



# **Systems Engineering Research at Texas A&M University**

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- **Texas' first public institution of higher learning - founded in 1876**

- 48,000 student enrollment
- \$582 million annual research
- Former home of Secretary Gates

- **Dwight Look College of Engineering**

- One of the largest engineering colleges in the nation
- 10,000 students, 400 tenured/tenure-track faculty
- Systems engineering pervasive throughout the college
  - Industrial & Systems Engineering
  - Computer Science
  - Aerospace Engineering
  - Civil Engineering





# Industrial & Systems Engineering



- **Ranked in Top-10 for over 25 years**
- **One of the Largest ISE Department**
  - 500+ undergraduates, 275+ graduate students and 28+ faculty
- **Systems Engineering Education**
  - Master of Science in Engineering Systems Management
  - Master of Engineering specializing in Systems Engineering
  - PhD with focus on Systems Engineering
- **Systems Engineering Research**
  - Visual analytics, simulation
  - Distributed decision-making, cognitive science
  - Complex adaptive systems
  - Optimization, stochastic models
  - Enterprise systems, supply chain management
  - Technology assessment

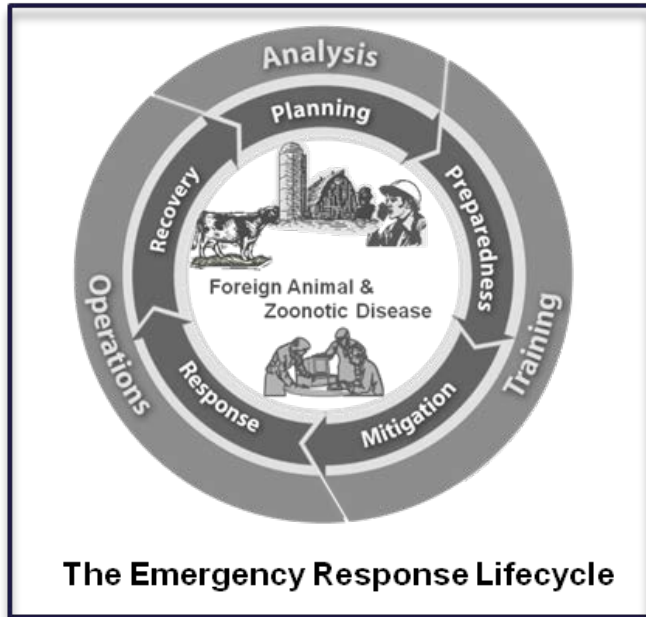




# Visual Analytics and Simulation



# Defining the Need



- An animal disease outbreak, whether naturally occurring or human-induced, presents a complex response challenge and very quickly involves several levels of decision makers (local, state, and federal).
- A need exists for a consolidated view of the incident being presented to the full array of decision makers with synchronized data being represented from multiple distributed sources.
- Such an integrated view with these diverse data representations provides a useful tool for both training, operational (incident management), and analytical applications.



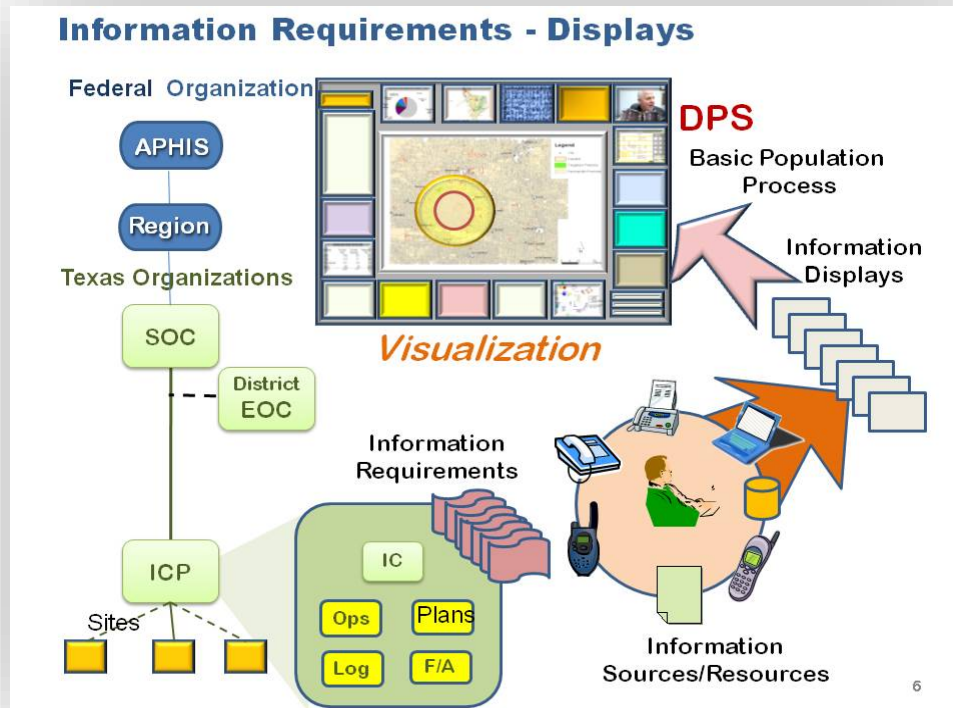
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*Scalable ... Multi-level Perspective ... Multiple Incidents*

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# Dynamic Information Dashboard

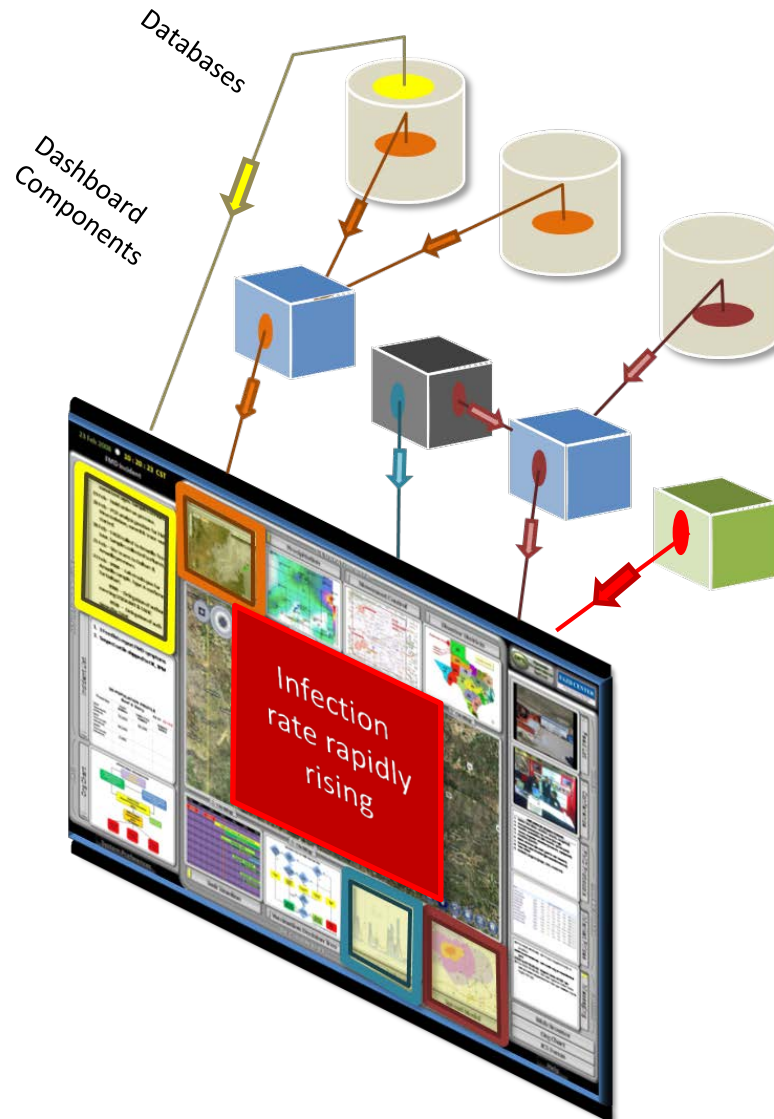


- |         |               |          |                |                 |                      |               |
|---------|---------------|----------|----------------|-----------------|----------------------|---------------|
| Mapping | Resource Mgmt | Planning | Admin          | Sim Engine      | Checklists and Forms | Exercise Mgmt |
| Logs    | Reporting     | Comms    | External Links | Models and Data | After Action Review  | O/C Forms     |





# Dashboard Components



## Levels of Integration

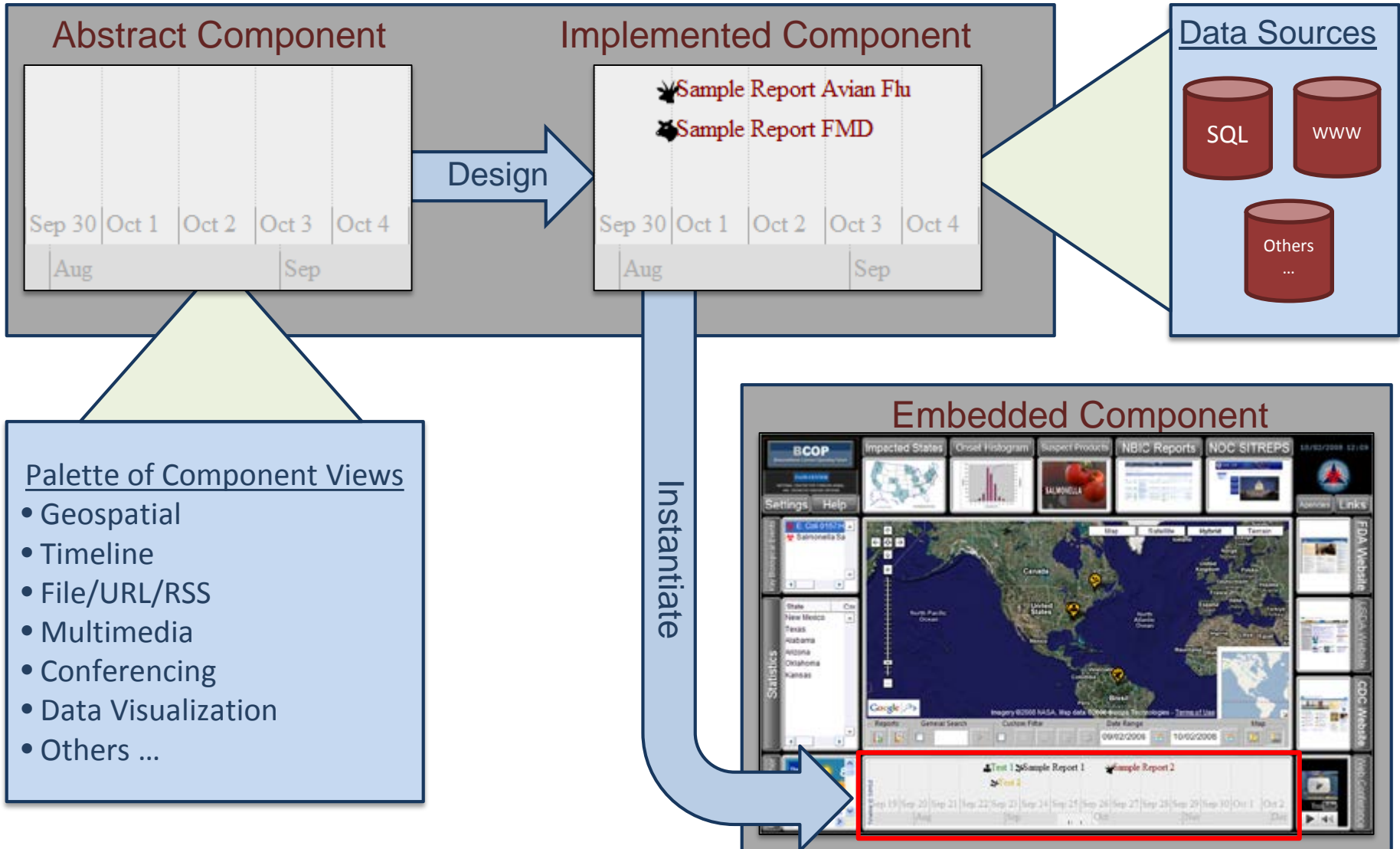
- Visual
- Middleware (converging data streams)
- Application to Application Data Sharing
- Hybrid (any combination of the above)

## Decision Support Tools

- Manual – visual integration of data
- Assisted – visualization development using visual programming
- Automated – monitoring agents



# Dashboard Framework



## Palette of Component Views

- Geospatial
- Timeline
- File/URL/RSS
- Multimedia
- Conferencing
- Data Visualization
- Others ...





# Dynamic Preparedness System (DPS)



The screenshot displays the Dynamic Preparedness System (DPS) interface, which is a complex dashboard for managing a Foot and Mouth Disease (FMD) outbreak. The interface is organized into several key sections:

- Top Bar:** Shows the date and time (Fri, 22 Feb 2008 14:00:00) and the user profile (Intel 1).
- Left Panel (SITUATION PROFILE):** Contains a 'Situational Summary' with a list of events (e.g., '21 FEB 1645 Dalhart Feedyard N, presumptive pos for FMD') and a 'Depop Profile' table.
 

Location	Species	Number	Total Depop	% Depop
Hatched To 1/2/2008	Cattle	3670	13816	0.26
Sheep	876	876		
Pork Pigs	est. 100	est. 100		
- Center Panel (GEOSPATIAL DATA):** Features a large map of Texas with a central circular diagram representing the 'Preparedness' cycle: Planning (Local, National, State), Operations, Analysis, and Response (Mitigation, Recovery). The map includes sub-panels for 'Current Weather', 'Infected Herds', 'Movement Control', and 'Facility Dispersion'. A 'Task Timeline' at the bottom shows a sequence of events from 0 to 100 days.
- Right Panel (VIDEO, MARKET DATA, MEDIA):** Includes a video player, a 'Market Data' table, and a 'Media' section with links to a 'Web Browser', 'Resources', and 'Org Chart'.
 

Market Data	Aggr.	By Price	Other
Market 1	70.00	81.00	80.00
Market 2	100.00	81.00	80.00
Market 3	60.00	81.00	80.00
Market 4	80.00	81.00	80.00
Market 5	80.00	81.00	80.00
Market 6	80.00	81.00	80.00
Market 7	80.00	81.00	80.00
Market 8	80.00	81.00	80.00
Market 9	80.00	81.00	80.00
Market 10	80.00	81.00	80.00
- Bottom Panel (DECISION AIDS):** Contains a 'Vaccination Decision Tree', 'Epi Monitoring' graph, and 'Transportation' map.
- Bottom Left (TX Org Chart):** Shows the organizational structure, including the 'APHC Regional' office and various support units.

- Common integrated display driven by data from authoritative data sources.
- Customization achieved by selecting a tailored set of components.
- Plug-in architecture (documented) allows 3<sup>rd</sup> party developers to contribute components.



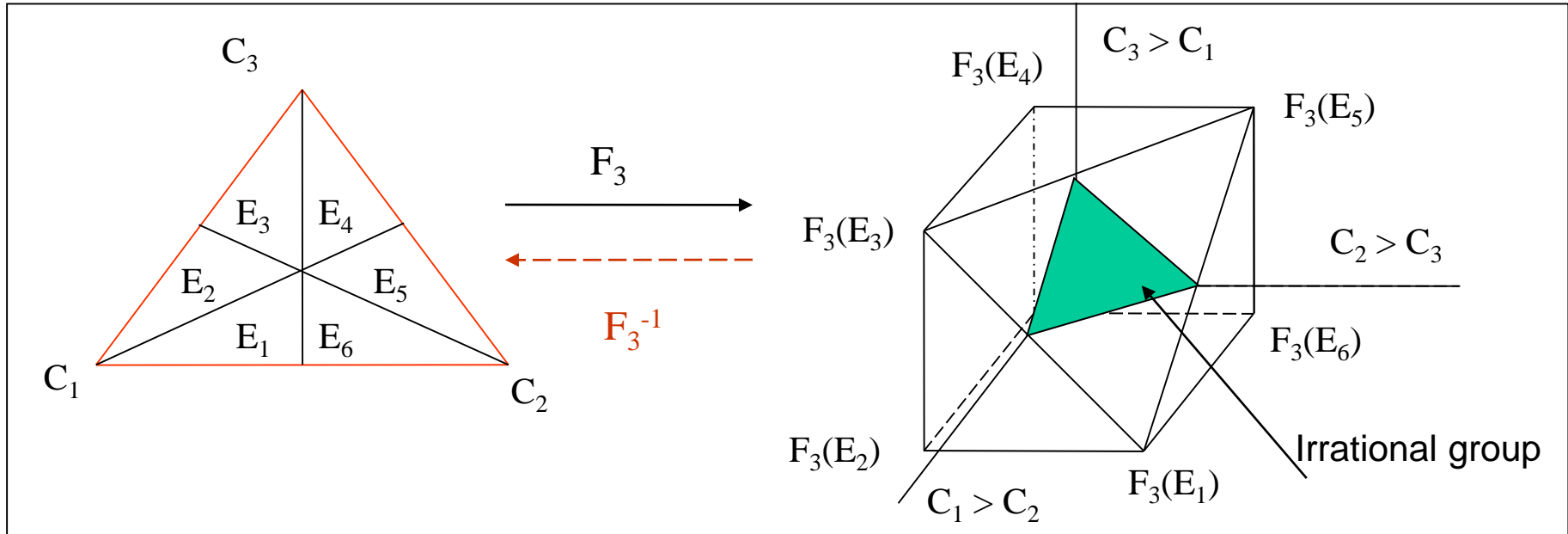
# Distributed Decision-Making



# Preference Aggregation



**Goal:** To identify the agent profiles leading to irrational group outcomes



**6 (US > EU > PR)**

**5 (PR > EU > US)**

**4 (EU > PR > US)**

**Plurality Vote** (one person, one vote)

**US** > EU > PR

**Pair-wise Comparison** (Condorcet)

**EU** > US & **EU** > PR & PR > US

**EU** > PR > US

**Runoff Elections** (two rounds of plurality)

First Round : US > EU > PR

Second Round: **EU** > US

**Positional Voting** (Borda)

2-1-0 scale : **EU** > PR > US

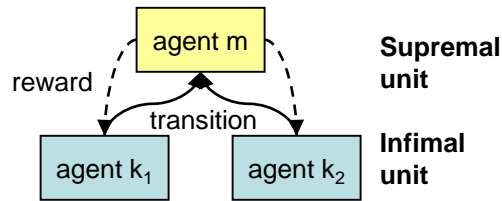
100-10-1 scale : **US** > PR > EU



# Multi-Scale Decision-Making

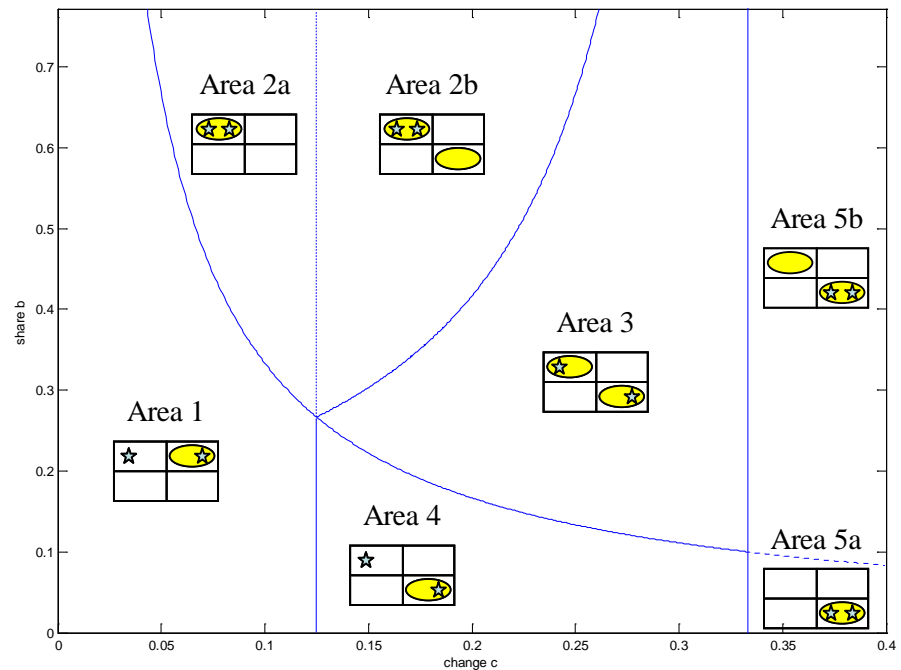


## Organization



In a hierarchical organization, decision makers on different levels influence each other with their decisions. To determine the optimal decision each agent has to engage in game theoretic reasoning under uncertainty in a multi-period decision process.

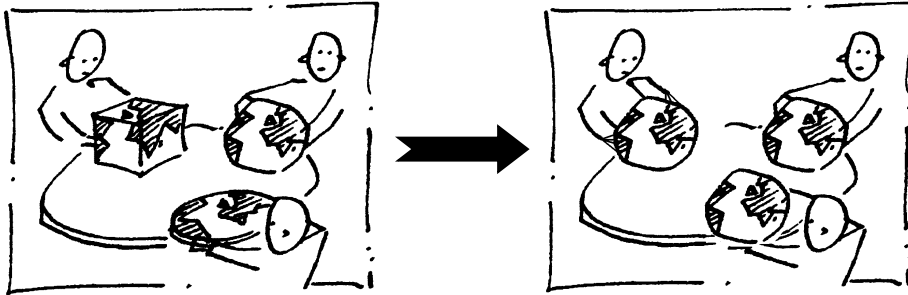
Depending on how strongly agents affect each others' rewards and transition probabilities - different equilibrium scenarios can emerge.



Result: Optimal decision strategy and information / communication needs for each agent in organization.



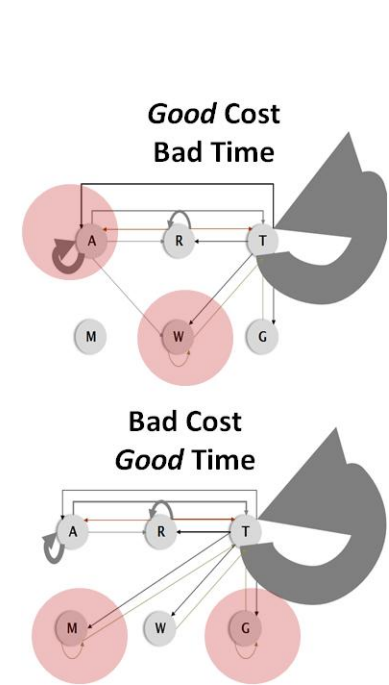
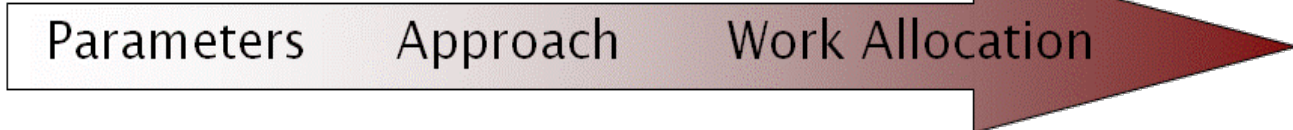
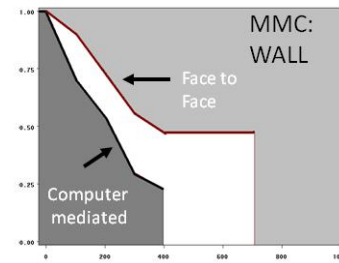
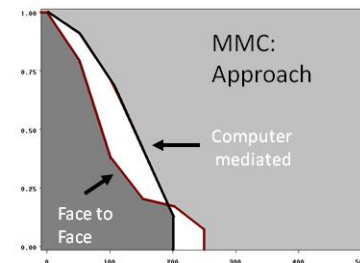
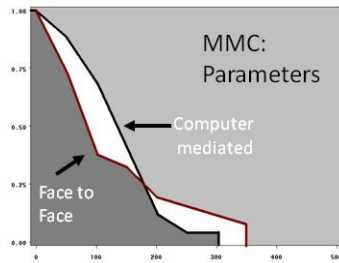
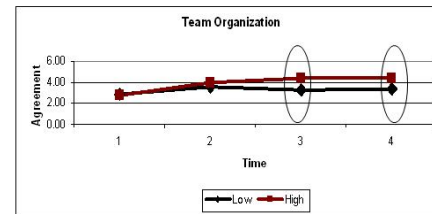
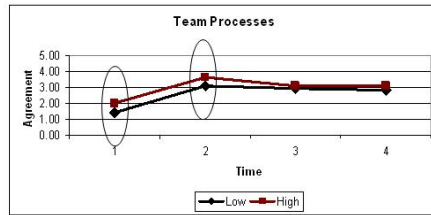
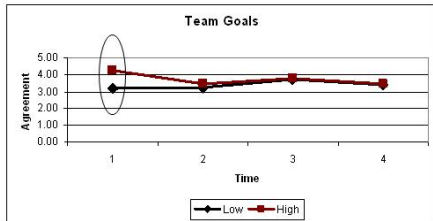
# Mental Model Convergence



**Research Focus:**

- Multiple Teamwork Mental Models
- Temporal Patterns among Mental Models

## Findings:





# Agent-Mediated Shared Mental Models

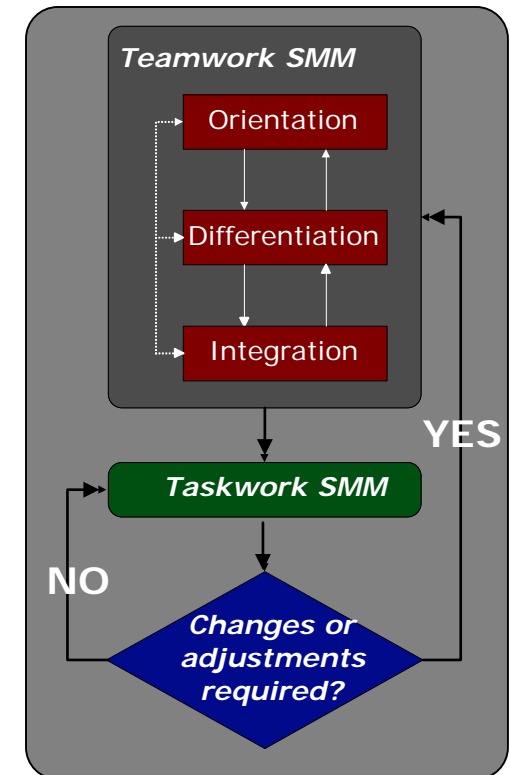


## Goal:

Determine what and how team members share information, and develop autonomous agents to enhance team collaboration

## Results:

- Individual's mental models converge over time
- Communication and coordination methods affect mental model convergence rates
- Focused mediation improves mental model convergence
- Agent augmentation can help at individual and team level
- Optimal levels, in terms of frequency and content, of augmentation exist at both levels



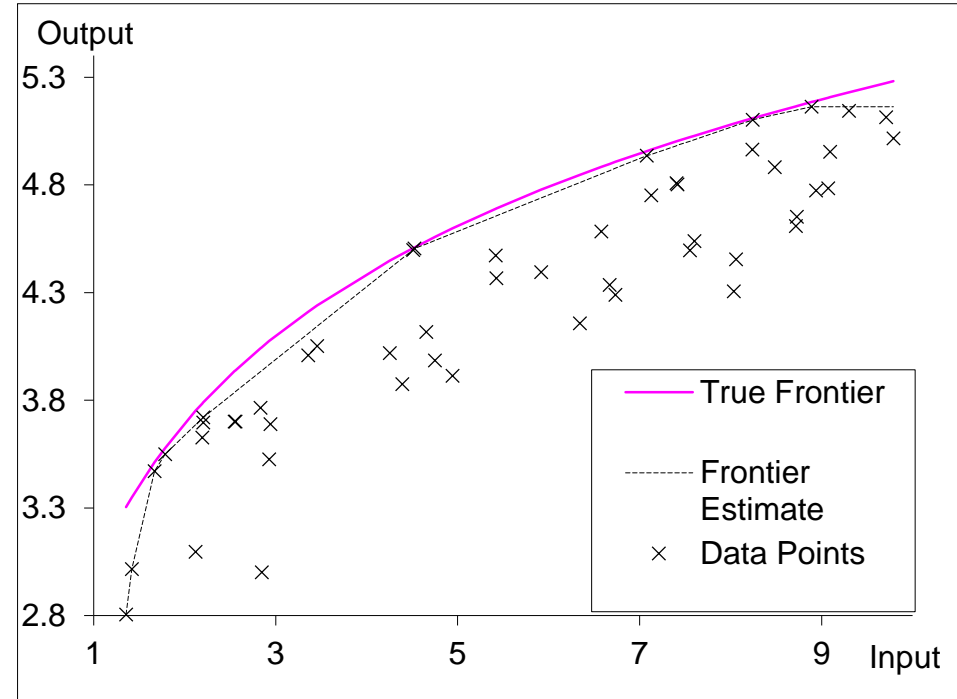




How do we estimate best performance given a set of data?

As a first approximation we can use Pareto dominance, but we also need to account for uncertainty in our measurements. To move to a multiple input / multiple output production process linear or non-linear programming approaches are used

How do we model noise in the measurements or account for potentially omitted variables?



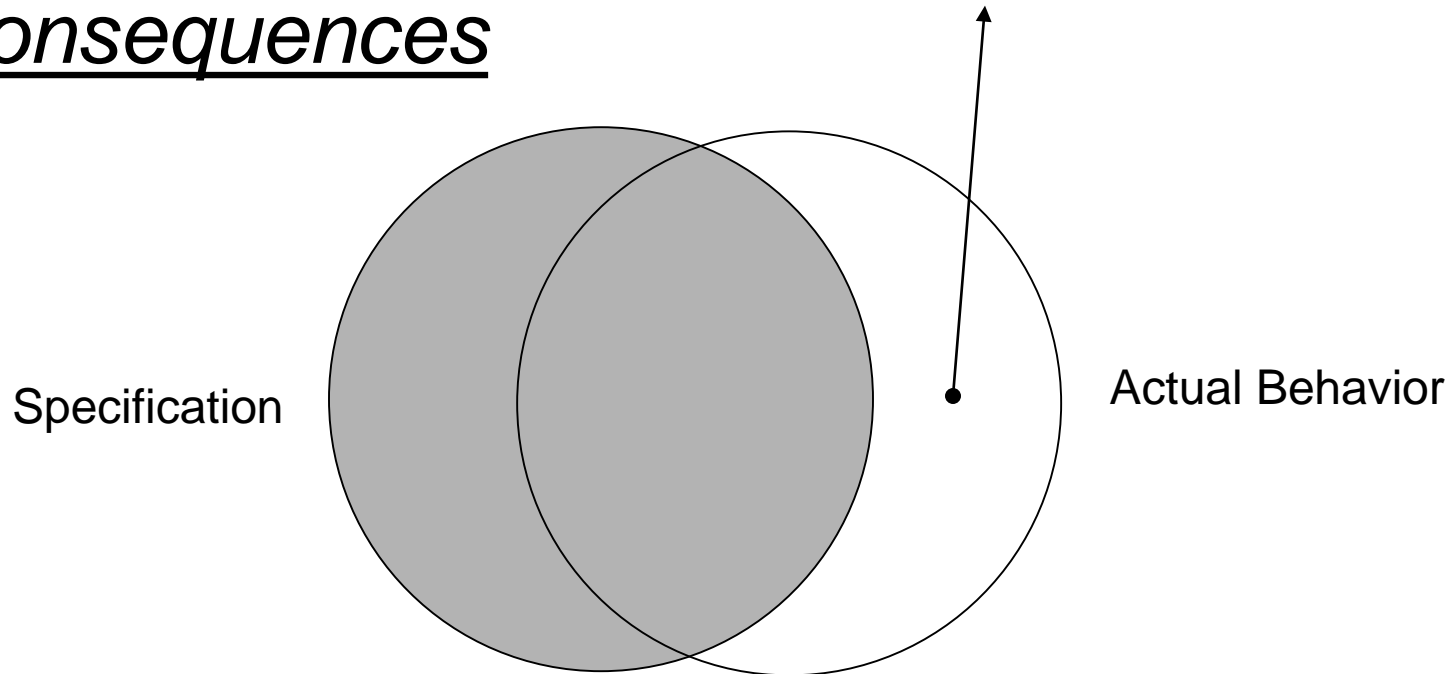
We can use tools from econometrics, namely a Gauss-Markov error model to capture some of the factors that are not modeled explicitly.



# Complex Adaptive Systems



- Emergent Behaviors and Unintended Consequences



- What are the limits on predictability of performance and robustness of complex systems?

Is Systems Engineering Process a Complex Adaptive System ?



# Interacting Particle Models

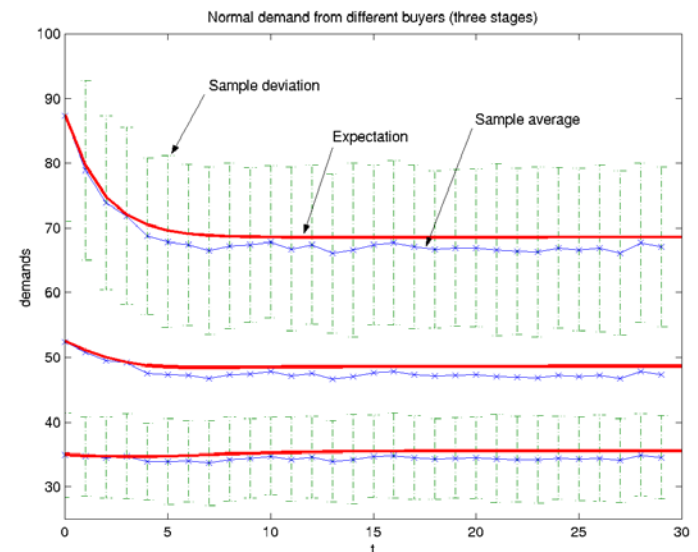
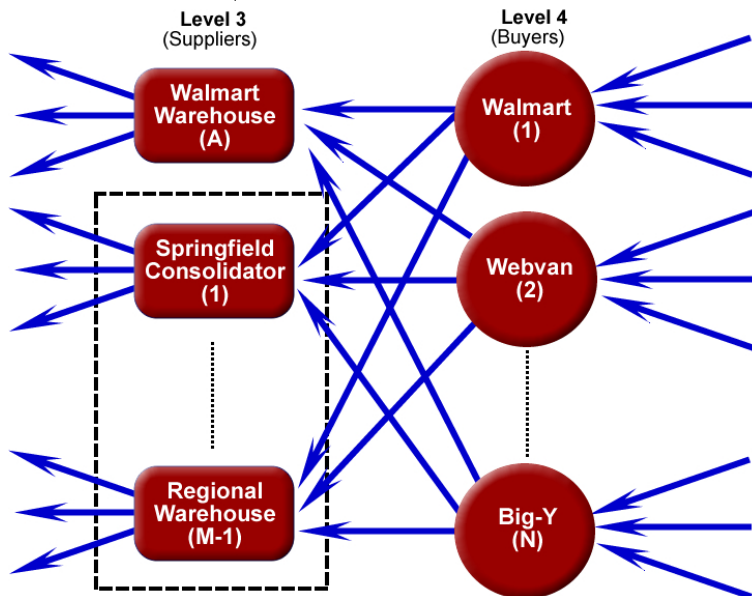


## Particle Systems

- Particles interact with each other by exerting force fields
- Particles coalesce into groups to form molecules
- Mass properties of the ensemble of particles depend on interactions between particles and external conditions

## Multi-Agent Supply Chains

- Agents coordinate by transferring materials or information
- Companies jointly form supply networks
- Performance of agent systems depends on the interactions between agents and the operating environment





# Coordination via Bargaining

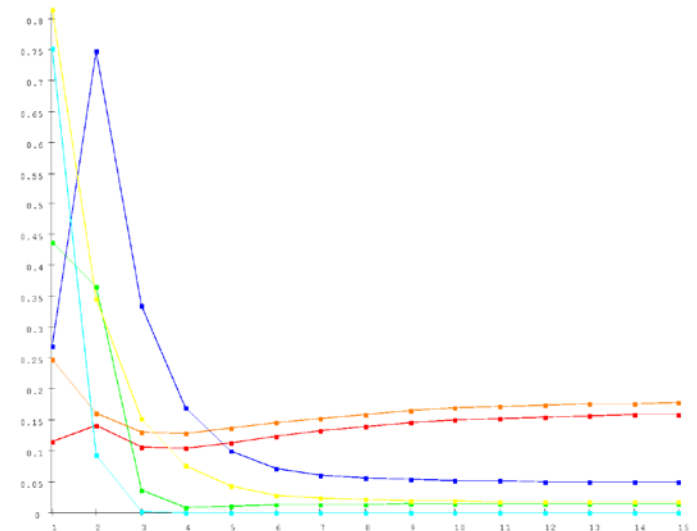
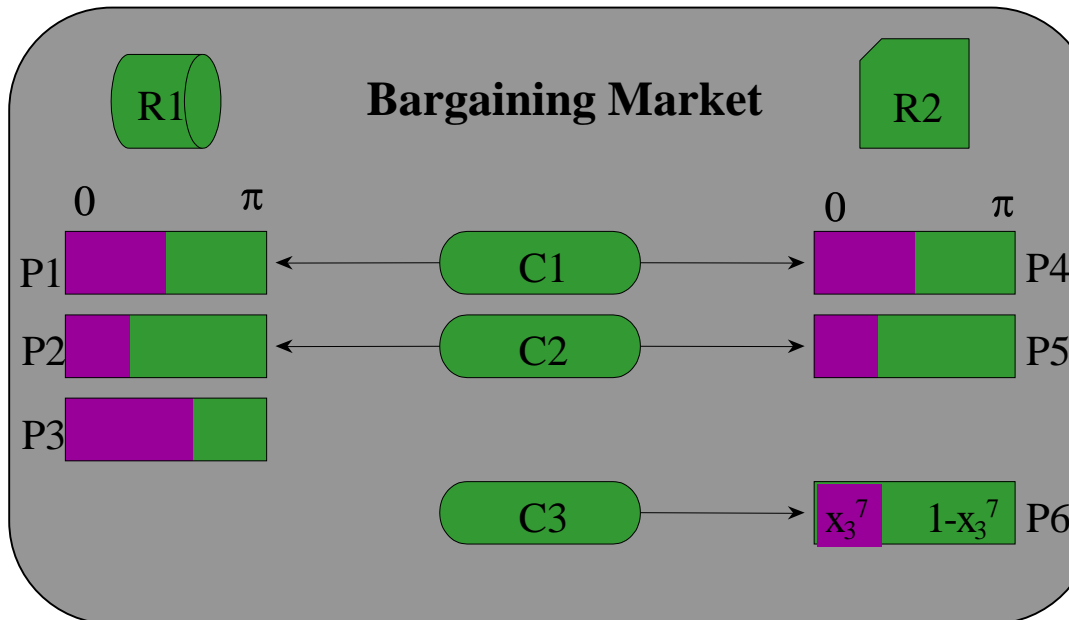


## Goals:

- Precise model of bargaining in networks
- Develop explicit models of strategic interactions
- Characterize the equilibrium and its values

## Results:

- Shared surplus model of resources
- Decentralized resource allocation policy
- Directly computable equilibrium values



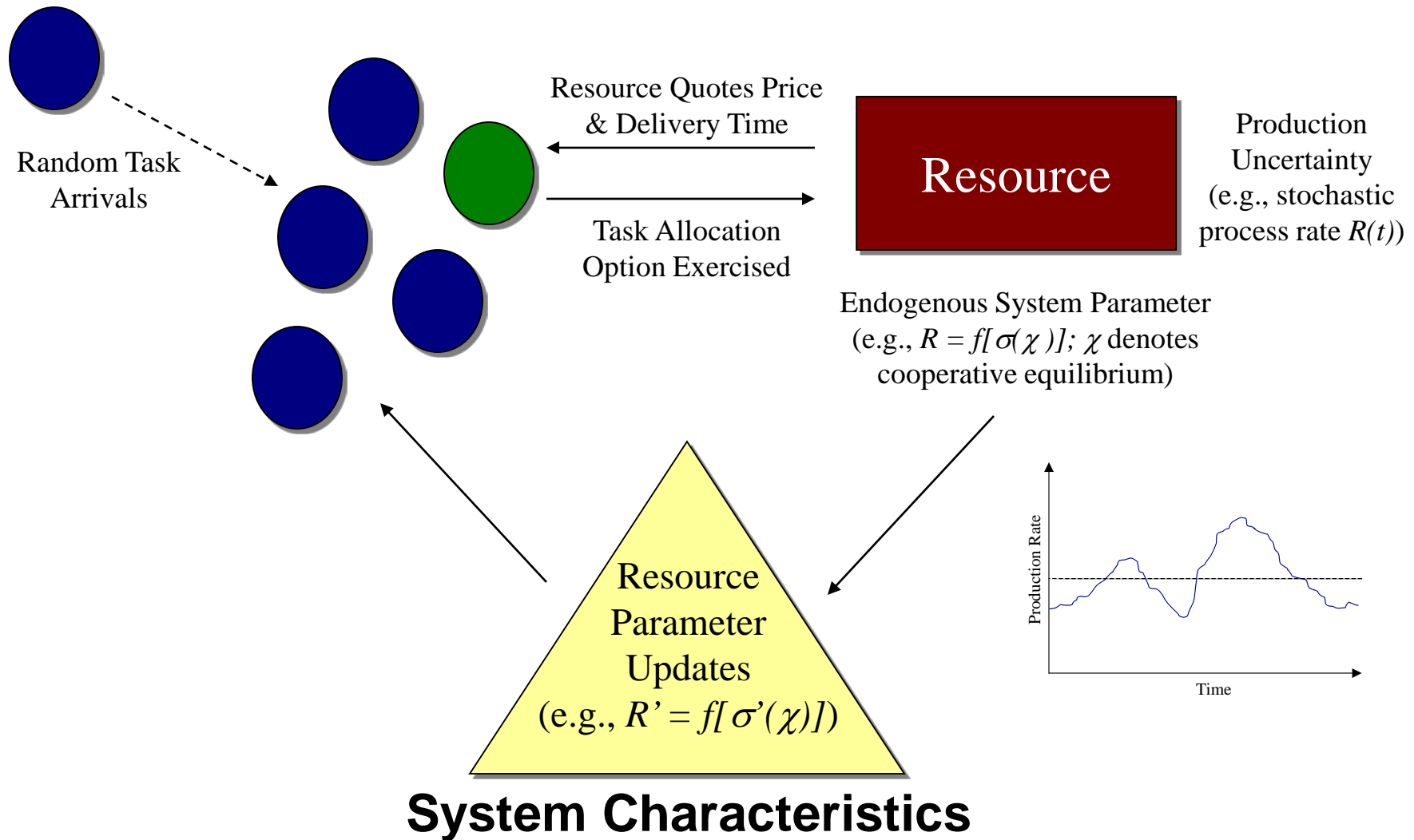


# System Flexibility with Real Options



## Task Agents

## Resource Agents



Manage systemic performance risk by incorporating options-based flexibility with the relationship between agent decisions and underlying system parameters





- **What architectures underlie (physical, behavioral & social) phenomena of interest?**
  - Conceptual frameworks, representations, structures, models, etc.
- **How are architectures a means to desired system characteristics?**
  - Modeling vs. sensing; harmonization; economics of architectures
- **How can architectures enable resilient, adaptive, agile, evolvable systems?**
  - What is fixed and what changes?
- **What are the fundamental limits of information, knowledge, model formulation, observability, controllability, scalability, etc.?**
  - Goal is to understand limits to prediction, control, operation and to know what new mechanisms are needed to enable systems performance