[Multi-]Tired Architects & Architectures

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Too Tired Arch.
Fragile
Prone to crash
Req's expert to handle

Singled Tired Arch
Requires coordination
Unstable
Allows "JIT" addition of services
Often turn on a dime

Three Tired Arch.
Robust
Doesn't scale up
Four tired arch.
- Requires "pull" model of propagation
- Components must be tightly bundled (or they fall off)

N-Tired Arch
Loosely coupled
Smokey
Requires planning + infrastructure
Hard to evolve

Retired Architecture
'Muff said