## **Contents**

Foreword Preface About the Companion Website		xi xv xix
1	Introduction	1
2	An Example: The Virtual Museum Tour System	5
3	Better Products — The Value of Systems Architecting	9
3.1	The Share of Systems Architecting in Making Better Products	9
3.2	The Benefits that can be Achieved	10
3.3	The Benefits that can be Communicated inside the Organization	14
3.4	The Beneficial Elements of Systems Architecting	15
3.5	Benefits of Model-Based Systems Architecting	16
4	Definition of System Architecture	19
4.1	What is Architecture? –Discussion of Some Existing Definitions	20
4.2	Modeling the Definitions of "System" and "System Architecture"	22

vi	CONTENTS

5	Model-Based System Architecture	27
6	Architecture Description	35
6.1	Why Spending Effort to Describe the Architecture?	35
6.2	The Architecture Description	37
6.3	How to Get an Architecture Description?	44
7	Architecture Patterns and Principles	49
7.1	The SYSMOD Zigzag Pattern	50
7.2	The Base Architecture	57
7.3	Cohesion and Coupling	61
7.4	Separation of Definition, Usage and Run-Time	63
7.5	Separate Stable from Unstable Parts	65
7.6	The Ideal System	65
7.7	View and Model	66
7.8	Diagram Layout	68
7.9	System Model Structure	69
7.10	Heuristics	71
8	Requirements and Use Case Analysis	75
8.1	Identify and Define Requirements	76
8.2	Specify the System Context	80
8.3	Identify Use Cases	82
8.4	Describe Use Case Flows	84
8.5	Model the Domain Knowledge	86
9	Perspectives, Viewpoints and Views in System	
	Architecture	89
9.1	Overview	89
9.2	The Functional Perspective	91
9.3	The Physical Perspective	96
9.4	The Behavioral Perspective	100
9.5	The Layered Perspective	100
9.6	System Deployment Perspective	112

	CONTENT	rs vii
9.7	Other Perspectives	115
9.8	Relation to the System Context	117
9.9	Mapping Different Perspectives and Levels	120
9.10	Traceability	125
9.11	Perspectives and Views in Model-Based Systems Architecting	125
10	Typical Architecture Stakeholders	131
10.1	Overview	131
10.2	Requirements Engineering	133
10.3	Verification	135
10.4	Configuration Management	137
10.5	Engineering Disciplines	138
10.6	Project and Product Management	141
10.7	Development Roadmap Planners	145
10.8	Production and Distribution	148
10.9	Suppliers	149
10.10	Marketing and Brand Management	150
10.11	Management	152
11	Roles	157
11.1	Roles	157
11.2	The System Architect Role	158
11.3	System Architecture Teams	162
11.4	System Architecture Stakeholders	164
11.5	Recruiting System Architecture People	165
11.6	Talent Development for System Architects	167
12	Processes	173
12.1	The Systems Architecting Processes	173
12.2	Change and Configuration Management	
10.0	Processes	182
12.3	Other Processes Involving the System Architect	182

viii CONTENT	ΓS
--------------	----

13	Agile Approaches	183
13.1	The History of Iterative-Incremental and Agile Development	184
13.2	System Architects in an Agile Environment	186
14	The FAS Method	189
14.1	Motivation	190
14.2	Functional Architectures for Systems	192
14.3	The FAS Method	195
14.4	FAS Heuristics	199
14.5	FAS with SysML	202
14.6	Modeling Tool Support	210
14.7	Mapping of a Functional Architecture to a Physical Architecture	215
14.8	Experiences with the FAS Method	218
14.9	FAS Workshops	219
14.10	Nonfunctional Requirements and the Functional Architecture	222
14.11	Completeness of the Functional Architecture	224
14.12	Functional Architectures and the Zigzag Pattern	227
15	Product Lines & Variants	231
15.1	Definitions Variant Modeling	232
15.2	Variant Modeling with SysML	233
15.3	Other Variant Modeling Techniques	239
16	Architecture Frameworks	243
16.1	Enterprise Architectures	244
16.2	System of Systems (SoS)	246
16.3	An Overview of Architecture Frameworks	249
16.4	The UPDM Standard	261
16.5	What to do when we Come in Touch with Architecture	
	Frameworks	262
16.6	Conclusion	263

	CONTEN	ITS <b>ix</b>
17	Cross-Cutting Concerns	265
17.1	The Game-Winning Nonfunctional Aspects	265
17.2	Human System Interaction and Human Factors Engineering	266
17.3	Risk Management	267
17.4	Trade Studies	268
17.5	Budgets	269
18	Architecture Assessment	271
19	Making it Work in the Organization	277
19.1	Overview	277
19.2	Organizational Structure for Systems Architecting	278
19.3	Recipes from the Authors' Experience	283
20	Soft Skills	291
20.1	It's all about Communication	292
20.2	Personality Types	303
20.3	Intercultural Collaboration Skills	307
21	Outlook: The World after Product Line Engineering	311
4	OMG SysML	315
<b>A</b> .1	Diagram and Model	316

318

329

337

340

341

343

343

345

348

A.2

A.3

A.4

A.5

A.6

В

**B.**1

**B.2** 

B.3

Structure Diagrams

**Behavior Diagrams** 

The V-Model

Description

Engineering VEE

Critical Considerations

Requirements Diagram

Extension of SysML with Profiles

A Brief History of the V-Model or the Systems

A Handy Illustration but No Comprehensive Process

Architecture of the Language

## x CONTENTS

B.4	Reading Instruction for a Modern Systems Engineering VEE	351
Biblic	Bibliography	
Index		363