

# Trinity: A Language for Multi-View Architecture Description and Control

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## Software Architecture

*the “fundamental organization of a system embodied in its components, their relations to each other, and the environment”*

### Architecture Views

Module or Code

**Modules:** principal units of implementation

- Used to explain system functionality + structure of code base
- A blueprint for code construction and incremental development
- Analysis of code dependency

Component and Connector

**Components:** elements that have some runtime presence (processes, objects, clients, servers).  
**Connectors:** components' pathways of interaction (protocols, information flows).

- Show how the system works
- Guide development around structure & behavior of runtime elements
- To reason about performance and reliability

Deployment

**Deployment View:** a mapping between software and nonsoftware elements in the former's environment.

- Analyzing actual runtime performance, reliability, and security
- SW elements: CnC elements
- Environmental elements: hardware, network elements, and their capabilities

### The Problem

It is hard to determine whether the logical relationships between entities in architecture diagrams are present in system implementations.

### Previous Solutions

#### Architecture Description Languages (ADLs)

- (-) *Description:* Inferred by the name, ADLs only describe software architectures; they do not prescribe, or **enforce conformance** to them
- (+) *Analysis:* ADLs are focused on system analyses
- (+) *Formal Notation:* Currently, ADLs are the most formal mainstream architecture tools available

#### ArchJava Java extension unifying SWA and implementation

- (-) *Application:* Does not do anything interesting with SWA (i.e. checks)
- (-) *Distributed Systems:* No support for distributed systems
- (-) *Multiple SWA Views:* Lacks support for multiple architecture views; focuses only on Component-and-Connector view.

### Trinity's Approach

- Makes software architecture a **"live" component** of Trinity systems
- Trinity enforced **architecture conformance** complements ADL analyses
- Directly translate the conceptual entities from SWA views into **code-enforced constructs**
- Support for **all three software architecture views** (module or code, CnC, and deployment).
- Support for architecture conformance in **distributed systems**.

# Design

# Example