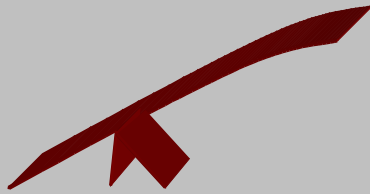
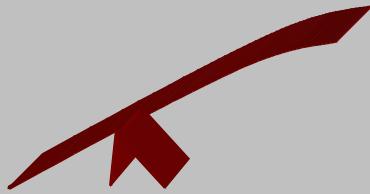


Engineering Systems Thinking



Systems Thinking

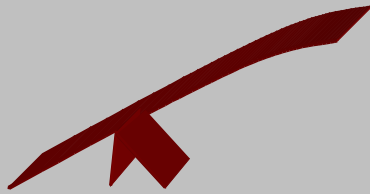
- ◆ Systems Thinking is a discipline for seeing the whole
- ◆ Systems Thinking is a framework for seeing interrelationships and repeated events rather than things
- ◆ Systems Thinking is seeing patterns of change rather than static snapshots
- ◆ Systems Thinking embodies the idea that the interrelationships among parts relative to a common purpose of a system are what is important



The Fifth Discipline

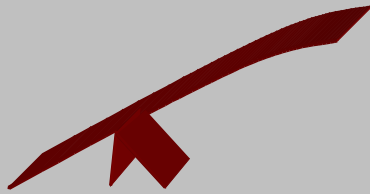
- ◆ According to Peter Senge, systems thinking is the fifth discipline “and is the catalyst and cornerstone of the learning organization that enables success through the other four disciplines”:
 - ◆ Personal mastery through proficiency and commitment to lifelong learning
 - ◆ Shared mental models of the organization’s markets and competitors
 - ◆ Shared vision for the future of the organization
 - ◆ Team learning

Peter Senge, *The Fifth Discipline: The Art and Practice of the Learning Organization*, Doubleday, New York, 1990



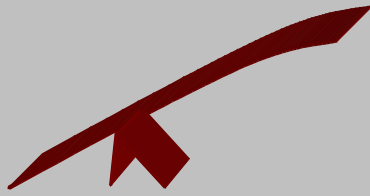
Laws of the Fifth Discipline

- ◆ Contemporary and future problems often come about because of what were presumed to be past solutions
- ◆ For every action, there is a reaction
- ◆ Short-term improvements often lead to long-term difficulties
- ◆ The easy solution may be no solution at all
- ◆ The solution may be worse than the problem
- ◆ Quick solutions, especially at the level of symptoms, often lead to more problems than existed initially



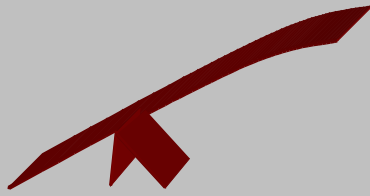
Laws of the Fifth Discipline - 2

- ◆ Cause and effect are not necessarily closely related, either in time or in space
 - ◇ Sometimes solutions implemented here and now will have impacts far away at a much later time
- ◆ The actions that will produce the most effective results are not necessarily obvious at first glance
- ◆ Low cost and high effectiveness do not have to be subject to compensatory trade-offs over all time



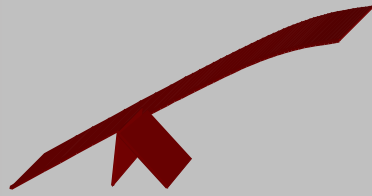
Laws of the Fifth Discipline - 3

- ◆ The entirety of an issue is often more than the simple aggregation of the components of the issue
- ◆ The entire system, comprised of the organization and its environment, must be considered together



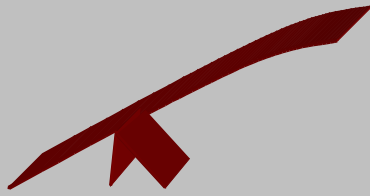
Laws of Engineering Systems Thinking

- ◆ In all of the project's phases/stages, and along the system's life, the systems engineer has to take into account:
 - ◆ The customer's organization vision, goals, and tasks
 - ◆ The customer's requirements and preferences
 - ◆ The problem to be solved by the system and the customer's needs
- ◆ The **whole** has to be seen as well as the interaction between the system's elements
 - ◆ Iterative or recursive thinking must replace the traditional linear thinking



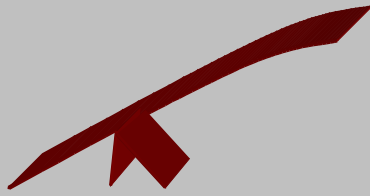
Laws of Engineering Systems Thinking - 2

- ◆ Consider that every action also could have implications in another place or at another time
- ◆ One should always look for the synergy and the relative advantages from the integration of sub-systems
- ◆ The solution is not always an engineering one – remember to always take into account
 - ◇ Business and economic costs
 - ◇ Reuse or utilization of products and infrastructure already developed
 - ◇ Organizational, managerial, political, and personal considerations



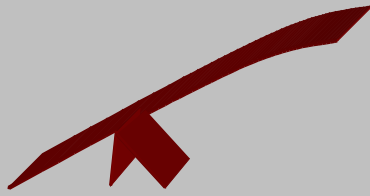
Laws of Engineering Systems Thinking - 3

- ◆ The systems engineer should consider as many different perspectives as possible
- ◆ Always take into account:
 - ◇ Electrical considerations
 - ◇ Mechanical considerations
 - ◇ Optical considerations
 - ◇ Manufacturing considerations
 - ◇ Environmental considerations
 - ◇ Quality assurance considerations
 - ◇ Quality factors such as reliability, availability, maintainability, expandability, testability



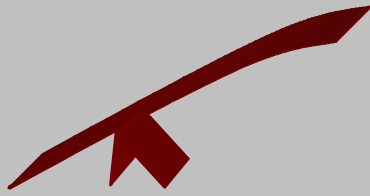
Laws of Engineering Systems Thinking - 4

- ◆ Evaluate future logistic requirements in all development phases
 - ◆ Spare parts
 - ◆ Maintenance infrastructure
 - ◆ Support
 - ◆ Service
 - ◆ Maintenance levels
 - ◆ Technical documentation



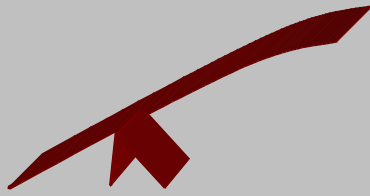
Laws of Engineering Systems Thinking - 5

- ◆ When a need arises to carry out a modification to the system always take into account:
 - ◆ The engineering and non-engineering implications
 - ◆ The effects on the form, fit, and function
 - ◆ The system's response to the changes
 - ◆ The needs, difficulties, and attitudes of those who must live with the modification
- ◆ Each problem may have more than one possible working solution
 - ◆ All possible alternatives should be examined and compared to each other by quantitative and qualitative measurements



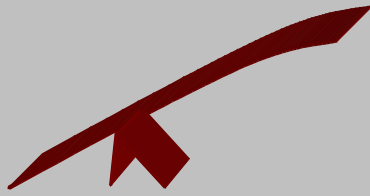
Laws of Engineering Systems Thinking - 6

- ◆ Engineering design is not necessarily maximal
 - ◇ At every stage, engineering trade-offs and cost-effectiveness should be considered
- ◆ In case of a system's failure, repeated structures and patterns should be looked for and analyzed
- ◆ Look for the changes that might introduce significant improvements by minimum effort
- ◆ Pay attention to and take into account slow or gradual processes



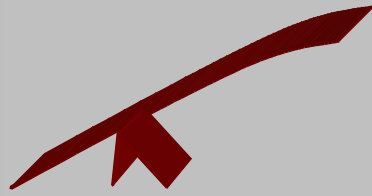
Laws of Engineering Systems Thinking - 7

- ◆ Avoid adapting a known solution for the current problem – it might not be suitable
- ◆ Take into account development risks
- ◆ It is impossible to run a project without:
 - ◆ Control
 - ◆ Configuration management
 - ◆ Milestones
 - ◆ Management
 - ◆ Scheduling methods



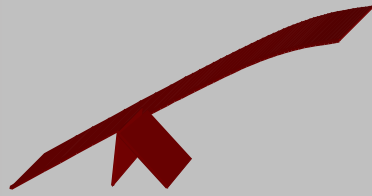
Laws of Engineering Systems Thinking - 8

- ◆ The end user must be considered as a major part of the system
 - ◆ At each stage the human element must be considered
- ◆ The engineering design is a top-down design for which the bottom-up approach is preferable
- ◆ Integration and tests are bottom-up
- ◆ At every stage, systematic design considerations should be used
- ◆ Engineering systems thinking requires the use of simulations



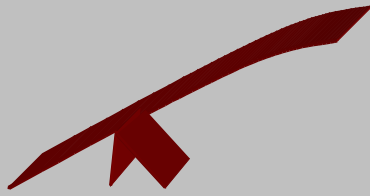
Laws of Engineering Systems Thinking - 9

- ◆ Engineering systems thinking requires the integration of expertise from different disciplines
- ◆ Engineering systems thinking, by its very nature, requires the examination of different perspectives, calling for teamwork to cover those perspectives
- ◆ Try to anticipate the future at every stage
 - ◆ The life expectancy of a system could end after 10 years or less



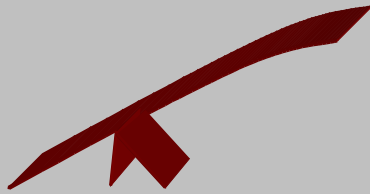
Laws of Engineering Systems Thinking - 10

- ◆ Selecting partners and subcontractors will be critical – do not enter into a partnership unless the partner is willing to share your risks as well as your successes and profits
- ◆ Make sure that the selection of a software development tool is usable and supportable or changeable throughout the life of the system
- ◆ When selecting components for production, take the shelf life into account
- ◆ Do not reduce the development price in a tender offer if there is no guarantee of the serial production budgets



Laws of Engineering Systems Thinking - 11

- ◆ Always examine the external threats against the system
 - ◇ Electromagnetic interference
 - ◇ Environmental conditions
- ◆ Engineering systems thinking includes probability and statistics both when defining the systems specifications and when determining the project targets such as cost and performance
- ◆ Limit the responsibility assigned to an external factor since this increases the dependency on it



Summary

- ◆ One of the most prominent problems observed in software and software / systems organizations today **is the lack of engineering discipline** - cited by managers at all levels
- ◆ The CMM was developed to encourage organizations to develop processes to guide its software development
- ◆ The CMMI integrated Software CMM and Systems Engineering CMM and put the **“engineering”** back into process
- ◆ Engineering Systems Thinking has again been recognized as an important asset for building systems