0:0:0.0 --> 0:0:1.710  
Stefano Cucchiella - CanaryBit  
Trinomial do material needs.

0:0:1.520 --> 0:0:3.0  
Speaker 1  
Expect you to require.

0:0:3.30 --> 0:0:4.40  
Speaker 1  
Now it is still normal.

0:3:6.970 --> 0:3:8.370  
Speaker 1  
Uh and?

0:3:8.60 --> 0:3:11.410  
X  
OK, do I need to switch off my camera? OK.

0:3:12.70 --> 0:3:12.920  
Speaker 1  
It doesn't matter.

0:3:12.970 --> 0:3:14.660  
Speaker 1  
You're gonna have it on off as you want.

0:3:15.210 --> 0:3:15.450  
X  
OK.

0:3:15.70 --> 0:3:22.80  
Speaker 1  
We are not recording the they're not recording the the meeting, just the transcripts.

0:3:22.660 --> 0:3:22.960  
X  
OK.

0:3:23.790 --> 0:3:29.950  
Speaker 1  
Alright, so yeah, just to clarify that you are not gonna use the in any way the data.

0:3:30.590 --> 0:3:41.810  
Speaker 1  
Uh, rather than the insights that you're gonna give us with respect the the actual research work you're doing, UM.

0:3:41.860 --> 0:3:53.320  
Speaker 1  
And this I mentioned by me like we have like a small presentation for guiding the discussion, which I'm gonna ship now. Hey.

0:3:56.600 --> 0:3:57.170  
Speaker 1  
Yeah.

0:3:57.240 --> 0:4:4.720  
Speaker 1  
So of course you can interrupt me or interrupt us whenever things are not clear.

0:4:5.560 --> 0:4:7.310  
Speaker 1  
Uh, yeah, OK.

0:4:7.320 --> 0:4:25.360  
Speaker 1  
These are pretty study as we mentioned already for this umm, tool assistive modeling tool that we are thinking to realize we we started already the requirement elicitation phase and just to be on the same page.

0:4:25.370 --> 0:4:25.780  
Speaker 1  
Let's see.

0:4:25.790 --> 0:4:28.160  
Speaker 1  
We're gonna give some very basic.

0:4:30.600 --> 0:4:34.530  
Speaker 1  
Definitions or were not definition but background information.

0:4:34.720 --> 0:4:39.560  
Speaker 1  
So we are targeting software architectures and particular the.

0:4:42.360 --> 0:4:50.810  
Speaker 1  
Relations between uh, so-called reference architecture and a concrete architecture software architecture.

0:4:51.100 --> 0:4:56.270  
Speaker 1  
So reference architectures in general can be taught as general.

0:4:56.820 --> 0:5:9.460  
Speaker 1  
Let's say guidelines or foundation for designing a class of systems that there can be in a given domain in a given, let's say, contest company and so on and so forth.

0:5:10.440 --> 0:5:22.560  
Speaker 1  
And in this in this image over here we have, uh, a simple reference architecture from the web browser domain.

0:5:22.710 --> 0:5:28.680  
Speaker 1  
So essentially this is a architecture, or at least some years ago when the paper was released.

0:5:28.690 --> 0:5:34.960  
Speaker 1  
This was a reference architecture that was capturing the architecture of all the web browsers available back then.

0:5:34.970 --> 0:5:50.290  
Speaker 1  
OK, so now this is as we say, the reference architecture describing a glass of systems, but in reality we deal with the A concrete architecture, so we call it software architectures, which are the architecture specific systems.

0:5:50.360 --> 0:6:51.620  
Speaker 1  
So in this figure over here you can see that the solid lines the represent the concrete architecture of some years ago for the Firefox, Mozilla Firefox browser and essentially here you can see that this circuit actually somehow compliant to the reference to the more general one because yes, it implements all the components that are that were identified, it's complies with how these components communicate and this and that in general this process of checking whether or not the architectures uh are compliant, it's called we can say architecture compliance and in our study of the iterator we found out that this is somehow he area that lacks uh first of all uh solution in terms of methodologies but also in terms of the tool.

0:6:51.630 --> 0:7:2.700  
Speaker 1  
So there are no at the moment tools that support such task and most importantly do not support this task in an automatic manner.

0:7:2.710 --> 0:7:27.350  
Speaker 1  
OK, so for from this let's say as and from this, yeah, I bought it this weekend, see or assumption we uh decided to propose a tool which embodies a methodology and the tool essentially the main feature of the tool is to allow architects to develop software architecture.

0:7:28.140 --> 0:7:28.930  
Speaker 1  
Uh.

0:7:29.580 --> 0:8:3.800  
Speaker 1  
While basically am being compliant, uh to uh reference architecture that they may select that may be valid for their specific application area or or or contest and another functionality of the tool is that in case this architecture the software architecture is found not to be let's say compliant the tool can suggest some uhm restoration strategy.

0:8:3.810 --> 0:8:10.920  
Speaker 1  
So some routes like OK if you add the this component you in increase the compliance this and that.

0:8:11.170 --> 0:8:13.910  
Speaker 1  
Now, as I said, we already did some activities.

0:8:13.920 --> 0:8:39.810  
Speaker 1  
So essentially the activities we need so far are all literature review, so peer review studies publication, but also as I mentioned you by email and by phone, we checked a lot of, umm, commercial tools that somehow are used for similar umm features.

0:8:57.20 --> 0:8:57.320  
X  
Umm.

0:8:39.820 --> 0:9:4.890  
Speaker 1  
For similar reasons, we of course couldn't find a tool that was doing that, but we found tool that somehow were targeting similar areas such as as we spoke about VS component composer, Android I and this and that most of those tools are just diagram mode, so they just allow you to do the the the drawing of the the architecture, nothing else.

0:9:4.900 --> 0:9:10.210  
Speaker 1  
But anyhow, from this activities we elicited this requirements.

0:9:10.220 --> 0:9:17.370  
Speaker 1  
So now, uh, the first task we would like you to do is to check this requirements.

0:9:17.380 --> 0:9:18.750  
Speaker 1  
Of course we can explain.

0:9:23.520 --> 0:9:23.810  
X  
Umm.

0:9:19.340 --> 0:9:26.470  
Speaker 1  
The meaning of them, if they are not clear and give us priority.

0:9:27.660 --> 0:9:30.550  
Speaker 1  
That is based, of course, on your on your.

0:9:31.700 --> 0:9:36.750  
Speaker 1  
Experience the in the in, I mean in the industry basically.

0:9:38.360 --> 0:9:38.660  
X  
Umm.

0:9:41.90 --> 0:9:41.550  
X  
OK.

0:9:45.190 --> 0:9:49.170  
X  
I would say and the priorities, the priority is.

0:9:50.550 --> 0:9:55.590  
X  
Considering what basically I mean it's more about how you usually implement this.

0:9:56.420 --> 0:10:2.970  
Speaker 1  
No, I mean, let's say from your perspective of tool and solution solution vendor.

0:10:3.20 --> 0:10:3.260  
Speaker 1  
Yes.

0:10:3.270 --> 0:10:5.380  
Speaker 1  
So which would be most important?

0:10:10.930 --> 0:10:11.120  
X  
Umm.

0:10:5.390 --> 0:10:12.190  
Speaker 1  
If you think of about like the way your tool is used or you're solution are used.

0:10:12.200 --> 0:10:16.630  
Speaker 1  
So in terms of gain for your customers, uh.

0:10:16.770 --> 0:10:16.990  
X  
OK.

0:10:17.350 --> 0:10:17.720  
Speaker 1  
Yeah.

0:10:17.730 --> 0:10:24.740  
Speaker 1  
And of course you can use whatever kind of prioritization from one to five, low, medium, high, whatever you like.

0:10:25.520 --> 0:10:25.730  
X  
Umm.

0:10:24.750 --> 0:10:27.230  
Speaker 1  
I mean, it's just a indication of the.

0:10:28.470 --> 0:10:28.960  
X  
Yes.

0:10:34.960 --> 0:10:35.100  
Speaker 1  
Yeah.

0:10:29.30 --> 0:10:37.710  
X  
So for me, like automation is #1, I'm continuous architecting this number 2 in general and.

0:10:46.970 --> 0:10:47.310  
Speaker 1  
Uh.

0:10:47.610 --> 0:10:49.30  
Speaker 1  
Yeah.

0:10:43.0 --> 0:10:49.700  
X  
What's the what's the modifiable #9 WRT is but?

0:10:49.390 --> 0:10:57.860  
Speaker 1  
I'm like you can explain more, but here it's basically related to the fact that we envision the tool to to.

0:11:4.340 --> 0:11:4.560  
X  
OK.

0:11:9.880 --> 0:11:10.60  
X  
Yep.

0:10:57.950 --> 0:11:14.720  
Speaker 1  
Yeah, to be easy, we can say easy to customize with respect to new, let's say architectures, constraints and not just offline let's say.

0:11:15.370 --> 0:11:15.560  
X  
Right.

0:11:14.730 --> 0:11:17.410  
Speaker 1  
So that you can add the libraries so on.

0:11:22.260 --> 0:11:22.570  
X  
Umm.

0:11:31.180 --> 0:11:31.400  
X  
OK.

0:11:17.420 --> 0:11:31.710  
Speaker 1  
But even while using the tool in the sense that if you are realizing your architecture, software architecture and your sorry sketching your architecture and you realize that you want to change reference architecture, you can just switch and then everything gets around.

0:11:31.720 --> 0:11:34.240  
Speaker 1  
It would be updated automatically.

0:11:34.650 --> 0:11:40.70  
X  
Then that one is #3 I would say and.

0:11:43.140 --> 0:11:45.720  
X  
Then to to to.

0:11:45.960 --> 0:11:46.710  
X  
No tricks, no.

0:11:50.680 --> 0:11:53.420  
X  
And then #4 conformance checking.

0:11:56.420 --> 0:11:56.560  
Speaker 1  
Yes.

0:11:57.710 --> 0:11:59.740  
X  
And then norm blocking.

0:12:6.150 --> 0:12:6.500  
X  
Umm.

0:12:6.10 --> 0:12:8.60  
Speaker 1  
Non blocking this number 5, yes.

0:12:8.250 --> 0:12:10.670  
X  
And then #4 real time.

0:12:11.960 --> 0:12:12.240  
Speaker 1  
Yes.

0:12:13.830 --> 0:12:14.90  
X  
Uh.

0:12:17.930 --> 0:12:21.510  
X  
Offers that assets 7 collaborative.

0:12:25.230 --> 0:12:27.300  
X  
And then I will say.

0:12:28.830 --> 0:12:30.170  
X  
Graphical 10.

0:12:33.150 --> 0:12:33.640  
X  
And then.

0:12:34.800 --> 0:12:36.70  
Speaker 1  
Yeah, I think it's eight.

0:12:36.140 --> 0:12:37.830  
Speaker 1  
The last the last one.

0:12:40.190 --> 0:12:43.150  
X  
Uh, what? You in?

0:12:43.500 --> 0:12:44.90  
X  
Ah, yeah.

0:12:44.100 --> 0:12:45.530  
X  
No, there isn't there like a known.

0:12:47.190 --> 0:12:47.480  
X  
No.

0:12:44.200 --> 0:12:47.560  
Speaker 1  
Is that is the last that remain, so the only one.

0:12:47.490 --> 0:12:48.980  
X  
There is also knowledge base, right?

0:12:49.920 --> 0:12:50.100  
Speaker 2  
Yeah.

0:12:48.990 --> 0:12:50.890  
X  
There's knowledge base and then it's in.

0:12:50.810 --> 0:12:51.120  
Speaker 1  
Yeah.

0:12:51.130 --> 0:12:52.180  
Speaker 1  
Also knowledge base, yes.

0:12:52.320 --> 0:12:54.350  
X  
Yeah. Knowledge base.

0:12:54.880 --> 0:12:55.130  
X  
No.

0:12:55.140 --> 0:12:59.850  
X  
Yeah, knowledge base and then web based, that's yeah.

0:13:2.70 --> 0:13:2.610  
Speaker 1  
All right.

0:13:2.990 --> 0:13:19.20  
Speaker 1  
And so the, I mean similar to this what we would like to, I mean ask you is as we say this is a oops, these are requirements that we decided by different activities.

0:13:19.700 --> 0:13:19.920  
X  
Umm.

0:13:19.190 --> 0:13:28.390  
Speaker 1  
So, in your opinion, are among these requirements are can you find some requirement that definitely in your opinion should not be there?

0:13:28.400 --> 0:13:36.150  
Speaker 1  
Like maybe they are useless or they are very they are very low priority prioritization in your opinion.

0:13:36.890 --> 0:13:44.210  
X  
Uh, Web based, I would say share graphic all then you can doesn't mean doesn't need to be web based let's say.

0:13:49.410 --> 0:13:49.750  
Speaker 1  
OK.

0:13:58.450 --> 0:13:58.740  
Speaker 2  
Umm.

0:13:51.180 --> 0:14:8.90  
Speaker 1  
And the other thing is, can you think on like any requirement that in your experience was important, but the uh was not captured by this set?

0:14:14.290 --> 0:14:20.650  
X  
I would say we work with security, so I would say like uh, how do you address security in this?

0:14:20.720 --> 0:14:26.240  
X  
I mean they, they they uh, the security architecture of a system basically.

0:14:28.660 --> 0:14:31.310  
X  
In a way that is like, how do you show it?

0:14:35.70 --> 0:14:35.270  
Speaker 1  
Yeah.

0:14:31.320 --> 0:14:35.490  
X  
Probably is that conformance checking, I don't know what I mean in that case conformance.

0:14:35.500 --> 0:14:43.130  
X  
Is those down to also those kind of requirements or if it's mainly about the functional requirements, let's say of the system?

0:14:57.600 --> 0:14:57.880  
X  
OK.

0:15:3.930 --> 0:15:4.180  
X  
Umm.

0:14:42.960 --> 0:15:4.640  
Speaker 1  
No, you're a conformance checking is as as we said the the the compliance rather yeah compliance conformance towards a reference architecture that of course can embody also this kind of of concerns like security, uh privacy in general.

0:15:4.770 --> 0:15:10.100  
Speaker 1  
I think that what you're saying is is relevant, so beside the having, let's say a structural.

0:15:13.740 --> 0:15:17.590  
Speaker 1  
A structural sort of guidelines for a given domain.

0:15:17.600 --> 0:15:29.310  
Speaker 1  
You might also have a specific constraints or or rules that can in this case enhance security or anyhow that are in place to ensure secure.

0:15:38.150 --> 0:15:38.370  
Speaker 1  
Yeah.

0:15:28.980 --> 0:15:41.430  
X  
Only legally impacts on the architecture because depending on the you know the domain or the the the kind of system that you are architecture ring. Then I happened that you have live legal implications.

0:15:41.440 --> 0:15:51.500  
X  
Think about banks and and these kind of things basically like depending on the on the legal regulations that you have, the the architecture might might change because of that.

0:15:52.720 --> 0:15:53.410  
Speaker 1  
Yeah.

0:15:55.730 --> 0:15:56.60  
Speaker 2  
With the.

0:15:53.720 --> 0:15:57.520  
Speaker 1  
OK, so let's uh, maybe if we try to summarize it.

0:16:0.390 --> 0:16:5.30  
Speaker 2  
So you mean that you want to define some?

0:16:6.630 --> 0:16:11.580  
Speaker 2  
Security concerns about reference architecture and of course related to.

0:16:11.310 --> 0:16:11.840  
X  
Yeah, exactly.

0:16:13.710 --> 0:16:13.990  
Speaker 2  
OK.

0:16:13.210 --> 0:16:19.540  
X  
You want to have you want to have that covered in a sense, like OK, for example communication.

0:16:25.840 --> 0:16:26.40  
Speaker 1  
Yeah.

0:16:19.550 --> 0:16:26.420  
X  
I mean that's more conformance in a way communication between components, different layers as you saw earlier in the stack.

0:16:26.590 --> 0:16:27.370  
X  
That's kind of.

0:16:27.380 --> 0:16:30.990  
X  
Yeah, that's probably conformance in a way, but also then.

0:16:33.130 --> 0:16:33.320  
X  
Yeah.

0:16:31.850 --> 0:16:34.70  
Speaker 1  
But in general, I mean, sorry for interrupt.

0:16:34.80 --> 0:16:38.80  
Speaker 1  
Maybe can be like the possibility of specifying constraints over.

0:16:44.50 --> 0:16:44.190  
X  
Yeah.

0:16:59.980 --> 0:17:0.120  
X  
Yeah.

0:16:38.90 --> 0:17:3.430  
Speaker 1  
So if we go back into this slide, for instance, just for the sake of discussion and maybe that you want to have the possibility specify constraints over your architecture, so to say, for instance, this communication between UI toolkit and browser engine must have and with this protocol or must app and under this something like this so that the possibility of specifying.

0:17:4.970 --> 0:17:9.780  
Speaker 1  
Constraints or maybe different views over your.

0:17:11.270 --> 0:17:18.590  
Speaker 1  
Architecture the reference architectures, views that may address security, privacy, or.

0:17:31.590 --> 0:17:31.750  
Speaker 1  
Yeah.

0:17:19.420 --> 0:17:31.970  
X  
Not exactly, because that's actually the browser example is perfect because think about cookies there like you have the cookies, but depending on the region where you are, you can collect more or less information in those cookies for example.

0:17:32.160 --> 0:17:37.310  
X  
So that's a legal implication on the actual functionality of the system that collects the cookies.

0:17:38.310 --> 0:17:38.450  
Speaker 1  
Yeah.

0:17:37.320 --> 0:17:40.520  
X  
For example, all stores the shop.

0:17:41.60 --> 0:17:41.430  
Speaker 2  
If you.

0:17:40.920 --> 0:17:41.780  
X  
So yeah, there's have.

0:17:44.860 --> 0:17:48.740  
Speaker 1  
OK, so I E the which is fine if.

0:18:0.110 --> 0:18:0.660  
Speaker 1  
Alright.

0:18:1.320 --> 0:18:2.400  
Speaker 1  
Uh.

0:18:2.480 --> 0:18:5.210  
Speaker 1  
Anything else that you can think about?

0:18:4.480 --> 0:18:6.280  
X  
No, nothing.

0:18:6.290 --> 0:18:11.310  
X  
That's I'm thinking about non functional requirements but yeah.

0:18:13.810 --> 0:18:14.670  
X  
What that could be?

0:18:16.740 --> 0:18:18.220  
X  
By now I think it's.

0:18:19.10 --> 0:18:19.460  
Speaker 1  
Umm.

0:18:18.230 --> 0:18:19.890  
X  
Yeah, probably.

0:18:19.900 --> 0:18:22.480  
X  
Performance kind of probably.

0:18:22.490 --> 0:18:29.60  
X  
I don't know if there was actually fall under again conformance checking four months of the.

0:18:27.460 --> 0:18:33.320  
Speaker 1  
Uh, we, which kind of performance do you do you I?

0:18:32.720 --> 0:18:40.970  
X  
I mean direction between components, for example like if you have different you know these different layers, how the layers like what?

0:18:40.920 --> 0:18:41.280  
Speaker 1  
OK.

0:18:43.90 --> 0:18:44.120  
Speaker 1  
Yeah, OK. Yeah.

0:18:45.60 --> 0:18:45.320  
Speaker 2  
OK.

0:18:40.980 --> 0:18:45.920  
X  
What kind of performance they should have, but something that?

0:18:47.90 --> 0:18:47.660  
Speaker 1  
Umm yes.

0:18:51.140 --> 0:19:4.560  
X  
That's the question we get like nowadays quite a lot, because working with this new technology then it has some impact on performance and then everyone wants, OK, what about performance and like how do you right?

0:19:1.220 --> 0:19:6.630  
Speaker 1  
Yeah, yeah, that makes sense and alright.

0:19:14.920 --> 0:19:15.150  
X  
No.

0:19:6.700 --> 0:19:17.160  
Speaker 1  
But then what we would like to do now is to show you some mock up of the tool.

0:19:18.300 --> 0:19:24.750  
Speaker 1  
Uh, that you are envisioning, and of course we will explain a little bit the.

0:19:27.840 --> 0:19:28.70  
X  
OK.

0:19:24.840 --> 0:19:32.390  
Speaker 1  
Yeah, the idea behind so starting from the top left corner, this one here.

0:19:32.400 --> 0:19:41.70  
Speaker 1  
You see that that that view is press the component then connector view of the reference architecture no.

0:19:41.80 --> 0:19:44.70  
Speaker 1  
So you have component connector of your reference architecture.

0:19:44.420 --> 0:20:3.300  
Speaker 1  
This is a presentation or only in this, let's say in this window, but the idea is that of course we want to, we want to offer the architect today option to, you know, modify the architecture according to what you said.

0:20:3.350 --> 0:20:7.650  
Speaker 1  
Probably correct me if I'm wrong, this view will not be enough.

0:20:7.720 --> 0:20:8.590  
Speaker 1  
Only this view.

0:20:8.600 --> 0:20:19.130  
Speaker 1  
So because maybe you want to have, as we were talking about a view where you can express your constraints with respect, performance or security.

0:20:19.140 --> 0:20:20.510  
X  
There, yeah.

0:20:27.550 --> 0:20:27.740  
X  
Yep.

0:20:33.130 --> 0:20:33.430  
X  
Good.

0:20:19.220 --> 0:20:34.470  
Speaker 1  
So probably like yeah, really using some sort of, I don't know, constrained languages or whatever or maybe plain text and it's translated into constrain or, yeah, constraints, logic constraints or something like this. Yeah.

0:20:37.120 --> 0:20:38.330  
Speaker 1  
OK. This.

0:20:38.940 --> 0:20:39.590  
Speaker 1  
Yeah.

0:20:39.700 --> 0:20:54.50  
Speaker 1  
And then if we move on the on the right side, always on the top that this view over here is the view where the architect can start sketching the actual software architecture.

0:20:54.60 --> 0:21:1.210  
Speaker 1  
So the software architecture for this specific system and the idea is that your she does that using a simple language.

0:21:1.220 --> 0:21:1.990  
Speaker 1  
Very simple.

0:21:5.920 --> 0:21:6.130  
X  
Yeah.

0:21:2.0 --> 0:21:10.740  
Speaker 1  
Now you probably cannot read, but I can tell you, umm, the idea is that you will define component that connectors for component.

0:21:10.910 --> 0:21:20.80  
Speaker 1  
You define a name and which component of the reference architecture it implements and the connection is that you just specify the.

0:21:23.550 --> 0:21:23.820  
X  
So.

0:21:20.190 --> 0:21:31.370  
Speaker 1  
Yeah, the the components that are linked while you while you do this, uh, each time you save, precisely the idea is that uh below.

0:21:40.640 --> 0:21:40.890  
X  
Umm.

0:21:31.380 --> 0:21:41.170  
Speaker 1  
Uh, the tool will generate our graphical view of the architecture you are developing, so of this information that you write here on the same time.

0:21:41.640 --> 0:21:51.990  
Speaker 1  
Uh, it will compute some checks on the on whether or not the architecture that you're sketching is compliant with the reference architecture.

0:22:1.410 --> 0:22:1.660  
X  
But.

0:21:52.60 --> 0:22:10.790  
Speaker 1  
So in this case we can see for instance here there are some violations in red and some, let's say warning in in yellow and essentially here one of the violation it tells it tells you that in the reference architecture there is no connection between B1 and CI mean between.

0:22:10.800 --> 0:22:16.790  
Speaker 1  
Sorry, the component B&C while in your architecture concrete architecture you link be one and see.

0:22:17.100 --> 0:22:23.670  
Speaker 1  
So this is like a violation, of course, as we said, we don't want this to be blocking.

0:22:23.680 --> 0:22:32.160  
Speaker 1  
So we still allow, we will still allow the user to go on with the workflow here.

0:22:32.170 --> 0:22:55.500  
Speaker 1  
The what we would like to achieve to to provide is a sort of restoration rules that tell you, OK, if you remove this you will achieve compliance and in general some generation for yeah function that basically will produce in this case just skeleton code for the for the architecture.

0:22:56.700 --> 0:22:56.960  
X  
Umm.

0:22:56.540 --> 0:23:0.500  
Speaker 1  
And also we were thinking of a.

0:23:2.910 --> 0:23:14.850  
Speaker 1  
Basically, express the graphically the the compliance using this radar chart over here where it shows how compliant the they are.

0:23:14.960 --> 0:23:21.150  
Speaker 1  
The software architecture is uh in terms of in, in terms of components.

0:23:21.210 --> 0:23:25.410  
Speaker 1  
So here one each of these edges are component so.

0:23:29.420 --> 0:23:31.610  
Speaker 1  
Yeah, so this is more or less what we thought.

0:23:31.620 --> 0:23:44.560  
Speaker 1  
And uh, I think we touch upon yeah, as we say this, the need for a different different views like as you were pointing out and yeah, we just wanted to.

0:23:46.710 --> 0:23:47.360  
Speaker 1  
Check.

0:23:47.410 --> 0:23:52.540  
Speaker 1  
Uh, what do you think about this like mockup and the functionalities?

0:23:53.30 --> 0:23:57.30  
Speaker 1  
Uh, if you have any, like any remark? Yeah.

0:23:55.690 --> 0:23:58.580  
Speaker 2  
Such as the phones suggestions.

0:24:0.40 --> 0:24:11.570  
X  
No, I mean in general it's like, I mean this can be very useful and powerful tool at the same time because it's like it's something that you really you really need when maintaining an architecture as well.

0:24:20.40 --> 0:24:20.170  
Speaker 1  
Yeah.

0:24:11.580 --> 0:24:28.70  
X  
I mean, that's mainly, I mean at the beginning is always easy to kind of come up with a with an architecture, but then to maintain and evolve an architecture is always very, very different, difficult and yeah, complex the same time, especially when you need to kind of comply with some.

0:24:28.80 --> 0:24:29.520  
X  
Yeah, with some constraints I just said.

0:24:30.70 --> 0:24:35.460  
X  
So I think that this can be very, very, very, very useful in a way and powerful.

0:24:35.910 --> 0:24:36.80  
Speaker 1  
Yep.

0:24:36.40 --> 0:24:38.510  
X  
Uh, missing.

0:24:38.520 --> 0:24:38.850  
X  
I don't know.

0:24:40.990 --> 0:24:54.420  
X  
I think it's like, I mean, I mean looking at remember those requirements that you listed earlier, I think that's pretty much it I'm thinking and there might be anything on the outs.

0:24:54.430 --> 0:24:58.80  
X  
I mean, let's say for example, now here we cover AB and C right?

0:24:58.90 --> 0:25:7.450  
X  
Like as a component, but then on the on the on the diagram on the correspondent diagram, we also have D is that DD in some? Yep.

0:25:5.700 --> 0:25:8.610  
Speaker 1  
Yeah, it's at the and then you have two instances of B.

0:25:8.660 --> 0:25:9.720  
Speaker 1  
Yeah, precisely, yeah.

0:25:9.700 --> 0:25:10.330  
X  
Yeah, exactly.

0:25:10.370 --> 0:25:11.130  
X  
How?

0:25:11.540 --> 0:25:16.900  
X  
Let's say for those components that are not covered by the reference architecture.

0:25:18.540 --> 0:25:18.880  
X  
What?

0:25:18.890 --> 0:25:20.340  
X  
What would be the the?

0:25:20.390 --> 0:25:27.150  
X  
Is there any default kind of policy there that you apply or because those components might break the rest right?

0:25:27.310 --> 0:25:28.110  
Speaker 1  
Yeah, exactly.

0:25:28.120 --> 0:25:29.300  
Speaker 1  
So for for this.

0:25:29.310 --> 0:25:32.580  
Speaker 1  
This of course now like the the the, the.

0:25:32.590 --> 0:25:44.660  
Speaker 1  
This should be like a very I mean these organ up to a opens up to a very interesting study on possible restoration rules in general.

0:25:44.550 --> 0:25:44.830  
X  
Well.

0:25:52.500 --> 0:25:52.740  
X  
Umm.

0:25:45.320 --> 0:26:0.490  
Speaker 1  
And you, we we chose this example precisely because this is very meaningful and present shoe situation one it's for instance you have different instances of the component B capital.

0:26:6.560 --> 0:26:6.720  
X  
Yeah.

0:26:0.780 --> 0:26:12.570  
Speaker 1  
But the most interesting, as you pointed out, is the fact that we have D which is not mapped at to any for the moment it's not mapped to any component in the reference architecture.

0:26:12.580 --> 0:26:18.300  
Speaker 1  
And yeah, that can be, of course it's a breaking point.

0:26:18.610 --> 0:26:23.510  
Speaker 1  
For the moment, the the restoration rules will basically suggest the.

0:26:25.380 --> 0:26:29.310  
Speaker 1  
Mapping of these component to any of the existing component.

0:26:31.300 --> 0:26:37.30  
X  
But then what do you do in this in this case, will you go back and change the reference architecture to say?

0:26:36.590 --> 0:26:37.40  
Speaker 2  
You can read.

0:26:56.360 --> 0:26:56.850  
X  
Yeah, we have.

0:27:2.640 --> 0:27:2.930  
X  
Yeah.

0:26:36.880 --> 0:27:2.950  
Speaker 1  
No, I mean the idea is that at this I mean at this stage you do not change the reference architecture, but that can be also some, I mean some, let's say, uh possibility if for instance you have a lot of instances where your concrete architecture do not map the the reference architecture, then of course you may have a feedback that your reference architecture is updated and it doesn't.

0:27:4.300 --> 0:27:4.480  
Speaker 2  
But.

0:27:2.940 --> 0:27:10.110  
X  
Exactly because we are doing this, we now exactly today we're doing the same thing, which is basically more about policies in that case.

0:27:10.120 --> 0:27:14.820  
X  
And then he say like, OK, I know that, you know, this is the real environment.

0:27:15.590 --> 0:27:27.260  
X  
And but then I want to apply my policies but my policies because it's the real environment, it's outdated and I've just need to update the policy which which is a check on the actual environment.

0:27:27.270 --> 0:27:40.590  
X  
So it kind of similar case here where you have a real environment and the policy kind of policy at reference architecture that verifies that the environment is actually the one that you expecting, uh.

0:27:41.530 --> 0:27:41.800  
Speaker 2  
OK.

0:27:41.940 --> 0:27:43.290  
X  
So it's yeah.

0:27:43.360 --> 0:27:46.670  
X  
Yeah, I think that's also the complex part in general.

0:27:46.680 --> 0:27:47.430  
X  
Like what do you change?

0:27:47.440 --> 0:27:52.930  
X  
Do you change the real one or do you change the the reference architecture but it's?

0:27:52.410 --> 0:27:54.140  
Speaker 1  
Yeah, I mean these, uh, interesting.

0:27:54.150 --> 0:27:55.160  
Speaker 1  
Uh. Interesting.

0:27:55.170 --> 0:27:56.450  
Speaker 1  
But of course.

0:27:54.980 --> 0:27:57.390  
X  
Oh yeah, yeah, definitely.

0:27:57.520 --> 0:28:4.530  
Speaker 2  
Yeah, but in general you can have in a concrete architecture or more components with respect to what reference architect to know.

0:28:5.140 --> 0:28:5.320  
Speaker 1  
Yes.

0:28:5.410 --> 0:28:5.570  
X  
No.

0:28:5.100 --> 0:28:16.850  
Speaker 2  
Because for example, D can be a new component and the TV is not necessary that it has to implement a component with respect to reference so.

0:28:32.860 --> 0:28:33.10  
Speaker 2  
Yeah.

0:28:16.460 --> 0:28:37.500  
X  
I mean probably probably the poll at the reference architecture that I can say like all the all the components that are not AB and C should not you know connect to AB and C so kind of they are isolated in a way and then eventually you will change the reference architecture to say OK, Now I've write the the actual connection who connects to what or what.

0:28:37.590 --> 0:28:37.790  
Speaker 2  
Yep.

0:28:41.470 --> 0:28:41.990  
Speaker 1  
Alright.

0:28:43.440 --> 0:28:45.440  
Speaker 1  
Any other remarks beside this?

0:28:47.410 --> 0:28:48.460  
X  
No, not really.

0:28:52.740 --> 0:28:53.780  
X  
Not really actually.

0:28:53.920 --> 0:28:54.490  
Speaker 1  
OK.