

# Evolving the Notion of Software Architecture: Three Dimensions

Jan Bosch, Intuit

UC Irvine, ISR Research Forum 2008, June 6

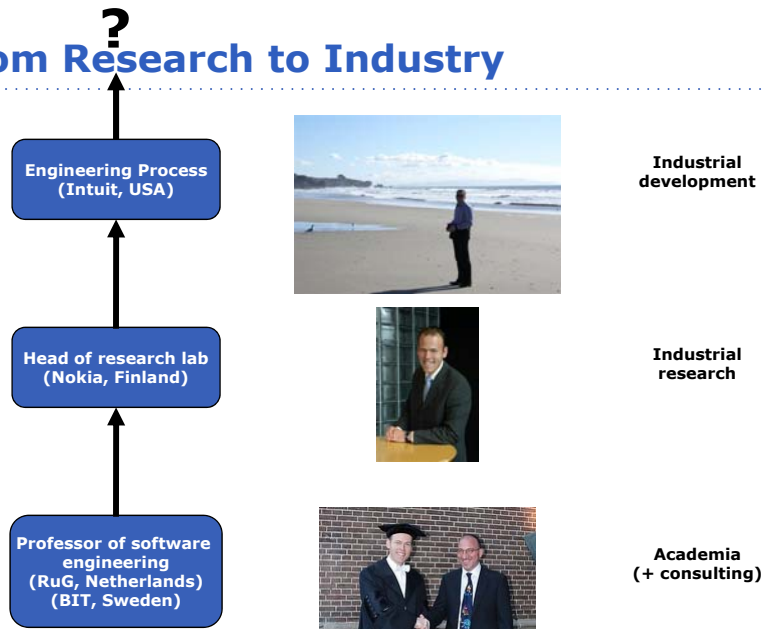


## Overview

Vem är jag? Wie ben ik? Who am I?

- Introducing Intuit
- Trends
- Software Product Line Architecture
- Architecture for the Ecosystem
- Dynamic Software Architectures
- Conclusion

## From Research to Industry



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## Intuit Company Information

### Who We Are...

**A leading provider of business and financial management solutions**

- Founded in 1983
- FY 2007 revenue of \$2.67 billion
- Intuit is traded on the NASDAQ: INTU
- Employs more than 8,000 people
- Major offices across the U.S. and in Canada and the United Kingdom



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## Great Brands and Great Products

**QuickBooks Premier 2007**  
 13 Small Business Financial Software  
 Industry-specific tools

**Quicken 2007 Premier**  
 Personal Finance  
 Manage Investments  
 Plan for the Future

**TurboTax Premier**  
 Federal + State  
 Premier  
 Tax Software

**Enterprise Solutions**  
 Business Management Software

**Simple Start**  
 Credit Card Processing

**Customer Manager**  
 Health  
 Quicken

**Online Edition**  
**Point of Sale**  
**EasyACCT Professional Series**  
**Intuit Payroll Services**  
**QuickBase**

**Quicken Rental Property Manager**  
**Quicken Medical Expense Manager**  
**ProSeries**  
 The Tax Professional's Choice  
**TurboTax ItsDeductible**  
**Bill Pay**  
**DIGITAL INSIGHT**  
 an Intuit company  
**MRI Commercial**  
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## Fortune top 100 places to work

2008  
**FORTUNE**  
 The Economy: How Low Will It Go?  
**The 100 Best Companies To Work For**

2007  
**FORTUNE**  
**100 BEST COMPANIES TO WORK FOR 2007**

2006  
**FORTUNE**  
**100 BEST COMPANIES TO WORK FOR 2006**

2009  
**FORTUNE**  
**THE 100 BEST COMPANIES TO WORK FOR**  
 No. 1 WEGMANS  
 Plus Starbucks, Microsoft, Citicorp, Gap, and more

2010  
**FORTUNE**  
**THE 100 BEST COMPANIES TO WORK FOR**

2013  
**FORTUNE**  
**100 BEST COMPANIES TO WORK FOR**  
 HOW DOES YOURS STACK UP?

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**FORTUNE**  
No. 1  
AMERICA'S MOST ADMIRABLE COMPANIES 2007  
APRIL 23, 2007

**AMERICA'S MOST ADMIRABLE COMPANIES 2007 FORTUNE**

Industry: Computer Software

**Most Admired**

Rank	Company	Overall score
1	<a href="#">Intuit</a>	7.55
2	<a href="#">Autodesk</a>	7.35
3	<a href="#">Adobe Systems</a>	7.35
4	<a href="#">Microsoft</a>	6.73
5	<a href="#">Electronic Arts</a>	6.65

**Contenders**

Rank	Company	Overall score
6	<a href="#">Symantec</a>	6.40
7	<a href="#">SAP</a>	6.35
8	<a href="#">Oracle</a>	6.12
9	<a href="#">BMC Software</a>	
10	<a href="#">CA</a>	

**Intuit's Rise to the Top**  
 2007 - No. 1  
 2006 - No. 1  
 2005 - No. 1  
 2004 - No. 3

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## Did You Know?

**Intuit has Some of the Strongest Brands in Business.**

FY 2007 Year-to-Date Retail Unit Share

**78%**

**Quicken**

**89%**

**QuickBooks**

**79%**

**TurboTax**

- 15 million Quicken customers
- Nearly 7 million small businesses are Intuit customers
  - More than 14 million federal desktop and Web TurboTax units (Tax Year 2006)

Source: NPD, company estimates

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## Overview

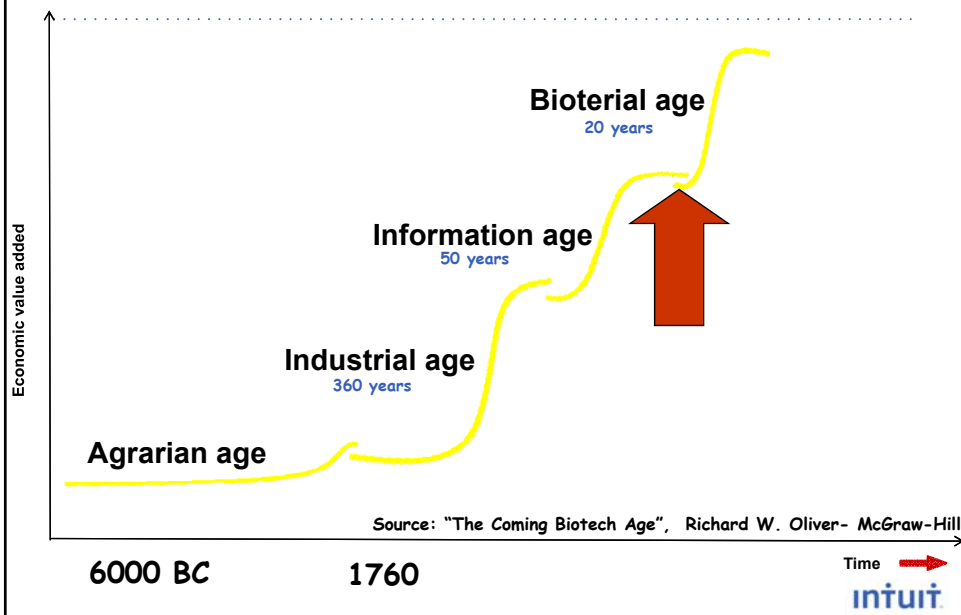
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### Trends

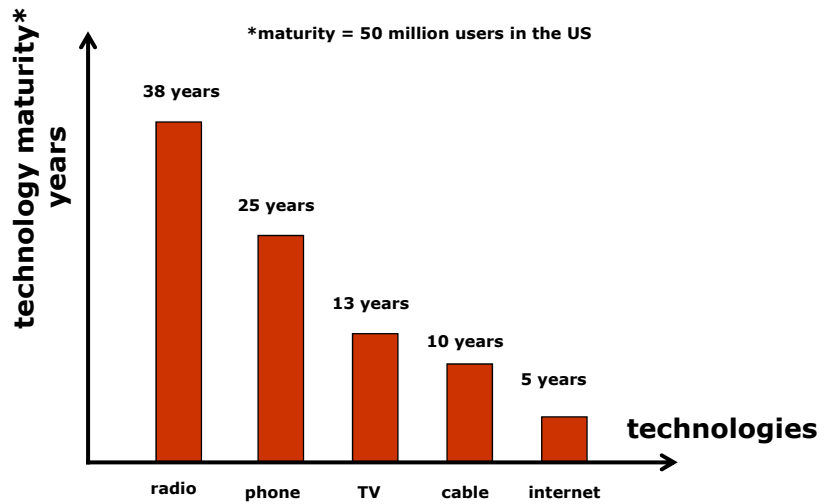
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## Where are we going? How fast?



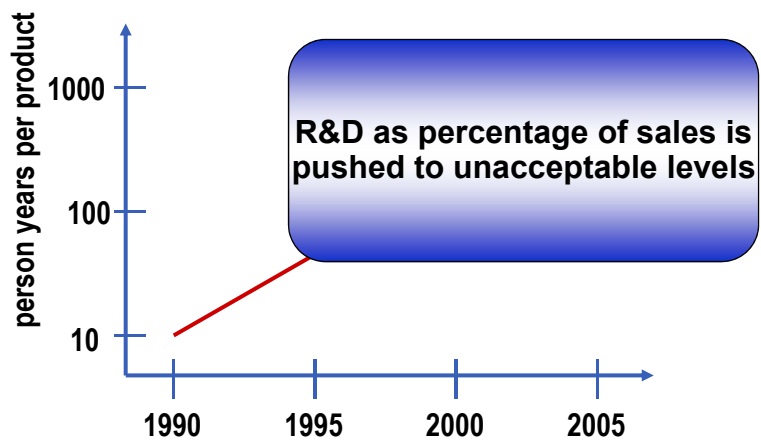
## Innovation Adoption



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## Trend: software size

- software needs in products constantly increasing



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## Trend: systems of systems

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systems increasingly need to be integrated with other systems

- Information systems
  - from manual data exchange to behavioural integration
- embedded/technical systems
  - from stand-alone to signal exchange to behavioural integration

**Unilateral control of system functionality is diminishing**

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## Trend: Variability

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Variability needs in software are constantly increasing because

- variability moves from mechanics and hardware to software
- design decisions are delayed as long as economically feasible

**# of variation points is increasing  
time of binding is constantly delayed  
party performing the binding is changing**

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## Later Binding

- trend is towards later binding and increased automation

**New solutions are needed to**

- guarantee system properties
- facilitate post-deployment flexibility
- deal with changing contexts

requirements engineering    architecture design    detailed design    implementation    producer-site configuration    installation-site configuration    start-up    run-time

legend    (T) traditional    (C) current    (F) future

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## Software Platforms – The Rules are Changing!

- Scope of platform team
  - S40 – 100% of product
  - S60 – 60% of product
  - MAEMO – 30% of product
- Requirements management
  - S40 – complete control
  - S60 – control, but shared with Symbrion, licensees and 3rd party developers
  - MAEMO – only UI is controlled (but not completely), rest is influence-based
- Architectural control
  - S40 – complete control
  - S60 – major controller, but significant influences elsewhere
  - MAEMO – largely through influencing and collaborating with Open-Source community

**From “The Cathedral”  
to “The Bazaar”**

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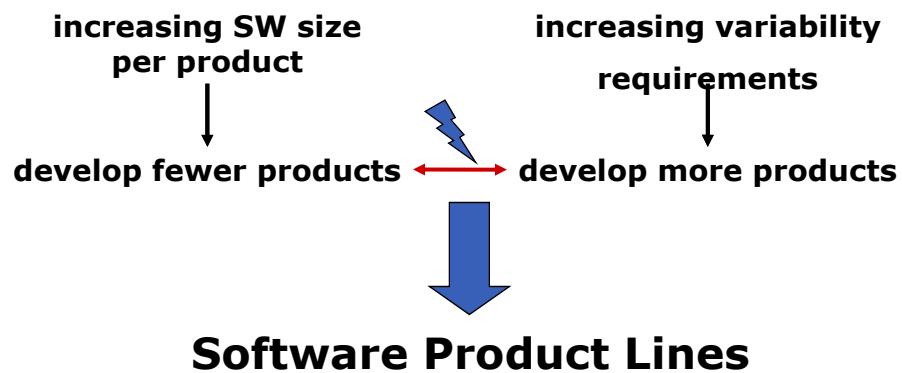
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## Software Challenge

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## Defining Software Product lines

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- Product consists of:
  - Product specific components
  - Shared components configured for the product
  - Shared components used as is
  - Externally developed components
- Software Product Line consists of:
  - Software product line architecture
  - Shared components
  - Commonality and variability model

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## A Brief History of Software Reuse

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- Technology orientation
  - Module
  - Object & class
- Technology and process
  - Component
  - Object-oriented frameworks
- Complete intra-organizational perspective
  - Software product lines
- Inter-organizational (or eco-system) perspective
  - Open software platforms
  - Open-source software communities

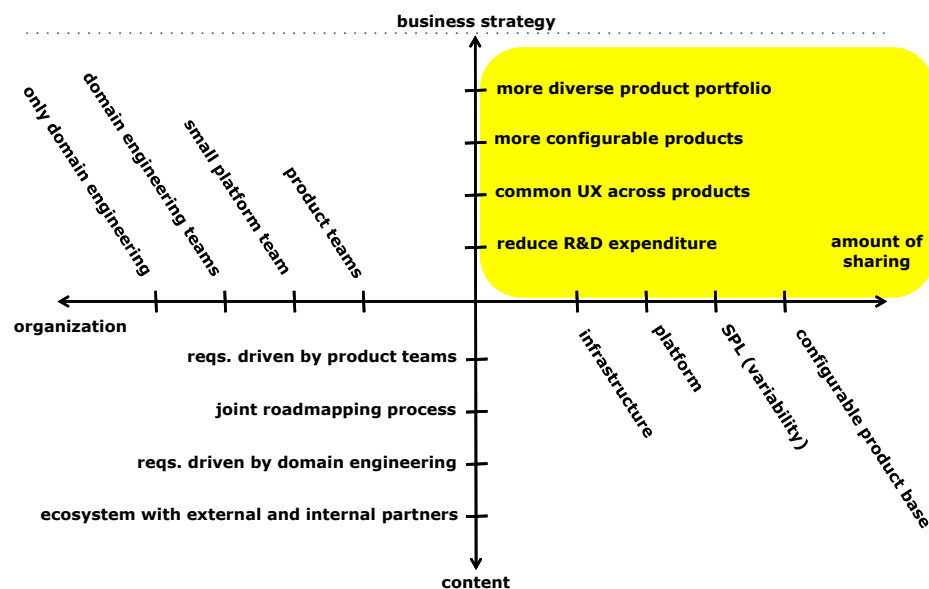
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## What Success Looks Like

- Business perspective: SPL technology forms the basis for “the next S-curve of growth” for the company
- R&D perspective: Order of magnitude richer product portfolio against stable or slightly increased R&D investment
- Ways to achieve success:
  - Product portfolio diversity
  - Common user experience for products in the portfolio
  - Much more customizable customer products
  - Higher quality products due to reliable shared core
- Often ignored advantage
  - Low opportunity cost of new product experiments
  - Improvements become available for all products at once
  - Improved productivity due to specialization of teams

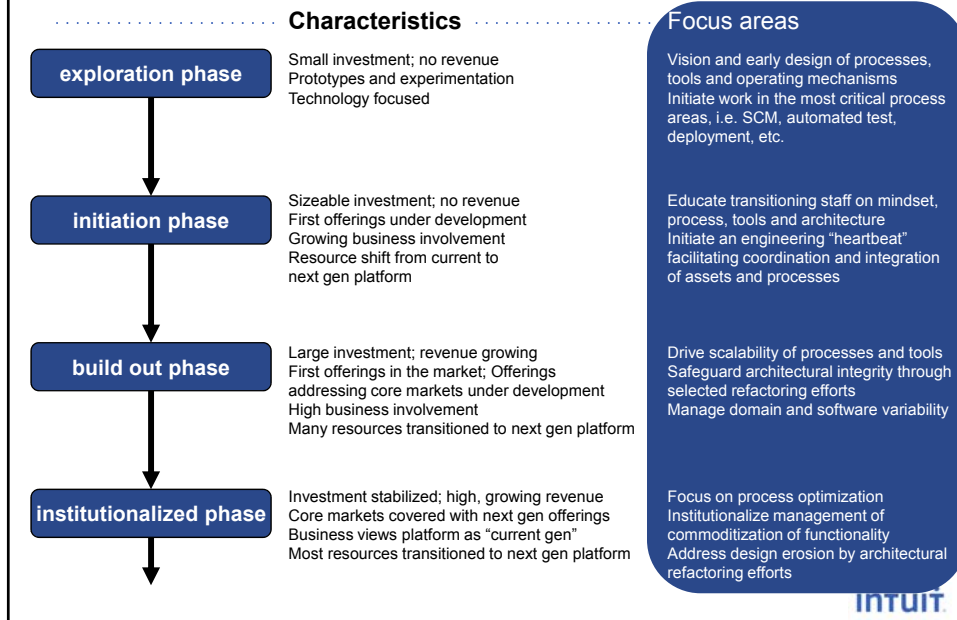
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## Dimensions of SPLs



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## Generic Next Gen Adoption Phases



## Risks inherent to Reuse Strategies

- **Complexity** – the “gravity” of software engineering: Reuse can add complexity by creating dependencies between previously autonomous organizational units.
- **Web of dependencies:** Can lead to a “lockstep” evolution model in which everyone has to evolve synchronously.
- **Coordination cost:** dependencies require significant synchronization and alignment, diminishing the benefits of strategic reuse.
- **Offering integration cost:** often the cost of offering integration is higher than expected due to the complexity of configuring and integrating the selected shared assets.
- **Process & tool divergence:** teams with diverging “external” interfaces, e.g. different release cycles and mechanisms, “creative” interface management, immature requirements management, lacking quality management, etc. cause significantly higher offering creation cost and jeopardize the product line effort.

**Strategic reuse creates competitive advantage  
as long as we manage to these risks**

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## Mitigation Strategies

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- **Decoupling:** replace coordination mechanisms with a uniform set of architecture and team responsibilities
- **Independent deployment:** maximize the ability of components to evolve independently through upward and downward interface compatibility requirements
- **Knowledge management:** design for integration, interface management, documentation and production plans help consumers be productive against minimal investment
- **“Step function” change:** as we are at an “inflection point”, radical change can be imposed, i.e. harmonizing processes and tools
- **Specialization:** Separate development from process and tools evolution

Proven techniques must be proactively applied to ensure success

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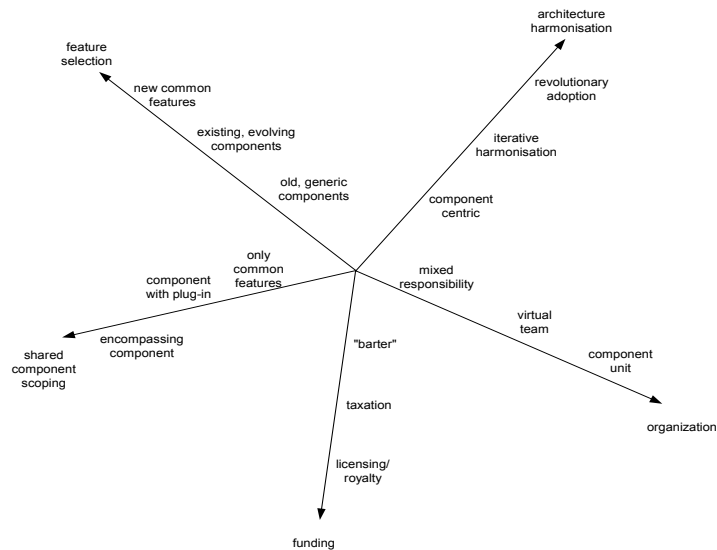
## Issues While Transitioning

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- key issue:
  - Adopting SPLs requires **changes to all aspects of the business** – this is often ignored
- potential issues:
  - mismatch between shared components and product needs
  - design erosion of shared components
  - complex interface
  - high degree of “organizational noise”
  - inefficient knowledge management
  - evolution causes ripple effects through the R&D organization

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## Decision Dimensions during Adoption



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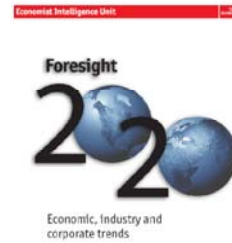
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## Building Web 3.0 at Intuit?

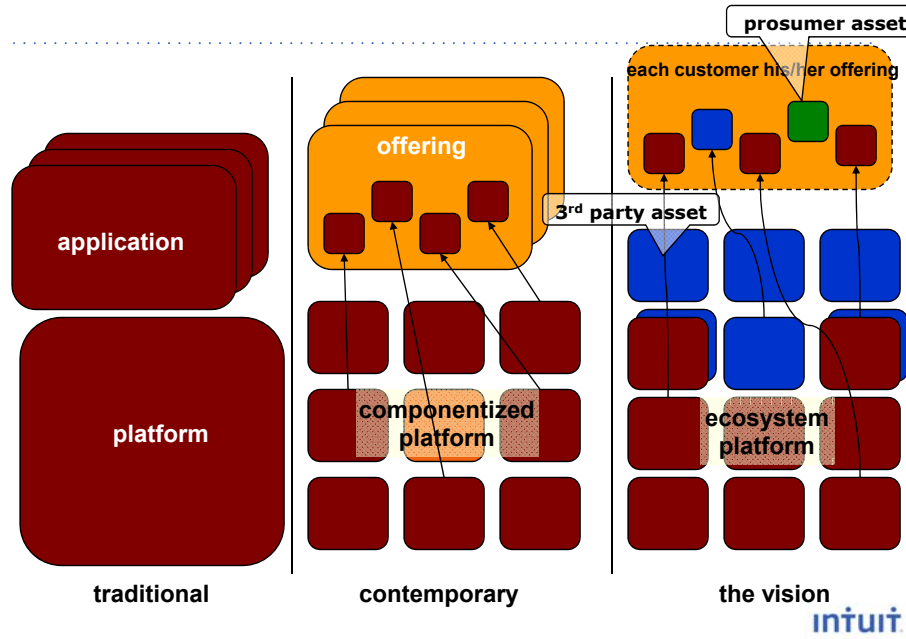
**3** **Atomisation.** Globalisation and networking technologies will enable firms to use the world as their supply base for talent and materials. Processes, firms, customers and supply chains will fragment as companies expand overseas, as work flows to where it is best done and as information digitises. As a result, effective collaboration will become more important. The boundaries between different functions, organisations and even industries will blur. Data formats and technologies will standardise.



“ My prediction would be that Web 3.0 will ultimately be seen as applications which are pieced together. There are a number of characteristics: the applications are relatively small, the data is in the cloud, the applications can run on any device, PC or mobile phone, the applications are very fast and they're very customizable. Furthermore, the applications are distributed virally: literally by social networks, by email. You won't go to the store and purchase them... That's a very different application model than we've ever seen in computing. ” —Eric Schmidt

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## From Pre-Packaged Offerings to Customer-Assembled



# Platform-as-a-Service

The screenshot displays the Coghead Applications marketplace. The top navigation bar includes 'HOME', 'OUR VIEW', 'APPLICATIONS', 'SUPPORT', 'PARTNERS', 'ABOUT', and 'COMMUNITY'. The main content area is divided into several sections: 'Applications' (introducing the platform), 'Featured Applications' (listing various tools like Expense Tracker and Simple CRM), 'To Do List' (organizing tasks), and 'Airlines' (managing flight information). The interface is user-friendly and professional, reflecting the 'Platform-as-a-Service' theme.

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## Assumptions about Architecture

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- software architecture is hard to change
- consequently, design architectures carefully
  - architecture assessment
  - architecture design
- software architecture is static, the stable part of the system

inflexible architecture is good/fact of life!

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## Flexible Architectures?

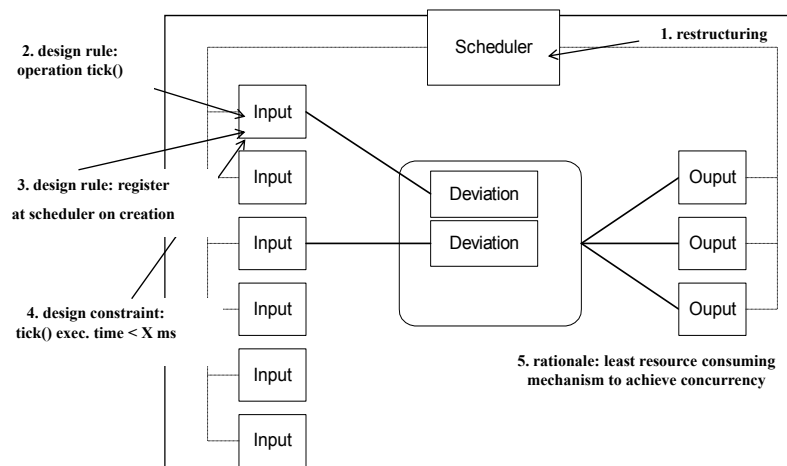
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- why is SW architecture hard to change?
- ignored aspect of the problem
- loss of design knowledge – vaporizes during
  - architecture design
  - component development
  - system evolution

⇒ architecture design decisions are lost

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## Example – Fire Alarm System



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## Architecture Design Decisions

architecture design decisions consists of

- restructuring effect
  - design rules
  - design constraints
  - rationale - new principles, guidelines, etc.
- and are taken in response to
- functional requirements
  - quality requirements

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## Dynamic Software Architectures

- Later binding trend also applies to software architecture
- Design decisions are taken in response to functional and quality requirements
- For dynamic systems, the desired behaviour of the system is required to change post-deployment
- This requires design decisions to be reversed and/or replaced
- First class representation of design decisions, at run-time, would facilitate this behaviour

### Alternative perspectives

- Variability requirements in software are constantly increasing
- Achieving superior user experience increasingly requires user specific intelligent behaviour
- Context changes in mobile systems

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## Conclusion

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**Software architecture is more important than ever**  
**The notion of architecture needs to evolve**  
**with the needs of the software industry**

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