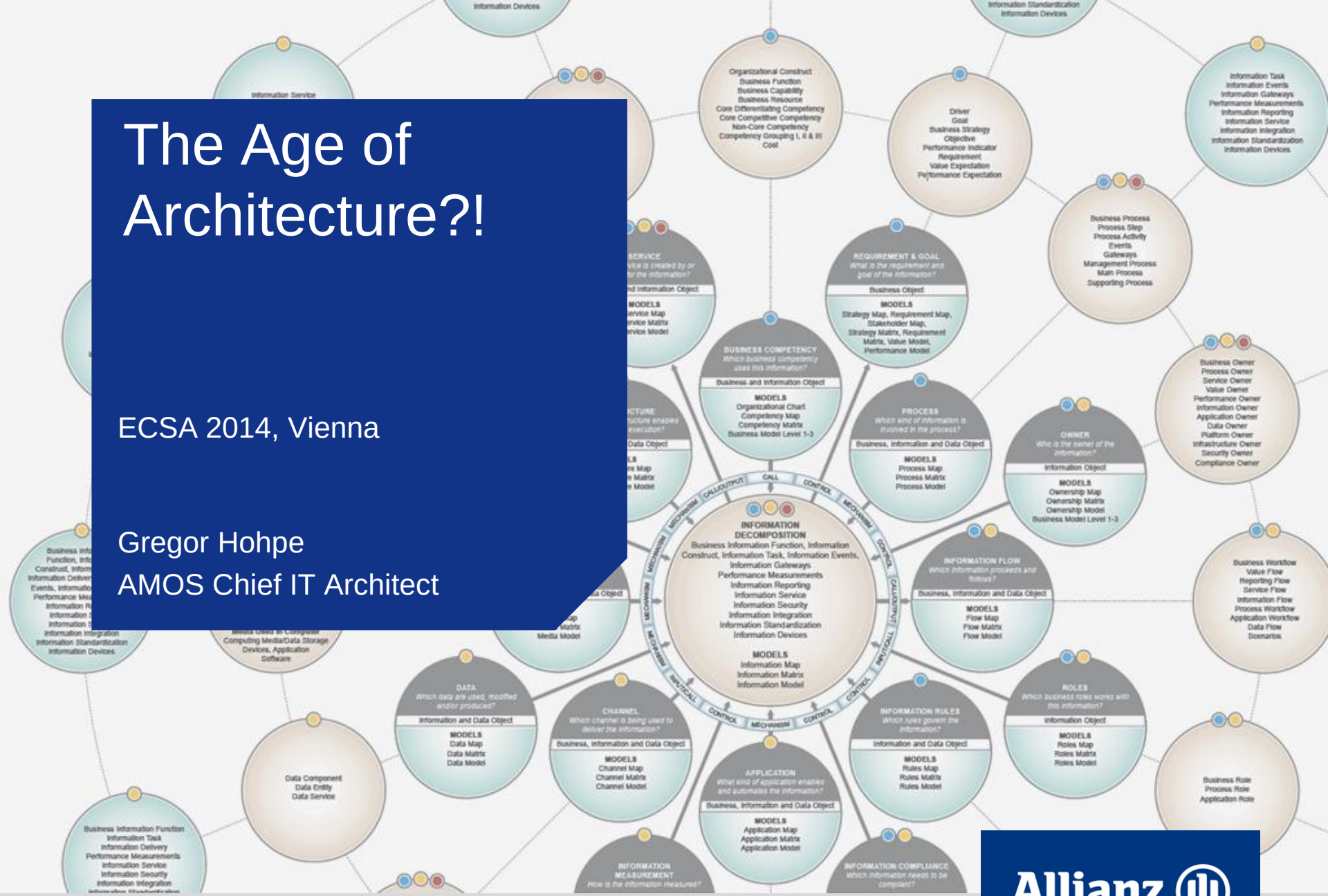

The Age of Architecture?!

ECSA 2014, Vienna

Gregor Hohpe
AMOS Chief IT Architect

Allianz

About

Me

Allianz

Diplom Comp Sci

MS Comp Sci

ME Eng. Mgmt.

Startup

Netpulse

Consulting

ams

Deloitte.

ThoughtWorks®

Software

Google

Corporate IT

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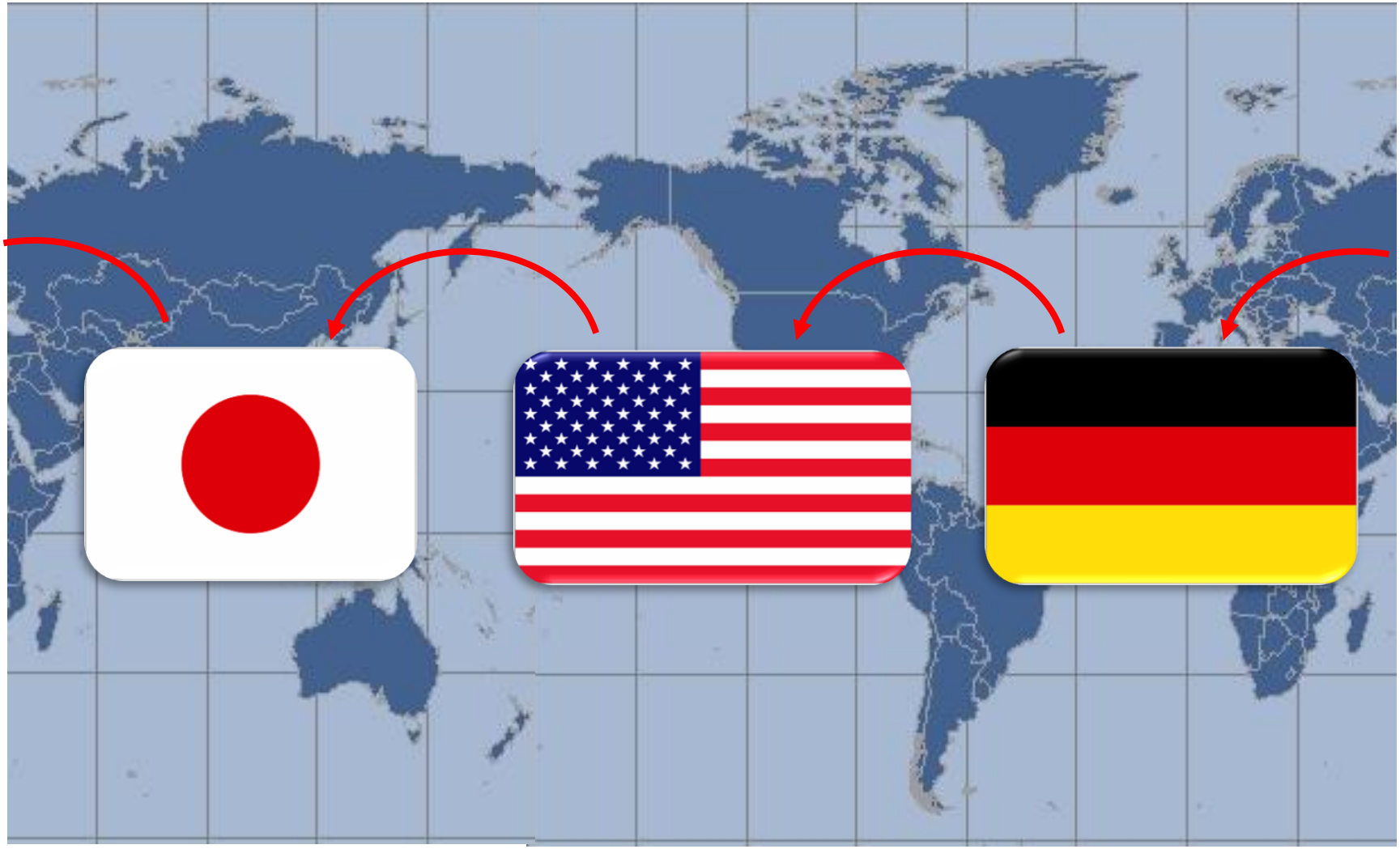
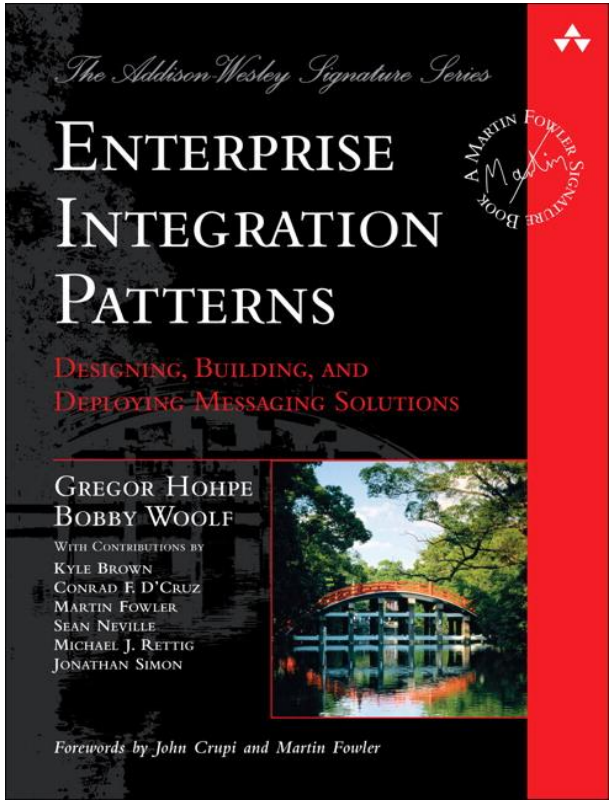
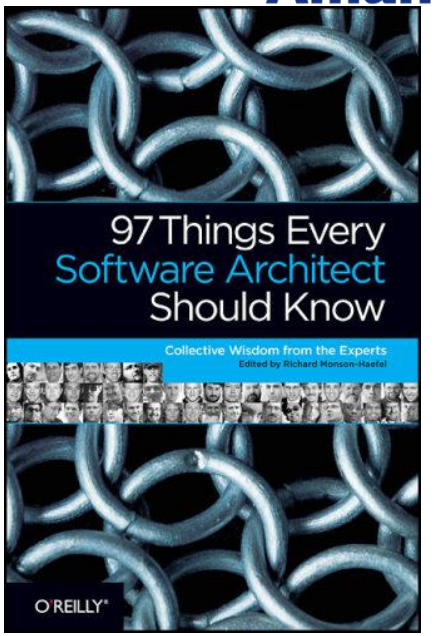
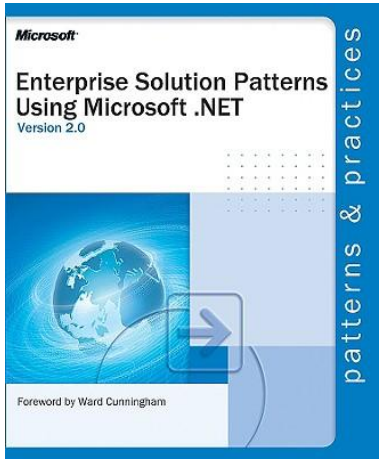
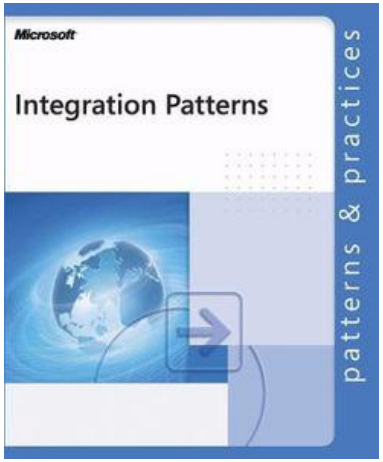


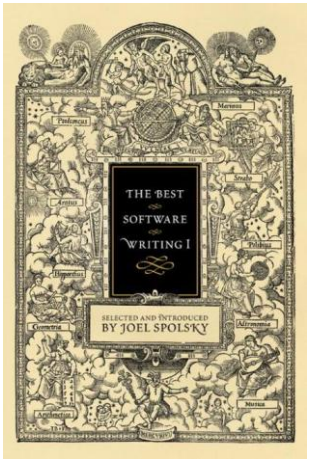

The Addison-Wesley Signature Series
A Martin Fowler Signature Book
Enterprise Integration Patterns
Designing, Building, and Deploying Messaging Solutions
Gregor Hohpe
Bobby Woolf
With Contributions by
Kyle Brown
Conrad F. D'Cruz
Martin Fowler
Sean Neville
Michael J. Rettig
Jonathan Simon
Forewords by John Crupi and Martin Fowler

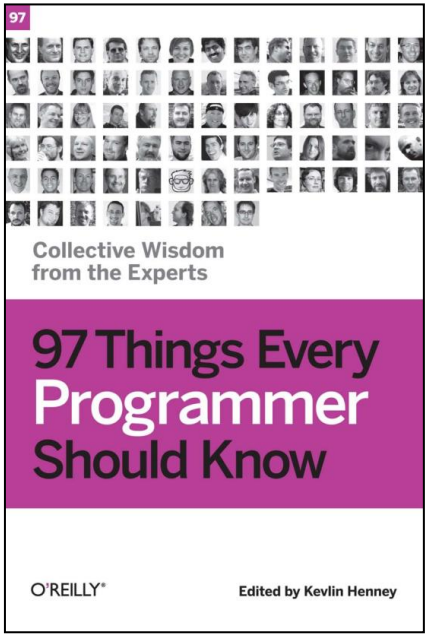

Gernot Starke · Stefan Tilkov (Hrsg.)
SOA-Expertenwissen
Methoden, Konzepte und Praxis serviceorientierter Architekturen
dpunkt.verlag


97 Things Every Software Architect Should Know
Collective Wisdom from the Experts
Edited by Richard Monson-Haefel
O'REILLY


Microsoft
Enterprise Solution Patterns Using Microsoft .NET
Version 2.0
patterns & practices
Foreword by Ward Cunningham


Microsoft
Integration Patterns
patterns & practices


THE BEST SOFTWARE WRITING I
SELECTED AND INTRODUCED BY JOEL SPOLSKY


97
Collective Wisdom from the Experts
97 Things Every Programmer Should Know
O'REILLY
Edited by Kevlin Henney


ECSA 2014
8th European Conference on Software Architecture
Vienna, Austria, 25-29 August 2014
DEVOXX
the java community conference
NET ECONOMY
TIBCO
The Power of Now
CamelOne
WSO2
JAOO conference
- for Developers by Developers
OOP 2012
SOFTWARE MEETS BUSINESS
CodeZine
Developers Summit
TheServerSide
JAVA SYMPOSIUM
SOA
SERVICE ORIENTED ARCHITECTURE
Days2006
burton GROUP
CATALYST CONFERENCE
INTERFACE21
2009 JavaOne
Java
SD WEST 2007
PDC 05
DEVELOPER POWERED
Microsoft
Tech-Ed 2005
OOPSLA'05
SAN DIEGO
w-jax 07
Speaker
5.–9. November 2007
Colorado Software Summit

Core Beliefs

Do what you say and say what you do

Lead by Example

A players hire A players. B players hire C players.

Output oriented over process oriented

The Age of Architecture

Content is King

Never stop learning

Control is an illusion

The proof is in the pudding

Hic Rhodos hic salta

QUALITY is free

Theory Y

Demo or Die

Abstraction != Dumbing down

Architecture

“Software Architecture”

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“The structure of the components, their interrelationships, and principles and guidelines governing their design and evolution over time”

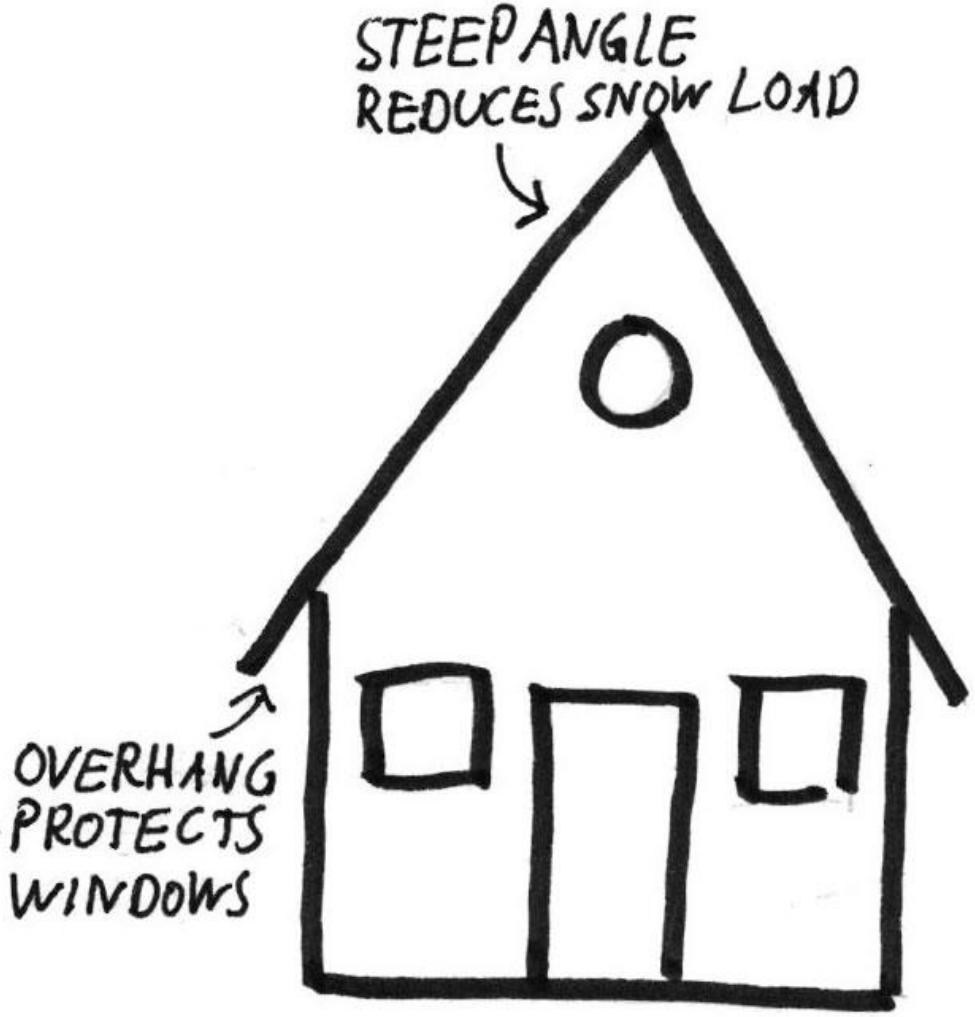
“Design decisions about any system that keep implementors and maintainers from exercising needless creativity”

“What you cannot change from one day to the next”

- Structure and relationships, seeing the big picture end-to-end
- Thinking ahead
- Decisions, choices or constraints put into place
- Reasons and rationale why things are the way they are

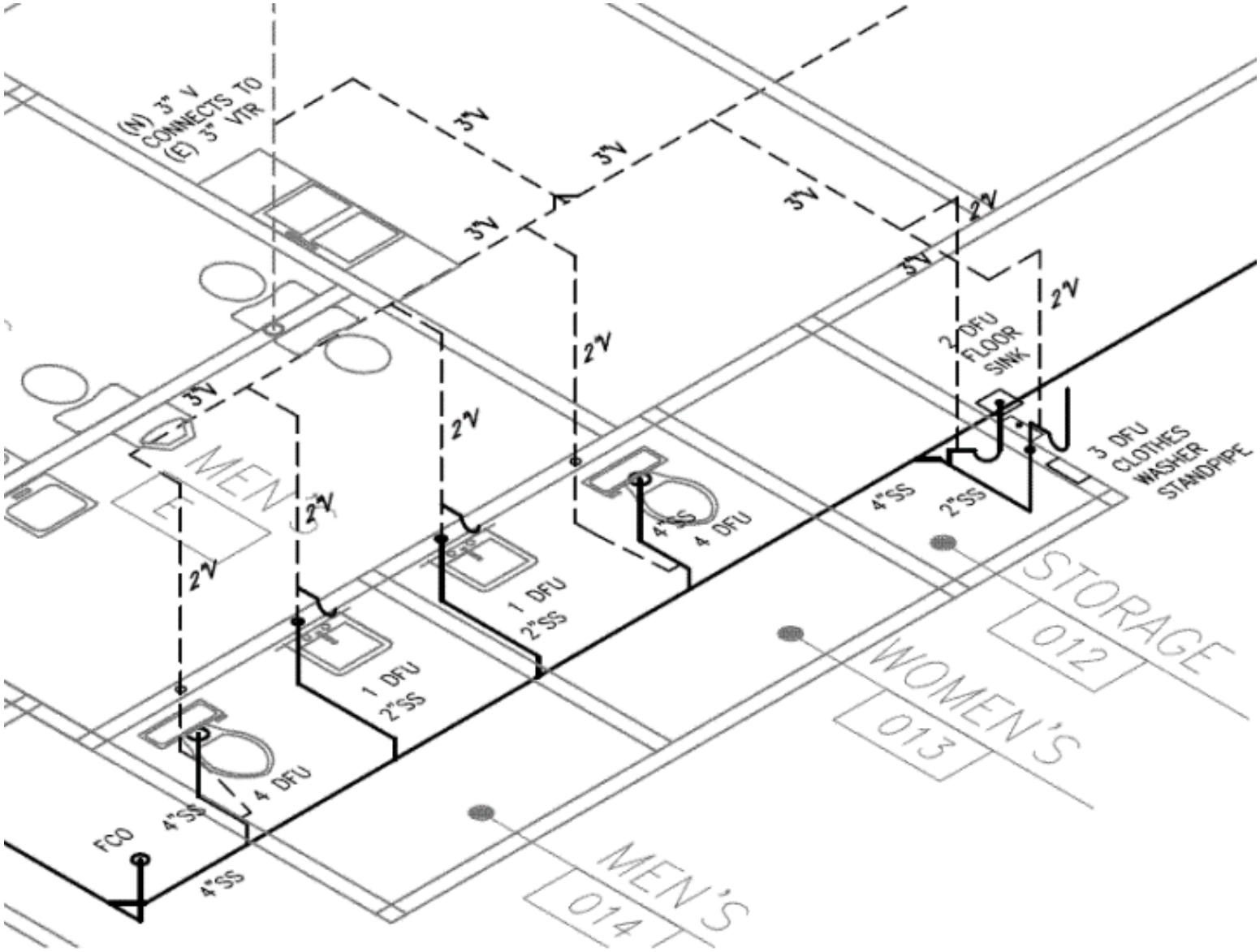
Architecture?

Architecture!



Architecture!

Design (Solution Architecture)



Architects

Master Planner?

Gardener?

Tour Guide?

Theses

There always is an architecture

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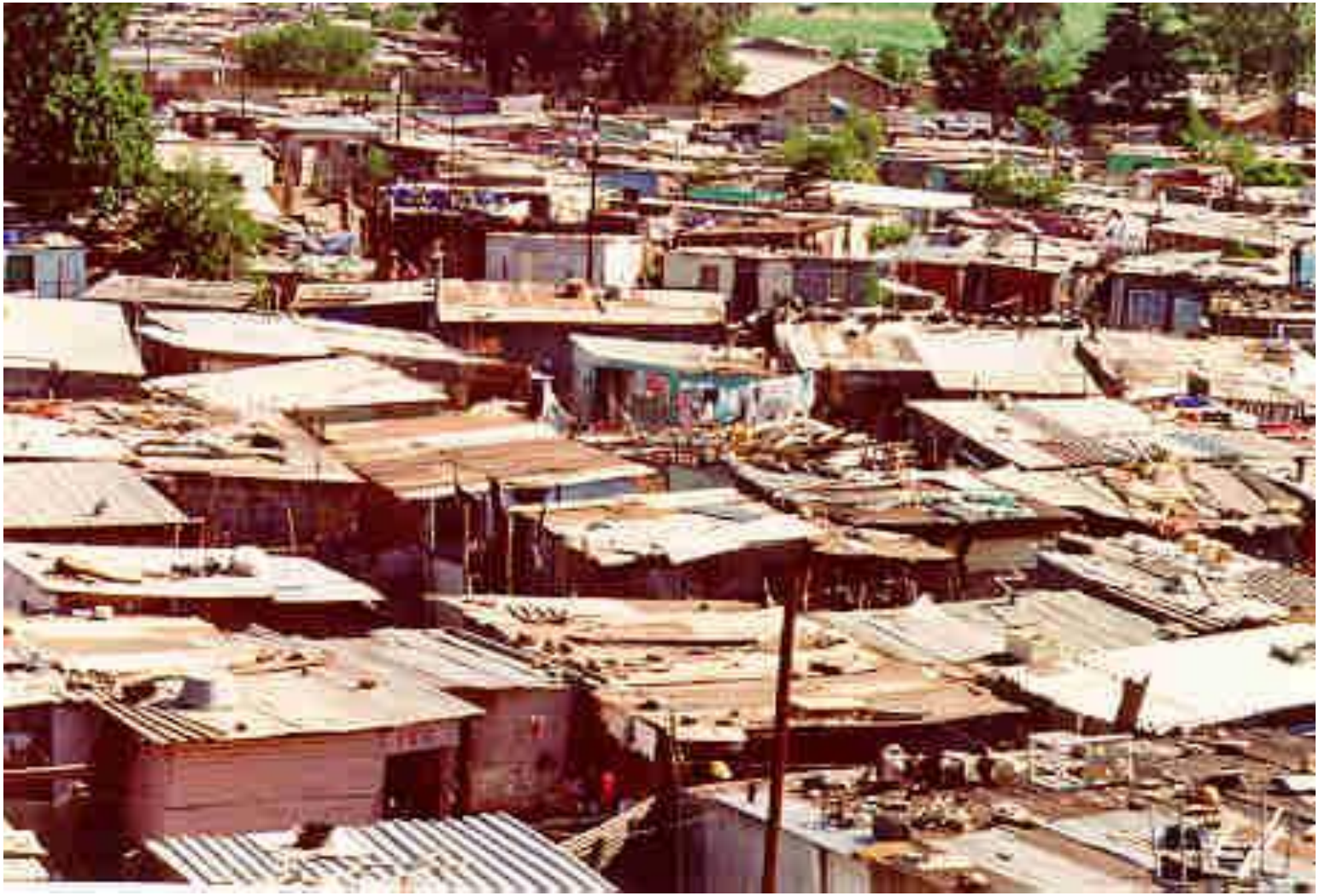

Source: Foote Yoder. *Big Ball of Mud*, 1999, http://www.laputan.org/mud/

And there is always a reason for it

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Shantytowns are usually built from common, inexpensive materials and simple tools. Shantytowns can be built using relatively unskilled labor. Even though the labor force is "unskilled" in the customary sense, the construction and maintenance of this sort of housing can be quite labor intensive. There is little specialization. Each housing unit is constructed and maintained primarily by its inhabitants, and each inhabitant must be a jack of all the necessary trades. There is little concern for infrastructure, since infrastructure requires coordination and capital, and specialized resources, equipment, and skills. There is little overall planning or regulation of growth. Shantytowns emerge where there is a need for housing, a surplus of unskilled labor, and a dearth of capital investment. Shantytowns fulfill an immediate, local need for housing by bringing available resources to bear on the problem.

Source: Foote Yoder. *Big Ball of Mud*, 1999, http://www.laputan.org/mud/

An architecture isn’t simply “good” or “bad”

Berlin Gropius-Stadt

Rather, architecture is fit or unfit for purpose

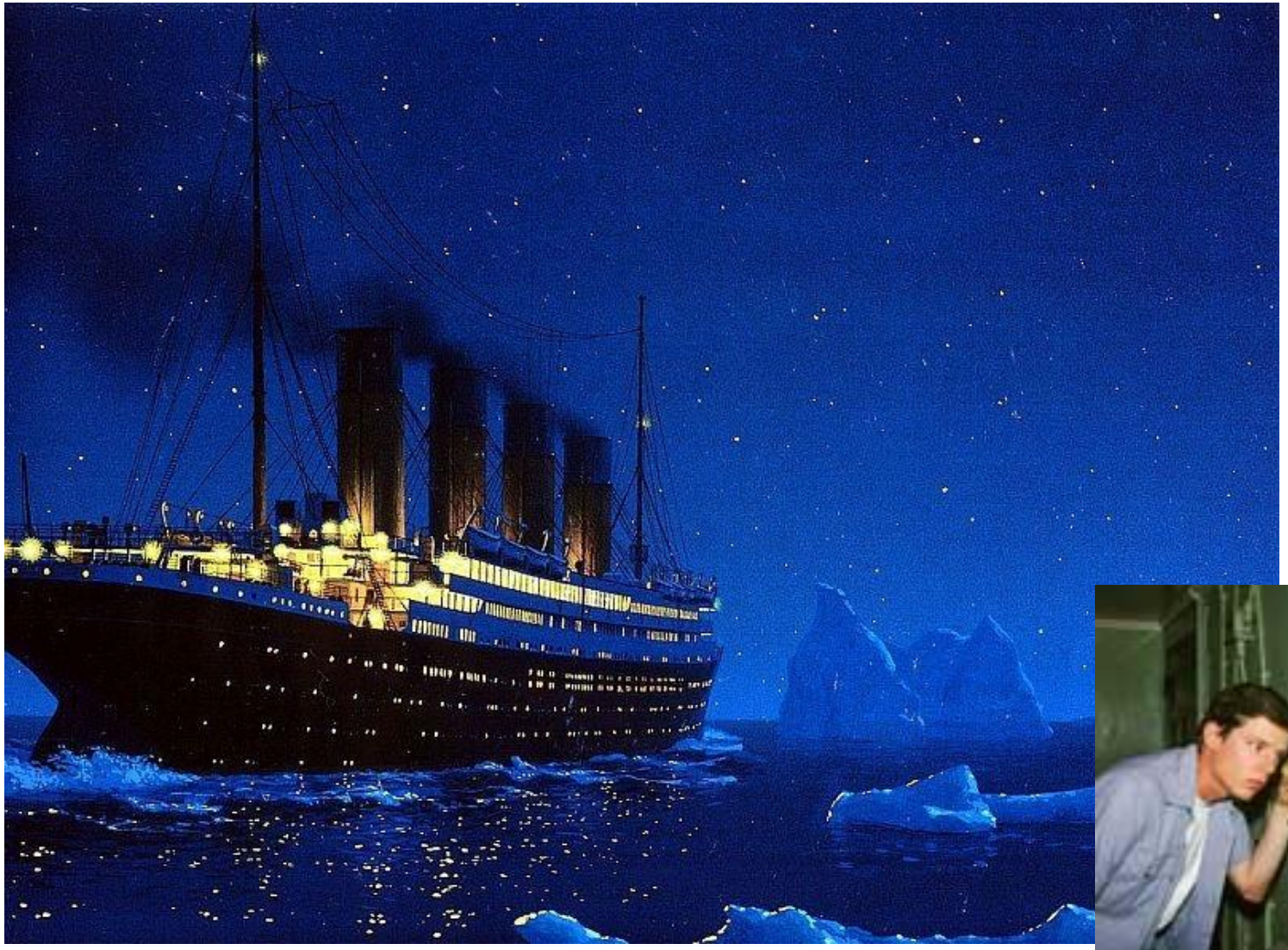
You cannot judge a decision by the outcome

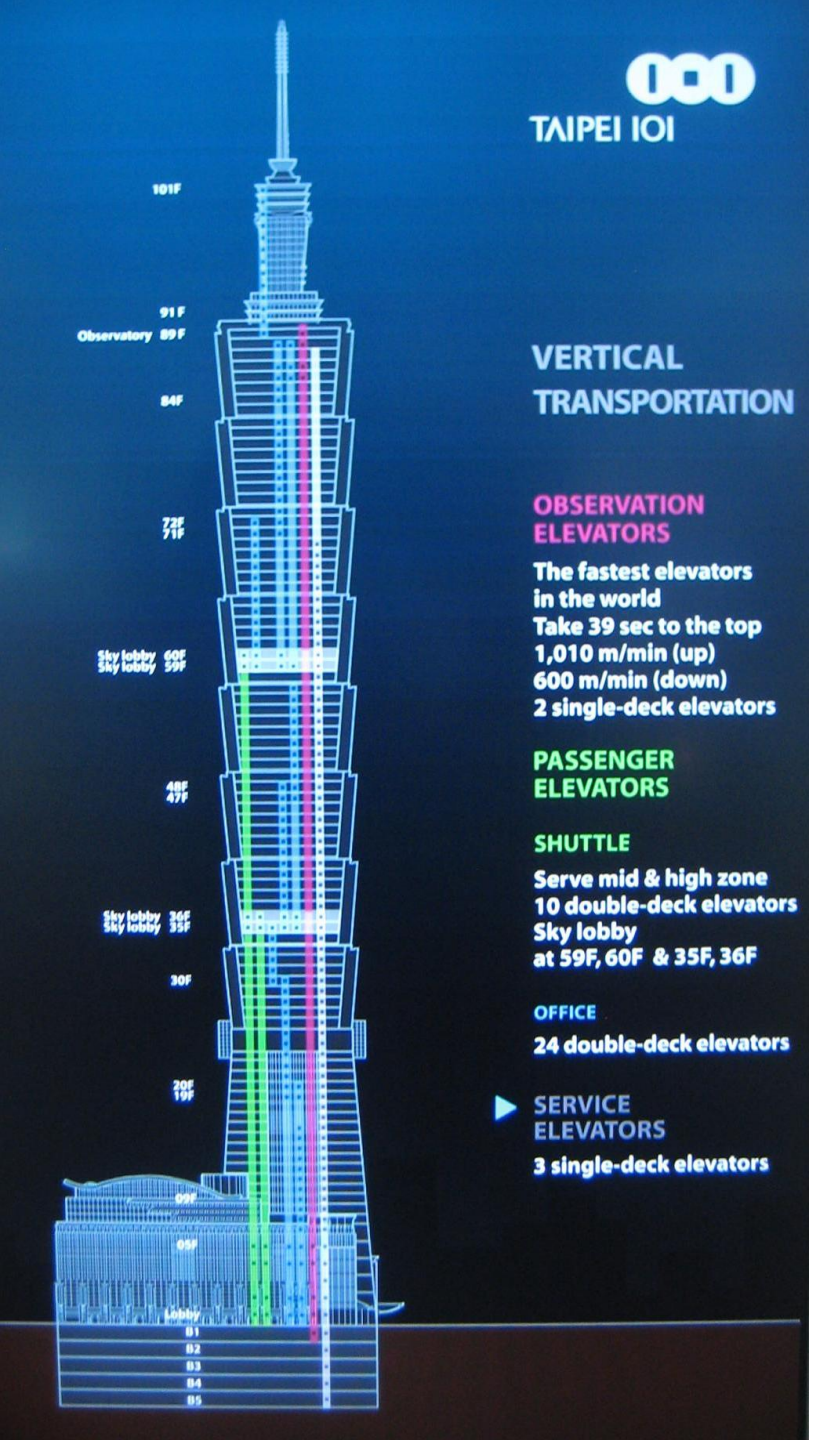
Baron & Hershey, *Outcome bias in decision evaluation*, 1988.

Architects in the Enterprise

IT Architecture: The gap between buzzword and product

“From board room to engine room”





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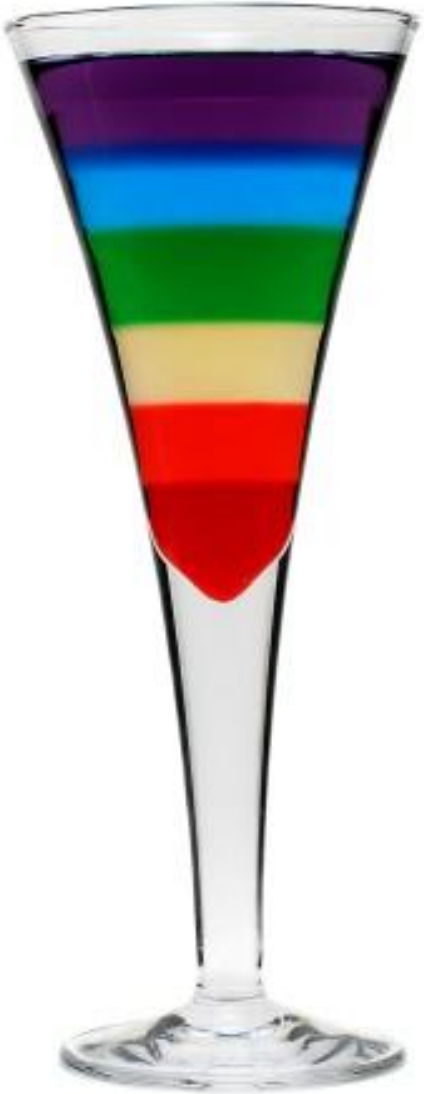
The „Architect Elevator“

The ability to move quickly between levels of abstraction and audiences while adjusting communication style accordingly.

Some buildings (companies) have more floors than others.

Layered Abstraction



Works well in a
relatively static environment

The current IT Environment

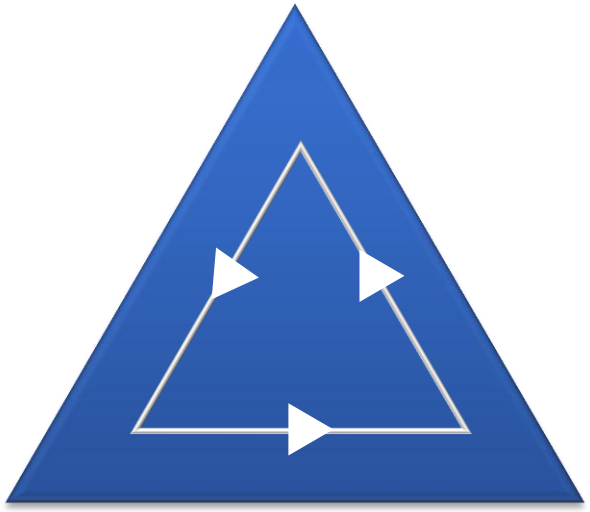
Will it blend?, Youtube, 2014

"Yes it blends!"

Architect Skill Profile

- Training & Practice
- Mentee
- Certification

① Skill



② Impact

- Cost & Complexity Reduction
- Reduced time to market
- Clear Roadmap

③ Leadership

- Mentoring & Teaching
- Communication
- Arch. Board Member
- External visibility

The Role of an Architect
- Business / IT alignment
- End-to-end view

Analytical
- Systems thinking
- Architectural Thinking

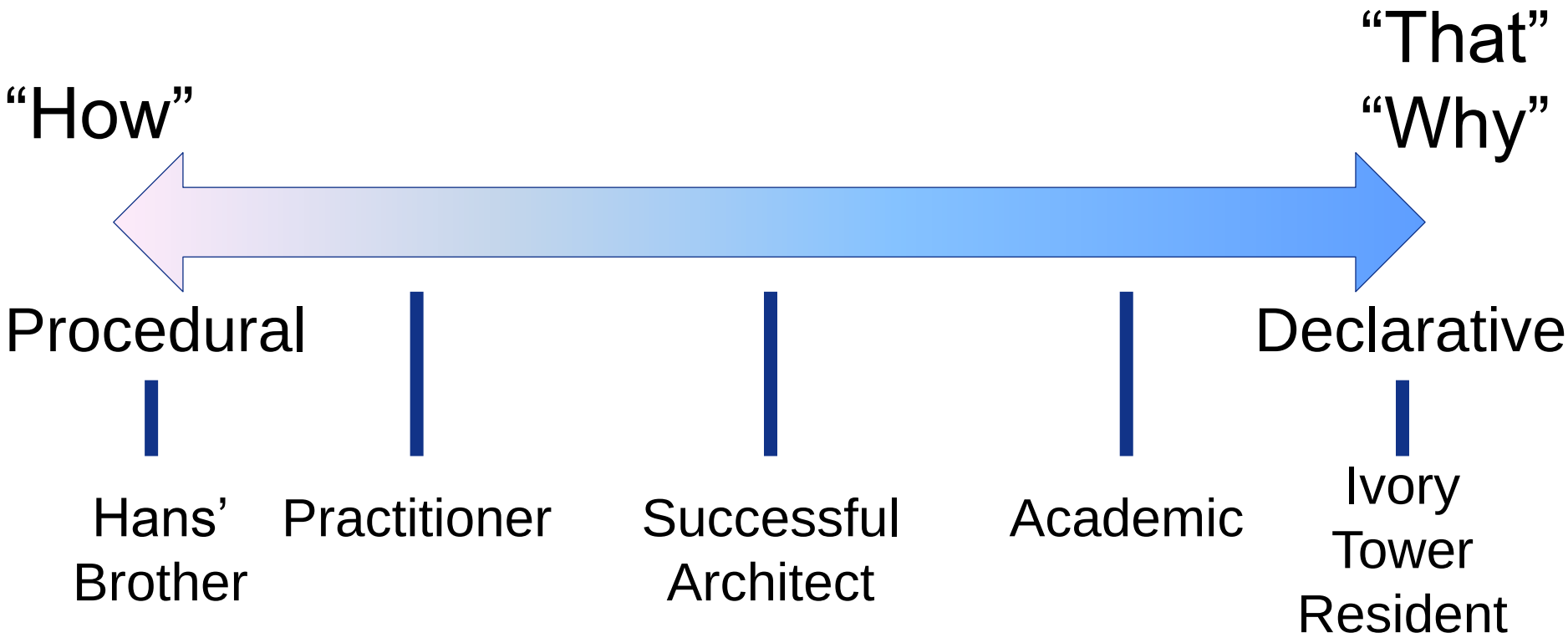
Communication
- Presentation skills
- Conflict resolution
- Stakeholder Mgmt.
- Technical Writing

Management
- Behavioral patterns

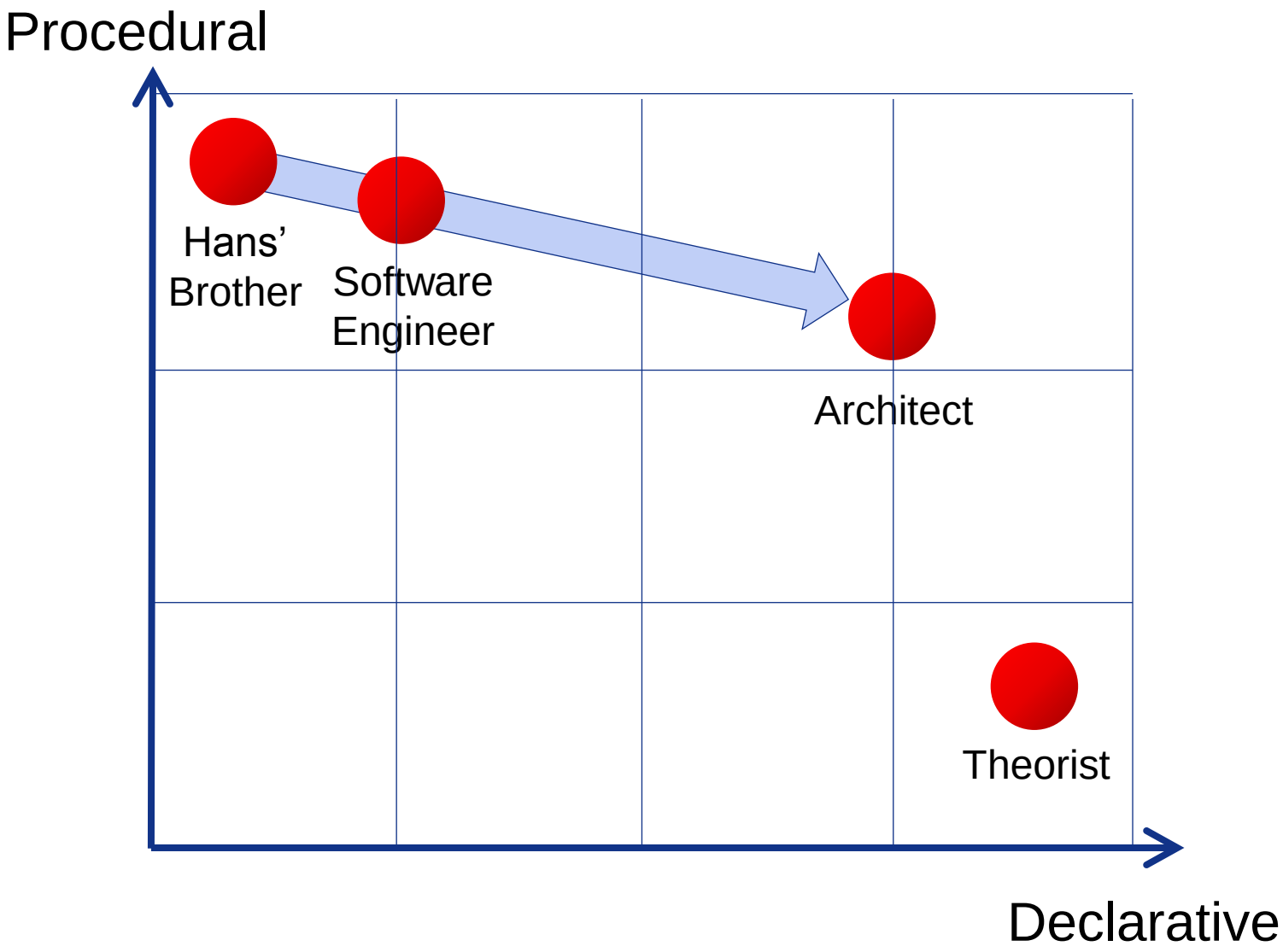
Technical
- Cloud computing
- Big Data
- Disaster Recovery

Company Specific
- Strategic initiatives
- Core platforms
- IT Transformation

Procedural vs. Declarative Knowledge

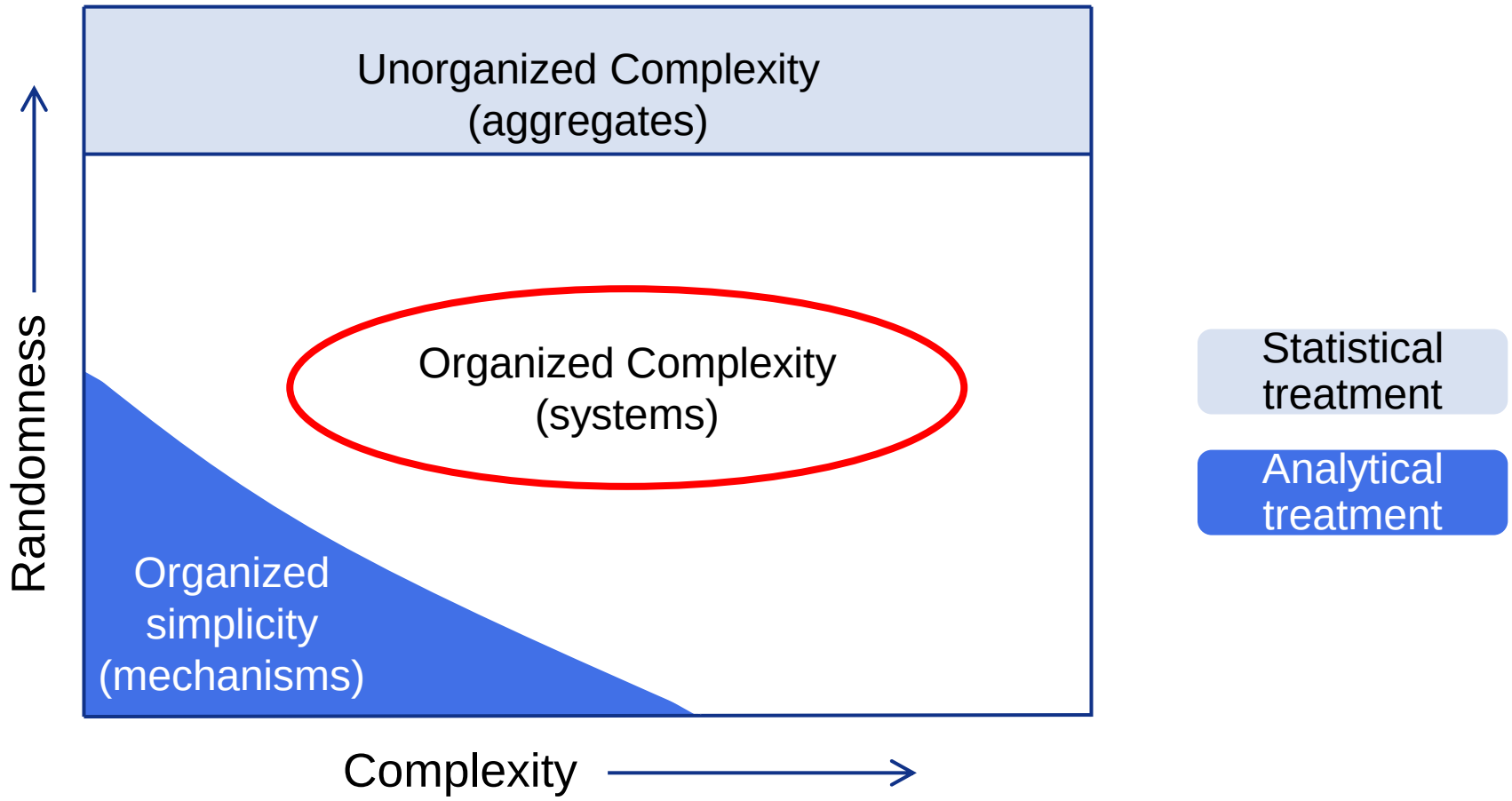


Procedural vs. Declarative Knowledge



Systems Thinking

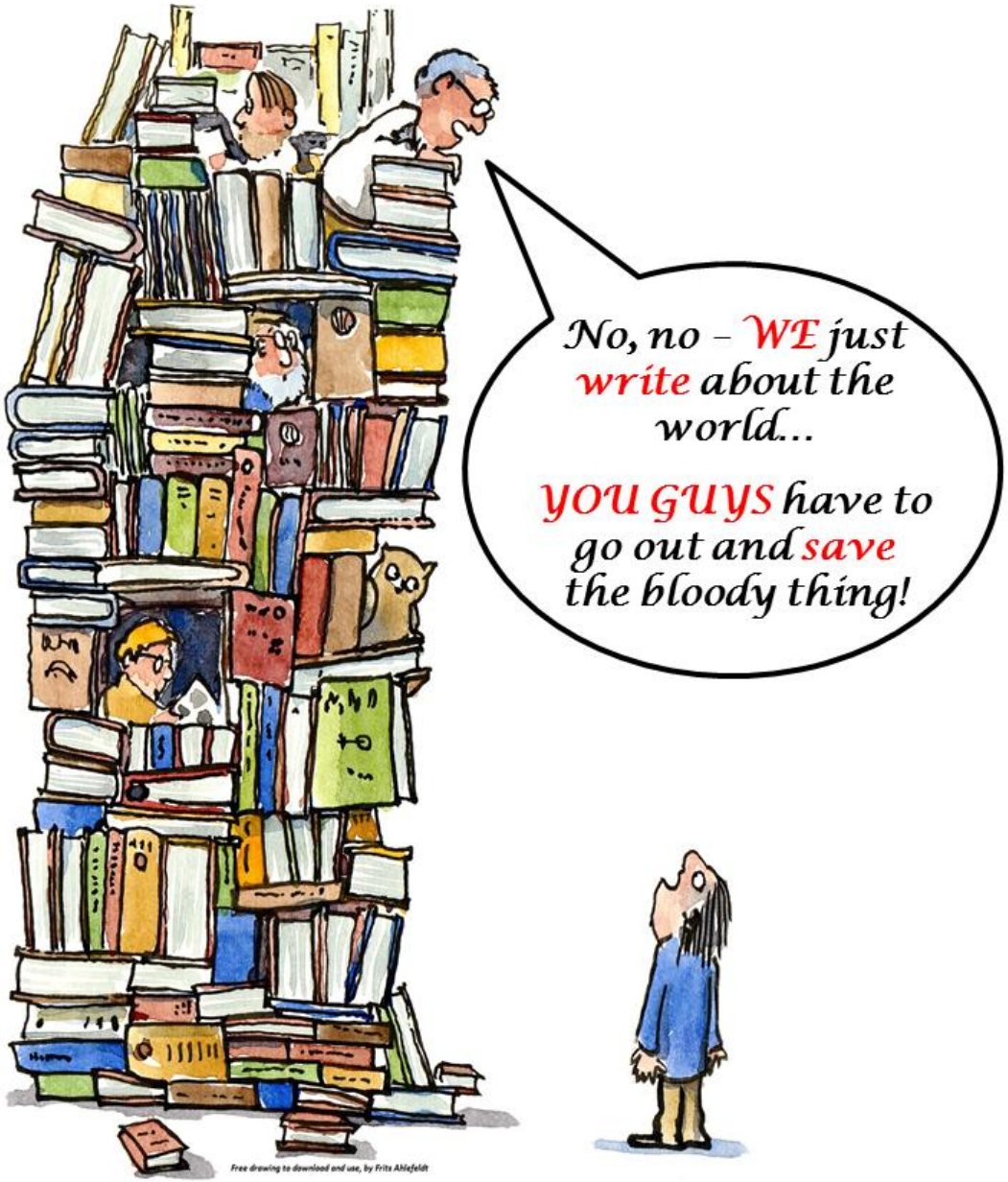
Types of systems and modes of thought



Source: Gerald Weinberg. *An Introduction to General Systems Thinking*, Wiley, 1975

Enterprise Architects

Enterprise Architecture?



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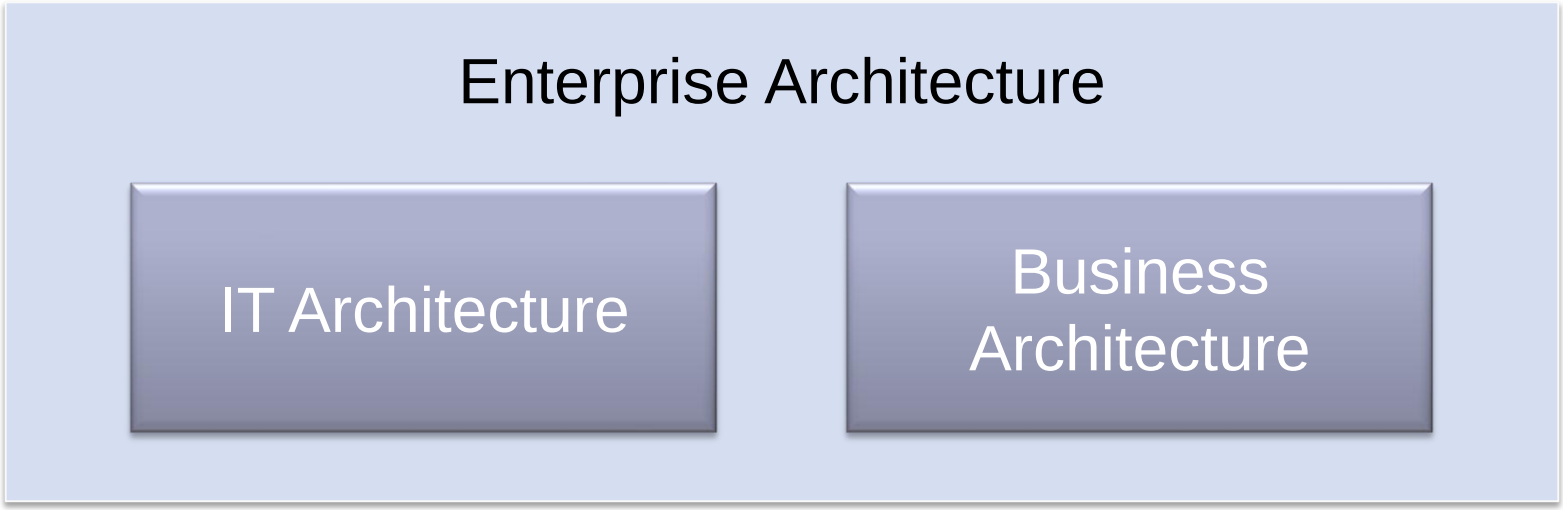
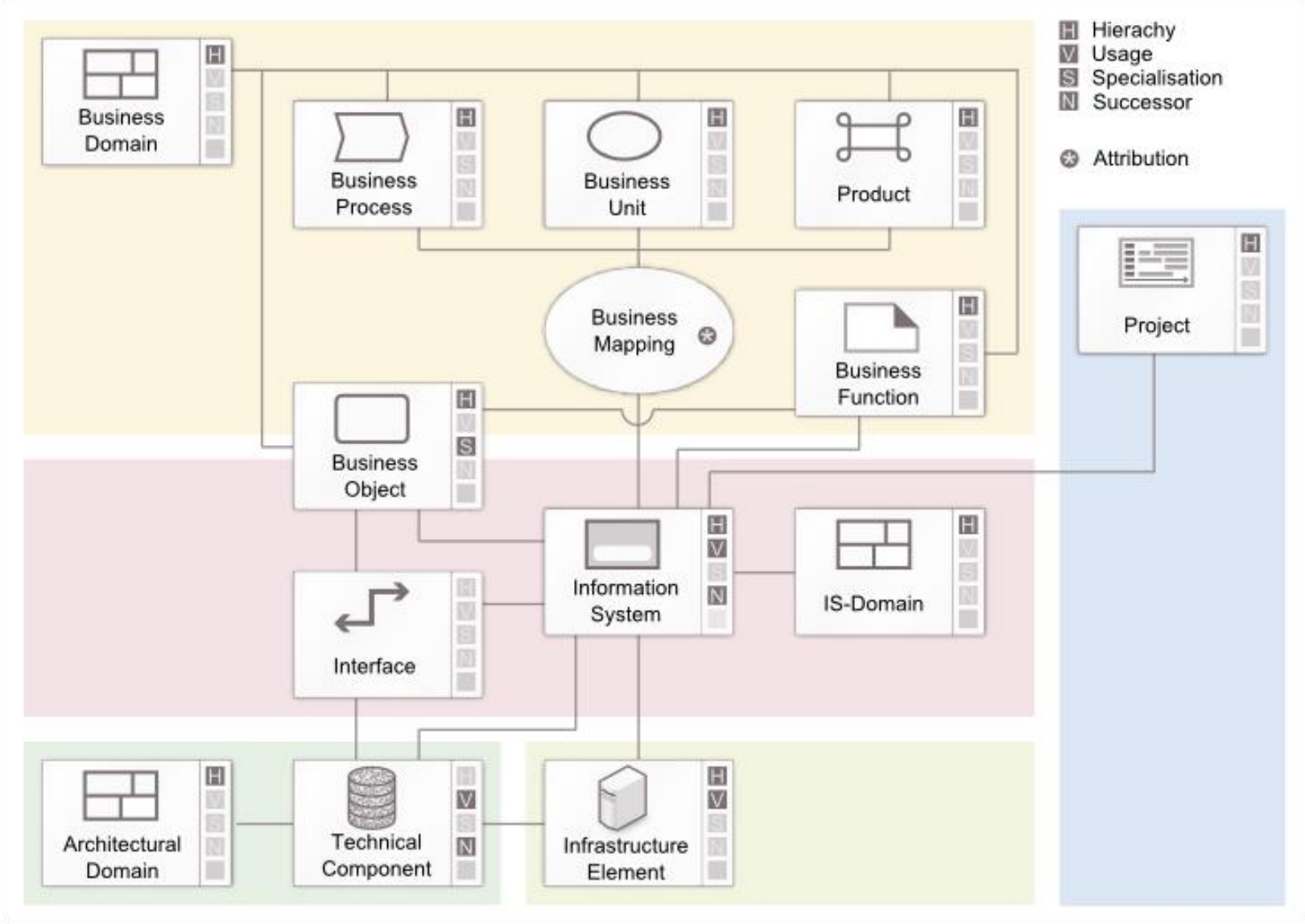
Architecting the Enterprise
or
(IT) Architecture for the Enterprise?



Architecting the Enterprise



Enterprise Architecture & Standardization

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30-50 years

City Planning

- Strategic direction
- Identify trends
- Opportunities & threats

20-30 years

Zoning

- Patterns
- Hot spot identification
- Complexity reduction

10-15 years

Building Codes

- Tactic enforcement
- Safety / Security
- Uniformity

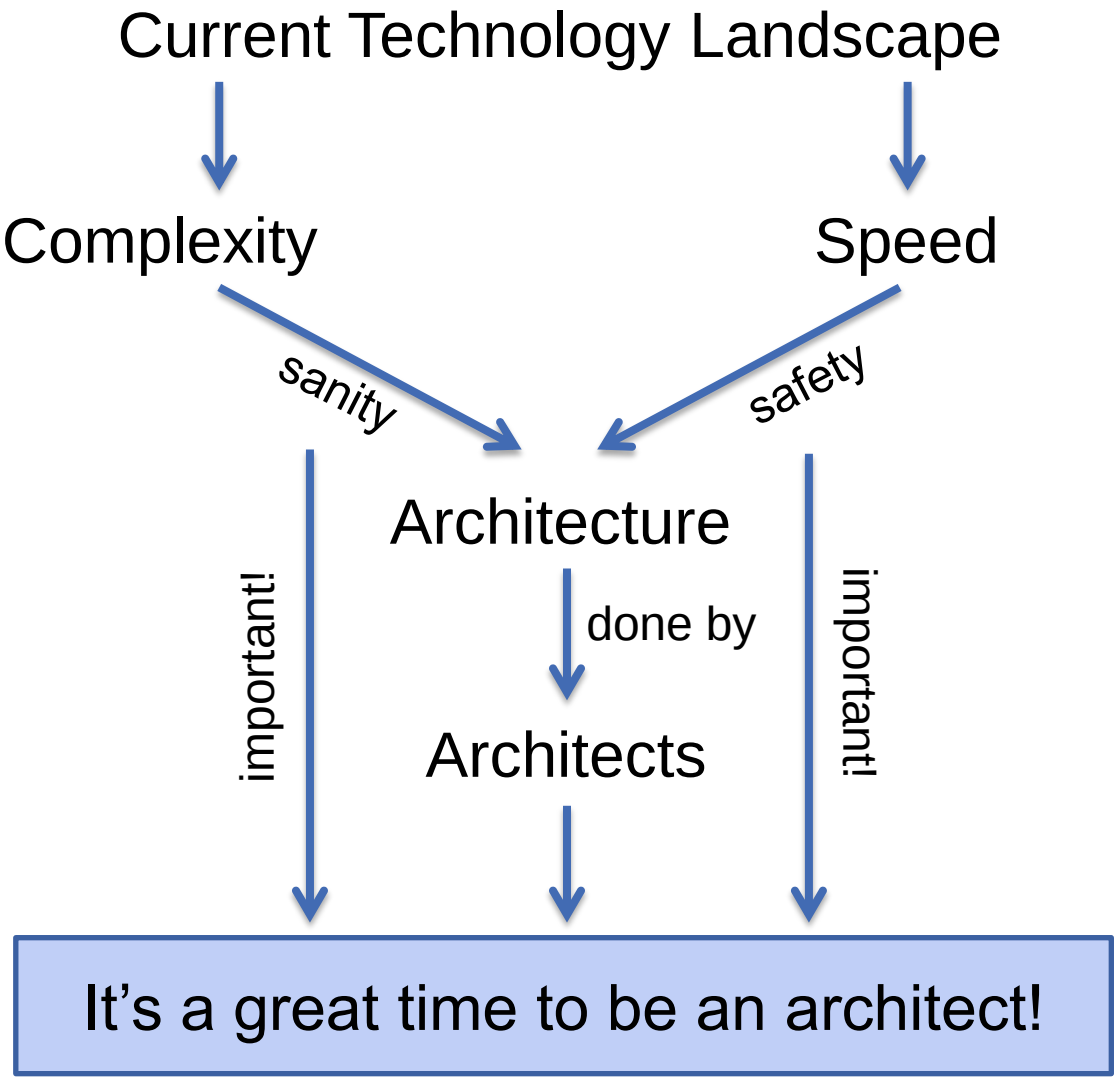
5-10 years

Materials List

- Repeatability
- Compliance
- Cost reduction

What next?

Conclusion



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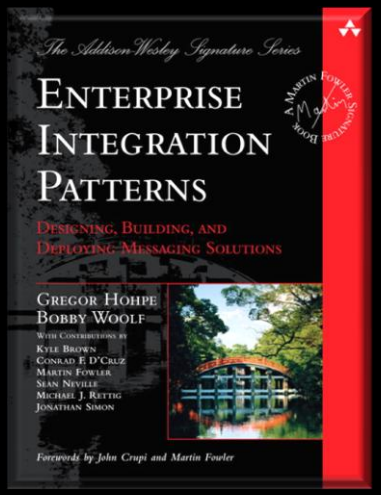

www.enterpriseintegrationpatterns.com

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www.allianz.com/careers