

**CASE Exchange Panel
Incremental/Agile Methods—Fit for Demands of
Complex Aerospace Systems?**

**AIAA Aviation Forum, Denver, CO
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Background

In The '90s we analyzed hundreds of real-world systems that exhibited agility, asking how they did that, and converged on fundamental structural patterns that fit facts.

We are now* analyzing real-world processes that exhibit agility, asking how they do that, and converging on fundamental behavior patterns that fit facts.

*An INCOSE Technical Product project:
Agile Systems Engineering Life Cycle Model (ASELCM)
(Project details at: www.parshift.com/ASELCM/Home.html)

Is This Your Problem Space?

CURVE

Internal and external environmental forces that impact project/process/product as systems

Caprice: Unknowable situations.

Unanticipated system-environment change.

Uncertainty: Randomness with unknowable probabilities.

Kinetic and potential forces present in the system.

Risk: Randomness with knowable probabilities.

Relevance of current system-dynamics understanding.

Variation: Knowable variables and associated variance ranges.

Temporal excursions on existing behavior attractor.

Evolution: Gradual successive developments.

Experimentation and natural selection at work.

Incremental/Agile Methods... Fit for Complex Aerospace Systems?

Incremental alone doesn't make a method agile.

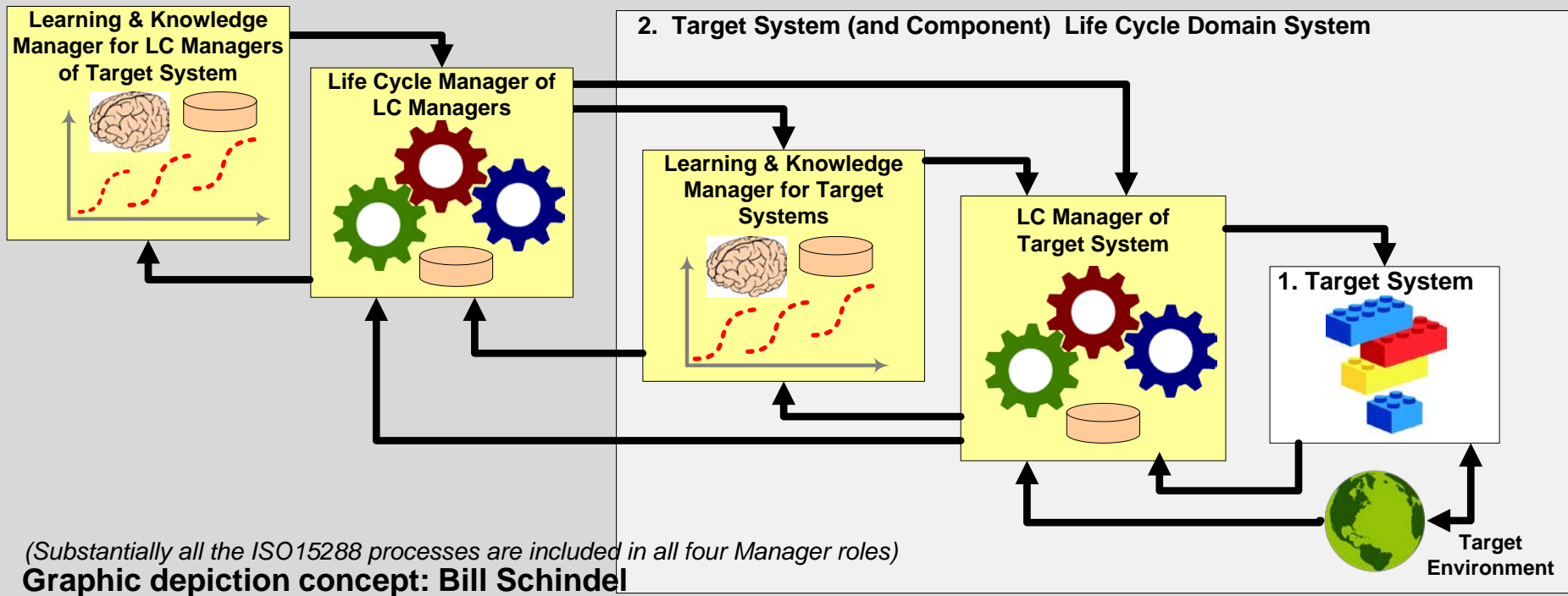
Agile software methods:

- ❑ consistent 2-4 week short sprint cadence,**
- ❑ every-sprint deployable features,**
- ❑ dominance of scheduled frequent-increment deliverable dates (at the expense of quality),**
- ❑ iterative feature improvement,**
- ❑ low documentation,**
- ❑ requirement for agile target system (software gets it from O-O development platform),**
- ❑ no recognition of government contract reality and certification time.**

Not compatible with hardware and government contract reality.

But – “underlying” concepts are good: purposeful learning with facilitated evolution and correction.

3. System of Innovation (SOI)



S1 product agility: OSA and product-line architectures.

S2 process agility: incremental integration & testing, asynchronous alignment of cross-discipline work increments, preliminary SIL for LVC-like component integration and testing, decoupling development from integration, test, and certification.

S3 innovation agility: awareness of the reality and evolution of the process and product operational problem-space environment, and systemic response.

Addressing the Session Questions

- **Q: Are the experiences of the agile software community the only guide?**
A: They are a misleading guide. See first reference at end.
- **Q: Compatible or incompatible with Aero?**
A: Culturally incompatible, but natural selection will sort that out.
- **Q: What relation to systems complexity?**
A: Requisite variety.
- **Q: Needed by Aero? Has something changed?**
A: More CURVEs are being thrown.
- **Q: Already practiced by Aero? Old hat or new?**
A: Ask Elon Musk.
- **Q: What is it? Examples? Successes, Problems?**
A: See references at end.
- **Q: When a good fit? When not a good fit?**
A: If you have a CURVE environment. Yes, if not, No.
- **Q: How are these methods different from agile software approaches?**
A: Recognition of hardware development reality and gov contracts.
- **Q: Other related questions that need increased exposure?**
A: Acquisition and contract reform, enabling/facilitating infrastructure.

Relevant References

- Dove, R. 2001. *Response Ability – The Language, Structure, and Culture of the Agile Enterprise*. Wiley.
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- Dove, R. 2017. Agility in Systems Engineering – Findings From Recent Studies. Unpublished working paper, 15-April. www.parshift.com/s/ASELCM170415-AgilityInSE-Findings.pdf
- Agile Systems Engineering Life Cycle Fundamentals Project, Documents at: <https://connect.incose.org/ProgramsProjects/aselcm/Pages/Home.aspx>, alternatively at www.parshift.com/ASELCM/Home.html

Backup

Agile-System Architecture Pattern (AAP)

System Response-Construction Kit

Details in www.parshift.com/s/140630IS14-AgileSystemsEngineering-Part1&2.pdf

Modules/Components



Gears/Pulleys



Motors



Wheels



Tools



Joiners, Axles, Small Parts



Structural Material

Integrity Management

- Resource mix evolution
- Resource readiness
- Situational awareness
- Activity assembly
- Infrastructure evolution

Product System Eng.

Retail Distribution Process

Product Manager

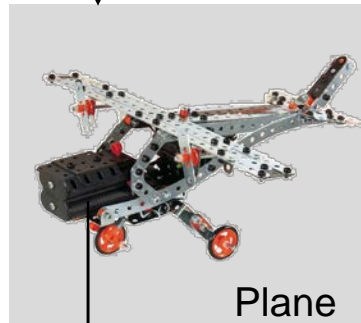
Owner/Builder

Product Manager

Active

Infrastructure

Passive



Plane



Helicopter



Mobile Radar

Sockets
Signals
Security
Safety
Service

Parts Interconnect Standards
Construction Stability
(None)
Harm-Proofing Standards
Process Rules & ConOps

Rules/Standards

Agility-Enabling Design Principles

Prior Work: see INCOSE Webinar, www.parshift.com/s/AgileSystems-103.pdf

Reusable

- Encapsulated resources (loosely coupled black-box units)
- Facilitated interfacing (easy resource insertion/removal)
- Facilitated re-use (support for finding/deploying appropriate resources)

Reconfigurable

- Peer-peer interaction (direct communication w/o intermediaries)
- Deferred commitment (decisions & fixed bindings at last-responsible-moment)
- Distributed control and information (decisions at point of maximum knowledge)
- Self organization (relationships and interactions negotiable)

Scalable

- Evolving infrastructure standards (resource interface and interaction change)
- Redundancy and diversity (duplicate and diverse resource populations)
- Elastic capacity (resource populations and functional capacity is variable)

Agility-Facilitating Operational Principles

Monitoring (observe, orient)

- External awareness (proactive alertness)
- Internal awareness (proactive alertness)
- Sense making (risk & opportunity analysis, trade space analysis)

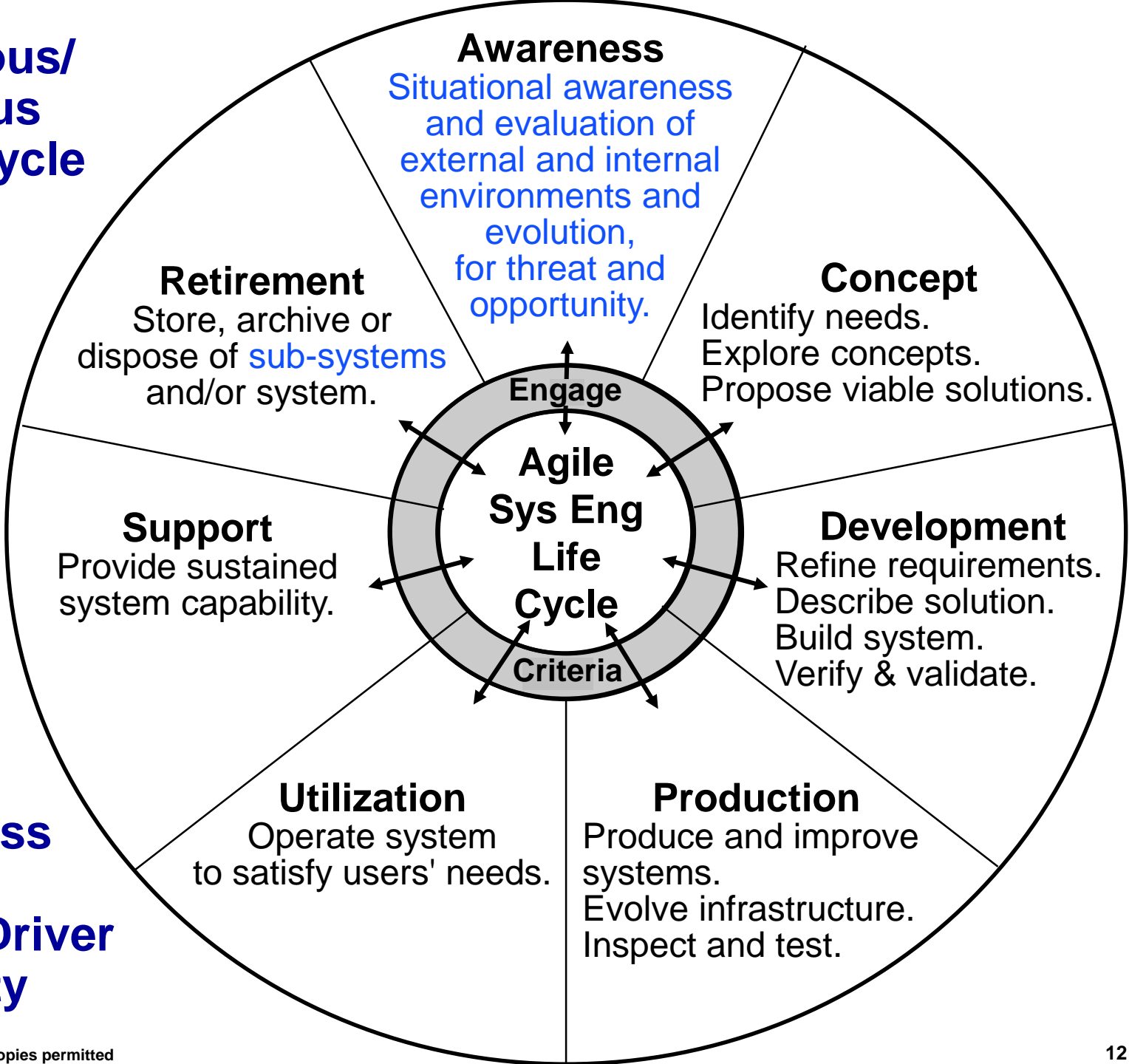
Mitigating (decide, act)

- Decision making (timely, informed)
- Action making (invoke/configure process activity for the situation)
- Action evaluation (validation & verification)

Evolving (improve above with more knowledge and better capability)

- Experimentation (variations on process ConOps)
- Evaluation (internal and external judgement)
- Memory (evolving process ConOps)

Asynchronous/ Simultaneous Agile Life-Cycle Framework



Awareness Stage as Critical Driver of Agility