



Applying Cost Analysis to the DoDAF

Mike Butterworth

TASC Inc.: West Coast Cost Analysis Lead
June 2013

▶ **Agenda**

- Current Acquisition Directives
- Satisfy Acquisition Directives within a Consistent Framework (i.e. DoDAF)
- Apply More Quantitative Analysis that Simultaneously Solves Capability vs. Cost Assessments

▶ **DoD Acquisition Direction**

- DoD Acquisition policy directs all programs responding to a capabilities or requirements document, regardless of acquisition category, to apply a robust SE approach that balances total system performance and total cost with the family-of-systems, and system-of-systems context.

▶ **Current Acquisition Directives**

■ **DoDAF (Department of Defense Architecture Framework)**

The DoDAF provides a foundational framework for developing and representing architecture descriptions that ensure a common denominator for understanding, comparing, and integrating architectures across organizational, Joint, and multinational boundaries. It establishes data element definitions, rules, and relationships and a baseline set of products for consistent development of systems, integrated, or federated architectures. These architecture descriptions may include families of systems (FoS), systems of systems (SoS), and net-centric capabilities for interoperating and interacting in the non-combat environment.

■ **AoA (Analysis of Alternatives)**

The AoA assesses potential materiel solutions to satisfy the capability need documented in the approved Initial Capabilities Document (ICD). It focuses on identification and analysis of alternatives, measures of effectiveness (MOE), cost, schedule, concepts of operations, and overall risk, including the sensitivity of each alternative to possible changes in key assumptions or variables. The AoA also assesses critical technology elements (CTE) associated with each proposed materiel solution, including technology maturity, integration risk, manufacturing feasibility, and, where necessary, technology maturation and demonstration needs.

■ **BBP (Better Buying Power)**

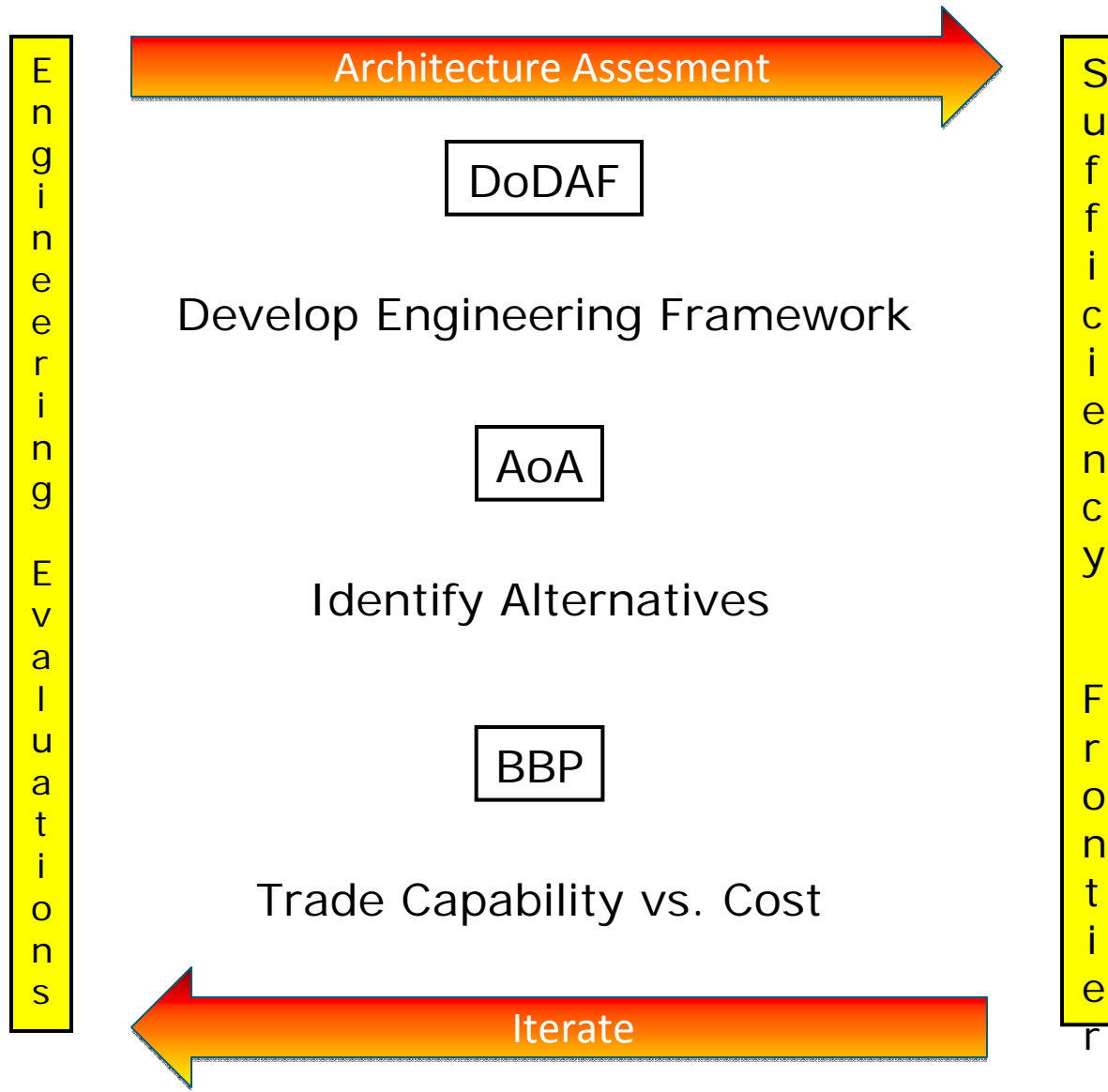
The Better Buying Power (BBP) 2.0 directives requiring a commitment to reducing costs and increasing productivity, dedication to supporting the Warfighter, and a strong sense of stewardship of the taxpayers' dollars.

▶ Architecture and Framework ⁽¹⁾

- If you can implement a drawing in **ONLY** one way, then the drawing contains exact specifications for instantiation and you have a DESIGN
- If you can implement a drawing in more than one way, you have an ARCHITECTURE
- If you can develop more than one architecture, then you have a FRAMEWORK that provides you with the underlying structure for developing these architectures

A framework should enable you to build specific architectures that meet specific needs

► Pull It Together



► Architecture Concepts Model (2)

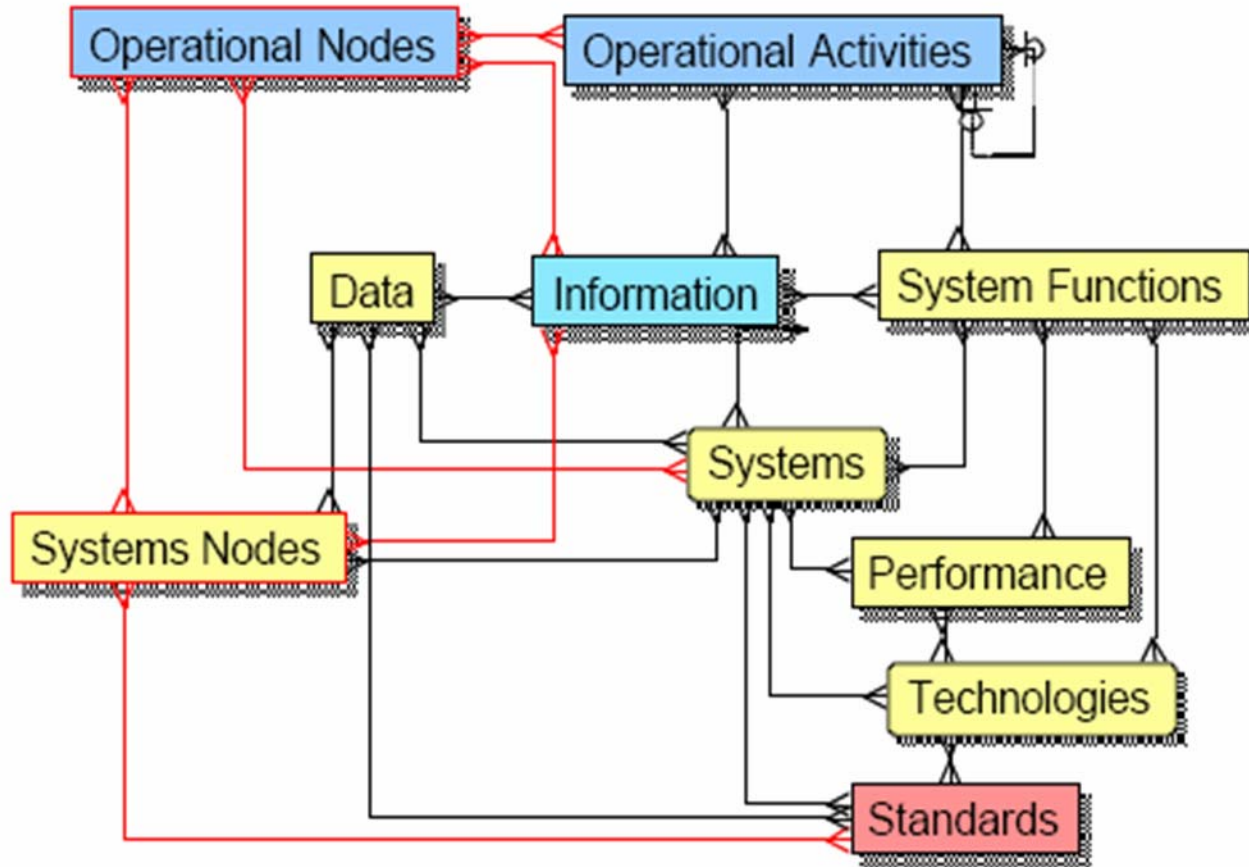
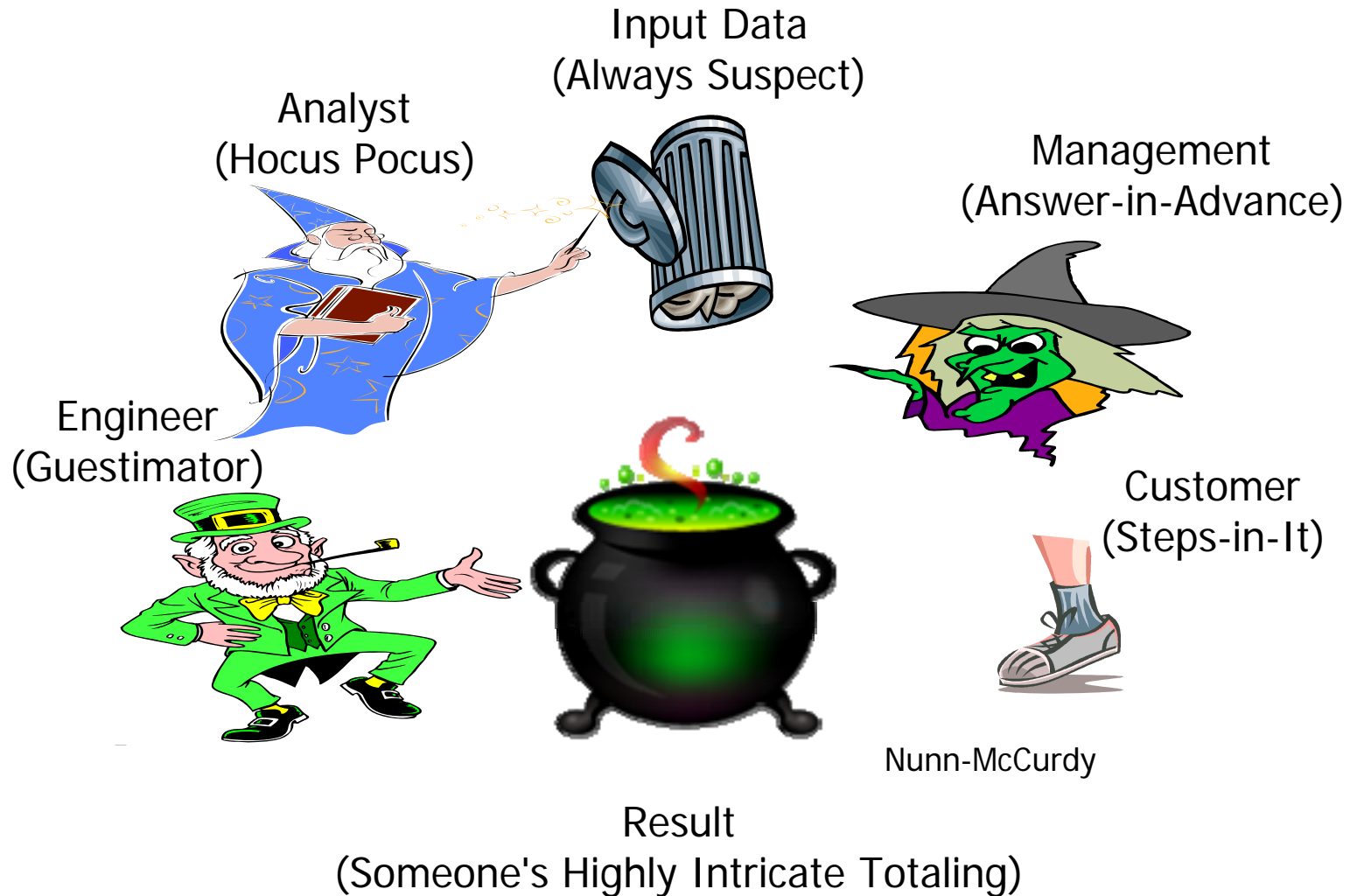


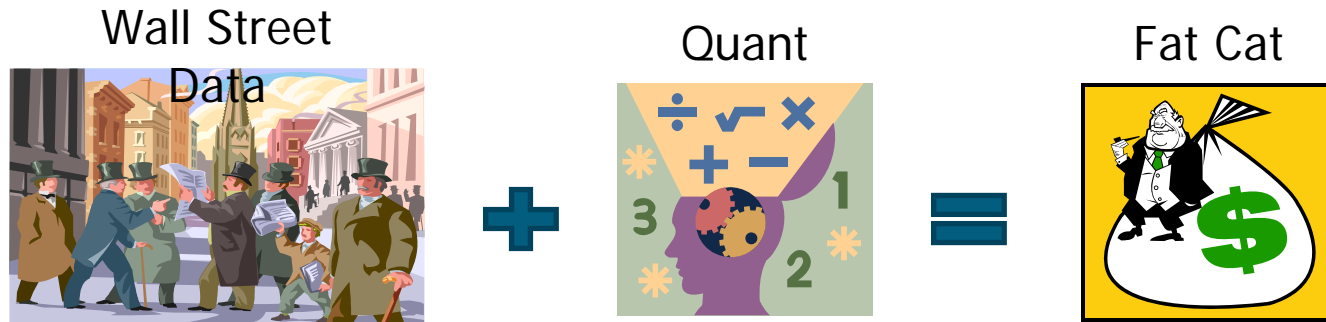
Figure 4.2-1. Architecture Concepts Model

▶ Current Cost Analysis Across Systems



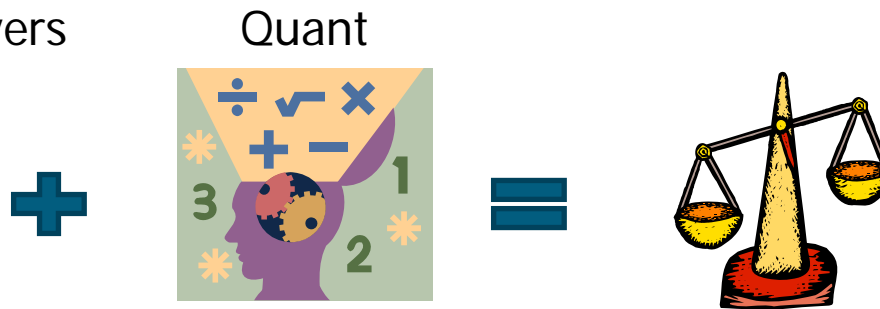
Everyone Has Their Own Agenda

► Potential Cost Analysis Across Systems



WHY NOT?

Software/Hardware Drivers



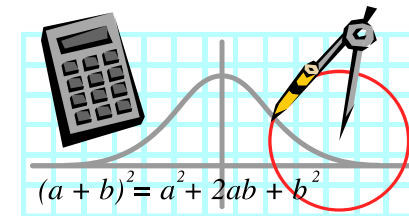
Mathematically Quantify the Analysis

► Costing Systems Approach

Current is → Subjective Input and → Output is Manipulated by Inputs

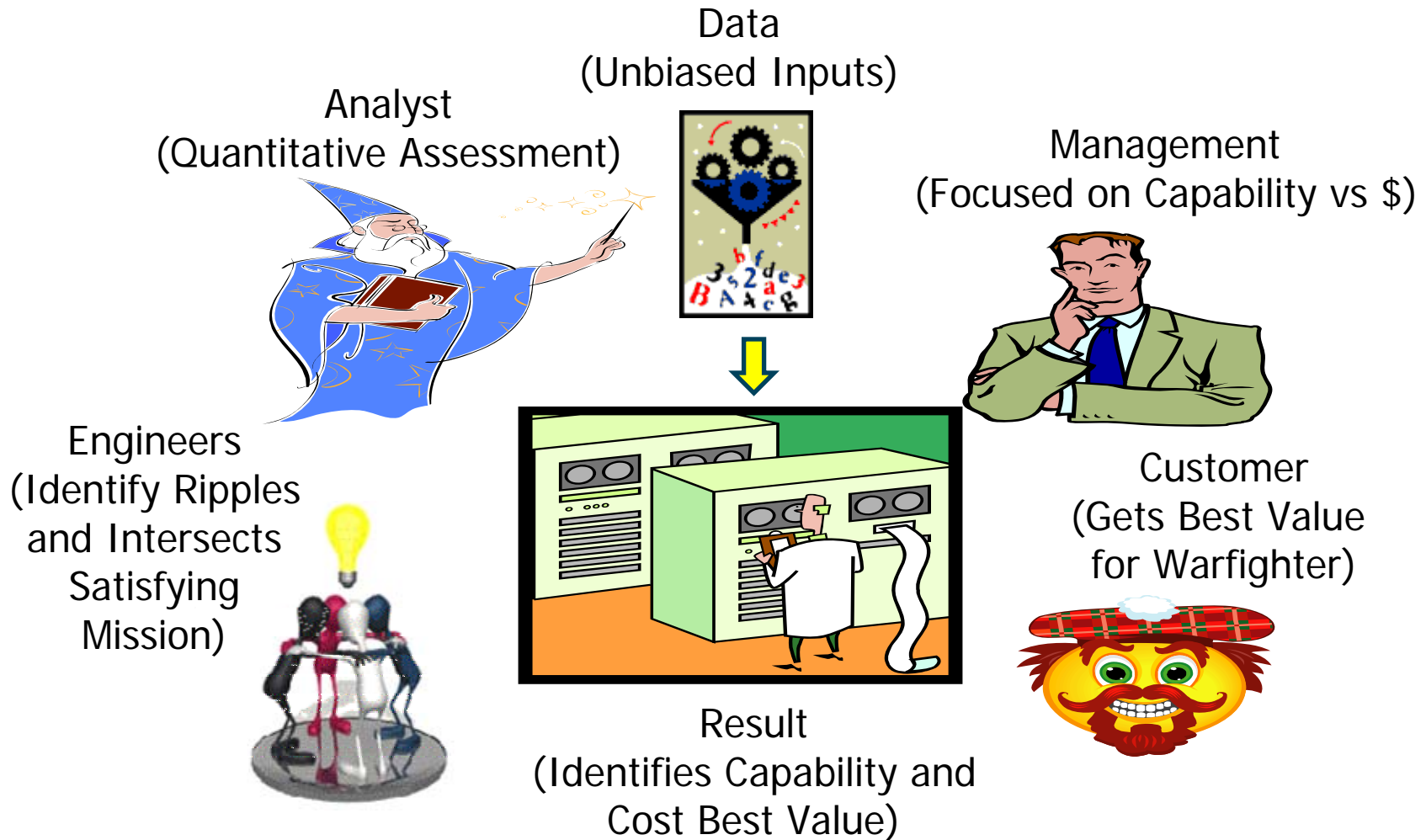


Future could be → Objective Input and → Output is Mathematically Derived



Remove Subjective Inputs to the Degree Possible

► New Cost Analysis Approach Across Systems



Engineers Working Closely with Cost Analyst

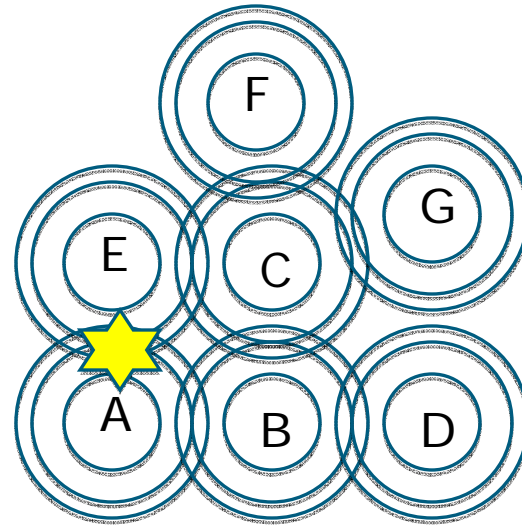
▶ Engineering Ripples

- For System Engineers: Interference patterns result when two or more disturbances through space and time, called a wave, intersect or collide, creating a new wave pattern.

or

- For Cost Estimators: Cost impacts result when one element in a System, changes it's design, causing a design ripple, impacting other system elements, creating an unanticipated cost delta. Apply to System of Systems (SoS) and Family of Systems (FoS) the same way.

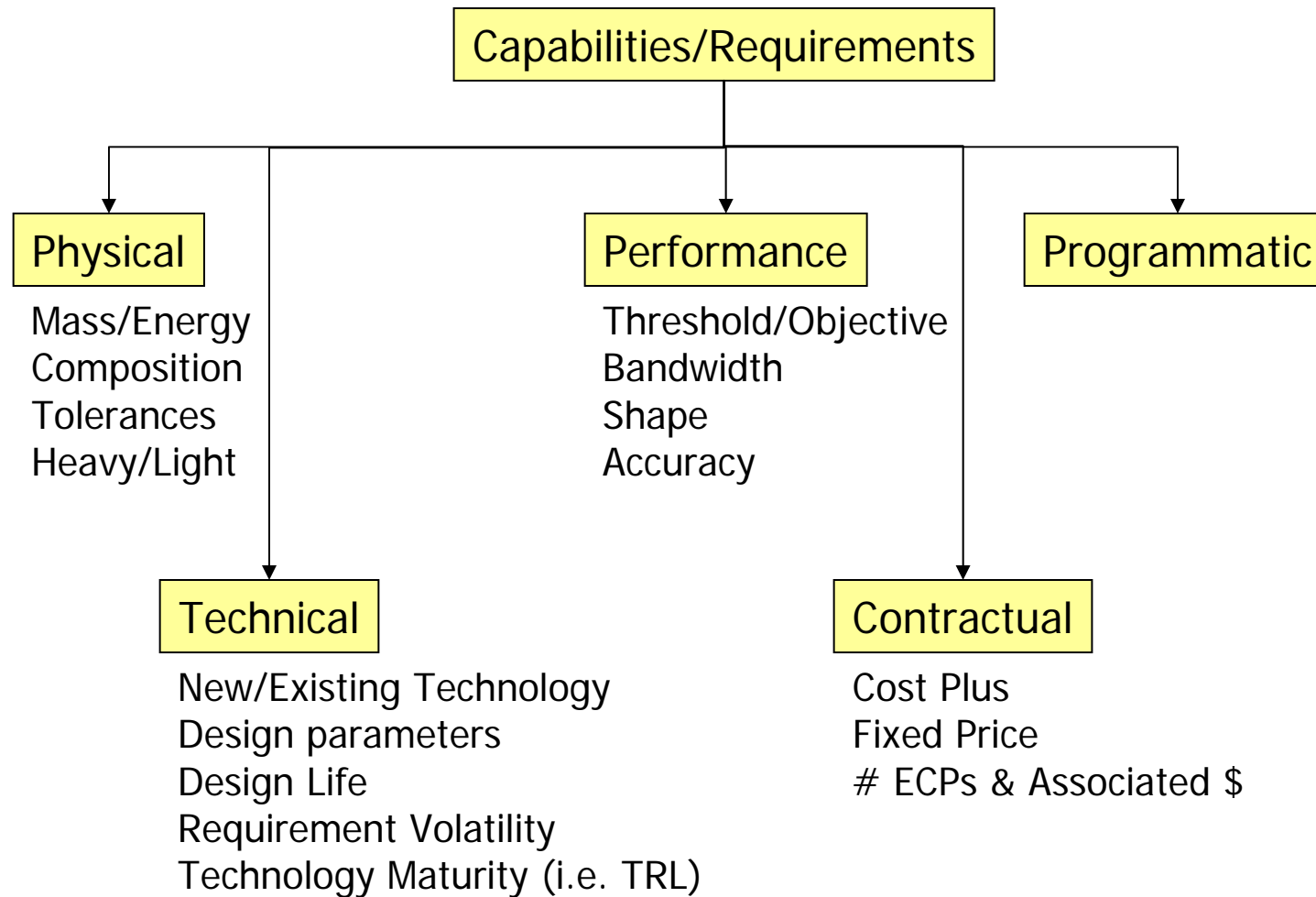
▶ Just a Ripple in the Pond



- System A impacts System B
- System B impacts System of Systems C & D
- System C impacts Family of Systems E, F and G
- System E impacts System A

Identify How Systems, SoS and FoS Relate

► Parameters Driving Cost



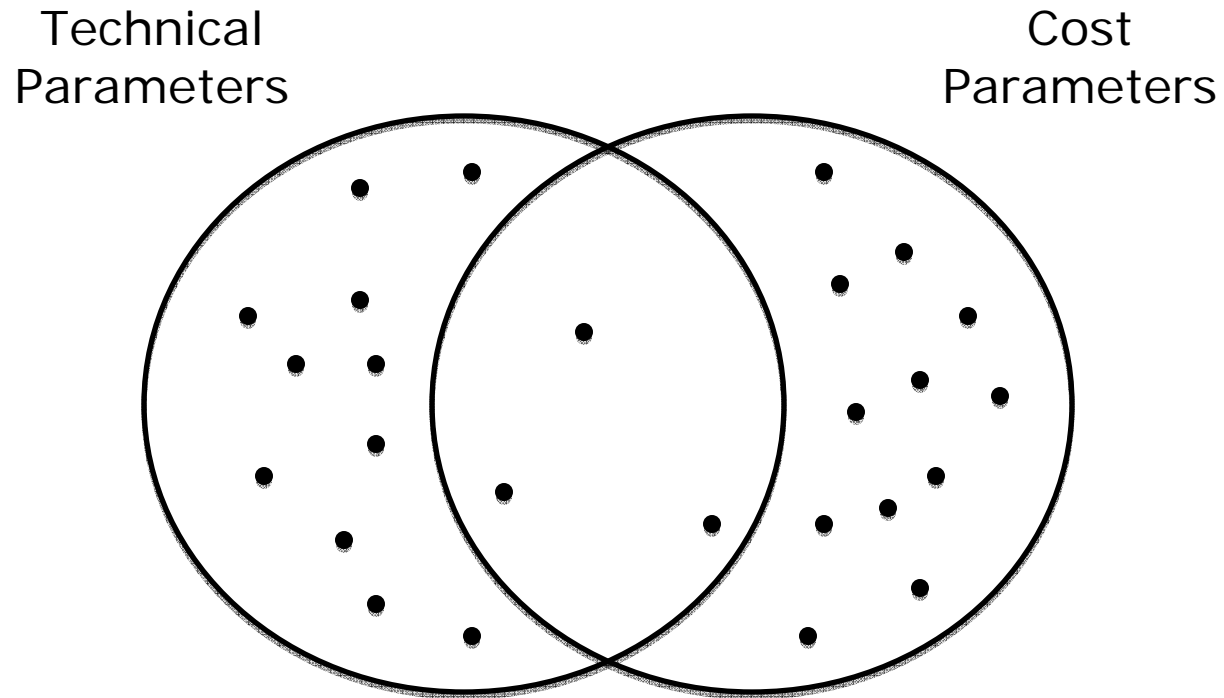
Identify Common Drivers Between Systems, SoS and FoS

▶ **Common Cost Drivers & Capability Inputs**

- Use Analytical Hierarchy Process (AHP) to Find Major Cost Driver Parameters
 - Derives Weighting of Parameter to Other Parameters
- Influence of Parameter
 - Continuous or Discrete Scales
 - Establish a Baseline (Unity Value)
 - Engineer/Cost Analyst Establishes with History (actuals) & Judgment

Use Same Inputs to Determine Capabilities and Cost

► Capability & Cost Overlap



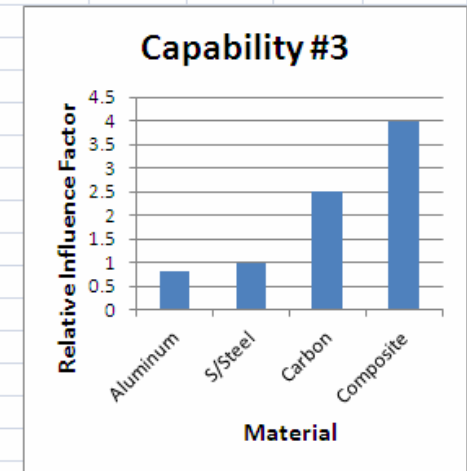
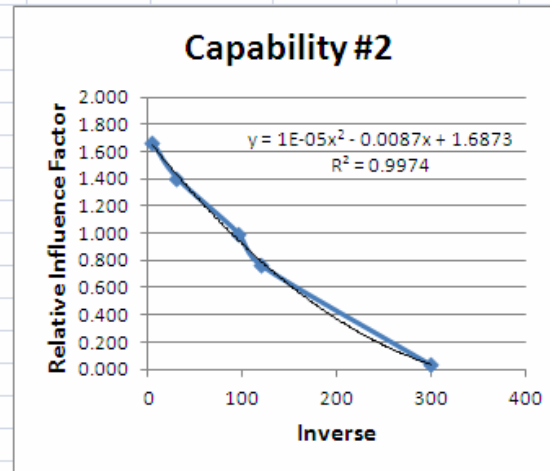
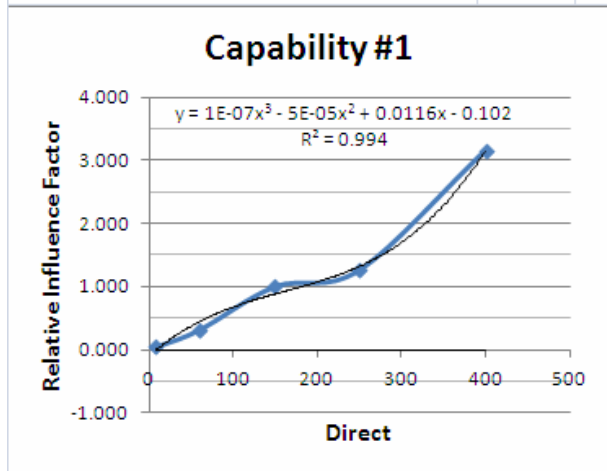
Find the Overlap Needed to Drive Both Simultaneously

▶ **Quantify a Synthesized Mission Capability Value**

- Prioritize Mission Capabilities
- Ascertain Ordinal/Cardinal Ranking Values
- Determine parameters that are common between capability and cost
- Quantify Synthesized Consolidated Capability Value and Cost with parameters identified

► Cost Influence Parameters

COST DRIVERS							Input	Factor	Weight	Factor *
Continuous Capabilities		Units	Minimum	Midpoint 1	Exemplar	Midpoint 2	Maximum			
Capability #1	Direct	8	60	150	250	400	400	3.040	50%	152.0%
Relative Influence (w/Exemplar at Unity)		0.042	0.316	1.000	1.263	3.158	$y = 1E-07x^3 - 5E-05x^2 + 0.0116x - 0.102$			
Relative Influence Factor		0.042	0.316	1.000	1.263	3.158	$R^2 = 0.9887$			
Capability #2	Inverse	4	30	95	120	300	300	-0.023	30%	-0.7%
Relative Influence (w/Exemplar at Unity)		1.667	1.405	1.000	0.762	0.036	$y = 1E-05x^2 - 0.0087x + 1.6873$			
Relative Influence		7	5.9	4.2	3.2	0.15	$R^2 = 0.9954$			
Relative Influence Factor										
Discrete Capabilities		Capability	Capability	Exemplar	Capability					
		1	2	3	4					
Capability #3	Material	Aluminum	S/Steel	Carbon	Composite		Composite	2	20%	20.0%
Relative Influence (w/Exemplar at Unity)		0.8	1	2.5	4					
Relative Influence Factor		0.8	1	2.5	4			100%	171.3%	



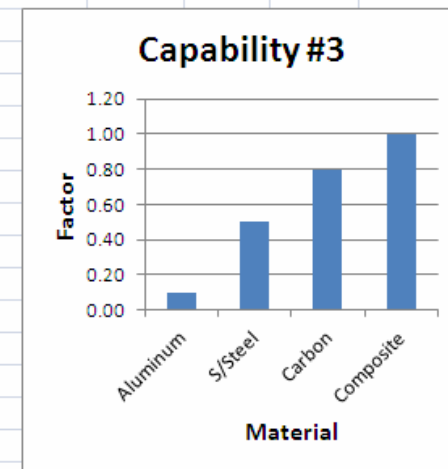
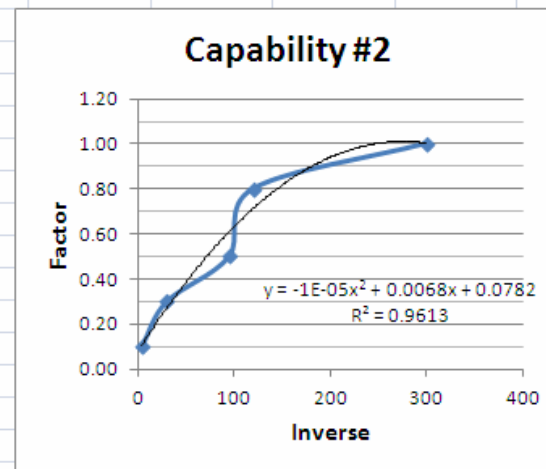
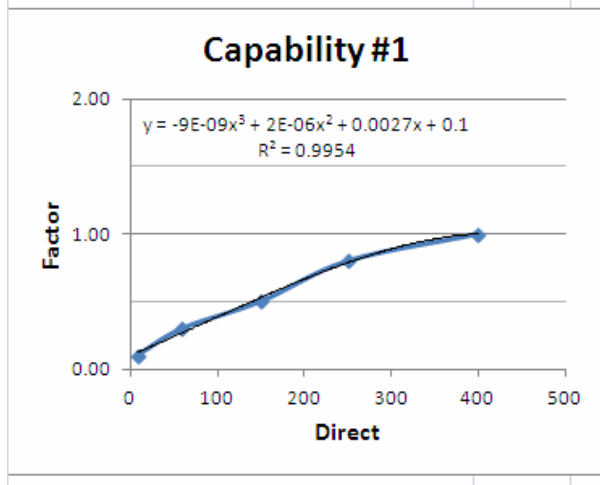
► Consolidation Capability Matrix

		< Low - Requirement Importance - High >											
		1	2	3	4	5	6	7	8	9	10	11	
Capability Level	Low >	1	0.00	0.05	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50
	2	0.05	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	
	3	0.10	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	
	4	0.15	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	
	5	0.20	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	
	6	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75	
	7	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80	
	High <	8	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80	0.85
	9	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90	
	10	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90	0.95	
	11	0.50	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90	0.95	1.00	

Satisfaction Levels of Requirements & Capabilities

► Capability Valuation

CAPABILITY DRIVERS								
Capability #1	Direct	8	60	150	250	400		
Capability Requirement		2.000	4.000	6.000	9.000	11.000		$y = -9E-09x^3 + 2E-06x^2 + 0.0027x + 0.1$
Factor		0.10	0.30	0.50	0.80	1.00	400	0.924
Capability #2	Inverse	4	30	95	120	300		
Capability Requirement		2.000	4.000	6.000	9.000	11.000		$y = -1E-05x^2 + 0.0068x + 0.0782$
Factor		0.10	0.30	0.50	0.80	1.00	300	1.2182
Capability #3	Material	1	2	3	4			
Capability Requirement		2.000	6.000	9.000	11.000			
Factor		0.10	0.50	0.80	1.00			



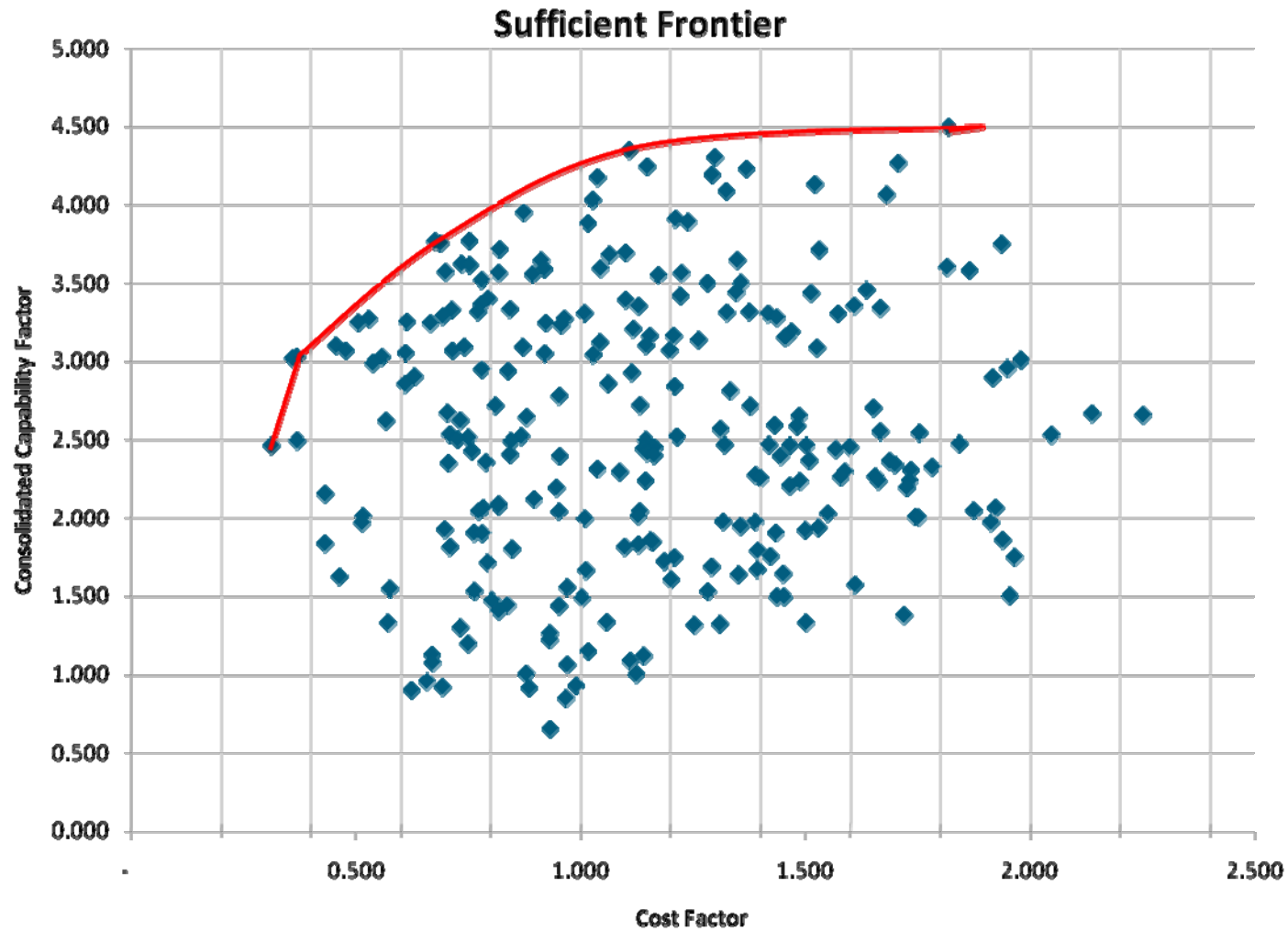
► Generate Scatter Diagram Containing Frontier

Continuous Parameters						Discrete Parameters											Consolidated Capability					
Units	Input	Factor	Weight	Impact		Units	Input	Factor	Weight	Impact		Units	Input	Factor	Weight	Impact %	Cost Factor	Factor	P#1 MCM	P#2 MCM	P#3 MCM	
Capability #1	Direct	355	2.007	50%	100%	Capability #2	Inverse	274	0.054	30%	2%	Capability #3	Material	4	4.000	20%	80%	1.820	4.498	0.908	2.590	1.000
Capability #1	Direct	266	1.210	50%	60%	Capability #2	Inverse	288	0.011	30%	0%	Capability #3	Material	3	2.500	20%	50%	1.108	4.350	0.790	2.760	0.800
Capability #1	Direct	218	0.969	50%	48%	Capability #2	Inverse	276	0.048	30%	1%	Capability #3	Material	4	4.000	20%	80%	1.299	4.305	0.690	2.614	1.000
Capability #1	Direct	332	1.745	50%	87%	Capability #2	Inverse	256	0.115	30%	3%	Capability #3	Material	4	4.000	20%	80%	1.707	4.268	0.887	2.380	1.000
Capability #1	Direct	133	0.692	50%	35%	Capability #2	Inverse	289	0.008	30%	0%	Capability #3	Material	4	4.000	20%	80%	1.148	4.246	0.473	2.772	1.000
Capability #1	Direct	244	1.088	50%	54%	Capability #2	Inverse	265	0.084	30%	3%	Capability #3	Material	4	4.000	20%	80%	1.369	4.231	0.747	2.484	1.000
Capability #1	Direct	211	0.941	50%	47%	Capability #2	Inverse	268	0.074	30%	2%	Capability #3	Material	4	4.000	20%	80%	1.293	4.194	0.674	2.519	1.000
Capability #1	Direct	325	1.674	50%	84%	Capability #2	Inverse	291	0.002	30%	0%	Capability #3	Material	2	1.000	20%	20%	1.038	4.177	0.880	2.797	0.500
Capability #1	Direct	353	1.982	50%	99%	Capability #2	Inverse	260	0.101	30%	3%	Capability #3	Material	3	2.500	20%	50%	1.522	4.133	0.906	2.426	0.800
Capability #1	Direct	221	0.982	50%	49%	Capability #2	Inverse	257	0.112	30%	3%	Capability #3	Material	4	4.000	20%	80%	1.324	4.089	0.697	2.392	1.000
Capability #1	Direct	376	2.287	50%	114%	Capability #2	Inverse	253	0.126	30%	4%	Capability #3	Material	3	2.500	20%	50%	1.681	4.066	0.920	2.346	0.800
Capability #1	Direct	62	0.448	50%	22%	Capability #2	Inverse	288	0.011	30%	0%	Capability #3	Material	4	4.000	20%	80%	1.027	4.033	0.273	2.760	1.000
Capability #1	Direct	144	0.724	50%	36%	Capability #2	Inverse	279	0.038	30%	1%	Capability #3	Material	3	2.500	20%	50%	0.873	3.954	0.503	2.650	0.800
Capability #1	Direct	285	1.336	50%	67%	Capability #2	Inverse	248	0.145	30%	4%	Capability #3	Material	3	2.500	20%	50%	1.211	3.914	0.824	2.290	0.800
Capability #1	Direct	169	0.798	50%	40%	Capability #2	Inverse	251	0.134	30%	4%	Capability #3	Material	4	4.000	20%	80%	1.239	3.894	0.570	2.324	1.000
Capability #1	Direct	53	0.408	50%	20%	Capability #2	Inverse	278	0.042	30%	1%	Capability #3	Material	4	4.000	20%	80%	1.016	3.886	0.247	2.638	1.000
Capability #1	Direct	71	0.485	50%	24%	Capability #2	Inverse	281	0.032	30%	1%	Capability #3	Material	3	2.500	20%	50%	0.752	3.773	0.299	2.674	0.800
Capability #1	Direct	40	0.344	50%	17%	Capability #2	Inverse	288	0.011	30%	0%	Capability #3	Material	3	2.500	20%	50%	0.676	3.770	0.211	2.760	0.800
Capability #1	Direct	44	0.365	50%	18%	Capability #2	Inverse	286	0.017	30%	1%	Capability #3	Material	3	2.500	20%	50%	0.687	3.757	0.222	2.735	0.800

-
-
-
-

Monte Carlo Was Constrained to Input Range

► Capability vs Cost and the Sufficient Frontier



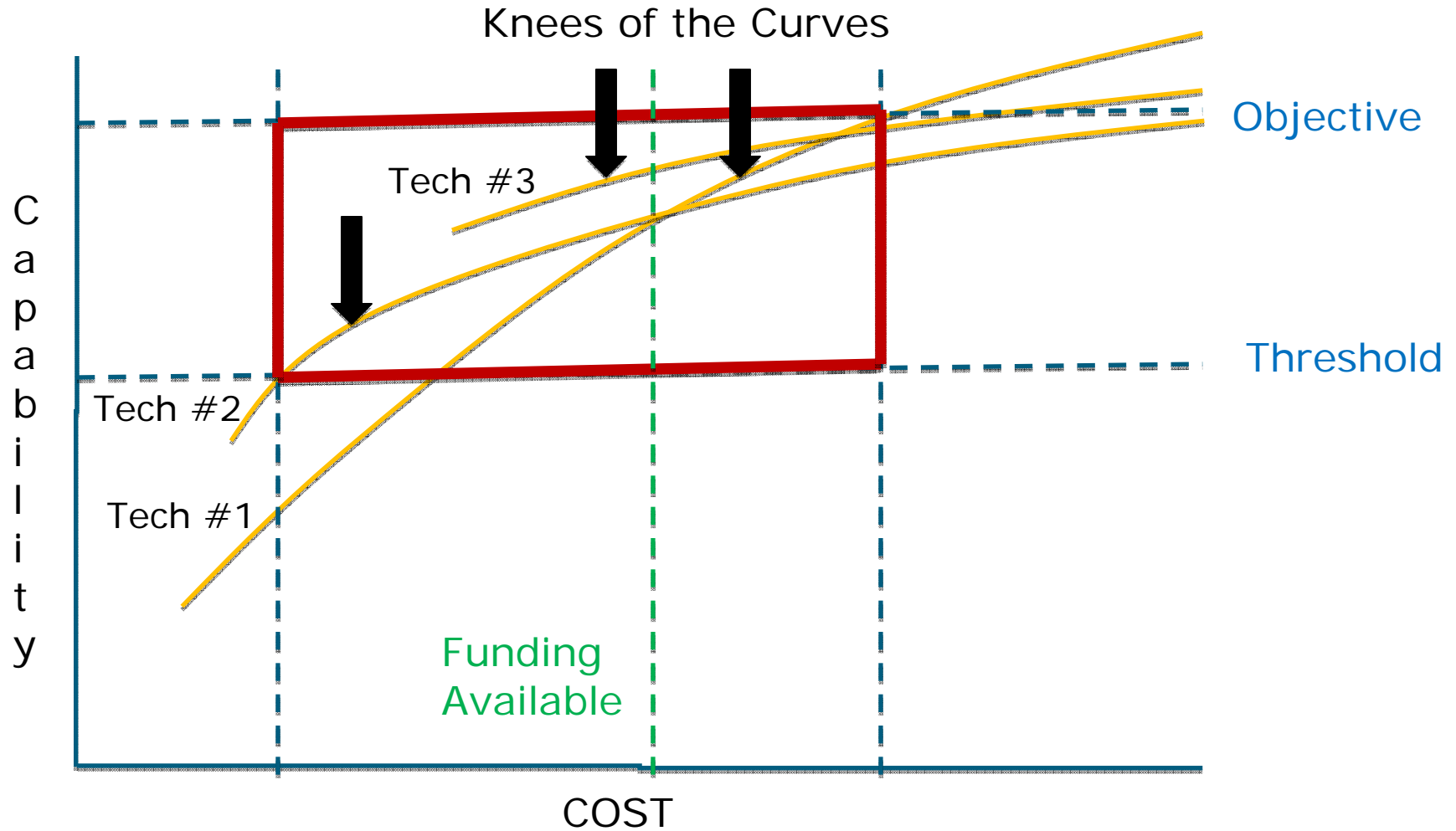
Architectures Providing Most “Bang” for the “Buck”

▶ Establishing Frontier Criteria

- DoD Instruction 4630.8, which defines an integrated architecture as "An architecture consisting of multiples views or perspectives facilitating integration and promoting interoperability across capabilities and among integrated architectures". *The term integrated means that data required in more than one instance in architectural views is commonly understood across those views.*
- A way of valuing a set of choices
 - Determining the Set of Parameters
- Sufficient Frontier may provide a discrete set of solutions as opposed to a statistical representation of the entire trade space.

Allows Down Select to Architectures that Satisfy Mission

► Summary



Cost As An Independent Variable in AoA Assessment



- (1) Saurabh Mittal, “Overview of DoDAF”, Feb 17, 2005, ACIMS Lab, ECE Dept., University of Arizona, saurabh@ece.arizona.edu, www.acims.arizona.edu
- (2) DoD Architecture Framework Version 1.0, “Deskbook”, 15 August 2003
- (3) Robert Shishko, Ph.D., “The Application of Architecture Frameworks to Modeling Exploration Operations Costs”, Aug 24, 2006, Jet Propulsion Laboratory, California Institute of Technology



Questions?

