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# Practical Applications of the ODP Enterprise Language

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with a lot of help from his friends



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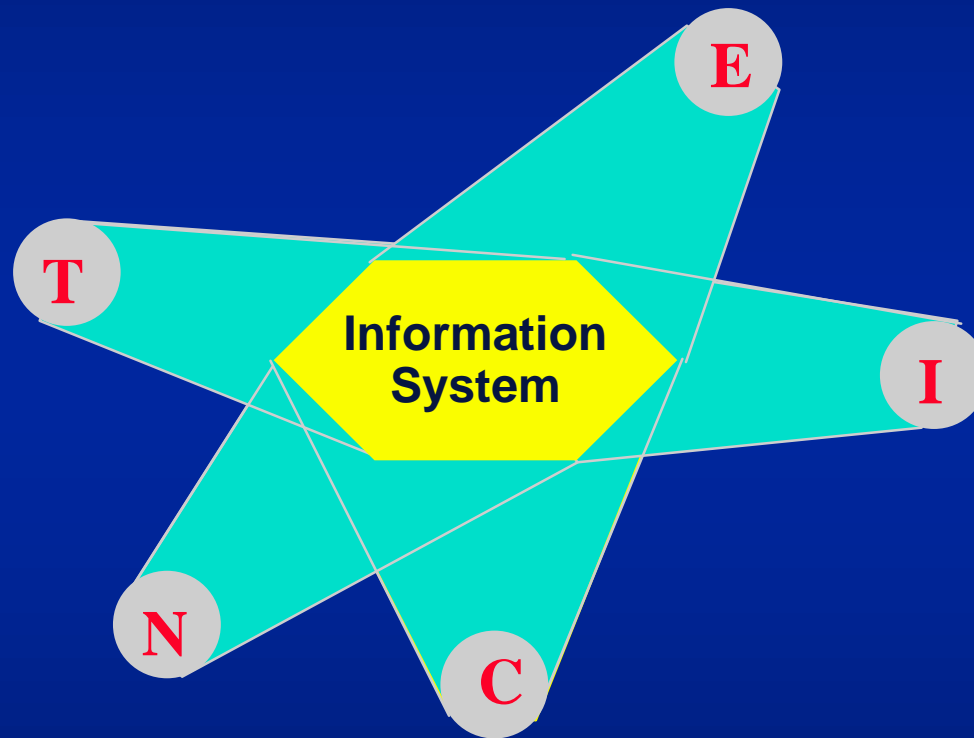
# Application of the ODP Enterprise Language

- **What it is**
- **What one looks like**
- **What it does**
- **Who's doing it and why**
- **Where it's going**



# RM-ODP Concepts & Principles

## Viewpoints



There is in principle a large single specification of an information system but it is too complex to be of use.

There is a need for a **separation of concerns** in order to structure the specification

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# RM-ODP Concepts & Principles

## Viewpoint concerns

**Enterprise Viewpoint** - the purpose, scope and policies for the organisation that will own the information system

**Information Viewpoint** - the information handled by the information system and constraints on the use and interpretation of that information

**Computational Viewpoint** - the functional decomposition of the information system into objects suitable for distribution

**Engineering Viewpoint** - the infrastructure required to support distribution

**Technology Viewpoint** - the constraints on system hardware and software

*A system specification from each viewpoint expressed in the terms of the corresponding viewpoint language*



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## Enterprise Viewpoint

An enterprise description is a specification for the **behaviour** of an organisation, in terms of the behaviour of the **objects** that make it up, and their **relationships** to one another.

Its purpose is primarily to identify the **required behaviour** of some **system** in the context of the overall **objectives** and **policies** of the organisation.

The specification is expressed using the concepts of the

## Enterprise Language



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# The Enterprise Language

## Fundamental Concepts

**Objective** - some desired state of affairs or required behaviour

**Community** - a composition of enterprise objects formed to meet an objective

**Enterprise object** - a component of a community - may be a person, an information system or a group of people and/or systems

**Role** - identifier for the behaviour of an object in a community (ie to meet an objective)

**Interaction** - an observable action normally involving two or more objects

*An enterprise specification comprises a set of information about instances of the concepts above.*



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## Enterprise Description - what it is ...

A specification of one or more **communities**, each formed to meet an **objective**, in terms of the way its component **objects** behave with regard to each other and to objects outside the community.

Behaviour is specified in terms of **roles**, each itself specified in terms of **interactions** and the relationships between them.

It takes the form of a set of diagrams with an associated database that provides the **rigour** and supporting information.



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**What one looks like**





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# Enterprise Specification

Set of **Community Diagrams** - used to capture and present the interactions between enterprise objects.

An **underlying database** - stores details about

- the enterprise objects themselves, including their responsibilities;
- the interactions and the relationships between them.



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## Tools

**Enterprise Specifications are:**

- **complex**
- **non-hierarchical.**

**It needs a powerful tool to capture them. Such tools need to be**

- **graphical**
- **object oriented**
- **capable of enforcing underlying language rules**



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## Tools

**Enterprise Specifications are:**

- **complex**
- **non-hierarchical.**

**It needs a powerful tool to capture them. Such tools need to be**

- **graphical**
- **object oriented**
- **capable of enforcing underlying language rules**

*No such tool exists!*



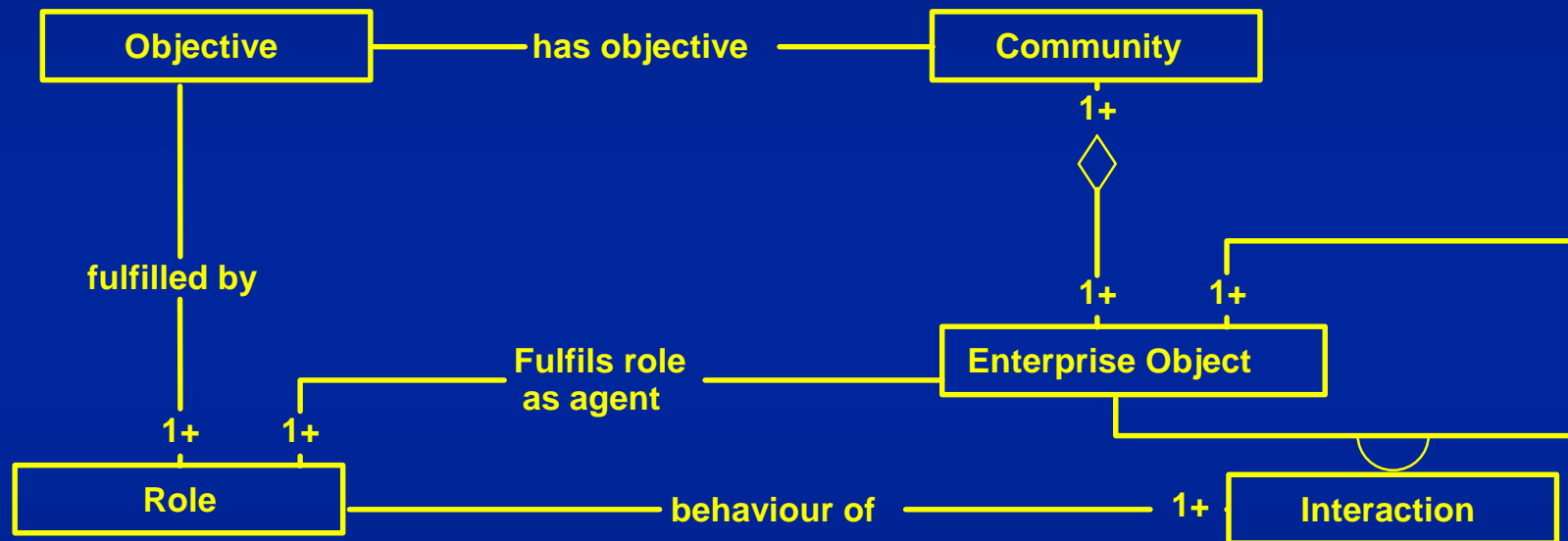
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## A compromise - Select-OMT

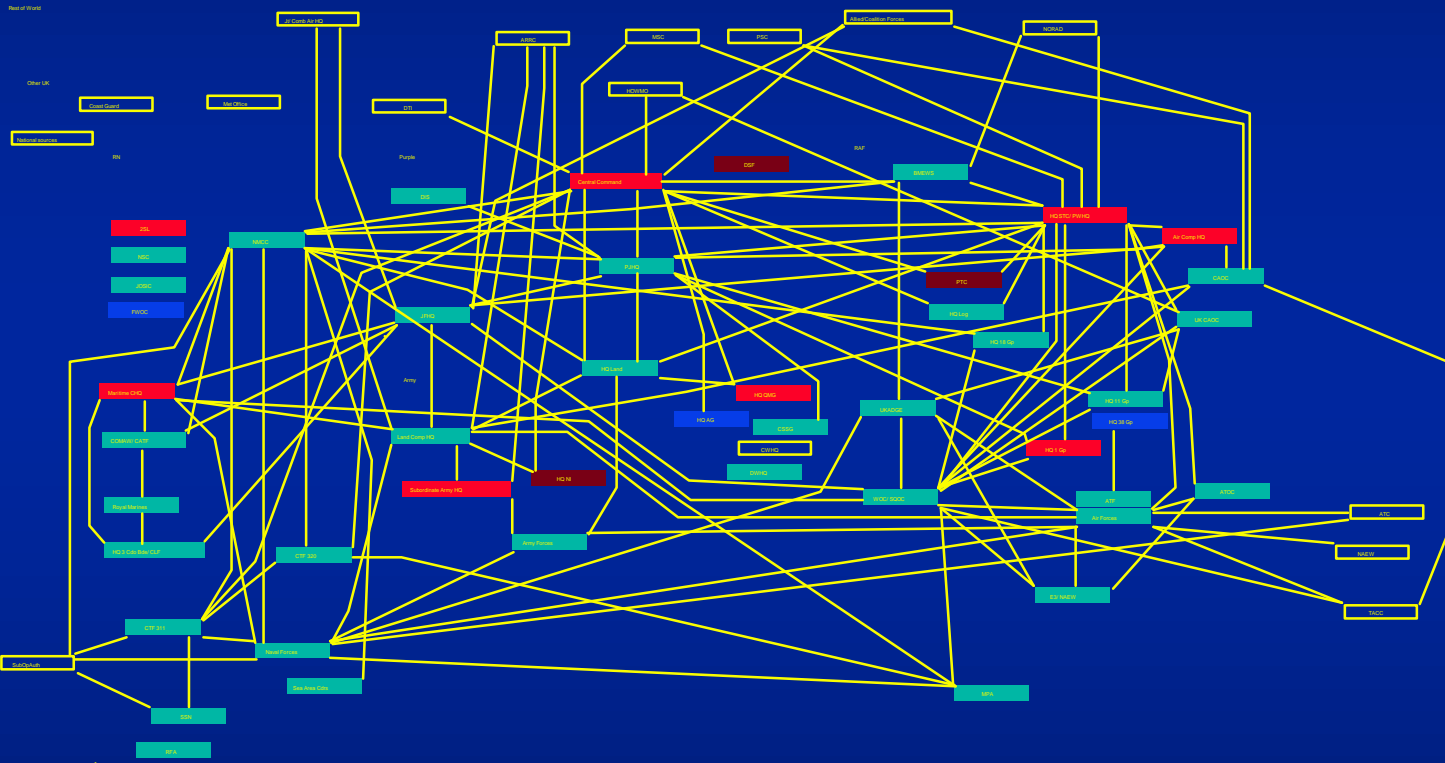
- **Object Oriented**
- **Excellent Graphical Interface**
- **Acceptable (good) performance**
- **Scaleability**
- **Flexible (within limits)**
- **Links well to presentation tools**
- **Cheap!**



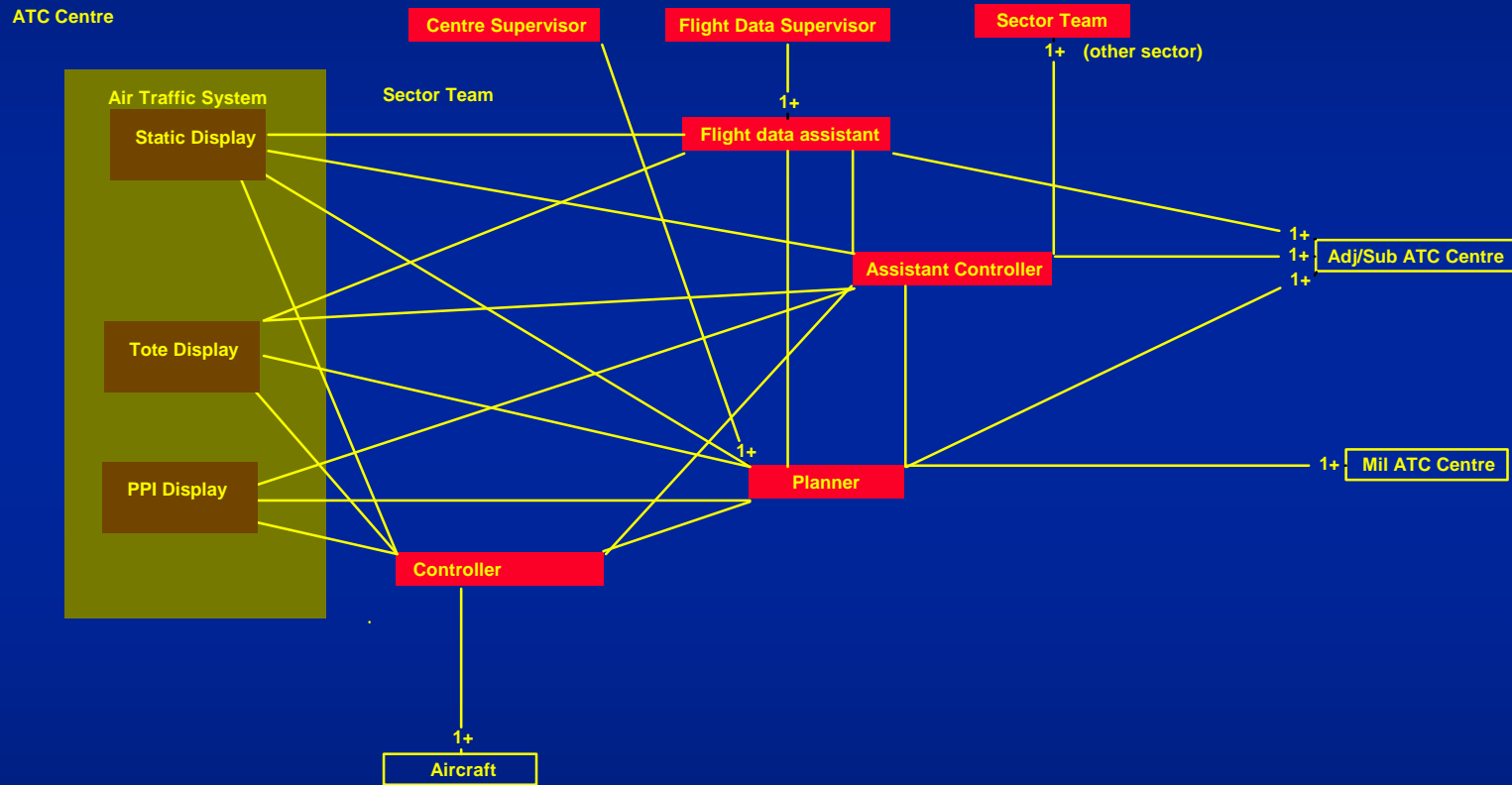
# Enterprise Language - meta-model



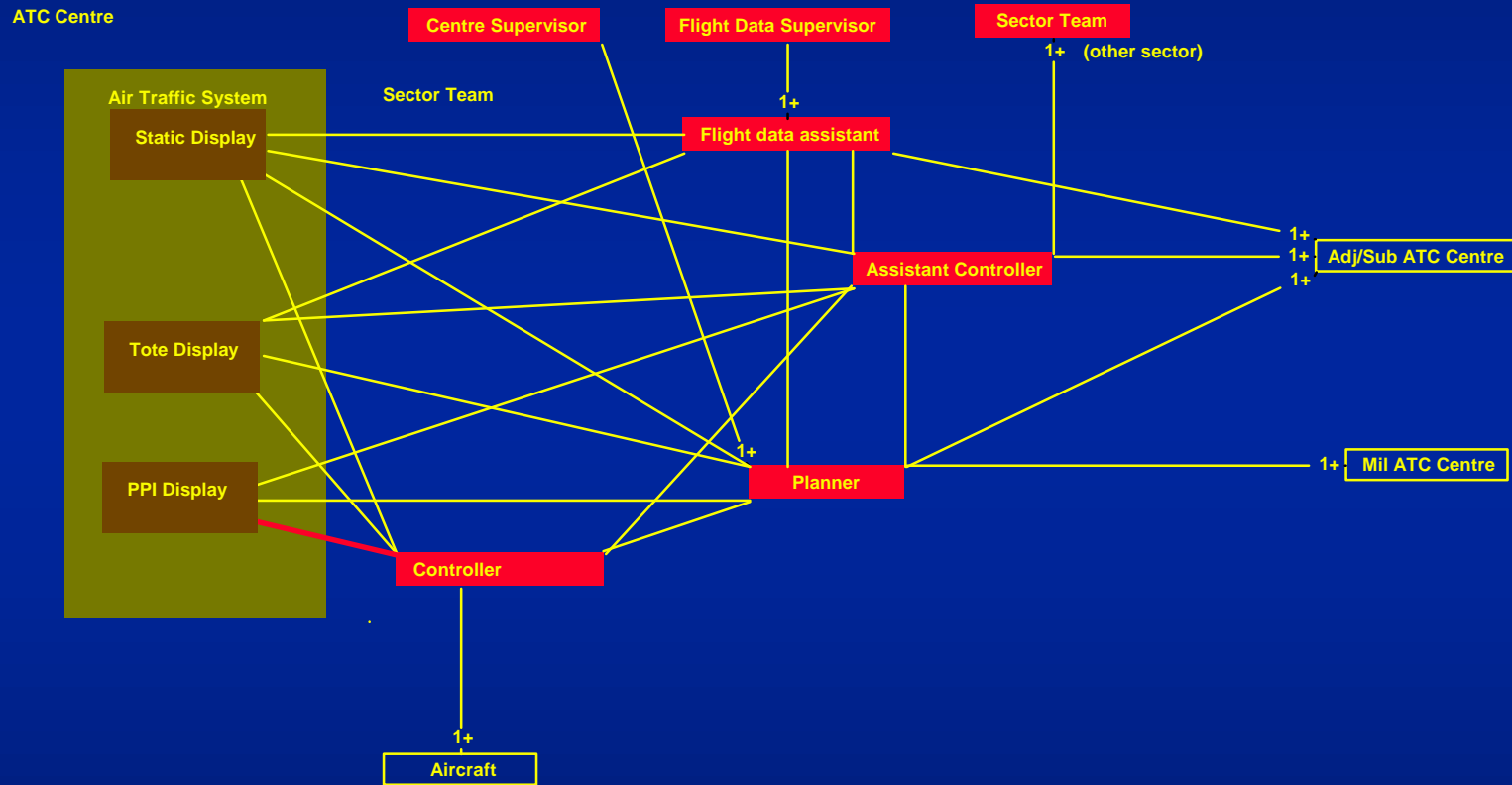
# Example Top Level Community Diagram



# Lower Level Diagram



# Lower Level Diagram





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## Controller : PPI Display

**Description:** Controller monitors synthetic radar data for sector area (or as required) to establish mental picture of traffic, detect conflicts and to define and maintain short term plan

**Objective:** Ops Room Objective OM1 - Provide ATS

**Role\_Type\_Start:** User

**Role\_Name\_Start:** Exec Ctrlr providing ATC service

**The interaction represented by this class is part of the interaction represented by the class: Sector Team:ATS**

**This item is used on the following diagrams:**

**TEAM.OM1    Sector Team**



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## Enterprise Description - what it does ...

- Provides a means to **agree** the responsibilities and policies of the organisation which is supported by the required information system(s).
- Specifies the context within which the required information system(s) will operate to **support the objectives of the organisation concerned**.
- Allows the **specification of systems in a manner that is consistent with the business requirements and internationally agreed commercial standards**.



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## Results of Modelling

The 'result' is the model. It represents an **agreed** framework from which conclusions can be drawn and system design decisions made.



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# Benefits of an Enterprise Specification

**An Enterprise Specification helps overcome the risks facing any organisation implementing new systems by:**

- **ensuring that everyone knows which business objective is served at any time and understands the current organisation;**
- **specifying an agreed context for information system development;**
- **assessing the impact of changes to the organisation;**
- **allowing the adoption of new technology.**



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## Better understanding of the existing organisation

### Example:

- **Community diagrams, taken with supporting database information, give a qualitative indication of the levels of effort devoted to different objectives.**

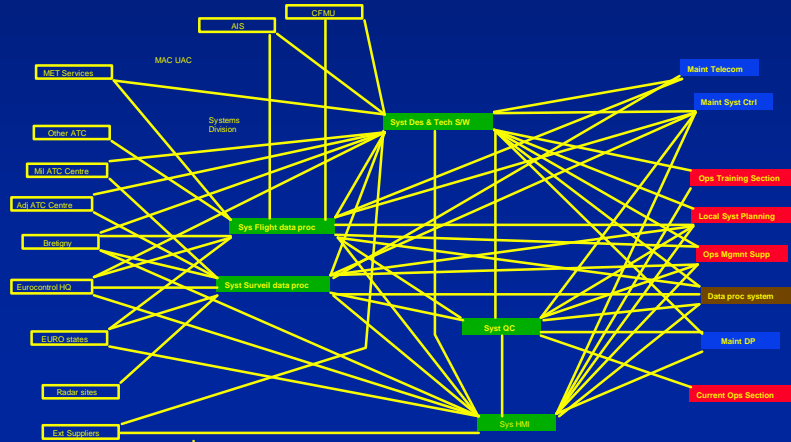
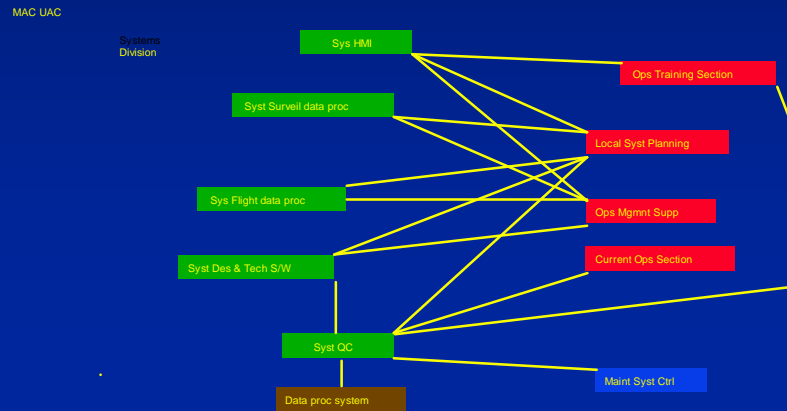
**This can lead to cost benefit analysis.**



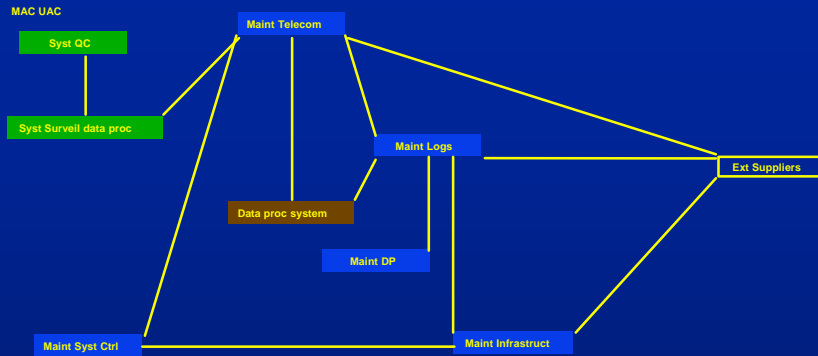
# Objective 1

# XYZ Organisation

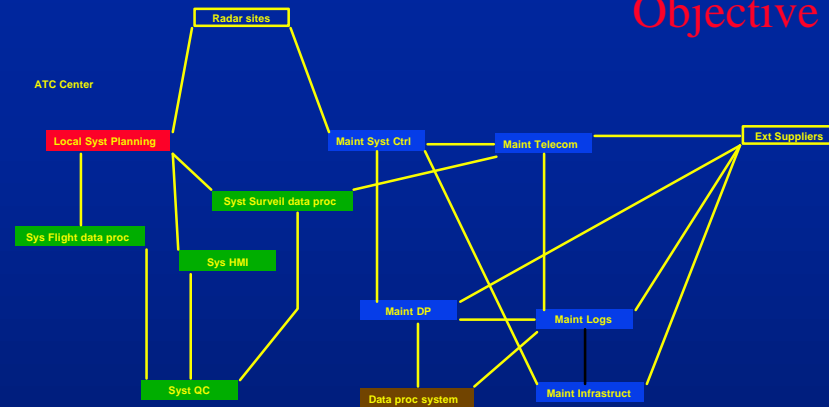
# Objective 2



# Objective 4



# Objective 3



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## **An agreed context for IS development**

**The Sector Team community diagram shows how the overall required behaviour of the ATC system can be specified.**

**Using set of such diagrams the complete behaviour of the systems required can be specified. (=User Requirement).**

**This is derived consistently and rigorously from the highest level organisational requirements.**



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## Impact of changes to the organisation

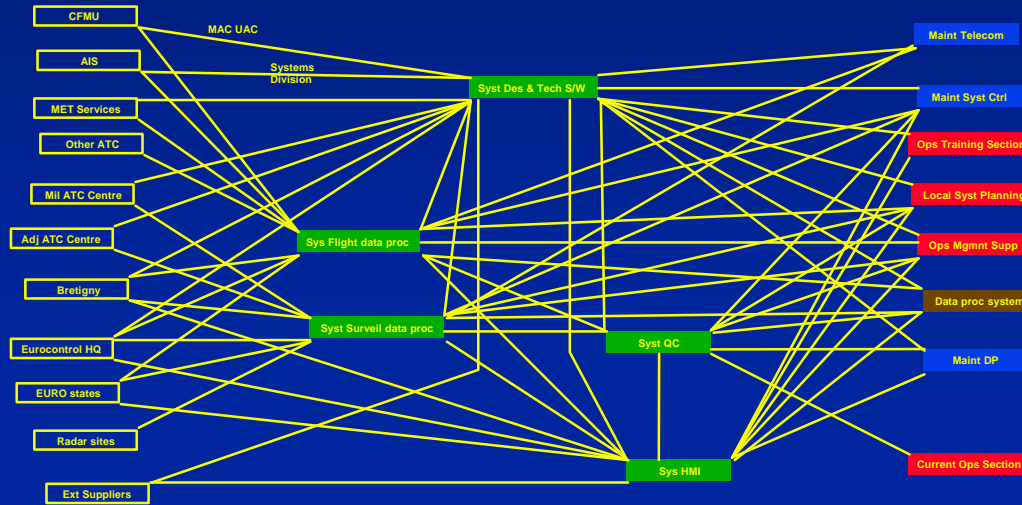
By comparing community diagrams for different organisational elements supporting the same objective we could make useful deductions about possible changes.



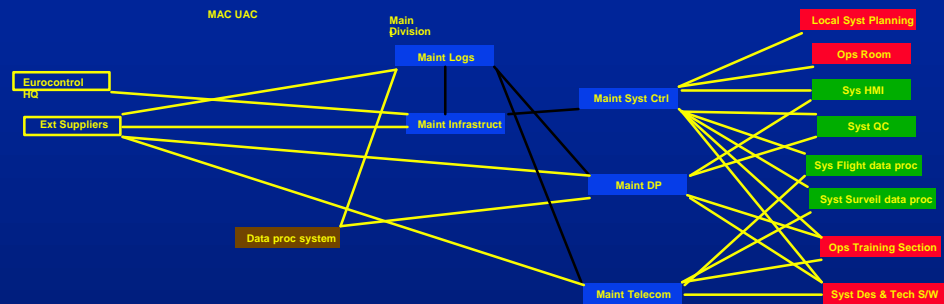


# XX and YY Divs meeting Objective 1

## XX Division



## YY Division



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## Adoption of new technology

This is an act of faith - new technology will be based on new object oriented ideas, eg CORBA, ODP Trader, OLE, OpenDoc and Java (and whatever's in fashion next year).

Specification of system requirements within a framework that is compatible with these concepts and technologies is the **only** way that

- users' aspirations can be met cost/effectively;
- supplier 'lock-in' can be prevented;
- systems can evolve to meet new business challenges.



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## Who's doing it (and why)

**The UK Ministry of Defence** in order to develop a Reference Model for Command, Control & Intelligence, Communications and Information Systems (C2I CIS)

**Eurocontrol** - as part of the European Air Traffic Control Harmonisation and Improvement Programme (EATCHIP)

Both organisations need to exercise some form of management over the implementation of information systems with **diverse owners and diverse requirements, using diverse technology.**



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## Where it's going

**Extension and Refinement to address policy and responsibility more clearly**

**Relations with OMG Business Object Task Force work**

**Relations with database work (CSMF)**

