

# 软件架构模型与设计

## Software Architectural Model And Design

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Class Time 周二 7-8节, 周五 7-8节

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## Major Topics

- 软件架构概念、主要架构类型、架构设计
- 软件架构模式与风格
- 架构模型要素、建模方法及工具
- 架构描述语言（ADL）
- 架构设计方法
- 模型驱动设计方法（Model-driven Development）
- 新软件架构体系：SOA、云计算、大数据计算

## Textbook

李代平 等编著, 《软件体系结构教程》, 清华大学出版社 2008, ISBN 978-7-302-16856-0

## Reading materials

Christopher Fox著, 韩毅、罗颖译, 《软件工程设计导论---过程、原理与模式(UML2.0版)》

Steven J. Metsker, William C. Wake著, 《Java设计模式(第2版)(英文版)》, 人民邮电出版社 2007

## Project Assignment

另见课程作业 (project) 任务书。

## Grading Policy

Project	40%
Final Exam	60%
Grade	100%

## Course Strategy

- Not a programming course
- Assume you have basic knowledge in objected-oriented design and programming
- Hands-on design/development experience
- Open for discussion and communication
- Use but not read line-by-line of textbook

## Lecture 1 Introduction

- Large-scale Software System
- Software Architectural Model
- Architectural Modeling Language
- New Trends in Software Development



## Large-scale Software Systems

- number of lines of code ( $>$  million)
- number of people involved ( $>$  100)
- amount of data stored, processed and manipulated
- number of hardware components
- heterogeneous platforms
- distributed (decentralized) environment

## Mission-critical Requirements

- Consequence of failure is unacceptable
- Timeliness is critical (real-time, responsiveness)
- High availability (7 x 24 operation time)

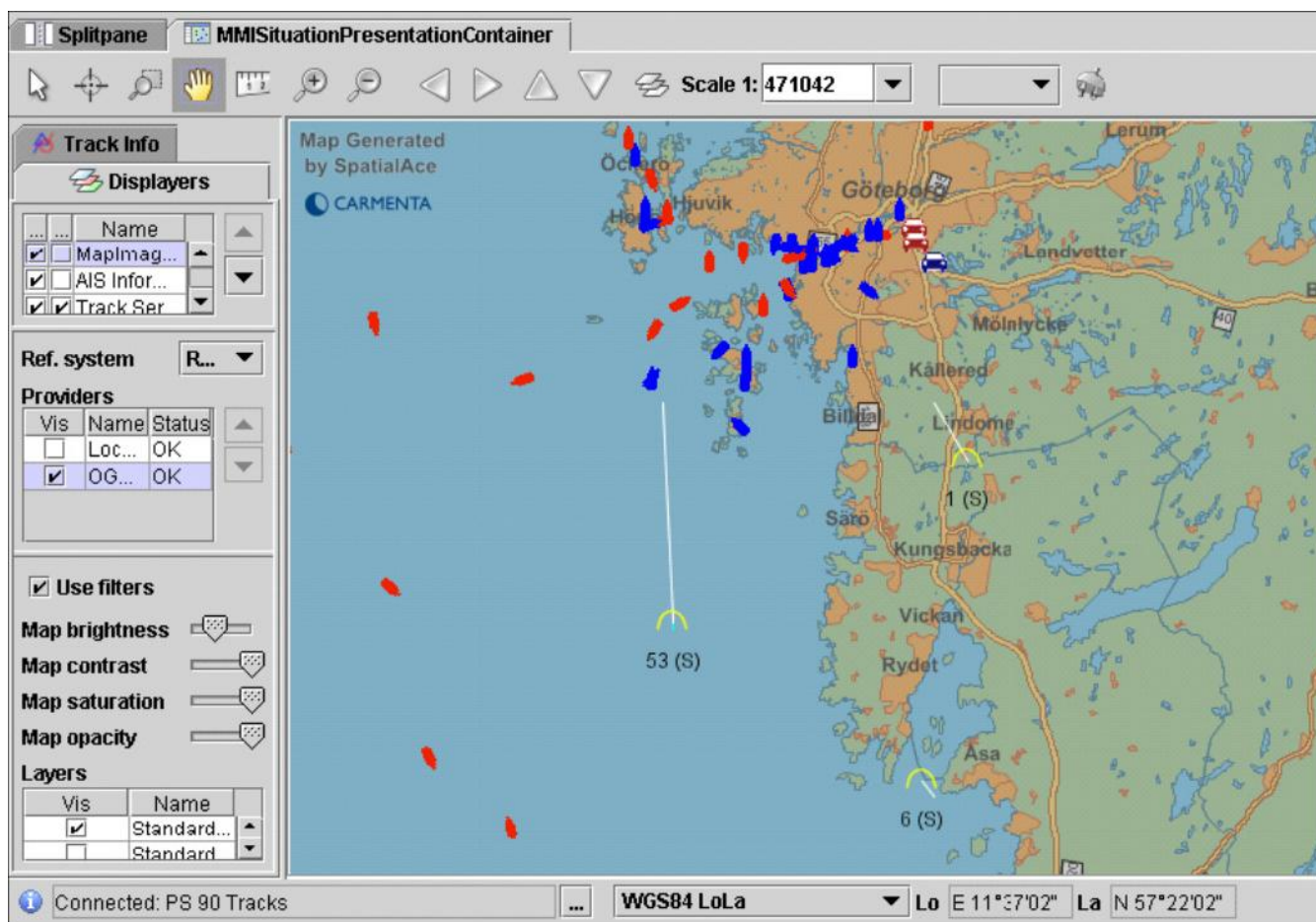
## Key Aspects of Large-scale Software Systems

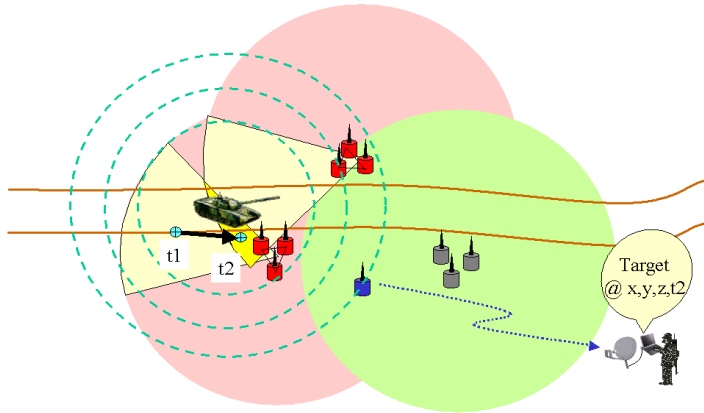
- Decentralization/Decomposition
- Importability
- Scalability
- Manageability
- Security
- Sustaining Engineering/Evolution

## Application Domain

- Aerospace control/command system
- Satellite data processing system
- Global climate/environment modeling and monitoring system
- Complex combat applications
- Large-scale financial processing system
- Extremely high load web portals (such as Google's distributed search engine)

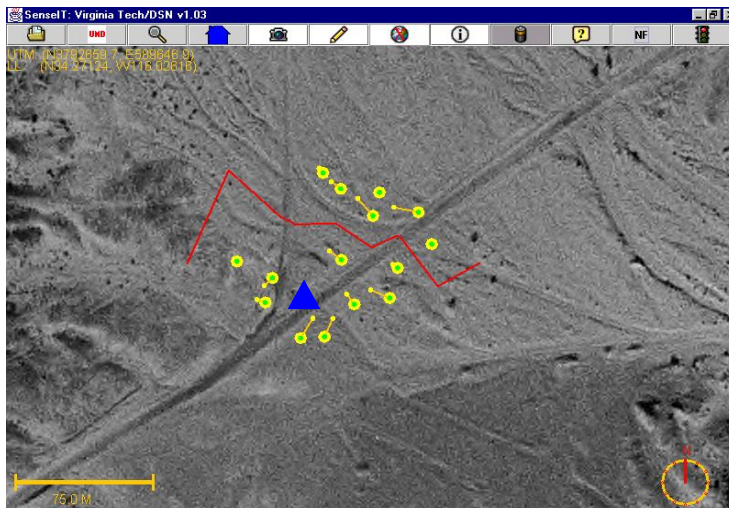
## SensorNet Based Battlefield Surveillance System



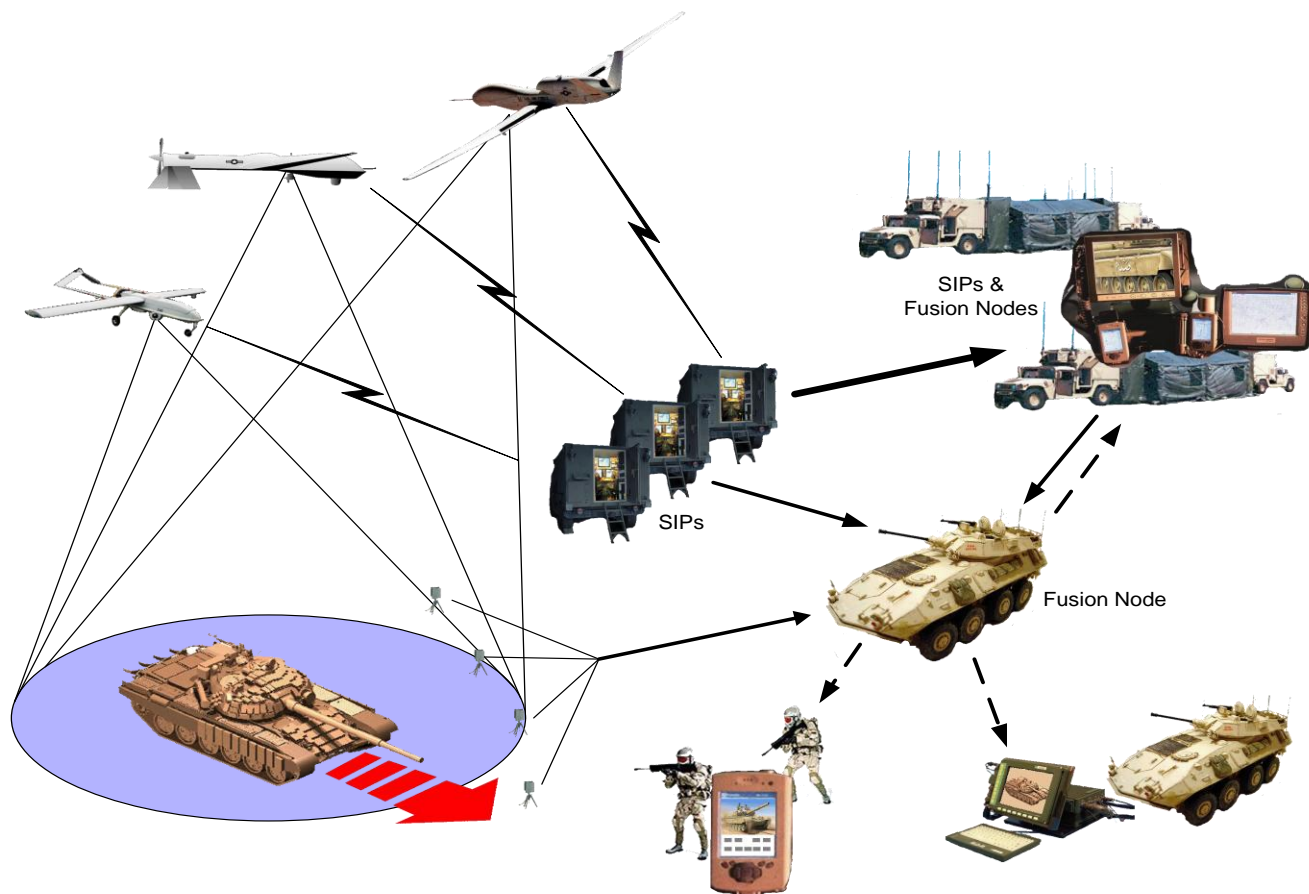


At Base Camp:

- GUI display on laptop of node locations, tracks, and live GPS ground truth (over 802.11 LAN).
- Live video feed on wireless IPAQ PDA (from sender laptop in field).

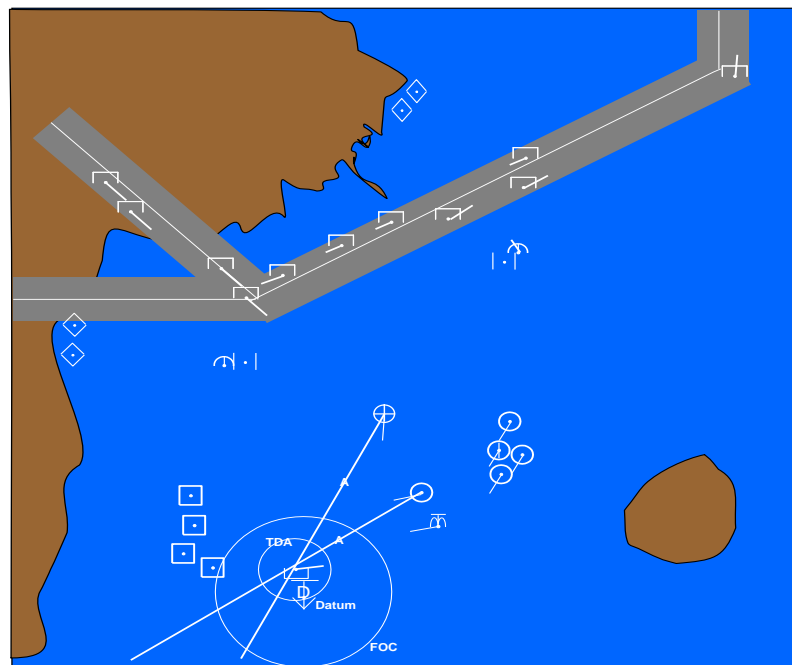


## Precision Strike: Sensor-to-Shooter Approach





## Aegis Q-70 Tactical Display Console



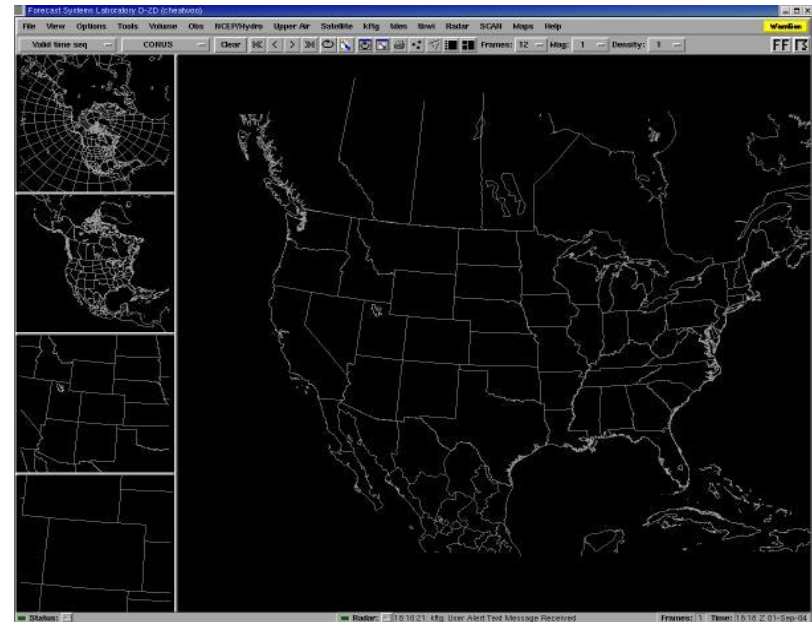
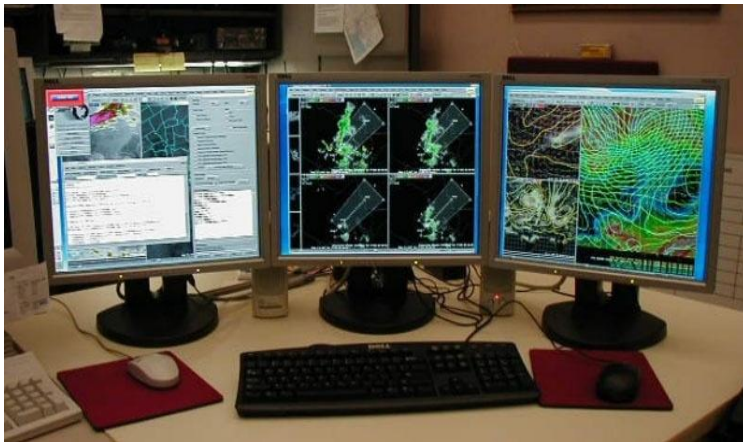




**NOAA** NATIONAL OCEANIC AND  
ATMOSPHERIC ADMINISTRATION  
UNITED STATES DEPARTMENT OF COMMERCE

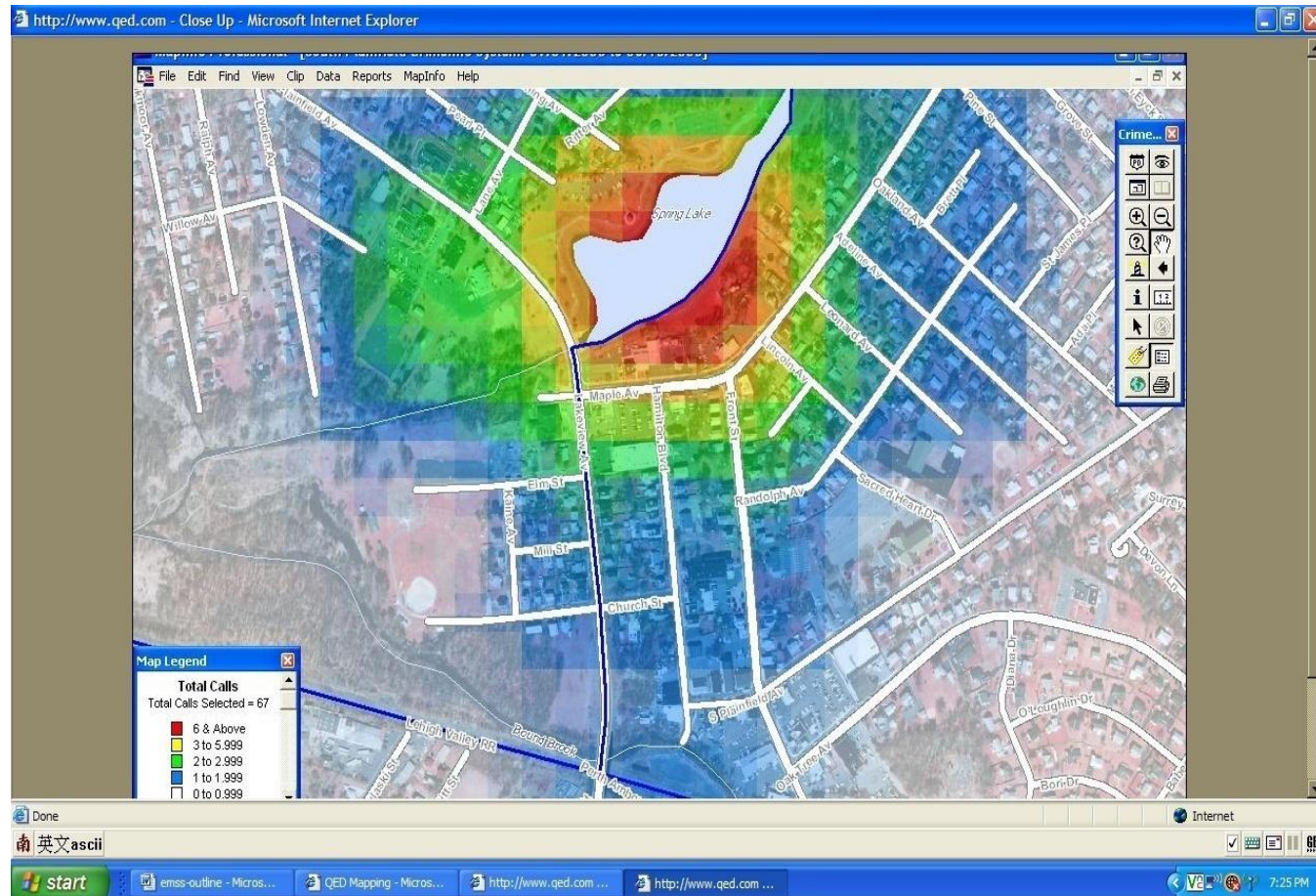


AWIPS (Advanced Weather Interactive Processing System)





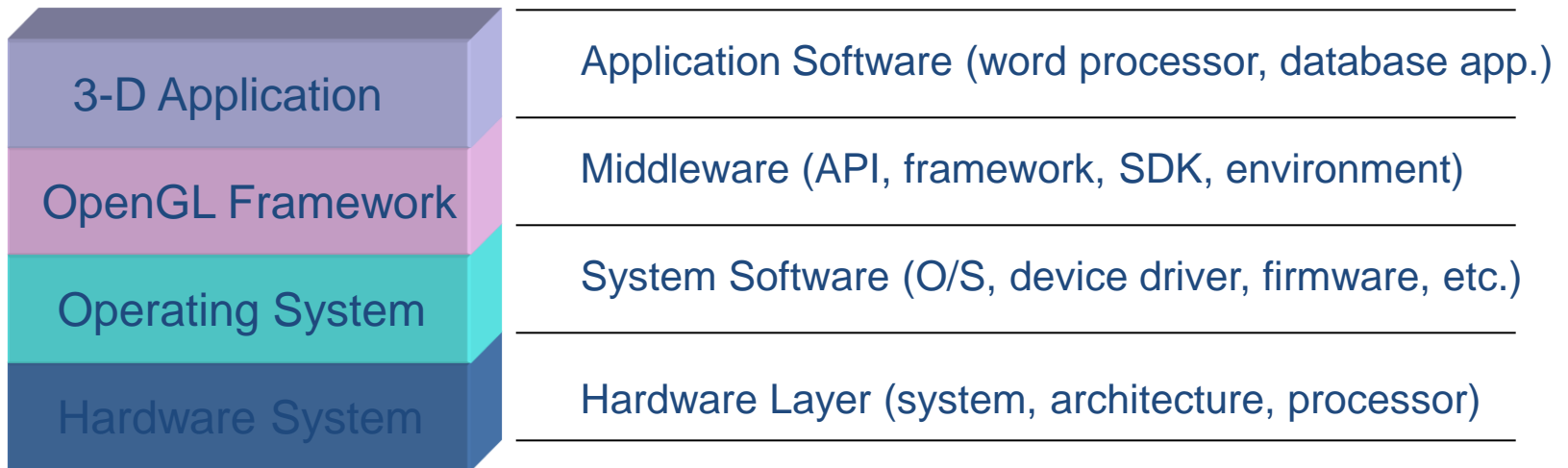
## Disaster/Incident Situational Display



## Software

A set of instructions, data structures, subroutines, and documents that operate and control the machines (hardware) it is running on.

## Software Layers



## Software Engineering

A systematic approach to the development, operation and maintenance of software.

## Software Model

A conceptual description and abstraction of software structures, components, interface and functions.

- Architectural Model (design)
- Development Model (methodology)

## Software Architecture

IEEE610.12-1990软件工业标准词定义：

Architecture={构件，连接件，环境，原理}

软件体系结构是以构件、构件之间的关系、构件与环境之间的关系为内容的某一系统的基本组织结构，以及指导上述内容设计与演化的原理。

David Garlan和Dewne Perry(1995)在IEEE软件工程学报中定义：

软件体系结构描述一个程序/系统各构件的结构、它们之间的相互关系以及进行设计的原则和随时间演化的指导方针



## Software Architecture

A high level abstraction and description to the structure and organization of software system, also a blueprint for software development and evolution.

## Software Architectural Model

An expression of the viewpoint of software architecture, which is a rich, rigorous, and structural description on the software system's elements, functions and interface.

## Software Architecture (cont'd)

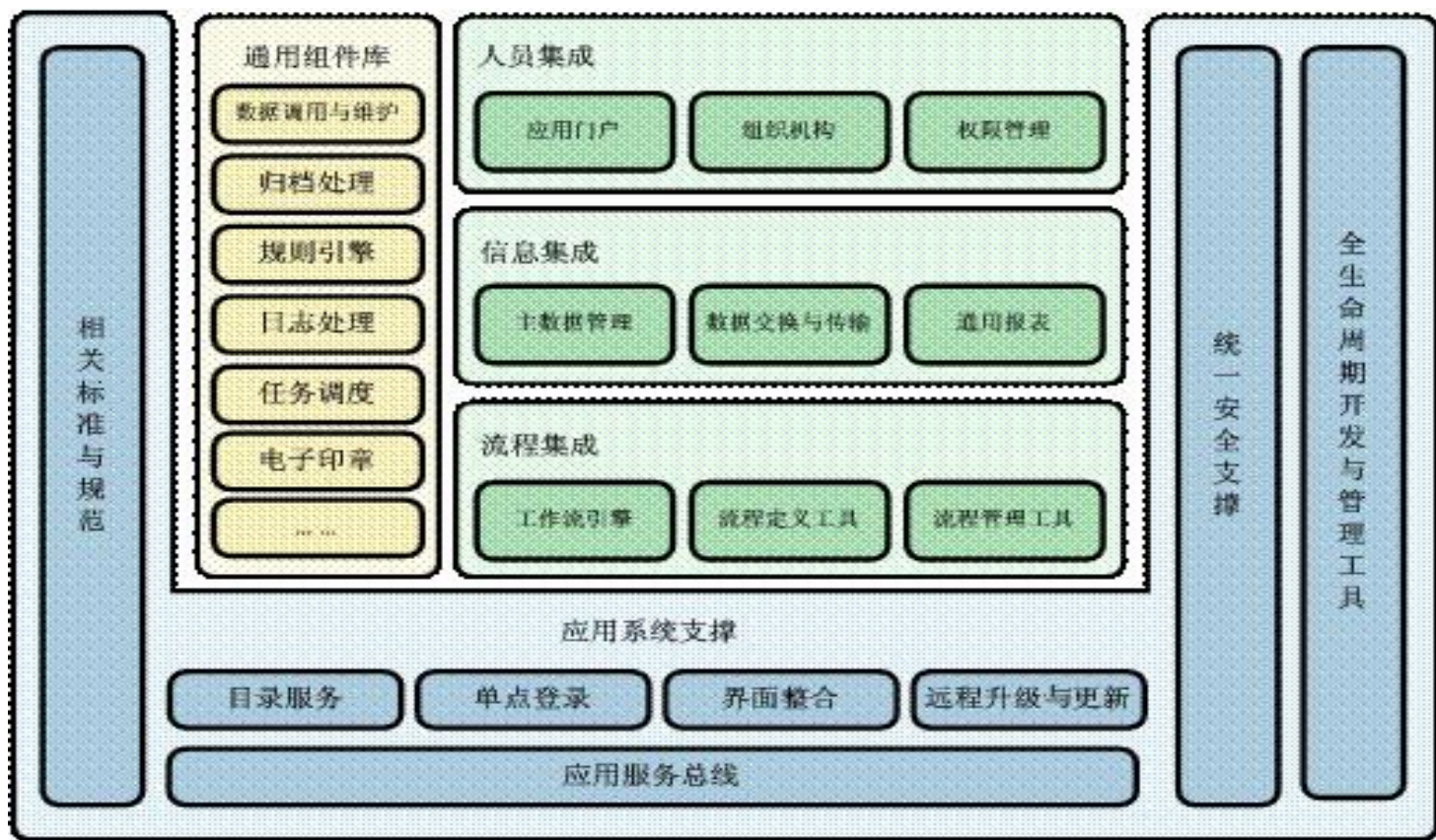
Bass, Clements, Kazman(1997)在《Software Architecture in Practice》书中的定义:

一个程序或计算机系统的软件体系结构包括一个或多个结构, 包括软件构件、构件外部可视特性及其相互关系;

软件外部可视特性是指软件构件提供的服务、性能、特性、错误处理、共享资源使用等

## Logic Architecture (Functional Architecture)

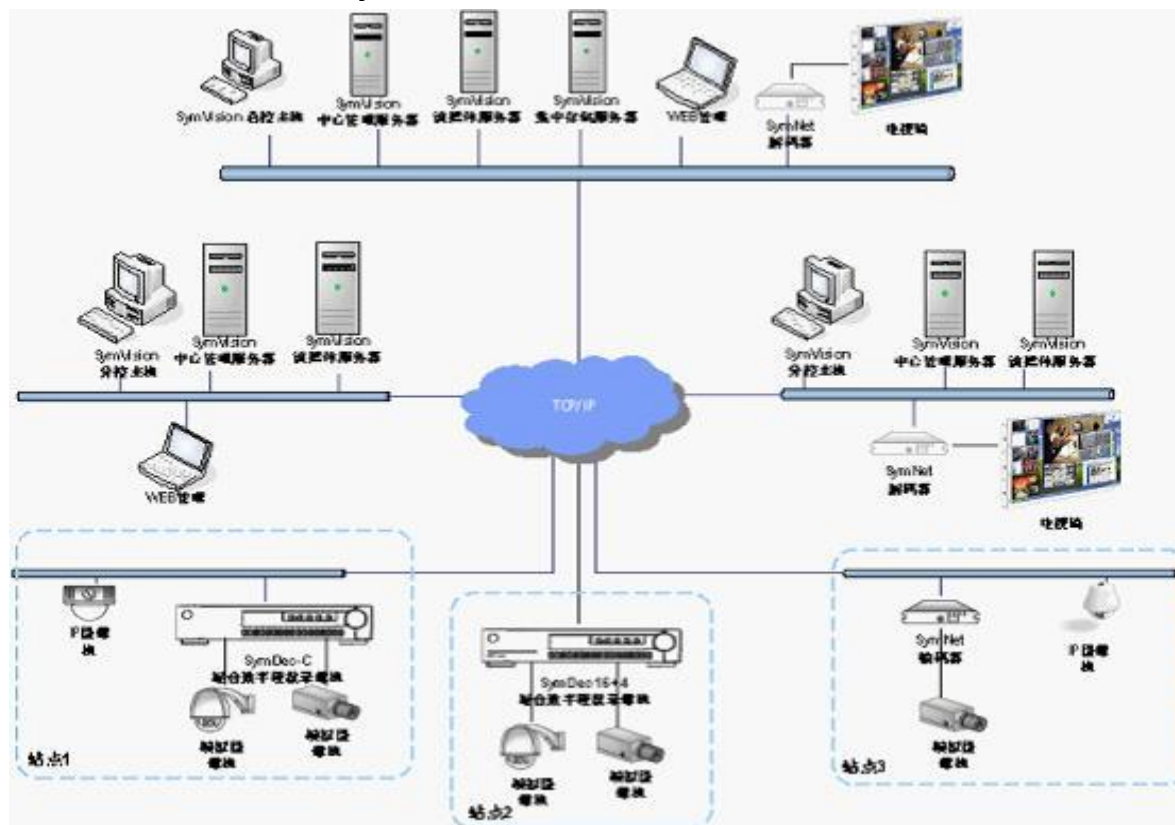
Description of logic/functional relationship among the software components, such as the UI, database, external system, business unit, etc.





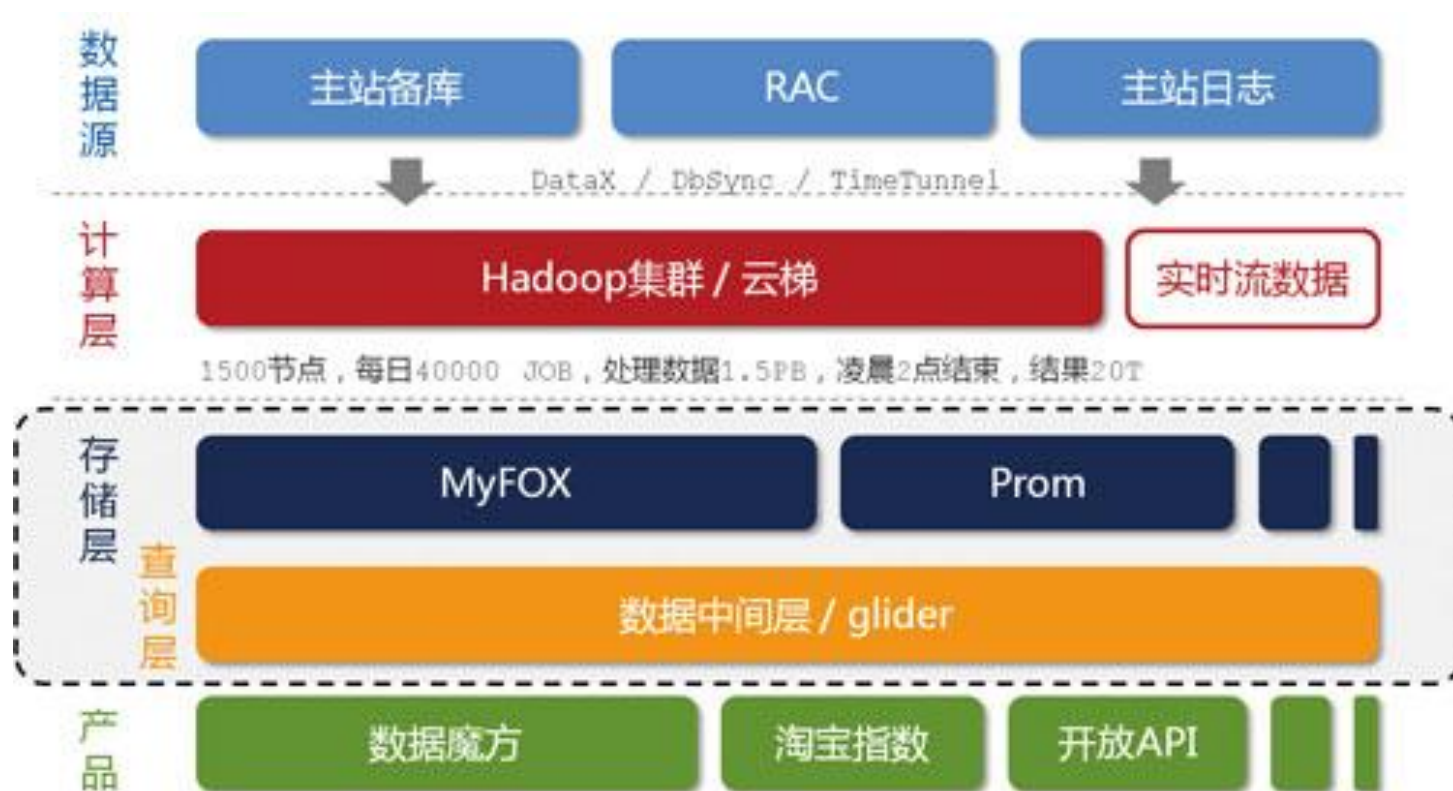
## Physical Architecture (System Architecture)

The mapping of software units to hardware nodes to describe the deployment of software systems in execution environment.



## Technological Architecture

Description of SDK, development technology, technological standards related to the design of software systems.



## Software Architectural Model

- ❑ A logic abstraction of real design tasks, in which the key attributes of software architecture are presented without too much unrelated details
- ❑ Software architecture modeling is the methodology and process of establishing such a logic abstraction of software systems.
- ❑ SAM presents a systematic structure of software framework and architecture
- ❑ SAM helps s/w designers to understand and master the overall structure of the s/w systems.

## Software Architectural Model (cont'd)

- ❑ **Structural Model**: describes the system architecture based on the concepts of component, connector as well as their logic relationship.
- ❑ **Framework Model**: similar to Structural Model, but focuses more on the overall architecture of software systems, without addressing the details.
- ❑ **Dynamic Model**: a supplemental description to the behavior of software units or subsystems, during the process of re-deployment or scenario changing.

## Software Architectural Model (cont'd)

- ❑ Process Model: describes the way of system building and step, normally can be presented in a scripts file.
- ❑ Functional Model: describes the s/w system as a group of functional components, in which they are presented in a layered structure with the lower layer components providing functions/services to the upper layer ones.

Can be considered as a special type of Structural Model.

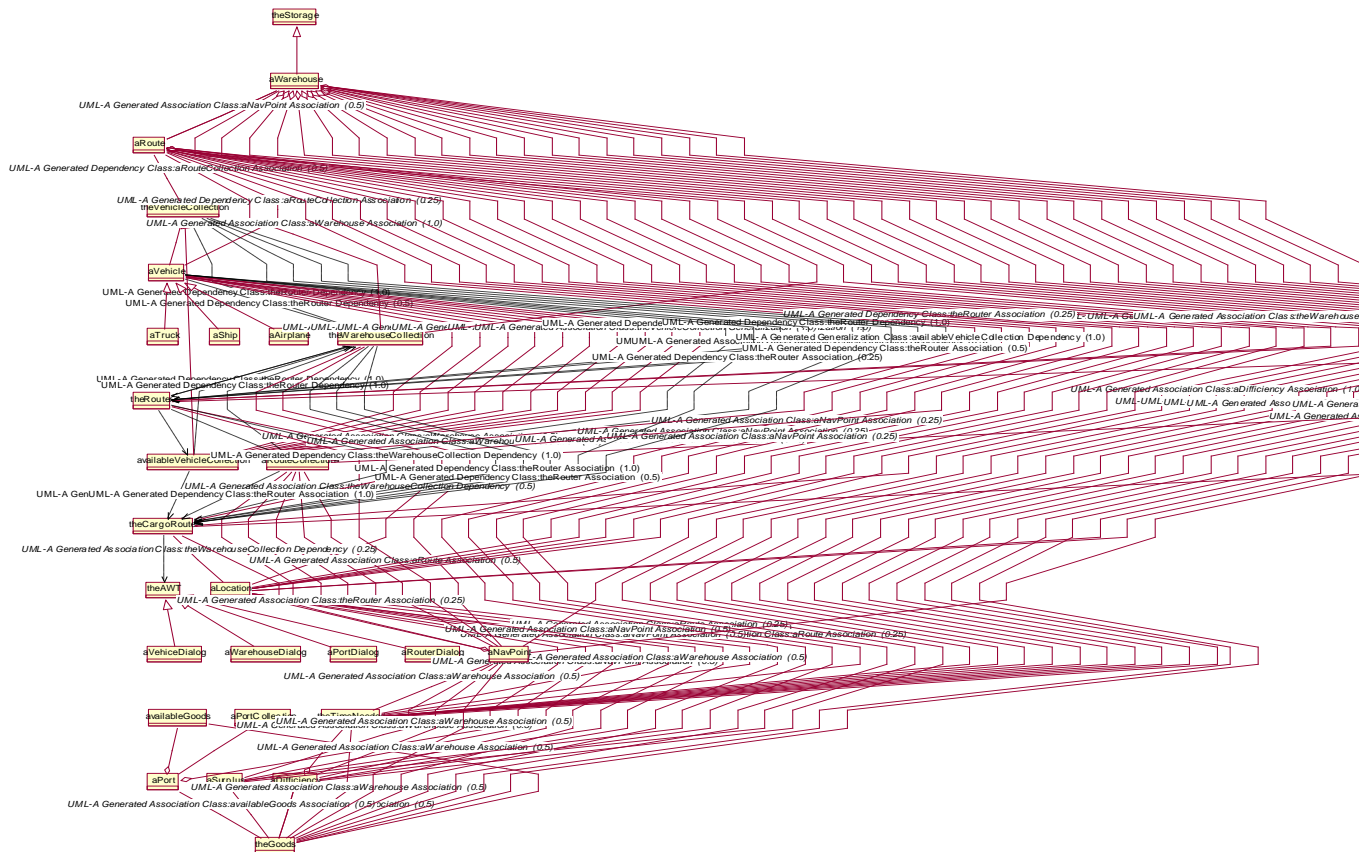
## Architectural Model Classification

- structural model
- Use Case model
- component model
- class model
- communication/interaction model
- deployment model

## Major Architectural Patterns

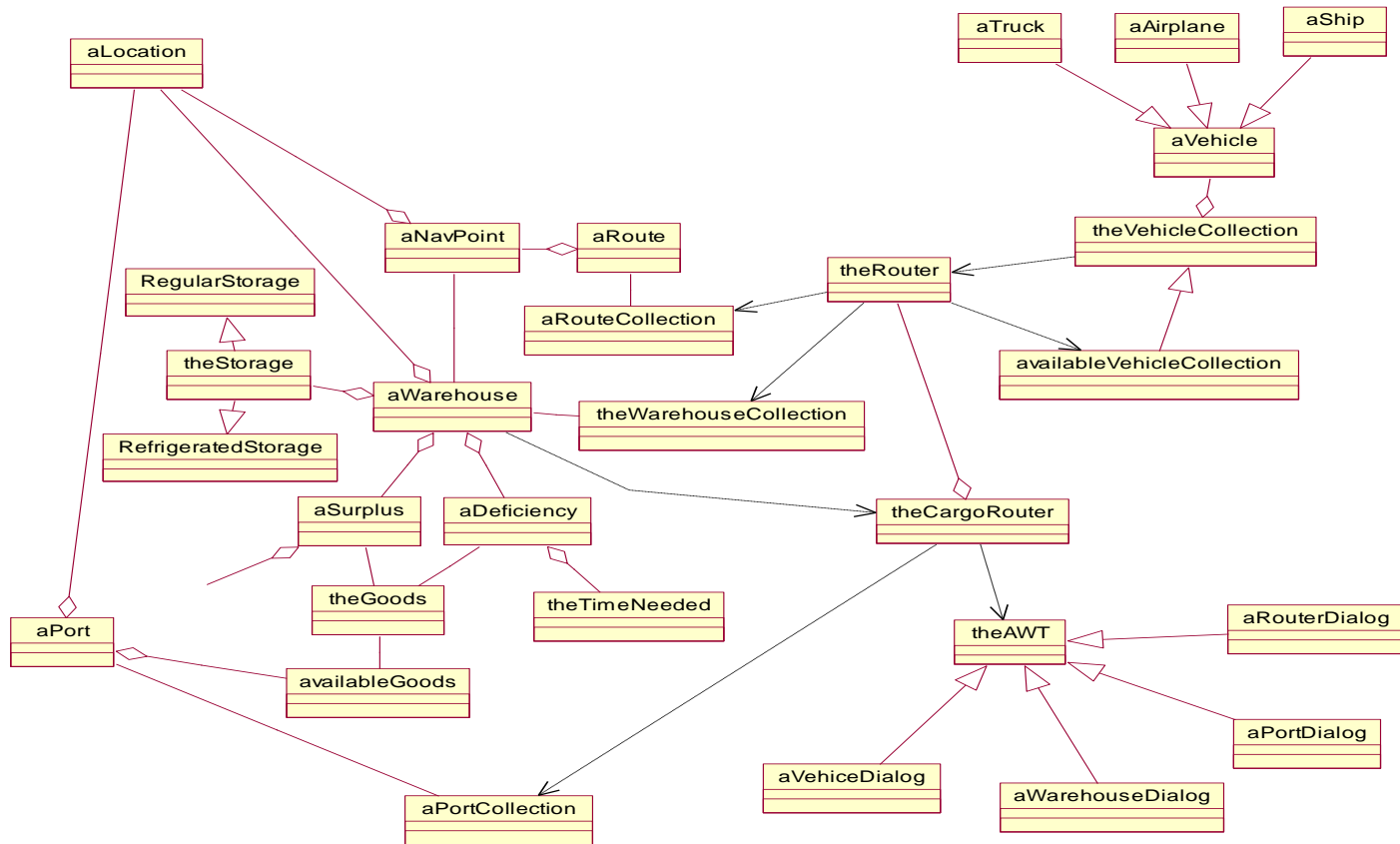
- Client-Server
- MVC (Model-View-Control)
- PAC (Presentation-Abstraction-Control)
- Pipe and Filter
- Remote Procedure Call (RPC)
- Layered
- Distributed
- Object-Oriented Architecture
- Service-Oriented Architecture
- Multi-tier Architecture

## Class Model - what a mess!

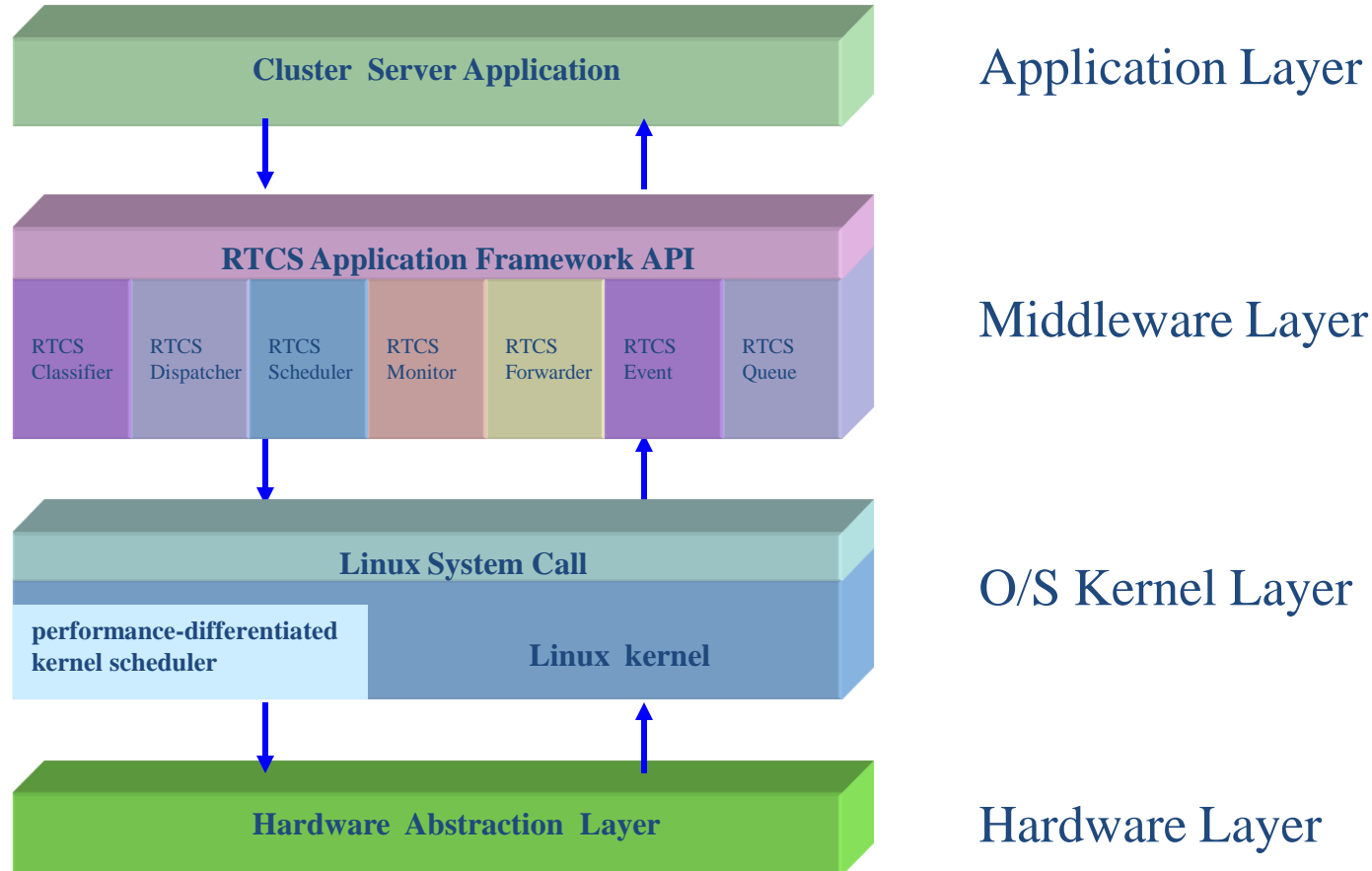


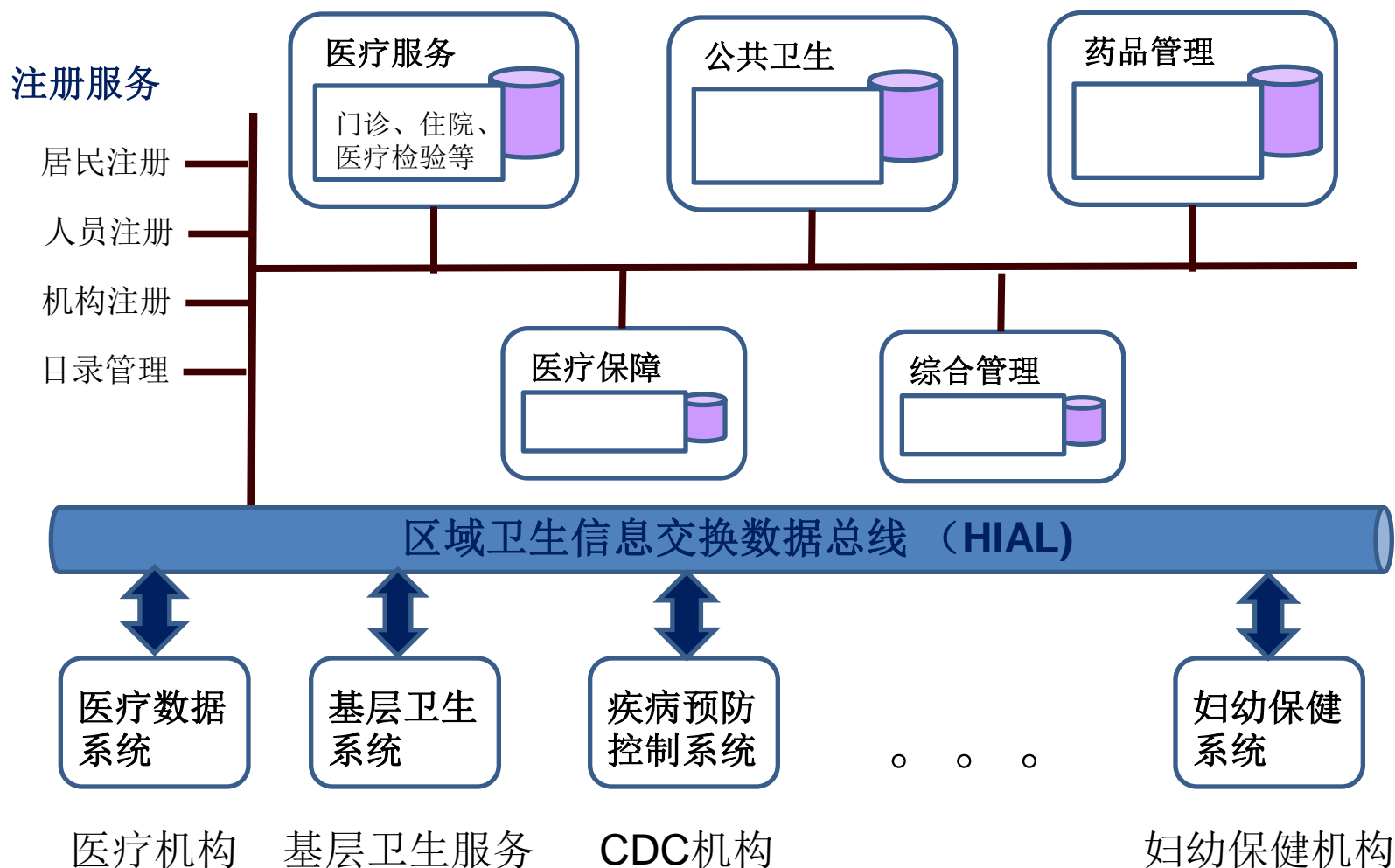


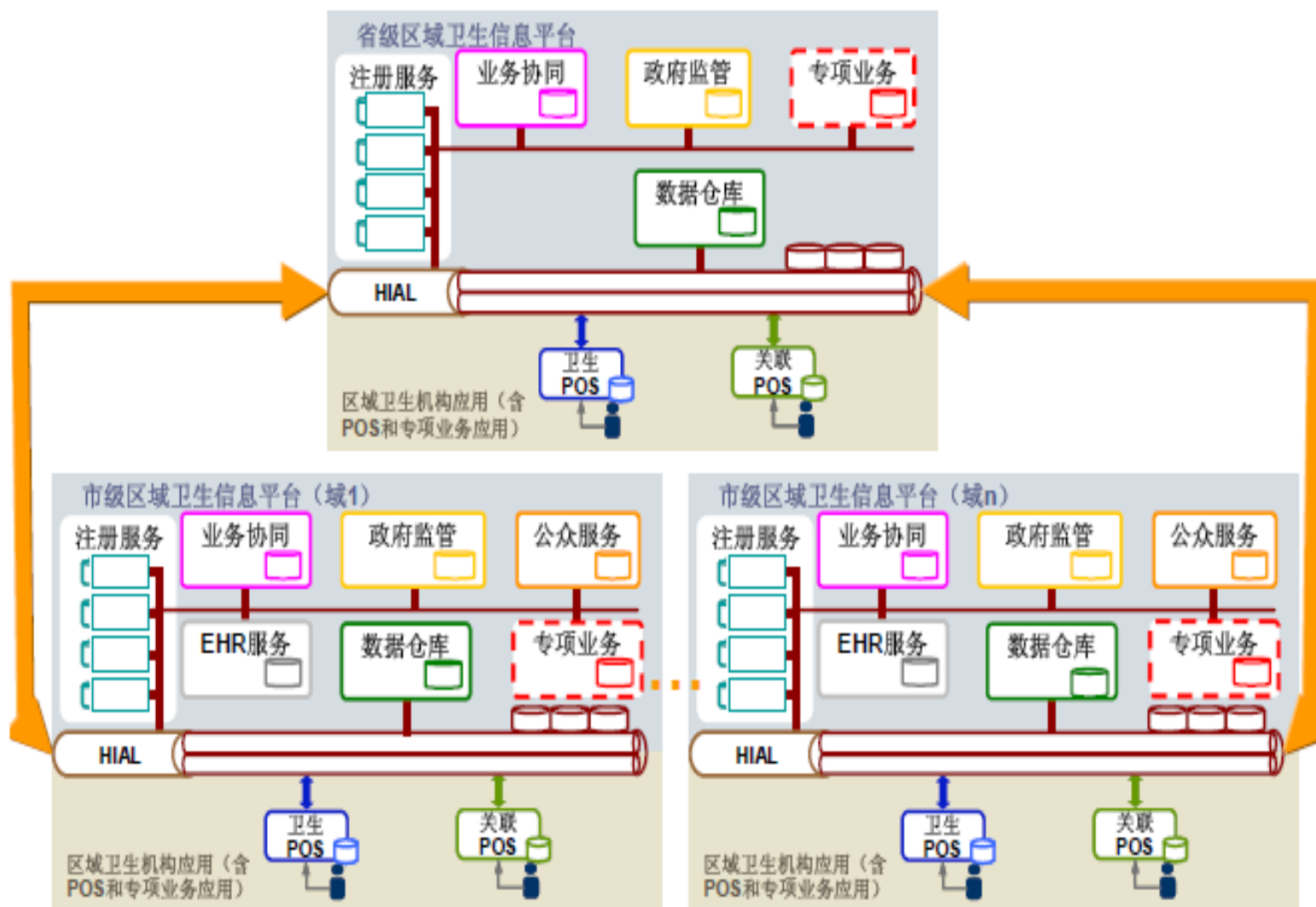
## Class Model – is it better?



## Layered Model – much better







## New Trends in Large-scale Mission-critical Software System Development

- Distributed environment
  - RMI, CORBA, .Net architecture
  - multiprocessing/multithreading
  - Synchronous vs. asynchronous
- Middleware approach
  - cross-platform, importability
  - application framework

## New Trends (cont'd)

- Open Architecture and Open Standard
  - COTS products (processors, networks)
  - open Standard (POSIX, XML, etc.)
  - open source software (Linux, GNU, etc.)
- System Scalability
  - hardware expandability
  - software scalability

## New Trends (cont'd)

- Model-driven Architecture (MDA)
- Middleware Approach
- SOA (Service-Oriented Architecture)
- Cloud Computing Architecture
- Mobile Application Architecture
- Big Data Computing Architecture

# End of Lecture