# System of Systems Design

#### White Space Between Systems



## Managing the system of systems

**System of systems** (SoS) is the viewing of multiple, dispersed, independent **systems** in context as part of a larger, more complex **system**. A **system** is a group of interacting, interrelated and interdependent components that form a complex and unified whole



The enterprise is powered by a complex system of systems

Designing and managing a system of systems is different than classical system design

# **Classical Systems Lifecycle**



The "hard problem" to be solved in the 60's Through the 90's: *How to design, build and maintain reliable, scalable systems* that solved specific problems.

We designed our methodologies, processes, tools, organizations and cultures to solve this hard problem.

We, (like many organizations), has done a good job at this – systems work!











#### The System of Systems Problem

Some of the methods and culture designed for this



Break down in the face of this, because it is not a single system with a unified design

The problem has become "the <u>white space</u> <u>between the systems</u>", more than the individual systems

> What is needed are things that are common across systems, that are consistent over time



But requirements, technologies, systems, data, organizations and even processes <u>change</u>

#### At least: take the custom design out of the white space



### Unifying Concepts – E.G. Semantics



### Systems in context



for implementation and governance

### The Non-Obvious Conclusion

To have interoperable, governable data

Don't start with the data

Start with the business

Model the business concepts

Use the business concepts to define, govern and integrate the data

Use these concepts as the basis for an enterprise knowledge graph