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INDUSTRIAL ENGINEERING

## Lesson 2

# System: The Focal Point of IE

by

Dr. Gusman Nawanir

Faculty of Industrial Management, Universiti Malaysia Pahang

E-mail: [gusman@ump.edu.my](mailto:gusman@ump.edu.my)

# Synopsis

This chapter briefs the system theory, components of system, and types of system. At the end of this chapter, system thinking theory will also be discussed.

# Expected Outcome

1. Understand the focal point of Industrial Engineering discipline.
2. Describe components of system.
3. Explain types of system.
4. Understand the concepts constituting the system theory.
5. Apply system thinking in problem solving and decision making to improve production system.

# What is the focal point of IE?

## System

Combinations of **elements** which **interact** one another (directly or indirectly) to achieve some **goals**.

# Components of a System

## Elements

Individual components that collectively make up the system

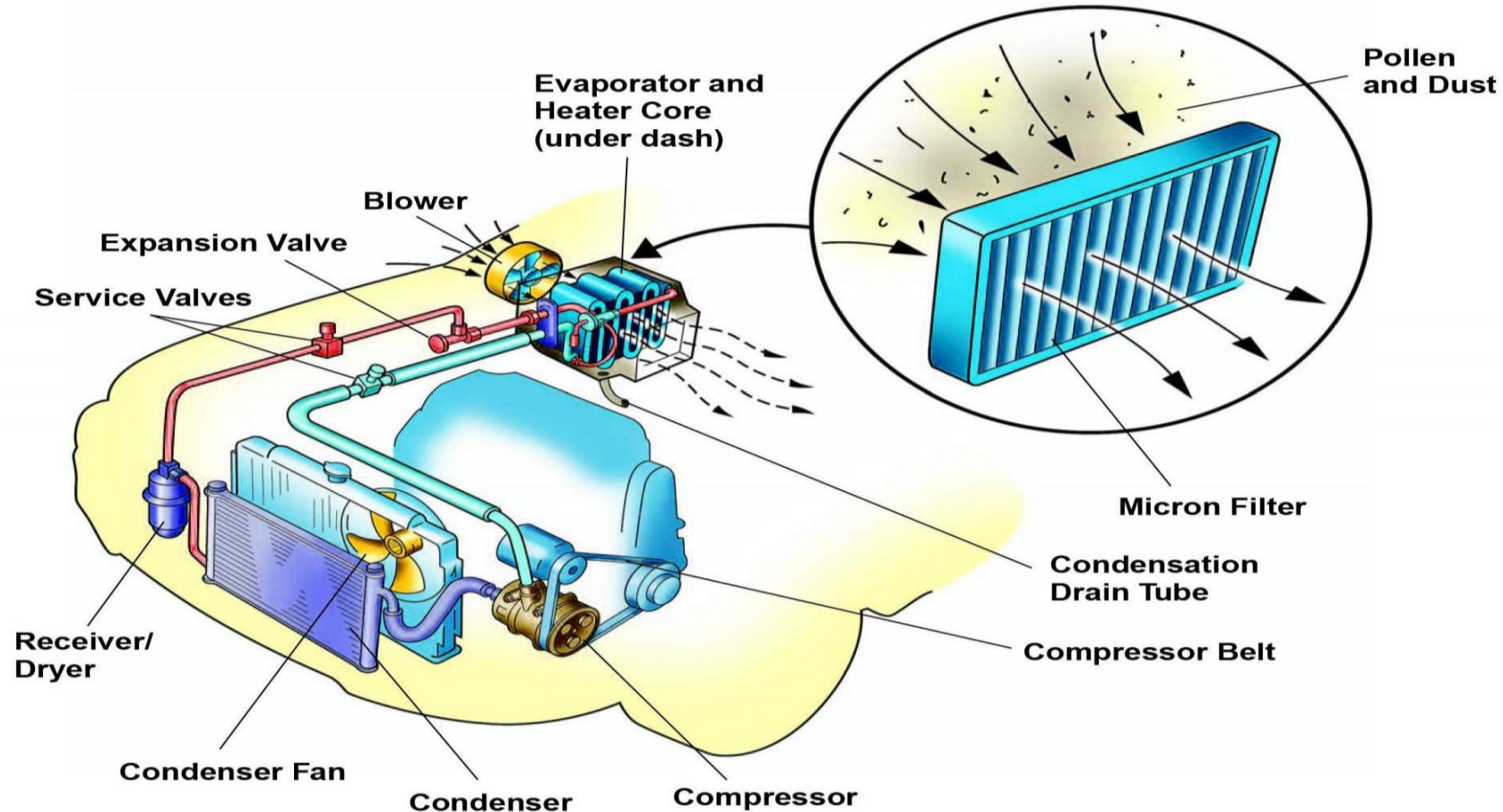
## Interaction

Relationship among the elements

## Purpose

The desired state or outcome, which the system is attempting to achieve

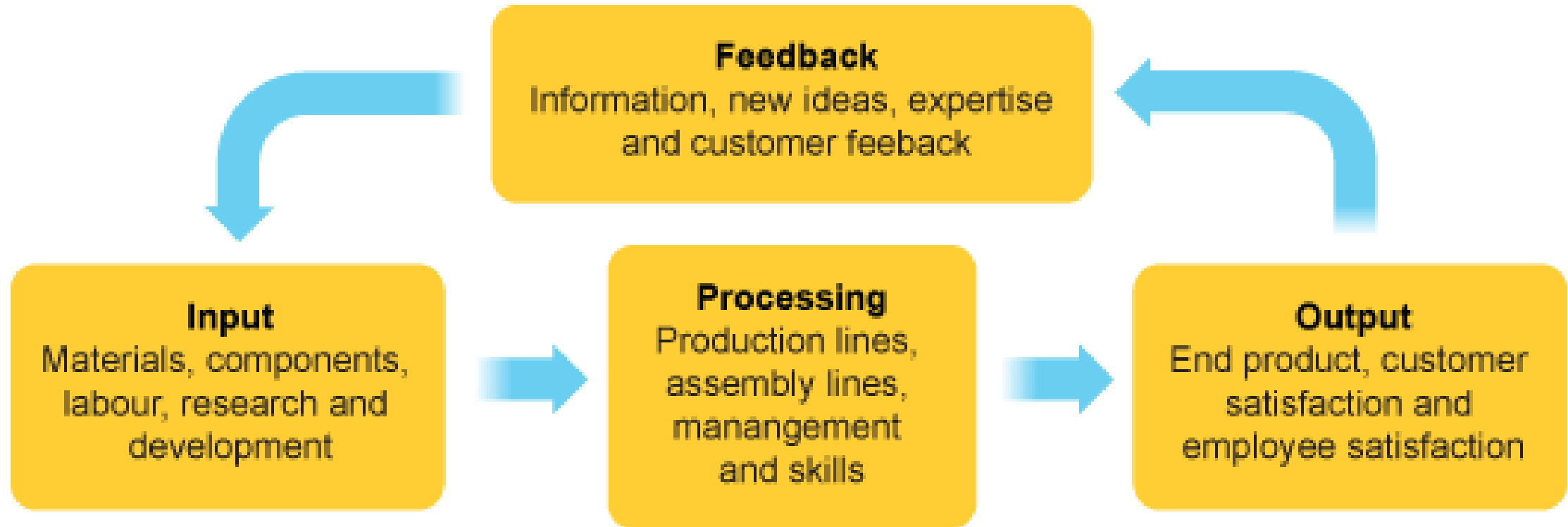
# Example (1): Air conditioning system



Source: <http://www.andersonclark.co.uk/>



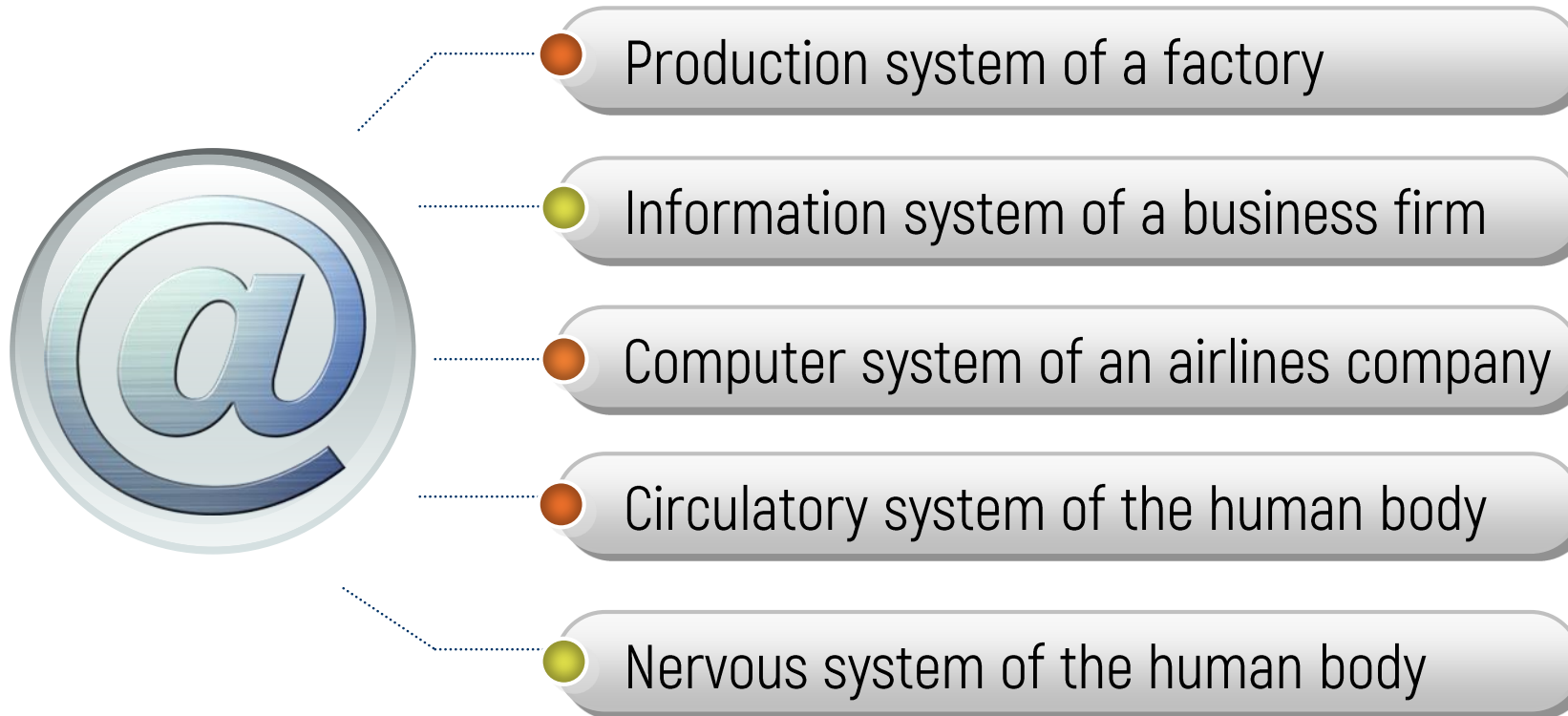
# Example (2): Production system



Source: <http://www.bbc.co.uk>



# Other examples of system





# Types of System

## Natural system

Exists as a result of natural processes

## Man-made system

Something that was created by humans

## Static system

Has structure but no related activity

## Dynamic system

Involves time-varying behavior

## Physical system

Involves physically existing components

## Abstract system

Symbols represent the system components

## Open system

Interacts with its environment

## Closed system

Isolated from its environment

# Open-loop vs Closed-loop System



Open-loop system



Closed-loop system

# Open-loop vs Closed-loop System



Open-loop system

## Characteristics:

- ✓ Past action has no influence on future action.
- ✓ No own-control mechanism.
- ✓  $\text{Output} = f(\text{input})$ , but  $\text{Input} \neq f(\text{output})$ .

## Examples:

- Toaster-doesn't know whether it burned the toast
- Watch-not self-correcting
- Auto without driver

# Open-loop vs Closed-loop System



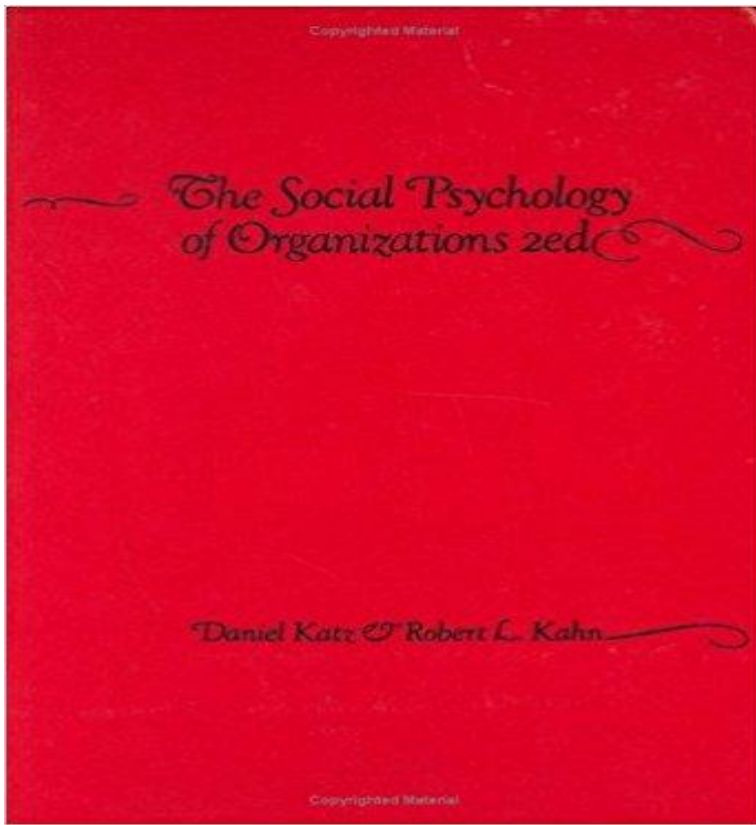
## Closed-loop system

### Characteristics:

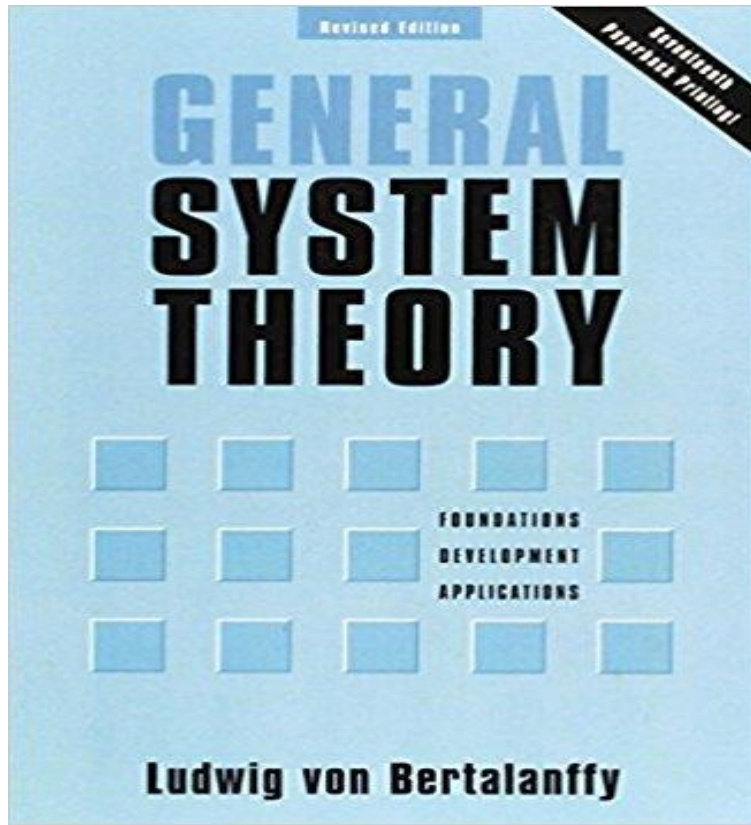
- ✓ Results of past action influence future action.
- ✓ Senses its performance & automatically makes adjustment.
- ✓  $\text{Output} = f(\text{input})$ , and  $\text{Input} = f(\text{output})$ .

### Examples:

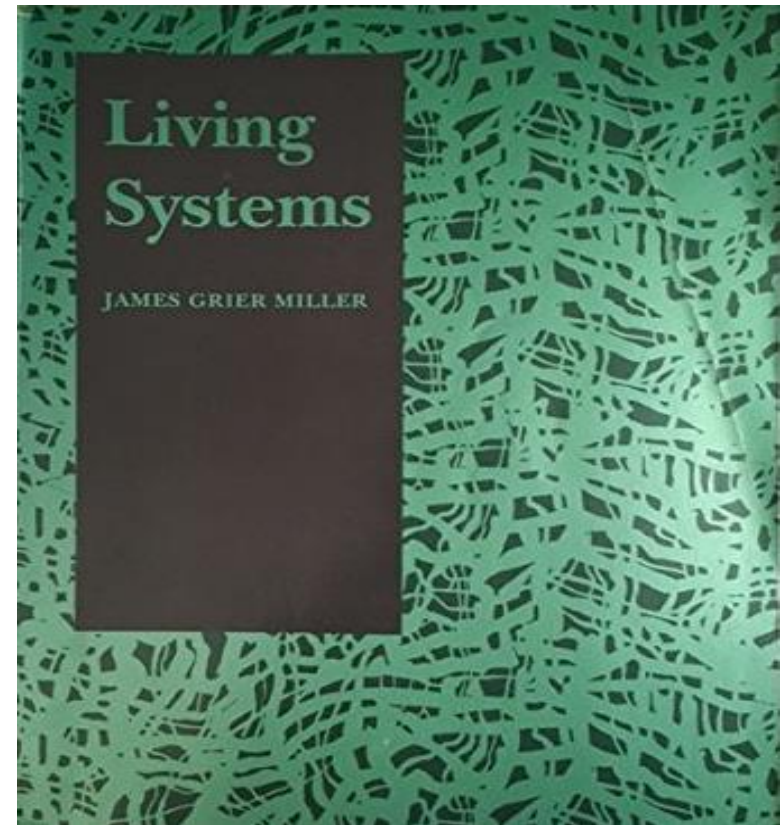
- Toaster & operator-adjust the desired darkness
- Watch & owner-adjust time to standard
- Auto with driver



Source: <http://home.isr.umich.edu>



Source: <https://www.amazon.com>



Source: <https://www.amazon.ca>

Katz & Kahn (1966), von Bertalanffy (1968) & Miller (1971) established  
**the foundation of System Theory**



# System as an alternative perspective

## Classical management approach

Dominated by a view of **organizations as machines**

Goal:

Wanted efficiency, productivity, & control

Focus:

one right way

## A system approach

Looks at the

**whole organism**

Goal:

Describe and explain how organizations work

Focus:

Multiple ways to accomplish various goals

# Organizational System

## Inputs

Resources, & information  
needed to supply the  
organizational system

## Processes or "Throughputs"

Activities to get the works done

## Outputs

Outcomes, products, &  
services created or delivered  
by the organization

# Organizational System

## Inputs

People, materials, ovens,  
refrigerator, pizza boxes

## Processes or "Throughputs"

Make the dough, cut the  
vegetables, mix the sauce, answer  
phones, take order, make the  
pizza, etc.

## Outputs

Pizza, delivery to customers,  
profit, paychecks, etc.



# Organization is an Open System

## It is open to its environment

Exchange with environment is essential for the health of the system.

# Holism

A system should be **viewed as a whole**, not as collection of separate pieces.

A system is greater than the sum of the parts.

Those parts are interdependent & interact through mutual feedback processes.

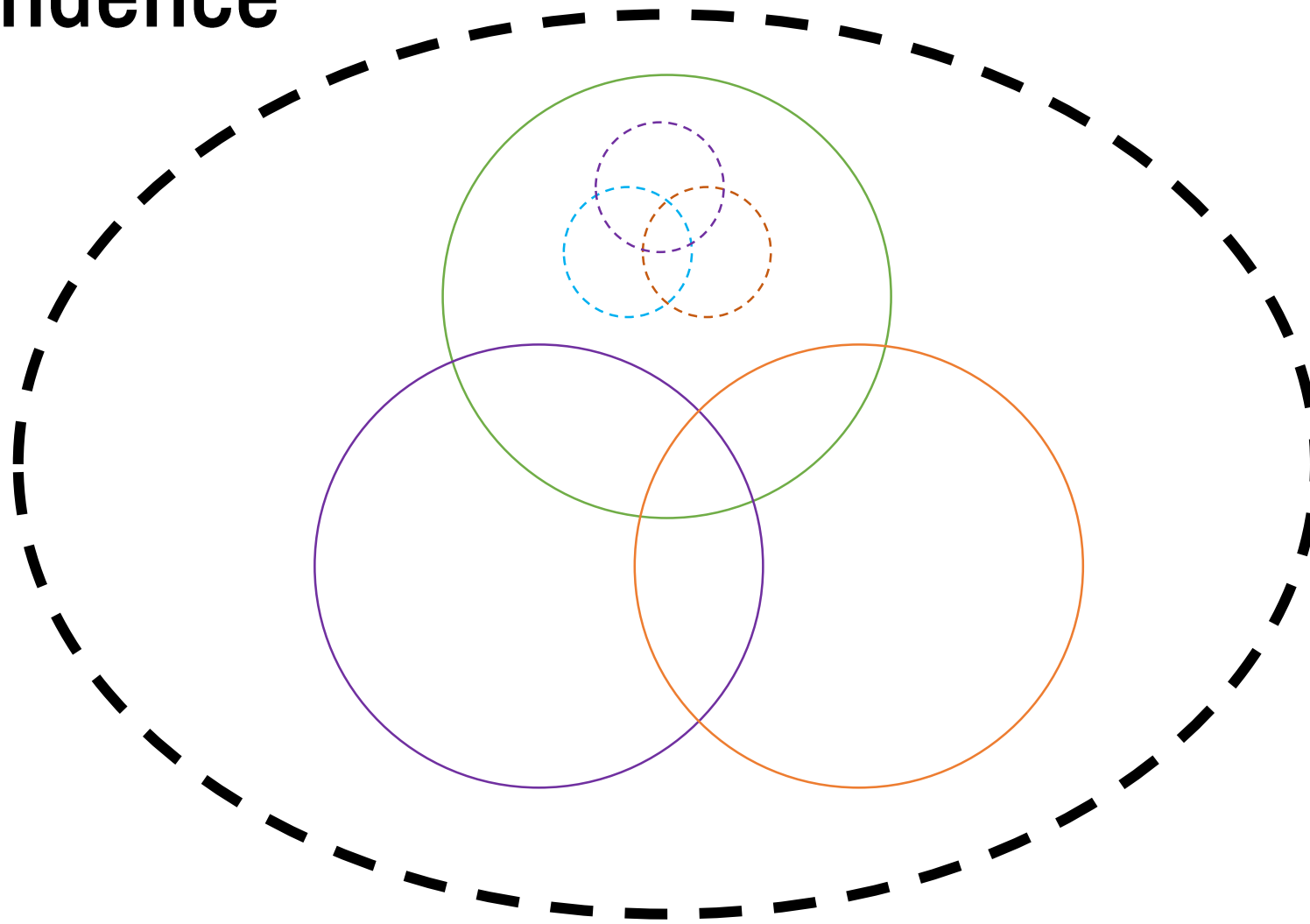
# Interdependence

An organization is in an interconnected relationship with environment.

The subparts are interrelated, not isolated.

Changes to one part, directly or indirectly, influence the others.

# Interdependence



**System & sub-systems**

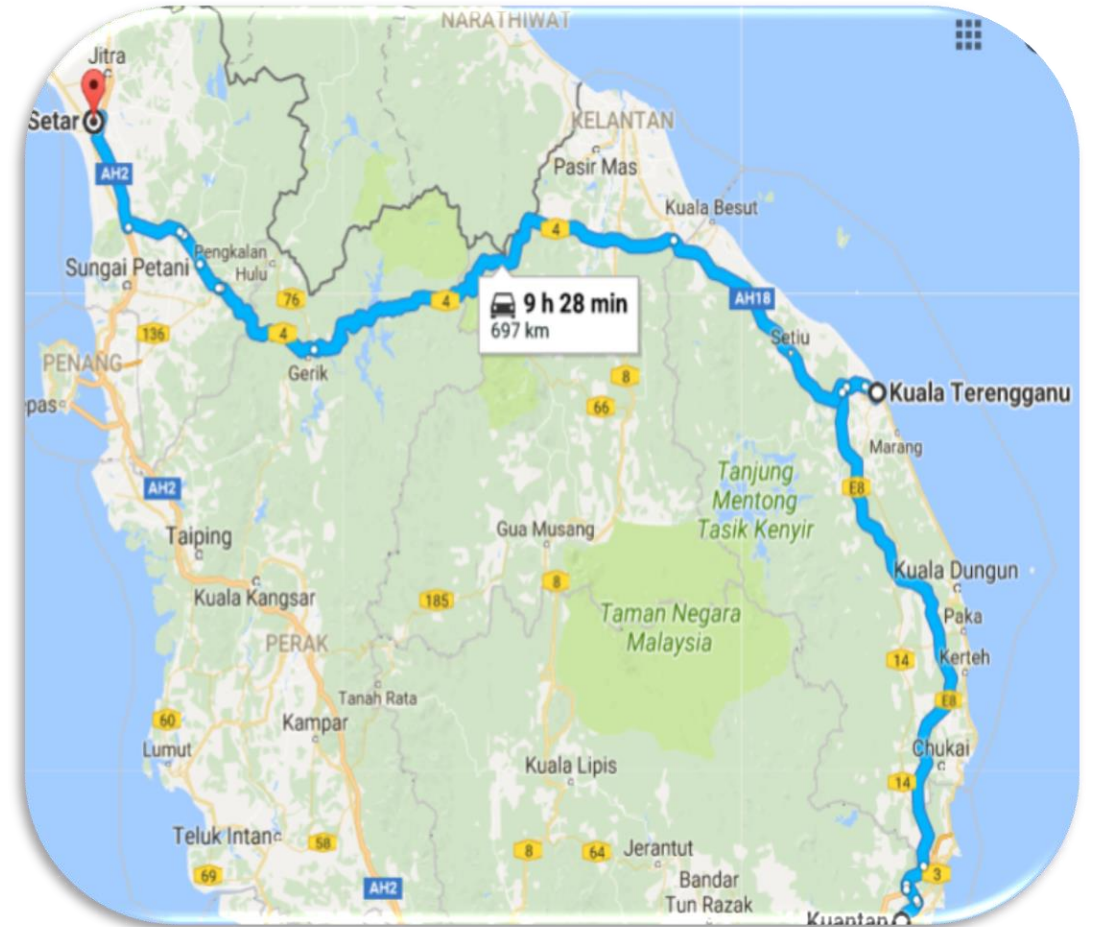
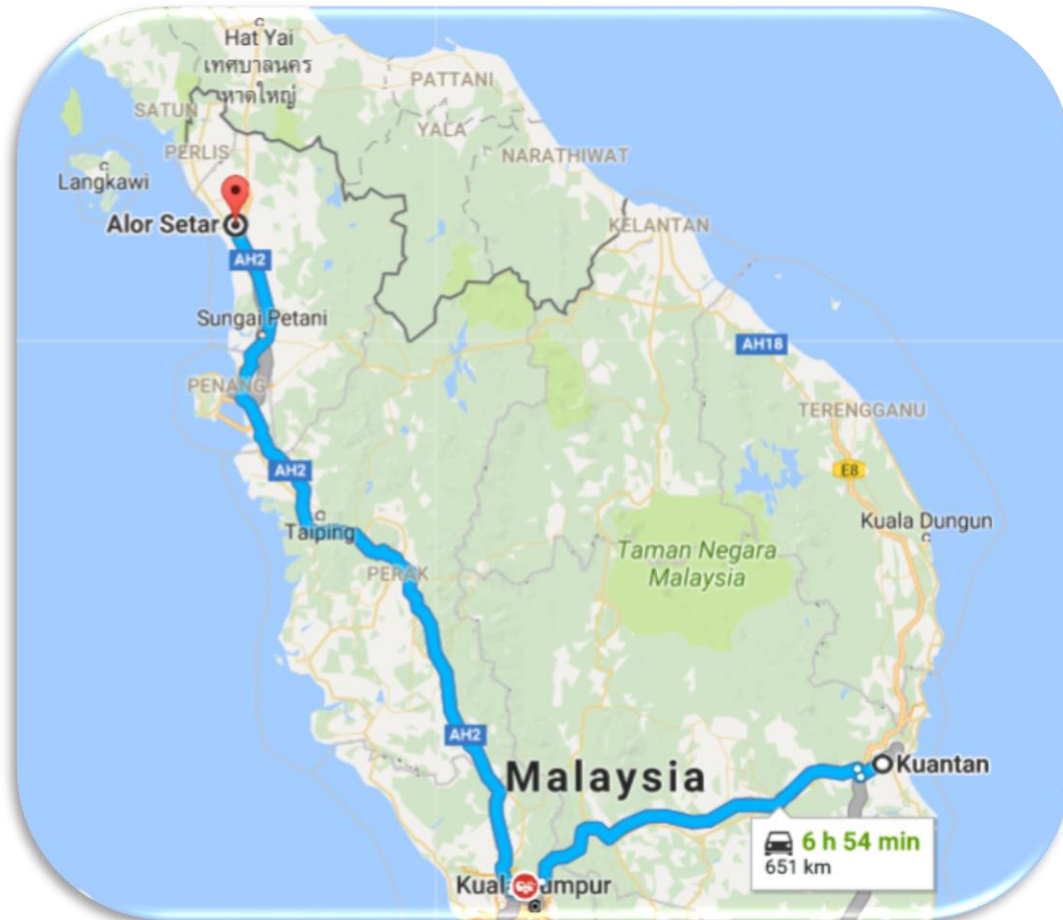
# Goals

Goals in a system are contingent & negotiated.

## Equifinality

- ✓ There is no the best way to organize
- ✓ All ways of organizing are not equally effective.

# Goals



Source: <https://www.google.com/maps>



# Feedback

Reactions to a product, a person's performance of a task, etc., used as a basis for improvement.



## **Positive feedback:**

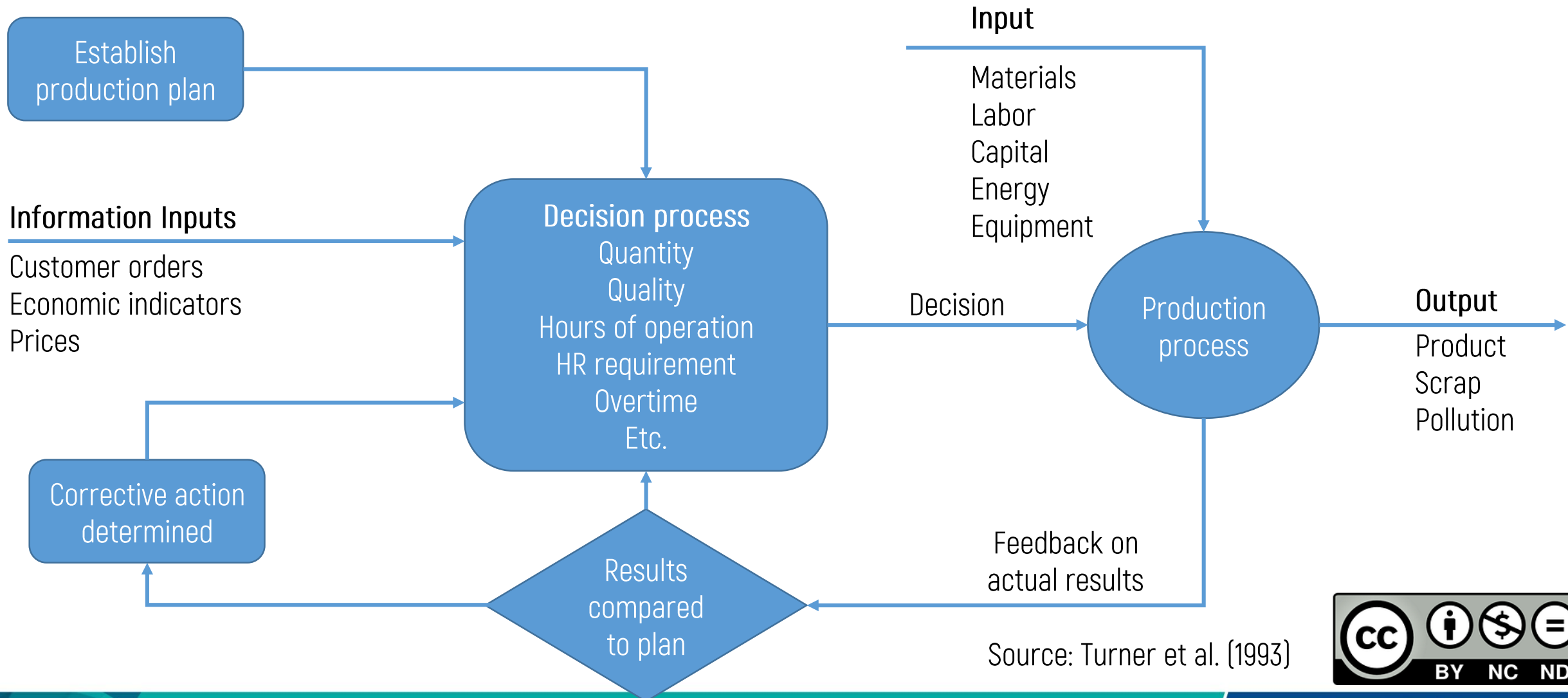
Grows the system in desired way to amplify & enhance the system's current processes



## **Negative feedback:**

Seeks to correct or reduce deviations in the system's processes to re-establish a steady course back in the direction of the system's goals.

# Feedback-Control System for Production





# System Boundary

An interface which separates the system & its internal components from its environment/external entities.

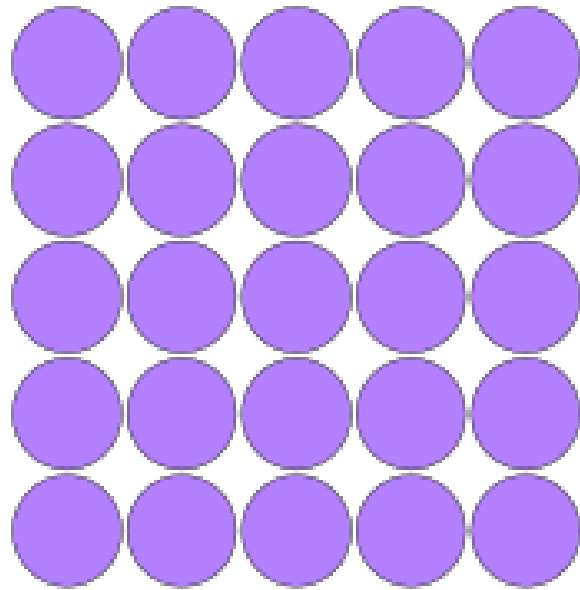
Any element or system that **does not interact with the system** of interest lies outside the system.

# Entropy

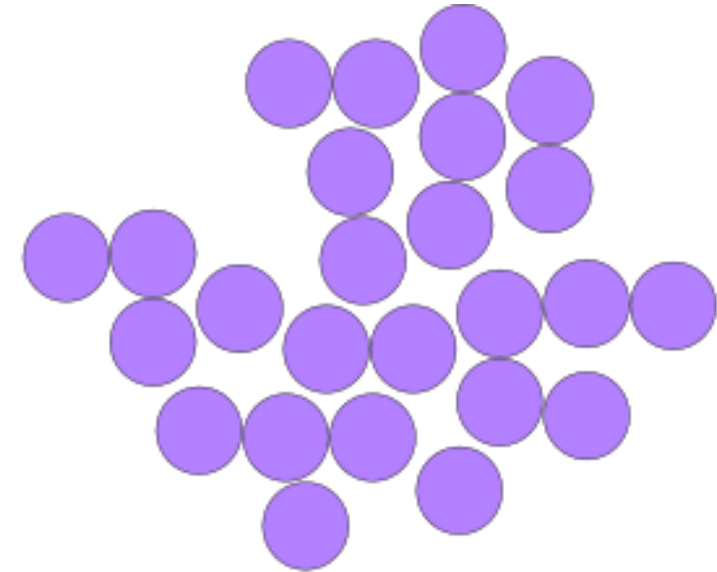
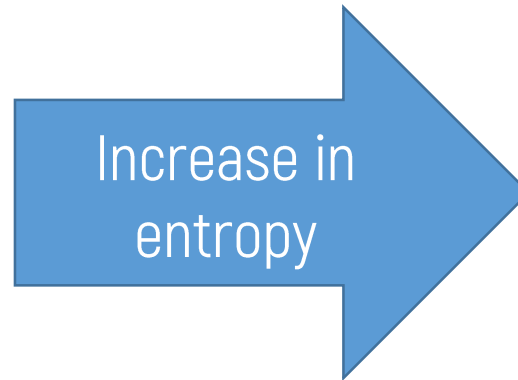
The level of disorder or decline into disorder in a system.

Systems tend to run down, get worse, and move toward disorganization.

Balance: Energy, resources, and information coming into the system help to reach equilibrium.



Low entropy



High entropy

Source: <https://masteroftheuniverseweb.wordpress.com>



# Two Types of Thinking

## Traditional Thinking

- Focuses on the individual pieces

## System Thinking

- Focuses on how the things interact with other elements

# System Thinking

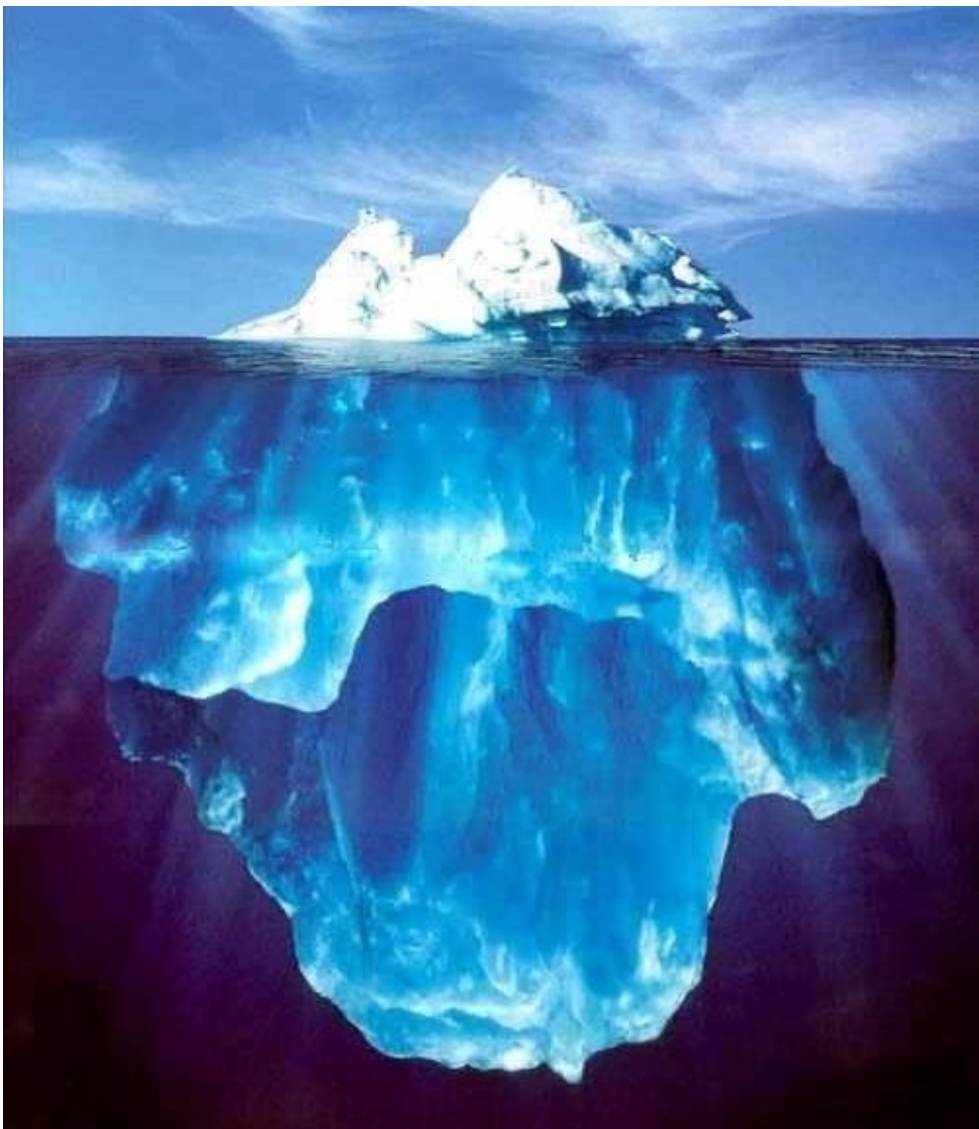
Concerns with **an understanding of a system** by examining the linkages & interactions among the system components.

# Origin of System Thinking

1 System is composed of interrelated elements

2 Cause & effect among the components

3 The components may work together



Source: <https://vimby.com>

# System Thinking Iceberg

A tool/model to guide systemic thinking through discovering patterns of behaviour, supporting structures, & mental models that underlie a particular event.



**EVENTS**

*What just happened?  
Catching a cold.*

**React**

**PATTERNS/TRENDS**

*What trends have there been over time?  
I've been catching more colds  
when sleeping less.*

**Anticipate**

**UNDERLYING STRUCTURES**

*What has influenced the patterns?  
What are the relationships between the parts?  
More stress at work, not eating well, difficulty  
accessing healthy food near home or work.*

**Design**

**MENTAL MODELS**

*What assumptions, beliefs and values do people hold  
about the system? What beliefs keep the system in place?  
Career is the most important piece of our identity,  
healthy food is too expensive, rest is for the unmotivated.*

**Transform**

# System Thinking Iceberg

Source: <https://www.nwei.org/iceberg/>





# The importance of System Thinking

- ✓ Important in developing a deeper understanding regarding the phenomena.
- ✓ System thinking represents a more comprehensive way of conceiving experience.
- ✓ Helps to explain complexity in a more comprehensive way.

# System Thinking Habits of Mind

- ✓ Seeking to understand the bigger picture
- ✓ Seeing patterns/trends in the system
- ✓ Recognizing how a system's structure causes its behavior
- ✓ Identifying cause & effect relationships
- ✓ Surfacing & testing assumptions
- ✓ Finding where unintended consequences might arise
- ✓ Finding leverage points to change a system
- ✓ Resisting making quick conclusions.

# References

- Greene, J. (2013). *Industrial Engineering: Theory, Practice & Application: Business and Production Management, Productivity and Capacity*. South Caroline, USA: Jackson Productivity Research Inc.
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- Turner, W. C., Mize, J. H., Case, K. E., & Nazemtz, J. W. (1993). *Introduction to Industrial and Systems Engineering*. New Jersey: Prentice Hall.

Thank You