

Emergence

*- from the Point of View of
Industrial Software*

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<http://www.fotocommunity.de>



Emergence ?

DEFINITIONS



Manifestation of a system's properties that *cannot* be anticipated *in all cases* from the properties of its constituent components or parts

Example: Emergent property: „**flying**“

Constituent systems (CS) of an aircraft:

- engines
- body
- wings
- cockpit
- etc.

... none of the constituent systems is able to fly !

Assemble the essential constituent systems:

Emerging property: the assembly (= airplane) is able to **fly** !



<http://www.fotocommunity.de>



Uncertainty, Risk,
Accident Potential

Emergence ?

DEFINITIONS



Manifestation of a system's properties that **cannot** be anticipated in **all** cases from the properties of its constituent components or parts

Example: Emergent Property: **Interface Failure**

<http://avioners.net/2011/03/airbus-a319-approach-to-landing.html>



Constituent systems:

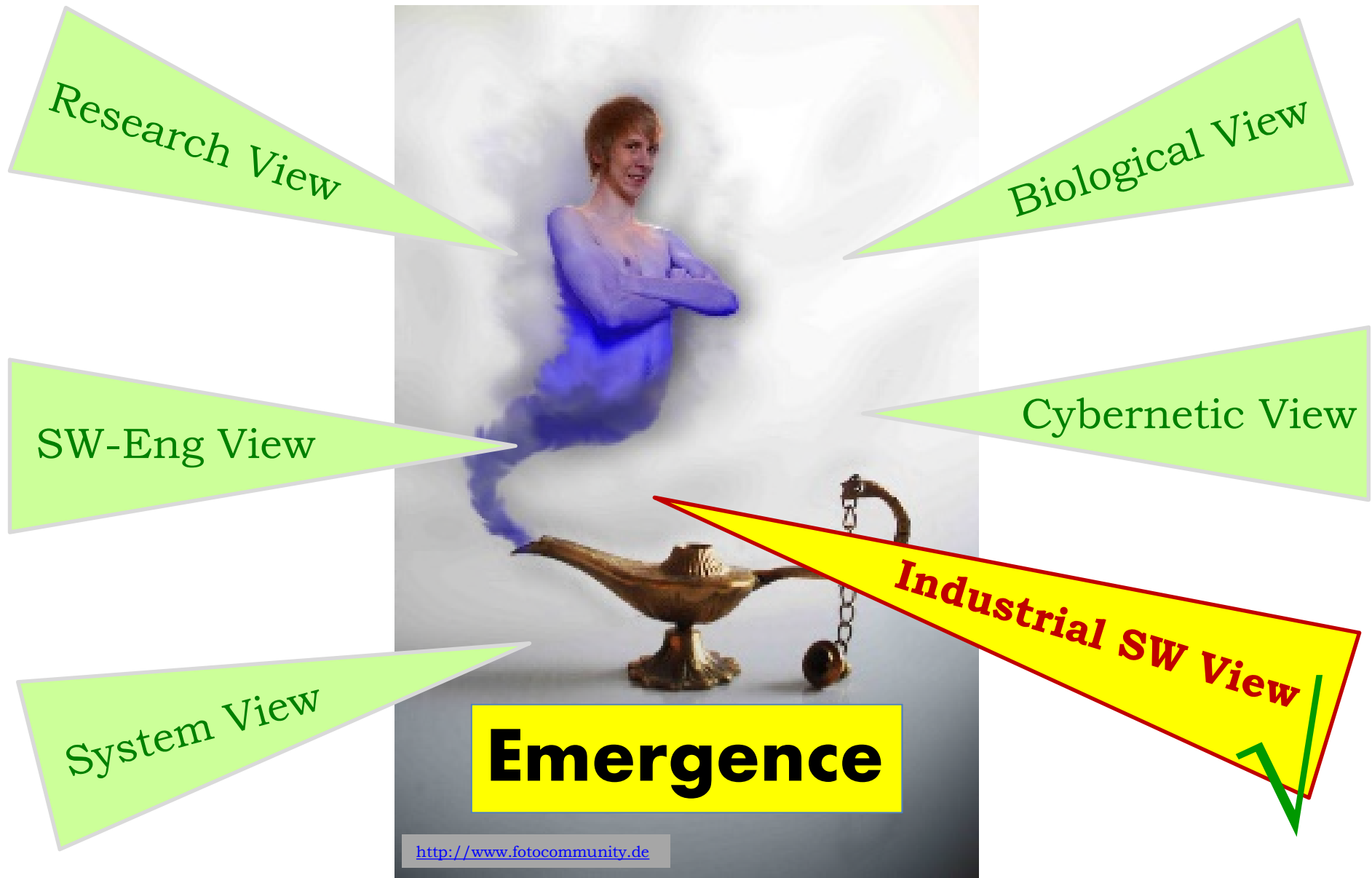
- Airplane (DC-8)
- Airport (Runway)

October 8, 1979: Swissair Flight 316
overran the Athens runway – 14 deaths

Cause: „Interface“ between the
runway and the airplane

- Landing when braking action is
less than good
- Crew mistakes







Objectives of this Presentation:

- Present the Industrial Software View of Emergence
- Show the potential Impact of Emergence on Industrial (= Cyber-Physical) Systems
- Investigate the Possibilities to manage Emergence
- Discuss open Questions

Content:

1. Definitions & Foundation
2. Industrial Software
3. Emergence
4. Impact Analysis
5. Managing Emergence
6. Conclusions



Definitions & Foundation

For emergent behaviour you need a *system of systems*

System-of-Systems characteristics:

1. Operational Independence of the Elements
2. Managerial Independence of the Elements
3. Evolutionary Development

Emergent Behaviour

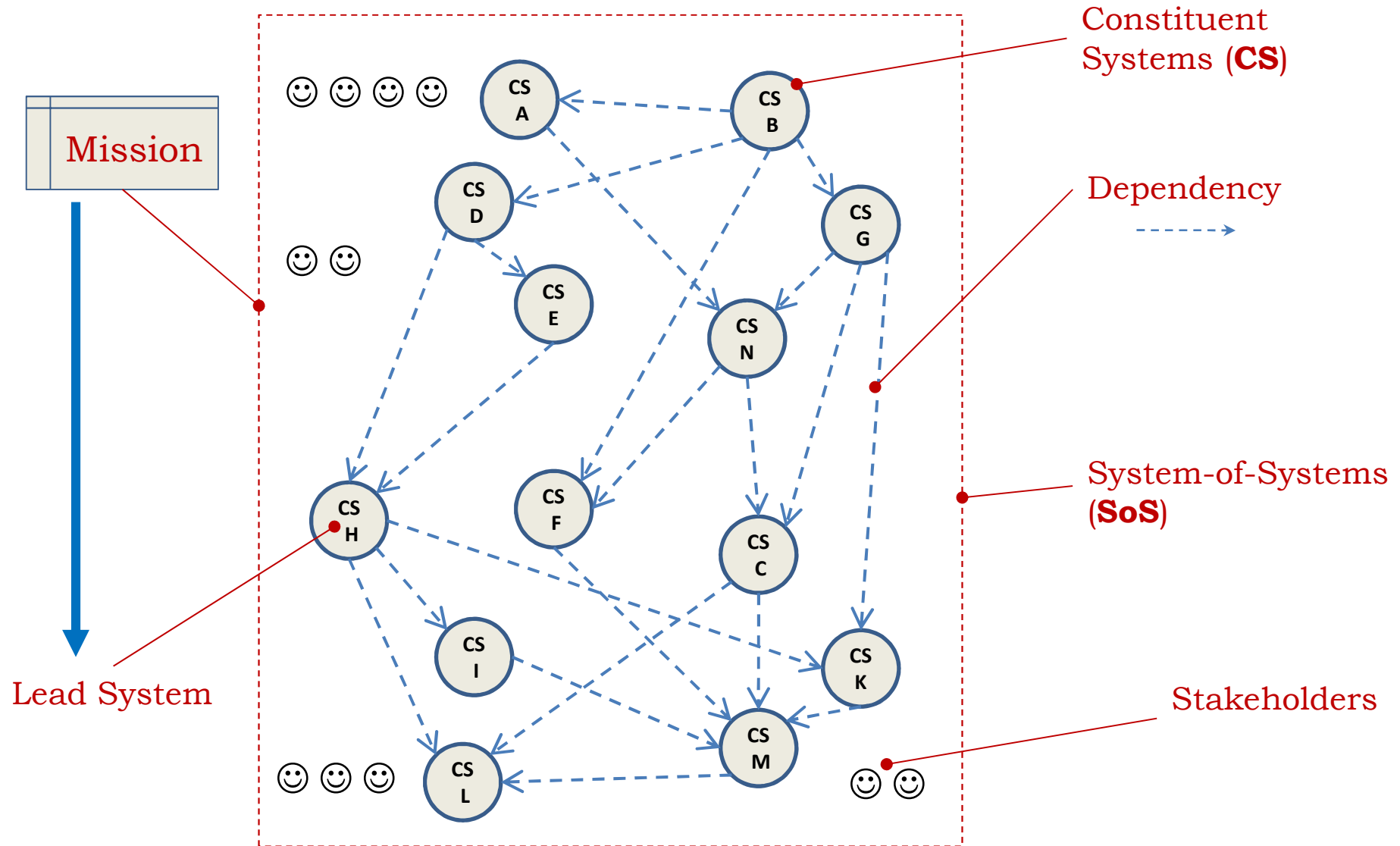
5. Geographic Distribution

[5 Maier criteria, 1998]

**Total = more
than the sum of
its parts**

Emerging behavior is the consequence of the *interactions* of the constituent components or parts of the system of systems

SoS (System-of-Systems) Terminology



Emergent Behaviour (Example 1/3)

<https://fr.wikipedia.org>



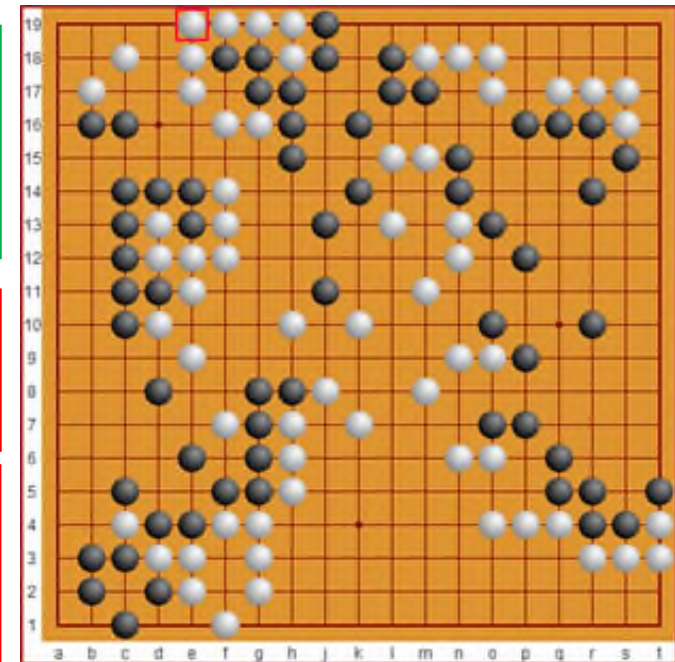
«GO» is a board game which was invented before 2`500 years in China.

Board: 19 x 19 lines, infinite number of white and black stones.

Objective: gain as much terrain as possible

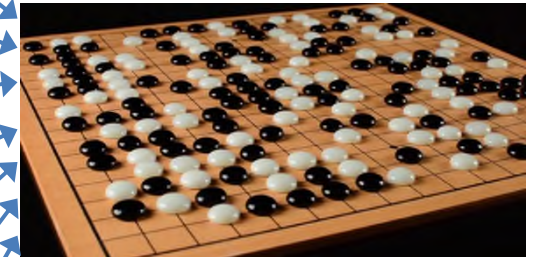
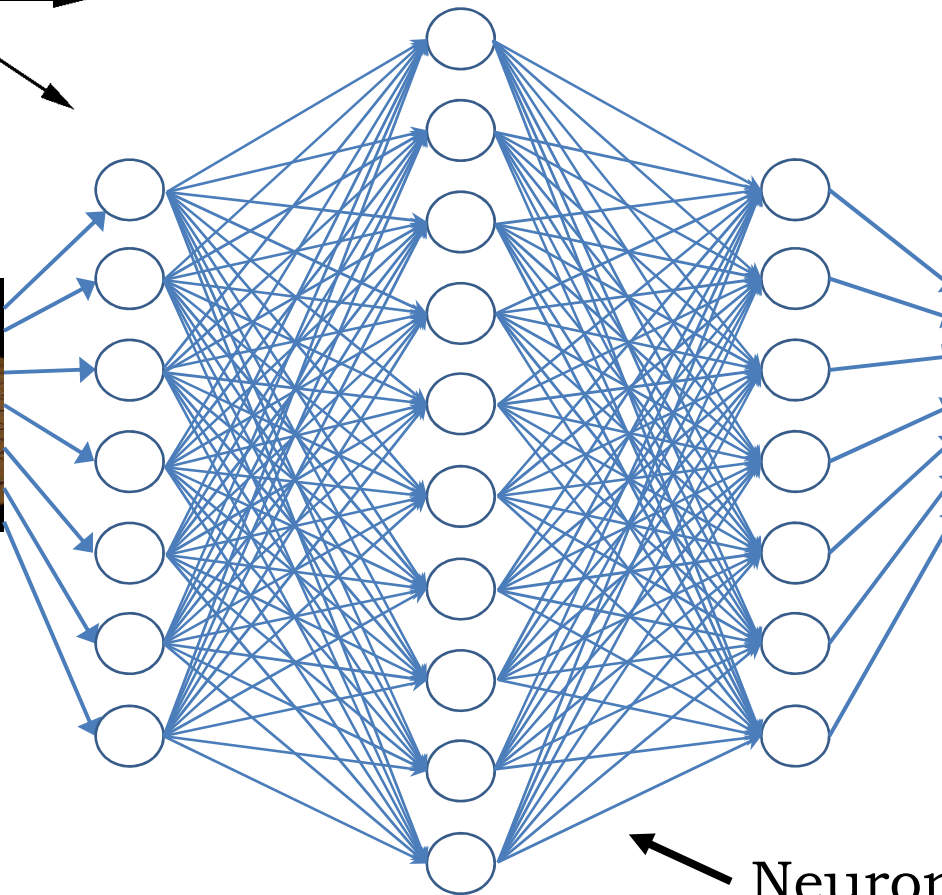
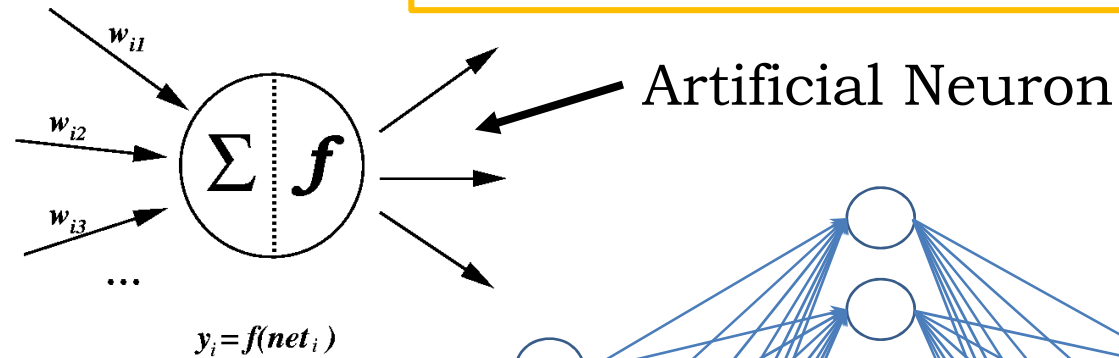
Number of possible situations on the GO-board: ~ **4,63 x 10¹⁷⁰**

- Chess: ~10⁴³
- Number of atoms in the universe: ~10⁸⁰



<http://www.brettspielnetz.de>

Emergent Behaviour (Example 2/3)



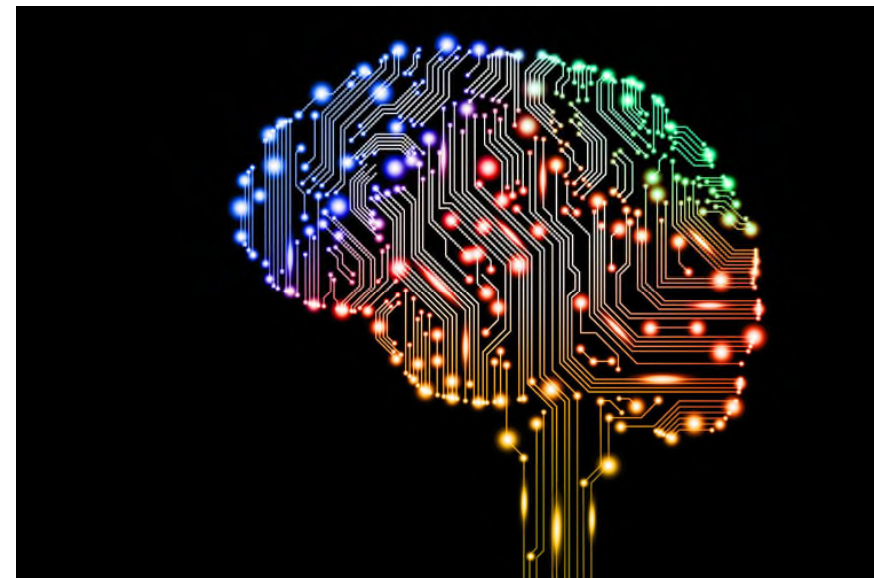
Emergent Behaviour (Example 3/3)

<http://www.watson.ch>



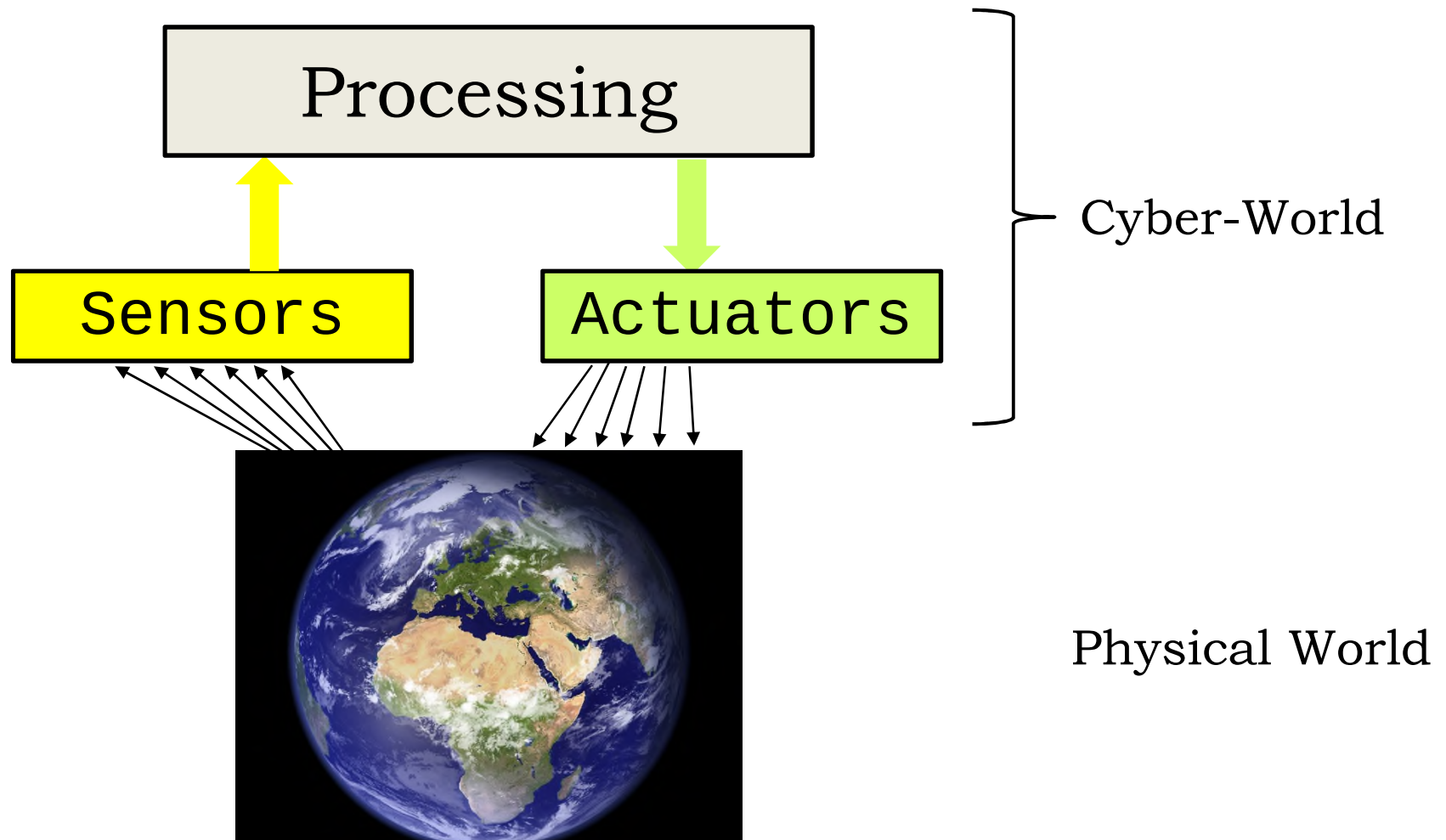
March 2016: The AI-program «AlphaGO» wins against the multiple and current world champion Lee Sedol (4:1)

Impressive/frightening:
«AlphaGO» was **not**
programmed, but was a
learning program [Deep
Learning] **← Emergence!**



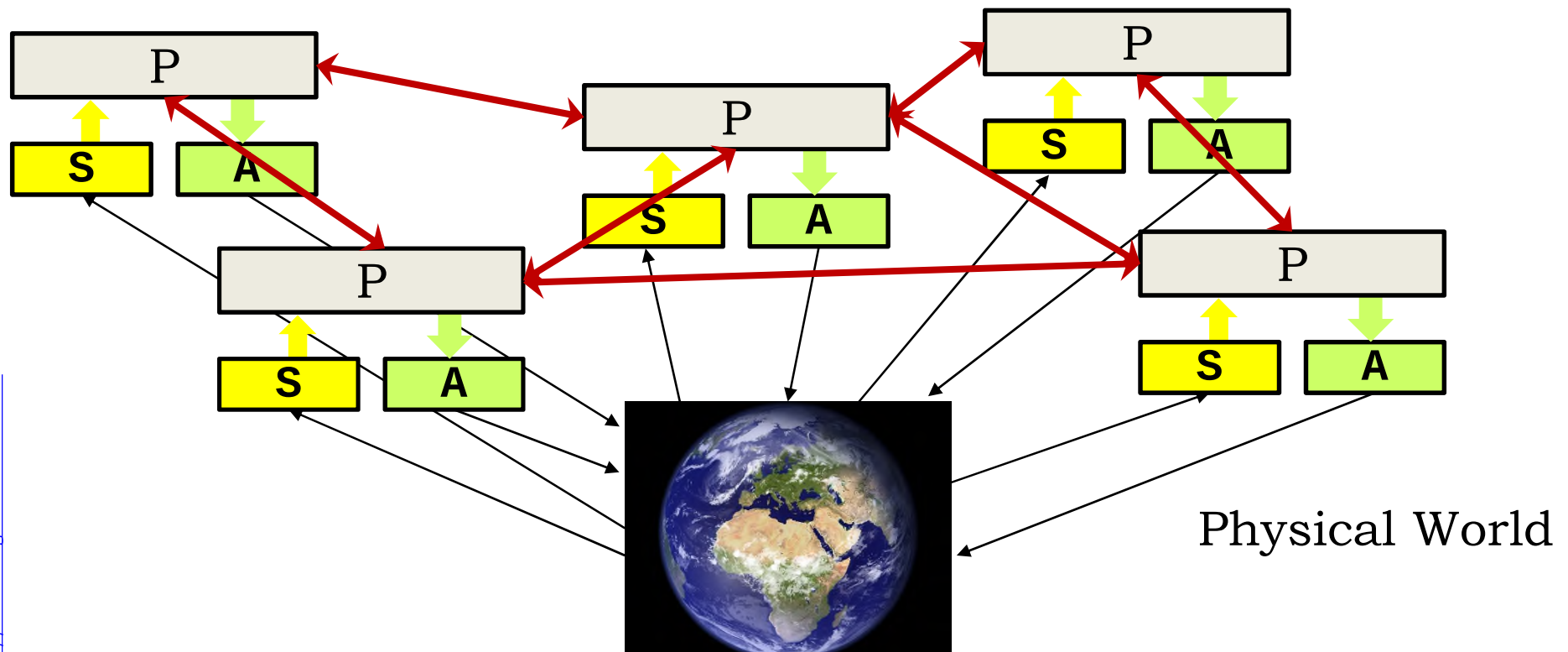
<http://www.digitaltrends.com>

Cyber-Physical System

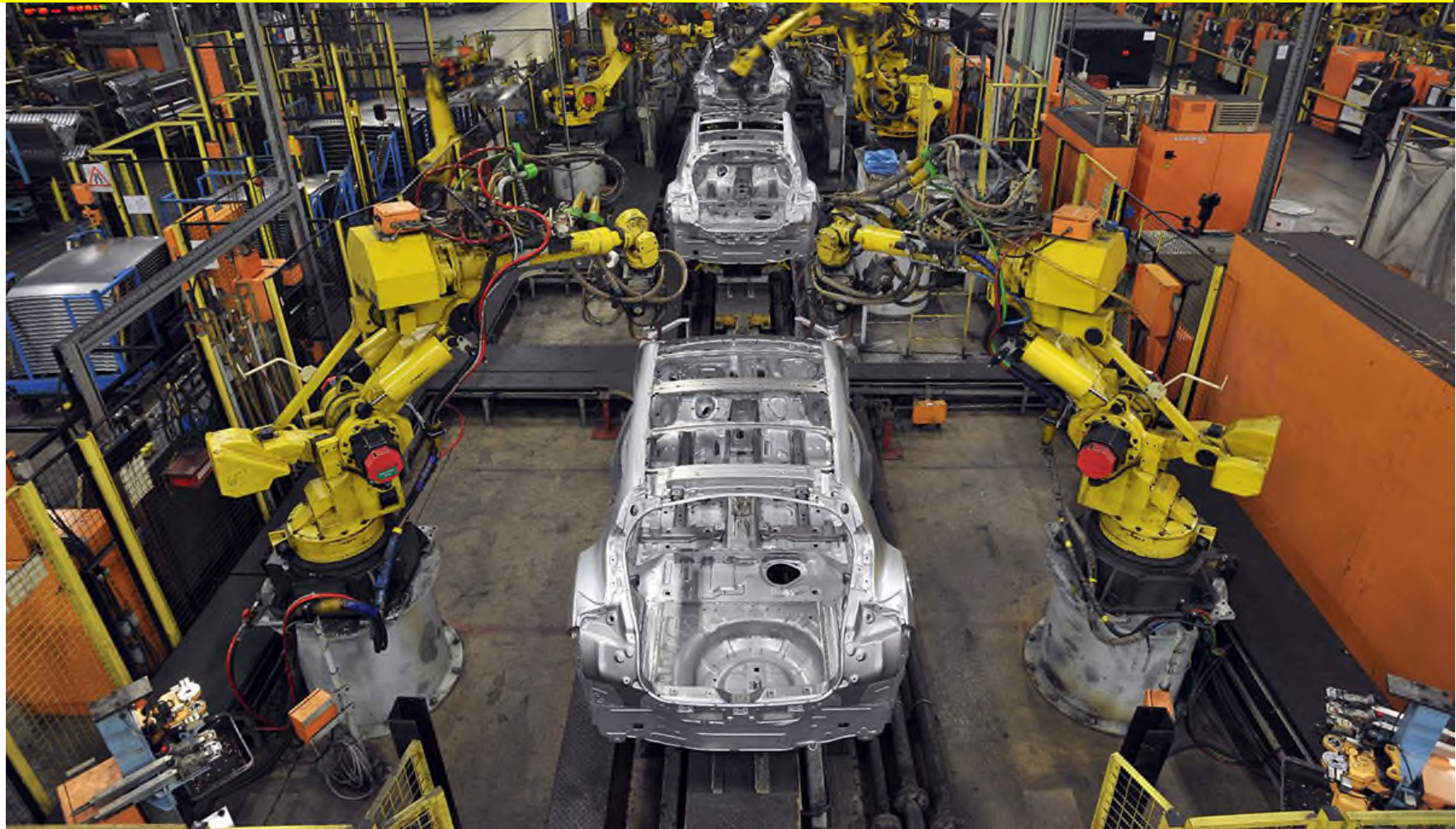


Cyber-Physical System of Systems (CPSoS)

A cyber-physical system (CPS) consists of a collection of computing devices communicating with one another and interacting with the physical world via sensors and actuators in a feedback loop



Example of a Cyber-Physical System of Systems (CPSoS): **Collaborating Robots**

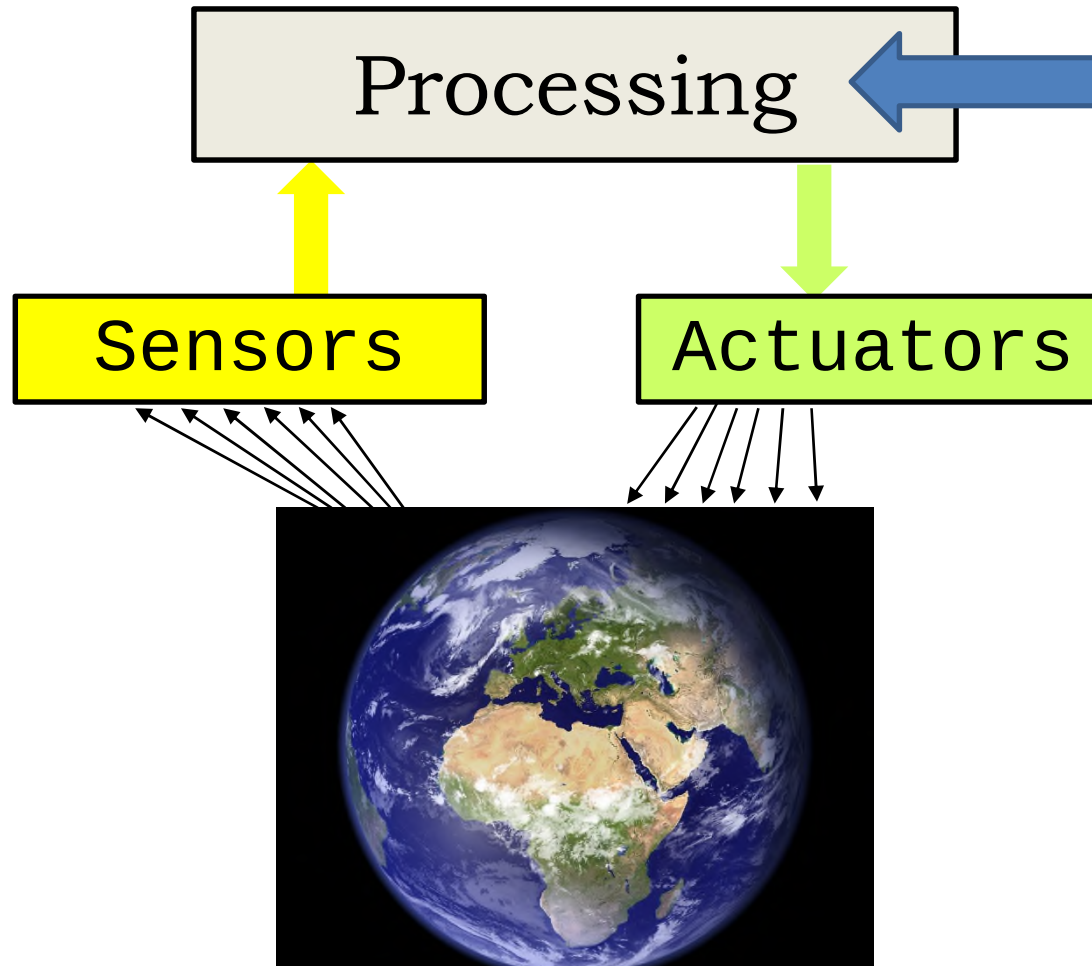


<http://www.hypemiler.co.uk>



Industrial Software

Industrial Software



```

1 class Graph {
2   private Set<Arc> arcs = new HashSet<Arc>();
3   private Set<String> nodes =
4     new HashSet<String>();
5   public void addNode(String id) {
6     nodes.insert(id); }
7   public void addArc(String from, String to) {
8     arcs.insert(new Arc(from,to)); }
9   public Set<Colored> compute3Coloring() {
10    Set<Colored> res = new HashSet<Colored>();
11    <# in = arcs::arc, nodes::node out = res::col
12      col(X,red) v col(X,green)
13        v col(X,blue) :- node(X).
14      :- col(X,C), col(Y,C), arc(X,Y).
15    #>
16    if_no_answer { res = null; }
17    return res; }
18 }
19 public class Arc {
20   public String start; public String end; }
21 public class Colored {
22   public String node; public String color;}
  
```

Software

Industrial Software

Software

```

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13               v col(X,blue) :- node(X).
14           :- col(X,C), col(Y,C), arc(X,Y).
15        #>
16        if_no_answer set { res = null; }
17        return res; }
18 }
19 public class Arc {
20     public String start; public String end; }
21 public class Colored {
22     public String node; public String color;}

```

- Mission-critical
- Safety-critical
- Real-time
- Security-critical

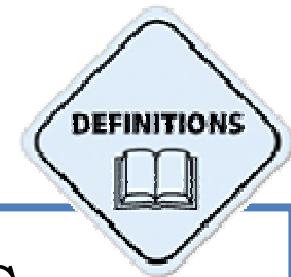
• etc.

Characteristics
of
Industrial
Software



Emergence

Emergence



Manifestation of a system's properties that **cannot** be anticipated in **all** cases from the properties of its constituent components or parts



<http://www.fotocommunity.de>

Emergent Behaviour Classification



<i>Emergence</i>	



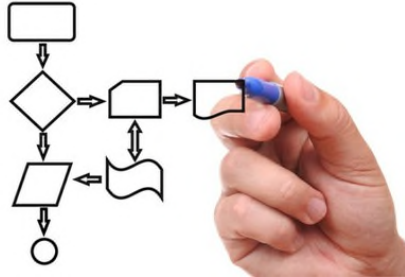
Emergent Behaviour Classification



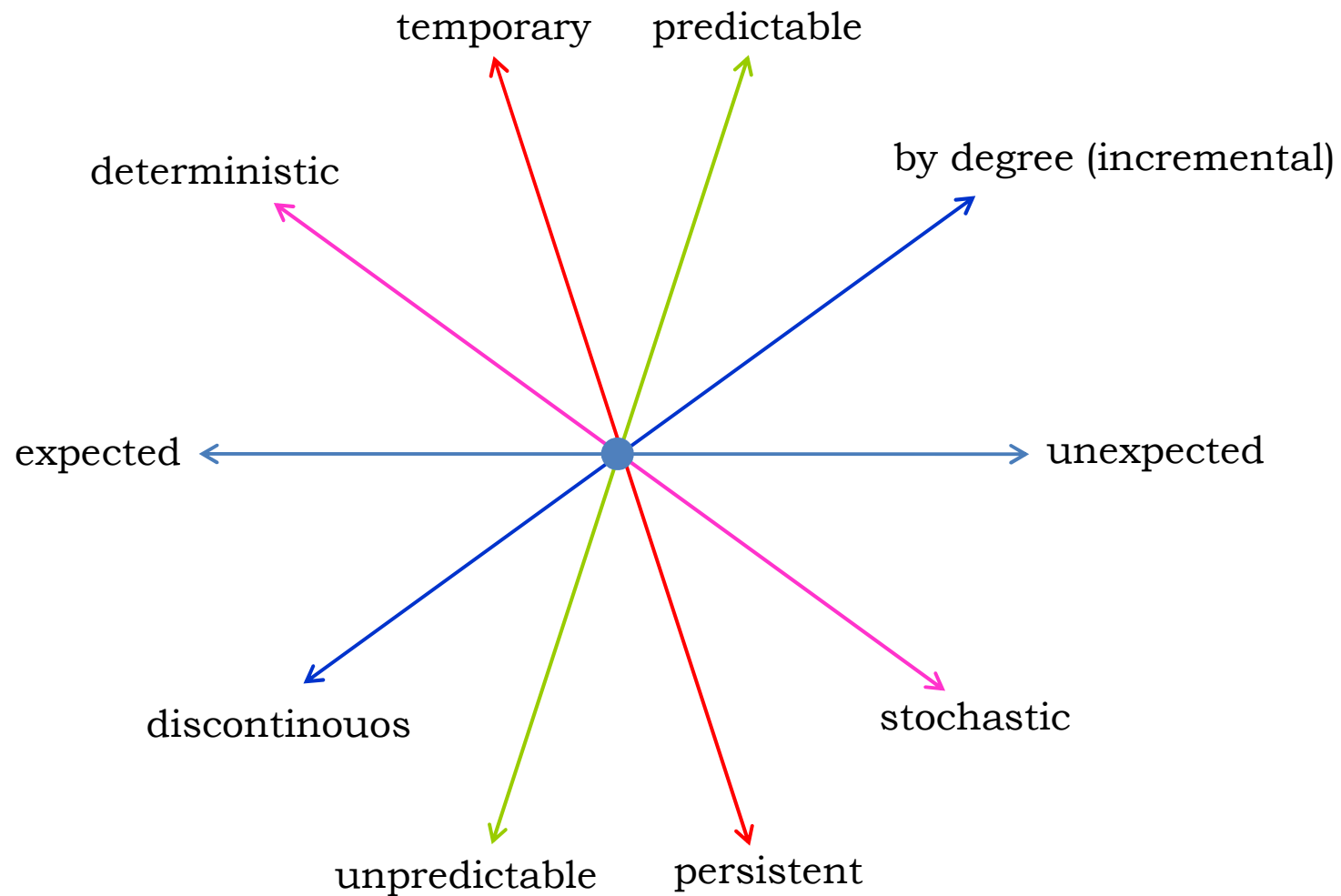
<i>Emergence</i>	Desirable positive	Undesirable negative
Expected emergent behavior		
Unexpected emergent behavior		



SoS Emergent Behaviour Classification

<i>Emergence</i>	Desirable/positive	Undesirable/negative
Expected emergent behavior	Reason for building the SoS (SoS objective) 	Mitigate by appropriate design measures, such as threat/risk analysis and countermeasures 
Unexpected emergent behavior	Sometimes (however, quite rarely) an SoS shows unexpected, beneficial behaviour 	<u>Unexpected</u> & <u>undesirable</u> negative emergent behavior is one of the critical risks of most SoS 

SoS Emergent Behaviour Classification

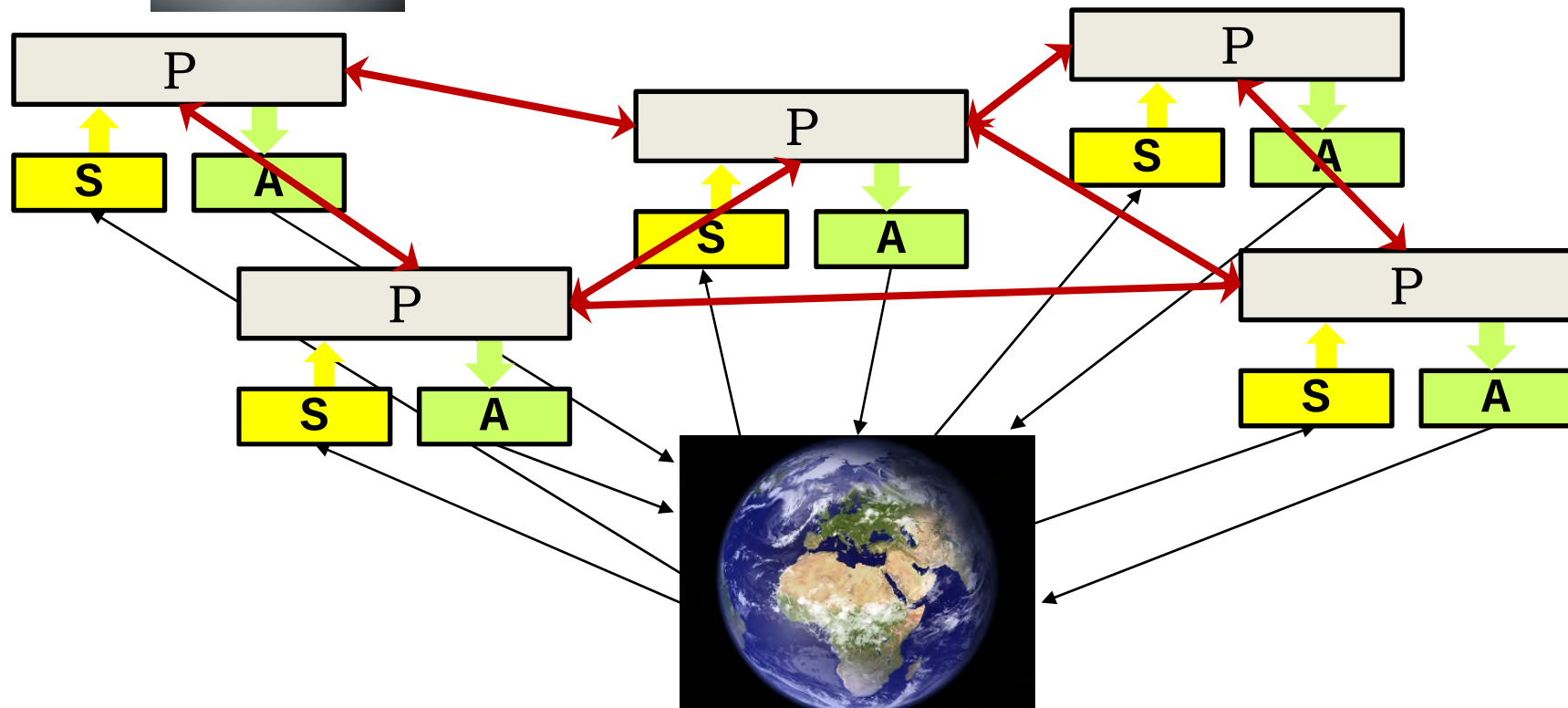




Impact Analysis



Which Impact has
Emergence on our
CPSoS?



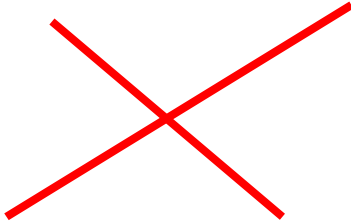
<i>Emergence</i>	Desirable positive	Undesirable negative
Expected emergent behavior	Software <pre> 1 class Graph { 2 private Set<Arc> arcs = new HashSet<Arc>(); 3 private Set<String> nodes = 4 new HashSet<String>(); 5 public void addNode(String id) { 6 nodes.insert(id); 7 } 8 public void addArc(String from, String to) { 9 arcs.add(new Arc(from, to)); 10 } 11 public String start; public String end; 12 public class Colored { 13 public String node; public String color; 14 } 15 } 16 17 #> 18 if_no_answer { res = null; } 19 return res; } 20 21 public class Arc { 22 public String start; public String end; 23 } 24 public class Colored { 25 public String node; public String color; 26 }</pre> Design Goal: Attain	Software <pre> 1 class Graph { 2 private Set<Arc> arcs = new HashSet<Arc>(); 3 private Set<String> nodes = 4 new HashSet<String>(); 5 public void addNode(String id) { 6 nodes.insert(id); 7 } 8 public void addArc(String from, String to) { 9 arcs.add(new Arc(from, to)); 10 } 11 public String start; public String end; 12 public class Colored { 13 public String node; public String color; 14 } 15 } 16 17 #> 18 if_no_answer { res = null; } 19 return res; } 20 21 public class Arc { 22 public String start; public String end; 23 } 24 public class Colored { 25 public String node; public String color; 26 }</pre> Design Goal: Avoid
Unexpected emergent behavior	Software <pre> 1 class Graph { 2 private Set<Arc> arcs = new HashSet<Arc>(); 3 private Set<String> nodes = 4 new HashSet<String>(); 5 public void addNode(String id) { 6 nodes.insert(id); 7 } 8 public void addArc(String from, String to) { 9 arcs.add(new Arc(from, to)); 10 } 11 public String start; public String end; 12 public class Colored { 13 public String node; public String color; 14 } 15 } 16 17 #> 18 if_no_answer { res = null; } 19 return res; } 20 21 public class Arc { 22 public String start; public String end; 23 } 24 public class Colored { 25 public String node; public String color; 26 }</pre> Worrying	Software <pre> 1 class Graph { 2 private Set<Arc> arcs = new HashSet<Arc>(); 3 private Set<String> nodes = 4 new HashSet<String>(); 5 public void addNode(String id) { 6 nodes.insert(id); 7 } 8 public void addArc(String from, String to) { 9 arcs.add(new Arc(from, to)); 10 } 11 public String start; public String end; 12 public class Colored { 13 public String node; public String color; 14 } 15 } 16 17 #> 18 if_no_answer { res = null; } 19 return res; } 20 21 public class Arc { 22 public String start; public String end; 23 } 24 public class Colored { 25 public String node; public String color; 26 }</pre> 

<i>Emergence</i>	Desirable positive	Undesirable negative
Expected emergent behavior		
Unexpected emergent behavior		



Managing Emergence

Managing Emergence in Industrial Software

<i>Emergence</i>	Desirable positive	Undesirable negative
Expected emergent behavior		
Unexpected emergent behavior		

Vital Questions for SoS-Engineering:

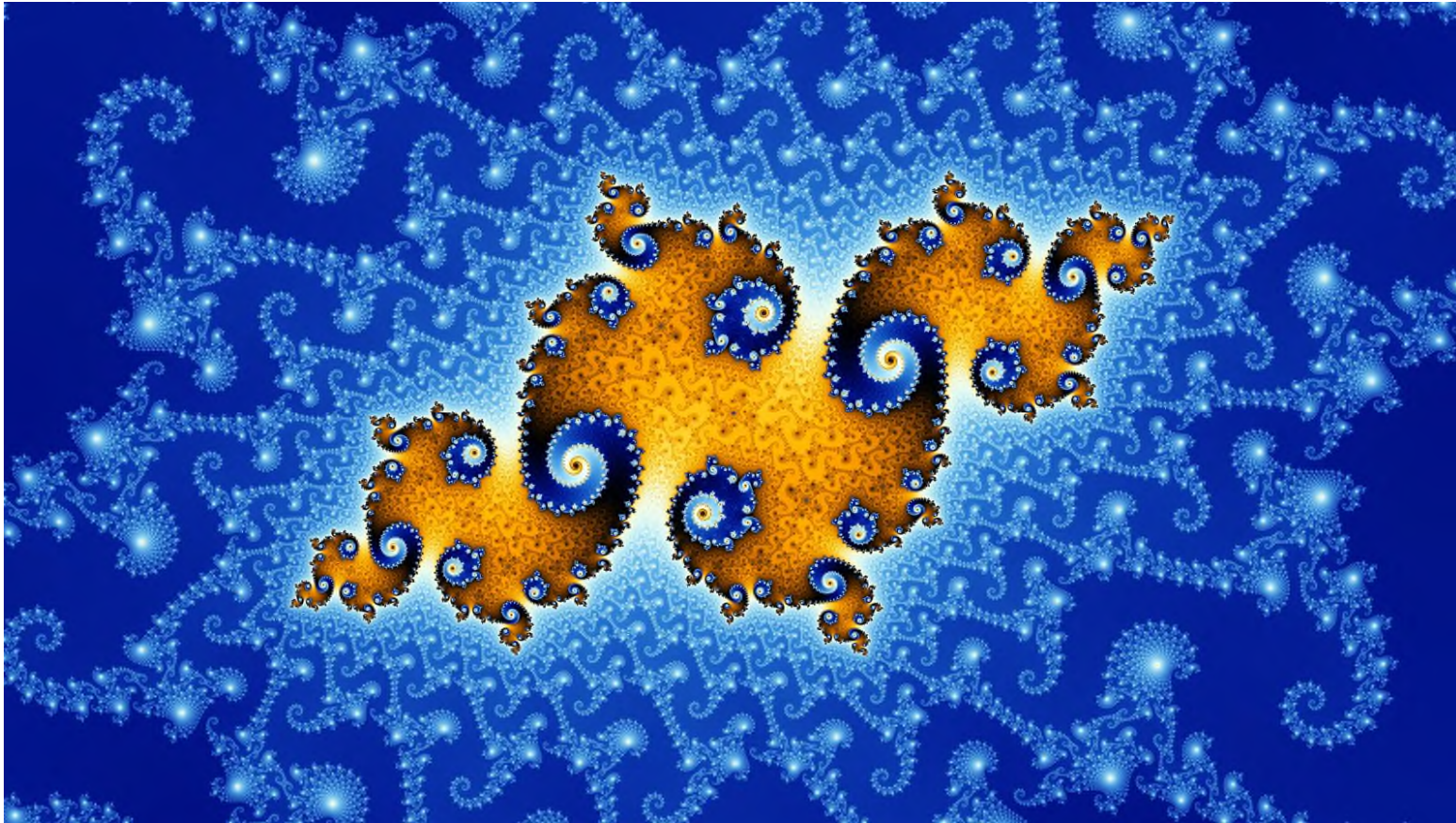
1) How can we *avoid* **unexpected** emergent behaviour?

2) How can we *avoid* **undesirable** emergent behaviour?

3) How can we *prove* that there is no **unexpected** emergent behaviour in our system?

4) How can we *prove* that there is no **undesirable** emergent behaviour in our system?





Emergence

is today an active research challenge
in various fields



Emergent Properties:

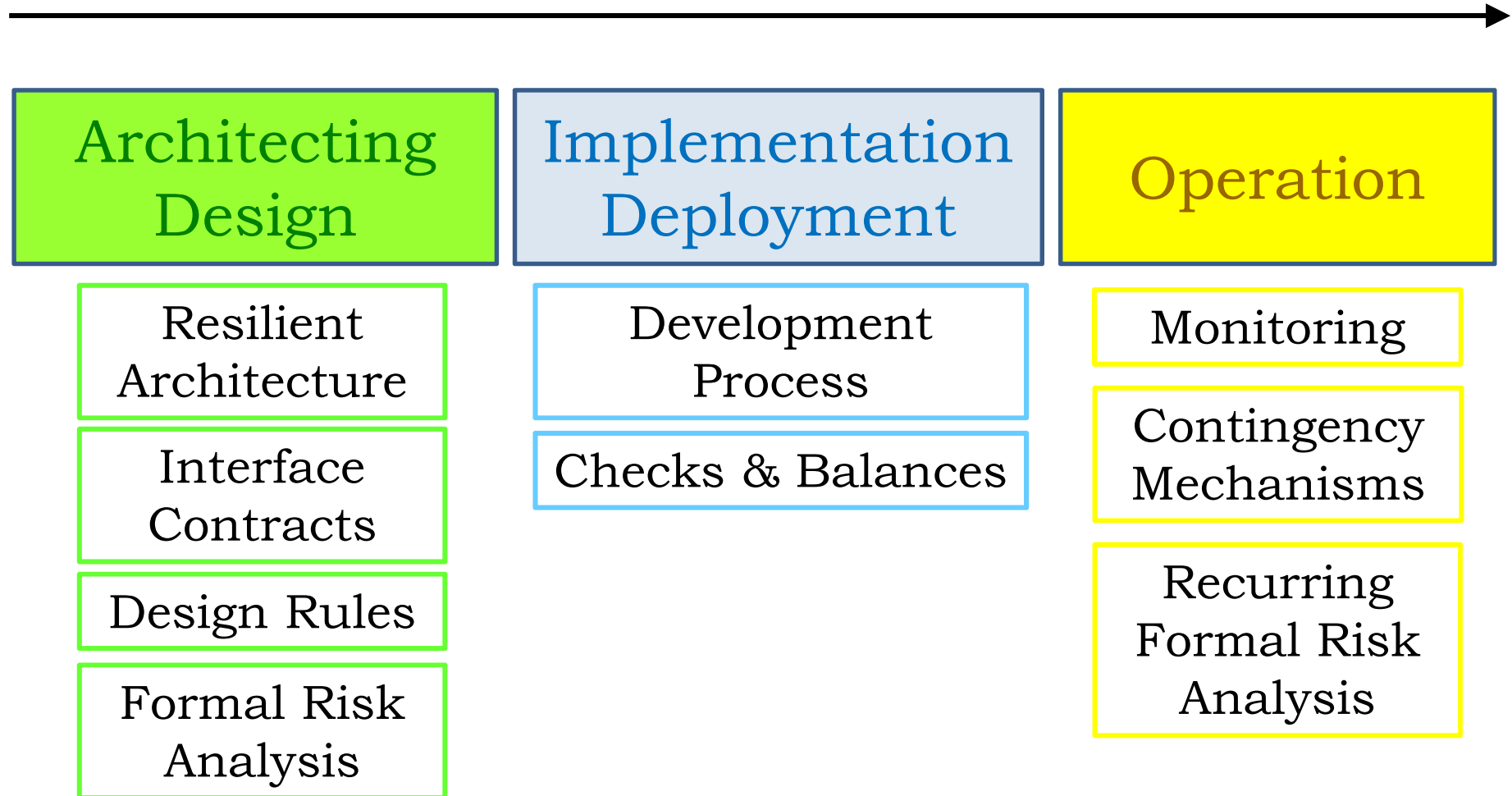
What can we do in Industrial Software?

New Field: Systems-of-Systems Engineering (SoSE)

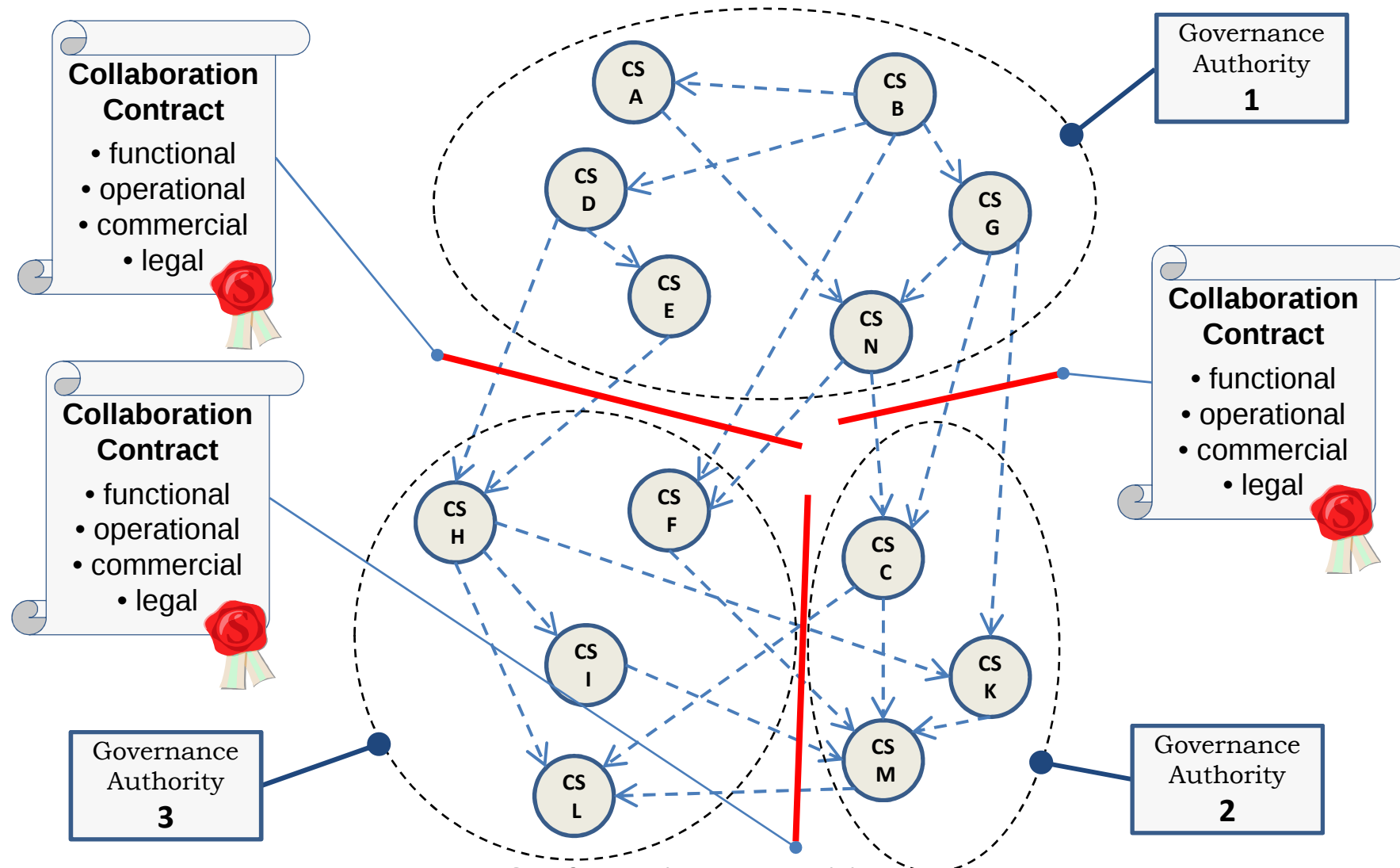
Managing Emergence in Industrial Software

⇒ **CPSoS-Engineering**

t



Interface Contracts



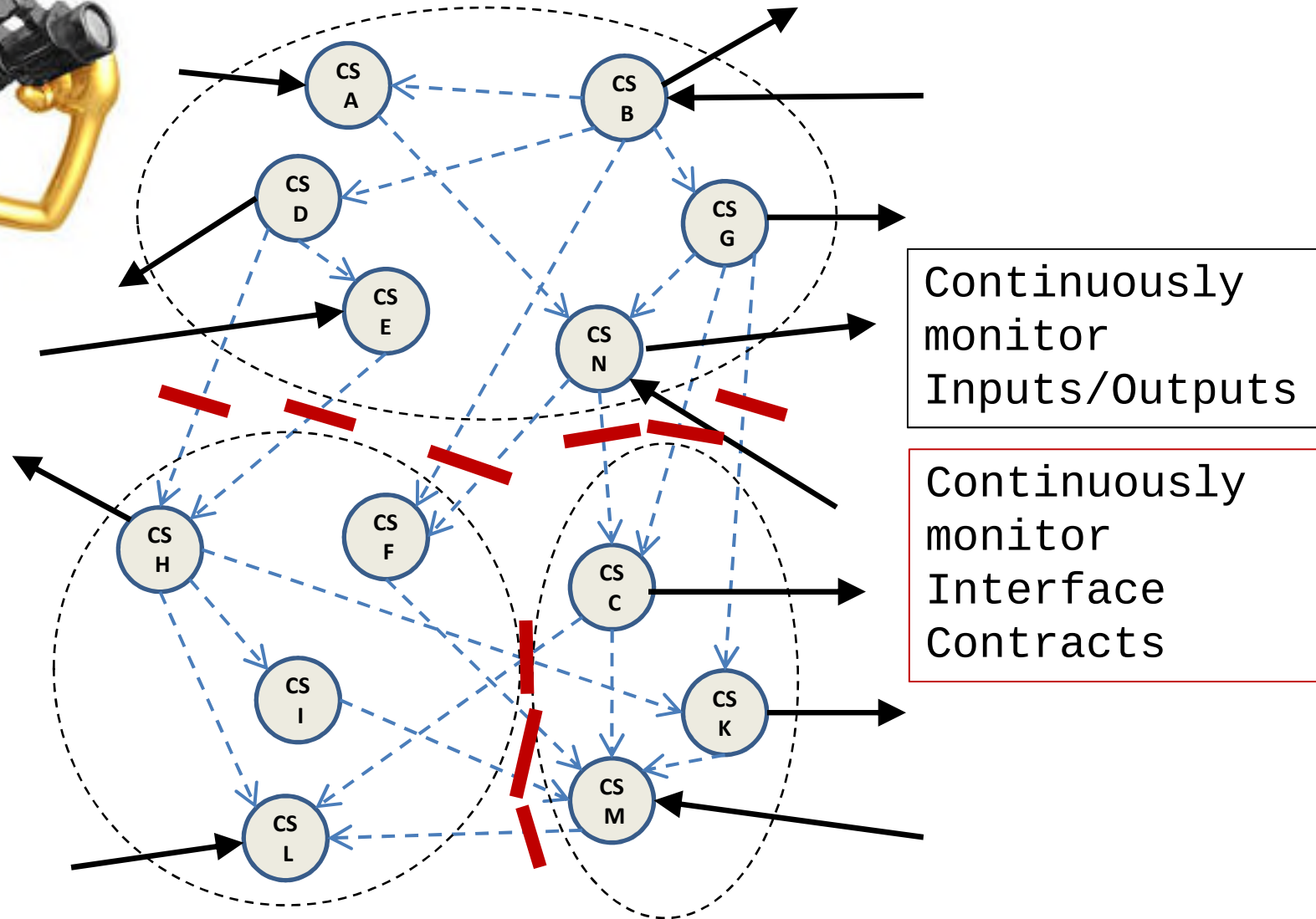


Execute a formal **risk assessment**
(various proven methodologies available)

Risk $\Rightarrow$ Assessment $\Rightarrow$ Mitigation (Software Development)



Monitoring





Conclusions

Conclusions



Emergence (emergent behaviour) can be a serious **risk** for Industrial Software



Emergence is **not** yet well understood



Potential Emergence in Industrial Software needs to be **managed**



Requires an effective **SoSE-Process**



Research in
Emergence Management
for Industrial Software
is an interesting and fruitful Topic
(Master, Diploma, PhD)



Thank You and Questions Please