



# *System of Systems Engineering Pilot Quality Function Deployment Analysis*

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# Introduction

- SoS Systems Engineering project addressing LCS ASW Integration & Mission Capability Evolution
- Pilot project conducted by ASW Systems Engineering Team (ASSET) chaired by PEO-IWS5 SE
- Application of ASN/RDA CHSENG Naval SoS SE Guidelines
- Employed Quality Function Deployment (QFD) for SoS capability evaluation

# LCS ASW SoS Pilot Project

- Proliferation of quiet diesel submarines creates a growing ASW challenge
- ASW inherently a “system-of-systems” enterprise:
  - Platforms
  - Sensors
  - Weapons
  - Command, Control & Communications
- Littoral Combat Ship (LCS) a “transformational” concept:
  - Agile platform
  - Reconfigurable mission packages
  - Extensive use of unmanned vehicles & off-board sensors
  - Spiral development
- Pilot project objectives
  - Address needed ASW capability
  - Apply ASN/RDA SoS SE guidelines
    - Including QFD
  - Show “value added” in SoS acquisition

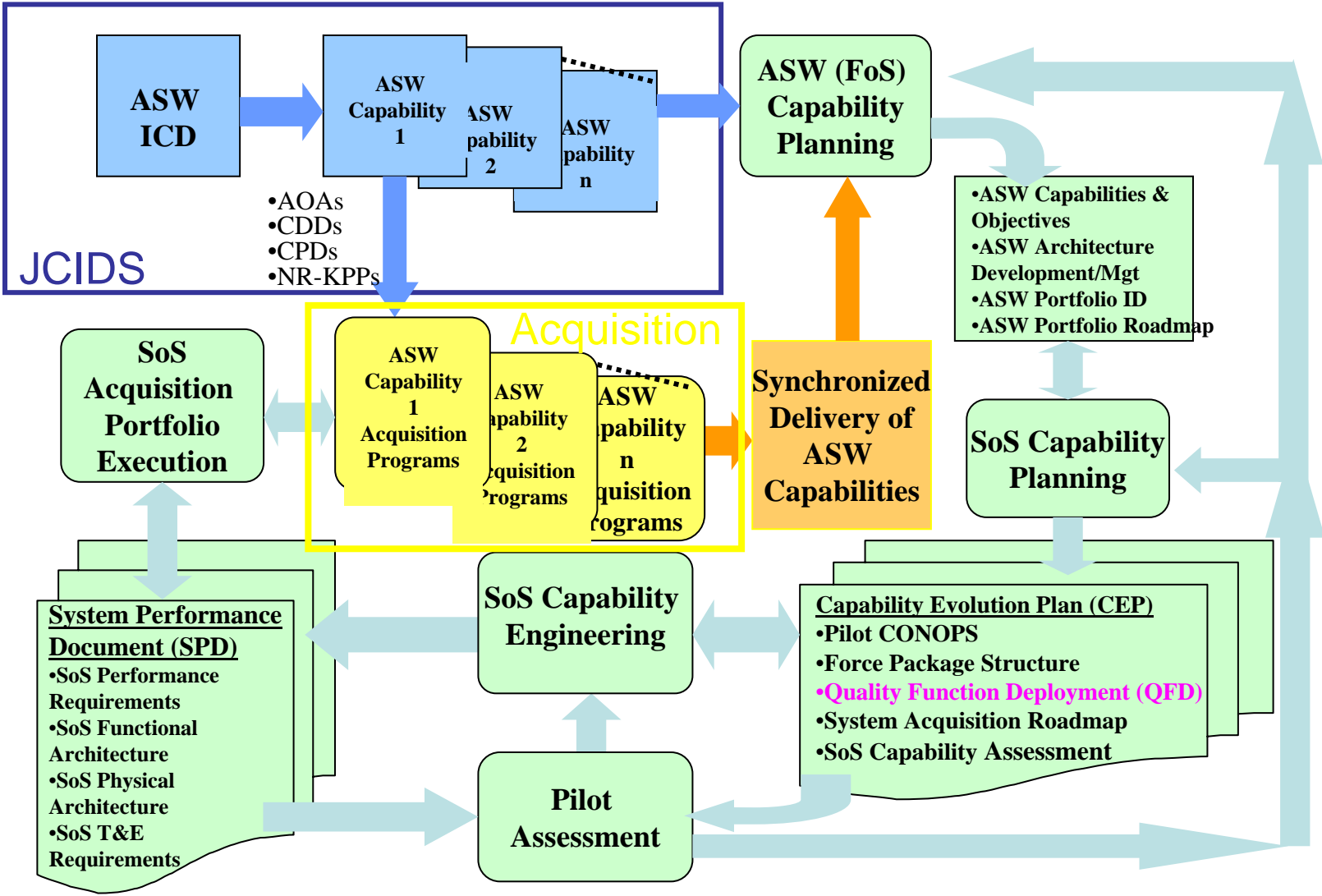


*Quiet Diesel Submarine Threat*



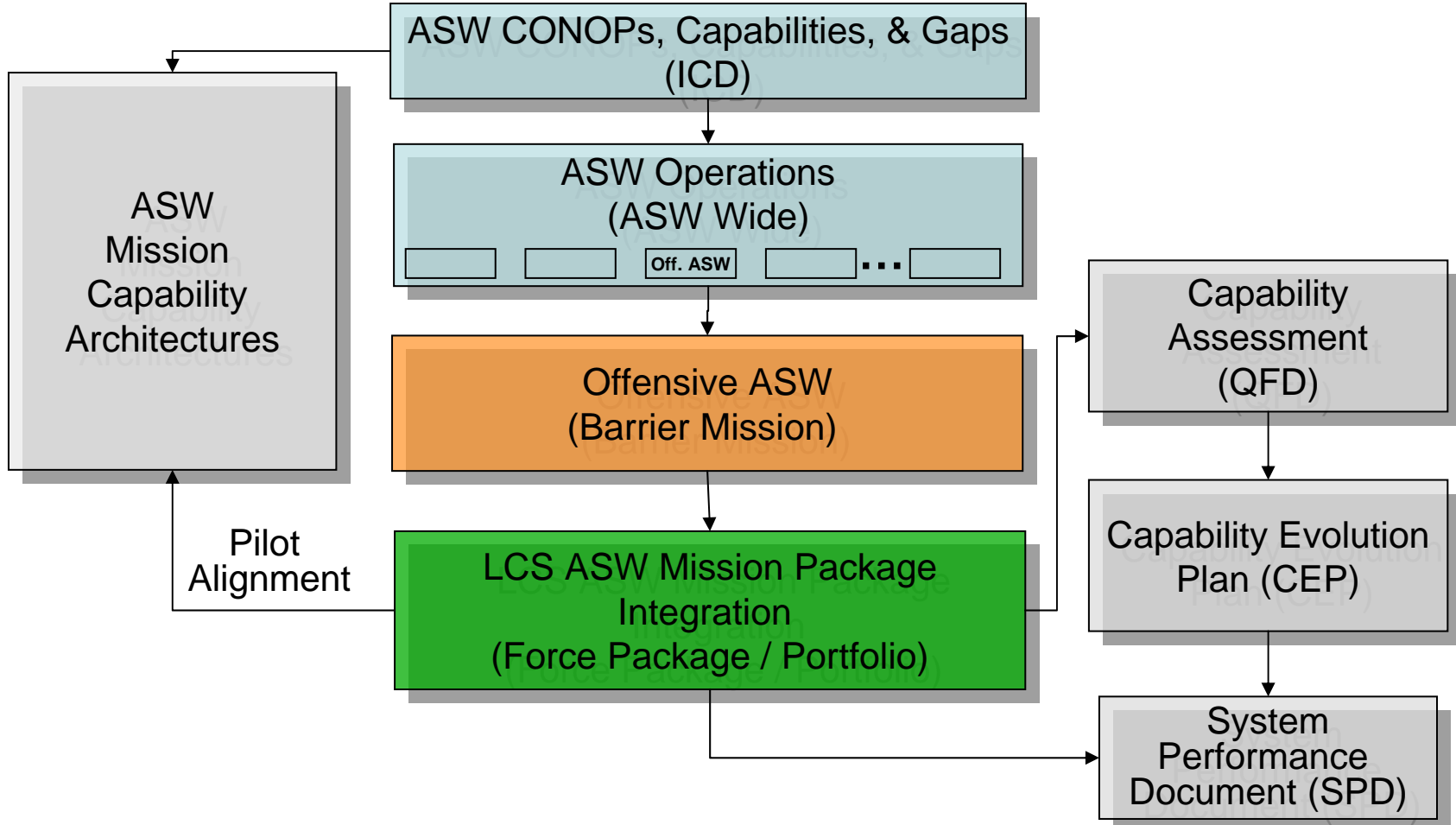
*LCS Platform Concepts*

# ASW System of Systems Engineering Process



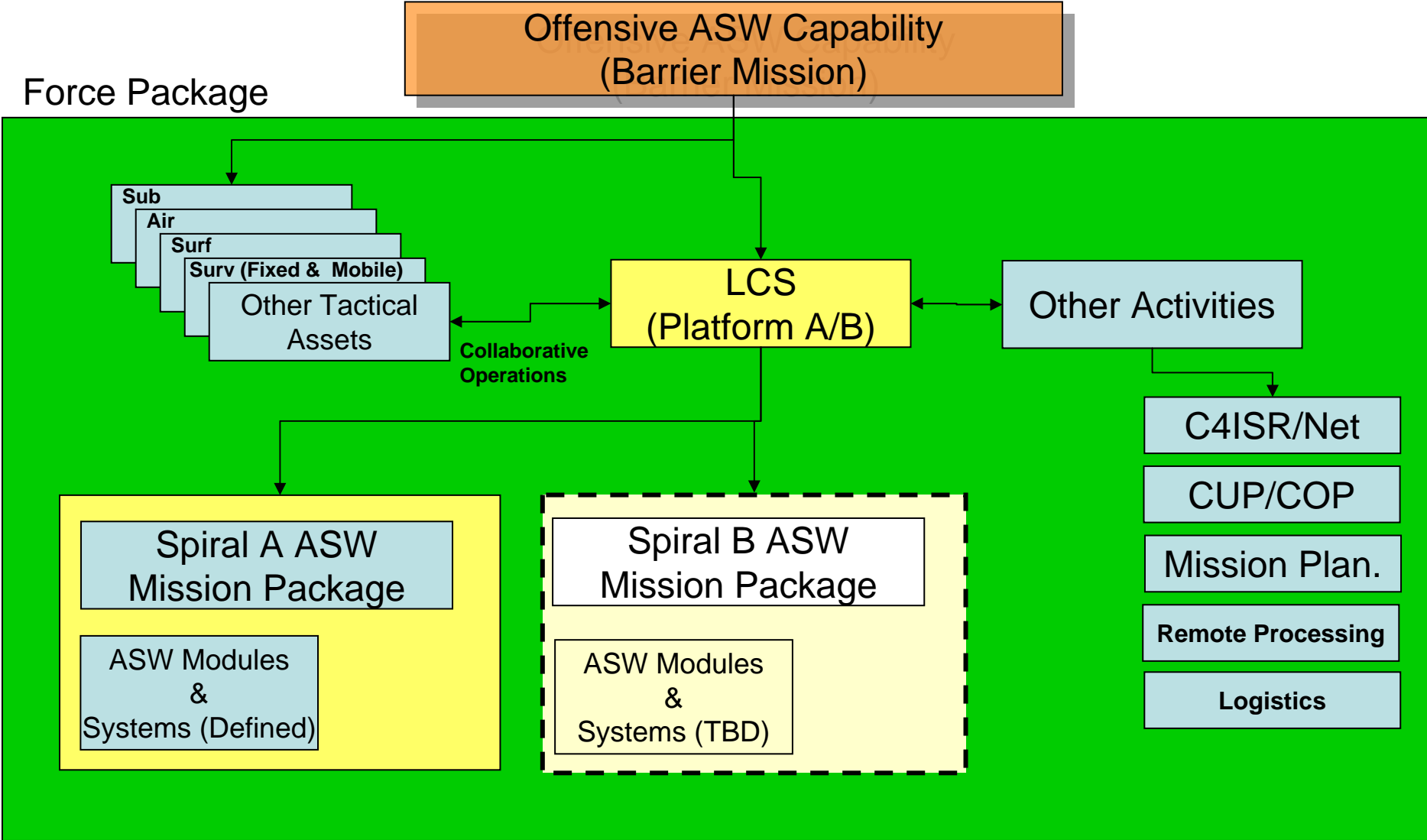
Connotes SoS SE Steps

# LCS ASW Mission Context



SoS SE Elements

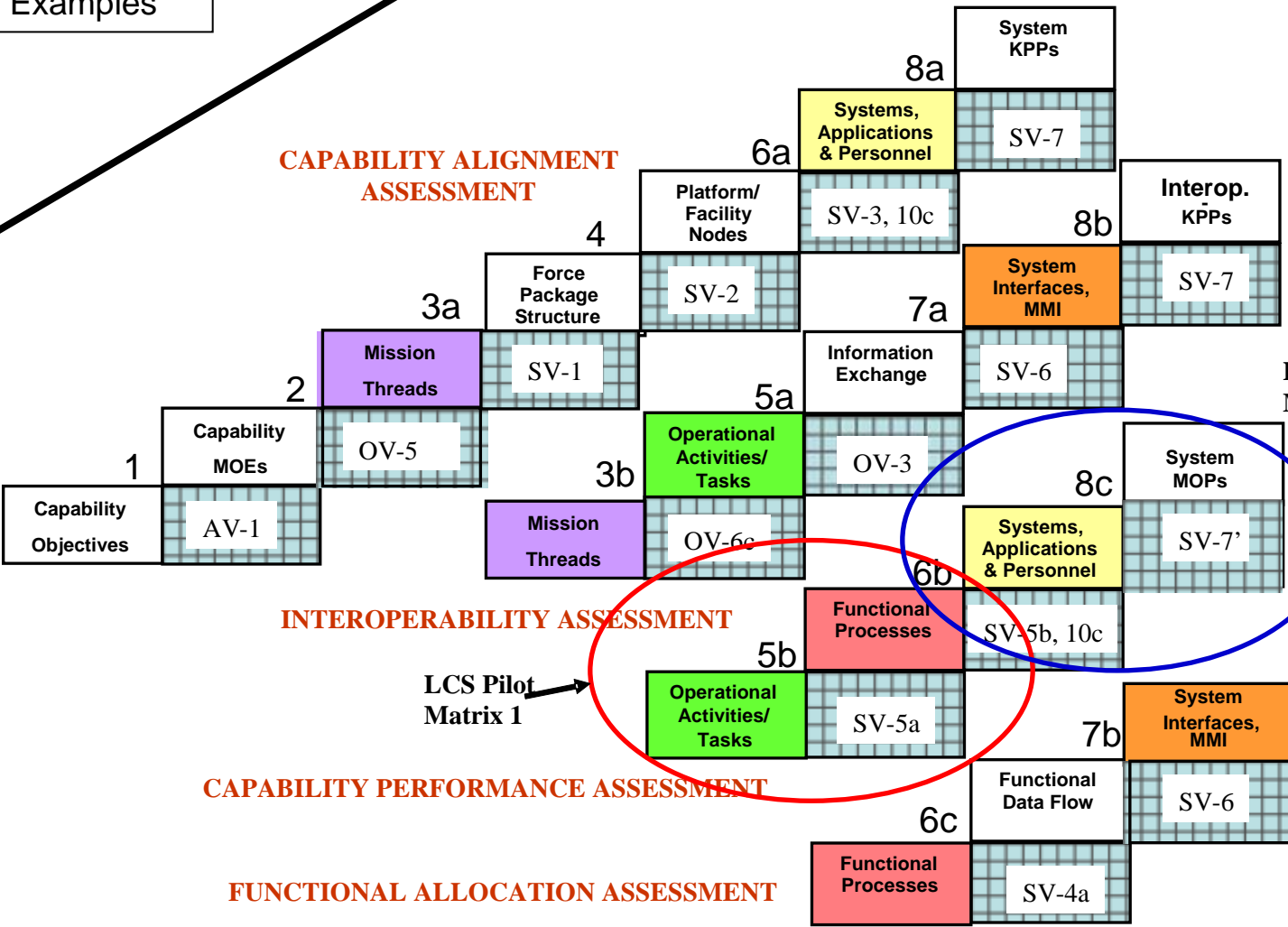
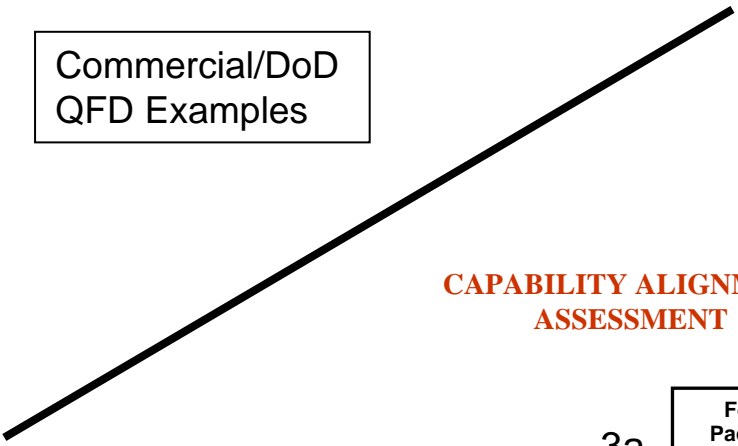
# LCS Pilot Project Portfolio



# QFD Matrices for Capability-Based Planning

Naval SoS SE Guidebook QFD Process  
 (and DODAF Relationships)

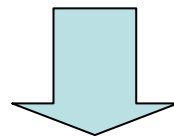
Commercial/DoD  
 QFD Examples



# Pilot QFD Matrices & Workshop

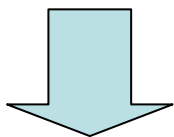
Mission &  
 SoS Systems  
 MCA

Operational &  
 Engineering Metrics  
 (ICD, CDD, Other)

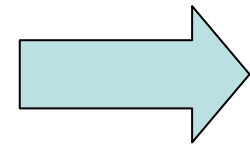


## Matrix 1

## Matrix 2



Operational Stages and Activities	SoS Functions & Systems
	Operational Priority and Functional & System Importance
	Importance Score

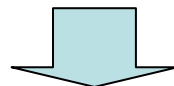


**Critical Functions**

SoS System Functions & Systems	SoS Capability Metrics
	Functional Capability Assessment
	Capability Score

Workshop Day 1

Workshop Day 2



**SoS Capability  
 "Gaps"  
 (CEP Focus)**

- 2-Day Workshop
- ~30 Subject Matter Experts (SME)
- Divided into four teams
- Operational, technical, engineering expertise





# Matrix 1 (partial)

## Operational Activity & System Functions

**Step 1: Allocation of 1000 points across stages and activities**

LCS Pilot SoS System and Functions

Operational Stage		Operational Activities			Platform / Vehicle	1.1.1 Helicopter																			
					System	1.1.1.1 Helo (SH-60B, MH-60R)				1.1.1.2 ALFS (Dipping Sonar) (MH60R Only)				1.1.1.3 Sonobuoy (Family)					1.1.1.4 MAD, Radar, EO (Helo Dependent)		1.1.1.5 Weapons (Mk46, MK54)				
Stage	Stage Score	ID	Activity	Stage Score Allocations	ID	F1.1.1.1	F1.1.1.2	F1.1.1.3	F1.1.1.4	F1.1.2.1	F1.1.2.2	F1.1.2.3	F1.1.2.4	F1.1.3.1	F1.1.3.2	F1.1.3.3	F1.1.3.4	F1.1.3.5	F1.1.4.1	F1.1.5.1	F1.1.5.2	F1.1.5.3	F1.1.5.4		
					Functions:	Flight operations	Communicate	Sensor Processing	Navigation	Deploy	Sense	Localize	Onboard Processing	Deploy	Sense	Localize	Onboard Processing	Communicate	DCL	Deploy / Placement	Search	Acquire Target	Kill		
A. Storage	0	A.1	Retrieve MP from Stowage																						
		A.2	Module configuration and checkout																						
		A.3	Transport																						
		A.4	Onload modules and mission crew																						
B. Deployment	0	B.1	Assign Mission																						
		B.2	Plan ASW mission																						
		B.3	Underway and Transit																						
		B.4	Arrive at assigned operating area																						
		B.5	Establish theater tactical communications (OPCON and TACON)																						
		B.6	Coordinate with other assets																						
C. Installation	0	C.1	Arrive OPAREA																						
		C.2	Characterize/measure area environment																						
		C.3	Mission/Sensor employment planning																						
		C.4	Final vehicle/sensor reconfiguration and checkout																						
		C.5	Launch vehicles/OOV's																						
		C.6	Check operability																						
		C.7	Return to patrol station																						
		C.8	Operate and monitor OOV's																						

Function Importance

**Step 2: Score in terms of criticality of function to operational activity (scale: 9-6-3-1, 0)**

**Step 3: Compute overall Importance Score**

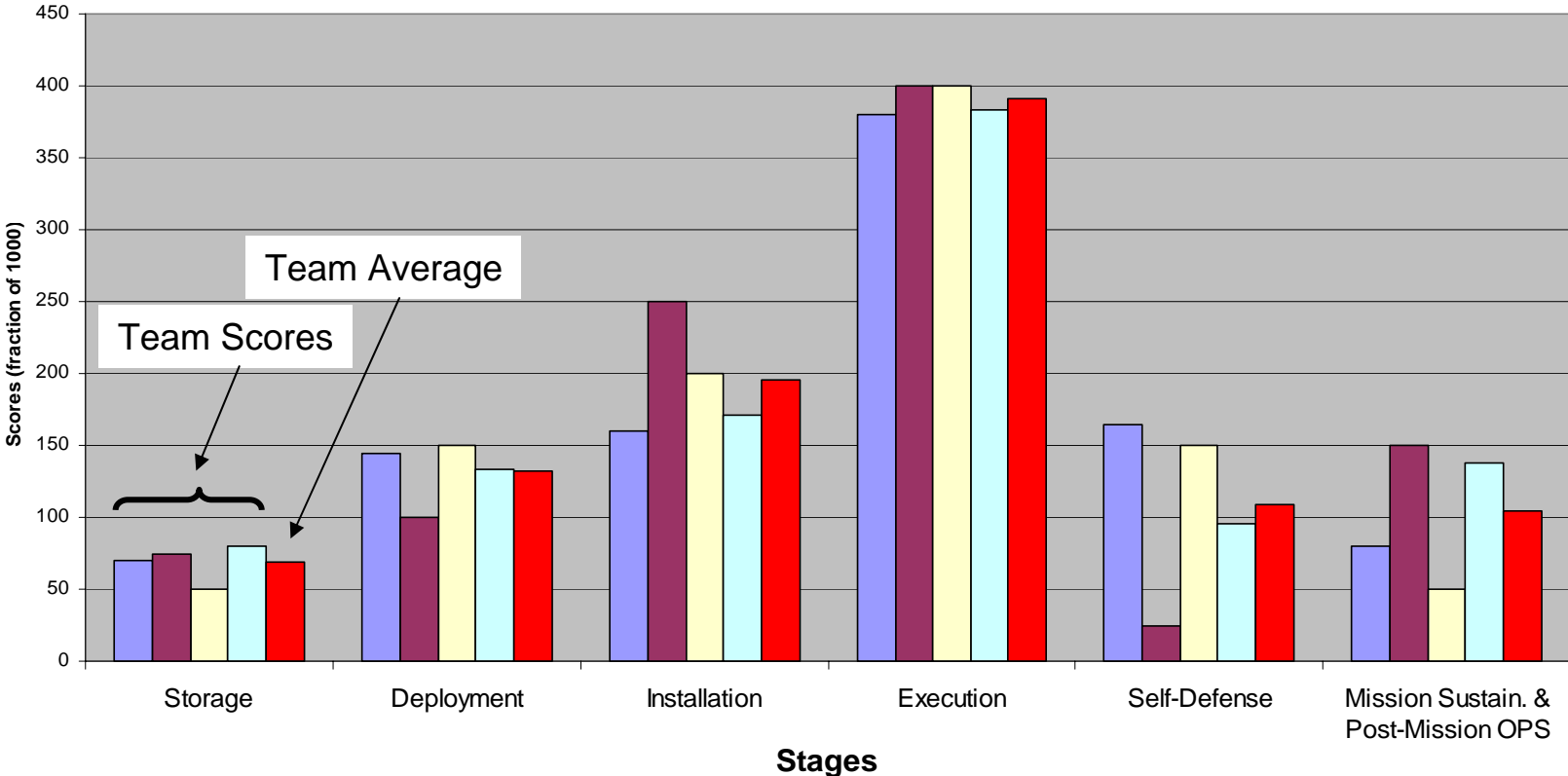
Additional Matrix Rows & Columns 9

$$\text{Importance score} = \sum (\text{Activity value} \times \text{criticality value per cell})$$

# Stage Score Allocations (Matrix 1)

Matrix 1 (Day 1)

Operational Stages and Activities	SoS Functions & Systems
	Operational Priority and Functional & System Importance
	Importance Score



Team prioritization of operational the six stages  
 (Allocation of 1000 points)

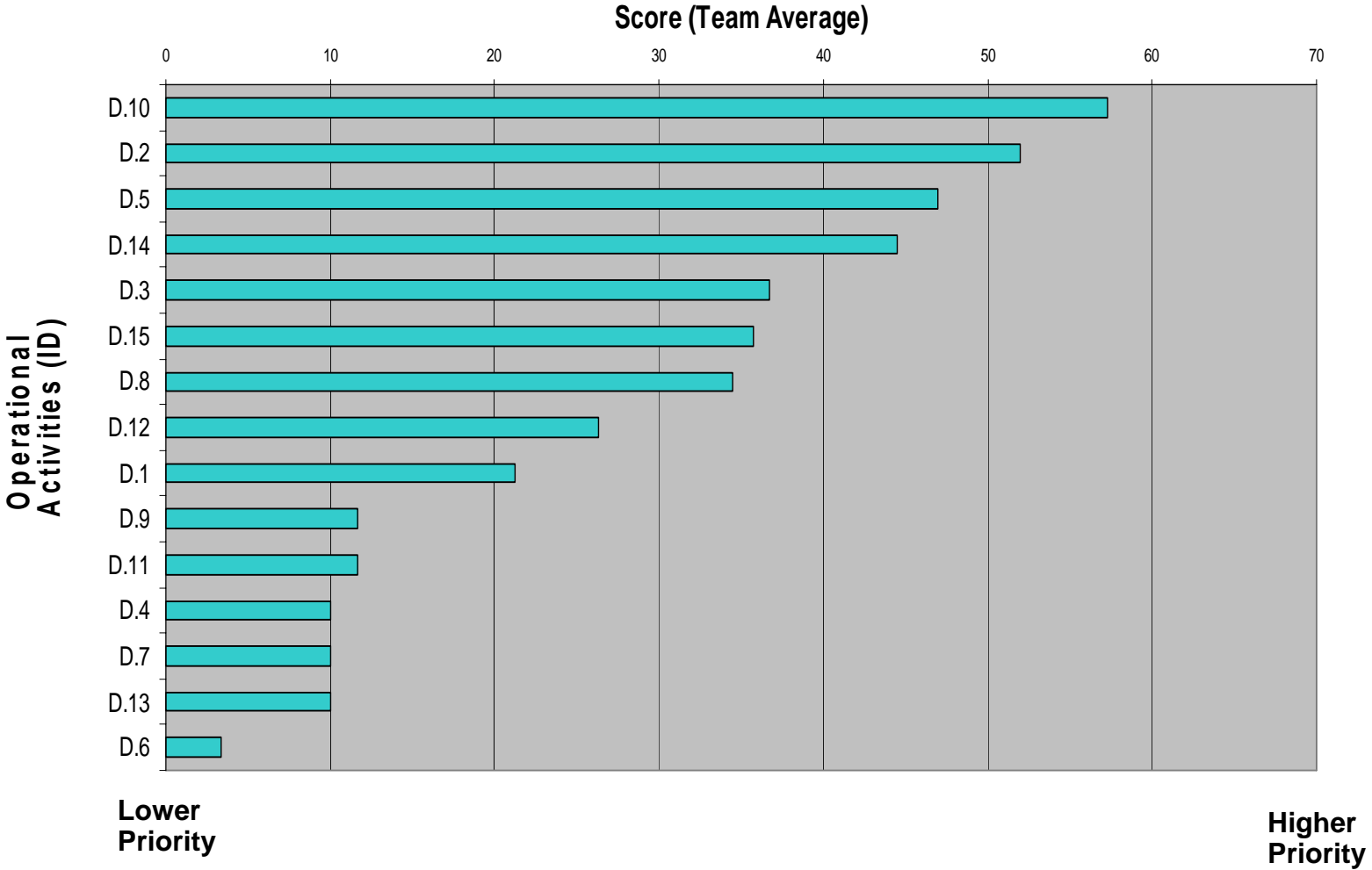
# Operational Activity Priority – Execution Stage

## Rank Ordered Team Averages

(Allocation of points assigned to Execution Stage)

Matrix 1 (Day 1)

Operational Stages and Activities	SoS Functions & Systems
	Operational Priority and Functional & System Importance
	Importance Score

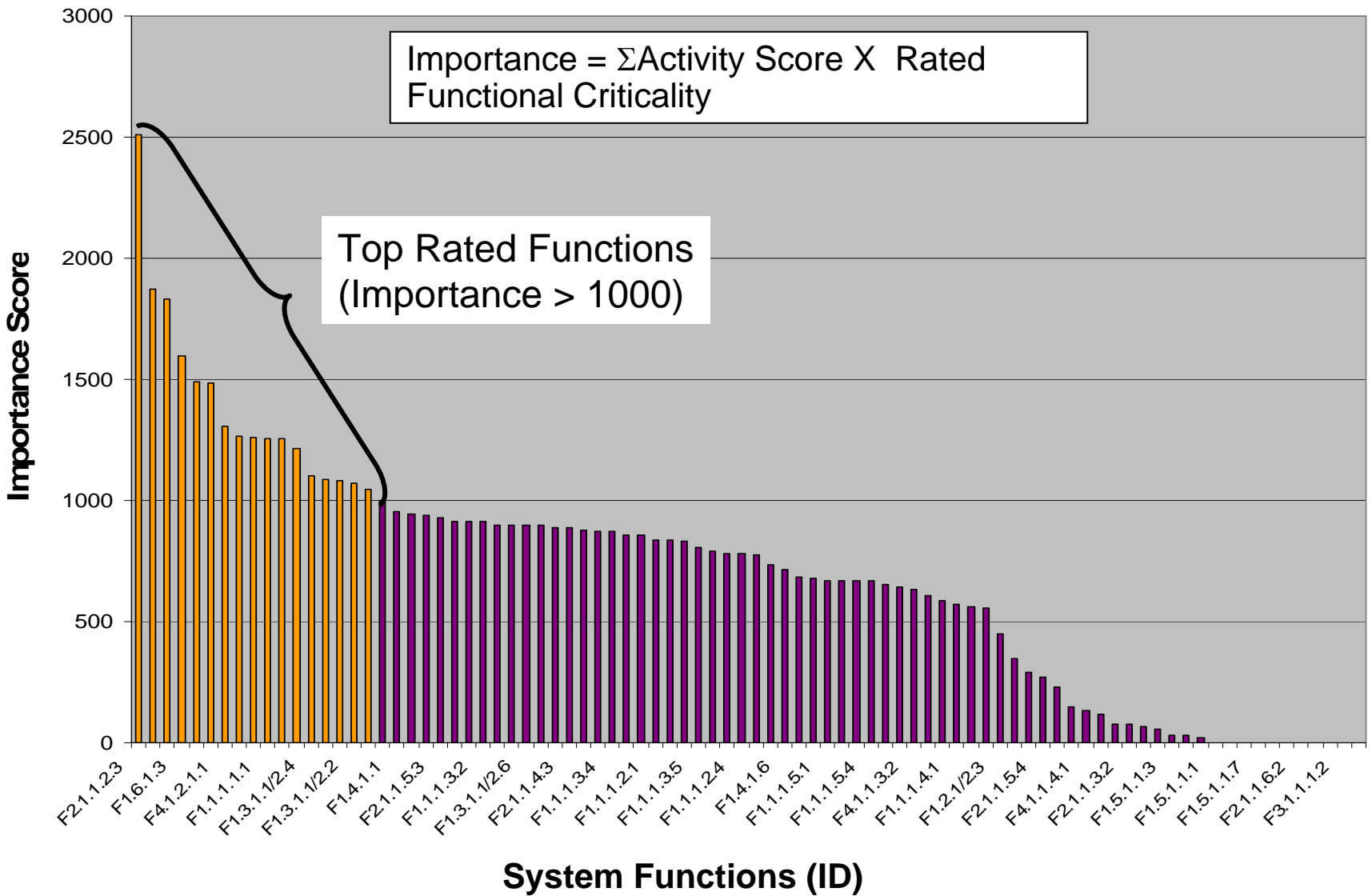


Matrix 1 (Day 1)

Operational Stages and Activities	SoS Functions & Systems
	Operational Priority and Functional & System Importance
	Importance Score

# Function Importance (Execution Stage/Matrix 1)

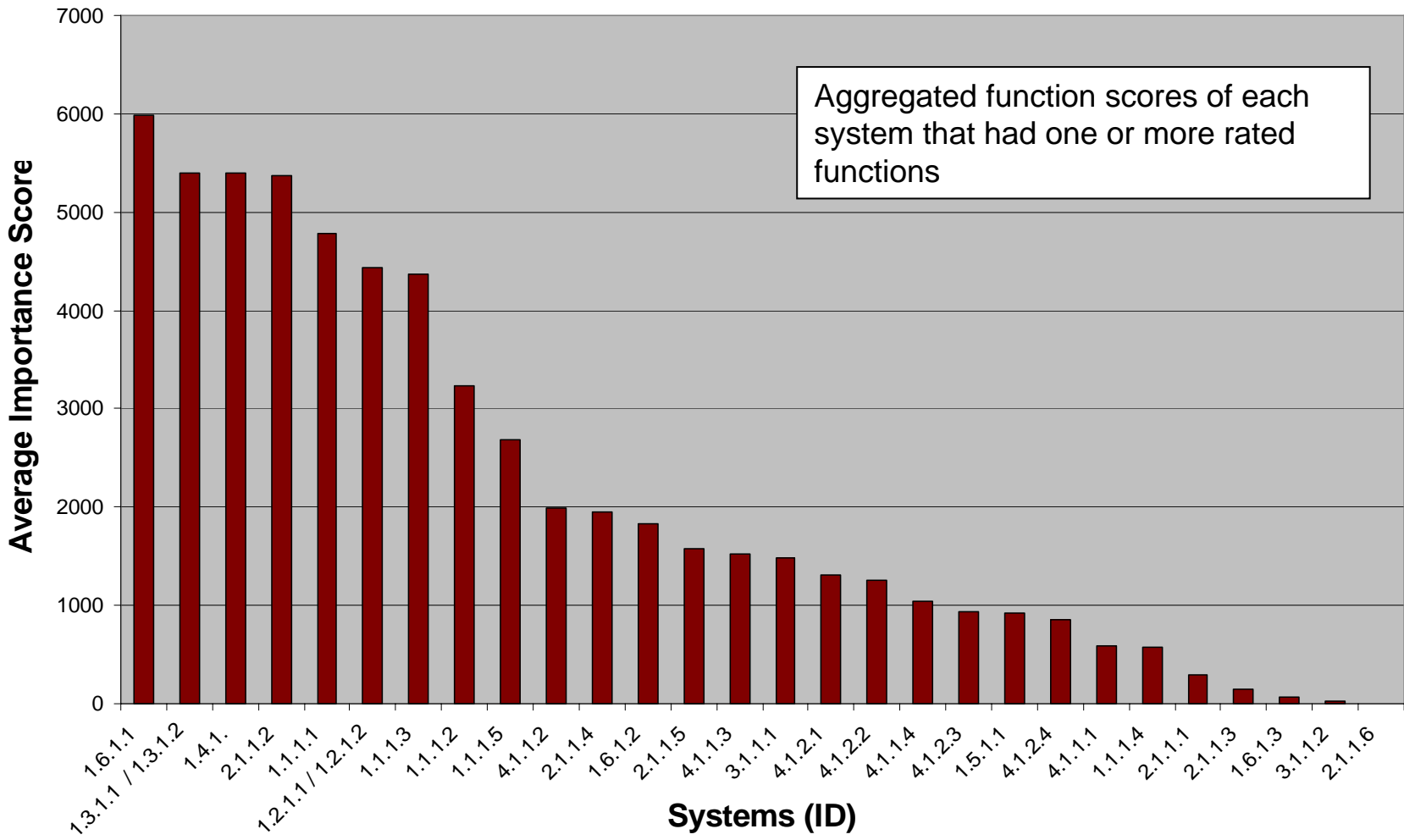
## Team Score Averages (Ranked)

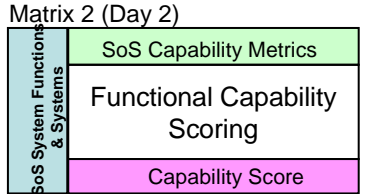


# System Importance (Matrix 1) Execution Stage Ranked Team Averages

Matrix 1 (Day 1)

Operational Stages and Activities	SoS Functions & Systems
	Operational Priority and Functional & System Importance
	Importance Score





# Matrix 2 (partial)

## System/Functions vs Capability

**Step 1: Address higher important functions and systems from Matrix 1**

Capability Metrics (by Category)

System and Functions (from Matrix 1)					Global Metric	M1.1 ASW Search						M1.2 Kill Chain Metrics							
					ID	M1.1.1	M1.1.2	M1.1.3	M1.1.4	M1.1.5	M1.1.6	M1.2.1	M1.2.2	M1.2.3	M1.2.4	M1.2.5	M1.2.6		
Functional Component	Platform / Vehicle	System	ID	Functions:	Metric Score (from Matrix #1)	Search Rate/Coverage	Detect/Class	Track	False Contact Rate	LCS Mission Sustainment (days)	Area Environmental Understanding	Redetect & Class	Localize	Engage	Kill	Asset Availability/Responsiveness	Weapon Availability		
1.1 Aviation Mission Module	1.1.1 Helicopter	1.1.1.1 Helo (SH-60B, MH-60R)	F1.1.1.1.1	Flight operations	0														
			F1.1.1.1.2	Communicate	0														
			F1.1.1.1.3	Sensor Processing	0														
			F1.1.1.1.4	Navigation	0														
		1.1.1.2 ALFS (Dipping Sonar) (MH60R Only)	F1.1.1.2.1	Deploy	0														
			F1.1.1.2.2	Sense	0														
			F1.1.1.2.3	Localize	0														
			F1.1.1.2.4	Onboard Processing	0														
		1.1.1.3 Sonobuoy (Family)	F1.1.1.3.1	Deploy	0														
			F1.1.1.3.2	Sense	0														
			F1.1.1.3.3	Localize	0														
			F1.1.1.3.4	Onboard Processing	0														
		1.1.1.4 MAD, Radar, EO (Helo Dependent)	F1.1.1.4.1	Detect/Classify/Localize	0														
			F1.1.1.5.1	Deploy / Placement	0														
			F1.1.1.5.2	Search	0														
1.1.1.5 Weapons (MK46, MK54)	F1.1.1.5.3	Acquire Target	0																
	F1.1.1.5.4	Kill	0																
	F1.2.1/2.1	Operate & Control	0																
	F1.2.1/2.2	Sense	0																
1.2 Mid-Frequency Bistatic Mission module	1.2.1 RMV(2)	1.2.1.1 RTA / 1.2.1.2 RTAS	F1.2.1/2.3	Localize / Track	0														
			F1.2.1/2.4	Communicate	0														
			F1.2.1/2.5	Onboard Processing	0														
			F1.2.1/2.6	Navigate	0														
			F1.3.1/1/2.1	Operate & Control	0														
1.3 LF Bistatic Mission Module	1.3.1/ 1.4.1 USV(2)	1.3.1.1 UTAS / 1.3.1.2 MSOBS	F1.3.1.1/2.2	Sense	0														
			F1.3.1.1/2.3	Localize / Track	0														
			F1.3.1.1/2.4	Communicate	0														
			F1.3.1.1/2.5	Status / Diagnostics	0														
			F1.3.1.1/2.6	Navigate	0														
			F1.4.1.1	Operate & Control	0														
1.4 Mid-Frequency Monostatic Mission Module	1.4.1. UDS	1.4.1. UDS	F1.4.1.2	Sense	0														
			F1.4.1.3	Localize / track	0														
			F1.4.1.4	Communicate	0														
			F1.4.1.5	Navigate	0														
			F1.4.1.6	Onboard Processing	0														
					<b>Score</b>	0	0	0	0	0	0	0	0	0	0	0	0		

Overall Capability Score

System Capability Score

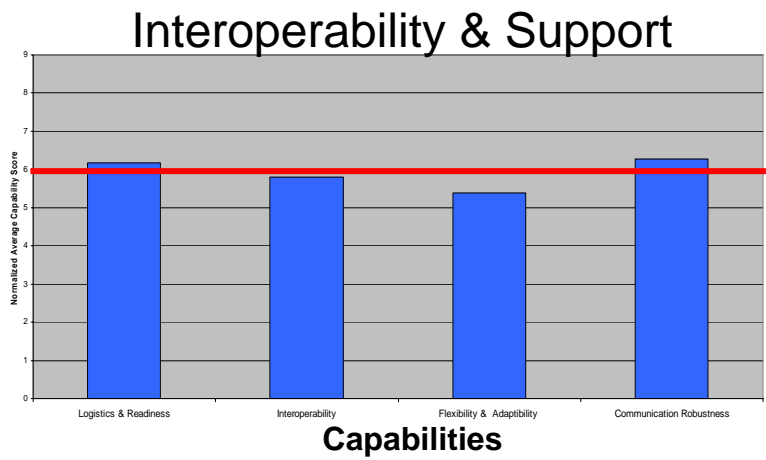
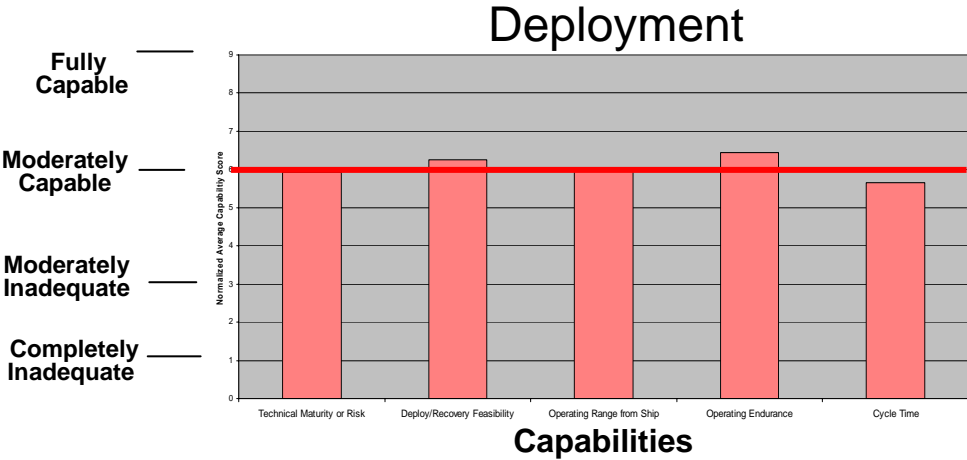
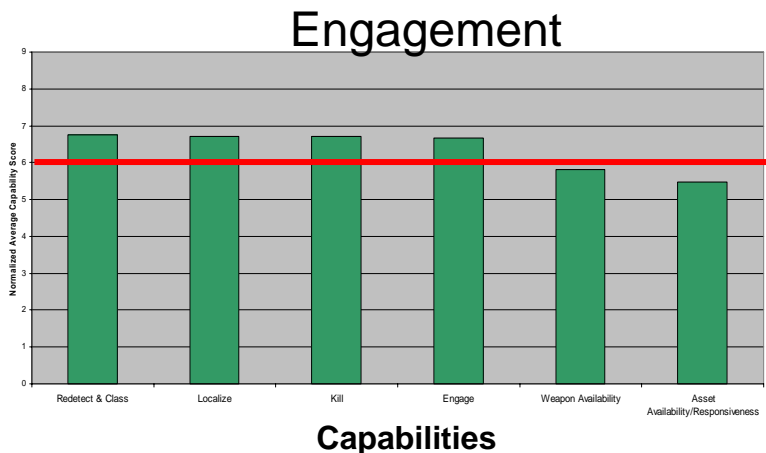
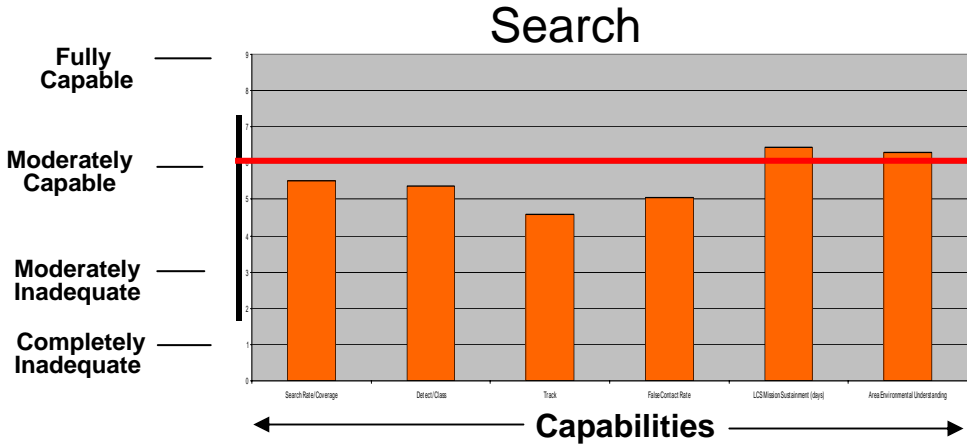
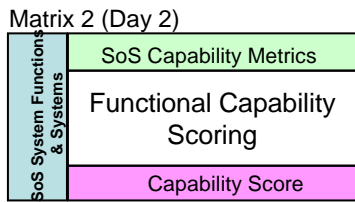
**Step 2: Score in terms of capability (fully capable to significantly incapable)**

**Step 3: Compile overall capability scores**

Score = Σ (system function score X adequacy rating value per cell)

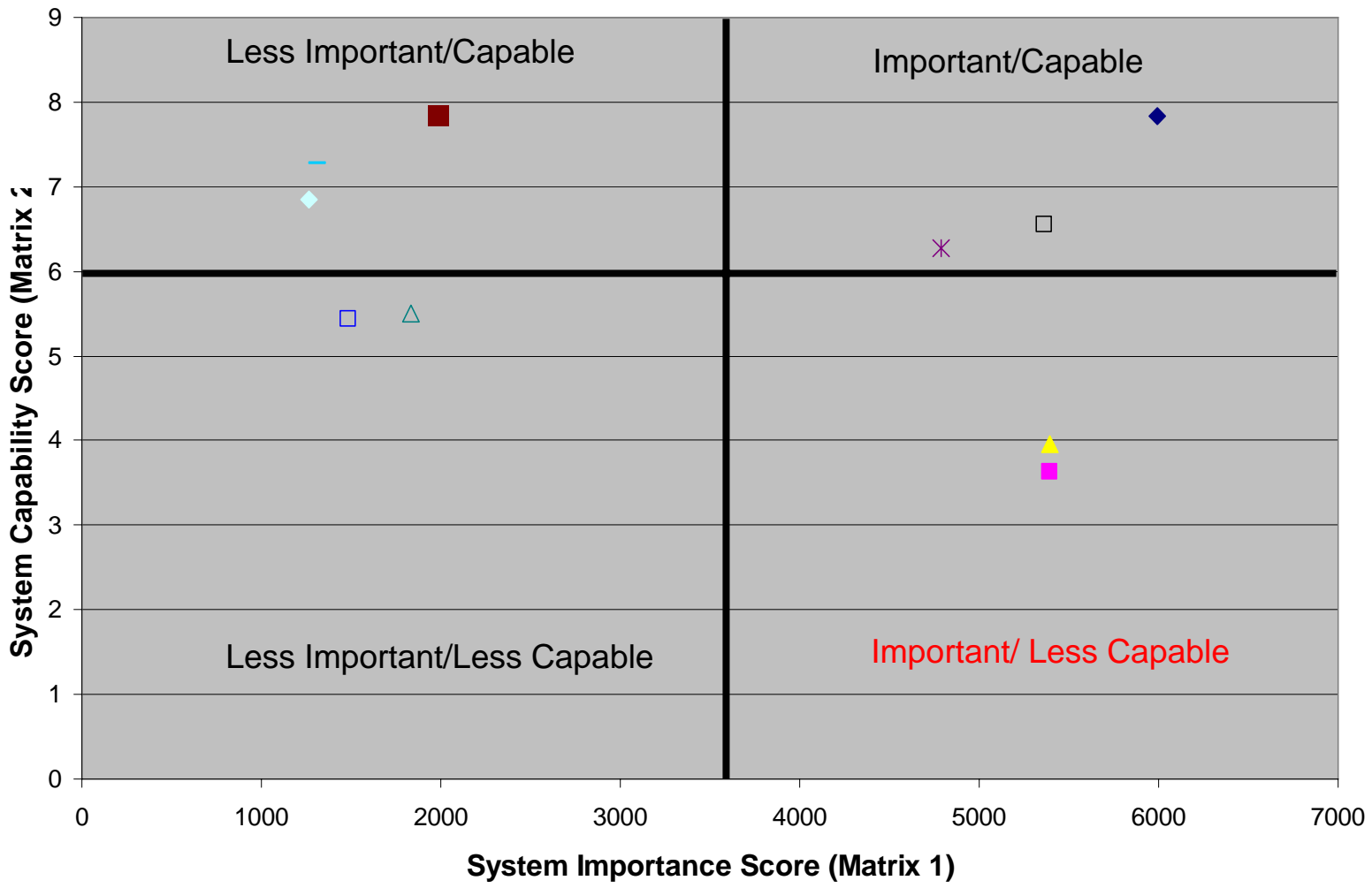
Additional Matrix Rows & Columns 14

# Capability Scores (Execution Stage)



Score < 6 considered a Capability "gap"

# System Capability vs. Importance (Results of Matrix 1 & 2)



(Based on Execution Stage evaluation)



# QFD Workshop Comments

- Carefully constructed matrices critical to success
- Manageable matrix size (dimensions)
- A two-day workshop was insufficient
- Dividing participants into four smaller working groups worked well.
- Need clear Concept of Operations and mission threads (ideally an approved set of architectures)
- Description and performance information regarding the systems being rated needed on site
- An experienced QFD workshop facilitator if not facility recommended

# Summary

- LCS ASW Integration Pilot project has been a good example of SoS SE process
  - Portfolio of systems
  - Application of the ASN/RDA SoS SE Guidelines
- The QFD process was adapted from the SoS SE Guide and other QFD applications and was effective in identifying functional priorities and capability gaps across a complex SoS portfolio.
- QFD matrices must be customized to assess the operational, functional, and physical aspects of the Force Package.
- The matrices map to or expand upon the DOD Architecture Framework and thereby are a further use of the architecture products
- The process followed is considered useful, applicable, and adaptable to other SoS capability evolution scenarios.

# Backups

## LCS Operational Stages and Activities (Matrix 1)

	Activity
<b>Storage</b>	
	Module configuration and checkout
	Transport
	Onload modules and mission crew
<b>Deployment:</b>	
	Plan ASW mission
	Underway and Transit
	Arrive at assigned operating area
	Establish theater tactical communications (OPCON and TACON)
	Coordinate with other assets
<b>Installation</b>	
	Characterize/measure area environment
	Mission/Sensor employment planning
	Final vehicle/sensor reconfiguration and checkout
	Launch vehicles/OOV's
	Check operability
	Return to patrol station
	Operate and monitor OOV's

	Activity
<b>Execution</b>	Conduct area search
	Detect and classify contacts
	Resolve possible false contacts
	Report detections to Sqn and ASWC
	Localize, track and monitor threat submarines
	Target reported to sqn and ASWC
	Prosecution assets proceed to target
	Prosecution assets redetects, classifies and localizes target
	Prosecution assets request and receives attack authorization
	Prosecution assets launches weapon
	Attack assessment
	Reattack if required
	Prosecution assets return to LCs or patrol station
	Handoff/receive targets with other assets
	Maintain tactical Picture

	Activity
<b>Self-Defense</b>	Threat /Weapons DCL
	Evade
<b>Mission Sustainment &amp; Post-Mission OPS</b>	
	Refurbish and Redeploy OOV's
	LCS proceeds to sensor station
	Final recovery of OOV's
	Conducts turnover with relieving LCS
	Onboard stowage
	Transit to port (or ship replenishment sight)
Off-load	
Refurbishment	
Stowage	

\*Ref: LCS ASW Mission Package Overview, PMS 420

\*\*Ref: LCS Operational Assessment Scenario, SPA and other sources

# LCS ASW SoS Pilot System and Functions ( Matrix 1 & 2)

## 1. OOV/Sensors

1.1.1 Helicopter																	
1.1.1.1 Helo (SH-60B, MH-60R)				1.1.1.2 ALFS (Dipping Sonar) (MH60R Only)				1.1.1.3 Sonobuoy (Family)				1.1.1.4 MAD, Radar, EO (Helo Dependent)	1.1.1.5 Weapons (Mk46, MK54)				
F1.1.1.1	F1.1.1.2	F1.1.1.3	F1.1.1.4	F1.1.1.2.1	F1.1.1.2.2	F1.1.1.2.3	F1.1.1.2.4	F1.1.1.3.1	F1.1.1.3.2	F1.1.1.3.3	F1.1.1.3.4	F1.1.1.3.5	F1.1.1.4.1	F1.1.1.5.2	F1.1.1.5.3	F1.1.1.5.4	
Flight operations	Communicate	Sensor Processing	Navigation	Deploy	Sense	Localize	Onboard Processing	Deploy	Sense	Localize	Onboard Processing	Communicate	DCL	Deploy / Placement	Search	Acquire Target	Kill

1.2 Mid-Frequency Bistatic Mission module					1.3 LF Bistatic Mission Module					1.4 Mid-Frequency Monostatic Mission Module					1.5 UAV Mission Module					1.6 Mission Package Support											
1.2.1 RMV(2)					1.3.1/ 1.4.1 USV(2)															1.5.1 VTUAV					1.6.1 MPSE/COMMS/Storage						
1.2.1.1 RTA / 1.2.1.2 RTAS					1.3.1.1 UTAS / 1.3.1.2 MSOBS					1.4.1.1 UDS					1.5.1.1 VTUAV Payload					1.6.1.1 MPCE					1.6.1.2 OOV COMMS	1.6.1.3 Storage					
F1.2.1/2.1	F1.2.1/2.2	F1.2.1/2.3	F1.2.1/2.4	F1.2.1/2.5	F1.2.1/2.6	F1.3.1.1/2.1	F1.3.1.1/2.2	F1.3.1.1/2.3	F1.3.1.1/2.4	F1.3.1.1/2.5	F1.3.1.1/2.6	F1.4.1.1	F1.4.1.2	F1.4.1.3	F1.4.1.4	F1.4.1.5	F1.4.1.6	F1.5.1.1	F1.5.1.2	F1.5.1.3	F1.5.1.4	F1.5.1.5	F1.5.1.6	F1.5.1.7	F1.6.1.1	F1.6.1.2	F1.6.1.3	F1.6.1.4	F1.6.1.5	F1.6.1.2.1	F1.6.1.3.1
Operate & Control	Sense	Localize / Track	Communicate	Onboard Processing	Navigate	Operate & Control	Sense	Localize / Track	Communicate	Status / Diagnostics	Navigate	Operate & Control	Sense	Localize / track	Communicate	Navigate	Onboard Processing	Operate & Control	Communicate/ Relay	Sense	Classify	Localize	Attack?	BDA	Data Fusion & Contact Management	CAUSS	Display	Mission Planning	Sonar Operations	Control & Data Links	Weapons, HAZMAT, CPG

## 2. Host Platform

2.1.1 Crew																	2.1.2 Communications (Various Radios & Nets)					2.1.3 MS Handling Systems			2.1.4 Mission Package Support Equipment					2.1.5 Command & Control				2.1.6 Ship Defense			
F2.1.1.1.1	F2.1.1.2.1	F2.1.1.2.2	F2.1.1.2.3	F2.1.1.2.4	F2.1.1.3.1	F2.1.1.3.2	F2.1.1.4.1	F2.1.1.4.2	F2.1.1.4.3	F2.1.1.4.4	F2.1.1.4.5	F2.1.1.5.1	F2.1.1.5.2	F2.1.1.5.3	F2.1.1.5.4	F2.1.1.6.1	F2.1.1.6.2	F2.1.1.6.3	F2.1.1.6.4																		
Ship Operations	Ship-Ship	Ship-to-Shore	Ship to Off-Board Systems	Ship to Force ASW Assets	MM Deploy Crew	Deploy/Recover MM	MP Control	Data Processing	Display	Mission Planning	Test MP	Mission Planning	Env. Data Gathering	Coordination	Common Processing	Weapon DCL	Counter	Evade	Mission recovery																		

### 3.1 Maintenance and Storage

3.1.1 MP Shore/IMA/Depot			
3.1.1.1 MP Shore/IMA			3.1.1.2 Depot & OEM
F3.1.1.1.1	F3.1.1.1.2	F3.1.1.1.3	F3.1.1.2.1
Train MP personnel	Store & Maintain Equip	Transport MP Equipment	Accept & Refurb Equip

### 4. Theater Assets

4.1.1 CSG/ESG Platforms								4.1.2 Other Assets			
4.1.1.1 Network (GIG/ForceNet)		4.1.1.2 ASW Command & Control		4.1.1.3 Common Picture		4.1.1.4 Mission Planning		4.1.2.1 P8A, P3-C	4.1.2.2 Force Helo's	4.1.2.3 Other ASW Assets	4.1.2.4 Theater ISR
F4.1.1.1	F4.1.1.2.1	F4.1.1.2.2	F4.1.1.3.1	F4.1.1.3.2	F4.1.1.4.1	F4.1.1.4.2	F4.1.1.4.3	F4.1.2.1.1	F4.1.2.2.1	F4.1.2.3.1	F4.1.2.4.1
Communications	ASWC	TASW	Common Tactical Picture	Common Operational Picture	Area assignment	Sensor employment	Mutual Interference	Cooperative ASW	Cooperative ASW	Cooperative ASW	Cueing

# Capability Performance Metrics (Matrix #2)

M1.1 ASW Search						M1.2 Kill Chain Metrics					
M1.1.1	M1.1.2	M1.1.3	M1.1.4	M1.1.5	M1.1.6	M1.2.1	M1.2.2	M1.2.3	M1.2.4	M1.2.5	M1.2.6
Search Rate/Coverage	Detect/Class	Track	False Contact Rate	LCS Mission Sustainment (days)	Area Environmental Understanding	Redetect & Class	Localize	Engage	Kill	Asset Availability/Responsiveness	Weapon Availability

M2 System Employment Metrics					M3 SOS Metrics			
M2.1	M2.2	M2.3	M2.4	M2.5	M3.1	M3.2	M3.3	M3.4
Deploy/Recovery Feasibility	Operating Endurance	Cycle Time	Operating Range from Ship	Technical Maturity or Risk	Communication Robustness	Interoperability	Flexibility & Adaptability	Logistics & Readiness

