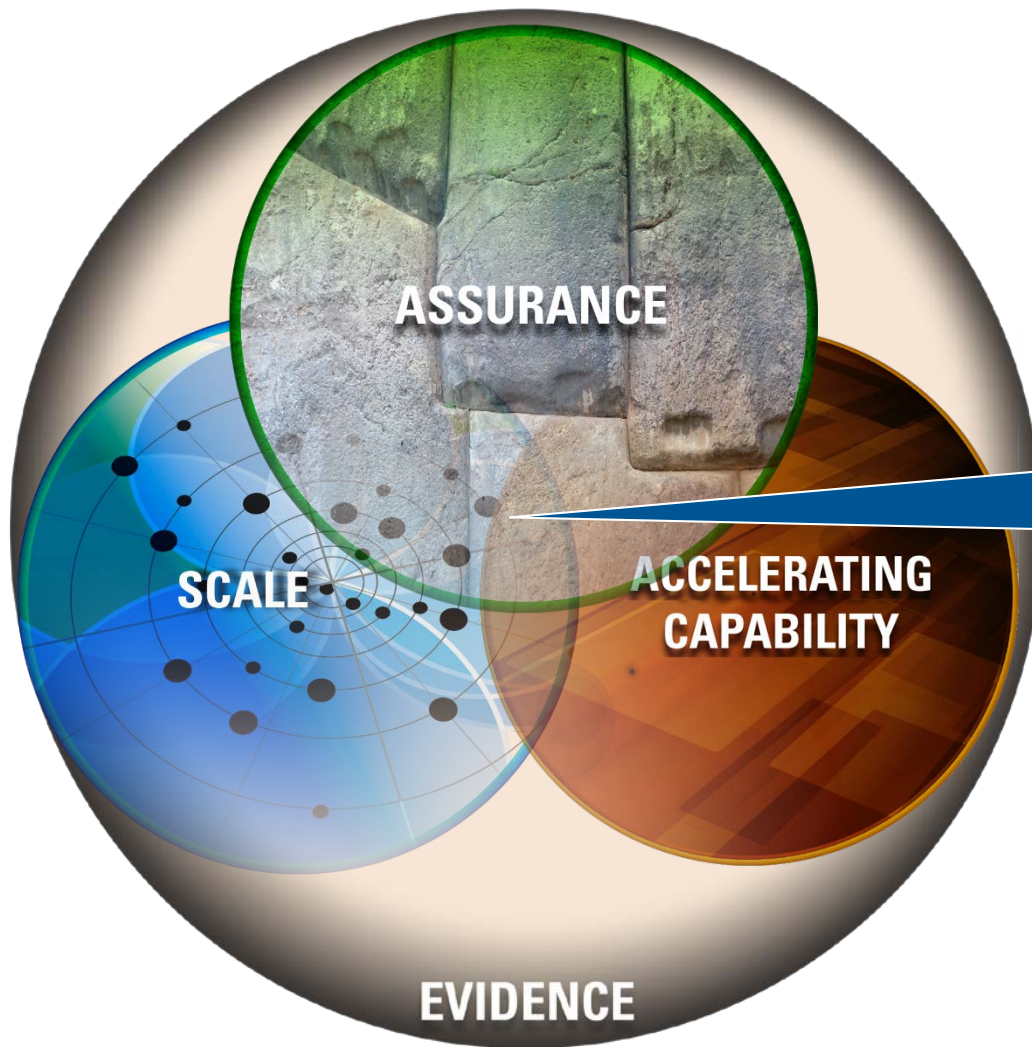
Consequences include operational failures, security and privacy compromises, reputational impact, etc.



# Analysis and Architectural Models

- evaluation is not a phase – ongoing analysis is required
- capture architecture in a form amenable to ongoing analysis
  - range from informal (e.g., visio diagrams) to formal (e.g., with precisely defined execution semantics)
  - In safety critical systems formality is warranted.
    - Example: SAE Architecture Analysis & Design Language (AADL) Standard Suite (AS-5506 Series) - single annotated architecture model permits formal analysis across multiple quality attributes
- More tooling and automation is needed to satisfy assurance needs.

# Software Development: Making Decisions



There is tension and a need for educated decisions.

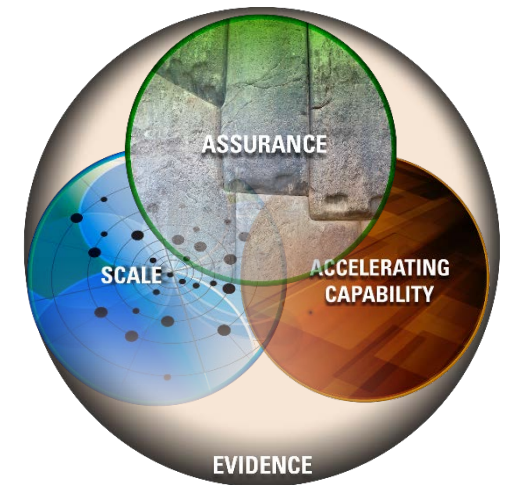
Architecture is the enabler for tradeoff analyses.

# Conclusion

- Software architecture has strong foundations.
- Much progress has been made.
- Changes stemming from connectivity have precipitated a new world – new technologies, approaches, and challenges.
- Software architecture principles and their importance persist.
- But...much remains to be done.
- The future is in your hands.. be mindful.

## Persisting Themes:

- **Modularity**
- **Commonality vs Variability**





*thank you*



# This Is the Work of Many

## At the SEI and CMU (past and present)

Len Bass

Joe Batman

Felix Bachmann

Mario Barbacci

Stephany Bellomo

Paul Clements

Peter Feiler

David Garlan

James Ivers

Rick Kazman

John Klein

Mark Klein

Philippe Kruchten

Grace Lewis

Ipek Ozkaya

Rod Nord

Mary Shaw

and many more...

**And so many others  
in the professional  
community..**



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