

Carnegie Mellon Software Engineering Institute

Pittsburgh, PA 15213-3890

Architectural Aspects of Long-Lived Ground Systems

Charles ("Bud") Hammons Ground Systems Architecture Workshop 2006

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Topics

Ground Systems Challenges

A motivating example - TSAT*

Architecture Strategy

Architecture Tactics

What architecture can do to support system longevity

Realization

Summary / Q&A

*Disclaimer: personal views, not necessarily those of the Transformational Satellite Communications (TSAT) PMO

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Ground Systems Challenges

- Unprecedented Operational Capability
- Interoperability with external systems also in development
- Interoperability with Legacy Systems
- Evolution in CONOPS
- Evolution in protocols and underlying technology

Architecturally significant attributes
Drive lifecycle evolution/change into development cycle



A Motivating Example - TSAT

Goals include

- mission-critical satellite-based packet and circuit communications for the warfighter
- quality of service, info assurance, comm. on the move,...
- seamless integration into the Global Information Grid (GIG)
- complex interactions with military planners/systems

Other programs have similarly challenging objectives and complexity (e.g. business enterprise integration exploiting RFID*, network communications,...)

Overarching Challenge – develop a large, complex, long-lived, software intensive systems in an environment that is fluid both during and after development

*RFID – Radio Frequency IDentification

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Architecture Strategy

At the risk of stating the obvious, identify what is fixed, what is variable

Fixed/Slow-moving

- domain-specific data
- essential behavior
- software/hardware split

Variable/Evolving

- standards, protocols
- external interfaces
- CONOPS, deployment
- time constraints
- value-added features
- technology refresh
- human-machine task split

Tactics: identify architectural features that allow change and protect invariants



Architecture – Tactics ₁

Separation of Concerns

Explicit domain-specific data model

- most resilient piece of large system-of-systems
- desirable to version elements
- unambiguous units of measure
- include behavior with roles, permissions, etc.

Separate CONOPS from data model

- CONOPS is mechanized as an explicit element of architecture
- captures policies that drive behavior
- describes human-machine task division

Separate domain-specific behavior from supporting infrastructure

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Architecture – Tactics ₂

Define Capable Infrastructure

Generalized inter-component communications

- messaging 'middleware'
- asynchronous to near real-time constraints
 - multiple transport mechanisms transparent to application components

Explicit management model for components

- formal model for control and monitoring
- 'component registry'
- include version as lookup criteria
- enable automated & remote component
 Isolate external interfaces from applications/services



Architecture – Tactics₃

Exploit Legacy & COTS Software

- Treated as components in architectural model
- Individual choices should neither "break" nor drive architecture
- Unique structure hidden by common packaging conventions
- On case-by-case basis, revision/replacement is preplanned

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Realization 1

Architectural Styles

- Client-Server
- Service-Oriented Architecture (SOA)
- Agent-based systems
- Hybrids

Communications Models

- XML-based (including "Web Services")
- CORBA and relatives
- Problem-specific binary communications protocols (e.g. WSTAWG* real-time model)

*WSTAWG – Weapons System Technical Architecture Working Group

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Realization 2

Organizational Issues

- Recognize going in that this is difficult work
- Requires organizational buy-in and sustained management attention
- Expect numerous objections
- Complexity and long time frame ensures mistakes will happen – architecture can mitigate effects when domain mutates or market forces influence what is available or appropriate



Summary

• Developing complex net-centric systems while we are still trying to fully understand what it means to be netcentric represents unique opportunities and risks

• Rapid evolution in technology, standards, and protocols increases variability that programs must comprehend.

- Architecture can mitigate some of the difficulties.
- There is *still* no silver bullet.