Modeling with SysML

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OMG SysML™ Specification

- Specification status
  - Adopted by OMG in May ’06
  - Available Specification v1.0 in Sept ’07
  - Available Specification v1.1 in Nov ‘08
  - Available Specification for v1.2 in March ‘10
  - Revision Task Force for v1.3 in process

- Multiple vendor implementations available

- This tutorial is based on:
  - OMG SysML available specification (formal/2007-09-01) and
  - OMG/INCOSE tutorial by Friedenthal, Moore, and Steiner
  - “A Practical Guide to SysML” by Friedenthal, Moore, and Steiner
  - Tutorial Material from JHU/APL Course developed by Joe Wolfrom

- This OMG tutorial, specifications, papers, and vendor info can be found on the OMG SysML Website at [http://www.omgsysml.org/](http://www.omgsysml.org/)
Agenda

- Introduction
- SysML Diagram Overview
- Introduction to a Modeling Tool
- Language Concepts and Constructs
- Class Exercise
- Process Summary
- Tools Overview
- Wrap-up
Objectives & Intended Audience

At the end of this tutorial, you should have an awareness of:

- Motivation of model-based systems engineering approach
- SysML diagrams and basic language concepts
- How SysML is used as part of an MBSE process

*This course is not intended to make you a systems modeler!*
*You must use the language.*

Intended Audience:

- Practicing Systems Engineers interested in system modeling
- Software Engineers who want to better understand how to integrate software and system models
- Familiarity with UML is not required, but it helps
INTRODUCTION
SE Practices for Describing Systems

**Past**

- Specifications
- Interface requirements
- System design
- Analysis & Trade-off
- Test plans

**Future**

Moving from Document centric to Model centric

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Model-based Systems Engineering (MBSE)

- Formalizes the practice of systems development through use of models
- Broad in scope
  - Integrates with multiple modeling domains across life cycle from system of systems to component
- Results in quality/productivity improvements & lower risk
  - Rigor and precision
  - Communications among system/project stakeholders
  - Management of complexity

Life Cycle Support

Vertical Integration

Operational Models

System Models

Component Models
System Development Process

Integrated Product Development (IPD) is essential to improve communications.

A Recursive V process that can be applied to multiple levels of the system hierarchy.
System Modeling Activities – OOSEM
Integrating MBSE into the SE Process

Major SE Development Activities

- Analyze Needs
  - Causal analysis
  - Mission use cases/scenarios
  - Enterprise model

- Define System Requirements
  - System use cases/scenarios
  - Elaborated context

- Define Logical Architecture
  - Logical decomposition
  - Logical scenarios
  - Logical subsystems

- Optimize & Evaluate Alternatives
  - Parametric Diag
  - Trade study

- Manage Requirements
  - Req'ts Diagram & tables

- Support Validation & Verification
  - Test cases
  - Test procedures

- Synthesize Allocated Architecture
  - Node diagram
  - HW, SW, Data arch
  - System deployment

Common Subactivities

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4 Pillars of SysML

pkg [Model] Example Model [Model Organization]

requirements

behavior

structure

parametrics

«requirement»

SR1

«requirement»

SR1.1

«requirement»

SR1.2

req [Package] Requirements

act [Activity] Behavior::A0

bdd [Package] Structure

par [Block] Parametrics::Analysis J

<<satisfy>>

prop

property 1

property 1.1

property 1.2

<<block> System

values

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SysML Diagram Types

SysML includes nine diagrams as shown in this diagram:

FIGURE 3.1
1. Structure

- **Library:** Electronic Processor
- **Block:** Anti-Lock Controller [Basic]
- **Block:** Traction Detector
- **Library:** Anti-Lock Controller

2. Behavior

- **Interaction:** ABS_ActivationSequence [Sequence Diagram]
- **State Machine:** TireTraction [State Diagram]

3. Requirements

- **Requirement:** Stopping Distance
  - Id = "10.2"
  - Text = "The vehicle shall stop from 60 miles per hour within 150 ft on a clean dry surface"  

4. Parametrics

- **Parameter:** Braking Force Equation
  - \( f = (t^2 + bf)(1 - t) \)
- **Parameter:** Acceleration Equation
  - \( a = \frac{m}{m/s^2} \)
- **Parameter:** Distance Equation
  - \( v = \frac{dx}{dt} \)
  - \( v = m/sec \)  
  - \( a = \frac{dv}{dt} \)

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SYSML DIAGRAM OVERVIEW
SysML Diagram Frames

- Each SysML Diagram must have a diagram frame
- Each SysML diagram frame represents a model element
- Diagram context is indicated in the header:
  - Diagram kind (act, bdd, ibd, sd, etc.)
  - Model element type (package, block, activity, etc.)
  - Model element name
  - User defined diagram name or view name
- A separate diagram description block is used to indicate if the diagram is complete, or has elements elided

**FIGURE 4.8**

SysML Diagrams

- Package diagram
- Requirement diagram
- Use Case diagram
- Block Definition diagram
- Internal Block diagram
- Activity diagram
- Sequence diagram
- State Machine diagram
- Parametric diagram
Package Diagram

- Represents the organization of a model in terms of packages that contain model elements

![Package Diagram](image)

Requirement Diagram

- Represents text-based requirements and their relationship with other requirements, design elements, and test cases to support requirements traceability

![Requirement Diagram](image)

**FIGURE 3.2**
Block Definition Diagram

- Represents structural elements called blocks, and their composition and classification

FIGURE 3.3
Internal Block Diagram

- Represents interconnection and interfaces between the parts of a block

FIGURE 3.9


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Use Case Diagram

- Represents functionality in terms of how a system or other entity is used by external entities (i.e., actors) to accomplish a set of goals.

![Use Case Diagram](image-url)

FIGURE 3.4

Drive Vehicle Sequence Diagram

- Represents behavior in terms of a sequence of messages exchanged between parts

FIGURE 3.5
Start Vehicle Sequence Diagram

FIGURE 3.6

Activity Diagram

- Represents behavior in terms of the ordering of actions based on the availability of inputs, outputs, and control, and how the actions transform the inputs to outputs
Vehicle System Hierarchy

Block Definition Diagram

FIGURE 3.10

Power Subsystem Internal Block Diagram
Provide Power
Activity Diagram

FIGURE 3.11
State Machine Diagram

- Represents behavior of an entity in terms of its transitions between states triggered by events

**FIGURE 3.8**
Parametric Diagram

- Represents constraints on property values, such as $F = m \times a$, used to support engineering analysis.
FIGURE 3.18

Requirements Traceability


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INTRODUCTION TO A MODELING TOOL
Typical Work Area Components

- **Project Browser**
- **Toolbox**
- **Drawing Area**
- **Figure Tabs**

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LANGUAGE CONCEPTS AND CONSTRUCTS
Agenda

- Language Concepts and Constructs
  - Organizing the Model with Packages
  - Capturing Text-Based Requirements in the Model
  - Modeling High Level Functionality with Use Cases
  - Modeling Structure With Blocks
    - Modeling Blocks and Their Relationships on a BDD
    - Modeling Part Interconnection on an IBD
  - Modeling Behavior
    - Flow-based Behavior with Activities
    - Message-based Behavior with Interactions
    - Event-based Behavior with State Machines
  - Modeling Constraints with Parametrics
  - Modeling Cross Cutting Relationships with Allocations
ORGANIZING THE MODEL WITH PACKAGES
Packages

- Packages are used to organize the model
  - Groups model elements into a name space
  - Often represented in tool browser
  - Supports model configuration management (check-in/out)
- Model can be organized in multiple ways
  - By System hierarchy (e.g., enterprise, system, component)
  - By diagram kind (e.g., requirements, use cases, behavior)
  - Use viewpoints to augment model organization
- Package Diagrams provide a graphical depiction of the model organization and/or package content
Package Diagram for Automobile Model

FIGURE 3.19

Package Diagram Containment Relationship

- Depicts Package Hierarchy
- Three techniques (displayed below)
  - Packages contained within ‘frame’ of parent package
  - Packages contained within a package
  - Crosshair pointing to the parent package

FIGURE 5.1
Package Organization for Parking Garage Gate

pkg Package Diagrams

Behavior
- Activity Diagrams
- Sequence Diagrams
- State Machine Diagrams
- Use Case Diagrams

Structure
- Block Definition Diagrams
- Internal Block Diagrams
- Package Diagrams
- Parametric Diagrams

Model Library
- Actors
- Blocks
- Dimensions
- Information Elements
- Units
- Use Cases
- Value Types

Requirements
- Element Specification
- System Specification
Summary

- Packages are used for Model Organization
- Package Diagrams are used to depict how the model is organized
- Packages can contain:
  - Other packages
  - Model elements
- Models may be organized using a variety of methods
CAPTURING TEXT-BASED REQUIREMENTS IN THE MODEL
Requirements

- The «requirement» stereotype represents a text based requirement
  - Includes id and text properties
  - Can add user defined properties such as verification method
  - Can add user defined requirements categories (e.g., functional, interface, performance)
- Requirements hierarchy describes requirements contained in a specification
- Requirements relationships include Containment, DeriveReqt, Satisfy, Verify, Refine, Trace, Copy
  - SysML provides a graphical depiction of these relationships
  - SysML also provides a means to capture rationale for a specific requirement or relationship
要求追踪

图3.18

需求要求 [最大加速度要求追踪]

- 要求
  - 要求
    - 最大加速度
      - id = 3.2.1
        - text = 该车辆应从0加速到60英里每小时
      - 验证
        - 满足
          - 测试用例
            - Max Acceleration
          - 块
            - 动力子系统
          - 需求
            - 引擎规格
              - id = 3.2.2
                - text = 引擎的最大马达功率应大于
      - 推导需求
        - 参数分析图
Representing Relationships

- Three ways to depict requirement relationships in SysML:
  - Direct
  - Compartment
  - Callout
Direct Notation

- Used when the requirement and the related model element appear on the same diagram
- Establishes dependency of model element to requirement in model
- Read figure below as: “The camera satisfies the Sensor Decision requirement”.

![Diagram showing the relationship between requirements and blocks in SysML]
Compartment Notation

- Used when the requirement and model element do not appear on the same diagram.
- Used for model elements such as blocks or requirements that support compartments.

```
«requirement»
Sensor Decision

id = "D1"
text = "The system shall use cameras to detect intruders."

satisfiedBy
«block» Camera

FIGURE 12.4
```
Callout Notation

- Used when the requirement and model element do not appear on the same diagram
- Uses ‘Note’ box, rather than model element
- Can be used when the model element or tool does not support compartments

FIGURE 12.5
Depicting Rationale

- Used to explain or justify a requirement or a requirement relationship

![Diagram showing relationships between requirements and rationale](image)

**FIGURE 12.14**
Tabular Format

- Requirements and their relationships can be represented in a tabular format

<table>
<thead>
<tr>
<th>id</th>
<th>name</th>
<th>text</th>
</tr>
</thead>
<tbody>
<tr>
<td>S1</td>
<td>Operating Environment</td>
<td>The system shall be capable of detecting intruders 24 hours per day…</td>
</tr>
<tr>
<td>S1.1</td>
<td>Weather Operation</td>
<td>The system shall be capable of detecting intruders under all weather…</td>
</tr>
<tr>
<td>S1.2</td>
<td>24/7 Operation</td>
<td>The system shall detect intruders 24 hours per day, 7 days per week</td>
</tr>
<tr>
<td>S2</td>
<td>Availability</td>
<td>The system shall exhibit an operational availability (Ao) of 0.999…</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>id</th>
<th>name</th>
<th>relation</th>
<th>id</th>
<th>name</th>
<th>Rationale</th>
</tr>
</thead>
<tbody>
<tr>
<td>D1</td>
<td>Sensor Decision</td>
<td>derivedFrom</td>
<td>S1.1</td>
<td>24/7 Operation</td>
<td>Using a camera is the most cost-effective way of meeting these requirements. See trade study T1.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>derivedFrom</td>
<td>S1.2</td>
<td>Weather Operation</td>
<td>Using a camera is the most cost-effective way of meeting these requirements. See trade study T1.</td>
</tr>
</tbody>
</table>
Parking Garage Requirements Model

- **Operating Constraints**
  - **id**: 1.1
  - **notes**: The Gate System shall allow drivers to pay their parking bill automatically with a credit card. 24 hours per day, 7 days per week.

- **Fee Notification**
  - **id**: 1.3
  - **notes**: The Gate System shall notify the driver of the amount owed for parking.

- **Print**
  - **id**: 1.5
  - **notes**: The Gate System shall be capable of printing a receipt.

- **Gate Opening**
  - **id**: 1.6
  - **notes**: The Gate System shall open the gate upon Credit Card verification.

- **Gate Closing**
  - **id**: 1.7
  - **notes**: The Gate System shall close the gate upon vehicle departure.

- **Parking Bill Calculation**
  - **id**: 1.2
  - **notes**: The Gate System shall calculate the parking fee, based on the total time the vehicle was parked in the garage.

- **Credit Card Validation**
  - **id**: 1.4
  - **notes**: The Gate System shall be capable of verifying the Credit Card account in 100 seconds.
Summary

- Requirement modeling graphically depicts:
  - Hierarchy between requirements
  - Traceability between requirements and the rest of the model elements

- There are three types of notation used to depict requirement relationships: Direct, Compartment, and Callout

- There are seven types of requirement relationships in SysML:
  - Containment
  - Satisfy
  - Verify
  - Derive
  - Refine
  - Trace
  - Copy
MODELING HIGH LEVEL FUNCTIONALITY WITH USE CASES
Use Cases

- Provide means for describing basic functionality in terms of usages/goals of the system by actors
  - Use is methodology dependent
  - Often accompanied by use case descriptions
- Common functionality can be factored out via «include» and «extend» relationships
- Elaborated via other behavioral representations to describe detailed scenarios
- No change to UML
Operate Vehicle Use Case Diagram

FIGURE 3.4

Use Case Diagram Components

- Use Case diagrams are comprised of the following:
  - Subject
  - Actors
  - Use Cases
  - Relationships
Subject

- Provides the functionality in support of the use cases
- Represents a system being developed
- Also called the ‘system under consideration’
- Represented by a rectangle on the use case diagram

FIGURE 11.1
Actors

- Used to represent something that uses the system
  - Not ‘part’ of the system
    - Depicted outside of the system ‘box’
  - Actors interface with the system
- Can be a person or another system
- Usually depicted by a stick figure and/or block with `<actor>` label
- Name the Actors based on the role they perform as a user of the system (e.g. Operator, Customer, etc)

![Diagram of Actors in a system model](image-url)
Use Cases

- Represent the goals that a system will support
- Depicted by an oval with the Use Case name inside
- Name should consist of a verb and a noun that describe the functionality of the system (e.g. Record Grades, Monitor Environment)

FIGURE 11.1
Relationships on a Use Case Diagram

- Relationships between Actors and Use Cases
- Relationships between Use Cases
  - Include
  - Extend
  - Classification

FIGURE 11.4
Relationships Between Use Cases

- **Include** - depicts shared (or reused) functionality
- **Extend** - depicts optional functionality, performed when a particular condition is met
- **Classification** - indicates that the specialized Use Case inherits functionality from the general Use Case

**FIGURE 11.4**

Use Case Model for Parking Garage Gate

uc Parking Garage Gate Billing System

Parking Garage Gate

- Pay Parking Bill
  - extension points: Cancel
- Cancel Transaction
- Adjust Rate
- Adjust Daily Rate
- Adjust Hourly Rate
- Reload Printer Paper

Driver

Maintainer
Summary

- Use Cases capture the functionality a system must provide to achieve user goals
- Use Case diagrams are made up of:
  - Subject
  - Actors
  - Use Cases
  - Relationships
- Use Case can be elaborated through:
  - Activity diagrams
  - Sequence diagrams
  - State machine diagrams
MODELING STRUCTURE WITH BLOCKS
MODELING BLOCKS AND THEIR RELATIONSHIPS ON A BDD
Blocks are Basic Structural Elements

- Provides a unifying concept for describing the structure of an entity
  - System
  - Hardware
  - Software
  - Data
  - Procedure
  - Facility
  - Person

- Multiple standard compartments can describe the block characteristics
  - Properties (parts, references, values, ports)
  - Operations
  - Constraints
  - Allocations from/to other model elements (e.g. activities)
  - Requirements the block satisfies
  - User defined compartments
Top Level Block Definition Diagram

FIGURE 3.3

FIGURE 3.10
Purpose of Block Definition Diagrams

- Depicting Relationships between Blocks
  - Composite Association
  - Generalization
- Depicting Structural Features of Blocks
  - Part Properties
  - Value Properties
  - Ports
    - Flow Ports
    - Standard Ports
- Depicting Behavioral Characteristics of Blocks
  - Operations
Composite Association

- Composite Associations depict parts that make up the Whole
- Black diamond on the Whole end
- Role names can appear on the part end
Generalization

- Block Definition Diagrams can be used to depict generalization and specialization relationships.
- Facilitates reuse.
  - The specialized block (subclass) reuses (inherits) the features of a generalized block (superclass), and adds its own features.
- Depicts an ‘is-a’ relationship.
- Depicted with a closed arrowhead pointing toward the generalized block.

![Diagram of Camera Block Definition Diagrams showing generalization and specialization relationships.](image-url)
Value Properties

- Used to model quantifiable block characteristics or attributes
- Based on a Value Type, which describe the values for quantities
- Listed in compartments using the following syntax:
  - value property name: value type name
- Value Properties:
  - can have default values
  - can also define a probability distribution for their values

```
values
aperture : mm = 2.4
«normal»{mean = "7", standardDeviation = "0.35"} focal length : mm
```

FIGURE 6.22
Ports

- Specifies interaction points on blocks
- Kinds of Ports
  - Flow Port
    - Specifies what can flow in or out of a block
  - Standard Port
    - Specifies a set of required or provided operations
Flow Ports

- Flow Ports – used to describe an interaction point for items flowing in or out of a block
- Two types:
  - Atomic Ports
  - Non-atomic Ports
- Depicted as a box on the block border

**FIGURE 6.25**

**FIGURE 6.26**
Standard Ports and Interfaces

- **Standard Ports** – depict interfaces that specify the behavioral features (services) that a block either provides or requires.
  - **Provided Interface** – specifies operations that a block provides
    - Depicted by a ‘ball’
  - **Required Interface** – specifies operations required by the block
    - Depicted by a ‘socket’

![Diagram of Standard Ports and Interfaces](image)

**FIGURE 6.32**

<table>
<thead>
<tr>
<th>«interface»</th>
<th>User Login</th>
</tr>
</thead>
<tbody>
<tr>
<td>operations</td>
<td>login() : String</td>
</tr>
<tr>
<td></td>
<td>logout() : String</td>
</tr>
</tbody>
</table>

**FIGURE 6.33**
Operations

- Operations describe something that a block can do
- Operations can have parameters that are passed into or out of the operation
- Operations are typically synchronous, (i.e. requestor waits for a response)
- Operations are listed in the ‘operations’ compartment of a block, as follows:
  - operation name (parameter list): return type

```
«block»
Monitoring Station

operations
create route() : Route
delete route(in r : Route)
test cameras()
camera test complete(in OK : Boolean)
verify login details() : Boolean
check capacity()
pan camera(in strength : Integer)
tilt camera(in strength : Integer)
get camera status(in camera id : Integer, out camera status : String)
```
Top Level Block Definition Diagram for Parking Garage Gate Domain
Generalization/Specialization Relationship
Summary

- A Block is the basic structural element used to model the system’s structure
- Block Definition Diagrams are used to depict
  - Definition of blocks
  - How blocks relate to each other
- Block structural characteristics include part properties, value properties, and ports
- Block functional characteristics include operations and receptions
- Block relationships include associations and generalizations
MODELING PART INTERCONNECTION ON AN IBD
**Block Definition vs. Usage**

### Definition
- Block is a definition/type
- Captures properties, etc.
- Reused in multiple contexts

### Usage
- Part is the usage of a block in the context of a composing block
- Also known as a role
Internal Block Diagram (ibd) Specifies Interconnection of Parts
Vehicle System Context Showing External Interfaces

FIGURE 3.9

Power Subsystem
Internal Block Diagram
Modeling Standard Ports and their Connectors on an IBD

- Standard ports specify interactions as services
  - Required interface specifies requests for services (socket symbol)
  - Provided interface specifies provided services (ball symbol)

FIGURE 6.34

Internal Block Diagram for Gate Assembly

```
ibd Internal Block Diagrams [Gate Assembly]

:Gate

m1

:Gate Motor

e1

:Sensor
```
Internal Block Diagram for Control Unit
Summary

- Internal Block Diagrams are used to depict the internal structure of a block
- The frame of an IBD represents the enclosing block
- Internal Block Diagrams depict:
  - The usage of a block in a specific context
  - How parts/ports are connected
  - What flows between parts/ports
- Standard ports are used on an IBD to depict interfaces that specify the behavioral features (services) that a block either provides or requires
MODELING BEHAVIOR
MODELING FLOW-BASED BEHAVIOR WITH ACTIVITIES
Activities

- Activity specifies transformation of inputs to outputs through a controlled sequence of actions
- Secondary constructs show responsibilities for the activities using activity partitions (i.e., swim lanes)
- SysML extensions to Activities
  - Support for continuous flow modeling
  - Alignment of activities with Enhanced Functional Flow Block Diagram (EFFBD)
Provide Power Activity Diagram

FIGURE 3.11
Actions

- Actions – describe how activities execute
  - Used to model the steps of the activity
  - Accept inputs and create outputs (depicted by ‘pins’)
  - Call Actions – represent activities that can be further decomposed into other actions
    - Allows for hierarchical modeling of activities

![Diagram of action with inputs and outputs](image-url)
Decomposing an Activity Diagram with Call Behavior Actions

- Pins match Parameters in number and type
- Rake symbol denotes details are depicted on another diagram

FIGURE 8.6

FIGURE 8.8
Initial, Activity Final, and Flow Final Nodes

- Initial Node – denotes where execution begins
  - Depicted by black circle

- Activity Final Node – denotes where execution terminates
  - Depicted by a bulls-eye

- Flow Final Node – terminates a particular sequence of actions without terminating the entire activity
  - Depicted by circle with cross-hair
Fork Nodes and Join Nodes

- **Fork Node** – one input flow, multiple output flows
  - Output flows are independent and concurrent
- **Join Node** – multiple input flows, one output flow
  - Output occurs, only when all input tokens are available (default)
  - Join Specification may override default

---

**FIGURE 8.1**

- Fork Node
  - Video in
  - Encoded frames
  - Join Node with Join Specification

**FIGURE 8.7**

- Join Node with Join Specification
  - «joinSpecification»
  - ((flow 1 & flow 2) | (flow 2 & flow 3))
Decision Nodes and Merge Nodes

- **Decision Nodes** – one input, multiple output paths
  - Only one output path is valid, based on ‘guard’ conditions
  - Guards must be mutually exclusive

- **Merge Node** – multiple inputs, one output flow
  - Output flow is triggered upon arrival of any of the input flows

![Decision Node Diagram](image)

![Merge Node Diagram](image)

FIGURE 8.13

FIGURE 8.8
Control Flow

- Used to show sequence of actions
- Represents a control token
  - An action cannot start until it receives a control token on all input control flows
  - When an action is completed, it places control tokens on all outgoing control flows
- Can be depicted with a dashed arrow, to distinguish it from object flows
- Like object flow, can be used with:
  - Forks and Joins
  - Decision Nodes and Merges
Partitions (aka Swimlanes)

- Allocates actions to an entity responsible for performing the action
- Can be used to specify functional requirements of an actor, component, or part
- Can be depicted horizontally or vertically
Activity Model (Primary Path)
Activity Model (w/Object Flow)

```
act Pay Parking Bill (Control and Object Flow)

Approach Gate

Prompt Driver to Insert Parking Ticket

Insert Ticket

:Entry Time/Date

Calculate Fee

:Fee

Insert Credit Card

:Credit Card Nbr

Verify Credit

:Credit Card Nbr

Depart Gate

Open Gate

Close Gate
```
Activity Model (w/Partitions)

act Pay Parking Bill (w/Partitions)

:Vehicle  :Parking Garage Gate System  :Driver  :Credit Card Authority

Approach Gate

Prompt Driver to Insert Parking Ticket

Insert Ticket

:Entry Time/Date

:Entry Time/Date

Calculate Fee

:Fee

Insert Credit Card

:Credit Card Nbr

Verify Credit

:Credit Card Nbr

Depart Gate

Open Gate

Close Gate
Decomposition of Calculate Fee

- Example below shows use of Input and Output Parameters for the Calculate Fee Activity
- Hierarchical relationship of Activities and Actions
Summary

- Activity Diagrams are used to model behavior that specifies the transformation of inputs to outputs through a controlled sequence of Actions.
- Activities can have multiple inputs or outputs called parameters.
- Activities are made up of actions.
- Actions consume input tokens and produce output tokens via pins.
- Inputs/outputs can either be streaming or non-streaming.
- Object Flows are used to depict the flow of object tokens from one action to other actions.
- Control Flows are used to depict the transfer of control from one action to other actions using control tokens.
- Call behavior actions can be further decomposed by calling other activities.
- Partitions are used to assign responsibility for actions to blocks or parts that the partition represent.
MODELING MESSAGE-BASED BEHAVIOR WITH INTERACTIONS
Interactions

- Sequence diagrams provide representations of message based behavior
  - represent flow of control
  - describe interactions between parts
- Sequence diagrams provide mechanisms for representing complex scenarios
  - reference sequences
  - control logic
Drive Vehicle Sequence Diagram

FIGURE 3.5

Sequence Diagram Components

- Sequence diagrams can be comprised of the following:
  - Lifelines
    - Represents a Structural Element of a system
    - Depicts ‘Time’
  - Messages
    - Asynchronous
    - Synchronous
    - Reply

![Sequence Diagram Example](image)

**FIGURE 9.4**
Sequence Diagram for Opening the Gate
Summary

- Sequence Diagrams are used to depict the interactions between structural elements of a Block.
- Sequence Diagrams are comprised of:
  - Lifelines
  - Messages
- Lifelines represent the structural element and depict time.
- Messages can be either:
  - Asynchronous
  - Synchronous
  - Reply
- Messages represent a call for an operation.
- Combined Fragments are used to depict complex interactions and include: alternate paths, parallel paths, optional paths or loops.
- Reference Interactions depict re-use of common interactions.
MODELING EVENT-BASED BEHAVIOR WITH STATE MACHINES
State Machines

- Typically used to represent the life cycle of a block
- Support event-based behavior (generally asynchronous)
  - Transition with trigger, guard, action
  - State with entry, exit, and do-activity
  - Can include nested sequential or concurrent states
  - Can send/receive signals to communicate between blocks during state transitions, etc.
- Event types
  - Change event
  - Time event
  - Signal event
Drive Vehicle States

FIGURE 3.8

States

- States – represents a condition in the life of a block
- Initial State – represented by a black solid dot
- Final State – represented by a bulls-eye

FIGURE 10.2

Behaviors

- Actions of a State
  - Types:
    - Entry – what happens when the state is entered
    - Exit – what happens when the state is exited
    - Do – what happens while in a state

FIGURE 10.2

Transitions

- Used to show the flow from one state to another (solid arrow)
- Can consist of triggers, guards, and effects
Composite States

- Means of depicting the hierarchy of states
- Sub-states – states that are unique to another state of an entity
- Composite States are depicted by enclosing sub-states within a state

FIGURE 10.9
State Machine for Parking Garage Gate

stm Gate State

Closed

Bill Paid

+ entry / Open Gate

Opening

Closing

+ entry / Close Gate

Vehicle Departs

Open

Closed

Opening

Closing

Open
Summary

- State Machines Diagrams are used to depict how a Block changes State.
- State Machines can be comprised of:
  - States
  - Transitions
  - Composite States
- States represent a condition in the life of a Block.
- Behaviors are the actions associated with a State.
- Transitions are used to show how a Block changes from one State to another.
- Transitions can consist of Triggers, Guards, and Effects.
- Composite States are used to depict the hierarchy of States.
MODELING CONSTRAINTS WITH PARAMETRICS
Parametrics

- Used to express constraints (equations) between value properties
  - Provides support for engineering analysis (e.g., performance, reliability)
  - Facilitates identification of critical performance properties
- Constraint block captures equations
  - Expression language can be formal (e.g., MathML, OCL) or informal
  - Computational engine is provided by applicable analysis tool and not by SysML
- Parametric diagram represents the usage of the constraints in an analysis context
  - Binding of constraint parameters to value properties of blocks (e.g., vehicle mass bound to parameter ‘m’ in $F = m \times a$)

Parametrics Enables Integration of Engineering Analysis with Design Models
Vehicle Acceleration Analysis Parametric Diagram
Defining Constraints in Constraint Blocks

- Constraint Blocks
  - Define equations so that they may be re-used and inter-connected
  - Define a set of parameters
  - Define an expression that constrains the parameters

```
<<block>>
Vehicle

<<block>>
Straight Line Vehicle Dynamics

<<constraint>>
Braking Force Equation
\( f = (t + tf(t - 1))/t \)

parameters
\( f: N(\text{unit = Newton, dimension = Force}) \)
\( tf: N(\text{unit = Newton, dimension = Force}) \)
\( bf: N(\text{unit = Newton, dimension = Force}) \)
\( ti: \% \)

<<constraint>>
Acceleration Equation
\( f = ma \)

parameters
\( f: N(\text{unit = Newton, dimension = Force}) \)
\( m: Kg(\text{unit = Kilogram, dimension = Mass}) \)
\( a: m/sec^2(\text{unit = MeterPerSecondSquared, dimension = Acceleration}) \)

<<constraint>>
Distance Equation
\( v = \frac{dx}{dt} \)

parameters
\( v: m/sec(\text{unit = MeterPerSecond, dimension = Velocity}) \)
\( x: m(\text{unit = Meter, dimension = Length}) \)
\( t: sec(\text{unit = Second, dimension = Time}) \)

<<constraint>>
Velocity Equation
\( a = \frac{dv}{dt} \)

parameters
\( a: m/sec^2(\text{unit = MeterPerSecondSquared, dimension = Acceleration}) \)
\( v: m/sec(\text{unit = MeterPerSecond, dimension = Velocity}) \)
\( t: sec(\text{unit = Second, dimension = Time}) \)
```
Defining Parametric Models

- Parametric models:
  - Depict a network of equations that constrain the properties of blocks
  - The properties of the system are bound to the parameters of the analysis equations (e.g. vehicle mass is bound to ‘m’ in $F=ma$)

- Example: in the figure, properties of the vehicle are bound to the parameters of the equations used to analyze vehicle stopping distance

- Parametric models thus help identify the properties of the system that are critical to satisfying requirements
Top-Level Parametric Diagram for Gate System

```
par Operational Effectiveness Parametric Diagram

«moe»
operational effectiveness

«internalProperty»
overall effect

Operational Effectiveness Function

«internalProperty»
avail

«internalProperty»
cc process time

«internalProperty»
pt process time

«moe»
availability

«moe»
credit card processing time

«moe»
parking ticket processing time
```

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Summary

- Parametric diagrams
  - Capture the analysis as a network of equations
  - Help ensure consistency between the system design model and multiple engineering analysis models
  - Help to manage technical performance measures

- Constraint Blocks
  - Define parameters and constraint expressions
  - Represented on a Block Definition Diagram

- Constraint Property
  - Usage of constraint blocks
  - Represented on a Parametric Diagram
MODELING CROSS CUTTING RELATIONSHIPS WITH ALLOCATIONS
Allocation Relationships

- Allocation Relationships: Mapping Between Any Two Named Model Elements
- A Named Model Element is Allocated to (allocatedTo) or Allocated From (allocatedFrom) Other Model Elements.
- Example: System Behavioral Allocation (or Functional Allocation)
  - Allocation of System Activities to Blocks
    - Each Block Responsible for Executing a Particular Activity
Allocation Relationships

FIGURE 13.1 Copyright © 2009 by Elsevier, Inc. All rights reserved.
**Allocation Notation**

- **Tabular (Table or Matrix) Notation**: Multiple Allocation Relationships
  - Not specifically prescribed by SysML specification (Tools Vary)
  - Useful for concise, compact Allocations Representations

---

**Figure 13.5**

<table>
<thead>
<tr>
<th>Behavior [Generic Examples:...</th>
<th>Focus Controller</th>
<th>Focus Optimizer</th>
<th>Sharpness Detector</th>
<th>Video Quality Che...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adjust Focus( current : Im...)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Adjust Focus Motor( delta ...)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Measure Pixel Contrast( cu...</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Optimize Focus( contrast : ...)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
# Functional Allocations for Parking Garage Gate

![Relationship Matrix](image)

<table>
<thead>
<tr>
<th>Source</th>
<th>Type: Activity Diagrams</th>
<th>Type: Activity</th>
<th>Link Type: Allocate</th>
<th>Profile:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target: Parking Garage</td>
<td>Type: Block</td>
<td>Direction: Source -&gt; Target</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Control Unit</th>
<th>Credit Card Authority</th>
<th>Display Unit</th>
<th>Gate</th>
<th>Gate Assembly</th>
<th>Gate Motor</th>
<th>Magnetic Strip Reader</th>
<th>Parking Garage Gate Domain</th>
<th>Processor</th>
<th>Sensor</th>
<th>Ticket Reader</th>
<th>Vehicle</th>
</tr>
</thead>
<tbody>
<tr>
<td>CalculateFee</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>CloseGate</td>
<td></td>
<td></td>
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<td></td>
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<td></td>
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<tr>
<td>DisplayInformation</td>
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<td></td>
<td></td>
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<tr>
<td>OpenGate</td>
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<tr>
<td>PrintReceipt</td>
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<tr>
<td>ReadCreditCard</td>
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<tr>
<td>ReadTicket</td>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SenseVehicle</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>VerifyCredit</td>
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</tr>
</tbody>
</table>

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Cross Connecting Model Elements

1. Structure

2. Behavior

3. Requirements

4. Parametrics

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Summary

- Allocations are used to depict mapping of model elements to one another.
- There are many types of allocation, including: behavior, structure, and properties.
- Allocations allow:
  - Allocating activities to blocks
  - Allocating requirements to blocks
  - Allocating logical elements to physical elements
- Allocation can be represented graphically though the following notations: Direct, Compartment, and Callout.
- Tabular representations offer a compact representation of multiple allocation relationships.
Class Exercise
Dishwasher Example - Sample Artifacts

Primary
- Requirement diagram – dishwasher spec
- Block definition diagram – top level
- Internal block diagram – dishwasher black box
- Use case diagram
- Activity diagram – black box scenario
- Block definition diagram – input/output definitions
- Block definition diagram – dishwasher hierarchy
- Internal block diagram – dishwasher white box
- Activity diagram – white box scenario
- Requirement diagram - traceability

Optional
- Parametric diagram
- State machine diagram
- Sequence diagram
PROCESS SUMMARY
System Modeling Activities – OOSEM
Integrating MBSE into the SE Process

Major SE Development Activities

Analyze Needs
- BDD - Top Level
- Mission Use Case Diagrams

Define System Requirements
- System Use Case Diagrams
- IBD - Black Box
- Activity Diagram - Black Box Scenario

Optimize & Evaluate Alternatives
- Parametric Diagrams

Define Logical Architecture
- BDD - Input/Output definitions
- BDD - Hierarchy
- IBD - White Box
- Activity Diagrams - White Box Scenarios

Manage Requirements
- Req'ts Diagrams Spec & Traceability

Support Validation & Verification
- Test cases
- Test procedures

Synthesize Allocated Architecture
- Allocations

Common Subactivities

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System Architecture Model
Provides an Integration Framework

System Architecture Model

Analysis Models
U(s) → G(s) → ∫

Verification Models

Hardware Models

Software Models

Black Box System Specification

System Architecture Model

Req'ts Allocation & Design Integration

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TOOLS OVERVIEW
Tools Overview

- Tool Integration
- Suggested Tool Selection Criteria
- Partial List of SysML Tools
Tool Integration

- Classes of Tools in a Systems Development Environment
  - Project Management
  - Systems Modeling
  - Performance Simulation
  - Requirements Management
  - Configuration Management and Data Management
  - Verification and Validation
  - Engineering Analysis
  - HW and SW Modeling
  - Document Generation
Tool Integration

- Data Exchange Mechanisms
  - Manual
  - File-based exchange (XMI)
  - Interaction-based exchange (API)
  - Repository-based exchange

- Data Exchange Standards
  - XML Metadata Interchange
  - Application Protocol 233
  - Diagram Interchange Standards
  - Model Transformation

FIGURE 17.3

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Suggested Tool Selection Criteria

- Conformance to SysML specification
- Usability
- Document Generation capability
- Model execution capability
- Conformance to XMI
- Conformance to AP233
- Integration with other engineering tools
- Performance (maximum number of users, model size)
- Model checking to verify model conformance
- Training, online help, and support
- Availability of model libraries
- Life-cycle cost (acquisition, training, support)
- Vendor viability
- Previous experience with tool
- Support for selected model-based method (e.g. automated scripts, standard reports, etc.)
Partial List of SysML Tools

- IBM - Rhapsody
- No Magic - Magic Draw
- Sparx Systems - Enterprise Architect
- Atego – Artisan Studio
- INTERCax ParaMagic (Magic Draw plug-in)
- Others
  - Microsoft Visio – SysML Template (Pavel Hruby)
  - ....

Note: list taken from SysML RFI 2009 Survey Responses
WRAP-UP
Deploying MBSE

Deploy MBSE into your organization as part of your improvement process.

Summary

- SysML sponsored by INCOSE/OMG with broad industry and vendor participation and adopted in 2006
- SysML provides a general purpose modeling language to support specification, analysis, design and verification of complex systems
  - Subset of UML 2 with extensions
  - 4 Pillars of SysML include modeling of requirements, behavior, structure, and parametrics
- Multiple vendor implementations available
- Standards based modeling approach for SE expected to improve communications, tool interoperability, and design quality
- Plan SysML transition as part of overall MBSE approach
- Continue to evolve SysML based on user/vendor/researcher feedback and lessons learned