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# FROM BROWNFIELD TO GREENFIELD DEVELOPMENT

Understanding and  
managing the transition



**SAAB**

**li.u** LINKÖPING  
UNIVERSITY



# GREENFIELD DEVELOPMENT

Creating a new platform from scratch





# BROWNFIELD DEVELOPMENT

Adding new capabilities on an existing platform





# GREENFIELD DEVELOPMENT OF COMPLEX SYSTEMS

...after 30 years of  
improvement and with the old  
building staying on the plot



# THE FIRST NEW FIGHTER SYSTEM FROM SCRATCH IN 30 YEARS

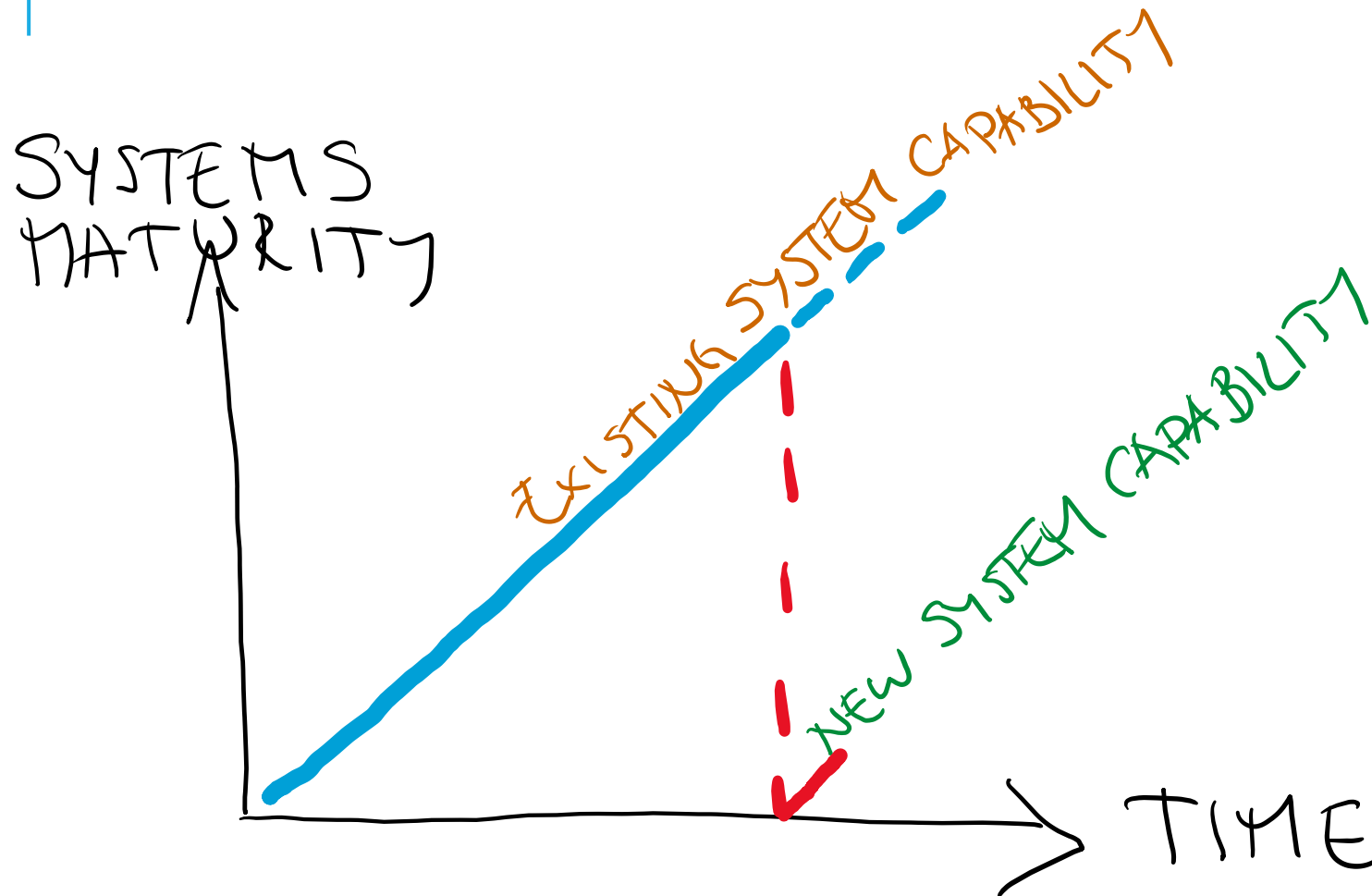
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JAS39 Gripen E





# WHAT WE SAW COMING



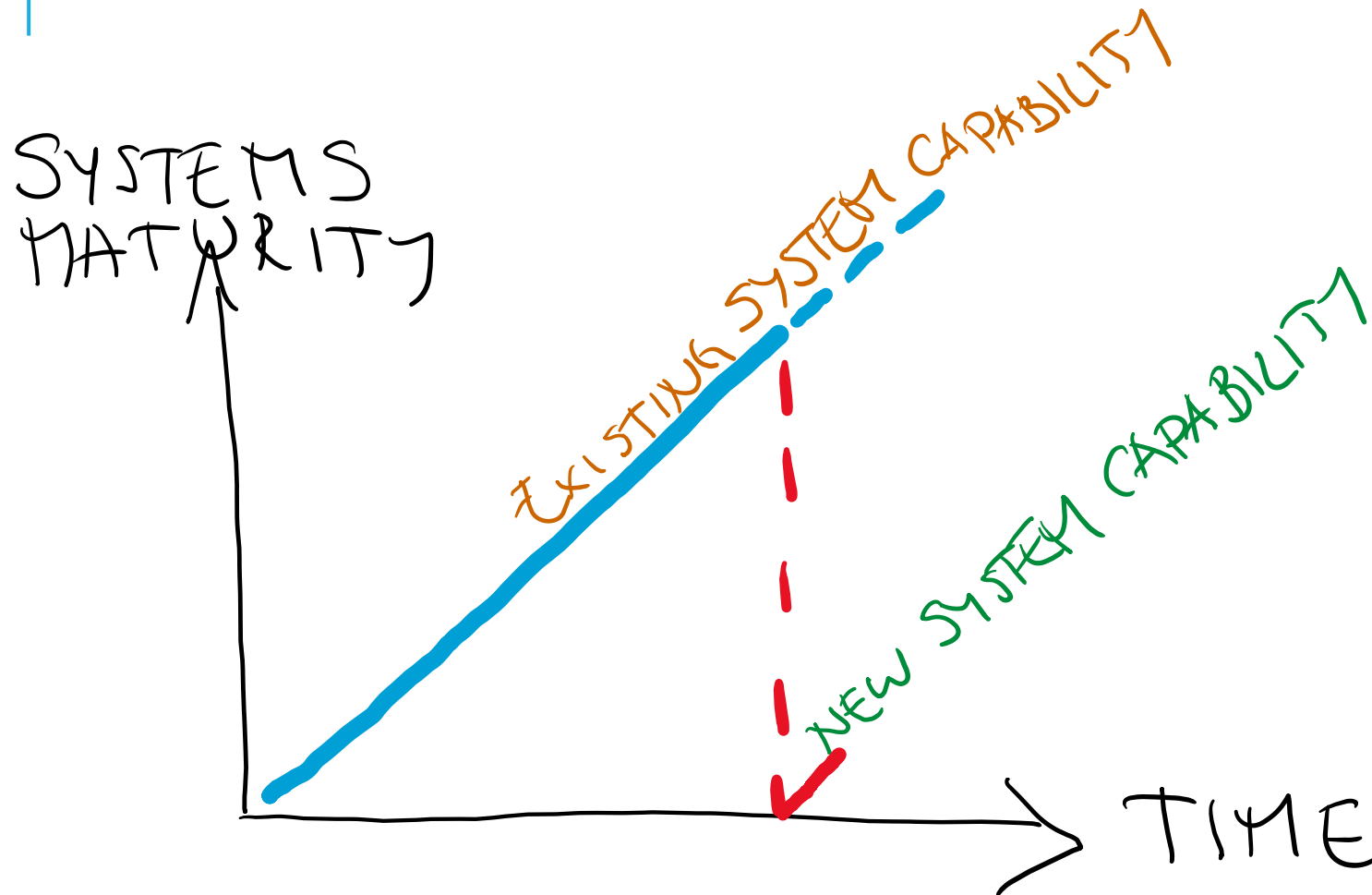
Free from old systems constraints

No dependencies

Can implement and develop state-of-the-art technology



# THE THINGS WE DID NOT REALIZE



WHAT ALL  
THIS IMPLIES

Free from old systems  
constraints

No dependencies

Can implement and  
develop state-of-the-art  
technology

AFTER 30 YEARS  
OF IMPROVEMENT

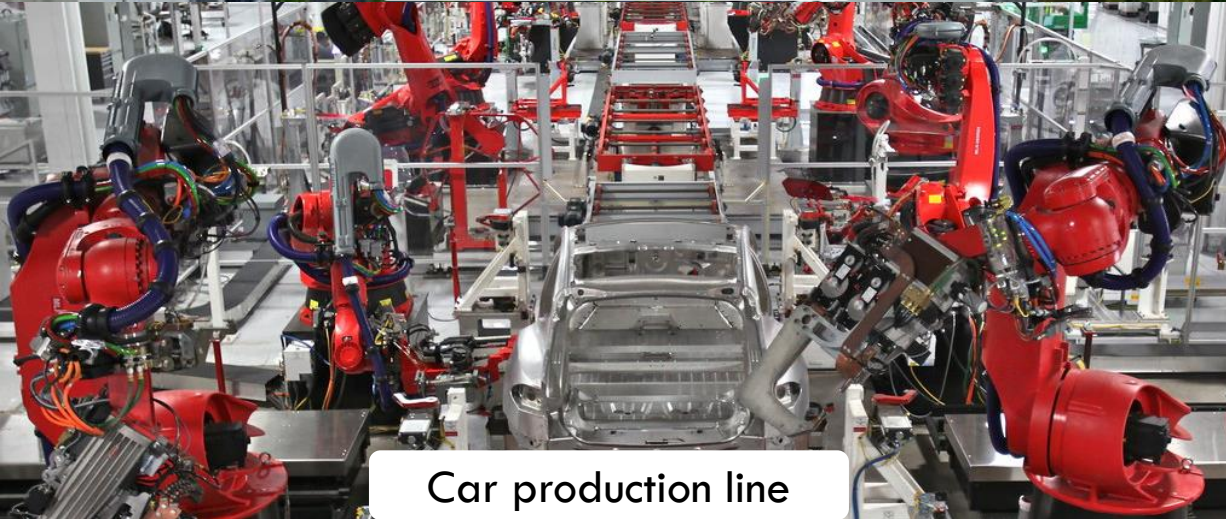




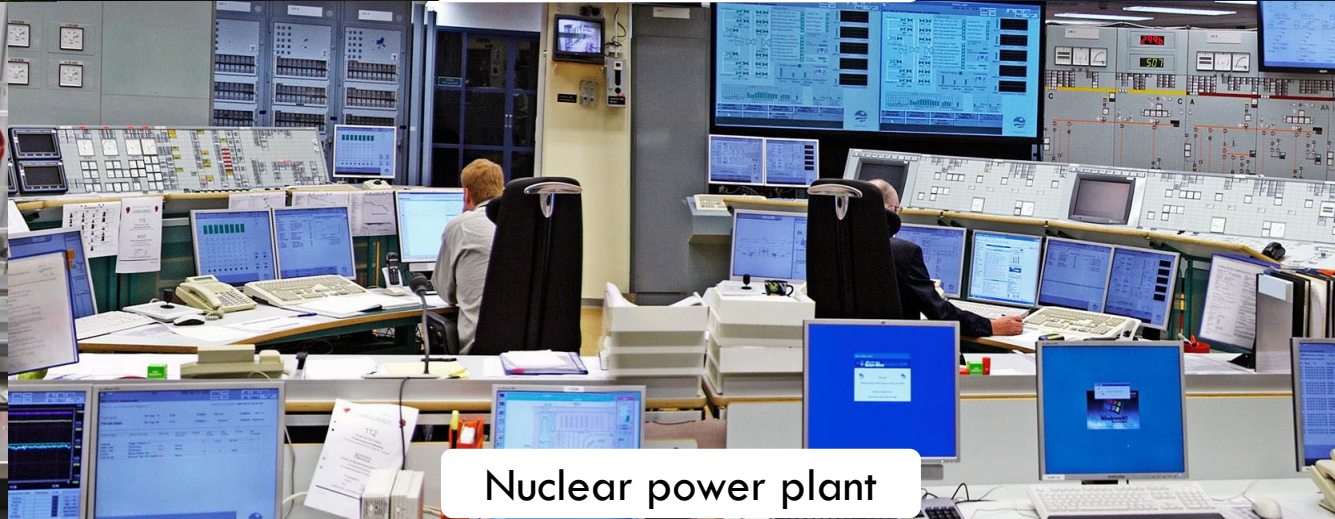
New airport



Papermaking pulp mill



Car production line



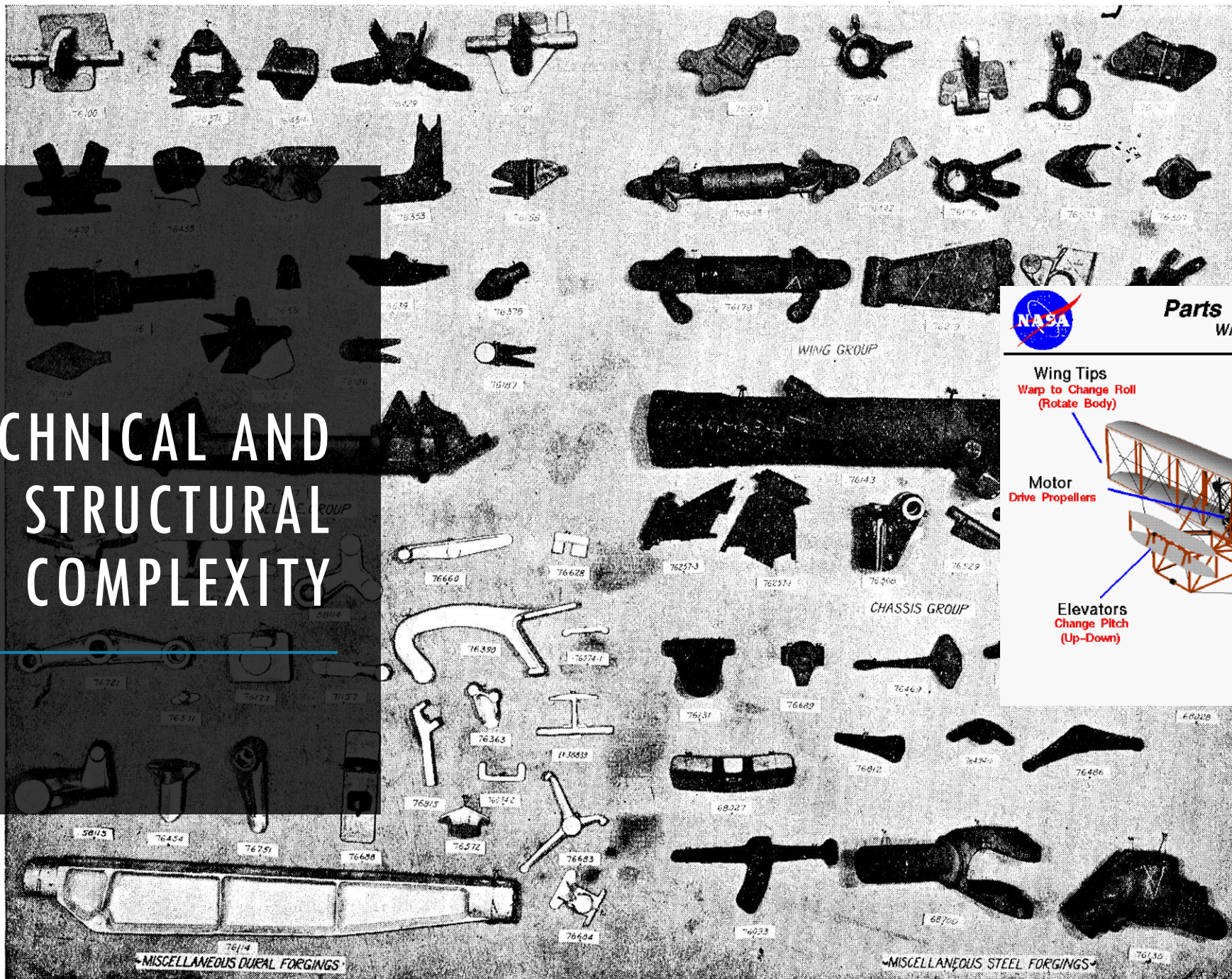
Nuclear power plant

# WE ARE NOT THE ONLY ONES

whose complex systems have  
increasingly longer lifecycles

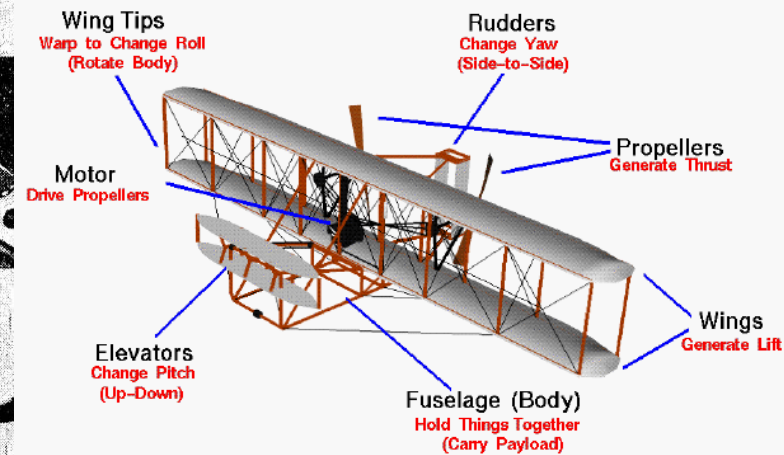


# TECHNICAL AND STRUCTURAL COMPLEXITY



## Parts of an Aircraft Wright 1903 Flyer

Glenn  
Research  
Center

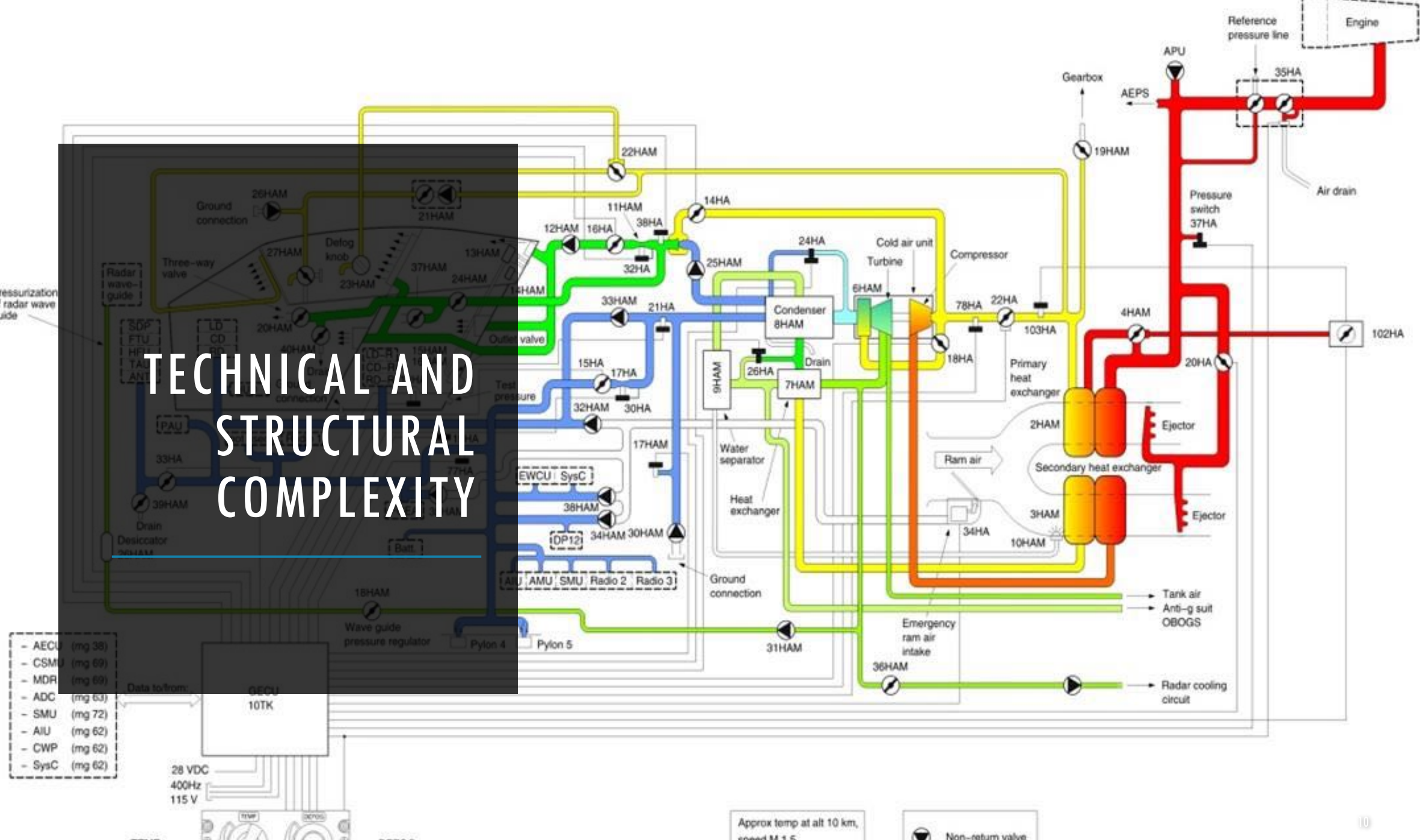


See:

<https://www.grc.nasa.gov/www/Wright/airplane/flyer.html>



**TECHNICAL AND  
STRUCTURAL  
COMPLEXITY**





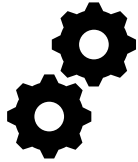
# ORGANIZATION AND INDIVIDUALS

New methodologies and tools...

...and on top of that the attitude towards learning



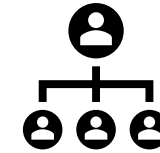
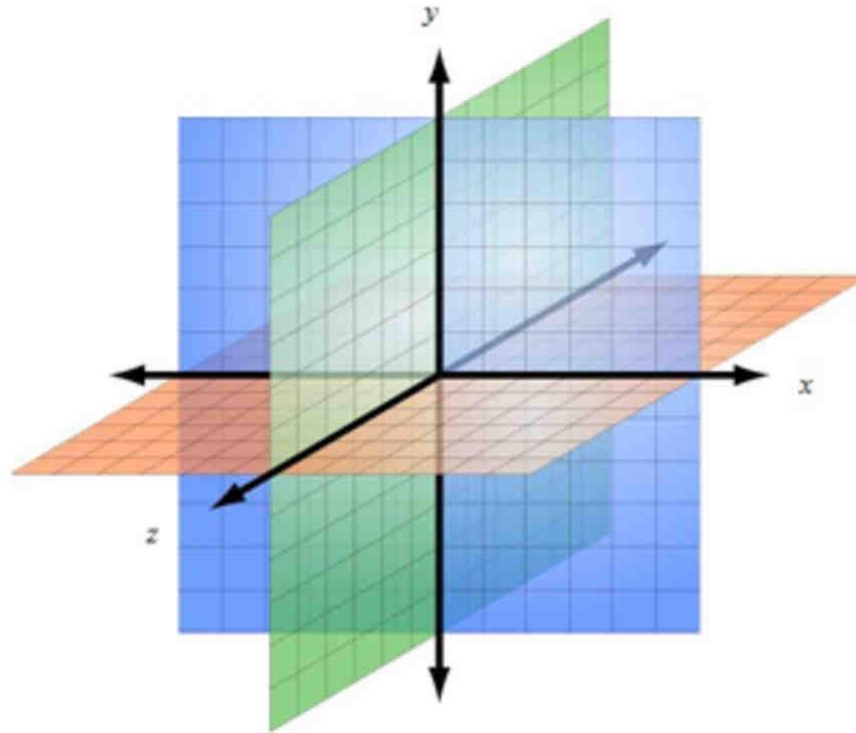
# DIMENSIONS OF THE TRANSITION



**TECHNICAL**



**INDIVIDUAL COMPETENCE**



**ORGANIZATIONAL CAPABILITY**



**APPROACH TO LEARNING**



**WHAT DOES IT MEAN TO MOVE TO  
GREENFIELD DEVELOPMENT AFTER 30  
YEARS OF BROWNFIELD DEVELOPMENT?**

**WHY IS IT DIFFICULT TO TRANSITION?**

# ERIK BRATT

A pilot and an engineer

Started working at Saab in  
1945







# SAAB'S FIRST JET FIGHTER J21R

1947



# SAAB J29 TUNNAN

1945-1948





# SAAB J32 LANSEN

1948-1952





# SAAB J35 DRAKEN

1949-1955





# SAAB AJ37 VIGGEN

1952-1967

# ERIK BRATT

Experienced five system transitions in his career

Led the construction team of Draken and Viggen

Developed key aspects of supersonic flight and the double delta wing concept





# ERIK BRATT

Development led by a small construction team





A “master-mind” chief engineer has the systems overview

A passion for airplanes and playful development

Pushing technological limits with great sacrifices



# ATTITUDE TO RISK

				
	Tunnan	Lansen	Draken	Viggen
Number of aircraft produced	661	450	606	329
Number of accidents	242	150	125	54
Number of pilots dead in accidents	99	100	34	17










SAAB JAS39 GRIPEN A

1979-1988

# ATTITUDE TO RISK

					
	Tunnan	Lansen	Draken	Viggen	Gripen
Number of aircraft produced	661	450	606	329	Around 250 (still in production)
Number of accidents	242	150	125	54	12
Number of pilots dead in accidents	99	100	34	17	1



Came to Saab in 2008 after 10 years within thermodynamics

Distinguished engineer in systems engineering – technical manager for environmental control system, project leader for fuel system, part of SEIT team

Marianne is fascinated by the complexity and how all parts work as a whole – and likes all her very competent colleagues!



# MARIANNE KLANG

The Gripen was a very mature product – spirit of refining and optimizing in a well-known context

Knowledge of the complex system is distributed among many specialist disciplines – decentralized development

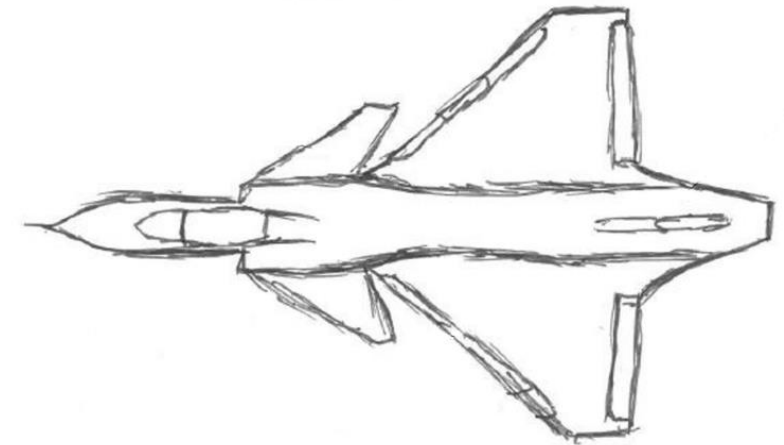
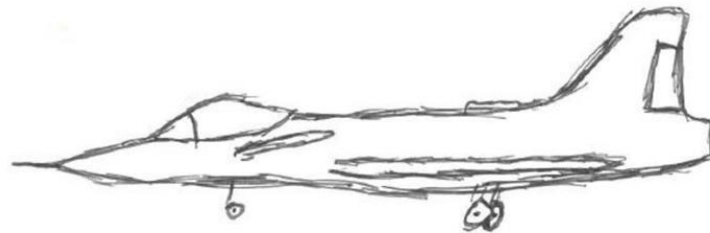
Focus on document reviews and development process rather than being near to the aircraft





# WE WANT A COMPLETELY NEW FIGHTER AIRCRAFT (CONTRACT 2013)

— but the old one will still continue  
to be developed



# JAS39 GRIPEN E

Longer mission range

New engine

New electronic warfare system

New radar

Wide-screen display in cockpit

Tactical data link

Open, modular avionics architecture

Separation of flight critical and mission critical software

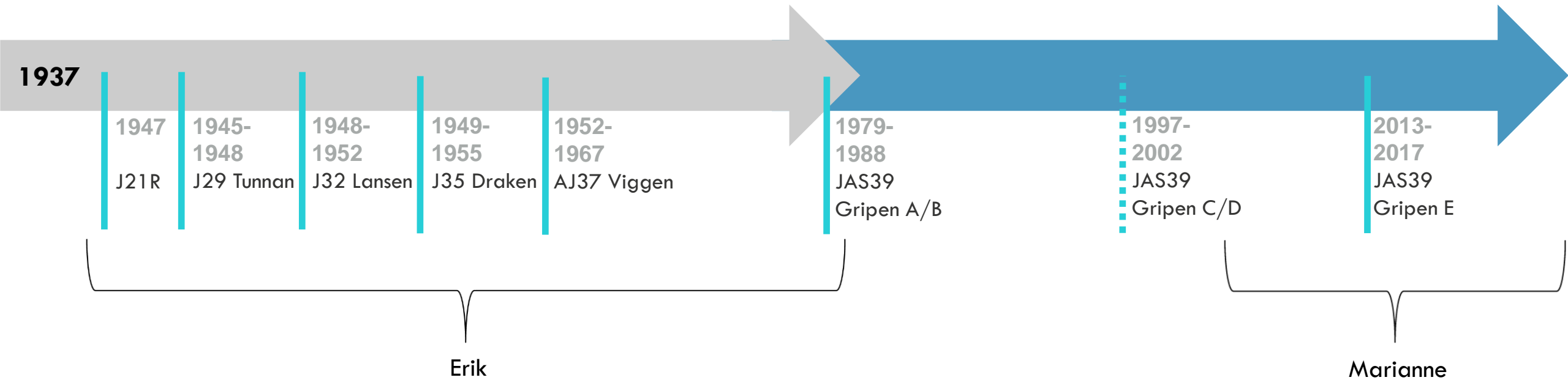
Software generated from models

... ..





# TWO VERY DIFFERENT ENGINEERING CAREERS



(Time intervals for start of deveopment to first flight)

# BROWNFIELD VS GREENFIELD CHARACTERISTICS

## CONCEPT STUDIES

New capabilities need to interact with a known set of existing ones

Given what is available there is only a small design space when investigating concepts

Capability interfaces must be carefully designed

Given what is open there is a large design space when investigating concepts



# BROWNFIELD VS GREENFIELD CHARACTERISTICS

## KNOWLEDGE AND TRAINING

Gradual adjustment of development methodology, with a known basis to build on

Consensus, reliance on passive existing knowledge

Need for specialists, focused on the small (but tricky) details

Disruption in development methodology – no common basis exists

Explicit training (courses and on-the-job training) and mentoring to actively build knowledge and its application in product development – for all

Need for many generalists with a large view on the overall problem



# BROWNFIELD VS GREENFIELD CHARACTERISTICS

## ARCHITECTURE AND ARCHITECTS

Architecture is set – for good and for bad. Merits and constraints are known

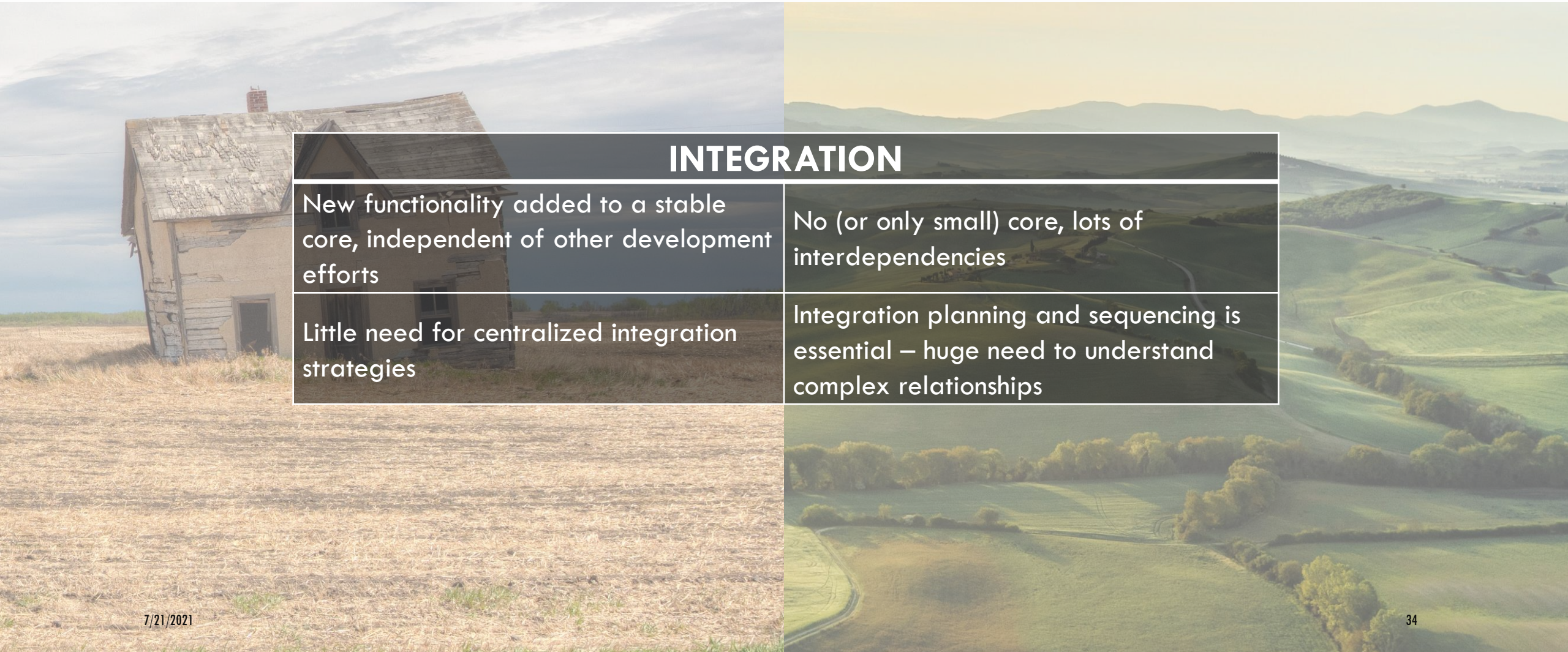
Delegated architectural decisions – little need for an independent architecture function

Need to set the architecture and make every team conform to it

Architecting is a central element in development, constantly evaluating progress and performance



# BROWNFIELD VS GREENFIELD CHARACTERISTICS



## INTEGRATION

New functionality added to a stable core, independent of other development efforts

Little need for centralized integration strategies

No (or only small) core, lots of interdependencies

Integration planning and sequencing is essential – huge need to understand complex relationships



# BROWNFIELD VS GREENFIELD CHARACTERISTICS

## VERIFICATION AND VALIDATION

Additional V&V relying much on the already performed V&V for the whole system – complement the picture where changed

The major infrastructure for V&V already in use, with only adjustments and add-ons

Design principles are well established – relatively low focus on validation

V&V needed for the whole system/product – important to have overall view from the beginning

Important to synchronise all aspects of V&V, including rigs, simulators, models, infrastructure

Unproven design principles – validation is essential



# BROWNFIELD VS GREENFIELD CHARACTERISTICS

## LEADERSHIP AND DECISIONMAKING

Self-managing teams for solving the problems

Very few large central decisions to make – local risks

Known interfaces

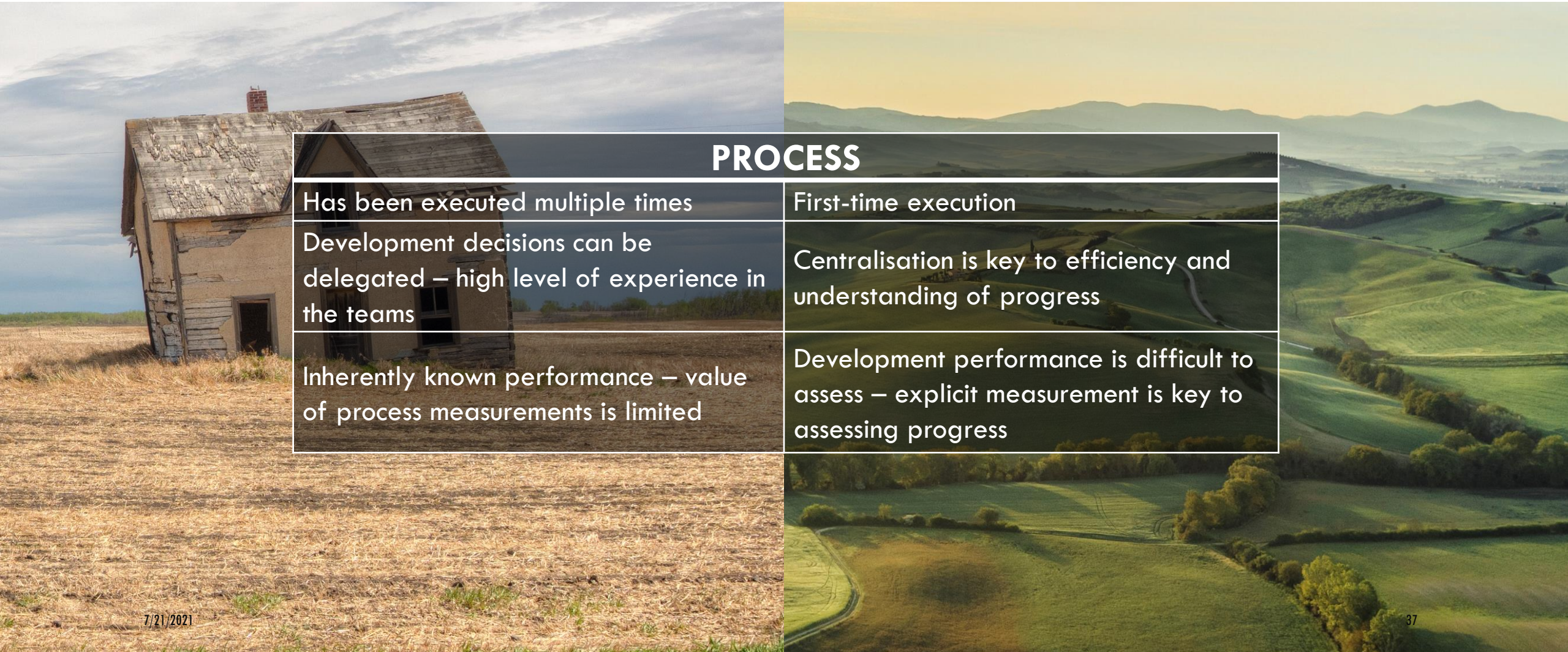
Teams need help to find solutions to problems

Many central decisions – global risks

New (unknown) interfaces



# BROWNFIELD VS GREENFIELD CHARACTERISTICS



## PROCESS

Has been executed multiple times

Development decisions can be delegated – high level of experience in the teams

Inherently known performance – value of process measurements is limited

First-time execution

Centralisation is key to efficiency and understanding of progress

Development performance is difficult to assess – explicit measurement is key to assessing progress



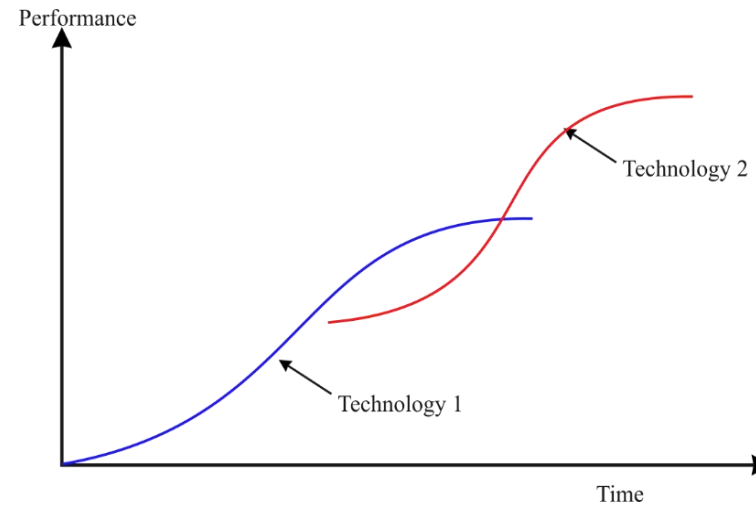
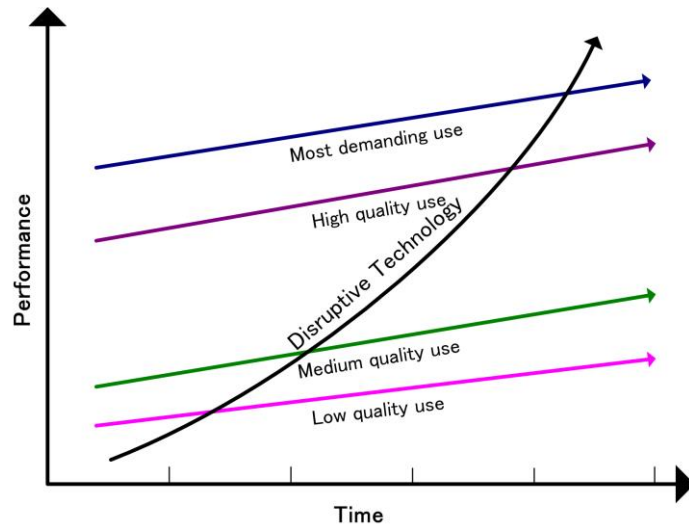


# GREENFIELD DEVELOPMENT OF THE GRIPEN E

After 30 years of improvement of Gripen C/D, where this old system is still under development



# CHRISTENSEN'S\* INNOVATOR'S DILEMMA



\*Christensen, C. M. (2013). The innovator's dilemma: when new technologies cause great firms to fail. Harvard Business Review Press.





**MAKES THE NEW SYSTEM LOOK LIKE  
THIS FOR A VERY LONG TIME**

When compared to the old system – and you will be compared!



# MARCH'S (2010)\* LEARNING DILEMMA

## Exploitative Learning

- Exploiting and refining *what is known* (pursuing set goals)
- Mobilizing learning efforts to achieve clearly defined short-term objectives
- Returns: Relatively certain and near in time and space, promotes stability and predictability

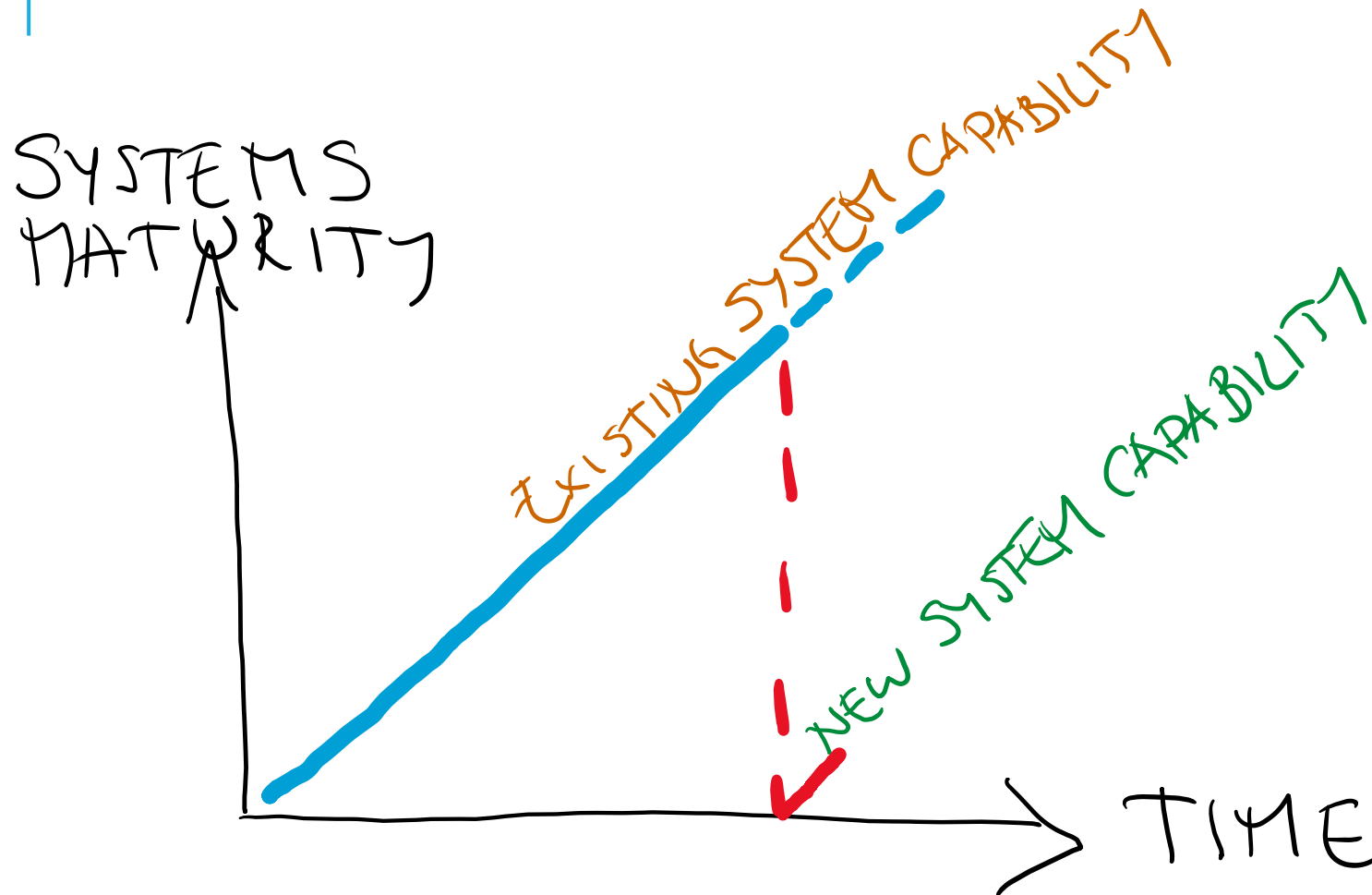
## Explorative Learning

- Exploring *what might come to be known* (discovering new goals to pursue)
- High uncertainty and ambiguity – difficult to define and measure the merits of outcomes
- Returns: Relatively uncertain and distant in time and space, promotes change

\*March, J.G., 2010, The Ambiguities of Experience. Cornell University Press.



# THE THINGS WE DID NOT REALIZE



WHAT ALL  
THIS IMPLIES

Free from old systems  
constraints

No dependencies

Can implement and  
develop state-of-the-art  
technology

AFTER 30 YEARS  
OF IMPROVEMENT



43





"Profits from close attention, systematic reason, risk aversion, sharp focus, hard work, training and refined detail." (March 1999, p. 184)

## EXPLOITATIVE LEARNING — MARIANNE KLANG'S ORGANIZATION

BROWNFIELD DEVELOPMENT promotes 'exploitative' learning, and the organization therefore expects:

- Learning to be goal-oriented and that expected outcomes and gains can be described.
- Management to reduce slack, facilitate coordination and communication, and to link activities to performance measures that can be monitored.
- Risky choices followed by failures, although they happen, are 'unnecessary'.



"Thrives on serendipity, risk-taking, novelty, free association, madness, loose discipline and relaxed control."  
(March 1999, p. 184)

# EXPLORATIVE LEARNING — ERIK BRATT'S ORGANIZATION

GREENFIELD DEVELOPMENT promotes 'explorative' learning where the organization should expect:

- To learn in order to find new alternatives and new goals for development
- Experiments and projects involve high uncertainty and ambiguity, and outcomes and their merits may be difficult to define and difficult to manage
- Success is far from given, however, but failures drive learning and therefore serve a purpose.









# GETTING SYMBIOSIS INSTEAD OF A TUG OF WAR

Both are necessary. Exploitation  
alone leads to obsolescence.  
Exploration alone leads to frivolity.  
However...

- **Exploitation** discourages experimentation and variation
- **Exploration** encourages impatience with new ideas, technologies and strategies

# BUT WE DO NOT WANT TO RETURN TO THIS

				
	Tunnan	Lansen	Draken	Viggen
Number of aircraft produced	661	450	606	329
Number of accidents	242	150	125	54
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A photograph of three children playing on a wooden balance beam in a park. The beam is supported by a wooden post and a large tire. Two boys are on the left side of the beam, one sitting and one standing. A girl is on the right side, leaning over the beam. The background features a blue picket fence and trees. The image has a light blue overlay.

# IT IS A MATTER OF BALANCE

With a different optimum  
for different development  
stages



# SHAPED BY OUR EXPERIENCE — WE STAYED IN THE BROWNFIELD MINDSET

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A state-of-the-art development 'factory' — not  
optimized for Greenfield development

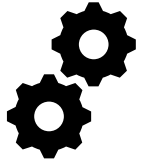
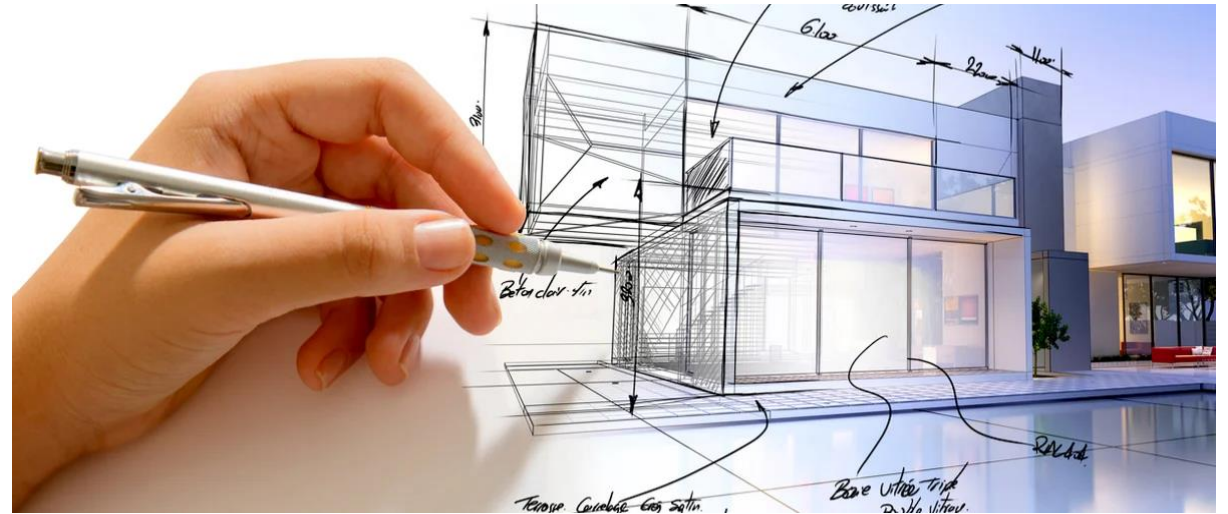




IF CONTINUOUS IMPROVEMENT OF ONE  
SYSTEM OVER 30+ YEARS IS THE NEW NORM  
FOR COMPLEX SYSTEMS,

HOW DO WE MORE QUICKLY TURN AROUND  
THE ORGANIZATIONS' APPROACH TO  
DEVELOPMENT AND LEARNING WHEN IT IS  
TIME FOR A TRANSITION?

# QUESTIONS FOR MANAGING FUTURE TRANSITIONS



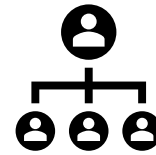
## **TECHNICAL:**

How do we make sure we perform sufficient exploration across all disciplines without putting the whole system at risk?



## **INDIVIDUAL COMPETENCE:**

How do we keep competence alive?  
How do we prepare individuals for the explorative learning challenges that come with a transition?  
Are all exploiters potential explorers?



## **ORGANIZATIONAL CAPABILITY:**

How can we prepare the organization and optimize for something unknown?  
How do we prepare such that we can go from exploiting to exploring with minimal friction?



## **APPROACH TO LEARNING:**

How do we train people to see failure as a natural part of learning?  
How can we create an understanding that learning (for all) is an essential part of a successful transition?