

Ecology-Inspired Technique for Resilient Engineered System of Systems Design

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By

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11th Annual SERC Sponsor Research Review

November 19, 2019

FHI 360 CONFERENCE CENTER

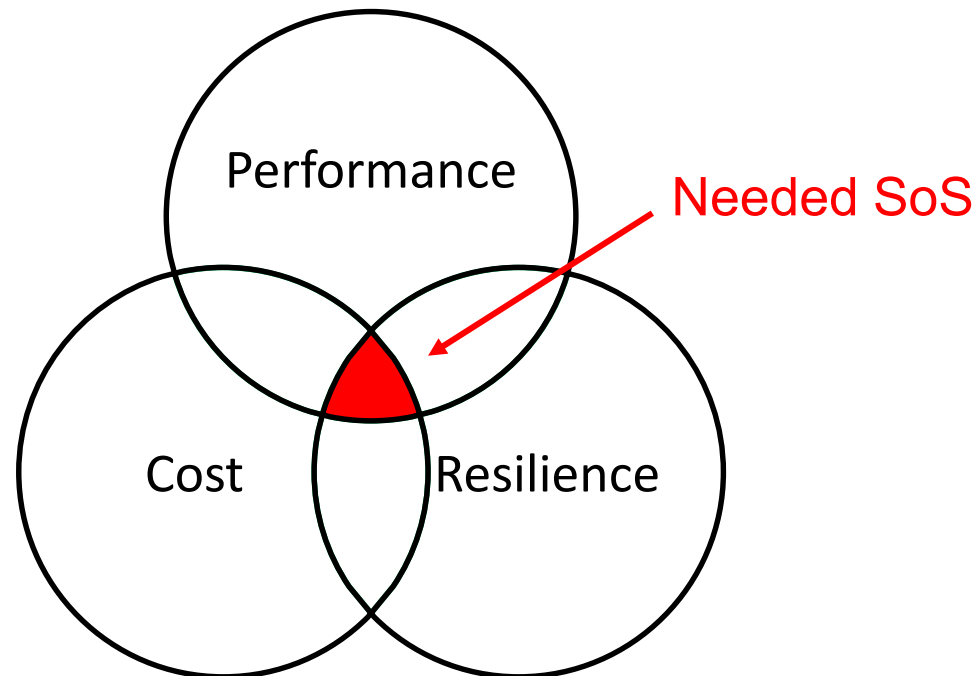
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Technique to *analyze/predict* trade-offs between **performance, cost, & resilience** of System of Systems

- Early in the design process
- Without need for detailed simulations/disruption models



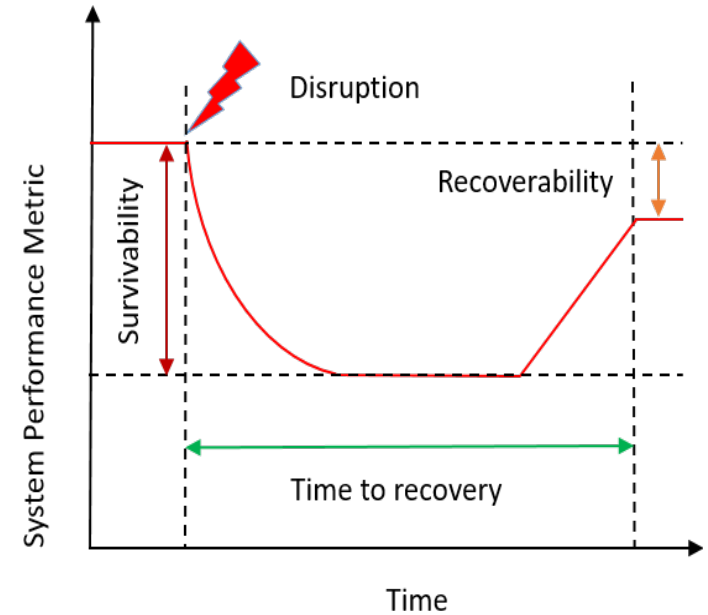
Design for Resilience is an iterative process^[1]

Difficult to quantify early in project

Tend to rely on basic design rules

- physical redundancy, functional redundancy, localized capacity, etc.^[2]

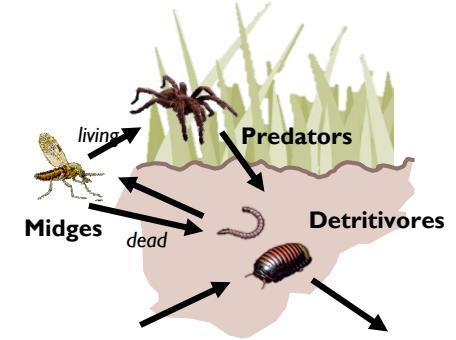
Desired: quantitative guidelines for engineering of resilient SoS



1. Uday, P. and K. Marais (2015). "Designing Resilient Systems-of-Systems: A Survey of Metrics, Methods, and Challenges." *Systems Engineering* **18**(5): 491-510.
 2. Jackson, S. and T. L. J. Ferris (2013). "Resilience principles for engineered systems." **16**(2): 152-164.

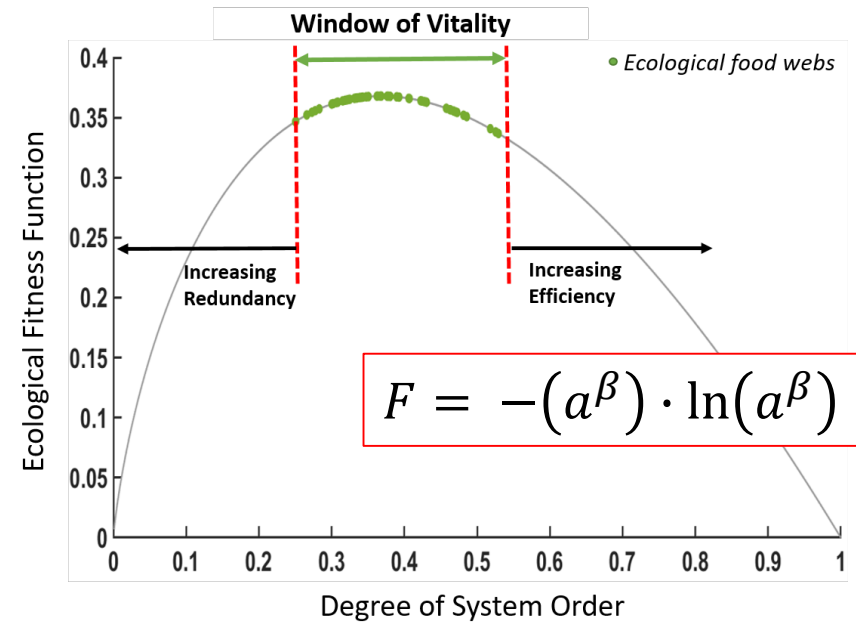
Ecosystems = *Biological SoS*

- **Resilient** to disturbances
- **Unique balance** of efficiency & redundancy

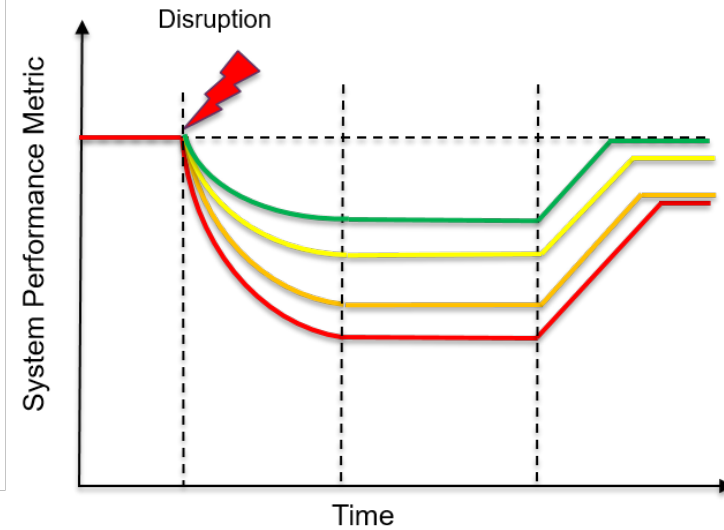
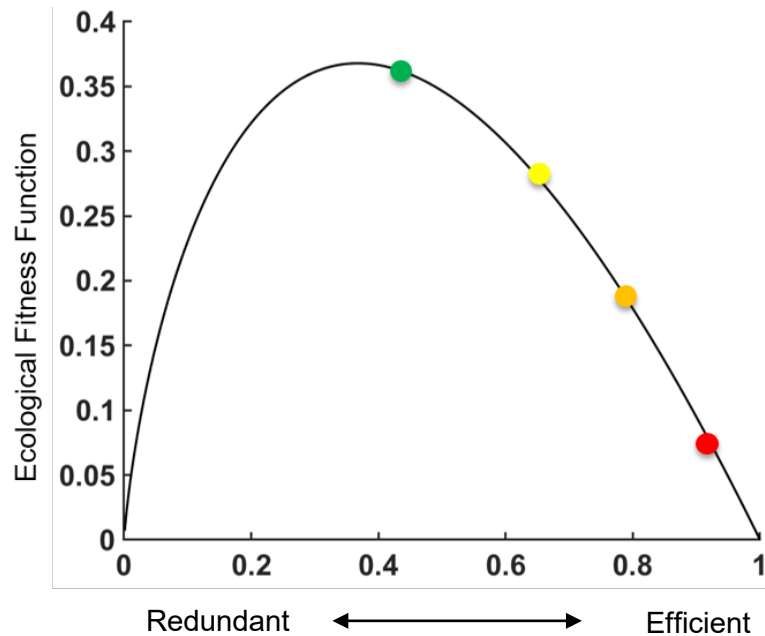


Observed “*Window of Vitality*”^[3,4]

- Degree of System Order (a)^[3]
- Quantifies balance of efficient & redundant network pathways



3. Ulanowicz, R. E., et al. (2009). "Quantifying sustainability: Resilience, efficiency and the return of information theory." *Ecological Complexity* 6(1): 27-36
 4. Fath, B. D. (2015). "Quantifying economic and ecological sustainability." *Ocean & Coastal Management* 108: 13-19.



1. Do SoS architectures with bio-inspired balances of efficient & redundant interactions improve *performance, affordability, and response to disruptions*?
2. What factors influence a favorable “window of vitality” for an engineered SoS?

- Food Web Digraph: ENA ecosystem model
- Flow matrix \mathbf{T} : flow magnitude information
- Organizational Development^[5] (AMI):

$$AMI = \sum_{i=0}^{N+2} \sum_{j=0}^{N+2} \frac{T_{ij}}{TST_p} \log_2 \left[\frac{T_{ij} \cdot TST_p}{T_i \cdot T_j} \right]$$

- Upper Limit of Organizational Development^[5] (H):

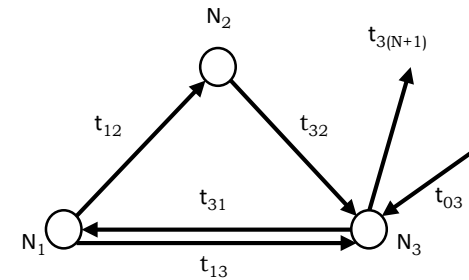
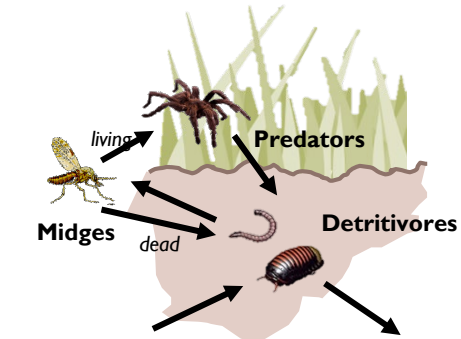
$$H = - \sum_{i=0}^{N+2} \sum_{j=0}^{N+2} \frac{T_{ij}}{TST_p} \log_2 \left[\frac{T_{ij}}{TST_p} \right]$$

- Degree of System Order^[3] (a):

$$a = AMI/H$$

- Ecological Fitness Function (F):

$$F = -(a^\beta) \cdot \ln(a^\beta)$$



	1	2	3	Output	Dissipation
Input	0	0	0	t_{03}	0
1	0	0	t_{12}	t_{13}	0
2	0	0	0	t_{23}	0
3	0	t_{31}	0	0	t_{34}
	0	0	0	0	0
	0	0	0	0	0

3. Ulanowicz, R. E., et al. (2009). "Quantifying sustainability: Resilience, efficiency and the return of information theory." *Ecological Complexity* 6(1): 27-36

5. Ulanowicz, R. E. (1986). *Growth and Development: Ecosystems Phenomenology*, iUniverse.



INITIAL ANALYSIS OF TWENTY FEASIBLE ARCHITECTURES FOR A NOTIONAL HOSTILES SURVEILLANCE SoS

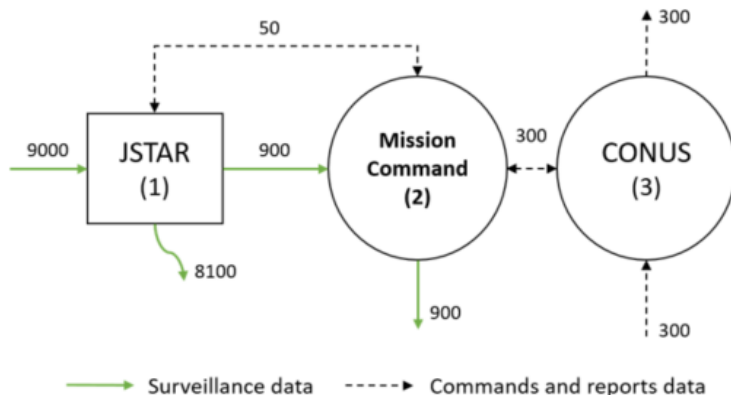
- Surveillance area capacity, surveillance quality, exploitation capability, and operational cost characteristics selected based on literature^[6]

System	Surveillance quality	Max. surveillance area (sq. miles)	Exploitation capability	Operational Cost (10 ³ \$/hour-unit)
JSTAR	1	>9000	1 JSTAR	18
UAV	0.9	2250	-	2
Military Satellite	0.7	>9000	-	1
Theater	-	-	2 UAVs	10
CONUS	-	-	Unlimited	-

- **SoS Performance:** function surveillance and surveillance quality
- **SoS Operational Cost:** sum of operating costs of sub-systems
- **Validation:** *Standard N-X Contingency Analysis*
 - Investigate disruptions response
 - Loss of one, two, and three sub-systems (N-1, N-2, and N-3 contingencies)

6. Dagli, C. H., et al. (2013). "An advanced computational approach to system of systems analysis & architecting using agent-based behavioral model."

- SoS architectures modeled as flow network digraphs
 - Participating systems = nodes
 - Operational data = flows
- Fitness Function (F) & Degree of System Order (a) calculated using the flow matrices (T)



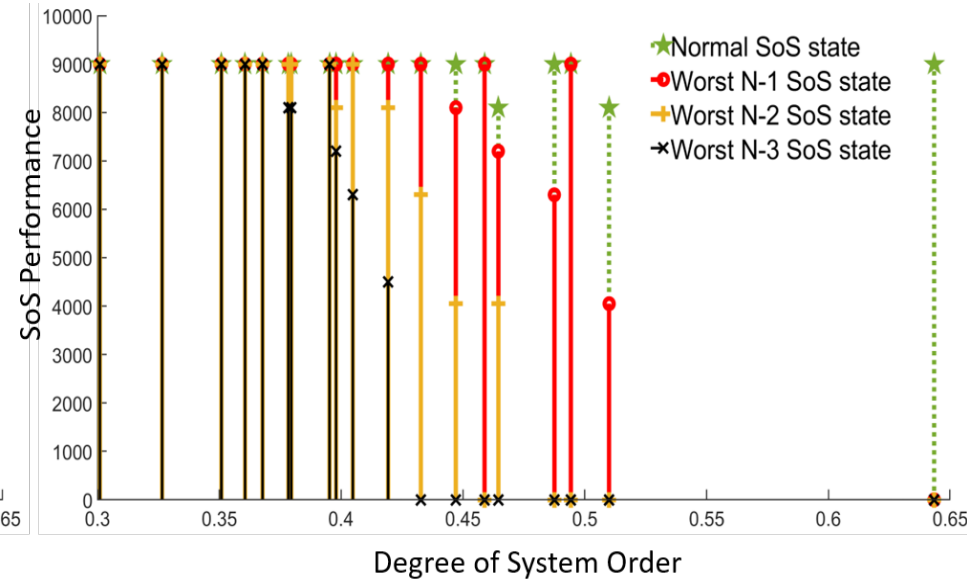
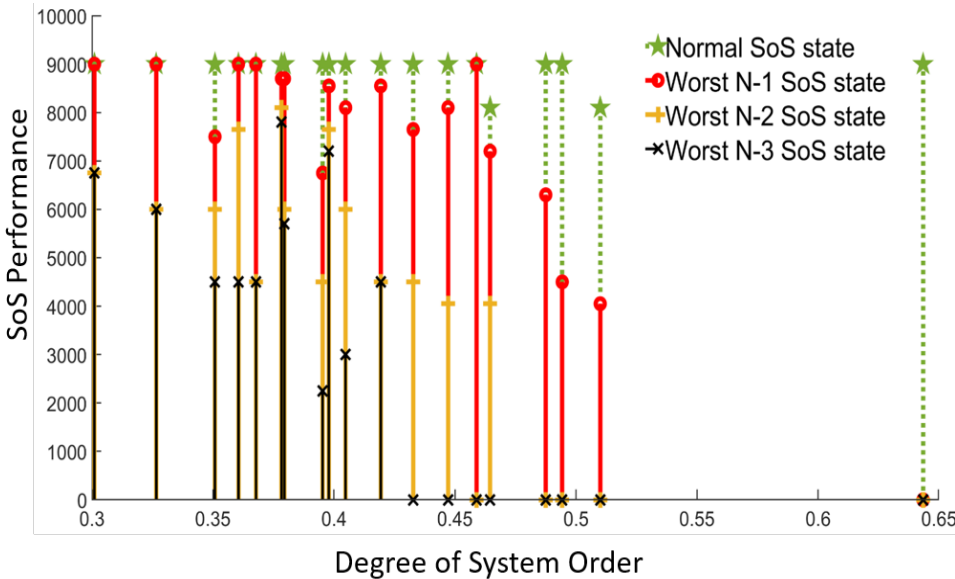
		Surveillance data flow matrix						Commands and reports data flow matrix					
		0	1	2	3	4	5	0	1	2	3	4	5
0		0	9000	0	0	0	0	0	0	0	300	0	0
1		0	0	900	0	0	8100	0	0	50	0	0	0
2		0	0	0	0	900	0	0	50	0	300	0	0
3		0	0	0	0	0	0	0	0	300	0	300	0
4		0	0	0	0	0	0	0	0	0	0	0	0
5		0	0	0	0	0	0	0	0	0	0	0	0

ILLUSTRATIVE EXAMPLE: 1/20 SoS Scenarios Investigated

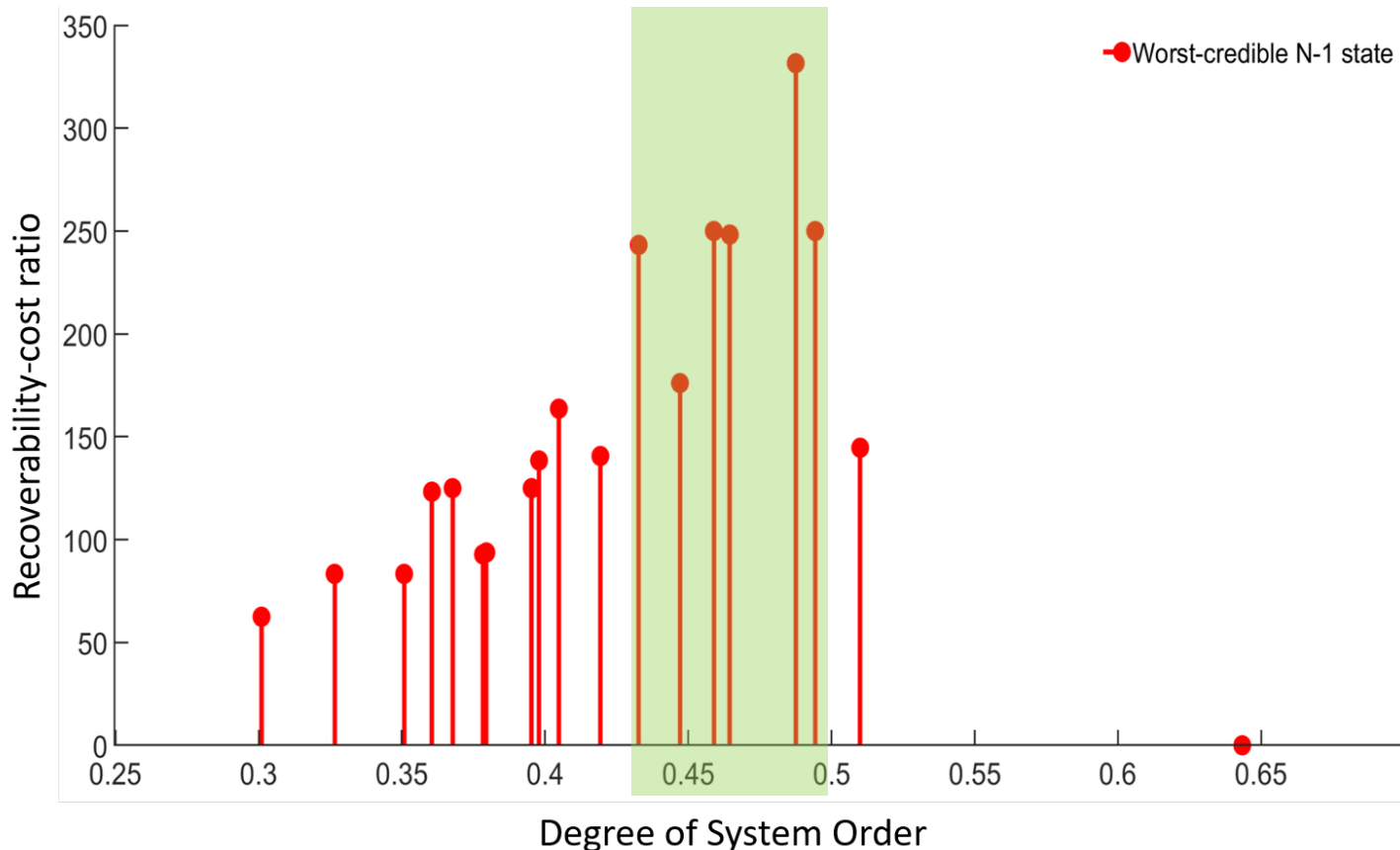
- Redundancy improves disruption response up to a point for each threat level
- $N-1$ Scenarios: closer to $a = 1$ (efficient interactions)
- More Severe $N-2$ and $N-3$ scenarios: moves closer to $a = 0$ (redundant interactions)

Performance at Disruption

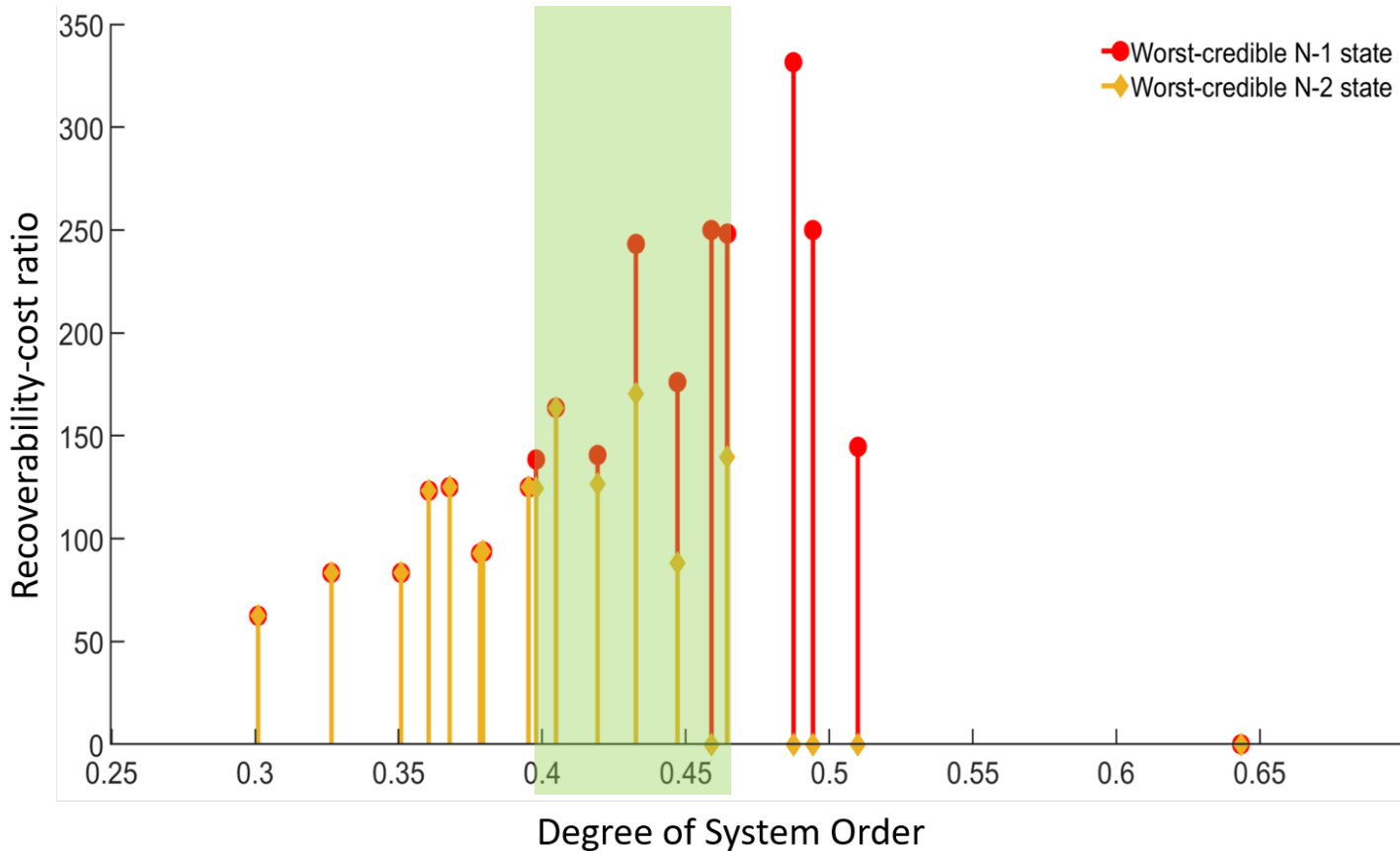
Performance after Re-Allocation



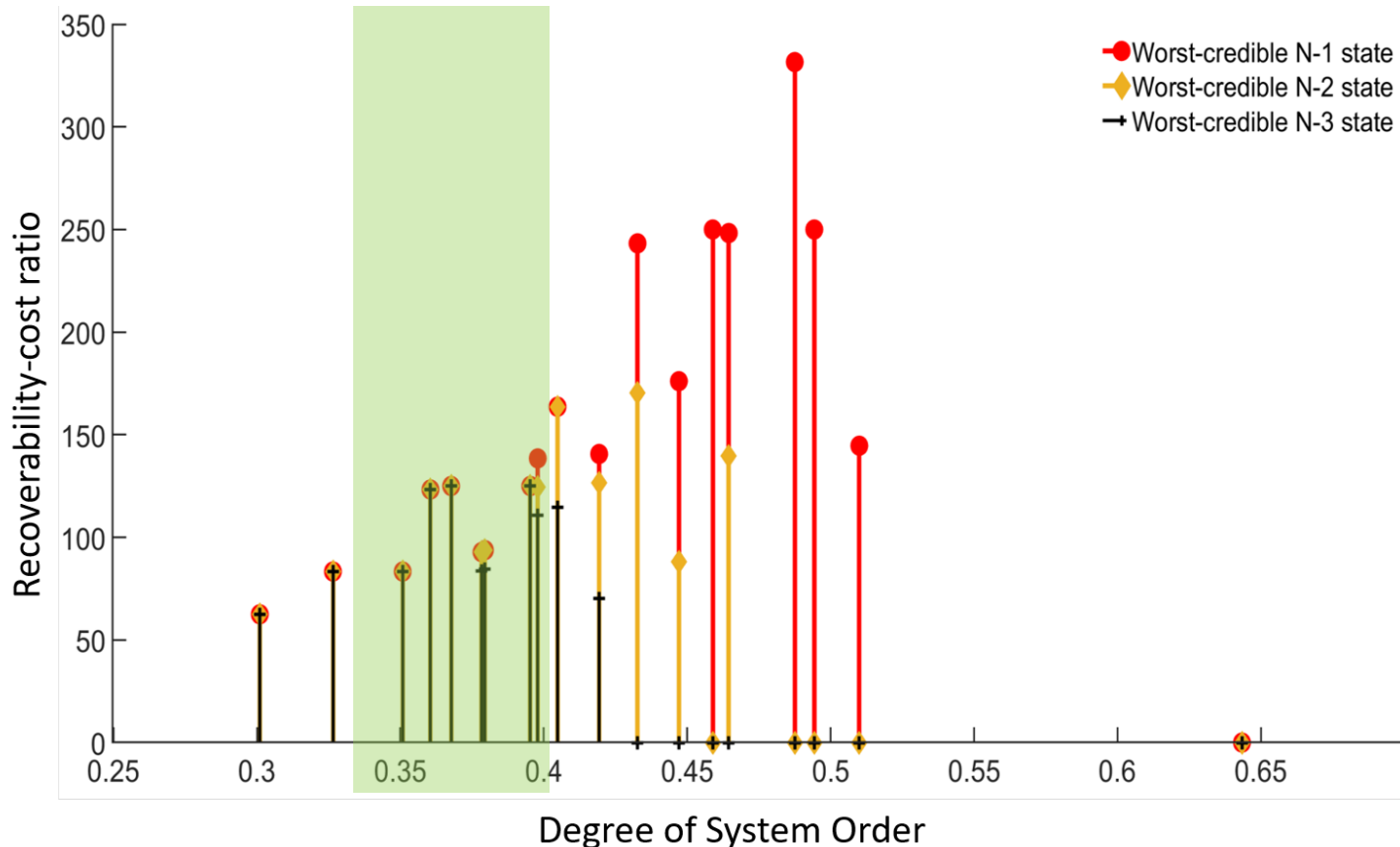
Recoverability-Cost Ratio: Level of performance that can be recovered by surviving systems *after* the **worst credible N-X disruptions**, normalized by operational cost



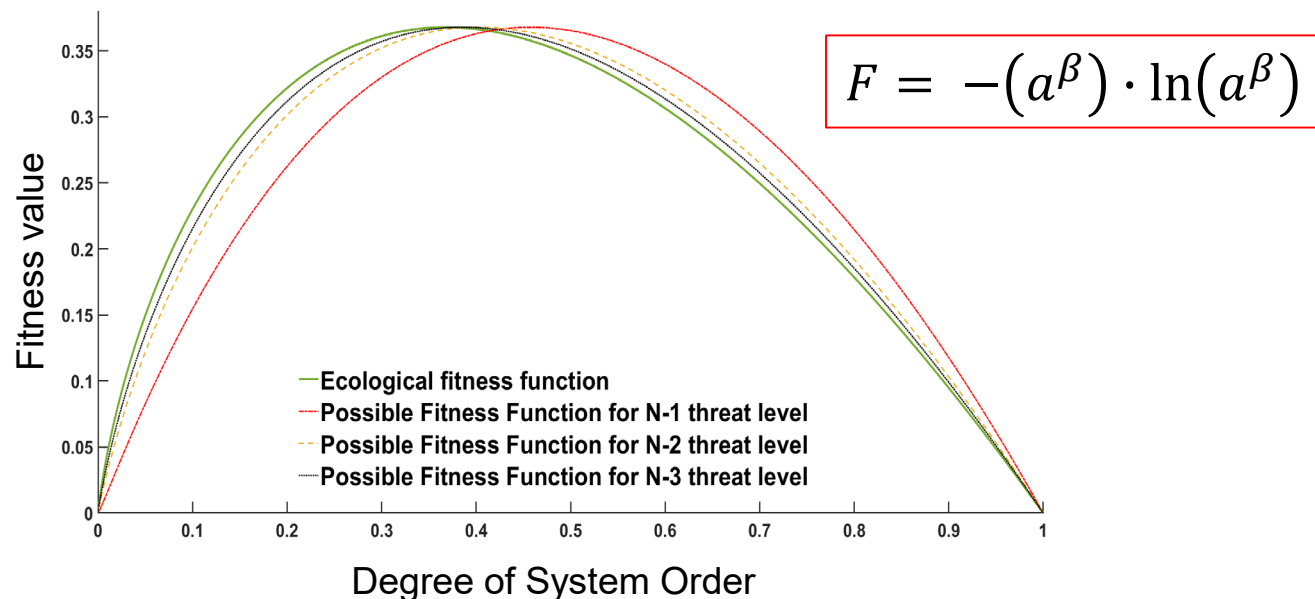
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Recoverability-Cost Ratio: Level of performance that can be recovered by surviving systems *after* the **worst credible N-X disruptions**, normalized by operational cost



- Recoverability-Cost Ratio *improves* with redundancy, peaks, and then worsens (*excessive redundancy*)
 - Similar behavior to ecosystems
- SoS fitness (F) *estimated* based on best recoverability-cost ratios design for each contingency analysis
 - Increasing threat levels cause fitness trend to **move towards the *ecological fitness function***



- Additional SoS case studies
 - More complex scenarios
 - More complex disruption models
- Investigate effects of excessive redundancy on SoS, such as organization interoperability
- Investigate mathematical framework for SoS trends and trades
 - SoS fitness function: peak location trends
 - Explanatory understanding of redundancy-efficiency trades on SoS fitness
- Guidelines for quantitative modeling SoS and evaluation in early stages of mission engineering