

Seminar Design Patterns und Anti-Patterns

# ARCHITECTURE ANTI-PATTERNS

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**Abstract** — Content of this document describes three common Architectural Anti-Patterns. Sources and causes, symptoms and consequences, examples and solutions will be discussed.

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# 1 Introduction

## 1.1 Software Architecture

Good architecture is a critical factor in process of transforming high level models into actual implementation [3]. Unfortunately the engineering discipline of software architecture is relatively immature and there is even no official definition [4]. SEI provides three types of software architecture definitions [5]:

- Modern definition – The set of structures needed to reason about the system, which comprises software elements, relations among them, and properties of both.
- Classic definitions – An architecture is the set of significant decisions about the organization of a software system, the selection of the structural elements and their interfaces by which the system is composed, together with their behavior as specified in the collaborations among those elements, the composition of these structural and behavioral elements into progressively larger subsystems, and the architectural style that guides this organization.
- Bibliographic definitions – Software architecture is the study of the large-scale structure and performance of software systems. Important aspects of a system's architecture include the division of functions among system modules, the means of communication between modules, and the representation of shared information.

The common aspect of those definitions is the placement of software architecture as a layer between high level abstract model and specific implementation.

## 1.2 Architecture Anti-Patterns

Anti-Pattern is a commonly used solution that results in bad consequences. It describes the practice itself as well as solution [6]. Architecture Anti-Patterns are those patterns that occur at architecture level, so called system-level or enterprise-level [1].

In this document, while describing anti-pattern, firstly the general form of a bad solution will be presented both with its causes. Next the main symptoms and consequences will be presented and after that some real life example to describe example solution. In case of anti-patterns there occur some exceptions - situations when an anti-pattern can be accepted - and that will be the last chapter for each one of them.

This whole project (excluding graphics) was created using L<sup>A</sup>T<sub>E</sub>X technology and its sources are available at [https://github.com/gabr/dpap\\_aap](https://github.com/gabr/dpap_aap)

## 2 Stovepipe Enterprise

### 2.1 Form & Causes

Stovepipe Enterprise, also known as Island of Automation [8] is a situation when multiple systems within enterprise are designed independently at every level [10]. Those systems have potential to share data, functionality or whole subsystems but they don't.

Stovepipe metaphor isn't accidental. Stovepipe is the pipe which conducts smoke from a coal or wood-burning stove to its chimney. There are two problems with such pipes and two similar problems will occur in case of stovepipe enterprise anti-pattern. The first problem is that burning wood produces corrosive substances that erode metal, so pipe must be constantly maintained and repaired in order to avoid leakage. Second problem is fact that stovepipes are never connected with each other to create one system. If one would have a two coals he would have two separate stovepipes to maintain.

This analogy perfectly fits into stovepipe enterprise anti-pattern where we have separated systems which have to be maintained separately because of their layer separation. This and other problems will be discussed in the next chapter.

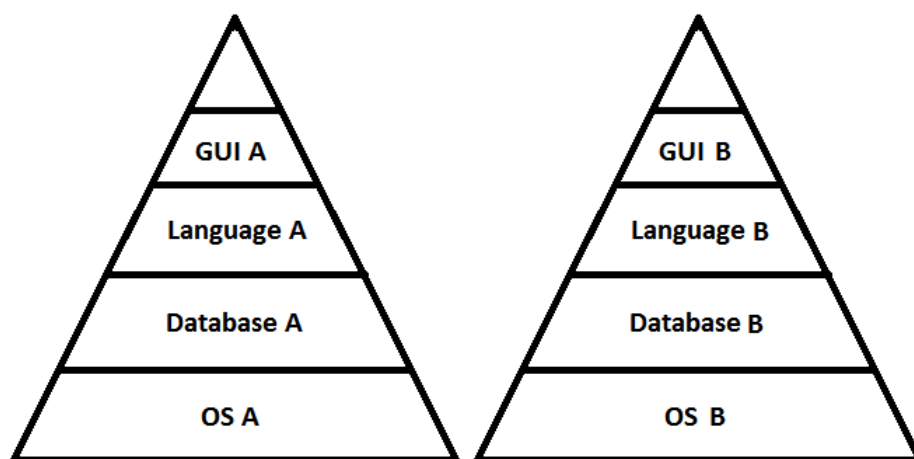


Figure 1: Stovepipe Enterprise Systems - example visualization

Causes of such situations are in general lack of standards, lack of communication and laziness. When a company has global system standards, technology strategy and system profiles then even without teams and enterprise institutions communication such anti-pattern could be avoided. Lack of communication, lack of knowledge about technology standards being used in company and absence of horizontal interfaces in system integration solutions are the main causes of the stovepipe enterprise anti-pattern [1]. It can also come from rapid expansion of the company and systems - from few small applications to big enterprise systems [2].

### 2.2 Symptoms & Consequences

The main symptoms and consequences of the stovepipe enterprise anti-pattern are [1]:

- Lack of software reuse between enterprise systems
- Lack of interoperability between enterprise systems
- Brittle systems
- Monolithic systems

- Undocumented architectures
- Inability to extend systems
- Excessive maintenance costs
- Employee turnover may causes project discontinuity and maintenance problems

Many of those consequences can be notices at the early stages of system creation. If some subsystem can be maintained only by one employ this is probably separate "island" of the system. If system architecture is known only to system team and there is no enterprise standard then undocumented architecture problem will occur. Also no one else outside the team would be able to quickly join to the team or connect two different systems.

### 2.3 Example - authorization system

As an example of the stovepipe enterprise anti-pattern will be considered a e-mail system and calendar system within one company.

Both systems besides they unique data had to store information about they users and passwords. In enterprise where are no standards on database layer defined we can expect that those systems can use different technologies, naming conventions and will probably not share the information. Figure 2 shows tables for those two systems. In case where those systems uses different databases technologies the gap between database layer is even higher.

<b>Users</b>		
	Column Name	Data Type
🔑	Id	int
	Login	nchar(10)
	Password	nchar(10)
	.	
< >		

<b>Logins</b>		
	Column Name	Data Type
🔑	Id	tinyint
	Name	nchar(10)
	Pass	nchar(10)
< >		

<b>Mails</b>		
	Column Name	Data Type
🔑	Id	int
	Time	datetime
	Message	nvarchar(MAX)
< >		

<b>Events</b>		
	Column Name	Data Type
🔑	Id	tinyint
	Date	datetime
	Description	nvarchar(MAX)
< >		

(a) E-mail system - example tables in MySQL database

(b) Calendar system - example tables in MSSQL database

Figure 2: Stovepipe Enterprise Systems database example - different tables in different databases technologies

Not only the the separation of tables is the symptom of the stovepipe enterprise anti-pattern but also the different naming conventions and *Id* field data type. Such systems require double work in case of changing any user data in any of those two systems. So it is inconvenient both in development and in administration.

## 2.4 Solution\*

<sup>1</sup> Coordination of technologies at each level is necessary to both avoid and solve stovepipe enterprise problem. Providing any enterprise design pattern will help future refactorization. Defining standards at each level is the first step and it should be done in order from the lowest level (high-level architecture) to the highest (API specifications, extensions etc).

Topic is new but the problem is old, so many large enterprises developed conventions for the definitions of object-oriented architectures that can be applied to many organizations. The key is to define detailed interoperability <sup>2</sup> conventions across systems of large-scale architectures. And at the same time address technology strategy and requirements. Experience has shown that four requirements models and four specification models has to be defined in order to properly scope interoperability between layer.

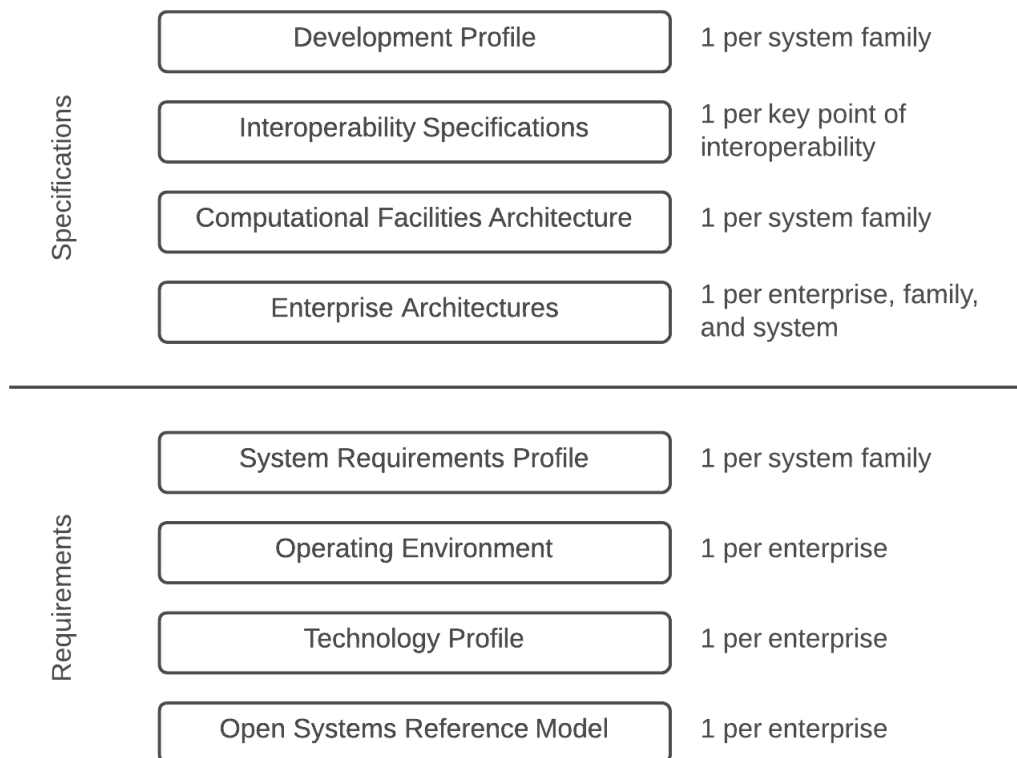


Figure 3: Scoping of interoperability [1]

Detailed description of each layer will not be discussed.

<sup>1</sup>Due to lack of other source the whole chapter is based on [1]

<sup>2</sup>Property of a product or system, whose interfaces are completely understood, to work with other products or systems, present or future, without any restricted access or implementation. [7]

Based on that, the solution for the example database layer show on figure 2 can be provided. The first step will be to define one database technology, then the naming conventions and types standards. After that one table for all user for both systems can be defined as it is shown on figure 4.

Mails		
	Column Name	Data Type
🔑	Id	int
	Time	datetime
	Message	nvarchar(MAX)
< >		

Events		
	Column Name	Data Type
🔑	Id	int
	Date	datetime
	Description	nvarchar(MAX)
< >		

Users		
	Column Name	Data Type
🔑	Id	int
	Login	nchar(10)
	Password	nchar(10)
< >		

Figure 4: Example database layer - solution

## 2.5 Exceptions

Stovepipe Enterprise Anti-Pattern may occur in situations in which is acceptable. In new systems and application is not, however when companies grow by takeover or merge occurrence of this anti-pattern can be expected. Vendor Lock-In Anti-Pattern can be an other exception [1]. The situation when company grows by itself, when it starts from few small applications which are not well designed, there will be a point problems connected to stovepipe enterprise will show up [2].

Besides Vendor Lock-In exception, all others are just temporary and should be refactored at the earliest state as possible.

### 3 Stovepipe System

#### 3.1 Form & Causes

Stovepipe System Anti-Pattern occur within one system. Two definitions can be found:

- Term describes system developed to solve a specific problem and containing data that cannot be easily shared with other systems [8].
- System where no abstraction layers are used to communicate between subsystem which results in situation where everything is connected with everything [11, 12].

The first one is more general and applies to all stovepipe anti-patterns. The second one will be further discussed in next chapters.

It happens in systems which integrates different subsystems to achieve they goal. But direct causes of this anit-pattern is no architectural vision which leads to lack of already mentioned abstraction in the system providing tight coupling between implemented subsystems [1].

#### 3.2 Distinction

When describing stovepipe anti-patterns the clear distinction between them should be provided. Example difference are listed in figure 5.

Stovepipe Enterprise	Stovepipe System
Multiple systems	One system
Lack of common layer between systems	Lack of common abstract layer between subsystems
Caused by:	Caused by:
- Lack of communication	- Lack of architectural vision
- Lack of standards	- Tight coupling between classes

Figure 5: Distinction between Stovepipe Enterprise and Stovepipe System

#### 3.3 Symptoms & Consequences

One of the main symptoms is difficulty in both modifying the system and describing its architecture. This leads to large semantic gap between architecture documentation and implementation and software will probably not meet the user expectations even when code is comply with the paper requirements [11]. System maintenance will become increasingly costly with both time and money [1, 11, 12]. Developers will have to invent workarounds and most attempts to automate system will fail [1].



### 3.4 Example

Example stovepipe system shown on figure 6 can be divided into four types of components:

- Clients
- Scanners
- Printers
- Databases

In the example all subsystems are connected together and there is no abstraction layers between components. Each client has its own code to manage all devices and other clients.

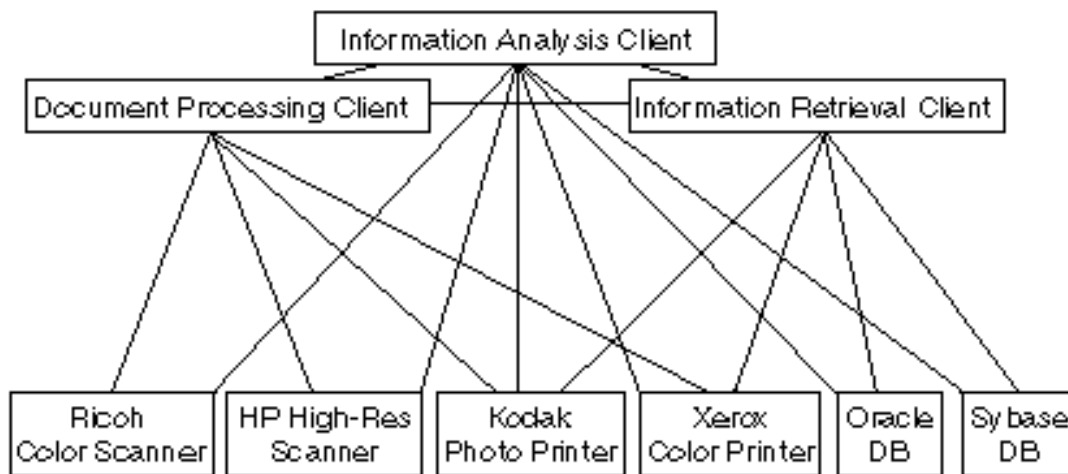


Figure 6: Stovepipe System - example diagram [12]

### 3.5 Solution

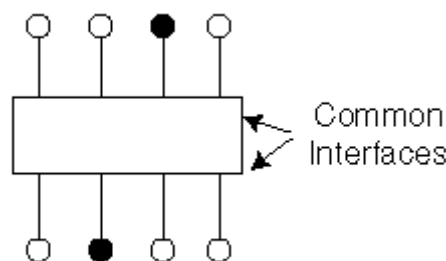


Figure 7: Interface between subsystems [12]

Refactoring of stovepipe system begins from extracting abstract models for subsystems. Abstract models will allow reuse of code and adding new subsystem will not require code changes in any of clients. Discovering the appropriate abstraction is the key to defining component interfaces. This will model subsystems interoperability without exposing unnecessary differences between subsystems [12].

Summarizing: non of the subsystems should communicate without abstraction layer.

For our example proper abstraction architecture may look like it is shown on figure 8. From base graph shown on figure 6 three types of subsystems interfaces can be extracted along with client interface - because each of the client is also connected with other clients. Those types are:

- Input devices
- Output devices
- Information sources

and client interface.

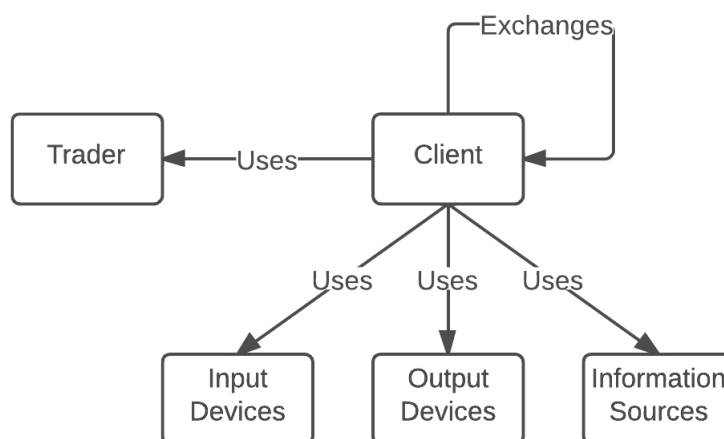


Figure 8: Stovepipe System - abstraction to example diagram [12]

There is now direct communication and no tight coupling between components which allows to easily add or remove subsystems and clients.

### 3.6 Exceptions

There are situations which justify this anti-pattern in project. One of those is exploration of new or unknown domain - creating prototypes. Also quick development may end up as stovepipe system but this is acceptable for achieving rapid solutions [1, 11].

## 4 Vendor Lock-In

### 4.1 Form & Causes

In general it is strong dependence on a particular vendor technology which makes difficult or expensive to switch to an other technology. This especially problem when using vendors technology which is not based on global or open standards [9]. Each vendor update or change make problems to continuously maintain system interoperability [1].

One of causes of this anti-patter is selecting product basing on marketing or sales information instead of technology inspection. Selected product varies from published open system standards because there is no conformance process which leads need for deep in knowledge about the product. Also thigh coupling with vendor technology is always bad practice - avoiding of developing isolation layer [1].

### 4.2 Symptoms & Consequences

### 4.3 Example

### 4.4 Solution

### 4.5 Exceptions

## 5 Summary

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