

Agility and Appropriateness: Matching Shift to Scale

Submission 133, Topic 1

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What is Agility?

The variety of system behaviors available to a given system*

- Atkinson and Moffat



* e.g. Command and Control HQ

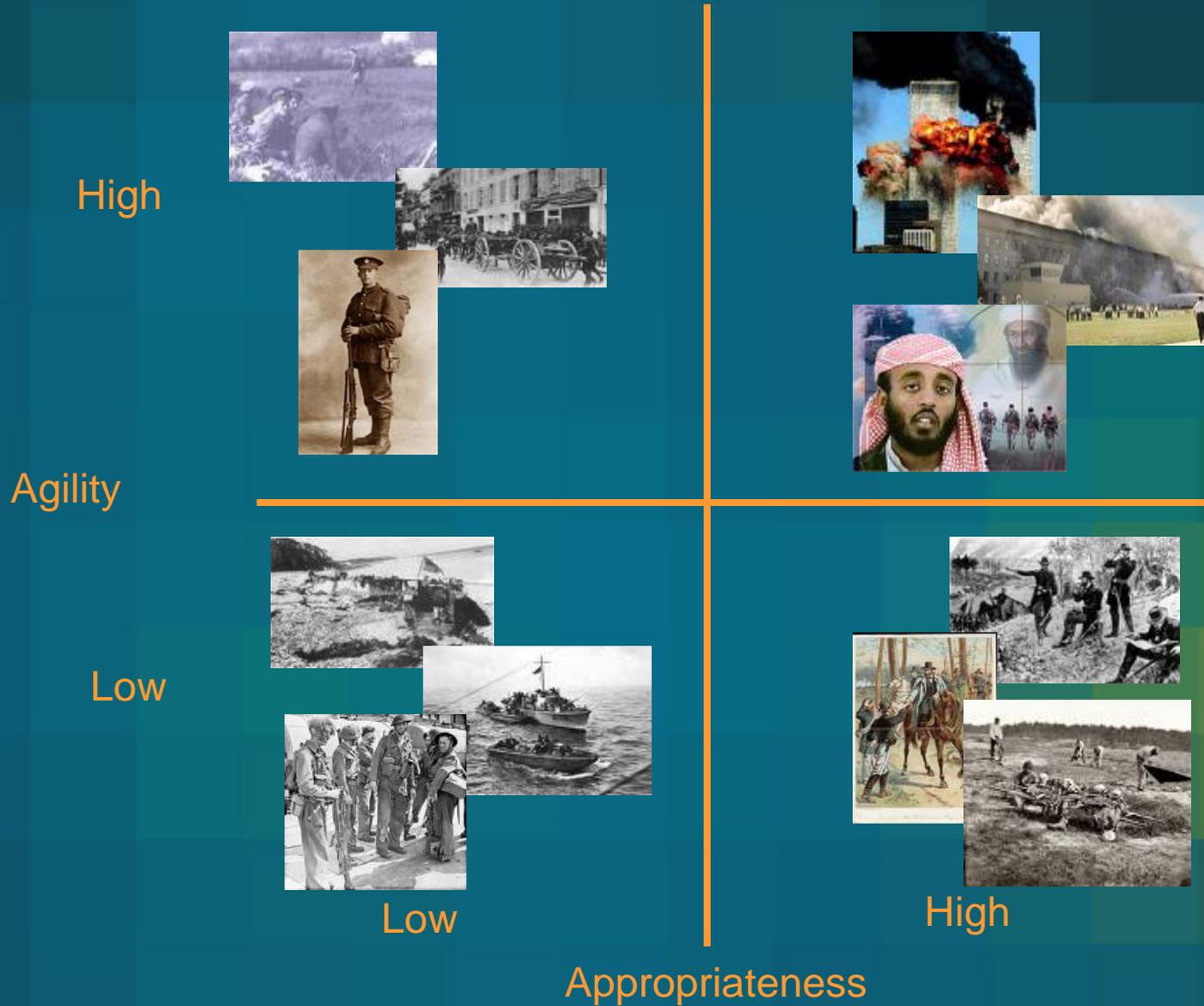
What is Appropriateness?

A functioning system can be understood to be appropriate when “the (system) parts fit and work together, not merely how well each performs when considered independently.”

- Russell Ackoff



Agility and Appropriateness

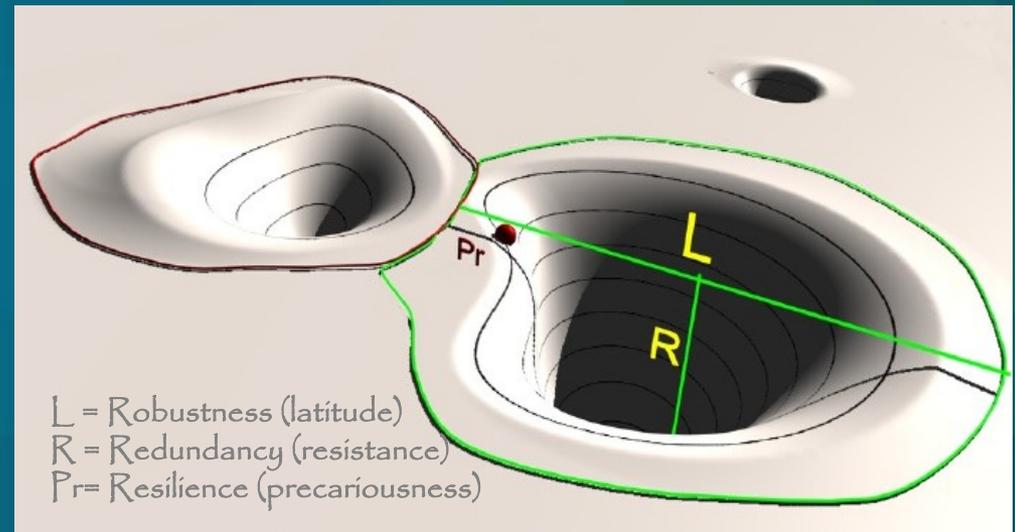
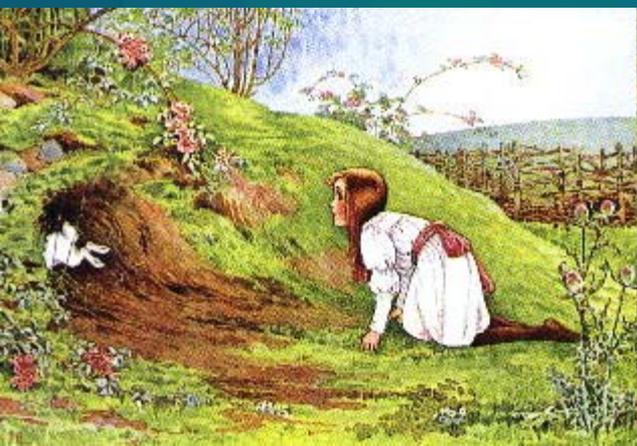


Other Campaign Illustrations



Summary and Observations

- Agility and Appropriateness necessary
- ...but not sufficient
- Adaptability rules!
- Adaptability depends on Agility and Appropriateness, but also
 - Robustness
 - Resilience
 - Redundancy
- All of which are manipulated with:
 - Space
 - Time
 - Energy
 - Mass (Matter)
 - Information



Putting Things Together....

Agility is the variety of behavior available to an operation, given a certain environment.

Appropriateness is the fit of the command, units, doctrine, equipment, logistics, intelligence, and training to that certain environment.

Operational adaptation is a capability of complex organizational systems to change according to circumstances and need. It is composed of agility and appropriateness. The operational command system and strategic direction determine the composition.

An Illustration

War	Side	Adaptation	Agility	Appropriate
Afghanistan (2001-Present)	Allied Taliban/AQ	Medium Medium	High Medium	Medium High
Iraq (2003-Present)	Allied Saddam/AQ	Medium Low/Medium	High Medium	Medium Medium
Kuwait (1990-1991)	Allied Iraqi	Medium Low	High Low	Medium Medium
Vietnam (1965-1975)	US/RVN/Allies DVN/Allies	Medium High	Medium High	Medium High
Korea (1950-1953)	UN DPRK/PRC	Medium Medium	Medium Medium	Medium Medium
WWII ETO (1939-1945)	Allies Axis	Medium/High Medium	Medium High	High Low
WWII PTO (1941-1945)	Allies Axis	Medium/High Low/Medium	Medium/High Medium	High Low
WWI West (1914-1918)	Entente Alliance	Low/Medium Low/Medium	Low Medium	High Low

Law of Laws

LL1: *He that adapts best wins...always.*

