

## ArchiMate Business Layer Notations

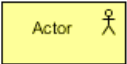
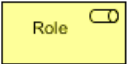
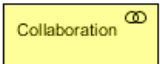
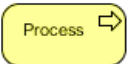
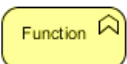
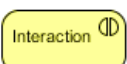
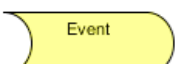
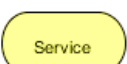

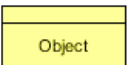
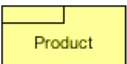
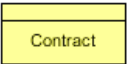
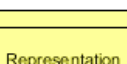
| Name                   | Representation  | Definition *   |
|------------------------|---|--|
| Business Actor         |    | A business entity that is capable of performing behavior.  |
| Business Role          |    | The responsibility for performing specific behavior, to which an actor can be assigned, or the part an actor plays in a particular action or event.  |
| Business Collaboration |    | An aggregate of two or more business internal active structure elements that work together to perform collective behavior.   |
| Business Process       |    | A sequence of business behaviors that achieves a specific outcome such as a defined set of products or business services.  |
| Business Function      |    | A collection of business behavior based on a chosen set of criteria (typically required business resources and/or competencies), closely aligned to an organization, but not necessarily explicitly governed by the organization.  |
| Business Interaction   |    | A unit of collective business behavior performed by (a collaboration of) two or more business roles.   |
| Business Event         |    | A business behavior element that denotes an organizational state change. It may originate from and be resolved inside or outside the organization.   |
| Business Service       |   | An explicitly defined exposed business behavior.   |
| Business Interface     |  | A point of access where a business service is made available to the environment.   |
| Business Object        |  | A concept used within a particular business domain.  |
| Product                |  | A coherent collection of services and/or passive structure elements, accompanied by a contract/set of agreements, which is offered as a whole to (internal or external) customers.   |
| Contract               |  | A formal or informal specification of an agreement between a provider and a consumer that specifies the rights and obligations associated with a product and establishes functional and non-functional parameters for interaction. |
| Representation         |  | A perceptible form of the information carried by a business object.  |

Table 1. ArchiMate business layer notation

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)

## ArchiMate Application Layer Notations

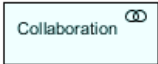
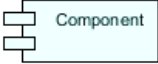

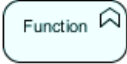



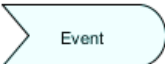
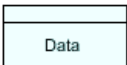
| Name                      | Representation  | Definition *   |
|---------------------------|---|--|
| Application Collaboration |    | An aggregate of two or more application components that work together to perform collective application behavior.  |
| Application Component     |    | An encapsulation of application functionality aligned to implementation structure, which is modular and replaceable. It encapsulates its behavior and data, exposes services, and makes them available through interfaces. |
| Application Service       |    | An explicitly defined exposed application behavior.  |
| Application Function      |    | Automated behavior that can be performed by an application component.  |
| Application Interaction   |    | A unit of collective application behavior performed by (a collaboration of) two or more application components.  |
| Application Interface     |    | A point of access where application services are made available to a user, another application component, or a node.   |
| Application Process       |    | A sequence of application behaviors that achieves a specific outcome.  |
| Application Event         |    | An application behavior element that denotes a state change.   |
| Data Object               |  | Data structured for automated processing.  |

Table 2. ArchiMate application layer notation

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)

## ArchiMate Technology Layer Notations

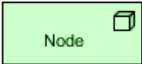

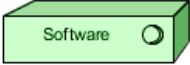

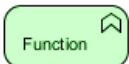
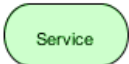
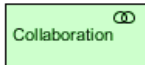
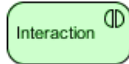

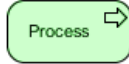



| Name                     | Representation  | Definition *  |
|--------------------------|---|---|
| Node                     |    | A computational or physical resource that hosts, manipulates, or interacts with other computational or physical resources.  |
| Device                   |    | A physical IT resource upon which system software and artifacts may be stored or deployed for execution.  |
| System Software          |    | Software that provides or contributes to an environment for storing, executing, and using software or data deployed within it.  |
| Technology Interface     |    | A point of access where technology services offered by a node can be accessed.  |
| Technology Function      |    | A collection of technology behavior that can be performed by a node.  |
| Technology Service       |    | An explicitly defined exposed technology behavior.  |
| Technology Collaboration |    | An aggregate of two or more nodes that work together to perform collective technology behavior.   |
| Technology Interaction   |    | A unit of collective technology behavior performed by (a collaboration of) two or more nodes.   |
| Technology Event         |  | A technology behavior element that denotes a state change.  |
| Technology Process       |  | A sequence of technology behaviors that achieves a specific outcome.  |
| Artifact                 |  | A piece of data that is used or produced in a software development process, or by deployment and operation of a system.   |
| Communication Path       |  | A link between two or more nodes, through which these nodes can exchange data or material.  |
| Network                  |  | A set of structures that connects computer systems or other electronic devices for transmission, routing, and reception of data or data-based communications such as voice and video. |

Table 3. ArchiMate technology layer notation

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)

### ArchiMate Physical Elements' Notations

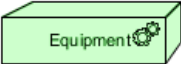
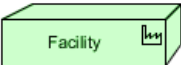
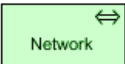
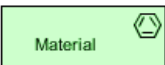
| Name                 | Representation  | Definition *  |
|----------------------|---|---|
| Equipment            |  | One or more physical machines, tools, or instruments that can create, use, store, move, or transform materials. |
| Facility             |  | A physical structure or environment.  |
| Distribution Network |  | A physical network used to transport materials or energy.   |
| Material             |  | Tangible physical matter or physical elements.  |

Table 4. ArchiMate physical elements' notation

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)

### ArchiMate Strategy Elements' Notations

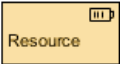
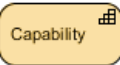
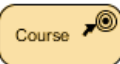
| Name             | Representation  | Definition *   |
|------------------|---|--|
| Resource         |    | An asset owned or controlled by an individual or organization.   |
| Capability       |    | An ability that an active structure element, such as an organization, person, or system, possesses.                  |
| Course of Action |  | An approach or plan for configuring some capabilities and resources of the enterprise, undertaken to achieve a goal. |

Table 5. ArchiMate strategy elements' notation

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)

### ArchiMate Implementation and Migration Elements' Notations




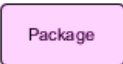
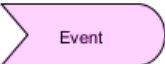
| Name                 | Representation  | Definition *  |
|----------------------|---|---|
| Plateau              |  | A relatively stable state of the architecture that exists during a limited period of time.                              |
| Gap                  |  | A statement of difference between two plateaus.   |
| Deliverable          |  | A precisely-defined outcome of a work package.  |
| Work Package         |  | A series of actions identified and designed to achieve specific results within specified time and resource constraints. |
| Implementation Event |  | A behavior element that denotes a state change related to implementation or migration.                                  |

Table 6. ArchiMate implementation and migration elements' notation

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)

## ArchiMate Motivation Elements' Notations



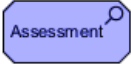

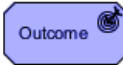
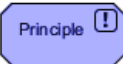
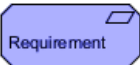
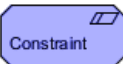


| Name        | Representation  | Definition *  |
|-------------|---|---|
| Stakeholder |    | The role of an individual, team, or organization (or classes thereof) that represents their interests in the outcome of the architecture. |
| Driver      |    | An external or internal condition that motivates an organization to define its goals and implement the changes necessary to achieve them. |
| Assessment  |    | The result of an analysis of the state of affairs of the enterprise with respect to some driver.  |
| Goal        |    | A high-level statement of intent, direction, or desired end state for an organization and its stakeholders.                               |
| Outcome     |    | An end result that has been achieved.   |
| Principle   |    | A qualitative statement of intent that should be met by the architecture.   |
| Requirement |    | A statement of need that must be met by the architecture.   |
| Constraint  |   | A factor that prevents or obstructs the realization of goals.   |
| Meaning     |  | The knowledge or expertise present in, or the interpretation given to, a core element in a particular context.                            |
| Value       |  | The relative worth, utility, or importance of a core element or an outcome.   |

Table 7. ArchiMate motivation elements' notation

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)

## ArchiMate Relationship Summary





| Name        | Representation  | Definition *   |
|-------------|---|--|
| Composition |  | Indicates that an element consists of one or more other concepts.  |
| Aggregation |  | Indicates that an element consists of one or more other concepts.  |
| Assignment  |  | Expresses the allocation of responsibility, performance of behavior, or execution.   |
| Realization |  | Indicates that an entity plays a critical role in the creation, achievement, sustenance, or operation of a more abstract entity. |

Table 8. ArchiMate's structural relationships

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)


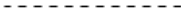
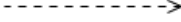
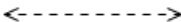

| Name      | Representation   | Definition *  |
|-----------|--|---|
| Serving   | <br> | Models that an element provides its functionality to another element.   |
| Access    | <br> | Models the ability of behavior and active structure elements to observe or act upon passive structure elements. |
| Influence |   | Models that an element affects the implementation or achievement of some motivation element.                    |

Table 9. ArchiMate's dependency relationships

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)





| Name           | Representation  | Definition *  |
|----------------|---|---|
| Specialization |    | Indicates that an element is a particular kind of another element.                                    |
| Association    |    | Models an unspecified relationship, or one that is not represented by another ArchiMate relationship. |
| Junction       |  (And) Junction<br> (Or) Junction | Used to connect relationships of the same type.   |

Table 10. ArchiMate's other relationships

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)



| Name       | Representation  | Definition *  |
|------------|---|---|
| Triggering |  | Describes a temporal or causal relationship between elements. |
| Flow       |  | Transfer from one element to another.                         |

Table 11. ArchiMate's dynamic relationships

Source: [https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421\\_howtodrawarc.html](https://www.visual-paradigm.com/support/documents/vpuserguide/4455/4409/86421_howtodrawarc.html)