



FROM KNOWN KNOWNS TO UNKNOWN UNKNOWNNS

MODPROD Linköping 2017-02-08

Pär Hammarström
SAAB Aeronautics



MODELLING A FIGHTER AS SERVICES AND FEATURES



Pär Hammarström
System Architect Gripen E
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A (micro)services oriented architecture, in order to enable effective and efficient variant handling and long term evolution of a complex system.

FROM KNOWN KNOWNNS TO UNKNOWN UNKNOWNNS

- Introduction & Background
- Becoming a Software Company
- A Platform as an Enabler
- Moving into (micro)Service Orientation



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GRIPEN EVOLUTION



Gripen A/B



Gripen C/D



Demonstrator



Gripen E/F









A CONSTANTLY CHANGING ENVIRONMENT



Gripen A/B

National Defence



Gripen C/D

International Missions
Export

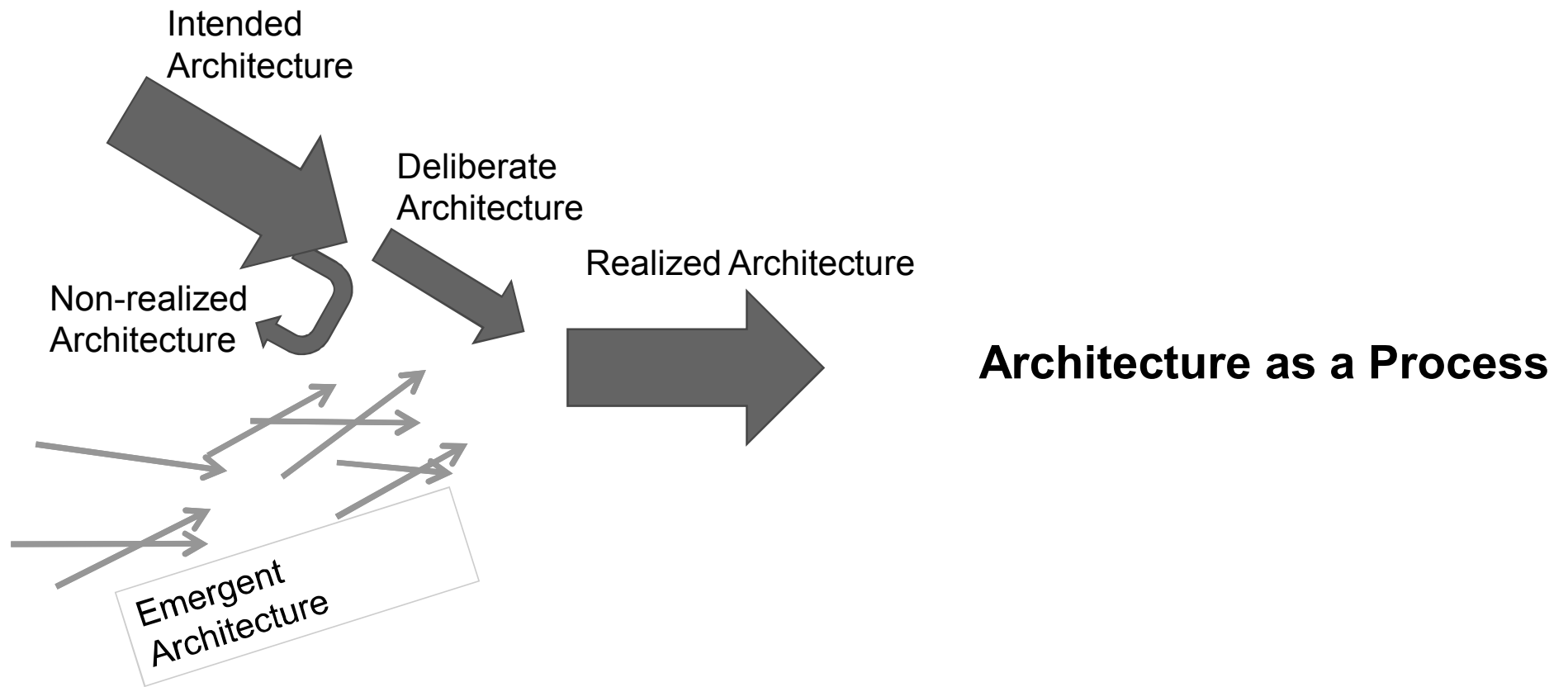


Gripen E/F

National Defence
International Missions
Export



ARCHITECTURE: PLAN, PATTERN AND PERSPECTIVE



Paraphrased from Mintzberg H., 1994, The Rise and Fall of Strategic Planning

PARTLY DESIGNED, PARTLY EVOLVED



“... But there are also unknown unknowns – the ones we don't know we don't know. And if one looks throughout the history of our country and other free countries, it is the latter category that tend to be the difficult ones.”

- US Secretary of Defence, Donald Rumsfeldt

WHAT DO YOU KNOW?

Awareness	Known	Things we are aware of and understand	Things we are aware of but don't understand
	Unknown	Things we understand but are not aware of	Things we are neither aware of nor understand
		Knowns	Unknowns
		Understanding	

WAKE UP AND SMELL THE COFFEE



“we didn’t do anything wrong, but somehow, we lost”
- Nokia CEO Steve Elop

HOW DO YOU PREDICT THE UNPREDICTABLE?

Awareness	Known	Design as Usual	Game Theory
	Unknown		Robust (sustain) Agile (adapt) Anti-fragile (evolve)
		Knowns	Unknowns
		Understanding	

- **KEY PRINCIPLES**
- Prevent ripple effect
- Allow diversity and redundancy
- Defer decisions
- Fight complexity

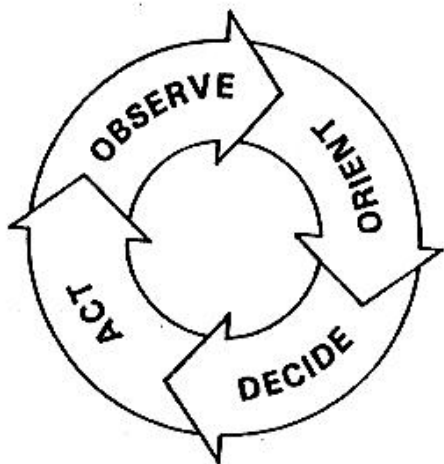


GRIDEN E

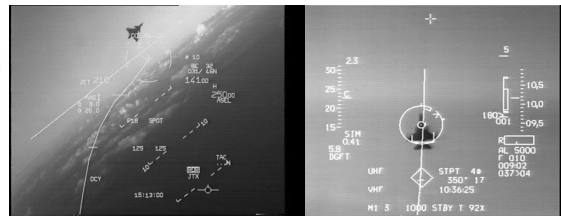


COMPETITIVE ADVANTAGE

- Conflict, in its most basic form, is a contest between decision making loops. The side with the FASTER and BETTER decision making loop wins any conflict
- It's all about getting inside the enemy's OODA-loop



Short Loop

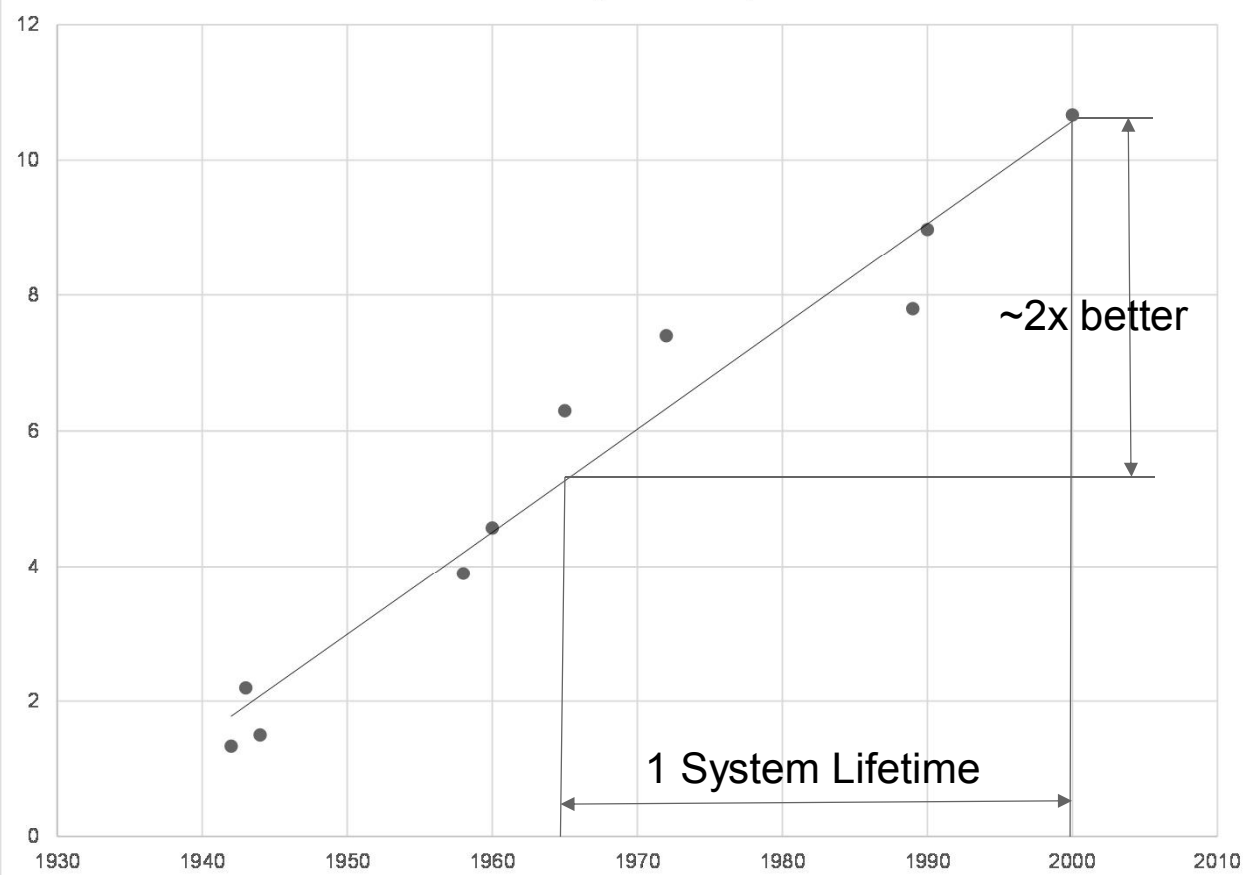


Long Loop



PACE OF CHANGE

Thrust/Weight Development

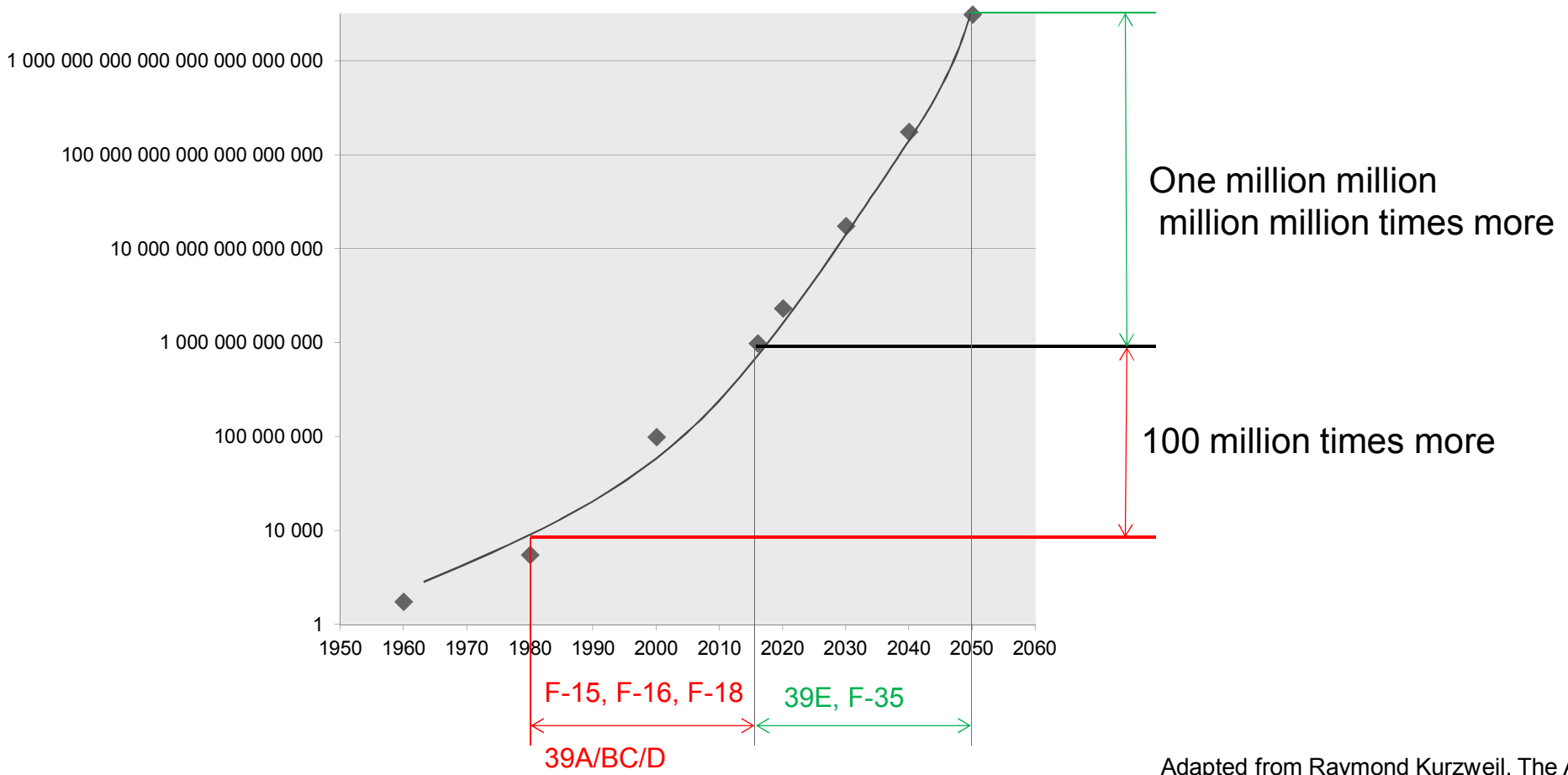


Pratt&Whitney Engine Data



PACE OF CHANGE

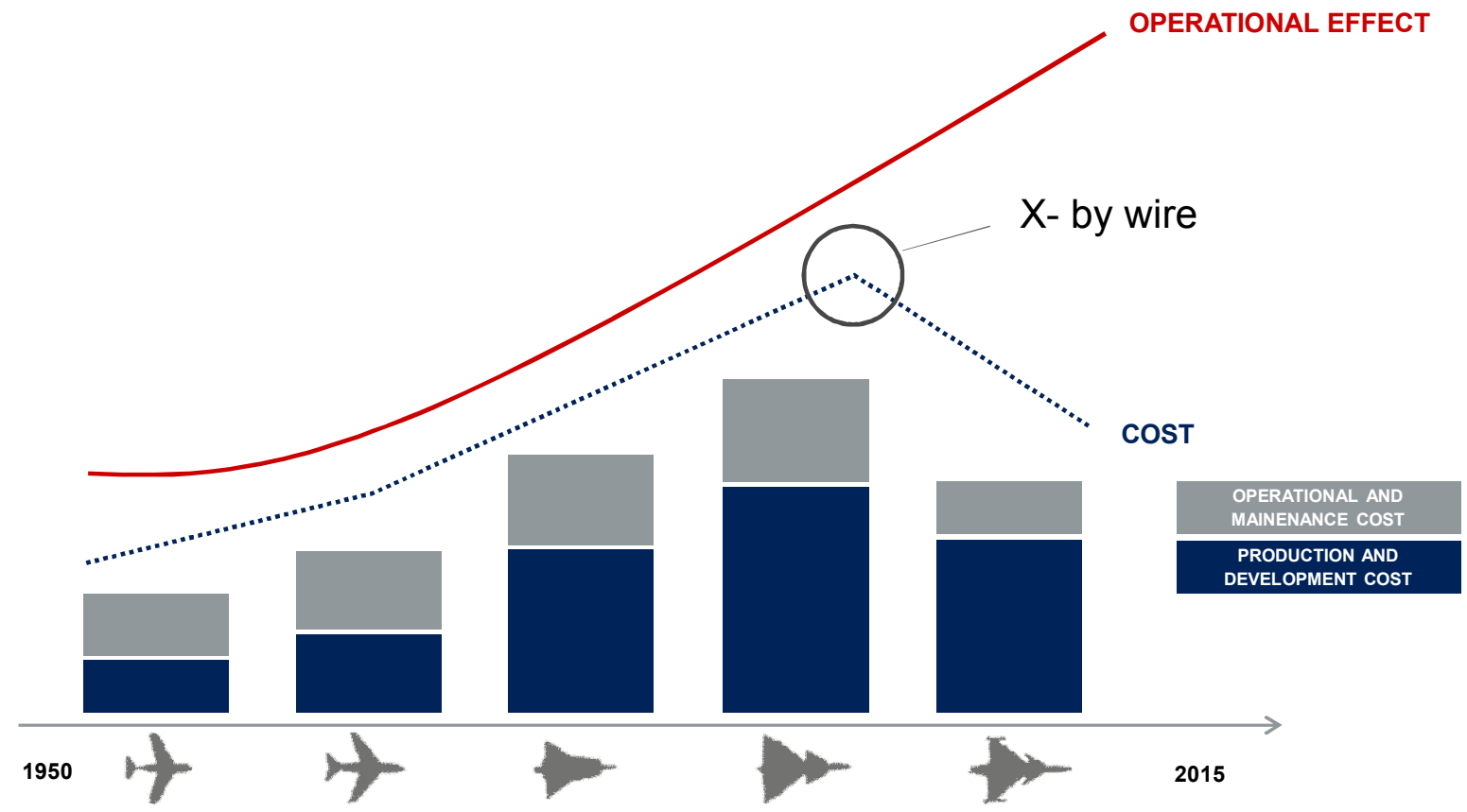
Calculations per second per \$1,000



Adapted from Raymond Kurzweil, The Age of Spiritual Machines

BREAKING THE **COST CURVE**

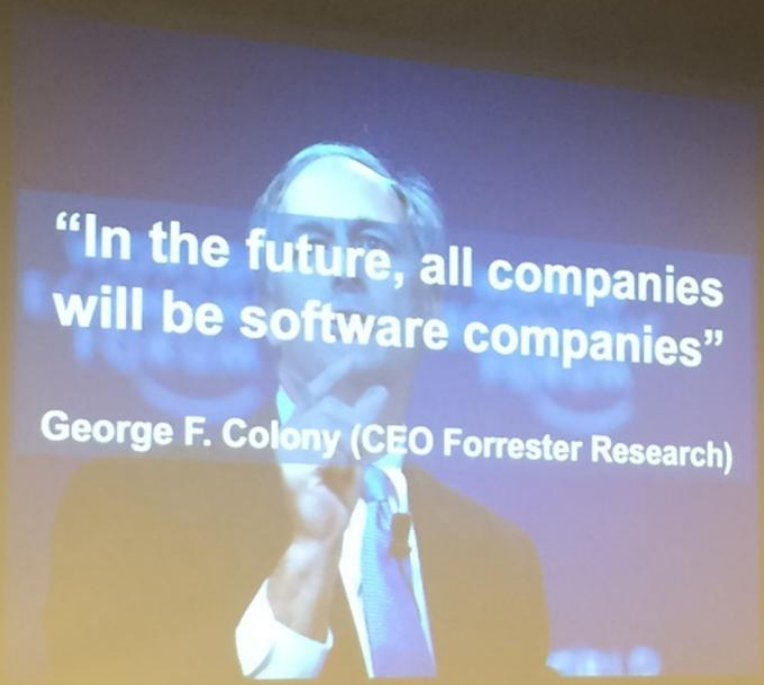
Cost-efficient
products...
... and **value for**
money



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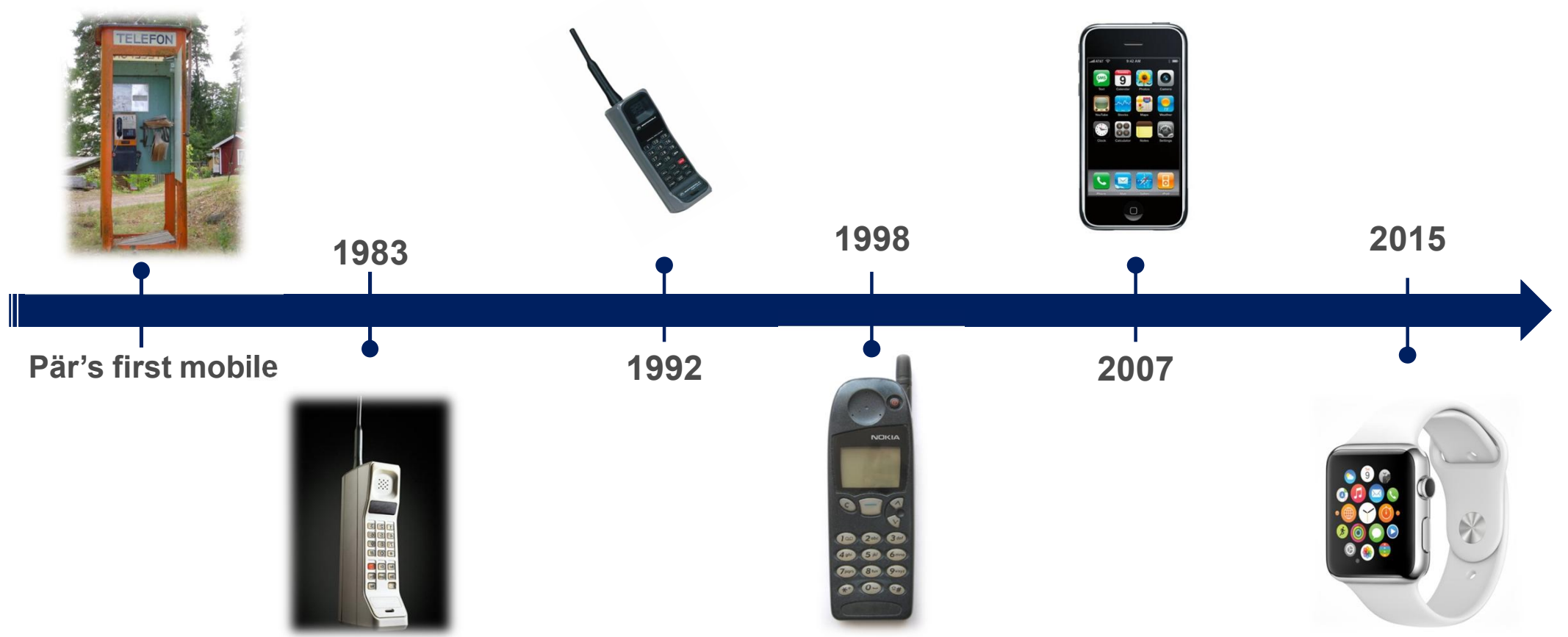


**“In the future, all companies
will be software companies”**

George F. Colony (CEO Forrester Research)



MOVING AT THE PACE OF CHANGE



MOVING AT THE PACE OF CHANGE

”Complexity of embedded systems grow with approx 10x every 7th year”

Jan Bosch Chalmers

Pär's first mobile

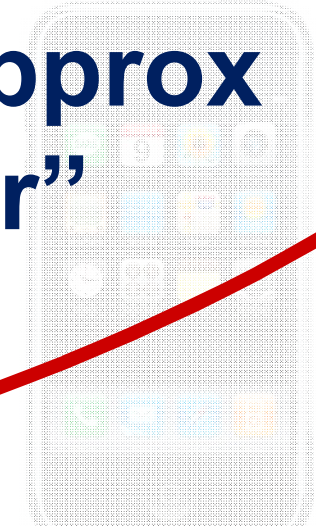
1983

1992

1998

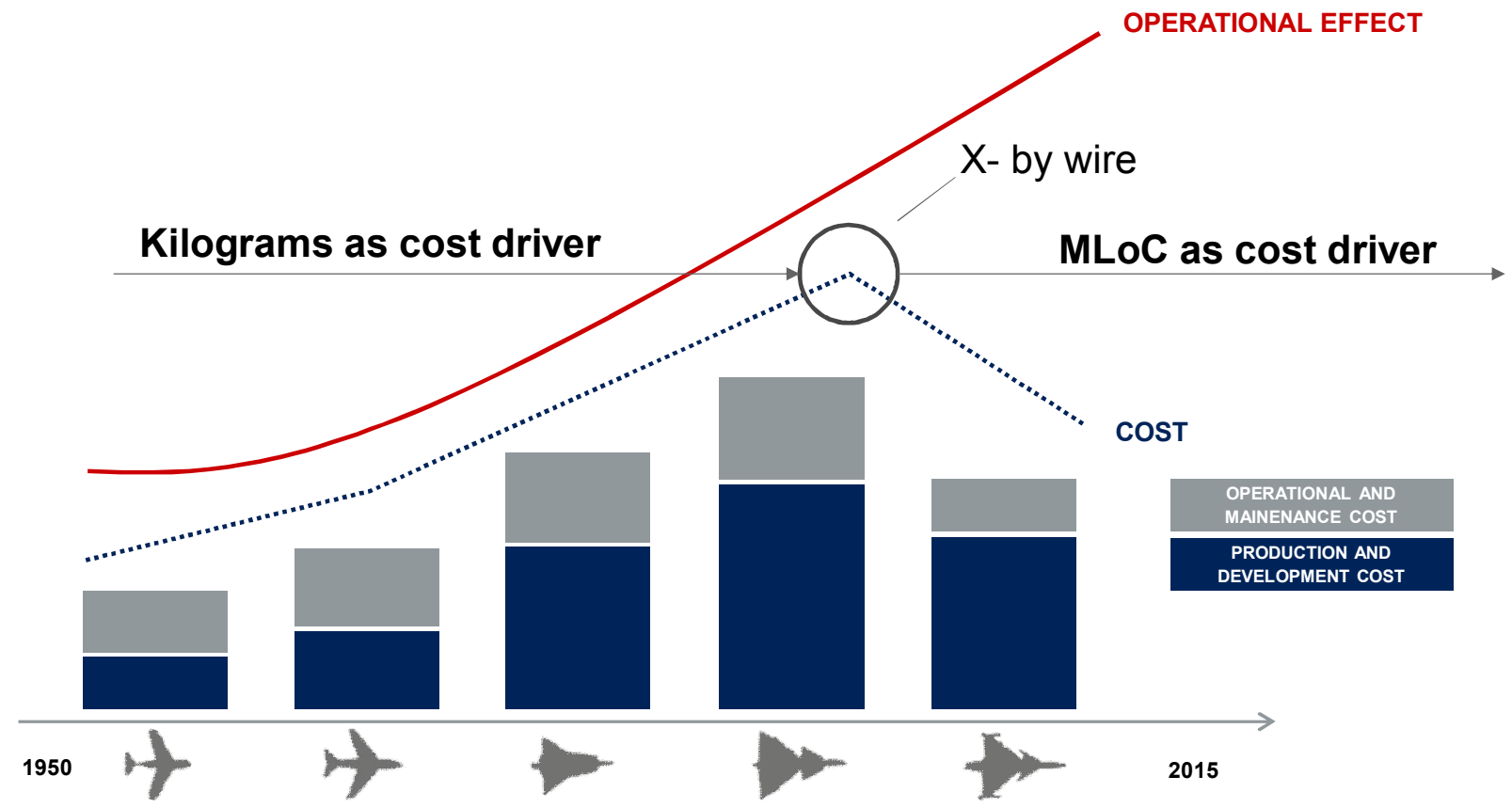
2007

2015



BREAKING THE **COST CURVE**

Cost-efficient products...
... and **value for money**

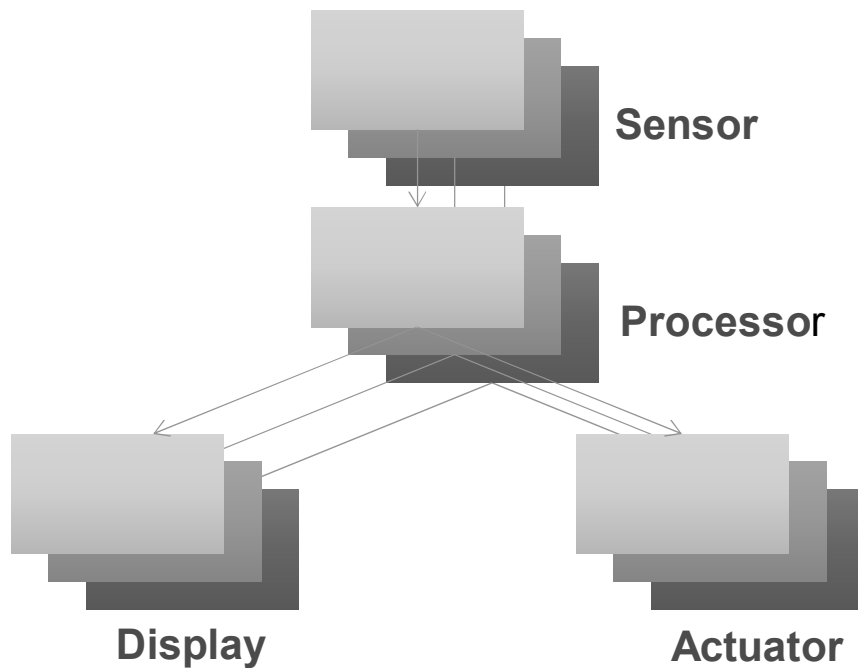


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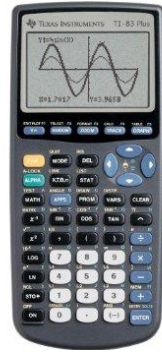


THE CLASSIC DESIGN - FEDERATED SYSTEM



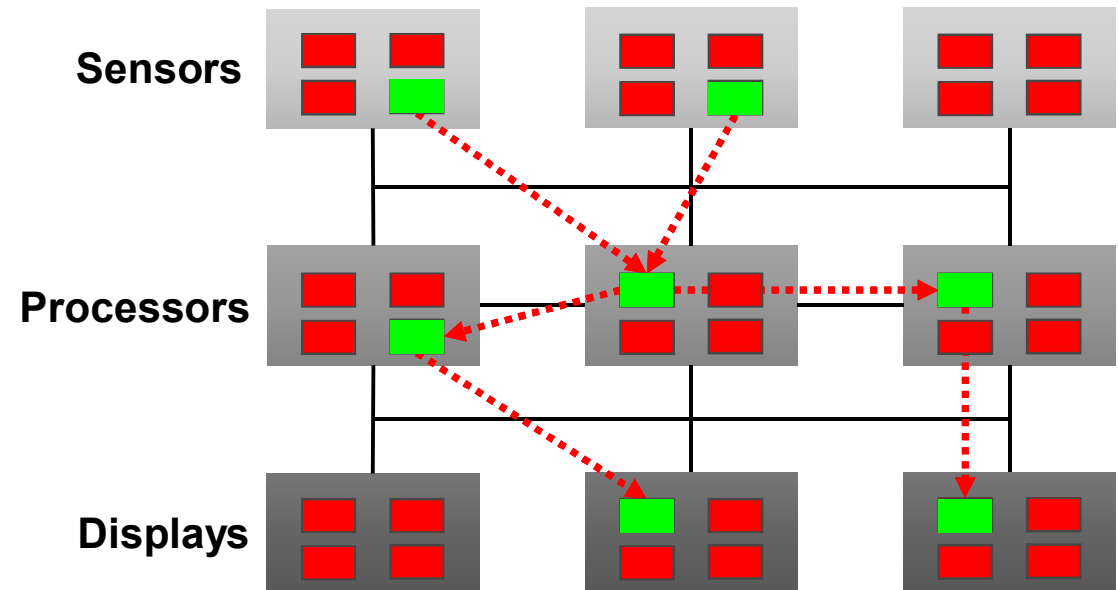
- Separate HW for each function
 - "Hard wired"
 - Limited Integration and Synergy
- + "Simple" integration and verification

THE CLASSIC DESIGN – FEDERATED SYSTEM

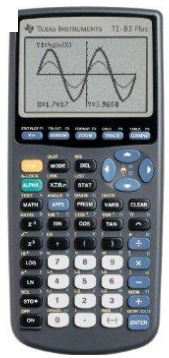


DIGITALIZATION - INTEGRATED MODULAR AVIONICS

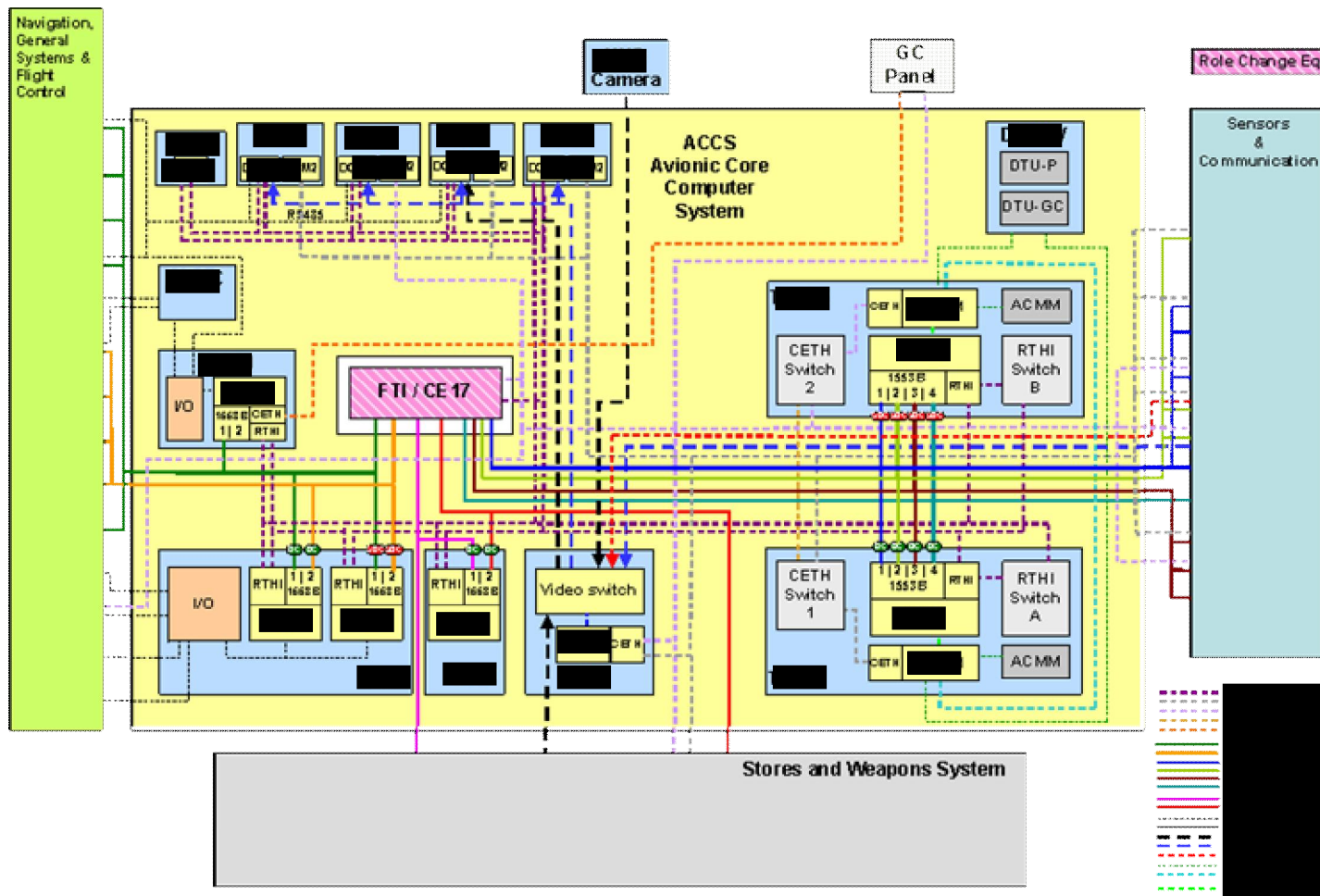
- + Generic HW
- + "Software defined"
- + Composability
- Complex framework for integration and verification



DIGITALIZATION - INTEGRATED MODULAR AVIONICS



HARDWARE ARCHITECTURE



A FOOD ANALOGY



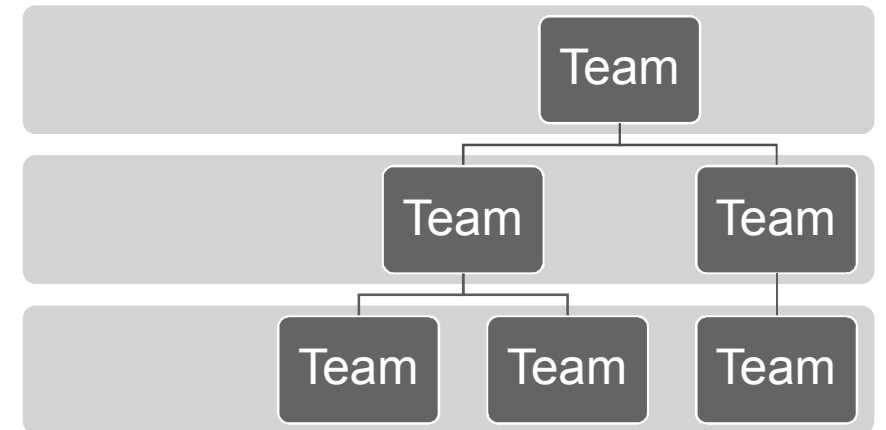
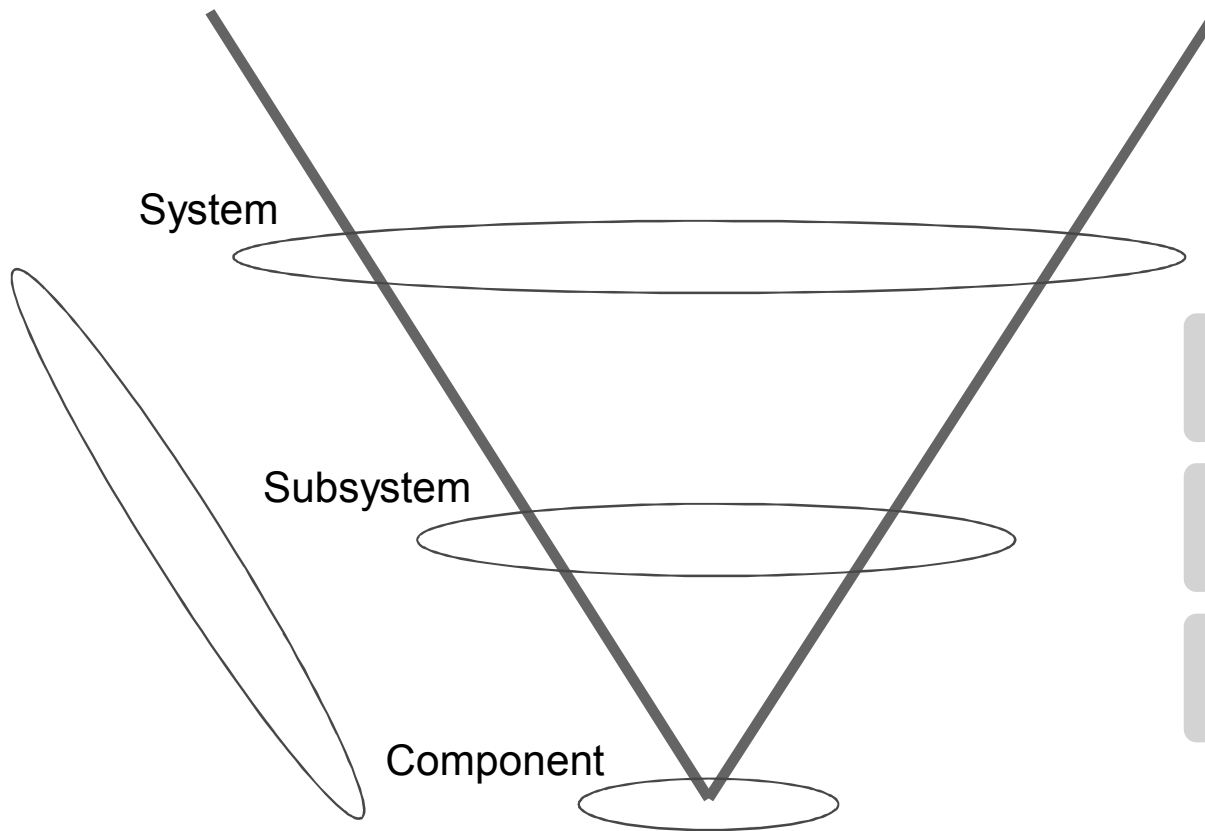


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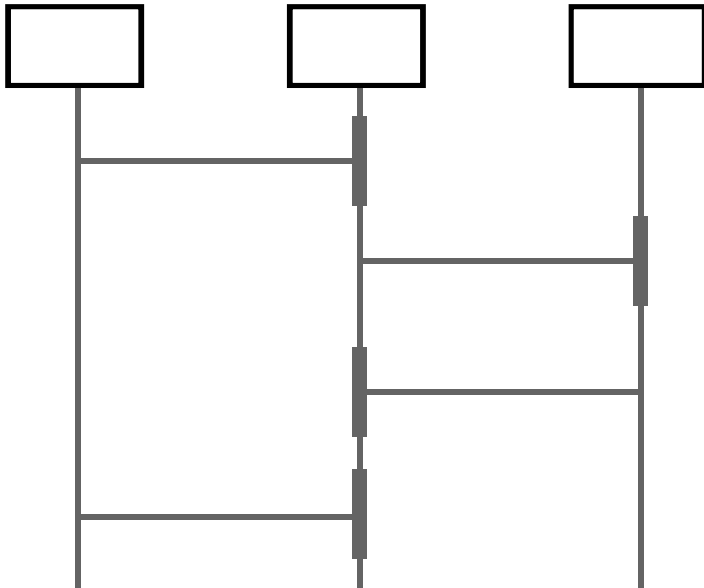
- Introduction & Background
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SYSTEMS, ENGINEERING AND SYSTEMS ENGINEERING



SUCCESS CRITERIA



The greatest leverage in system architecting is at the interfaces.

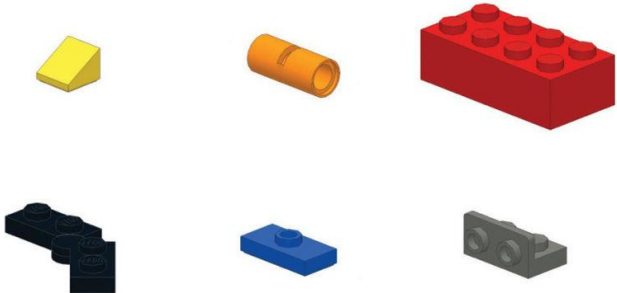
The greatest dangers are also at the interfaces.

- Rechtin & Maier, 2000, The Art of Systems Architecting

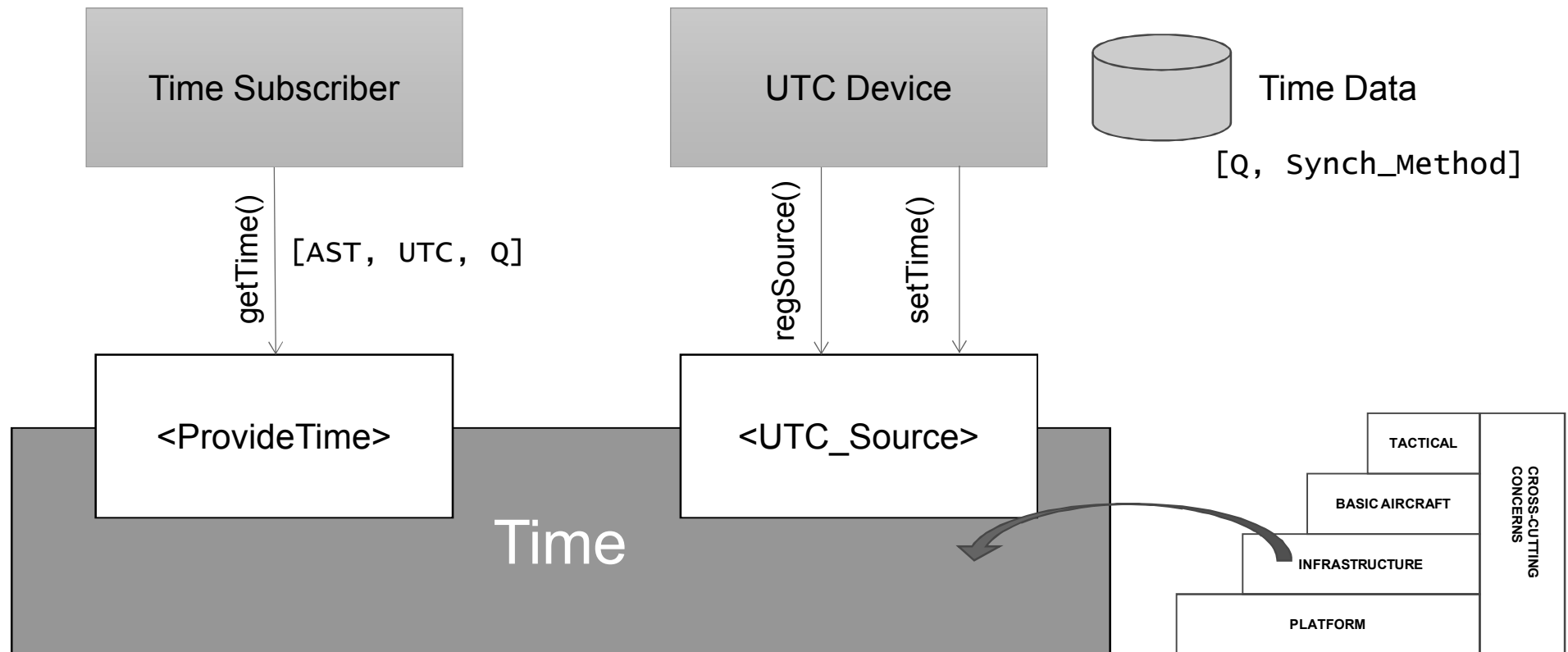
A LEGO ANALOGY



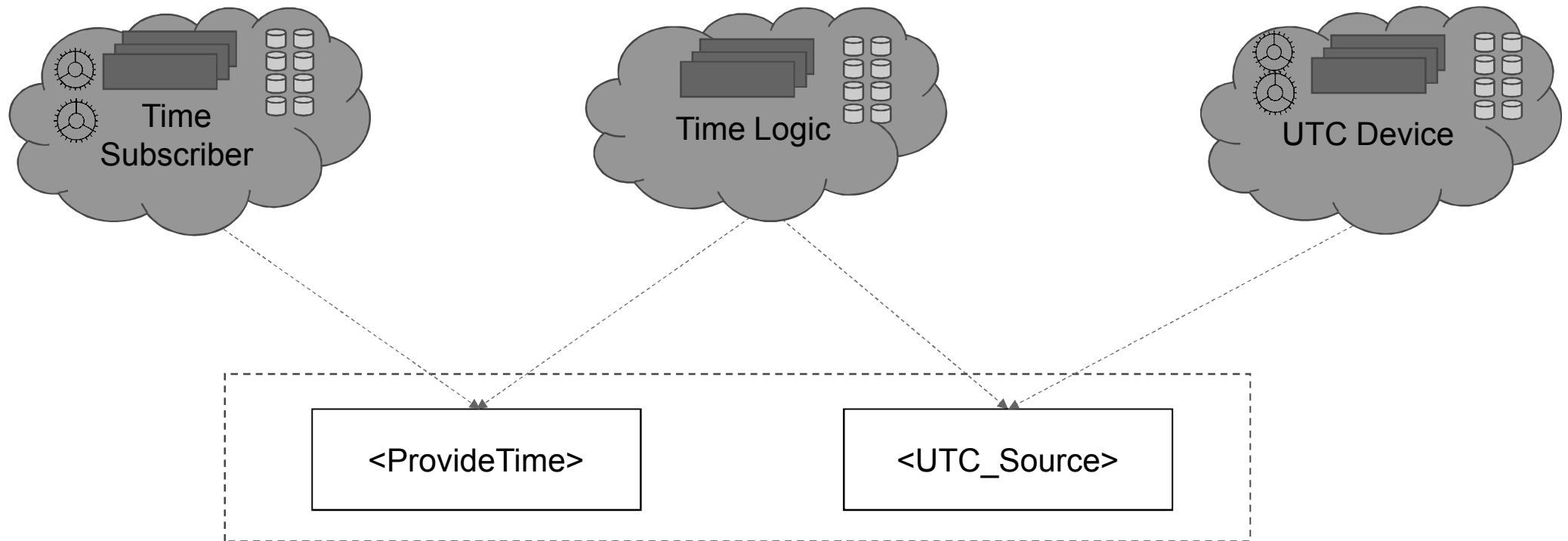
VS



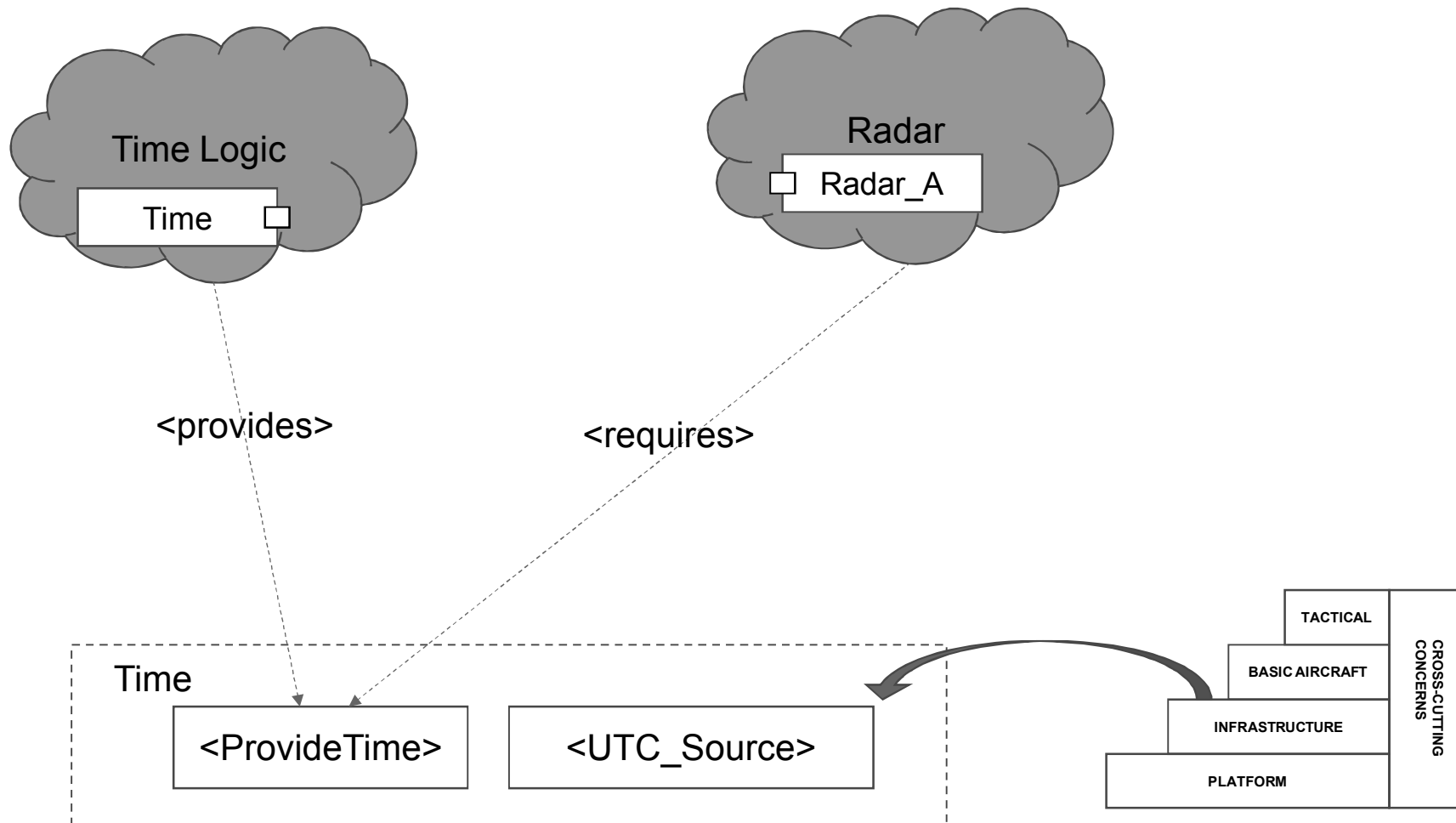
EXAMPLE: TIME



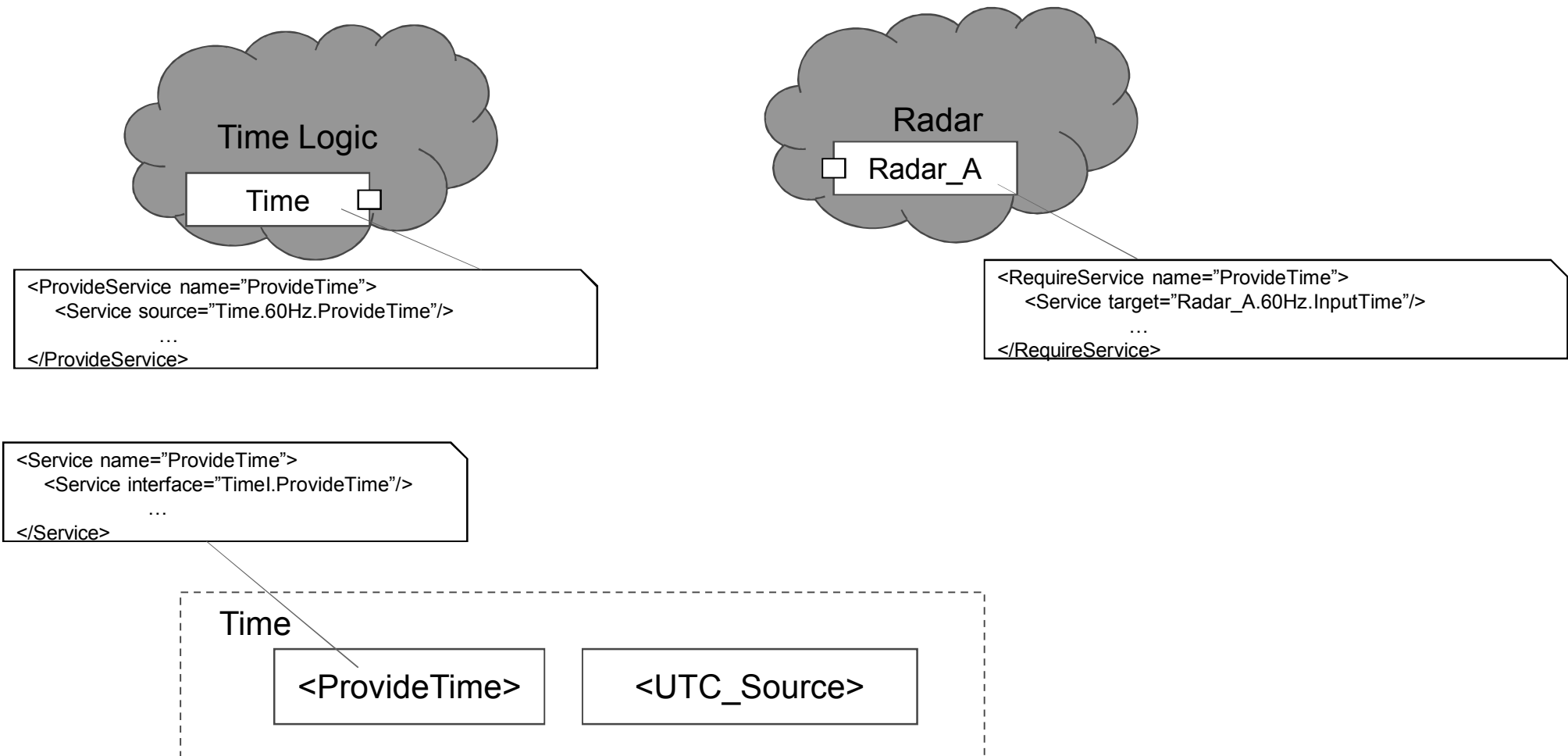
DECOUPLING THROUGH INFORMATION HIDING



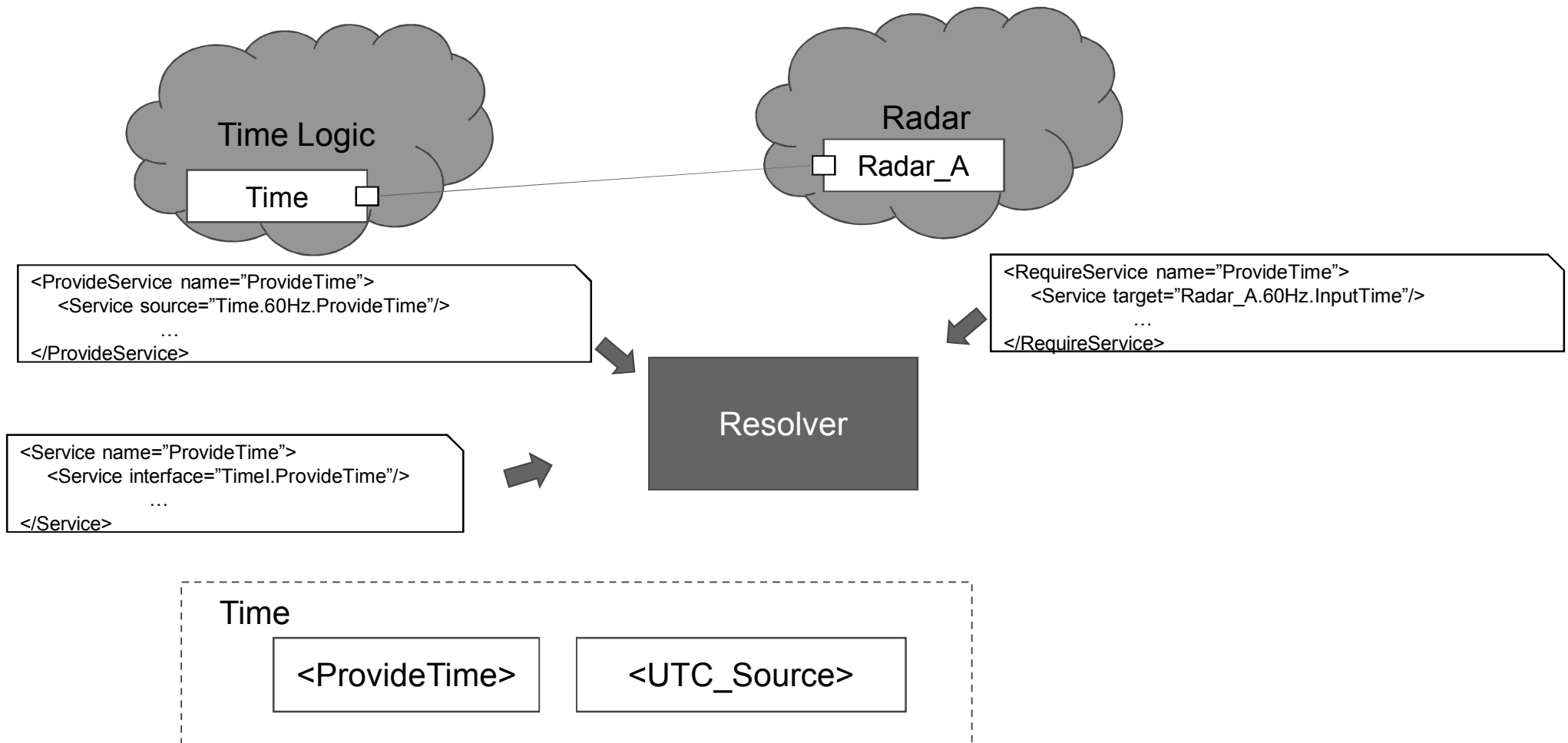
DEPENDENCY INVERSION



SERVICE DEFINITION



SERVICE LOCATOR



SERVICE GUARANTEED

Option A,

<ProvideTime> Required Interface AST, UTC, Q

Define Q as a Configuration parameter

Each UTC Device Feature Package has to declare nominal Q

Each Time subscriber needs to state a minimum Q for guaranteed capability

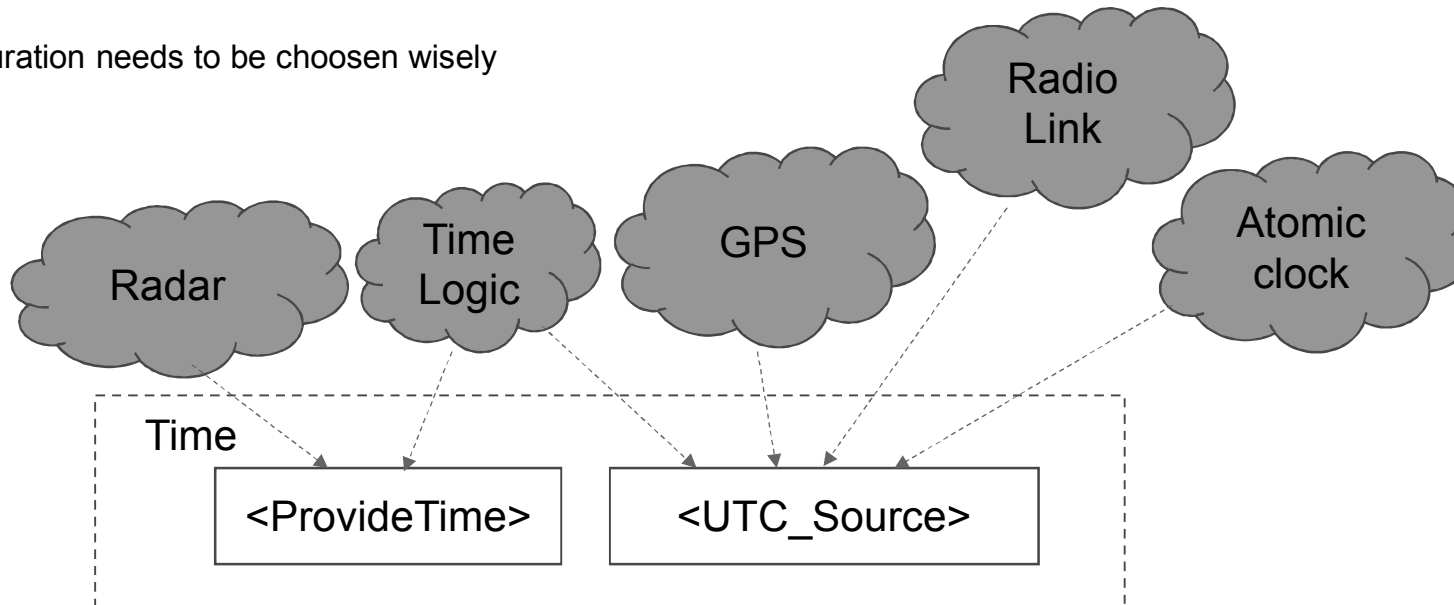
Configuration needs to be chosen wisely

Option B,

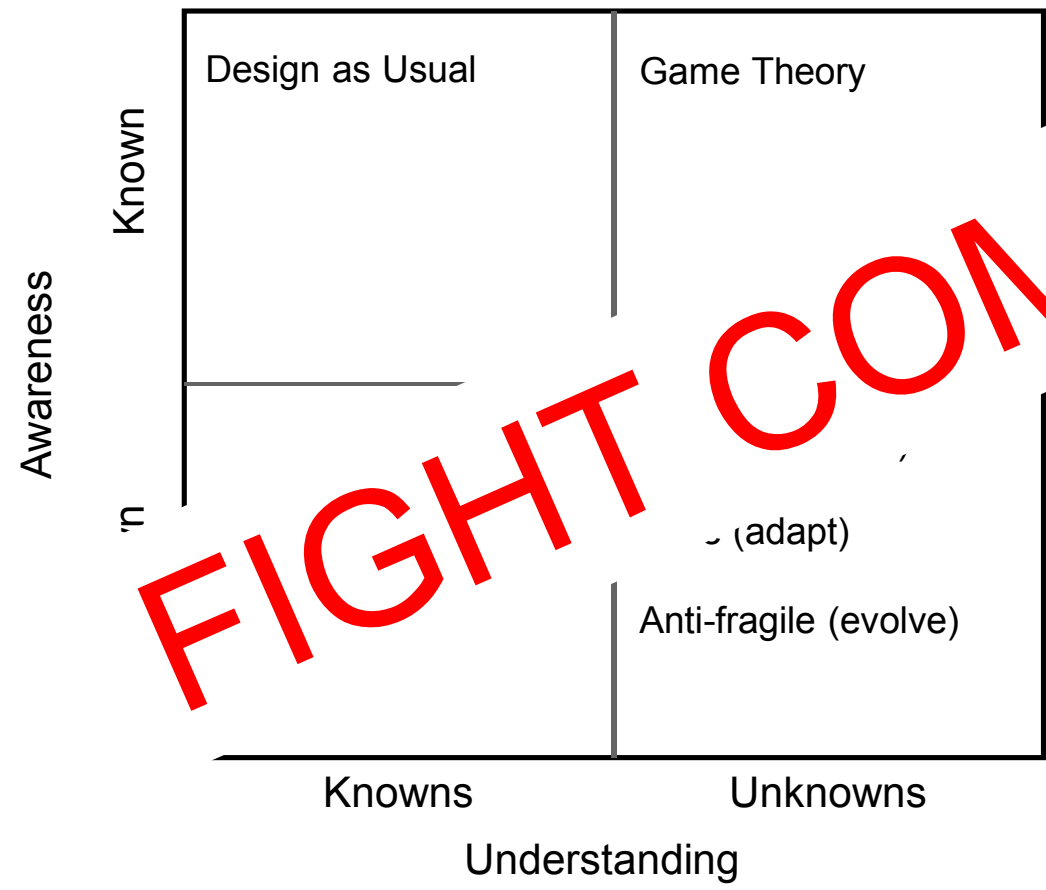
<ProvideTime> Required Interface AST, UTC, Q

Service Package declares Q (nominal)

UTC providers (devices) needs to be chosen wisely



SUMMARY



- **FIGHT COMPLEXITY**
- Direct
- Agency Inversion
- Self-containment
- Information Hiding
- Allow diversity and redundancy
- Competing Solutions
- Autonomous Teams
- Defer decisions
- Utilize Abstractions



THANK YOU!



FROM KNOWN KNOWNS TO UNKNOWN UNKNOWNNS

Modelling a Fighter as Features and Services

MODPROD 2017 Linköping

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