

**Developing Measurements for Software Architectural Smells  
in the Domain of Enterprise Architecture Debts**

**Benny Tieu**

**A pre-study to Master Thesis at EECS, KTH**

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in the Domain of Enterprise Architecture Debts**

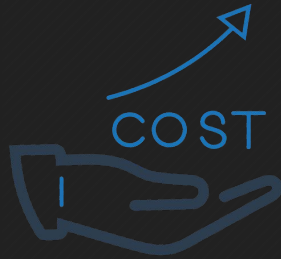
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## Technical Debt (TD)

Technical Debt a term for parts in software development that, over time, causes...

...higher costs



and lower quality



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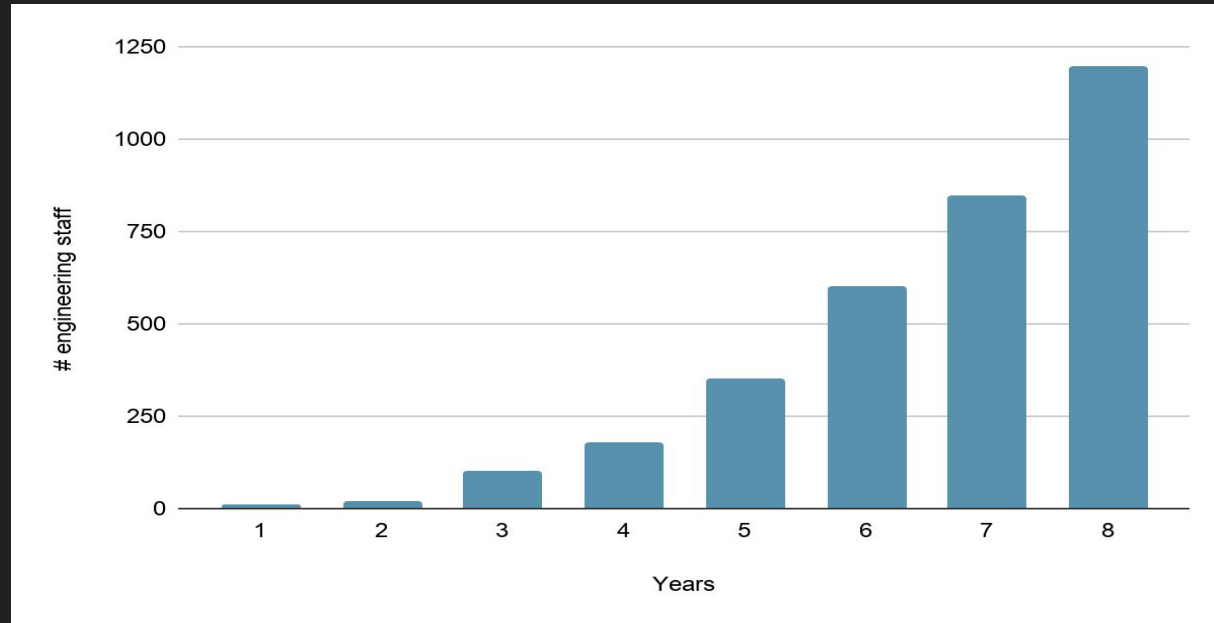
and lower quality



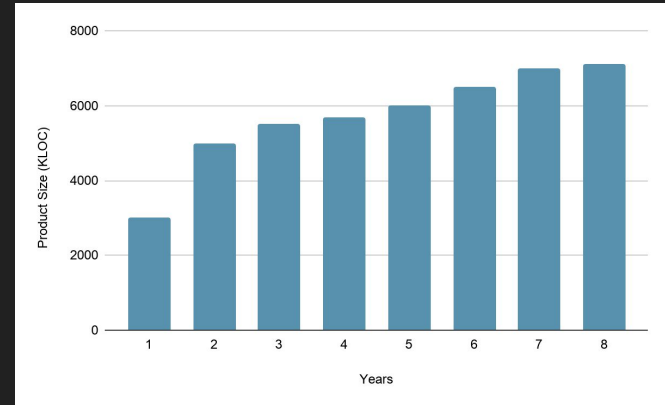
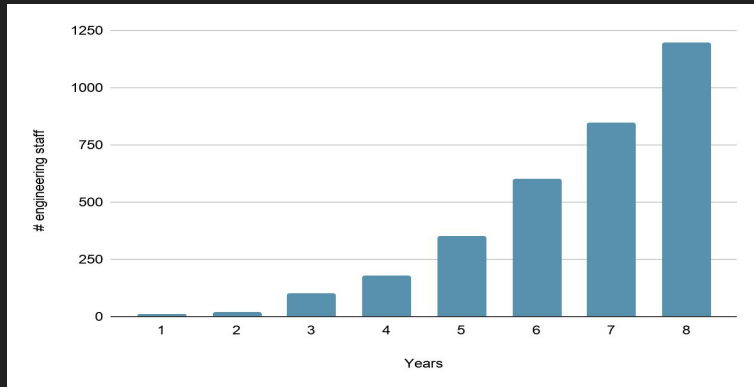
## Technical Debt (TD)

Example of a market leading software company

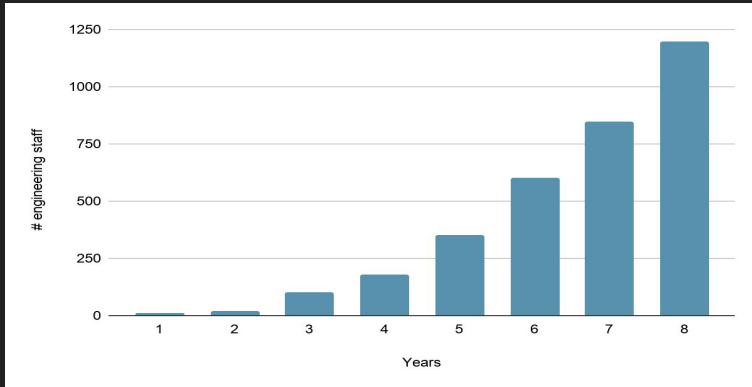
- Successful software?



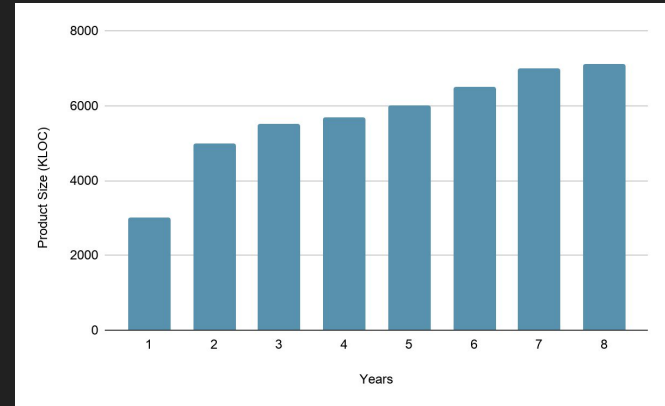
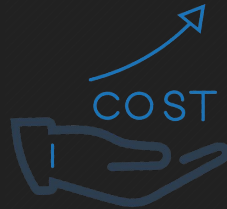
## Technical Debt (TD)



# Technical Debt (TD)



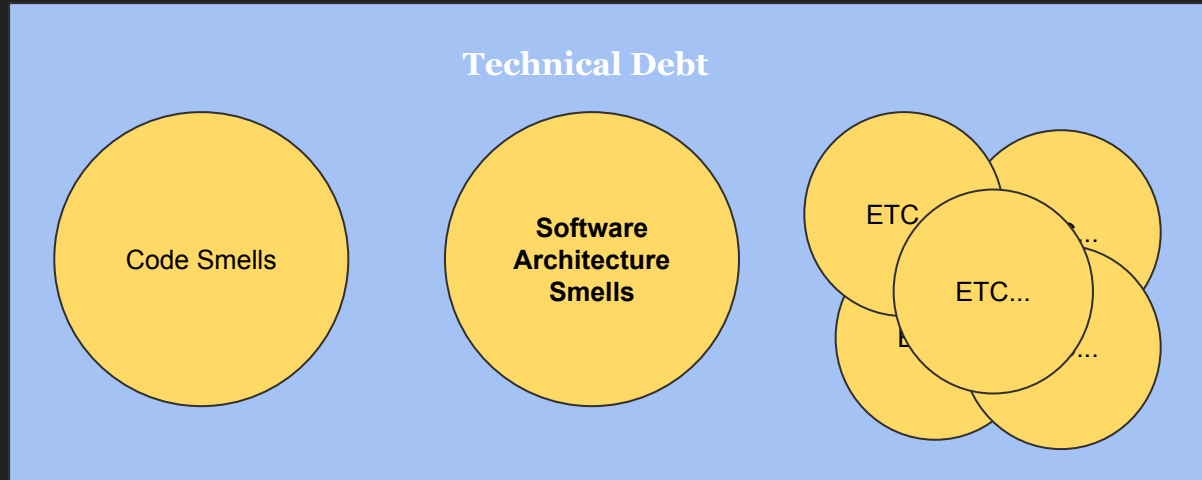
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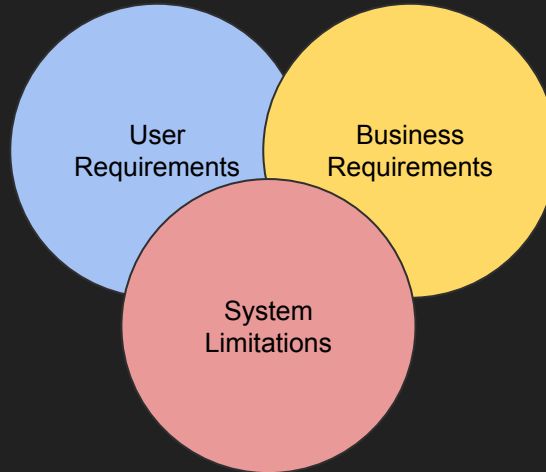
## Technical Debt (TD)





# Software Architecture (SA)

- Structure of a software system
- How components interact with each other

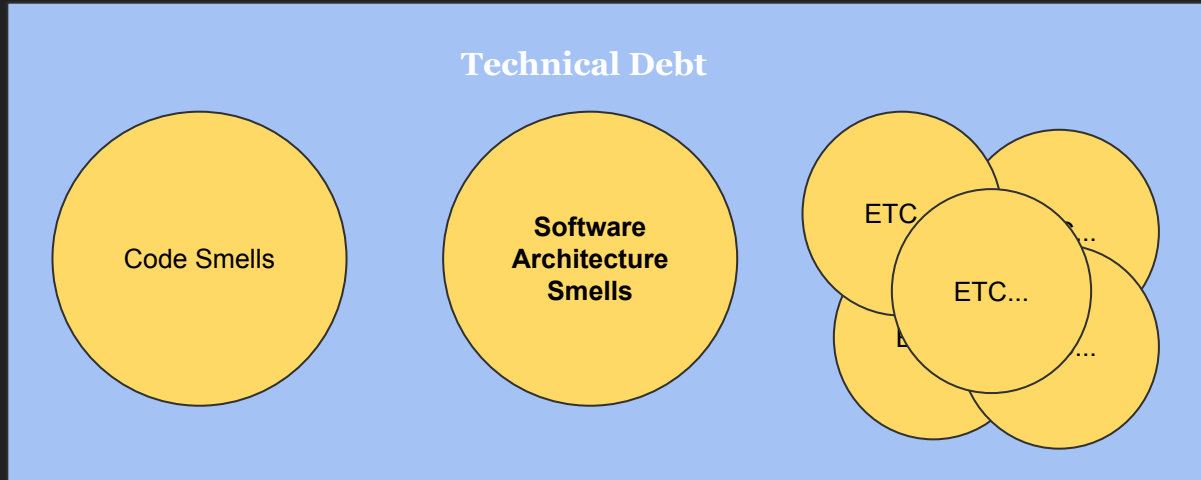


## Software Architectural Smell (SA)

Good SA: “**Minimize the human resources** required to **build and maintain a software system**” (Martin 2019)

- If effort is increased and the productivity decreased => Bad SA
- If the effort is low and stays low throughout the system lifetime => Good SA
  
- Symptoms of bad behavior or anti-pattern is called a **SA Smell**

## Limitations of Technical Debts



Enterprise  
Architecture  
Debts and  
anti-patterns

## Enterprise Architecture Debt (EAD)

From “Towards a definition of enterprise architecture debt” (Hacks et al):

“Enterprise Architecture Debt is a **metric that depicts the deviation** of the **currently present state** of an enterprise from a **hypothetical ideal state.**”

“Towards a Catalog of Enterprise Architecture Smells” (Salentin & Hacks)

- Transferred concepts of **code smells to the domain of EAD**
- The transferred concepts result will be newly defined EA Smells
- Using an EA model and a software to detect EA Smells

## Software Architectural Smells → EA Smells

My thesis will be an extension of “Towards a Catalog of Enterprise Architecture Smells” with the problem statement:

“What corresponding **EA smells** can be defined on the existing **software architecture smells** and anti-patterns?”

## Examination Method

- Thesis will follow the methods of **Design Science Research** (Peppers et al 2006)

~~1) Identify the problem and motivate~~

~~2) Define an objective for a solution~~

**3)** (Currently here) **Design and development of an artifact**

4) Demonstration by using the artifact to solve the problem

5) Evaluating the solution

6) Communicate the search to researchers or practicing professionals

- Identify known SA smells in order to map them to the domain of EA smells
- The outcome of the development are the EA smells, i.e the artifact

## Literature review. First steps

- **Clean Architecture** (Robert C. Martin)
  - A credible author that has written many books about software architecture
  - S.O.L.I.D a well-known set of principles of how to design a good software architecture
  - Breaking the principles = smells
- **Automatic Detection of Instability Architectural Smells** (Fontana et al)
  - Well cited paper
  - A software to automatically detect software architectural smells

## Questions and limitations

- Are there any overlapping in between code smells and SA smells?
  - What are their relation to each other?
- There is a lot of research and paper in SA smells, how to know where to limit and know what is most credible?
- The validity of the EA model may be a limitation.



**To be continued...**

Thanks!