



## Design principles for Ultra-Large-scale Systems

Hillary Sillitto, ESEP  
Thales UK

- *Ultra-large-scale (ULS) systems will be interdependent webs of software-intensive systems, people, policies, cultures, and economics.*
  - sheer scale changes everything.
  - decentralized
  - wide variety of stakeholders with conflicting needs
  - evolving continuously
  - constructed from heterogeneous parts.
  - people will be elements of the system
  - failure will be “normal”
- "Given the issues with today's software engineering, how can we build the systems of the future that are likely to have billions of lines of code?"
- <http://www.sei.cmu.edu/uls/>



***Ultra-Large-Scale Systems: The Software Challenge of the future***

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- Part of LSCITS (Large Scale Complex IT Systems) research programme
- Briefs from Linda Northrop, Erik Hollnagel
- Key discussion points:
  - Practice ahead of science
    - “composing” systems we don’t know how to analyse
  - Interdisciplinary and multi-disciplinary
    - need to engage diverse fields of knowledge
  - Wide range of practice between best and worst
    - academics can’t get a clear view of “best practice”
  - Current certification techniques don’t transfer readily to open systems

**Traditional Systems and SW Engineering methods  
“not sufficient and may not even be appropriate”**

## 5 key issues

- Complexity
- Emergence
- People in the system
- Constant reconfiguration and evolution
- Organisations that develop, buy and use the systems

## 10 principles

- ULSS is a wicked problem
- Stability margin
- Value adding, opportunity seeking
- Node and web architecture
- Layered architecture
- Align to common purpose at multiple levels
- Understand & manage vulnerabilities
- Focus on phase transitions
- Provide feedback relevant to decision cycles and available choices
- Stable intermediate forms

## 5 practices

- Physical architecture:
- Functional architecture:
- Synchronise effects with control levers
- Analysis and responsibility boundaries
- Effective and appropriate measurement

## Analogies in other domains

Town planning; Economics; Military; Physics;  
Chaos and complexity theory

# Subjective and Objective complexity: ↩



Is this real?

subjective

objective

problem

solution

**Subjective Complexity**  
exists in the mind of the observer. Primary indicator is the range of “Spreadthink” or “Weltanschauung” – the mismatch between different stakeholders’ perceptions of key issues and priorities

## Objective Complexity

- exists in the problem situation and/or the system solution
- is objectively measurable.

Indicators are:

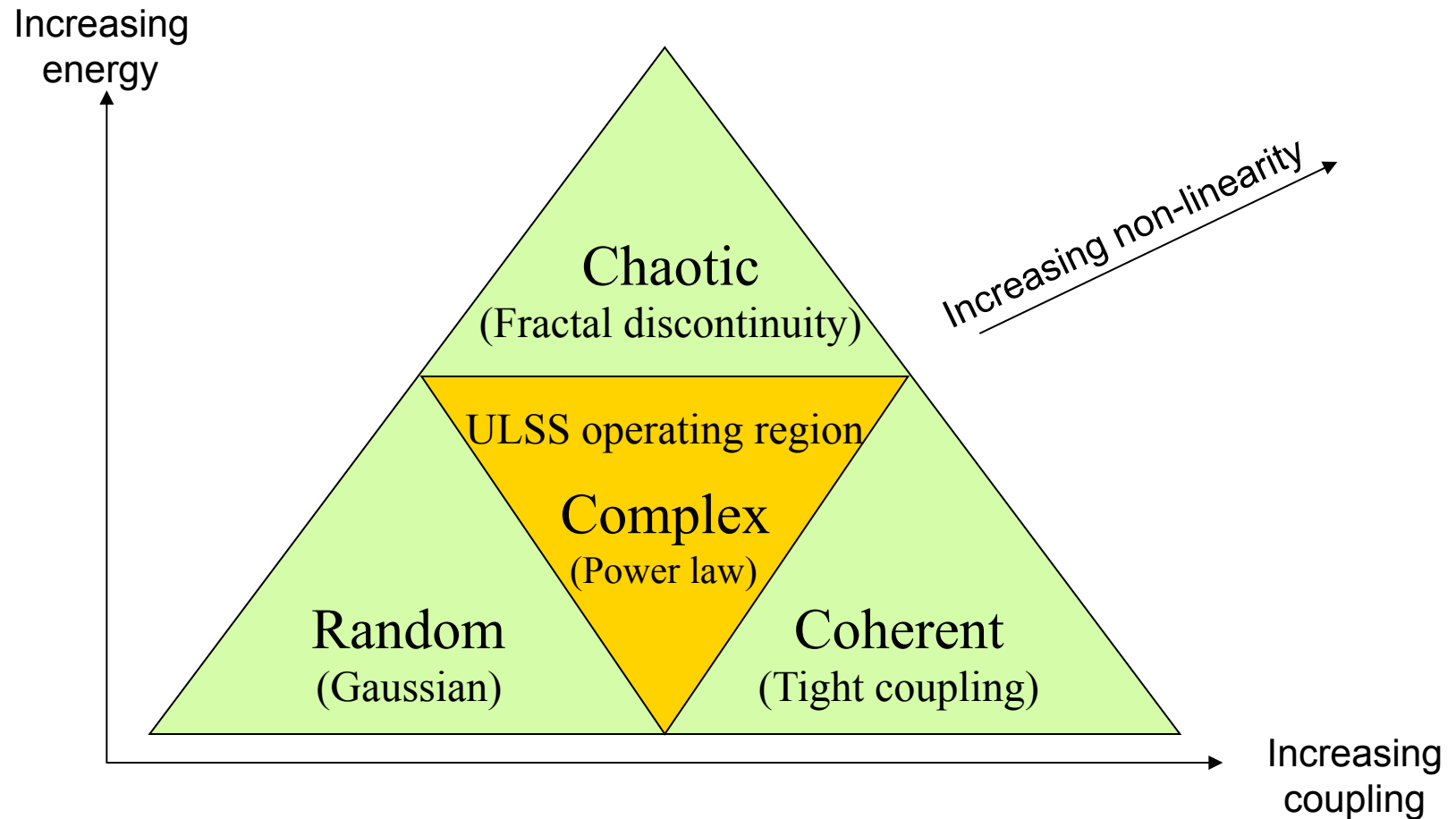
1. The number of variables and dimensions required to describe the system and its behaviour;
2. Our ability or otherwise to predict future state based on a) current state; b) history

3. Non-gaussian statistics???

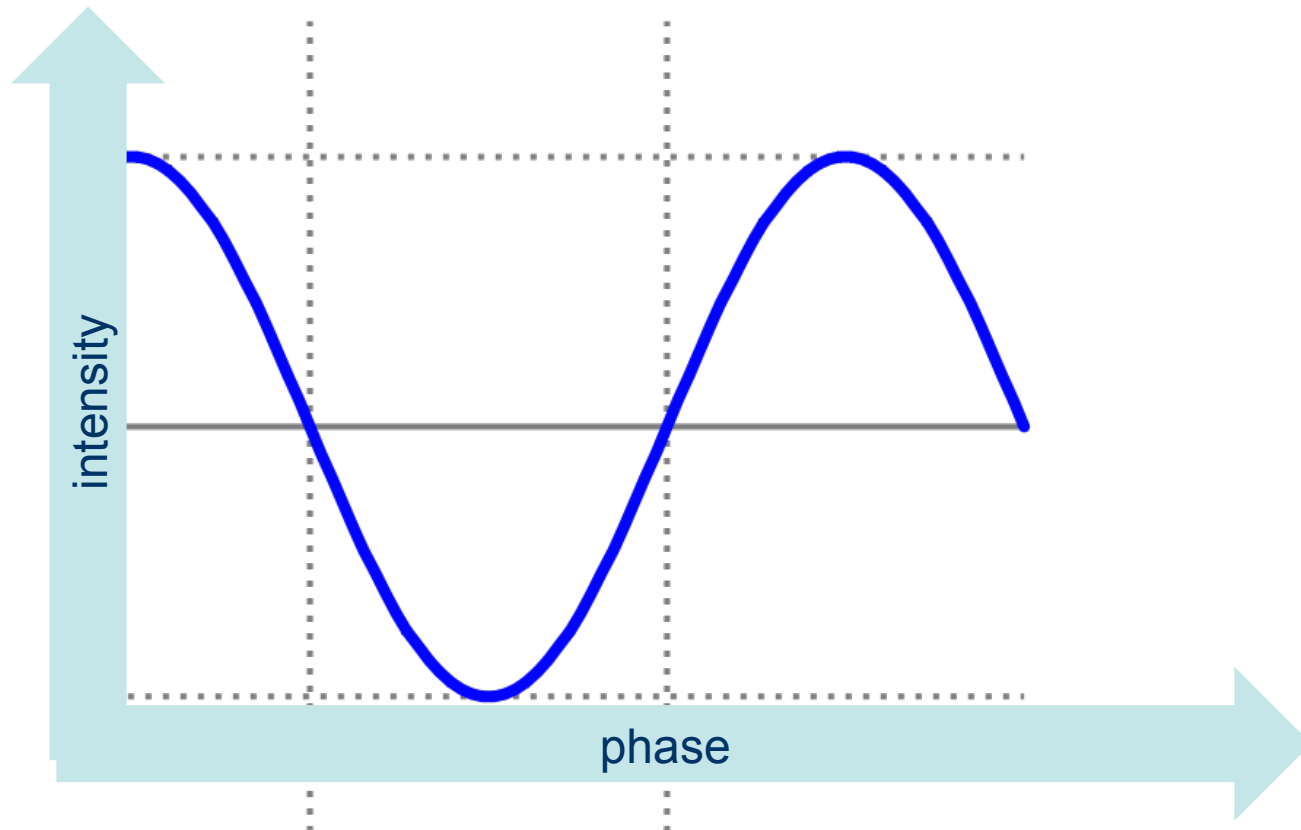
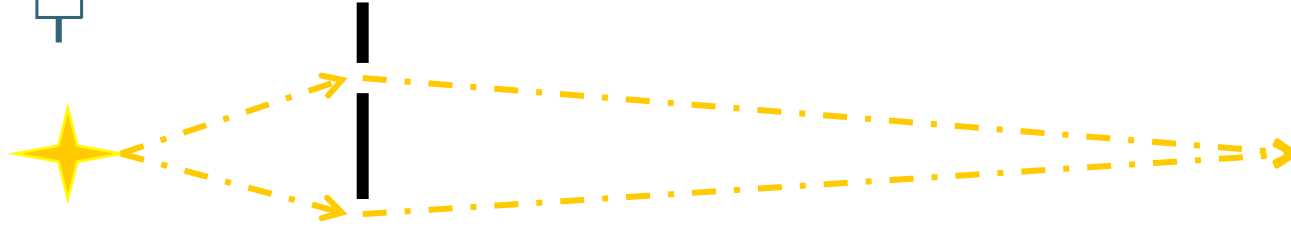
1. Objective complexity exists in technical systems
  - Will prove with example of optical partial coherence
2. An objective aspect of complexity may exist in socio-technical systems
  - Property of the system not the observer
  - Distinct from Warfield's "subjective complexity"
3. If Power Law behaviour is observed, then you need to change your risk management perspective
  - This may be an objective measure of sociotechnical complexity!



# Complexity: “Complex systems evolve to the edge of chaos”



# Non-linearity – interference of light waves



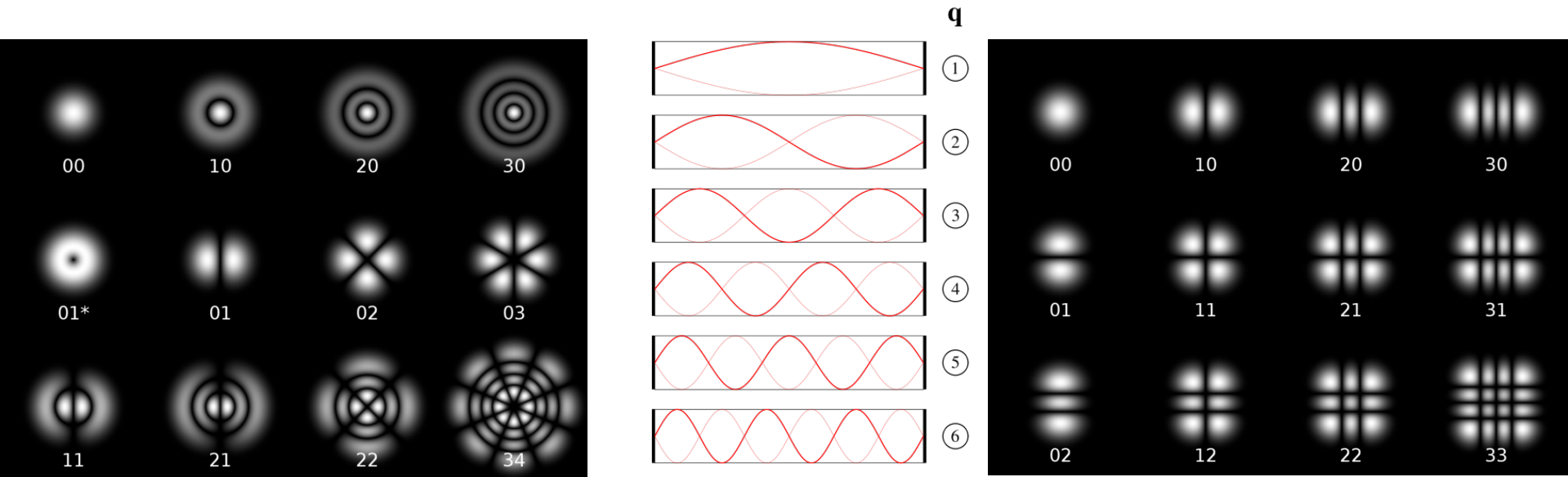




# Complexity in optics: laser modes



Coherence: light waves “march in step” in a laser cavity



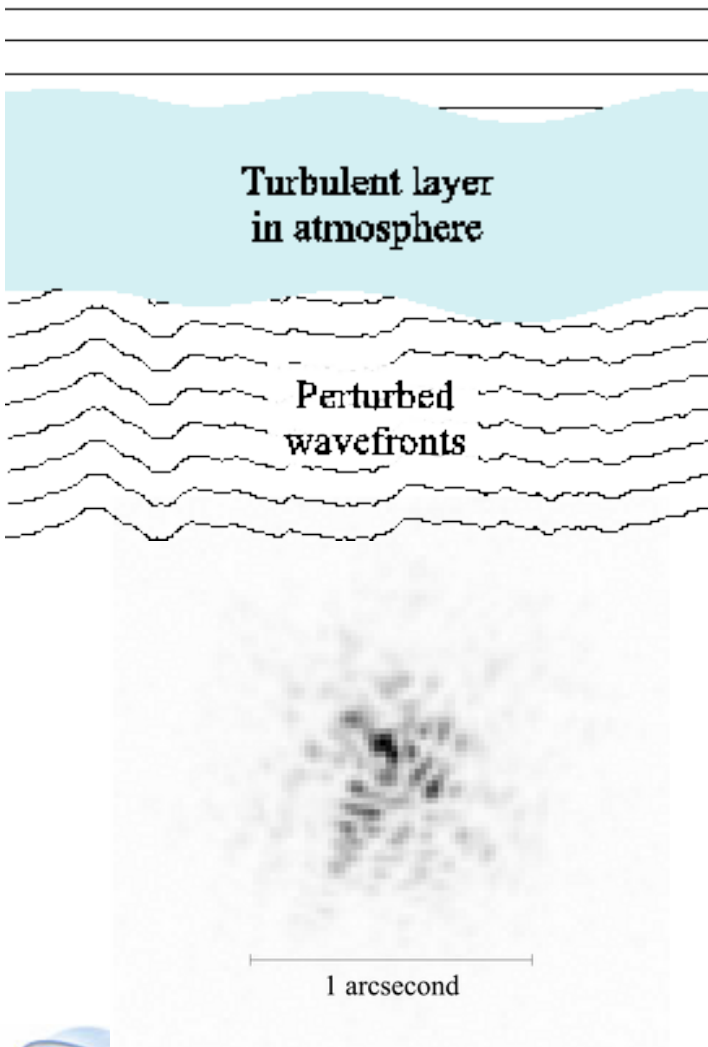
Onset of Objective Complexity:

higher order transverse modes are mathematically predictable



# Complexity in Optics: atmospheric distortion

Plane waves from distant point source



We can model “typical” images of stars through turbulent atmosphere

<http://www.youtube.com/watch?v=2DDL47FRwRY>

Real situation complex, non-linear:

We can simulate but not predict!

We can design systems that compensate for the effect in real time

<http://www.youtube.com/watch?v=x3JkjXco6m0>

<http://www.youtube.com/watch?v=i5GIXJ-L-Cg&NR=1>

Images from:

*Lucky Exposures: Diffraction Limited Astronomical Imaging Through the Atmosphere;*

PhD Thesis, University of Cambridge, Robert Nigel Tubbs



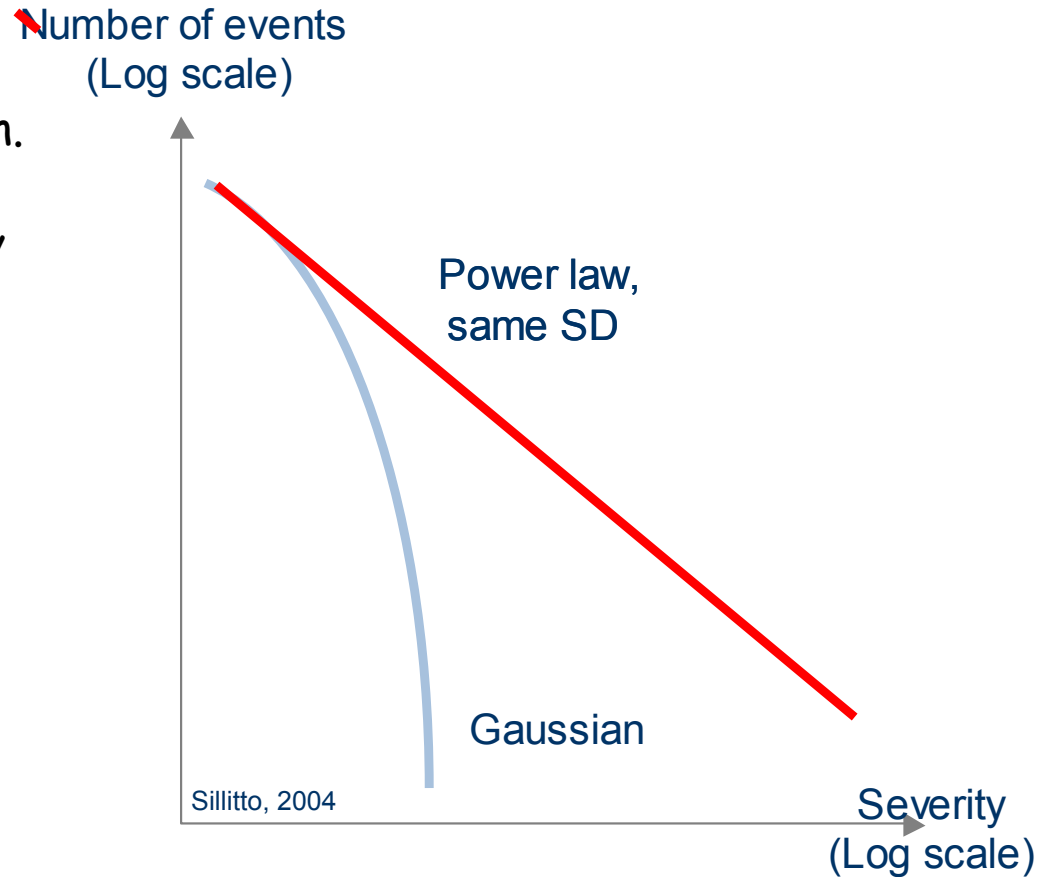
# Power law: “signature of complexity”?

Sheard, 2005

There are two important things about the Power Law distribution.

It is found in a very wide variety of natural and man-made phenomena

It means that very large impact events are infrequent, but occur much more often than you might expect



*Earthquake statistics and many other natural complex systems follow a power law (Malamud, 2004).*

*So do risks in projects (Allan, 2010)*

*Implications for risk mgt: (Jim Armstrong 2009)*



## Procurement:

- select mainly on cost
- complex, unaligned supply chain
- no coherent system integration [Gray report]

## Operation:

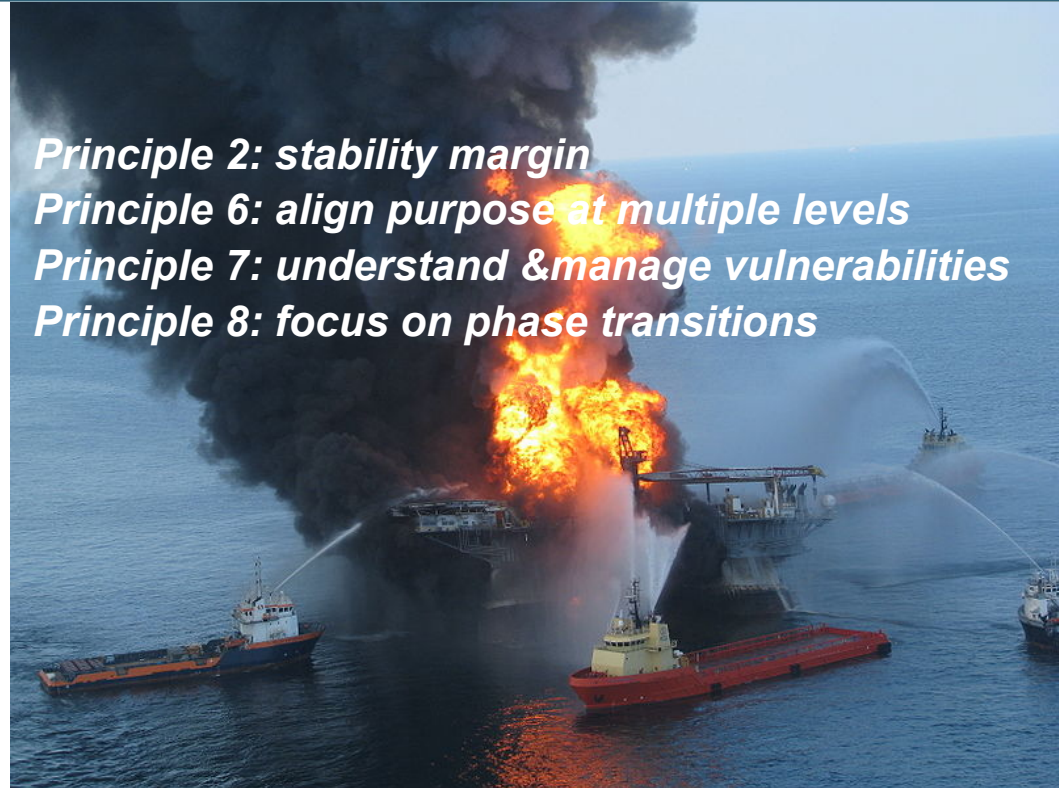
- drive for efficiency may erode stability margin and resilience culture

Low level problems - system wide consequences

Inter-element collaboration key to resilience (Jackson)

Free flow of information essential

- **complex supply chains impede it; transactional/legalistic behaviour blocks it**
- Alternative approaches have proved successful
- Heathrow Terminal 5 design and build – see [Blockley and Godfrey] for general approach
  - Problem at T5 was with principle 8 – focus on phase transitions [HCSC report]





- part of the solution
- education and market signals align purpose at multiple levels (Principle 6)
- respond emotionally as well as (or instead of) rationally
- system design must consider emotional response



Nick Ut, Associated press, June 8 1972  
– historic image from Wikipedia



John Bruno blog, <http://www.climateshifts.org/?p=5423>



Twin Towers attack, 9/11/2001:  
Wikipedia



All systems have emergence

For ULSS it is their raison d'être

- they are composed to exploit the opportunities offered by large-scale emergence (Principle 3)

ULSS emergent properties must offer enough benefit to sponsors and critical stakeholders to offset

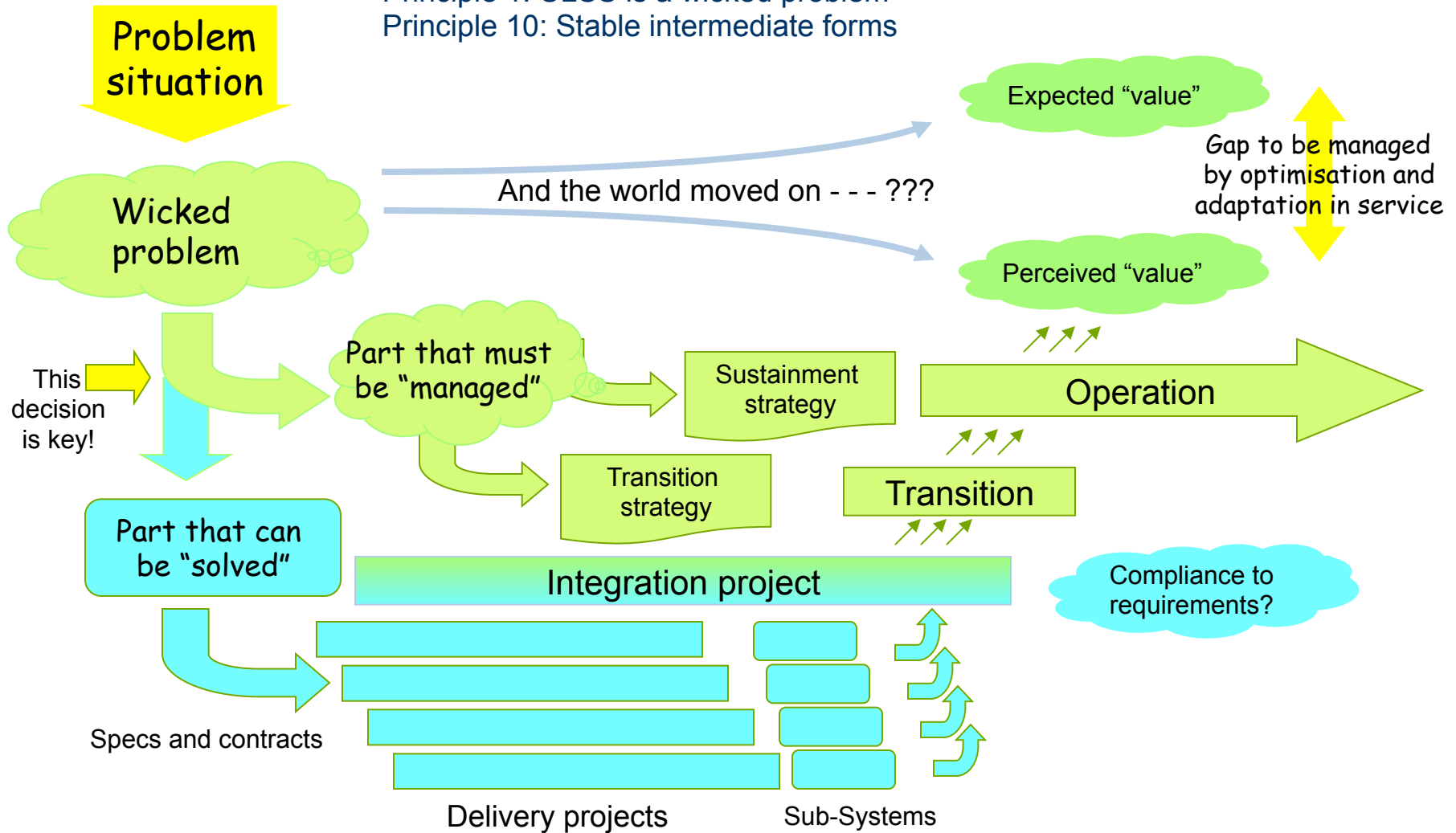
- additional costs of composing and governing the ULSS
- the risks created by the possibility of unintended emergence.

Engineering design domains that exploit emergence

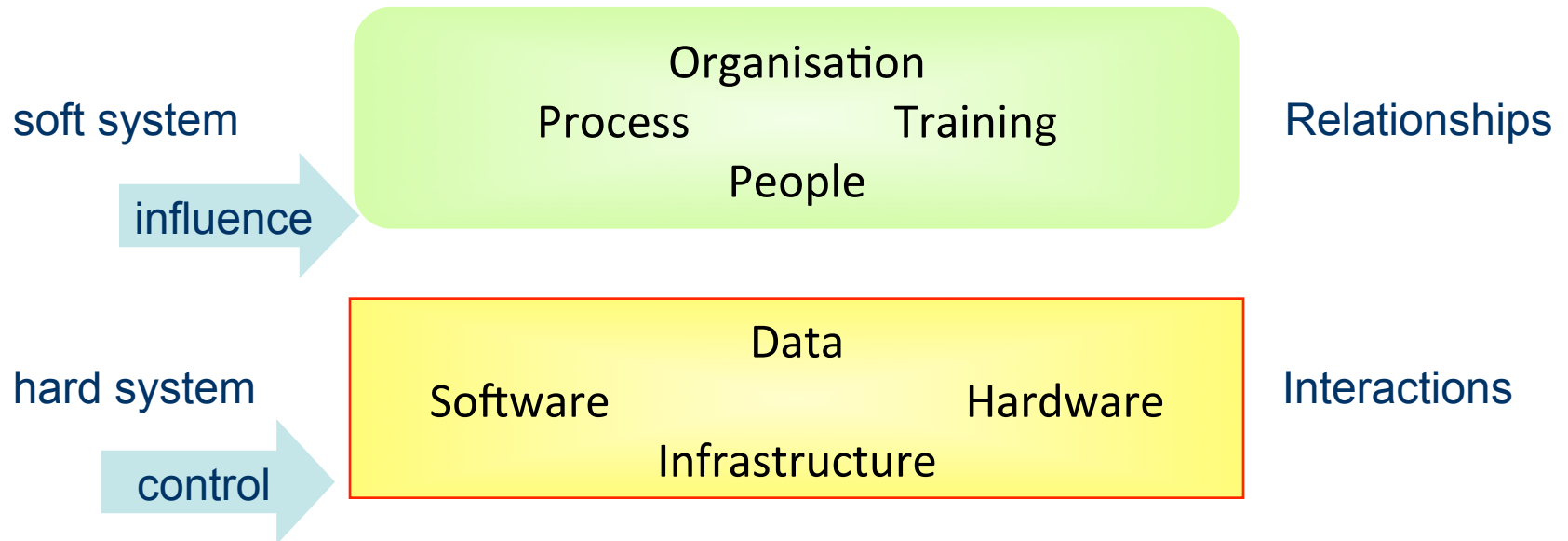
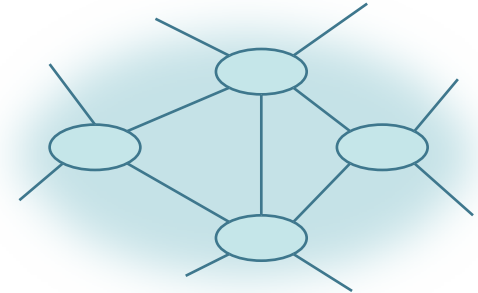
- have good mathematical models of the domain,
- rigorously control variability of components and subsystems, and of process, in both design and operation

# Constant reconfiguration and evolution

Principle 1: ULSS is a wicked problem  
Principle 10: Stable intermediate forms



- Nodes and their composition: organisation of resources
- Performance management
- Culture and motivation
- Interoperable in all layers







# Understand available control levers

## Practice 3

The right measures and mechanisms will depend on time constants

- how quickly information and effects propagate through the system
- how quickly decisions are made;

and on the gain

- the effect produced by each action.

If decisions are based on stale information and produce delayed effects,

- there will be delays and overshoots in response,
- **the system may become unstable,**
- the effect of actions will not be what was intended,
- **the desired emergent properties will not be achieved.**

Influence local self-interested decisions to create broadly aligned and synergistic collective behaviour



Why?

- optimise performance
- maintain stability
- optimise value

What happens at present?

- Contracts default to measuring what can be measured:
- performance, not value nor stability

What should we measure and lock into contracts to drive

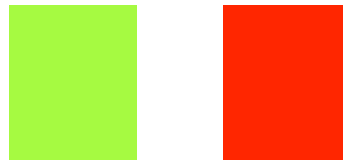
- performance (to achieve outputs and system stability) ?
- behaviours (to create potential for added value)?

What else should we measure

- to detect unintended consequences?
- to optimise value?

How to incentivise inter-element collaboration?

Uncertainty is inevitable: must be accepted and recognized.



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“Complex systems evolve to the edge of chaos”

- understand, manage and protect “Stability margin”

Current systems already show ULSS issues and pathologies

- proper use of “best knowledge” will address many ULSS issues.

Gap between Architecture Frameworks and Model Driven Architecture.

- neither covers policies, values, behaviours and cultures, and emergence
- nor does anything else in current SE

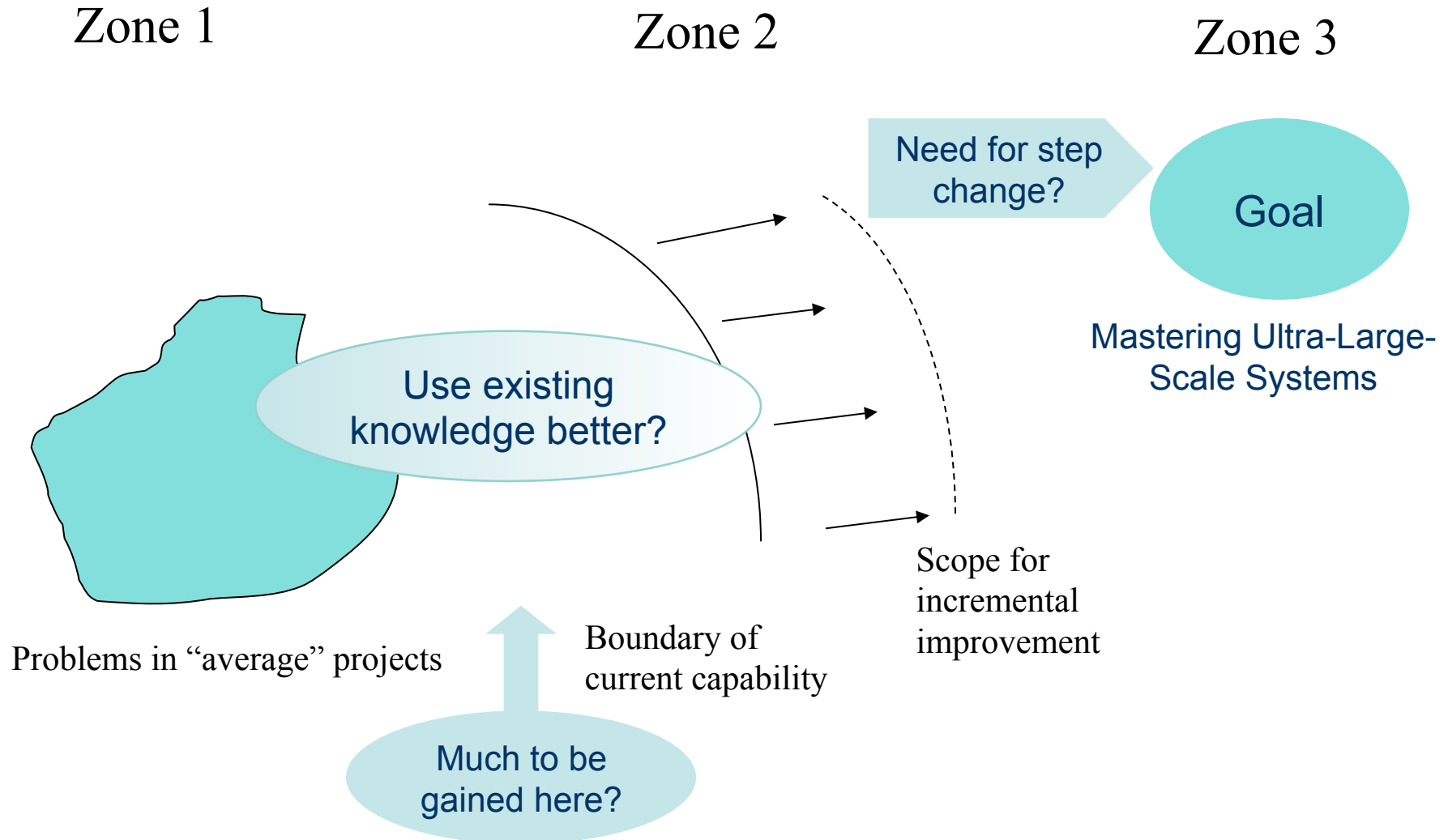
Two key architectural decisions for certification and evolution.:

- granularity of the system “chunks”
- behaviour centrally/locally defined and controlled



**Thank you for your attention.  
Any questions?**

# Do we need to go beyond state of the art or just apply it?

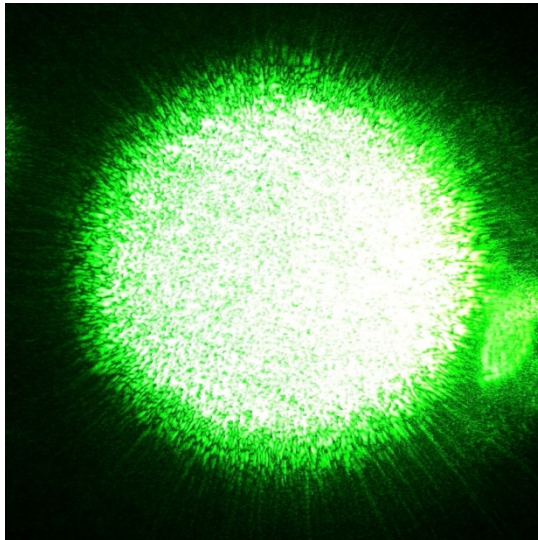




# Complexity in Optics: speckle

Intensity =  $f(\text{amplitude, phase})$

“Subjective” Laser speckle:

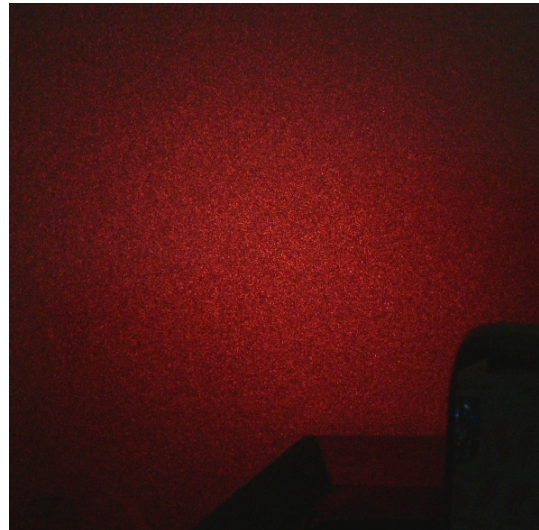


Laser speckle on a digital camera image from a green laser pointer.

Speckle is “in the eye of the beholder”

[http://en.wikipedia.org/wiki/Speckle\\_pattern](http://en.wikipedia.org/wiki/Speckle_pattern)

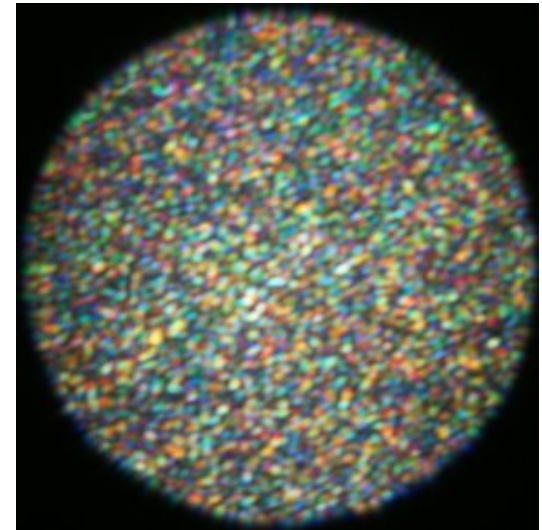
“Objective” Laser speckle:



Light field formed when a laser beam was scattered from a plastic surface onto a wall.

Speckle is independent of viewing conditions

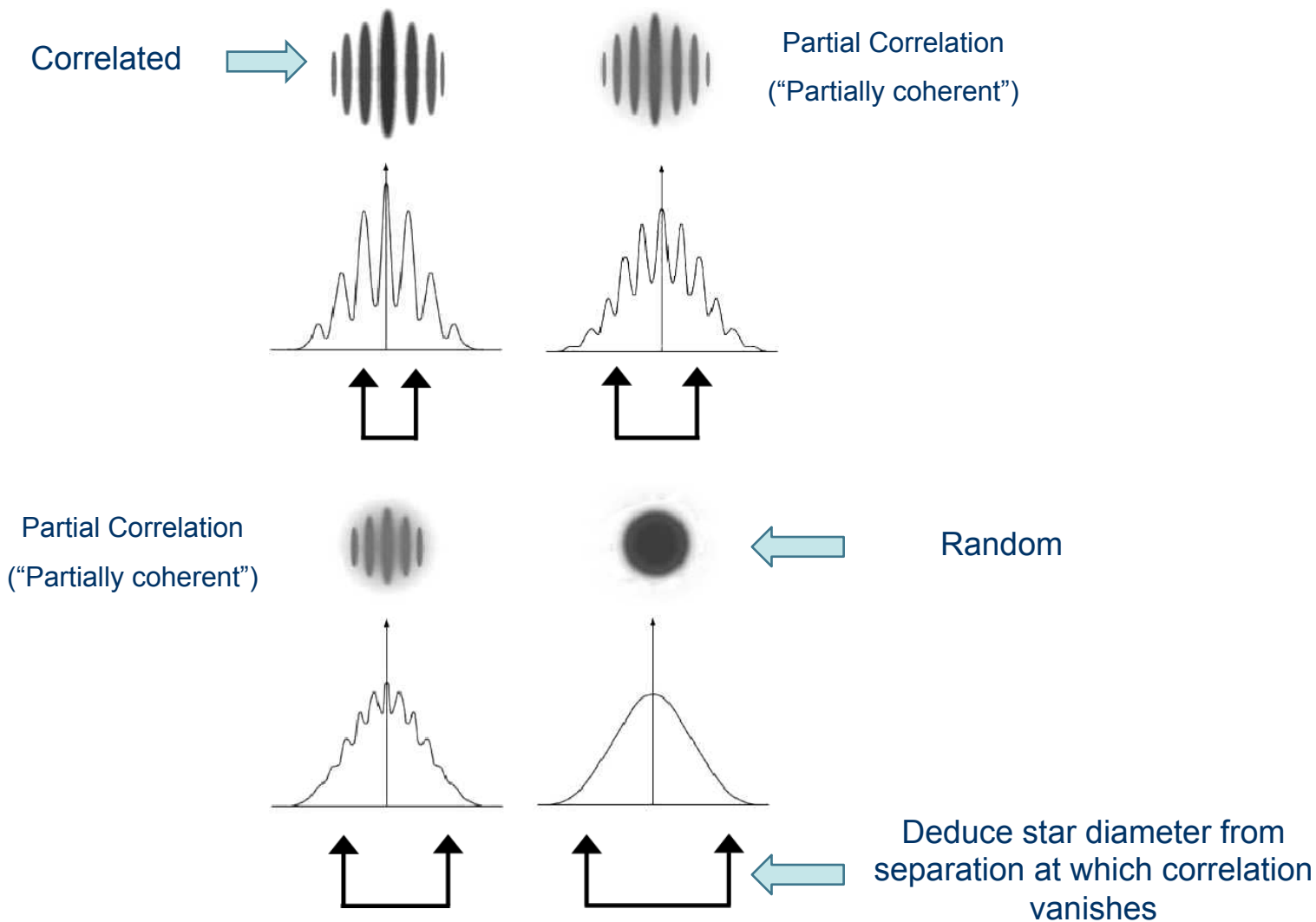
Sun speckle on finger nail



A sunlight speckle pattern photographed by Stewart McKechnie

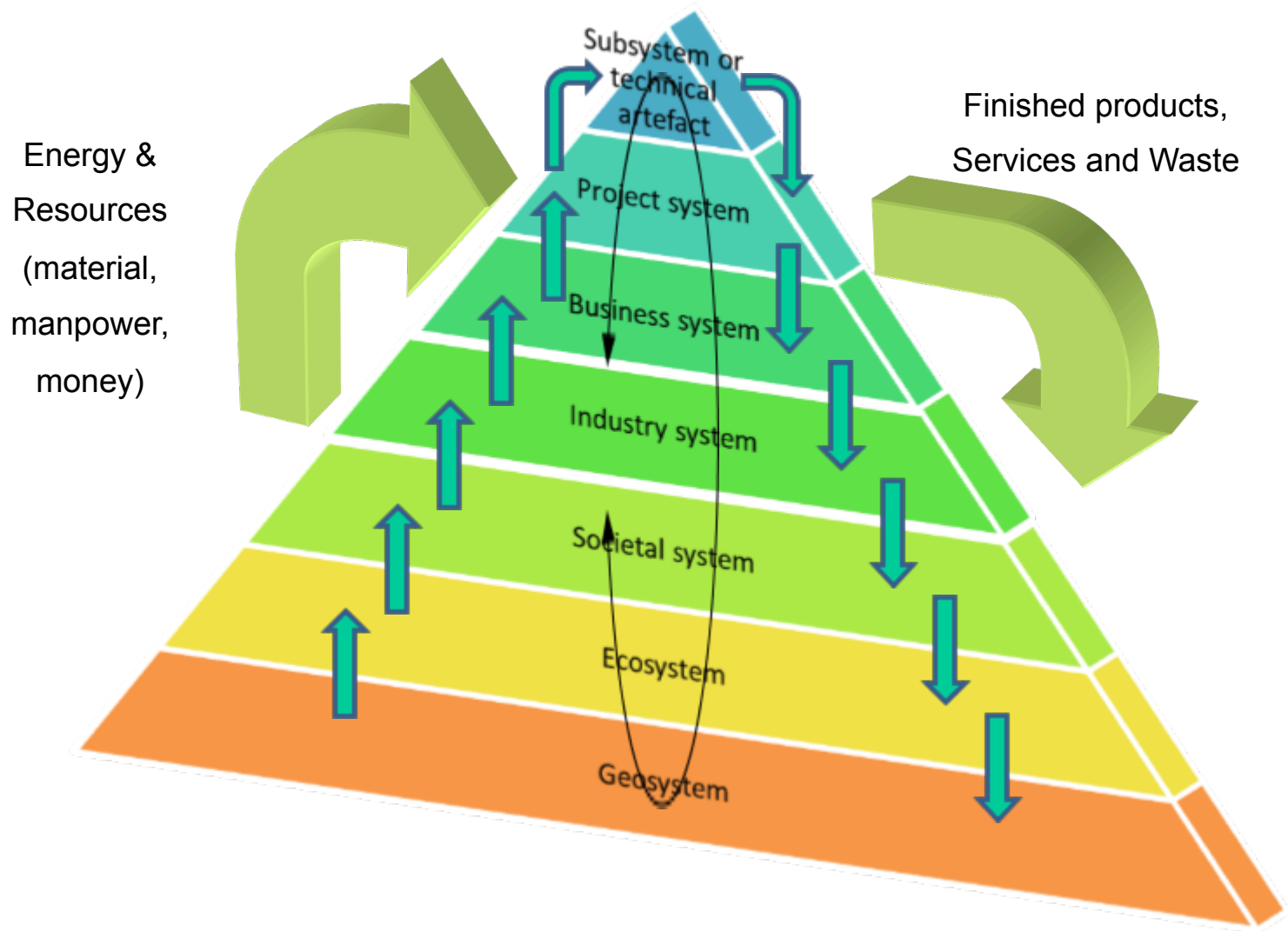
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# Measuring distant stars from “partial coherence”



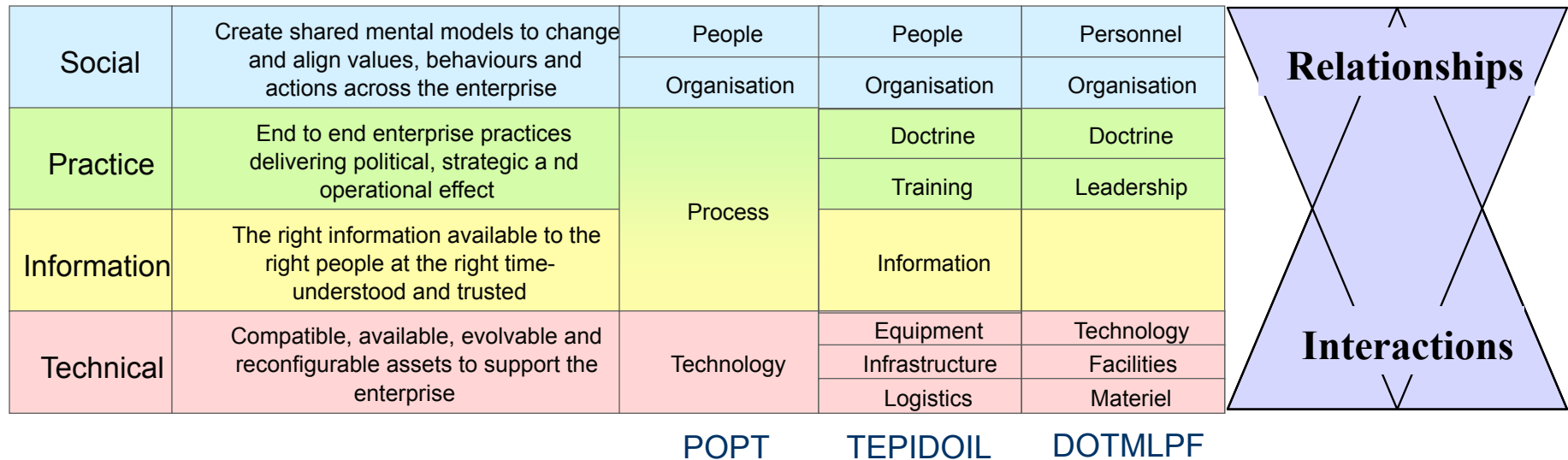


# Expand our worldview to understand societal and environmental impact of technical problems



# Making interoperability possible: layered architecture

## Principle 5: Layered architecture



### Key to scalability

*In a distributed complex system we want all nodes to conform to the layering principles.  
How to do this with heterogeneous “brown field” systems of systems?*

DOTMLPF: Doctrine, Organization, Technology, Material, Leadership, Personnel, Facilities (US DoD)

TEPIDOIL: Training, Equipment, People, Information, Doctrine, Organisation (UK MOD)

POPT: People Organisation Process Technology (Garstka)