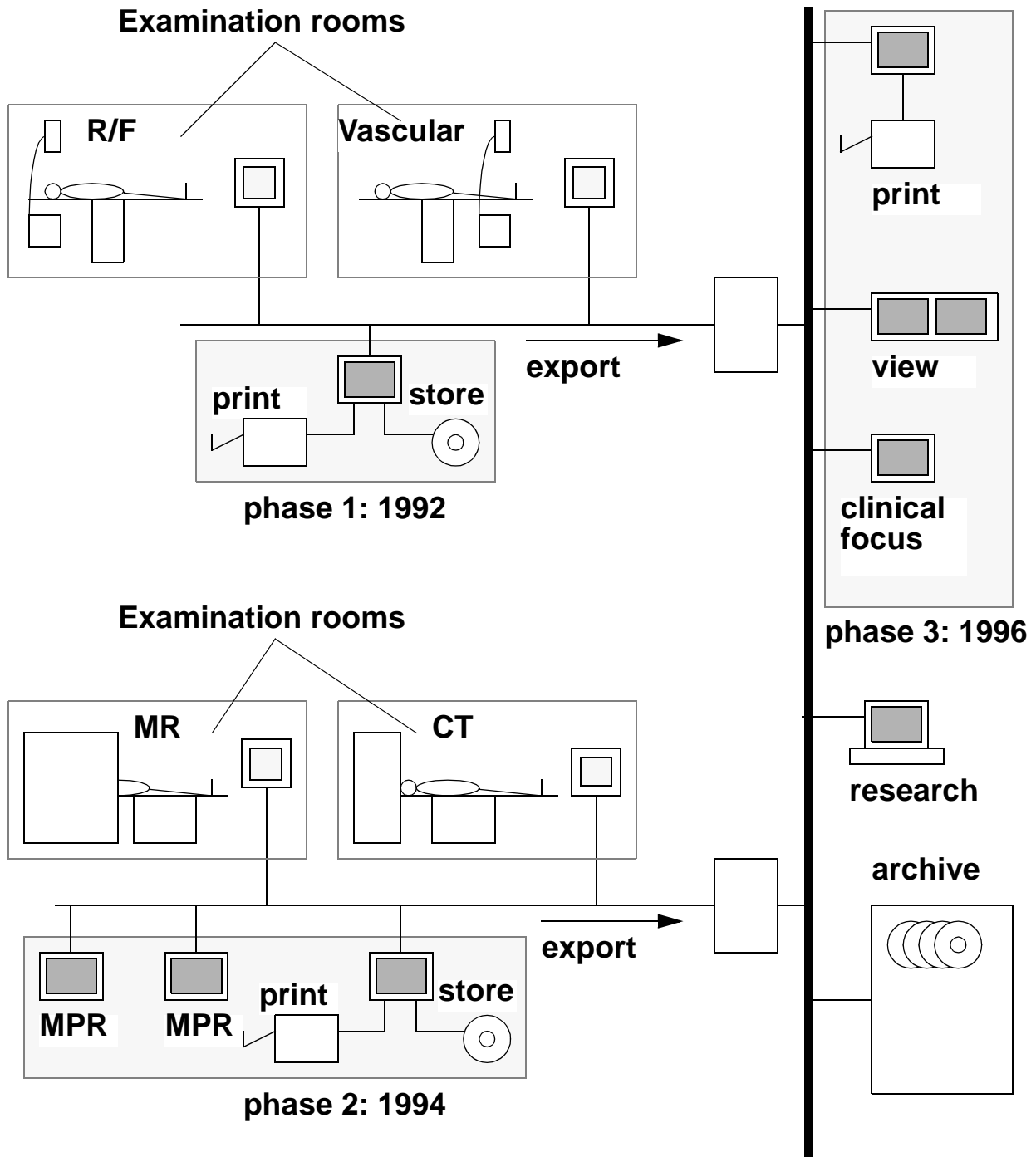


EasyVision family of products



Product types:

- Modality productivity enhancers:

- + Easyvision R/F
- + Easyvision RAD
- + Easyvision CT/MR

street price ca 50 k\$, high added clinical value; sales directly related to modality sales

- Clinical Focus:

- + Neurovision
- + Image Guided Surgery

street price ca 100 k\$, very high added clinical value; sales limited to specialist areas

- “PACS” workstations

- + Teleradiology Workstation
- + Critical Care Workstation
- + Multi modality review station

street price ca 25 k\$, low added value, low margin; sales potentially very high

Extrapolation CDS SW.

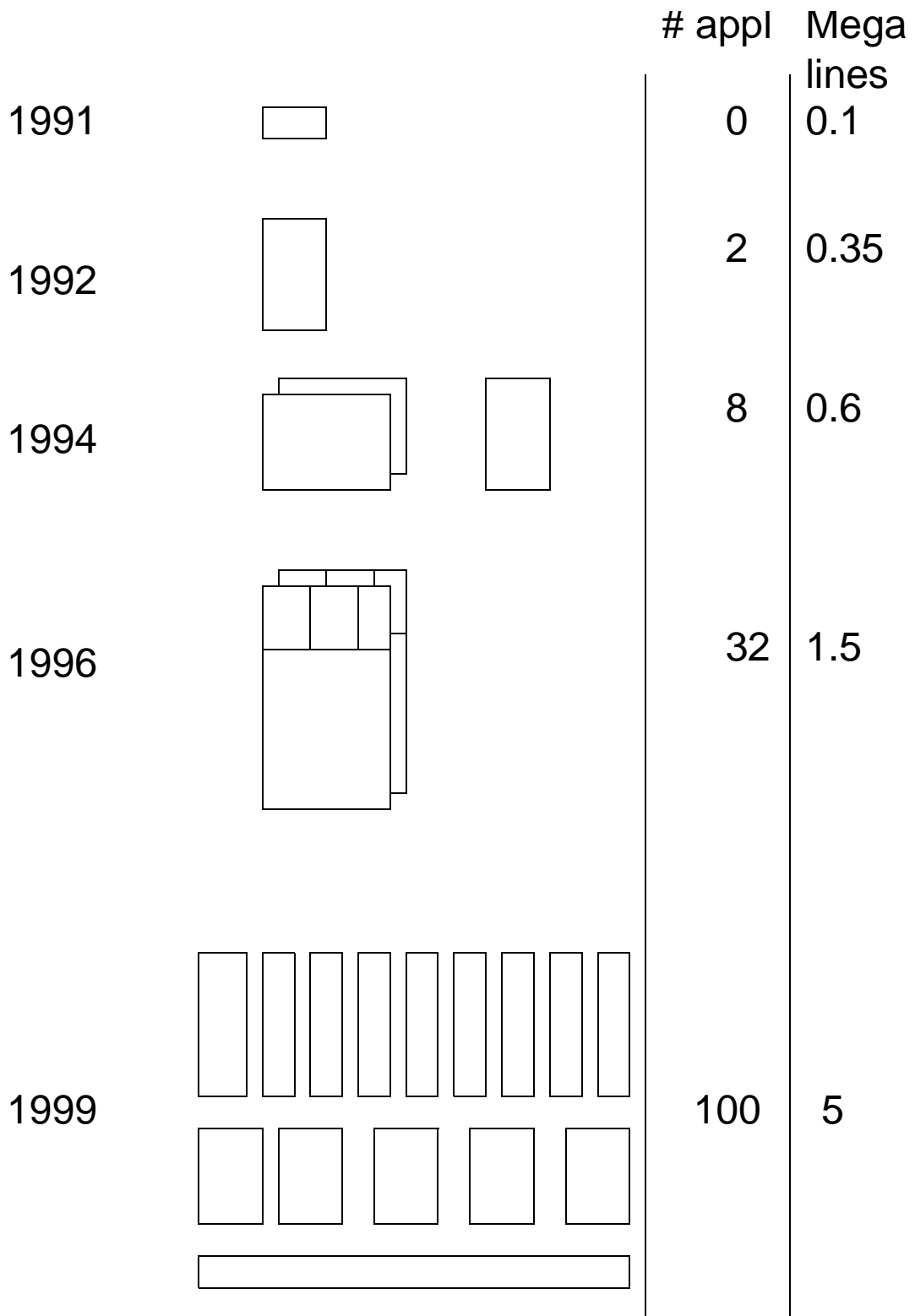


Table 1: Efficiency through re-use

	1992	1993	1994	1995	1996
number applications					
applications	1	4	8	16	32
inputs, a.o. modalities	1	5	10	15	
people					
infrastruc- ture			20+15	21+16	22+16
application			27	35	41
total		52	62	72	79
efficiency					
people per application		13	8	5	3

To OO or not to OO

Characteristics of the Easyvision application are:

- Large variety in input images
 - + 256^2 , 480^2 , 512^2 , 1024^2 , non square, etc.
 - + 8, 10, 12 bits
 - + CT, MR, X-ray Image Intensifier
- Large variety in application requirements
- Large variety in use

Easyvision is impossible without OO

Method

Easyvision development method:

- prototype
- evaluate
- engineering

**No formal analysis/design/
documentation method!**

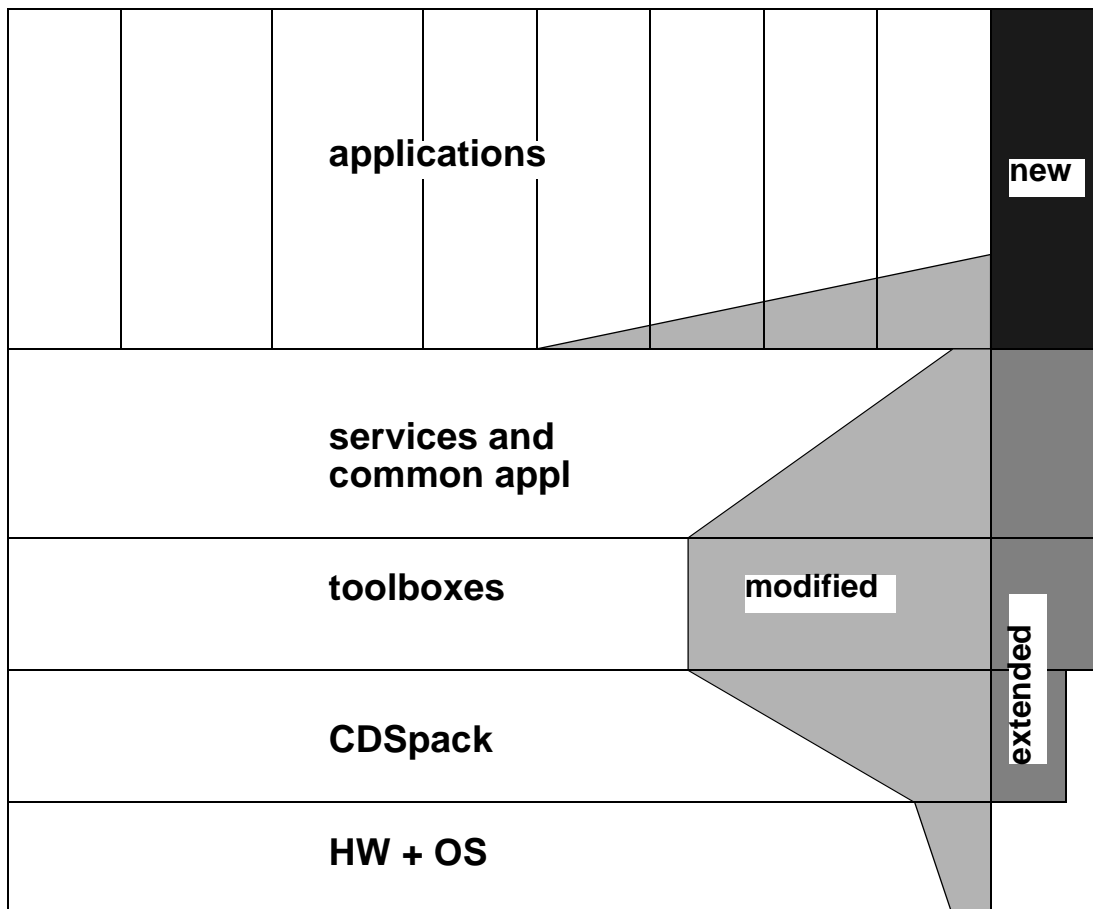
Formal methods:

- work for small projects only
- playground for academics :-)

Simplified layers

		applications					
services and common appl							
toolboxes							
CDSpack							
HW + OS							

Adding an application



Interfaces

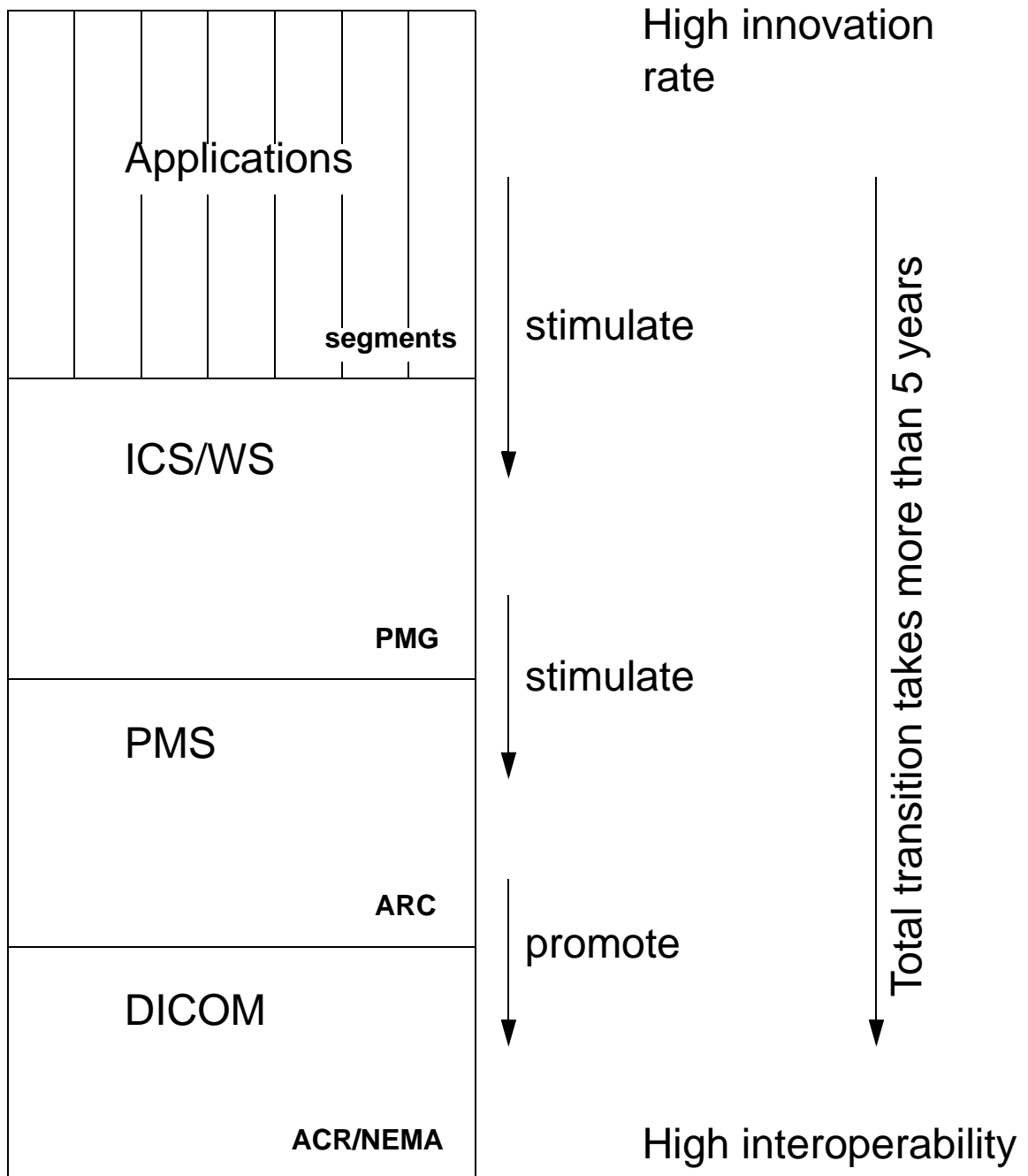
Internal:

- Information model
- Communication mechanism(s):
 - + Database storage and notification support
 - + Connection
 - + In and out streaming support
- API's to common applications, toolboxes and CDSPack:
 - + Objective-C classes and methods
 - + properties

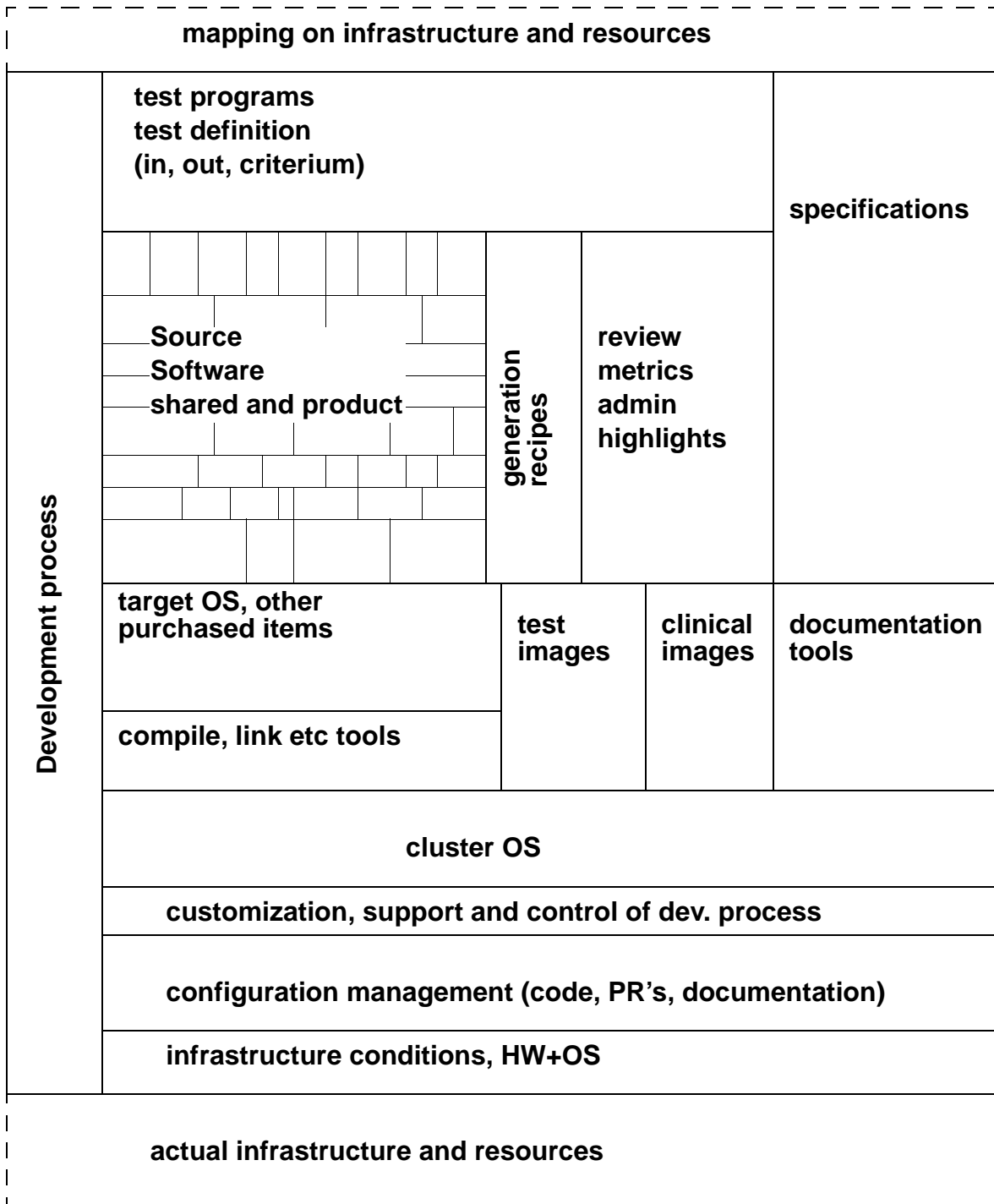
External:

- Dicom + PMS + ICS information model
- DICOM services and mechanisms
- PMS and ICS services

Information model



The platform as deliverable



The Buy myth.

The nineties MBA course teaches:

Thou shall buy....

The poor heathen suffers from NIH

(Not Invented Here) syndrome.

Reality is somewhat more complicated!

Buy, potential components:

- Operating system
- Communication
- Data base engine
- User interface and related utilities
- Graphics and related utilities
- Image processing
- 3D rendering
- Foundation classes
- Installation
- Licensing, SW keys
- Security, a.o. encryption
- Multi media, virtual reality peripheral support
- etc.

Embedding

- Installation
- Configuration
- Customization
- Start up, shutdown
- Specifications:
 - + functional
 - + system design
 - + sw design
- Interface to application SW:
 - + add semantics level
 - + use of appropriate low level mechanisms
 - + match to high level mechanisms:
 - notification, scheduling
 - job requests, subscriptions

Embedding (continued)

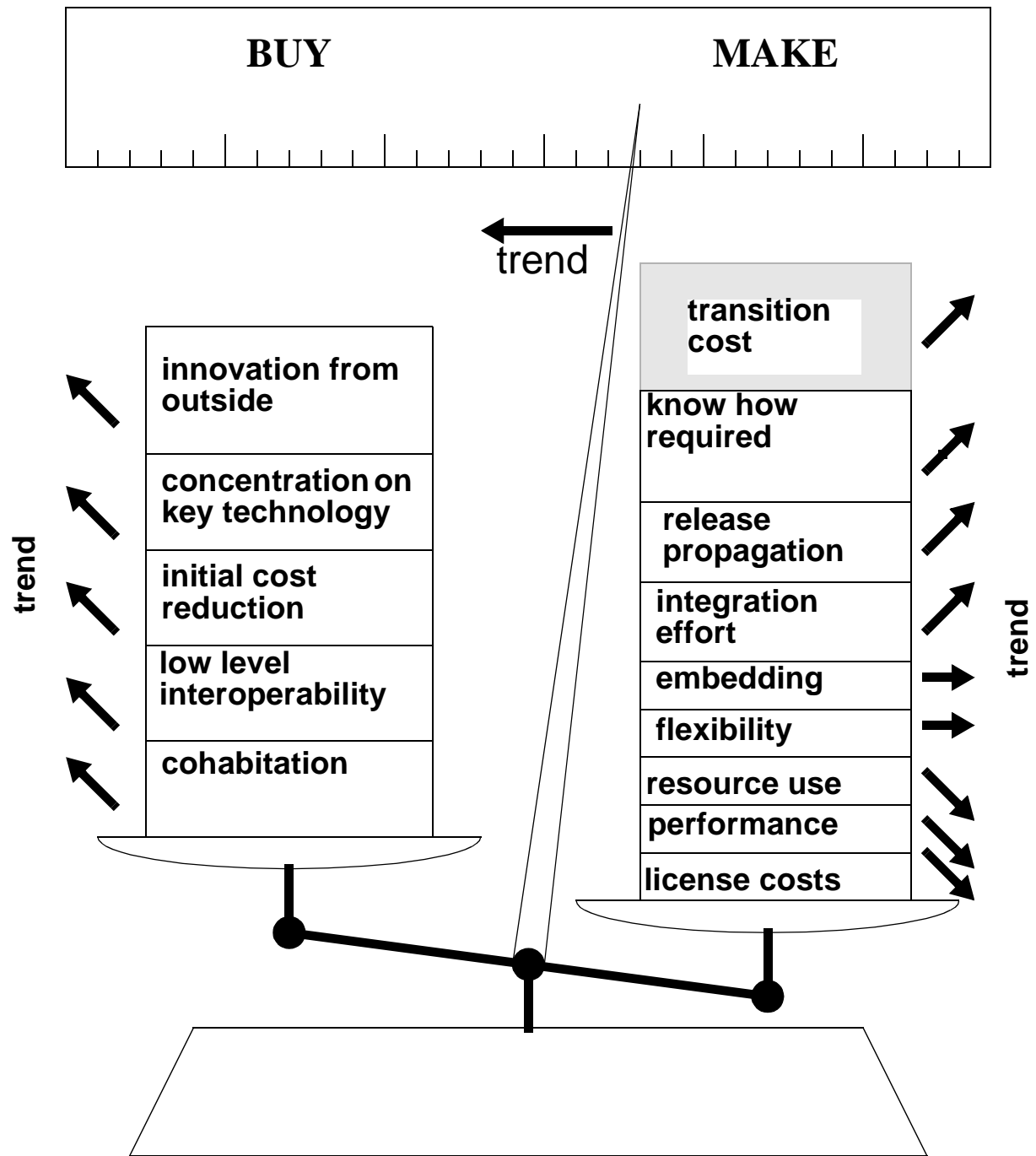
- Exception handling:
 - + System monitor
 - + Error propagation
 - + Logging

- Resource allocation and monitoring provisions
 - + CPU
 - + Memory
 - + Disk

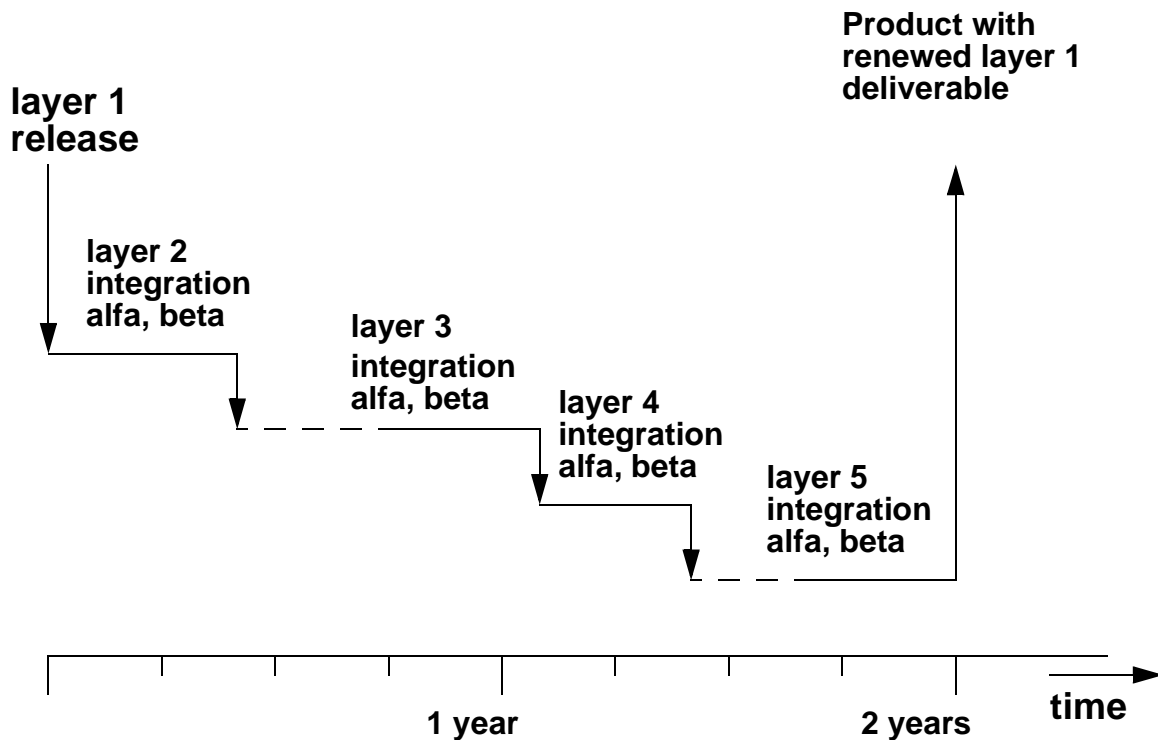
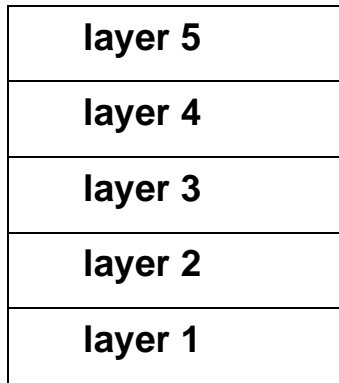
- Resource tuning, see above

- Safety design

- Security design



Release propagation delay



The Buy myth converted in common sense:

The right questions to ask are:

- When to buy?**
- How can the design enable buy?**
- Which process is needed for buy?**

The Re-use myth put into perspective:

The right questions to ask are:

- When to re-use (cost vs. benefit)?**
- How can the design enable re-use?**
- Which process is needed for re-use?**

Pro Re-use

- development cost sharing
- verification cost sharing
- same look and feel
- application developers focus on application
- increased quality, due to repeated use

Contra Re-use

- cost of generalization
- overhead cost
- increase of total complexity
- coupling of lifecycles, products, schedules
- vulnerability (Biological evolution is based on diversity...)

See make vs. buy

Re-use is means not goal.

A look into the future

From box to function:

- customer wants any function on any location/time, not limited by “random” product or box boundaries

In parallel with:

- large number of clinical applications
- integration of health care function
- break down in manageable projects / teams, lifecycle independency
- finite number of skilled development personnel

(R)evolution in 25 years

Table 2:

	1980	1995	2005
integration level	generator stand	department	health care
time to market	2-5 year	1-2 year	0.5 year
code size complete product	10^4 - 10^5	10^6	10^7 - 10^8
memory size	96 kB	96 MB	? GB
CPU power	0.1 MIPS	100 MIPS	? GIPS
dev group size	10-50	50-200	?
of which ASW	2-10	20-60	?

Skills

- increased integration
- increased complexity
- increased abstraction
- increased focus on application
- increased (time) pressure

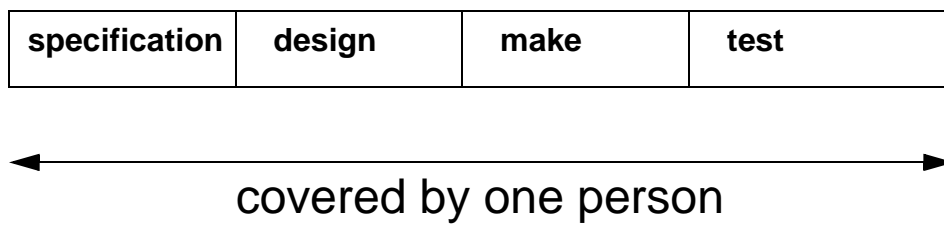
Increased skills required

Profile of 1999 developer

- application oriented
- development process aware
- multi disciplinary
- fluent in software engineering lingo

These people are rare!

**Our industry will become skill limited,
instead of initial cost limited**



Technological changes, opportunities

- Corba, SOM, OLE, ...
- Java, ...
- Windows NT, Windows 95, OS 2
- Taligent, Spring, ...
- SW only products
- Multi media (HW+SW)

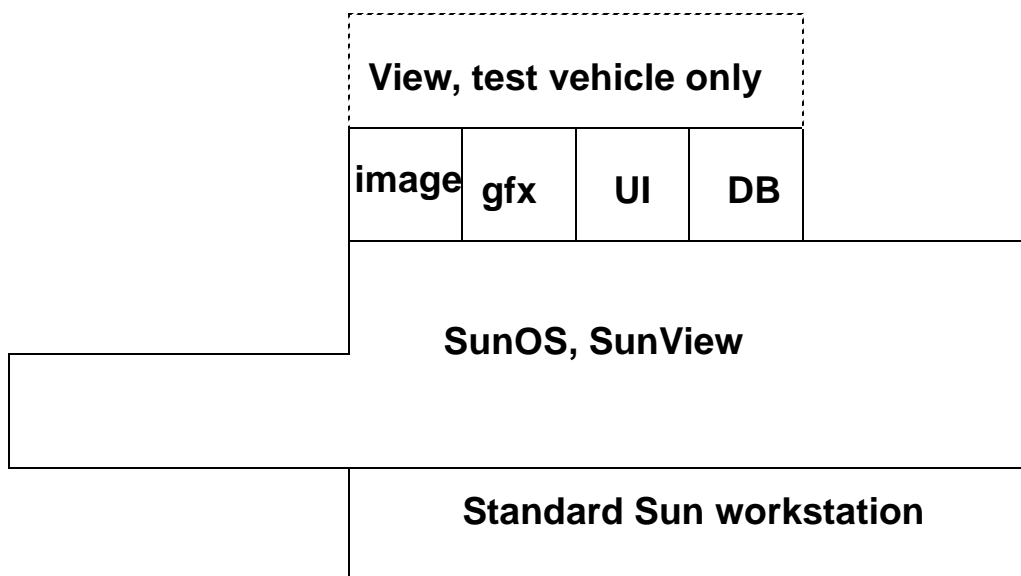
EasyVision in 2000

- More than 100 independent applications
- Interoperating fluently with other EV applications
- Interoperating fluently with other vendors
- Interoperating fluently with other health care applications (Information systems, etc.)
- SW only
- Running on at least UNIX and NT platforms
- Distributed development process
- Consolidation and cross fertilization process
- Platform for innovative applications in image handling, analysis, clinical focus.

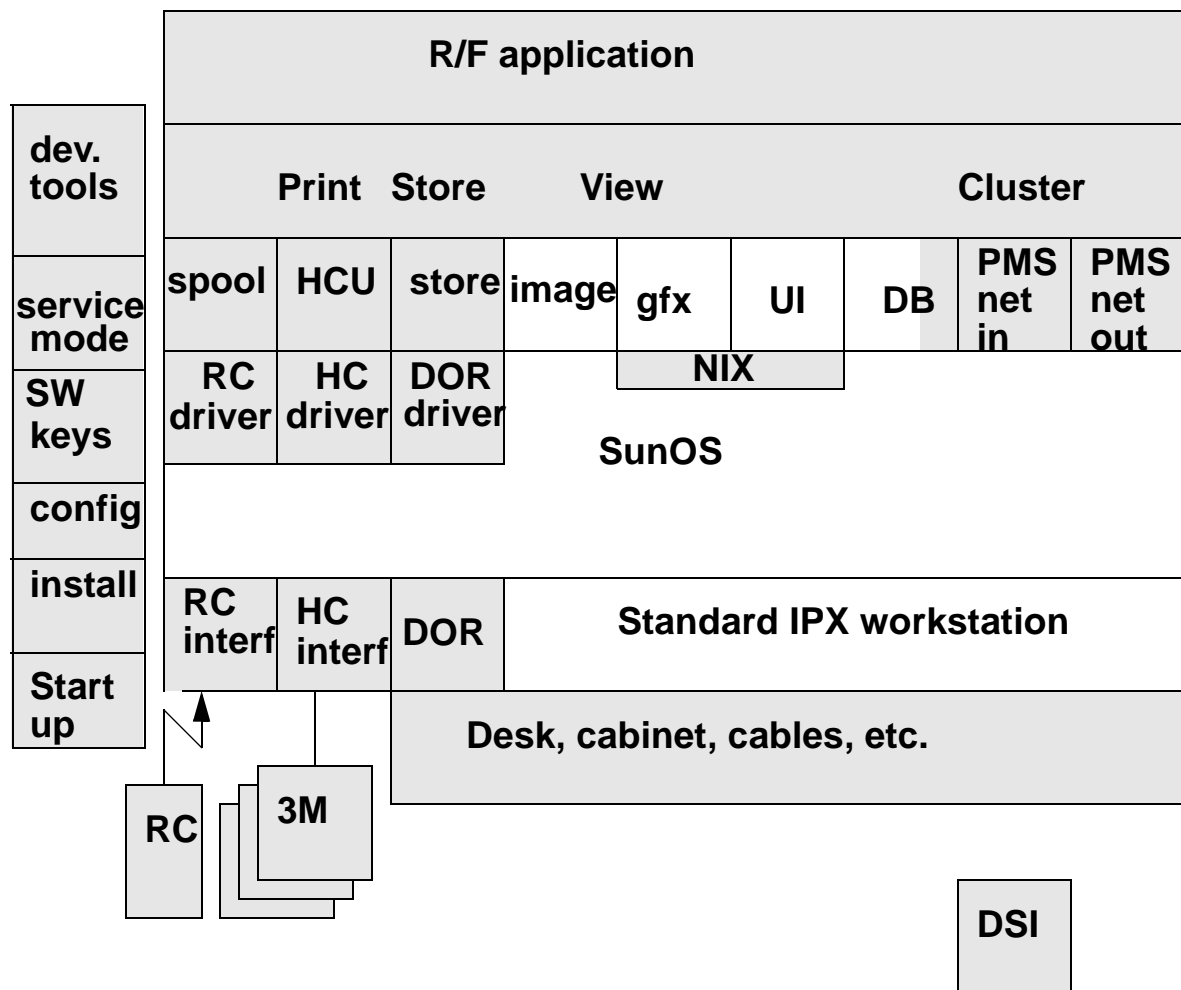
Re-use levels

- Concepts
- Development Process
- Interoperability architecture
- Functional specifications
- User interface
- Algorithms
- Design
- Verification (test suite, spec)
- Skills
- Copy implementation, code
- Implementation, code
- Application modules

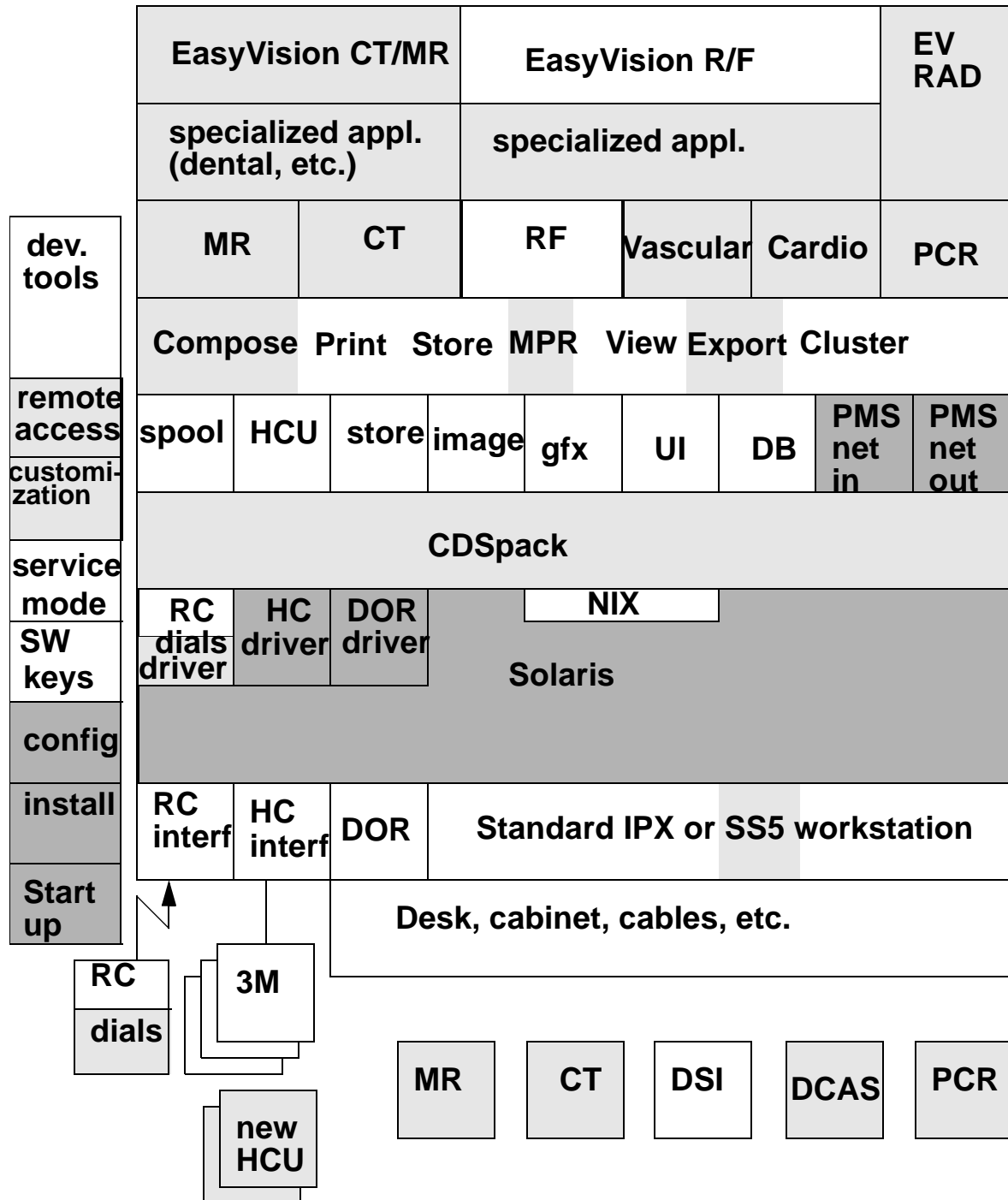
september 1991



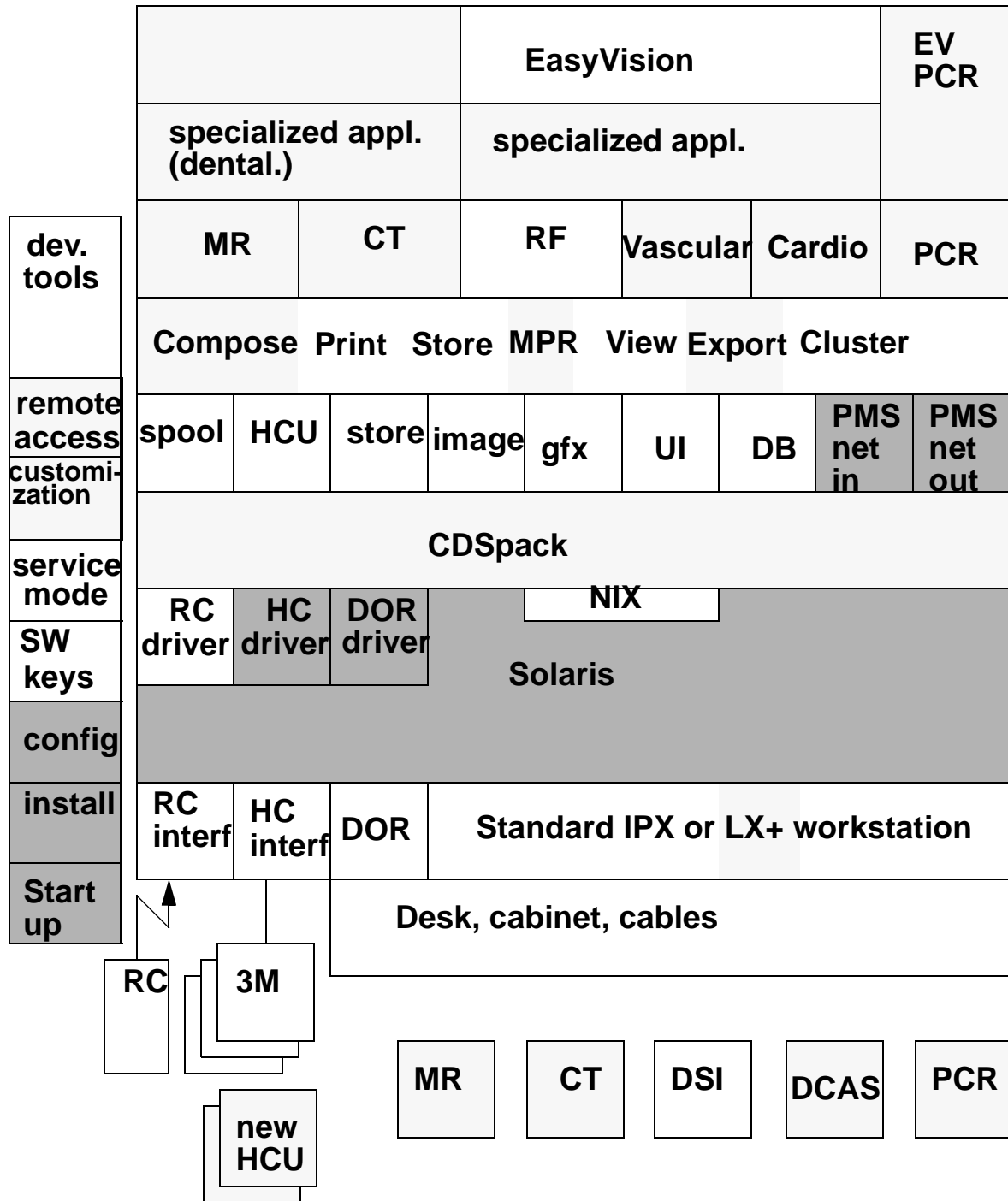
september 1992



june 1994



june 1994



1996

