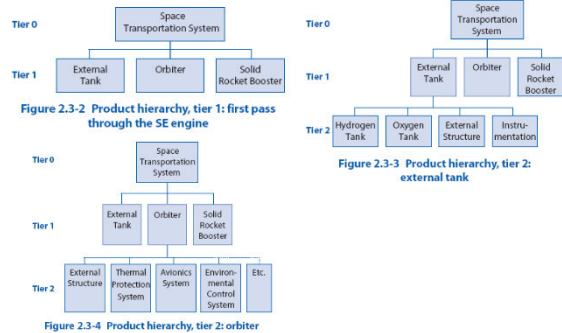
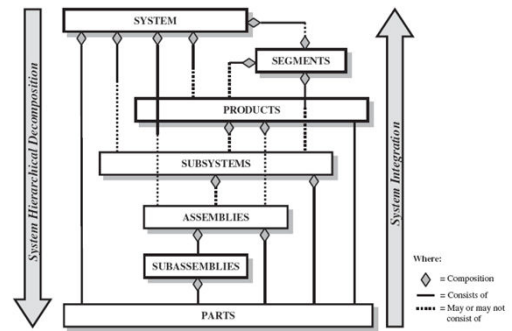
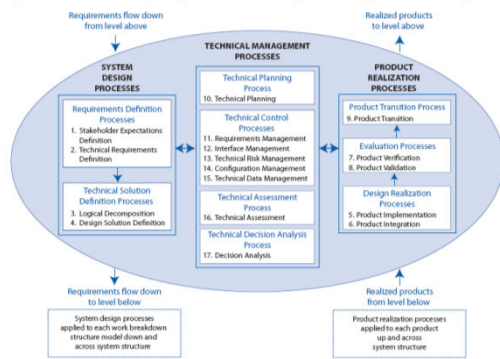


Lecture 9: System Architecture-2

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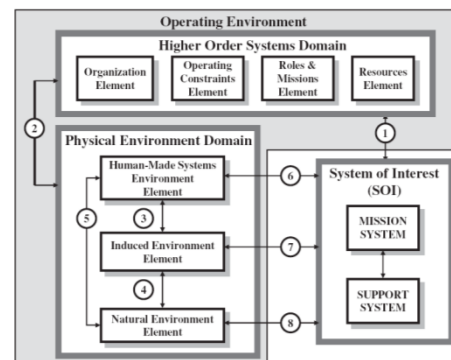
Systems Engineering Engine/Cycle



Components of the Architecture

- System of Interest Architecture
- Architecture of Operating Environment
- System Interfaces
- Organization Roles, Missions and System Applications
- Problem, Opportunity and Solution Spaces
- System Interaction with Operating Environment

Operating Environment



Physical Environment System (E-R)

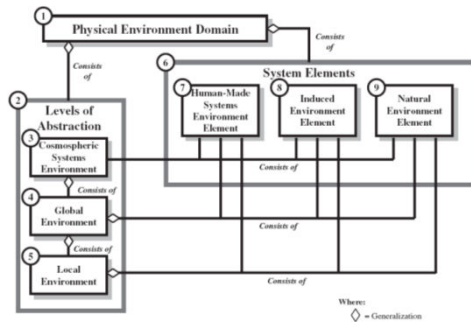
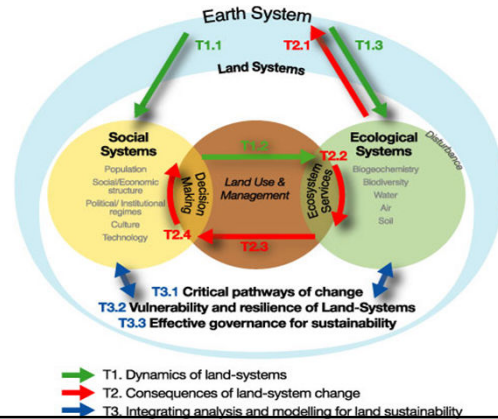


Figure 11.2 Physical Environment System Element Entity Relationships

GLOBAL LAND PROJECT: Analytical Structure



System Interfaces

- **Objective 1:** Physically link or bind two or more system elements or entities.
- **Objective 2:** Adapt one or more incompatible system elements or entities.
- **Objective 3:** Buffer the effects of incompatible system elements.
- **Objective 4:** Leverage human capabilities.
- **Objective 5:** Restrain system element or its usage.

Interoperability—The Ultimate Interface Challenge

Types of Interfaces

- Active Interfaces
- Passive Interfaces
- Combined Passive/Active Interfaces
- Logical
- Physical – Mech, Elect, Optical, Acoustic, Natural, Chemical, Biological, etc
- **Caution:** Engineers have a strong tendency to jump to defining the *physical interface* BEFORE anyone has decided WHAT the interface is to accomplish.

Understanding Interfaces

- **What Constitutes an Interface Failure?**
- **Consequences of an Interface Failure**
- **Interface Failures**
 - 1) *disruption*, 2) *intrusion*, 3) *stress loading*, and 4) *physical destruction*.
- **Interface Vulnerabilities**
- **Interface Latency**
- **Interface Failure Mitigation and Prevention**