



# Automated Insulin Delivery

Lane Desborough

Co-founder and Chief Engineer, Bigfoot Biomedical

# Disclaimer and Disclosure

- Lane Desborough is an employee of Bigfoot Biomedical, Inc.
- Bigfoot Biomedical, Inc. does not market or sell any medical devices.
- This presentation was prepared by Lane Desborough in his personal capacity. The opinions expressed in this article are the author's own and do not reflect the view of Bigfoot Biomedical, Inc.

# Lane Desborough



1992 M.Sc. Chemical Engineering (Process Control), Queen's University, "Performance Assessment Measures for Univariate Control"

1990 B.A.Sc. Chemical Engineering with Management Sciences Option, University of Waterloo





# MISTAKES

IT COULD BE THAT THE PURPOSE OF YOUR LIFE IS  
ONLY TO SERVE AS A WARNING TO OTHERS.

# What is this?

1. It cost billions of dollars to build, operate, and maintain
2. It is in some way unique and has no identical twin
3. It is one of the most complex systems in the world
4. It's but one part of a larger system
5. It deals with incredibly hazardous situations, 24x7
6. It provides something which society must have to survive
7. It employs hundreds of professionals from many disciplines
8. Its ongoing operation involves thousands of complex tasks
9. It's subject to ever changing conditions in the environment
10. It adapts and changes over a multidecade life
11. It is incredibly safe, reliable, secure, and efficient



My first  
cyberphysical system





# Phillips Cables



University of Waterloo  
Faculty of Engineering

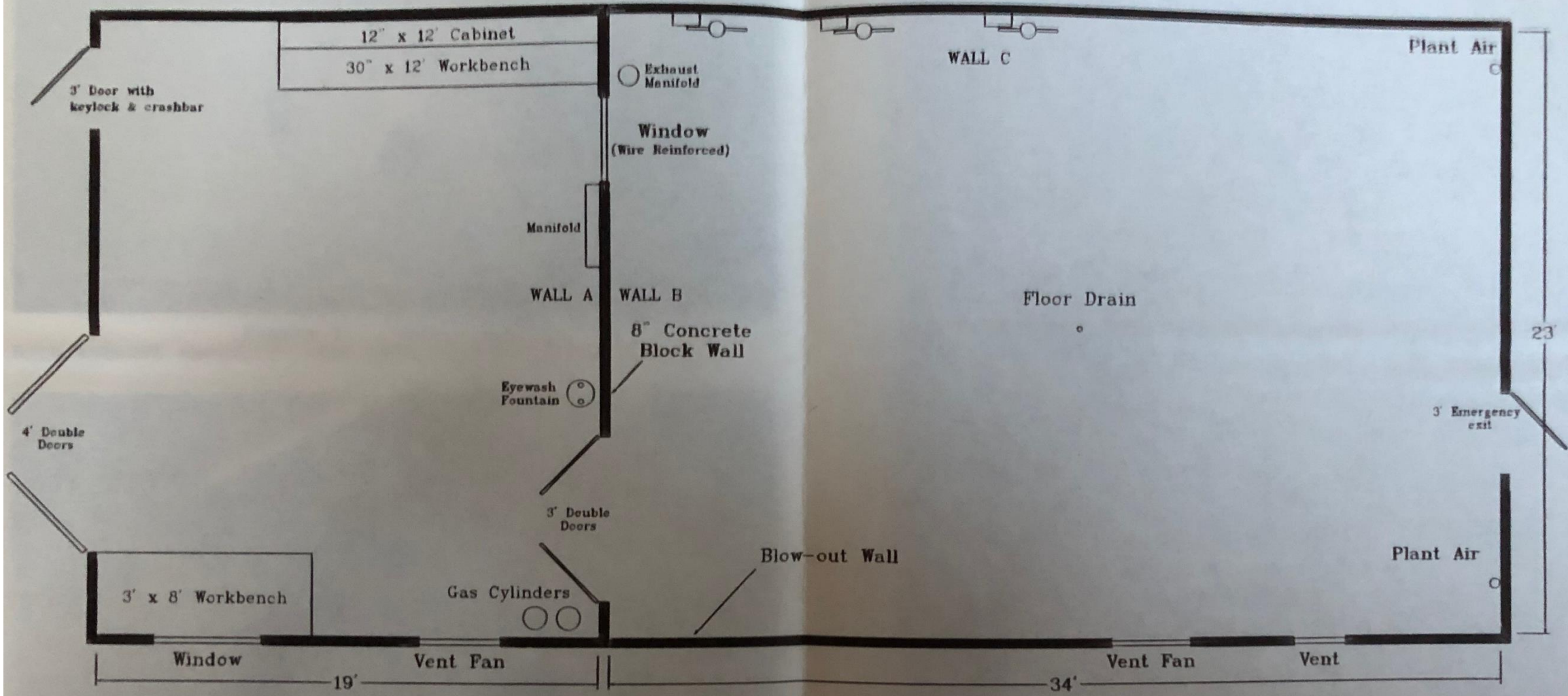
Overview of the Pump Cable Test Laboratory:  
Operations and Equipment

Phillips Cables Limited  
Brockville, Ontario

L. Desborough  
2B Chemical Engineering

April 30, 1988





**Phillips**  
**cables**  
 LIMITED

Pump Cable  
 Test Facility

SCALE:

DRAWN BY:  
 L. Desborough

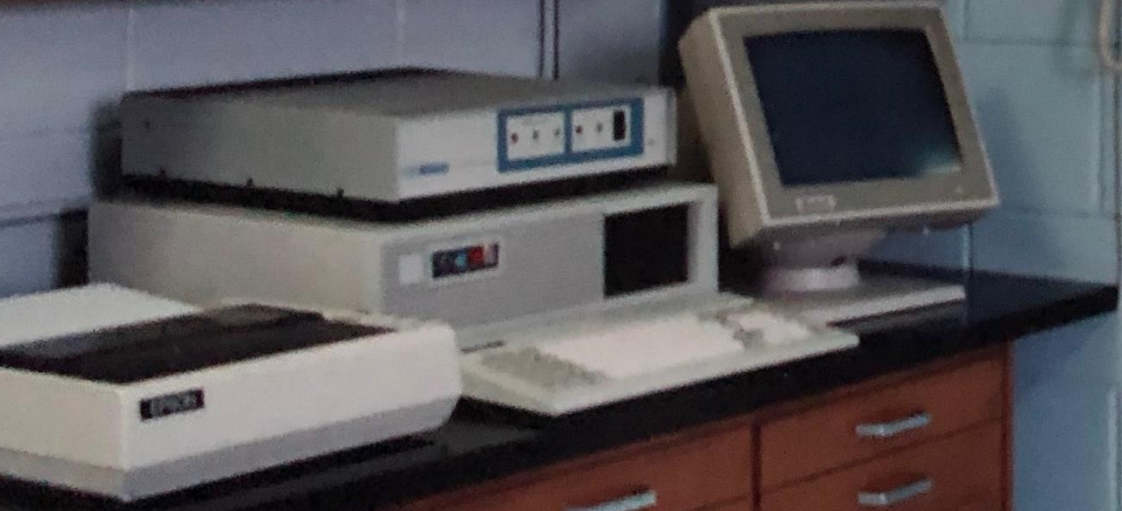
**OVERALL LAYOUT**

DATE:  
 88/02/15

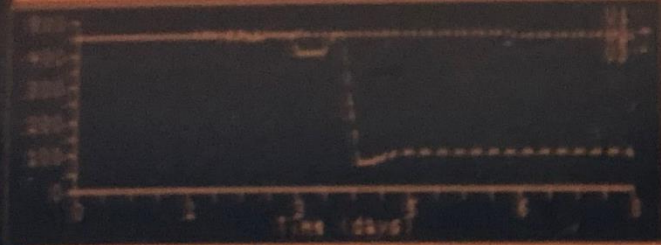
REVISION 2

DRAWING NUMBER:  
 PCTL-1

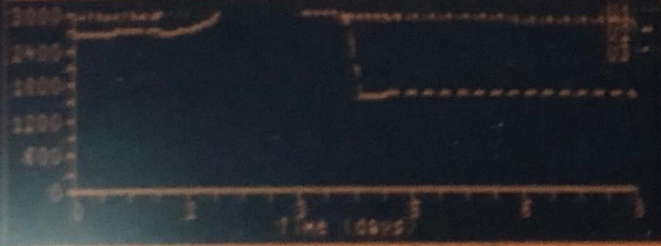




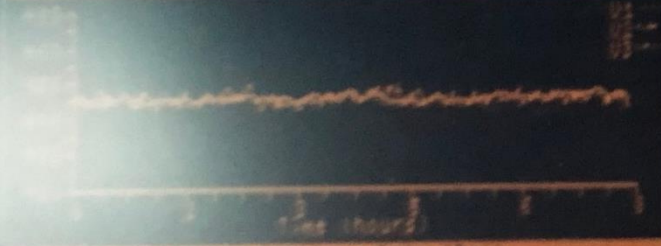
Daily Temperature Data (F)



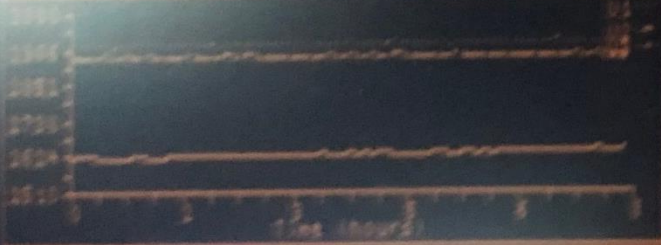
Daily Pressure Data (Psi)



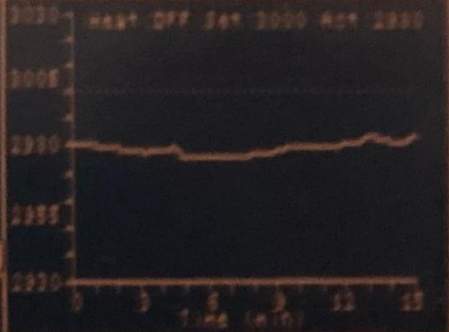
Hourly Temperature Data (F)



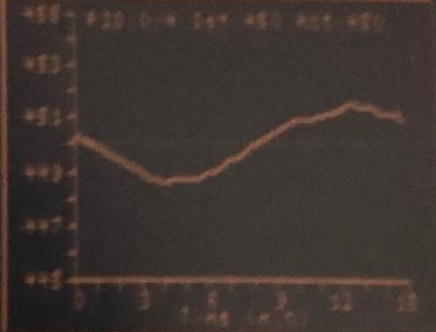
Hourly Pressure Data (Psi)



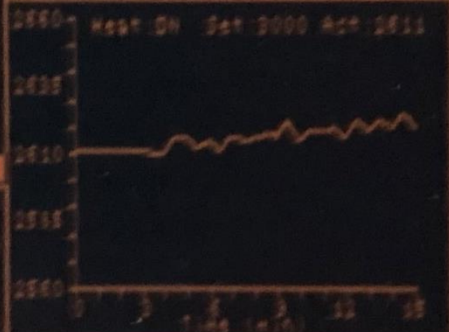
Vessel 1 Pressure (Psi)



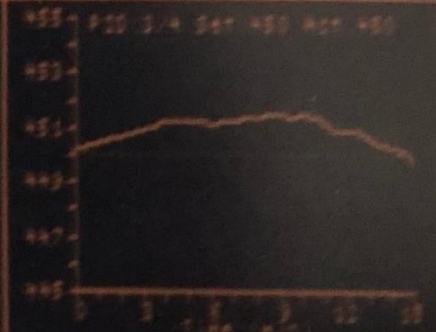
Vessel 1 Temperature (F)



Vessel 2 Pressure (Psi)



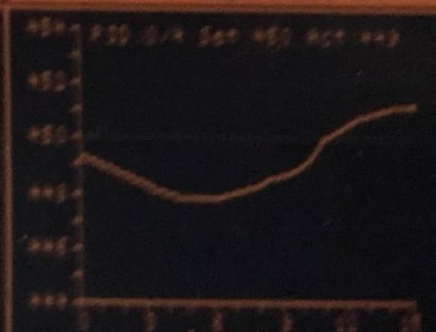
Vessel 2 Temperature (F)



Vessel 3 Pressure (Psi)



Vessel 3 Temperature (F)



1000 Space 338K

Press any key for option menu

[Cycle 1 ON/16/88 15:29]







My second  
cyberphysical system



An aerial photograph of a large industrial facility, likely a refinery or chemical plant, situated in a rural area. The facility features numerous tall distillation columns, complex piping, and several large white spherical storage tanks in the foreground. Plumes of white smoke or steam are visible rising from various parts of the plant. The surrounding landscape consists of green fields and a clear blue sky with scattered clouds.

6,000,000,000

5,000

15

- **Process Modeling**

- **Basic Control**

- **Advanced Control**

- **Statistical Data Analysis**

- **Operations Support**

- **Human-Machine Interfaces**

- **Real Time Optimization**

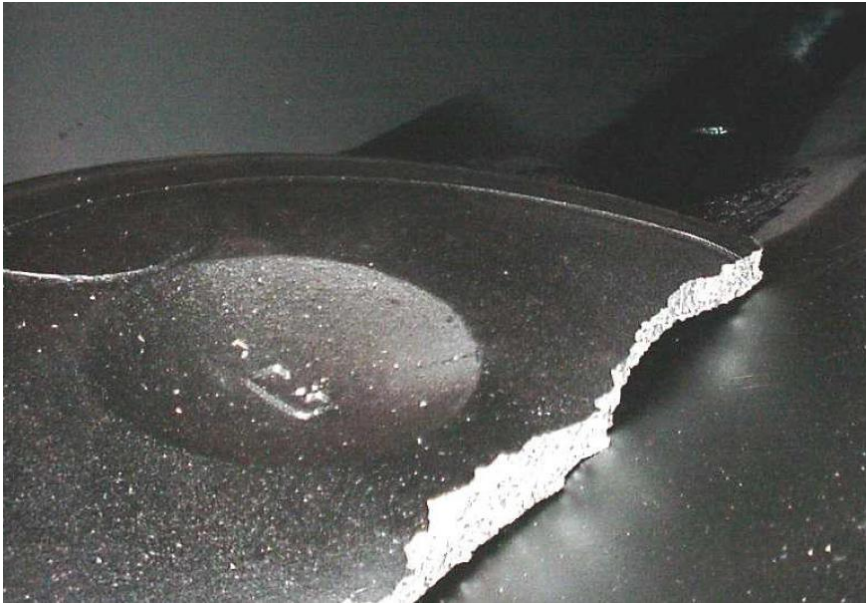
- **Control System Modernization**



**Bad things can happen during mode transitions,  
when the state of the system is changing.**



# Software is a harmless mental abstraction until it is instantiated in the physical world



David Gent, "Software Upgrade Triggers Events that Lead to Plant Shutdown", AIChE Ethylene producers' conference; 2004; New Orleans, La16; 542-563



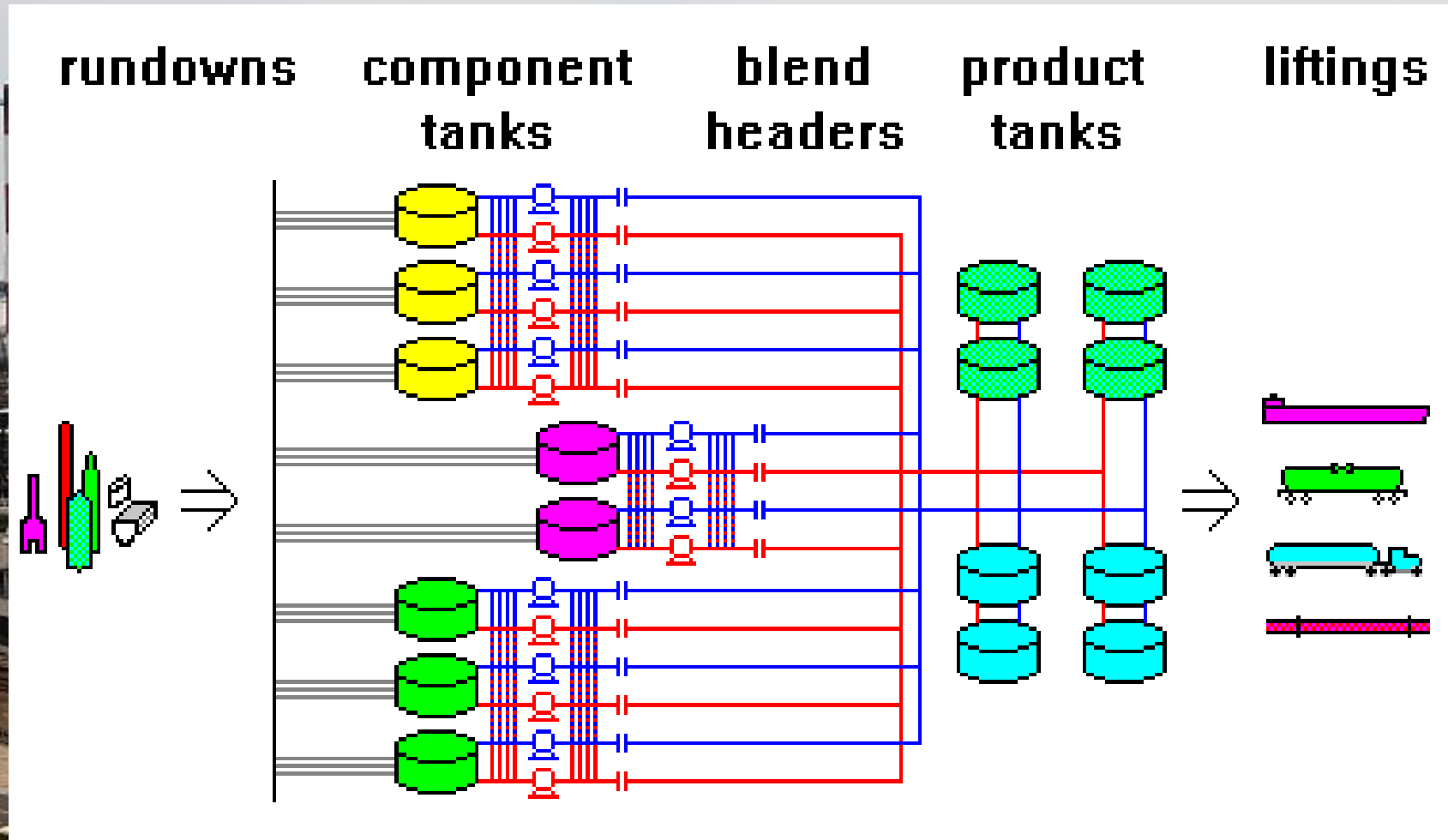
My third  
cyberphysical system

Ulsan refinery is the third largest oil refinery in the world with a capacity of 840,000bpd. It is located in Ulsan Metropolitan City in South Korea and is owned by SK Energy. The refinery produces LPG, gasoline, diesel, jet fuel and asphalt.





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# Paint dealer problem



White  
1 gal

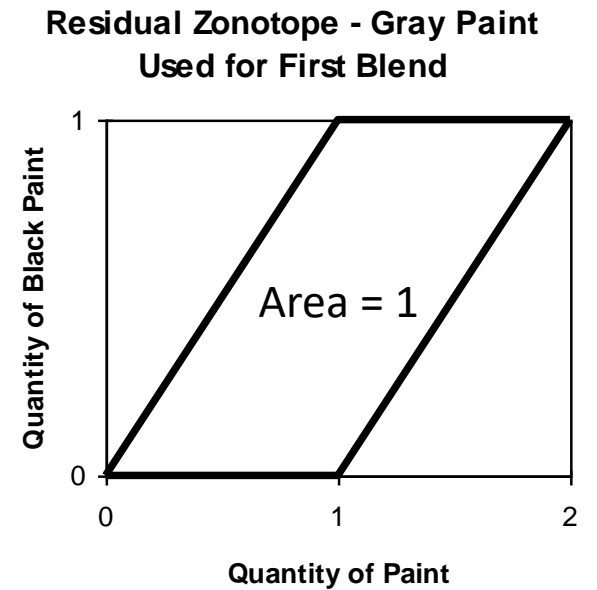
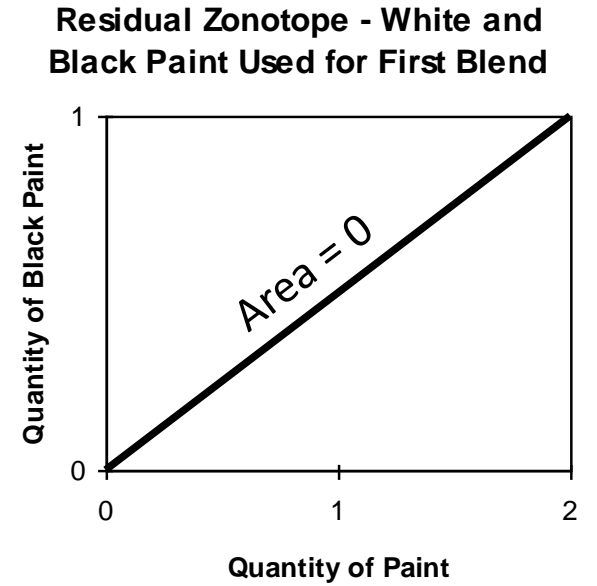
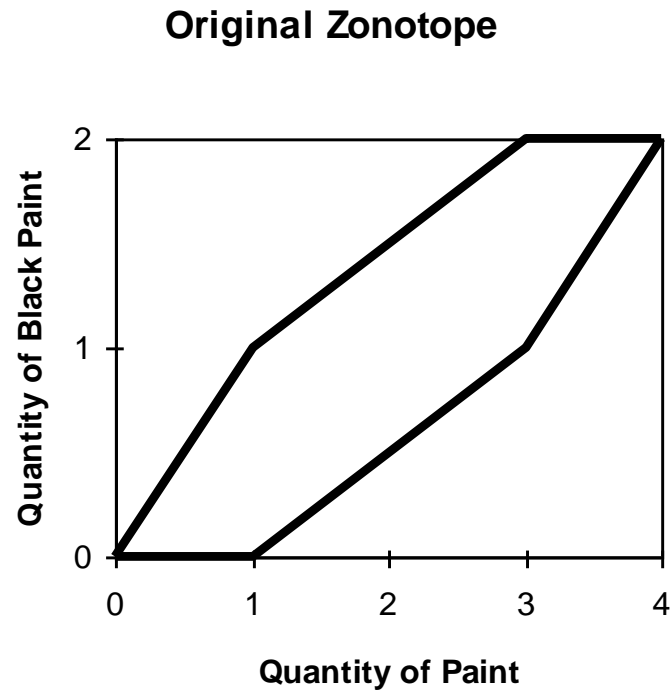
Gray  
2 gal

Black  
1 gal

Cost  
10\$/gal

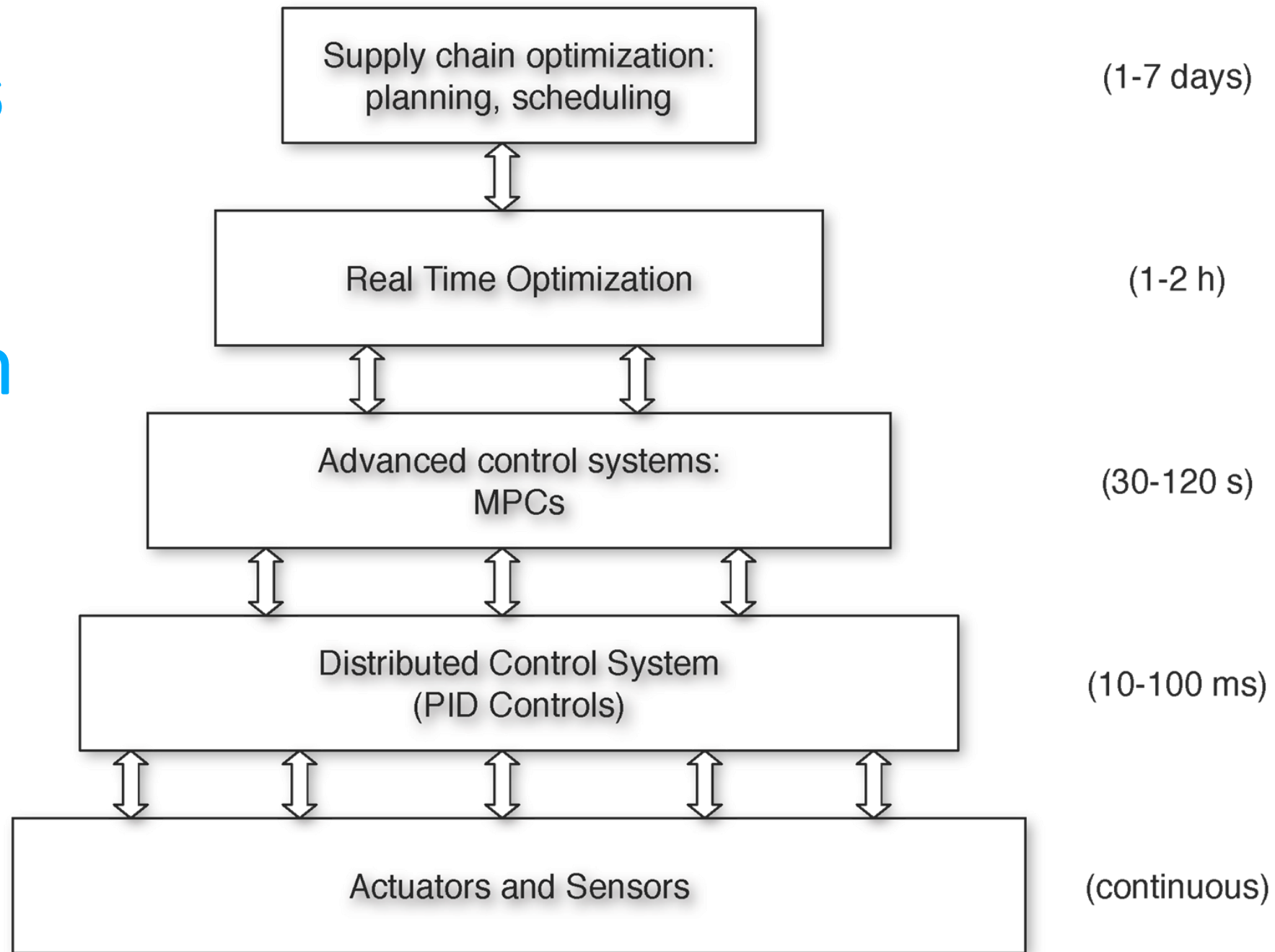
Cost  
12\$/gal

Cost  
9\$/gal



# Continuous Process Industry Automation

Hierarchical,  
temporally  
decoupled  
control



My 4<sup>th</sup>-65<sup>th</sup>  
cyberphysical systems



Australia, Brazil, Britain, Canada, France, Germany, Hungary, India, Japan, Korea, Malaysia, Mexico, Singapore, South Africa, United States

















Feedback is amazing

# The Power of Feedback

---

## Karl Åström

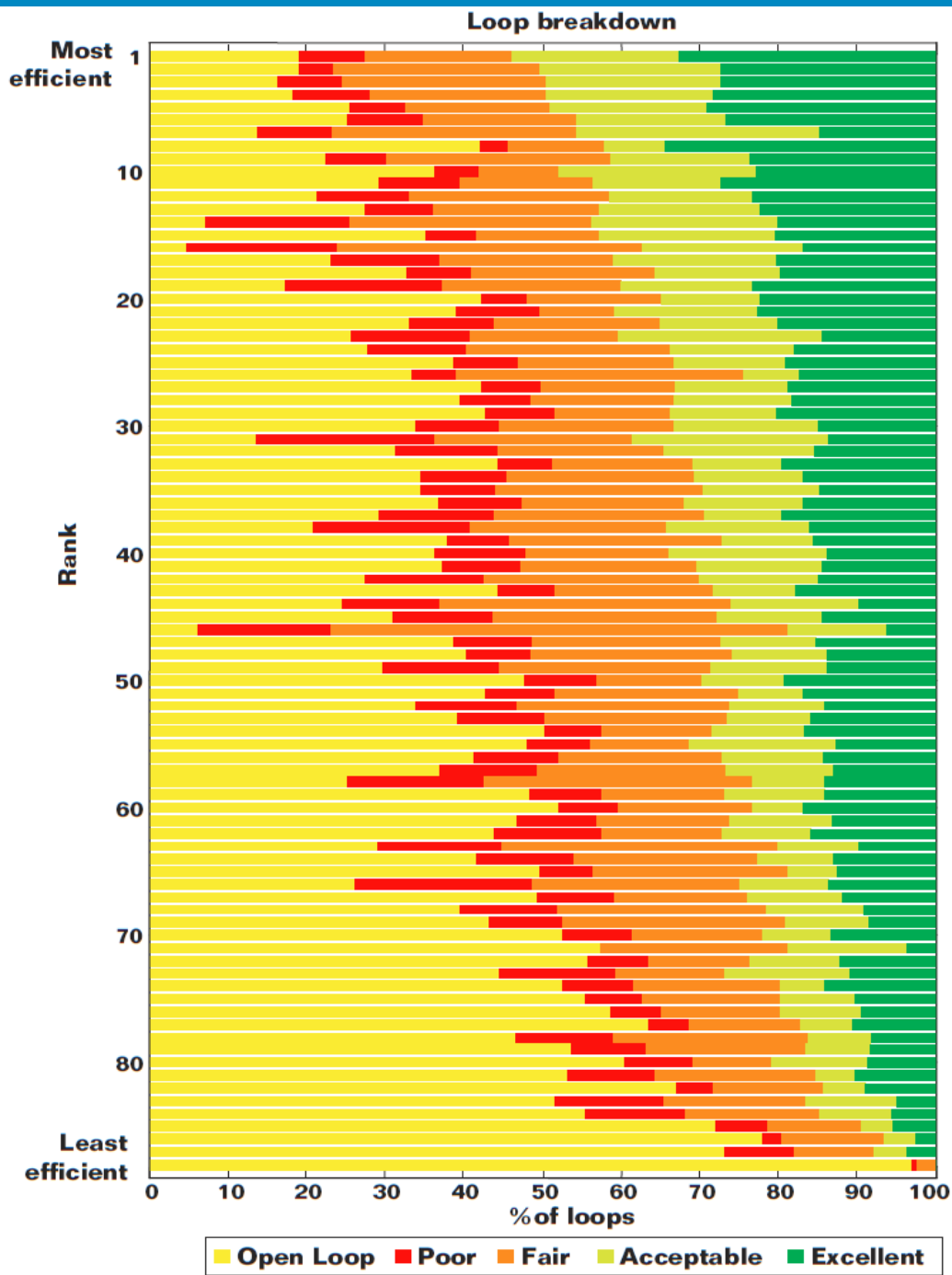


Feedback has some amazing properties, it can

- ▶ make a system insensitive to disturbances and component variations,
- ▶ make good systems from bad components,
- ▶ stabilize an unstable system,
- ▶ create desired behavior, for example linear behavior from nonlinear components.

The major drawbacks are that

- ▶ feedback can cause instabilities
- ▶ sensor noise is fed into the system



# It mostly works

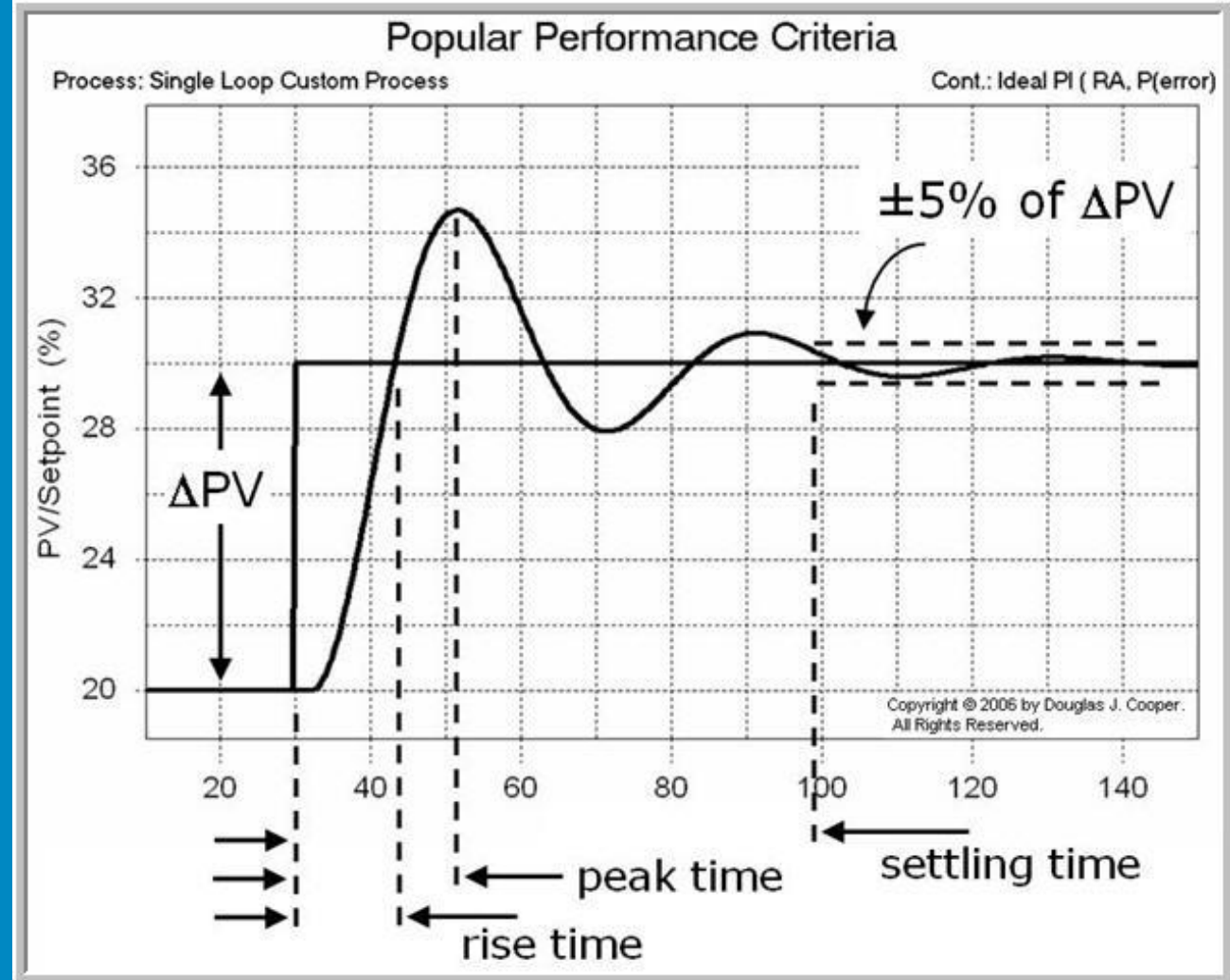
- 1000 facilities, 250,000 loops
- Tuning, sticky valves, common oscillations

Desborough, Lane, Perry Nordh, and Randy Miller. "Process Out of Control." InTech - International Journal for Measurement Control 48.8 (2001): 52-56.

Desborough, Lane, and Randy Miller. "Increasing customer value of industrial control performance monitoring-Honeywell's experience." AIChE symposium series. American Institute of Chemical Engineers; 1998.

# Controller Performance

- Setpoint Response
- Cumulative Error
- Overshoot
- Harris Index\*



\* Desborough, Lane and Harris, Tom (1992). 'Performance assessment measures for univariate feedback control'. Canadian Journal of Chemical Engineering.



Why do we use feedback?

The purpose of control is to safely transfer variability from a place where it hurts (**the controlled variable**) to the place where it doesn't hurt as much (**the manipulated variable**) so that we don't have to do as much work



Cruise control:

**From:**



**To:**



Thermostat:



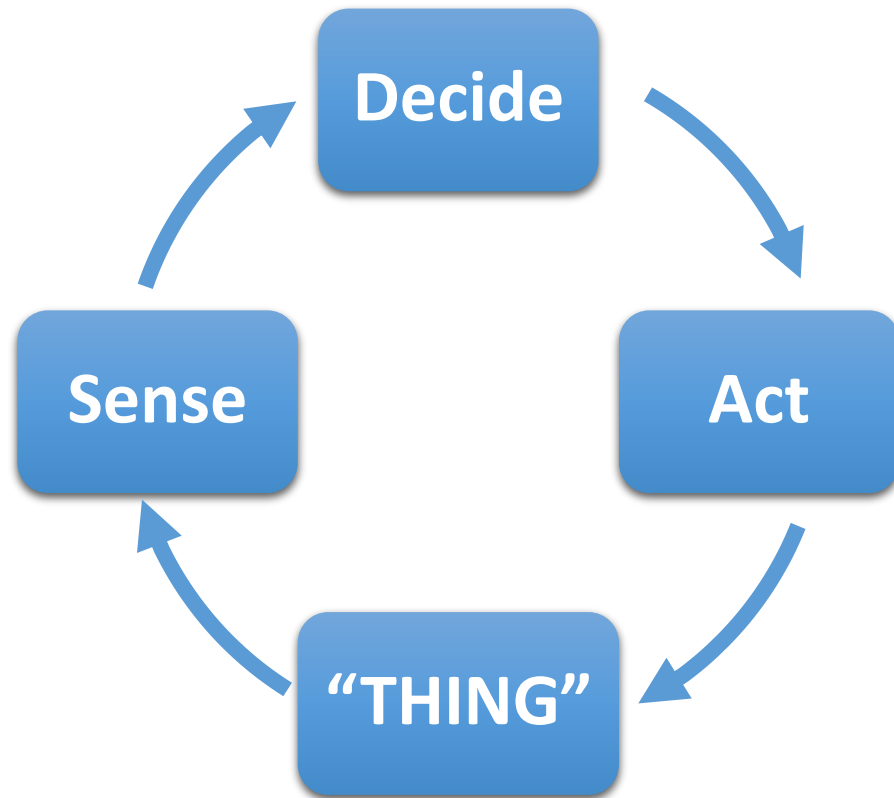
Control System:



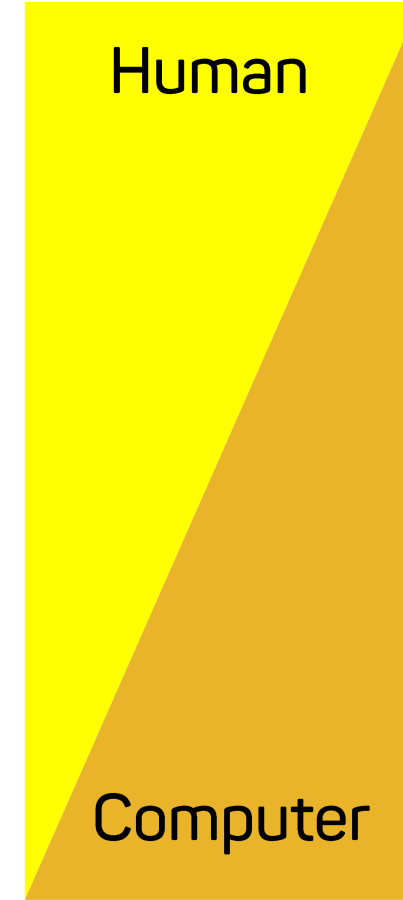
Autopilot



# Opportunity: Feedback automates tasks

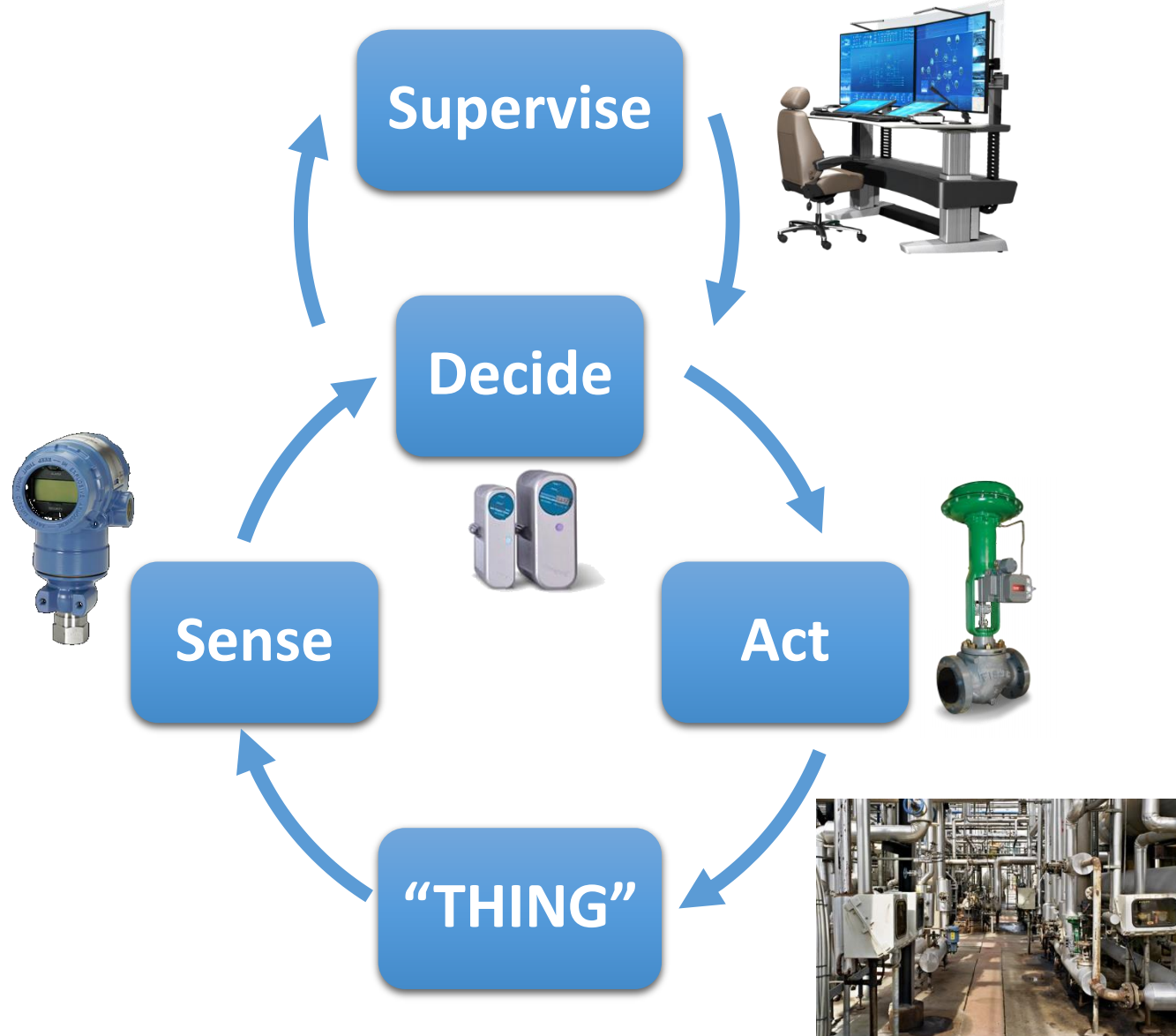


Manual Control



Full Automation

# Automation adds new tasks



- Supervision
- Troubleshooting
- System maintenance



Don't forget the human!



# Humans and computers are good at different things

## “Blink”

Humans are good at:

- “Recognition”
- Pattern recognition
- Troubleshooting
- New situations

## “Think”

Computers are good at:

- “Cognition”
- Vigilance / repetitive tasks
- Fast response to defined situations
- Automated procedures

Improper task allocation between the human and automation may result in:

- High cognitive load from supervisory task
- Automation-induced complacency
- Brittleness (opposite of resiliency)
- Mistrust of automation
- Erosion of expertise and engagement



# Automation is not a panacea

- Deskilling, Complacency, Addiction, Miscalibrated Trust

Lack of practice can result in degradation of basic knowledge and skills

- Task Saturation, Brittleness, Mode Confusion, Loss of Situational Awareness

Use of automated systems can reduce workload during normal operations but may add complexity and workload during demanding situations

Automation and Safety Forum 02, 03 June 2015 Brussels: Findings and Conclusions

<https://www.skybrary.aero/bookshelf/books/3105.pdf>

Nancy Leveson, “Engineering a Safer World”; American Airlines, “Children of the Magenta”; David Mindell, “Our Robots, Ourselves”; Some Lessons Learned About Flight Deck Automated Systems, Kathy Abbott, PhD, FRAeS Federal Aviation Administration 2 June 2015, <https://www.skybrary.aero/bookshelf/books/3094.pdf>; Levels of Automation Advantages & Disadvantages, <https://www.skybrary.aero/bookshelf/books/3120.pdf>

# Abnormal Situation Management<sup>®</sup>

*Joint Research and Development Consortium*

**Honeywell**

**ConocoPhillips**

*USER CENTERED DESIGN SERVICES*  
*Achieving Excellence in Control Room Operations*

**ExxonMobil**

**Celanese**

**ITS** | **UCLA**

**ChevronTexaco**

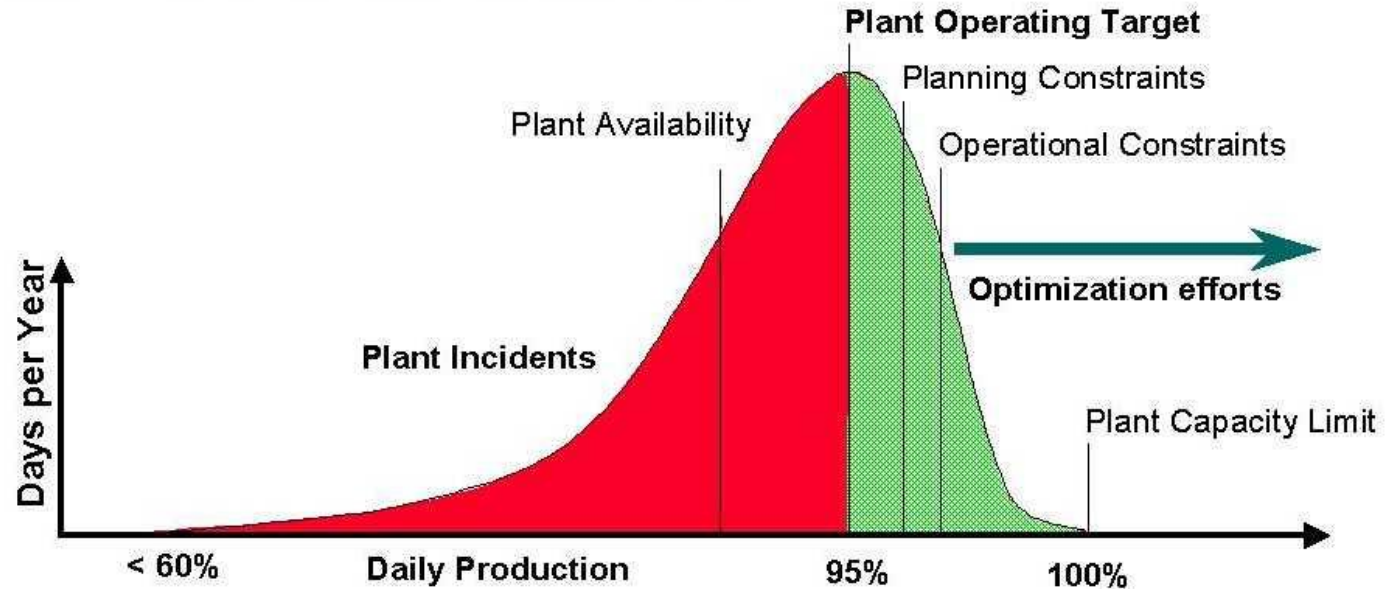
**BAW**  
Architecture



**Shell**

**NOVA** Chemicals<sup>®</sup>

*Unexpected Events Cost 3-8% of Capacity*  
*\$10 Billion annually in lost production*

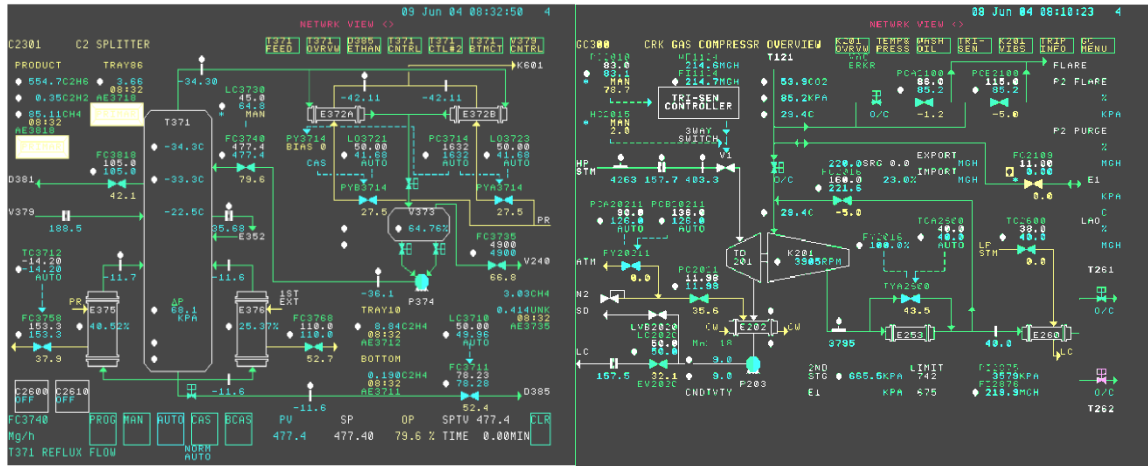


[www.asmconsortium.com](http://www.asmconsortium.com)

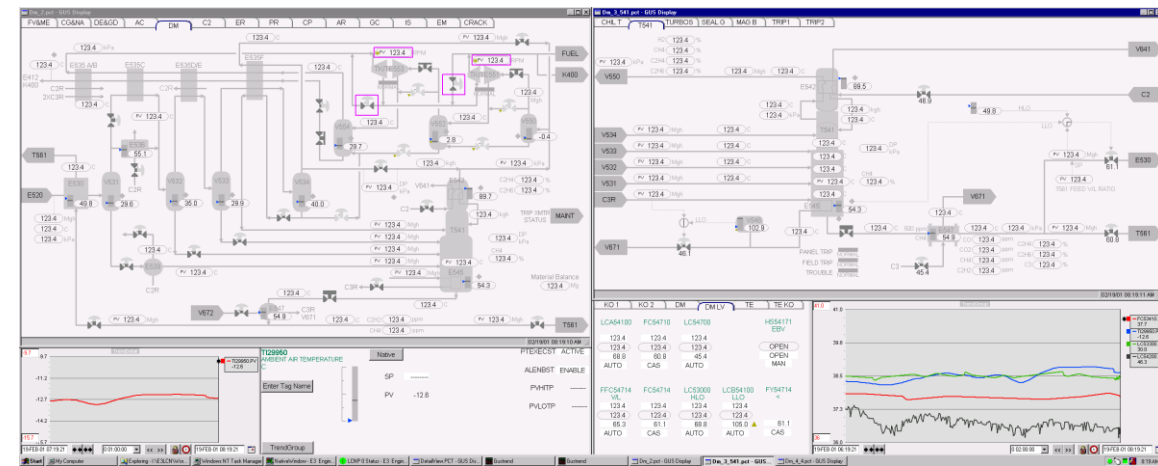


# Human Factors and Automation

Effective visual workplaces help “make problems visible”



VS.



Operator displays make a huge difference:

Responded faster and more consistently to abnormal situations

- 35%–48% improvement over the traditional console

Recognized, before the first alarm, that an abnormal situation was present in 48% of the situations

- 38% improvement over the traditional console

Successfully dealt with 96% of the abnormal situations

- 26% improvement over the traditional console

Source: Errington, DeMaere, and Wade “Supporting Key Console Operator Interactions through the Control System Interface”, 2005 AIChE meeting.

# Human Centered Automation

Situational Awareness / Appropriate Automation / Usability Principles

Old



New



My most recent  
cyberphysical system



# Insulin requiring diabetes has a large unmet need

A **data driven** disease

where an **average person** is required to **self-titrate**

a **dangerous medicine** on a **24x7x365** basis;

more than **66%** of them

are treated by **primary care physicians**

# Insulin delivery is crushingly burdensome

- **Physical Burden**

- extra devices on the body
- needles, catheters, sensors, and finger sticks
- sleep deprivation
- food, exercise, travel limitations
- chronic complications (retinopathy, neuropathy, nephropathy)

- **Financial Burden**

- short term costs, long term costs
- sick days
- opportunity costs
- indirect costs

- **Cognitive Burden**

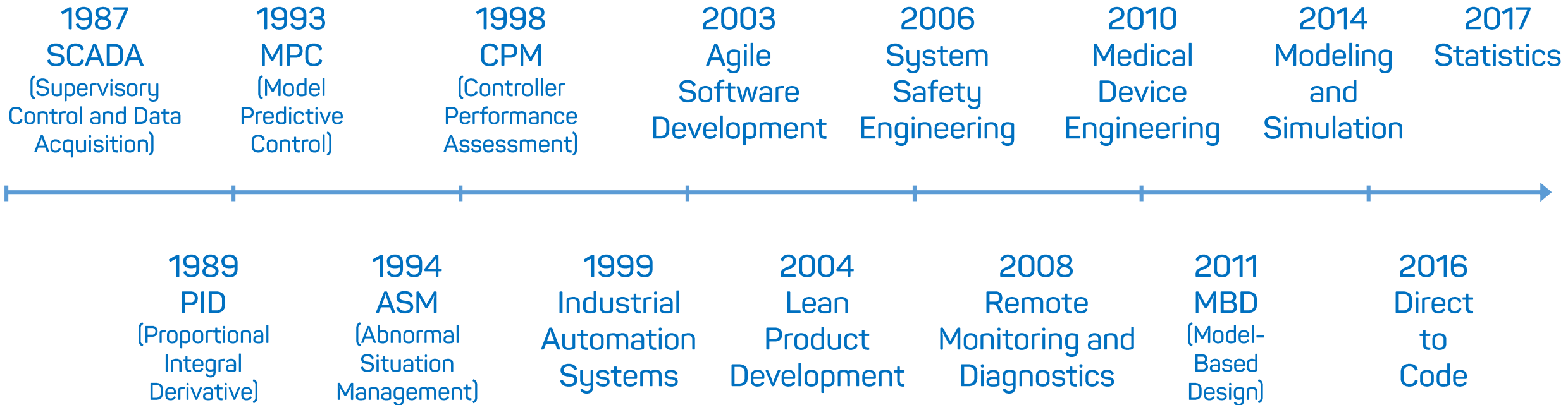
- observation tasks
- calculations
- problem solving tasks
- therapy management tasks
- skill development and retention tasks
- supply management tasks

- **Emotional Burden**

- fear of hypos
- fear of chronic complications
- self-image, depression, self-esteem

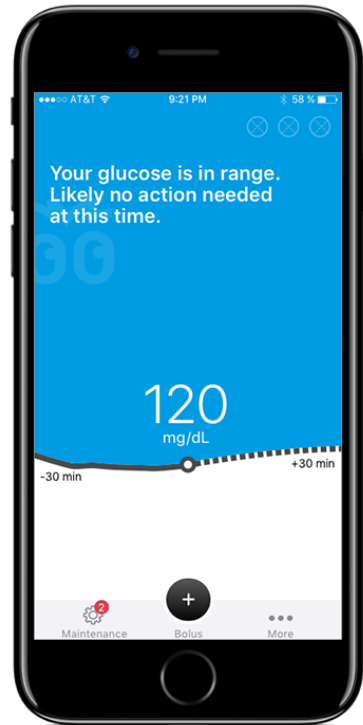


# 30 years of industrial automation experience



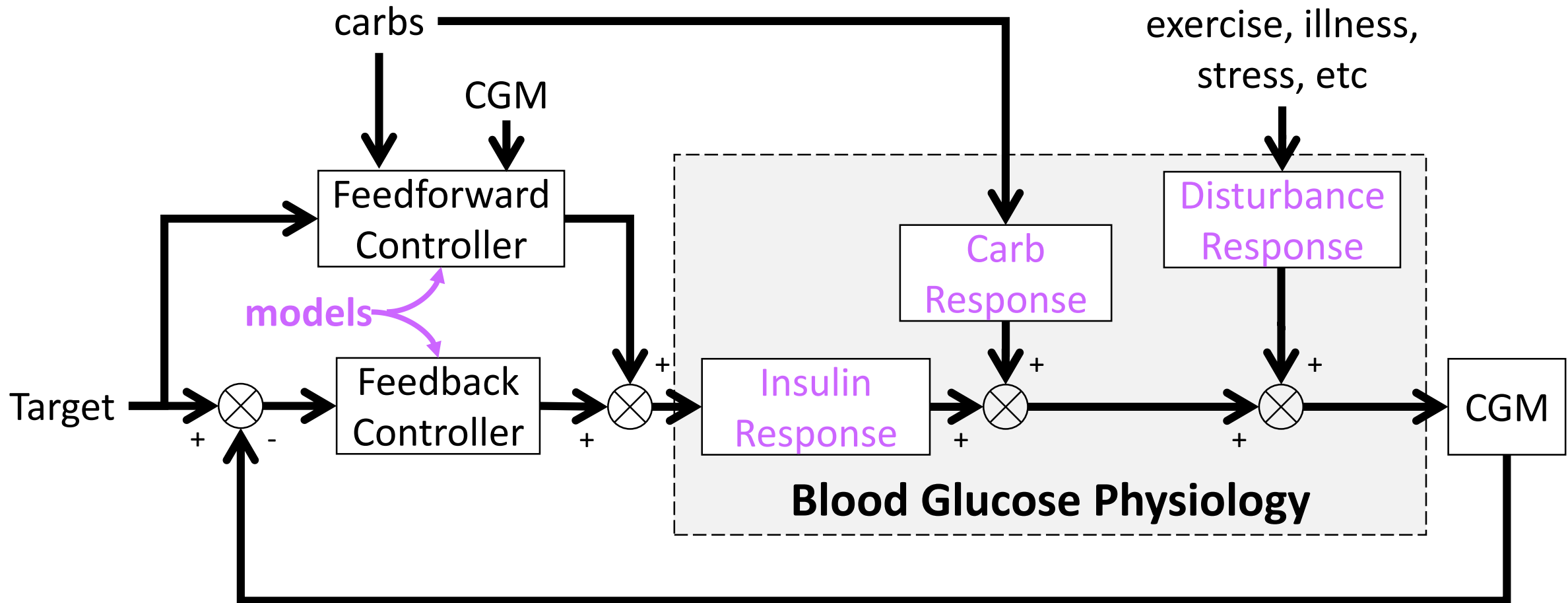


# Bigfoot Loop Investigational System



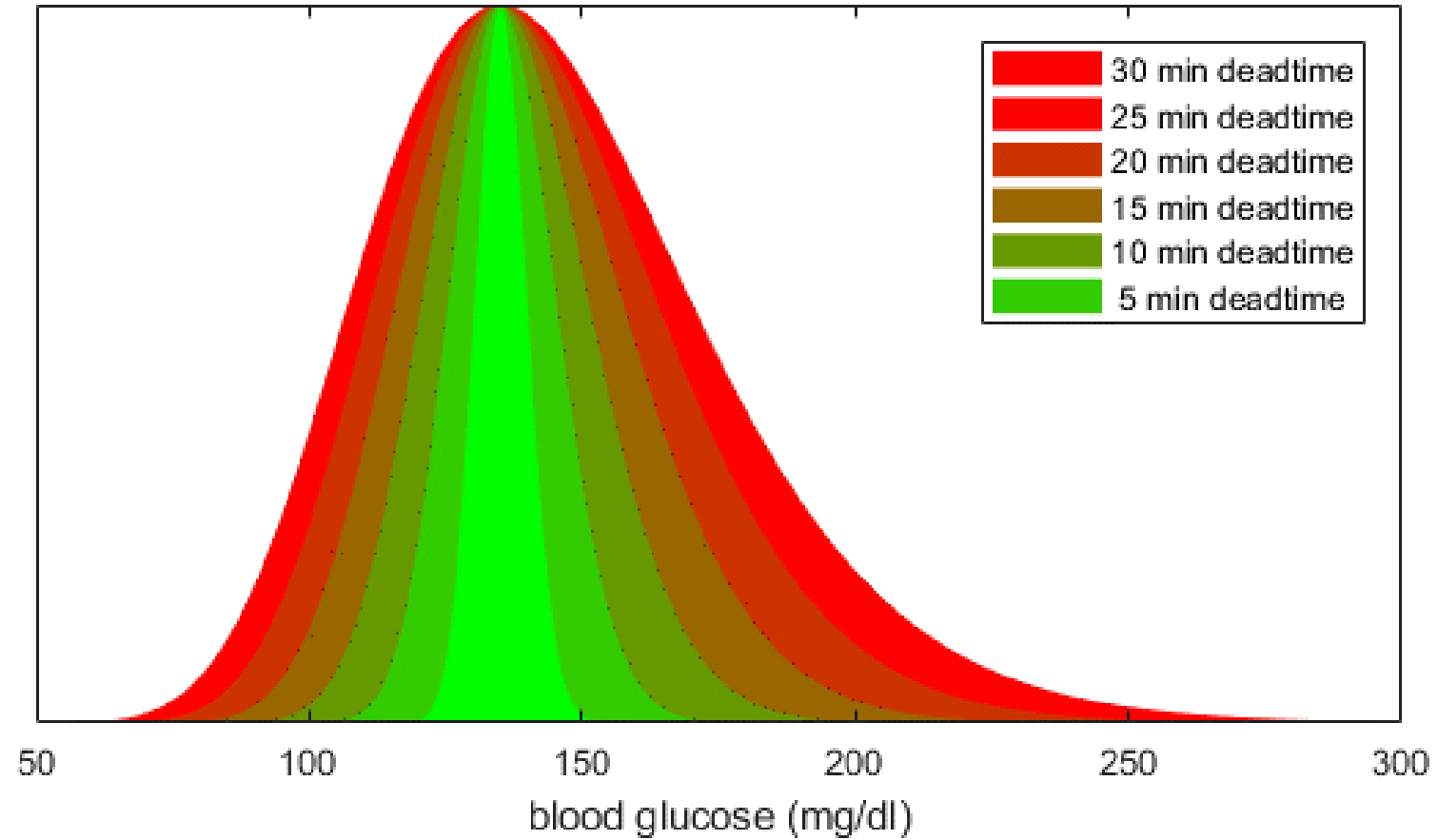
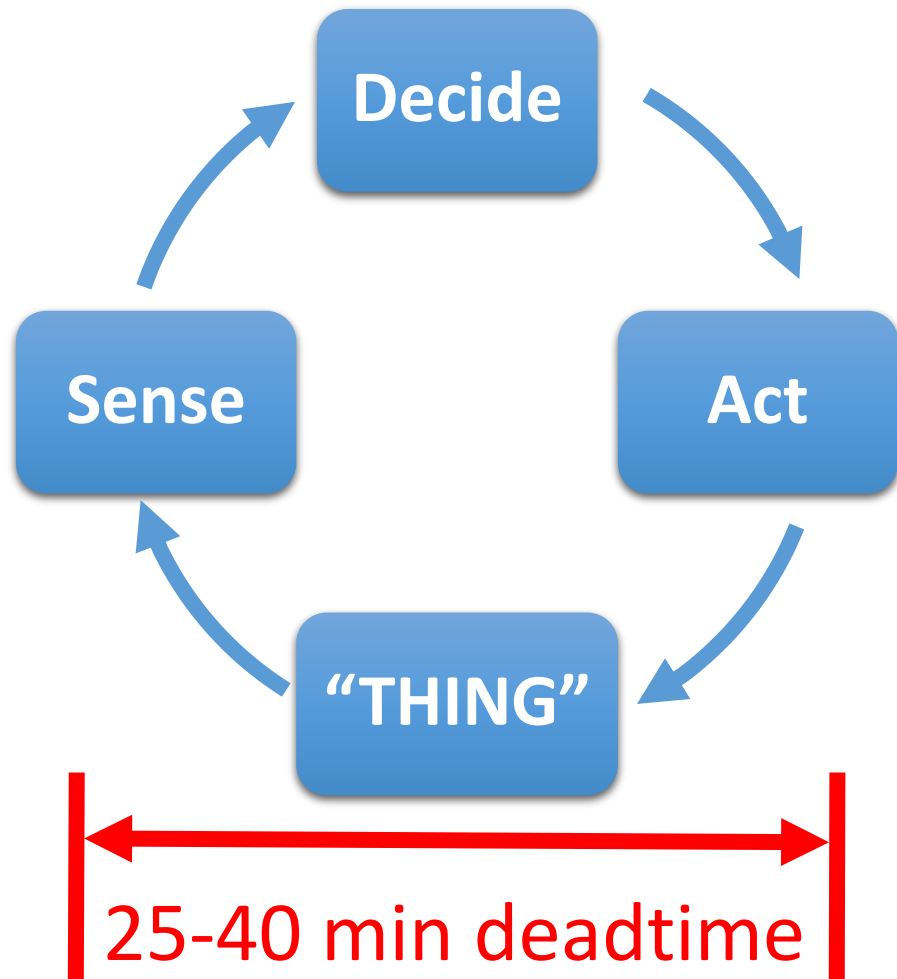
CAUTION - Investigational Device. Limited by Federal (or United States) law to investigational use.

# Automated Insulin Delivery



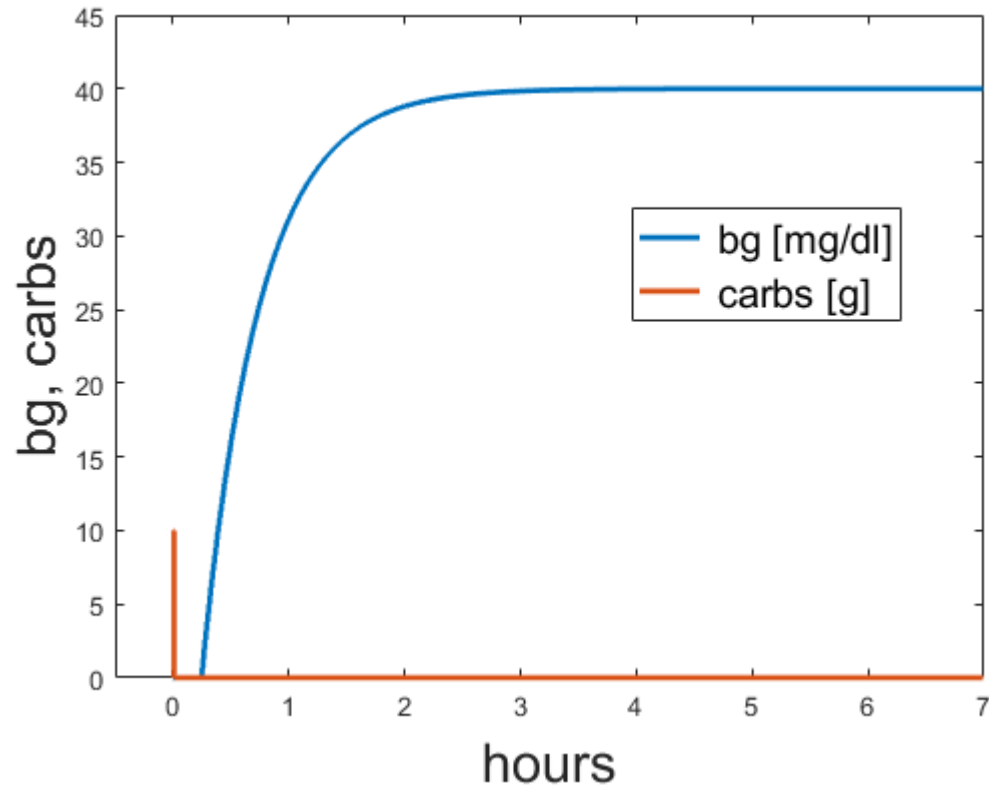
# Challenges

# Deadtime limits the amount of variability transfer

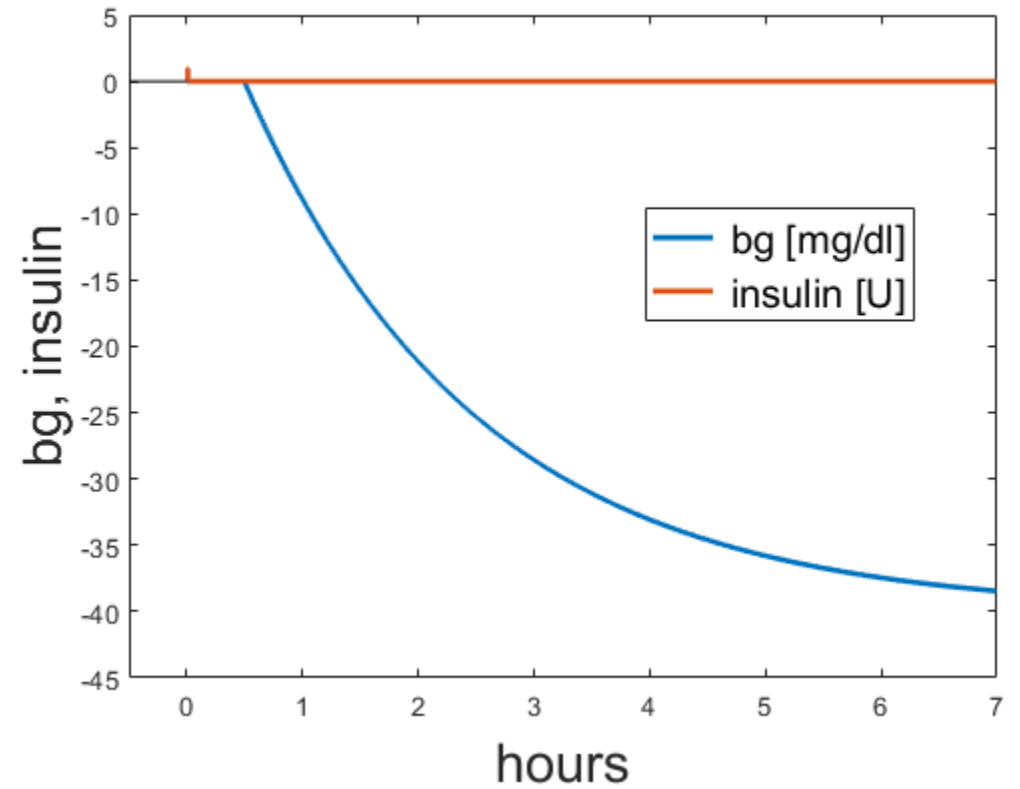


# Dynamic Models / Transfer Functions

## Carbohydrate Response

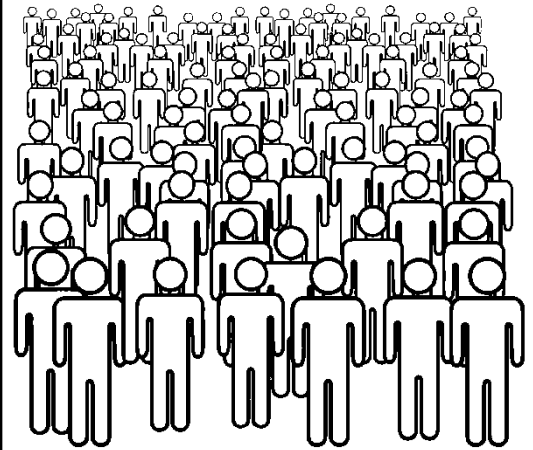


## Insulin Response



# Our system needs to work across a wide range of users and use conditions

change  
across  
population



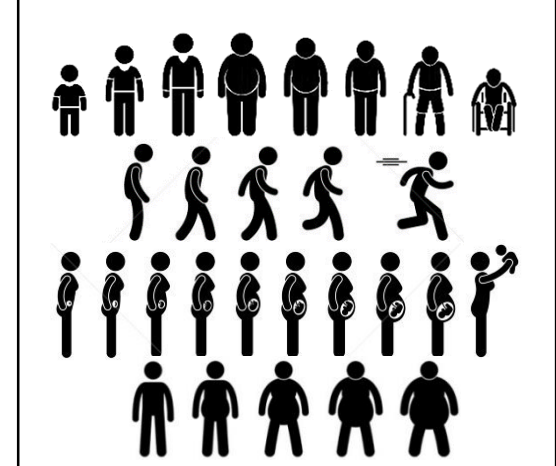
change  
throughout  
the day



change  
with activities  
and events



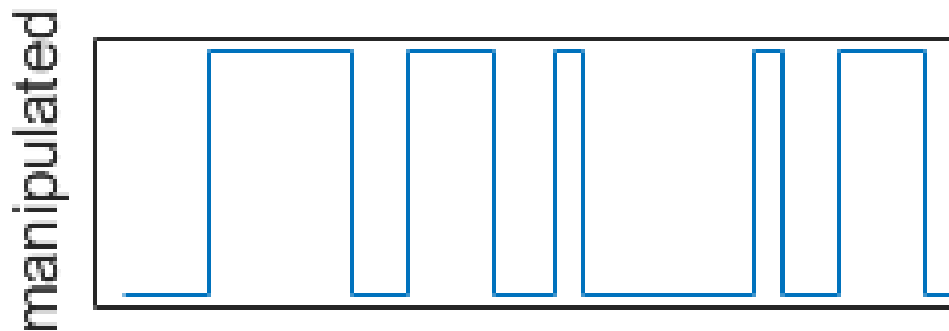
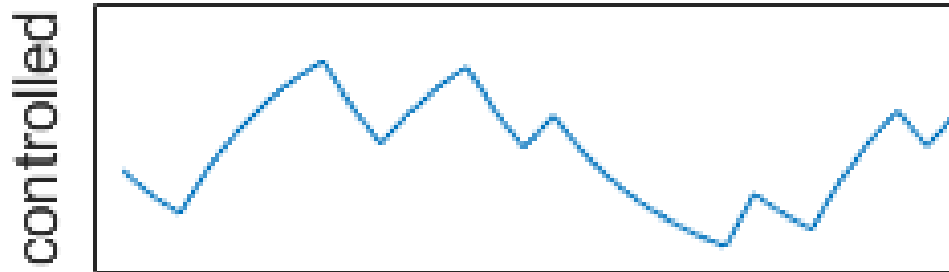
change  
over  
time



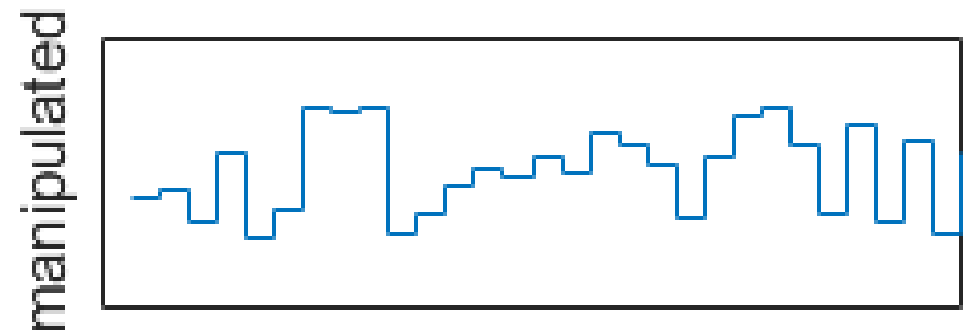
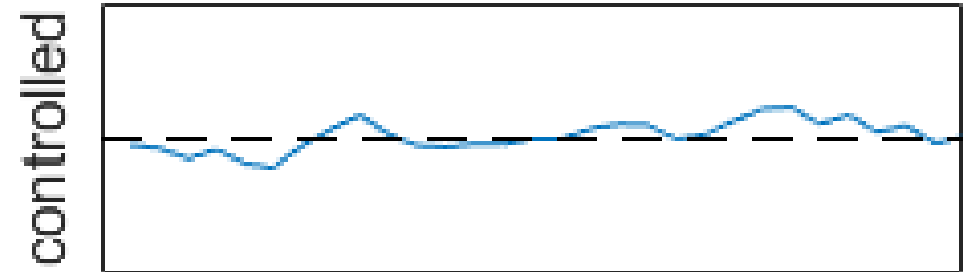


# Experimentation is slow, difficult, and dangerous

Dynamic System  
Experimentation



Dynamic System  
Closed Loop Control



# Experimentation is slow, difficult, and dangerous

non-Gaussian distributions  
lack of persistent excitation  
time consuming unmeasured inputs  
unrealistic inconsistent recording  
small datasets  
poor repeatability  
patient risk  
short sample lengths  
nonlinearities  
coincident inputs  
expensive  
varying dynamics  
sensor artifacts  
missing data  
inaccurate sensing

# Temporal constraints

- There should not be prolonged periods of low blood glucose caused by overdelivery of insulin, which can lead to coma and death
- There should not be prolonged periods of complete absence of insulin, which can lead to DKA (diabetic ketoacidosis), high blood glucose, and death

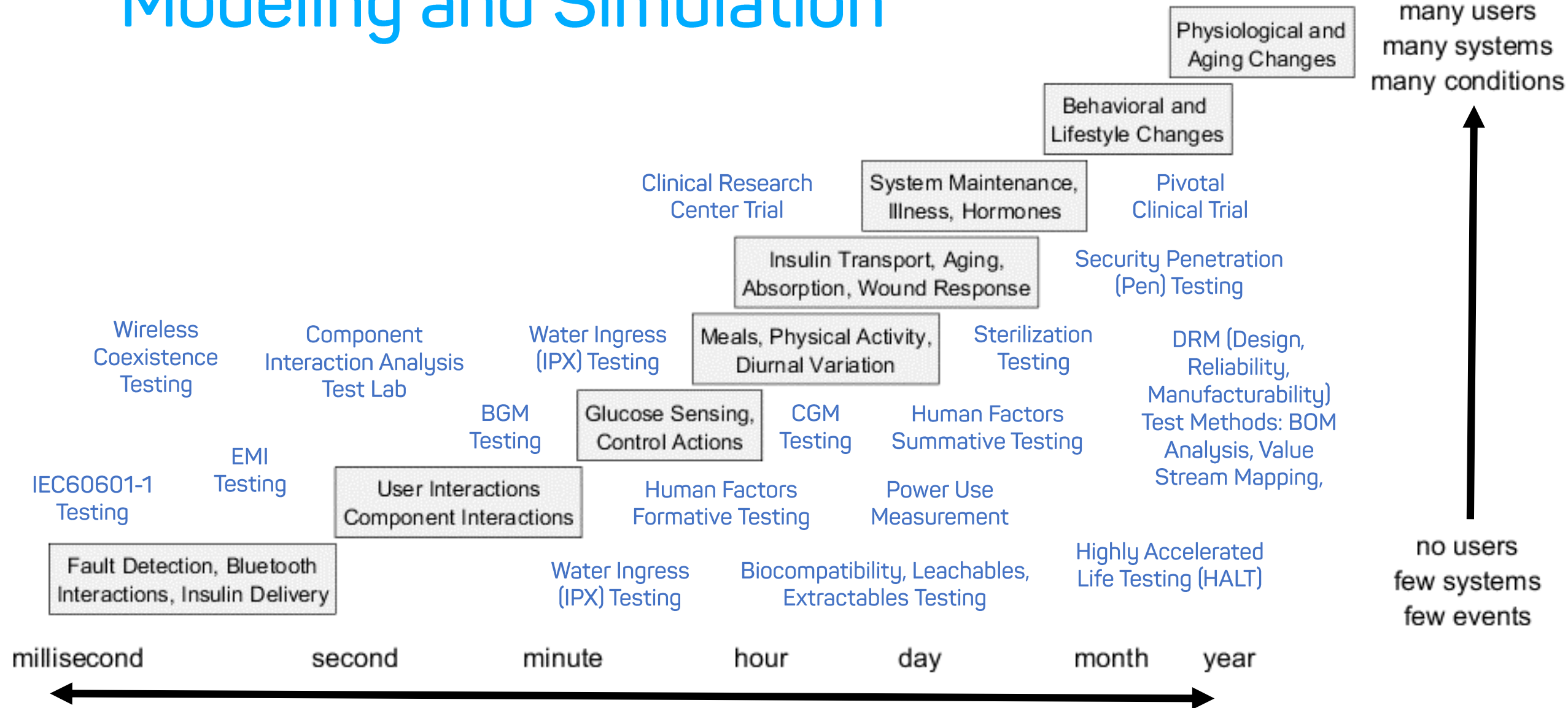
# Modeling and Simulation to the rescue

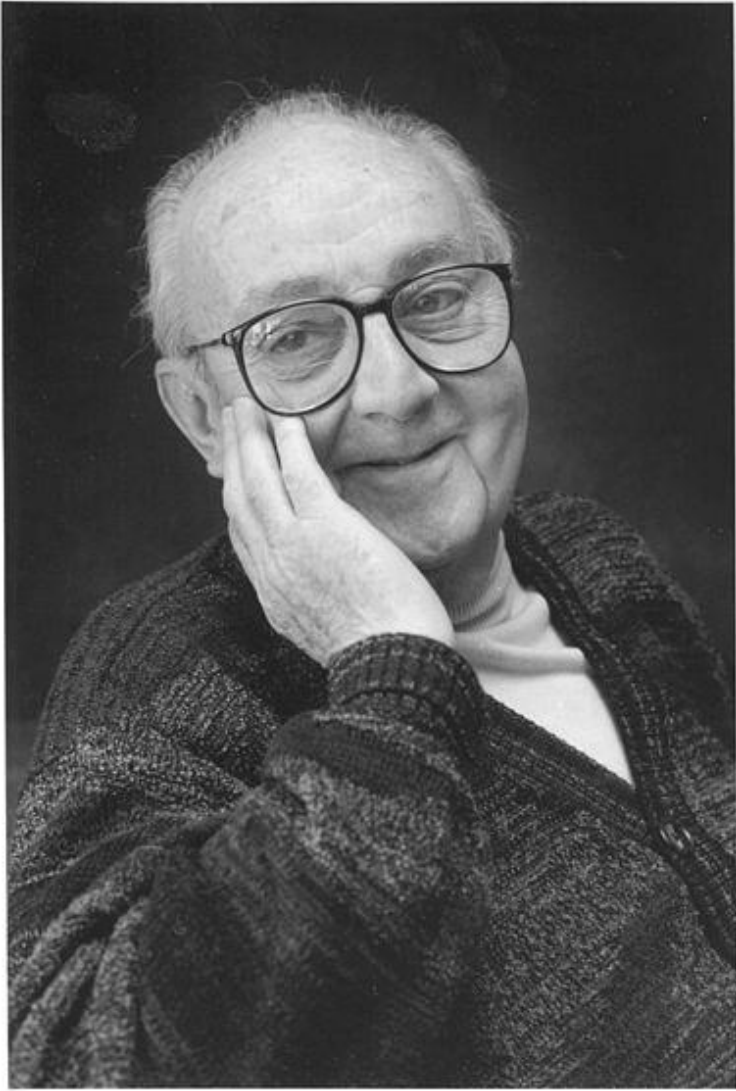
Models enable us to  
efficiently characterize  
what the system will do

Model (noun):

A simplified representation used to explain the workings of a real world system or event.

# Modeling and Simulation





"All models are wrong,  
but some are useful"  
- George Box

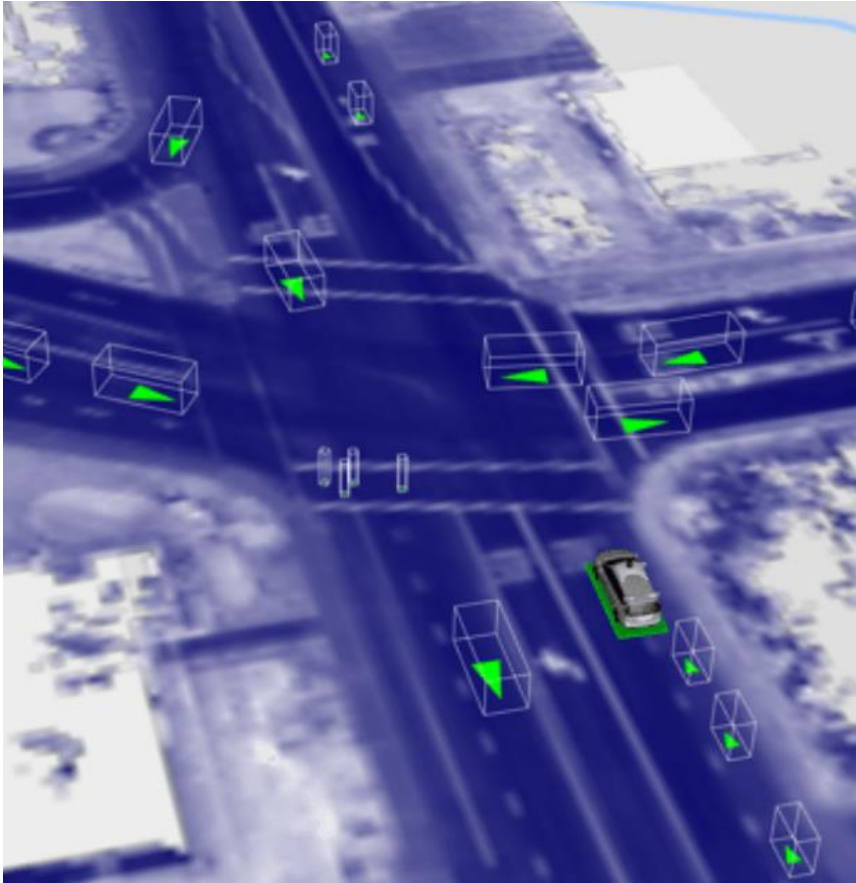


# Modeling gotchas

- Purpose
  - Explanation vs. Prediction
  - Open- vs. Closed-loop
- Implementation
  - Overfitting
  - Unnecessary Complexity
- Don't forget
  - Stochasticity
  - Sensitivity analysis
  - Verification and validation

1. Law, Averill M., W. David Kelton, and W. David Kelton. *Simulation modeling and analysis*. Vol. 3. New York: McGraw-Hill, 2007.
2. Shmueli, Galit. "To explain or to predict?." *Statistical science*(2010): 289-310.
3. Saltelli, A., Tarantola, S., Campolongo, F., and Ratto, M. (2004). *Sensitivity Analysis in Practice - A Guide to Assessing Scientific Models*. Wiley.
4. MacGregor, John F., Thomas J. Harris, and J. D. Wright. "Duality between the control of processes subject to randomly occurring deterministic disturbances and ARIMA stochastic disturbances." *Technometrics* 26.4 (1984): 389-397.
5. Stermann, John D. "A skeptic's guide to computer models." *Managing a nation: The microcomputer software catalog 2* (1991): 209-229.
6. Sargent, Robert G. "Verification and validation of simulation models." *Simulation Conference (WSC), Proceedings of the 2010 Winter*. IEEE, 2010.
7. Hjalmarsson, H. (2005). From experiment design to closed-loop control. *Automatica*, 41(3), 393-438.
8. Roy, C. J., & Oberkampf, W. L. (2011). A comprehensive framework for verification, validation, and uncertainty quantification in scientific computing. *Computer methods in applied mechanics and engineering*, 200(25), 2131-2144.
9. Pianosi, F., Beven, K., Freer, J., Hall, J. W., Rougier, J., Stephenson, D. B., & Wagener, T. (2016). Sensitivity analysis of environmental models: A systematic review with practical workflow. *Environmental Modelling & Software*, 79, 214-232.

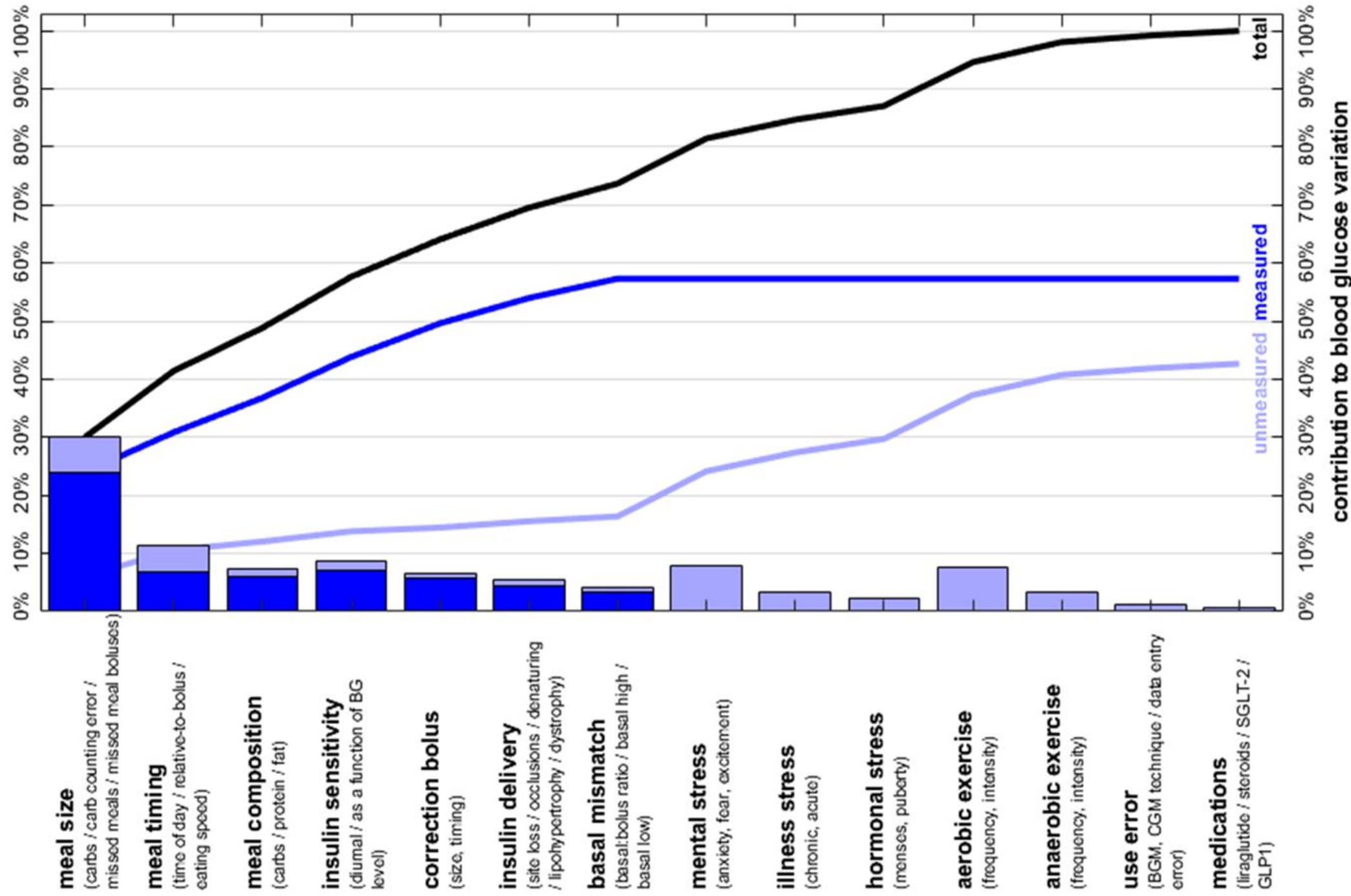
# Modeling and Simulation



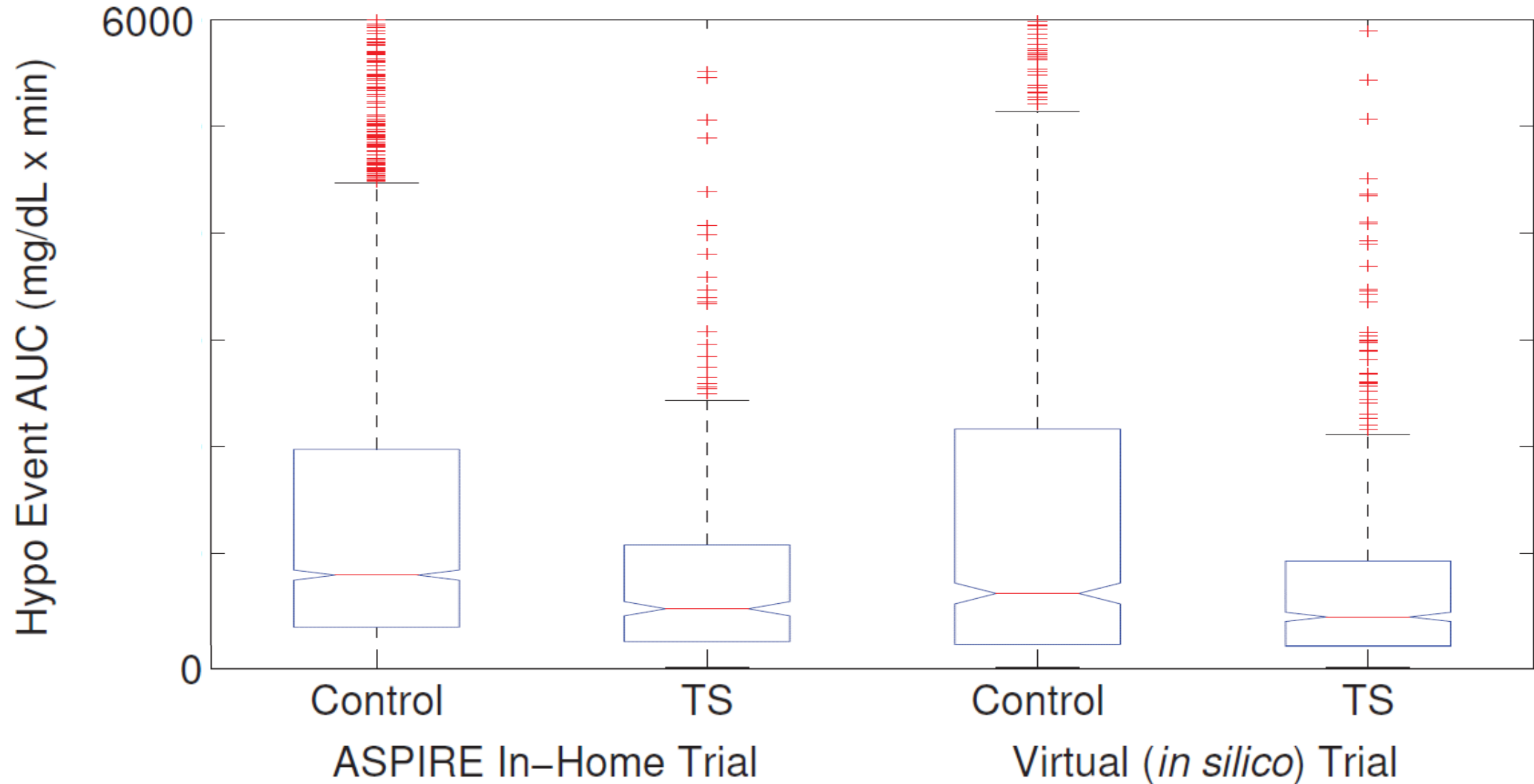
Alexis C. Madrigal, “Inside Waymo's Secret World for Training Self-Driving Cars”, The Atlantic, Aug 23, 2017

- Variance reduction techniques
- Monte Carlo simulation
- Population sampling
- Complex and challenging scenarios
  - Simultaneous faults
  - Risky behaviors
  - Challenging responses

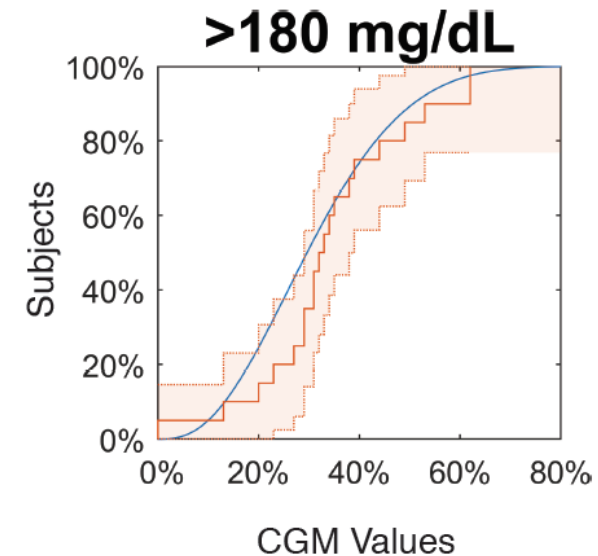
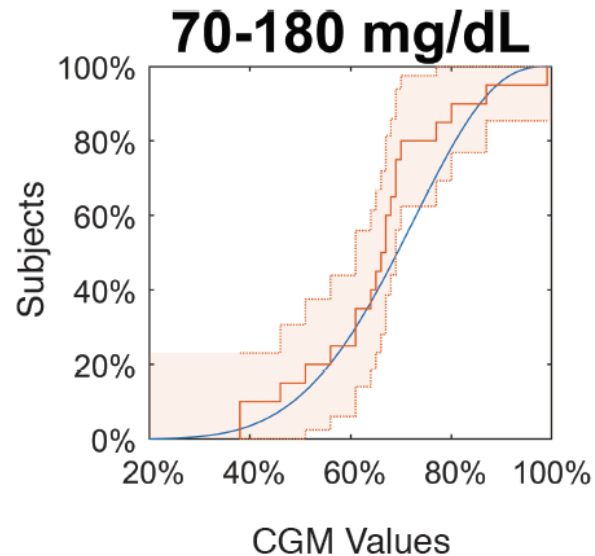
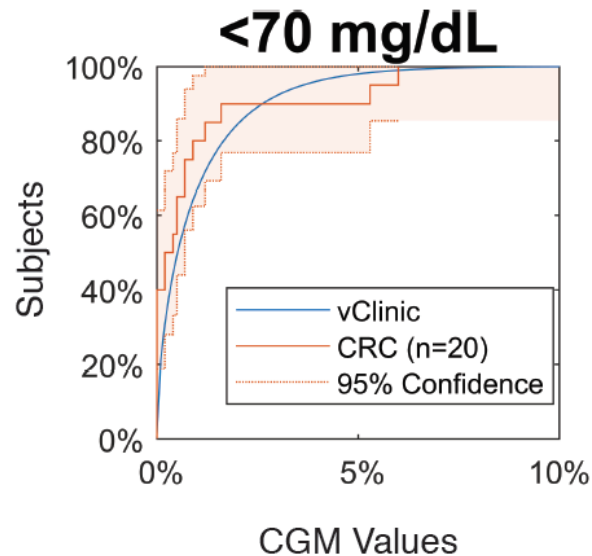
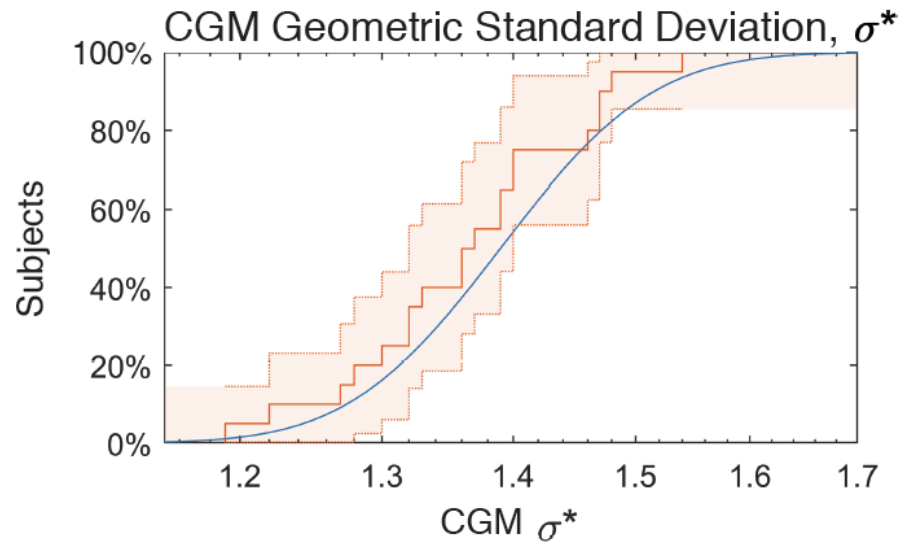
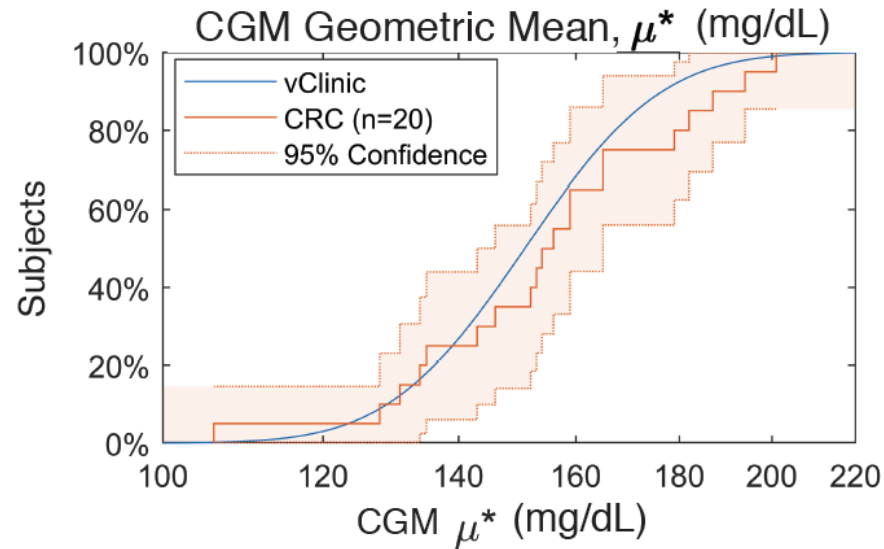
Michael DeKort, “Autonomous Levels 4 and 5 will never be reached without Simulation”, June 20, 2017



# Modeling and Simulation



# Modeling and Simulation



# Modeling and Simulation

With Modeling and Simulation:

- Rapidly evaluate multiple algorithm candidates and parameters
- Simulate performance of closed loop algorithms in a larger more varied population
- Inform design of clinical trial protocols, predict outcomes
- Predict performance over months or years of use

# Modeling and Simulation

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## Plus:

- Perform experiments in ways not possible or safe to do in in-vivo clinical trials
- No IRB or exclusion criteria are necessary
- No recruitment bias

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## Plus:

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- No IRB or exclusion criteria are necessary
- No recruitment bias
- 4,000,000 times faster and less expensive than real-time (~1 cent per simulated contact-day vs. ~\$1,500 per contact-hour)

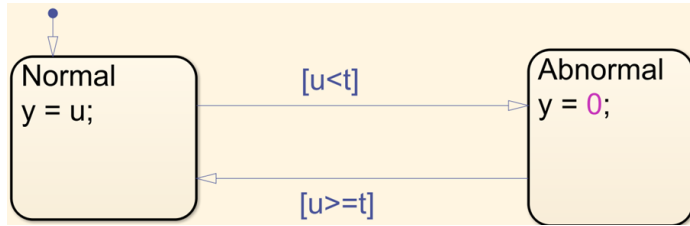


# Model Based Design

- Model and simulate algorithms and entire systems
- Automatically generate C code
- Verify and validate the design

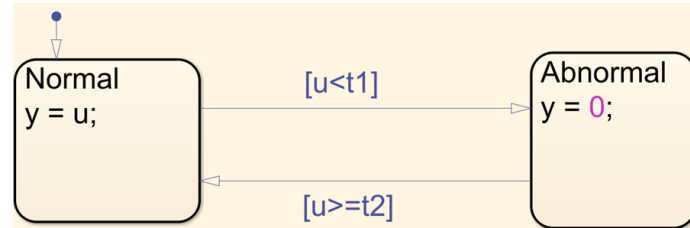
# As the problem gets more complex, the code gets *really* complex

## simple state machine



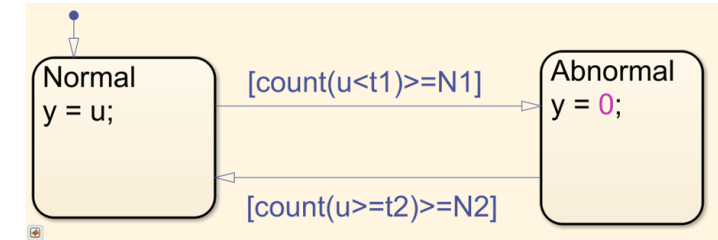
```
for i=1:length(inData)
    if(inData(i)>=t)
        outData(i) = inData(i);
    else
        outData(i) = 0;
    end
end
```

## + hysteresis



```
inNormalRegion = true;
for i=1:length(inData)
    if(inNormalRegion && (inData(i)<t1))
        inNormalRegion = false;
    elseif(~inNormalRegion && (inData(i)>=t2))
        inNormalRegion = true;
    end
    if(inNormalRegion)
        outData(i) = inData(i);
    else
        outData(i) = 0;
    end
end
```

## + hysteresis + debouncing



```
inNormalRegion = true; counter = 0;
for i=1:length(inData)
    if(inNormalRegion)
        if(inData(i)<t1)
            counter = counter+1;
            if(counter>=N1)
                inNormalRegion = false;
            end
        else; counter = 0; end
    else
        if(inData(i)>=t2)
            counter = counter+1;
            if(counter>=N2)
                inNormalRegion = true;
            end
        else; counter = 0; end
    end
    if(inNormalRegion)
        outData(i) = inData(i);
    else; outData(i) = 0; end
end
```

Model-Based Design



**Honeywell**

**dexcom**<sup>®</sup>



**AIRBUS**



**CATERPILLAR**<sup>®</sup>



**TESLA**

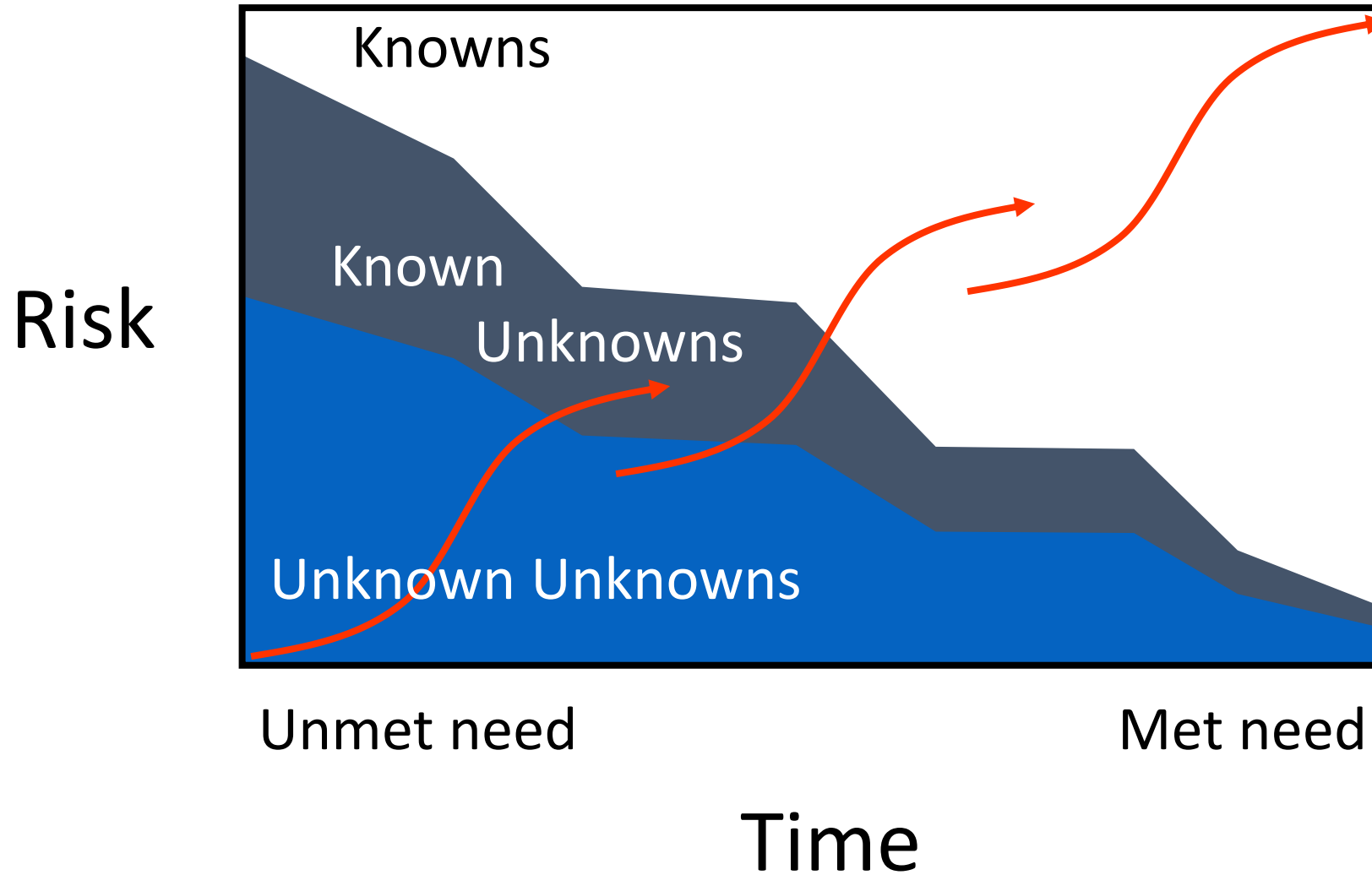
**LOCKHEED MARTIN**



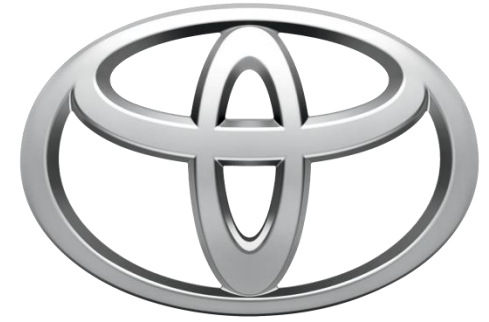
**JOHN DEERE**

Complexity, variation,  
emergence

# Get value to emerge as quickly as possible



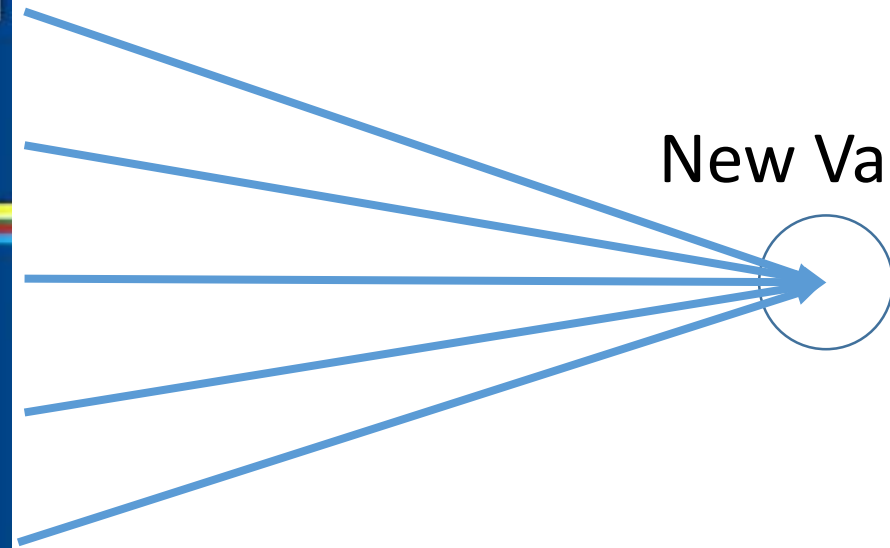
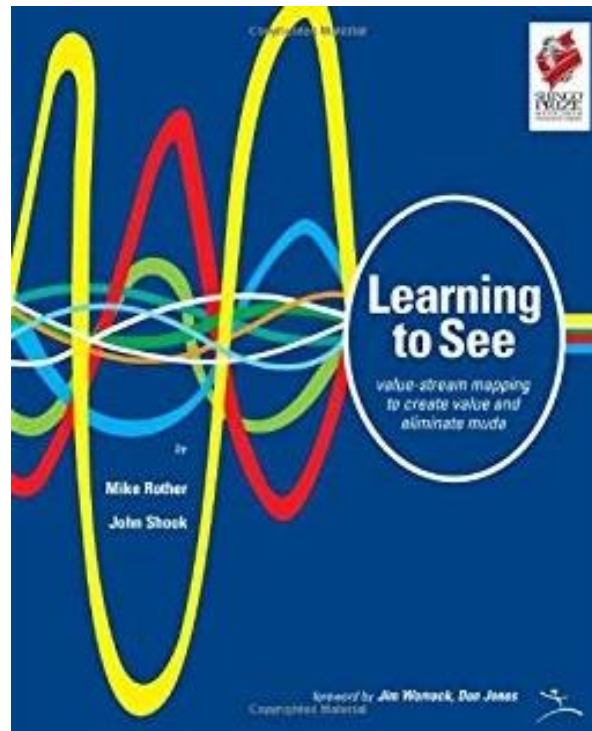
# Variation is waste



**TOYOTA**

## 8 TYPES OF WASTE

- D efects/Rework
- O ver-Production
- W aiting
- N ot Clear (Confusion)
- T ransporting
- I nventory
- M otion
- E xcess Processing



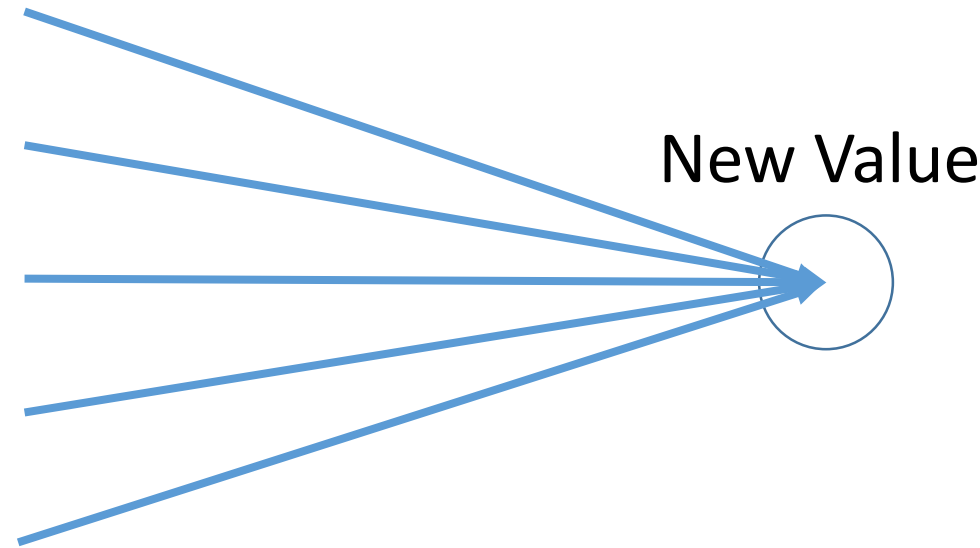
New Value

# Variation is waste



**TOYOTA**

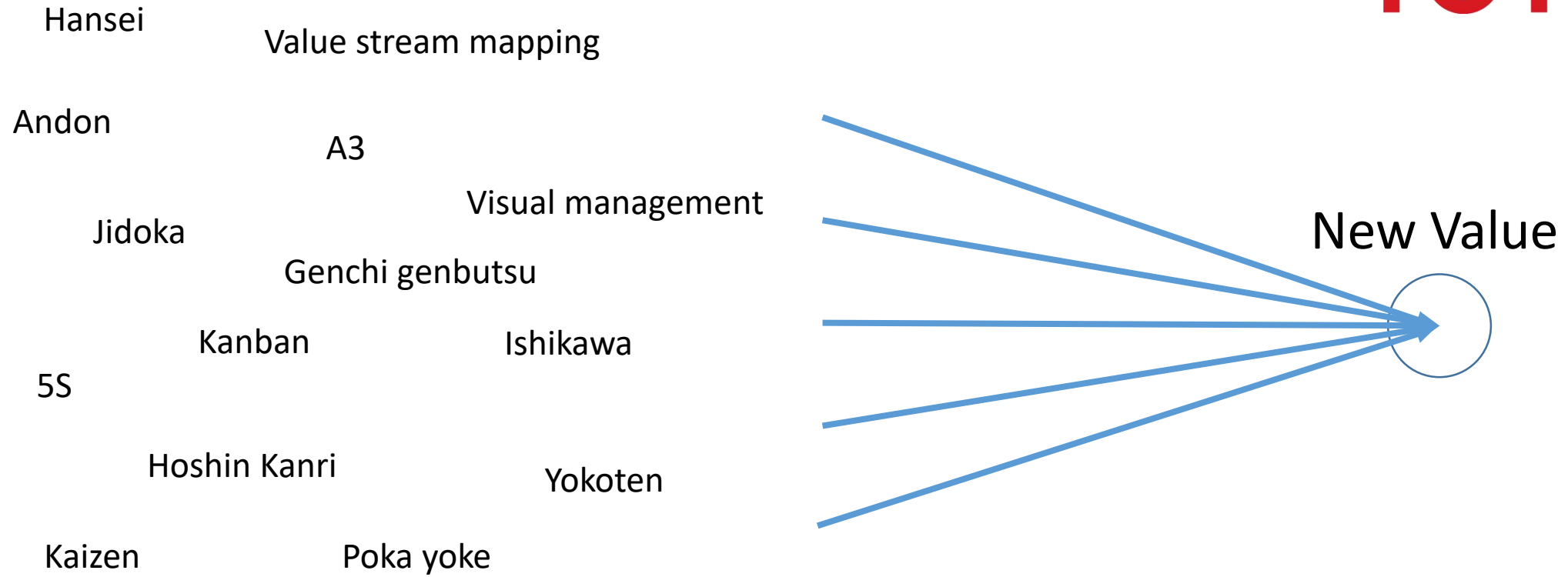
Hansei  
Value stream mapping  
Andon  
A3  
Jidoka  
Visual management  
Genchi genbutsu  
5S  
Kanban  
Ishikawa  
Hoshin Kanri  
Yokoten  
Kaizen  
Poka yoke



# Variation is waste *during production*

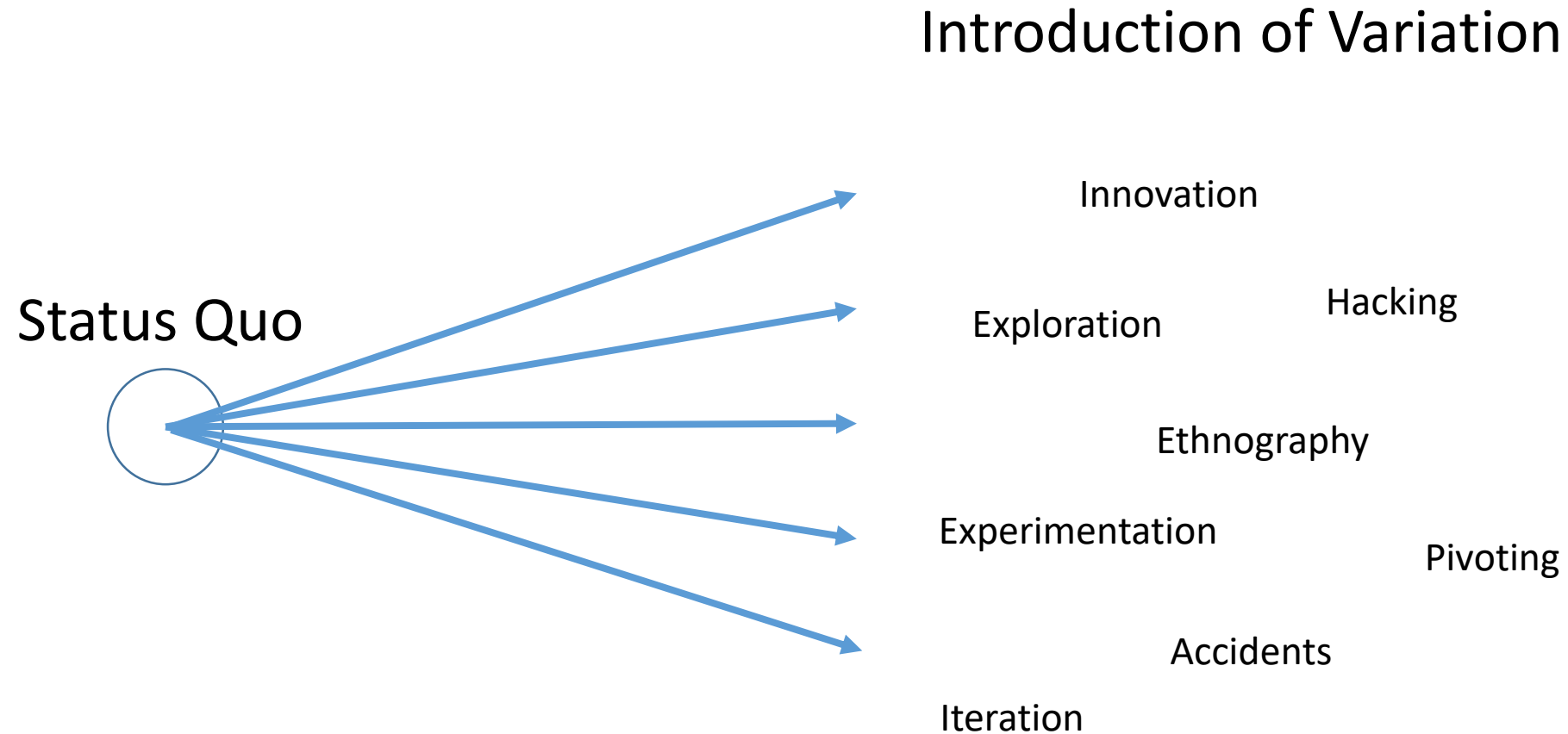


**TOYOTA**

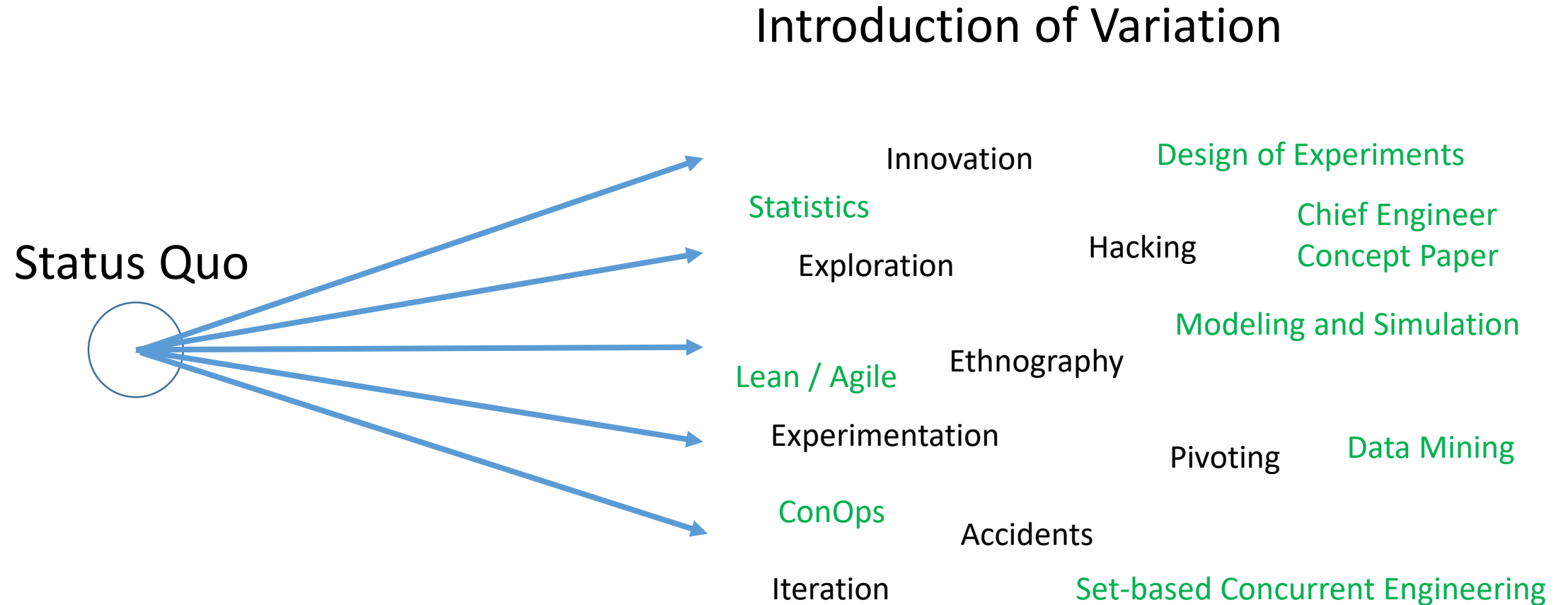




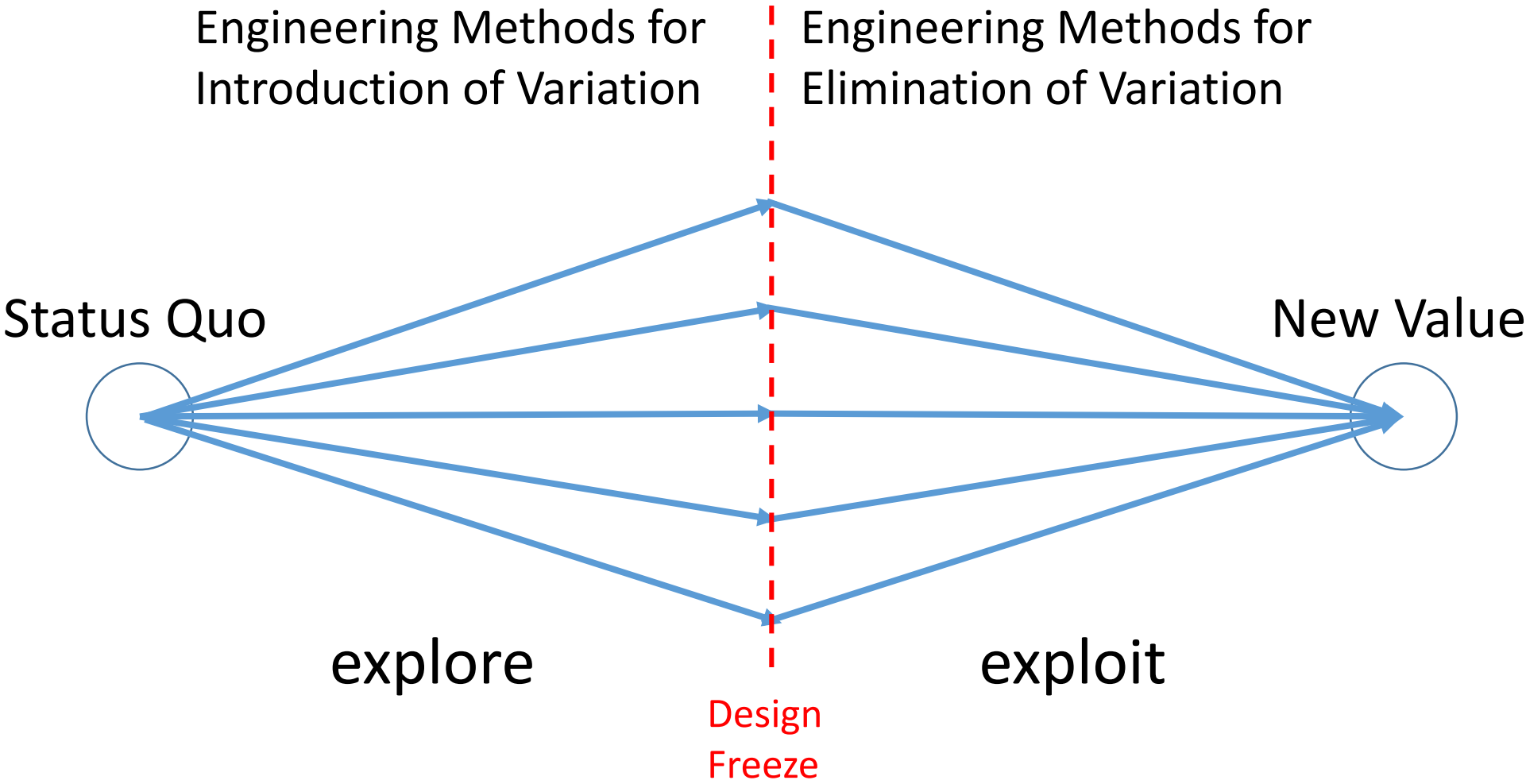
# Creation of New Value Requires Introduction of Variation



# Successful Creation of New Value Requires Engineered Introduction of Variation



# The existential question: when to pivot from exploration to exploitation?



# We build systems for their emergent properties

Bigfoot System's emergent properties:

- **Safety:** freedom from accidents (loss)
- **Security:** making the system impossible for non-designated people to use
- **Usability:** the ease with which a user can learn / operate the system
- **Reliability:** freedom from failure
- **Supportability:** the ease of making changes to the system after deployment

To achieved these properties:

- Model Based Design (MBD)
- Systems Theoretic Process Analysis (STPA)
- Lean / Agile Development
- Modeling and Simulation

# Emergent properties will emerge

- You can jump right to an assumed solution and attempt to launch it in the marketplace through repeated surprises and thrashing
- Or you can do the trade studies / concept engineering upfront in a planned, cost-bounded manner
- Either way, you are going to discover the emergent properties / the unknown unknowns

# Nonfunctional Requirements of Real-Time Systems

TEREZA G. KIRNER\*

*Department of Computer Science  
Federal University of São Carlos, SP Brazil*

ALAN M. DAVIS

*El Pomar Chair of Software Engineering  
Department of Computer Science  
University of Colorado at Colorado Springs*

## **Abstract**

A requirements specification typically contains both functional and nonfunctional requirements. Whereas functional requirements address the system's inputs, outputs, and their behavioral interrelationships, nonfunctional requirements define the general qualities of the intended product. The properties of six of the most important nonfunctional requirements for real-time systems are analyzed: timing, reliability, safety, security, usability, and maintainability. For each type of requirement, we define the term, contrast it to other nonfunctional requirements, define how to measure it, define techniques of how to assure its presence, and discuss how to specify the requirement in a requirements specification.

# Complexity is all about variation

- Valuable / Non-valuable
- Antipatterns
- Tight coupling, low cohesion
- Technical debt
- Domain complexity / accidental complexity
- Slows things down, makes them more expensive

## Difficulty Ratings



Adding  
features



Deciding  
not to  
add  
features



Hitting a  
Major  
League  
fastball



Removing  
features that  
have been  
shipped

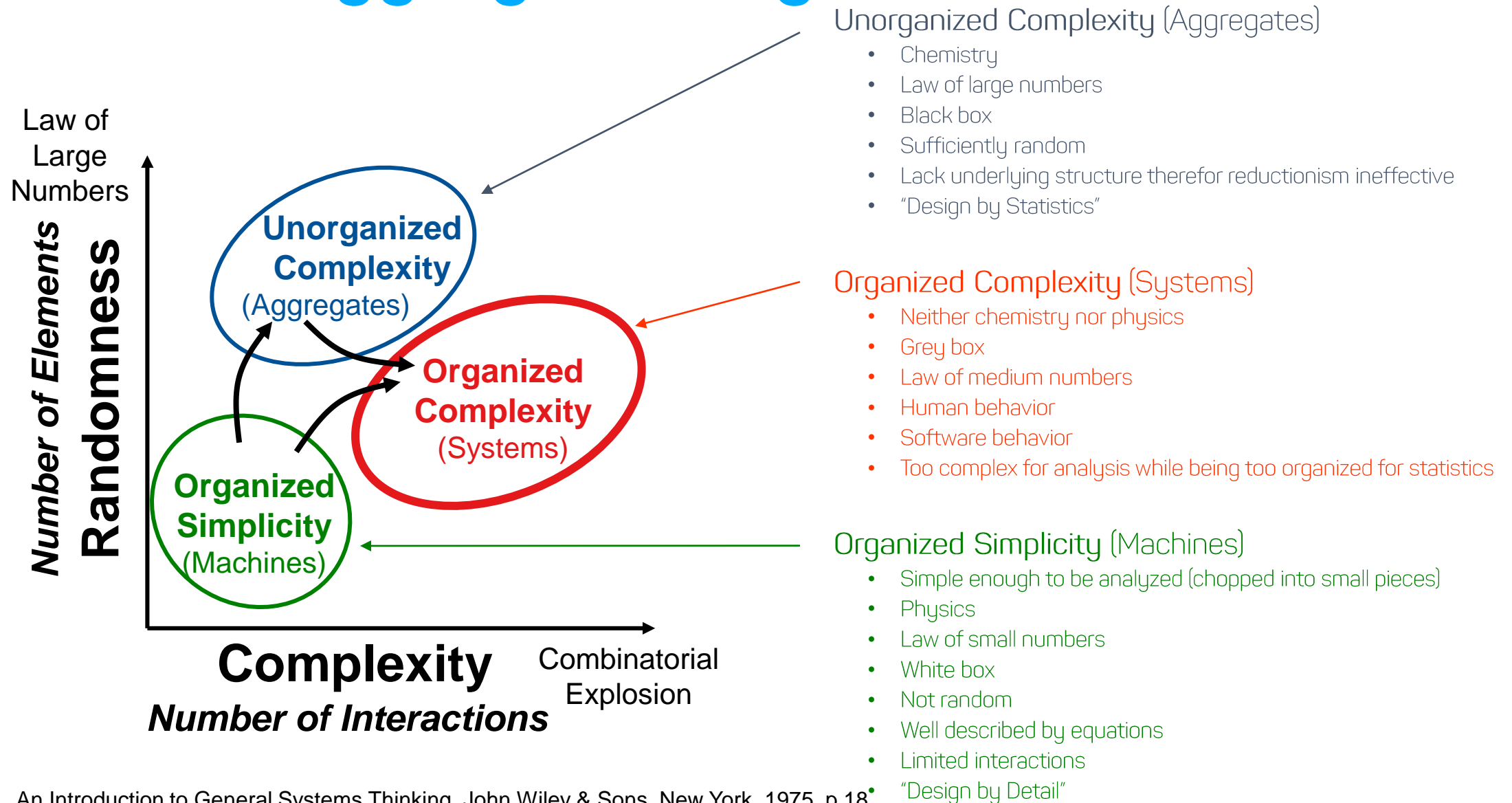
# Non-value-added variation; avoiding over-serving

*“If you’re not the simplest solution, you’re the target of one”*

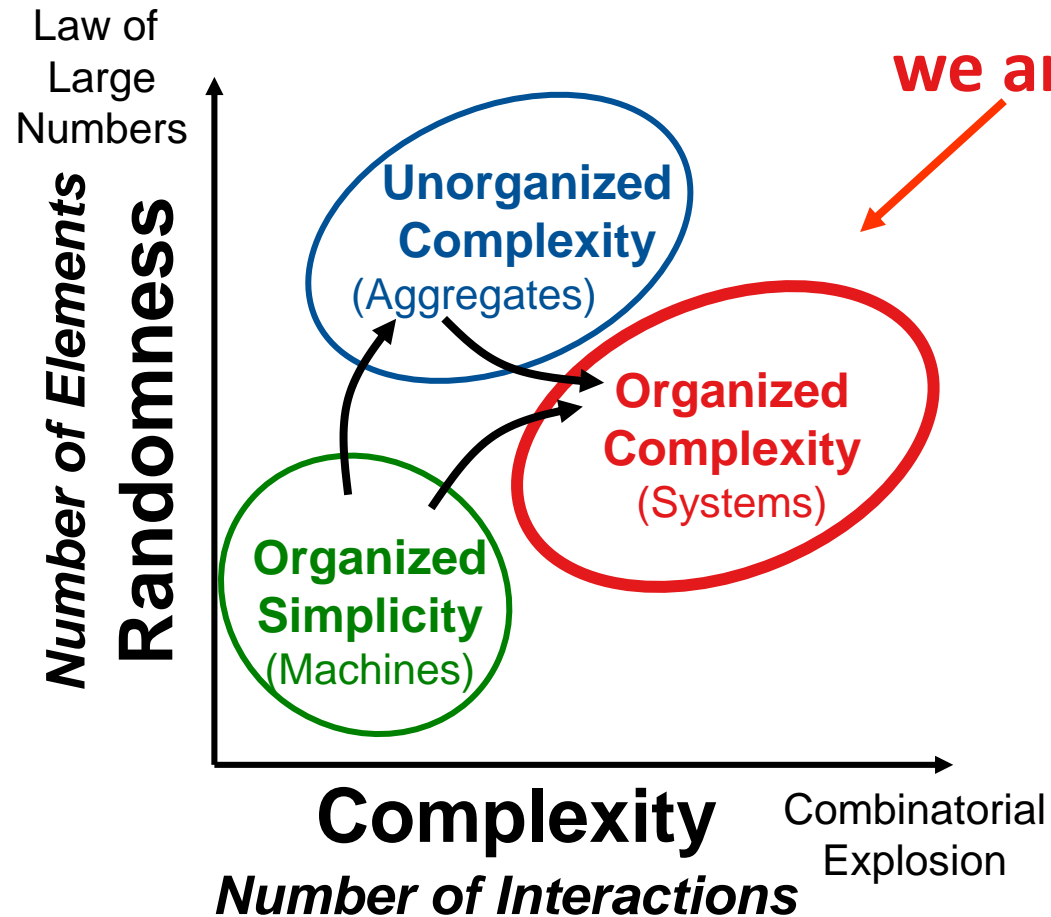




# Machines, Aggregates, Systems

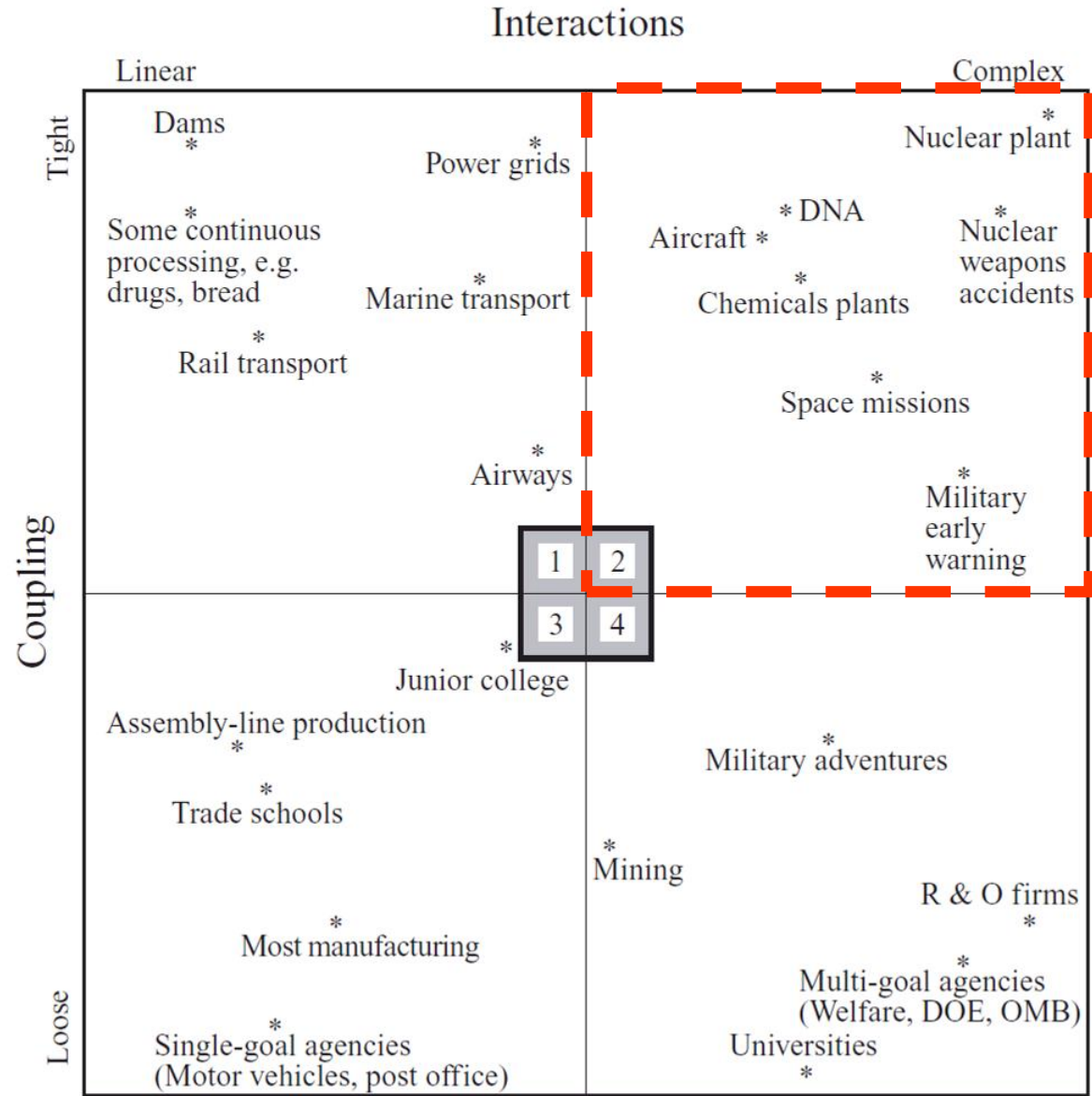


# Machines, Aggregates, Systems



- Losses due to interactions amongst components
- Components are often working fine / reliable
- May evolve to an unsafe state over time, due to unmanaged change

**Hazards +  
Humans +  
Software +  
Feedback =  
Be Careful!**



Charles Perrow, "Normal Accidents: Living with High-Risk Technologies" (1984)

CURLIN MEDICAL



4000 CMS™

ON  
OFF

● RUN  
● STANDBY  
● ALARM

HELP  
OPTIONS

RUN  
PAUSE



NO  
CHANGE

YES  
ENTER



1

2

3

4

5

6

7

8

9

0

●  
SILENCE

PRIME  
BOLUS

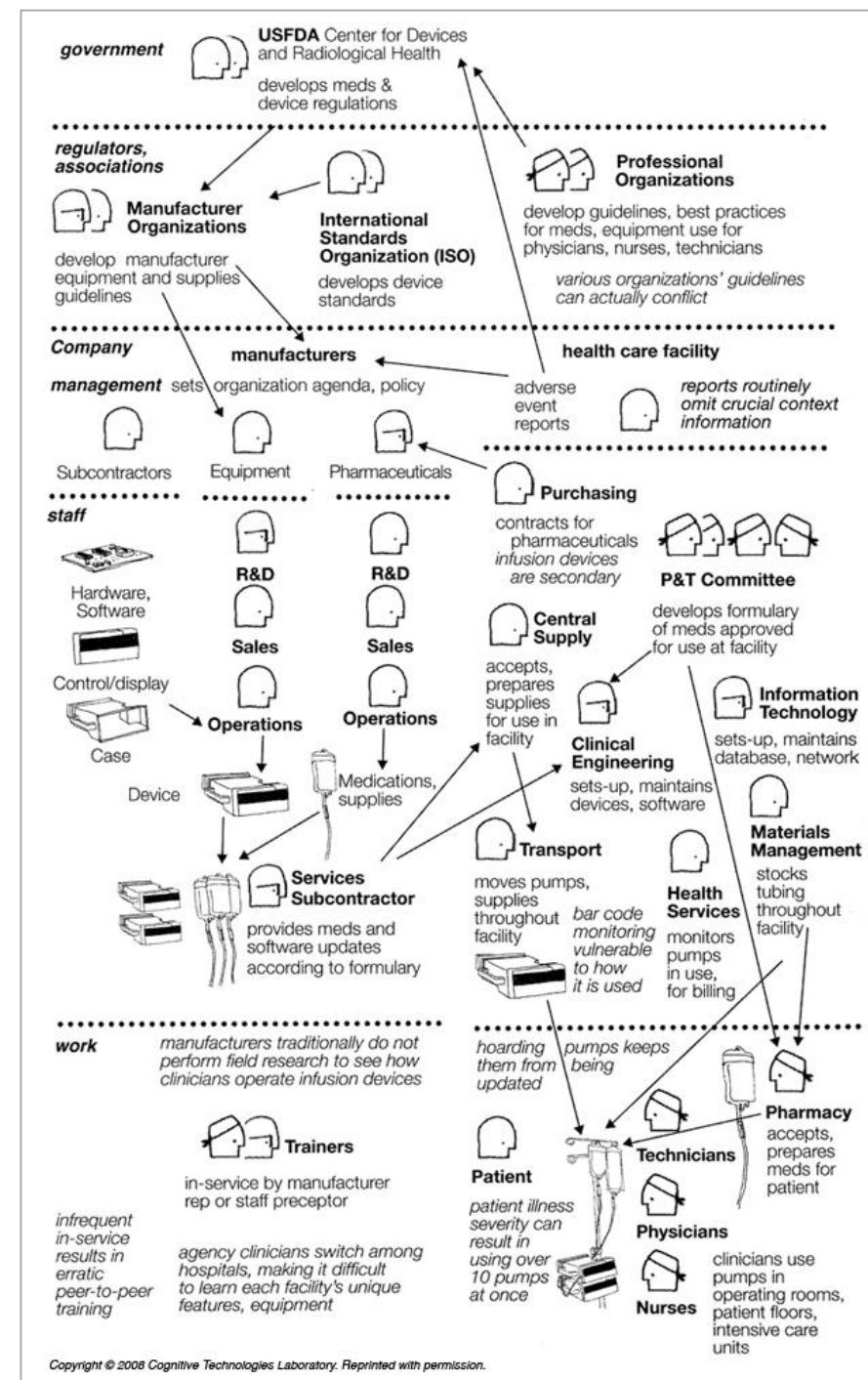
# An infusion pump is a system

“An infusion “device,” the most widely used information technology (IT) in health care, is actually an interdependent network of relationships. **It's a socio-technical system that spans all who develop, supply, and use the result, from the level of the care provider or manufacturer organization, to associations and regulators, to government.** This requires a different approach to safety: at the systems, not the device, level.”

– Christopher Nemeth

Sources:

- Nemeth C, “The Safety of Medical Devices Perspective”, <http://www.webmm.ahrq.gov/perspective.aspx?perspectiveId=104>
- Nemeth C, Cook R. The infusion device as a source of resilience. In Nemeth C, Hollnagel E, Dekker F, Dekker S, eds. Resilience Engineering Perspectives, 2. Farnham, UK: Ashgate Publishing; 2009. ISBN: 9780754675204. Preparation and Restoration; vol 2.



# Complexity is the enemy

1. It appears that the outcome of current system engineering practice is complexity - especially development of large-scale systems
2. Interactive complexity: Property of interactiveness between parts of the system (planned or unplanned interactions)
3. Tightly coupled systems have more time-dependent processes: What happens in one part directly affects what happens in the other
4. If the systems being developed are complexly interactive and tightly coupled, by nature they are risky and prone to failure (Charles Perrow, System Accident Theory)
5. "The main problem is complexity itself"
6. This creates space for effective project management practices facilitated by knowledge management mechanisms & technologies
7. Increased project complexity implies that no one individual or team can at a given time comprehend the entire system that is being developed

“The future is already here, it just  
hasn't been evenly distributed yet”  
– William Gibson

1. Don't Be Intimidated By New Industries
2. Mysteries and Puzzles
3. Connect, Connect, Connect
4. Keep You Feet On The Ground And Your Head In The Clouds
5. Read, Read, Read
6. Questions And Answers
7. Lifelong Learning
8. Quiet
9. Laws
10. Don't Spend Time On The Summits



Thank you

# Notes

- Best way to contact me: [Ldesborough@bigfootbiomedical.com](mailto:Ldesborough@bigfootbiomedical.com)
- More about designing safe cyberphysical systems
  - <https://aamiblog.org/2013/07/30/lane-desborough-the-value-of-simplicity-in-a-complex-world/>
  - [http://psas.scripts.mit.edu/home/get\\_pdf.php?name=2-1-Desborough-Using-STPA-in-the-Development-of-an-Artificial-Pancreas.pdf](http://psas.scripts.mit.edu/home/get_pdf.php?name=2-1-Desborough-Using-STPA-in-the-Development-of-an-Artificial-Pancreas.pdf)
- More about Bigfoot:
  - <https://www.mathworks.com/videos/developing-an-artificial-pancreas-using-model-based-design-1481554386617.html> slides and video
  - <https://www.bigfootbiomedical.com/vision/>
  - <https://www.bigfootbiomedical.com/podcasts/>
  - <https://www.bigfootbiomedical.com/news/>

# Ancestor Effect\*

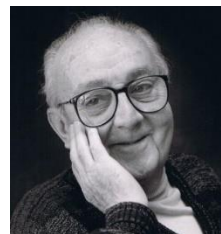
“Much like biological genealogy, academic 'ancestors' pass on certain traits and attitudes to their offspring. By tracing our pasts, we may understand our present a bit more thoroughly”

- Charles Danforth

\*Fischer, Peter, Anne Sauer, Claudia Vogrincic, and Silke Weisweiler. "The ancestor effect: Thinking about our genetic origin enhances intellectual performance." *European Journal of Social Psychology* 41, no. 1 (2011): 11-16.



George Box



John MacGregor



Thomas Harris



Kim McAuley

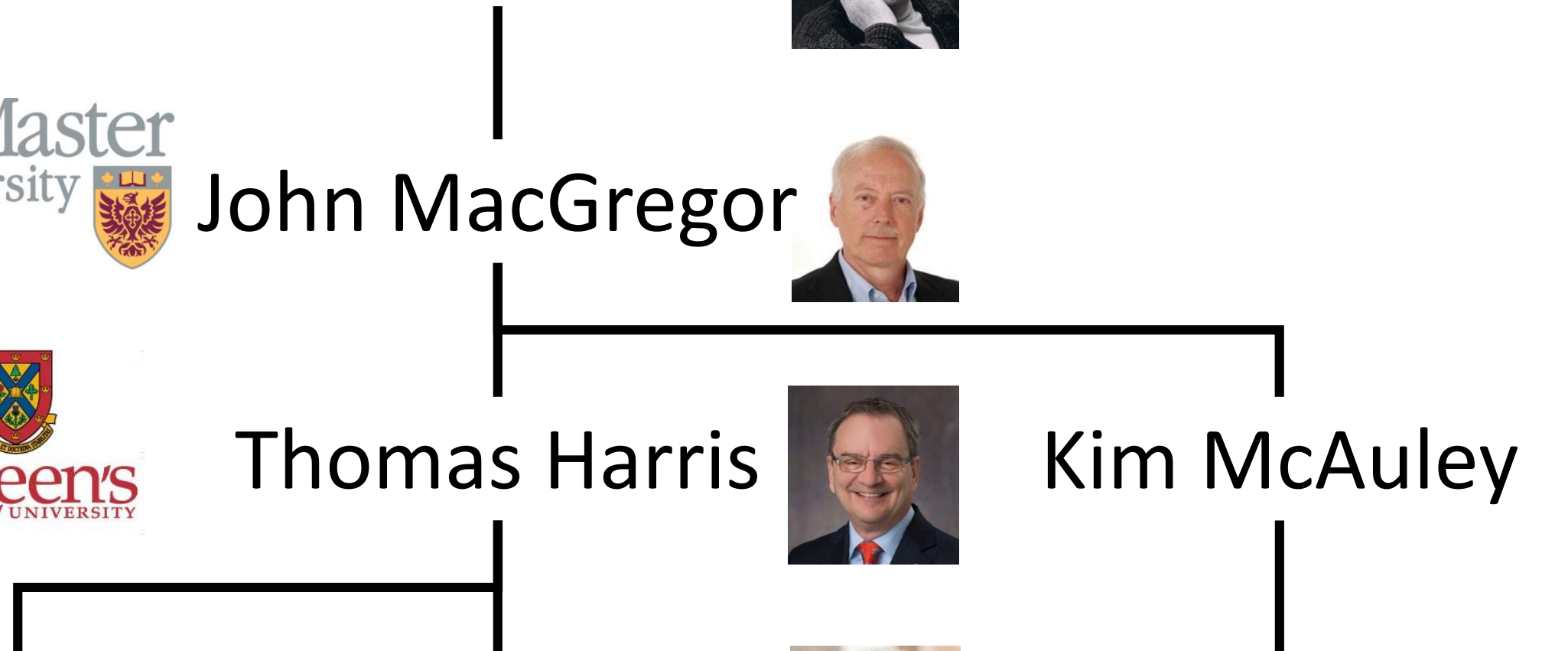


me

Jim McLellan



Zahra Eghtesadi



# References

- The Systems Bible - Gall
- Engineering a Safer World - Leveson
- Product Development Flow – Reinertsen
- Our Robots, Ourselves - Mindell
- A list of my books (200+), rated:  
<https://www.goodreads.com/review/list/1114014>

A model is not reality. -  
Rechtin's heuristics for system  
architecting

Complex systems exhibit  
unexpected behavior. - The  
Systems Bible

Every once in a while you have to go back and see what the real world is telling you. [Harry Hillaker, 1993] - Reichtin's heuristics for system architecting



Overengineering: Spending resources making a project more robust and complex than is needed

Just because it worked in the past there's no guarantee that it will work now or in the future.

(Kenneth L. Cureton, 1991) -

Rechtin's heuristics for system architecting

Reality is more complex than it  
seems. - The Systems Bible

The Kantian Hypothesis (Know-Nothing Theorem): Large complex systems are beyond human capacity to evaluate. - The Systems Bible

Magic numbers: Including  
unexplained numbers in  
algorithms

Choose the elements so that they are as independent as possible; that is, elements with low external complexity (low coupling) and high internal complexity (high cohesion). -  
Rechtin's heuristics for system architecting

Don't assume that the original statement of the problem is necessarily the best, or even the right, one. - Reichtin's heuristics for system architecting

New systems mean new  
problems. - The Systems Bible



In order to understand anything,  
you must not try to understand  
everything. (Aristotle, 4th cent.  
B.C.) - Reichtin's heuristics for  
system architecting

Errors are most frequent during the requirements and design activities and are the more expensive the later they are removed. - Boehm' Law

Plan to scrap the first system:  
You will anyway. - The Systems  
Bible

If you can't explain it in five minutes, either you don't understand it or it doesn't work.  
(Darcy McGinn, 1992 from David Jones) - Reichtin's heuristics for system architecting

Individual developer performance  
varies considerably. - Sackman'  
Law

The Fundamental Theorem: New  
systems generate new problems.  
- The Systems Bible

The total behavior of large  
systems cannot be predicted. -  
The Systems Bible

Premature optimization: Coding early-on for perceived efficiency, sacrificing good design, maintainability, and sometimes even real-world efficiency



Simplify, combine, and eliminate.  
(Suzaki, 1987) - Rechten's  
heuristics for system architecting

Big ball of mud: A system with no recognizable structure

Kaplan's Law of the Instrument -  
Give a small boy a hammer and he  
will find that everything he  
encounters needs pounding.

“A complex system that works is  
invariably found to have evolved  
from a simple system that works”  
– John Gaule

Everything is a system. - The  
Systems Bible

A complex system designed from scratch never works and cannot be patched up to make it work. You have to start over, beginning with a working simple system. -  
The Systems Bible

"The future is already here. It just hasn't been evenly distributed yet" - William Gibson

A structure is stable if cohesion is strong and coupling low. -  
Constantine' Law



The first line of defense against complexity is simplicity of design.  
- Reichtin's heuristics for system architecting

A system is no better than its  
sensory organs. - The Systems  
Bible

Unbounded limits on element behavior may be a trap in unexpected scenarios. [Bernard Kuchta, 1989] - Reichtin's heuristics for system architecting

Build reality checks into model-driven development. [Larry Dumas, 1989] - Reichtin's heuristics for system architecting

Simplify. Simplify. Simplify. -  
Rechtin's heuristics for system  
architecting

High quality, reliable systems are produced by high quality architecting, engineering, design, and manufacture, not by inspection, test, and rework. -  
Rechtin's heuristics for system architecting

An evolving system increases its complexity, unless work is done to reduce it. - Lehman' Law

If things are acting very strangely,  
consider that you may be in a  
feedback situation. - The  
Systems Bible



Complicated systems produce  
complicated responses to  
problems. - The Systems Bible

Relationships among the elements are what give systems their added value. - Reichtin's heuristics for system architecting

"All other things being equal, the simplest solution is the best." -  
Occam's razor

If the politics don't fly, the hardware never will. (Brenda Forman, 1990) - Rechtin's heuristics for system architecting

Technical problems become  
political problems. - Reichtin's  
heuristics for system architecting

If you can't analyze it, don't build it. - Reichtin's heuristics for system architecting

Stockdale Paradox: "You must never confuse faith that you will prevail in the end – which you can never afford to lose – with the discipline to confront the most brutal facts of your current reality, whatever they might be."

In introducing technological and social change, how you do it is often more important than what you do. - Reichtin's heuristics for system architecting



Lava flow: Retaining undesirable (redundant or low-quality) code because removing it is too expensive or has unpredictable consequences[5][6]

“Simplicity is an acquired taste.  
Mankind, left free, instinctively  
complicates life.” - Katherine F.  
Gerould

Hierarchical structures reduce complexity. - Simon' Law

Connect-the-Dots Principle:  
There must be a traceable  
connection from business  
strategy to each enterprise  
architecture decision. - Dana  
Bredemeyer

Accidental complexity:  
Introducing unnecessary  
complexity into a solution

The value of models depends on the view taken, but none is best for all purposes. - Davis' Law

Without data, discussions  
produce more heat than light -  
Edwards Deming

Performance, cost, and schedule cannot be specified independently. At least one of the three must depend on the others.

- Reichtin's heuristics for system architecting



A combination of different V&V methods outperforms any single method alone. - Hetzel-Myers' Law

Minimalist Architecture Principle:  
Make only those decisions that  
have to be made at this level of  
scope to achieve the business  
strategy and meet the  
architecture objectives and vision.  
- Dana Bredemeyer

Decisions With Teeth Principle:  
Only include decisions in your  
Enterprise Architecture that you,  
and the governance organization,  
are willing and able to enforce. -  
Dana Bredemeyer

In architecting a new [software] program all the serious mistakes are made in the first day. [Spinrad, 1988] - Rechten's heuristics for system architecting

Development effort is a (non-linear) function of product size. -  
Boehm' Law

“Simplicity is the ultimate  
sophistication” - Leonardo da  
Vinci

Choose a configuration with minimal communications between the subsystems. (computer networks) - Rechter's heuristics for system architecting

“Any intelligent fool can make things bigger, more complex, and more violent. It takes a touch of genius -- and a lot of courage -- to move in the opposite direction.”

- Albert Einstein



Sinclair's Law - If a man's paycheck depends on his not understanding something, you can rely upon his not understanding it

Requirement deficiencies are the  
prime source of project failures. -  
Glass' Law

“If you don't have time to do it right, when will you have time to do it over?” – John Wooden