

Avancier Methods (AM) DOCUMENT

Architecture Meta Models

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EA meta models (various)

- ▶ Comparing and contrasting many meta models, from many sources
- ▶ THE FOLLOWING SLIDES ARE ONLY A SHORT EXTRACT FROM A 60 SLIDE PRESENTATION

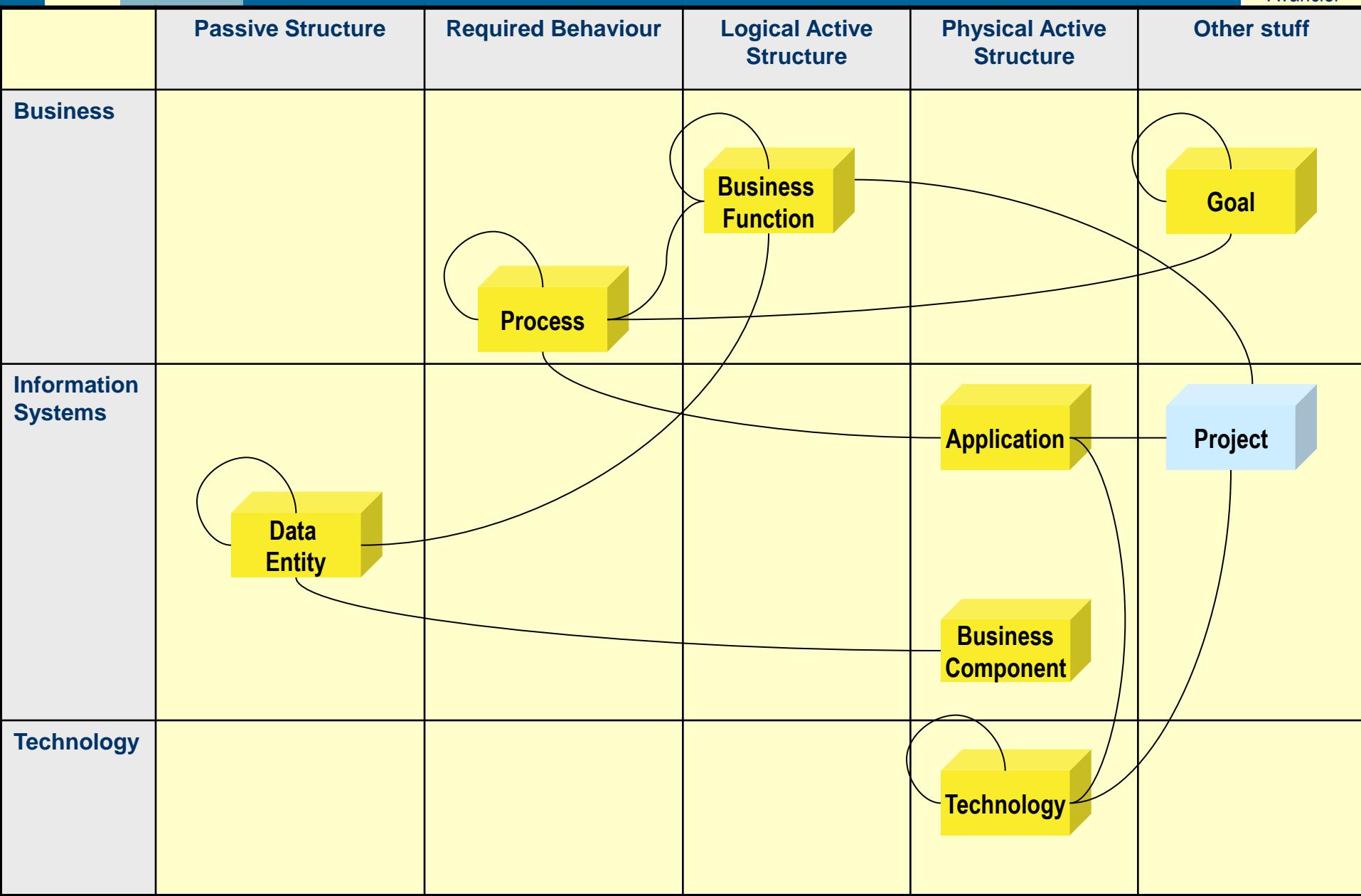
The 3 x 5 presentation framework

- ▶ Helps us to compare meta models

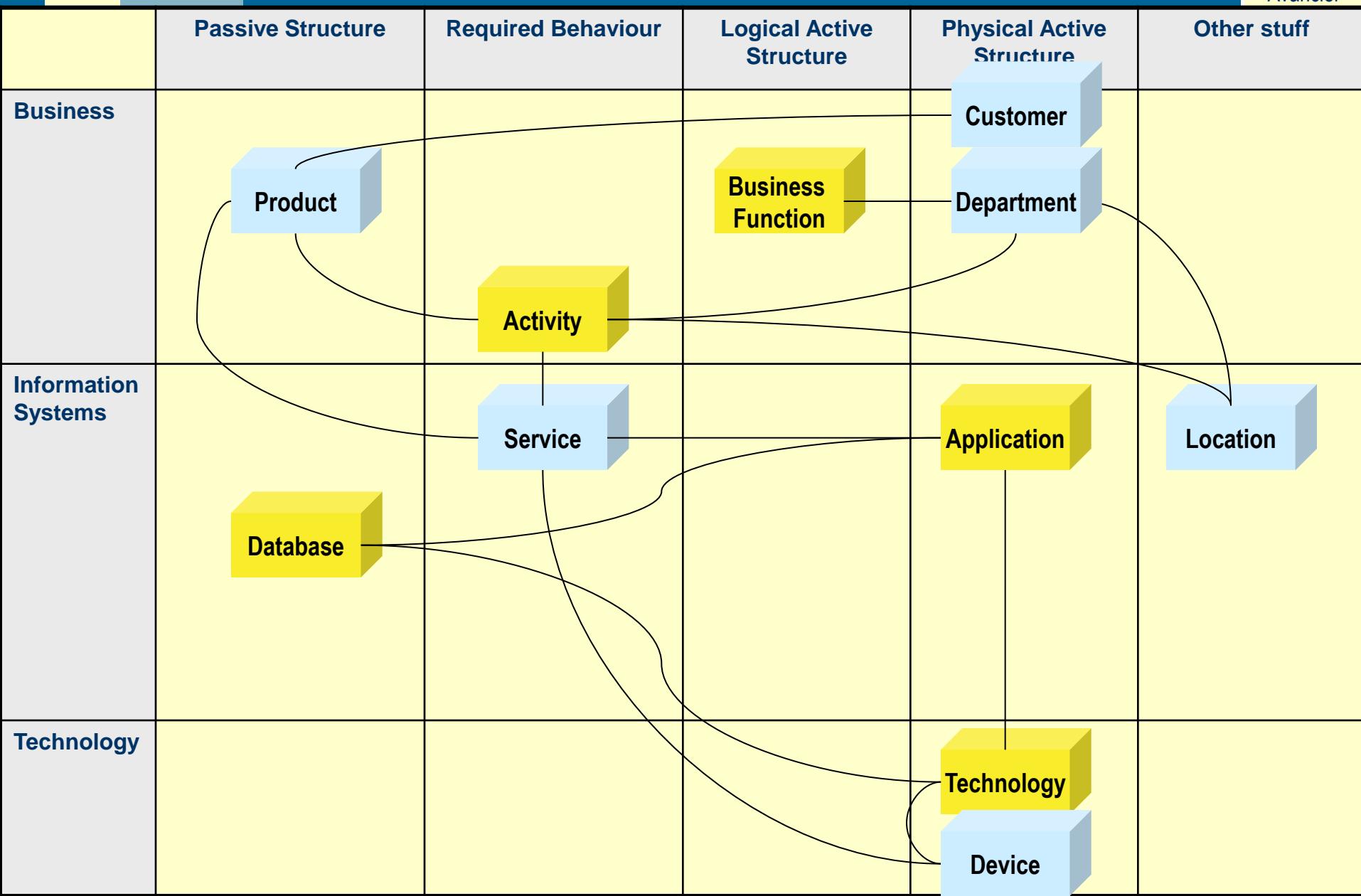
| | Passive Structure | Required Behaviour | Logical Active Structure | Physical Active Structure | Other stuff |
|---------------------|-------------------|------------------------|--------------------------|---------------------------|--------------------------|
| | Artifacts | Services and processes | Logical components | Physical components | e.g. Locations. Projects |
| Business | | | | | |
| Information Systems | | | | | |
| Technology | | | | | |

- ▶ Created by trial and error
- ▶ Merely a presentation framework for placing entities on a page
 - *A visual alignment device*
 - Do not read it as yet another architecture framework
 - Do not read it (for example) to say Goals and Locations are closely related concepts
- ▶ More art than science

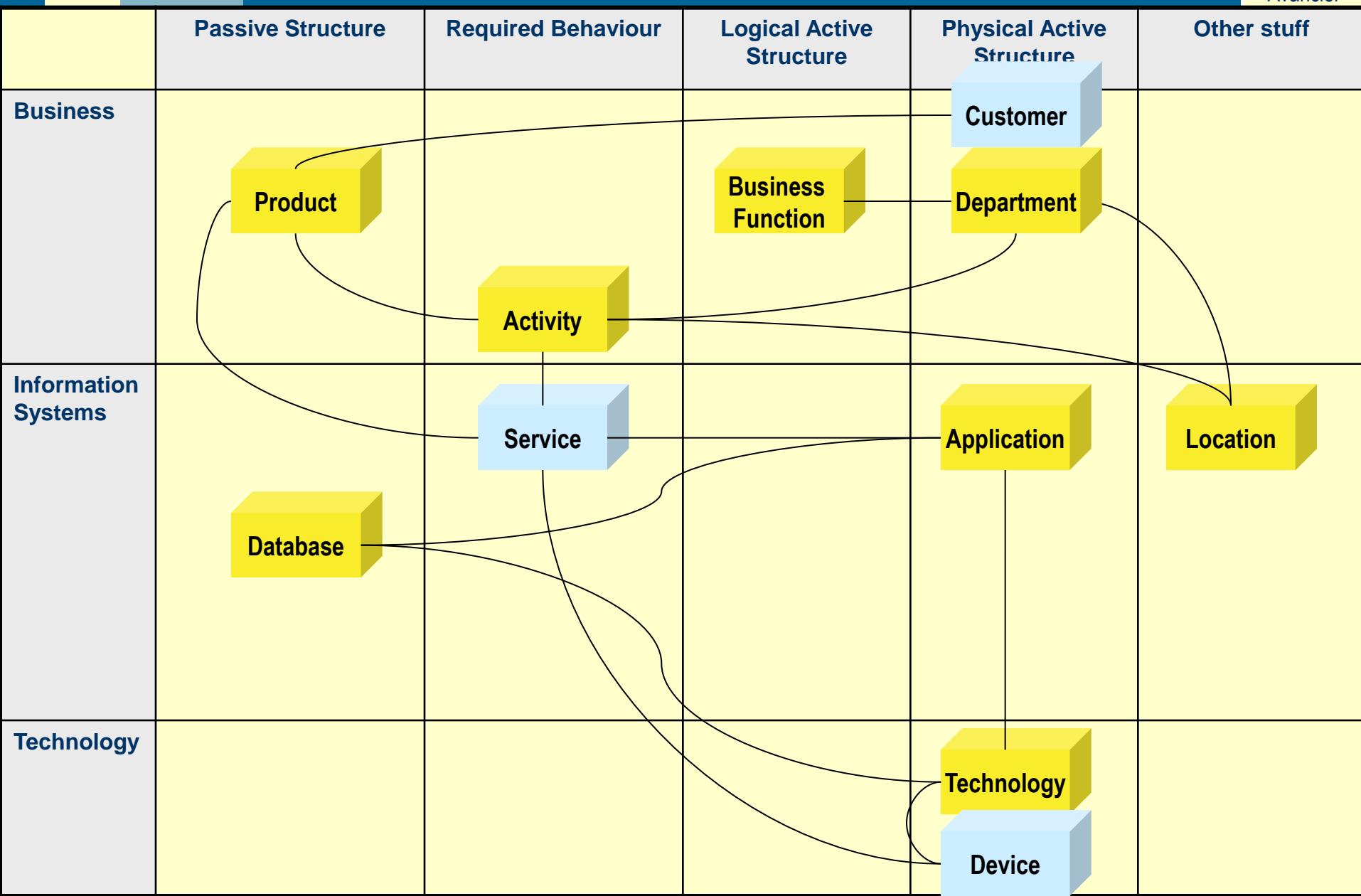
SAM - “essential” EA meta model – drawn to fit the framework



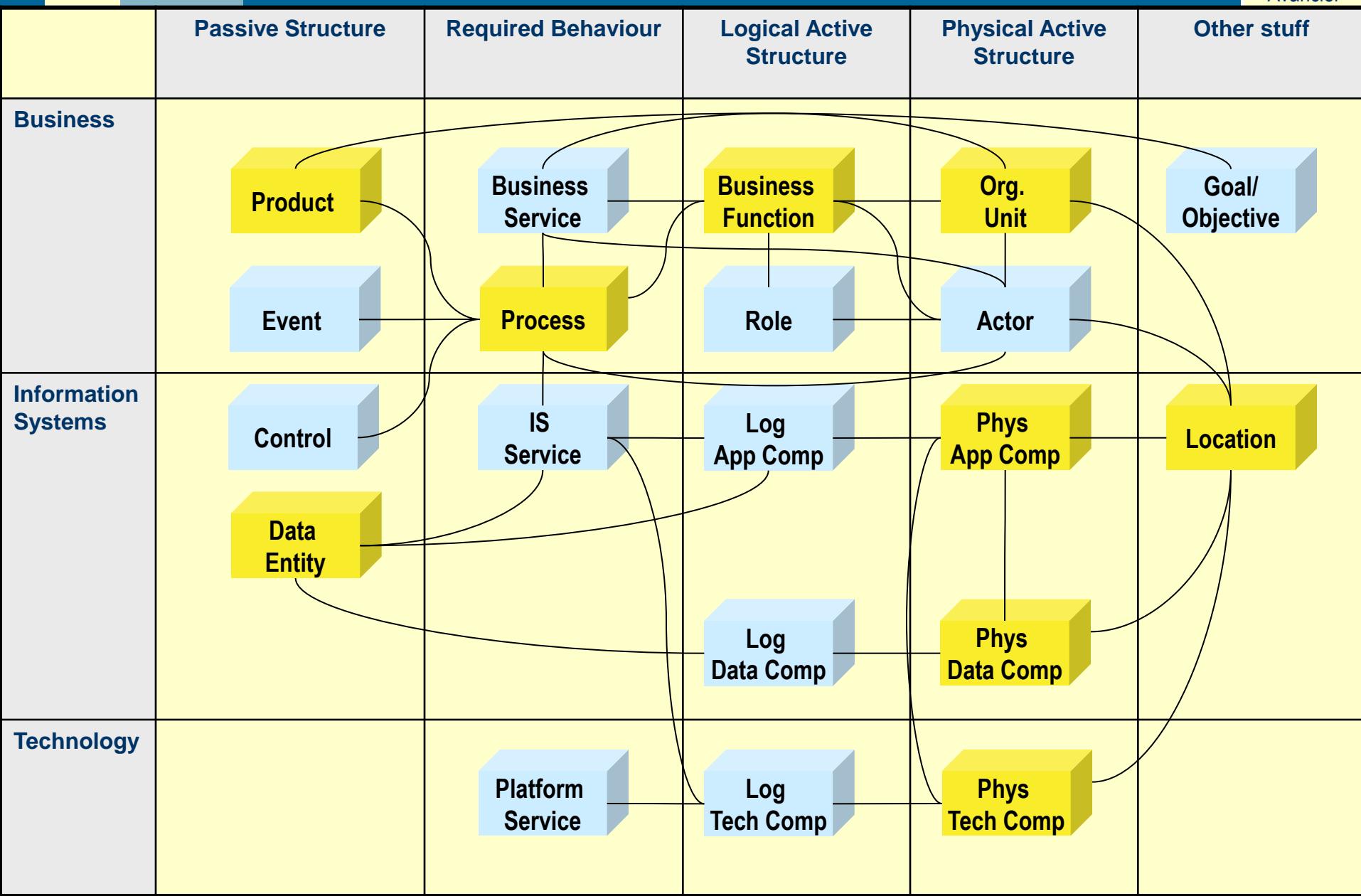
PEAF structural meta model – drawn to fit the SAM



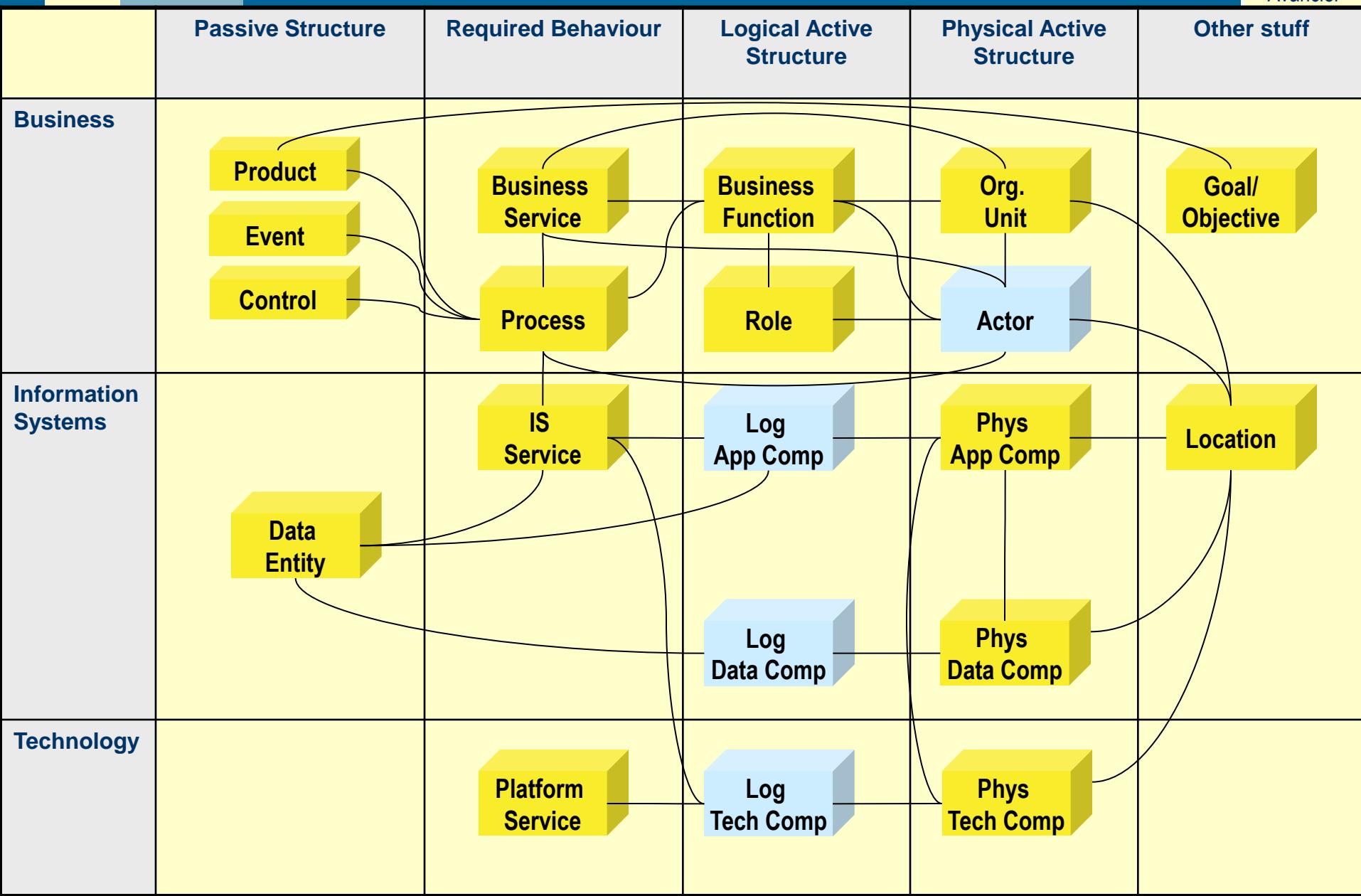
PEAF structural meta model – drawn to fit TOGAF



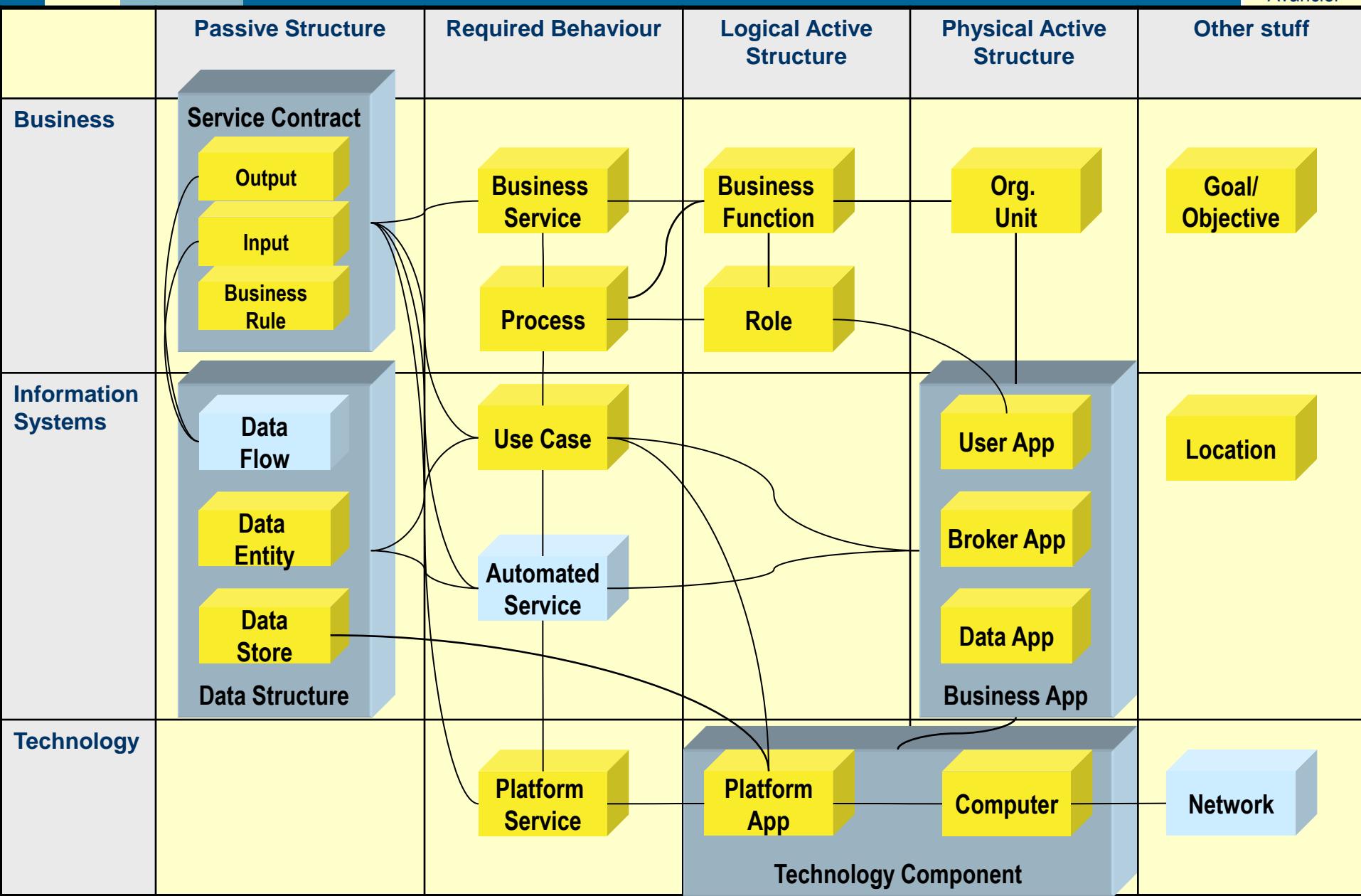
TOGAF 9's explicit meta model – drawn to fit PEAF



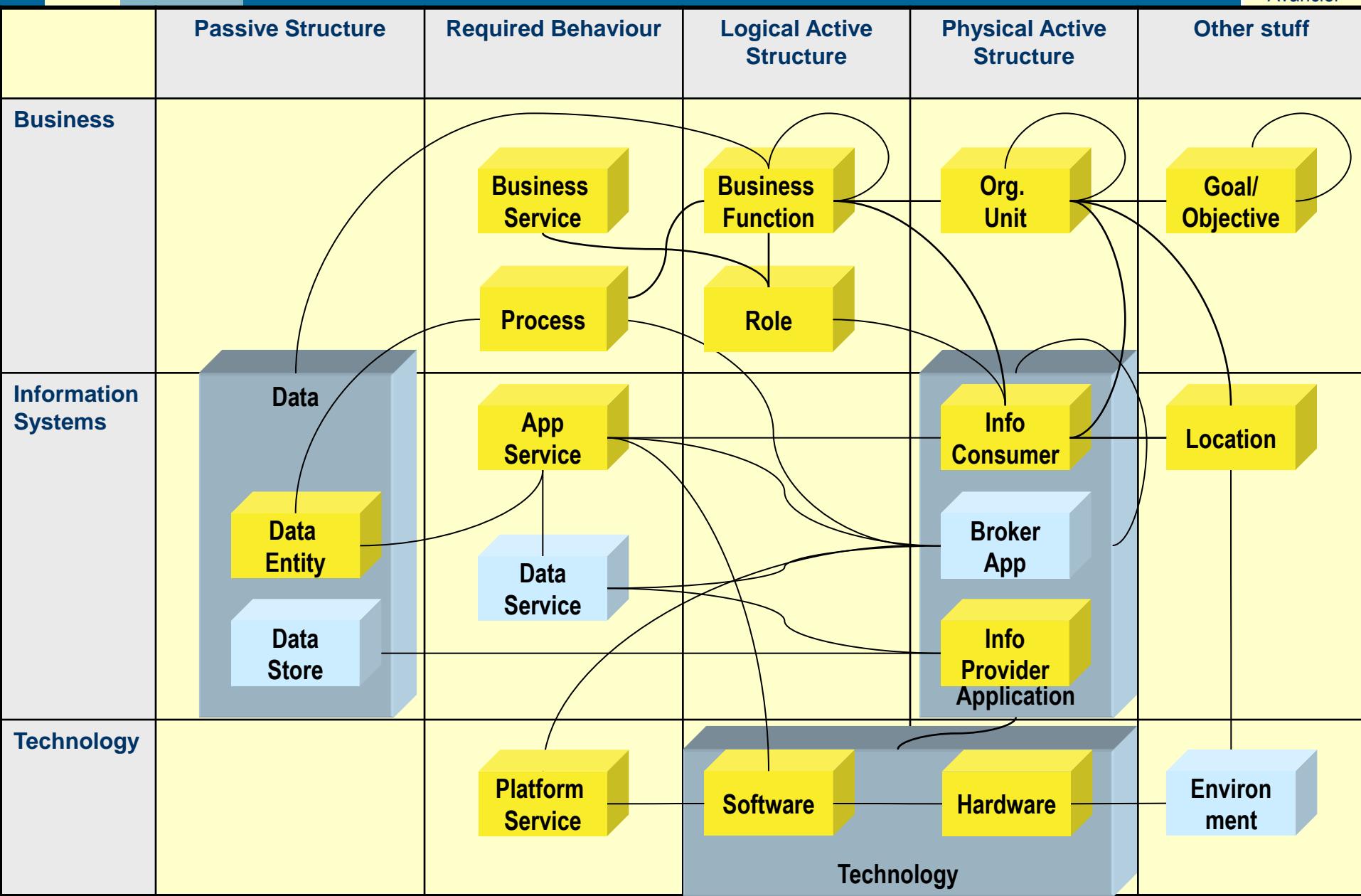
TOGAF 9's explicit meta model – drawn to fit BCS



BCS's *implicit* reference model

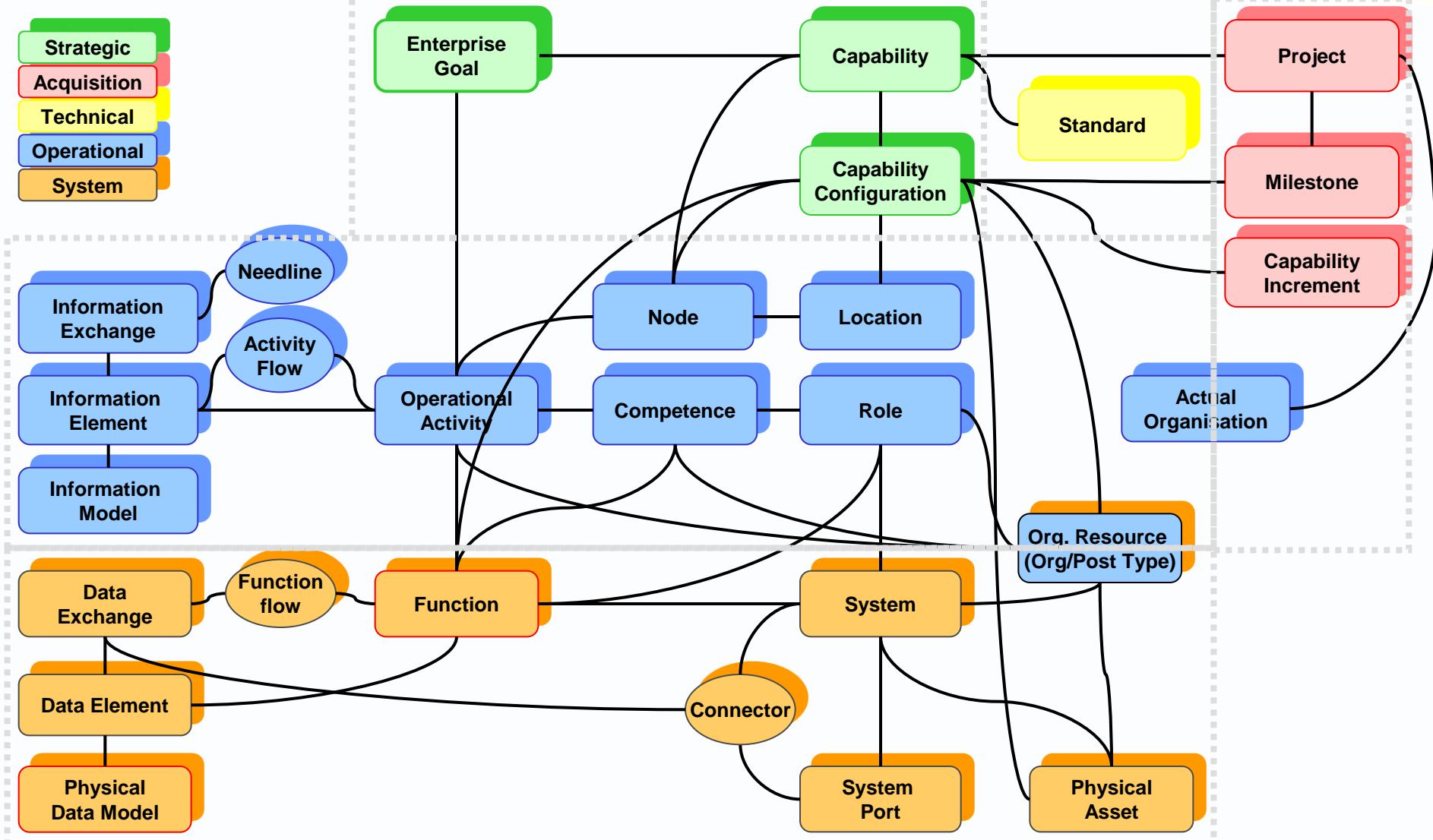


TOGAF 9's *implicit* meta model – drawn to fit the framework

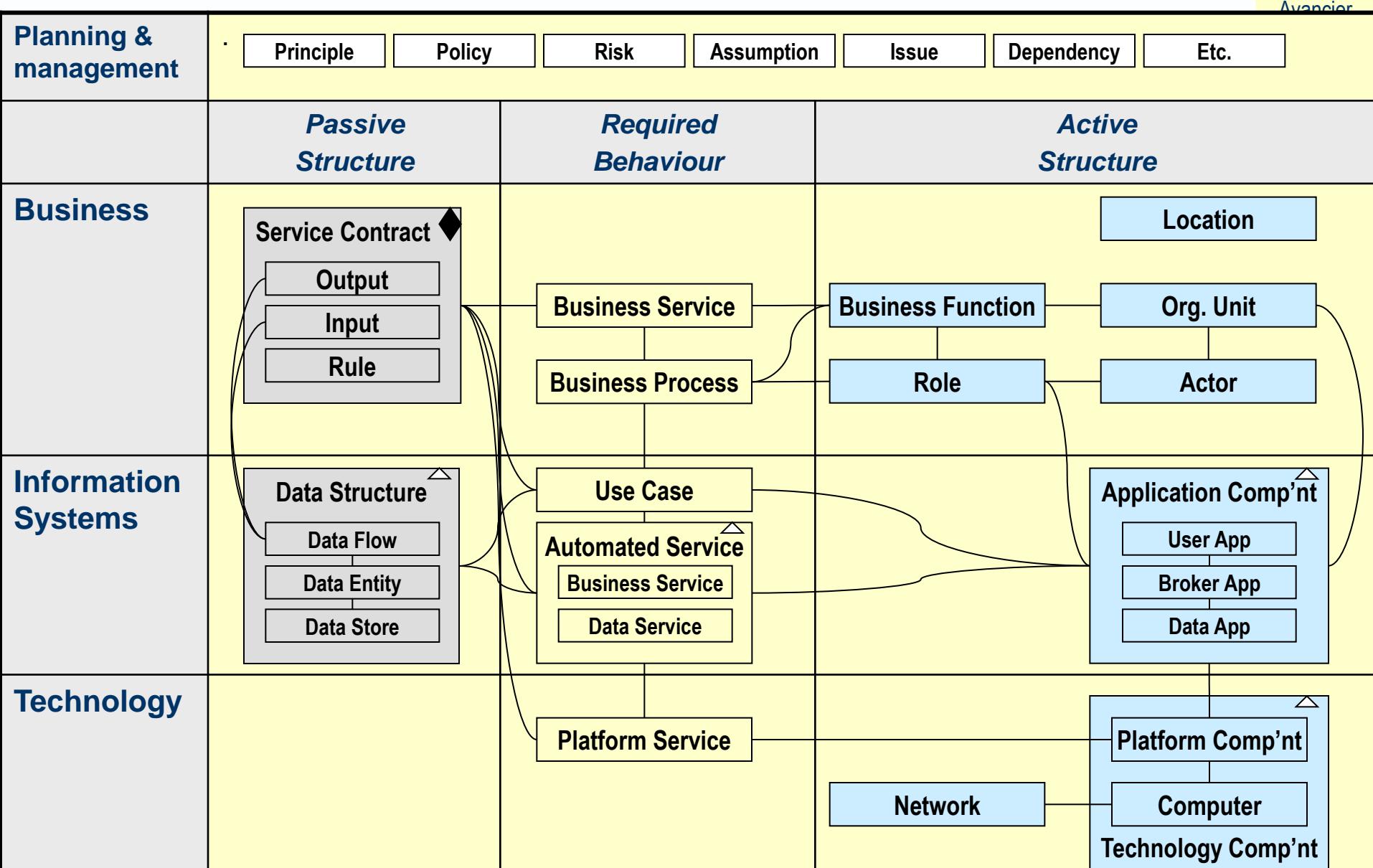


- ▶ The 3 x 5 presentation framework has to be adapted for different meta models

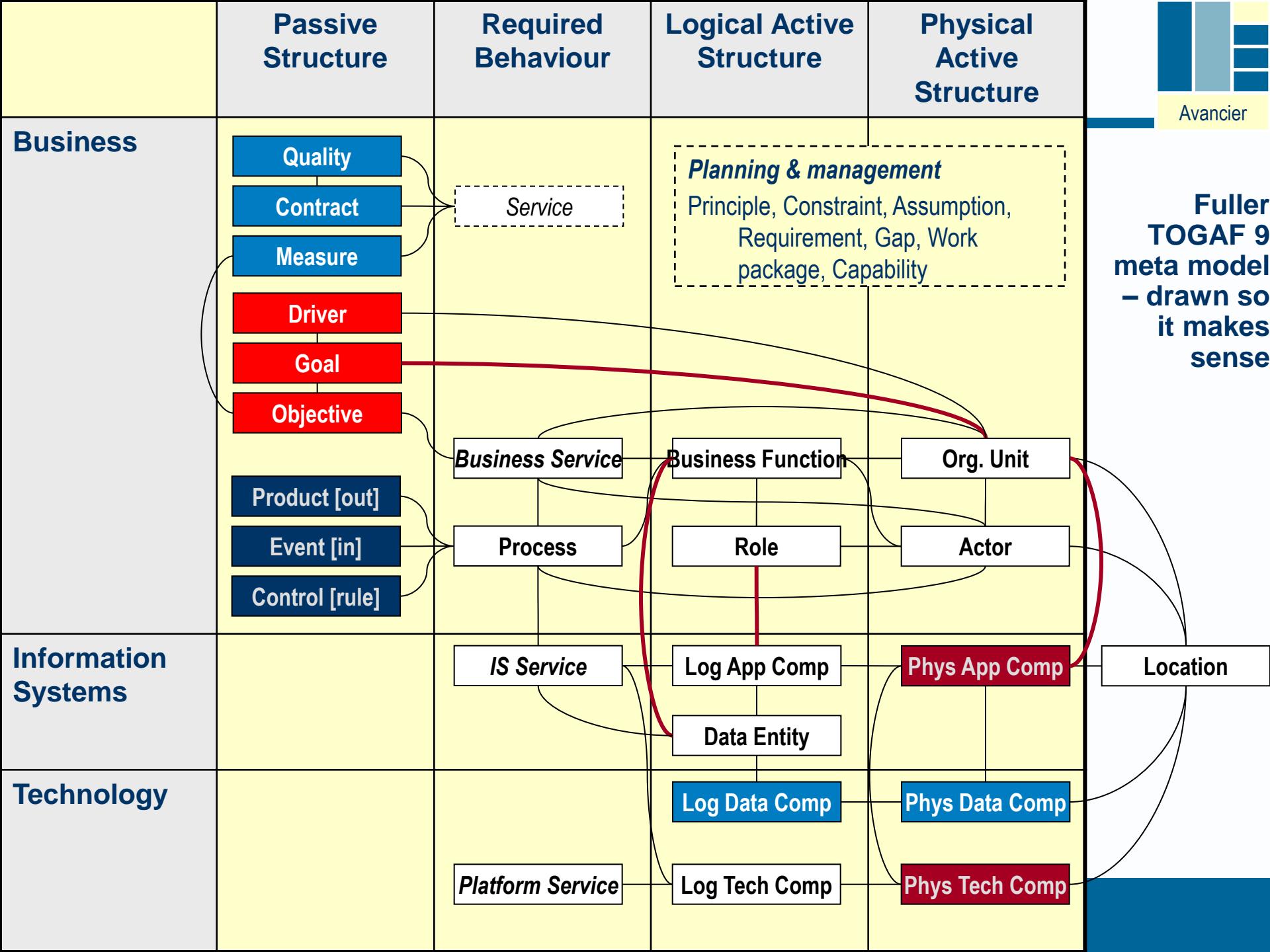
MODAF – doesn't so readily conform to the general shape But still easier to read after alignment to it



Fuller BCS architecture meta model



Fuller
TOGAF 9
meta model
– drawn so
it makes
sense



5 related presentations in the Library at <http://avancier.co.uk>

► **Locality**

- Process threads you will find in various architecture frameworks

► **Granularity**

- The challenge of multi-level goals, plans and specifications

► **Functionality**

- Functions, Organisation Units and Processes in human activity systems

► **Modularity**

- Foundation concepts and strands in the modelling of human and computer activity systems

► **Architecture meta meta concepts**

- A 4 cell schema for modelling systems, which helps you understand meta models

► **Architecture meta models**

- Comparing the meta models of industry standard architecture frameworks