#### **The South African EA Forum**

The EA Forum is a networking event sponsored by The Open Group in South Africa. It started in 2004 and is hosted every second month or so, with events in Durban, Johannesburg and Cape Town. At the EA Forum, industry leaders share their experiences and knowledge of architecture and related topics. Real-world case studies highlight how business problems are solved using the discipline and practice of architecture. The event is also an opportunity for the architecture community members to network and collaborate.

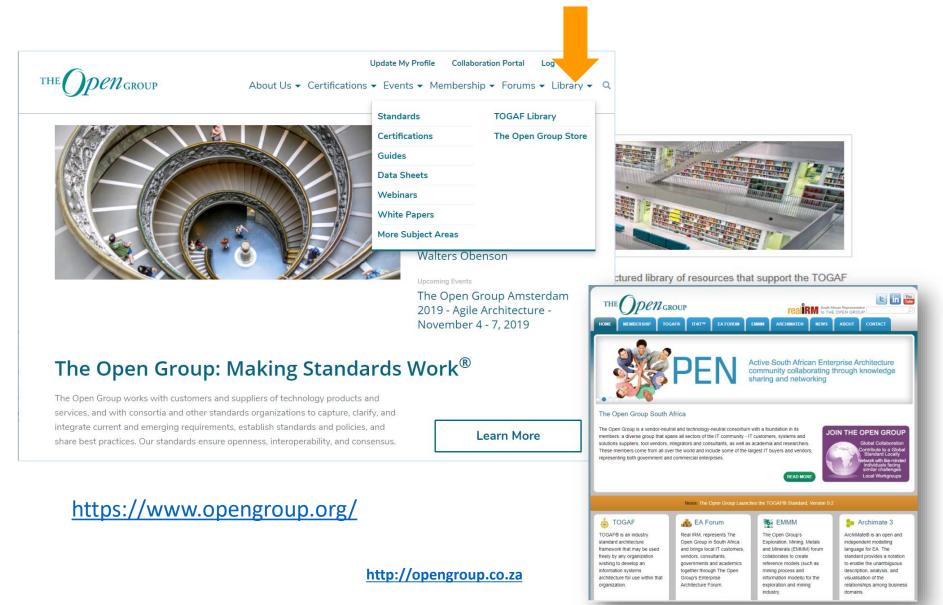
For more information or to submit your presentation topics please contact <u>Stuart Macgregor</u>







# Leading the development of open, vendor-neutral IT standards and certifications





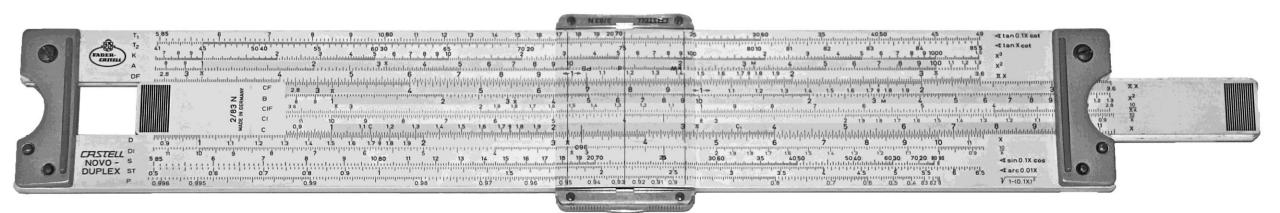
#### **From Enterprise Alchemy to Enterprise Engineering**

At this month's EA Forum, an old fashioned Electrical Systems Engineer considers the requirements and methodologies consistent with moving from a state of Enterprise Alchemy towards an Engineered Enterprise.

Adriaan Vorster has worked in the ICT industry for almost 30 years. He served as CIO at the University of Johannesburg and subsequently at the Mvelaserve Group where, in both positions, he was responsible for the entire ICT domain.

Adriaan is TOGAF 9 certified and holds B.Eng (1989) and M.Eng (1991) degrees in Electrical and Electronic Engineering from the Rand Afrikaans University, as well as a postgraduate Certificate in Data Resource Management (2000) from the University of Washington, Seattle.

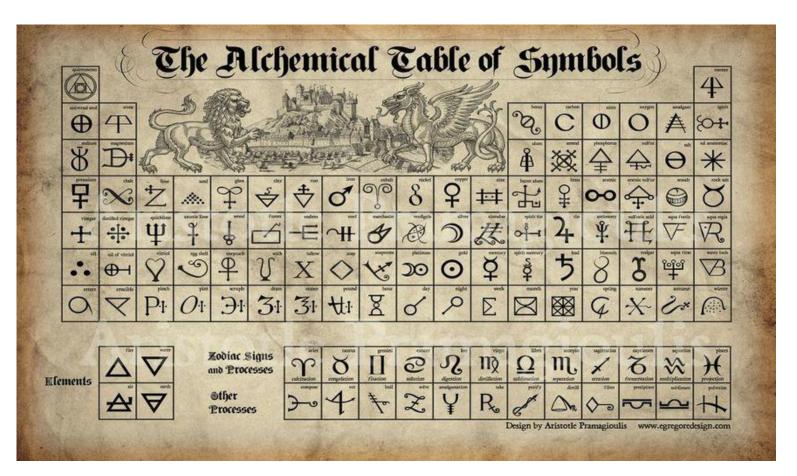
# **From Enterprise Alchemy** to **Enterprise Engineering:** an old **Electrical Systems Engineer's opinion**



The Faber Castell 2/83 N Novo Duplex slide rule, considered to be the best and most beautiful slide rule ever. http://chalkdustmagazine.com/features/slide-rules-early-calculators/

# Alchemy

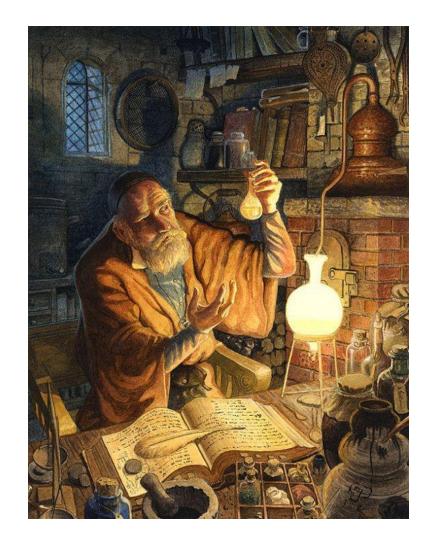
 Alchemy is the medieval forerunner of chemistry, concerned with the transmutation of matter, in particular attempts to convert base metals into gold or find a universal elixir.



http://www.justscience.in/articles/what-is-alchemy/2017/07/22

# Alchemy in action?

- Alchemy is faith based.
- Relies on a dearth of knowledge.
- Captures the gullible with promises of symptomatic relief.
- Has a high failure rate.
- Requires recurring application of the incantation of magical spells and related sorcery.
- Finds ready acceptance amongst the desperate, the ignorant and the gullible.



# The danger of Massaging Symptoms

you get

- Symptoms are vexatious manifestations that are based on underlying problems.
- Massaging symptoms does very little or nothing to the underlying problem.
- But is does provide temporary relief by suppressing the symptoms of the underlying problem.
- Enterprise Alchemists are experts at providing Symptomatic Relief by massaging symptoms without addressing the underlying problems.



Notice that there is no mention of the inability to address the actual problem

# Science

- Definition of *science*
- 1: the state of knowing : knowledge as distinguished from ignorance or misunderstanding
- 2a: a department of systematised knowledge as an object of study
- b: something (such as a sport or technique) that may be studied or learned
- 3a: knowledge or a system of knowledge covering general truths or the operation of general laws especially as obtained and tested through scientific method
- b: such knowledge or such a system of knowledge concerned with the physical world and its phenomena
- 4: a system or method reconciling practical ends with scientific laws

# The end of Alchemy

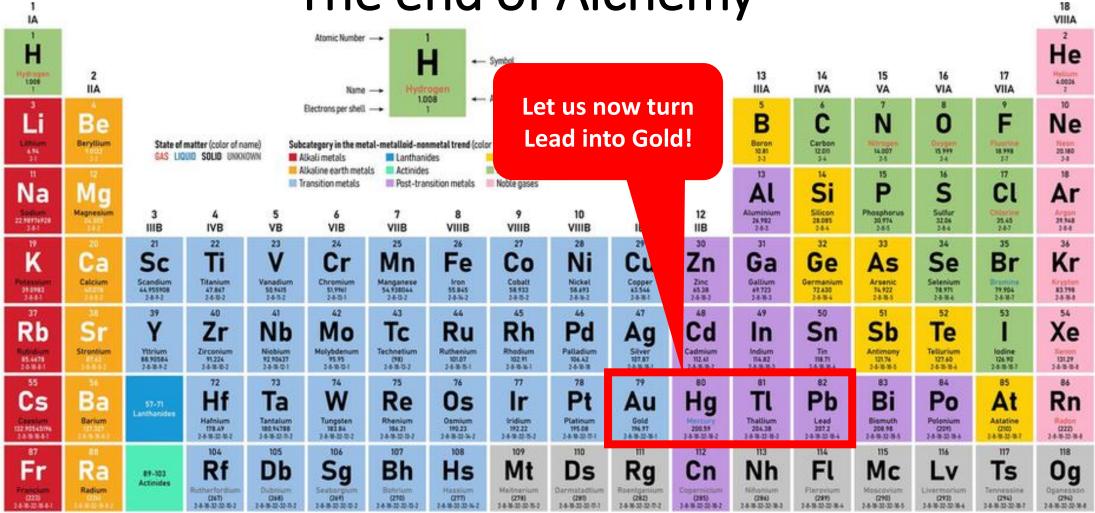
Alchemy was destroyed by the development of the Periodic Table of the Elements

# The end of Alchemy

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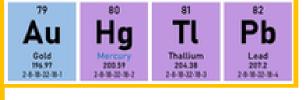
# The end of Alchemy

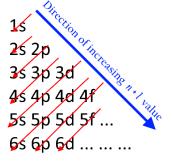




# What is the Periodic Table of the Elements?

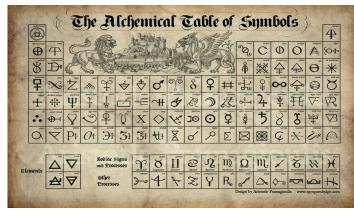
- The Periodic Table of the Elements is a **CLASSIFICATION SCHEME**, based on a **PROFOUND KNOWLEDGE** of the **PRIMITIVES**, the electron structure of the elements.
- Let us now pull the classical Alchemist trick of transmuting a post transition metal, lead, element
   Pb, into a transition metal gold, element Au.
- This is the cue for the attending Alchemists to fire up their spells and incantations.
- The scientists amongst you will most probably slap their foreheads in disbelief.
- You want to transmute [Xe] 4f14 5d10 6s2 6p2 into [Xe] 4f14 5d10 6s1??
- "It would cost more than one quadrillion dollars, US\$10<sup>15</sup>, per ounce to produce gold by this experiment," Glen Seaborg, Nobel Prize winner on nuclear transmutation. (That is roughly 7.5 billion times the current gold price)





Electrons per shell\* s=2 p=6 d=10 f=14

# **Contrasting Alchemy and Science**



- Alchemy
  - Is faith based
  - Relies on spells and incantations
  - Variable quality of outcomes
  - Yields symptomatic relief
  - Quick and easy to apply
  - Typically practiced by secret societies
  - High failure rate

#### • Science

- Is knowledge based
- Requires application of a scientific process
- Repeatable outcomes
- Capable of solving problems
- Requires effort to deliver solutions
- Open to all associations of academics and knowledge seekers
- Repeatable success

# Knowledge destroyed Alchemy

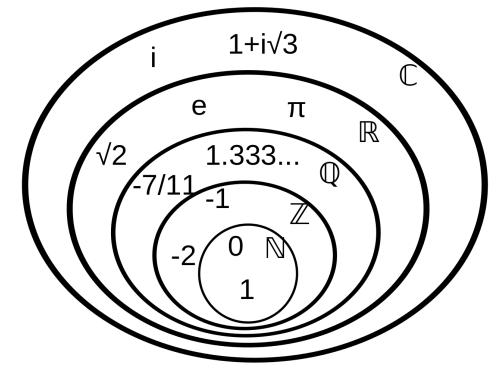
- Let us be very clear.
- A profound knowledge of the primitives, the electron structure of the elements, destroyed the practice of Alchemy.
- If you do not have the knowledge of your enterprise primitives, if you do not know how these primitives interact, you are a natural target for the Enterprise Alchemists.
- The Enterprise Alchemists will, against a financial consideration, cast their magical spells and incantations over your enterprise.
- A fine, and socially acceptable endeavour, until you require measurable, sustainable, results.

# Lord Kelvin on Knowledge

- "When you can measure what you are speaking about, and express it in numbers, you know something about it, when you cannot express it in numbers, your knowledge is of a meagre and unsatisfactory kind; it may be the beginning of knowledge, but you have scarcely, in your thoughts, advanced to the stage of science."
- From which sprang the well known statement To measure is to know!
- But how do you quantify your measurements?
- What are numbers?

# What are Numbers?

- Numbers are the primitives of our measuring systems.
- Numbers represent quantifiable, domain specific, stationary, reference points.
- If every number represents a stationary, domain specific reference, it is a datum.
- Hence the numbers required to measure and represent a situation is the set of datums, or data!

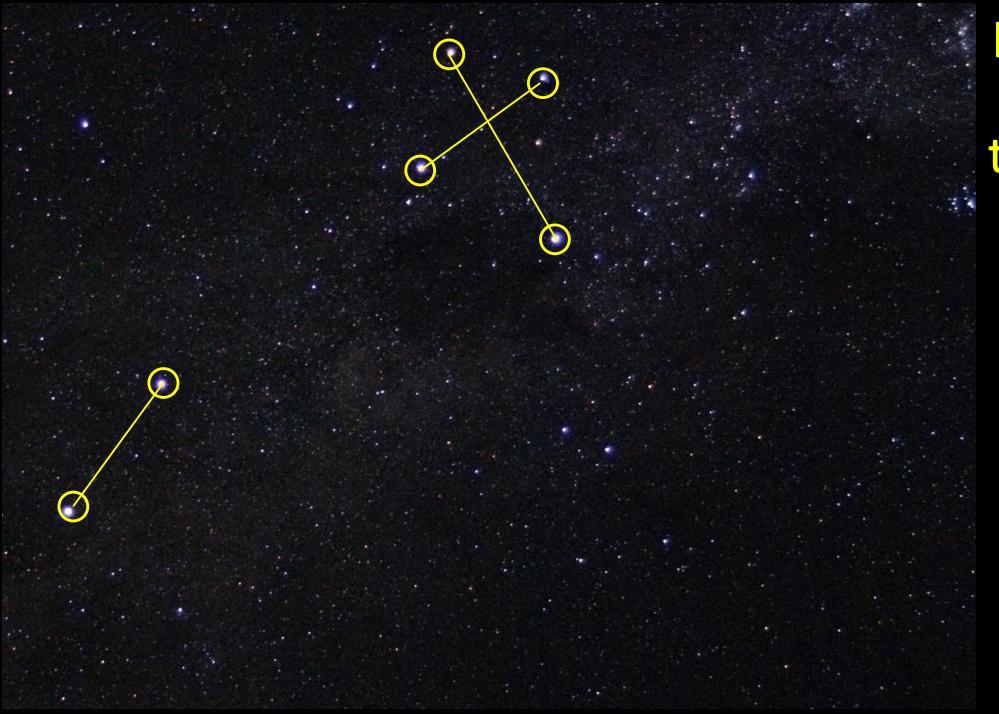


N => Natural numbers
Z => Integers
Q => Rational numbers
I => Irrational numbers
R => Real numbers
Imaginary numbers
C => Complex numbers

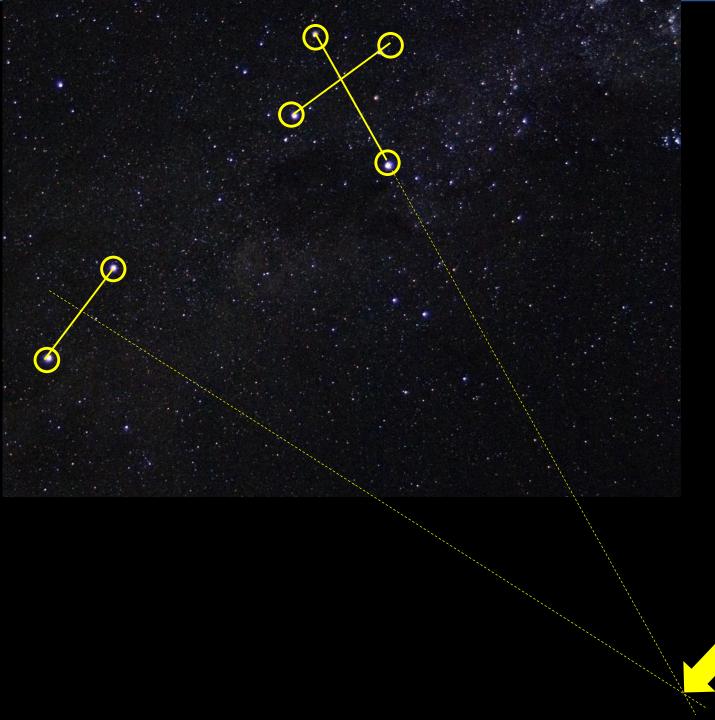
# Paraphrasing Lord Kelvin

- Set Numbers => Data
- "When you can measure what you are speaking about, and express it in data, you know something about it, when you cannot express it in data, your knowledge is of a meagre and unsatisfactory kind; it may be the beginning of knowledge, but you have scarcely, in your thoughts, advanced to the stage of science."
- This implies that you have to determine the quantifiable, domain specific, stationary, reference points from which you can hang your enterprise architecture model.
- Let us try and determine our orientation and direction by looking at a large dataset.

An example of a large dataset. The stars are, for our lifetimes, stationary, domain specific reference points.



**Knowledge:** the ability to build and evaluate the fit of search patterns. Here used to Identify the Southern Cross.



Data in context, data that has responded to a search pattern.

Using the Southern Cross to find South

South



Now that you have the Knowledge to build the Search Pattern, try to not see the Southern Cross

### Watch out for this!

Occasionally, every few million years, stars are seen to eat each other.

What tectonic shifts could invalidate your Enterprise References?

How is Big Data, AI, digitalisation and 4IR impacting you?

Last observed neutron star merger, in galaxy NGC 4993, located some 130 million light years from our own Milky Way, on 17 October 2017, created some 100 earth masses of gold.

# **Considering Enterprise Architecture**

- According to IEEE 42010 architecture represents "The fundamental organisation of a system, embodied in its components, their relationships to each other and the environment, and the principles governing its design and evolution".
- Enterprise Architecture requires you to have a profound knowledge of the Enterprise components, the primitives.
- We require an Enterprise Periodic Table of the Enterprise Elements.
- A classifications schema, based on a profound knowledge of the Enterprise primitives.

# Getting to the Enterprise Primitives

The Zachman Framework for Enterprise Architecture

The Enterprise Ontology "



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# Definition of the Zachman Framework

- The Zachman Framework<sup>™</sup> is a schema the intersection between two historical classifications that have been in use for literally thousands of years.
- The first is the fundamentals of communication found in the primitive interrogatives: What, How, When, Who, Where, and Why. It is the integration of answers to these questions that enables the comprehensive, composite description of complex ideas.
- The second is derived from reification, the transformation of an abstract idea into an instantiation, that was initially postulated by ancient Greek philosophers and is labelled in the Zachman Framework™: Identification, Definition, Representation, Specification, Configuration and Instantiation.

# How will the Zachman Framework help me?

- The Zachman Framework very clearly identifies the Enterprise Architecture domain.
- The use of the six primitive interrogatives provides the required analysis and the primitive nature of the interrogatives means that there are no natural projections between these primitives, thus identifying the alignment and integration requirements.
- Mathematically speaking all six of these primitives, the Zachman Framework columns, are orthogonal to each other.
- Thus the enterprise presents us with having to construct integrated solutions within a six dimensional hypercube.
- The challenge of Enterprise Architecture is to ensure continual consistency, at every level, both in the analysis and the reification, across all the columns and all the rows of the Zachman Framework.
- The Zachman Framework provides the analytical tools, as well as an organising structure, that allows you to concentrate on specifics without neglecting the contextual arrangements

# Getting to the Enterprise Primitives



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- What are Information Systems?
- Information Systems are Business Process Enablers
- An information system allows a competent person, using ICT resources, at a certain location, at a certain time, to follow a specified process that will correctly map the business rules to the enterprise data.

# Architecture is about Reification

- A study of architectural styles invariably leads to the study of the reification of that architecture and the built environment.
- The study of the outcomes, the built structures.
- Similarly Enterprise Architecture is about the outcomes, the robust, scalable, secure, fit for purpose, functioning systems.
- It is not about shelfware, reams and meters of documentation, that describe aspects of situations with no evidence of implementation.



#### Architecture in practice – Lessons from Lego

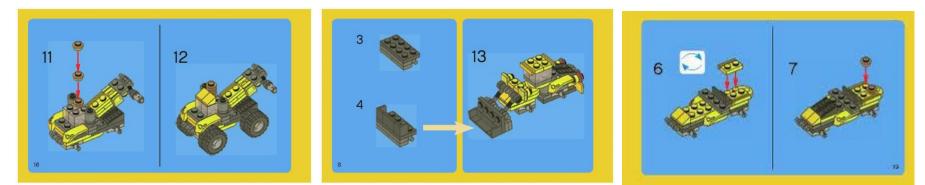


#### Architecture is about Re-Use

The same primitives could be re-used to instantiate different outcomes.



Different Architectures describe different spatial arrangements of the same primitives



Different Reifications. The different spatial arrangement of the Primitives yield different outcomes.



# The Lego Architecture

**Definition of architecture:** The fundamental organisation of a system, embodied in its components, their relationships to each other and the environment, and the principles governing its design and evolution.

Does the Lego Architecture conform to this definition?

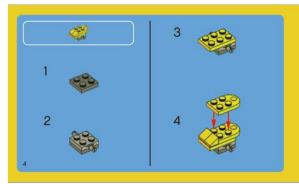
Architecture is about reification – the description of the arrangement and interactions of the **primitives** of a **not yet existing**, complex, artefact. Aimed at communicating the **primitives** and the **realisation techniques** and requirements to the relevant **stakeholders** in order to **instantiate the outcome**.



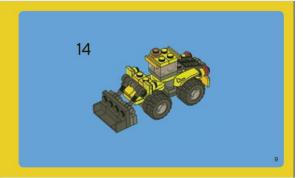
How does the Lego Architecture succeed in accomplishing this?

Primitives

Realisation techniques



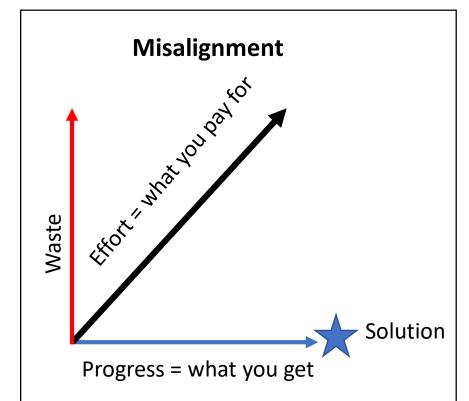
Instantiation



# Responding to the Stakeholders Lament

- A humorous poem, *T'was the night before Implementation*\* ends with the following observation:
- "Heh!", the customer exclaimed with a snarl and a taunt, "It's just what I asked for, but not what I want!"
- Just what I asked for, but not what I want! is the perineal stakeholder lament.
- Generally this manifests as a misalignment\* between the business requirements and the enabling systems.
- The ISO 42010 2007 standard provides a very good methodology to address stakeholder concerns and generate aligned solutions.



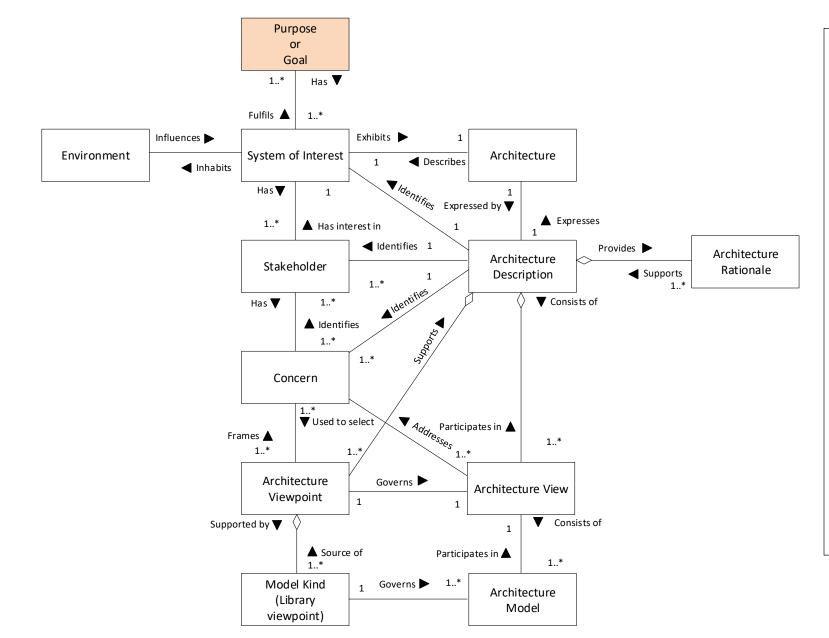


\*misalignment, noun, expensive term used by consultant to explain why the wrong problem was solved, a feature of symptomatic solutions

# ISO 42010 : 2007 Systems and Software Engineering — Architecture Description

- The ISO 42010 : 2007 Systems and Software Engineering Architecture Description standard, provides a structured way of developing Enterprise Architectures.
- It provides a holistic, integrated means for driving out implicit models and reaching consensus on the architectural requirements .
- It is very firmly rooted in Engineering design and, as with the Zachman Framework, emphasise the importance of the analytical phase before the synthesis of solutions start.
- Thinking precedes doing.
- Understand the problem before you start solving it.
  - This is typically not the Enterprise Alchemist approach as their quiver of spells, incantations and shrink wrapped software solutions is relied upon to invoke miracles and wonders.

# A journey through ISO/IEC/IEEE 42010 - 2007



Every system has a Goal or Purpose. One or more beneficial outcome(s) that ensure survival and growth.

It is absolutely essential to properly define the Goal or Purpose of the system and to achieve consensus on the definition and evaluation criteria associated with attaining the Goal or Purpose.

If you aim at nothing, you will hit it!

#### Definition of an Environment

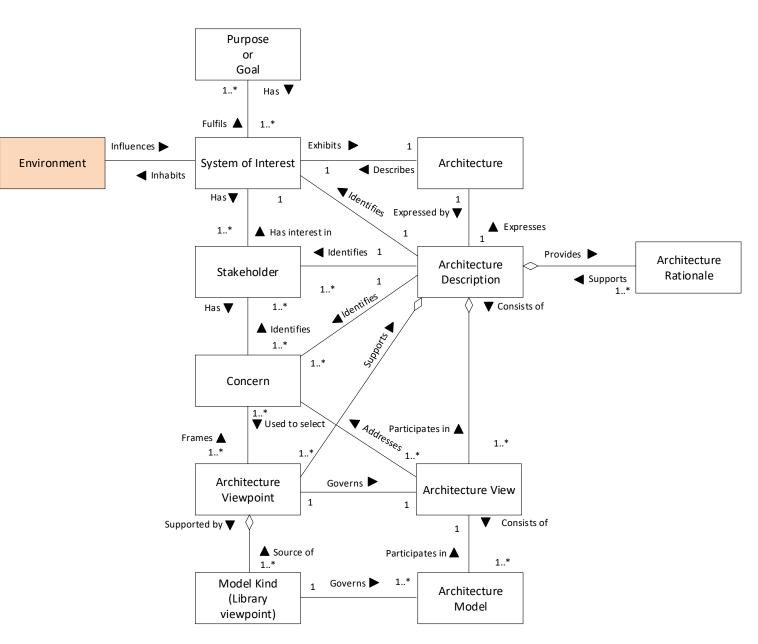
Every system inhabits one or more environments.

It is usual to identify at least two environments.

The External and the Internal environments.

Interactions across the Environmental Boundaries will require Appropriate Protocols.

Most of the system Constraints and Enablers will be found in the environments.



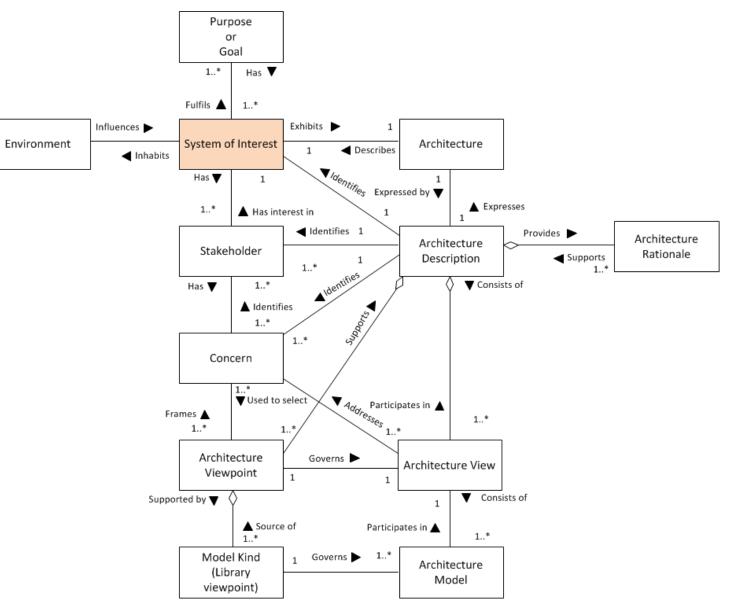
# Definition of a System

The term "System of Interest" is used as a placeholder – e.g., it could refer to an enterprise, a system of systems, a product line, a service, a subsystem, or software.

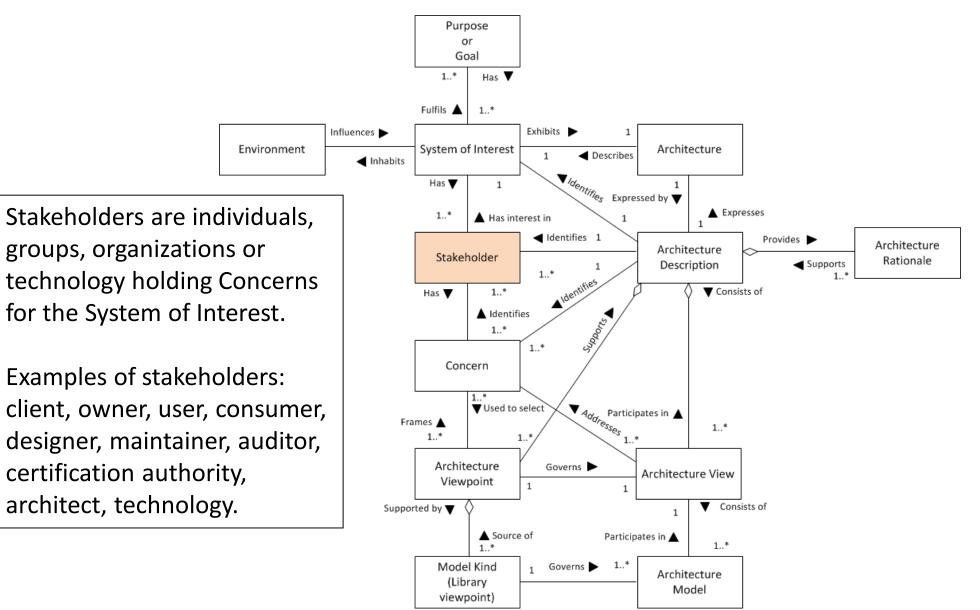
Systems can be man-made or natural.

Nothing in the Standard depends upon a particular definition of system.

Users of the Standard are free to employ whatever *system theory* they choose.



### Definition of a Stakeholder



## Definition of a Concern

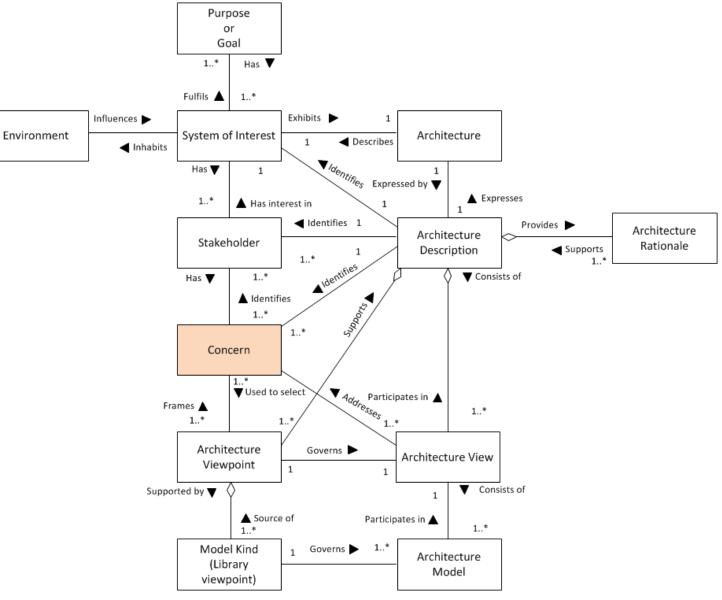
A Concern is any interest in the system.

The term derives from the phrase "separation of concerns" as originally coined by Edger Dijkstra.

Examples of concerns: (system) purpose, functionality, structure, behaviour, cost, supportability, safety, interoperability.

Concerns are those measurable aspects of the system that must perform to the stakeholder specifications for the system to be fit for purpose.

Different stakeholders may have different concerns.



## Definition of a Viewpoint

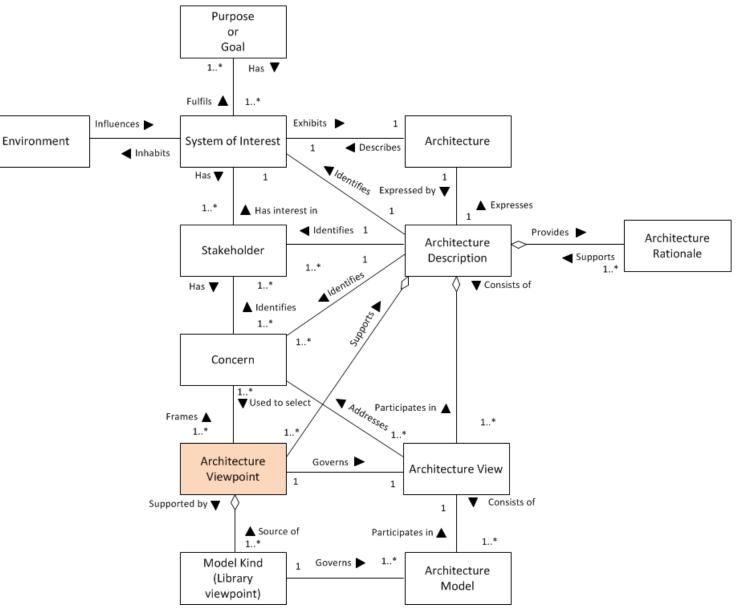
An Architecture Viewpoint is a set of conventions for constructing, interpreting, using and analysing one type of Architecture View.

A Viewpoint includes Model Kinds, viewpoint languages and notations, modelling methods and analytic techniques to frame a specific set of Concerns.

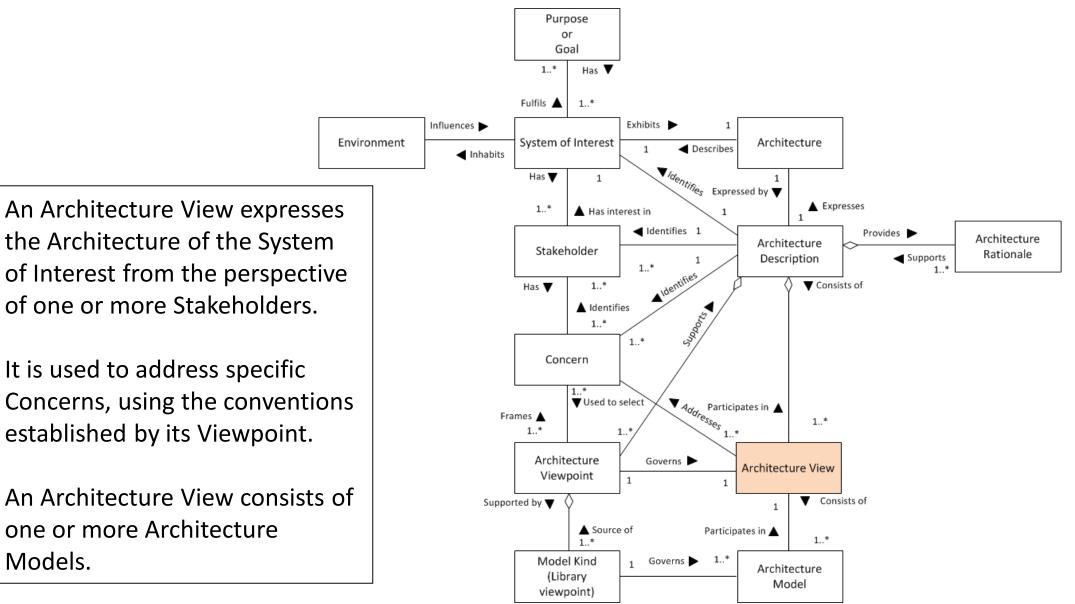
Examples of viewpoints could be: operational, systems, technical, logical, deployment, process, and information.

Model Kinds represent visualisation artefacts, like a Procure to Pay process.

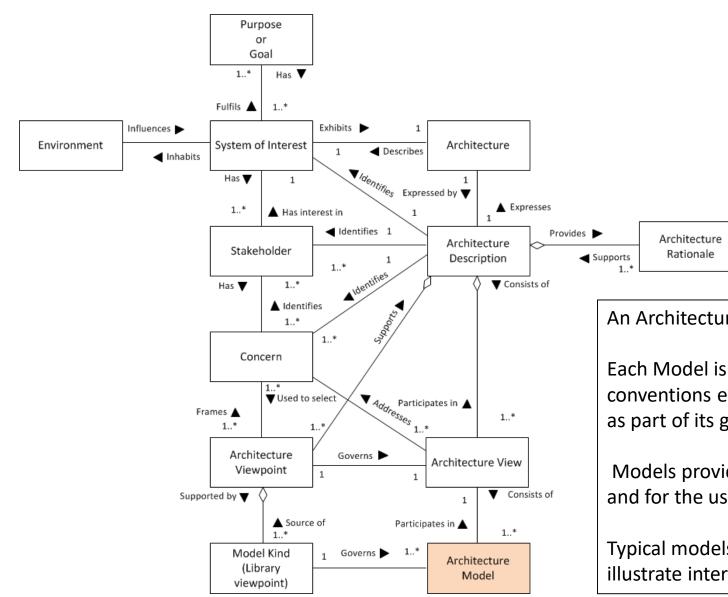
Architecture Viewpoints and Model Kinds are used to group Stakeholder Concerns



### Definition of an Architecture View



## Definition of a Model



#### **Cool definition of a Model**

For any system S M is a model of S if M can be used to answer questions about S

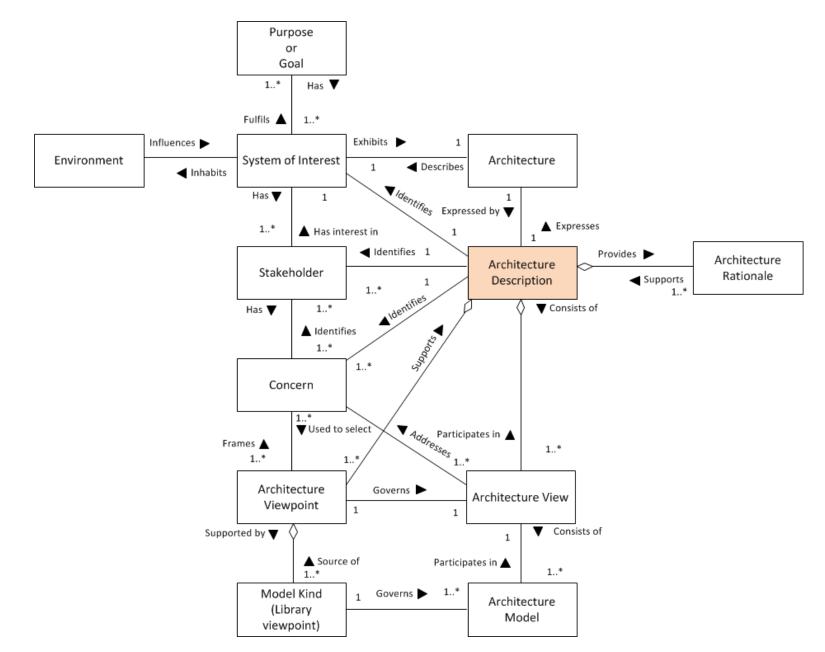
An Architecture View is comprised of Architecture Models.

Each Model is constructed in accordance with the conventions established by its Model Kind, typically defined as part of its governing Architecture Viewpoint.

Models provide a means for sharing details between views and for the use of multiple notations within a view.

Typical models include Catalogues of items, Matrices which illustrate interactions and Diagrams

#### Definition of an Architecture Description

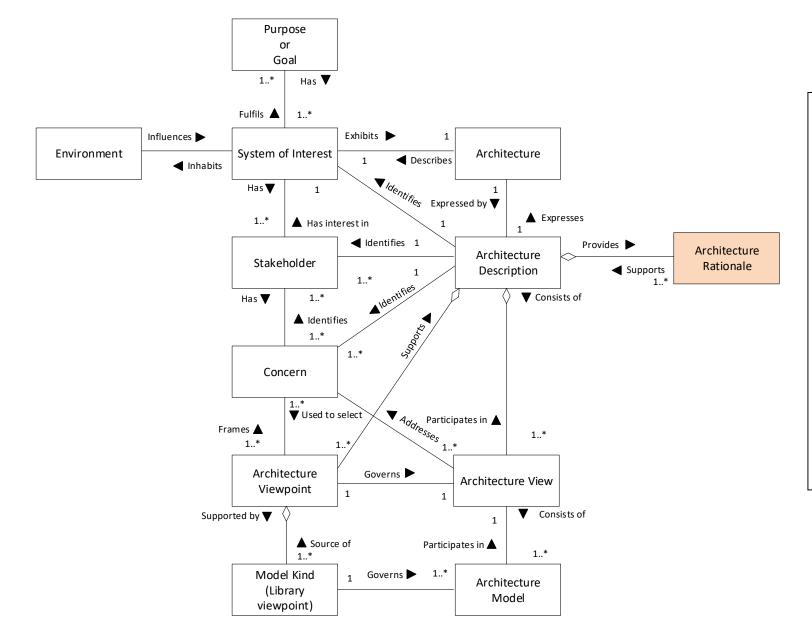


An Architecture Description is a work product used to express the Architecture of some System Of Interest.

An Architecture Description describes one possible Architecture for a System Of Interest.

An Architecture Description may take the form of a document, a set of models, a model repository, or some other form (the AD format is not defined by the Standard)..

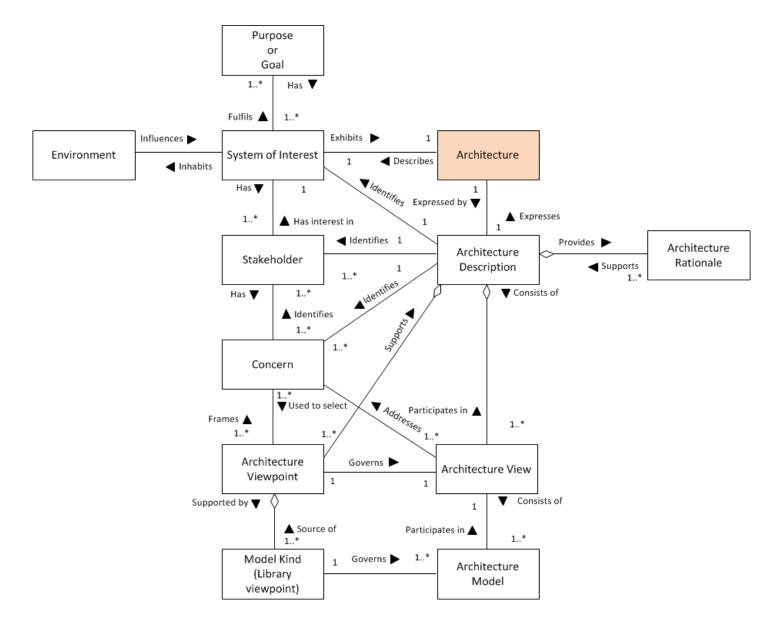
#### Definition of an Architecture Rationale



The Architecture Rationale captures the reasons why certain architectural choices have been made (such as viewpoints selected for use, and architectural decisions).

The Architecture Rationale provides the audit trail of decisions and is consistent with the requirements of King III, paragraph 5.

#### **Definition of an Architecture**



#### All systems have Architectures.

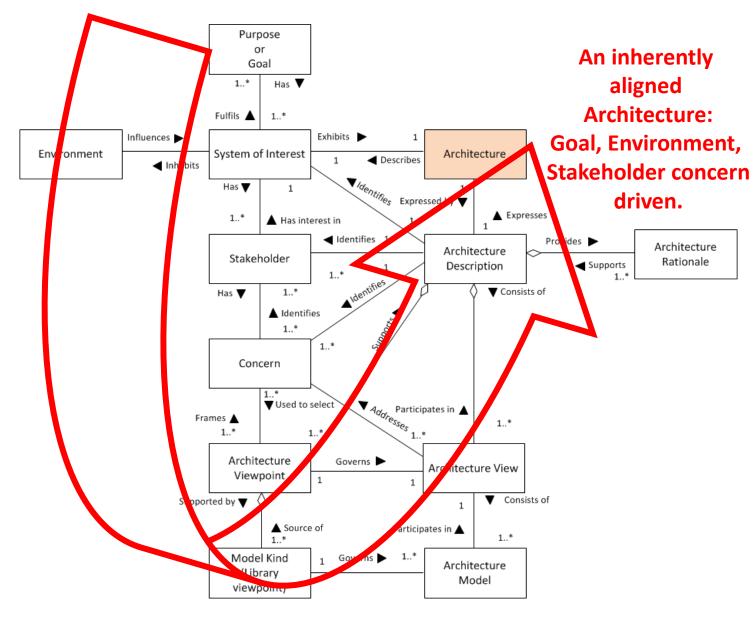
In the Standard, the architecture of a system is defined as:

"The fundamental organisation of a system, embodied in its components, their relationships to each other and the environment, and the principles governing its design and evolution".

The definition was chosen

- (i) to fit the broad range of things noted above under System: the architecture of an enterprise, system, system of systems, ... is what is fundamental to it;
- (ii) (ii) to emphasize (through use of the phrase "concepts or properties") that a system has an architecture *even if that architecture is not written down*.
- (iii) Notice that the Architecture has been informed by and has to conform to, the Goal, Environment and the Stakeholder Concerns – inherent alignment

#### Driving out requirements



#### All systems have Architectures.

In the Standard, the architecture of a system is defined as:

"The fundamental organisation of a system, embodied in its components, their relationships to each other and the environment, and the principles governing its design and evolution".

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- (iii) Notice that the Architecture has been informed by and has to conform to, the Goal, Environment and the Stakeholder Concerns – inherent alignment

# Benefits of using ISO/IEC/IEEE 42010 - 2007

- A simple, structured approach.
- Well defined, measurable, goals and outcomes.
- Significant Stakeholder involvement.
- Destruction of implicit models.
- Implementable solutions that are grounded in reality.
- Iterative approach allows for trade off decisions and optimisation.
- Readily adaptable to manage different levels of discussion throughout the Enterprise

## My favourite Architecture Methodology

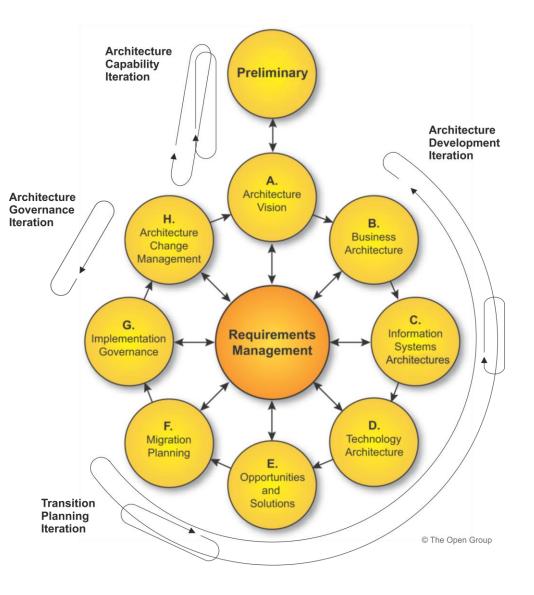
I really like the TOGAF approach to Architecture development.

It provides a scalable and repeatable approach to analysing, synthesizing, realising and operating Enterprise Architectures.

It is adaptable and technology and terminology neutral.

It provides guidance on best practice approaches to real situations and continually evolves to suit business requirements.

It forms the core of an Architectural Body of Knowledge that supports the development of professional Architecture competencies, certification and recognition.



## TOGAF Criticisms

- There are several well publicised comments about the suitability of the TOGAF approach.
- Svyatoslav Kotusev has written two critiques of the TOGAF approach, seemingly contending that TOGAF offers a new kind of snake oil to the Religious Architecture Sect of the Church of the Open Group.
- In contrast Jason Bloomberg's article "Don't be a Fool with a Tool", provides a more balanced approach to the use of this methodology.
- In my opinion neither of these authors discuss the actual problem inherent to Enterprise Architecture – the requirement to work with a six dimensional hypercube.

https://www.bcs.org/content-hub/enterprise-architecture-is-not-togaf/ https://www.bcs.org/content/conWebDoc/55892?changeNav=10130 https://www.forbes.com/sites/jasonbloomberg/2014/08/07/enterprise-architecture-dont-be-a-fool-with-a-tool/#3ba01a427860

### TOGAF Failures – blindly following a recipe My Failed Chocolate Cake!

#### Ingredients

- 2 cups flour
- <sup>3</sup>/<sub>4</sub> cups cocoa powder
- 1 ½ tsp baking powder
- 2 tsp baking soda
- pinch of salt
- 1 cup milk
- 1 tsp vanilla essence
- 2 cups sugar
- ½ cup oil
- 1 cup boiling water or hot coffee
- 2 eggs

#### The Goal

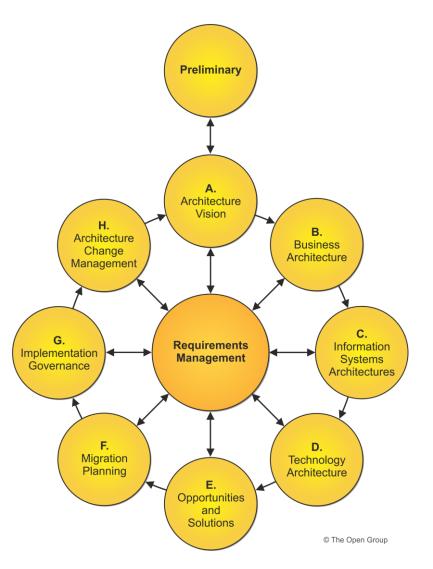


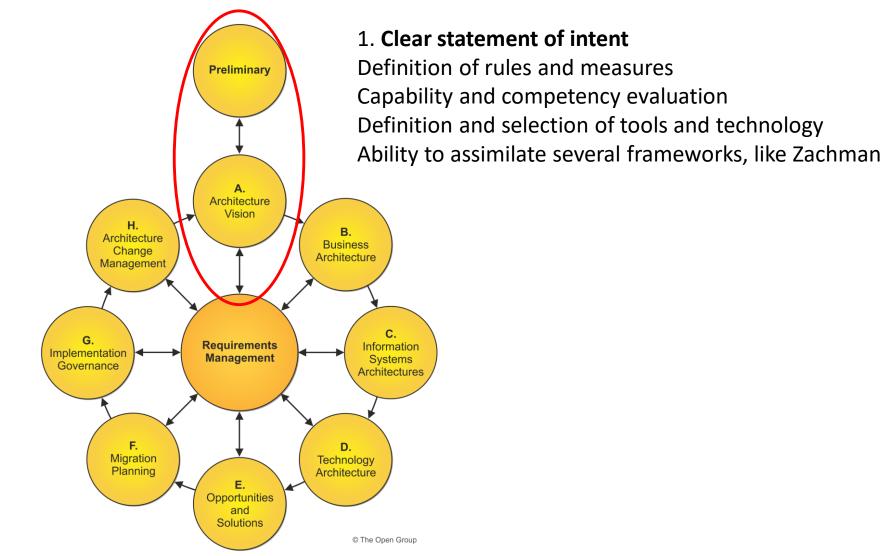
#### Methodology

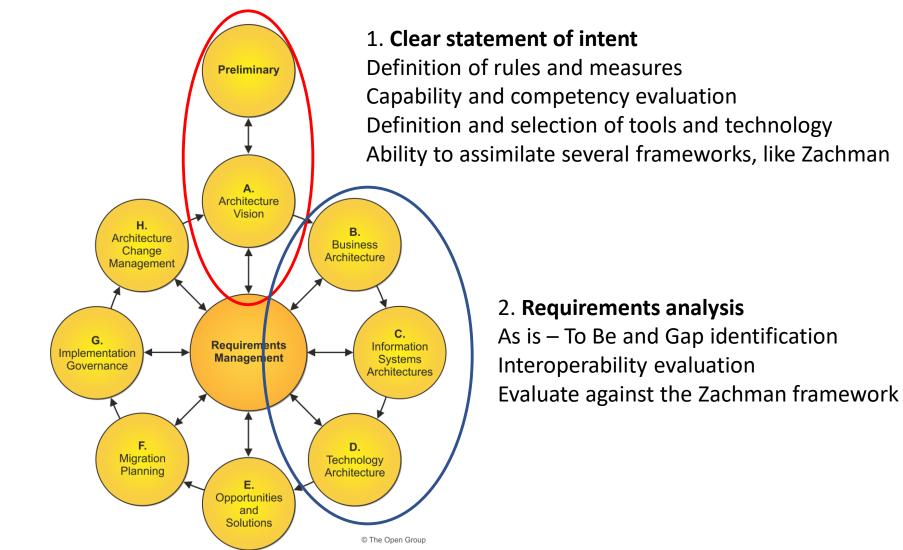
- Preheat the oven to 180°C. Line two 23cm round cake pans, or one 23x33cm rectangular baking pan, with wax paper. Grease the paper and the sides of the pan well.
- In a large bowl, sift the dry ingredients together.
- Add the eggs, milk, oil and vanilla essence and beat with an electric mixer for about two minutes. Add the boiling water or coffee and mix until combined.
- Pour the batter evenly into the prepared pans and bake for 30-40 minutes.
- To test if the cake is ready, insert a toothpick into the middle of the pan. If it comes out clean, the cake is ready. A single rectangular cake will take slightly longer to bake than two round layers.
- Slide a knife around the edge of each cake to loosen it from the pan, turn the pan over onto a metal rack and peel off the paper.
- Let the cake cool completely before covering with icing.

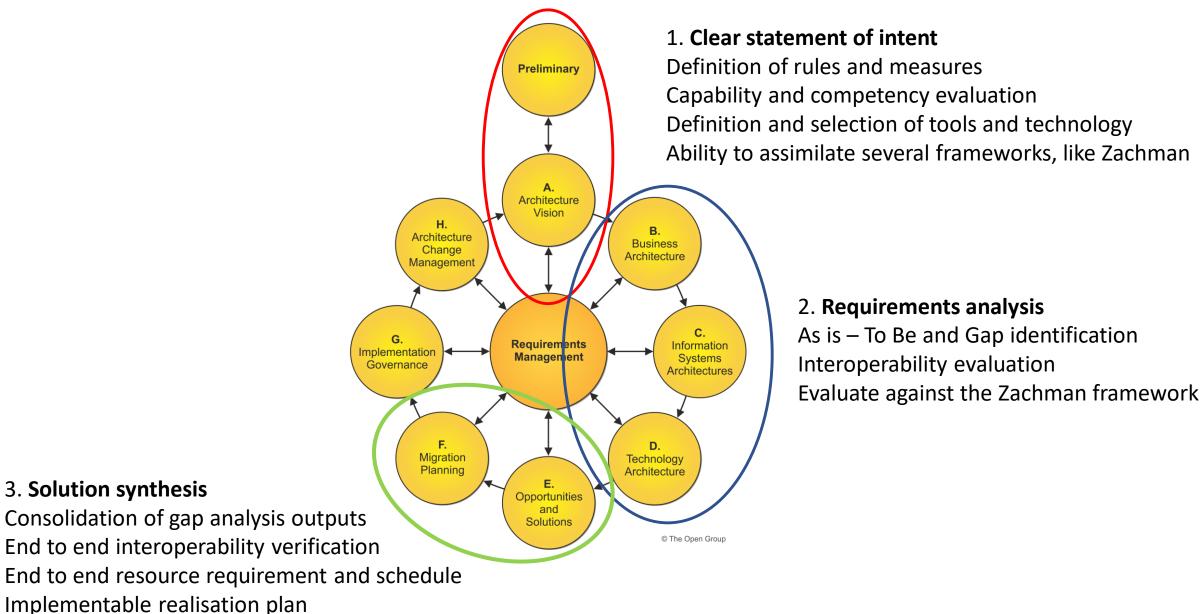
## Failed Cake Analysis – blindly doing it by the book

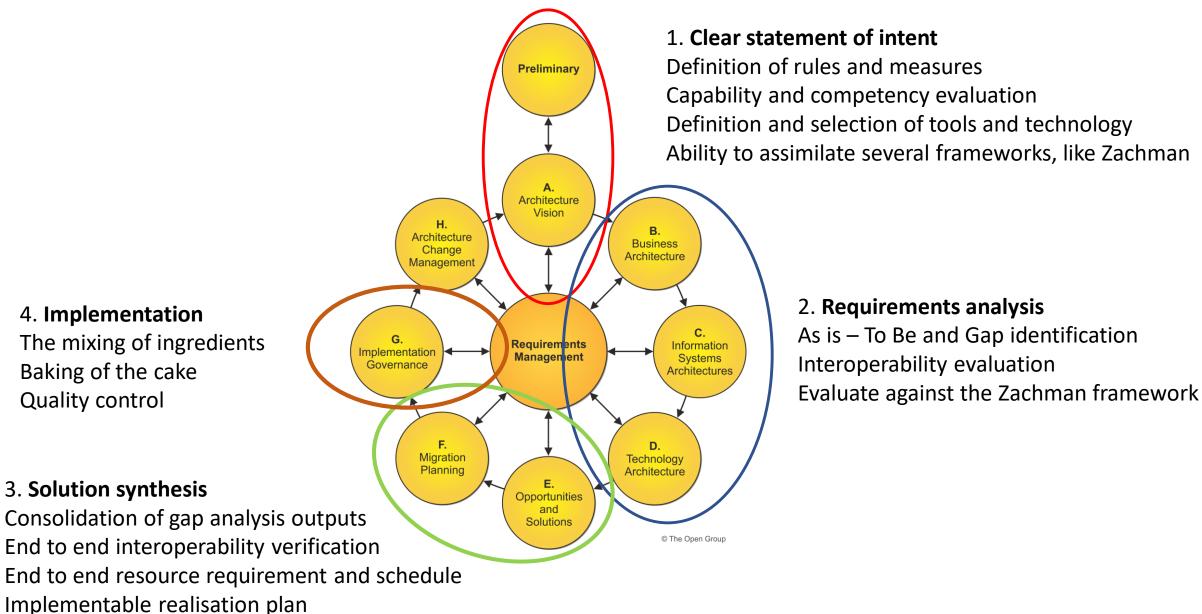
- Total lack of a Technology Architecture
- Lots of assumed knowledge and the context has not been clarified
- No mention that the eggs should be shelled!
  - Preheat the oven to 180°C. Line two 23cm round cake pans, or one 23x33cm rectangular baking pan, with wax paper. Grease the paper and the sides of the pan well.
  - In a large bowl, sift the dry ingredients together.
  - Add the eggs, milk, oil and vanilla essence and beat with an electric mixer for about two minutes. Add the boiling water or coffee and mix until combined.
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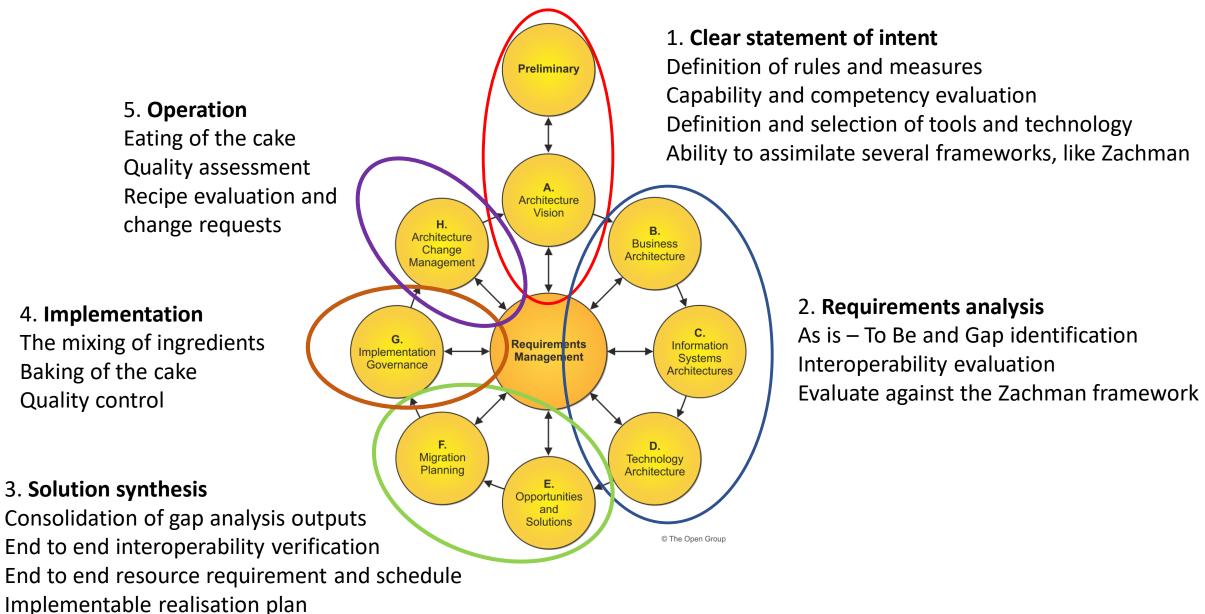


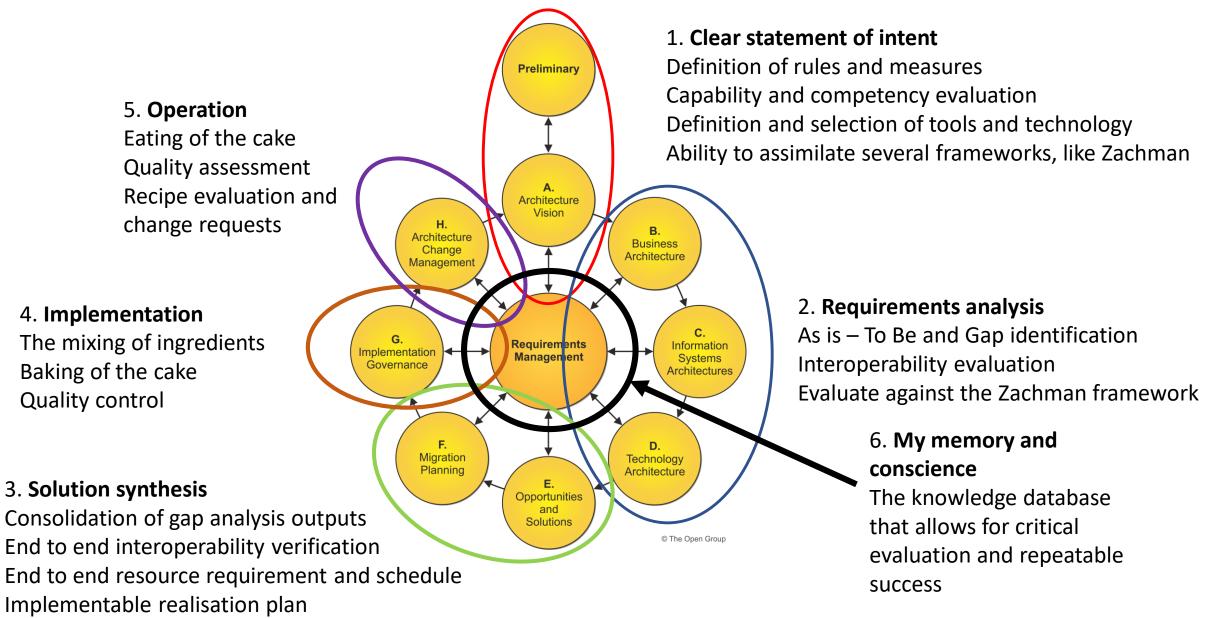






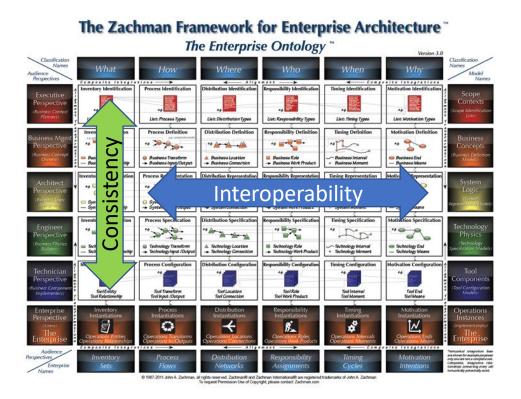






# The real challenge of Enterprise Architecture

- Enterprise Architecture represents a six dimensional hypercube.
- Your enterprise has all of the Zachman Framework models, at all levels, at all times.
- Your enterprise has a Business Rules model, a Temporal model, a Data model, a Technology model, a Process model and a People model.
- The Enterprise Architect has to ensure consistency and interoperability amongst all of these models, at all times.



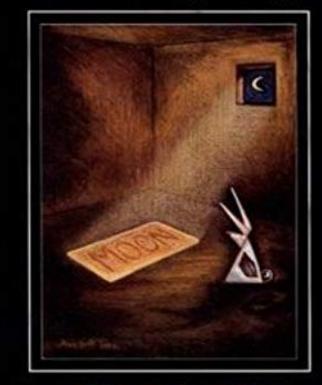
### And just when you have it all done......

- The cover of the excellent book: <u>Data Model Patterns</u> by David C Hay, data guru, wise man, origami master and stand up comic, captures the problem with modelling.
- The dog in the illustration stares at a rectangle of light on a floor that has been designated MOON.
- We all know that it actually is a filtered, reflected projection of the light of the sun.
- And, in time, the movement of the celestial bodies will cause that rectangle of light to shift, invalidating the MOON designation.
- Similarly our Enterprise Architecture represents a snapshot in time and requires continual maintenance to remain current.
- THE REQUIREMENT TO CONTINUALLY MANAGE CHANGE IS INHERENT TO ENTERPRSE ARCHITECTCURE!

Data Model Patterns: Conventions of Thought: ISBN 0133488624, 9780133488623 Addison-Wesley, 2013

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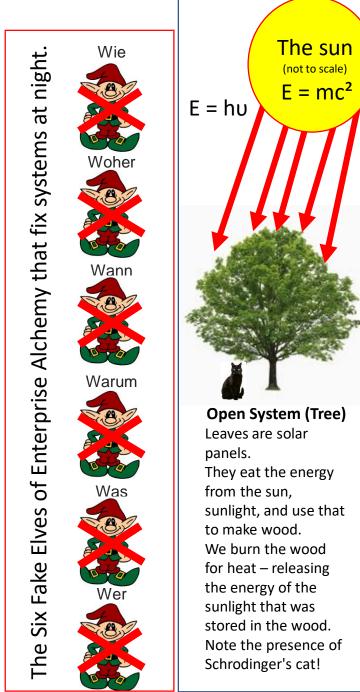
## DATA MODEL PATTERNS Conventions of Thought



foreword by Richard Barker

### System Types: Open and Closed Systems

- There are two basic types of systems.
- Open Systems, like a tree, can absorb energy, sunlight, across the System, tree, boundary to build structure, cellulose, and create order.
- Closed Systems do not have the ability to absorb energy across their systems boundaries to effect change and create order.
- The only natural occurring process that happens in Closed Systems is one where the Energy decreases and the Entropy, or chaos or disorder or complexity, increases.
- Closed systems require Continual Energy Input, Simply to Maintain the State of the System.
- Enterprise Architectures represent Closed Systems, they do not have self healing properties, there are no Architecture Elves that descend in the dark of night to fix architectural issues. This is an Enterprise Alchemy myth!



### Lehman's Laws of Software Systems Evolution

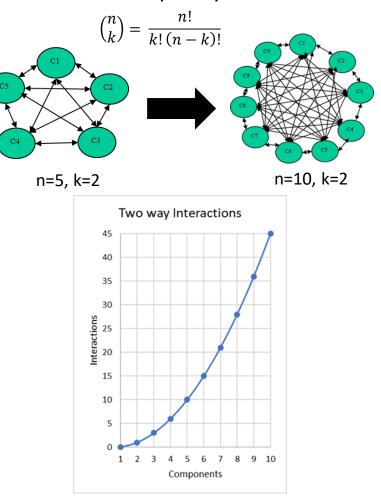
- Lehman proposed the concept of Embedded, Evolutionary or Esystems, systems that will continually evolve to suit emerging requirements.
- An *E*-program is written to perform some real-world activity; how it should behave is strongly linked to the environment in which it runs, and such a program needs to adapt to varying requirements and circumstances in that environment. (Long before Marketing developed the term DevOps!!)
- The notion of continual evolution is consistent with the IEEE Architecture definition: *"The fundamental organisation of a system, embodied in its components, their relationships to each other and the environment, and the principles governing its design and* **evolution**".
- Law 1: "Continuing Change" an E-type system must be continually adapted or it becomes progressively less satisfactory.
- Law 2: "Increasing Complexity" as an E-type system evolves, its complexity increases unless work is done to maintain or reduce it.
- Law 2 is a restatement of the Second Law of Thermodynamics

https://en.wikipedia.org/wiki/Lehman%27s\_laws\_of\_software\_evolution

https://blogs.msdn.microsoft.com/karchworld\_identity/2011/04/01/lehmans-laws-of-software-evolution-and-the-staged-model/

#### **Interactions / Complexity**

Increased components result in a non linear increase in complexity



#### Analysing Lehman's Second Law

Let us start with a complex, closed, system with initial complexity E and introduce a small change  $\Delta E$  at some time.

We can expect the change in complexity to be proportional to the initial complexity.

 $\Delta E \sim E$  or  $\Delta E = kE$  where k is an arbitrary positive proportionality constant yielding the increase in complexity.

Applying differential calculus to the change over time

$$\frac{dE}{dt} = kE$$
 and rearrange the terms to yield  $\frac{dE}{E} = kdt$ 

Solving this equation yields : ln(E) = kt + b where b is some constant of integration

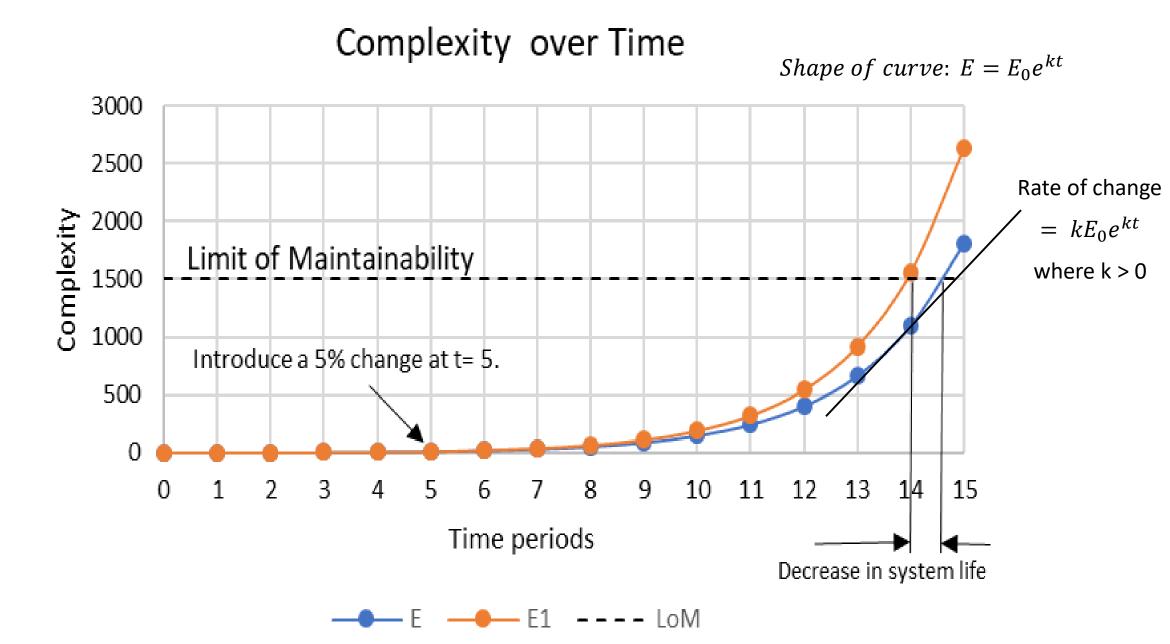
This can be rewritten as:  $E = e^{(kt+b)}$  from where, at t=0, the initial complexity is given by  $E_0 = e^b$ The equation for the systems complexity is given by

 $E = E_0 e^{kt}$ 

This is an exponential curve and the gradient, slope or the rate of change, is given by  $\frac{dE}{dt} = kE_0e^{kt}$ 

Note that the rate of change at any point of the trajectory is k times higher than the value of the curve at that point. This results in a non-linear situation that is difficult to estimate without knowing the trajectory.

#### Lehman's Second Law Graphic



#### Maintainability

- Are systems infinitely maintainable??
- No
- Recall that systems are under continual pressure to change as per Lehman 1.
- Implementing change invariably increases the system complexity as per Lehman 2.
- There is a Limit of Maintainability where the complexity of the system results in the maintenance burden becoming so high that the system is rendered useless.
  - You are fixing things so frequently that users cannot log in!
  - And your fixing introduces more complexity that causes the system to fail more frequently!
- This is the time when you junk the old system and start fresh.
- This is also the real reason behind Windows 95, Windows 98, Windows 2000, Windows ME, Windows XP, Windows 7, Windows 10

#### Implications of Lehman's Laws

- All systems are under constant pressure to change.
- Unless you are very careful, and apply significant work, you will increase the complexity of the system.
- Complex systems are more prone to failure.
- There is a Limit of Complexity beyond which it is better to replace the systems than to try and maintain it.
- Systems require constant work, energy, money, simply to maintain the state of the system.
- Carefully consider the current state of your systems in terms of maintenance efforts and possible end of life scenarios.
- Use this information to determine the Re-Use, Buy or Build decisions.

#### Some sleight of hand to think about

- Let us for a moment consider the famous statement of John Zachman: **The system is the Enterprise** and apply this to Lehman's Laws of System Evolution.
- We substitute the term **E-type system** with the term **Enterprise**
- 1. "Continuing Change" an E-type system must be continually adapted or it becomes progressively less satisfactory.
- 2. "Increasing Complexity" as an E-type system evolves, its complexity increases unless work is done to maintain or reduce it.
- 3. "Self Regulation" E-type system evolution processes are self-regulating with the distribution of product and process measures close to normal.
- 4. "Conservation of Organisational Stability (invariant work rate)" the average effective global activity rate in an evolving E-type system is invariant over the product's lifetime.
- 5. "Conservation of Familiarity" as an E-type system evolves, all associated with it, developers, sales personnel and users, for example, must maintain mastery of its content and behaviour to achieve satisfactory evolution. Excessive growth diminishes that mastery. Hence the average incremental growth remains invariant as the system evolves.
- 6. "Continuing Growth" the functional content of an E-type system must be continually increased to maintain user satisfaction over its lifetime.
- "Declining Quality" the quality of an E-type system will appear to be declining unless it is rigorously maintained and adapted to operational environment changes.
- 8. "Feedback System" (first stated 1974, formalised as law 1996) E-type evolution processes constitute multi-level, multi-loop, multi-agent feedback systems and must be treated as such to achieve significant improvement over any reasonable base.

- 1. "Continuing Change" an **Enterprise** must be continually adapted or it becomes progressively less satisfactory.
- 2. "Increasing Complexity" as an **Enterprise** evolves, its complexity increases unless work is done to maintain or reduce it.
- 3. "Self Regulation" **Enterprise** evolution processes are self-regulating with the distribution of product and process measures close to normal.
- 4. "Conservation of Organisational Stability (invariant work rate)" the average effective global activity rate in an evolving **Enterprise** is invariant over the **Enterprise's** lifetime.
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#### https://en.wikipedia.org/wiki/Lehman%27s\_laws\_of\_software\_evolution

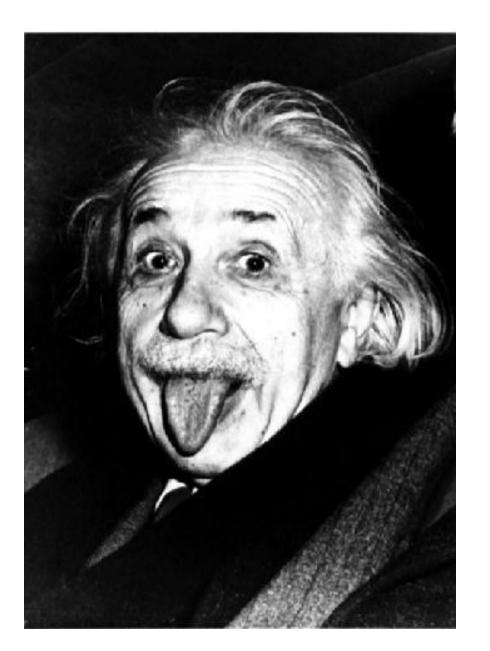
#### https://blogs.msdn.microsoft.com/karchworld\_identity/2011/04/01/lehmans-laws-of-software-evolution-and-the-staged-model/

## Becoming an Enterprise Engineer

- Realise that all the easy solutions to Enterprise Architecture have already failed.
- Acknowledge that the Enterprise complexity requires working in a six dimensional hypercube.
- Understand that Enterprise Architecture is a necessary, strategic, requirement, you are building the Enterprise of Tomorrow.
- Adopt a Thinking Tool, the Zachman Framework, that will enable you to analyse and manage the complexity of the Enterprise and work with the Enterprise Primitives.
- Adopt a consistent methodology, like TOGAF, that will allow you to analyse situations, synthesize solutions and implement robust, durable enterprise support capabilities.
- Never, ever, suspend Common Sense!

## Conclusion: in my opinion.....

- Enterprise Architecture is a complex endeavour that requires the consistent management of all of the aspects of a six dimensional hypercube.
- The Zachman Framework provides the best thinking tool for the analysis and reification of Enterprise Architecture.
- The ISO 42010: 2007 standard provides a means for structured conversations that will drive out implicit models and deliver clear descriptions of architectural requirements.
- TOGAF provides a suitable methodology for developing Enterprise Architectures.
- Understand Lehman's Laws, your change efforts could increase complexity, reducing systems life.
- Enterprise Alchemy is dangerous, typically based on the massaging of symptoms and provides no lasting cure or relief.
- Enterprise Engineering is knowledge based, requires thinking before doing, and provides the tools for repeatable successful outcomes.



## Questions?

The significant problems we face will not be solved by the same level of thinking that created them

