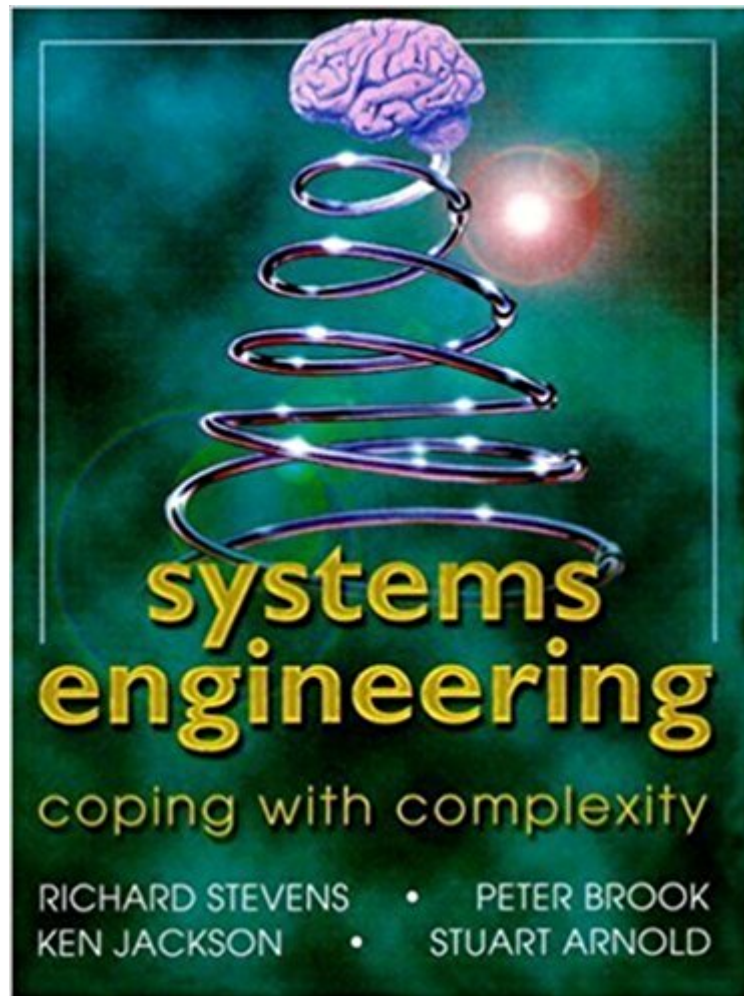




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System Engineering



Synopsis

In an age of shrinking development cycles, it is harder than ever to bring the right product to market at the right time. Good product, especially complex products, is underpinned by good systems, and systems engineering itself is recognised as the key tool to product development. This book covers the principles of systems design in an easy to read format. The authors have decades of practical industrial experience, and the material is ideal for industrial project teams. For academic courses, the book acts as a component for graduate and undergraduate engineering studies, particularly those on systems engineering. It covers how to handle requirements, architectural design, integration and verification, starting from the perspective of a simple linear lifecycle. The book then gradually introduces recent work on the complexity of real world systems, with issues such as multi-level systems, and iterative development. There is also coverage of the impact of systems engineering at the organisational level.

Book Information

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Customer Reviews

Stevens' Systems Engineering looks at the place of requirements in a world which consists of complex systems in a highly competitive marketplace. This may be the commercial world or equally the military-industrial world in which systems must literally do battle with their rivals. Stevens and his co-authors (two of them from the UK's Defence Evaluation and Research Agency) know that in this environment, many systems fail, very often because they were inadequately thought out, and often also because their development projects were poorly managed. Chapter 1 begins "The world is

currently gripped by changes more intense and rapid than those triggered by the industrial revolution..." : we are at once swept into the rich, complex, and dangerous life of real system development. For Stevens, the problem in systems engineering is complexity, and its mastery is, as the subtitle implies, the key to success. The design of complex systems demands hierarchy - of organisations, of projects, of contracts, of documents. Hierarchy implies interfaces: if you split a system into three, you probably create three interfaces between the component subsystems. Interfaces in turn imply specialisation: someone develops the hardware; someone else, the software. Similarly, someone (the customer) writes the requirements specification, while someone else (the developer) tries to meet those requirements. This, like the prime contractor - subcontractor relationship, consists of a customer and a supplier: the marketplace reaches right into the core of system engineering. The book therefore covers a startling breadth of subjects, but always with the same practical vision and with the same conceptual tools.

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