# **ULS Systems Research Roadmap**

Software Engineering Institute Carnegie Mellon University Pittsburgh, PA 15213

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#### **Roadmap Intent**

Help evaluate the ULS systems relevance of existing or planned research

The roadmap structure explicitly shows a ULS system perspective

#### Prioritize research funding

 The roadmap provides a basis for determining which research is most critical/relevant/impactful for achieving a future ULS systems capability

Framework for incorporating additional ULS systems research

#### Motivate Research

 The roadmap shows how an individual research initiative supports one or more ULS-system technical challenges

## **Put Research in Context**

## The Roadmap Root: A Warfighter Capability

The ULS System report mentioned six capabilities needed by the DoD

The roadmap combines two of them (C1/C6) into a single capability to show research relevance to desired military capabilities

- Common Relevant Operational Picture (CROP): Maintain coherent common operating picture
  - across echelons, services, and coalitions in a mix of ultra-large-scale environments (C1)
  - applying local context to global information sources to ensure use of the right data any time, any place, for any mission (C6)

## A Needed Warfighter Capability

**Common Relevant Operational Picture**: Maintain coherent common operating picture by rapidly collecting, processing, disseminating, and protecting information spanning echelons, services, and coalitions across a mix of ultra-large-scale environments. Apply local context to global information sources to ensure use of the right data any time, any place, for any mission.

#### **Technical Observations**

Common Relevant Operational Picture: Maintain coherent common operating picture by rapidly collecting, processing, disseminating, and protecting information spanning echelons, services, and coalitions across a mix of ultra-large-scale environments. Apply local context to global information sources to ensure use of the right data any time, any place, for any mission.

Different users have different info needs based on their role and context

User needs for info change dynamically

System connectivity and info flow changes dynamically

People will (mis)use the system in unexpected ways, stressing HW and SW

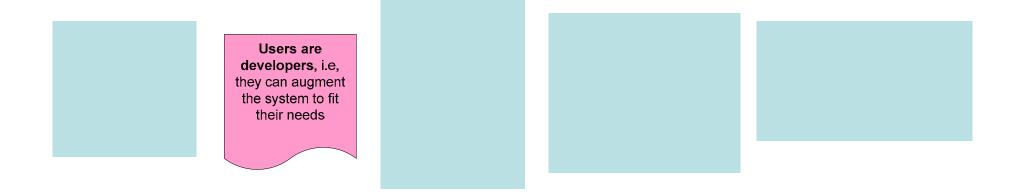
CROP capability
evolves non-uniformly
in its structure,
components, and uses

## Roadmap Example

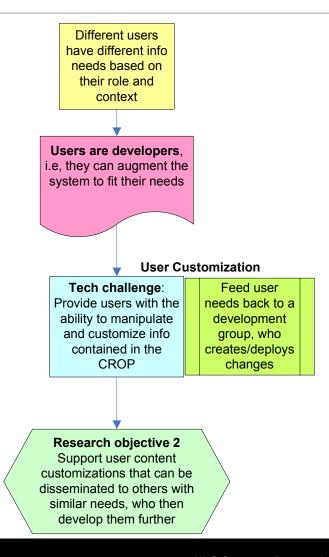
Observation

Different users have different info needs based on their role and context

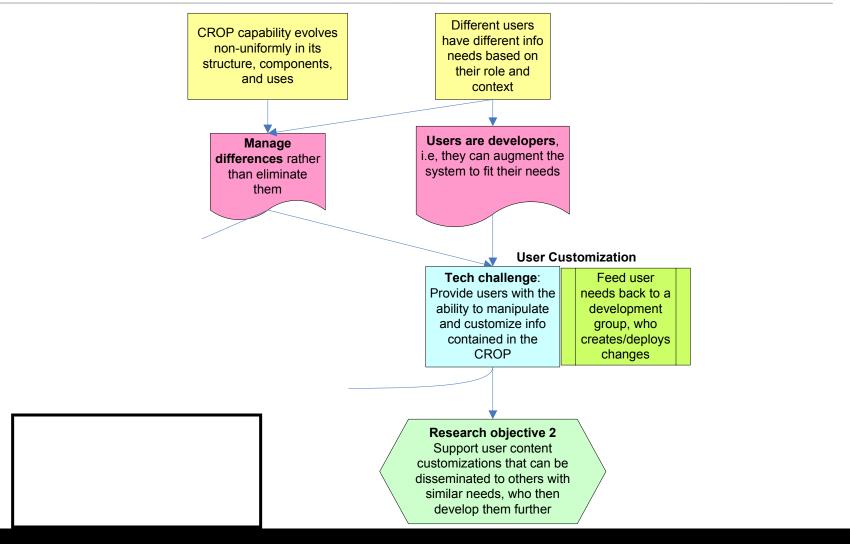
# **ULS System Perspectives**

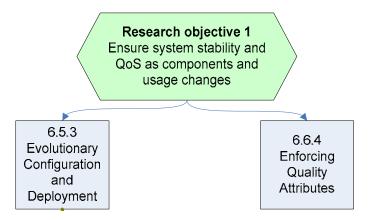


#### **Previous Roadmap Example**

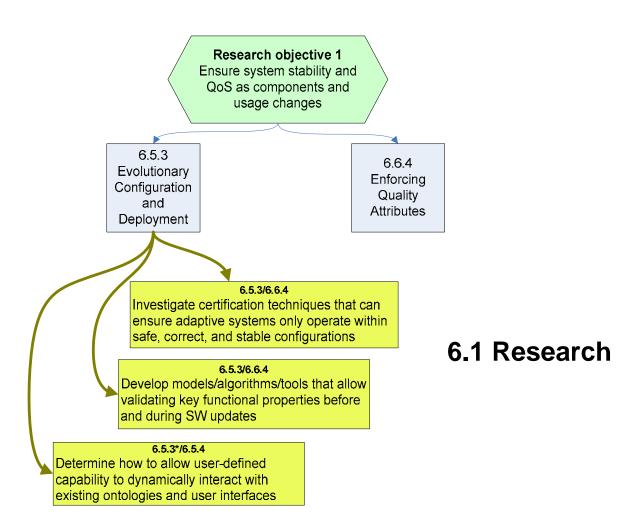


#### **Augmented Roadmap Example**

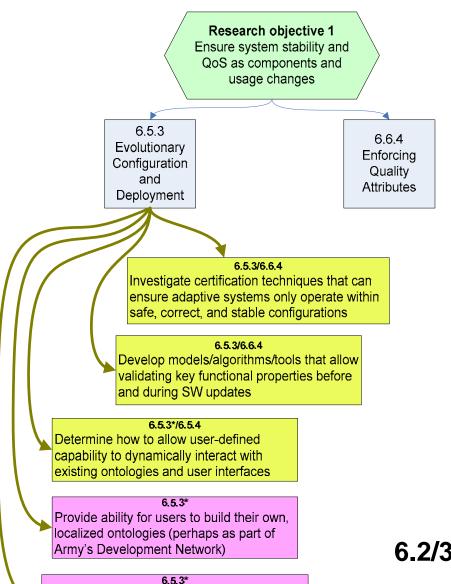




Research Topic from ULS Systems Report



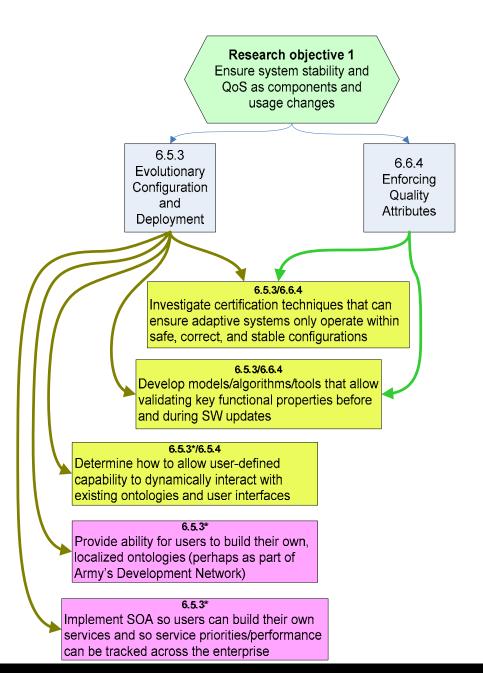
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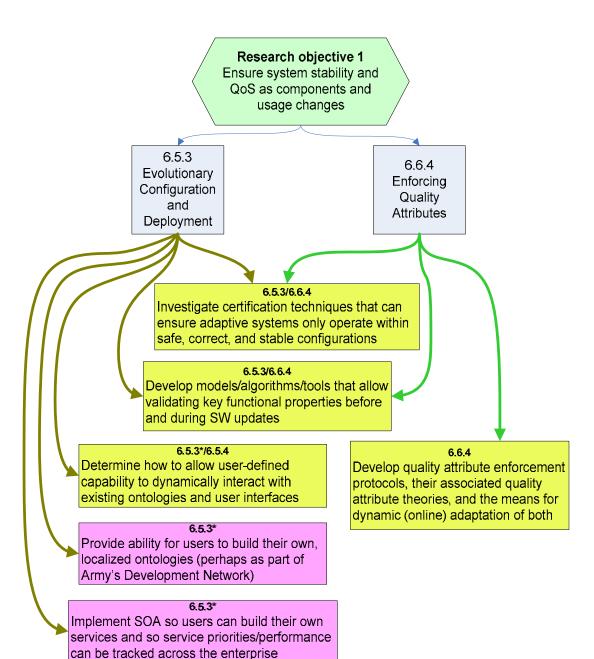
6.2/3 Research

can be tracked across the enterprise

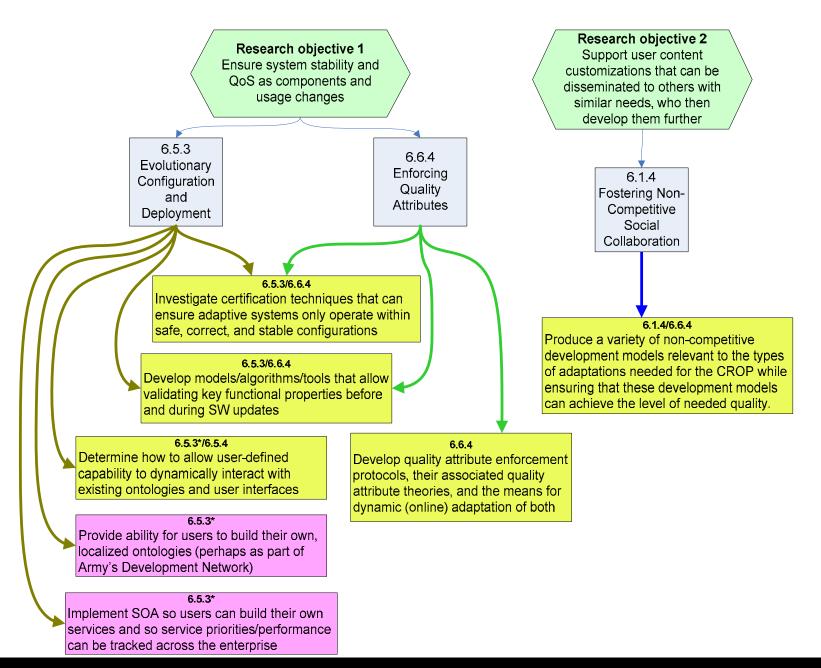
Implement SOA so users can build their own services and so service priorities/performance

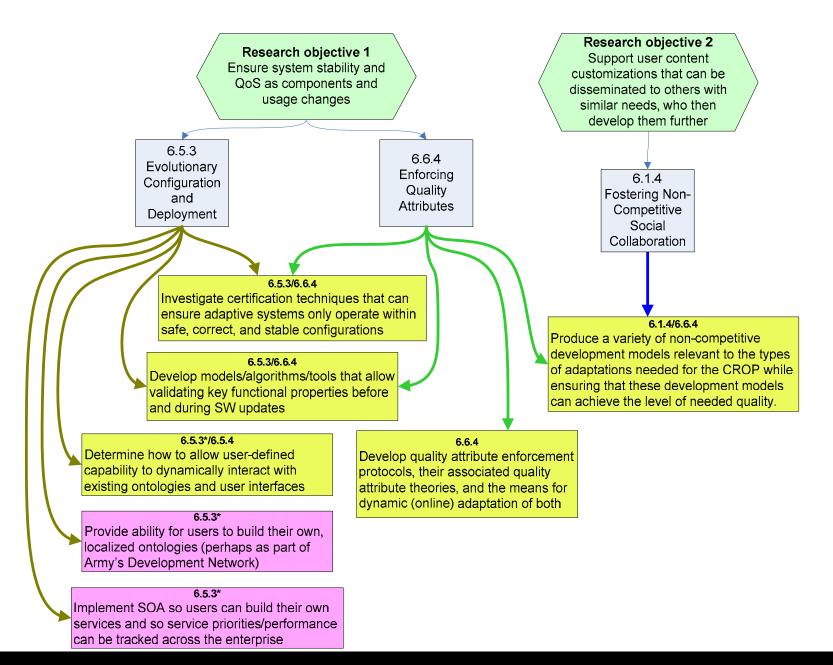


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#### **Roadmap Structure and Development Process**

Start with: a needed ULS system capability

Make: Observations about this capability

Example: user needs change dynamically

**Use**: ULS systems <u>perspective</u> (contrasted with conventional approach)

**Identify**: Technical challenge (related to ULS systems perspective)

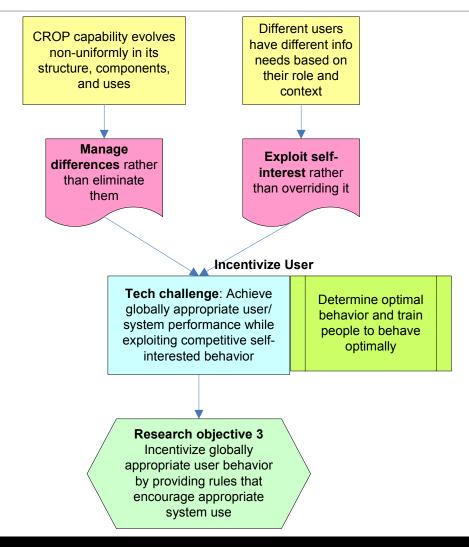
Contrast with the "usual" technical challenge

Restate challenge as: Research objective

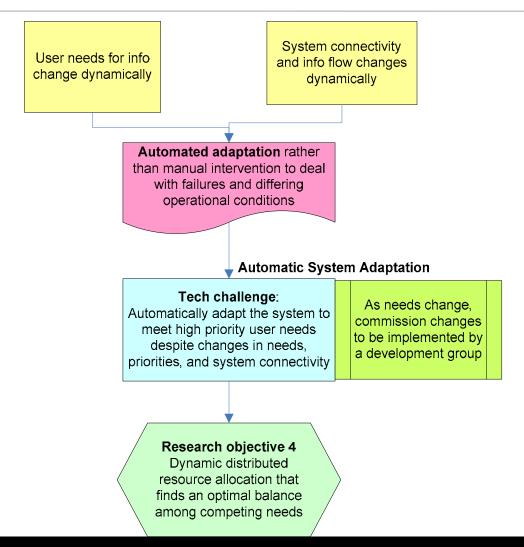
Cite: ULS Systems report Research Topic

Define Research Initiatives: Several supporting each research objective

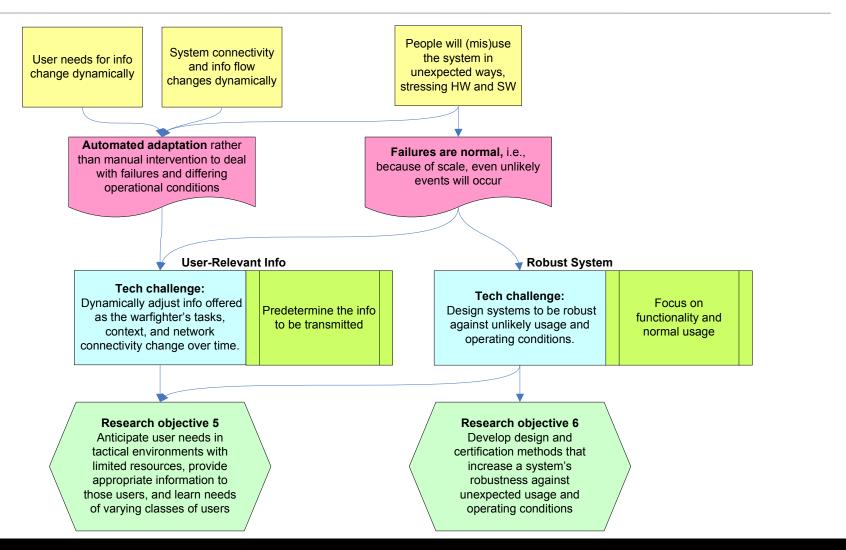
#### **Incentivize User**



## **Automatic System Adaptation**



#### **User Relevance and Robustness**



## ULS Systems Research Topics In/Not In Roadmap

- 6.1.1 Context-Aware Assistive Computing
- 6.1.2 Understanding Users and Their Contexts
- 6.1.3 Modeling Users and User Communities
- 6.1.4 Fostering Non-Competitive Social Collaboration
- 6.1.5 Longevity
- 6.2.1 Algorithmic Mechanism Design
- 6.2.2 Metaheuristics in Software Engineering
- 6.2.3 Digital Evolution
- 6.3.1 Design of All Levels
- 6.3.2 Design Spaces and Design Rules
- 6.3.3 Harnessing Economics to Promote Good Design
- 6.3.4 Design Representation/Analysis
- 6.3.5 Assimilation
- 6.3.6 Determining and Managing Requirements
- 6.4.1 Expressive Representation Languages

- 6.4.2 Scaled-Up Specification, Verification, and Certification
- 6.4.3 Computational Engineering for Analysis and Design
- 6.5.1 Decentralized Production Management
- 6.5.2 View-Based Evolution
- 6.5.3 Evolutionary Configuration and Deployment
- 6.5.4 In Situ Control and Adaptation
- 6.6.1 Robustness, Adaptation, and Quality Attributes
- 6.6.2 Scale and Composition of Quality Attributes
- 6.6.3 Understanding People-Centric Qual. Attr.
- 6.6.4 Enforcing Quality Requirements
- 6.6.5 Security, Trust, and Resiliency
- 6.6.6 Engineering Management at Ultra-Large Scales
- 6.7.1 Policy Definition for ULS Systems
- 6.7.2 Fast Acquisition for ULS Systems
- 6.7.3 Management of ULS Systems

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