Примеры архитектур предприятия

Минёв Владимир
БИ-14-1

2015
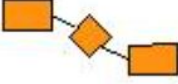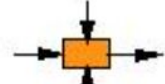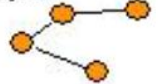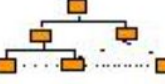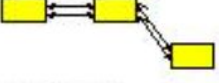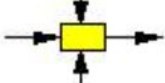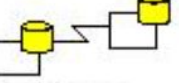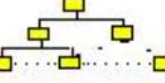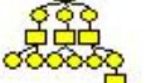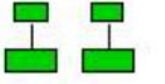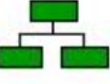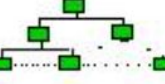
Некоторые модели архитектур, описанные в литературе.

1) Модель Захмана
2) DoDAF (Инфраструктура архитектуры Министерства обороны)
3) FEAF (Инфраструктура архитектуры федеральной организации)

Модель Захмана

ENTERPRISE ARCHITECTURE - A FRAMEWORK ™

|	DATA *What*	FUNCTION *How*	NETWORK *Where*	PEOPLE *Who*	TIME *When*	MOTIVATION *Why*	
SCOPE (CONTEXTUAL)	List of Things Important to the Business	List of Processes the Business Performs	List of Locations in which the Business Operates	List of Organizations Important to the Business	List of Events Significant to the Business	List of Business Goals/Strat	SCOPE (CONTEXTUAL)
Planner	ENTITY = Class of Business Thing	Function = Class of Business Process	Node = Major Business Location	People = Major Organizations	Time = Major Business Event	Ends/Means=Major Bus. Goal/ Critical Success Factor	*Planner*
ENTERPRISE MODEL (CONCEPTUAL)	e.g. Semantic Model	e.g. Business Process Model	e.g. Business Logistics System	e.g. Work Flow Model	e.g. Master Schedule	e.g. Business Plan	ENTERPRISE MODEL (CONCEPTUAL)
Owner	Ent = Business Entity Reln = Business Relationship	Proc. = Business Process I/O = Business Resources	Node = Business Location Link = Business Linkage	People = Organization Unit Work = Work Product	Time = Business Event Cycle = Business Cycle	End = Business Objective Means = Business Strategy	*Owner*
SYSTEM MODEL (LOGICAL)	e.g. Logical Data Model	e.g. Application Architecture	e.g. Distributed System Architecture	e.g. Human Interface Architecture	e.g. Processing Structure	e.g. Business Rule Model	SYSTEM MODEL (LOGICAL)
Designer	Ent = Data Entity Reln = Data Relationship	Proc = Application Function I/O = User Views	Node = I/S Function (Processor, Storage, etc.) Link = Line Characteristics	People = Role Work = Deliverable	Time = System Event Cycle = Processing Cycle	End = Structural Assertion Means = Action Assertion	*Designer*
TECHNOLOGY MODEL (PHYSICAL)	e.g. Physical Data Model	e.g. System Design	e.g. Technology Architecture	e.g. Presentation Architecture	e.g. Control Structure	e.g. Rule Design	TECHNOLOGY MODEL (PHYSICAL)
Builder	Ent = Segment/Table/etc. Reln = Pointer/Key/etc.	Proc= Computer Function I/O = Data Elements/Sets	Node = Hardware/System Software Link = Line Specifications	People = User Work = Screen Format	Time = Execute Cycle = Component Cycle	End = Condition Means = Action	*Builder*
DETAILED REPRESEN- TATIONS (OUT-OF- CONTEXT)	e.g. Data Definition	e.g. Program	e.g. Network Architecture	e.g. Security Architecture	e.g. Timing Definition	e.g. Rule Specification	DETAILED REPRESEN- TATIONS (OUT-OF- CONTEXT)
Sub- Contractor	Ent = Field Reln = Address	Proc= Language Stmt I/O = Control Block	Node = Addresses Link = Protocols	People = Identity Work = Job	Time = Interrupt Cycle = Machine Cycle	End = Sub-condition Means = Step	*Sub- Contractor*
FUNCTIONING ENTERPRISE	e.g. DATA	e.g. FUNCTION	e.g. NETWORK	e.g. ORGANIZATION	e.g. SCHEDULE	e.g. STRATEGY	FUNCTIONING ENTERPRISE

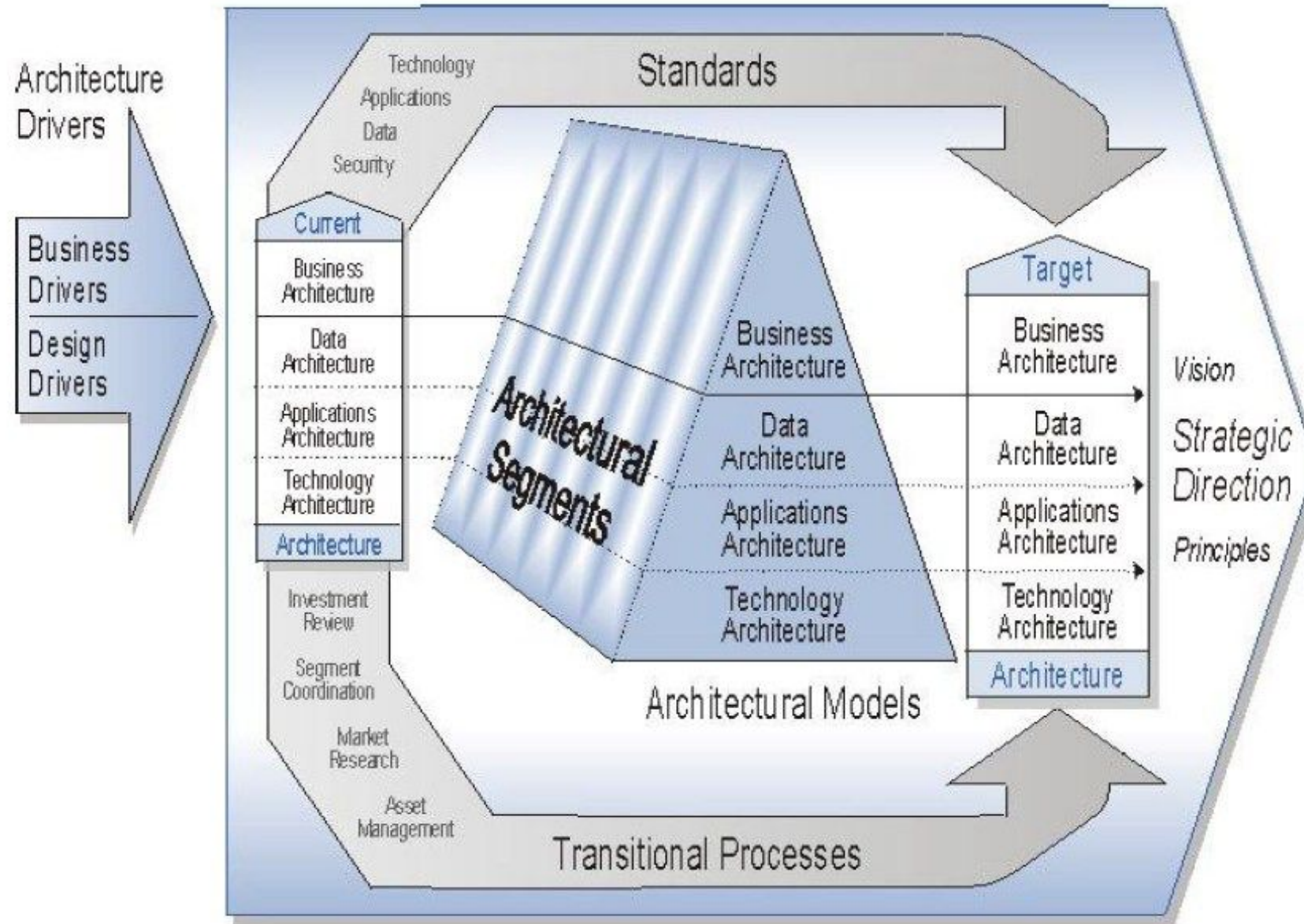John A. Zachman. Zachman International (810) 231-0531

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DoDAF
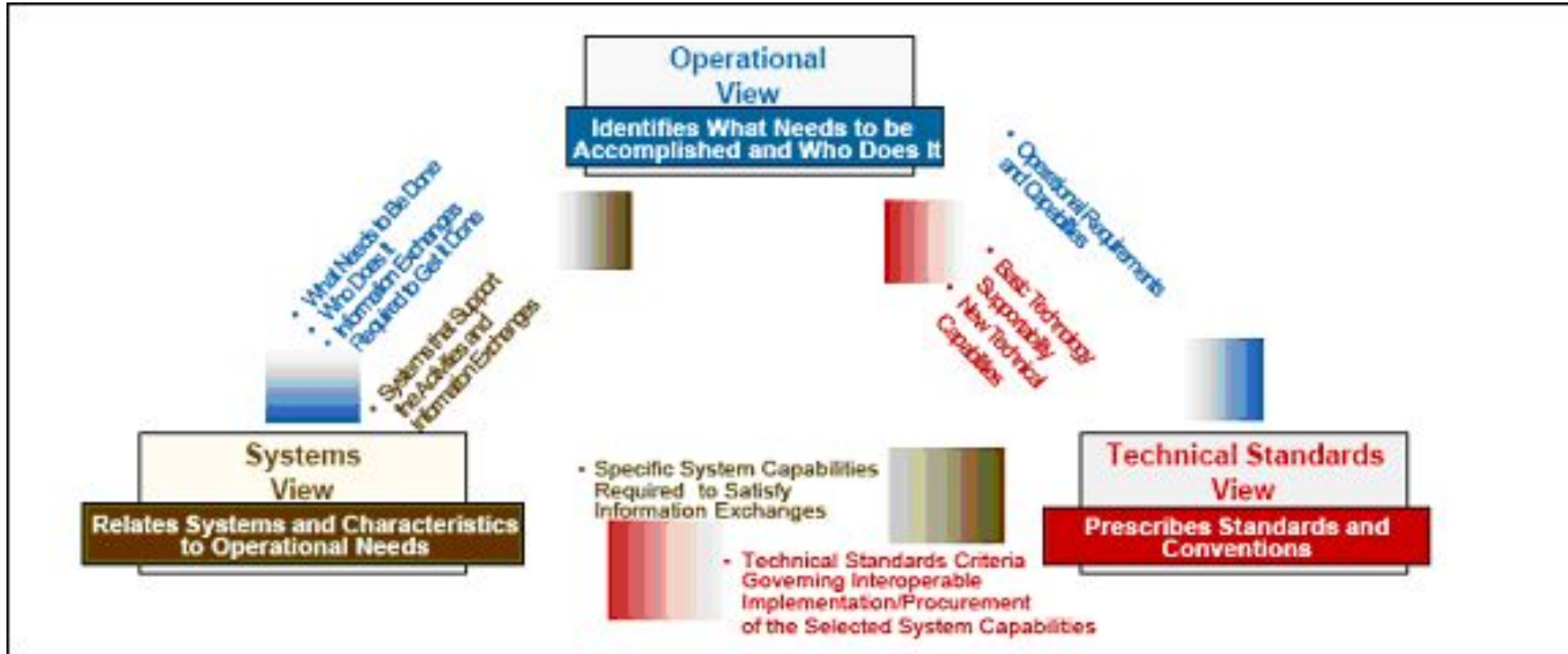
FEAF

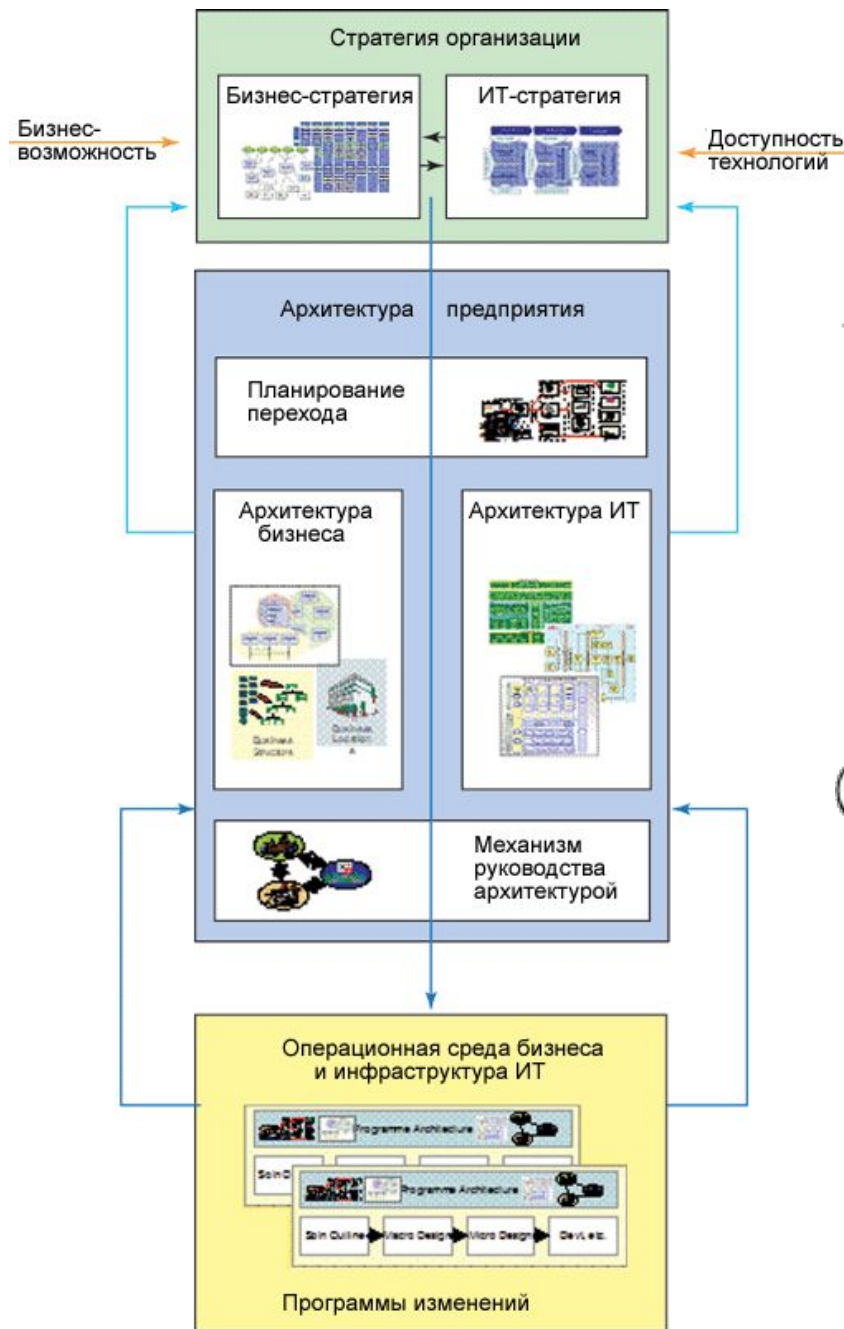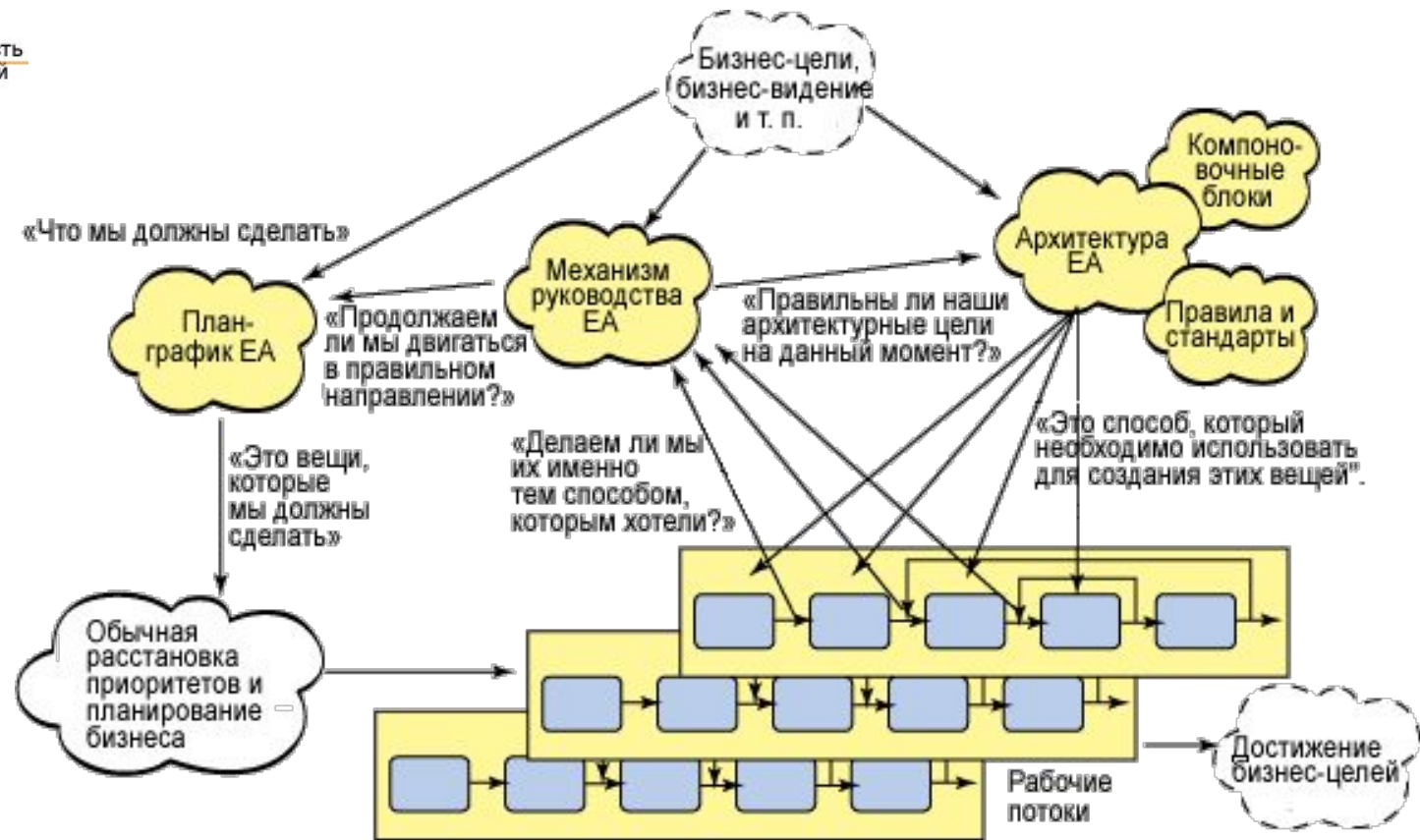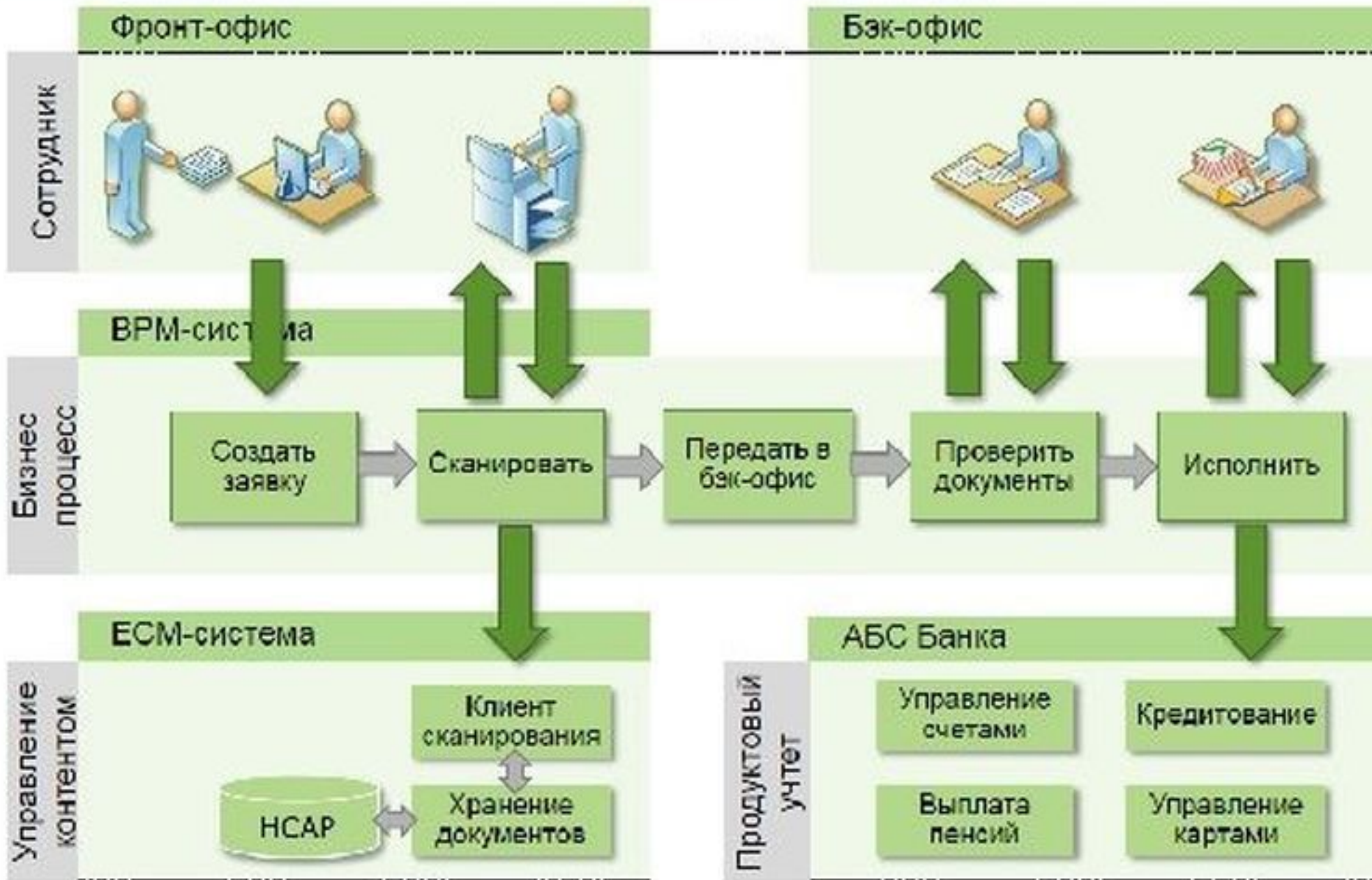# Инфраструктура архитектуры предприятия, разработанная IBM
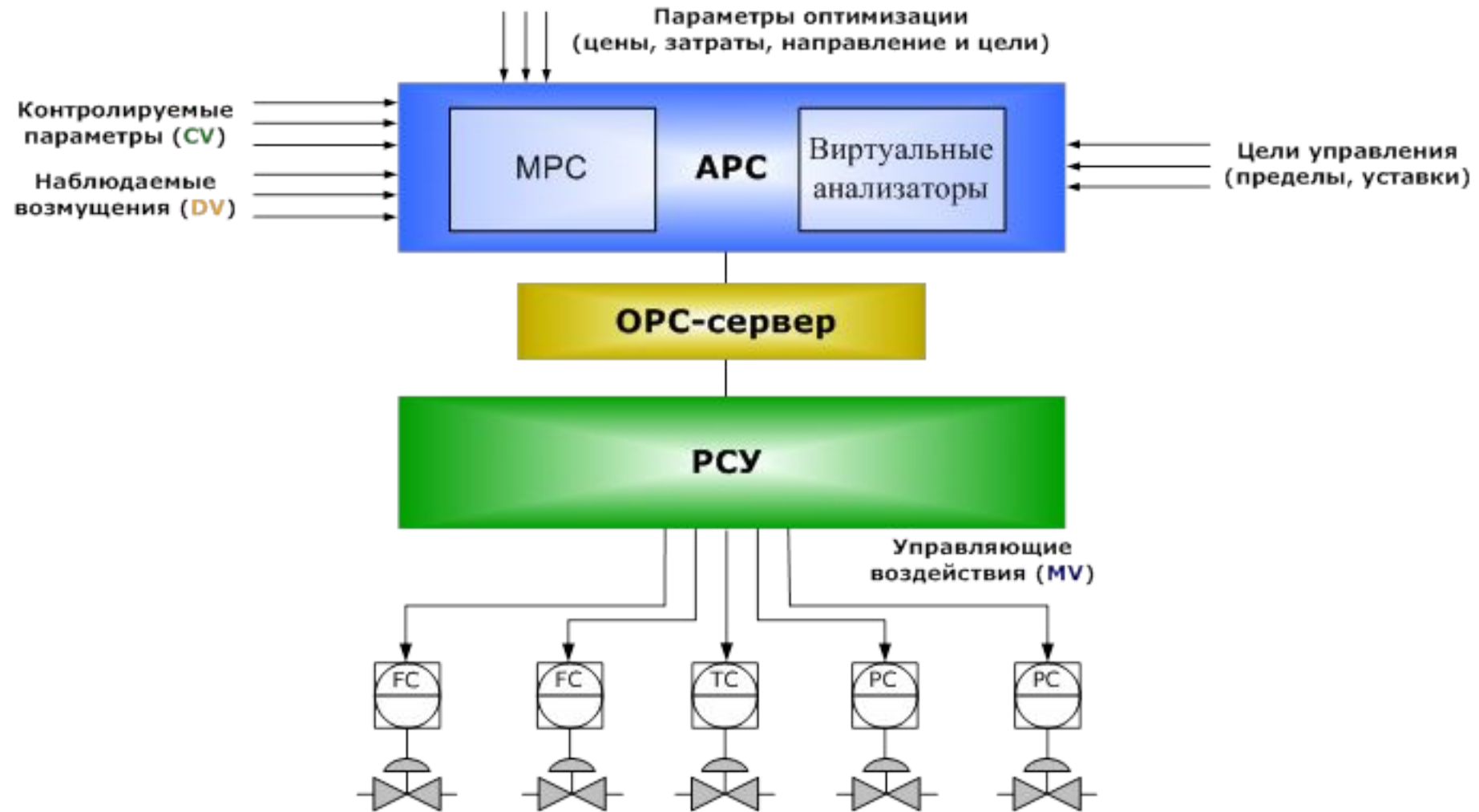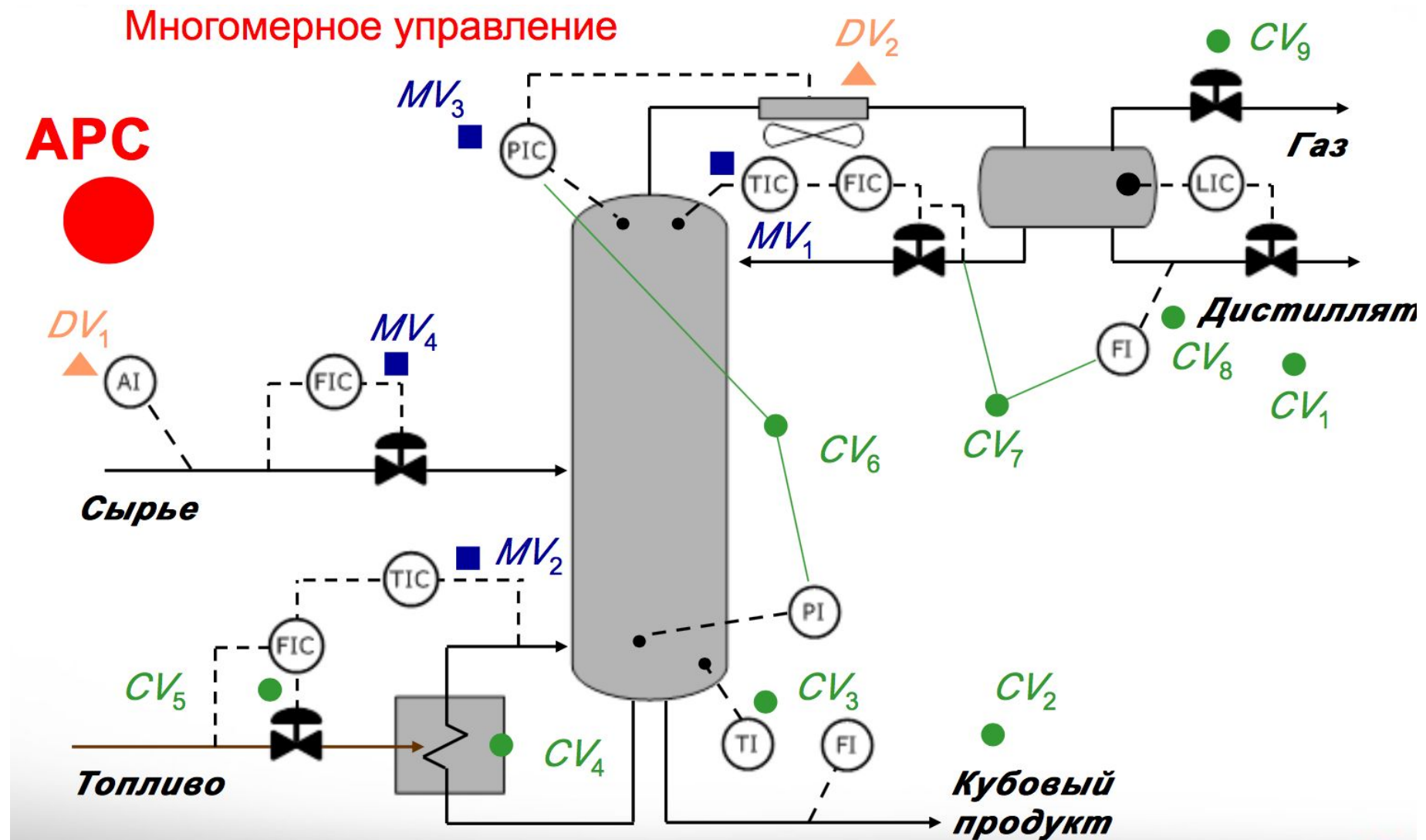

Рис. 1

Рис. 2

Сбербанк

Архитектура АРС (Лукойл)

Принципы функционирования АРС (Лукойл)

Спасибо за внимание!