Architecture and Design

CSE 403 Software Engineering

Today's Outline

Architecture

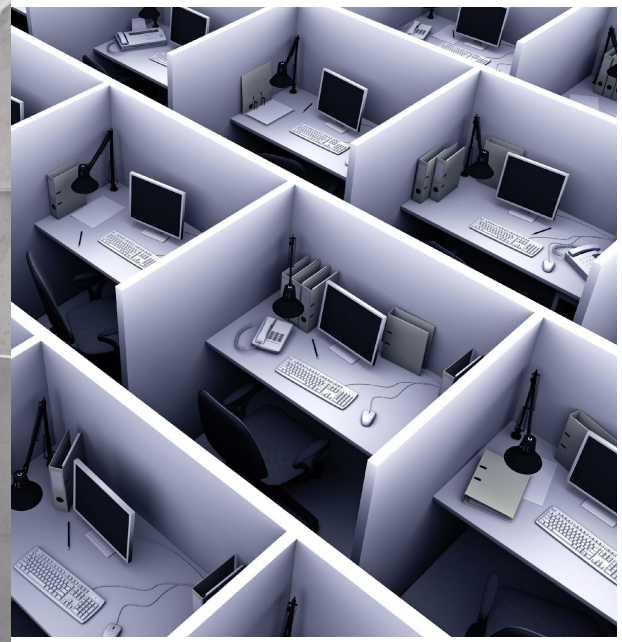
1. What is architecture
2. How does it differ from design
3. What are some common architectures used in software

What does “Architecture” make you think of?

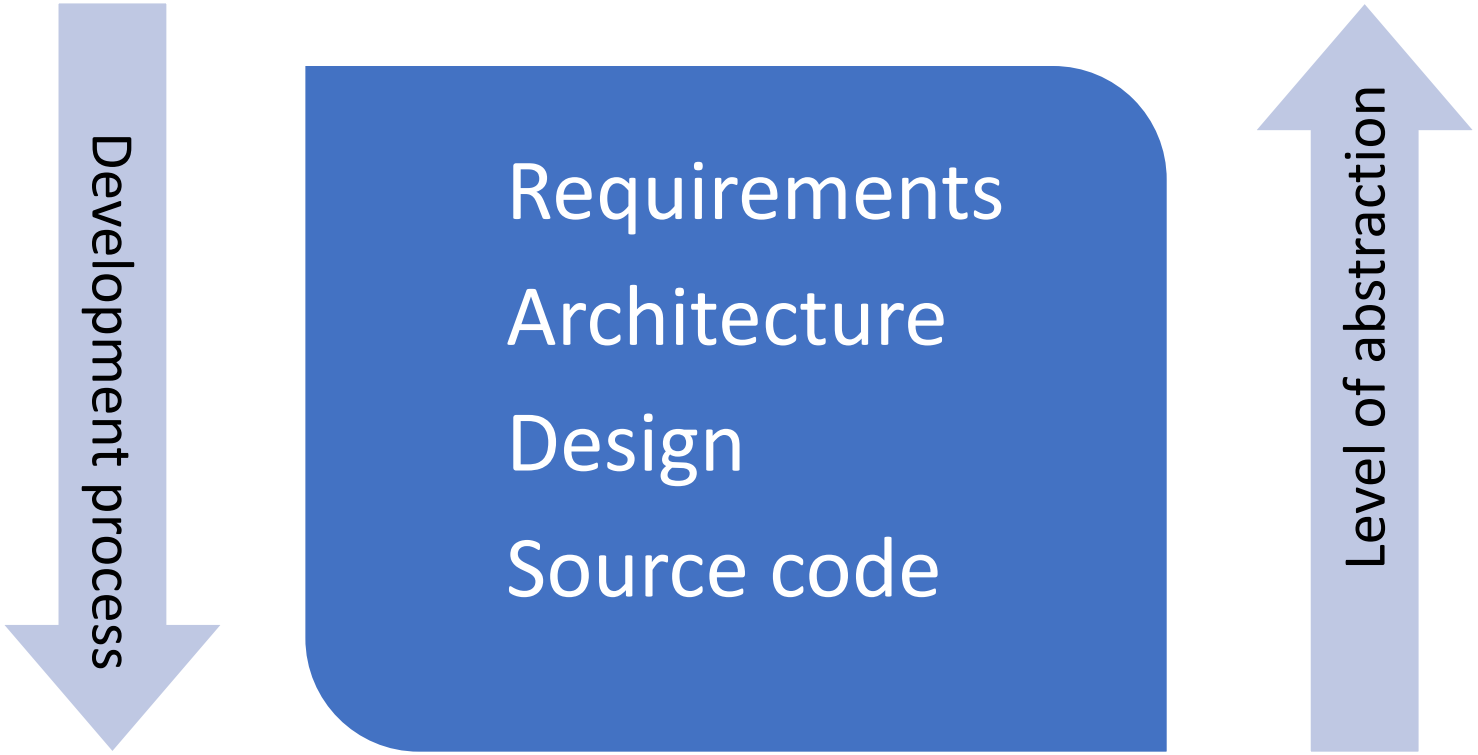
MIT Stata Center by Frank Gehry

Paul G. Allen Center by LMN Architects

In contrast, what comes to mind for “Design”?



Where do architecture and design fit in?



Definitions

Architecture (what components are needed)

- High-level view of the overall system:
  - What components do exist?
  - What are the connections and/or protocols between components?

Design (how the components are developed)

- Considers one component at a time
  - Data representation
  - Interfaces, class hierarchy

The level of abstraction is key

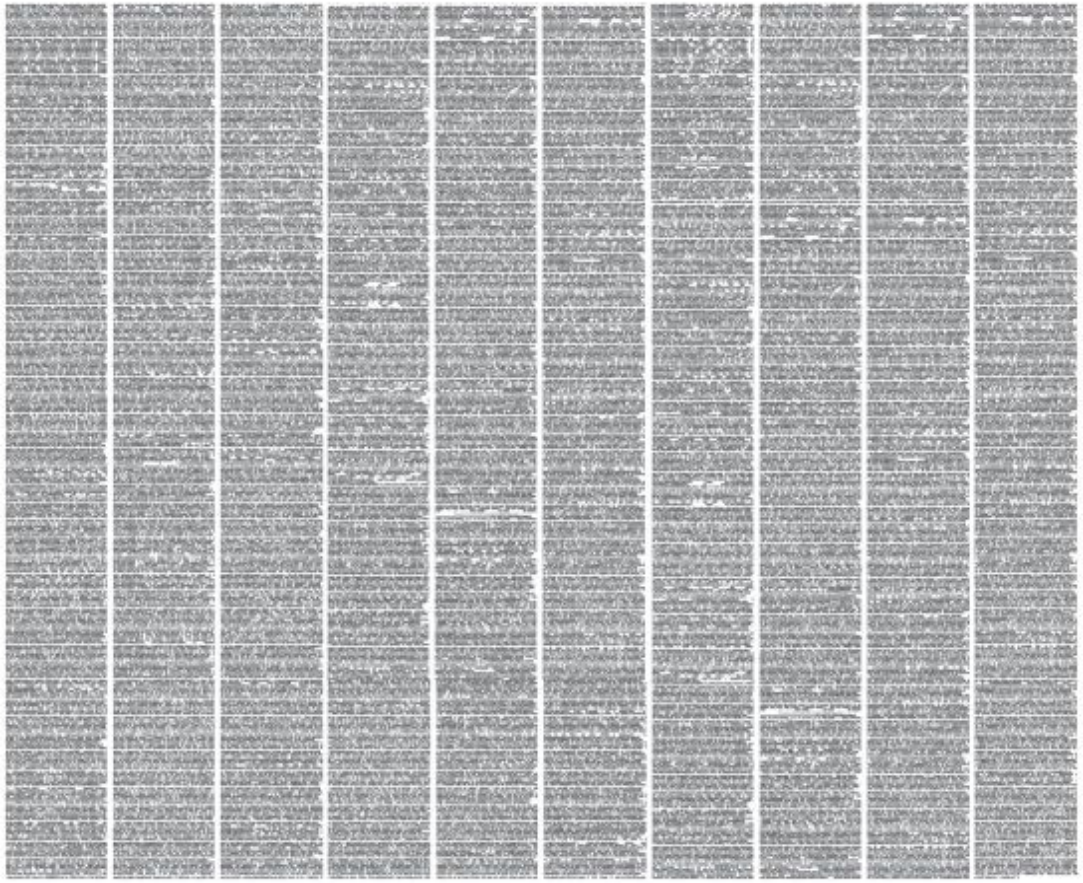
With both architecture and design, we're building an

abstract representation of reality

- Ignoring (insignificant details)
- Focusing on the most important properties
- Considering modularity (separation of concerns) and interconnections

Case study – Linux kernel

Source code



Suppose you want to add a feature

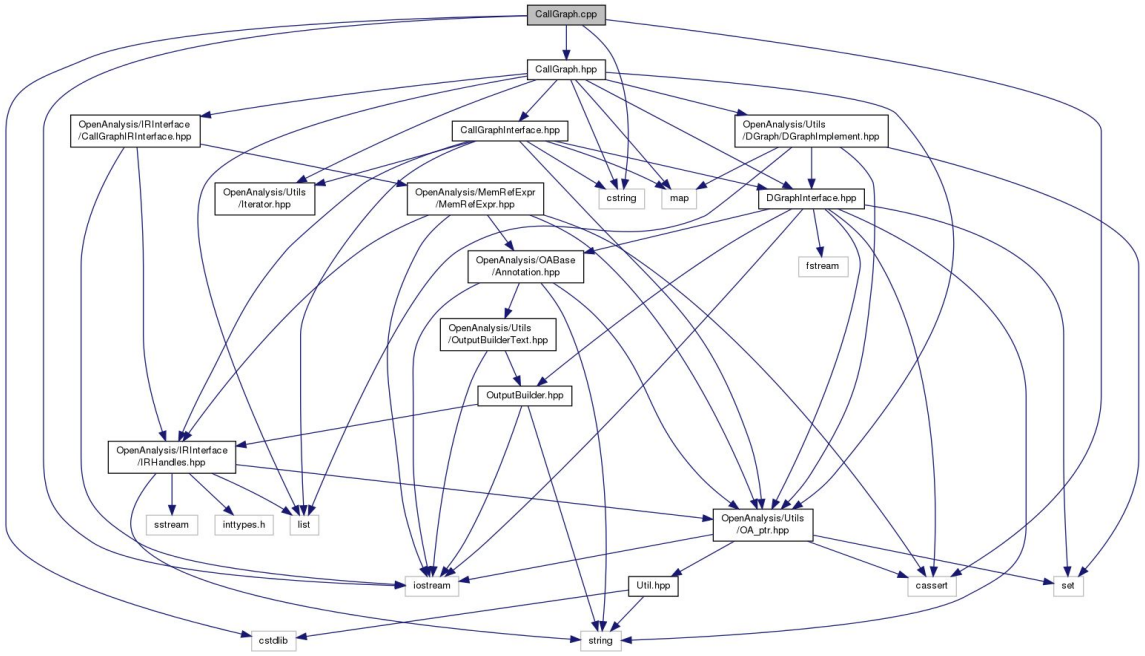
16 million lines of code!

Where would you start?

- **What does the code do?**

Case study – Linux kernel

Call graph



Suppose you want to add a feature

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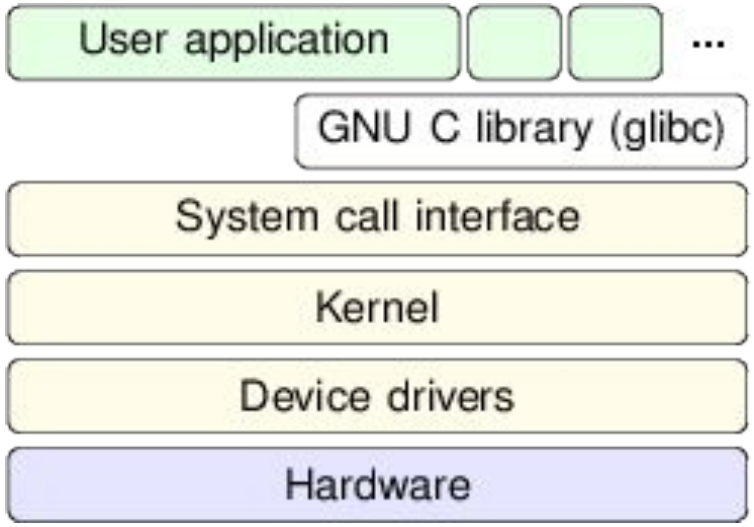
Where would you start?

- What does the code do?
- **Are there dependencies?**

Case study – Linux kernel

Layer diagram



Suppose you want to add a feature

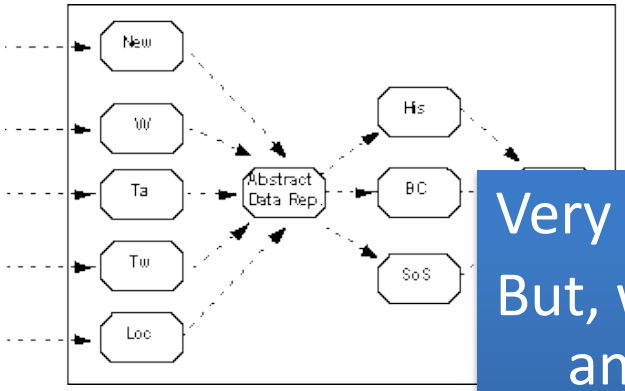
16 million lines of code!

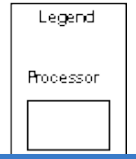
Where would you start?

- What does the code do?
- Are there dependencies?
- **What are the different components?**

What does an architecture look like?

Box-and-arrow diagrams

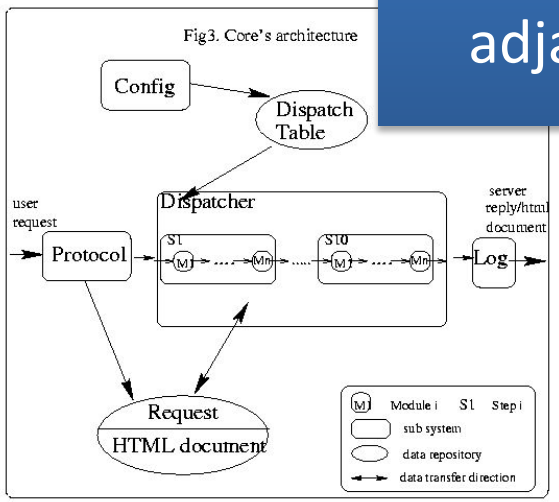


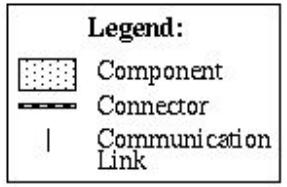


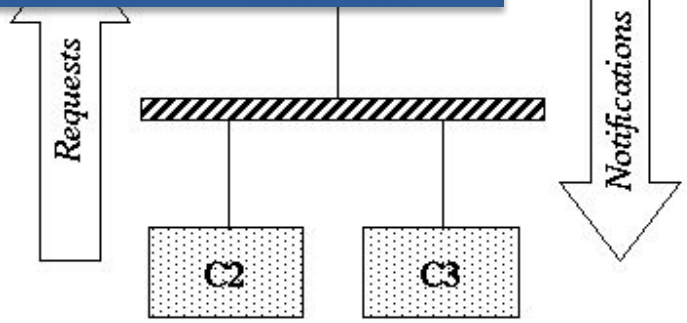
Very common and hugely valuable.

But, what does a box represent?

- an arrow?
- a layer?
- adjacent boxes?



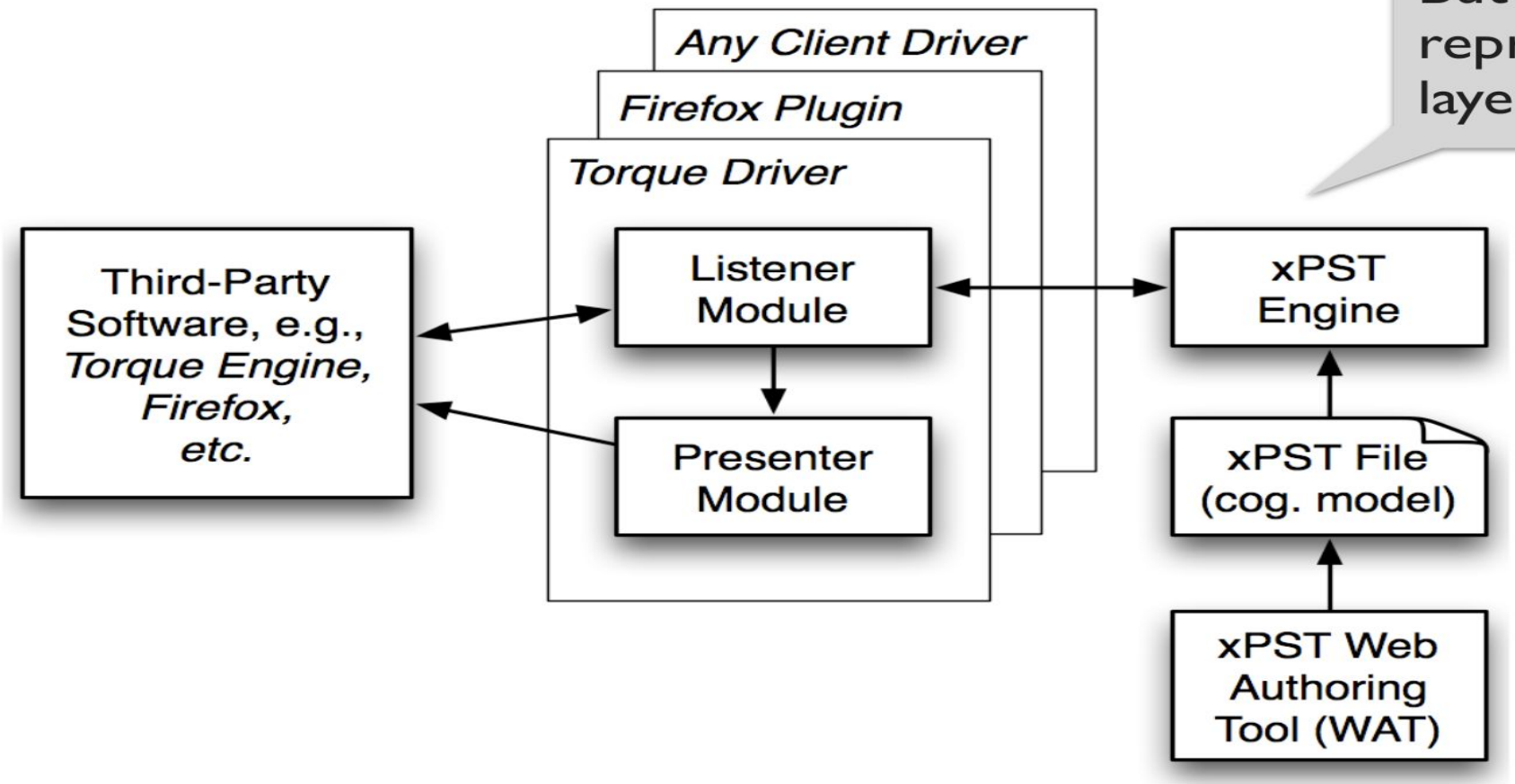




Box and arrow diagrams redux

Very common and highly valuable.

But what does a box represent? An arrow? A layer? Adjacent boxes?



An architecture: components and connectors

- *Components* define the basic computations comprising the system and their behaviors
  - abstract data types, filters, etc.
- *Connectors* define the interconnections between components
  - procedure call, event announcement, asynchronous message sends, etc.
- They may sometimes share behavior
  - Ex: A connector might (de)serialize data, but can it perform other, richer computations?

UML diagrams

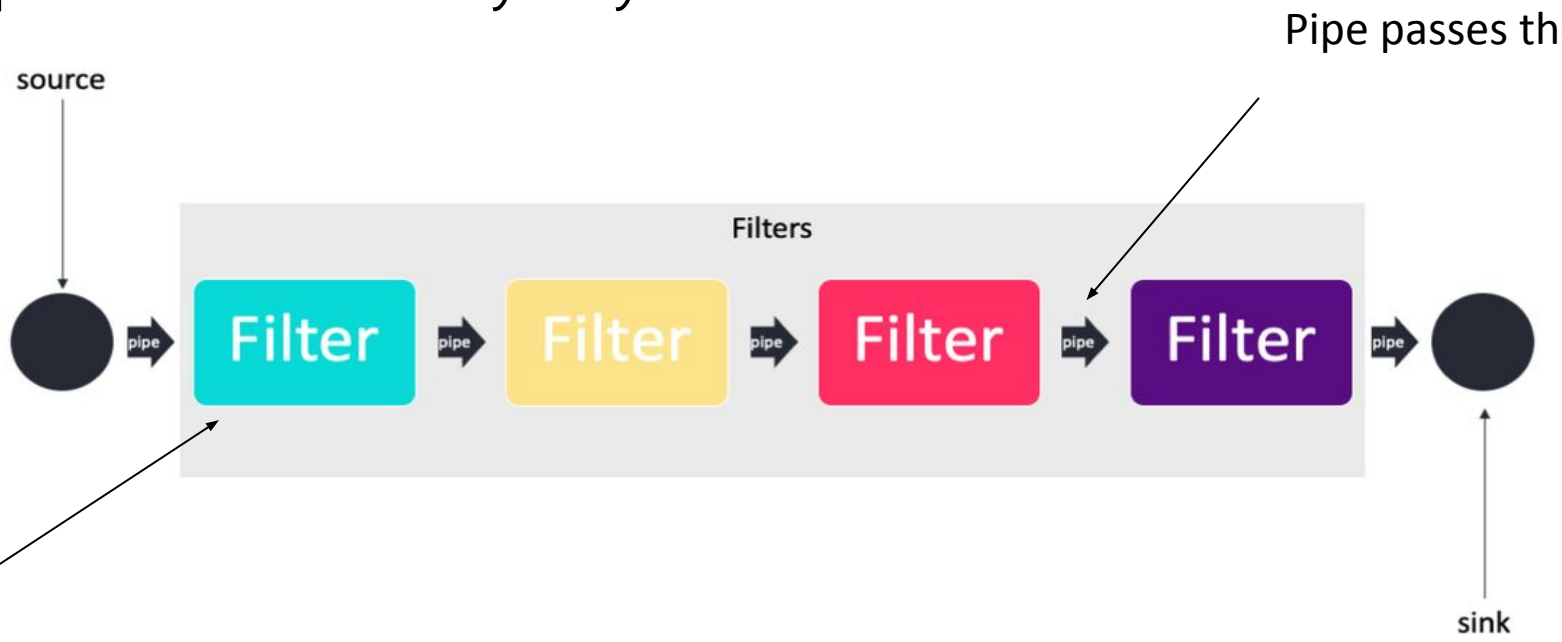
- UML = universal modeling language
- A standardized way to describe (draw) architecture
  - Also implementation details such as subclassing, uses (dependences), and muc
- Widely used in industry
- Not the topic of this lecture

- Critical advice about syntax:
  - Use consistent notation: one notation per kind of component or connector

Examples of software architectures

SW Architecture #1 – Pipe and filter

The **pipe-and-filter** architecture talks about the main components and the way they connect

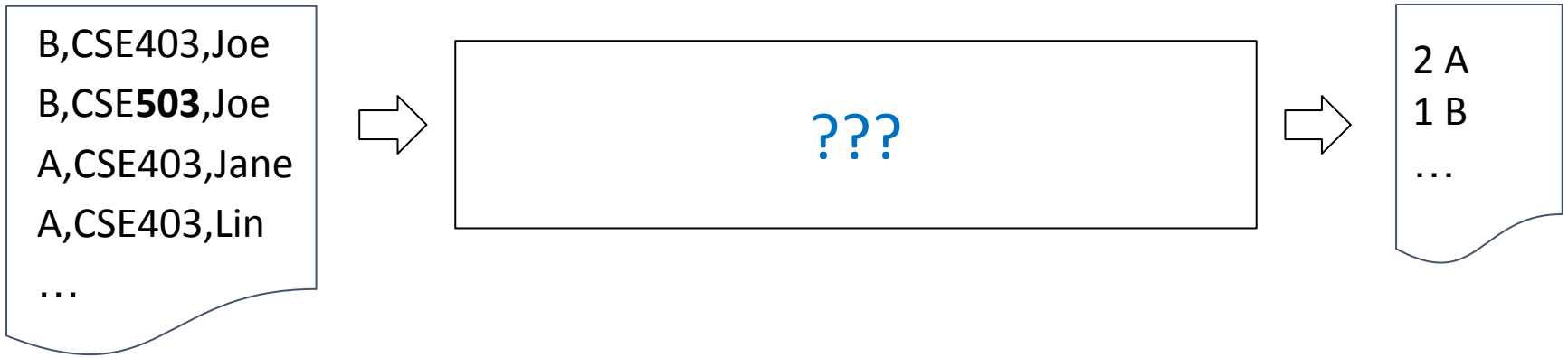


It doesn't specify the design or implementation details of the individual components (the filters)

SW Architecture #1 – let's try it out

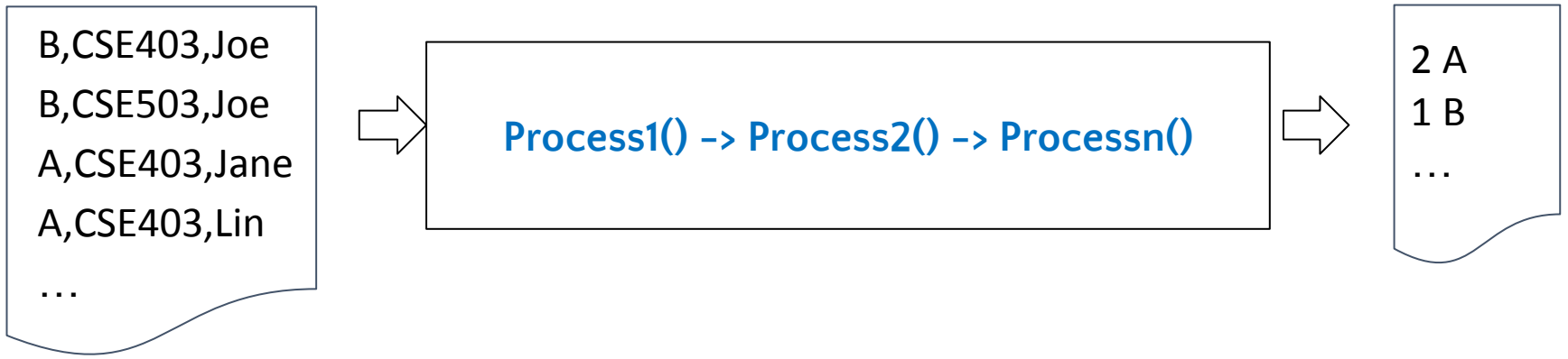
How would you attack this problem?

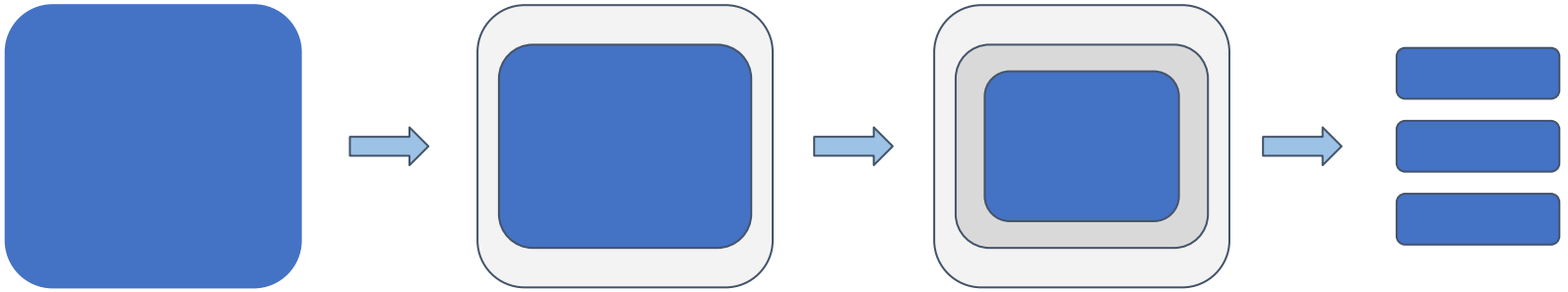
Count the CSE 403 letter grades



SW Architecture #1 – Pipe and filter

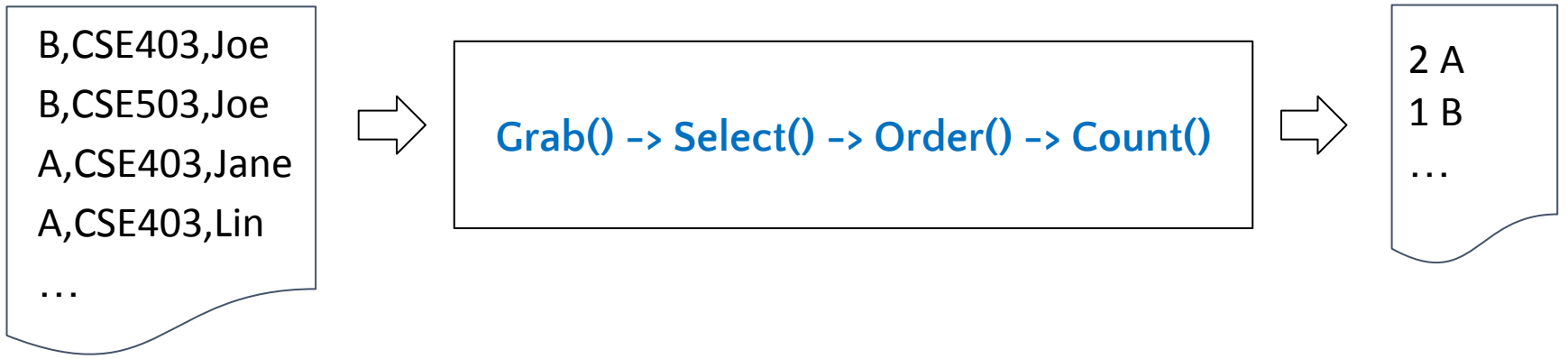
You might start by thinking of **components** and **successive filtering (architecture)**

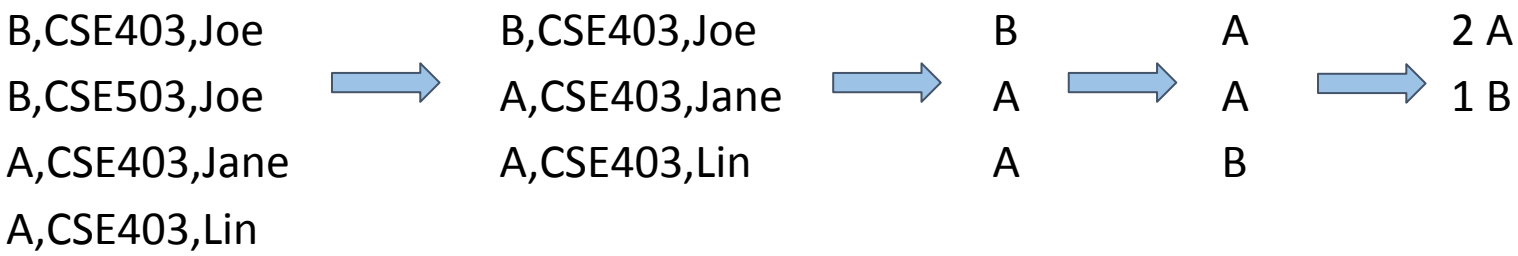




SW Architecture #1 – Pipe and filter

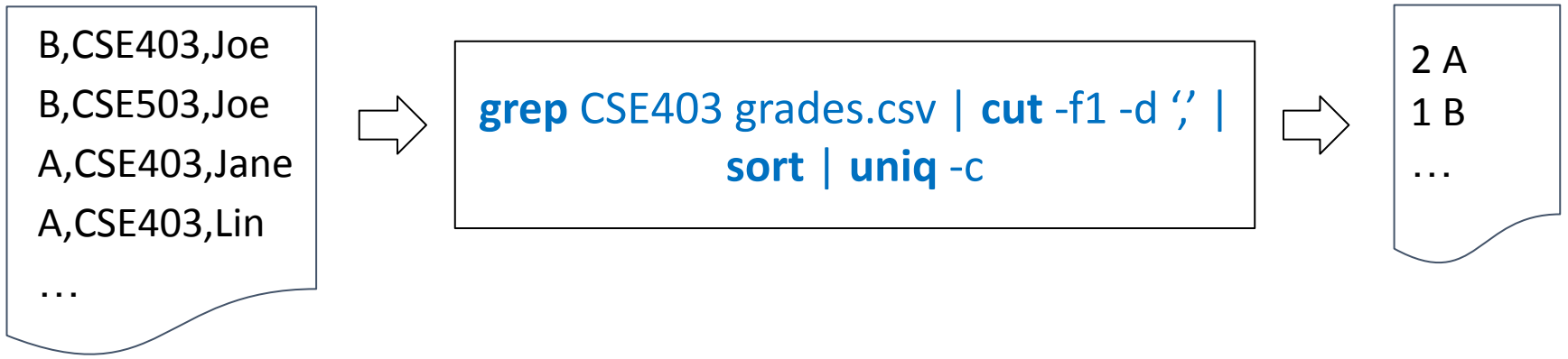
You might then consider the **components' inputs and outputs (design)**

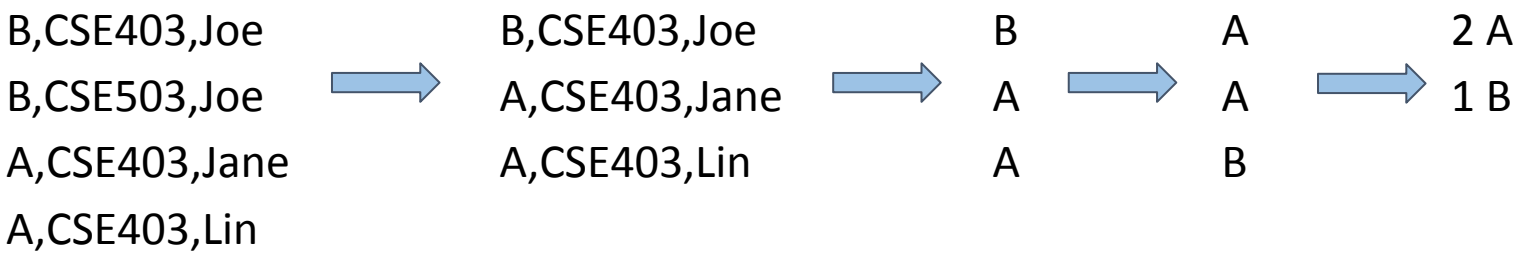




SW Architecture #1 – Pipe and filter

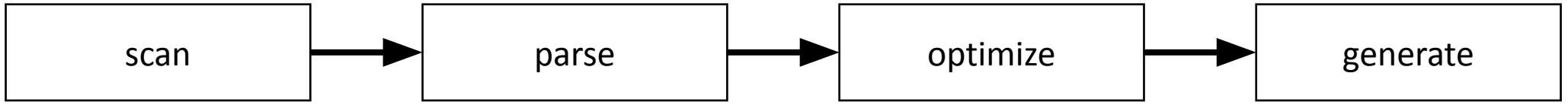
Finally, you get to **code**



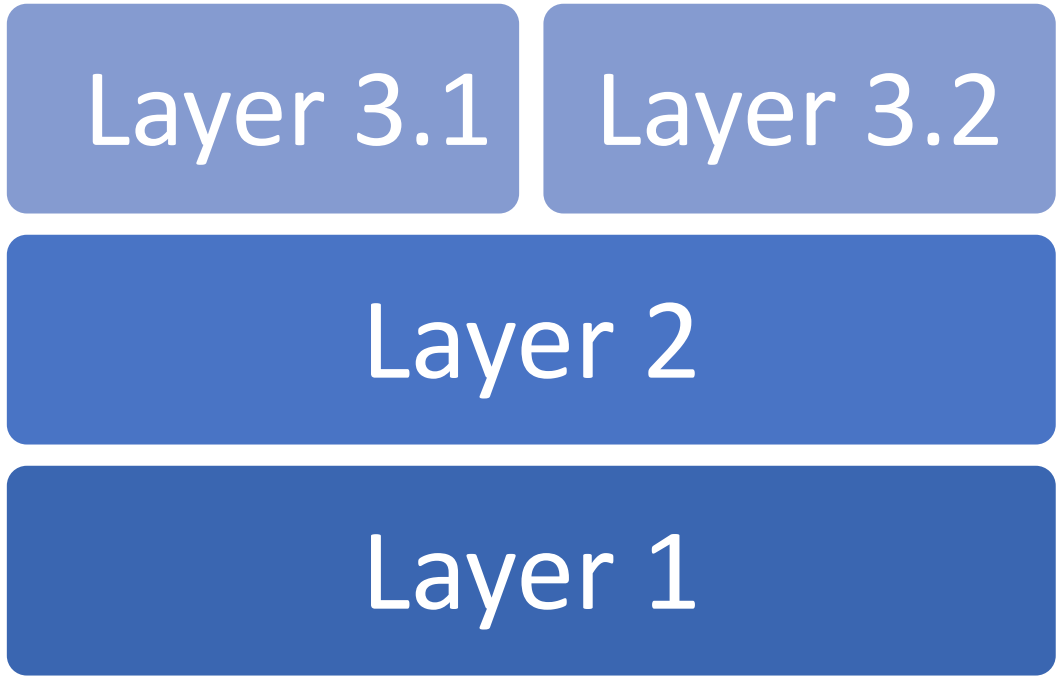


An architectural style imposes constraints

- Pipes & filters
  - Pipes must compute local transformations
  - Filters must not share state with other filters
  - There must be no cycles
- If these constraints are violated, it's not a pipe & filter system
  - One can't tell this from a picture
  - One can formalize these constraints



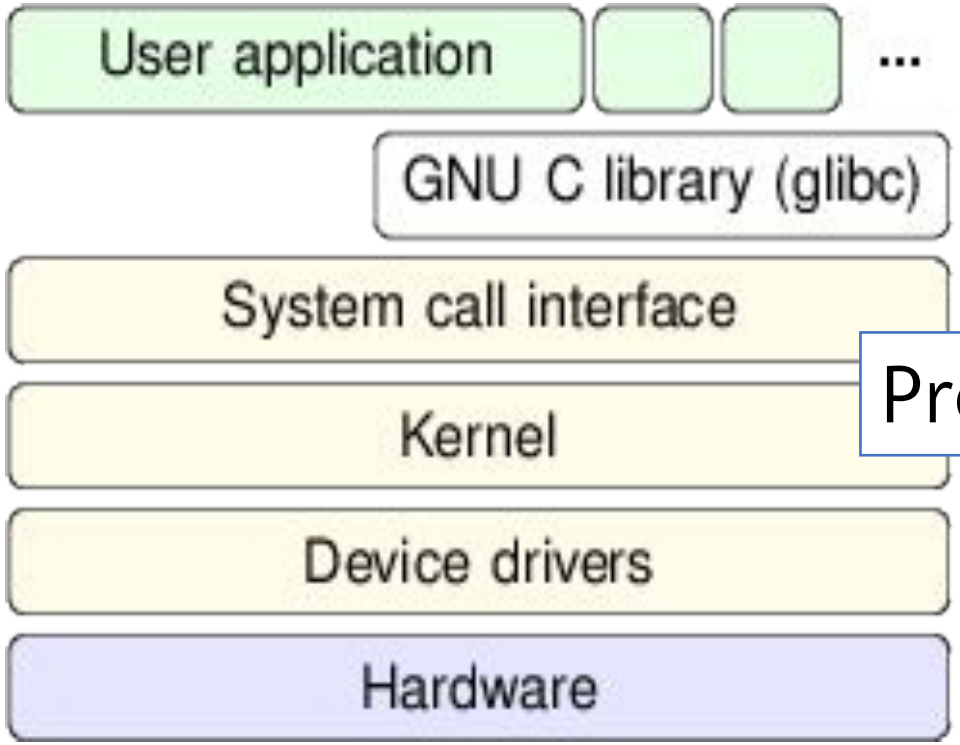
SW Architecture #2 – Layered (n-tier)



- Layers use services provided (only) by the layers directly below them
- Layers of isolation – limits dependencies
- Good modularity and separation of concerns

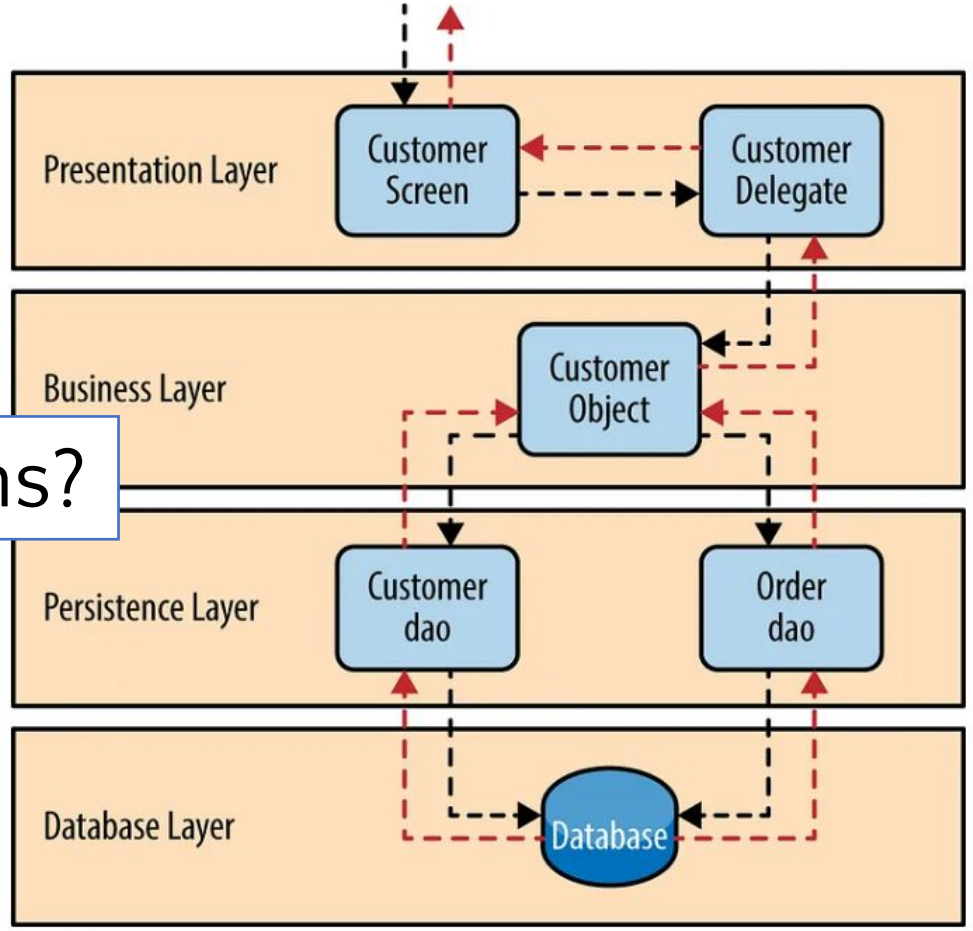
SW Architecture #2 – Layered

Linux Architecture



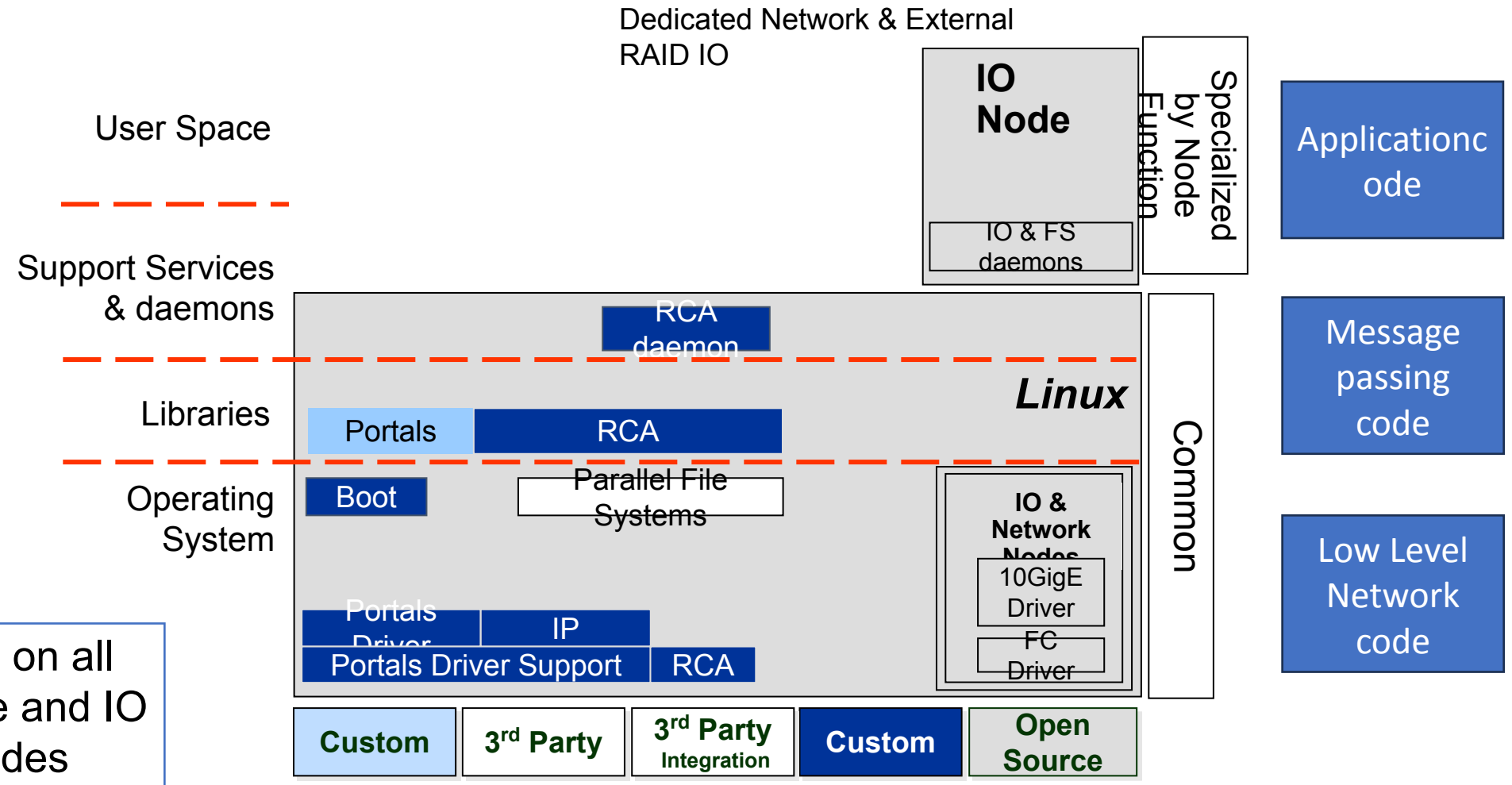
Pros / cons?

Enterprise System Architecture



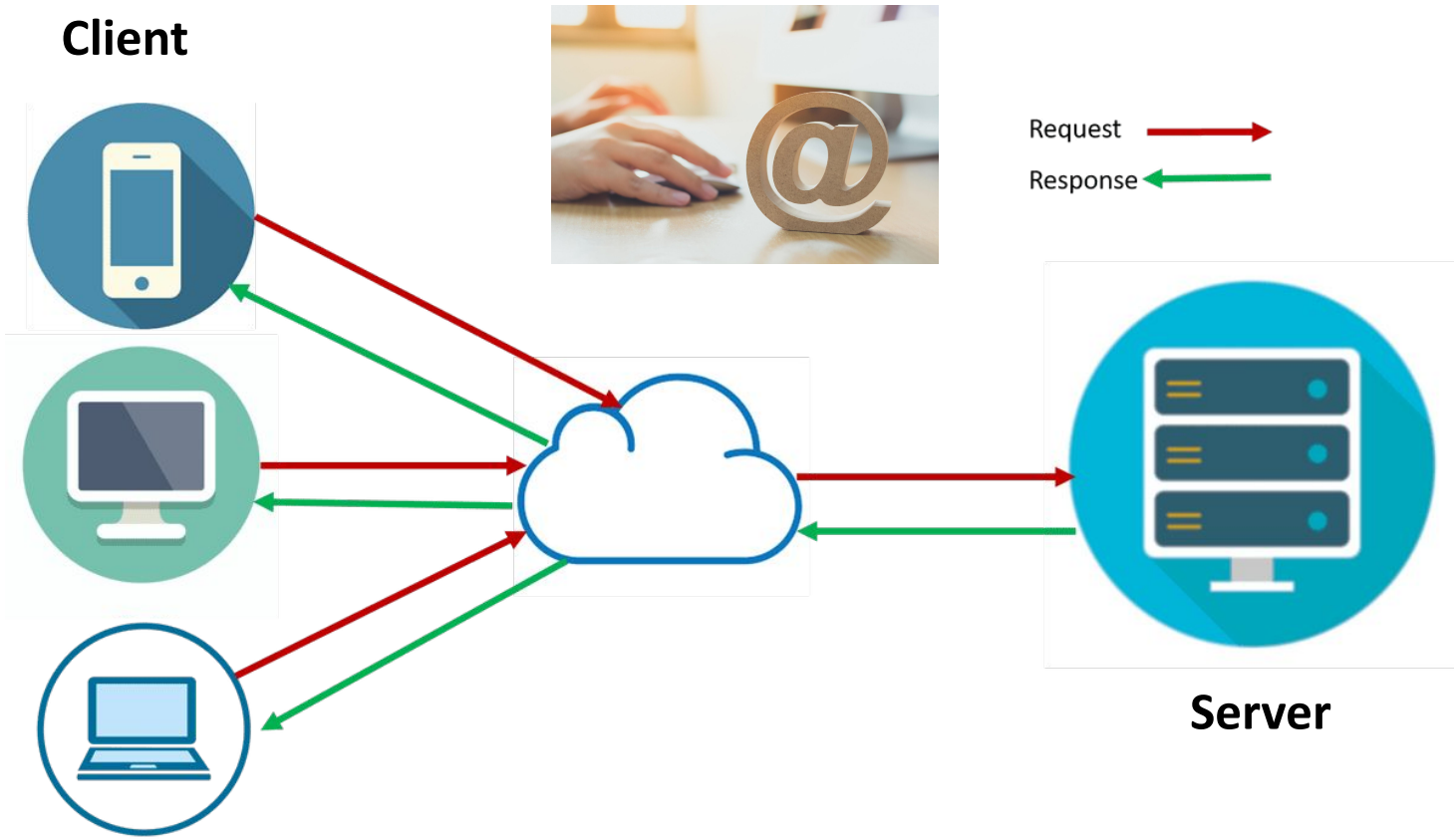
Source: https://www.oreilly.com/ideas/software-architecture-patterns/page/2/layered-architecture

SW Architecture #2 – Layered



SW Architecture #3 – Client Server

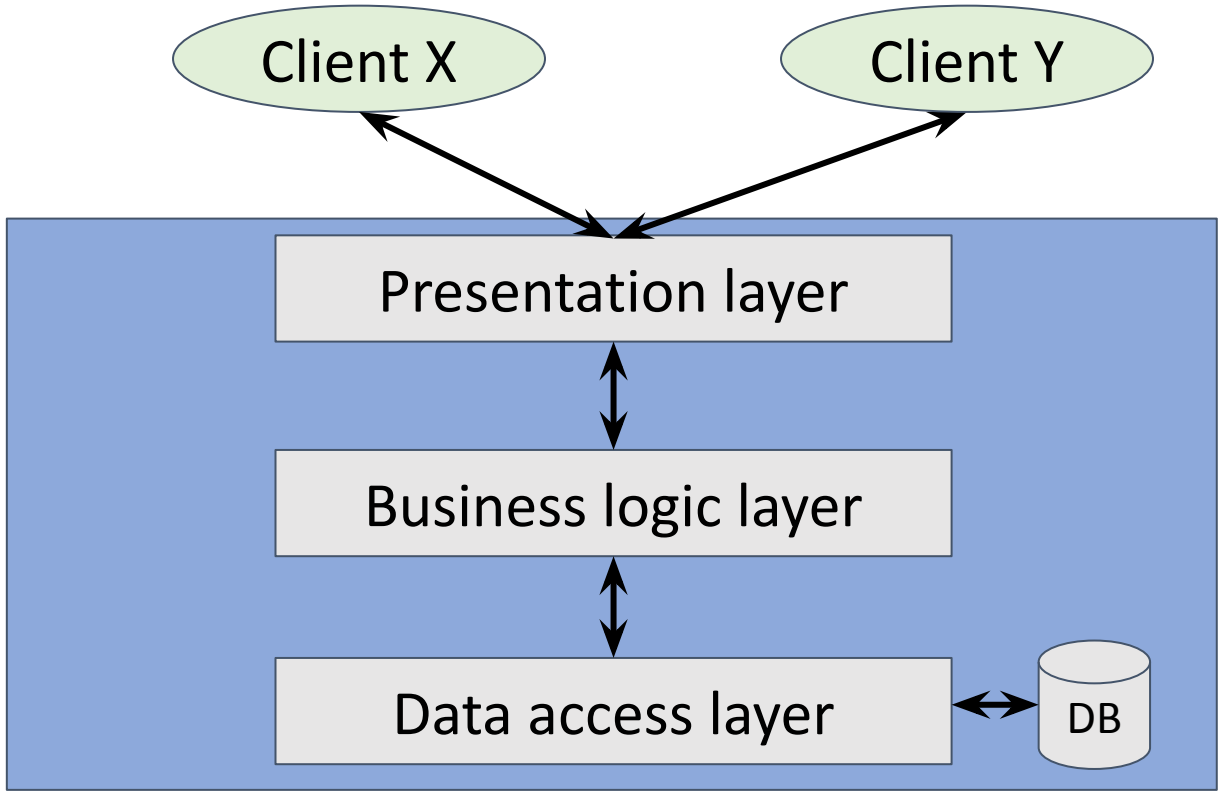
What might be a con of this and how might it be avoided?



Clients can be software that depends on a shared database/service

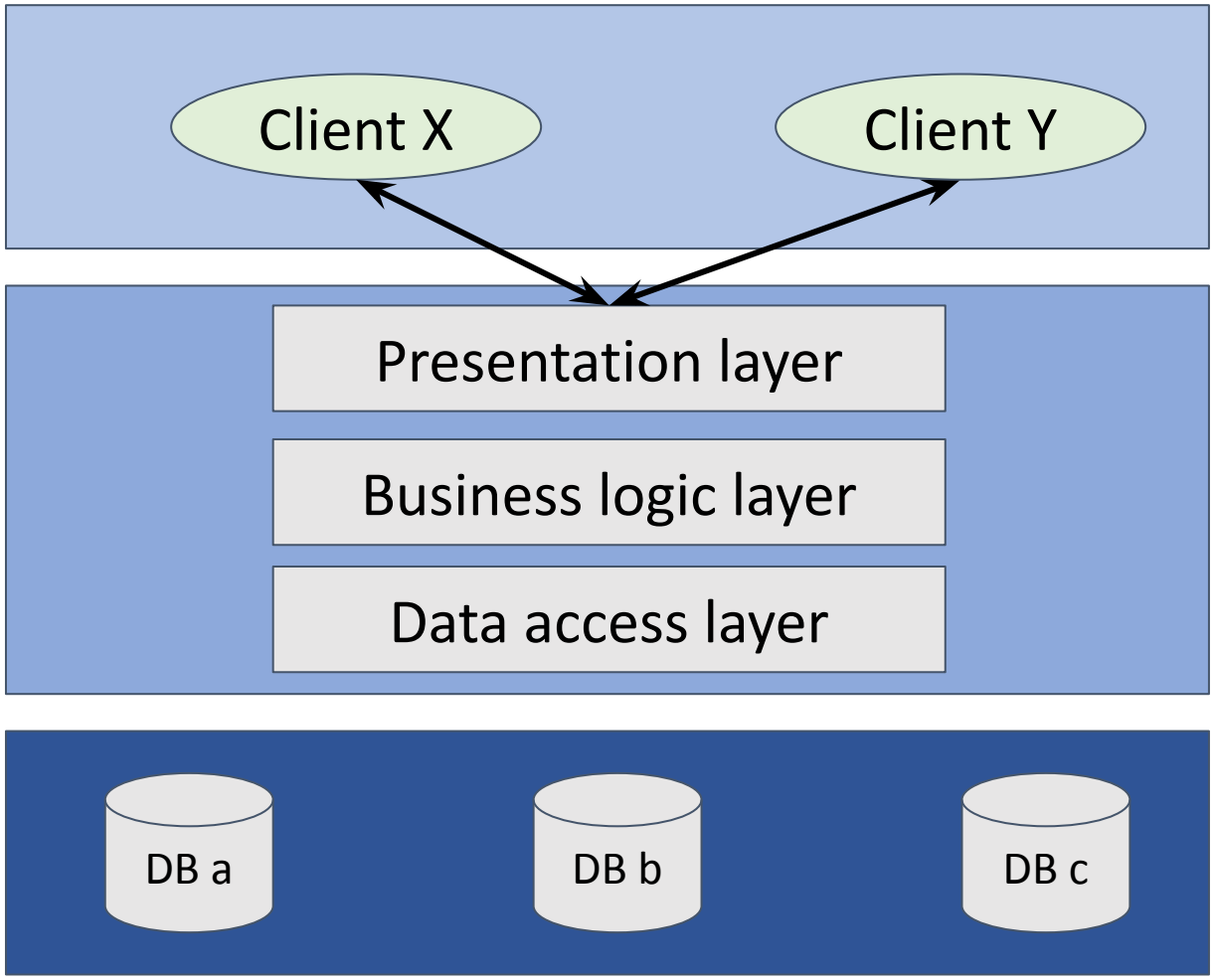
SW Architecture combinations!

Client-Server may be too high a level of abstraction for your purpose
Consider combining with other patterns (e.g., layered)



SW Architecture combinationsˆ2

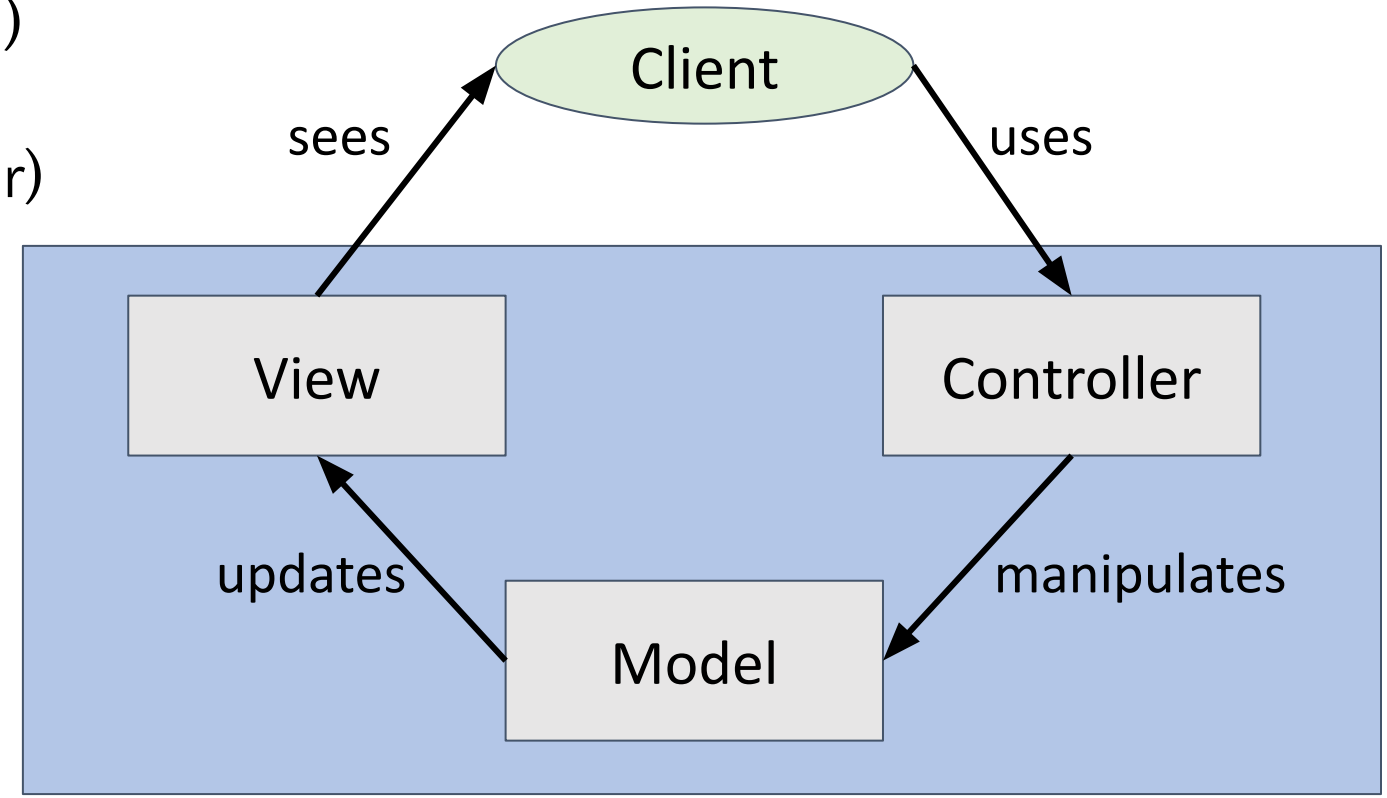
How detailed should an architecture description be?



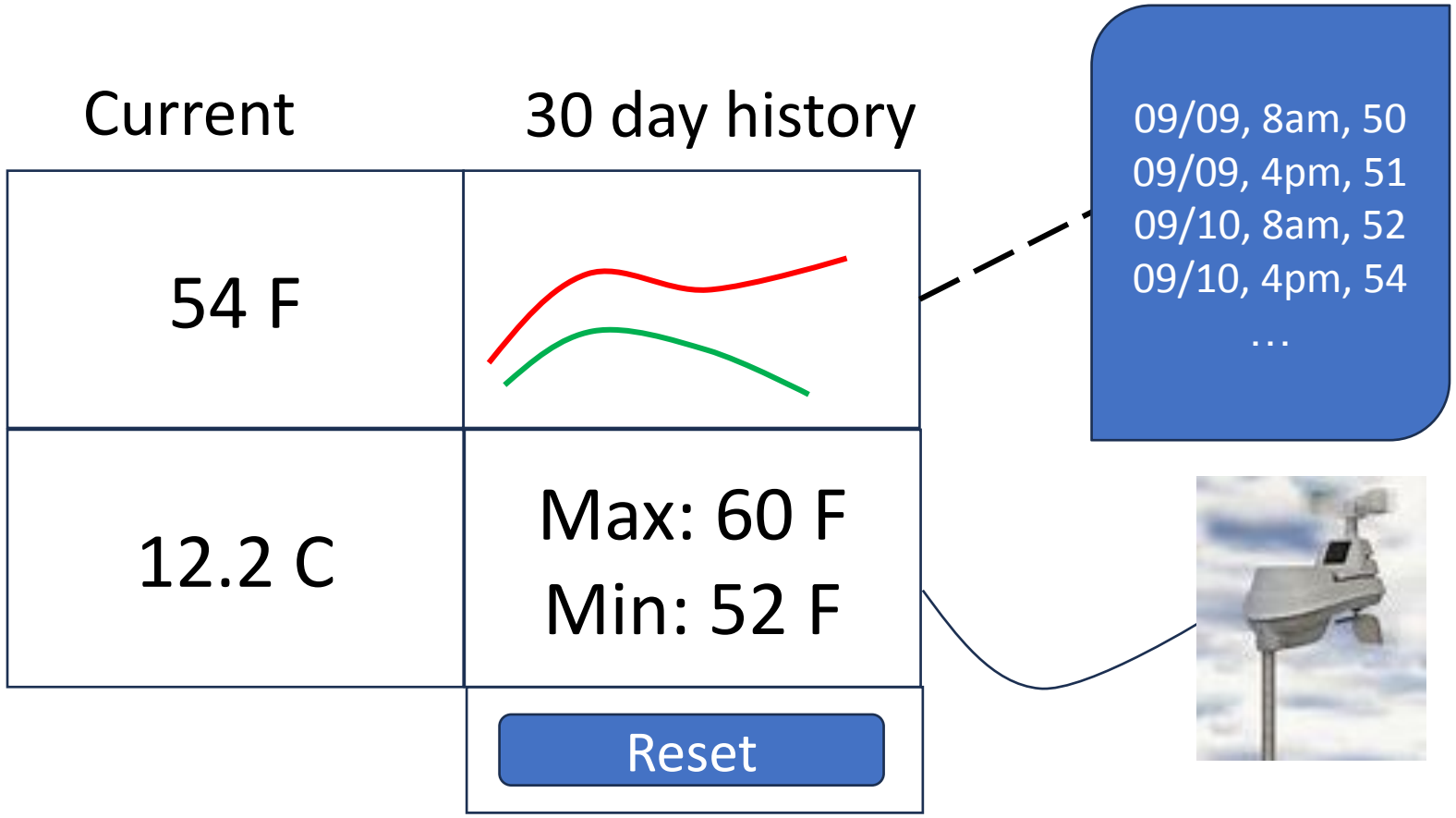
SW Architecture #4 – Model View Controller (MVC)

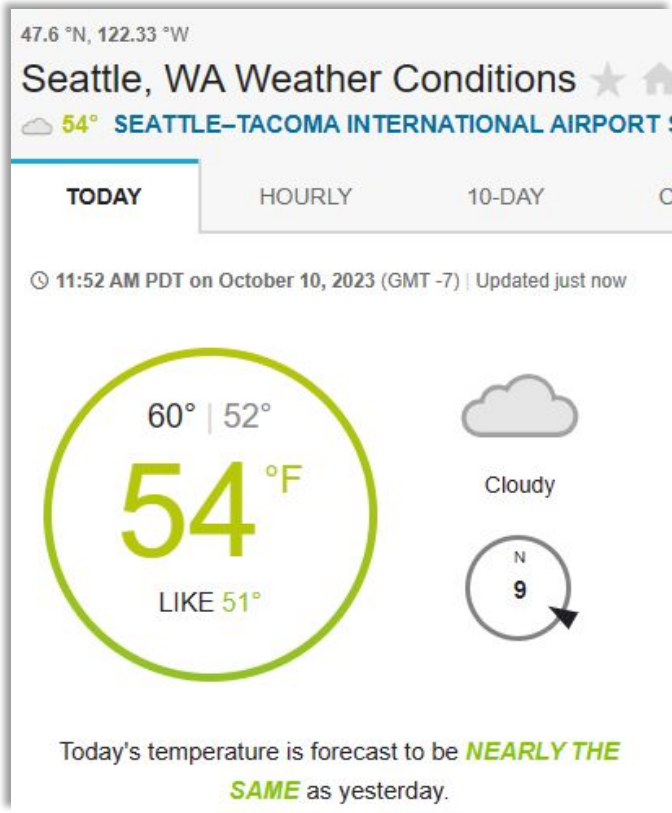
Separates

- data representation (Model)
- visualization (View)
- client interaction (Controller)

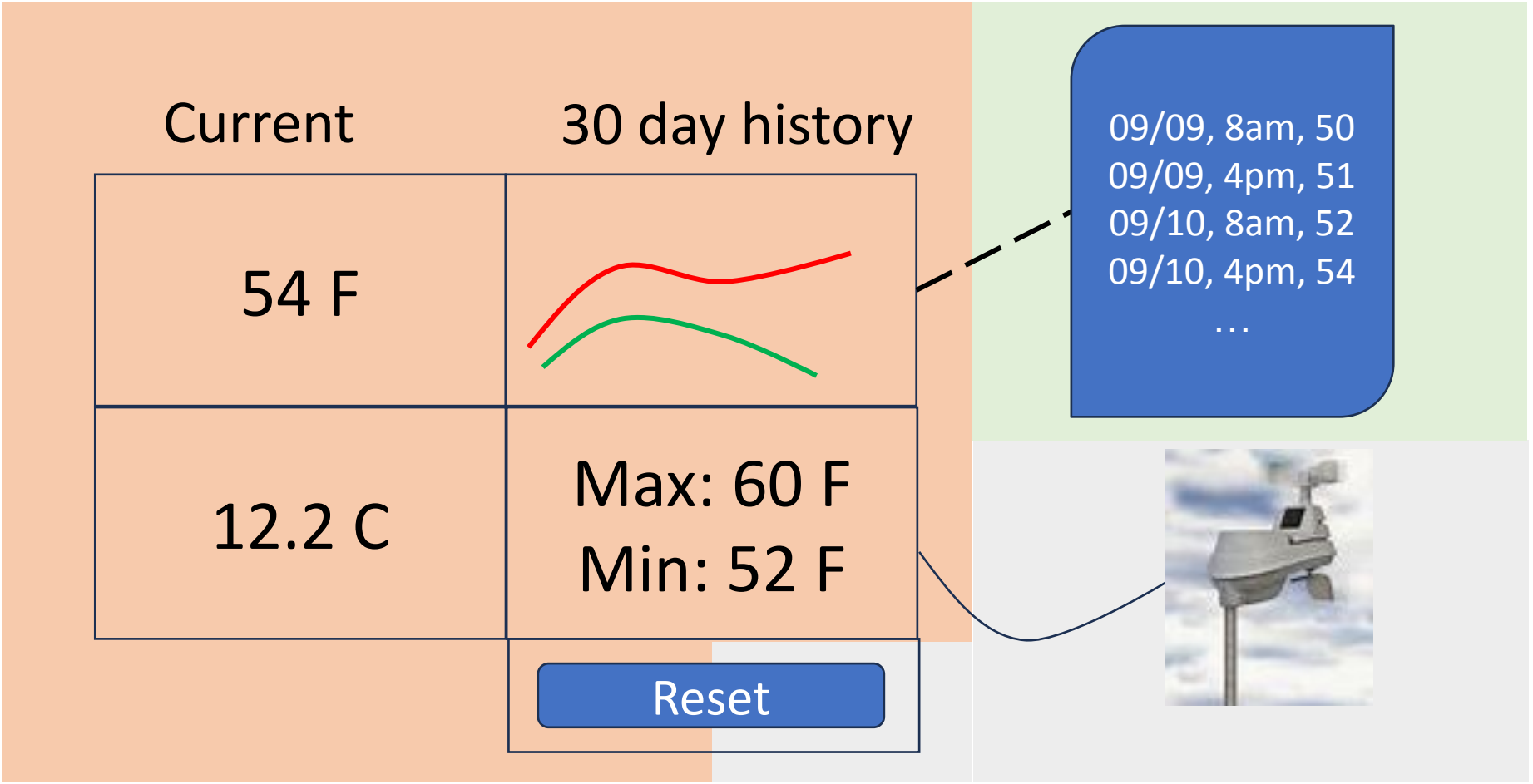


SW Architecture #4 – MVC Example

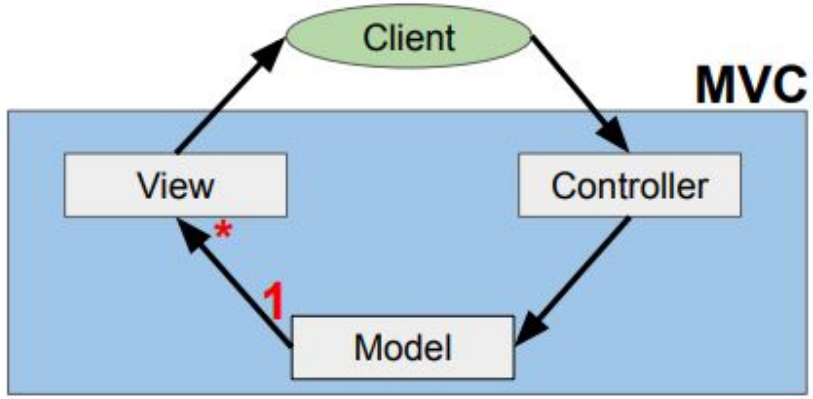


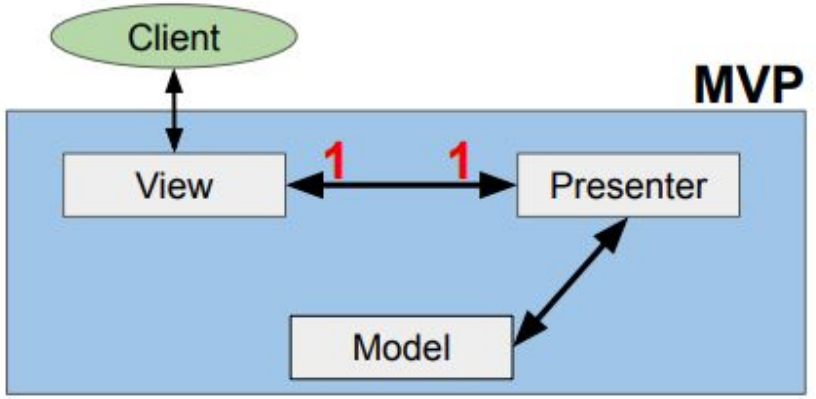


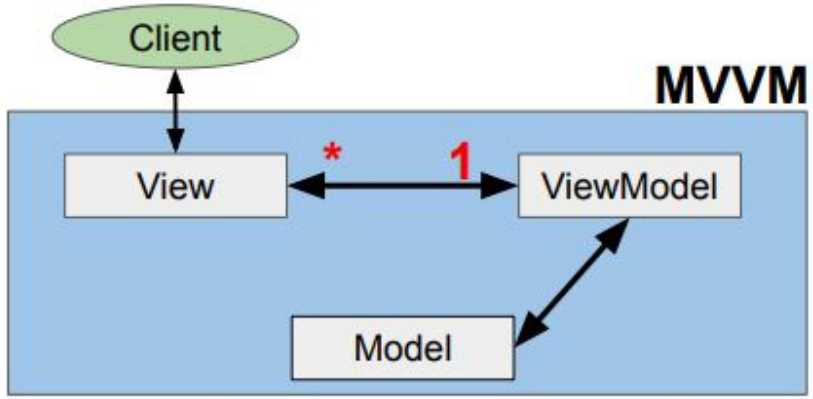
SW Architecture #4 – MVC Example



SW Architecture – many variants of MVC



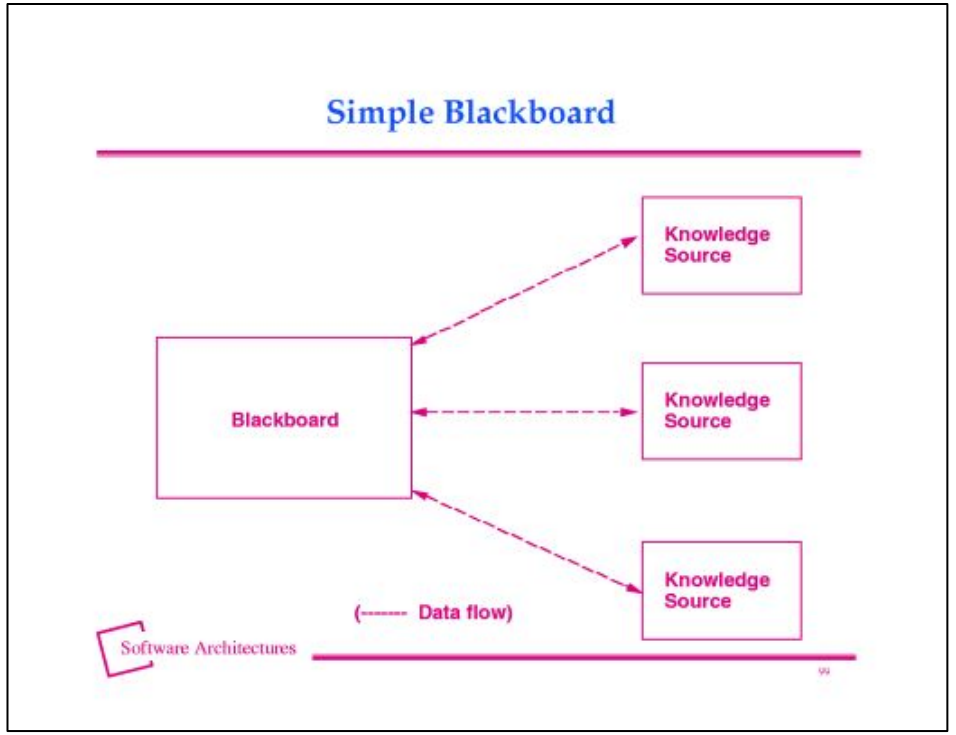




Consider the connections (* == many)

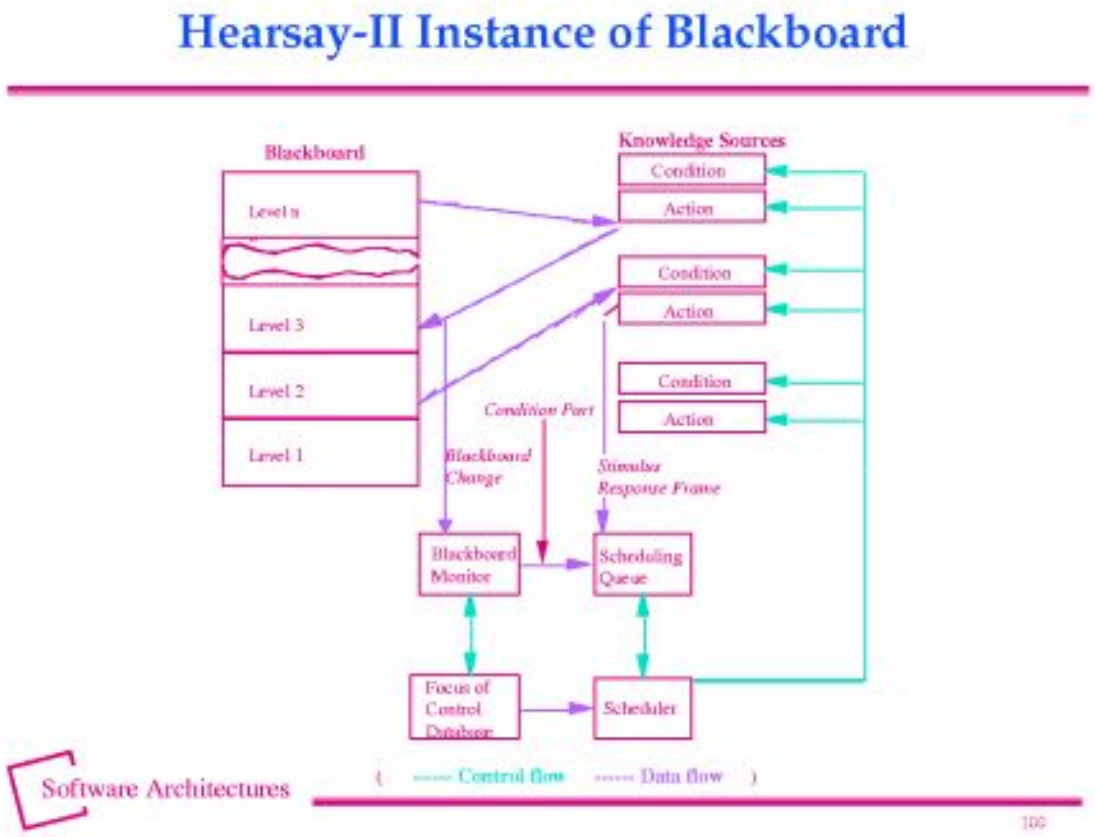
Blackboard architectures

- *The knowledge sources*: separate, independent units of application dependent knowledge. No direct interaction among knowledge sources
- *The blackboard data structure*: problem-solving state data. Knowledge sources make changes to the blackboard that lead incrementally to a solution to the problem.
- *Control*: driven entirely by state of blackboard. Knowledge sources respond opportunistically to changes in the blackboard.



Blackboard systems have traditionally been used for applications requiring complex interpretations of signal processing, such as speech and pattern recognition.

Hearsay-II: blackboard



As an architect (and designer), consider …

Level of Abstraction

- Components (modules) and their interconnections (apis)

Separation of concerns

- Strong cohesion – tight relationships within a component (module)
- Loose coupling – interconnections between components (module)

Modularity

- Decomposable designs
- Composable components
- Localized changes (due to requirement changes)
- Span of impact (how far can an error spread)

Properties of a good architecture

- Satisfies functional and performance requirements
- Manages complexity
- Accommodates future change
- Is concerned with
  - reliability, safety, understandability, compatibility, robustness, …

Divide and conquer

- Benefits of decomposition:
  - Decrease size of tasks
  - Support independent testing and analysis
  - Separate work assignments
  - Ease understanding
- Use of abstraction leads to modularity
  - Implementation techniques: information hiding, interfaces
- To achieve modularity, you need:
  - Strong cohesion within a component
  - Loose coupling between components
  - And these properties should be true at each level

An architecture helps with

System understanding: interactions between modules

Reuse: high-level view shows opportunity for reuse

Construction: breaks development down into work items; provides a pa
requirements to code

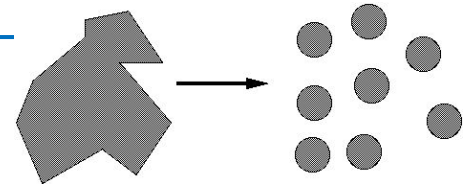
Evolution: high-level view shows evolution path

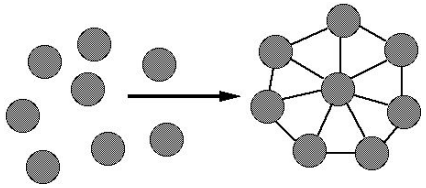
Management: helps understand work items and track progress

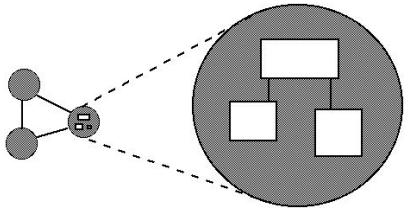
Communication: provides vocabulary; a picture says 1000 words

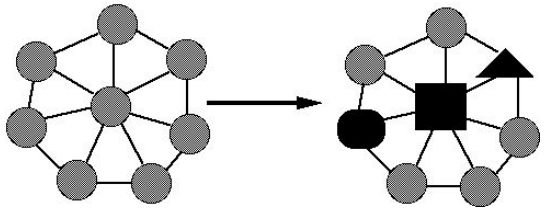
Qualities of modular software

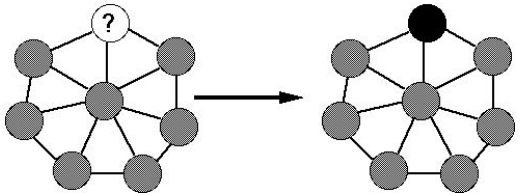
- decomposable
  - can be broken down into pieces
- composable
  - pieces are useful and can be combined
- understandable
  - one piece can be examined in isolation
- has continuity
  - change in reqs affects few modules
- protected / safe
  - an error affects few other modules











Summary

- An architecture provides a high-level framework to build and evolve a software system.
- Strive for modularity: strong cohesion and loose coupling.
- Consider using existing architectural styles or patterns.

Bonus slides

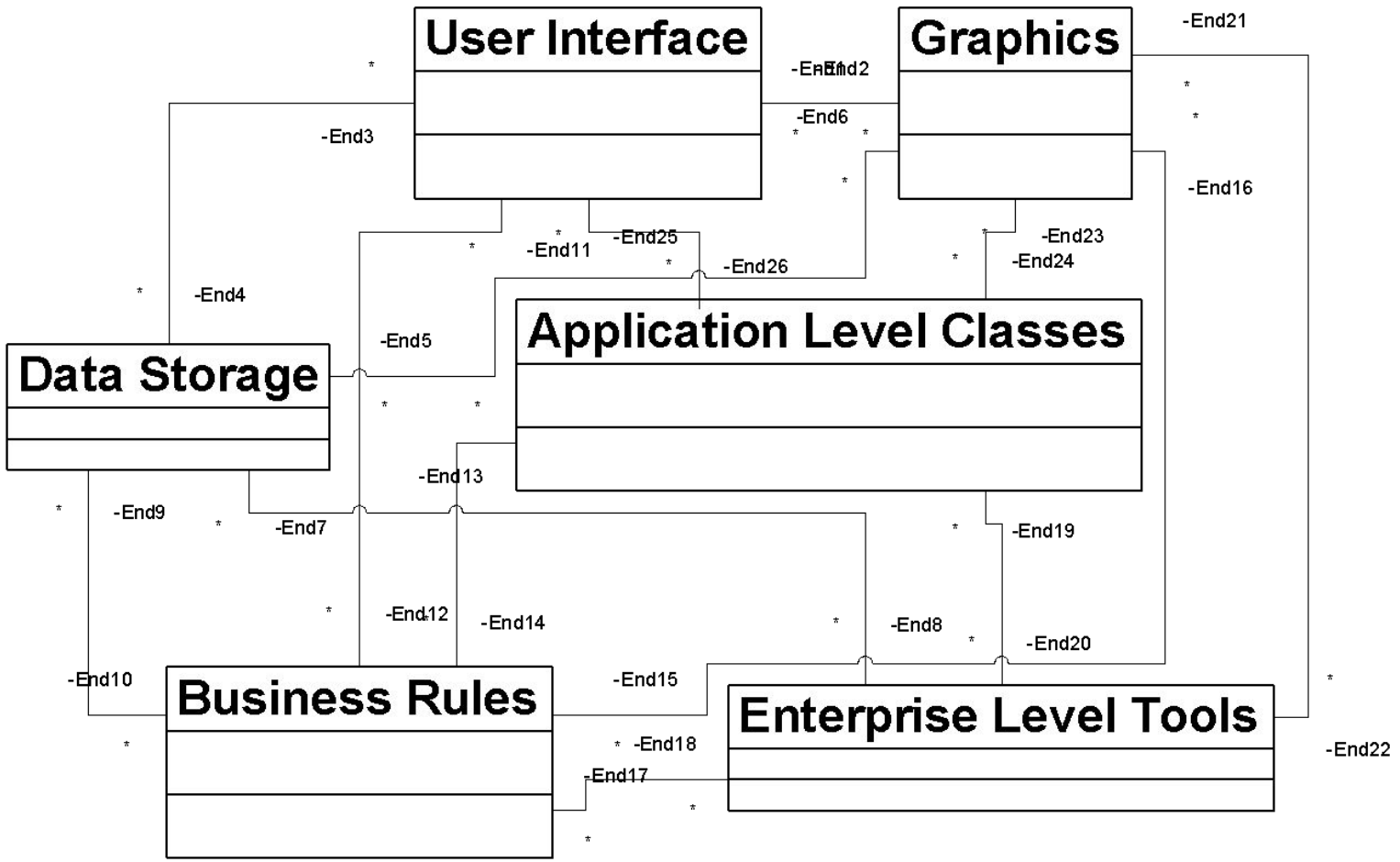
Properties of architecture

- Coupling
- Cohesion
- Style conformity
- Matching

Coupling (loose vs. tight)

- *Coupling*: the kind and quantity of interconnections among modules
- Modules that are loosely coupled (or uncoupled) are better than those that are tightly coupled
- The more tightly coupled two modules are, the harder it is to work with them separately

Tightly or loosely coupled?



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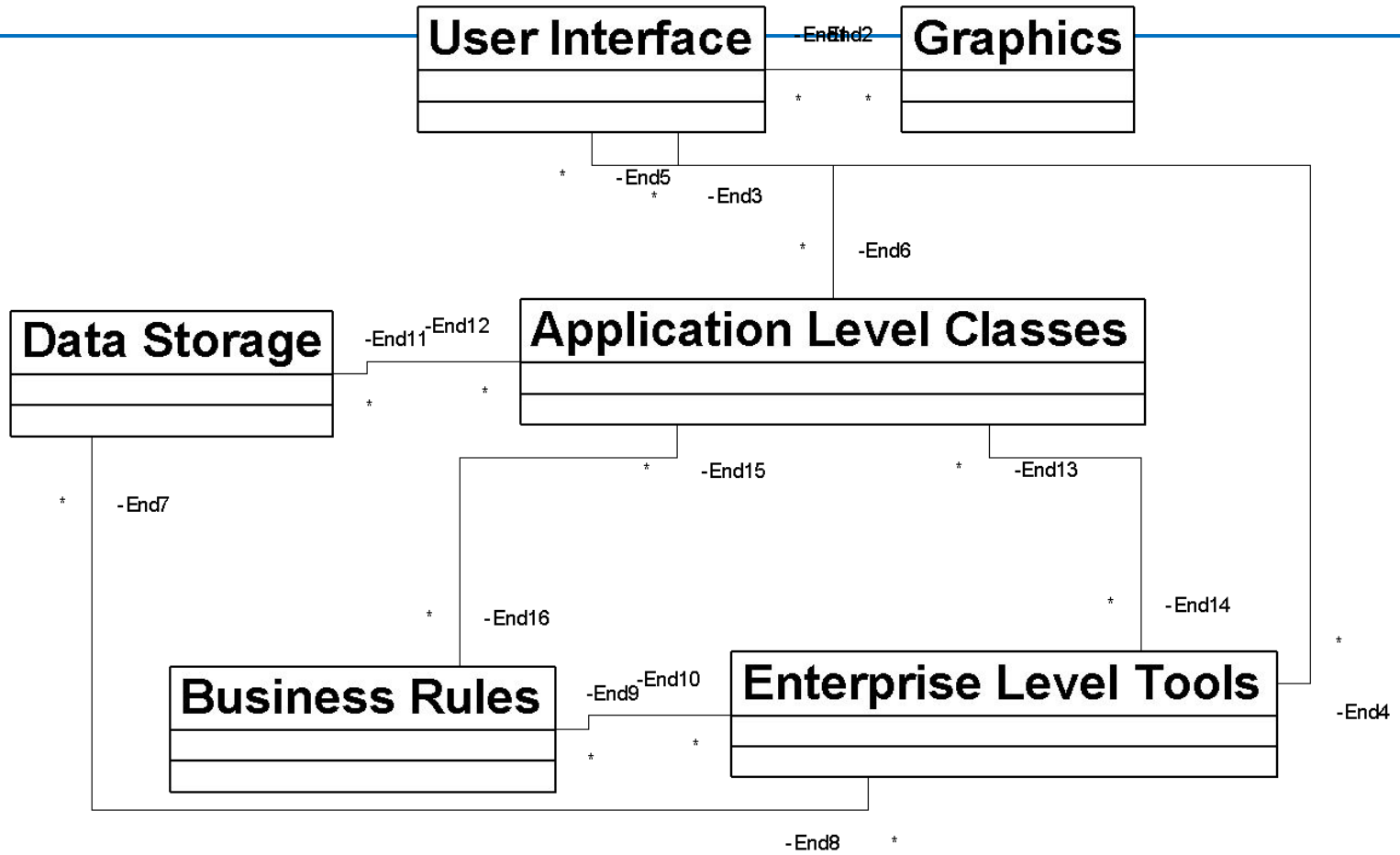


Cohesion (strong vs. weak)

- *Cohesion*: how closely the operations in a module are related
- Tight relationships improve clarity and understanding
- A class with good abstraction usually has strong internal cohension
- No schizophrenic classes!

Strong or weak cohesion?

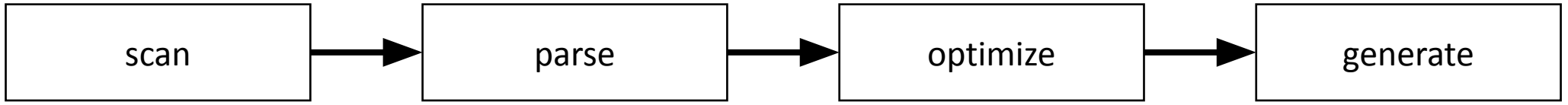
```
class Employee {

public:
  …
  FullName GetName() const;
  Address GetAddress() const;
  PhoneNumber GetWorkPhone() const;
  …
  bool IsJobClassificationValid(JobClassification jobClass);
  bool IsZipCodeValid (Address address);
  bool IsPhoneNumberValid (PhoneNumber phoneNumber);
 …
  SqlQuery GetQueryToCreateNewEmployee() const;
  SqlQuery GetQueryToModifyEmployee() const;
  SqlQuery GetQueryToRetrieveEmployee() const;
 …
}
```

Style conformity: What is a style?

- An **architectural style** defines
  - The vocabulary of components and connectors for a family (style)
  - Constraints on the elements and their combination
    - Topological constraints (no cycles, register/announce relationships, etc.)
    - Execution constraints (timing, etc.)
- By choosing a style, one gets all the known properties of that style (for in that style)
  - For example: performance, lack of deadlock, ease of making particular classes

An architectural style imposes constraints

- Pipes & filters
  - Pipes must compute local transformations
  - Filters must not share state with other filters
  - There must be no cycles
- If these constraints are violated, it's not a pipe & filter system
  - One can't tell this from a picture
  - One can formalize these constraints



The design and the reality

- The code is often less clean than the design
- The design is still useful
  - communication among team members
  - selected deviations can be explained more concisely and with clearer reasonir

Architectural mismatch

- Some components are inherently incompatible
  - Assumptions about memory allocation, vs. custom allocator
  - Use of two frameworks (assumes it is **`main`**)
  - Library wants to operate first or last
  - Data formats
  - Assumed infrastructure