

Behavioral Architecture (glossary)

behavioral architecture

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(1) *An arrangement of functions and their sub-functions and interfaces (internal and external) which defines the execution sequencing, conditions for control or data-flow and the performance requirements to satisfy the requirements baseline. (ISO/IEC 2010)*

(2) *A set of inter-related scenarios.*
(Created for SEBoK)

Sources

(1) ISO/IEC. 2010. Systems and Software Engineering, Part 1: Guide for Life Cycle Management. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC), ISO/IEC 24748-1:2010.

(2) This definition was developed for the SEBoK.

Discussion

Within the terms and definitions related to System Architecture, the present SEBoK tries to fit the real practices and to provide some consistency between those terms.

Definition (1) comes from ISO/IEC/IEEE 24748 - 4 (past IEEE 1220, ISO/IEC 26702) as functional architecture; but modified because in the standard functional and behavioral aspects are mixed. In reality the functional architecture emphasizes more on transformations performed rather than the sequencing of their

executions. See definition of functional architecture .

Definition (2) is a good suggestion to represent a behavioral architecture, because a scenario of functions chains the execution of functions taking into account synchronization between functions and arrival of triggers.

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