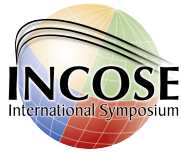




# Rolls-Royce



# The Barriers to Systems Thinking

**Richard Beasley**

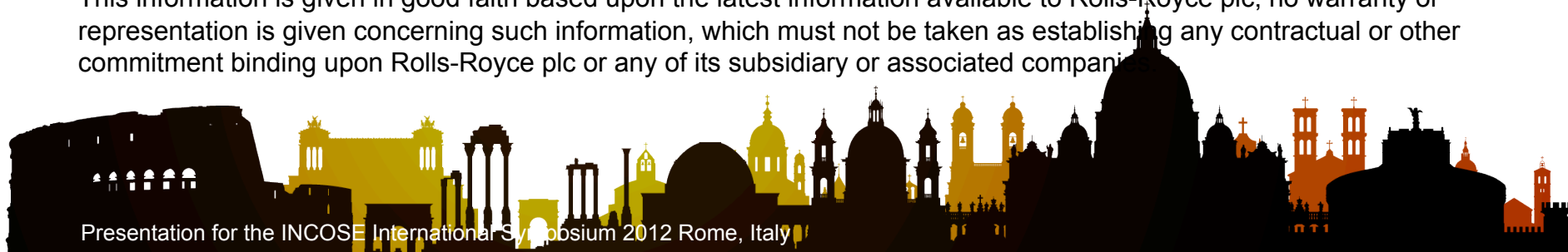
**Global Chief of Systems Engineering;  
Associate Fellow – Systems Engineering**

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- **Systems Thinking**
  - What is it?
  - Why is it important?
- **Barriers to it**
  - Human nature (the human mind)
  - Organisation / engineering
- **Overcoming the barriers**
  - Knowing the problem – what needs to be done to overcome
- **Concluding remarks**

- Systems Thinking critical to effective Systems Engineering
- Rolls-Royce definition of Systems Engineering and Thinking
  - *Systems Engineering* is applying the **concept of a system** to a situation in order to gain insight and understanding (Systems Thinking), in a **systematic and repeatable** manner.
  - *A System* is connected components forming a whole, **showing properties of the whole**, rather than the components. A system has **systemic properties** and characteristics used to understand the problem / situation under investigation.
- Apply properties of a system to problem, even when it isn't an actual system, to get understanding
- Systems Thinking to be a core competence across RR Engineering

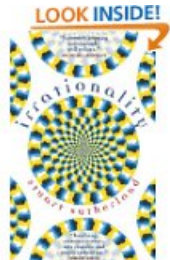
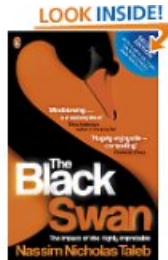
# Balance thinking and process

Being Systematic	Good process	<b>No invention / rework</b> No real thinking, Systems process methods “by the numbers” methods, ineffective Systems Engineering	<b>A very good chance</b> The right understanding of problem – skilled and appropriate use of process and method
	Poor Process	<b>No chance</b> Cannot handle complexity and unlikely to do well!	<b>No control</b> Individuals “uninterested” in process –no control, critical things missed, reinvention, some “mavericks”
		Poor Systems Skills	Good Systems Skills
		Being Systemic	

# Human Behaviour barriers to Systems Thinking

- The way the human mind works is one of the biggest barriers to Systems Thinking
- Specific barriers are
  - Levels of activity in the human brain – e.g. Koestler “Ghost in Machine” describes
    - **Autonomous** (e.g. Breathing)
    - **Limbic / reactive** (“Horse’s kick”, “fast thinking”)
    - **Cognitive / reasoned** – often very analytical and “reductionist” – but thoughtful “slow thinking”
  - Jumping to conclusions – and the “availability error” (see later slide)
  - “What you see is all there is”
  - Difficulties with dynamics

## Key references for human aspects



- The paper draws heavily on 3 “popular press” publications – recommended for further reading
  - Taleb, Nassim, 2007 *The Black Swan* – first half!!
  - Sutherland, Stuart, 1992. *Irrationality*,
  - Dorner, Dietrich; 1996 *The Logic of Failure* (Original in German in 1989)
- Since writing the paper my thoughts have been reinforced by reading Kahneman, Daniel, 2011 *Thinking, fast and slow*
  - Fast thinking is the default – instinctive, jump to conclusion
  - Slow thinking is rational / analytical (not Systems Thinking) and biased by fast thinking preconceptions

Natural drive to jump to conclusions as soon as possible compounded by “**the availability error**”

Assertion – “A card with Letter **A** on one side always has a **3** on the other”

Task – you are given 4 cards – which **two** do you turn over to test the assertion?

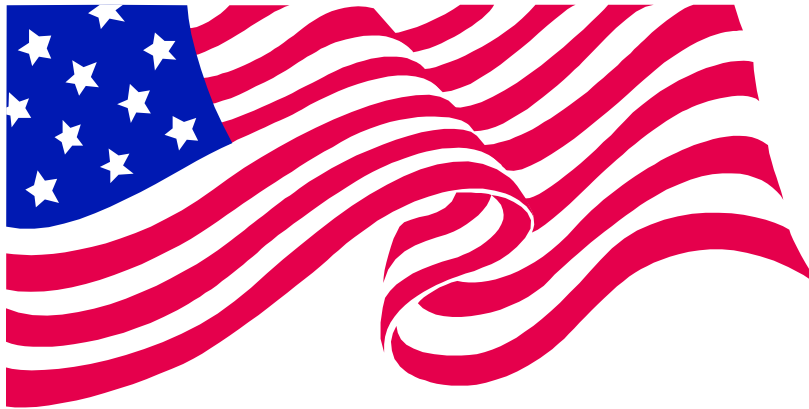
**A D 3 7**

**A** – most chosen and sensible – no 3 shows assertion is wrong

**D** – least chosen – and least chosen

**3** – popular choice– **irrelevant to assertion** – **but 3 is available**

**7** – rarely chosen – **but very relevant** – an A disproves assertion



# **The United States of of America**



# Difficulties with looking and dynamics

- † *“Understanding how to act under condition of incomplete information is highest and most urgent human pursuit”*

Karl Popper 1972

But ..

- Our “jump to (plausible) conclusion” mindset prevents us wanting to look
- When we do look – focus is on known problems
- A little extra information increases confusion – and destroys “safe” assumptions

Dynamic Situations even worse

– Failure to comprehend momentum (see Dorner)

# Organisation and engineering itself

- There are specific issues from the nature of organisations and the nature of Engineering
  - Changing is hard (see Kotter change model)
  - Drive for progress
  - Engineering as a discipline
  - Systems Engineering – and the way it is described / sold
  - Large / diverse organisations

- A desire for progress is natural human behaviour
- Shakespeare summarises it ...

*And thus the native hue of resolution*

*Is sicklied o'er with the pale cast of thought,*

*And enterprises of great pitch and moment*

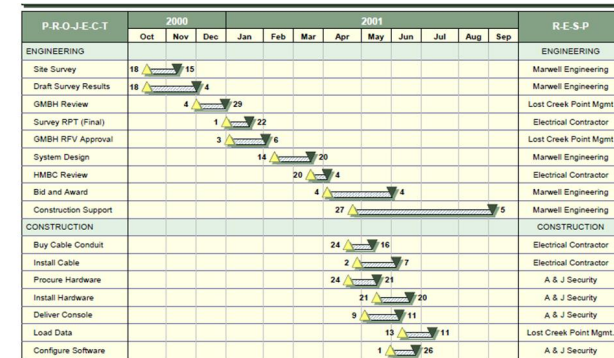
*With this regard their currents turn awry*

*And lose the name of action...*

Hamlet Act 3 Scene 1



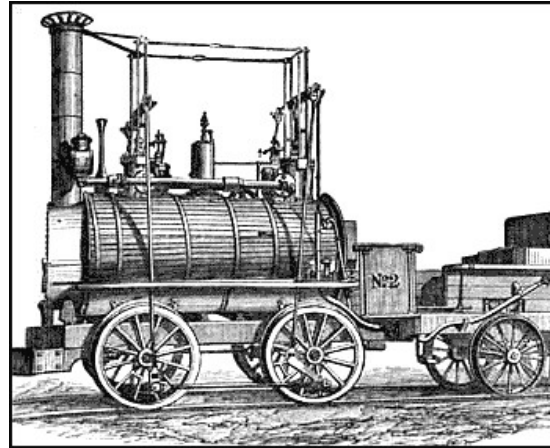
- Progress needs to be tangible / visible
  - Understanding of problem isn't
- Time on plans one way – no iteration



## Beware the “Curse of the Gantt chart”

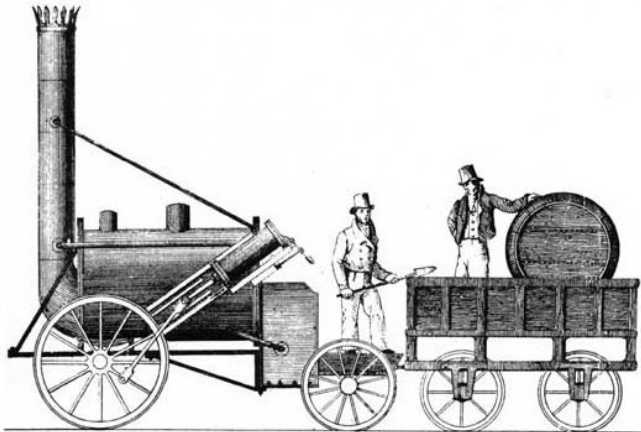


George Stephenson, 1778 - 1848



Blucher engine – designed and built by George Stephenson 1814

- Problem with escaping steam
- Flowing through chimney **DOUBLED POWER OF ENGINE**



- Blucher innovations lead to high performance of the Rocket **in 1829**, and without steam blast, and locomotives would still be dragging themselves along at 5 or 6 miles an hour (written 1874)
- Performance principles of the combustion aerodynamics theoretically understood at Purdue University **in 1908**

- Sources – Samuel Smiles on “the lives of the Engineers”, and for theoretical understanding (Purdue) Wikipedia article of George Stephenson

***“Systems Engineering is just good engineering with special emphasis”***

From Introduction – Systems Engineering and Analysis – Blanchard and Fabrycky 2005)

***“Are you saying I’m not a good engineer?!!”***

- Heroes fix problems, don’t prevent them
- Engineering process not set up for “wicked” problems
- Systems Engineering language can be a barrier
- Systems Engineer as “glue / integrator” seen as overhead (want one task per person)
  - But what’s point in Sys Engineer understanding what the System Designer will solve

**Beware Systems Engineering being seen as a new breed of magic**

- *“You've got to accentuate the positive  
Eliminate the negative”*

Johnny Mercer, 1944

- *“Describing barriers is important to understand,  
but negative on journey – we need to be thinking  
of solution scenario (and what its like) rather  
than eliminating problem, which keeps us  
fixating on problem and so we lose confidence”*

Relationships made easy, David Fraser, 2010

- Let us not give up hope – and focus on ideas to  
improve / enable Systems Thinking – based on  
understanding barriers



# How to Develop Systems Thinking

1. Make it a **core** engineering skill

**Systems Engineering to be the way RR does engineering**

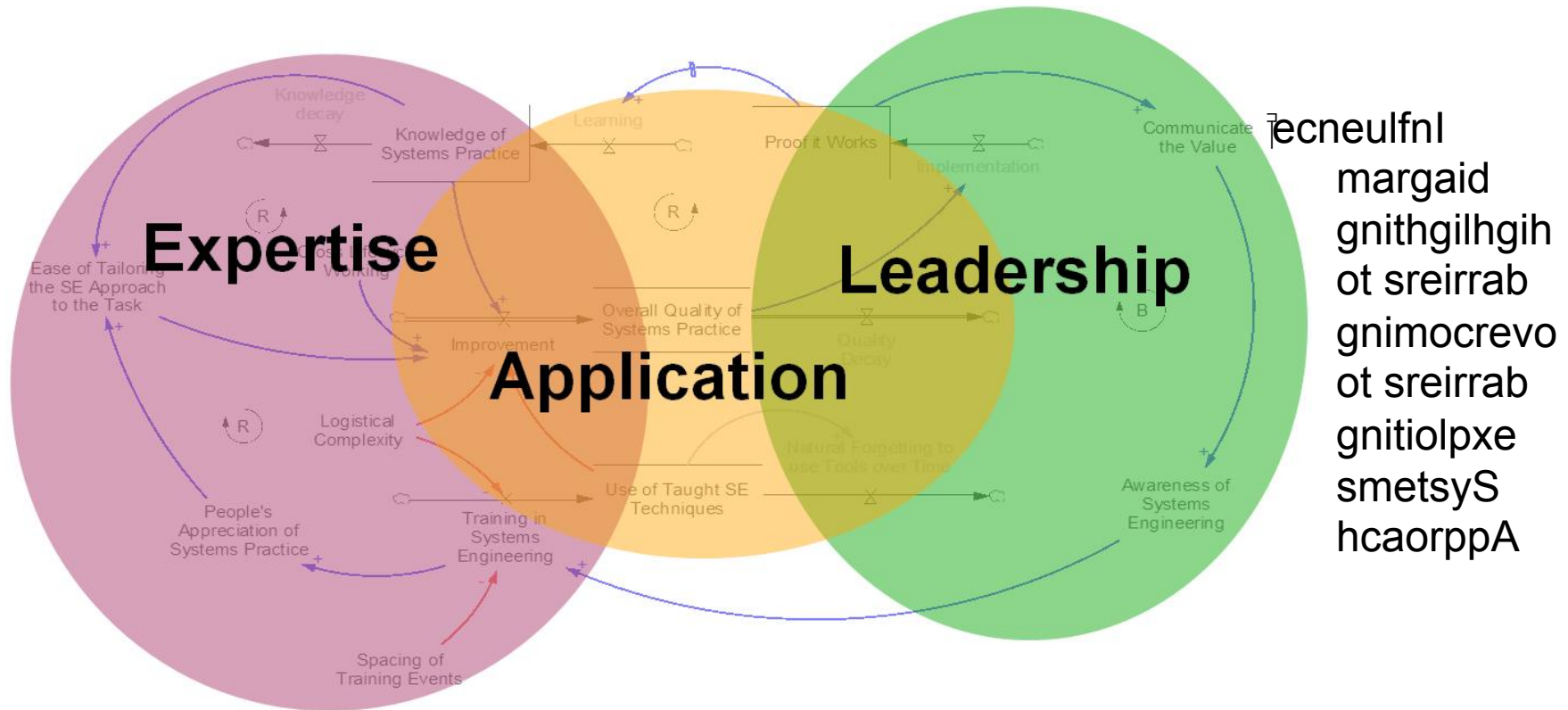
2. Identify the best way to learn –

- Basic training necessary but not sufficient
- Davidz / Nightingale (2008) emphasise
  - Experiential learning
  - Right supportive environment
  - Identifying specific supporting behaviours

3. Behaviours

- UK dstl highlight “emotional intelligence”
- NASA focus on “human dynamics”

## Model for developing / enabling Systems Practice



From on-going EngD work at Bristol Systems Centre by Charlotte Dunford

Training alone not enough – so need

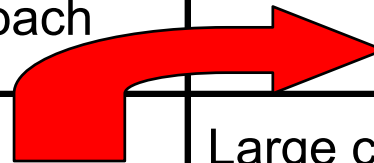
- Right coaching / support (to embed)
- Opportunities to apply
- Leadership pull to expect / pull for Systems Practice

Ne



# Learning trajectory for Systems Thinking

<b>Project Type</b>	<b>Real world</b>	<b>Resolving in-service problems</b>  Quicker results and faster appreciation of power of approach	<b>Major projects</b>  The highest value from SE, but not the place to learn
	<b>Pedagogical</b>	<b>Simple</b>  Introduction / learning tools and concept, but low domain applicability	Large case study worked examples  Insufficient benefit in return for the case
		<b>Short, Simple</b>	<b>Long, complex</b>
		<b>Project Duration and Complexity</b>	



# Standardise and Share

		Shared / standard	Good	Target
Being Systematic	Good process	<b>No invention / rework</b> No real thinking, Systems process methods "by the numbers" methods, ineffective Systems Engineering	<b>A very good chance</b> The right understanding of problem – skilled and appropriate use of process and method	
	Poor Process	<b>Low chance</b> Cannot handle complexity and unlikely to do well! Significant waste, rework and poor quality	<b>No control</b> Individuals "uninterested" in process –no control, critical issues and interfaces missed, reinvention, failure to integrate	
		Poor Systems Skills	Good Systems Skills	
		Being Systemic		

- Systems Thinking important, but (for many reasons) hard to do
- Key to success is wanting to do it, and recognising that the key to successful development is personal experiential learning
- This needs to be supported / nurtured by leadership
- Make SE core (understanding is a team sport)
- Develop the behaviour characteristics to support
- **Don't give up** – the benefits of Systems Thinking are too great to miss



*The Last Judgement, Michelangelo, Sistine Chapel, Rome (1534-1541)*

*“The great danger for most of us lies NOT in setting our aim too high and falling short, but in setting our aim too low, and achieving our mark”*

- **Michelangelo Buonarroti Simoni (1475 –1564)**



# QUESTIONS?



Reliability, integrity, innovation

