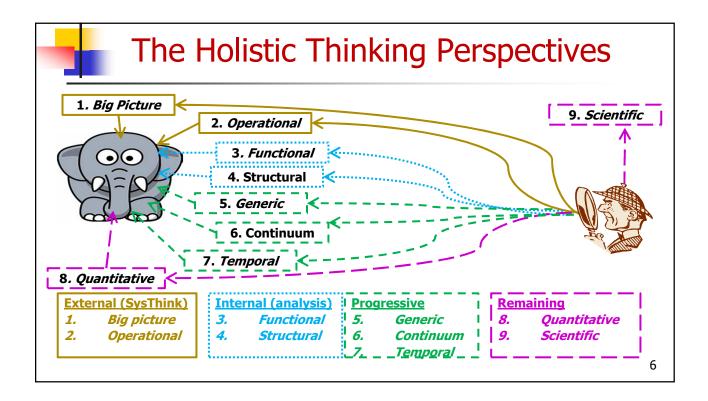


Problem-solving (ST's perspective)								
	Conventional thinking	Systems thinking						
How a problem Isolate parts to understand behaviour nature of the system as a whole								
 Think about your car or your camera Problem, it does not start or turn on Where does the solution come from? Years of research took place 								



Which perspective is needed?

- It depends on the problem
- External
 - ~Systems thinking
 - How object relates to ...
- Internal
 - Analysis
 - How object functions
- Progressive and Remaining
 - Beyond systems thinking

Understanding of situations

Solutions

7

Example: Camera

- Big picture: where cameras are used and for what purpose
- Operational: (What) capturing images, transporting safely, viewing images, adjusting settings, and charging the battery
- *Functional:* (How) capturing images, storing images, retrieving images, deleting images, battery charging functions, etc.
- Structural: camera body, camera case and charger
- *Generic:* painting, sketching and other image capture methods/devices
- Continuum: different types and models of cameras, different materials used to construct camera
- **Temporal:** evolution of the image capturing media from photographic plates to film to solid-state memory to ...
- *Quantitative:* numbers pixels per inch, lens characteristics, etc.
- Scientific: depends on problem or issue

When I think about a camera

Understanding how a camera works

- The Functional and Structural HTPs
- The system contains the camera <u>as a closed system</u>

Capturing images

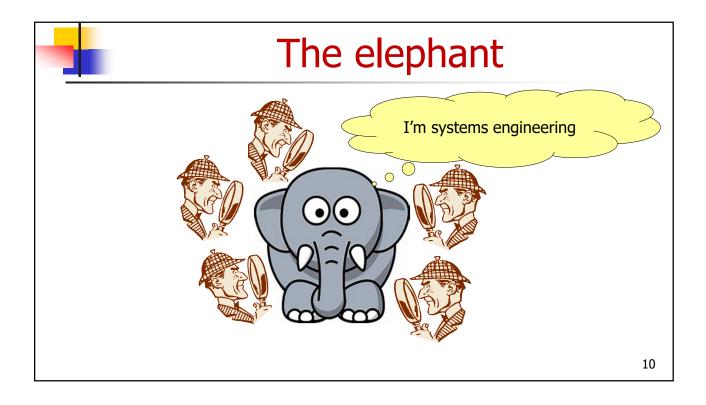
- The Operational HTP
- The system contains the camera and operator and whatever is being photographed <u>as</u> <u>a closed system</u>

Transporting camera

- The Operational HTP
- The system contains the camera, operator and camera case <u>as a closed system</u>

Recharging a camera

- The Operational HTP
- The system contains the camera, operator and charger <u>as a closed system</u>

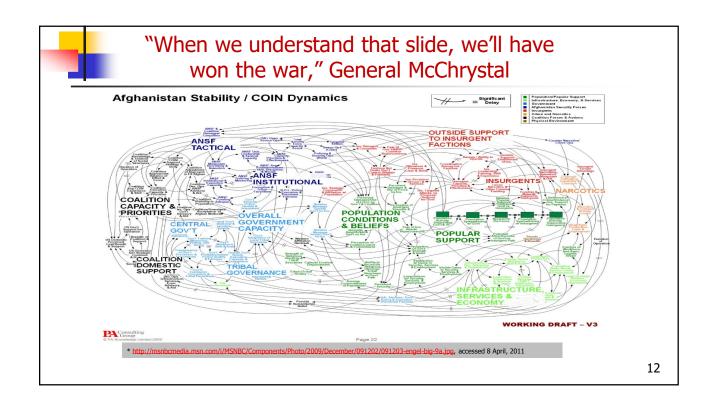


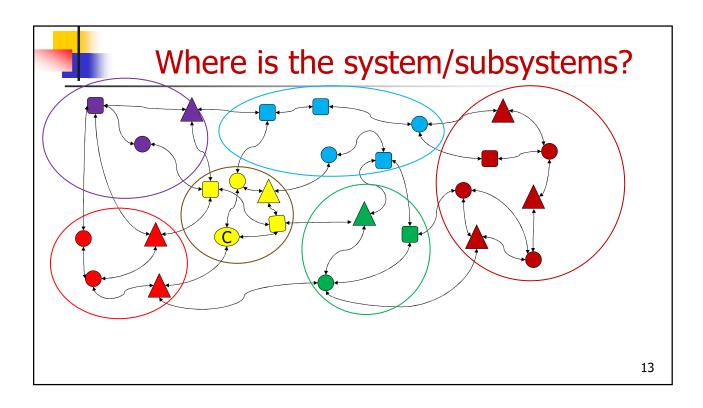
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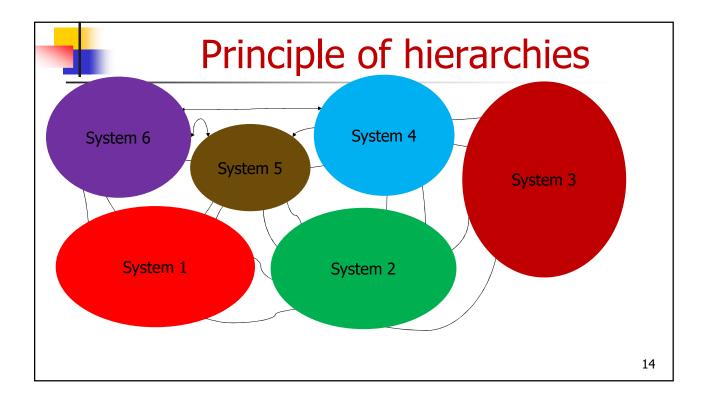
Big Picture perspective

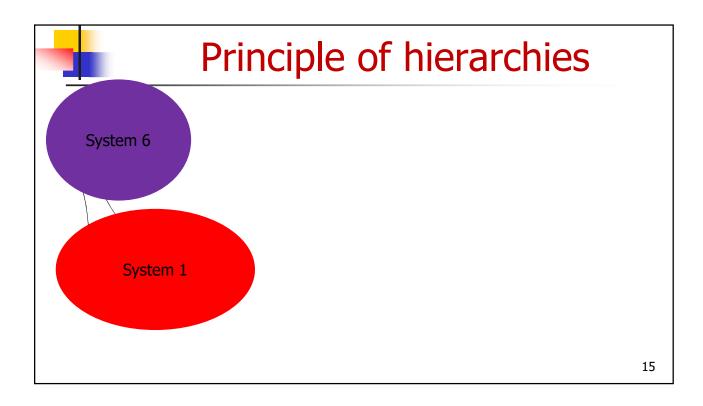


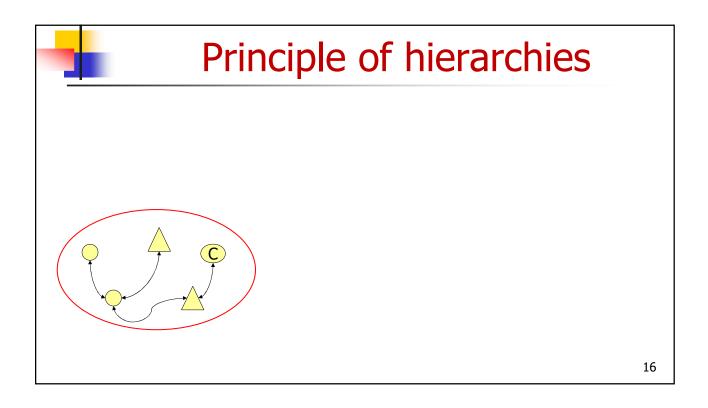
- The principle of heriarchies
- Systems engineering education
- Systems thinking sort of
- Context for systems engineering in domain
- Different views and opinions
- Systems engineering is performed in projects
- Process, product, problems
- Overlaps with other disciplines
- Focus on process
- MBSE

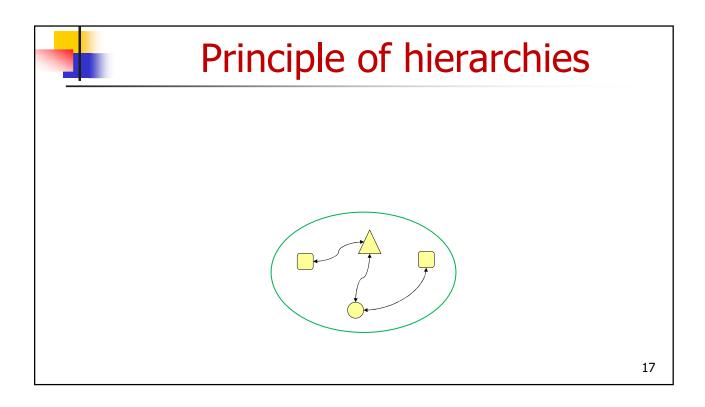


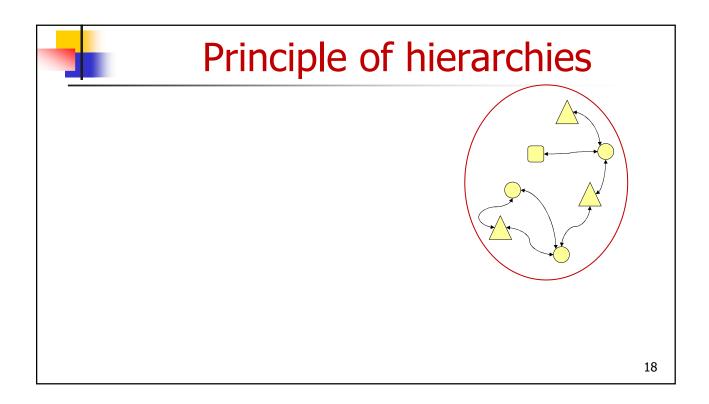


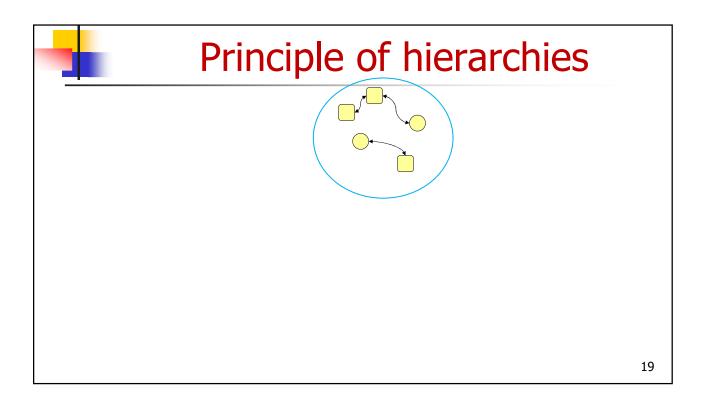


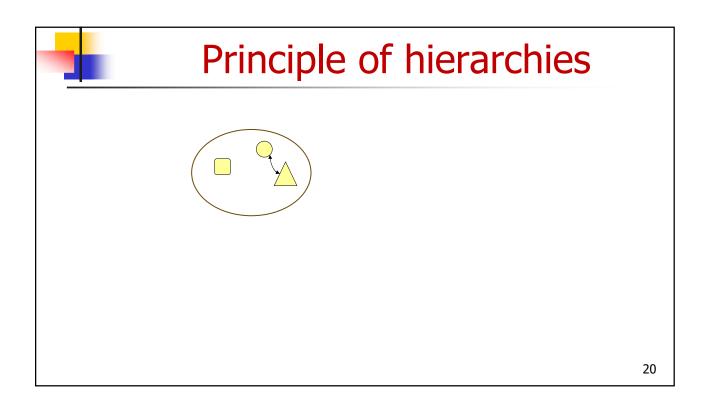


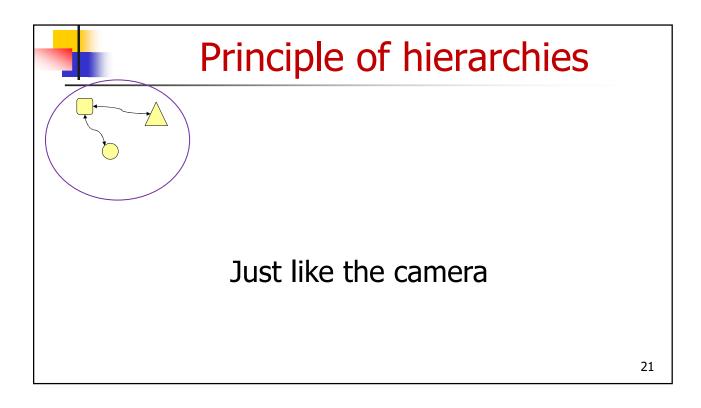


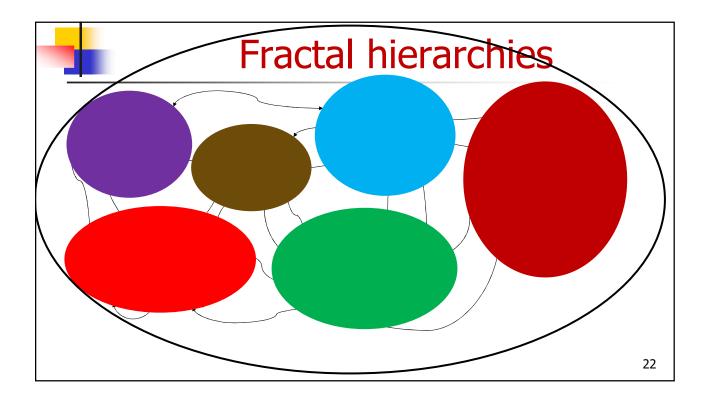


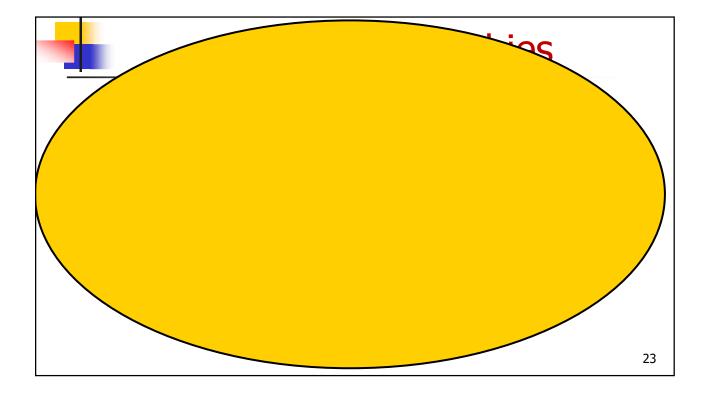


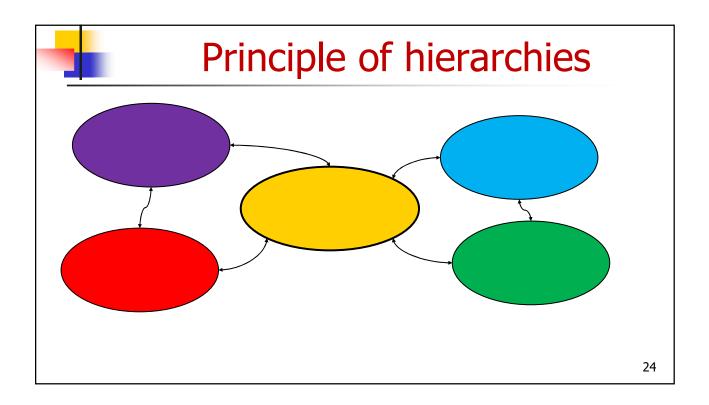








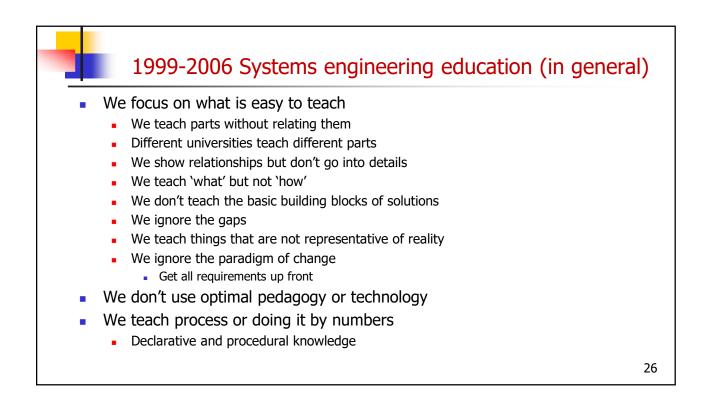


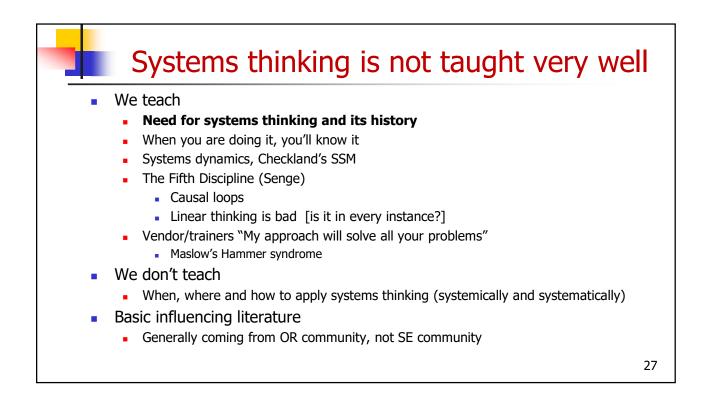


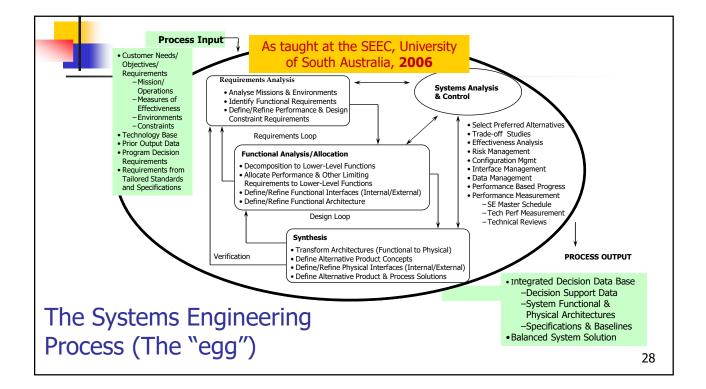
The systems optimization paradox

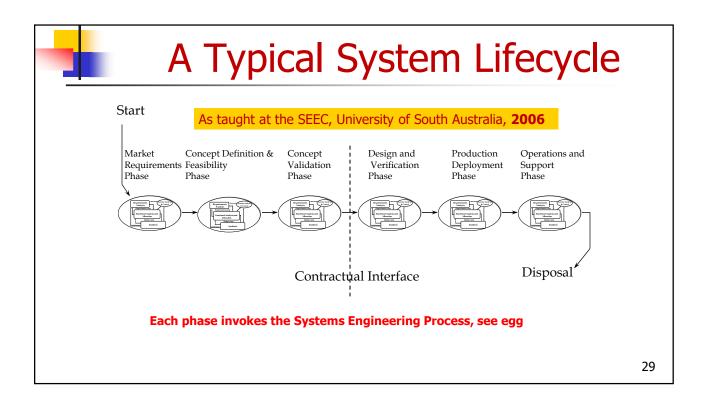
The systems optimization paradox which was stated by Machol and Miles who wrote,

"the principle of suboptimization states that optimization of each subsystem independently will not lead in general to a system optimum, and that improvement of a particular subsystem actually may worsen the overall system. Since every system is merely a subsystem of some larger system, this principle presents a difficult if not insoluble problem, - one that is always present in any major systems design" [<u>34</u>] page 39)..

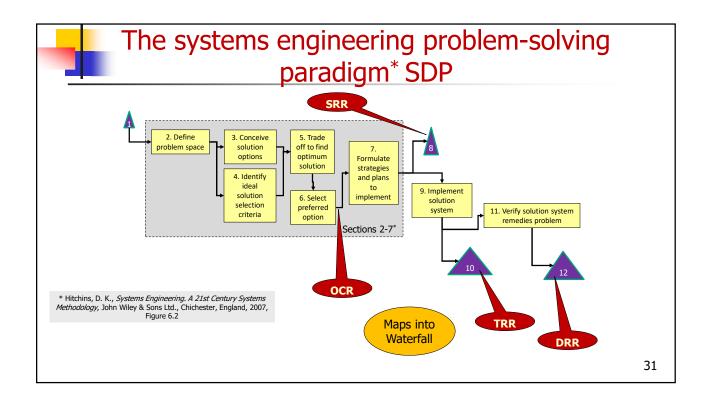


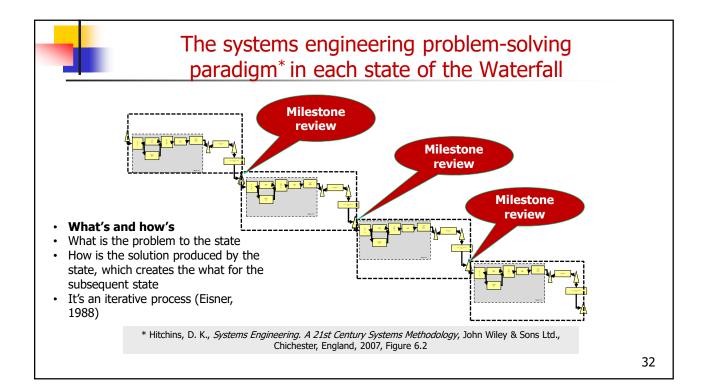


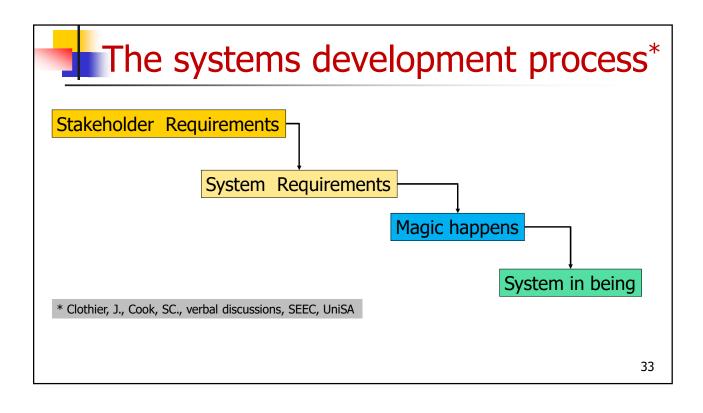


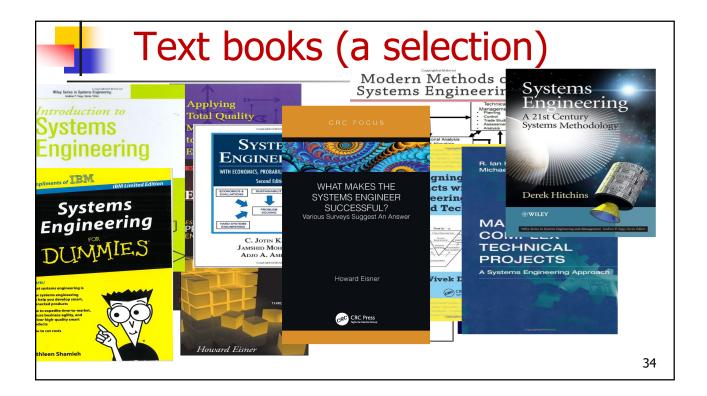






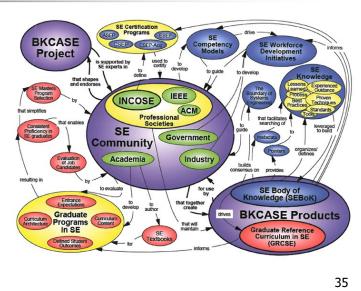


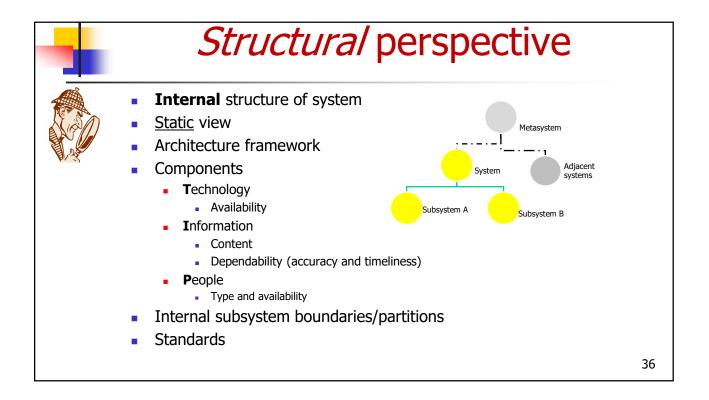


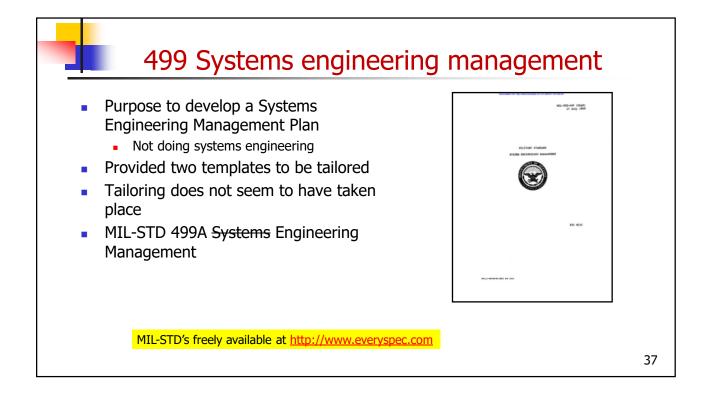


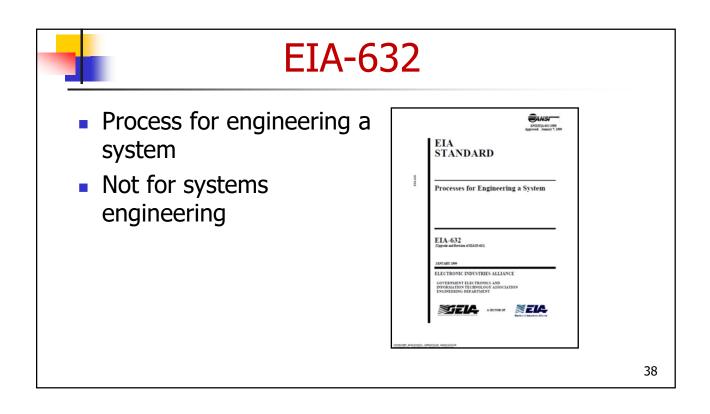
Ignoring principle of hierarchies

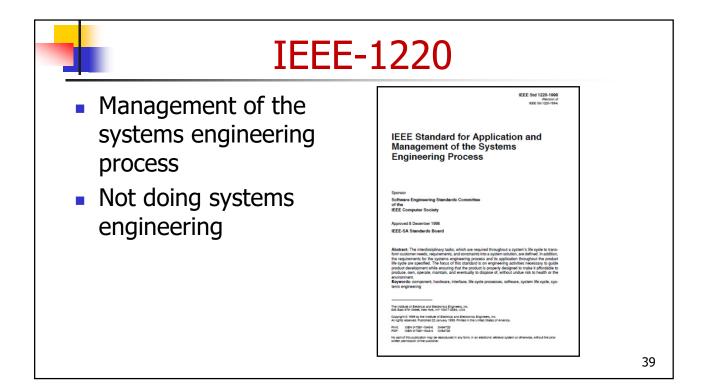
- Ignores Miller's rule
- 3 levels in hierarchy in drawing
- No direct connection between SE knowledge and INCOSE
- Wishful thinking
- BoK does not inform textbooks
- BoK does not inform academia







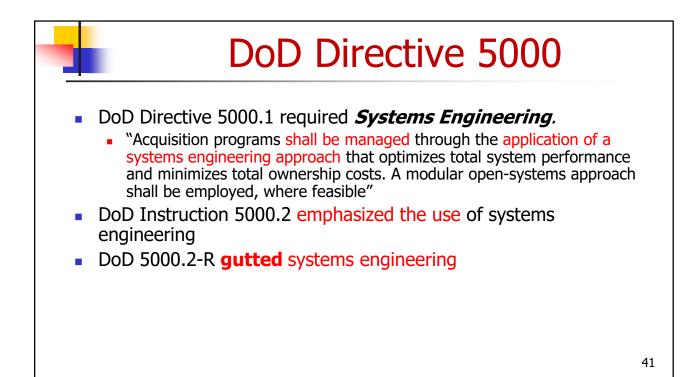


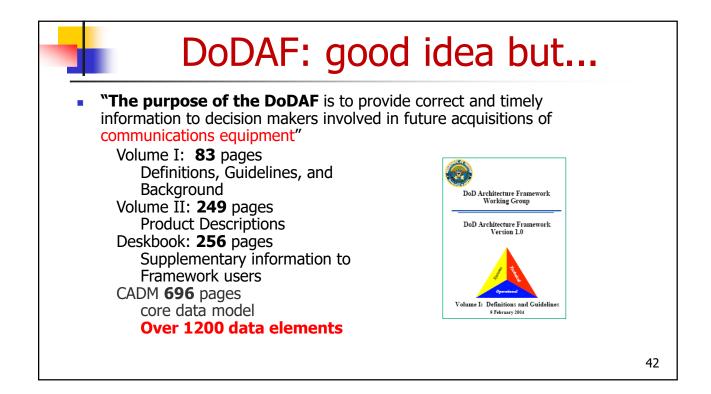


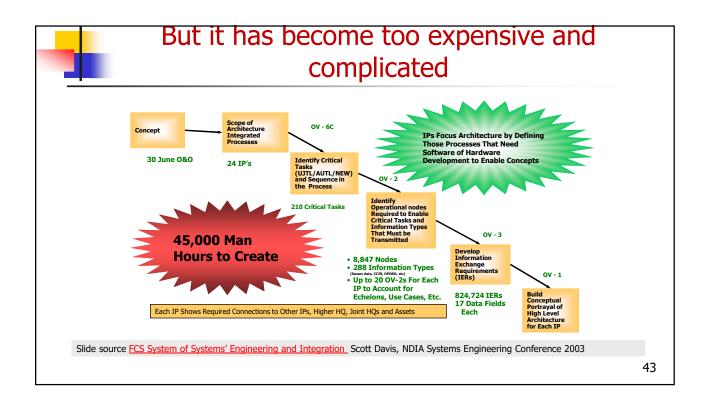
		Focus of Standards – <i>Temporal</i> perspective
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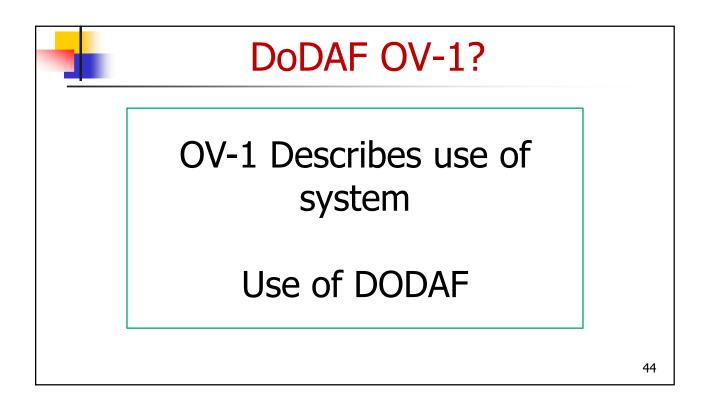
SE Categories	MIL-STD-499C	ANSI/ EIA 632	IEEE-1220	СММІ	ISO-15288
Conceptualizing problem and alternative solutions	No	No	No	No	No
Mission/purpose definition	No	No			
Requirements engineering					
System architecting					
System implementation	No		No		
Technical analysis					
Technical management/ leadership		\checkmark			
Verification & validation	\checkmark	\checkmark	\checkmark	\sim	

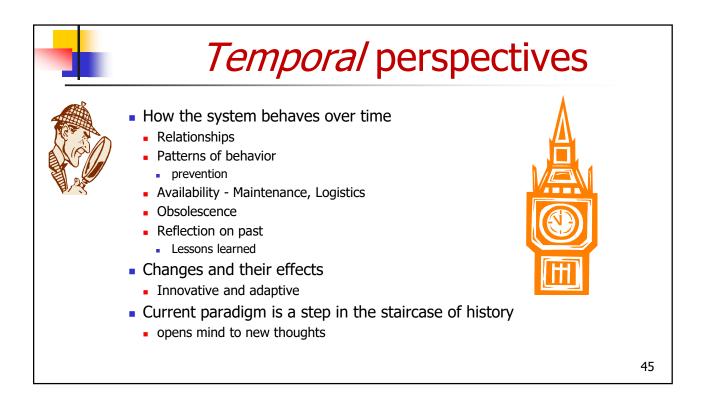
Based on Table 5 in Honour E.C., Valerdi R., "Advancing an Ontology for Systems Engineering to Allow Consistent Measurement", CSER 2006

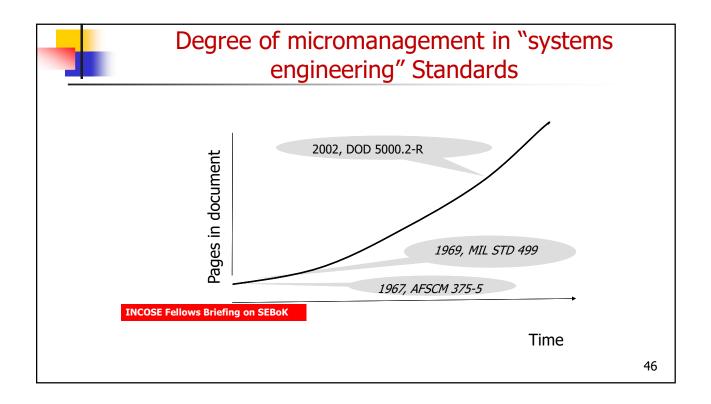








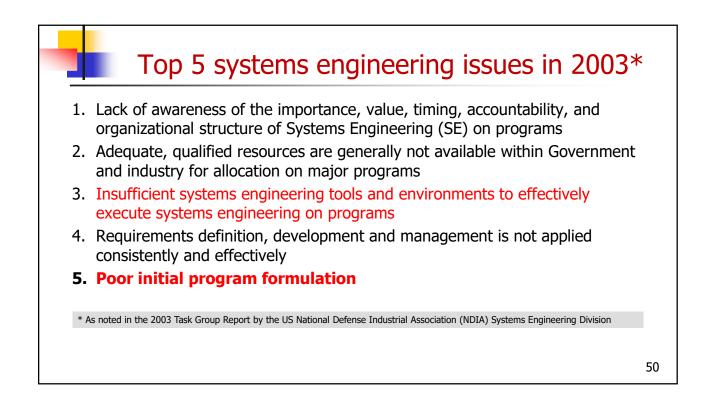


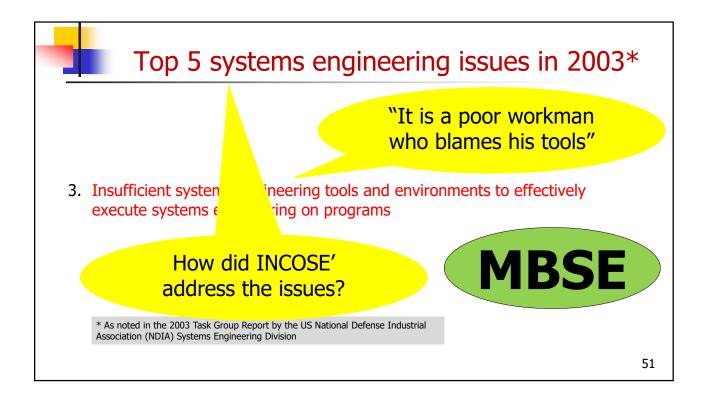


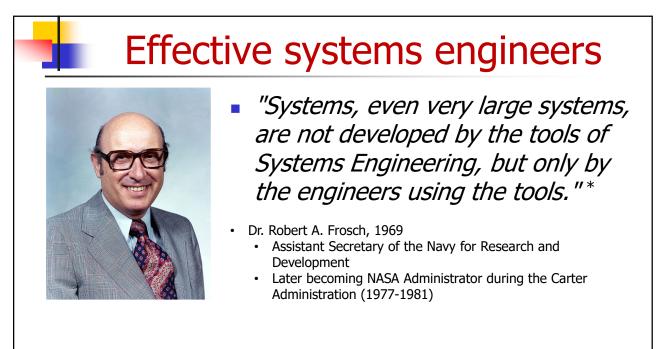




Programsgrowth*in monthsremainingAerial Common Sensor45%2485%Future Combat System48%4878%Joint Strike Fighter30%2360%Expeditionary Fighting Vehicle61%4849%C-130 Avionics Modernization122%Delays anticipatedUndetermined
Future Combat System48%4878%Joint Strike Fighter30%2360%Expeditionary Fighting Vehicle61%4849%C-130 Avionics Modernization
Expeditionary Fighting Vehicle 61% 48 49% C-130 Avionics Modernization
C-130 Avionics Modernization
Global Hawk (RQ-4B) 166% Delays anticipated Undetermined
Sources: DOD (data); GAO (analysis and presentation). 'Cost growth is expressed as the percent change in program development cost estimates in 2005 base year dollars. a little here: JSF overrun predicted in Kasser J.E., " <u>Writing Requirements for</u>



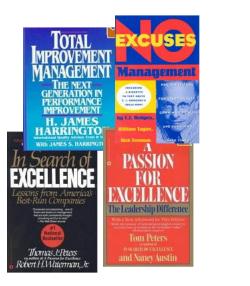


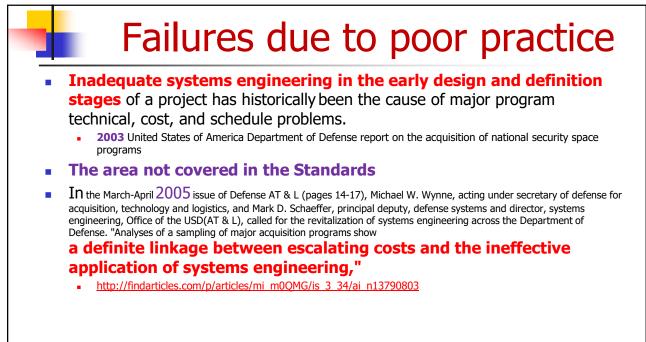


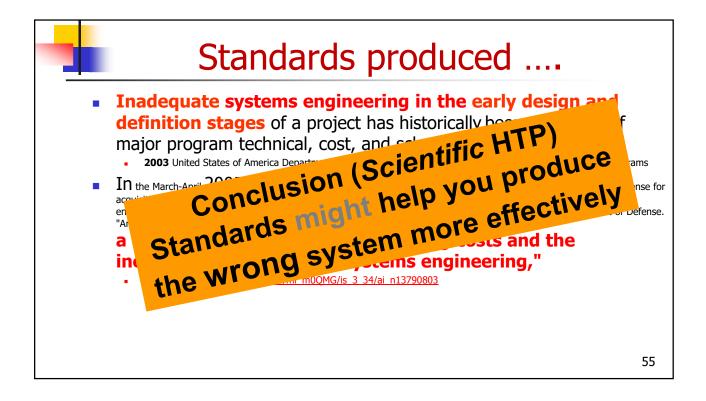
The focus is on **people** not process

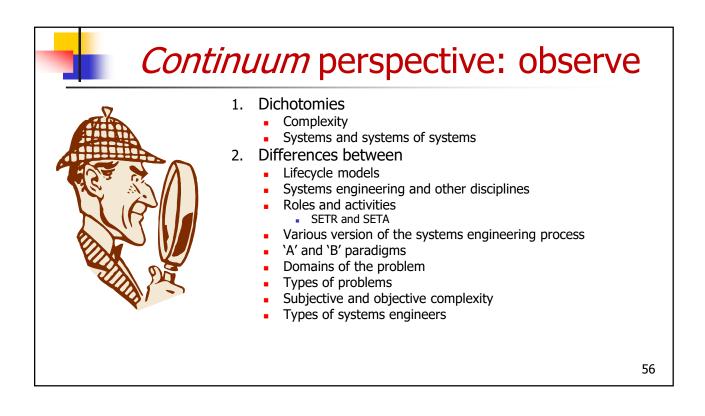
Literature

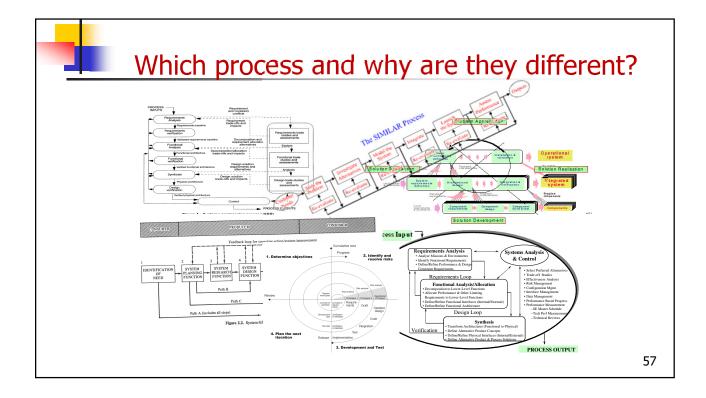
- Is full of advice as to how to make projects succeed
- Has little if anything to say about the proliferating process standards
- Garbage-in-garbage-out

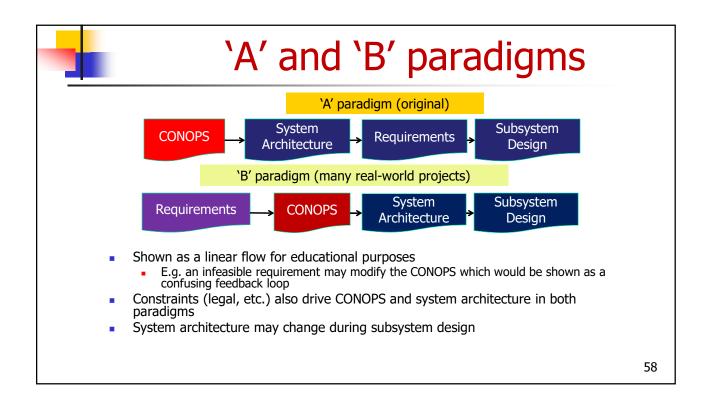


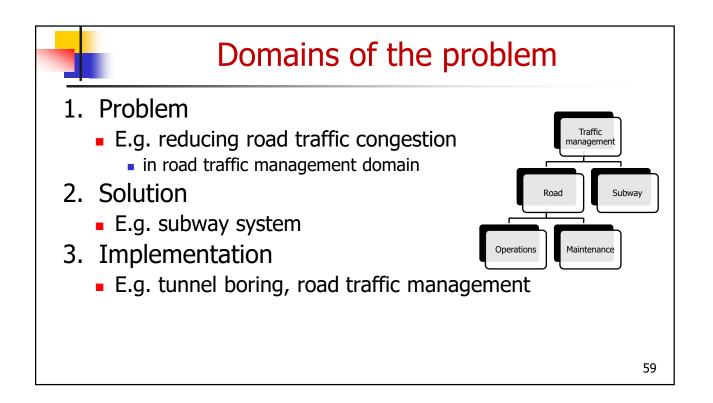


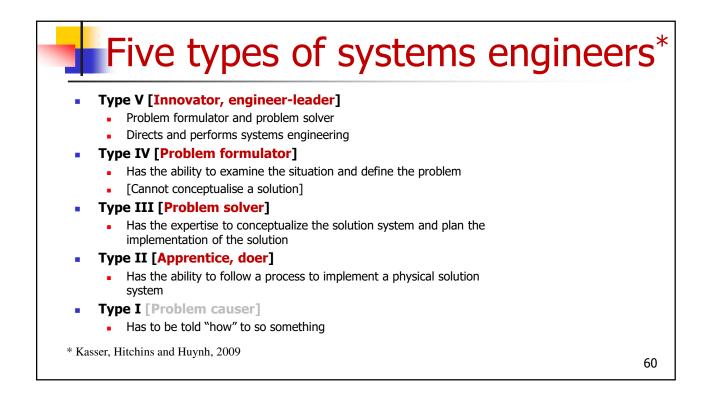


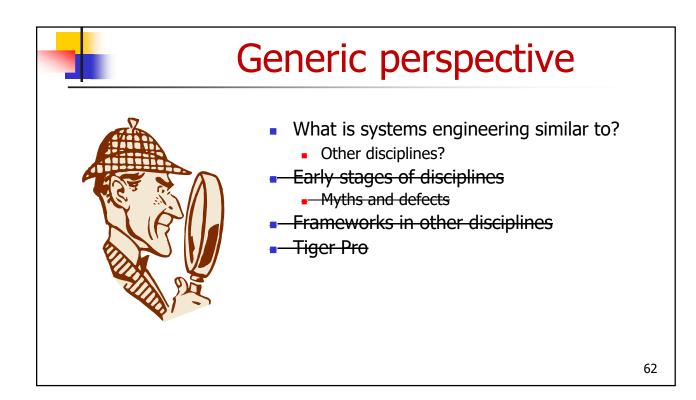


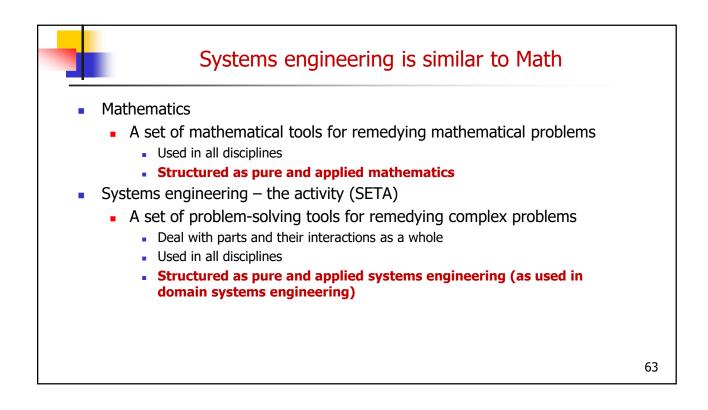


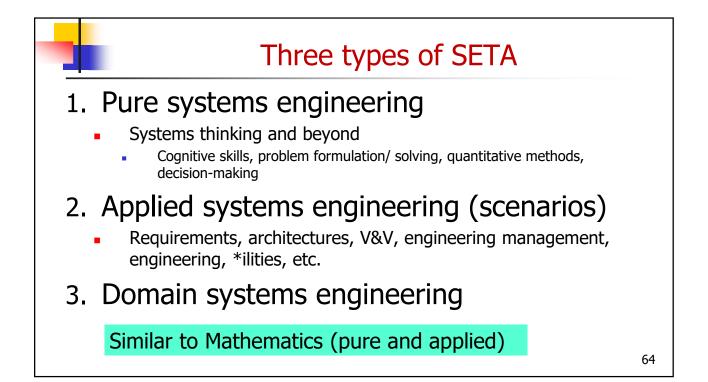


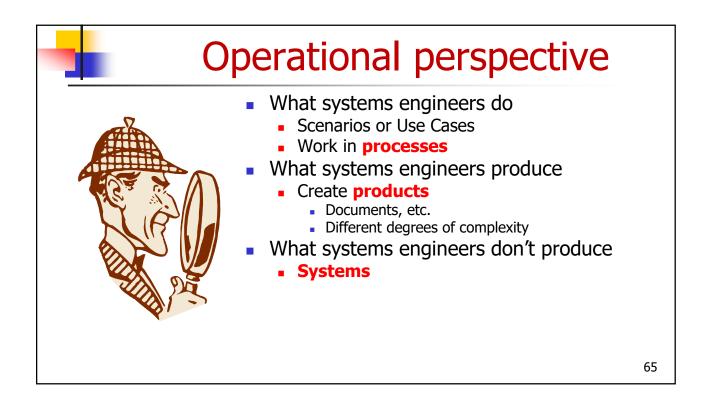


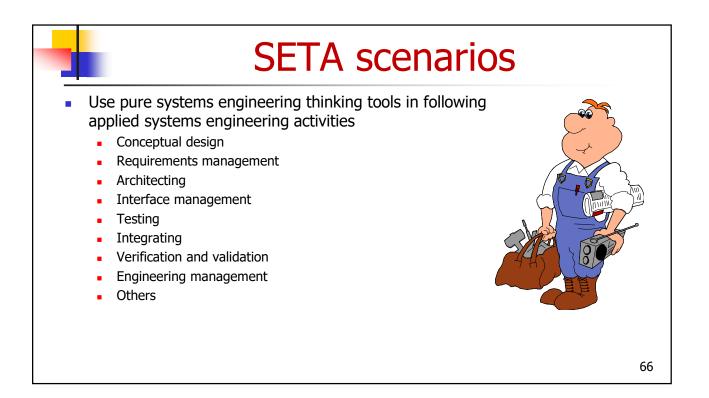


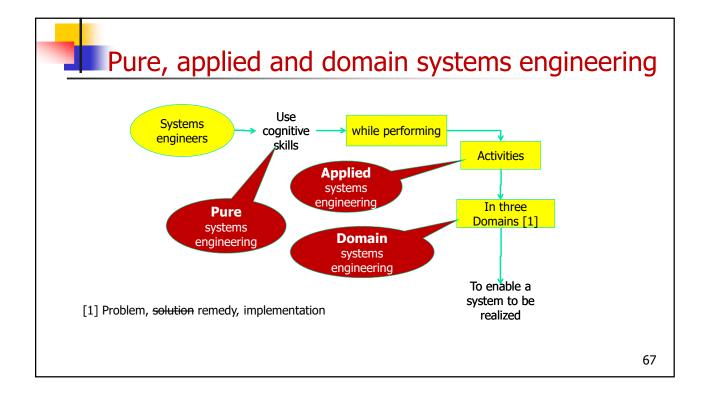


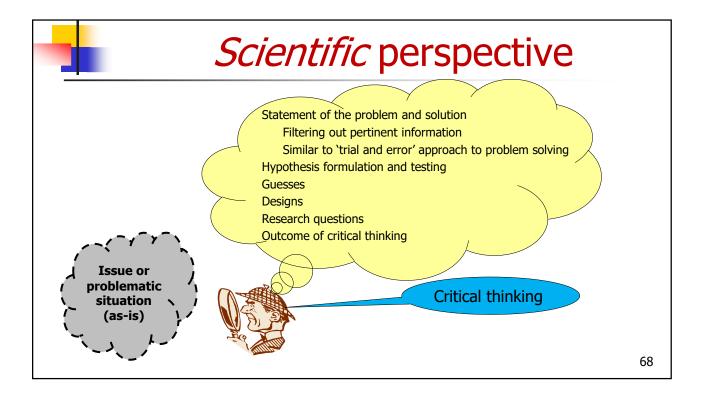


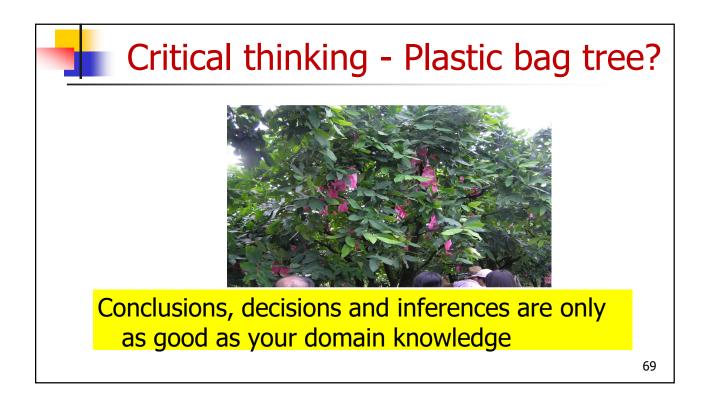








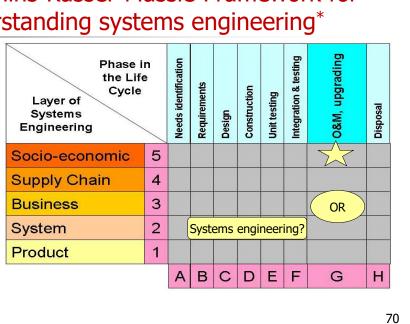






The Hitchins-Kasser-Massie Framework for understanding systems engineering^{*}

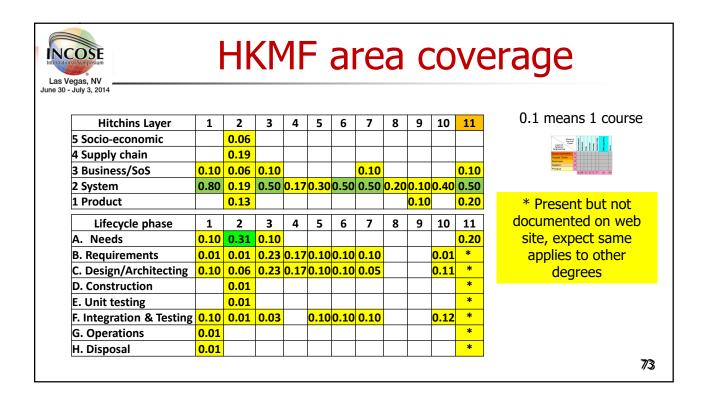
- · Systems engineers work in boxes
- Many systems engineers have no idea what is going on in the other boxes
- Kasser and Massie, <u>A Framework for a</u> <u>Systems Engineering Body of</u> <u>Knowledge</u>, proceedings of the 11th International Symposium of the INCOSE, Melbourne, Australia, 2001.
- Kasser, J. E., <u>The Hitchins-Kasser-Massie (HKM) Framework for Systems</u> Engineering, proceedings of the 17th International Symposium of the INCOSE, San Diego, CA., 2007.



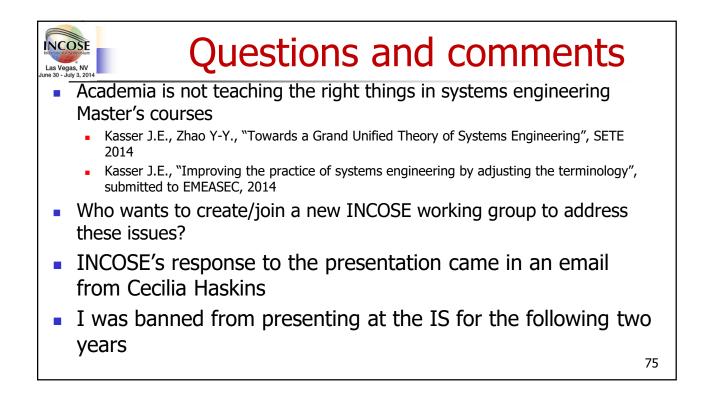
Contradictory										
Camp/ Pure/Applied [1] [2] [3] [4] [5] [6] [7] [8] [9]										
Lifecycle (all or part) ¹	Х	Х	-	Х	-	Х	-	Х	Х	
Process	-	Х	-	Х	-	Х	-	Х	Х	
Problem	-	-	Х	-	-	-	Х	-	Х	
[Meta-] Discipline	-	Х	-	-	-	-	-	-	Х	
Domain	-	-	-	-	-	Х	-	-	Х	
Systems thinking	Х	-	Х	-	Х	-	Х	-	Х	
Enabler	-	-	-	-	Х	-	-	-	Х	
Pure systems engineering	Х	-	Х	-	Х	-	Х	-	Х	
Applied systems engineering	Х	Х	Х	Х	-	Х	-	Х	Х	

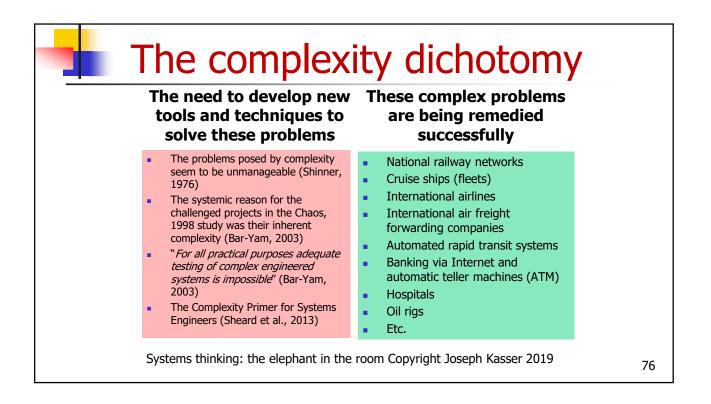
What you can do with this understanding

- 1. Define the information you need by
 - 1. Positioning your area of activity in the HKM Framework
 - 2. Identifying the camp (perspective) you need to view it from
 - 3. Defining the mixture of pure, applied and domain systems engineering
- 2. Find the book or course that will provide the information
 - Asking someone in an INCOSE working group or Café, or fellow student, coach, mentor, etc. who has faced the type of problem before
- 3. For example, if you want to get a Master's degree

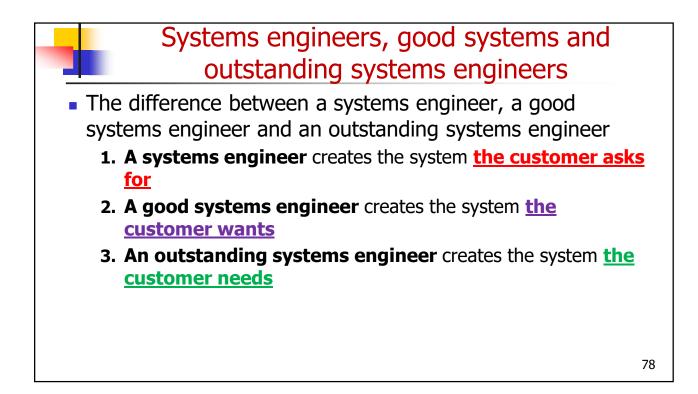


Five top aspects	5 ((r	eq	l	ir	e	n	1	ent	s)
								ry	students	to
1. Multiple solutions to a problem/requirement,										
2. Oral communications										
3. Graphical/pictorial communication										
4. Ability to handle open-ended/ill-defined problems										
5. Systems thinking										
	1	2	3	4	5 6	7	8	9	10 11	
1. Multiple solutions to a problem/requirement									HT	
2. Oral communications									HT	
3. Graphical/pictorial communication									HT	
4. Ability to handle open-ended/ill-defined problems HT										
5. Systems thinking			0.01						HT	
0.1 means 1 co	urse									74
	The five top aspects of the engineering design pro- understand, manage, and solve technological pro 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1. Multiple solutions to a problem/requirement 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking	The five top aspects of the engineering design proces understand, manage, and solve technological problem 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1. Multiple solutions to a problem/requirement 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems	The five top aspects of the engineering design process that understand, manage, and solve technological problems (W 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 1. Multiple solutions to a problem/requirement 1 2. Oral communication 1 3. Graphical/pictorial communication 1 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking	The five top aspects of the engineering design process that best understand, manage, and solve technological problems (Wicklein 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 1. Multiple solutions to a problem/requirement 1 2 3 1. Multiple solutions to a problem/requirement 1 2 3 1. Multiple solutions to a problem/requirement 1 2 3 3. Graphical/pictorial communication 1 2 3 4. Ability to handle open-ended/ill-defined problems 5 5 5. Systems thinking 1 2 3 6. Systems thinking 0.01 0.01	The five top aspects of the engineering design process that best equ understand, manage, and solve technological problems (Wicklein, et a 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 4 1. Multiple solutions to a problem/requirement 1 2 3 4 2. Oral communication 1 2 3 4 3. Graphical/pictorial communication 1 2 3 4 1. Multiple solutions to a problem/requirement 1 2 3 4 2. Oral communications 1 2 3 4 3. Graphical/pictorial communication 1 2 3 4 4. Ability to handle open-ended/ill-defined problems 1 2 1 5. Systems thinking 0.01 0.01 1	The five top aspects of the engineering design process that best equip s understand, manage, and solve technological problems (Wicklein, et al., 2 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 4 5 6 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 2. Oral communications 1 2 3 4 5 6 3. Graphical/pictorial communication 1 2 3 4 5 6 4. Ability to handle open-ended/ill-defined problems 1 2 1 1 2 5. Systems thinking 0.01 1 1 1 1 1 1	The five top aspects of the engineering design process that best equip seco understand, manage, and solve technological problems (Wicklein, et al., 2009 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 4 5 6 7 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 2. Oral communications 1 2 3 4 5 6 7 3. Graphical/pictorial communication 1 2 3 4 5 6 7 4. Ability to handle open-ended/ill-defined problems 0 0 0 0 0 5. Systems thinking 0.01 0 0 0 0 0 0	The five top aspects of the engineering design process that best equip seconda understand, manage, and solve technological problems (Wicklein, et al., 2009): 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 4 5 6 7 8 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 2. Oral communications 1 2 3 4 5 6 7 8 3. Graphical/pictorial communication 1 2 3 4 5 6 7 8 3. Graphical/pictorial communication 1	The five top aspects of the engineering design process that best equip secondary understand, manage, and solve technological problems (Wicklein, et al., 2009): 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 4 5 6 7 8 9 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 1. Ability to handle open-ended/ill-defined problems 1 <td>The five top aspects of the engineering design process that best equip secondary students understand, manage, and solve technological problems (Wicklein, et al., 2009): 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1</td>	The five top aspects of the engineering design process that best equip secondary students understand, manage, and solve technological problems (Wicklein, et al., 2009): 1. Multiple solutions to a problem/requirement, 2. Oral communications 3. Graphical/pictorial communication 4. Ability to handle open-ended/ill-defined problems 5. Systems thinking 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1 2 3 4 5 6 7 8 9 10 11 1. Multiple solutions to a problem/requirement 1



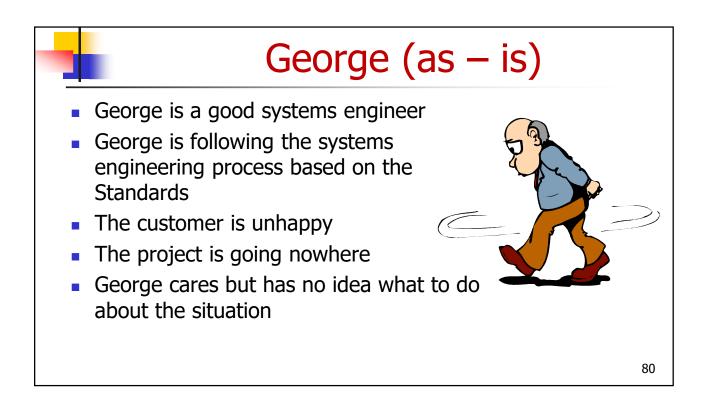


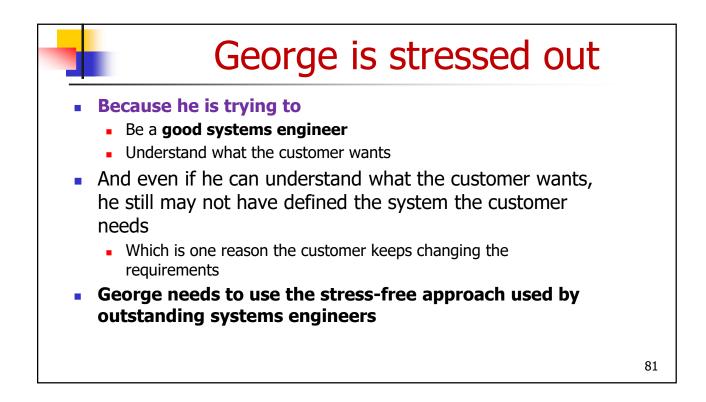


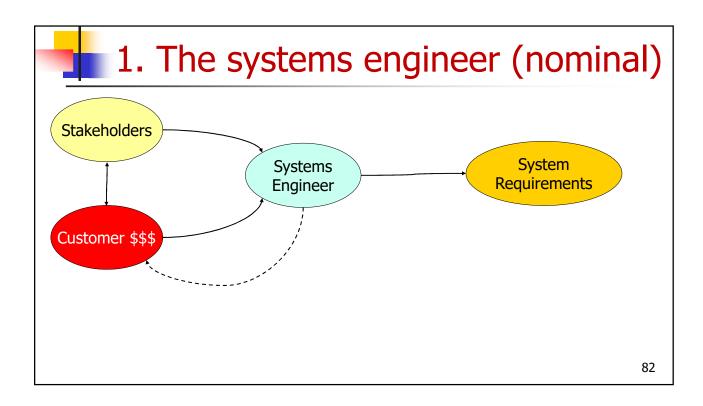


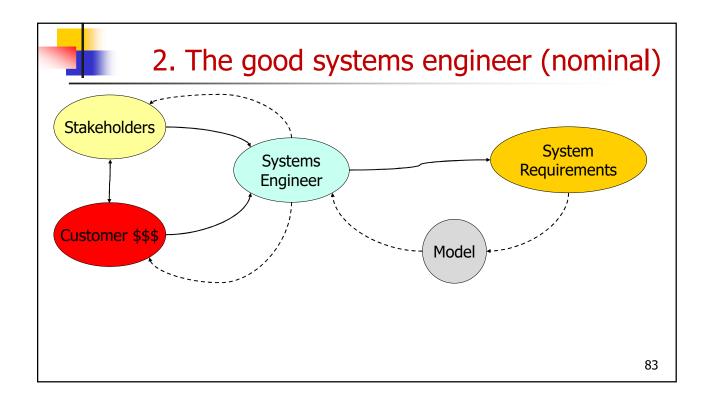
Let me tell you about George

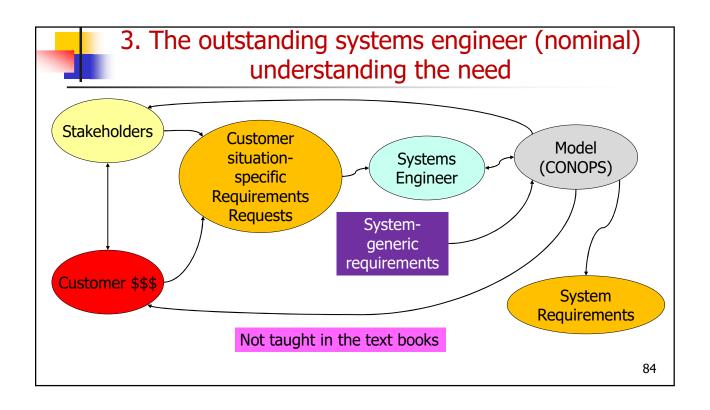
- George conscientiously reads every one of the hundreds of requirements provided by the customer
- He has great difficulty understanding what the customer really wants
- He even tries to relate the requirements in a hierarchical structure
- It doesn't help much
- He tries modeling the requirements using a MBSE tool
- George still can't get a complete set of requirements from the customer
- The customer changes the requirements each time George talks with him

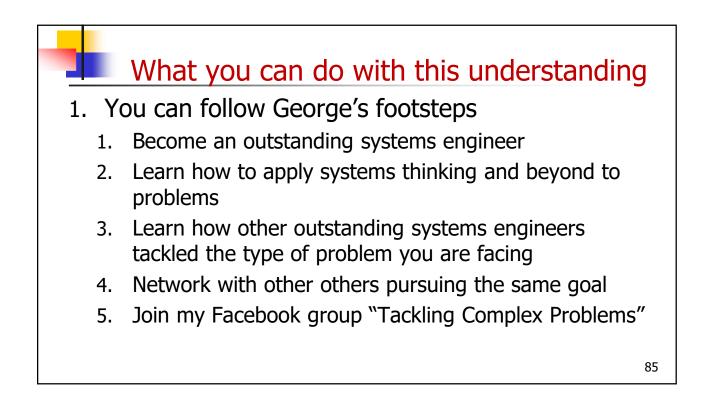






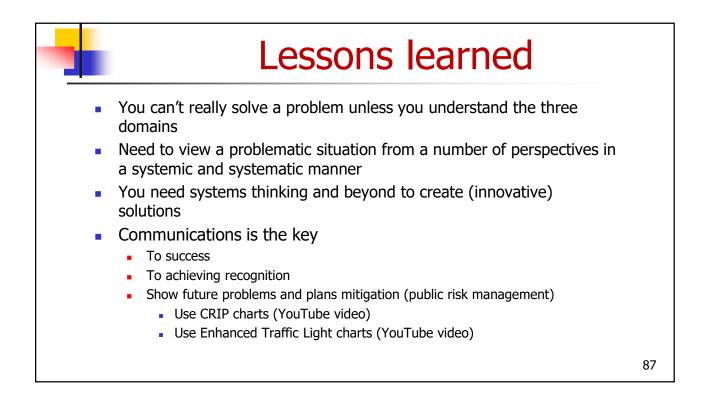






Benefits and drawbacks

- When you really use systems thinking and beyond you see things differently to other people
- You ask uncomfortable questions
- You challenge assumptions
- You are comfortable with knowing that you don't know in some instances
- You see solutions where other people see problems
- Nobody realizes the achievement because there weren't any problems
- You see what could have been so you are dissatisfied with your outcome when everyone else is raving about how good it is
- You are in a different paradigm



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