

Defense Acquisition Management for System-of-systems

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Motivation

Data indicates a variety of challenges for SoS Acquisition are at hand.



Root causes* of failure within acquisition processes

- a) misalignment of objectives among the systems,
- b) limited span of control of the SoS engineer on the component systems of the SoS,
- c) evolution of the SoS,
- d) inflexibility of the component system designs,
- e) emergent behavior revealing hidden dependencies within systems,
- f) perceived complexity of systems and
- g) the challenges in system representation

* Partially based on: Rouse, W. (2007, June). Complex Engineered, Organizational and Natural Systems. *Systems Engineering*, 10, 3., pp. 260-271

Our Research Questions

 What are the underlying systems engineering (SE) and program management functions that are affected by complexities due to <u>evolution</u> of SoS acquisition and <u>span-of-control</u>?

We hypothesize that a large *span-of-control* for the SoS engineers and managers makes the acquisition process time-efficient for directed requirement dependencies, primarily by encouraging distinct groups implementing dependent requirements to collaborate.

2. How can Exploratory Modeling <u>generate insights</u> and approaches to improve the probability of program success?

Development of an Exploratory Model for SoS Acquisition

1. *Pre-Acquisition Model*: Understand the influence of external stakeholders on the acquisition process

2. Acquisition Strategy Model:

- Based on the 16 technical management and technical systems engineering processes outlined in the Defense Acquisition Guidebook (5000 series) applied to an SoS environment (SoS-SE Guide)
- Conceptual model depicts the processes in a hierarchical setting to show the flow of control between the processes throughout the acquisition life-cycle.

Acquisition Strategy – The Paper Model



Overall Description – Computational Model

System Inputs:

- Total time for entire SoS to be designed and implemented

- Number of requirements

- Total budget for SoS

Logic:

- Uses Agent Based Modeling (ABM) implemented in MATLAB

- Uses probabilistic model for disrupter actuation and system solution Outputs:

- Total time needed for SoS development

- Information at every time step:

- Stage (status) of requirement
- Fraction of completion of each requirement at each stage

• System integration/implementation statistics

Implementation and Integration of Dependent Systems (no disruptions)

Implementation of Sys. C proceeds with respect to Sys.'s A, B, and C



Integration of Sys. C is dependent on the other systems as well!



Effects of Disruptors

Inevitable disruptions on both system-level and requirement levels will occur

Technology Assessment is able to immediately trace and resolve the problem. This prevents the development from stalling or regressing over multiple time-steps.



Negative Disruptions correspond to system re-engineering and lower completeness level in Implementation and Integration phase



Vulnerability to Disruptions

- Some systems have a much higher risk factor. This means that they are more vulnerable to negative disruptions in their development.
- Analysis: Higher risk of disruptions means the system/systems take more time to complete the stage. There is also the possibility that this may never happen.
- Conditional Probability

$p(A) = p(A \mid B)p(B) + p(A \mid B')p(B')$

A= Event a system is hit B= Event a queue is hit

p(B)=50% chance of the Integration queue being hit by disruptions. p(A|B)=99% chance for a system in the queue being affected.

p(A)= 49.5% chance of a system being hit by disruptions



Effect of Span-of-control





Stages of Requirement Completion:

- 1. Requirement Development
- 2. Logical Analysis
- 3. Design Solution
- 4. Decision Analysis
- 5. Implementation
- 6. Integration

In the case of limited *Span-of-Control*, acquisition process completes in 19 time-steps. Whereas, in extensive *Span-of-Control* process completes in 12 time-steps.

Uniqueness of Model

- Dynamic and scalable Model allows Requirements and Systems to be added/changed at any point in the acquisition process.
- Heterogeneity: Component systems differ in their level of completeness for *Integration* and *Implementation* phases. They represent legacy systems and new systems in various stages of development.
- Probabilistic approach for disruptors affecting systems is based on real acquisition models where higher risk means greater chance for delays during development (*Design, Integration and Implementation*).
- Parallel processing for Requirements and Systems fulfilling a given Requirement depends on *'span-of-control'* of SoS engineers and managers.

Overall focus is on "Learning" and "exposition of complexities", not on actual use for program management.

Future Work

Using Future Combat Systems (FCS) as a case-study for the exploratory model Adding fuzzy probabilistic boundaries defining *span-of-control* Generating, testing and analyzing different scenarios dealing with introduction of requirements and systems at different times and with different levels of completeness. Creating user-interfaces for the model

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Questions?

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