

«DigitalEngineering»

**DEKonsult**

# What to Expect from SysML v2?

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# Re-introducing myself

- Many of you know me as a systems engineer from the ESA CDF
- I retired from ESA per 31 December 2019
- Started own consultancy company DEKonsult beginning 2020
  - Specializes in the advancement of digital engineering standards, methods and tools in support of multi-disciplinary engineering of complex systems
  - Continued in the SysML version 2 Submission Team for OMG
  - Working on a Model Based Engineering Primer and Training Course for NAFEMS

# What is SysML?

- Systems Modeling Language – by Object Management Group (OMG)
  - As <http://www.omg.sysml.org> says it:  
a general-purpose graphical modeling language  
for specifying, analyzing, designing, and verifying complex systems that may include hardware, software, information, personnel, procedures, and facilities
  - Only a language – Not an MBSE methodology
  - SysML v1 is a profile & extension of UML2
    - Strength: Implementation on mature UML tool possible & good support for software intensive systems
    - Weakness: “Software engineering flavoured” lead to steep learning curve for many systems engineers
  - OMG standard (officially “adopted specification”)
    - Version 1.0 released 2007
    - In real industrial use since 2010 – v1.2
    - Many tool implementations – COTS and open source
    - Latest release is v1.6 (December 2019)
    - v1.7 under development – will be the final version 1

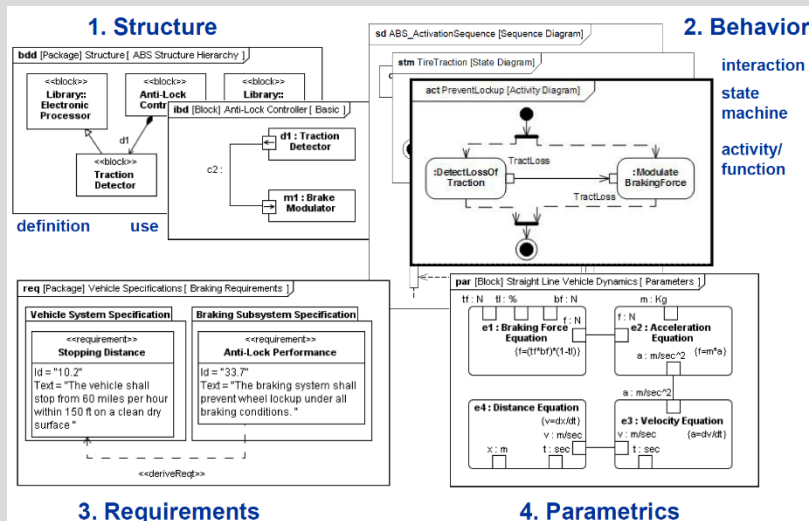
# The four pillars of SysML (v1)

## 1. Structure

- Block Definition Diagrams
  - Inheritance
  - Part decomposition
- Internal Block Diagrams
  - Decomposition
  - Interfaces (Ports) and Connections
- Packages
  - Model organisation

## 3. Problem Specification

- Requirements
  - Satisfy / Trace
  - Basics of verification
- Use Cases & Actors



## 2. Behavior

- Activity Diagrams
  - Process modelling and control flow
- Sequence Diagrams
  - Time-based/ordered interaction
  - Messaging
- (Finite) State (Machine) Diagrams
  - Asynchronous discrete behavior

## 4. Parametrics

- Parametric Diagrams
  - Parameterized constraints
  - (Specification of) Calculations / Analysis / Simulation

# OMG SysML v2 Timeline

2015

2016

2017

2018

2019

2020

2021

2022

## Request for Proposal

- Including SE Concept Model
- Started 2015
- Language RFP released Dec 2017
- API RFP released May 2018

## Submission Team

- Initially two submission teams – since end 2018 merged into one
- Started Jan 2018 on language
- Started June 2018 on API
- Initial submission of language & API Spec's delivered for OMG review on 17 Aug 2020
- Includes working language and API prototype implementations – open source release on Github scheduled for October 2020

## Finalization Task Force

- v2.0 expected summer 2021
- Also first production tool implementations

## Use ...

OMG SysML Portal

Trace - system\_assessment\_and\_roadmap\_working\_group

### SysML v2 RFP Working Group

The SysML v2 Requirements are available on the [SysML v2 Requirements Review page](#).

#### Description

Previously 'System Modeling Assessment and Roadmap Working Group'

• Develop the concept for the next generation **System Modeling Environment (SME)**

• Derive the requirements for SysML v2 RFP to improve support for MBSE adoption and use

Table of Contents

- SysML v2 RFP Working Group
- Description
- Previously 'System Modeling Assessment and Roadmap Working Group'
- System Modeling Environment (SME)
- Scopes of the System Modeling Environment (SME)
- Capabilities of the System Modeling Environment (SME)
- Key effectiveness measures the System Modeling Environment (SME)
- Preliminary design requirements of the System Modeling Environment (SME)

## SysML v2 RFP on OMG Wiki



Model Driven Solutions  
Where Business Meets Technology

## Public overview SysML v2 approach by Ed Seidewitz

MBSE Meeting at MODELS 2018, Copenhagen

### SysML v2 and MBSE: The Next Ten Years

16 October 2018

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# SysML v2 Requirements and Constraints

- Extensive RFP (Request for Proposal)
  - Based on thorough analysis addressing the shortcomings of SysML v1
  - Broad participation from many industry sectors
  - Part 1: Systems Modeling Language (SysML®) v2 RFP
    - 141 mandatory and 31 non-mandatory requirements
    - See <https://www.omg.org/cgi-bin/doc.cgi?ad/2017-12-2>
  - Part 2: Systems Modeling Language (SysML®) v2 API and Services RFP
    - 19 mandatory and 25 non-mandatory requirements
    - See <https://www.omg.org/cgi-bin/doc.cgi?ad/2018-6-3>
- SysML v2 shall be based on SMOF (Semantic Meta Object Facility)
  - Provides support for temporal aspects and multiple classifications
  - Information modelling founded on strong formal, semantic framework
  - Allows for mapping to other semantic frameworks like RDF/OWL2
- Must provide migration path from SysML v1 – that can be automated
  - For both tool and model/data transition

## Snippet from Language RFP

### 6.5.2.5 Behavior Requirements

#### BHV 1: Behavior Requirements Group

##### BHV 1.01: Behavior

Proposals for SysML v2 shall include the capability to model a Behavior that represents the interaction between individual structural elements and their change of state over time.

**SysML v1.X Constructs:** Activity, State Machine, Interaction, Simple Time

##### BHV 1.02: Behavior Decomposition

Proposals for SysML v2 shall include the capability to decompose a behavior to any level of decomposition, and to define localized usages of behavior at nested levels of decomposition.

##### Supporting Information:

The decomposition of behavior should conform to a similar pattern as the decomposition of structure, and include capabilities for specialization, redefinition, and sub-setting.

The decomposition should also include the equivalent capability to decompose a SysML v1 activity on a BDD, and the ability to decompose actions using a structured activity node.

**SysML v1.X Constructs:** Composited Association of Behavior Classifiers with Adjunct Properties

##### BHV 1.03: Function-based Behavior Group

##### BHV 1.03.1: Function-based Behavior

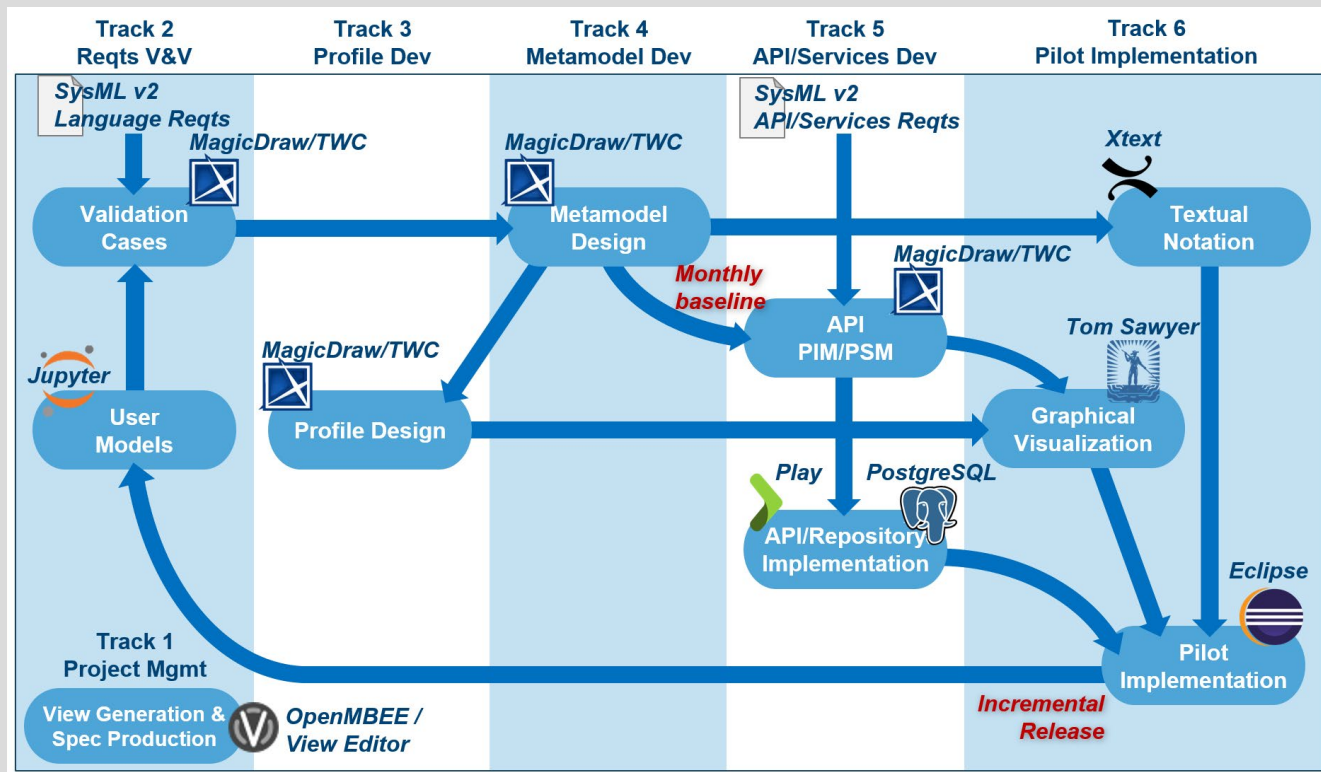
# SysML v2 Submission Team (SST)

## Participating Organizations

• Aerospace Corp	• IncQuery Labs	• PTC
• Airbus	• Intercax	• Qualtech Systems, Inc (QSI)
• ANSYS medini	• Itemis	• Raytheon
• Aras	• Jet Propulsion Lab	• Rolls Royce
• Army Aviation & Missile Center	• John Deere	• Saab Aeronautics
• Army CBRND	• Kenntnis	• SAF Consulting *
• BAE	• KTH Royal Institute of Technology	• SAIC
• BigLever Software	• LieberLieber	• Siemens
• Boeing	• Lightstreet Consulting	• Sierra Nevada Corporation
• Army CCDC Armaments Center	• Lockheed Martin	• Simula
• CEA	• MathWorks	• Sodus Willert
• Contact Software	• Maplesoft	• System Strategy *
• DEKonsult	• Mgnite Inc	• Tata Consultancy Services
• Draper Lab	• MITRE	• Thales
• Elbit Systems of America	• ModelAlchemy Consulting	• Thematix
• ESTACA	• Model Driven Solutions	• Tom Sawyer
• Ford	• Model Foundry	• UFRPE
• Fraunhofer FOKUS	• NIST	• University of Cantabria
• General Motors	• No Magic/Dassault Systemes	• University of Alabama in Huntsville
• George Mason University	• OAR	• University of Detroit Mercy
• GfSE	• Obeo	• University of Kaiserslautern / VPE
• Georgia Tech/GTRI	• OOSE	• Vera C. Rubin Observatory
• IBM	• Ostfold University College	• Vitech
• Idaho National Laboratory	• Phoenix Integration	• 88solutions

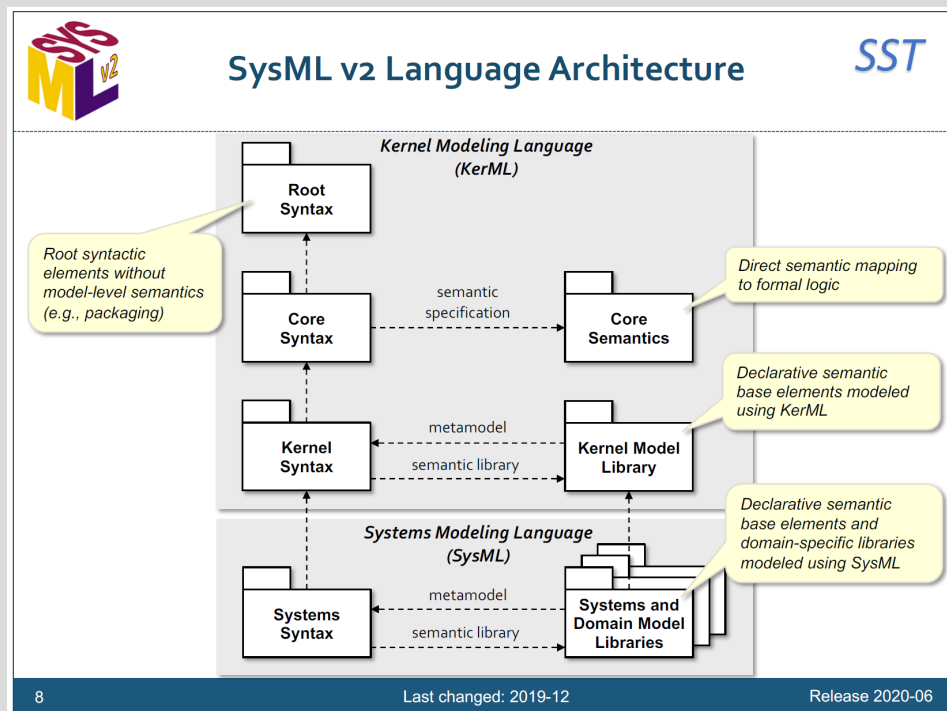
- SST formed December 2017
  - Leads: Sandy Friedenthal, Ed Seidewitz
- Broad team of end-users, vendors, academia, and government liaisons
  - Currently around 174 members from 72 organizations
  - Large aerospace representation, but many other industry sectors as well
  - Majority of SysML tool vendors on board
- Develops integrated submission for both Language and API/Services

# SST Agile / Incremental Development Approach





# New Layered Architecture



- KerML: generic strong domain-independent formal semantic foundation
  - Not constrained by UML2
- SysML: adaptation and extension for systems engineering
- Similarly UML v3 could be the future adaptation for software engineering

# Key SysML v2 Concepts and Innovations (1 of 3)

- Normative and informative model libraries over than profiles with stereotypes
- “Usage-Focused Modeling Approach”
  - Enables modeling deeply nested decomposition directly while creating Definitions (Types) in the background, without bothering the user
  - Maintains support and compatibility with SysML v1’s “Type-First Approach”
- Feature (cf. SysML v1 property) as a first-class citizen
  - Can declare a feature (part, port, attribute, ...) as self-standing (e.g. in a library) and then use later
  - Features can be deeply nested, and deeply nested features can be redefined (without all the complications of SysML v1 in which this was very cumbersome)

# Key SysML v2 Concepts and Innovations (2 of 3)

- Object lifetimes (Occurrences) and 4D temporal / spatial extent
- Full textual language alongside graphical language
  - With bi-directional conversion either way
  - Integrated support for expressions and constraints
- Robust presentations / visualizations / renderings based on flexible views
  - Viewpoint & View
  - Supports graphical, tabular, textual forms
  - Allows to combine different structure and behavior elements in single view (diagram)
- Standardized API to access models / model repositories
  - Built-in life cycle model – versioning orthogonal to user model
  - Specification as Platform Independent Model (PIM)
  - 3 Platform Specific Model (PSM) API realizations: REST-API, OSLC and Java
    - REST-API and OSLC share JSON-LD representation of objects

# Key SysML v2 Concepts and Innovations (3 of 3)

- Richer model packaging (modularity)
  - Clean, robust model of imports, name-spacing, so-called “smart packages”
- New functionality:
  - Clean modeling of Individuals (single objects in M1) and Instances (in M0)
  - Variability / variation points
    - Support for design alternative, options, trade-offs
  - Support for Analysis (specification)
    - Analysis case, execution and results – Link with specification model
  - Support for Service Oriented Architecture (signal, required and provided interface ends, ...)
  - Predefined Model Libraries
    - Quantities, Units, Scales and Quantity Dimension library (SI and US Customary)
      - With automated unit/scale conversion and support for coordinate systems
    - Basic 3D geometry (library)
      - To support e.g. enveloping shapes, interface definitions

# Example Textual Notation: Parts, Attributes, Quantities & Units, Redefinition, ...



## Expressions Mass Rollup Example (2)

SST

```
import ScalarValues::*;
import MassRollup::*;

part def CarPart :> MassedThing {
  attribute serialNumber : String;
}

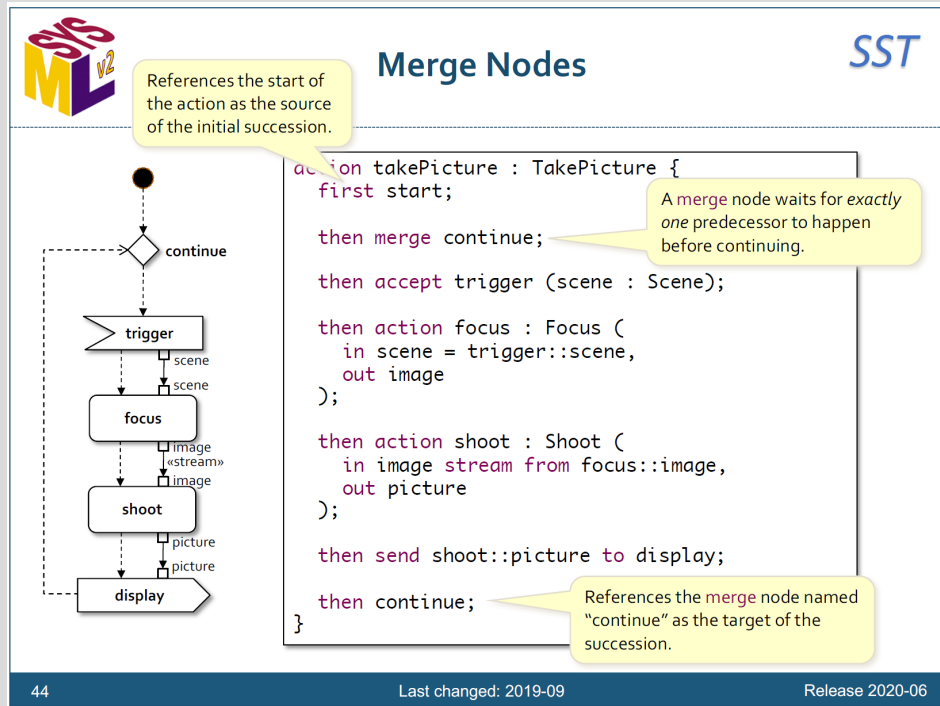
part car: CarPart :> compositeThing {
  attribute vin redefines serialNumber;
  part carParts : CarPart[*] redefines subcomponents;
  part engine :> simpleThing subsets carParts { ... }
  part transmission :> simpleThing subsets carParts { ... }
}

// Example usage
import SI::*;
part c :> car {
  redefines car::mass = 1000@[kg];
  part redefines engine {
    redefines engine::mass = 100@[kg];
  }
  part redefines transmission {
    redefines transmission::mass = 50@[kg];
  }
}


// c.totalMass --> 1150.0@[kg]
```

Units are identified on  
the value, not the type.


# Example Textual Notation: Behavior, Action, control flow / merge node



# Example Textual Notation: Requirement with properties and constraints



## Requirement Definitions (2)



---

```

part def Vehicle {
  attribute dryMass: MassValue;
  attribute fuelMass: MassValue;
  attribute fuelFullMass: MassValue;
  ...
}

requirement def id '1' VehicleMassLimitationRequirement (vehicle : Vehicle)
  >: MassLimitationRequirement {
  /* The total mass of a vehicle shall be less than or equal to the
   * required mass. */

  attribute redefines massActual = vehicle::dryMass + vehicle::fuelMass;

  assume constraint { vehicle::fuelMass > 0@[kg] }
}

```

A requirement definition may have a modeler specified *alias id*, which is an alternate name for it.

A requirement definition is always about some *subject*, which may be implicit or given explicitly as a parameter.

A requirement definition may also specify one or more *assumptions*.

Features of the subject can be used in the requirement definition.

67
Last changed: 2020-06
Release 2020-06

# API and Services

## 3 Working prototype implementations

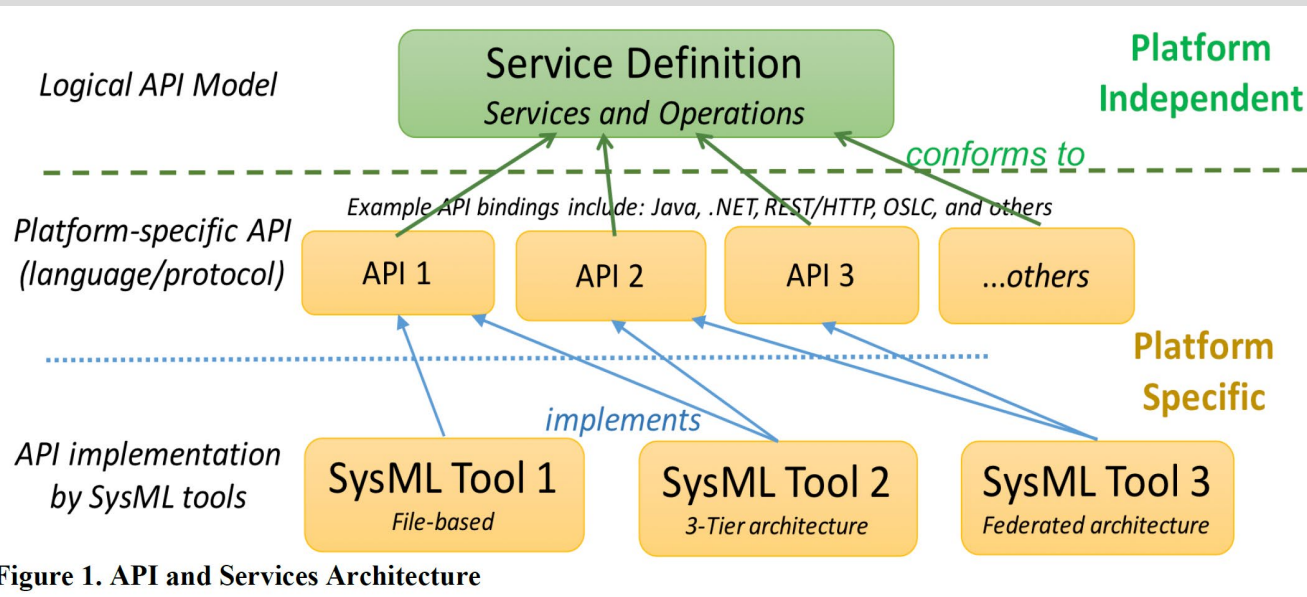


Figure 1. API and Services Architecture

Currently 3 prototype API implementations

### ■ REST API

- Conforms to OpenAPI spec, (<https://www.openapis.org/>)
- Uses JSON-LD to encode objects
- Publicly accessible server
- Interfaced with auto-layout visualization by Tom Sawyer

### ■ OSLC

- Uses JSON-LD to encode objects (same as REST API)

### ■ Java native



# Why do I think SysML v2 is Important?

- It is the only global standardization effort that has the scale and vendor support to tackle the problem of fully digitalized open systems engineering
- It is thoroughly based on formal semantics / first order logic
  - Initial mapping to RDF/OWL2 DL done, but needs completion
  - Enables future use of OWL2 DL automated reasoners on SysML models
- Has powerful API with JSON-LD (REST and OSLC implementations)
  - Much better than XMI file based exchange for many industrial use cases
- It maps quite well to the (conceptual) data models in European Space
  - ECSS E-TM-10-23, E-TM-10-25, EGS-CC
  - Capella

# Summary

- SysML v2 on its way to completion
  - Delivered submission on time in August 2020 for OMG review
    - Despite obvious COVID-19 obstacles
  - Expecting full v2.0 release per June 2021
- Fourth SysML v2 Public Incremental Release 2020-09 on its way
  - Check <http://openmbee.org/sysml-v2-release/2020-06>
  - Running textual prototype on Jupyter Notebook with REST API and Tom Sawyer auto-layout graphical language visualisation in web-browser
- Many serious improvements over SysML v1
  - Addressing many lessons learned and getting rid of UML/Software Engineering bias
  - Textual in addition to graphical notation

# References

- 1) General information on the OMG Systems Modeling Language (SysML), see <http://www.omgsysml.org>
- 2) General information on MBSE across all industry sectors, INCOSE/OMG MBSE Wiki, see <http://www.omgwiki.org/MBSE/doku.php>
- 3) SysML v2 Submission Team, SysML v2 Incremental Public Release 2020-06 (including prototype implementation in Jupyter Notebook), see <http://openmbee.org/sysml-v2-release/2020-06>
- 4) Ed Seidewitz, "SysML v2 and MBSE: The Next Ten Years", MODELS 2018 Conference, Copenhagen, Denmark, Oct 2018, see [https://www.slideshare.net/seidewitz/sysml-v2-and-mbse-the-next-ten-years?qid=404cbfac-21f7-4a9d-8ab7-90c6f703ca39&v=&b=&from\\_search=10](https://www.slideshare.net/seidewitz/sysml-v2-and-mbse-the-next-ten-years?qid=404cbfac-21f7-4a9d-8ab7-90c6f703ca39&v=&b=&from_search=10)
- 5) Hans Peter de Koning, "Progress on SysML v2", 13th ESA Workshop on Avionics, Data, Control and Software Systems (ADCSS2019), Nov 2019, ESA/ESTEC, see [https://indico.esa.int/event/323/contributions/5057/attachments/3756/5215/11.55\\_-\\_Progress\\_on\\_SysML\\_v2.pdf](https://indico.esa.int/event/323/contributions/5057/attachments/3756/5215/11.55_-_Progress_on_SysML_v2.pdf)
- 6) Systems Modeling Language v1.6, OMG, November 2019, see <https://www.omg.org/spec/SysML/1.6/>
- 7) Systems Modeling Language (SysML®) v2 Request For Proposal (RFP), OMG, December 2017, see <https://www.omg.org/cgi-bin/doc.cgi?ad/2017-12-2>
- 8) Systems Modeling Language (SysML®) v2 API and Services Request For Proposal (RFP), OMG, June 2018, see <https://www.omg.org/cgi-bin/doc.cgi?ad/2018-6-3>
- 9) OMG SysML v2 RFP Working Group Wiki, see [http://www.omgwiki.org/OMGSysML/doku.php?id=sysml-roadmap:sysml\\_assessment\\_and\\_roadmap\\_working\\_group](http://www.omgwiki.org/OMGSysML/doku.php?id=sysml-roadmap:sysml_assessment_and_roadmap_working_group)