
SWA – Architectural Design Methods: Part II

Lecture 04

BIL428 Software Architectures

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- Classification of Architecture Design Methods
- Architectural Requirement Analysis
- Domain Analysis

Classification of SWA Methods

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□ **Single-system scope**

- ▣ Focuses on developing architecture for a single system/product, which is also the scope of this course

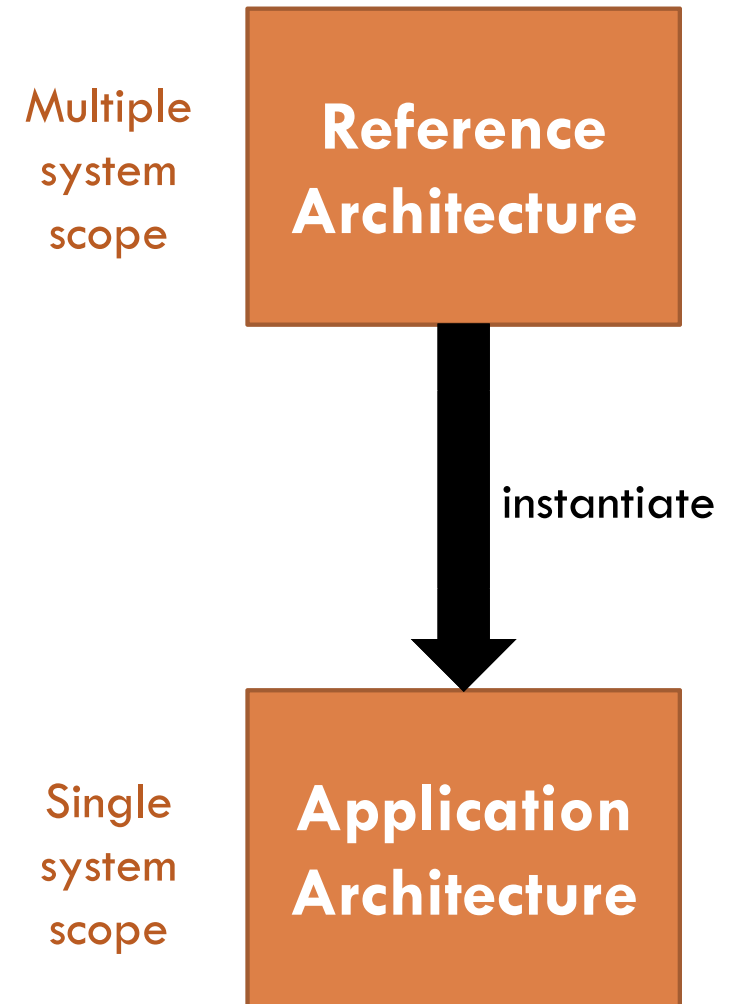
□ **Multiple-system scope**

- ▣ SW product-line architectures – Focuses on developing architecture for a set of relational SW products

Reference Architecture vs. Application Architecture

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- The reference architecture is a core architecture that captures the high-level design for the applications of the software product line
- The application architecture is a specialization of the reference architecture for a concrete product



Classification of SWA Methods - Source

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Which one
should I select?
And Why?

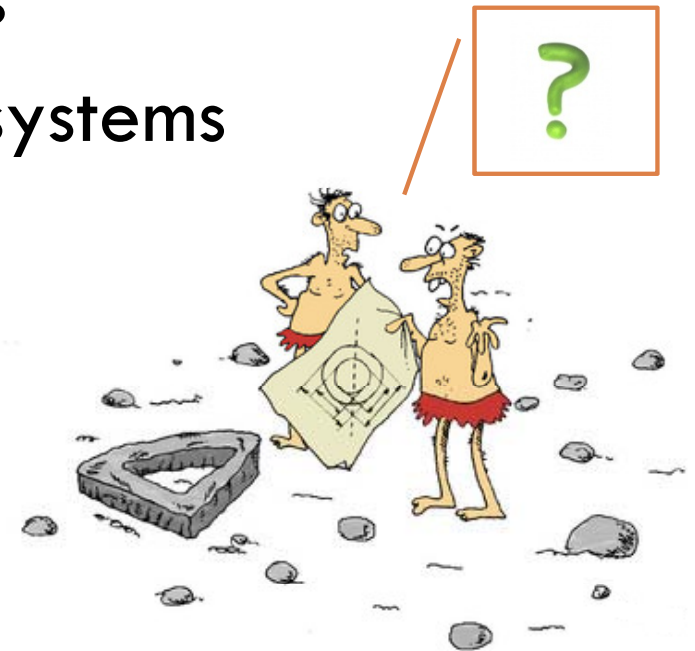
- **Artifact driven**
 - ▣ Derives abstractions from requirements using artifacts in the method
- **Use-case driven**
 - ▣ Derives abstractions from uses cases
- **Pattern-driven**
 - ▣ Derives abstractions from patterns
- **Domain Driven**
 - ▣ Derive abstractions from solution domains a domain analysis process
- The **focus of this course** is to use domain driven methods, which also applies the patterns..



Artifact Driven

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- Start from textual requirements
- Look at artifact types in the method and try to identify artifacts from requirements specification
- Group the relational artifacts in **subsystems**, these are the architectural components
- Define the relations btw the subsystems



Artifact Driven – Example PC Factory

Requirements Specification: PC FACTORY

Date: 16-October 2003

A software system for a computer company, which consists of two departments, a factory and sales and marketing department. The factory assembles desktop PCs and tower PCs. All the components of a PC are delivered by different external suppliers. A PC consists of one monitor, a cabinet, and a keyboard. The cabinet includes a chassis. A chassis on its turn is composed of a bus, floppy disk drive, an optional CD-ROM drive, a memory unit, CPU, and power supply. A bus may incorporate a network card. A memory unit includes many RAM chips. The sales and marketing department administers properties of each PC, like the type, weight, make, price, amortization, power consumption etc. A client uses a purchase order to order PCs or set of computer components from the company.

**Not precise,
Ambiguous,
Redundant,
Difficult to understand,
Not complete...**



Artifact Driven – Example PC Factory

Requirement Specification

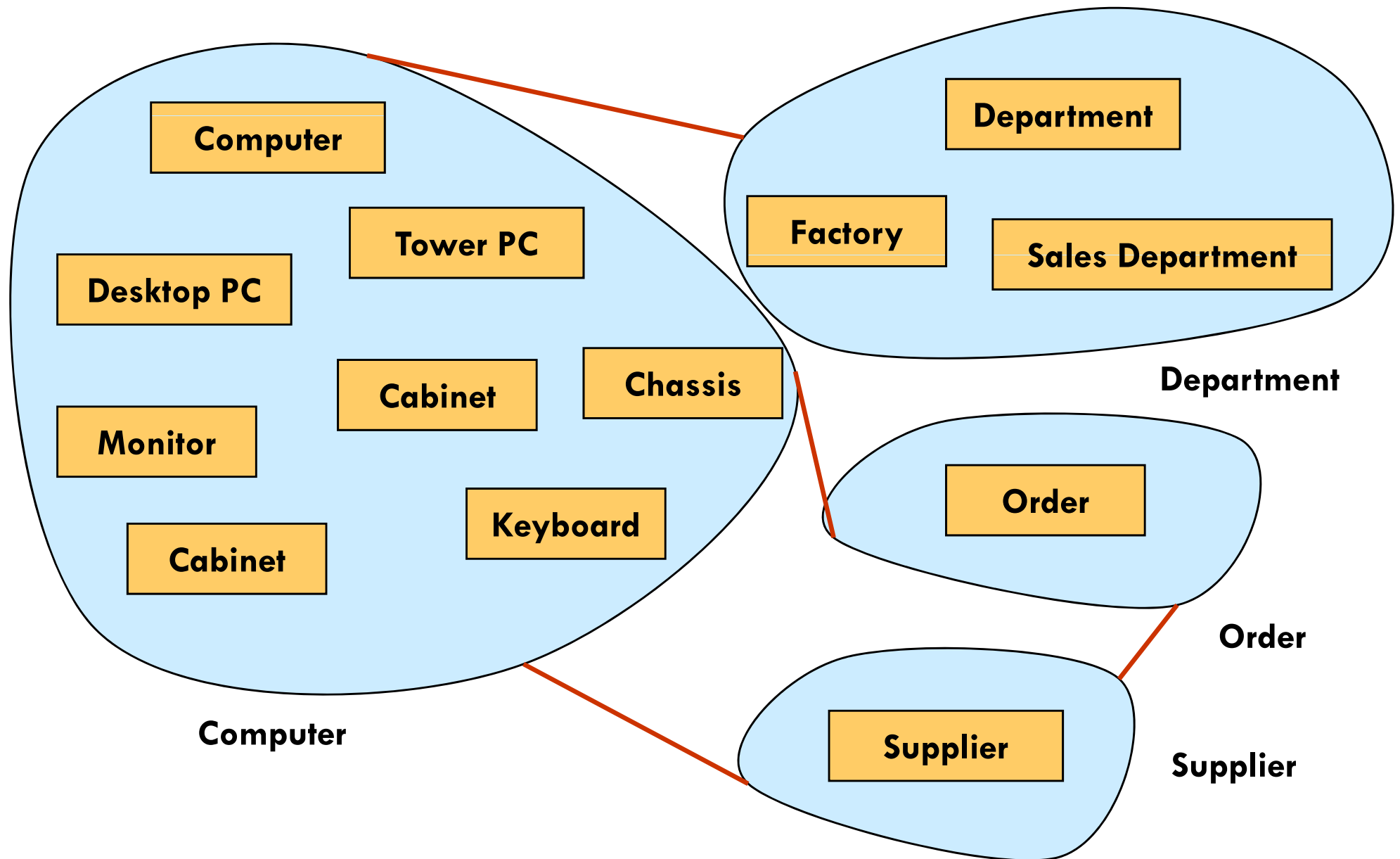
Requirements Specification
PC FACTORY
Date: 16-October 2002

A software system for a computer company, which consists of two departments, a factory and sales and marketing department. The factory assembles desktop PCs and tower PCs. All the components of a PC are delivered by different external suppliers. A PC consists of one monitor, a cabinet, and a keyboard. The cabinet includes a chassis. A chassis on its turn is composed of a bus, floppy disk drive, an optional CD-ROM drive, a memory unit, CPU, and power supply. A bus may incorporate a network card. A memory unit includes many RAM chips. The sales and marketing department administers properties of each PC, like the type, weight, make, price, amortization, power consumption etc. A client uses a purchase order to order PCs or set of computer components from the company.

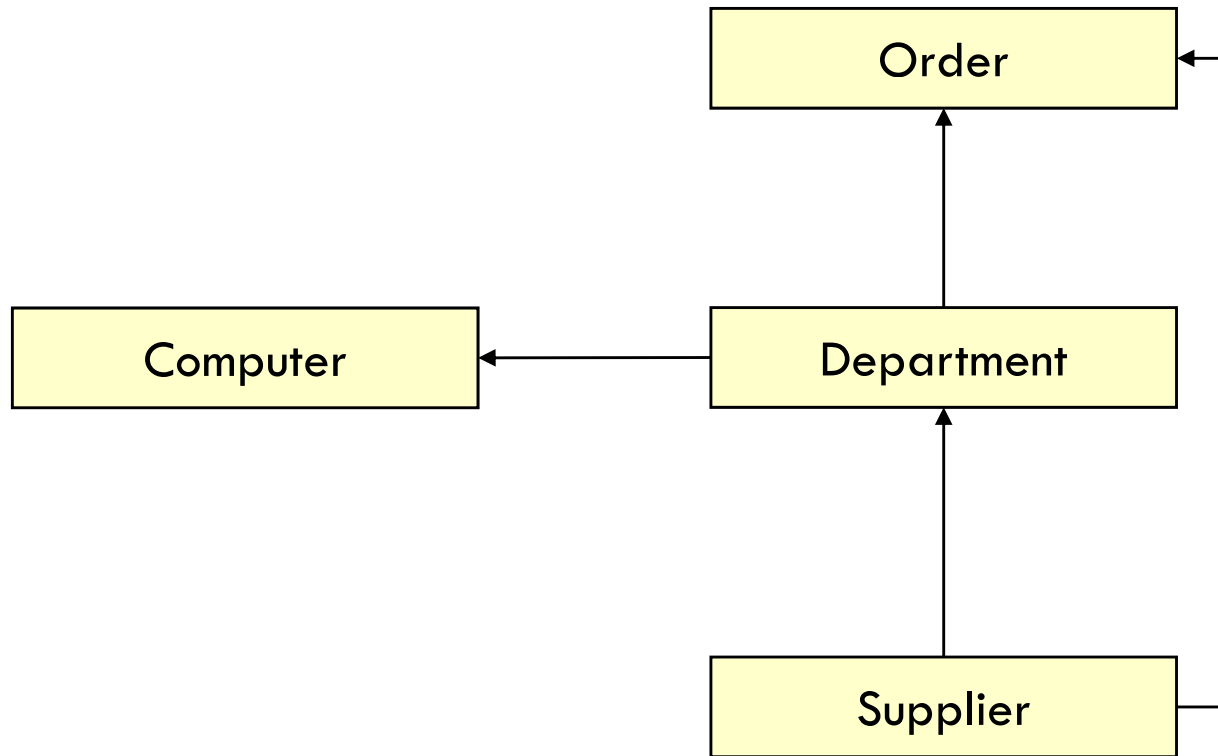
Ok, this is a class, this isn't.
This might also be a class,
And this one also...



Identified Classes/SubSystems



Identified Architecture



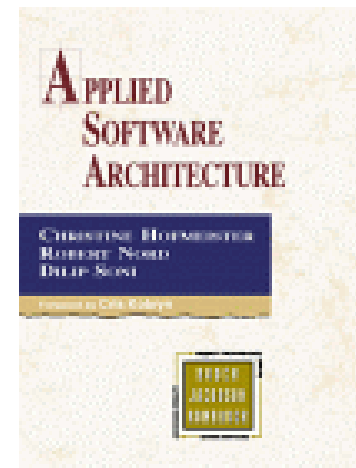
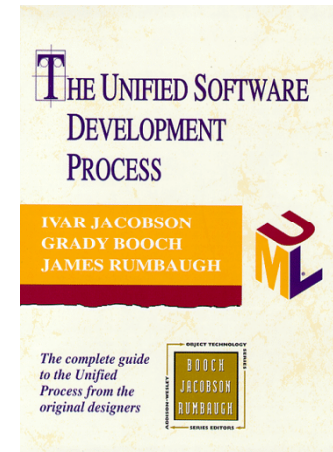
Obstacles of Artifact-driven Approach

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- Textual requirements are imprecise and are less useful as a source for deriving architectural abstractions
- Subsystems have poor semantics to serve as architectural components
- Composition of subsystems is not well-supported.

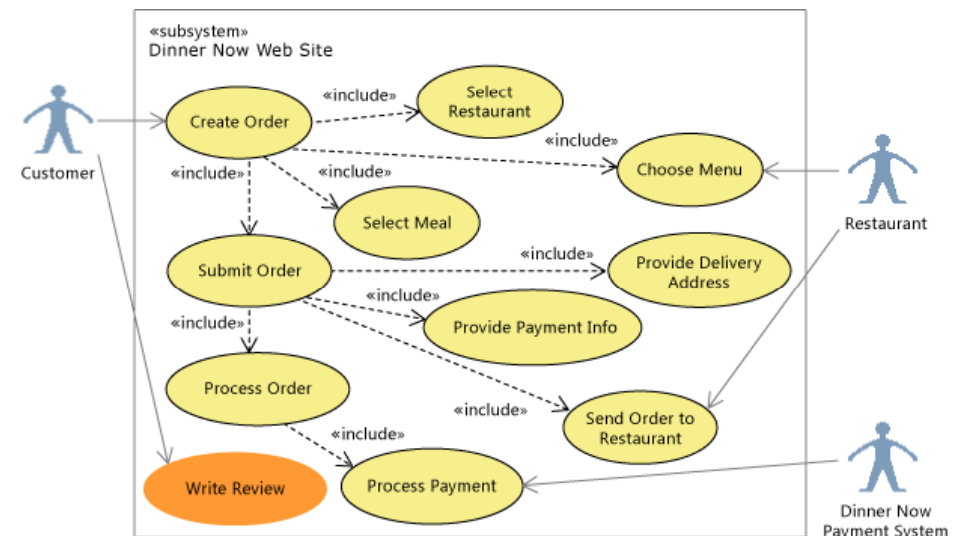
Use case driven

- Extract use cases
- Identify fundamental classes from use cases.
- Group these classes in *packages*, these are the architectural components.
- Define the relations between packages.



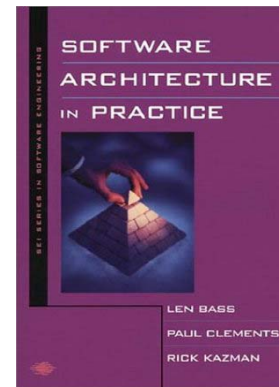
Obstacles

- ❑ Selecting architecturally relevant use cases is not systematically supported.
- ❑ Use cases do not provide a solid basis for architectural abstractions
- ❑ Package construct has poor semantics to serve as architectural abstractions.



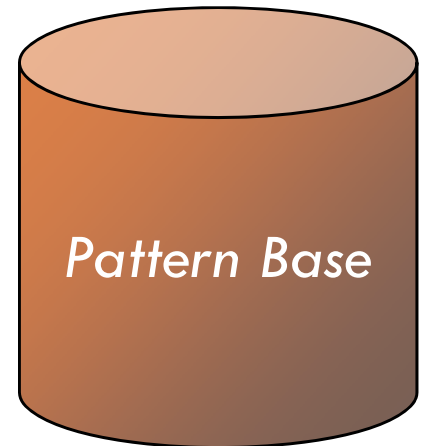
Pattern driven

- Start with requirement specification
- Select appropriate patterns from a pattern base.
- Compose these patterns.



Pattern

- Pattern is a generic and reusable design solution for recurring problems in a given context.
- Each pattern describes a solution, problem and the context.
- Patterns can be used to construct software architectures.
- Examples:
 - ▣ Layers, Blackboard, Pipes and Filters, etc.



Obstacles of Pattern-Driven Approaches

- ❑ Patterns only might not be sufficient for deriving architectural abstractions.
- ❑ Selection of patterns is not well supported and depends on experience of software engineer.
- ❑ Applying patterns is not straightforward and requires thorough analysis of the problem.
- ❑ Composing patterns is not well supported.

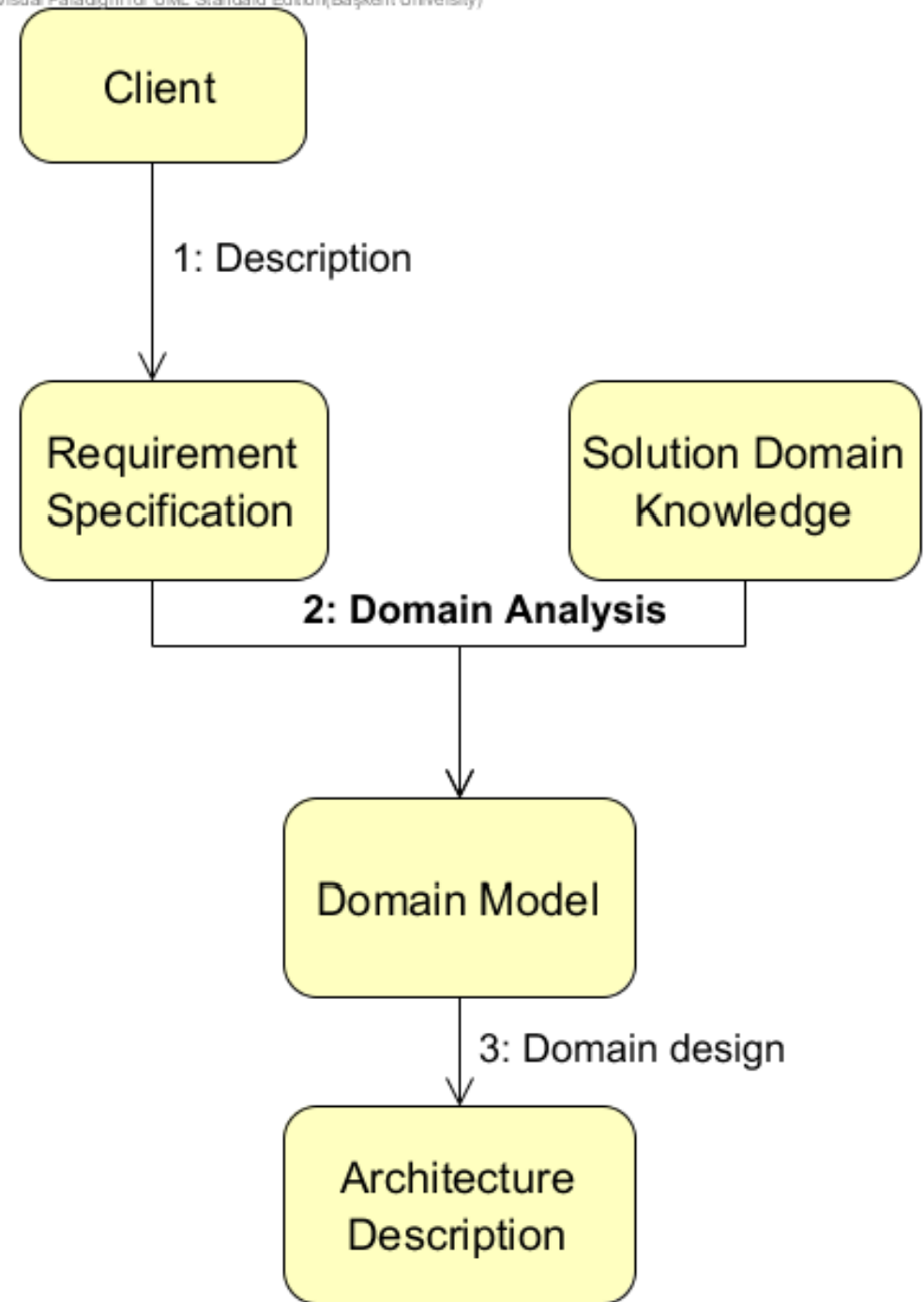
Domain driven

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- Define requirements
- Apply domain analysis to provide domain model
- **Extract architectural abstractions from domain model** concepts
- Define architectural relations based on domain model

Conceptual Model for Domain driven approaches

Visual Paradigm for UML Standard Edition (Baskent University)

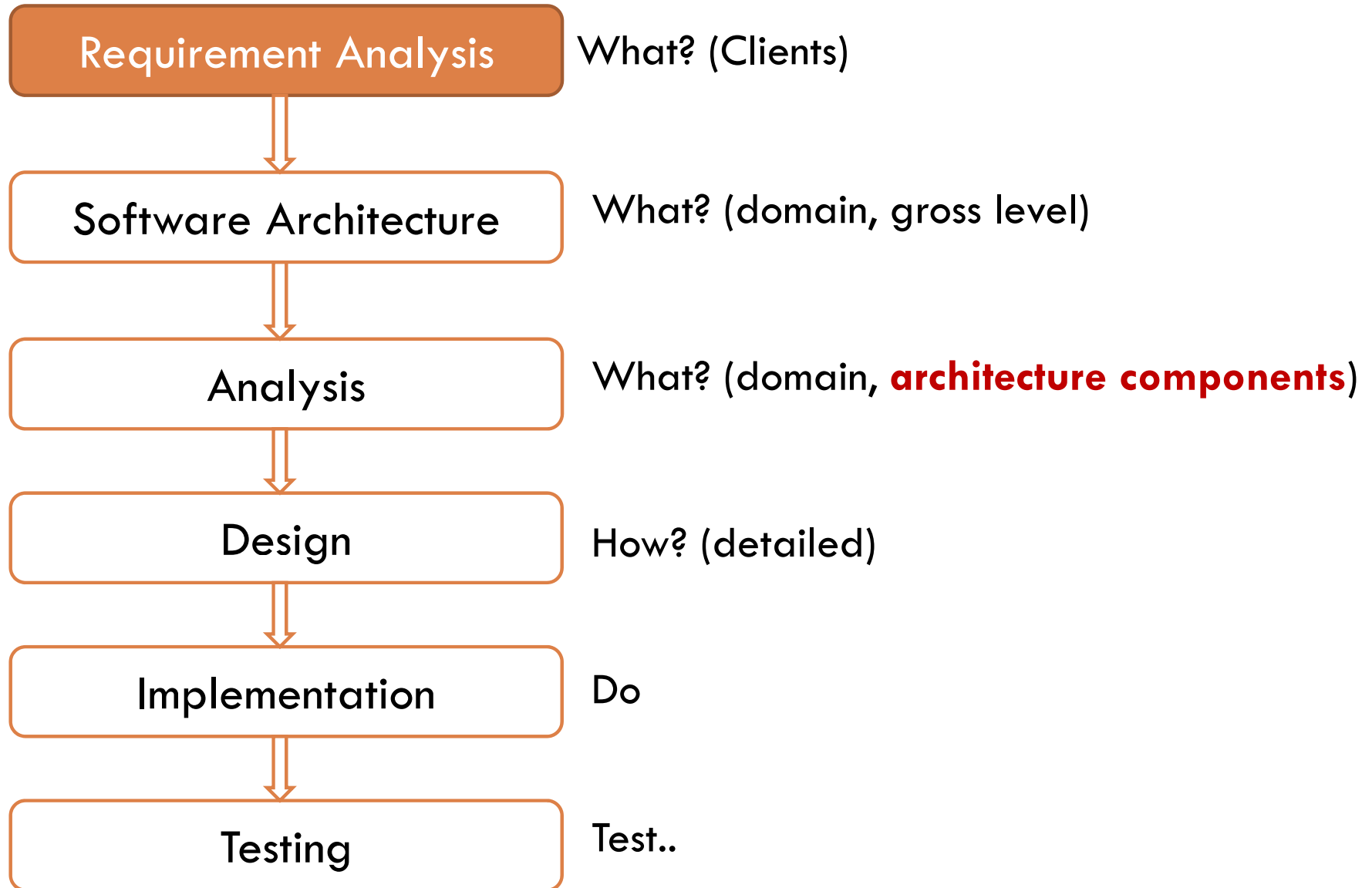


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Architectural Requirement Analysis

Requirement Analysis in Life Cycle

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Definition

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- Requirements are the statements that identify the essential needs of a system in order for it to satisfy customer needs
- A customer's need might be to solve a problem, achieve an objective or satisfy a contract, standard or specification
- What is missing/incomplete in this definition ?
- the phrases **customer needs** must be replaced with **stakeholder's need** in both bullets, above..

How to define stakeholders?

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- IEEE 1471 recommended standard on architectural description states the following minimal set of stakeholders:
 - ▣ Users of the system
 - ▣ Customers of the system
 - ▣ Developers of the system
 - ▣ Maintainers of the system

Example: ATM Stakeholders

- ❑ Bank customers
- ❑ Representatives of other banks
- ❑ Bank managers
- ❑ Counter staff
- ❑ Database administrators
- ❑ Security managers
- ❑ Marketing department
- ❑ Banking regulators
- ❑ HW and SW maintenance engineers
- ❑ ...



Types of Requirements

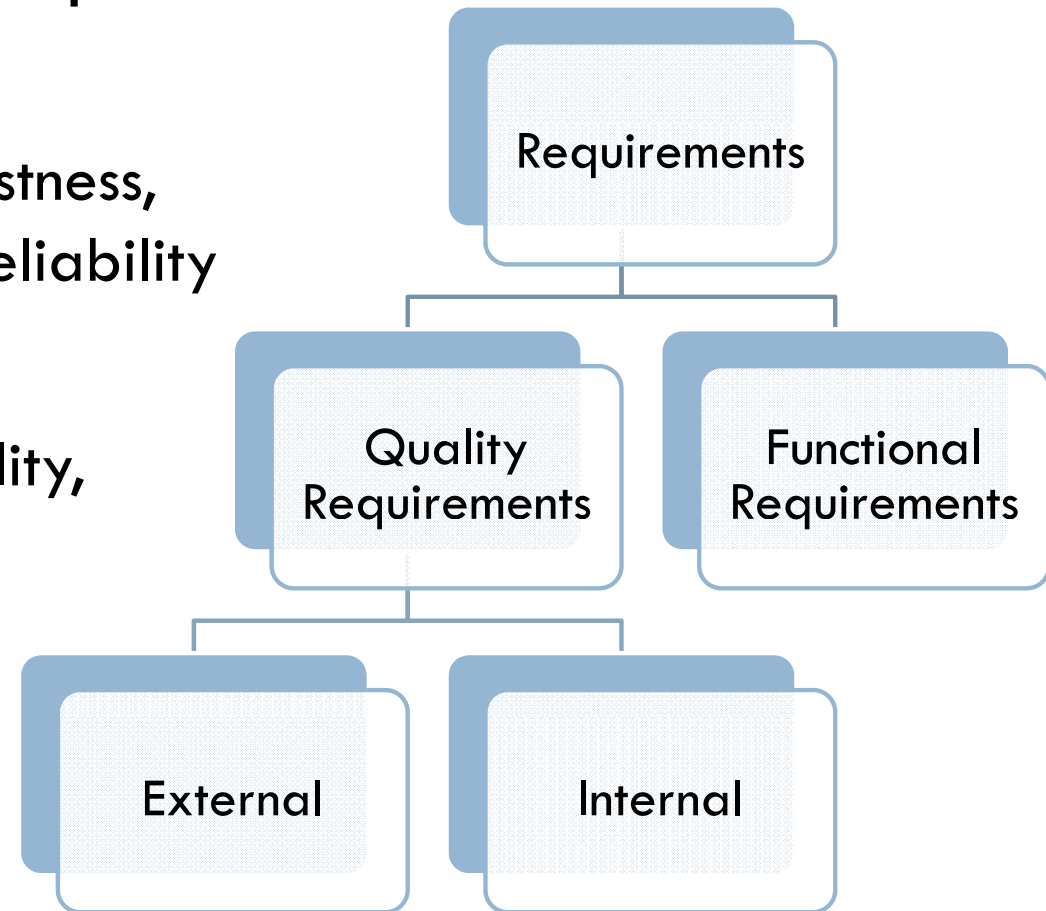
□ Functional vs. Quality Requirements

▣ External

- Understandability, Robustness, Correctness, Usability, Reliability

▣ Internal

- Reusability, Maintainability, Portability, Testability, Adaptability



Domain Requirements

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- Come from the application domain of the system and that reflect characteristics of that system
- Maybe new (non-) functional requirements, constraints on existing requirements
- Extracted through a **domain analysis** process

Prioritization of Requirements

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- Different prioritization mechanism can be applied:
 - ▣ **Essential**
 - The application must support that requirement → the architectural drivers
 - ▣ **Conditional**
 - This requirement will need to be supported at some stage, but NOT necessarily in the first release
 - ▣ **Optional**
 - Desired, but they are NOT the drivers of the design..

Conflicting Requirements

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Three dependencies btw architectural requirements

- **No Dependency**

- The inclusion of one requirement is not directly dependent on the other

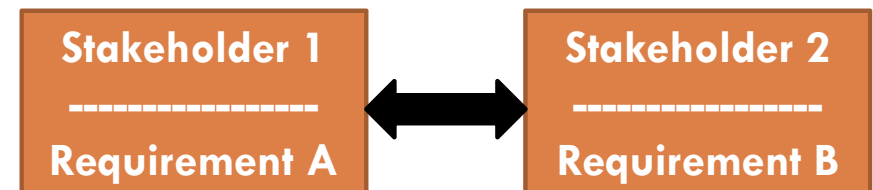
- **Required**

- The inclusion of one requirement requires the inclusion of another requirement

- **Conflicting**

- Requirement A conflicts with requirement B

- Re-use vs. time-to-market
- Adaptability vs. time-performance



Conflict Resolution

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- ❑ Rule 1: there is NO simple solution to conflicting requirement 😊
- ❑ Discussion with the relevant stakeholders is necessary
- ❑ To come up with possible solution scenarios
- ❑ Consider appropriate trade-offs.



Requirement Specification Techniques

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- Writing the textual requirement specification
- Developing use-case diagrams
- Defining scenarios
- Constructing a (UI) prototype
- Defining state diagrams
- ...

Textual Requirements

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Visual Paradigm for UML Standard Edition(Baskent University)

Requirements Specification

Driver Monitor System

Author: ...

DESCRIPTION

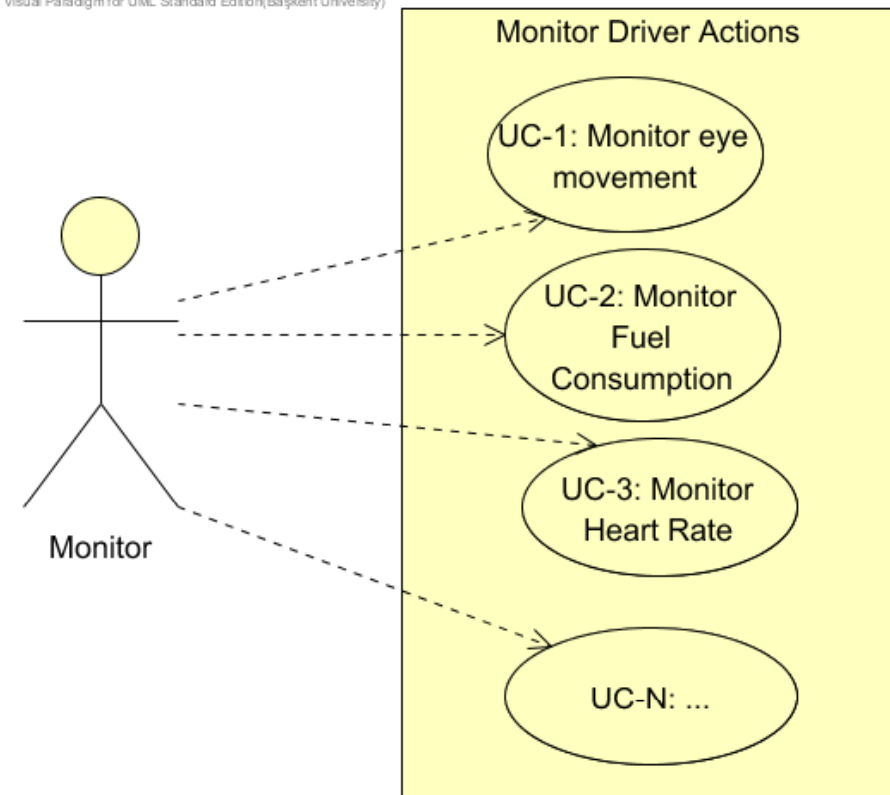
The system will be an on-board automotive diagnostics system that will diagnose the driver and the car performance and provide the driver with appropriate feedback. The system will monitor both the human and the car. The human can be diagnosed based on the physiological behavior such as heart rate, blood pressure, eye movements, etc. The car can be monitored against its performance regarding fuel consumption, acceleration, oil state of the breaks, etc. The feedback will be given on a display on the dashboard. These will be based on RED/GREEN zone displays or multifunctional displays..

Use-case Diagram

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- Shows the system's actors, use cases along with their relationships.
- Models the **context** of the system
 - ▣ Actors outside the system
 - Primary actors are on the left
 - Secondary (supporting) actors on the right
- Models the functional **requirements** of the systems
 - ▣ As use-cases

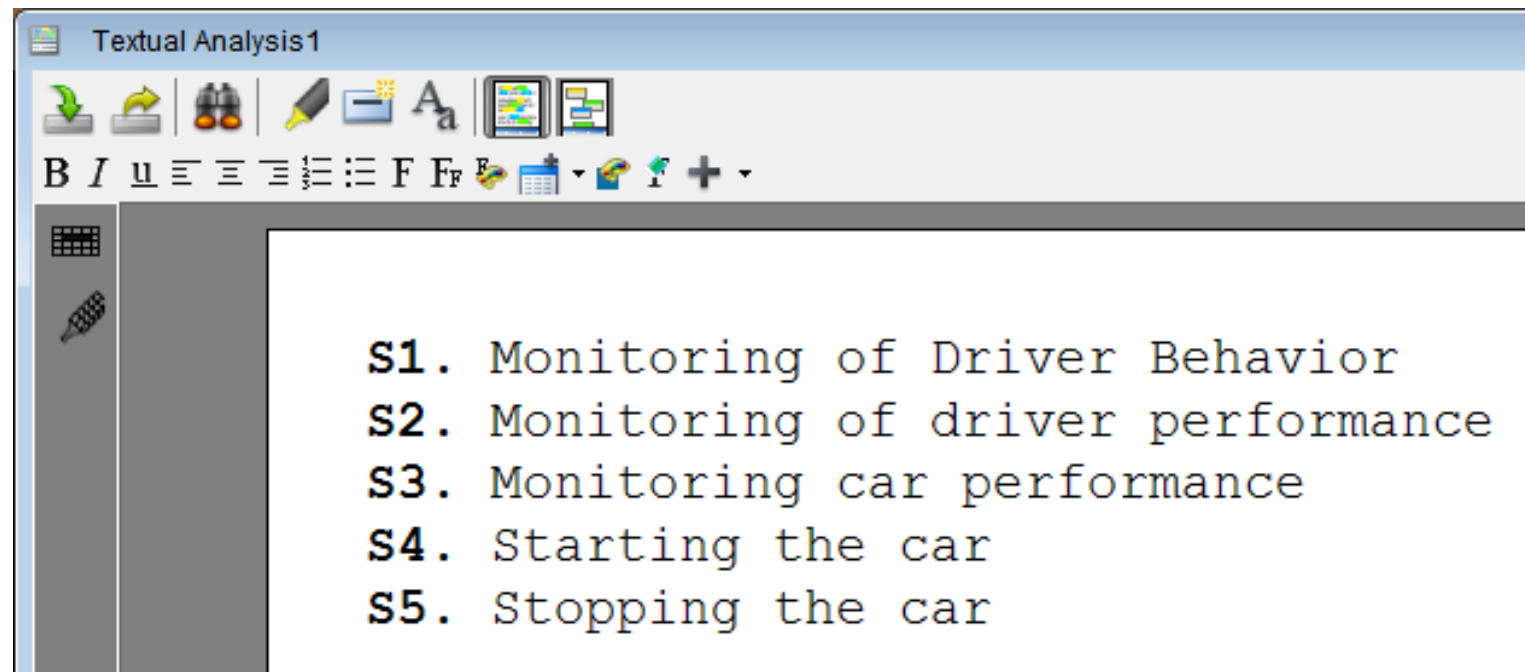
Visual Paradigm for UML Standard Edition(Baskent University)



Scenario

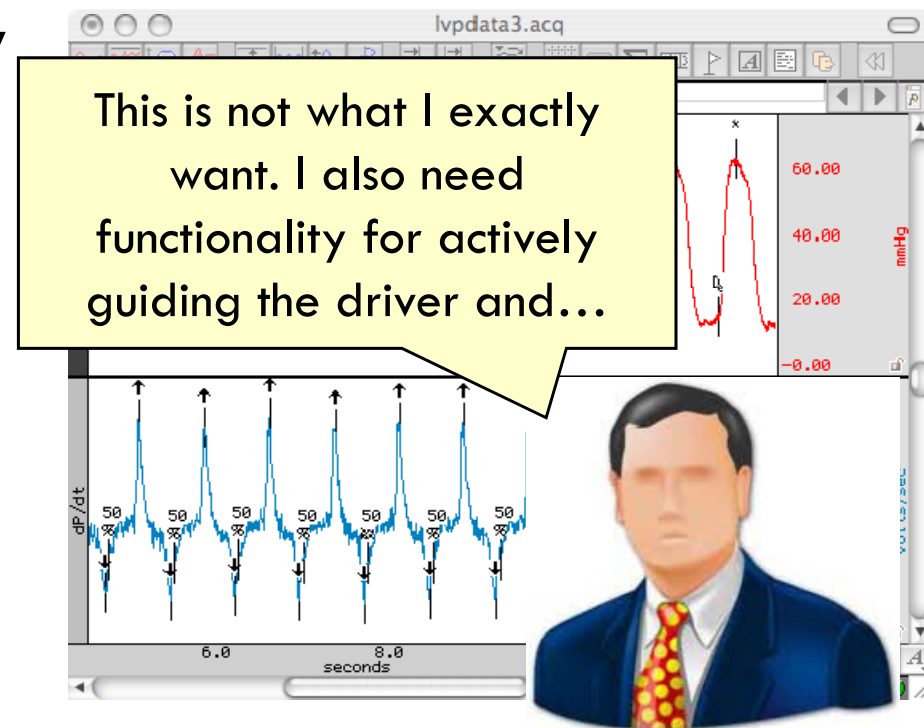
32

- Brief description of desired and/or anticipated use of system
- Represented as textual sentences
- Widely used during requirements elicitation



Prototypes

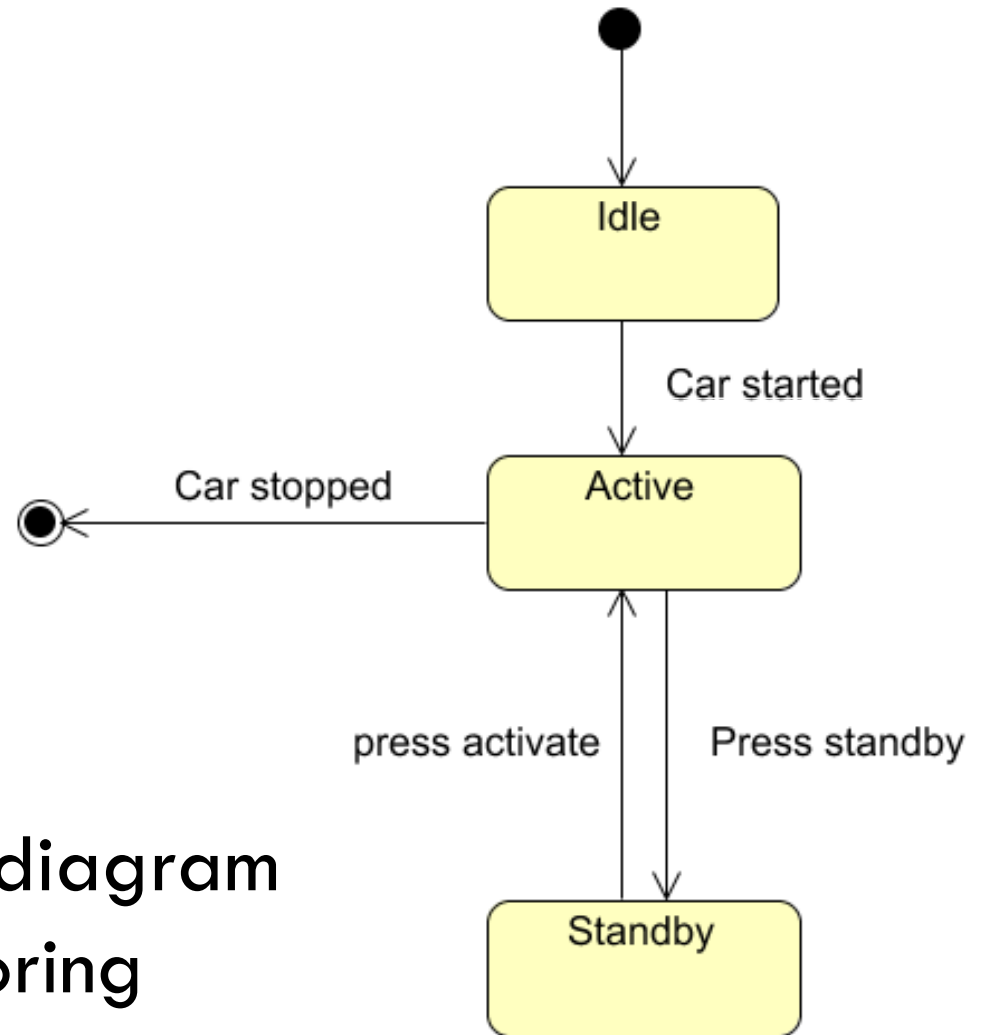
- GOAL
 - ▣ Requirement specification & verification
- **Throw-away vs. evolutionary prototype**
- Often user interface (UI) prototype



State Diagrams

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- Defines the dynamic behavior of the system
- Crucial for Safety Critical Systems



State transition diagram
for monitoring

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Domain Analysis

Requirements to Solution..

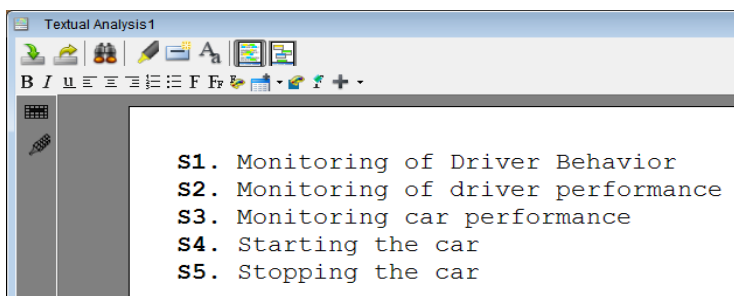
Visual Paradigm for UML, Standard Edition (Bagherat University)

Requirements Specification
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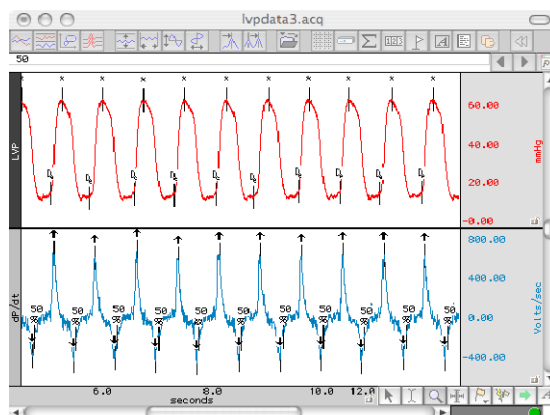
DESCRIPTION

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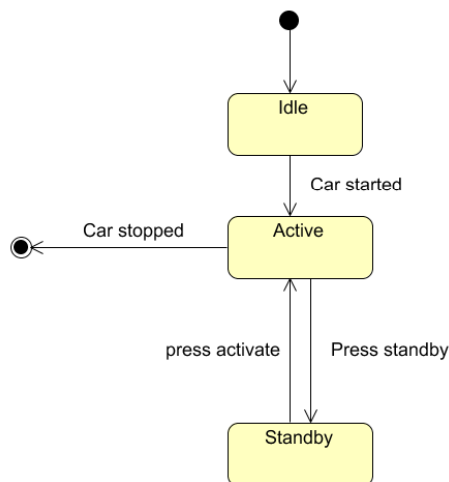
Textual Requirements



Scenarios

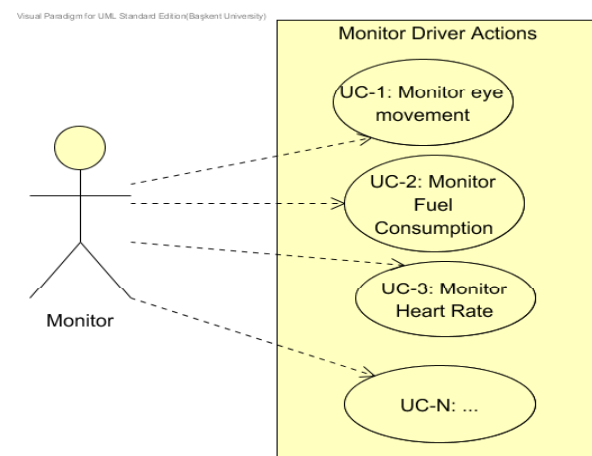


Prototypes



State Diagrams

I know the requirements...
BUT, how can I derive my solution?

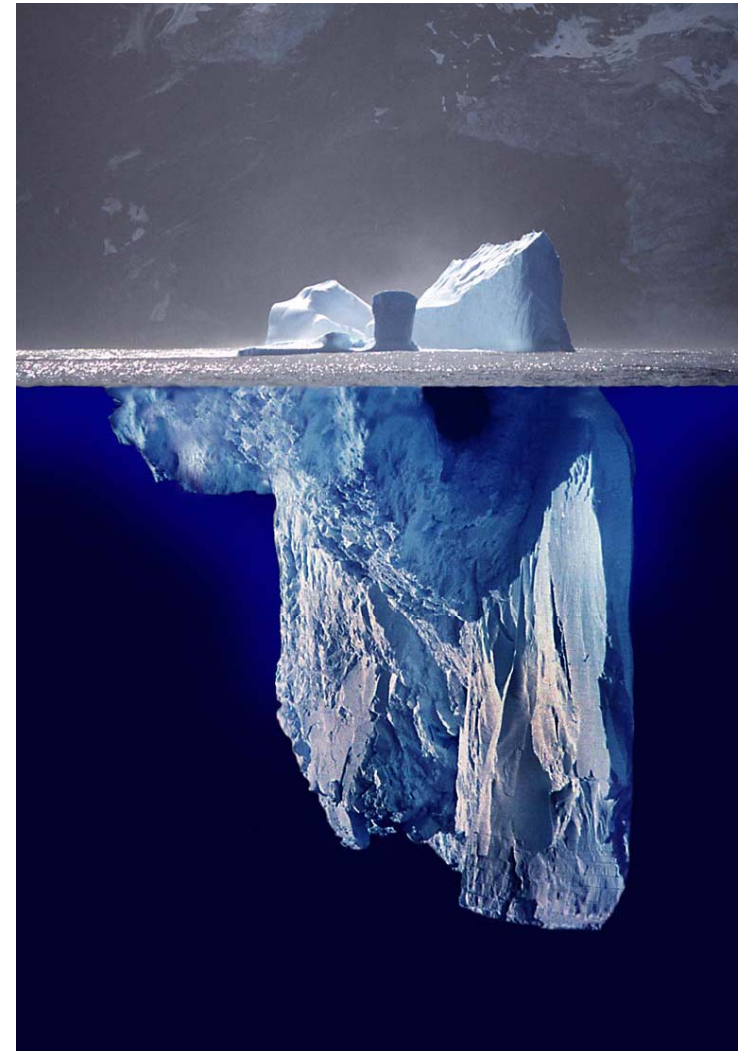


Use-Case Model

Requirements are Incomplete

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- How to identify architectural abstractions from the requirements?
- Are these are right abstractions?
- How do we know?
- Requirements might NOT be optimally specified
 - ▣ Over/under specified, wrong..



Domain Understanding

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- Domain
 - ▣ An area of knowledge or activity..

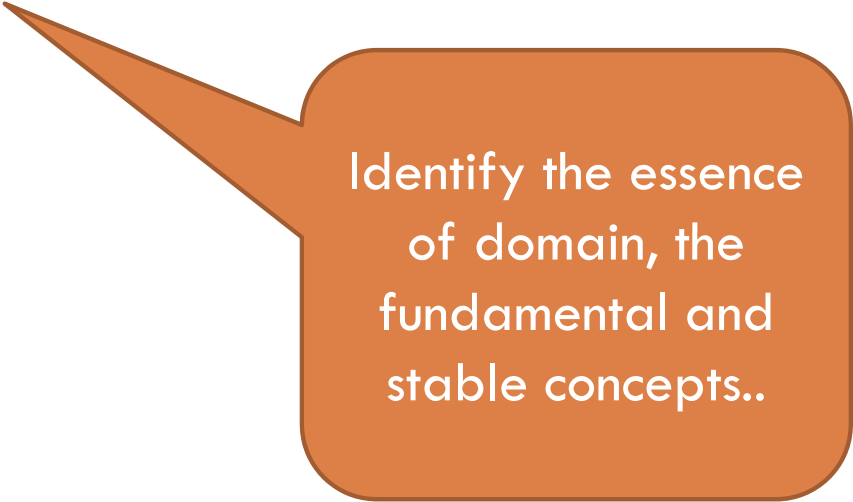
- We should understand the domain for which we will build the architecture..



Example Domains

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- ❑ Bank Systems
- ❑ Insurance Systems
- ❑ Health Care Systems
- ❑ Transaction Systems
- ❑ Image processing
- ❑ Information retrieval
- ❑ Multimedia Systems
- ❑ ...



Identify the essence
of domain, the
fundamental and
stable concepts..

Domains in Different Perspectives

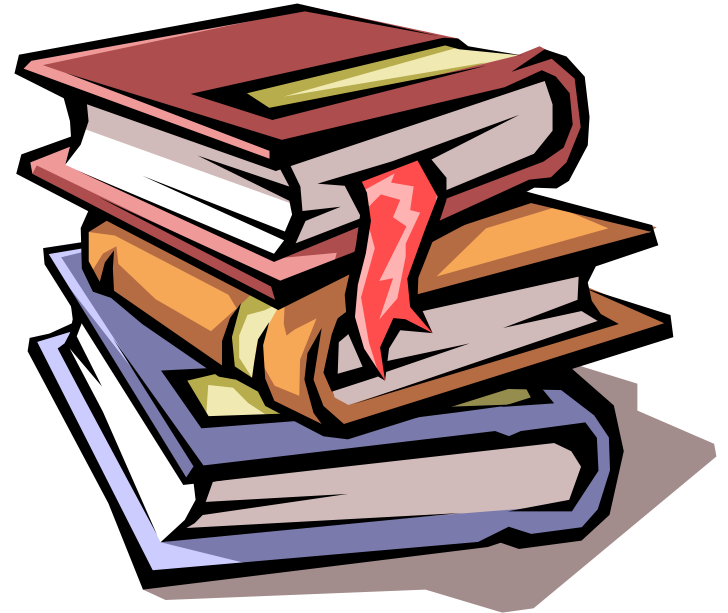
40

- Problem domain (client's perspective)
- Business domain scenarios (business perspective)
- Solution domain (solution perspective)
- General knowledge (intuition and background)
- System/product knowledge (architecture)

Domain Analysis

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- Is the systematic activity of
 - ▣ Collecting,
 - ▣ Organizing, and
 - ▣ Storing domain knowledge.



Domain Analysis Process

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- **Domain Characterization**
 - ▣ Define boundaries/context of the domain
 - ▣ Identify knowledge sources
 - **Data Collection**
 - ▣ Knowledge elicitation
 - **Data Analysis**
 - ▣ Analyze commonality and variability
 - **Data Classification**
 - ▣ Vocabulary construction
 - ▣ Abstraction, classification, generalization
 - **Data Evaluation**
 - ▣ Evaluate domain model
-
- ```
graph LR; DC[Domain Characterization] --- S[Scoping]; DC1[Define boundaries/context of the domain] --- DC; DC2[Identify knowledge sources] --- DC; DC --- SC[Data Collection]; SC --- S; SC1[Knowledge elicitation] --- SC; SC --- DA[Data Analysis]; DA --- M[Modeling]; DA1[Analyze commonality and variability] --- DA; DA --- DC2[Data Classification]; DC2 --- M; DC21[Vocabulary construction] --- DC2; DC22[Abstraction, classification, generalization] --- DC2; DC2 --- DE[Data Evaluation]; DE --- M; DE1[Evaluate domain model] --- DE;
```
- Scoping**
- Modeling**

# Domain Analysis

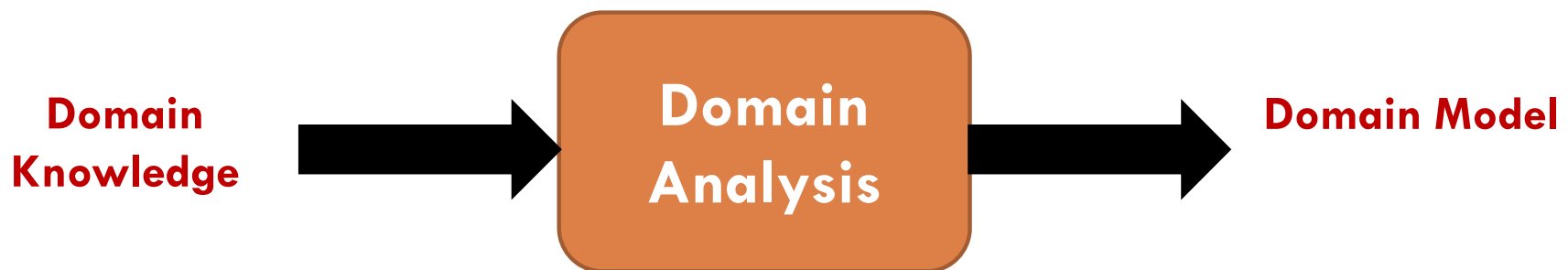
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## □ **Domain Scoping**

- ▣ Define the domain of interest wrt stakeholders and business context

## □ **Domain Modeling**

- ▣ Providing a domain model by data collection, data analysis, classification, and evaluation



# Domain Scoping – Identify Domains

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This is a **monitoring system**.  
To monitor **car drivers** and **car performance**.

These are the important domains ...  
What other domains are needed?

# Identifying Domains

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- How to find knowledge domains?
  - ▣ Categorize domains in **Taxonomies**
    - Structure/organize the body of knowledge that constitutes the field
    - Provide unifying constructs
    - May predict future development areas



| ACM Computing Classification System = Subject headings and shelfmarks Computer science |                  |                                                              |                   |
|----------------------------------------------------------------------------------------|------------------|--------------------------------------------------------------|-------------------|
| Code heading                                                                           | Code sub-heading | Description heading/subheading                               | Aisle / book case |
| <b>A.</b>                                                                              |                  | <b>General Literature</b>                                    |                   |
|                                                                                        | A.0              | General (Biographies/Autobiographies/General Literary Works) | 43.17 - 43.18     |
|                                                                                        | A.1              | Introductory and Survey                                      | 43.18 - 43.19     |
|                                                                                        | A.2              | Reference (Dictionaries/Encyclopedias/Glossaries)            | 43.20             |
|                                                                                        | A.3              | Lecture notes in computer science                            | 45.01 - 43.16     |
| <b>B.</b>                                                                              |                  | <b>Hardware</b>                                              |                   |
|                                                                                        | B.0              | General                                                      | 43.20             |
|                                                                                        | B.1              | Control Structures and Microprogramming                      | 43.20             |
|                                                                                        | B.2              | Arithmetic and Logic Structures                              | 43.20             |
|                                                                                        | B.3              | Memory Structures                                            | 43.20             |
|                                                                                        | B.4              | Input/Output and Data Communications                         | 43.20             |
|                                                                                        | B.5              | Register-Transfer-Level Implementation                       | 43.20             |
|                                                                                        | B.6              | Logic Design                                                 | 43.20             |
|                                                                                        | B.7              | Integrated Circuits                                          | 43.20             |
|                                                                                        | B.m              | Miscellaneous                                                | 43.20             |
| <b>C.</b>                                                                              |                  | <b>Computer Systems Organization</b>                         |                   |
|                                                                                        | C.0              | General                                                      | 43.00             |
|                                                                                        | C.1              | Processor Architectures                                      | 43.00             |
|                                                                                        | C.2              | Computer-Communication Networks                              | 43.00             |
|                                                                                        | C.3              | Special-Purpose and Application-Based Systems                | 43.00             |
|                                                                                        | C.4              | Performance of Systems                                       | 43.00             |
|                                                                                        | C.5              | Computer System Implementation                               | 43.00             |
|                                                                                        | C.m              | Miscellaneous                                                | 43.00             |
| <b>D.</b>                                                                              |                  | <b>Software</b>                                              |                   |
|                                                                                        | D.0              | General                                                      | 43.00 – 43.01     |
|                                                                                        | D.1              | Programming Techniques                                       | 43.01             |
|                                                                                        | D.2              | Software Engineering                                         | 43.01 – 43.02     |
|                                                                                        | D.3              | Programming Languages                                        | 43.02 – 43.03     |
|                                                                                        | D.4              | Operating Systems                                            | 43.03 – 43.04     |
|                                                                                        | D.m              | Miscellaneous                                                | 43.04             |
| <b>E.</b>                                                                              |                  | <b>Data</b>                                                  |                   |
|                                                                                        | E.0              | General                                                      | 43.04             |
|                                                                                        | E.1              | Data Structures                                              | 43.04             |
|                                                                                        | E.2              | Data Storage Representations                                 | 43.04             |
|                                                                                        | E.3              | Data Encryption                                              | 43.04             |
|                                                                                        | E.4              | Coding and Information Theory                                | 43.04             |
|                                                                                        | E.5              | Files                                                        | 43.04             |

EXAMPLE:

The 1998  
ACM  
Computing  
Classification  
System  
(partial)



| ACM Computing Classification System = Subject headings and shelfmarks Computer science |                  |                                         |                   |
|----------------------------------------------------------------------------------------|------------------|-----------------------------------------|-------------------|
| Code heading                                                                           | Code sub-heading | Description heading/subheading          | Aisle / book case |
|                                                                                        | G.2              | Discrete Mathematics                    | 42.17             |
|                                                                                        | G.3              | Probability and Statistics              | 42.17             |
|                                                                                        | G.4              | Mathematical Software                   | 42.17             |
| <b>H.</b>                                                                              |                  | <b>Information Systems</b>              |                   |
|                                                                                        | H.0              | General                                 | 42.17             |
|                                                                                        | H.1              | Models and Principles                   | 42.17             |
|                                                                                        | H.2              | Database Management                     | 42.17 – 42.18     |
|                                                                                        | H.3              | Information Storage and Retrieval       | 42.18             |
|                                                                                        | H.4              | Information Systems Applications        | 42.18             |
|                                                                                        | H.5              | Information Interfaces and Presentation | 42.18             |
|                                                                                        | H.m              | Miscellaneous                           | 42.18             |
| <b>I.</b>                                                                              |                  | <b>Computing Methodologies</b>          |                   |
|                                                                                        | I.0              | General                                 | 42.18             |
|                                                                                        | I.1              | Symbolic and Algebraic Manipulation     | 42.18             |
|                                                                                        | I.2              | Artificial Intelligence                 | 42.18 – 42.19     |
|                                                                                        | I.3              | Computer Graphics                       | 42.19 – 42.20     |
|                                                                                        | I.4              | Image Processing and Computer Vision    | 42.20             |
|                                                                                        | I.5              | Pattern Recognition                     | 42.20             |
|                                                                                        | I.6              | Simulation and Modeling                 | 42.20             |
|                                                                                        | I.7              | Document and Text Processing            | 42.20             |
|                                                                                        | I.m              | Miscellaneous                           | 42.20             |
| <b>J.</b>                                                                              |                  | <b>Computer Applications</b>            |                   |
|                                                                                        | J.0              | General                                 | 42.20             |
|                                                                                        | J.1              | Administrative Data Processing          | 42.20             |
|                                                                                        | J.2              | Physical Sciences and Engineering       | 42.20             |
|                                                                                        | J.3              | Life and Medical Sciences               | 42.21             |
|                                                                                        | J.4              | Social and Behavioral Sciences          | 42.21             |
|                                                                                        | J.5              | Arts and Humanities                     | 42.21             |
|                                                                                        | J.6              | Computer-Aided Engineering              | 42.21             |
|                                                                                        | J.7              | Computers in Other Systems              | 42.21             |
|                                                                                        | J.m              | Miscellaneous                           | 42.21             |

**EXAMPLE:**

The 1998  
ACM  
Computing  
Classification  
System  
(partial)

# Domain Scoping – Knowledge Sources

- Domain experts
  - ▣ E.g., experts on monitoring systems
- Technical literature
  - ▣ Textbooks, journals, etc.
- Existing Systems
  - ▣ E.g., monitoring systems



**Domain Literature**



**Existing Systems**



**Domain Expert**



# Evaluation

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- ❑ Has it been proven/experimented?
- ❑ Is it widely acknowledged by the experts in the domain?
- ❑ Is it out-dated?
- ❑ Is it stable?

# Abstraction Quality

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- We need to evaluate both
  - ▣ Objective quality
  - ▣ Relevance quality

$\text{Abstraction Quality (ks)} = (\text{Objectivity(ks)}, \text{Relevance(ks)})$

- Here **abstraction quality()**, **objectivity()**, and **relevance()** represents functions that define the corresponding quality factors of the argument **ks**, where **ks** is the knowledge source.

# Exercise

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- Evaluate following knowledge sources for producing monitoring systems

| Knowledge Source                                                                           | Objectivity<br>[0..1] | Relevance<br>[0..1] | Abstraction<br>Quality |
|--------------------------------------------------------------------------------------------|-----------------------|---------------------|------------------------|
| Domain expert with 20 years of experience in developing monitoring systems/control systems |                       |                     |                        |
| MSc thesis on feedback control systems                                                     |                       |                     |                        |
| PhD thesis on physiological characteristics of the eye                                     |                       |                     |                        |
| 20 years old textbook on control systems                                                   |                       |                     |                        |
| Flight cabin monitoring systems                                                            |                       |                     |                        |
| Manager of company who builds control systems                                              |                       |                     |                        |

