



Toward space system modeling with  
appropriate scope and abstraction level based  
on validation against constraints

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# Agenda

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1. Our challenge
2. Proposal Method
3. Experimental Result

# Introduction

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## ■ Issues

- Difficult to develop modeling rule to solve the development problems,  
since SysML has widely representation and description for widely domains
  - Not identifying verification cases because of inappropriate level of abstraction
- Identifying the scope of influence depended on “experience” and “intuition” of modelers in case of a change that affected the system architecture

For example: Design constraints by determining behavior

## ■ Proposal

- Generating constraint-focused modeling and validation cases that violate constraints result in:
  - Identifying the scope of influence when a change occurs that affects the system architecture
  - Improving completeness of validation cases

# Challenges



<Issues that always arise during modeling>

Ex)  
Model: Several thousands of pages  
→Not possible to review and maintenance

(Challenges)

(Modeling Results)

Ex) Descriptions such as SysML is precededented

Modeling scope is not determined

- Not usable and manageable for a huge amount of information.

Ex) Modeling is the objectives.

The level of abstraction for modeling is not determined

- Lack of necessary information

Ex) What a modeler knows is modeled.



<Main factor>

Lack of utilization purpose

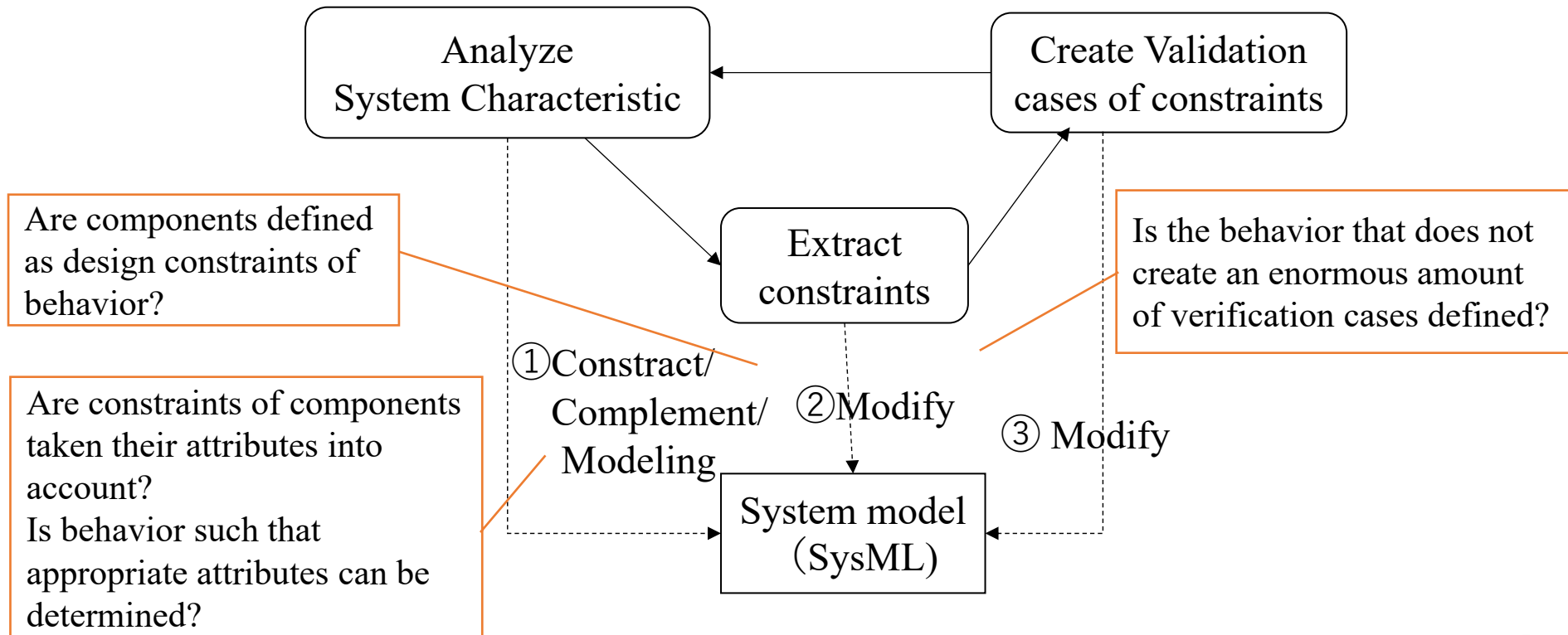
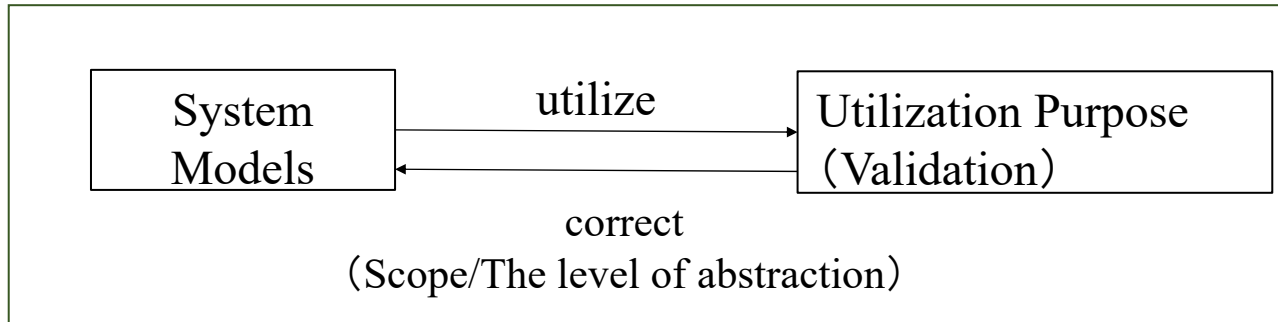
( Prescriptive information that determines the scope and level of abstraction to be model )



<Challenges in using system models>

Difficult to identify the scope of influence when a change occurs that affects the system architecture

# Approach



# Constraint Definition by Requirement Engineering



## Invariant

This is a constraint that “must always be true”.

## Type

This is a constraint that “must always be true”.

## Precondition

This is a constraint that must be satisfied before something can happen.

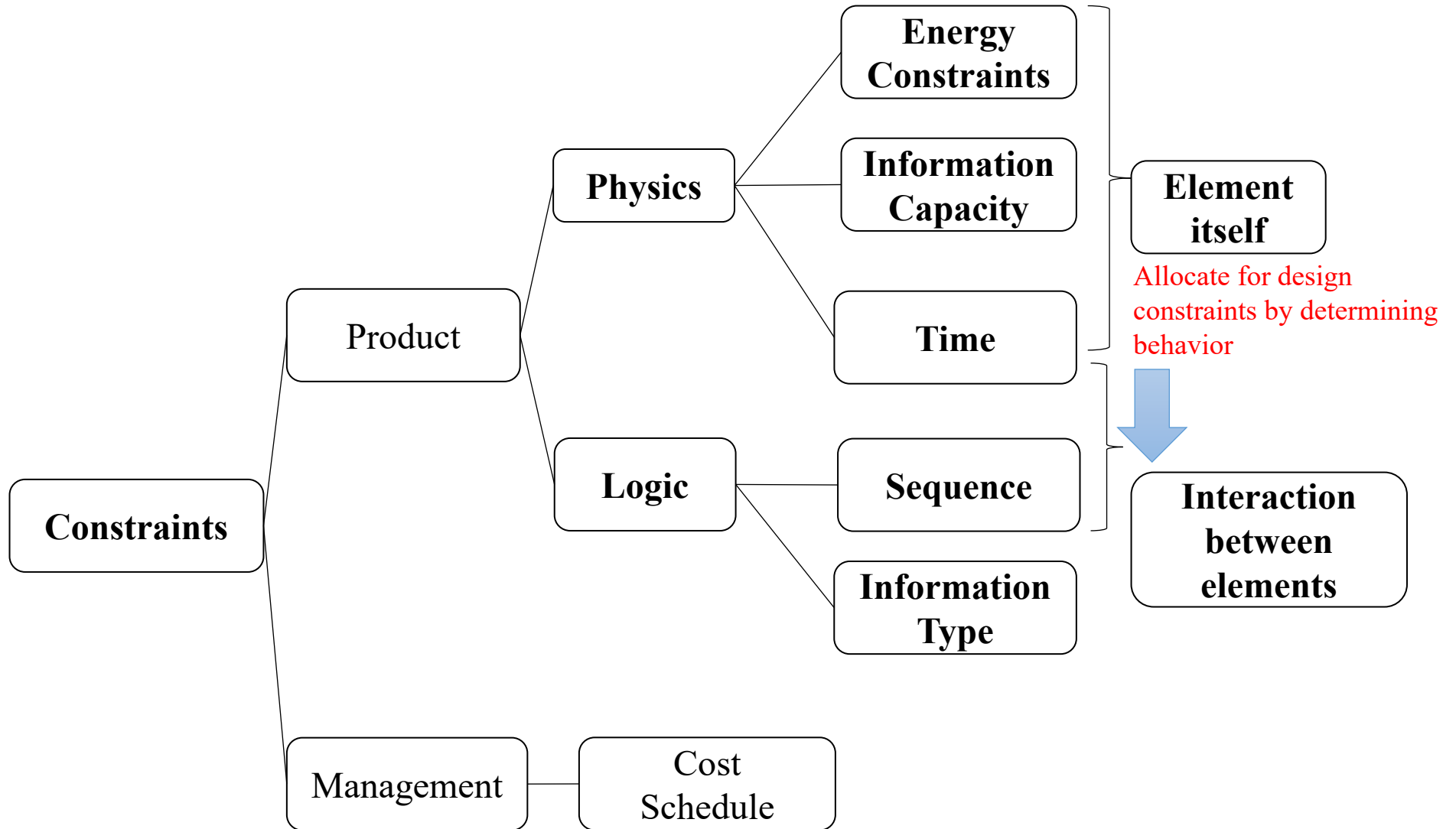
## Postcondition

This constraint is complementary to preconditions and must be satisfied after something happened.

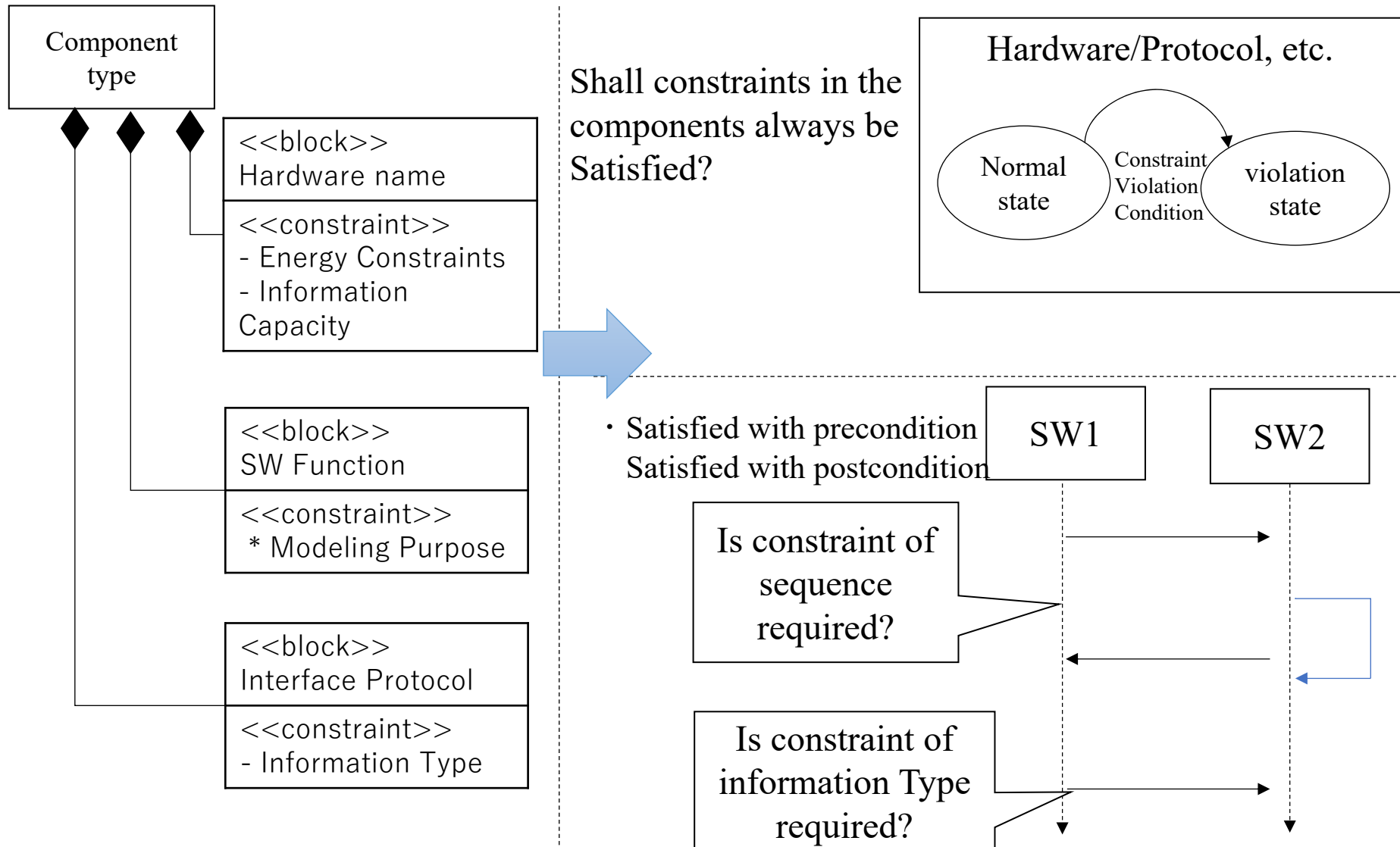
} Target

Source : <https://re-magazine.ireb.org/articles/modeling-requirements-with-constraints>

# Constraint Types

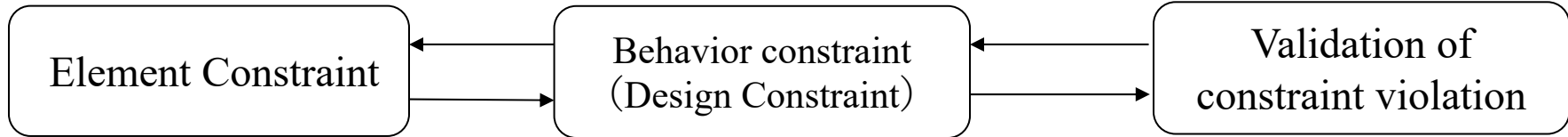


# Transforming constraint from component to behavior



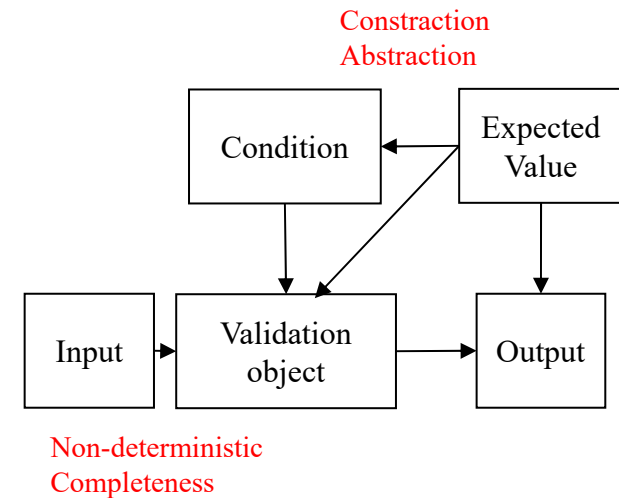


# Transforming constraint from components to behavior

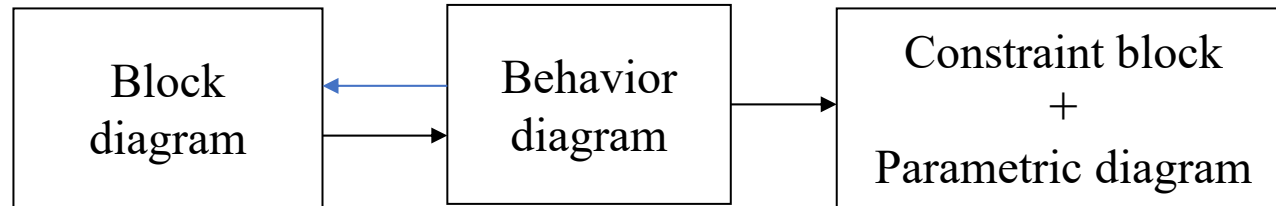


Classification		Constraint Classification
Logic	Type	Information type · Unit
Physics	Time	Operating cycle
		Operating deadline
	Space	Location · Size
		A mount of information
	Energy	Heat
		Power
Acceleration		
vibration		
	Fuel	

Class	Behavior constraint	
Time	Required time	
Space	HW operation	Sequence
		Denial
Information	Information handling	Sequence
		Denial



# Creating relationship pattern between diagrams



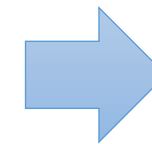
	Requirement	Behavior	Structure	Parametric
Layer $N-1$				
Layer $N$	(1) $[MR_n]$ Layer N requirement definition (Requirement diagram)	(3) $[MBD]$ Hierarchical structure definition of scenarios (Package diagram)  $[AB_n]$ Behavior among elements in Layer N (Activity diagram)  (5) $[MBSm_n]$ Behavior in each element (State machine diagram)  $[MBSen]$ Behavior in each element (Sequence diagram)  $[MBSan]$ Behavior in each element (Activity diagram)	(2) $[MS_n]$ Structure of elements in Layer N (Block diagram)  (4) $[MSL_n]$ Logical structure in each element (Internal block diagram)  $[MSP_n]$ Physical structure in each element (Internal block diagram)	(6) $[MCS_n]$ Constraint structure in each element (Constraint block diagram)  (7) $[MCP_n]$ Interfaces among elements with constraints (Parametric diagram)
Layer $N+1$				

$[ ]$  : identification symbol of model meaning  
 $N$  : layer number  
 $n$  : the number of model instance  
 $R$  : requirement model  
 $B$  : behavior model  
 $S$  : structural model  
 $D$  : definition model  
 $L$  : logical model  
 $P$  : physical model  
 $C$  : constraint model  
  
 $\rightarrow$  : basic data flow of model  
 (In this figure, the arrow about the requirement diagram is omitted.)

Example:

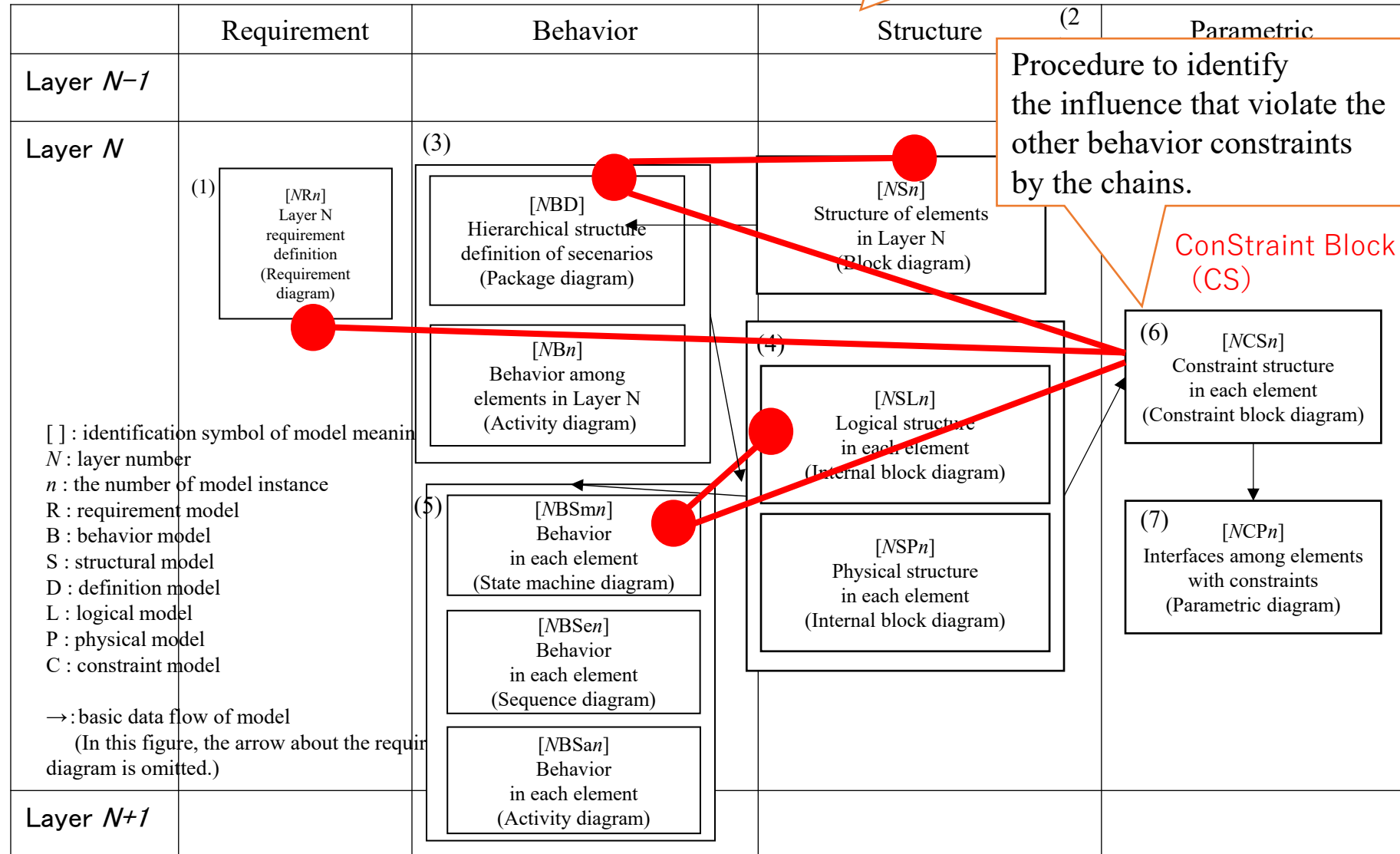
Generating chain  
by relationship pattern

Internal behavior (nBS)  
-Internal Component (nSL)  
-External Behavior (nB)



Internal Component (nSL)  
-External behavior (nB)  
-Higher-level requirement(n-1R)

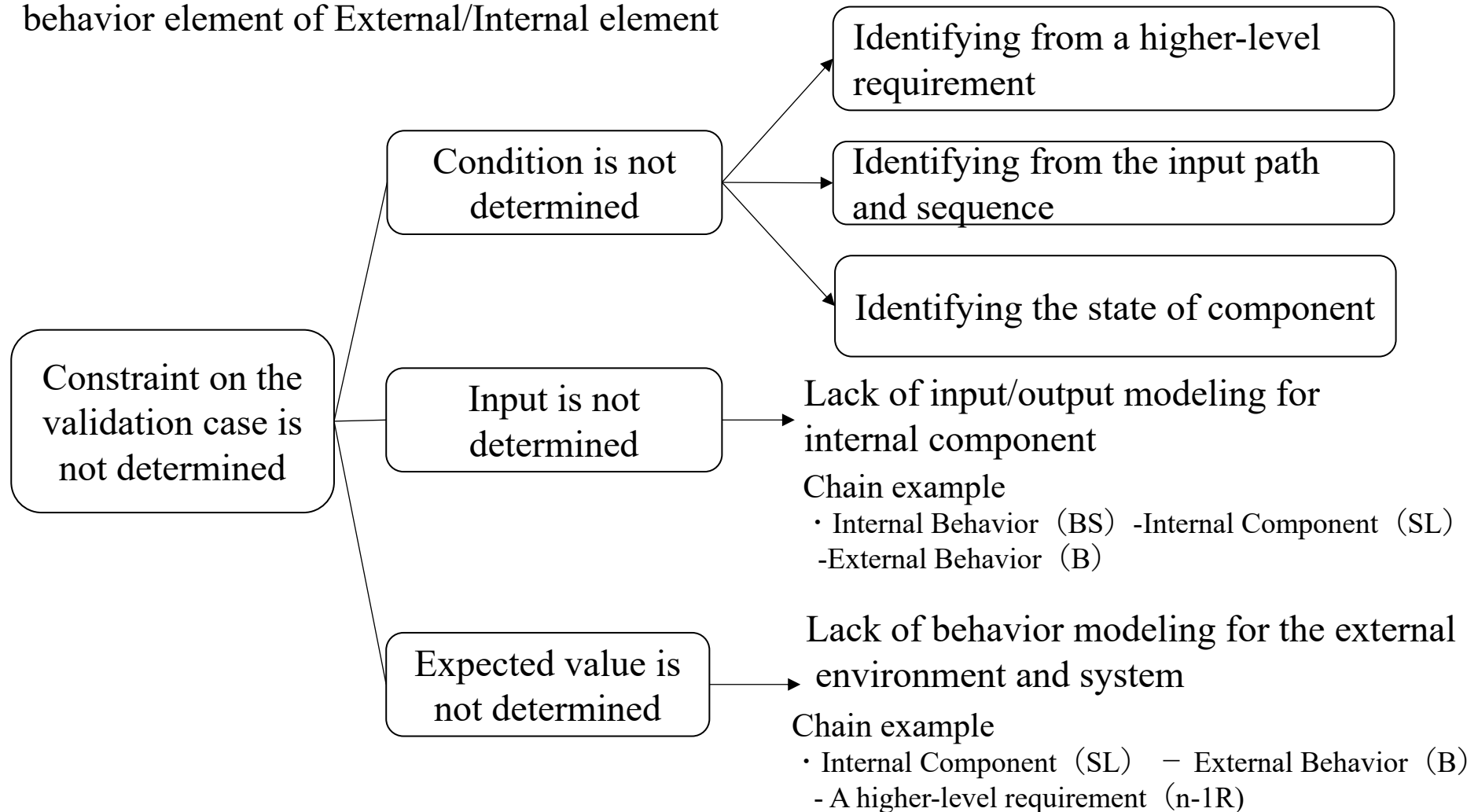
Change a component  
(including a property)



# Approach to correct System model



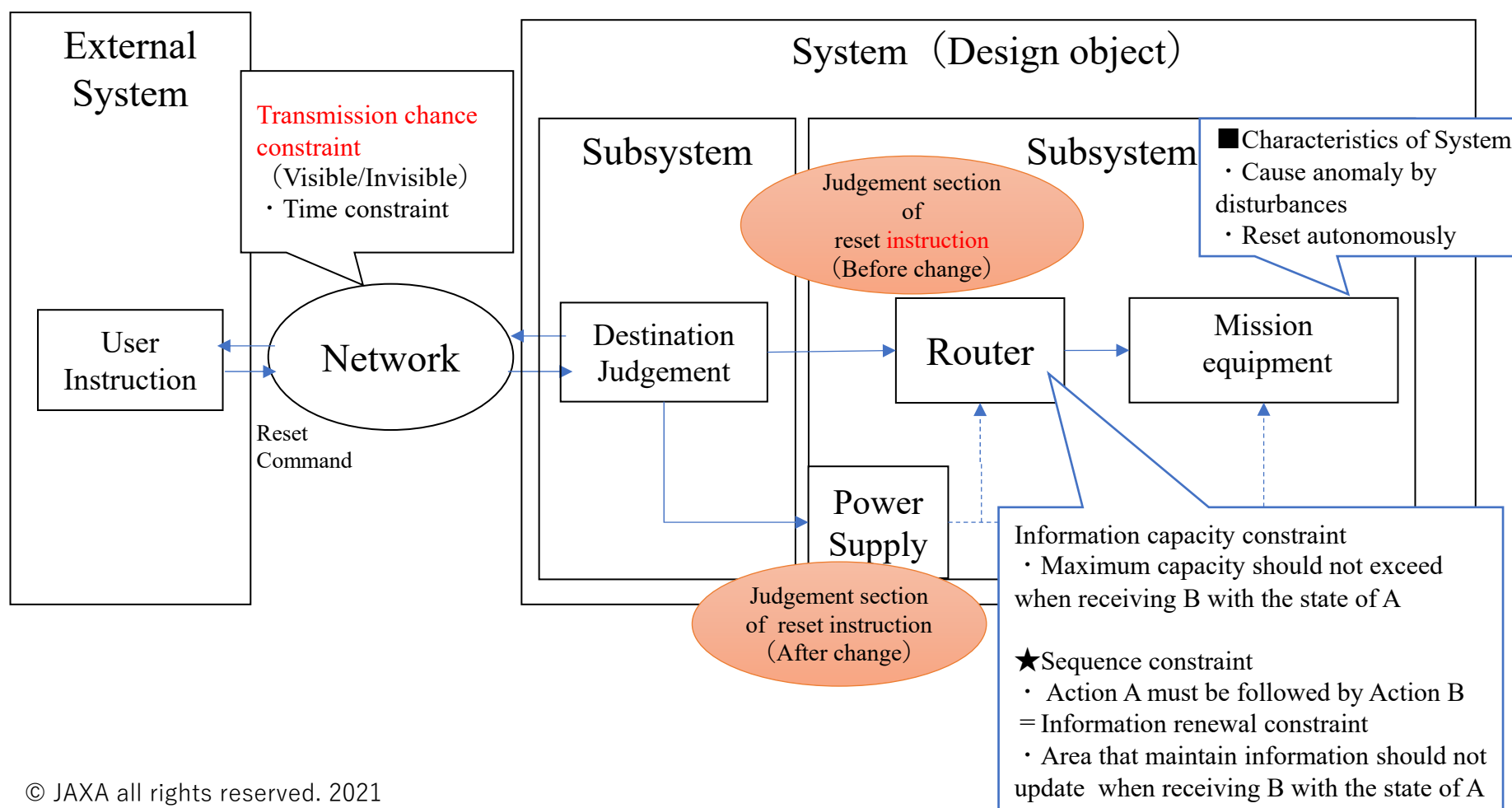
Not appropriate  
behavior element of External/Internal element



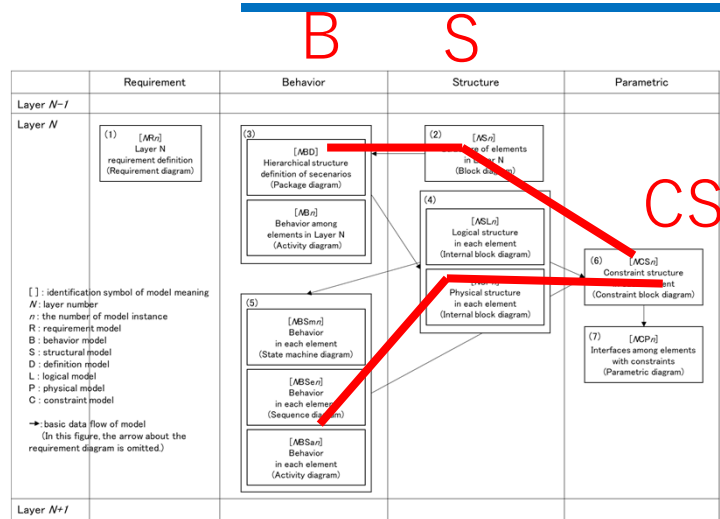
# Validation for Proposed Method

## ■ Theme : Architecture change of digital equipment

- Change both the transmission section of system restart and subsequent measures



# Examples of constraints to identify influence



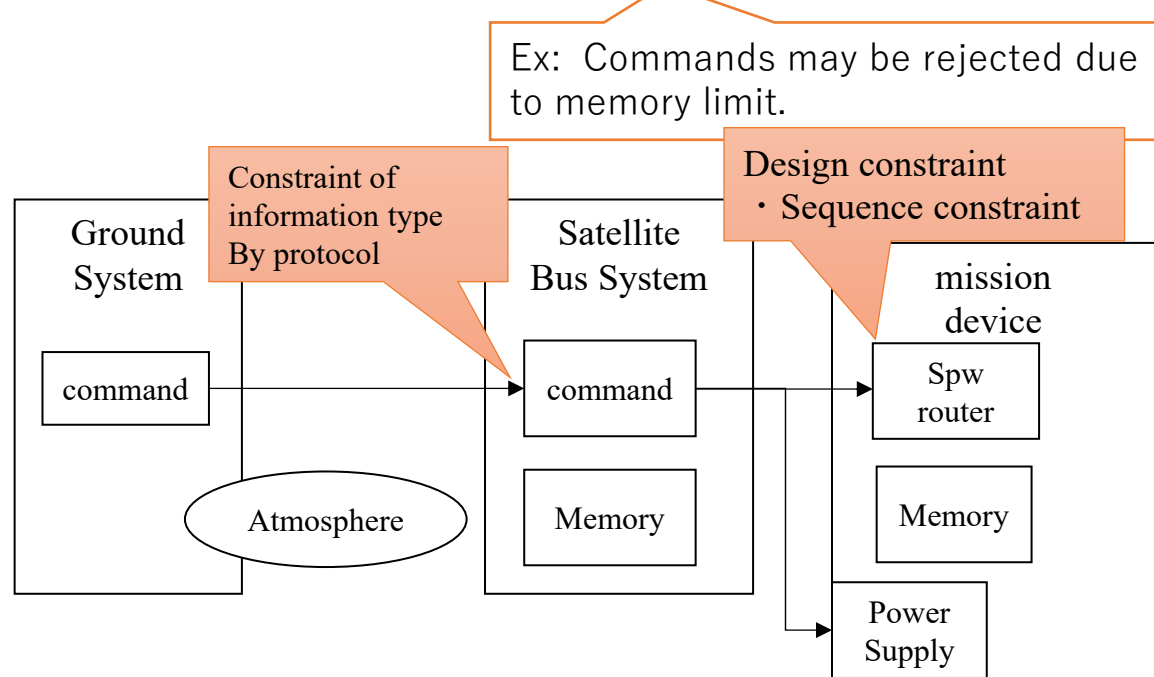
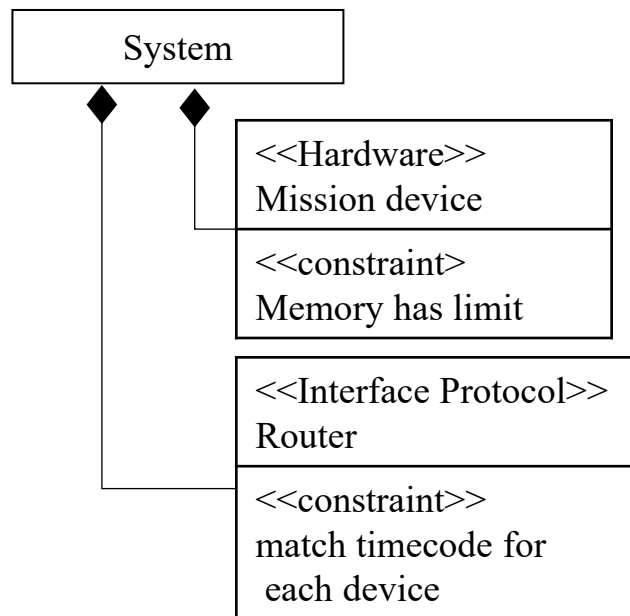
1: Identify critical scenario from external behavior as deviation states

(Structure – Behavior – ConStraint)

Ex: Switching to non-visible operations as outside ground station.

2: Identify constraints from the physical element, and the behavior that violates the constraints.

(Structure Physical – Internal Behavior – ConStraint)



# Validation Condition for Proposal Method

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## ■ Evaluation Index :

Index 1 : Can impact on design caused by a change be identified ?

Index2 : Will time spent creating a validation case be streamlined?

## ■ Experimenter

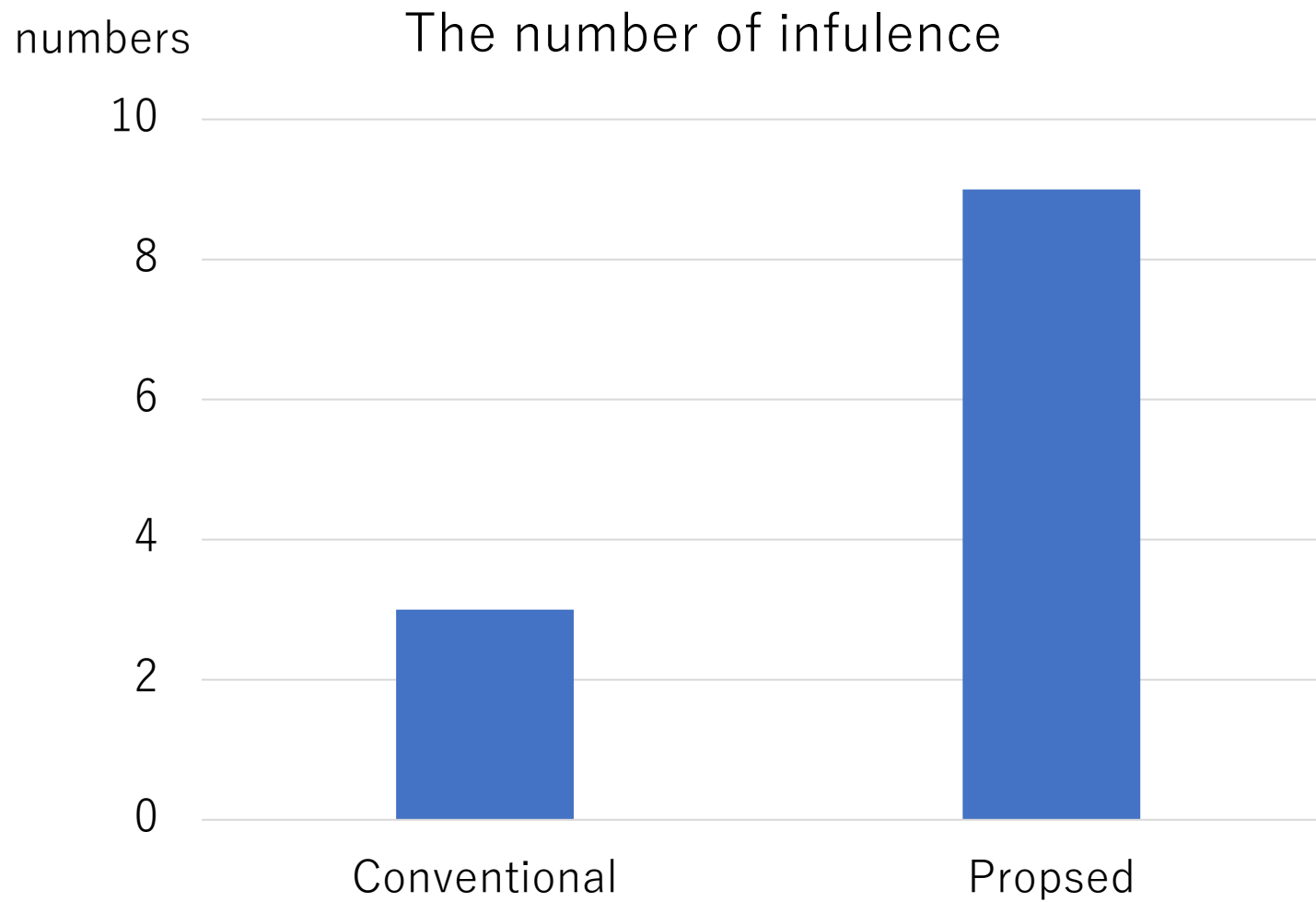
Two engineers with comparable experience .

## ■ Experimental procedure (two topic)

1 : Analyzing influence by conventional document-based

2 : Analyzing influence by proposed model-based

# Evaluation result (index 1)

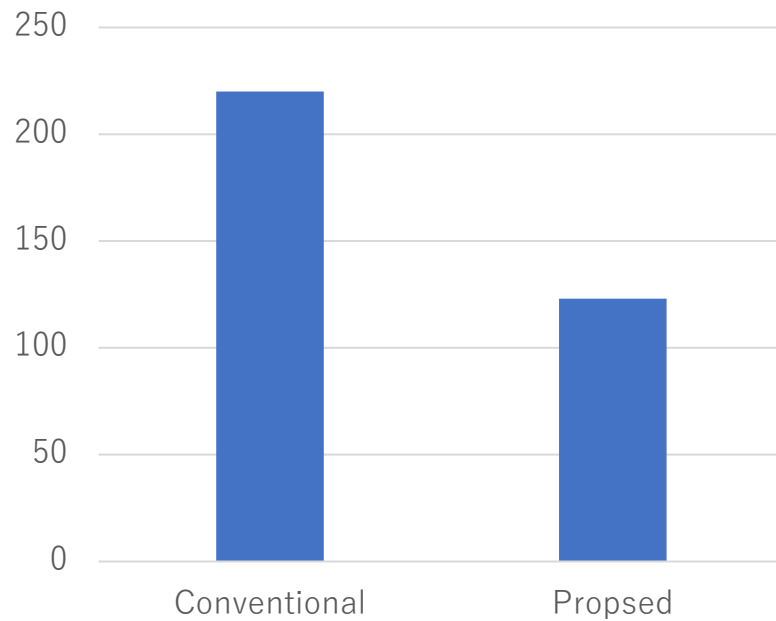




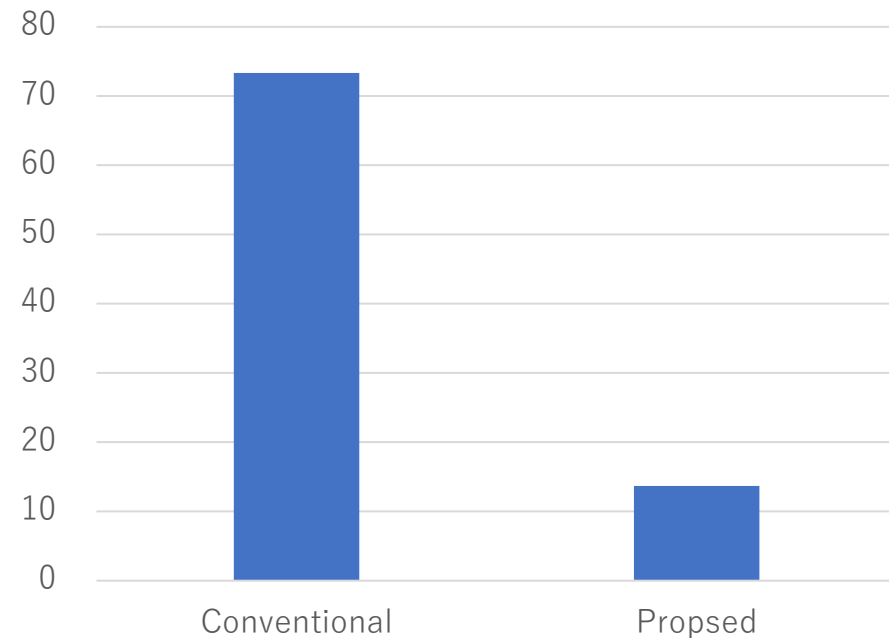
# Evaluation result (index 2)



min Time spent creating all test cases



min Time spent creating a single test case



MBSE will be more efficient.

# Discussion

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- Is it useful to specify influences of architecture change by extracting behavior constraints ?
  - Appropriate modeling for objectives
  - The number of validation case
  - Architecture complexity
  
- How can multiple behavior constraints be extracted?
  - Control flow
  - Parameter constraint
  - External feedback

# Conclusion

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## ■ Issue

Identifying the scope of influence depended on “experience” and “intuition” of modelers in case of a change that affected the system architecture

## ■ Proposal

- Modeling focus on transform from element to behavior constraint.
- Improving the completeness of influence when system architecture changes by chain of external and internal behavior.

## ■ Conclusion

- Our method can effectively identify the scope of influence that violates behavior constraint.
- Decreasing in occasions to depend on “experience” and “intuition” of modelers

Thank you for your attention !