# The challenge of increasing heterogeneity in Systems of Systems for architecting

by Gerrit Muller University of South-Eastern Norway-NISE

e-mail: gaudisite@gmail.com

www.gaudisite.nl

#### **Abstract**

The transition from capabilities provided by traditional physical systems to todays capabilities provided by heterogeneous systems of systems complicates architecting. In this paper, we look at trends in this ongoing transition, especially into the degree of heterogeneity of technologies and the context. We observe in an increase in virtual intangible technologies from the cyber domain, and an increase in human and organization aspects. Main question is how the heterogeneity of concerns, needs, considerations, and technologies impacts architecting and the role of architects.

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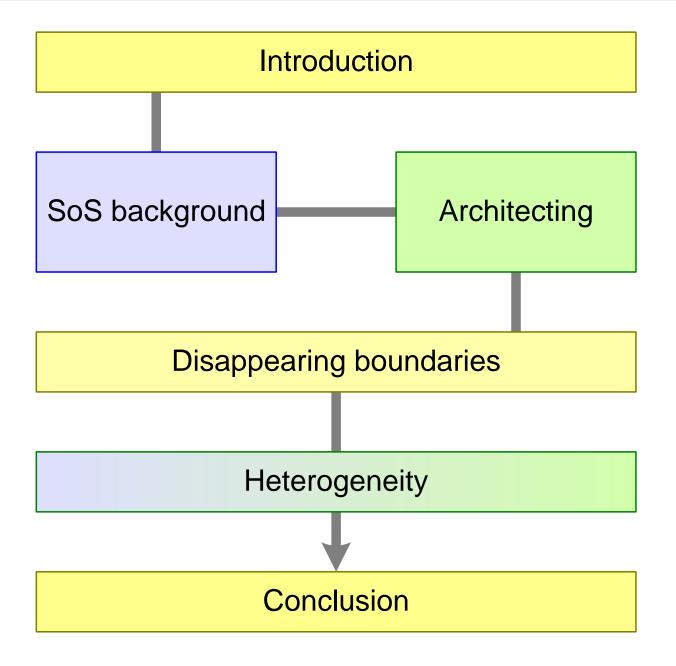
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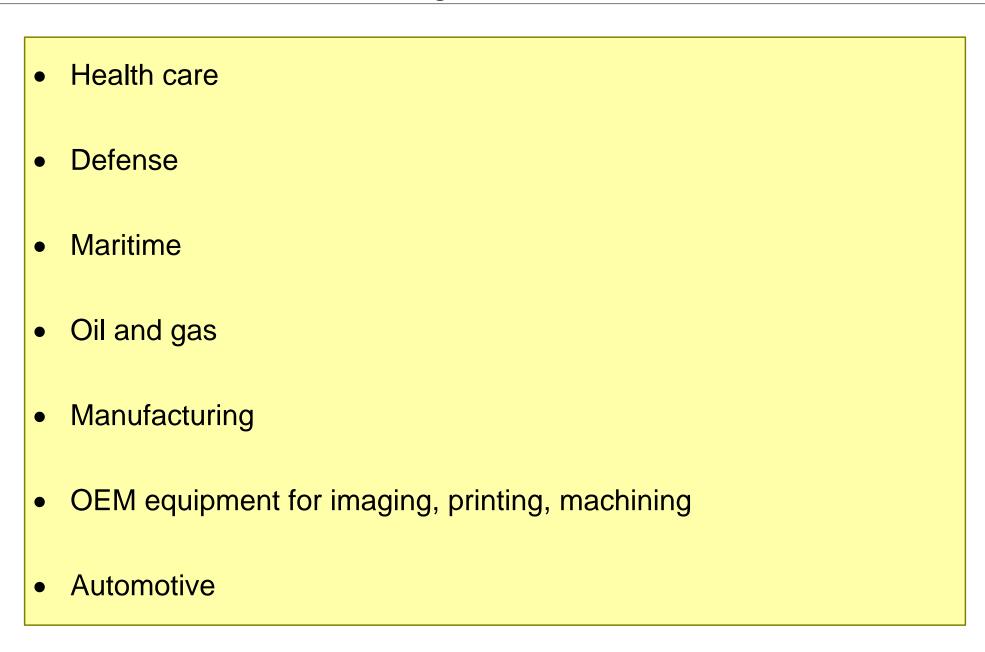


## Figure Of Contents™





## Observations from teaching in various domains

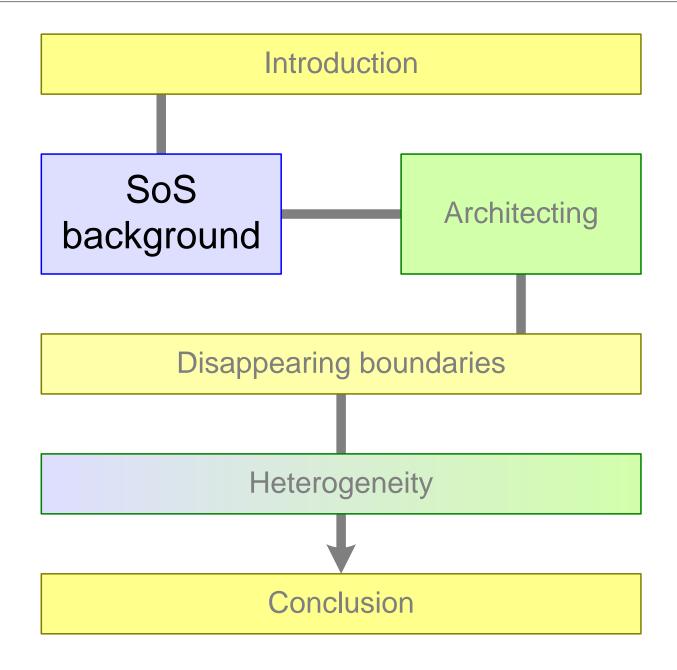


#### Trends across domains

- Growth of data/information collection
- High expectations from harvesting useful data across systems to improve performance and functionality
- Infrastructure platforms using cloud technology, factoring out common digital functionality
- Ubiquitous use of commodity devices as smart phones, tablets, and laptops
- Focus on trustworthiness and affordability
- More automation and considering autonomy
- Societal pressure for privacy and responsible behavior



## SoS Background





## Keywords from various SoS models in literature

Boardman and Sauser	Maier Operational	DeLaurentis	Dahmann and Baldwin
Autonomy	independence Managerial	Type	Directed
Belonging	independence Geographic	Control (or autonomy)	Acknowledged
Connectivity	separation Emergent	<i>,</i>	Collaborative
Diversity	behavior	Connectivity	Virtual
Emergence	Evolutionary development		



## Types of Systems of Systems

**Directed** - The SoS is centrally managed

Acknowledged - The SoS has recognized objectives, and active cooperation between SoS and constituent systems

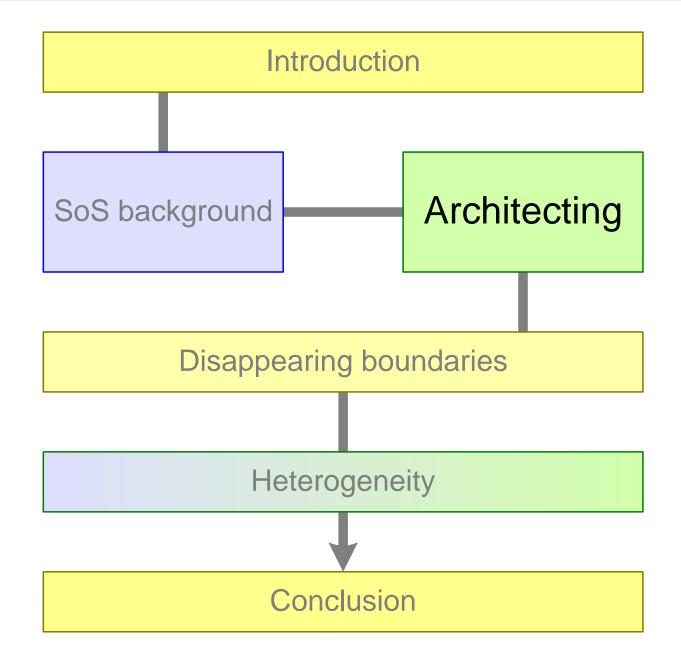
Collaborative - The constituent systems and stakeholders cooperate

Virtual - The SoS nature more or less emerge from the constituent systems

**J. Dahmann and K. Baldwin**. 2008. "Understanding the Current State of US Defense Systems of Systems and the Implications for Systems Engineering." IEEE Systems Conference 2008 in Montreal, 2008

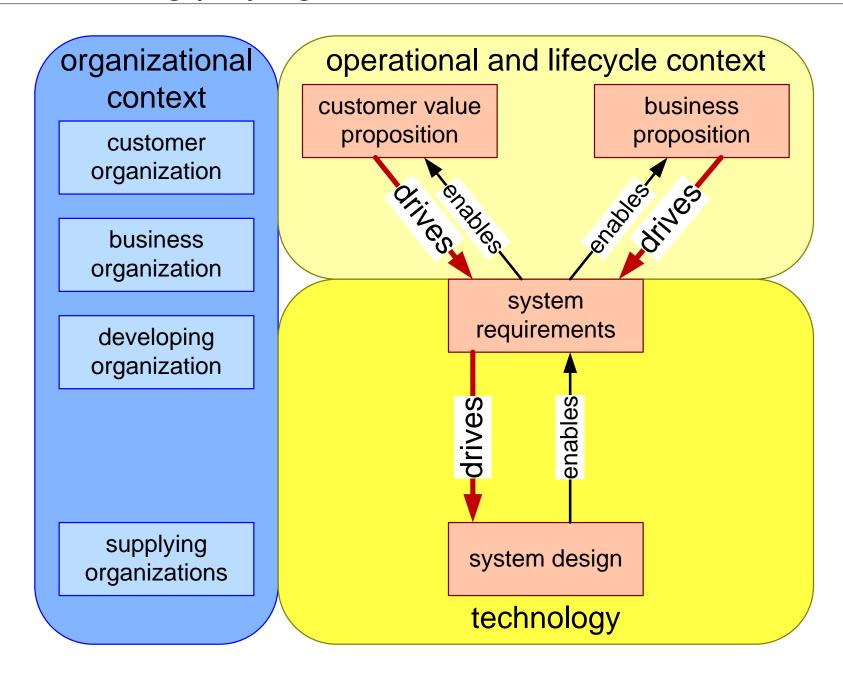


## Architecting



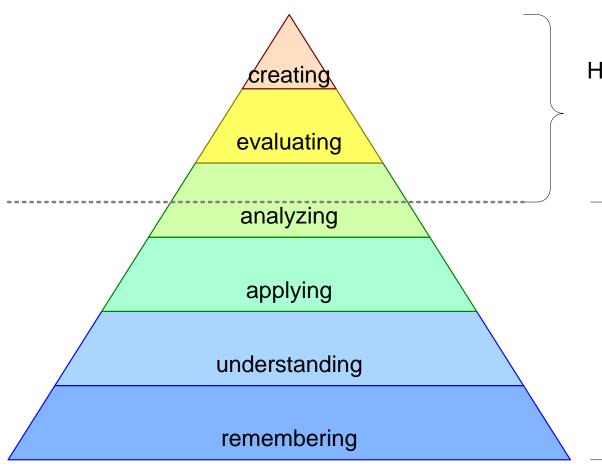


## The architecting playing field





## Thinking skills in Blooms revised taxonomy



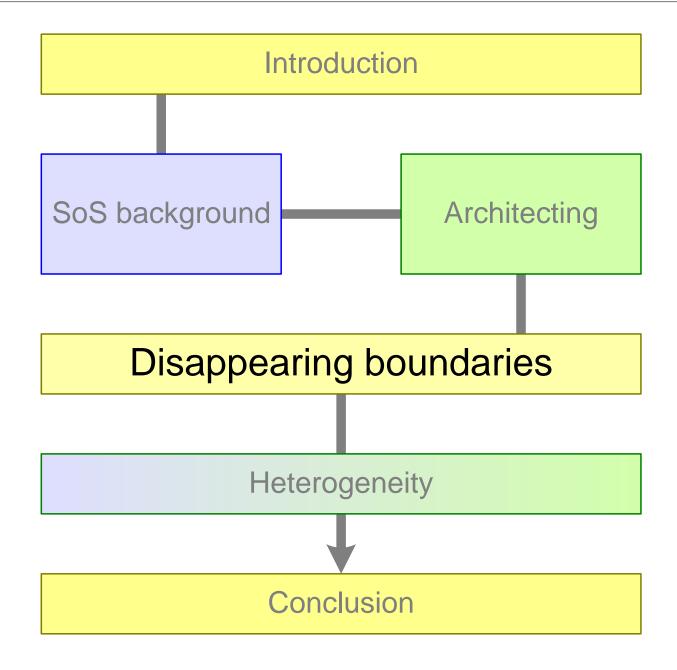
Higher Order Thinking Skills more difficult to teach more valuable takes time to develop

> must be mastered before, however when missing can be acquired fast

Lower Order Thinking Skills people can acquire them fast

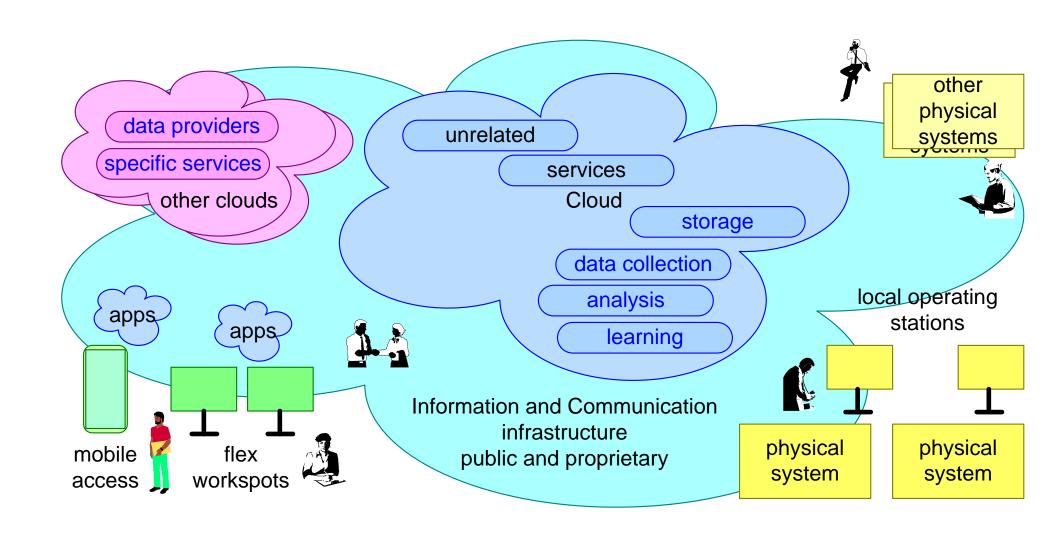


## Disappearing Boundaries



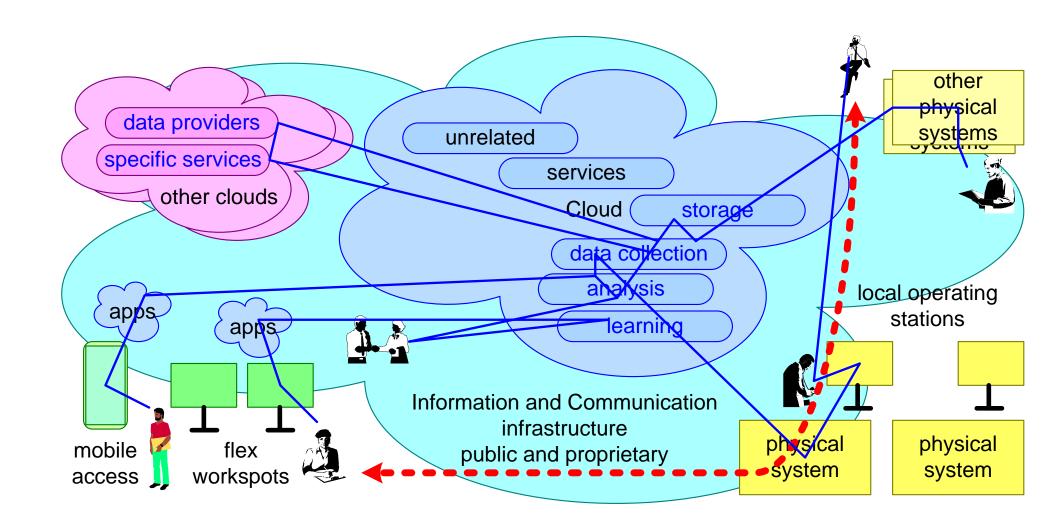


## Where are the System Boundaries?



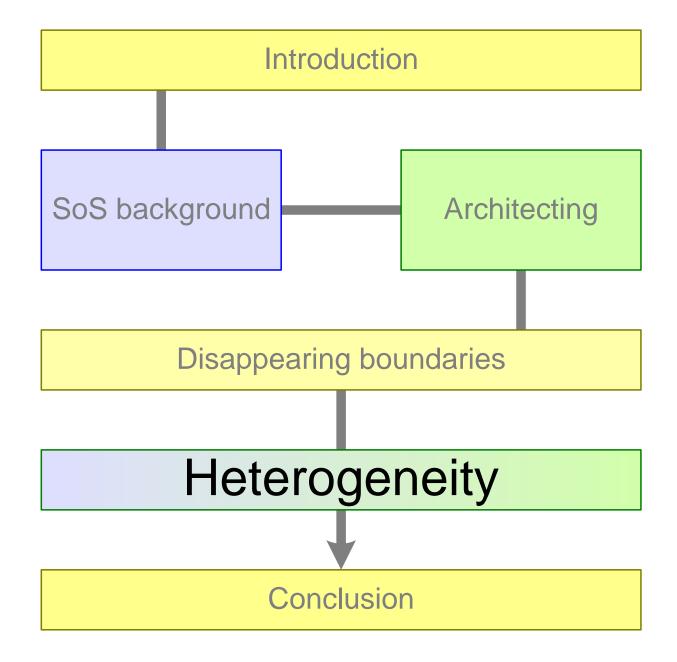


#### **End-to-End Function**





## Heterogeneity





## New Virtual Technologies

#### traditional (physical) technologies

- chemical engineering
- mechanical engineering
- electrical engineering
- optical engineering
- civil engineering
- operations research
- physics

#### upcoming technologies

- Internet of Things
- miniaturized and commoditized sensors
- ubiquitous networking, storage and processing resources
- Artificial Intelligence, ((deep) learning, data mining, data analytics)
- block chain
- microservices
- clouds



## Non-technical heterogeneity

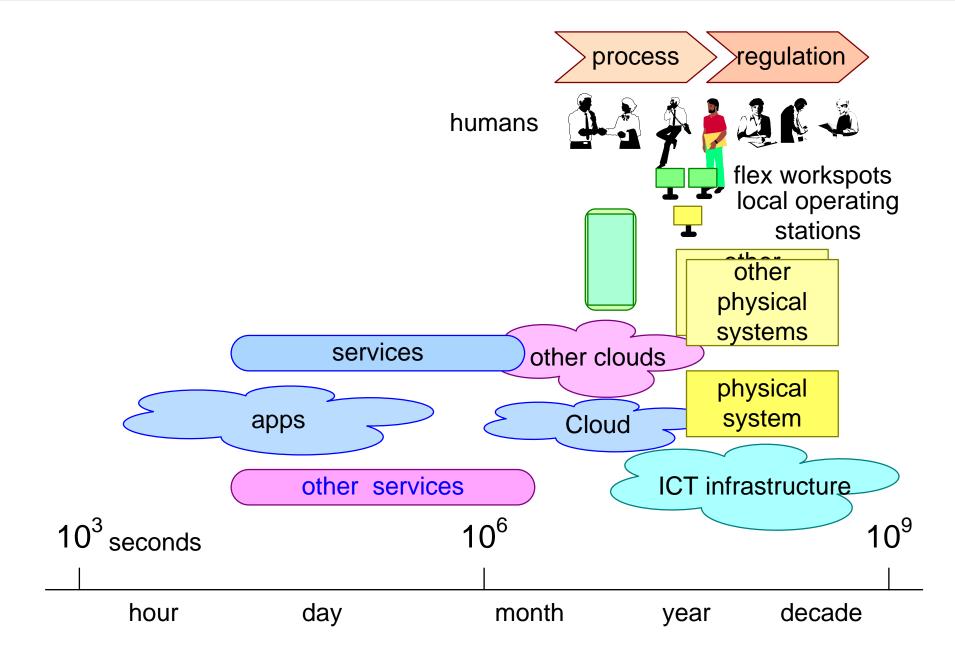
#### non-technical considerations

- economical
- ecological
- legal
- social,
- political
- psychological
- criminal

human behavior: emotions, social pressure, political gains may trigger unexpected behavior.



## Varying Dynamics





#### tension between control and emergence

safety, security, etc. requiring analysis and control

versus

emerging and changing behavior, e.g. due to Artificial Intelligence

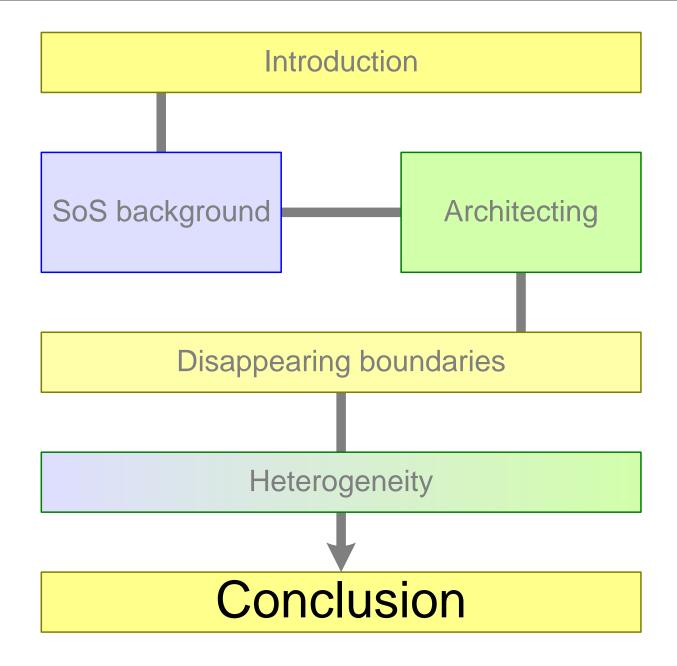
clear ownership

versus

dynamic allocation and distribution of services



## Conclusion





## Summary

- Systems of Systems Integration continues in the field during operation
- Ownership and responsibility for end-to-end performance is ill-defined
- Your system may be blamed for problems with a root cause elsewhere
- End-to-end performance depends on a mix of
  - traditional technical systems
  - modern technologies like learning
  - humans in their organizational and societal context (psychological, social, political, economical, legal, etc.)
  - the physical context (location, climate, etc.) and laws of physics



### Links

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