

— *Working Group Outbrief* —

Architecture-Centric Evolution (ACE) Working Group 2008

Session 10C

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Ground System Architectures Workshop



Session Goals

- **Sixth of a GSAW series**
 - Promote the central role of software architectures during the acquisition & development of software-intensive systems
- **Forum for software-intensive system experts, users, developers & researchers**
 - Collaborate and elucidate high-level recommendations for improving software architectures representation, development, & analysis
- **Presentations & panel discussion**
 - Software architecture techniques, tools, and practices for more responsive ground systems that better adapt to new capabilities and missions

Presenters/Panelists

■ Development Perspective

- Jeff Garland, Crystal Clear Software, Inc.
- George K Auyeung , Lockheed Martin, IS&GS
- Jeff Estefan, Jet Propulsion Laboratory

■ Research and Tools Perspective

- Dr. Peter Capell, Software Engineering Institute
- Dr. Hadar Ziv, University of California Irvine
- Paula Obeid, EmbeddedPlus

■ Acquisition and Oversight Perspective

- Bill Macaulay, The Aerospace Corporation
- Dr. Peter Hantos, The Aerospace Corporation

Key Points

- Best of times and worst of times for software architecture
 - Major improvements in documentation, evaluation, and tools
 - Gap between requirements and architecture persists
- Identified successful architecture techniques
 - Formal process for architecture quality evaluation
 - Dynamic modeling/simulation to verify architecture
 - High level components
 - However, it is difficult to identify and define the key scenarios
 - Formal analysis of failure modes/response
 - Early day-in-the-life scenario development

Key Points

- Panel challenged to define architecture process and artifacts for software system
 - Key attributes: extensible, adaptable, and maintainable
 - Defined necessary analysis and documentation
 - Program realities (schedule, costs, immediate needs) resulted in tradeoffs
 - “Nice to haves” won’t occur without explicit requirements
- Importance of architecture governance
 - Principles, architecture board, compliance
- Software needs to be delivered as a complete package
 - Code, architecture, tests, environment...

Conclusions

- Programs would benefit from early and continuing discussion of architectural quality tradeoffs vs. programmatic constraints (cost, risk, schedule)
- For each program, stakeholders need to agree on:
 - Important architectural qualities (e.g. adaptability, extensibility, maintainability)
 - Definition, measurement, and evaluation of those qualities
 - Minimal acceptable threshold (what can't be compromised)