

Driving Affordable Common Solutions with Mission Analysis



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Burning Platform

Our customers needs are continually evolving, performance expectations grow while cost expectations drop. To meet their needs, we must:



- Reduce time to concept demos
- Reduce product development time (SDD)
- <u>Be Cheaper</u> in SDD and Life Cycle...
 - Reduce total cost of ownership for customers
- <u>Be Better</u> continually address improved performance and...
 - Increase the quality of our products
 - Provide extensible, adaptable, modifiable solutions to

increase value to the customer

Technological innovation is only a part of the solution!



The Modularity Vision Described: "Be Key Enabler for Design 2010 Precepts"



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Evolutionary Acquisition – DoD 5000.2





Modularity Vision Tied to Business Strategy



Modularity and Reuse are a comprehensive Product Strategy that support and influence the acquisition process through the use of simulations and demos



Notional Workflow – Missile Development



Product Family Architecture and Product Center Expertise enable faster delivery of affordable, high quality customer solutions

4/13/2009 Page 6



Modularity Process and Benefits



Benefits of using common architecture, reusable modules:

- Staffing flexibility- allows staff to move easily from program to program (core set of modules and architecture looks same; only need to learn the program specific deltas)
- Productivity increase low learning curve, easier to work multiple programs, learning transfers across programs
- Predictability mature the modules, mature the process enables more accurate estimates, performance prediction for people and products
- Increased time for innovation reuse what's ordinary; be creative in specializing for customer, building new products from reusable product base

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Design 2010 – Changing the Paradigm

- Principles
 - Architecture Driven
 - Analysis of Alternatives
 - Model Driven
 - vs. Specification Driven
 - Rapid Prototype
 - Spiral Cycles Virtual
 - 1st Hardware and SW
 - Lean Design Planning
 - Design Profit Day 1
 - End to End Solutions
 Studied
- Results (An Early Project)
 - Arch to Design Cycle 45 Days to Proto-type
 - Model-driven 6-DOF Early
 - Design Target Cost Model
 - Lean Design
 - Modeled/Design Profit
 - Design Cycle Improvement

Changing The Systems Design Perspective



Design 2010 VSD - Model Driven, Robust Architecture Based Solutions



VSD Operational View of Architecture (OV-1)



VSD Link Lean Architecting to Lean Design



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Cultural Obstacles to Lean Design and Reuse

- Engineering and production rework
- Linear Design
- Weak Systems Thinking
- Little Re-use of Previous Solutions –
 "Designer Preference/NIH"
- Weak "Outsight"
- Lack of Effective Collaboration
- Weak Management Support for Innovation
- Resistance to Changing Engineering Processes



Management Must Demand Design Reuse Or It Will Not Happen!



Systemic Obstacles to Lean Design and Reuse

Defense Projects are "Cellular"

- Designed to "stand alone"
- Unique, inflexible specifications
- Unique contractual requirements
- Unique security/AT requirements
- Difficulty in facility and capital equipment sharing
- Inter-service differences
- Intra-service differences

Company & Government accounting systems geared for cellular structure

Greater Flexibility in Contracting and Specifications Development are needed to achieve higher levels of lean design and reuse





Summary

- Defense Customers are demanding that industry be faster, cheaper, <u>and</u> better
- Modularity and Reuse are key enablers for future systems
- Modularity and Reuse Benefits Everybody!
- Modularity and Reuse will not happen by themselves it will take a concerted effort by Industry and Government