

Platforms @Vanderlande variability and configurability

VDERLANDE

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Vanderlande systems (of systems)

Engineer to order

-111

Platform vision and challenges

Platform as a concept

Platform tenets

Discussion



Vanderlande Systems-of-Systems

Warehouse Solutions

Airport Solutions

Post & Parcel Solutions







Warehousing systems



- > Retail and e-commerce order fulfilment
- > Customer-specific processes and layouts
- > Many processes running in parallel
- > Highly automated and complex
- Various types of material handling equipment: transport and sortation, storage and retrieval, manipulation



- > Packed with domain knowledge
- > Highly customisable

Served us very well for many years!

But limited scalability

- Performance: contention on database tables
- Engineering: steep learning curve

Engineer to Order: limitations

Inefficiency

Complexity





Risk





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Scalability



New Platforms



https://janbosch.com/blog/index.php/2020/02/21/dont-build-new-platforms/

Digitalisation



Platform tenets

- > Modularity
- > Data modeling vs process/ business rule modeling
- > Consistency: Atomic/strong vs eventual
- > Configuration: parameterization vs composition
- > Customization
- > Reuse: <u>"the story of Equest"</u>
- > "It's easier to merge than it is to split".



Modularity





One single massive object more consistency across business rules more contention

Many objects

less contention less consistency across business rules

Data modeling vs process (business rule) modeling

Pocket loading





Consistency: Atomic AKA Strong vs Eventual





Configuration: parameterization vs composition





System configuration: parameterization vs composition

Parameters Optimized in APP Optimized in APP	Main Accounts W	Type Storage []	
	Main Accounts W Parameters Status Attributes Meducian IAP Allow Reservation Allow Re	Type Storage Image: Storage Subinventories (M) Image: Storage Image: Storage Status Active Default Cost Group Collection Parameters Image: Storage Image: Storage Image: Storage Image: Storage Parameters Image: Storage Image: Storage: Stor	





MOVING YOUR BUSINESS FORWARD

Re-use

Dutch: "<u>hergebruik</u>"

Re-use <u>materials</u>, that have lost their function, for realizing another function



Software re-use

Re-use <u>code</u>, that has lost its function, for realizing another function?

Software re-use actually is shared use

<u>"The story of Equest"</u>



"It's easier to merge than it is to split"





One single massive object more consistency across business rules more contention • Many objects less contention • Modularity

- Consistency: Atomic/strong vs eventual
- Configuration: parameterization vs composition
- Customization

"It's easier to merge than it is to split"

But:

The entire process is too big/too complex to analyse as a whole...

-> identify the <u>domains</u> - with "just enough architecture".

A Domain is a combination of :

- Knowledge
- Influence
- Activity



"It's easier to merge than it is to split"



Discussion

> What type of systems do we expect (have) to be where on the scale?

- Software only systems
- Embedded software systems. Or should we view these as embedded hardware (EHI ③)?
- Level of embeddedness (of the software)?

