

Software Design and Architecture

Designing for Non-Functional Requirements (Properties)

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Lecture Outline

- Fundamentals of Non-functional properties
- Different types of NFP
 - » Efficiency
 - » Complexity
 - » Scalability
 - » Adaptability



Lecture Material

 Software Architecture, Foundation, Theory, and Practice (Ch#12)



Fundamentals of NFP

- A software system's non-functional property (NFP) is a constraint on the manner in which the system implements and delivers its functionality
- Providing the desired functionality is often quite challenging
 - » Market demands
 - » Competition
 - » Strict deadlines
 - » Limited budgets
- However, the system's success will ultimately rest on its NFPs
 - » "This system is too slow!"
 - » "It keeps crashing!"
 - » "It has so many security holes!"
 - "Every time I change this feature I have to reboot!"



Fundamentals of NFP

- A Challenges of designing for NFP's
 - » Only partially understood in many domains
 - E.g., MS Windows and security
 - » Qualitative vs. quantitative
 - » Frequently multi-dimensional
 - » Non-technical pressures
 - E.g., time-to-market or functional features



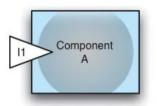
- Efficiency is a quality that reflects a software system's ability to meet its performance requirements while minimizing its usage of the resources in its computing environment
 - » Efficiency is a measure of a system's resource usage economy
- What can software architecture say about efficiency?
- Efficiency starts at the architectural level!

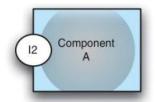


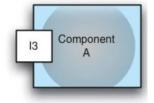
- Software Components and Efficiency
 - » Keep the components "small" whenever possible
 - » Keep component interfaces simple and compact
 - » Allow multiple interfaces to the same functionality
 - » Separate data components from processing components
 - » Separate data from meta-data

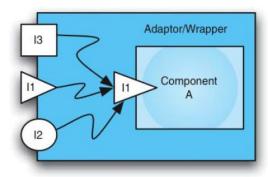


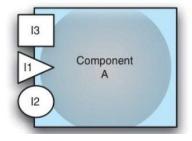
Software Components and Efficiency













- Software Connectors and Efficiency
 - » Carefully select connectors
 - Broadcast
 - Direct
 - Security
 - » Use broadcast connectors with caution
 - » Asynchronous communication



- Architectural Configuration and Efficiency
 - » Keep frequently interacting components together
 - Cache
 - Hoarding
 - Prefetch
 - » Carefully select and place connectors in the architecture



- Architectural Styles not fit for good Efficiency
 - » Asynchronous communication
 - Real-time systems
 - » Large repository-based systems
 - » Data need to be delivered incrementally



IEEE Definition

- » Complexity is the degree to which a software system or one of its components has a design or implementation that is difficult to understand and verify
- Complexity is a software system's a property that is directly proportional to the size of the system, number of its constituent elements, their internal structure, and the number and nature of their interdependencies



- Software Components and Complexity
 - » Separate *concerns* into different components
 - » Keep only the functionality inside components
 - Interaction goes inside connectors
 - » Keep components cohesive
 - » Be aware of the impact of off-the-shelf components on complexity
 - Insulate processing components from changes in data format



- Software Connectors and Complexity
 - » Treat connectors explicitly
 - » Keep only interaction facilities inside connectors
 - » Separate interaction concerns into different connectors
 - » Restrict interactions facilitated by each connector
 - » Be aware of the impact of off-the-shelf connectors on complexity



- Architectural Configurations and Complexity
 - » Eliminate unnecessary dependencies
 - » Manage all dependencies explicitly
 - » Use hierarchical (de)composition



- Scalability is the capability of a software system to be adapted to meet new requirements of size and scope
- Portability is a software system's ability to execute on multiple platforms with minimal modifications and without significant degradation in functional or non-functional characteristics



- Software Components and scalability
 - » Give each component a single, clearly defined purpose
 - » Define each component to have a simple, understandable interface
 - » Do not burden components with interaction responsibilities
 - » Avoid unnecessary heterogeneity
 - Results in architectural mismatch
 - » Distribute the data sources
 - » Replicate data when necessary



- Software Connectors and Scalability
 - » Use explicit connectors
 - » Give each connector a clearly defined responsibility
 - » Choose the simplest connector suited for the task
 - » Be aware of differences between direct and indirect dependencies
 - » Avoid placing application functionality inside connectors
 - Application functionality goes inside components
 - » Leverage explicit connectors to support data scalability



- Architectural Configuration and Scalability
 - » Avoid system bottlenecks
 - » Make use of parallel processing capabilities
 - » Place the data sources close to the data consumers
 - » Try to make distribution transparent
 - » Use appropriate architectural styles



Types of NFP -- Adaptability

- Adaptability is a software system's ability to satisfy new requirements and adjust to new operating conditions during its lifetime
- Software Components and Adaptability
 - » Give each component a single, clearly defined purpose
 - » Minimize component interdependencies
 - » Avoid burdening components with interaction responsibilities
 - » Separate processing from data
 - » Separate data from metadata



Types of NFP -- Adaptability

- Software Connectors and Adaptability
 - » Give each connector a clearly defined responsibility
 - » Make the connectors flexible
 - » Support connector composability
- Architectural Configuration and Adaptability
 - » Leverage explicit connectors
 - » Try to make distribution transparent
 - » Use appropriate architectural styles



Types of NFP

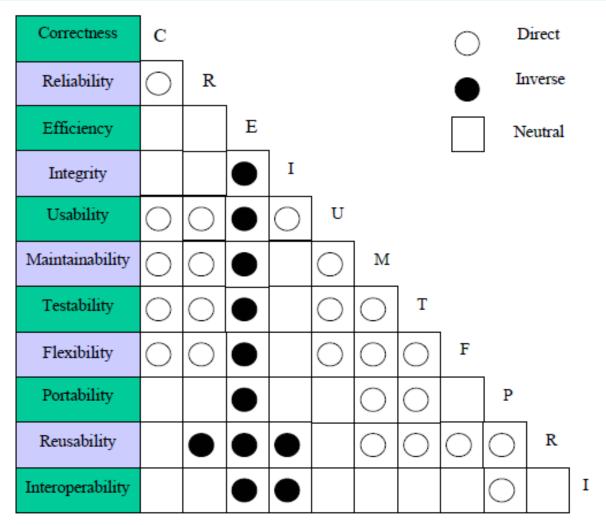


Figure 2.2 Perry's relational model of software quality



Further Reading

- Architectural Views (Ch#6) (Included in exam)
 - » Logical
 - » Physical
 - » Deployment
 - » Concurrency
 - » Behavioral
- Service-Oriented Architecture (Ch#11)
- Architecture Description Language (Ch#6)
- Reference Architecture