

# Model-Based Design of complex embedded systems using industry standards

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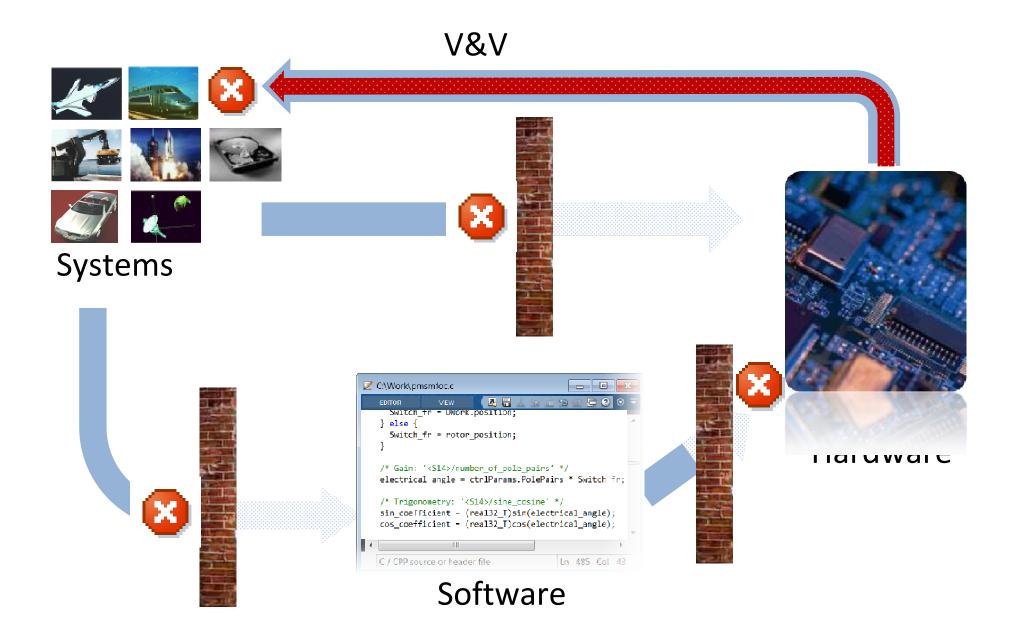


# **Agenda**

- Model-Based Design Introduction
  - Key components
  - Users
  - Standards
- Model-Based Design Technologies
  - Systems
  - Software and Hardware
  - Verification and Validation (V&V)
- Q&A

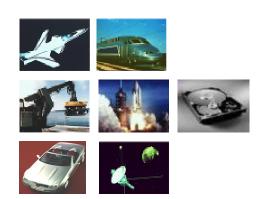


# **Problematic Development Process**



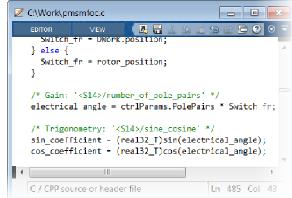


# **Model-Based Design**



**Systems** 

V&V Systems







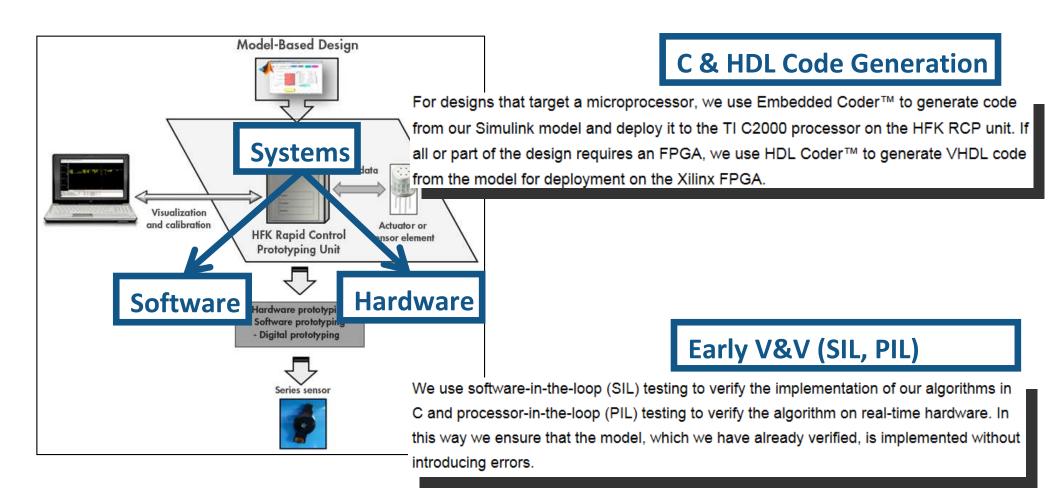


# **Automotive Example of Model-Based Design**

#### **Newsletters**

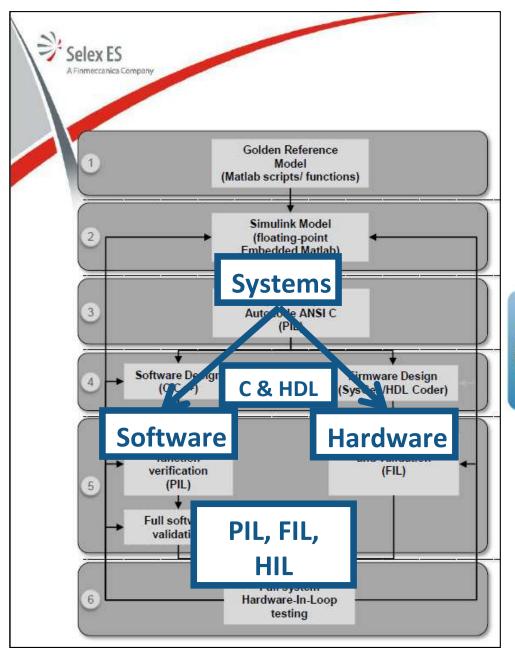
#### Accelerating Sensor Development with Rapid Prototyping and Model-Based Design

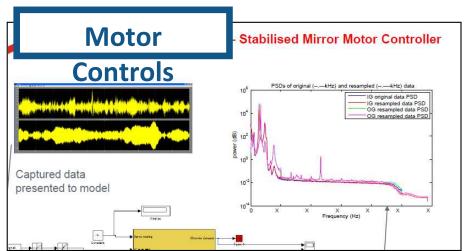
By Martin Hein, Hella Fahrzeugkomponenten GmbH



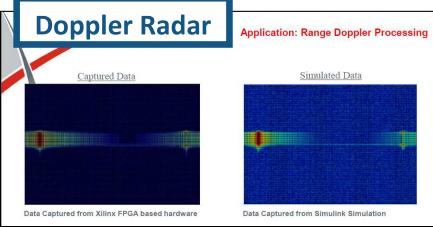


# **Aerospace Example of Model-Based Design**











**Model-Based Design – Certification Examples** 

## **DO-178 (Level A)**



Honeywell Aerospace USA Flight Control Systems



Weinmann Medical Germany Transport ventilator



Alstom France
Propulsion Control Systems



Alstom Grid UK HDVC Power Systems

#### **ISO 26262**



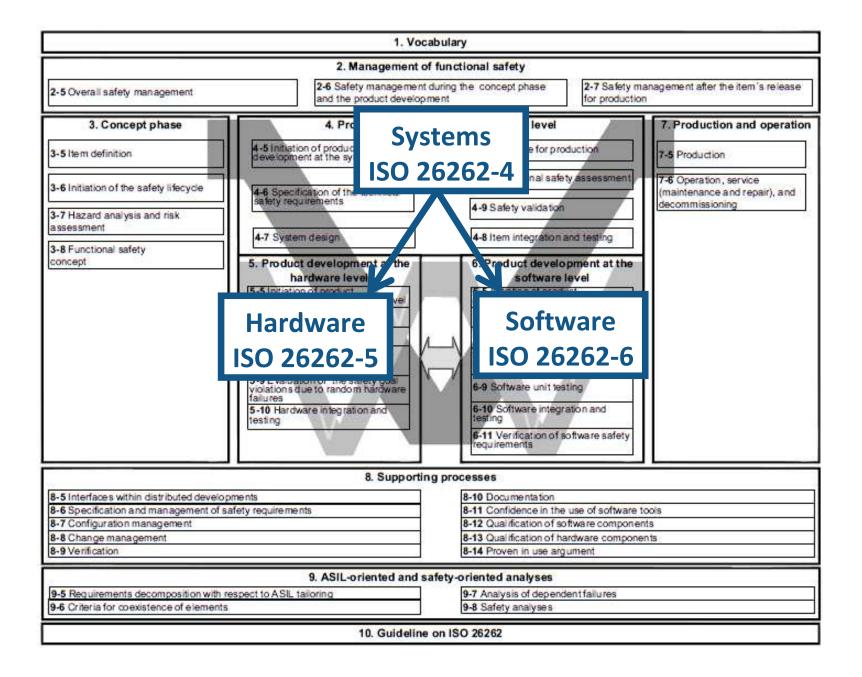
GM Global Hybrid Powertrain



Academia and Schools Project Based Learning



# **Automotive Standard (ISO 26262)**





# Model-Based Design is deeply rooted in ISO 26262

#### 1.74 model-based development

development that uses models to describe the functional behavior of the elements which are to be developed

NOTE Depending on the level of abstraction used for such a model it can be used for simulation or code generation or both.

#### Annex B

(informative)

#### Model-based development

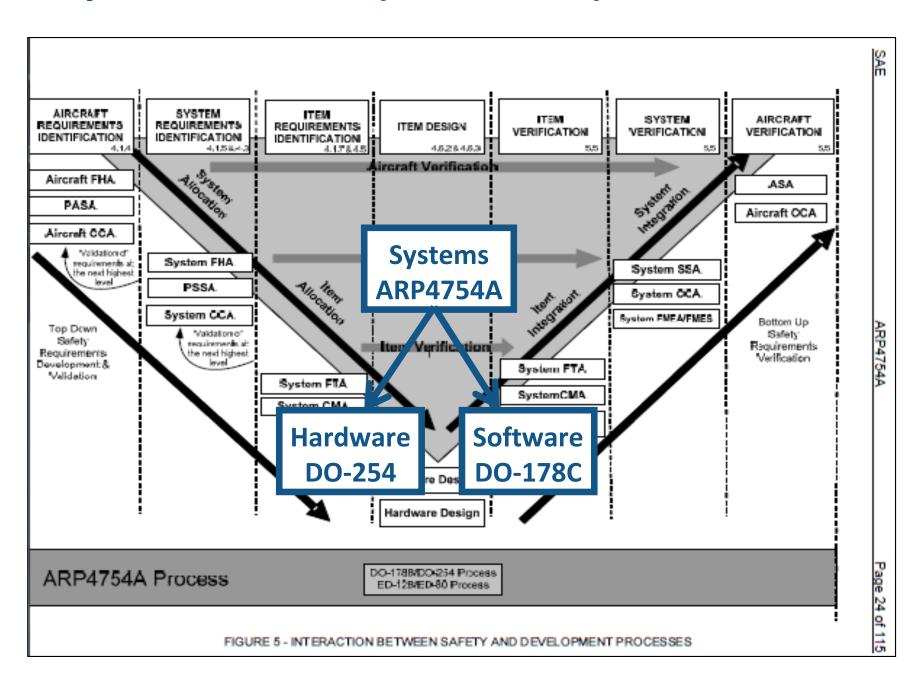
#### B.1 Objectives

This Annex describes the concept of model-based development of in-vehicle software and outlines its implications on the product development at the software level.

The seamless utilisation of models facilitates a highly consistent and efficient development.



# **Aerospace Standard (ARP4754A)**





# Model-Based Design is highly recommended in ARP4754

#### Help uncover missing requirements

Prototypes are models of the desired system that may be hardware and/or software based, and may or may not be development versions of the system. Prototypes permit users of a system to interact with a proposed model of the system to uncover missing requirements, behaviors of the system that should be prohibited, and potential problems with user interaction.

How well the prototype represents the actual system may drive the likelihood of identifying missing requirements. The tools used to create prototypes should minimize development time.

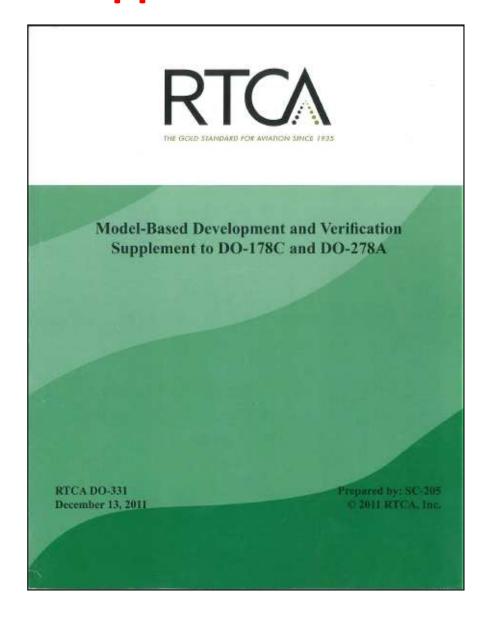
The model should be developed in a structured manner. For example, subsets of model elements which may be used more than once may be handled and represented either as a unit or as the full contents.

Model use for requirements validation typically uses a model of the environment of a system being developed, which is interfaced to a prototype of a design solution for those requirements. An environment model that is representative of the environment of the system being developed, provides a high degree of functional coverage in exercising either a simulated or real system.

provide a high degree of function coverage



# Model-Based Design has a dedicated supplement\* in DO-178C





# First Task: Figure out what model represents



#### **Table MB.1-1** Model Usage Examples

Process that generates the life-cycle data	MB Example 1	MB Example 2	MB Example 3	MB Example 4 (See Note 1)	MB Example 5 (See Note 1)
System Requirement and System Design Processes	Requirements allocated to software	Requirements from which the Model is developed	Requirements from which the Model is developed	Requirements from which the Model is developed	Requirements from which the Model is developed Design Model
Software Requirement and Software Design	Requirements from which the Model is developed	Specification Model (See Note 2)	Specification Model	Design Model	
Processes	Design Model	Design Model	Textual description (See Note 3)		
Software Coding Process	Source Code				

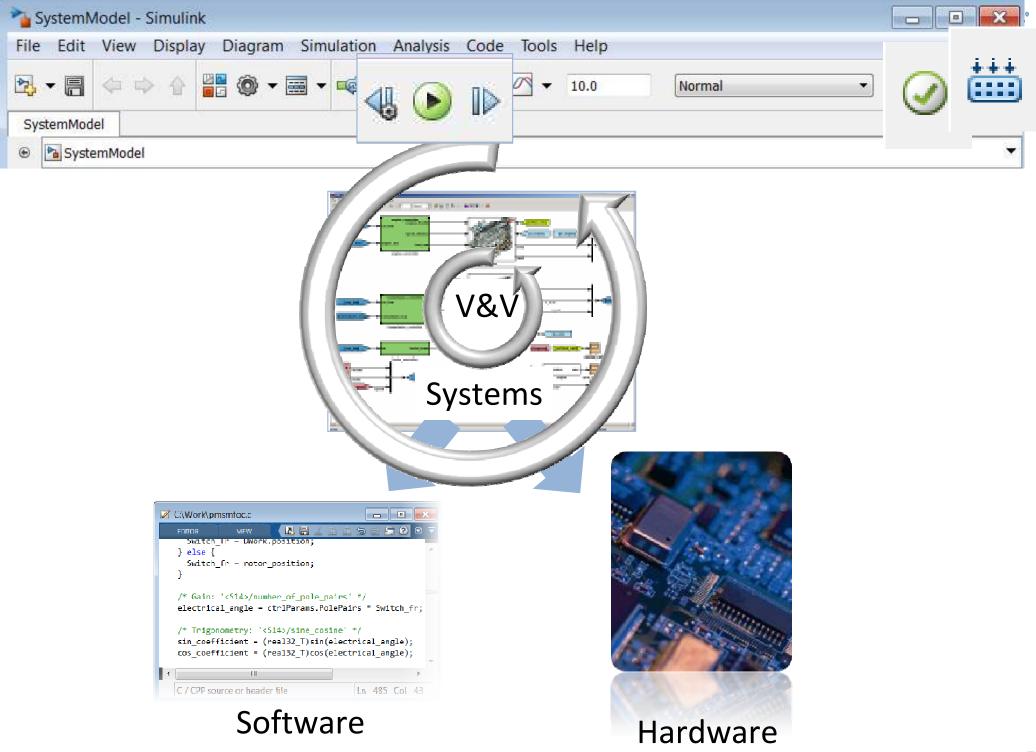


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  - Standards

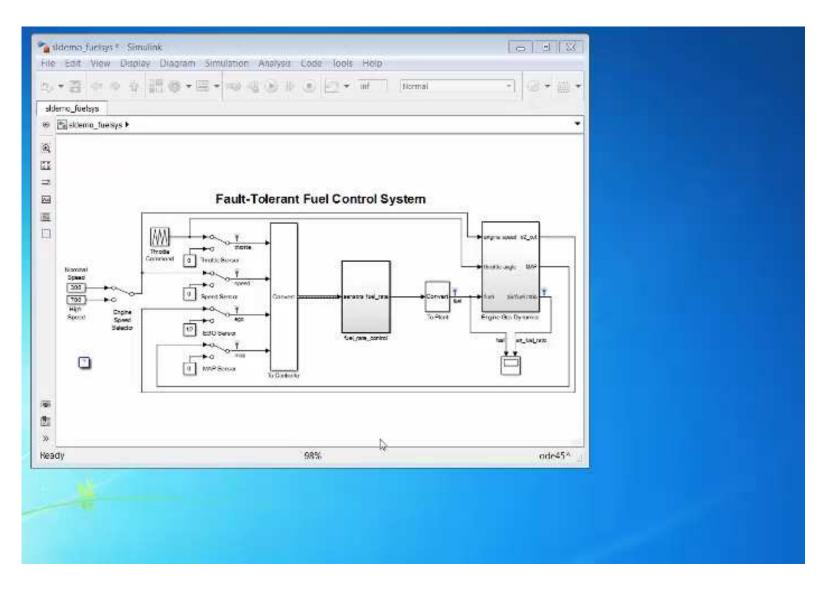
### Model-Based Design Technologies

- Systems
- Software and Hardware
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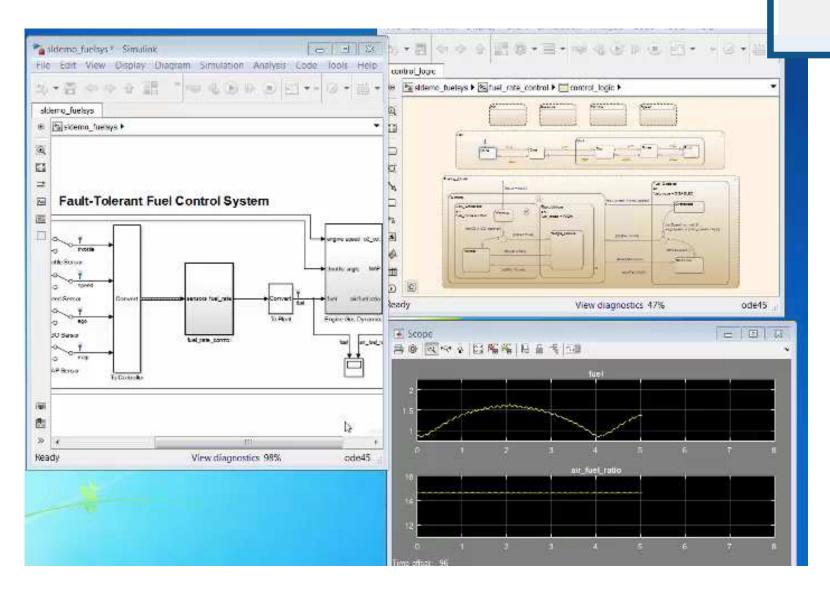
# **Systems simulation**





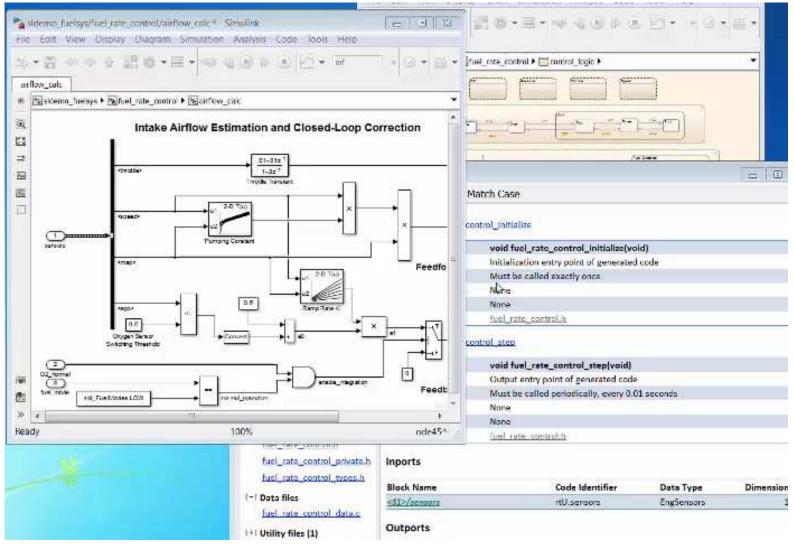
# Software and hardware generation

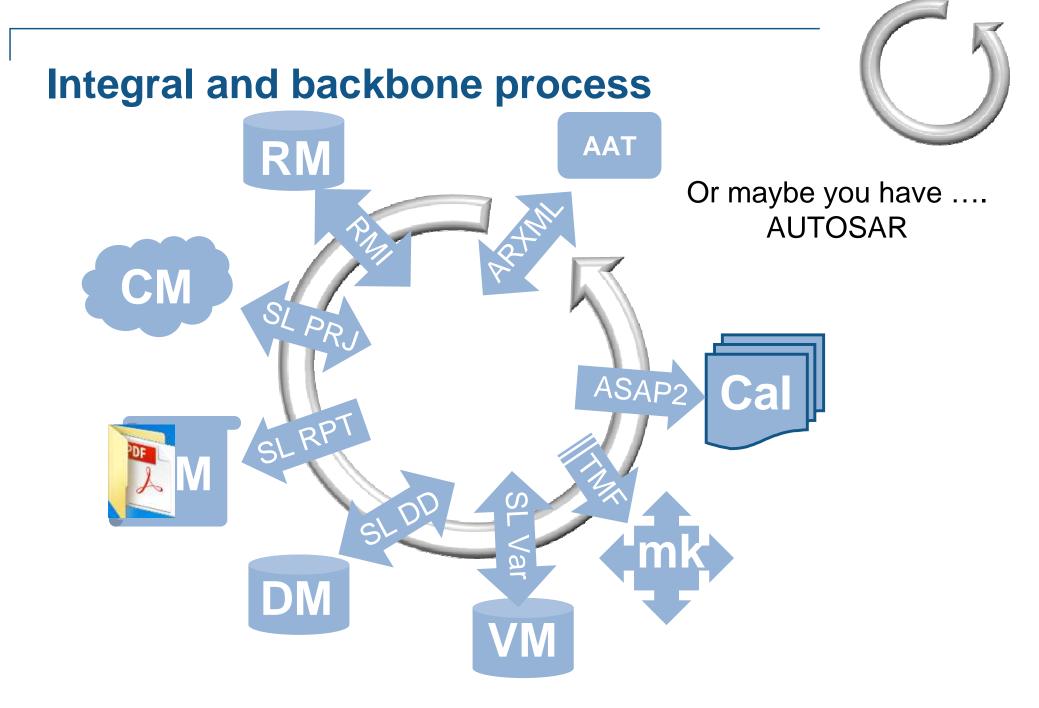




# Early verification and validation



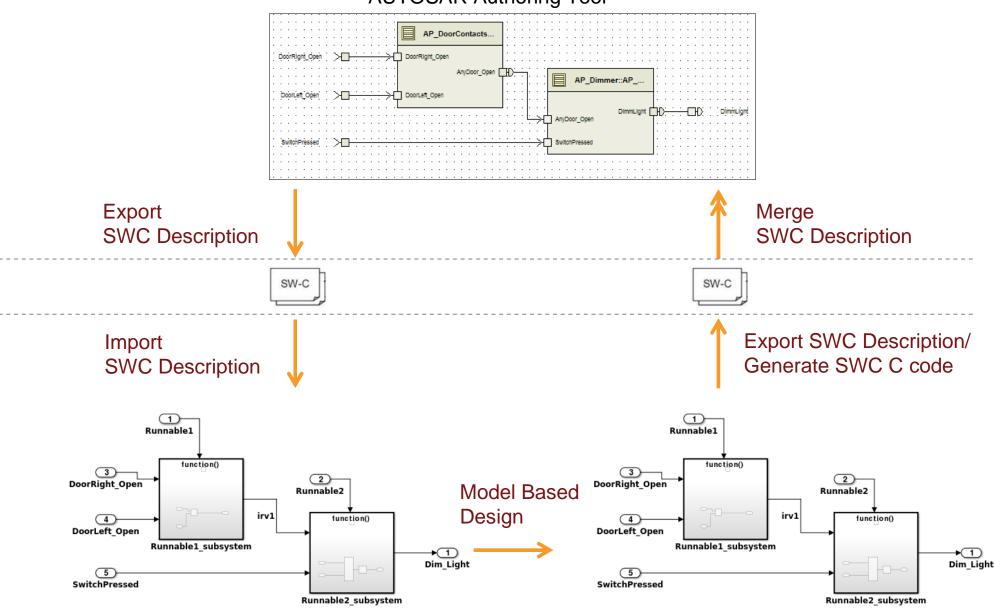






# **AUTOSAR Target Workflow (Top-Down)**

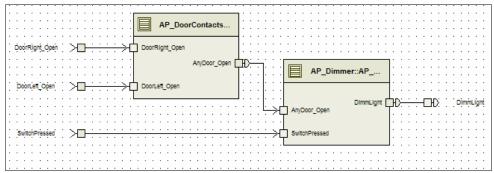




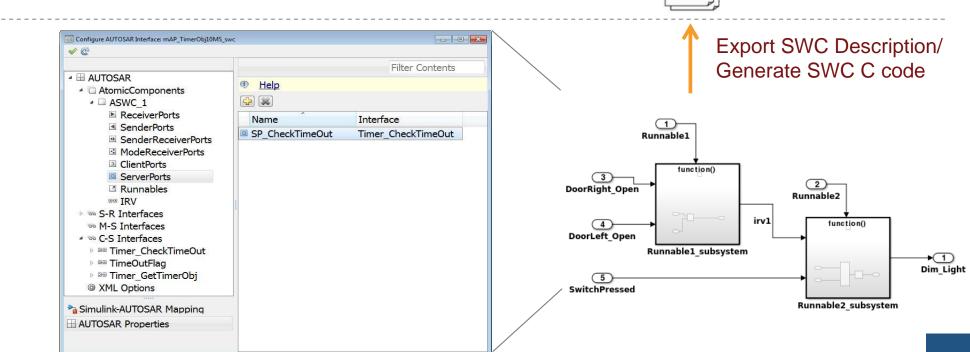


# **AUTOSAR Target Workflow (Bottom-Up)**

#### **AUTOSAR Authoring Tool**



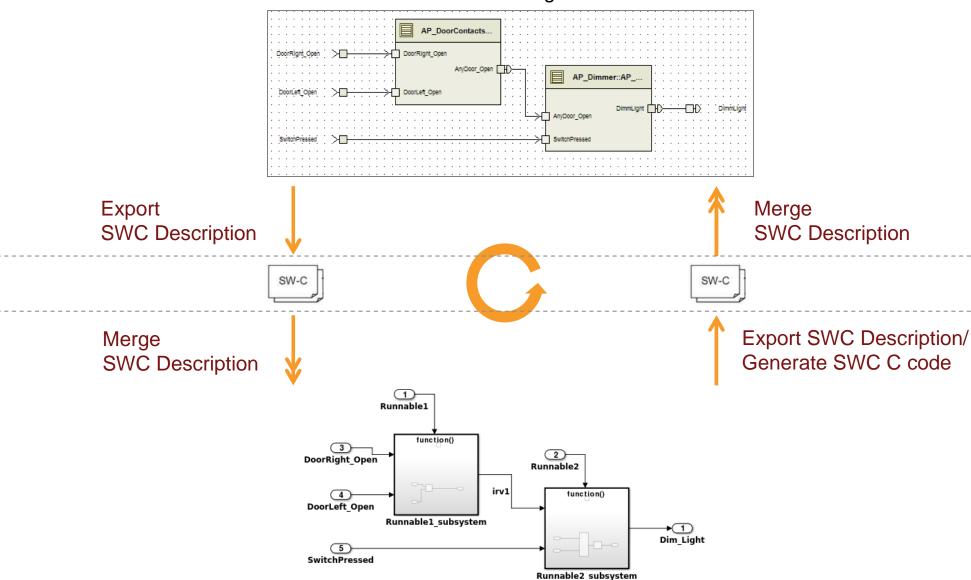






# **AUTOSAR Target Workflow (Round-Trip)**

**AUTOSAR Authoring Tool** 





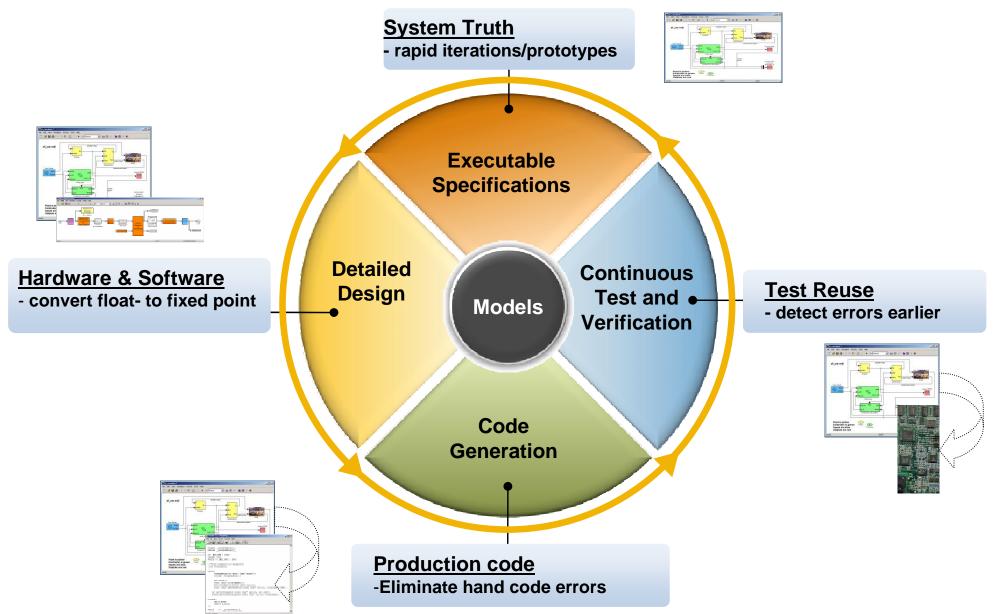
## **Thank You!**

• Questions?





# **Model-Based Design**





# **Model-Based Design**

**Executable Specs, Automatic Code Generation, and Early V&V** 

