

Interdependency and Infrastructure

Lecture 4 – Logical Modeling of Interdependency

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Overview

- **Previously...**
- **The Path Ahead**
- **Definitions**
- **Rules**
- **Visual Representation**
- **Framework**
- **Examples**
- **Tools**
- **Value**
- **Beyond the Examples**



Previously...

- **Discussed the Axioms of (Inter)dependency**
- **Reviewed a Sample Case**
- **Reviewed Modeling**
- **Reviewed Simulation Techniques to Apply Models**



The Path Ahead

- **Application of (inter)dependency to information so as to be able to ‘tell a story’ about**
 - an asset
 - an infrastructure
 - a ‘disruptive effect’
 - different forms of relationship among these
 - a combination of any of the above
- **Developing an expression of (inter)dependency and association begins with**
 - definitions



Definitions

- **Dependency**
- **Interdependency**
- **Association**



Definitions

Dependency

- **B is dependent on A if the states of B $S(B)$ are *directly* determined, influenced, controlled or supported by A**

$$A \rightarrow B$$

Morning Cup of Coffee \rightarrow Me

(Condition: someone else makes the coffee)

Fuel (supply) \rightarrow Generation Plant



Definitions

Interdependency

- **B is interdependent with A if the states of B $S(B)$ are directly determined, influenced, controlled or supported by A *and vice versa***
 - Mutually dependent

$$A \leftrightarrow B$$

Morning Cup of Coffee \leftrightarrow Me

(Condition: No one else to make the coffee)

Pipeline \leftrightarrow Port

Telecommunications \leftrightarrow Electric Power



Definitions

Association

- **A is *associated* with B**
 - If A and B are connected or accompany one another
 - Usually occurs in the absence of a dependency

A – B

Generation Plant – Service Territory

Chemical Plant – Evacuation Routes



Rules

- **Placing rules on (inter)dependencies and associations implies knowledge of characteristics of those elements containing (inter)dependencies and/or associations**
 - **Meta-information**
 - **Spatial**
 - **Temporal**
- **Rules can be developed to reflect these**



Rules

- **Logical**
 - Based purely on meta-information
 - OR(), AND(), C()
- **Spatial**
 - Based purely on location
 - N(), B(), W(), WA()
- **Combinatorial**
 - Joins elements of both spatial and logical rules
- **What about temporal?**



Visual Representation

- **A visual means of representing (inter)dependence and association is necessary to information exchange**
- **As with all things, there are many ways to do this, each of which has its pros and cons**
 - **We'll highlight two here**

Visual Representation

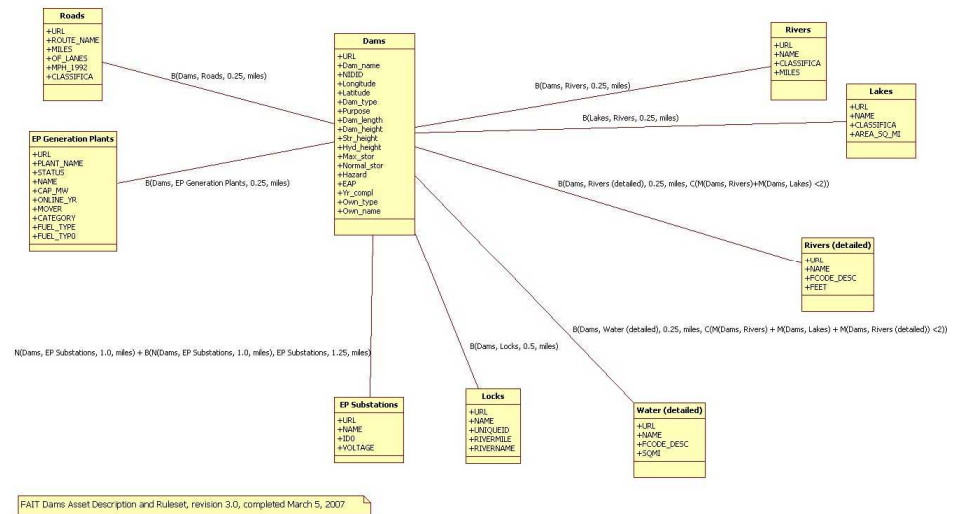
Connected Network

- Pros

- Shows full range of connectivity among elements at the scale chosen

- Cons

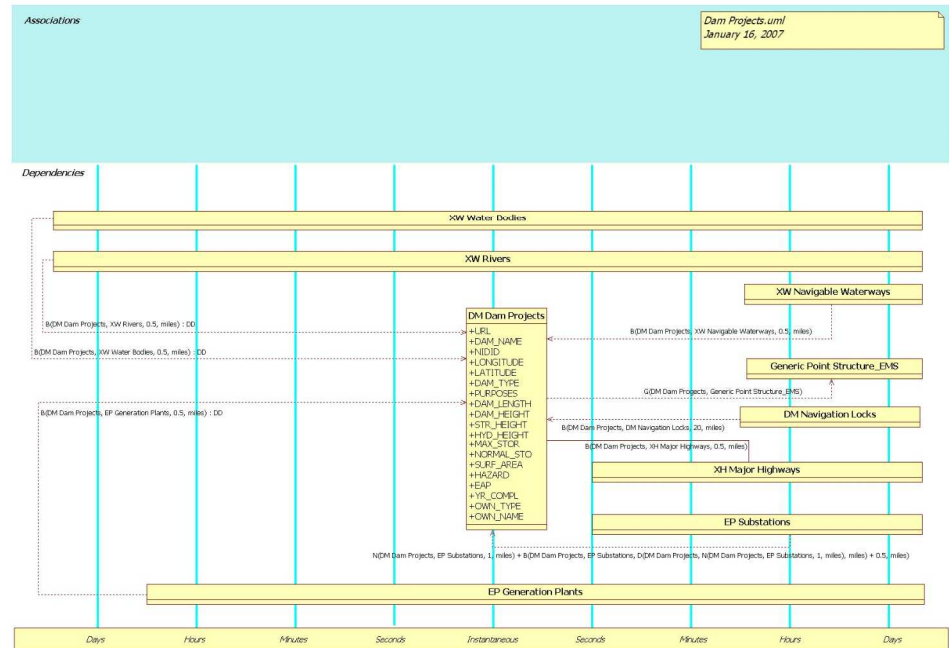
- Lacks temporal element of connectivity, unless you show it as an animation



Visual Representation

Temporal x-centric Diagram

- Pros
 - Element-centric focus (asset, asset class, sector, grouping, etc) with temporal declaration of rules between elements
- Cons
 - Doesn't allow for full connectivity in the same way as Connected Network





Framework

- **UML**
 - **Gives us all the elements we need**
 - **Graphical representation of elements**
 - **Graphical representation of dependency, association built in**
 - ***Object oriented***
 - **Can literally be used for anything**



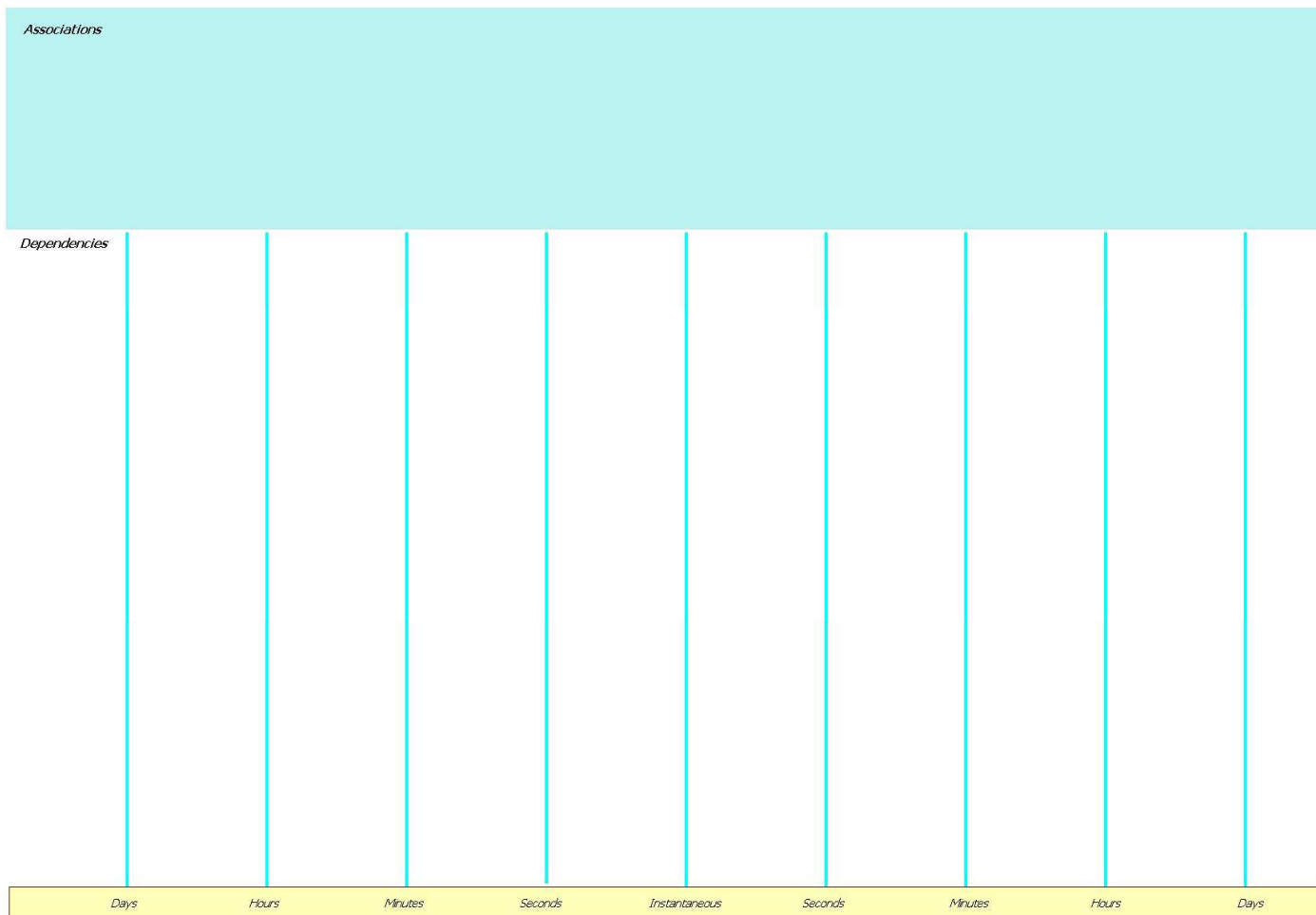
Examples

- **Infrastructure**
- **Assets**
- **Ourselves and Our Worlds**



Examples

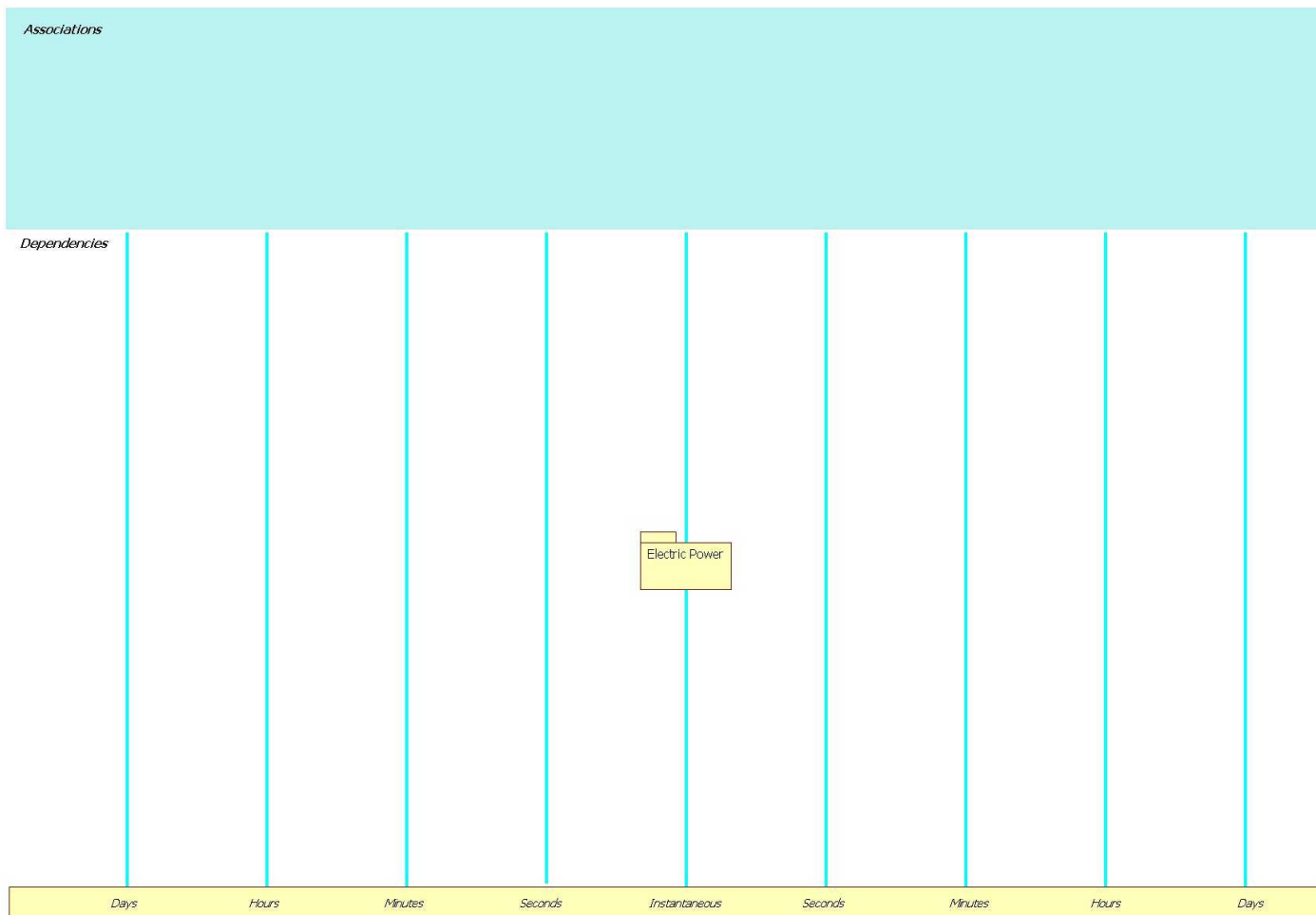
Infrastructure





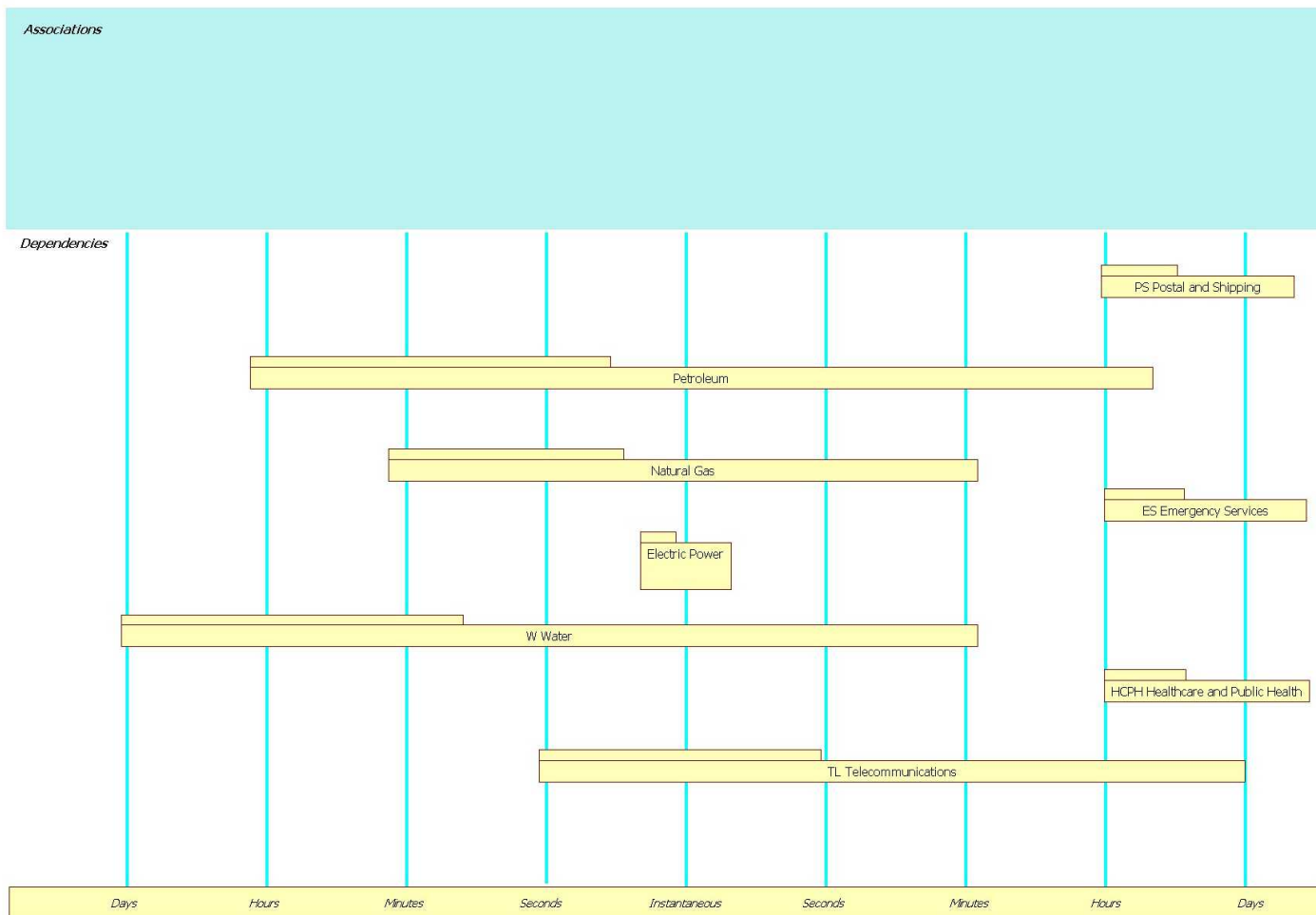
Examples

Infrastructure





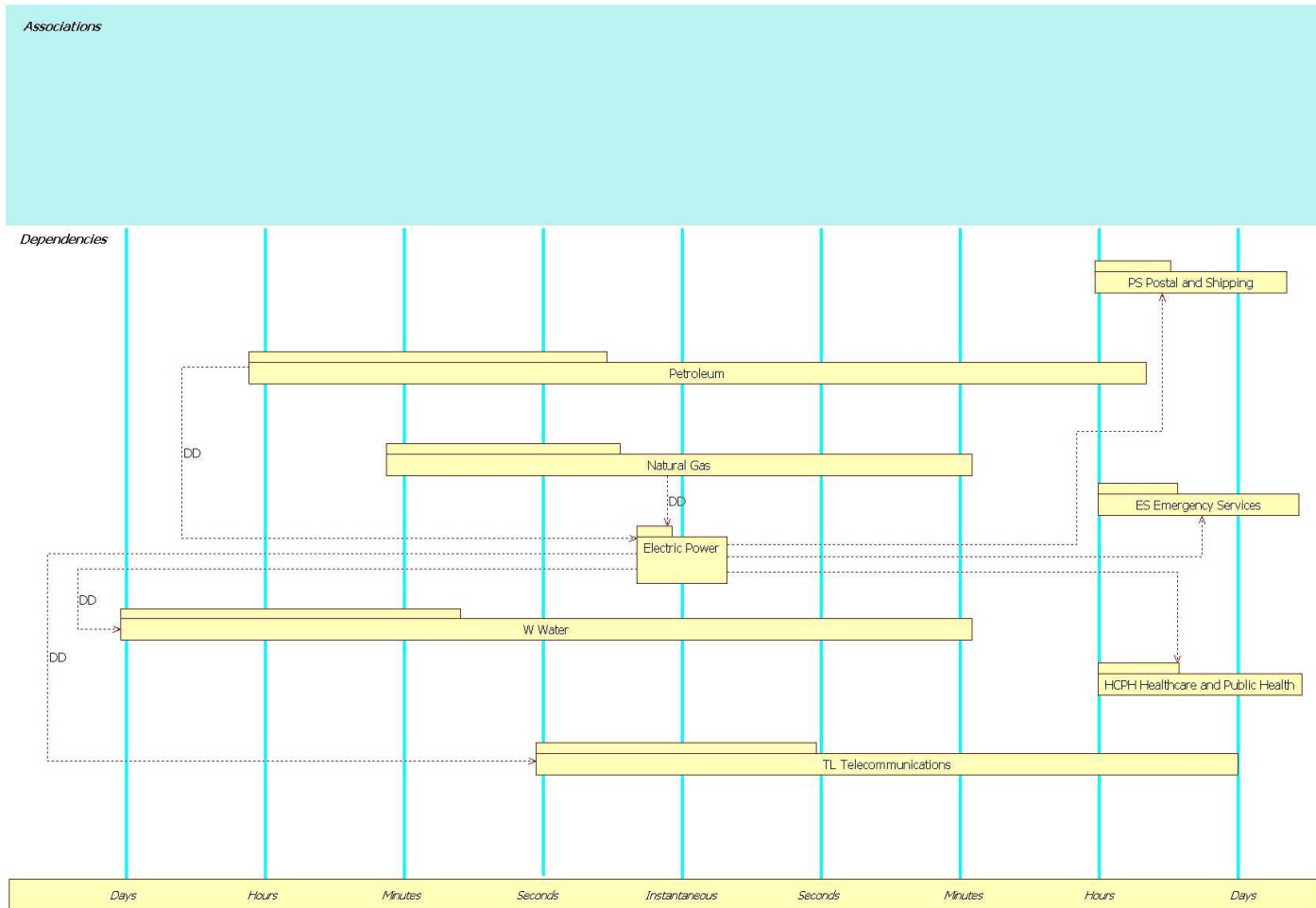
Examples Infrastructure





Examples

Infrastructure

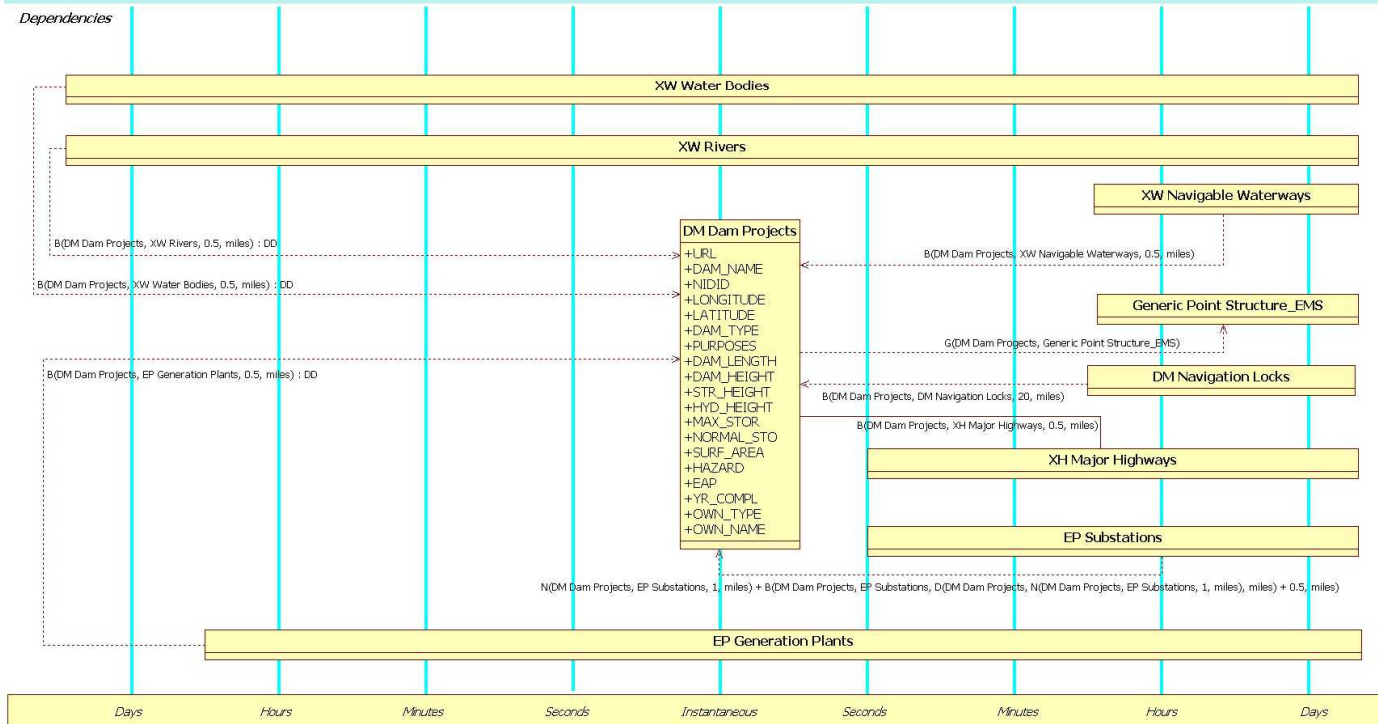


Example Assets

Associations

Dam Projects.uml
January 16, 2007

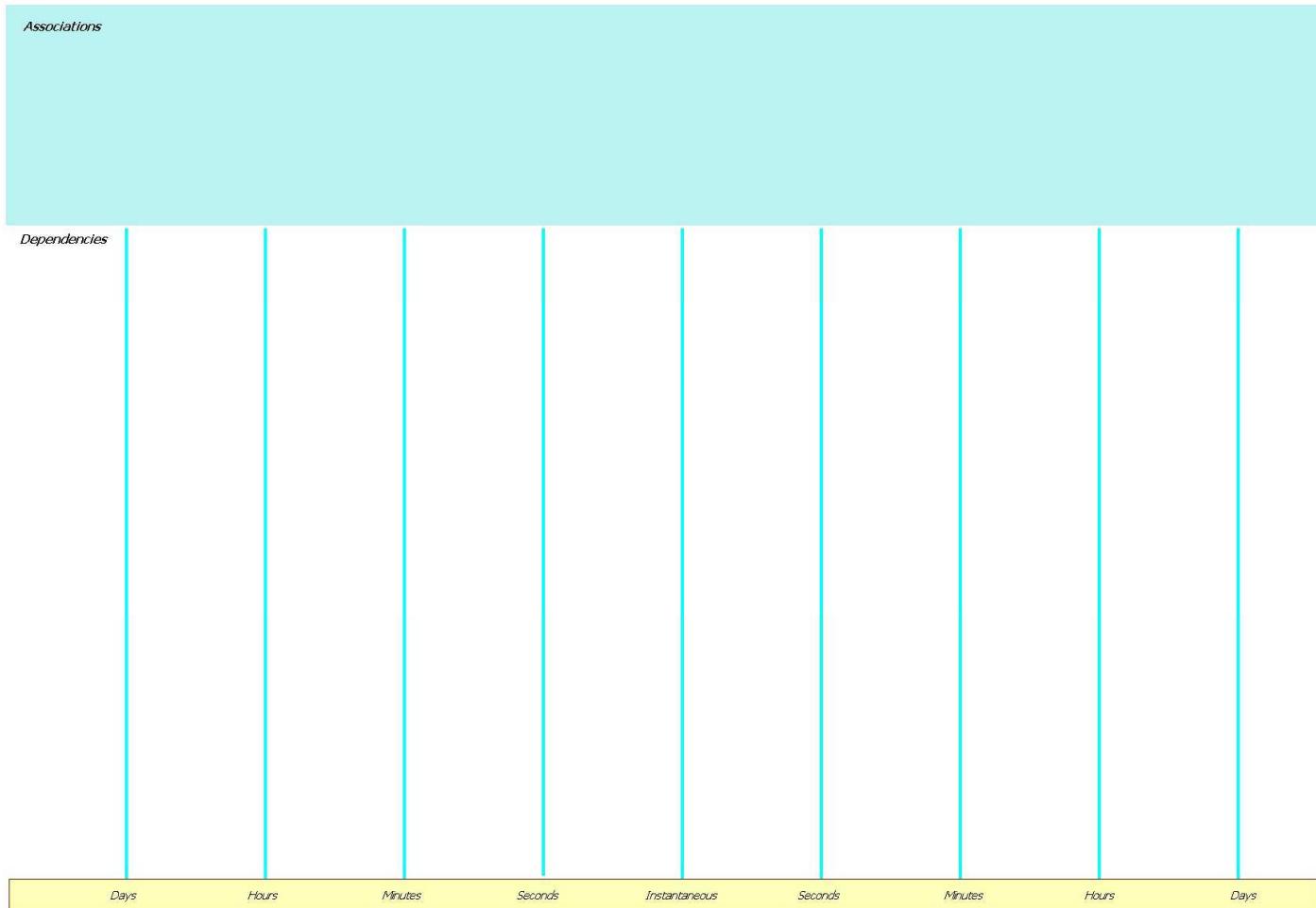
Dependencies





Example

Ourselves and Our Worlds





Tools

- Plenty available
 - Rational Rose
 - Violet
 - Eclipse UML2Tools
 - Many others
- My tool of choice?
 - StarUML



Value

- **Why do I need all of this?**
- **Helps me understand my world from a known point of reference**
- **If I build it right it will be applicable to more than a local world view**
- **Helps me communicate in a common language with code jockeys who implement my crazy ideas**



Beyond the Examples

- Launch into demonstration