Software architecture: Domain-Specific Software Architecture and Architectural Patterns

Alexander Serebrenik
Before we start...

• A way of looking at a system from the position of a certain stakeholder with a particular concern is called

A. view   B. viewpoint   C. model   D. architecture
Before we start...

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In Kruchten’s 4+1 components, functions, subsystems, modules and packages are discussed in the

A. logical view  B. development view
C. process view  D. deployment view
E. scenarios
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Before we start

• **Correspondence** records relations between … architecture description elements

  a) at least two
  b) two
  c) at most two
  d) any number of
  e) I have no clue
Before we start

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This week sources

Slides by

Dietmar Pfahl
Rudolf Mak
Johan Lukkien
Recall

• **Architecture decisions** are important
  • Depend on the stakeholders’ concerns

• How to make right decisions?
  • Learn from successes/failure of other engineers
Learning from Others: Patterns, Styles, and DSSAs

- **Experience** is crystallized as guidelines, **best practices**, do’s and don’ts.

- **Best practices** have different forms.
How to solve a problem

• Solve the problem (design architecture) from scratch
  • Unexpected solutions can be found
  • Labor-intensive and error-prone
• Apply a generic solution/strategy (style/pattern) and adapt it to the problem at hand
  • Reuse, less work and less errors
  • Generic solution might be ill-fitting or too generic, requiring rework
• Apply a solution specific for your domain (DSSA)
  • Highest amount of reuse
  • What if such solution does not exist?
Domain-Specific Software Architecture

- Highest reuse: **Domain-Specific Software Architecture**
  - Naïve: architecture recommended for software in a certain domain

- **Examples** of domains
  - Compilers
  - Consumer electronics
  - Electronic commerce system/Web stores
  - Video game
  - Business applications

- **Subdivision** of a domain:
  - Avionics systems -> Boeing Jets -> Boeing 747-400
Domain-Specific Software Architectures

• Formally:

A Domain-Specific Software Architecture (DSSA) is an assemblage of software components
• specialized for a particular domain,
• generalized for effective use across that domain, and
• composed in a standardized structure (topology) effective for building successful applications.

• DSSAs are the pre-eminent means for maximal reuse of knowledge and prior development.
A domain-specific software architecture comprises:

- a reference architecture, which describes a general computational framework for a significant domain of applications;
- a component library, which contains reusable chunks of domain expertise; and
- an application configuration method for selecting and configuring components within the architecture to meet particular application requirements.

Examples:
ADAGE for avionics, AIS for adaptive intelligent systems, and MetaH for missile guidance, navigation, and control systems.
Reference architecture is the set of principal design decisions that are simultaneously applicable to multiple related systems, typically within an application domain, with explicitly defined points of variation.
Reference architecture is the set of principal design decisions that are simultaneously applicable to multiple related systems, typically within an application domain, with explicitly defined points of variation. Architecture, hence can be described through multiple views. Should all follow those principal decisions. Cover all expected variation aspects.
Reference architecture

Reference architectures is the set of principal design decisions that are simultaneously applicable to multiple related systems, typically within an application domain, with explicitly defined points of variation.

Data Integration and Business Process Management

Which models exactly, what integration mechanisms...

MURA

Domain-Specific Software Architecture also includes…

A component library contains reusable chunks of domain expertise.

**REMINDER** Component: a modular unit with well-defined interfaces that is replaceable within its environment (UML Superstructure Specification, v.2.0, Chapter 8)
Domain-Specific Software Architecture also includes…

A component library contains reusable chunks of domain expertise.

REMINDER Component: a modular unit with well-defined interfaces that is replaceable within its environment (UML spec)

A software component is an architectural entity that
• encapsulates a subset of the system’s functionality and/or data
• restricts access to that subset via an explicitly defined interface
• has explicitly defined dependencies on its required execution context (Taylor, Medvidovic, Dashofy)
Domain-Specific Software Architecture also includes...

A component library contains reusable chunks of domain expertise.

An application configuration method for selecting and configuring components within the architecture to meet particular application requirements.

**BizTalk (integration), SQL Server (data store), ...**

**Mapping MURA Guiding Principles to Microsoft Technology**

**MURA**
A Multi-aspect Reference Architecture for a Business Process Cloud Platform

Vassil Stoisev
Extreme case of Domain-Specific Software Architecture

• What happens when the domain becomes narrower?
  • Consumer Electronics ⇒ Sony WEGA TVs
  • Avionics ⇒ Boeing 747 Family
  • …

• Engineering Product Line: a set of products that have substantial commonality from a technical/engineering perspective
Engineering PL vs Business PL

- **Engineering Product Line**: a set of products that have substantial commonality from a technical/engineering perspective.

- **Business Product Line**: A set of products marketed under a common banner to increase sales and market penetration through bundling and integration.

- Business product lines *usually are* engineering product lines and vice-versa, but not always.
  - Applications bundled after a company acquisition.
  - Chrysler Crossfire & Mercedes SLK V6.
Product lines – why?

Traditional engineering

Product-line-based engineering

A Product-Line Architecture

- A **product-line architecture** captures the architectures of many related products simultaneously
  - Explicit **variation points**

- **Common**: features common to all products
- **A**: features specific to product A
  - Product A = Common + A
- **B**: features specific to product B
  - Product B = Common + B

*Software Architecture: Foundations, Theory, and Practice; Richard N. Taylor, Nenad Medvidovic, and Eric M. Dashofy; (C) 2008 John Wiley & Sons, Inc. Reprinted with permission.*
How do product lines come to be?

- **Design**: expected variation points (now) / evolution scenarios (future)
  - List **current or envisioned features** of the product
    - If features are not explicit, list components and group them to (mostly) **orthogonal** features, or features that would be beneficial in **different products**/for different customers
  - Identify which **combinations of features** form feasible and marketable products
    - Only **some combinations** are meaningful!
How do product lines come to be?

- **Unification**: *after* several products have been implemented and commonality is noticed
  - No product line
    - It may be more expensive to create a product line or there may not be enough commonality
  - One master product
    - One product architecture becomes the basis for the product line
  - Hybrid
    - A new product line architecture emerges out of many products
    - Seems ideal but can be hard in practice
The Lunar Lander: A Running Example

• Computer game that first appeared in the 1960’s

• You control the descent rate of the Lunar Lander
  • Throttle setting controls descent engine
  • Limited fuel
  • Initial altitude and speed preset
  • If you land with a descent rate of < 5 fps: you win (whether there’s fuel left or not)

• “Advanced” version: joystick controls attitude & horizontal motion
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Product lines in the Lunar Lander

• We have a basic version
  • Components: data store, game logic, text-based UI
Product lines in the Lunar Lander

• We have a basic version
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• We want to add a graphical UI and earn a lot of money
  • Free “Demo” with “Buy me” reminder when the game time expired
  • Components: data store, game logic, text-based UI, graphical UI, demo reminder, system clock
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## Product lines: Components, Features, Products

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3) **Construct intended products**

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4) **Identify new opportunities**
A better representation: variability model

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Lunar Lander

Core

Text UI

Graphical UI

UI

Time-Limited

- mandatory
- optional
- and
- xor
- or
- requires
- excludes
DSSA and Product Lines?

- **Product lines**
  - Explicit set of related products with common aspects

- **Domain-Specific Software Architectures**
  - Domain specific; includes elaborate domain model and specific reference architecture

- **Architectural Styles and Patterns**

- **Design Patterns (2IPC0)**
Architectural Patterns

• An **architectural pattern** is a set of architectural design decisions that are applicable to a recurring design problem, and parameterized to account for different software development contexts in which that problem appears.

• Similar to DSSAs but applied “at a lower level” and within a much narrower scope.

• Examples:
  • State-Logic-Display: Three-Tiered Pattern
  • Model-View-Controller
  • Sense-Compute-Control
State-Logic-Display (a.k.a. Three-Tiered Pattern)

- **“Business logic”**
  - Tax calculation rules
  - Game rules
  - …

- **Application Examples**
  - Business applications
  - Multi-player games
  - Web-based applications
Tiers and Layers

**Tiers**: physical distribution of components of a system on separate servers, computers, or networks (nodes)

**Layers**: logical grouping of components
- Components may or may not be located on the same node
- The middle tier may be multi-tiered itself (resulting in an "n-tier architecture")
State-Logic-Display (a.k.a. Three-Tiered Pattern)

- **Fundamental rule:**
  - No direct communication between Display and State

- Display, Logic and State
  - are developed and maintained as independent modules,
  - most often on separate platforms
  - often using different technologies
State-Logic-Display in Web development

Static or cached dynamic content rendered by the browser. JavaScript, Ajax, Flash, jQuery…

Dynamic content processing and generation level application server Java, .NET, ColdFusion, PHP, Perl, Rails…

Database + connection (e.g., ORM like Hibernate, Java Persistence API, …)
Model-View-Controller (MVC)

- **Objective:** Separation between information, presentation and user interaction.

- When a **model** object value changes, a notification is sent to the **view** and to the **controller**.
  - view updates itself
  - controller modifies the view if its logic so requires.

- User input is sent to the controller
  - If a change is required, the controller updates the model.
Model-View-Controller

View (Encapsulation of display choices)

Model (Encapsulation of information)

Controller (Encapsulation of interaction semantics)

Graphical Display

User-interface Events
Do you recall?

- **Boundary** objects interface with actors.
- **Entity** objects represent system data, often from the domain.
- **Control** objects glue boundary elements and entity elements, implementing the logic required to manage the various elements and their interactions.
Do you recall?

Boundary = View
Entity = Model
Control = Controller

- **Boundary** objects interface with actors.
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Two flavors of MVC: Passive model

- **Passive model**
  - Model is completely controlled by the Controller and cannot change independently
  - Model change is *always* a reaction to user’s actions.

- **Example: HTTP**
  - The browser displays the view and responds to user input, but it does not detect changes in the data on the server.
Two flavors of MVC: Active model

- **Active model**
  - Model can change without involving Controller
    - e.g., other sources are changing the data and the changes must be reflected in the views.
Two flavors of MVC: Active model

- **Active model**
  - Model can change without involving Controller
    - e.g., other sources are changing the data and the changes must be reflected in the views.
  - However, Model should not be aware of its Views!

- **Software Science students**: which design pattern can solve this problem?
Two flavors of MVC: Active model

- **Active model**
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- **Software Science students**: which design pattern can solve this problem?

Observer
Observer pattern

Java: **Observer** as an interface, **Observable** as a class.
- Model inherits from Observable, View/Controller implement Observer.

http://upload.wikimedia.org/wikipedia/commons/8/8d/Observer.svg
Benefits of MVC

- **Supports multiple views**
  - Users can individually change the appearance of the web-pages based on the same model

- **Well-suited for evolution**
  - User interface requirements change faster than the models
  - Changes are limited to the views only
Liabilities of MVC

• **Complexity**
  • new levels of indirection
  • behavior becomes more event-driven complicating debugging

• **Communication**
  • If model is frequently updated, it could flood the views with update requests.
Objective: Structuring embedded control applications

- **Sense-Compute-Control**

- **Objective:**
  - Structuring embedded control applications

- **Diagram Description:**
  - **Sensors:**
    - Sensor 1
    - Sensor 2
    - Sensor 3
    - Sensor 4
  - **Logic:**
    - Computer
    - Logic loop:
      - Read all sensor values
      - Compute control outputs
      - Send controls to all actuators
      - End loop
  - **Actuators:**
    - Actuator A
    - Actuator B
    - Actuator C

- **Actions:**
  - Send information from various sources
  - Decide how to control various devices.
Sense-Compute-Control Lunar Lander

Altimeter

Gyro

Fuel level

Engine Control Switch

Attitude joystick

Flight Control Computer

Logic:
- loop
- read all sensor values
- compute control outputs
- send controls to all actuators
- end loop

Attitude Control Thruster 1

Main Descent Engine Controller

Cockpit Displays
Example: Intrusion/Access Management
Architectural patterns vs. Architectural styles vs. Design patterns

Next time:

- **Architectural styles** define the components and connectors (‘what?’)
  - Less domain specific
- **Architectural patterns** define the implementation strategies of those components and connectors (‘how?’)
  - More domain specific
  - Difference pattern/style is not too sharp
“Architectural styles define the components and connectors”

A software connector is an architectural building block tasked with effecting and regulating interactions among components (Taylor, Medvidovic, Dashofy)

- Procedure call connectors
- Shared memory connectors
- Message passing connectors
- Streaming connectors
- Distribution connectors
- Wrapper/adaptor connectors
- …
Learning from Others: Patterns, Styles, and DSSAs

- Experience is crystallized as guidelines, **best practices**, do’s and don’ts

- **Best practices** have different forms.

Domain-Specific Software Architecture

**(Hayes-Roth)**

- A domain-specific software architecture comprises:
  - a reference architecture, which describes a general computational framework for a significant domain of applications;
  - a component library, which contains reusable chunks of domain expertise; and
  - an application configuration method for selecting and configuring components within the architecture to meet particular application requirements.

- Examples:
  ADAGE for avionics, AIS for adaptive intelligent systems, and MetaH for missile guidance, navigation, and control systems

Components and connectors

- A **software component** is an architectural entity that
  - encapsulates a subset of the system’s functionality and/or data
  - restricts access to that subset via an explicitly defined interface
  - has explicitly defined dependencies on its required execution context

- A **software connector** is an architectural building block tasked with effecting and regulating interactions among components