

Avancier Methods (AM)

Concepts

Architecture as Abstract Description of Systems

It is illegal to copy, share or show this document
(or other document published at <http://avancier.co.uk>)
without the written permission of the copyright holder

- ▶ **“EA regards the enterprise as a system, or system of systems.”**

TOGAF

- ▶ **“IT systems are among the most complex systems ever built by humans, with millions of inter-connected working parts.”**

Roger Sessions

- ▶ **“The goal of abstraction is to describe things more simply while retaining the information important to stakeholders.**

Class member Laurie Monk
(after Einstein)

- ▶ **“Enterprise architecture is considerably abstracted from solution architecture”**

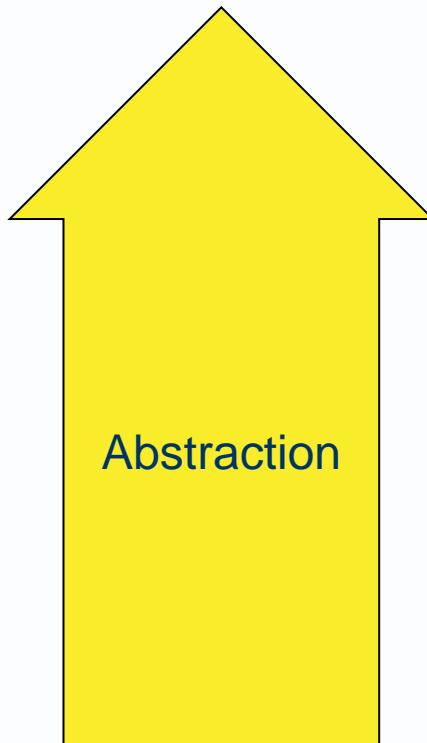
TOGAF

- ▶ **You cannot properly understand architecture until you understand abstraction.”**

Class member Bavo De Ridder

We all use abstraction every day

- ▶ **Animal intelligence** is forming, holding and using useful abstract models of the world the animal lives in
- ▶ **Business intelligence** is forming, holding and using useful abstract models of the world the business operates in
- ▶ **Architectural system descriptions** abstract from operational systems.
- ▶ The larger and more complex the operational system, the more **levels** of abstraction we need to describe them.



- ▶ Enterprise architects
 - “EA is considerably abstracted from Solution Architecture, design, or implementation views.” (TOGAF).
- ▶ Solution architects
 - describe systems at a more concrete level than EA, more abstract than builders
- ▶ Builders and technicians
 - describe systems at the bottom level of detail
- ▶ Operational systems
 - the run-time reality where processes are performed by actors/components

What kinds of abstraction are there?



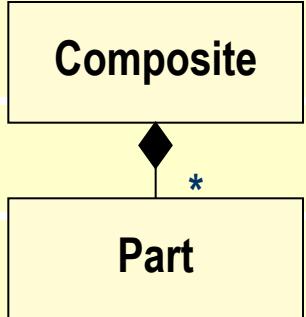
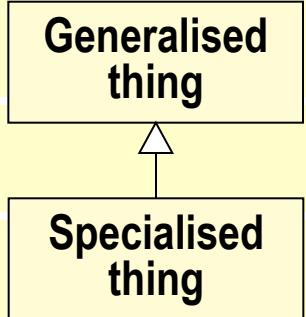
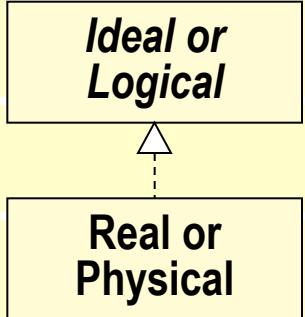
- ▶ The larger and more complex the operational system, the more **levels** of abstraction we need to describe them.
- ▶ And in doing this, we entangle different **kinds** of abstraction – often without thinking about them.

Four kinds of abstraction used in higher level design

Higher level design		Lower level design
Strategies and road maps	Longer time -> Shorter time	Shorter term sprints and deadlines
Broader goals, longer processes and coarser-grained subsystems	Composition -> Decomposition	Narrower requirements, shorter processes and finer-grained components
Standards, principles, patterns and reference models	Generalisation -> Specialisation	Application of standards, principles, patterns and reference models
Business needs and idealised system descriptions	Idealisation -> Realisation	Physical technology solutions
Encapsulation by definition of services in interfaces	External -> Internal	Realisation by internal roles and processes
Required processes	Behavioural -> Structural	Designed components

Three notations for abstraction

► Notations used in UML and ArchiMate

	Composition packing smaller things inside bigger things	Generalisation removing differences between things	Idealisation removing differences between physical forms
	 Composite Part	 Generalised thing Specialised thing	 Ideal or Logical Real or Physical
	Elementary part	Uniquely configured	Physical Material
	Decomposition	Specialisation	Realisation

Four kinds of abstraction to be discussed

Omission leaving out details	Composition packing smaller things inside bigger things	Generalisation removing differences between things	Idealisation removing differences between physical forms
Vacuous	Coarse-grained composite	Universal	Conceptual Model
Sketchy	Mid-grained composite	Fairly generic	Logical Model
Elaborate	Fine-grained composite	Fairly specific	Physical Model
Complete	Elementary part	Uniquely configured	Physical Material
Elaboration	Decomposition	Specialisation	Realisation

Avancier Methods (AM)

Concepts

Omission: The most general kind of abstraction

It is illegal to copy, share or show this document

(or other document published at <http://avancier.co.uk>)

without the written permission of the copyright holder

To create a management overviews you can...

- ▶ Omit details in a lower level description

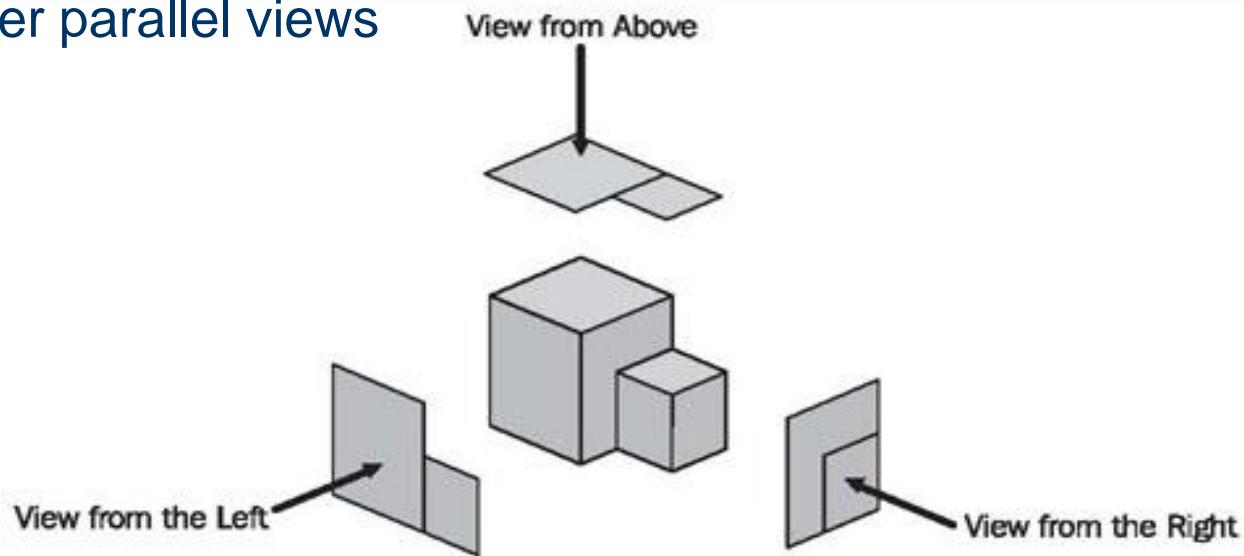


Omission		
Vacuous	Doc name	Solution name
Sketchy	Abstract	Solution Vision
Elaborate	Distilled text	Solution Outline
Complete	Full text	Solution to Build
Elaboration		

To suit different stakeholders you can...

► **Omit what is shown in other parallel views**

- Structural
- Plumbing
- Electrical

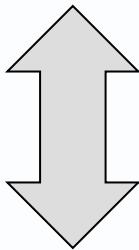


► **Views may clash**

- A physical view of a book
 - The binding contains pages which contain printed shapes
- A logical view of a book
 - The book contains chapters, which contain paragraphs, which contain sentences, which contain words, which contain letters.

Omission: definition

- ▶ **Omission:** Removal of details or perspectives from a description.
- ▶ Creates a digest or summary of a more elaboration description.
- ▶ Allows viewers to focus on what matters to them.
- ▶ Also known as Aristotelian idealization



- ▶ **Elaboration:** Addition of details or perspectives to a description.
- ▶ Makes the description more useful to builders

Avancier Methods (AM)

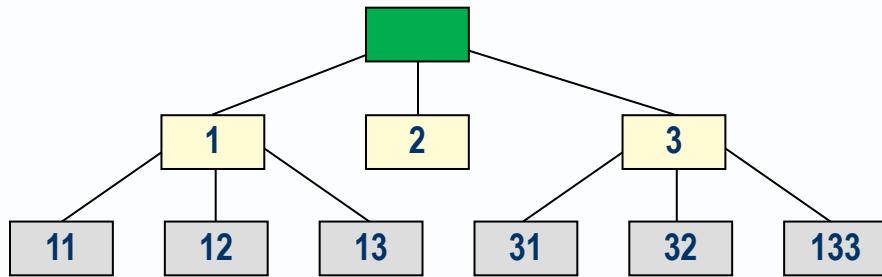
Concepts

Abstraction by Composition

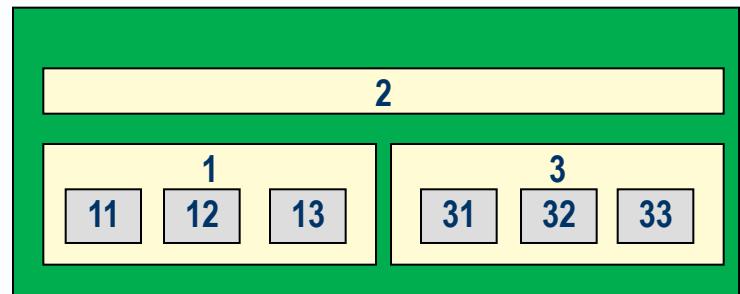
It is illegal to copy, share or show this document
(or other document published at <http://avancier.co.uk>)
without the written permission of the copyright holder

To direct a large social group

- ▶ You need a hierarchy
- ▶ Hierarchies can be drawn as a tree

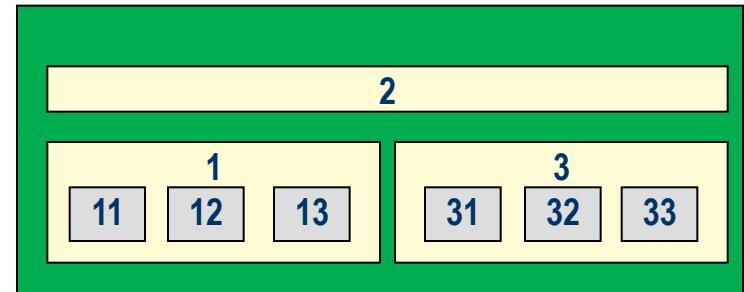
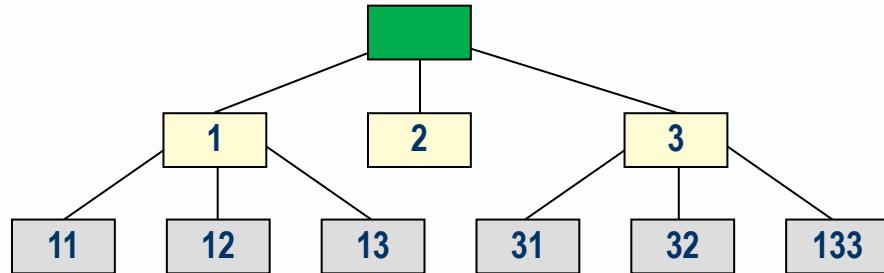


or nested boxes

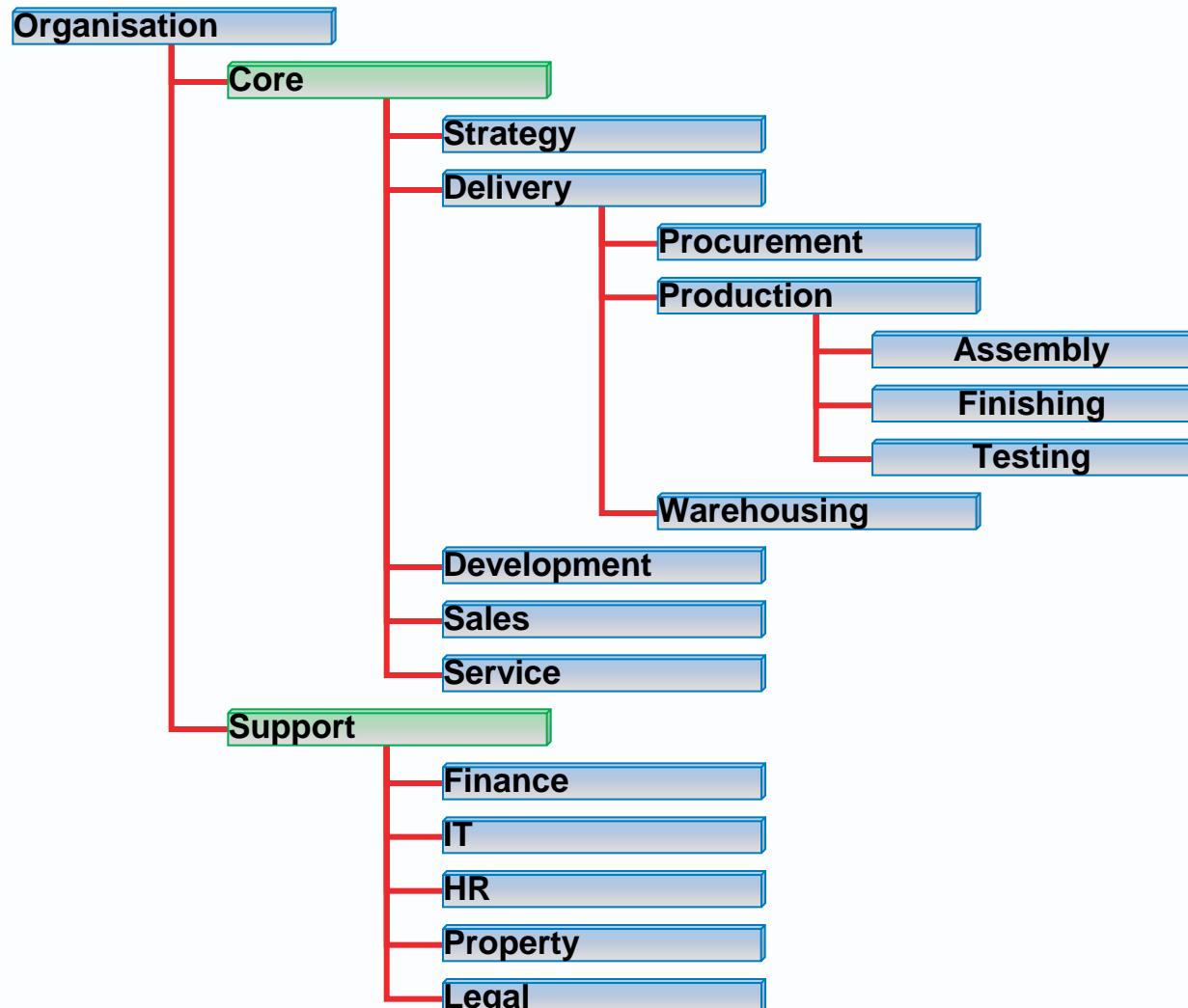


Architects use composition and decomposition in describing

1. Human organisation / management structures
2. A cascade of goals and objectives
3. Geographical organisation
4. Decomposition of system behaviour into process steps
5. Decomposition of system structures into components



1. Human organisation / management structures



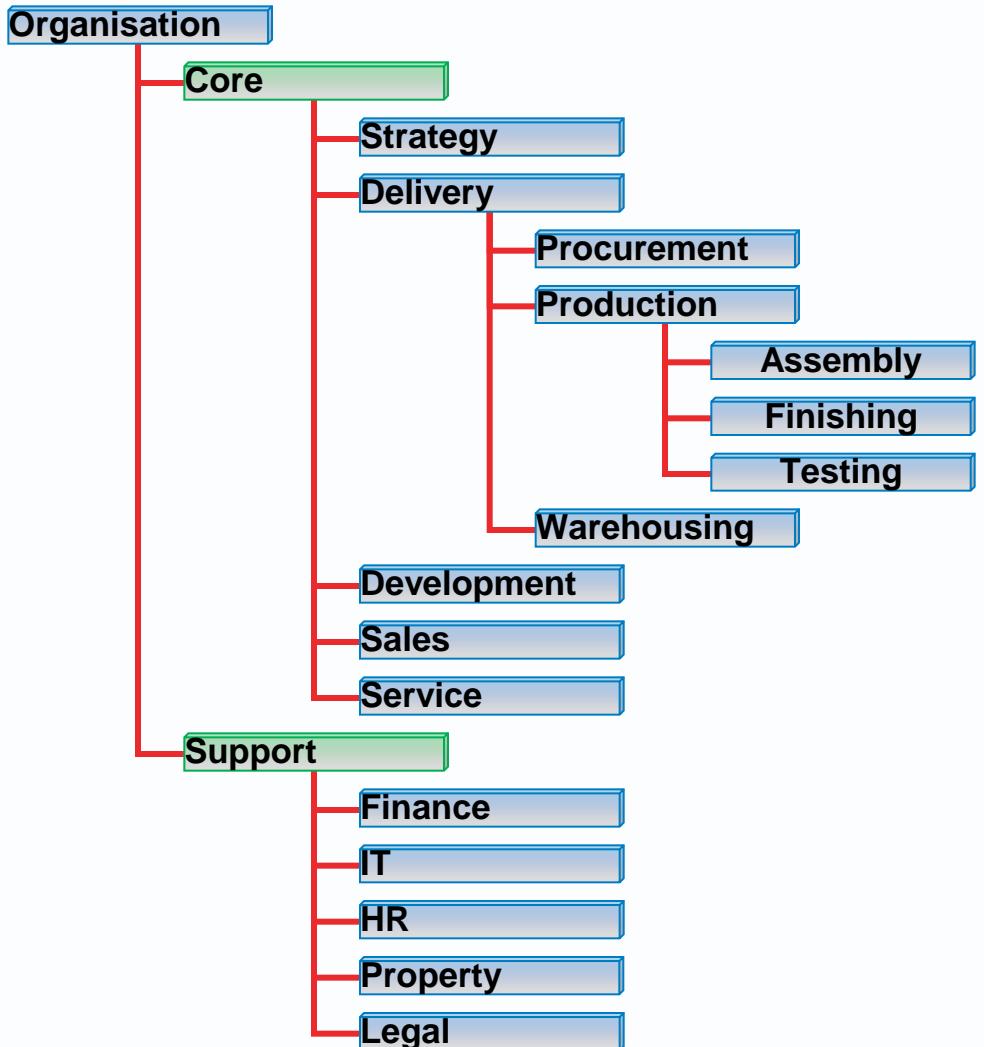
A *logical/functional* decomposition for a bank

The BIAN Service Landscape V2.5



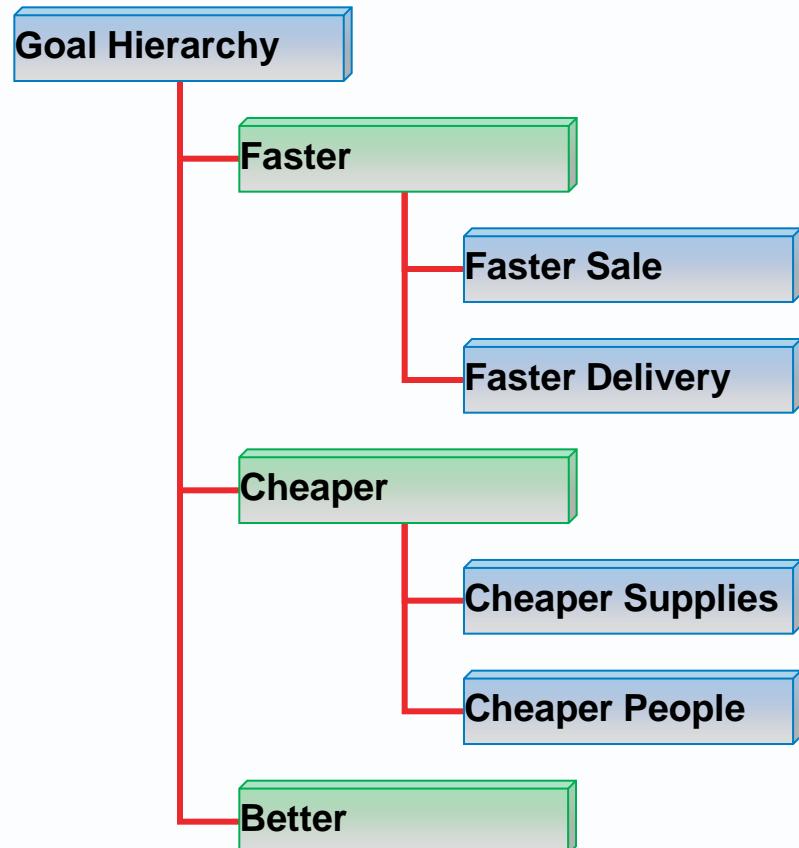
Logical decomposition usually stops at the 3rd or 4th level

- ▶ A structure with four levels is as deep as most system architects can manage.
- ▶ It is difficult to maintain the integrity of a structure with more levels (or more than thousand nodes).
- ▶ Difficult to avoid or manage duplication of lower level entries



2. A cascade of goals and objectives

- Decomposition to define actionable objectives and assign them to actors



One person's how is another's what

Increase microwave oven market share by end of this year

Design a microwave oven priced < 60% of the competition

Undercut current cost of parts by 30%

The *how* for the *what* above
The *what* for the *how* below

Reduce the number of controls needed

Replace metal with plastic

Undercut current cost of assembly by 30%

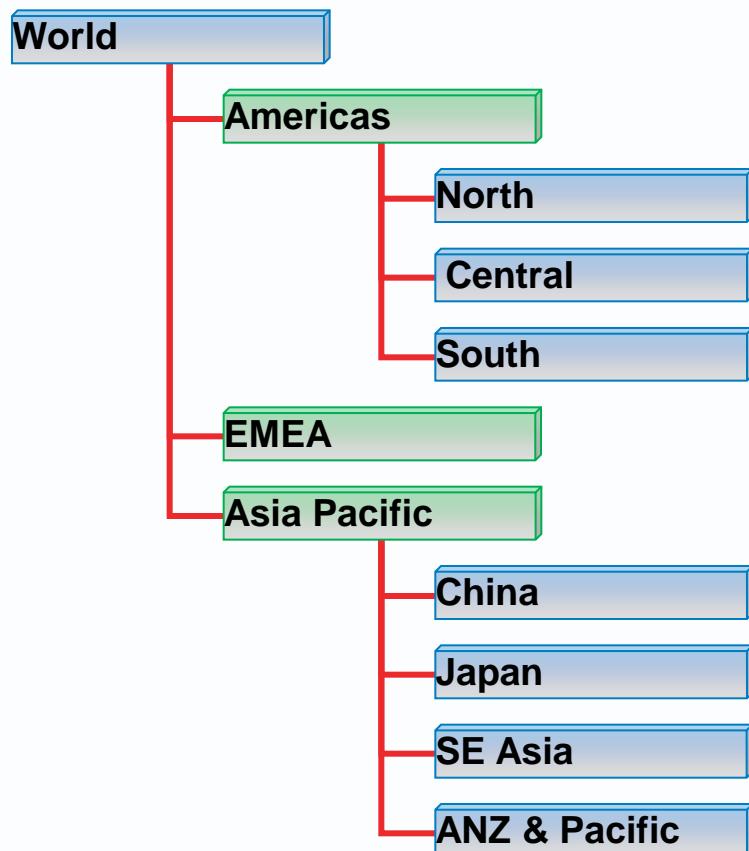
Reduce the number of controls needed

Increase production capacity

Advertise more widely

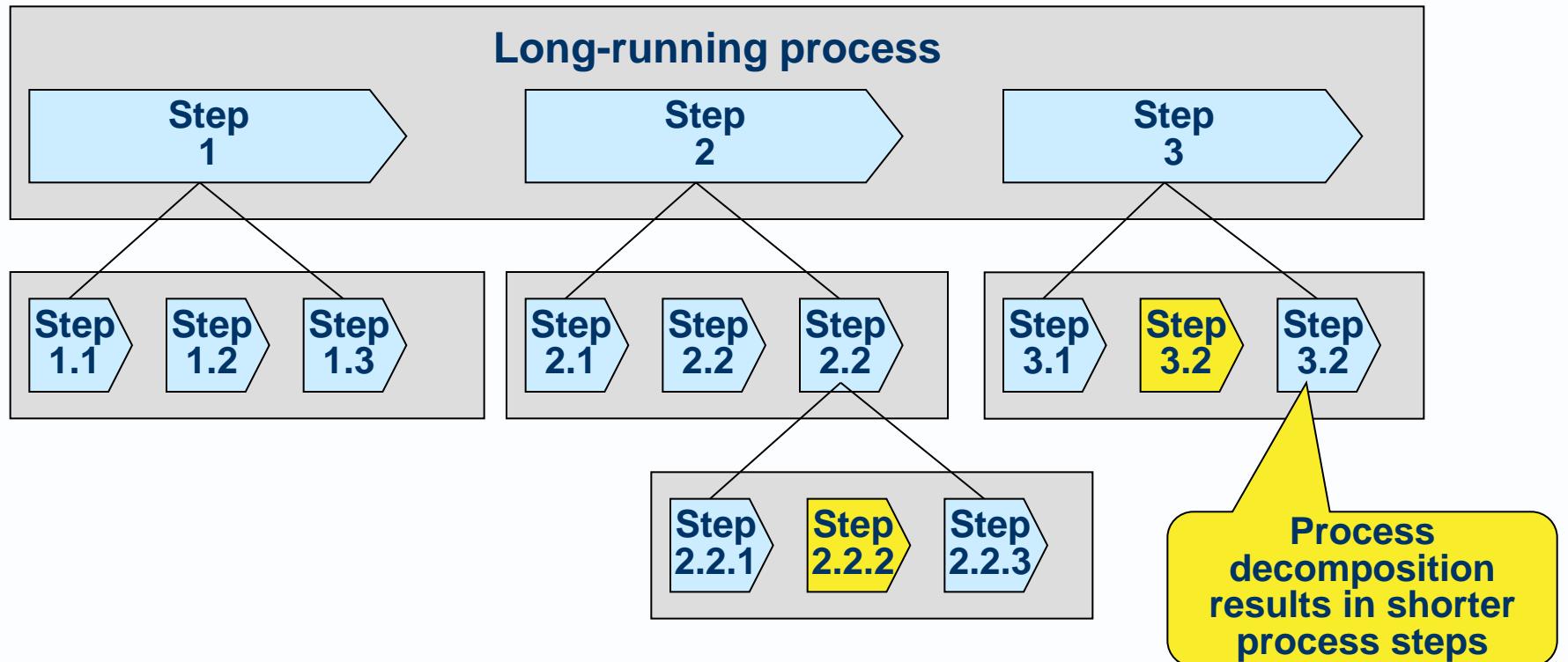
3. Geographical organisation

- Described hierarchically to help locate things



4. Decomposition of system behaviour into process steps

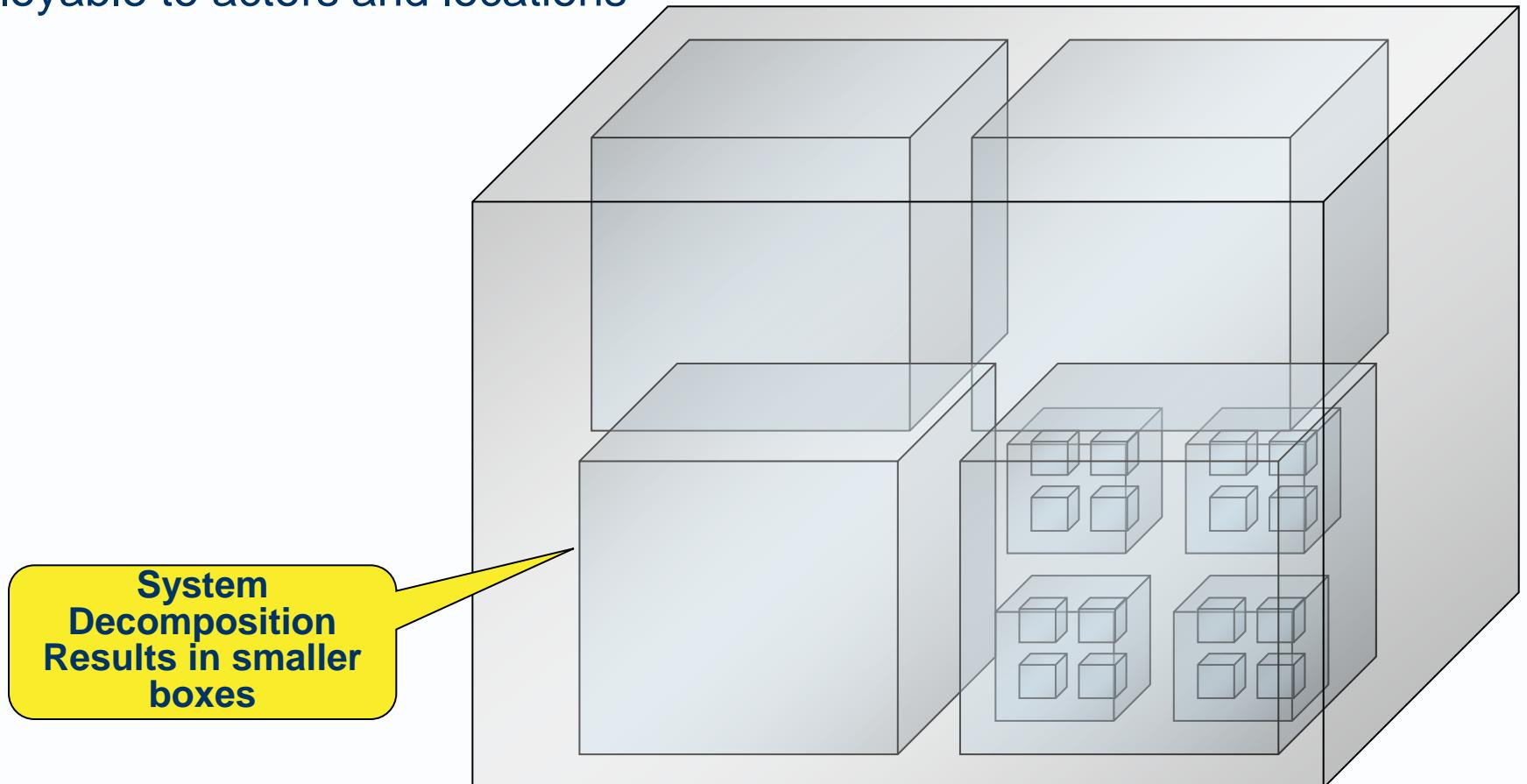
- ▶ To analyse requirements, and to define automatable processes.



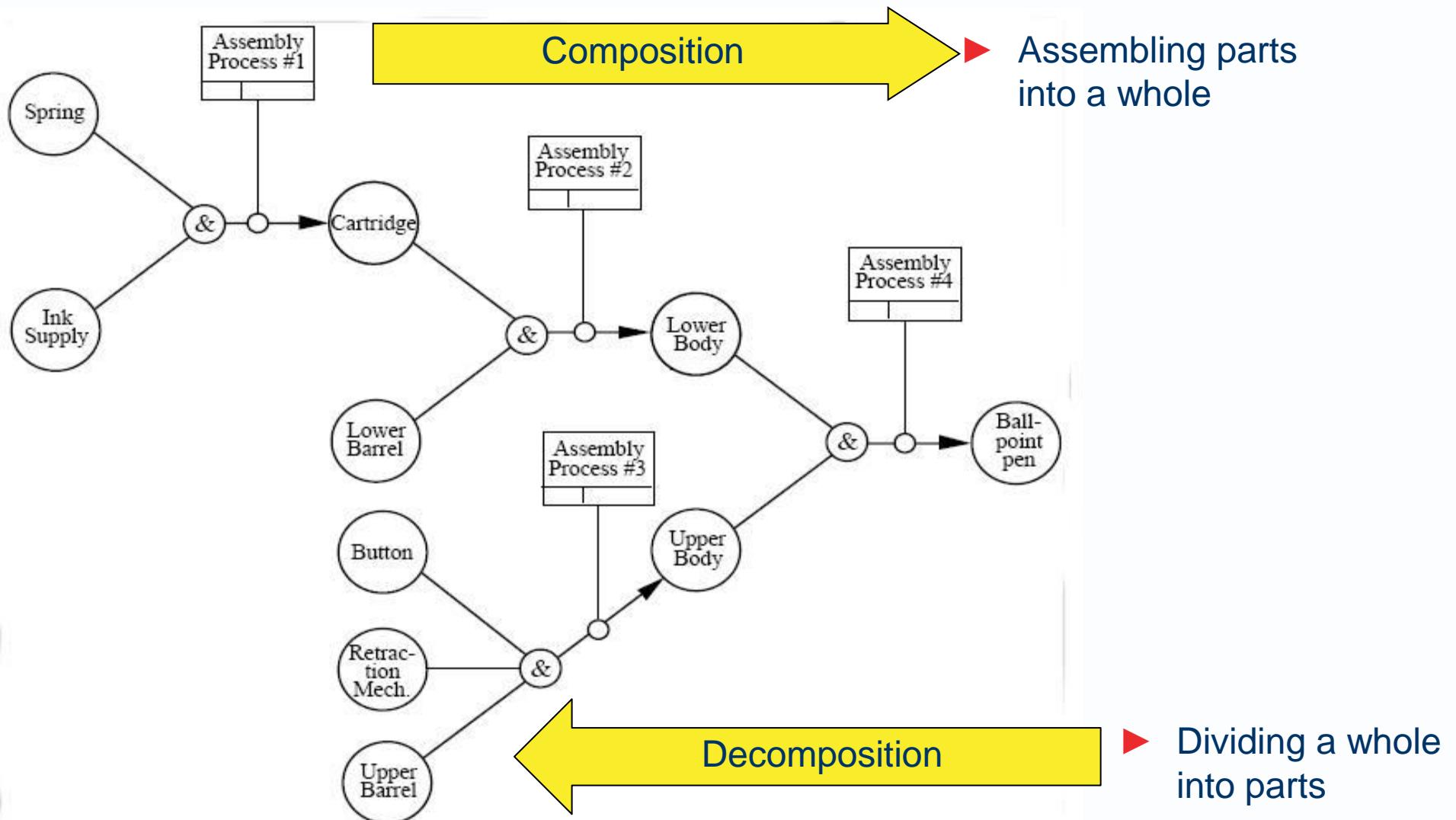
- ▶ Look out for reusable sub-processes

5. Decomposition of system structures into components

- ▶ to make systems buildable
- ▶ deployable to actors and locations

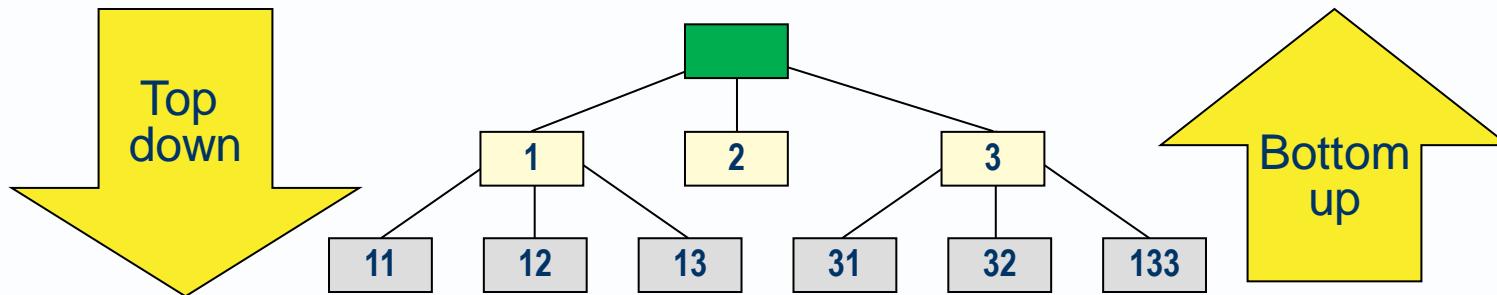


Composition – illustrated using IDEF 5



Cycling top down and bottom up design

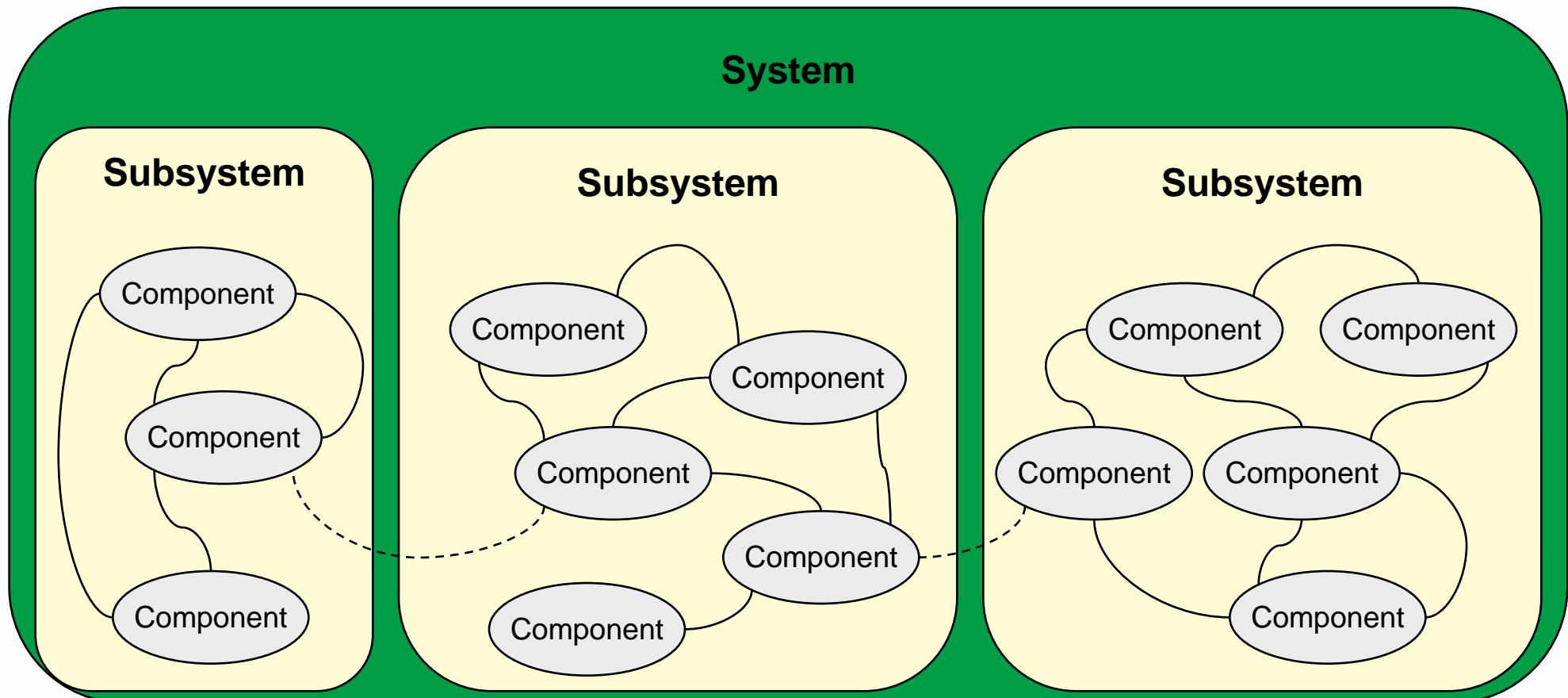
- ▶ A structure defined from the top down is rarely optimal
- ▶ So alternate top down and bottom up design



- ▶ This helps to ensure that a higher level model is well formed:
 - a manageable and accurate abstraction of lower levels
 - contains elements at a consistent level of granularity
 - shows what is more important to the viewer
 - hides what is less important to the viewer

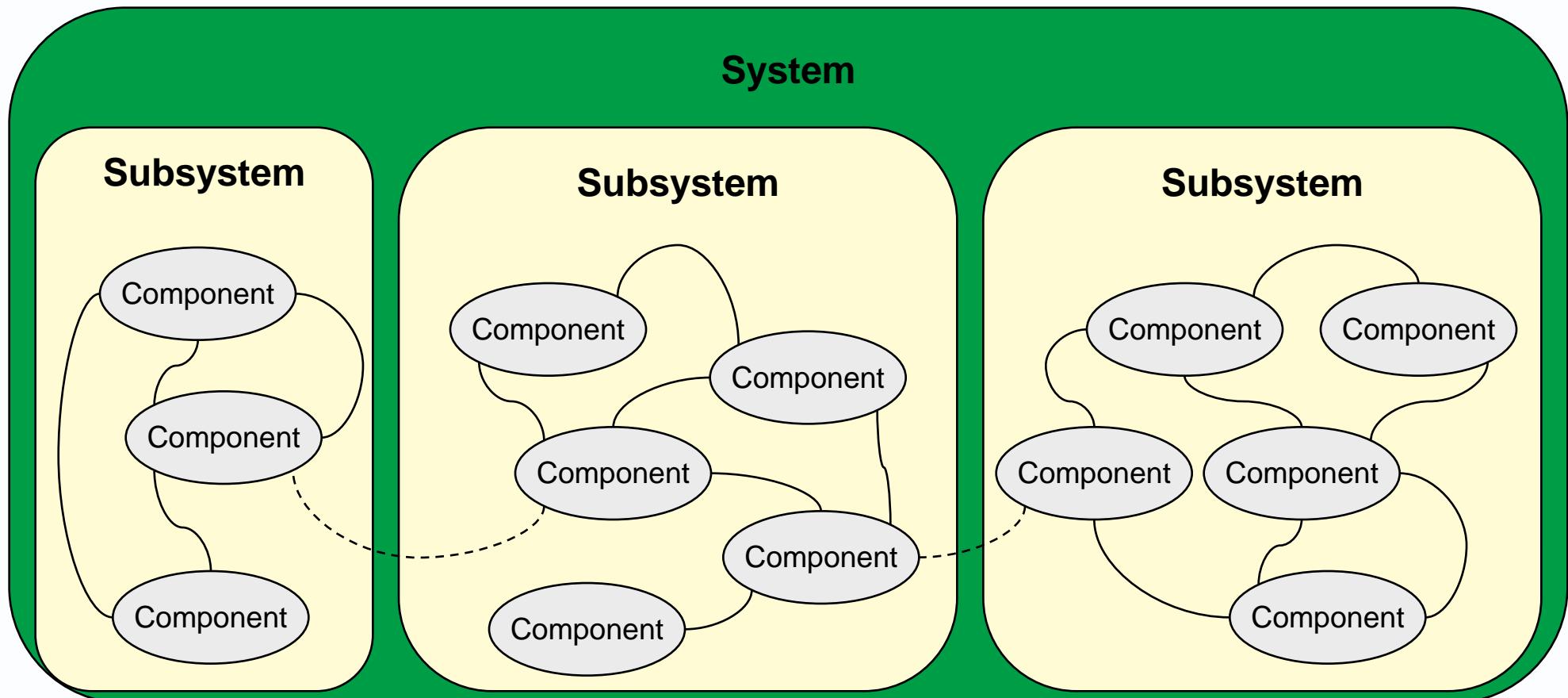
To hide details you can..

- ▶ Cluster related components into a subsystem.



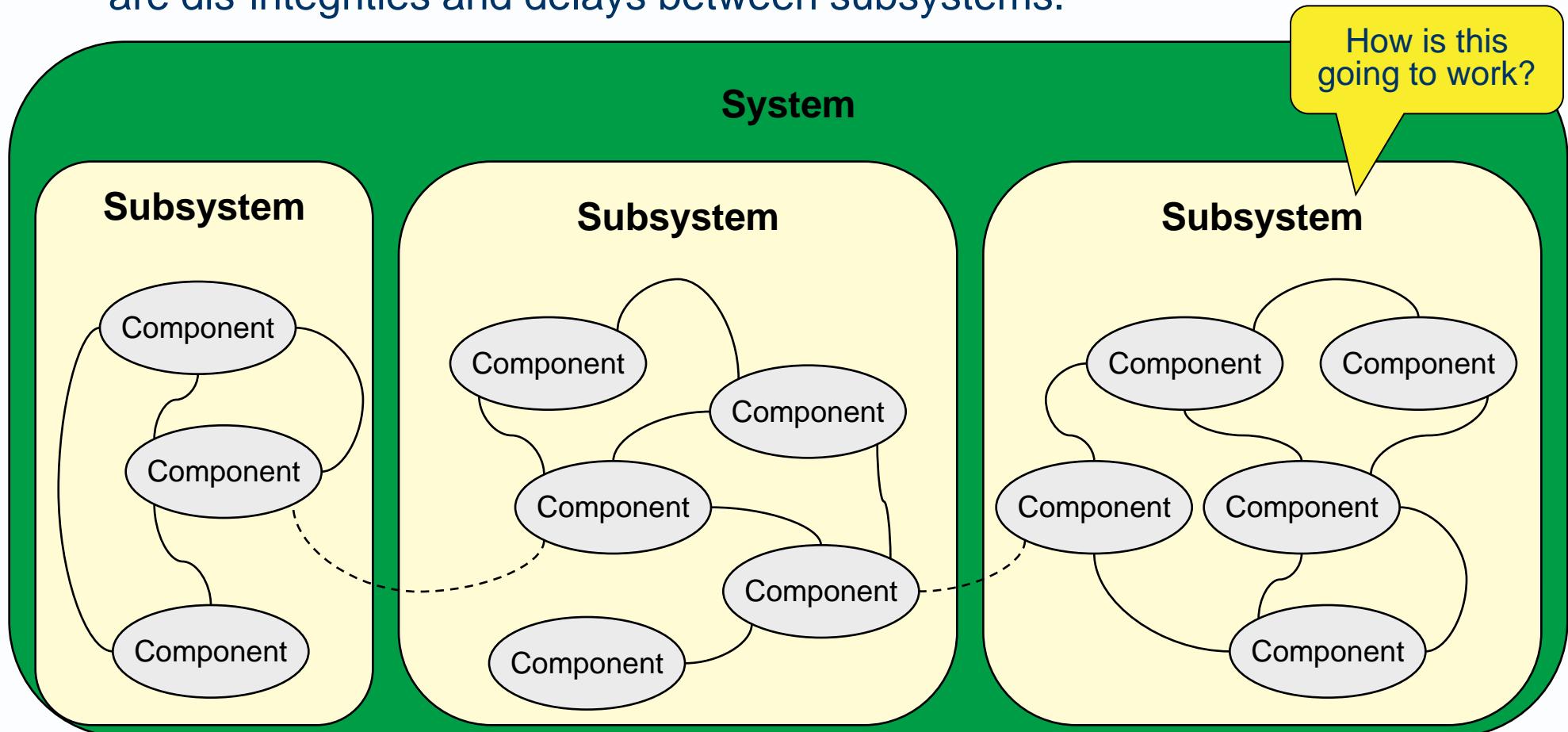
To make subsystems independently manageable...

- ▶ gather **cohesive** components in one subsystem, and
- ▶ separate **loosely-coupled** components in different subsystems.



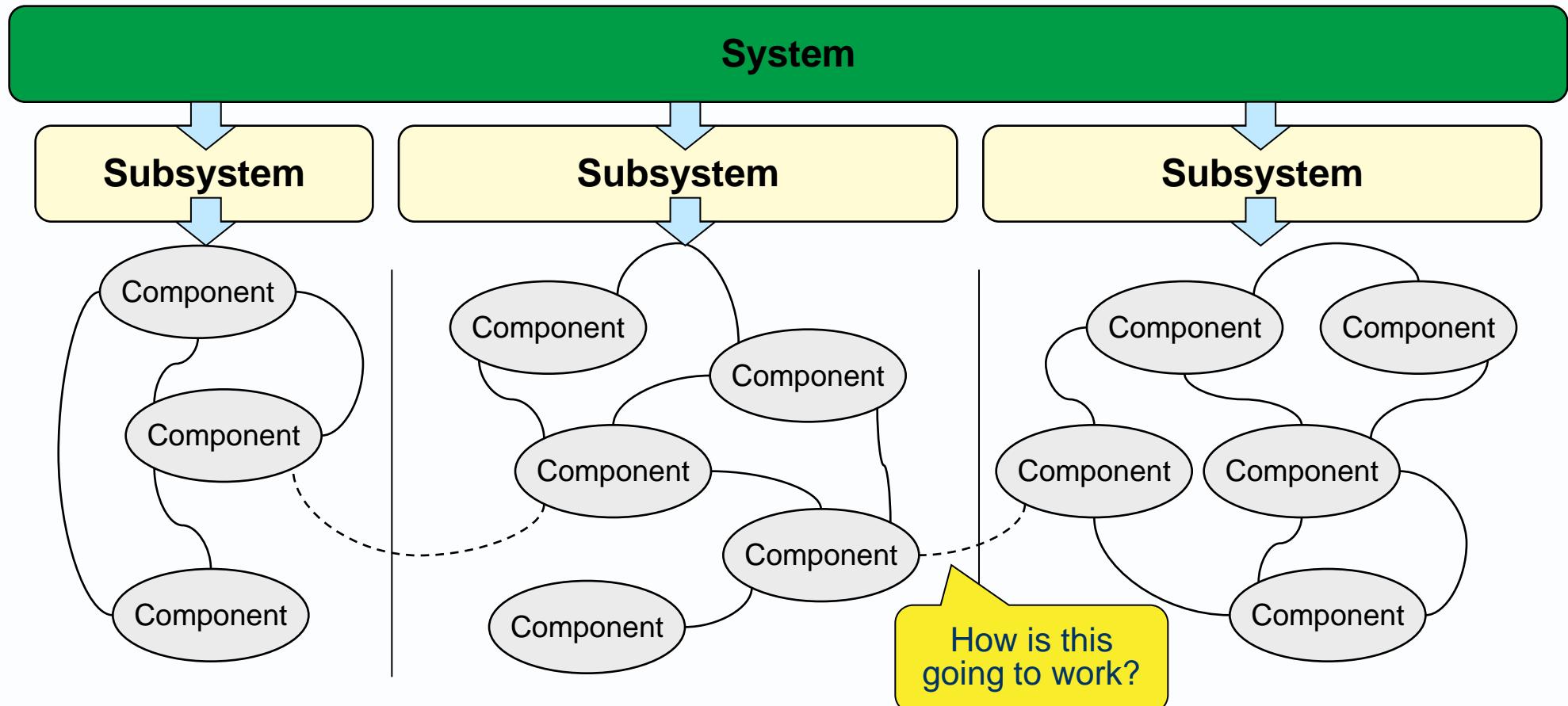
Separating subsystems makes them more independent and flexible

- ▶ But loosely-coupled subsystems can be inconsistent, since there are dis-integrities and delays between subsystems.



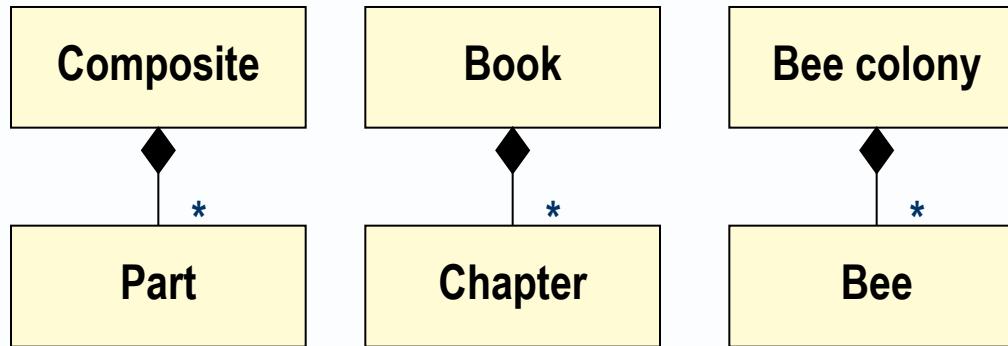
How is a hierarchical structure implemented in reality?

- ▶ Higher level components may act as *façades* or *managers* that delegate work to lower level or inner components.



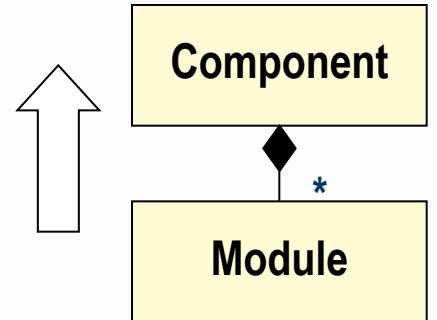
Composition: definition

- ▶ **Composition:** Assembly of parts into a whole and/or hiding internal component behind an interface
- ▶ Makes a thing or description more manageable
- ▶ Encapsulates content in a shell, or organises units under a manager.



- ▶ **Decomposition:** Division of a whole into parts and/or identification of components behind an interface
- ▶ Makes a description more detailed and useful to a builder.

- ▶ Composition creates a larger, more coarse-grained, thing
- ▶ You can hide what is inside (as far as possible)
- ▶ And describe the composite more abstractly



Avancier Methods (AM)

Concepts

A few remarks on abstraction

It is illegal to copy, share or show this document
(or other document published at <http://avancier.co.uk>)
without the written permission of the copyright holder

Enterprise architects use abstraction

- ▶ Since business systems contain millions of elementary parts, EAs tend to catalogue coarse-grained composites

Composition	Data	Applications	Infrastructure
Coarse-grained	Data store (CRM)	Application (CRM)	Network Domain
Mid-grained	Aggregate entity (Opportunity)	Component/Package	Virtual server
Fine-grained	Data entity (Quote)	Module/Class	Execution environment
Elementary part	Data item (Price)	Operation/Method	Executable
Decomposition	Data element	Software element	Deployable element

Enterprise architects use several kinds of abstraction

- ▶ EAs use coarse-grained and/or generic and/or conceptual views

To manage large systems

To reuse structures and processes

To speak with directors and managers

Composition	Generalisation	Idealisation
Coarse-grained composite	Universal	Conceptual Model
Mid-grained composite	Fairly generic	Logical Model
Fine-grained composite	Fairly specific	Physical Model
Elementary part	Uniquely configured	Physical Material
Decomposition	Specialisation	Realisation

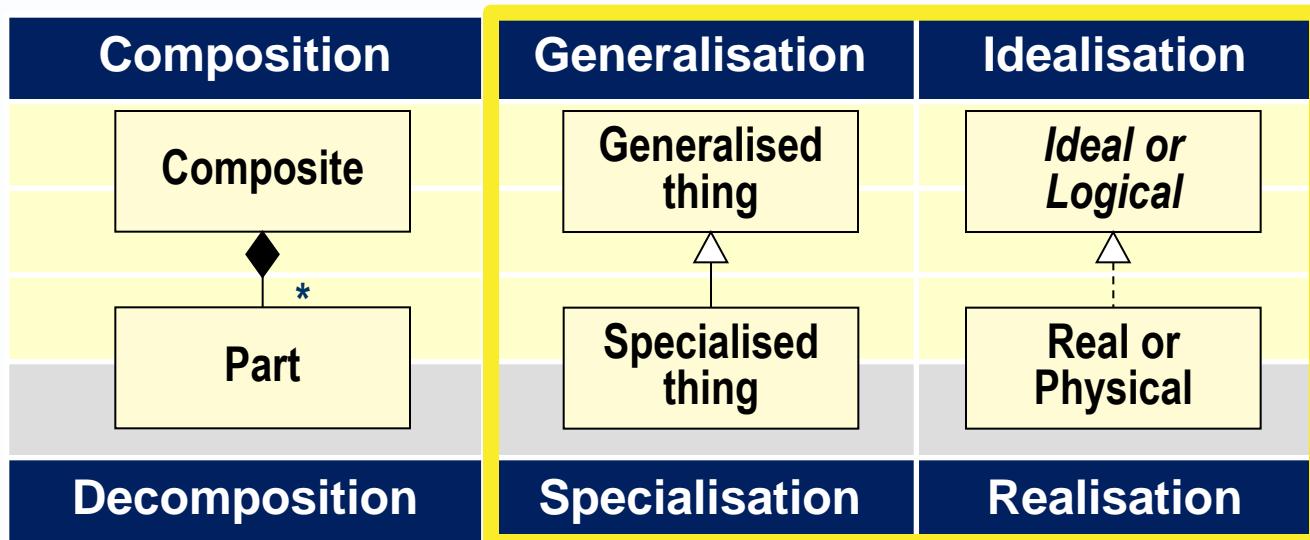
E.g. TOGAF uses all three kinds of abstraction

- ▶ To classify and divide up architecture descriptions.

Composition	Generalisation	Idealisation
Enterprise / Strategy	Foundation	Requirements & context
Segments	Common systems	Architecture building blocks
Capabilities	Industry-specific	Solution building blocks
	Organisation-specific	Deployed solutions
Decomposition	Specialisation	Realisation

We'll discuss other kinds of abstraction later

- More to come on Generalisation and Idealisation



Note, the abstract must connect to the concrete



- ▶ EA is not purely philosophical
- ▶ EA who stay at an abstract level risk missing cultural and physical design issues that are show stoppers
- ▶ EA need to understand and govern the implications of rolling out strategic decisions such as
 - Integrate Order Management and CRM systems
 - Deploy one identity management system world-wide
 - Standardise customer name and address data types
 - Migrate hand-made spreadsheets into a central ERP system