

A CANON COMPANY

## System architects' challenges



#### System trends in high-tech

- Continuously evolving
- Series of 1
- Autonomous
- Systems of systems
- X as a service
- Parameters x 10

#### Global business and technology trends

- Changing business models
- Increasing customization demands
- Data → AI
- Integration mobile-IT-embedded worlds
- Technology complexity increase
- Cybersecurity
- ...







1990

2005





# Our first digital printer

Speed

Print Quality

Cost price

Ease of use



## Explosion of specs

## **Integral productivity**

 Machine speed, ease of use, reliability, workflow and support software

# **Application** range

 Print quality, consistency, types of paper/media, in/outdoor

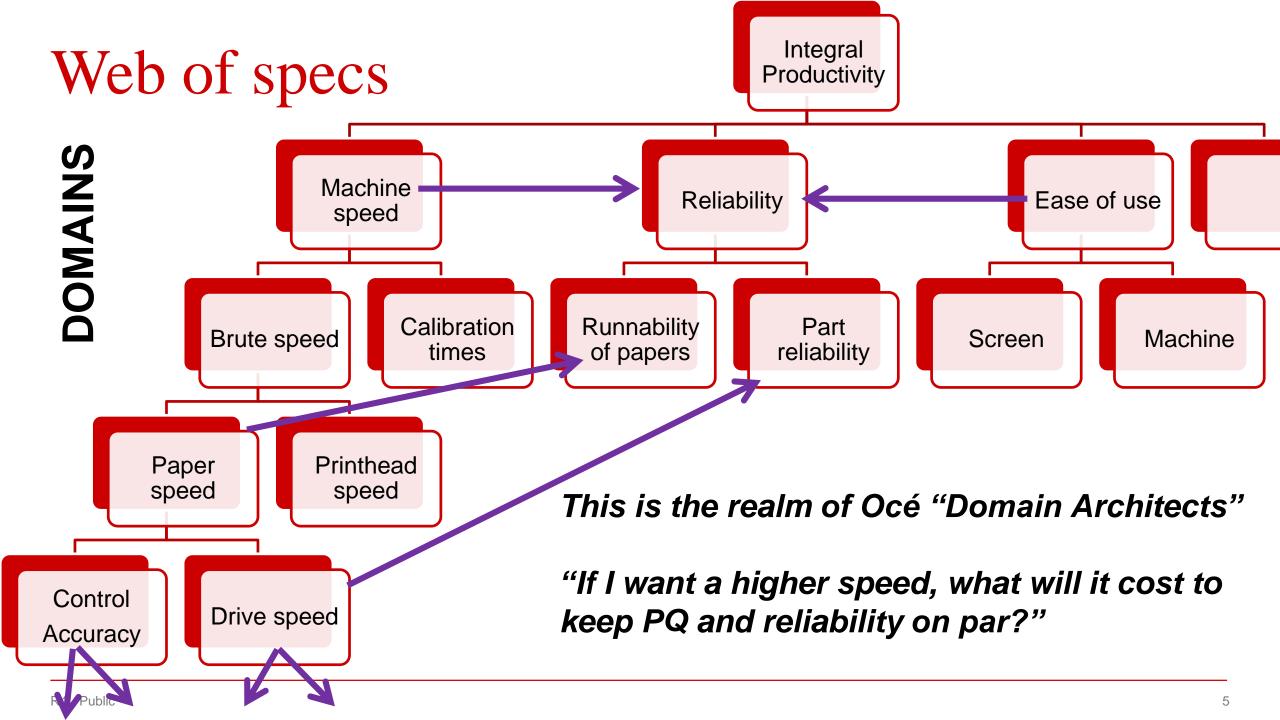
# Total cost of ownership

• Cost price, lifetime and service cost, operator labour cost, floor space/electricity

#### more...

 Design, ergonomics, time to install/repair, safety, security, EMC/SI, emissions, etc.

R4 - Public



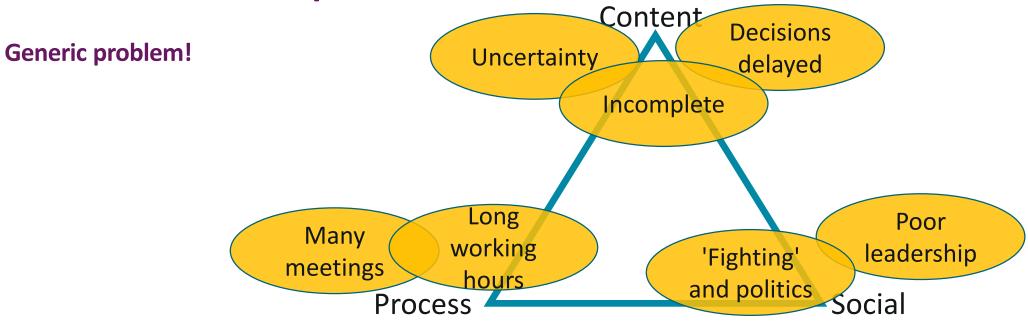
# Océ challenges:

- How to control product specs in a structured way?
- How to juggle and balance specs, matching solution space and problem space?
- How to do this for a LOT of specs?
- Incl. cost and including qualitative specs?
- We like to model and connect the stuff to each other, but how?
- How to do all this in a truly multi-disciplinary way?

R4 - Public 6



Architects in the squeeze...



#### How to

get system overview? → "Too much for one brain!"

keep a consistent system representation? → "Many, many stakeholders"

understand consequences of decisions? → "Too many dependencies"

architect systematically? → "No concrete, operational methods"



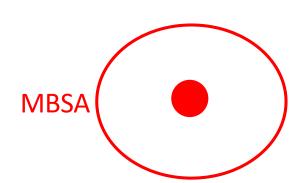
## **Model-Based System Architecting**

A tool-supported decision making methodology for System and Domain Architects

Communication, connecting people with technical and business responsibility

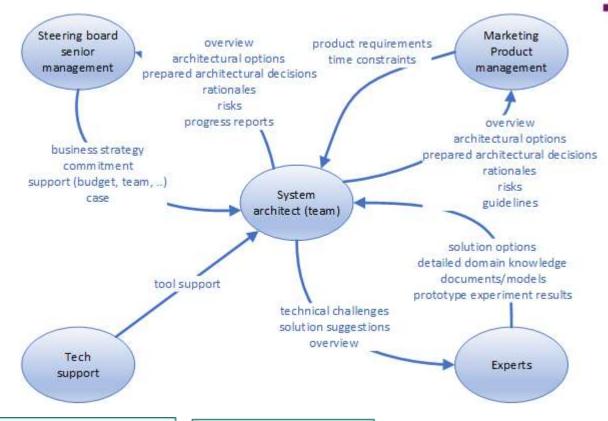
By transparency and systematics

Early architecting phase
Lightweight (back of the envelope) reasoning
From qualitative to quantitative
Combining simple executable models



## ESI

### **Organizing team architecting**



- Goals
- Problem description
- Way of working (team, roles, role TNO-ESI)
- CAFCR quick-scan
- Requirements, constraints
- Views, aspects
- Initial selection critical parameters

- Relations (traffic lights)
- Models, values, uncertainties
- Validation
- Options, concept solutions

- Agreement on current views
- Formalize decisions
- Present results and rationales

Bootstrap

Startup

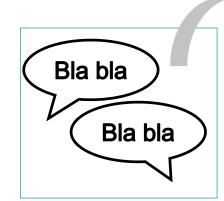
Reflect & Refine

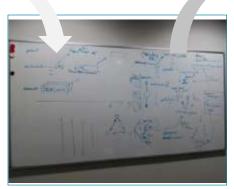
Finalize

Maintenance



## **Organizing architecting process**









Office tools
Presentations
A3 overviews
Documents

Design Framework

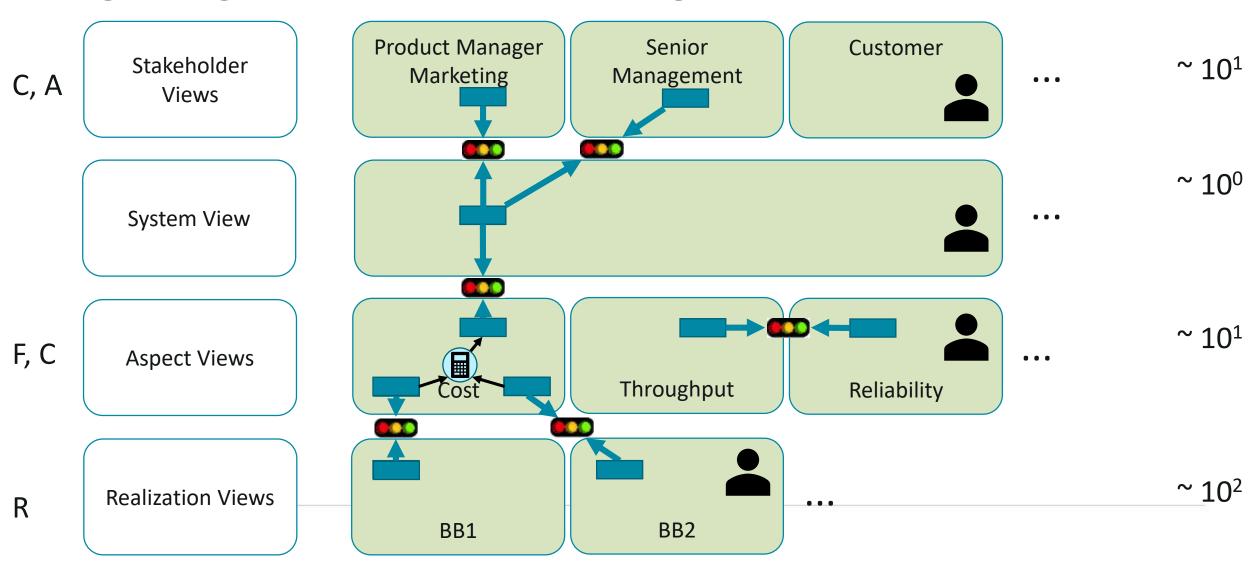
Multi-user

Connected information

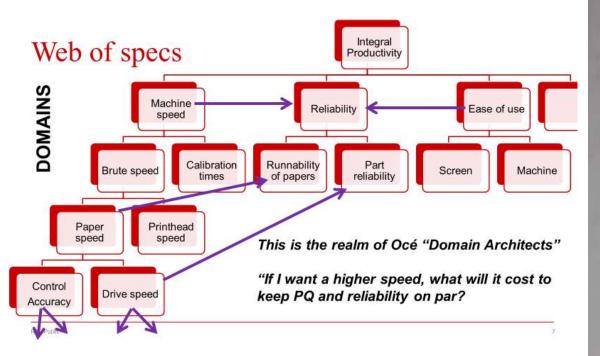
Simple executable models

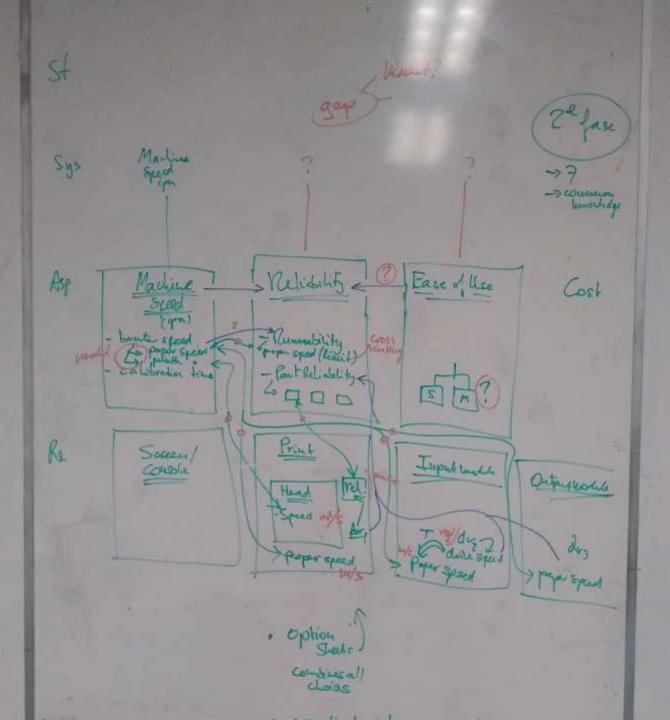


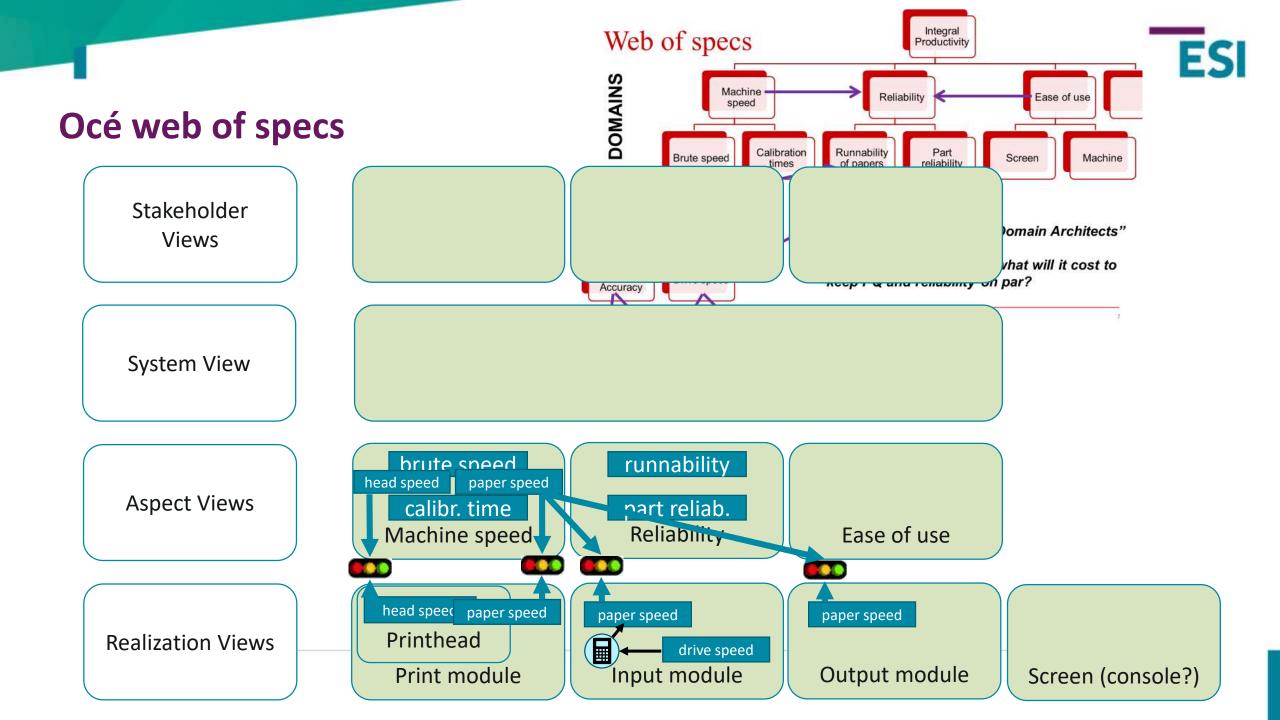
## Organizing the architectural knowledge



## Océ web of specs

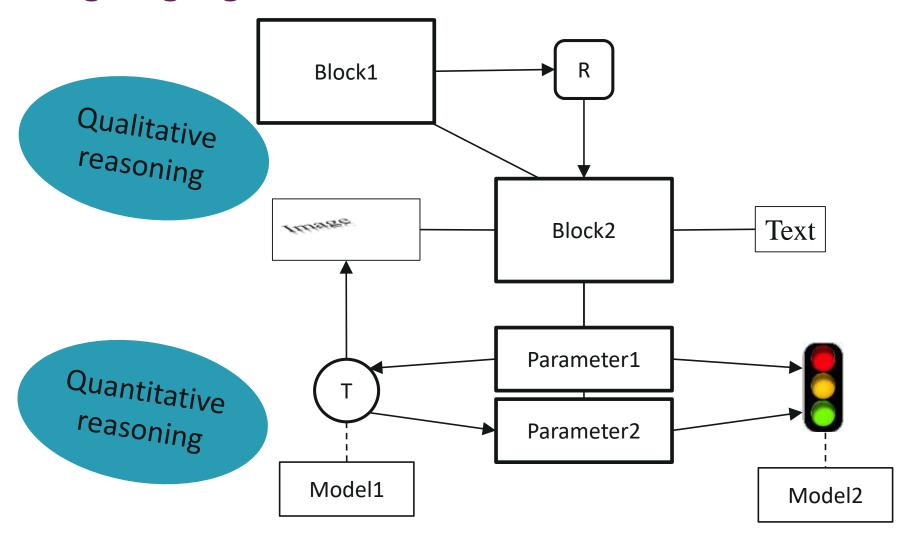




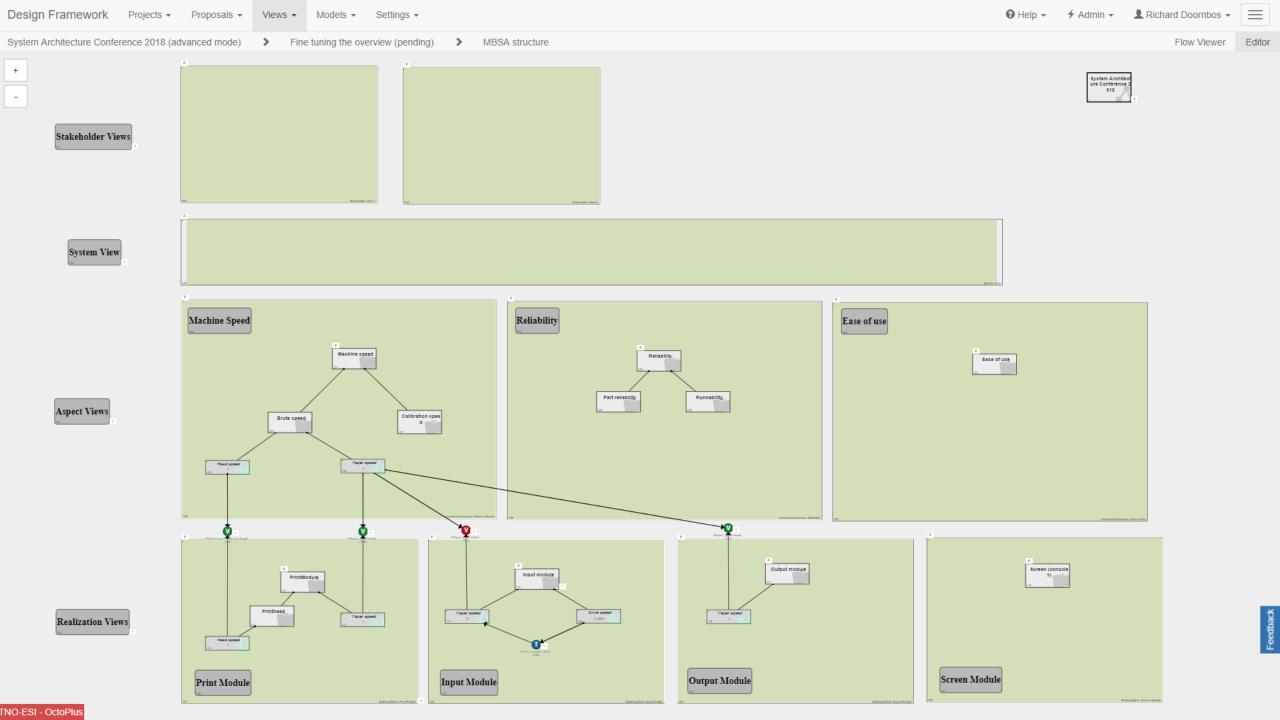




## **Architecting language elements**



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## Challenges

No free lunch: investment in creation of models

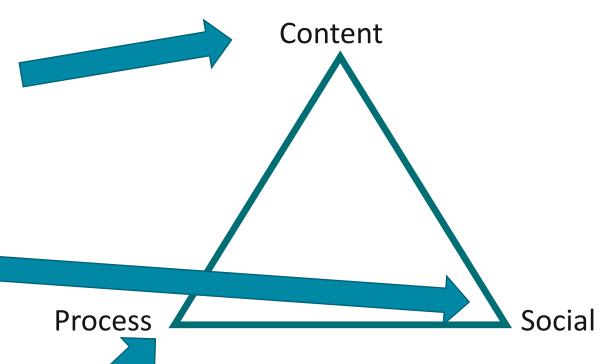
Knowledge is in heads, must be made explicit

#### **Culture change**

- Change towards transparency
- From local heroes to team players
- Education and personal growth for junior architects

#### Change of existing way-of-working

- Fit to company processes and tools
- Away from document-based processes





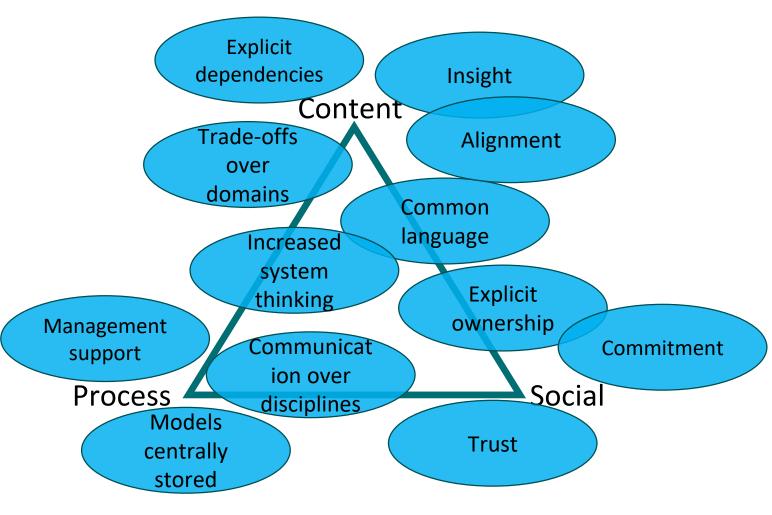
#### **Benefits**

get system insights and overview

keep a consistent system representation

understand consequences of decisions

architect systematically



**Evaluation results** 







#### What is new?

System architecting process with *exploitation of the transparency of models* 

- The process of creating models is as important as the final result
- Connecting models across domains
- Analysis of system (aspect) models and the architectural reasoning for identifying risks and architectural decision making

Complexity is handled by combination of a large number of simple models

#### ARCHITECTURE AND TECHNOLOGY



#### **Frond End**

- Web-app based
- Chrome (not specific)
- JavaScript (ES6): 26k sloc
- React
- Redux

Interface: RESTful (HTTP)

#### **Back End**

- Apache
- MySQL
- PHP: 12k sloc
- Phalcon
- Linux, Windows server

**Interface**: RESTful (HTTP)

#### **Evaluators**

- Java
- Python

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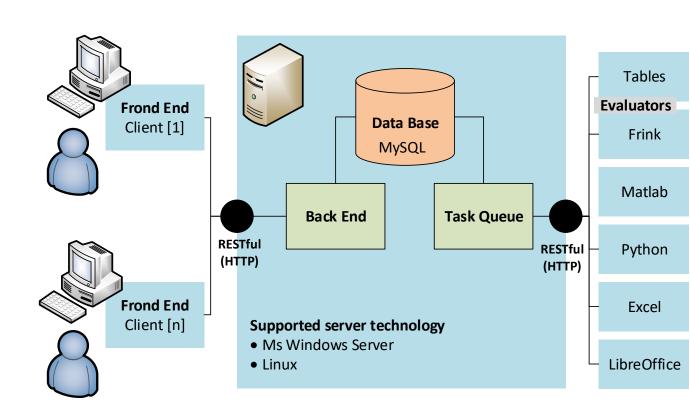
C#

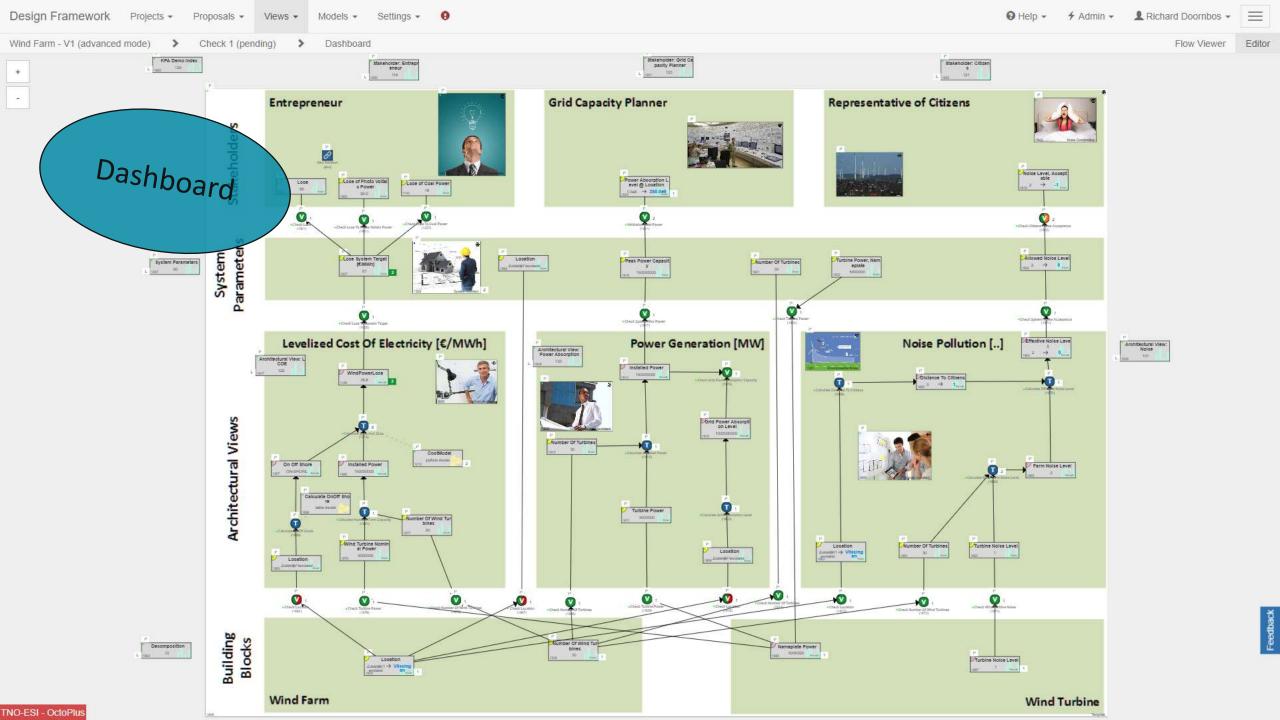
#### **Development**

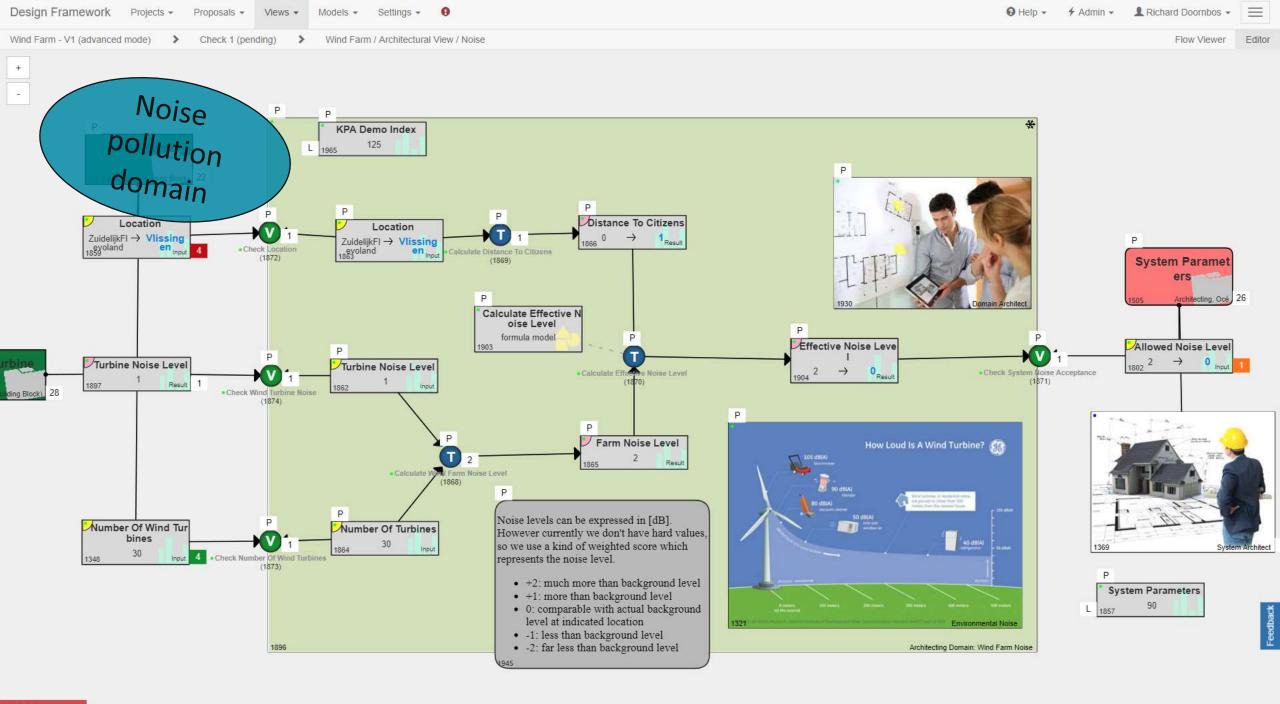
- Webpack
- Jenkins
- ESlint
- NPM
- Composer

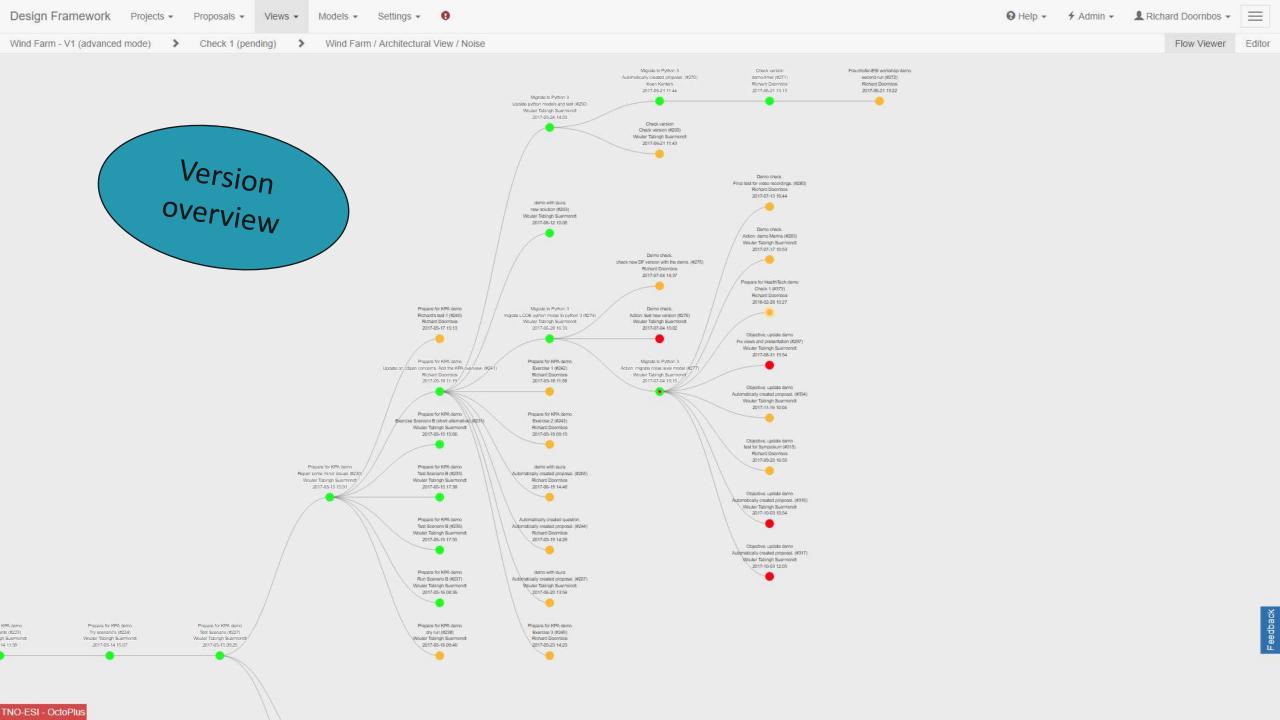
#### **Test**

- BDD Gherkin, Behat, Selenium.
- Back end (1800)
- Front end (380)











### **Summary of Design Framework features**

**Few basic concepts** 

Calculation propagation, consistency checks (traffic lights), generation of graphs, linking of views

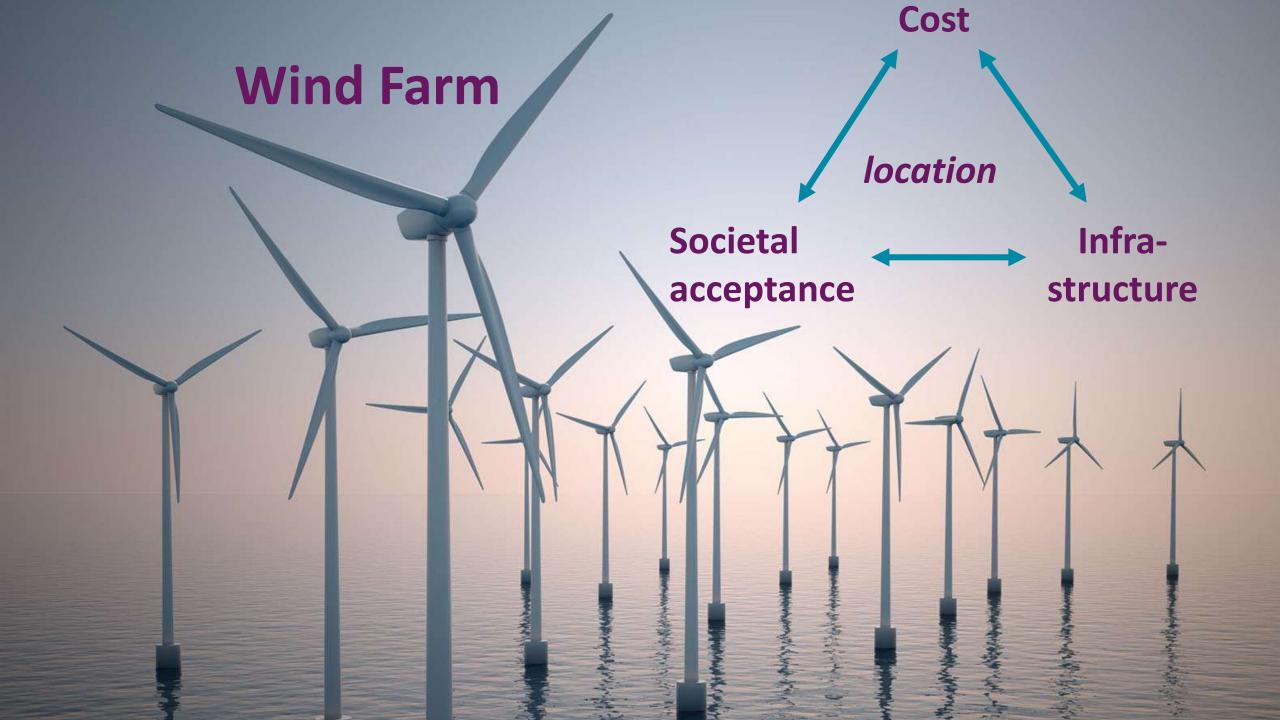
Interoperability with external modeling tools

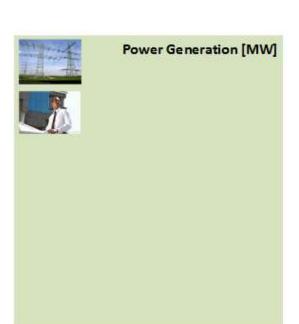
**Central storage (single source)** 

Multi-user, web-based

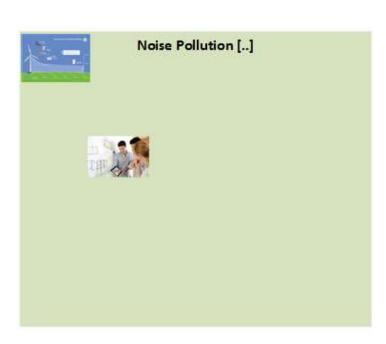
**Industry scalable** 

Versioning





**Grid Capacity Planner** 



Representative of Citizens

Architectural Views

**Wind Farm** 









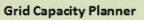
#### Entrepreneur







Renewable energy Wind or Photo voltaic?





Unpredictable, **Grid stability** 

Representative of Citizens





Noisy! Not in my backyard

System Parameters

System Architect

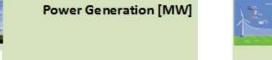


How to deal with concerns and technology?

Architectural Views

Levelized Cost Of Electricity [€/MWh]





How to make the plant competitive?

How to deliver the maximum power performance?



Noise Pollution [..]



How to keep noise within acceptable level?

Building Blocks



Wind Farm







