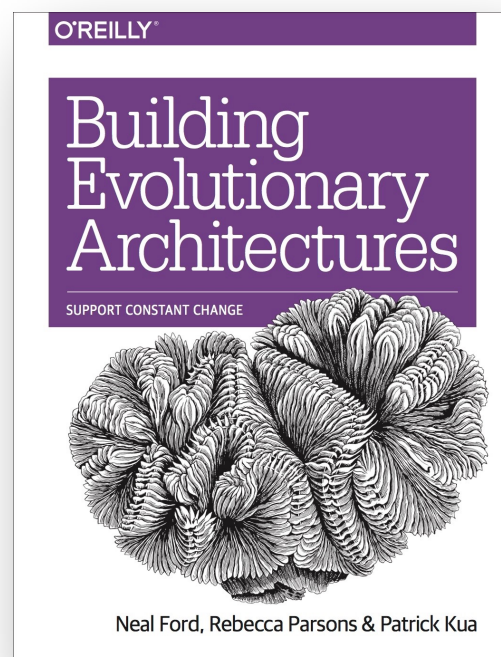




<http://evolutionaryarchitecture.com>

Building Evolutionary Architectures Workshop

Neal Ford



@neal4d

nealford.com

1

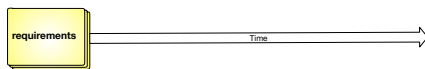


Neal Ford, Rebecca Parsons & Patrick Kua

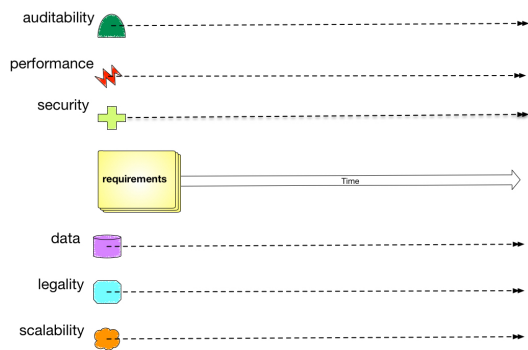
 @rebeccaparsons

 @patkuo

2

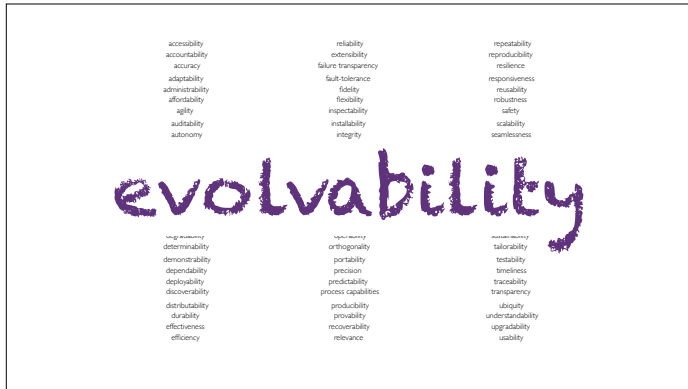


3





4



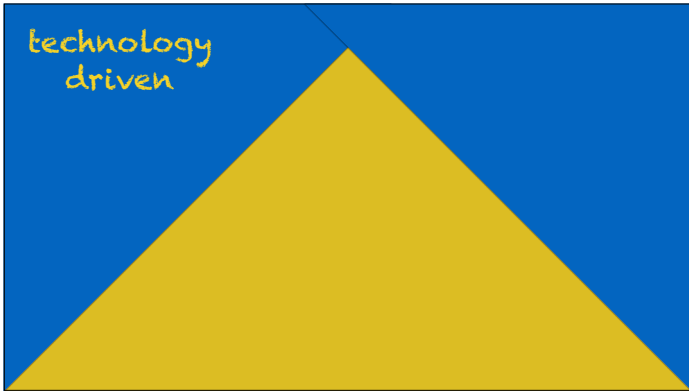
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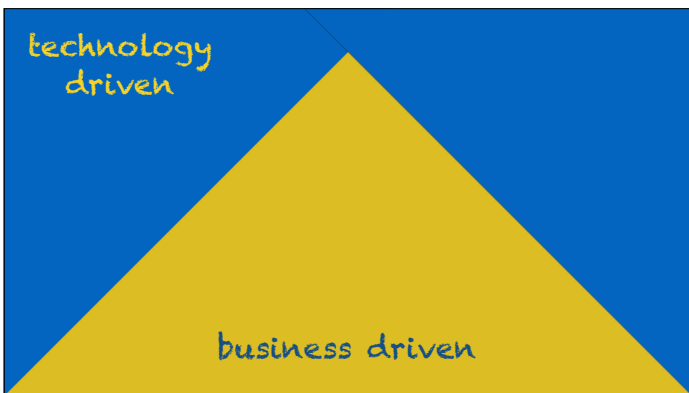
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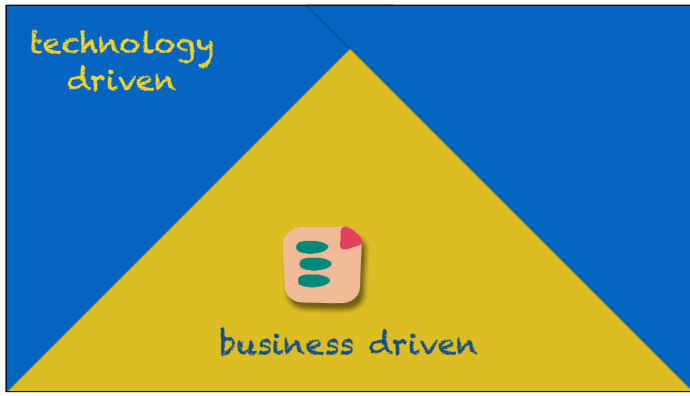
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8



9



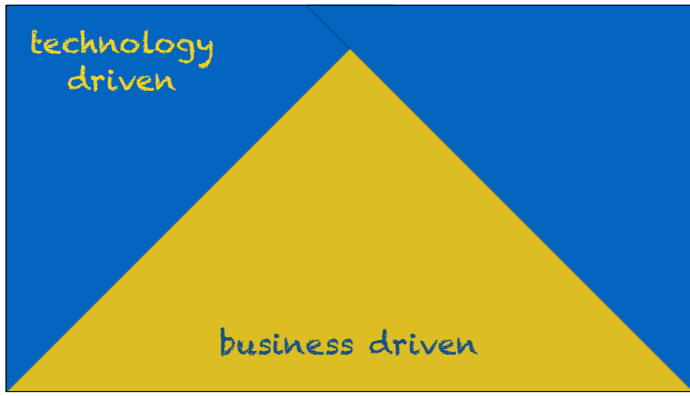
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11



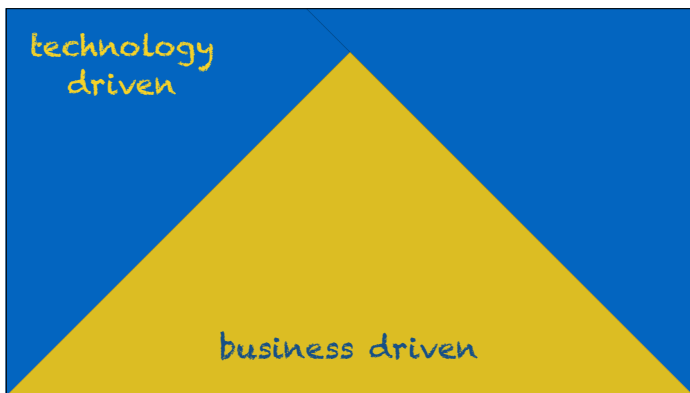
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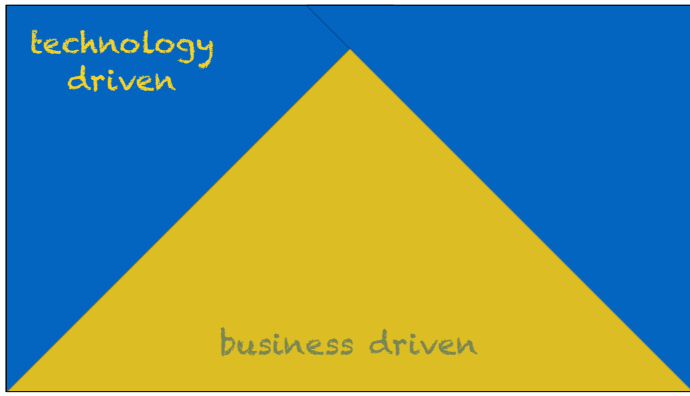
13



14



15



16

everything chAnGEs
all the time!

17

dYNaMic eqUiLiBRiuM

18

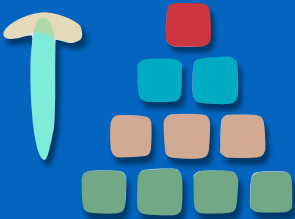
dYNaMic eqUiLiBRiuM

19



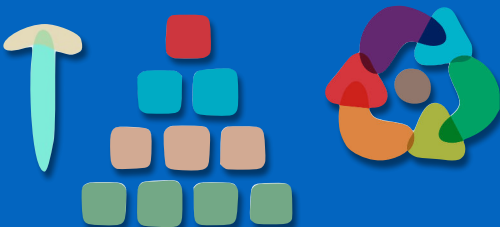
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20



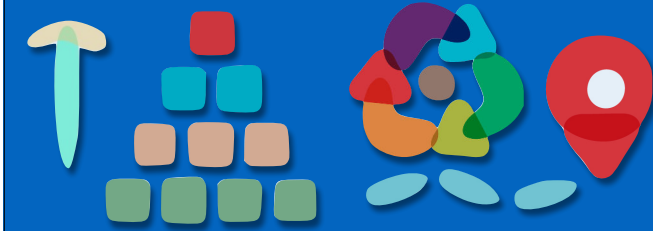
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21



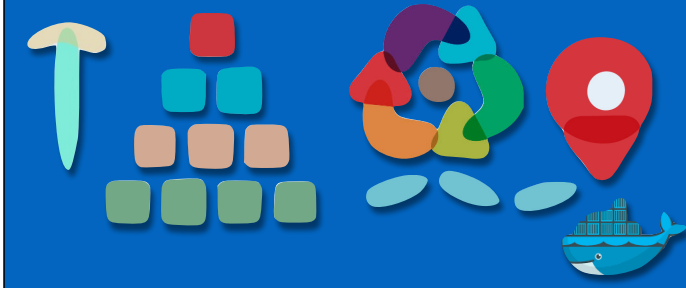
dYNaMic eqUiLiBRiuM

22



dYNaMic eqUiLiBRiuM

23



dYNaMic eqUiLiBRiuM

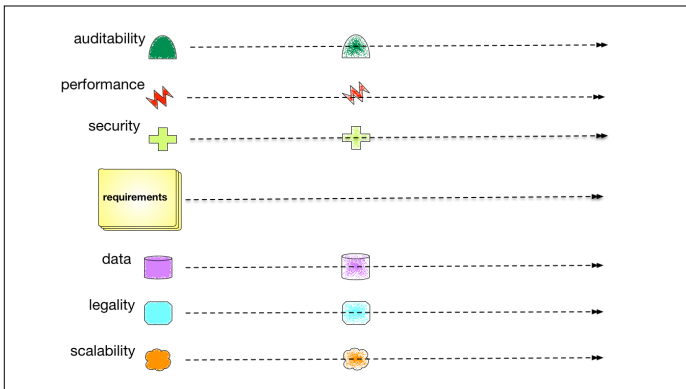
24



25

How is long term planning possible when things constantly change in unEXpECtEd ways?

26

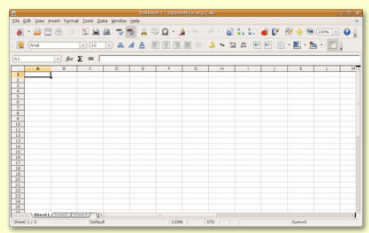


27

Penultima↑e

Below the text 'Penultima↑e' are three interlocking gears. From left to right, the colors are red, blue, and red.

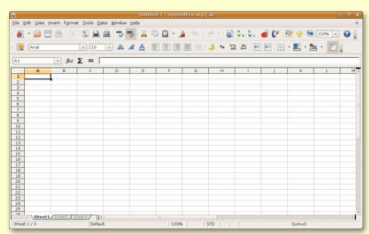
EA Spreadsheet



Penultima↑e



EA Spreadsheet

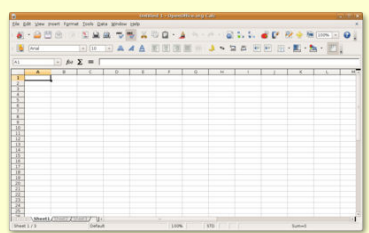


✓ definition

Penultima↑e



EA Spreadsheet



✓ definition

! verification

Penultima↑e



31

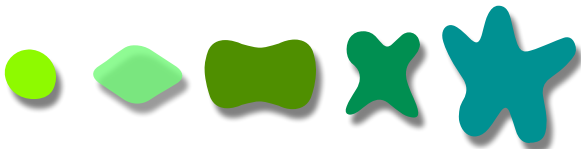
**Once I've built an architecture,
how can I prevent it from
gradually dEgRAdiNg over time?**

32

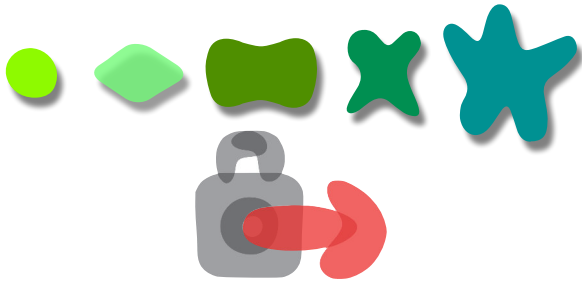
sEcONd-ORdeR eFfEcT

33

sEcONd-ORdeR eFfEcT

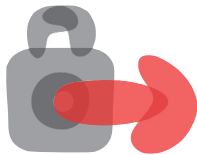


sEcONd-ORdeR eFfEcT



34

governance



35

Evolutionary Architecture

36

Evolutionary Architecture

37

Continuous Architecture?

Evolutionary Architecture

38

Continuous Architecture?

Incremental Architecture?

Evolutionary Architecture

39

Continuous Architecture?

Incremental Architecture?

Agile Architecture?

Evolutionary Architecture

40

Continuous Architecture?

Incremental Architecture?

Agile Architecture?

Adaptable Architecture?

Evolutionary Architecture

41

Continuous Architecture?

Incremental Architecture?

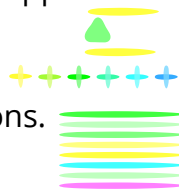
Agile Architecture?

Adaptable Architecture?

Evolutionary Architecture

42

An evolutionary architecture supports
guided,
incremental change
across multiple dimensions.



Evolutionary Architecture

An evolutionary architecture supports

guided

incremental change

across multiple dimensions.

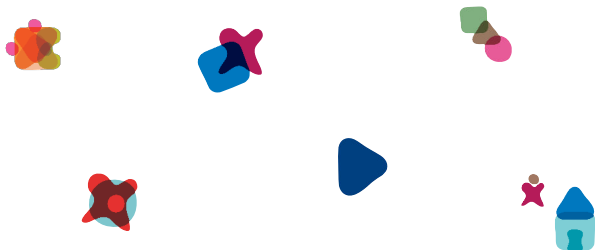


 **guided**

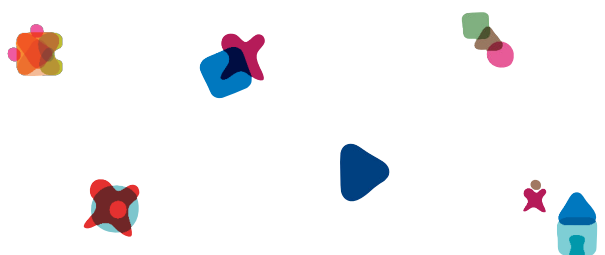
evolutionary computing fitness function:

a particular type of objective function that is used to summarize...how close a given design solution is to achieving the set aims.

Traveling Salesman Problem



Traveling Salesman Problem

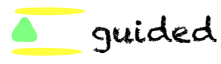


fitness function = length of route

46



47



architectural fitness function:

An architectural fitness function provides an objective integrity assessment of some architectural characteristic(s).

48

EA Spreadsheet

✓ definition

✓ verification

Penultima↑e



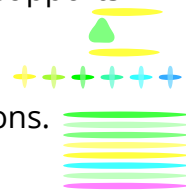
Evolutionary Architecture

An evolutionary architecture supports

guided

incremental change

across multiple dimensions.



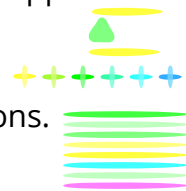
Evolutionary Architecture

An evolutionary architecture supports

guided,

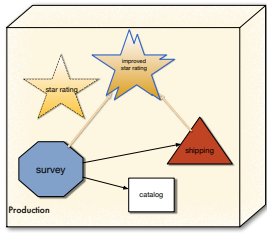
incremental change 

across multiple dimensions.



++++ incremental

52



Evolutionary Architecture

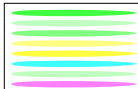
An evolutionary architecture supports
guided,
incremental change +++++
across multiple dimensions.

53

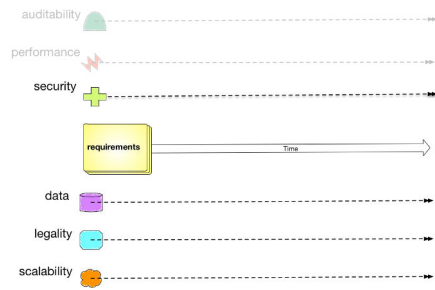
Evolutionary Architecture

An evolutionary architecture supports
guided,
incremental change +++++
across multiple dimensions

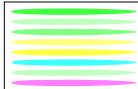
54



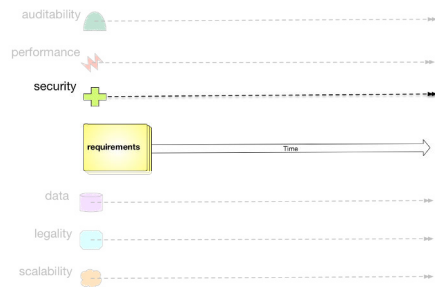
multiple dimensions



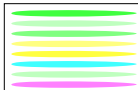
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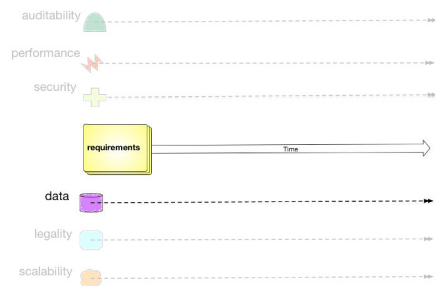
multiple dimensions



56



multiple dimensions



57

Evolutionary Architecture

An evolutionary architecture supports
guided,
incremental change
across **multiple dimensions**



Evolutionary Architecture

An evolutionary architecture supports
guided,
incremental change
across multiple dimensions.



Agenda Part 1



Definition

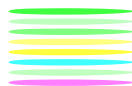
Incremental Change



Guided Change via Fitness Functions



Structuring architecture for evolution



61

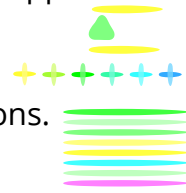
Evolutionary Architecture

An evolutionary architecture supports

guided

incremental change

across multiple dimensions.



62

guided

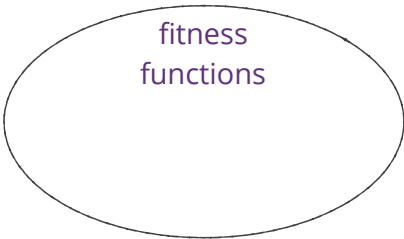
architectural fitness function:

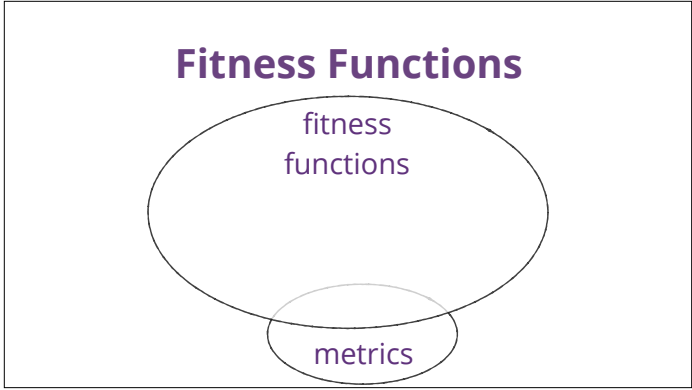
An architectural fitness function provides an objective integrity assessment of some architectural characteristic(s).

63

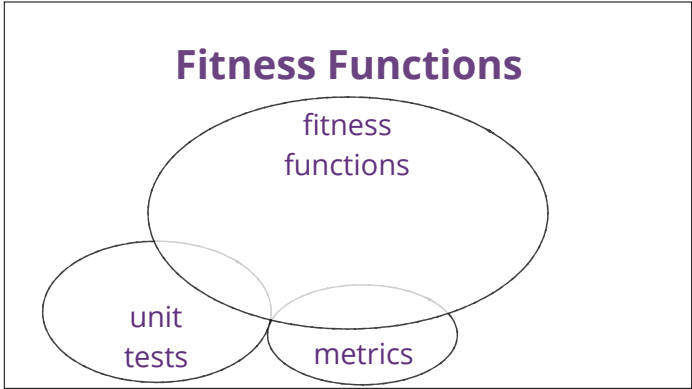
Fitness Functions

fitness
functions

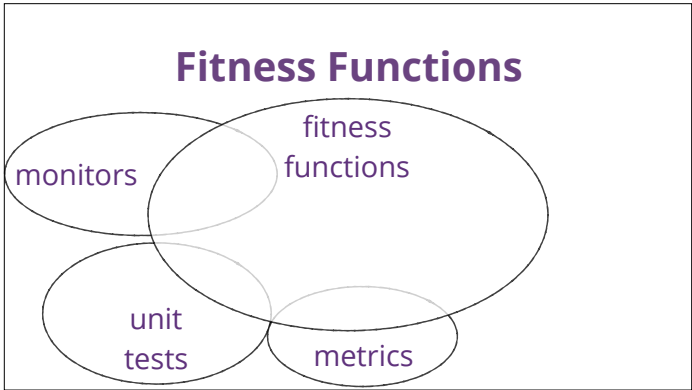




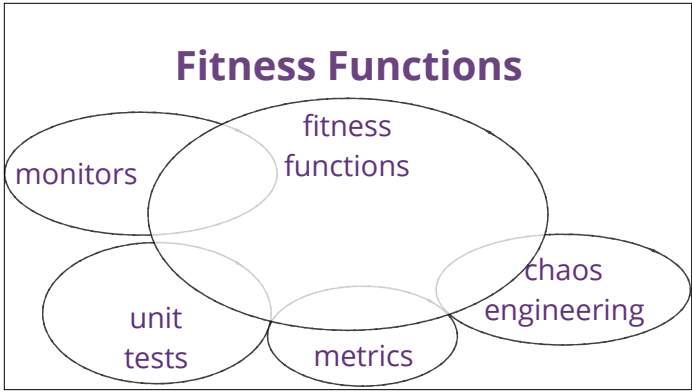
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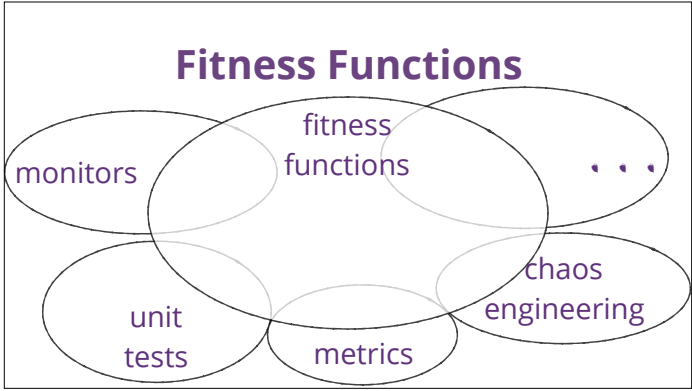
65



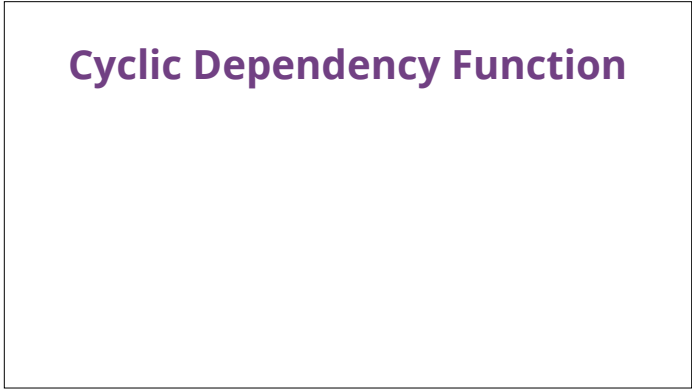
66



67

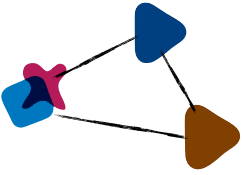


68

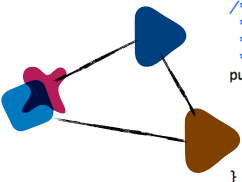


69

Cyclic Dependency Function



Cyclic Dependency Function



```
/**
 * Tests that a package dependency cycle does not
 * exist for any of the analyzed packages.
 */
public void testAllPackages() {
    Collection packages = jdepend.analyze();
    assertEquals("Cycles exist",
        false, jdepend.containsCycles());
}
```

clarkware.com/software/JDepend.html



architectural fitness function:

An architectural fitness function provides an objective integrity assessment of some architectural characteristic(s).

Categories of Fitness Functions



run against a singular context and exercise one particular aspect of the architecture.

Categories of Fitness Functions



run against a singular context and exercise one particular aspect of the architecture.



run against a shared context and exercise a combination of architectural aspects such as security and scalability

Categories of Fitness Functions



run based on a particular event:
— developer executing a unit test

Categories of Fitness Functions



run based on a particular event:
 — developer executing a unit test
 — deployment pipeline running tests

Categories of Fitness Functions



run based on a particular event:
 — developer executing a unit test
 — deployment pipeline running tests
 — timed task

Categories of Fitness Functions



run based on a particular event:
 — developer executing a unit test
 — deployment pipeline running tests
 — timed task



executes constant verification of
 architectural aspect(s)

Categories of Fitness Functions

static 

have a fixed result, such as the binary pass/fail of a unit test.

Categories of Fitness Functions

static 

have a fixed result, such as the binary pass/fail of a unit test.

dynamic 

rely on a shifting definition based on extra context.

Categories of Fitness Functions

automated 

tests and other verification mechanism that run without human interaction.

Categories of Fitness Functions

automated



tests and other verification mechanism that run without human interaction.

manual



must involve at least one human.

Categories of Fitness Functions

temporal



architects may want to build a time component into assessing fitness

Categories of Fitness Functions

temporal



architects may want to build a time component into assessing fitness

break on upgrade

Categories of Fitness Functions

temporal



architects may want to build a time component into assessing fitness

break on upgrade

overdue library update

Categories of Fitness Functions

domain-specific



Some architectures have specific concerns, such as special security or regulatory requirements

Categories of Fitness Functions

architectural
characteristic

domain-specific



Categories of Fitness Functions

architectural
characteristic

domain-specific



problem domain

unit



functional

UAT



Categories of Fitness Functions



intentional

architects will define most fitness functions
at project inception as they elucidate the
characteristics of the architecture...

Categories of Fitness Functions



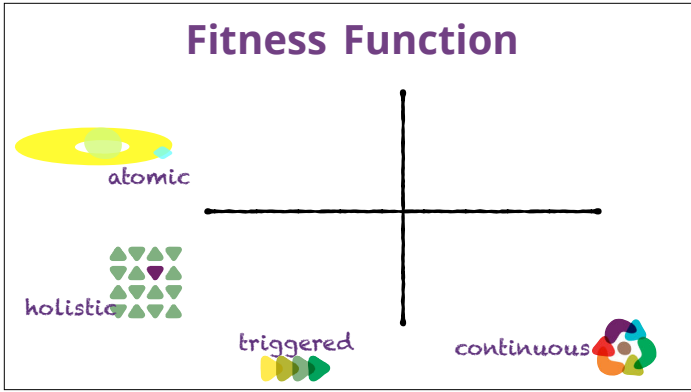
intentional

architects will define most fitness functions
at project inception as they elucidate the
characteristics of the architecture...

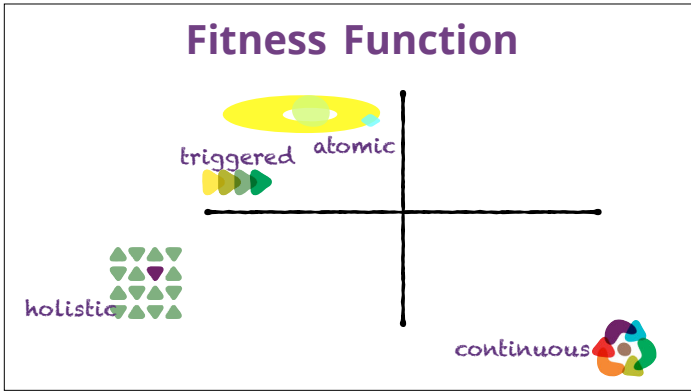
emergent



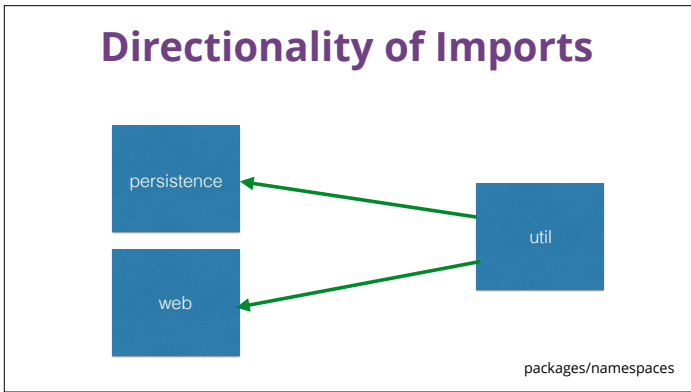
...some fitness functions will emerge
during development of the system



91

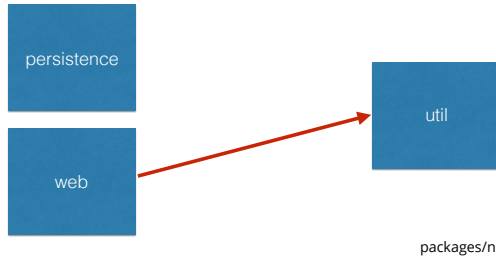


92



93

Directionality of Imports



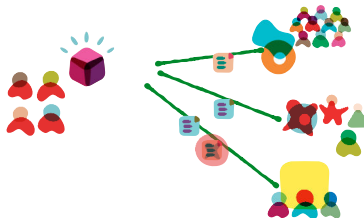
94

Coupling Fitness Function

```
public void testMatch() {  
    DependencyConstraint constraint = new DependencyConstraint();  
  
    JavaPackage persistence = constraint.addPackage("com.xyz.persistence");  
    JavaPackage web = constraint.addPackage("com.xyz.web");  
    JavaPackage util = constraint.addPackage("com.xyz.util");  
  
    persistence.dependsUpon(util);  
    web.dependsUpon(util);  
  
    jdepend.analyze();  
  
    assertEquals("Dependency mismatch",  
        true, jdepend.dependencyMatch(constraint));  
}
```

95

Consumer Driven Contracts

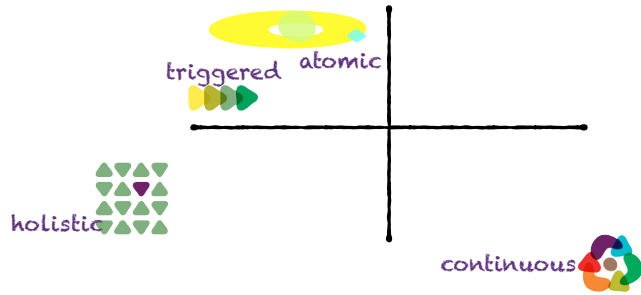


martinfowler.com/articles/consumerDrivenContracts.html

96

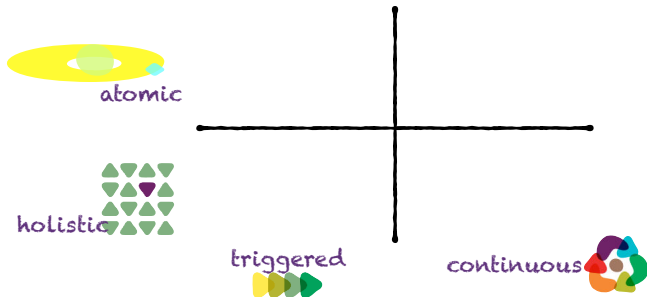
Fitness Function

97



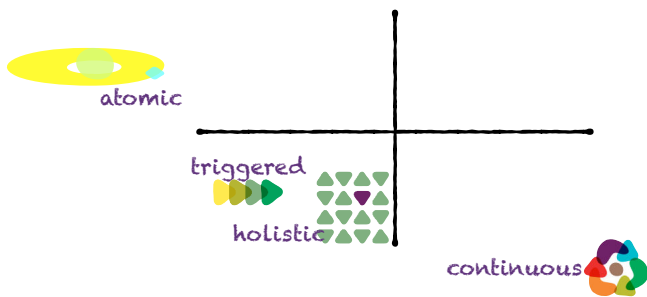
Fitness Function

98

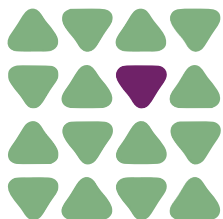


Fitness Function

99



triggered



holistic



100

triggered

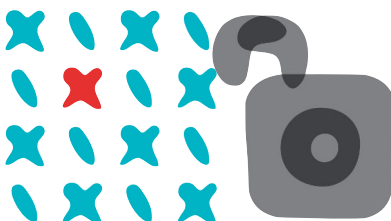


holistic



101

triggered



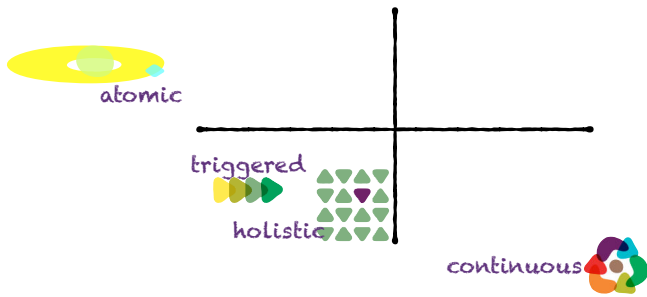
holistic



102

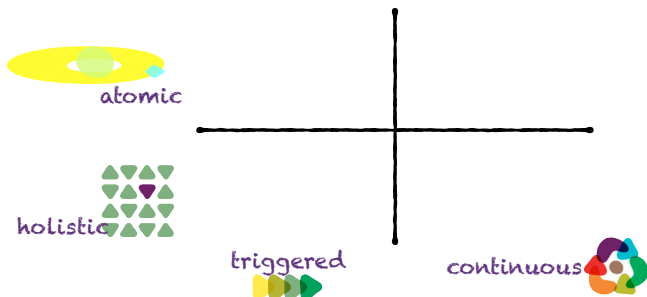
Fitness Function

103



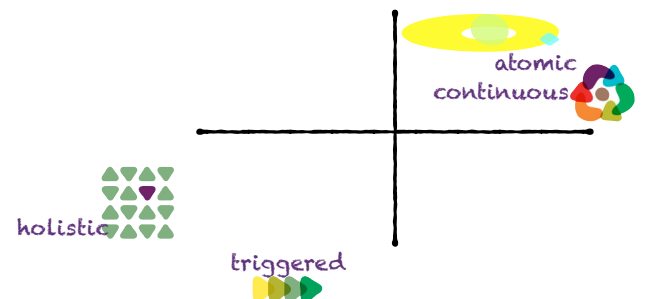
Fitness Function

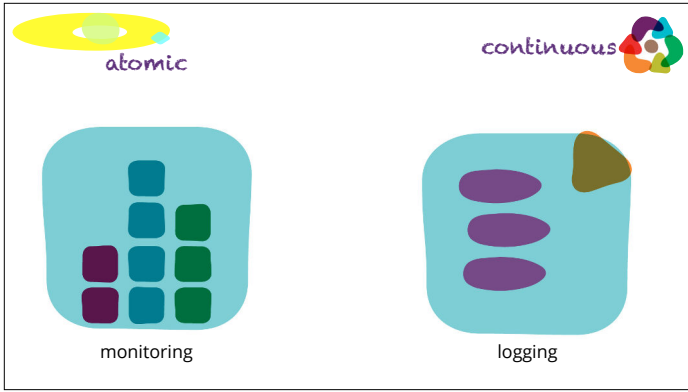
104



Fitness Function

105

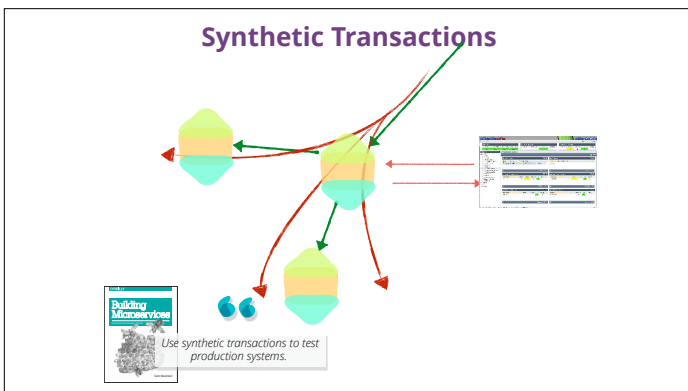




106



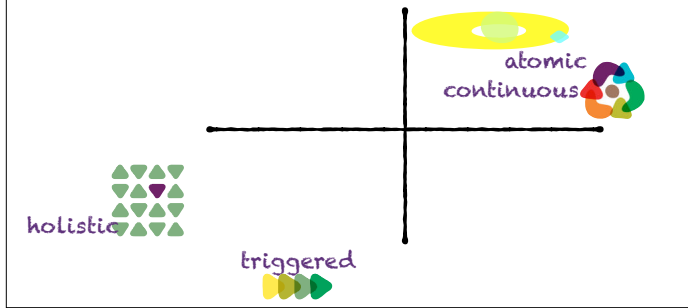
107



108

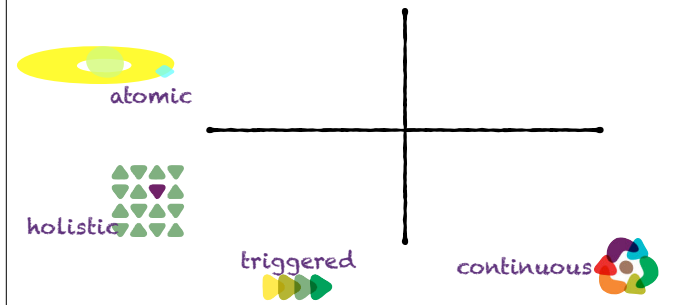
Fitness Function

109



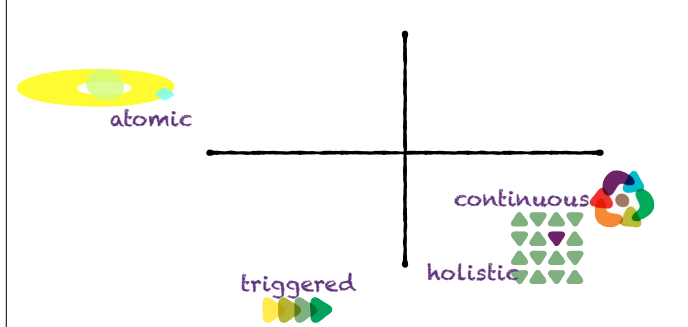
Fitness Function

110



Fitness Function

111





112



113



114



115



116



117



118



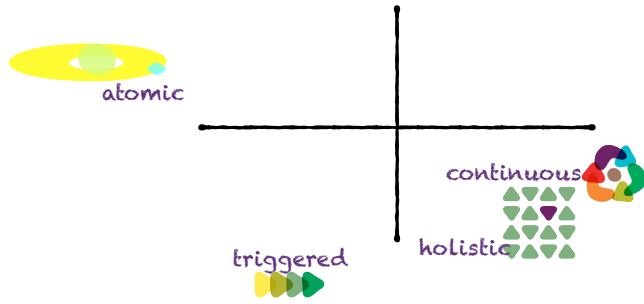
119



120

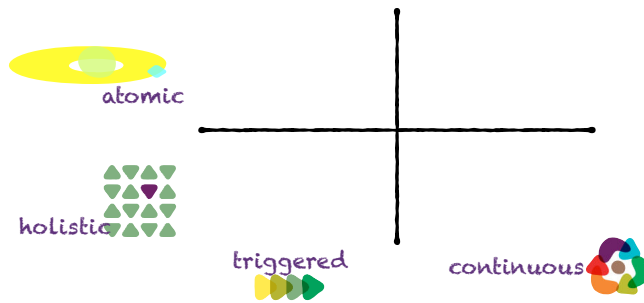
Fitness Function

121



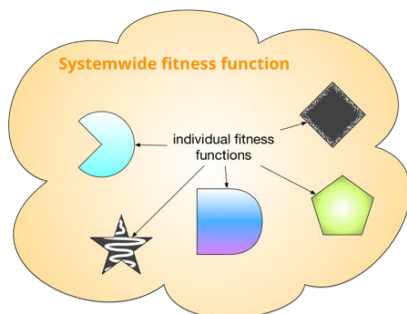
Fitness Function

122

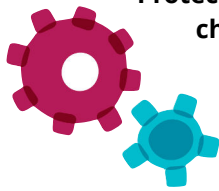


System-wide Fitness Function

123



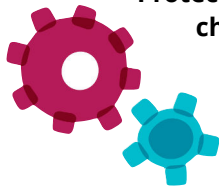
Implementing Fitness Functions



Protecting architectural
characteristics

124

Implementing Fitness Functions



Protecting architectural
characteristics

Automating governance



125

maintainable?

126

127

128

129

Cyclomatic complexity < 50 for all projects

Naming conventions

maintainable?

(incoming/outgoing)
Controlled afferent/efferent coupling

130

Cyclomatic complexity < 50 for all projects

Naming conventions

immutability

maintainable?

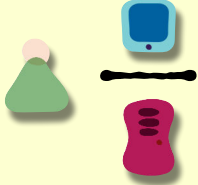
(incoming/outgoing)
Controlled afferent/efferent coupling

131

**Governing Code Quality**

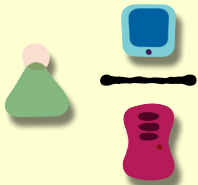
132

Governing Code Quality



```
if state == "AL" then
  doSomethingForAL();
else if state == "GA" then
  doSomethingForGA();
else if ...
```

Governing Code Quality



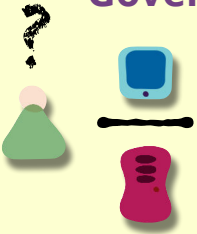
```
if state == "AL" then
  doSomethingForAL();
else if state == "GA" then
  doSomethingForGA();
else if ...
```



Governing Code Quality

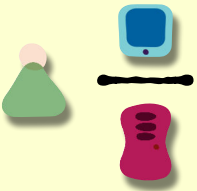


Governing Code Quality



```
if state == "AL" then
  doSomethingForAL();
else if state == "GA" then
  doSomethingForGA();
else if ...
```

Governing Code Quality



```
if state == "AL" then
  doSomethingForAL();
else if state == "GA" then
  doSomethingForGA();
else if ...
```

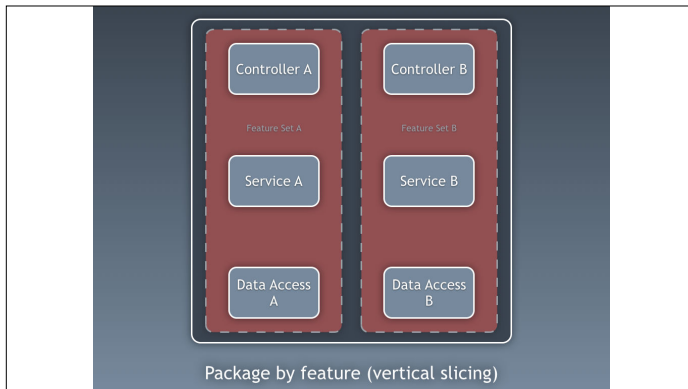
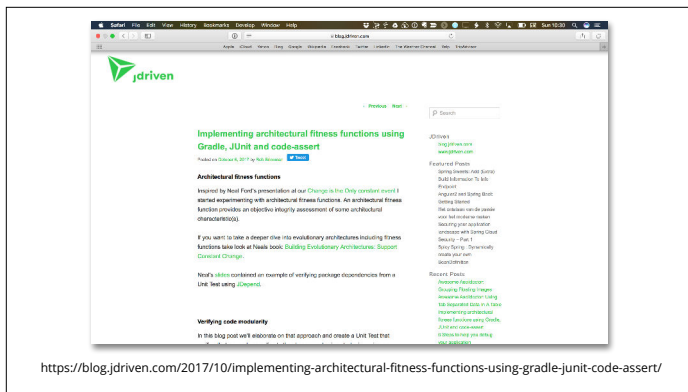


Governing Code Quality



Strategy Design
Pattern





```
public class VerifyPackageByFeatureTest {
    @Test
    public void verifyPackageByFeature() {
        // Create an analyzer config for the package we'd like to verify
        AnalyzerConfig analyzerConfig = GradleAnalyzerConfig.gradle().main("com.jdriven.fitness.packaging.by.feature");

        // Dependency Rules for Packaging By Feature
        // NOTE: the classname should match the package name
        class ComJdrivenFitnessPackagingByFeature extends DependencyRule {

            // Rules for feature child packages
            // NOTE: they should match the name of the sub packages
            DependencyRule a, b;

            @Override
            public void defineRules() {
                // Our App classes depends on all subpackages because it constructs all of them
                base().maybe(base().allSub());
            }
        }

        // All dependencies are forbidden, except the ones defined in ComJdrivenFitnessPackagingByFeature
        @SuppressWarnings("rawtypes")
        DependencyRules rules = DependencyRules.denyAll()
            .withRelativeRules(new ComJdrivenFitnessPackagingByFeature())
            .withExternals("java.*", "org.*", "net.*");

        DependencyResult result = new DependencyAnalyzer(analyzerConfig).rules(rules).analyze();
        assertThat(result, matchesRulesExactly());
    }
}
```

```
public class ControllerA {  
    private final ServiceA serviceA;  
    private final ServiceB serviceB;  
  
    public ControllerA(ServiceA serviceA, ServiceB serviceB) {  
        this.serviceA = serviceA;  
        this.serviceB = serviceB;  
    }  
}
```

```
java.lang.AssertionError:  
Expected: Comply with rules  
but: DENIED com.jdriven.fitness.packaging.by.feature.a -&gt;  
com.jdriven.fitness.packaging.by.feature.b (by com.jdriven.fitness.packaging.by.feature.a.ControllerA)
```

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```
public class ControllerA {  
    private final ServiceA serviceA;  
    private final ServiceB serviceB;  
  
    public ControllerA(ServiceA serviceA, ServiceB serviceB) {  
        this.serviceA = serviceA;  
        this.serviceB = serviceB;  
    }  
}
```

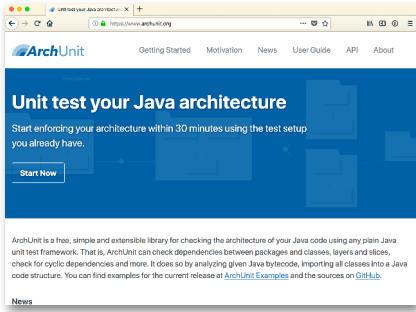
```
java.lang.AssertionError:  
Expected: Comply with rules  
but: DENIED com.jdriven.fitness.packaging.by.feature.a -&gt;  
com.jdriven.fitness.packaging.by.feature.b (by com.jdriven.fitness.packaging.by.feature.a.ControllerA)
```

```
// Allow package / module a to acces b  
a.mayUse(b);
```

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ArchUnit

<https://www.archunit.org/>



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ArchUnit

<https://www.archunit.org/>

coding rules

```
import static com.tngtech.archunit.lang.syntax.ArchRuleDefinition.noClasses;
import static com.tngtech.archunit.library.GeneralCodingRules.ACCESS_STANDARD_STREAMS;
import static com.tngtech.archunit.library.GeneralCodingRules.NO_CLASSES_SHOULD_ACCESS_STANDARD_STREAMS;
import static com.tngtech.archunit.library.GeneralCodingRules.NO_CLASSES_SHOULD_THROW_GENERIC_EXCEPTIONS;
import static com.tngtech.archunit.library.GeneralCodingRules.NO_CLASSES_SHOULD_USE_JAVA_UTIL_LOGGING;

public class CodingRulesTest {
    private JavaClasses classes;

    @Before
    public void setup() throws Exception {
        classes = new ClassFileImporter().importPackagesOf(ClassViolatingCodingRules.class);
    }

    @Test
    public void classes_should_not_access_standard_streams_defined_by_hand() {
        noClasses().should(ACCESS_STANDARD_STREAMS).check(classes);
    }

    @Test
    public void classes_should_not_access_standard_streams_from_library() {
        NO_CLASSES_SHOULD_ACCESS_STANDARD_STREAMS.check(classes);
    }

    @Test
    public void classes_should_not_throw_generic_exceptions() {
        NO_CLASSES_SHOULD_THROW_GENERIC_EXCEPTIONS.check(classes);
    }

    @Test
    public void classes_should_not_use_java_util_logging() {
        NO_CLASSES_SHOULD_USE_JAVA_UTIL_LOGGING.check(classes);
    }
}
```

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ArchUnit

<https://www.archunit.org/>

coding rules

```
@Test
public void classes_should_not_access_standard_streams_from_library() {
    NO_CLASSES_SHOULD_ACCESS_STANDARD_STREAMS.check(classes);
}

@Test
public void classes_should_not_throw_generic_exceptions() {
    NO_CLASSES_SHOULD_THROW_GENERIC_EXCEPTIONS.check(classes);
}

@Test
public void classes_should_not_use_java_util_logging() {
    NO_CLASSES_SHOULD_USE_JAVA_UTIL_LOGGING.check(classes);
}
```

146

ArchUnit

<https://www.archunit.org/>

interface rules

```
public class InterfaceRules {

    @Test
    public void interfaces_should_not_have_names_ending_with_the_word_interface() {
        JavaClasses classes = new ClassFileImporter().importClasses(
            SomeBusinessInterface.class,
            SomeDao.class
        );
        noClasses().that().areInterfaces().should().haveNameMatching(".*Interface").check(classes);
    }

    @Test
    public void interfaces_should_not_have_simple_class_names_ending_with_the_word_interface() {
        JavaClasses classes = new ClassFileImporter().importClasses(
            SomeBusinessInterface.class,
            SomeDao.class
        );
        noClasses().that().areInterfaces().should().haveSimpleNameContaining("Interface").check(classes);
    }

    @Test
    public void interfaces_must_not_be_placed_in_implementation_packages() {
        JavaClasses classes = new ClassFileImporter().importPackagesOf(SomeInterfacePlacedInTheWrongPackage.class);
        noClasses().that().resideInPackage("..impl..").should().beInterfaces().check(classes);
    }
}
```

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ArchUnit

<https://www.archunit.org/>

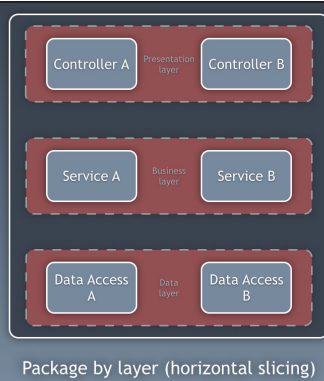
```
public class InterfaceRules {

    @Test
    public void interfaces_should_not_have_names_ending_with_the_word_interface() {
        JavaClasses classes = new ClassFileImporter().importClasses(
            SomeBusinessInterface.class,
            SomeDao.class
        );

        noClasses().that().areInterfaces().should().haveNameMatching(".*Interface")
    }

    @Test
    public void interfaces_should_not_have_simple_class_names_ending_with_the_word
```

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149

ArchUnit

<https://www.archunit.org/>

```
public class LayerDependencyRulesTest {
    private JavaClasses classes;

    @Before
    public void setup() throws Exception {
        classes = new ClassFileImporter().importPackagesOf(ClassViolatingCodingRules.class);
    }

    @Test
    public void services_should_not_access_controllers() {
        noClasses().that().resideInAPackage("..service..")
            .should().accessClassesThat().resideInAPackage("..controller..").check(classes);
    }

    @Test
    public void persistence_should_not_access_services() {
        noClasses().that().resideInAPackage("..persistence..")
            .should().accessClassesThat().resideInAPackage("..service..").check(classes);
    }

    @Test
    public void services_should_only_be_accessed_by_controllers_or_other_services() {
        classes().that().resideInAPackage("..service..")
            .should().onlyBeAccessed().byAnyPackage("..controller..", "..service..").check(classes);
    }
}
```

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layer dependency

```
private JavaClasses classes;

@Before
public void setUp() throws Exception {
    classes = new ClassFileImporter().importPackagesOf(ClassViolatingCodingRules.class);
}

@Test
public void services_should_not_access_controllers() {
    noClasses().that().resideInAPackage("..service..")
        .should().accessClassesThat().resideInAPackage("..controller..").check(classes);
}

@Test
public void persistence_should_not_access_services() {
    noClasses().that().resideInAPackage("..persistence..")
        .should().accessClassesThat().resideInAPackage("..service..").check(classes);
}
```

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ArchUnit

<https://www.archunit.org/>

governance

```
@Test
public void third_party_class_should_only_be_instantiated_via_workaround() {
    classes().should(notCreateProblematicClassesOutsideOfWorkaroundFactory()
        .as(THIRD_PARTY_CLASS_RULE_TEXT))
        .check(classes);
}

private ArchCondition<JavaClass> notCreateProblematicClassesOutsideOfWorkaroundFactory() {
    DescribedPredicate<JavaClass> constructorCallOfThirdPartyClass =
        target(is(constructor())) and (targetOwner(is(assignableTo(ThirdPartyClassWithProblem.class))));

    DescribedPredicate<JavaClass> notFromWithinThirdPartyClass =
        originOwner(is(not(assignableTo(ThirdPartyClassWithProblem.class)))).forSubType();

    DescribedPredicate<JavaClass> notFromWorkaroundFactory =
        originOwner(is(not(equivalentTo(ThirdPartyClassWorkaroundFactory.class)))).forSubType();

    DescribedPredicate<JavaClass> targetIsIllegalConstructorOfThirdPartyClass =
        constructorCallOfThirdPartyClass
            and(notFromWithinThirdPartyClass)
            and(notFromWorkaroundFactory);

    return neverCallCodeInitWhere(targetIsIllegalConstructorOfThirdPartyClass);
}
```

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Legality of Open Source Libraries



Penultima 

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Legality of Open Source Libraries



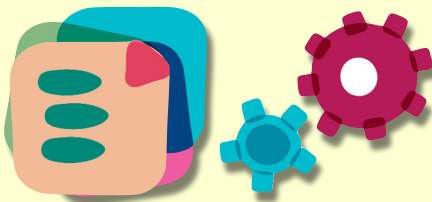
154

Legality of Open Source Libraries



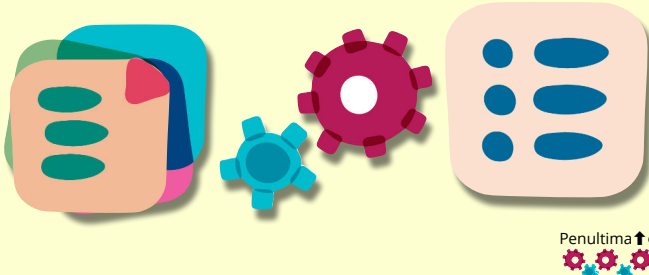
155

Legality of Open Source Libraries



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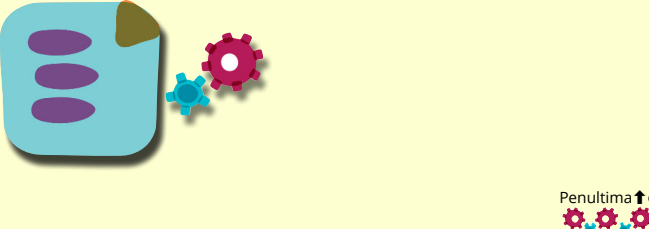
Legality of Open Source Libraries



Penultima↑e

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Legality of Open Source Libraries



Penultima↑e

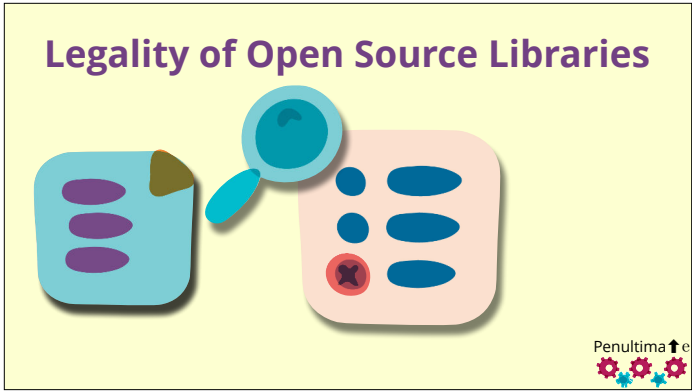
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Legality of Open Source Libraries

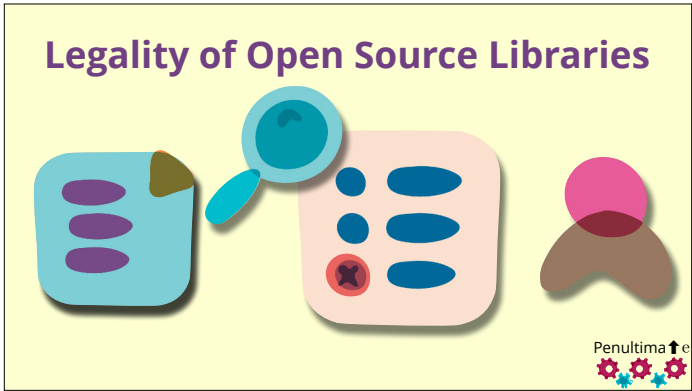


Penultima↑e

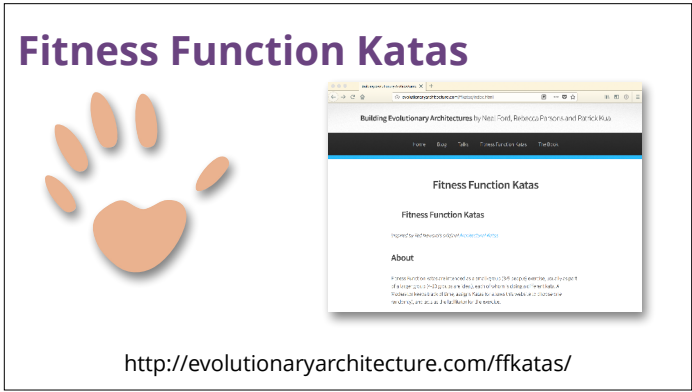
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162

Two Big Ideas

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Two Big Ideas



fitness functions for
evolvability

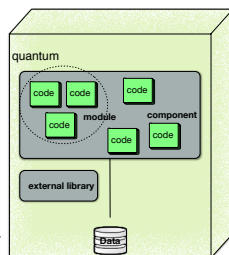
164

Two Big Ideas



fitness functions for
evolvability

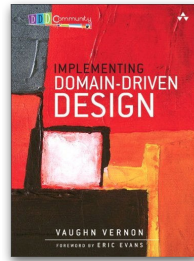
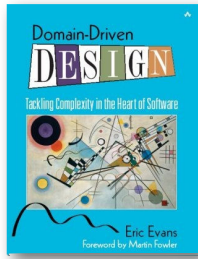
architectural
quantum



165

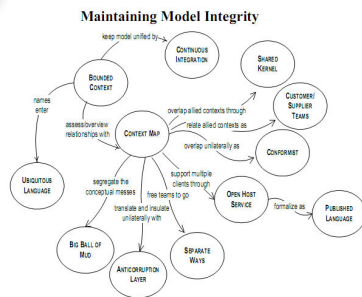
Domain Driven Design

166



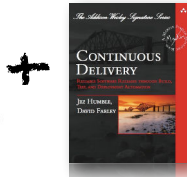
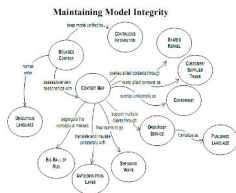
Bounded Context

167



Bounded Context + Continuous Delivery = microservices

168

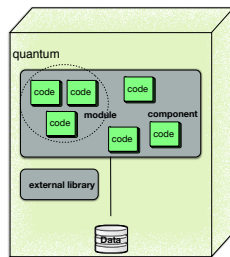


Architectural Quantum

An architectural quantum is an independently deployable component with high functional cohesion, which includes all the structural elements required for the system to function properly.

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Architectural Quantum



170

Why Quantum?

171

Why Quantum?



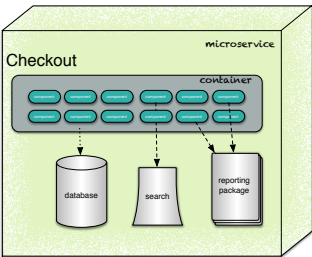
operational view
of architecture

172

Why Quantum?



operational view
of architecture



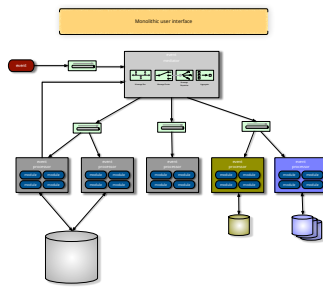
173

Why Quantum?



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Why Quantum?

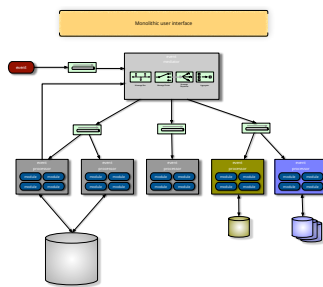


holistic



175

Why Quantum?



holistic



"multiple
dimensions"

176

Why Quantum?



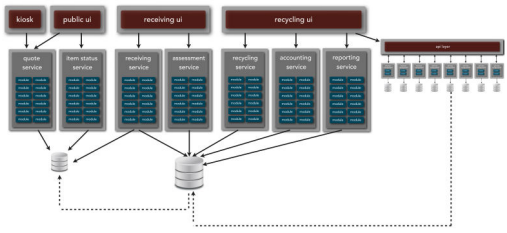
useful for
architectural analysis

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useful for
architectural analysis

Why Quantum?

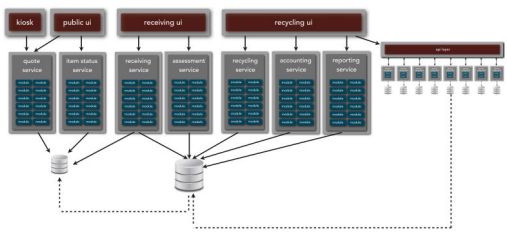


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useful for
architectural analysis

Why Quantum?



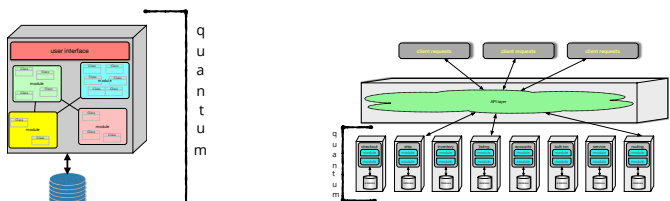


helps analyze
coupling

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Why Quantum?

The quantum is where architectural characteristics live.

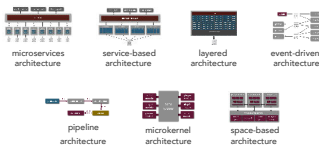


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Architectural Patterns

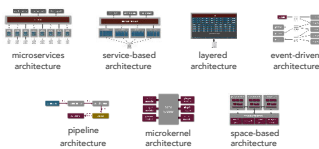
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Architectural Patterns



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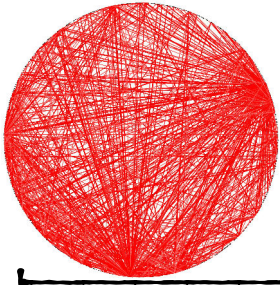
Architectural Patterns



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Patterns encapsulate a well-known set of architectural characteristics.

Quantum: Large to Small



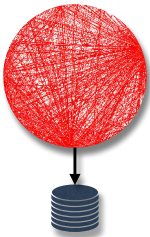
184

Monoliths



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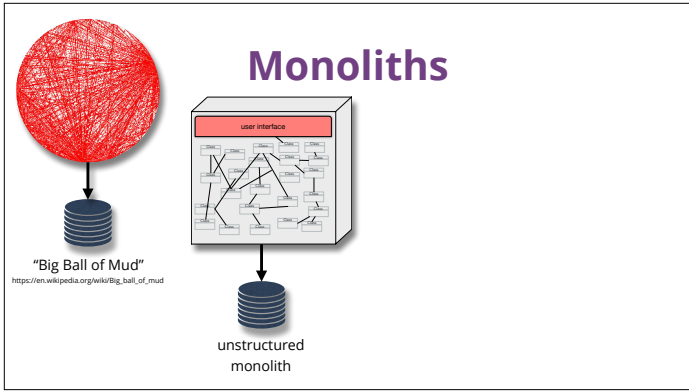
Monoliths



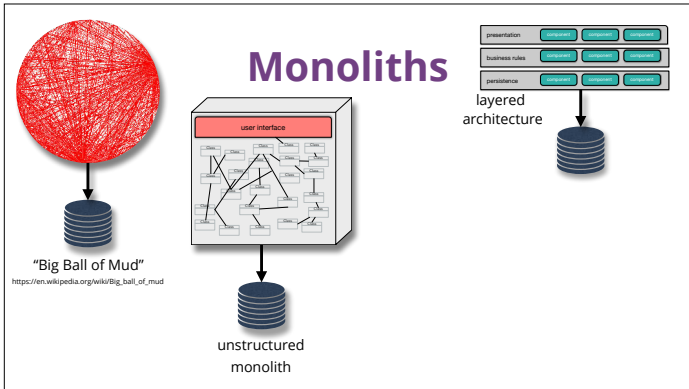
"Big Ball of Mud"

https://en.wikipedia.org/wiki/Big_ball_of_mud

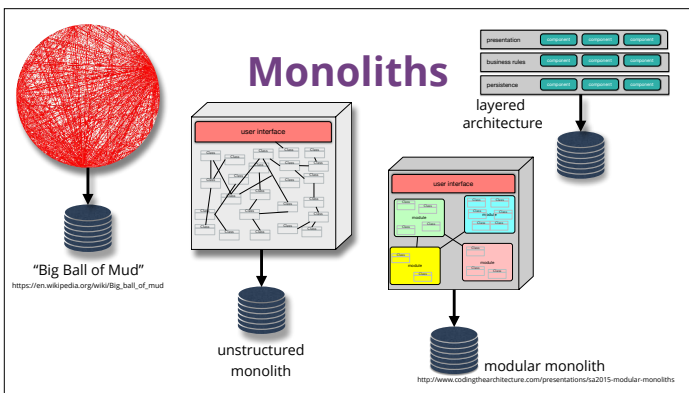
186



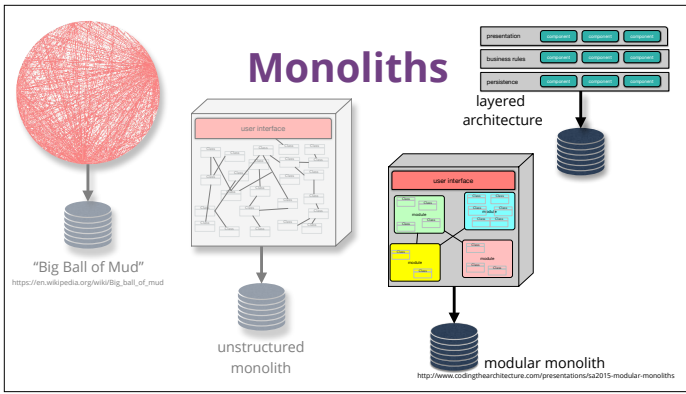
187



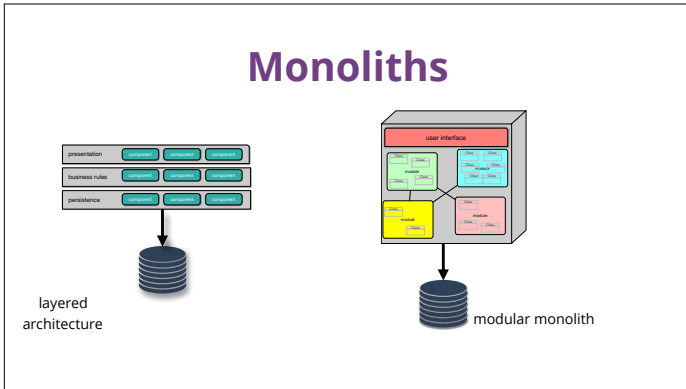
188



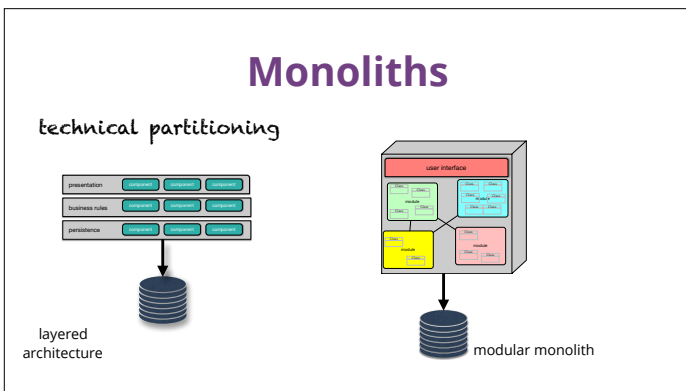
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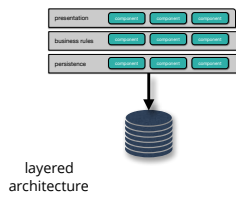
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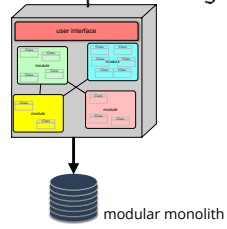
192

Monoliths

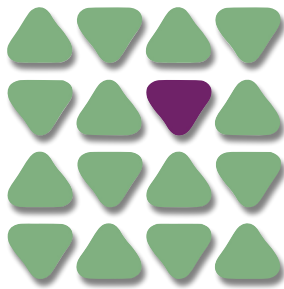
technical partitioning



domain partitioning



193

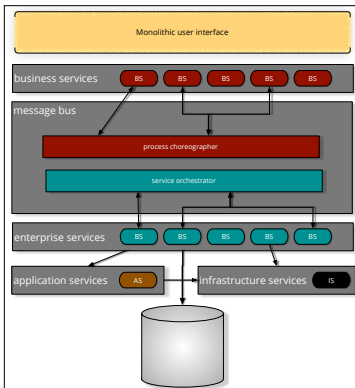


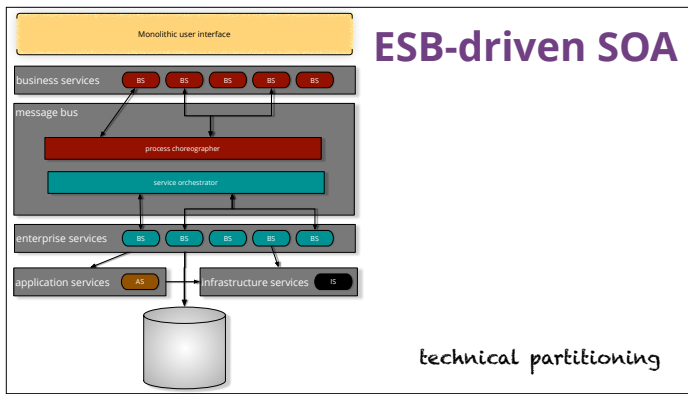
distributed systems

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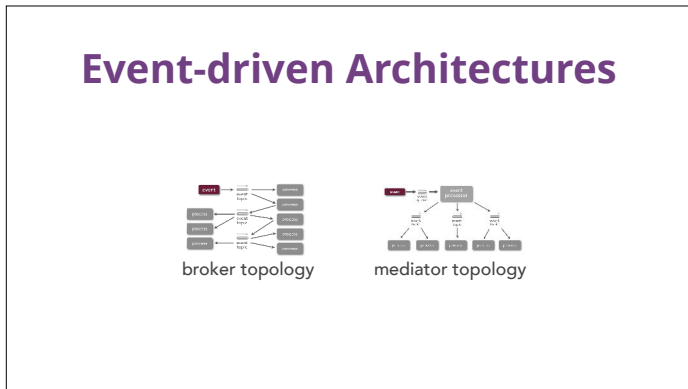
ESB-driven SOA

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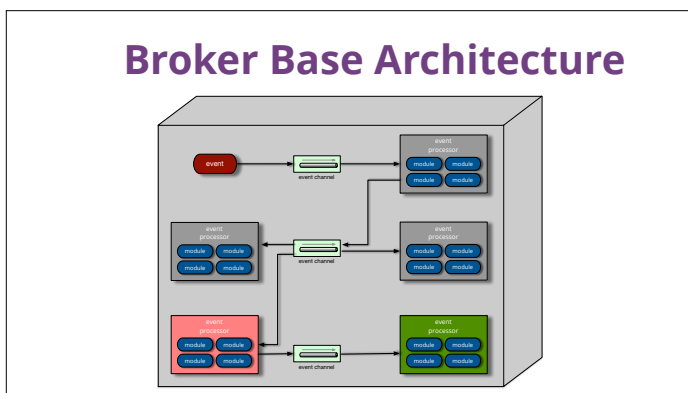




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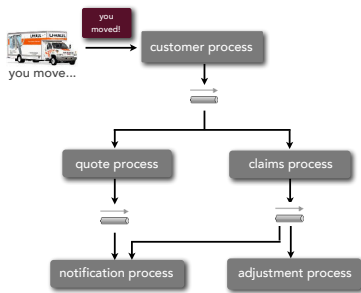


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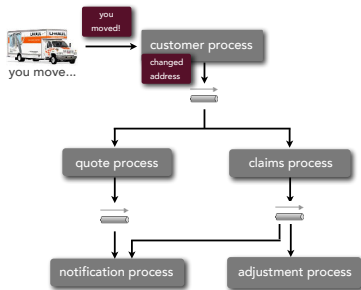
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Broker Message Passing



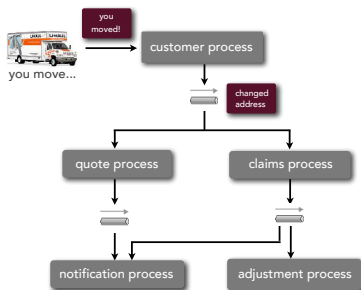
199

Broker Message Passing



200

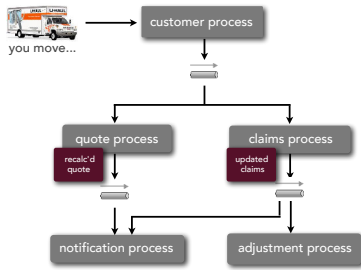
Broker Message Passing



201

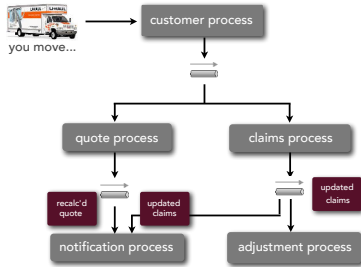
Broker Message Passing

202

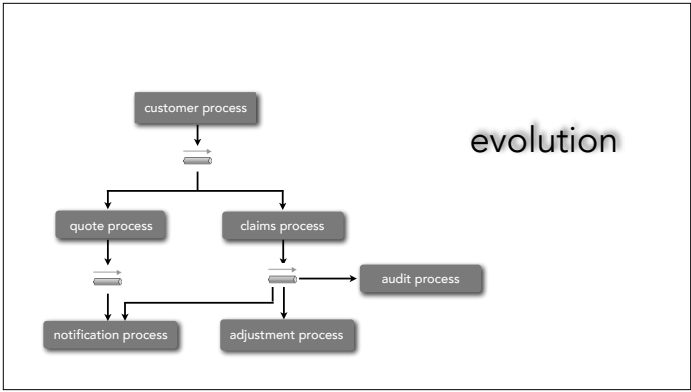


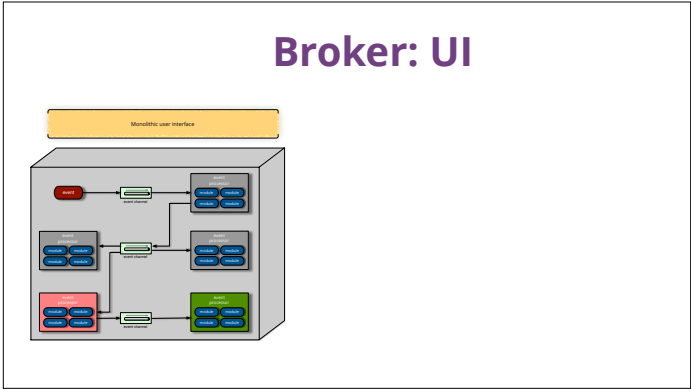
Broker Message Passing

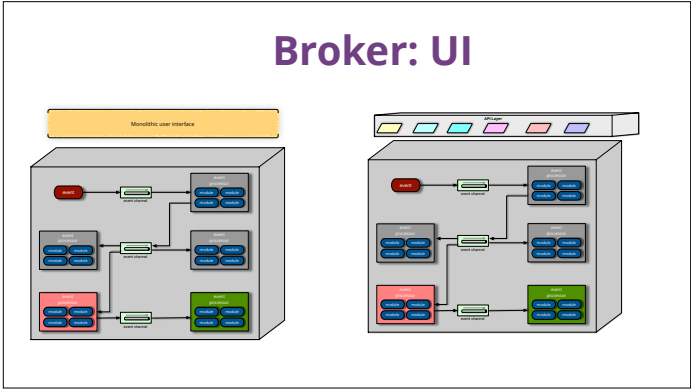
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Error handling?

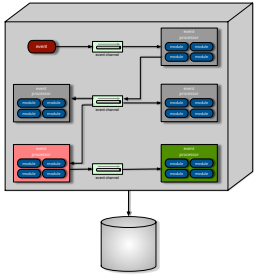






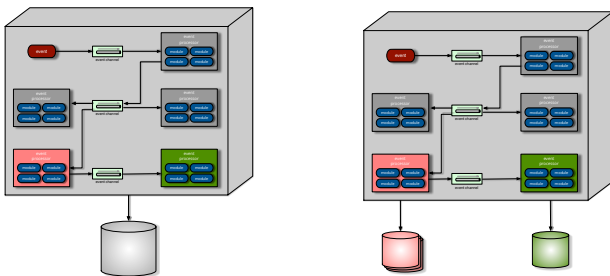
Broker: Data

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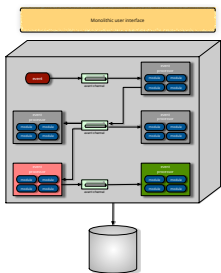
Broker: Data

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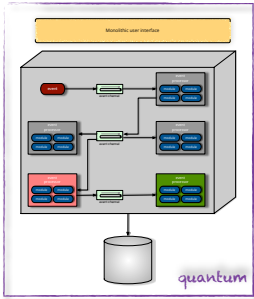
Broker: Quanta

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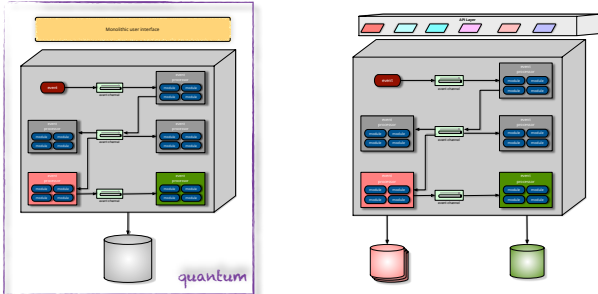
Broker: Quanta

211



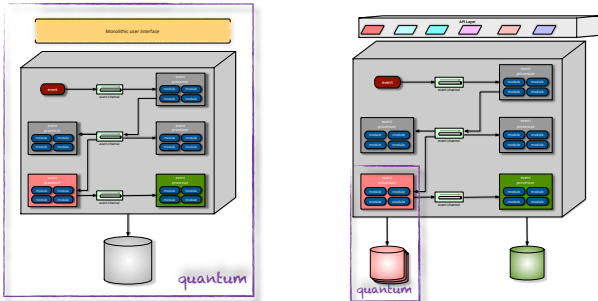
Broker: Quanta

212



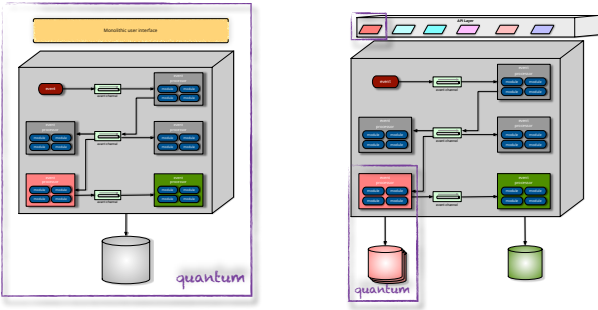
Broker: Quanta

213



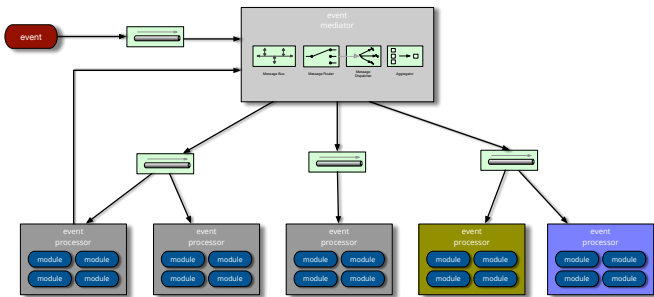
Broker: Quanta

214



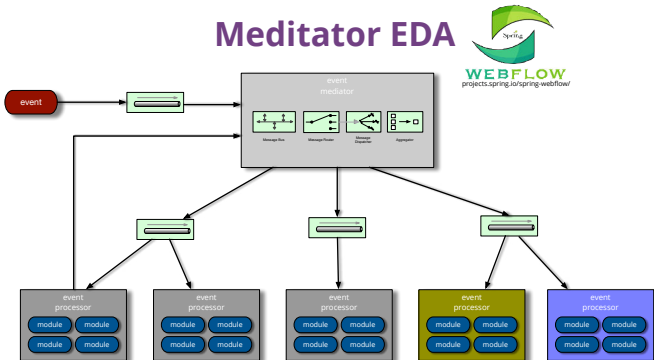
Mediator EDA

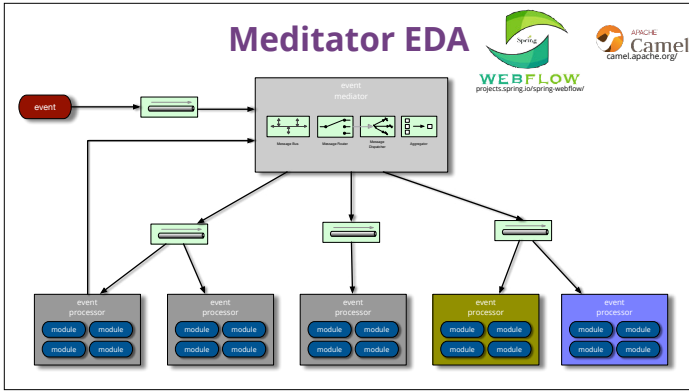
215



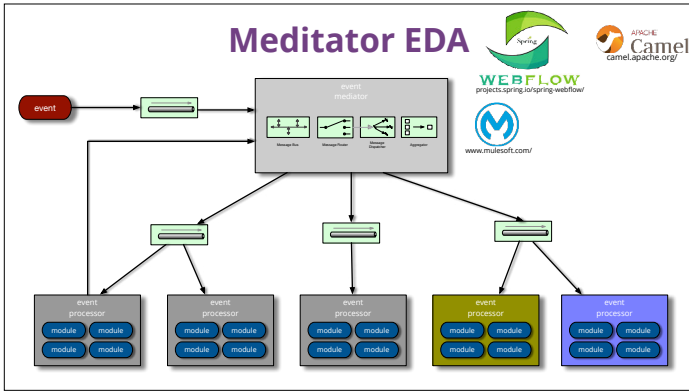
Mediator EDA

216

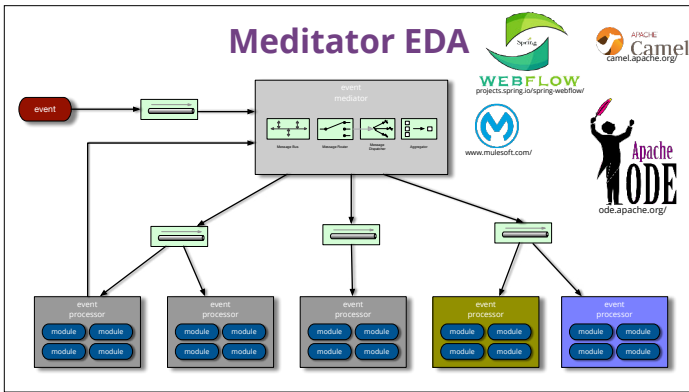




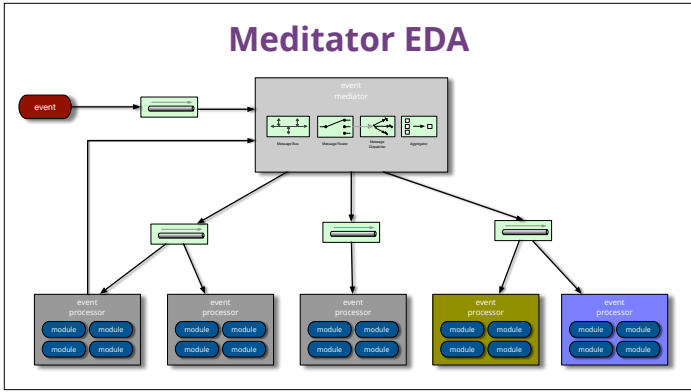
217



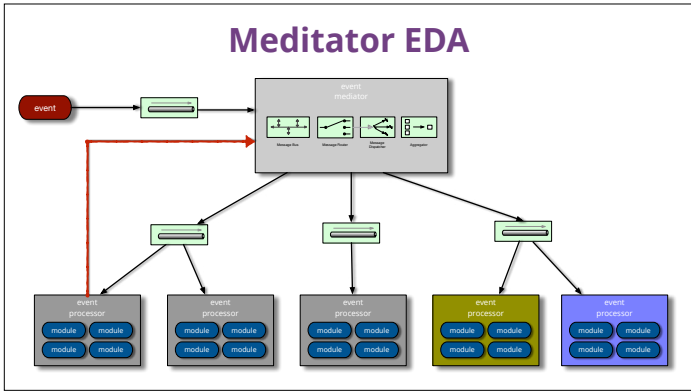
218



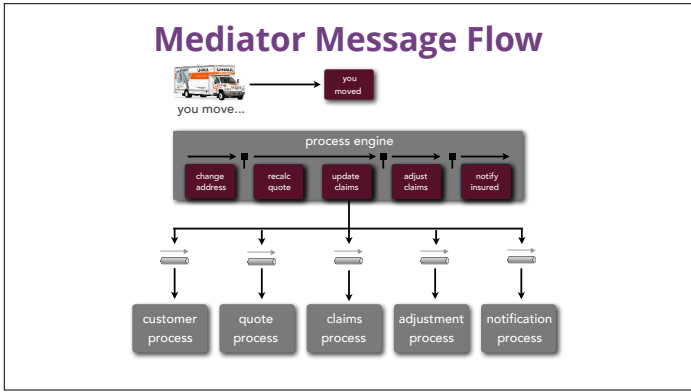
219



220

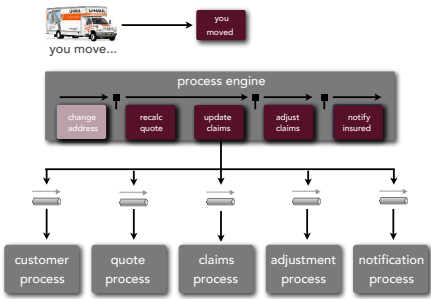


221



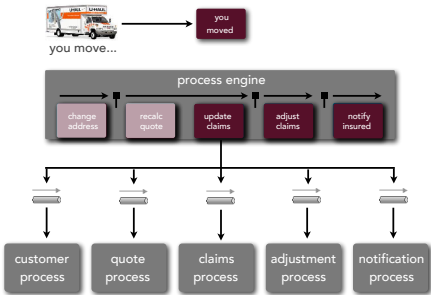
222

Mediator Message Flow



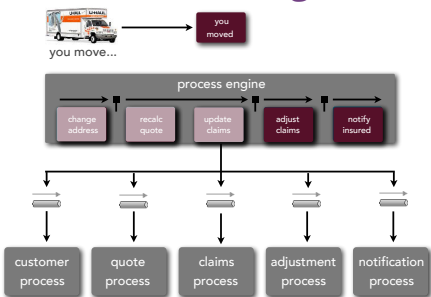
223

Mediator Message Flow



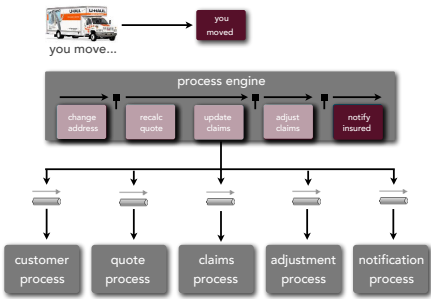
224

Mediator Message Flow



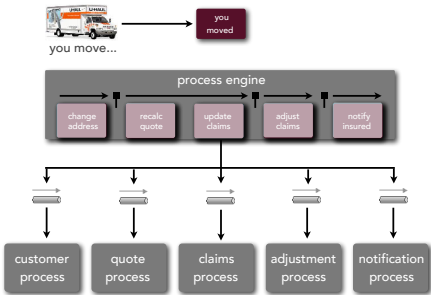
225

Mediator Message Flow



226

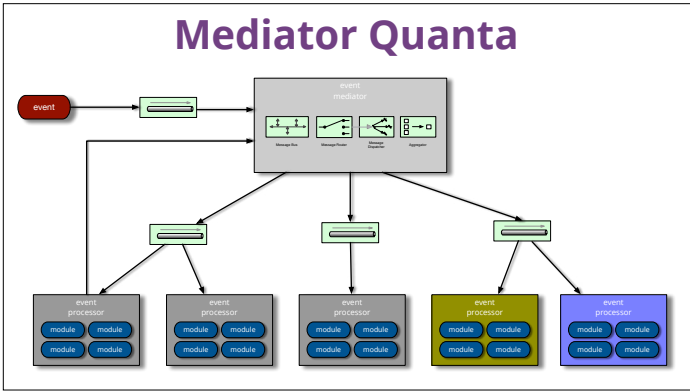
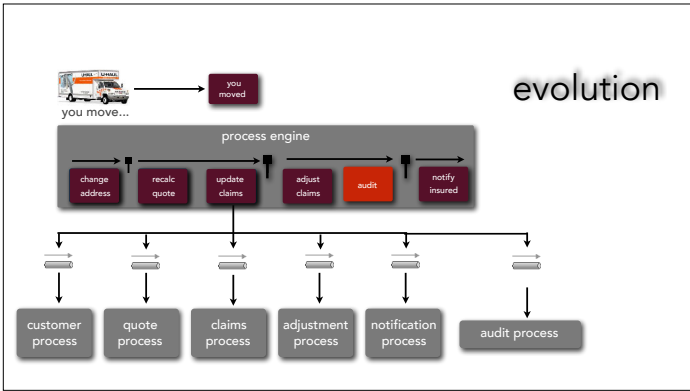
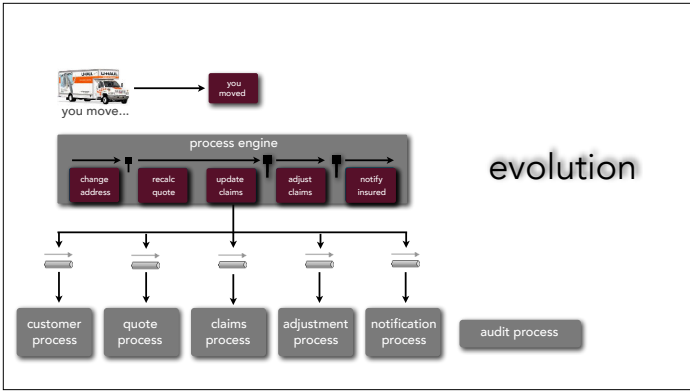
Mediator Message Flow



227

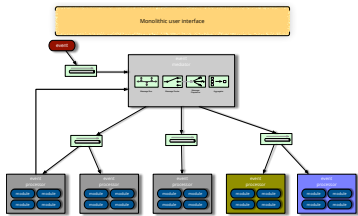


228



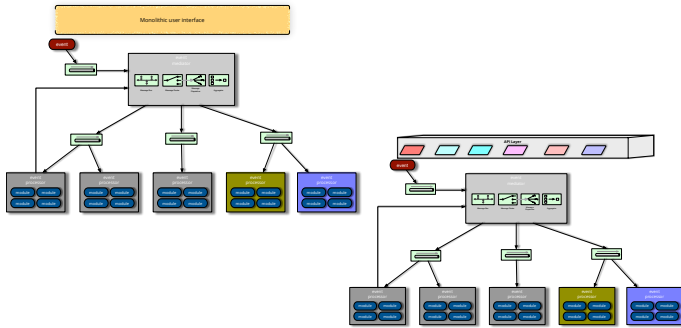
Mediator: UI

232



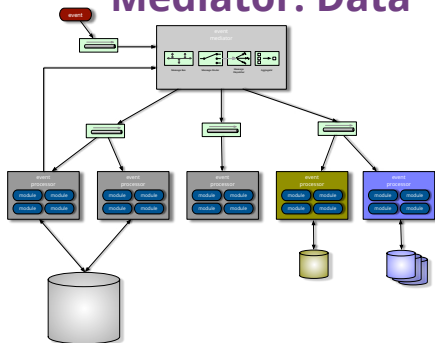
Mediator: UI

233



Mediator: Data

234



Mediator Quanta

235

Mediator Quanta

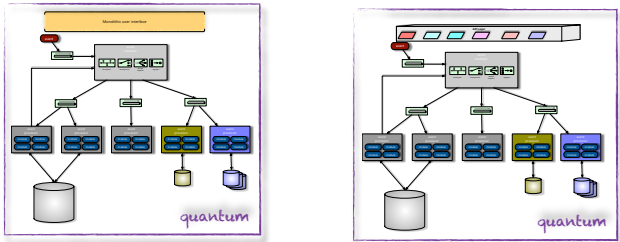
236

Mediator Quanta

237

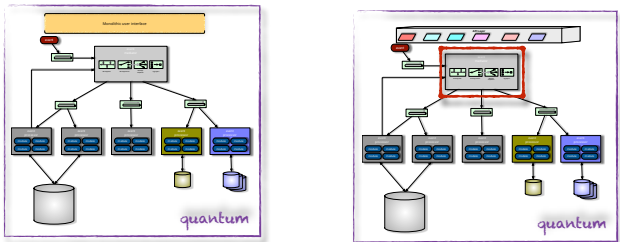
Mediator Quanta

238



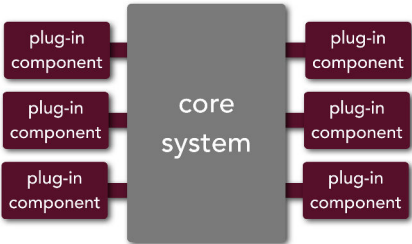
Mediator Quanta

239



Microkernel

240

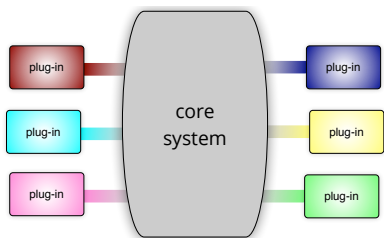


Microkernel



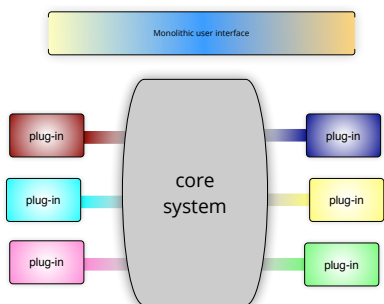
241

Microkernel Quanta



242

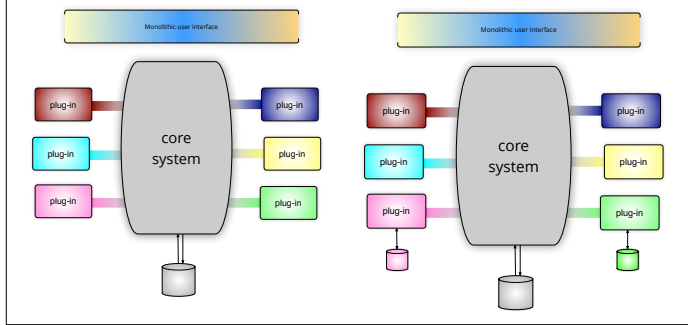
Microkernel: UI



243

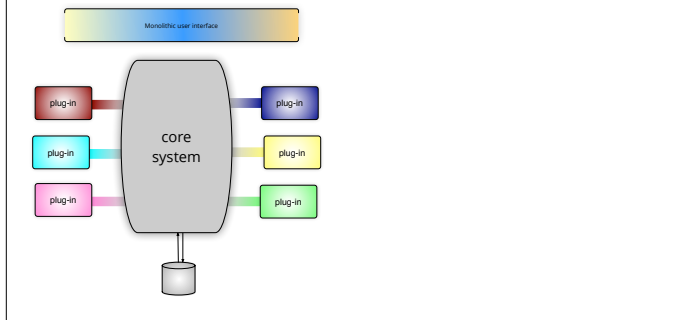
Microkernel: Data

244



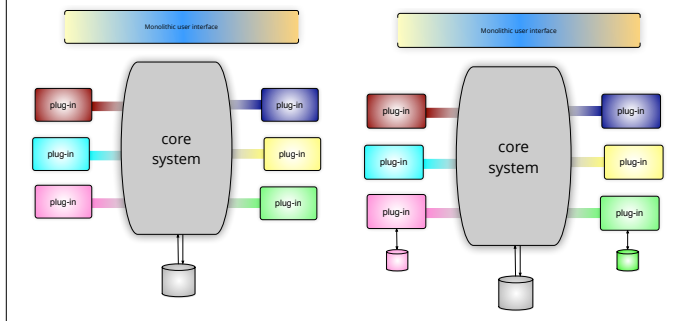
Microkernel: Data

245



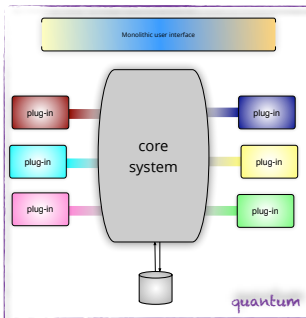
Microkernel: Data

246



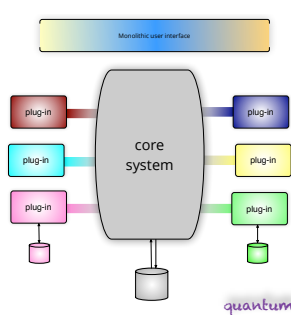
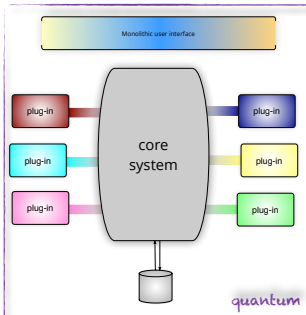
Microkernel: Quanta

247



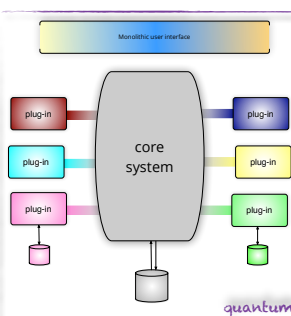
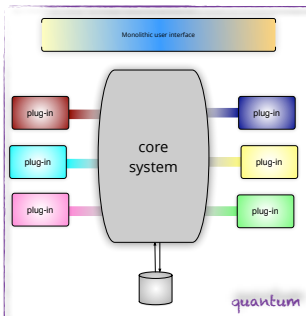
Microkernel: Quanta

248



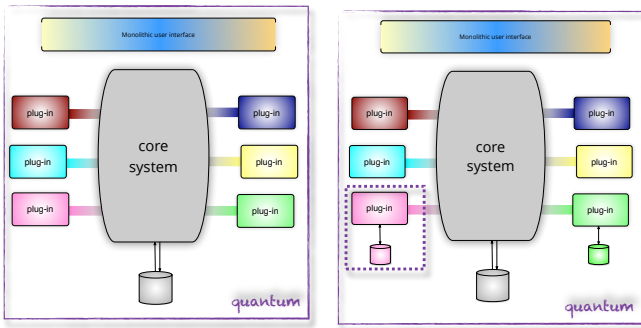
Microkernel: Quanta

249



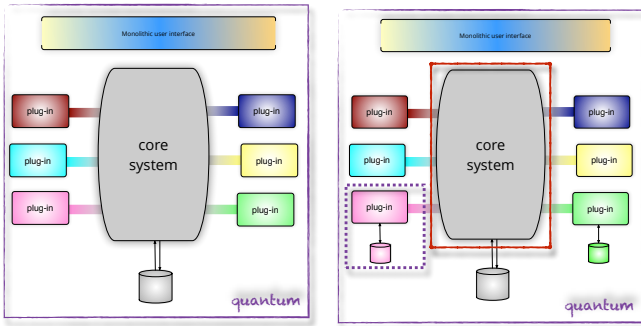
Microkernel: Quanta

250



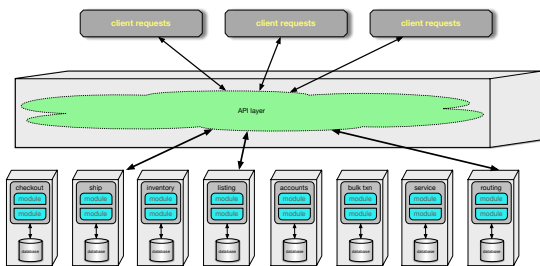
Microkernel: Quanta

251



Microservices

252



What makes microservices so evolvable?

253

extremely loose coupling

What makes microservices so evolvable?

254

extremely loose coupling



What makes microservices so evolvable?

255

extremely loose coupling

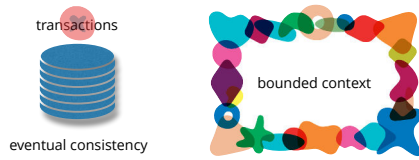


eventual consistency

What makes microservices so evolvable?

256

extremely loose coupling



What makes microservices so evolvable?

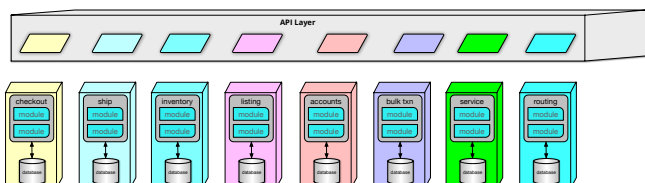
257

extremely loose coupling



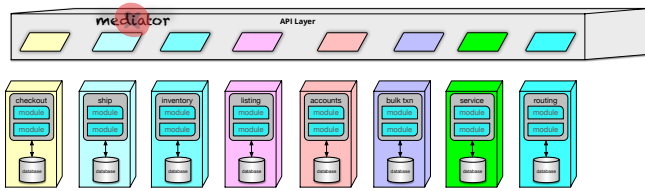
Microservices

258



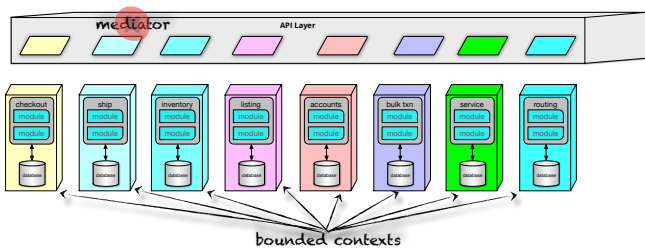
Microservices

259



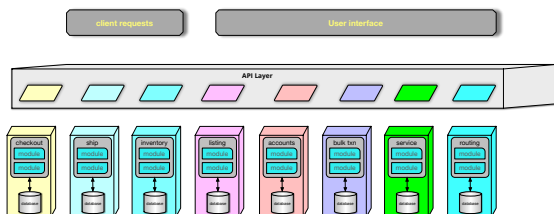
Microservices

260



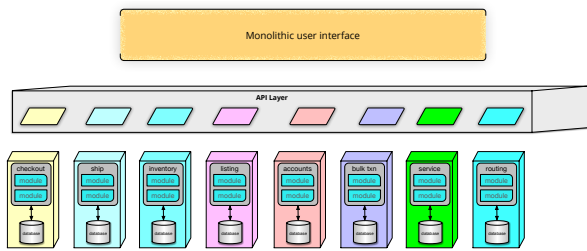
Microservices

261



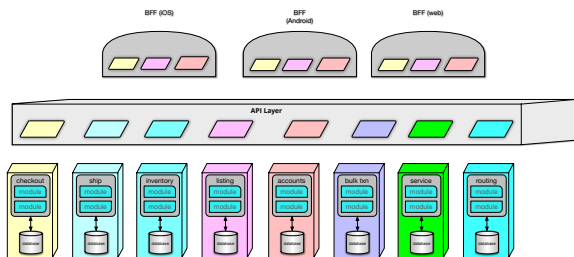
Microservices: Monolithic UI

262



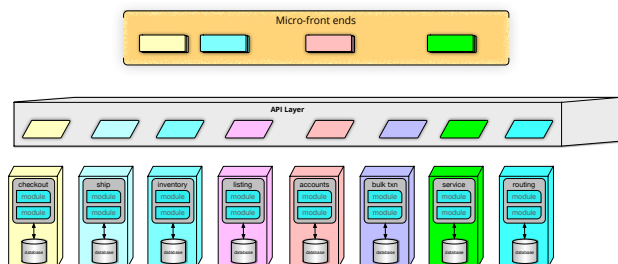
Microservices :BFF

263



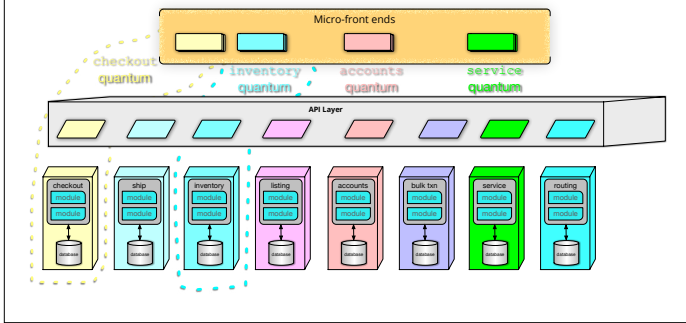
Microservices

264



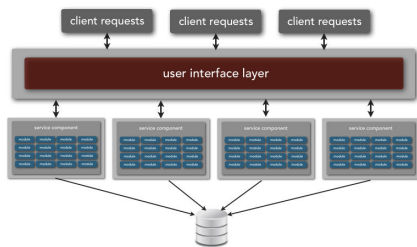
Microservices

265



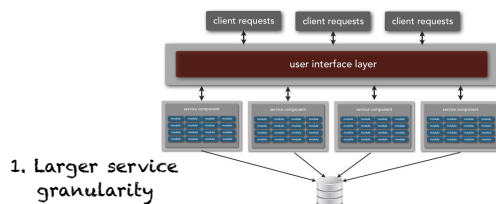
Service-based Architectures

266

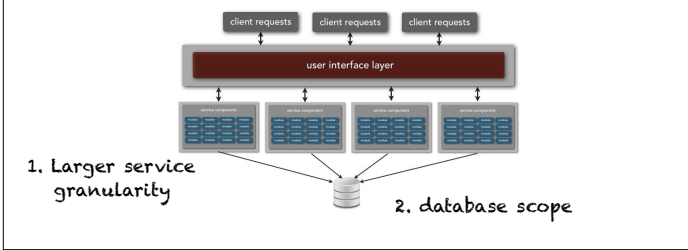


Service-based Architectures

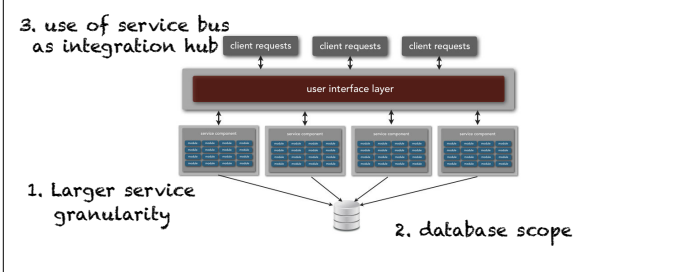
267



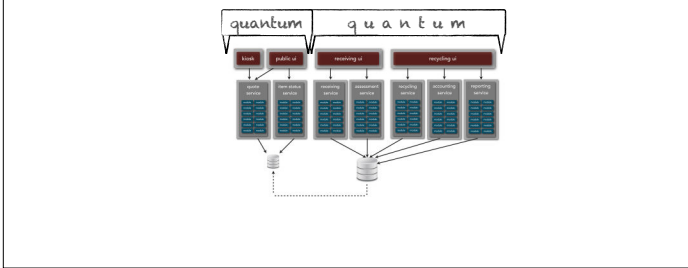
Service-based Architectures



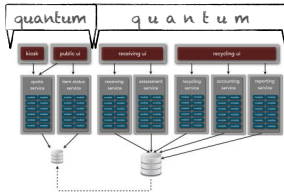
Service-based Architectures



Reducing Quanta Size



Reducing Quanta Size

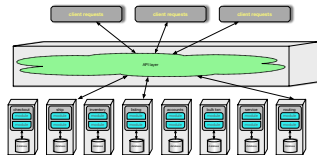
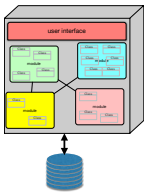


271

Smaller Quanta Size

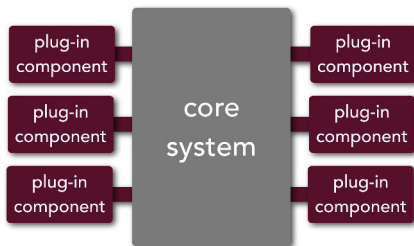


Evolutionary



272

Microkernel Redux



273

Last 10% Trap



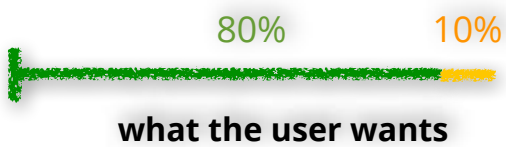
274

Last 10% Trap



275

Last 10% Trap



276

277

Last 10% Trap

"Users always want 100% of what they want (& are never satisfied with less)."

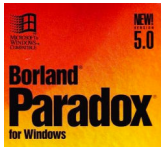


278

What Happened to the 4GLs?

279

What Happened to the 4GLs?

dBASE™Microsoft
Visual FoxPro

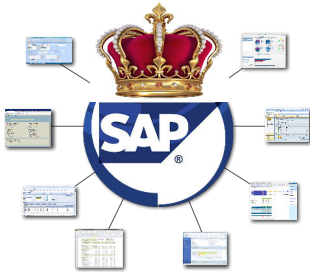
What Happened to the 4GLs?



DSL



see also: Vendor King



Be careful of the *Last 10% Trap* when choosing tools & frameworks.

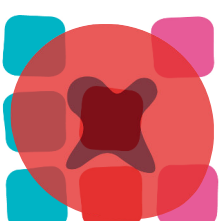
Domain/Architecture Isomorphism



Domain/Architecture Isomorphism



Domain/Architecture Isomorphism



Exercise #2



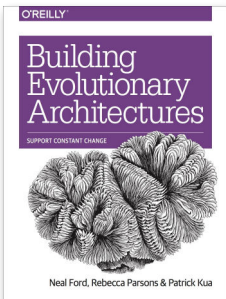
identify the quanta



286

Building Evolutionary Architectures

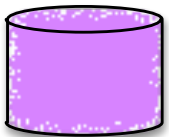
287



EVOLUTIONARY DATA



288



```
1 // Importing the TensorFlow module
2 import tensorflow as tf
3
4 // Creating a constant tensor of shape [2, 2]
5 constant_tensor = tf.constant([[1, 2], [3, 4]])
6
7 // Creating a variable tensor of shape [2, 2]
8 variable_tensor = tf.Variable([[1, 2], [3, 4]])
9
10 // Initializing the variable tensor
11 tf.initialize_variables([variable_tensor])
12
13 // Creating a session
14 sess = tf.Session()
15
16 // Running the constant tensor
17 constant_result = sess.run(constant_tensor)
18
19 // Running the variable tensor
20 variable_result = sess.run(variable_tensor)
21
22 // Printing the results
23 print("Constant tensor result:\n", constant_result)
24 print("Variable tensor result:\n", variable_result)
25
26 // Closing the session
27 sess.close()
```

Data & code are both abstractions based on the real world.



Data & code are symbiotic.

DB Evolution & Deployment

scripting all db changes incrementally



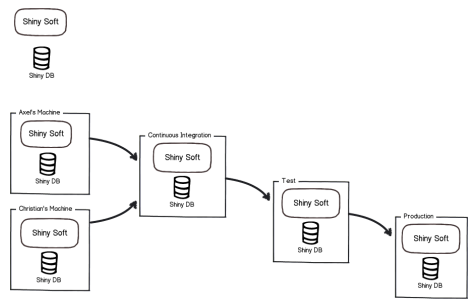
db refactoring

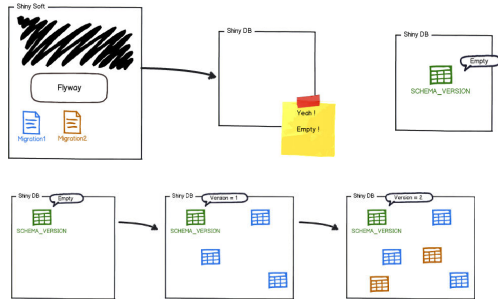


decouple db migration from app migration

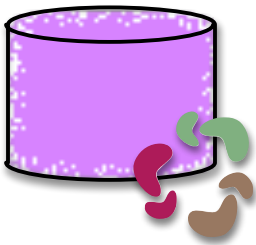


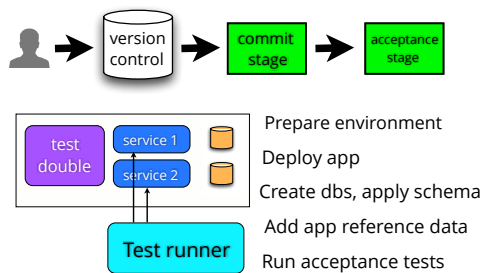
DbDeploy Pattern





Continuous Integration for Databases





For DB CI We Need To:

start with a clean database



apply changes incrementally

use the same process everywhere

be comprehensive in change management

295

#1: Baseline

—Create database

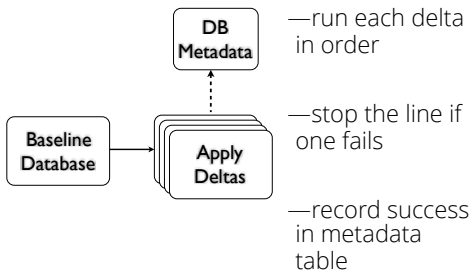
—Add metadata table

—Restore scheme &
reference data to current
production state

Baseline
Database

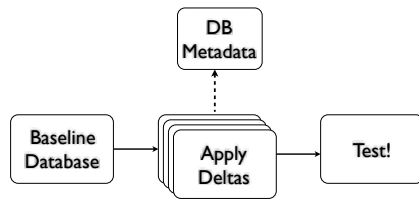
296

#2: Apply Deltas



297

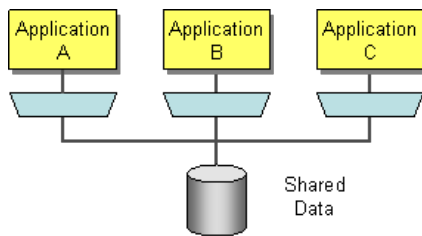
#3: Run Tests



acceptance tests verify database scripts worked

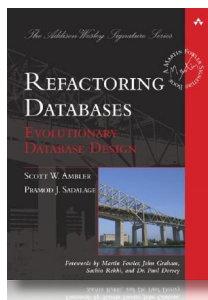
298

Shared-database Integration



299

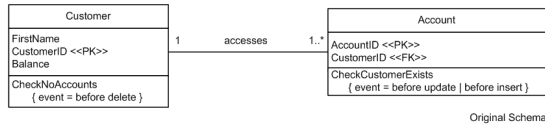
Refactoring Databases



300

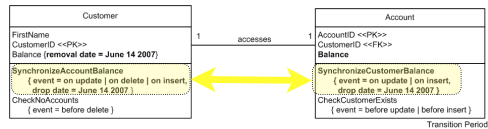
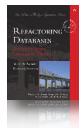
Move Column Refactoring

301



Transition Period

302



Move Column Refactoring

Ending Schema

303

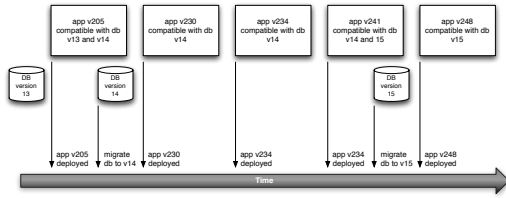


Move Column Refactoring





Decouple DB Updates: the Expand/contract Pattern



304

Expand/Contract Pattern

Deploy new changes,
migrate data, put in
scaffolding code

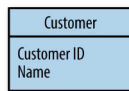
Start

Implement the
refactoring

Expand

305

Change 'name' to 'firstname' & 'lastname'

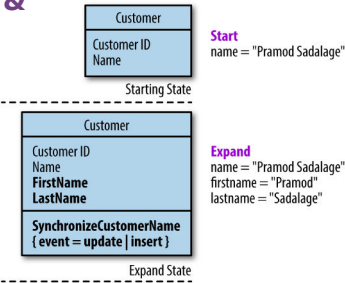


Starting State

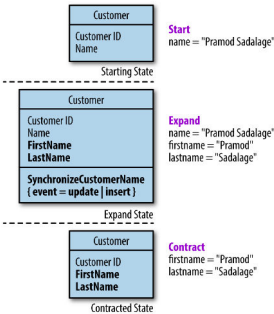
Start
name = "Pramod Sadalage"

306

Change 'name' to
'firstname' &
'lastname'



Change 'name' to
'firstname' &
'lastname'



#1: integration points, legacy data

```
ALTER TABLE customer ADD firstname VARCHAR2(60);
ALTER TABLE customer ADD lastname VARCHAR2(60);
ALTER TABLE customer DROP COLUMN name;
```

#2: integration points, legacy data

```
ALTER TABLE Customer ADD firstname VARCHAR2(60);
ALTER TABLE Customer ADD lastname VARCHAR2(60);
UPDATE Customer set firstname = extractfirstname (name);
UPDATE Customer set lastname = extractlastname (name);
ALTER TABLE customer DROP COLUMN name;
```

#3: integration points, legacy data

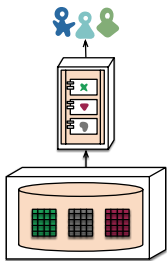
```
ALTER TABLE Customer ADD firstname VARCHAR2(60);
ALTER TABLE Customer ADD lastname VARCHAR2(60);

UPDATE Customer set firstname = extractfirstname (name);
UPDATE Customer set lastname = extractlastname (name);

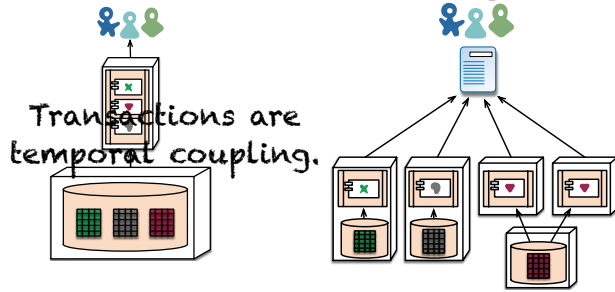
CREATE OR REPLACE TRIGGER SynchronizelName
BEFORE INSERT OR UPDATE
ON Customer
REFERENCING OLD AS OLD NEW AS NEW
FOR EACH ROW
BEGIN
    IF :NEW.Name IS NULL THEN
        :NEW.Name := :NEW.Firstname||' '||:NEW.lastname;
    END IF;
    IF :NEW.name IS NOT NULL THEN
        :NEW.firstname := extractfirstname(:NEW.name);
        :NEW.lastname := extractlastname(:NEW.name);
    END IF;
END;
```



Decentralized Data Management

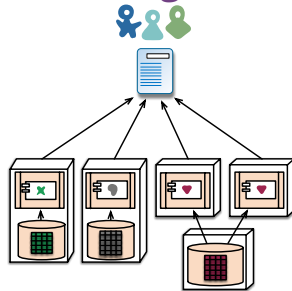


Decentralized Data Management



Decentralized Data Management

Limit
transactional
contexts.



**Database transactions
act as a strong nuclear
force, binding quanta
together.**

Penultima↑e



Evolving Routing

< >

<home> <catalog><item>

316

Penultima↑e



Evolving Routing

Routes

routes

317

Penultima↑e



Evolving Routing

Routes

routes

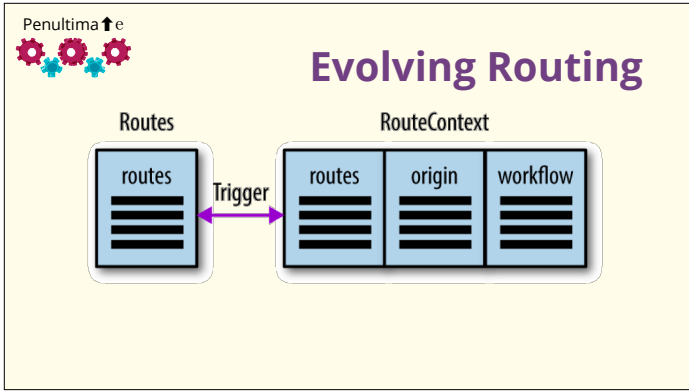
RouteContext

routes

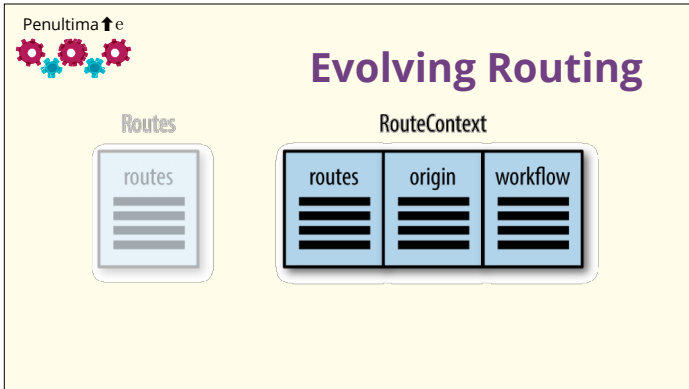
origin

workflow

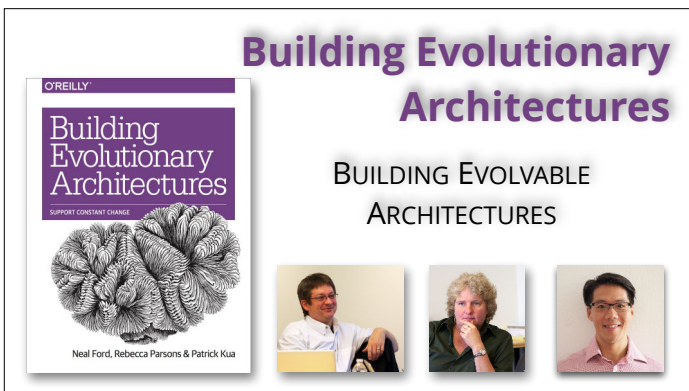
318



319



320



321



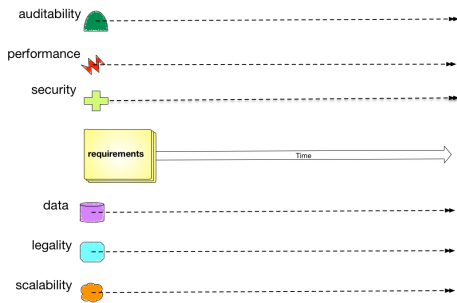
Mechanics

1. Identify dimensions

322



1. Identify dimensions

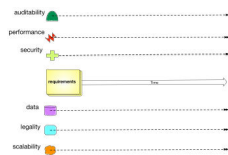


323



1. Identify dimensions

prioritization



324

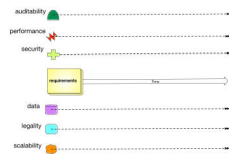


1. Identify dimensions

325

prioritization

cost to implement & maintain



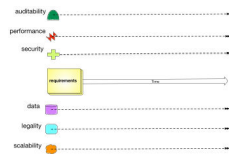
1. Identify dimensions

326

prioritization

cost to implement & maintain

change variable "fit it" cost to constant
maintenance cost



Mechanics

327

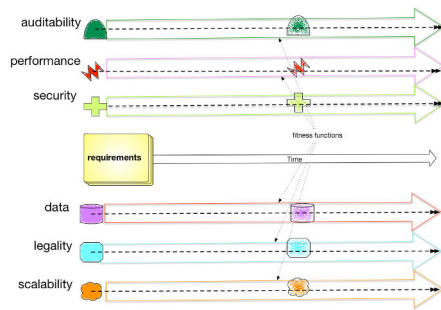
1. Identify dimensions

2. Define fitness function(s)



2. Define Fitness Function(s)

328



Mechanics

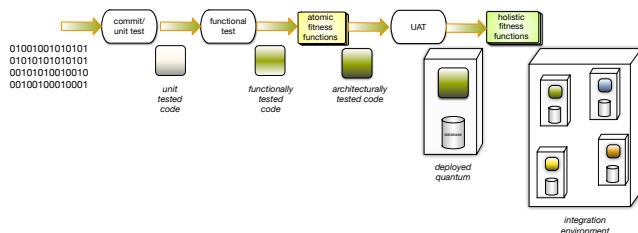
329

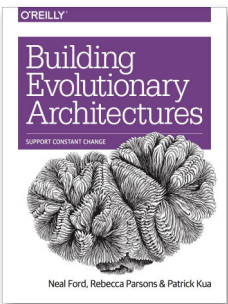
1. Identify dimensions
2. Define fitness function(s)
3. Use deployment pipelines and/or continuous fitness functions



3. Use deployment pipelines and/or continuous fitness functions

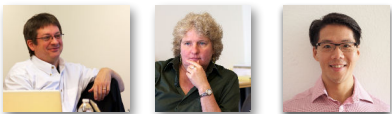
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Building Evolutionary Architectures

GUIDELINES FOR
EVOLUTIONARY ARCHITECTURES



Neal Ford, Rebecca Parsons & Patrick Kua

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Remove Needless Variables



332

Remove Needless Variables



333



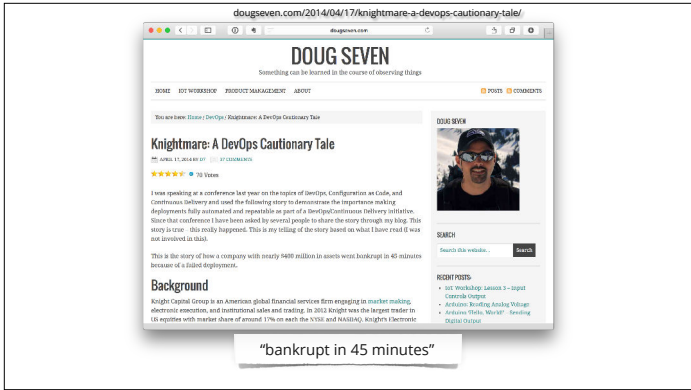
334



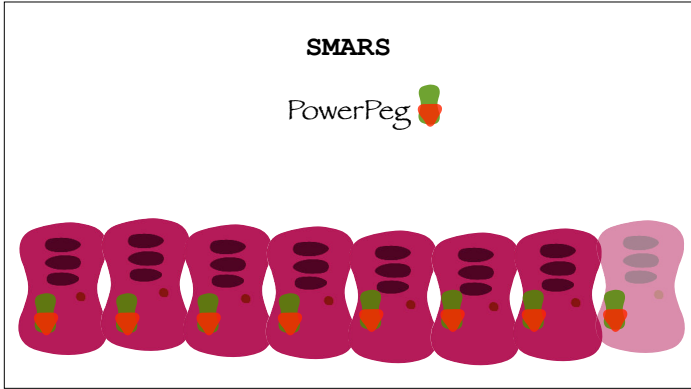
335



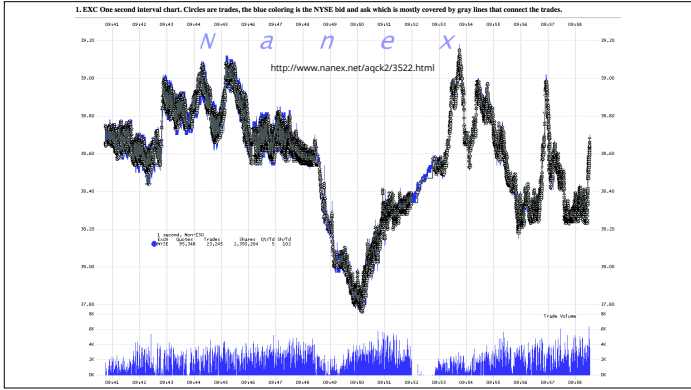
336



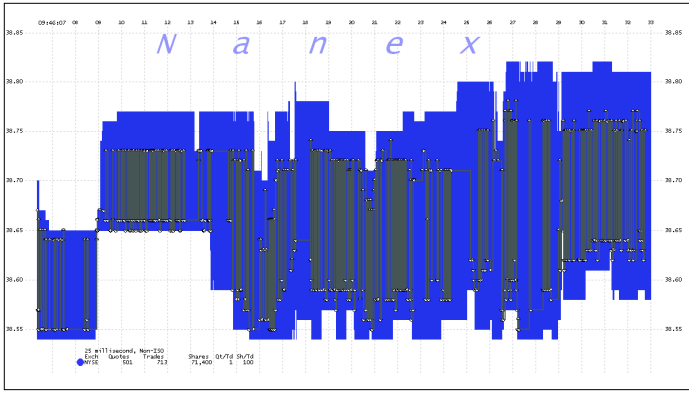
337

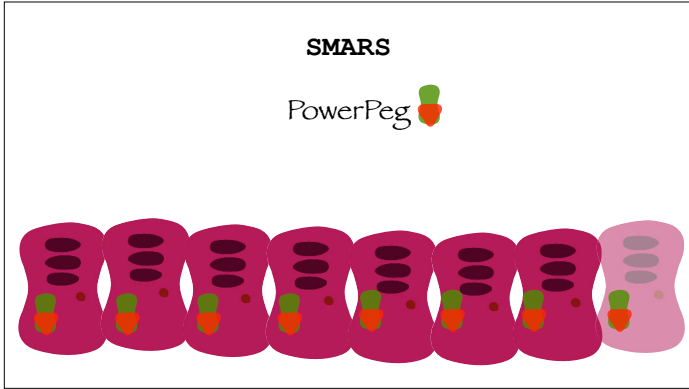


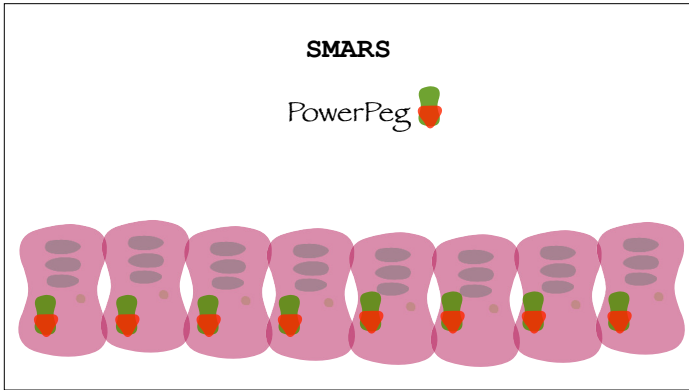
338



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**Identify and remove
needless variability.**

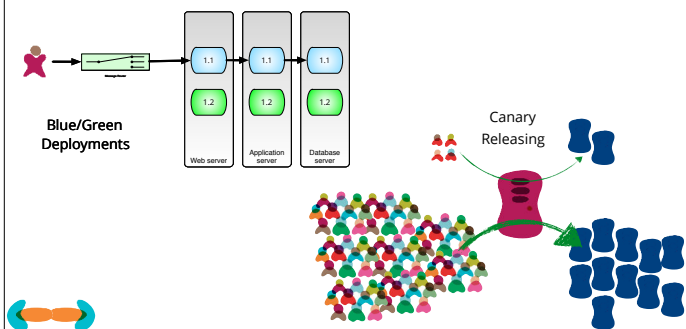
344

Make Decisions Reversible



345

Make Decisions Reversible



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**Make as many decisions as possible reversible
(without overengineering).**

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Prefer Evolvable over Predictable



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...because as we know, there are known knowns; there are things we know we know.

We also know there are known unknowns; that is to say we know there are some things we do not know.

But there are also ~~unknown unknowns~~—the ones we don't know we don't know.

—former US Secretary of Defense Donald Rumsfeld

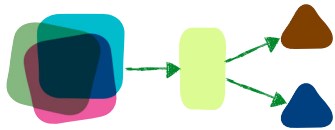
unknown unknowns

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All architectures become iterative because of unknown unknowns; agile just recognizes this and does it sooner.

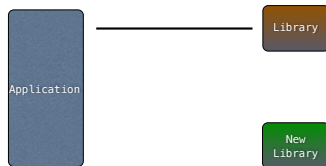
—Mark Richards



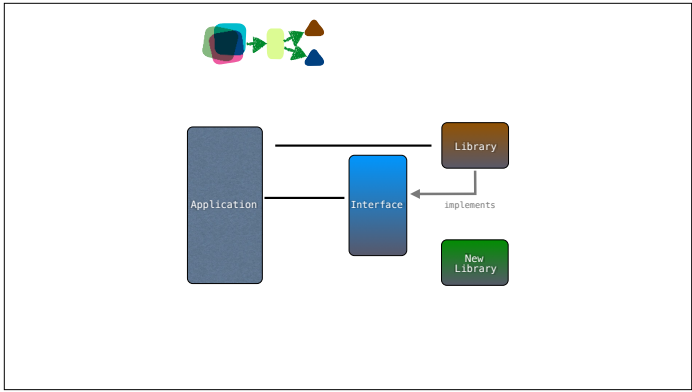


Build Anti-corruption Layers

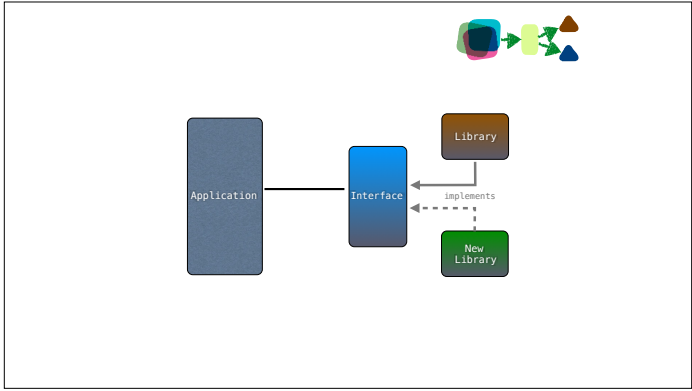
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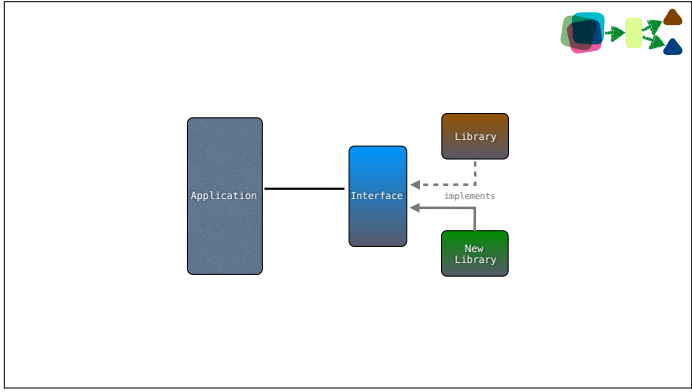
351



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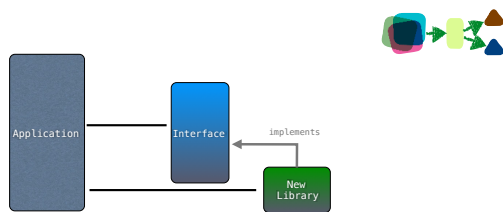


353



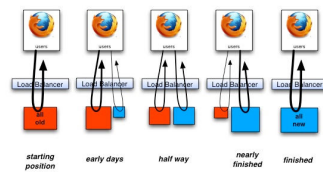
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Strangler Pattern

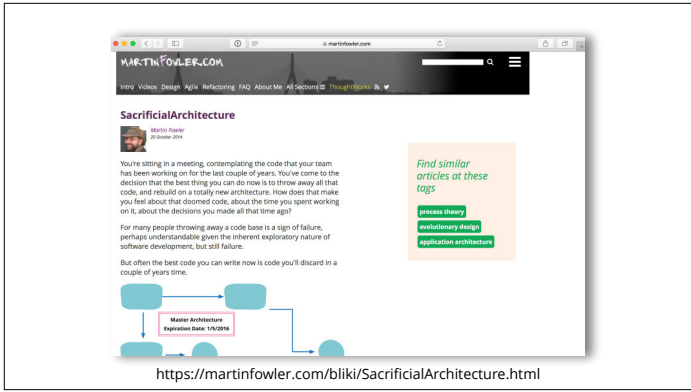


make something new that obsoletes a small percentage of something old
put them live together
rinse, repeat

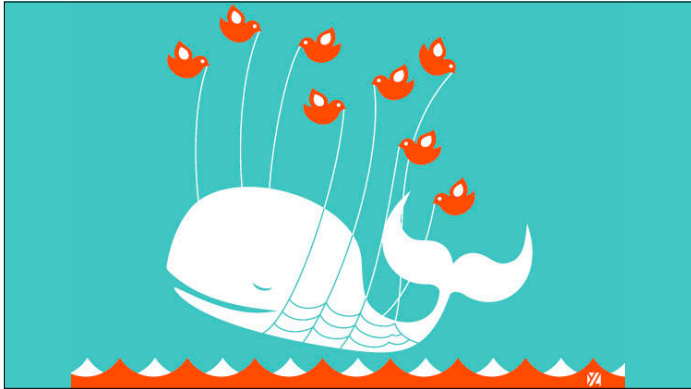
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Build Sacrificial Architectures





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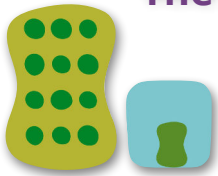
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Mitigate External Change



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The Business Case



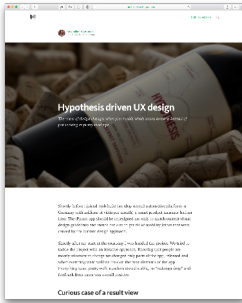
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The Trust Engineers



<http://www.radiolab.org/story/trust-engineers/>

Hypothesis Driven UX



<https://medium.com/@mwambach1/hypotheses-driven-ux-design-c75fb3ce7cc#gk3dpp81>

364

Hypothesis Driven UX



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Three Hypotheses

More Listings

If we provide more listings on the screen then we can provide better comparability and offer more diversity on our platform because users like to compare a lot of listings on the result page

Better Structure

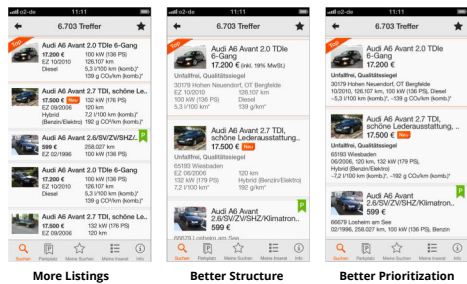
If we provide more structure to our listings then we achieve a better scanability because the user is able to scan the relevant information quicker

Better Prioritization

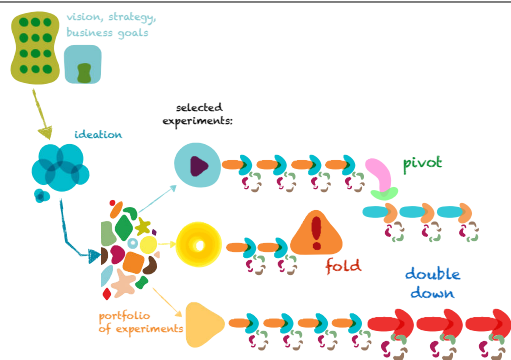
If we prioritize information according to user needs then we achieve better guidance because the user can see all relevant information at a glance

366

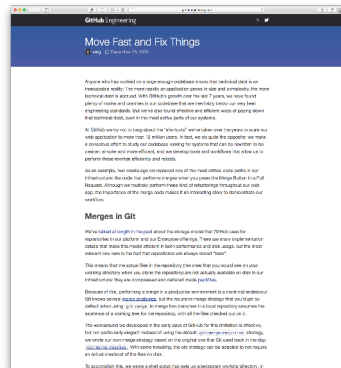
Experiments to Perform



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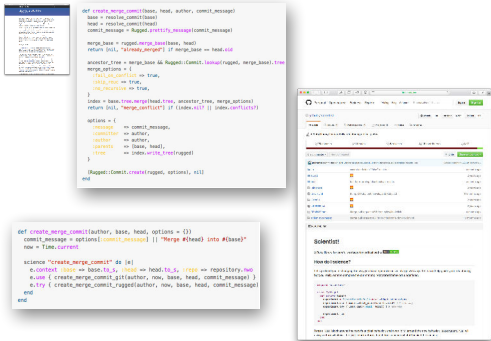


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Move Fast & Fix Things

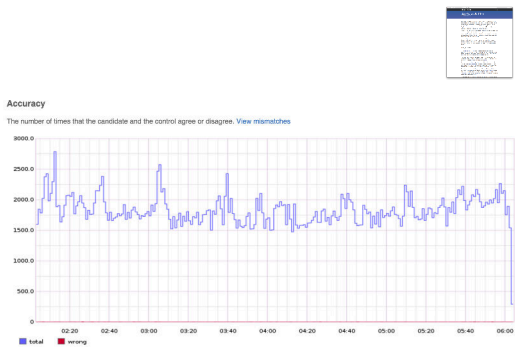
369



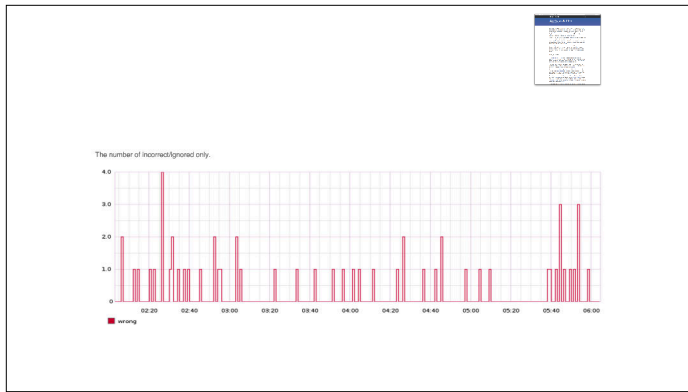
<https://github.com/github/scientist>



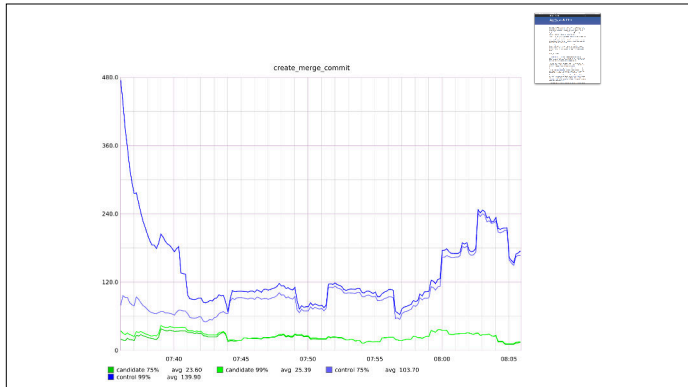
- ❑ It decides whether or not to run the try block,
- ❑ Randomizes the order in which use and try blocks are run,
- ❑ Measures the durations of all behaviors,
- ❑ Compares the result of try to the result of use,
- ❑ Swallows (but records) any exceptions raised in the try block
- ❑ Publishes all this information.



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Bugs Found; Resolution

- ☐ faster conflict return because shell script exited immediately; replicated in library
- ☐ index write was causing O(n) problem; inlined into memory
- ☐ the ancestor had a file with a given filemode, while one side of the merge had removed the file and the other side had changed the filemode; bug in git!
- ☐ Github incorrectly successfully merged files w/ 768 conflicts; fixed git shell script
- ☐ new library was skipping an entire step; bug found & fixed



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Why



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Why

- Predicable versus evolvable
- Scale
- Advanced business capabilities
- Cycle time as a business metric
- Isolating architectural characteristics at the quantum level

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Why NOT



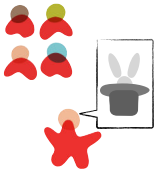
Why NOT

- Can't evolve a ball of mud
- Other architectural characteristics dominate
- Sacrificial architecture
- Planning on closing the business soon

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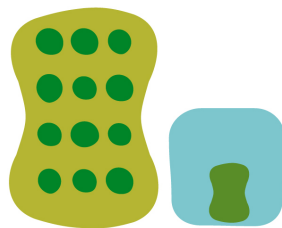
Case Study: Consulting Judo

Demonstration defeats discussion!



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The Business Case



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The future is already here—it's just not very evenly distributed.

—William Gibson

383

Move Fast without Breaking Things



384

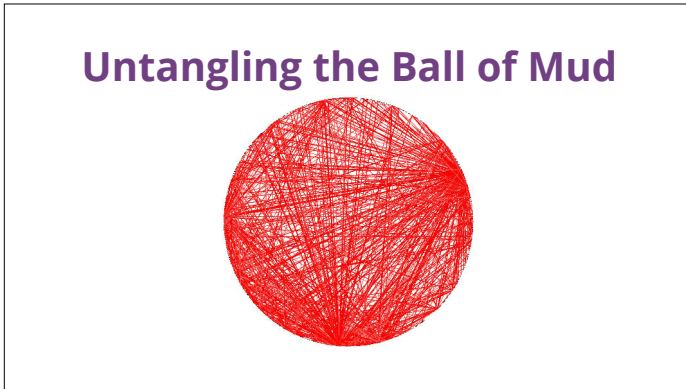
Less Risk



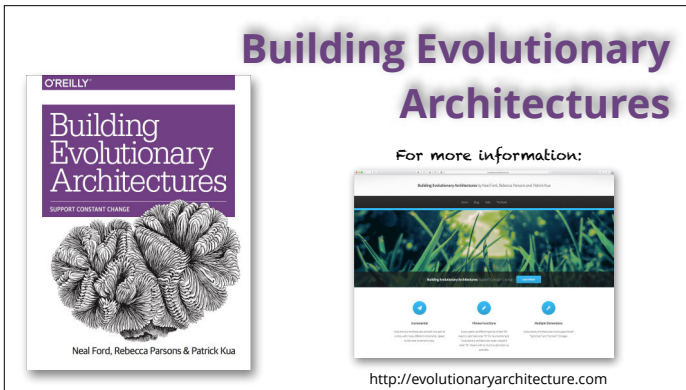
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Exhibition Hall

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