

# TDT4252 / DT8802

## Enterprise Modelling and Enterprise Architecture

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Introduction to AKM

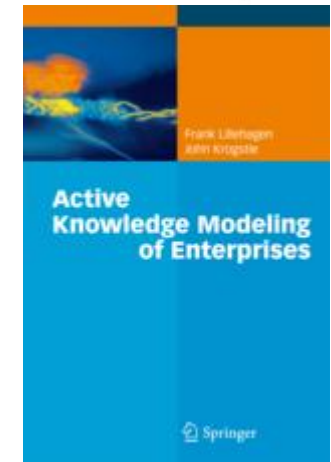
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# Today's Lecture

- Introduction to AKM
- Enterprise Knowledge Spaces
- Based on:
  - Lillehagen and Krogstie (2008), Chapters 1 & 13, Springer-Verlag, Berlin, Heidelberg. pp. 1-25.
- Acknowledgements:
  - Frank Lillehagen, Håvard Jørgensen, John Krogstie
  - Based on lecture notes from spring 2009 (Krogstie), presentations by Frank Lillehagen and Håvard Jørgensen.
  - <http://activeknowledge modeling.com/>



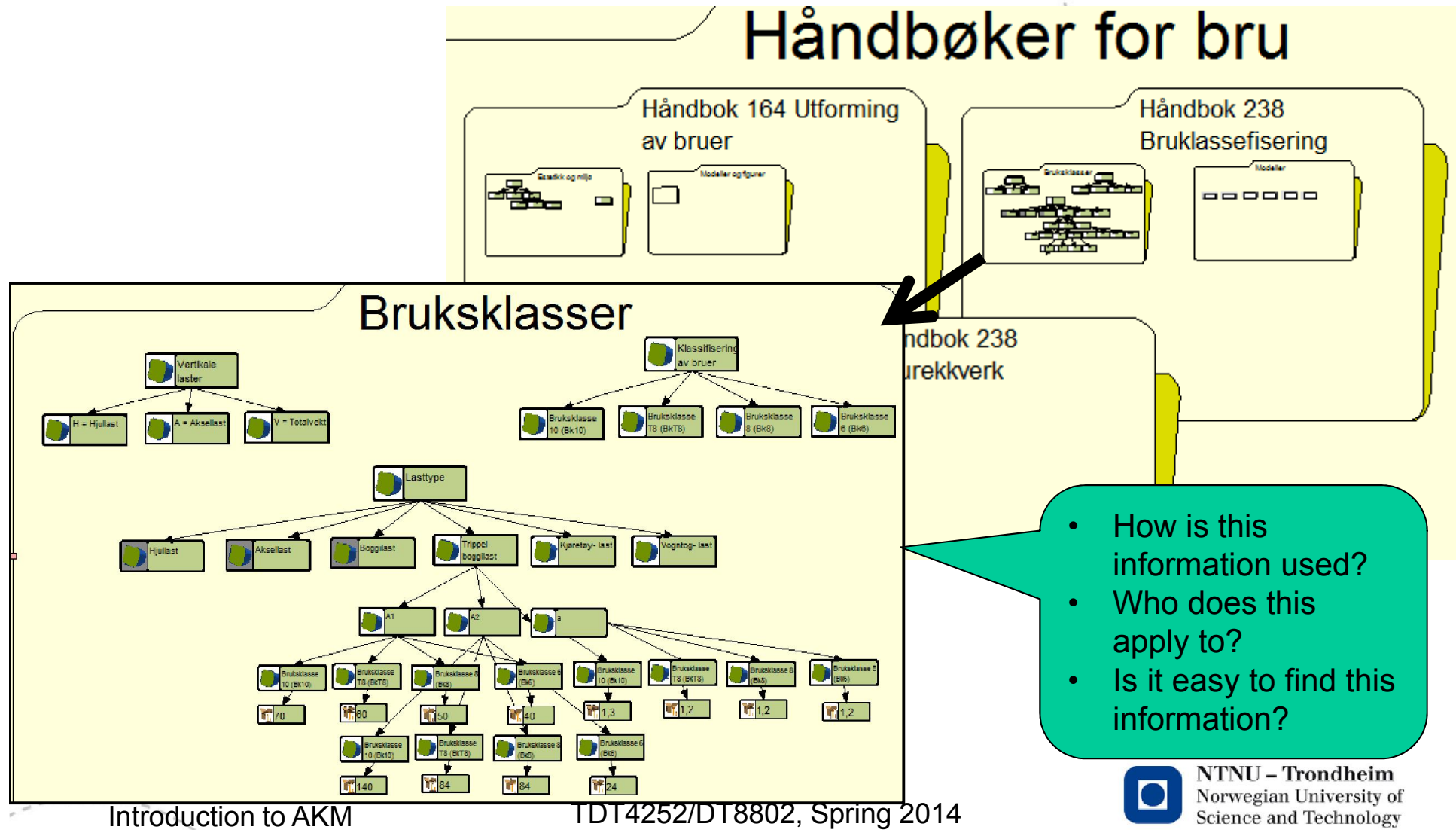
# Challenges in industrial IT support (1)

- Aligning business, ICT and Knowledge Management (KM).
- Reducing costs for application portfolio management and integration.
- Achieving more effective solutions development, delivery, deployment and integration.
- Achieving predictability, accountability, interoperability, adaptability and trust in networked organizations.
- Achieving ease of re-engineering, reuse and management of solutions.
- Supporting concurrency, context-sensitivity, and multiple simultaneous projects and business processes.

# Challenges in industrial IT support (2)

- Supporting multi-dimensional, collaborative product design and life-cycle innovation and knowledge capture.
- Providing self-organizing, self-managing and re-generating solutions.
- Semi-automating information and knowledge reuse and management.
- Supporting learning-by-doing, enabling users to acquire and activate new knowledge as work is performed.
- Achieving independence of system and IT experts.
- Designing personal workplaces and harmonizing work environments.

# An example from Road Building (1)

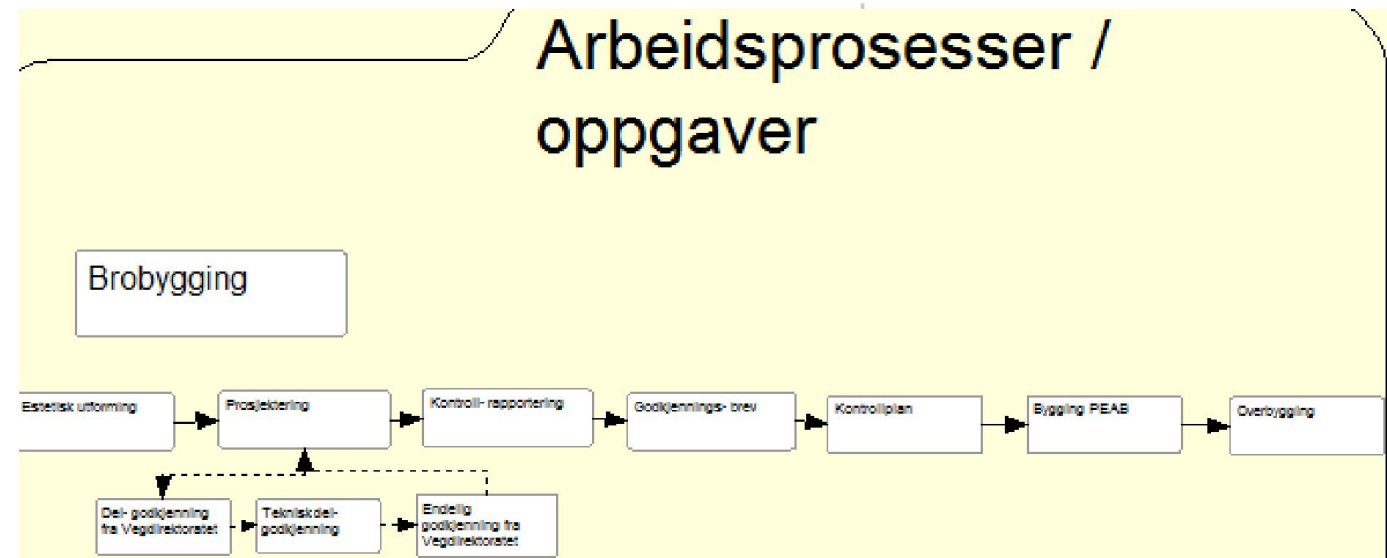


- How is this information used?
- Who does this apply to?
- Is it easy to find this information?



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# An example from Road Building (2)

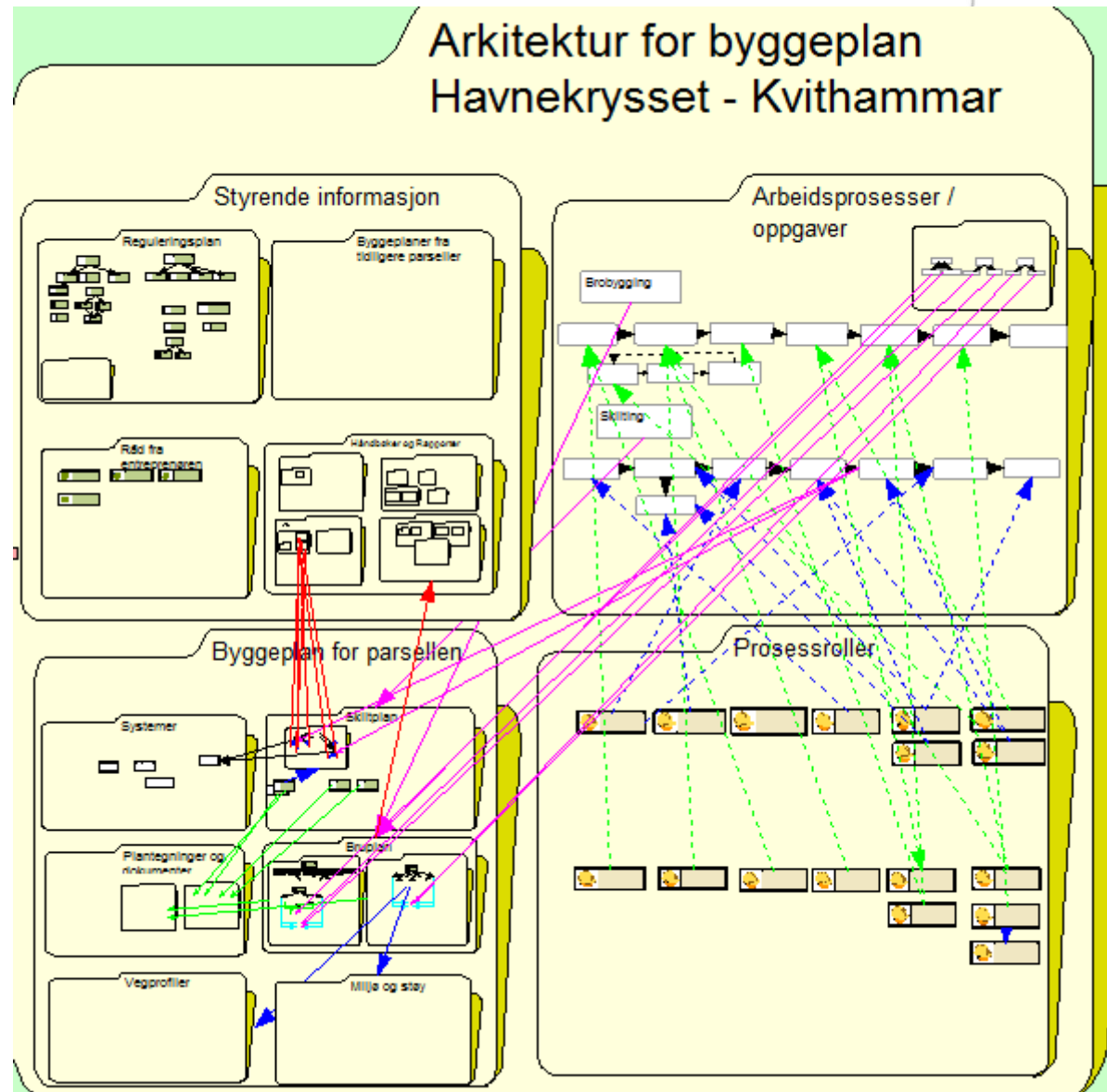


## Prosessroller



- How do these relate to the rules and procedures in the Handbooks?

# 7 An example from Road Building (2)

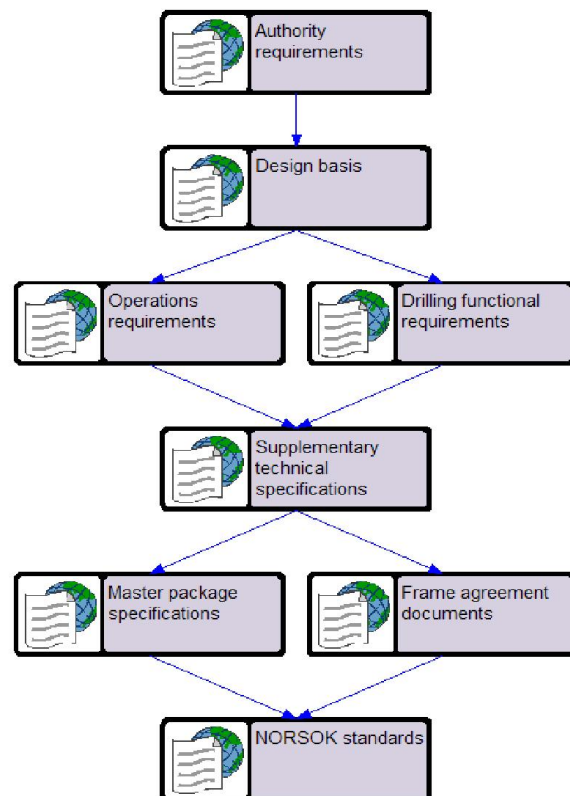


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Introduction to ANIM

# Documented Knowledge

## Hierarchy of regulation, codes and practices



How do we manage change?

Documents

Which information is current?

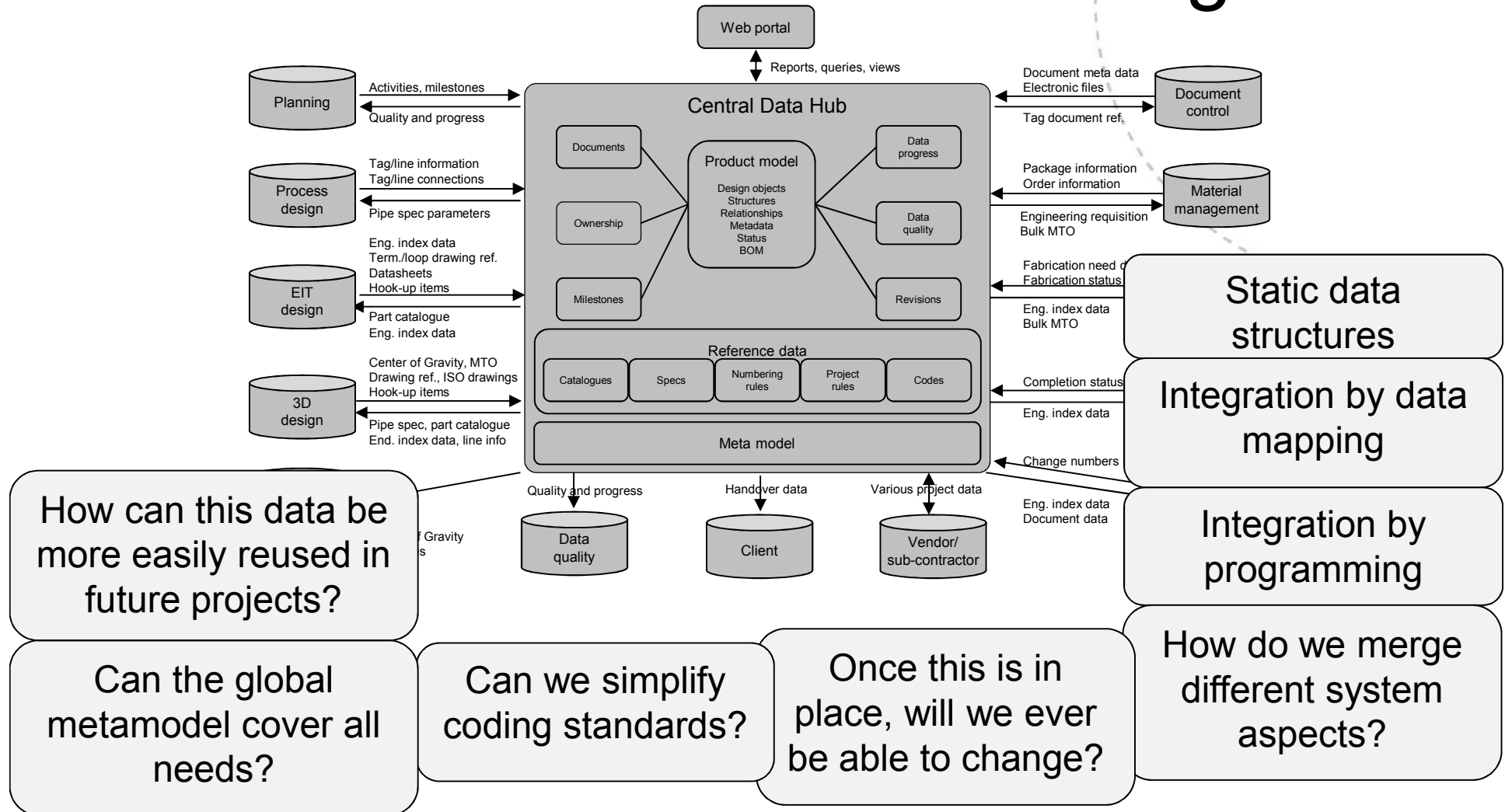
What is relevant for me?

Duplication across documents?

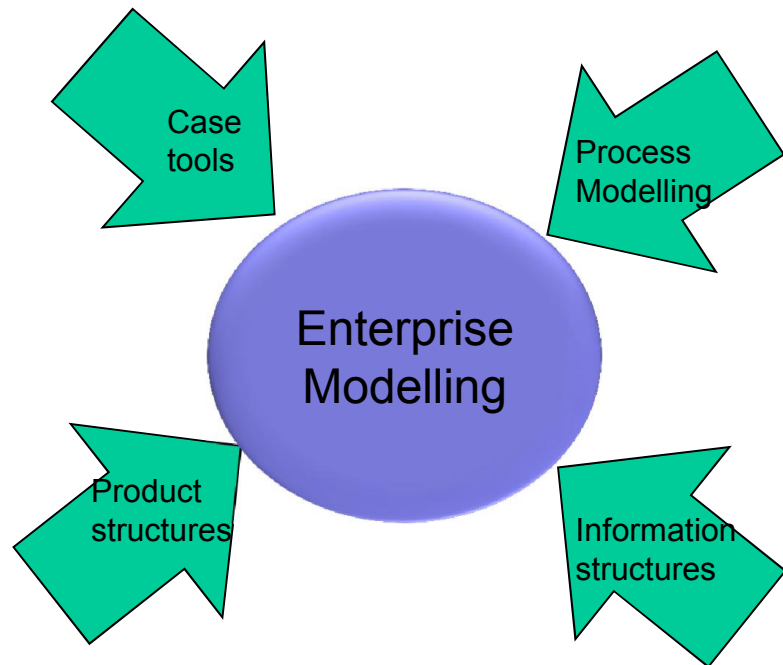
How do we manage design dependencies across documents?



# Structured Product Data Management



# AKM View of EM



“Model-based approaches must enable regular industrial **users to be active modellers**, both when performing their work, expressing and sharing their results and values created, and when adapting and composing the services they are using to support their work.”

# Limitations with current Enterprise Modelling approaches (1)

- Enterprise knowledge can only be represented in predefined, vendor proprietary or prematurely standardized modelling languages.
- The modeling approach, roles to engage, tasks to support and views to create are predetermined and cannot be adapted to the case in hand.
- Modelling is not an integral part of engineering or product development, but performed in isolation by specialists.
- The user interface is static and systems engineer oriented, and supports just one style of modeling.
- There is limited support for knowledge externalization, sharing, reuse and management.

# Limitations with current Enterprise Modelling approaches (2)

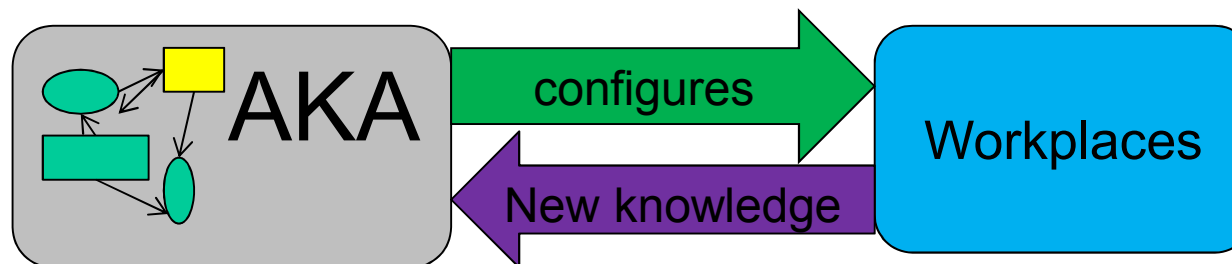
- Most models are collections of static views and diagrams and give no support for adaptation and extension of meta-models.
- Models and modeling environments are detached from solution execution platforms.
- The leading concepts for modeling languages, view management and parameter definition are restricted to object-oriented thinking.

# Active Knowledge Architecture (1)

- **Purpose:** to provide product designers, engineers, architects and other stakeholders a **common language and workplace** contents for building interoperable, collaborative and reusable services and knowledge elements.
- Early phases of projects lack adequate support:
  - Effective and holistic design.
  - Conceptual design of products.
  - Collaborative design.
  - Means to capture the design rationale and the knowledge of the designers and engineers.
- Designers and engineers must feel **ownership of the knowledge.**

# Active Knowledge Architecture (2)

- Designers and engineers must have a workplace and the services that **evolve with knowledge that is created and aggregated**.
- The data and knowledge stored in and reactivated from an **Active Knowledge Architecture (AKA)**.
- **Active**: implies that AKA's contents (roles, task patterns, information structures, etc.) will automatically configure the workplaces. Work-centric data created in the workplaces are automatically folded back into the AKA.



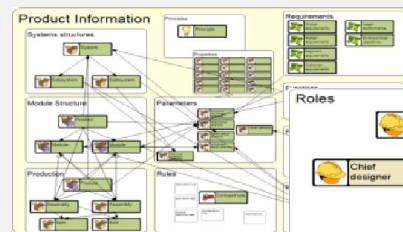
# AKA: An example

Workplaces  
for roles



Active  
Knowledge  
Architecture

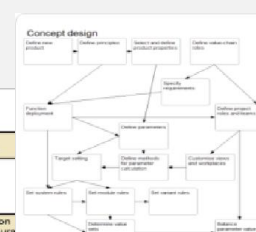
Products



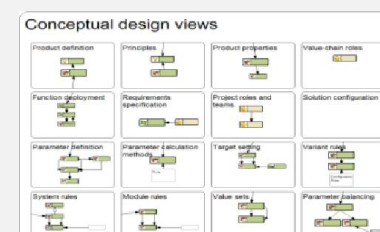
Organization  
Roles



Processes, Tasks



Systems, Views



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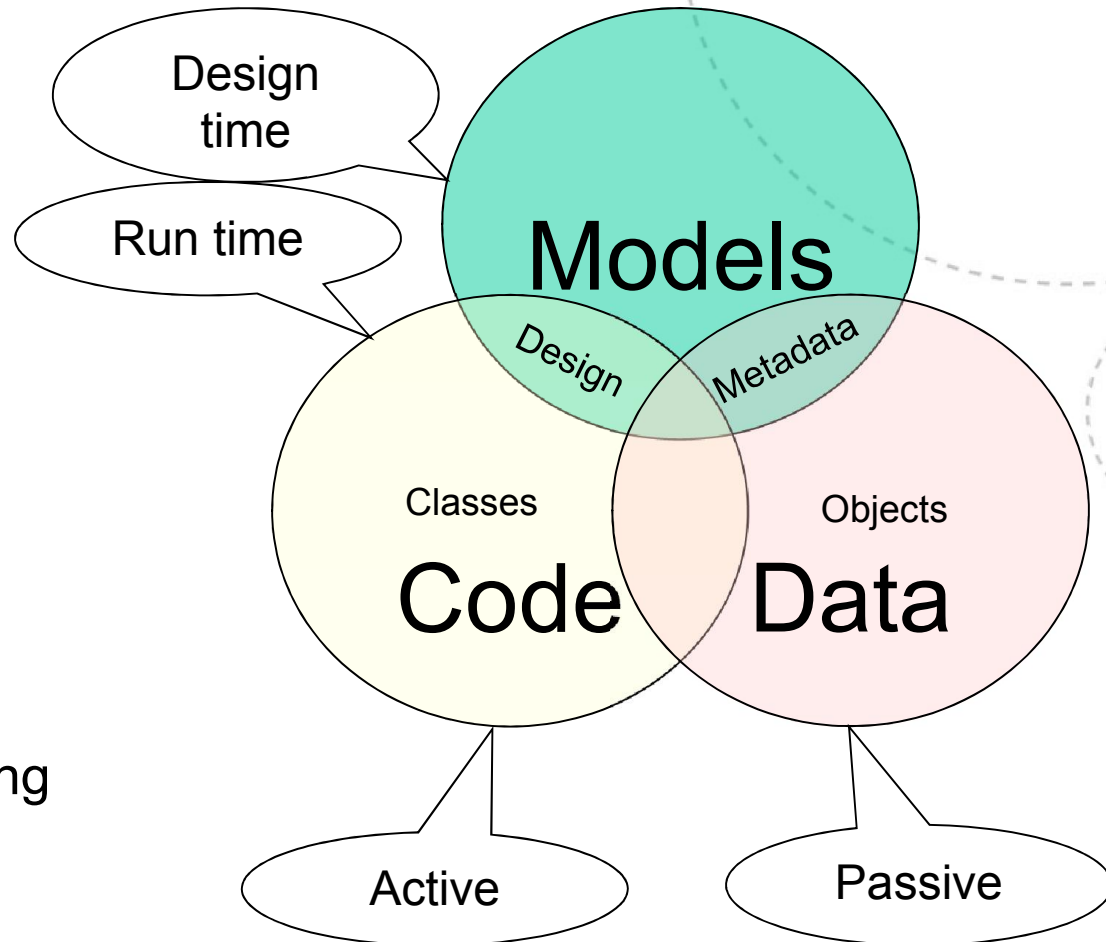
# What is an Active Knowledge Model?

- To be an active model:
  - A **visual model** must first and foremost be available to the users of the operational information system at the time of execution.
  - The model must **automatically influence the behaviour of the computerised work system support and workplace**.
  - The model must be **dynamically extended and adapted**; users must be supported in changing the model to fit their local needs, enabling tailoring of the work environment's behaviour.
- Active knowledge Modelling is **capturing knowledge involved in building workplaces**, in supporting work execution and knowledge generated by work execution.
- An active knowledge Model must support **reflective views** of the knowledge aspect.



# Software Engineering Models

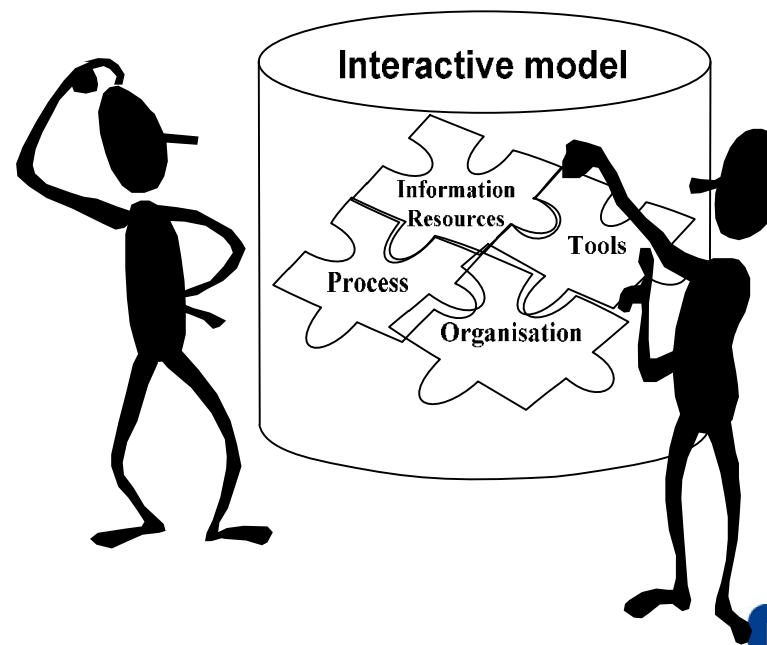
- Data/information
  - Objective
  - Rational
- Code
  - Formal
  - Static
- Rigid systems
  - Global logic
  - No change during execution





# Interactive (active) models

- **Visual (graphical) models of** enterprise aspects (goals, tasks, roles, organizations, persons, information, systems...)
- Available for normal users to be viewed, traversed, analyzed, simulated, executed, and adapted
- Changes to the models influence the information systems supporting (part of) the enterprise



# AKM extends the role of Enterprise Modelling (1)

- Modeling specific roles, tasks, information and views to capture context, and to configure and generate role-specific workplaces.
- Modeling products, organizational resources, processes and systems to support core industrial design and engineering knowledge.
- Modeling properties and their values and value-ranges as separate structures, independent of objects.
- Managing corporate modeling elements and workplace contents in an active knowledge architecture (AKA).
- Managing contextual descriptions of work, and workplace configurations to support extensive reuse of knowledge and data.
- Enabling industrial users to build and manage their own working environments, workplaces and services.

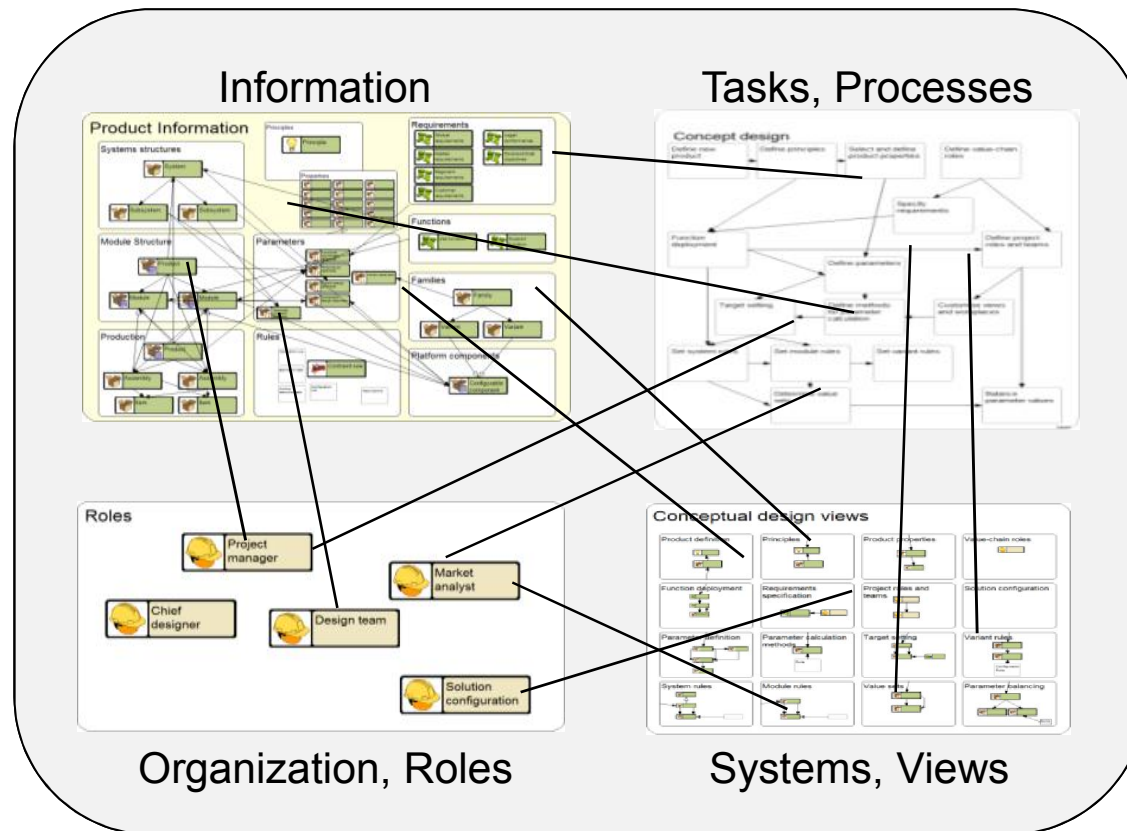
# AKM extends the role of Enterprise Modelling (2)

- Enabling life-cycle data and knowledge management, capturing and sharing experiences, unresolved issues and lessons learned.
- Expressing knowledge readily reflected as updated menus and views in model-configured workplaces.
- Building knowledge models and architectures of methodologies, information libraries and reference models, currently only available on paper.
- Building collaboration spaces and visual scenes for design, engineering, work process experimentation, validation and pro-active learning.



# Main Concept: AKA

- Visual modelling replaces programming.
- Learning by doing, practise and experimenting.



Right operation,  
by the right person,  
at the right time,  
with the right effect.

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# Case: Model-driven applications

Workplaces  
for roles

Create operational  
solutions without  
programming

Utilise methods in the  
operational solutions

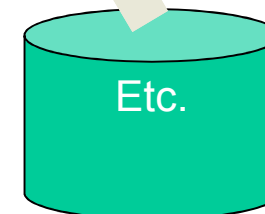
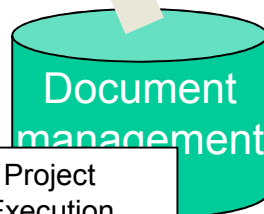
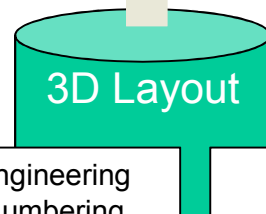
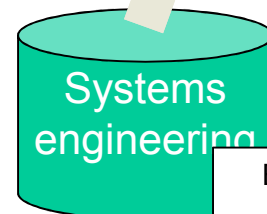
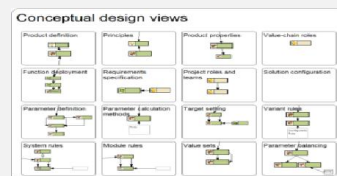
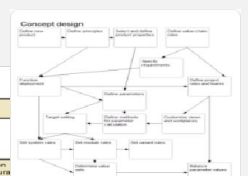
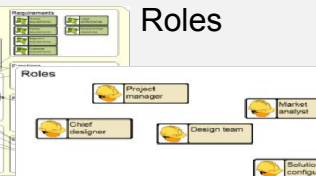
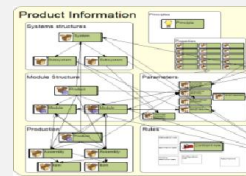
Active  
Knowledge  
Architecture

Products

Organization  
Roles

Processes, Tasks

Systems, Views



Engineering  
Numbering  
System

Project  
Execution  
Model

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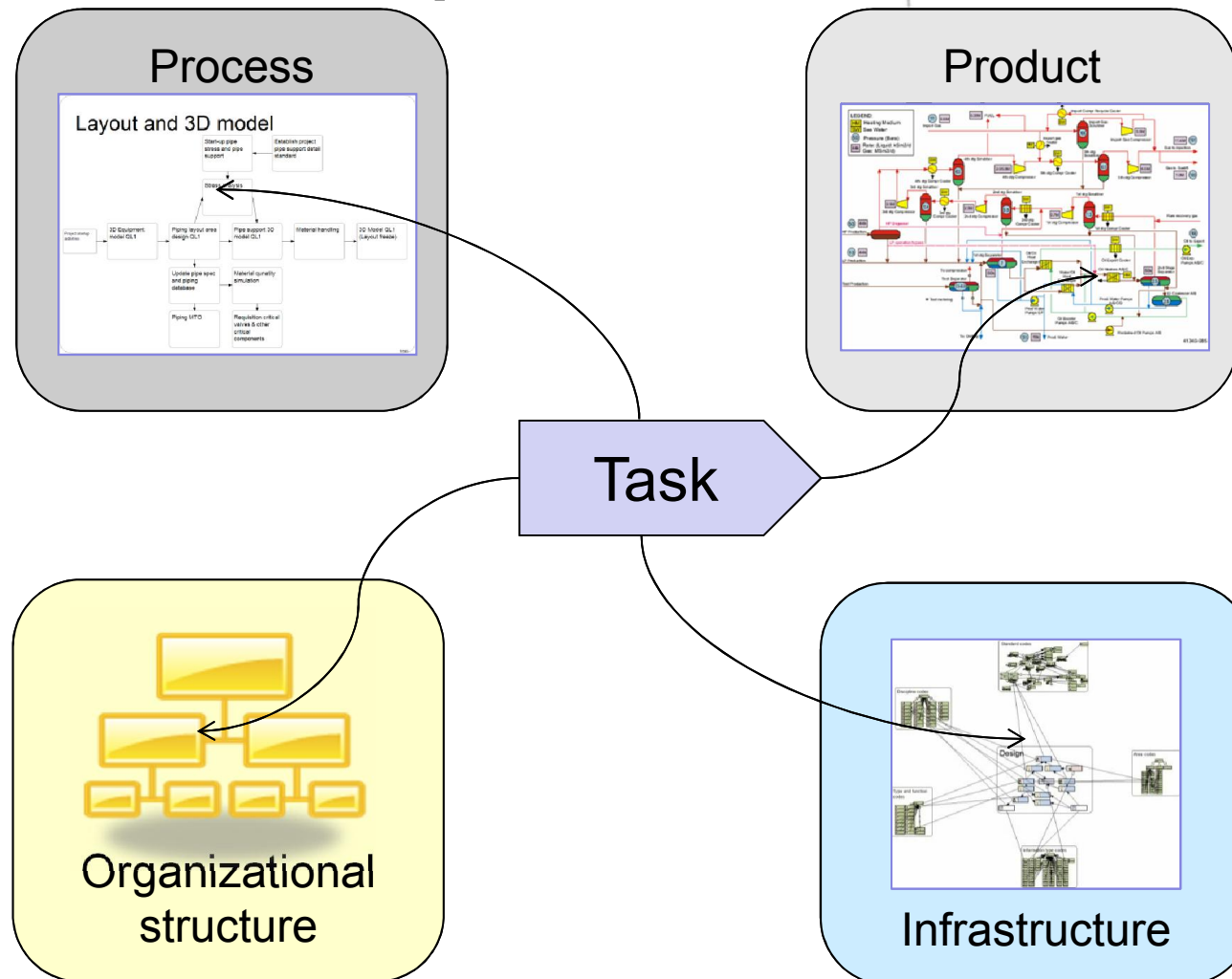






# Inter-related operations

Operational task patterns constructed from all four surrounding dimensions, and bottom up by users



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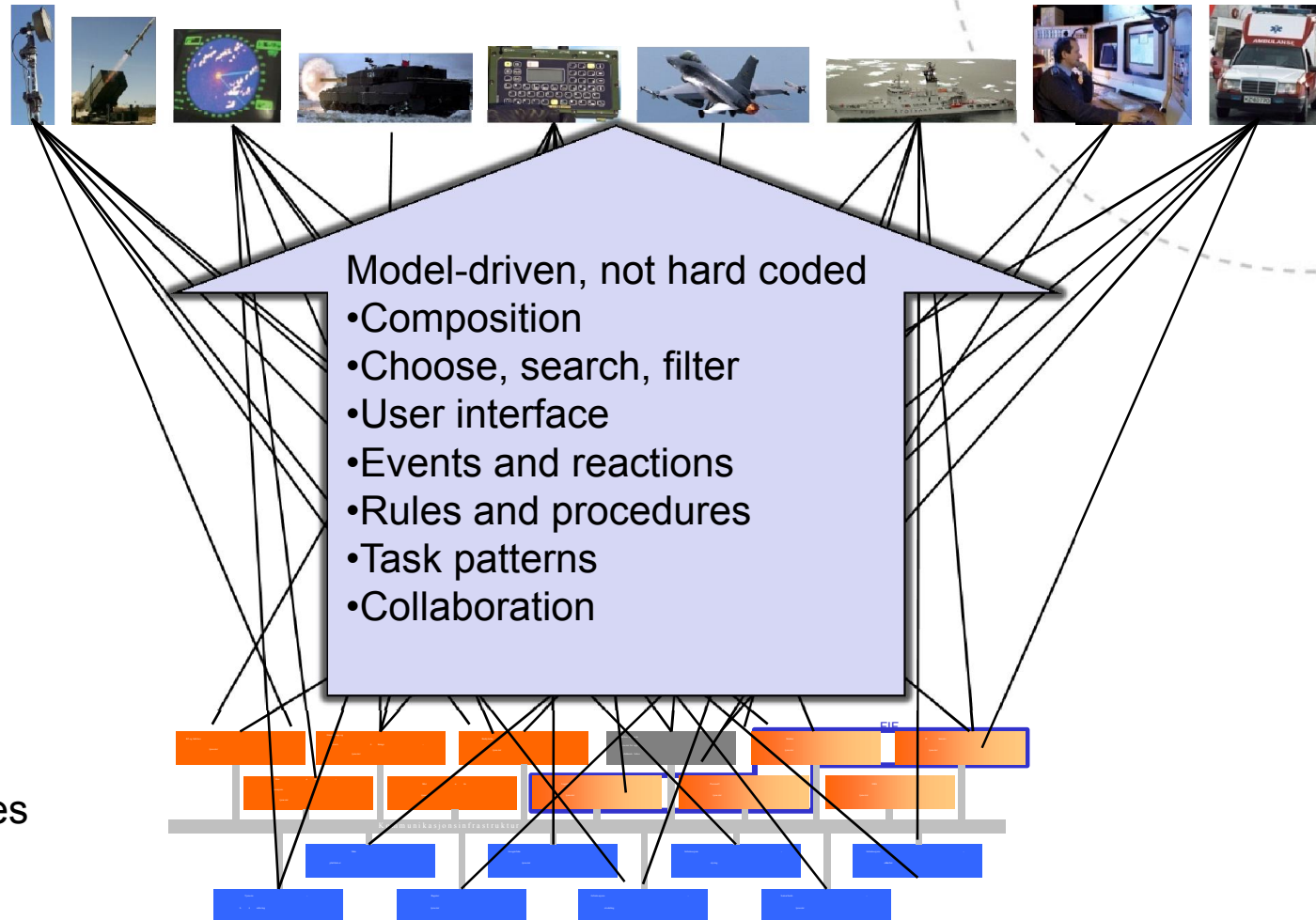
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# Active Knowledge-driven Services

Correct  
combination of  
services for  
different situations



Basic ICT-services  
from a variety of  
systems

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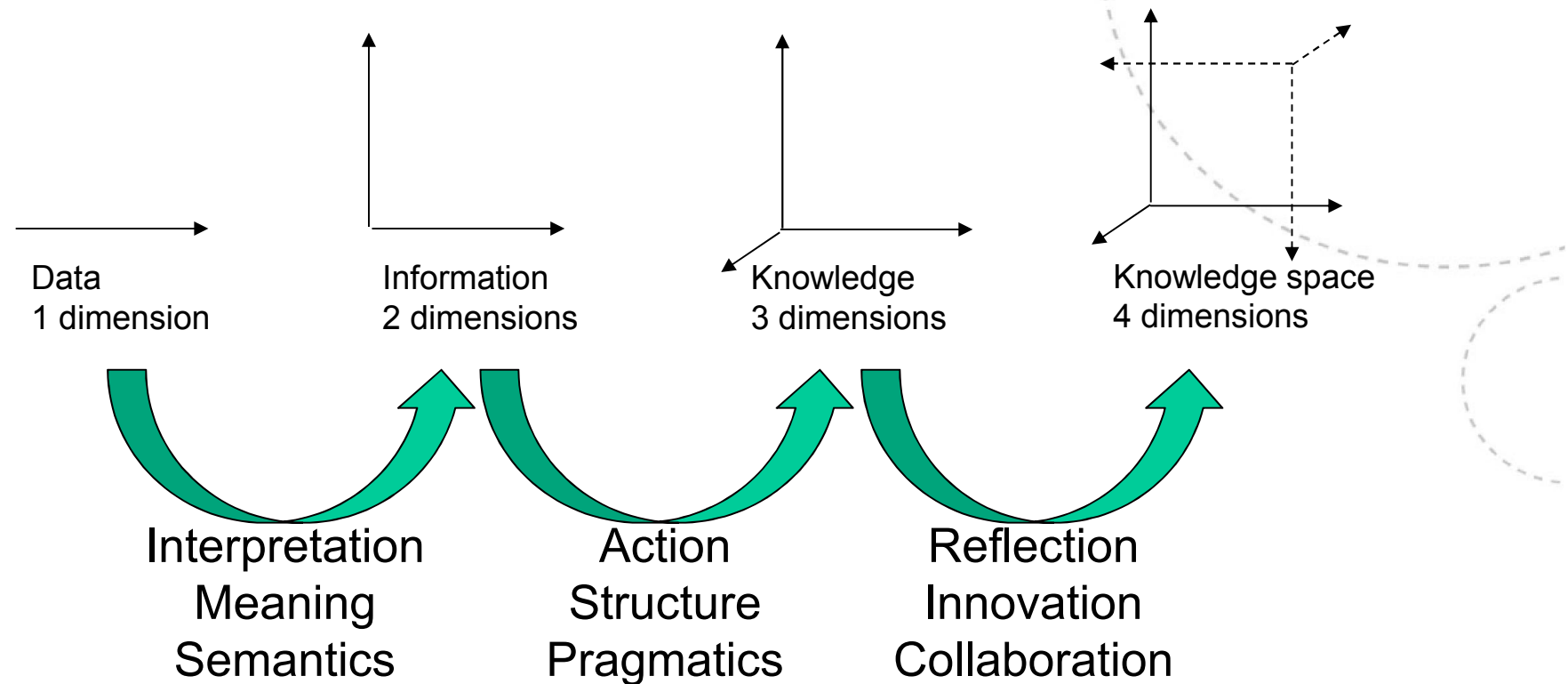
# Visual Scenes

- Visual scenes are “ensembled views to interrelated active knowledge models supporting archetypical work in an organisation.”
- Four visual scenes for future enterprising:
  - *The **Innovative scene*** where focus is to invent, reuse, design and learn (industrial war room concept).
  - *The **Operations scene*** where focus is to operate, generate, adapt, extend, manage and terminate (e.g. collaborative product development).
  - *The **Governance scene*** where focus is to govern, plan, decide, assign, measure and strategise.
  - *The **Evolutions scene*** where the focus is to analyze, configure, change, transform, align, and manifest.

# Enterprise Knowledge Spaces

- Introduction to AKM
  - (Based on Lecture Slides“Active Knowledge Modelling, Introduction”, John Krogstie, Spring 2009 and a Presentation by Frank Lillehagen, Commitment AS)
- Based on:
  - Lillehagen and Krogstie (2008), Chapter 13: Modeling of Enterprise Knowledge Spaces, Springer-Verlag, Berlin, Heidelberg. pp. 387-398.

# Multi-dimensional Knowledge



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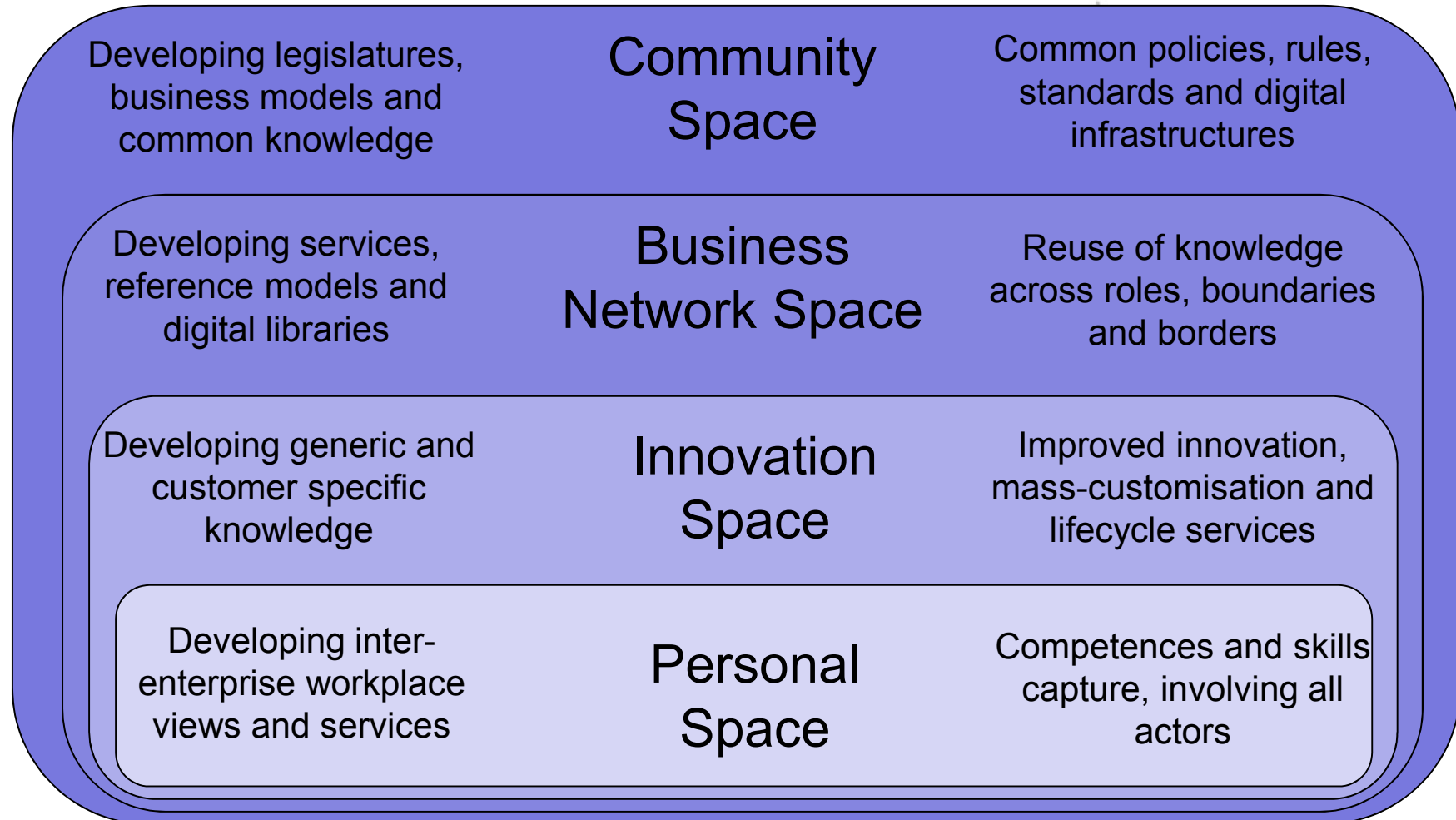


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# Enterprise Knowledge Spaces (1)

- A knowledge space is a four-dimensional representation, where the dimensions are mutually reflective, capable of altering each others' meaning.

# Enterprise Knowledge Spaces (2)



# Enterprise Knowledge Spaces (2)

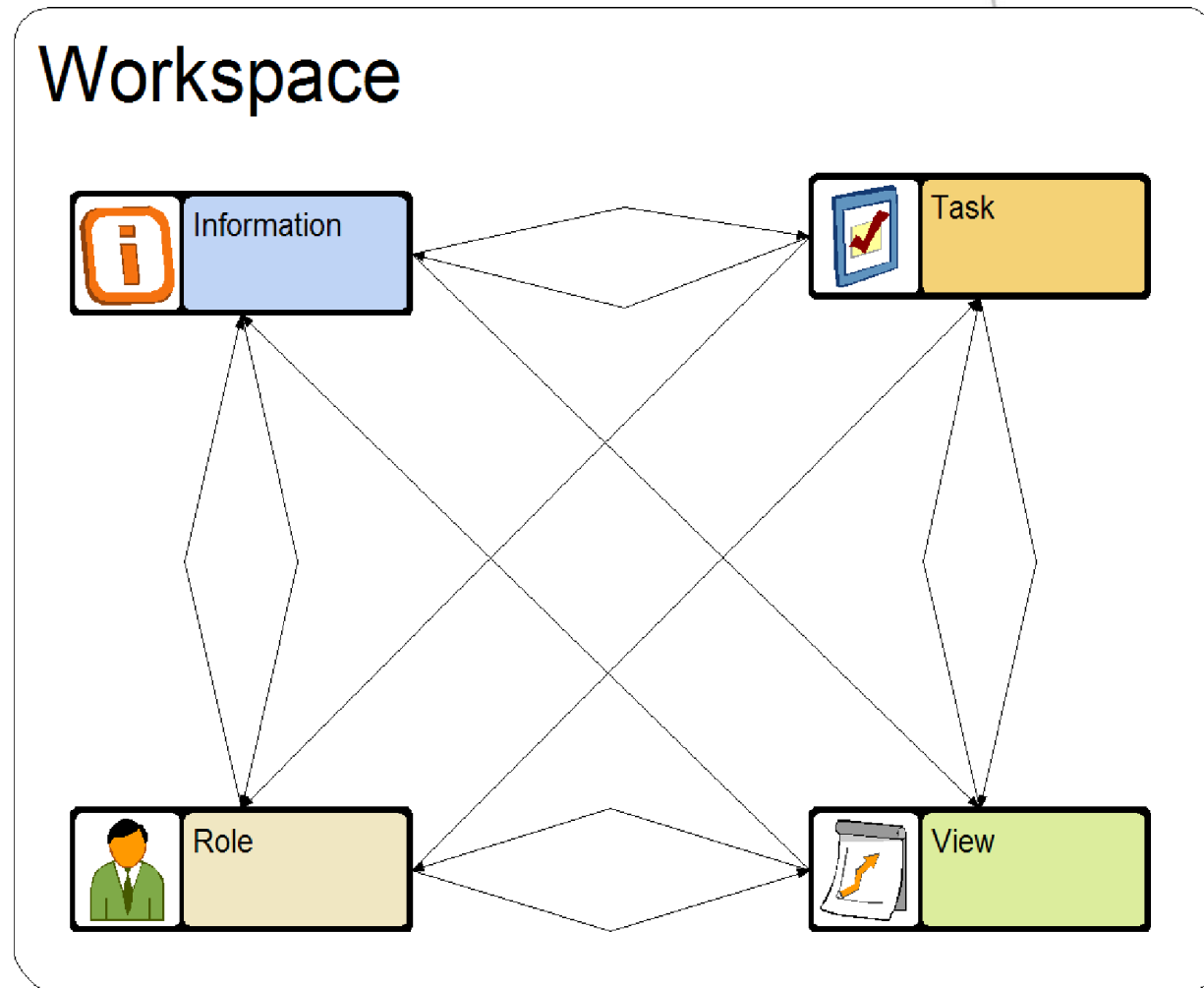
- **Personal Space**: reflects a user's work and knowledge so that information systems can adapt to it, as information content, roles, tasks and views (IRTV).
- **Innovation space** reflects the products, organisations, processes and systems of an interdisciplinary collaborative team, e.g. in product design (POPS).
- **Business Network** space reflects how companies come together in value networks and supply chains, their services, networks, projects and platforms (SNPP).
- **Community space** reflects how larger industries, sectors, cultures and societies function, their values, resources, initiatives and infrastructures (VRII).



# Personal Workspace (1)

- A personal workspace should contain everything that someone needs for performing their work. Personal workspace models are executed by the AKM platform.
  - **Information** management
    - Data and metadata
  - **Role** management
    - Workplaces and access control
  - **Task** management
    - Process enactment, task automation, rules and events
  - **View** management
    - Workplaces, navigation, visualisation
- Other knowledge spaces become operational through the IRTV dimensions.

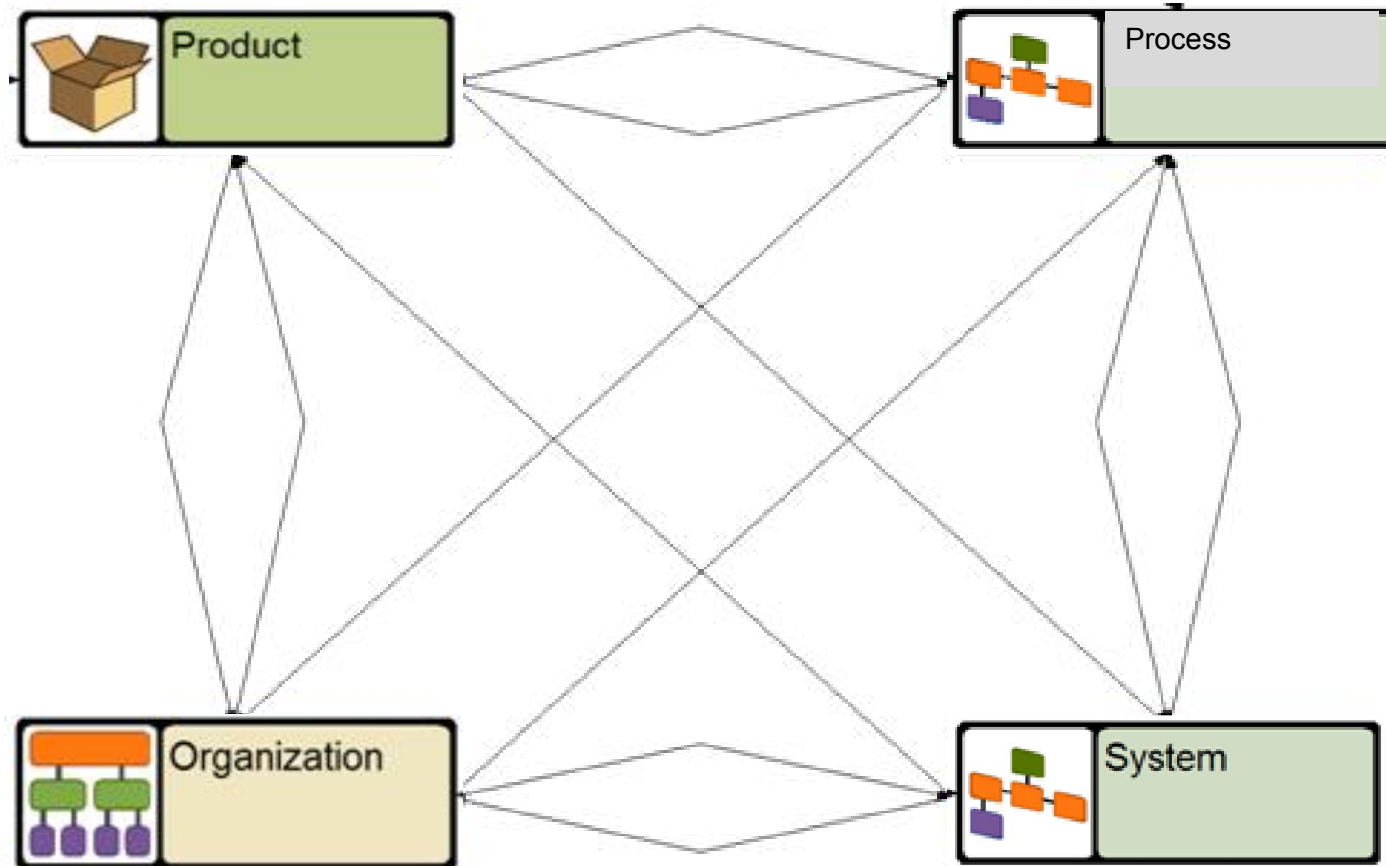
# Personal Workspace (IRTV)



# Innovation Space (1)

- In a design project, a process is followed by an organisation using a system to develop a product.
- These dimensions are mutually dependent on each other.
- The innovation space typically contains hierarchical and aspect-oriented structures for each of the dimensions such as work-breakdown structures for processes and components hierarchies for products.

# Innovation Space (POPS)

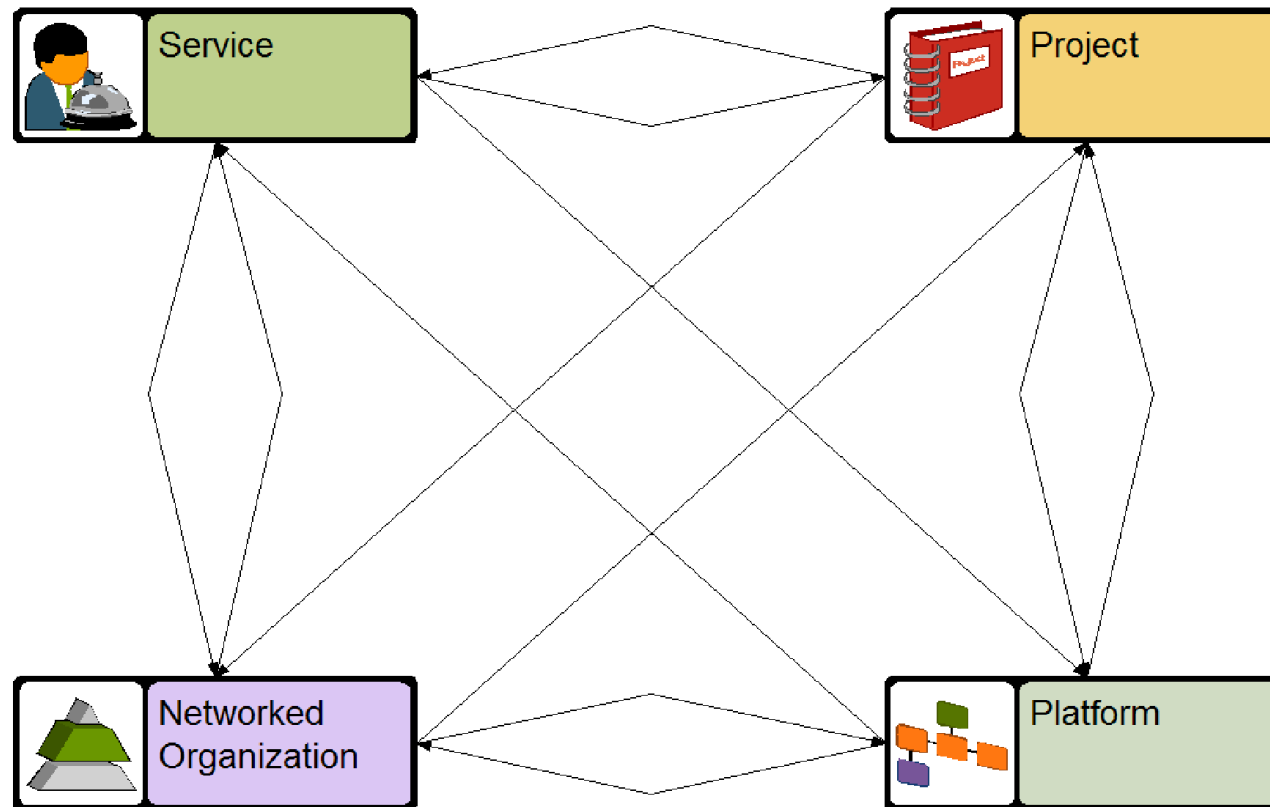


# Business Space (1)

- Behind the creative work performed in innovative spaces, we find strategic management and business transactions, establishing networks of groups and companies, working together in value and supply networks, markets and consortia.

# Business Space (2)

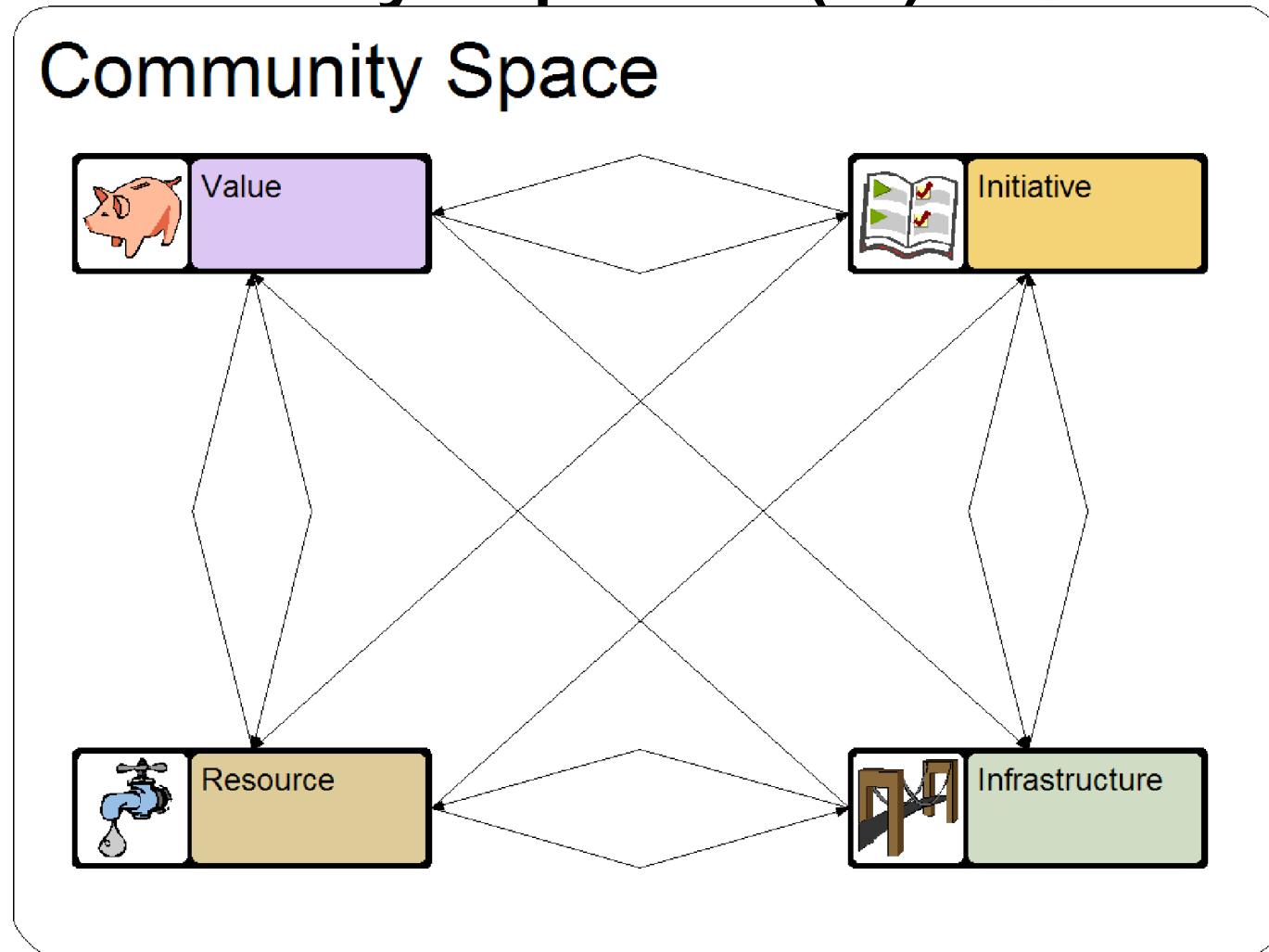
## Business Space



# Community Space (1)

- The backbone of personal knowledge spaces, innovative teams, business networks, is the society, culture and industrial setting, where the business operate.
- Although these are not under the control of the business, they influence the operation of the business.

# Community Space (2)

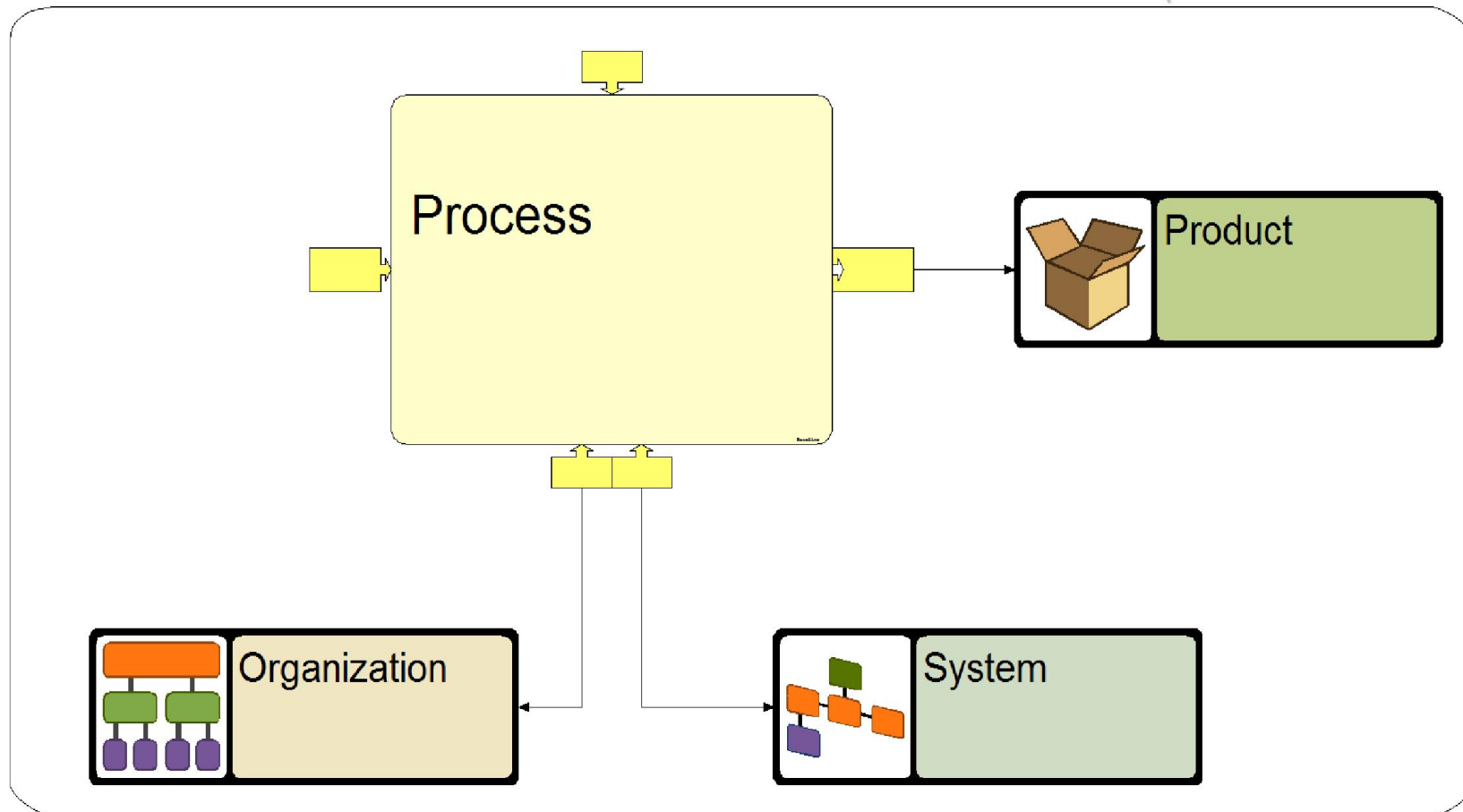




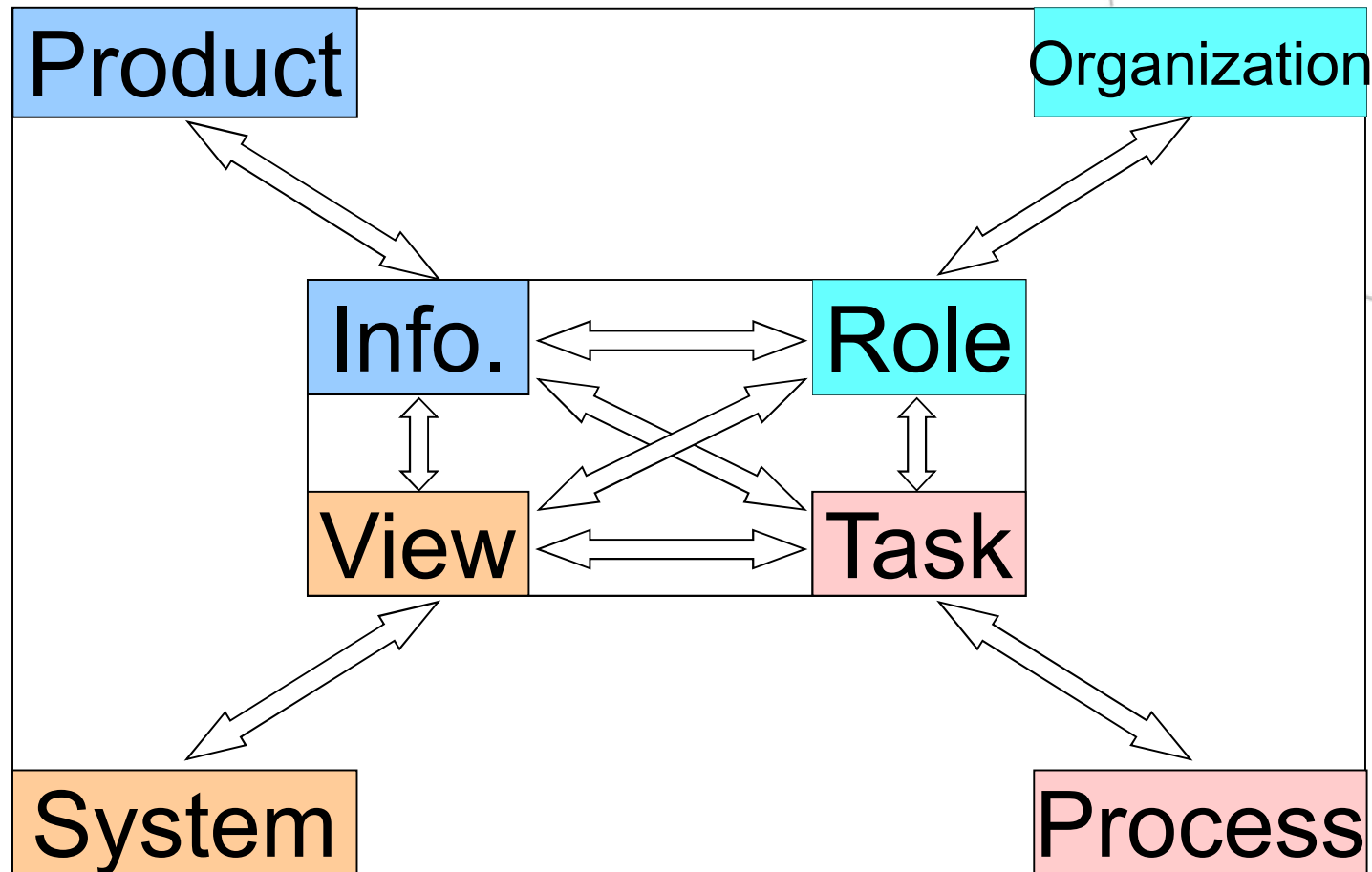
# Spaces in AKA

	<i>What/Why</i>	<i>Who</i>	<i>How</i>	<i>Enabler</i>
<i>Community and network</i>	Value	Resource	Initiative	Infrastructure
<i>Business</i>	Service	Network	Project	Platform
<i>Project team innovation</i>	Product	Organization	Process	System
<i>Individual</i>	Information	Role	Task	View
<i>Software</i>	Data	User	Code	Programming

# Reflective Views

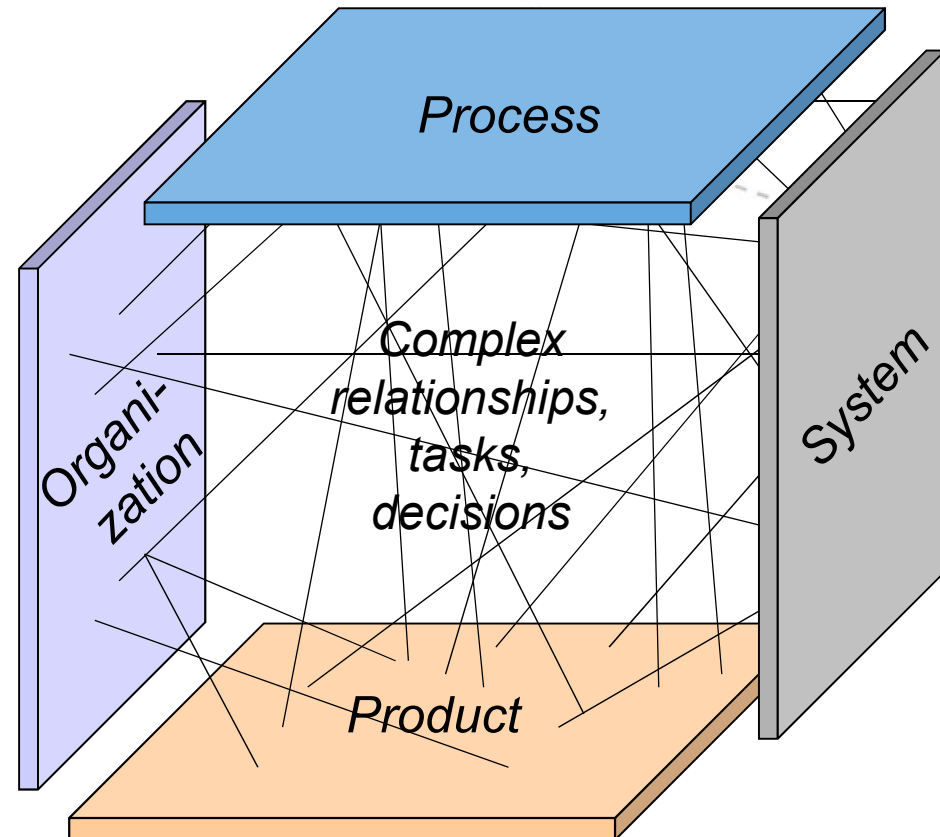


# Reflection Across Knowledge Spaces



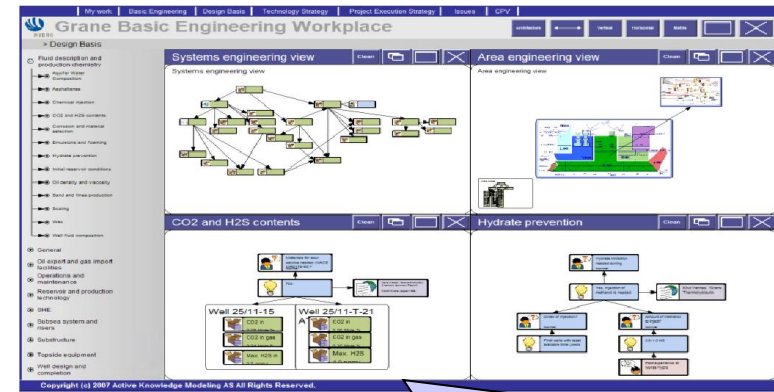
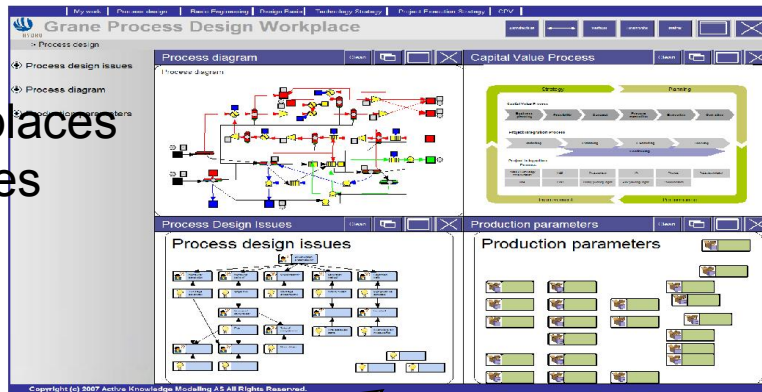
# Mutually Reflective Views

- An object in one view may have reflections in the other dimensions
  - No layered meta-hierarchy
  - No difference between modeling and metamodeling
- Inter-view connections continually discovered, designed and created
- Types of views for each design role and discipline
- A model is a constellation of views
  - Integrating roles and disciplines
- The meaning of any element may depend upon all the other elements (holistic models)

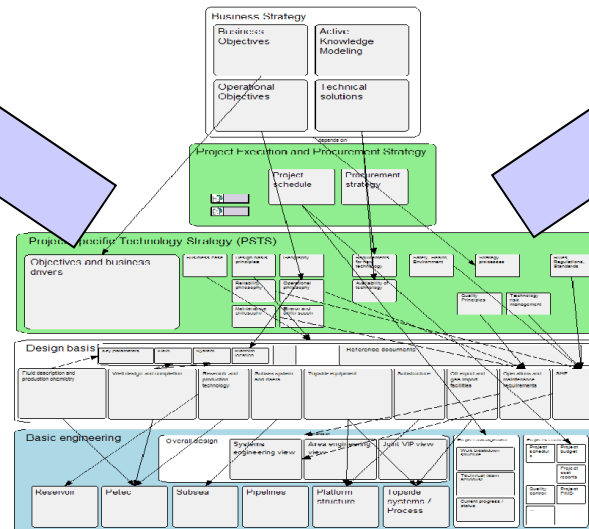


# CVW – Configurable Visual Workplaces (1)

Workplaces  
for roles



Active Knowledge  
Architecture



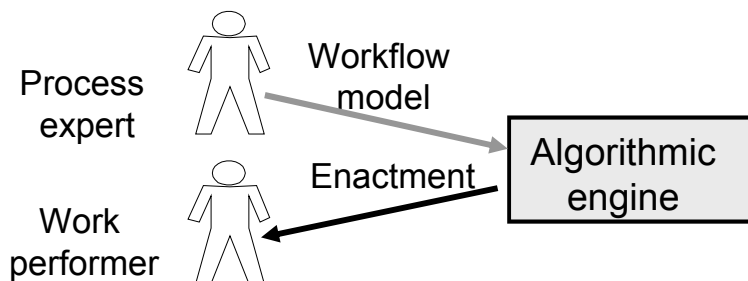
# Task Management

- Design work is creative
  - It does not follow a fixed process.
  - It is often based on predefined task patterns, but it will deviate by including new tasks, skip tasks, modify tasks, etc.
- Business processes that can be adapted by business users
  - Ad-hoc changes supported and managed in emergent workflows, the subject of 10 years of research by AKM.
  - Simple, straight-forward task planning, execution, coordination, monitoring and management.
  - Easily combined with routine procedures automated by customers' process engines.
- Task-oriented, model-configured workplaces, bringing the users what they need in a context they recognize and control.

# Business Process Management

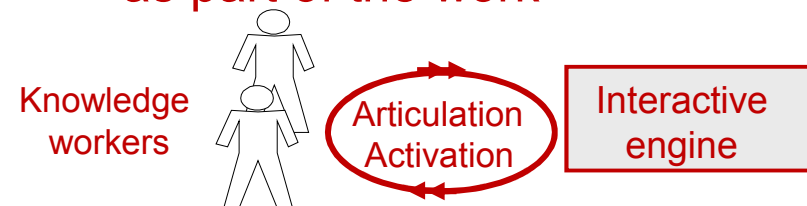
## Conventional BPM

- Labour/capital intensive work
- Active models
- Automatic enactment
- Repetitive processes
- Modelled by experts
- Separated definition, monitoring and enactment



## AKM: Emergent Tasks

- Knowledge intensive work
- Interactive models
- Interactive activation
- Unique processes
- Modelled by participants
- Integrated process articulation and activation
- Model and structure emerges as part of the work





# Learning & Reuse

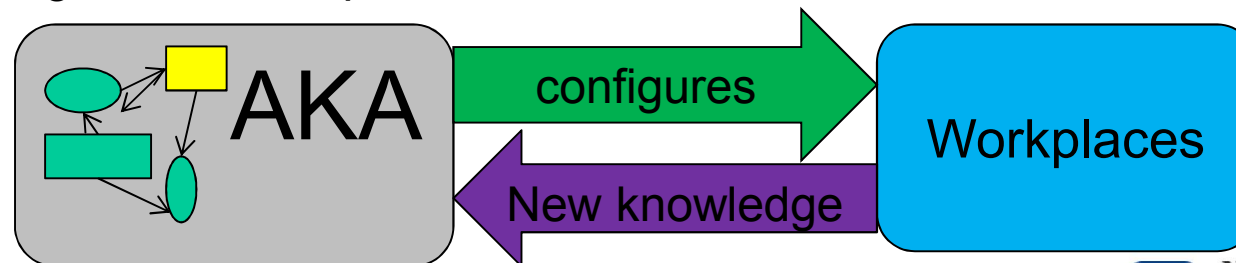
- Externalizing core design know-how
  - Automatically captured as tasks
  - Articulated into models
- Made reusable as templates
  - Repeatable task patterns and processes
  - Adapted to new rich contexts
- Joint experimentation and discussions around models
  - Fostered by view and communication facilities

# AKM Technology - strengths

- Supports creative work
  - The core processes that brings competitive advantage
  - Early phases of design
- Is controlled by business and industry people, not IT specialists
  - Model-configured, customized and contextualised
- Supports knowledge sharing, communication and learning
  - Human languages, not programming languages
  - Multiple perspectives
- Visual user interaction
- Interoperable, open execution system
  - Integration through modeling, e.g. web services, databases and XML content
- A scalable way of delivering IT solutions
  - Team organization around layered service architecture

# AKM: Summary

- We have looked at the following:
  - Active Knowledge Modelling and Active Knowledge Models (AKM)
  - Active Knowledge Architectures (AKA)
    - AKA's contents (roles, task patterns, information structures, etc.) can automatically configure the workplaces and knowledge from the workplaces can be incorporated in the AKA.
- Key concepts with AKA and AKM:
  - Visual models
  - Reflective views
  - Configurable workspaces



# Knowledge Spaces: Summary

- A knowledge space is a four-dimensional representation, where the dimensions are mutually reflective, capable of altering each others' meaning.
- Four dimensions:
  - Personal Space
  - Innovation space
  - Business space
  - Community Space

# Next Lecture

- AKM Guest Lecture by Frank Lillehagen, Commitment AS.
  - Friday, 28 March 2014, 1415-1500hrs, room R93

