



# Architecture Centric Evolution

A Personal Perspective

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# Agenda

- ◆ Thesis
- ◆ Complex Systems
- ◆ Complexity Drivers
- ◆ Architecture and Evolvability
- ◆ Q&A

# Thesis

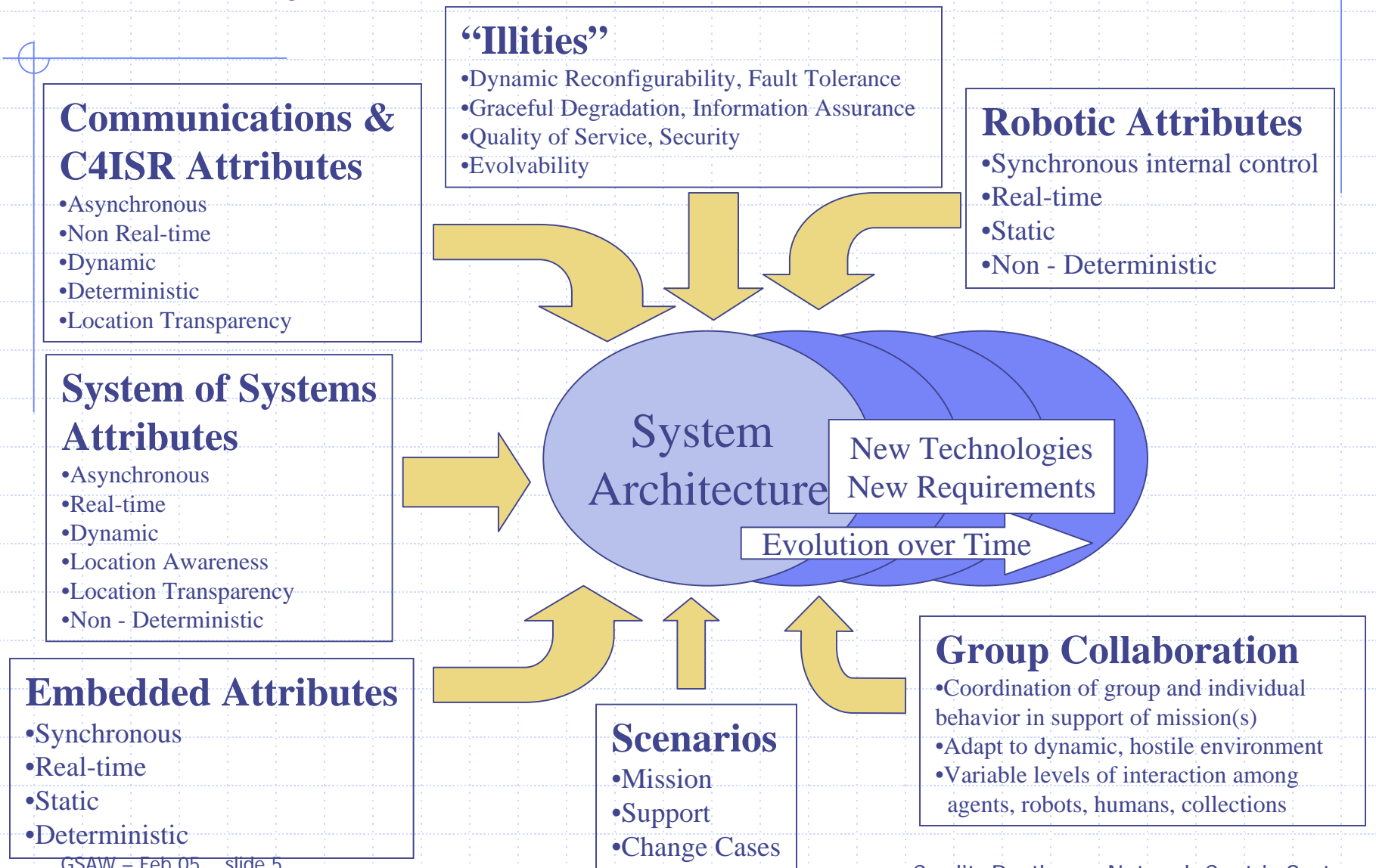
- ◆ We are learning to live with fewer fixed assumptions about systems than in past acquisitions
  - Changing threats induce evolution/change in CONOPS
  - Changing requirements often invalidate point-solution designs and interact strongly with CONOPS
  - Desire to exploit rapidly evolving technology removes prior assumptions about relatively deterministic technical base
  - Policy/economic motivations to exploit COTS/Legacy elements complicate interfaces and system operation
  - Network-centric systems embody numerous open issues, notably enterprise integration and interface proliferation
- ◆ Evolvable System/Software Architecture is a necessary, but not sufficient component of a strategy to master the new environment

# Complex Systems

- ◆ Unprecedented Requirements
  - ◆ Performance (timeline, capacity, ..)
  - ◆ Complexity of Human-Machine task division
  - ◆ System autonomy
  - ◆ Scope of program
- ◆ Non-linear requirements interaction, induced by
  - ◆ Size, weight, power constraints
  - ◆ Schedule and/or cost constraints
- ◆ Dependence upon “maturing” technology
- ◆ Integration challenges presented by unprecedented configurations
- ◆ Evolution complicated by long service life

# Complexity Drivers

## Complex System Requirements (FCS Phase 1)



# Complexity Drivers

## Technical

- ◆ Performance
  - Highly distributed (ALP, TCIMS, FCS)
  - Difficulty of composing verifiable requirements that trace directly to operational performance (Javelin focal plane)
  - Hard Real-Time + Enterprise complexity (FCS)
- ◆ Dynamic Human-Machine task division (Pilot's Associate)
- ◆ Increasing of external interfaces to other evolving systems (TSAT)
- ◆ Need for comprehensive domain model to comprehend complex behavior (ALP, PA, TCIMS, FCS)

# Architecture and Evolvability

- ◆ Recognize Fluidity of the Environment
  - CONOPS
  - Requirements
  - Technology
  - Human-machine task division
  - Number and kind of external interfaces
- ◆ The architecture must serve as basis for a family of similar systems that evolve, one from the other, over time.
  - →it is no longer a “point solution”
  - →it defines a “capability envelope” for all system instances

# Architecture and Evolvability

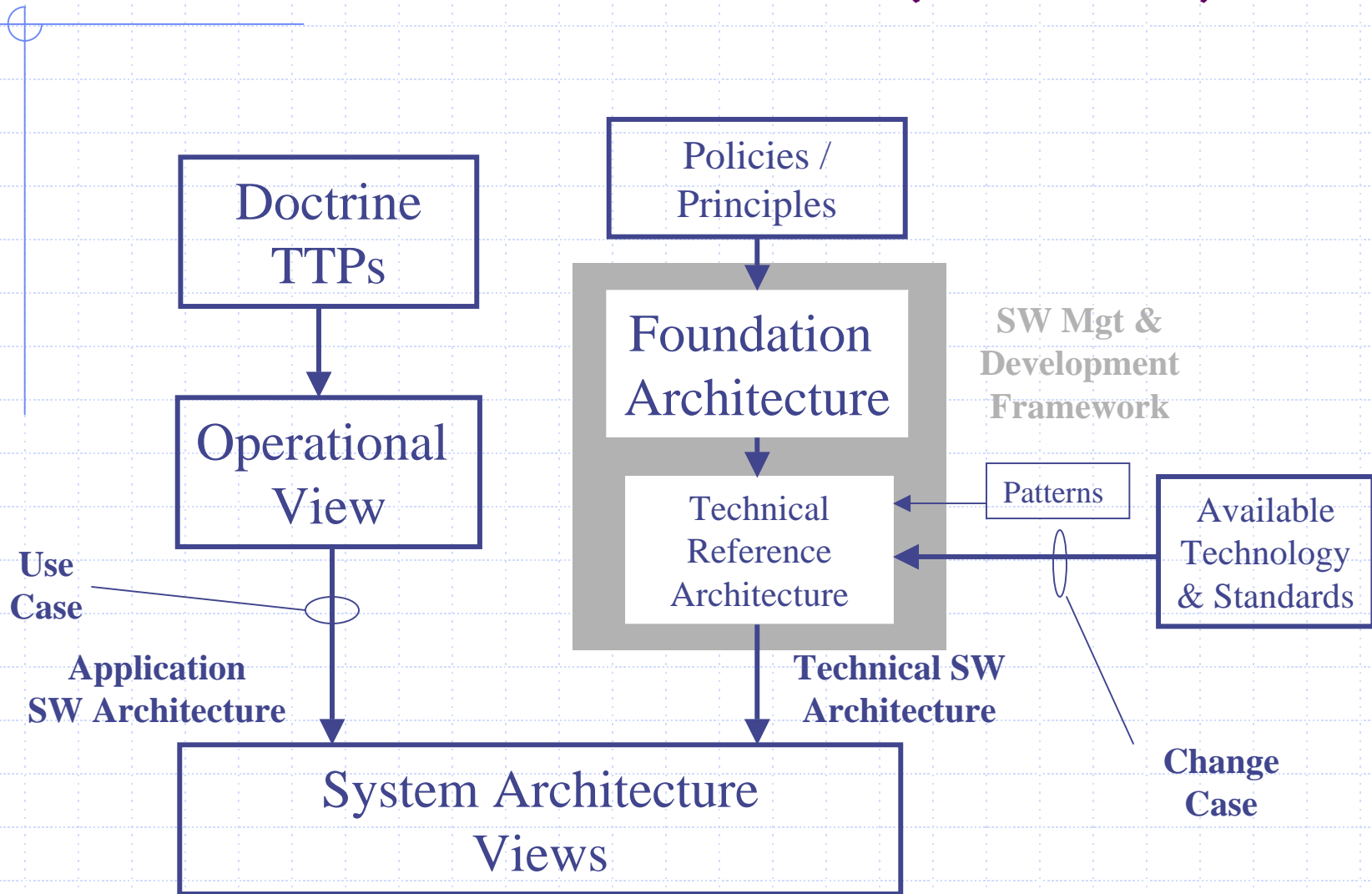
With so much in flux, where do we find fixed points?

- ◆ Basic Principles employed to understand problem domain and technology
  - Policies that constrain any design
  - Separation of concerns
  - Design patterns
  - ..
- ◆ Synthesized foundation architecture that supports broadest range of data, behavior, and technology anticipated in solution space.
- ◆ Processes to capture and adjudicate interactions between operational and technical architecture.
- ◆ Mechanism(s) for evolution.



# Architecture and Evolvability

## Notional Evolution Process (Software)



# Probable Features

of Foundation Software Architecture  
for contemporary systems

- ◆ Layered system with loose coupling
- ◆ Inherently distributed
- ◆ Flexible common messaging model
- ◆ Flexible administrative control
- ◆ Integration-friendly observability of data
- ◆ Simulation-friendly interfaces
- ◆ Formalized flexible task allocation to humans and/or automation
- ◆ Conscious employment of design patterns

# What else is needed?

- ◆ Socialization/acceptance of the concept based on value argument
- ◆ Integrate evolvability into document packages and the acquisition cycle
  - Start early on, in parallel with Initial Concept Document
  - Refine as acquisition moves forward
  - Engage contractor community early and often
- ◆ Suggests even more emphasis on cross IPT coordination
- ◆ Continued dependence upon individuals/groups with deep understanding
  - Domain
  - Technology
  - Integration
  - Programmatic

# Summary

- ◆ Evolvable architecture augments existing architecture models, is not a replacement
- ◆ To make an impact, the concept needs to be integrated into the acquisition cycle

# Questions/Comments?