#### A Collection of Viewpoints

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#### Abstract

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A system architect works by looking at the problem and solution from many different viewpoints, the so-called "viewpoint hopping". A collection of viewpoints is given, based on heuristics in product development of electronic systems, ranging from integrated circuits to wafersteppers and MRI scanners.

The focus is on the higher level viewpoints. The more detailed conceptual and realization viewpoints are not shown here.

This document is created for the WICSA workshop on "Architectural Viewpoints". The mindset of this workshop is strongly driven by the IEEE 1471 definitions. No attempt has been made yet to map the collected viewpoints on the IEEE ontology.





- Are there architectural description issues that don't fit with the IEEE 1471 ontology of stakeholders, concerns, views and viewpoints?
- What methods are there for checking consistency BETWEEN views? How do viewpoint definitions help with consistency checking and view integration?
- What kinds of architectural knowledge about a system fall "outside" of any particular viewpoint?
- Where do we go from here? What next steps should we take? A workshop proceedings or summary? Article? Future meetings? A viewpoint library or handbook?





## WICSA workshop submitted viewpoints

- attribute/decision
- behavior
- conceptual
- feature
- implementation
- logical
- model
- operational
- pattern-composition
- requirements
- resource
- test
- system architect









### Flattening an Architecture into a Description



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#### "BOPA" and "CAFCR" framework



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### Value Chain semiconductors



version: 1.1 25th February 2002 LWAvalueChain





#### Value Chain providers



User













#### Customer Stakeholders:

Consumer User Operator

Financial manager Department manager CEO Purchasing manager

Support department Quality Assurance officer

Service provider Infrastructure provider Content provider Retailer System Integrator / Solution Provider

#### **Operational Stakeholders:**

Sales manager Field service engineer Marketing manager Application specialist

Portfolio manager Project manager Manufacturing engineer Logistics manager Purchasing manager Quality Assurance officer Line manager Developer Test engineer







#### Stakeholders of an Architecture







#### Performance

Safety Security Reliability **Robustness** Useability Appeal, Appearance Throughput or Productivity **Response Time** Image Quality Reproduceability Predicatability Accuracy Transportability Wearability Storability

#### Operational

Manufacturability Testability Serviceability Configurability Installability Evolvability Portability Upgradeability Upgradeability Extendability Maintainability Logistics flexibility Lead time Standards Compliance

# Economics and Environment

Cost price Cost of operation Interaction with environment Power consumption Consumption rate (water, air, chemicals, etcetera) Disposability Size, weight Resource utilization





**Functional** 1. encoding -acquisition compress storage **Decomposition** dedecoding display Pipeline compress Infra-Allocation 3. 4. structure view play binwse 2. Construction Device fileaudio video TXT networking EC. abstraction system **Decomposition** hedur OS drivers S frame-5. Choice of MPEG DSP CPU RAM tuner etc buffer integrating Exception Resource Performance handling usage concepts











- Integrating all viewpoints
- Balancing
- Providing focus, by selecting the most relevant viewpoints
- Identify risks, by monitoring the non selected viewpoints
- Bridging the stakeholder worlds
- Providing overview







Several iterations are required. In later iterations worst cases and exceptional cases are taken into account. The technical estimates are then transformed in budgets.





- Multi-view Architecting. Presentation dec 12th 2000 in Eindhoven. http://www.extra.research.philips.com/natlab/sysarch/ TheIndustreeDecember2000Slides.pdf
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