

Balancing Genericity and Specificity

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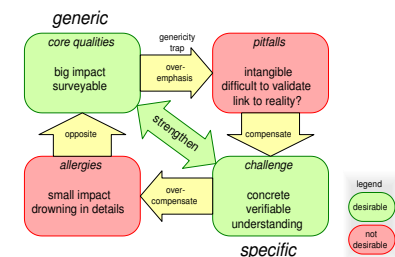
Abstract

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.

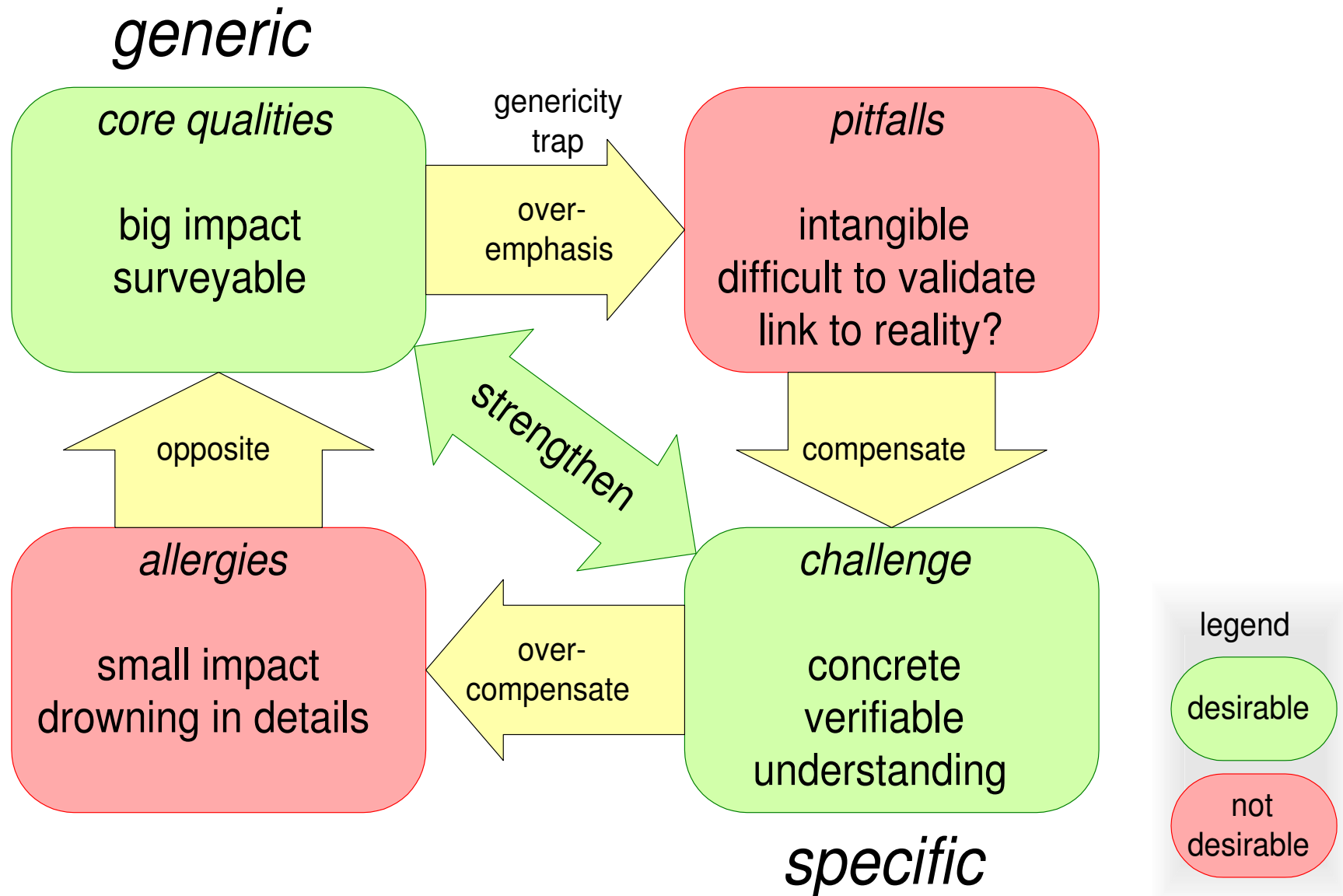
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February 10, 2011
status: finished
version: 1.2



Strong and weak of generic and specific



Generic diagrams are based on specific details

Figure 15.5
SW processes

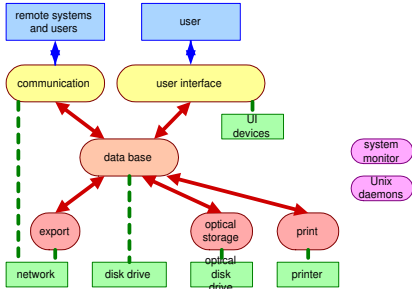


Figure 15.1
image quality context

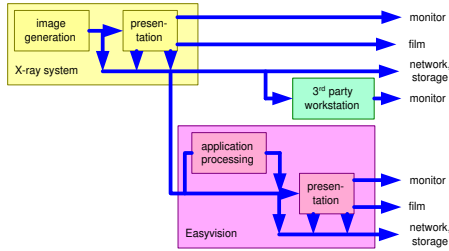
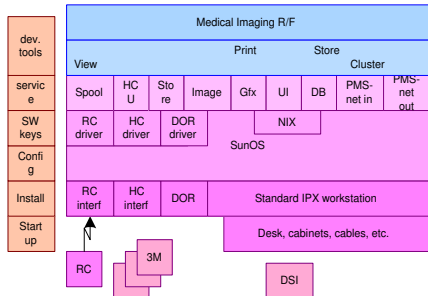


Figure 15.8
memory budget

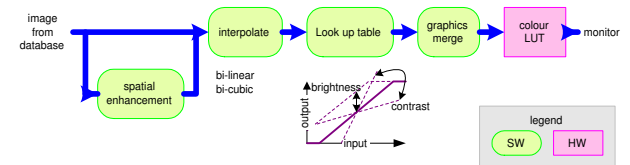
memory budget in Mbytes	code	obj data	bulk data	total
shared code	11.0			11.0
UI process	0.3	3.0	12.0	15.3
database server	0.3	3.2	3.0	6.5
print server	0.3	2.0	1.0	3.3
DOR server	0.3	2.0	4.0	6.3
UNIX commands	0.3	0.2	0	0.5
compute server	0.3	0.5	6.0	6.8
system monitor	0.3	0.5	0	0.8
ASW total	13.4	12.6	35.0	61.0
UNIX Solaris 2.x				10.0
file cache				3.0
total				74.0

Figure 15.7
construction decomposition



high level, generic diagrams:
large impact, providing overview

Figure 15.2
processing pipeline



every block, number of word is based on hundreds of specific design details (loc, measurements, images, connections, etc.)

Architecting method: supporting the balance

level of detail, see figure 7.3

