

# A Tool for Architecting Socio-Technical Problems: SoS Explorer

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# System of Systems

## Changing Human Living Behaviors





# System of Systems

## Internet of Things for Defense



## Internet of Things for Manufacturing



Fig. 4. Social manufacturing array with 3D printing centers.



# SYSTEM OF SYSTEMS

The integration of technology into society is a socio-technical problem. The solution to this type of problem results in a system of systems often called a cyber-physical system. These systems of systems are ubiquitous, ranging from transportation and healthcare to energy and defense. How well they are architected has a significant impact on sustainability and quality of life.

# SOS ARCHITECTING

At its core, system of systems architecting is finding the set of systems and interfaces that best satisfy a set of given objectives while providing all of the the required capabilities. These objectives are the key performance measures of the architecture.

# SOS CHALLENGES

Defining an optimal system of systems architecture poses significant difficulty as the problem presents:

- A high-dimensional solution space and trade space (difficult to search or visualize),
- Numerous objectives (causes Pareto breakdown and is difficult to optimize),
- Interactions that create emergent behaviors (difficult to predict).



# APPROACH

1. Model each objective as a function of systems and interfaces. The systems are defined by characteristics, capabilities, and feasible interfaces.
2. Model architectural constraints in terms of systems, interfaces, and capabilities.
3. Use a many-objective optimization algorithm to find optimal architectures while maintaining constraints.
4. Provide solutions to the decision-maker in a manner that allows the decision-maker to modify solutions and to explore the trade-space.

# SOS EXPLORER

SoS Explorer is a tool developed by the Engineering Management and Systems Engineering department at Missouri University of Science and Technology. This tool incorporates the given approach, allowing modeling of objectives and constraints in three languages: MATLAB, Python, and F#. It utilizes evolutionary algorithms and supports both single- and many-objective optimization. It also provides an interactive GUI and real-time evaluation of solutions and deltas between solutions.

# SOS EXPLORER GUI

The screenshot displays the SoS Explorer GUI with the following sections:

- Meta-Architecture:** Includes fields for Description, System (set to <Edit Mode>), Characteristics (with an ID field), Capabilities (with an ID field), and Systems (with an ID field).
- Evaluation:** Features a table for Objectives and a section for Single Objective. Both sections include radio buttons for Python, MATLAB, and F#.
- Optimization:** Contains settings for Random Seed (Yes/No), Constrained (Yes/No), Algorithm (set to MaOEA-DM), Maximum Evaluations (set to 10,000), and Flexible Systems Negotiation (set to None).

The main area is titled "Architecture Instance" and is currently empty. At the bottom, there is an "Optimize" button and a progress indicator showing "1/1".

# EXAMPLE PROBLEM

To demonstrate this approach and the tool incorporating it, a toy problem is used. It is an intelligence, surveillance, and reconnaissance (ISR) problem involving twenty-two systems.

# 22-SYSTEM ISR PROBLEM

There are twenty two systems available supporting various ISR capabilities. The capabilities are:

- EO/IR
- SAR
- Exploit
- C2
- Comm

Each capability is required for a solution to be feasible.

There are four objectives:

- Performance
- Affordability
- Flexibility
- Robustness

The characteristics are:

- Interface cost
- Operations cost
- Performance
- Development time

# SYSTEM CHARACTERISTICS

System	No. Avail.	I/F Dev Cost	Ops Cost	Perf	Dev Time
Fighter	3	0.2	10.0	10	1
Fighter SAR	3	0.7	15.0	10	1
RPA	4	0.4	2.0	15	1
U-2	1	0	15.0	3	0
DSP	1	1.0	0.1	8	1
JSTARS	1	0.1	18.0	40	1
Theater Exploit	2	2.0	10.0	10	1
ConUS	1	0.2	0.1	15	0
C <sup>2</sup>	2	1.0	2.0	12	1
LOS	2	0.2	0.1	10	1
BLOS	2	0.5	3.0	10	1

# SYSTEM CAPABILITIES

System	EO/IR	SAR	Exploit	C <sup>2</sup>	Comm
Fighter	✓				✓
Fighter SAR		✓			✓
RPA	✓				✓
U-2	✓				
DSP	✓				
JSTARS		✓			✓
Theater Exploit			✓		✓
ConUS			✓		✓
C <sup>2</sup>				✓	✓
LOS					✓
BLOS					✓

# PERFORMANCE

The performance is the sum of the participating systems' individual performance which is augmented when there are interfaces to other participating systems. The formula is

$$\sum_{i=1}^n \left( \begin{cases} \text{Perf}_i, & \text{if } S_i \\ 0, & \text{otherwise} \end{cases} \right) \prod_{j=1}^n \begin{cases} 1 + \delta, & \text{if } S_j \wedge I_{ij} \\ 1, & \text{otherwise} \end{cases}$$

Where  $S_i$ ,  $I_{ij}$ ,  $\text{Perf}_i$ , and  $\delta$  represent the  $i$ th system's participation, the interface between the  $i$ th and  $j$ th systems,  $i$ th system's performance, and the performance boost provided by each implemented interface, respectively.



# AFFORDABILITY

Affordability is related to the sum of the participating systems' individual operations costs along with the cost of implementing included interfaces. The formula is

$$- \sum_{i=1}^n \left( \begin{cases} \text{Ops Cost}_i, & \text{if } S_i \\ 0, & \text{otherwise} \end{cases} \right) \sum_{j=1}^n \left\{ \begin{array}{l} \text{I/F Cost}_i, & \text{if } I_{ij} \\ 0, & \text{otherwise} \end{array} \right.$$

# FLEXIBILITY

Flexibility is related to the surplus of capabilities in the SoS. The formula is

$$\sum_{i=1}^n \sum_{j=1}^m \begin{cases} 1, & \text{if } S_i \wedge \text{Cap}_{ij} \\ 0, & \text{otherwise} \end{cases}$$

# ROBUSTNESS

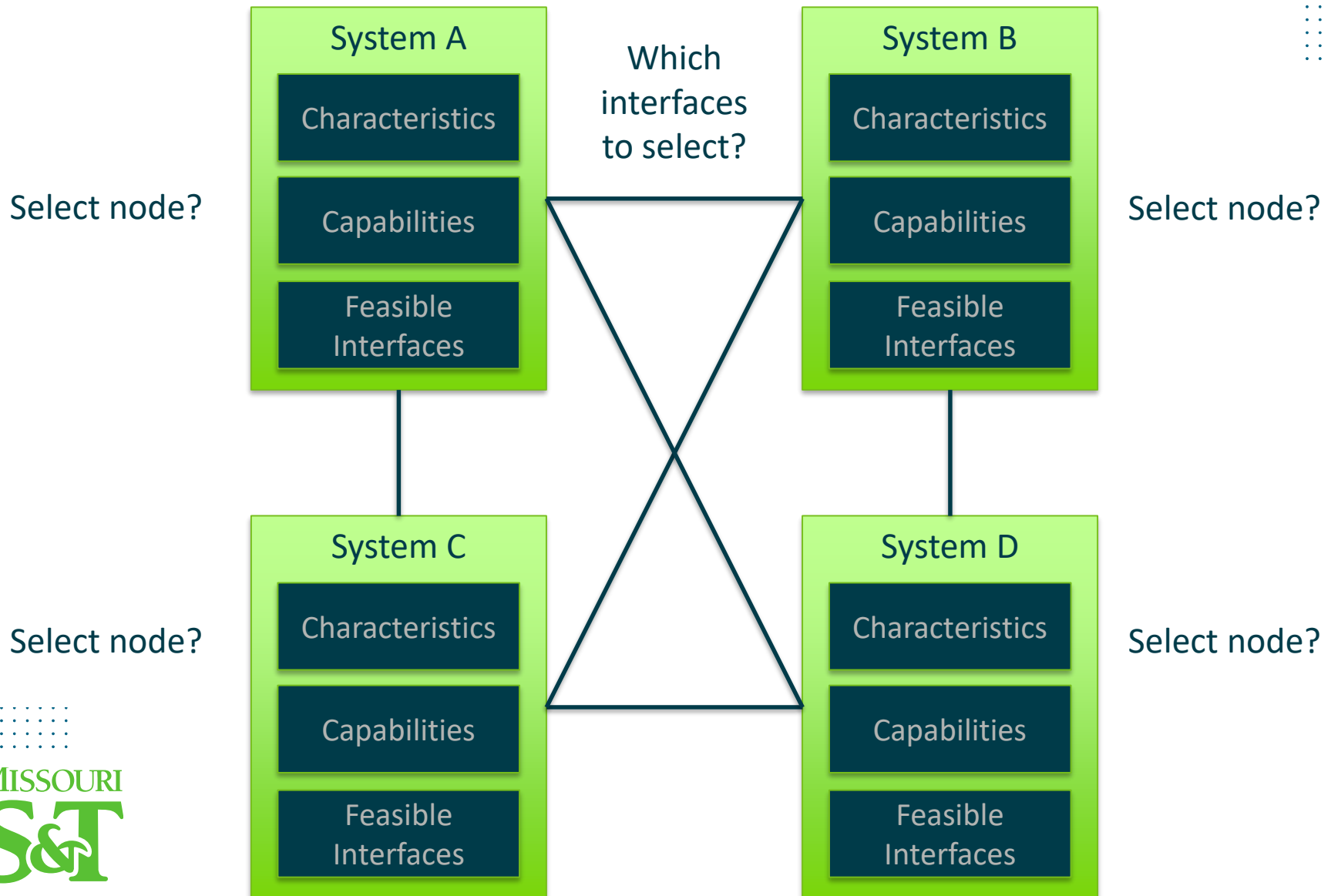
Robustness is related to loss of performance when the highest performing system is removed from the SoS. The formula is

$$-\max \left( \begin{cases} \text{Perf}_i, & \text{if } S_i \\ 0, & \text{otherwise} \end{cases}, \text{ for } i = 1, 2, \dots, n \right)$$

# META-ARCHITECTURE

- > In this approach, the architecture is modeled as a set of selected systems (nodes) and a set of selected interfaces connecting the systems (edges).
- > The systems are modeled using the following:
  - Characteristics: Attributes characterizing performance (real values),
  - Capabilities: Attributes indicating presence of particular capabilities (Boolean values), and
  - Feasible interfaces: Attributes indicating the ability to interface with each of the other available systems (Boolean values).
- > Interfaces may be either directed (unidirectional) or undirected (bidirectional).

# META-ARCHITECTURE



# EVOLUTIONARY ALGORITHMS

- > Because the objectives (KPMs) are commonly discontinuous, the optimization method employed must be non-gradient. The particular method chosen for this approach is that of evolutionary algorithms. They were chosen because:
  - Ease of representation of meta-architecture,
  - Wide acceptance,
  - Ability to enforce arbitrary constraints, and
  - Availability of many-objective evolutionary algorithms.
- > Solutions are represented as chromosomes.



# RESULTS

SoS Explorer

File Architecture Parameters Help

**Meta-Architecture**

Description:  
22 System ISR Flexible Toy Problem

System:  
fighter (1)

Characteristics:

ID	Value
I/F Dev Cost	0.2
Ops Cost	10
Perf	10
Dev Time	1

Capabilities:

ID	Has	Time	Cost
EO/IR	<input checked="" type="checkbox"/>		1
SAR	<input type="checkbox"/>		2
Exploit	<input type="checkbox"/>		
C2	<input type="checkbox"/>		
Comm	<input checked="" type="checkbox"/>		

Interfaces:

Directed  Undirected

ID	Has
fighter (2)	<input checked="" type="checkbox"/>
fighter (3)	<input checked="" type="checkbox"/>
RPA (1)	<input checked="" type="checkbox"/>
RPA (2)	<input checked="" type="checkbox"/>
RPA (3)	<input checked="" type="checkbox"/>
RPA (4)	<input checked="" type="checkbox"/>
U2	<input type="checkbox"/>

**Evaluation**

Objectives:

ID	Value	Delta
Performance	61.56	31.52
Affordability	84.76	-11.44
Flexibility	73.68	30.09
Robustness	0	-62.5

Python  MATLAB  F#

Single Objective:

ID	Value	Delta
Overall	55	-3.08

Python  MATLAB  F#

**Optimization**

Random Seed:  Yes  No

Constrained:  Yes  No

Algorithm:  
Simple SOGA

Maximum Evaluations:  
10,000

Flexible Systems Negotiation:  
None

**Architecture Instance**

MaOEA-DM #1  
 $\mu = 40, \lambda = 40$   
 $Pm = 1, Pc = 0.025$   
 $k = 4, \beta = 0$   
 Iterations = 100000  
 Negotiation: Continuous

Optimize 3/5



# SOS EXPLORER

SoS Explorer is Missouri S&T's solution

<http://emse.mst.edu/sos-explorer/>

A novel optimization method called “MOEA-DM” tailored to the needs of cyber physical systems

Many-objective optimization

Use of clustering to cultivate a limited set of solutions of interest

Visualization of architectures

Interactive “what-if” experimentation

# PUBLICATIONS

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