

Top Down, Bottom Up

- Start at Top and work down, but be ready to dive into Bottom and work up
- Break all parts of the problem down into chunks
- Rule of thumb: fail fast - attack known/unknowns first and recast them as sets of known/knowns, or fail and re-cast the solution
- Cannot attack unknown/unknowns, because I don't know what they are, but, I can "plan" for them
 - I can plan for changes, but I don't know what the changes will be

Top Down Bottom Up (con't)

- The problem space is big
- A *solution* is a traversal from one end of the space to the other end (also called “Drunkard’s Walk” or “Brownian Motion”)
- Usually, there are many solutions for the same problem
 - pick one solution, by meandering through the space