Illities Semantic Basis: Research Progress and Future Directions

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CSER 2019
conference on systems engineering research

SEAri
Systems Engineering Advancement Research Initiative

17th Annual Conference on Systems Engineering Research

April 3-4 2019, Washington, DC

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Apr 3, 2019

STEVENS INSTITUTE of TECHNOLOGY THE INNOVATION UNIVERSITY
VIRGINIA TECH

Success can be determined by factors outside of our control…

156.9 meters long "AKOFS Seafarer" is in Karmsundet at the entrance to Haugesund. Photo: Tommy Ellingsen

Newbuild costs (2010): 1B NOK
Final actual: 4.3B

At order: Multi-purpose
Now: "Multi-useless"

Business Oil service

Super ship that became a nightmare

This ship has cost Kjell Inge Røkke and the state 4.3 billion. Now it has been without a contract for one year.

Espen Linderud Asgaut Næss
Published: 14/06/2015 - 8:52 p.m. Updated: 06/15/2015 - 8:22

Outcome: Offered in the spot market, **no contracts for more than a year**. Failure?

Source: http://www.dn.no/nyheter/naringsliv/2015/06/14/2052/Oljeservice/superskipet-som-ble-et-mareritt

Vestland Cygnus

After conversion into specialized vessels for wind power service, will Vestland Cygnus increase the width from 20 to 22.4 meters for increased stability. There are bec
The ship is 77 meters long. Photo: Wärtsilä Ship Dsign

VESTLAND CYGNUS

Offshore vessel was delivered in April. Already built it into wind power service

The supply ship was given a brief career in the petroleum industry. Now "Vestland Cygnus" serve renewable market.

By Tore Stenvold (stensvold)

Published 23. October 2015 kl. 12:41

Original cost: 320 mNOK
Retrofit cost: 150 mNOK

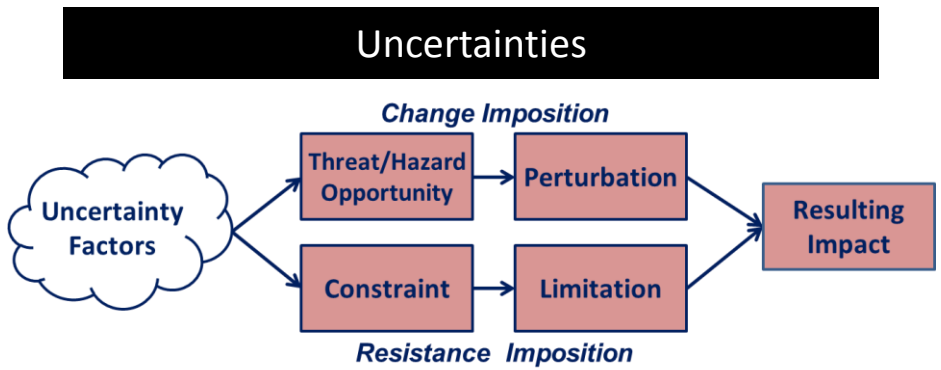
"The ship must now increase stability. Sponsors of 1.2 meters must be built on each side and covered reinforced where 100-tonne crane to be placed."

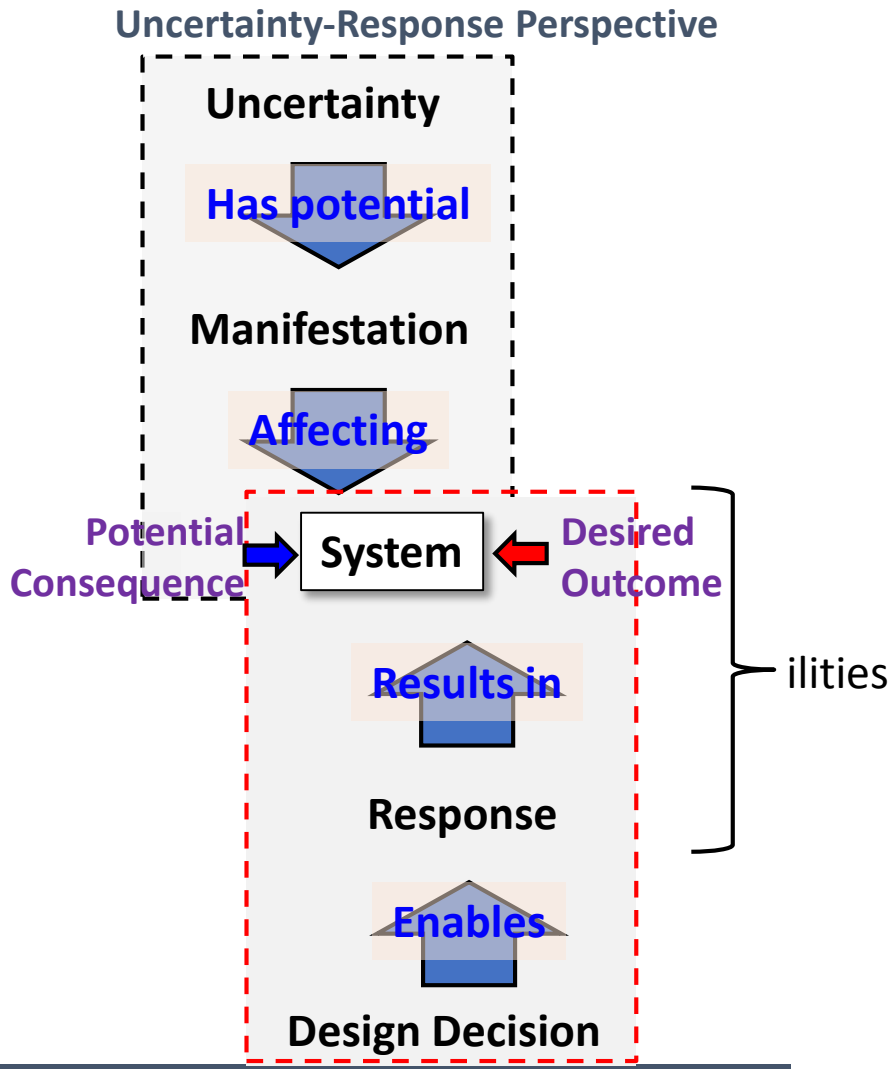
Outcome: successful second life serving new wind service mission

Source: http://www.tu.no/industri/2015/10/23/offshoreskipet-ble-levert-i-april.-allerede-na-bygges-det-om-til-vindkraftservice

"ilities" can be valuable, but how can we ensure their presence in design?
The first step is to rigorously characterize what these ilities are, and explicitly trade them with other factors

Framing the Need for Change-Type Ilities

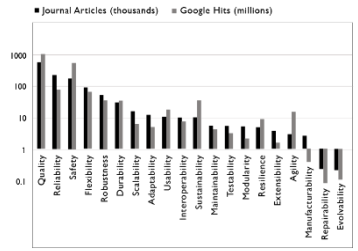


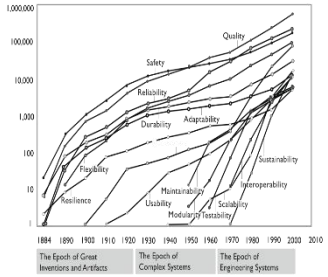


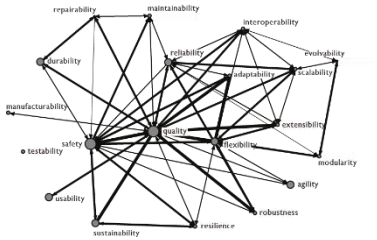
One does not need to know the "ility" term label to specify a desired response

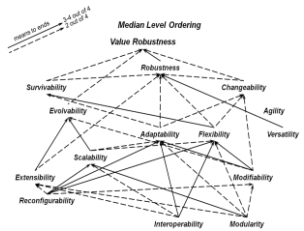
Approach

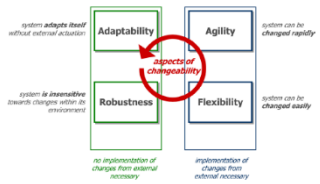
- Extracted concepts from wide review of literature and theoretical frameworks
- Avoiding imposed definitions; focused on potential degrees of freedom implied within an array of “change-type” ility definitions
- Results in a “mix and match” set of *bases* from which to propose “definitions” that can be labelled with ility terms
- Iterated/peer reviewed via conferences and research collaborations

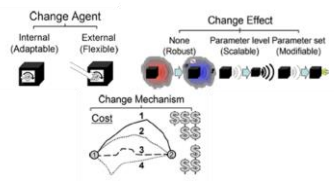












10D Basis — Prescriptive Semantic Basis for Change-type Ilities

In response to “cause” in “context”, desire “agent” to make some “change” in “system” that is “valuable”

Cause	Context	Phase	Agent	Change	System	Valuable

In response to “perturbation” in “context”, desire “agent” to make some “effect” to the “parameter” in the “aspect” of the “abstraction” during “phase” with “destination(s)” that are valuable with respect to thresholds in “reaction”, “span”, “cost” and “benefits”

Perturbation	Context	Phase	Agent	Effect	Parameter (Ty…	…nation	Aspect	Abstraction	Reaction	Span	Cost	Benefit
					“paran…	…ate”			“threshold”	“threshold”	“threshold”	“threshold”
1	2	3	4	5			8	9	10			

14D Basis — Prescriptive Semantic Ba… or Change-type Ilities

In response to “cause” in “context”, desire “agent” to make some “change” in “system” that is “valuable”

Cause	Context	Phase	Agent	Impetus Change	System	Outcome Change	System	Valuable

In response to “perturbation” in “context” during “phase” desire “agent” to make some “nature” impetus to the design “parameter” with “destination(s)” in the “aspect” to have an “effect” to the outcome “parameter” with “destination(s)” in the “aspect” of the “abstraction” that are valuable with respect to thresholds in “reaction”, “span”, “cost” and “benefits”

Perturbation	Context	Phase	Agent	Impetus				Outcome				Abstraction	Reaction	Span	Cost	Benefit
				Nature	Parameter	Destination	Aspect	Effect	Parameter	Destination	Aspect					
					“parameter”	“state”			…meter”	“state”			“threshold”	“threshold”	“threshold”	“threshold”
1	2	3	4	5	6	7	8			11	12	13	14			

20D Basis — Prescriptive Semantic Basis for Change-type Ilities

In response to “perturbation” in “context”, desire “agent” to make some “change” in “system” that is “valuable”

Perturbation	Context	Phase	Agent	Impetus Change	Mech	Outcome Change	System	Valuable* (this category is not complete)

In response to “perturbation” in “context” during “phase” desire “agent” to make some “nature” impetus to the system “parameter” from “origin(s)” to “destination(s)” in the “aspect” using “mechanism” in order to have an “effect” to the outcome “parameter” from “origin(s)” to “destination(s)” in the “aspect” of the “abstraction” that are valuable with respect to thresholds in “reaction”, “span”, “cost” and “benefits”

Perturbation	Context	Phase	Agent	Impetus* (optional)					Mech	Outcome					Abstraction	Reaction	Span	Cost	Benefit
				Nature	Parameter	Origin	Destination	Aspect	Mechanism	Effect	Parameter	Origin	Destination	Aspect					
optional	circumstantial: required; general: optional	null	optional	null	required	optional	optional	null* (this is implied by “parameter”)	Optional	null	required	optional	optional	null*	optional	required	required	required	required
“name”	“name(s)”		“name(s)”		“parameter”	“state(s)”	“state(s)”		“name”		“parameter”	“state(s)”	“state(s)”		“name”	“threshold w/units”	“threshold w/units”	“threshold w/units”	“threshold w/units”
none	circumstantial	pre-ops	none	decrease	level	one	one	form		decrease	level	one	one	form	architecture	sooner	shorter	less	more
disturbance	general	ops	internal	same	set	few	few	function		same	set	few	few	function	design	later	longer	same	same
shift	<empty>	inter-LC	external	increase	<empty>	many	many	operations		increase	<empty>	many	many	operations	system	always	same	more	less
<empty>		<empty>	either	not-same		<empty>	<empty>	<empty>		not-same		<empty>	<empty>	<empty>	<empty>	<empty>	<empty>	<empty>	<empty>
			<empty>	<empty>						<empty>									

Having such a semantic model would show relationships between ilities:

- Can you have a flexible AND robust system?
- Can you have a single adaptably, scalable, extensible, affordable change?
- What metrics can be used to evaluate and valuate along ilities?

Verbose Full Change Statement

In response to "perturbation" in "context" during "phase" desire "agent" to make some "nature" impetus to the system "parameter" from "origin(s)" to "destination(s)" in the "aspect" using "mechanism" in order to have an "effect" to the outcome "parameter" from "origin(s)" to "destination(s)" in the "aspect" of the "abstraction" that are valuable with respect to thresholds in "reaction", "span", "cost" and "benefits"

The semantic model would be used differently in different use cases

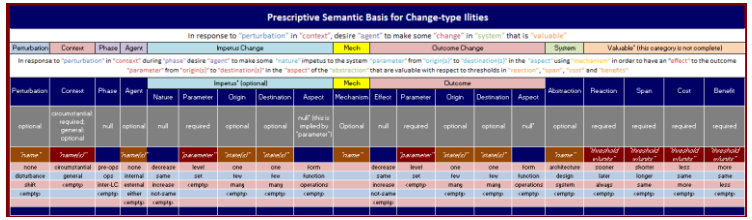
Full model:

- When trying to write a very specific requirement statement (should not occur until AFTER analysis to determine what should be done)

Subset of model:

- Early in the design phase, leave out the "valuable" categories (these are subjective, depend on outside factors)
- If one is trying to avoid fixating on a solution-centric approach, leave out change mechanism (allow engineers to propose own alternatives)

Full model: 20 columns



For more info, please see:

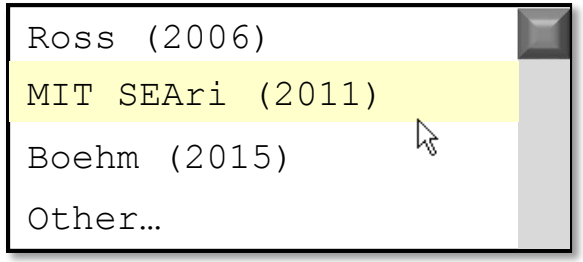
Ross, A.M., and Rhodes, D.H., "Towards a Prescriptive Semantic Basis for Change-type Ilities," *13th Conference on Systems Engineering Research*, Hoboken, NJ, Mar. 2015.

Dou, K., Wang, X., Tang, C., Ross, A.M., and Sullivan, K., "An Evolutionary Theory-Systems Approach to a Science of the Ilities," *13th Conference on Systems Engineering Research*, Hoboken, NJ, Mar. 2015.

Proof of Concept Translation Layer

Welcome to the Ilities Semantic Translation Layer Assistant

Please pick an ilities dictionary to use in this tool
(you can change this later under *Settings*)



Great, you have picked the **MIT SEAri (2011)** dictionary.

The dictionary will determine how particular ilities are defined and provide you context-aware guidance in formulating ilities statements and requirements.

Reset
(pick new dictionary)

Proceed
(begin ilities guidance)

Do you know what ility you want?

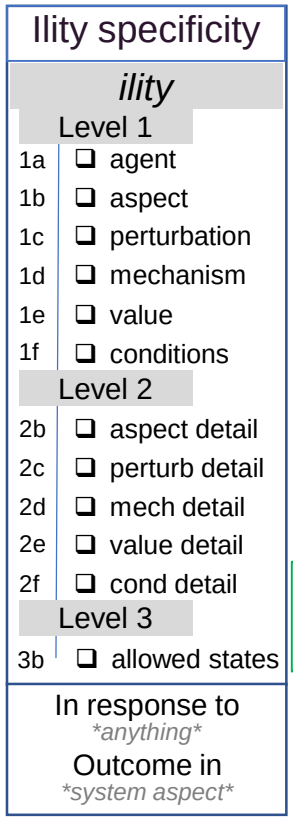
Yes → Activate “top-down” guidance

No → Activate “bottom-up” guidance

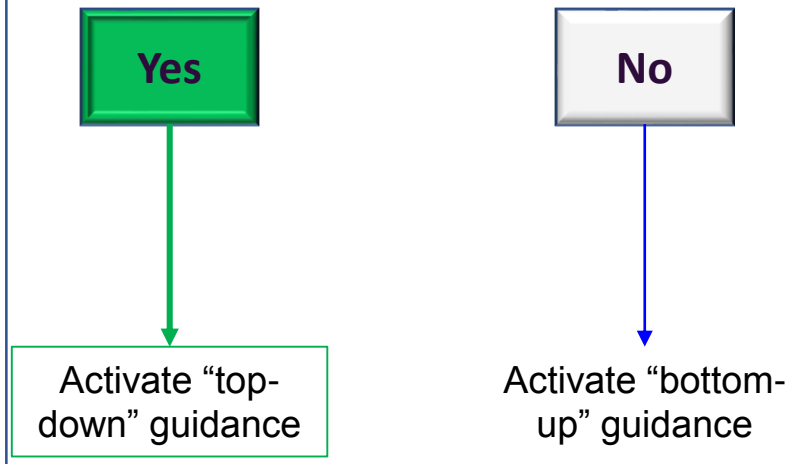
Ilities Advisor Sidebar

Did you know there are many ility terms that mean the same thing to some people?
(e.g. flexibility and changeability)

If you don’t know what ility term applies to your need, we can guide you to it with a series of questions.



Do you know what ility you want?



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Ility specificity
flexibility
Level 1
1a ❑ agent
1b ❑ aspect
1c ❑ perturbation
1d ❑ mechanism
1e ❑ value
1f ❑ conditions
Level 2
2b ❑ aspect detail
2c ❑ perturb detail
2d ❑ mech detail
2e ❑ value detail
2f ❑ cond detail
Level 3
3b ❑ allowed states
In response to **anything**
Outcome in **system aspect**

Do you know what ility you want?

Yes

- Flexibility
- Adaptability
- Scalability
- Survivability
- Resilience

Great, you care about **flexibility**.

This implies that **you want to have your system able to be changed.**

Back
(alter answer)

Next
(begin specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Did you know there are many ility terms that mean the same thing to some people?
(e.g. flexibility and changeability)

*Typically **flexibility** means "the ability for a system to be changed by a system-external agent"*

Ility specificity	
flexibility	
Level 1	
1a	❑ agent
1b	❑ aspect
1c	❑ perturbation
1d	❑ mechanism
1e	❑ value
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2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	❑ allowed states

In response to
anything
Outcome in
system aspect

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Yes

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Back
(alter answer)

Next
(begin specifying)

Done
(show ility statement)

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Level 2
2b ❑ aspect detail
2c ❑ perturb detail
2d ❑ mech detail
2e ❑ value detail
2f ❑ cond detail
Level 3
3b ❑ allowed states
In response to **anything**
Outcome in **system aspect**

Do you want to change the system **yourself**?

- Yourself
- On its own
- Doesn't matter
- Other…

You want a flexible change that can be executed by **yourself**.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Desired changes to a system are typically set in motion by an "agent."

An agent can be outside of the system or inside of the system.

An agent must be able to execute the change, as well as know when to do so.

Often an external agent is associated with the concept of flexibility.

Ility specificity

flexibility

Level 1
- 1a ✓ agent
- 1b ❑ aspect
- 1c ❑ perturbation
- 1d ❑ mechanism
- 1e ❑ value
- 1f ❑ conditions

Level 2
- 2b ❑ aspect detail
- 2c ❑ perturb detail
- 2d ❑ mech detail
- 2e ❑ value detail
- 2f ❑ cond detail

Level 3
- 3b ❑ allowed states

In response to
anything
Outcome in
number of satellites

Do you know **what** you want to change?

- Form
- Function
- Operations
- Other…

Optional: what is the name of this aspect of the system?

`number of satellites`

You want a flexible change that alters its **form (i.e. number of satellites)**.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

There are several possible "aspects" to a system that could change, including form, function, operations, among others.

The "form" describes the particular set of elements that make up the system.

The "function" describes the particular set of things that the system does.

The "operations" describes how the system behaves in order to apply its functions to create effects.

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	❑ perturbation
1d	❑ mechanism
1e	❑ value
1f	❑ conditions
Level 2	
2b	❑ aspect detail
2c	❑ perturb detail
2d	❑ mech detail
2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	❑ allowed states

In response to
anything
Outcome in
number of satellites

What specifically about the **number of satellites** do you want to change?

Level
Set

Other…

You want a flexible change that can change the **level** of **number of satellites**.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Desiring change to the level of a system parameter is often considered "scalability" while changes to a set is considered "modifiability."

Change to a level of a system parameter is considered scalability.

Scalability can be up or down (or both).

Whether scalability is attractive depends on the value of the change.

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	❑ perturbation
1d	❑ mechanism
1e	❑ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	❑ perturb detail
2d	❑ mech detail
2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	❑ allowed states

In response to
anything
Outcome in
number of satellites

Do you want to specify **allowable or desired end states** for **number of satellites**?

Yes
No

You want a flexible change that can change the **level** of **number of satellites** from X to Y.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Specifying allowable end states helps to constrain the specific type of change desired, helping with verification and design implementation. But desirability of particular end state may be difficult to determine a priori.

Ility specificity

flexibility

Level 1
- 1a ✓ agent
- 1b ✓ aspect*
- 1c ❑ perturbation
- 1d ❑ mechanism
- 1e ❑ value
- 1f ❑ conditions

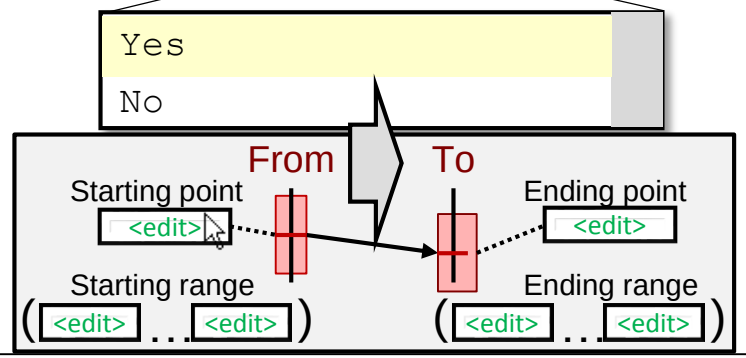
Level 2
- 2b ✓ aspect detail
- 2c ❑ perturb detail
- 2d ❑ mech detail
- 2e ❑ value detail
- 2f ❑ cond detail

Level 3
- 3b ❑ allowed states

In response to
anything
Outcome in
number of satellites

Do you want to specify **allowable or desired end states** for **number of satellites**?

Yes
No



You want a flexible change that can change the **level** of **number of satellites** from X to Y.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Specifying allowable end states helps to constrain the specific type of change desired, helping with verification and design implementation. But desirability of particular end state may be difficult to determine a priori.

Starting states can be specified as points or ranges.

Ending states can be specified as points or ranges.

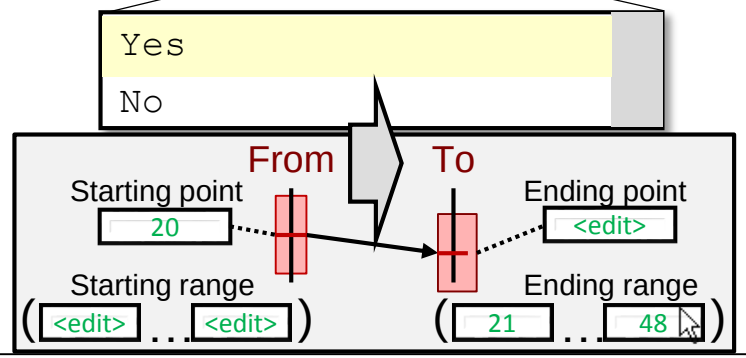
More detailed contingent graphs could be created showing what particular starting and ending states should be allowed.

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	❑ perturbation
1d	❑ mechanism
1e	❑ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	❑ perturb detail
2d	❑ mech detail
2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	❑ allowed states

In response to
anything
Outcome in
number of satellites

Do you want to specify **allowable or desired end states** for **number of satellites**?

Yes
No



You want a flexible change that can change the **level** of **number of satellites** from **20** to **21 up to 48**.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Specifying allowable end states helps to constrain the specific type of change desired, helping with verification and design implementation. But desirability of particular end state may be difficult to determine a priori.

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Ility specificity	
flexibility	
Level 1	
1a	✓ agent
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Level 2	
2b	✓ aspect detail
2c	❑ perturb detail
2d	❑ mech detail
2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
something*
Outcome in
number of satellites

Do you want the change to be in response **to something**?

Yes
No

You want a flexible change that occurs in response to **something**.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Oftentimes a change is desired in response to a "perturbation," which provides the reason for a change.

Perturbations come in several types:

A "disturbance" is a finite, short duration imposed change on the system, its context, or needs.
A change in context is a longer duration, unlikely to revert, imposed change in the environment or needs for a system.
System state is the particular system form, function, and operations configuration

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	✓ perturbation**
1d	❑ mechanism
1e	❑ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	❑ perturb detail
2d	❑ mech detail
2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
increased demand
Outcome in
number of satellites

What specifically do you want the change to be **in response to**?

- Disturbance
- Change in context
- System state
- Other…

Optional: what is the name of this perturbation?

Increased demand

You want a flexible change that occurs in response to **increased demand**.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Oftentimes a change is desired in response to a "perturbation," which provides the reason for a change.

Perturbations come in several types:

A "disturbance" is a finite, short duration imposed change on the system, its context, or needs.
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Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	✓ perturbation**
1d	❑ mechanism
1e	❑ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	✓ perturb detail
2d	❑ mech detail
2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
increased demand
Outcome in
number of satellites

Does it matter **how** it achieves the change?

Yes
No

You care about how the flexible change is accomplished.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

A "mechanism" is the way by which a change occurs. For example "turning a knob" or "adding fuel". Typically it relates to an action verb.

There are many possibly mechanism that may result in the same system change.

Specifying one or more mechanisms constrains expectations on HOW a change can occur.

Not specifying a mechanism frees up designers to propose and evaluate multiple different mechanisms.

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	✓ perturbation**
1d	✓ mechanism
1e	❑ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	✓ perturb detail
2d	❑ mech detail
2e	❑ value detail
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
increased demand
Outcome in
number of satellites

Do you care about the **value** of the change?

Yes
No

You care about the value of the flexible change.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

The "value" of the change is typically a function of the starting state, ending state, context, and various costs of carrying and executing the change.

Typically the value of a change can be decomposed into four elements:

How quickly the change happens
How much the change costs
How long after the reason the change occurs
How useful the change end state will be

Ility specificity

flexibility

Level 1
- 1a ✓ agent
- 1b ✓ aspect*
- 1c ✓ perturbation**
- 1d ✓ mechanism
- 1e ✓ value
- 1f ❑ conditions

Level 2
- 2b ✓ aspect detail
- 2c ✓ perturb detail
- 2d ❑ mech detail
- 2e ❑ value detail(1)
- 2f ❑ cond detail

Level 3
- 3b ✓ allowed states

In response to
increased demand
Outcome in
number of satellites

Do you care about **how quickly** the change happens?

Yes
No

Optional: do you have an acceptability threshold on this?

6 mos or less

You want a flexible change that can be changed **quickly** (i.e. in **6 mos or less**).

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Changes made to a system typically take finite time to accomplish (from start to completion of the change).

Typically if you care about how quickly a change is accomplished, this means you care about the concept of "agility."

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	✓ perturbation**
1d	✓ mechanism
1e	✓ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	✓ perturb detail
2d	❑ mech detail
2e	■ value detail(2)
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
increased demand
Outcome in
number of satellites

Do you care about **how much** the change **costs**?

Yes
No

Optional: do you have an acceptability threshold on this?

$2M or less per unit

You want a flexible change that has **appropriate costs** (i.e. **$2M or less per unit**).

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Changes made to a system typically take finite resources to accomplish (i.e. dollar cost for executing the change).

Typically if you care about how much a change costs, this means you care about the concept of "affordability."

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	✓ perturbation**
1d	✓ mechanism
1e	✓ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	✓ perturb detail
2d	❑ mech detail
2e	■ value detail(3)
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
increased demand
Outcome in
number of satellites

Do you care about **how long after the reason** the change occurs?

Yes
No

Optional: do you have an acceptability threshold on this?

within 3 mos

You want a flexible change that can be executed **soon after the reason** for it (i.e. **within 3 mos**).

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Changes made to a system typically do not take place immediately after the reason for making the change (i.e. there is some "response time" for executing the change).

Typically if you care about how long after the reason the change occurs, this means you care about the concept of "reactivity."

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	✓ perturbation**
1d	✓ mechanism
1e	✓ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	✓ perturb detail
2d	❑ mech detail
2e	■ value detail(4)
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
increased demand
Outcome in
number of satellites

Do you care about **how useful** the change end state will be?

Yes
No

Optional: do you have an acceptability threshold on this?

You do not care about the specific benefit of the end state.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Changes made to a system typically result in a new system state that has different usefulness than its original state.

The usefulness of a system state is context dependent.

Assessment of the usefulness of a system often requires a more nuanced valuation activity that is often context dependent.

One can loosely specify "improved" usefulness, but this often requires specifying particular functions or capabilities desired.

One can put off the "valuation" statement to a later point in time.

Ility specificity

flexibility

Level 1
- 1a ✓ agent
- 1b ✓ aspect*
- 1c ✓ perturbation**
- 1d ✓ mechanism
- 1e ✓ value
- 1f ❑ conditions

Level 2
- 2b ✓ aspect detail
- 2c ✓ perturb detail
- 2d ❑ mech detail
- 2e ■ value detail(4)
- 2f ❑ cond detail

Level 3
- 3b ✓ allowed states

In response to
increased demand
Outcome in
number of satellites*

Do you care about **how useful** the change end state will be?

Yes
No

Optional: do you have an acceptability threshold on this?

You do not care about the specific benefit of the end state.

Back
(alter answer)

Next
(continue specifying)

Done
(show ility statement)

Ilities Advisor Sidebar

Changes made to a system typically result in a new system state that has different usefulness than its original state.

The usefulness of a system state is context dependent.

Assessment of the usefulness of a system often requires a more nuanced valuation activity that is often context dependent.

One can loosely specify "improved" usefulness, but this often requires specifying particular functions or capabilities desired.

One can put off the "valuation" statement to a later point in time.

Ility specificity	
flexibility	
Level 1	
1a	✓ agent
1b	✓ aspect*
1c	✓ perturbation**
1d	✓ mechanism
1e	✓ value
1f	❑ conditions
Level 2	
2b	✓ aspect detail
2c	✓ perturb detail
2d	❑ mech detail
2e	■ value detail
2f	❑ cond detail
Level 3	
3b	✓ allowed states

In response to
increased demand
Outcome in
number of satellites

This is the ilities statement you have generated using the tool

In response to a shift in context (increased demand), you desire a **flexible** (external change initiator) change that results in a change in form (number of satellites) from 20 to 21 to 48, that begins to change within 3 mos, takes 6 mos or less to change, and costs $2M or less per unit.

Extracted implied ility term labels include:
flexibility, scalability, agility, affordability, reactivity
Design principles of interest: *design principles page*

Back
(alter answer)

Save
(keep ility statement)

Restart
(reset to first page)

Ilities Advisor Sidebar

The ility statement generated by this tool has many dimensions to it.

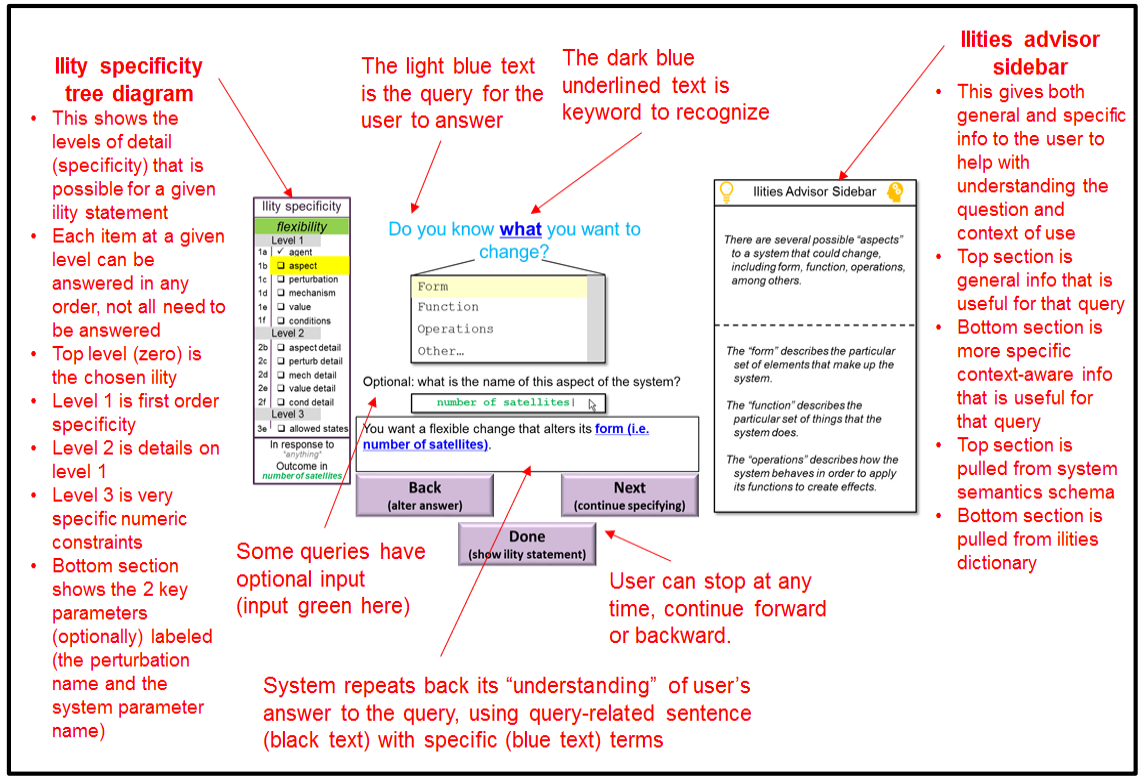
Not all dimensions are required and specificity can vary.

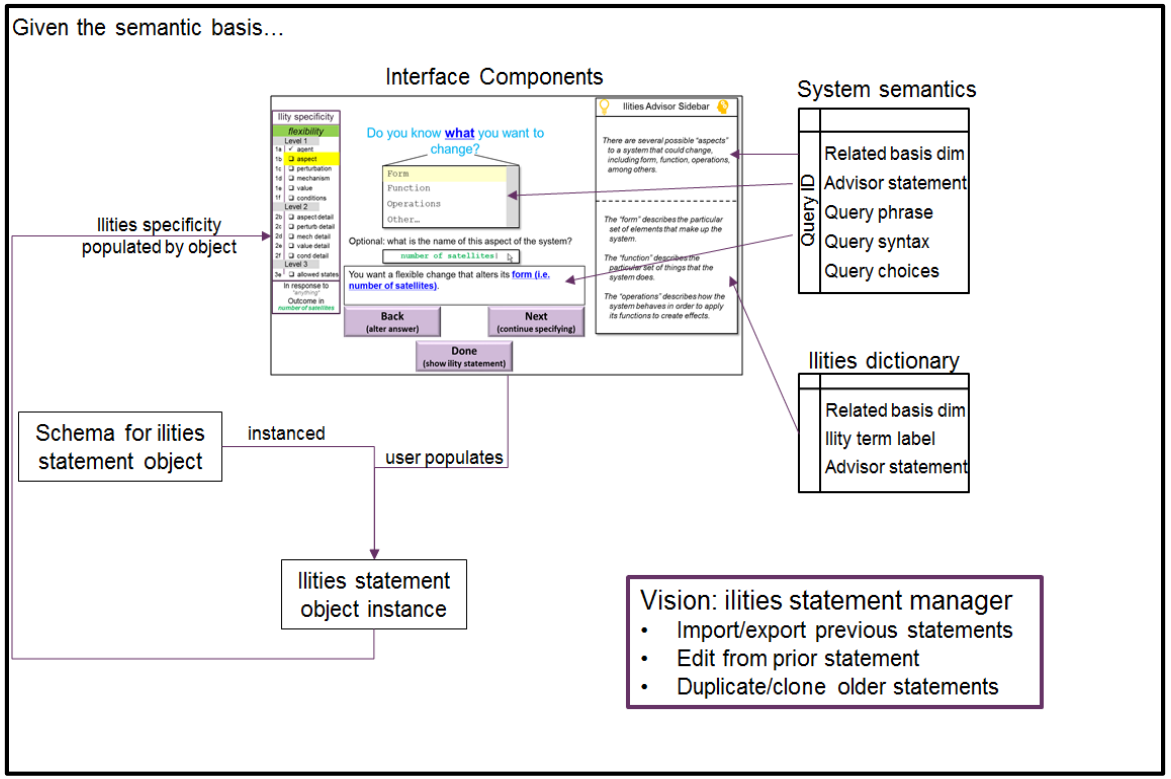
The ility statement generated by this tool has many dimensions to it.

Not all dimensions are required and specificity can vary.

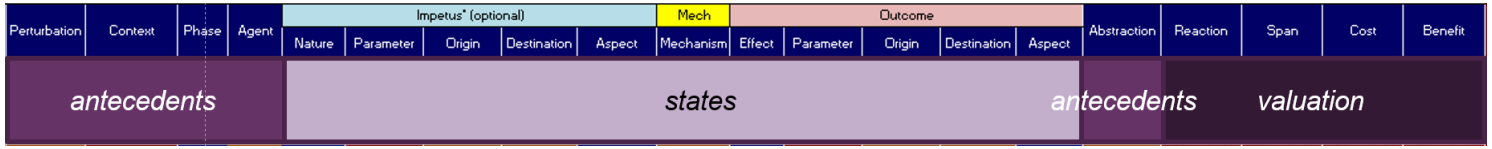
Toggle highlighted specificity items to show simplified versions of statement

Translation Layer

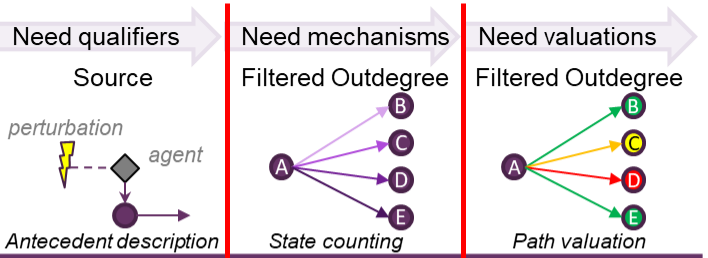




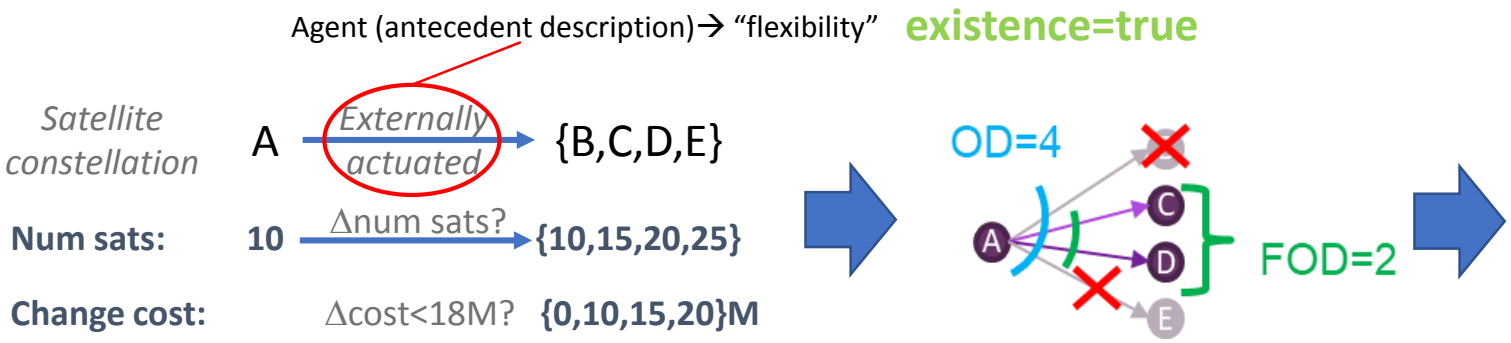
Ilities Metrics and the Basis



- The basis categories can be partitioned into three sets related to the **antecedent description**, the state counting, and the **path valuation**
- These then can map to three types of quantification for an ility: existence (binary), degree (state counting), and value (path valuation)
- Ility term labels that require particular basis categories within the three sets can indicate the types of metrics that can be used



Ility Label	Existence	Degree of	Value of
Flexibility	✓	✓	✓
Adaptability	✓	✓	✓
Scalability		✓	✓
Modifiability		✓	✓
Agility			✓
Affordability			✓
Reactivity			✓



a flexible constellation whose degree is 4, but whose flexibly scalable degree is 3 and whose affordably flexible scalable degree is 2.

Application: Using Semantic Basis for Educating Students and Practitioners

- Given lack of accepted common definitions of ilities, or system qualities, students learn definition as written text, used by the educating organization/instructor
- Semantic basis could provide enhanced learning experience
  - Teach students a more precise understanding and appreciation of what is required for a complete ilities statement
  - Use of various versions (e.g., 10-dimension basis, 14-dimension basis) show how simple statements can be elaborated as more information is gained
  - Use of a translation layer assistant enables step-by-step guidance
  - Class exercise to construct a formal ilities statement (e.g., extract from text in a document)

Hypothesis: use of the semantic basis in educating students will enable more critical thinking than simply teaching students simple definitions of ilities.

Advanced Application: Automated Technical Document Comprehension of Ilities

- Desired abilities include:
  - Automatically extract technical content from text documents, yielding rich, non-ambiguous ilities statements that convey precisely what is mean
  - Automatically synthesize change-type ilities and architecture-type ilities semantic field information from multiple documents to generate new design concepts (e.g., concepts for achieving a specific aspect of system flexibility through modularity)
- Research opens possibilities for automatic extraction and methods to structure and analyse a comprehensible ilities statement, e.g.,
  - Natural Language Processing (NLP) for extraction
  - Lightweight Formal Methods (LFM) for structuring and analysing

While ilities sometimes emerge unexpectedly in operational systems, the **ability to design ilities properties into systems in advance will be the true game-changer**.

Current State of the Semantic Model

The nature of modern systems necessitates being able to translate ilities information across an increasing number of domains and disciplines (e.g., computer science, politic science, cognitive science), driving the need for a 'Rosetta Stone."

This work was intended to provoke dialogue and motivate a community of research and development toward a more integrated, rigorous, and quantitative use of change-type ilities

Perturbation	Agent	Impetus		Outcome	
		Nature	Aspect	Effect	Aspect
disturbance	internal	incease	form	same	form
defect	external	decrease	scope	not-same	scope
opportunity	<empty>	re-host	<empty>	reduced	<empty>
<empty>		<empty>		increased	
				<empty>	

USC Ility Label	USC-MIT Differences	MIT Ility Label	Perturbation	Agent	Impetus		Outcome	
					Nature	Aspect	Effect	Aspect
Changeability	Match	Changeability	none	none	decrease	form	decrease	form
Robustness	Shift vs. Disturbance	Robustness	disturbance	internal	same	function	same	function
Adaptability	Match	Adaptability	shift	external	increase	operations	increase	operations
Modifiability	Just External (Internal = Adaptability)	Modifiability	<empty>	either	not-same	<empty>	not-same	<empty>
Reconfigurability	Similar	Form Reconfigurability		<empty>	<empty>		<empty>	
Extensibility	Same - Also Scalability-Up	Extensibility						
Contractability	Not included - Also Scalability-Down	Scalability						
Versatility	Similar	Functional Versatility						
Survivability	Robustness + Adaptability?	Survivability						
Evolvability	Same as Changeability?	Evolvability						
Flexibility	External Adaptability?	Flexibility						
Agility	Focus on fix speed	Agility						
Reactivity	Focus on duration of fix needs	Reactivity						
Resilience	Not specified	Operational Reconfigurability						
Fault-Tolerance	Not specified	Operational Versatility						
Self-repairability	Not specified	Substitutability						
Repairability	Not specified	Value Robustness						
Maintainability	Not specified	Value Survivability						
Graceful Degredation	Not specified	Active Robustness						
Portability	Not specified	Passive Robustness						
Exchangeability	Like Modifiability?	Classical Passive Robustness						

Perturbation	Agent	Impetus		Outcome	
		Nature	Aspect	Effect	Aspect
				not-same	
disturbnce	internal			same	
disturb, opp'y	internal			not-same	
disturb, opp'y	external			not-same	
			form	not-same	form
disturb, opp'y		increase	scope	not-same	scope
disturb, opp'y		decrease	scope	not-same	scope
disturb, opp'y			scope	same	scope
disturbance		incease		same, increased	
defect	internal			same	
defect	internal			not-same	
defect	external				
	external				
	internal			reduced	
disturb, opp'y		re-host	form	same	form

Example approach to how one might use the semantic model

- Brainstorm *uncertainties*
- Identify how these uncertainties might *manifest*
- Identify how the manifestation of uncertainty might *impact* the system
- Brainstorm design/operations decisions ("*options*") that could be used as *responses* to mitigate the impact
- Use the semantic model to *describe the options*, *apply ility term labels* (e.g. flexibility), and *identify potential metrics* that could be used to verify a system has the desired properties

Thank you! Any questions?

This material is based upon work supported, in whole or in part, by the U.S. Department of Defense through the Systems Engineering Research Center (SERC) under Contract HQ0034-13-D-0004. SERC is a federally funded University Affiliated Research Center managed by Stevens Institute of Technology. Any opinions, findings and conclusions or recommendations expressed in this material are those of the authors and do not necessarily reflect the views of the United States Department of Defense.

Potential Use Cases for the Semantic Model

- For eliciting and codifying ilities-related needs
  - Writing unambiguous requirements (systems engineers)
  - Query whether particular ility is specified/required
  - Determine what ilities are implied by particular change statement
  - Finding information gaps within specified change statement
  - Reverse engineering ility-contained statements
- As a tool for using ilities consistently
  - Tool for researchers to see how ilities are related
  - Tool for comparing ility term label definitions (dictionary map)
  - Tool for teaching how to write complete ilities-related requirements
- For improving use of ilities throughout the lifecycle
  - Deriving test plan / evidence/ metrics for verifying reqts
  - Helping to think through potential change statement needs
  - Challenges in use may reveal need for additional information or trade study

These apply to change statements generated to be consistent with the semantic model

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