

ISO 15288

Practical experience within SAAB

Erik Herzog, Ph.D., CSEP, Technical Fellow Systems Engineering

OUTSIDE GRIPEN





EXAMPLE SYSTEM PROPERTIES



COMMITMENT, COST AND EASE OF CHANGE



• It is valuable to communicate intent prior to commitment!

• Allow other experts to identify lapses and mistakes as early as possible

SYSTEMS ENGINEERING - RATIONALE

- In a large organisation it is important that internal staff have a good understanding of the complete process
- and their individual contribution to the process
- There must be a common shared language and a common understanding of what is being developed
- Minimise waste
 - Building the wrong product
 - Inconsistent views on the product in the development team
 - · Focusing on features not required
 - ...







SO WHAT DOES PROCESS LOOK LIKE?

OBSERVATION ON PROCESS



If the map does not match reality then reality appears to take precedence

WHERE WE WERE Our 'old' development process



A separate safety process

INTERACTION BETWEEN REQUIREMENTS AND DESIGN (1)



INTERACTION BETWEEN REQUIREMENTS AND DESIGN (2)



Requirements (i.e., properties requiring verification) will emerge as the design matures

Add such requirements to the appropriate section in the SSS

PRINCIPLES FOR COMMUNICATING PROCESS BASED ON ISO 15288

- Need to consider three dimensions
 - Lifecycle how the system evolves over time
 - Process contributions made by specialists
 - Technical reviews checkpoints where consistent configurations are reviewed



PROCESS OVER LIFECYCLE



TECHNICAL MILESTONES IN DEVELOPMENT



WHAT WE HAVE LEARNT

- Strength to build on a standard
 - Communication: Our partners recognises our process
 - Training: We use INCOSE CSEP examination to certify Systems Engineers
- Lifecycle is very valuable from a planning and execution perspective
- Strength that a complete picture can be communicated to the users
- Information maturity is a very valuable tool to describe what shall be delivered when



ISO 15288:2015

- More processes
- Not necessaily a good thing





BUT TO SOME PEOPLE



If the reality is too complex – lets try with a simple map!

