Basic Methods

uncertainties and WWHWWW questions are described.

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Abstract

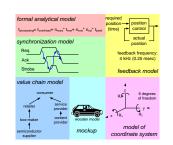
The challenge for the architect is to cover a wide range of subjects, with many unknowns and uncertainties, while decisions are required all the time.

The basic working methods, such as viewpoint hopping, modelling, handling

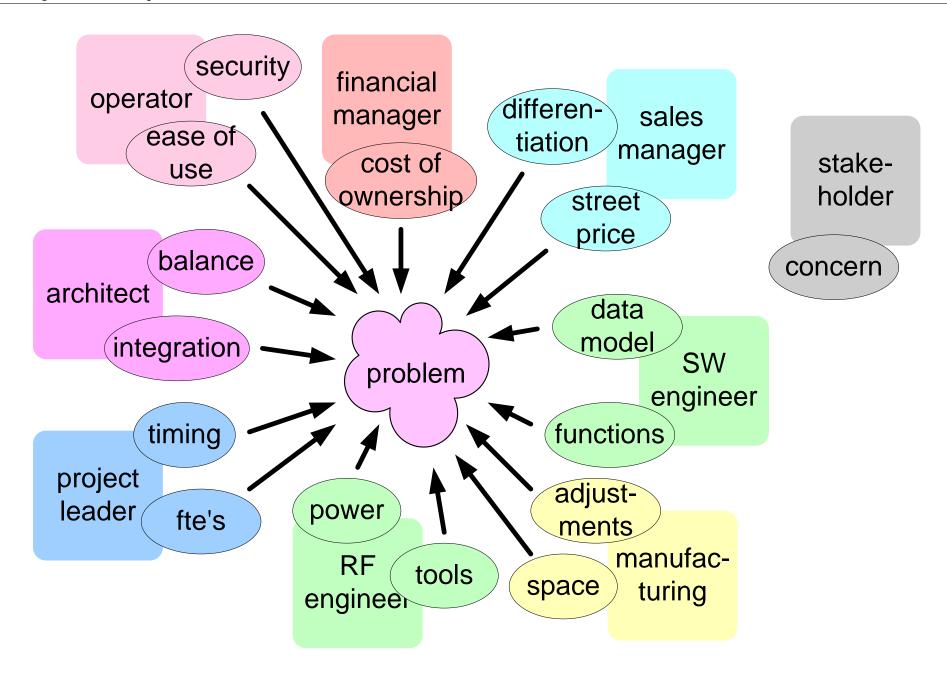
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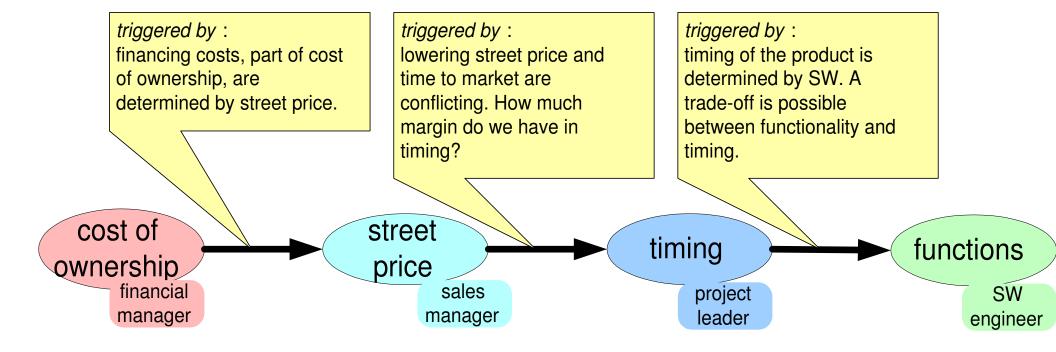


Many viewpoints





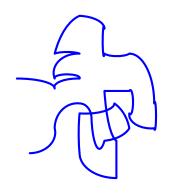
Viewpoint Hopping





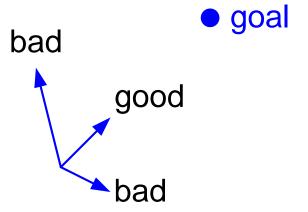
Scanning modes of the architect

open perceptive scanning



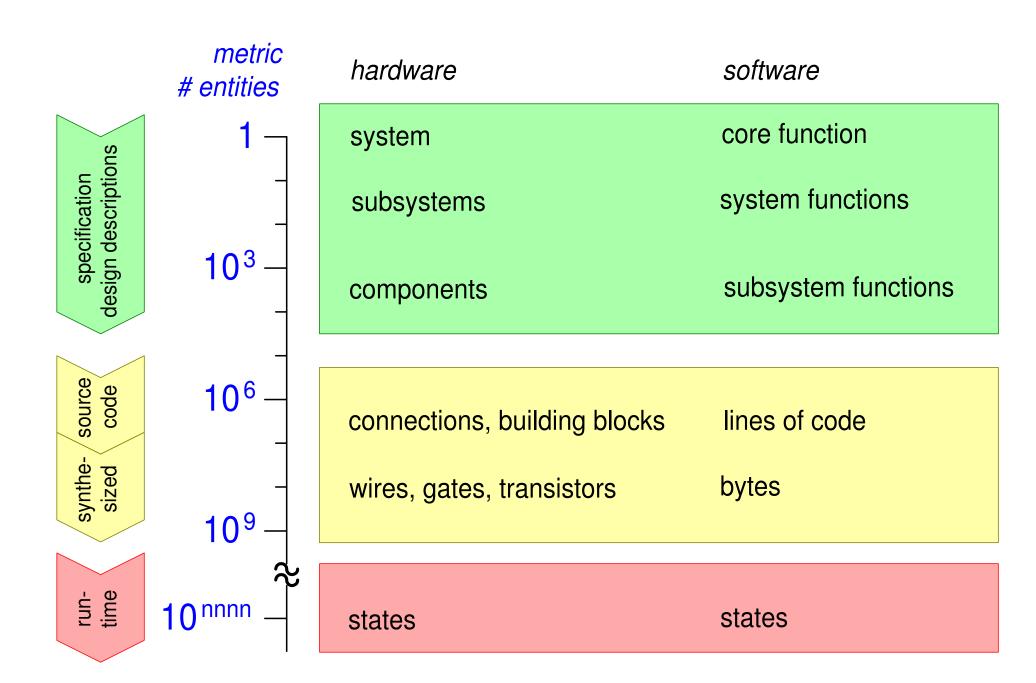
drunkard's walk
the world is full
of interesting
needs, technologies, ...

scanning while structuring and judging



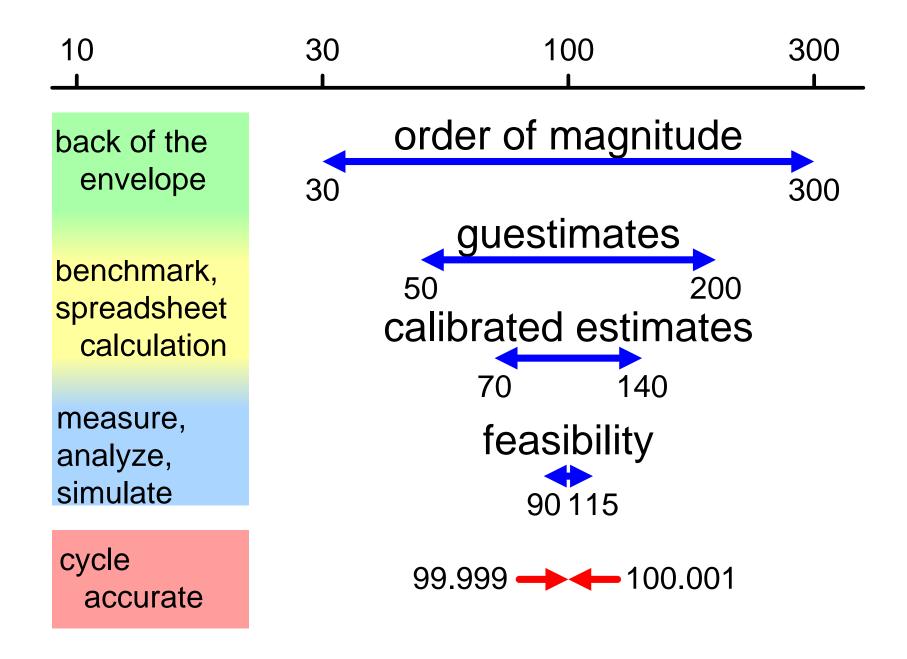
ignore everything that is not contributing directly to the goal





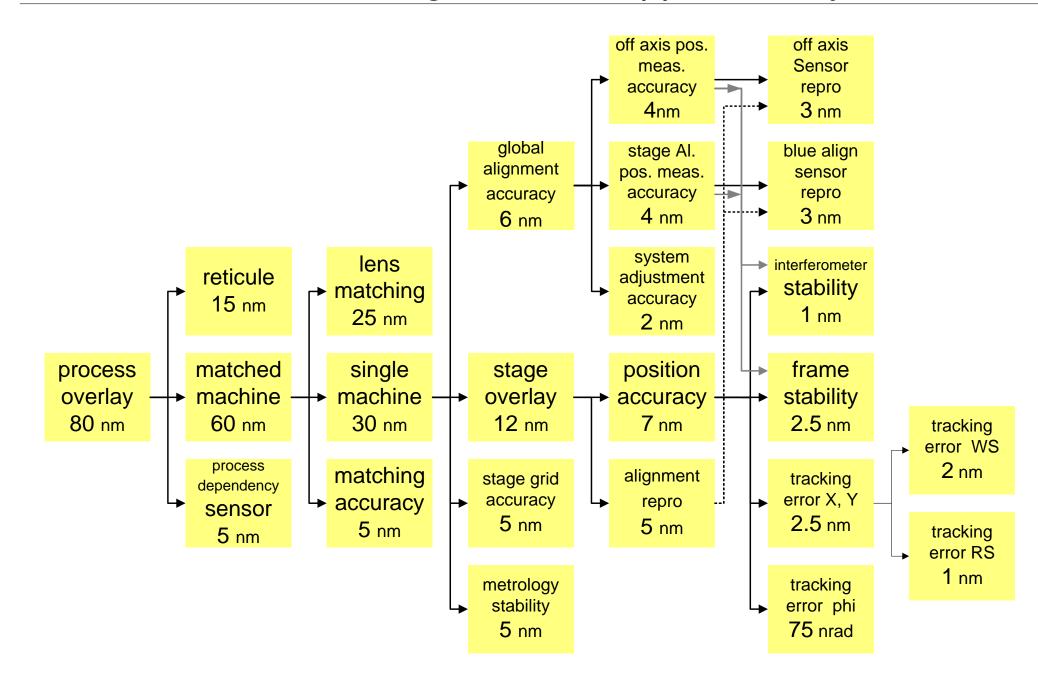


Successive quantification refinement



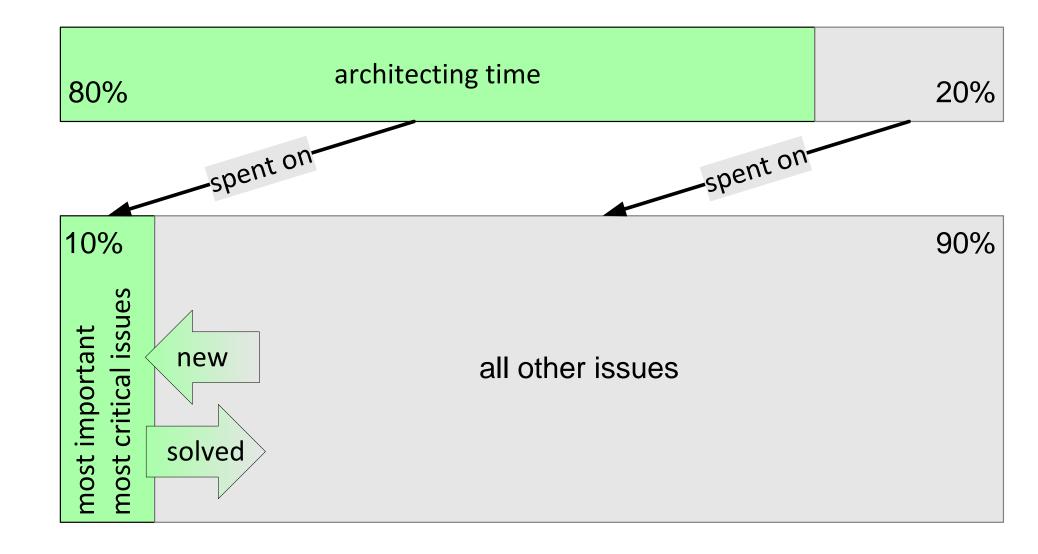


Quantified understanding of waferstepper overlay





Architect focus on important issues



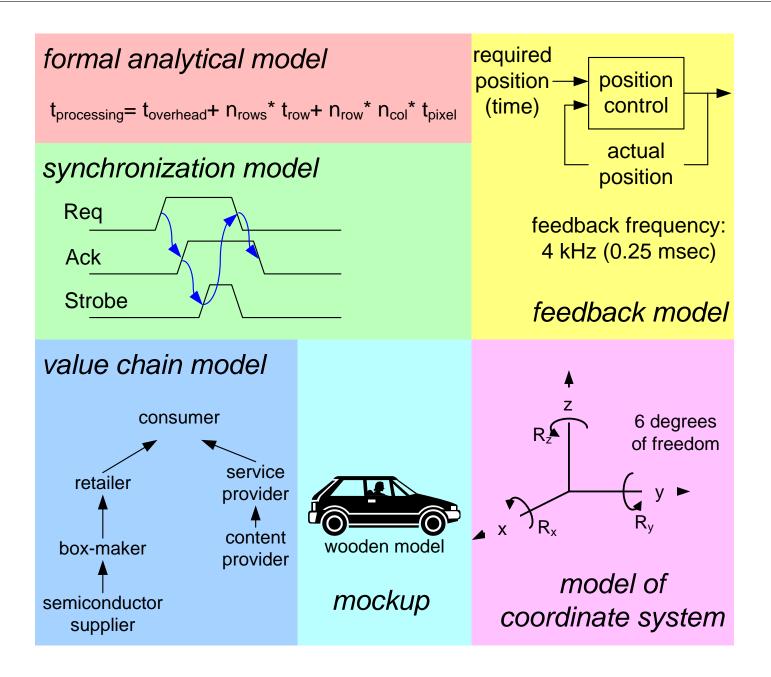


A model is a simplified representation of part of the real world used for:

communication, documentation analysis, simulation, decision making, verification



Some examples of models





Types of models

mathematical	vicuo	
linguistic	visual	
formal	informal	
quantitative	qualitative	
detailed	global	
concrete	abstract	
accurate	approximate	
executable	read only	
← rational—	—intuitive→	

Why

Who

What

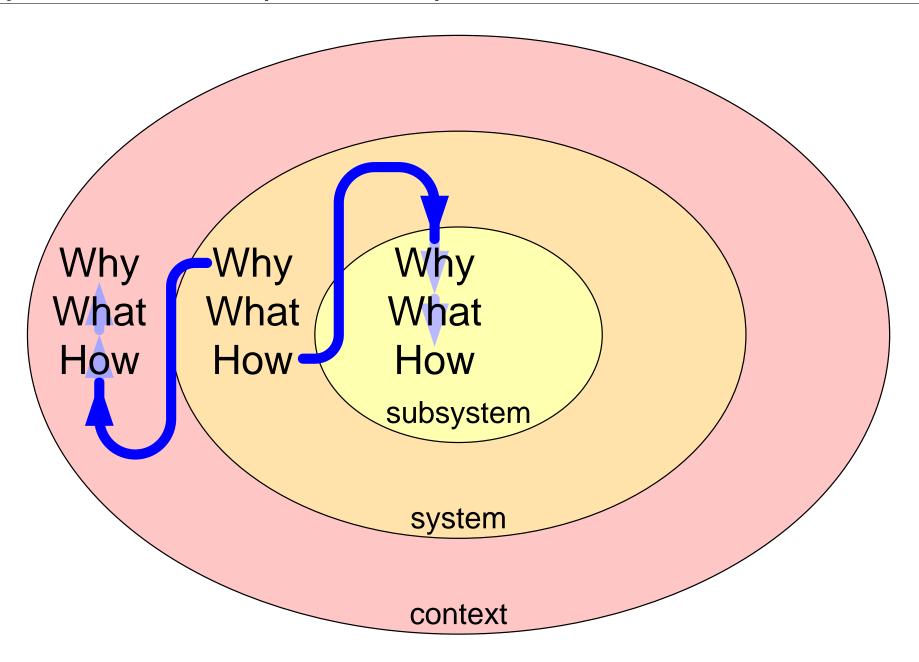
When

How

Where

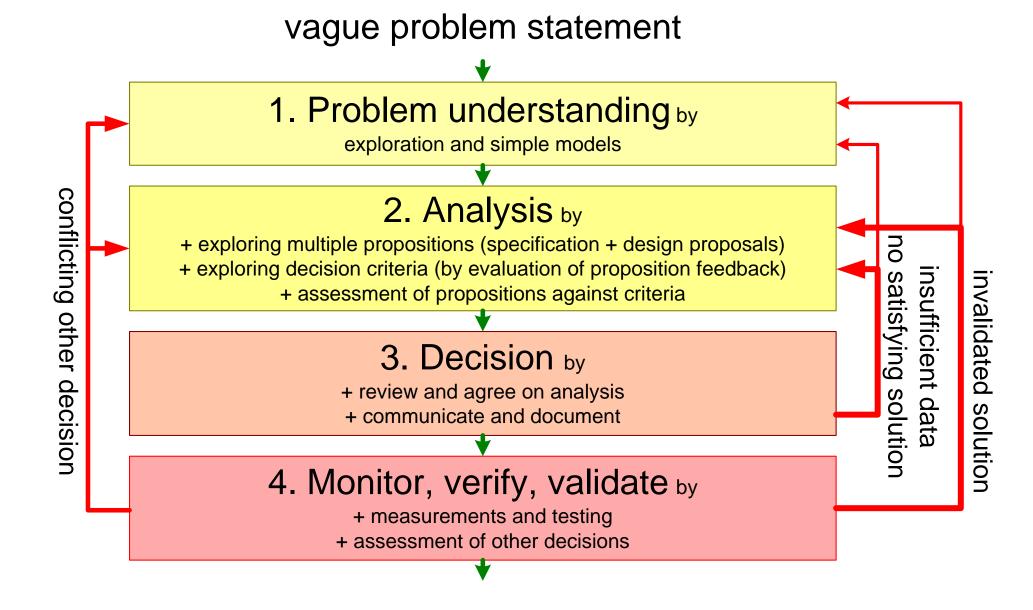


Why broadens scope, How opens details





Flow from problem to solution





Multiple propositions

throughput cost safety	20 p/m 5 k\$	high-performance sensor high-speed moves additional pipelining	350 ns 9 m/s
low cost and performance 1			

throughput	20 p/m	high-performance sensor	300 ns
cost	5 k\$	high-speed moves	10 m/s
safety			
	low co	st and performance 2	

	throughput	25 p/m	highperformance sensor	200 ns
	cost	7 k\$	high-speed moves	12 m/s
	safety		additional collision detector	
high cost and performance				



Recursive and concurrent application of flow

