



**INCOSE**  
Enchantment  
Chapter  
Webinar

WELCOME TO THE  
ENCHANTMENT  
CHAPTER  
VISIT OUR MEMBERS-ONLY INET PAGE

Wednesday, December 11, 2024 – 4:45pm-6:00pm MT  
Thursday, December 12, 2024 – 10:45am-12:00pm AEDT

*One Model to Rule them All ...  
and Through Emergence, Bind Them*




Jawahar Bhalla (JB)  
University of Adelaide &  
Shoal Group

Prof Stephen C. Cook  
University of Adelaide &  
Shoal Group

Dr David Harvey  
University of Adelaide


2-6 July 2024      [www.incose.org/symp2024](http://www.incose.org/symp2024) #INCOSEIS      1

1



**34<sup>th</sup>** Annual **INCOSE**  
international symposium  
hybrid event  
Dublin, Ireland  
July 2 - 6, 2024

*One Model to Rule them All ...  
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2



## Motivation...



Models have always been central to understanding systems and in the engineering of systems, whether captured in text and/or graphics in a document or digitally, typically labelled MBSE




“4. Model-based systems engineering, integrated with simulation, multi-disciplinary analysis, and immersive visualization environments is standard practice.”

INCOSE SE Vision 2035


***The future of systems engineering is model-based, leveraging next generation modeling, simulation and visualization environments powered by the global digital transformation, to specify, analyze, design and verify systems (Vision 2035)***

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## Motivation...



*“One ring to rule them all,  
one ring to find them, one  
ring to bring them all and in  
the darkness bind them”*

*Gandalf, the Fellowship of  
the Ring (Tolkien, 1954).*




*Is there “One model to  
rule them all, one model to  
find them, one model to  
frame them all, and  
through emergence bind  
them.”?*


***The future of systems engineering is model-based, leveraging next generation modeling, simulation and visualization environments powered by the global digital transformation, to specify, analyze, design and verify systems (Vision 2035)***

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# Motivation...



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7

7




# Motivation...




*"Remember, always, that  
everything you know, and  
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is only a model. Get your  
model out there where it  
can be viewed. Invite others  
to challenge your  
assumptions and add their  
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*Donella Meadows : Thinking in Systems*



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The scarcest resource is not oil, metals, clean air, capital, labour, or technology. It is our willingness to listen to each other and learn from each other and to seek the truth rather than seek to be right

— Donella Meadows —

AZ QUOTES


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8

8



# Structure & Acknowledgement



“Remember, always, that everything you know, and everything everyone knows, is only a model. Get your model out there where it can be viewed. Invite others to challenge your assumptions and add their own.”

Donella Meadows : Thinking in Systems

Models in SE

Concepts from M&S



Systems Thinking

Categorising Systems Models

A “MoSM” Construct

Key Points

Is there “One model to rule them all, one model to find them, one model to frame them all, and through emergence bind them.”?


My work is supported by an Australian Government Research Training Program (RTP) Scholarship through the University of Adelaide with Shoal Group as the Industry Partner

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Models in SE


Concepts from M&S

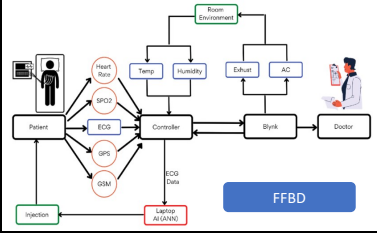
Systems Thinking

Categorising Systems Models

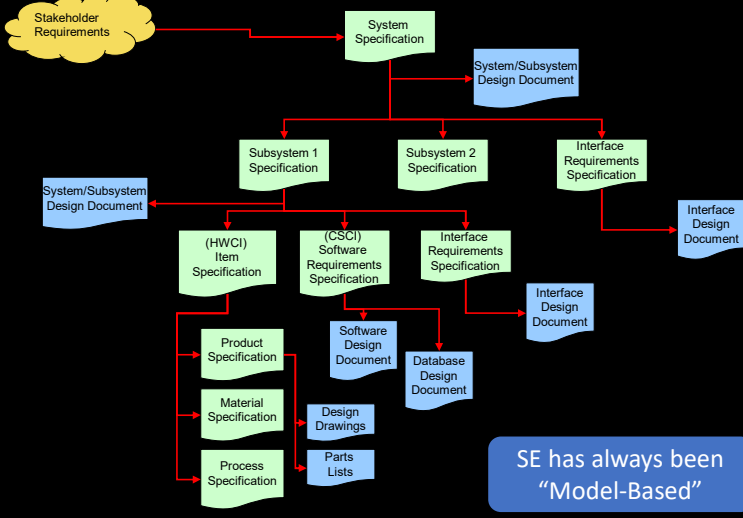
A “MoSM” Construct

Key Points





FFBD



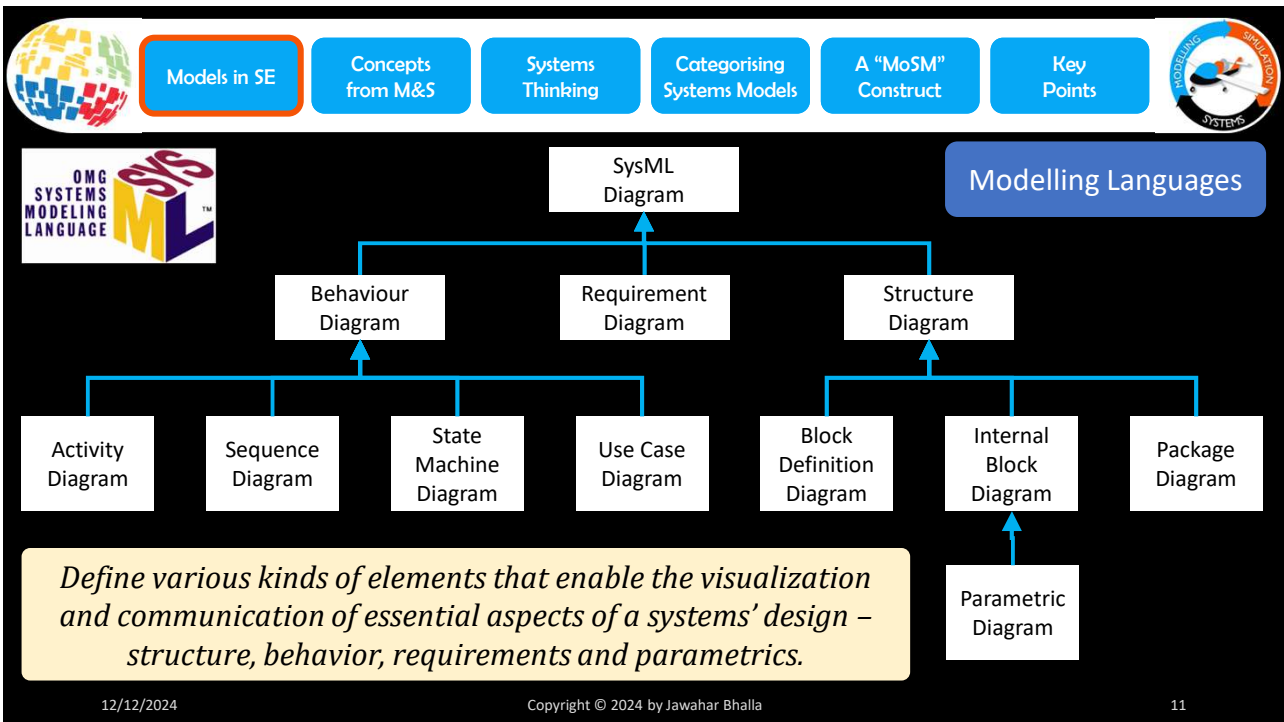
SE has always been “Model-Based”

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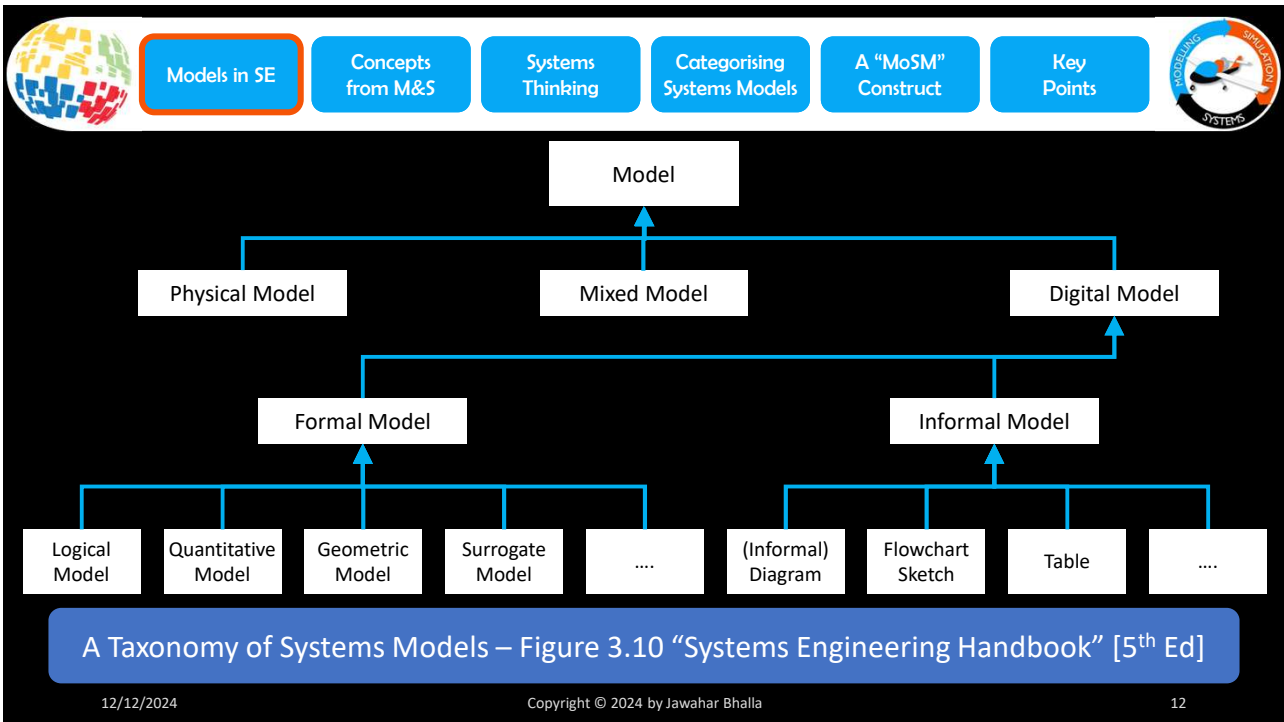
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11



12

Models in SE Concepts from M&S Systems Thinking Categorising Systems Models A "MoSM" Construct Key Points

**What is a Model? What is a Simulation? What is a Simulator?**

A **Model** is a Physical, Mathematical or Logical *abstraction* (of a System, Entity, Phenomenon, Activity or Process) for a *particular purpose* (i.e. a *suitable representation*)

A **Simulation** is an **Enactment** (Method of Implementing) a **Model** over **Time**

**A Simulator** → The Tool that **Executes** the **Simulation**

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13

Models in SE Concepts from M&S Systems Thinking Categorising Systems Models A "MoSM" Construct Key Points

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**A Simulation** **Model** over **Time**

**A Simulator** → The Tool that **Executes** the **Simulation**

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14



Models in SE


Concepts from M&S

Systems Thinking

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Image Credit – Jan Vasek from Pixaby




Image Credit – engineering.com

←

VR (Simulated Environment)


→

(Real Environment) AR

**A Simulator** → The Tool that **Executes** the **Simulation**

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## Categorising Simulations

### Scenario Participants

		Real	Simulated
Scenario Environment	Real	<b>LIVE</b> Real Participants operating in a real-world environment	<b>REPLICATED</b> Simulated Participant/s subjected to a real-world environment
	Simulated	<b>VIRTUAL</b> Real Participants operating in a simulated environment	<b>CONSTRUCTIVE</b> Simulated Participants operating in a simulated environment




Image Credit – Skeeze from Pixaby




Image Credit – CAE




Image Credit – CAE




Image Credit – Bohemia Interactive Simulations

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**Categorising Simulations**

ABSTRACTION   INTEROPERABILITY

**Scenario Participants**

Real   Simulated

<b>LIVE</b> Real Participants operating in a real-world environment	<b>REPLICATED</b> Simulated Participants subjected to a real-world environment
<b>EMERGENCE</b> Real Participants operating in a simulated environment	<b>CONSTRUCTIVE</b> Simulated Participants operating in a simulated environment

Scenario Environment

**BLENDED/MIXED**  
Typical Example of VIRTUAL and AUGMENTED REALITY (VR/AR)

**JOINT/INTEGRATED**  
LIVE-VIRTUAL-CONSTRUCTIVE (HUMAN-SIM) or iLVC(R)

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**Making it "real" ...**

**Sight**  
Colour   Brightness

**Touch**  
Pressure   Temperature  
Pain   Itch

**Smell**  
Chemicals

**Sound**  
Amplitude   Frequency   Direction

**Taste**  
Sweet   Salty  
Sour   Bitter  
Umami

EMERGENCE

ABSTRACTION   INTEROPERABILITY

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Models in SE Concepts from M&S Systems Thinking Categorising Systems Models A "MoSM" Construct Key Points

**Making it "real" ...**

**ABSTRACTION**      **EMERGENCE**      **INTEROPERABILITY**

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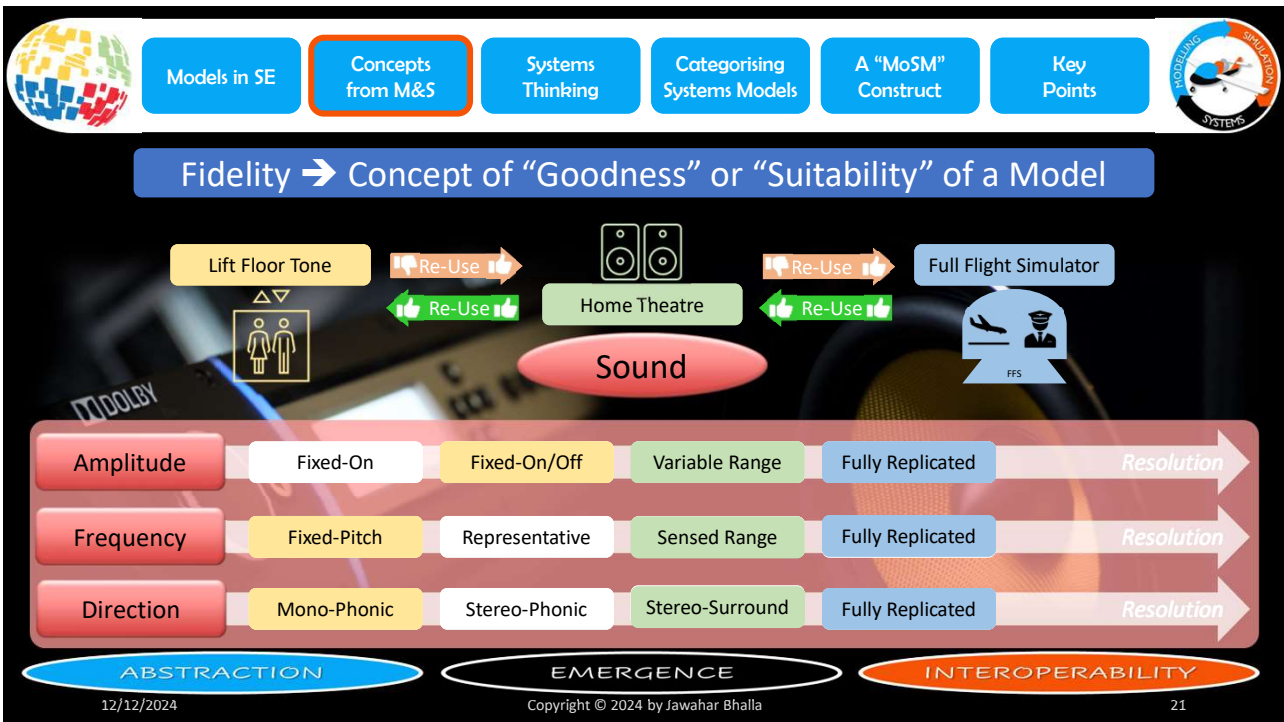
Models in SE Concepts from M&S Systems Thinking Categorising Systems Models A "MoSM" Construct Key Points

**Fidelity → Concept of "Goodness" or "Suitability" of a Model**

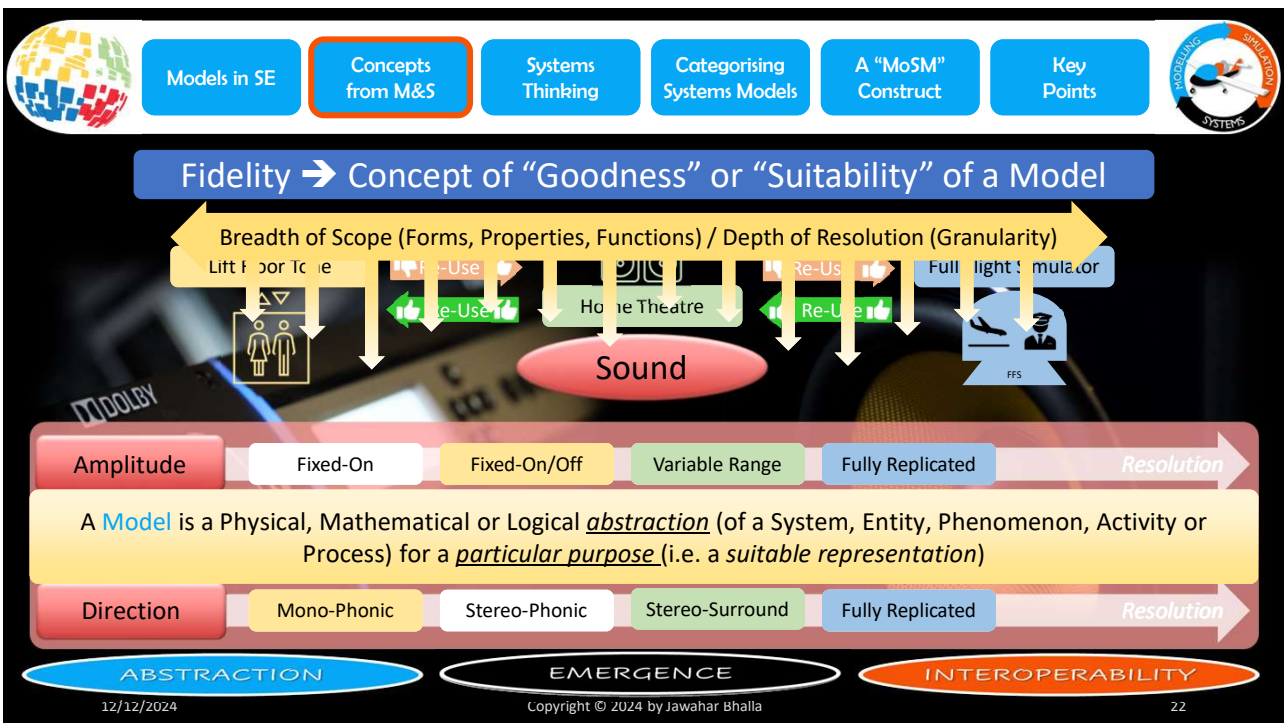
**ABSTRACTION**      **EMERGENCE**      **INTEROPERABILITY**

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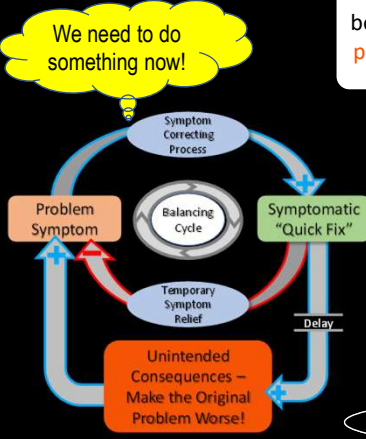
Categorising Systems Models

A "MoSM" Construct


Key Points



"Fixes that Backfire"



Peter Senge → "Systems Thinking is a *conceptual framework*, a *body of knowledge* and *tools* that have been developed over the past fifty years, to *make the full patterns clearer*, and to help to *change them effectively*."




To manage a system effectively, you might focus on the interactions of the parts rather than their behavior taken separately.

— Russell L. Ackoff —

AZ QUOTES


"Shifting the Burden"



SYSTEMS THINKING

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Concepts from M&S

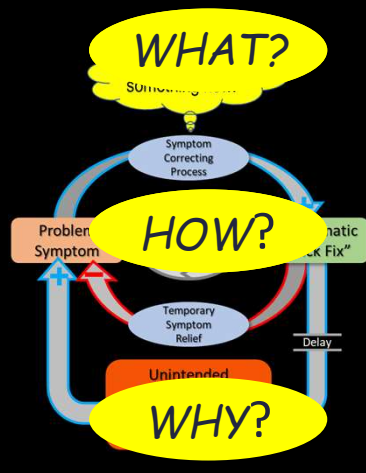
Systems Thinking

Categorising Systems Models

A "MoSM" Construct

Key Points





Personal view → Systems Thinking is a *conceptual framework and methodology* to *understand and make sense* of the world we live in, that helps us deal *efficiently* and *effectively* with the *challenges we perceive* and to *create the reality we desire*.

MODELLING


SYSTEMS THINKING

SIMULATION

Emergence is a *fundamental systemic property* that *explains a systems properties and behaviors as a balance between internal and external forces* from *internal and external interactions*, resulting in (*intended and unintended*) unique outcomes (a WIP!)

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Models in SE


Concepts from M&S

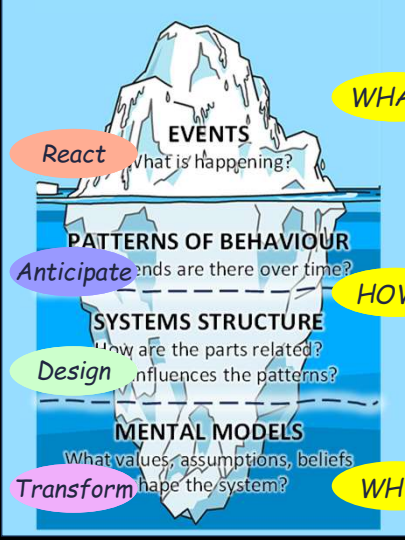
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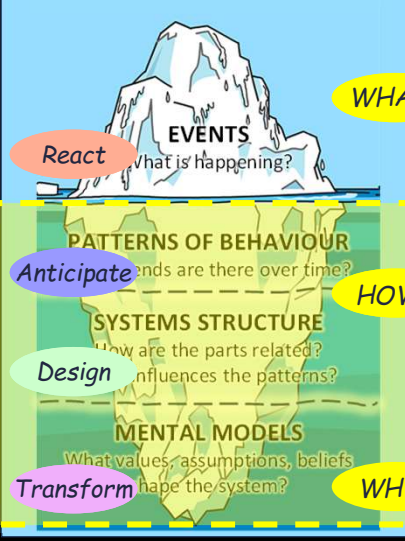
Systems Thinking

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MODELLING

ENGINEER SYSTEMS

SIMULATION

*It's all happening below the surface....*

Transformative MODELS

Behaviour / Dynamics MODELS

Frameworks / Architecture MODELS

Composition (Aggregative) MODELS

Classification (Hierarchical) MODELS

Communication (Schematic) MODELS

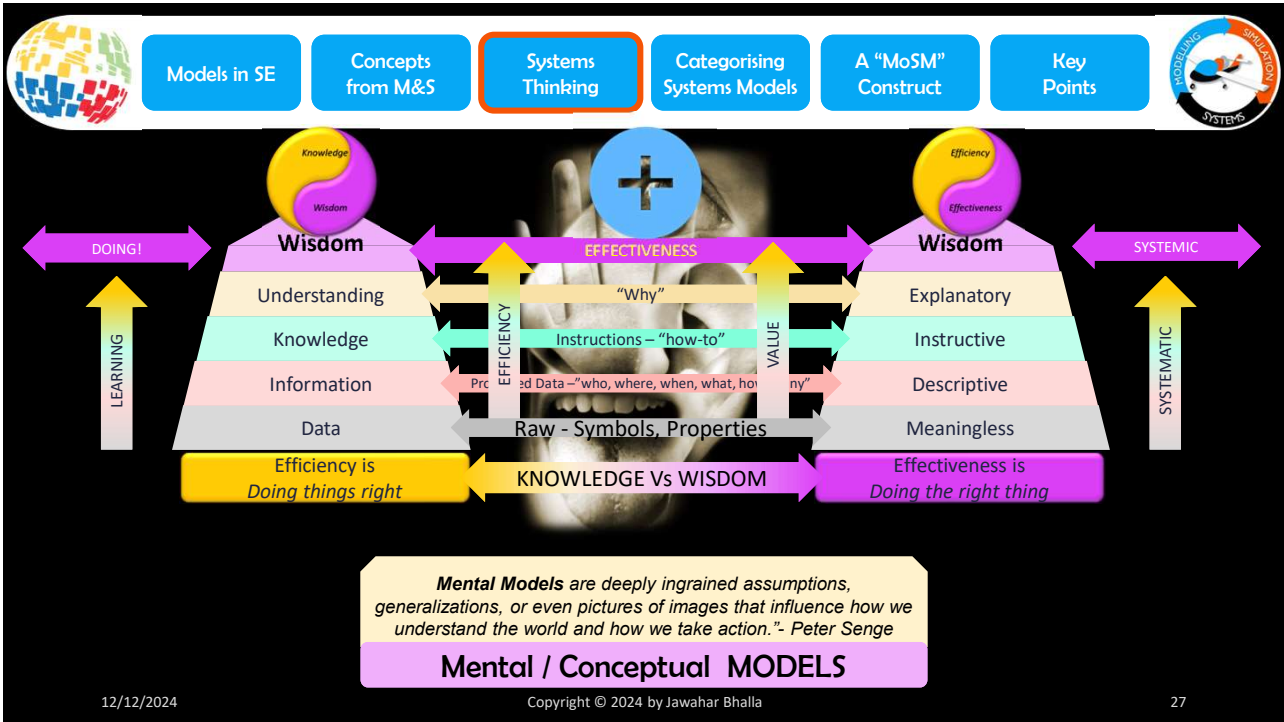
Mental / Conceptual MODELS

Transformative MODELS

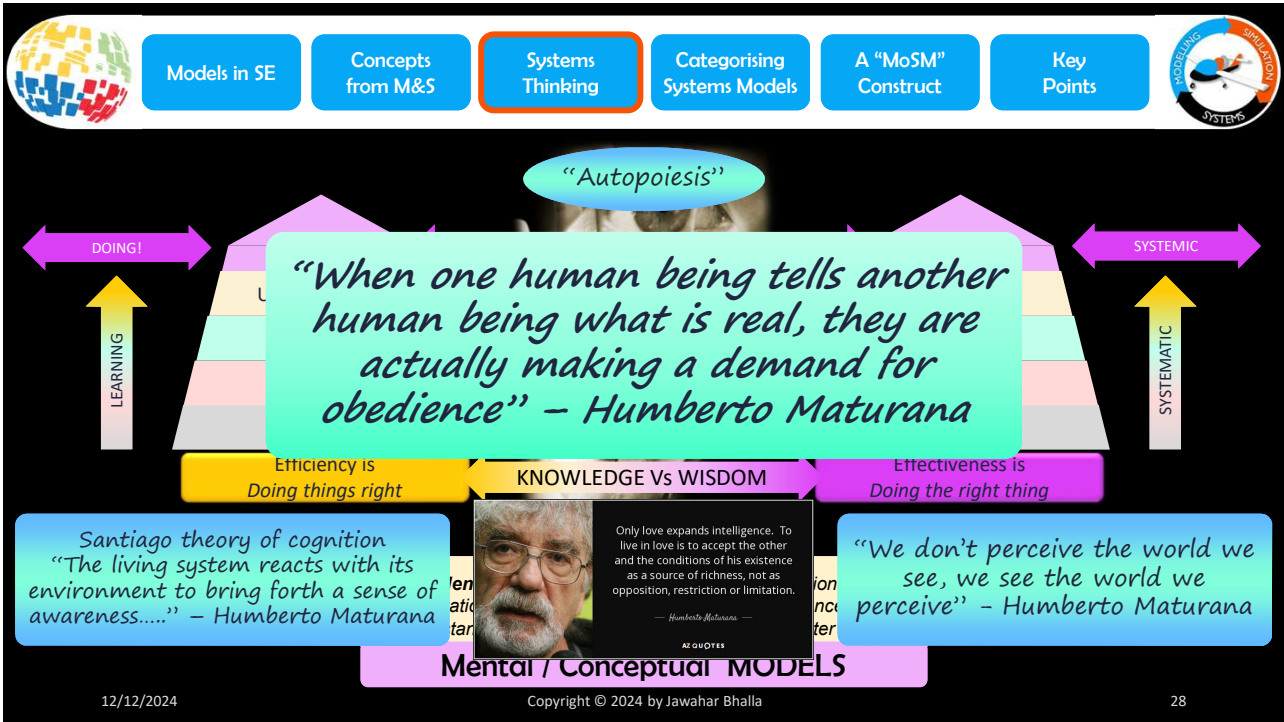
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26

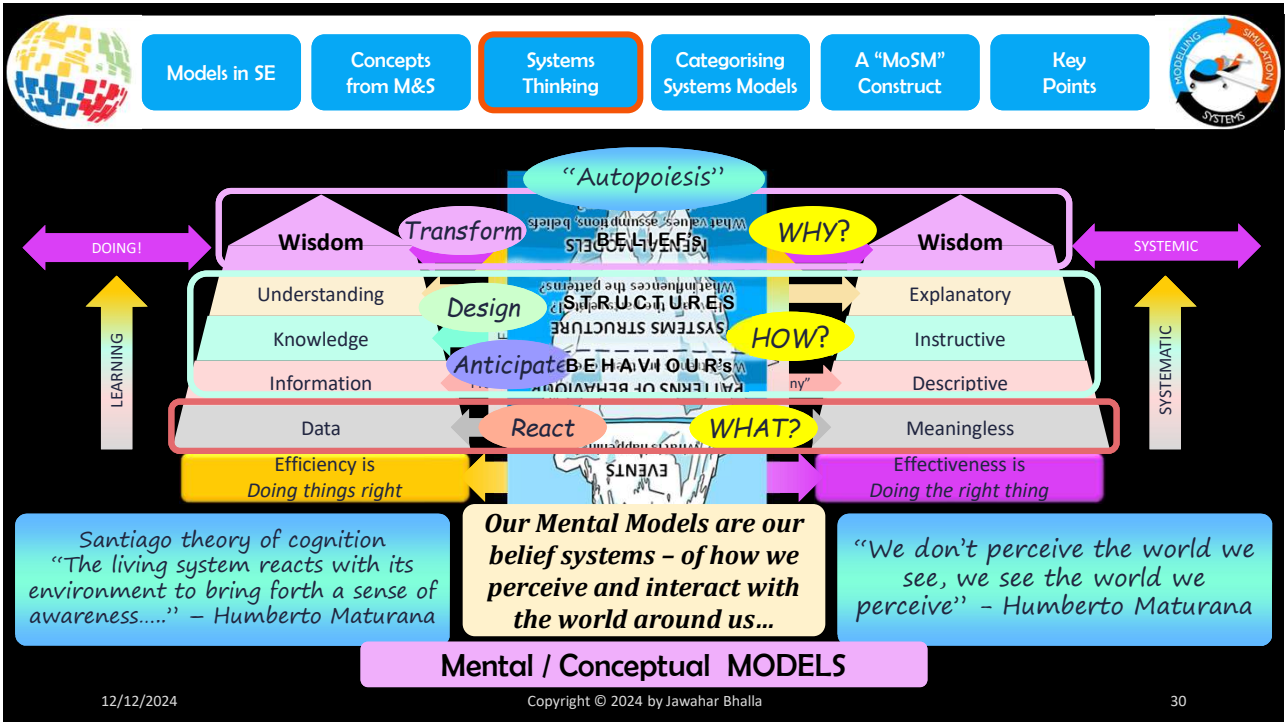
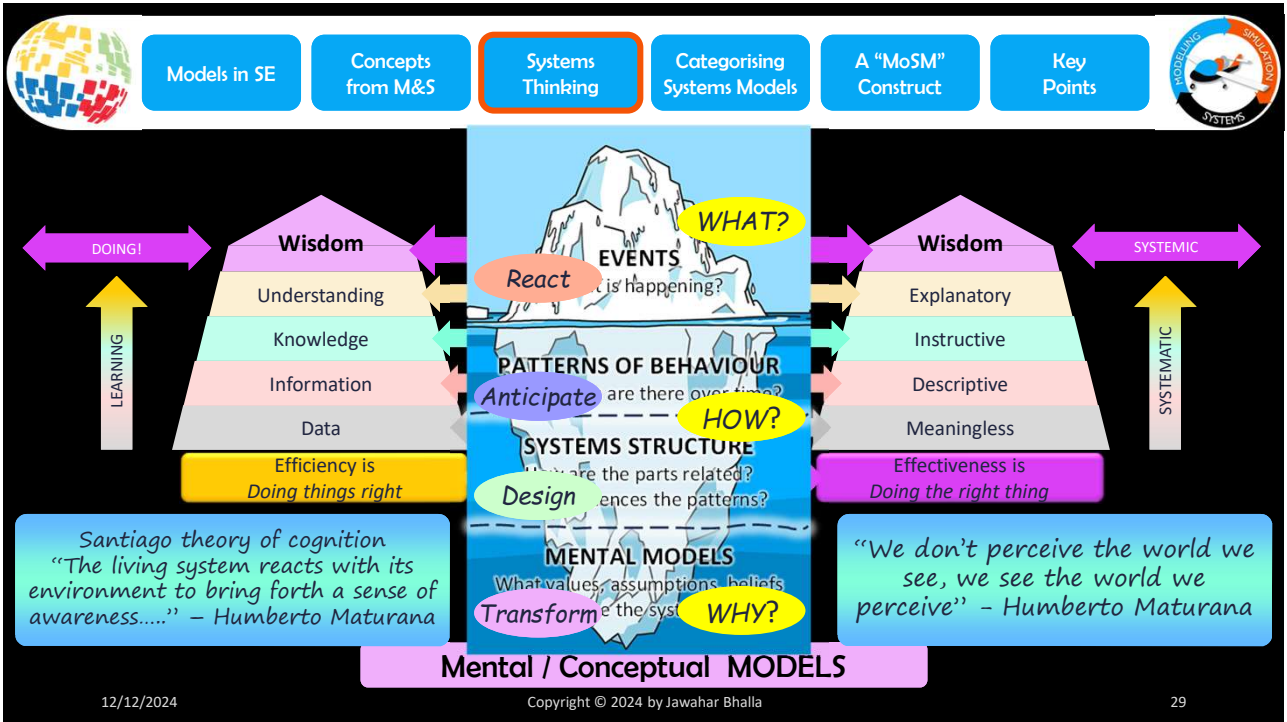
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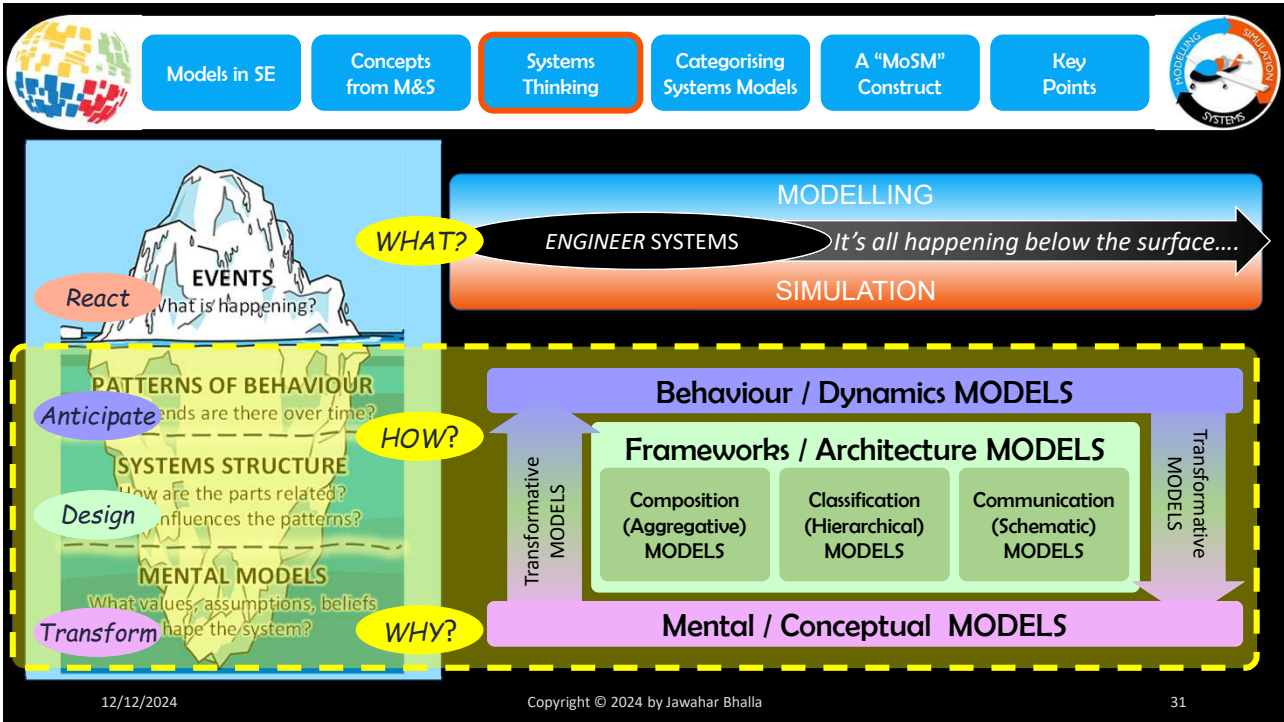


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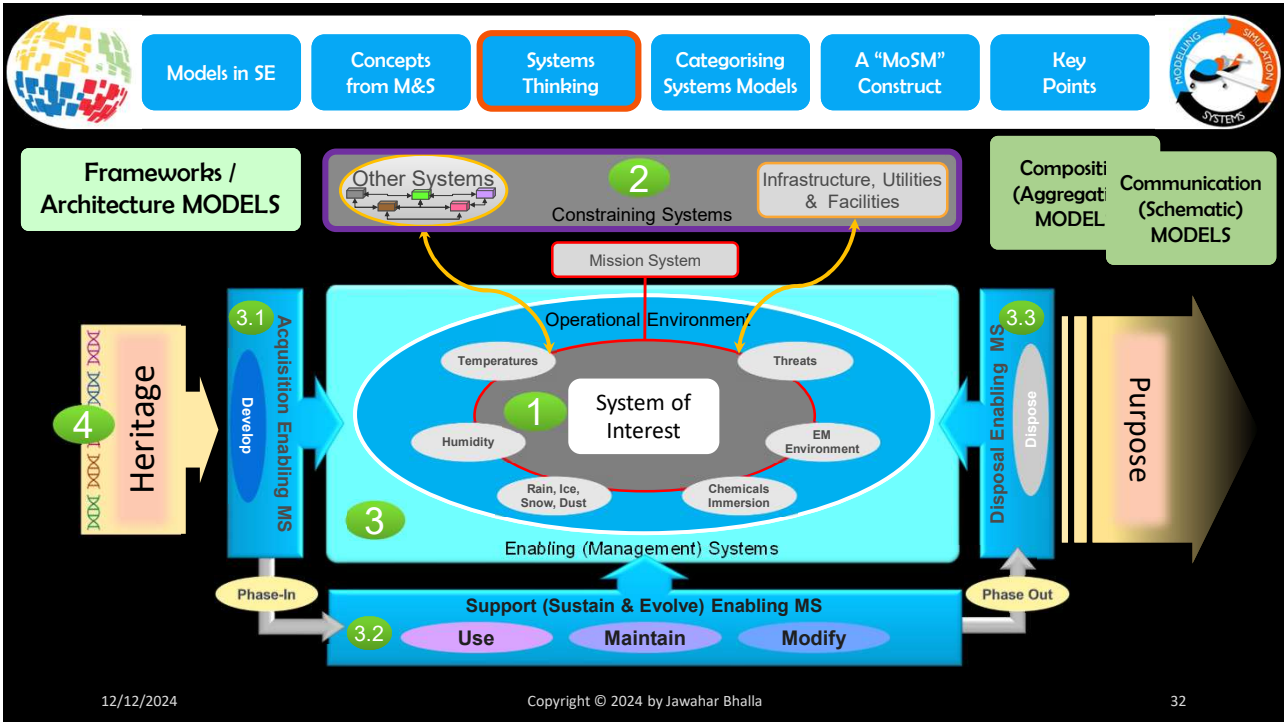


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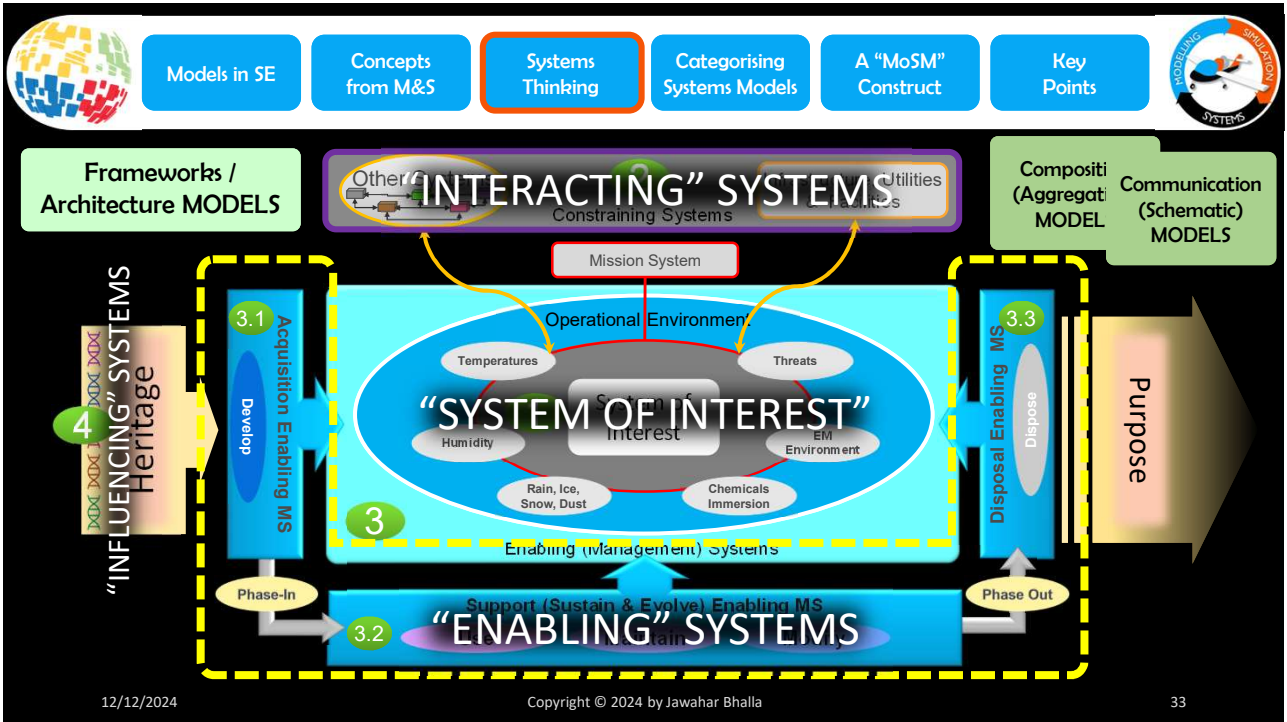


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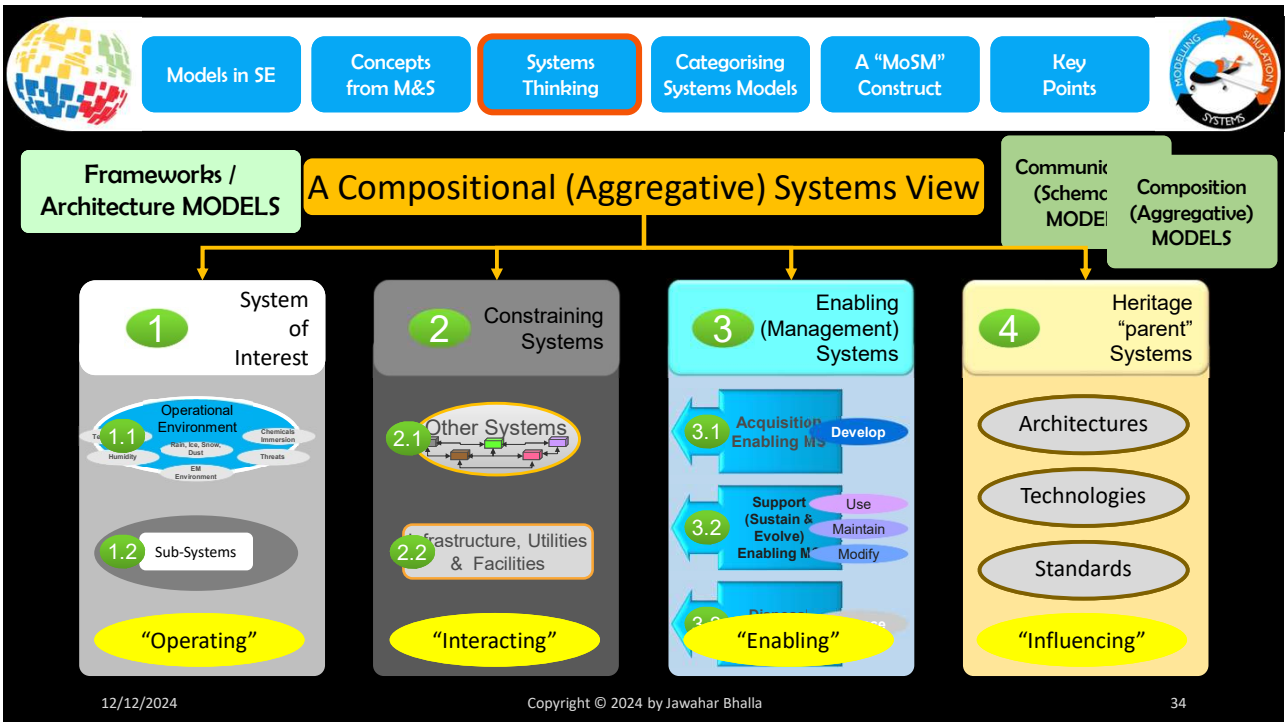


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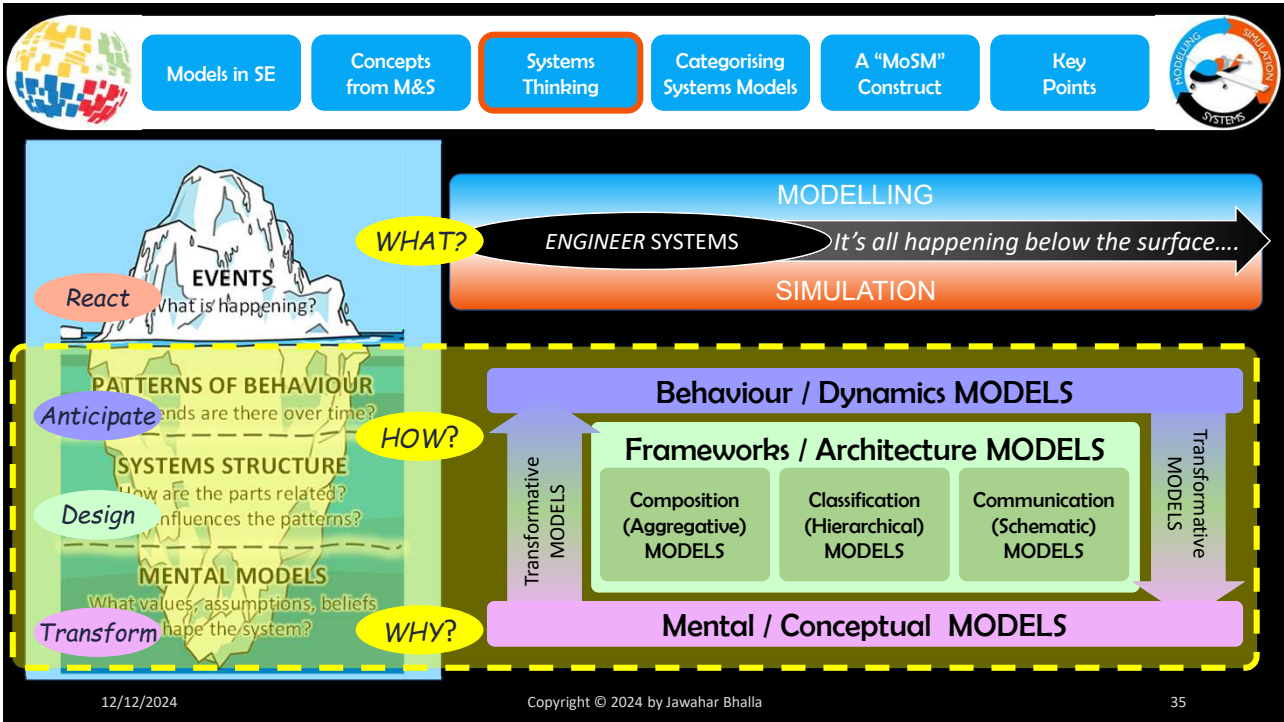




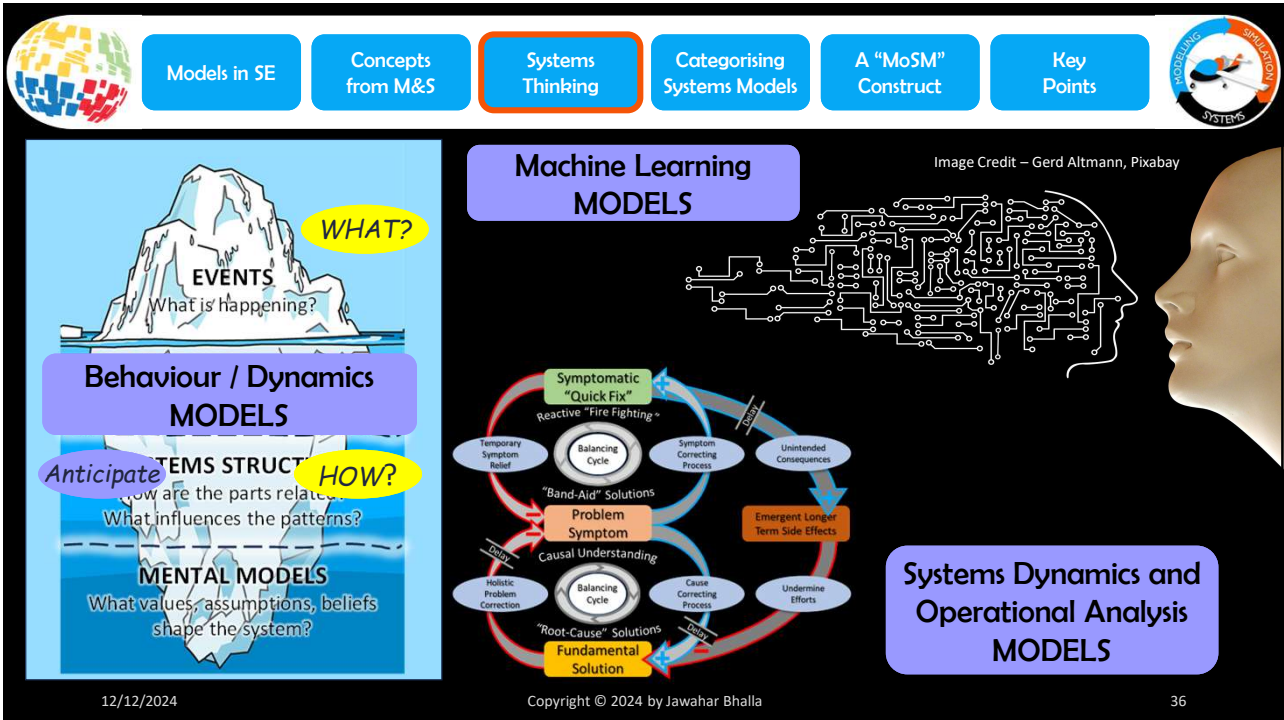
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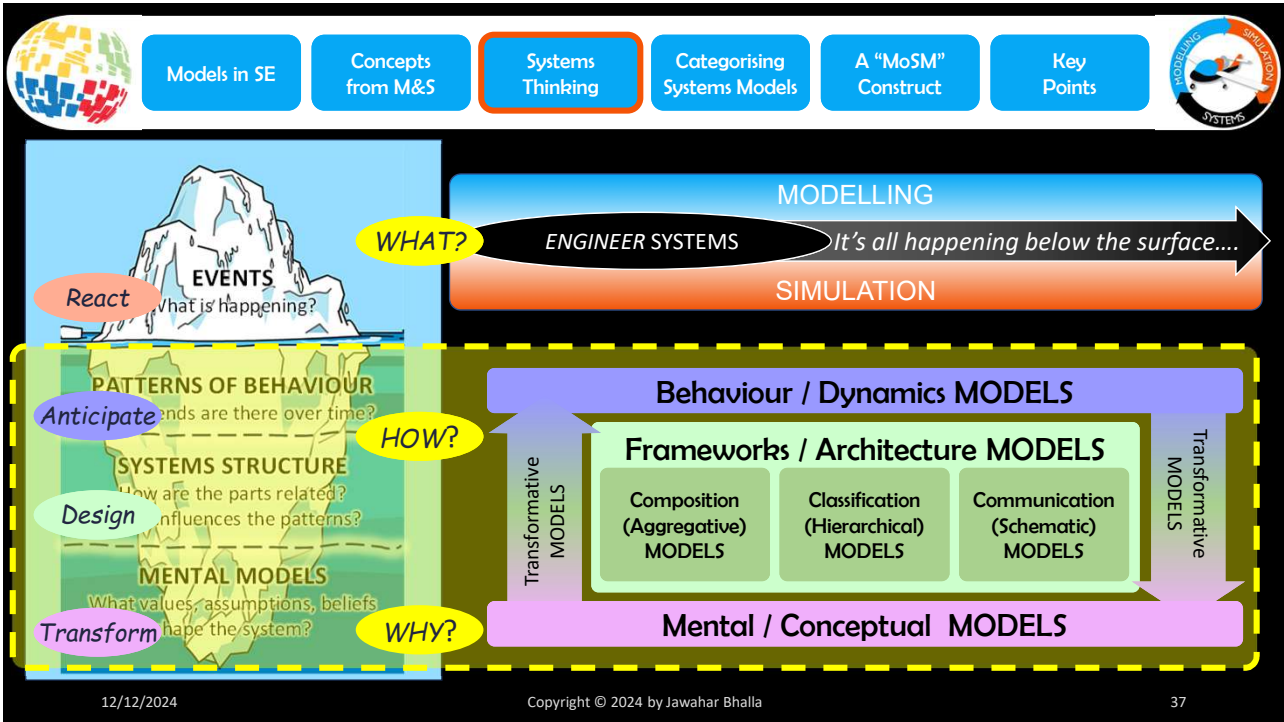
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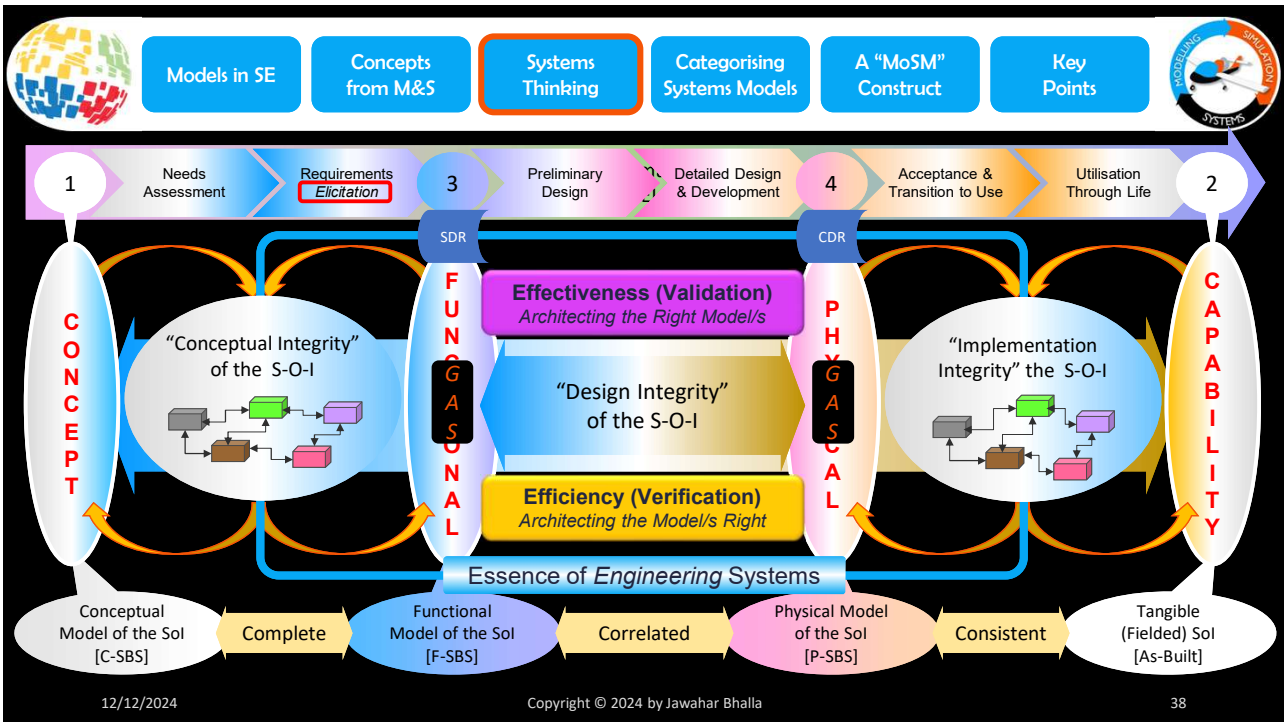
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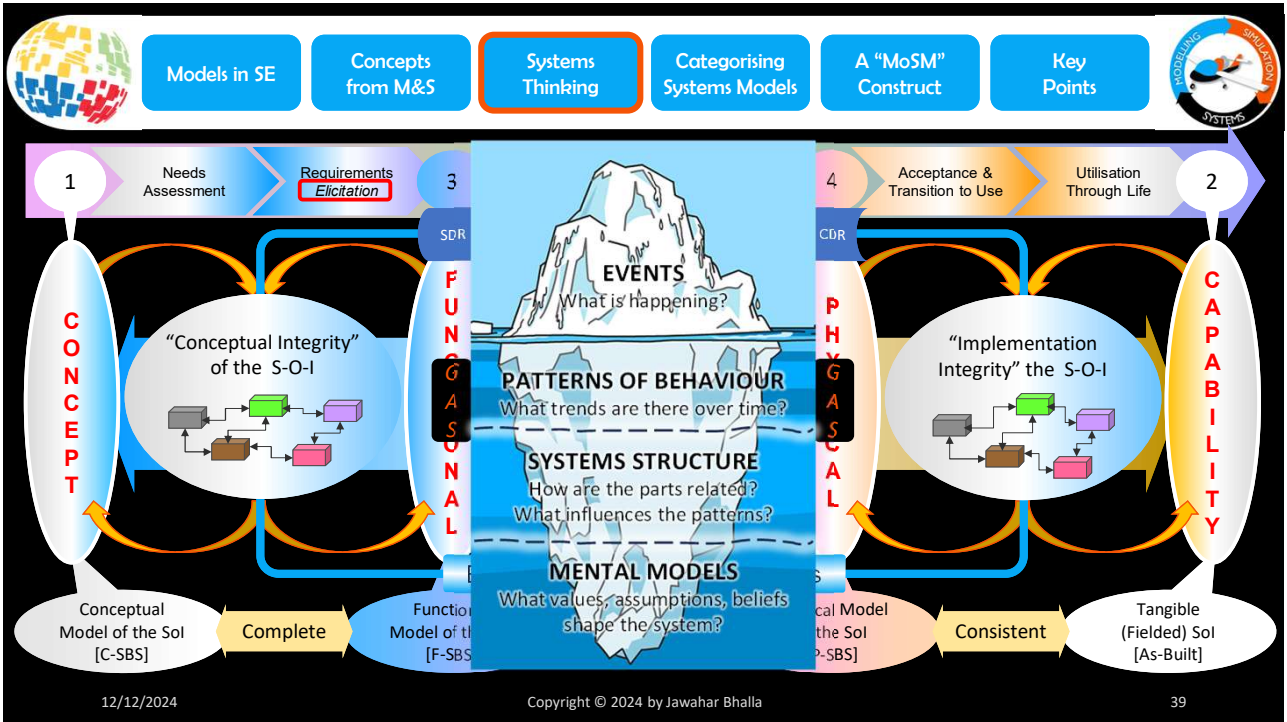
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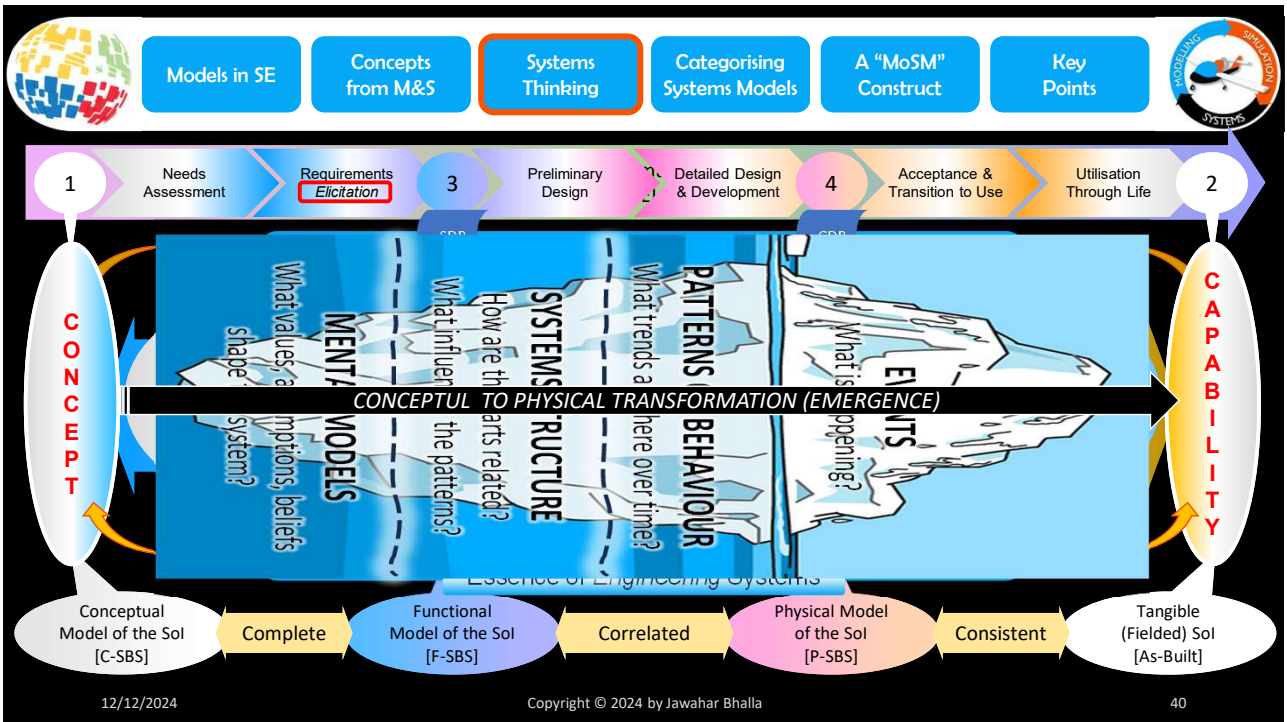
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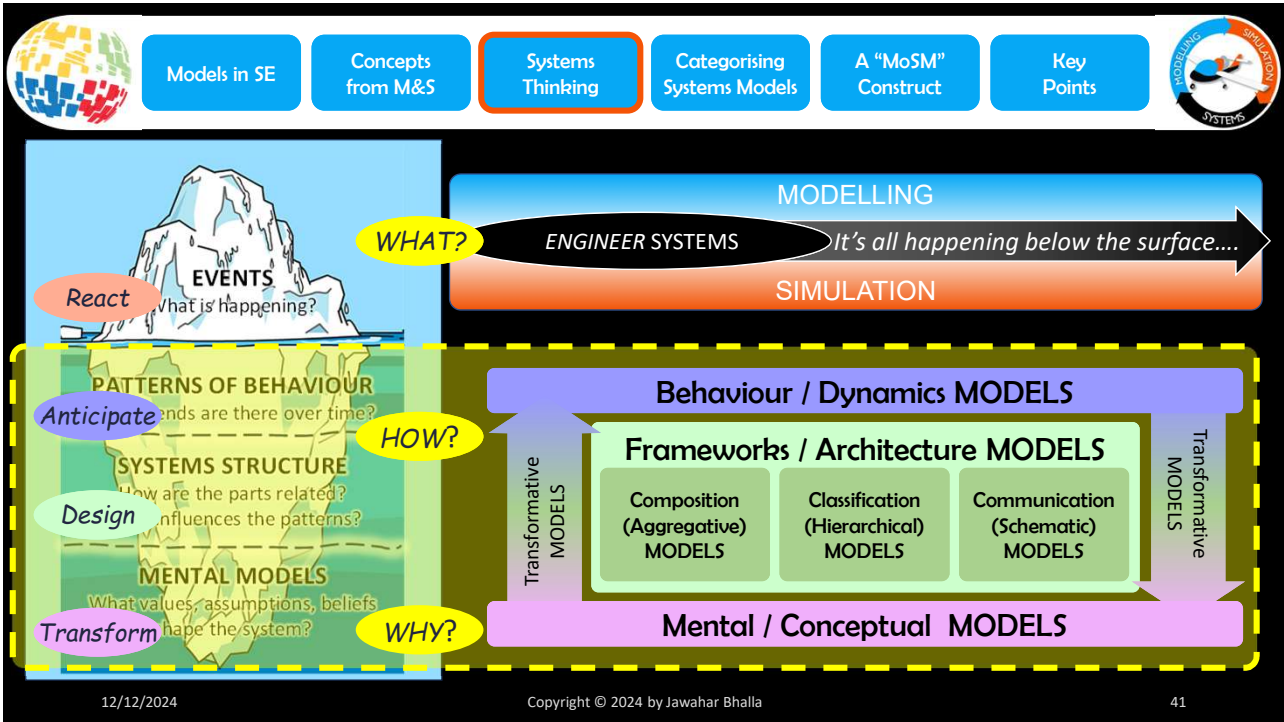
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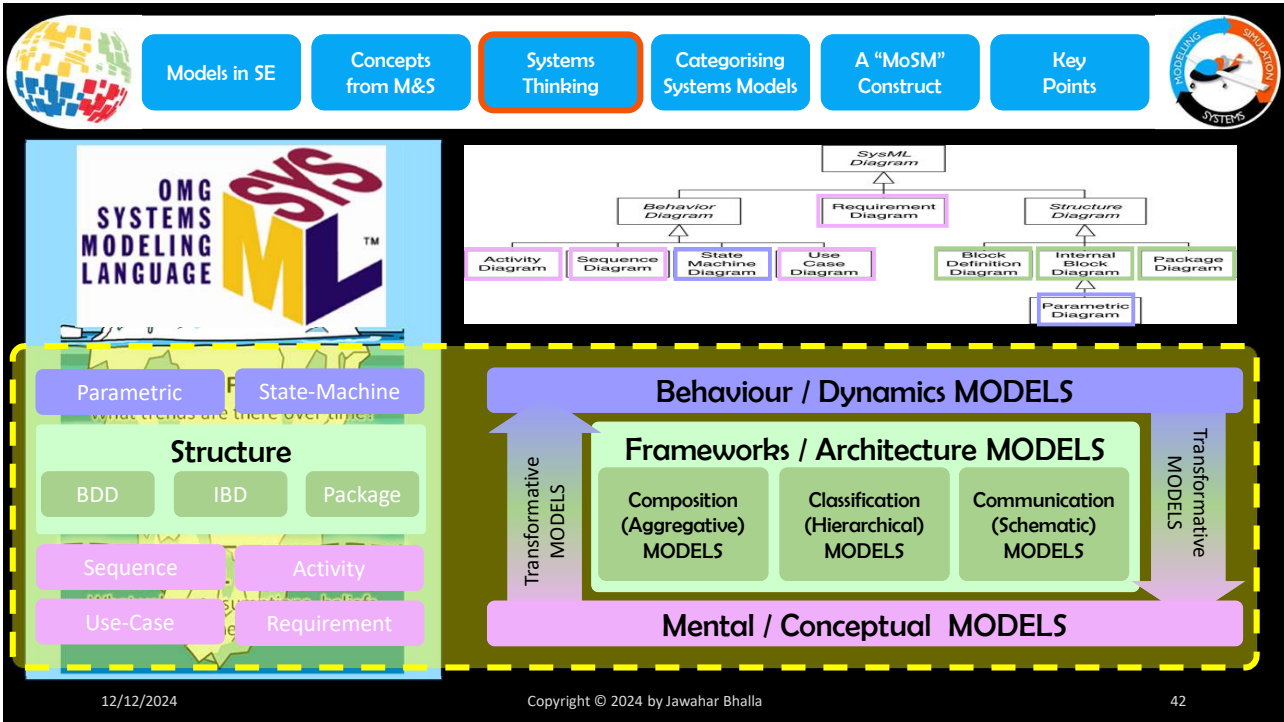
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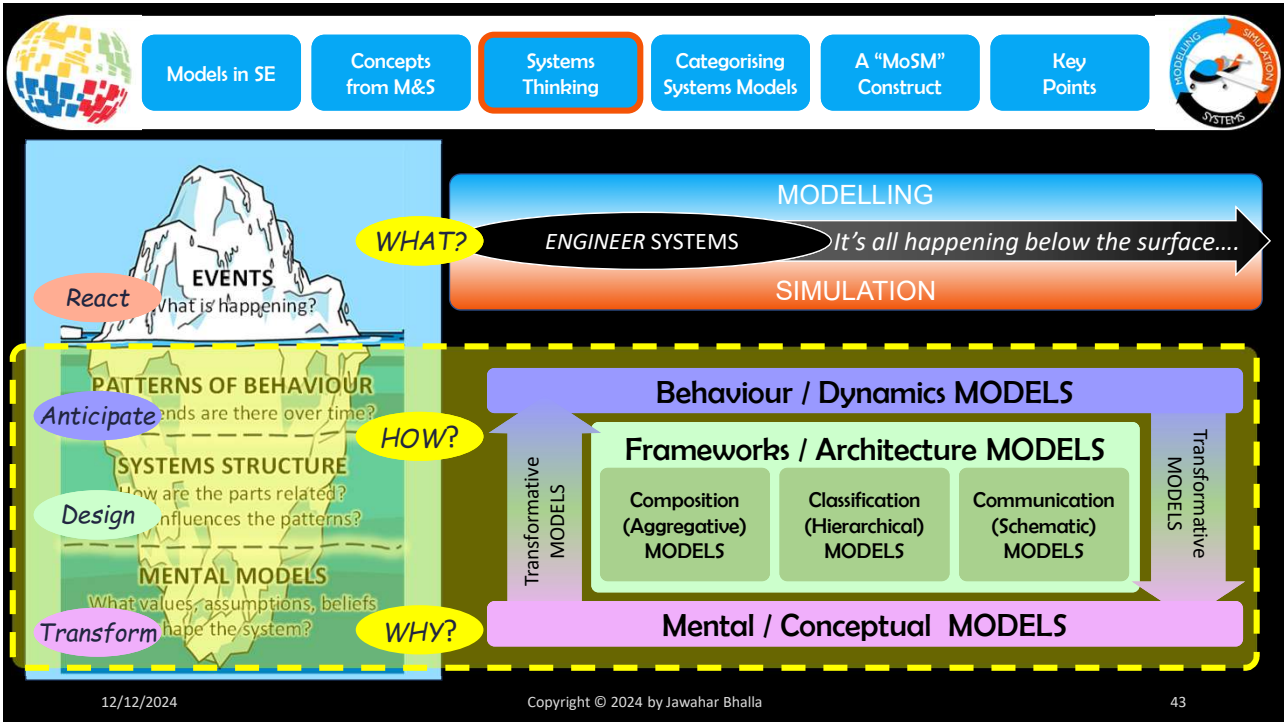
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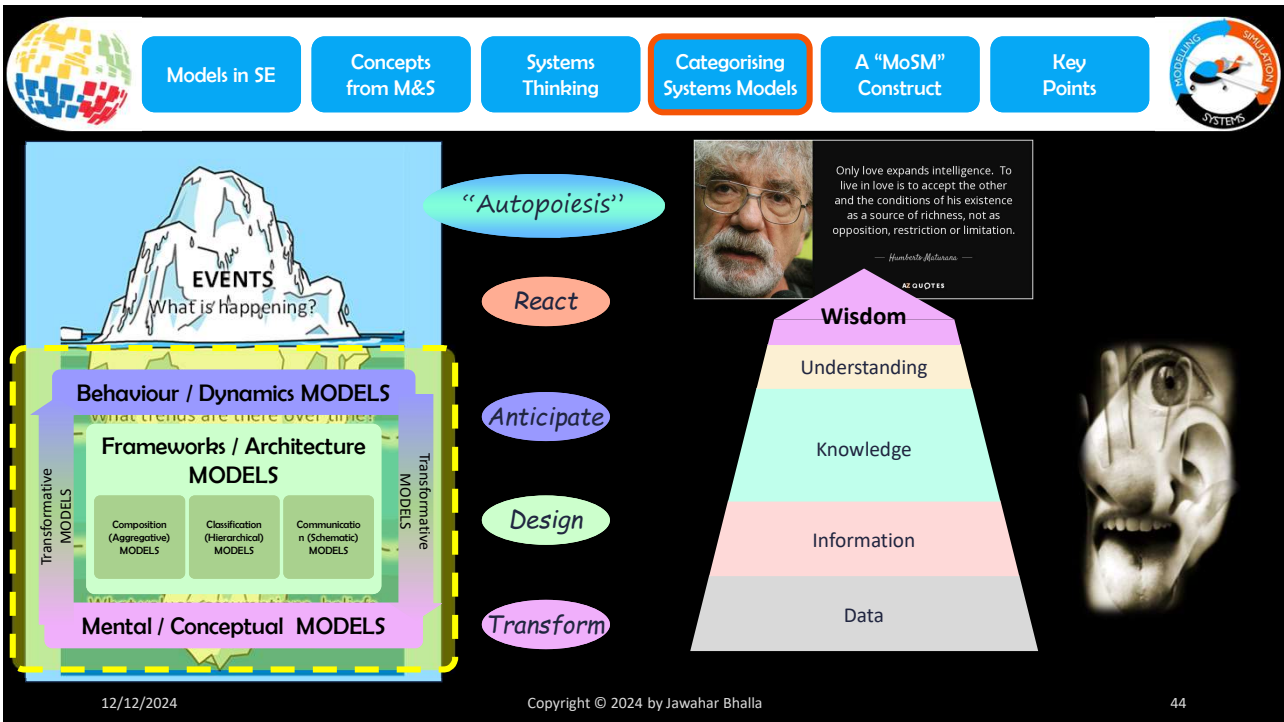
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42



43



44

Models in SE   Concepts from M&S   Systems Thinking   **Categorising Systems Models**   A "MoSM" Construct   Key Points

**"Autopoiesis"**

EVENTS  
What is happening?

Behaviour / Dynamics MODELS  
what trends are there over time?

Frameworks / Architecture MODELS

Mental / Conceptual MODELS

React

Anticipate

Design

Transform

Data  
Meaningless...

Information

Knowledge

Experiential...  
Understanding

Wisdom

Only love expands intelligence. To live in love is to accept the other and the conditions of his existence as a source of richness, not as opposition, restriction or limitation.  
— Humberto Maturana —

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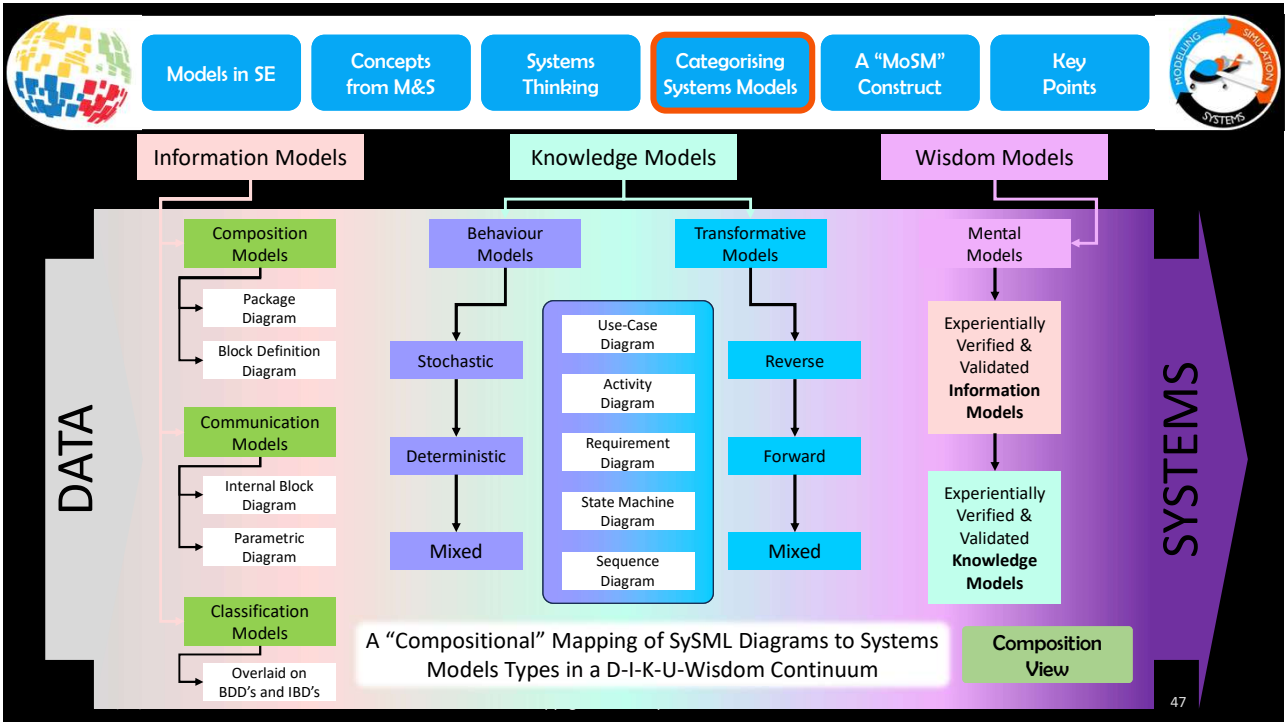
Information Models   Knowledge Models   Wisdom Models

DATA

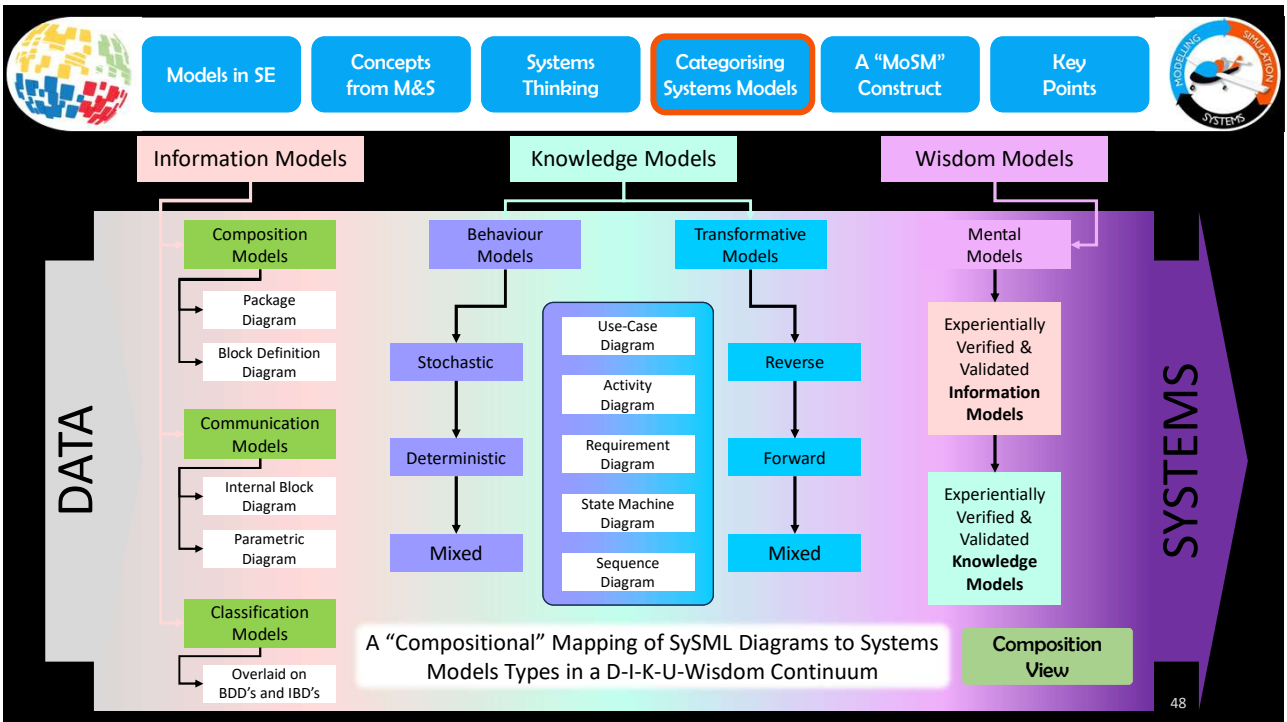
SYSTEMS

46

46

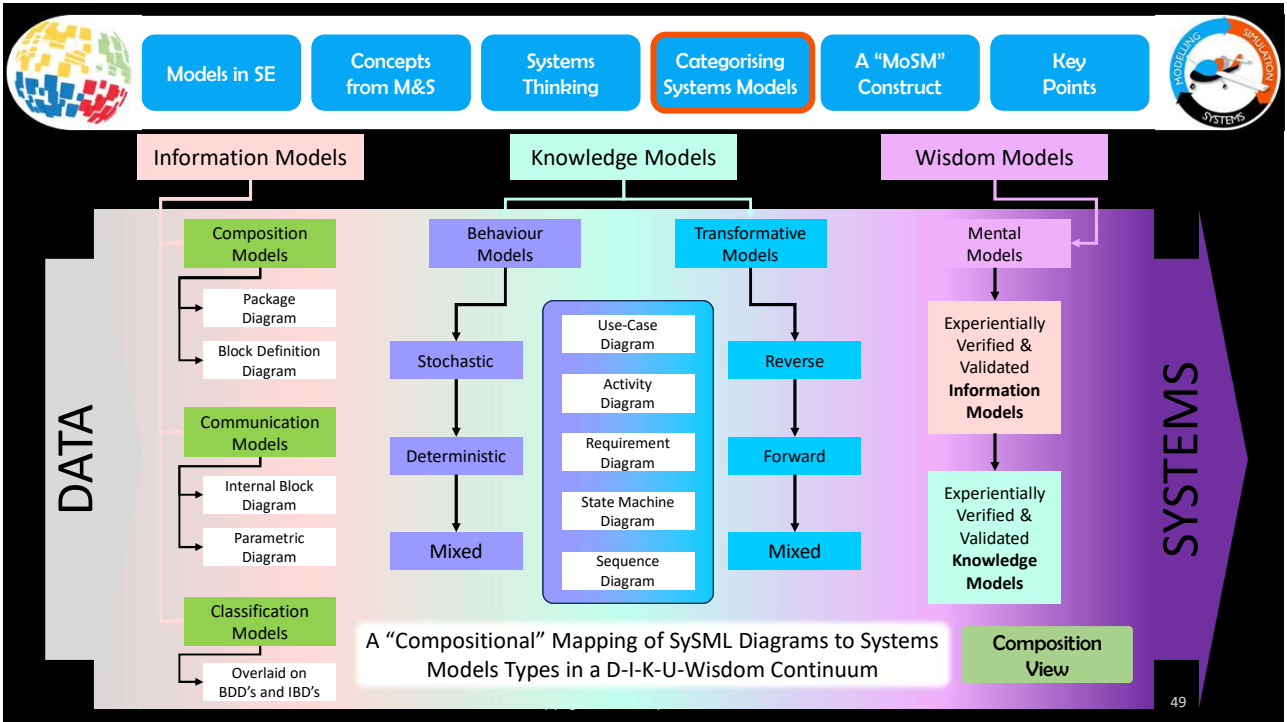


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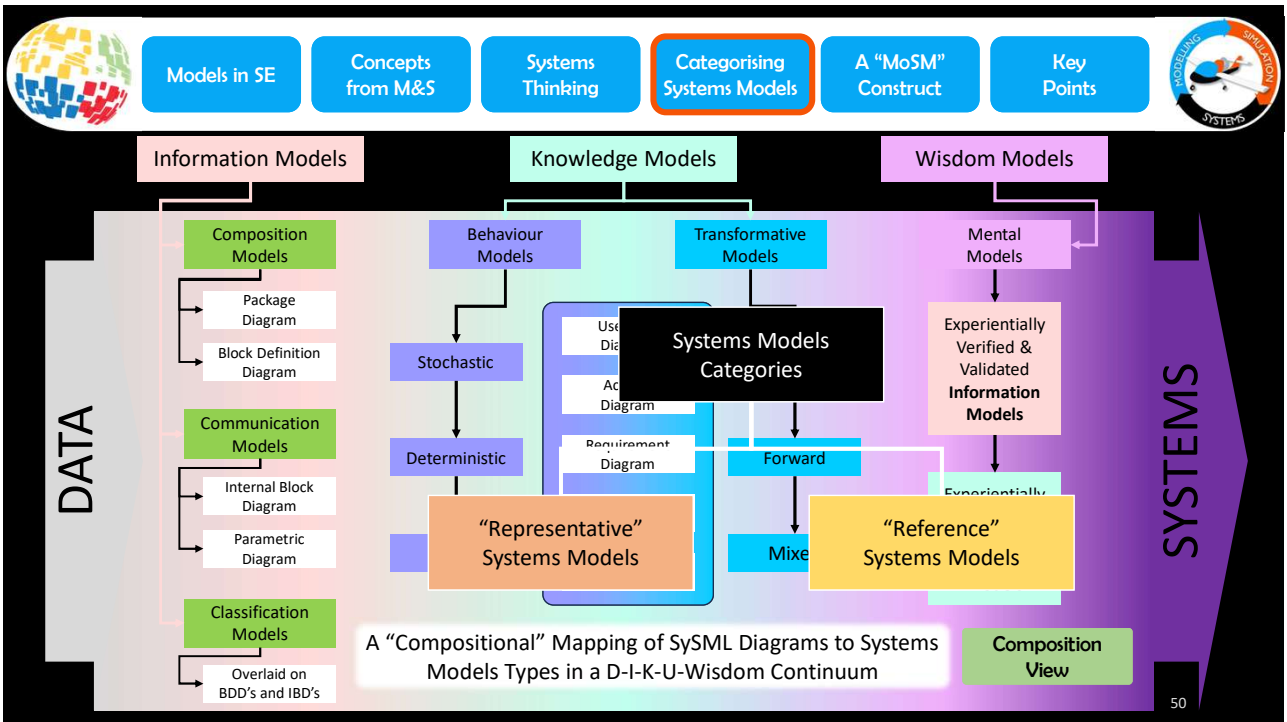


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49



50

**Applying "Engineering Wisdom" to Engineer Systems**

*We then apply our SE Wisdom to architect desired systems through definition and realization, employing our personal SE Information and Knowledge Systems Reference Models to engineer efficient and effective fielded, safe, secure and sustainable systems.*

**Requisite "SE Wisdom"**

*To Engineer systems, we must first have the requisite "SE Wisdom" (i.e. personal mental SE Information and Knowledge Systems Models established through verified and validated experiential learning) to enable understanding and transformation of desired conceptual needs into safe, secure and sustainable systems.*

**Building "Engineering Wisdom" through Experiential Learning**

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51

**Applying "Engineering Wisdom" to Engineer Systems**

*We then apply our SE Wisdom to architect desired systems through definition and realization, employing personal SE Information and Knowledge Systems Reference Models to engineer efficient and effective fielded, safe, secure and sustainable systems.*

**Engineered System**

Reference Dynamic Properties & Behaviour Models

Reference Physical Architecture

Reference Conceptual Architecture

**Reference "SE Wisdom" Models**

Representative Architectures

Representative Dynamic Properties & Behaviour Models

**Represented System**

**Fielded Systems**

Operational Systems

**Operational Data**

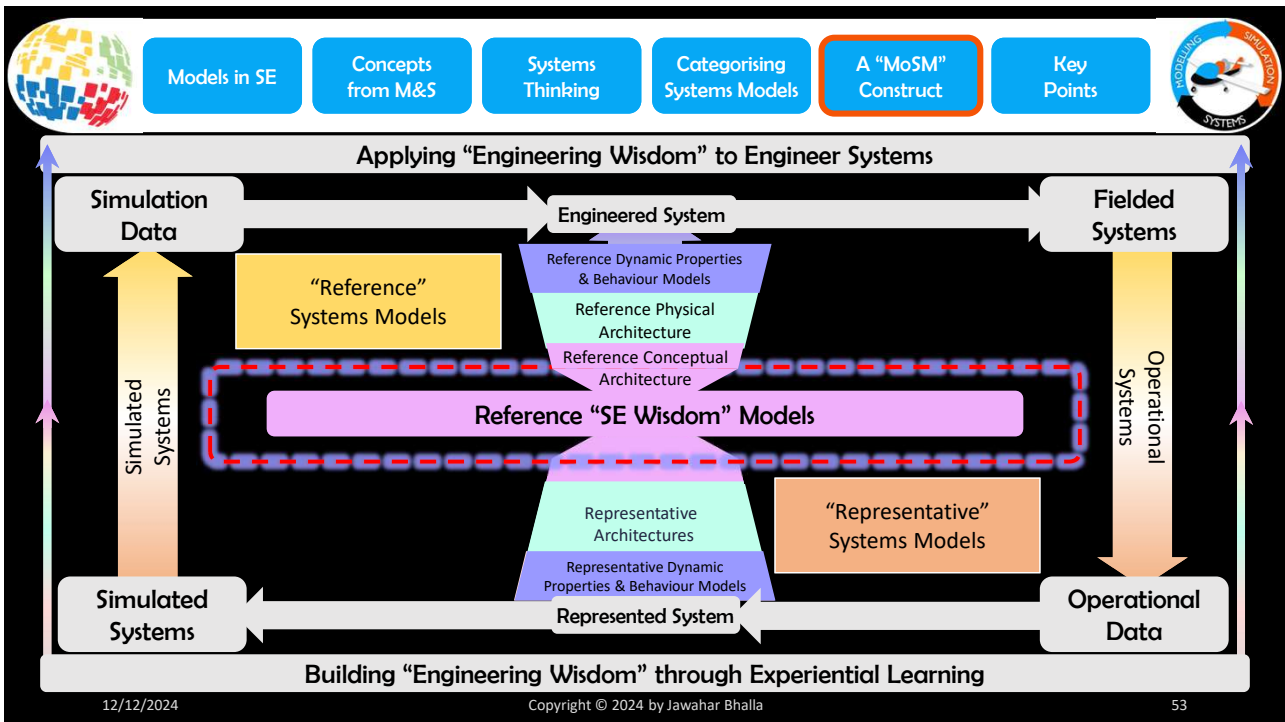
*To Engineer systems, we must first have the requisite "SE Wisdom" (i.e. personal mental SE Information and Knowledge Models established through verified and validated experiential learning) to enable understanding and transformation of desired conceptual needs into safe, secure and sustainable systems.*

**"Representative" Systems Models**

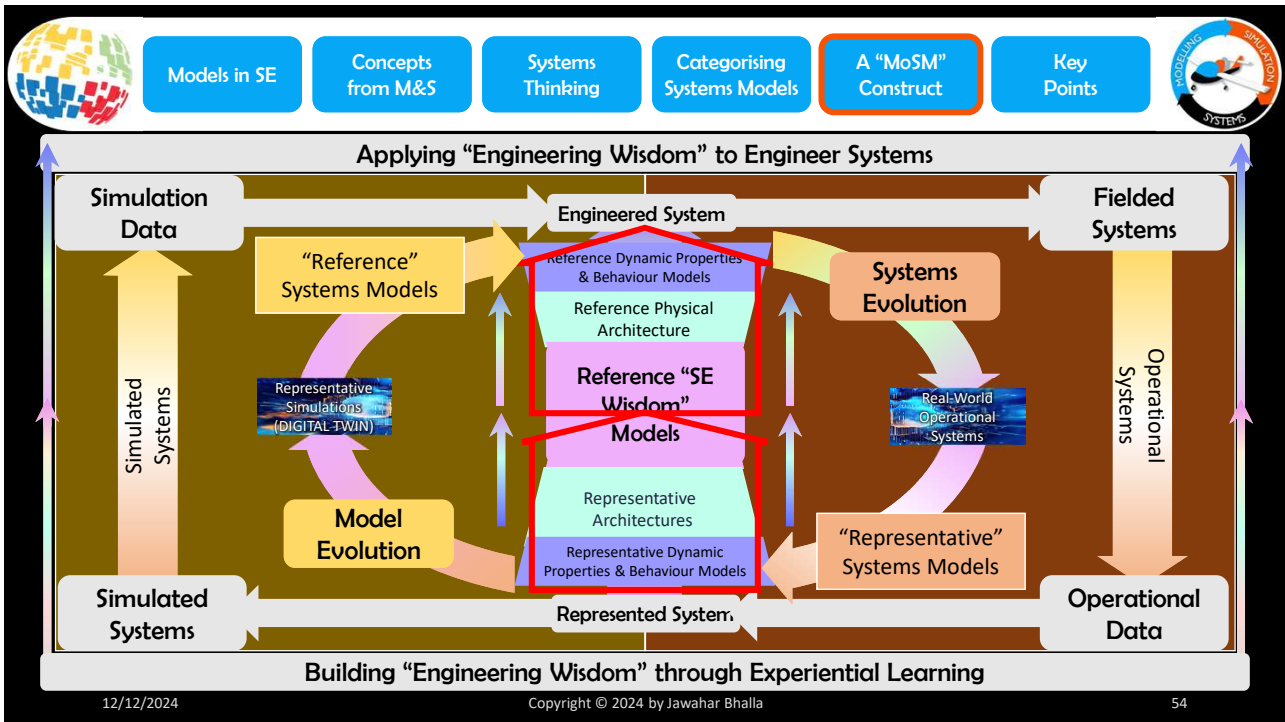
**Building "Engineering Wisdom" through Experiential Learning**

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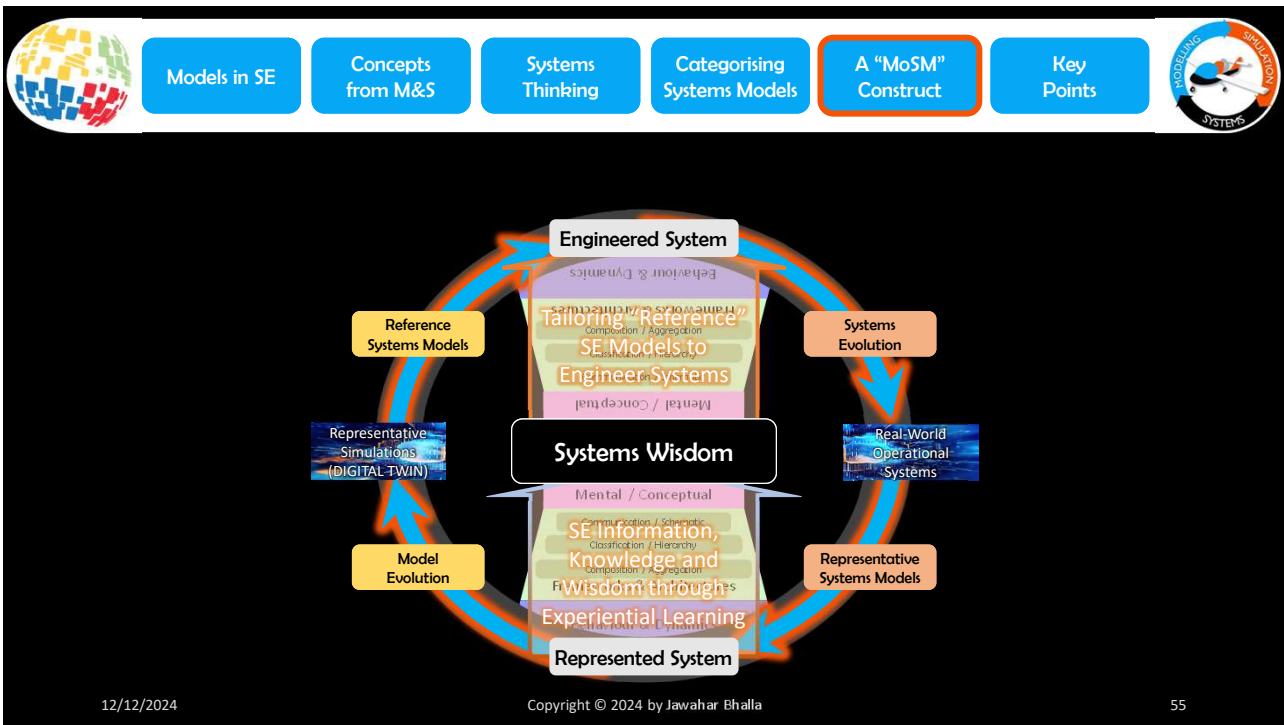
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53



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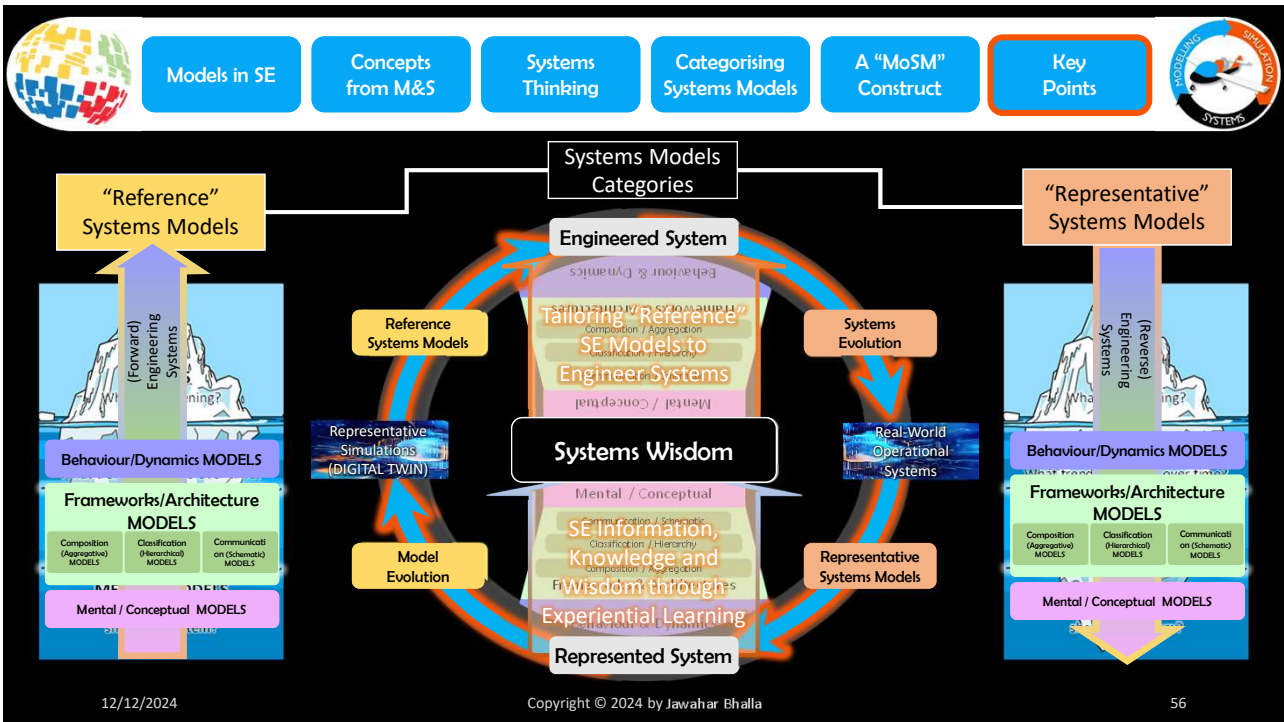


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56

56



# Motivation...



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Donella Meadows : Thinking in Systems



*Is there “One model to rule them all, one model to find them, one model to frame them all, and through emergence bind them.”?*

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57

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## Engineering Solutions for a Better World



*Custodians of our Past*  
*Creators of our Present*  
*Guardians of our Future*



Enabled by Systems Thinking (GAS)

**Systems Engineers enable the *efficient* and *effective* realization, sustainment and retirement of complex capabilities!**

Complimented by Modelling & Simulation

The **foundational responsibility of Systems Engineers** is to **maximise the right emergence** while **minimising the wrong emergence** and associated unintended outcomes **in the engineering of safe, secure, sustainable and ethical solutions** through **Systemic and Systematic Thinking**, complimented by **Modelling and Simulation**

*Freedom of Speech, Choice and Expression, not Imposition. No Mandates, Lockdowns or One-size Fits All Solutions.*

58