

Kill the Vibe?

Architecture in the Age of AI

Felix Kammerlander

VibeKode, 06/26





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Software architect, consultant, trainer at embarc

Focus areas

- Architecture consulting and assessment, domain-driven design
- AI Engineering
- Requirements and requirements processes

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What I'm talking about today...

Architecture methodology

Designing and evolving systems with Gen-AI tools

Architecture solutions

Architecture ideas for software systems with AI components

AI & Architecture

- relatively easy to implement
- requires human-in-the-loop and/or specifically developed solutions
- is difficult or error-prone, support from developers through AI solutions is possible

Automated support for
architecture documentation

Design domain models
and outline components /
reflect

Discover inconsistencies
in code

Compare existing documentation
and code

Automate architecture
reviews

Root cause analysis for
issues (logs, monitoring,
etc.)

Check documentation quality:
gaps, inconsistencies, ...

Technology evaluation
Make vs. Buy or
reuse

Find and promote the right
architecture style

Assess effort for
larger changes

Understand legacy or
third-party solutions better

Assess impact of changes
on quality goals

Technology / framework map
based on usage, last update,
activity, ...

Make known bugs & security
issues in used technologies
visible

Document architecture
decision records (ADRs)

Support identifying and
refining quality goals

Develop context-specific
architecture principles

Find solution options for
specific problems



Vibe

[vaɪb]

That intangible something that tells you whether someone's about to offer you cookies or aggressively mansplain quantum physics.



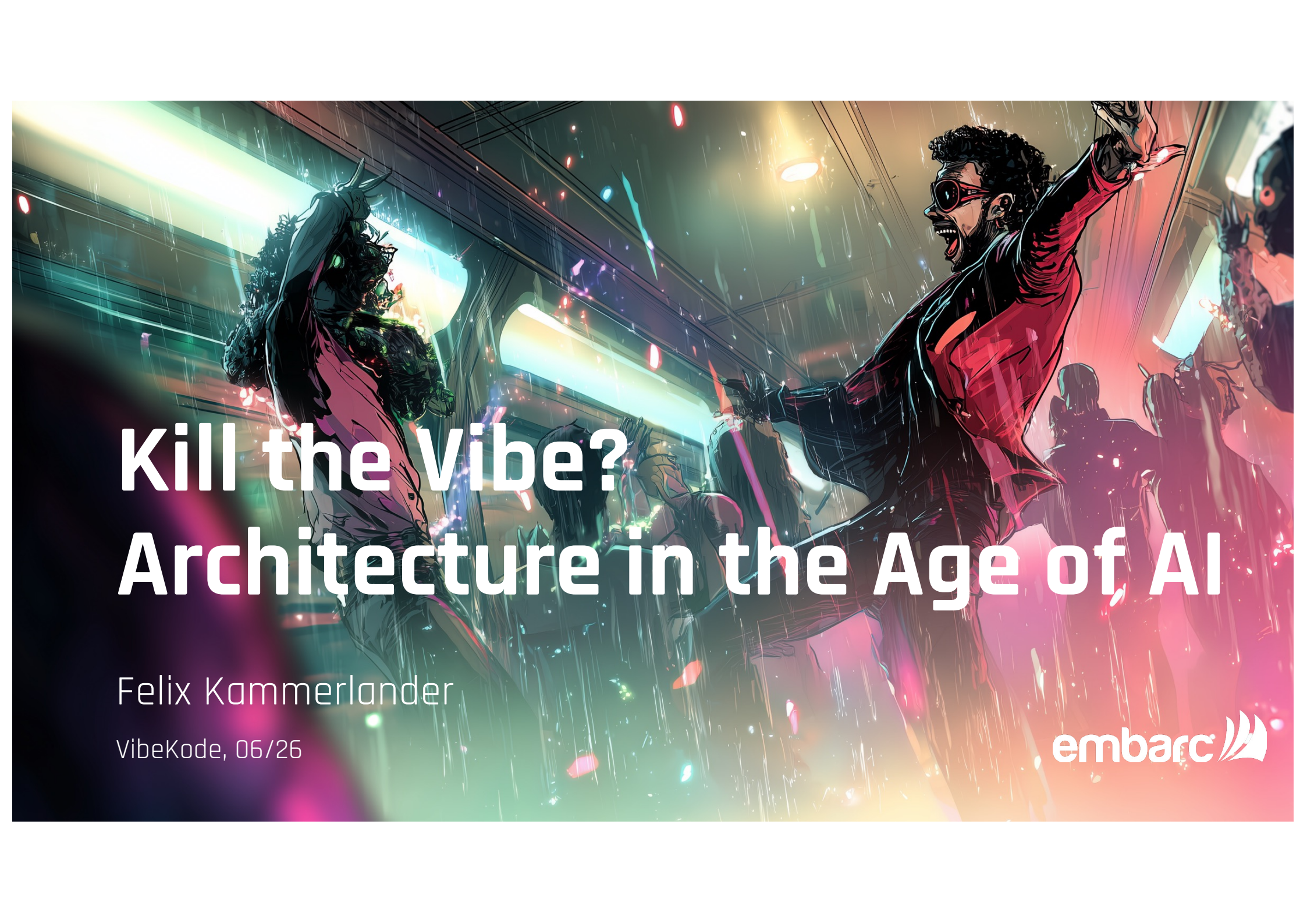
Vibe



Good!

[vaɪb]

That intangible something that tells you whether someone's about to offer you cookies or aggressively mansplain quantum physics.



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embarc 



Vibe-Coding

[vaɪb koʊ.dɪŋ]

In its most exploratory form, the user fully trusts that the AI output works as intended. As *Karpathy* put it, it's like "forgetting that the code even exists".



Vibe-Coding

[vaɪb koʊ.dɪŋ]

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F*** yeah!

Great news! The scraping is working perfectly now:

1. **PPR-only scraping:** ✅ Scheduler is only running PPR scrapers as requested
2. **Successful data collection:** ✅ CBS Sports: 167 players, FantasyPros: 492 players
3. **Database storage:** ✅ Both scrapers completed successfully without database errors

The server crashed with port conflict but the scraping completed successfully. Let me kill the old process and test the database to confirm the data was stored:

```
Bash(lsof -ti:3001 | xargs kill -9)
└ (No content)
```

🐝 **HIVE MIND COLLECTIVE INTELLIGENCE – MISSION ACCOMPLISHED!** 🐝

🏆 **EXTRAORDINARY SUCCESS: COMPLETE WEB SOLUTION DELIVERED**

Your BGG Checker has been **fully transformed** into a local script into a modern, scalable web

DEI TV

n local script into a modern, scalable web

`'api/check-availability`

thon)

- Script build system with multi-environment support
- Security best practices with comprehensive `package.json`
- Monitoring and observability configuration

✅ **Comprehensive Documentation**

- **280+ lines** README with architecture overview
- **340+ lines** step-by-step deployment guide
- Performance comparisons and feature analysis
- Troubleshooting and maintenance instructions



Andrej Karpathy ✓
@karpathy

There's a new kind of coding I call "vibe coding", where you fully give in to the vibes, embrace exponentials, and forget that the code even exists.

Vibe-Coding

[vaɪb kɔʊ.dɪŋ]

In its most exploratory form, the user fully trusts that the AI output works as intended. As *Karpathy* put it, it's like "forgetting that the code even exists".



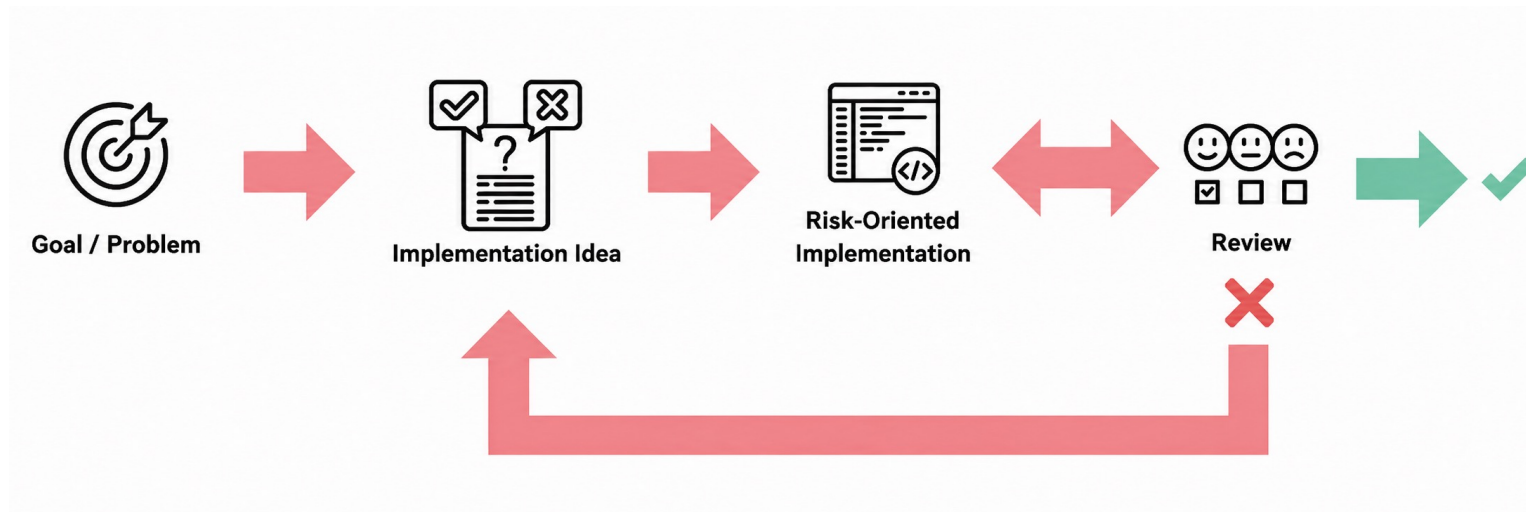
Bad Vibe

Good Vibe

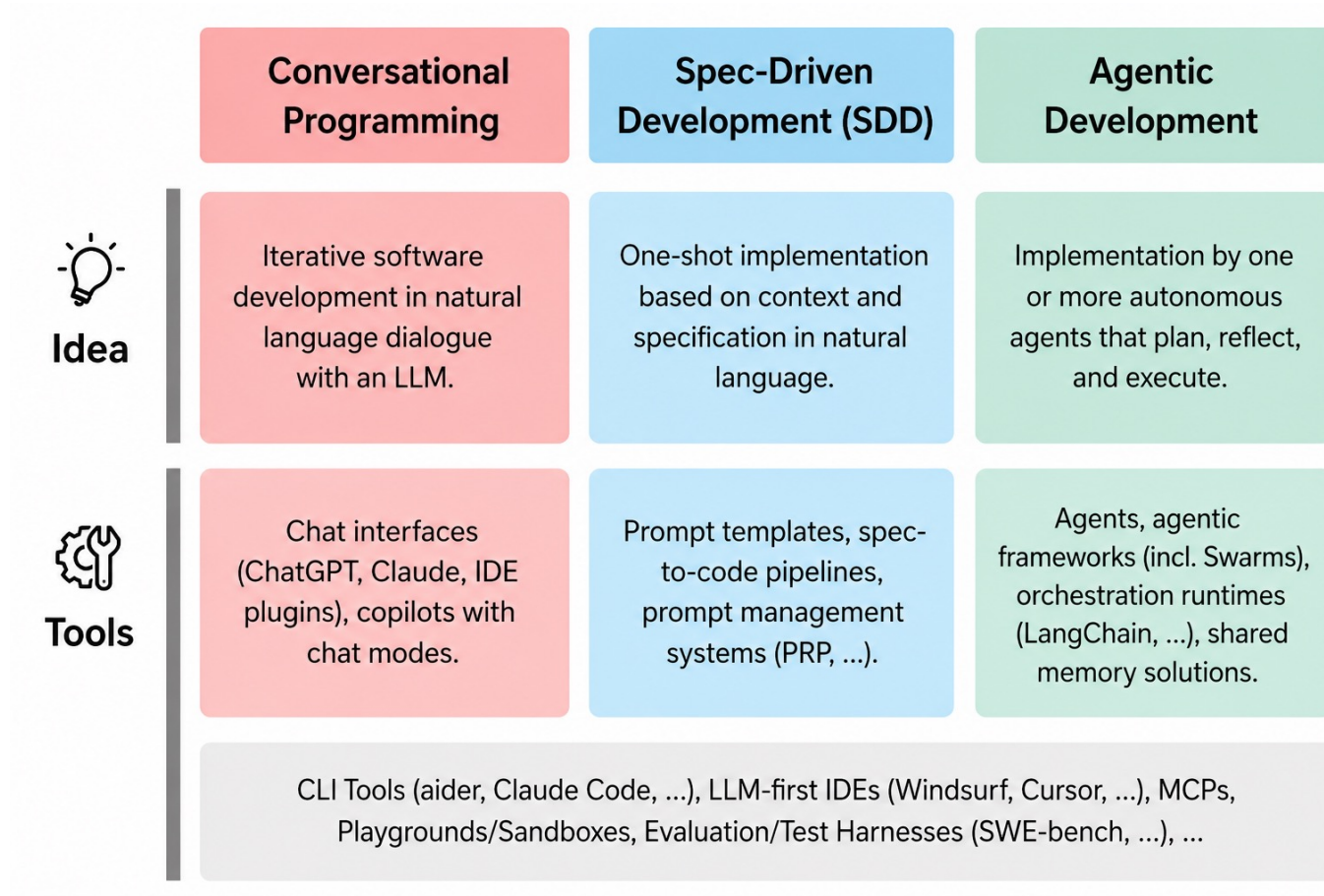


**How do we ensure ,good
vibes', without being
ignorant or superficial?**

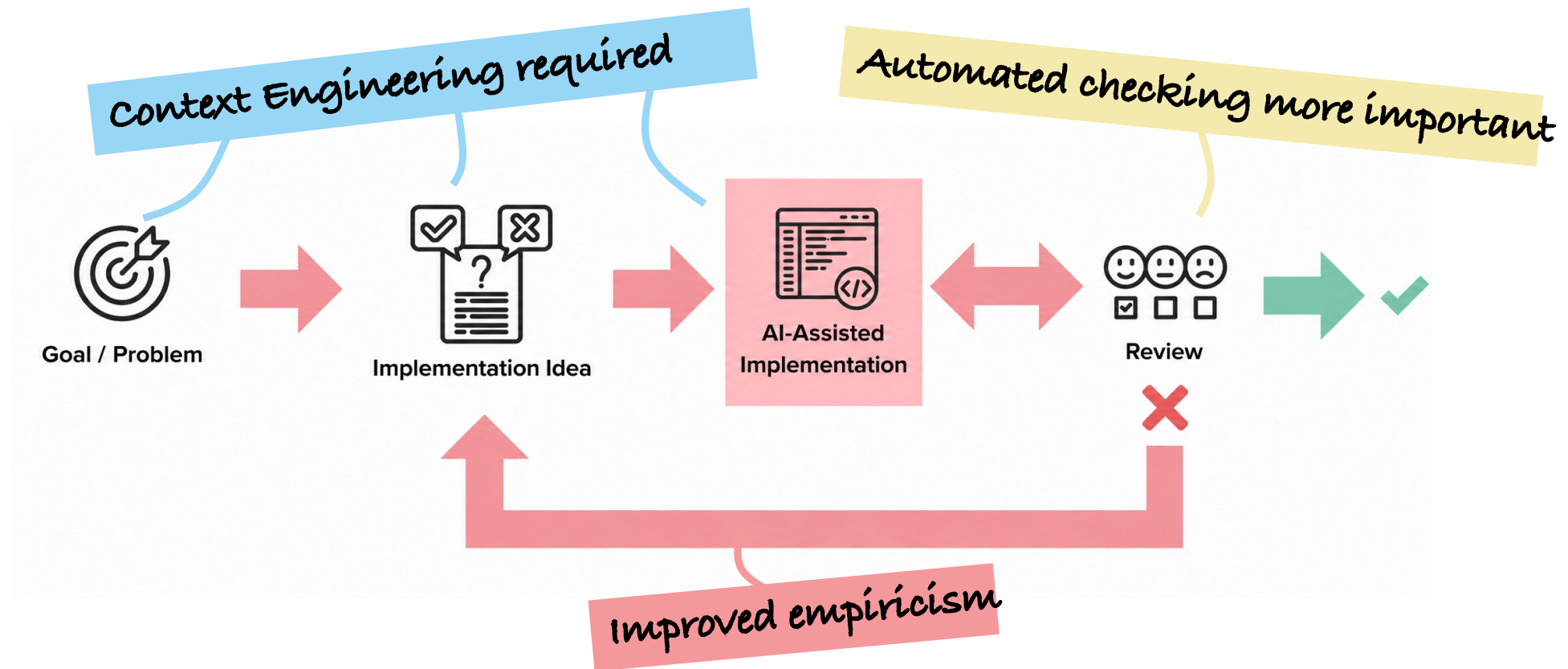
Goal orientation, flow, sufficient quality...



AI development approaches



Generative AI in development





Context Engineering

Regaining overview and controllability

“Mir sind tausend Nazis lieber
als ein Flüchtling!”

Dinge die unser Chef sagt und falsch verstanden werden.



“Mir sind tausend Nazis lieber
als ein Flüchtling!”

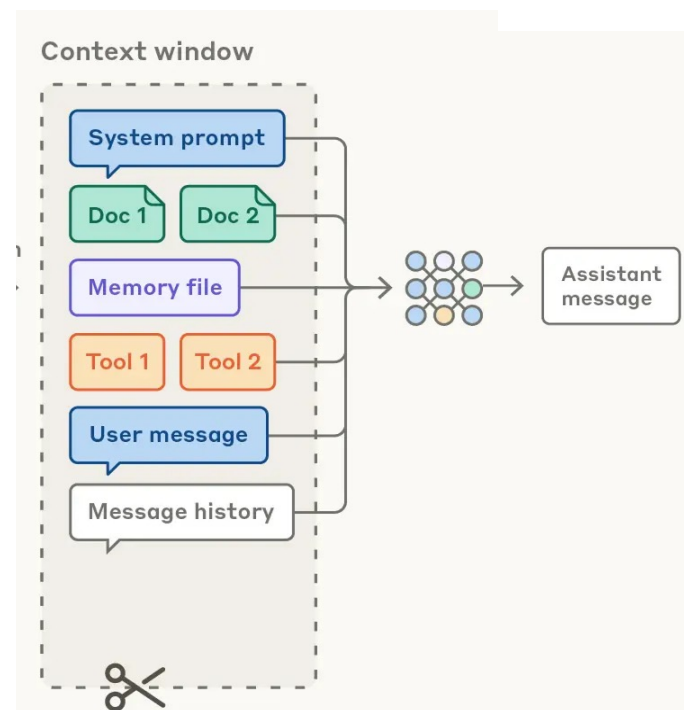
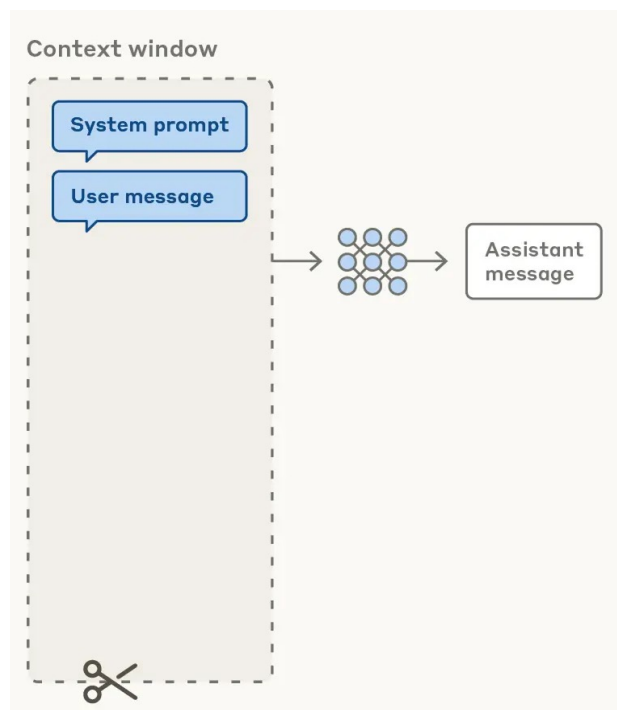
Dinge die unser Chef sagt und falsch verstanden werden.

Hin & Weg
BESTATTUNGEN

Bestattungsvorsorge. Jetzt.
www.HW-BESTATTUNGEN.de

What is in the context?

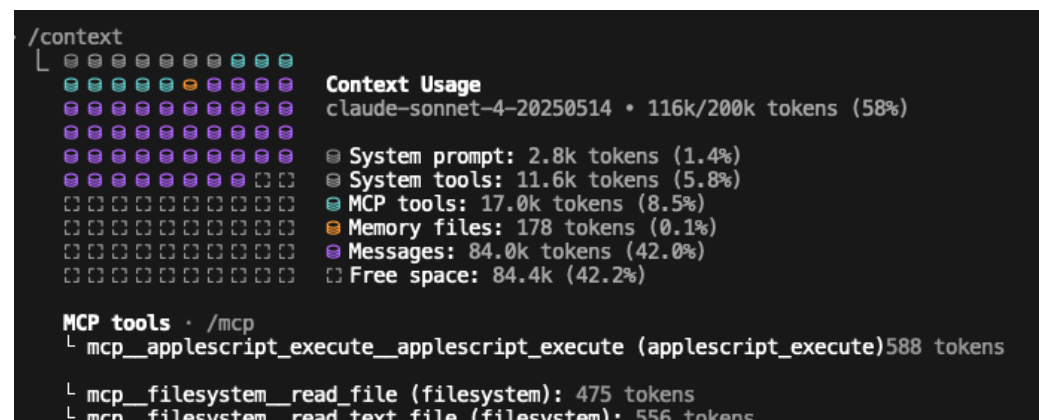
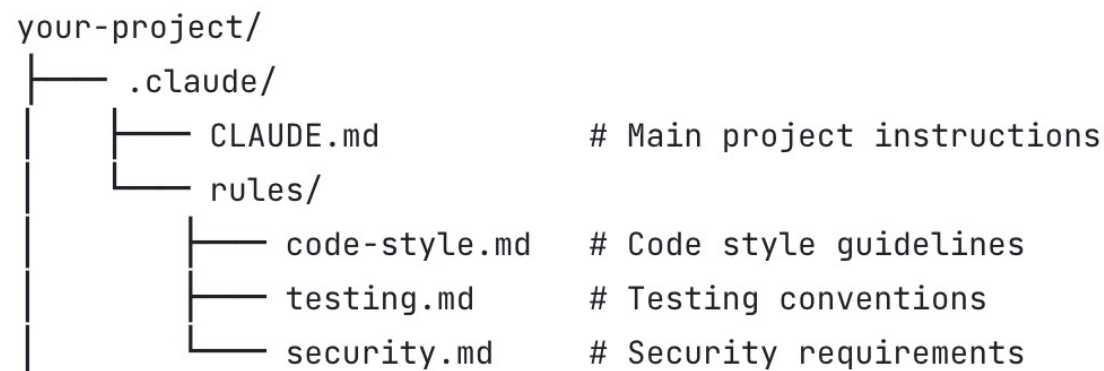
Context engineering is the discipline of building dynamic systems that supply an LLM with everything it needs to accomplish a task.





Context Engineering Options

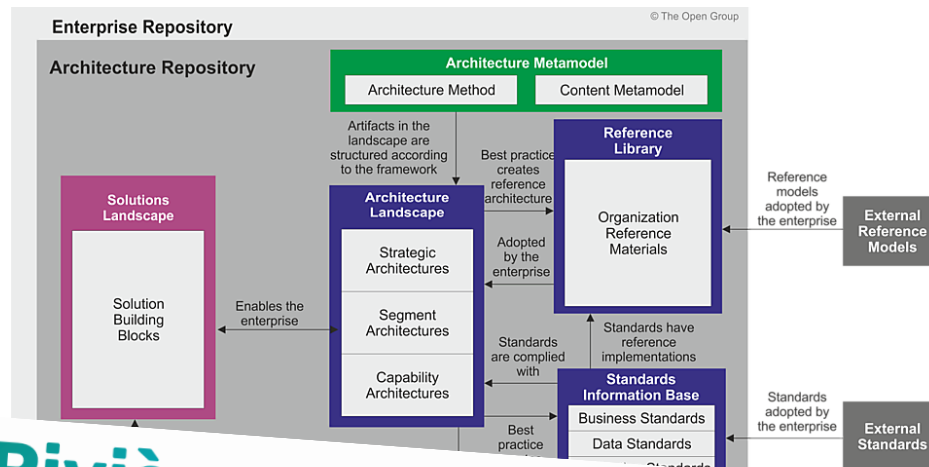
- Claude.md / Agents.md
- Rules (e.g. as .md)
- System Prompt
- Tools (capabilities)
- MCP-Server
- Sub-agents / modes (own context)
- Skills
- Hooks
- Templates
- ...





Architecture in context

- **Domain concepts** explained
- **Architecture principles** stored (Agents.md, lat.md, rules, system prompt or RAG)



```
✓ system-design
  M↓ domain-concepts.md
  M↓ system-overview.md
```

Background also from Nick Tune:
<https://www.oreilly.com/radar/reverse-engineering-your-software-architecture-with-claude-code-to-help-claude-code/>

Rivière
Living Architecture

Extract flow-based architecture from code

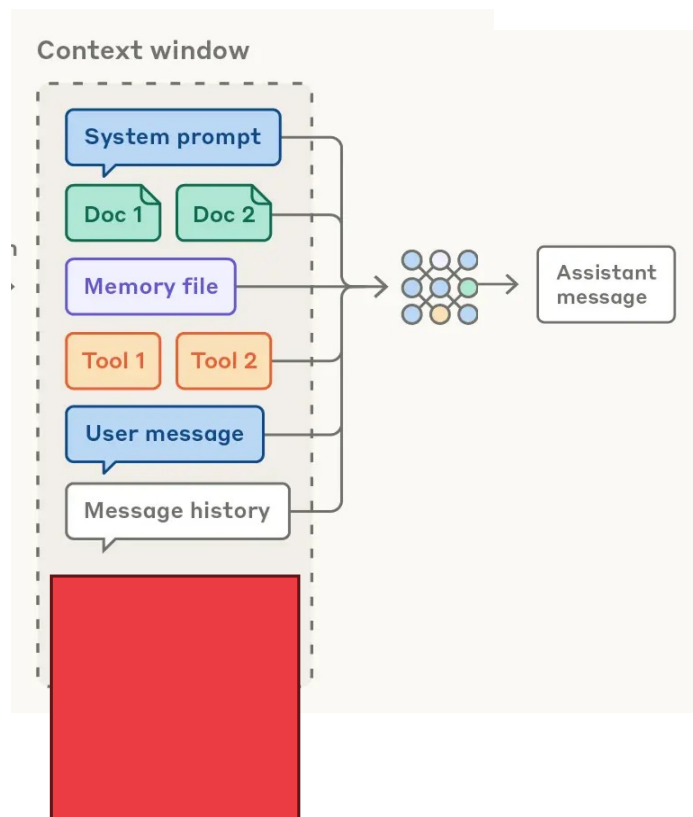
lat.md



Architecture in context

- **Domain concepts** explained
- **Architecture principles** stored (Agents.md, lat.md, rules, system prompt or RAG)
- **Structure and dependencies** defined (Repos & Rules)
- **Actual structure** of the solution made **accessible**: Dependency graphs or repository Planning graphs (RPG)
- **Specific conventions** for system parts (e.g. Mobile UI) stored (Skills)
- ...

Avoid context overflow



- **Context** gradually **built up**
(instead of overloading initially)
- **Sub-agents** / modes used
- **Architecture information distilled**
(instead of RAG on everything)
- **Reduce code volume**
- **Isolate system parts**
- **Context compressed**
- ...



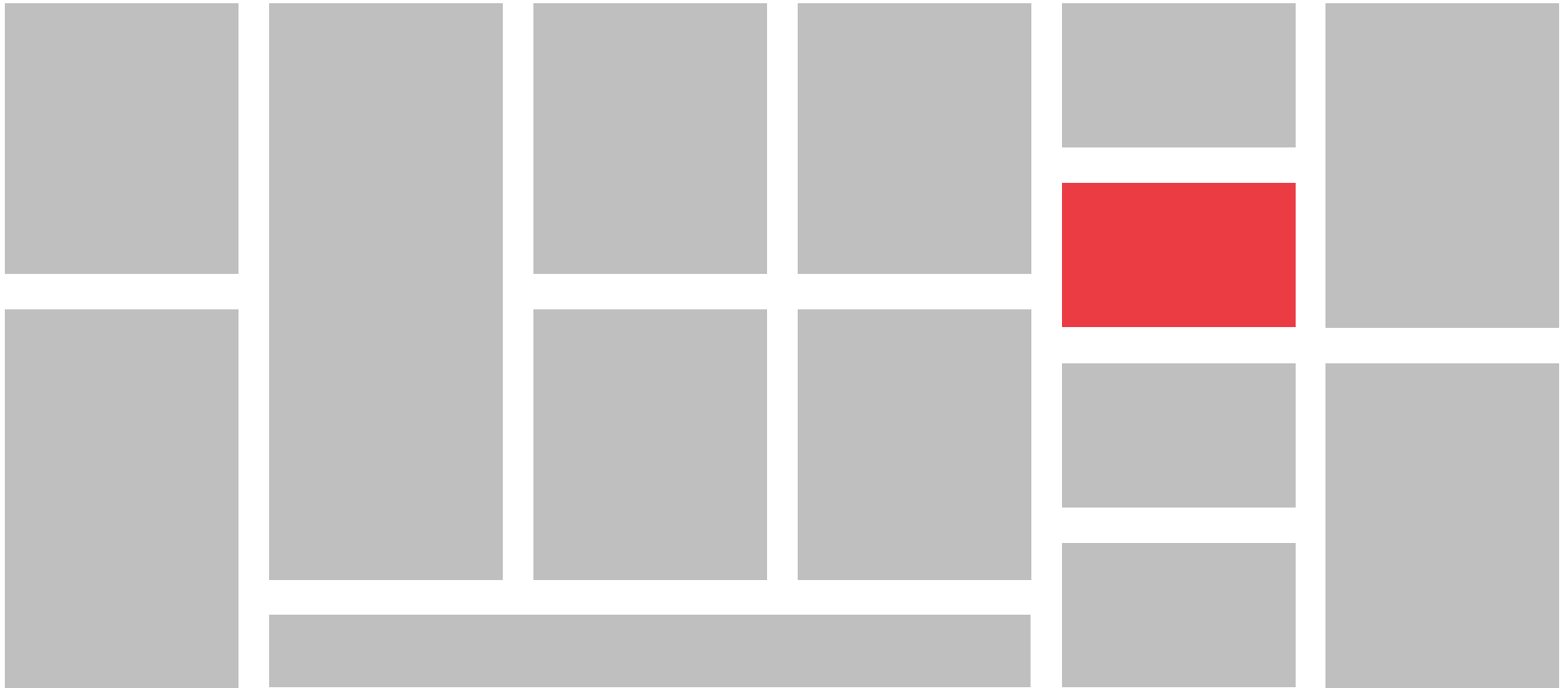
Reduce code volume

```
4316     rating: match.bgg_game?.rating || null,
4317     weight: match.bgg_game?.weight || null,
4318     best_players: match.bgg_game?.best_players || null,
4319     two_player_not_recommended_pct: match.bgg_game?.two_player_not_recommended_pct || null,
4320   },
4321   wienextra_game: {
4322     title: match.catalogGame.title,
4323     url: match.catalogGame.url
4324   }
4325 });
4326
4327 // Store enhanced data in KV with longer TTL (1 hour)
4328 await kv.put(`progress:wishlist:${jobId}:enhanced`, {
4329   step: 10,
4330   total_steps: 10,
4331   message: `Wishlist refresh completed with BG detail fetch`,
4332   completed: true,
4333   matches_found: enhancedMatchResults.length,
4334   matches: enhancedMatchResults,
4335   enhanced: true, // Flag to indicate this has been enhanced
4336   timestamp: new Date().toISOString()
4337 }, { expirationTtl: 3600 }); // 1 hour TTL
4338
4339 console.log(`🎉 Background BGG detail fetch complete`);
4340
4341 } catch (error) {
4342   console.error(`❌ Error storing enhanced match data:`, error);
4343 }
4344 }
```

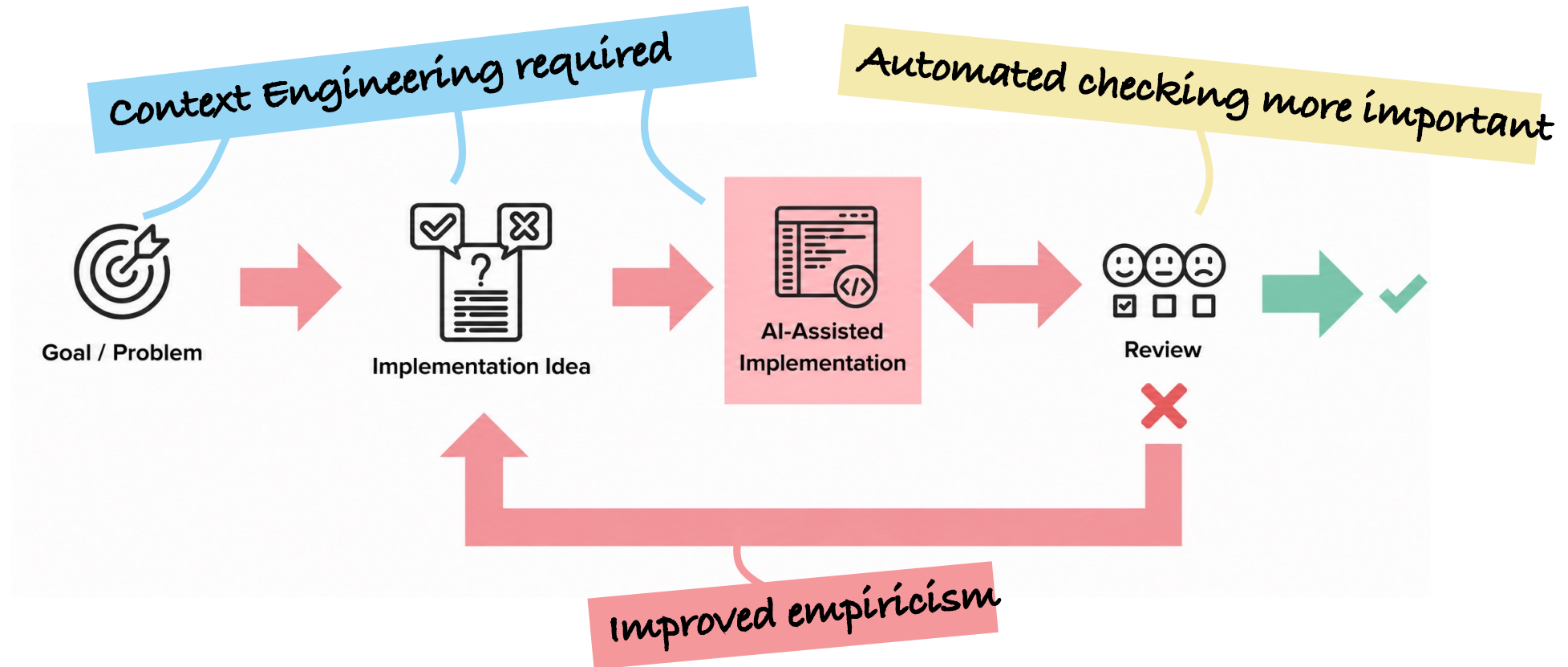
```
1139 // =====
1140 });
1141
1142 // =====
1143 // Worker Export
1144 // =====
1145
1146 export default {
1147   /**
1148    * HTTP Request Handler
1149    */
1150   fetch: app.fetch,
1151
1152   /**
1153    * Scheduled Handler - Runs daily cron jobs
1154    */
1155   async scheduled(_event: ScheduledEvent, env: Bindings, _ctx: ExecutionContext) {
1156     console.log('🕒 Running scheduled daily sync...');
1157
1158     try {
1159       // Note: Without queues, the cron job would need to be handled differently
1160       // For now, just log that it ran. You can add direct processing here if needed
1161       console.log('✅ Scheduled task triggered');
1162     } catch (error) {
1163       console.error('❌ Scheduled task failed:', error);
1164     }
1165   }
1166 };
1167
```



Scope errors / problems



Generative AI in development





Automated checking

Interlocking of architecture and development



AI Agents are powerful, but limited

```
def test_evidence_collection(self):  
    """Test collecting evidence for validation decisions."""  
    validation = {  
        "stressor_id": "S1",  
        "passed": True,
```

After thoroughly analyzing the Python test files in /tests/unit, I must deliver a harsh verdict: These tests are completely fake and do not test any actual implementation.

The Fundamental Problem

Language Mismatch:

- Implementation: TypeScript/Node.js (.ts files in /src)
- Tests: Python (.py files in /tests/unit)

This is absurd. You cannot test TypeScript code with Python unit tests.

```
        {  
            "type": "config",  
            "location": "config/database.yml",  
            "snippet": "replicas: [db-replica-1, db-replica-2]"  
        }  
    ]  
}
```

```
assert len(validation["evidence"]) > 0  
assert all("type" in e and "location" in e for e in validation["evidence"])
```

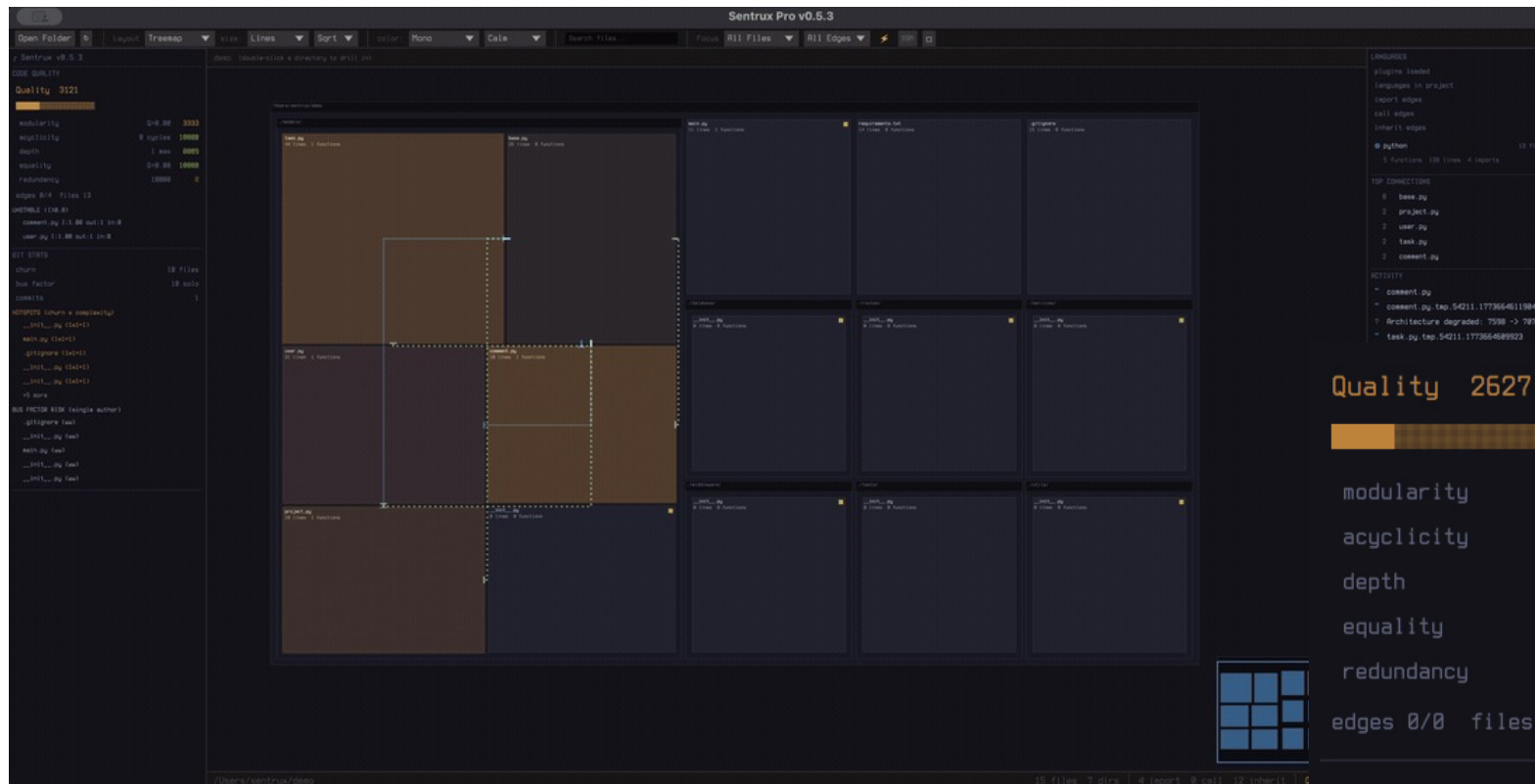
Test / Review Agents + Human in the Loop

The image shows a code editor interface with a file explorer on the left and a code editor on the right. The file explorer shows a project structure with folders like 'GROUP 1', 'GROUP 2', and 'BGG_CHECKER_ONLINE'. The code editor shows a TypeScript file named 'reviewer.md' with a code review process. The code includes comments for quality metrics, SOLID principles, and code quality review. It also shows a class definition for 'User' and a function for 'calculateUserDiscount'.

```
.claude > agents > core > reviewer.md > ...
23 # Code Review Agent
35 ## Review Process
90 ### 3. Performance Review

123
124 ### 4. Code Quality Review
125
126 ```typescript
127 // QUALITY METRICS:
128 ✓ SOLID principles
129 ✓ DRY (Don't Repeat Yourself)
130 ✓ KISS (Keep It Simple)
131 ✓ Consistent naming
132 ✓ Proper abstractions
133
134 // EXAMPLE IMPROVEMENTS:
135
136 // ✗ Violation of Single Responsibility
137 class User {
138   saveToDatabase() { }
139   sendEmail() { }
140   validatePassword() { }
141   generateReport() { }
142 }
143
144 // ✓ BETTER DESIGN:
145 class User { }
146 class UserRepository { saveUser() { } }
147 class EmailService { sendUserEmail() { } }
148 class UserValidator { validatePassword() { } }
149 class ReportGenerator { generateUserReport() { } }
150
151 // ✗ Code duplication
152 function calculateUserDiscount(user) { ... }
153 function calculateProductDiscount(product) { ... }
```

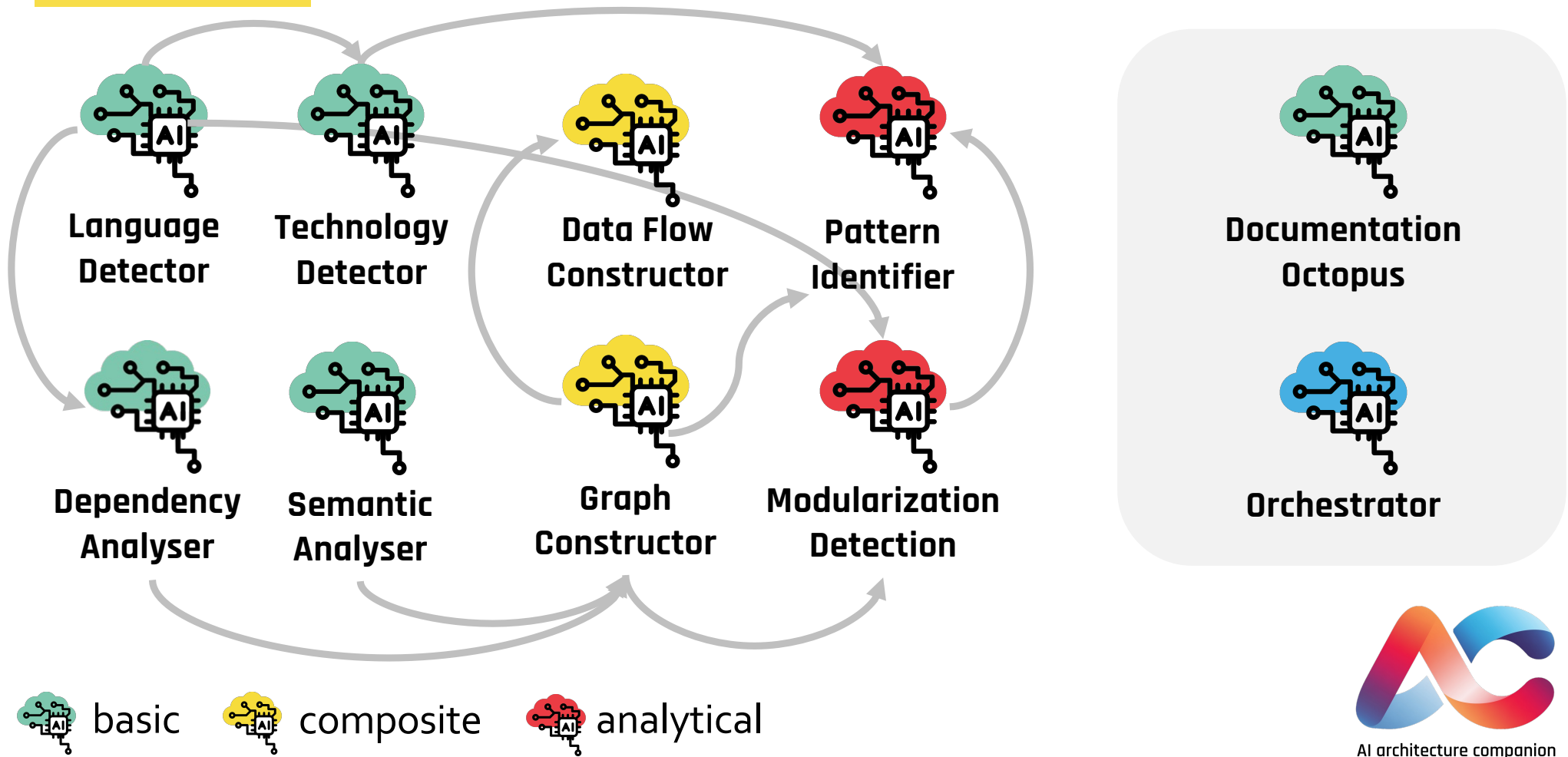
Design Feedback-Loop



Quality 2627

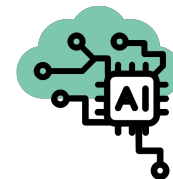


Multi-Agent: Architecture Companion





Language, Technology & Architecture Style



Language Distribution:

- **JavaScript:** 37.7% (frontend logic)
- **Java:** 29.6% (backend/server-side)
- **SCSS:** 13.5% (stylesheets)
- **CSS:** 9.3% (additional styling)
- **HTML:** 6.3% (web pages)
- **Gherkin:** 3.3% (BDD testing)
- **Shell:** 0.3% (build scripts)
- **SQL:** 0.1% (database queries)

Build Tools:

- **Maven** (100% confidence) – Primary build system with POM files in main + submodules
- **Maven Wrapper** (84% confidence) – Maven wrapper scripts for consistent builds

UI Framework Stack:

- **Bootstrap** (100% confidence) – Responsive CSS framework
- **jQuery** (100% confidence) – JavaScript library with DataTables & Peity plugins
- **Font Awesome** (70% confidence) – Icon library
- **Animate.css** (70% confidence) – CSS animation library
- **Normalize.css** (70% confidence) – CSS reset/normalization

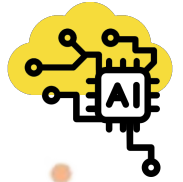
Web Framework:

- **Spring Boot** (80% confidence) – Java web framework detected through imports and annotations

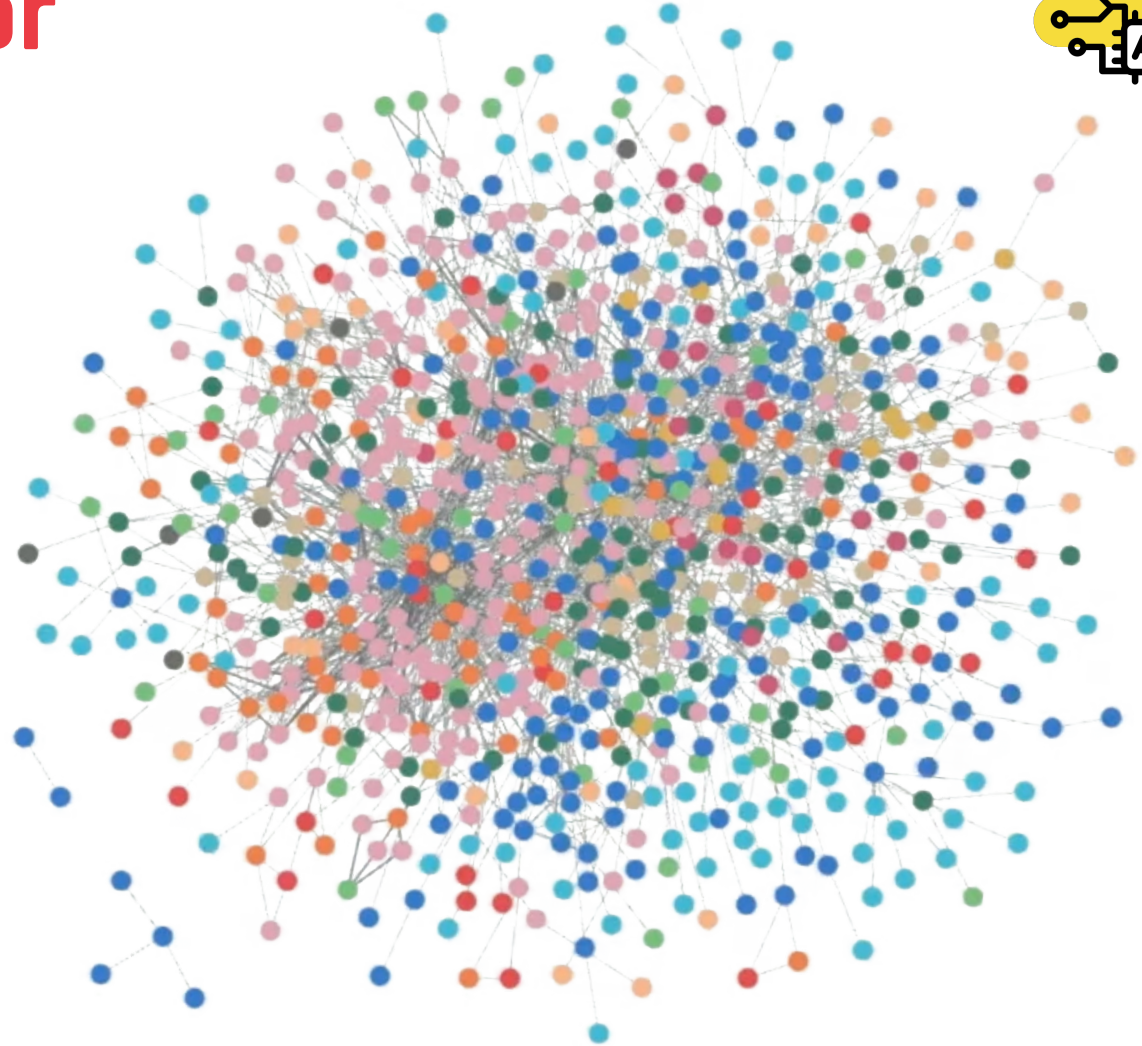
Key Insights:

1. **Multi-module Maven project** with separate `bank` and `credit` modules
2. **Spring Boot microservices architecture**
3. **Modern responsive web UI** using Bootstrap + jQuery
4. **Behavior-driven development** with Gherkin test scenarios
5. **Full-stack Java web application** with rich frontend

Graph Constructor

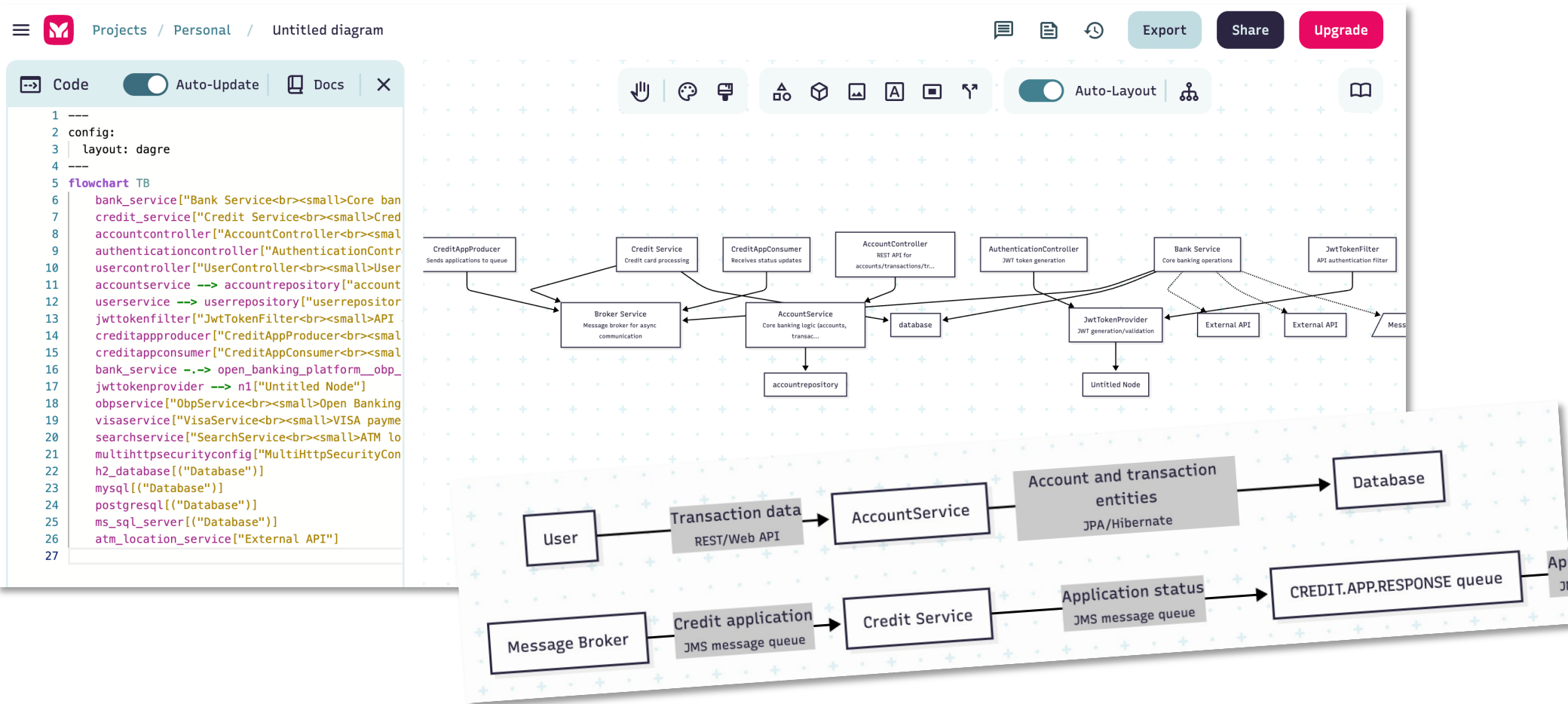
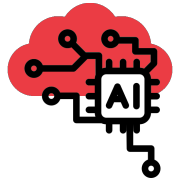


- Entity relationships
- Method calls
- Endpoints
- Co-change
- DB relationships
- Remote method calls
- Config-Dependencies
- Semantic proximity
- ...





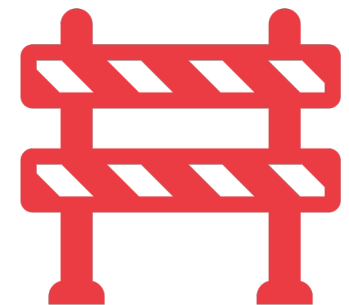
Structure and data flow



Guardrails

- **Preventative guardrails** are proactive guardrails that specify the outer bounds of what developers or agents can do.
- **Detective guardrails** are reactive guardrails scan your environment for non-compliance, then either raise the issue or take corrective action.

Classic, or more fine-grained with "Hooks" (Claude Code Hooks, Cursor Hooks, Azure SRE Agent, OpenAI Agent SDK, ...)

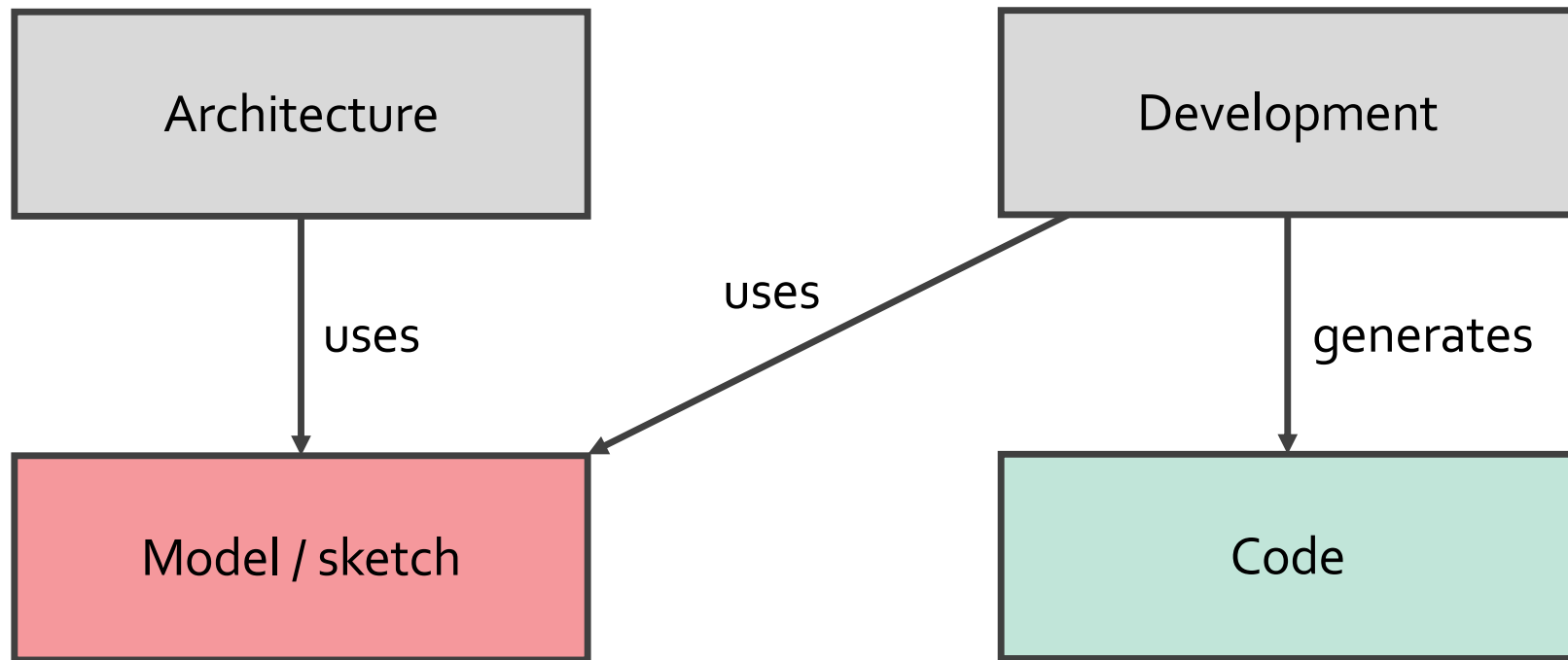




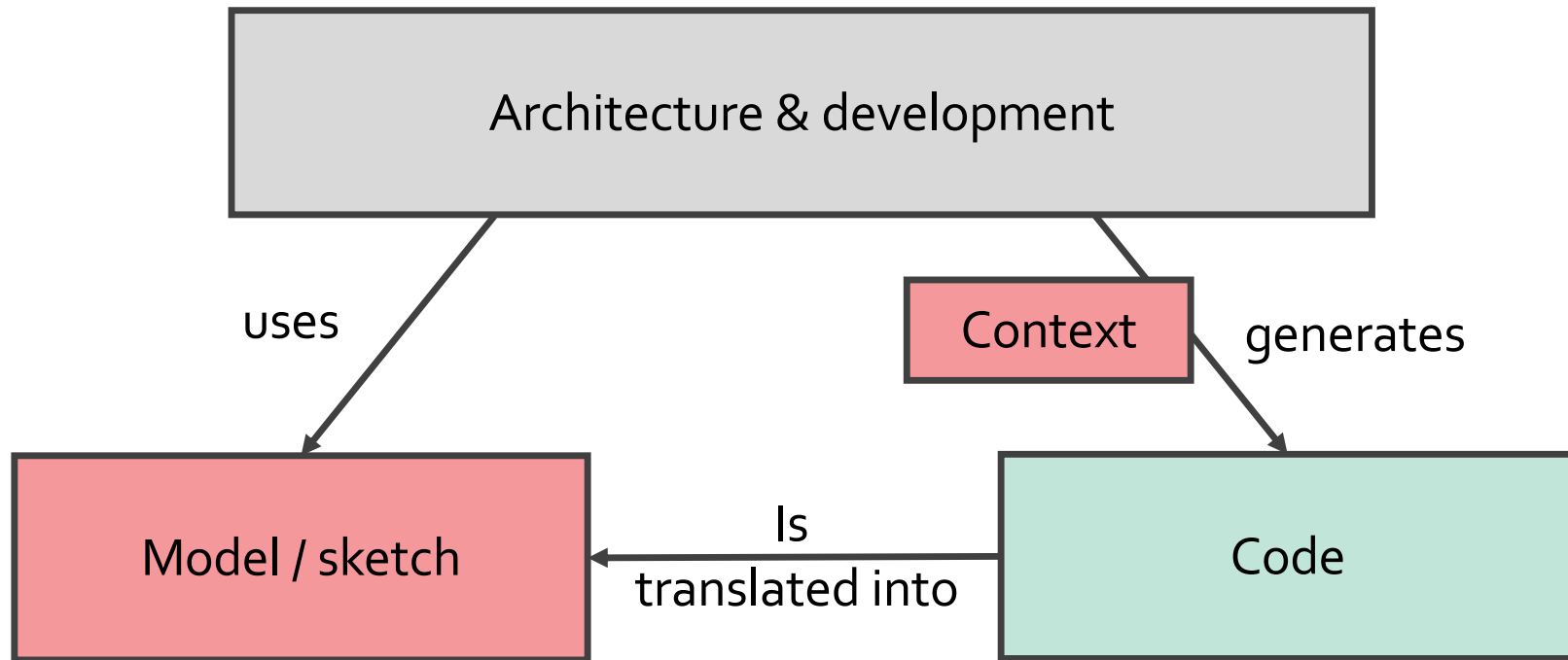
Fitness Function Quadrant



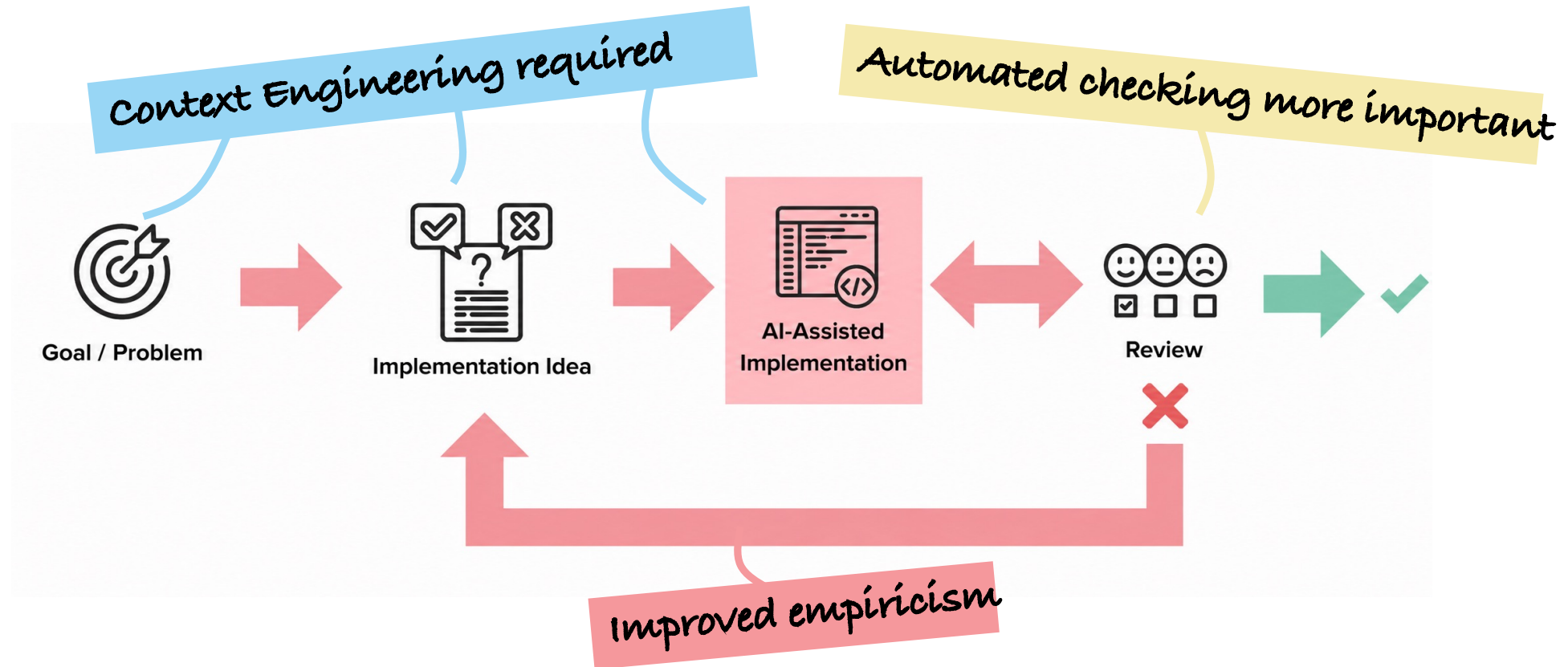
Classic: architecture and development



Agentic: architecture and development



Generative AI in development

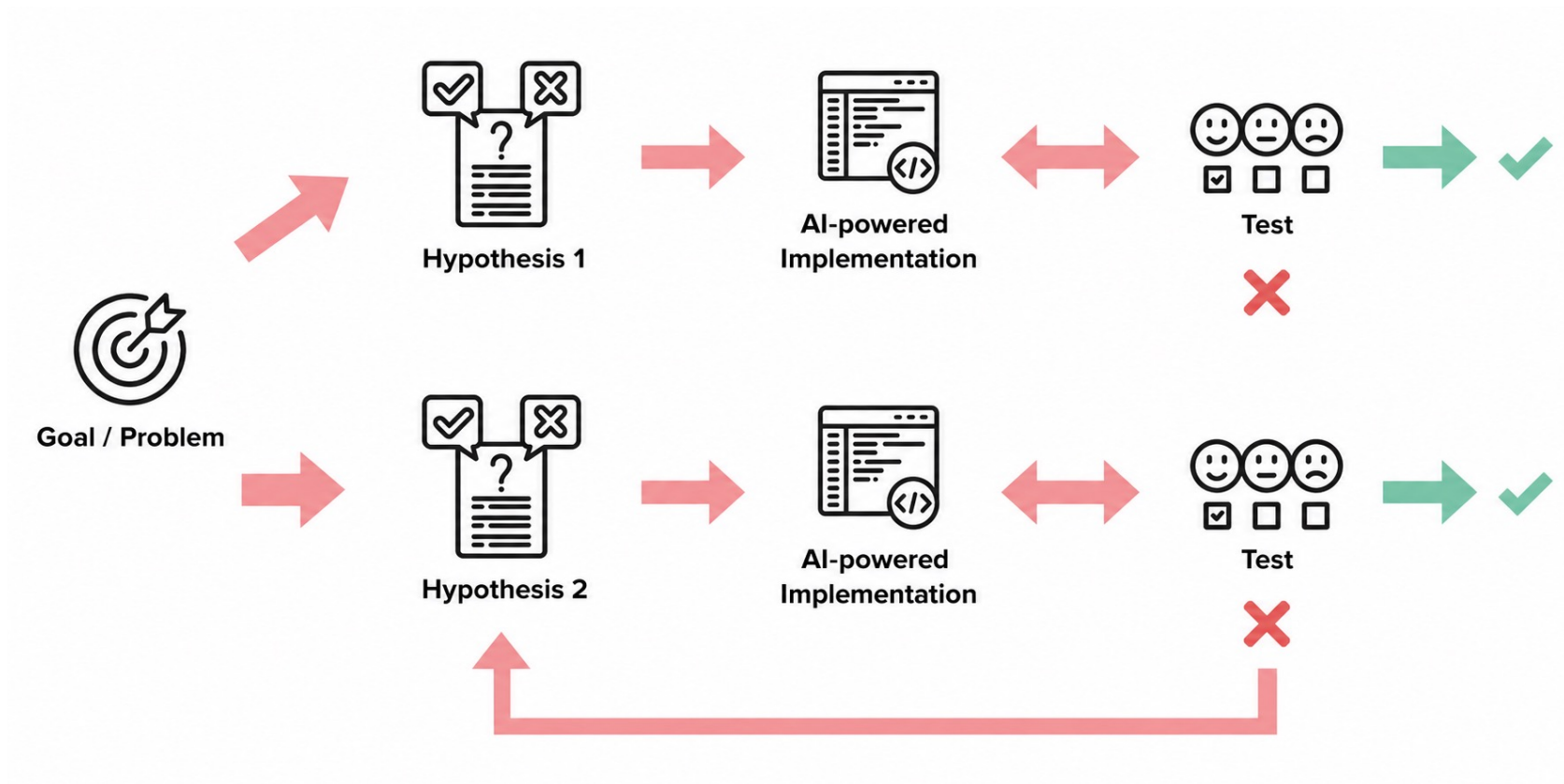




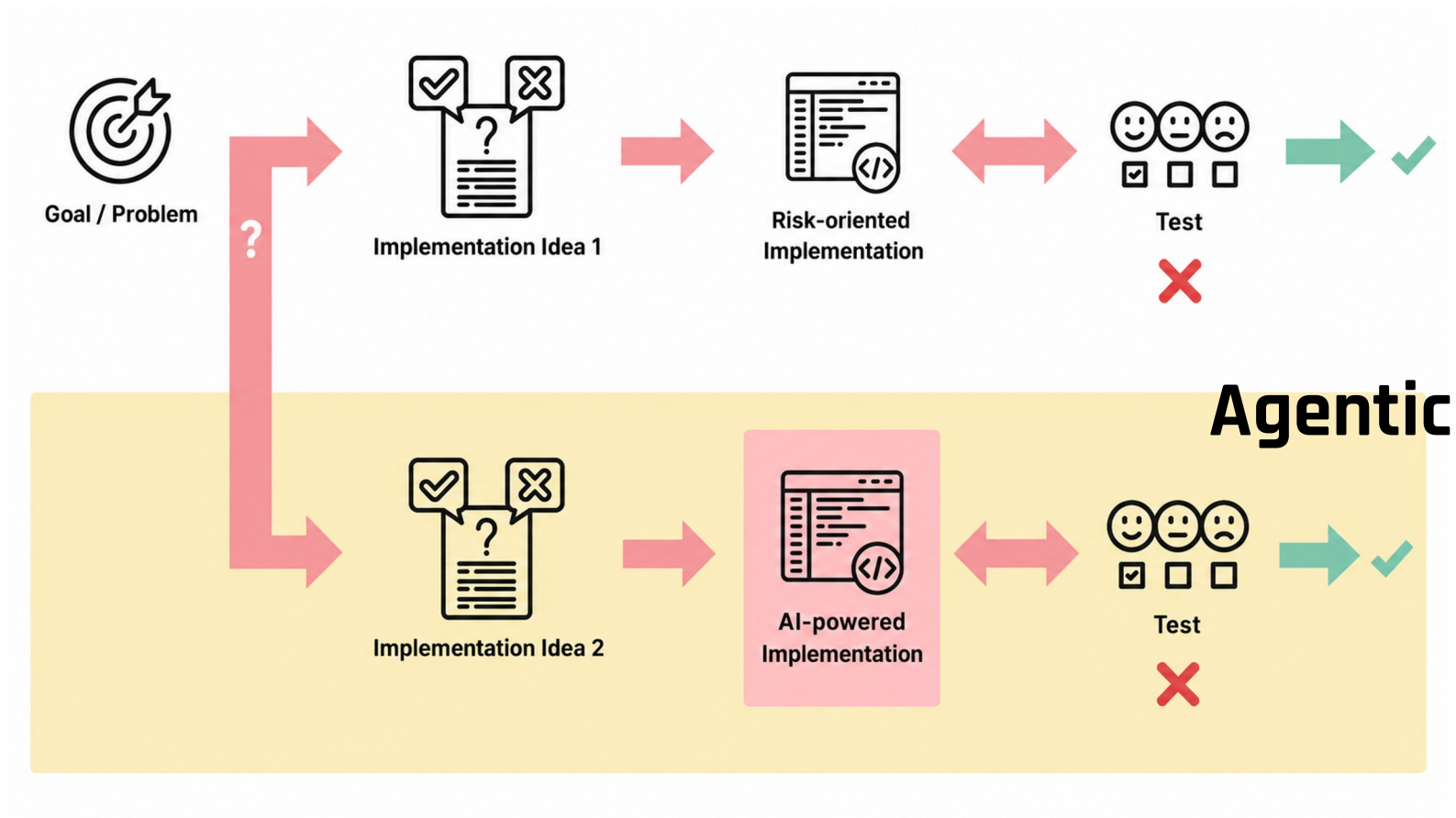
Improved empiricism

Continuous learning process - individually and within the organization

Hypothesis-oriented architecture



Introducing Agentic Coding professionally



Agentic Architecture is not free

- Know quality goals
- Make constraints explicit
- Clearly work out domain and structuring
- Create clear interfaces
- Define language properties and best practices
- Create suitable testing approaches
- Professionalize integration, deployment and monitoring
- Establish clear AI usage (incl. processes, context etc.)
- ...

**How do we ensure ,good
vibes‘, when ignorance and
superficiality are OK?**



It's not good, but hey - it's fun! Fuck it!

A photograph of Donald Trump speaking, gesturing with his right hand. He is wearing a dark suit, white shirt, and red tie. The background features the Presidential Seal. A white text overlay is at the bottom.

Bad code is the new good code!
Believe me, this is the best application we have ever done!

Did I do that?

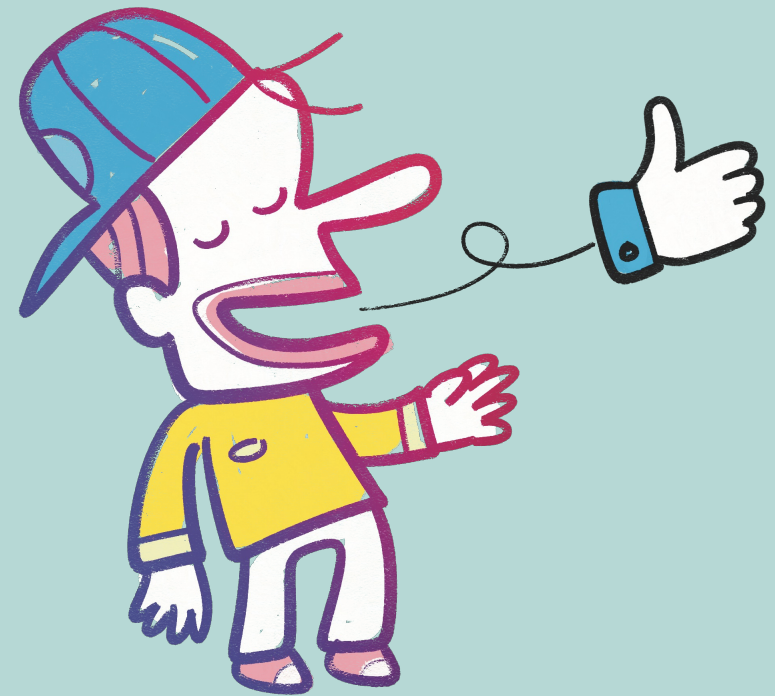




**It's surely not our code's fault!
It's the third-party libraries and surrounding systems!**

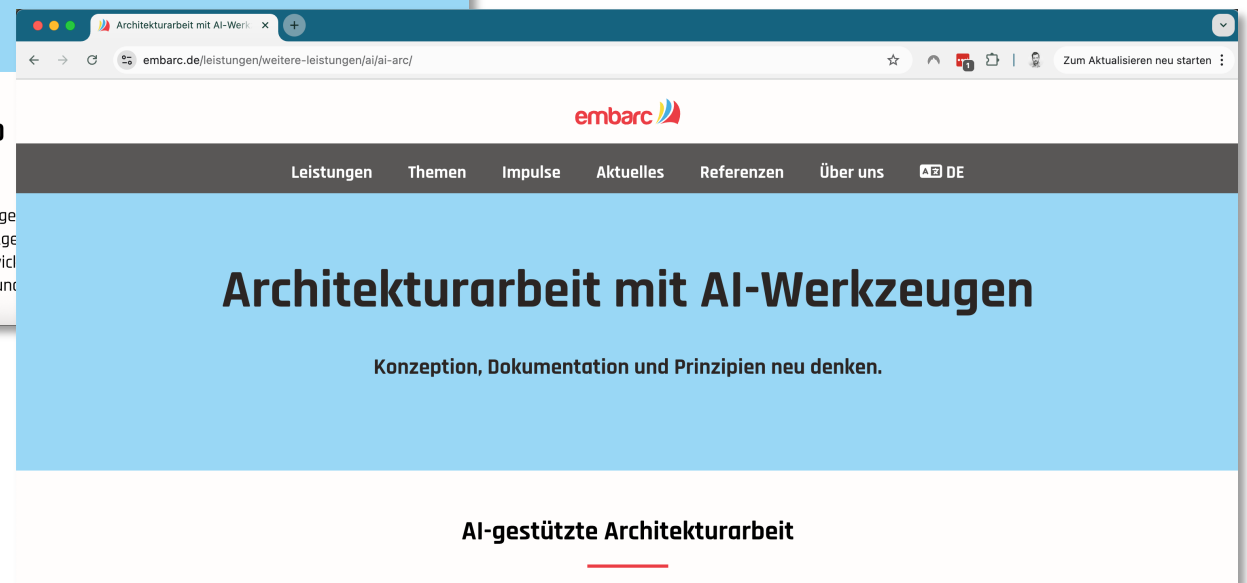
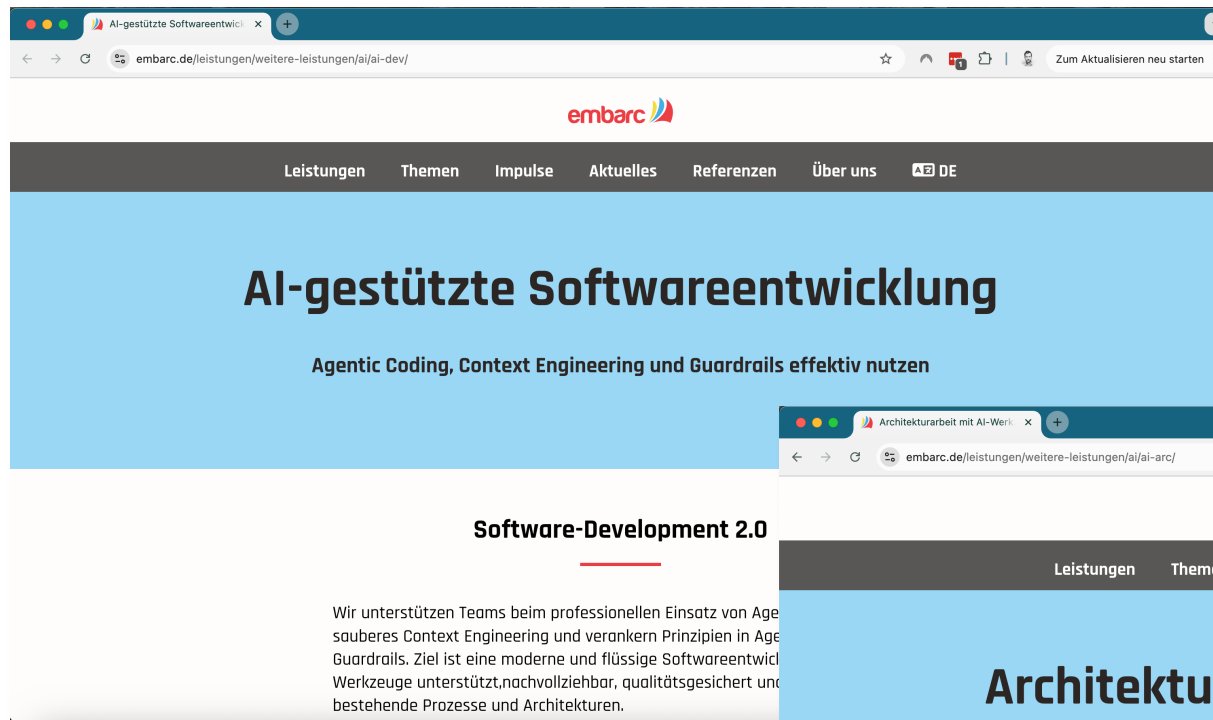


Feedback & Questions?





Slides & info at embarc.de





Find me on LinkedIn...

