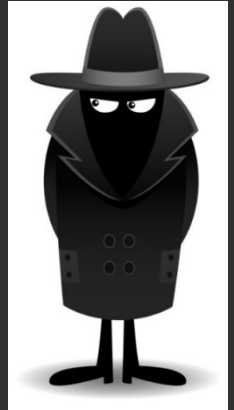


Systems of Action

**A stack model for capability
classification**

Systems of Action



A class of systems that

- Can sense or observe a phenomena, process or machine
- Process observations and search for anomalies, undesired state changes and other deviations that must be dealt with.
- Plan and execute / (recommend execution of) actions to bring the observed phenomena, process or machine back to its desired operational state.
- Monitor effects of actions and re-plan if action did not have intended effect on process state

making better decisions under stress and uncertainty

The term was coined by Statoil in a attempt to illustrate the transition from record keeping to action optimisation.

Motivation

Failed Safety Critical Decisions

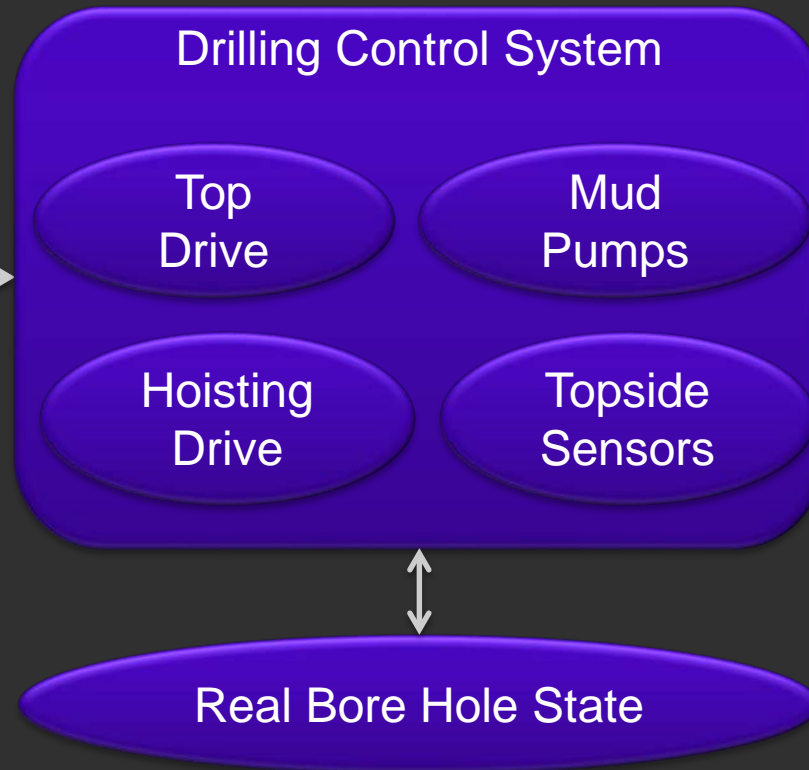
- Situational awareness
- Trustworthiness
- Culture
- Decision quality

drilling



Manual Control

- Interpret state
- Perform tasks



A manually controlled process

a drillers perspective



What is the best action to take?

- I have to make frequent decisions and many of them depend upon readings from sensors that can be correct, noisy, random, unavailable, or in some other state.
- The decisions I have to make often have safety consequences, they certainly have economic consequences, and some are irreversible.
- At any point in time there may be three or four actions I could take based on my sense of what's happening on the rig
- I would like better support to determine how trustworthy my readings are, what the possible situations are and the consequences of each action.

the weakest point

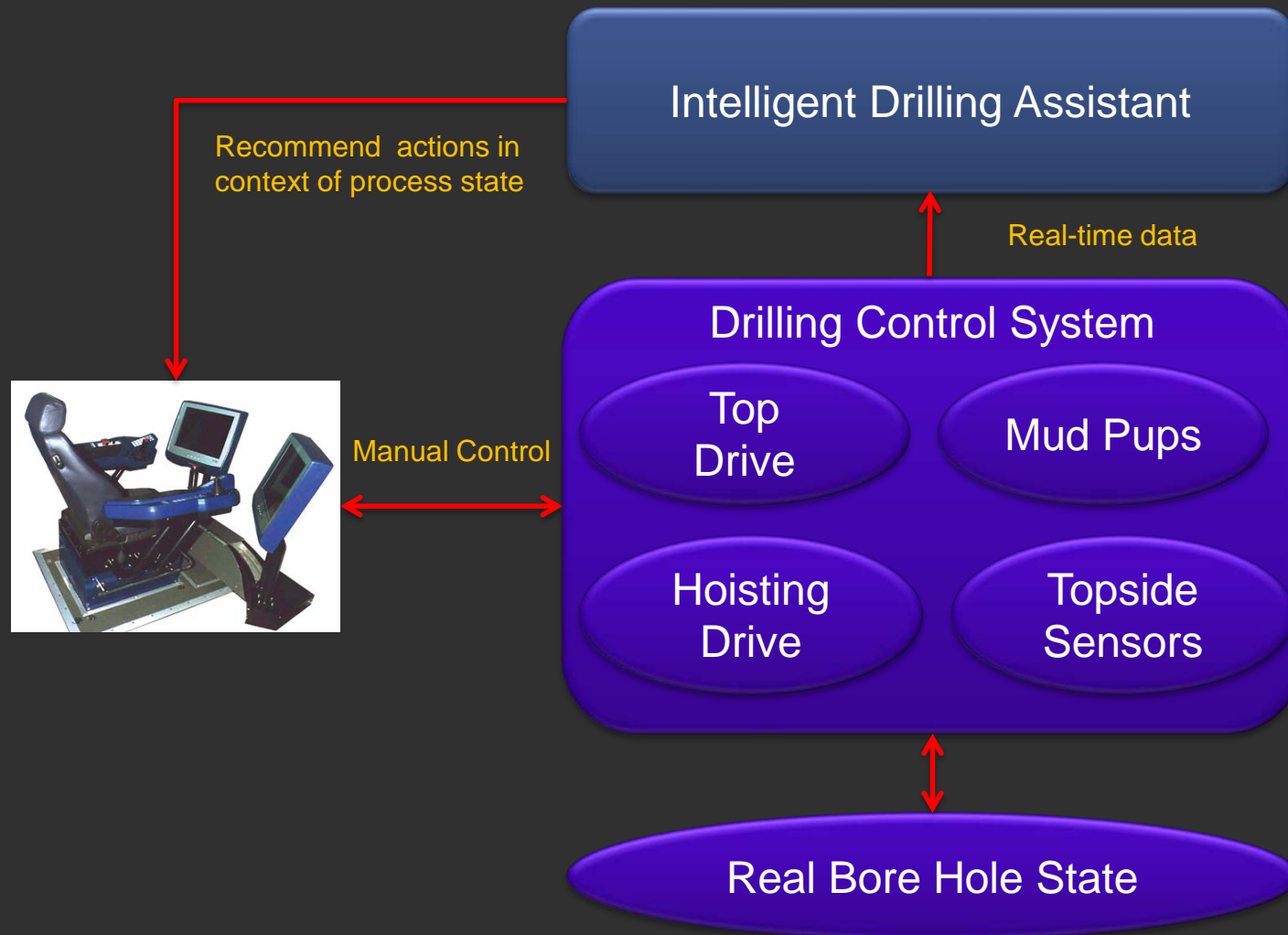


Human brain - planets most sophisticated and vulnerable system of action

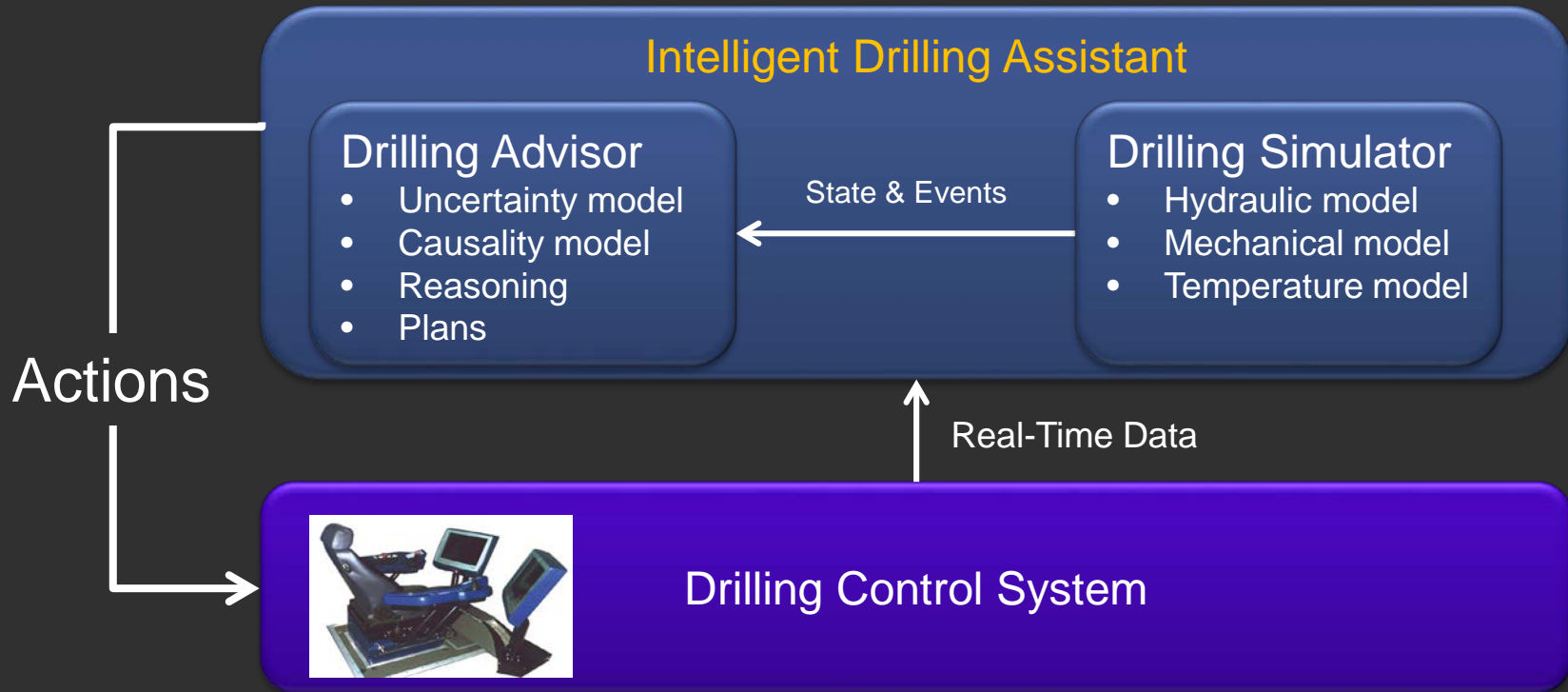
- Emotions trumps facts (irrationality)
- Limited processing capacity
- Need to rest, easily bored
- Inconsistency across exemplars
- Creative, easily distracted
- Values (ethics and morale)
- Mental illness (irrationality)

How to avoid clusterfucks?

add active computer support



the drilling assistant



Action to be executed by human, but concept opens up for more computer control in the future.

i.e. Drilling advisor can be turned into "synthetic driller".

the problem

How to architect systems of action?

How to make the architecture communicable?

How to structure requirements?

How to structure solutions?

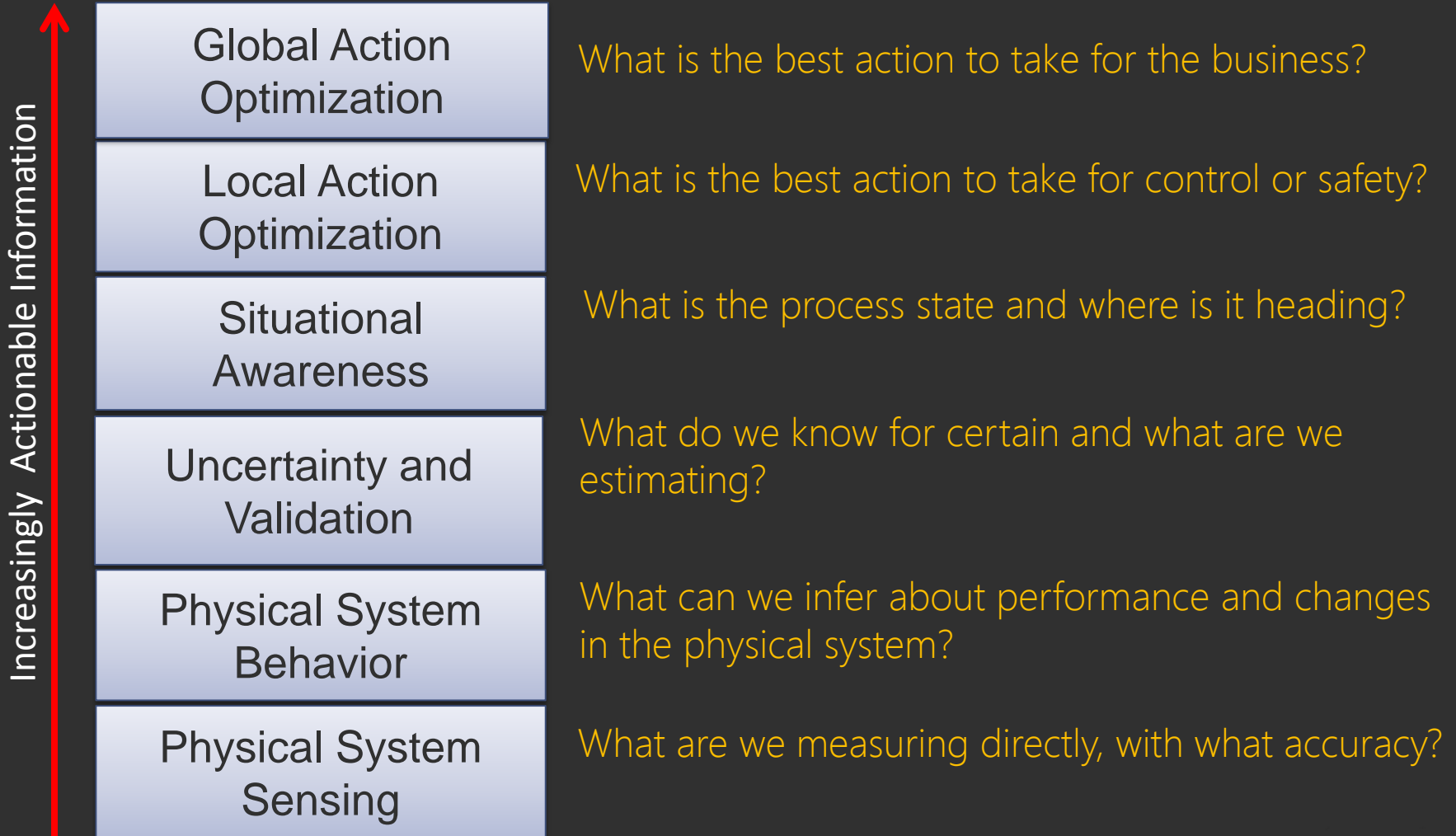
What capabilities do we need?

What dependencies do we have?

Where are the interfaces?

What components to use?

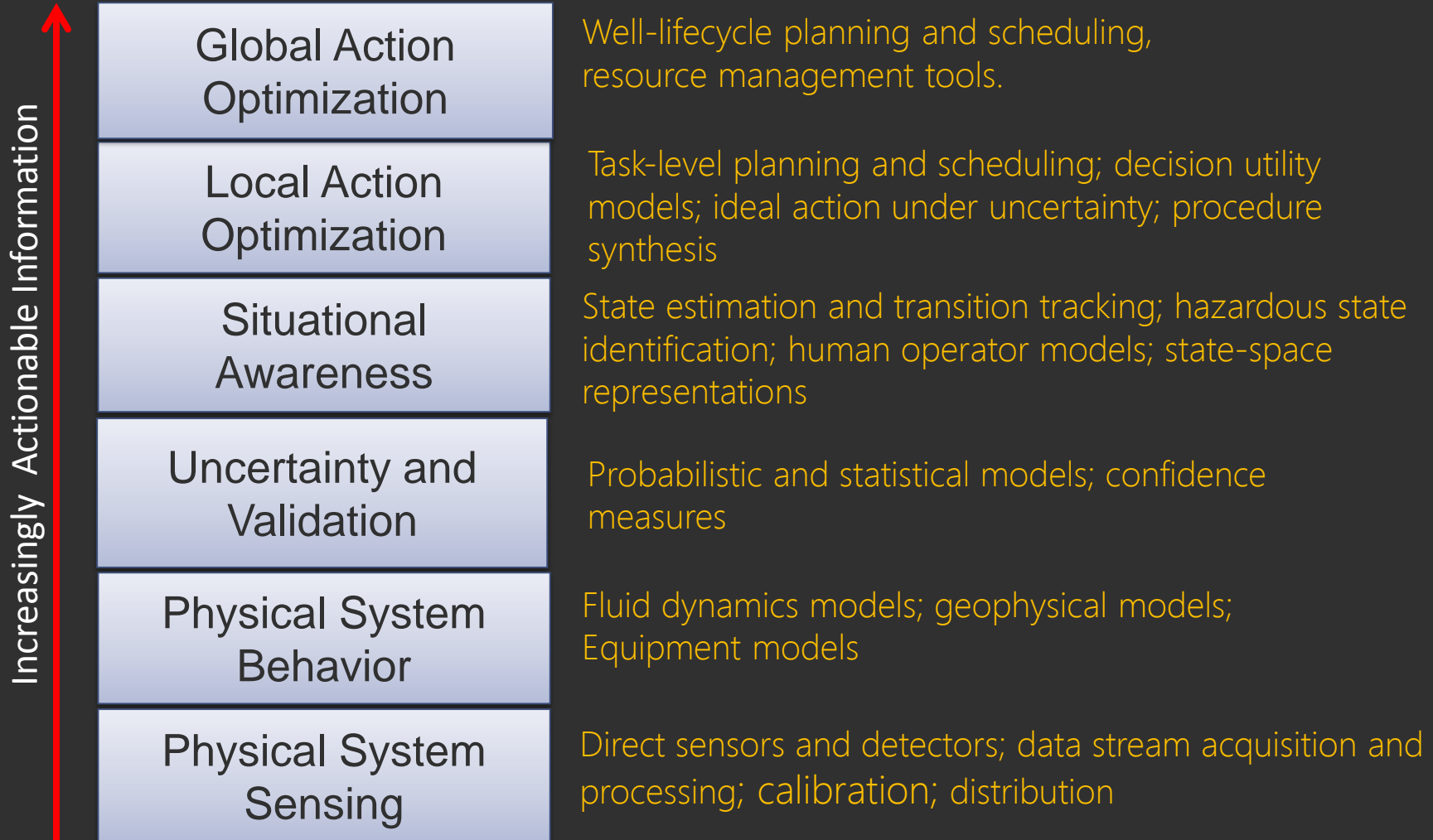
a capability stack



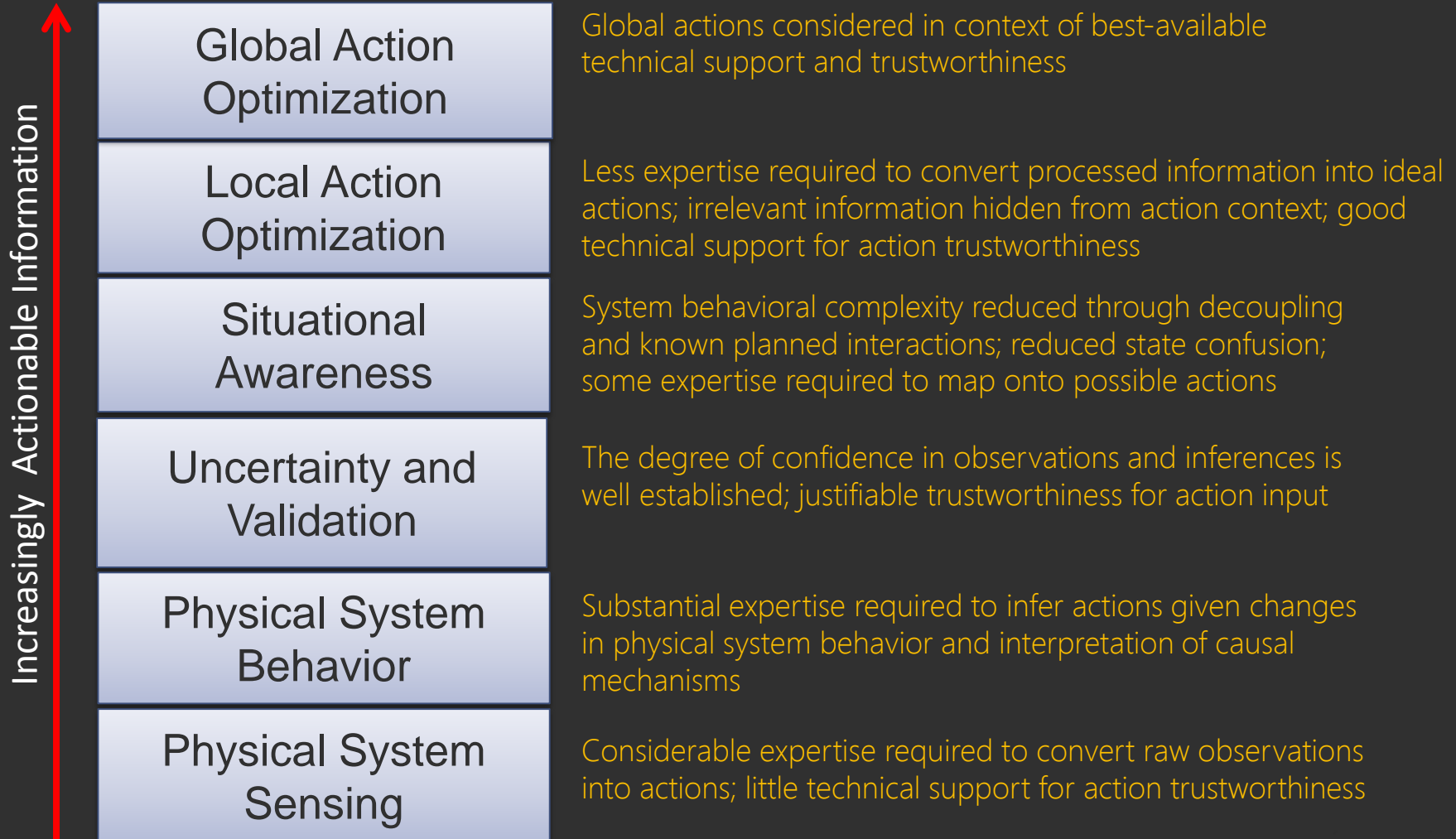
Thanks to Dr. Matthew Barry, www.softisms.com and Dr. Andrew Lucas AOS www.aosgrp.com for valuable contributions



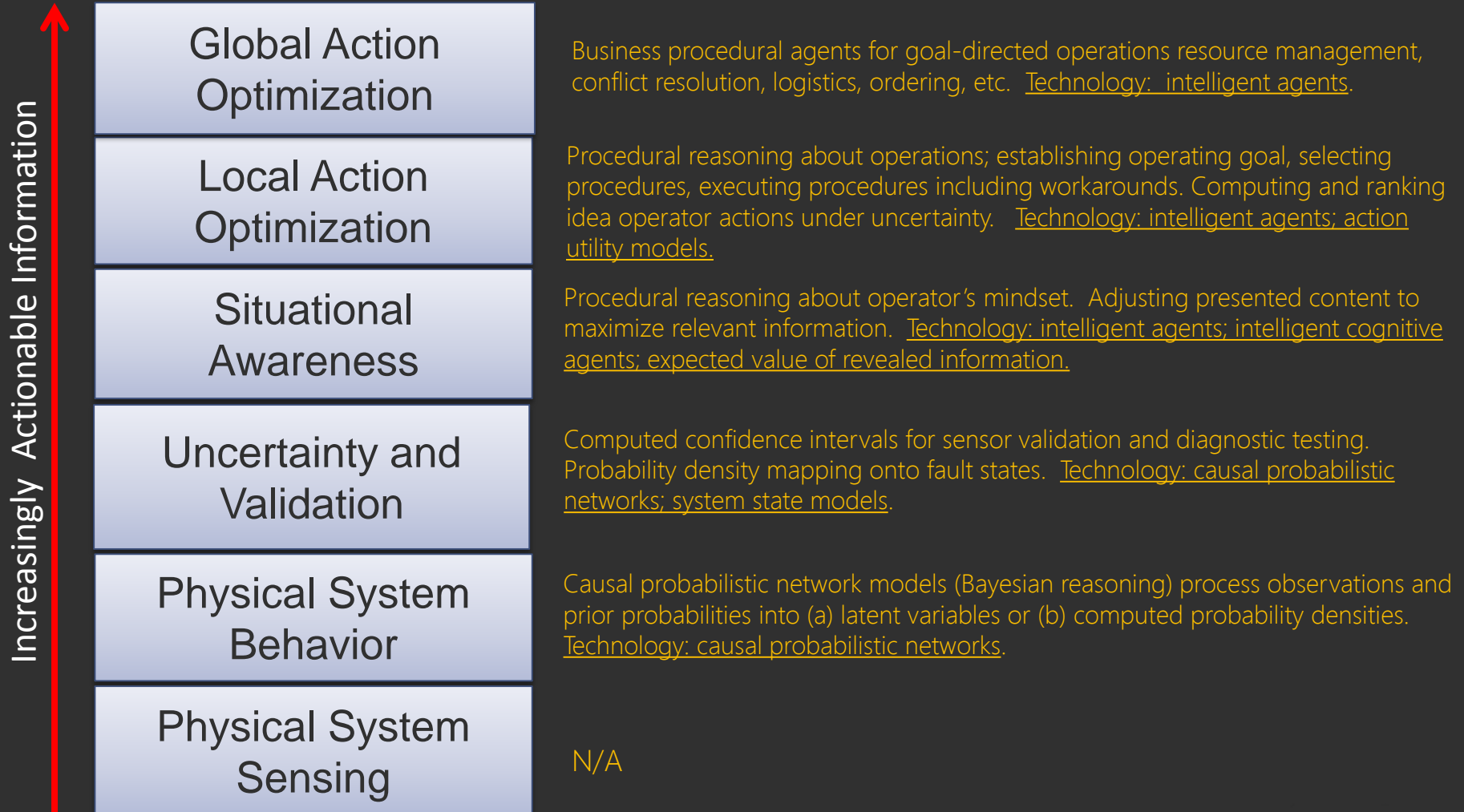
technological perspective



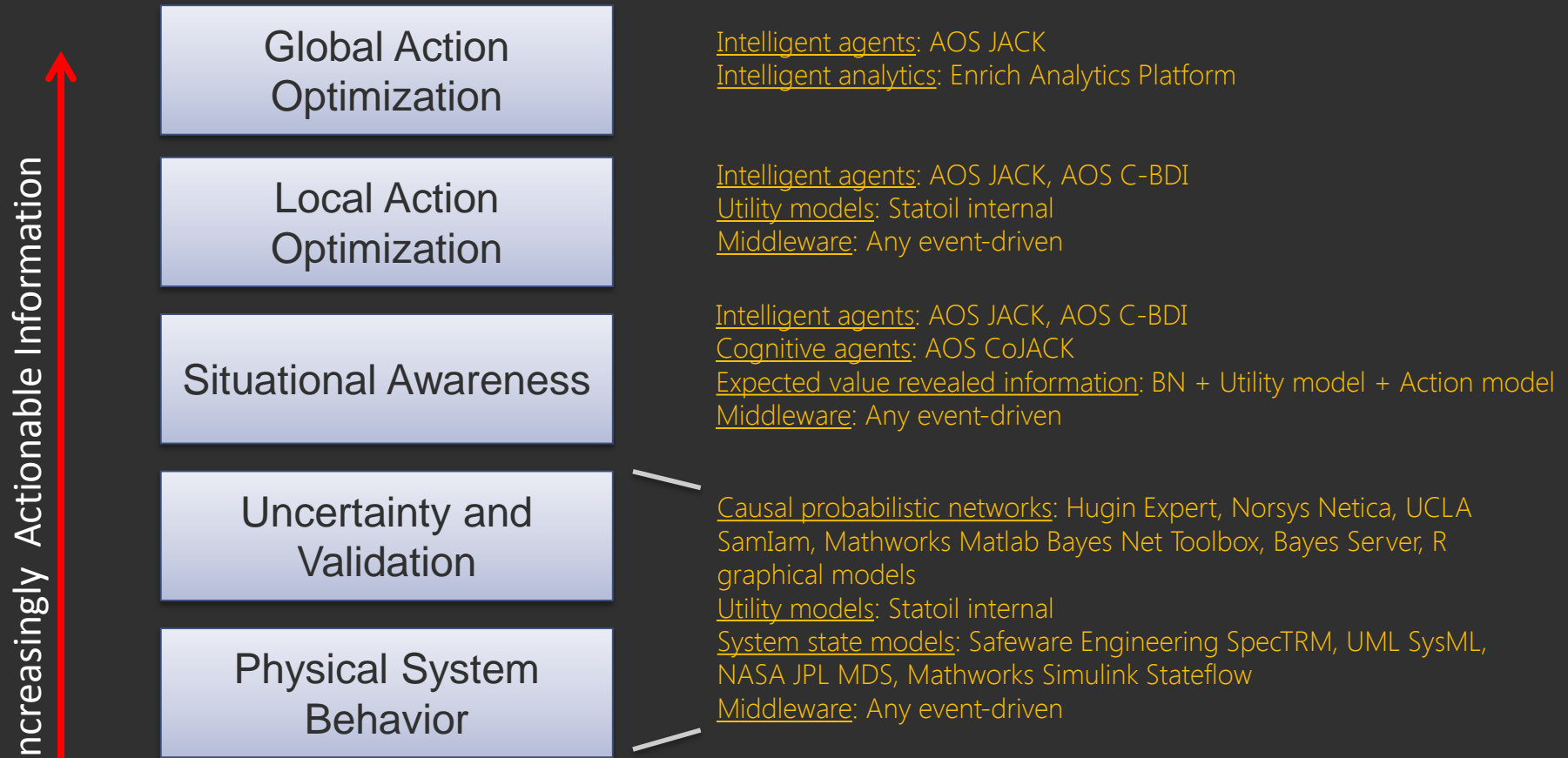
user perspective



domain specific perspective



product integration perspective



Notes: A) Utility models are simply tables of cost values assigned to actions or outcomes, so we do not identify specific commercial tools for these. These tables can be done with Excel or with the companion BN tools. B) EVRI is a way to use BN + utility model programming to control displayed content; there are no known commercial products. C) MDS product requires license from Caltech. D) SamIam product requires license from UCLA for commercial use. Dr. Matt Barry.

Building Blocks perspective

Global Action
Optimization

Local Action
Optimization

Situational
Awareness

Uncertainty and
Validation

Physical System
Behavior

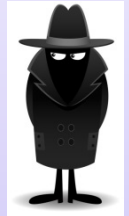
Physical System
Sensing

Automated
planning
and
scheduling

Machine
learning
(Bayesian)
+
Physics
(Cyb)

Decision
/ game
theory

Rational agent



- has goals
- models uncertainty
- chooses action with optimal expected outcome for itself
- Examples:
 - human (on a good day)
 - intelligent software agent

Summary

Systems of Action

Analyse data in context of process and recommends the best possible action

Combines cybernetics, AI and visualisation technologies

How to architect?

Capability stack

Helps architecting systems of action

Simplifies stakeholder communication

Q & A