

Architectural Fast Viewpoint Hopping

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Abstract

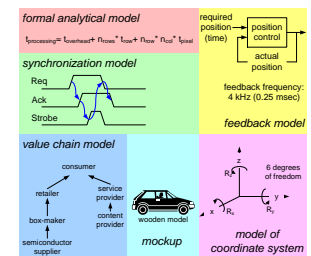
The challenge for the architect is to cover a wide range of subjects, with many unknowns and uncertainties, while decisions are required all the time.

This paper describes basic working methods, such as viewpoint hopping, quantification, and handling uncertainties.

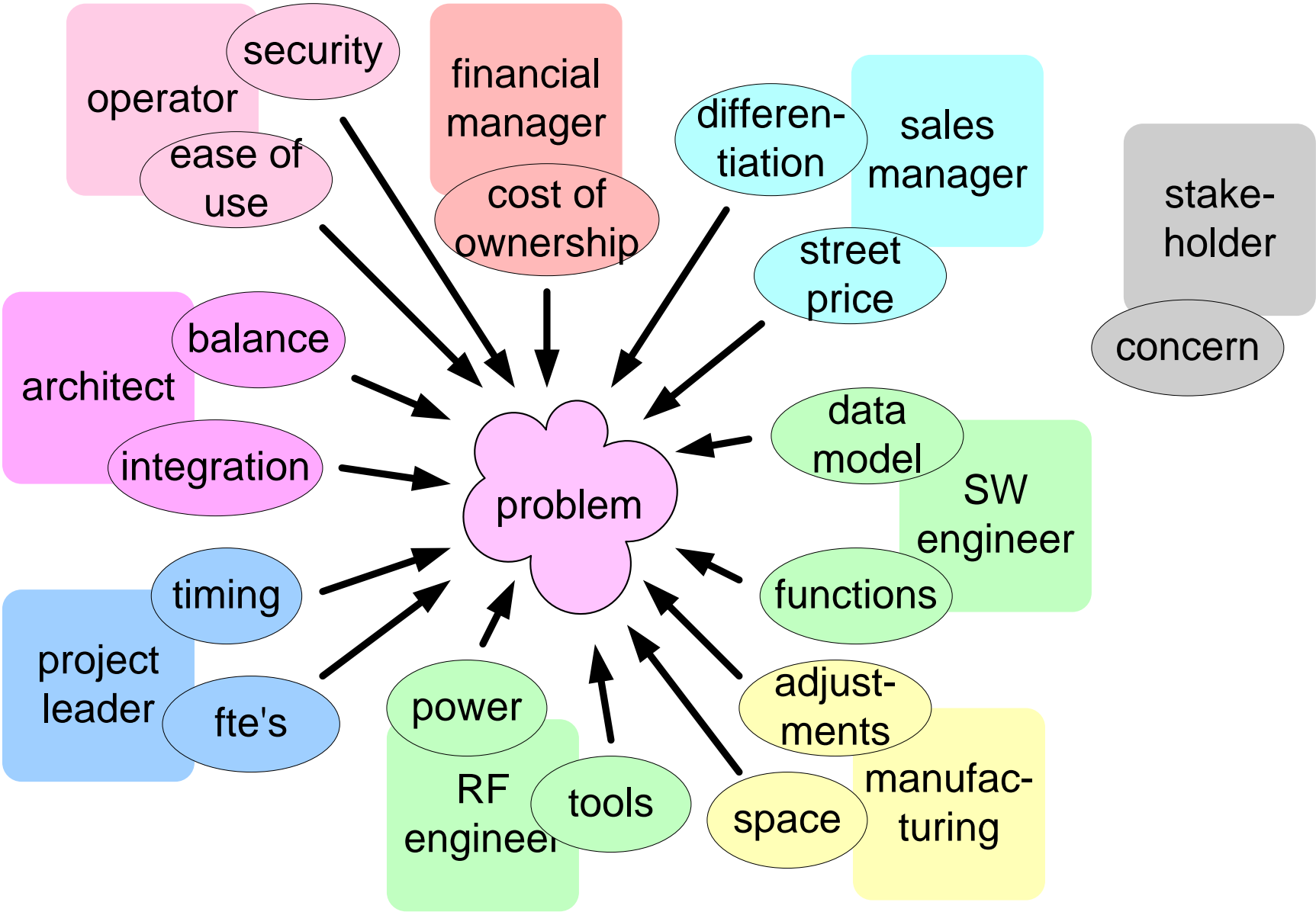
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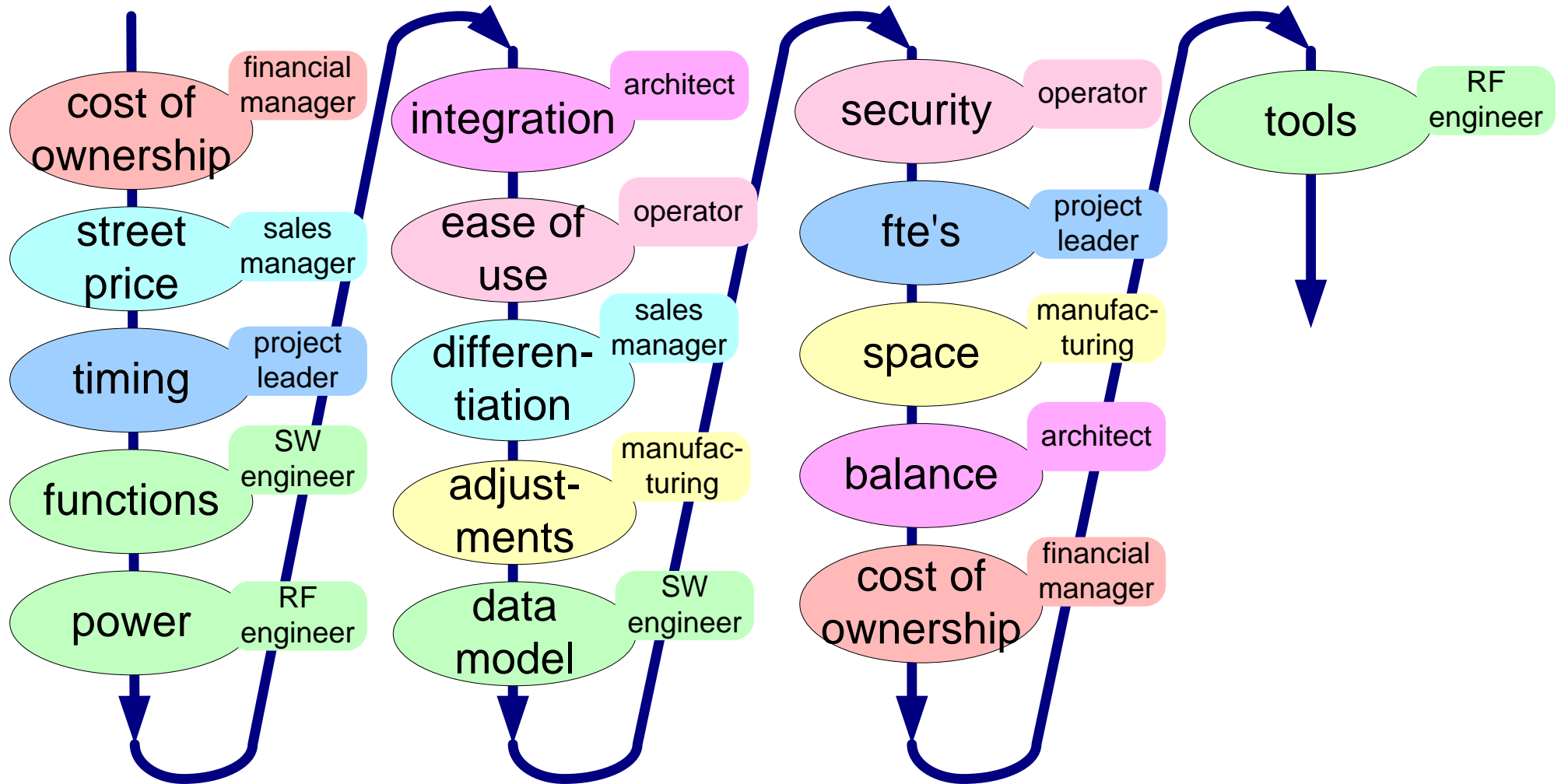
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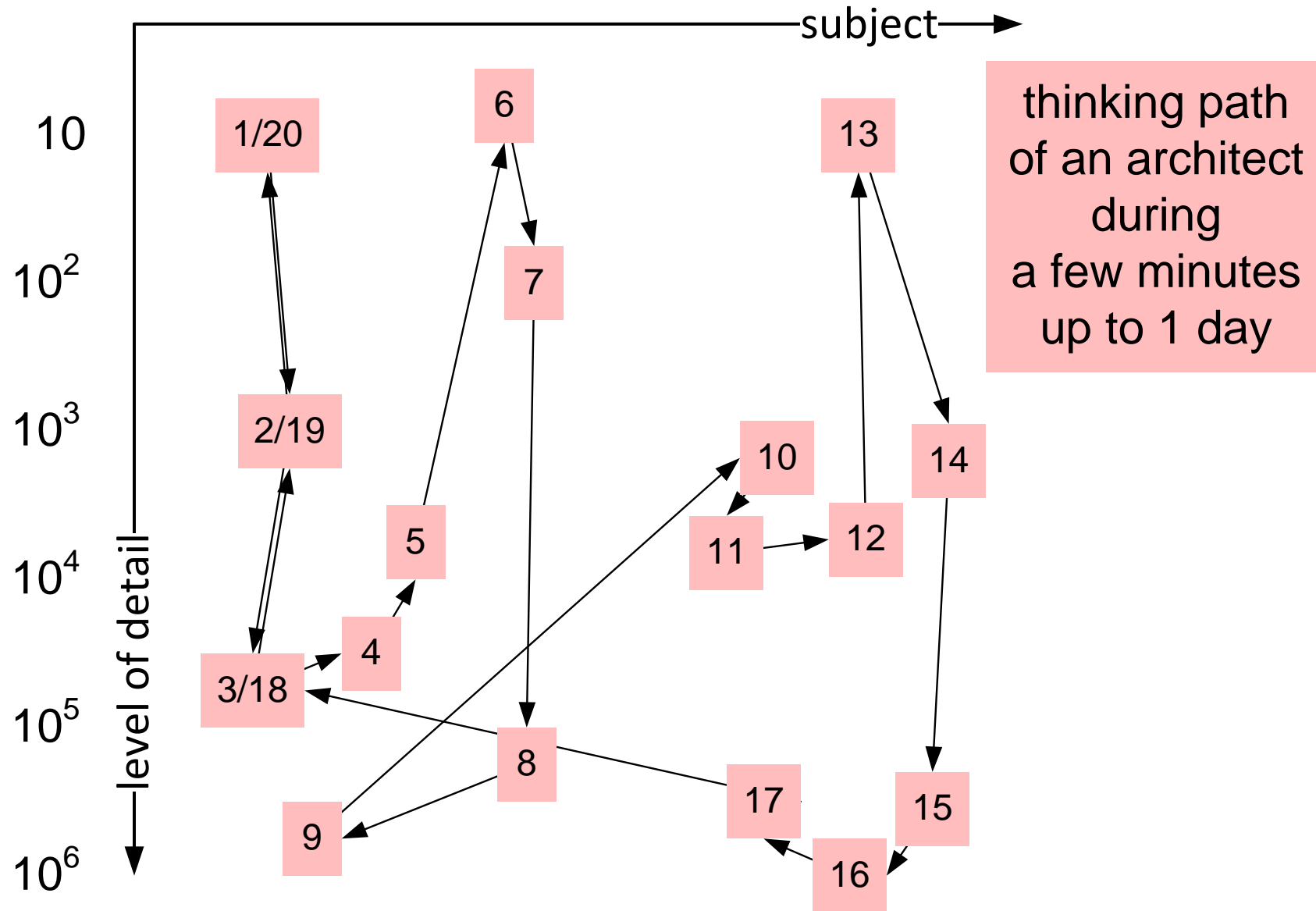
Many viewpoints



Viewpoint Hopping



The seemingly random exploration path



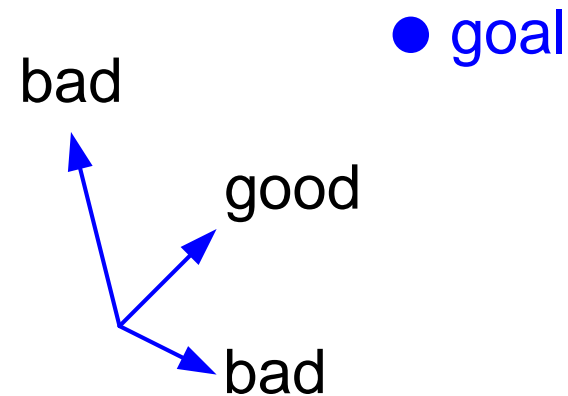
Scanning modes of the architect

open
perceptive
scanning



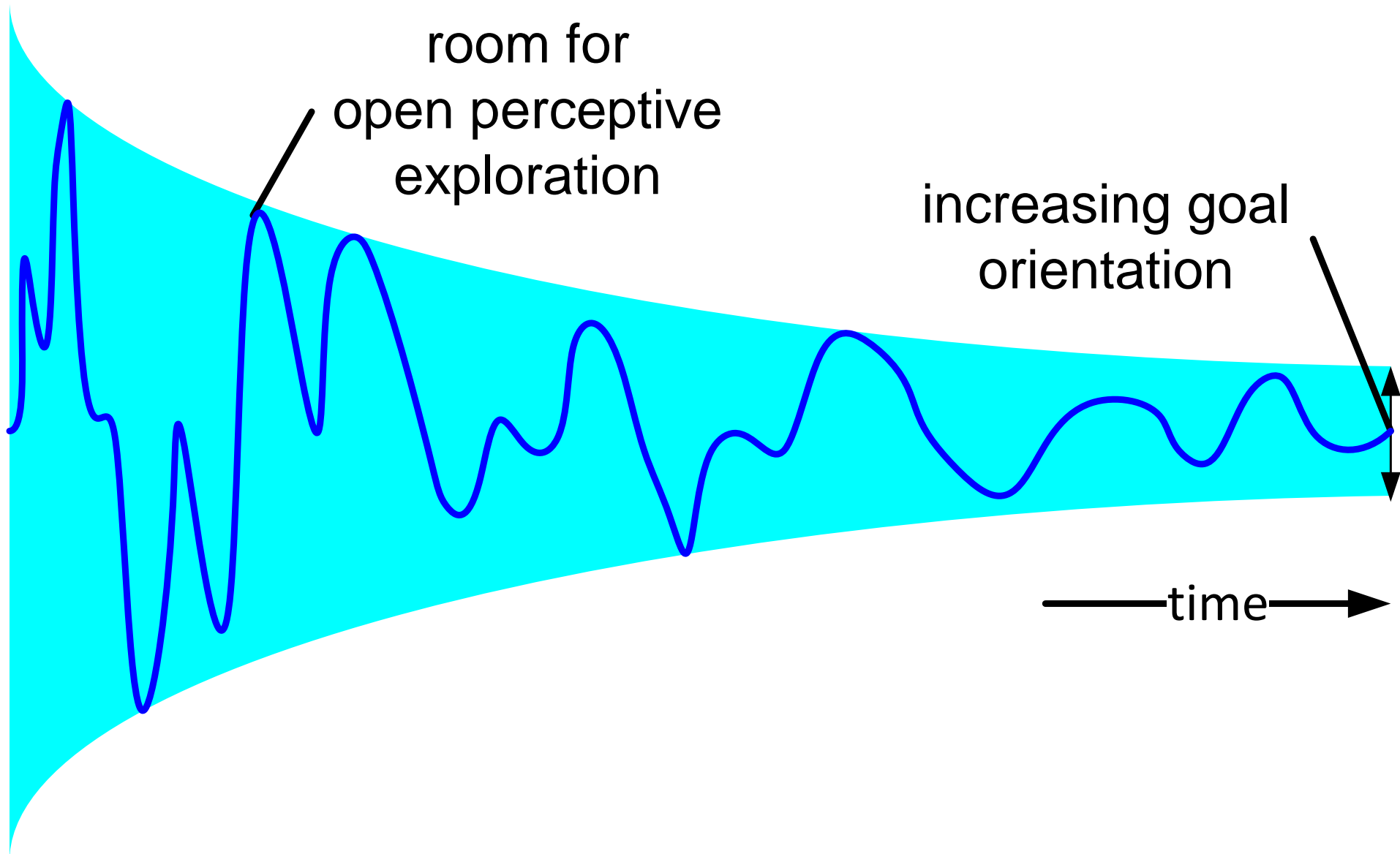
drunkard's walk
the world is full
of interesting
needs, technologies, ...

scanning
while
structuring
and judging

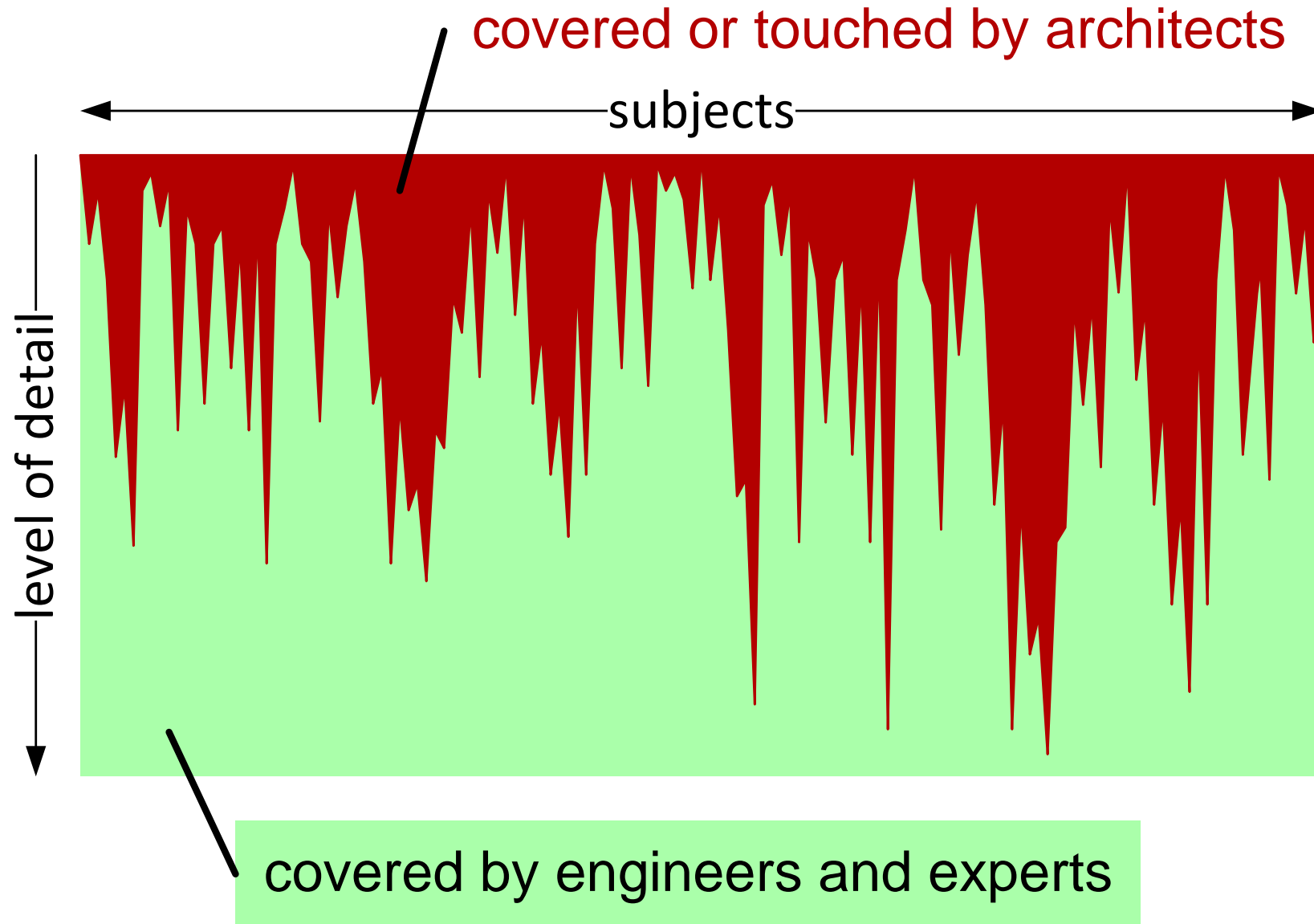


straight for the goal
ignore everything
that is not contributing
directly to the goal

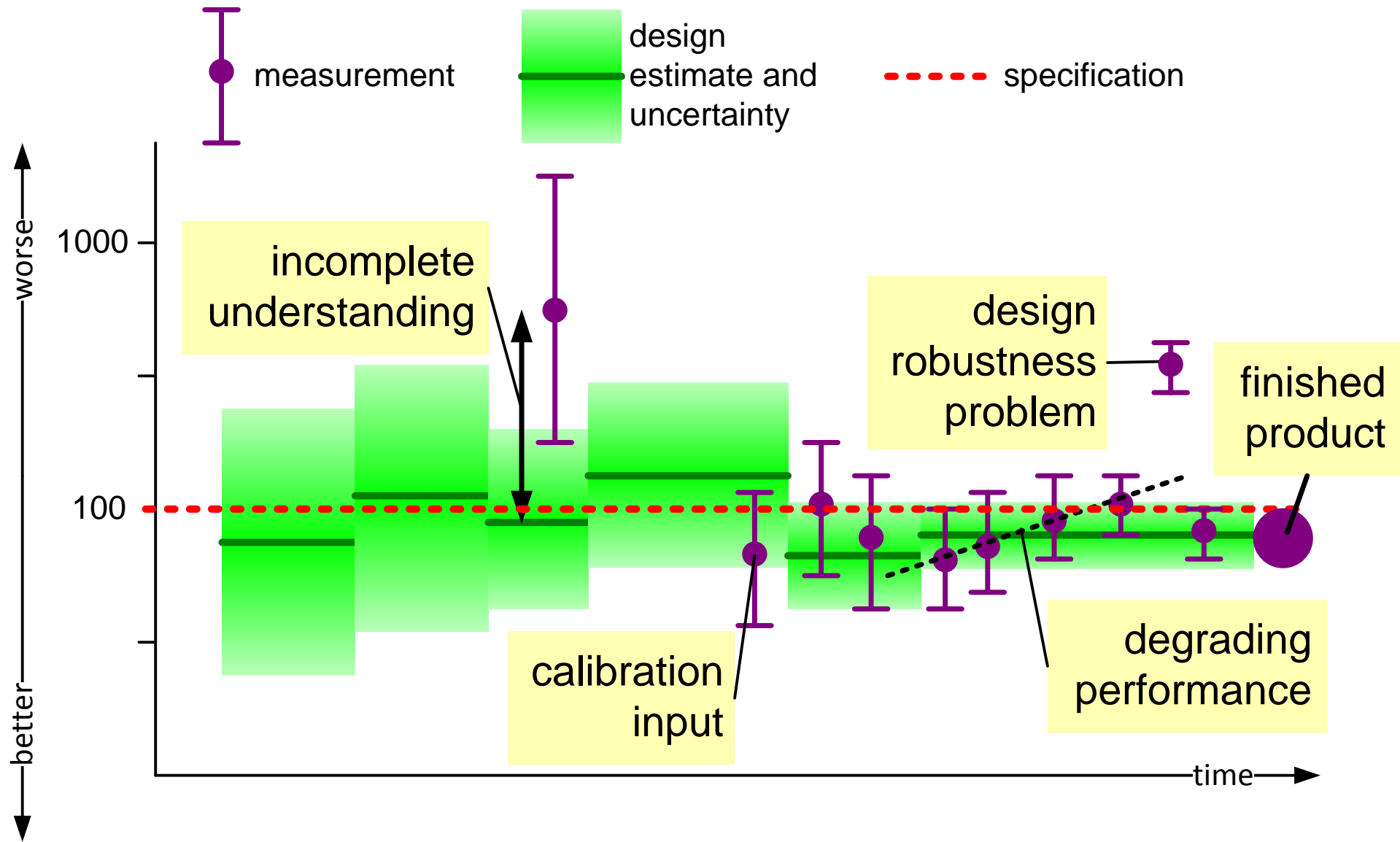
Combined open perceptive and goal oriented scanning



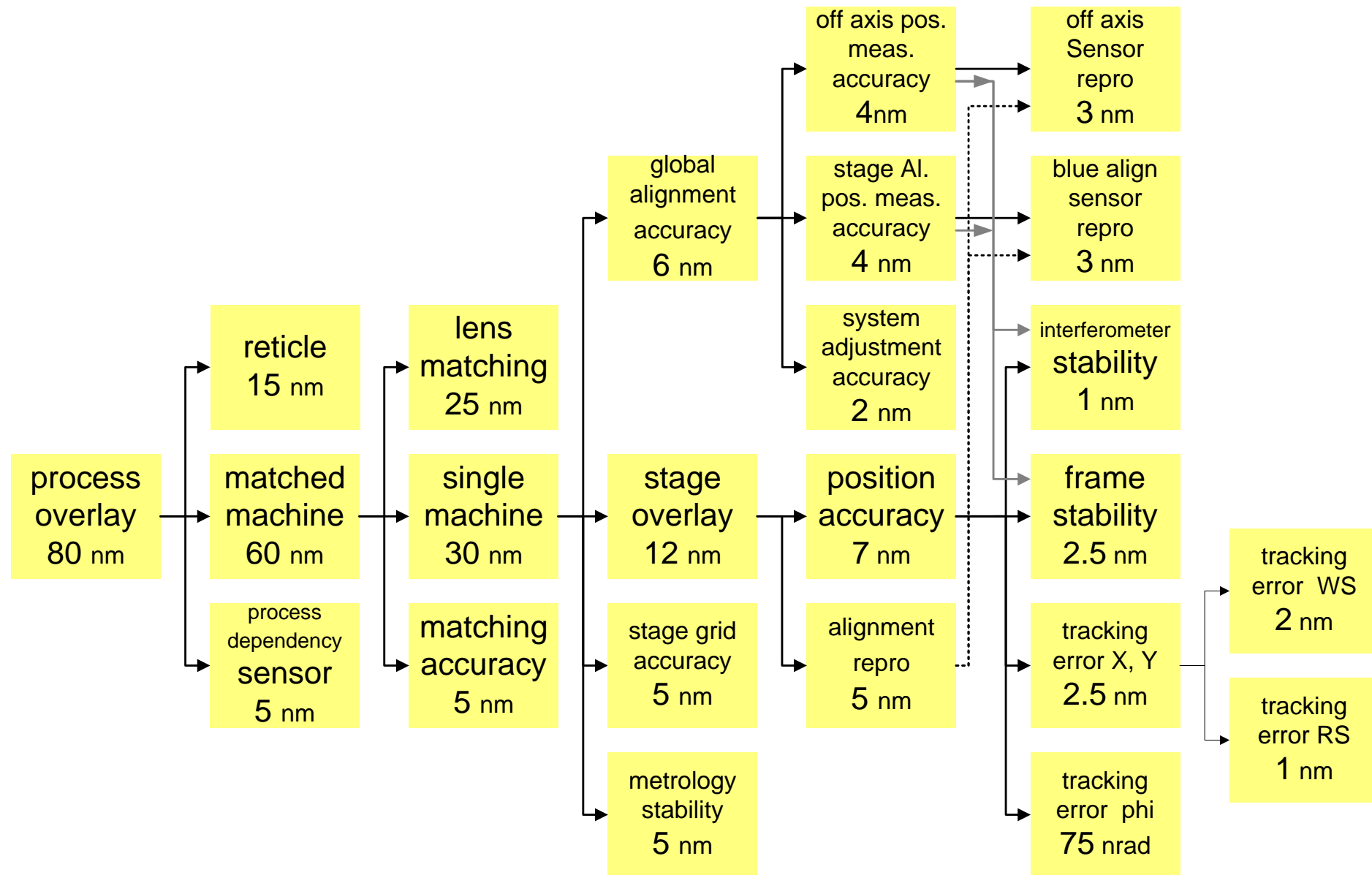
Coverage of problem and solution space



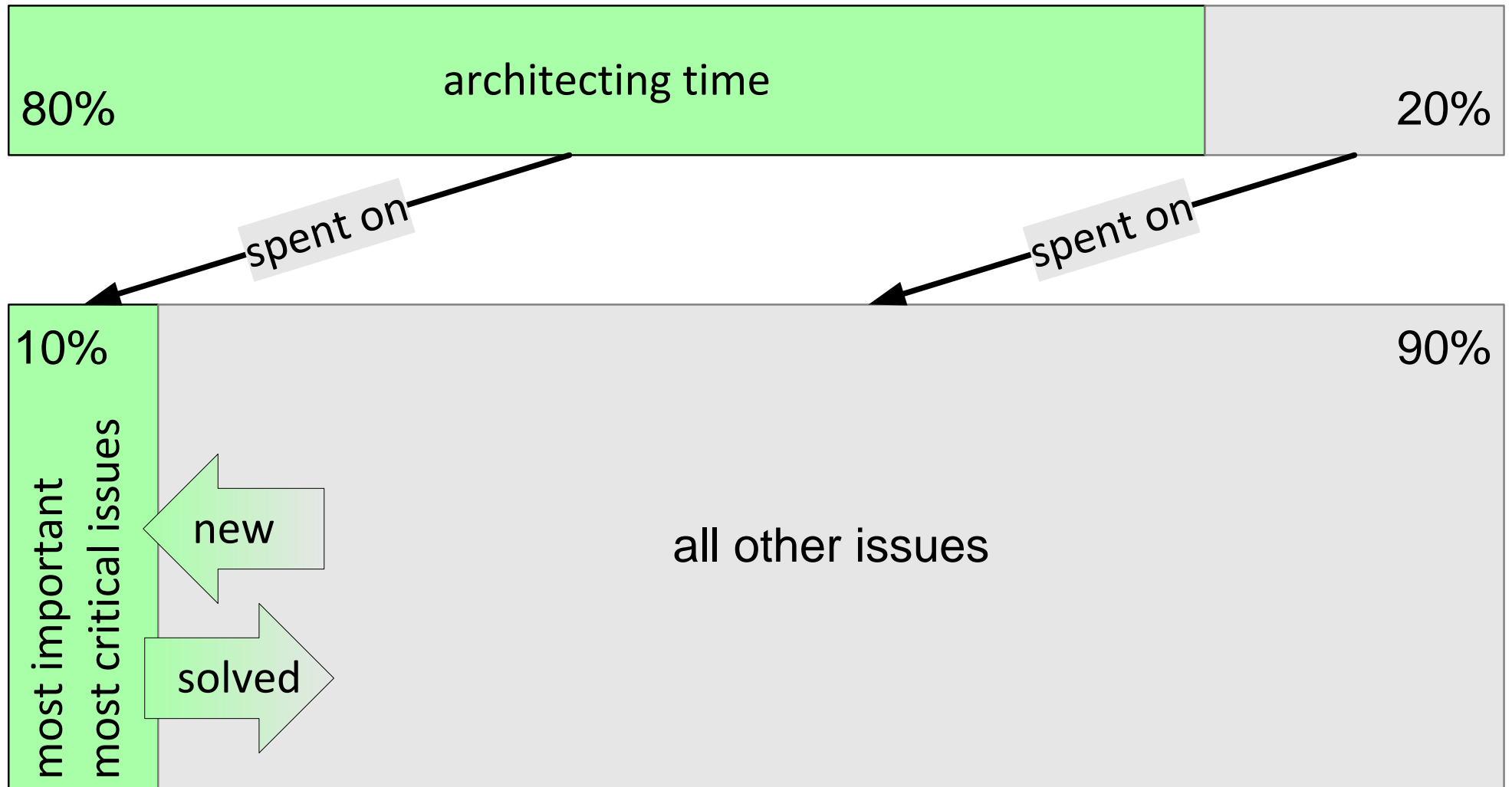
Example evolution of quantification



Quantified understanding of waferstepper overlay



Architect focus on important issues



Architect “worry” list

1. response time

from key press
until first image
on display

2. cost price

resource budgets

3. layering to separate

separation of concerns
self sustained
life-cycle separation
robust: paranoia validations

4. reliability of storage

5. database redesign

6. integration schedule

7. movement artefact

8. standby power

9. weak signal handling

10. location-based twiddle