

System of Systems (SoS)

[Return to Glossary](#)

System of Systems (SoS) is the viewing of multiple, dispersed, independent systems in context as part of a larger, more complex [Computer System or just System](#). A System is a group of interacting, interrelated, and interdependent components that form a complex and unified whole.

The goal of an SoS architecture is to get maximum value out of a large System by an understanding of how each of the smaller Systems works, interfaces, and usage. Such designs require “Big Systems” thinking – a holistic approach to analysis that focuses on the way constituent parts interoperate, work over a time period, and function within the context of a larger, evolving system.

In the data center, independent constituent parts of a large system are connected through SoS-defined software interfaces called [Middleware](#). Such programs ensure that constituents do not compete for subtasks within the larger system and provide messaging services so that constituent systems can communicate.

Source: <https://www.techtarget.com/searchapparchitecture/definition/system-of-systems-SoS>

From:

<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:

https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:s:sos



Last update: **2022/04/21 17:57**