

# Building Evolutionary Architectures

@patkua

TU Berlin - Jan 2019





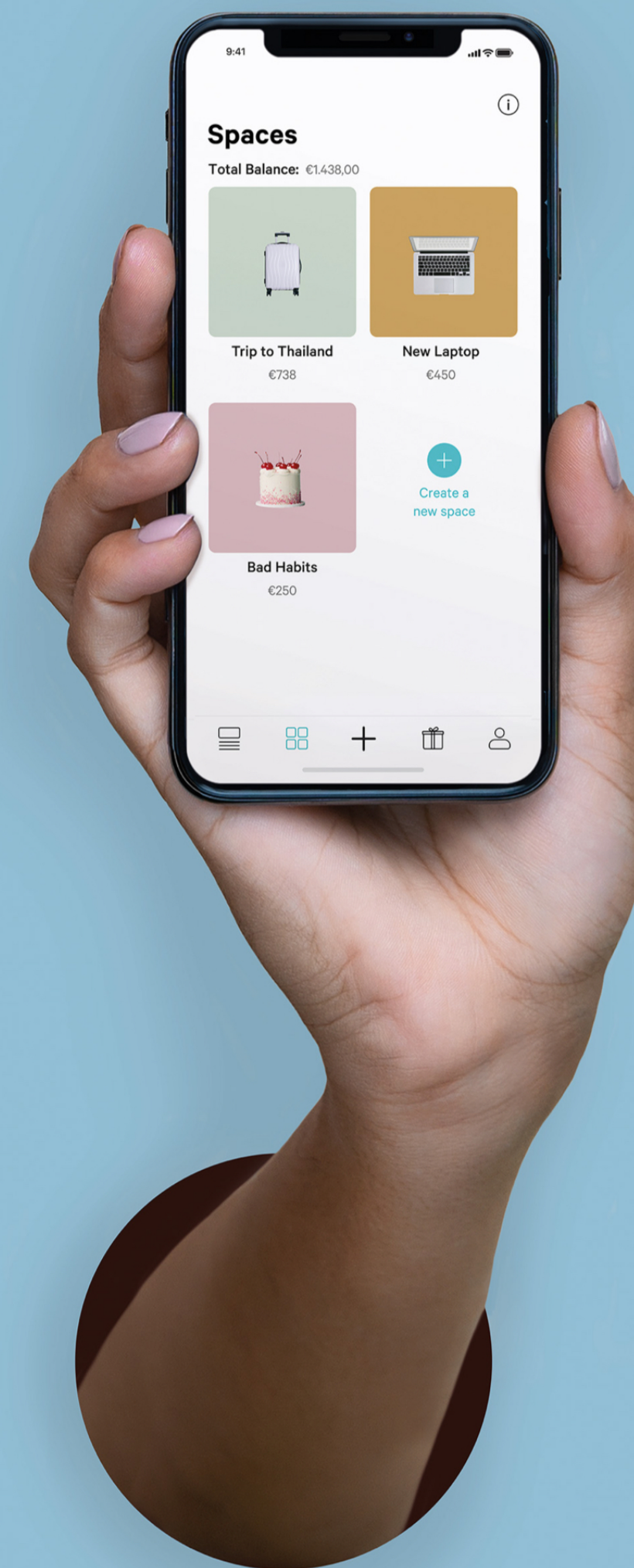
The first bank  
you'll love

#n26reasons

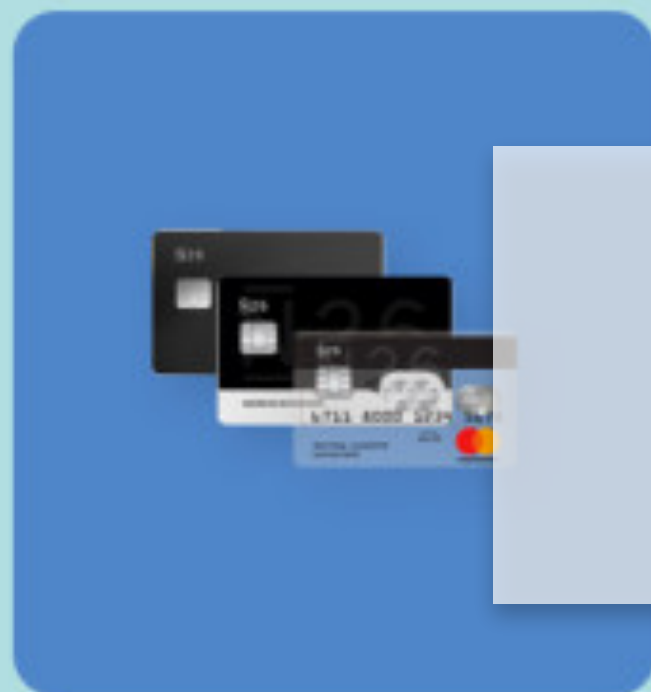


# Banking, this beautiful

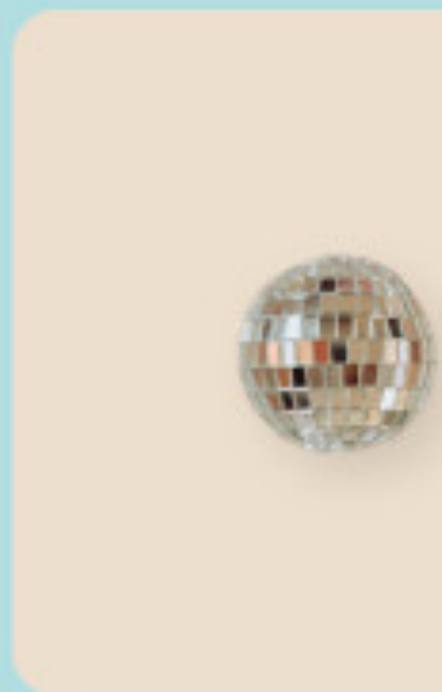
#26reasons





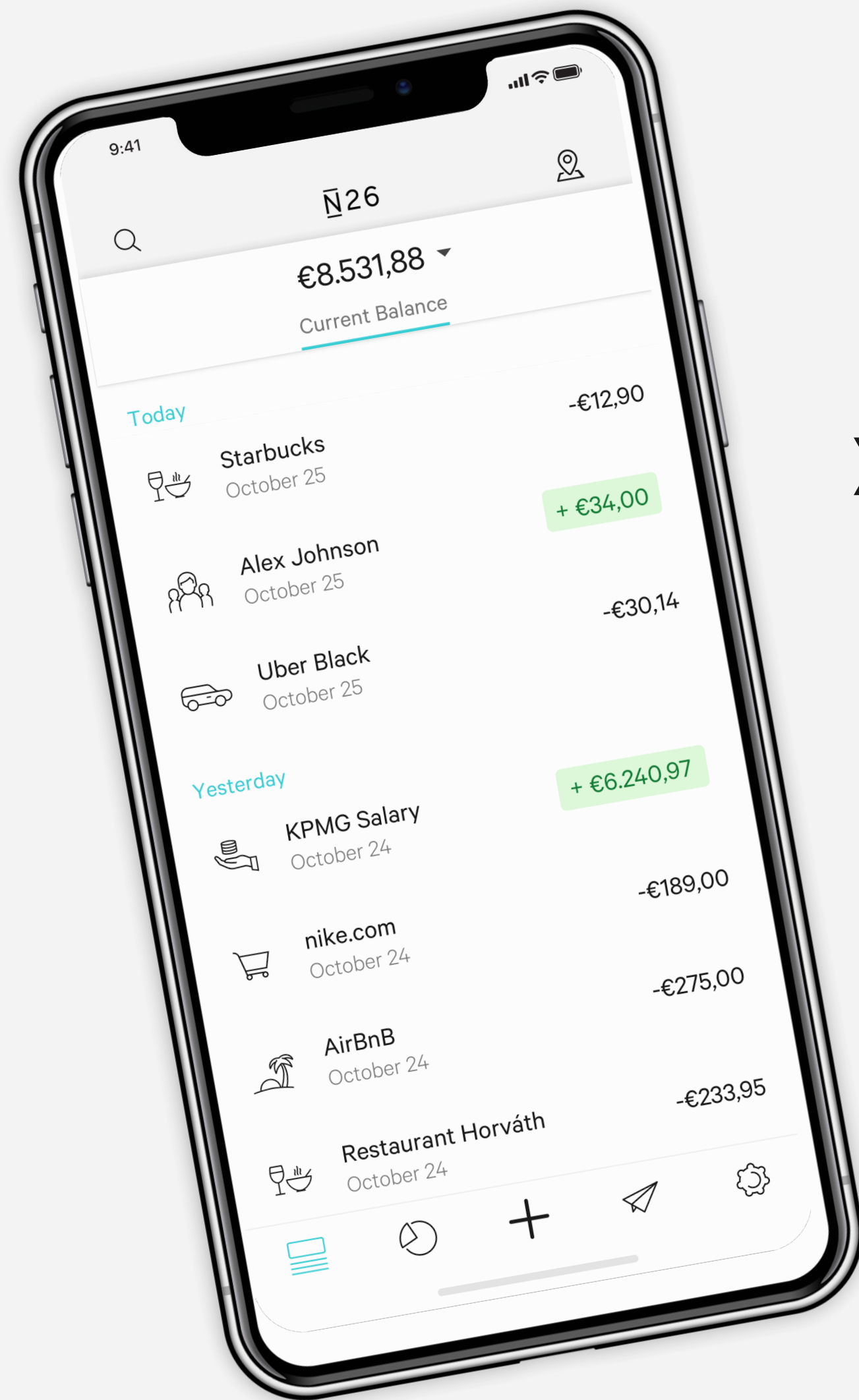


# N26 Spaces



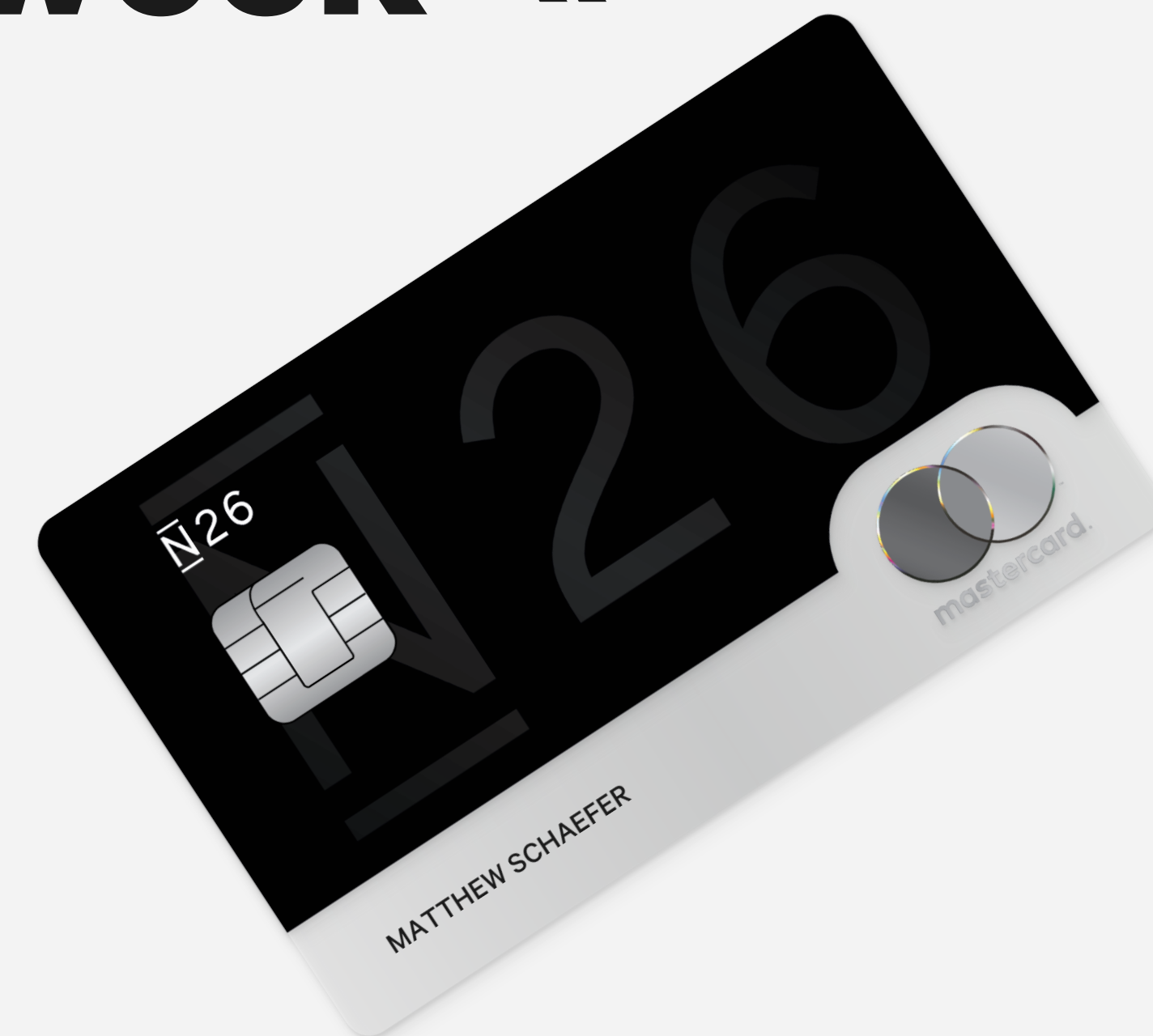


**Make your goals a reality  
with Spaces.**

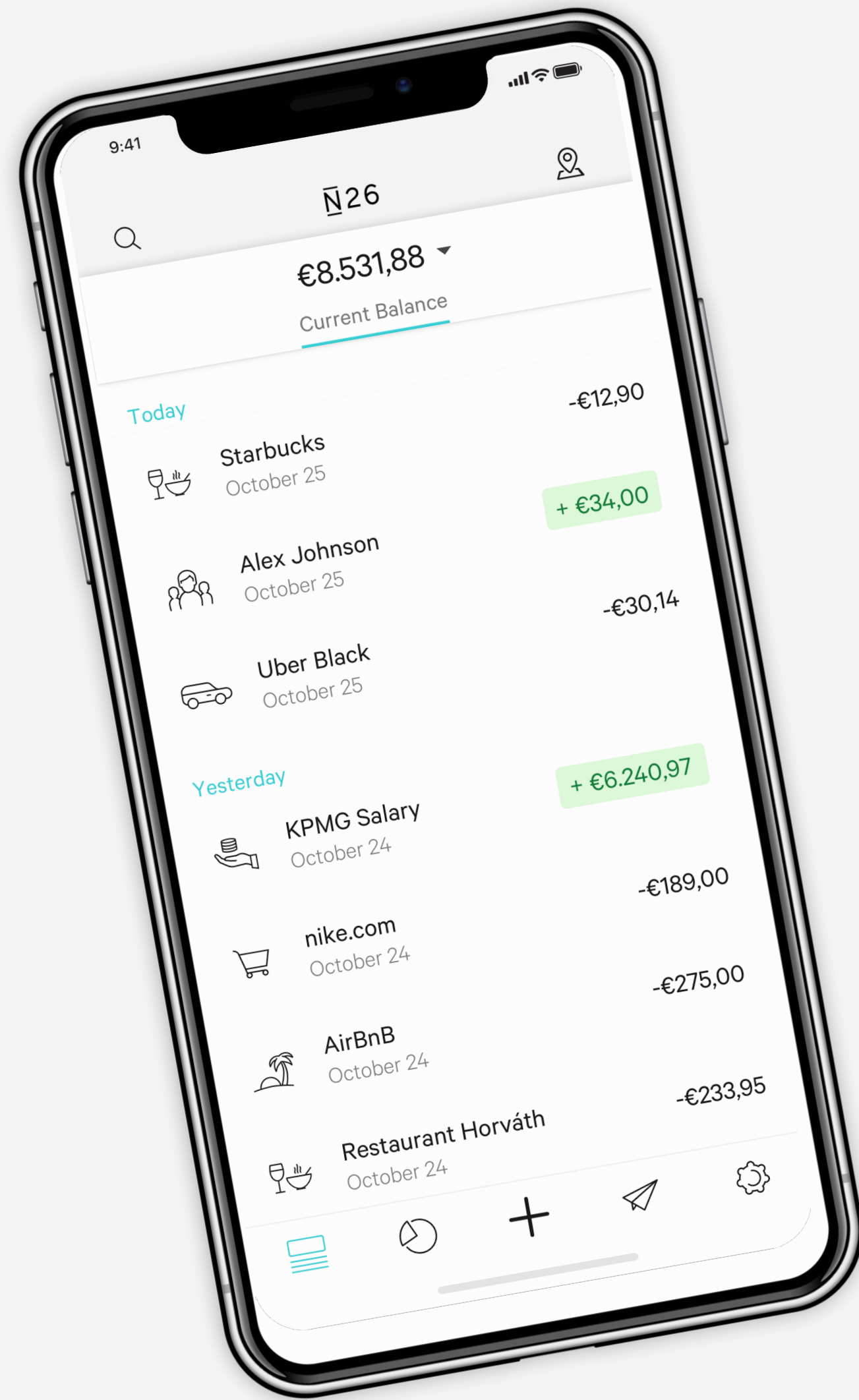


» **N26 is the modern bank**  
**with 120+ deploys/week** «

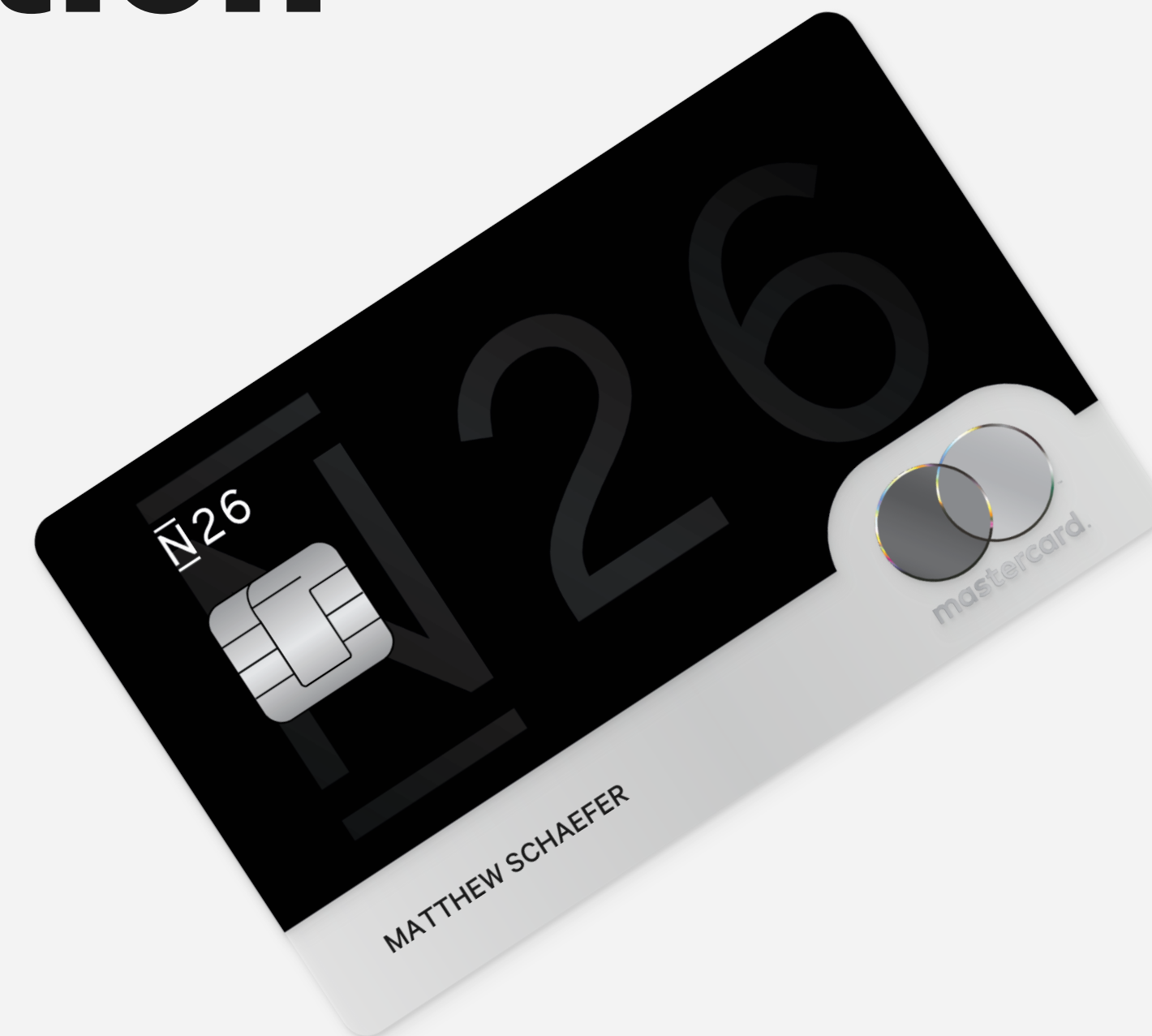
enabled by a platform built  
with CD and Infra-as-Code







» **\$300M D-round**  
**with \$2.7B valuation** «





# CTO of N26

I am building the technology group behind the modern bank designed for the digital age.

We are looking for people to join us on that journey:

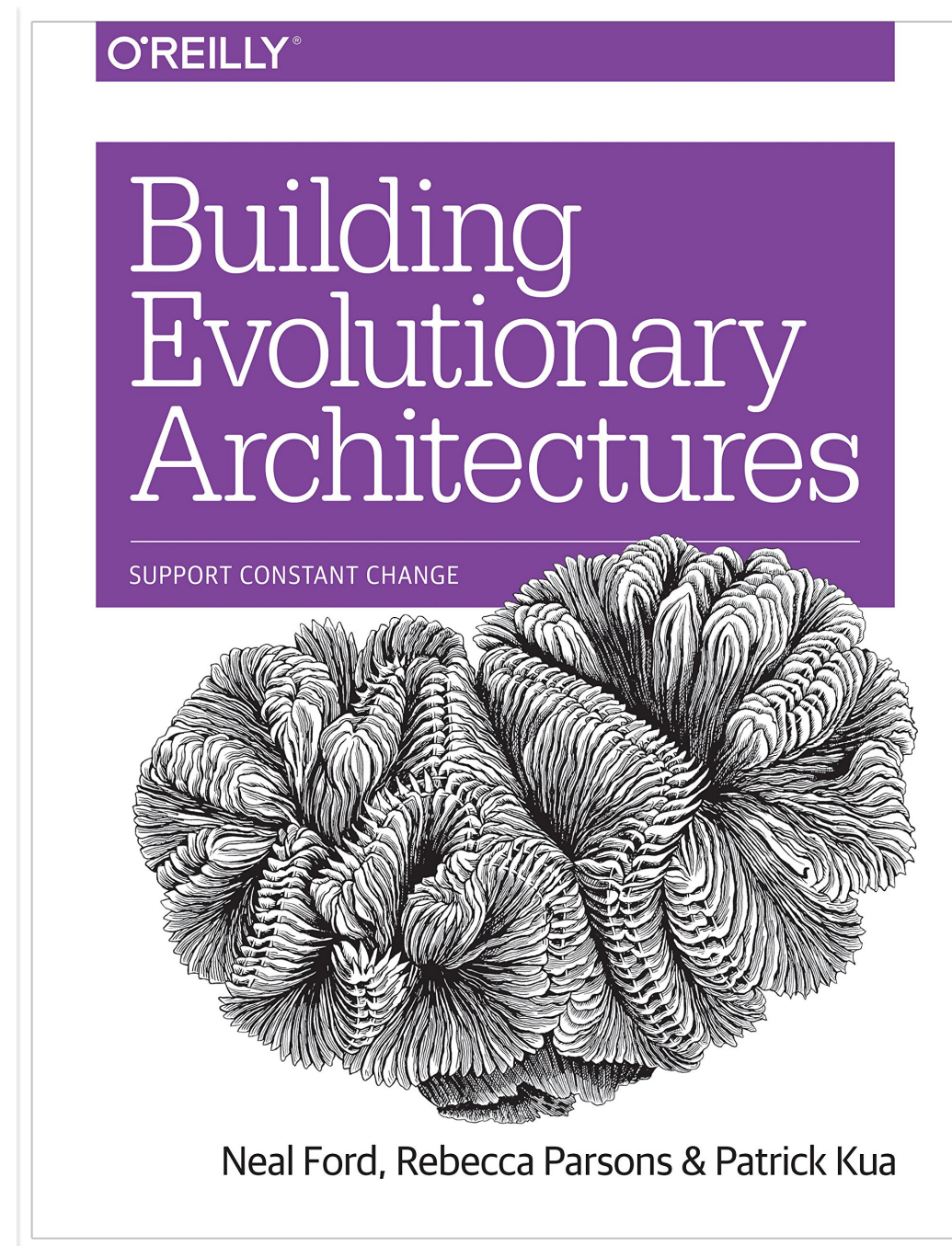
<https://n26.com/jobs/> (Berlin)

#leader #coach #architect #developer #life-long-learner  
#speaker #author

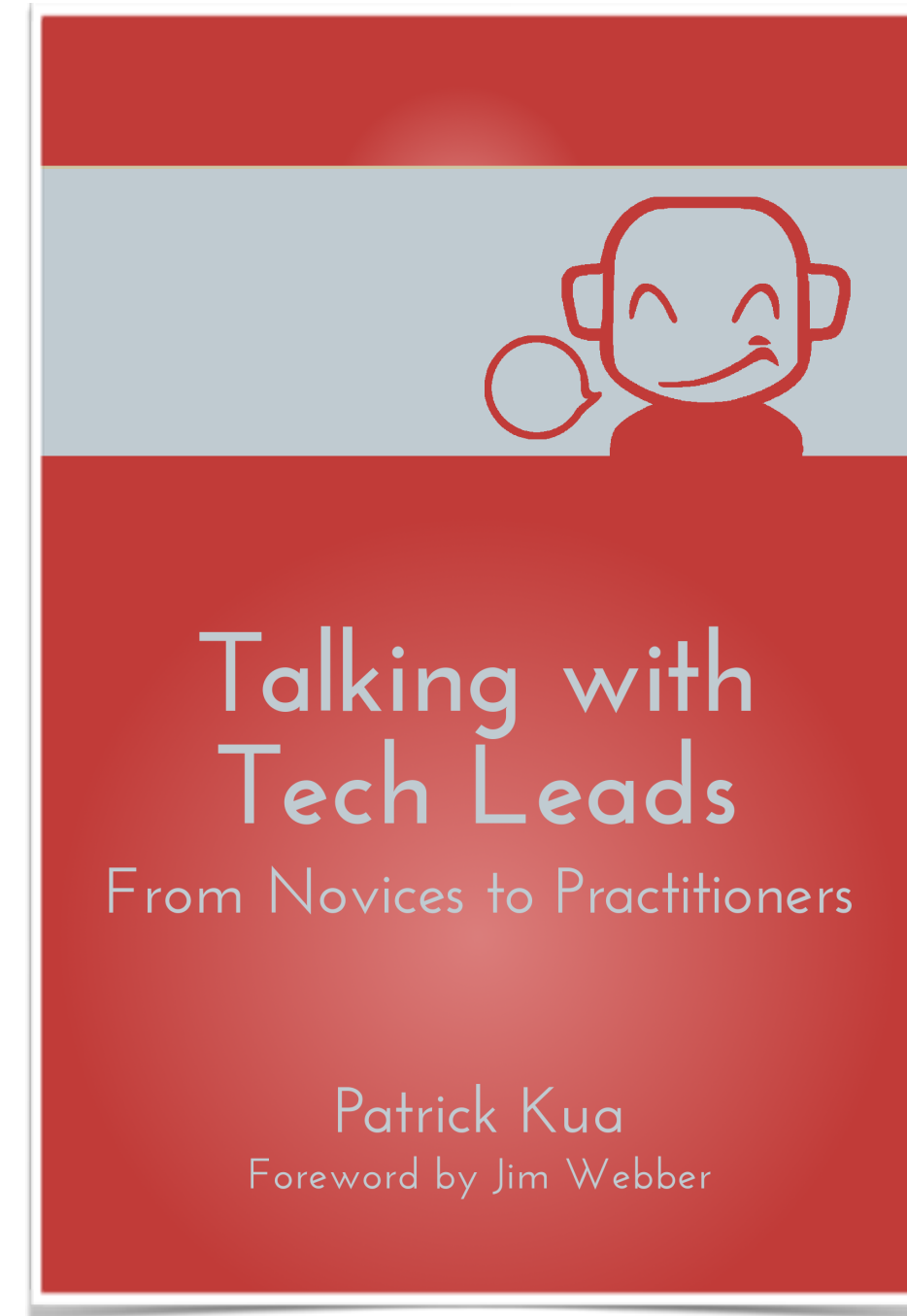




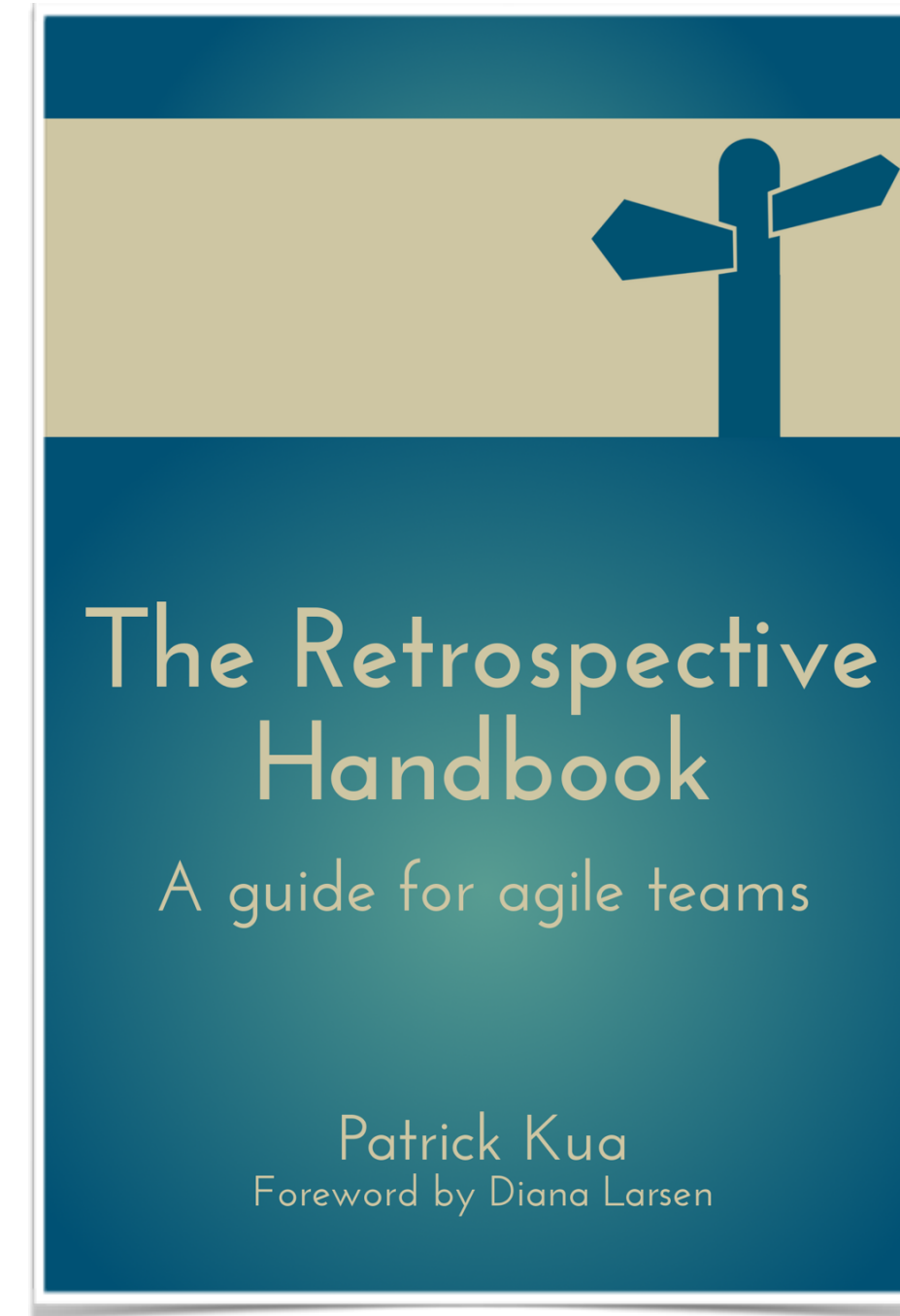
# CTO of N26



[thekua.io/evolarch](https://thekua.io/evolarch)



[thekua.io/twtl](https://thekua.io/twtl)



[thekua.io/retrobook](https://thekua.io/retrobook)





# EVOLUTION





# CHANGE

**... is inevitable**

# CHANGE

Technical Domain



# Technical

Programming languages

Libraries

Frameworks

Tools

Operating environments

Technical constraints

# CHANGE

Technical Domain

# Domain

Revenue models

Base technology adoption

Competitors

Customer needs

Markets

Products



# CHANGE

**... is inevitable**

**If CHANGE**

**... is inevitable then**



# WHAT IF...

we architected a  
system for change?



**DEFINITION**





# DEFINITION

An evolutionary architecture supports **incremental, guided** change as a first principle along **multiple dimensions**



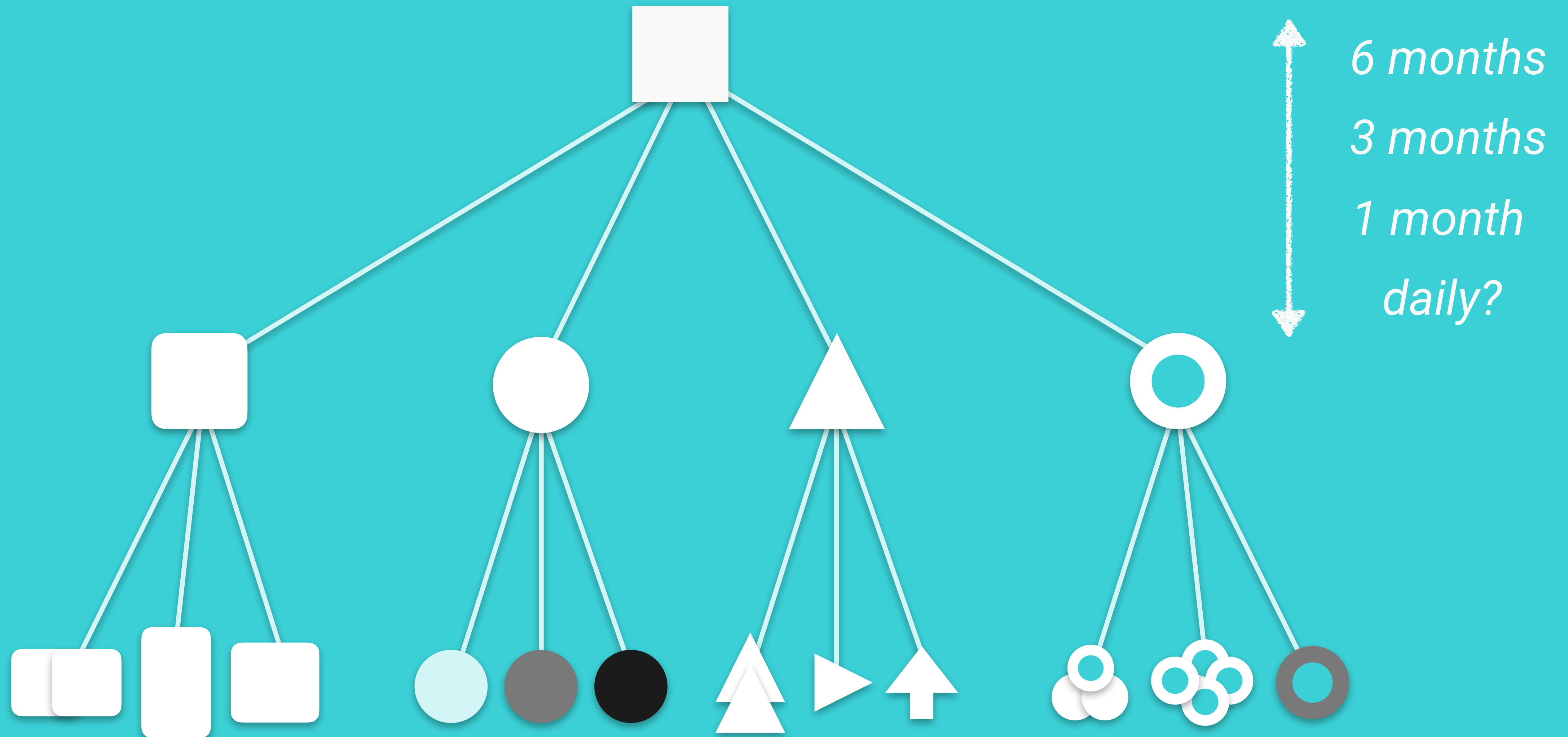
Architectures are evolved through  
**incremental** releases

**GENERATIONS**



**Incremental** releases represent  
**GENERATIONS**

# GENERATIONS





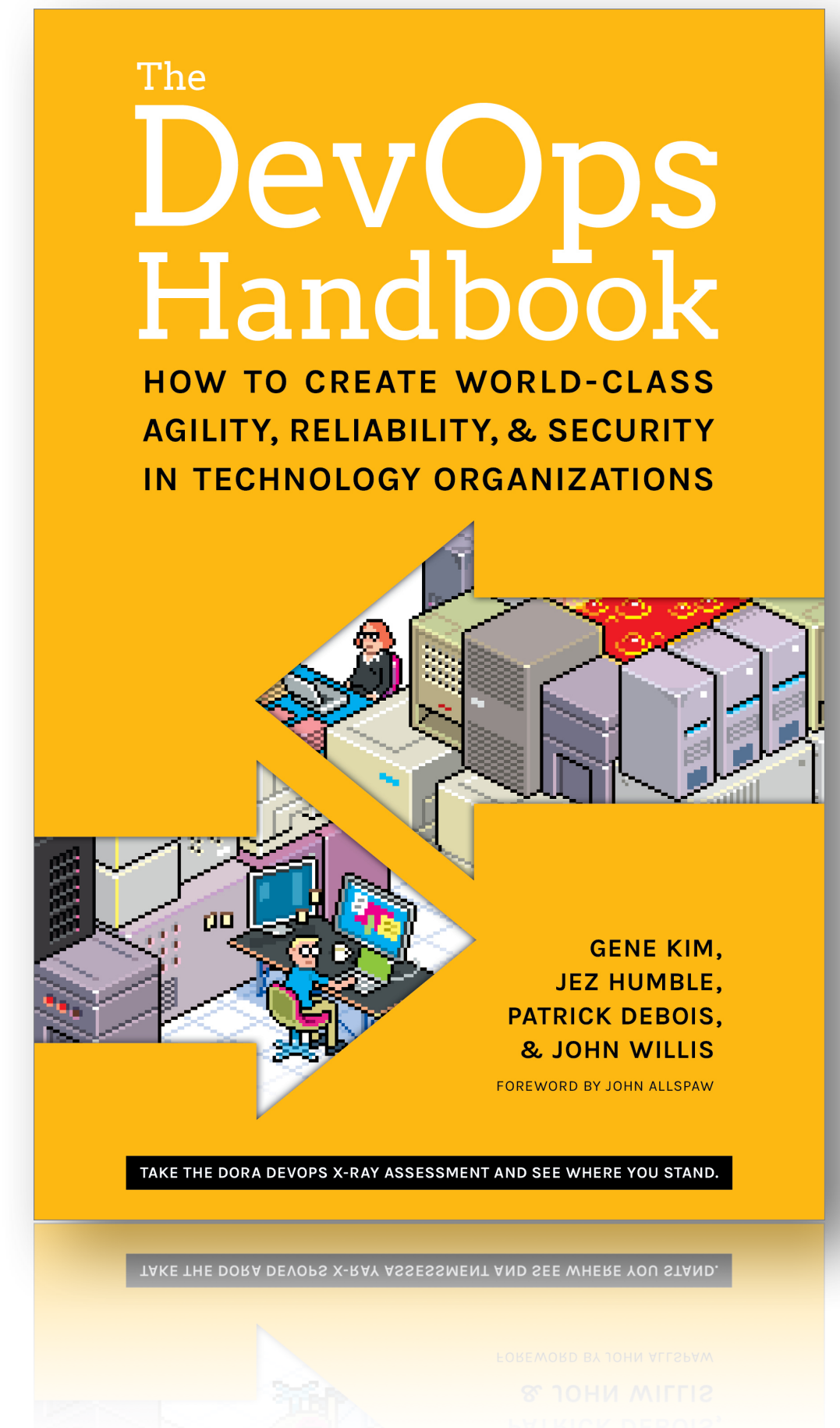
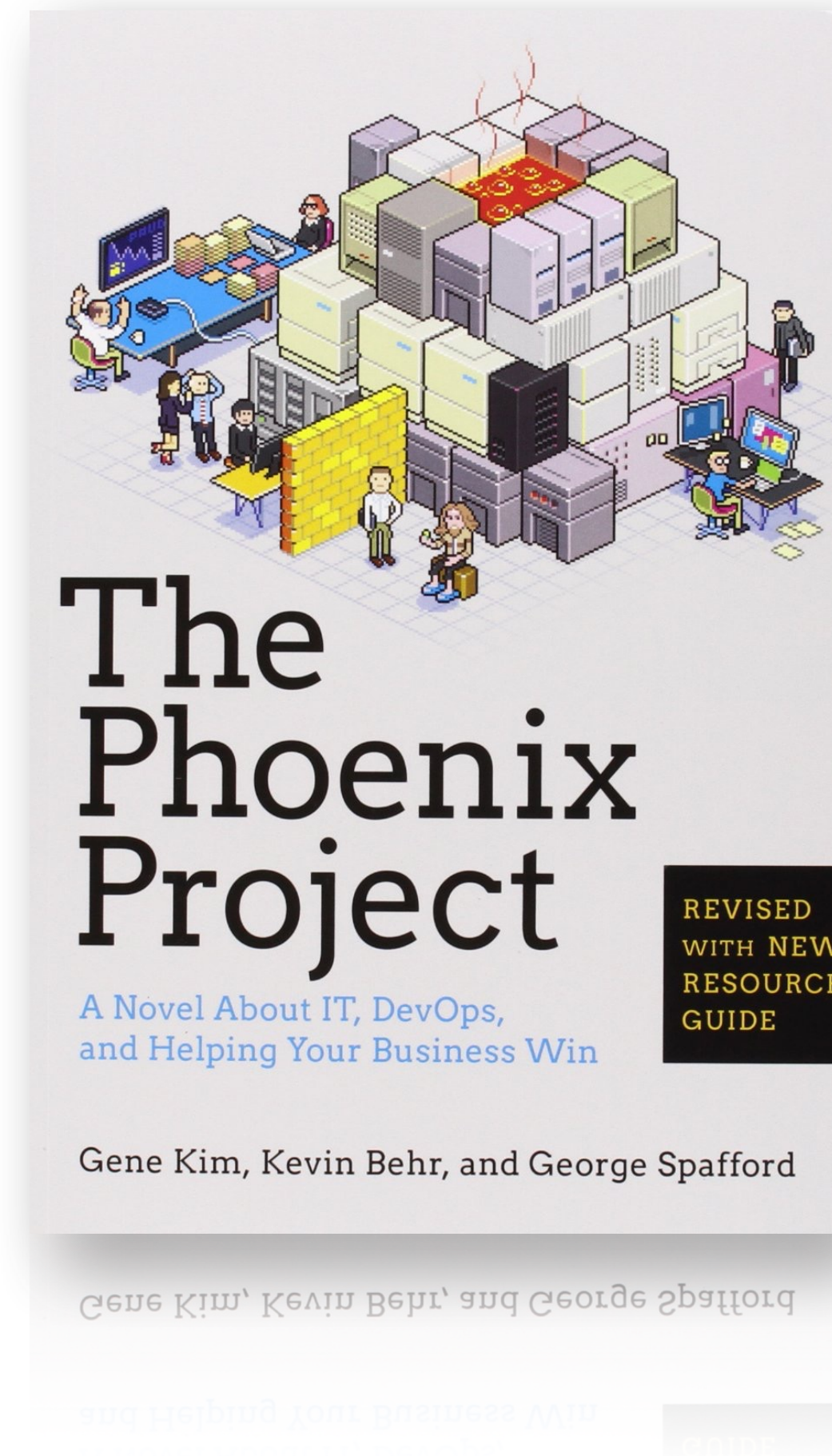
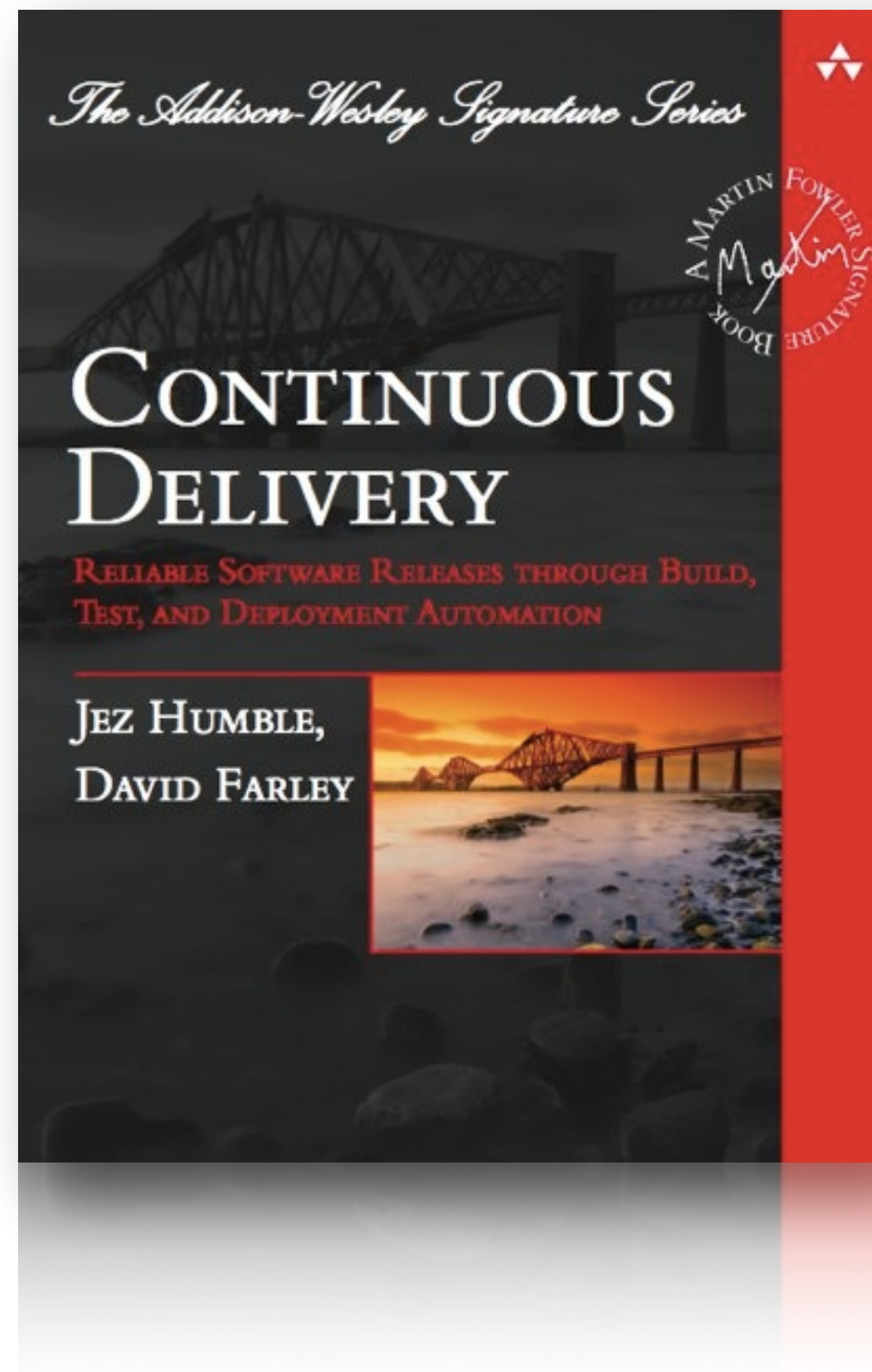
# GENERATIONS

**GENERATIONS = CYCLE TIME**

Time taken to get a simple  
change into production

*repeatably*  
*reliably*

# GENERATIONS = CYCLE TIME





# GENERATIONS = CYCLE TIME

Continuous Integration

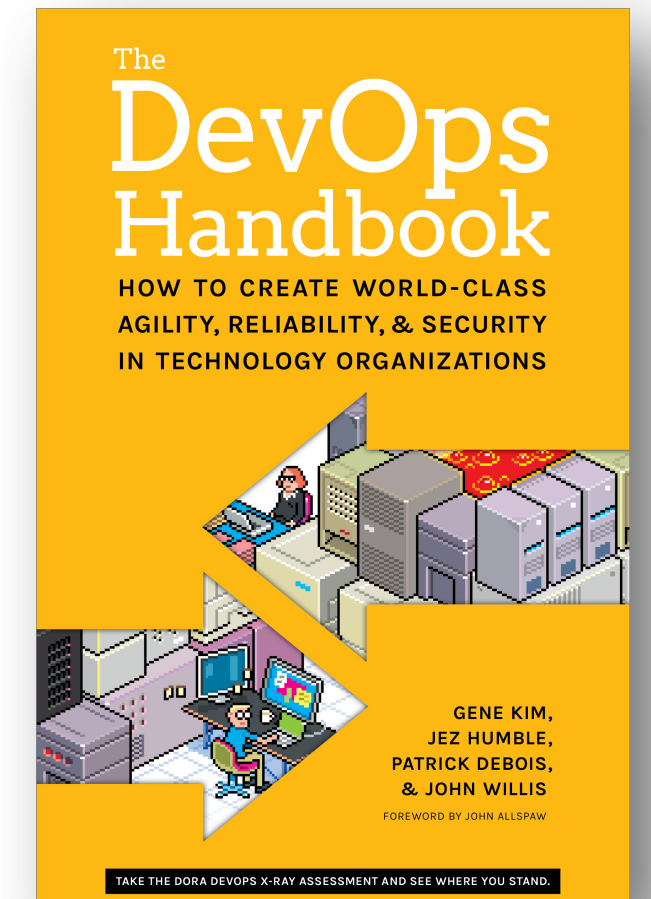
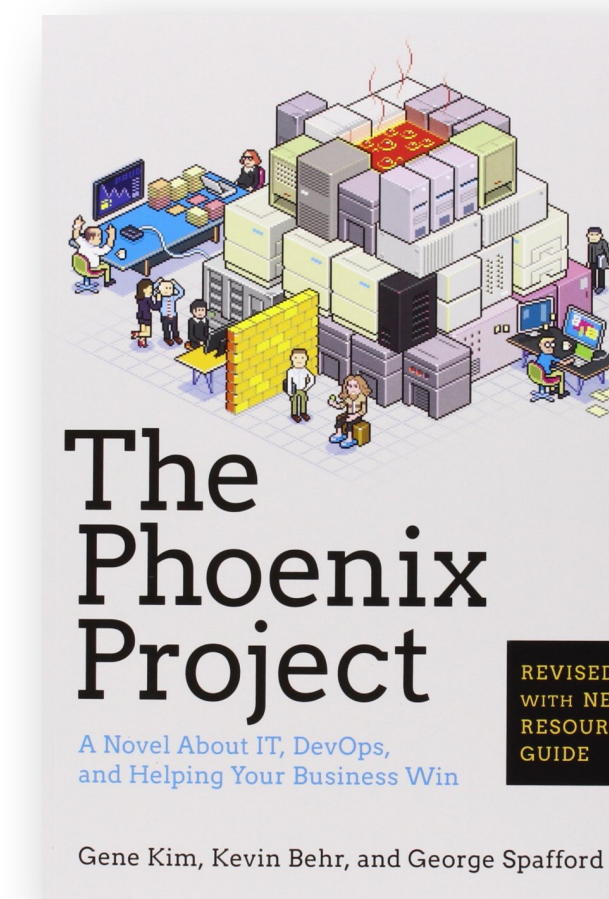
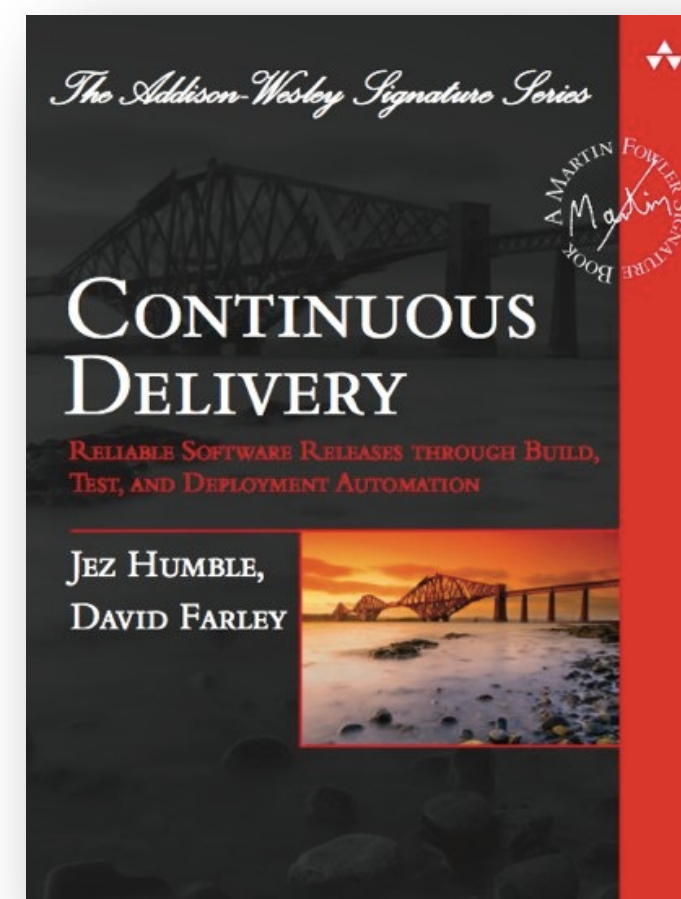
Automate everything

Keep everything in source control

“Done” means released (into production)

Shared release responsibility

Improve continuously



# BUILDING ARCHITECTURE

Architect  Develop  Release

# WHAT IS ARCHITECTURE?



# WHAT IS ARCHITECTURE?

“Software architecture is the **decisions** which are both important and hard to change.”

- Martin Fowler

Source: <https://www.youtube.com/watch?v=DngAZyWMGR0>

# WHAT IS ARCHITECTURE?

“...architecture is about **understanding** what you need to build, creating a vision for building it and making the appropriate **design decisions**”

- Simon Brown

Source: Architecture for Software Developers

# WHAT IS ARCHITECTURE?

“Architecture is the **decisions**  
that you **wish you could get right** early in a project”

- Ralph Johnson

Source: Who needs an Architect? (Fowler 2003)



Architect



Develop



Release



Make important  
decisions here



Easy stuff  
here



How hard is  
that?

What appears important  
here may not be important



Architect

~~Make important  
decisions here~~



We learn a lot more  
about the problem space  
and false assumptions



Develop

~~Easy stuff  
here~~



Much harder than we  
thought!



Release

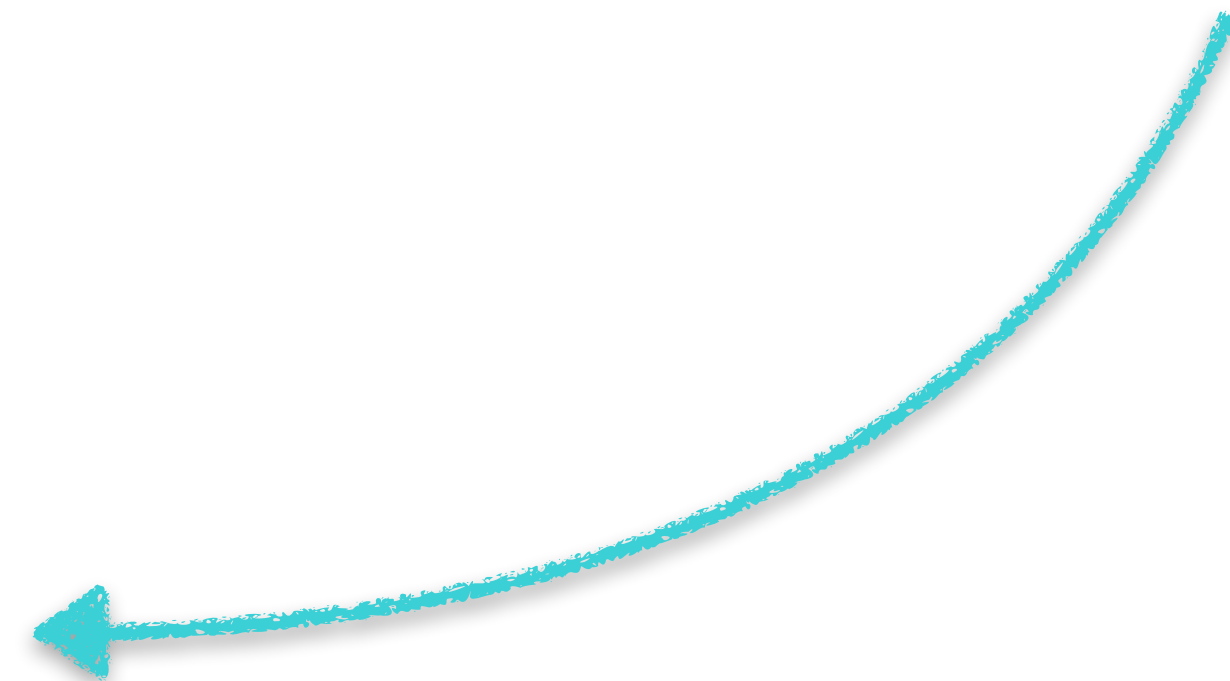
~~How hard is  
that?~~



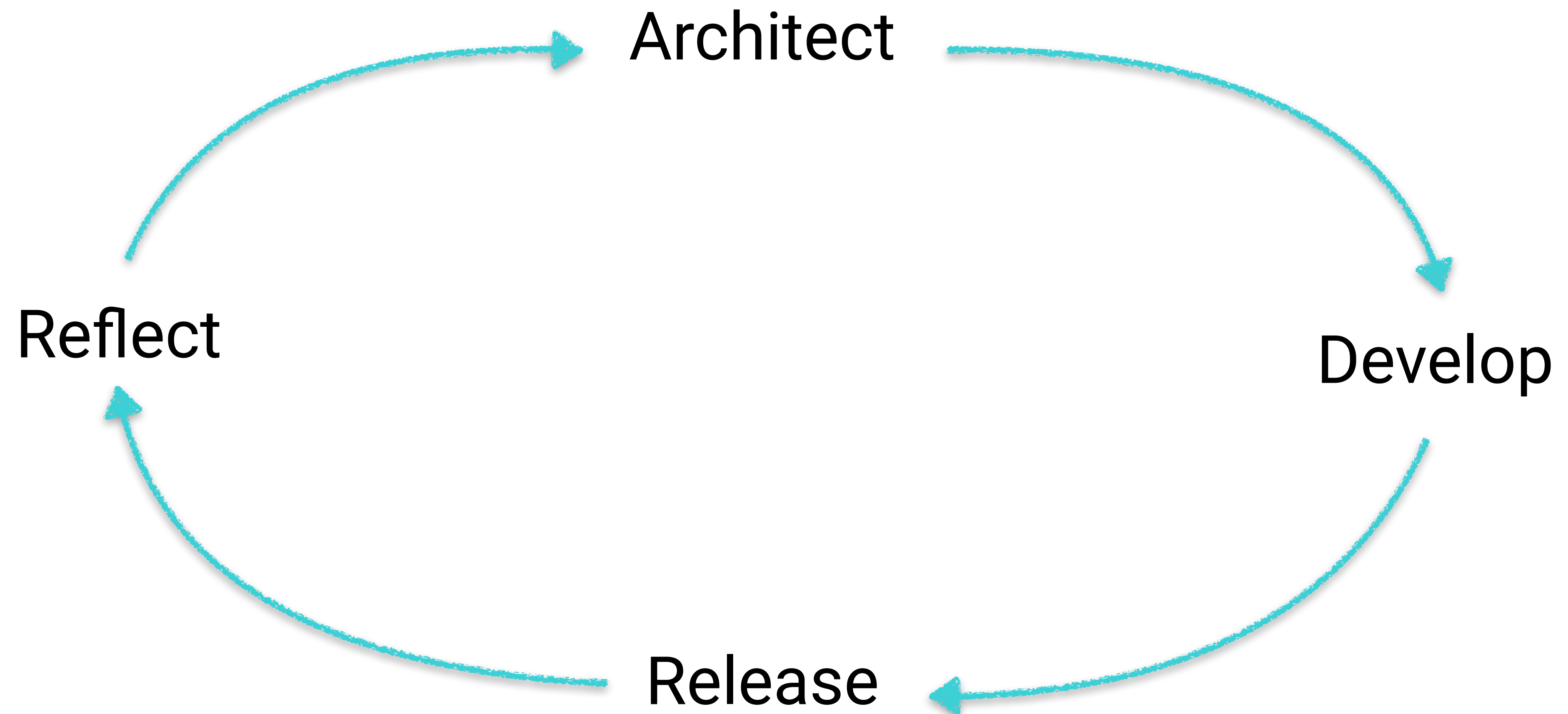
Architect

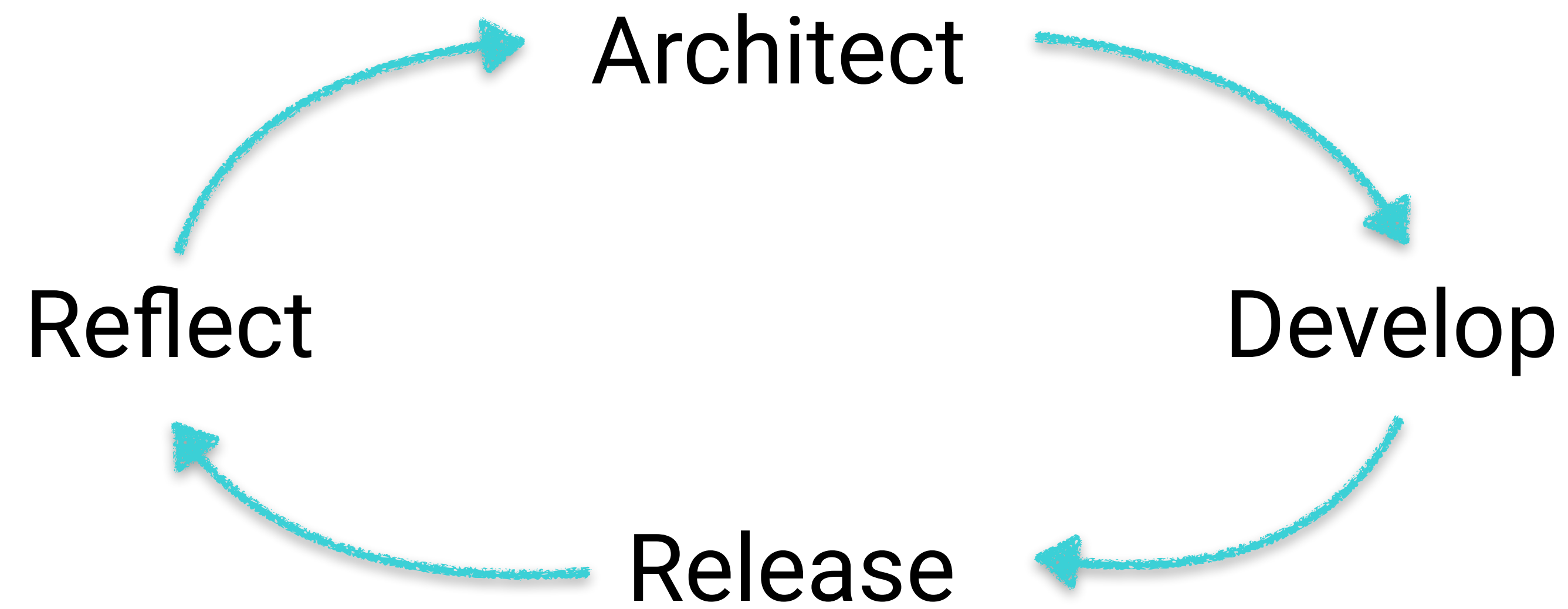
Develop

Release









Cycle time = constraint

# DEFINITION

An evolutionary architecture supports **incremental, guided** change as a first principle along **multiple dimensions**



Evolutionary architectures  
are **guided** with  
**FITNESS FUNCTIONS**



# FITNESS FUNCTIONS

“An objective function that measures how close a given solution fits to a particular goal”

# FITNESS FUNCTIONS

NFRs  
CFRs  
Quality Attributes

## IMPORTANT

## UNIMPORTANT

Strong audit trail

Large # of users

Low response time

Heavy legal compliance

Availability

Mobile responsive

Internationalisation & Localisation

Monitoring

# FITNESS FUNCTIONS

NFRs  
CFRs  
Quality Attributes

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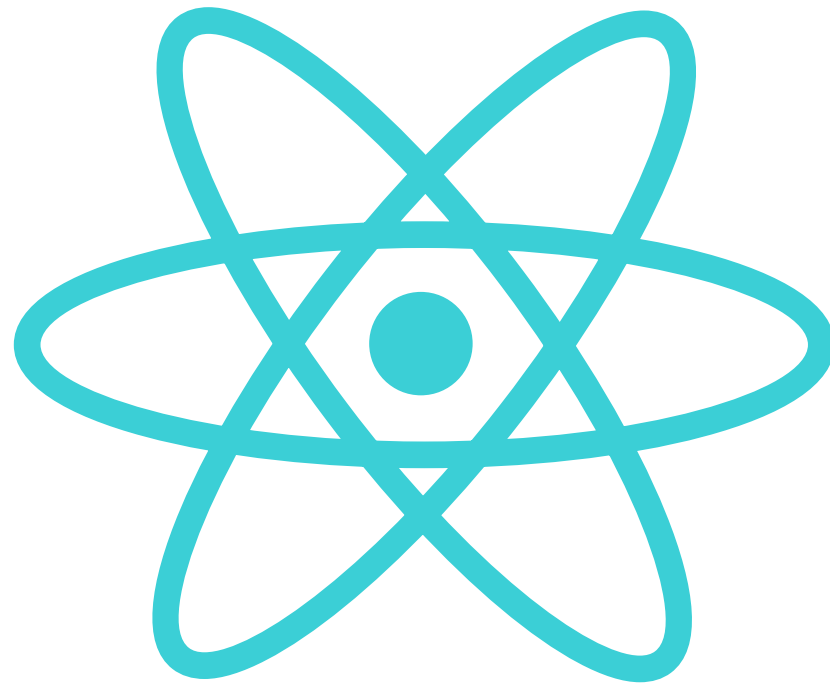
# FITNESS FUNCTIONS

“An objective function that measures how close a given solution fits to a particular goal”

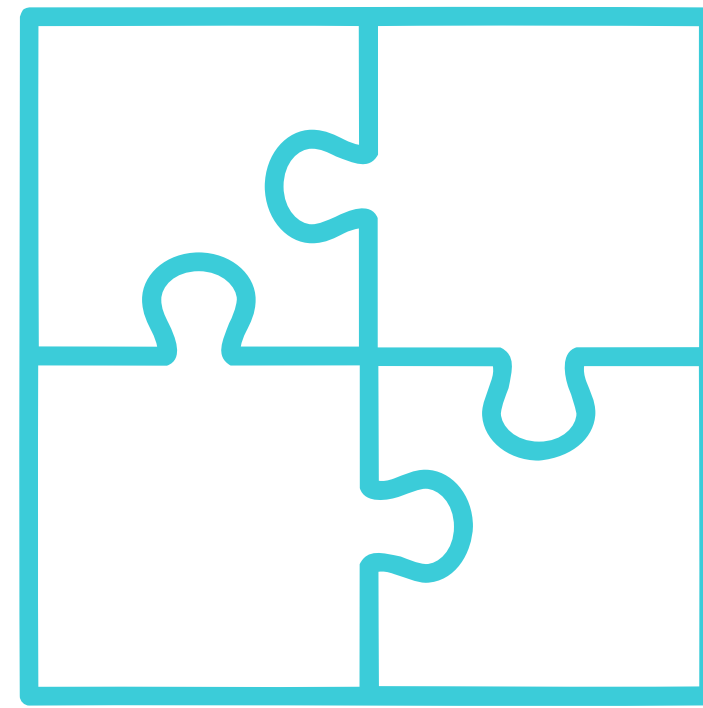
Metrics, Tests and Process



# FITNESS FUNCTIONS



atomic



holistic

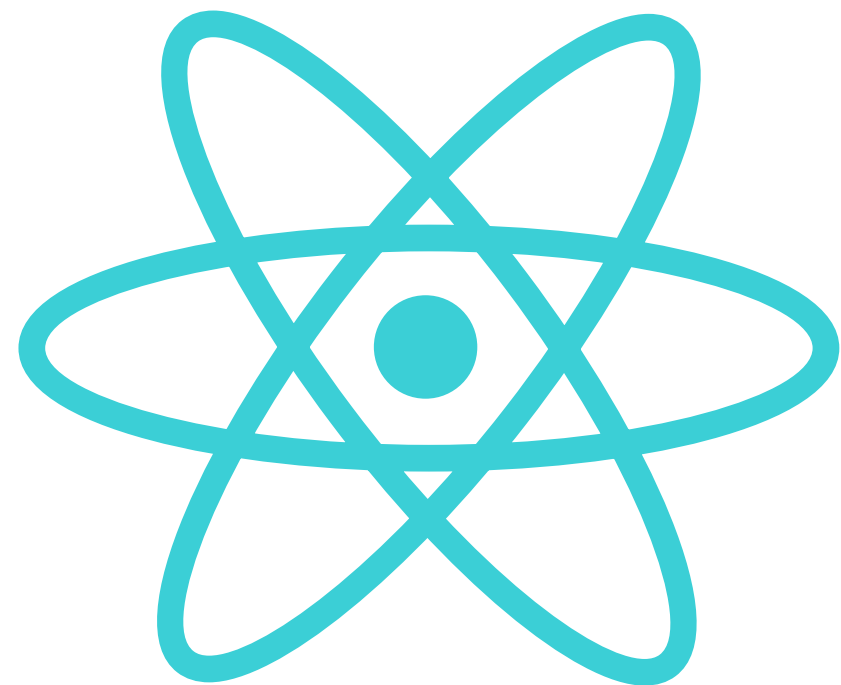


continuous

## Metrics, Tests and Process

# FITNESS FUNCTIONS

```
/**  
 * Ensure codebase does not contain cyclic dependencies  
 */  
public void testAllPackages() {  
    Collection packages = jDepend.analyze();  
    assertFalse("Cycles exist", jDepend.containsCycles());  
}
```

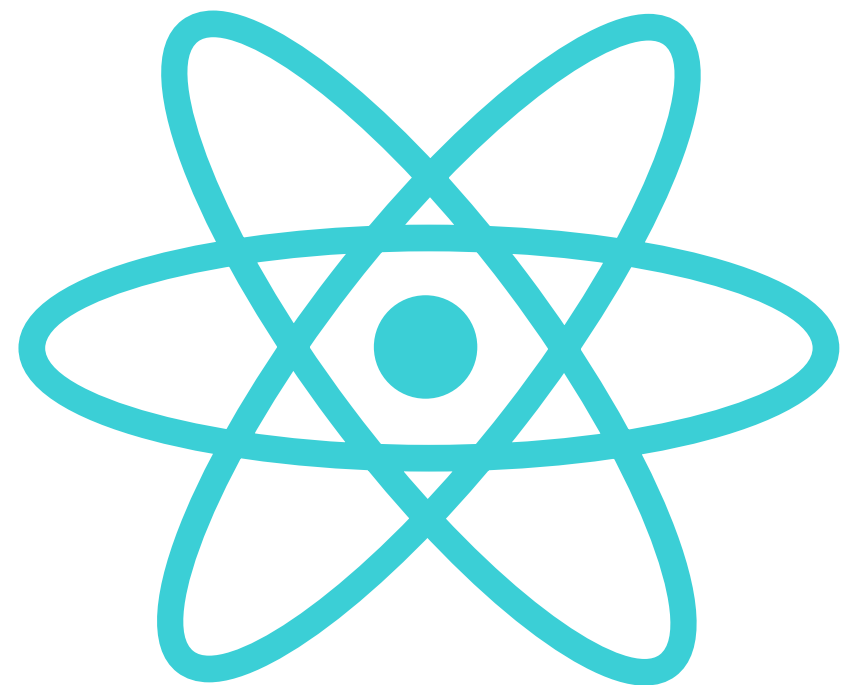


atomic

Source: <https://github.com/clarkware/jdepend>

# FITNESS FUNCTIONS

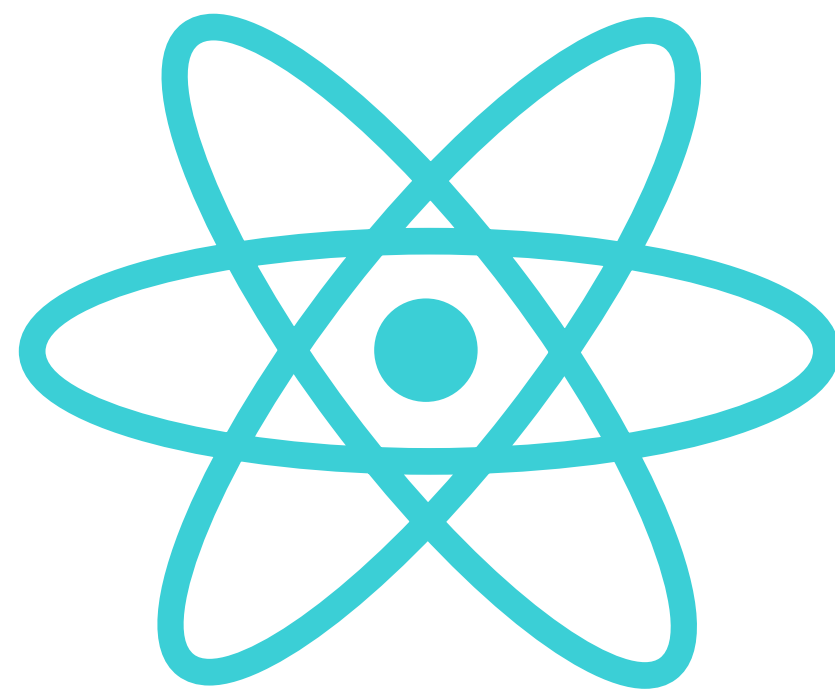
```
public void testAllPackages() throws Exception {  
    JDepend jDepend = buildNewJDepend();  
    DependencyConstraint constraint = new DependencyConstraint();  
    JavaPackage web = constraint.addPackage("com.thekua.web");  
    JavaPackage util = constraint.addPackage("com.thekua.util");  
    JavaPackage repository = constraint.addPackage("com.thekua.dao");  
  
    web.dependsOn(util);  
    repository.dependsOn(util);  
    web.dependsOn(repository);  
  
    jDepend.analyze();  
  
    assertTrue("Dependency mismatch", jDepend.dependencyMatch(constraint));  
}
```



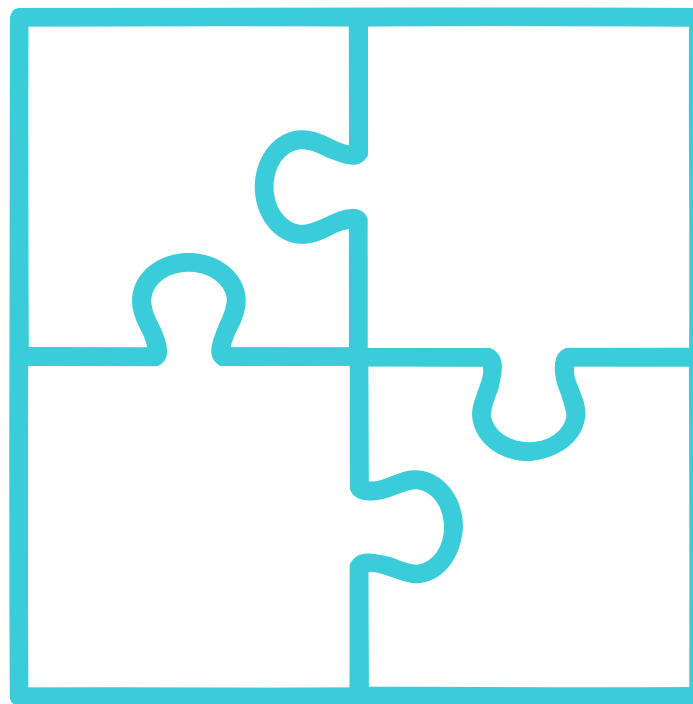
atomic

Source: <https://github.com/clarkware/jdepend>

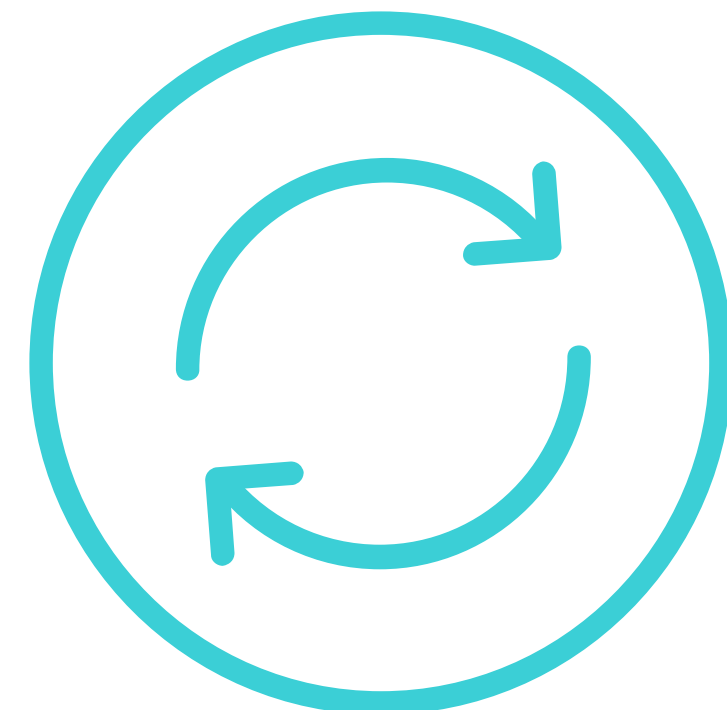
# FITNESS FUNCTIONS



atomic



holistic



continuous



# FITNESS FUNCTIONS

Performance was particularly critical

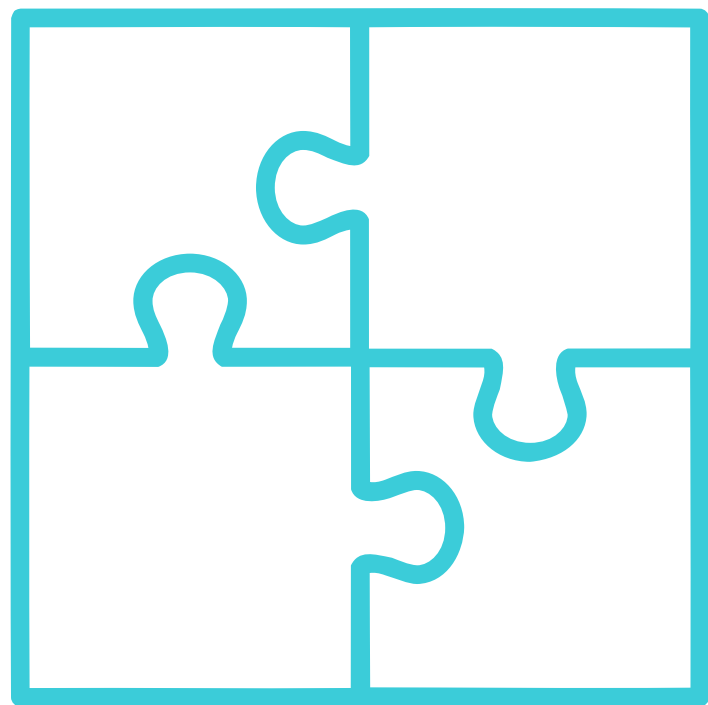
Build a CD pipeline of performance tests

Sanity performance test

Memory soak test

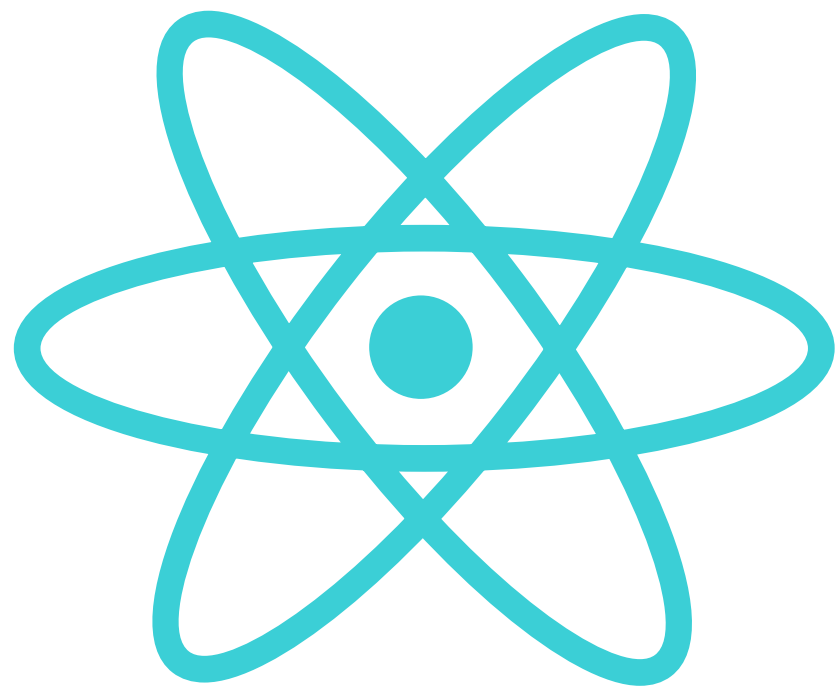
Detected unusual behaviour in a test run

Found that disk controller had been misconfigured

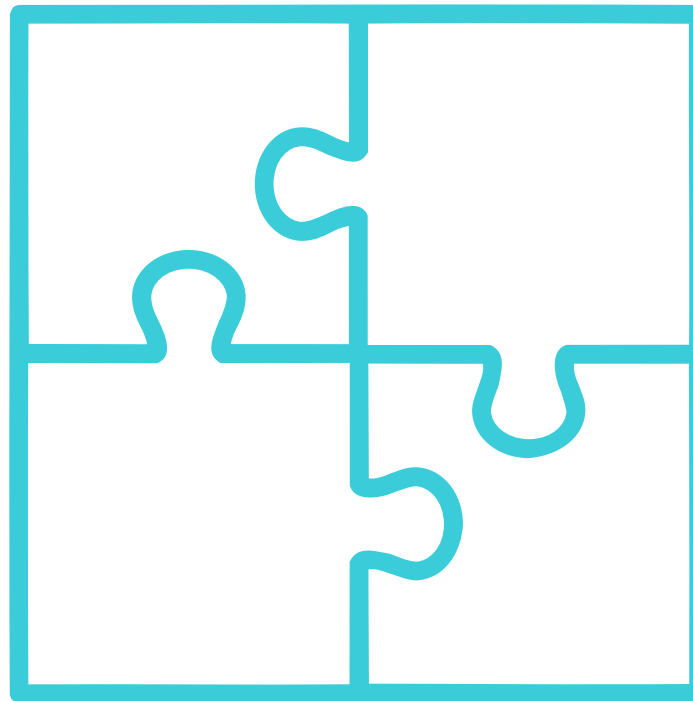


holistic

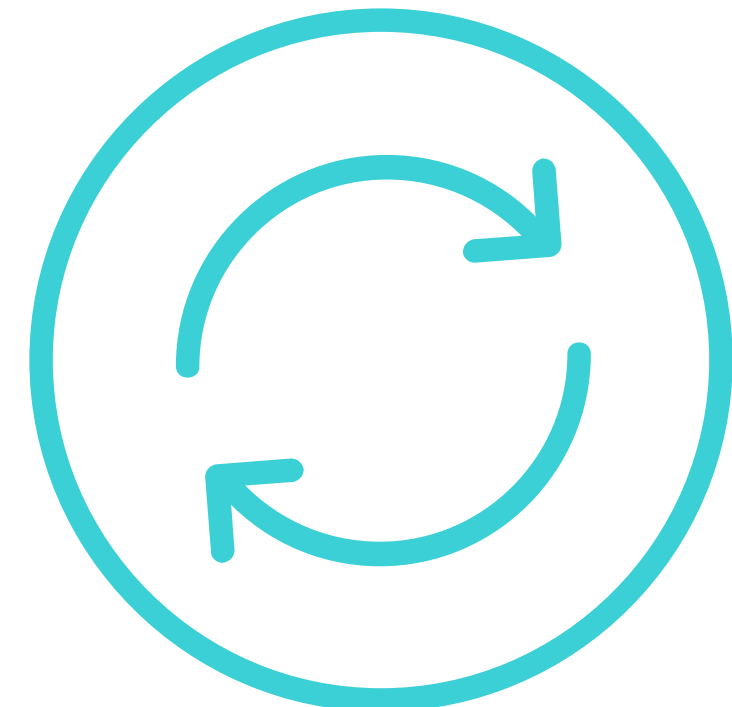
# FITNESS FUNCTIONS



atomic

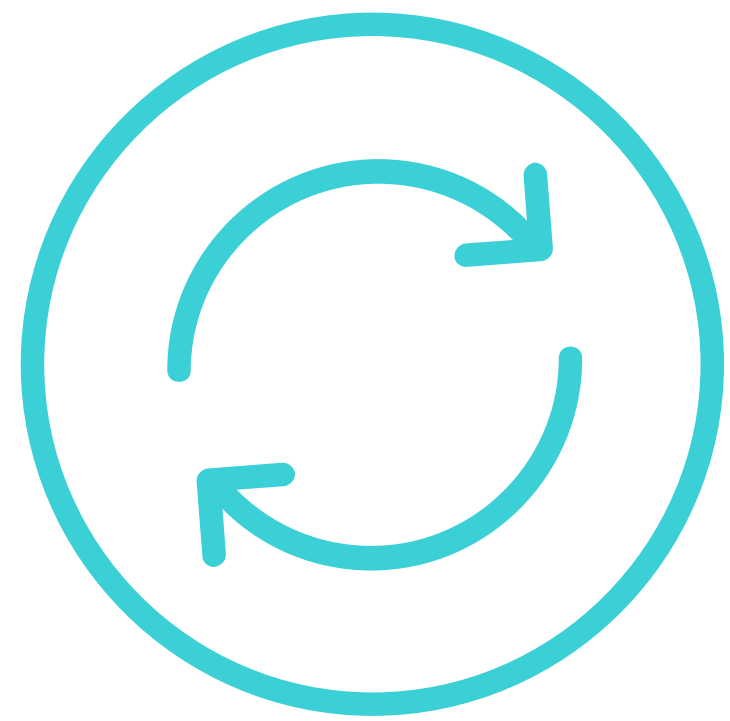


holistic



continuous

# FITNESS FUNCTIONS



continuous



# FITNESS FUNCTIONS & CD

*“If it hurts, do it more often”*

- Continuous Delivery

## Metrics, Tests and Process



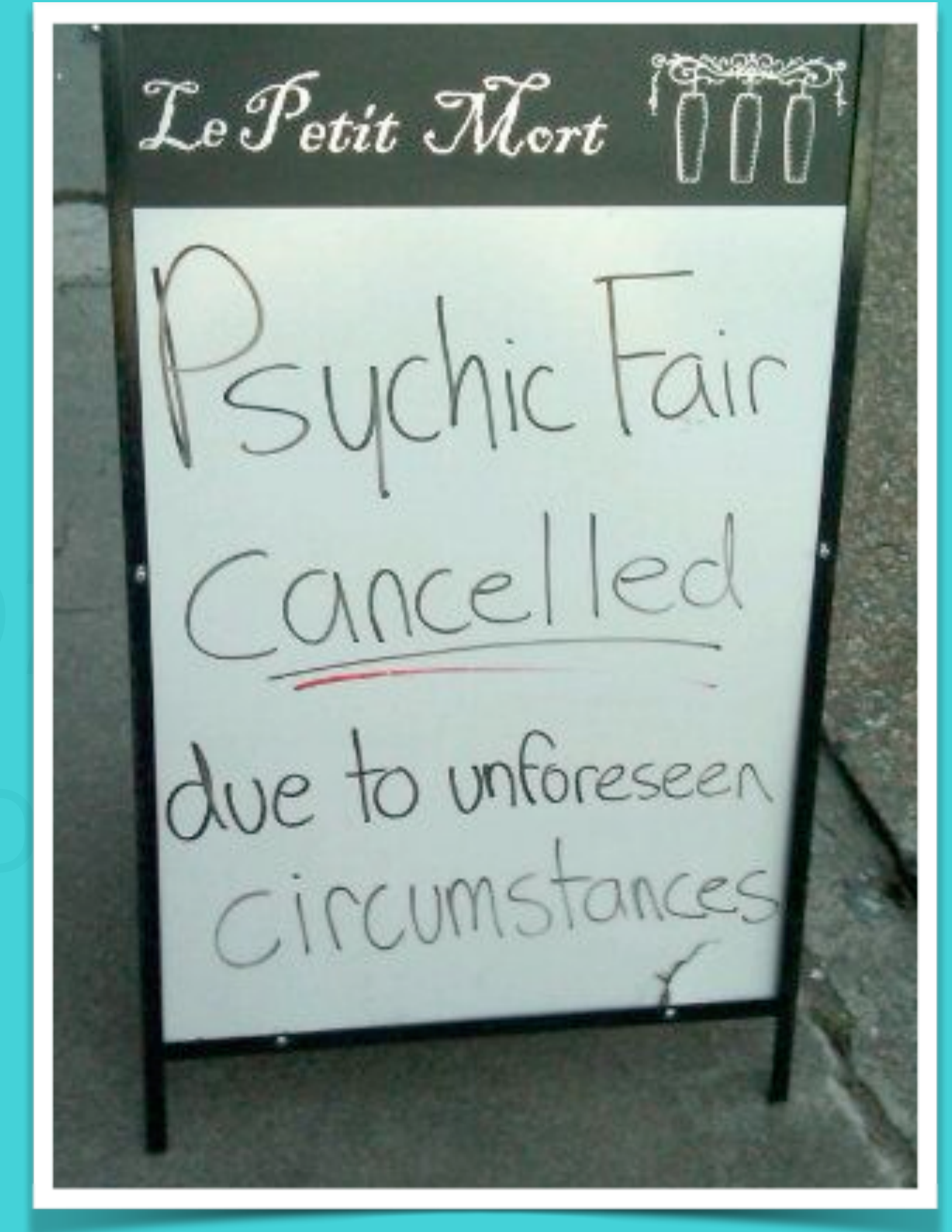
# FITNESS FUNCTIONS & CD

There are known knowns

There are known unknowns

**BUT** *"If it hurts, do it more often"*

There are also unknown  
unknowns



- Donald Rumsfeld

Metrics, Tests and Process

In house  
data centres

Cloud  
computing

Serverless  
computing

???



# DEFINITION

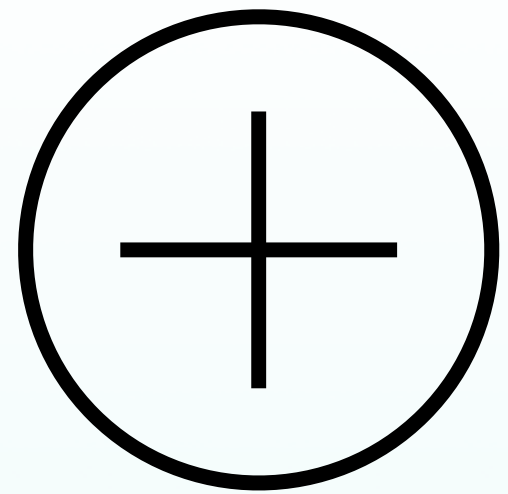
An evolutionary architecture supports **incremental, guided** change as a first principle along **multiple dimensions**



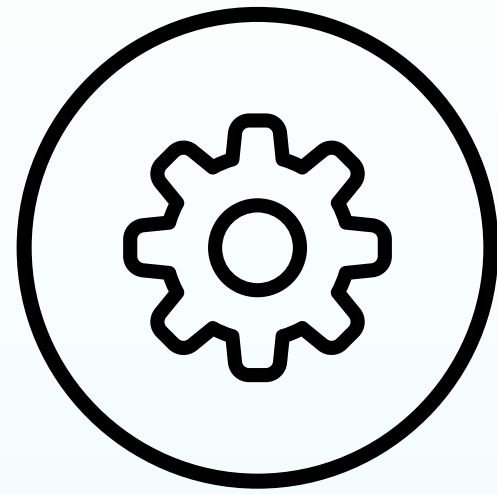
# DIMENSIONS OF CHANGE



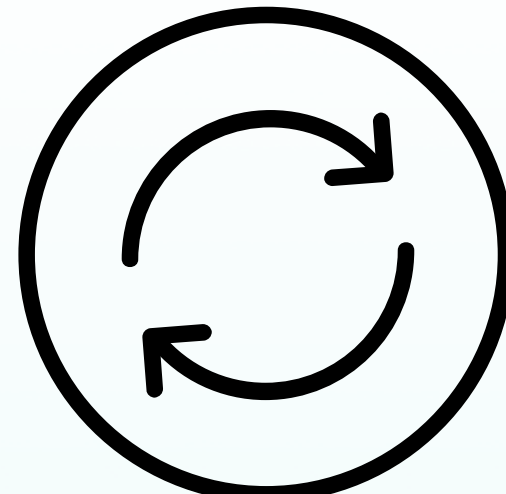
# TECHNICAL CHANGES



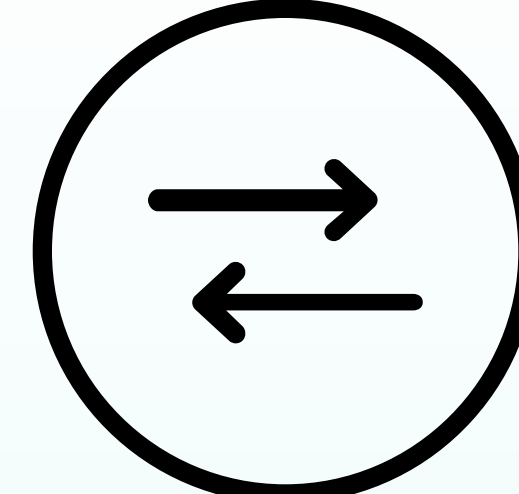
Introduce



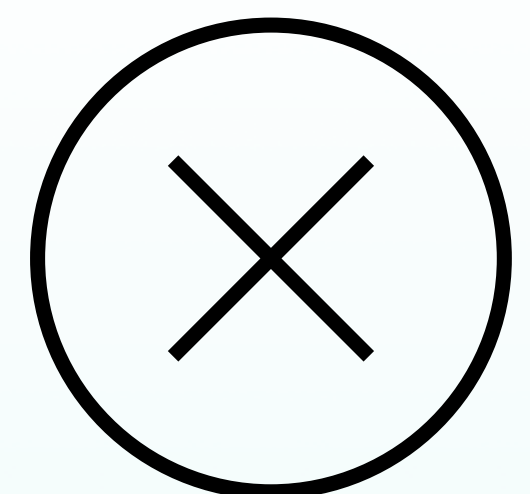
Configure



Upgrade



Replace



Remove

Library, Tool, Framework, Platform

# DOMAIN CHANGES

Business  
flow

Features

Conditions

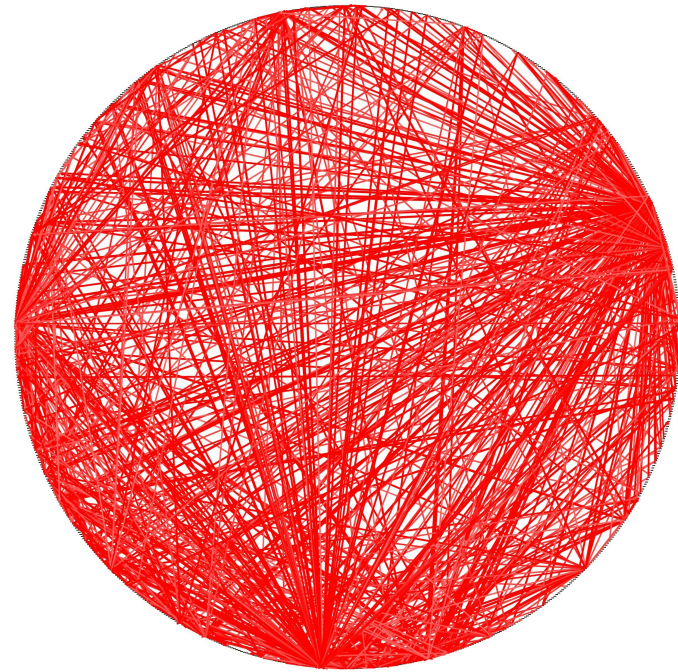
Interface  
changes

New  
domain

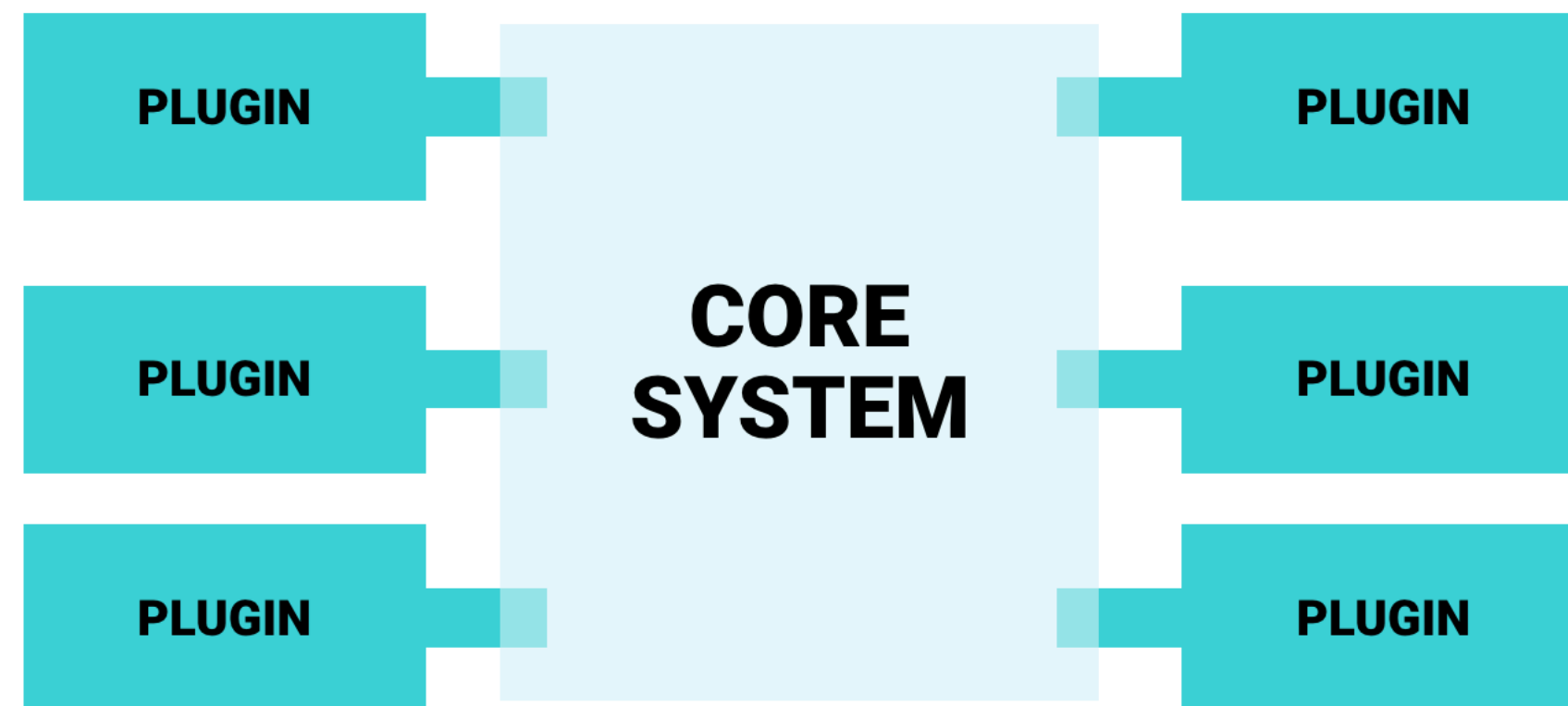
New  
interfaces

New  
applications

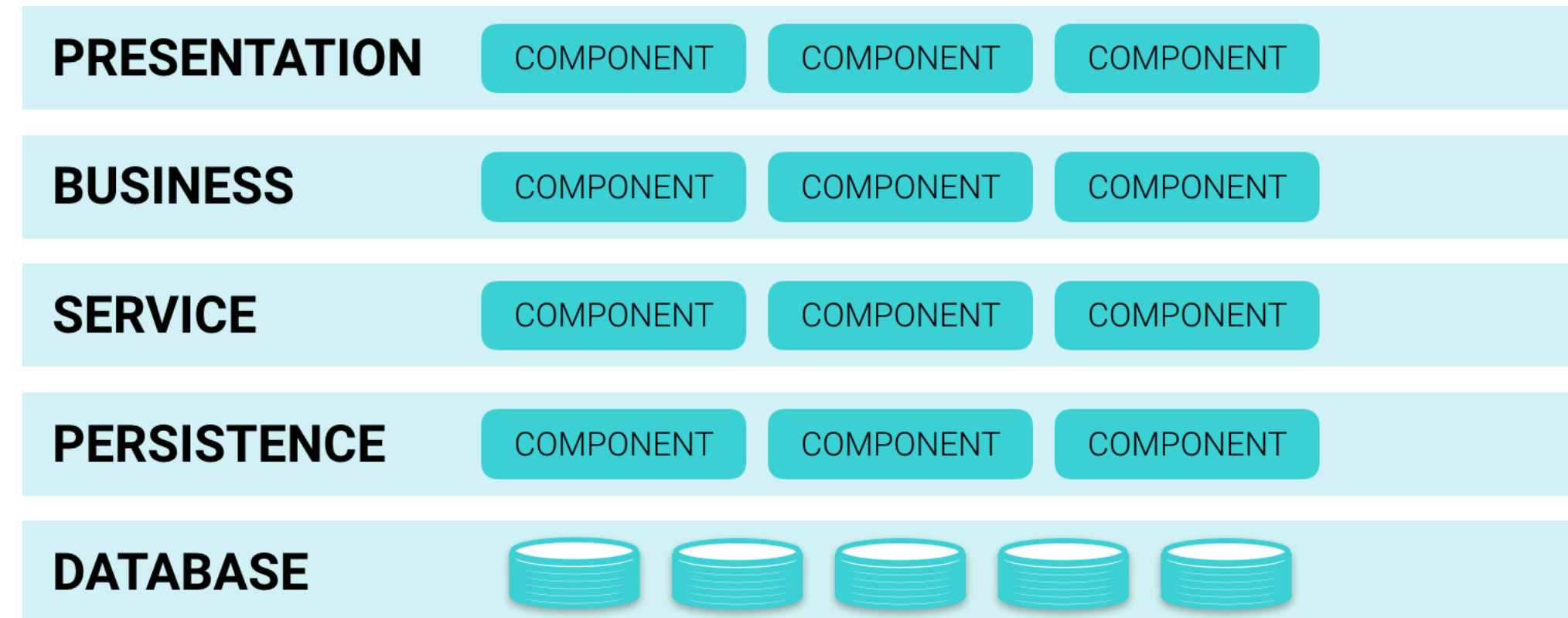
# ARCHITECTURAL APPROACHES



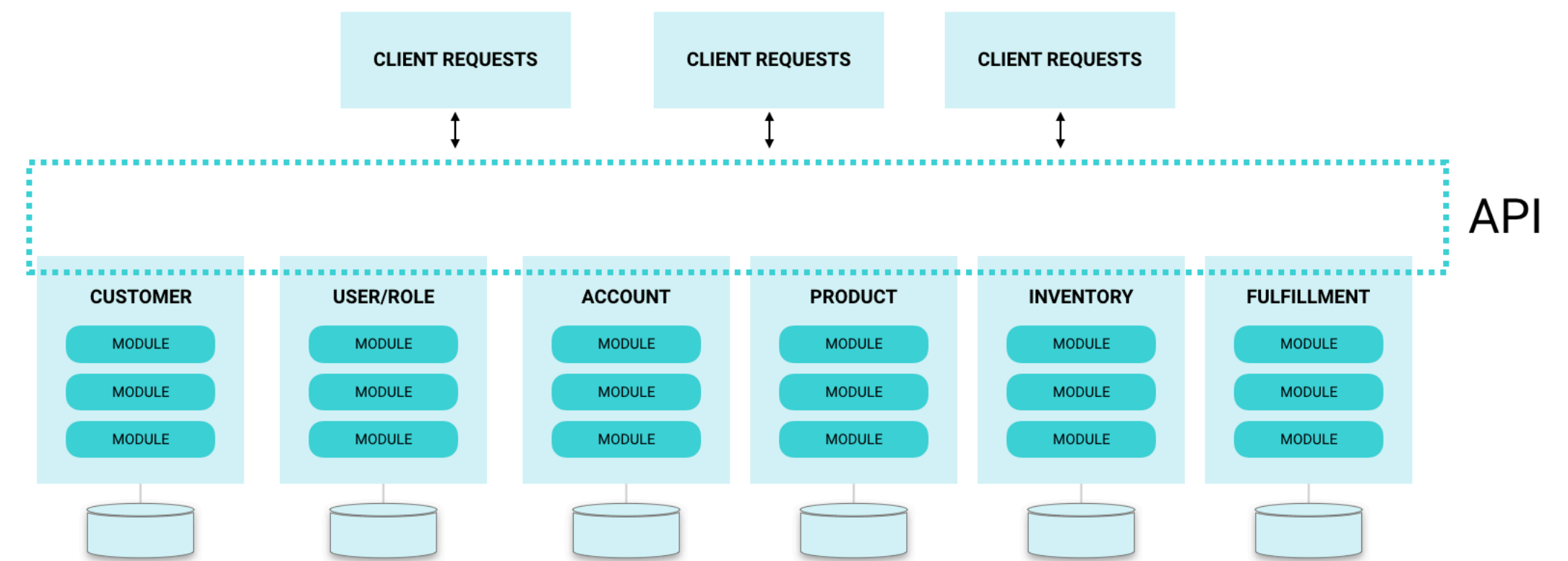
## BIG BALL OF MUD



## MICRO KERNEL



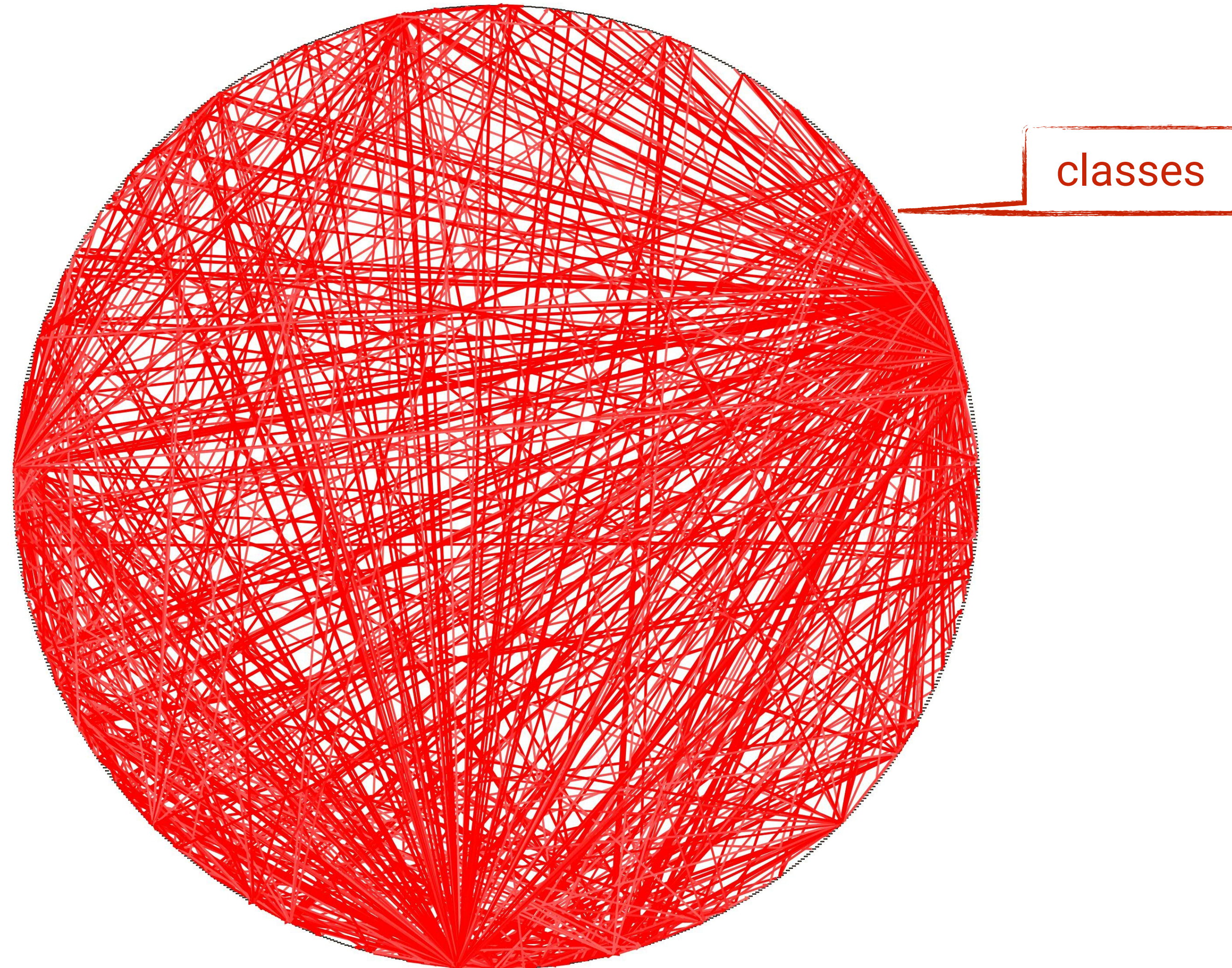
## LAYERED ARCHITECTURE



## MICROSERVICES



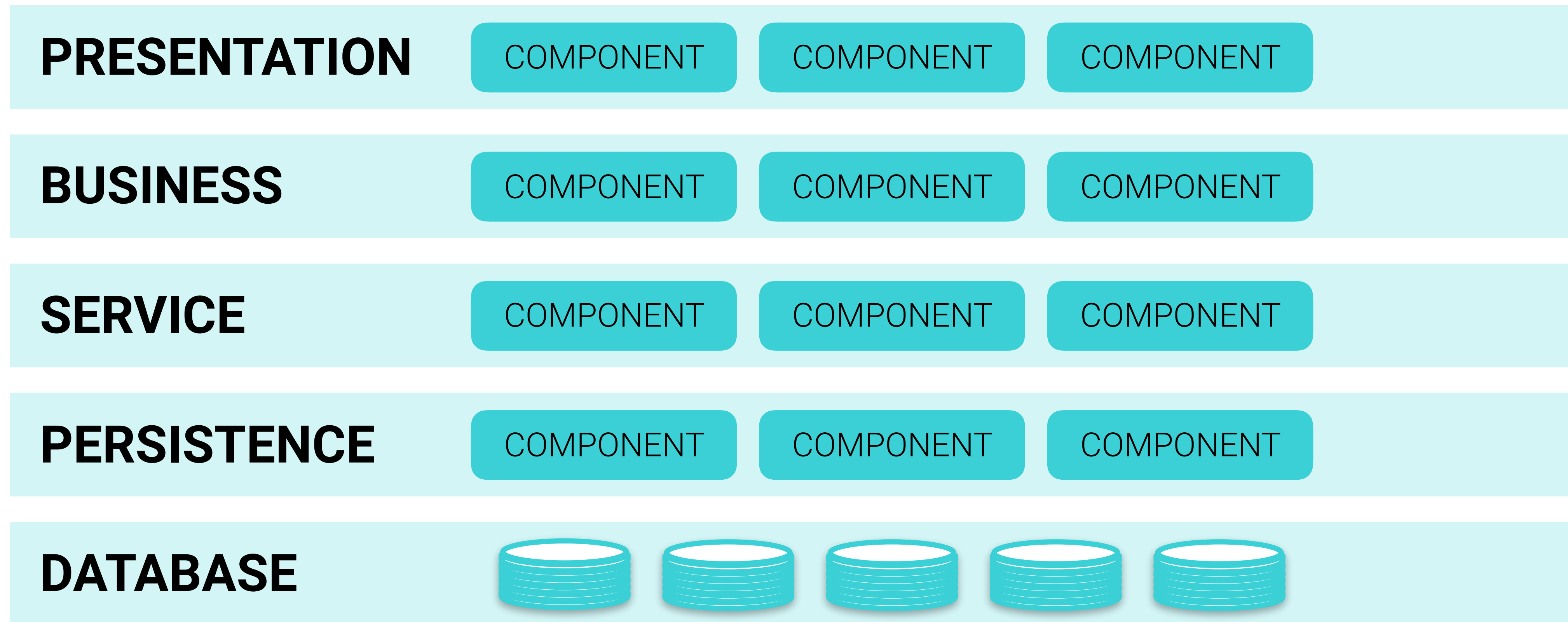
# BIG BALL OF MUD



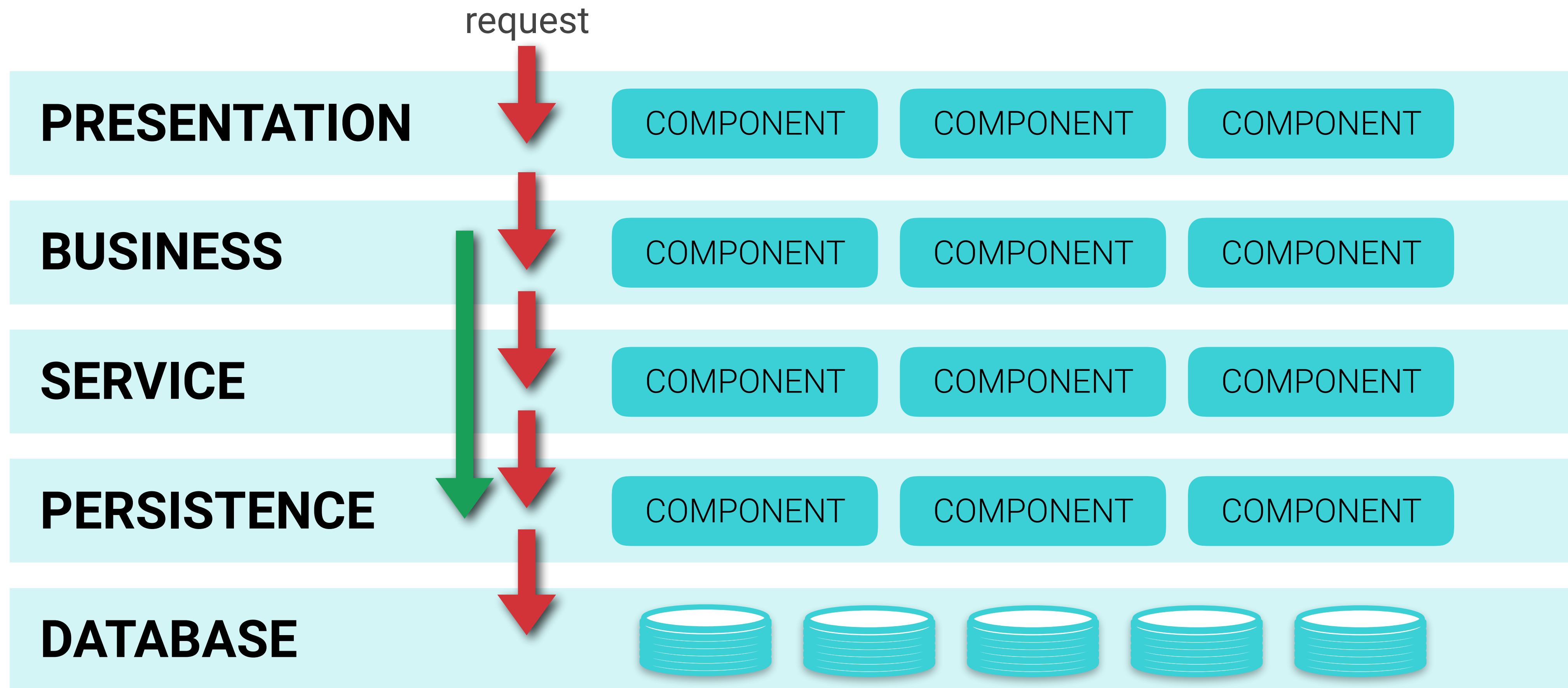
coupling connections



# LAYERED ARCHITECTURES



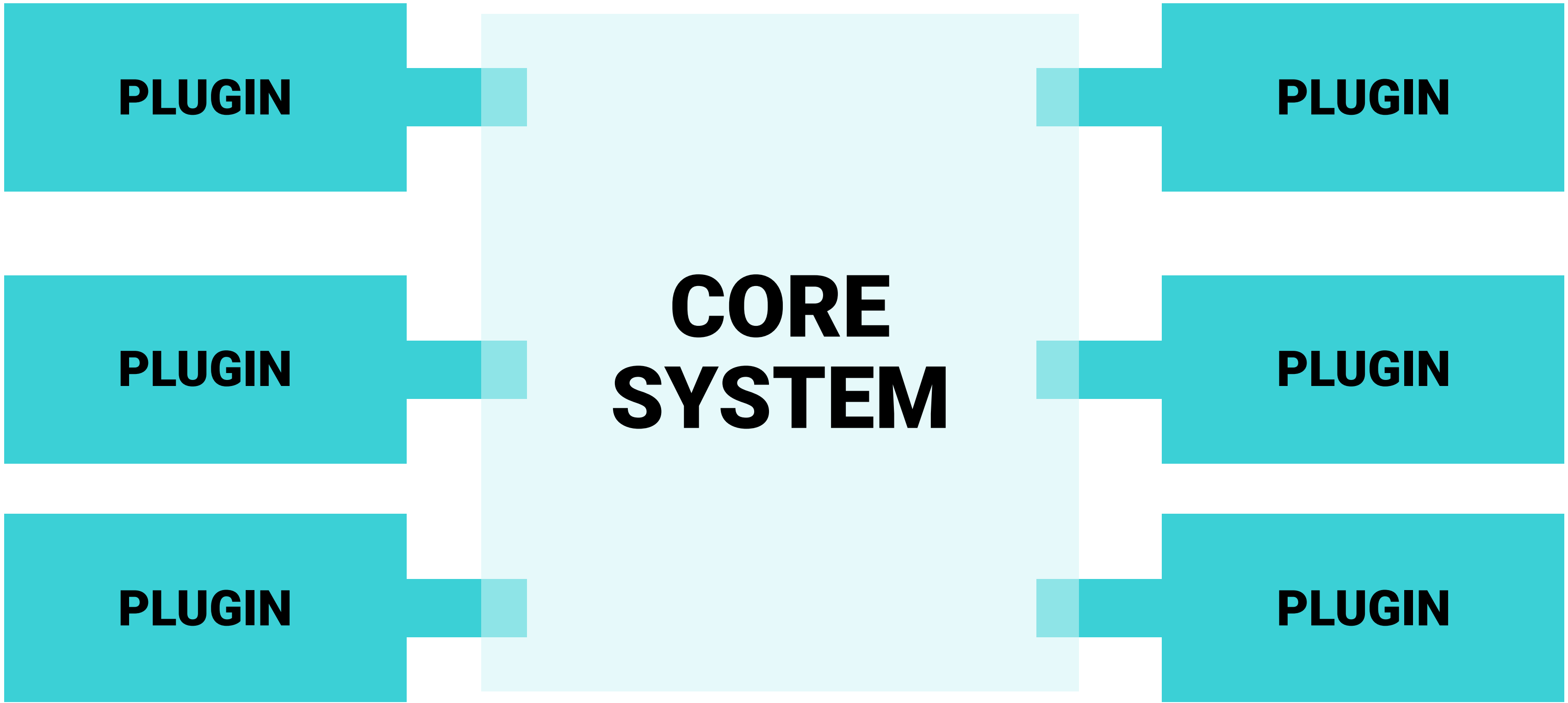
# LAYERED ARCHITECTURES



# LAYERED ARCHITECTURES



# MICROKERNEL



# MICROKERNEL

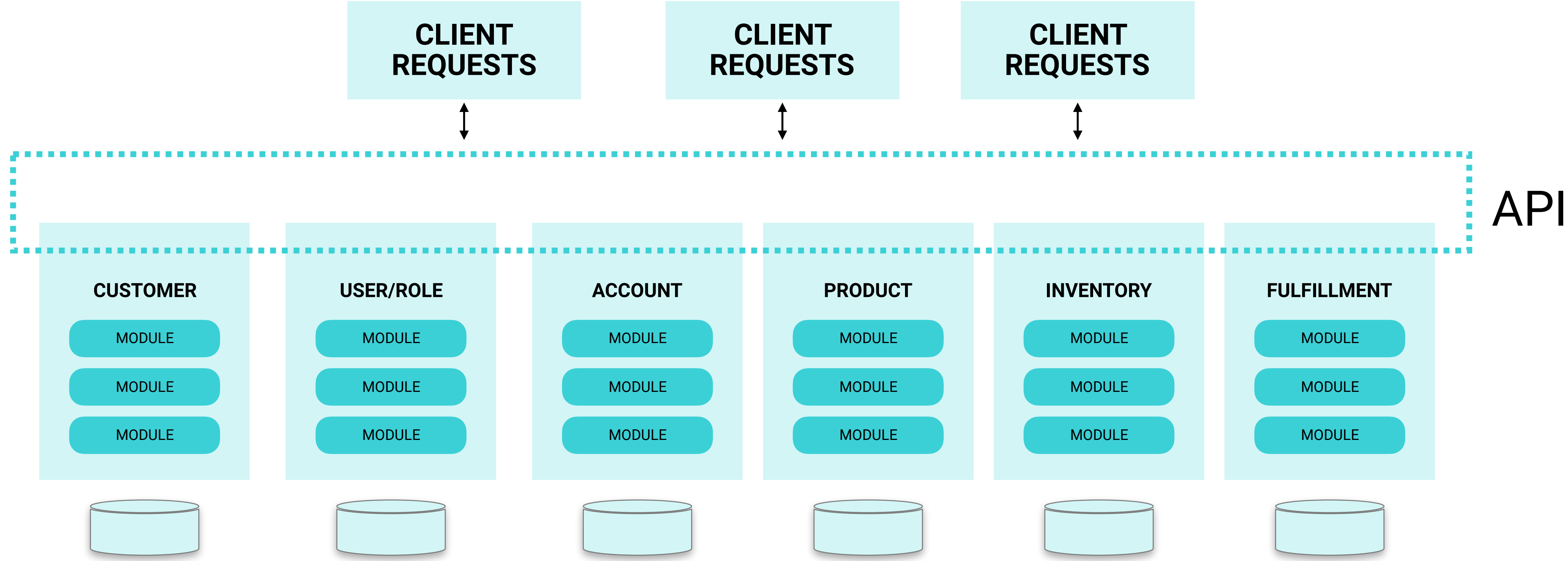
***Maven***<sup>TM</sup>

 eclipse





# MICROSERVICES



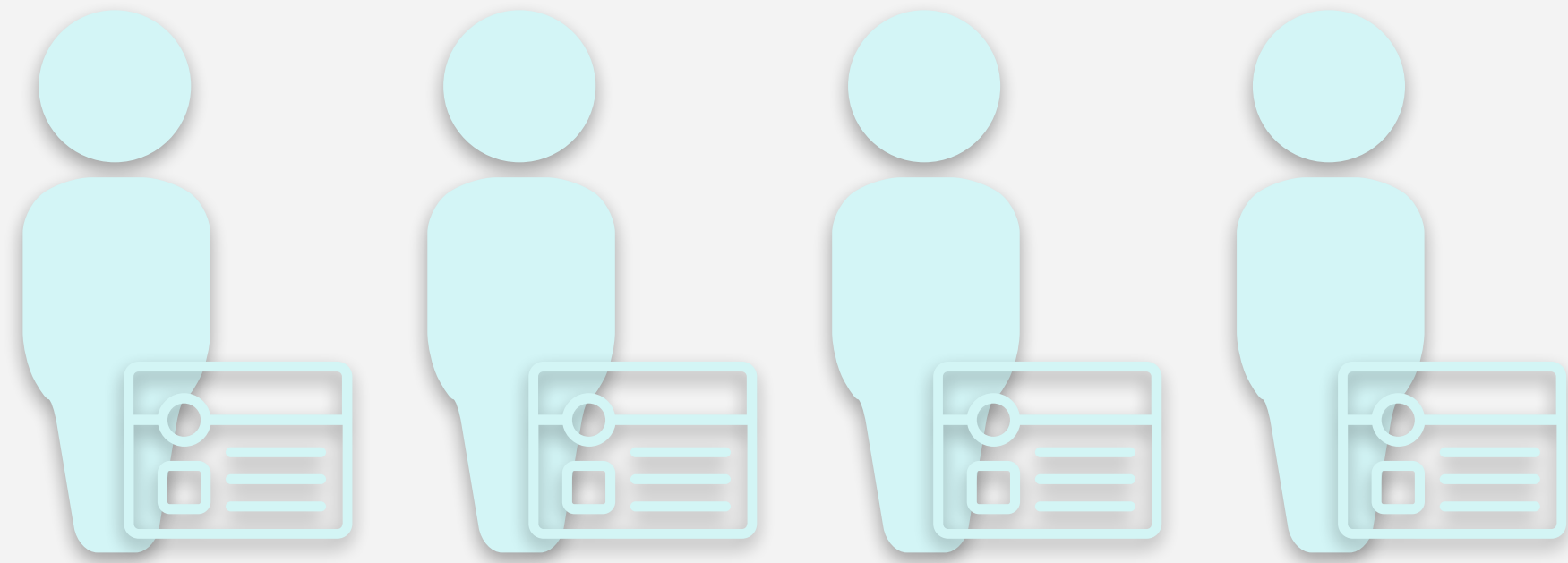
# DEFINITION

An evolutionary architecture supports **incremental, guided** change as a first principle along **multiple dimensions**

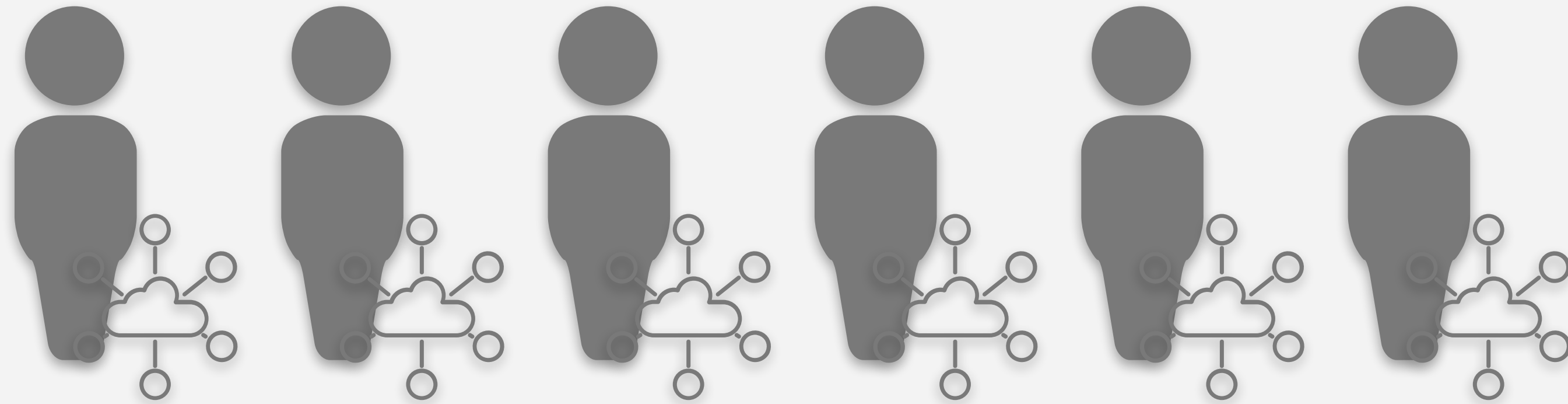


# PRACTICES

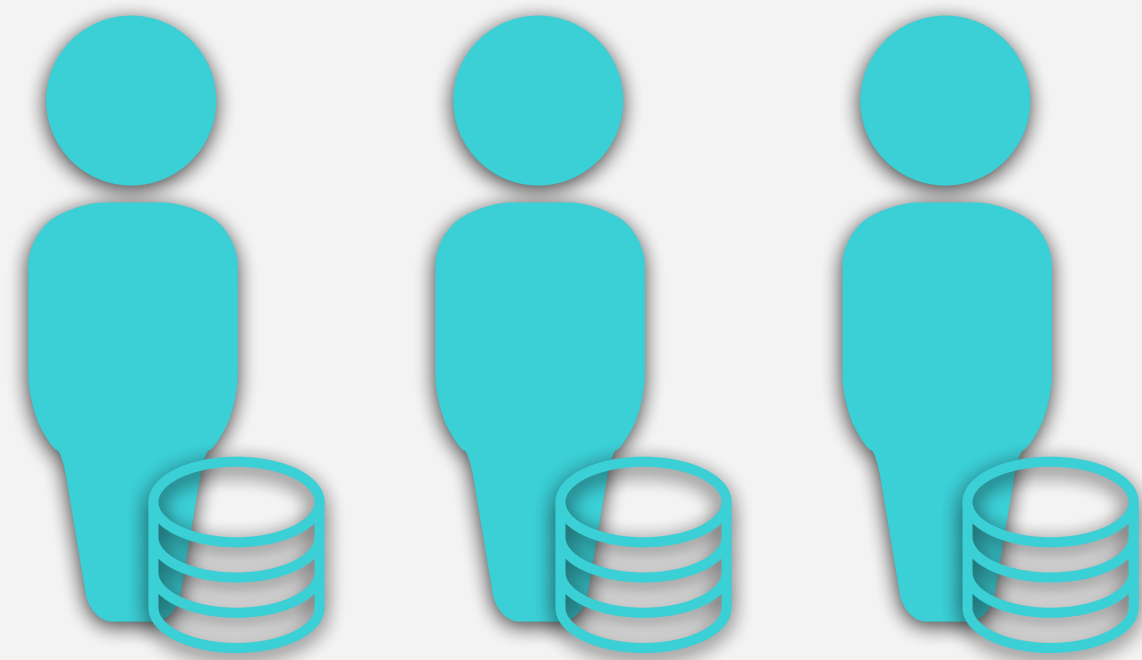
# Conway's Law: Org Design-Architecture



User Interface



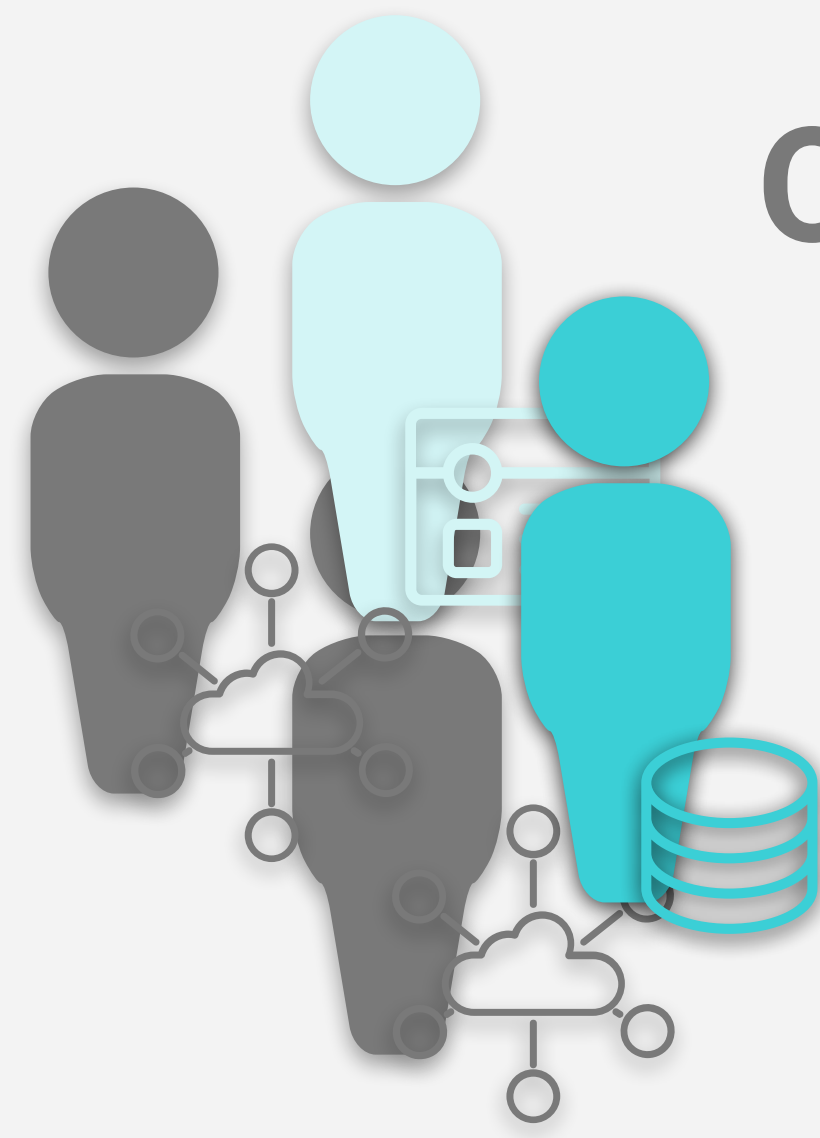
Server-side



DBAs



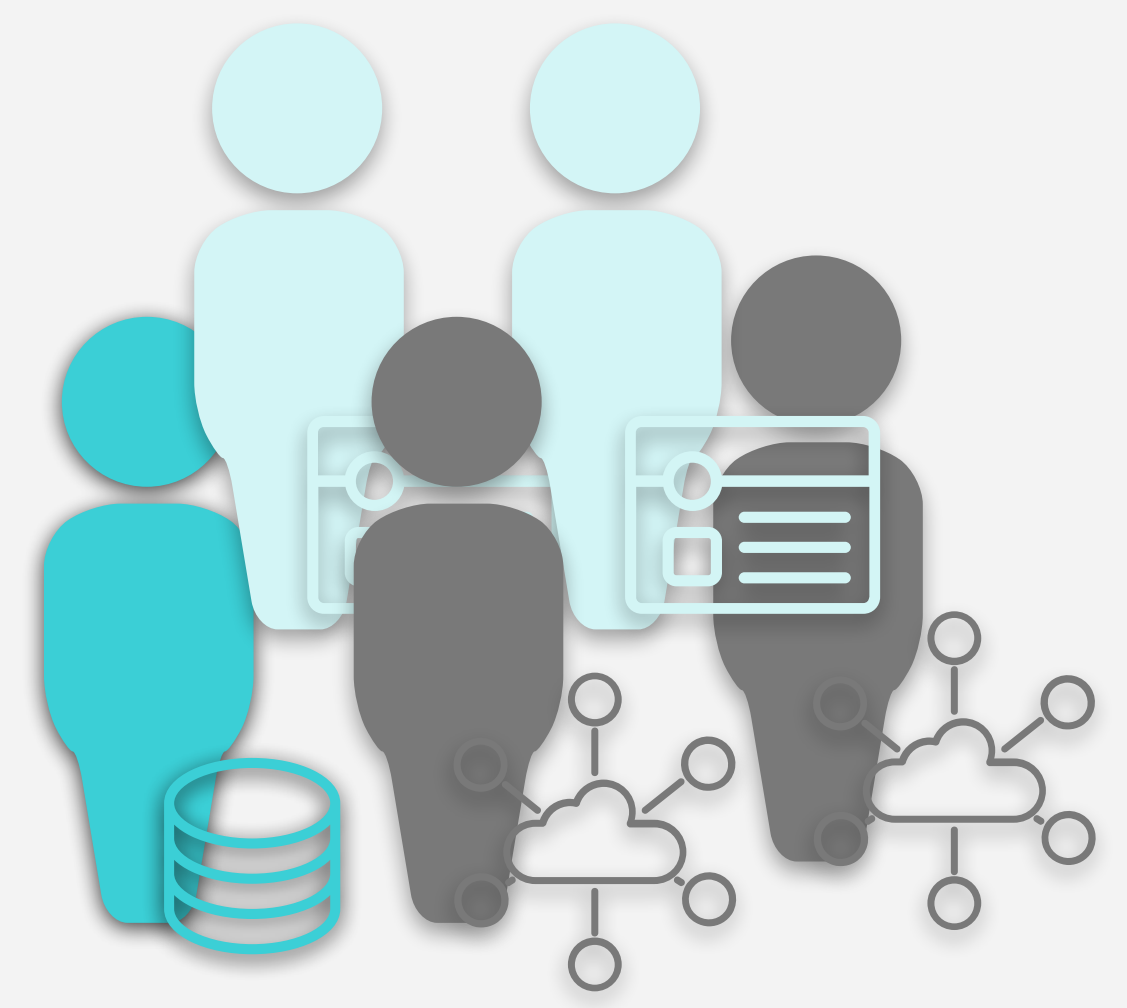
Orders



Shipping



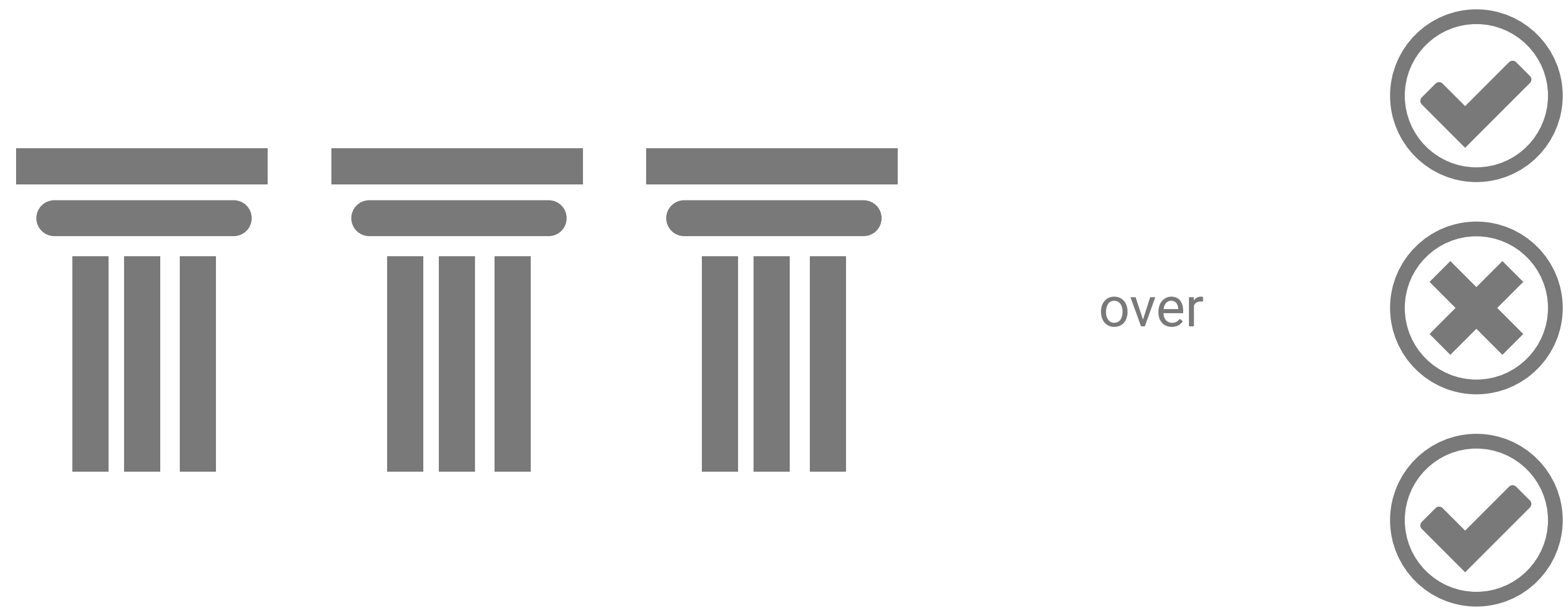
Catalog



# Inverse Conway Manoeuvre

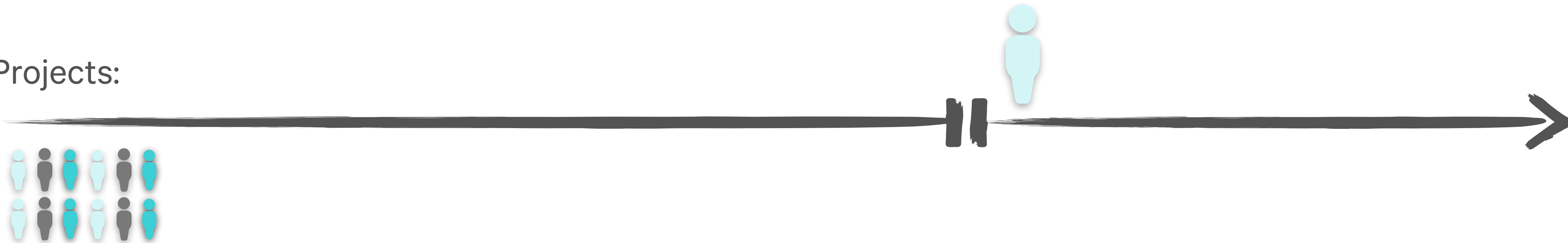


# PRINCIPLE-DRIVEN

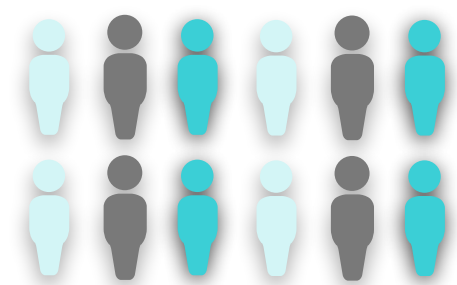
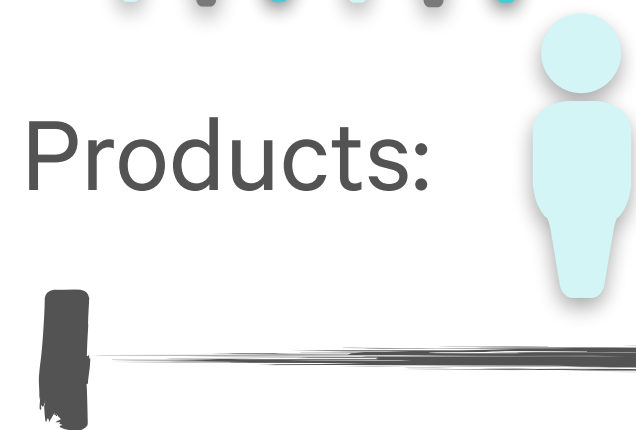


# PRODUCTS over PROJECTS

Projects:

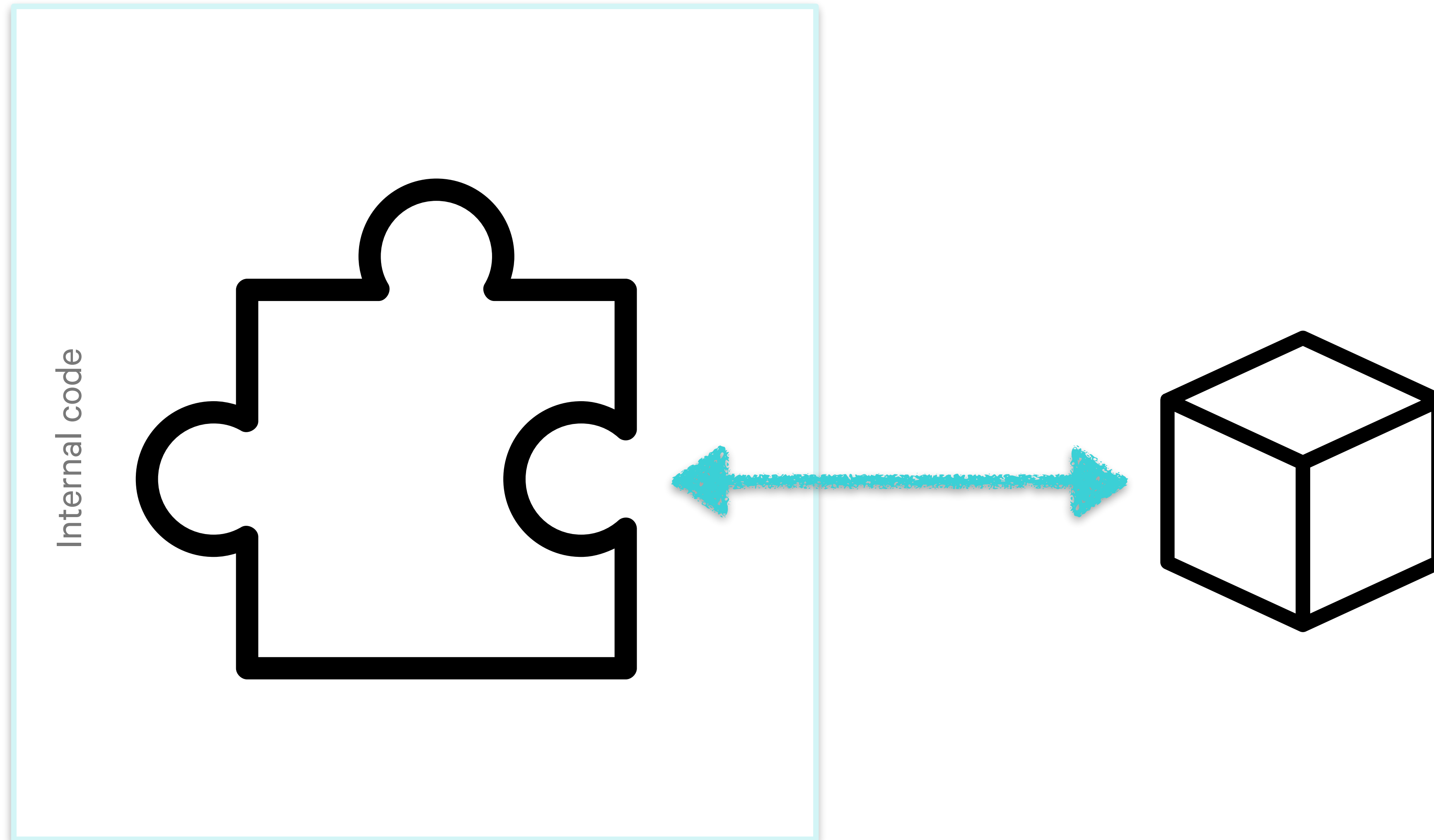


Products:



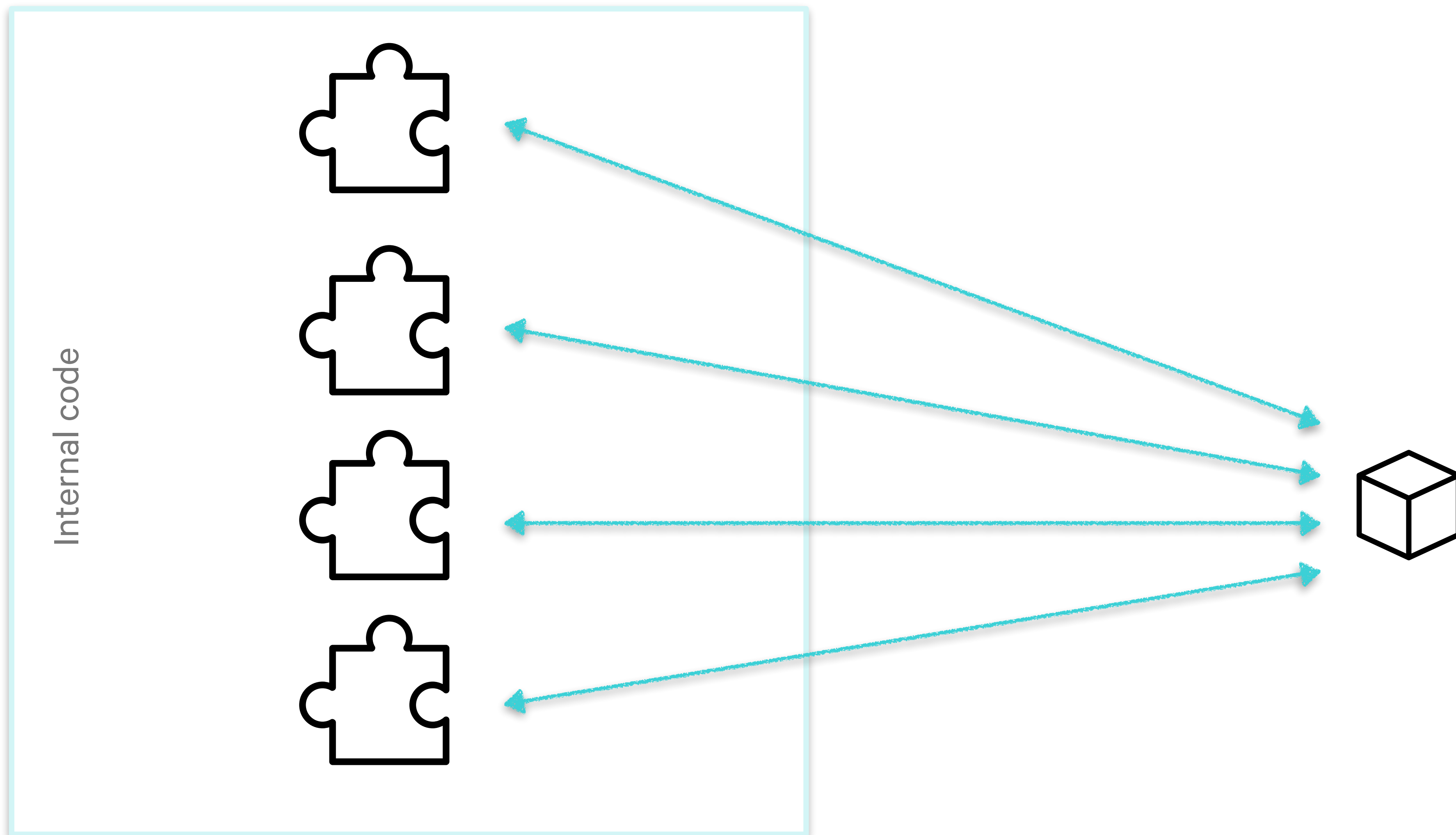
amazon.com's "You build it, you run it"

# LAST RESPONSIBLE MOMENT

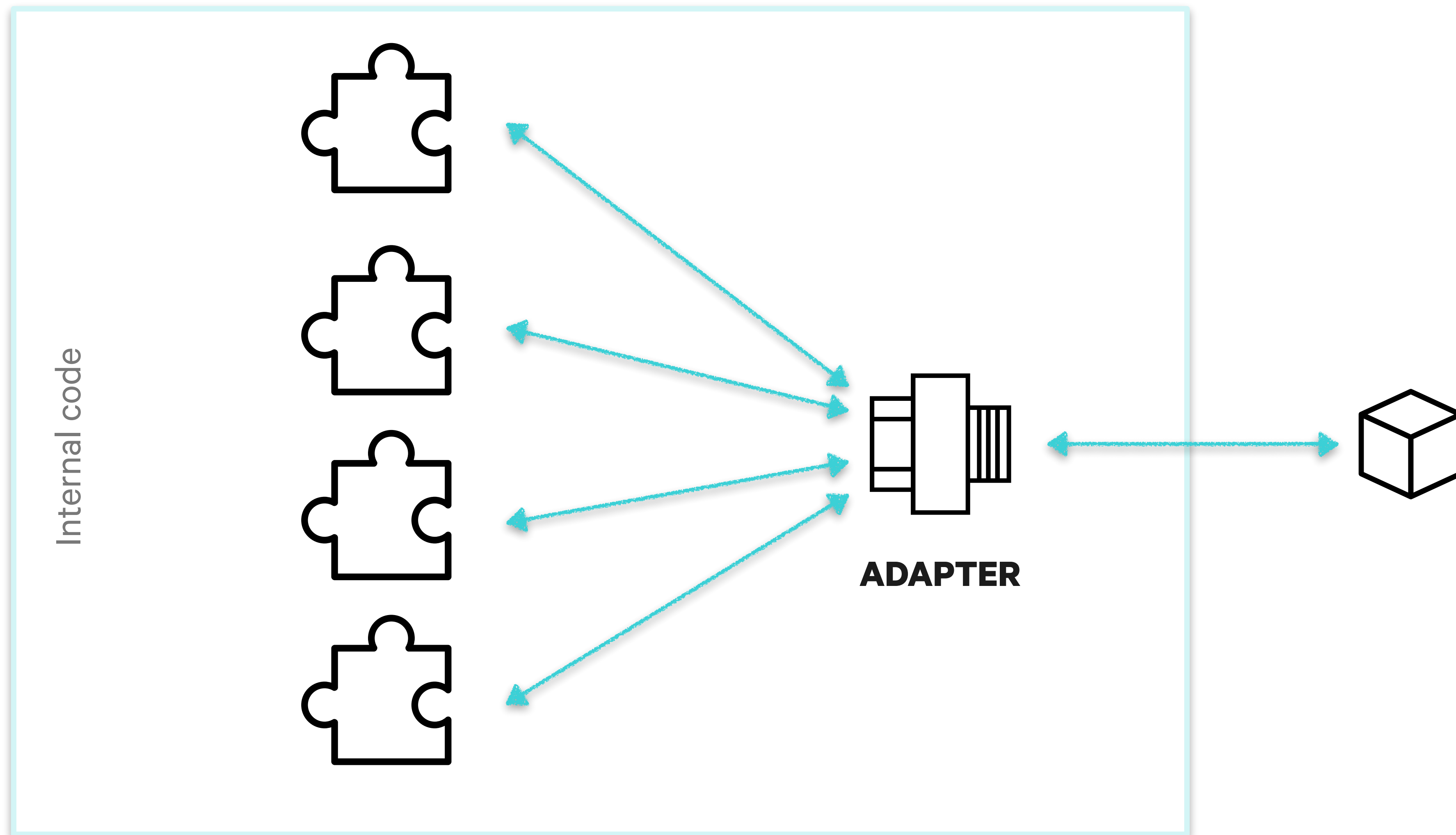




# LAST RESPONSIBLE MOMENT

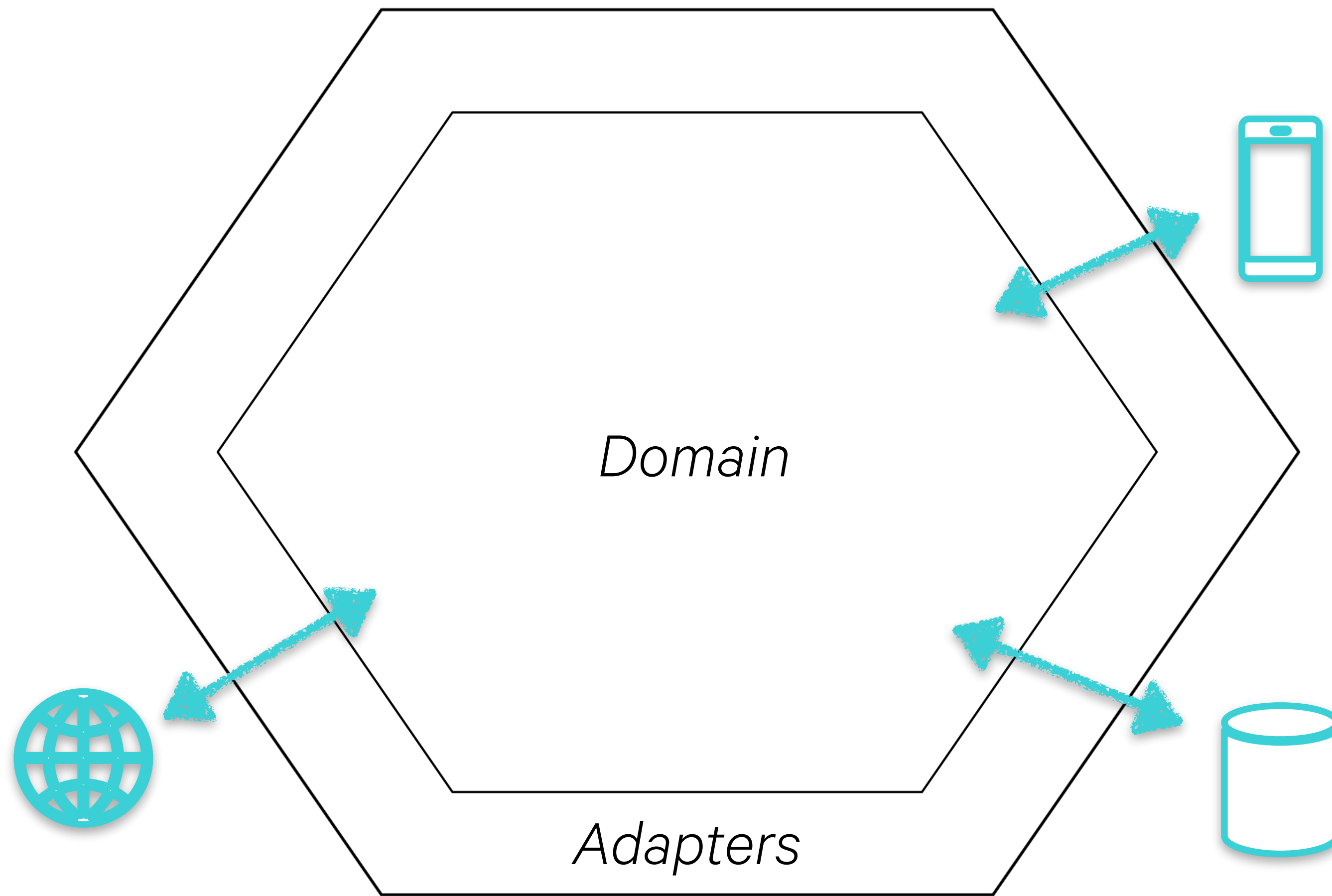


# LAST RESPONSIBLE MOMENT



# LAST RESPONSIBLE MOMENT

## Ports and Adapters



# SENSE AND PROBE



over





**BUT**

Not an excuse to  
abstract all the things



An aerial, slightly faded view of a city. A river flows through the center-right, curving around a large, open, light-brown field. The city is densely packed with buildings of various sizes and colors, interspersed with green trees. The overall tone is light and airy, serving as a background for the text.

# Think like a town planner

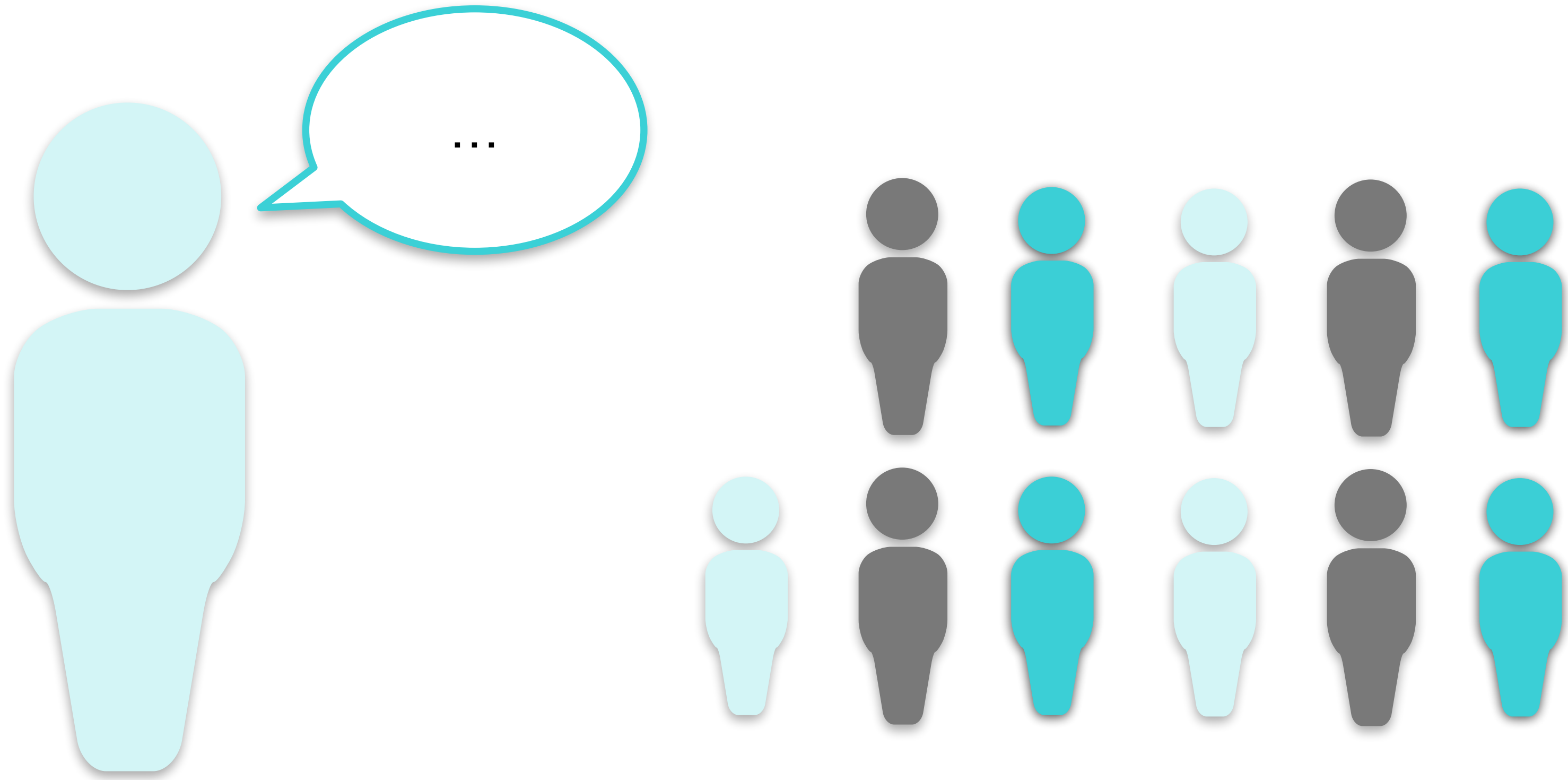
If a lot about architecture is about  
**making decisions, help people**  
make better decisions.

Avoid making the decisions for them.



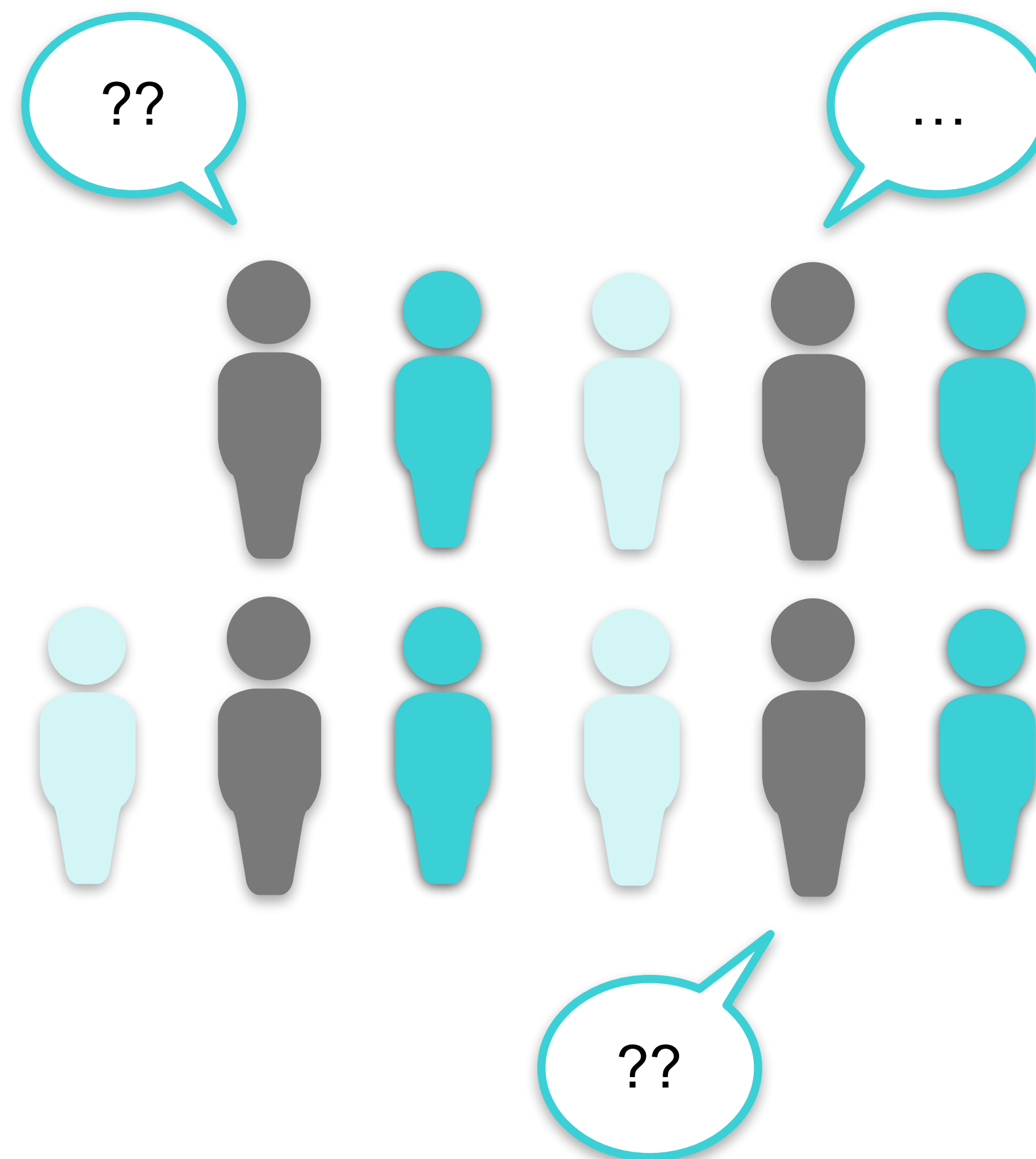
# ARCHITECTURAL BRIEFINGS

Design decision  
Tool  
Implementation



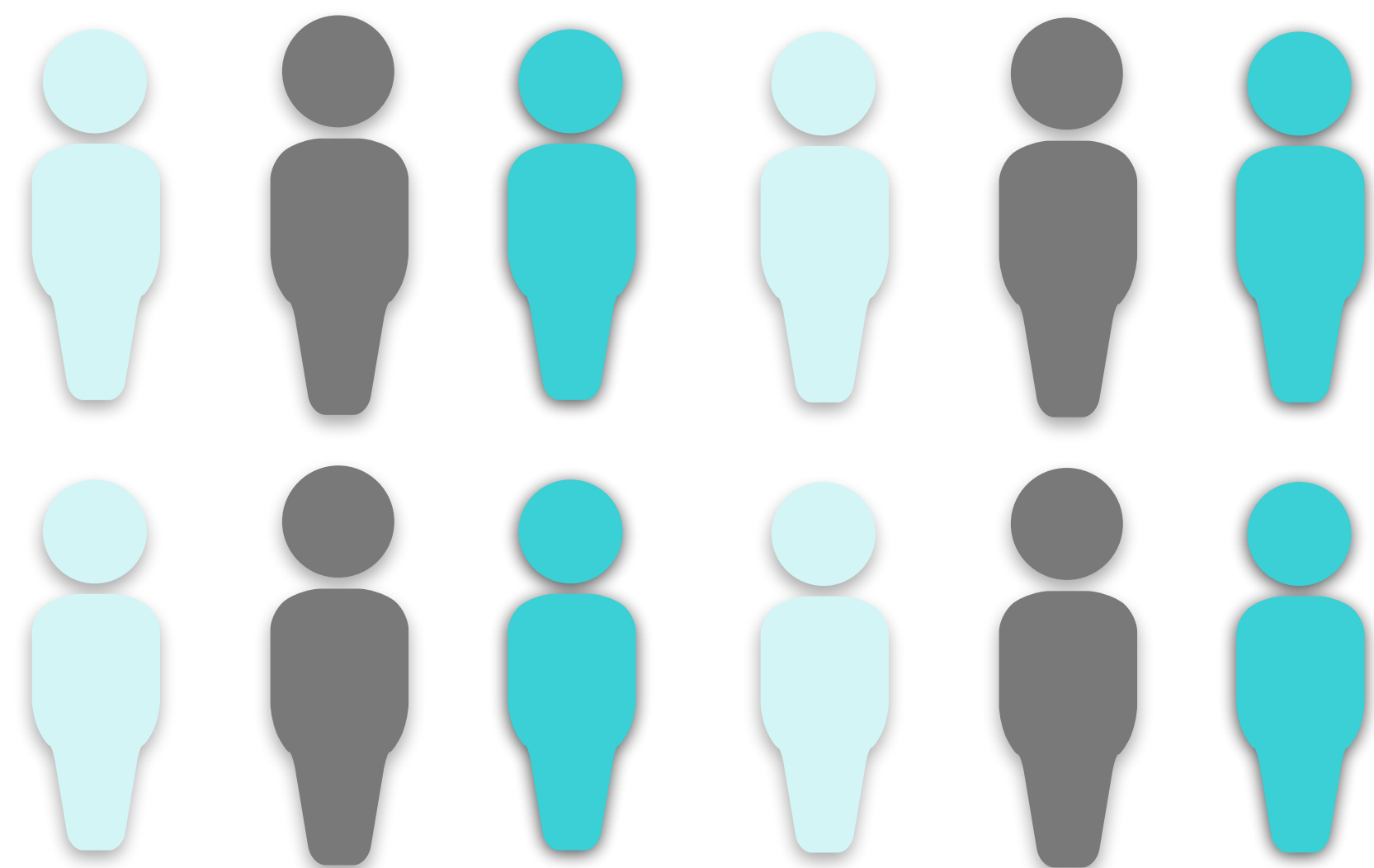
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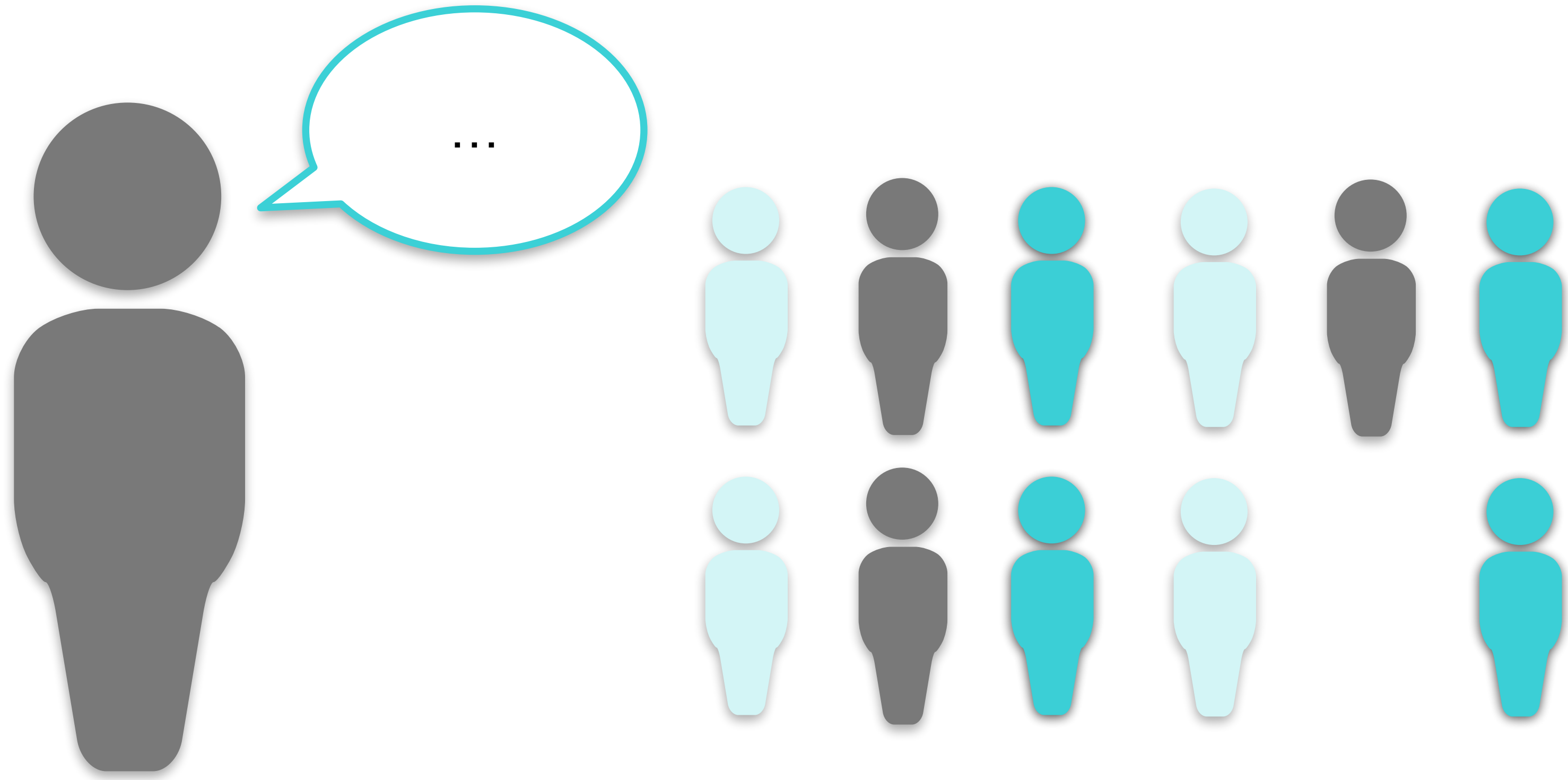
# ARCHITECTURAL BRIEFINGS

Design decision  
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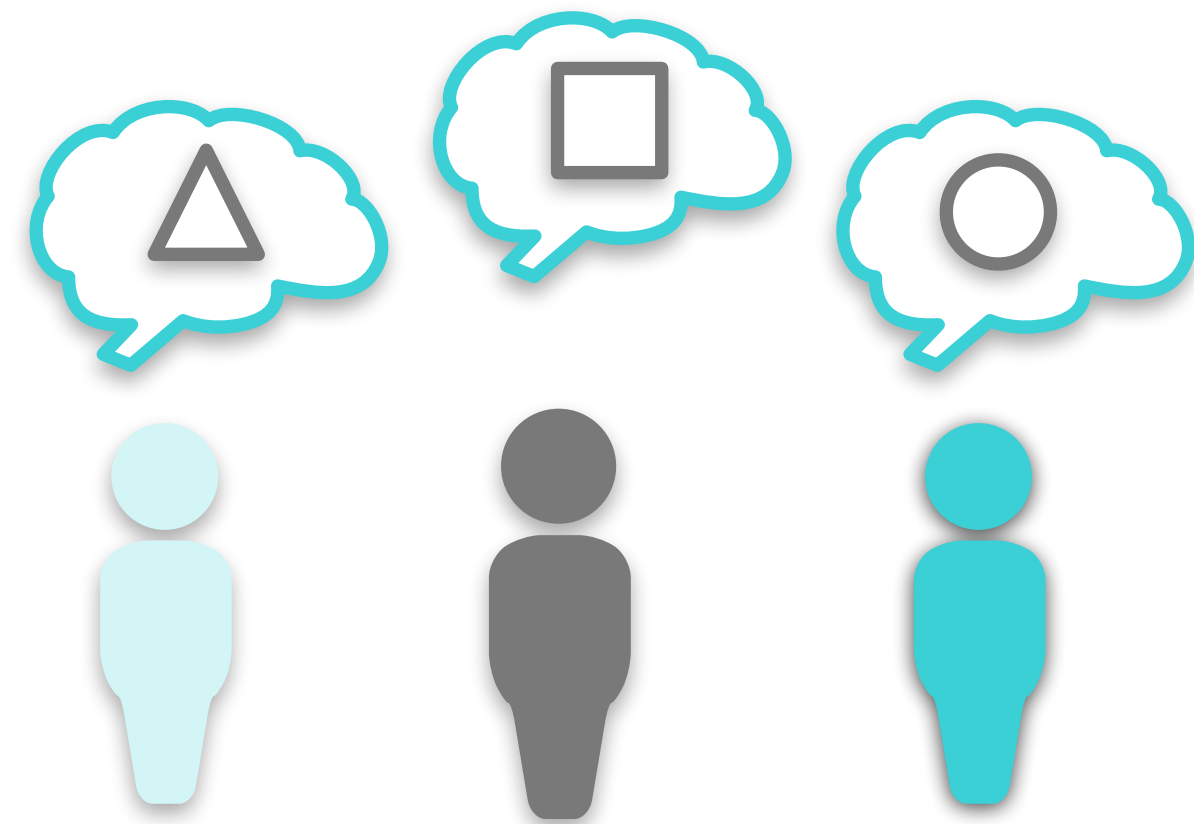
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Design decision  
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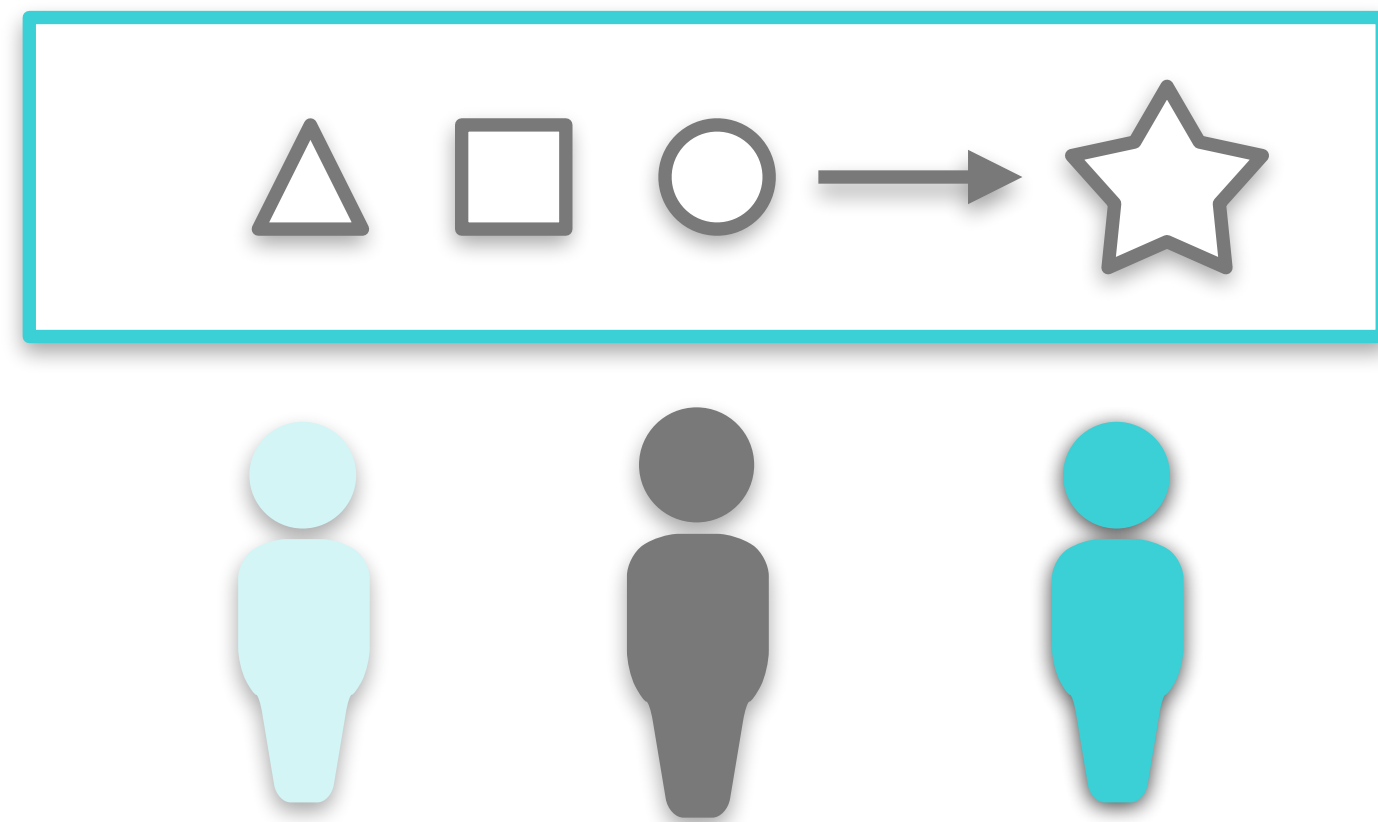
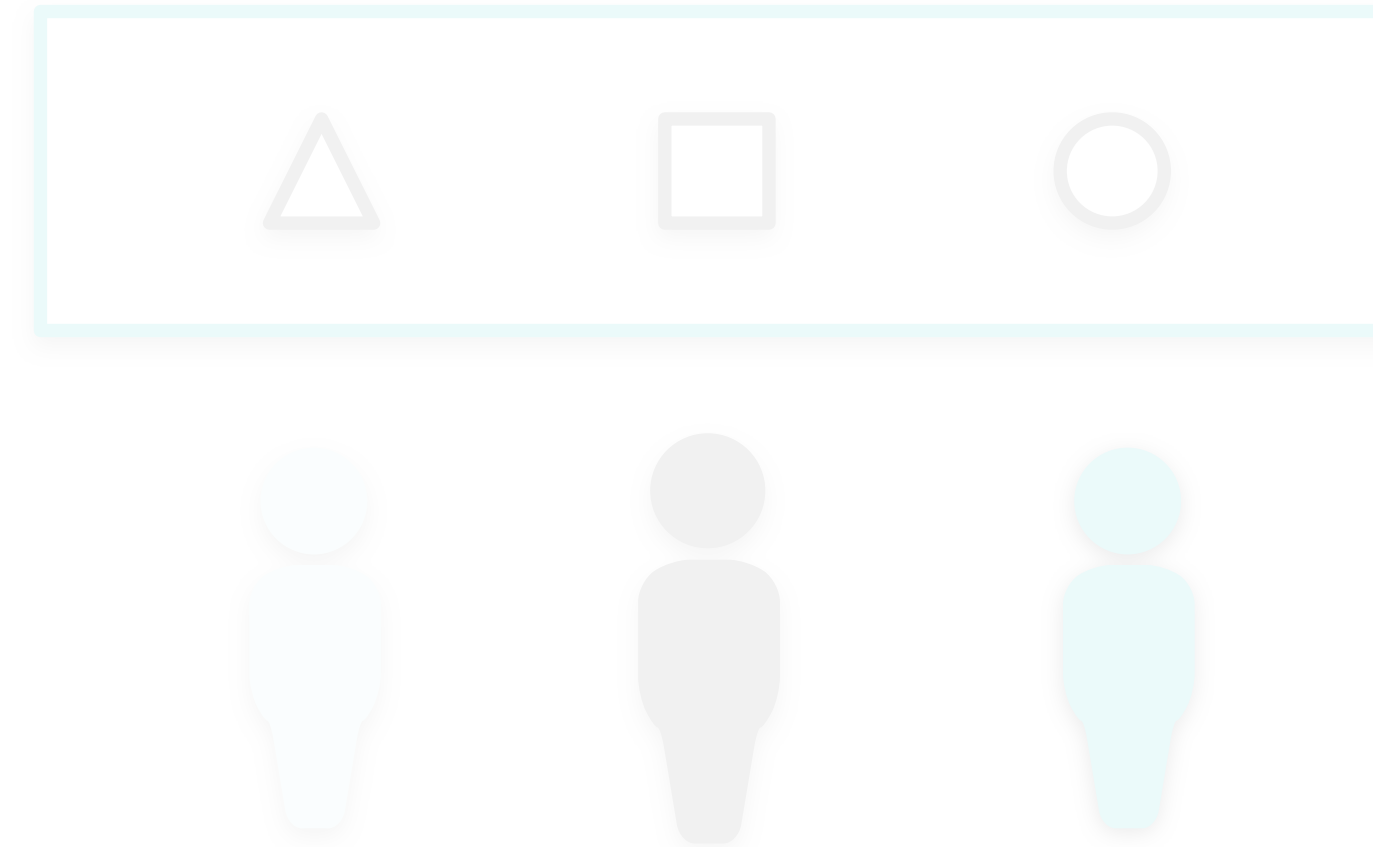
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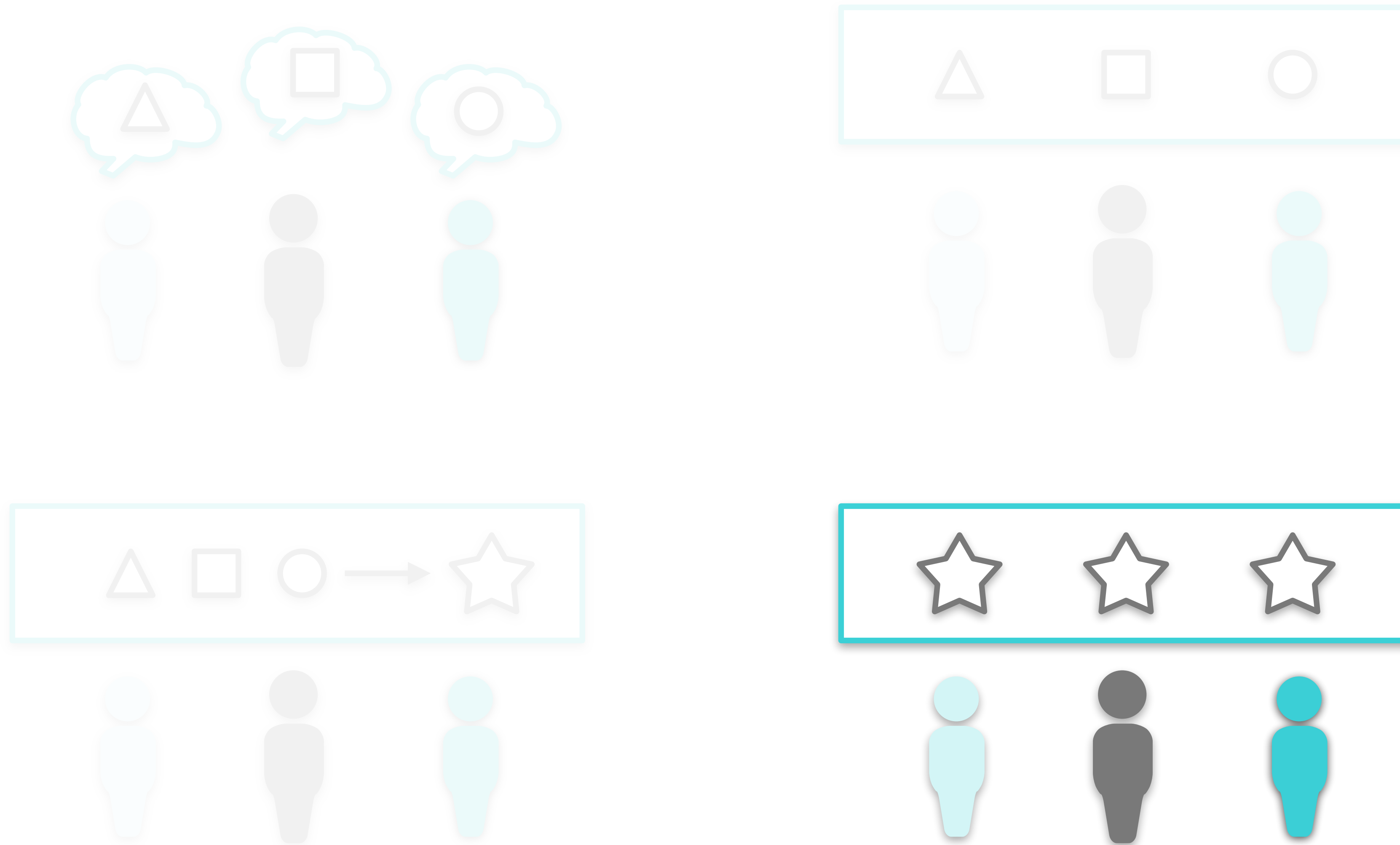
# ARCHITECTURAL BRIEFINGS



# ARCHITECTURAL BRIEFINGS



# ARCHITECTURAL BRIEFINGS



# ARCHITECTURAL BRIEFINGS



Everyone becomes  
an architect



# Technical

Continuous Delivery ★

Support fast feedback

Appropriate coupling

Ports and Adapters ★

Automated fitness functions

# Domain

Matches business capabilities

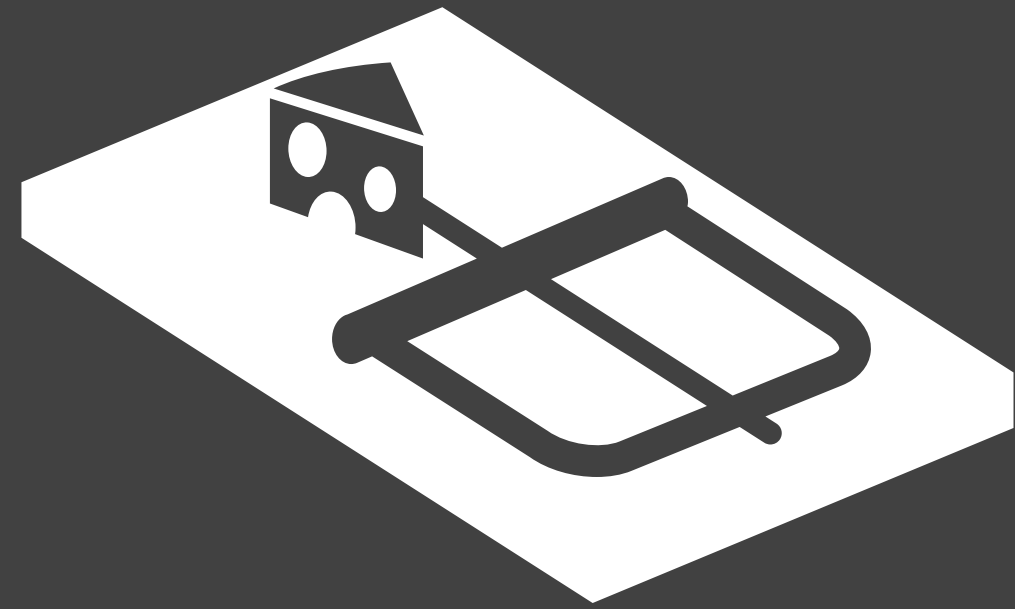
Products over projects ★

Cross functional team

Enables experimentation

Decentralised governance ★

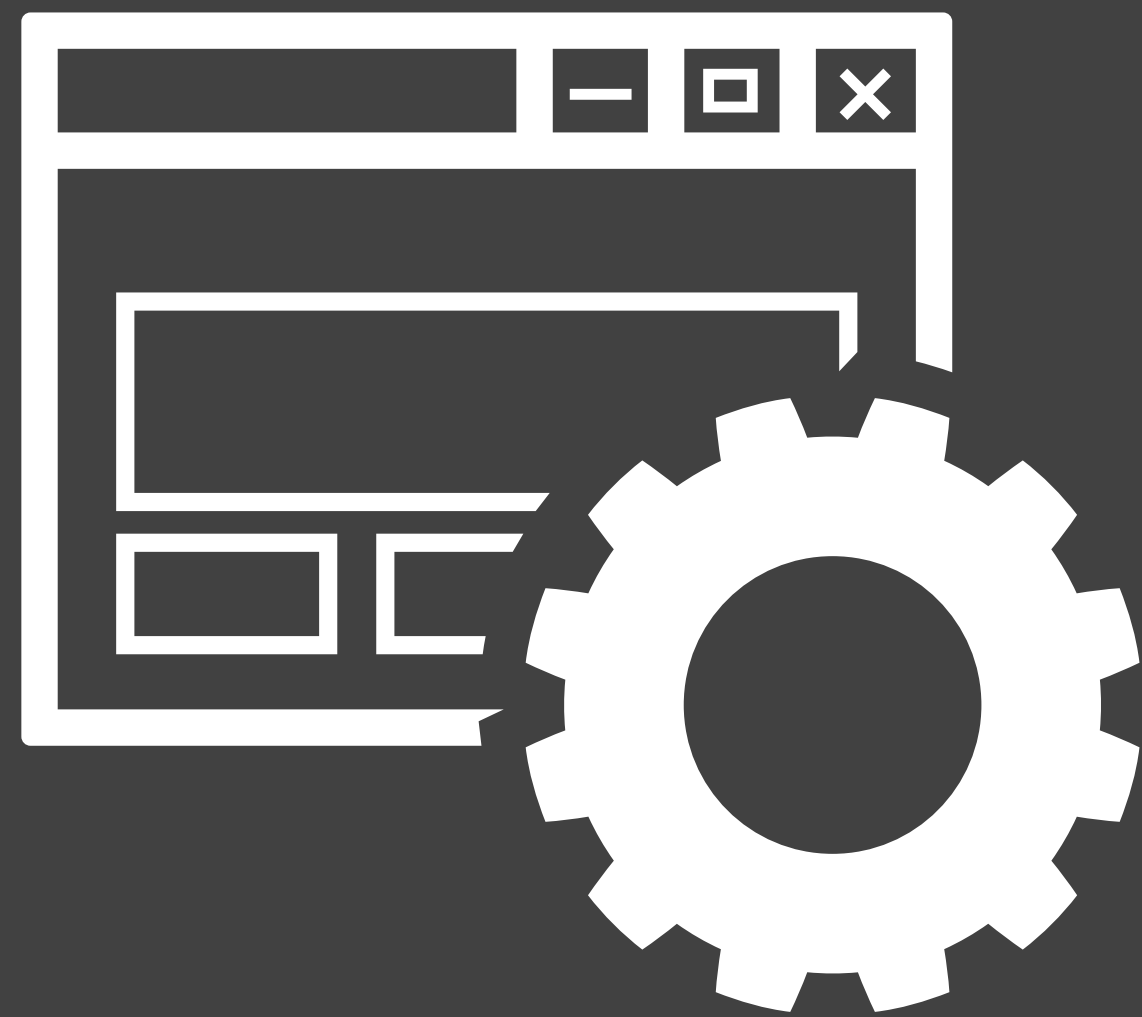
# ANTI-PATTERNS



# The last 10% trap



ANTI-PATTERN



# Coding via Configuration



ANTI-PATTERN



# Product Customisation



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# Exuberant Coupling



ANTI-PATTERN

# CHOOSING STYLES



Build

Buy

$\bar{N}$  26



**Build**

**Buy**

# Build and/or Buy

N 26

Custom  
code

Libraries

Frameworks

COTS or  
Software Products



Functionality



# Build and/or Buy

N 26

Functionality

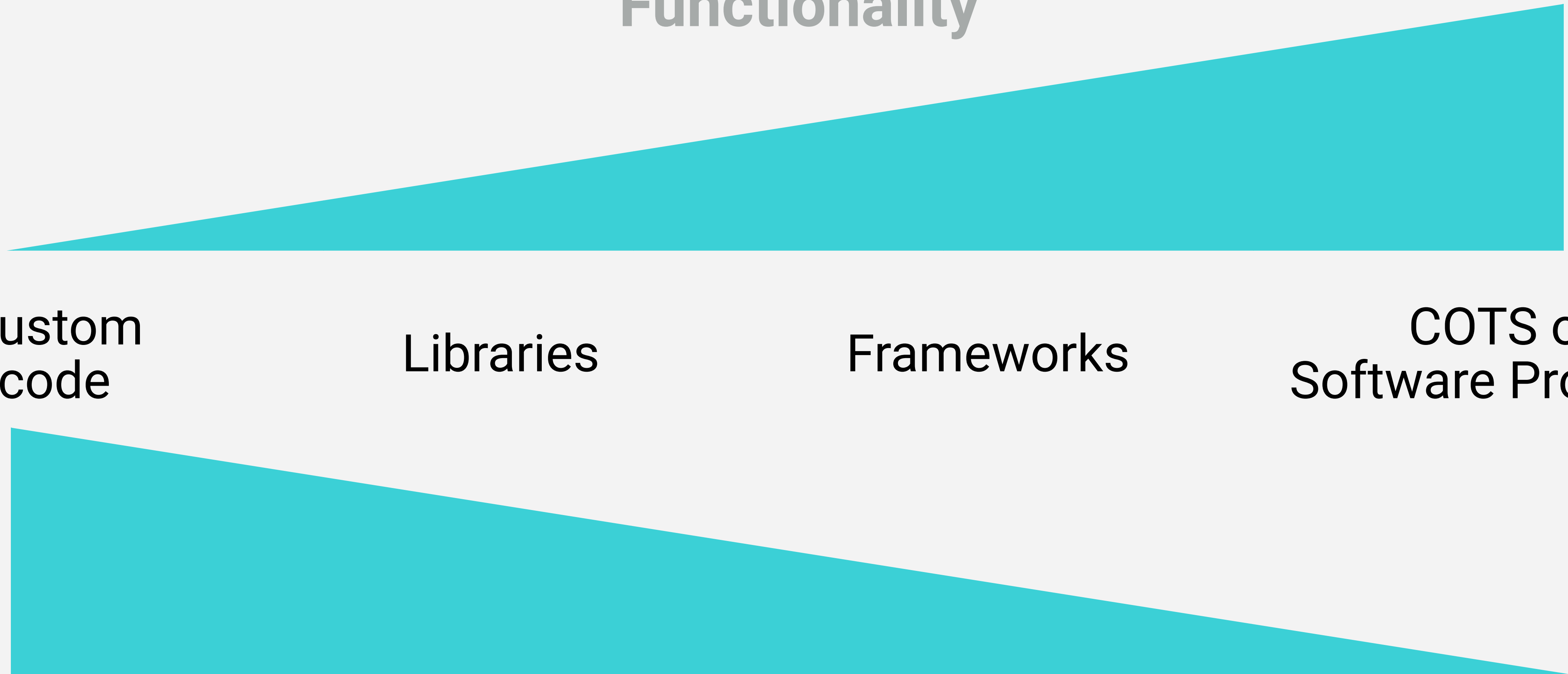
Custom  
code

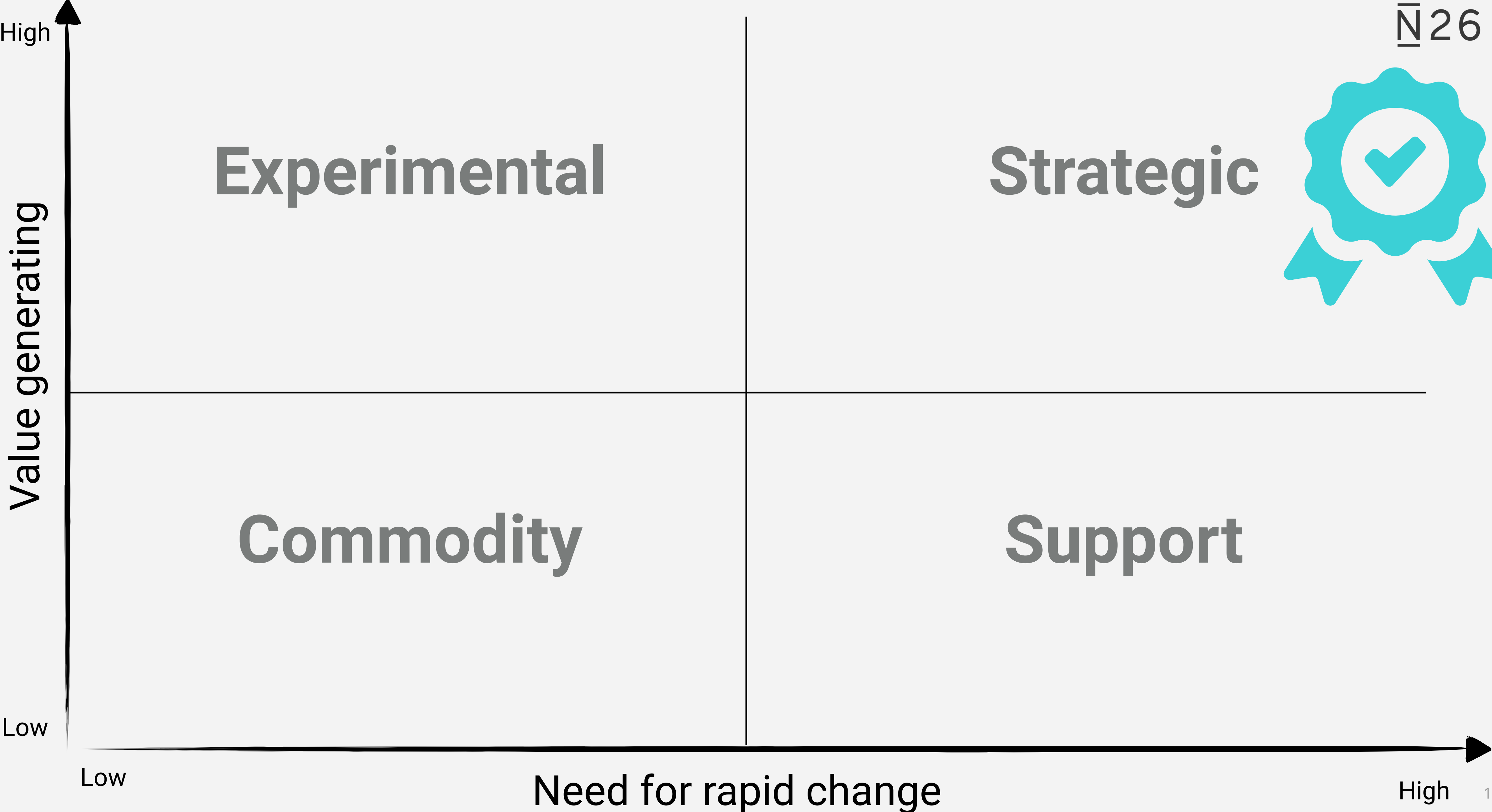
Libraries

Frameworks

COTS or  
Software Products

Ability to Change





# CONCLUSION

# DEFINITION

An evolutionary architecture supports **incremental, guided** change as a first principle along **multiple dimensions**



# TO CONSIDER

Architectural choices

Decision making process + thinking

Organisational and Cultural aspects





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**@patkua**

