



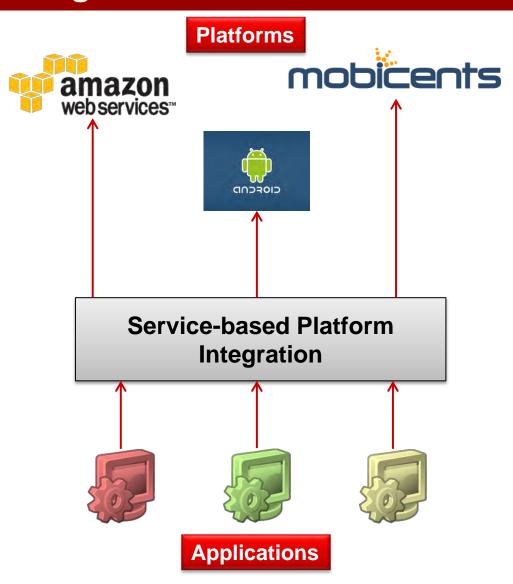
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# **Architectural Decisions in Service-based Platform Integration**



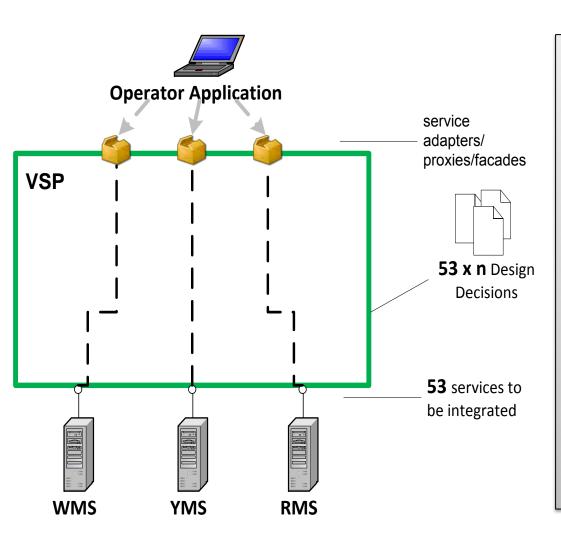
Software Platform: a collection of software subsystems (e.g., communication middleware, databases) and interfaces which form an infrastructure for developing a set of related software applications

#### **Research Questions**

What are the recurring architectural design decisions on service-based platform integration documented by existing software patterns and pattern collections?

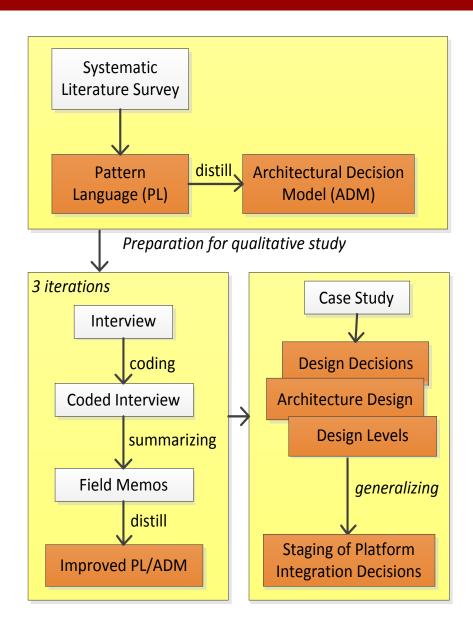
What are the levels of decision making when designing an architecture for service-based platform integration?

## **Case Study**



Virtual Service Platform: handles various integration aspects like interface adaptation between platforms, integration of service-based and nonservice-based solutions, routing, enriching, aggregation, splitting of messages and events

## Research Design



## **Systematic Literature Survey**

- Inclusion and Exclusion Criteria: 33 conference proceedings of PLoP and EuroPLoP, 2 issues of TPLoP, 5 pattern collection and 25 pattern books (402 patterns)
- Quality Assessment: reviewed patterns, referenced in SOA technical domain
- Pattern Extraction and Synthesis: 29 patterns selected
   + 11 patterns referenced

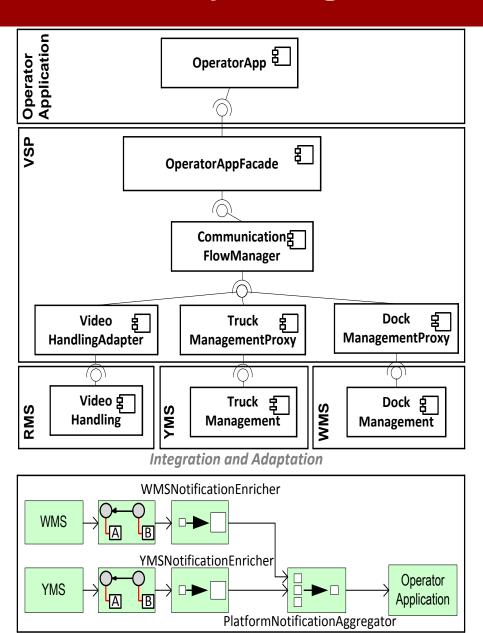
#### **Interviews**

- 3 interviews
- 9 experts
- 3 companies 3 platforms

### Interview Instrument (4 categories, 29 questions)

Question	Type
Adaptation and Integration	
1.1 Can the services from the source platform be directly used in	closed
the VSP platform?	
Interface Design	
2.1 Have the platform services been exposed as services using	closed
standard interfaces/technologies?	
Communication Style	
3.1 How important is performance for the connection?	open

## **Case Study Design**

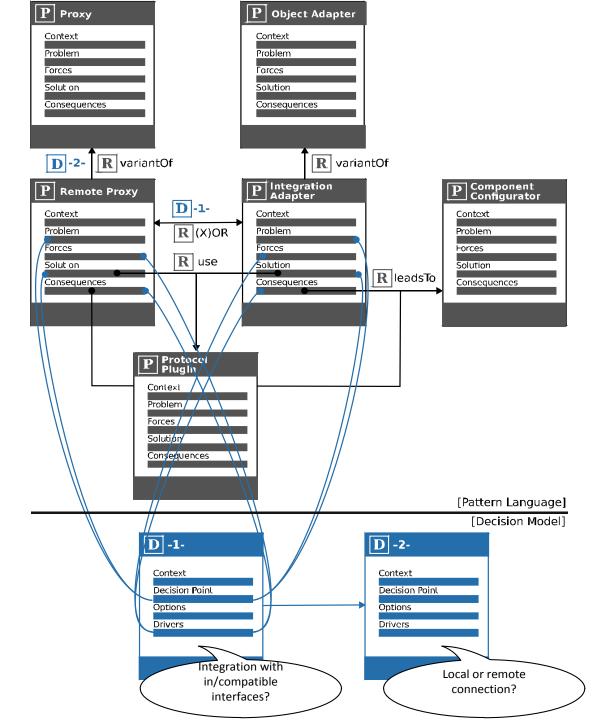


#### confirmatory:

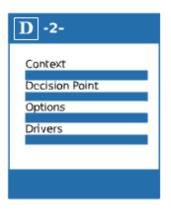
to which extend our pattern language and our decision model correspond to the platform integration domain?

#### exploratory:

how is the decision making in platform integration being performed?



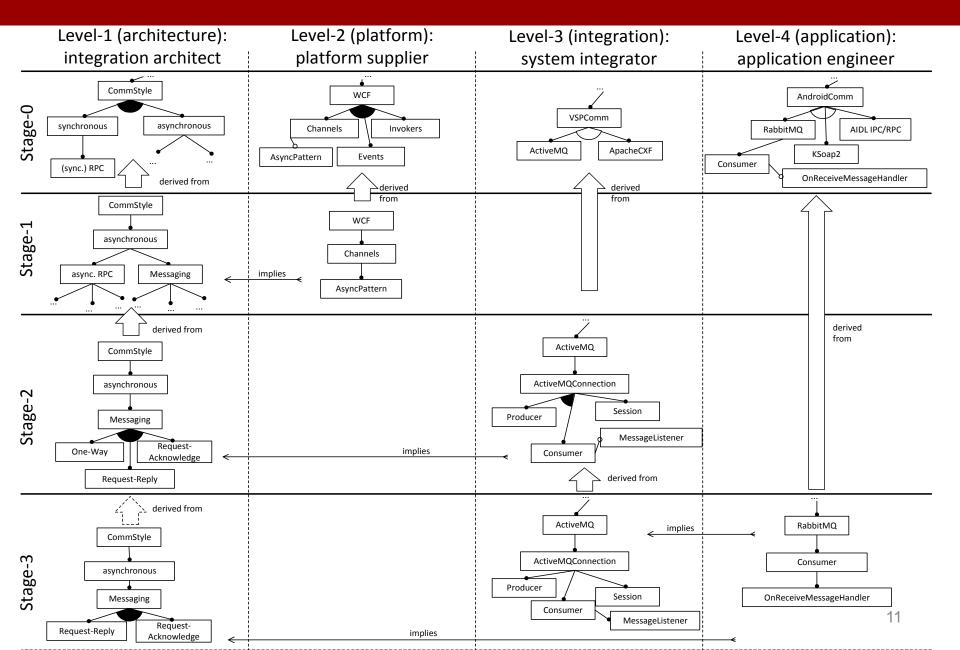
#### **ADD Model**



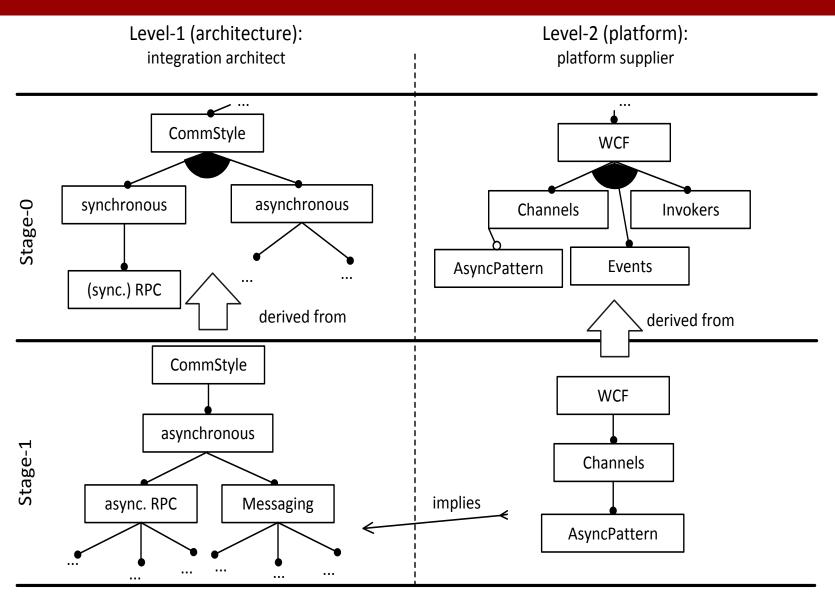
- Adaptation and Integration Patterns (6)
- Interface Design (6)
- Communication Style (8)
- Communication Flow (9)

Decision Point	Options and Patterns Dependencies
D1 – Which kind of component will be used for integrating the platform service into the service-based integration plat- form?	<ul> <li>None (direct calls from application to platform)</li> <li>Integration component with same interface (select pattern PROXY) or a PROXY variant)</li> <li>Integration component with a different interface (select pattern ADAPTER or an ADAPTER variant)</li> </ul>
D2 – Is the connection between platform and service-based integration platform a local or a remote connection?	<ul> <li>Local (Select local variant of PROXY or ADAPTER, as selected in other decisions)</li> <li>Remote (Select remote variant of PROXY or ADAPTER, as selected in other decisions)</li> </ul>

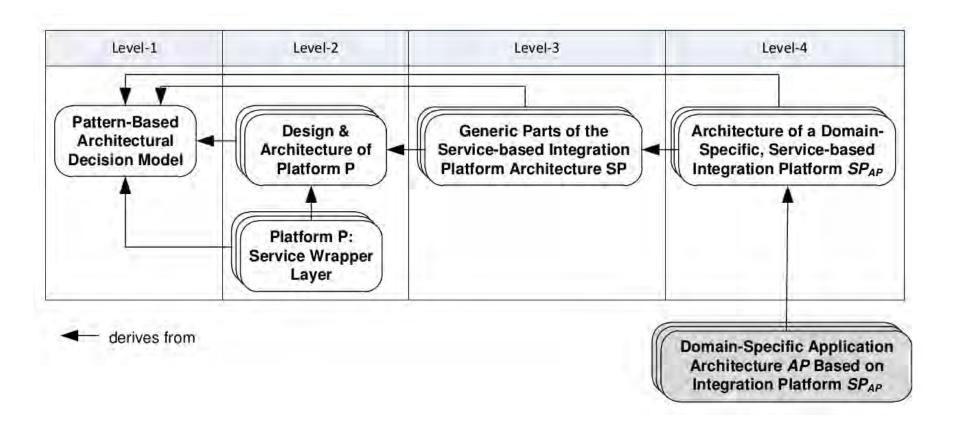
## **Exemplary Levels and Stages of Decision Making**



## **Example for 2 Levels and 2 Stages**



## **Artifacts in Levels of Decision Making**



#### **Limitations and Threats**

- Systematic Literature Review: completeness, authors' bias
- Interviews: external and internal validity
- Generalizability: small sample but broad domain

#### **Lessons Learned**

- 1. Using software patterns facilitates iterative decision making.
- 2. Patterns are an important communication vehicle between interviewers and interviewees with different backgrounds.
- 3. Our research design should not impose design decisions onto the subjects.
- 4. The architecting process should be observed in the context of a real development project.

#### **Conclusions**

#### Architectural Decision Model

- Refine with further qualitative studies
- Asses its cost-benefit balance

#### Decision stages and levels

- Tool support
- How do they apply to other platform-like software development approaches?

