
WIT 2016 ITA Module

Architecture Views Lecture Group #2 - Part 1a



Lecture Group #2 - Part 1a

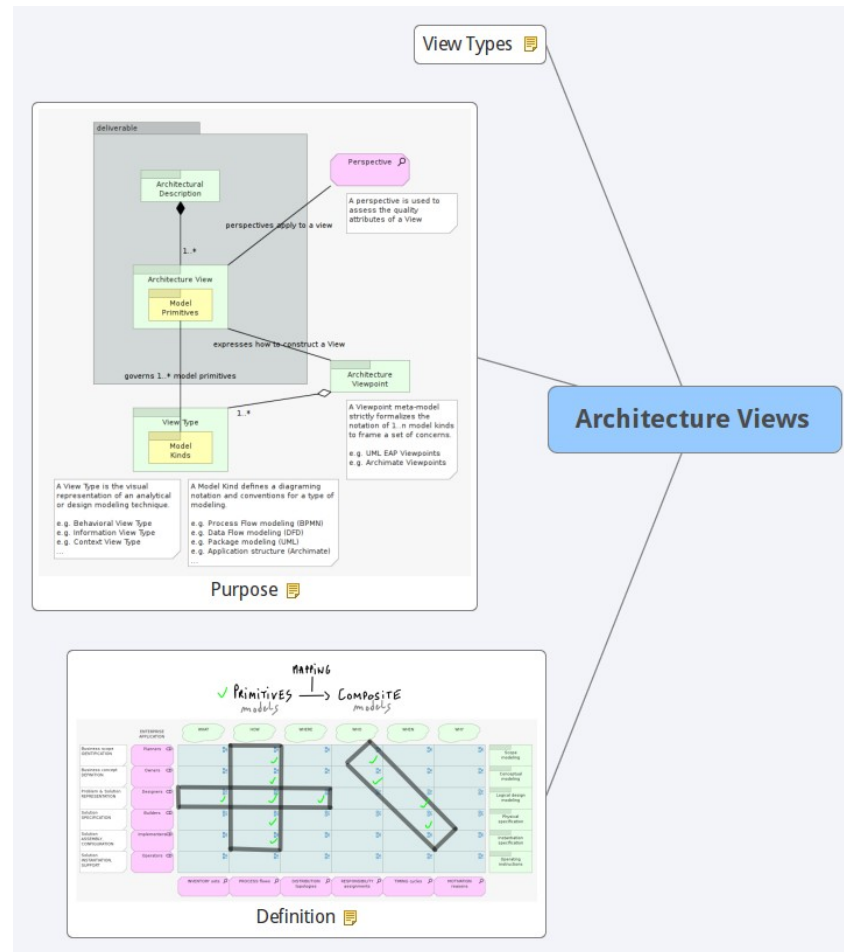
Architecture Views

WIT 2016 ITA Module
Lecture Group #2 - Part 1a
Architecture Views

Design Techniques - Views

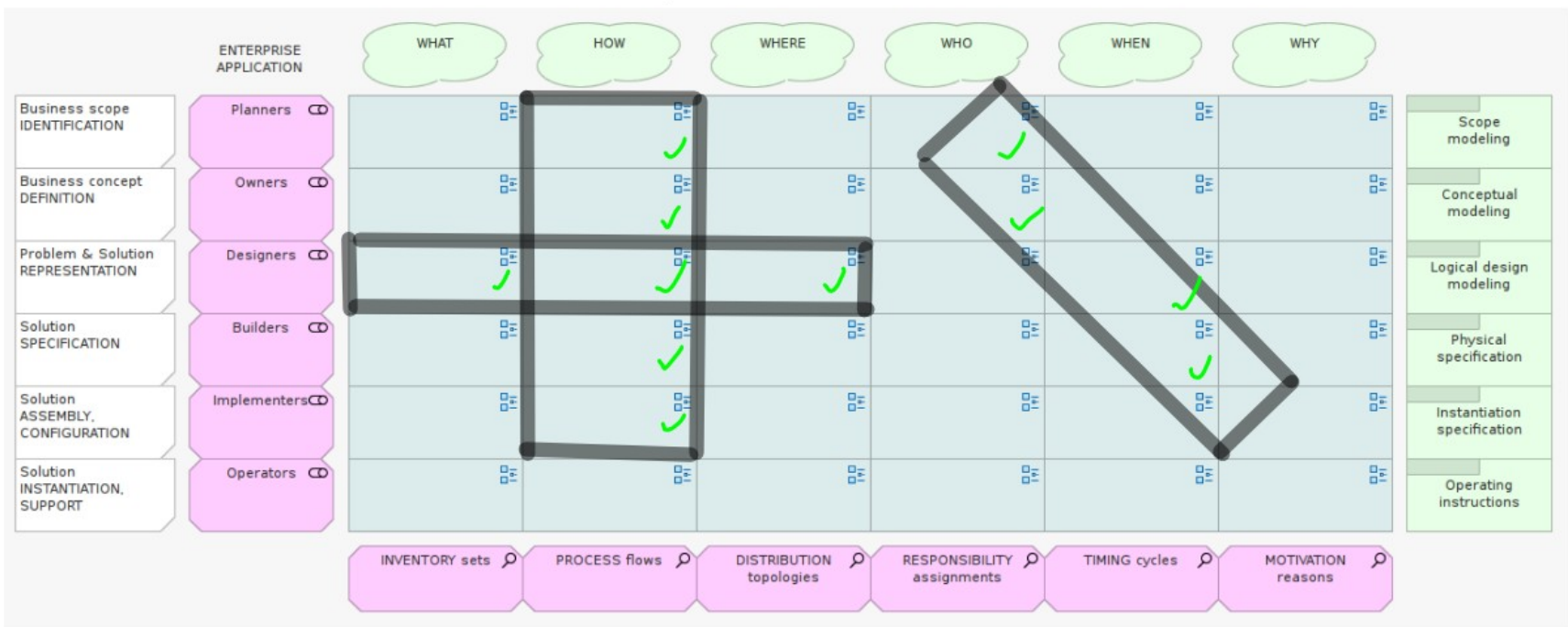


Architecture Views



Definition

MAPPING
 ✓ PRIMITIVES models → COMPOSITE models



Definition

An ARCHITECTURE VIEW is an opinionated composition of (1,n) aspects of an architecture, illustrating how it addresses (1,n) concerns held by (1,n) stakeholders.

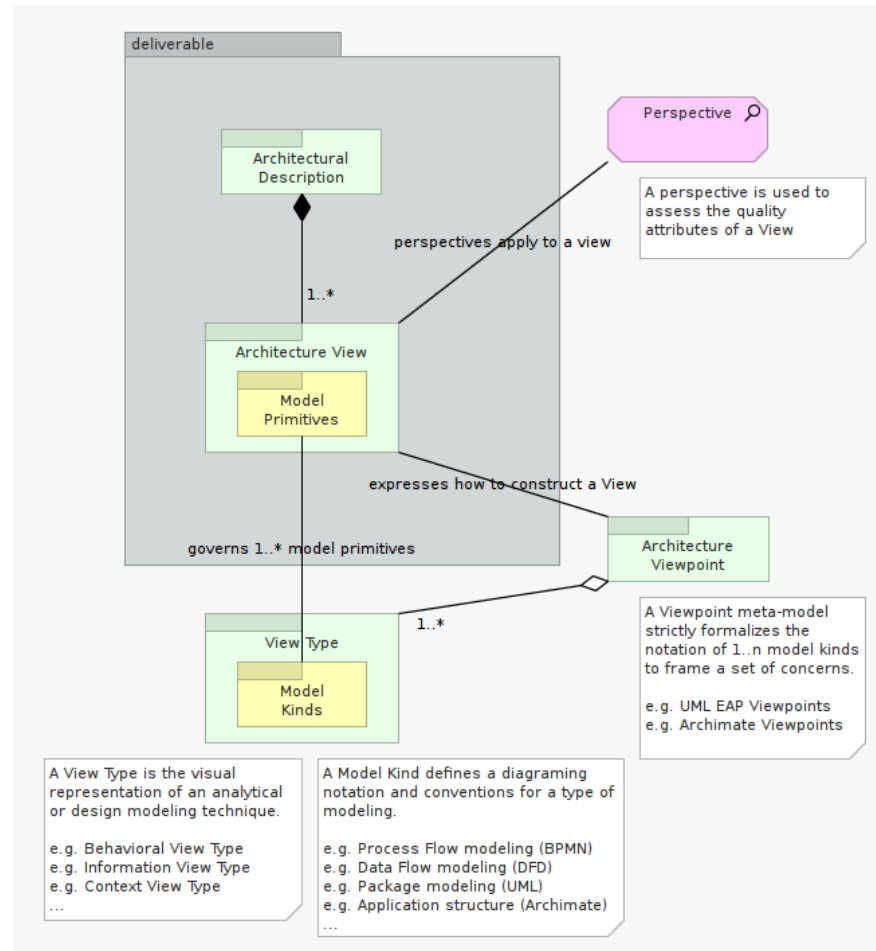
A View is COMPOSITE MODEL, made of a selection of (1,n) modeling elements belonging to Primitive Models.

It is a way to portray all the elements of a proposed solution that are relevant to the concerns that the represented "View" intends to address,

...and by implication, relevant to the stakeholders for whom those concerns are important.



Purpose



Purpose

Architecture Views aim COVER as much of the problem space as possible,

- ... by illustrating the COMPLETENESS of the proposed solution (using Viewpoints),
- ... by answering for the desired quality attributes of the application (using Perspectives).

A VIEW communicates the resolution of a class of Architectural concerns using a VIEWPOINT as frame of reference.

A VIEW leverages a VIEWPOINT, proposing rules to construct a model.

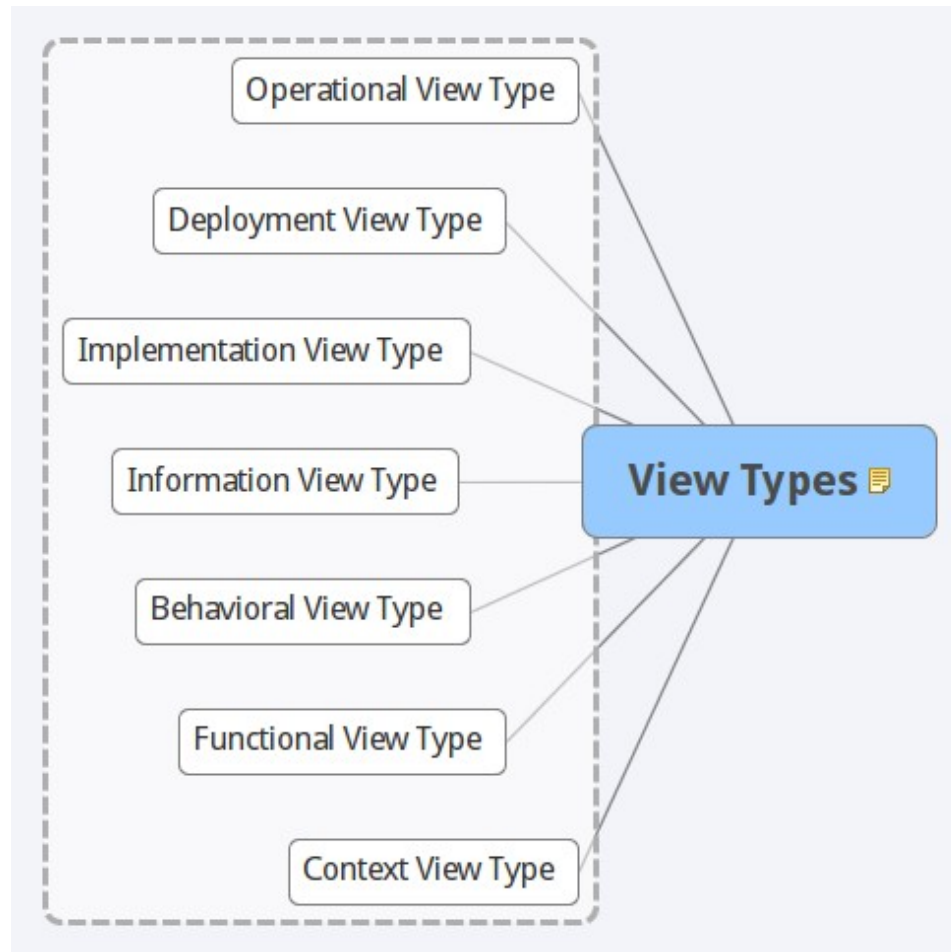
VIEWPOINTS express how to check the well formedness of that VIEW.

VIEWPOINTS provide rules for sharing details between views and for the use of multiple notations within a model.

Each View is modelled in accordance with the conventions established by one Viewpoint.



View Types



View Types

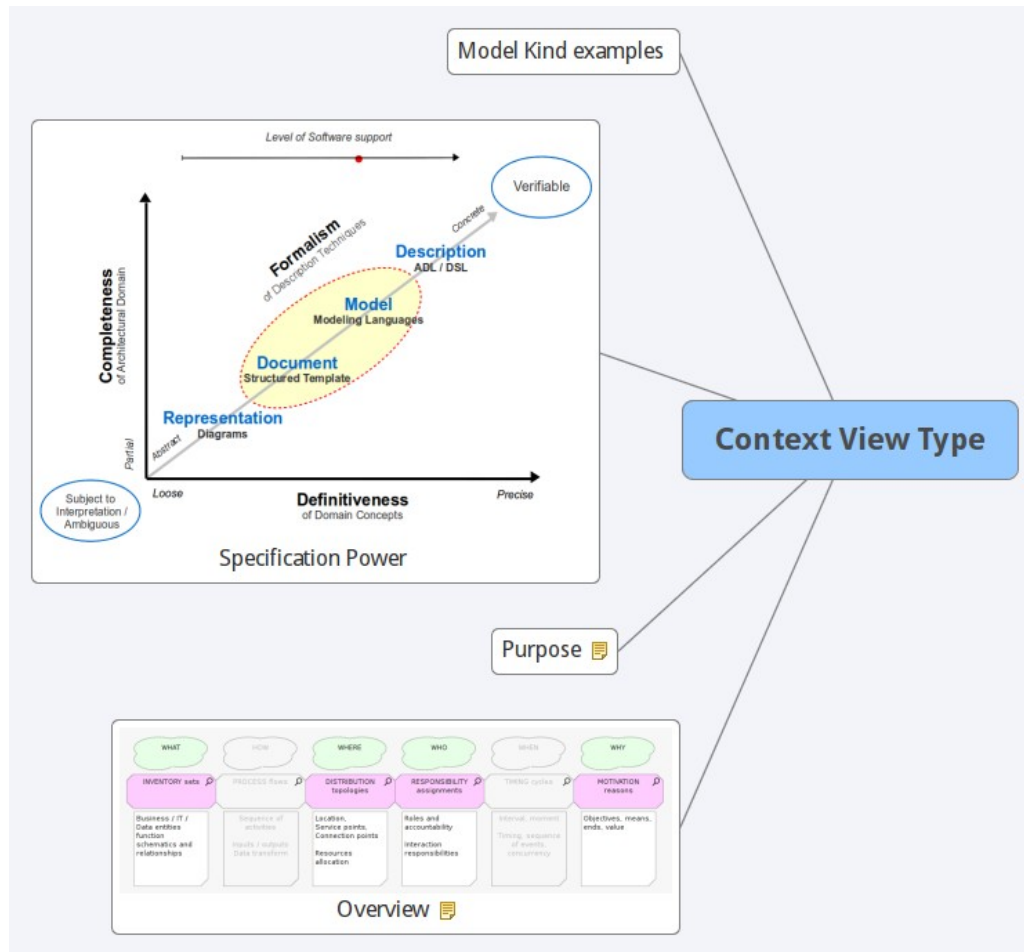
Each View describing the architecture is constructed within the guidelines of a model type, broadly speaking a template.

For example:

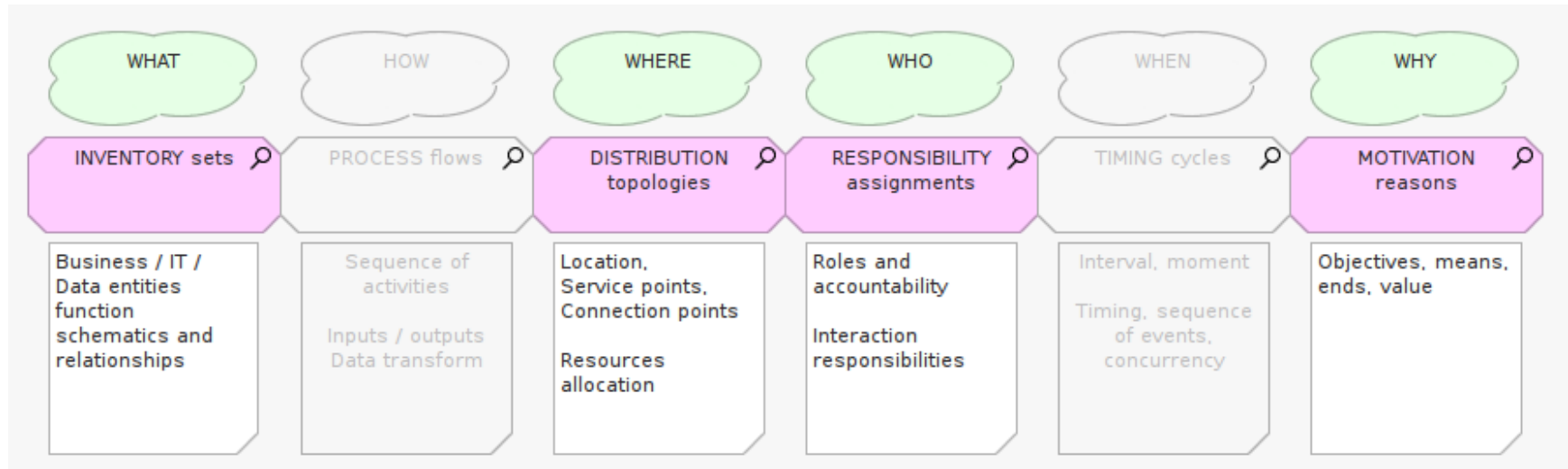
- Some ideas are best expressed by showing the "static" structure of an application, using a component diagram illustrating what function is realized by a set of components.
- Some ideas are best expressed by showing the flow of data within an application using a "dynamic" model type, using a process flow diagram illustrating the behavior of a set of components.



Context View Type



Overview



Overview

The Context View Type describes the SCOPE of architecture solution - ex. objectives / capabilities / features / stakeholder concerns.

Views adapted from this Type are of interest to non-technical Stakeholders, because of the simplicity of the Model Kinds available.

This View Type plays an important role in helping stakeholders to understand the design and how it relates to their organization & objectives.

It describes the relationships between the solution and its environment (i.e. people, other systems, and external entities with which it interacts).



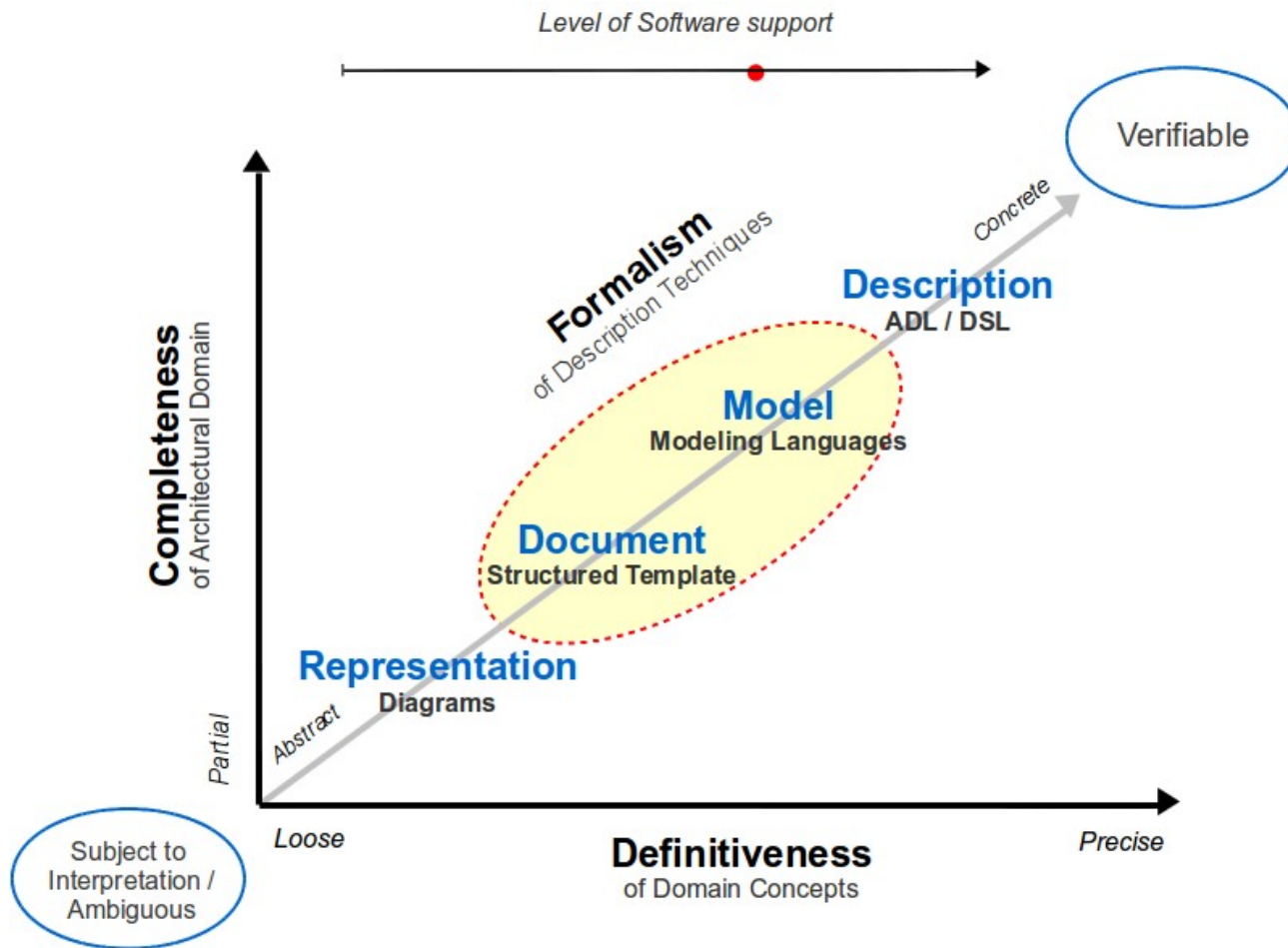
Purpose

The purpose of the Context View Type is to:

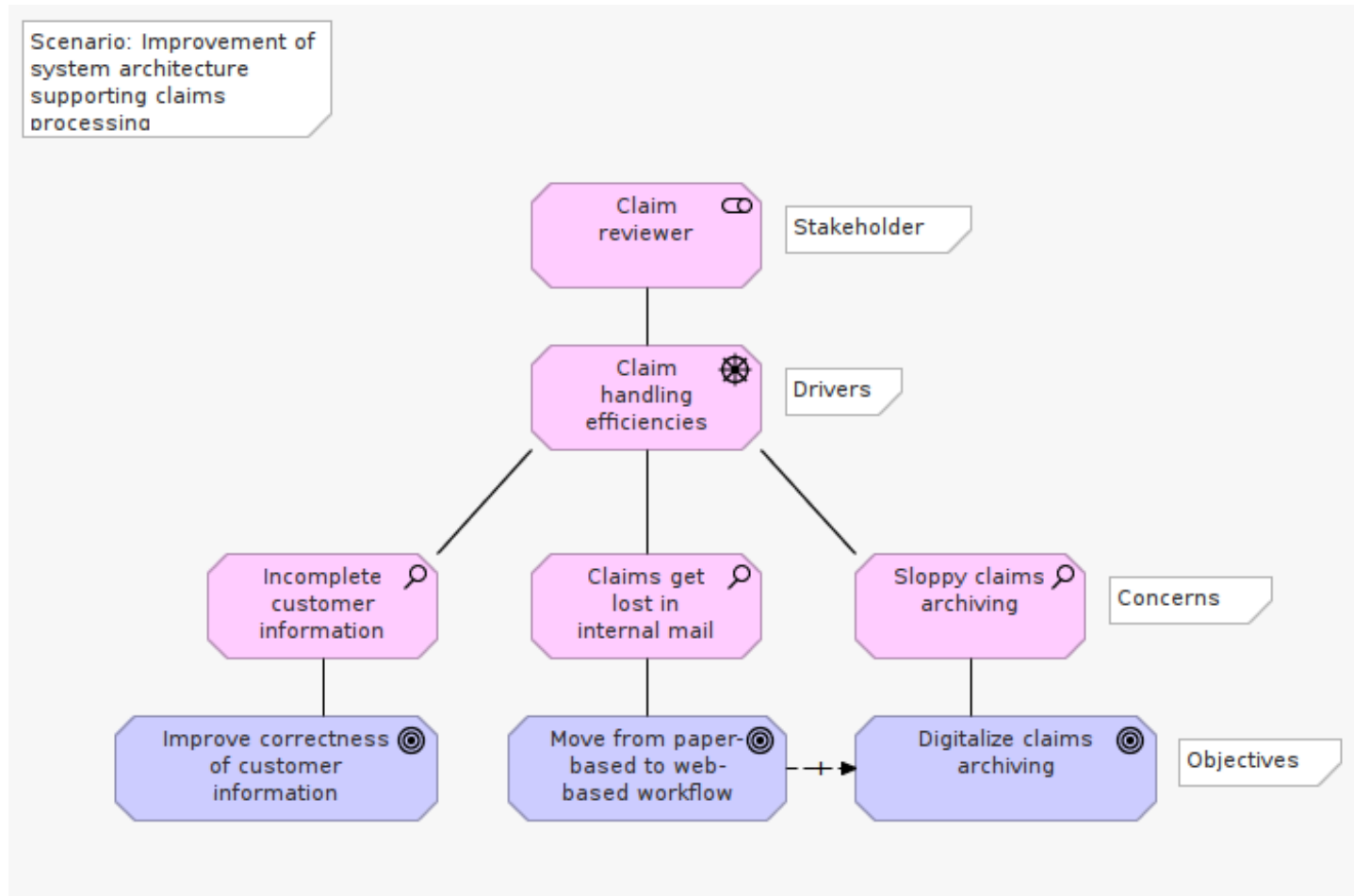
- specify a "scope of responsibility" for an Architecture, in terms that align with Business Motivations
- to illustrate the nature of internal & external entities in make up the environment of the Architecture i.e. Actors (People, Systems).



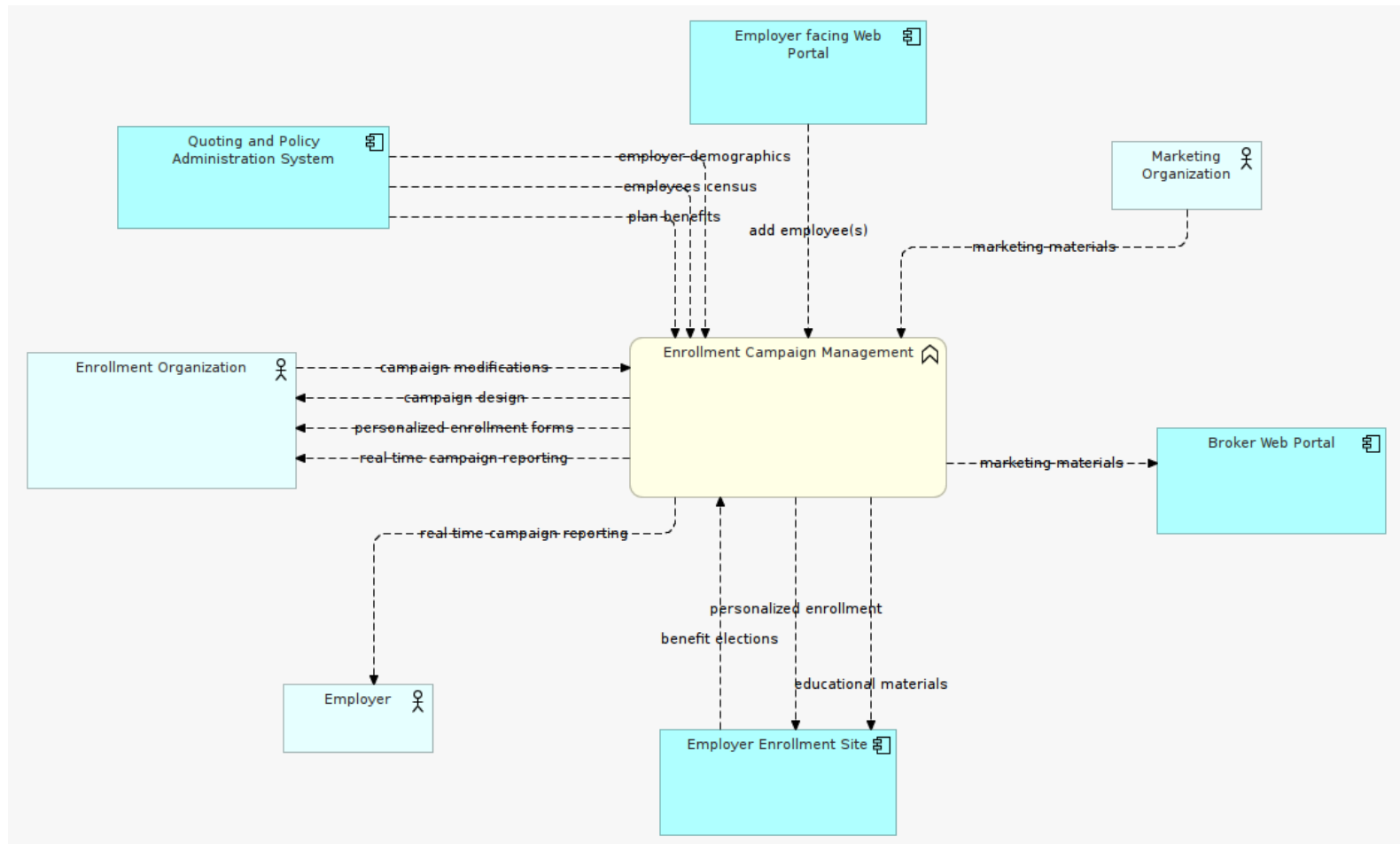
Specification Power



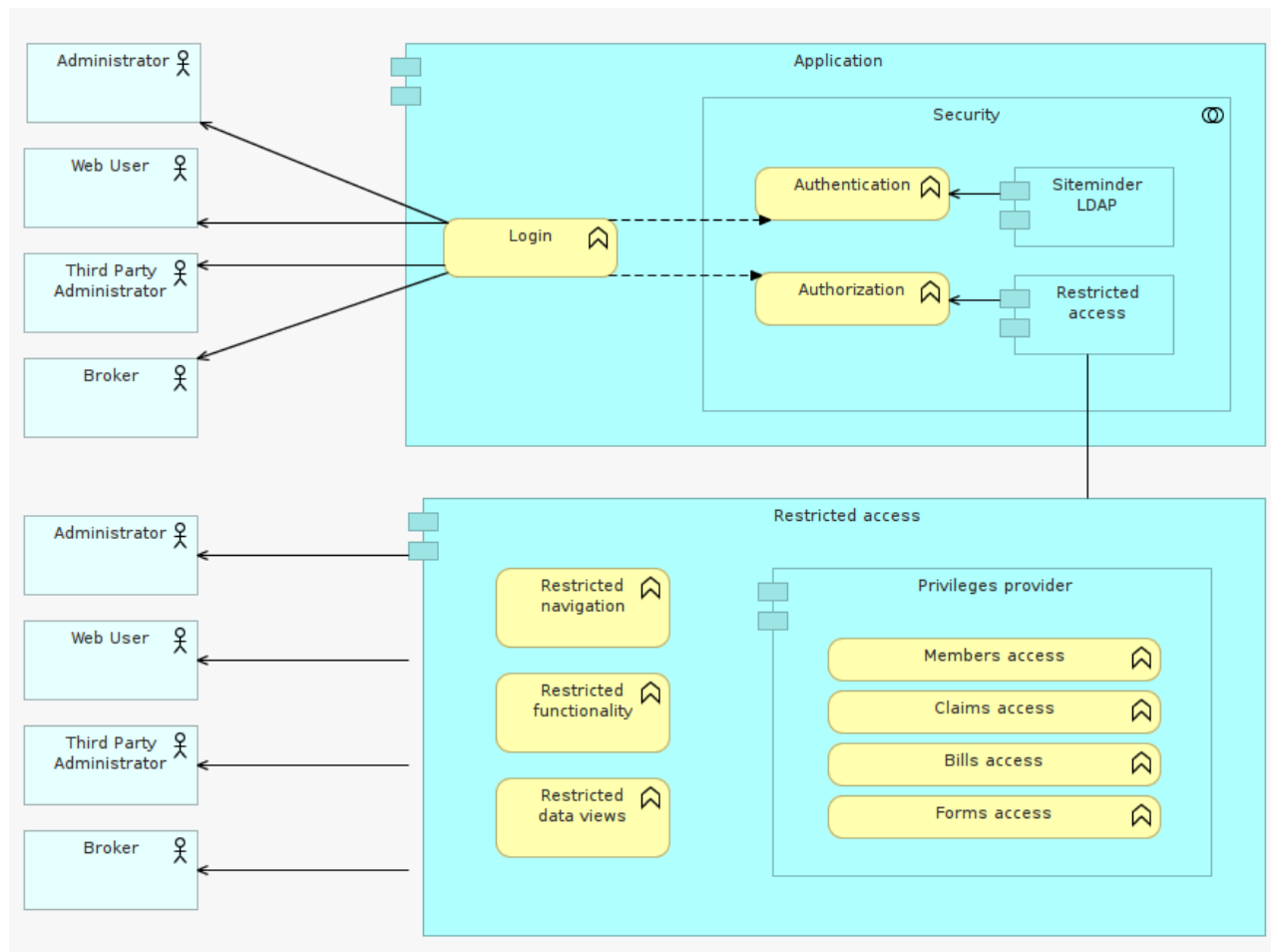
Example: Motivation modeling



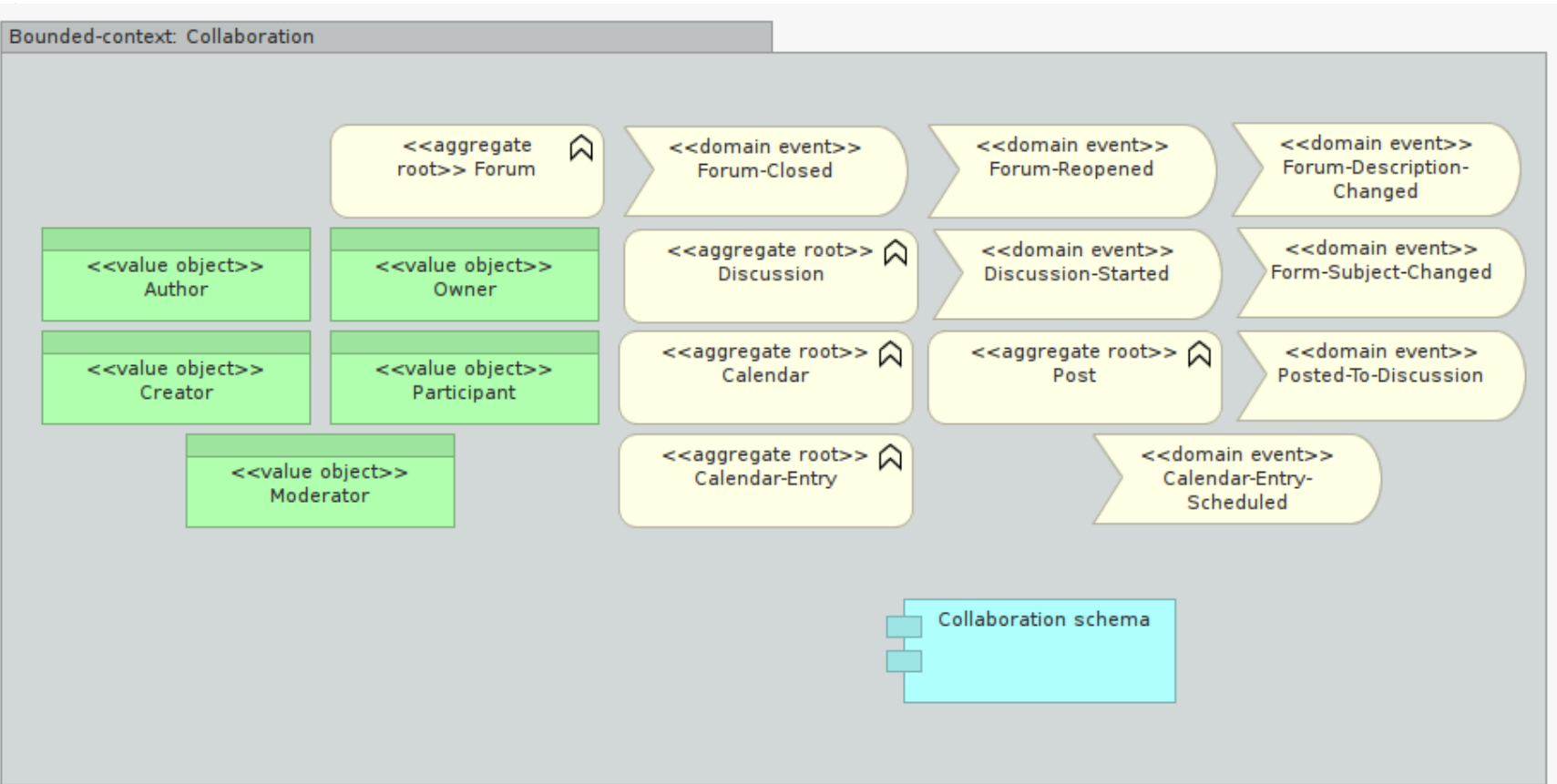
Example: System Context modeling



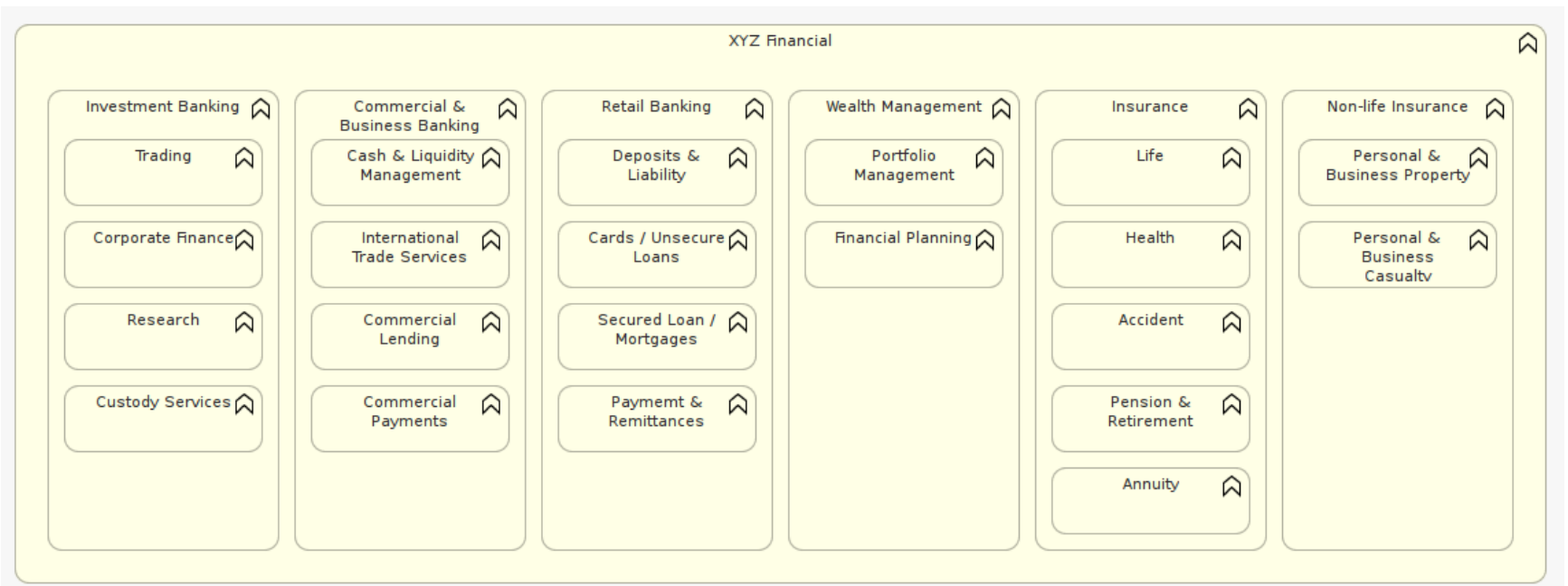
Example: Application Features modeling



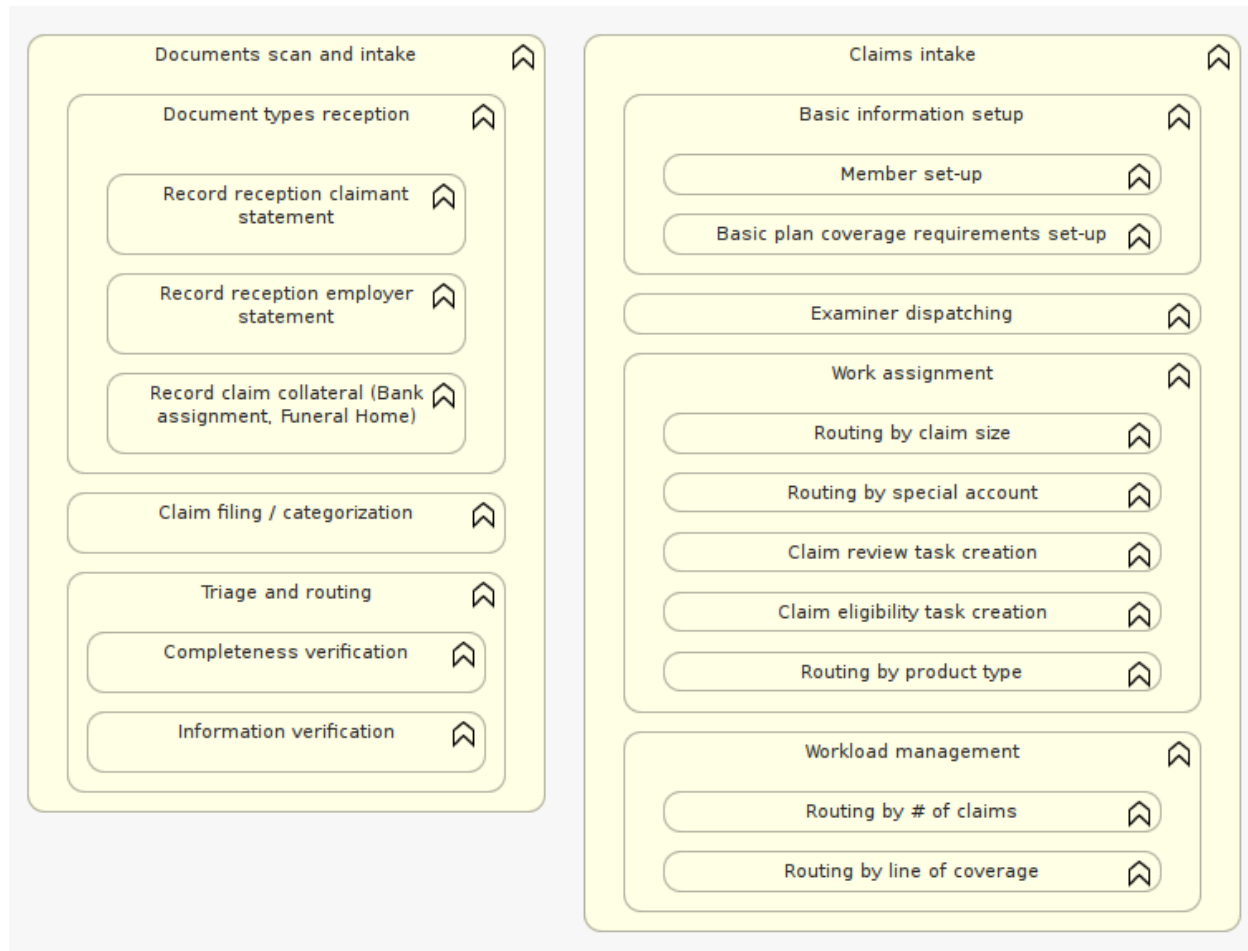
Example: Domain-driven modeling



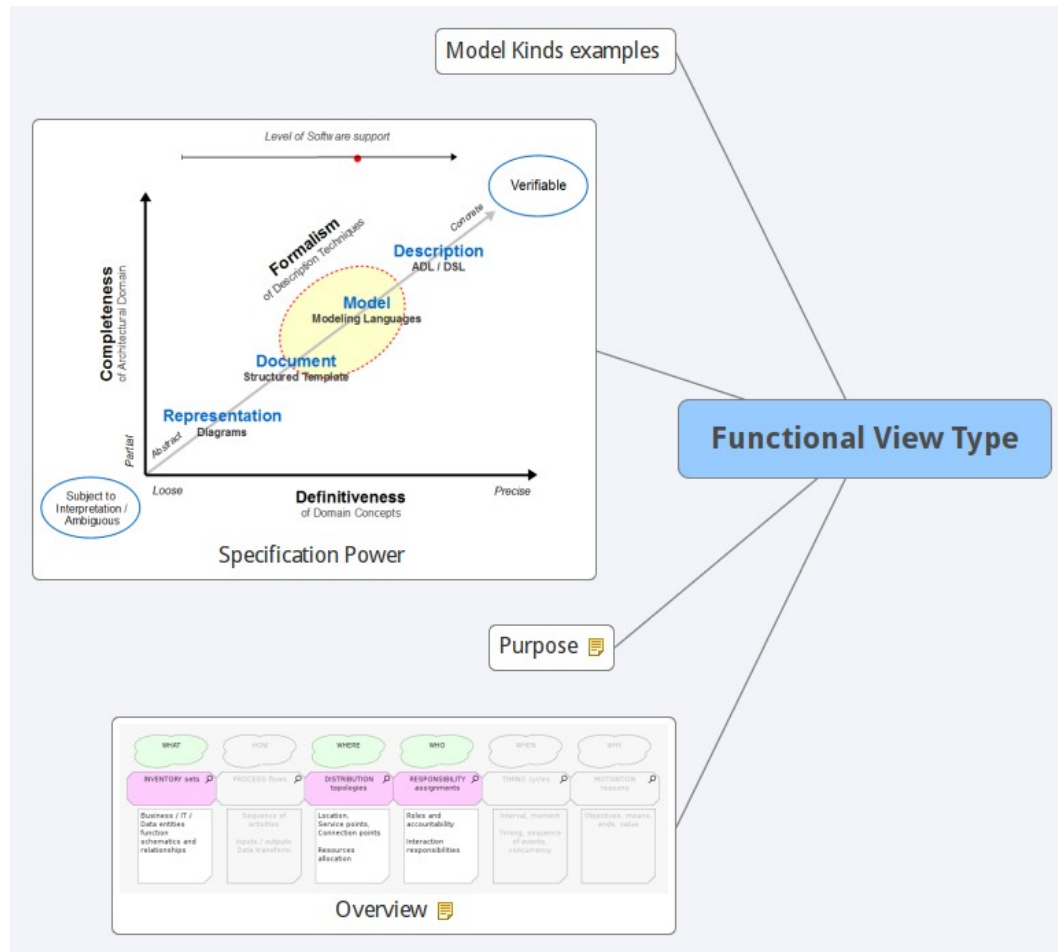
Example: Business Function modeling



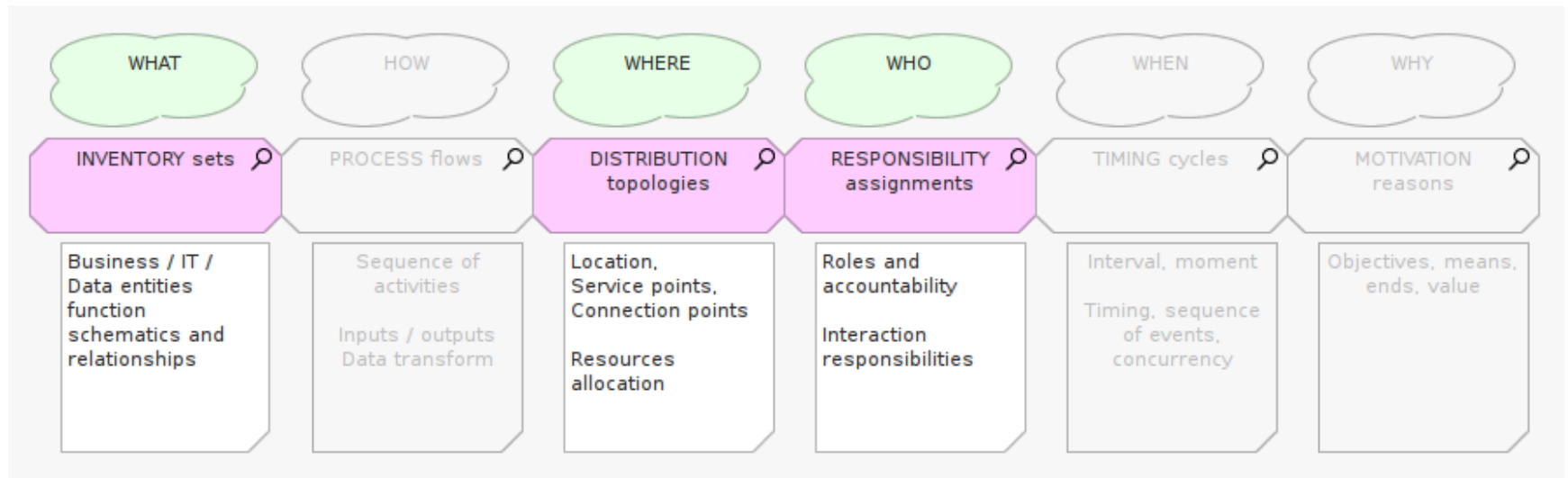
Example: Business Capability modeling



Functional View Type



Overview



Overview

The "Functional View Type" describes the functional elements of a System in terms of their static functional STRUCTURE.

It is the cornerstone of most architecture documents and is often the first part of the documentation technical stakeholders read.

It specifies component elements, describes primary interactions for groups of components, as well as describing their RELATIONSHIP.



Purpose

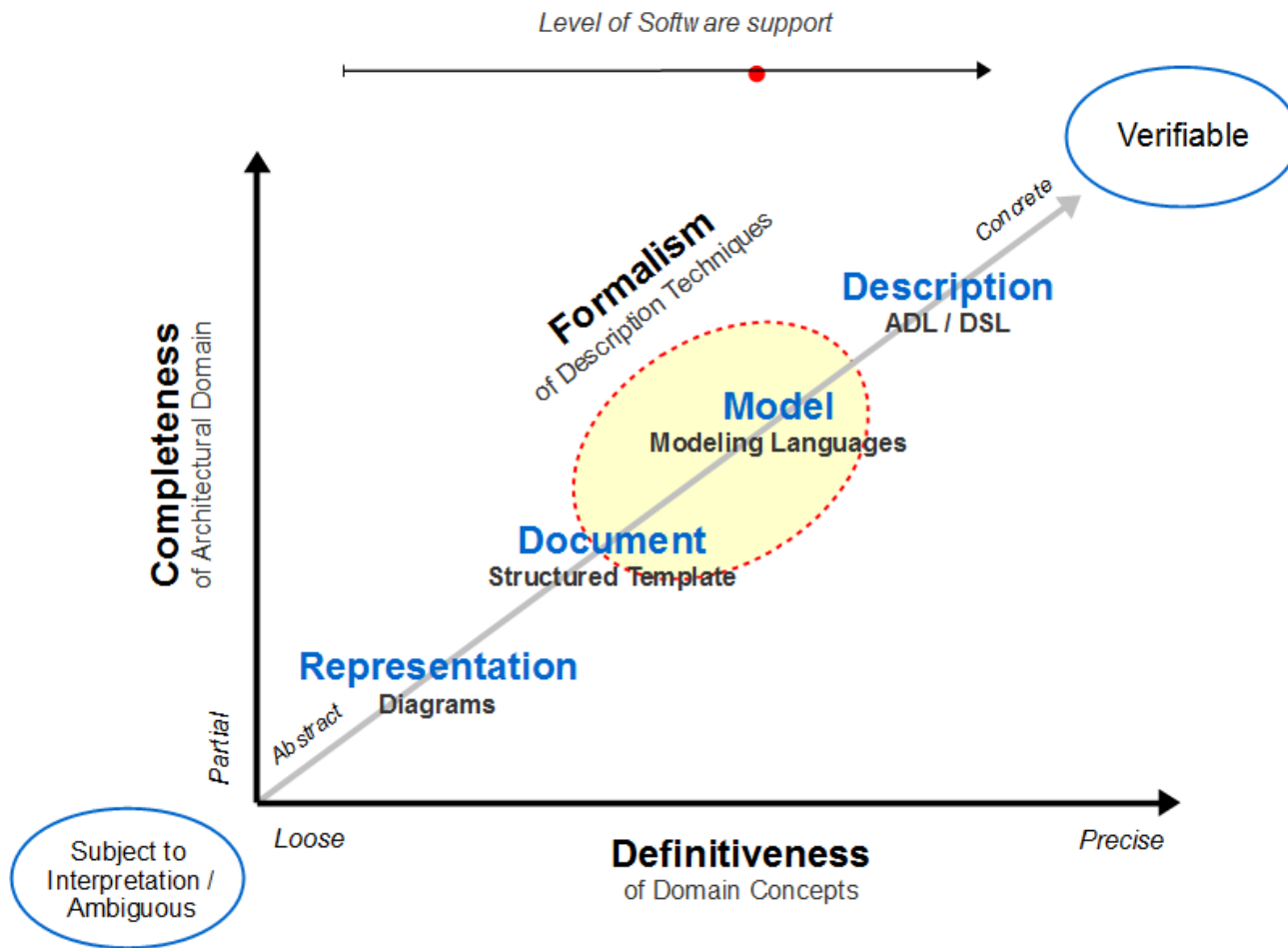
The purpose of the Functional View Type is:

- to outline the key architectural components of an application or component answering concerns
- to describe component responsibilities, interfaces, and primary interactions
- to decide on what levels of indirection are applicable to a given situation (patterns, styles)

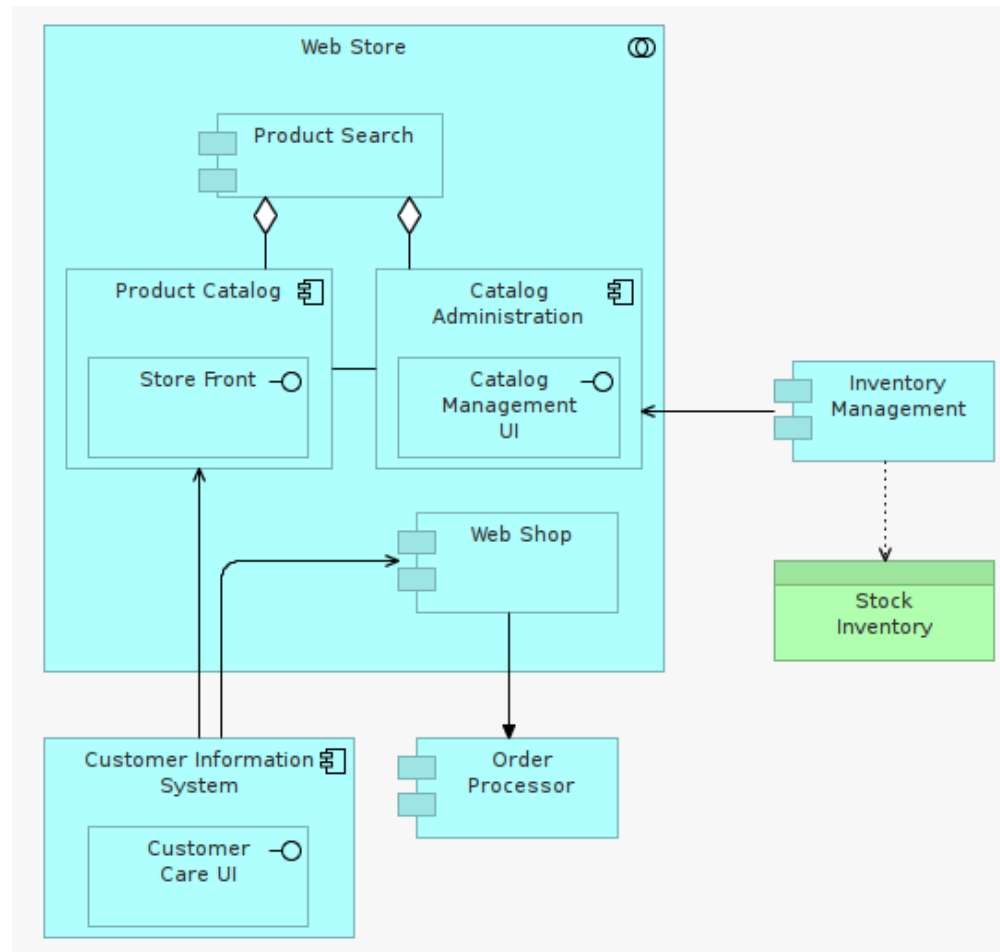
An architect chooses among design options in order to create an architecture that meets the requirements, exhibits the required quality properties, and is fit for purpose.



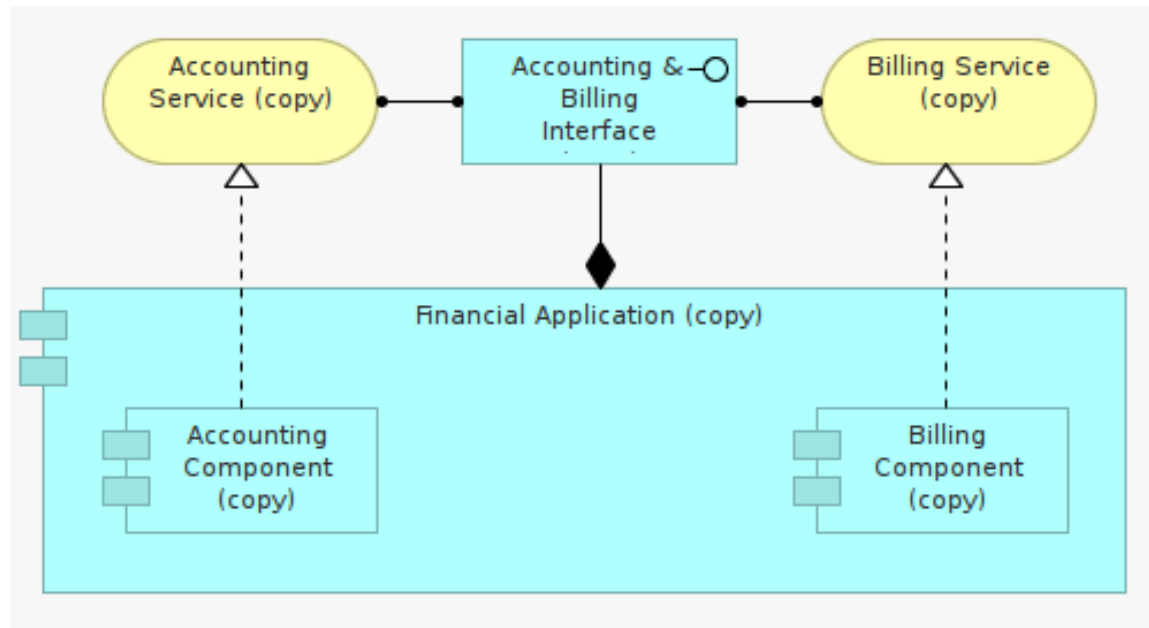
Specification Power



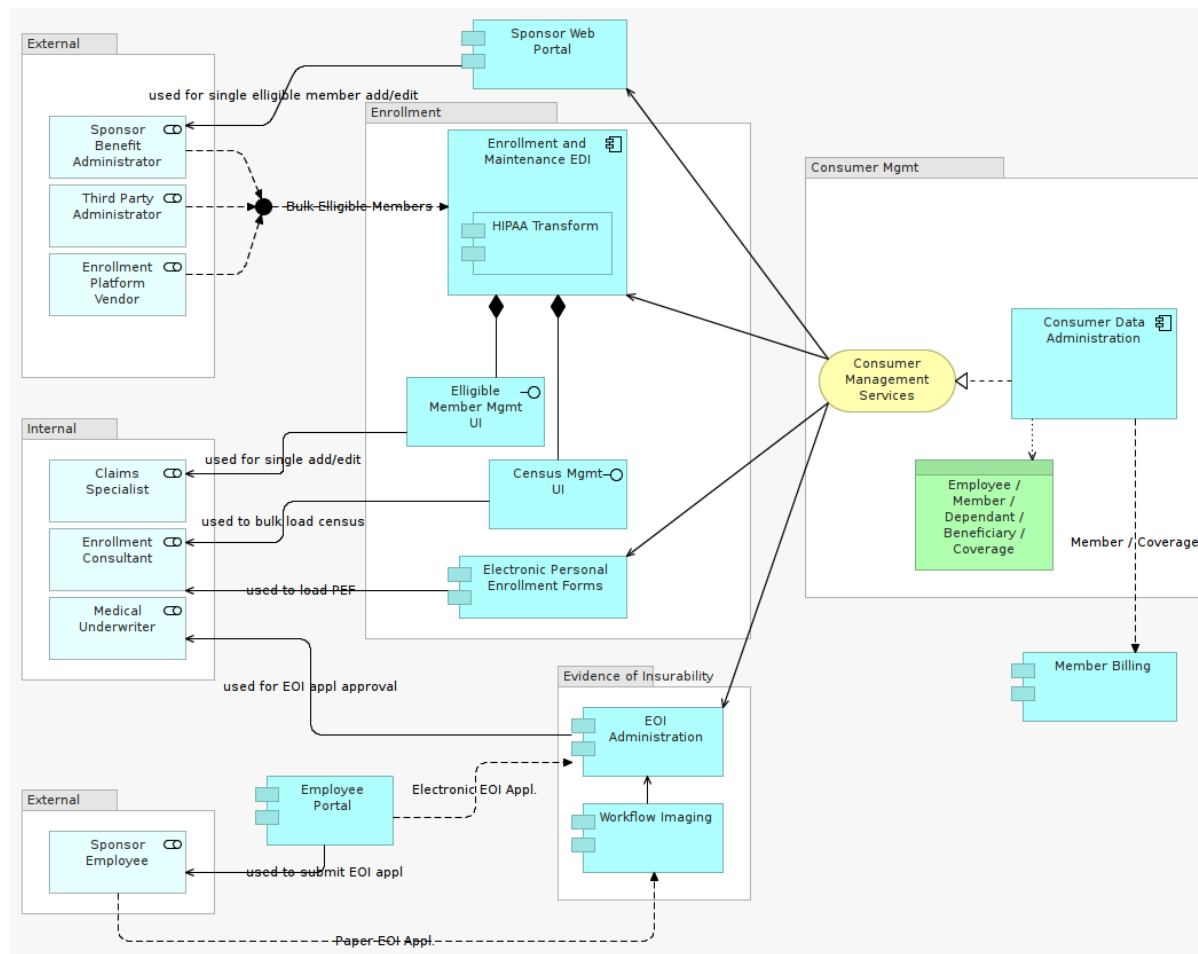
Example: Application Structure modeling



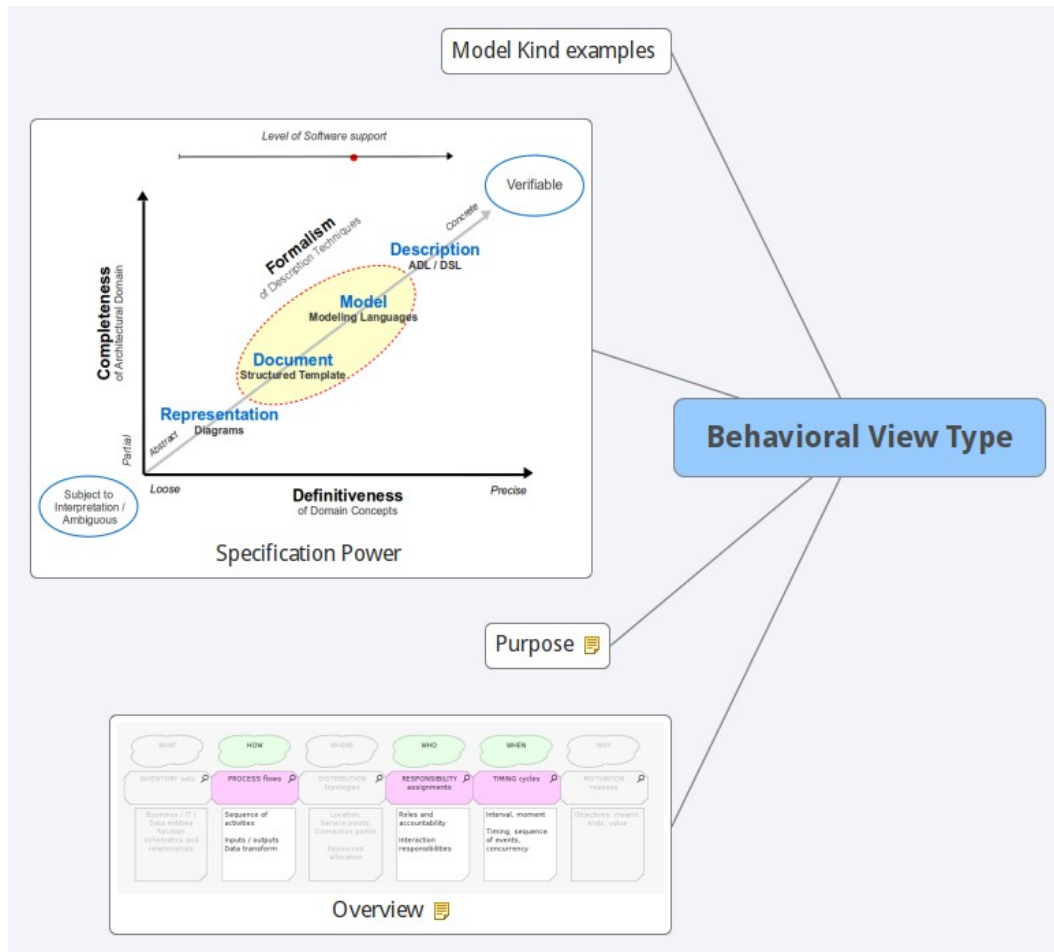
Example: Application Co-operation modeling



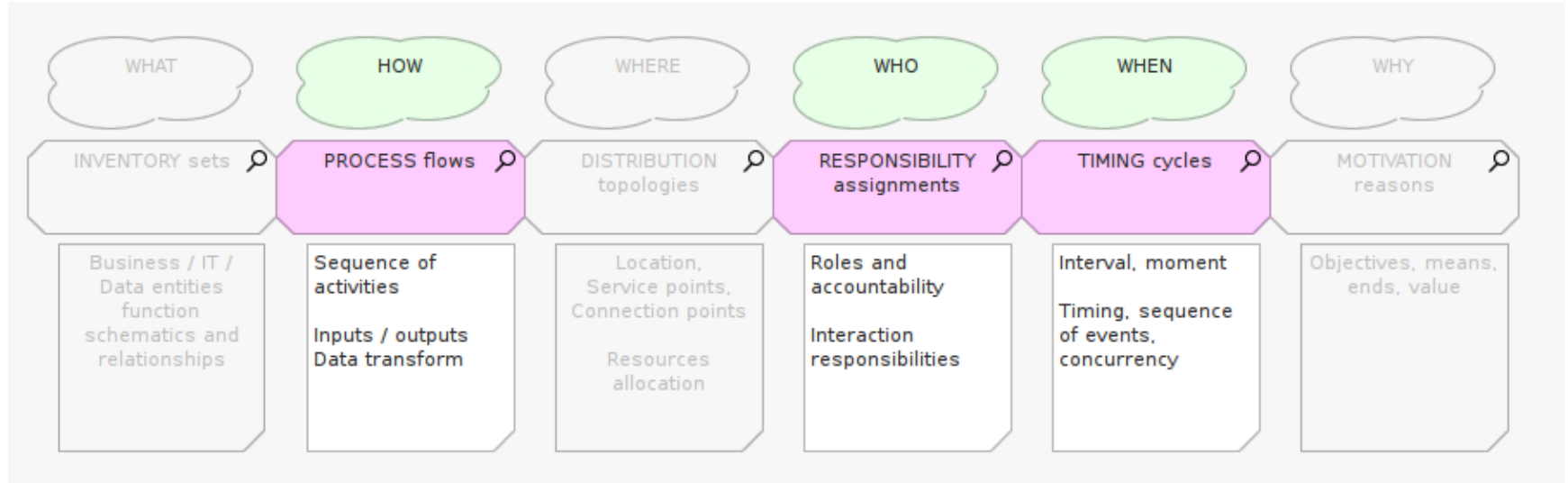
Example: Application Usage modeling



Behavioral View Type



Overview



Overview

The "Behavioral View Type" describes the logical process flow of the system logic by sequencing functional elements to clearly identify how the parts of the system are coordinated and controlled.

Work-Products in this View identify when system tasks can execute (sequentially or in parallel) and who coordinates, controls and integrates their input/execution/output.



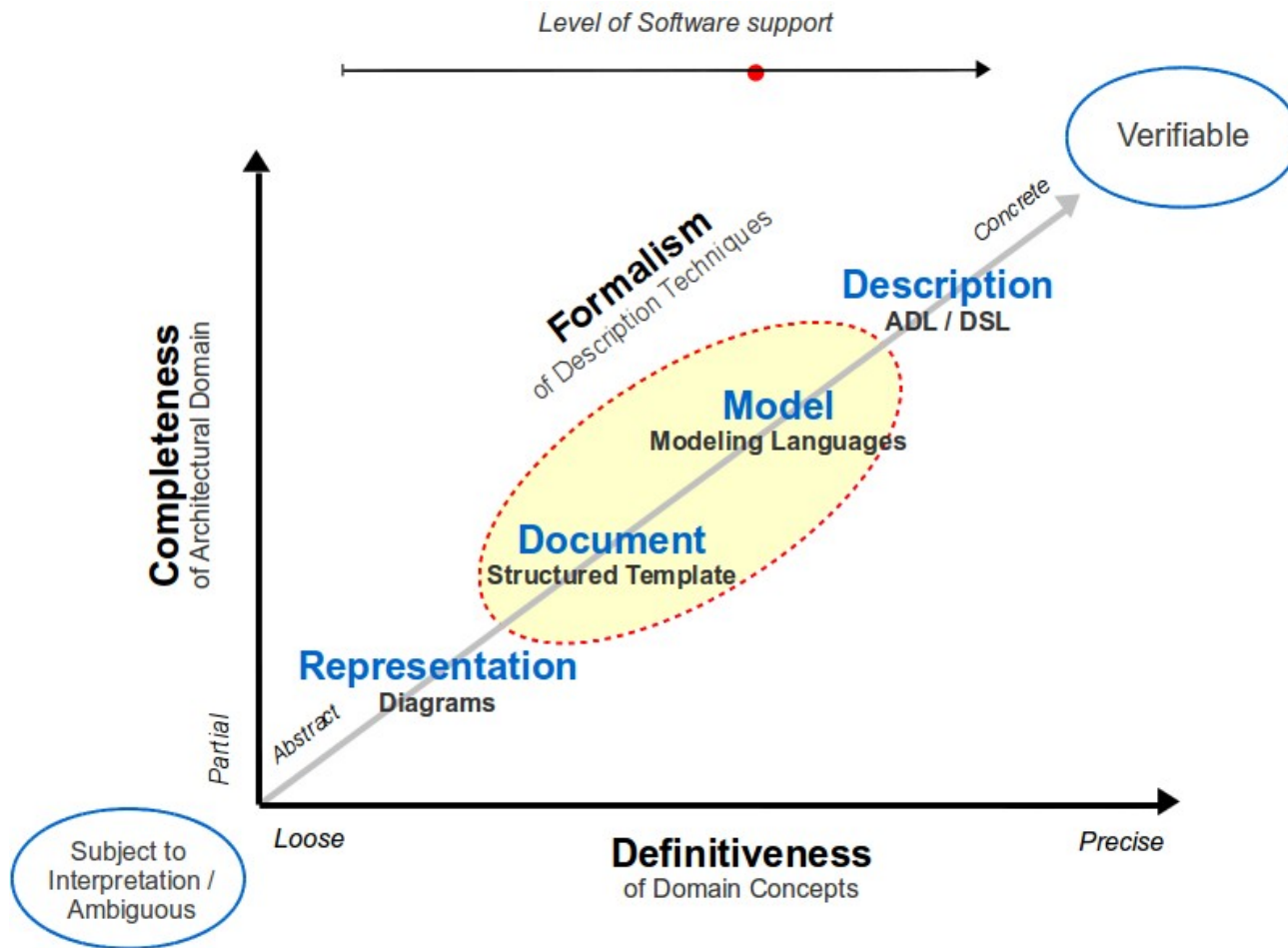
Purpose

The purpose of the Behavioral View Type is to:

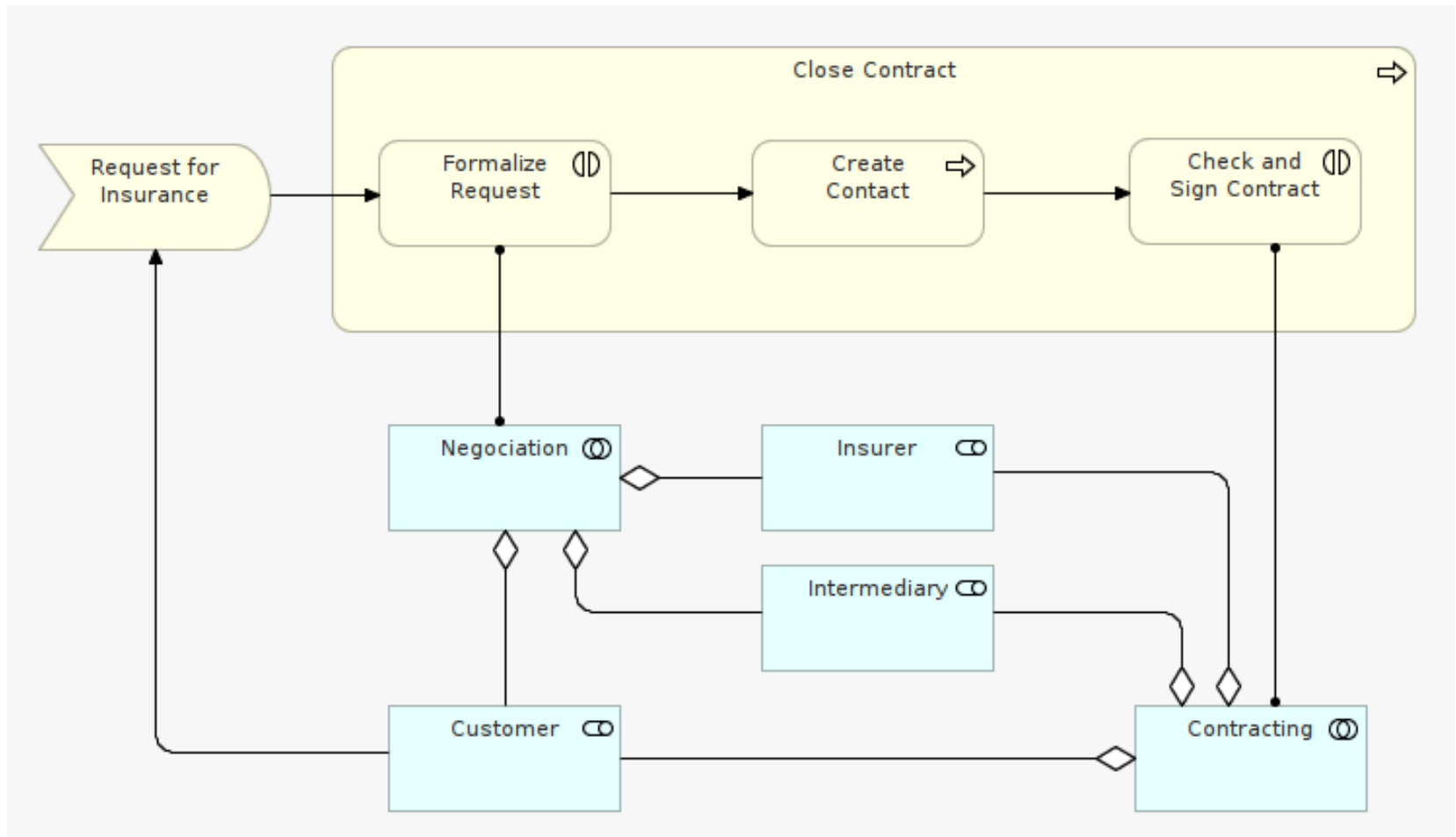
- outline Triggers and Events, Flow-Logic execution tree, Flow-Synchronization
- show the communication mechanisms required to coordinate operations between functional elements



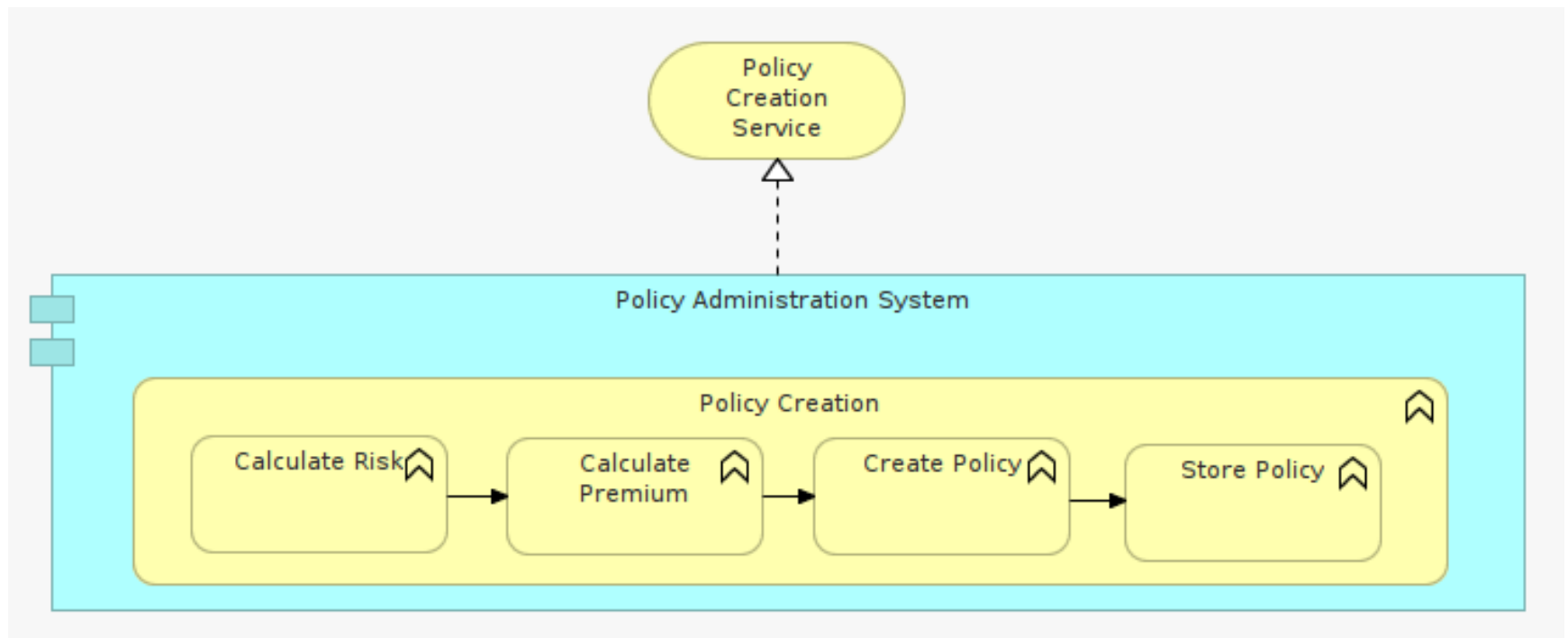
Specification Power



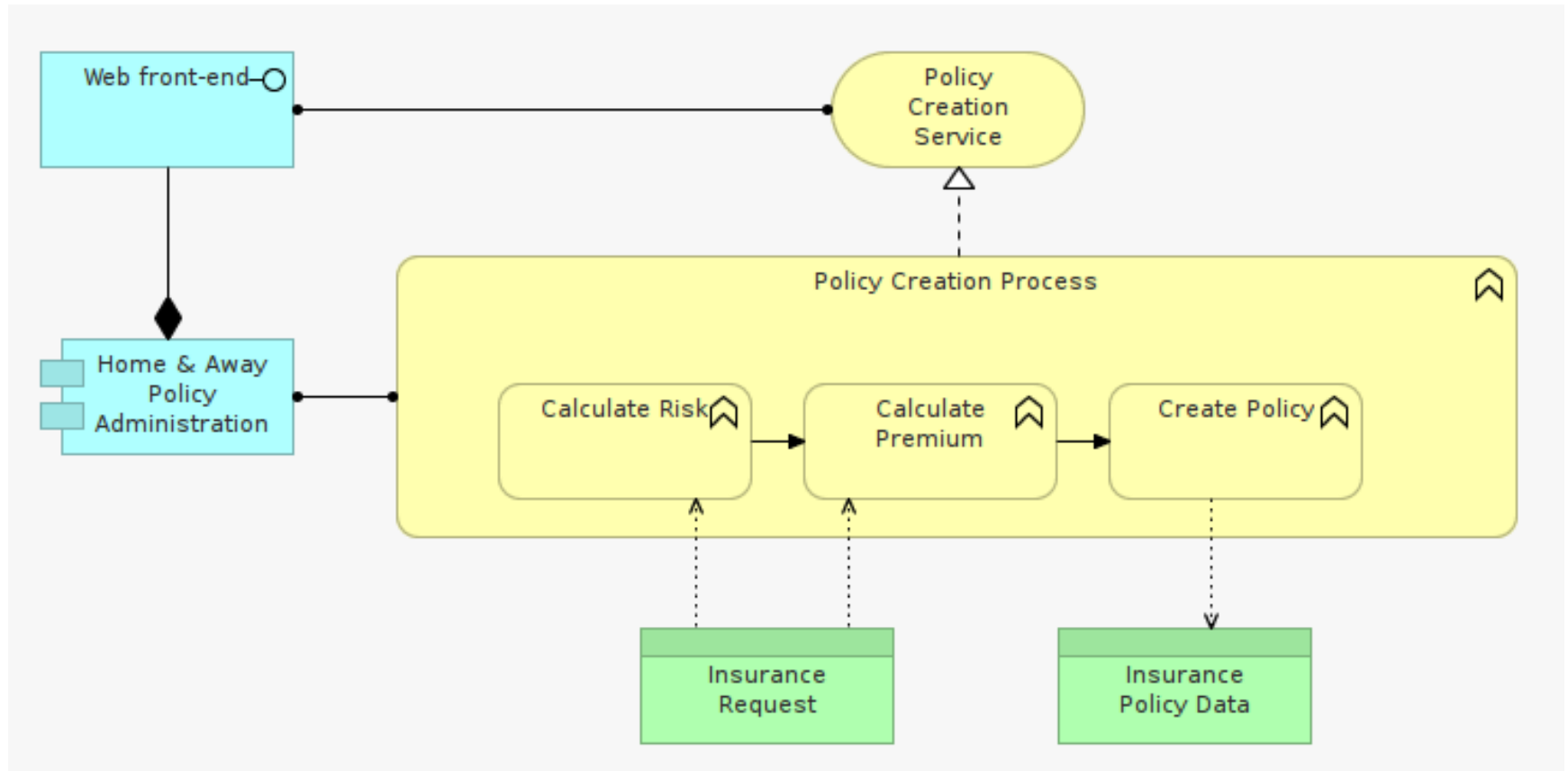
Example: Process Flow modeling



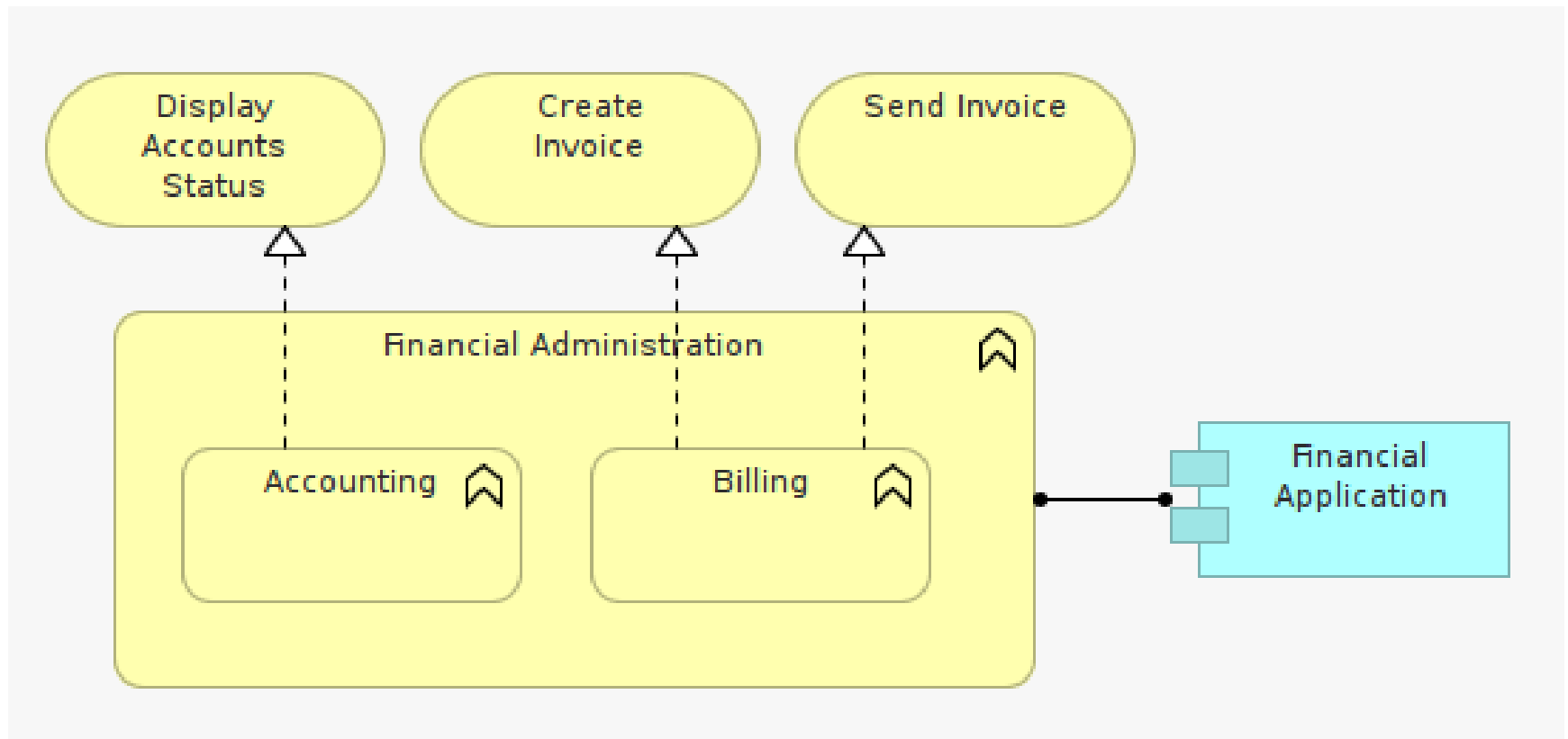
Example: Application Behavior modeling



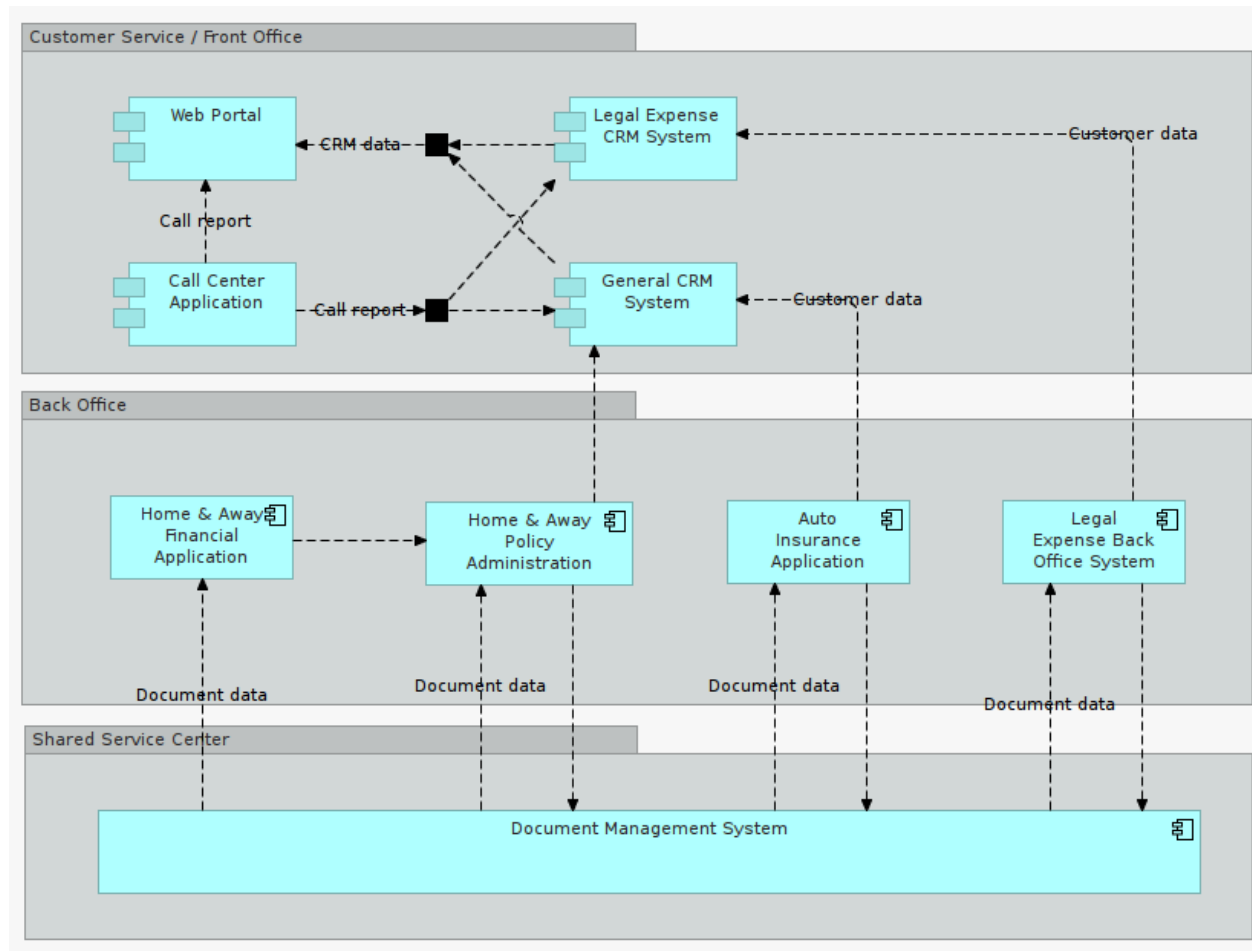
Example: Application Behavior modeling



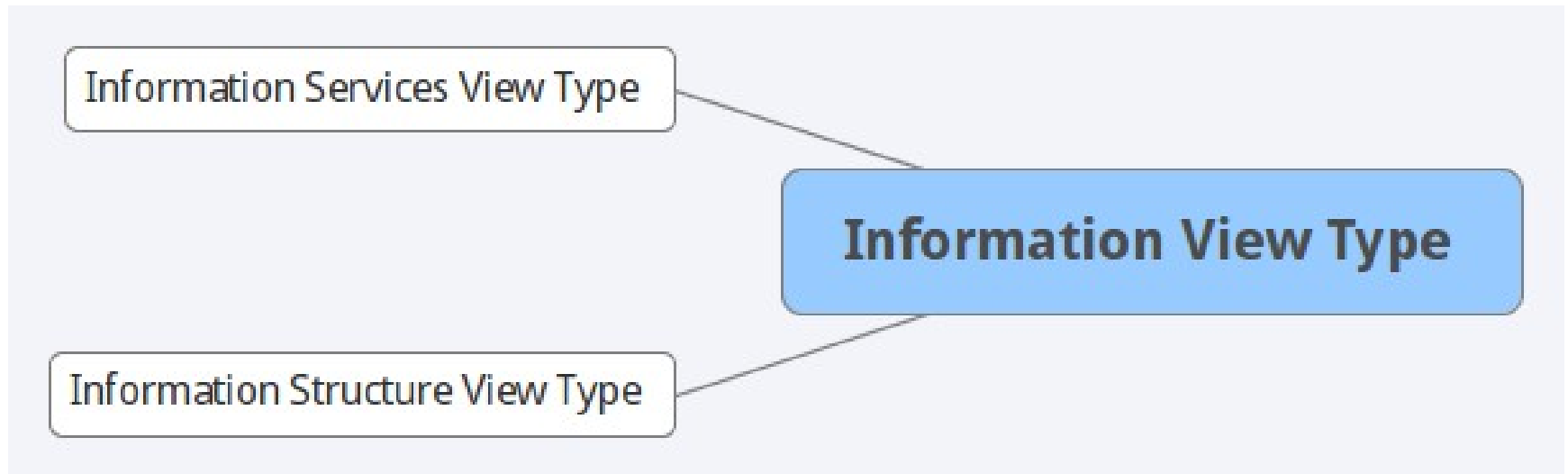
Example: Application Behavior modeling



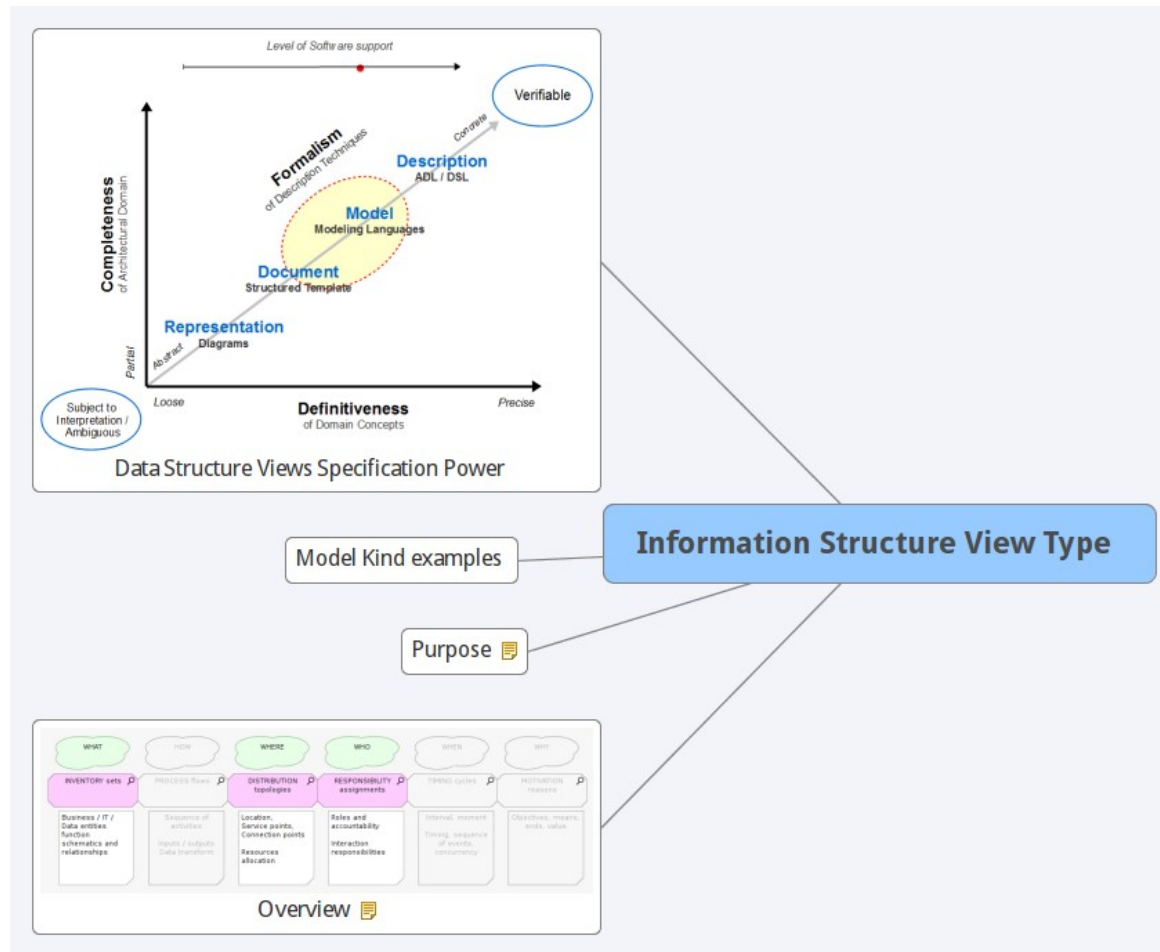
Example: Application Behavior modeling



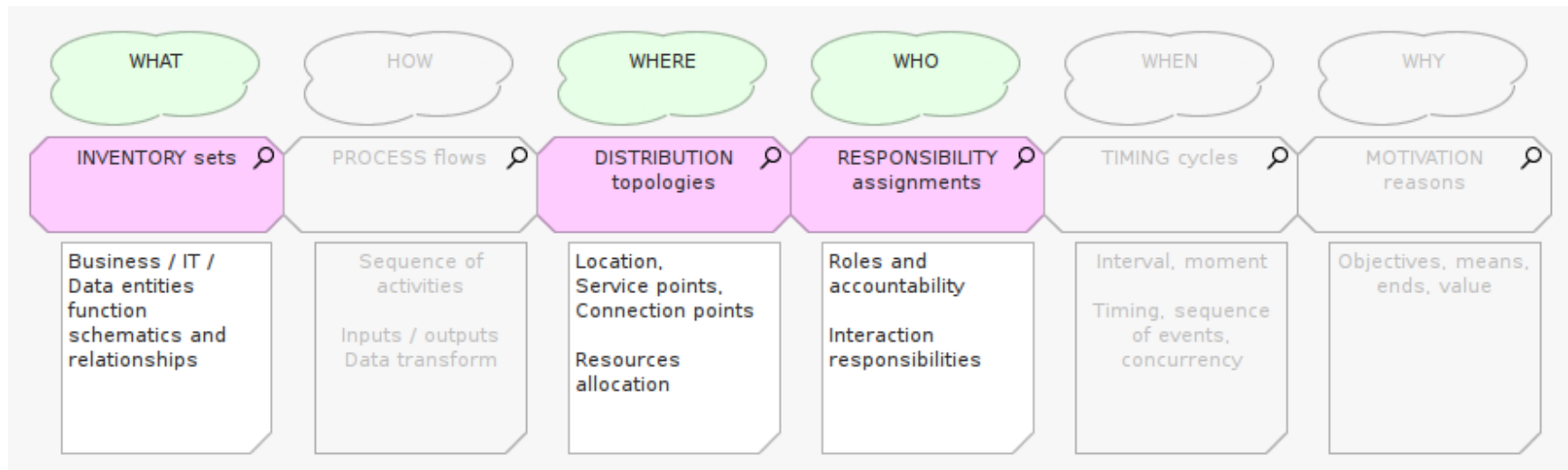
Information View Type



Information Structure View Type



Overview



Overview

The "Information Structure View-Type" often referred as referred as DATA-AT-REST or DATA PERSISTENCE, describes the way that the architecture stores information.

This view-type develops a complete but high-level view of static data structures used by the application solution.

It answers important questions around authoritative sources of master data and data message format.



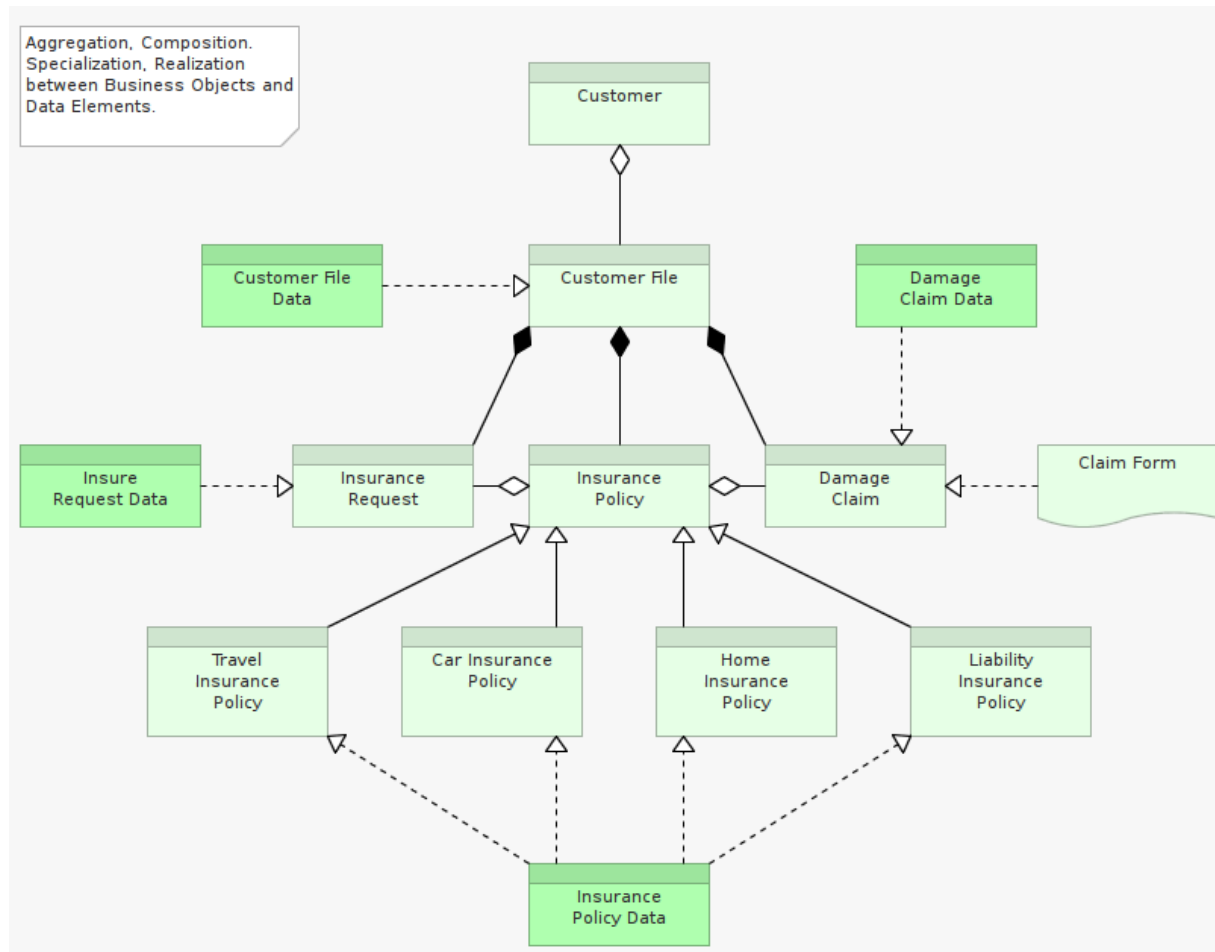
Purpose

The purpose of this View-Type is to:

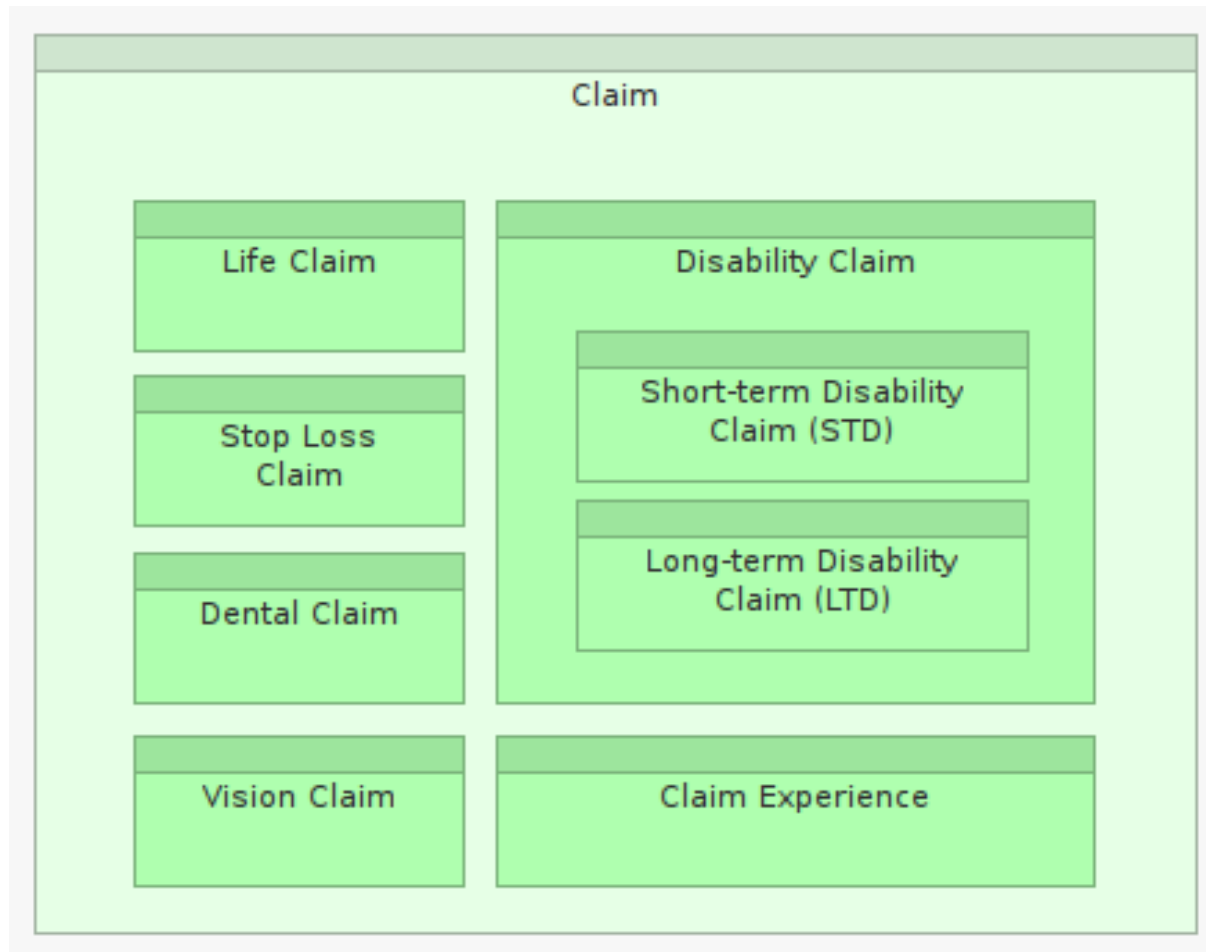
- to define and reference any architecturally significant data structures for stored and transient data (ex. data models)
- show the data exchanged between functional elements
- to answer the key questions around data structure, ownership, currency, (etc.)



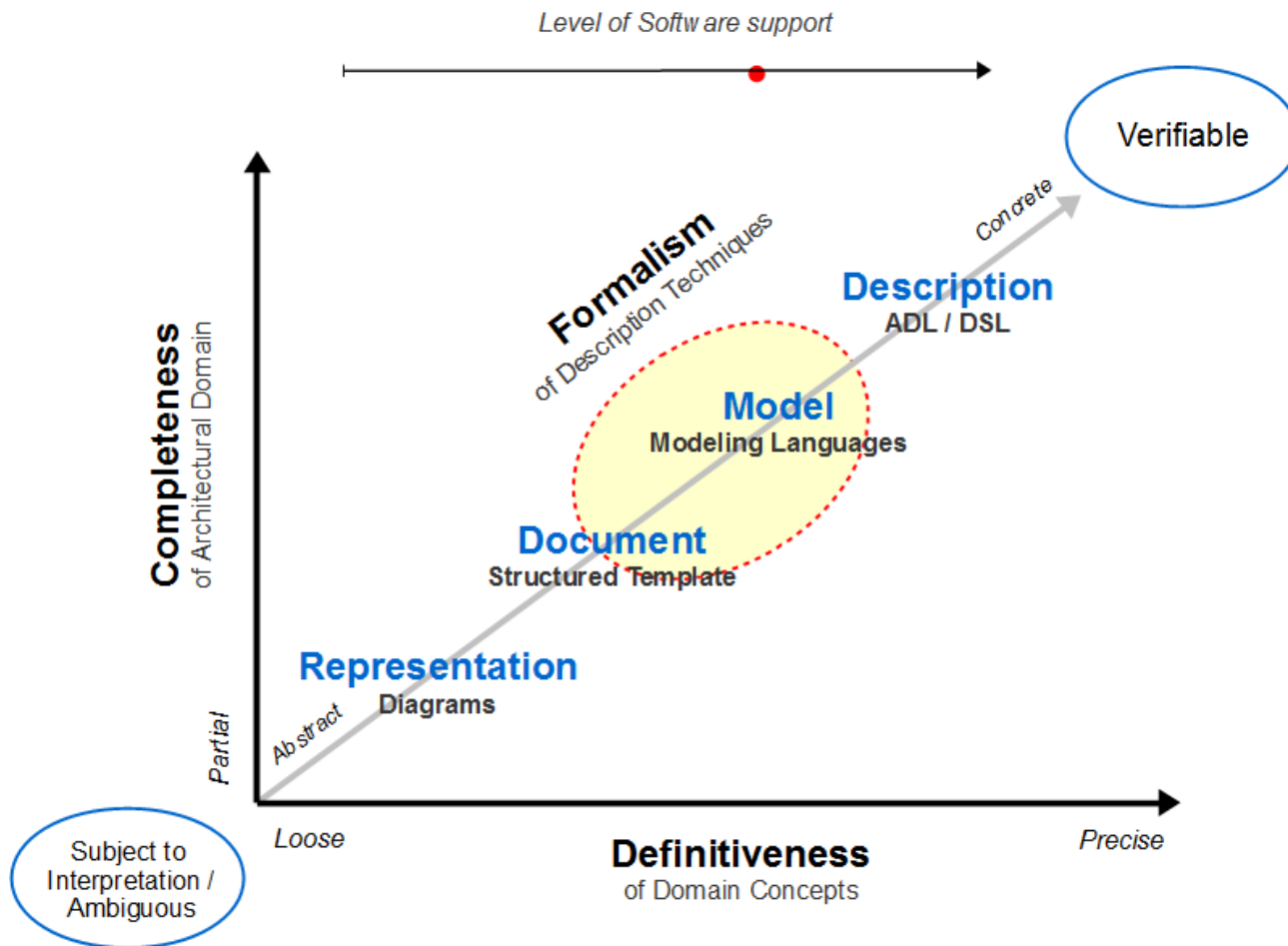
Example: Data Structure modeling



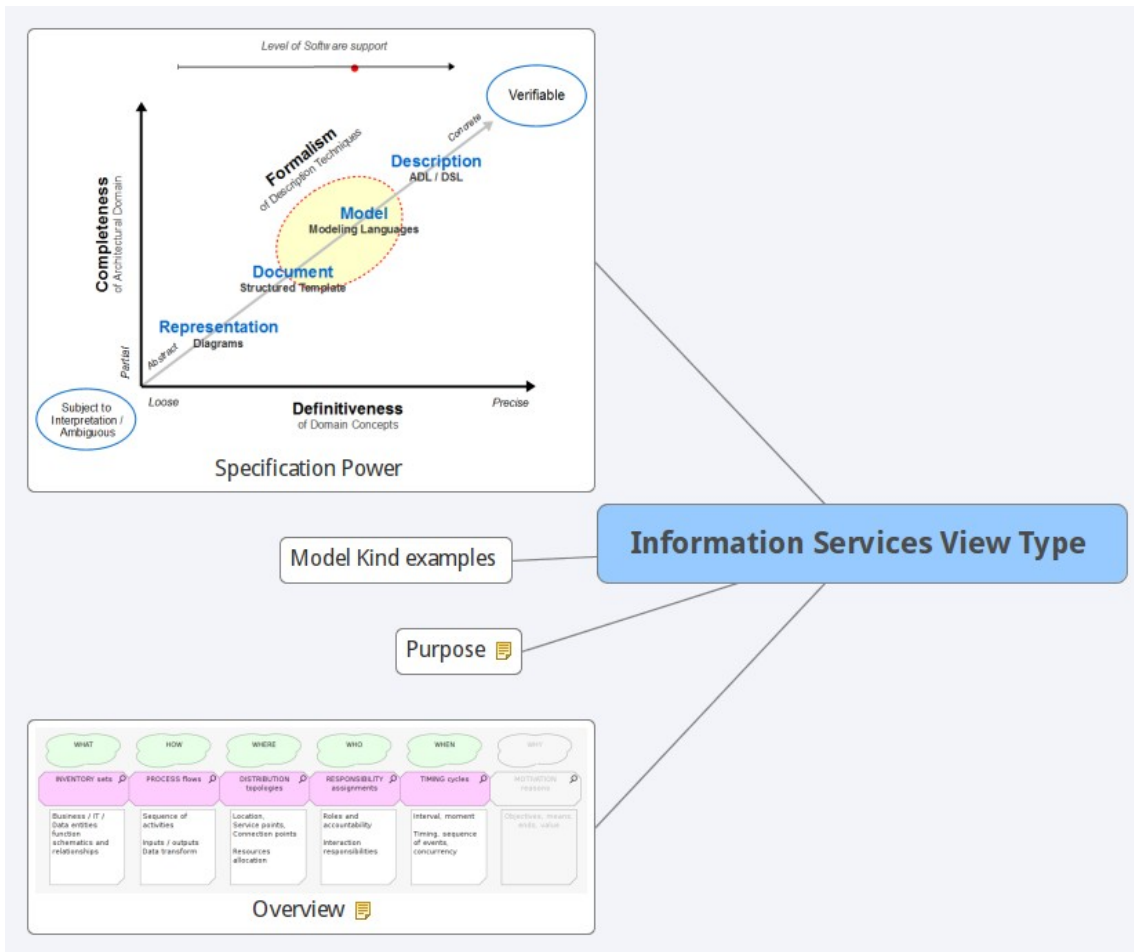
Example: Information Asset modeling



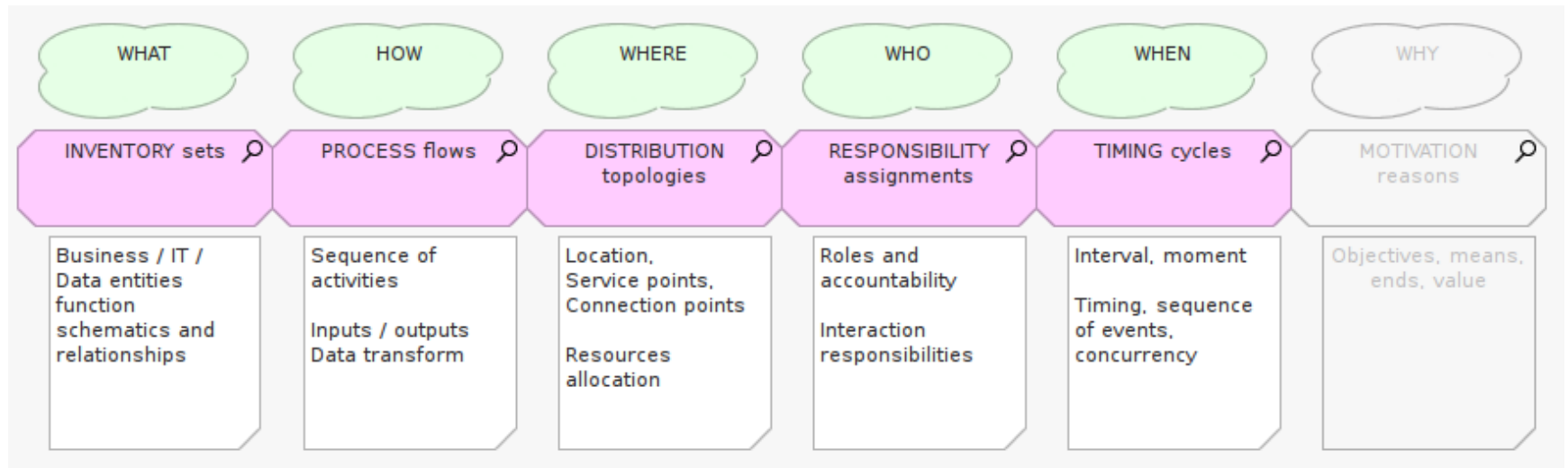
Data Structure Views Specification Power



Information Services View Type



Overview



Overview

The "Information Services View Type", often referred to as DATA-IN-MOTION, describes how the data services of an application manipulate, manage, and ultimately distribute information.

It exclusively focuses on data exchanges (ex. via data messages, or via data feeds) by specifying the data interfaces by which information transits.

It specifies when/how, where and what data is: (1.) collected (2.) transformed, and (3.) delivered (and optionally who interacts with it).

In its most detailed representations, it answers important questions around information format, timeliness/latency, and transactional integrity transiting between application components.



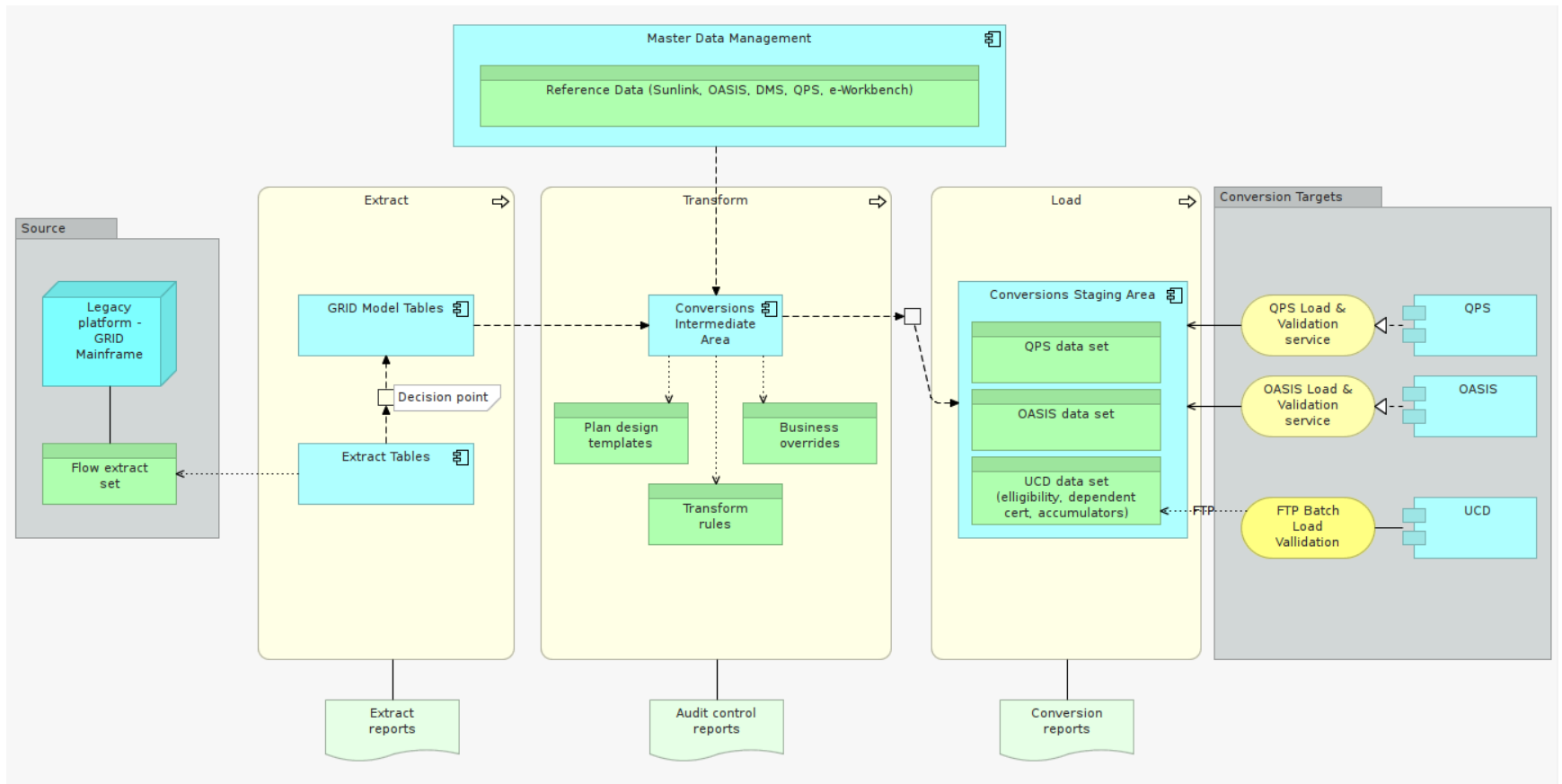
Purpose

The purpose of this View-Type is to:

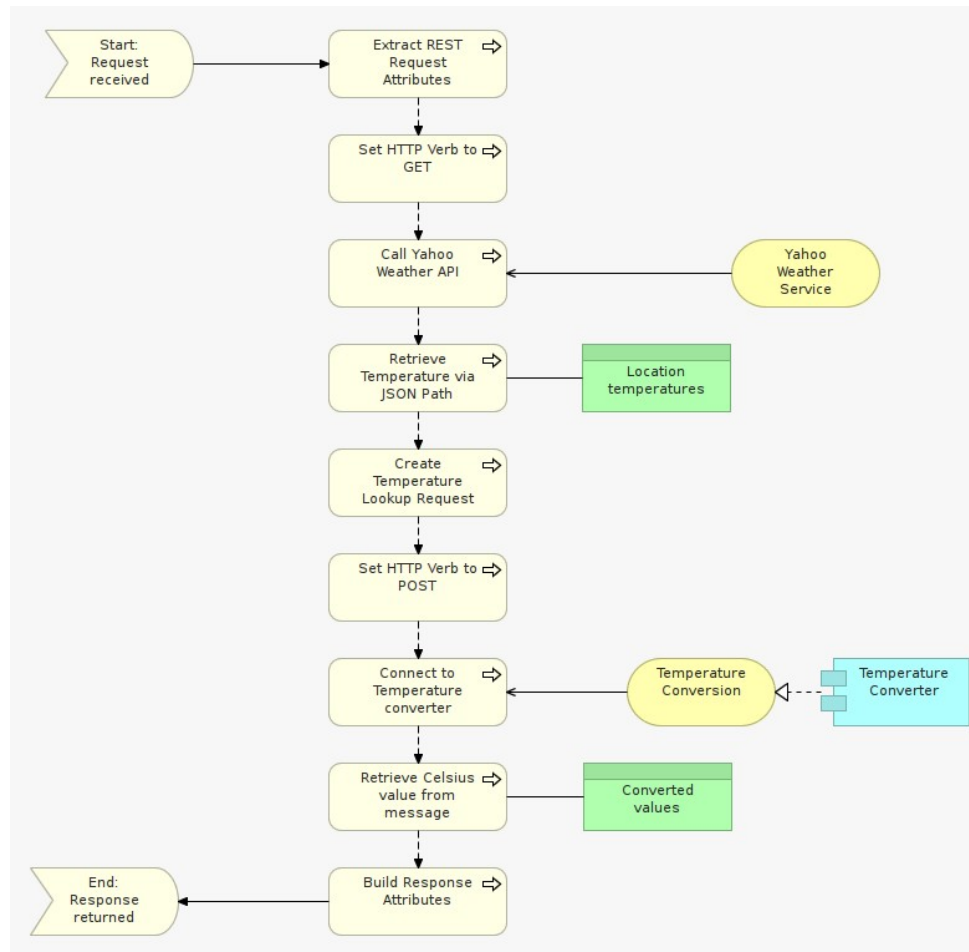
- define and reference any architecturally significant message schemas, data contract structures transiting between system actors.



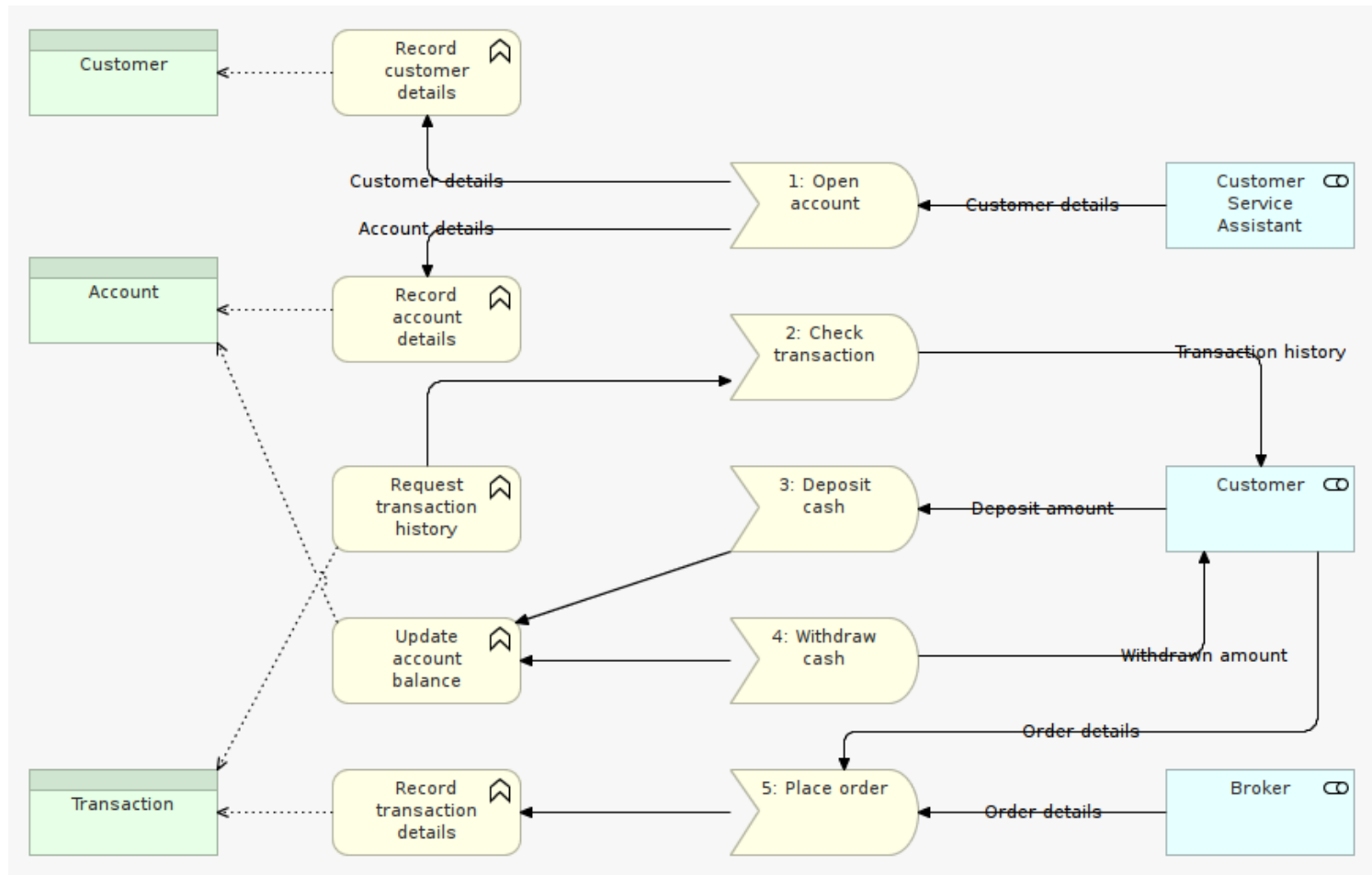
Example: Data Flow modeling (ETL orchestration)



Example: Data Flow modeling (API orchestration)



Example: Data Flow modeling (DFD)



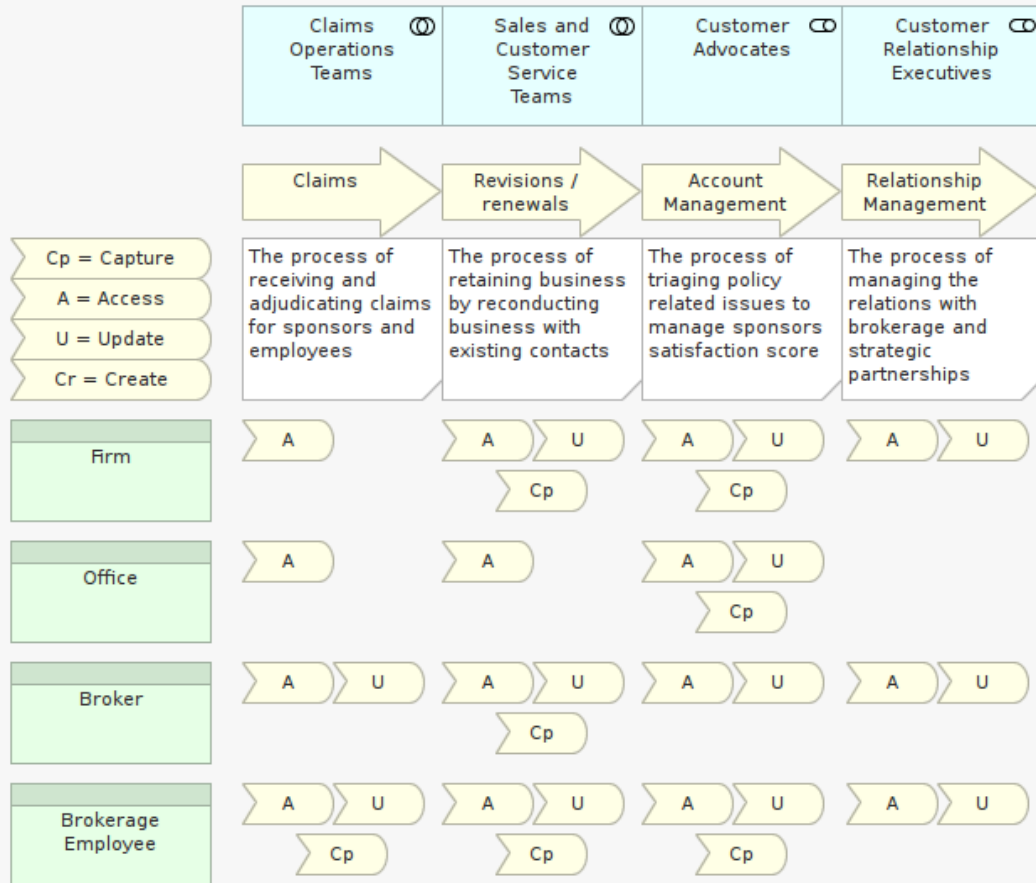
Example: Data Life-cycle (TOGAF Matrix)

CRUD matrices can be used to map the responsibility of teams/roles in creating/ updating data.

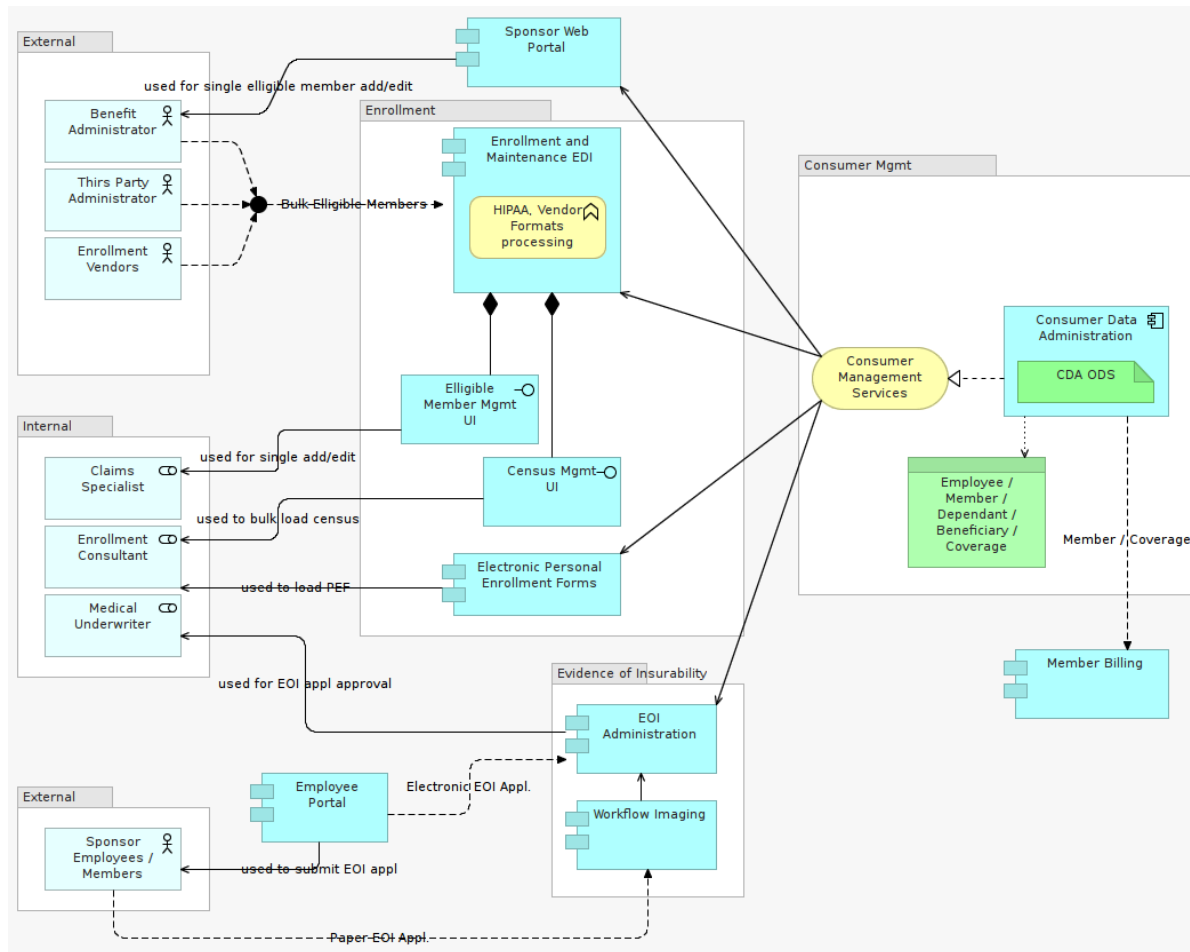
A similar matrix can be used to outline system entry points vs. access points.

A similar matrix can be used to outline data stores which are R/W authoritative sources or reporting R/O sources.

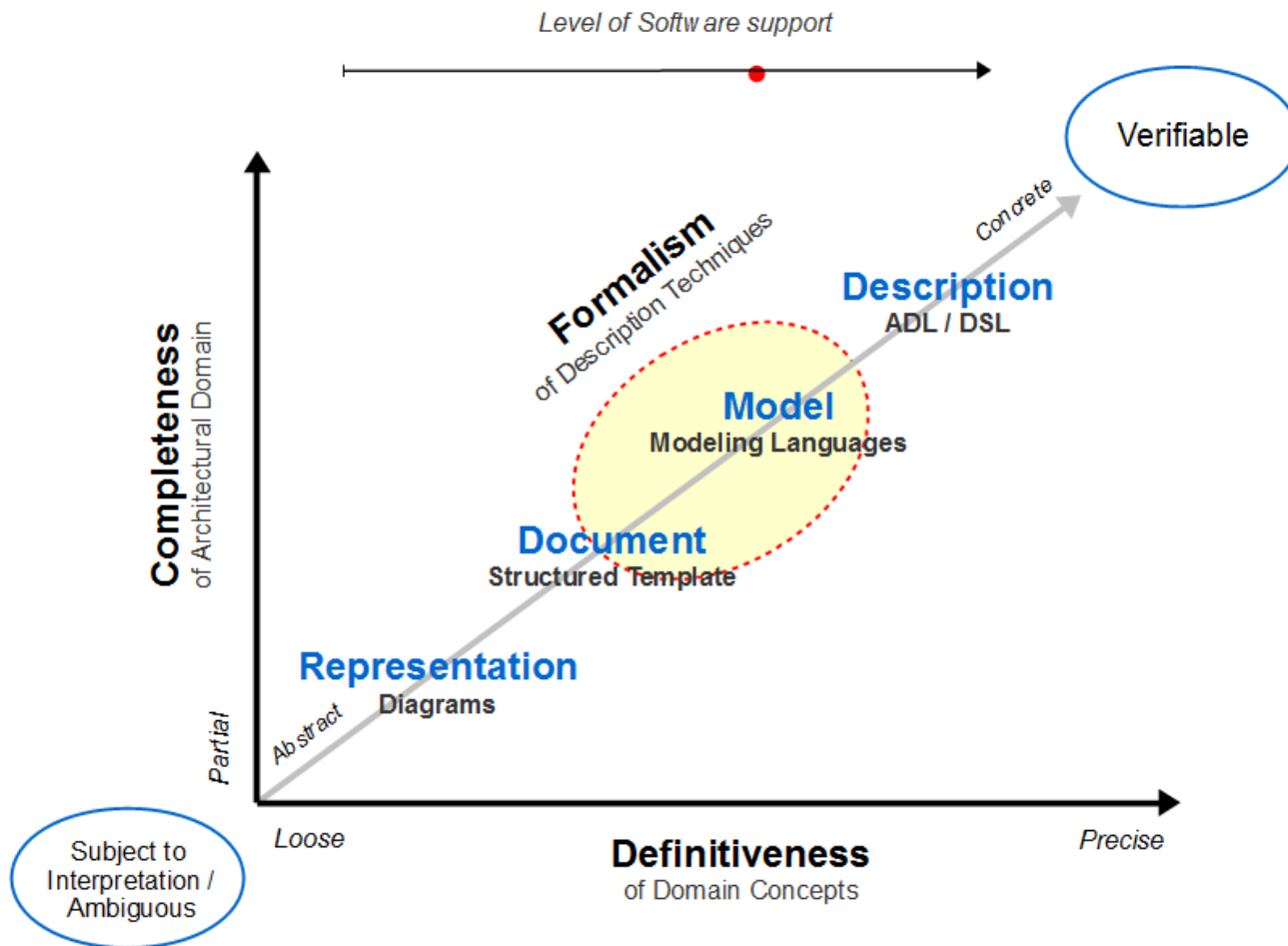
- Cp = Capture
- A = Access
- U = Update
- Cr = Create



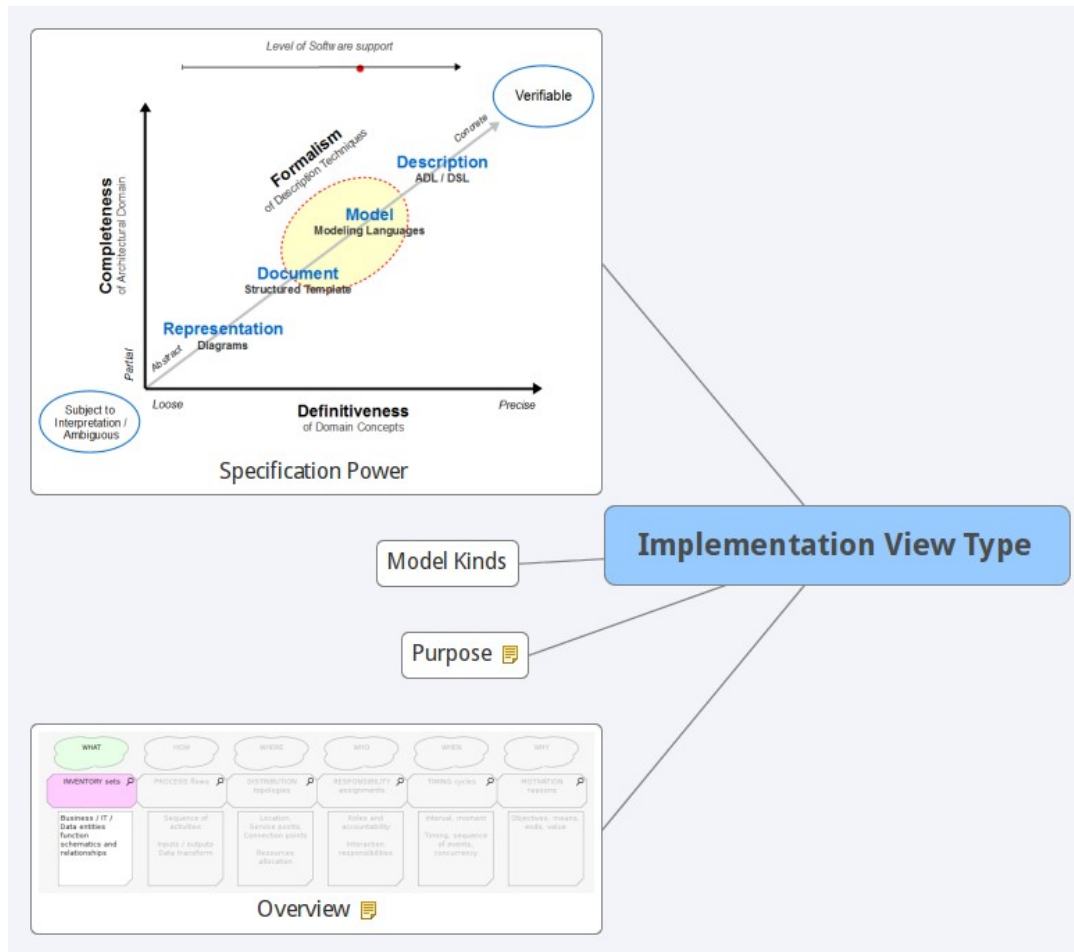
Example: Data Flow modeling



Specification Power



Implementation View Type



Overview



Overview

The "Implementation View Type" describes all required component dependencies to successfully build the application.

It specifies how to the (1.) build, (2.) integration test, (3.) configure the solution architecture.



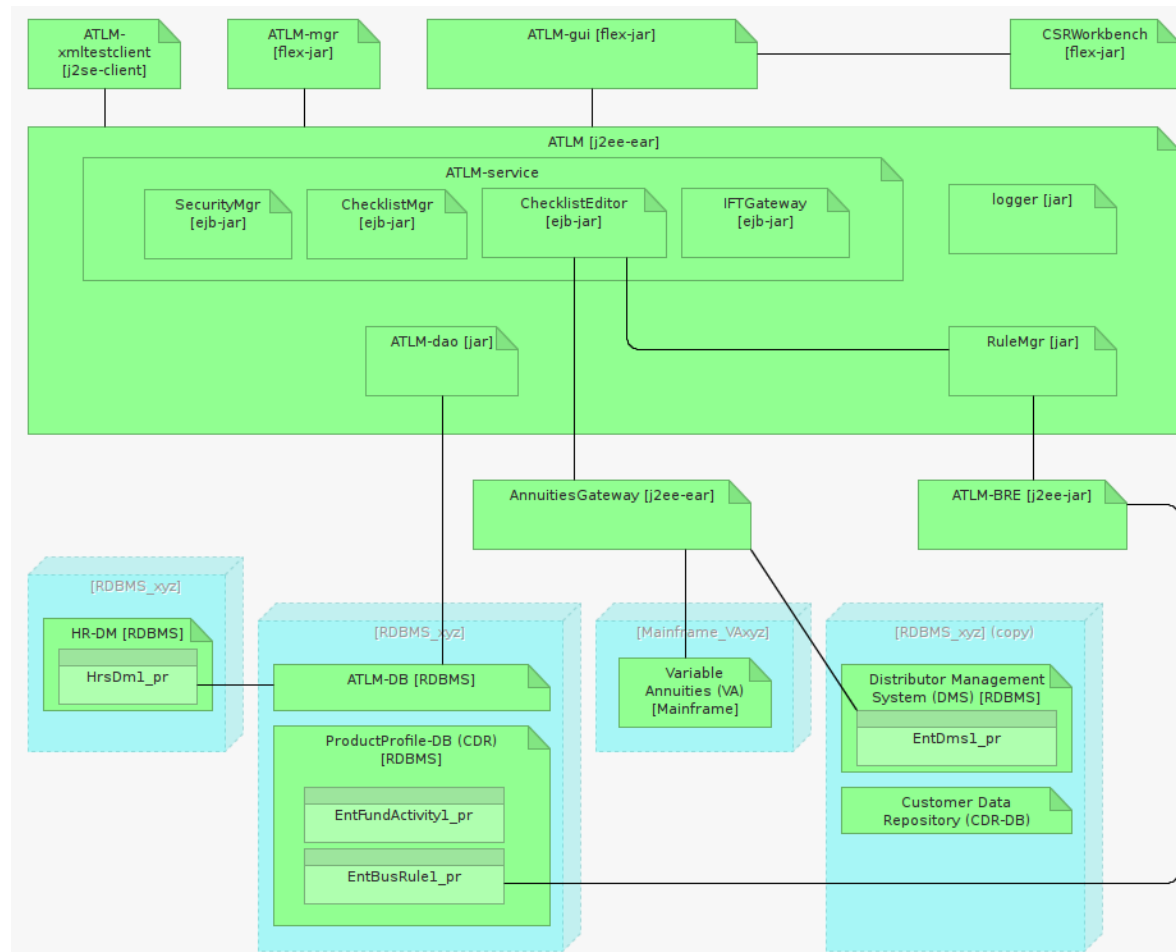
Purpose

The purpose of the View Type is to:

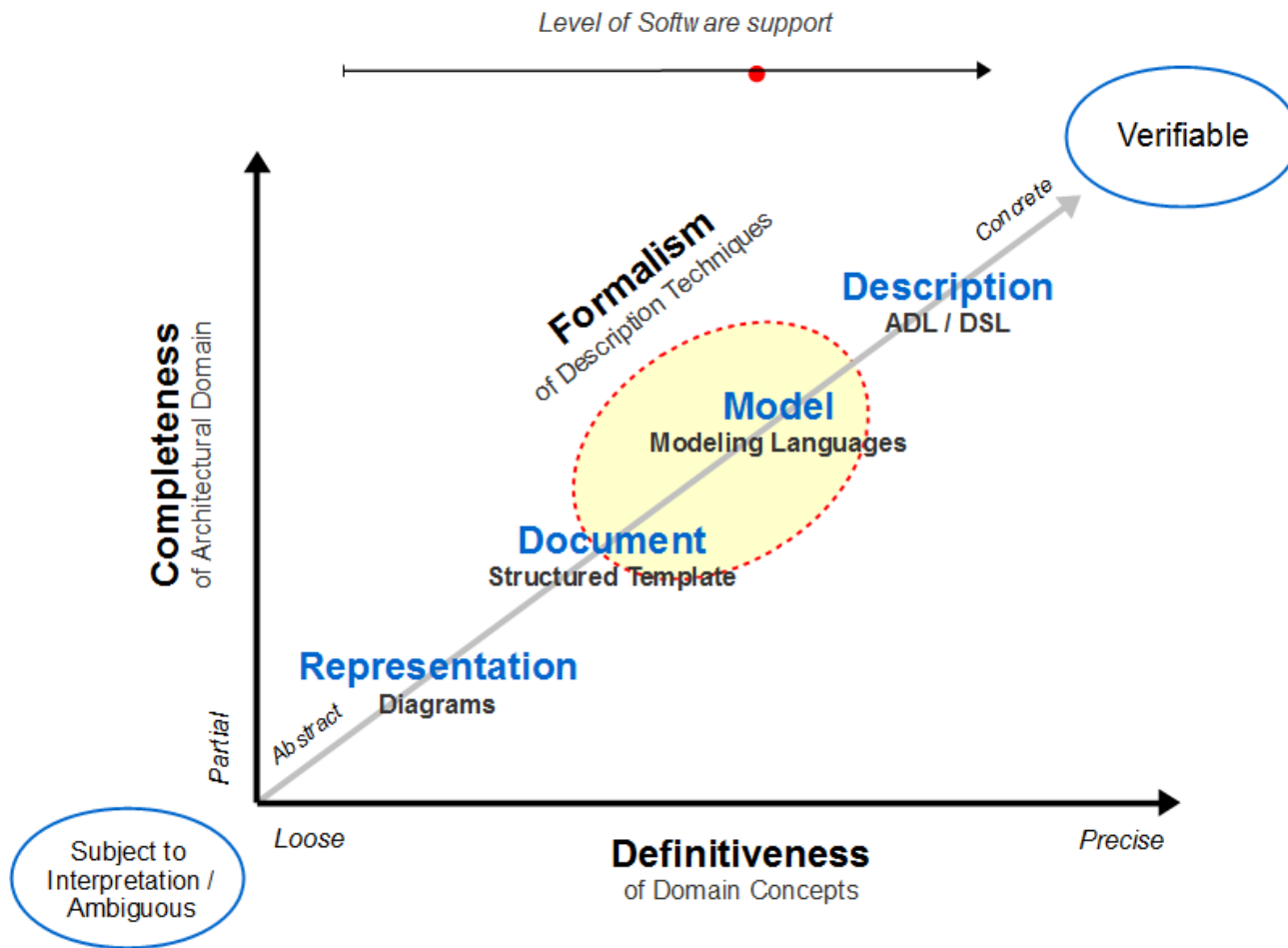
- ensure that the application is always release-ready
- so to defer the timing of when to push a solution into production to business stakeholders.



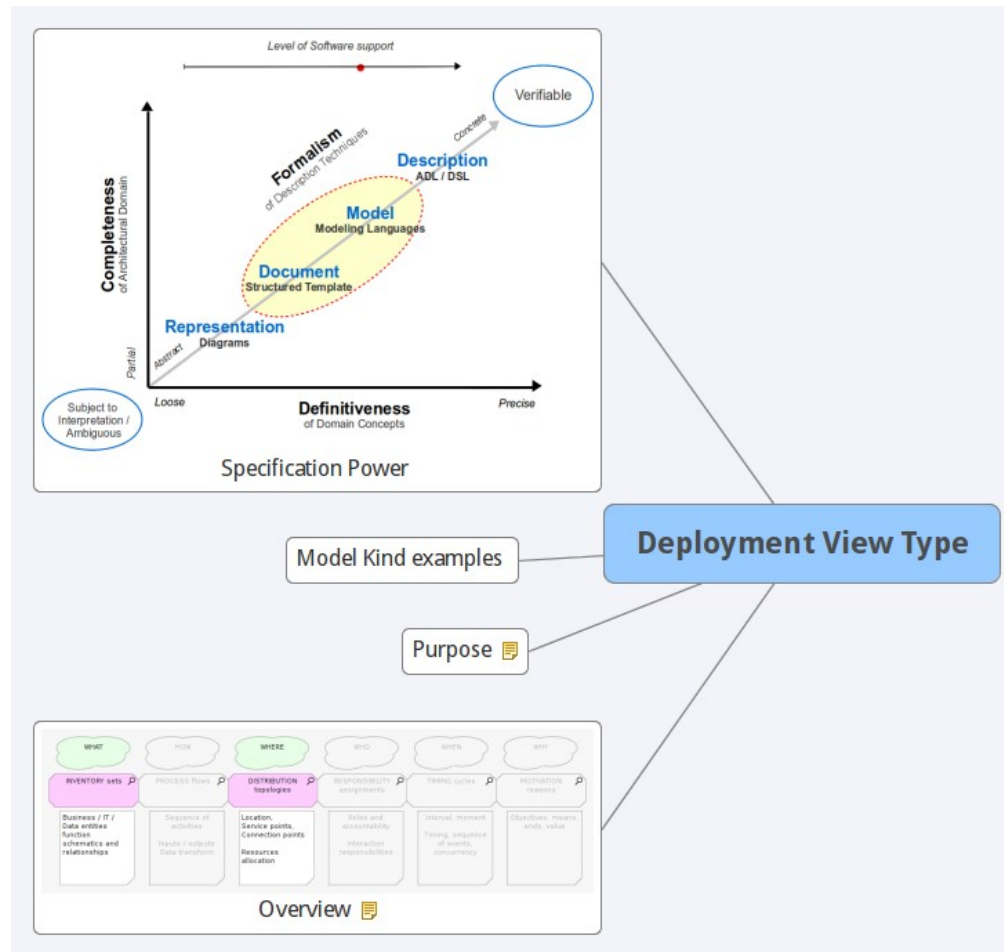
Example: Module dependency modeling



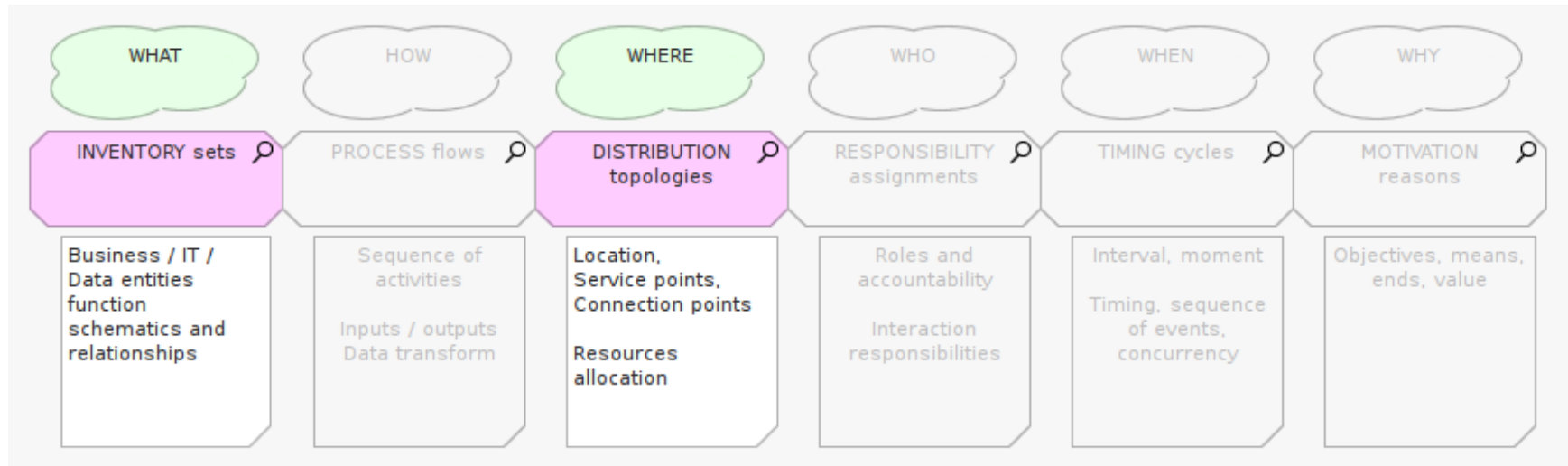
Specification Power



Deployment View Type



Overview



Overview

The "Deployment View Type" describes the infrastructure of the environment into which a Architectural Solution is be deployed.

This view-type captures the hardware environment that your system needs (primarily the processing nodes, network interconnections, and disk storage facilities required), the technical environment requirements for each element, and the mapping of the software elements to the runtime environment that will execute them.



Purpose

The purpose of the Deployment View-Type is to:

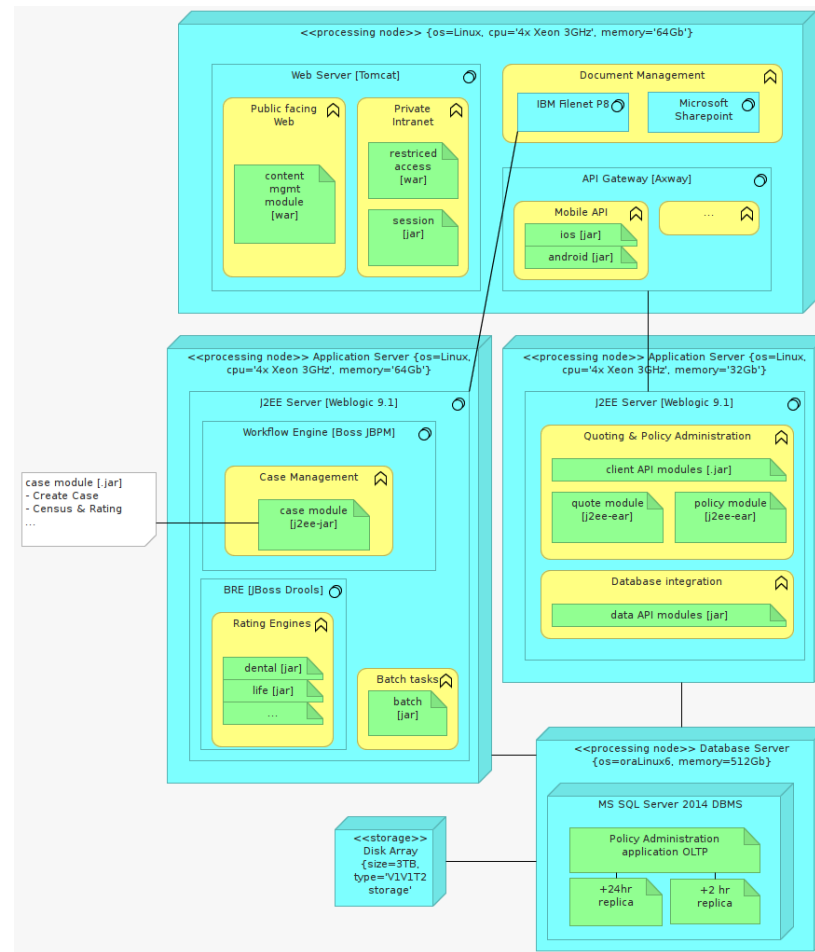
- decide how applications (that have lots to do together) should be grouped (ex. into a same virtual instance, or a same logical, or physical server instance)
- describe the environment into which the system will be deployed, including capturing the dependencies the system has on its runtime environment.

...and to capture:

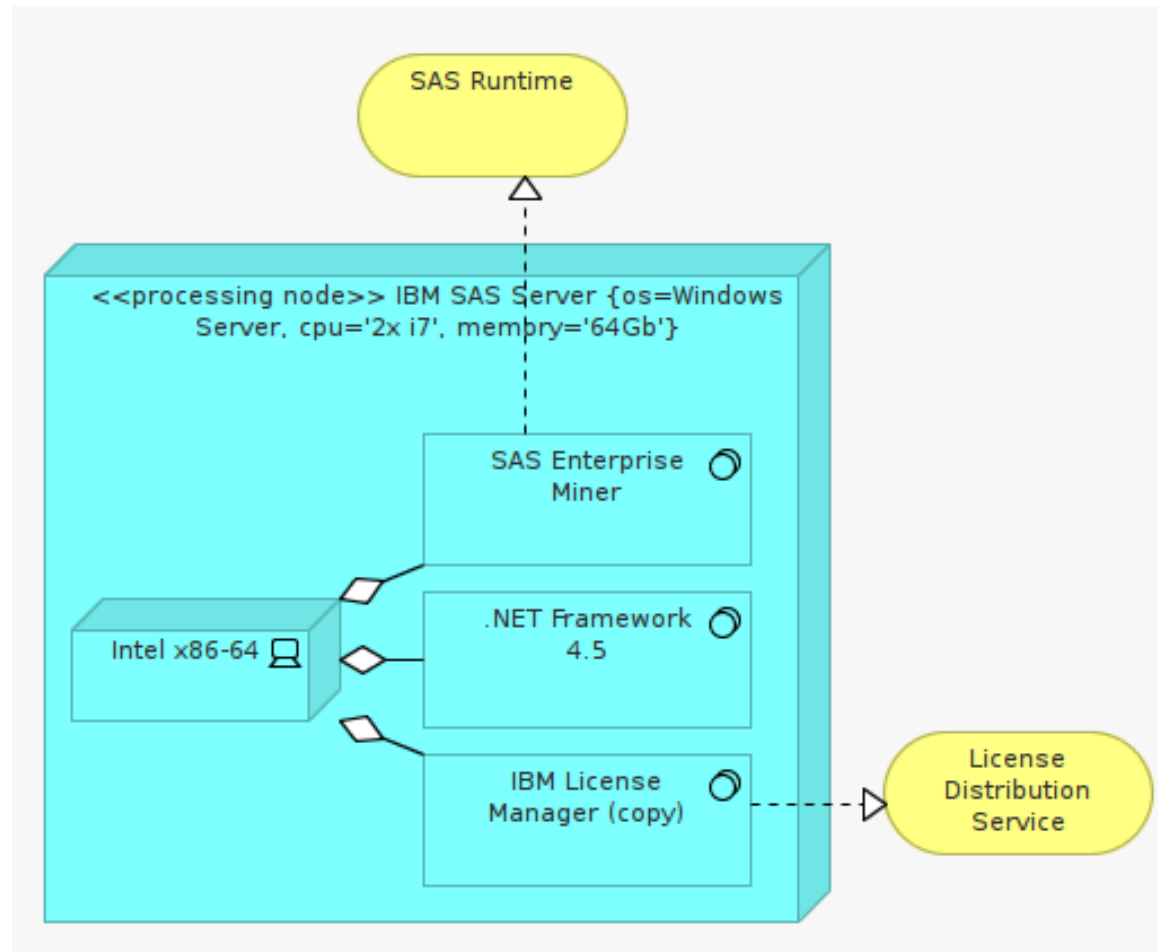
- the dependencies with the Solution runtime environment,
- the hardware infrastructure required,
- the technical requirements for each, and
- the mapping of the software elements to the runtime environment that will execute them (release and configuration management).



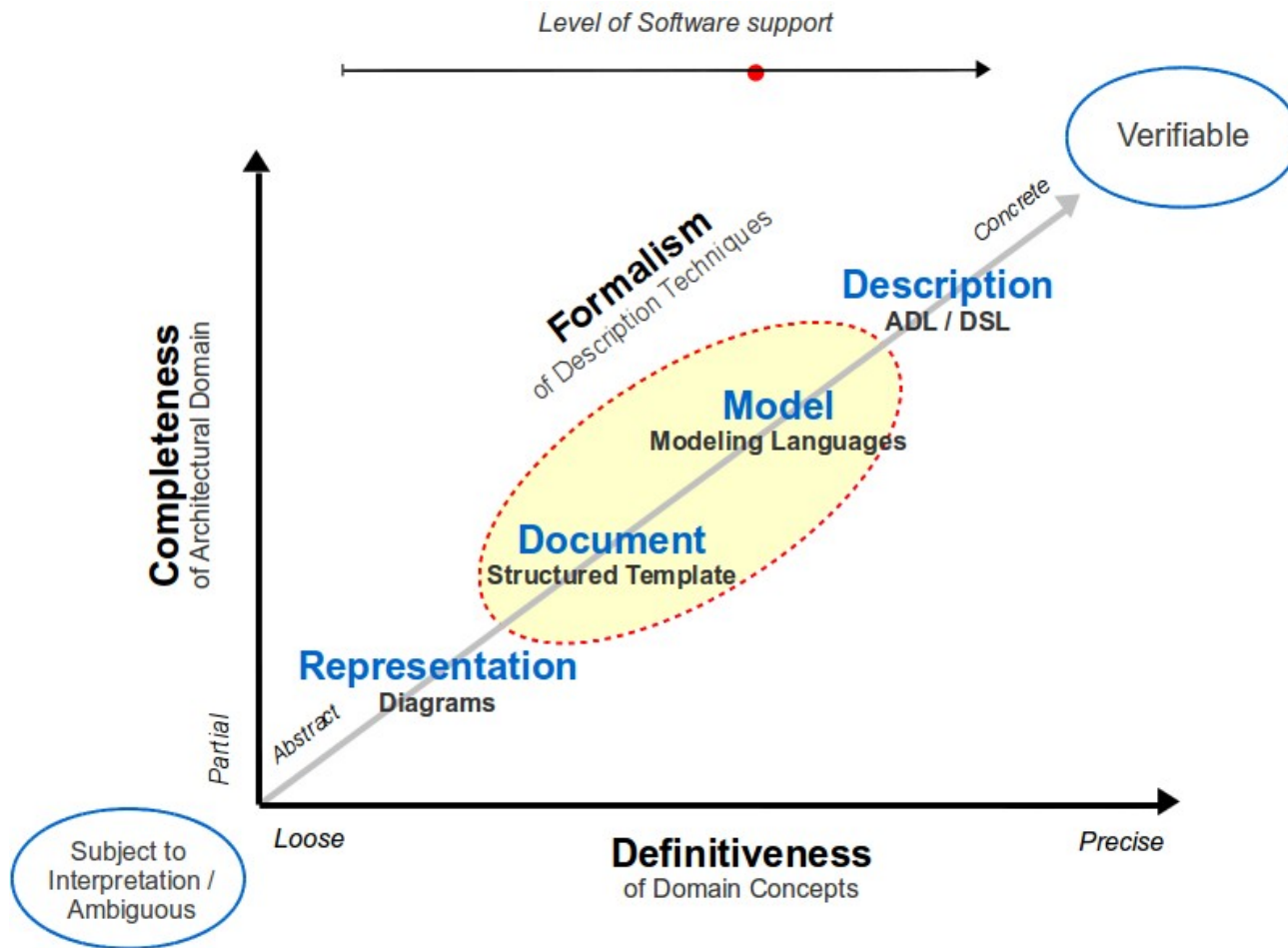
Example: Deployment modeling (Application allocation)



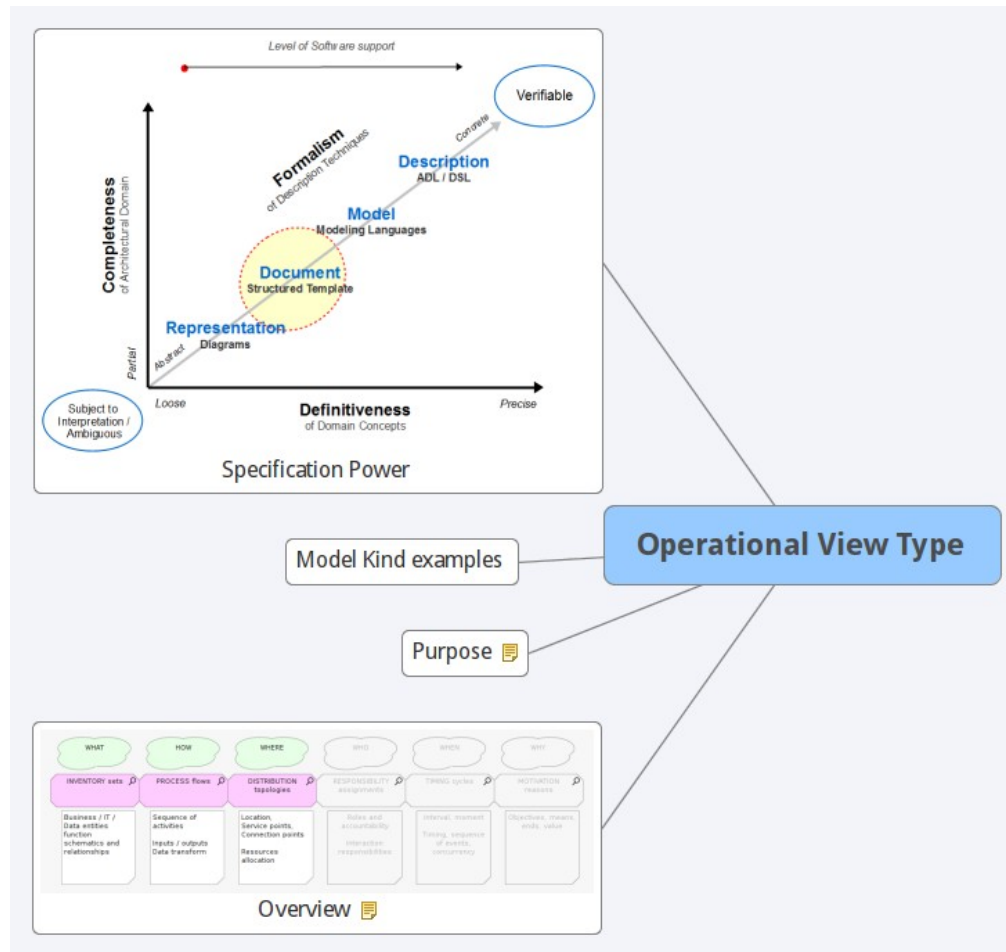
Example: Deployment modeling (System software allocation)



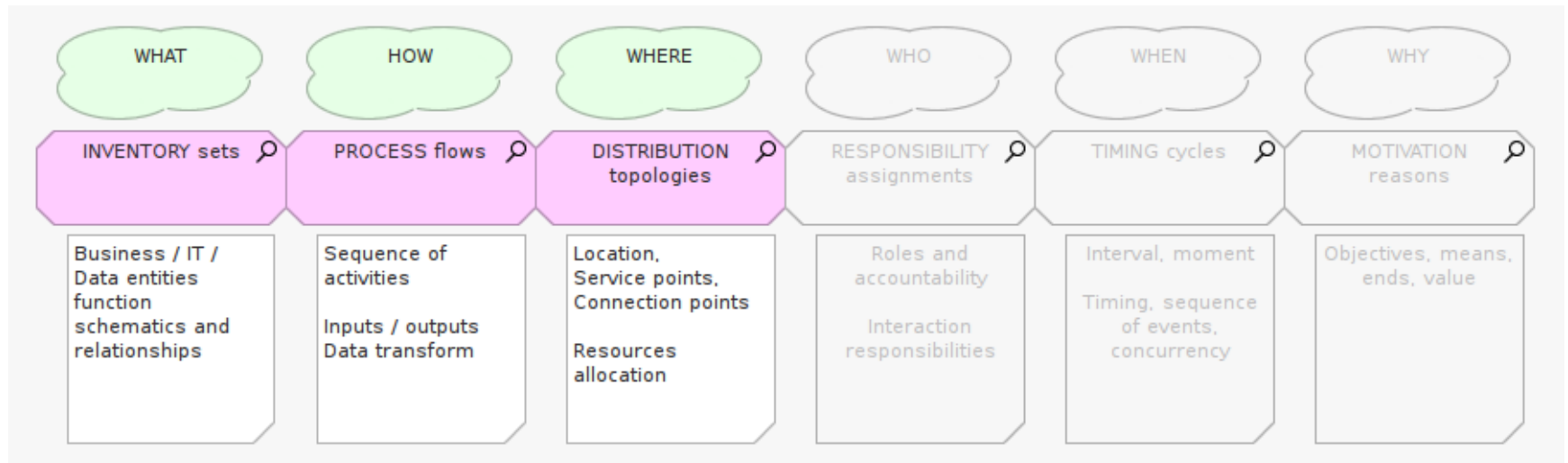
Specification Power



Operational View Type



Overview



Overview

The "Operational View Type" describes, for each IT functional area, the infrastructure strategy (nodes virtualization, load balancing, networks isolation) supporting the operational concerns of the Architecture.

For all but the simplest systems, installing, managing, and operating the system is a significant task that must be considered and planned at design time.

Application architectures often assume that a solution can be allocated onto one server, one runtime

...until non-functional requirements like security, performance or scalability start posing difficult questions about distribution of system resources.



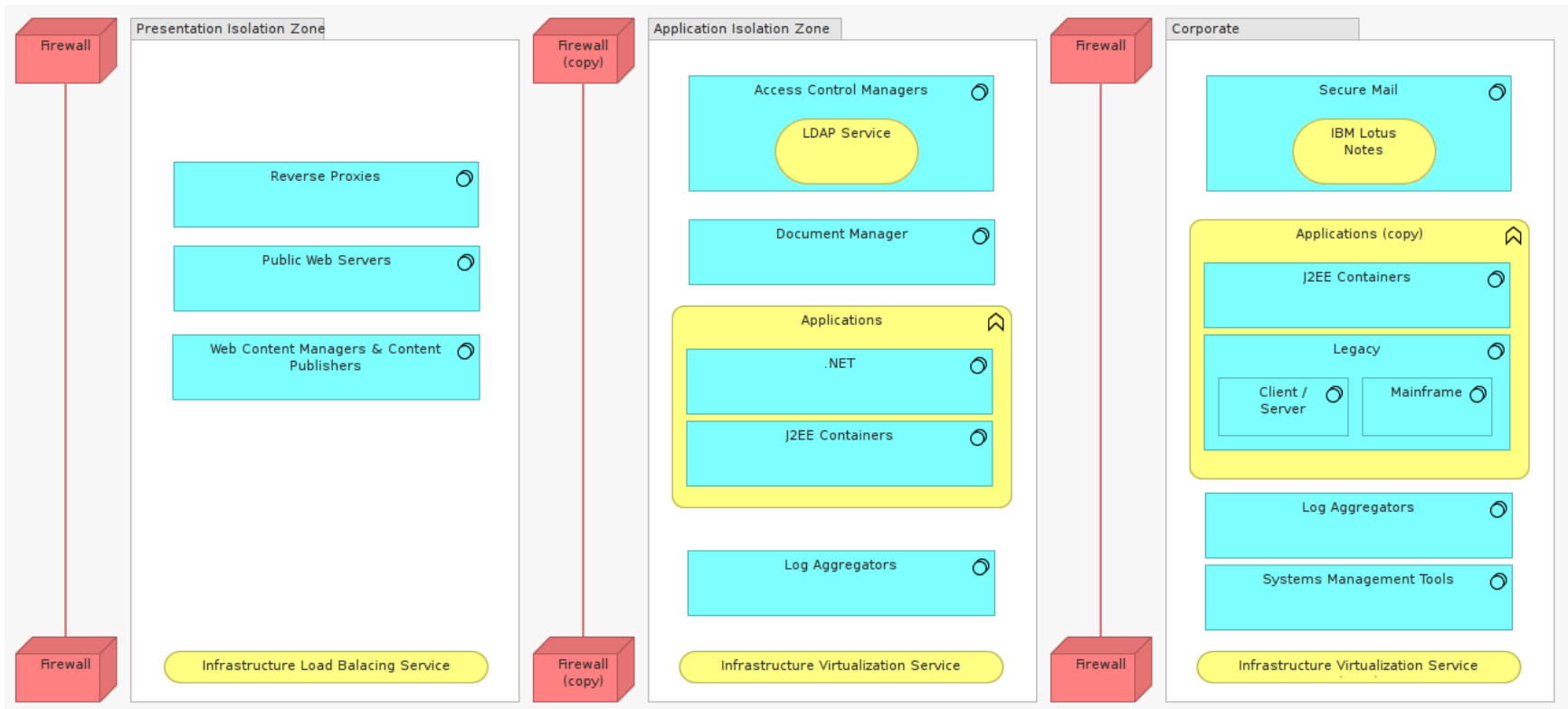
Purpose

The purpose of the Operational View Type is to:

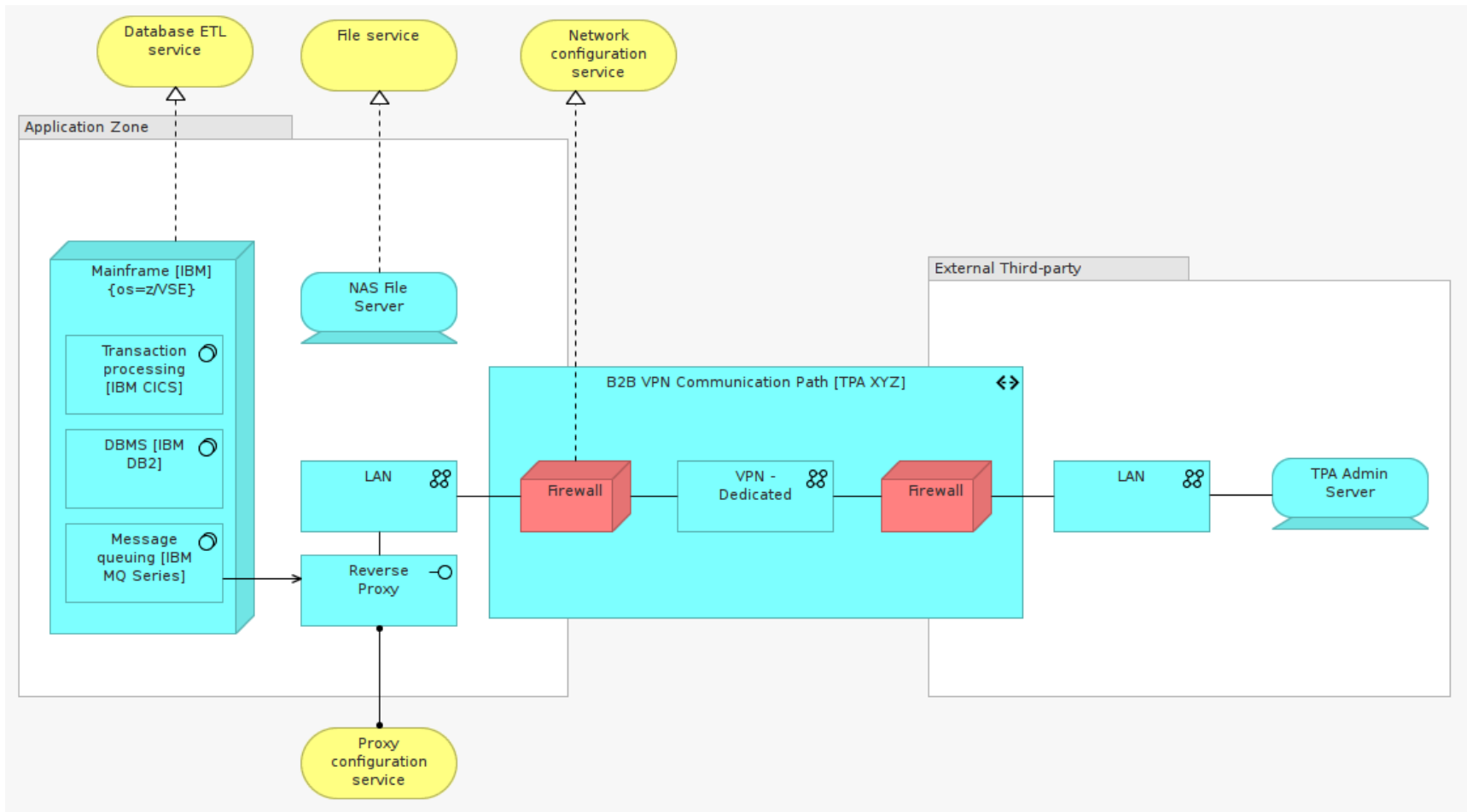
- define the characteristics by which Architecture will be operated, administered & supported (once deployed in its production environment).
- help to understand how to change the underlying infrastructure of the application architecture without breaking it.
- specify the means of configuration and tuning of the solution architecture, without having to re-deploy the application.
- specify what components can be physically distributed or should be centralized.



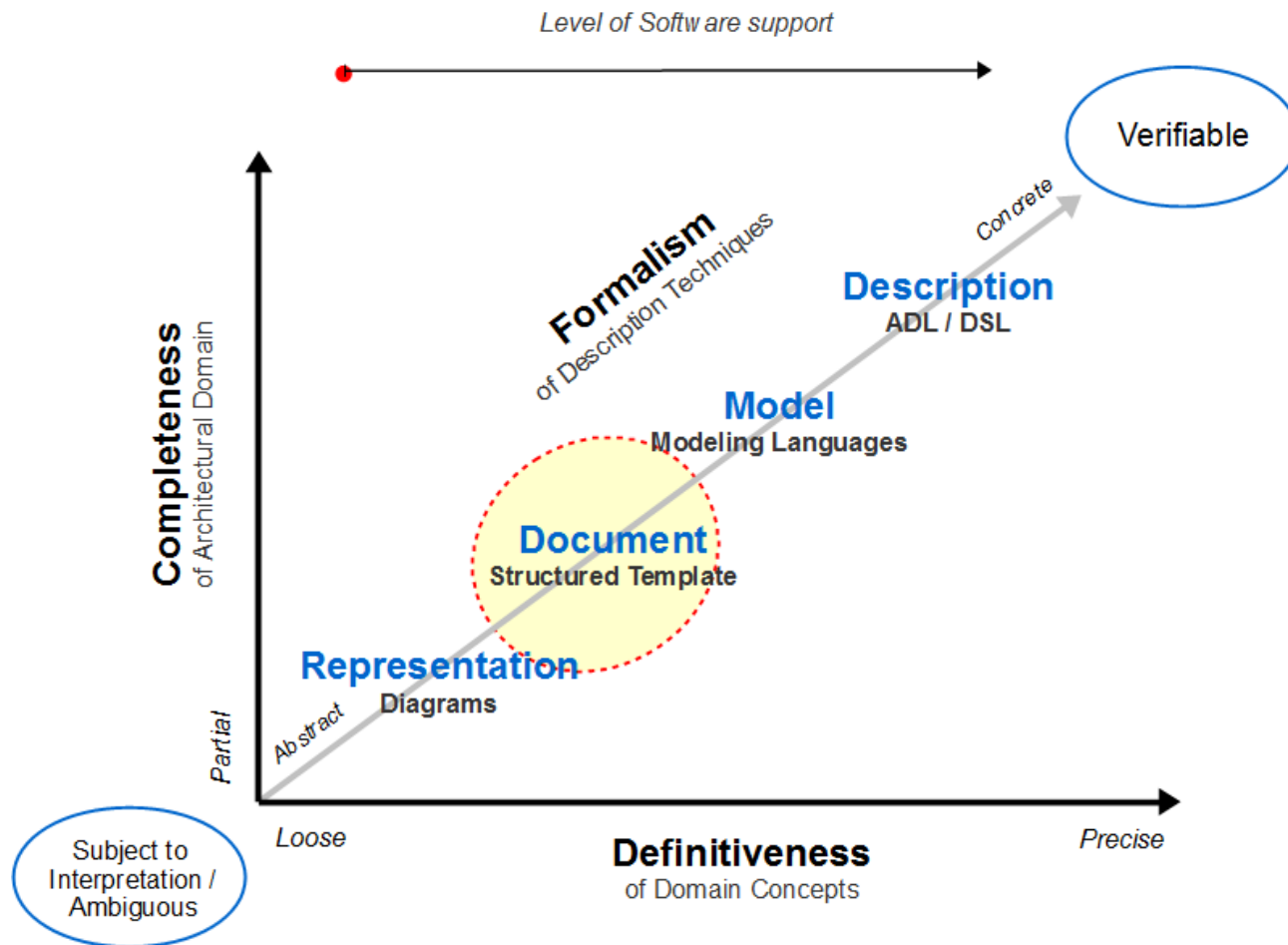
Example: Infrastructure modeling (Logical Isolation Zones)



Example: Infrastructure modeling (Network Configuration)



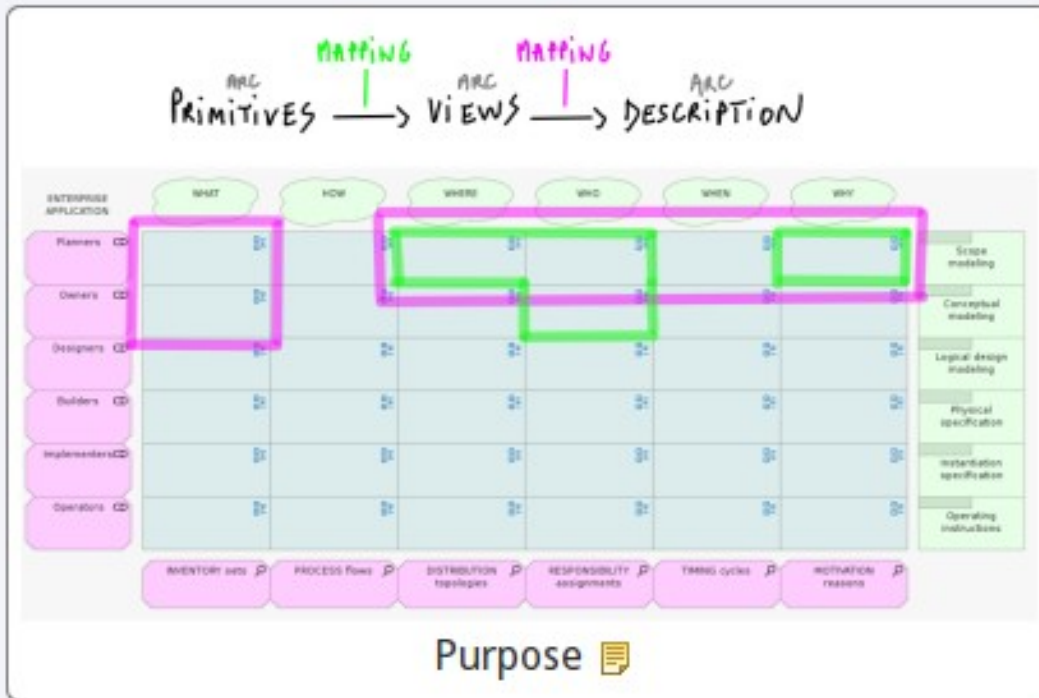
Specification Power



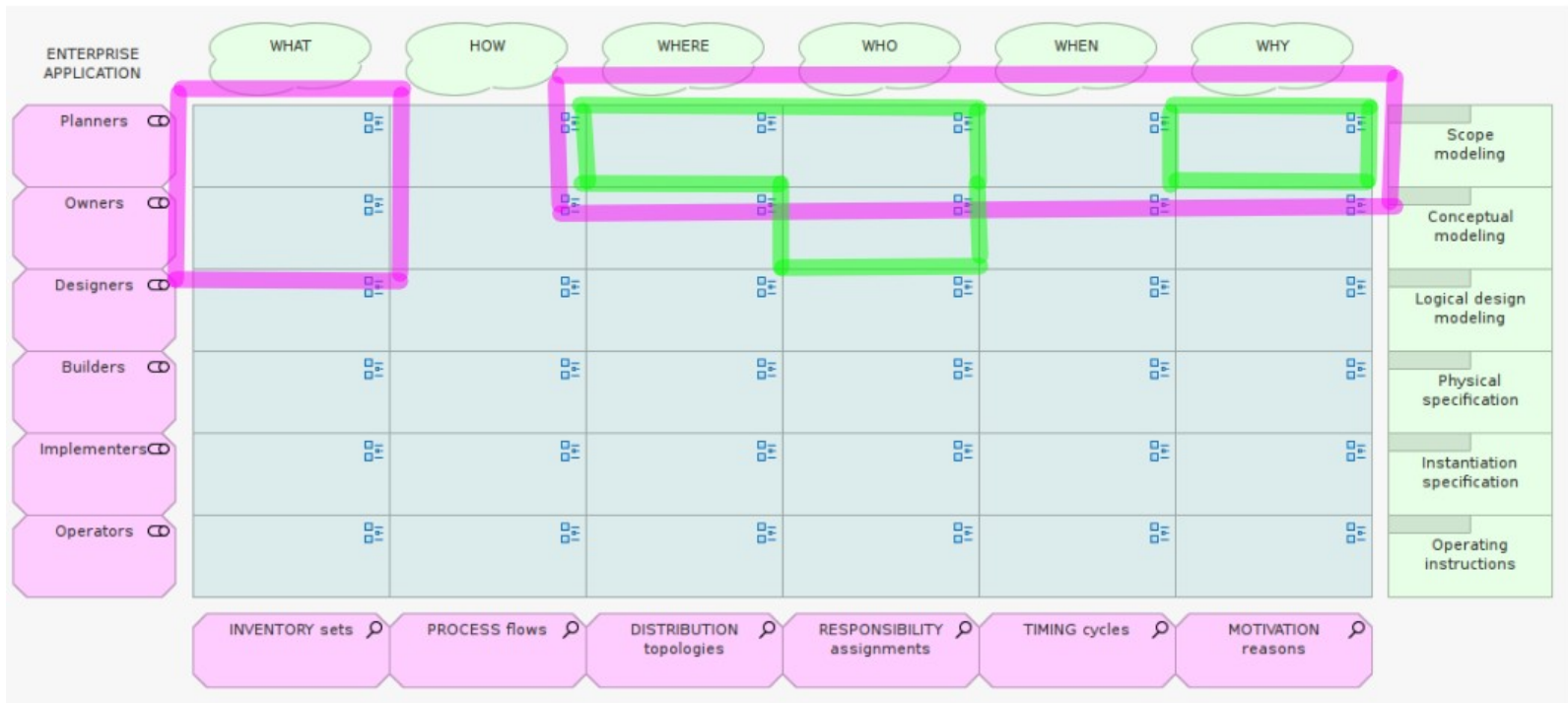
Model Mappings

Examples 

Model Mappings



Purpose



Purpose

Mapping models helps to verify:

- The TRACEABILITY of the solution architecture, by navigating through the relationships of model elements.
- The CONSISTENCY of the solution architecture, by ensuring models are expressed at an equivalent level of detail so they can be mapped with one another.

The purpose of Mapping models (ex. Model Primitives, or Model Views) is to DETECT GAPS in the solution design.

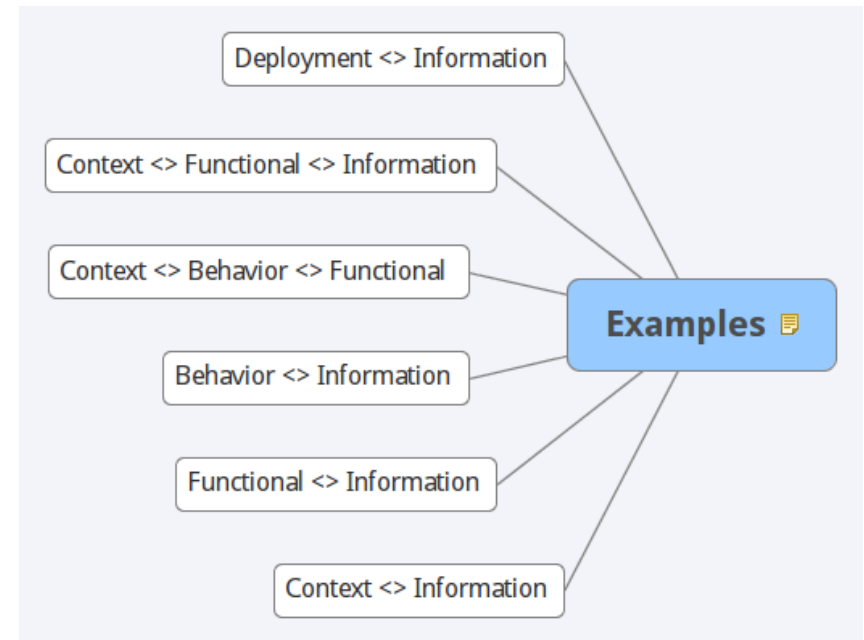
- To understand what key aspects of the solution MUST be modeled: aiming to map architecture models help architects to iteratively decide what models are strictly required to define the design
- To avoid inconsistencies: What doesn't "map" (i.e. doesn't have a correspondence or cannot be related to other modeling elements), is potentially pointing a gap in the design.
- To prevent fragmentation: To reduce the number of models to a minimum, keep only what modeling artifacts are strictly required to explain the architecture

...hence forcing architects to increase the conciseness and expressiveness of their models.



Examples

In the next Lectures we will see how VIEWPOINTS meta-models provide a formalized framework architects in the choosing of what models to map, to express what idea. The following examples do NOT constitute an exhaustive list of all possible model mappings.

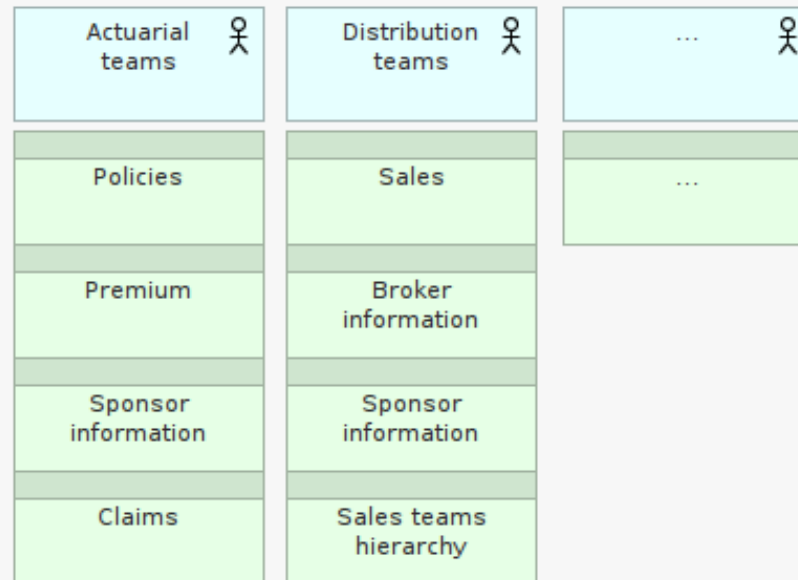


Context <> Information

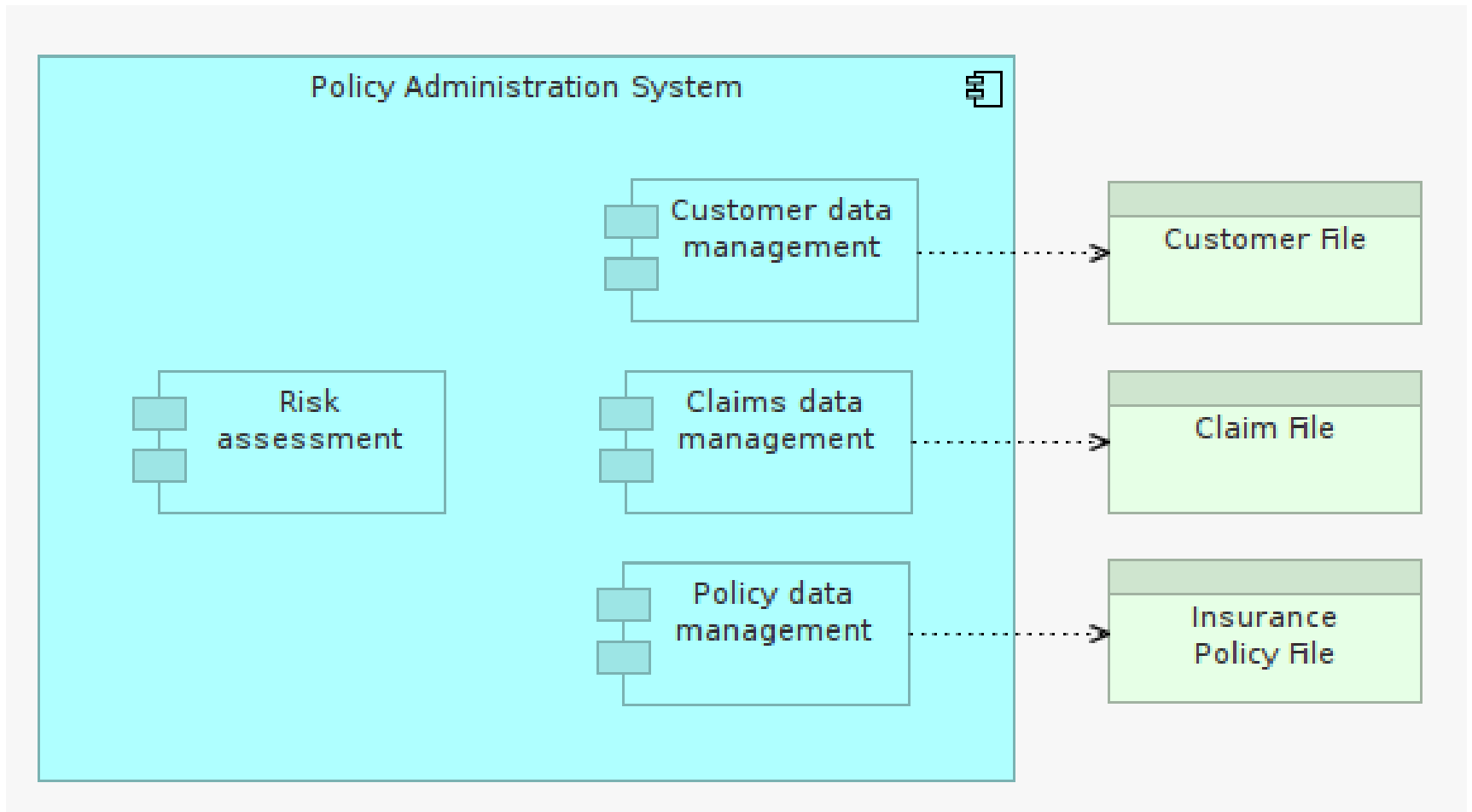


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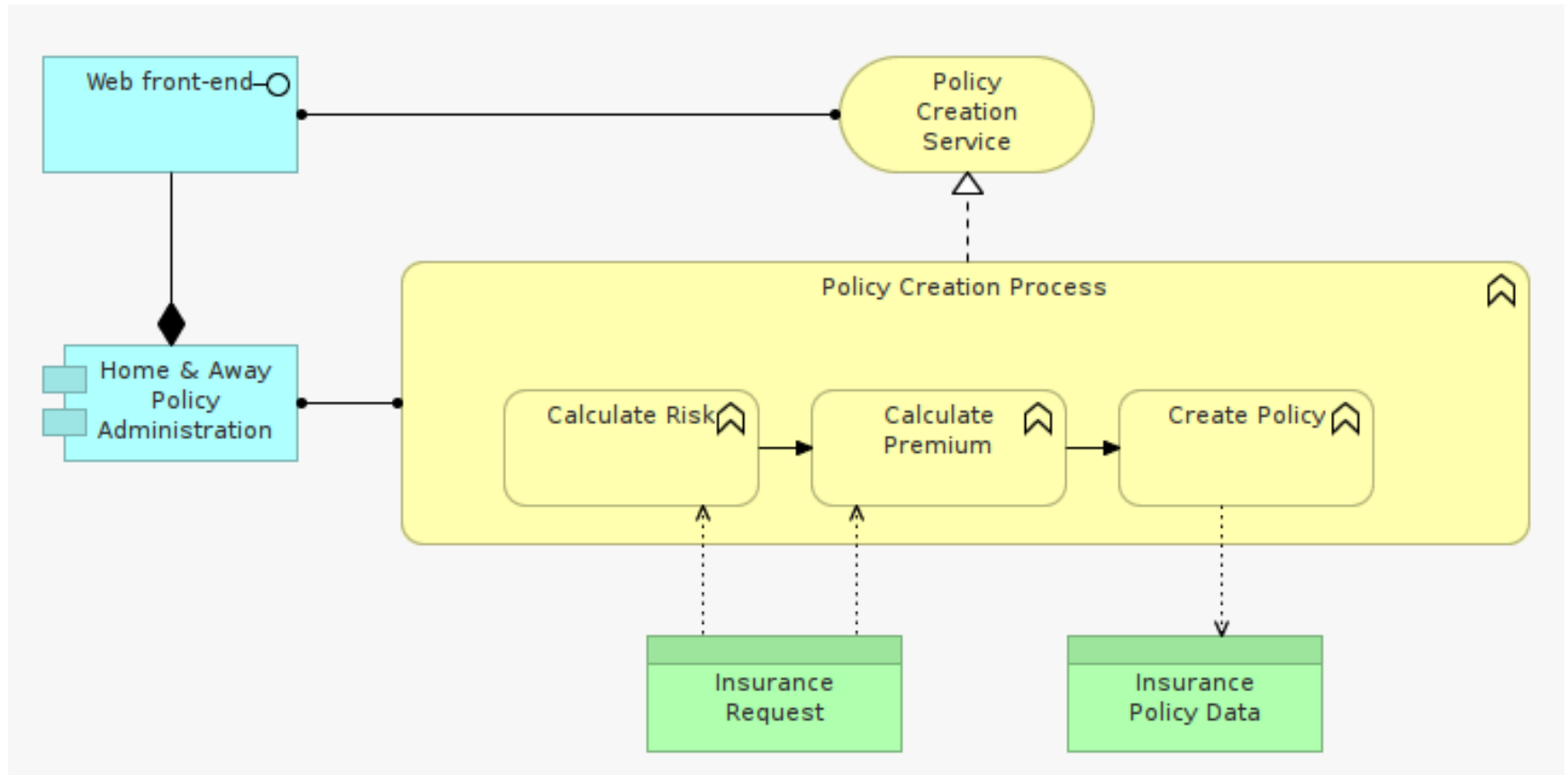
This diagram to surface what Business departments make use of what classes of Data assets in an organization.



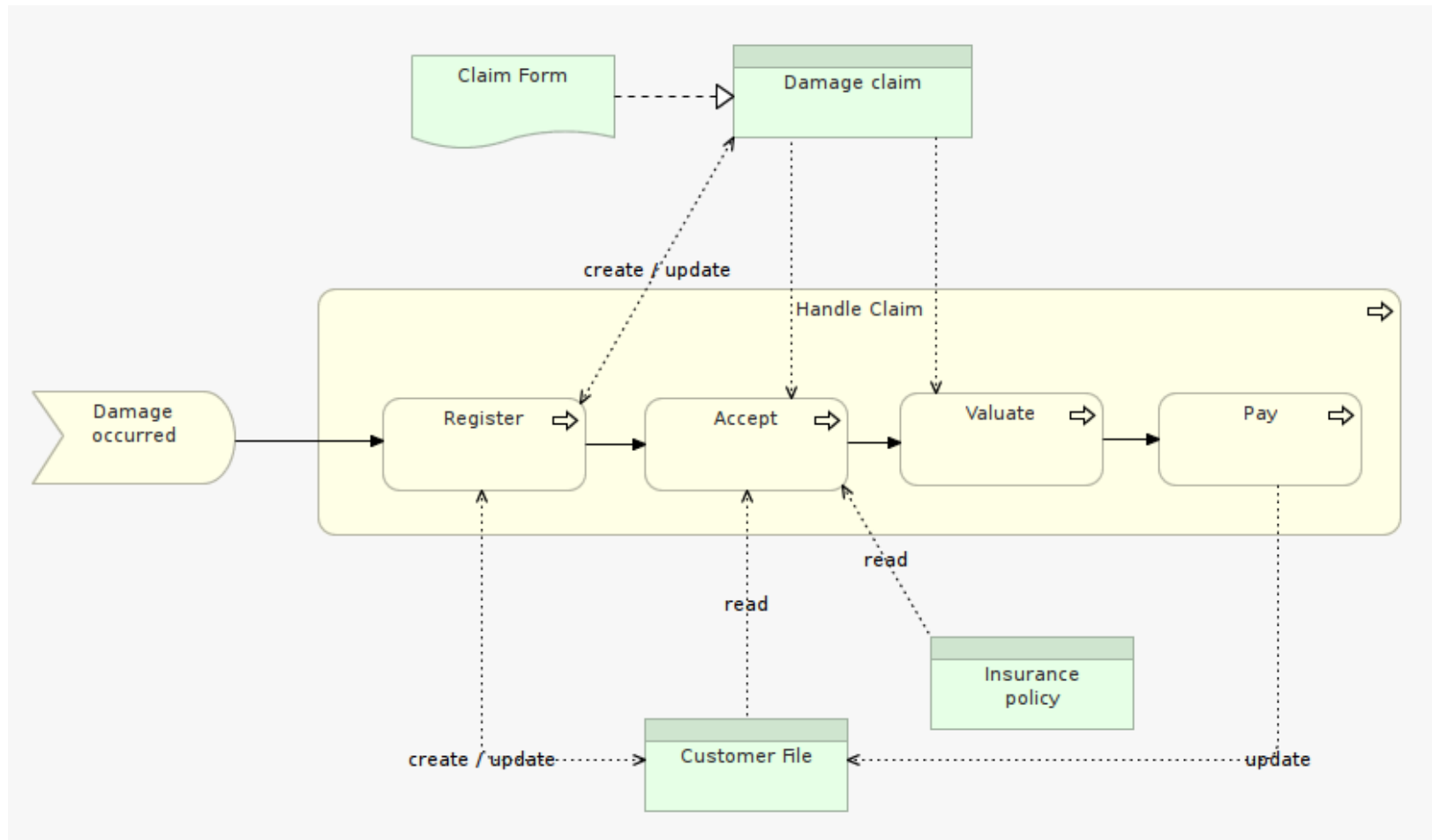
Functional <> Information



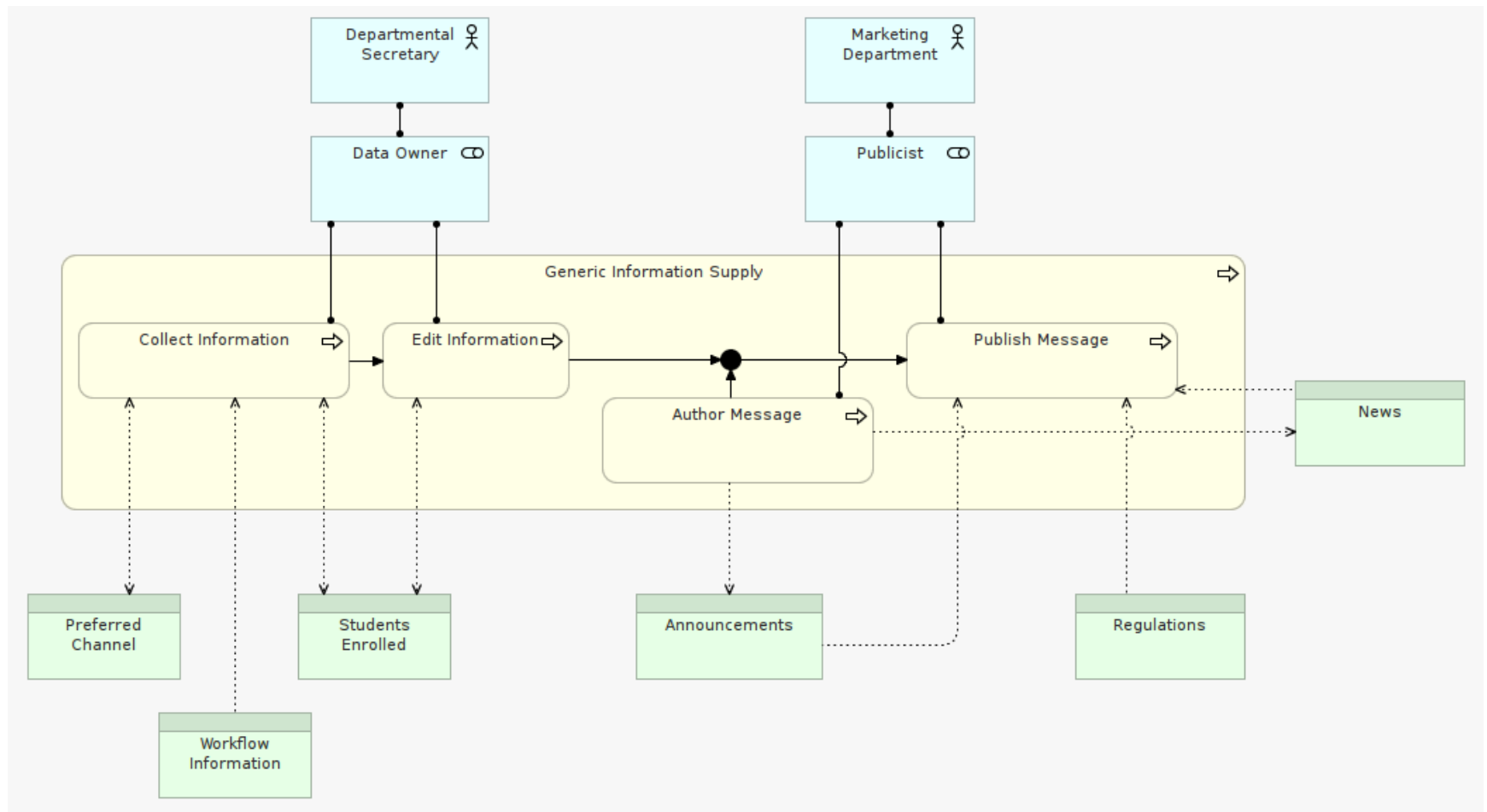
Functional <> Information



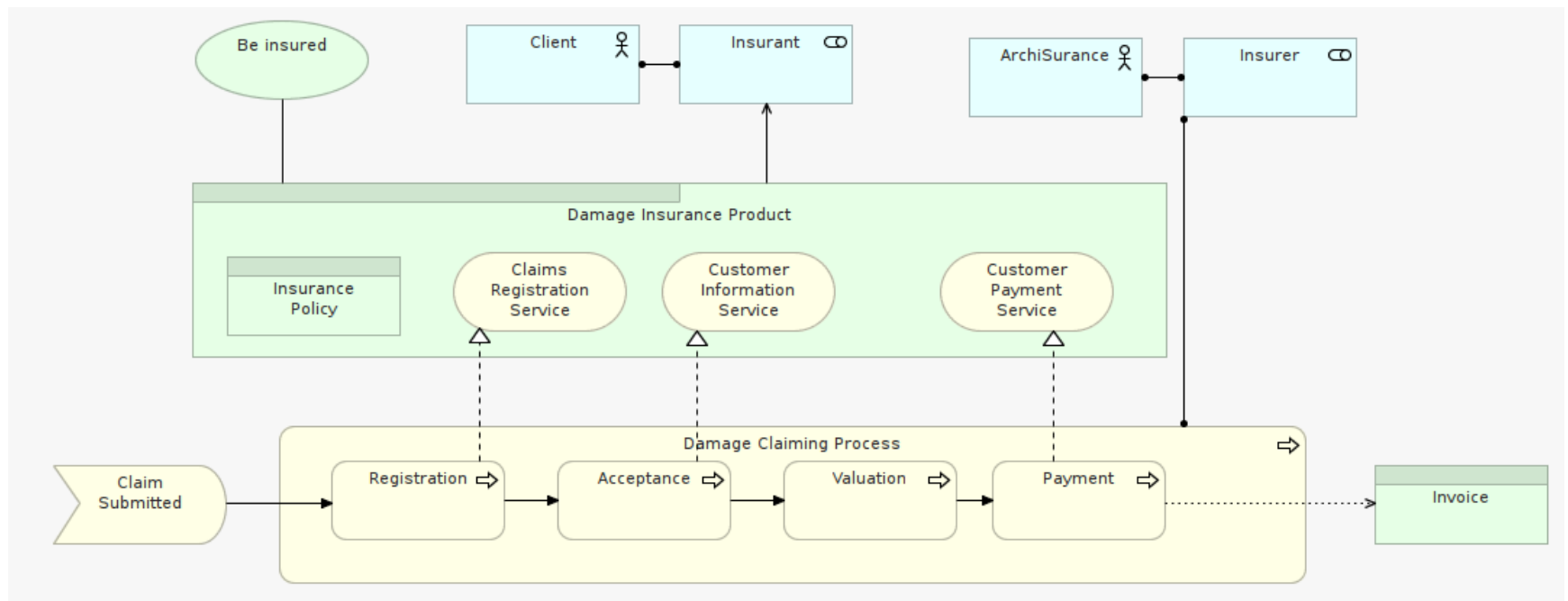
Behavior <> Information



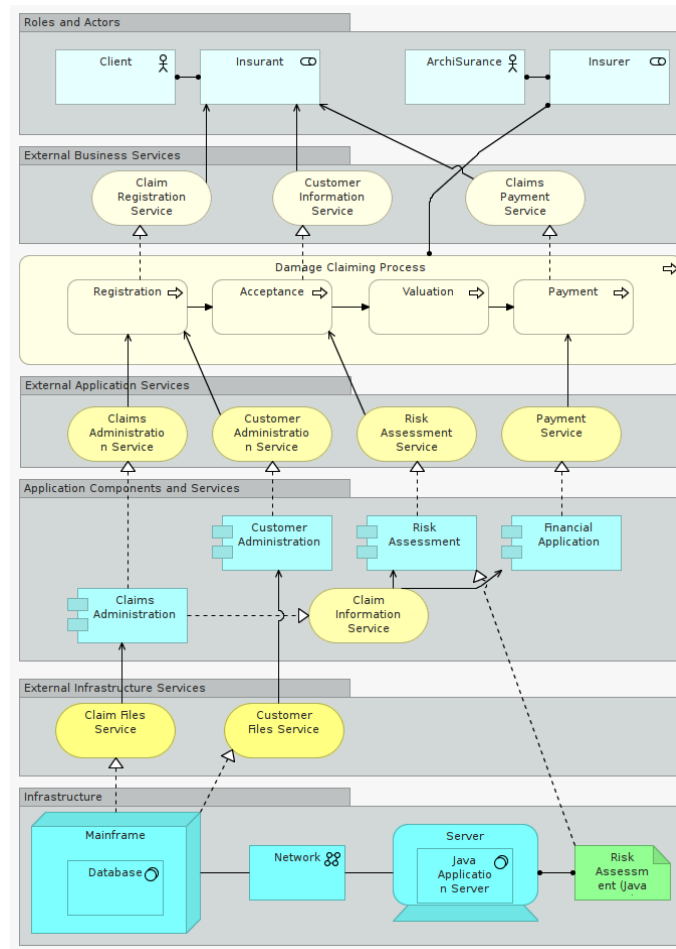
Behavior <> Information



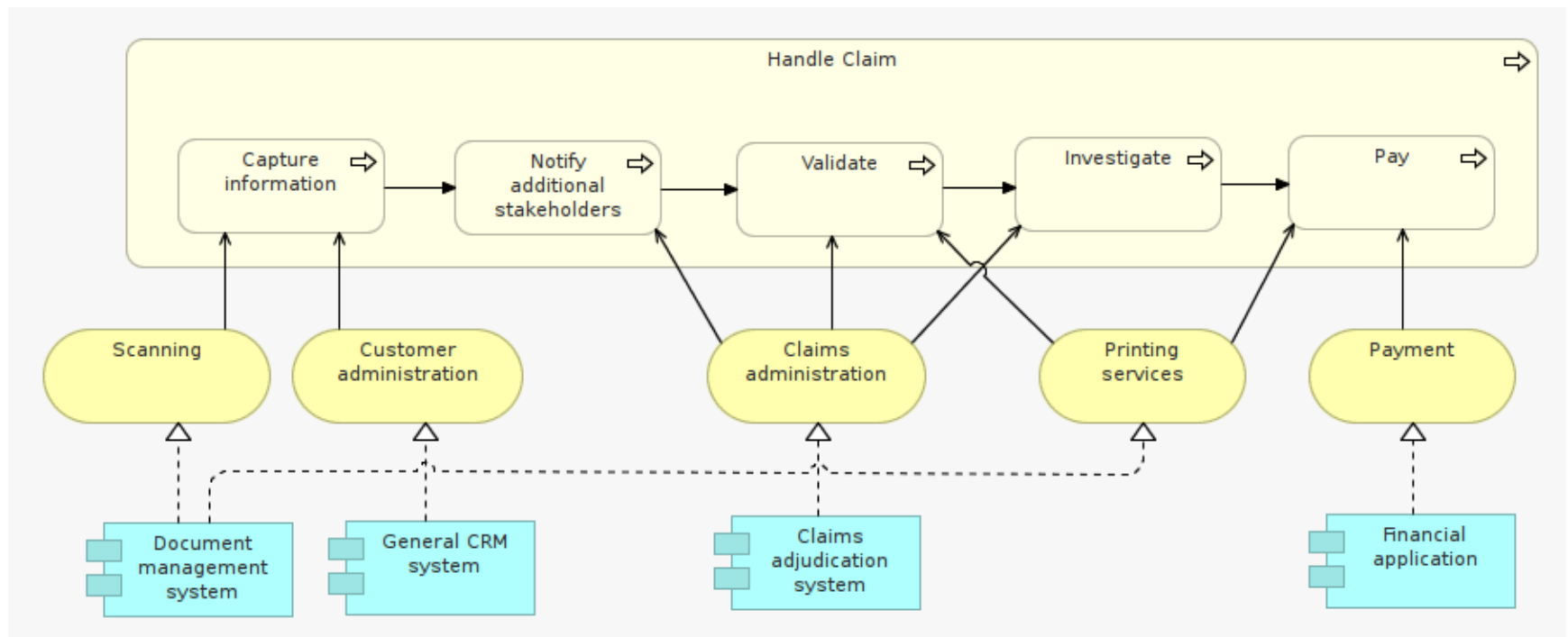
Context <> Behavior <> Functional



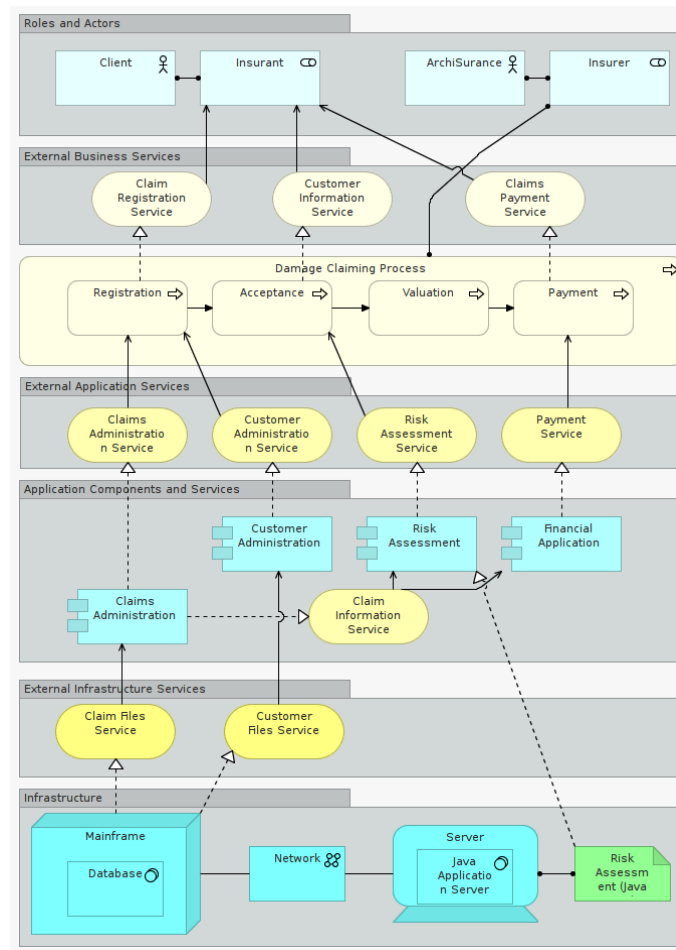
Context <> Functional <> Information



Context <> Behavior <> Functional



Context <> Functional <> Information



Deployment <> Information

