UNIVERSITÄT DES SAARLANDES

30 YEARS DFKI Human Centric AI.

Architectural Styles

Architectural Thinking for Intelligent Systems

Winter 2019/2020

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Agenda

- Architectural styles and patterns

- Commonly used architectural styles
  - Layers, Tiers
  - Pipes & Filters
  - Client/Server
  - Peer-to-Peer (P2P)
  - Blackboard
  - Service-oriented architectures (SOA), Microservices
  - Clean/Onion architecture
  - Lambda architecture

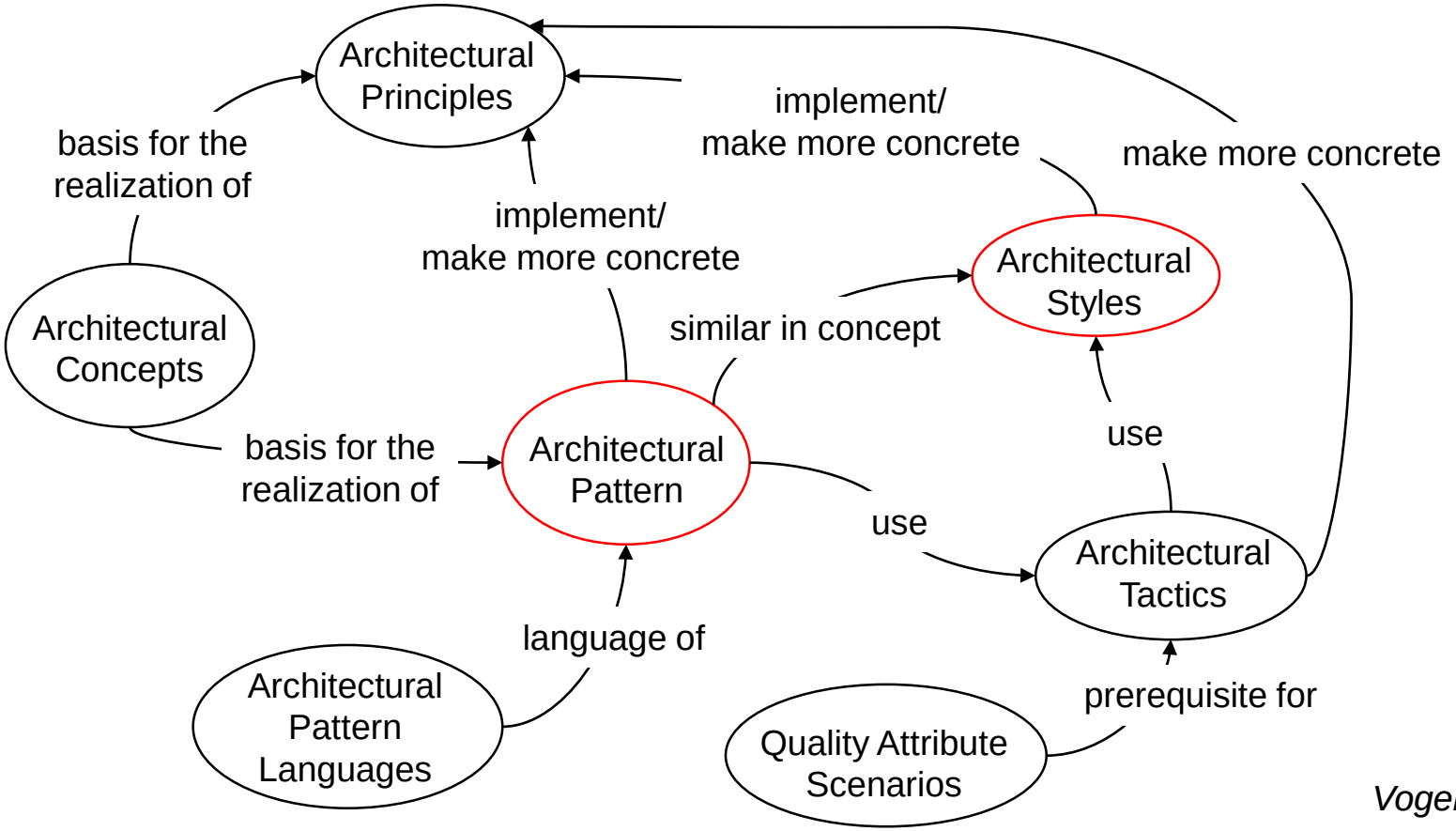
Tutorial Assignment 9:

- We select an architectural style as foundation for the desired system architecture and
- discuss potential alternatives and refinements.

- Views are created to document the architecture at several levels of abstraction.

Importance of Styles and Patterns

Styles and patterns help us to apply proven solutions to our architecture and to implement architectural principles



Vogel et al.

Architectural Pattern

A pattern for software architecture describes a particular recurring design problem that arises in specific design contexts, and presents a well-proven generic scheme for its solution.

Buschmann et al: Pattern-Oriented Software Architecture
Wiley 1996

Architectural Styles

- Architectural style as a pattern for the structural organization of a *family of systems* (Vogel according to Shaw & Garlan)

- Fundamental structure of a software system
  - A set of component types that perform certain functions at runtime
  - A topological arrangement of these components
  - A set of connectors that define the communication and coordination between the components
  - A set of semantic constraints that determine how components and connectors can be interconnected

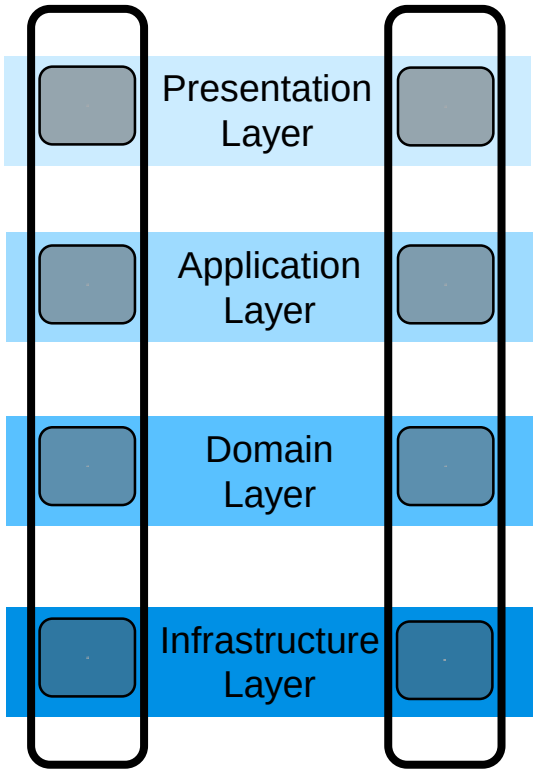
Architecture Styles (Basic Architectural Patterns)

There are different views in the literature, which basic patterns are considered as style. These views also evolve over time …

- We are looking at:
  1. Layers, Tiers
  2. Pipes & Filters
  3. Distributed Systems
     a) Client/Server
     b) Peer-to-Peer (P2P)
  4. Blackboard (originating from AI)
  5. Service-oriented architectures (SOA)
     - Microservices
  6. Clean/Onion
  7. Lambda

1. Layers

- Elements of a layer have a similar degree of abstraction
- A layer offers services to the layer above
  - acts as server
- A layer uses only the services of the layer directly below
  - acts as client



➢ Higher layers accessing deeper layers (below the immediate neighbor) destroy the architecture!

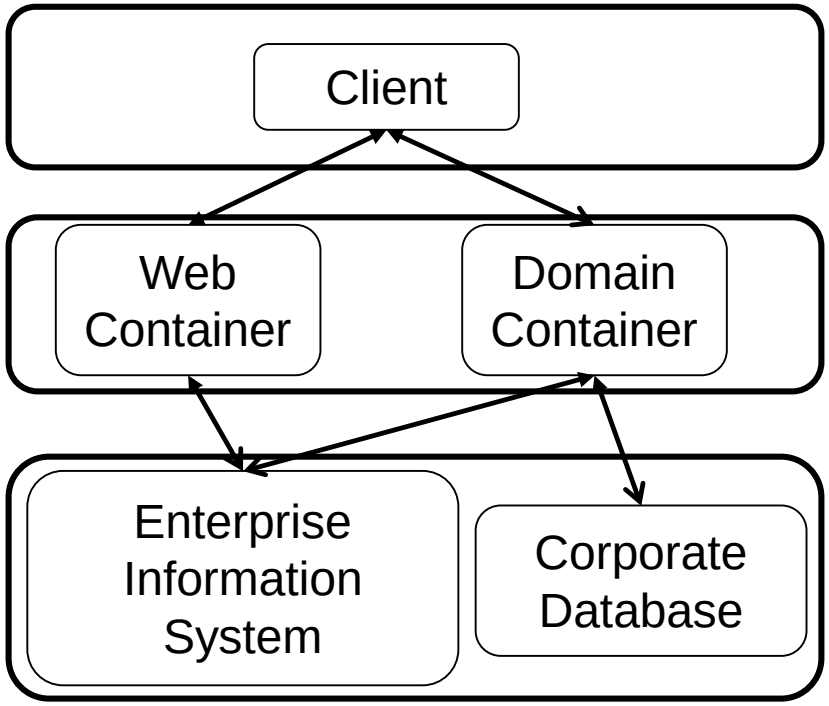
Advantages and Disadvantages of Layers

+ Easy to understand structural concept
+ Minimizes dependencies between components
+ Layers are independent of each other during development and operation
+ Changes in one layer affect at most the lower neighboring layer

– Performance of the system can be negatively affected if requests have to be forwarded through multiple layers
– Changes in the data model can affect all layers (data management in the infrastructure, domain, application, presentation layers)

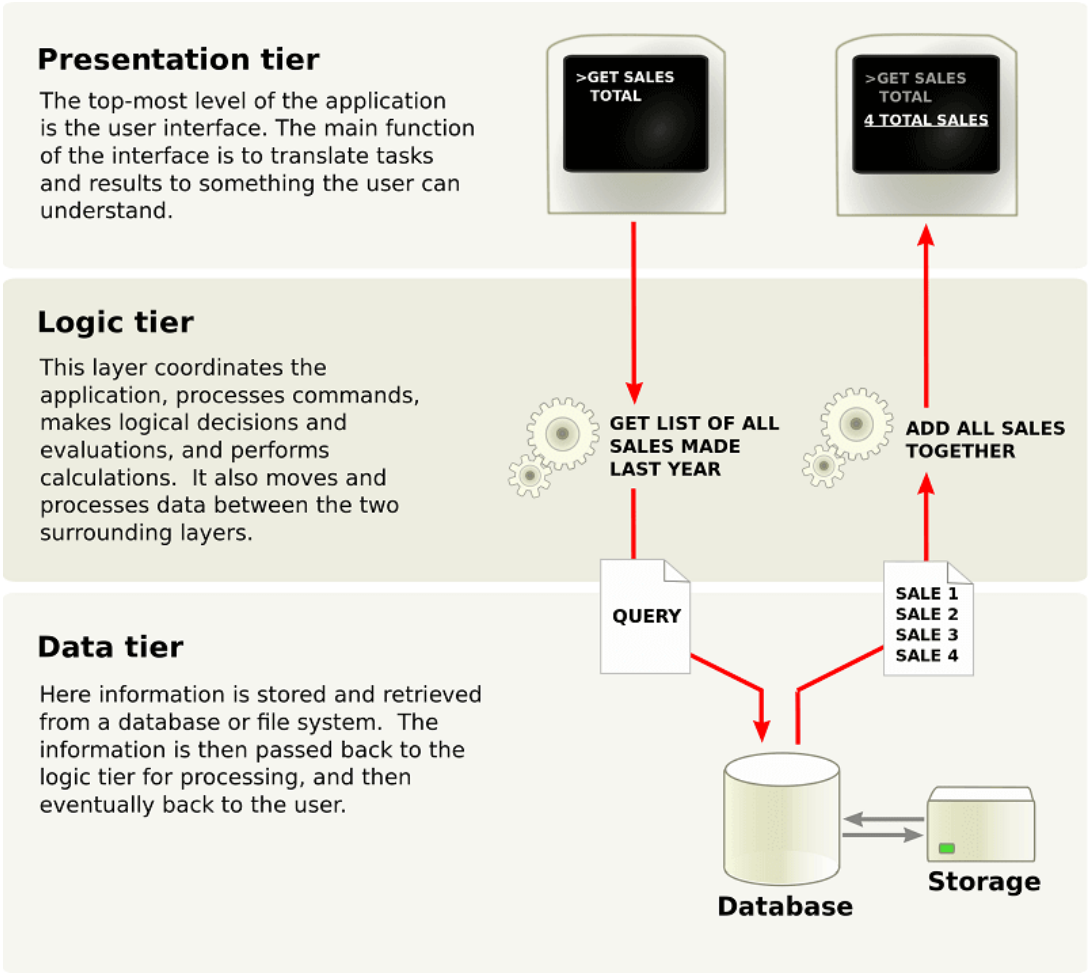
Special case of Layers: N-Tier Architectures

- Can be seen as a special form of layering, but also as a specific form of a client/server architecture

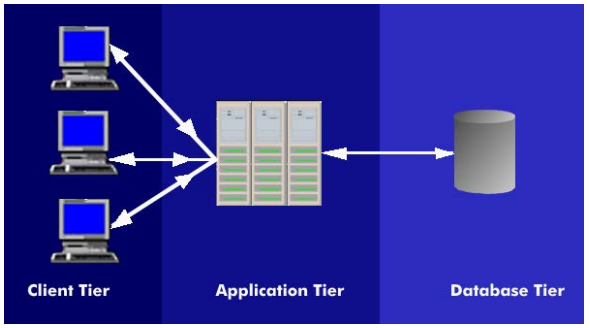


- Tiers can communicate more flexibly with their neighbors
- Bidirectional dependencies violate top-down principle of layer architecture
- *Strong* (access to immediate neighbor only) or *flexible* separation of layers (access across arbitrary tiers)
  - No dependency of lower tiers on presentation tier
- Integration effort potentially higher

Example: 3-Tier Architecture



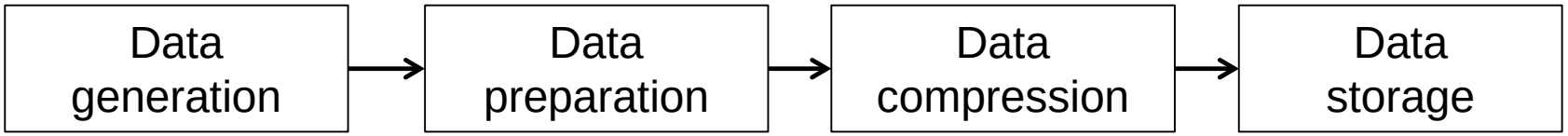
https://stackify.com/n-tier-architecture/



https://www.itwissen.info/Three-Tier-Architektur-three-tier-architecture.html

2. Pipes and Filters

- Sequence of processing units (filters) connected to each other by data channels (pipes)
  - Each filter passes its result directly to the next filter
  - Pipes act as connectors between filter components



- Various coordination models can be implemented
  - Decentralised/centralised control
  - Pipes passive or active
  - Data transfer complete, piecemeal, time-shifted

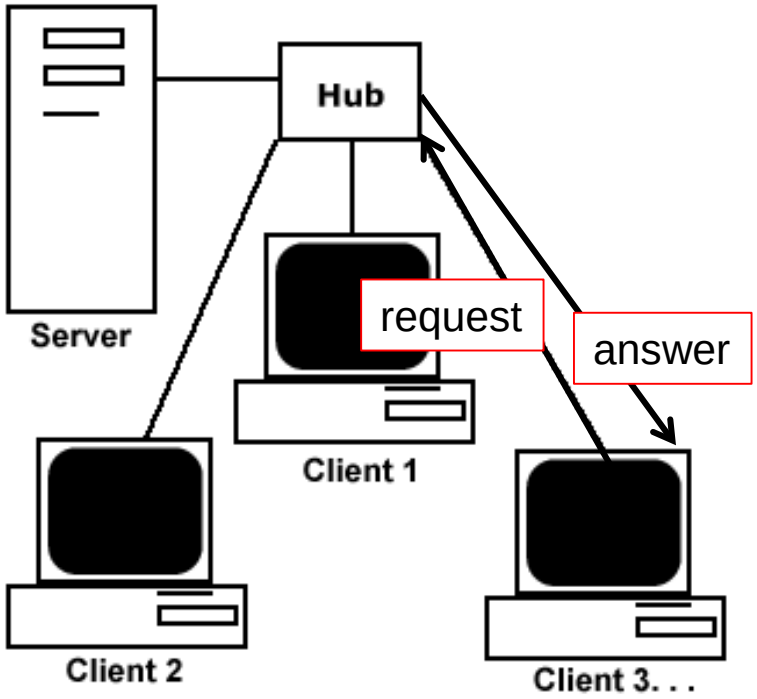
Advantages and Disadvantages of Pipes and Filters

+ Easy to implement
+ Easy-to-understand structure
+ Clearly structured flow of information and control
+ Powerful pipes can decide to which instance of a filter (load balancing) or to which filter component (encapsulation) they pass the data

– Filters do not know each other
  – Subsequent errors cannot be recognized and handled
– Configuration of sophisticated processing chains can be difficult
– Filters only communicate via data objects
  – All processing information must be contained in the data or in the central processing unit

3a. Client/Server

- Applications (clients) are operated locally
- Services requested by clients are centrally managed and made available via a server
- Communication is a simple request-response scheme



Rich versus Thin Client

- How is the functionality distributed between client and server?
  - Thin Client
    - Only limited functionality directly implemented in the client, highly dependent on server functionality
      - Gmail (web browser + web server)
  - Rich Client
    - A lot of functionality locally in the client, less dependency on the server
      - MS Outlook (Windows Application + Mail Server)

Advantages and Disadvantages of Client/Server

+ Centralization of important, compute-intensive or sensitive computations on the server
+ Thin clients easy to deploy and maintain
+ Rich clients still usable in case of server failure

– High network load (especially with thin clients)
– Distribution of functionality not always easy to decide
– Limits of scaling with very high numbers of clients (and a single server)
  – Scaling is hardly an issue in modern virtualized infrastructures

3b. Peer-To-Peer (P2P)

- Equal components (peers) distributed over a network that perform the role of both client and server and share resources
- One type of connector («inter peer connection»)
  - Usually the internet
- No centralized control, peers are free in communication (any-to-any)
- Localization of peers by
  - decentralized communication (peers exchange individual lists of known peers with each other) or
  - a central service (registry)

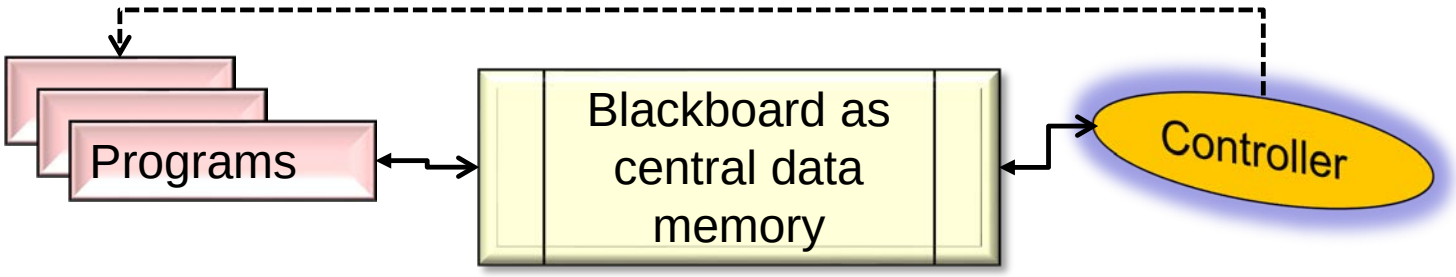
Advantages and Disadvantages of P2P

+ High reliability (no single point of failure)
+ Calculation-intensive tasks can be distributed
  - Seti@Home

– Finding and detecting peers in large networks can be difficult without a centralized registry
  – Potential danger of P2P network decomposition
– No obvious solution how to implement error handling
  – Who reacts when a peer malfunctions?
– No guaranteed response times

4. Blackboard

- Originally from Artificial Intelligence to solve complex problems for which no deterministic solution method exists
- Blackboard acts as shared memory holding information about the state of the problem
- Collaborative problem solving through otherwise independent programs (agents)
  - No calls between the programs, communication only via blackboard
- Optional control component evaluates solution progress on the blackboard and activates available programs

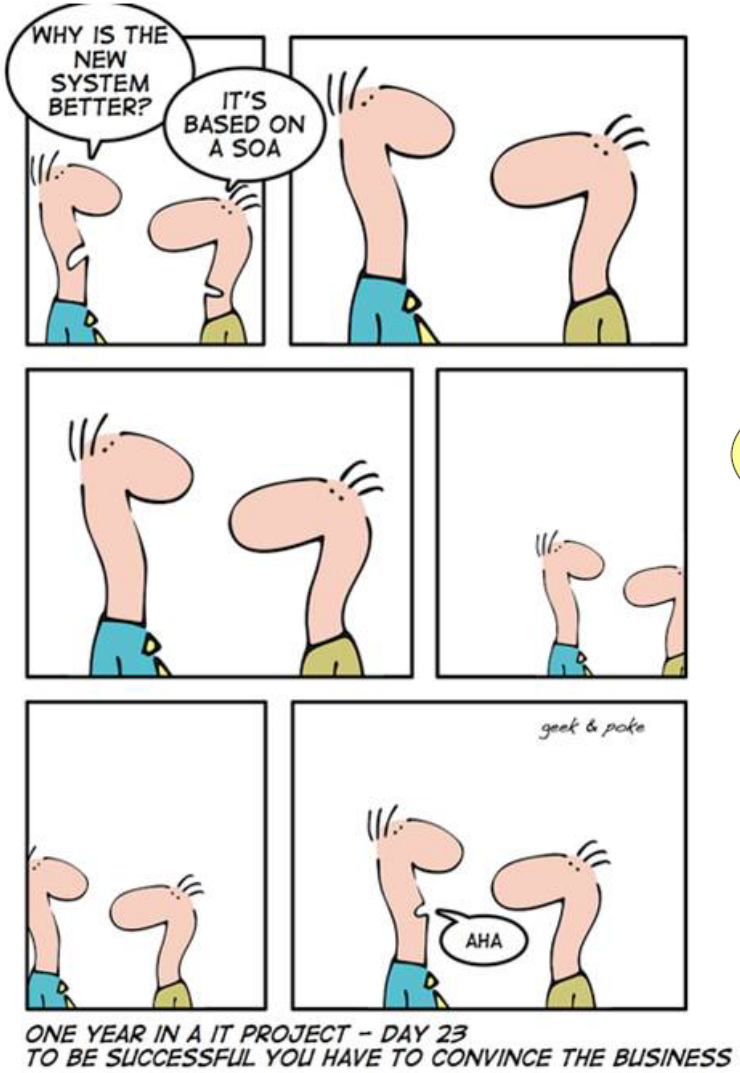


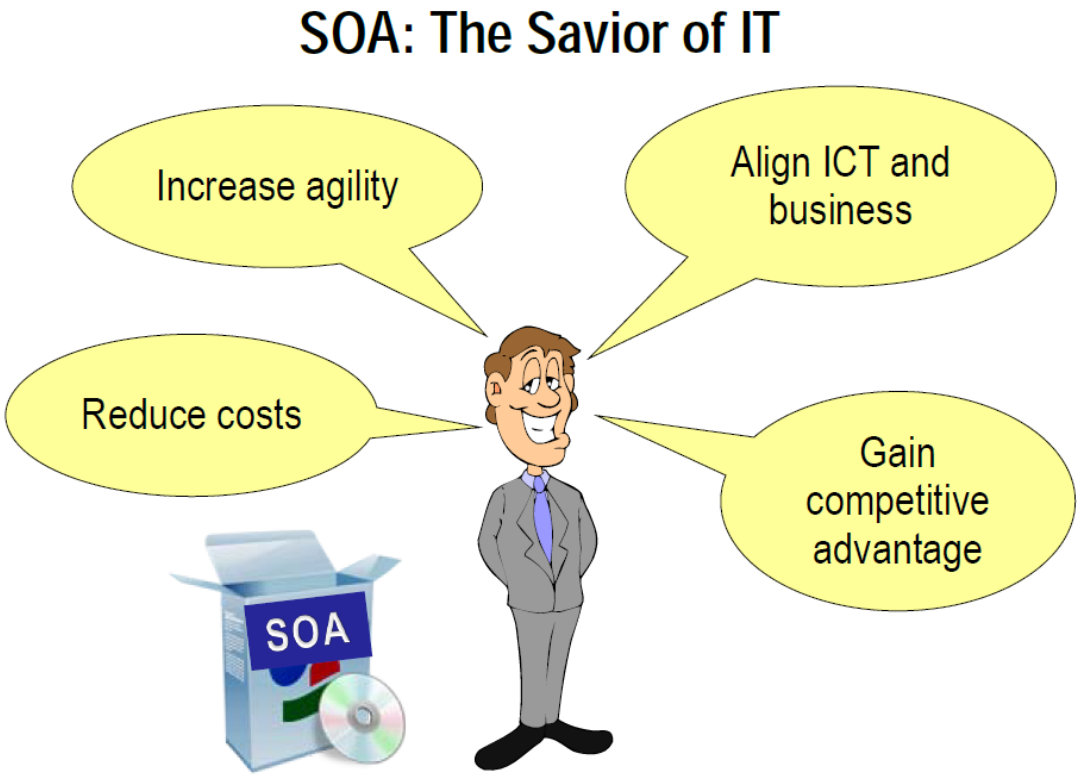
Advantages and Disadvantages of Blackboard

+ Simple integration of complex systems
+ Parallel computations by agents possible
+ Agent components can be easily reused in other systems
+ Scalable
+ Robust

– No guarantee of finding a solution
– Finding the right control strategy is difficult
– No guaranteed response times and solutions
– Difficult to test

5. Service-Oriented Architecture (SOA)



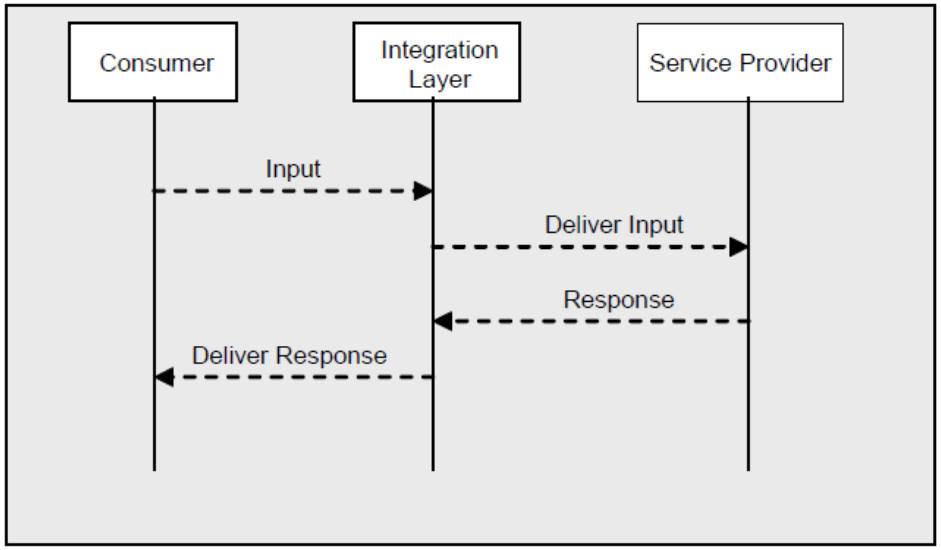


- Task for Business + IT

Quelle: Gartner

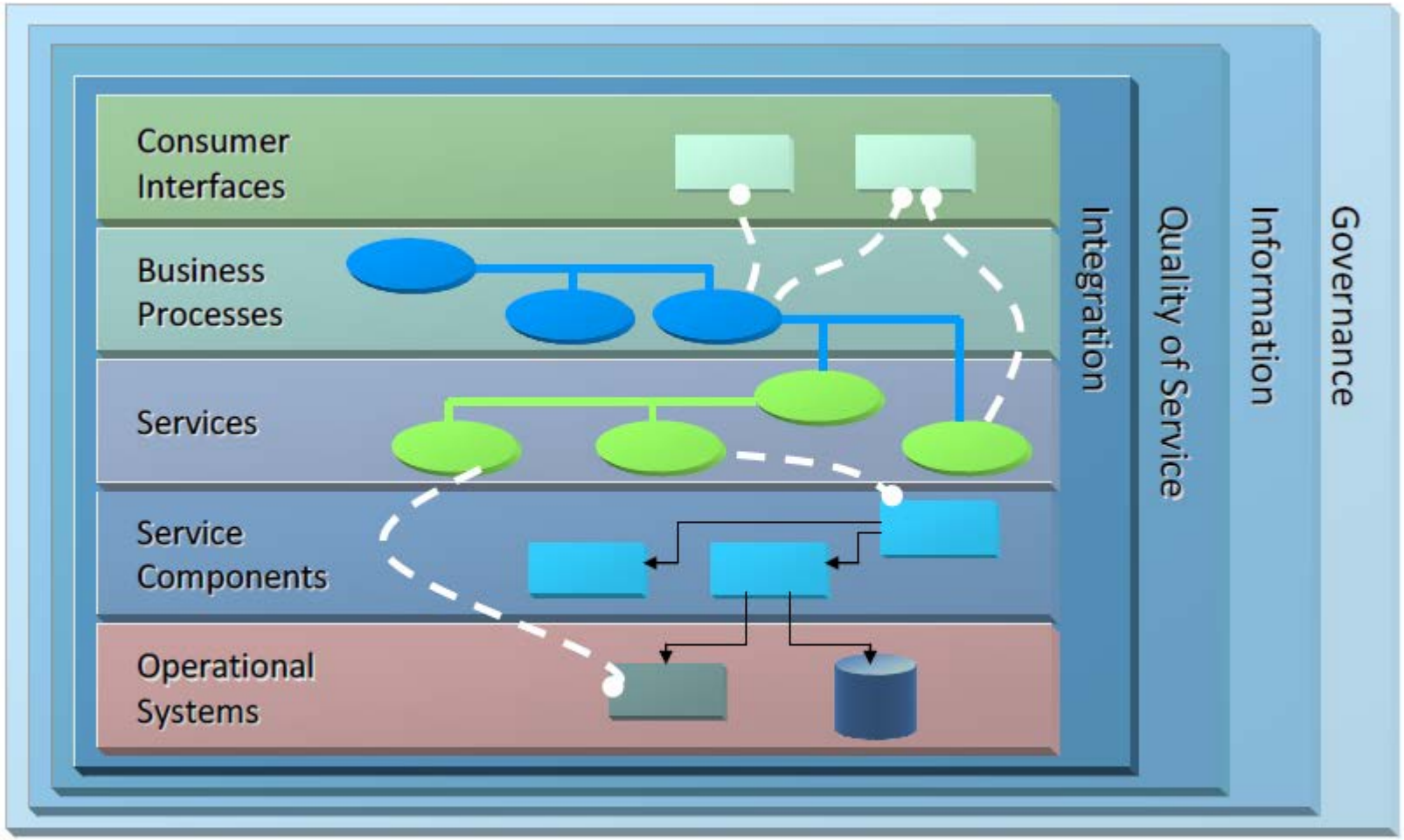
SOA from an Architectural Perspective

- Specification of services, data formats (messages) and communication protocols
- Applications as orchestration of services to achieve specific business goals
  - Service provider and service consumer



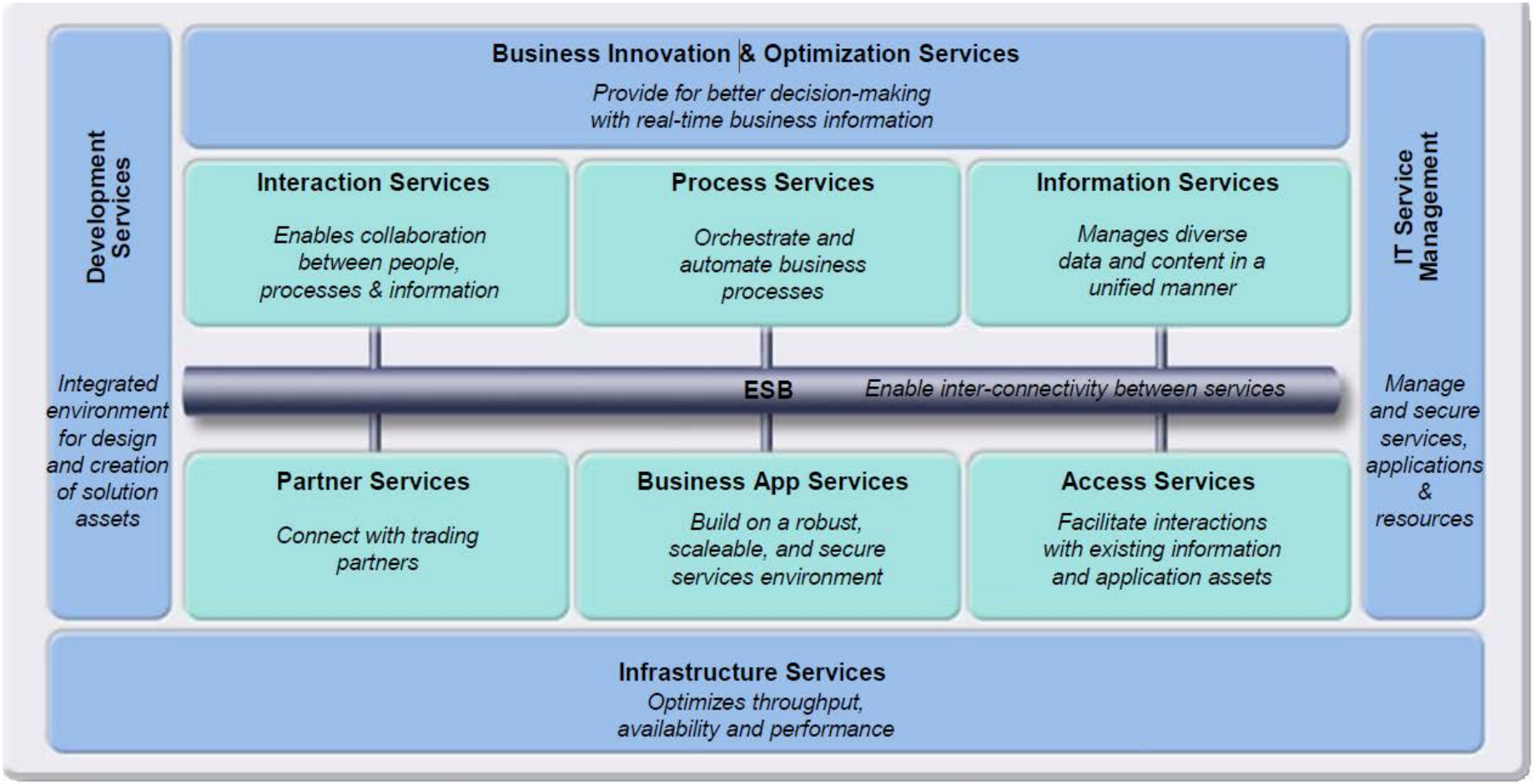
- http://soa-manifesto.org

Open Group SOA Reference Architecture



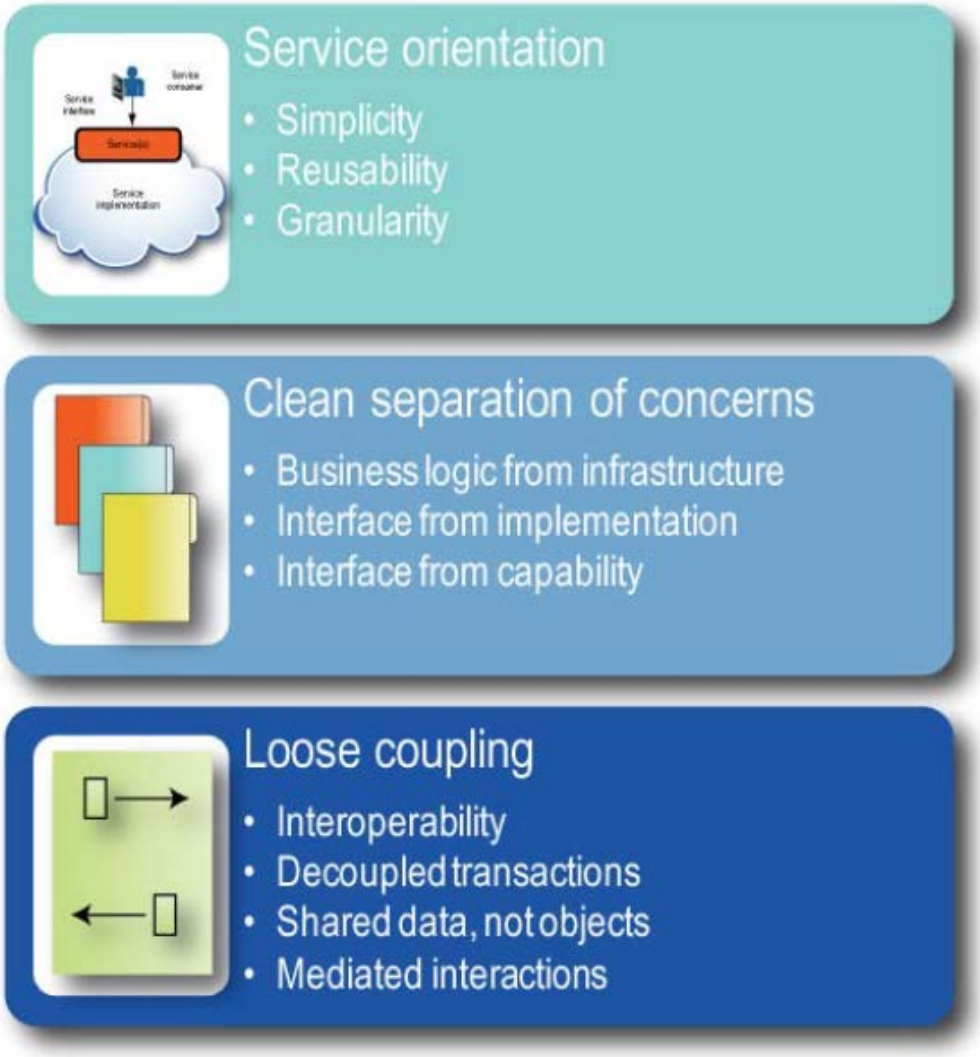
(C) The Open Group 2009

Service Eco-system in Enterprise Architecture



Quelle: Open Group, SOA Reference Model

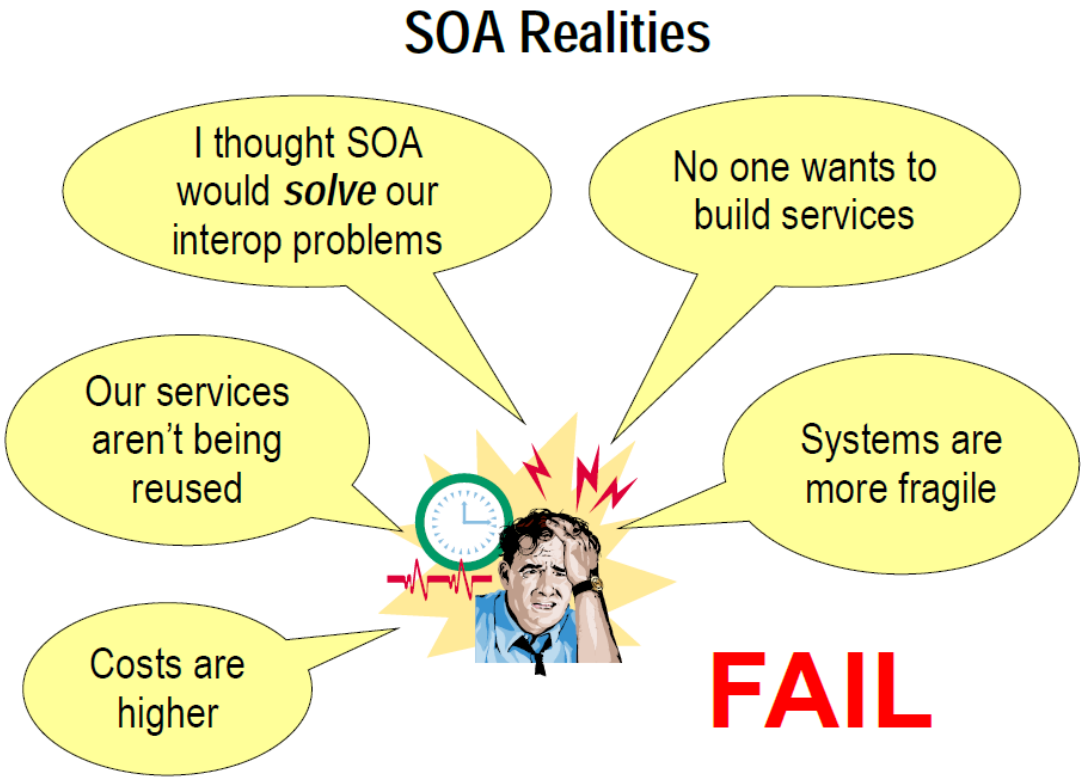
Basic Principles and Technologies



- Wide range of standards
  - XML-based data/message formats
  - SOAP/REST as the most important protocols
- Service-oriented system
  - Modular
  - Distributed
  - Traceable
  - Replaceable
  - Re-usable

Quelle: A.Thomas Manes, Gartner/Burton

SOA Governance

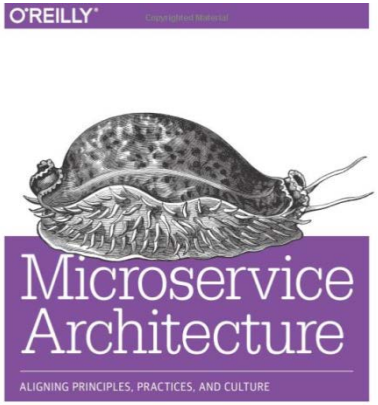


Quelle: A.Thomas Manes, Gartner/Burton

- SOA governance crucial for successful implementation

Amazon Microservices

- Software applications as suites of independently deployable services
- Based on
  - business capability
  - automated deployment
  - intelligence in endpoints
  - decentralized control of technologies and data
- Communication only through web service APIs
- Services evolve independently from each other without coordination



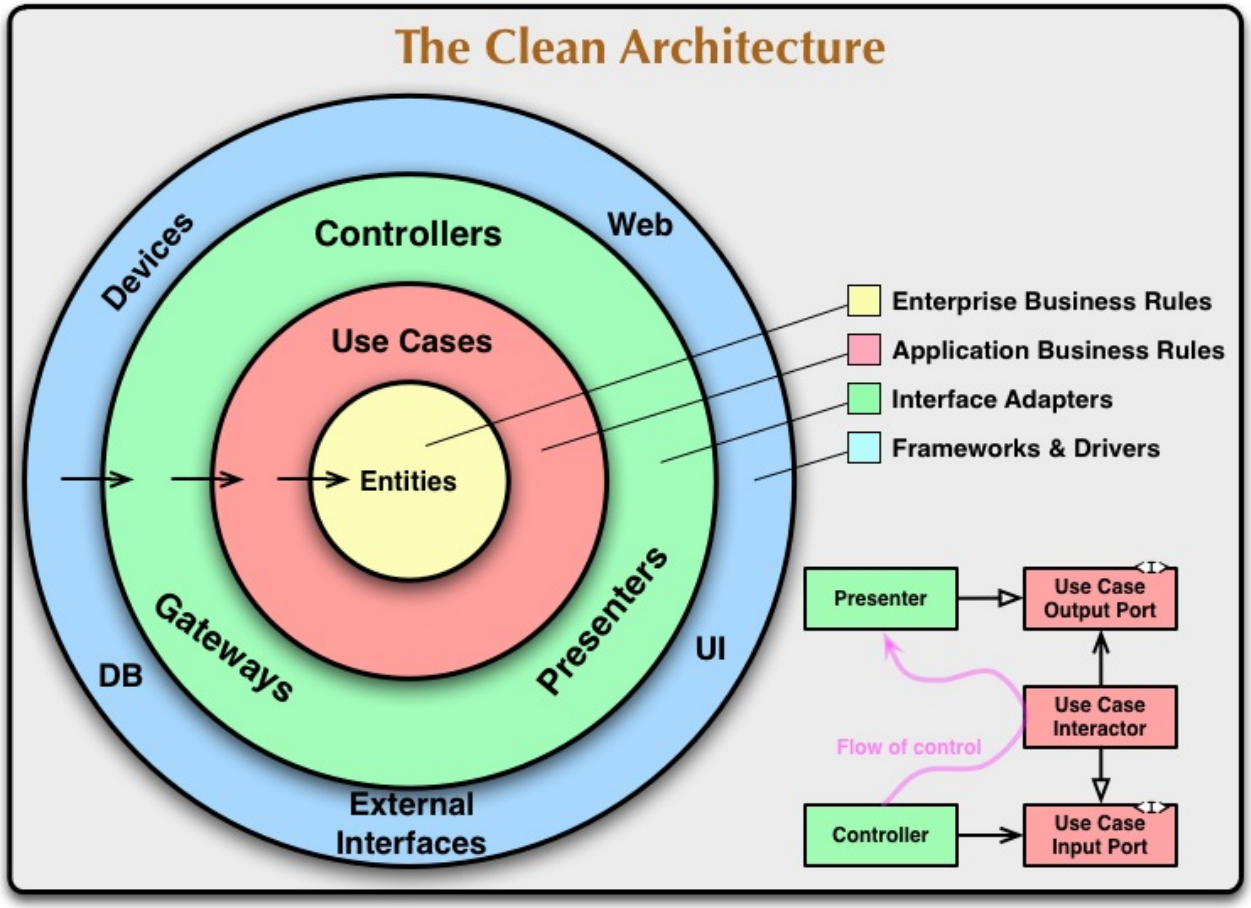
"Truly implement SOA and decouple services"

more information e.g. on martinfowler.com

Advantages and Disadvantages of SOA

- + Very flexible architectural style with simple basic model
  - + System functionalities encapsulated as reusable assets
  - + Binding of services at runtime and lookup in registries possible
- + Wide range of fully-developed standards
- + Brings together Business and IT
- + Prerequisite for Cloud, Mashups, …
- – Inherent complexity of open, decentralized systems
- – Multitude of difficult questions
  - – Service design, interoperability, standards, virtualization
- – Testing can be difficult, implicit dependencies can make architectures fragile

6. Clean = Hexagonal = Onion = Ports and Adapters



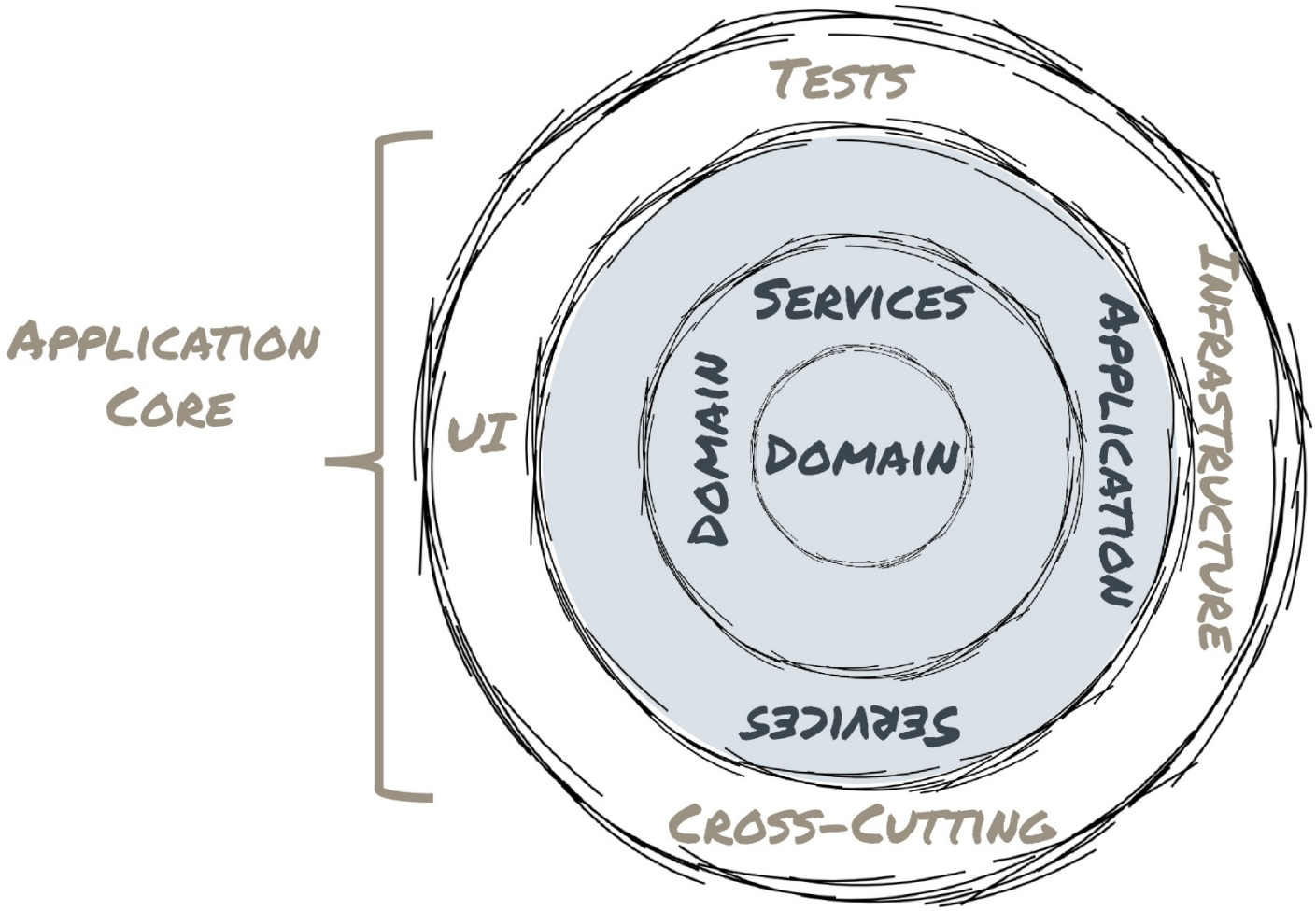
Onion Architecture (Jeffrey Palermo)
Ports and Adapters (Alistair Cockburn),
Screaming Architecture (Robert C. Martin),
Data Context Interaction DCI (James Coplien, Trygve Reenskaug)
Boundary Control Entity (Ivar Jacobson)

http://alistair.cockburn.us/Hexagonal+architecture
Bild von http://blog.8thlight.com/uncle-bob/2012/08/13/the-clean-architecture.html

Main Ideas Behind Onion Architecture

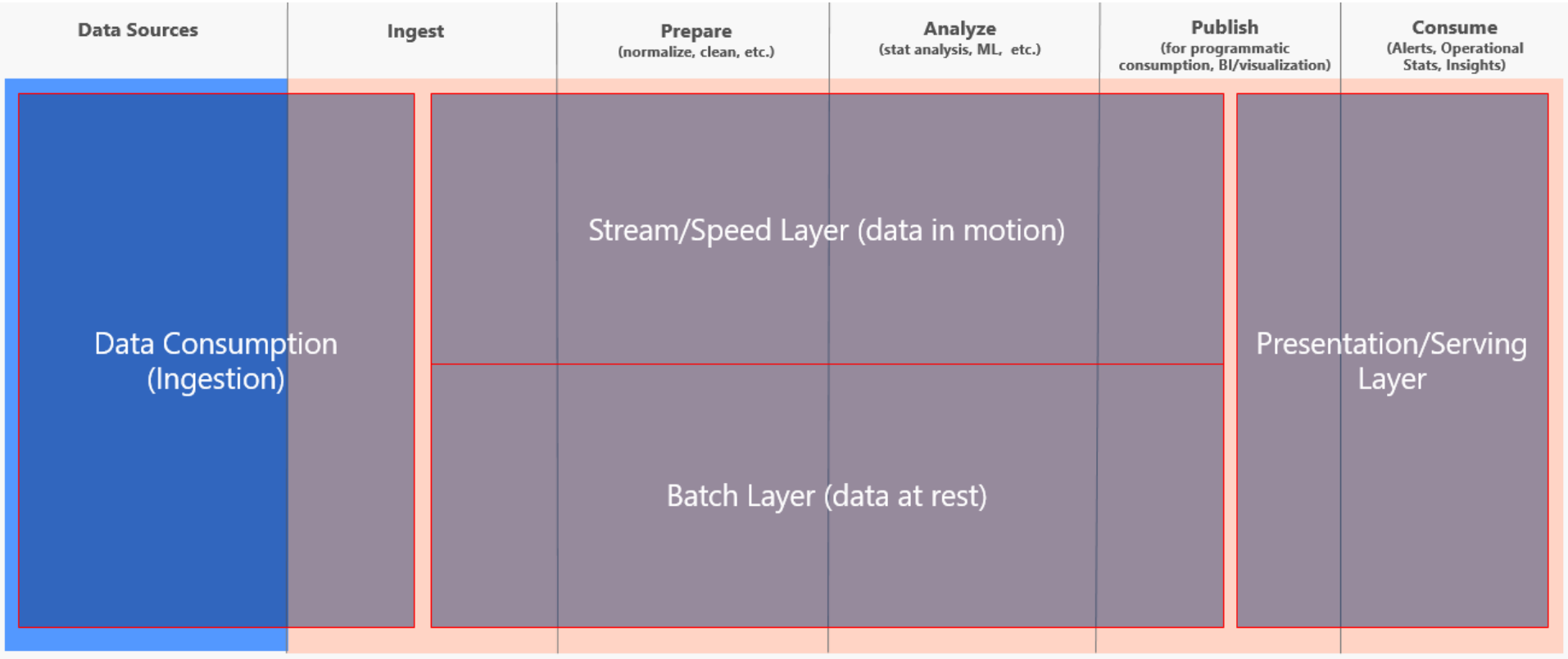
- Major goal: reduce coupling
- Well suited to implement bounded contexts and domain-driven design
- Infrastructure and data access is moved to the outer layers of the onion
- Code can depend on layers close to the center, less on outer layers
- Implements principle of dependency inversion and single responsibility
  - High-level modules independent of the low-level module implementation details
  - An object should do only one thing
  - An object should have only one reason to change

Onion and Domain-Driven Design

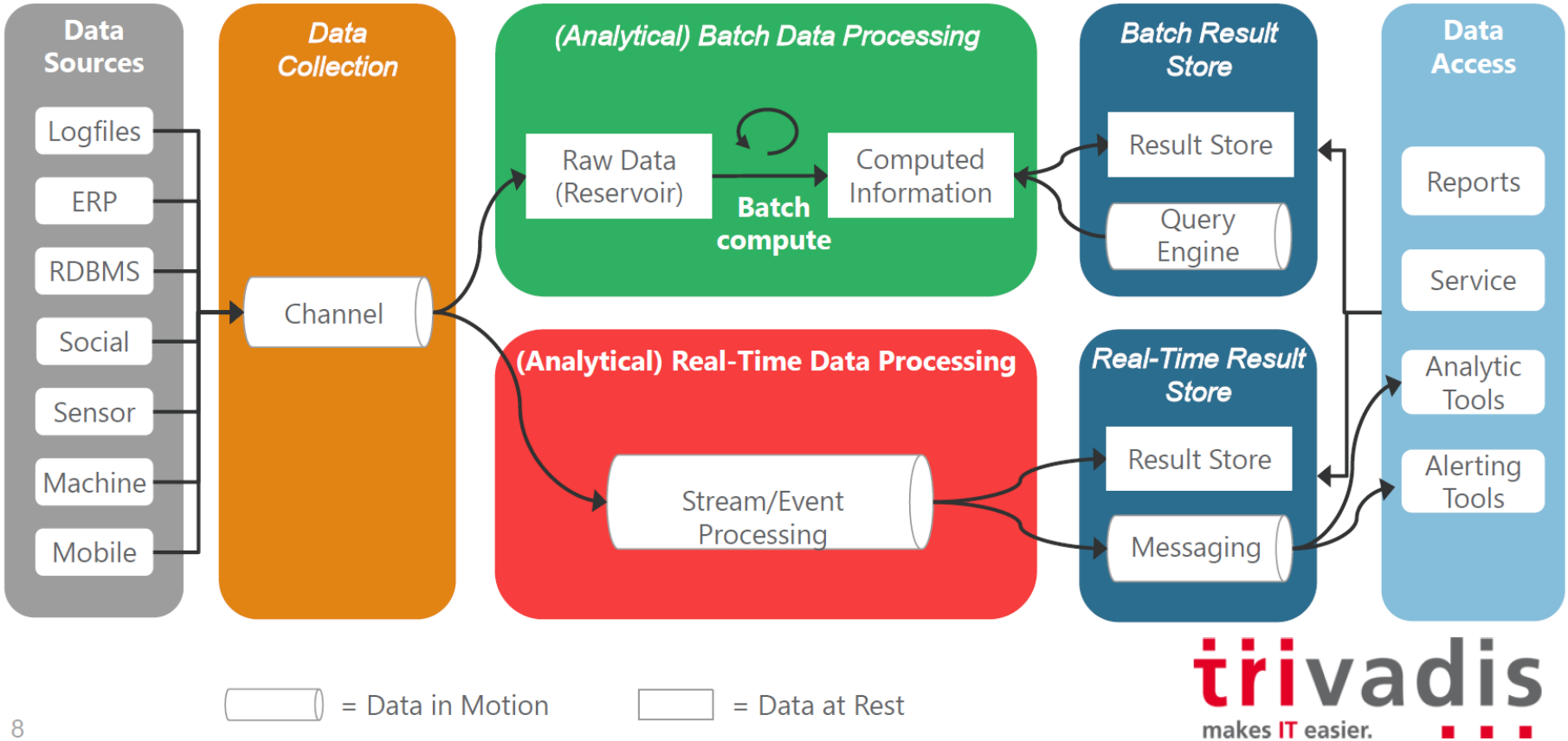


https://jaxenter.de/wp-content/uploads/2015/05/marbach_zwiebelarchitektur_6.jpg

7. Lambda Architecture for Big Data



A More Detailed Picture of Lambda



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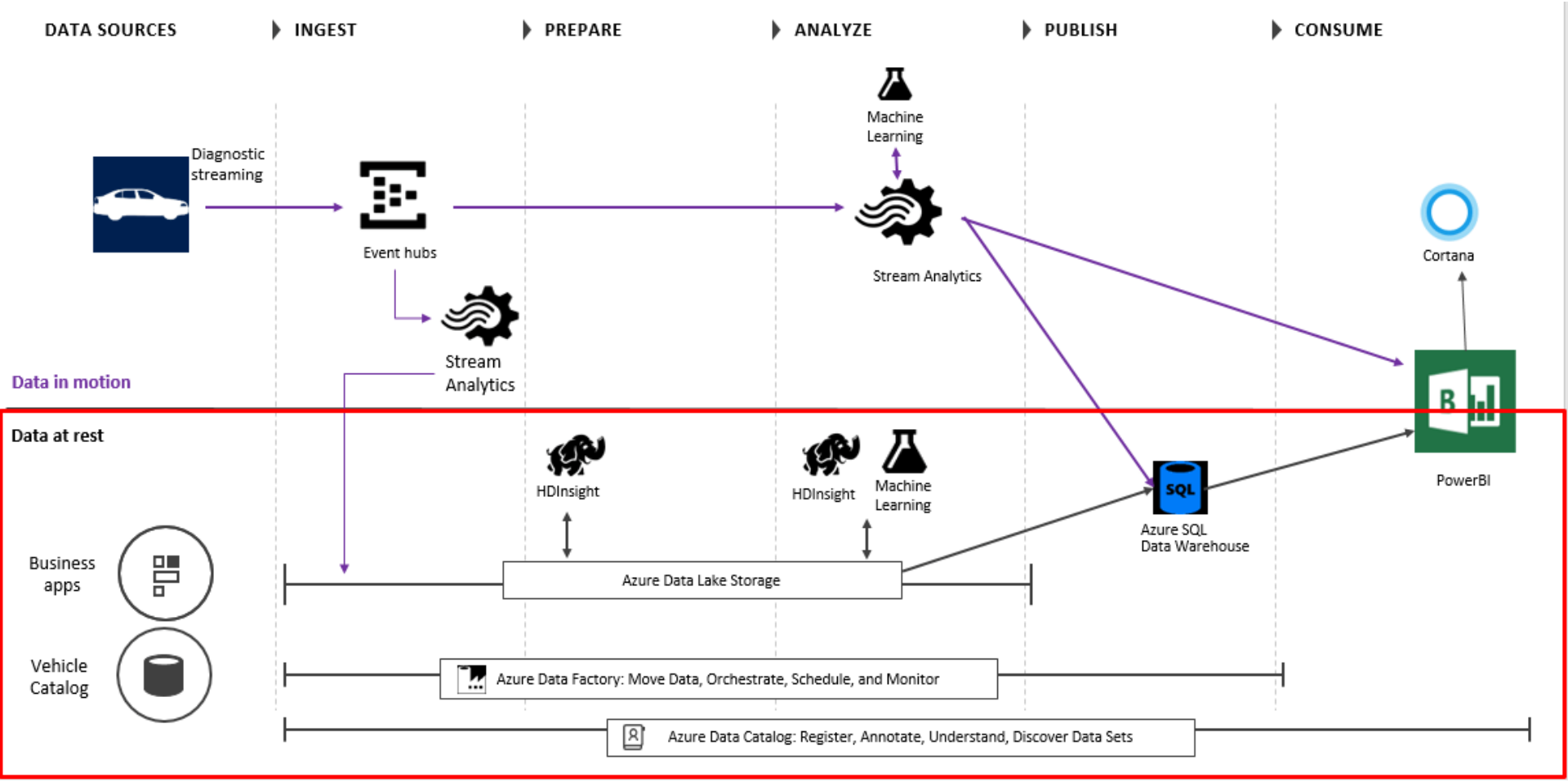
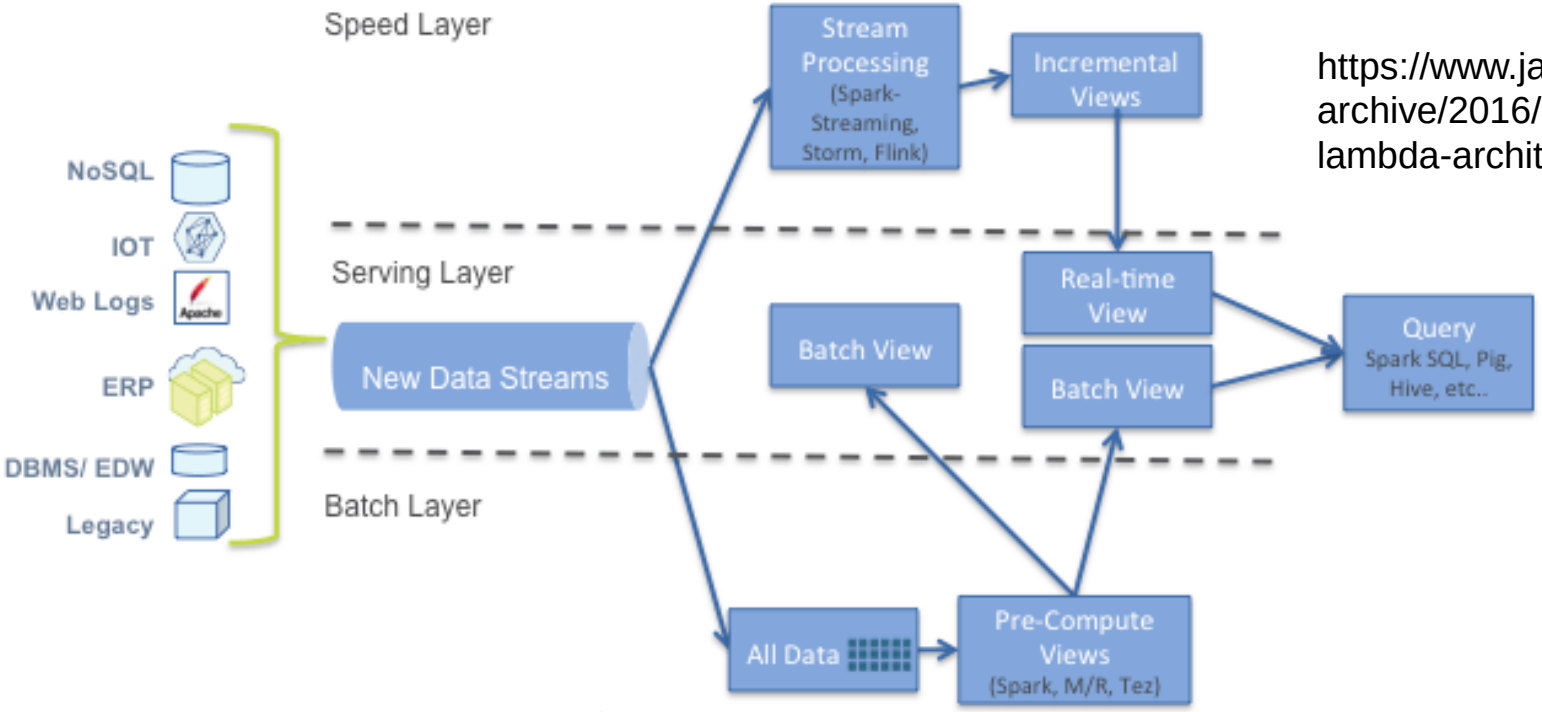
Example Lambda Architecture



https://www.jamesserra.com/archive/2016/08/what-is-the-lambda-architecture/

Implementing Lambda Based on Apache Hadoop



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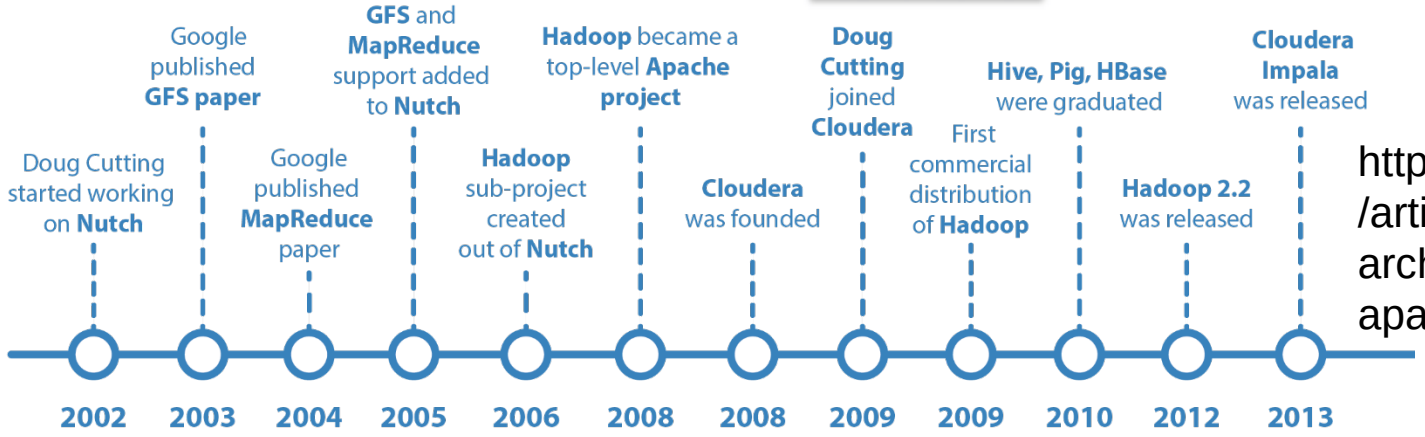
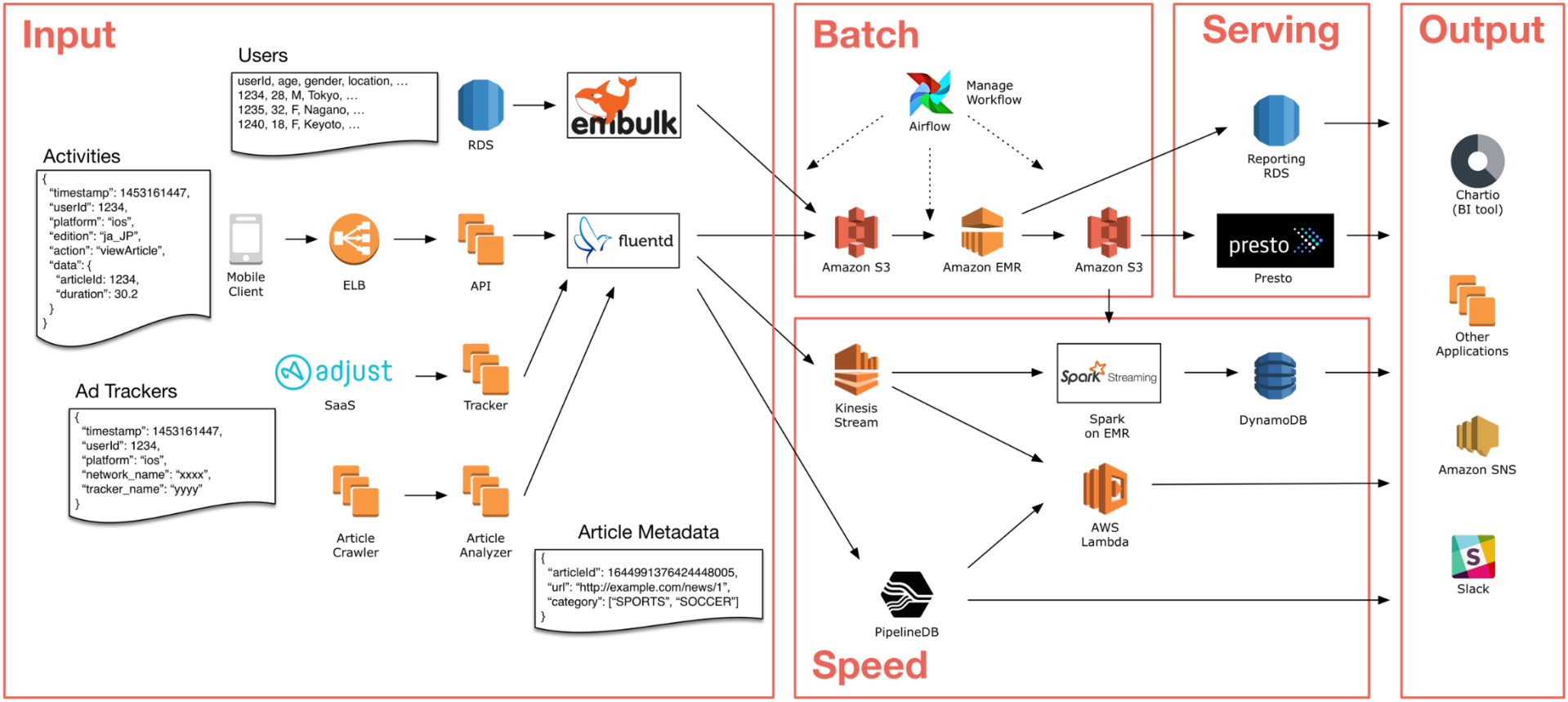


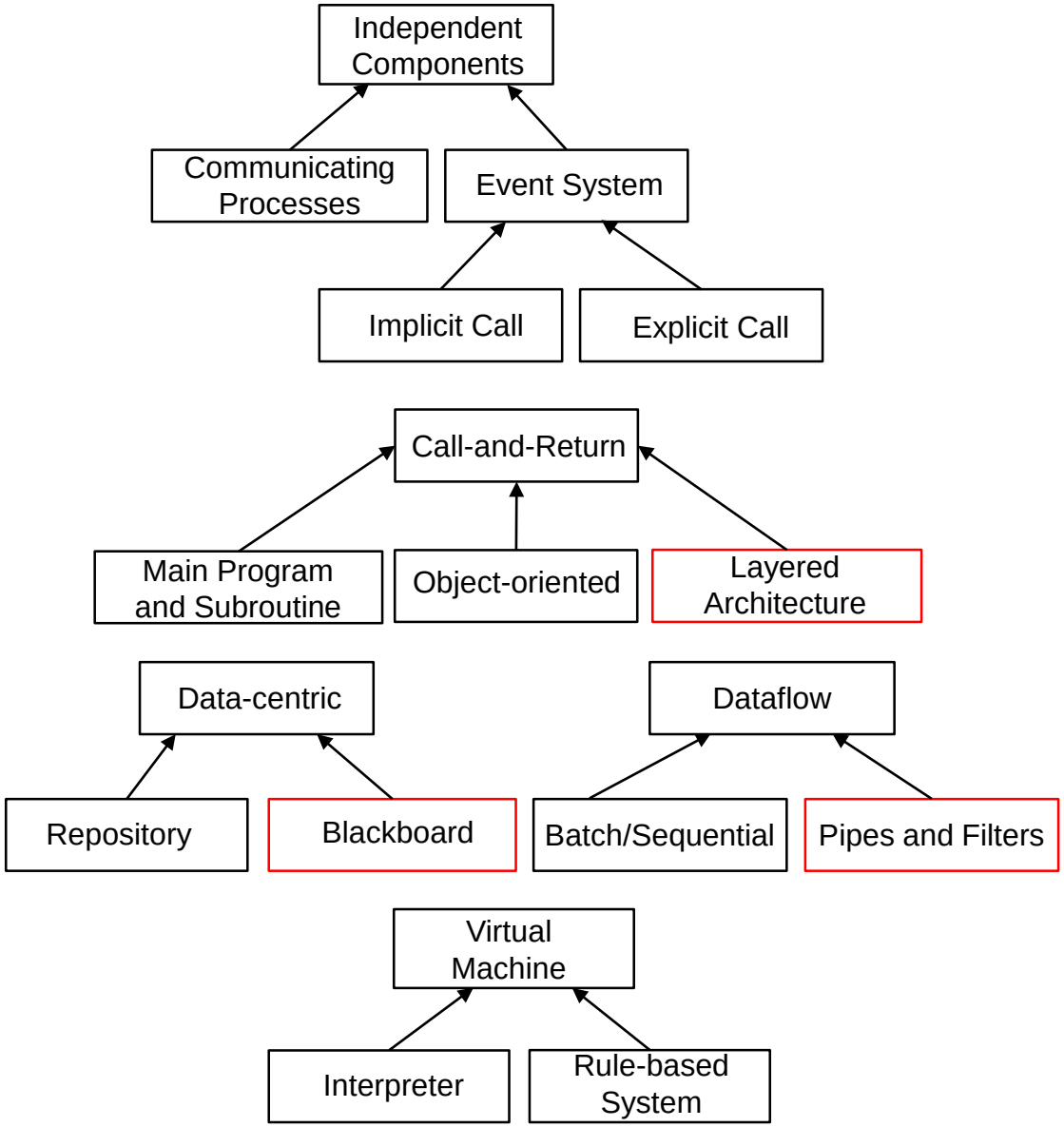
https://dzone.com/articles/lambda-architecture-with-apache-spark

Example on AWS



https://aws.amazon.com/de/blogs/big-data/how-smartnews-built-a-lambda-architecture-on-aws-to-analyze-customer-behavior-and-recommend-content/

Where can we place SOA, P2P and C/S architectures in this picture?



Working Questions

1. What do we understand by an architectural style?
2. Explain examples of architectural styles, their essential components, compontent technology, connectors used and constraints that have to be considered.
3. What the advantages and disadvantages of a given architectural style?
4. Many P2P architectures use a late binding topology. What quality attributes can require or prevent such a solution?
5. SOA includes dynamic service registry and discovery. Which quality attributes are affected positively or negatively?
6. How can a layer architecture implement the following tactics for modifiability: abstract common services, encapsulate, use an intermediary (reduce coupling)?

Summary

- 7 basic architectural styles that are widely applied and can be observed in many systems
- Any system has an architectural style
  - Remember “big ball of mud”
- Each style has advantages and disadvantages
- Applying more than a single architectural slide constitutes a risk due to increased complexity and potential constraint violations
- Select the simplest style based on your scenarios