

OMG Standards for Systems Engineering

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Oskar von Dungern, Dr.-Ing., enso managers GmbH, GfSE



Abstract

The first system modeling language SysML v1 has been published in 2007 based on UML. Since, it has obtained wide recognition in the field. SysML has substantially contributed to establish the discipline and to the maturity of systems engineering in practice. In 2017 it has been decided to develop SysML v2 based on experience made, which will be published in 2025. What is new and what is the benefit? The presentation also covers two related OMG standard initiatives System Modeling API and CASCaDE. The latter addresses collaboration in the whole product lifecycle using a graph-native approach. So far independent data formats widely used in practice, including ReqIF, SysML, STEP, FMI/SSP and others will be integrated to an overarching knowledge graph using a common ontology. Applications include model-based acquisition and long-term archiving. Work on CASCaDE has just begun, but there are powerful predecessor technologies to draw upon.

Author: <u>Dr. Oskar v. Dungern</u> studied Electrical Engineering and did research on Autonomous Operations in Industrial Engineering. Working for an international systems and service provider in IT, he learnt and was given responsibility to professionally specify and develop software in customer projects. As CTO of a listed software company he re-oriented the product strategy to open-systems and acquired several software-startups. Later he consulted industral firms in the fields of Systems Engineering and Enterprise Architecture. In 2014 he has joined GfSE, the German chapter of INCOSE, and since 2024 is one of the main contributors to project CASCaDE to submit an OMG standard for a comprehensive knowledge-graph of product information to support collaboration along the product lifecycle.

Agenda

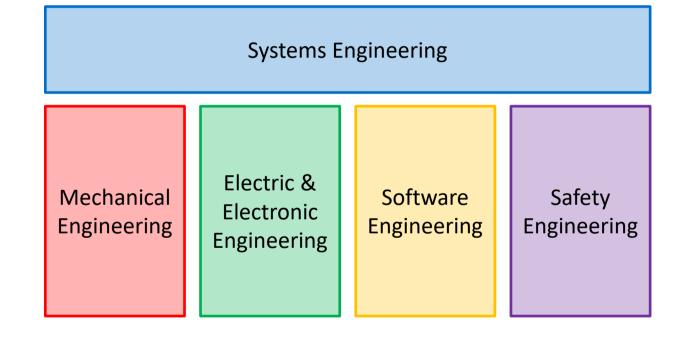


- 1. SysML v1 (2007-2024)
- 2. SysML v2 (2025-..)
- 3. Systems Modeling API and Services
- 4. CASCaDE: Product Lifecycle Collaboration (submission in preparation)
- 5. Looking into the future ...





- Need an overarching method and notation to describe system structure and behavior
- Compare design alternatives





Model-based Systems Engineering (MBSE)

- Systems Engineering is a transdisciplinary and integrative approach to enable the successful realization, use, and retirement of engineered systems, using systems principles and concepts, and scientific, technological, and management methods. (<u>source</u>)
- Modeling serves to make concepts concrete and formal, enhance quality, productivity, documentation, and innovation, as well as to reduce the cost and risk of systems development. (<u>source</u>)
- From document-based to artefact-based engineering.
- Bring information from different sources ("silos") into a common context ("single source of truth").

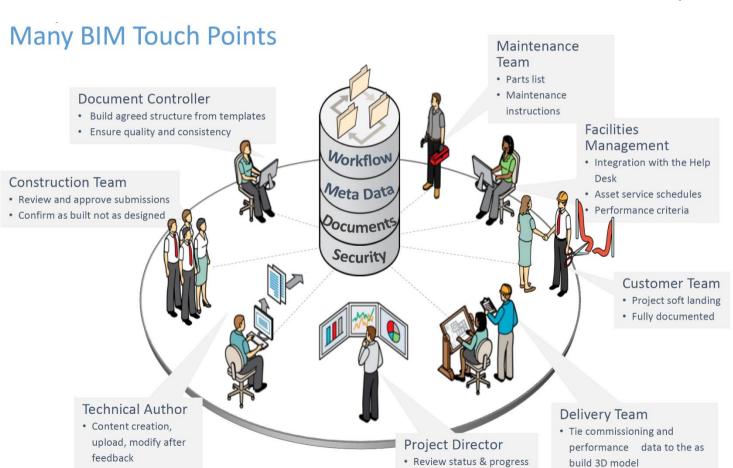
The construction industry uses Building Information Modeling (BIM)

- the manufacturing industry has nothing comparable yet



The savings come from:

- Integration
- Simple visualization for complex information
- Reduced Processing time
- Efficiencies in distribution and management
- Single version of the truth
- Fully electronic processes
- Remove paper and scanning
- Removal of non value add work
- Fast access to information in context
- Automation and tracking of critical information







Looking out of the Box





SysML v1 (2007-2024)

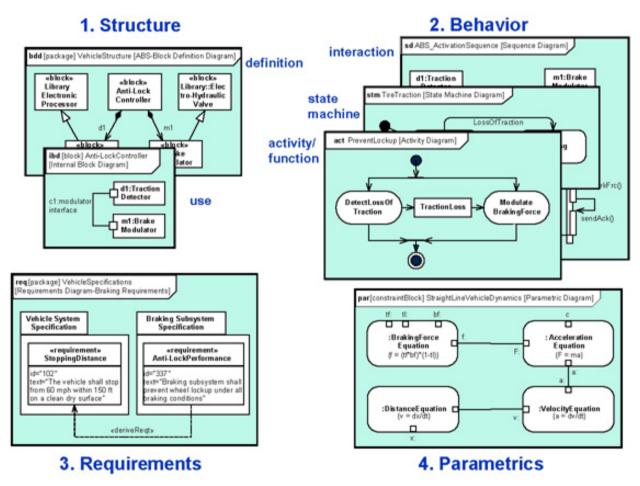




The *Systems Modeling Language v1* was a major milestone to establish a common modeling language and notation for systems engineering on a world-wide basis.



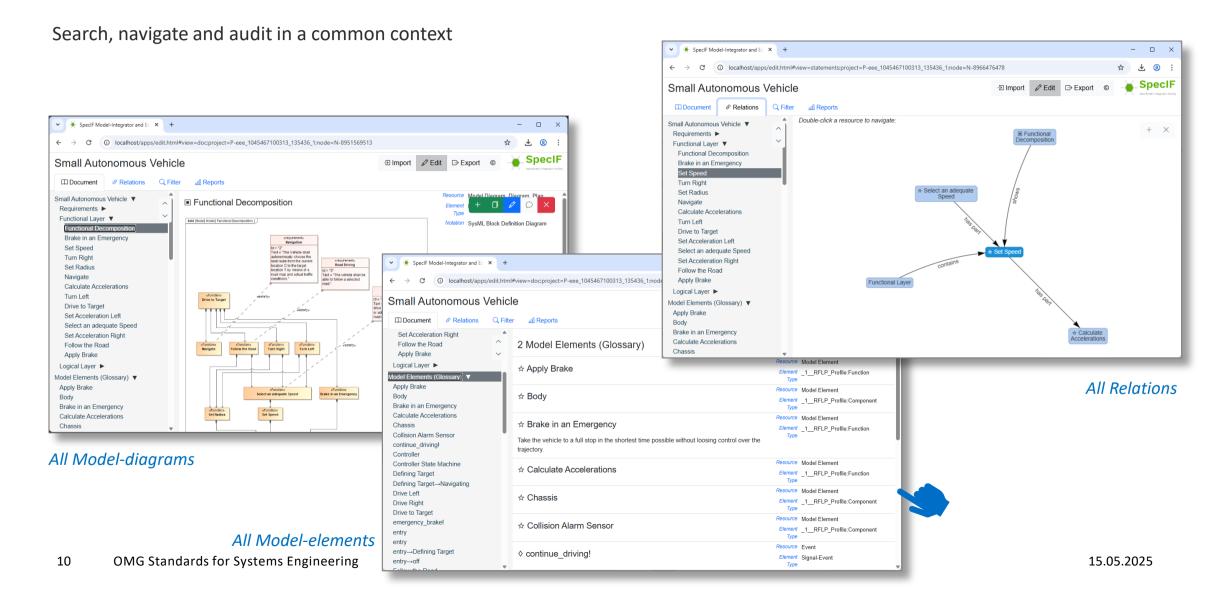




Note that the Package and Use Case diagrams are not shown in this example, but are respectively part of the structure and behavior pillars

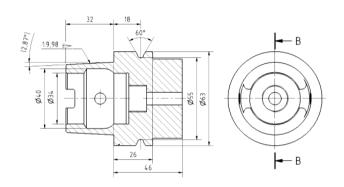


SysML v1 Example: Small Autonomous Vehicle

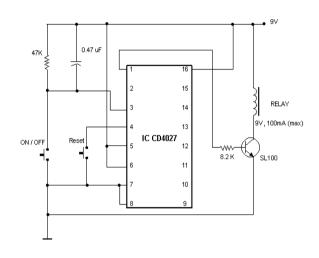


Maturity

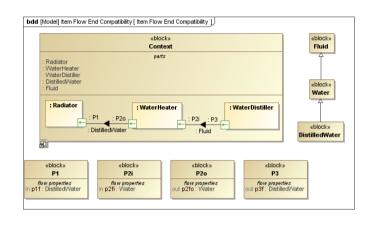




A tolerance is a tolerance is a tolerance

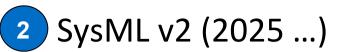


A capacitor is a capacitor is a capacitor



A block is a ??

- Terminology / Ontology ?
- Unambiguous choices when modeling?
- How much must be explained in addition to the model?







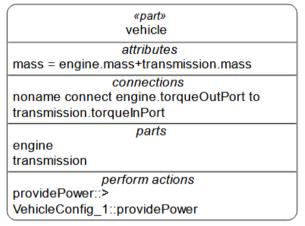


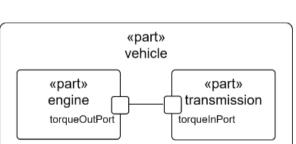
The next generation modeling language and notation for systems engineering is more consistent and easier to use.

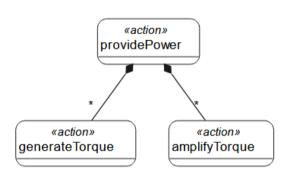


Simple Vehicle Model SysML v2 Textual and Graphical Syntax

```
part vehicle{
    attribute mass = engine.mass+transmission.mass;
    perform providePower;
   part engine{
        attribute mass;
        port torqueOutPort;
        perform providePower.generateTorque;
   part transmission{
        attribute mass;
        port torqueInPort;
        perform providePower.amplifyTorque;
    connect engine.torqueOutPort to transmission.torqueInPort;
action providePower{
    action generateTorque;
   action amplifyTorque;
```







Source: Friedenthal: SysML v2 Basics



Comparing SysML v2 with SysML v1

Detailed Explanation: https://www.youtube.com/watch?v=FXBlwmw5dEQ

Simpler to learn and use

- Systems engineering concepts designed into metamodel versus added-on
- Consistent application of definition and usage pattern
- More consistent terminology
- Ability to decompose parts, actions,
- More flexible model organization with package filters

More precise

- Textual syntax and expression language
- Formal semantic grounding
- Requirements as constraints

More expressive

- Variant modeling
- Analysis case
- Trade-off analysis
- O Individuals, snapshots, time slices
- O More robust quantitative properties (e.g., vectors, ..)
- Simple geometry
- Query/filter expressions
- Metadata

More extensible

- Simpler language extension capability
 - Based on model libraries

• More interoperable

Standardized API

Source: Friedenthal: SysML v2 Introduction



SST Public Repositories Current Release: 2023-11

- Monthly release repository
 - https://github.com/Systems-Modeling/SysML-v2-Release
- Release content
 - Specification documents (for KerML, SysML and API)
 - Training material for SysML textual notation
 - Training material for SysML graphical notation
 - Example models (in textual notation)
 - Pilot implementation
 - Installer for Jupyter tooling
 - Installation site for Eclipse plug-in
 - Web access to prototype repository via SysML v2 API
 - Web access to Tom Sawyer visualization tooling
- Open-source repositories
 - https://github.com/Systems-Modeling
- Google group for comments and questions
 - https://groups.google.com/g/SysML-v2-Release
 (to request membership, provide name, affiliation and interest)

Source: Friedenthal: SysML v2 Basics

Future of Systems Modeling







Simulation and Analysis



Advanced Visualization



External Interfaces

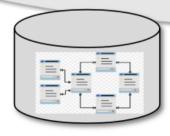
Requirements Management Product Lifecycle Management SW Design

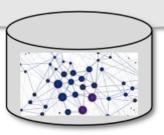
Interoperable tooling



Integrated Semantics

Standard API and Services





Repositories

Source: Seidewitz: Domain-Specific Modeling with SysML v2



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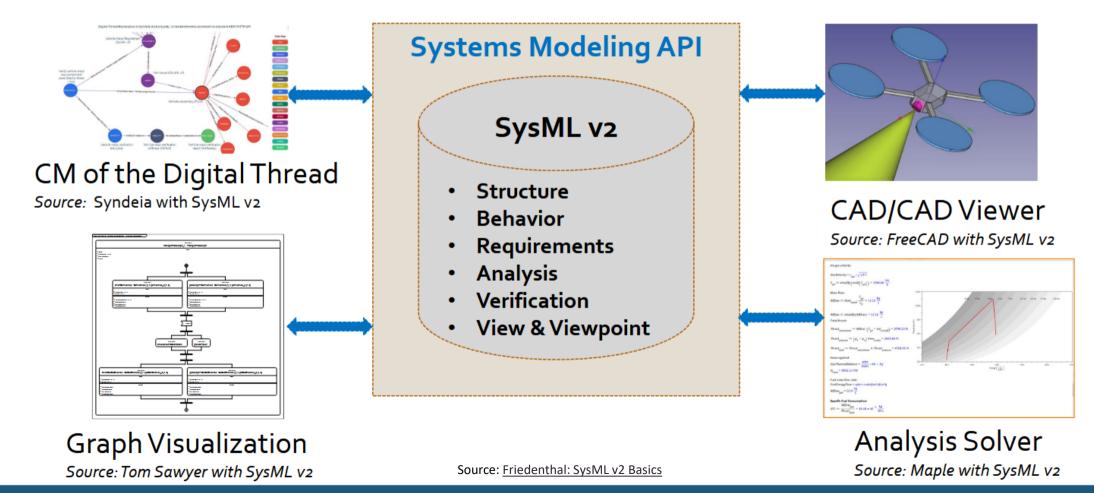
Systems Modeling API and Services



The *Systems Modeling API and Services* assure standardized data exchange between tools.

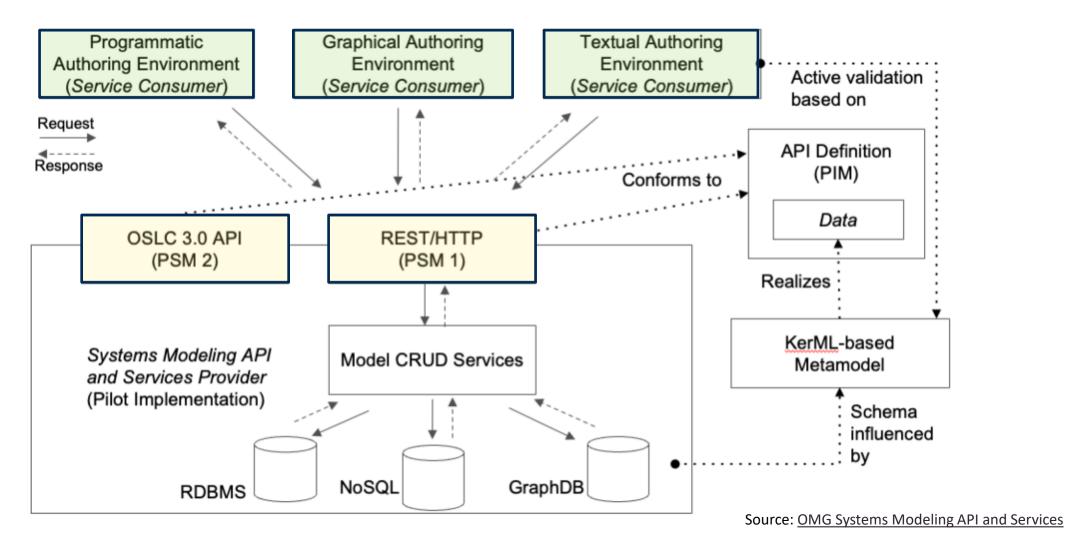


Connecting SysML v2 through the standard API





OMG Systems Modeling API and Services





CASCaDE: Product Lifecycle Collaboration









The objective of *CASCaDE* is to facilitate collaboration in the product lifecycle from conception to retirement. Standardize such collaboration in terms of data format and ontology.

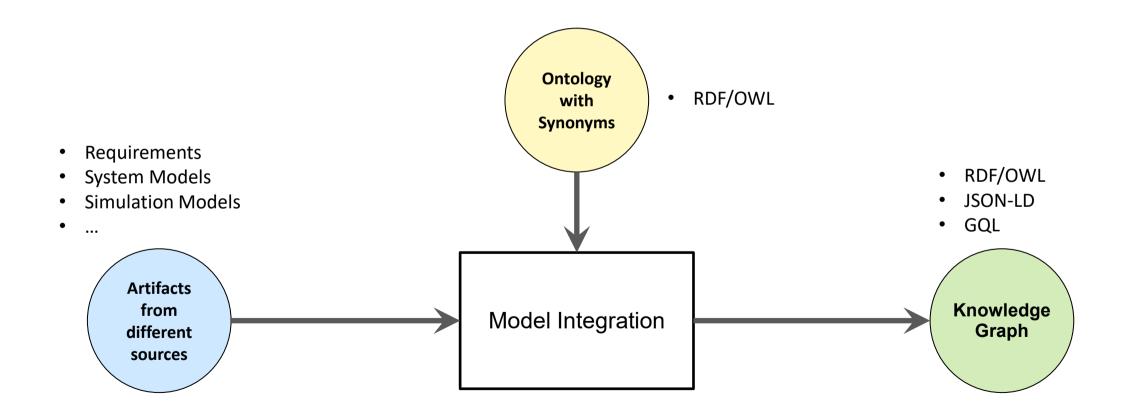
OMG Standards for Systems Engineering







Using an Ontology to Integrate Information of Different Sources and Formats









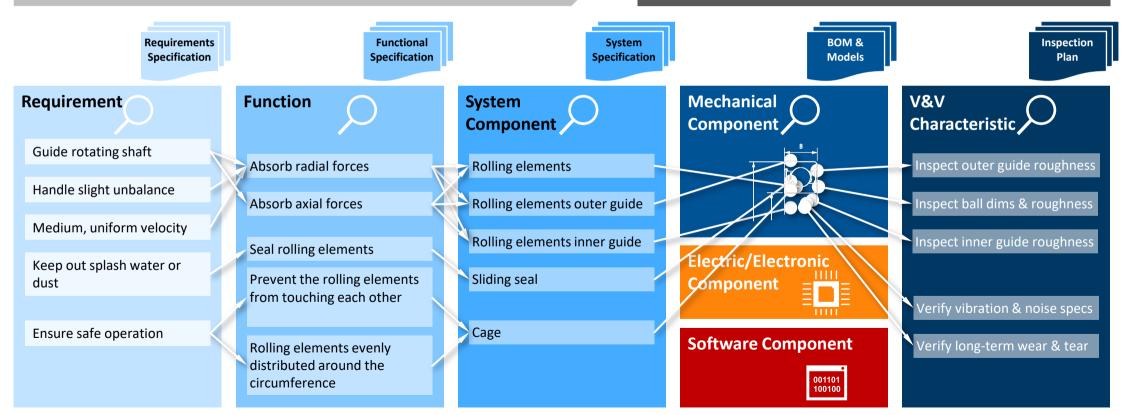






Increasing shares of Electrics/Electronics and Embedded Software besides Mechanics







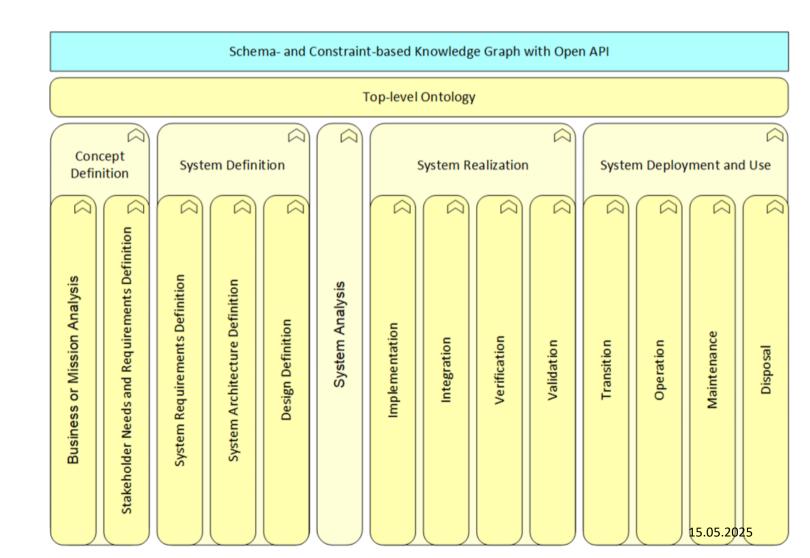
The CASCaDE Standard is Modular

Syntax (blue)

- Knowledge Graph with nodes (artifacts/activities) and edges (relations)
- Constraints

Semantics (yellow)

- Terms for activities and artifacts (data objects) at the input and output
- Terms for relations

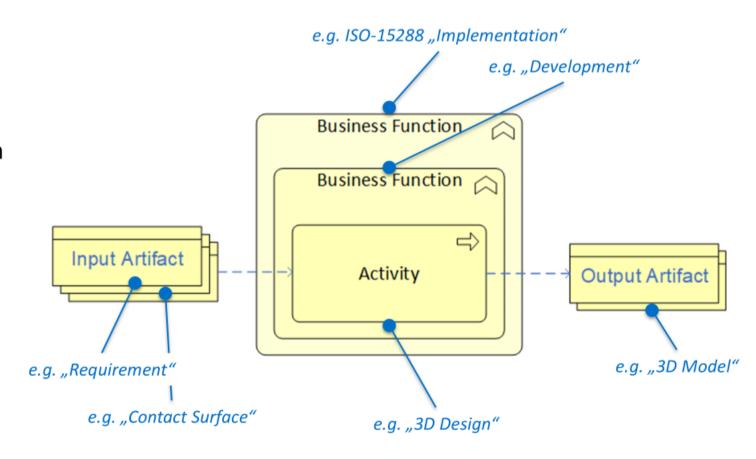


Define Terms for Activities and Artifacts (Data Objects)



The standard shall include a hierarchical structure of terms with synonyms and other relations ("Ontology"):

- Business functions broken down to activities
- Work products = artifacts= data objects

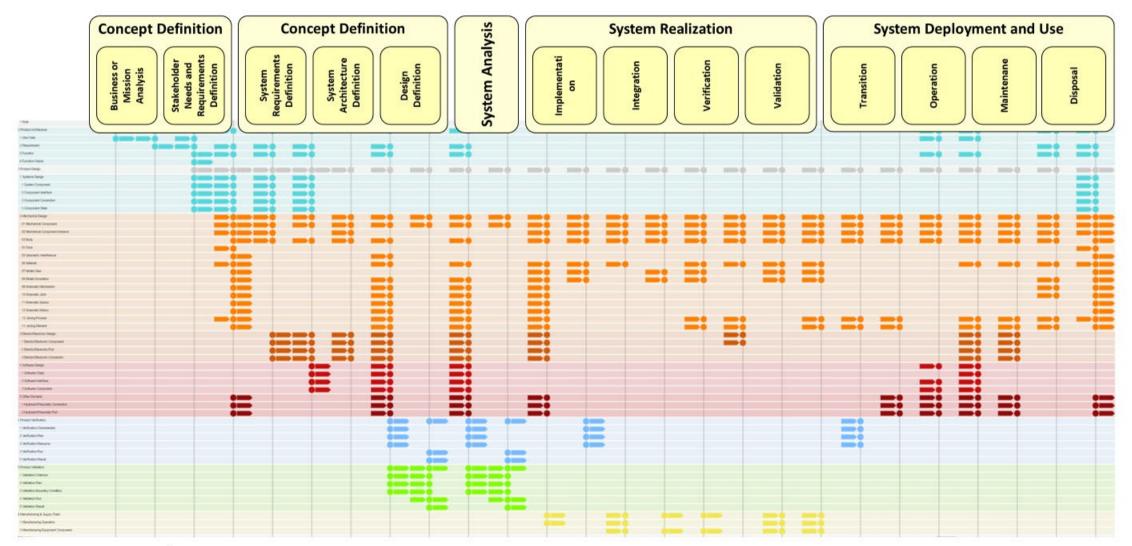


Information Requirements per Process-Step







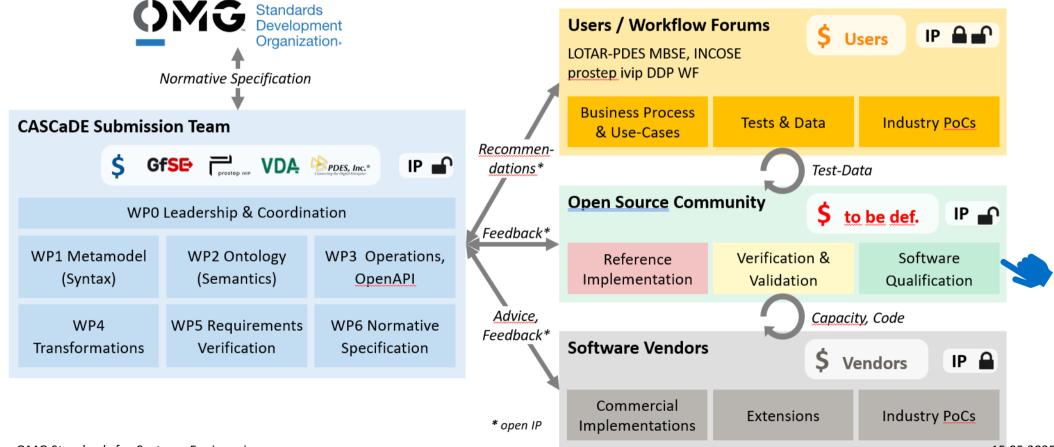


The CASCaDE Project







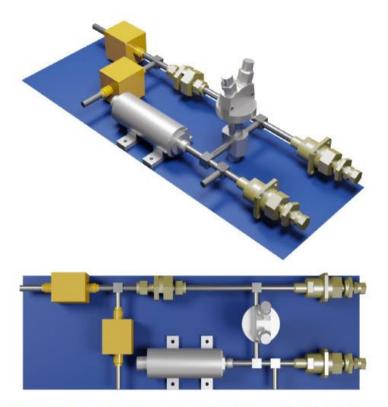




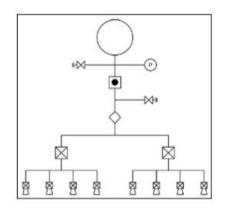
5 Looking into the future ...



Design Cockpit 43® Packaging Plug-In



automatically generated packaging in DC43® (bendings forbidden, area 457 cm²)



packaging algorithm maps logical architecture

to physical architecture w/o side-constraints



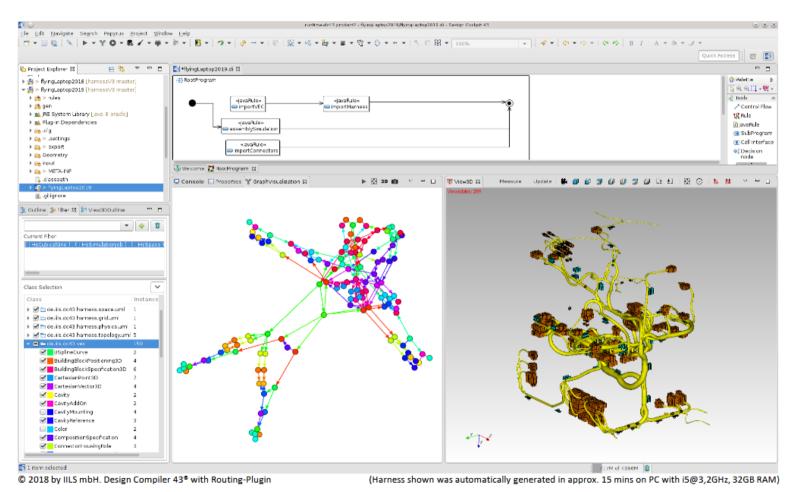


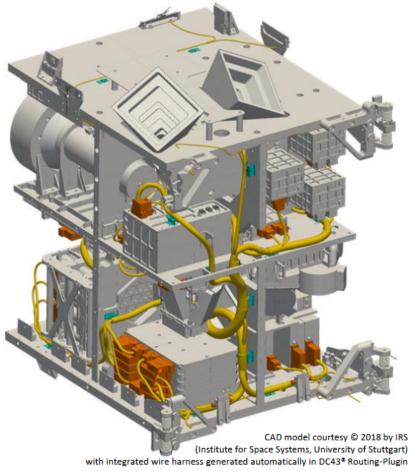
automatically generated packaging in DC43® (bendings allowed, area 361 cm²)

22% space savings by 6 bends



Design Cockpit 43® Routing-Plug-In







Is this interesting for you?

Contact

Dr.-Ing. Oskar v. Dungern +49 152 5762 0058 oskar.dungern@gfse.org

Let us exchange ideas!