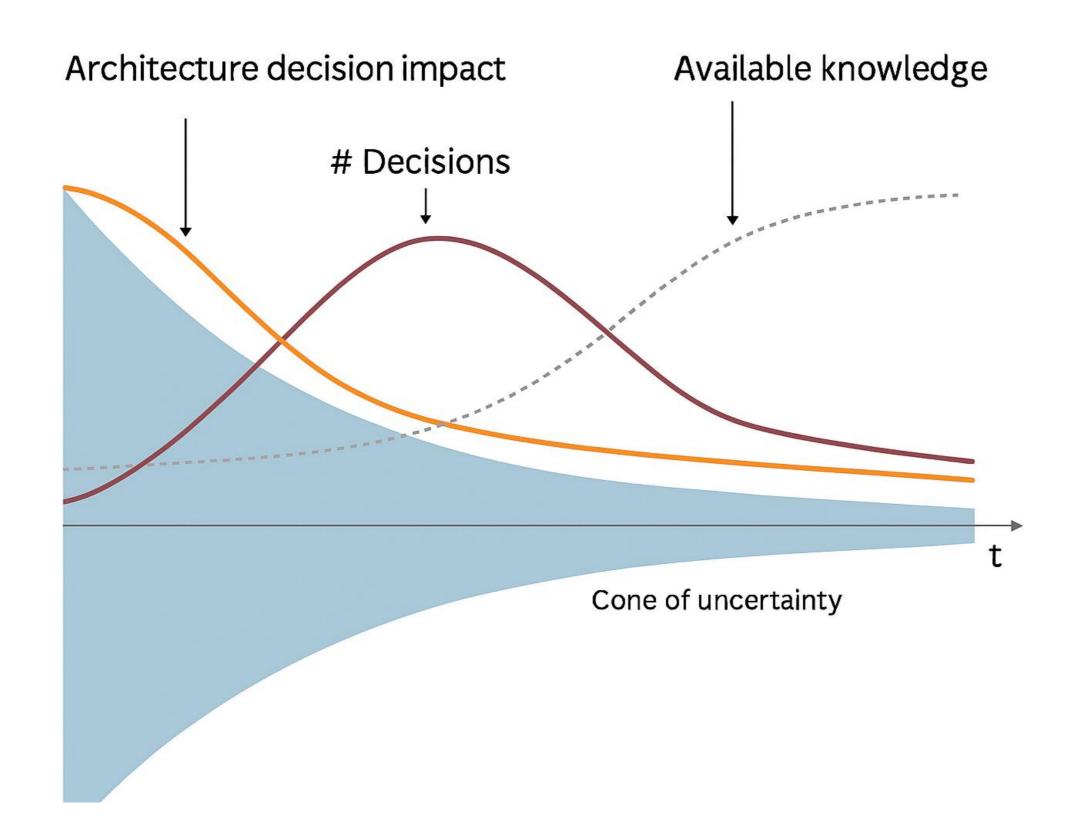


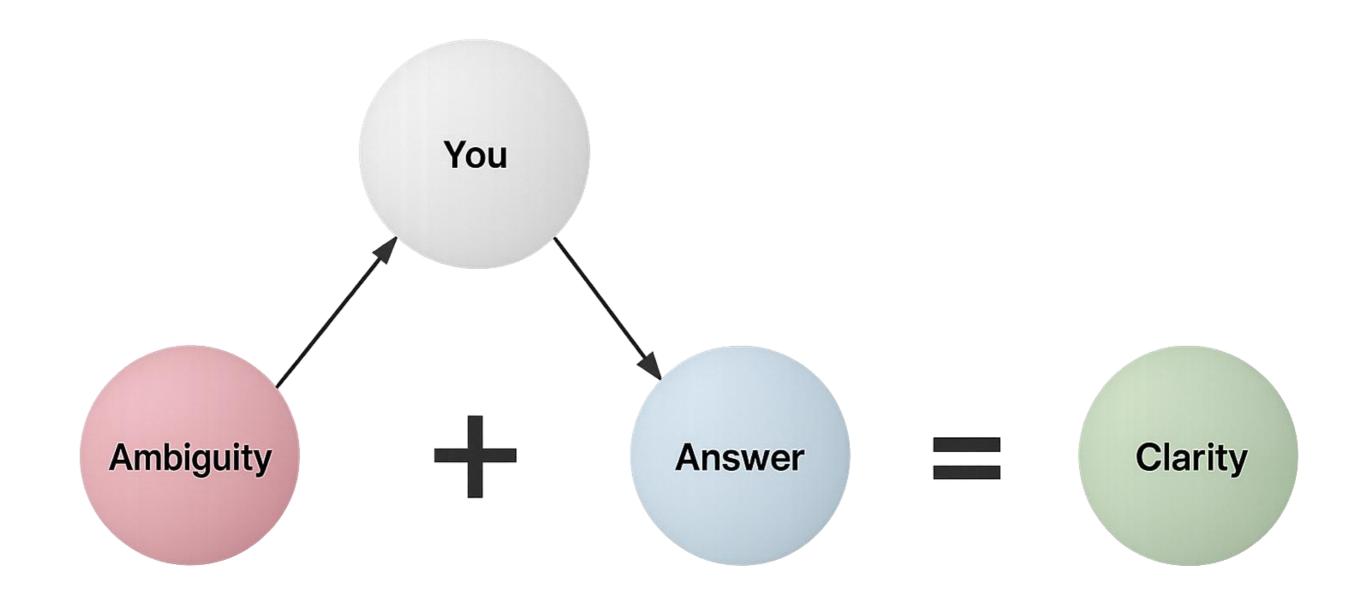
# The Lean Architect: Experimenting your way to better decisions

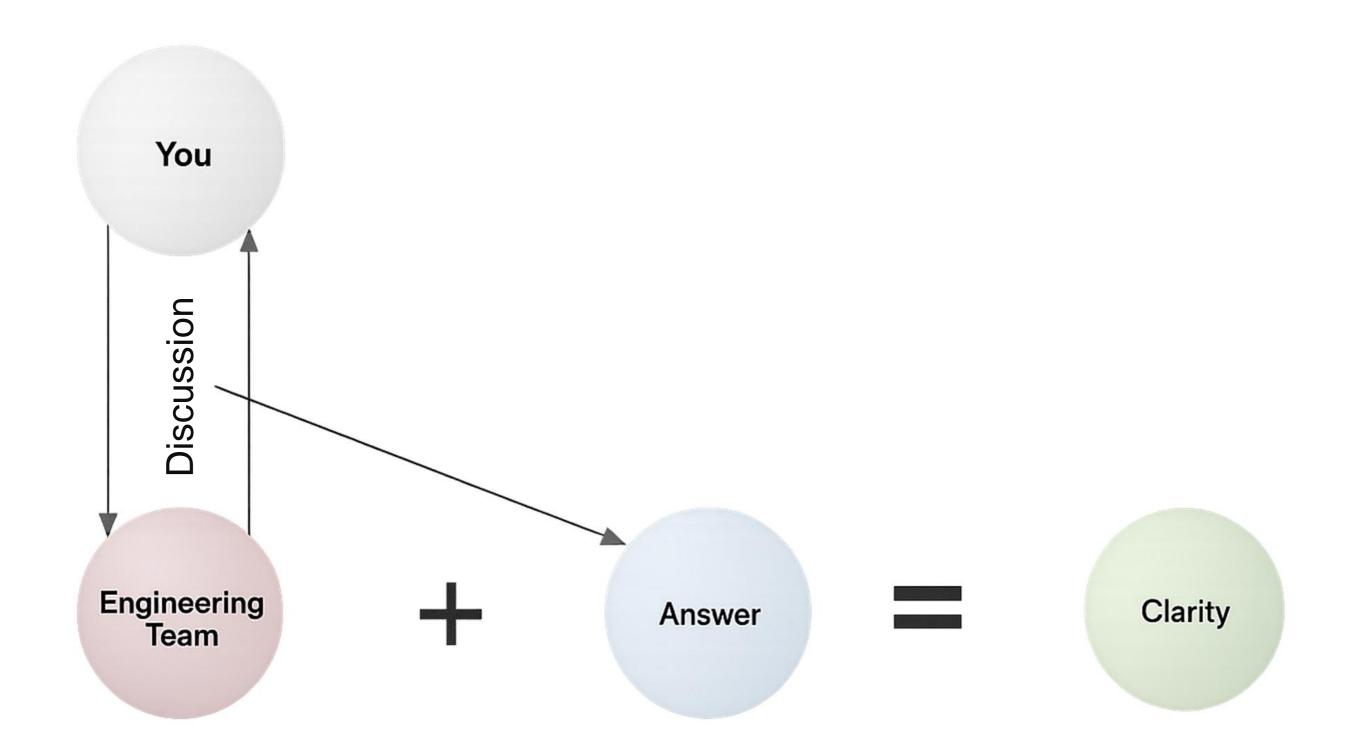
Maxime Najim

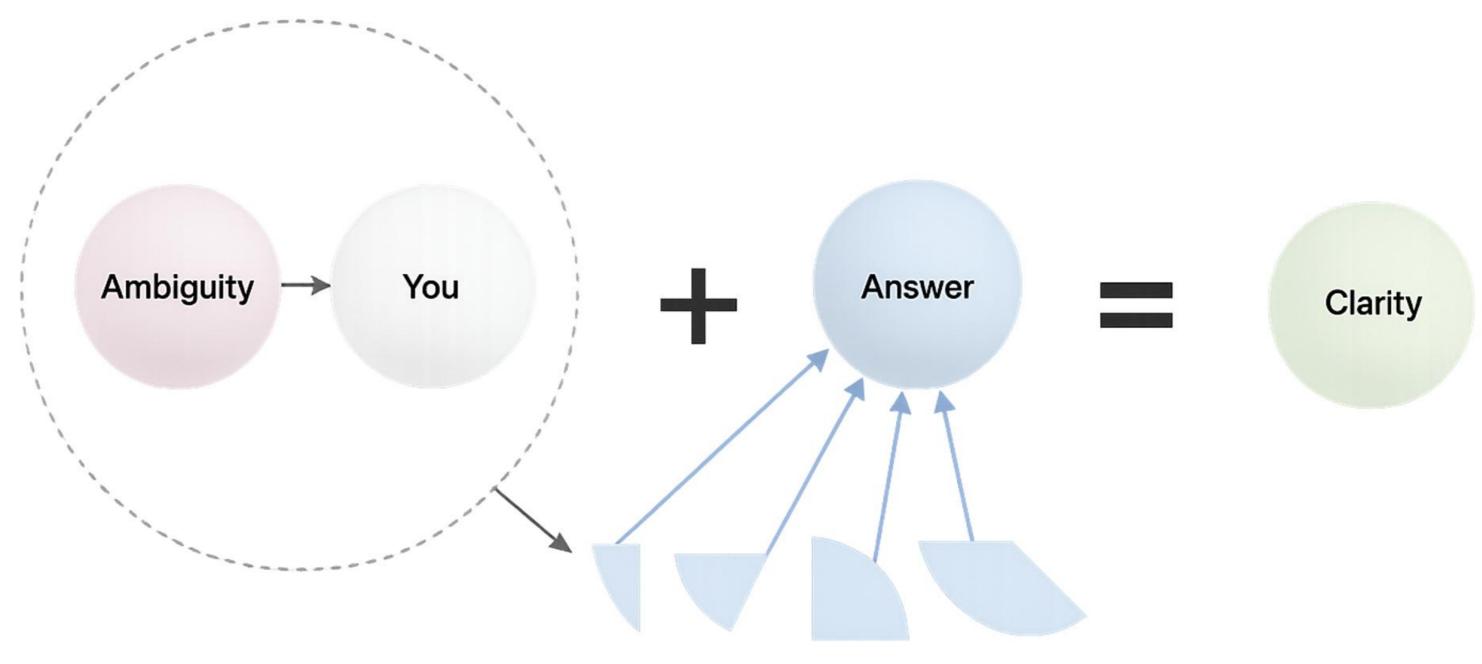


# **Cone of Uncertainty**

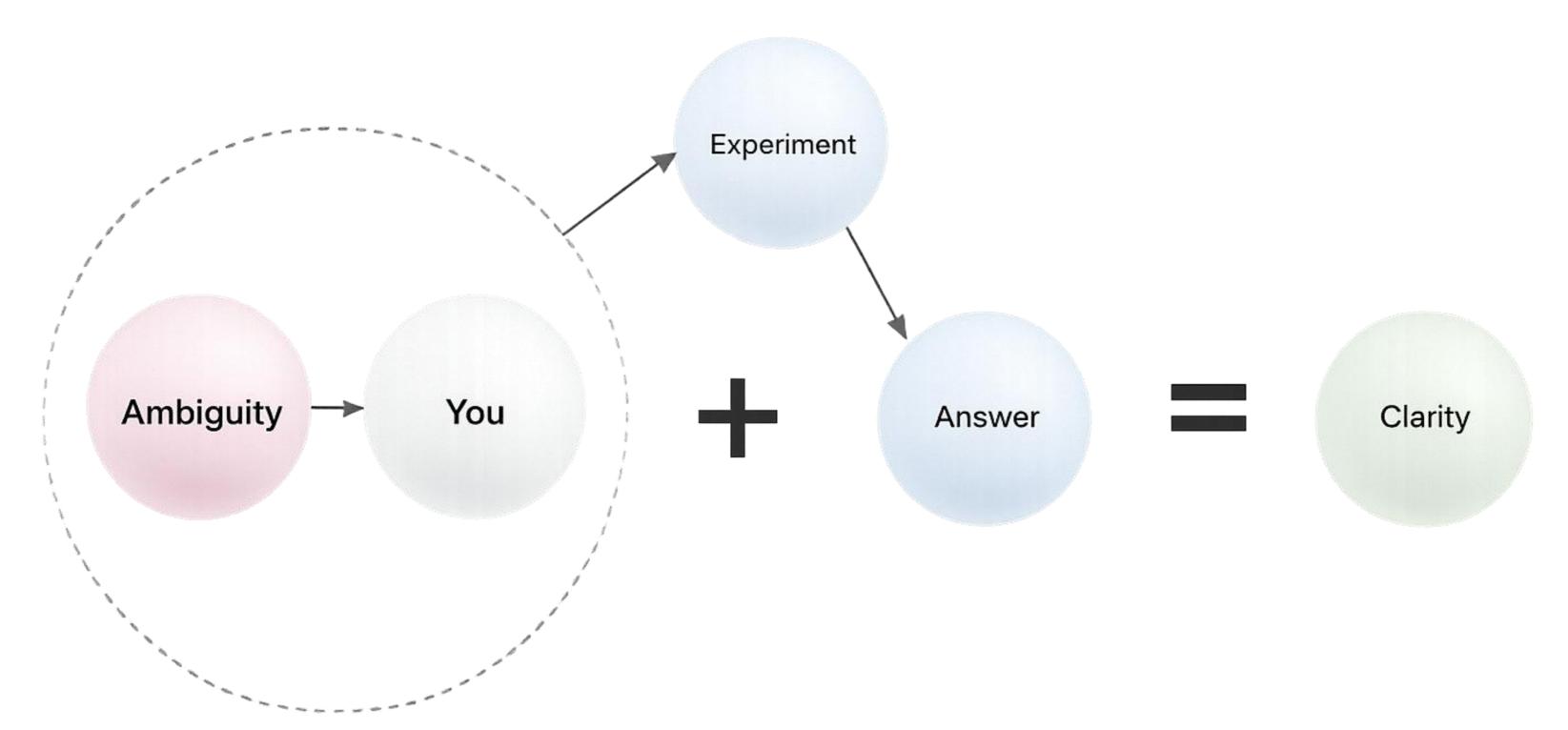


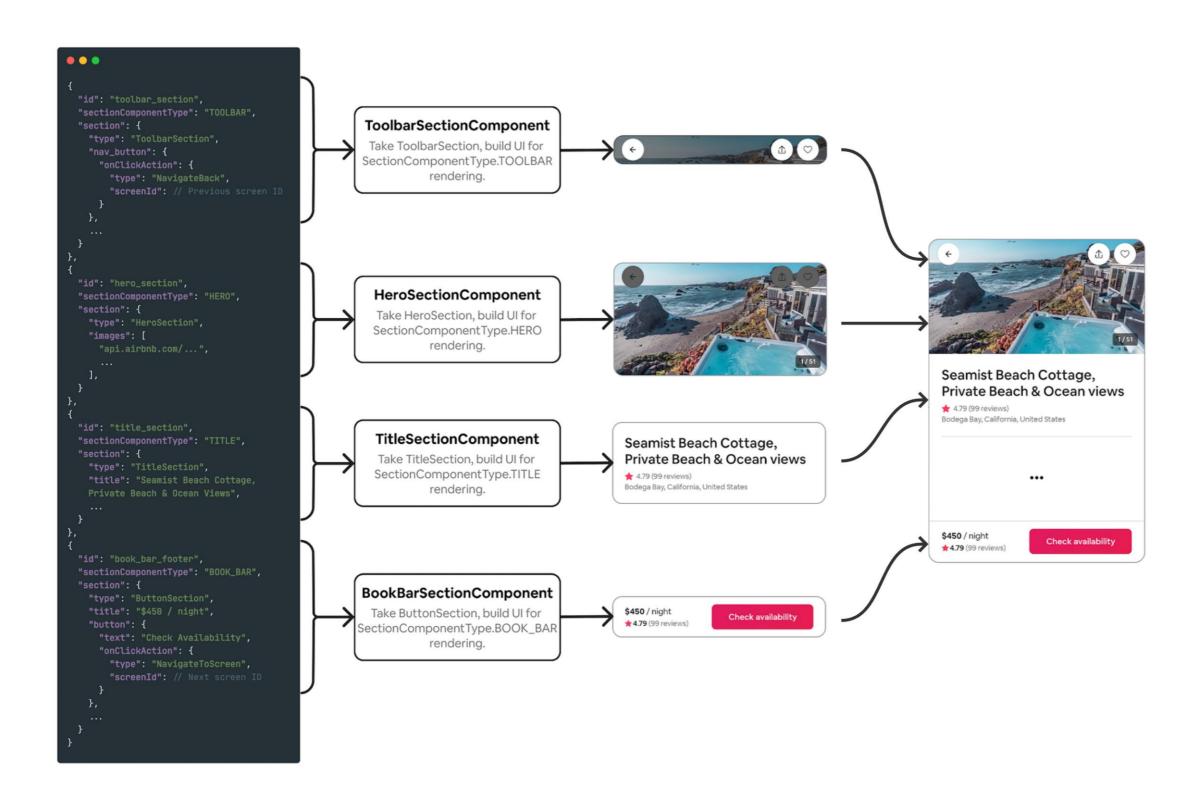


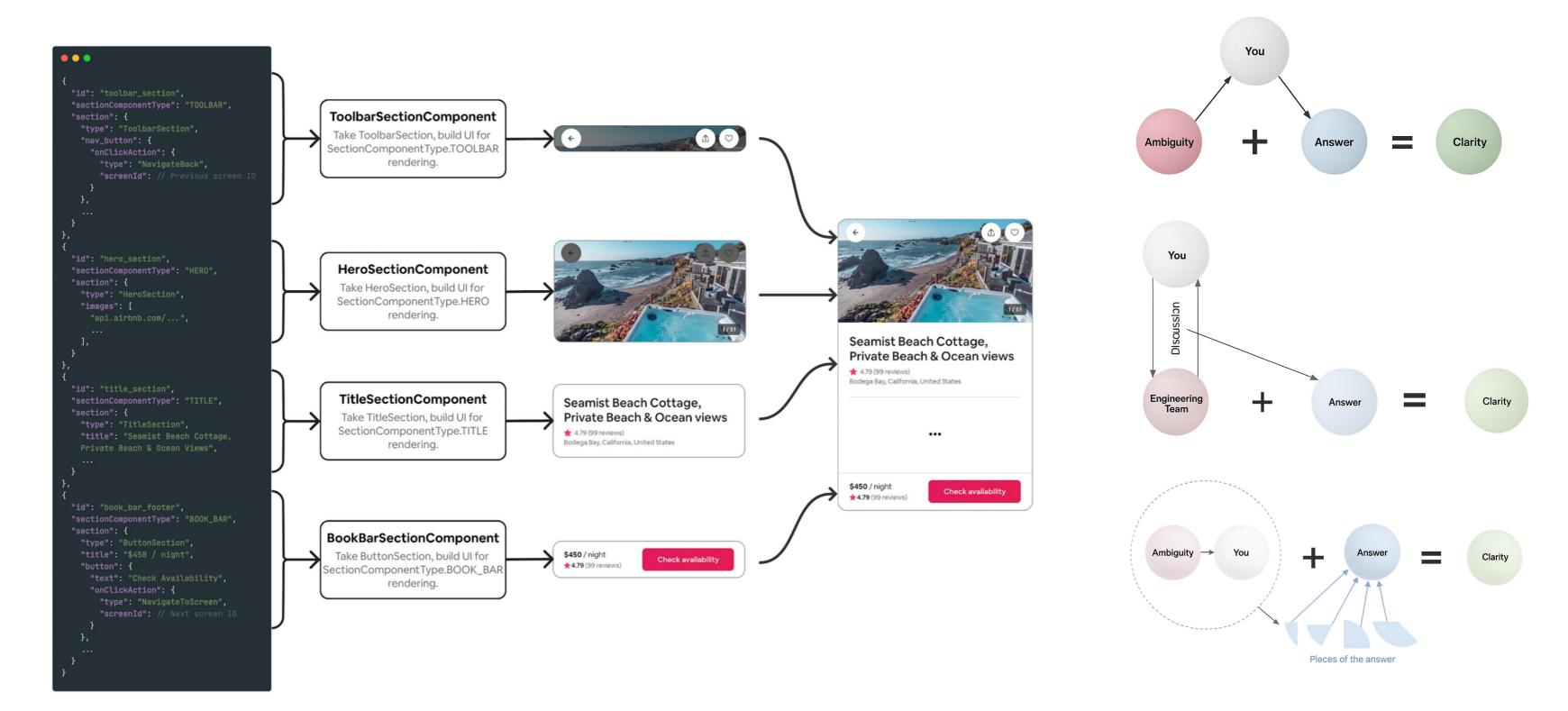


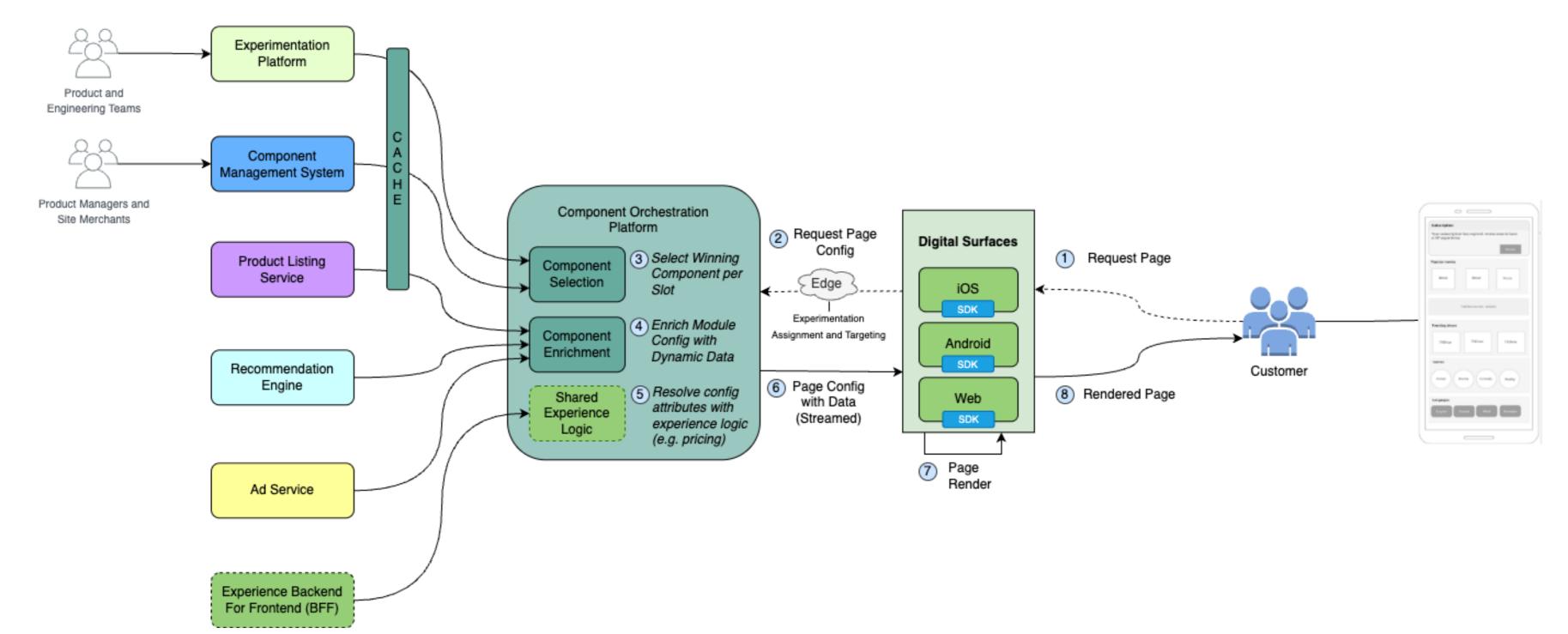


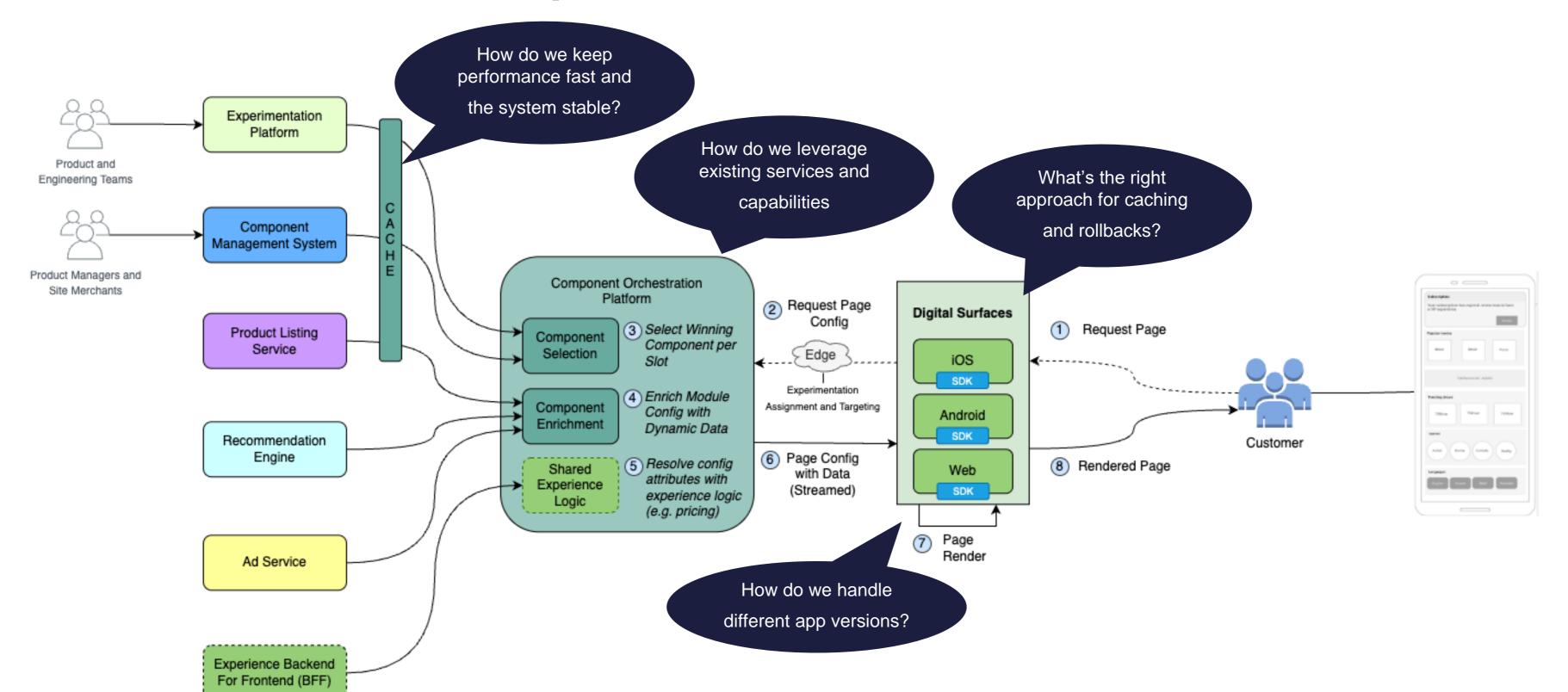




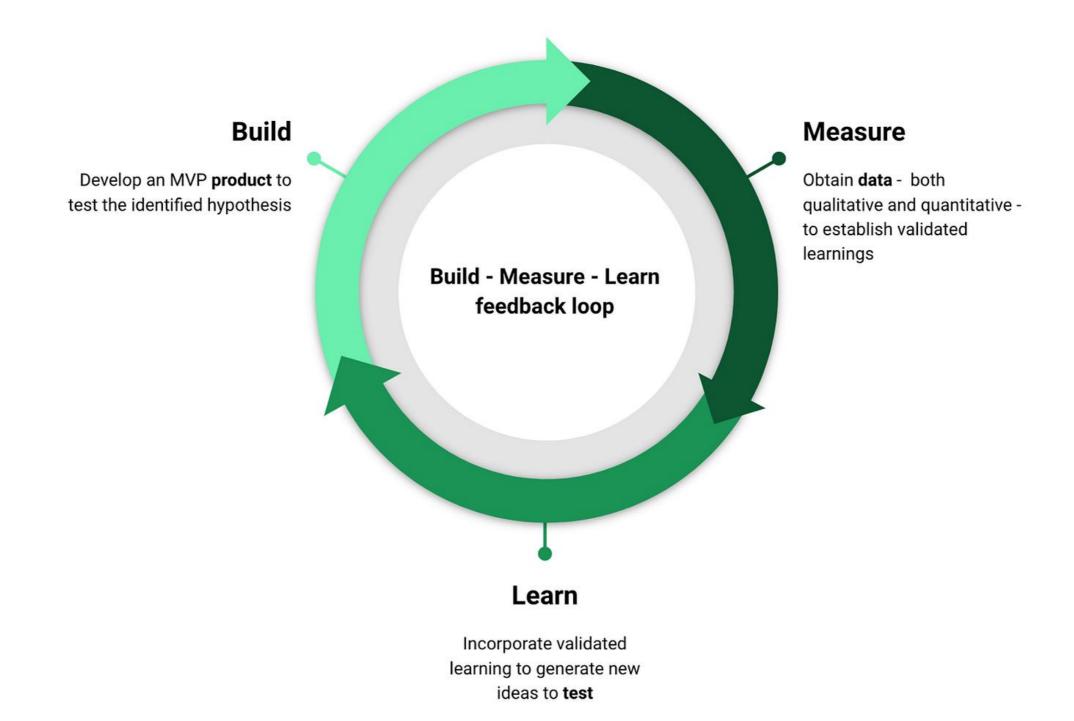




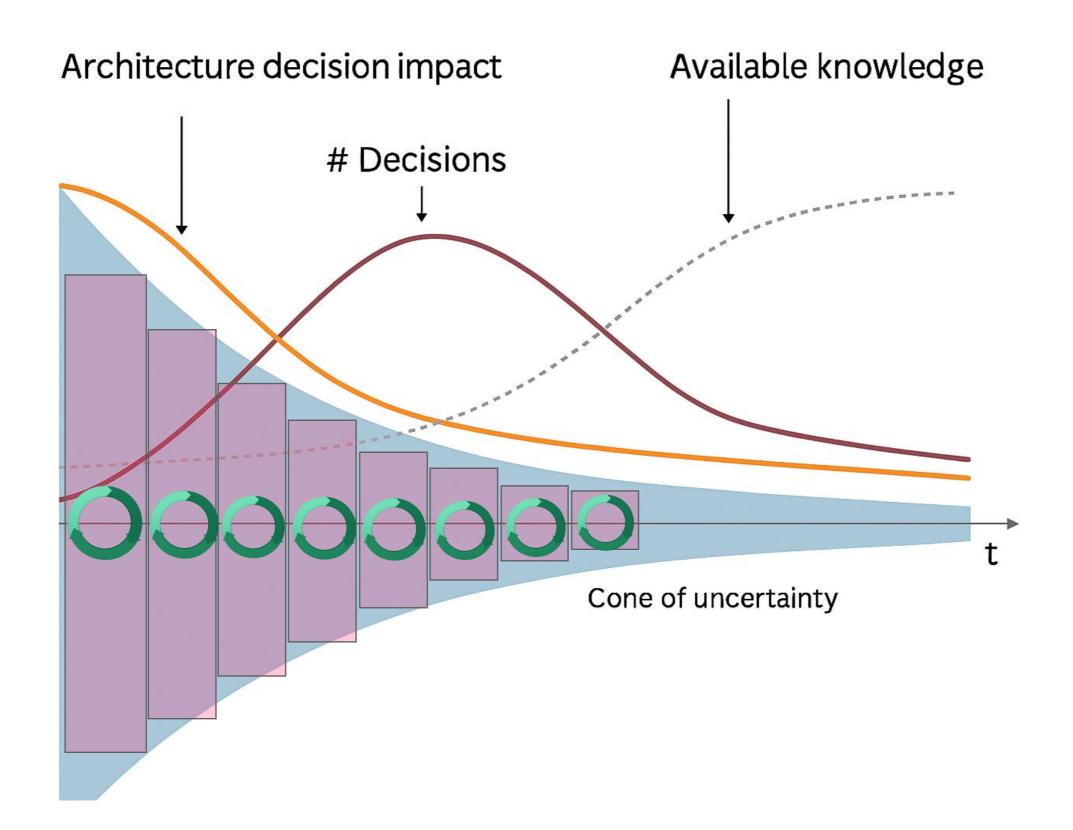




## **Build-Measure-Learn Loop**



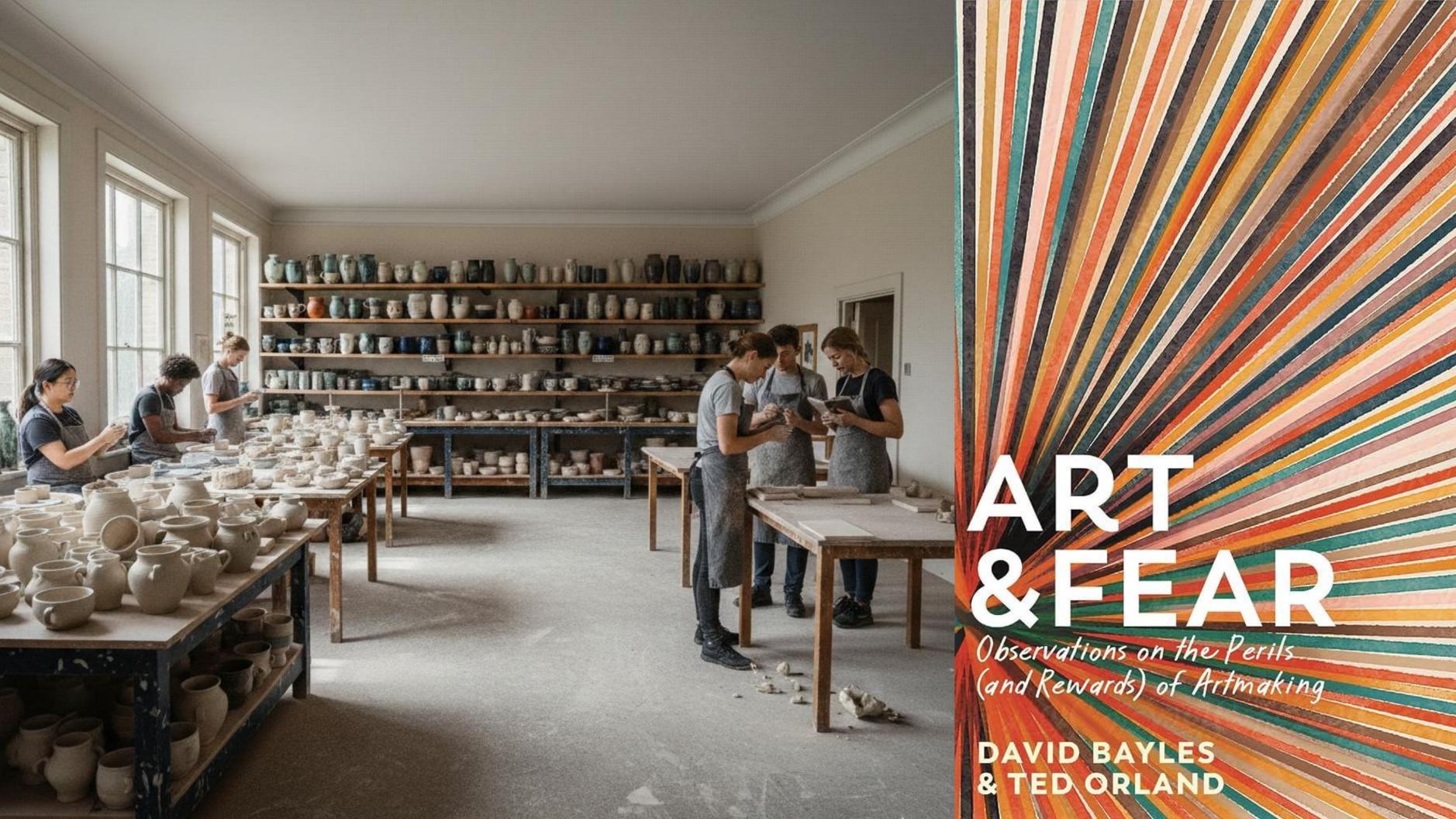
# **Cone of Uncertainty**



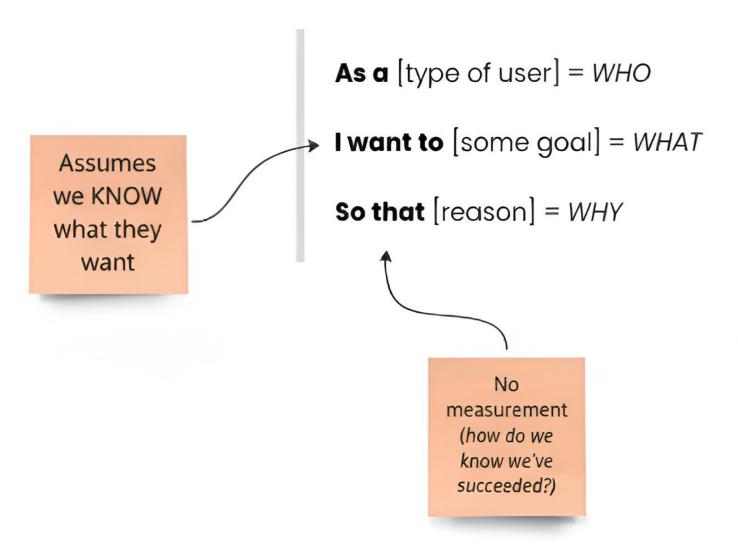
#### Experimenting your way to better decisions

- How you approach problems
- How you build solutions
- How you prioritize change in your architecture

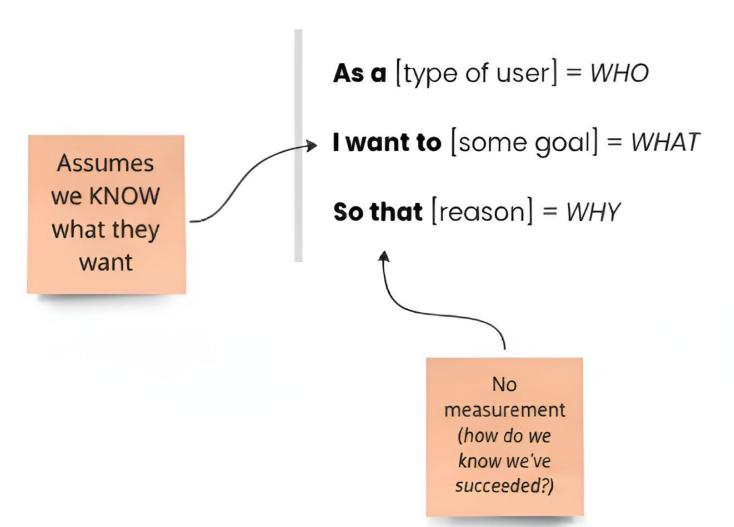
# How you approach problems: hypothesis driven development



### **USER STORY NARRATIVE**



#### **USER STORY NARRATIVE**



#### **HYPOTHESIS**

We believe that [doing something] ←

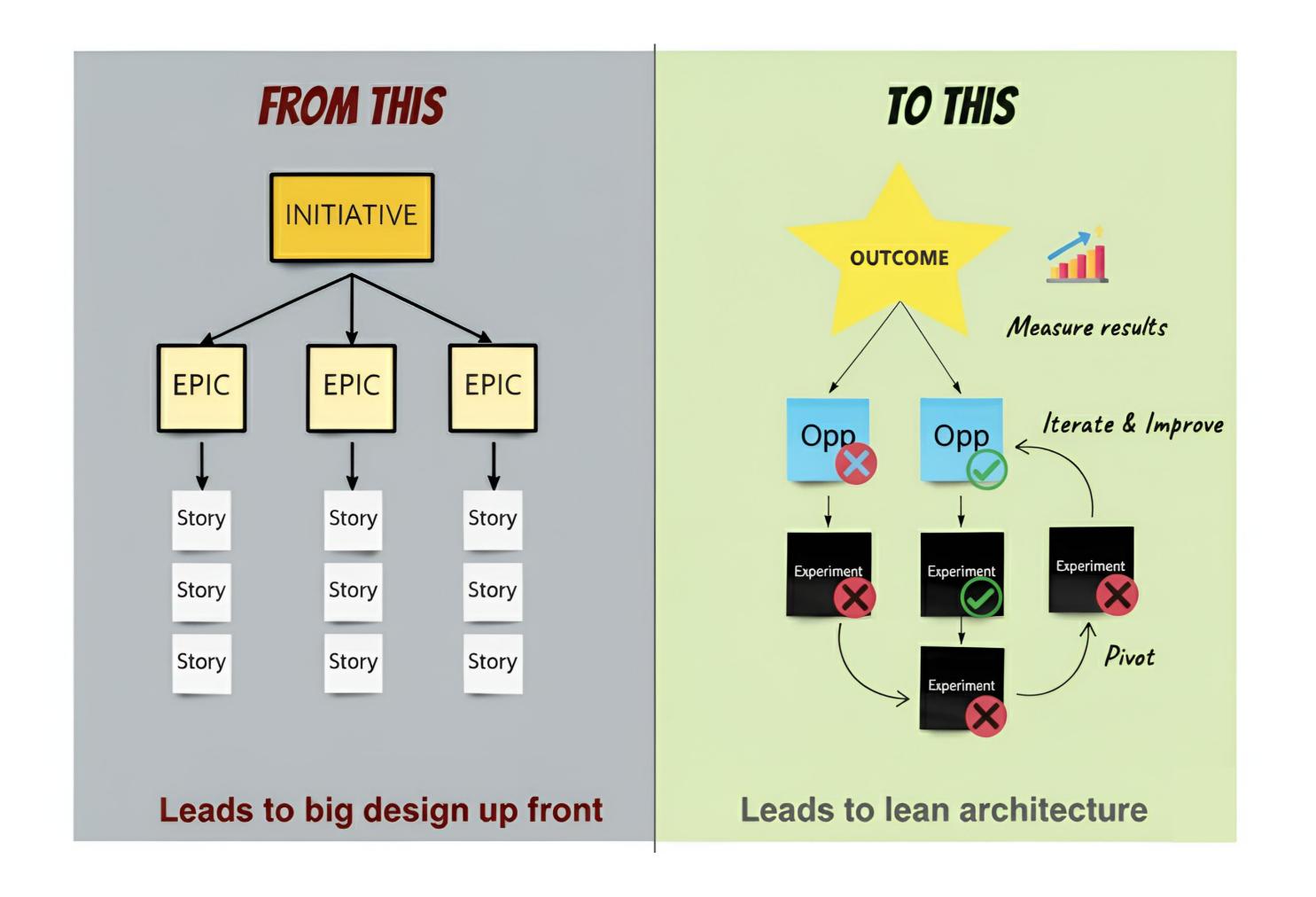
Doesn't assume we KNOW

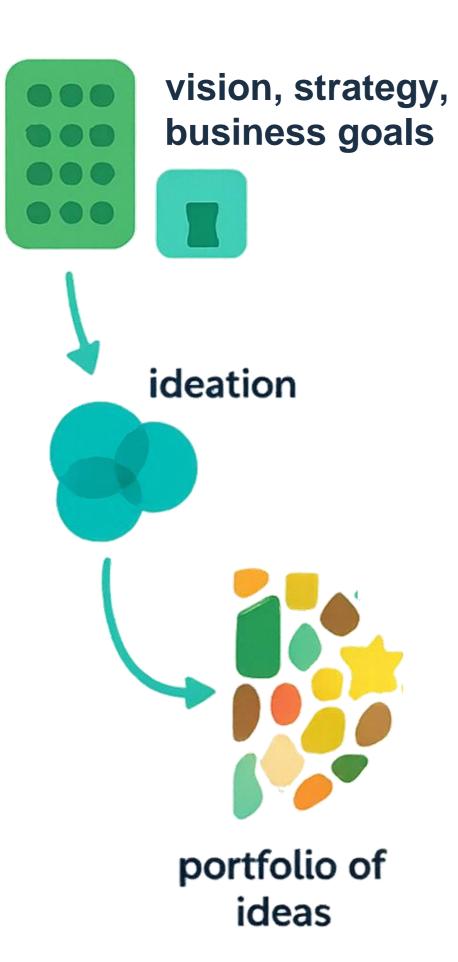
For [type of user]

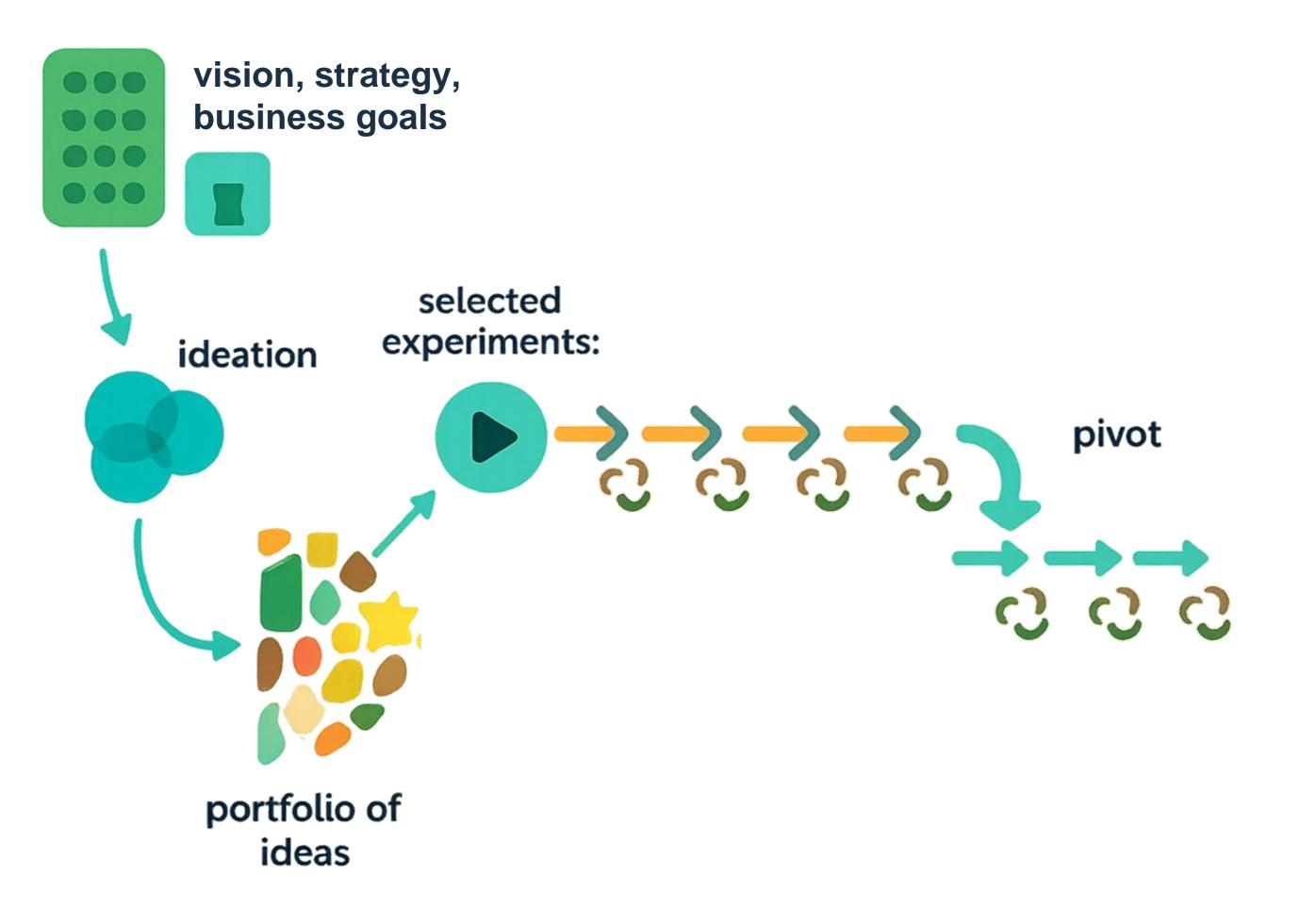
Will achieve [some kind of outcome]

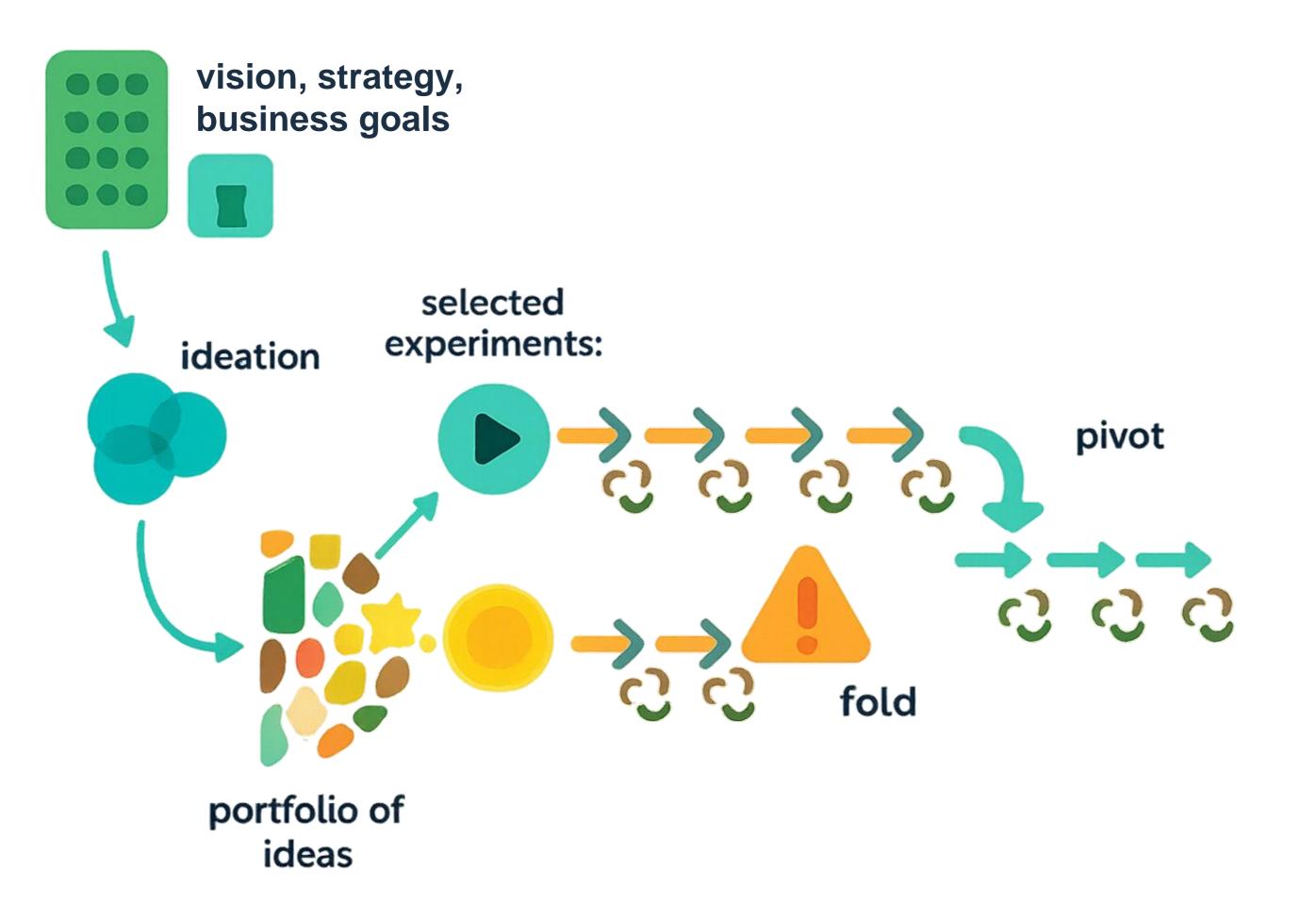
We know we have succeeded when we see [this measurable impact]

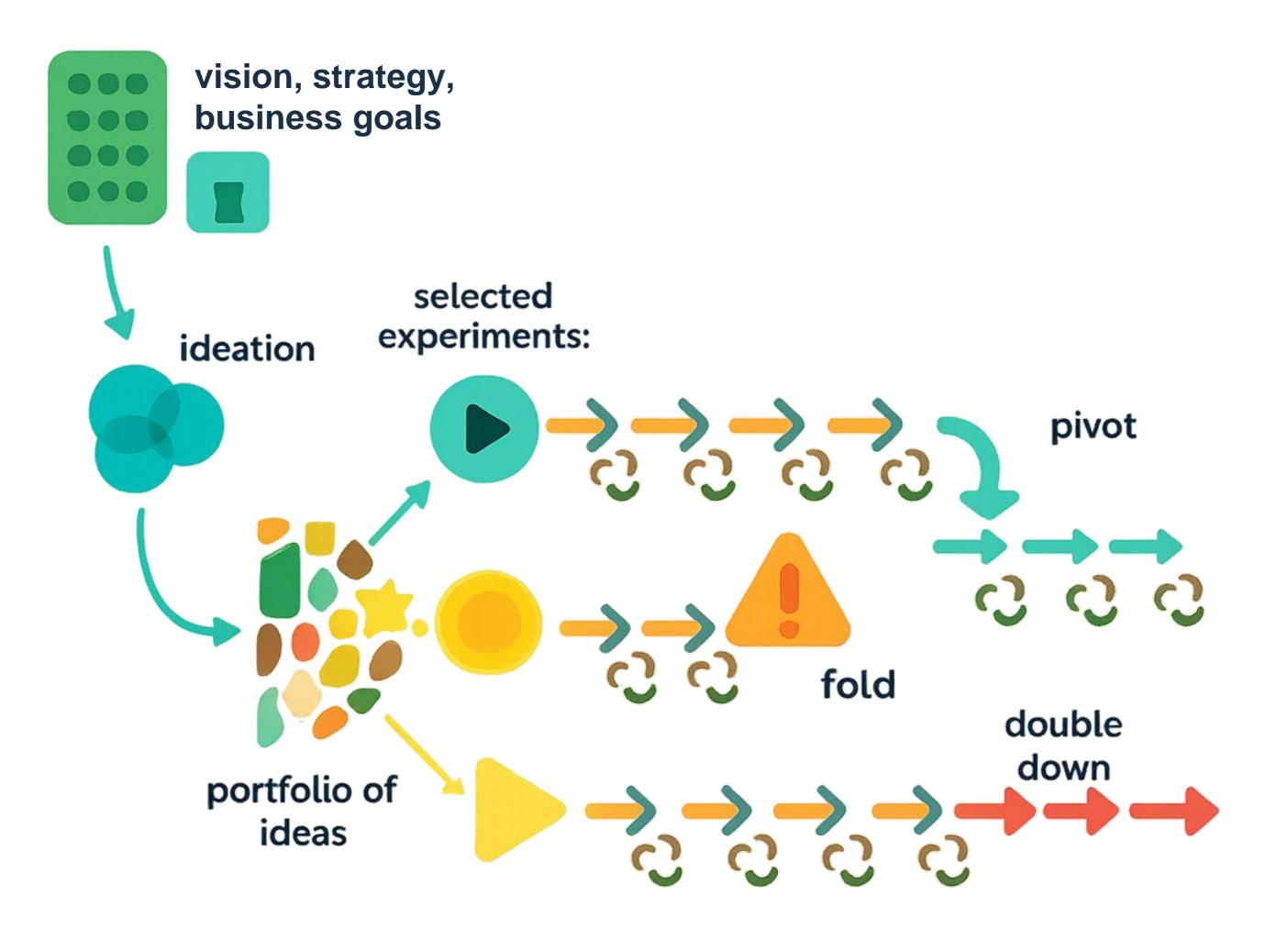
Measurement

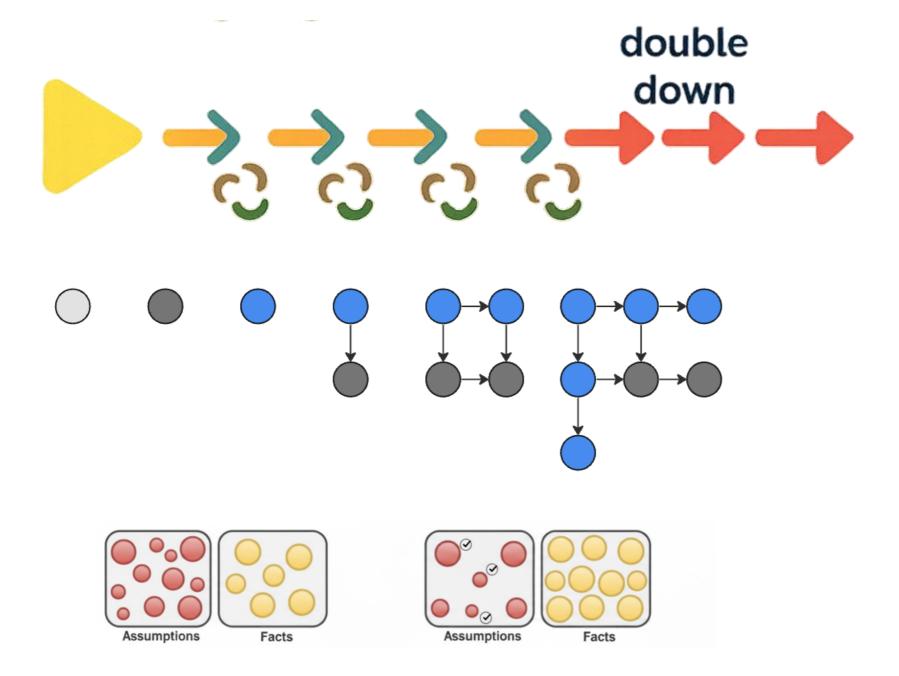


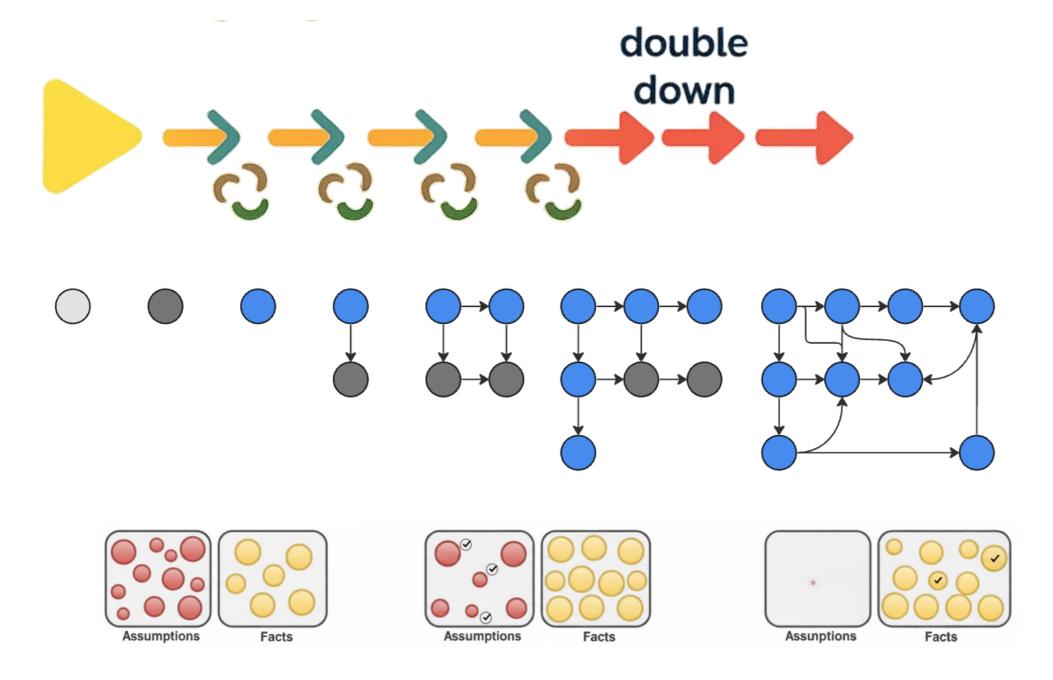


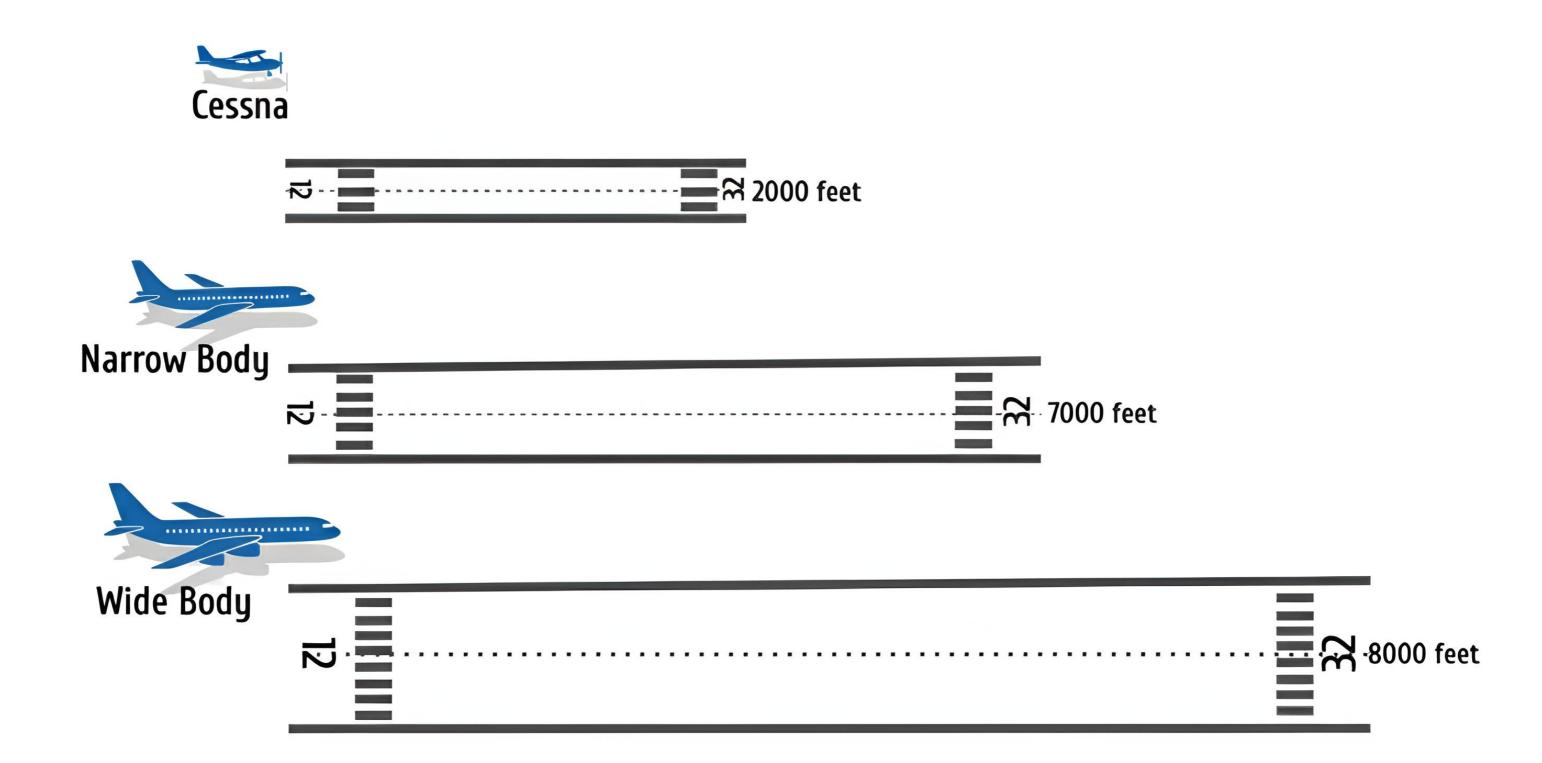




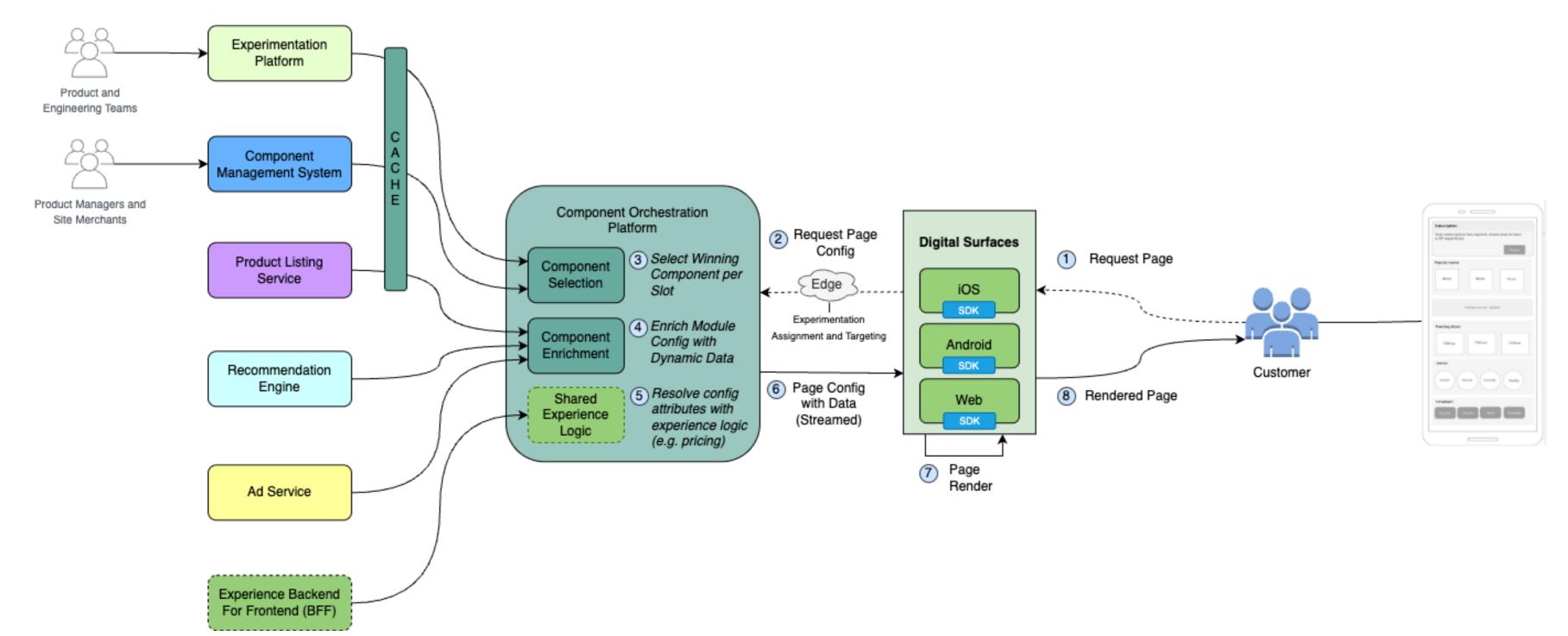








## Server Driven UI



# How you build solutions: steel threads

### **Steel Thread Framework**

### Iterative approach



Cuts across the whole stack (UI → backend → database → external services).

Runs in a real or near-production environment.

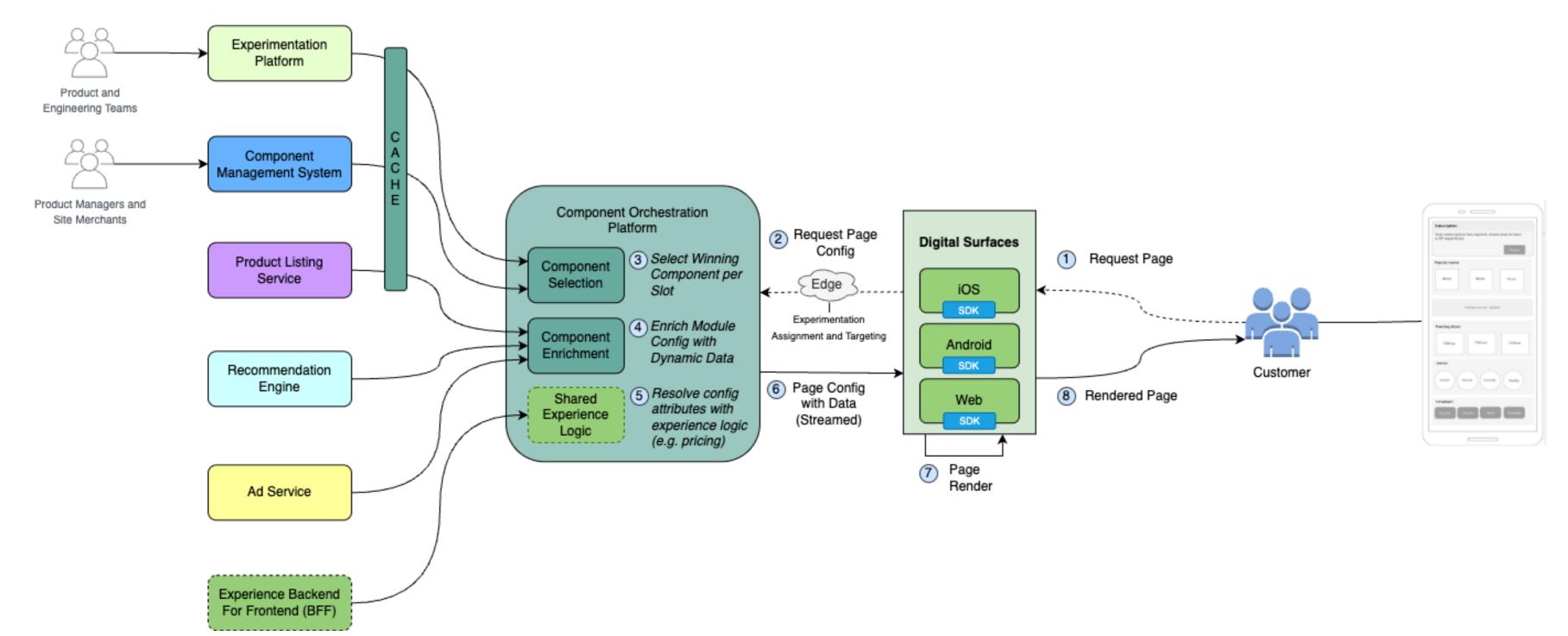
Is observable – metrics, logs, traces, the works.

Can be demoed to stakeholders.

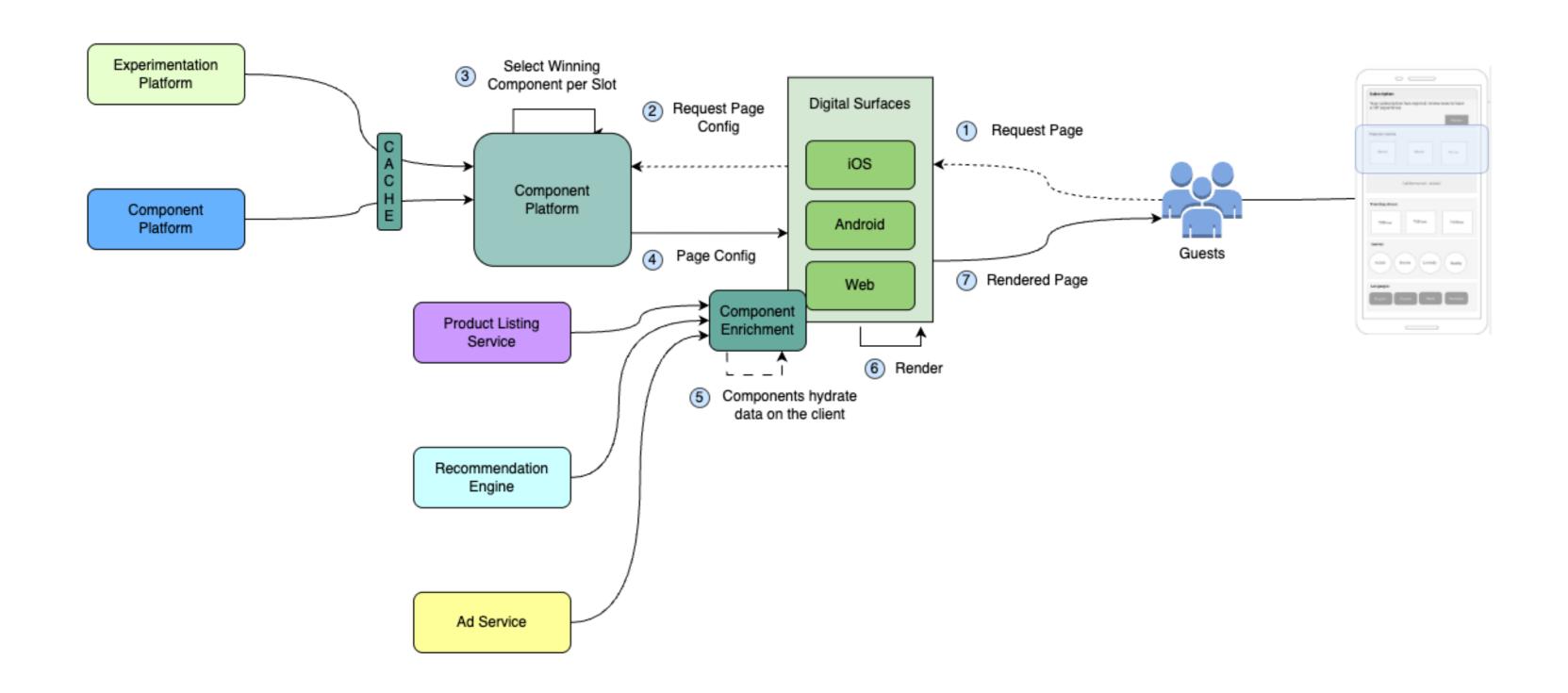
# "The lines are more interesting than the boxes."

**Gregor Hohpe** 

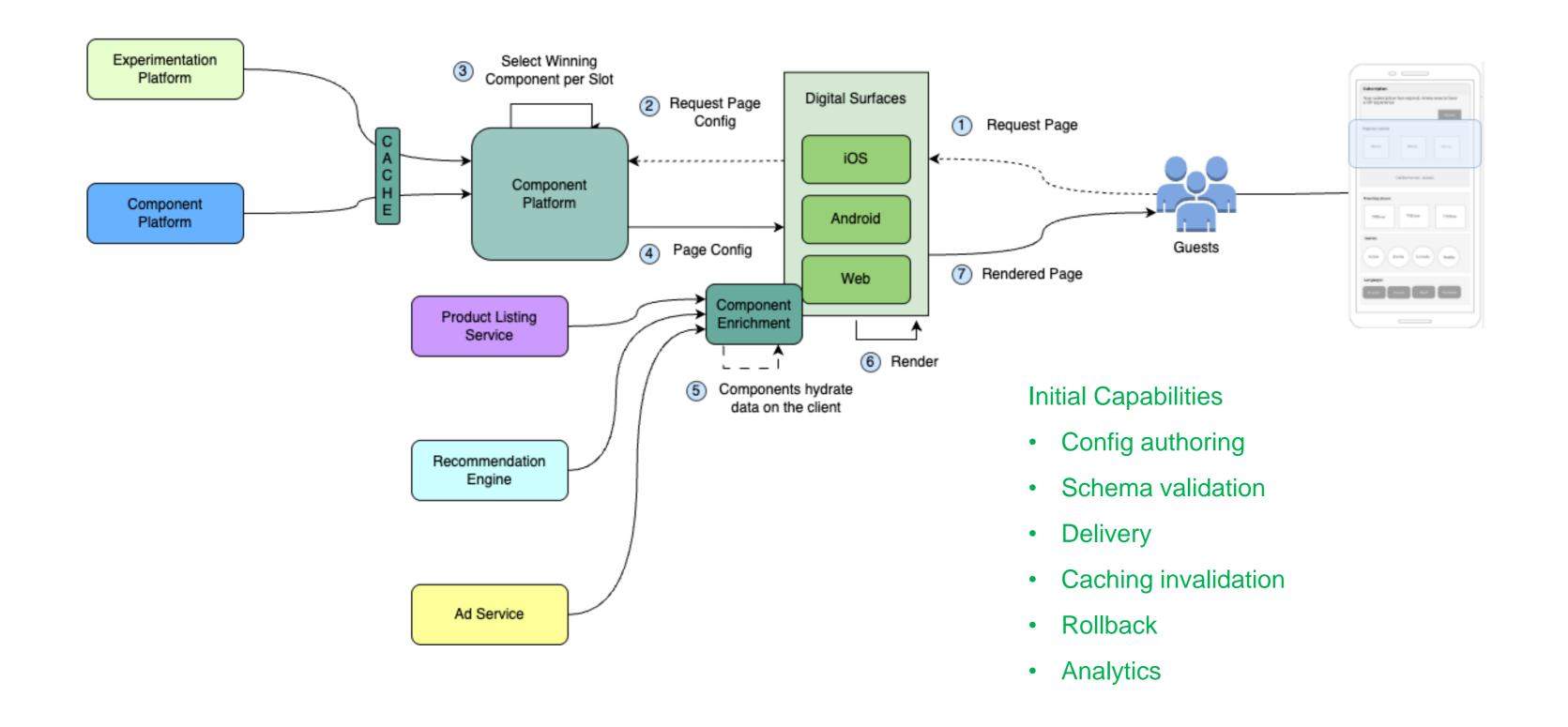
## Server Driven UI



## Server-Driven UI without data enrichment



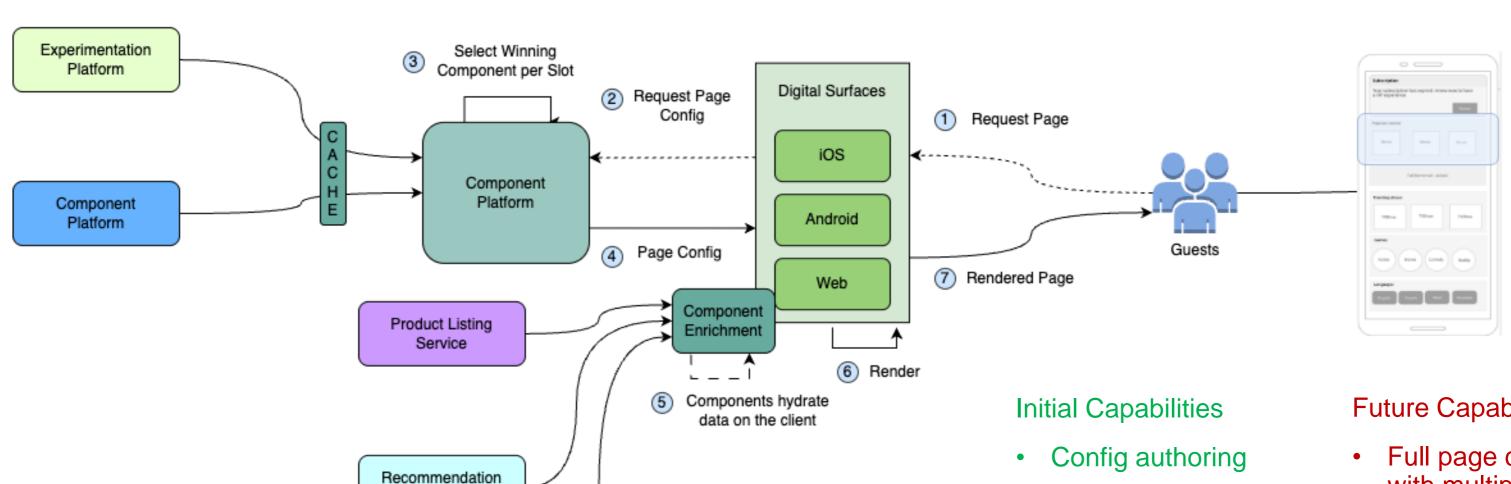
### Server-Driven UI without data enrichment



#### Server-Driven UI without data enrichment

Engine

Ad Service



#### Future Capabilities:

- Full page composition with multiple modules
- Targeting and personalization

Schema validation

Caching invalidation

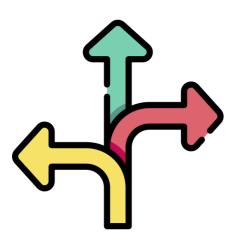
Delivery

Rollback

Analytics

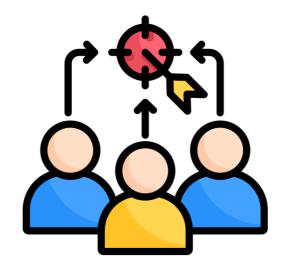
- Preview or approvals
- Fallbacks and version pinning

## Steel Threads as a Leadership Tool



#### **Justify Direction**

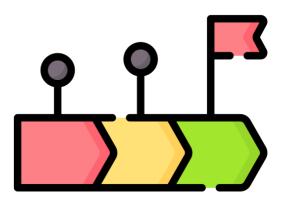
Demonstrate the effects of a decision rather than presenting theoretical cases.



#### **Align Teams**

No team can hide in its silo.

Everyone makes real decisions instead of bikeshedding in the abstract.



#### **Show Progress**

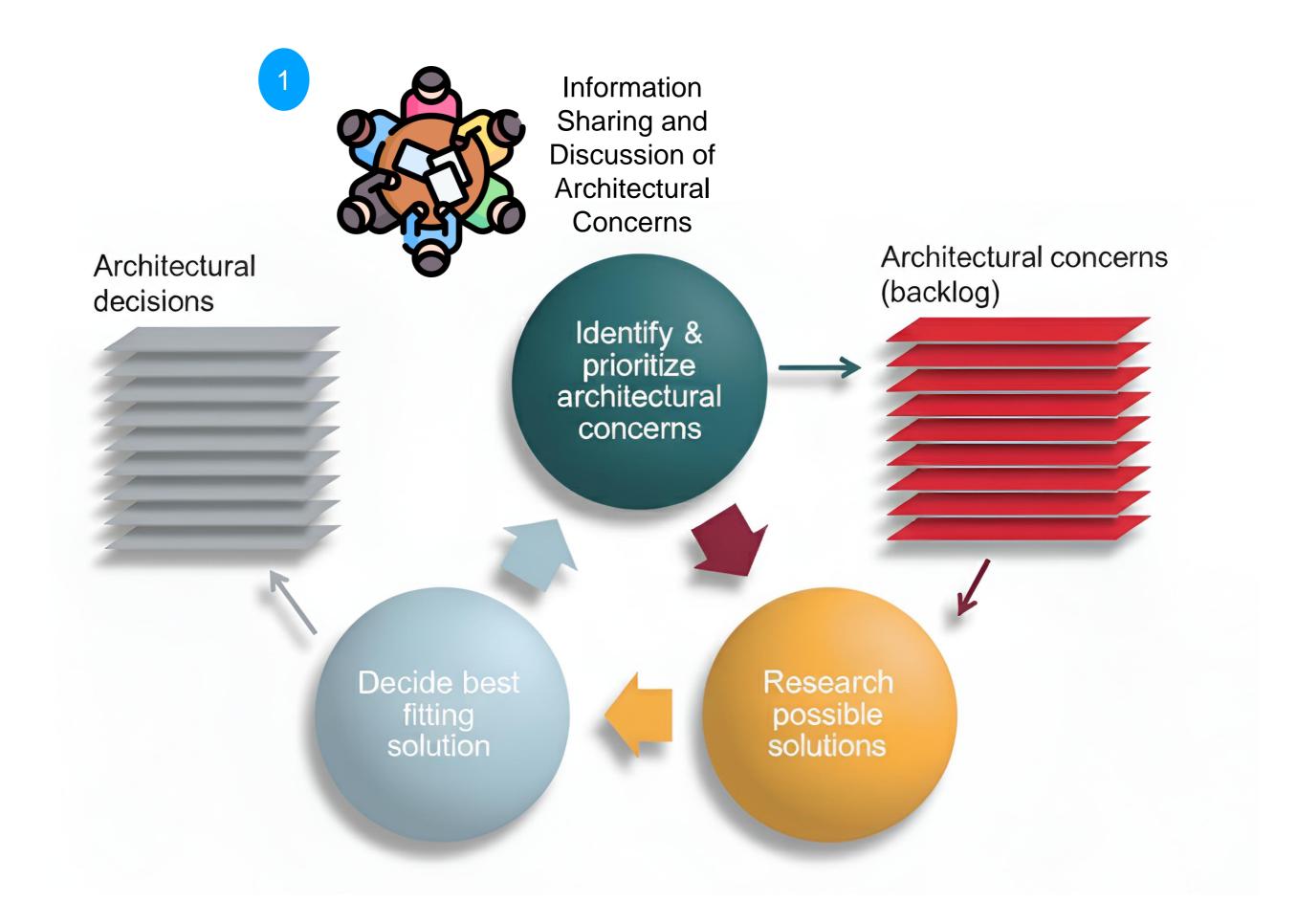
Stakeholders can see and interact with the product early. And most importantly, early learnings prevent costly late-stage rework.

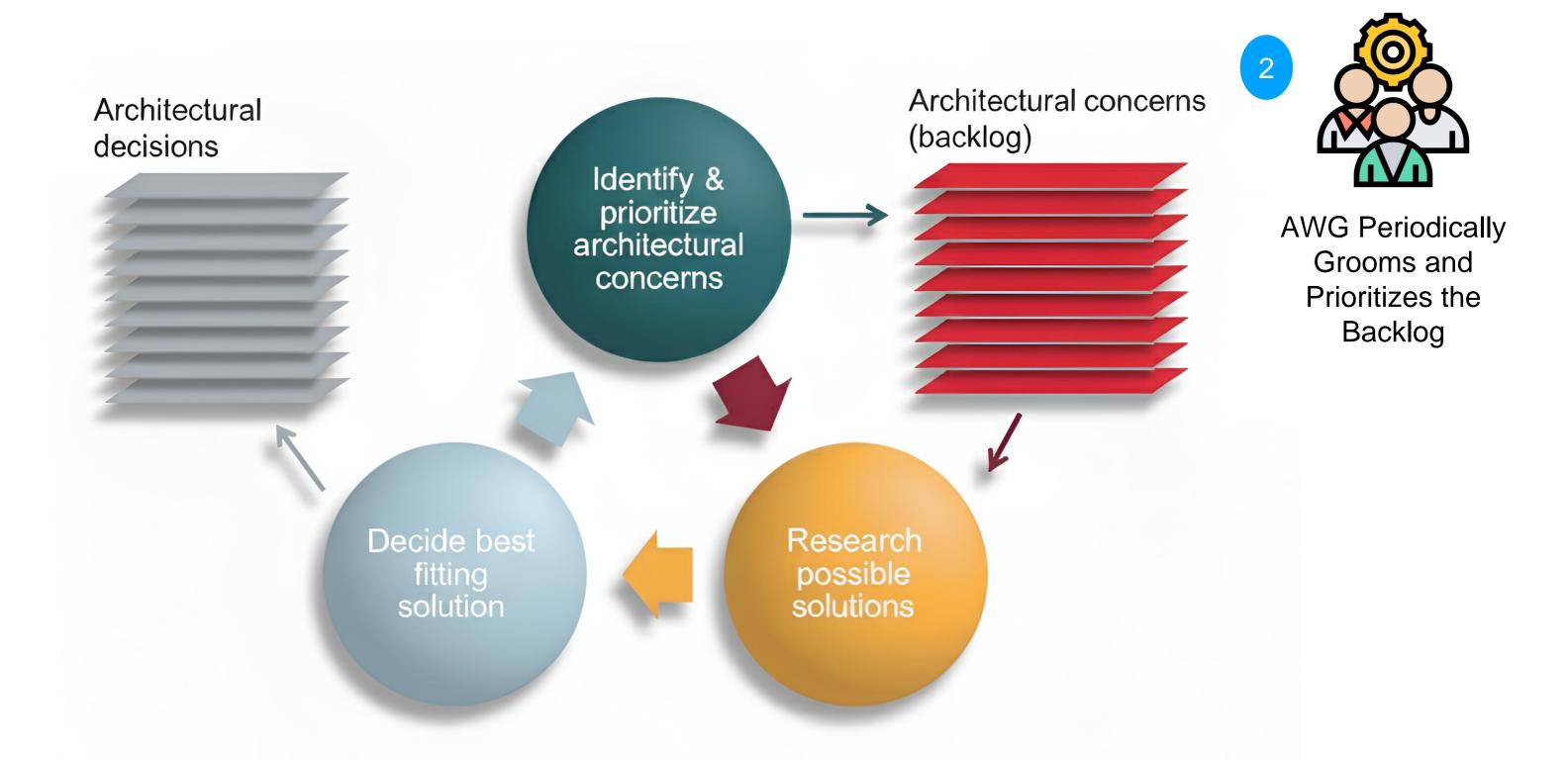


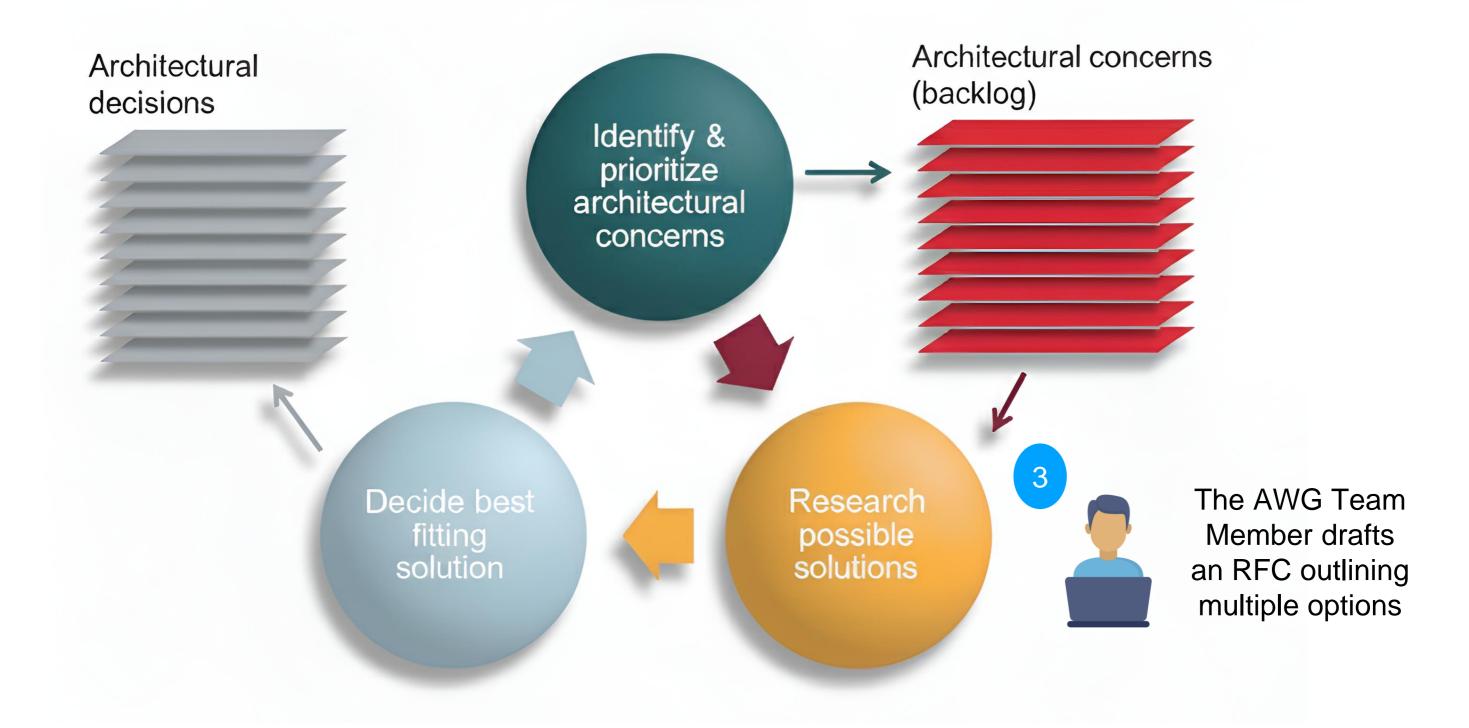
## How you prioritize and change the architecture: architectural concerns backlog

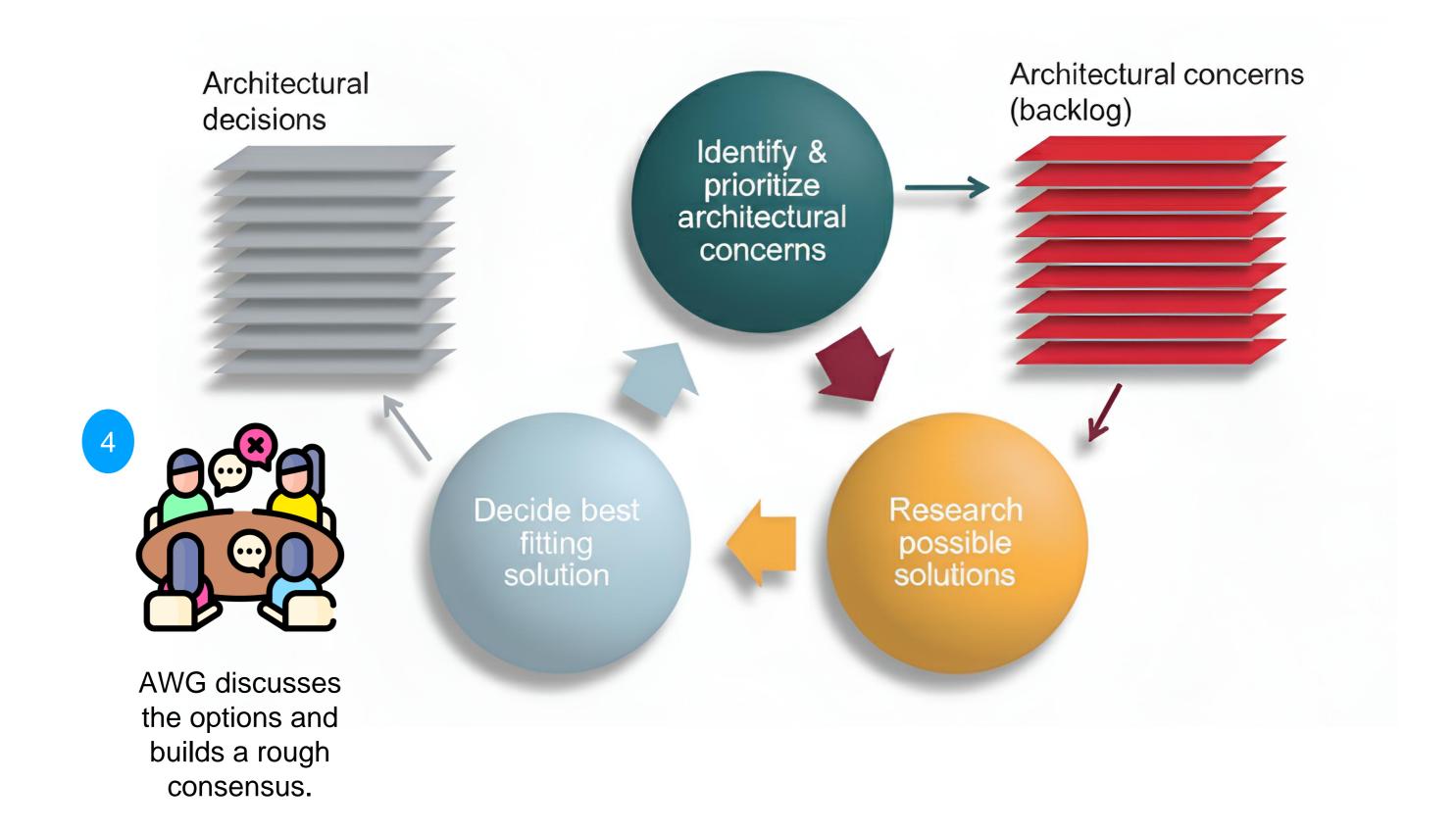
# "Big design up front is dumb. Doing no design up front is even dumber."

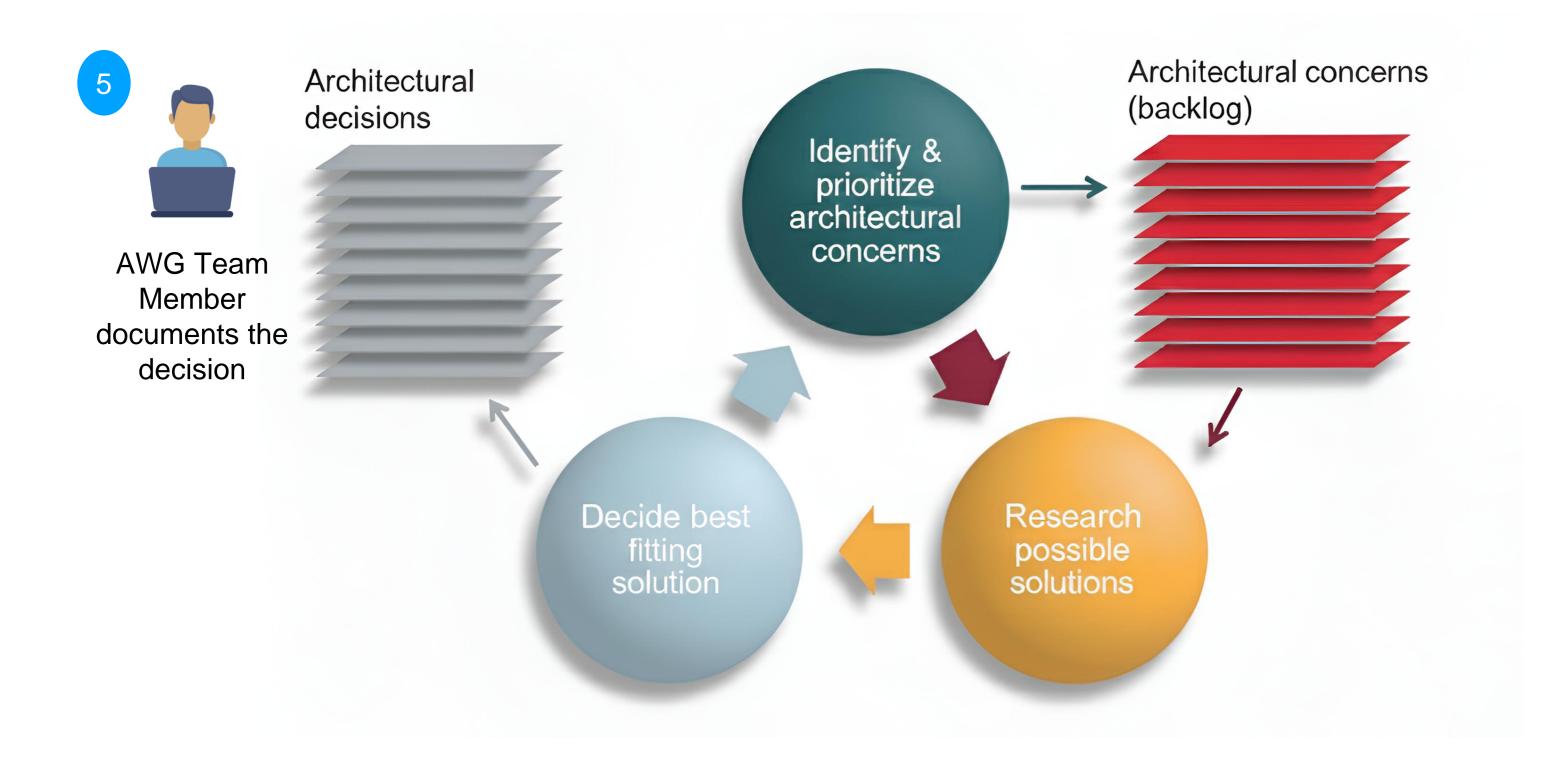
**Dave Thomas** 











#### Recap...

- How you approach problems (through Hypothesis Driven Development)
- How you build solutions (through Steel Threads)
- How you prioritize change in your architecture (through Architectural Concerns Backlog)

### **Final Thoughts**

#### The Steering Wheel Metaphor





### The Choluteca Bridge



#### The Choluteca Bridge

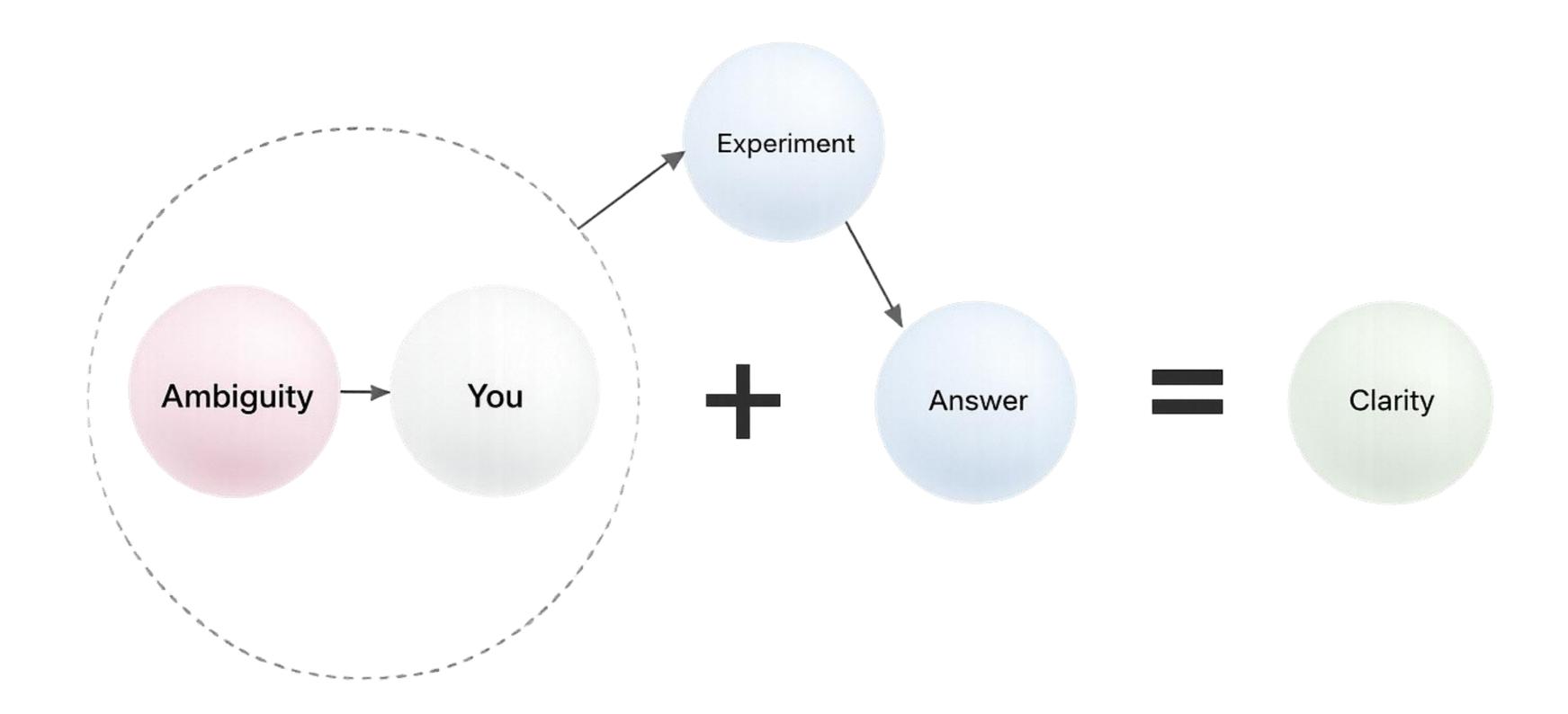


**Before Hurricane** 



After Hurricane





## Thank you