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Perfect Ball in Nature—On Software Development Methodologies for Distributed Systems

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Abstract

Many implications and unavoidable imperfections in software practices, as the uncontrollable and the unknown parts, offend the foundation of most existed methodologies. Perfect ball is based on the duality and mappings. The uncertainty relation of distributed systems addresses that codes, as available products, and goals, as the announced features of the software products, cannot be determined simultaneously. A triangle relationship among address, thought and object is analyzed for clarifying the perfect point and non-zero area. It is intent to substitute the perfect ball for specific pre-fixed or dynamic modified goals and the step for reducing influences of the predestination and probability theories. The explanation of the linkage between software system and human body shows the concept-mapping between Qigong philosophy and software development. Software developments under perfect ball paradise include the vivid learning behaviors, rather than only the mechanical behaviors. Few applications of perfect ball are mentioned.

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摘要

软件开发实践中存在的隐含成分和无法回避的“不够完美”,就是现实软件开发项目中的无法控制或未知部分,这违反现存的大部分软件开发方法的基础,如一致性.完美球却是基于二重性,把微观世界的一些成分和复杂系统相映射.这是探索先进的西方科学技术和古代东方哲学的产物.分析由“陈述”,“思想”和“客观事实”组成的三角形,以说明完美点相区别的三角形.分布系统的测不准关系阐明:代码(代表可用产品)和目标(代表软件产品的性能)不能同时确定.在解释软件系统与人体间的联系中表明在气功哲学概念和软件开发概念之间可建立的某种映射关系.在完美球范畴下的软件开发强调生动活跃的学习行为,而不仅看重的自动机行为.用完美球替代特定目标点或动态可修改的目标点.系统复杂性日益增加,逐步减少概率论和预定计划影响.列举完美球少许应用.

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