

SysML

The Language of Systems Engineering

September 14, 2012

EPFL

- **Definitions**
- **Core Business**
- **Method and Tools**
- **SysML**
 - History
 - Process Coverage
 - Pro and Cons

Systems Engineering is an interdisciplinary and robust approach for design, realization, and operation of systems.

A System is a set of interacting elements, organized for a purpose, in a given environment, which evolves over its entire life.

The System Architect organizes the leading perspectives, evaluates choices, and assumes the technical responsibility during the system design.

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- **Science proceeds by the Cartesian Decomposition**
System Thinking better deals with complexity

Cartesian Decomposition	System Thinking
Divide and Conquer	Grasp in an extensive view
Isolate	Associate
Study the nature of interactions	Study the effect of interactions
Vary by a single parameter	Vary by parameter groups
Validate by theory	Validate by reference to reality
Investigate for facts	Investigate for relevance
Confined in a single discipline	Multi-, trans-disciplinary

- **Systems Engineering deals with**
 - Finality
 - Environment
 - Behavior
 - Structure
 - Evolution

- **Complexity is not equal to complication**

Double pendulum
500 EUR

1 function



©www.pendcon.de



©www.qwiki.com

Philippe Patek caliber 89
5,12 MioCHF (Nov.14, 2009)

33 functions



©Patek Philippe

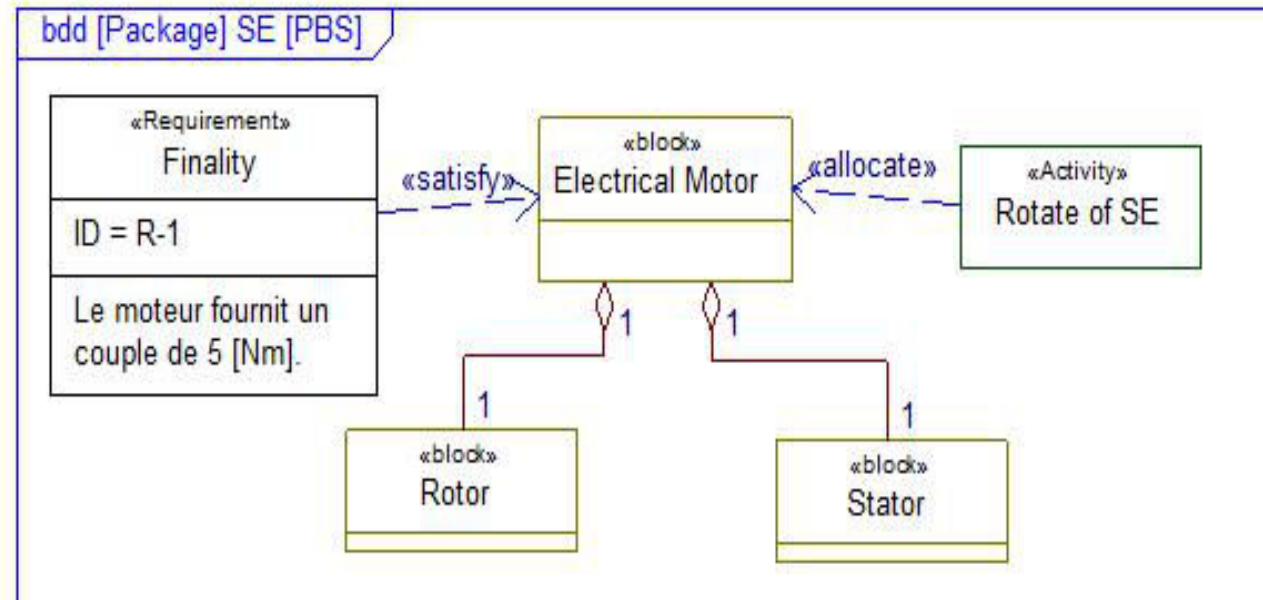
- The function of an electric motor : « rotate »



- Which from rotor or stator performs it? Both together!
- The function « rotate »
 - cannot be decomposed
 - comes from the interaction of several components
 - emerges at the motor level

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- **Understand the Problem (Black Box)**
 - Identify external interfaces and operational scenarios → step out
 - Define what makes a solution → acceptance criteria
- **Propose a solution (White Box)**
 - Justify functional and physical architectures → internal interfaces
 - Validate continuously with stakeholders
- **Check the solution against the contract (verification)**
 - Integrate accepted components → qualify the system
 - Record deliveries in the repository



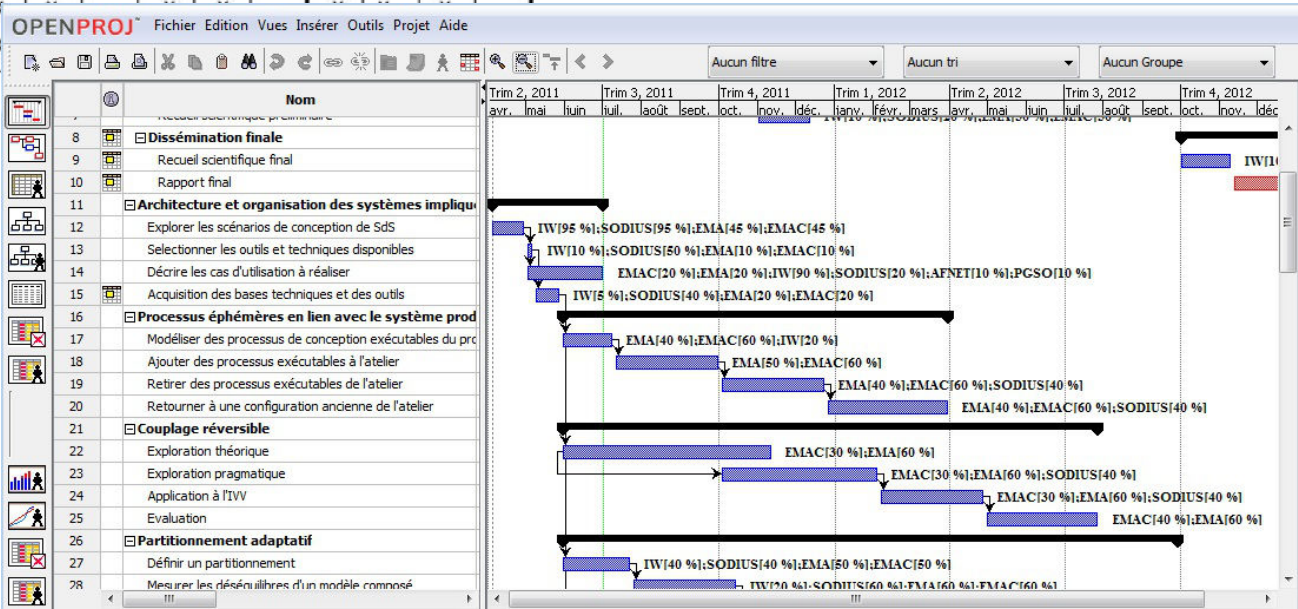
Tools : Dependency Relationships



Requirements	Subsystems					Layers					Tiers			
	Administration	Publishing	Scheduling	Expenses	KPI Dashboard	Presentation	User Interface	Business Logic	Data Access	Services	Persistence	Client	Web	Data
SR 1.1		X				X	X	X	X		X	X	X	X
SR 1.2		X				X	X	X	X		X	X	X	X
SR 1.3		X						X	X	X			X	X
SR 2			X			X	X	X		X		X	X	
SR 3			X			X	X	X		X		X	X	
SR 4				X		X	X	X	X	X		X	X	X
SR 5					X									
SR 6	X													

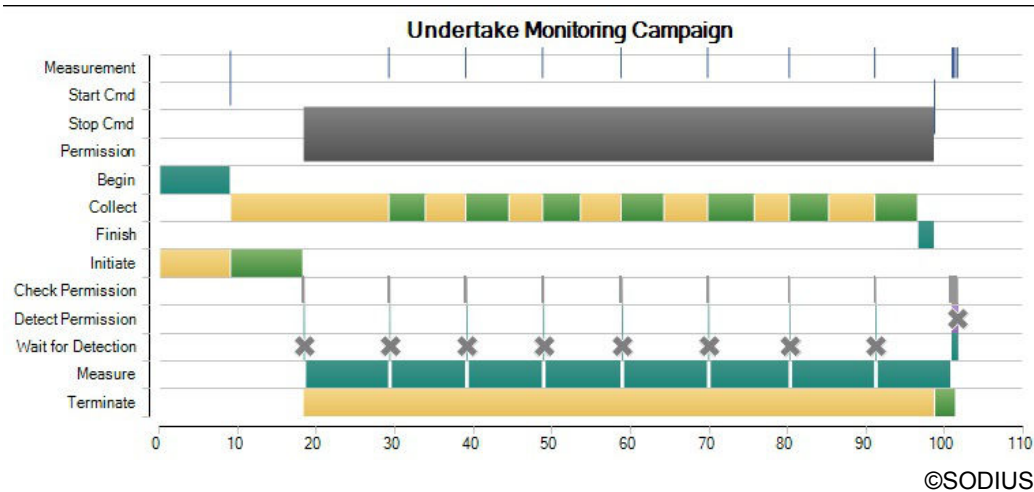
Assigned by allocation
(resource on task,
function on component...)

©www.wordcrosswalk.com



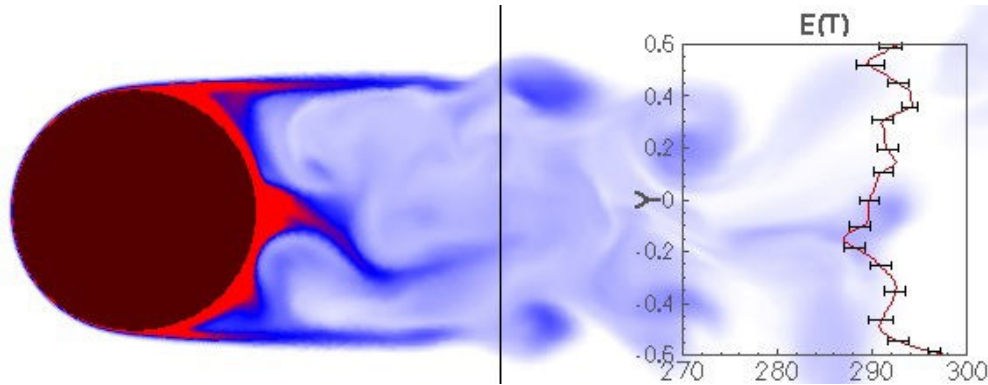
Impact by
propagation
(control of
evolutions)

Tools : Simulation



Cyclic discrete task
submitted to permission

Hot cylinder
in a turbulent flow



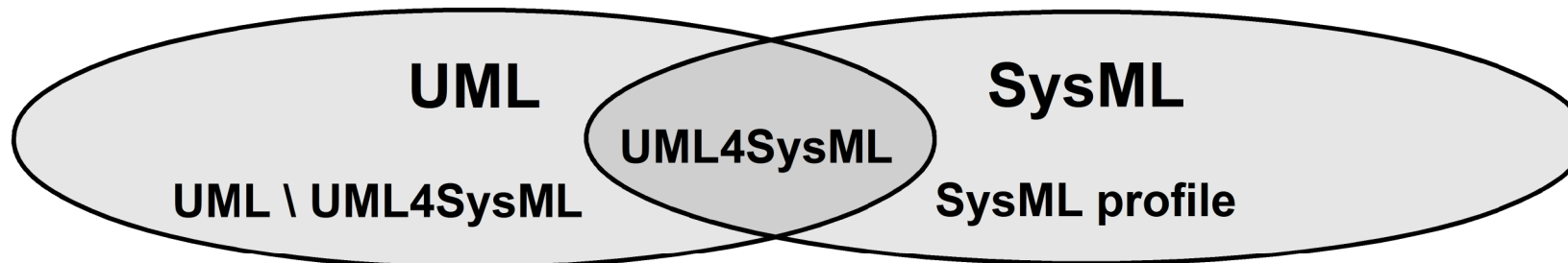
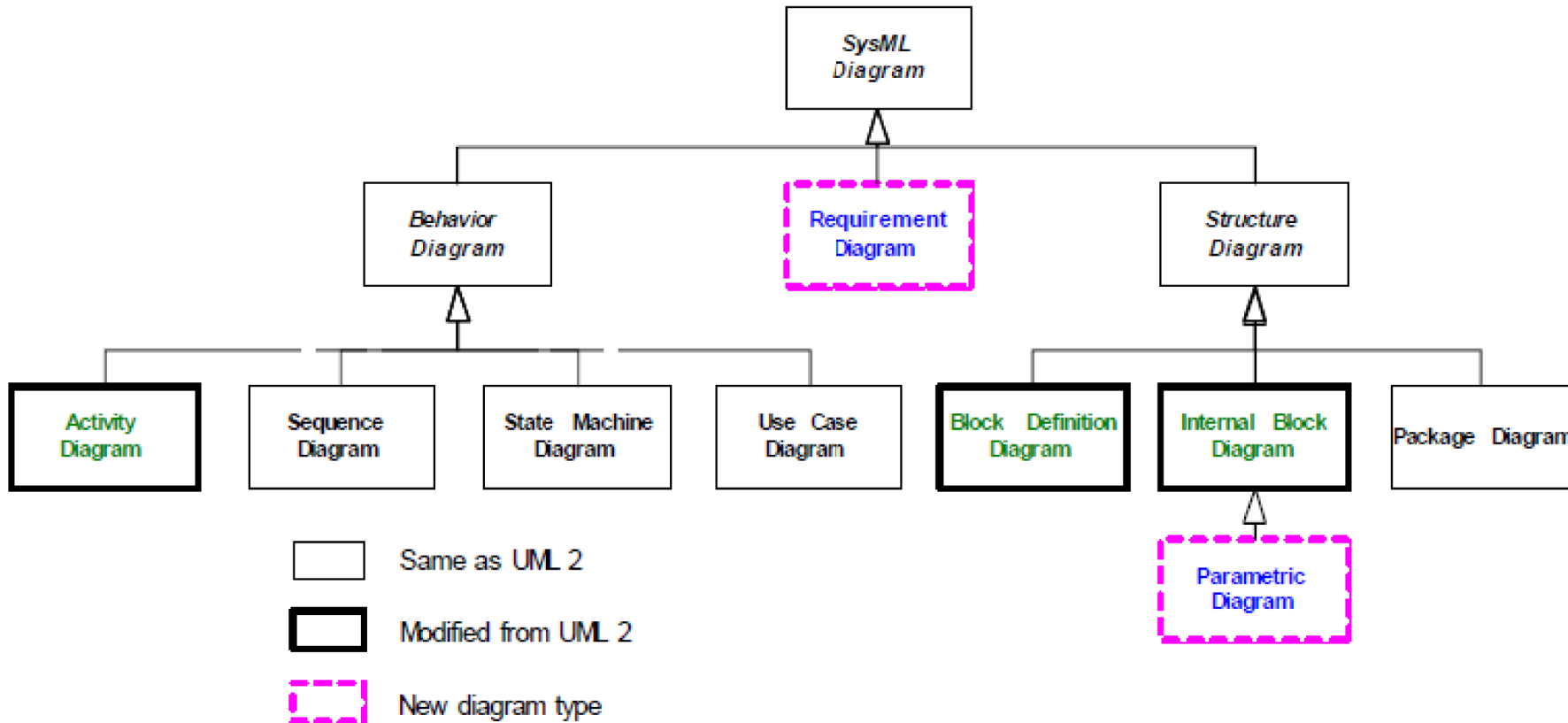
©Constantine, Doostan, Iaccarino

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- **As far as we go, engineers have used models**
 - From early Leonardo da Vinci drawings to eFFBD, SADT, APTE, Bond Graphs, SDL, Modelica...
- **Software Engineers went through the object oriented unification with UML (version 1.1 in 1997)**
- **« UML for Systems Engineering RFP », document number ad/2003-03-41 by OMG and INCOSE**



was first issued in September 1, 2007

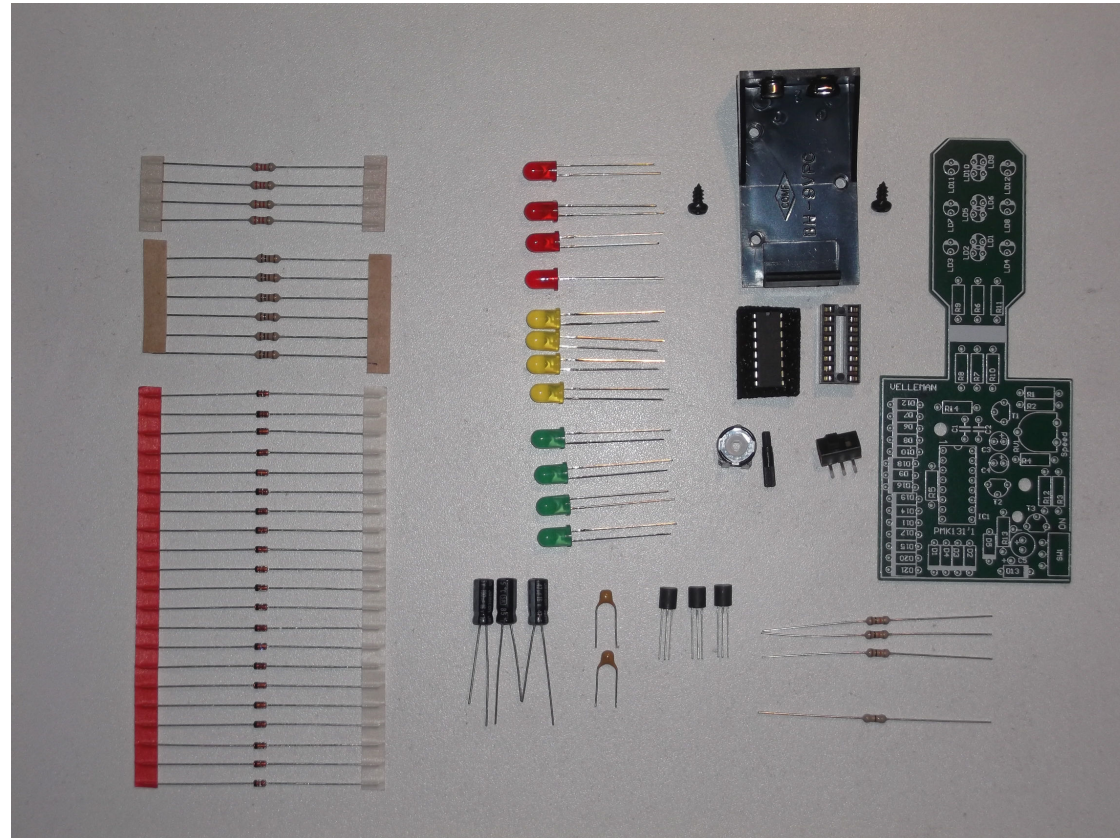


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SysML : Traffic Lights as Example

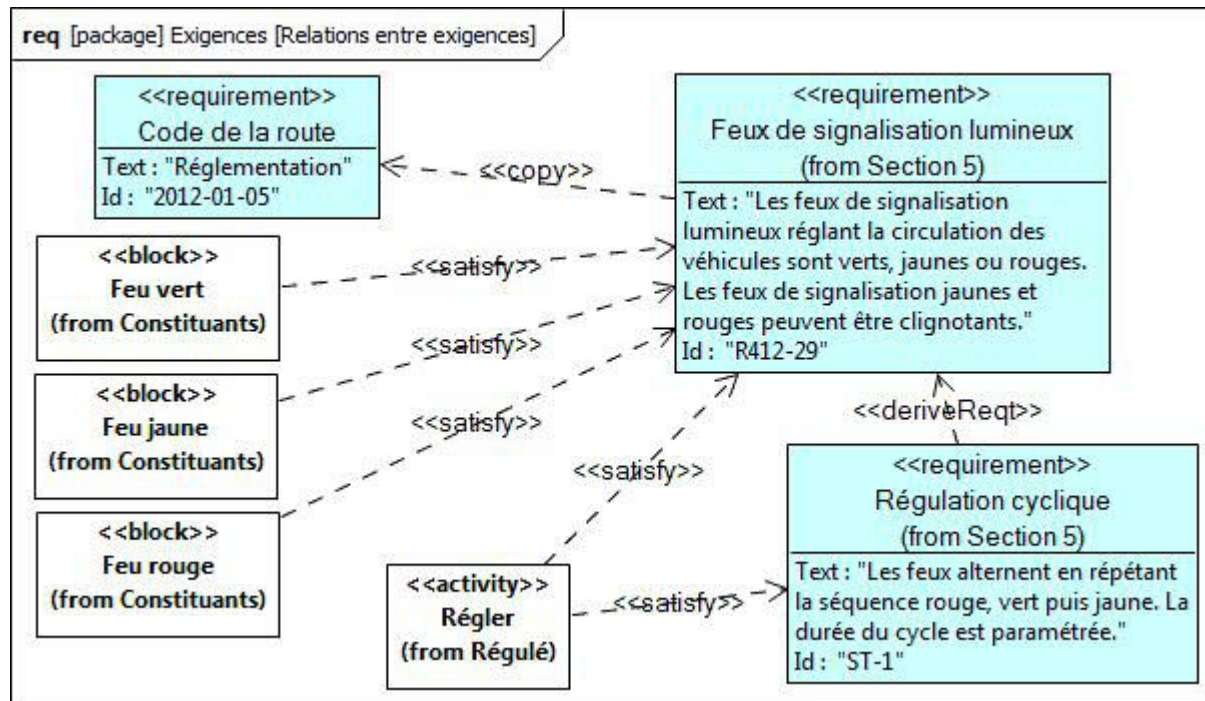


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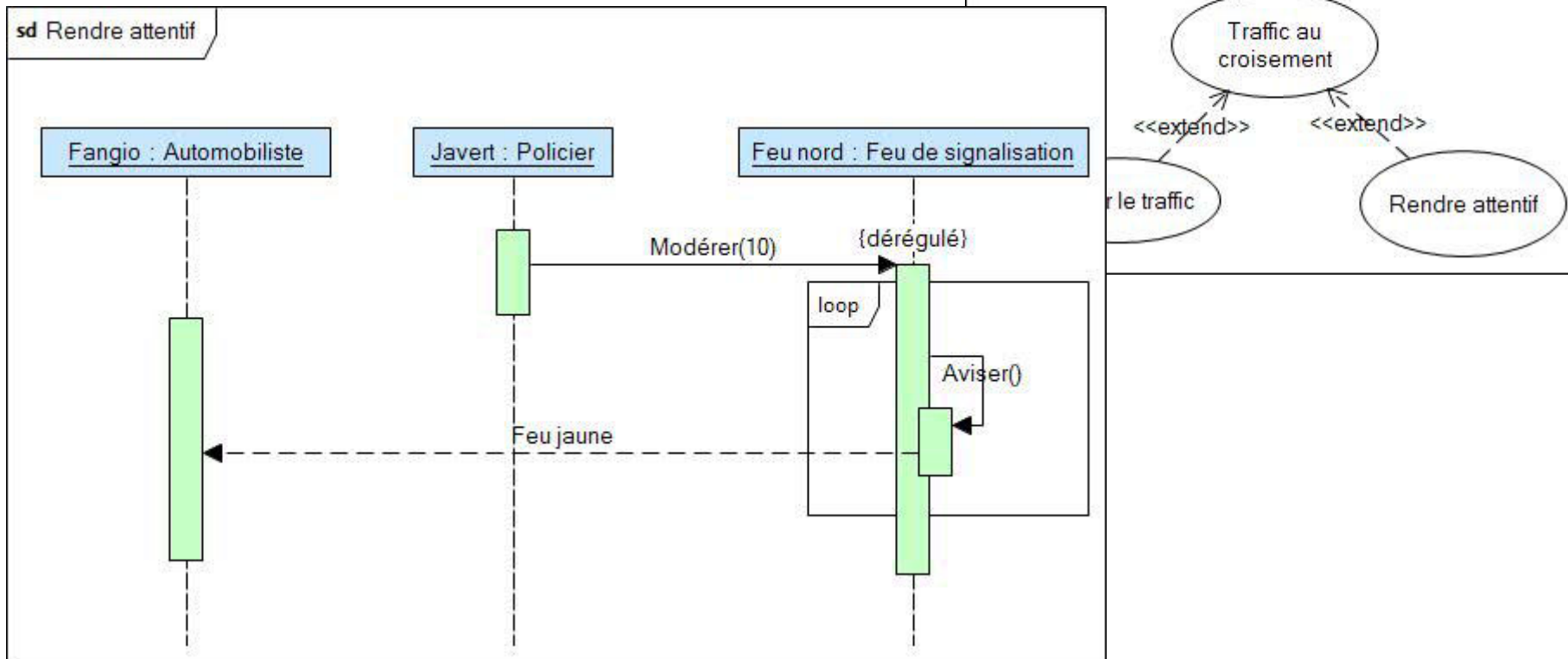


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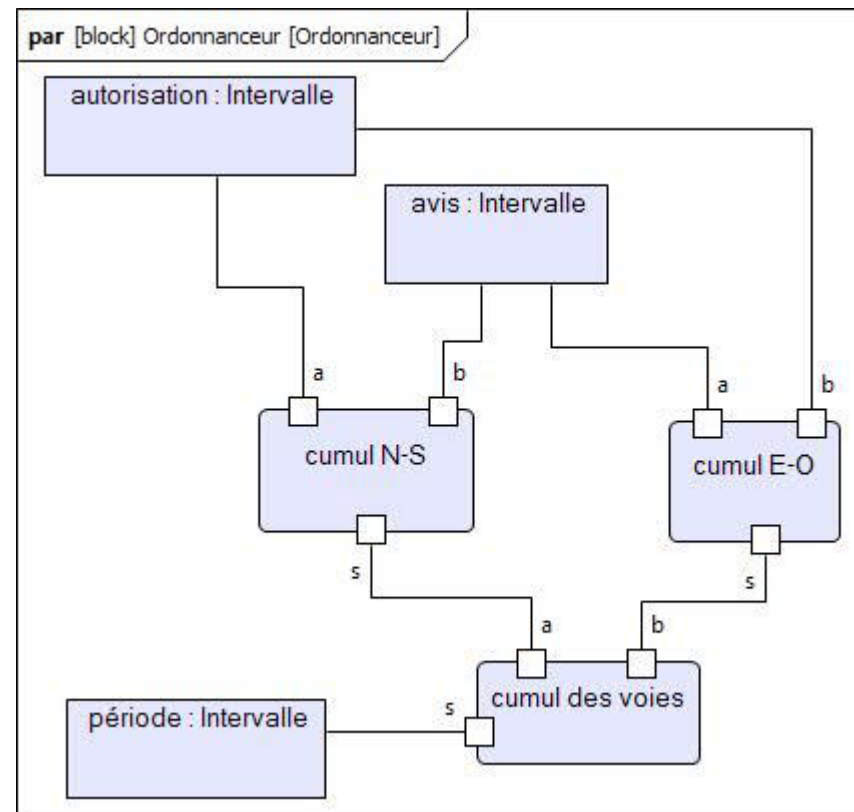
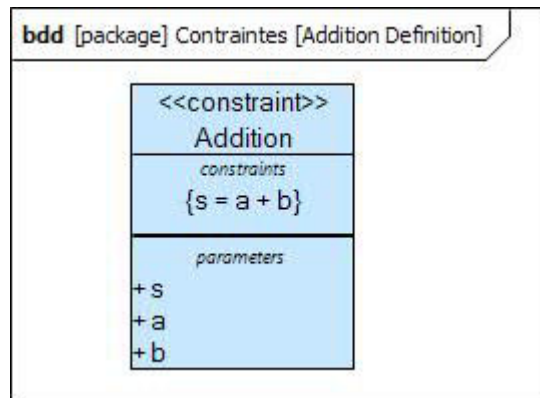
- Requirements as text, with many relationships
 - copy, deriveReq, refine, satisfy, verify, ...



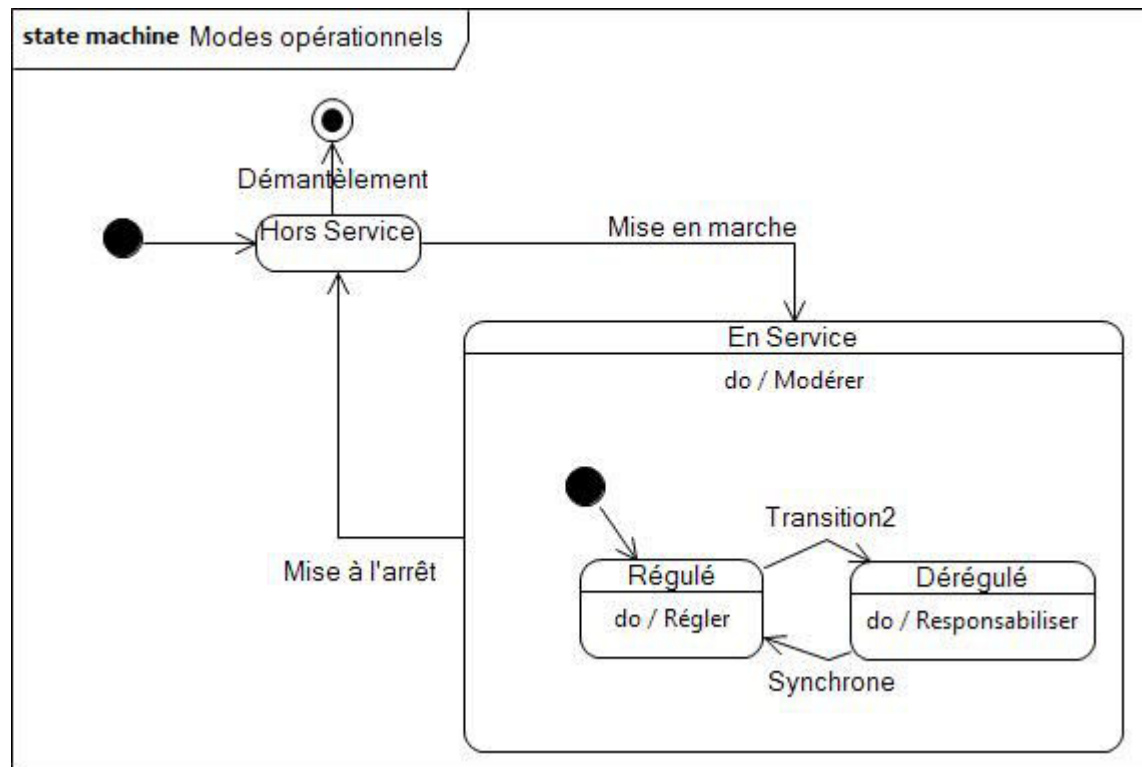
- Identified use cases give scenarios and algorithms



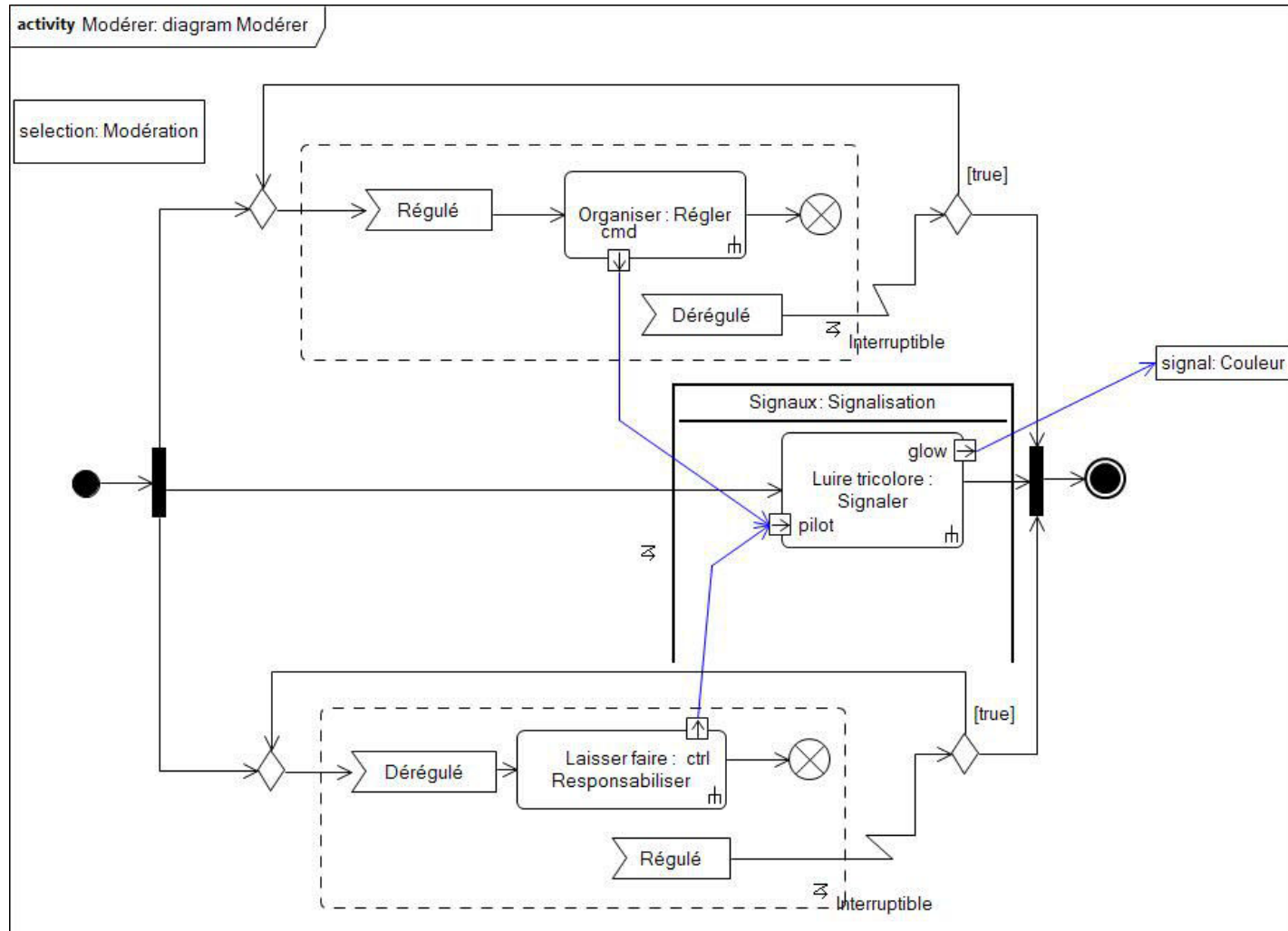
- Parametric Constraints set quantitative and acausal laws (as measure of performance or internal rule)



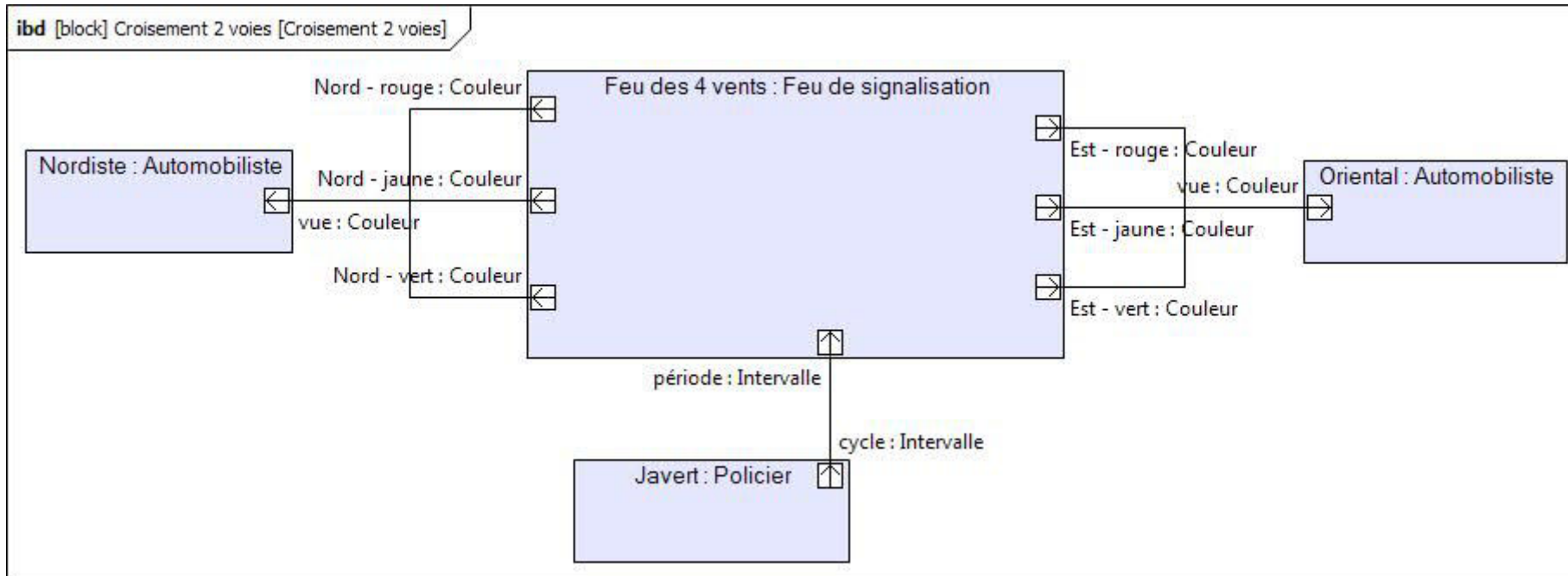
- Operational modes and transitions are defined
- Functions are associated



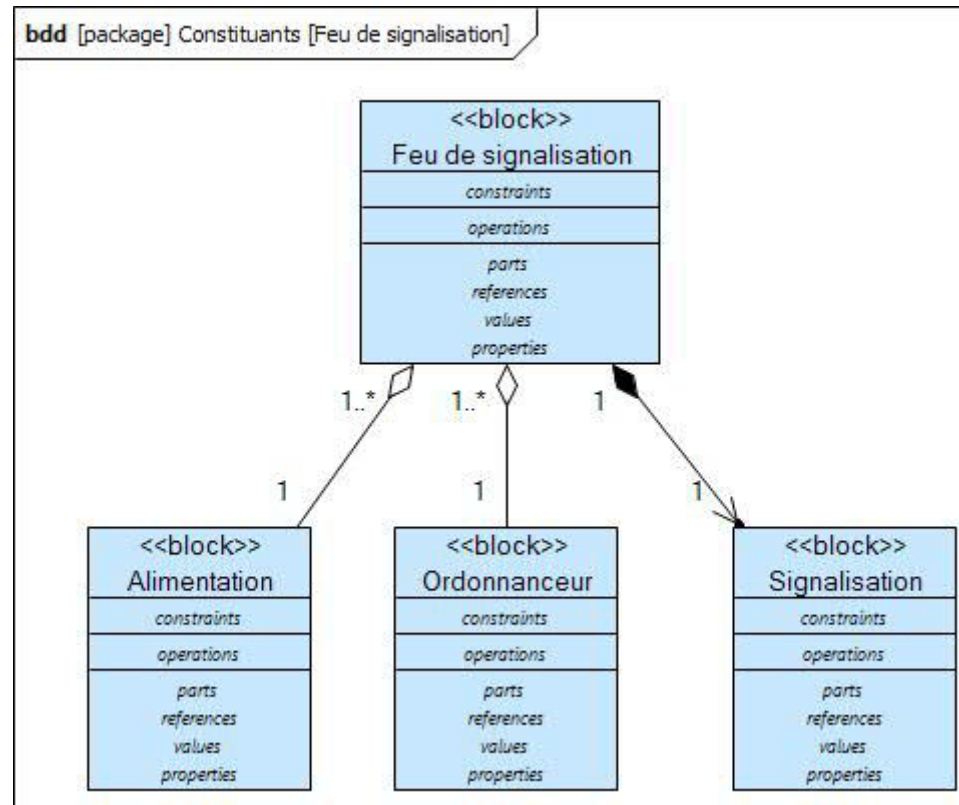
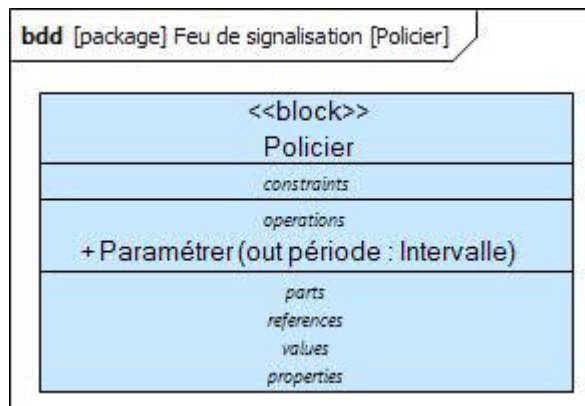
- Functions and flows are described



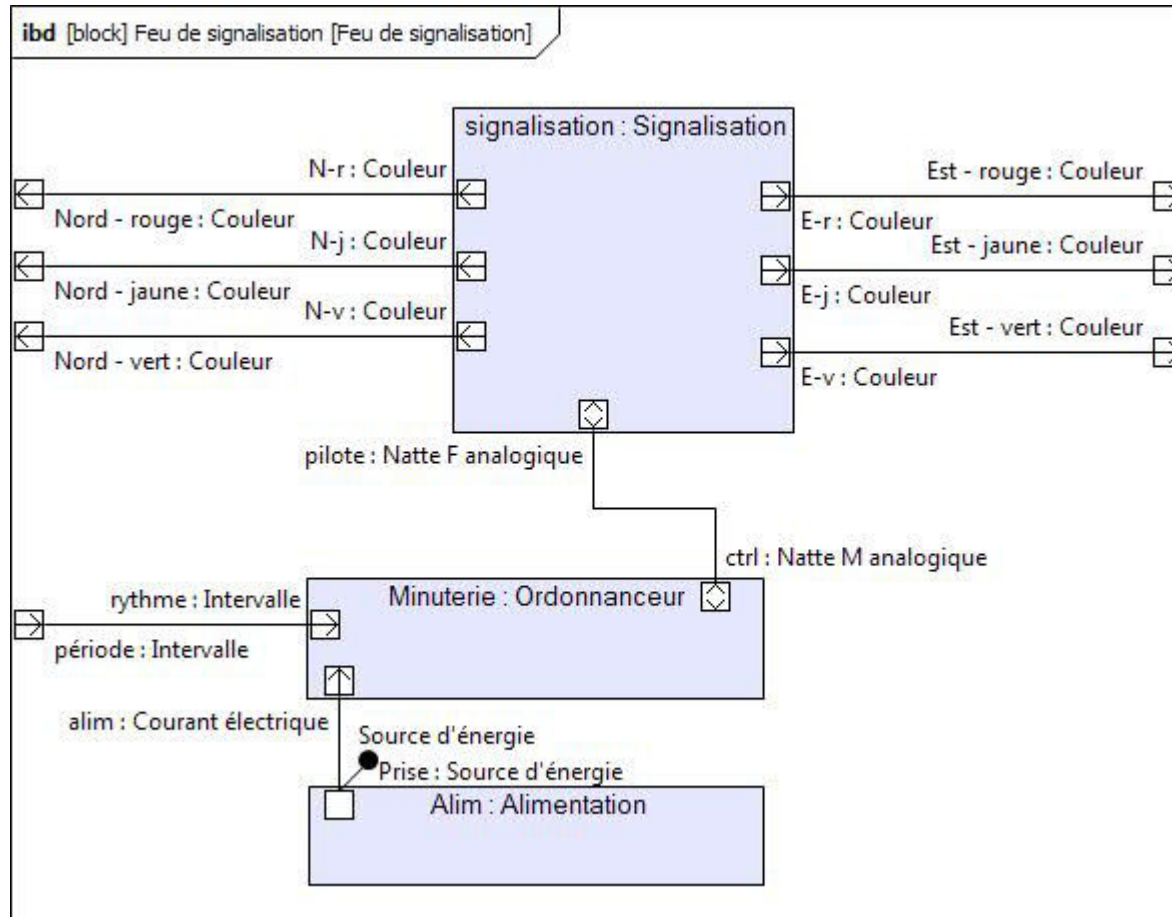
- In its context, the system connections, flows, and interfaces are defined in a black box view
- Individual instances are named (configurations)



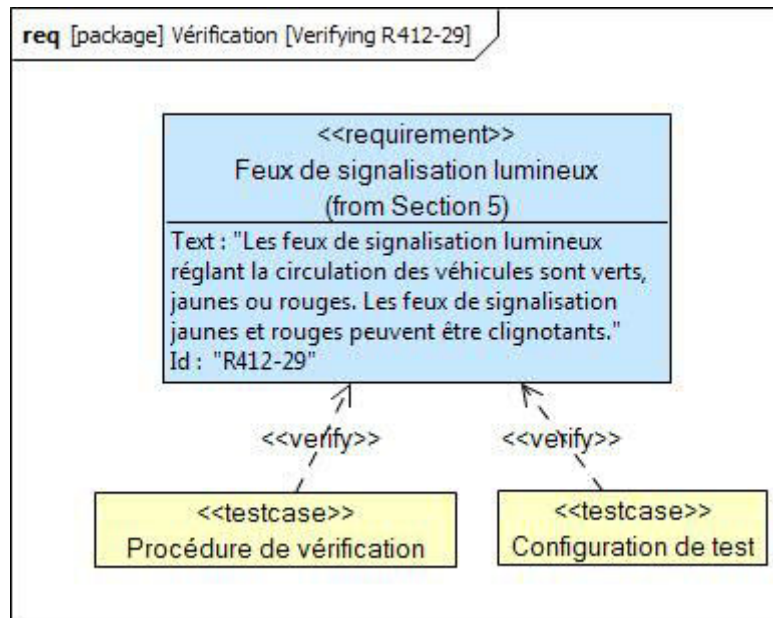
- Defined elements are used (composition or reference)
- Multiplicity is given
- Functions and flows are allocated



- The architecture is built recursively (white box)



- Verification procedures (as STM, SD, and ACT) and configurations are marked as <<testcase>>



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- **Language**
 - The standard evolves at a “software” rate (four versions issued in less than 5 years)
 - SysML extends (well-documented) and restricts (not documented) UML
 - SysML inherits from software terminology (activity instead of function, interfaces/pins/ports...)
 - Very rich meta-model, which cover definition / usage / instances of most elements

- **Tools**

- may induce an analytic approach (atomized), but the language supports system thinking
- The official SysML meta-model has not been implemented by all tools (interoperability issues)
- Ergonomy has to make progress
- Simulation offer of SysML models is growing

- **Language mechanisms**
 - Views and viewpoints
 - Profiles (think twice before doing it)
- **Tool support**
 - Model transformation techniques
 - Execution, Simulation

- **SysML**
 - is demanding (steep learning curve)
 - covers Systems Engineering well
 - potential is underexploited so far
- **SysML supports systems design by models up to the detailed specification**