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# Enhancing Architecture Design Decisions Evolution with Group Decision Making Principles

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SERENE 2014, Budapest, October 2014

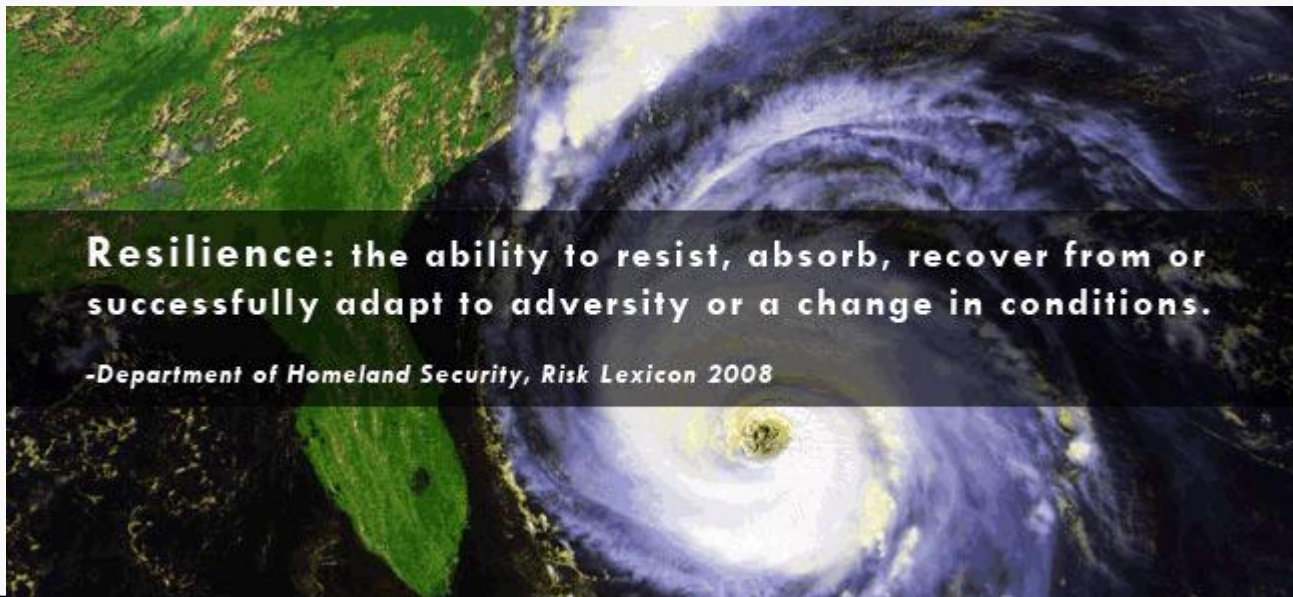
# Resilience

*“The persistence of dependability when facing changes”*

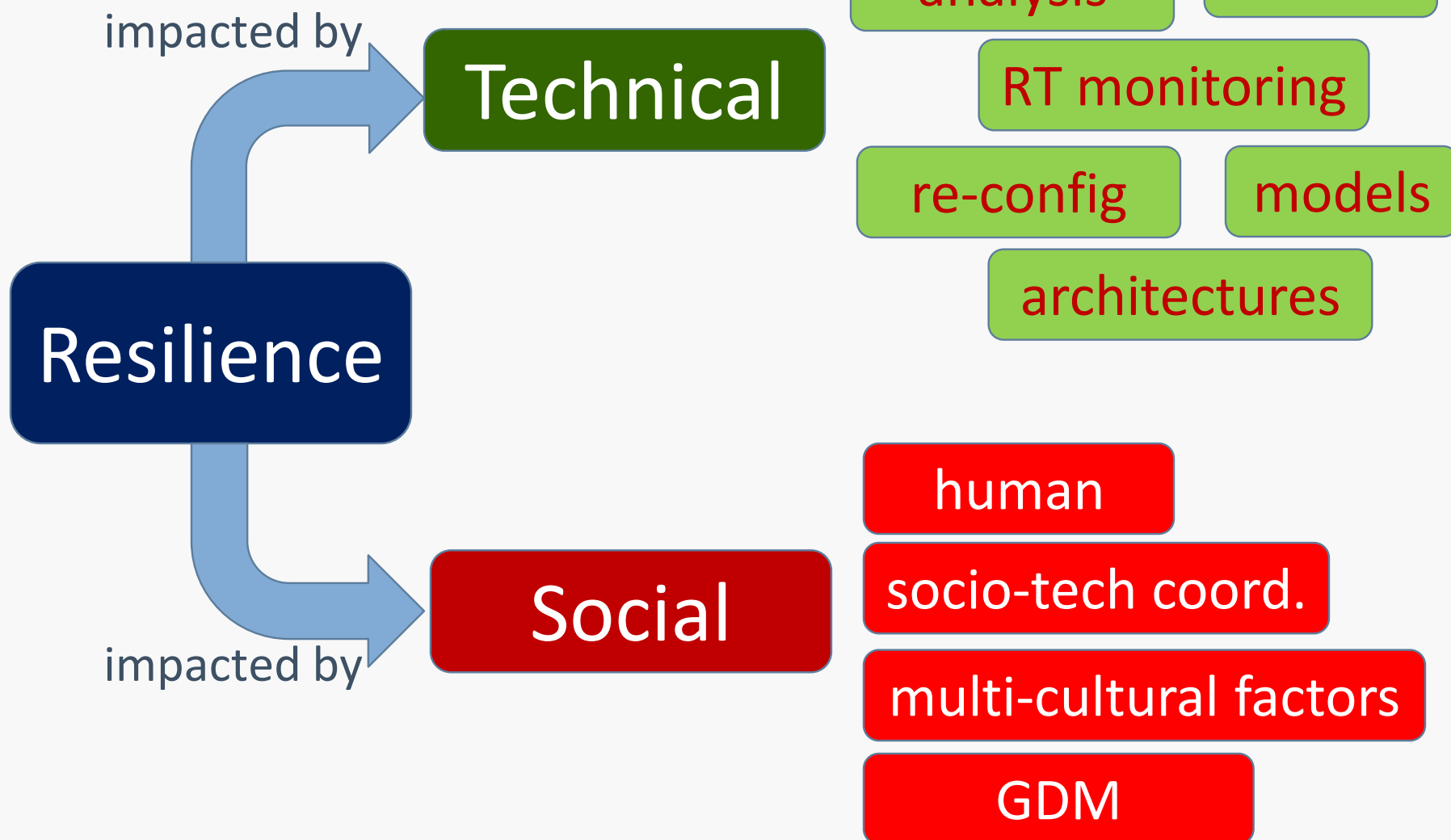
[Laprie, DSN04]

*“resilience engineering is about flexibility of **people and organisations**, not just in reacting to individual incidents and anomalous situations, but also in learning from them and thus developing an ability to react...”*

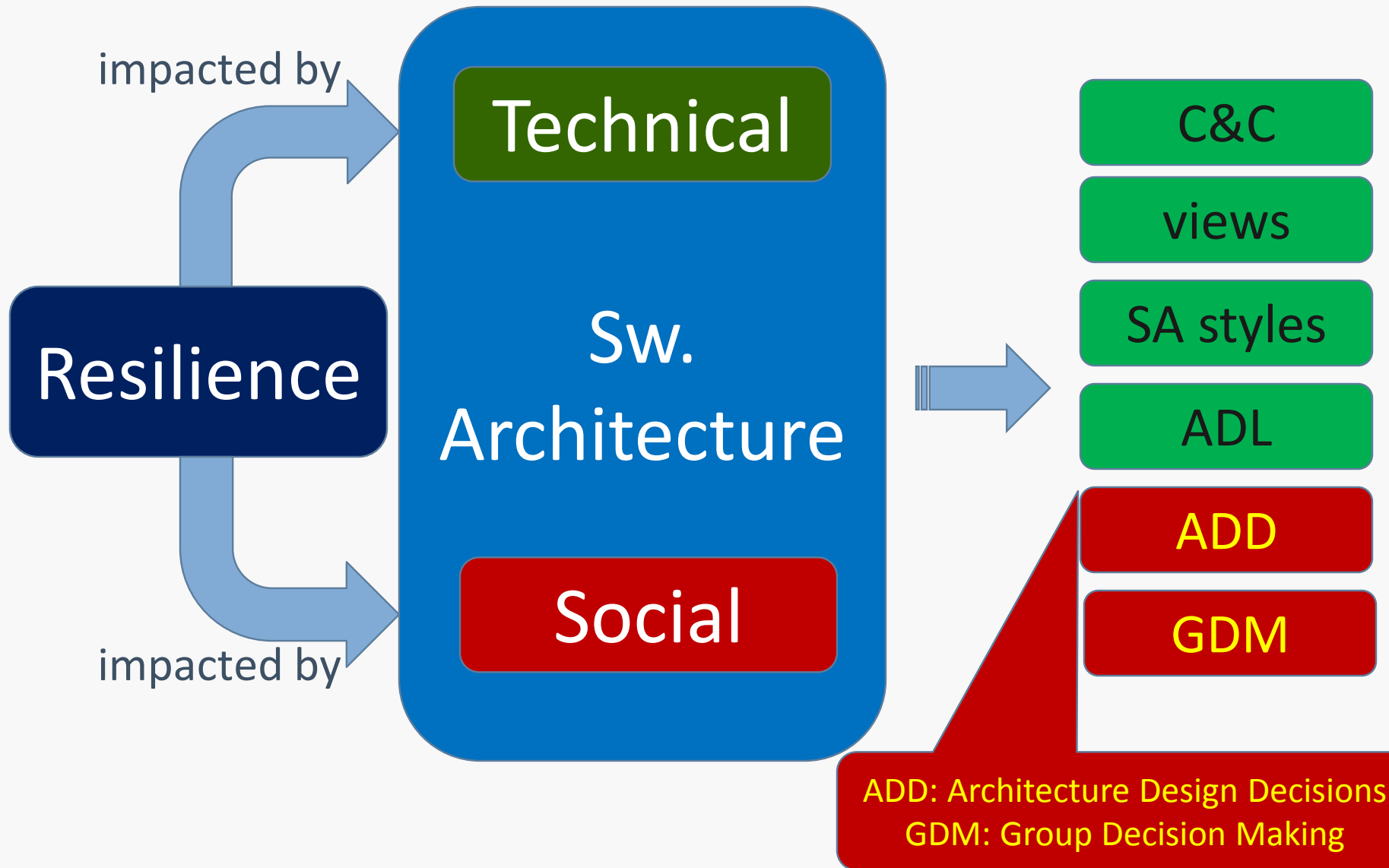
[Strigini, bookChapt12 ]



# Resilience



# Resilience and Software Architecture



# Goal of this work

**Enhance the design of Resilient Systems...**

by explicitly modeling **Group Decision Making** mechanisms and by linking them to **architectures** and other artifacts

# Architecting today

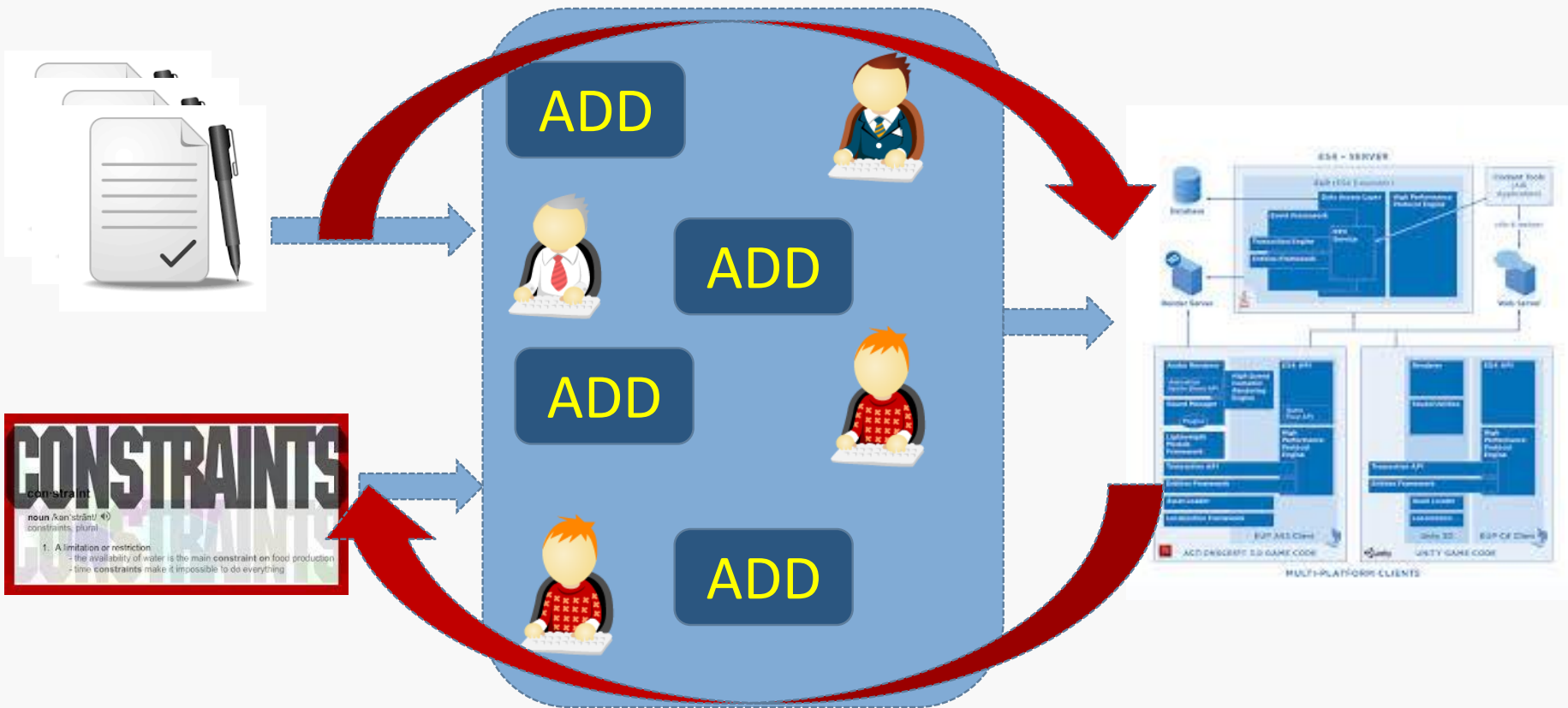
Architecting is the process of creating software architecture **knowledge** and **artifacts** for engineering software systems

A Software Architecture consists of

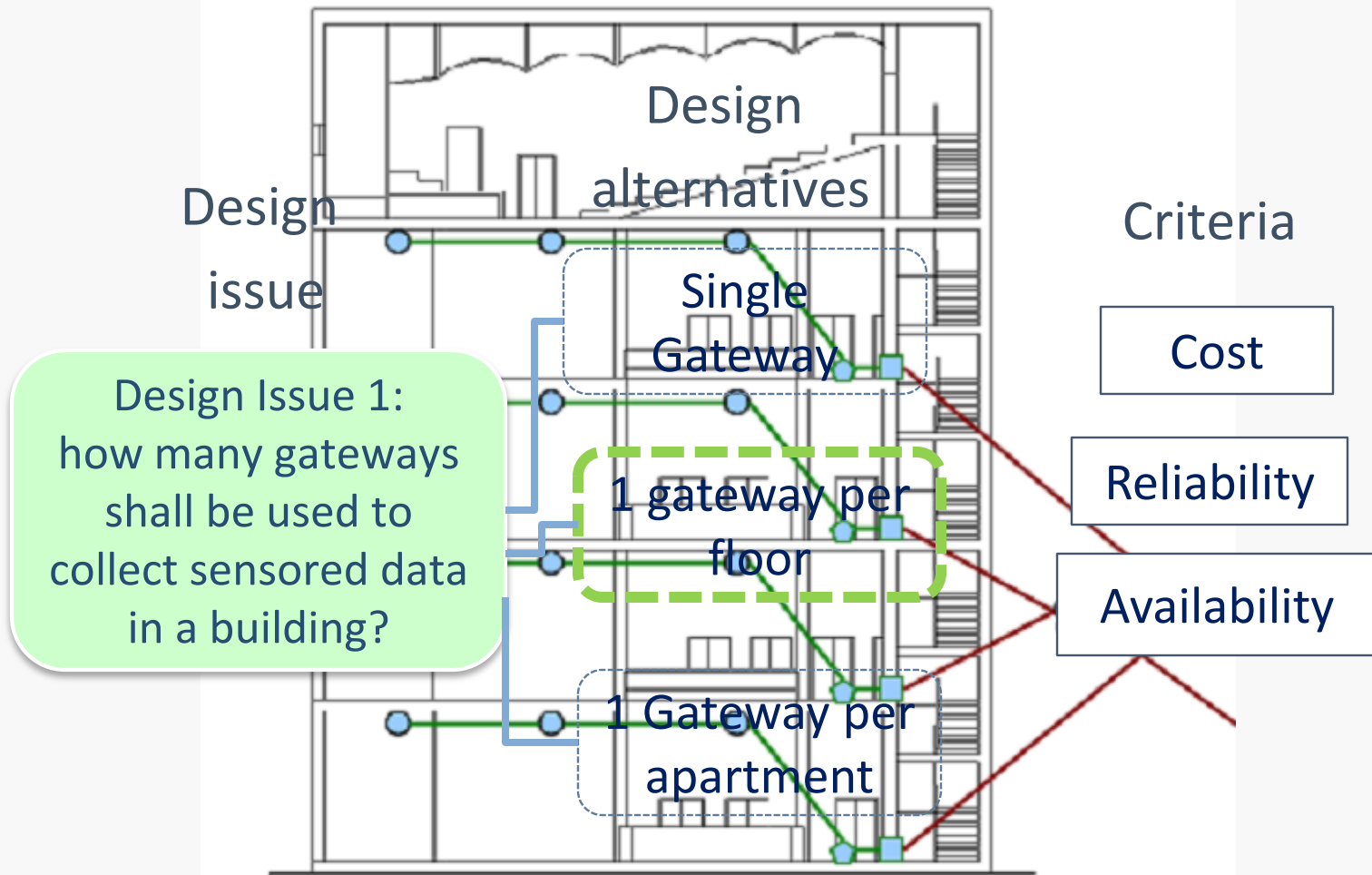
- A blueprint for the chosen **solution** (product)
  - A set of components and connectors communicating through interfaces
- **A set of design decisions** (co-product)
  - **A set of architecture design decisions** taken to generate the architecture artifact

# Architecting in a picture

## GDM



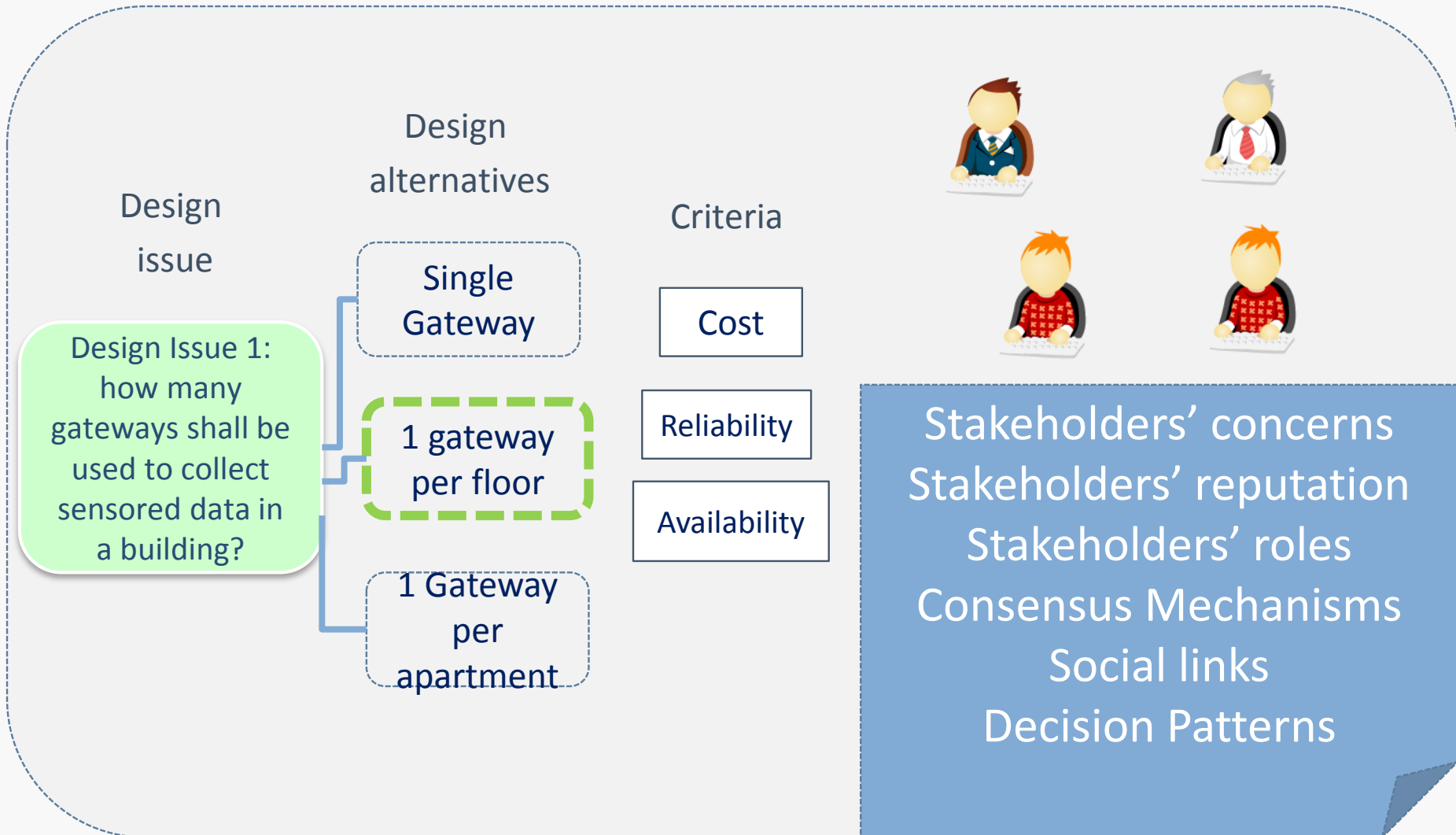
# ADD for the Fire Monitoring System





# GDM for the Fire Monitoring System

## GDM



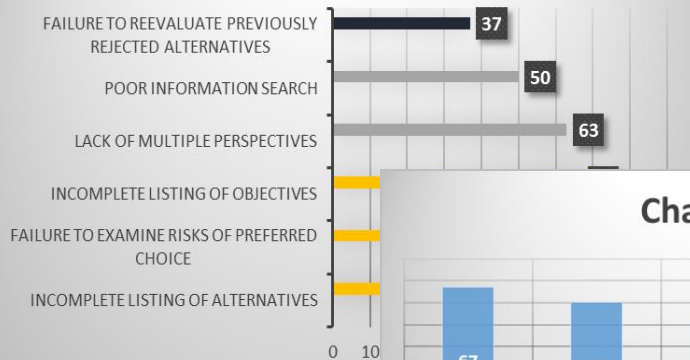
# Why to care about GDM?!?

> 85% of the decisions made by software architects are made by groups

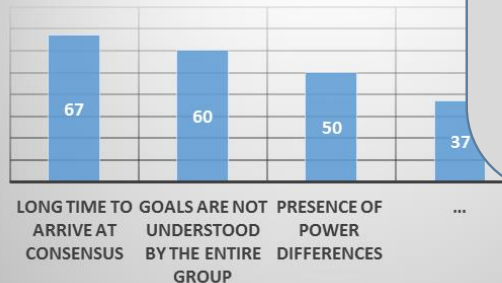
5-10 people involved in decision making

21 different roles represented

## Issues experienced in GD



## Challenges



**Lack of support in current architecture design decisions methods of GDM**

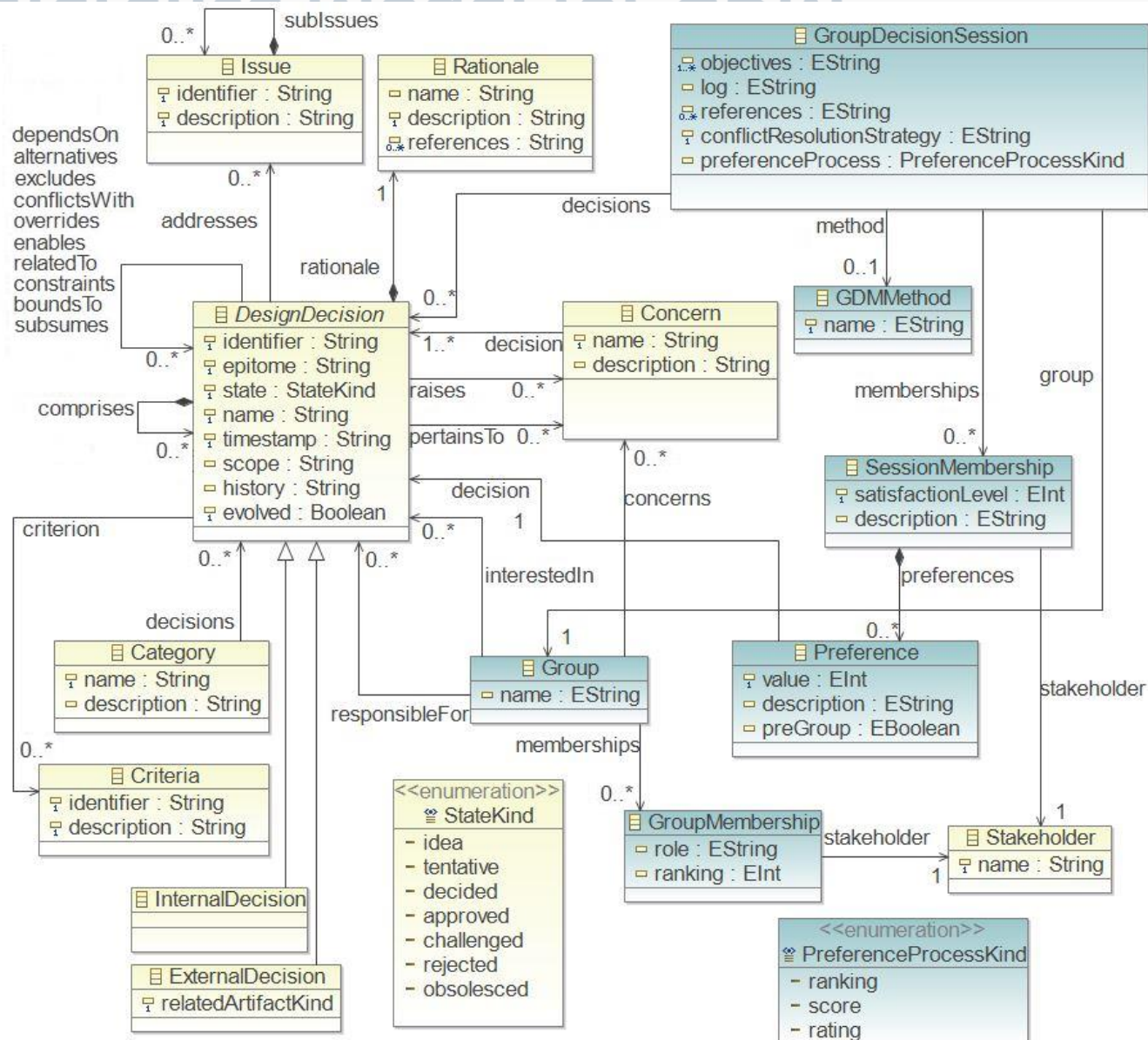
# Goal of this work (extended)

A. to provide a reference model for **Group Decision Making**

B. to define bidirectional **traceability links** between ADDs, Architectures, and other artifacts

C. to outline a **change propagation** engine

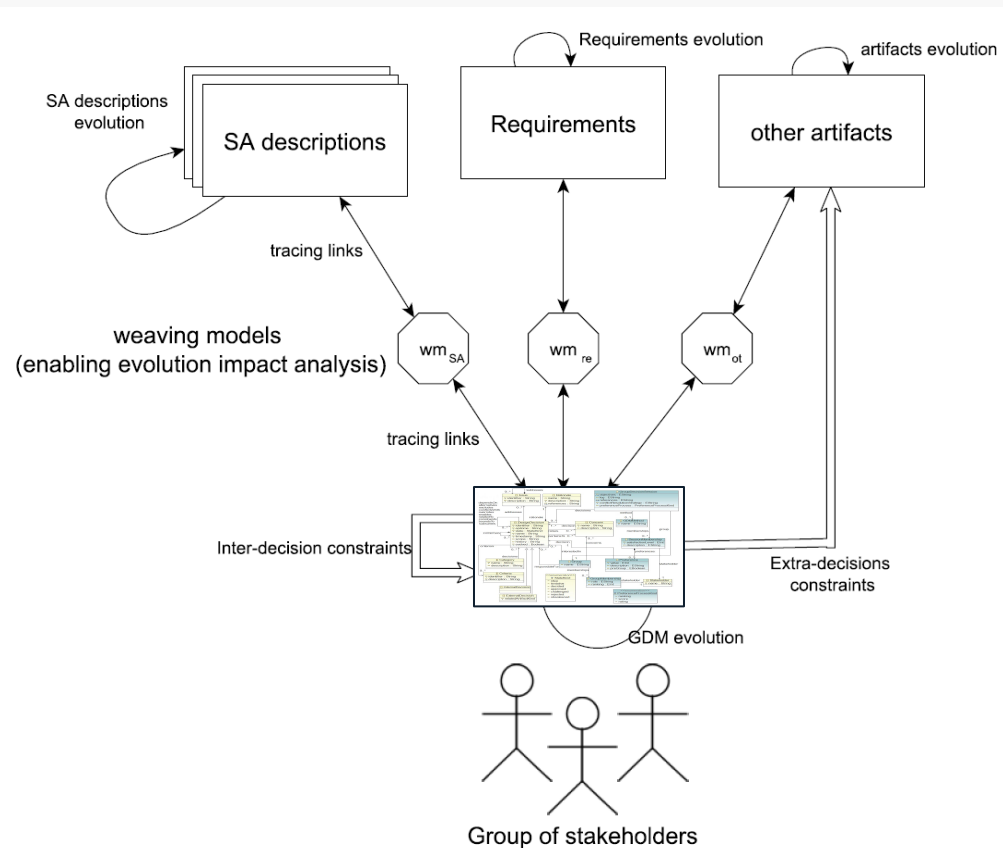
## A. Reference Model for GDM



## B. Traceability Links

### Tracing design decisions to/from other artifacts

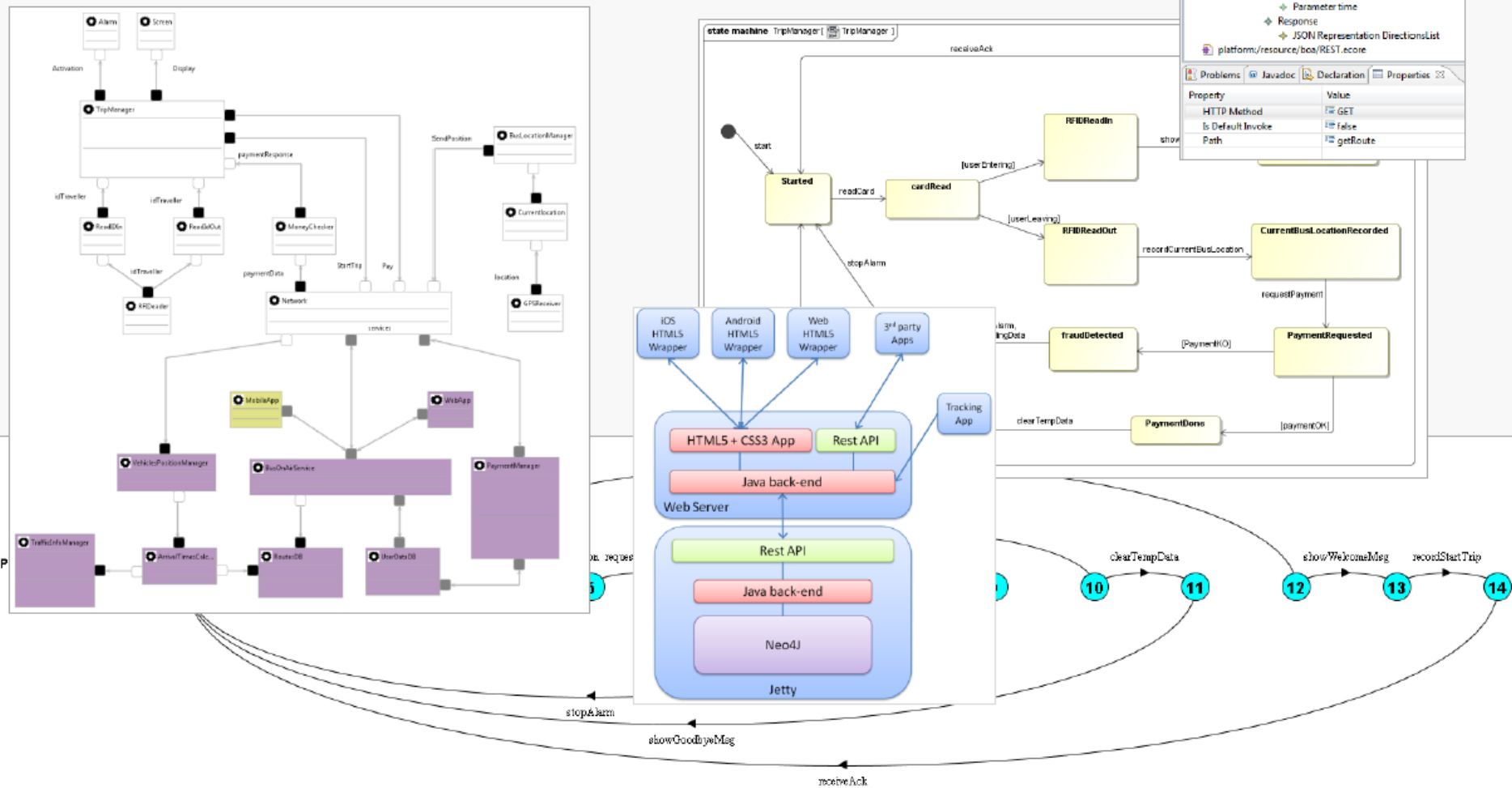
- We defined a DD weaving metamodel, to create traceability links among DDs and between DDs and other artefacts



# Why Linking Models together?

A system can be represented by “n” models

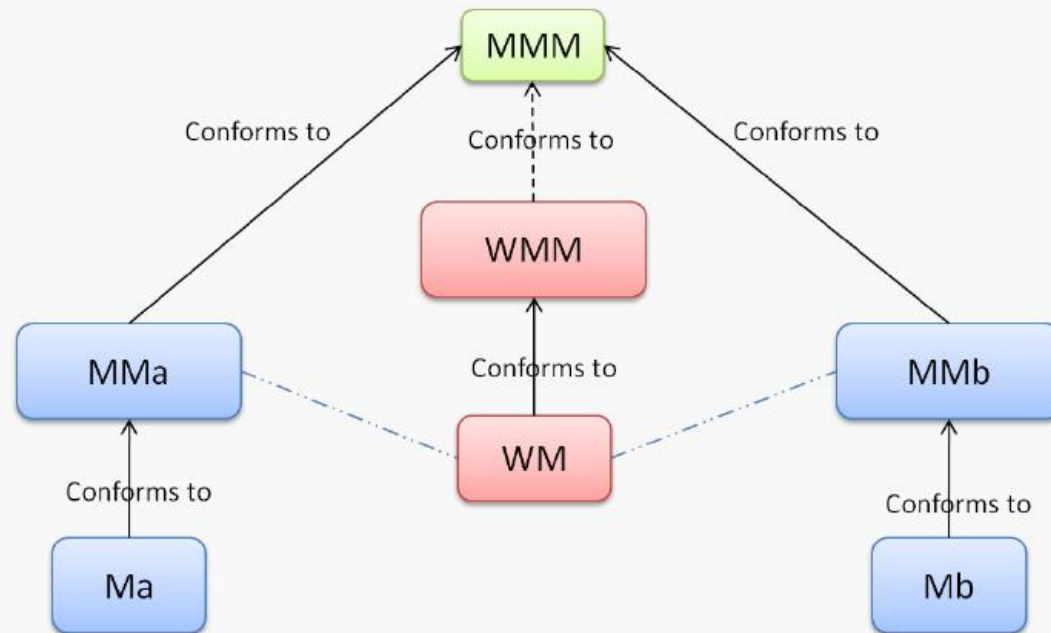
Each model focusses on a specific aspect



# Weaving Models

**Weaving models** are special kinds of models that link together other models

In general a weaving model contains *a set of links* between elements of a model and elements of another model



Linked models are called **woven models**

## C. Change Impact Analysis

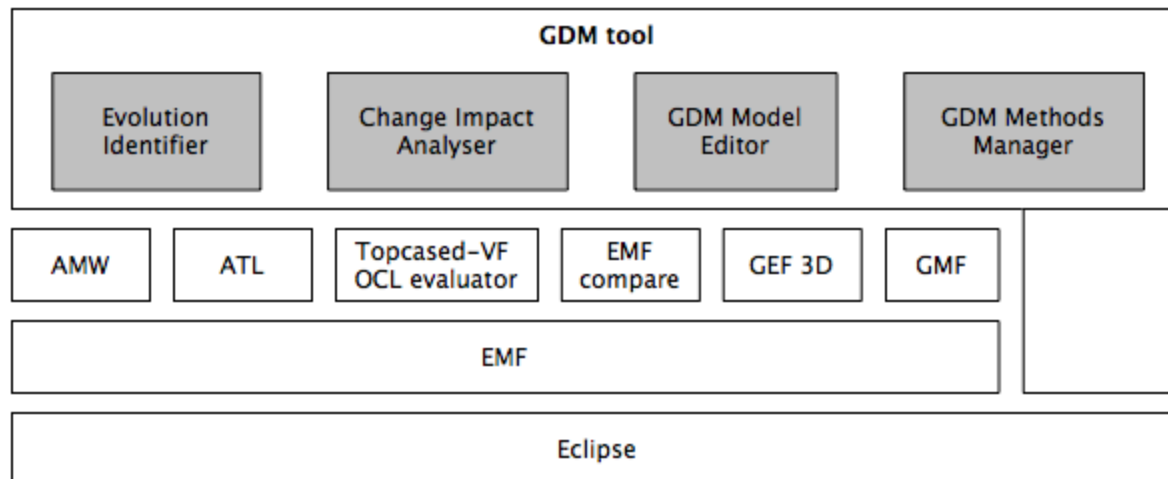
- OCL-based validation Engine
  - With new OCL constraints that can be defined for domain-specific validation purposes
- Inter-decisions constraints
  - E.g., all members of a group have to express at least a preference with respect to a design decision.
- Extra-decisions constraints
  - E.g., each design decision must be implemented by one (or more) components



# Prototype Implementation

## Implementation

- Eclipse plugin, extending the Atlas Model Management Architecture (AMMA)
- Atlas Model Weaver for the weaving models
- Four different GDM components



## Wrap up

Robust architectures come from a robust decision-making process

- When an artifact evolves, its related GDM may evolve

**Our GDM model enables to capture such evolution**

- When a decision evolves, **conflicts** may arise and need to be managed
- Need of precise **conflict resolution mechanisms**, for rapid convergence
- Our approach supports **multi-stakeholders awareness** on the made decisions

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# Thank you!