

Software Architecture in Practice

Architectural Requirements:

Quality Attributes

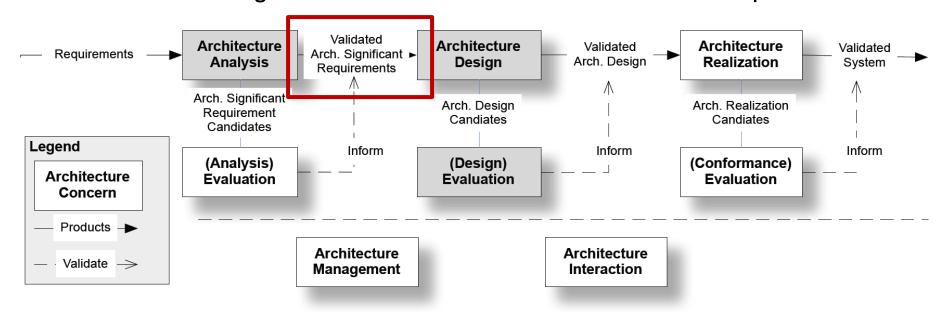
And

Quality Attribute Scenarios (QAS)



Introduction

- To design we need requirements
 - And to design architecture we need architectural requirements





But – **let** us start with an exercise



Good or bad architecture?

 Question: Is this little C program an example of good or bad software?

```
int a[1817]; main(z,p,q,r){for(p=80;q+p-80;p-=2*a[p])for(z=9;z--;)q=3&(r=time(0) +r*57)/7,q=q?q-1?q-2?1-p%79?-1:0:p%79-77?1:0:p<1659?79:0:p>158?-79:0,q?!a[p+q*2]?a[p+=a[p+=q]=q]=q:0:0;for(;q++-1817;)printf(q%79?"%c":"%c\n","#"[!a[q-1]]);}
```

- Exercise 1: Argue that this is a good program!
- Exercise 2: Argue that this is a bad program!



Process

- Paste string into file 'm.c'
- Install 'gcc'
- gcc m.c
- ./a.out

- Done...

```
csdev@m1: ~/proj/maze
                                     csdev@m1: ~/proj/maze 89x30
csdev@m1:~/proj/mazeS ./a.out
```



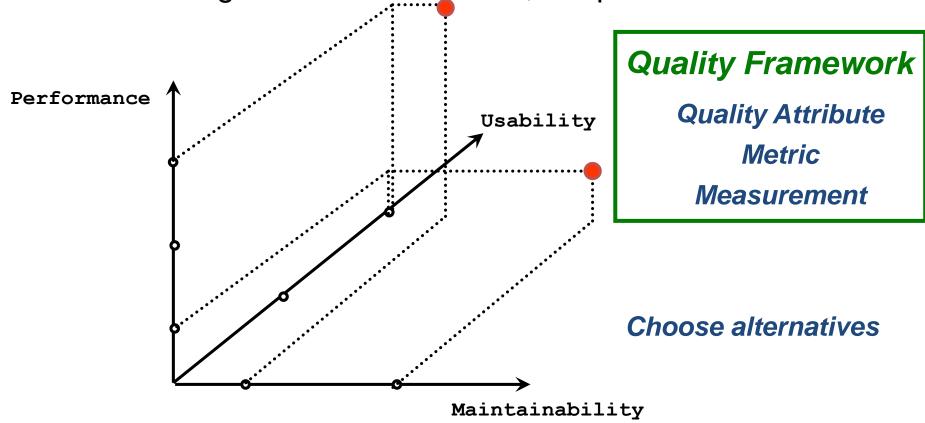
Quality Attributes

 The problem about "good" or "bad" is that they are subjective measures...

- We need to measure our software. This requires
 - that we define the aspects/qualities we measure
 - that we agree on some kind of scale: a metric

No such thing as good or bad

• We are engineers and scientists, not priests ©





Definition

- Bass et al. §3
 - A quality attribute (QA) is a measurable or testable property of a system that is used to indicate how well the system satisfies the needs of its stakeholders beyond the basic function of the system.
- Often called 'non-functional requirements'
 - Which is a non-sense term… If the server is not available, will you then argue that the system is still functional?

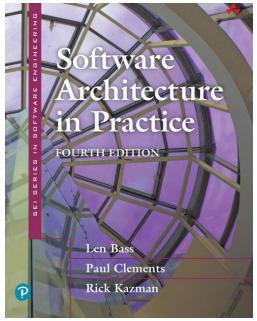


Contribution of Bass et al.

- Proposes uniform measurement template
 - Quality Attribute Scenarios

Key point: Same template for radically different qualities, like performance or security

- Anchors quality in specific context
 - Quality Attribute Scenarios
 - No quality is globally achievable



Quality framework (Bass et al.)

- Quality attributes
 - Availability
 - Deployability
 - Energy efficiency
 - Integrability
 - Modifiability
 - Performance
 - Safety
 - Security
 - Testability
 - Usability

- Other Quality attributes
 - Buildability
 - Conceptual integrity

Historical note



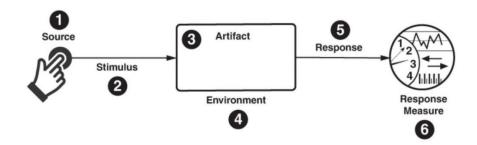
• 1ed only named 6 QA, those in **bold**



A writing template

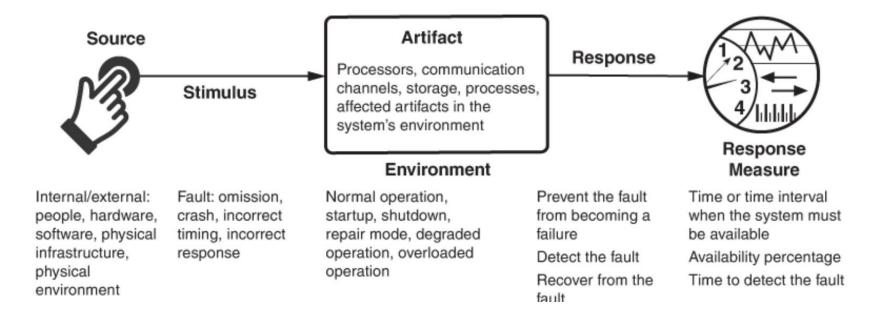
- Source of stimulus. This is some entity (a human, a computer system, or any other actuator) that generated the stimulus.
- **2 Stimulus**. The stimulus is an event that arrives at a system.
- BEnvironment. The stimulus occurs within certain conditions. The system may be in an overload condition or may be running when the stimulus occurs, or some other condition may be true.
- Artifact. Some artifact is stimulated. This may be the whole system or some pieces of it.

- **S** Response. The response is the activity undertaken after the arrival of the stimulus.
- G Response measure. When the response occurs, it should be measurable in some fashion so that the requirement can be tested.





Example: Availabilty





Example: NemID

- Informal requirement on availability ("oppetid")
 - "NemID should always be available"
- QaS formulated requirement
 - Source: Internal hardware error
 - Stimulus: Server crash
 - Artifact: Server/server program
 - Environment: Normal operation
 - Response: ① Fault logged, ② Recover
 - Response time:
 - Fault detected within 30 secs,
 - Recovery completed within 5 minutes





Key point

The key point of the template is

 Some source generates some events (stimuli) that arrives at some artifact under some conditions (environment) and must be dealt with (response) in a satisfactory way (response measure = the architectural requirement)



Generators

- Chapter 4-13 lists generators for the contents of these QAS.
 - General Scenarios
- Consider them a good first attempt

- Feel free to elaborate and refine
 - As long as you stay true to the given quality attribute and the key point of the template ©
 - And do not invent new, confusing, terms for those already in the generator!
 'Sløvhed' as new QA?



Example: Availability

Concerned with the probability that the system will be operational when needed
 Table 5.3. Availability General Scenario

| Portion of Scenario | Possible Values |
|------------------------|--|
| Source | Internal/external: people, hardware, software, physical infrastructure, physical environment |
| Stimulus | Fault: omission, crash, incorrect timing, incorrect response |
| Artifact | Processors, communication channels, persistent storage, processes |
| Environment | Normal operation, startup, shutdown, repair mode, degraded operation overloaded operation |
| Response | Prevent the fault from becoming a failure Detect the fault: Log the fault Notify appropriate entities (people or systems) Recover from the fault: Disable source of events causing the fault Be temporarily unavailable while repair is being effected Fix or mask the fault/failure or contain the damage it causes Operate in a degraded mode while repair is being effected |
| Response Measure | Time or time interval when the system must be available Availability percentage (e.g., 99.999%) Time to detect the fault Time to repair the fault Time or time interval in which system can be in degraded mode Proportion (e.g., 99%) or rate (e.g., up to 100 per second) of a certain class of faults that the system prevents, or handles without failing |

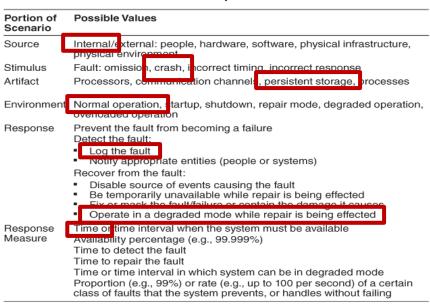
Note: Table is from 3rd edition, but same contents...



Example: Availability

 An internal crash occurs in the inventory database process during normal operation. The response is logging of the fault and recovery by repair and return to normal operation (inventory db up and running) within 5 seconds

Table 5.3. Availability General Scenario





Tactics

So – what do we do then?

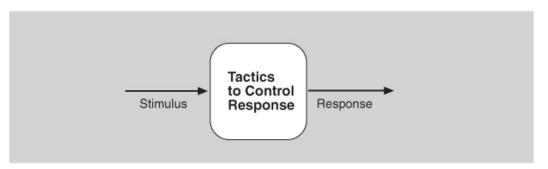


Figure 4.3. Tactics are intended to control responses to stimuli.

Definition: **Tactic** is a design decision that influences the achievement of a quality attribute response





The QAS General Scenarios



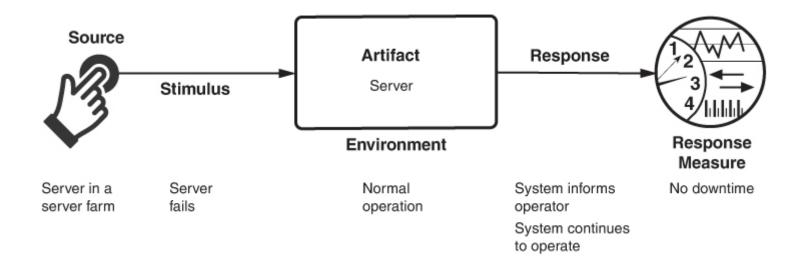
Availability

• Concerned with the *probability that the system will be operational*When needed Table 5.3. Availability General Scenario

| Portion of Scenario | Possible Values |
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Example





Integrability

- Concerned with the costs and risks of integrating separately developed components (so the resulting system behaves correctly)
 - Especially in the face of externally developed components

| Table 7.1 General Scenario for Integrability | | | Environment | What state is the system in | One of the following: | |
|--|---|---|------------------------|-----------------------------|----------------------------------|--|
| Portion of | Description | Possible Values | | | | DevelopmentIntegration |
| Scenario | | | | | | Deployment |
| Source | Where does the stimulus | One or more of the following: | | | | Runtime |
| | come from? | Mission/system stakeholder | | syst | How will an "integrable" | One or more of the following: |
| | | Component marketplace | | | system respond to the stimulus? | Changes are {completed, integrated, |
| | | ■ Component vendor | | | | tested, deployed} |
| | What is the stimulus? That is, what kind of integration | | | | | Components in the new configuration are successfully and correctly (syntactically and semantically) exchanging information |
| | is being described? | Add new component | | | | Components in the new configuration |
| | | Integrate new version of existing | | | | are successfully collaborating |
| | | component | | | | Components in the new configuration do not violate any resource limits |
| | | ■ Integrate existing components together | | | · | |
| | | in a new way | | Response measure | How is the response measured? | One or more of the following: |
| 4 .16 | 717 | 0 (1 (1) | | measure | measureu: | Cost, in terms of one or more of: |
| Artifact | integration: | One of the following: | | | | Number of components changed |
| | | Entire system | | | | Percentage of code changed |
| | | Specific set of components | | | | Lines of code changed |
| | | | | | | ■ Effort |
| | | Component metadata | | | | Money |
| | | Component configuration | | | | Calendar time |
| S@AU | | Hen | rik Bærbak Christensen | | | Effects on other quality attribute response measures (to capture allowable 2 tradeoffs) |
| | | | | | | |



Example

• (Bit weird this one?)

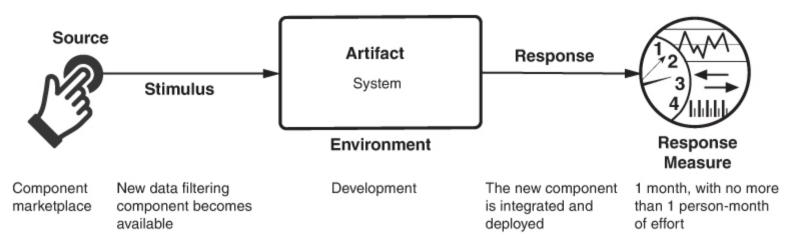


Figure 7.1 Sample integrability scenario



Modifiability

Concerned with the ease with which the system supports change

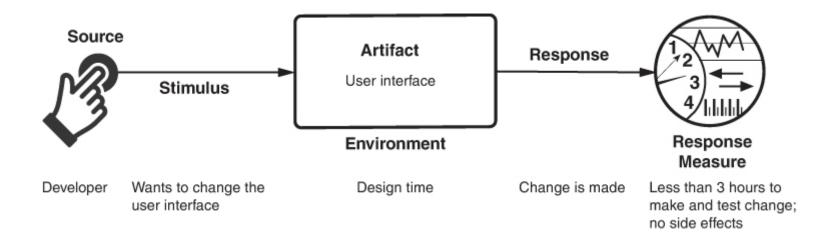
Table 7.1. Modifiability General Scenario

| Portion of Scenario | Possible Values | | | |
|---------------------|--|--|--|--|
| Source | End user, developer, system administrator | | | |
| Stimulus | A directive to add/delete/modify functionality, or change a quality attribute, capacity, or technology | | | |
| Artifacts | Code, data, interfaces, components, resources, configurations | | | |
| Environment | Runtime, compile time, build time, initiation time, design time | | | |
| Response | One or more of the following: Make modification Test modification Deploy modification | | | |
| Response Measure | Cost in terms of the following: Number, size, complexity of affected artifacts Effort Calendar time Money (direct outlay or opportunity cost) Extent to which this modification affects other functions or quality attributes New defects introduced | | | |



Example

(A bad example – 'what UI change?')





Performance

Concerned with ability to meet timing requirements

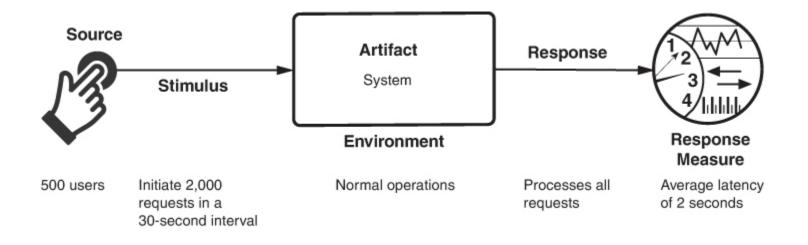
Table 8.1. Performance General Scenario

| Portion of Scenario | Possible Values |
|---------------------|--|
| Source | Internal or external to the system |
| Stimulus | Arrival of a periodic, sporadic, or stochastic event |
| Artifact | System or one or more components in the system |
| Environment | Operational mode: normal, emergency, peak load, overload |
| Response | Process events, change level of service |
| Response Measure | Latency, deadline, throughput, jitter, miss rate |

Note: 4ed's Table a bit more elaborate...



Example





Security

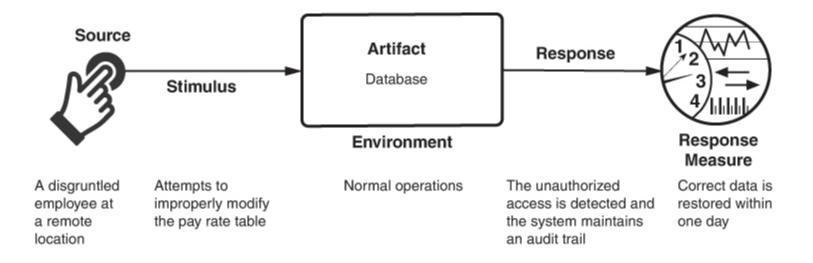
Table 9.1. Security General Scenario

| • | Concerned with ability to |
|---|---------------------------|
| | protect data and |
| | information from |
| | unauthorized access |
| | while still providing |
| | access to |
| | people/systems that are |
| | authorized |

| Portion of Scenario | Possible Values |
|------------------------|---|
| Source | Human or another system which may have been previously identified (either correctly or incorrectly) or may be currently unknown. A human attacker may be from outside the organization or from inside the organization. |
| Stimulus | Unauthorized attempt is made to display data, change or delete data, access system services, change the system's behavior, or reduce availability. |
| Artifact | System services, data within the system, a component or resources of the system, data produced or consumed by the system |
| Environment | The system is either online or offline; either connected to or disconnected from a network; either behind a firewall or open to a network; fully operational, partially operational, or not operational. |
| Response | Transactions are carried out in a fashion such that Data or services are protected from unauthorized access. Data or services are not being manipulated without authorization. Parties to a transaction are identified with assurance. The parties to the transaction cannot repudiate their involvements. |
| | The data, resources, and system services will be available for legitimate use. The system tracks activities within it by Recording access or modification Recording attempts to access data, resources, or services Notifying appropriate entities (people or systems) when an apparent attack is occurring |
| Response Measure | One or more of the following: How much of a system is compromised when a particular component or data value is compromised How much time passed before an attack was detected How many attacks were resisted How long does it take to recover from a successful attack How much data is vulnerable to a particular attack |



Example





Testability

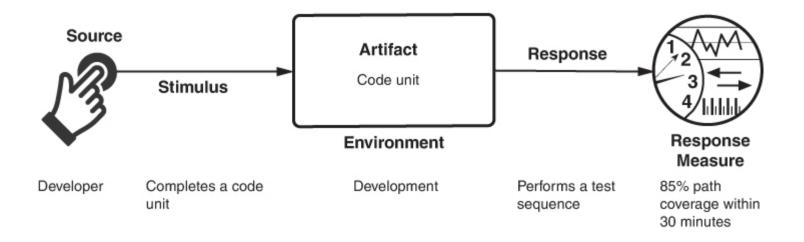
 Concerned with the ease with which the software can be made to demonstrate its faults

Table 10.1. Testability General Scenario

| Portion of Scenario | Possible Values | | | |
|---------------------|---|--|--|--|
| Source | Unit testers, integration testers, system testers, acceptance testers, end users, either running tests manually or using automated testing tools | | | |
| Stimulus | A set of tests is executed due to the completion of a coding increment such as a class layer or service, the completed integration of a subsystem, the complete implementation of the whole system, or the delivery of the system to the customer. | | | |
| Environment | Design time, development time, compile time, integration time, deployment time, run time | | | |
| Artifacts | The portion of the system being tested | | | |
| Response | One or more of the following: execute test suite and capture results, capture activity that resulted in the fault, control and monitor the state of the system | | | |
| Response Measure | One or more of the following: effort to find a fault or class of faults, effort to achieve a given percentage of state space coverage, probability of fault being revealed by the next test, time to perform tests, effort to detect faults, length of longest dependency chain in test, length of time to prepare test environment, reduction in risk exposure (size(loss) × prob(loss)) | | | |



Example





Comment

 *) I find an important Response Measure is missing in the generator

- Namely: Time to express/execute test case
- To me, a testable architecture is one that allows me to express an automated test case easily (= in short time)
 - I.e. having the 'local method call IPC' in Broker allows me to express full client-server roundtrip tests easily
 - Compared to if I had to spin up a server every time...



Usability

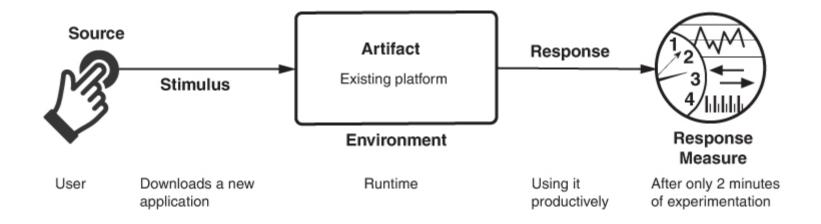
 Concerned with how easy it is for the user to accomplish a desired task and the kind of user support the system provides

Table 11.1. Usability General Scenario

| Portion of Scenario | Possible Values | | | |
|---------------------|---|--|--|--|
| Source | End user, possibly in a specialized role | | | |
| Stimulus | End user tries to use a system efficiently, learn to use the system, minimize the impact of errors, adapt the system, or configure the system. | | | |
| Environment | Runtime or configuration time | | | |
| Artifacts | System or the specific portion of the system with which the user is interacting | | | |
| Response | The system should either provide the user with the features needed or anticipate the user's needs. | | | |
| Response Measure | One or more of the following: task time, number of errors, number of tasks accomplished, user satisfaction, gain of user knowledge, ratio of successful operations to total operations, or amount of time or data lost when an error occurs | | | |



Example





Deployability

Concerned with the time and effort for software to be allocated to an environment for execution

Table 5.1 General Scenario for Deployability

| Portion of Scenario | Description | Possible Values | | |
|------------------------|--|---|---------------------|---|
| Source | The trigger for the deployment | End user, developer, system administrator, operations personnel, component marketplace, product owner. | | |
| Stimulus | What causes the trigger | A new element is available to be deployed. This is typically a request to replace software element with a new version (e.g., fix a defect, apply a security patch, upgrade to the latest release of a component or framework, upgrade to the latest version of an internally produced element). New element is approved for incorporation. An existing element/set of elements needs to be rolled back. | | |
| Artifacts | What is to be changed | Specific components or modules, the system's platform, its user interface, its environment, or another system with which it interoperates. Thus the artifact might be a single software element, multiple software elements, or the entire system. | Response | What should happen |
| Environment | Staging, production (or a specific subset of either) | Full deployment. Subset deployment to a specified portion of users, VMs, containers, servers, platforms. | Response measure | A measure of cost, time, or process effectiveness for a deployment, or for a serie deployments over time |

Incorporate the new components. Deploy the new components. Monitor the new components. Roll back a previous deployment. A measure of cost, time, or Cost in terms of: process effectiveness for a deployment, or for a series of

- · Number, size, and complexity of affected artifacts
- Average/worst-case effort
- Elapsed clock or calendar time
- Money (direct outlay or opportunity cost)
- · New defects introduced

Extent to which this deployment/rollback affects other functions or quality attributes.

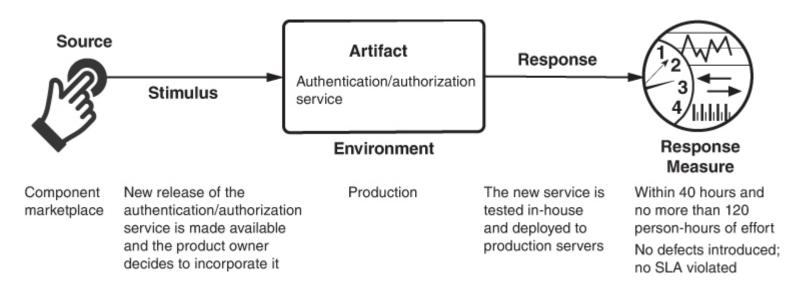
Number of failed deployments. Repeatability of the process.

Traceability of the process. Cycle time of the process.



Example

(A bit weird example?)



Deployability is highly important for modern software systems. However, it is a major focus of my 'MSDO' fagpakke, so in this course — I will not address it further here...



The Last Two

Safety

- Concerned with the system's ability to avoid straying into states that cause or lead to damage, injury, or loss of life to actors in its environment.
 - We will not cover safety in this course...

Energy Efficiency

- Concerned with the system's ability to conserve/minimize power consumption while providing it's services
 - We will cover that in much more detail in the second course...

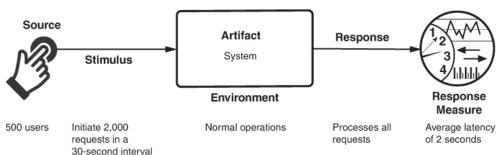


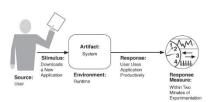
Summary



QAS

- QAS capture architectural quality attribute requirements in a common format
 - Some source generates some events (stimuli) that arrives at some artefact under some conditions (environment) and must be dealt with (response) in a satisfactory way (response measure = the architectural requirement)





The response measure is central – measurable!



Discussion

There are other frameworks, of course...

Table 4-2. Structural architecture characteristics

Leverageability/reuse Ability to leverage comm

Ability for the end users

How important it is to p

Ease of system installati

Support for multiple lar

units of measure or curr

How easy it is to apply of

Does the system need to

What level of technical

debug errors in the syst

Ability to easily/quickly

well as SAP DB?

Configurability

Extensibility

Installability

Supportability

Upgradeability

ISO 25010 / SQuaRE



How long the system will need to be available (if 24/7, steps need to be in place to allow the system to be up and runn

Ability to handle error and boundary conditions while running if the internet connection goes down or if there's a po-

Performance acceptance sometimes requires an exercise of its own, taking months to complete.

Reliability/safety Assess if the system needs to be fail-safe, or if it is mission critical in a way that affects lives. If it fails, will it cost the

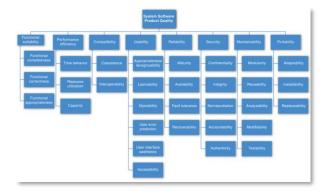
Ability for the system to perform and operate as the number of users or requests increases

will affect the backup strategy and requirements for duplicated hardware.

Includes stress testing, peak analysis, analysis of the frequency of functions used, capacity required, and response tim Localization

Business continuity requirements (e.g., in case of a disaster, how quickly is the system required to be on-line again?). Maintainability

Architecture Characteristics



| S | Table 4-3. Cross-cutting of | architecture characteristics | | | |
|---|-----------------------------|--|--|--|--|
| s | Term | rm Definition | | | |
| | Accessibility | Access to all your users, including those with disabilities like colorblindness or hearing loss. | | | |
| ers to easily change aspects of the software's config | Archivability | Will the data need to be archived or deleted after a period of time? (For example, customer accounts are to be deleted | | | |
| plug new pieces of functionality in. | , | after three months or marked as obsolete and archived to a secondary database for future access.) | | | |
| ation on all necessary platforms. | Authentication | Security requirements to ensure users are who they say they are. | | | |
| nmon components across multiple products. | Authorization | Security requirements to ensure users can access only certain functions within the application (by use case, subsyste | | | |
| anguages on entry/query screens in data fields; or | 1 | webpage, business rule, field level, etc.). | | | |
| rrencies. y changes and enhance the system? | Legal | What legislative constraints is the system operating in (data protection, Sarbanes Oxley, GDPR, etc.)? What reservation rights does the company require? Any regulations regarding the way the application is to be built or | | | |
| changes and chinance the system. | | deployed? | | | |
| to run on more than one platform? (For example | Privacy | Ability to hide transactions from internal company employees (encrypted transactions so even DBAs and network architects cannot see them). | | | |
| al support is needed by the application? What lev | | | | | |
| stem? | Security | Does the data need to be encrypted in the database? Encrypted for network communication between internal systems? What type of authentication needs to be in place for remote user access? | | | |
| ly upgrade from a previous version of this applica | | systems: what type of authentication needs to be in place for remote user access: | | | |
| | Supportability | What level of technical support is needed by the application? What level of logging and other facilities are required to debug errors in the system? | | | |
| | Usability/achievability | Level of training required for users to achieve their goals with the application/solution. Usability requirements need to be treated as seriously as any other architectural issue. | | | |

quickly in case of any failure).

Disaster recovery capability.

company large sums of money?

Availability

Continuity

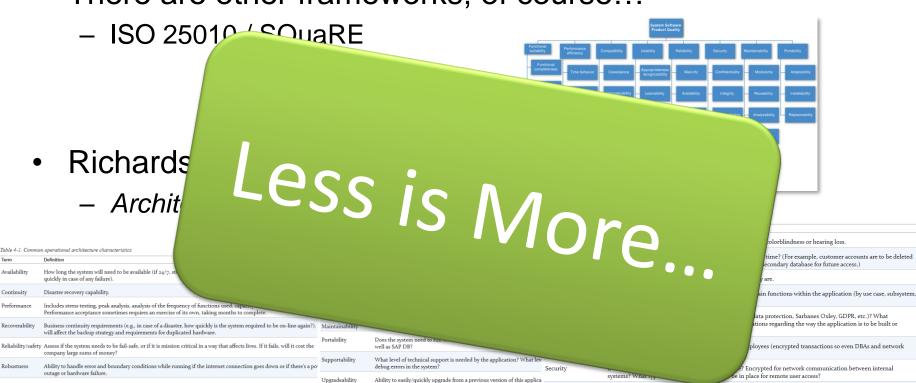
Robustness

Scalability



Discussion

There are other frameworks, of course...



Usability/achievability Level of training required for users to achieve their goals with the application/solution. Usability requirements need to be treated as seriously as any other architectural issue.

What level of technical support is needed by the application? What level of logging and other facilities are required to

Ability for the system to perform and operate as the number of users or requests increases

Scalability

Supportability

debug errors in the system?