

E N T E R P R I S E A R C H I T E C T U R E

ENTERPRISE PHYSICS 101

J O H N A . Z A C H M A N
Z A C H M A N I N T E R N A T I O N A L

PREFACE

This seminar is NOT about increasing the stock price by the close of market, Friday afternoon.

It IS about the laws of physics ... the success of an Enterprise ... part of the success in the turbulent time of the Information Age.

Nothing magic is happening!
It's ALL Physics

It is a presentation on Physics ... Enterprise Physics.

DAY 1: URGENCY AND INTRODUCTION TO EA

- ☼ Business Architecture
- ☼ Data Models and Info.
Architecture



DAY 1: URGENCY AND INTRODUCTION TO EA

- ✿ Global Environment
- ✿ Definition of Enterprise Architecture
- ✿ Ontology versus Methodology
- ✿ Zachman Framework Story
- ✿ Business Architecture
- ✿ Data Models and Info. Architecture
- ✿ Laws of Physics



INTRODUCTION

Enterprise Architecture presently appears to be a grossly misunderstood concept among management. It is NOT an Information Technology issue. It is an ENTERPRISE issue. It is likely perceived to be an Information Technology issue as opposed to a Management issue for two reasons:

- ☼ Awareness of it tends to surface in the Enterprise the Information community.
- ☼ Information Technology people seem to have the skills to do Enterprise Architecture if any Enterprise Architecture is being or is to be done.

The end object is NOT to get the code to run!

THE INFORMATION AGE

"The next information revolution is well underway. But it is not happening where information scientists, information executives, and the information industry in general are looking for it. It is not a revolution in technology, machinery, techniques, software, or hardware. It is a revolution in CONCEPTS."

Peter Drucker. Forbes 46

"Future Strategy to assemble-to-order
or get your brains beat out
(extreme complexity/extreme change)
-Alvin Toffler

"We are living in an extraordinary moment in history. Historians will look back on our times, the 40-year time span between 1980 and 2020, and classify it among the handful of historic moments when humans reorganized their entire civilization around a new tool, a new idea."

Peter Leyden. Minneapolis Star Tribune. June 4, 1995

"On the Edge of the Digital Age: The Historic Moment"

THE CHALLENGE

What is your strategy (Chief) for addressing:
Orders of magnitude increases in complexity,
and

Orders of magnitude increases in the rate of change?

Seven thousand years of history would suggest the only
known strategy for addressing complexity and change is...

ARCHITECTURE

If it gets so complex you can't remember how it works ...
you have to write it down (Architecture)

If you want to change how it works ...
you start with what you have written down (Architecture)

The key to complexity and change: Architecture.

The question is: What is "Architecture,"
Enterprise Architecture?

INTRODUCTION TO
ENTERPRISE ARCHITECTURE

DEFINING
ENTERPRISE
ARCHITECTURE

JOHN A. ZACHMAN
ZACHMAN INTERNATIONAL

ARCHITECTURE

Architecture ... what is it?

Some people think this is Architecture:



That is a common
MISCONCEPTION

(Note: This same misconception about Enterprises is what leads people to misconstrue Enterprise Architecture as being big, monolithic, static, inflexible and unachievable and ... it takes too long and costs too much.)

ARCHITECTURE

This is the RESULT of architecture. In the RESULT you can see the Architect's "architecture".

The RESULT is an implementation, an instance.



"Architecture" IS the set of descriptive representations relevant for describing a complex object (actually, any object) such that an instance of the object can be created and such that the descriptive representations serve as the baseline for changing an object instance (assuming that the descriptive representations are maintained consistent with the instantiation).

The Framework for Anything Architecture



COMPLEXITY

Reduce the sample size through Classification

One Dimensional

Decomposition (Hierarchy, “Taxonomy”)

The deeper the tree, the smaller the parts (faster and cheaper).

The same content can occur in multiple nodes.

ANALYSIS

Lends itself to implementation (Manufacturing)

Multi Dimensional

Normalization (Matrix, Cube)

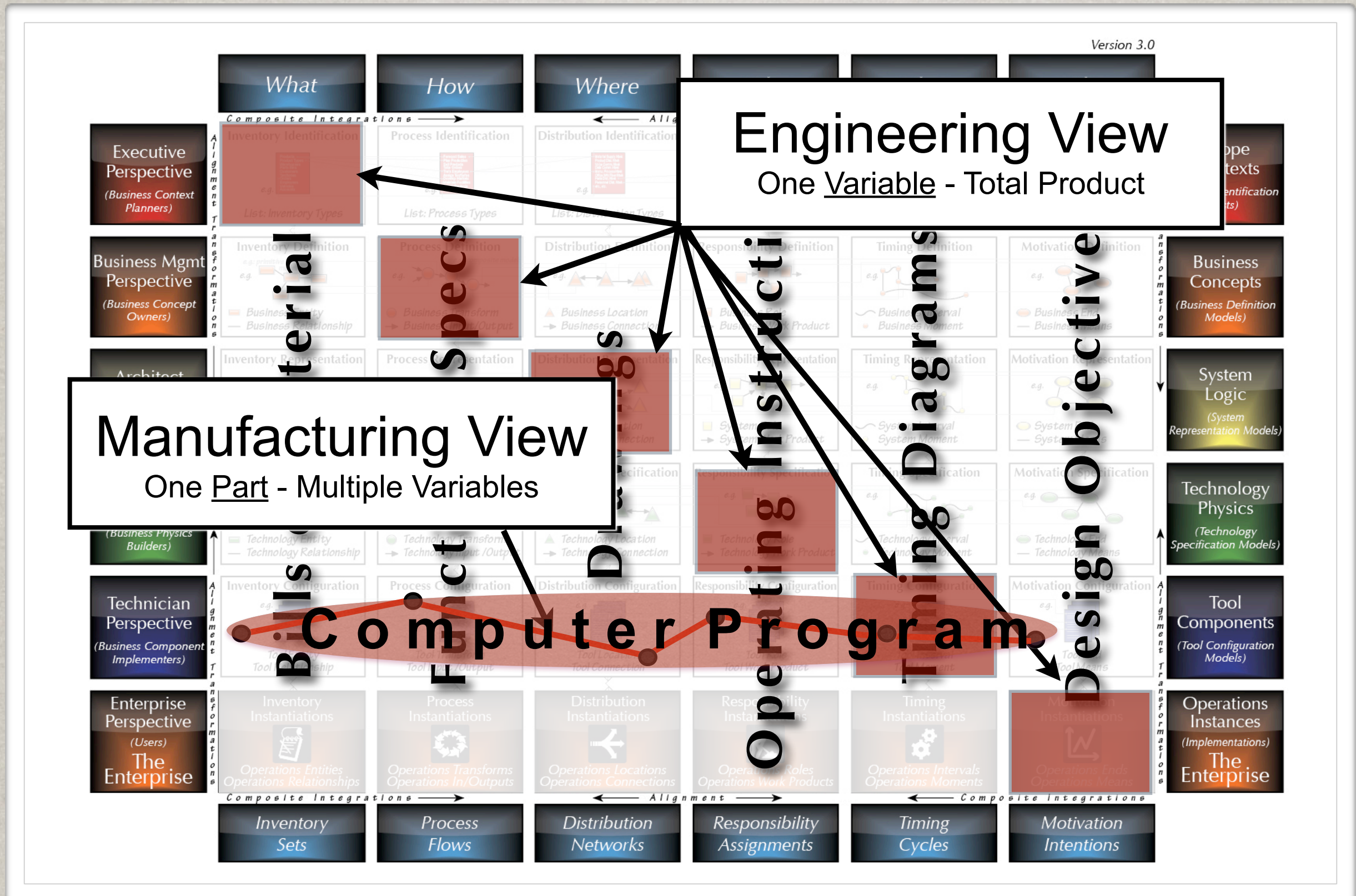
One (type of) fact in one place (set theory).

Identify and eliminate recurrences (redundancies)

SYNTHESIS

Lends itself to design (Engineering)

ENGINEERING VERSUS MANUFACTURING



MANUFACTURING VS ENGINEERING

Manufacturing work requires

multi-variable,

holistic descriptions

(Analysis -
Decomposition)

of *parts* of the object.

(Composite)

(This is the CURRENT paradigm)

IN CONTRAST

Engineering work requires

single-variable,

ontologically-defined descriptions

of the *whole* of the object.

(Primitive)

(This is the NEW paradigm)

(Synthesis
Normalization)

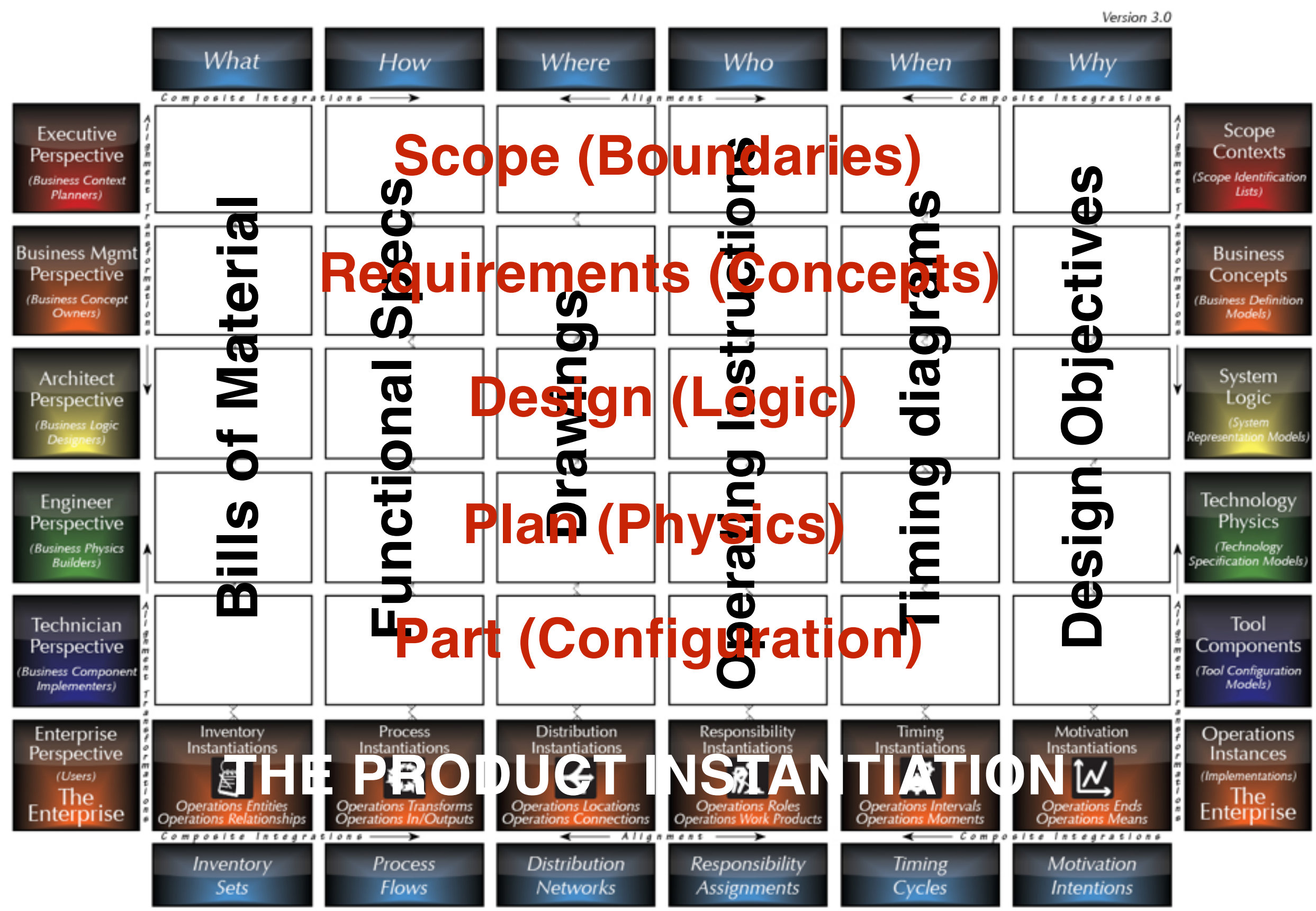
The Framework for Anything Architecture



The Framework for Anything Architecture



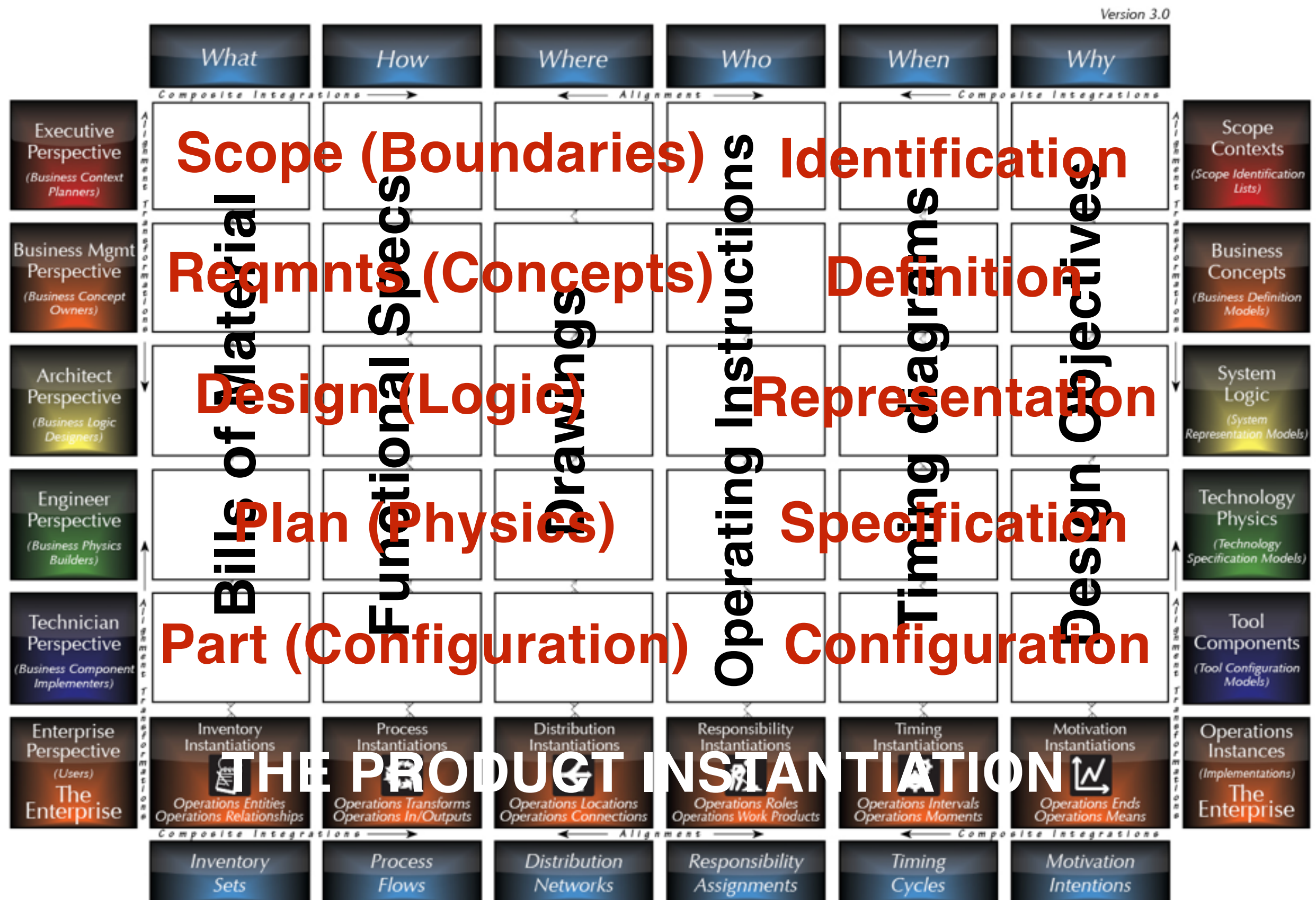
The Framework for Anything Architecture



REIFICATION



The Framework for Anything Architecture



The Framework for Enterprise Architecture



The Zachman Framework for Enterprise Architecture™

The Enterprise Ontology™

Version 3.0



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FRAMEWORK GRAPHIC

For the latest version of the Framework Graphic,
register at [**www.Zachman.com**](http://www.Zachman.com)
for a high resolution .pdf file.

(For a publication release of the Framework Graphic
send requests to the Contact Us link on zachman.com)

You may be interested in several articles by John A. Zachman at
Zachman.com

“Architecture Is Architecture Is Architecture”

“John Zachman’s Concise Definition of the Zachman Framework”
and

“The Zachman Framework Evolution” by John P. Zachman

ARCHITECTURE IS ARCHITECTURE

I simply put Enterprise names on the same descriptive representations relevant for describing anything.

Why would anyone think that the descriptions of an Enterprise are going to be any different from the descriptions of anything else humanity has ever described?

ARCHITECTURE IS ARCHITECTURE IS ARCHITECTURE

I don't think Enterprise Architecture is arbitrary ... and it is *not negotiable*. My opinion is, we ought to accept the definitions of Architecture that the older disciplines of Architecture and Construction, Engineering and Manufacturing have established and focus our energy on learning how to use them to actually engineer Enterprises.

I N T R O D U C T I O N T O
E N T E R P R I S E A R C H I T E C T U R E

TWO
DIFFERENT
THINGS

J O H N A . Z A C H M A N
Z A C H M A N I N T E R N A T I O N A L

ONTOLOGY

The Zachman Framework™ schema technically is an ontology -
a theory of the existence of a structured set
of essential components of an object
for which explicit expression is necessary (is mandatory?)
for designing, operating and changing the object
(the object being an Enterprise, a department, a value chain,
a "sliver," a solution, a project,
an airplane, a building, a bathtub or whatever or whatever).

A Framework is a STRUCTURE.
(A Structure DEFINES something.)

METHODOLOGY

A Methodology is a PROCESS.
(A Process TRANSFORMS something.)

A Structure IS NOT A Process
A Process IS NOT a Structure.

ONTOLOGY

PERIODIC TABLE OF THE ELEMENTS

<http://www.ktf-split.hr/periodni/en/>

GROUP

PERIOD

RELATIVE ATOMIC MASS (1)

GROUP IUPAC

GROUP CAS

ATOMIC NUMBER

SYMBOL

ELEMENT NAME

STANDARD STATE (25 °C; 101 kPa)

Ne - gas
Fe - solid
Ga - liquid
Ts - synthetic

Legend:

- Metal
- Semimetal
- Nonmetal
- Alkali metal
- Alkaline earth metal
- Transition metals
- Lanthanide
- Actinide
- Chalcogens element
- Halogens element
- Noble gas

Periodic Table Data:

| Period | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|--------|----|----|-------|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-------|
| 1 | H | He | | | | | | | | | | | | | | | | |
| 2 | Li | Be | | | | | | | | | | | B | C | N | O | F | Ne |
| 3 | Na | Mg | | | | | | | | | | | Al | Si | P | S | Cl | Ar |
| 4 | K | Ca | Sc | Ti | V | Cr | Mn | Fe | Co | Ni | Cu | Zn | Ga | Ge | As | Se | Br | Kr |
| 5 | Rb | Sr | Y | Zr | Nb | Mo | Tc | Ru | Rh | Pd | Ag | Cd | In | Sn | Sb | Te | I | Xe |
| 6 | Cs | Ba | La-Lu | Hf | Ta | W | Re | Os | Ir | Pt | Au | Hg | Tl | Pb | Bi | Po | At | Rn |
| 7 | Fr | Ra | Ac-Lr | Rf | Db | Sg | Bh | Hs | Mt | Uun | Uuu | Uub | Uut | Uuq | Uuh | Uus | Uuo | Uu118 |

LANTHANIDE

| | | | | | | | | | | | | | | |
|-----------|-------|--------------|-----------|------------|----------|----------|------------|---------|------------|---------|--------|---------|-----------|----------|
| 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 |
| La | Ce | Pr | Nd | Pm | Sm | Eu | Gd | Tb | Dy | Ho | Er | Tm | Yb | Lu |
| LANTHANUM | CERUM | PRASEODYMIUM | NEODYMIUM | PROMETHIUM | SAMARIUM | EUROPIUM | GADOLINIUM | TERBIUM | DYSPROSIUM | HOLMIUM | ERBIUM | THULIUM | YTTERBIUM | LUTETIUM |

ACTINIDE

| | | | | | | | | | | | | | | |
|----------|---------|--------------|---------|-----------|-----------|-----------|---------|-----------|-------------|-------------|---------|-------------|----------|------------|
| 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | 101 | 102 | 103 |
| Ac | Th | Pa | U | Np | Pu | Am | Cm | Bk | Cf | Es | Fm | Md | No | Lr |
| ACTINIUM | THORIUM | PROTACTINIUM | URANIUM | NEPTUNIUM | PLUTONIUM | AMERICIUM | CURCIUM | BERKELIUM | CALIFORNIUM | EINSTEINIUM | FERMIUM | MENDELEVIUM | NOBELIUM | LAWRENCIUM |

Footnote:

(1) Pure Appl. Chem., 73, No. 4, 667-683 (2001)
Relative atomic mass is shown with five significant figures. For elements having no stable nuclides, the value enclosed in brackets indicates the mass number of the longest-lived isotope of the element.
However three such elements (Th, Pa, and U) do have a characteristic terrestrial isotopic composition, and for these an atomic weight is tabulated.

Editor: Aditya Vardhan (advor@netlink.com)

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This is NOT a Process.

Elements are Timeless

Until an ontology exists, nothing is repeatable, nothing is predictable.

There is no DISCIPLINE.

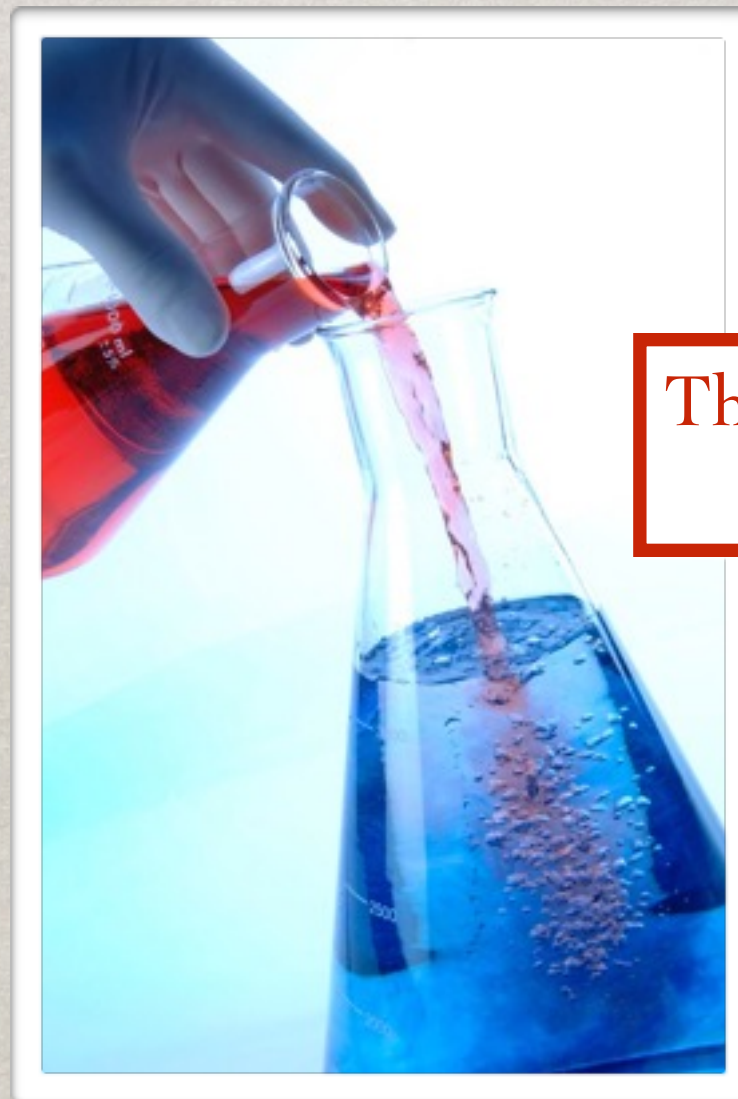
PROCESS

(Methodology)

A Process TRANSFORMS something.

This is a Process:

Add Bleach to
an Alkali and
it is
transformed
into Saltwater.



This is NOT an
Ontology.

Compounds are Temporal

PROCESS

(METHODOLOGY)

Add Bleach to an Alkali and
it is transformed into Saltwater.

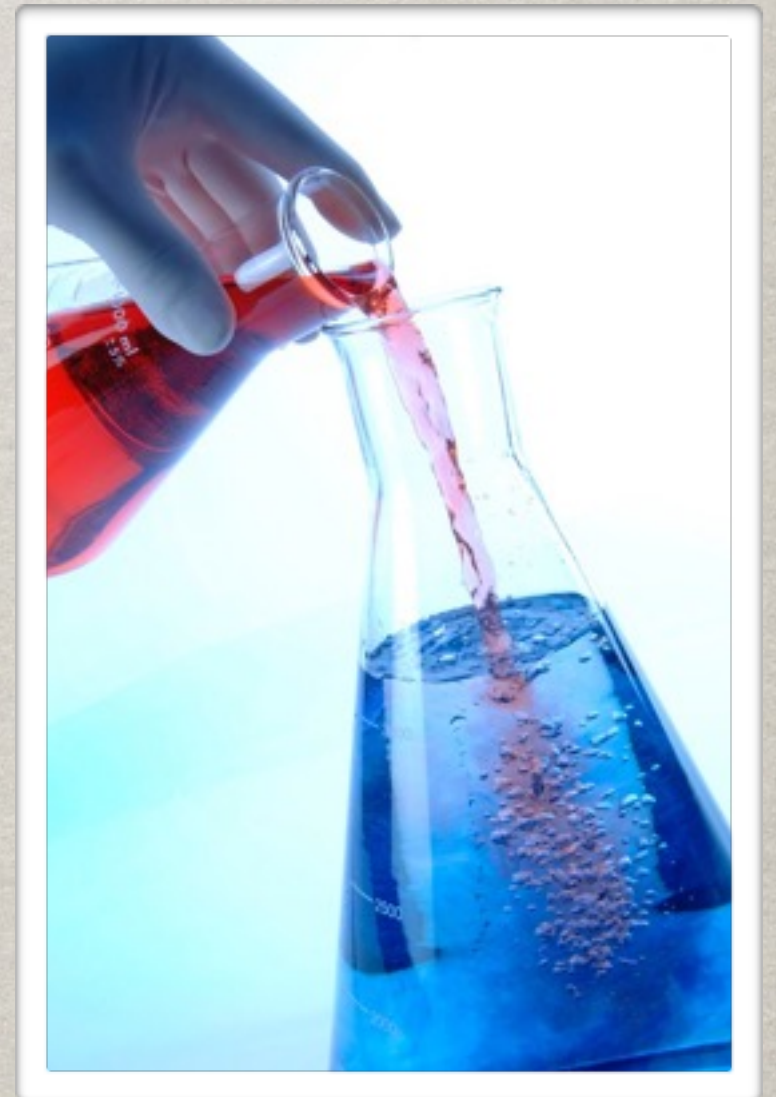


COMPOUNDS

| | |
|----------------|--|
| Salt | NaCl |
| Aspirin | $\text{C}_9\text{H}_8\text{O}_4$ |
| Vicodin | $\text{C}_{18}\text{H}_{21}\text{NO}_3$ |
| Naproxen | $\text{C}_{14}\text{H}_{14}\text{O}_3$ |
| Ibuprophen | $\text{C}_{13}\text{H}_{18}\text{O}_2$ |
| Viagra | $\text{C}_{22}\text{H}_{30}\text{N}_6\text{O}_4\text{S}$ |
| Sulphuric Acid | H_2SO_4 |
| Water | H_2O |

etc., etc., etc.

Compounds are Temporal



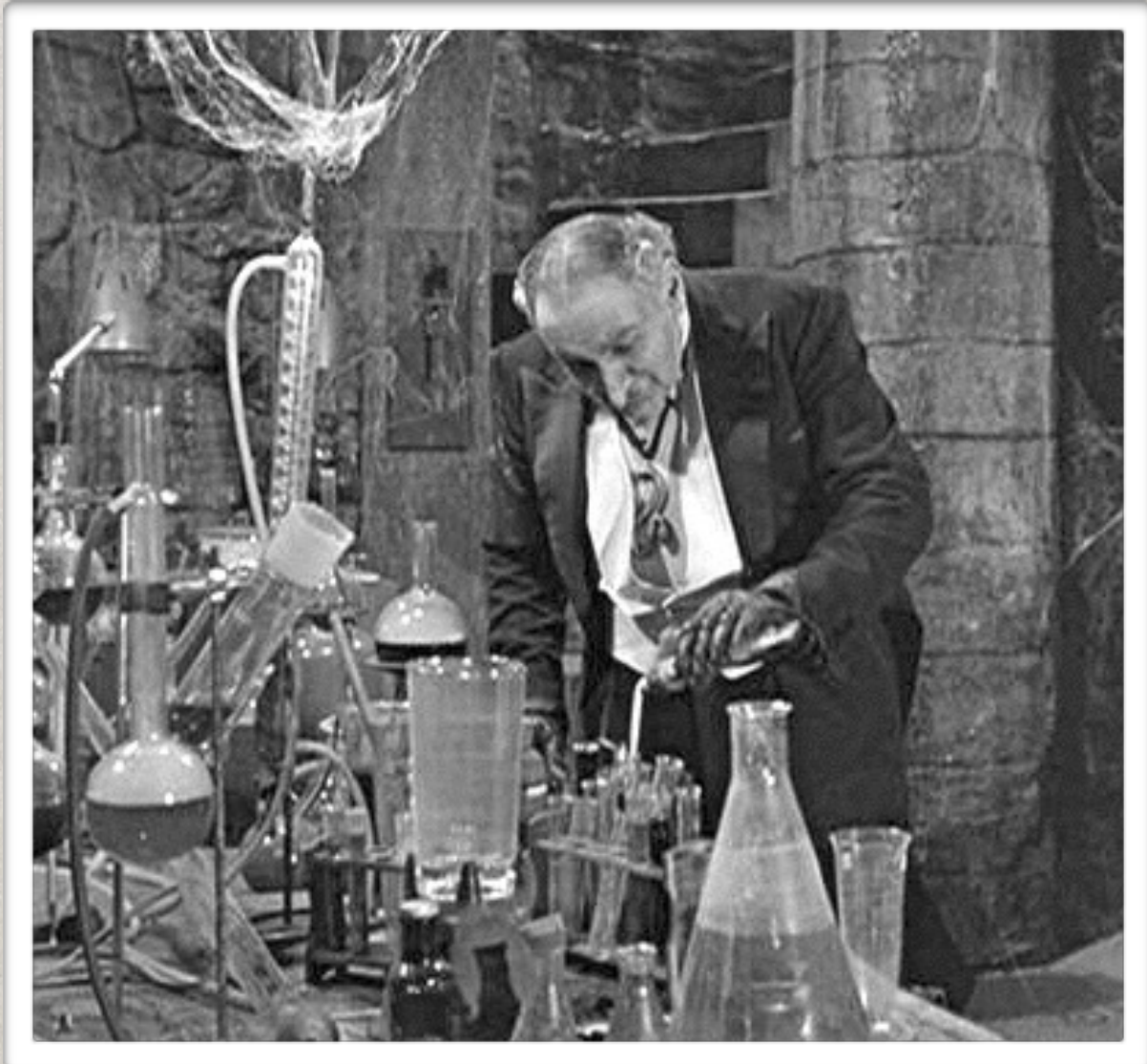
ALCHEMY - A PRACTICE

This is a Methodology WITHOUT an Ontology

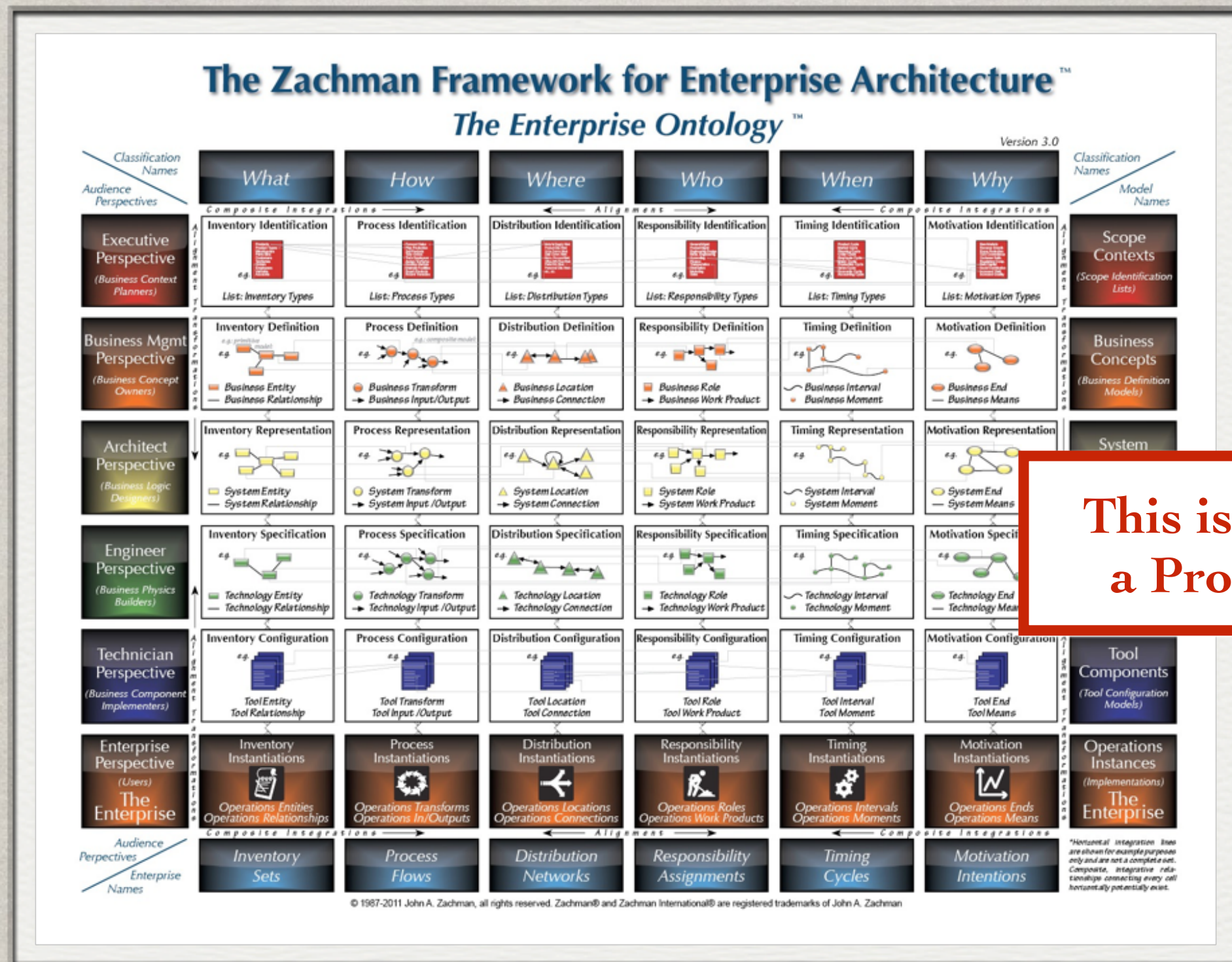
A Process with no ontological structure is ad hoc, fixed and dependent on practitioner skills.

This is NOT a science.

It is ALCHEMY, a "**practice**."



ONTOLOGY



**This is NOT
a Process.**

“Primitives” are Timeless.

Until an ontology exists, nothing is repeatable, nothing is predictable.

There is no DISCIPLINE.

PROCESS

(METHODOLOGY)

COMPOSITES

(COMPOUNDS)

COBOL Programs

Objects

BPMN Models

Swimlanes

Business Architecture

Capabilities

Mobility

Applications

Data Models

Security Architecture

Services

COTS

Technology Architecture

Big Data

Missions/Visions

Agile Code

Business Processes

DoDAF Models

Balanced Scorecard

Clouds

I.B. Watson

TOGAF Artifacts

Etc., etc., etc.

Compounds are Temporal

ALCHEMY - A PRACTICE

This is a Methodology WITHOUT an Ontology

A Process with no ontological structure is ad hoc, fixed and dependent on practitioner skills.

This is NOT a science.

It is ALCHEMY, a "**practice**."



ONTOLOGY VS METHODOLOGY

An Ontology is the classification of the total set of “**Primitive**” (elemental) components that exist and that are relevant to the existence of an object.

A Methodology produces “**Composite**” (compound) implementations of the Primitives.

Primitives (elements) are timeless.

Composites (compounds) are temporal.

People who build **Composite** Models think the **Roman Coliseum** is Architecture.

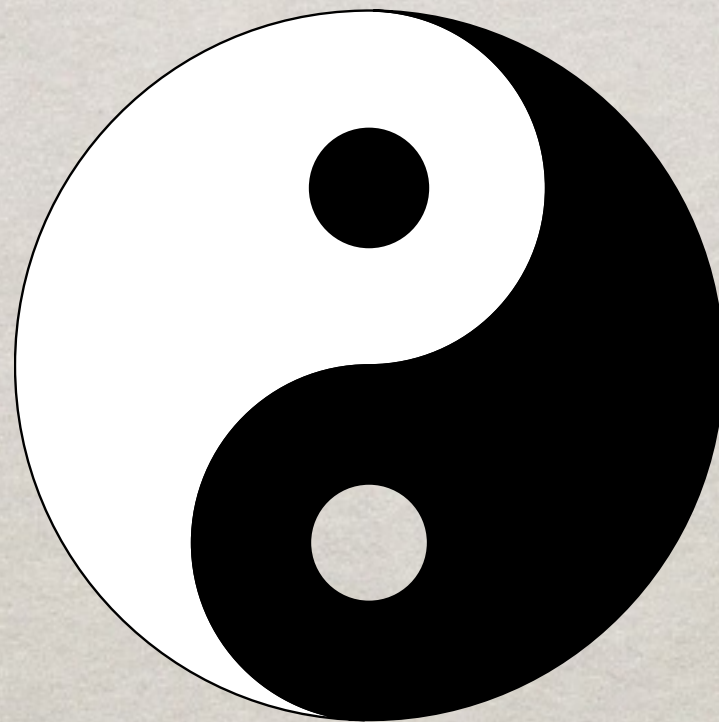
People who build **Primitive** Models think the **Descriptive Representations** are Architecture.

What do YOU think is Architecture?

ONTOLOGY AND METHODOLOGY

It is NOT either Ontology OR Methodology

It IS Ontology AND Methodology



Ontology and Methodologies
do not COMPETE
they COMPLETE

ONTOLOGY AND METHODOLOGY

Methodologies **WITH** Ontology produce
ARCHITECTURE

Methodologies **WITHOUT** Ontology produce
LEGACY

Timeless architectural Primitives (Ontology)
can be dynamically assembled (Methodology)
into an infinite number of
temporal Enterprise implementation Composites,
that is,

Custom Enterprises, mass-produced in quantities of 1 for immediate delivery.
(Enterprise “Mass-Customization.”)

I N T R O D U C T I O N T O
E N T E R P R I S E A R C H I T E C T U R E

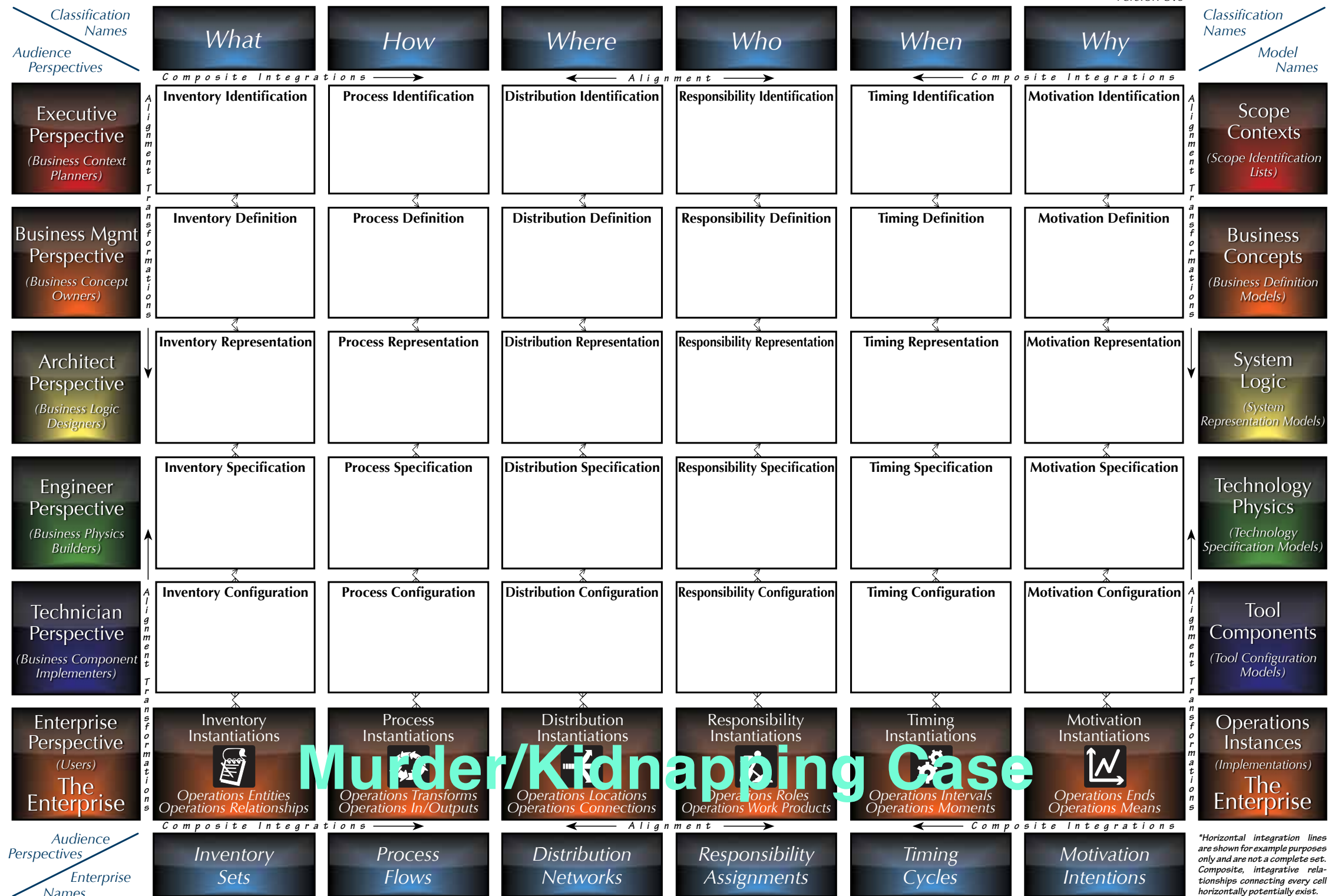
A
ZACHMAN FRAMEWORK
STORY

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The Zachman Framework for Enterprise Architecture™

The Enterprise Ontology™

Version 3.0

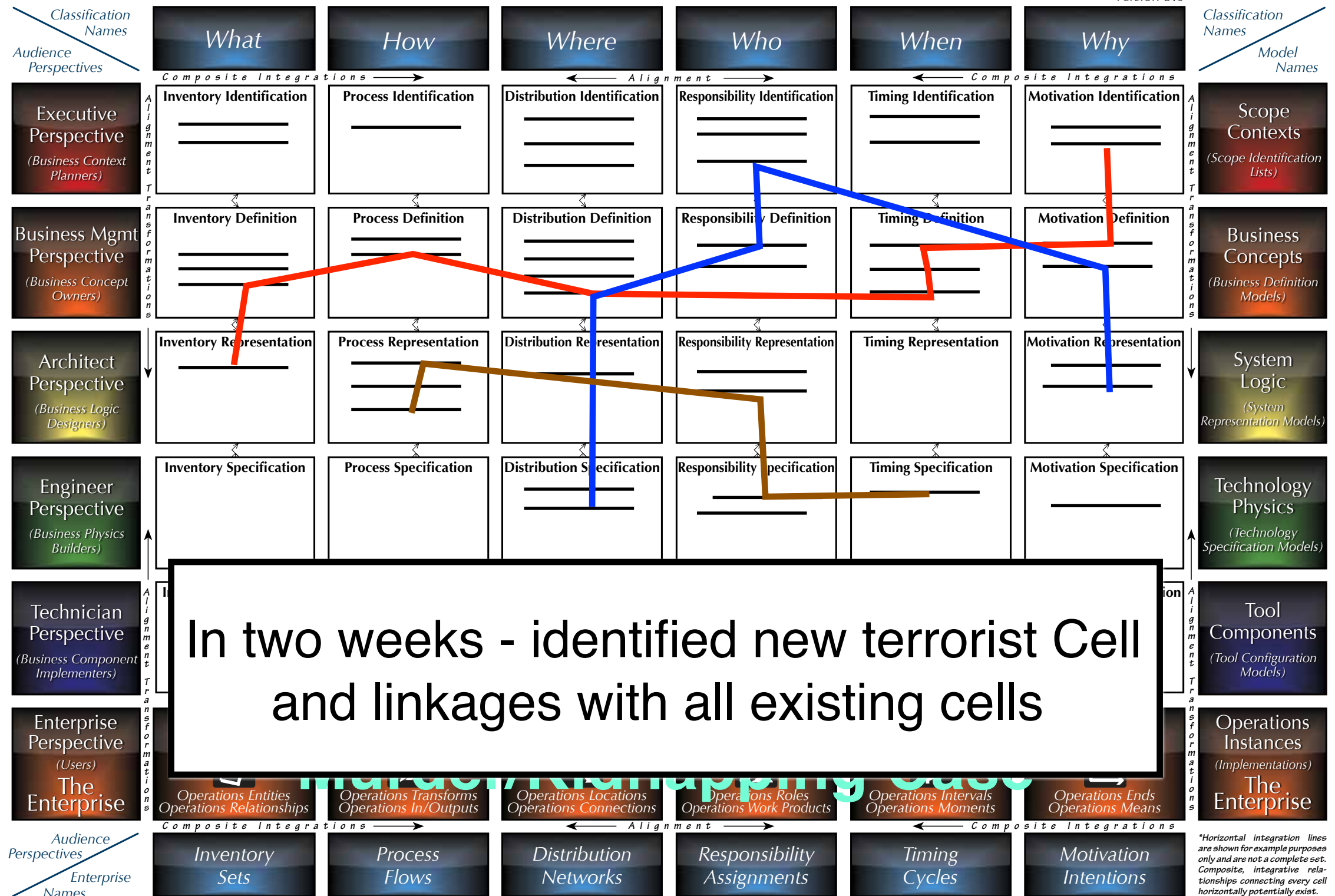


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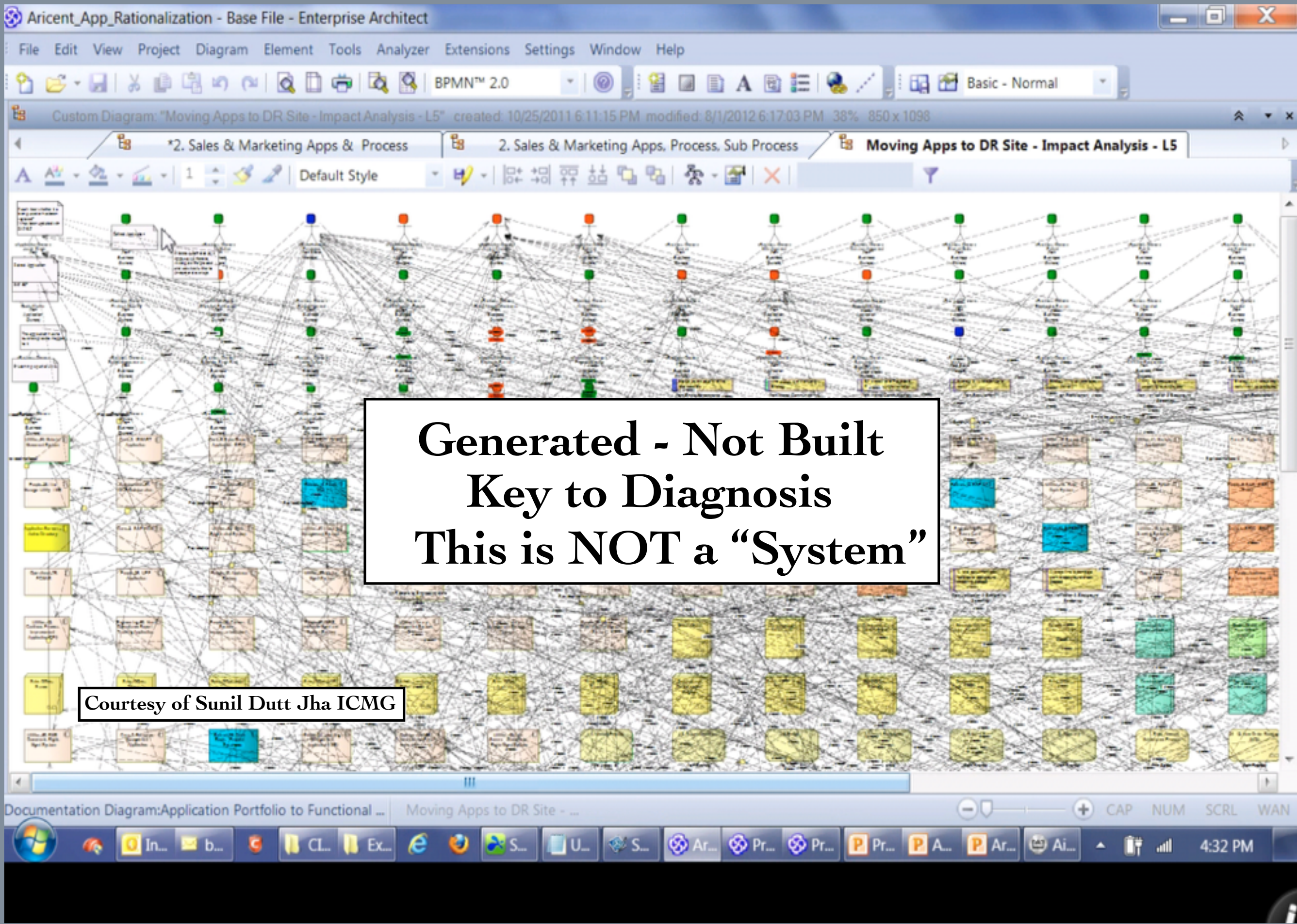
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THE KEY

1. Single-variable, precisely unique, relevant (not arbitrary),
ontologically-defined components.
2. Binary Relationships (only two components at a time).

**THE KEY TO
DIAGNOSING THE CEO'S PROBLEMS
AND PRESCRIBING ALTERNATIVE SOLUTIONS**

**THIS IS AN
(INCOMPLETE) ENTERPRISE ARCHITECTURE
(NOT ENTERPRISE-WIDE, NO RELATIONSHIP ENTITIES)**

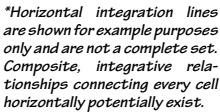
A “system” **REUSES** these Architecture components.

INTRODUCTION TO
ENTERPRISE ARCHITECTURE

BUSINESS
ARCHITECTURE

JOHN A. ZACHMAN
ZACHMAN INTERNATIONAL

Version 3.0

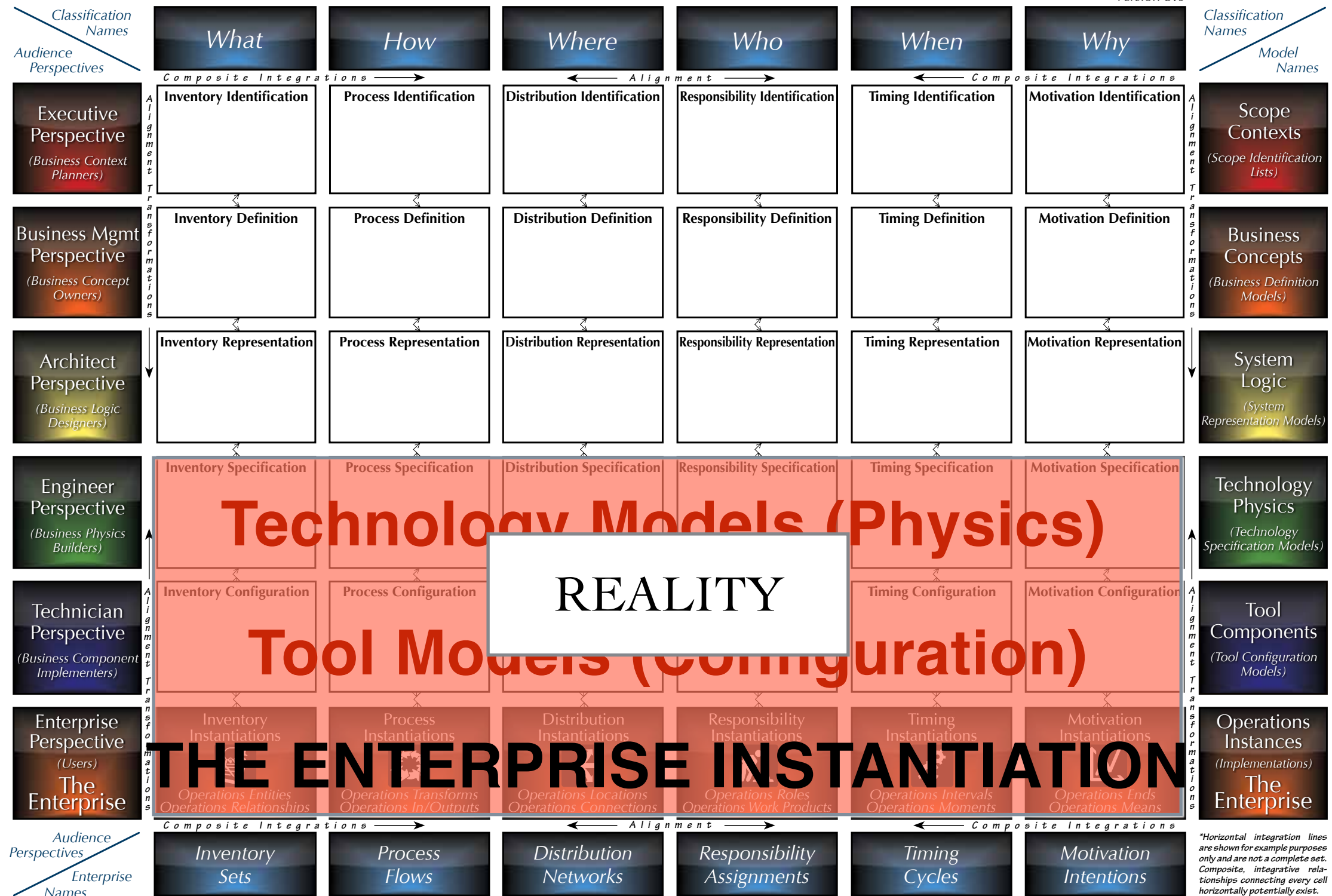


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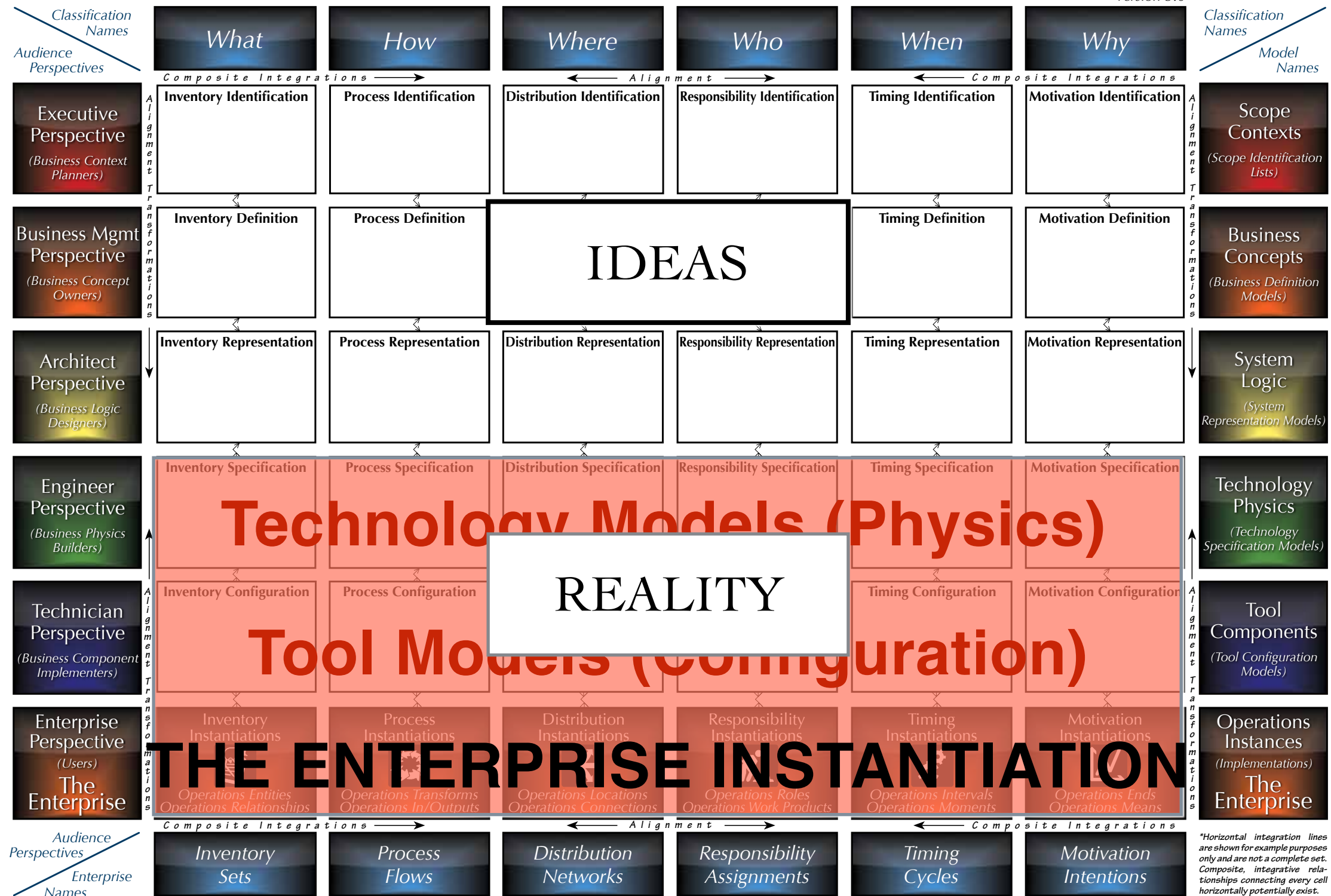


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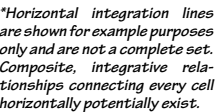
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TM

TM

Classification Names

Model Names

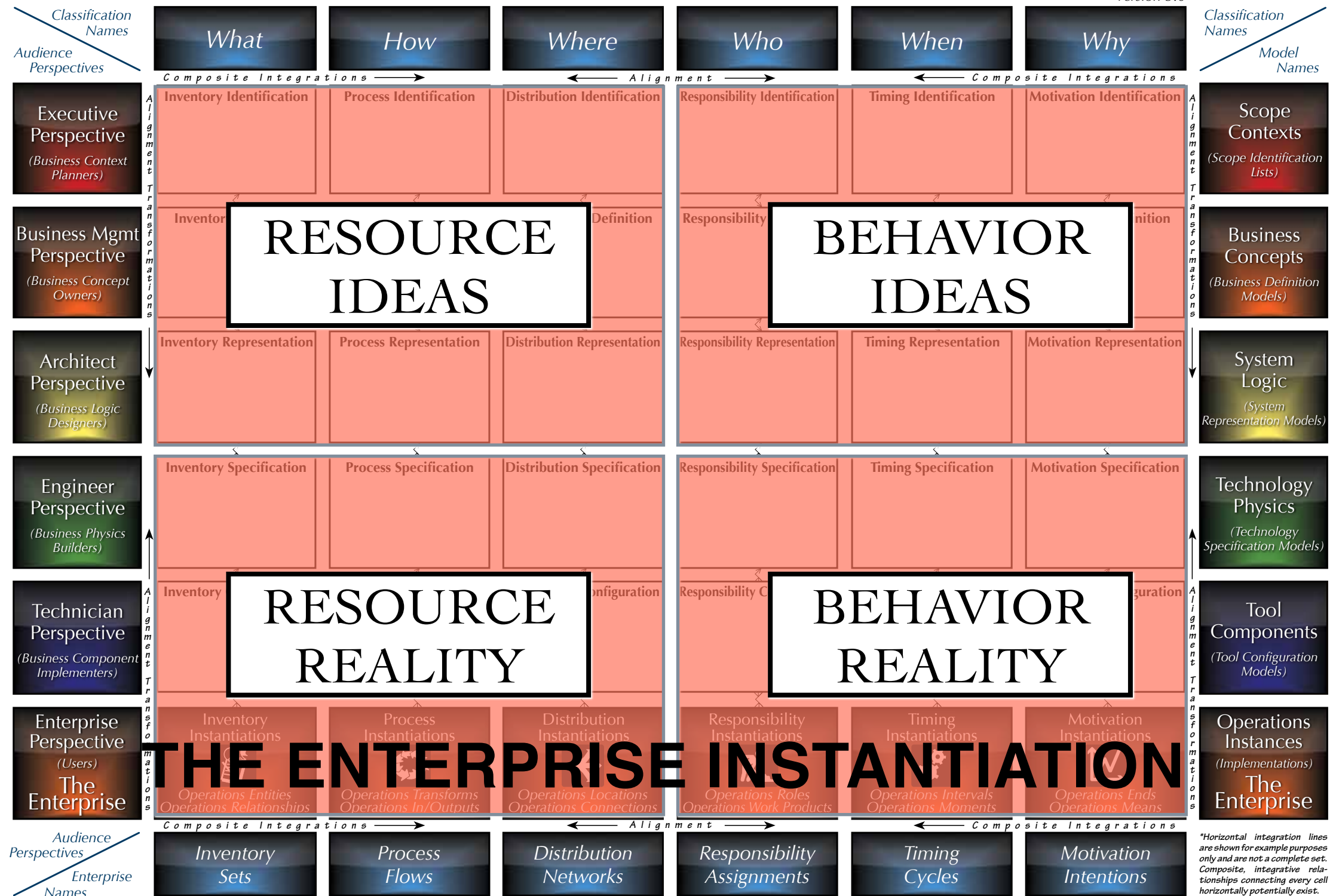


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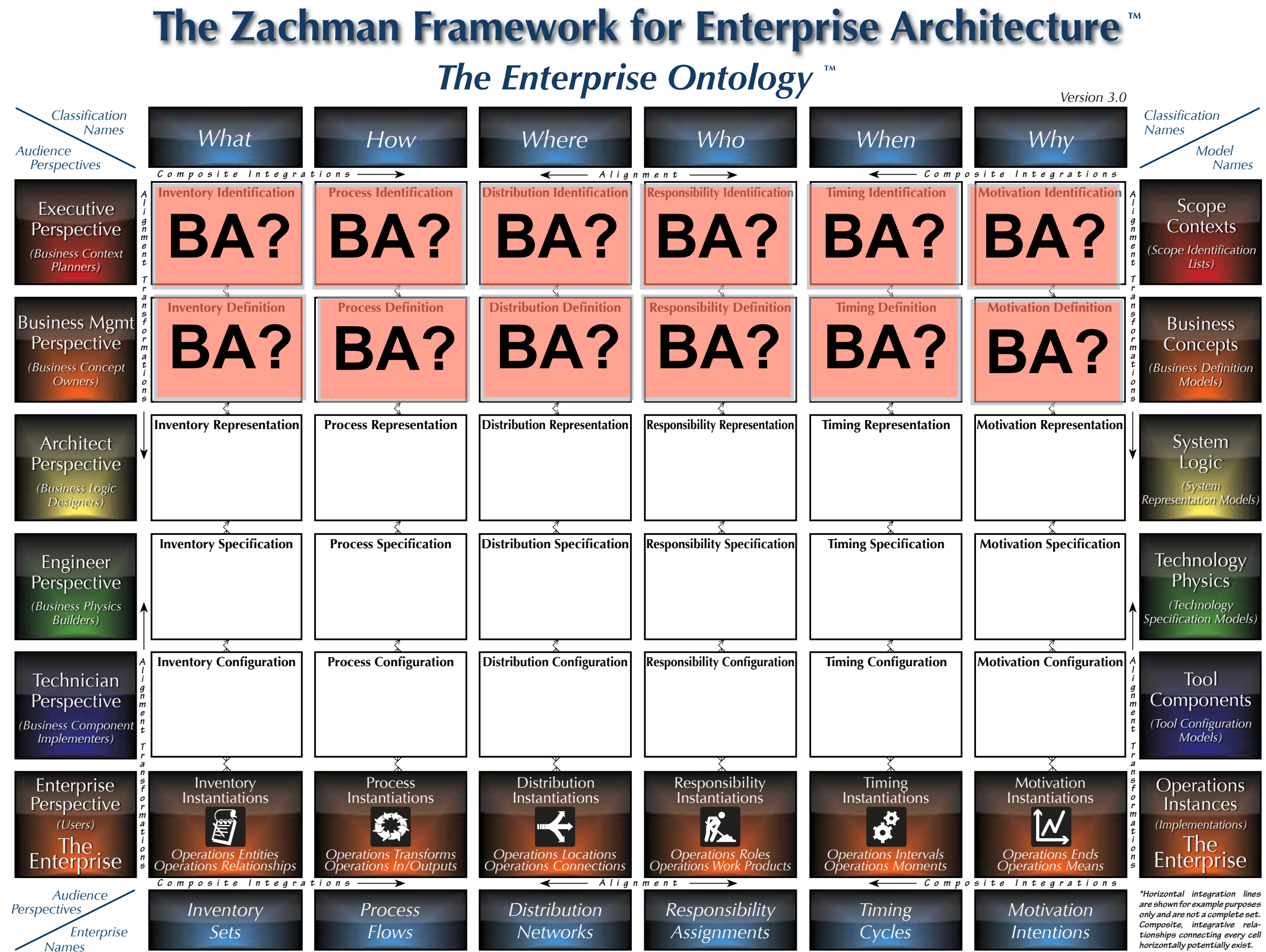
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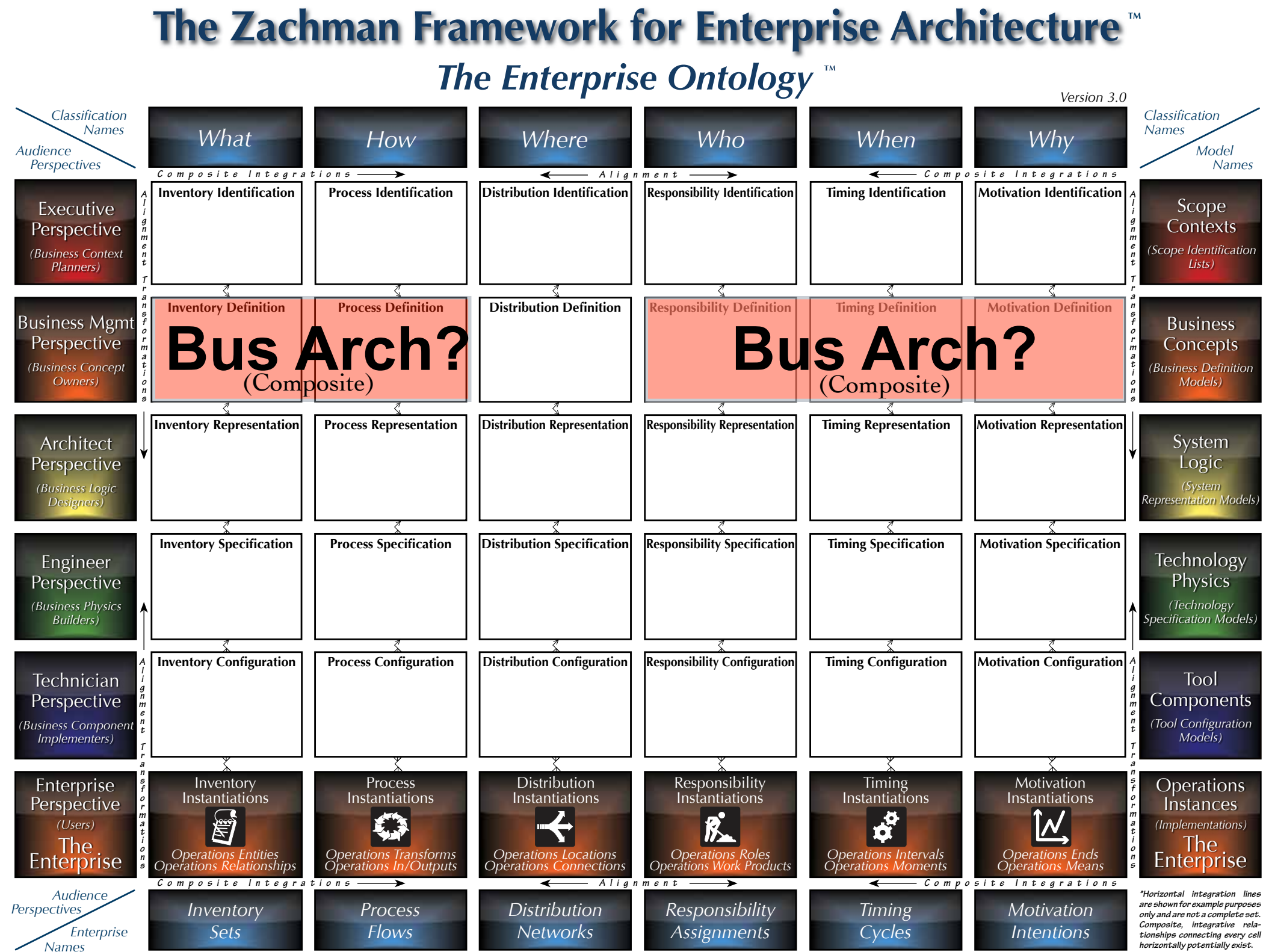
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Business Architecture ?

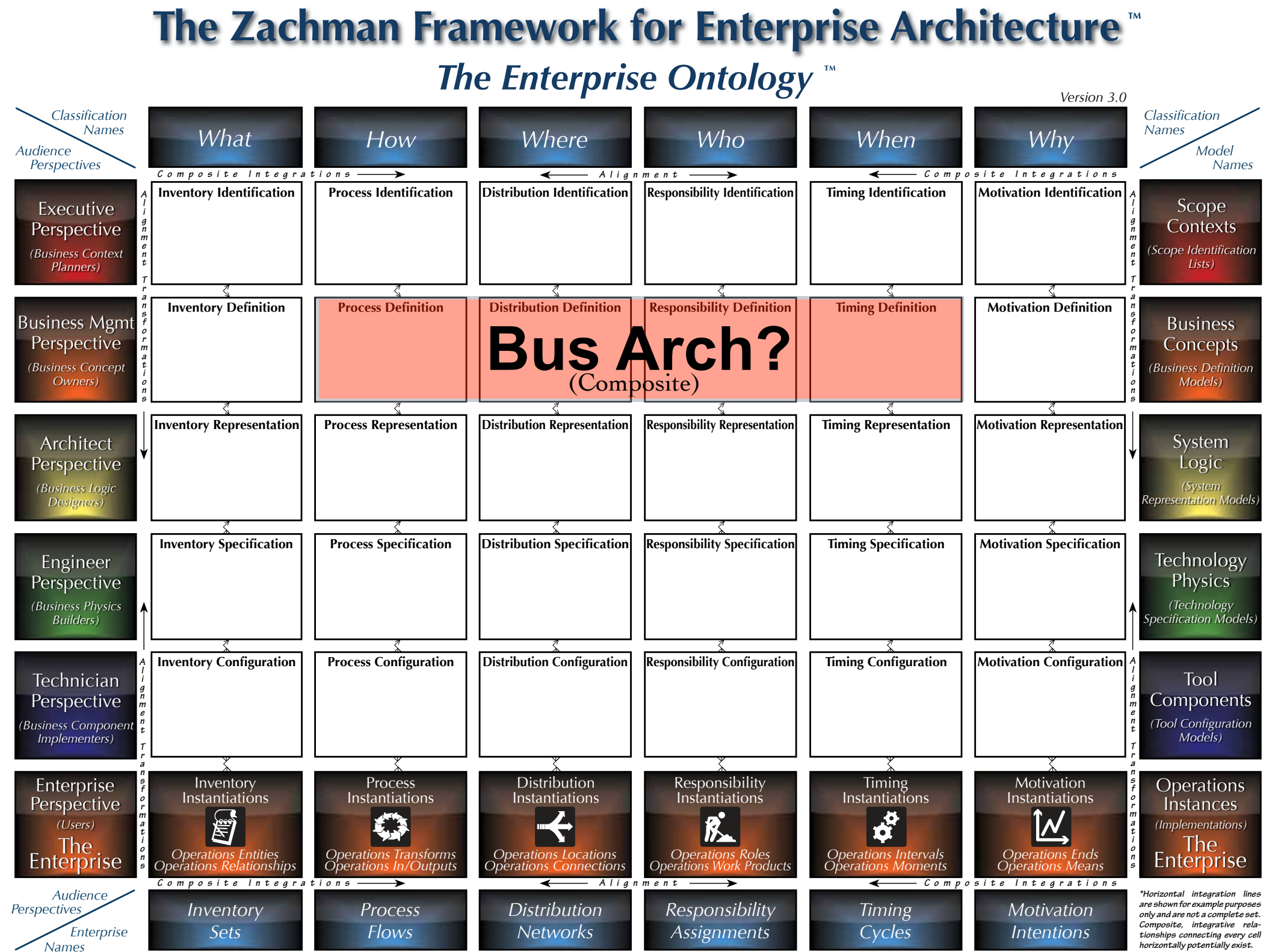


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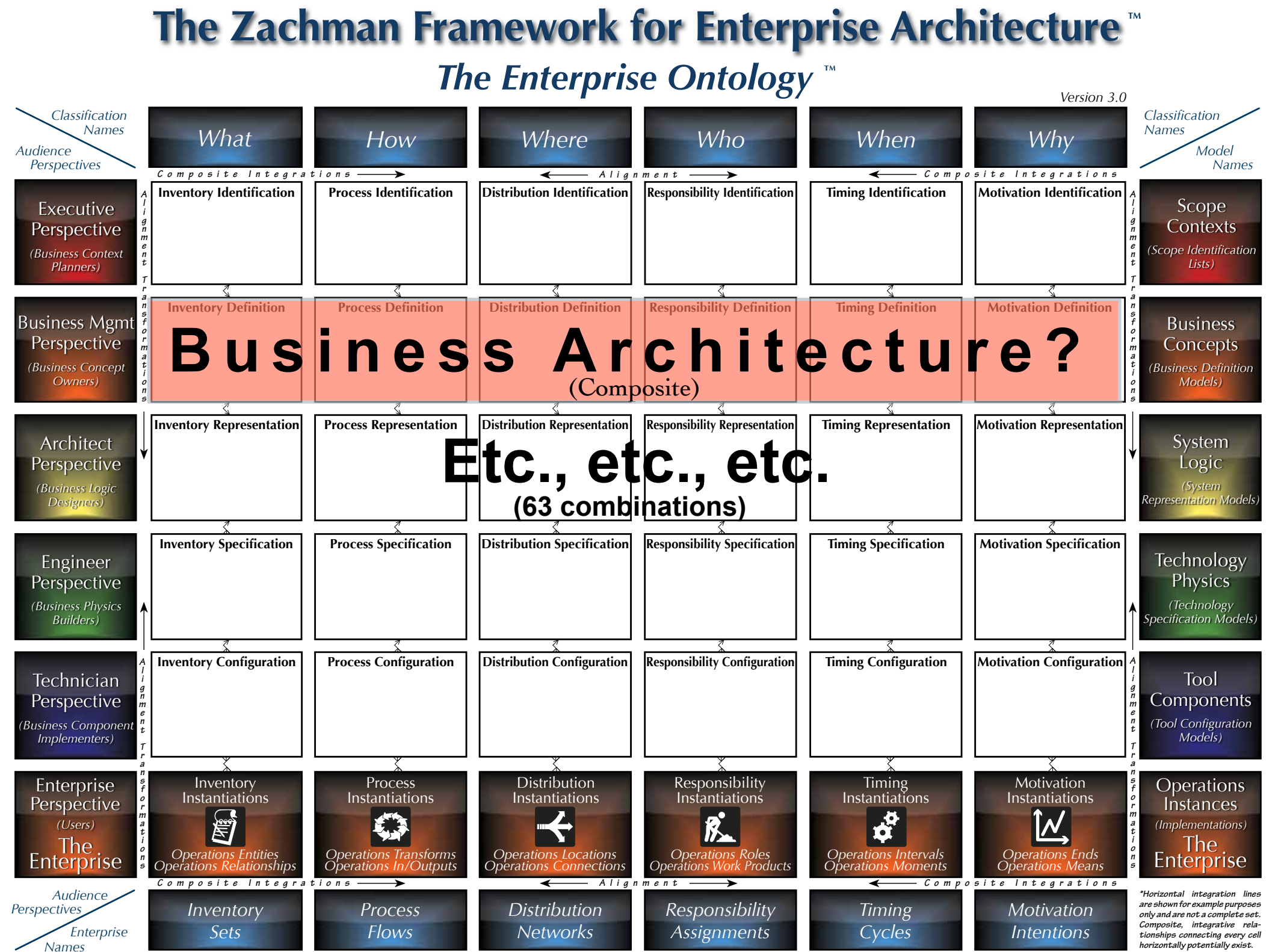
Business Architecture ?



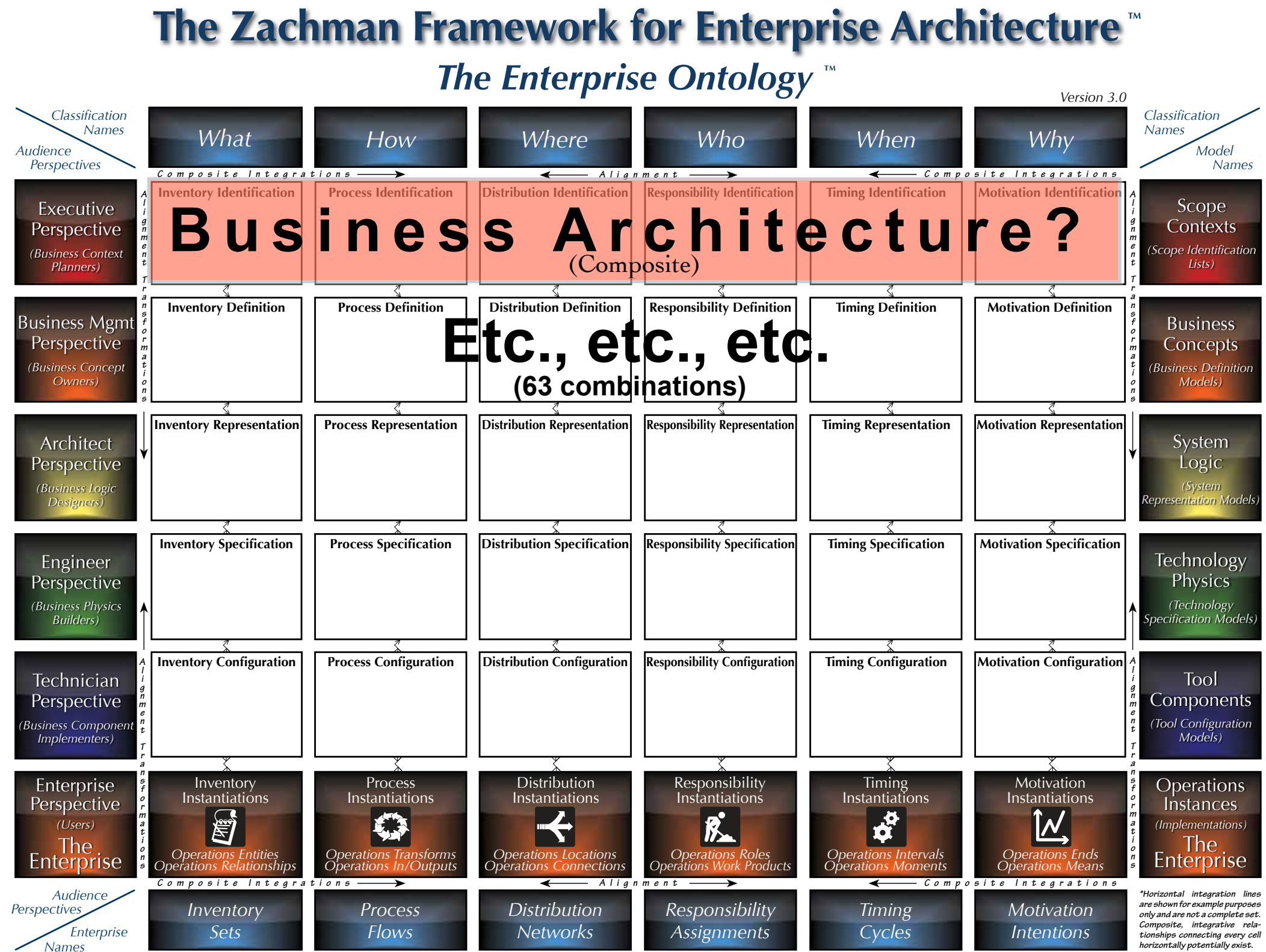
Business Architecture ?



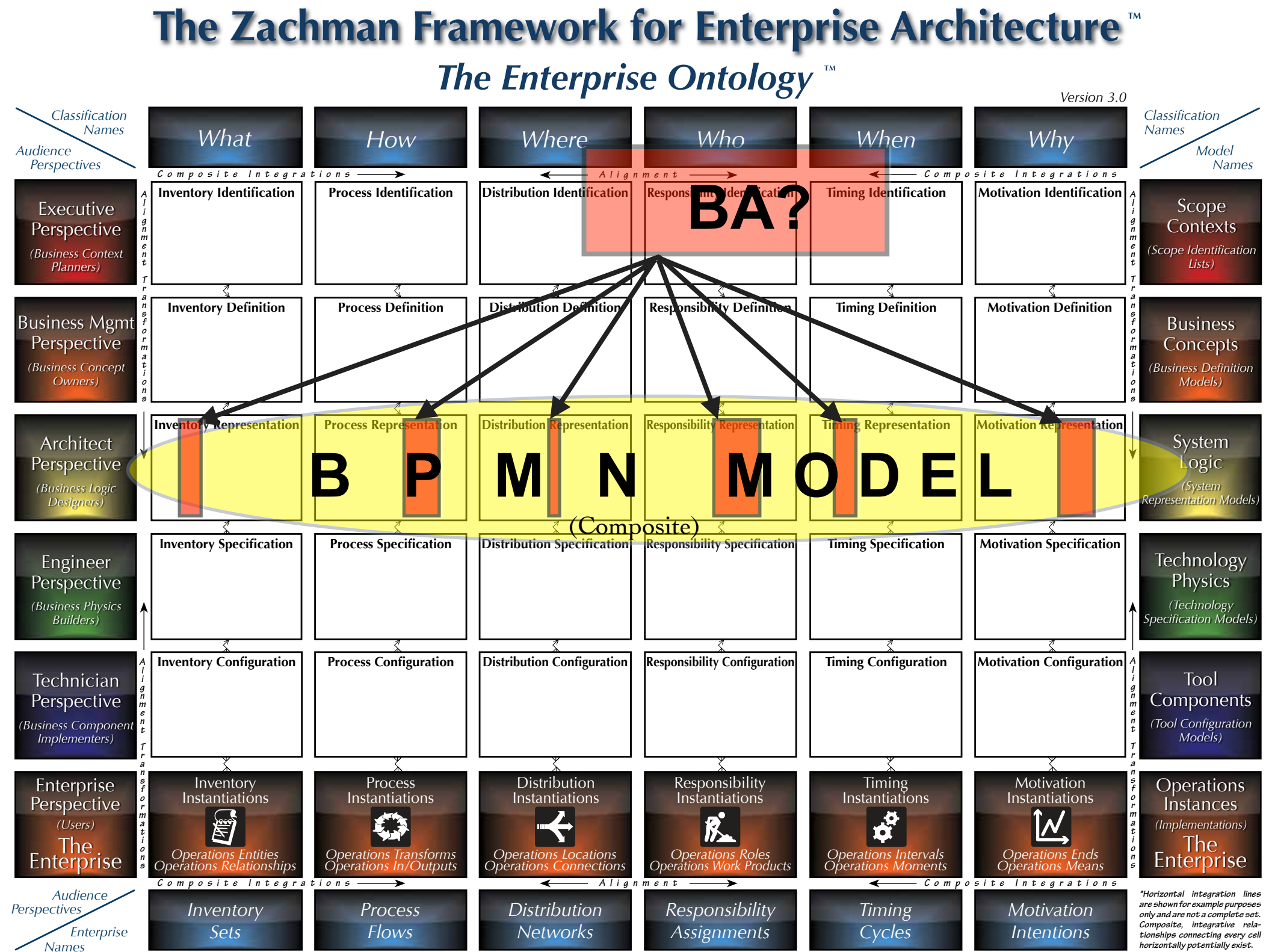
Business Architecture ?



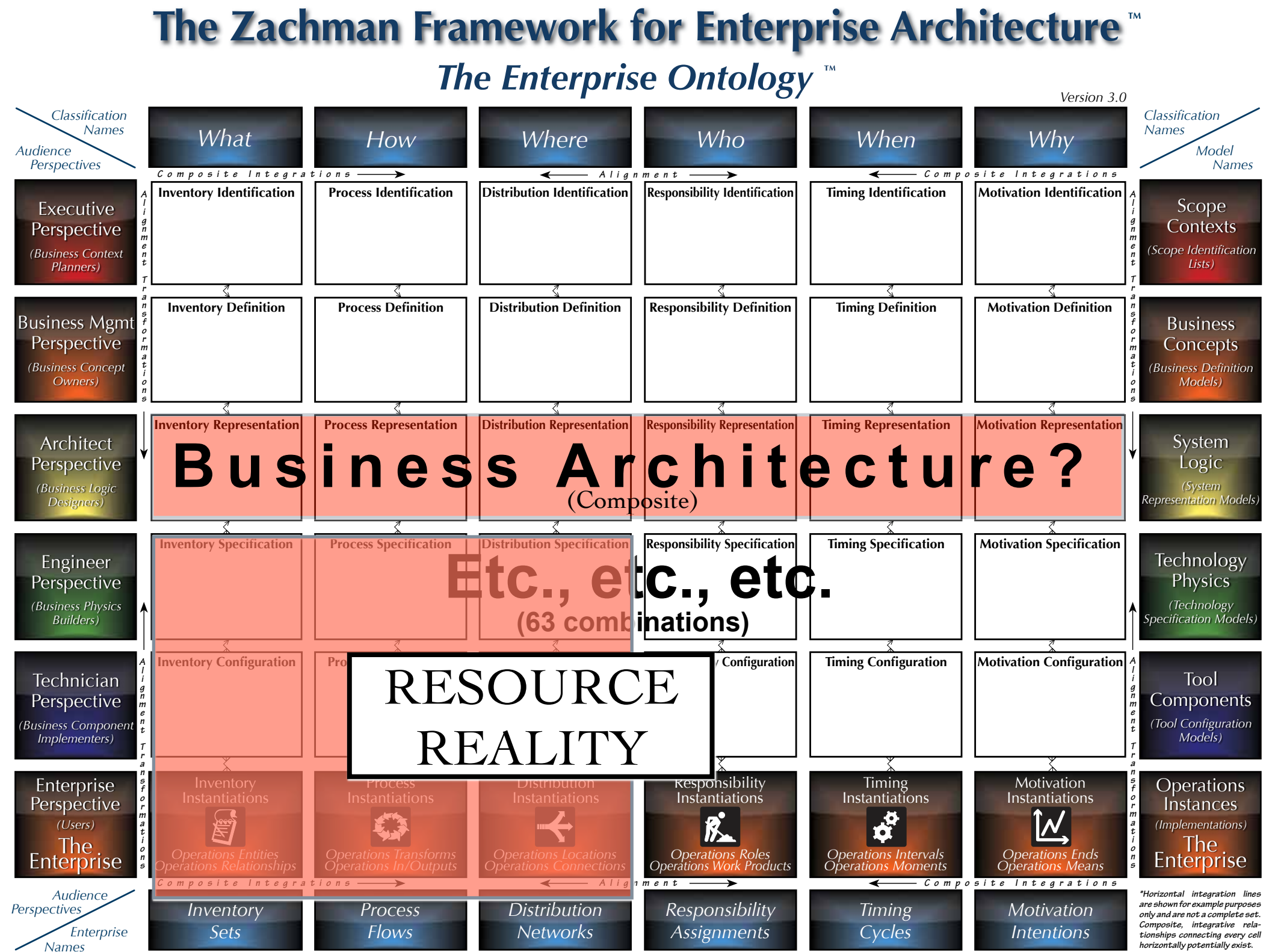
Business Architecture ?



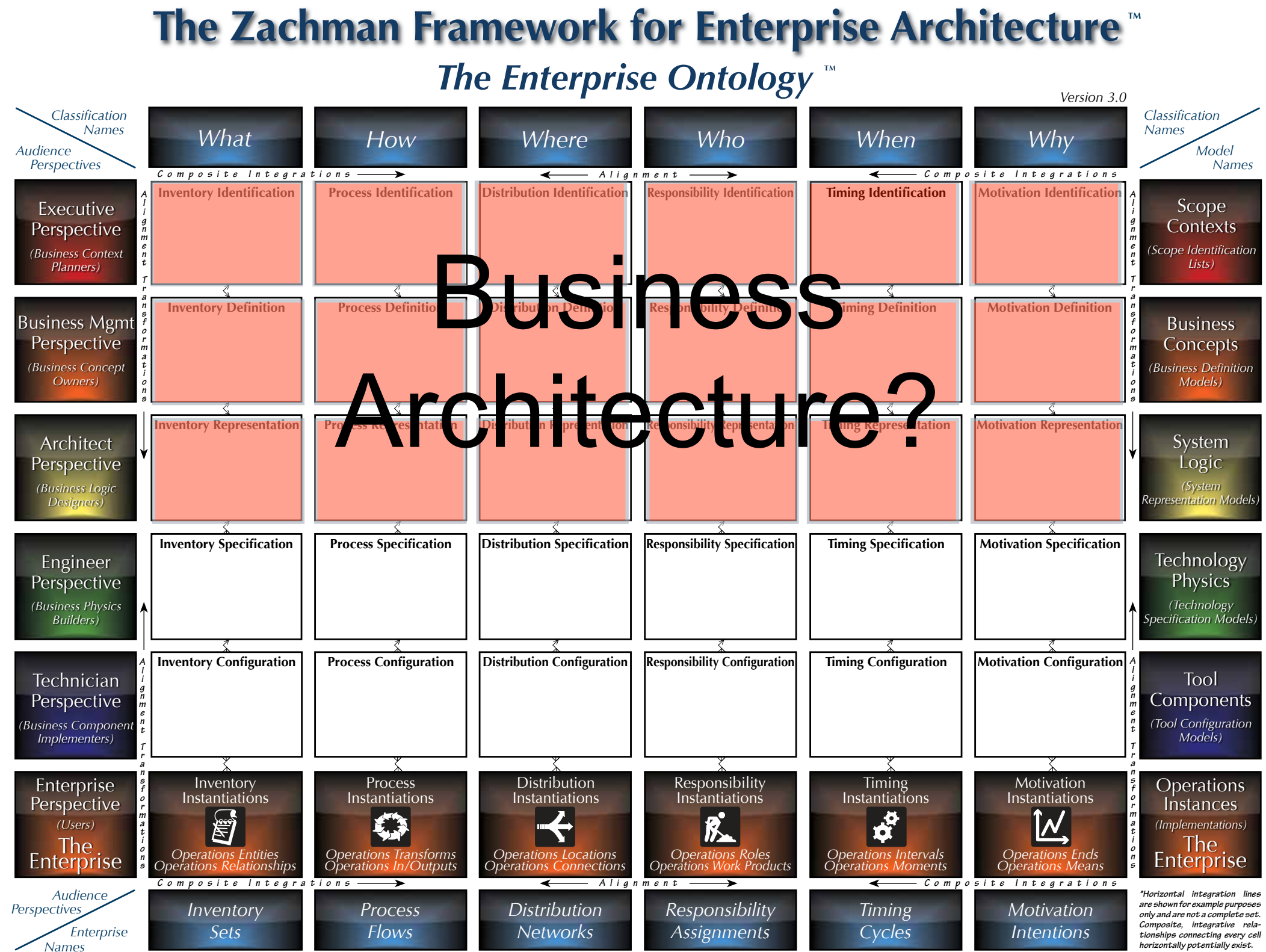
Business Architecture ?



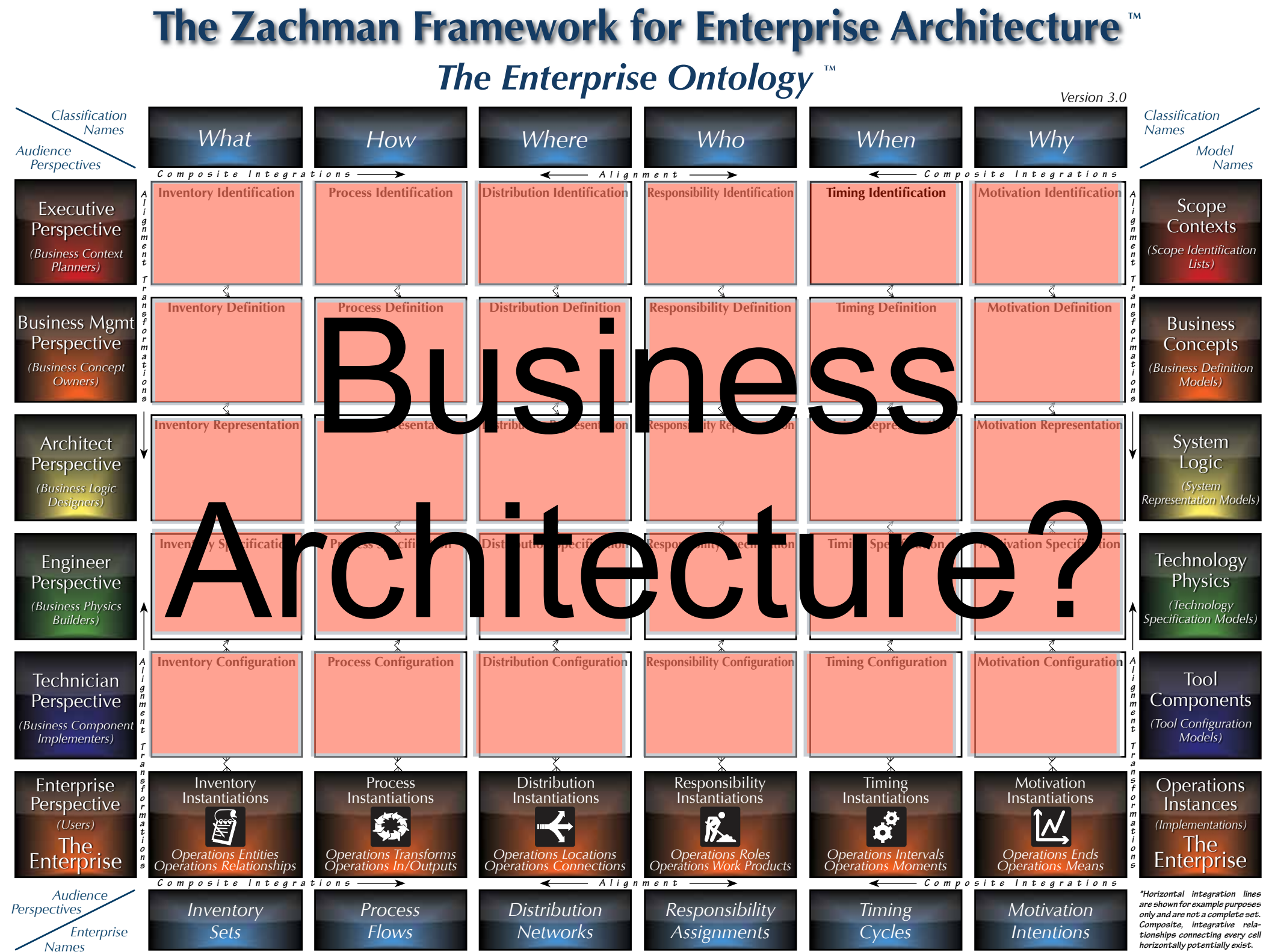
Business Architecture ?



Business Architecture ?



Business Architecture ?



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I N T R O D U C T I O N T O
E N T E R P R I S E A R C H I T E C T U R E

BUSINESS
ARCHITECTURE
CONCLUSIONS

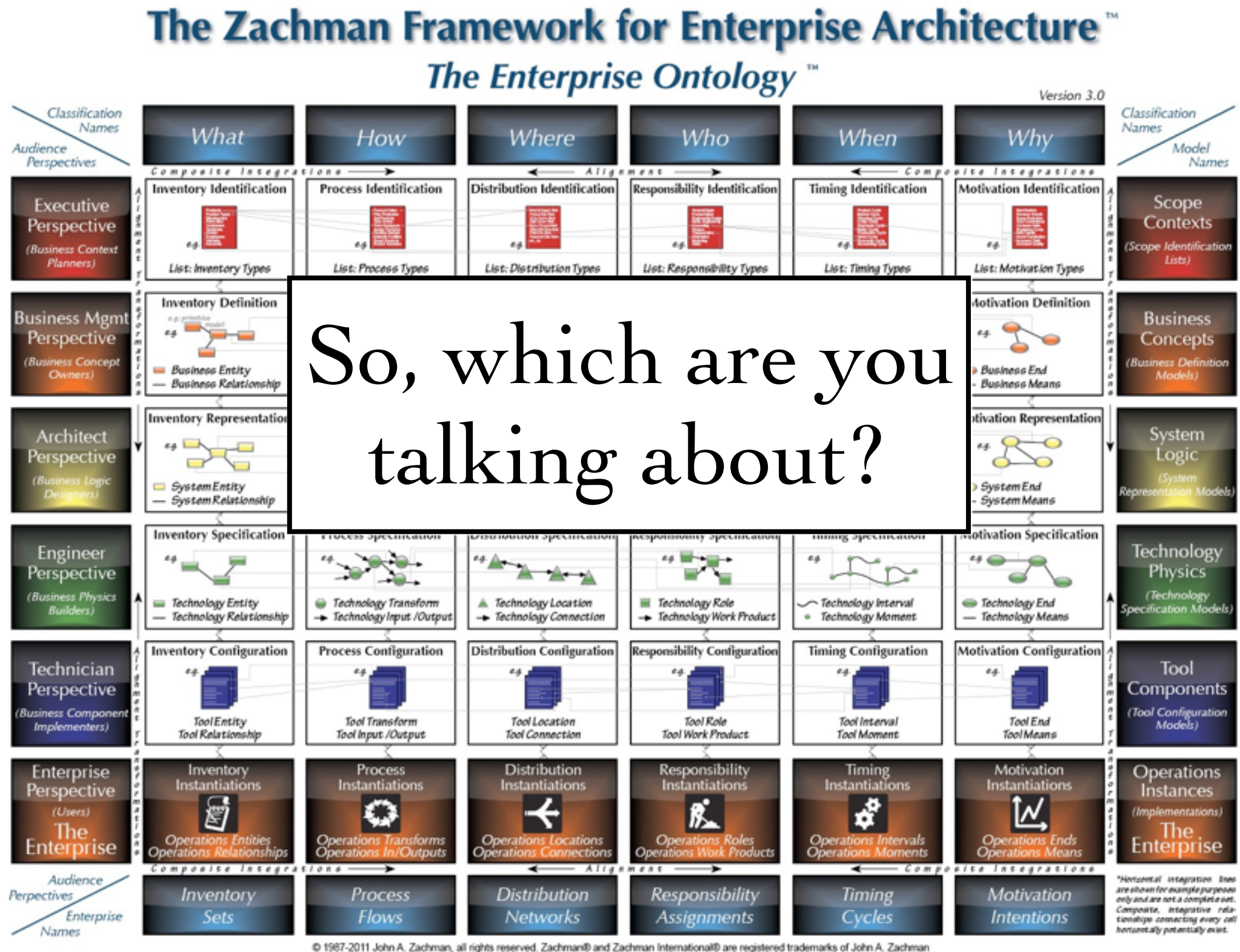
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Z A C H M A N I N T E R N A T I O N A L

BUSINESS ARCHITECTURE?

| | | |
|--|---------------------|-----------|
| Row 1 Scope: | Primitives | 6 |
| | Possible Composites | 63 |
| Row 2 Concepts: | Primitives | 6 |
| | Possible Composites | 63 |
| Row 3 Logic: | Primitives | 6 |
| | Possible Composites | 63 |
| Rows 1 - 3: Scope, Concepts, & Logic | | 1 |
| Rows 1 - 5: Scope, Concepts, Logic, Physics, & Config. | | 1 |
| Total Possible Plausible Definitions | | <hr/> 209 |

Other Variables:
Level of Detail
Width of Enterprise

Business Architecture ?



BUSINESS ARCHITECTURE

YOUR definition???

**If you are not being explicit,
you could be talking about
any one of the 209 definitions
and
other people could be hearing
any one of the 208 others.**

MY STRATEGY

I would start populating the inventory of “Primitive” Models that constitute Enterprise Architecture from which I could dynamically assemble whichever one of the 209 plausible definitions of Business Architecture appropriate to address the issue at hand.

INTRODUCTION TO
ENTERPRISE ARCHITECTURE

DATA MODELS
AND
INFO. ARCH.

JOHN A. ZACHMAN
ZACHMAN INTERNATIONAL

Column 1

REUSE

Column 2

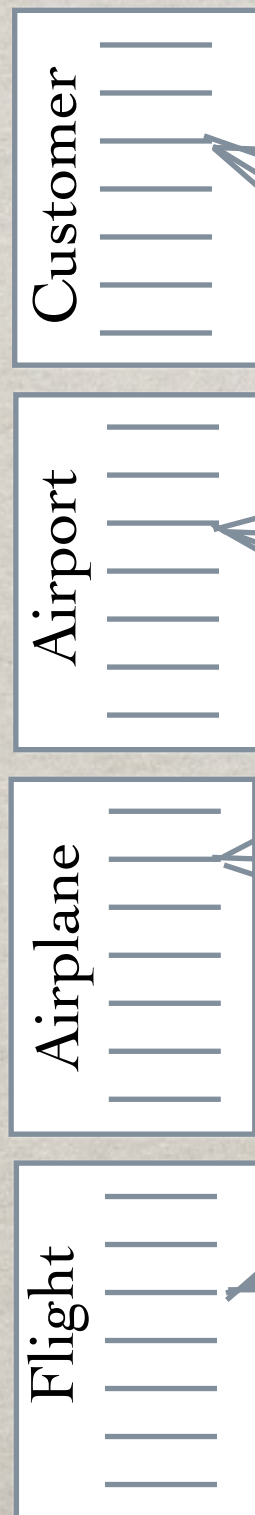
INFORMATION

DATA
(Data as it exists)

“Attributes”
(Normalized)

IS
“Data in context of its use”

S y s t e m s E n t i t i e s



“Data Elements”
(De-normalized)

Order



In

Receive
Orders

Out

Invoice

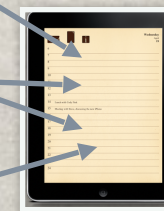


In

Send
Invoices

Out

Reservation

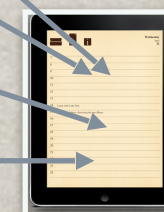


In

Reserve
Seats

Out

Manifest



In

Transmit
Manifest

Out

S y s t e m P r o c e s s e s

I N T R O D U C T I O N T O
E N T E R P R I S E A R C H I T E C T U R E

OBSERVATIONS

J O H N A . Z A C H M A N
Z A C H M A N I N T E R N A T I O N A L

OBSERVATION

If:

1. The Enterprise has no Enterprise Architecture,
2. EA Primitives do not = the Enterprise at every given moment,
3. And, any fact recurs anywhere in the Enterprise unsynchronized,

Then, I humbly submit that the strong possibility exists that:

1. No one actually knows how the Enterprise works
2. Problems can't be diagnosed and multiple solution alternatives posed/simulated before making investments
3. General Management would not be able to change the Enterprise in time to accommodate the external rate of change.
4. The cost of operations is likely escalating.

E N T E R P R I S E A R C H I T E C T U R E

CONCLUSIONS

J O H N A . Z A C H M A N
Z A C H M A N I N T E R N A T I O N A L

CHALLENGE TO ENTERPRISE ARCHITECTS

Reframe the concept of Enterprise Architecture ...

It is not about building models!

It is about solving Enterprise problems
(while iteratively and incrementally building
out the inventory of complete, reusable,
Primitive Models) that constitute:

Enterprise Architecture.

1965 SYSTEMS PROBLEMS

1. Didn't meet Requirements. (not "aligned")
2. The data was no good:
 - Not consistent from system to system.
 - Not accurate.
 - Not accessible.
 - Too late.
3. Couldn't change the system. (Inflexible)
4. Couldn't change the technology. (Not adaptable)
5. Couldn't change the business. (Couldn't change the system or the technology so couldn't change business.)
6. Little new development (80% \$ for maintenance)
7. Took too long.
8. Cost too much.
9. Always over budget.
10. Always missed schedules.
11. DP budget out of control.
12. Too complicated - can't understand it, can't manage it.
13. Just frustrating.

(Adapted from Doug Erickson)

2017 SYSTEMS PROBLEMS

1. Didn't meet Requirements. (not "aligned")
2. The data was no good:
 - Not consistent from system to system.
 - Not accurate.
 - Not accessible.
 - Too late.
3. Couldn't change the system. (Inflexible)
4. Couldn't change the technology. (Not adaptable)
5. Couldn't change the business. (Couldn't change the system or the technology so couldn't change business.)
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7. Took too long.
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10. Always missed schedules.
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13. Just frustrating.

(Adapted from Doug Erickson)

IT'S FUNNY...

COBOL didn't fix those problems!

MVS didn't fix those problems!

Virtual Memory didn't fix those problems!

IMS, DB2, Oracle, Sybase, Access, Fortran, PL/1, ADA, C++, Visual Basic, JAVA 2, 360's, 390's, MPP's, DEC VAX's, H200's, Crays, PC's, MAC's, Distributed Processing, didn't fix those problems!

Word, Excel, Powerpoint, Outlook Express, eMAIL, DOS, Windows 95, 98, 2000, NT, ME, XP, Unix, Linux, Object Oriented, COM, DCOM, CORBA, EDI, HTML, XML, UML, the Internet, B2B, B2C, Portals, Browsers didn't fix those problems!

IEF, IEW, ADW, ERWIN, POPKIN, Rational, Casewise, Rochade, Platinum, Design Bank, Data Warehouse, SAP, Baan, Peoplesoft, Oracle Financials, BSP, ISP, EAP, EAI didn't fix those problems!

And, I doubt that Business Architecture, .Net, Agile Programming, Service Oriented Architecture, Cloud Computing, BigData or I.B.Watson (whoever that is) is going to fix the problems.

IT MAKES ONE WONDER IF THERE ACTUALLY IS A TECHNICAL SOLUTION TO THE PROBLEMS!!!

ENGINEERING PROBLEM

I'm not saying that there is anything wrong with any of these technologies.

In fact, any or all of them may well be very good ...

In fact, you may not be able to solve the Enterprise problem without employing some of these technologies.

However, The Enterprise problem is an ENGINEERING problem, NOT a technical problem.

My perception is that it is going to take actual work, ENGINEERING work, to solve the problems. My plan would be to start building out an inventory of models, PRIMITIVE MODELS, iteratively and incrementally, engineering them for alignment, integration, flexibility, reduced time-to-market, etc., etc.

What would be YOUR plan for solving the problems???