

Analysis and Design Document
for
OPAL

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Chapter 1

Introduction

The primary goal is create a framework that helps the users to realize the tuning task following the schema

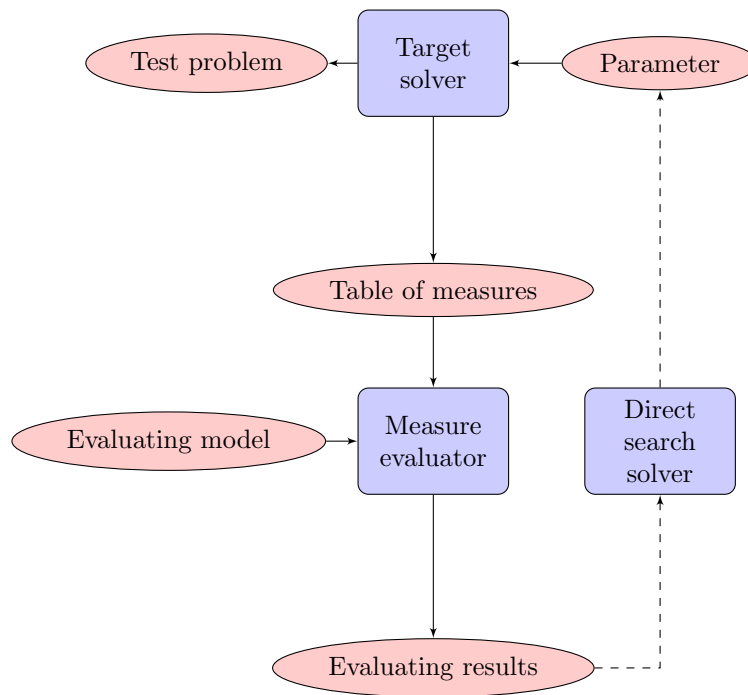


Figure 1.1: General schema of parameter tuning

Chapter 2

Backgrounds

The principles are built basing on the observations:

- There are main entities Information and Information Manipulator
 1. Information is in fact set of elements with the methods set and get value. The set is organized in the different structure like a scalar, a vector or a matrix ...
 2. Information Manipulator represent for the processes manipulate the input information to get the other information as output
- Any process is formulated by the interaction between these entities
- An Information Manipulator is characterized by Input, Parameters and Output.
 1. Input includes the Information and set of Manipulators that may be a empty set. If this set is empty, the Manipulator is called Evaluator, otherwise it is called Solver.
 2. Parameter is actually Information, it is used to generallized a class of Manipulator. Each time the parameters are set to the specific values, we have a manipulator.
 3. Output is Information represents for the results of manipulation.

Chapter 3

System analysis

Chapter 4

System design

Chapter 5