

New Perceptions in Coping with System of Systems (SoS)

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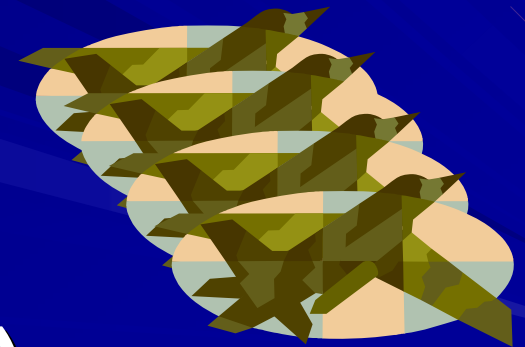
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New Perceptions in Coping with SoS

- SoS Definitions
- OSoS Characterizations, Parameters and Types
- Rationale for Defense Industry Entry in OSoS Development
- OSoSE Versus Systems Engineering
- OSoSE Recommendations
- OSoS Management Highlights

How to Define SoS?

- **Family of Systems? Enterprise SoS? Complex System? or Super System?**
- **For example: one fighter aircraft incorporates many systems, but SoS refers to entire squadron!**
- **To be clear, I propose the term **Operational SoS (OSoS)****



Operational SoS Definition

Ensemble of platforms, armaments, equipment, C⁴I, personnel, training and maintenance facilities.

These synergistically work together to achieve set of tasks within a defined mission, according to operational methodologies driven by combat doctrine

OSoS Example

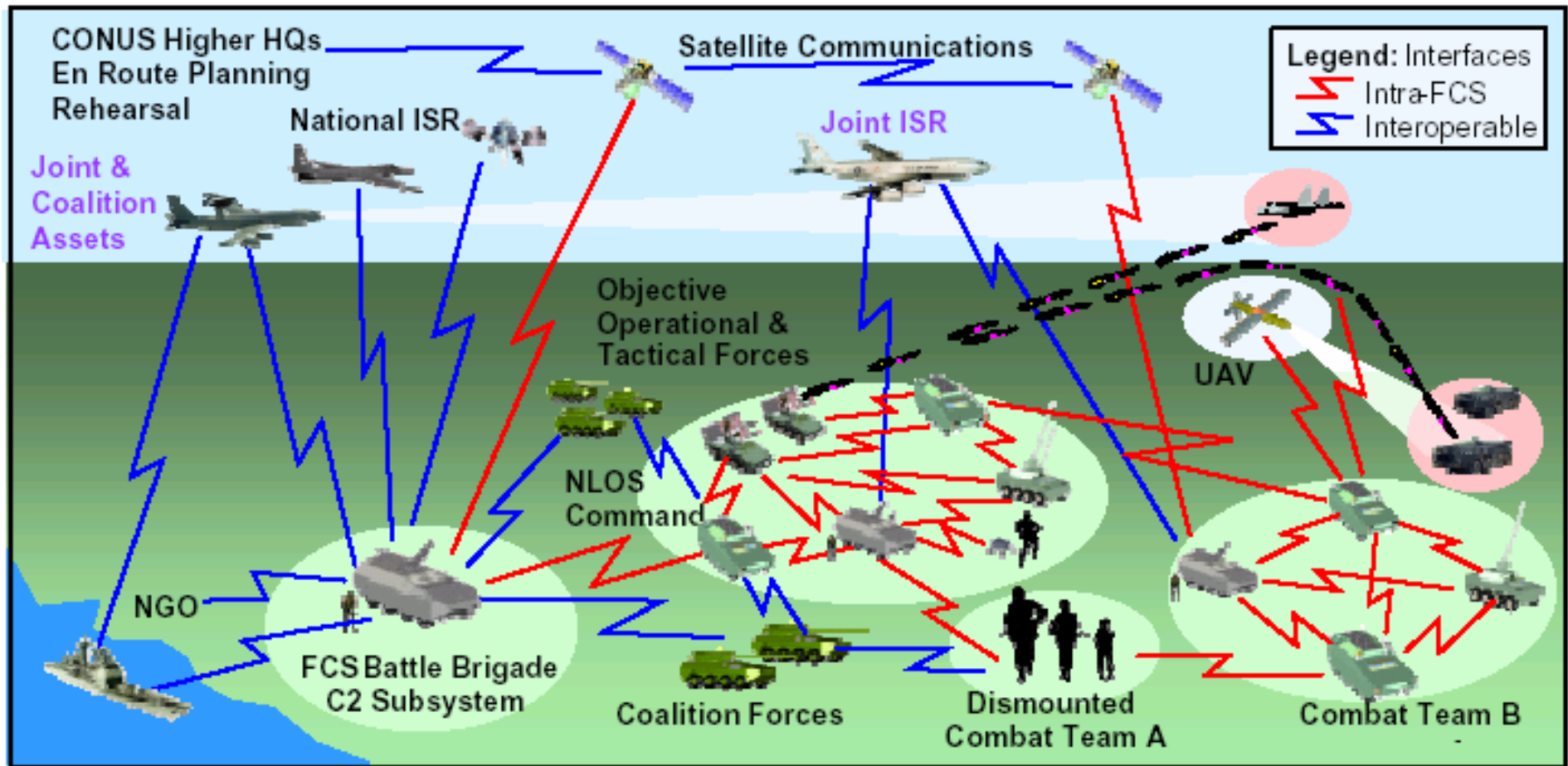
FCS (Future Combat System)

✿ OSoS includes

- ✿ Platforms
- ✿ Weapons
- ✿ C⁴I²SR
- ✿ Doctrine
- ✿ Training facilities
- ✿ Fighting Units
- ✿ Soldiers
- ✿ Maintenance
- ✿ ILS
(Integrated Logistic Support)



FCS OSoS - Concept of Operations



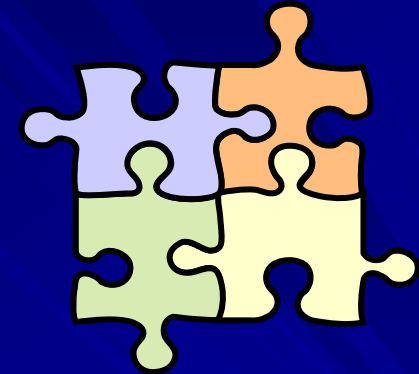
OSoS Characterizations

- ➔ **Trained personnel are integral part of OSoS**
- ➔ **OSoS building blocks can be distributed at remote locations and interconnected by communication networks**
- ➔ **C⁴I systems are critical “glue” for combining separate systems into OSoS**
- ➔ **Coordinated operation of all OSoS building blocks is key factor in effective and efficient mission accomplishment**
- ➔ **OSoS concept, architecture and capabilities are being consolidated in parallel with evolutionary development of its operational methodology**



OSoS Types

- **Dedicated vs Virtual OSoS**



- **Preplanned vs gradually-developed OSoS**

Rationale for Defense Industry Entry into OSoS Development

- Defense market customers new attitude is to deal with OSoS - defining requirements, evaluating and ordering OSoS - and not separate systems

- Many advantages for main contractor
 - Increasing reputation as leading defense industry
 - Enabling direct interaction with customers including End Users
 - Improving opportunity to incorporate own advanced technologies
 - Improving own capabilities when coping with OSoS Systems Engineering (OSoSE)

OSoSE vs Systems Engineering

- ➔ **Starting OSoS Program**
- ➔ **Requirements consolidation and management**
- ➔ **Functional Analysis**
- ➔ **Interfaces definition**
- ➔ **Modeling and Simulation**
- ➔ **Defining and executing V&V**
- ➔ **Evolutionary behavior of OSoS**
- ➔ **Architectural analysis of OSoS**
- ➔ **Deep involvement of interested parties**

OSoSE vs Systems Engineering

- ➔ Starting OSoS Program
- ➔ Requirements consolidation and management
- ➔ Functional decomposition
- ➔ Interface management
- ➔ Model based development
- ➔ Design reuse
- ➔ Evolutionary development
- ➔ Architecture management
- ➔ Design management

✚ Very long processes together with interested parties and customers to refine concept

✚ Early consolidation of Strategic Partners

✚ Considerations of using state-of-the-art or just Foreseen Technologies

✚ Starting interim developments to reduce risks and/or to verify new concept (usually the proven concepts become constraint in the full scale program)

OSoSE vs Systems Engineering

- ➔ Starting OSoS Program
- ➔ Requirements consolidation and management

- ✚ Very high level of complexity in consolidating requirements for new OSoS:
 - many customers with different interests,
 - evolutionary nature of development, and
 - necessity for interoperability
- ✚ Requirements develop and are updated during entire OSoS life cycle
- ✚ Connectivity and interfaces with neighboring OSoS under development
- ✚ Advanced software tool is needed to handle the huge requirements scope (the original + derived ones) and their complex linkages

OSoSE vs Systems Engineering

- ➔ Starting an OSoS Program
- ➔ Requirements consolidation and management
- ➔ **Functional Analysis**
- ➔ Interfaces definition
- ➔ Modeling
- ➔ Definition
- ➔ Evolution
- ➔ Architecture
- ➔ Deep

➔ Processes, tasks and scenarios in OSoS are complex, involving many components

➔ These create interactive constraints and mutual effects

➔ **Conclusion: Methodical Functional Analysis is critical for architectural consolidation of OSoS**

OSoSE vs Systems Engineering

- ➔ Starting OSoS Program
- ➔ Requirements consolidation
- ➔ Functional Analysis
- ➔ Interfaces definition
- ➔ Modeling & Simulation
- ➔ Defining and executing
- ➔ Evolutionary behavior
- ➔ Architectural Analysis
- ➔ Deep involvement of

- ✚ **Systems Engineering** defines mechanical, electrical, computational - connectivity and MMI interfaces
- ✚ **OSoS** provides upper layer of different types of scenarios and tasks:
 - Physical:** different configurations and
 - Logical:** different tasks
- ✚ **Result: Different interface requirements for various applications**

OSoSE vs Systems Engineering

- Starting an OSoS Program
 - Requirements consolidation
 - Functional Analysis
 - Interfaces definition
 - **Modeling & Simulation**
 - Defining and executing
 - Evolutionary behavior
 - Architectural Analysis
 - Deep involvement of interested parties
- Not possible to produce complete model of OSoS to simulate all its functionality as:
 - ✳ Infinite cases of possible events and scenarios included
 - ✳ Very difficult to simulate human behavior

OSoSE vs Systems Engineering

- ➔ Starting OSoS Program
- ➔ Requirements consolidation
- ➔ Functional Analysis
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- ➔ Architectural Analysis
- ➔ Deep involvement of int

- ✚ These situations require:
 - ✚ Using many models to cover all hierarchy levels
 - ✚ Simulating tasks management with Humans-in-the-Loop
 - ✚ Developing special simulation concepts and tools to cope with OSoS

[Example: GES4](#)

OSoSE vs Systems Engineering

- ➔ Start
 - ➔ Requirements
 - ➔ Functional
 - ➔ Interfaces
 - ➔ Modeling & Simulation
 - ➔ Defining and executing V&V
 - ➔ Evolutionary behavior of OSoS
 - ➔ Architectural Analysis of OSoS
 - ➔ Deep involvement of interested parties
- Complex V&V procedures: analysis, simulations, integrations and tests
- Verification of the design in stages, combined with risk analysis and plans

OSoSE vs Systems Engineering

➔ Starting an OSoS Program

➔ Requirements management

➔ Functional decomposition

➔ Interfaces

➔ Modeling & Simulation

➔ Defining and executing V&V

➔ Evolutionary development

➔ Architecture

➔ Deep integration

- ➔ Complex V&V procedures: analysis, simulations, integrations and tests
- ➔ Verification of the design in stages, combined with risk analysis and plans

- ➔ Interfaces verification at all levels, scenarios and tasks
- ➔ OSoS validation in series of high-level preplanned test scenarios

OSoSE vs Systems Engineering

- **OSoS Life Cycle Concept:** taking into account existing systems, future development and stages in life cycle and life time
- **Adaptive development:** considering unexpected changes in directions as result of operational lessons learned by early fielded models
- **Development environments:** as teams, subcontractors, knowledge, experts, tools – are changing!

➤ **Evolutionary behavior of OSoS**

➤ **Architectural Analysis of OSoS**

➤ **Deep involvement of interested parties**

OSoSE vs Systems Engineering

➤ Definition: Model description (physical, functional, operational, software etc) at OSoS upper level in its relevant environment, considering its evolutionary and open system natures

➤ Architectural Analysis of OSoS require very high level of professionalism in following issues:

▶ Methodology

▶ Tools

▶ Training

▶ Experts

Evolutionary behavior of OSoS

➤ Architectural Analysis of OSoS

➤ Deep involvement of interested parties

OSoSE vs Systems Engineering

- ✚ Range of interested parties usually with contradictory interests! - including main contractor and subcontractors, customers taking part in development and end users
- ✚ OSoS military aspects require close involvement of customer as early as possible with professional teams who can make difficult decisions!
- ✚ Close cooperation with customer and mutual obligations are essential for successful building of OSoS!

→ **Architectural Analysis of C**

→ **Deep involvement of interested parties**

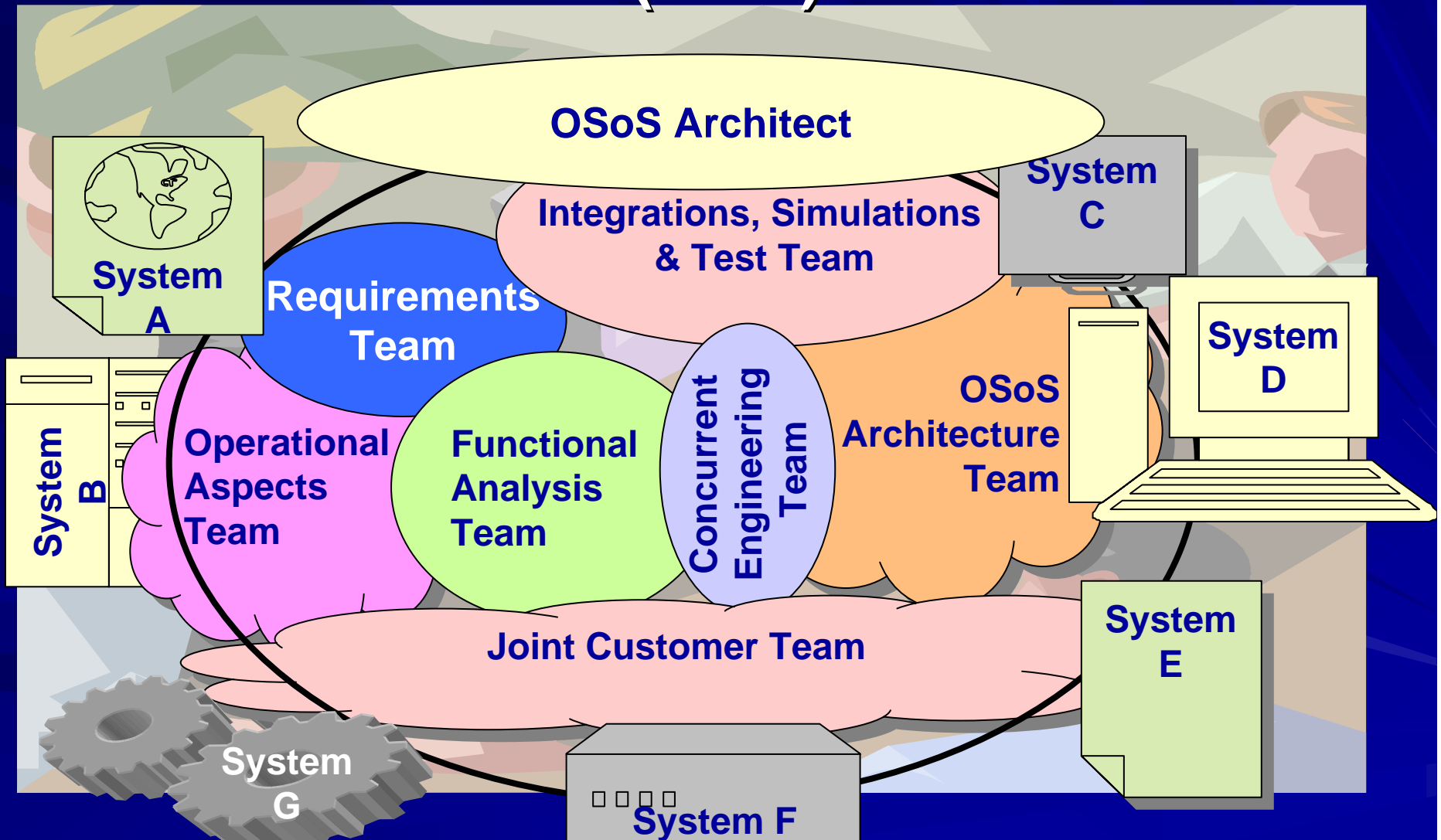
OSoSE Recommendations

- **Methodology**
 - **New special upper level of Systems Engineering Process to be defined (V model recommended)**
 - **Interoperability and MOSA (Modular Open System Approach) in OSoS to be adopted**
 - **Professionalism of OSoS Architecture and function of Chief Architect (compared to Chief Systems Engineer) to be cultivated**

OSoSE Recommendations

- **Organization**
 - **Chief Architect, responsible for all aspects of OSoS Engineering, directly subordinate to Program Manager/Management**
 - **Working with Integrated SE Team (ISET)**

Integrated SE Team for OSoS (ISET)



OSoSE Recommendations

- **Tools**
 - **Central database**
 - **Creating and preserving logical connections with full traceability**
 - **On-line coordination between all development bodies**
 - **Automatic documents production**
 - **Fast transformation from UC analysis to working software implementation**
 - **Massive supportability**
 - **Examples: Core, Requisite Pro, Clear Case, Rhapsody, Doors**

OSoSE Recommendations

- **Critical technology disciplines and infrastructure required for OSoSE**
 - **Information** (collecting, processing, distribution)
 - **Intelligence** (collecting, decoding, data fusion, processing, distribution)
 - **Sensing** (electro- optical, acoustics, RF,...)
 - **C⁴I²SR**
 - **Interdisciplinary and multidisciplinary know-how such as:**
 - **Image processing with navigation**
 - **Communication with missile guidance, control and navigation**
 - **Intelligence with signal processing, pattern recognition;**
 - **and more...**

OSoS Managements Highlights

- **Coping with OSoS provides main contractor with many advantages and benefits - and it's worth it!**
- **Spiral development of OSoS ensures use of most updated technologies and capabilities available while dealing with enemy emergent threats, in process that allows step-by-step fielding**

OSoS Management Highlights

- Recommended to manage OSoS architecture and systems engineering processes through Chief Architect and Integrated SE Team
- Use specific gates and checklists as necessary management tool in building OSoS
- Common methodologies, tools and infrastructure for all parties and bodies involved in development of OSoS is key to success!

New Perceptions in Coping with OSoS

Summary

- **OSoS (Operational SoS) is proposed as common term to which Defense industry can refer**
- **New level of complexity - not just “more” regular Systems Engineering – it requires development of new concepts, approach and methodologies**
- **It’s a challenge!**
- **It’s worth it!**

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Thanks for listening!
Questions?

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New Perceptions in Coping with System of Systems

Speaker background:

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Ph.D. in Aeronautics & Astronautics, 1985, Stanford University, California, USA. (Thesis: "Composite Barriers and Corner Conditions in Differential Games")

Rafael – Armament Development Authority Ltd., Israel:

Since 1969: group leader, systems engineer, chief engineer, manager of Antitank missile directorate, VP for R&D, VP Chief Systems Engineer, Corporate Chief Scientist

GE Medical Systems, Israel (NM): VP for R&D (1997-1999)

Prize: Israel National Defense Prize (1984)

■ C4I2SR

- **Command Control, Communication, Computers**
- **Intelligence, Information**
- **Surveillance**
- **Reconnaissance**

