# The CSVLOD Model of Enterprise Architecture and Its Value for the EA Discipline

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# What Is Enterprise Architecture?

What components constitute enterprise architecture?

Two conceptualizations of enterprise architecture currently dominate in the EA discourse:

- Enterprise architecture as business architecture, data architecture, application architecture and technology architecture
- Enterprise architecture as the current state, future state and transition roadmap

### EA as Four Architectures

Enterprise architecture consists of four components:

- Business (or organization) architecture
- Data (or information) architecture
- Application (or system) architecture
- Technology (or infrastructure) architecture

Four "layers" of enterprise architecture, or BDAT stack

### EA as Four Architectures

**Enterprise Architecture** 

**Business Architecture** 

Data Architecture

**Application Architecture** 

Technology Architecture

### **Associated Problems**

Problems with understanding enterprise architecture as four separate architectures:

- No clear-cut architectures, e.g. EA artifacts can describe many layers simultaneously
- Low explanatory power, e.g. what are the usage scenarios or stakeholders of data architecture?
- Largely self-serving, e.g. same as classifying EA artifacts into black-and-white and colored
- Other domains can be also described in EA artifacts

# Overall Adequacy

Thinking about enterprise architecture as four separate architectures is inadequate

Thinking about enterprise architecture in this way resembles thinking about cars as a mix of metal, plastic, glass and rubber, i.e. true but useless

# EA as Two States and Roadmap

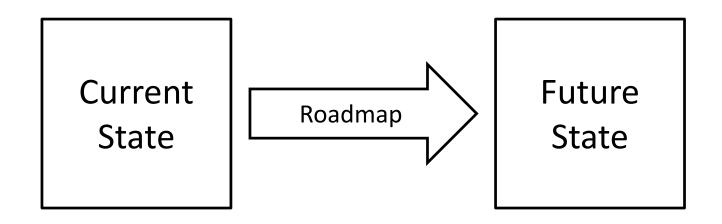
Enterprise architecture consists of three components:

- Current (baseline, as-is, existing, etc.) state
- Future (target, to-be, desired, etc.) state
- Roadmap (or transition plan)

Two states, gap analysis, getting from "here" to "there"

# EA as Two States and Roadmap

#### **Enterprise Architecture**



### **Associated Problems**

Problems with understanding enterprise architecture as the current state, future state and roadmap:

- In most cases the long-term future state for the whole enterprise is not (and even cannot be) defined
- There may be many future states for different scopes (business department, change program, etc.) and planning horizons (e.g. 1, 2, 3 and 5 years)
- Simplistic model, does not reflect full complexity
- Organizations cannot be engineered mechanistically

# **Overall Adequacy**

Thinking about enterprise architecture as the current state, future state and roadmap is inadequate

Thinking about enterprise architecture in this way is a misguiding simplification of the organizational reality

### **Current Situation with EA**

#### Current situation in the EA discipline:

- Both popular conceptualizations of enterprise architecture are inadequate
- No alternative evidence-based conceptualizations exists
- It is not clear what components constitute enterprise architecture
- For many years the phenomenon of enterprise architecture has no meaningful explanation

# Introducing the CSVLOD Model

The CSVLOD model is a novel conceptualization of enterprise architecture from scratch that:

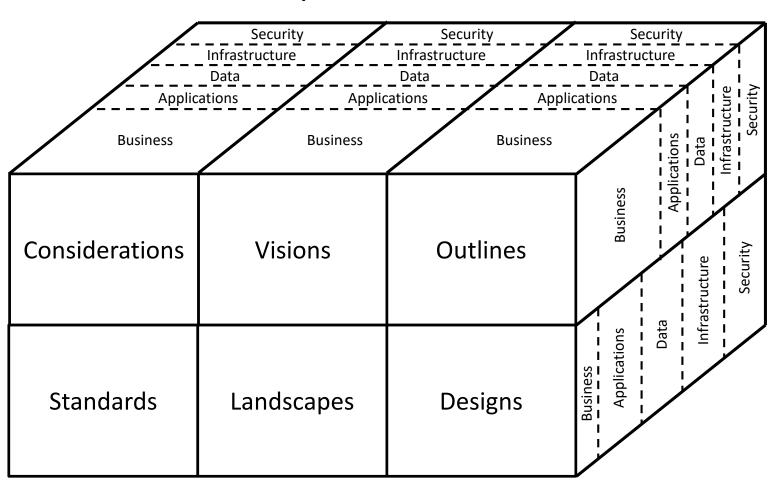
- Emerged from research, not from marketing
- Supported by evidence from real organizations
- Reflects genuine industry EA best practices
- Accurately describes empirical realities of EA
- Fills the critical gap in the EA discipline

# **CSVLOD Taxonomy for Artifacts**

	Rules	Structures	Changes
Business-Focused	Considerations  Global conceptual rules and fundamental considerations important for business and relevant for IT	Visions  High-level conceptual descriptions of an organization from the business perspective	Outlines  High-level descriptions of separate IT initiatives understandable to business leaders
IT-Focused	Standards  Global technical rules, standards, patterns and best practices relevant for IT systems	Landscapes  High-level technical descriptions of the organizational IT landscape	Designs  Detailed technical and functional descriptions of separate IT projects actionable for project teams

### **CSVLOD Model of EA**

#### **Enterprise Architecture**



### **Considerations EA Artifacts**

### Considerations are Business-Focused Rules

#### Principles

#### Principle 1: Standardized Business Processes Statement: ..... Rationale: ..... Implications: ..... Principle 2: Single Customer View Statement: Rationale: ..... Implications: ..... **Principle 3: Business Continuity** Statement: ..... Rationale: ..... Implications: .....

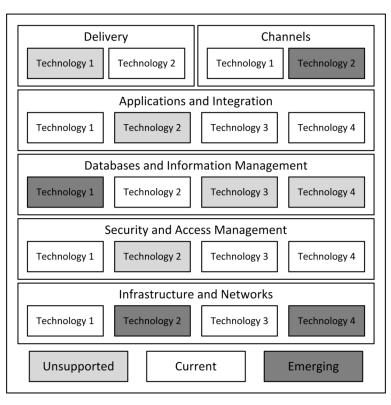
#### **Policies**

National		Policy 1: Personal Data Must Be Stored Onshore	
External	Privacy Policies	Policy 2: Destroy Personal Data When Not Needed Description:	
	Sarbanes- Oxley Policies	Policy 3: Log All Accesses to Accounting Systems Description:	
		Policy 4: Retain Audit Trails and Emails for 5 Years Description:	
Internal	Data Security Policies	Policy 5: No Sensitive Data on Mobile Devices Description:	
		Policy 6: Store Credit Cards in Encrypted Formats Description:	
	Data Exchange Policies	Policy 7: Do Not Share Key Data with Third Parties Description:	
		Policy 8: Share Client Data with Trusted Partners Description:	
	Cloud	Policy 9: Use Only the PCI DSS Compliant Cloud Description:	
	Hosting Policies	Policy 10: Do Not Store Health Data in the Cloud Description:	

### Standards EA Artifacts

#### Standards are IT-Focused Rules

#### Technology Reference Models



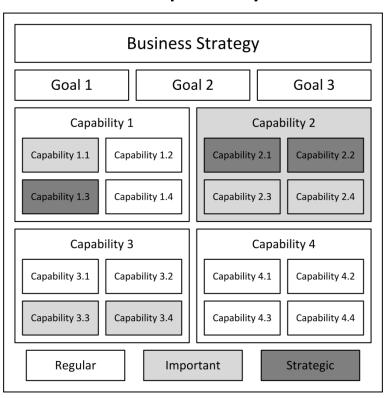
#### Guidelines

Server Deployment	Guideline 1: Run Applications as OS Services Description:		
Standards	Guideline 2: Store Deployment Packages in VCS Description:		
Network Protocol	Guideline 3: Avoid Using UDP Multicast Description:		
Standards	Guideline 4: Prefer REST Over SOAP Description:		
Data	Guideline 5: Use 256-Bit Encryption Keys Description:		
Encryption Standards	Guideline 6: Store MD5 Hashes of Passwords Description:		
Interface	Guideline 7: Use Web-Safe Colours Description:		
Design Guidelines	Guideline 8: Place Menu in the Top Right Corner Description:		
Secure	Guideline 9: Initialize Variables to Safe Defaults Description:		
Coding Guidelines	Guideline 10: Validate All Incoming Data Description:		

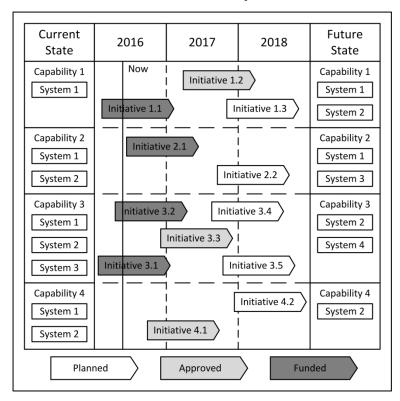
### Visions EA Artifacts

#### Visions are Business-Focused Structures

#### **Business Capability Models**



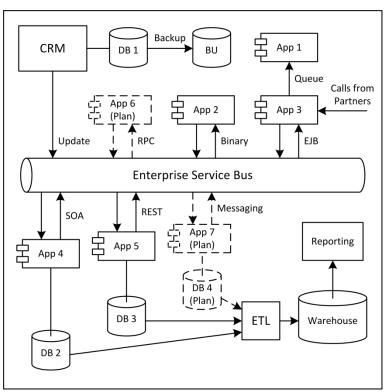
#### Roadmaps



# Landscapes EA Artifacts

#### Landscapes are IT-Focused Structures

#### Landscape Diagrams



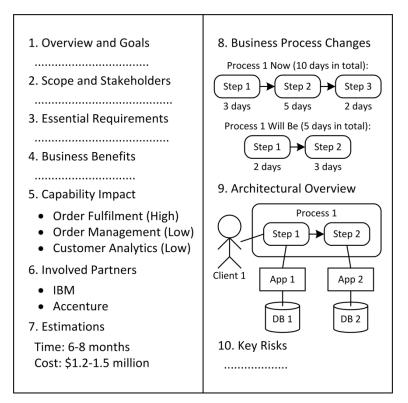
#### Inventories

Asset	Purpose	Owners	Cost	Problems
Application 1				
Application 2				
Application 3				
Application 4				
System 1				
System 2				
System 3				
System 4				
System 5				
Database 1				
Database 2				
Database 3				
Database 4				
Decommiss	ion	Reuse		Invest

### **Outlines EA Artifacts**

#### Outlines are Business-Focused Changes

#### **Solution Overviews**



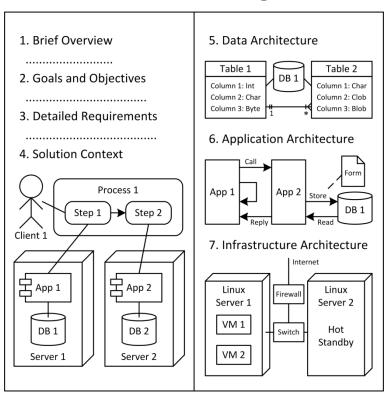
#### **Options Assessments**

Optio	Score	
Solution 1:  Process  Users  New System System	Time: 8-13 months Cost: \$2.0-3.5 million Advantages: Disadvantages: Risks:	Functionality: 5 Feasibility: 2 Alignment: 4 Total Score: 11
Solution 2:  Process  Old System  Extra System	Time: 4-7 months Cost: \$1.0-1.7 million Advantages: Disadvantages: Risks:	Functionality: 3 Feasibility: 3 Alignment: 1 Total Score: 7
Solution 3:  Process Users  Enhanced System	Time: 3-5 months Cost: \$0.7-1.3 million Advantages: Disadvantages: Risks:	Functionality: 2 Feasibility: 5 Alignment: 2 Total Score: 9

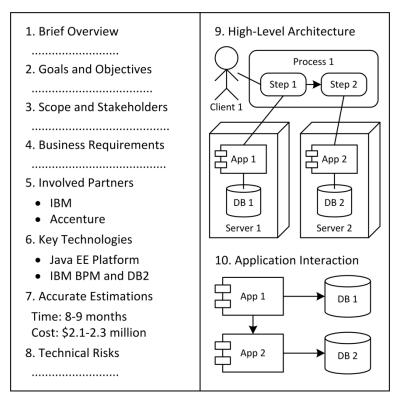
# Designs EA Artifacts

#### Designs are IT-Focused Changes

#### Solution Designs



#### **Preliminary Solution Designs**



# Usage of EA Artifacts

	Rules	Structures	Changes
Business-Focused	Considerations  Developed collaboratively by senior business leaders	Visions  Developed collaboratively by senior business leaders	Outlines  Developed collaboratively by architects and business
Busines	and architects and then used to influence all architectural decisions	and architects and then used to guide IT investments, identify, prioritize and launch new IT initiatives	leaders and then used to evaluate, approve and fund specific IT initiatives
75	Standards	Landscapes	Designs
IT-Focused	Developed collaboratively by architects and technical subject-matter experts and used to shape architectures of all IT initiatives	Developed and maintained by architects and used to rationalize the IT landscape, manage the lifecycle of IT assets and plan new IT initiatives	Developed collaboratively by architects, project teams and business representatives and then used by project teams to implement IT projects

# Lifecycles of EA Artifacts

	Rules	Structures	Changes
Business-Focused	Considerations  Developed once and then updated according to the ongoing changes in the business environment	Visions  Developed once and then updated according to the ongoing changes in strategic business priorities	Outlines  Developed at the early stages of IT initiatives to support decisionmaking and then archived
IT-Focused	Standards  Developed on an asnecessary basis and updated according to the ongoing technology progress	Landscapes  Developed on an asnecessary basis and updated according to the ongoing evolution of the IT landscape	Designs  Developed at the later stages of IT initiatives to support implementation and then archived

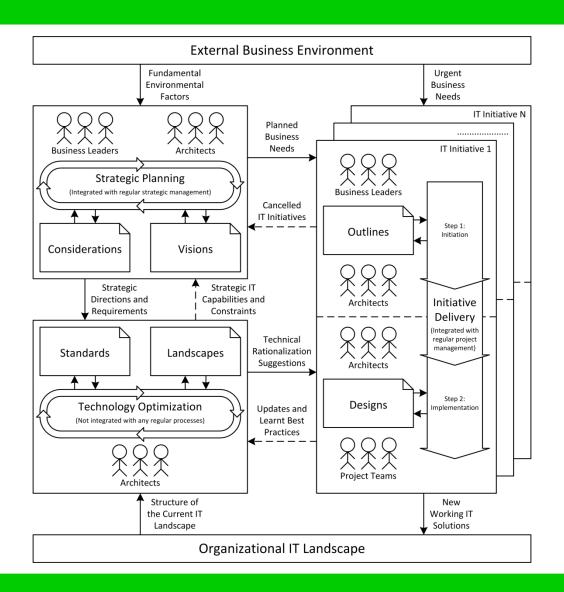
# Purpose of EA Artifacts

	Rules	Structures	Changes
Business-Focused	Considerations  Help achieve the agreement on basic principles, values, directions and aims	Visions  Help achieve the alignment between IT investments and longterm business outcomes	Outlines  Help estimate the overall business impact and value of proposed IT initiatives
IT-Focused	Standards  Help achieve technical consistency, technological homogeneity and regulatory compliance	Landscapes  Help understand, analyze and modify the structure of the IT landscape	Designs  Help implement approved IT projects according to business and architectural requirements

# Benefits of EA Artifacts

	Rules	Structures	Changes
Business-Focused	Considerations  Improved overall consistency between business and IT	Visions  Improved strategic effectiveness of IT investments	Outlines  Improved efficiency and ROI of IT investments
IT-Focused	Standards  Faster initiative delivery, reduced costs, risks and complexity	Landscapes  Increased reuse and agility, reduced duplication and legacy	Designs  Improved quality of the project delivery

### **Process View of EA Practice**



# **Modeling Languages**



Business processes are standardized across all points of presence

All lines of business work with the shared list of customers

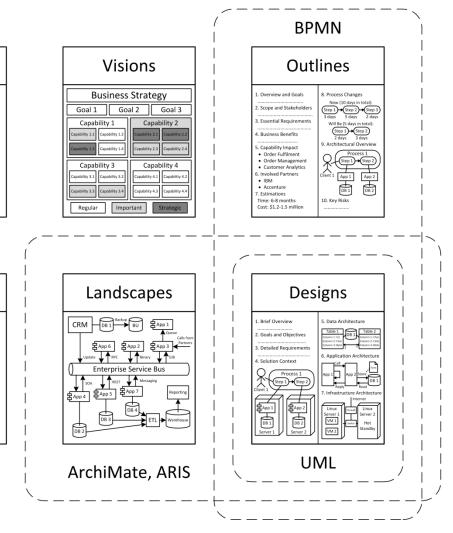
All business operations are maintained despite system failures

#### Standards

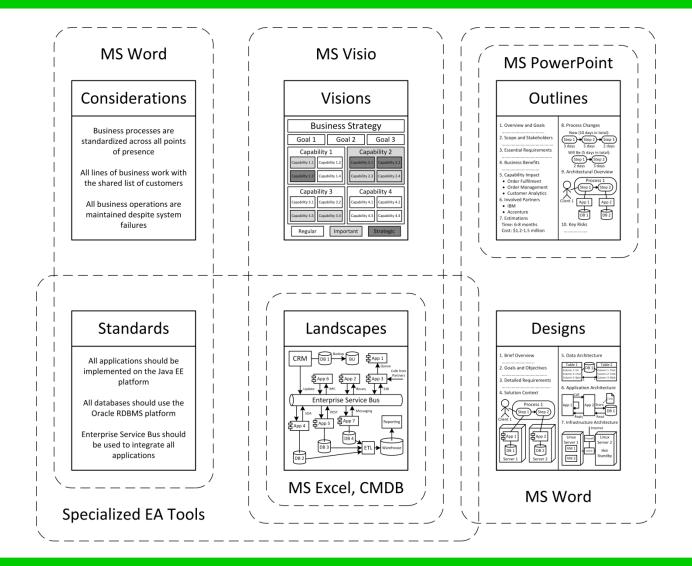
All applications should be implemented on the Java EE platform

All databases should use the Oracle RDBMS platform

Enterprise Service Bus should be used to integrate all applications



### **Software Tools**



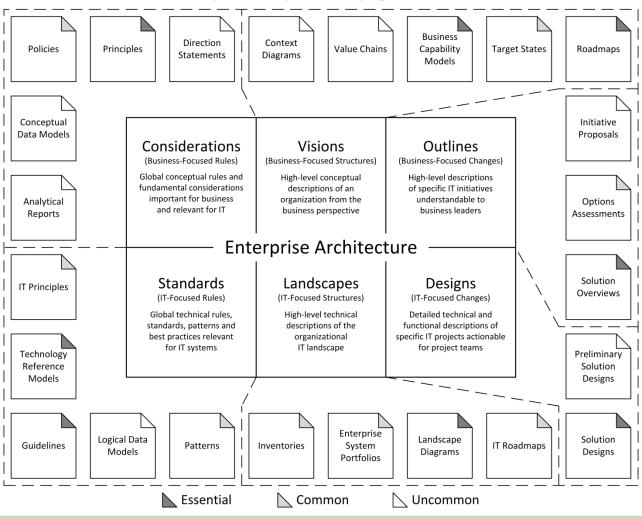
### Benefits of the CSVLOD Model

The CSVLOD model of enterprise architecture has two major advantages over existing models:

- The CSVLOD model is realistic, evidence-based and reflects actual EA artifacts and related best practices
- The CSVLOD model is highly explanatory and describes many critical properties of EA artifacts including their contents, formats, stakeholders, usage, lifecycles, purposes and benefits
- The CSVLOD model helps understand how EA works

# Enterprise Architecture on a Page

(Schematic view only, visit <a href="http://eaonapage.com">http://eaonapage.com</a> for the full version)



### Conclusions

Popular conceptualizations of enterprise architecture as four architecture layers, current states, future states and roadmaps are inadequate for understanding enterprise architecture

The CSVLOD model is the first research-based model of enterprise architecture which provides a more accurate, realistic and explanatory view than any other existing models

## Questions?

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