

# **Project-Oriented SOA**

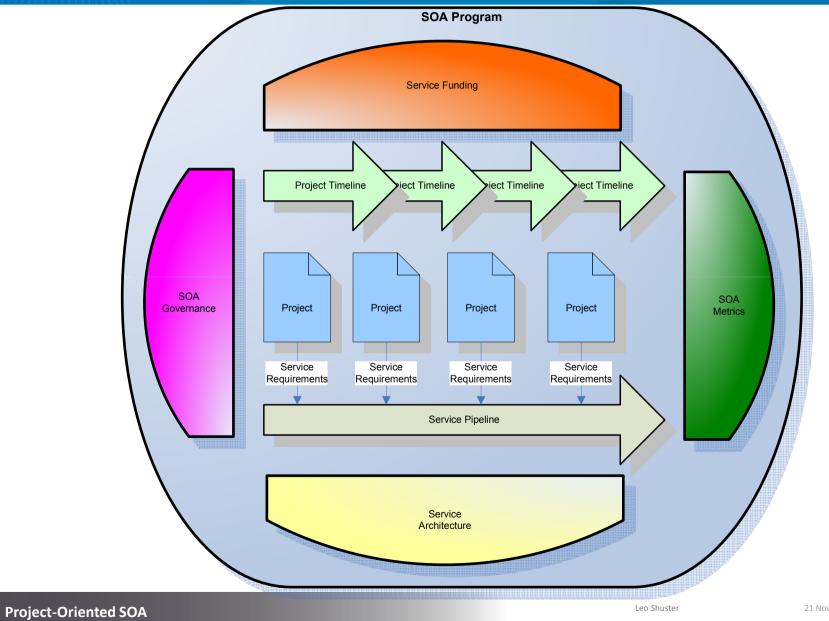
**Leo Shuster** 

November 2009

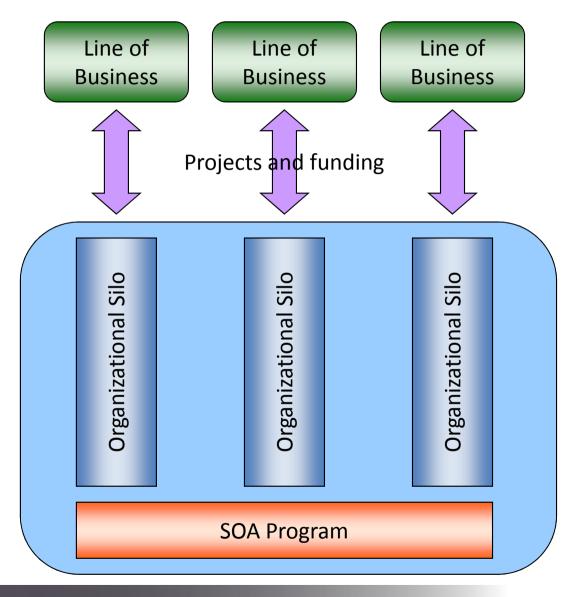
**Project-Oriented SOA** 

Leo Shuster

# **Project-Oriented SOA Overview**

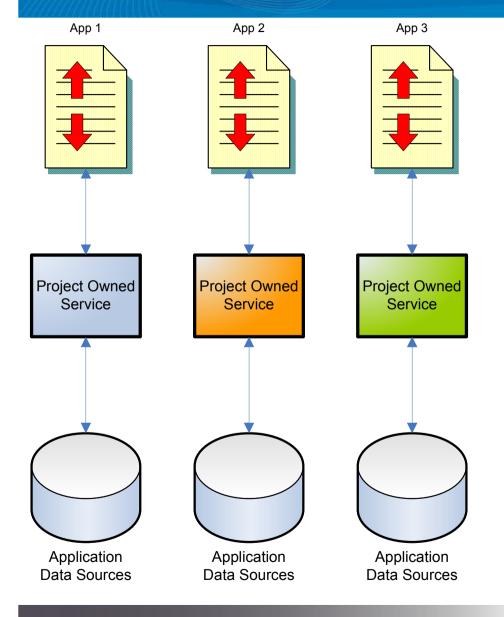


# **Organizational Reality**



- Projects are incompatible with SOA Programs
- Projects
  - Time-bound
  - Focused on delivering specific outcomes to limited audiences
  - Concentrate only on their own requirements
  - Funding comes from a Line of Business
- SOA Programs
  - Span multiple groups and organizational silos
  - Goal is to establish reusable services for all
  - Services have their own lifecycle
  - Must have central funding

### **Service Ownership Problem**



- Project teams consider business logic their domain
  - Consider themselves experts
  - Distrust others
  - NIH syndrome

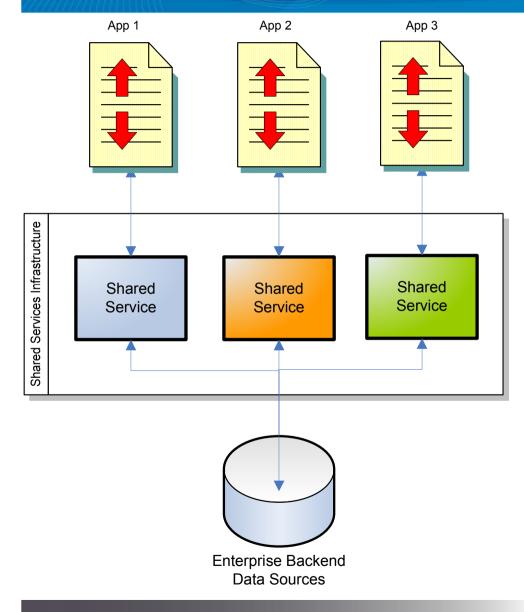
#### • Ownership

- Sensitive subject
- Many IT managers have silo mentality
  - Assume they own the whole stack
  - Like to have control over every application component
  - Do not like to share control
  - Any perception of losing control can trigger irrational response
- Beware of empire building

#### Problem

- Projects are not structured to support shared services
- Would have little incentive to address other projects' requirements

### **Service Ownership Problem**

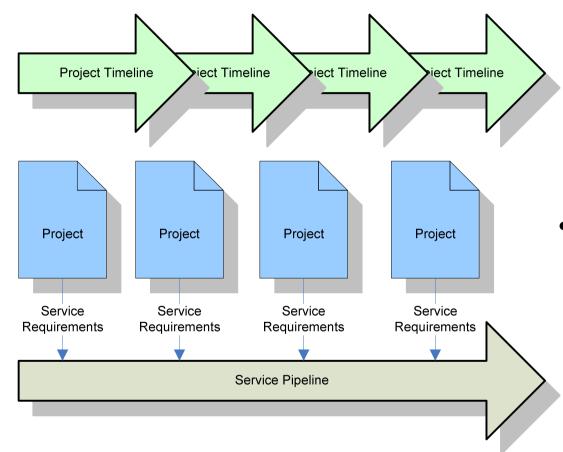


- Services must be centrally managed
  - Lifecycle different from that of a project
  - Code must be stored and versioned separately
  - Must reside on dedicated, independently scalable infrastructure

### • Ownership

- Enterprise shared services should be managed by a central team
- Charged with reconciling all requirements and increasing service leverage
- Central funding

### **Service Lifecycle Management**



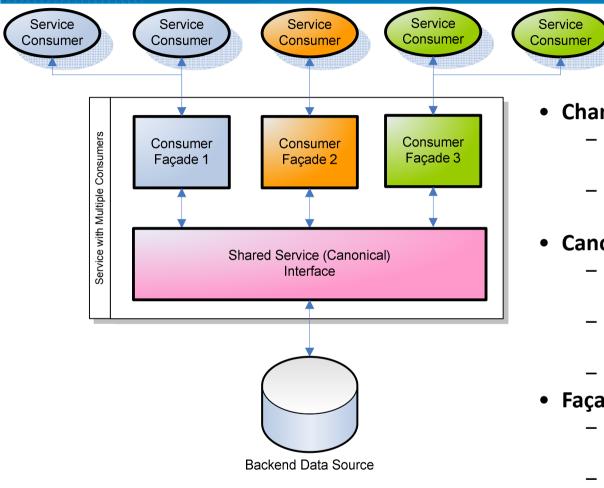
### • Service lifecycle

- Services created in response to project demand
- New projects introduce additional requirements that need to be addressed
- Service evolves independent of an individual project

#### • Process

- Service lifecycle should be centrally managed
- Central team should be charged with service identification, lifecycle management, and pipelining activities
- All new requirements are incorporated into the services as they are discovered

### **Minimizing Impact of Changes and Maximizing Reuse**



#### • Changes are inevitable

- Services continue to change due to project demand
- Service architecture must be flexible enough to accommodate changes

#### Canonical model

- Should be used to represent a consistent view of data
- Reconciles differences between the same entities across organization
- Will change with service changes

#### • Façade pattern

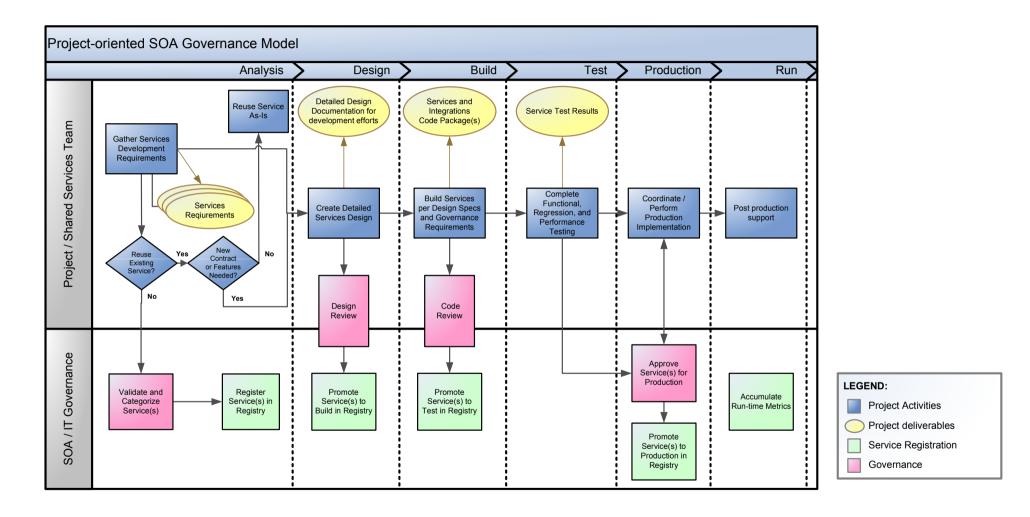
- Minimizes impact of internal service changes on consumers
- Represents service contract specific to each consumer
- Hides canonical model complexity

### **SOA Governance**

- SOA Governance is critical to SOA program success
  - Maximizes service reuse
  - Encourages right behavior
- SOA Governance success factors
  - Align with internal Software Development Methodology
  - Minimize overhead
  - Maximize synergy with existing IT governance processes
  - Gain visibility of project pipeline as early as possible
  - Prefer influence over enforcement
- Process
  - Establish frequent governance checkpoints
  - Ensure project's compliance with previous recommendations and established best practices
  - Formal approval must be given before moving changes into Production



### **SOA Governance**



### **SOA Funding**

### **Funding Options**

- Make the first project to build a service provide the complete funding
- Establish a central funding source that will cover all service design and construction expenses
- Provide supplementary funding to projects building services

#### **Supplementary Funding**

- Most pragmatic
- Central fund established and made available to projects
- Centrally managed
- To cover costs outside of project scope

#### **Project- Based Funding**

- Unfairly burdens the project
- Incompatible with SOA Program goals
- Will result in project-owned or hard to reuse services

#### **Central Funding**

- The easiest approach
- Hard to convince IT management
- Presents opportunities for abuse
- Strong governance needed
- May require a chargeback mechanism to be established

### **SOA Metrics**

- Metrics are needed to:
  - Measure SOA Program effectiveness and level of adoption
  - Communicate results
  - Meet established goals
- Steps to capture appropriate metrics
  - Capture all the services being created
  - When completed, determine the cost to build each service
  - Capture all reuse opportunities

#### **Most Popular SOA Metrics**

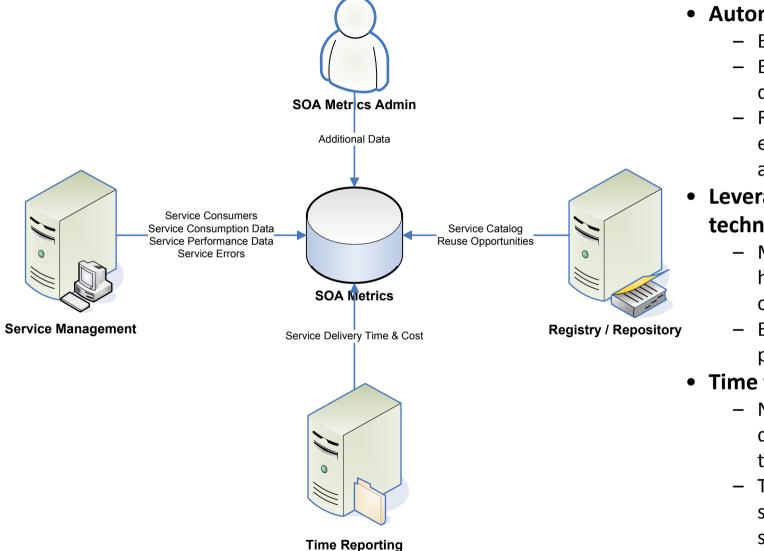
- # of services created
- Amount of service reuse
- Cost avoidance/savings
- Projects using services
- ROI

**Calculating Service Cost Avoidance** 

Service Cost Avoidance = Service Build Cost - Project's Service Integration Cost Where

Service Build Cost = Initial Service Build Cost + Cost of all Subsequent Changes

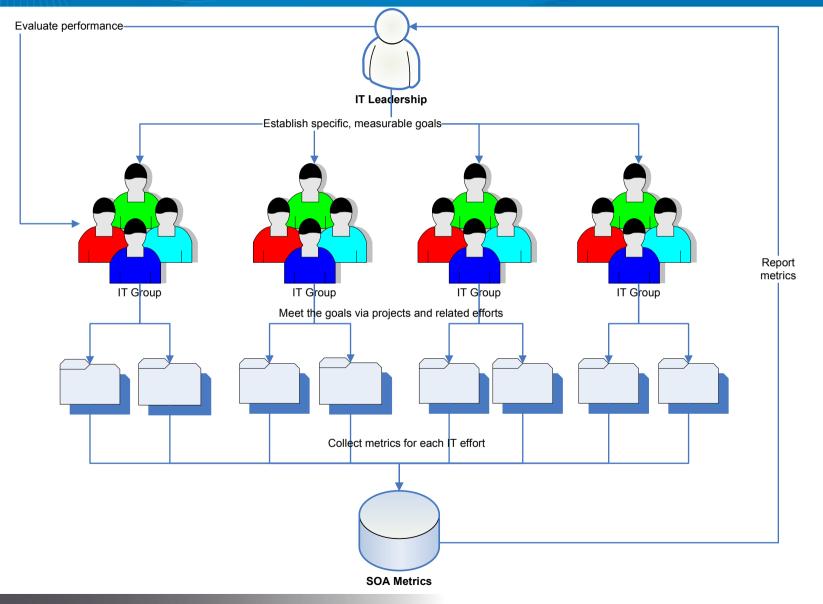
### **Collecting SOA Metrics**



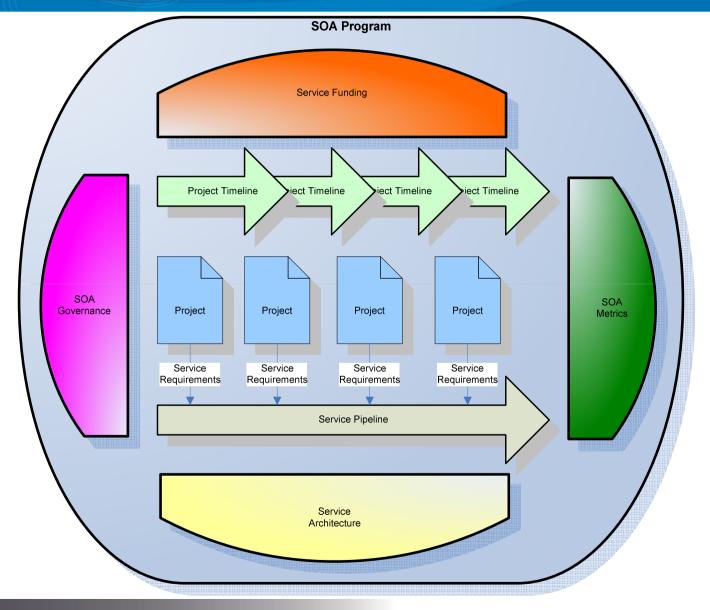
#### • Automation is key

- Eliminates errors
- Ensures consistency of data
- Reduces manual data entry and
  - administration efforts
- Leverage existing technology
  - Many products will help in metrics collection
  - Extract data directly if possible
- Time tracking is tricky
  - Need to track design, development and testing time by service
  - Time reporting software should be set up appropriately

# **Improving Service Reuse via SOA Metrics**



# **Delivering SOA Vision**



**Project-Oriented SOA** 

### **References & Questions**

- Project-oriented SOA: <u>http://www.soamag.com/l21/0808-2.asp</u>
- *Making SOA ROI Real*: <u>http://soa.sys-con.com/node/847118</u>
- Façade pattern: <a href="http://en.wikipedia.org/wiki/Facade\_pattern">http://en.wikipedia.org/wiki/Facade\_pattern</a>
- SOA Patterns: <u>http://www.soapatterns.com/</u>
- Leo's blog: <a href="http://leoshuster.blogspot.com/">http://leoshuster.blogspot.com/</a>
- E-mail: leo@stratos.net



15

Leo Shuster