

What are IT Architects and what do they do all day ?

IT Architect Roles and Responsibilities

Dr. Marcel Schlatter IBM Distinguished Engineer Member of the IBM Academy of Technology marcel.schlatter@ch.ibm.com

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IT Architects are technically competent system-level thinkers, guiding planned and economically efficient design processes to bring a system into existence.



Architects focus on system- and subsystem-level issues to establish a solid foundation for detailed design, particularly for large-scale efforts

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Architect's Responsibilities across the full life-cycle





The Role of the IT Architect



The architect should not focus on some separate part, called the "architecture"

- The architect should assume the responsibility that an engineered system is optimally matched to the situation
- The architect is the author of the solution, undeniably accountable for the effort's success or failure.





Options: Builder Nominates, Customer decides Prioritizing: Trade-offs, Options, and Choices



- During initial requirements gathering, the architect establishes important baselines.
- Unstated expectations for the design must be identified and validated.
- Requirements may need to be altered, added, or **deleted** to deliver an optimal solution.
- The choice between architectures may well depend upon which set of **drawbacks** the client can handle best.
- If trade-off results are inconclusive, then the wrong selection criteria were used. Find out [again] what the customer wants and why they want it, then repeat the trade-off using those factors as the [new] selection criteria.
- The architect must transcend the limitations of the builder's state of the art, and **imagine what is** possible, given time and budget constraints.



Architecting vs. Design vs. Engineering

Architecting is

- Working <u>for</u> a client and <u>with</u> a builder
- Helping determine relative requirement priorities, acceptable performance, cost, and schedule
- Taking into account such factors as technology risk, projected market size, likely competitive moves, economic trends, political regulatory requirements, project organization, and the appropriate "ilities" (availability, operability, maintainability, etc.)

Engineering is

- Working <u>with</u> an architect and <u>for</u> the builder
- Applying the best engineering practices to assure compliance at the system level with the designated architecture and with applicable specifications, standards, and contracts.

The essence of systems is relationships, interfaces, form, fit, and function. The essence of **architecting** is structuring, simplification, compromise, and balance. The challenge is control, if not the reduction of complexity and uncertainty.

The design of complex systems must blend the art of architecture with the science of engineering

The IT Systems Architect is also a Trusted Advisor What clients expect

- Understand us, and like us
- Don't try to force things on us
- Give us options, increase our understanding of those options, give us their recommendations, and let us chose
- Help us think things through (it's our decision)
- Help us think and separate our logic from our emotion
- Give us reasoning (help us think), not just conclusions
- Help us to put our issues in context, through the use of metaphors, stories, and anecdotes (few problems are completely unique)
- Challenge our assumptions (help us uncover the false assumptions we've been working under)
- Criticize and correct us gently, lovingly
- We can rely on them to tell us the truth
- Are consistent (we can depend on them)

Take a point of view (POV)

- It is useful to our clients if we articulate a Point Of View, even if it ends up being rejected or wrong.
- Two reasons:
 - It stimulates reactions
 - It crystallizes issues
- Stating a POV serves as a catalyst, a way of helping the client think
- Learn to express a POV with a simple, phrase such as:
 - Now let me just float a trial balloon here
 - Hey, who knows where this might go, but it occurs to me that ...

D. Maister, C. Green, R. Galford, The trusted Advisor, The Free Press, 2000.



Trusted Advisor and Architect Antipatterns



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- Respond to the minutiae of an RFP rather than aggressively work relationships to manage the bigger picture with clients.
 - Risk of missing the big picture, leaving clients unconvinced that the architect's company has the capability to do anything other than implementation.
- Give the client a car when they need a bike
 - Over-solutioning and building up complexity are a sure way to failure



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Architect Roles



Congratulations!

- You have been chosen as the Chief Architect for a complex project. That means that you
 - Must correctly identify the problem to be solved
 - Oversee requirements development for the identified problem
 - Oversee development of a solution based on the requirements
 - Work closely with the project managers to obtain resources, time and budget to complete the project



Your decisions

- Have a direct relationship on the performance and viability of the solution
- Have tremendous influence over the cost and delivery of the solution

Beware!

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System Architecting Hall of Shame Candidates

OS/2

- IBM solved the wrong problem needed to produce an inexpensive product with easy to use features, not a well tested, complicated consumer product
- Result: Relegated to IT oblivion

Beta

- Sony solved the wrong problem needed an inexpensive, flexible product with widespread licensing
- Result: Loss of entire market category
- Napoleon's Grande Armée
 - Napoleon solved the wrong problem and equipped his army to fight the Russians, not typhus
 - Result: As we might say, the rest is history. System engineering principles don't just apply to IT systems
- Denver International Airport
 - Solution that was too complicated, not maintainable and not implementable, and had no backup solution
 - **Result:** Nearly 2 year delay in opening a \$5 billion airport

Solving the Correct Problem

- Cannot over emphasize the need to solve the correct problem
- Solutions attempting to solve the wrong problem will
 - usually fail to meet to client's needs
 - most of the time cost more
 - often prove impossible
- No amount of clever design, use of architectural patterns or use of sophisticated technology can overcome bad concept selection
- Need to understand the client's Wants and Needs, in addition to explicitly specified Requirements as part of identifying, and then solving the correct problem



The Chief Architect Role is a Leadership Role

Management is doing things right; leadership is doing the right things.

Peter F. Drucker

Chief Architect Roles and Responsibilities

- Provide the technical leadership necessary to implement or achieve a business strategy through an IT solution
- Carry end-to-end technical solution responsibility
- Carry the whole scope of the problem to be solved, and the solution in his/her head
- Technical management of Requirements, Issues, Risks & Changes
- Definition of applicable Architectural Principles
- Manage reviews
 - Work products and deliverables
 - Co-ordinating external reviewers, Quality Assurance
- Internal: Advise the program manager and project executive on all aspects of the technical solution
- External: Develop relationships with client technical executives

What Your Mother Would Tell You About Being a Chief Architect

- Lead development of requirements, solutions, plans and all manner of contingencies, but let your team work the details
- As Chief Architect, you are not the chief technologist
 - You need to understand, but not necessarily be an expert in all aspects of the technology
- Know something about everything, but everything about nothing
- Learn how to identify the client's key requirements
- Build a system using technology to solve the client's problems. If you build because of technology, you will be creating a problem
- Spend some extra time making sure you can identify the correct problem to solve
- Don't be afraid to change a solution if it won't work
- Use more than your intuition to evaluate solutions
- Don't be afraid to build on other people's solutions
- Know how to optimize and estimate





Architect Roles





Application Architect

- Defines what the solution does
- Responsible for the Functional Aspects of the system
- Key responsibilities
 - Understands how the business requirements can be met using application software, and defines what application software packages and / or bespoke code is needed
 - Develops and maintains application architectures and strategies and to ensure the design integrity of the application subsystem and that it meets the agreed requirements
 - Defines high level data flows between applications
 - Leads any **bespoke application development**
 - Leads the configuration of the application software

Infrastructure (or Technical) Architect

- Defines the overall system shape
 - What the **building blocks** are from which the solution will be made
 - How the data and functionality will be placed
- Responsible for the **Operational Aspects** of the system
- Key responsibilities
 - Establishes non-functional and technical infrastructure requirements
 - Defines the infrastructure solution
 - Networking, hardware configurations, system software, middleware
 - Performance, Capacity, Scalability
 - Availability, Recoverability
 - Systems Management, Service Levels

Non-Functional Requirements





The Application Architect is responsible for the Functional Aspects, which include these key concepts:

Component

 Modular unit of functionality which makes this functionality available through an interface

Subsystem

Any grouping of components in IT system

Interaction and Collaboration

- Collaboration between components
- Sequence of component operations
- Exchanges between two components
- Interface usage contract / protocol

Link between Use Cases, and Components

Use Case Realizations

Data

IT Architecture



The Application Architect is responsible for the Functional Aspects, represented by the concepts in the highlighted areas below





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The Infrastructure Architect is responsible for the Operational Aspects, which include these key concepts:

Node

- platform on which software executes
- Location
 - type of geographical area or position
- Zone
 - an area for which a common set of non-functional requirements can be defined
- Connection
 - physical data path between nodes (LAN, WAN, dial-up etc)
- Deployment Unit
 - one or more components placed together on a node
- Non-functional Requirements (NFRs)
 - Service Level Requirement (SLR) like performance, availability, etc.
 - Constraints: business / geography, IT Standards, current Infrastructure, etc.
- Walkthrough
 - description of the flow of a scenario starting from a user all the way through the system and back to the user



The Infrastructure Architect is responsible for the Operational Aspects, represented by the concepts in the highlighted areas below



Goal: Fulfill Non-functional Requirements (Service-Level, Manageability, etc.)



The Infrastructure Architect is responsible for the Operational Aspects, represented by the concepts in the highlighted areas below

