

# Enterprise Architecture as an Automated Instrument to support Enterprise Transformation – Approach and Practice

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# INTRODUCTION

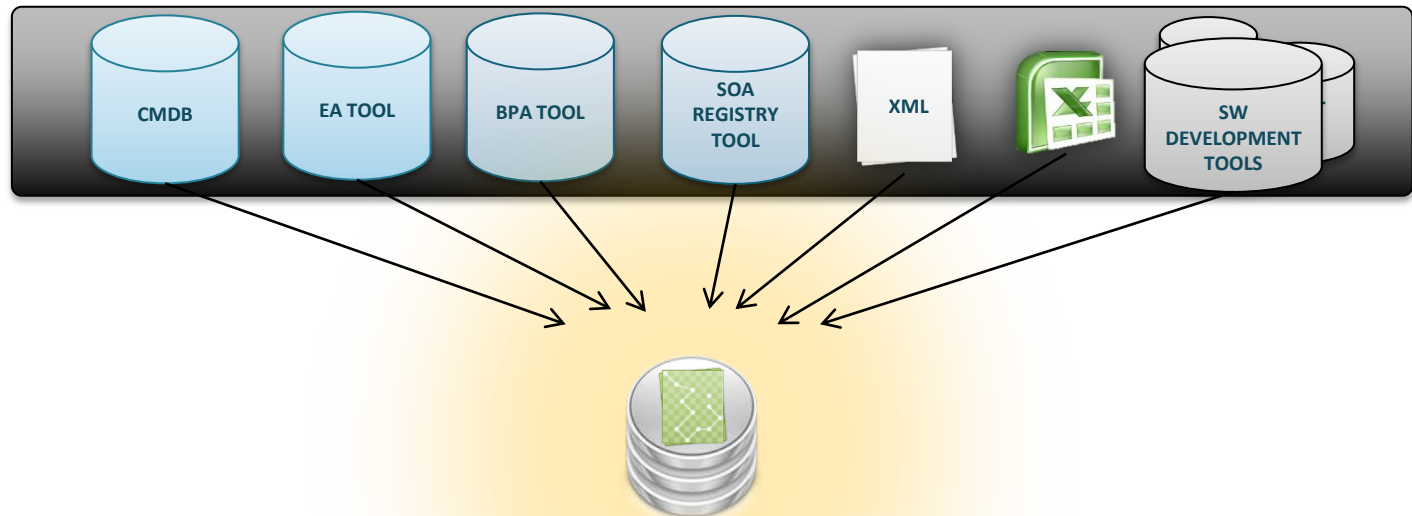
- Enterprise Transformation requires up-to-date **Architectural Blueprints (or models)** as an instrument to monitor and govern changes in organization's artefacts.
- We distinguish two major types of **Architectural Blueprints** :
  - Those that result from creative reasoning, as in designing a new thing, where drawing is an auxiliary of thinking.
  - Those that aim to describe a given cartographic aspect of modelling, where one only needs to represent existing (and planned) things.
- This talk is mostly about how to build and maintain the overall architectural cartography of an organization (business and IT) from the composition of individual artefacts blueprints.



# INTRODUCTION

We will see:

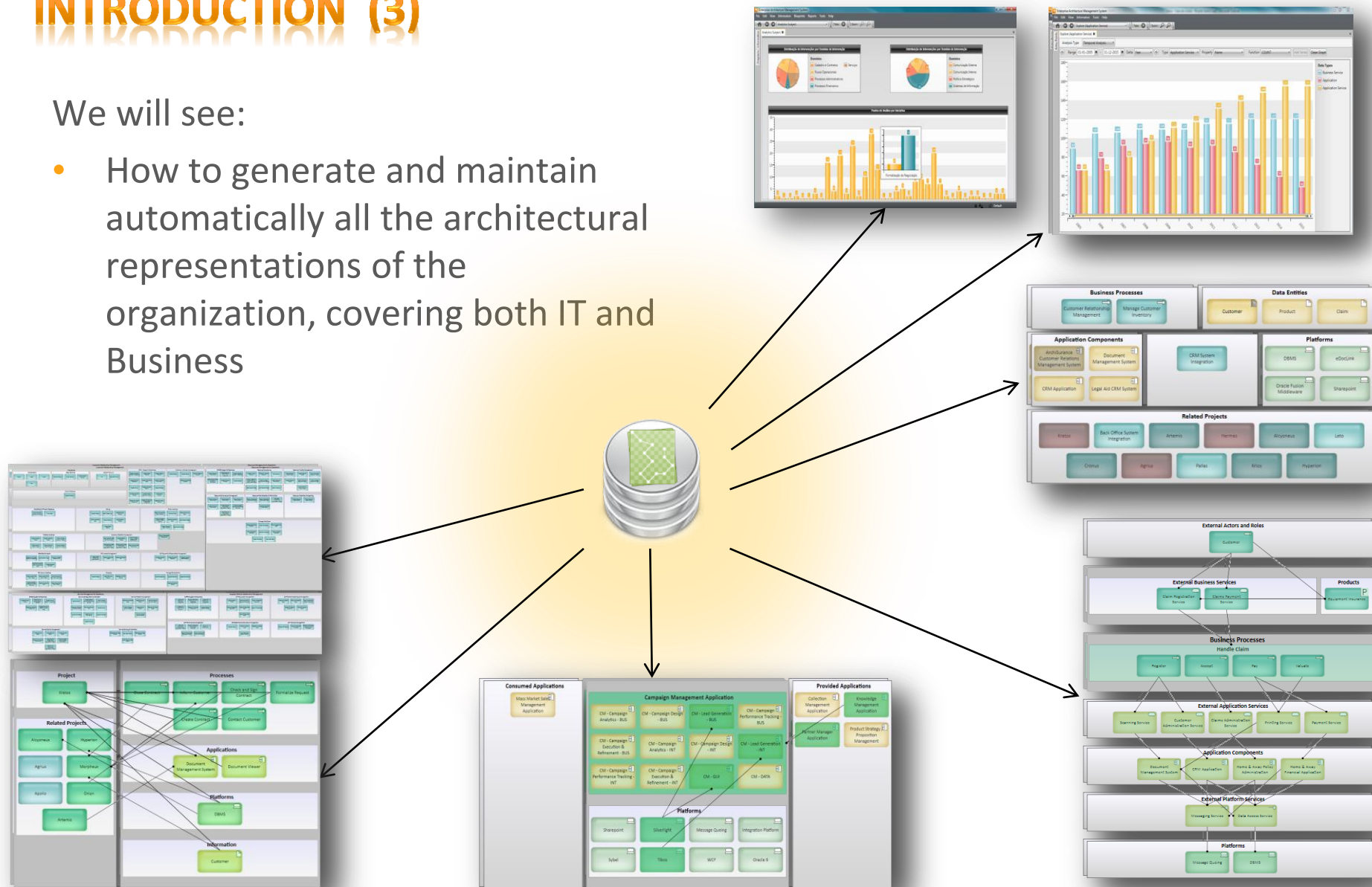
- The approach used to capture information, across the organization, regarding planned and effective changes from heterogeneous sources to build an consolidated view of the Organization Architecture



# INTRODUCTION (3)

We will see:

- How to generate and maintain automatically all the architectural representations of the organization, covering both IT and Business



# INTRODUCTION

We will see:

- How to generate a dynamic time-based visualization of the architectural artifacts and representations, providing the capacity to visualize the past, the present and the planned future



# THE VISION

- Most organizations have operational catalogues (Process Catalogue, Application Catalogue, CMDB, Services Catalogue, Products Catalogue, Human Resource, etc.) with valuable information for enterprise wide Blueprints. Such information is mostly about the AS-IS state of the Organization.
- Consider that organizations changes as result of projects. During the projects' early stages, architects produce models and views of the artifacts that the project promises to build/change. These views are partial views of the TO-BE state of the Organization.
- The key issue is how to generate and maintain enterprise-wide architectural models from the aggregation of partial models and other information sources, with little effort.



# INFORMATION SOURCES

- Business Processes < Business Process Modelling tools;
- IT Solutions Catalogue < Enterprise Architecture Modelling Tools;
- IT infra-structure < CMDB;
- Services < SOA Service Registry & Repository;
- Business Rules < Business Rules Engine;
- Organic Units < Human Resource Management System;
- Application Functions < Requirements Management Tools;
- Organization Changes < Project Management Tools;
- Etc.

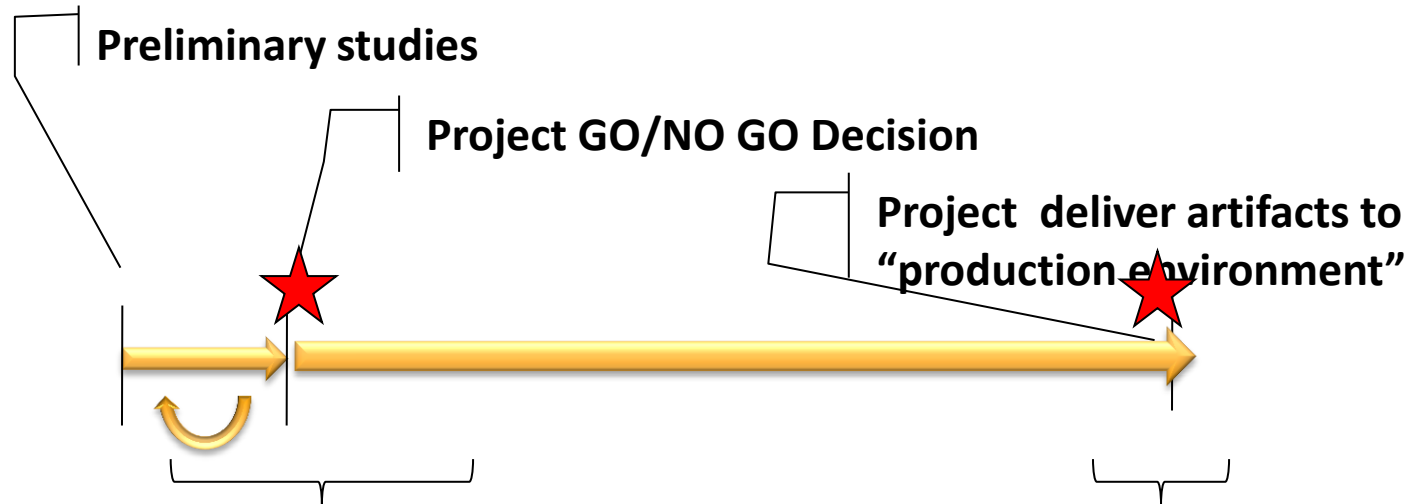
All these information sources have valuable data about the Organization's artifacts, typically represented in Architectural Models/Blueprints.





# BUT ORGANIZATIONS CHANGE!!!

## PROJECTS AS UNITS OF PLANNED CHANGES TO ORGANIZATION



**Initial data:**  
What the project promise to do;  
A partial vision of the TO-BE state of the organization.



**Final data:**  
What the project actually did!  
A factual view of the AS-IS of the organization.





# THE FUNDAMENTAL ISSUES!

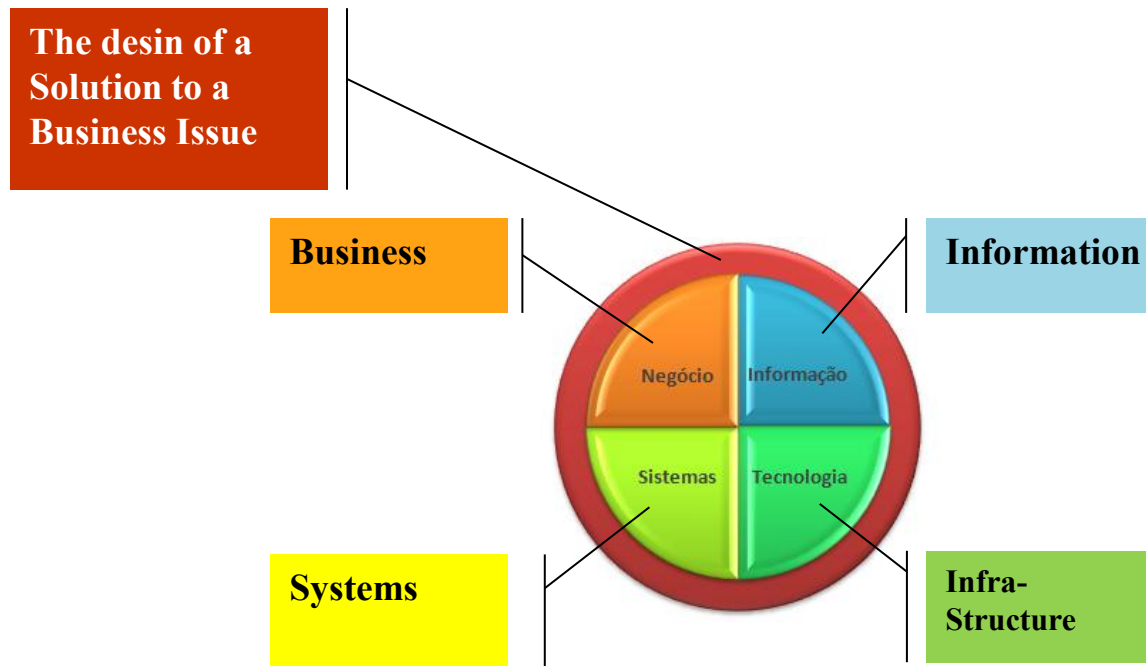
- How to gather information from disparate sources of information about Organization Artifacts :
  - Partial views of future artifacts (project models)
  - Partial views of actual artifacts (operational catalogues)
- Build enterprise-wise Models/Blueprints of the organization :
  - Aggregate **Partial Views** into **Global Views**
  - Aggregate **Past, Present** and **Future** views in a continuous of the organization.
  - Avoid blueprints versioning each time something changes.



# THE FUNDAMENTAL ISSUES!

Building the cartography of the whole based on the design of the parts!

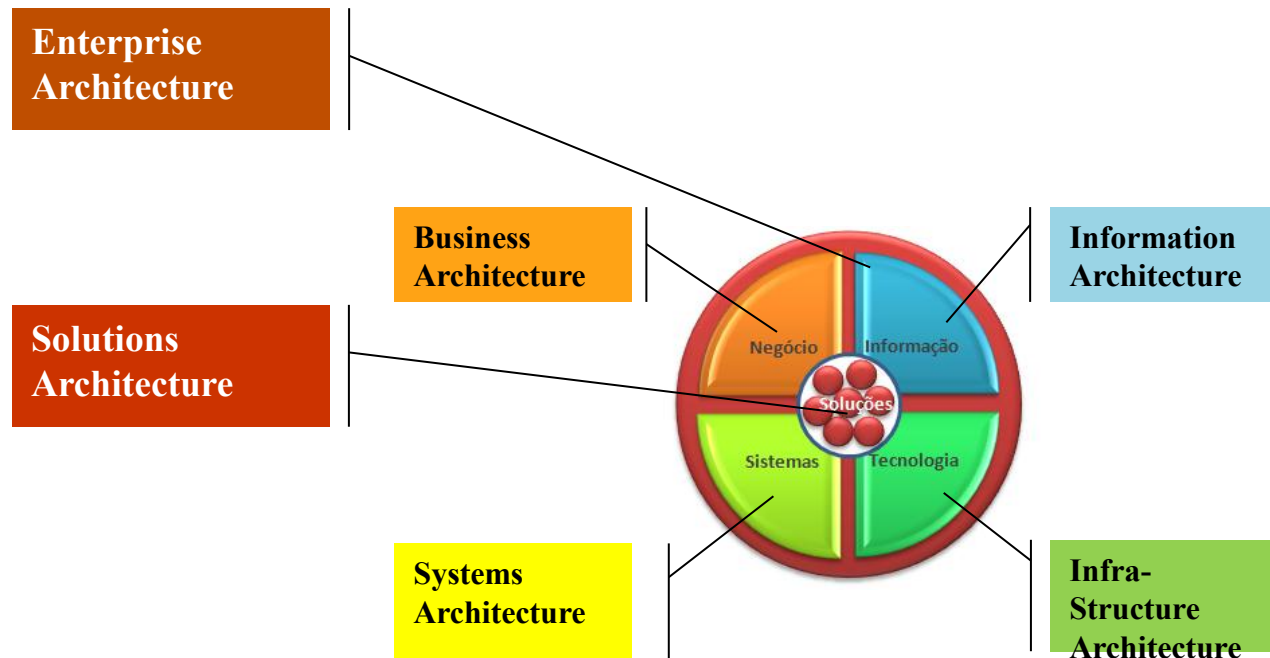
An example of a description a PART:



# THE FUNDAMENTAL ISSUES!

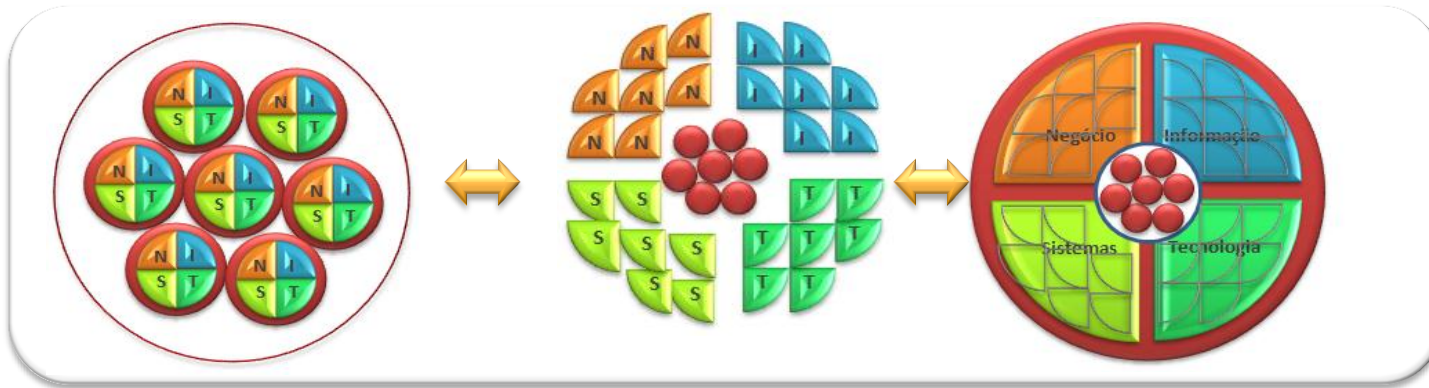
Building the cartography of the whole based on the design of the parts!

An example of a description the WHOLE:

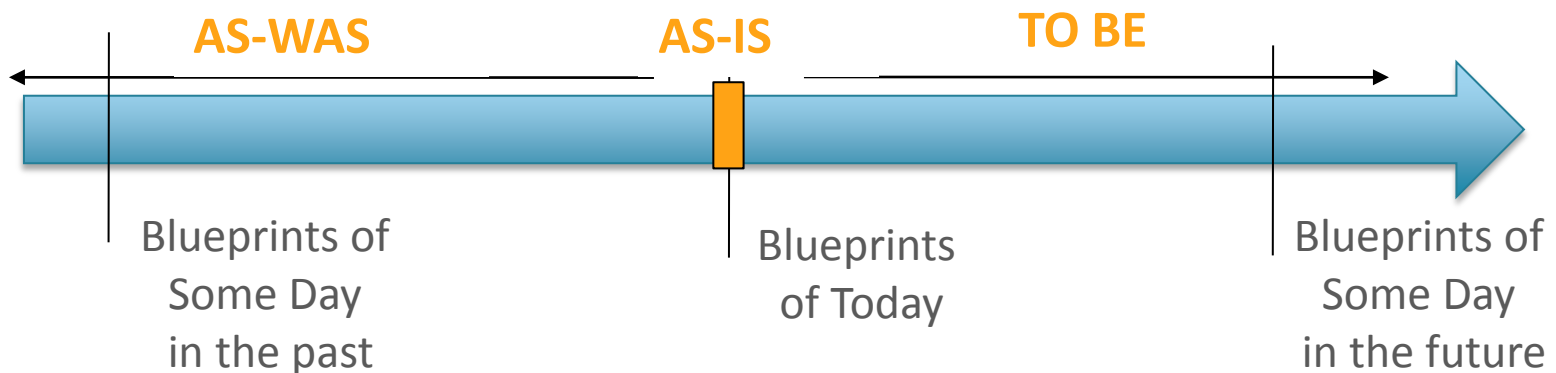


# THE FUNDAMENTAL ISSUES!

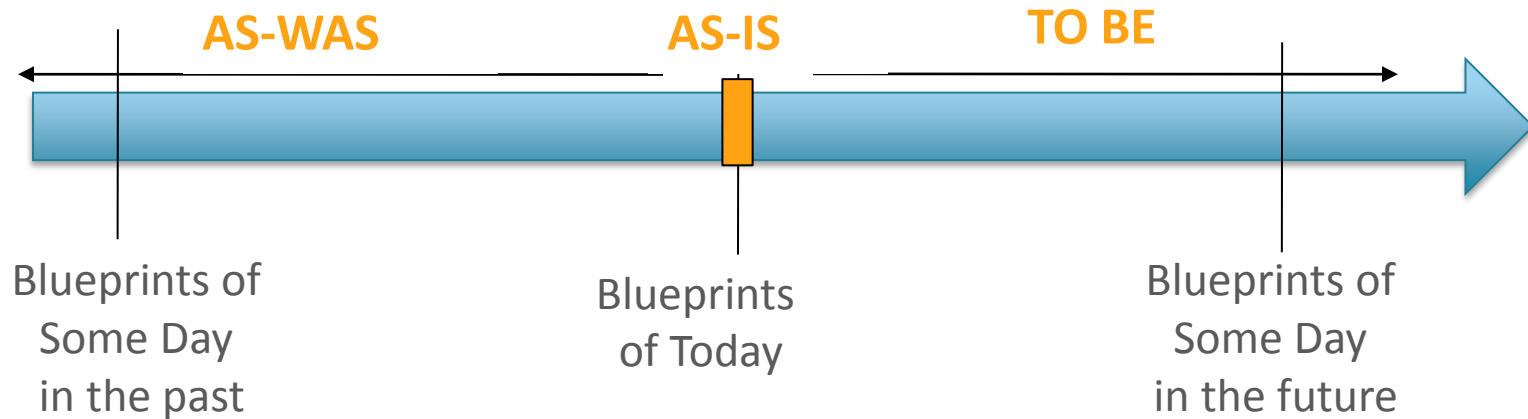
Navigate between the PARTS and the WHOLE



Navigate between the PAST and the Forrseen FUTURE



# THE TIME CONTINUOUS FROM PAST TO FUTURE STATES

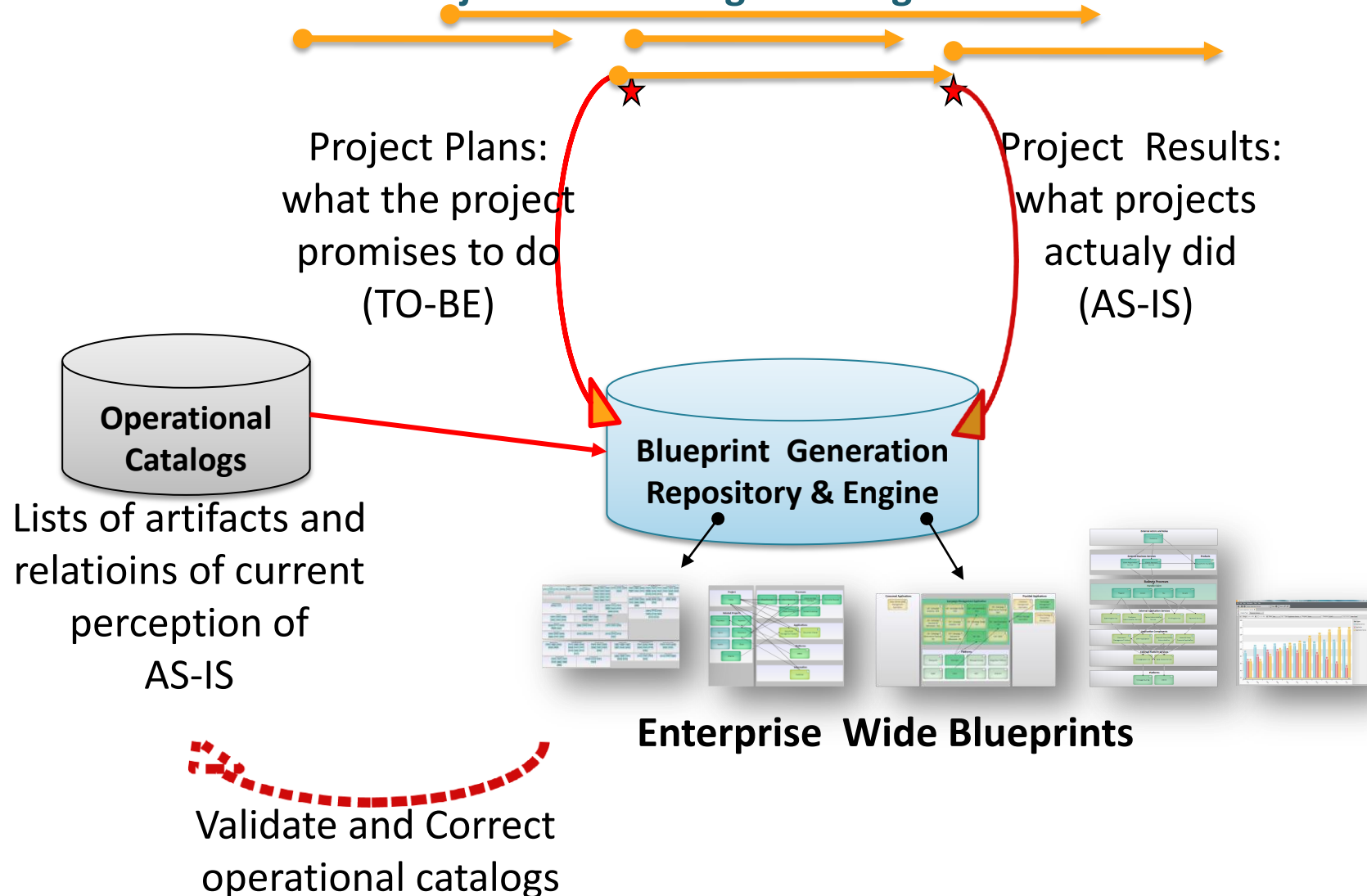


- The best guess one has about the Blueprints of the organization in “some day in the future” will be those of today changed by whatever “on-going” and “to be” projects promise to change up to that day
- Versioning occurs implicitly by moving the time button into the past



# THE VISION: AUTOMATIC CARTOGRAPHY OF THE ORGANIZATION

## Projects that change the Organization's Artifacts



# THE VISION EMBODIES TWO MAJOR ISSUES

- Information Gathering!
- Graphical Blueprints Generation!





# THE VISION EMBODIES TWO MAJOR ISSUES

- **Information Gathering!**
- **Graphical Blueprints Generation!**



# INFORMATION GATHERING

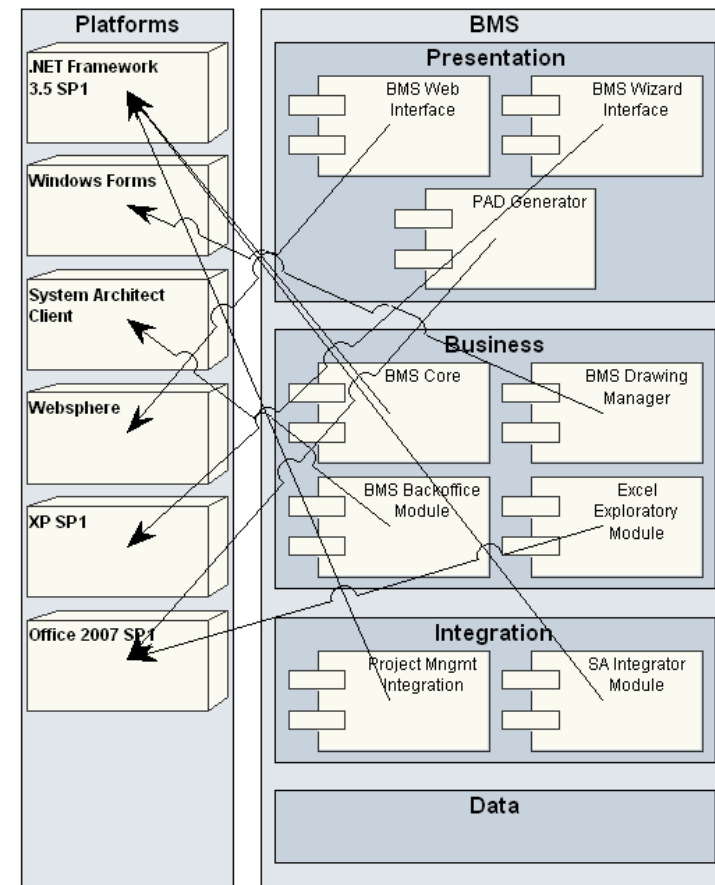
- Identify the information required, by identify entities evolved in the top problems to be solved. (Architectural vs Engineering information)
- Find most valuable source of that information
  - Existing catalogues
  - Project documentation
  - Interchanged Documents between teams
- Normalize that information source up to the point that can be automatically processed into textual lists of artifacts and their relations.
- Feed the repository accordingly.



# INFORMATION GATHERING

An example of normalized information: A project that promises to deliver an application (BMS) with those components each running on the indicated platform

	A	B	C
1	Components	Application Layer	Platforms
2	BMS Web Interface	Presentation	Websphere
3	BMS Wizard Interface	Presentation	XP SP1
4	PAD Generator	Presentation	Office 2007 SP1
5	BMS Core	Business	.NET Framework 3.5 SP1
6	BMS Drawing Manager	Business	Windows Forms
7	BMS Backoffice Modul	Business	System Architect Client
8	Excel Exploratory Mod	Business	Office 2007 SP1
9	Project Mngmt Integra	Integration	.NET Framework 3.5 SP1
10	SA Integrator Module	Integration	.NET Framework 3.5 SP1
11			
12			
13			



# THE VISION EMBODIES TWO MAJOR ISSUES

- Information Gathering?
- **Graphical Blueprints Generation?**



# GRAPHICAL BLUEPRINTS GENERATION

- The challenge was to generate blueprints for each and every type of system:
  - An Enterprise
  - A Department with staff
  - A process with resources and actors
  - An IT System
  - A Service interface with an implementation
  - And so on...



# THE GENERAL NOTION OF A SYSTEM

- We adapt the general notion of a System, based on its Composition, Environment and Structure:

Following the description presented in [16], a system  $\sigma$  is defined by its *Composition*, *Environment* and *Structure*:

- The *Composition*  $C$  of a system  $\sigma$  is the set of artifacts that:  
$$C(\sigma) = \{x: x \text{ IsA Component} \wedge x \prec \sigma\}$$
- The *Environment*  $E$  of a system  $\sigma$  is the set of artifacts that:  
$$E(\sigma) = \{x: x \notin C(\sigma) \wedge \exists y: y \in C(\sigma) \wedge (x \rightarrow y \vee y \rightarrow x)\}$$
- The *Structure*  $S$  of a system  $\sigma$  is the set of related artifacts defined as:  
$$S(\sigma) = \left\{ \langle x, y \rangle \mid (x \rightarrow y \vee y \rightarrow x) \wedge (x, y \in C(\sigma) \vee (x \in C(\sigma) \wedge y \in E(\sigma))) \right\}$$

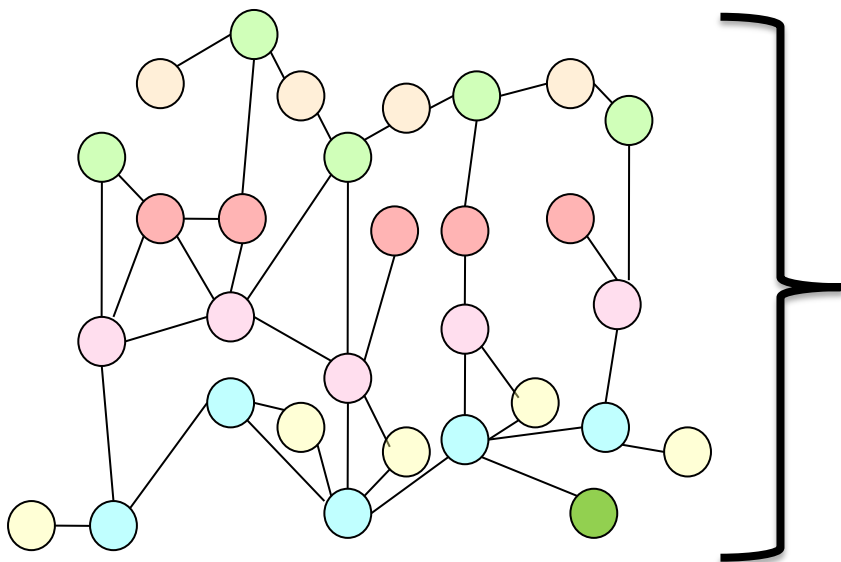
Notice that, in spite that the above expressions are time invariant, the set of artifacts that belong to  $C(\sigma)$ ,  $E(\sigma)$  and  $S(\sigma)$  do change over time, since the



# ENTERPRISE ARCHITECTURE ARTIFACTS GRAPH

- Consider an instantiation of a given Enterprise Architecture model/framework, as a graph or artifacts (instances) and their relationships.

## EA Artifacts (instances) graph in production environment

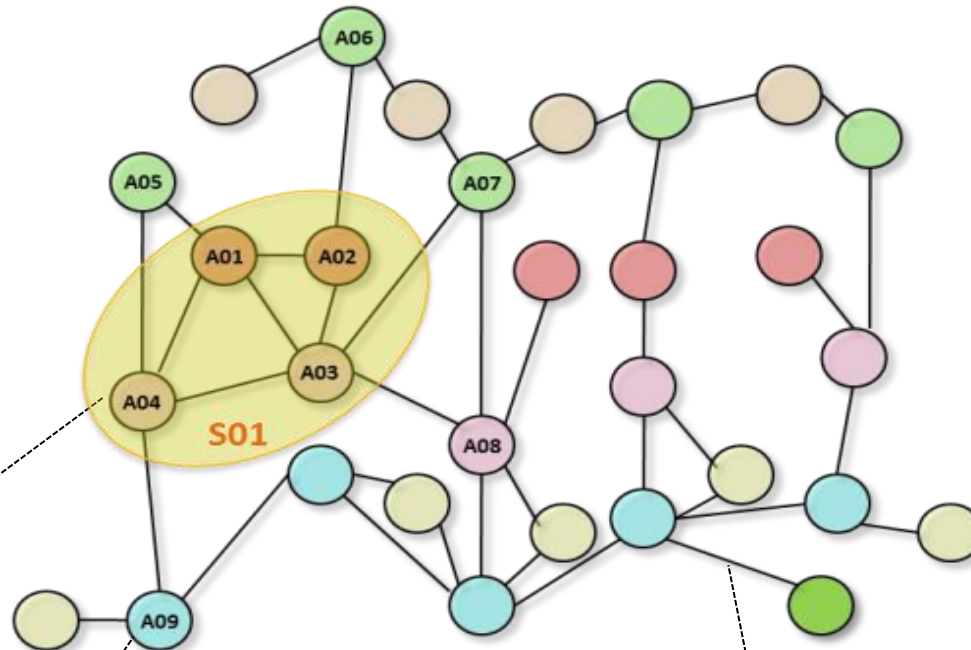


## Example of Artifact Types

- Organization
- Vision/Mission
- Strategy
- Business
- Units/Stakeholders
- Business Entities
- Regulations
- Business Rules
- Goals/Outcomes
- Products
- Services
- Risk
- Events
- Control
- Business Processes
- Business Functions
- Services
- Informational Entity/Attribute
- Repository
- Data Flow
- Domain/Solution/Application
- Application/Component
- IS Function/Service
- Platform
- Node
- Technology



# THE GENERAL NOTION OF A SYSTEM



**A System as  
a set of artifacts**

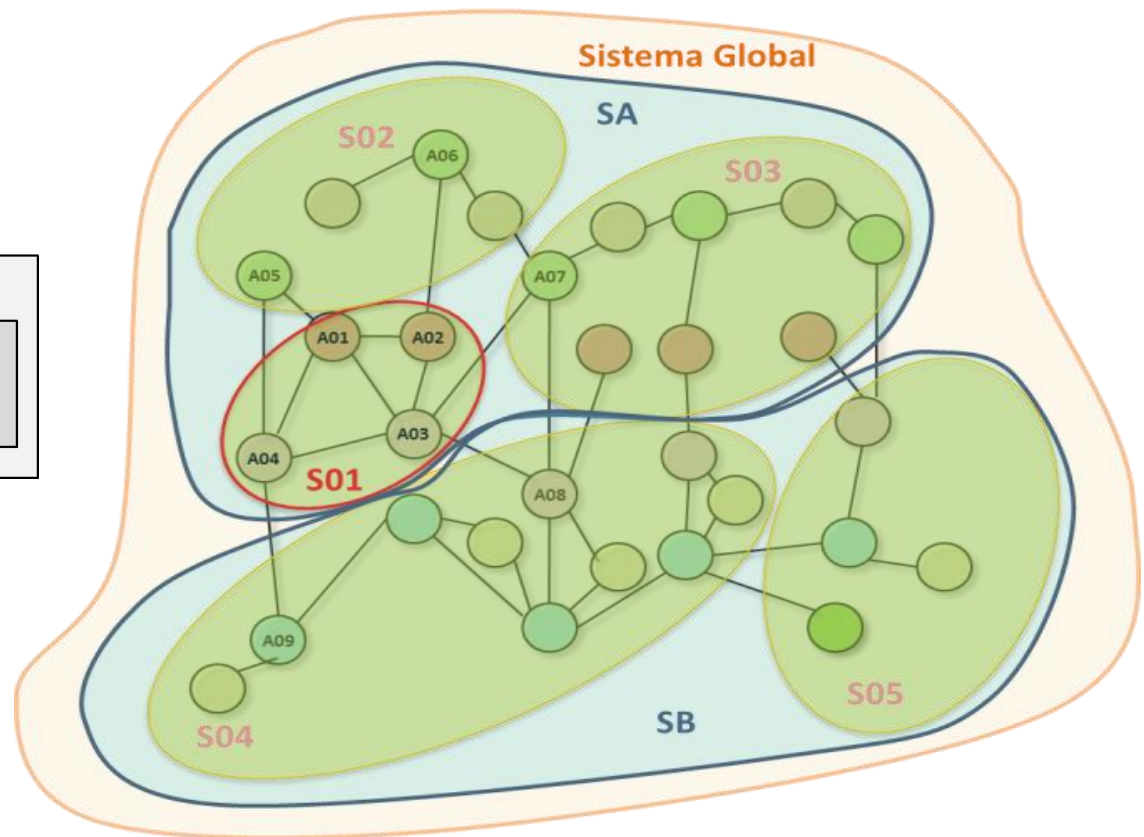
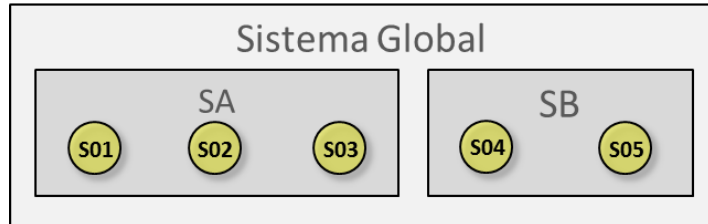
**An Artifact of the Organization  
of type Blue**

**A dependency between  
two artifacts**



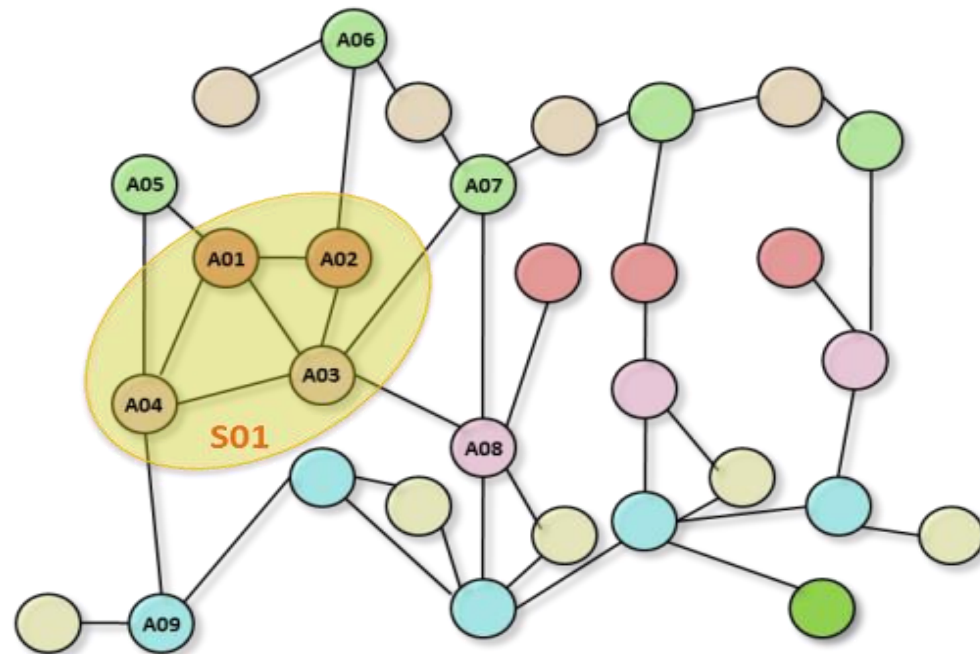
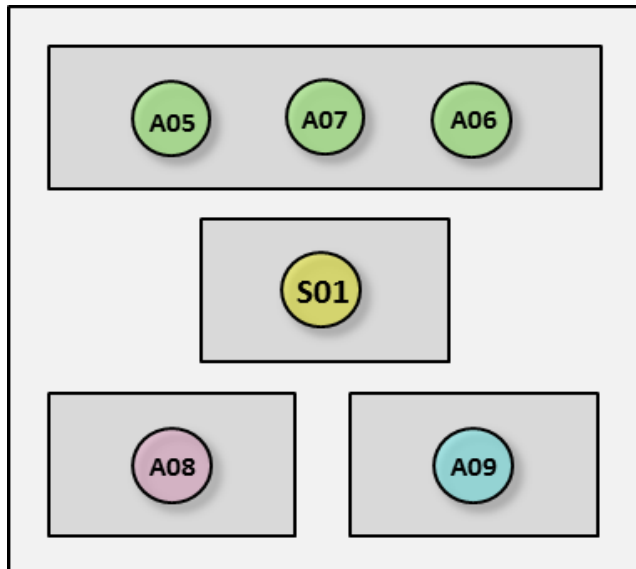
# BLUEPRINT OF THE ORGANIC OF A SYTEM

- The Organic Blueprint of a System its the structured view of its components according to some hierarchical classification



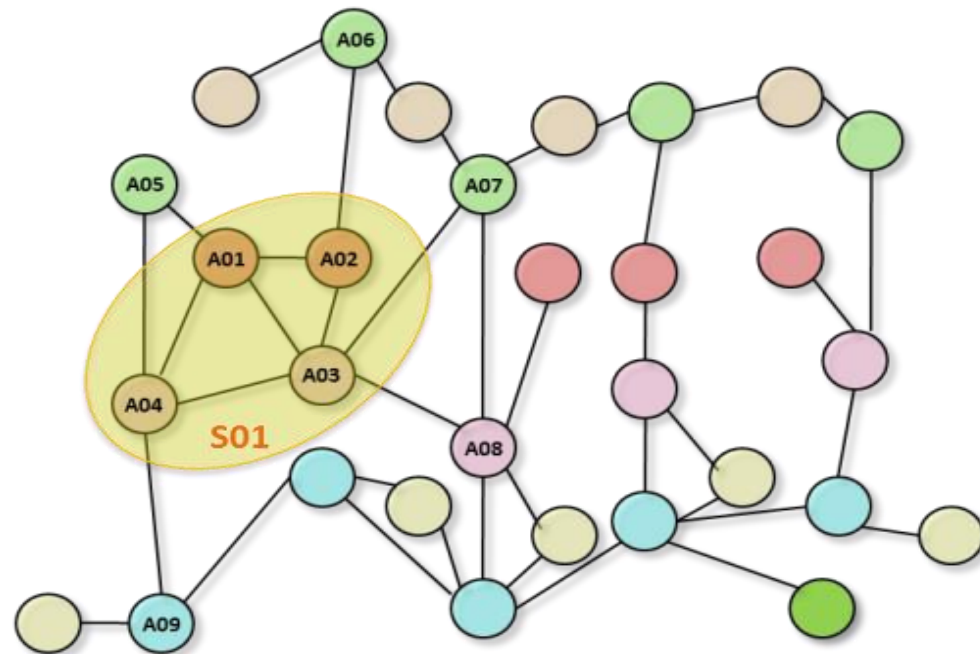
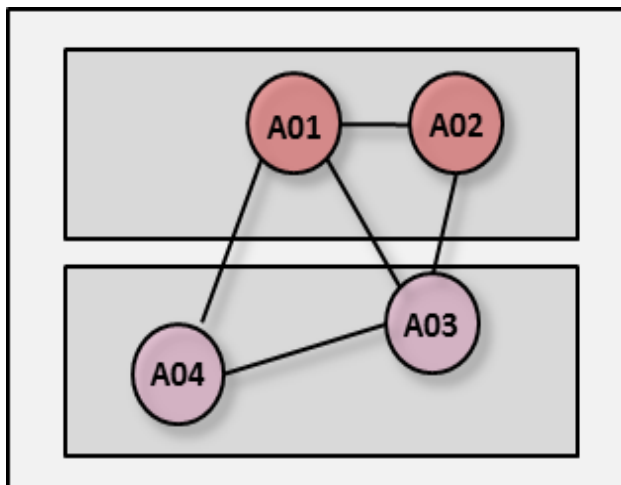
# BLUEPRINT OF THE CONTEXT OF A SYTEM

- Shows external artifacts that have dependencies with the system.



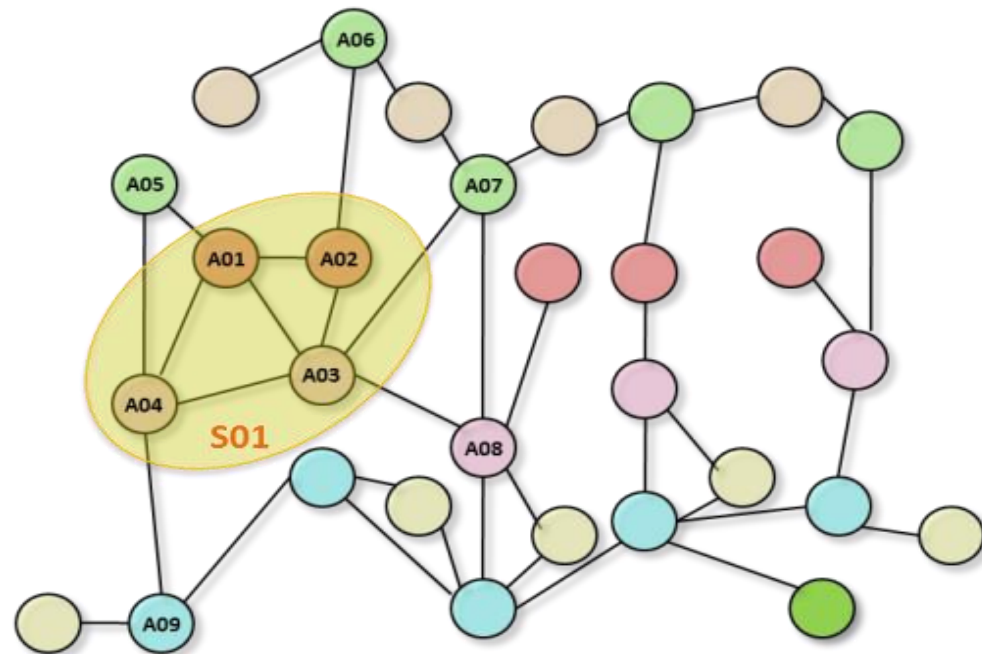
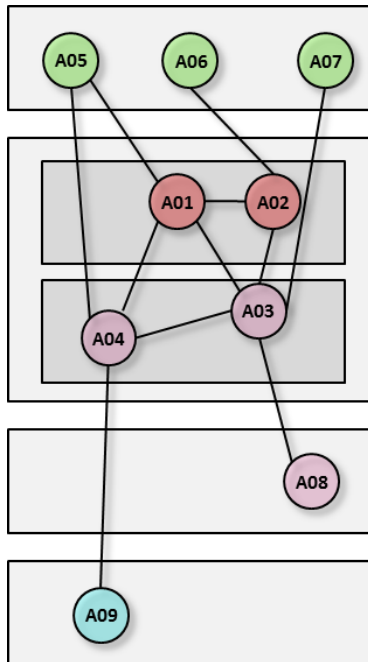
# BLUEPRINT OF THE INTEGRATION OF A SYSTEM (INTERNAL INTEGRATION)

- Shows the artifacts that belong to the system and their dependencies



# BLUEPRINT OF THE INTEGRATION OF A SYSTEM (EXTERNAL INTEGRATION)

- Show the dependencies between internal artifacts and external ones.

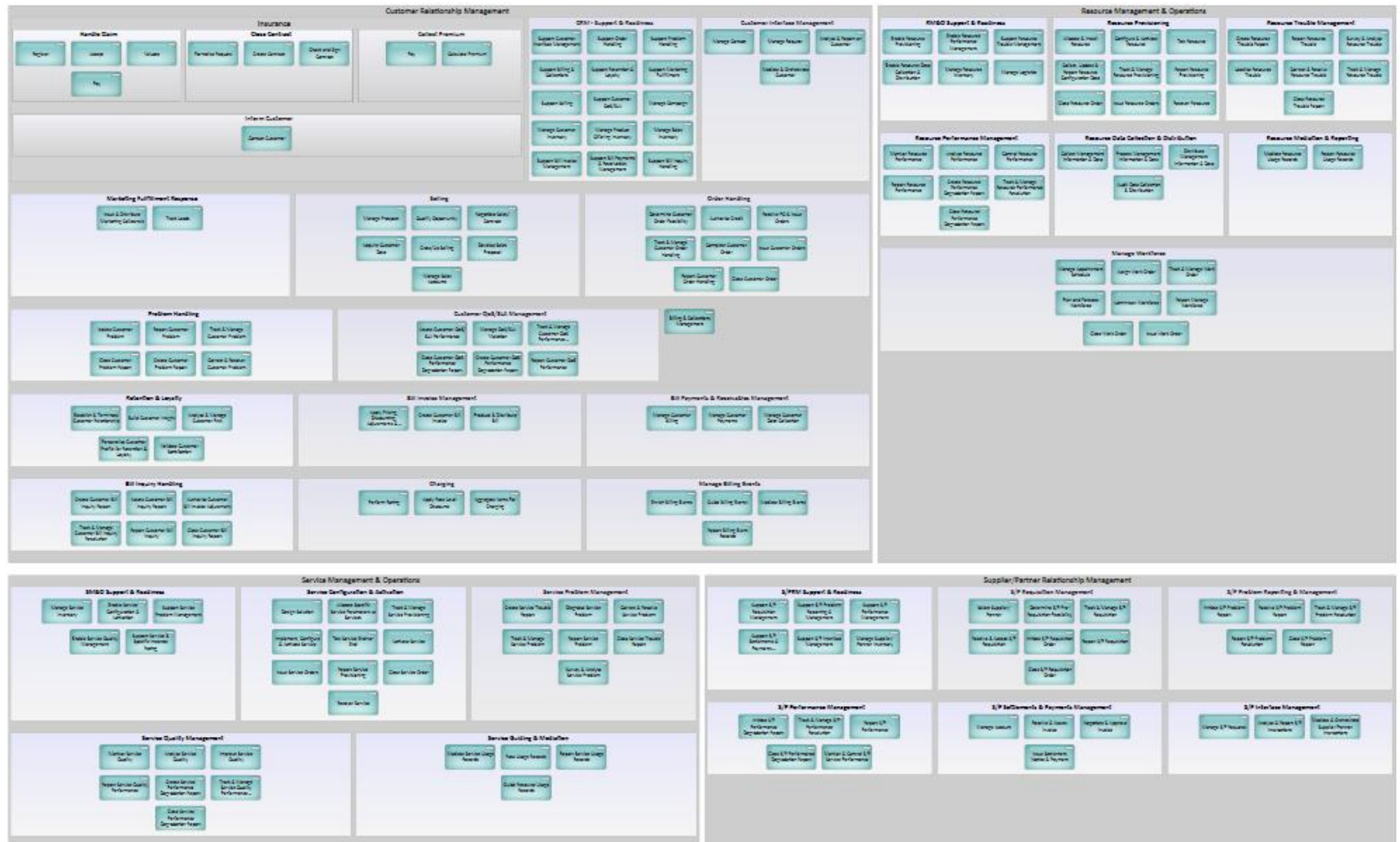




## REAL EXAMPLES OF THE 5 TYPES OF BLUEPRINTS

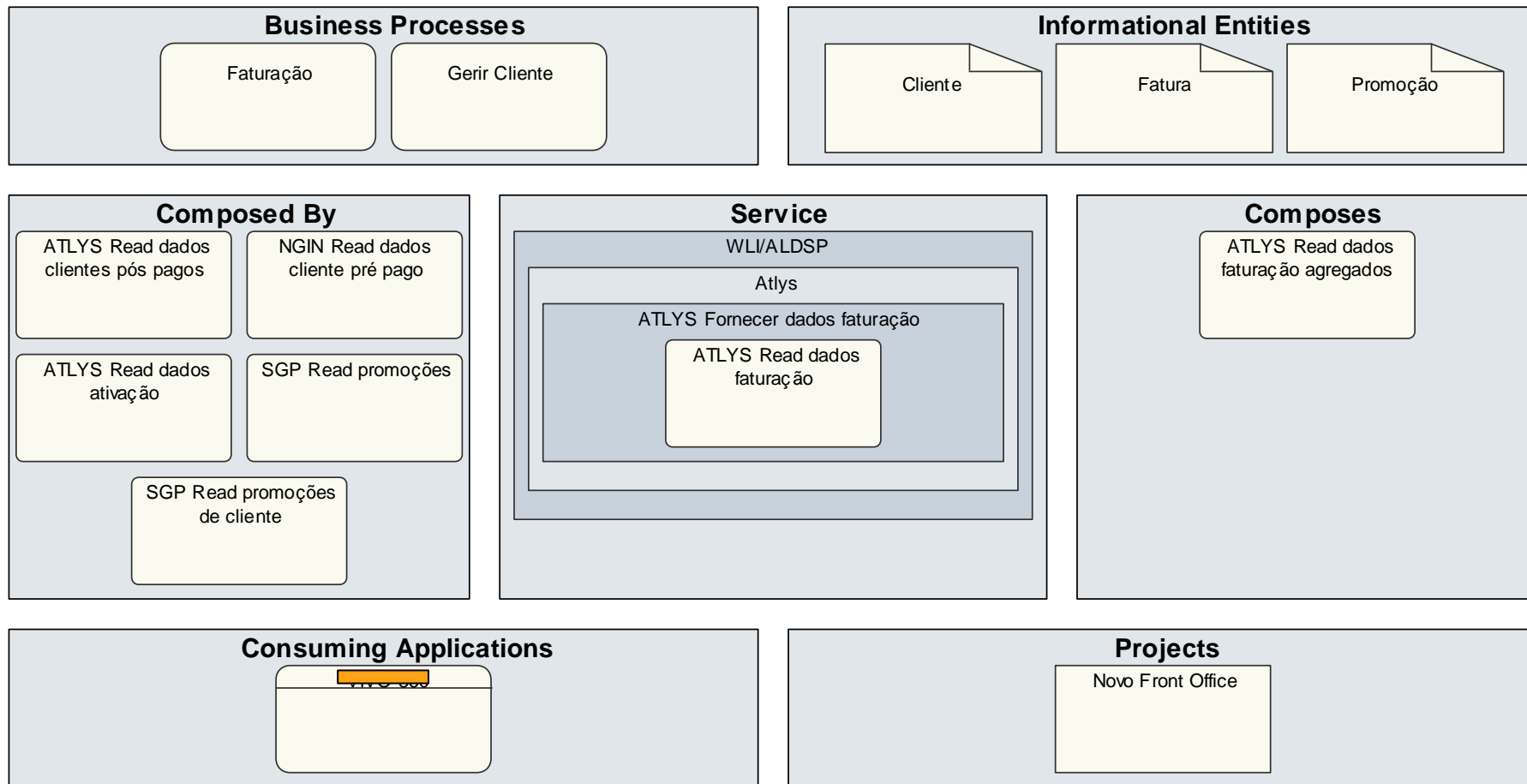


# BLUEPRINT OF THE ORGANIC OF BUSINESS PROCESSES

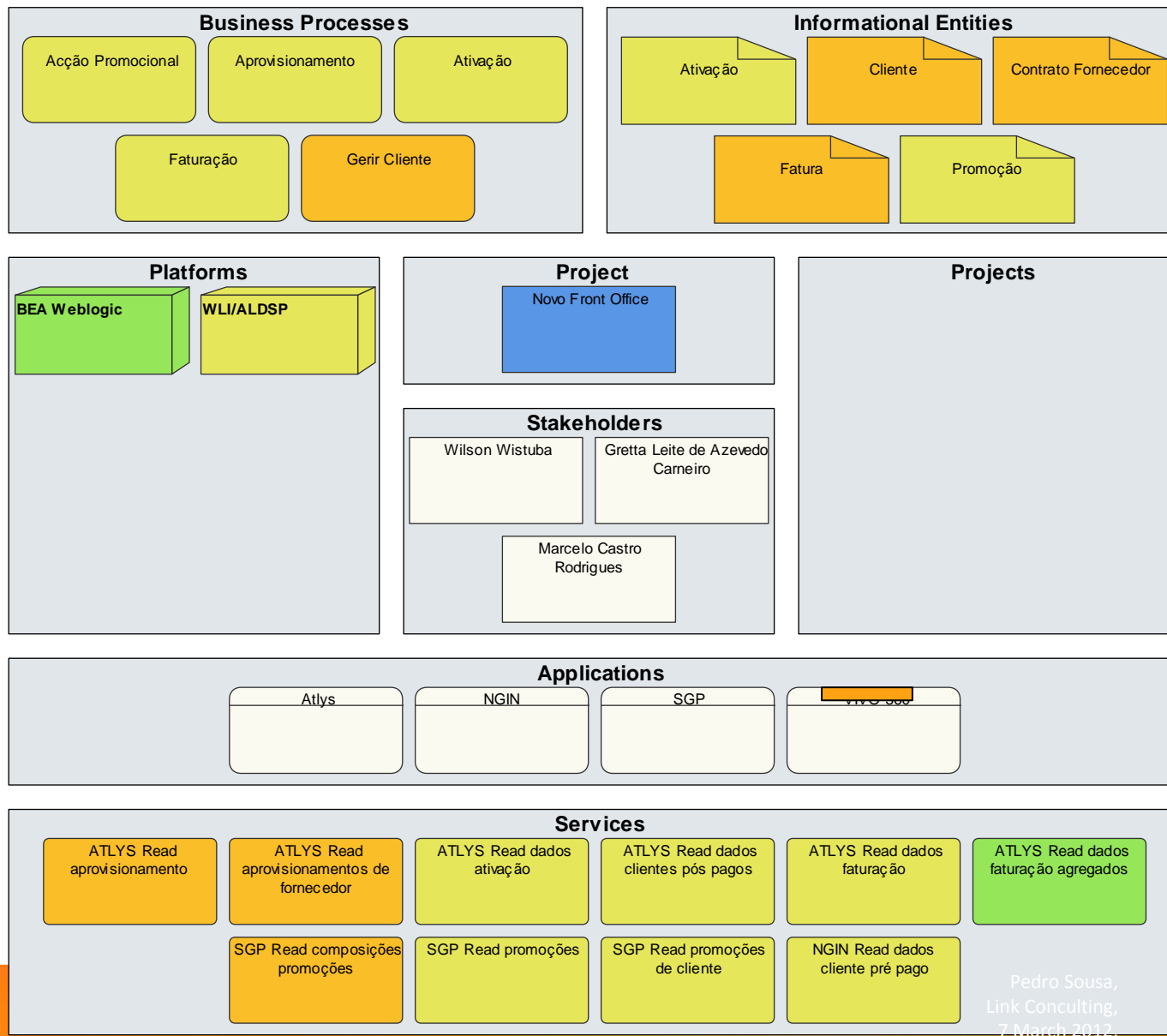




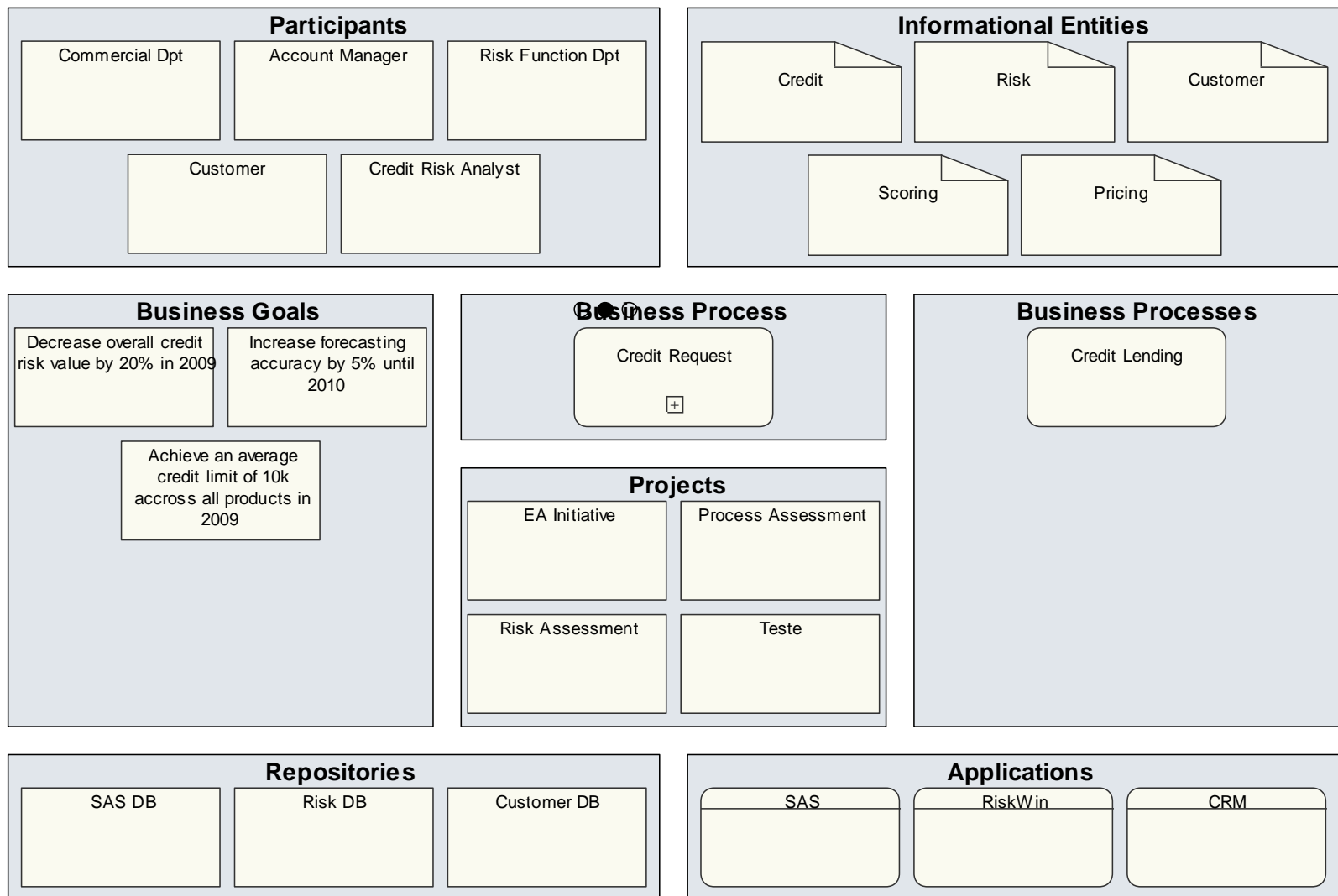
# SERVICE CONTEXT BLUEPRINT



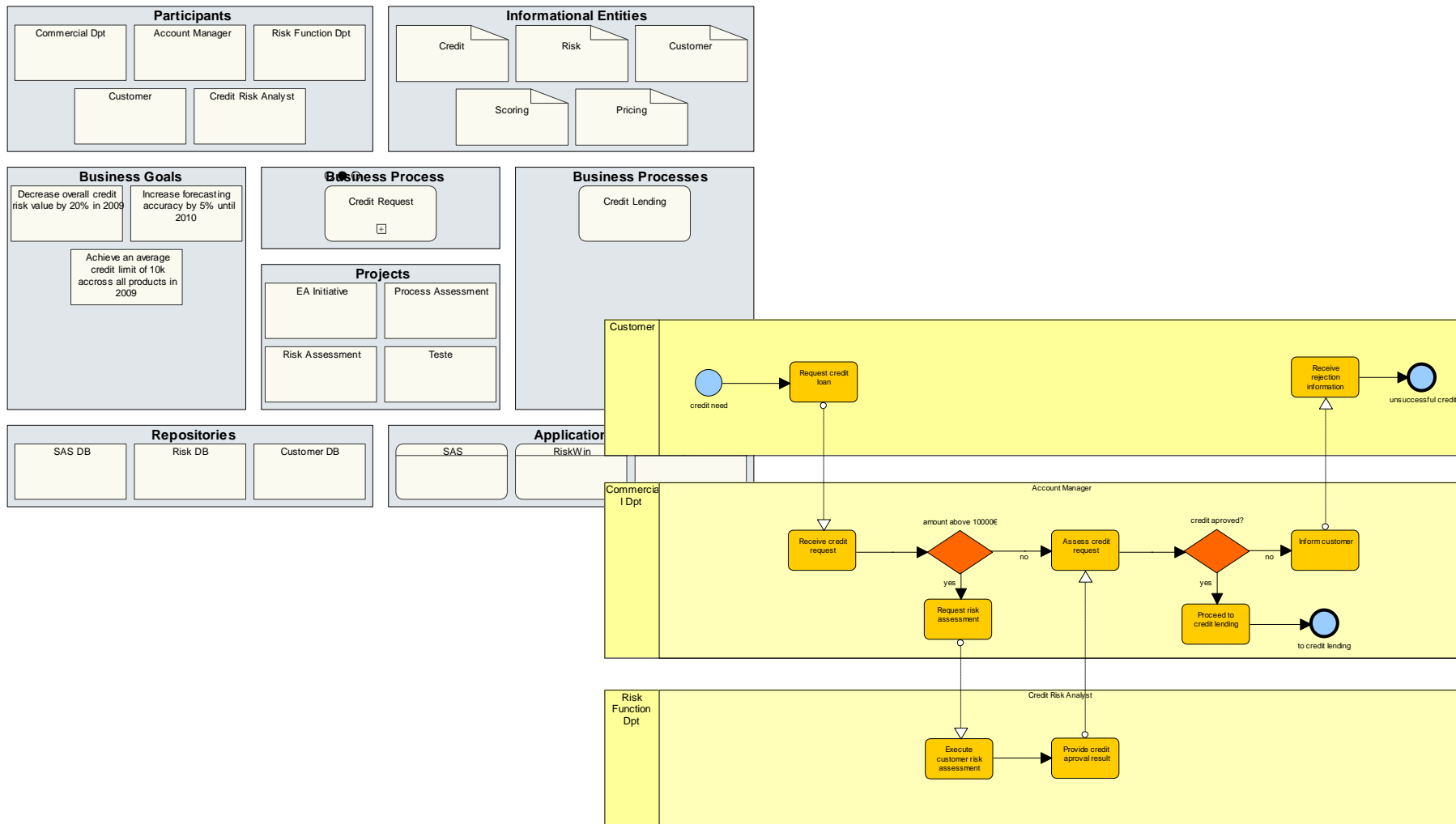
# PROJECT CONTEXT BLUEPRINT



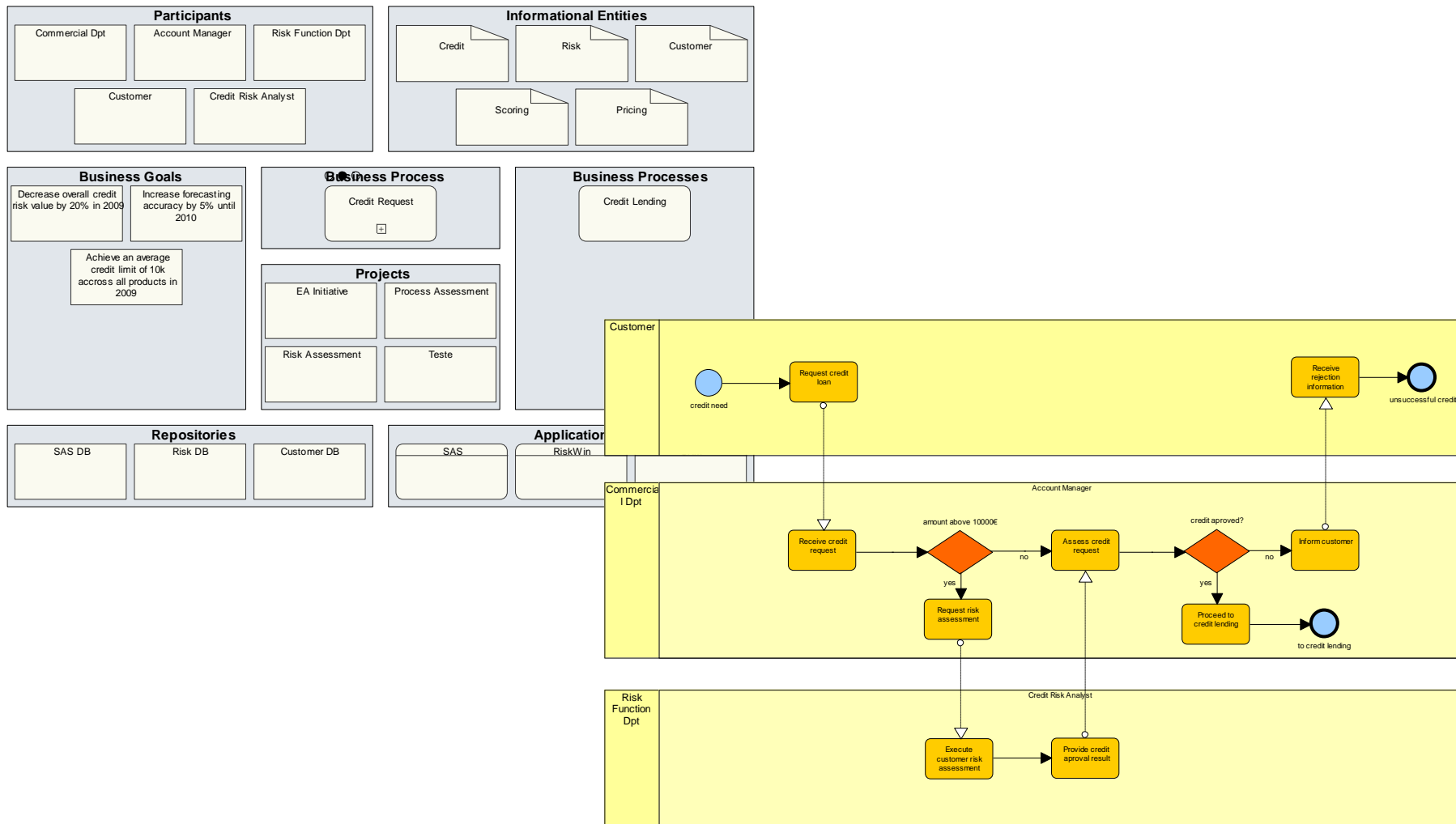
# PROCESS CONTEXT BLUEPRINT



# PROCESS FLOW (BPMN)

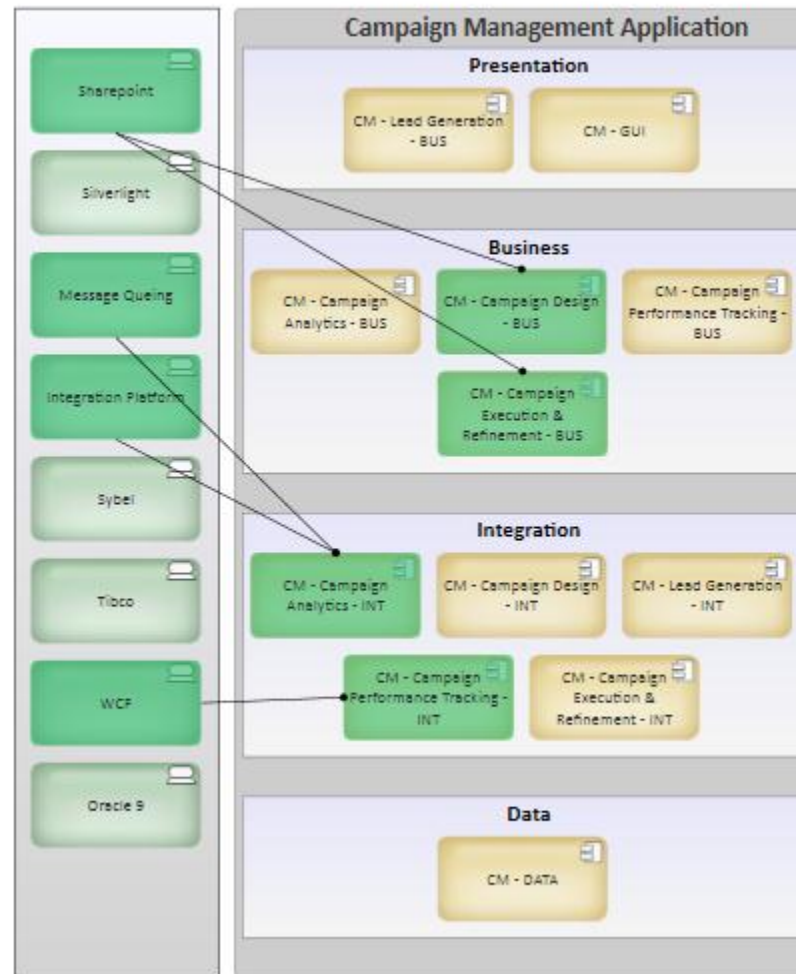


# PROCESS FLOW (BPMN)



# APPLICATION STRUCTURE

## [Application Structure] Campaign Management Application



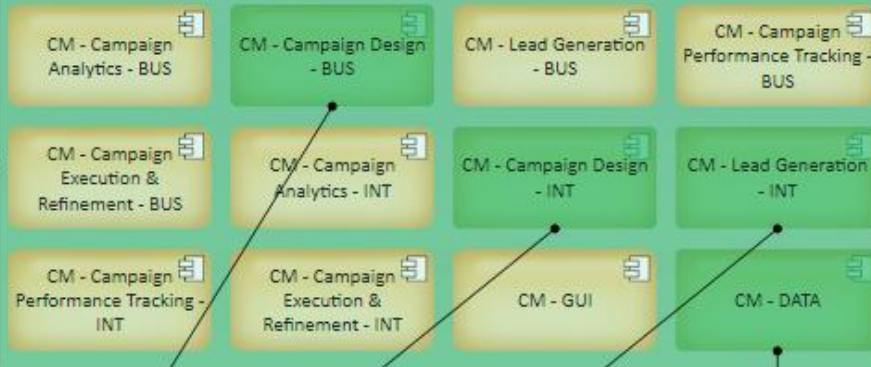
# APPLICATION INTEGRATION

## [Application Integration] Campaign Management Application

### Consumed Applications

Mass Market Sales Management Application

### Campaign Management Application



### Platforms

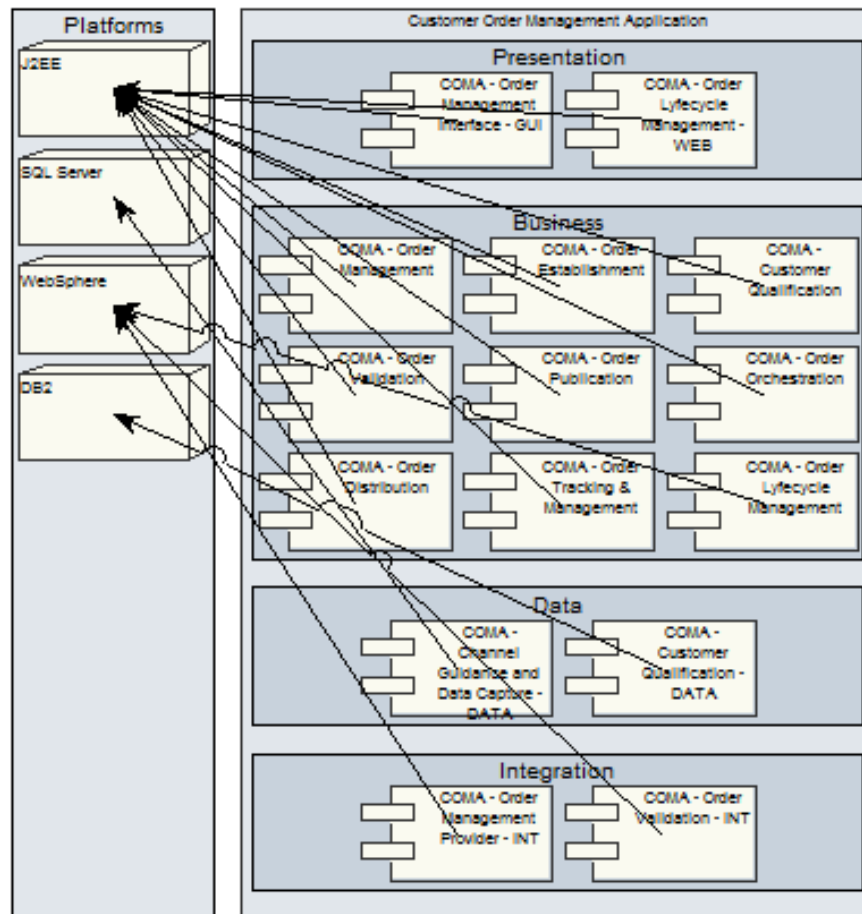


### Provided Applications

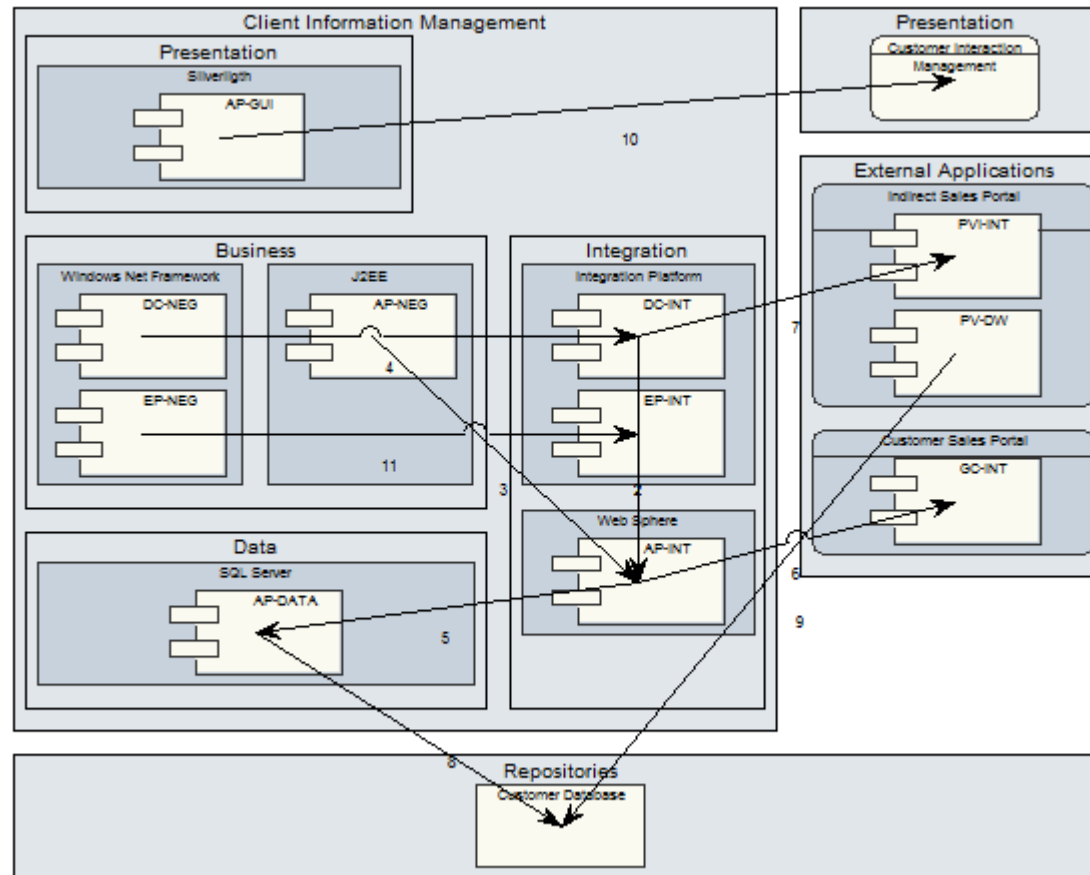




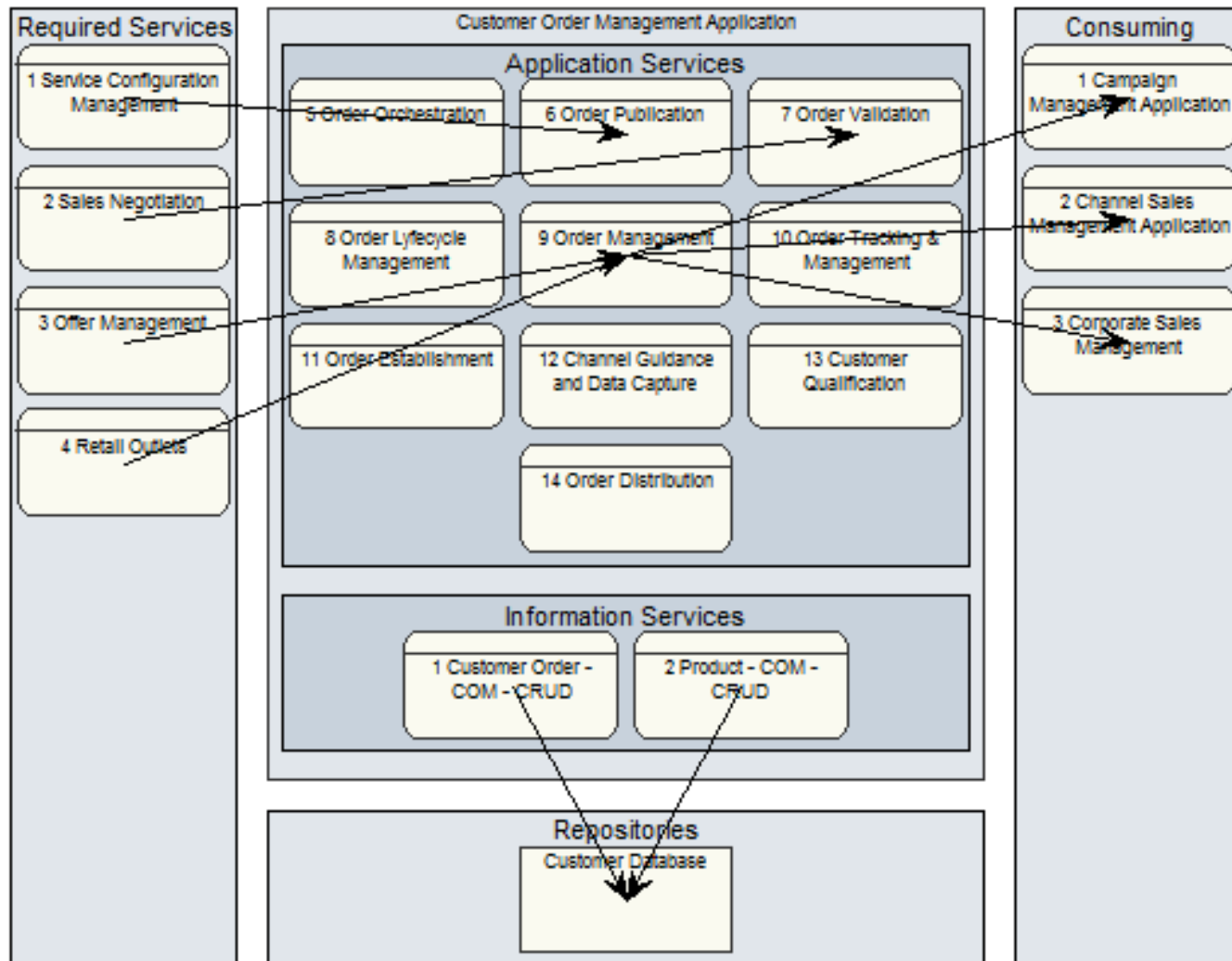
# BLUEPRINT OF THE INTEGRATION OF A SYSTEM (INTERNAL INTEGRATION)



# BLUEPRINT OF THE INTEGRATION OF A SYSTEM (EXTERNAL INTEGRATION)



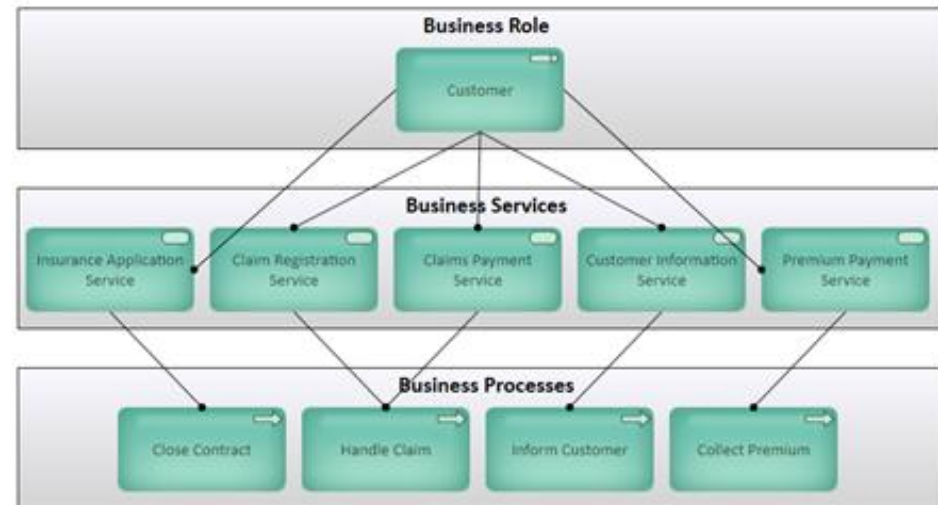
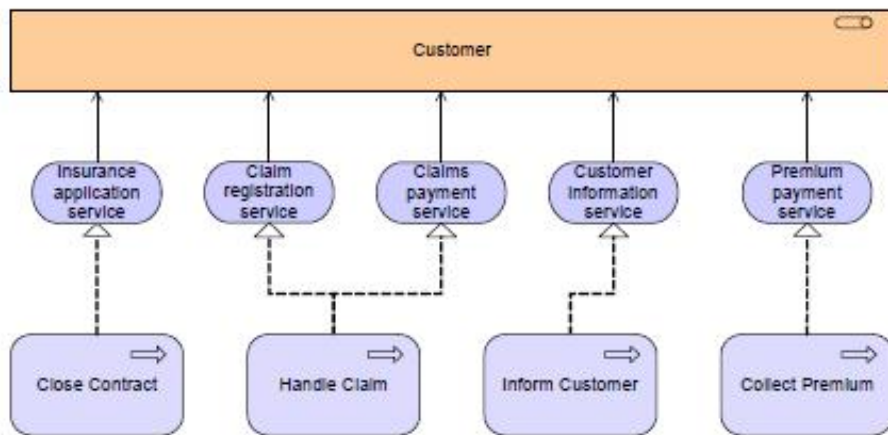
# BLUEPRINT OF THE INTEGRATION OF A SYSTEM (EXTERNAL INTEGRATION)



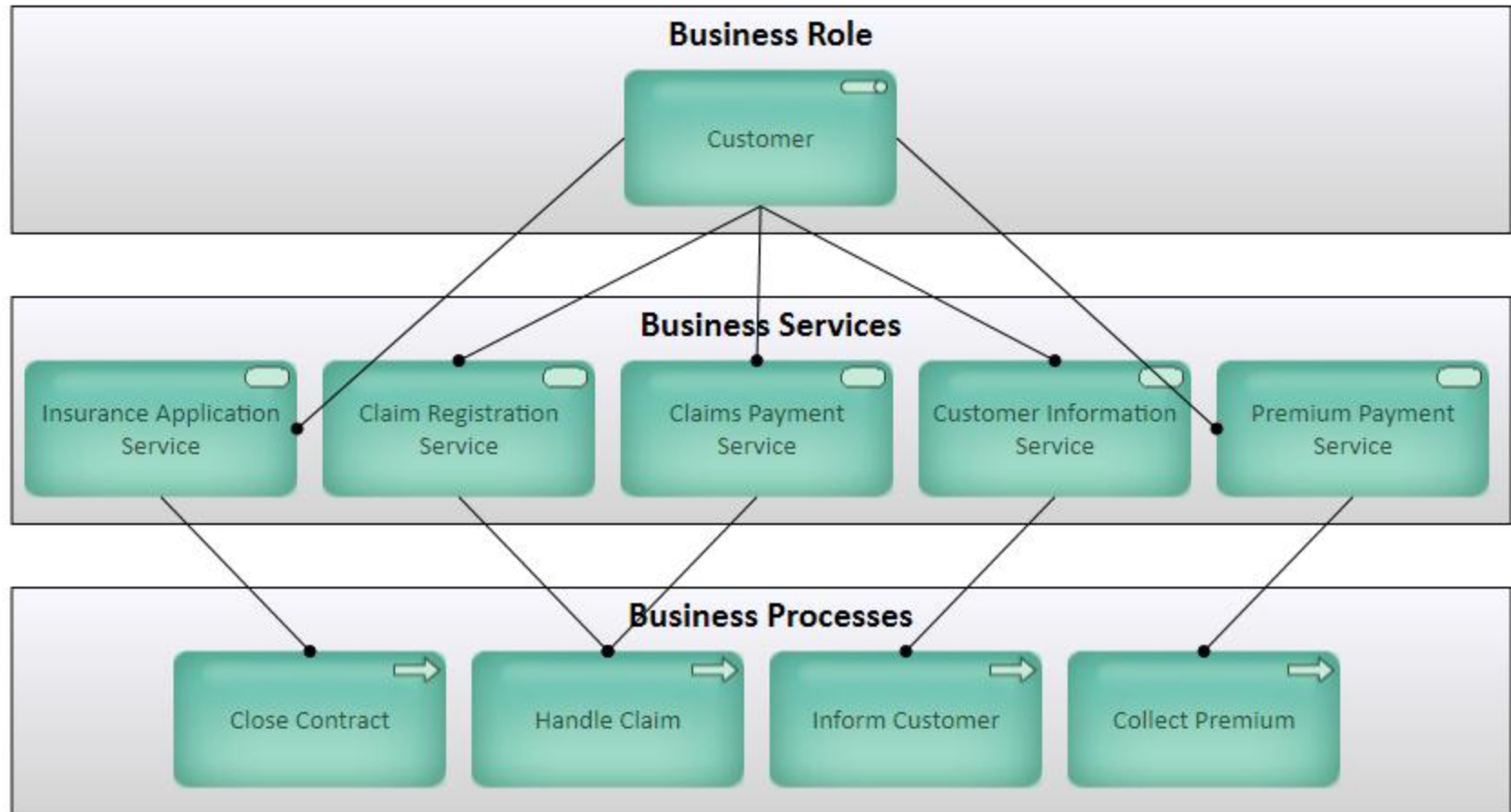


BUT WE ARE ALSO ABLE TO GENERATE MOST  
OF ACHIMATE VIEWS, WITH OUR  
“DEPENDENCY ONLY CONCEPT”

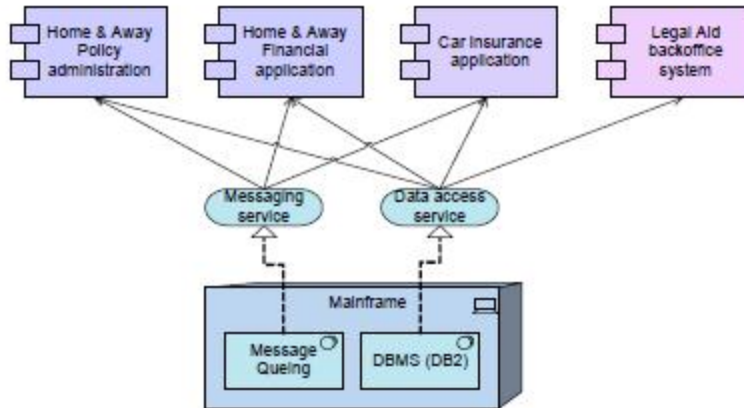
# SERVICE REALIZATION VIEWPOINT



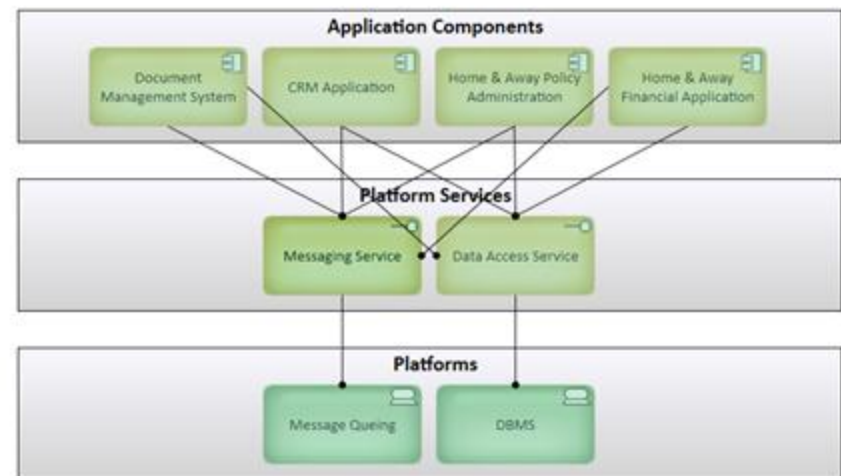
# SERVICE REALIZATION VIEWPOINT



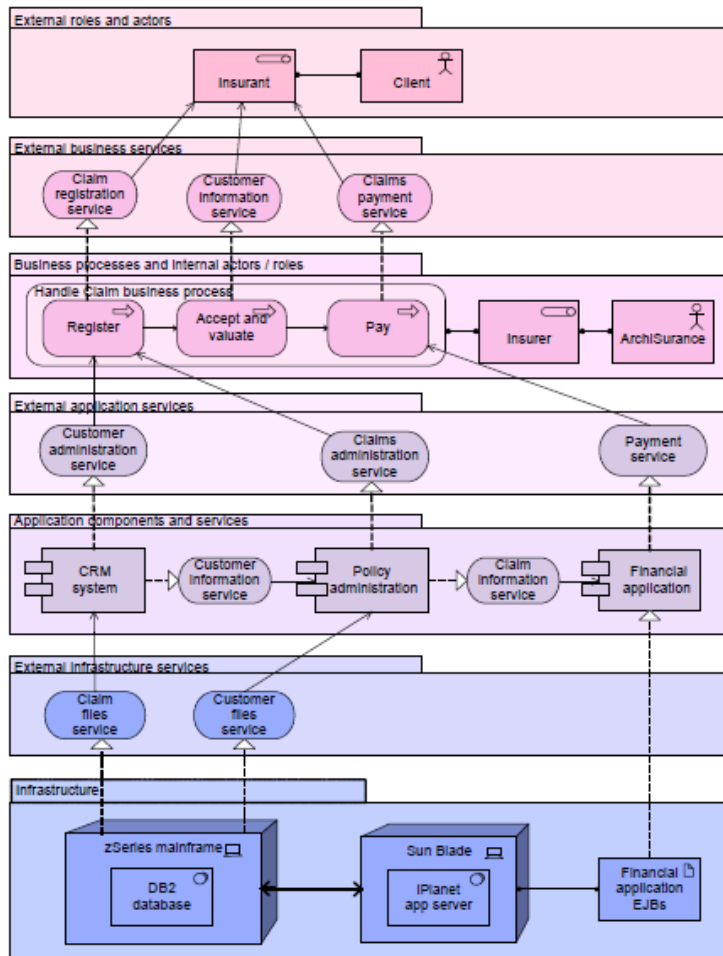
# INFRASTRUCTURE USAGE VIEWPOINT (PLATFORM USAGE VIEWPOINT)



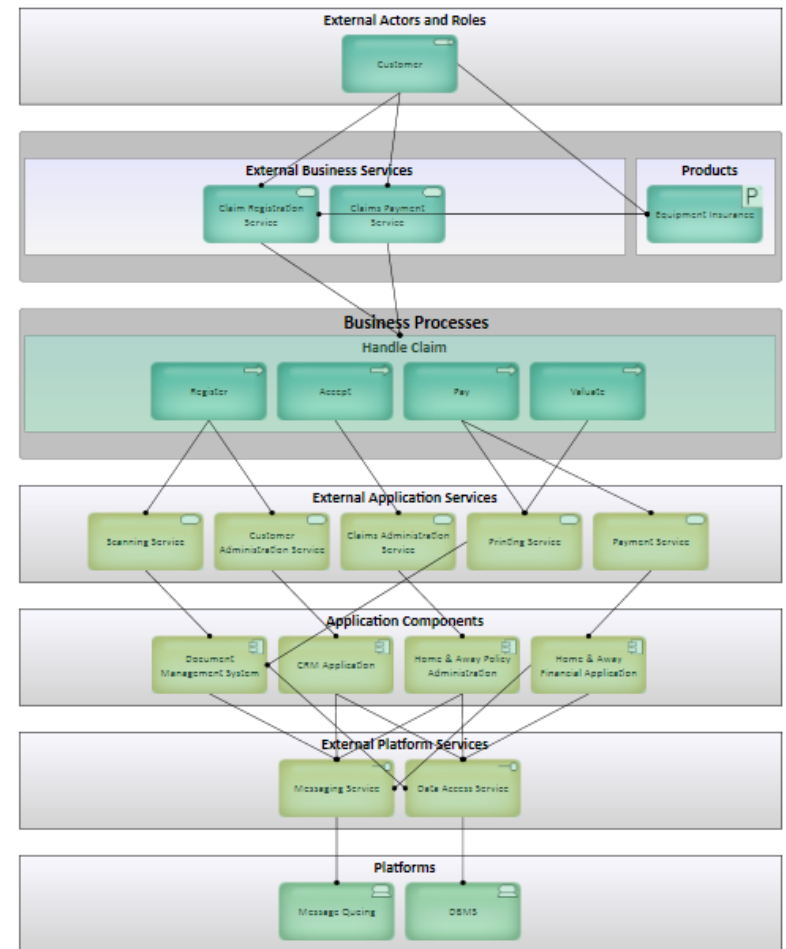
[Platform Usage] Handle Claim



# LAYERED VIEWPOINT (BUSINESS LAYER ALIGNMENT VIEWPOINT)

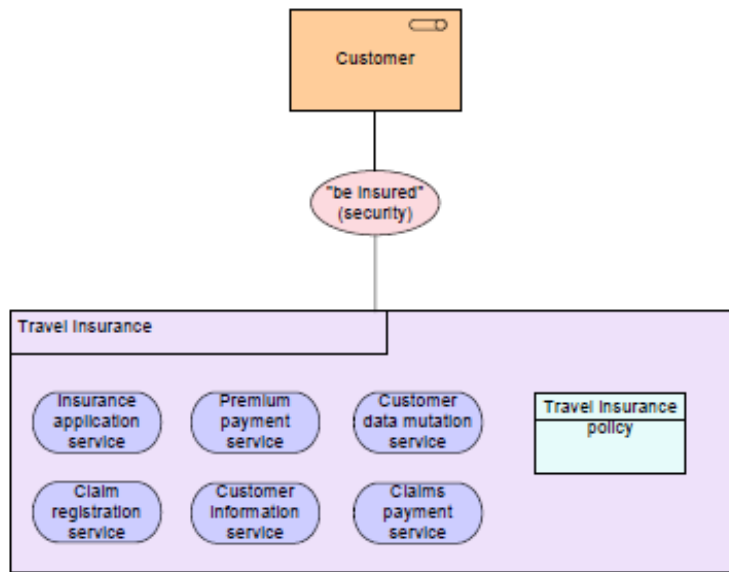


[Business Process Layer Alignment] Handle Claim

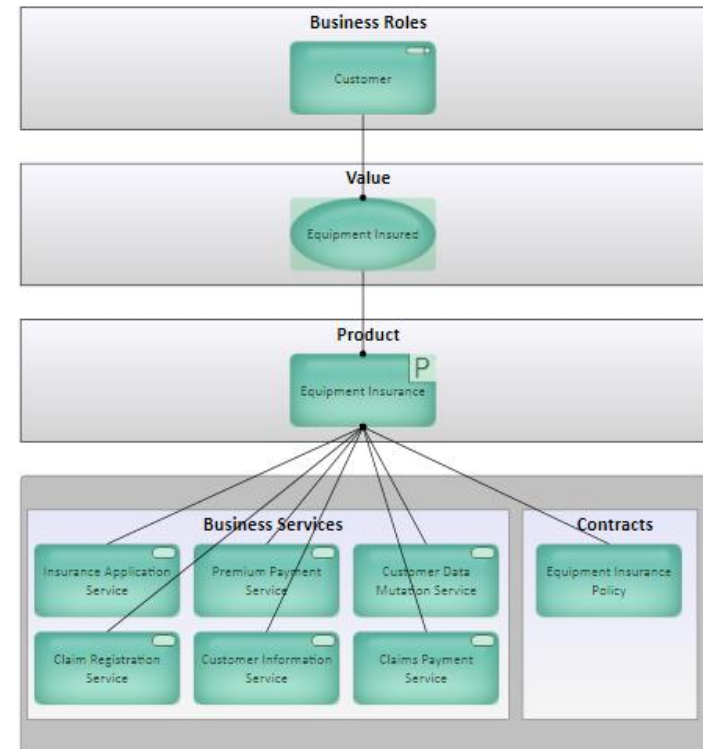




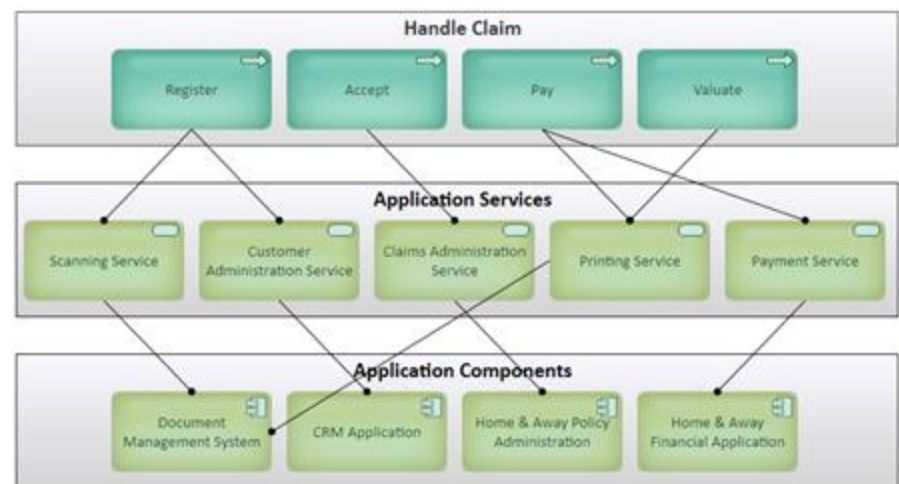
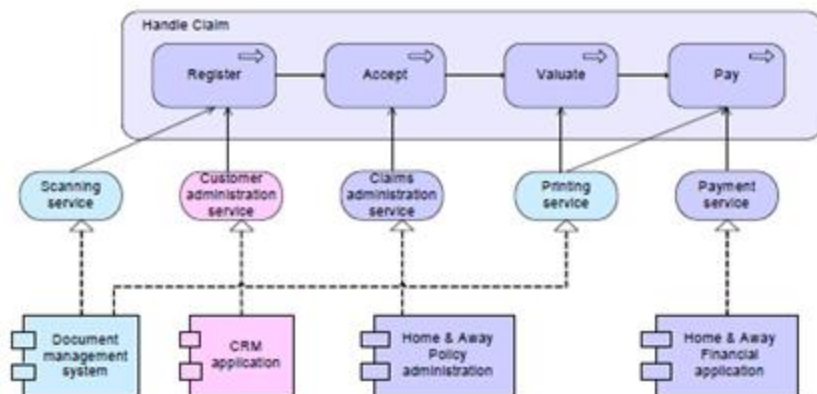
# PRODUCT CONTEXT VIEWPOINT



[Product Context] Equipment Insurance



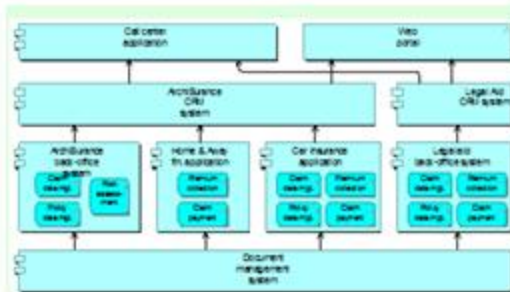
# APPLICATION USAGE VIEWPOINT



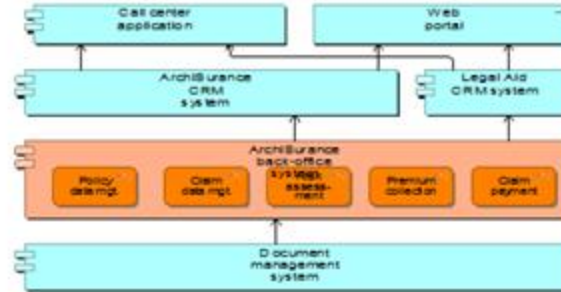


AND WHAT ABOUT THE TIME ???

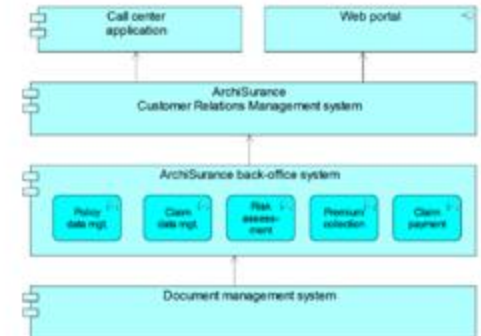
# MIGRATION PLANNING IN TOGAF – APPLICATION ARCHITECTURE (APPLICATION LAYER INTEGRATION)



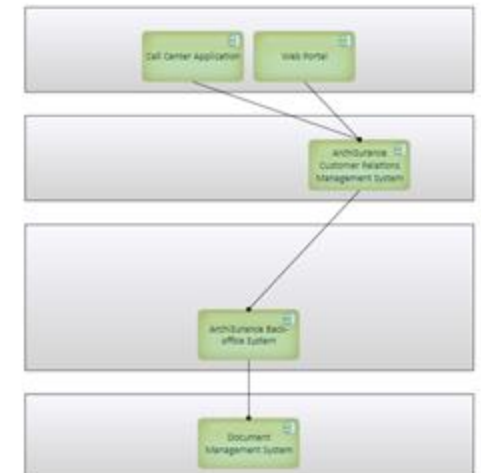
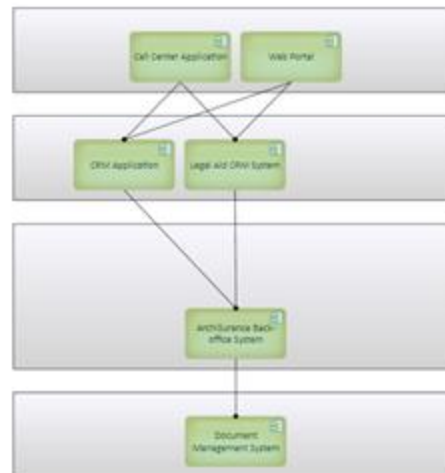
[Application Layer Integration] Document Management System



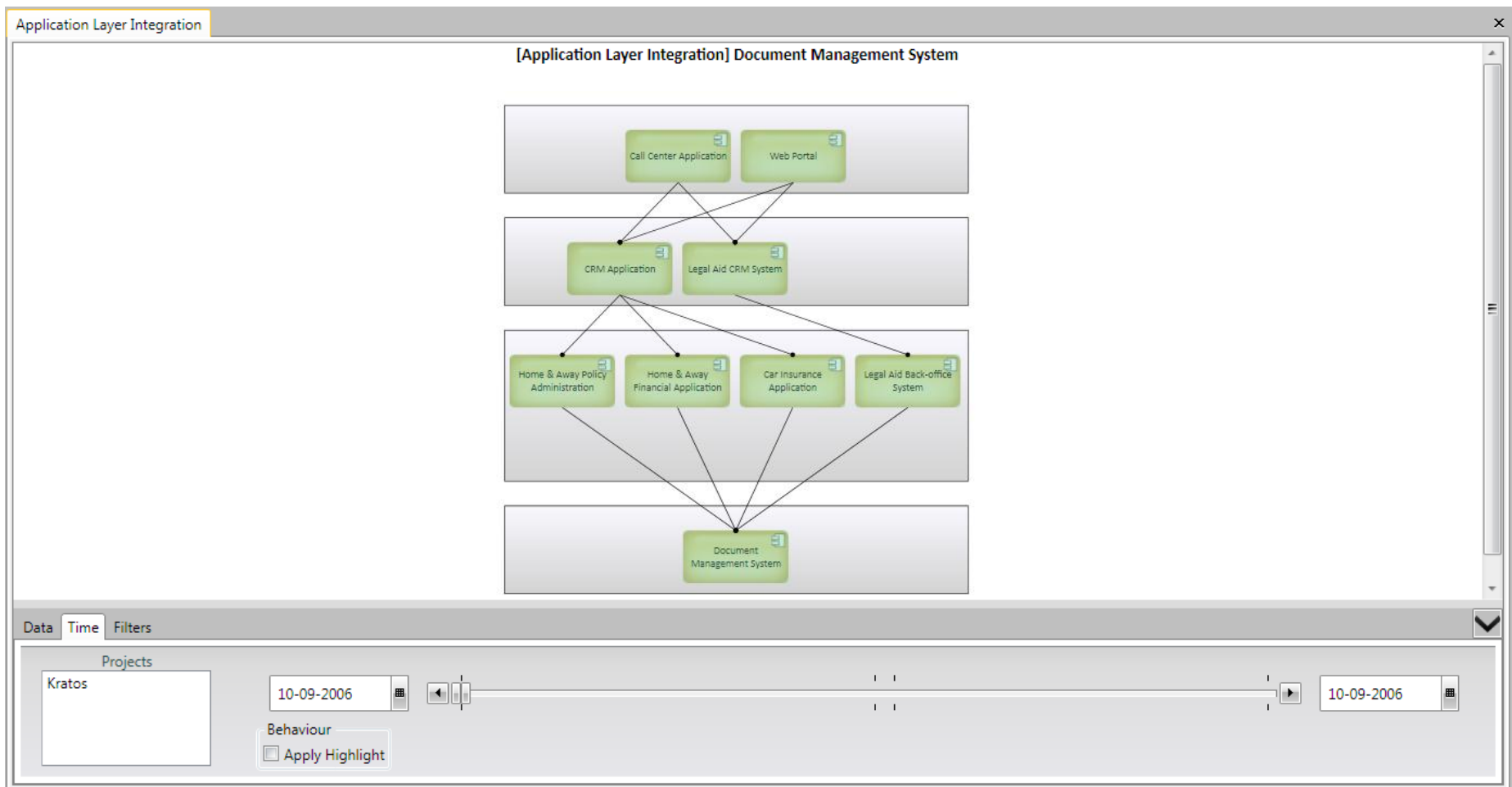
[Application Layer Integration] Document Management System



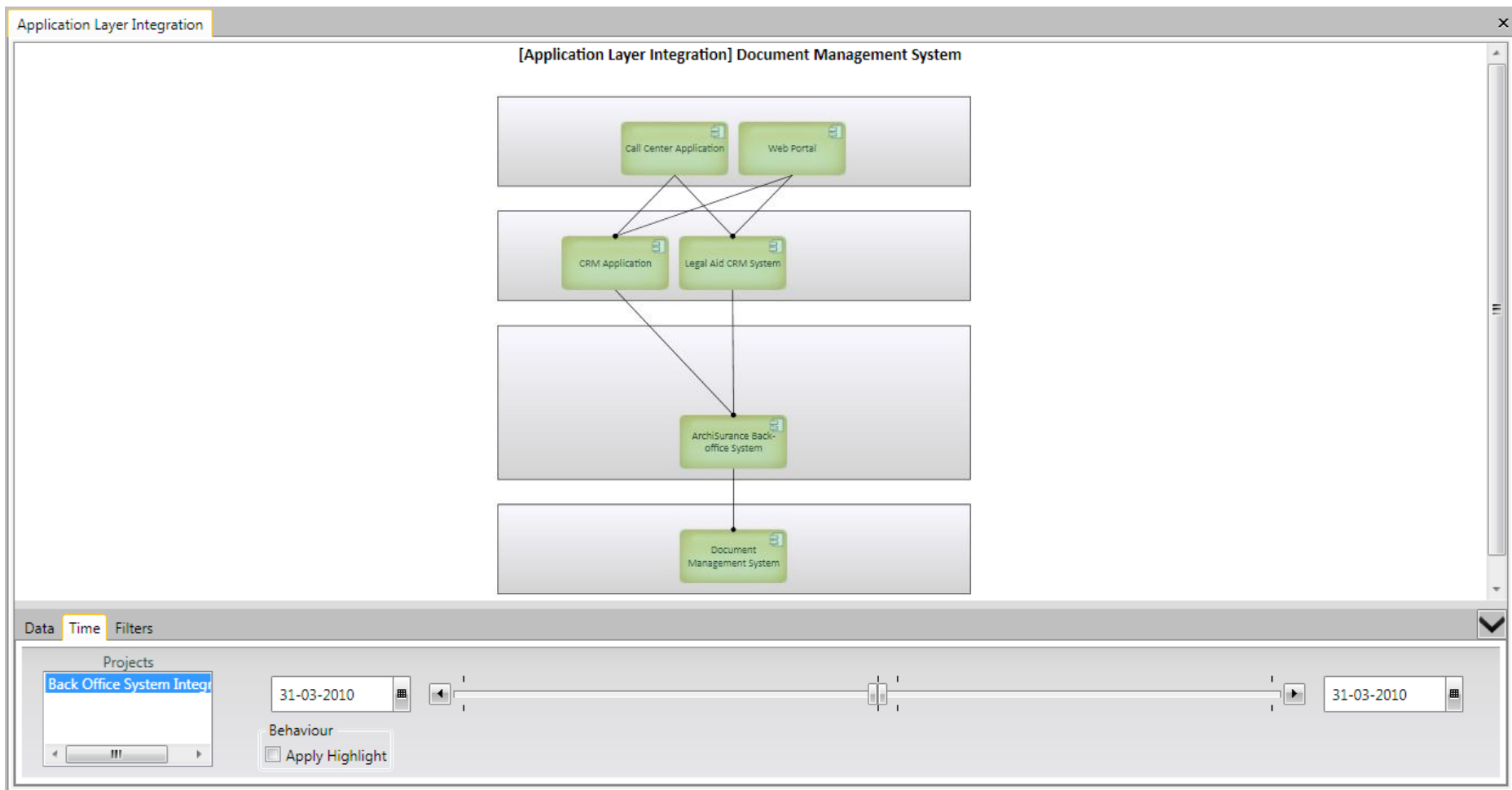
[Application Layer Integration] Document Management System



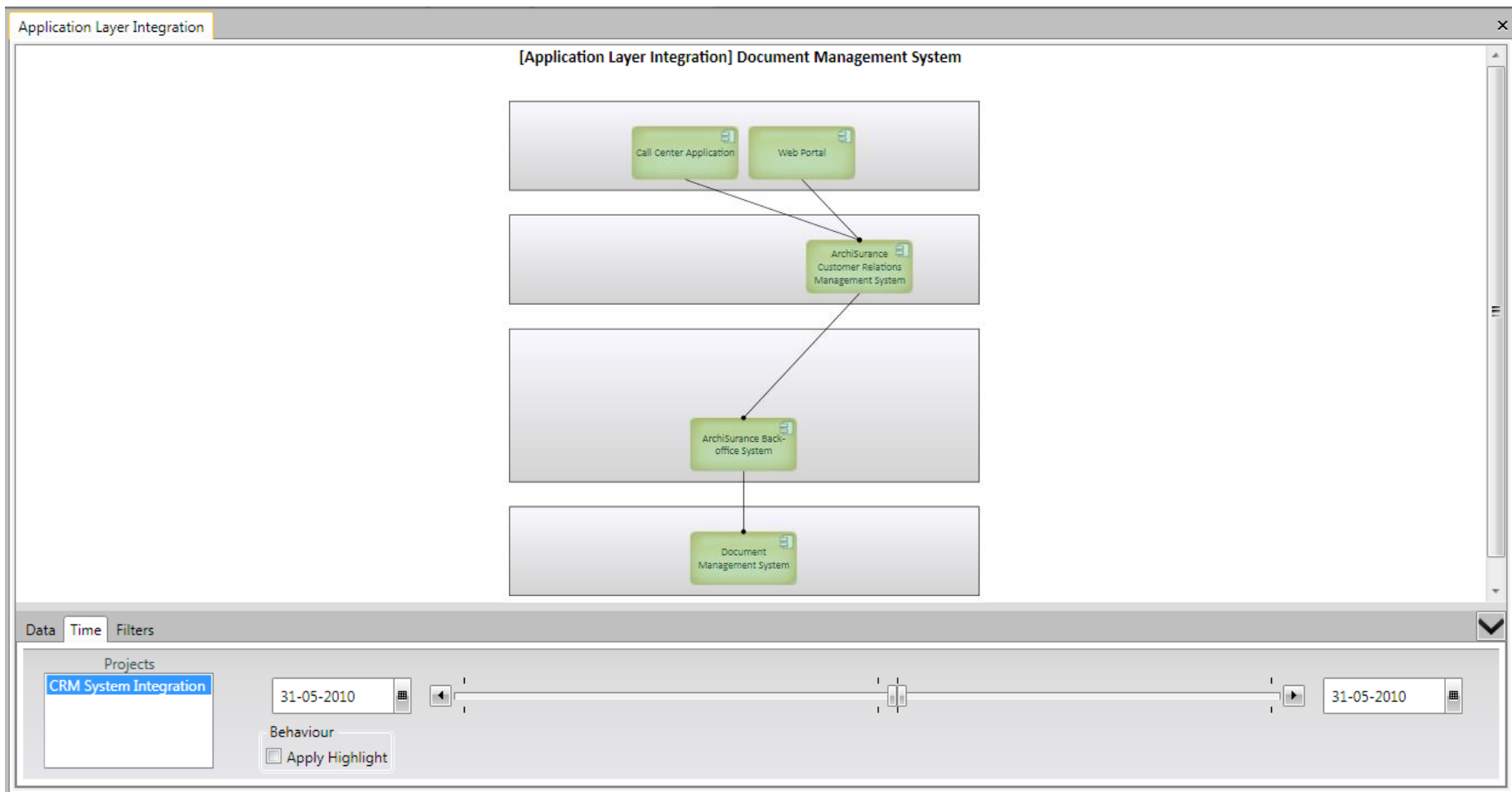
# MIGRATION PLANNING – BASELINE ARCHITECTURE



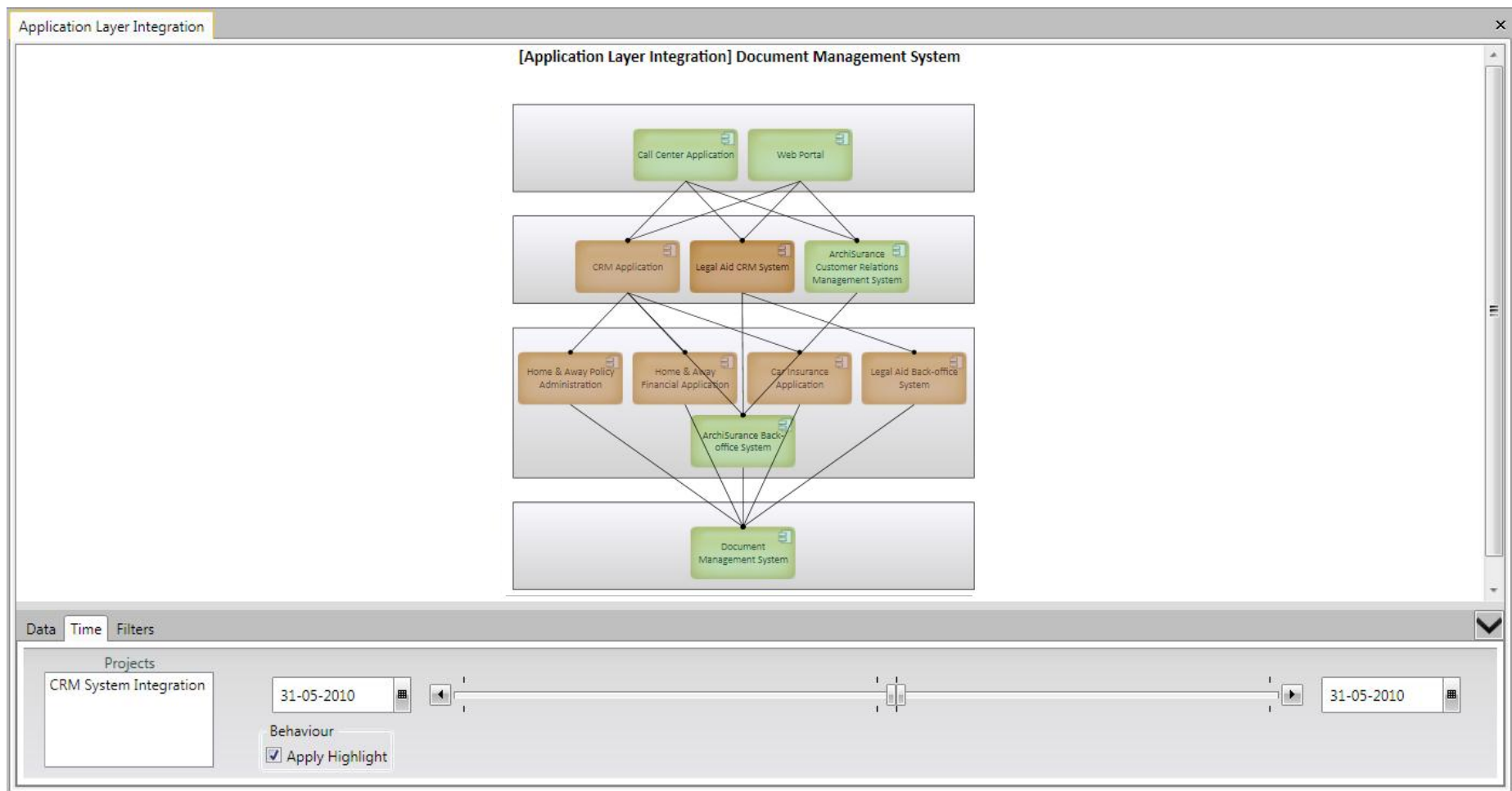
# MIGRATION PLANNING – BACKOFFICE SYSTEM INTEGRATION



# MIGRATION PLANNING – TARGET ARCHITECTURE



# MIGRATION PLANNING – GAP ANALYSIS





# CONCLUSIONS

- We presented an approach to gather information from disparate sources of information about Organization and build enterprise-wise Blueprints of the organization that:
  - Aggregate **Partial Views** into **Global Views**
  - Aggregate **Past, Present** and **Future** views in a continuous cartography of the organization.
  - Avoid blueprints versioning each time something changes
- This implies that information in Enterprise Architecture repository is maintained in textual format, so it can be processed, and time tagged with conception, born and dead dates, so it can be properly handled.
- Projects are a fundamental concept in Enterprise Architecture repository.



THANK YOU

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**PLEASE VISIT (WWW.LINK.PT/EAMS)**



● GERIMOS CONHECIMENTO, CONSIGO