



# Intersections of Philosophy Logic and Biology in Design

**Yiannis Papadopoulos**

**Professor of Computer Science – University of Hull – UK**

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# Design



**Involves  
Creation &  
Reflection**



# Structure of the talk

- How ideas of philosophy, logic and biology have influenced conception of design  
(creation, reflection, design as evolutionary search)
- **Intersections in my own scientific work:**  
  
Novel techniques for refinement, analysis and optimisation of dependable systems  
  
Art project redefining art work \*as\* **evolutionary journey** through a design space



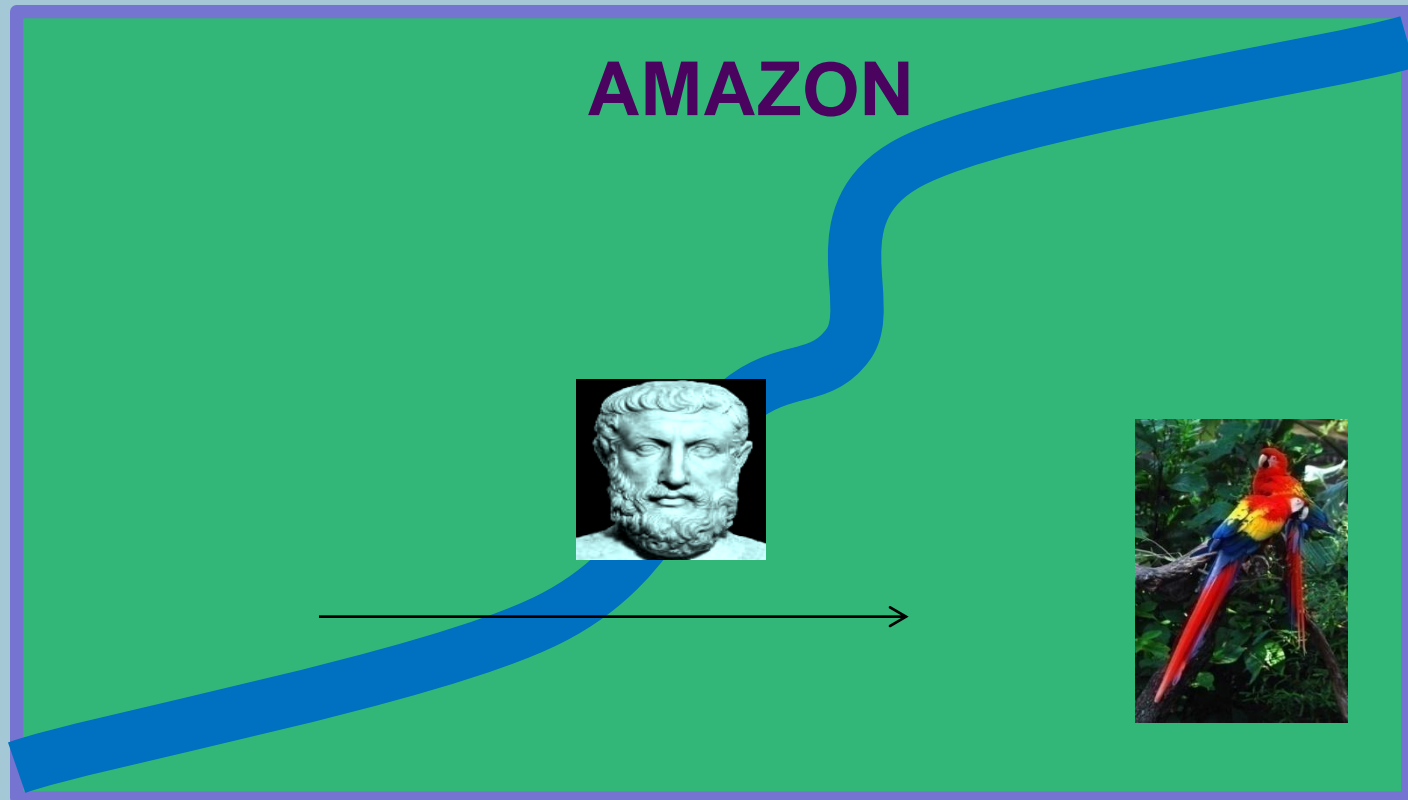
## Change – Heraclitus of Ephesus (c. 535-475 BC)

**“everything in flux” “A thing rests only by changing”**  
**“One cannot cross the same river twice”**



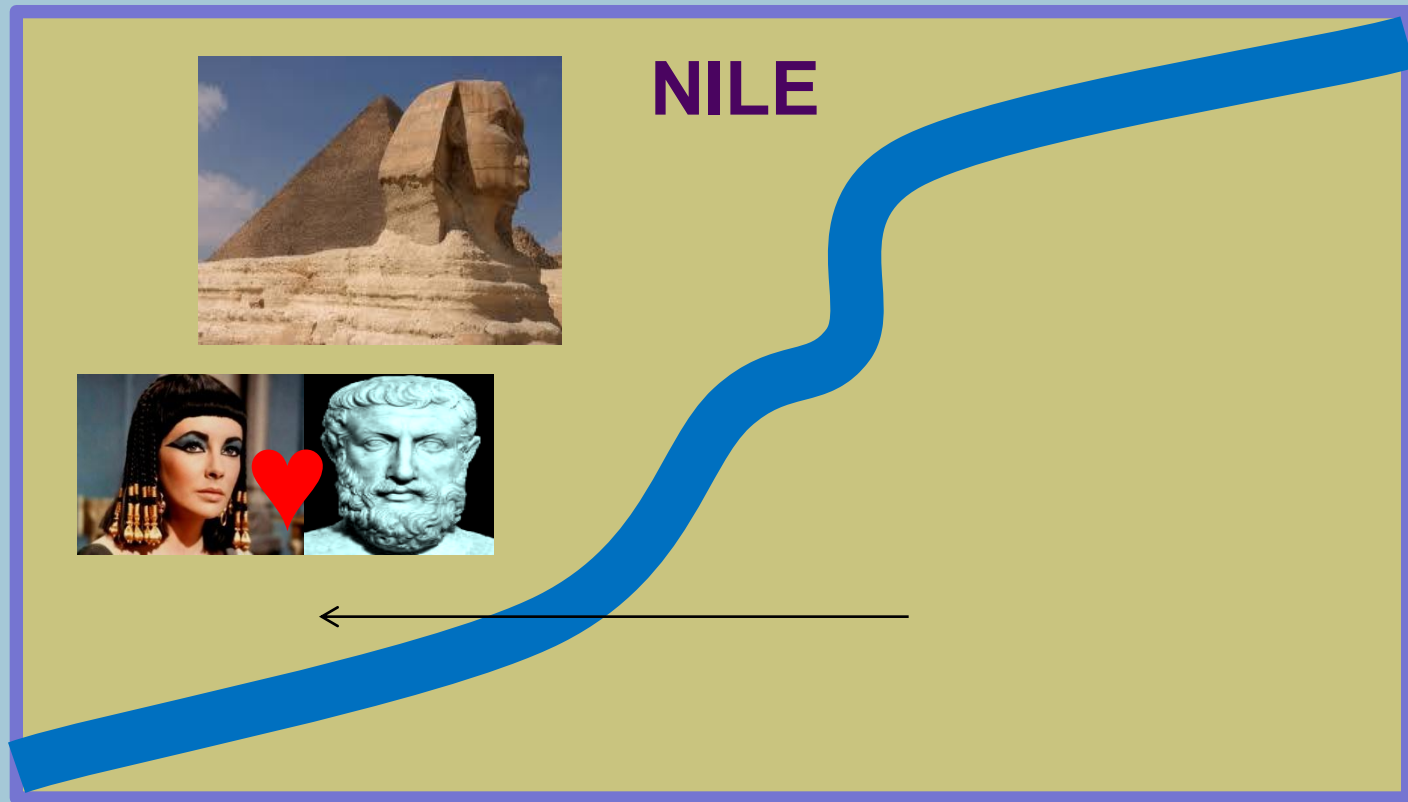
# Heraclitus : instability & flux

“One cannot cross the same river twice” (animation)



# Heraclitus : instability & flux

“One cannot cross the same river twice” (animation)



# Heracitus: instability & flux in system design

**Requirements change so fast that systems are outdated on the date of their release**

**Verification techniques must become agile and respond to constant flux**





# Logic vs Experience – Zeno of Elea (c. 490-430 BC)

**“Nothing changes” we are part of a single “one”**

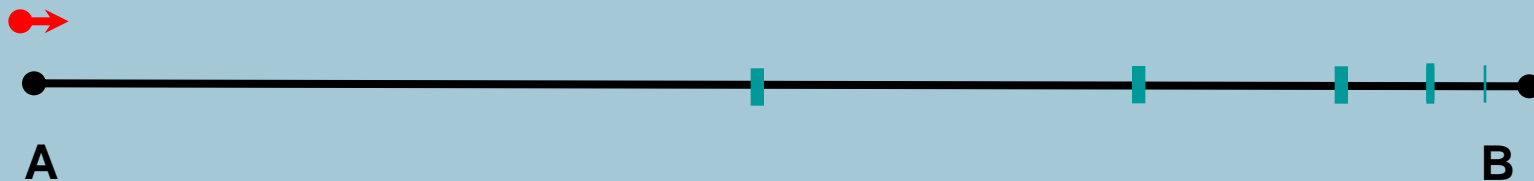




# Zeno's paradoxes

## Proofs that movement is impossible

“The arrow will never reach B” (animation)

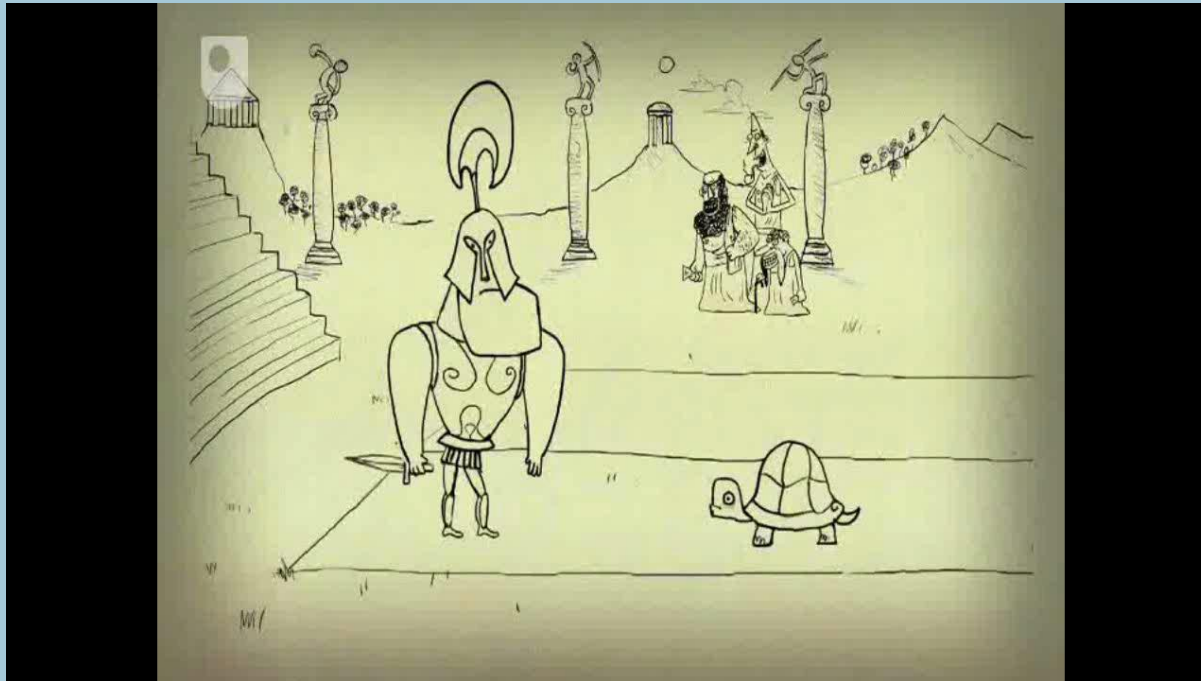


*in aeternum*

# Zeno's paradoxes

(animation, music by Manos Hatzidakis)

## Achilles and Tortoise



***Achilles will  
run after the  
Tortoise***

***in aeternum***

## Zeno's paradoxes: why so important

- Experience is deceptive, reality is different from perception, use **logic** to investigate the world
- **Prove** a theory – not just state it

Use of **thought experiment**

Proof by contradiction (*reductio ad absurdum*)

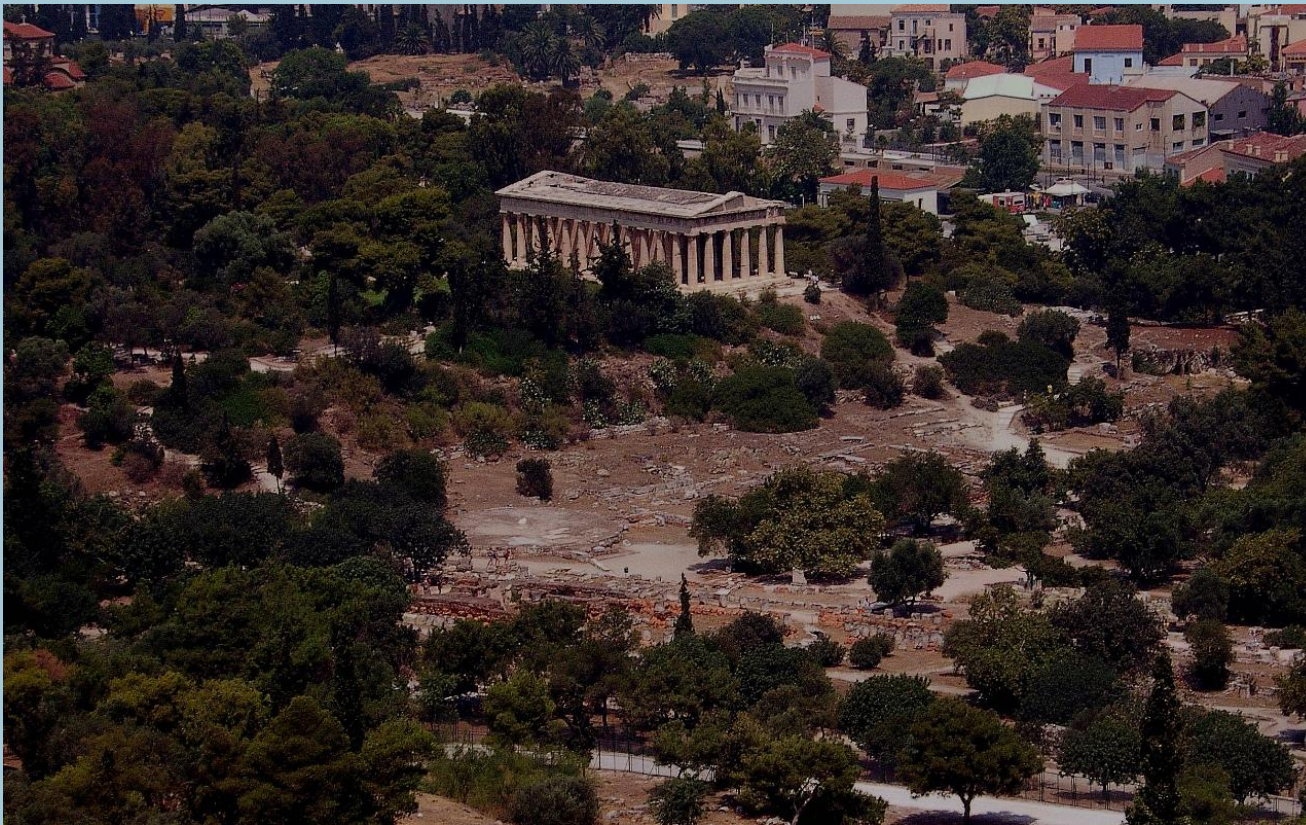
- **Foundation of logic as discipline**, established by Aristotle developed by Chrissippus, Frege, Russell, Tarski

Logic is the main tool for **reflection** in many types of design, e.g. to prove the correctness of software



## Models and abstractions – Plato (c. 424 - 348 B.C.)

Behind flux and instability, Plato saw a parallel world of **perfectly stable** abstract forms (**ideas**)

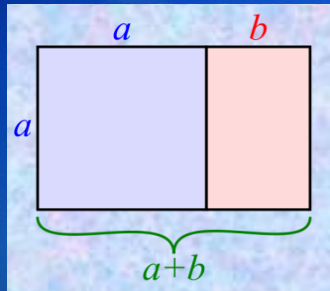


His **Academy** was set in a Athenian garden  
(no fees)

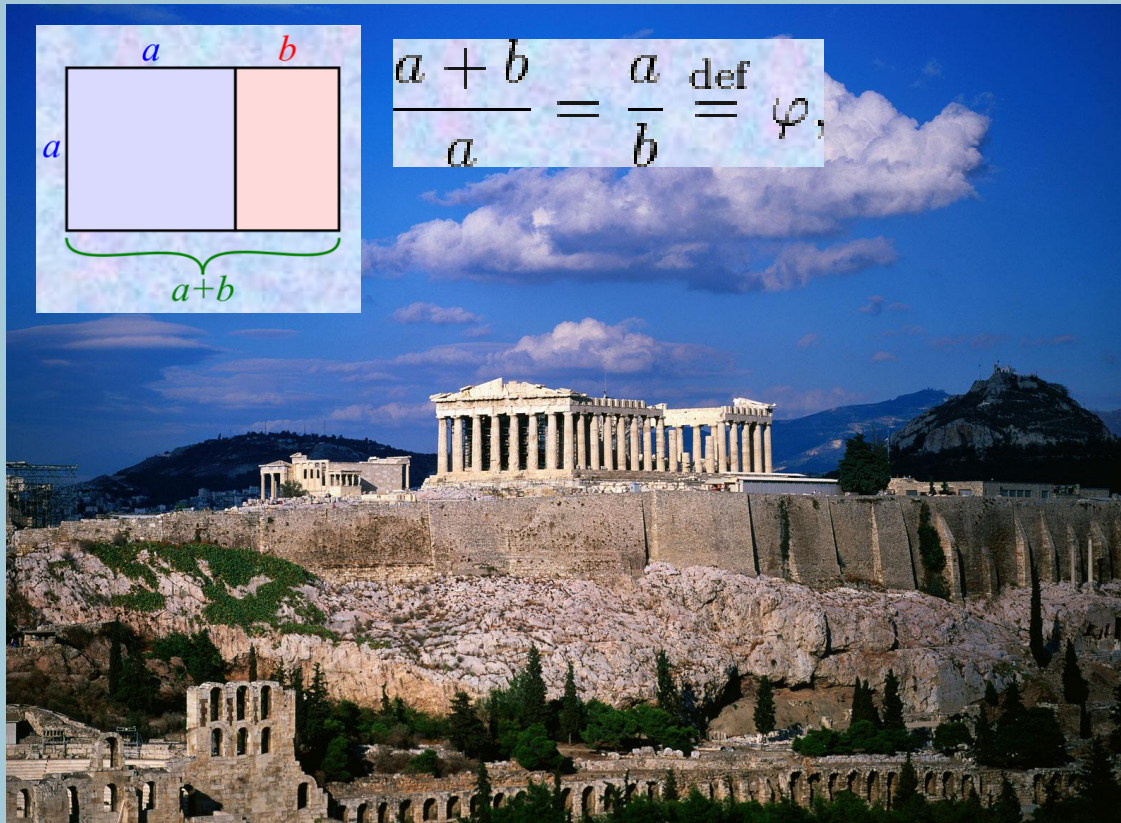


# Plato and his “ideas”

Platonic **abstractions** (maths, geometry, models) help us reason about an unstable world and **enable design**



$$\frac{a+b}{a} = \frac{a}{b} \stackrel{\text{def}}{=} \varphi,$$



**Golden ratio:**

Le Corbusier & Botta,  
Béla Bartók,  
Geometry of crystals,  
Structure of leaves  
Atomic scale  
Human DNA

## Biology – Design as automated search

- **Aristotle: biological determinism “acorn is destined to become an oak tree”**
- **Darwin: theory of evolution of species, refined by subsequent geneticists**
- **Genetic theories influenced the way we view design in engineering.**
- **The elements of a car make innumerable combinations that define a design space. One is a BMW.**
- **Design can be seen as the task of searching potential design spaces for useful solutions**



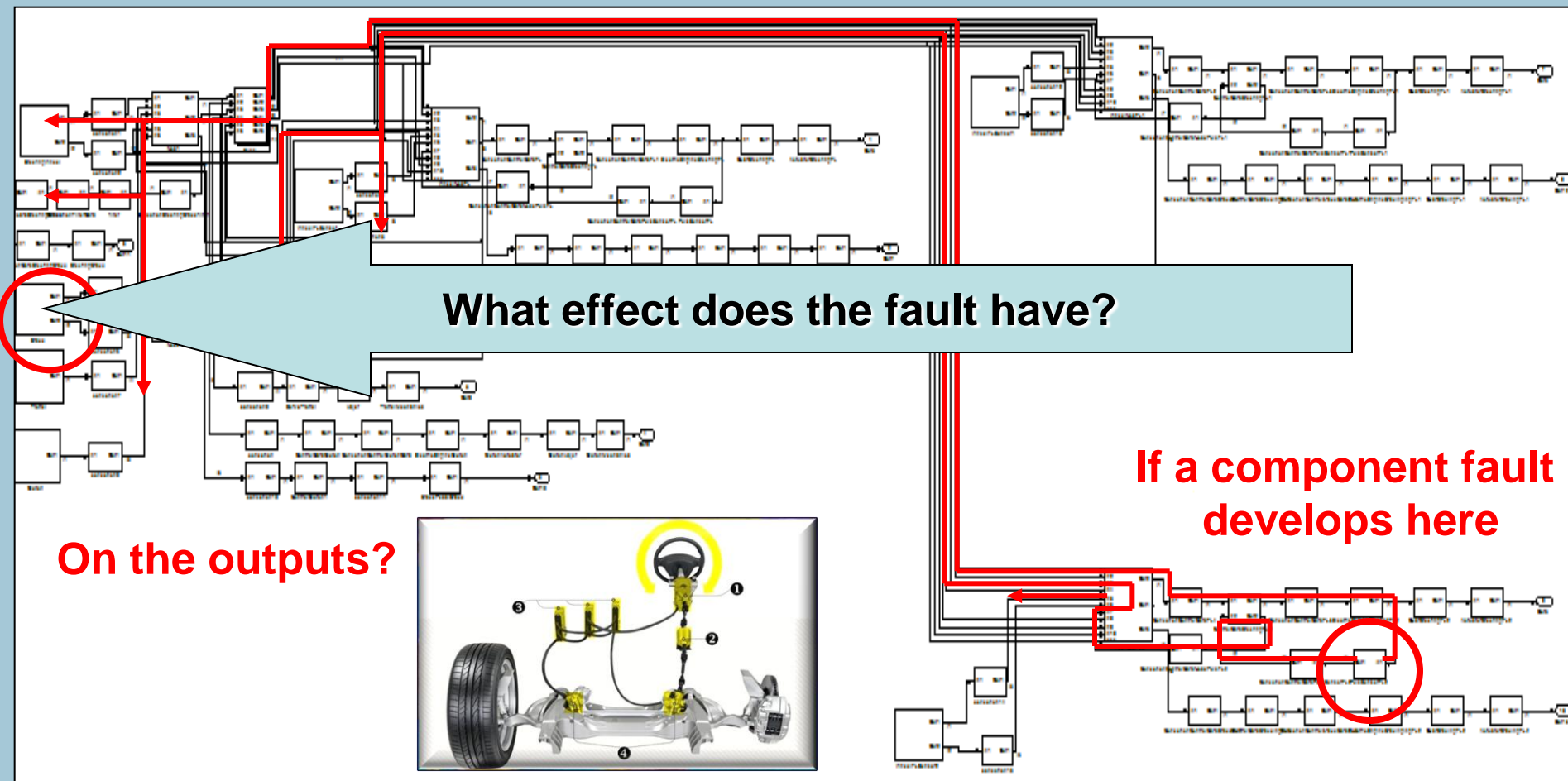
# Intersections in my scientific contribution

- Dependable systems
- Increasing concerns about new systems

Computer controlled dependable systems emerge in new areas.

- Increasing complexity of systems, rapid technological change, reduced product development times & budgets cause difficulties in classical dependability analyses

# Problem & Motivation (animation)



## My work in the field of dependability

- Methods and tools that partly automate & simplify dependability analysis and design optimisation
- Known as **H**ierachically **P**erformed - **H**azard **O**origin and **P**ropagation **S**tudies (**HiP-HOPS**)
- Effectively a synthesis of models, logic and biology
- Contributing to the state-of-the-art



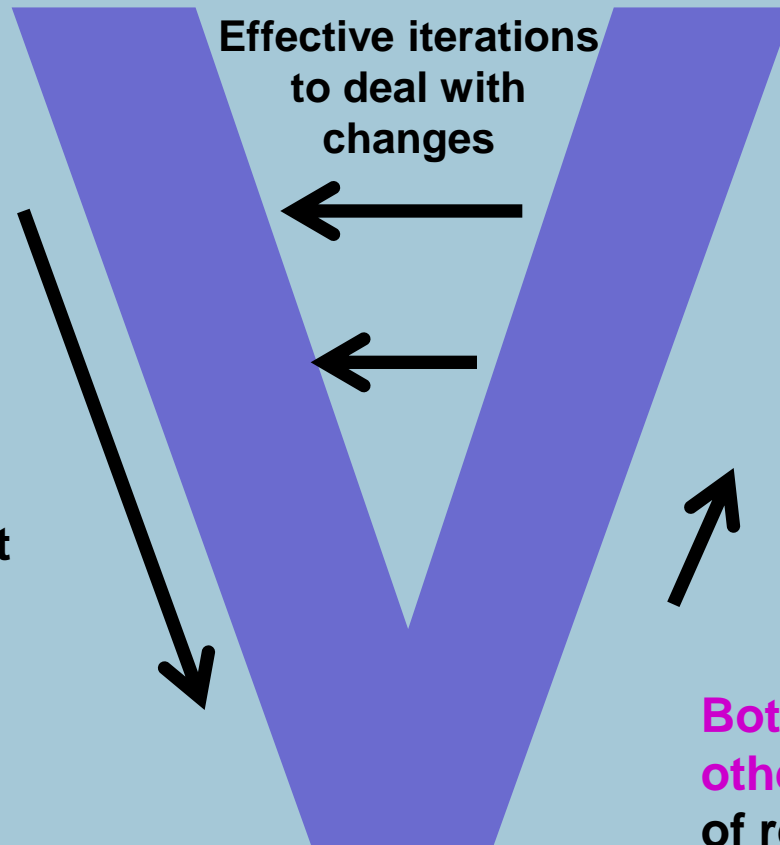
# Aspirations (& achievements) of HiP-HOPS

all processes model-based and largely automated

## Dependability-driven design

dependability requirements allocated to sub-systems and components during refinement

With the aid of automation and metaheuristics



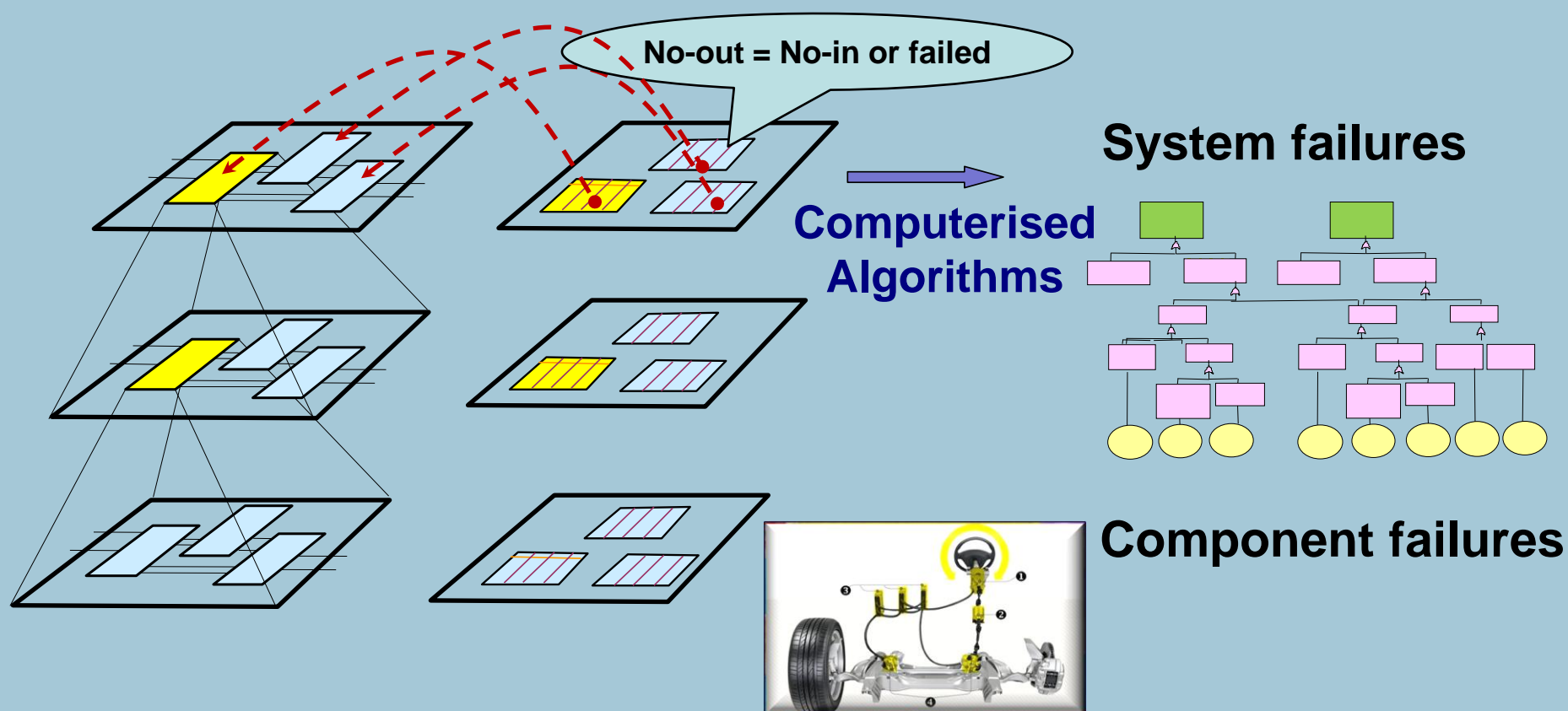
Effective iterations to deal with changes

Metaheuristic Optimisation of system architecture and maintenance with respect to dependability, cost, ...

Bottom up dependability and other analyses and verification of requirements

# HiP-HOPS : A Platonic view

System Model + Error logic of components = Global view of failure:



# Novel language for modelling error logic (recall Zeno)

- A contribution in itself
- Includes **PANDORA** (with **Martin Walker**) a new temporal logic (extension of Boolean logic)
- It **enables new forms of design reflection** in which the effect of sequences of fault can be analysed in fault trees

## Moving beyond dependability analysis to automatic improvement of dependability

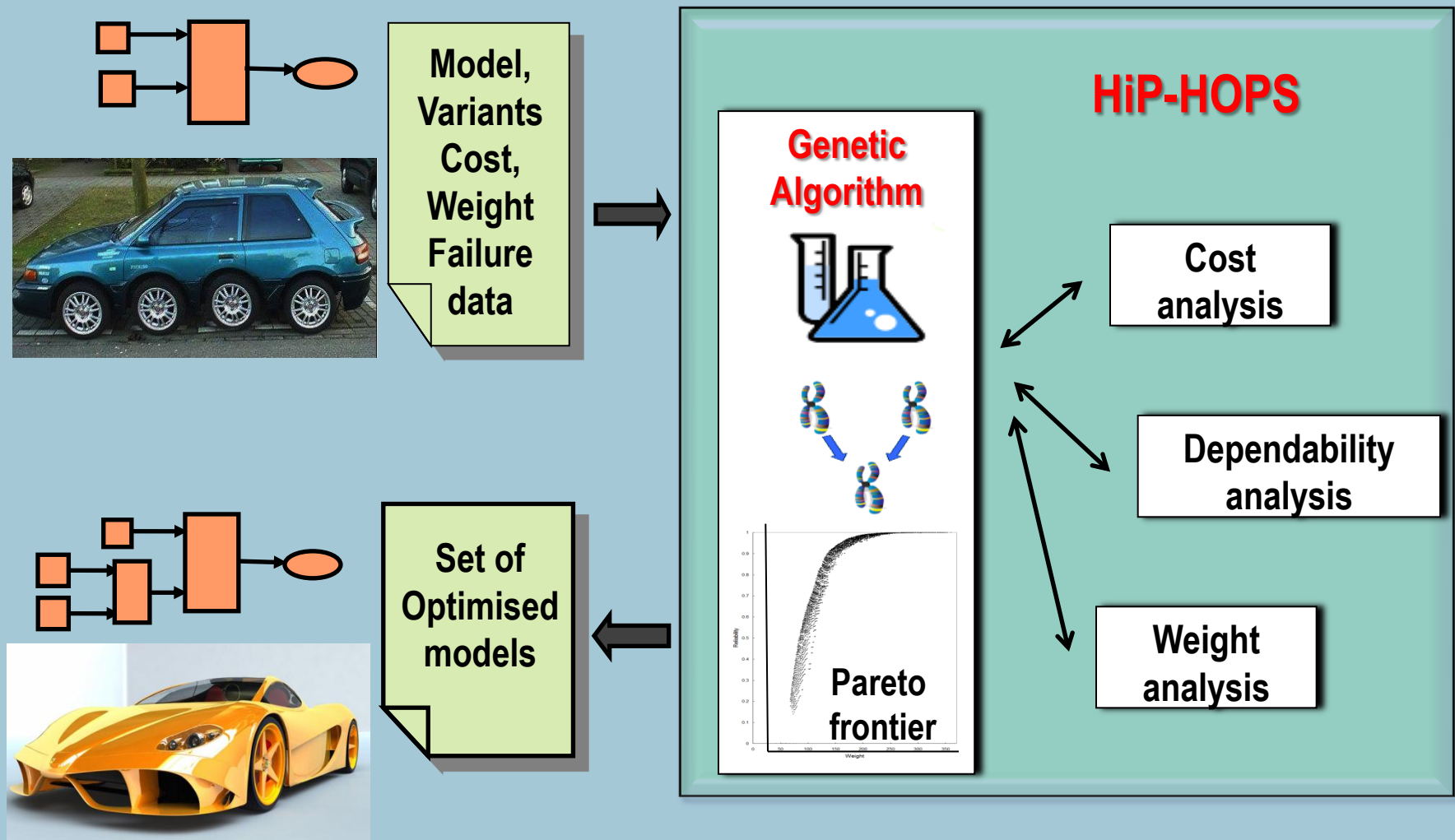
- What happens when design is not dependable enough?

How can system dependability be improved?

Substitute components & sub-systems, replicate  
increase frequency of maintenance

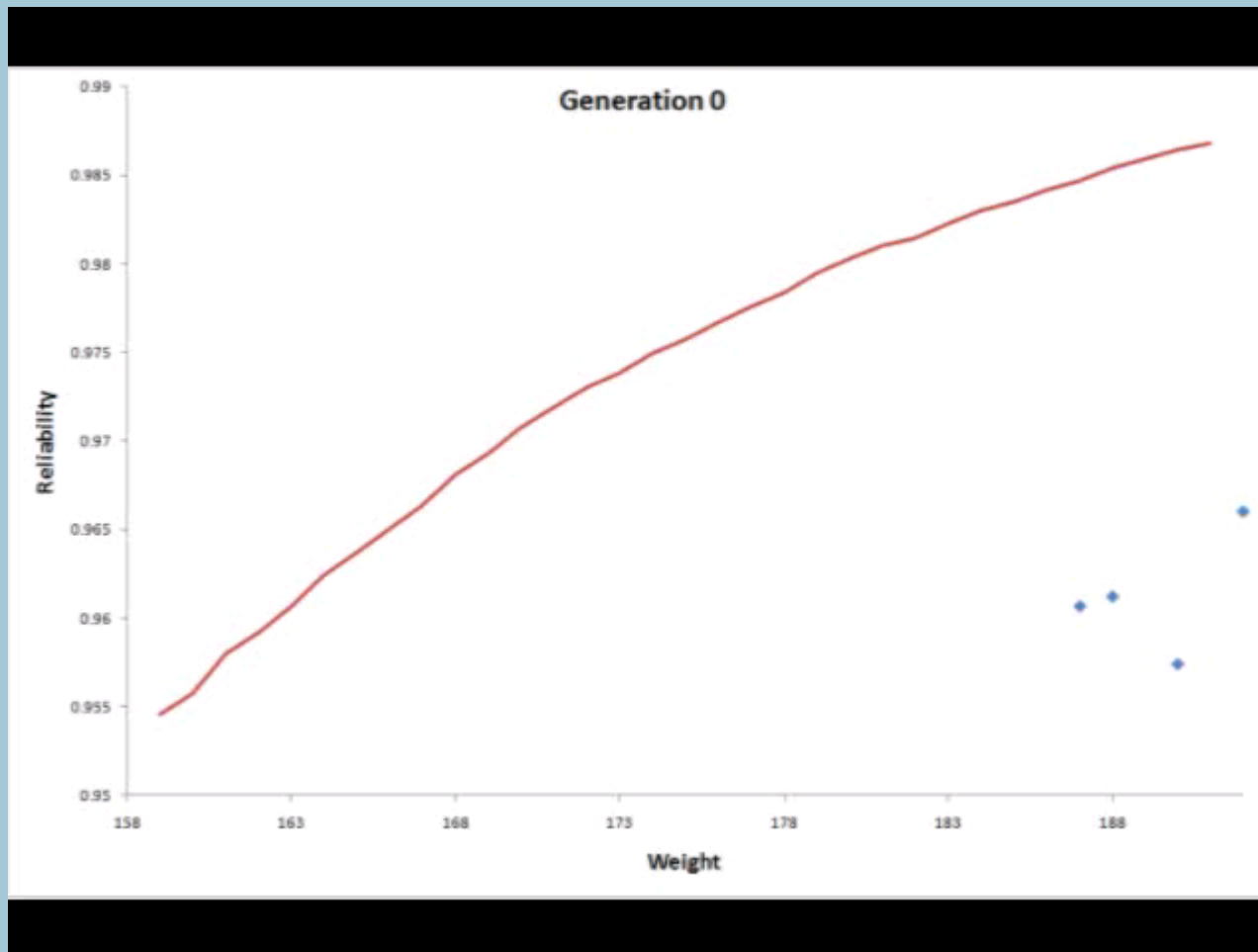
- Which solution achieves minimal cost?
- Hard design problems that can only be addressed effectively with automation

# Evolutionary Design Optimisation Algorithms





# Evolution in action: improving a technological design (animation of evolutionary search)

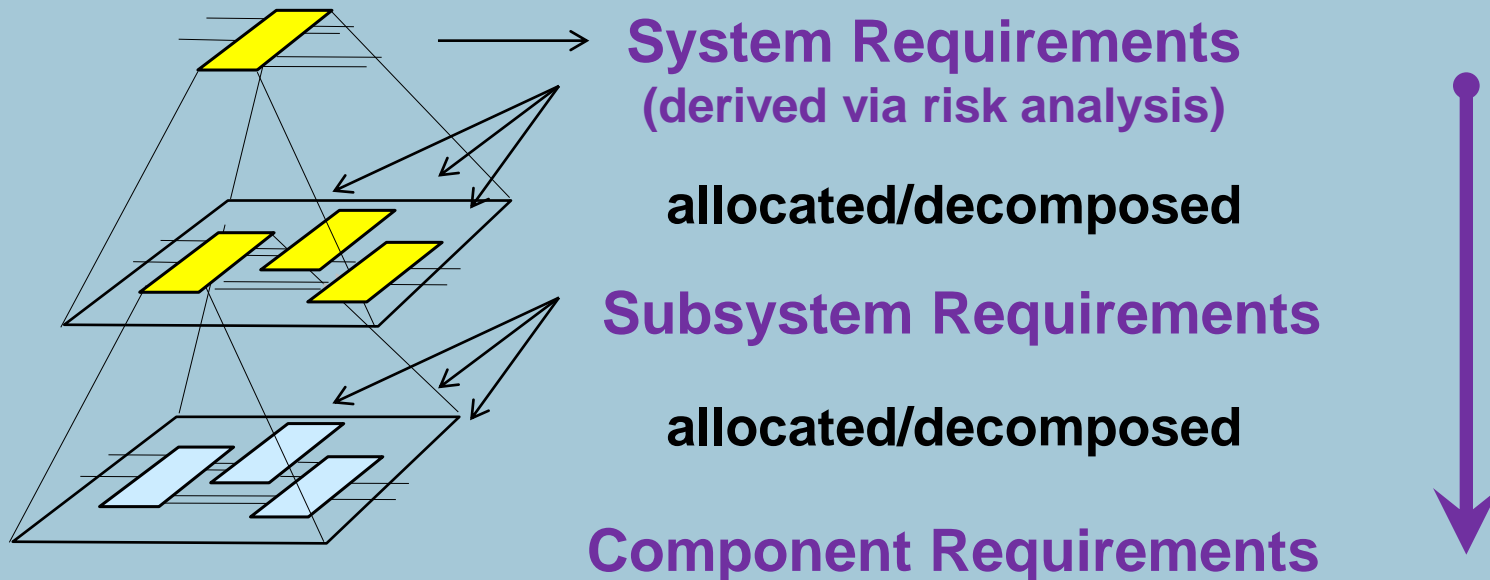


# Allocation of Dependability Requirements

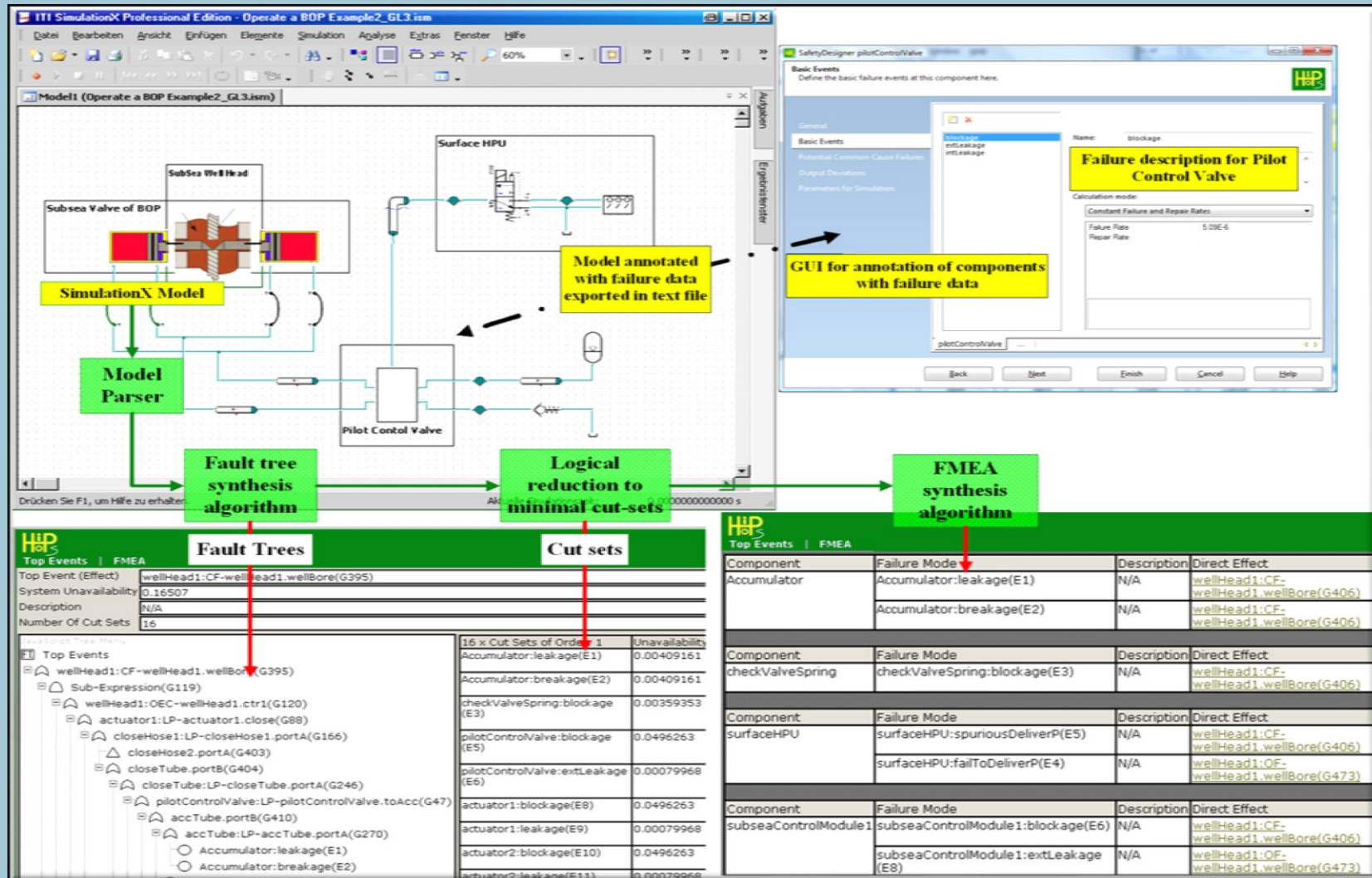
- Why wait to design system first in detail to then assess whether dependability requirements have been met?
- Why risk failing to meet requirements and need to redesign?
- Why not have a top-down dependability-driven design process in which dependability requirements can be optimally allocated to sub-systems during refinement?
- Many standards like IEC61508, APR4754, ISO26262 aspire to this

# HiP-HOPS enables Dependability-Driven Refinement of Design

Cost-optimal allocation of System Dependability Requirements is done using model-based analyses and metaheuristic search



# Commercialisation of technologies



# Technology transfer with global reach



**Taken up by Honda, Toyota, Continental, Fiat, Volvo  
Embraer, Honeywell, DNV-GL**



# Art project: from fixed artefact to design space

- **Roberto Bono** (Sicilian Abstract Painter)  
**Andrea Alberti** (Euphrates Artists - musician - Rome)  
**Bob Salmieri** (Milagro Acustico - musician - Rome)  
**David Parker** (Computer science colleague)
- Roberto's abstract painting in twelve double sided panels

Idea to enable people to make their own configuration

Possible configurations (paintings) in order of quintillions.  
To view design space requires the age of Universe

Created a computer system that takes random and evolutionary journeys through this design space

# Art Work as exploration of a design space

(click on West-East links to see artshows – requires installing MS-Silverlight)

## West

- Roberto Bono & Andrea Alberti



## East

- Roberto Bono & Bob Salmieri



# Summary

- Philosophy (& logic and biology) have historically enhanced positively our conception design
- I have illustrated some influences in my work from engineering to an artistic project
- **Plenary paper** describes
  - A) **Challenges** in Model-Based Safety Assessment
  - B) View on how they can be tackled with a **synthesis of logic and biology** – i.e. a synthesis of verification techniques that rely on logic and biologically inspired search and optimisation techniques.
  - C) Summary of my work in this direction within HiP-HOPS

## Five year plan:

- Intergalactic domination of HiP-HOPS
- Define the future of audio-visual art
- Retire in a Greek island

**Thank you!**