Balancing Genericity and Specificity

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Abstract

The balance between generic and specific architecting methods is discussed. The output of the architect must be compact and hence generic, but this output is based on many specific details which have been taken into account.
Strong and weak of generic and specific

**generic**

- core qualities
  - big impact
  - surveyable

**pitfalls**

- intangible
- difficult to validate
- link to reality?

**allergies**

- small impact
- drowning in details

**specific**

- concrete
- verifiable
- understanding

**challenge**

- over-compensate

**over-emphasis**

- generic trap

**opposite**

- strengthen
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GVSdiagrams

Generic diagrams are based on specific details

**Figure 15.5**
SW processes

**Figure 15.1**
image quality context

**Figure 15.8**
memory budget

**Figure 15.7**
construction decomposition

**Figure 15.2**
processing pipeline

- high level, generic diagrams: large impact, providing overview
- every block, number of word is based on hundreds of specific design details (loc, measurements, images, connections, etc.)
Architecting method: supporting the balance

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GVSmethod