

A Game-Theoretical Framework for Team Coordination in Requirement-Based Engineering Design

Soodabeh Yazdani - Edward Huang

George Mason University



28th Annual INCOSE

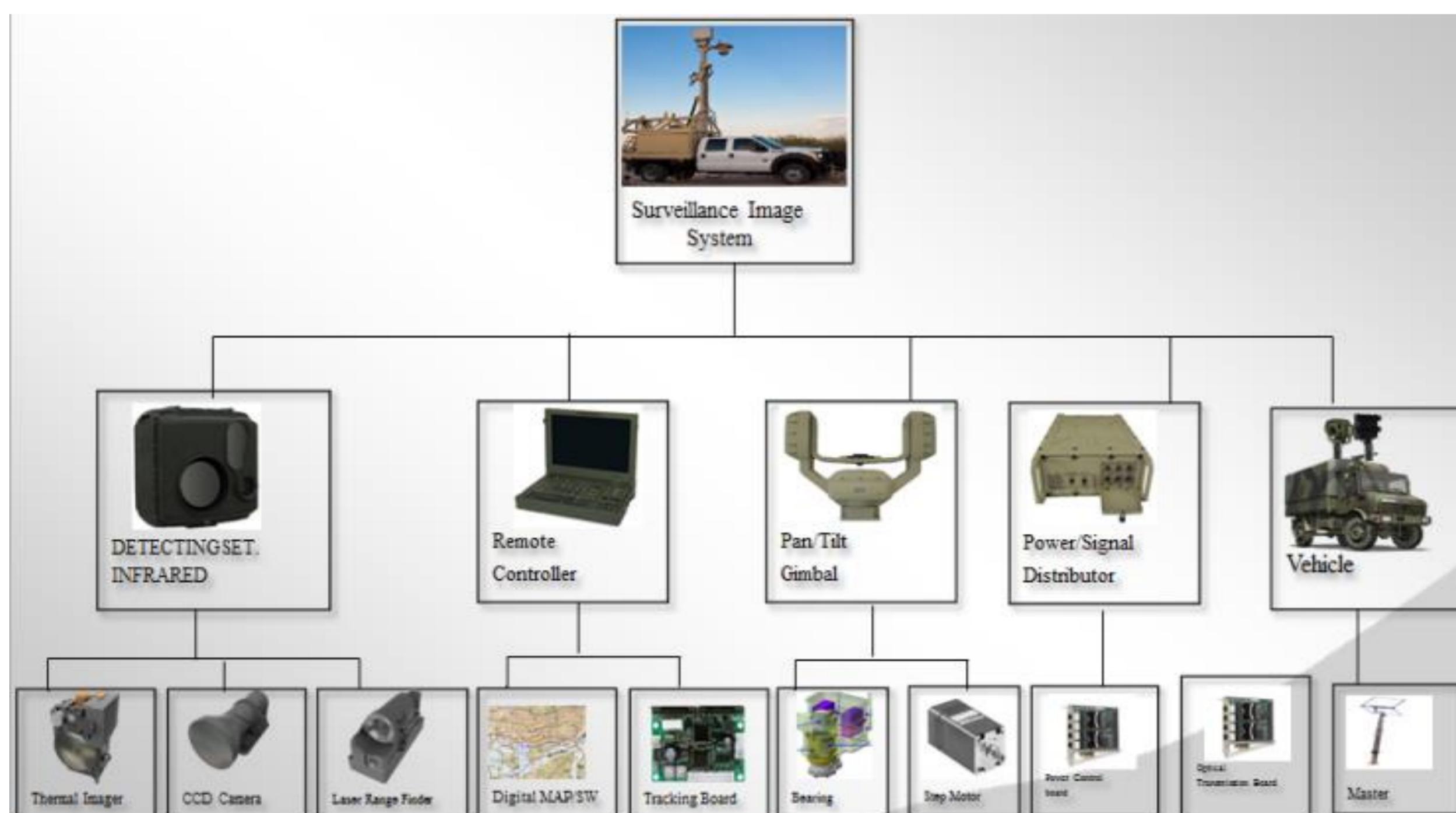
international symposium

Washington, DC, USA

July 7 - 12, 2018

PURPOSE / PROBLEM

Large System Design Hierarchy



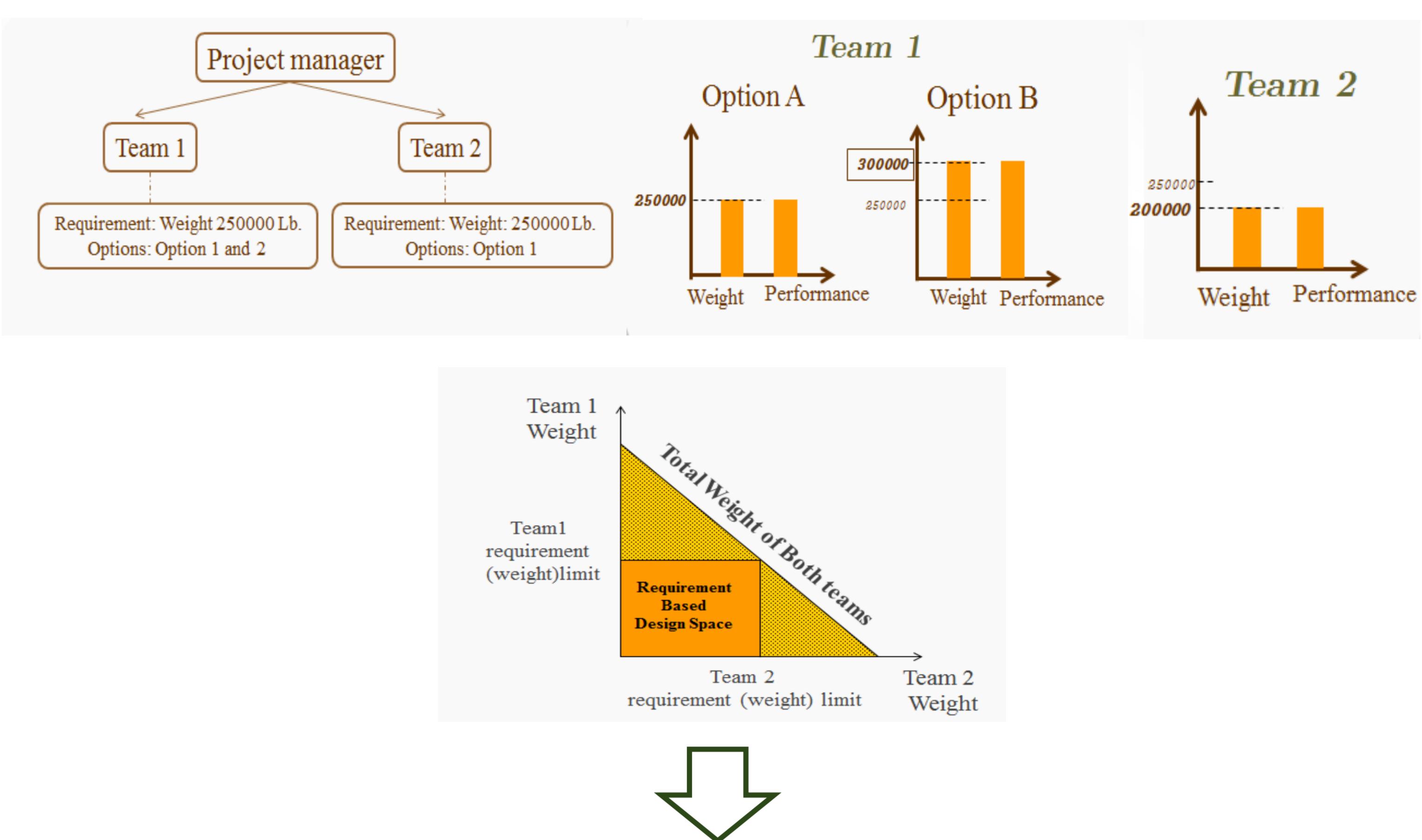
- In the design of large systems, component or subsystems are designed by different design teams who utilize shared resources.
- Requirement based engineering design is one approach that allocates a portion of the design resources to each of the design teams.
- We take a high-level approach to study requirement-based engineering design limitations and challenges.

METHODOLOGY

- By using non-cooperative game theory, we can show that requirement based engineering design does not result in the best design of the entire product.

METHODS / DESCRIPTION

METHODS / DESCRIPTION



RESULTS

The total cost for the entire system is higher under requirement based design

$$C^P \leq C^R$$

The equilibrium effort level for each team i under requirement based design is

$$e_{ij}^* = \frac{a_{ij} - A_{ij}}{C_{ij}} \quad \text{for all } j$$

The equilibrium effort level for each team i in a centralized system is

$$e_{ij}^* = \left(\frac{C_{ij}}{k_{ij}} \right) \left(\frac{\sum_{i=1}^n (a_{ij} - A_{ij})}{\sum_{i=1}^n \frac{C_{ij}^2}{k_{ij}}} \right) \quad \text{for all } j$$

large system example, Aircraft



- Goal: Maximize the power with weight limitation no more than 500,000 pounds
- Task: Resources allocation such as mass, power, etc.
- Assumption: Aircraft system with two subsystems (for simplicity)

CONCLUSIONS

- Requirement based engineering design cannot always achieve the optimal performance for the entire system.
- Design teams will do the best to meet the requirements but they don't have incentive to design a better product.

CONTACTS / REFERENCES

Soodabeh Yazdani
George Mason University
Syazdan2@gmu.edu

Edward Huang
George Mason University
Chuang10@gmu.edu

