**PUBLIC RELEASE** 

## Understanding the Limits of SoS NDIA Systems Engineering Conference 2010

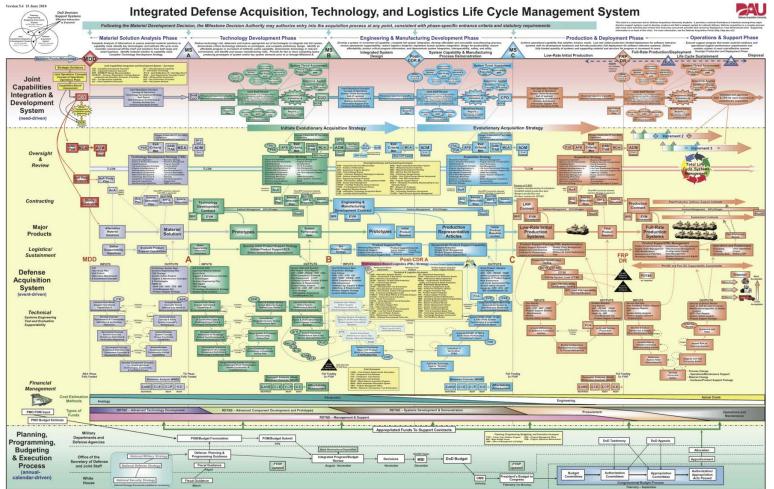
San Diego, CA October 27, 2010

Booz Allen Hamilton

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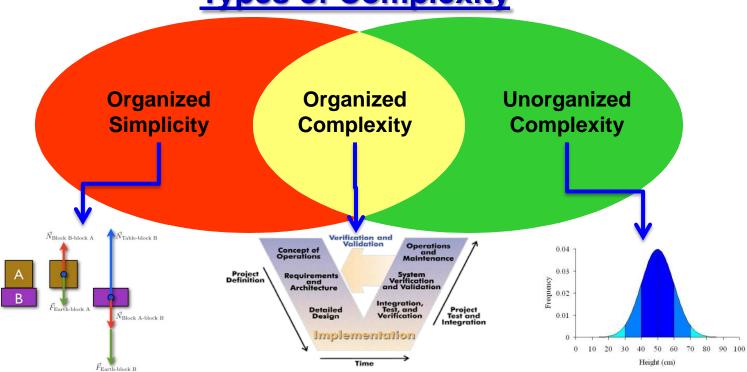
#### **Motivations**



Source: Defense Acquisition University

### Our technologies today are complex and highly coupled

- Tight coupling results when components are interdependent
- Complexity results when our tools fail to accurately predict system response



## **Types of Complexity**

## **Controlled vs. Emergent Systems**

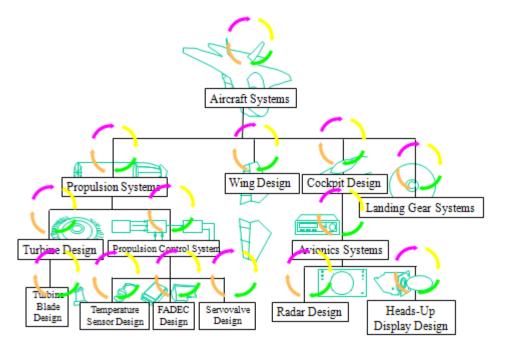
- Controlled systems
  - Militaries
  - Air traffic control
  - Multi-national corporations
  - Software, Hardware
- Emergent systems
  - Intelligence bureaucracy
  - Internet
  - Social networking
  - Biological swarming: Bees, ants, etc.

#### **Background and Previous Research**

- George Miller's "Magic Number 7" paper in 1956
  - Ability to differentiate one-dimensional stimuli accurate up to 6 items
  - Short-term memory can keep track of ~ 7 items
- McCabe's Cyclomatic complexity metric
  - Measures number of linearly independent paths through a program (loops)
  - General rule of thumb that software modules should be limited to metric of 10
- DARPA META Complexity Measure

$$C(n,A) = \sum_{i=1}^{n} \alpha_i + \sum_{i=1}^{n} \sum_{j=1}^{n} \sum_{k=1}^{4} \beta_k \alpha_{ijk} + \gamma \left[\frac{\log n}{\log 7}\right] E(A)$$

### **Previous Research**



NSF Workshop: Design of Large-Scale Systems, Sept 2010

Item	~ # Parts	# Levels
Screwdriver (B&D)	3	1
Roller Blades (Bauer)	30	2
Inkjet Printer (HP)	300	3
Copier (Xerox)	2000	4
Automobile (GM)	10,000	5
Aircraft (Boeing)	100,000	6+

Source: Ulrich, K.T., Eppinger S.D., Product Design and Development Second Edition, McGraw Hill, 2<sup>nd</sup> edition, 2000, Exhibit 1-3

### Framework

- Survey systems of systems from a broad array of domains
  - Technical
  - Social
  - Biological
  - Political
- Count abstraction levels
- Count heterogeneous elements at each abstraction level
  - Functional
  - Attributes

### Launch System

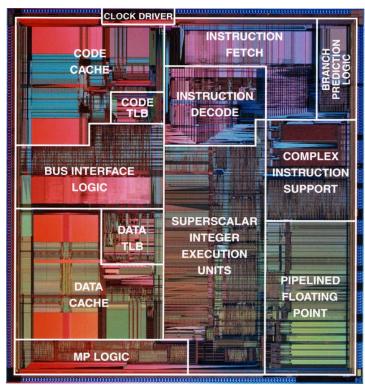


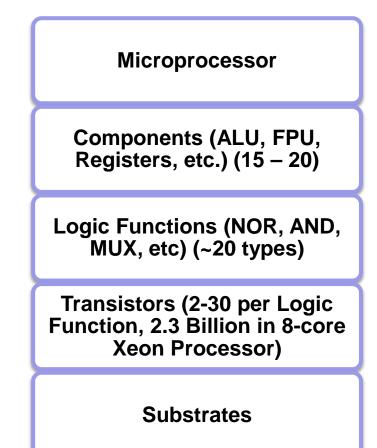
Space Shuttle Launch System Ground Launch Vehicle System Solid External Subsyste Orbiter Rocket ms/Teams Tank **Motors** Subsystems (~26) Hardware Software Comp. **Objects/S** Sububprogra comp. ms SLOC

Source: NASA

## 7 Levels – 2.5M parts, 2M SLOC

### Microprocessor

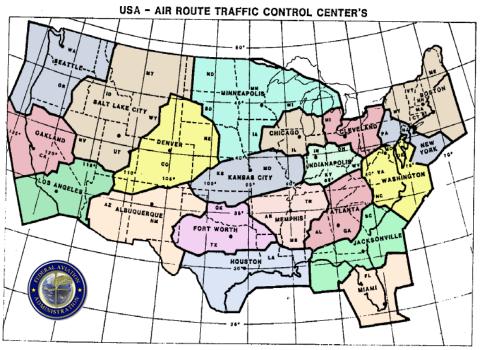


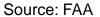


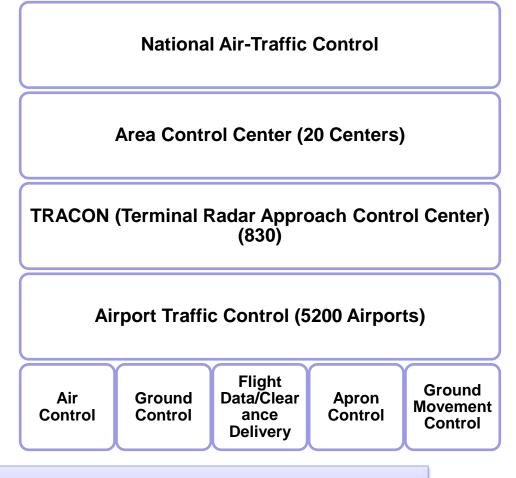
Source: Intel Pentium Processor

## 5 Levels – 2.3B transistors

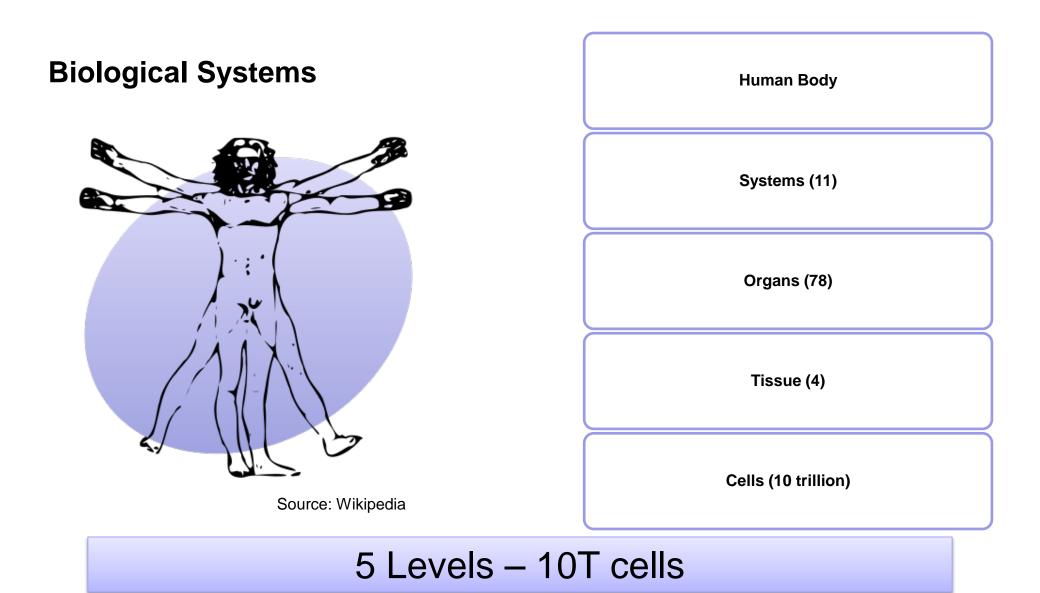
## **Air Traffic Control**







5 Levels – 55,000 flights per day



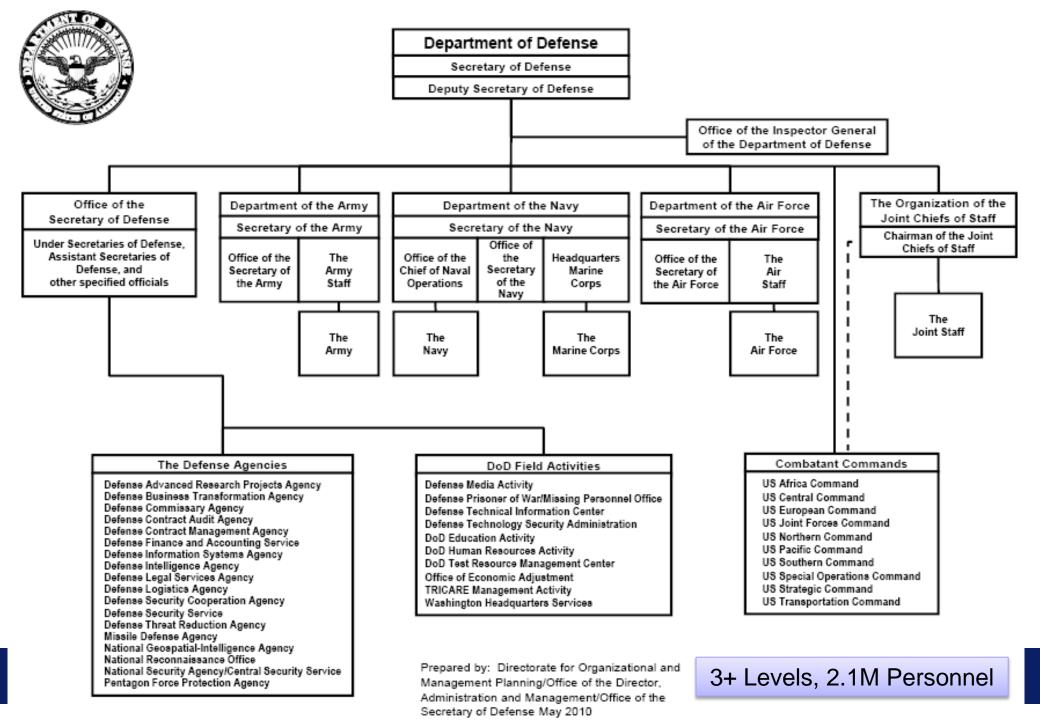
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Source: Wikipedia

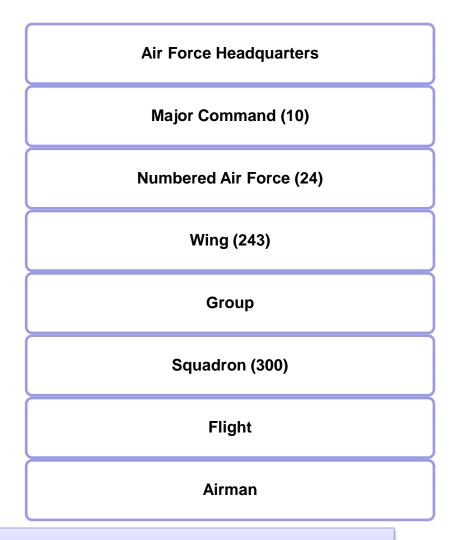
## 8 Levels – ~2M employees, 8500 Stores





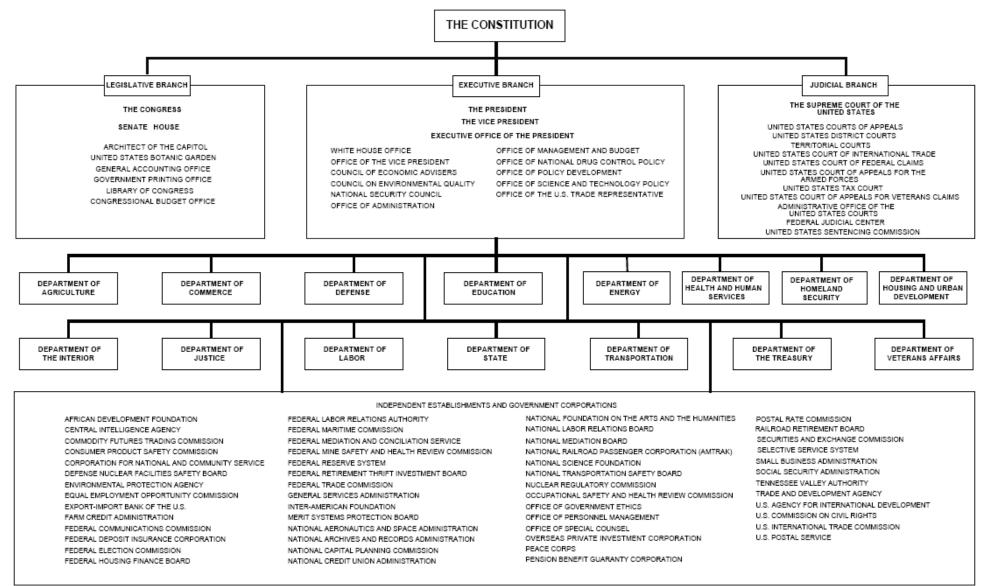


Source: Wikipedia

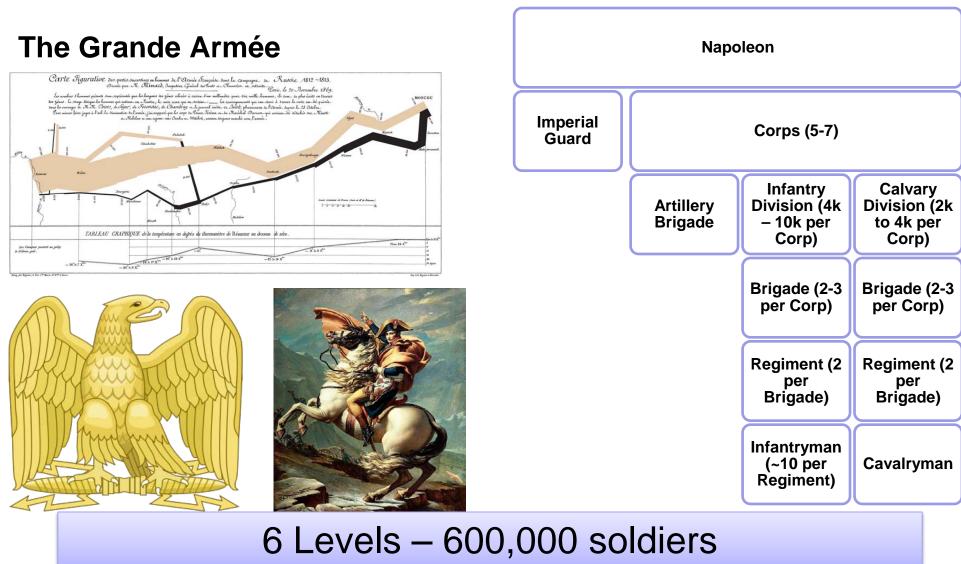


## 7 - 8 Levels - 330,000 personnel

#### THE GOVERNMENT OF THE UNITED STATES



## 3 Levels (+ x Levels) – 21M personnel



## Summary

- Miller's Magic Number 7 leads to maximum of ~960,000 parts
  - No clear limits
- Further research needed:
  - More surveys in a variety of systems
  - Interactions between Systems of Systems (i.e. Technical vs. Social)
- Emergent systems as opposed to controlled systems?