

SV-3 Systems-Systems Matrix

Description

A SV-3 enables a quick overview of all the system resource interactions specified in one or more [SV-1 Systems Interface Description](#) models. The SV-3 provides a tabular summary of the system interactions specified in the [SV-1 Systems Interface Description](#) model for the Architectural Description. The matrix format supports a rapid assessment of potential commonalities and redundancies (or, if fault-tolerance is desired, the lack of redundancies).

The SV-3 can be organized in a number of ways to emphasize the association of groups of system pairs in context with the architecture's purpose.

The intended usage of the SV-3 includes:

- Summarizing system resource interactions.
- Interface management.
- Comparing interoperability characteristics of solution options.

Implementation

SV-3 can be represented using a SV-3 diagram which is an editable Dependency Matrix.

	Distress Beacon	ESM System	Frequency Scanner	Link 16	Link 16 Terminal	Maritime Configuration	Monitor Unit	Naval Ship	Receiver	RN ASR Helo	RNLI Lifeboat	Signal Processor	Track Interface	Transmitter	Voice Radio	Yacht
Distress Beacon		↗														
ESM System	↖		↗	↗												
Frequency Scanner																
Link 16		↖			✕											
Link 16 Terminal		↖		✕												
Maritime Configuration																
Monitor Unit																
Naval Ship																
Receiver																
RN ASR Helo											↗					✕
RNLI Lifeboat										↖						✕
Signal Processor																
Track Interface																
Transmitter																
Voice Radio															✕	
Yacht										✕	✕					

The [SV-1](#) concentrates on system resources and their interactions, and these are summarized in a SV-3.

Related elements

- [Resource Artifact](#)
- [Software](#)
- [Capability Configuration](#)
- [Organization](#)
- [Post](#)
- [Resource Exchange](#)
- [Data Element](#)
- [Natural Resource](#)
- [Geo Political Extent Type](#)

Related procedures



Unknown macro: 'list-children'

- [Using Implied Relations](#)

