

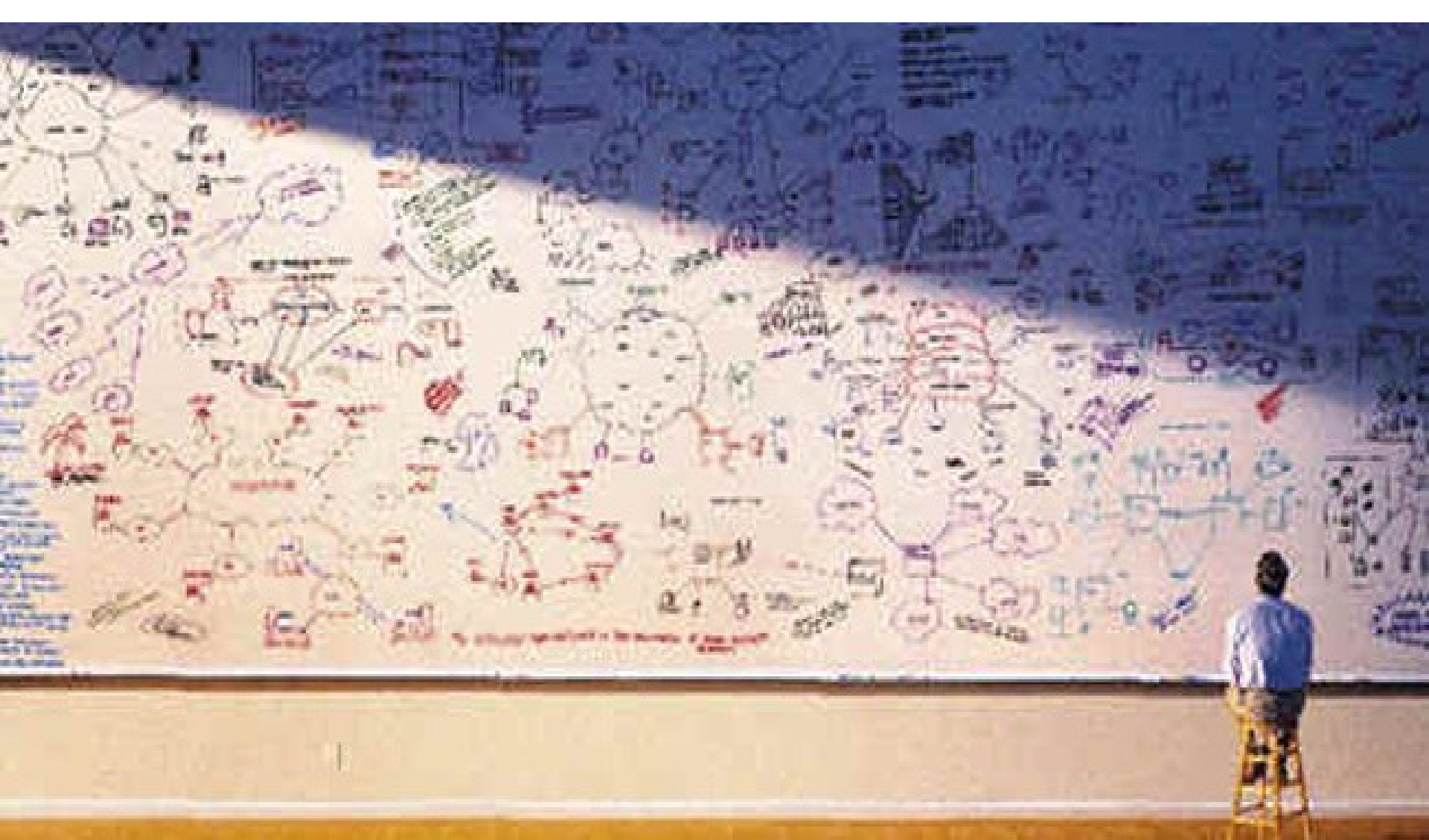
Modelling of Software Intensive Systems (MoSIS) "dealing with complexity"

<http://msdl.uantwerpen.be/people/hv/teaching/MoSIS/>



Hans Vangheluwe

<https://www.uantwerpen.be/en/staff/hans-vangheluwe/>



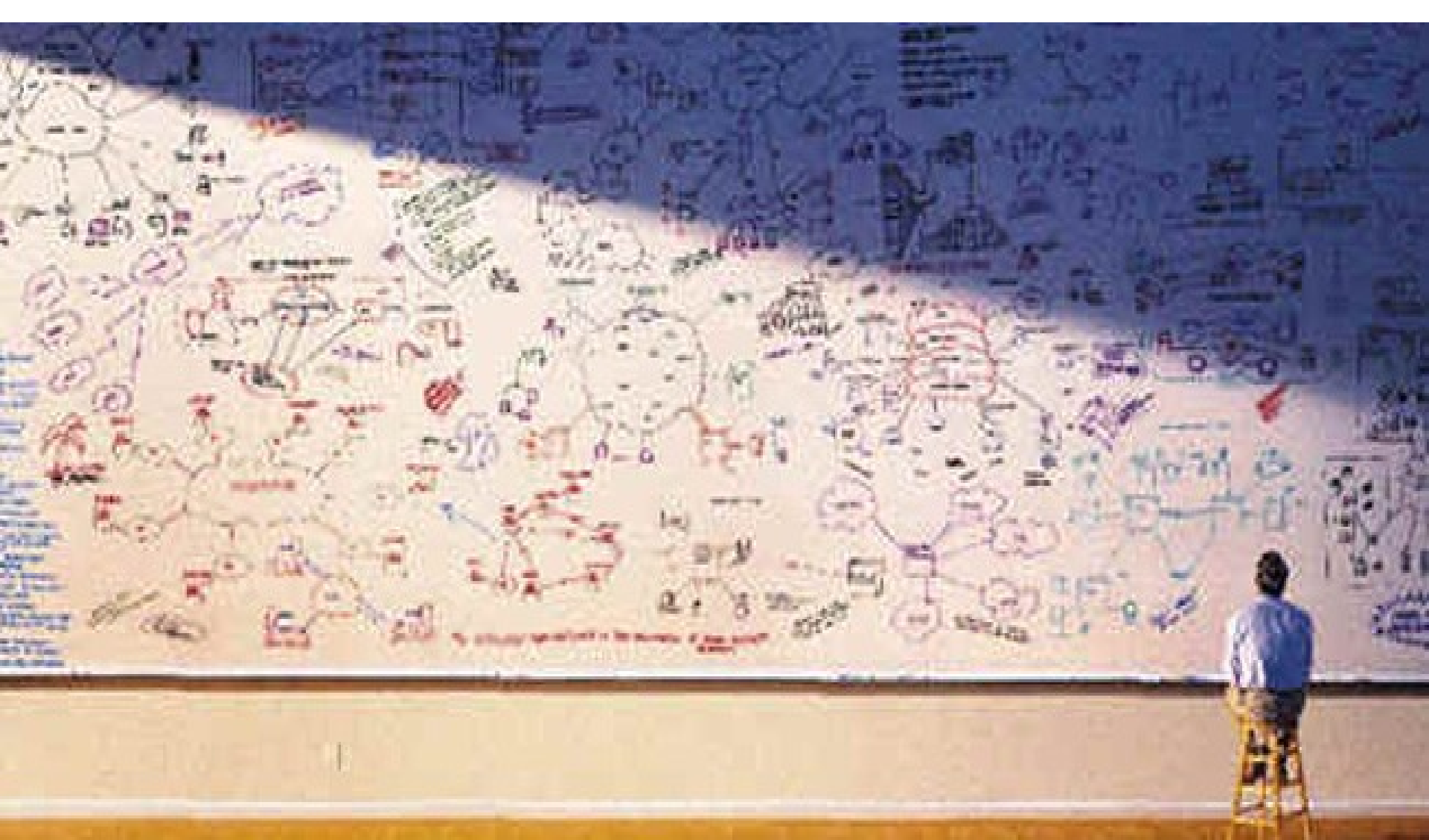
How to deal with **Complexity**?
(in engineered systems)

Causes of Complexity?

in **Engineering** vs. in Science

Complex vs. Complicated

- large number of components (in an “architecture”)
- multiple concerns/views/stakeholders → consistency?
- heterogeneity of components / views
 - different formalisms
 - different abstractions
- emergent behaviour (due to complex, non-modular interactions)
- engineering:
 - long requirements → design → implementation path
 - insufficient understanding (uncertainty) of requirements, system under study, ...
 - difficulty in collaboration
 - modelling languages and tools may introduce “accidental complexity”

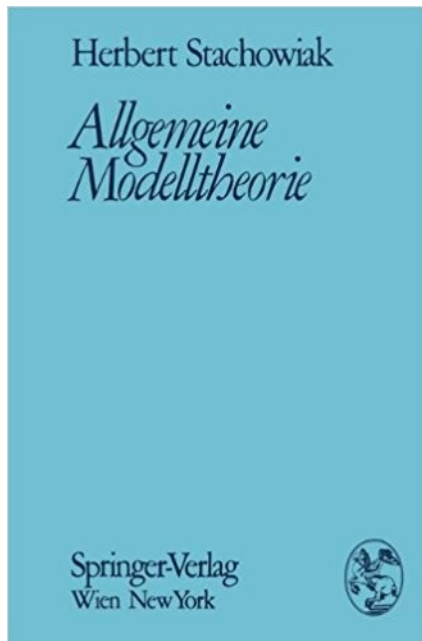


How to deal with **Complexity**?
(in engineered systems)

MODEL EVERYTHING!

04/04	Bellairs, Barbados	02/14	Bellairs, Barbados
04/05	Bellairs, Barbados	09/14	Valencia, Spain
04/06	Bellairs, Barbados	01/15	Bellairs, Barbados
10/06	Genoa, Italy	09/15	Ottawa, Canada
04/07	Bellairs, Barbados	04/16	Bellairs, Barbados
10/07	Nashville, TN, USA	03/17	Bellairs, Barbados
04/08	Bellairs, Barbados	05/18	Bellairs, Barbados
04/09	Bellairs, Barbados	04/19	Bellairs, Barbados
10/09	Denver, CO, USA	09/19	Munich, Germany
04/10	Bellairs, Barbados	10/20	Montreal, Canada*
10/10	Oslo, Norway	10/21	Fukuoka, Japan*
04/11	Bellairs, Barbados	04/22	Bellairs, Barbados
10/11	Wellington, NZ	10/22	Montreal, Canada
04/12	Bellairs, Barbados	03/23	Carghese, Corsica
10/12	Innsbruck, Austria	05/23	Bellairs, Barbados
05/13	Bellairs, Barbados	10/23	Västerås, Sweden
09/13	Miami, FL, USA		*virtual event

<http://CAMPaM.MPM4CPS.eu>

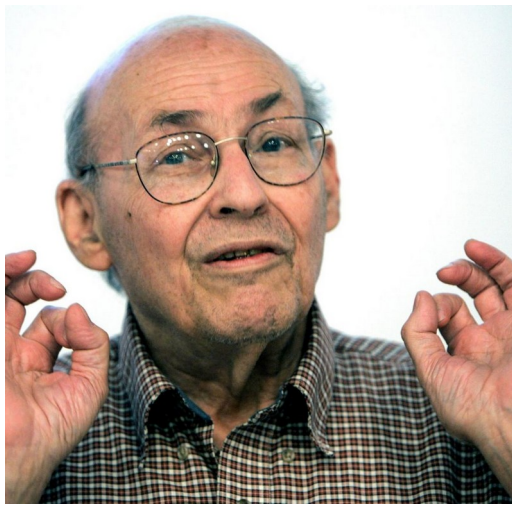


1973

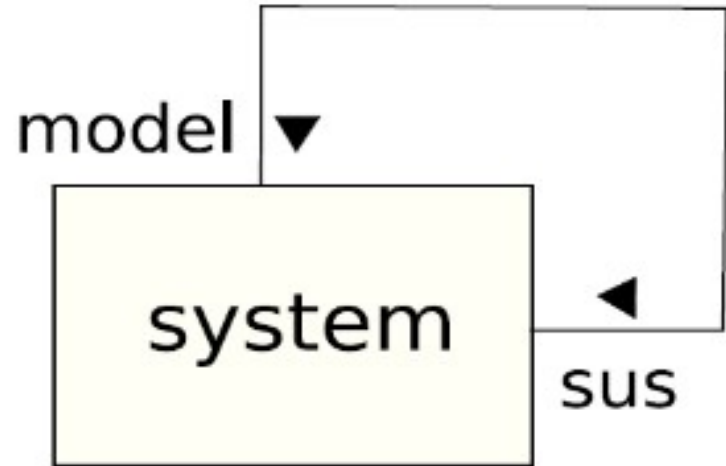


“Model” Features

mapping feature	A model is based on an original. ⁴
reduction feature	A model only reflects a (relevant) selection of an original's properties.
pragmatic feature	A model needs to be usable in place of an original with respect to some purpose.



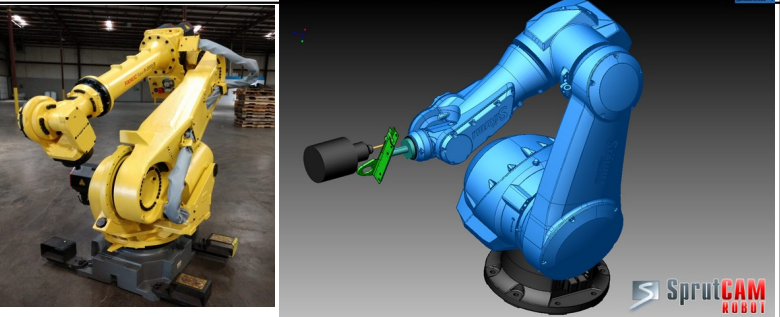
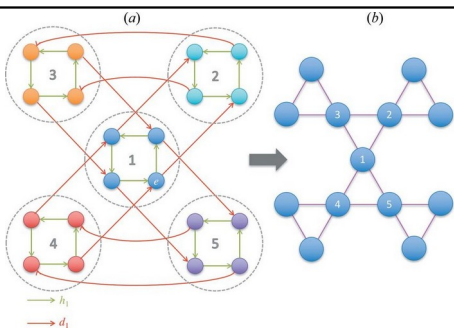
Marvin L. Minsky



To an observer B, an object A^* is a model of an object A to the extent that B can use A^* to answer questions that interest him about A.

Matter, Mind and Models

System under Study (SuS) vs. Model

	Real-World Model	Virtual Model
Real-World SuS		
Virtual SuS	$\frac{dx}{dt} = \alpha x - \beta xy,$ $\frac{dy}{dt} = -\gamma y + \delta xy,$ 	

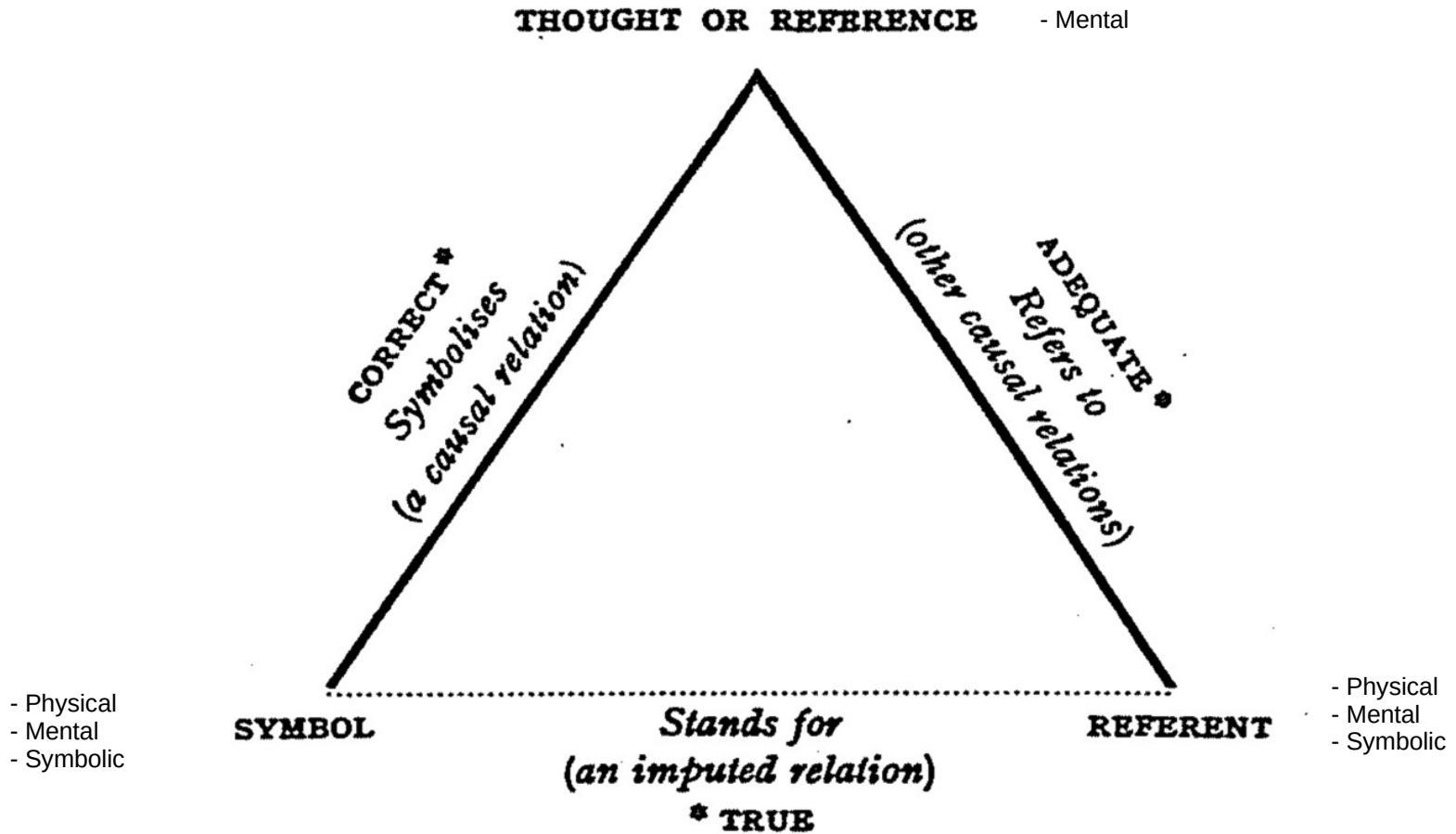
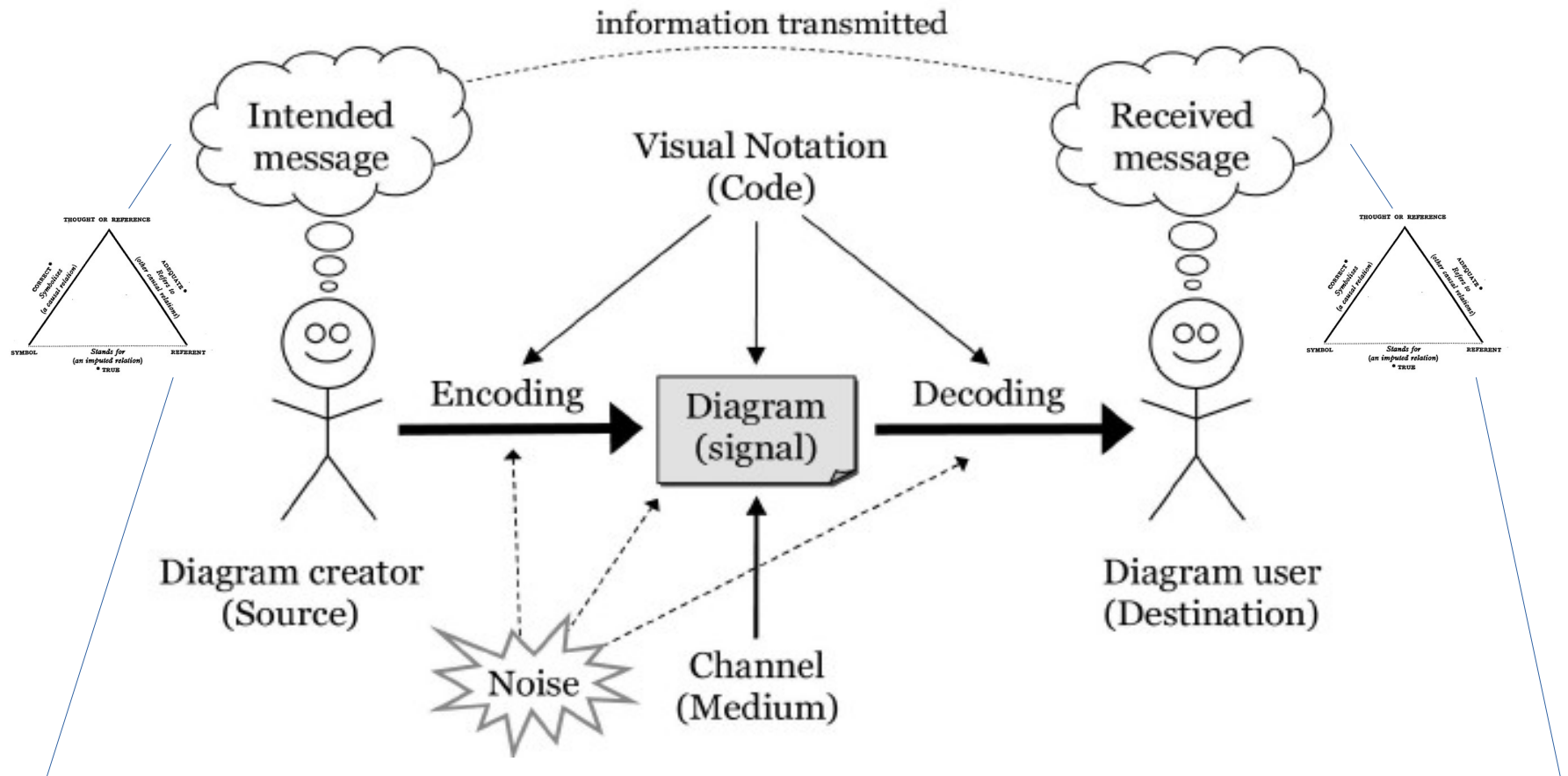


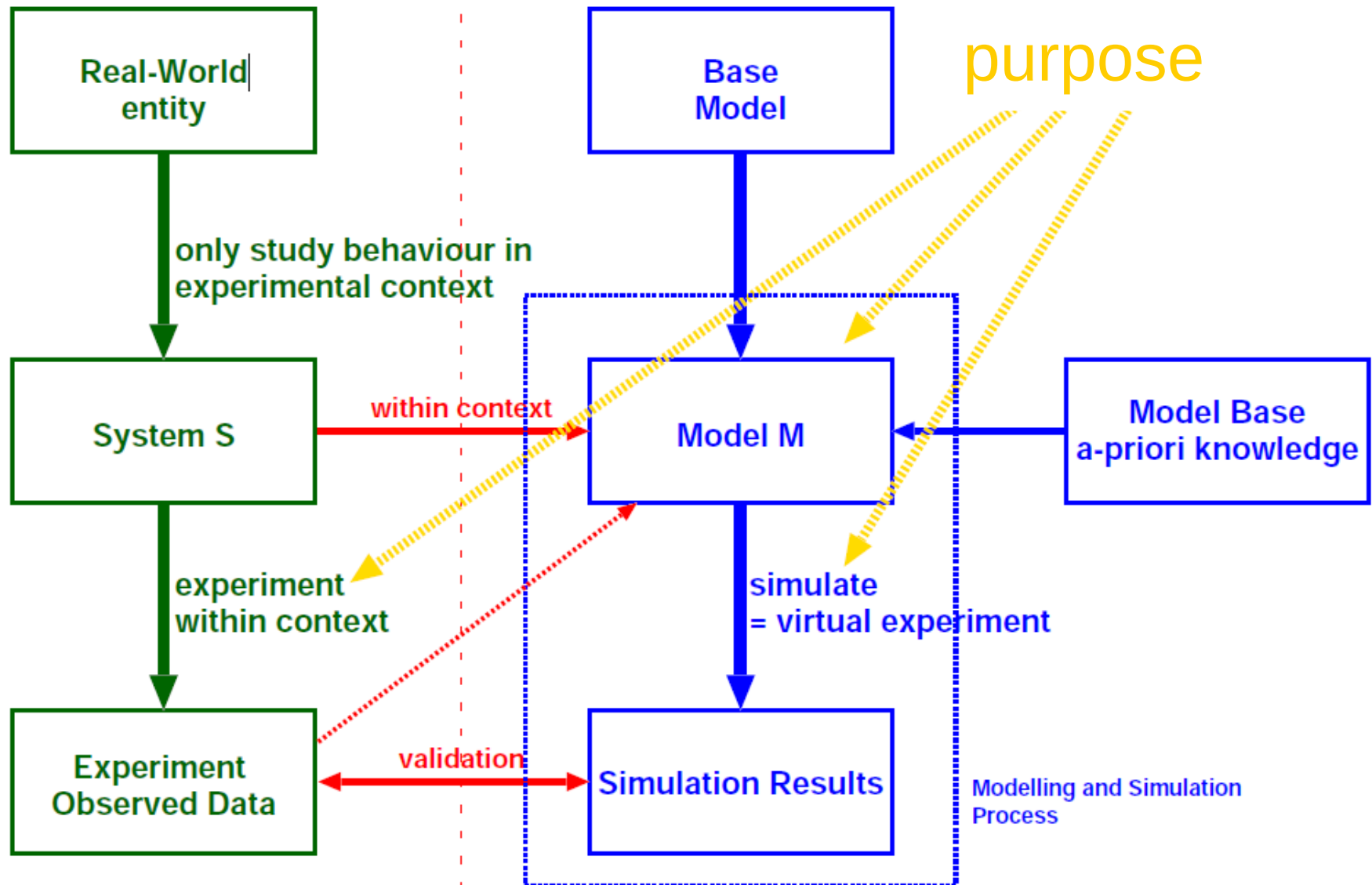
Figure taken from page 11, [The Meaning of Meaning: A Study of the Influence of Language upon Thought and of the Science of Symbolism](#), 1923, was co-authored by [C. K. Ogden](#) and [I. A. Richards](#), [Magdalene College](#), [University of Cambridge](#)

Moody “Physics of Notation”: communication theory



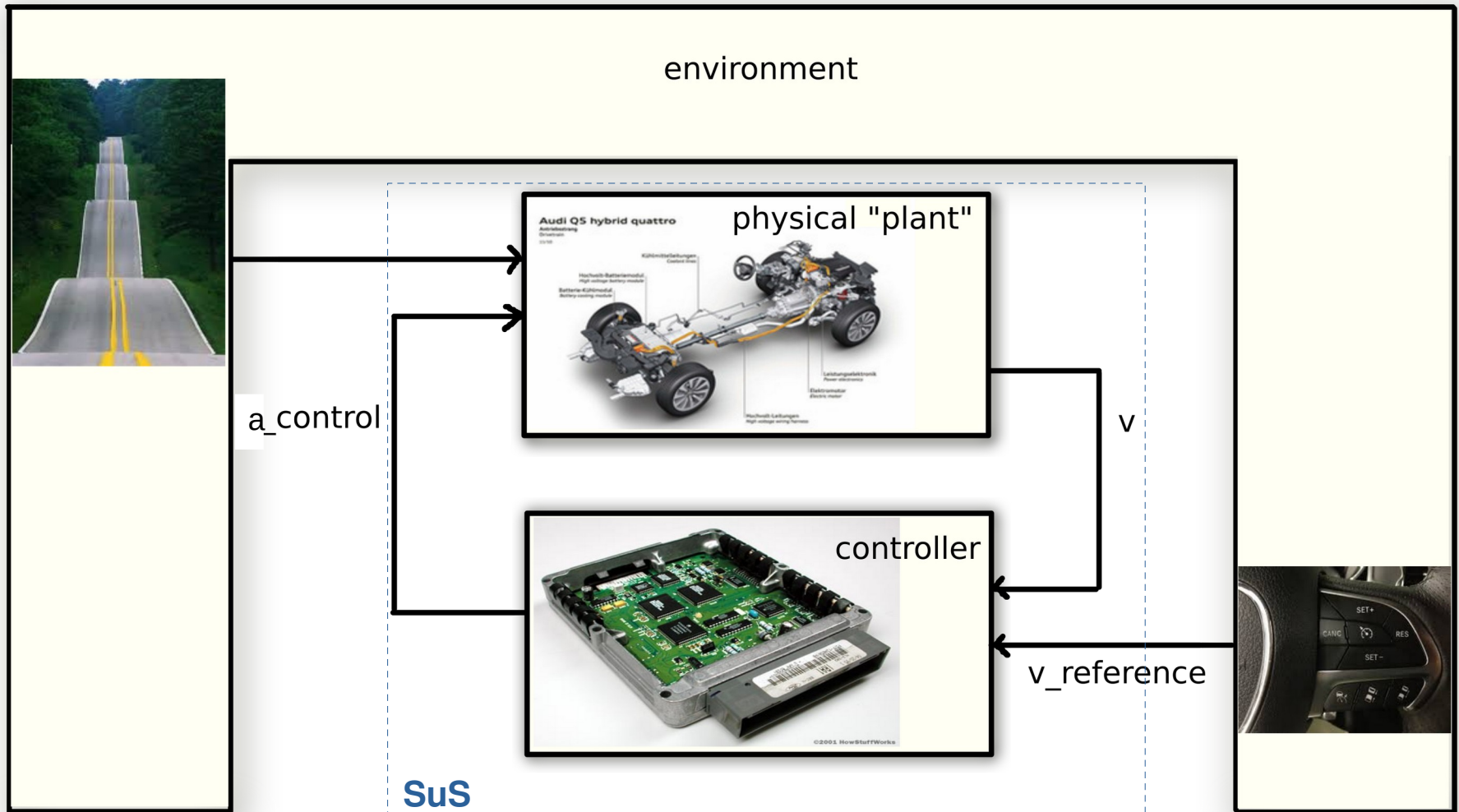
REALITY

MODEL



System under Study (**SuS**) = “plant” || controller

SuS is not studied in isolation: **SuS** || environment



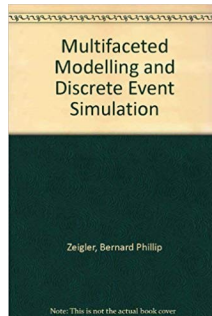
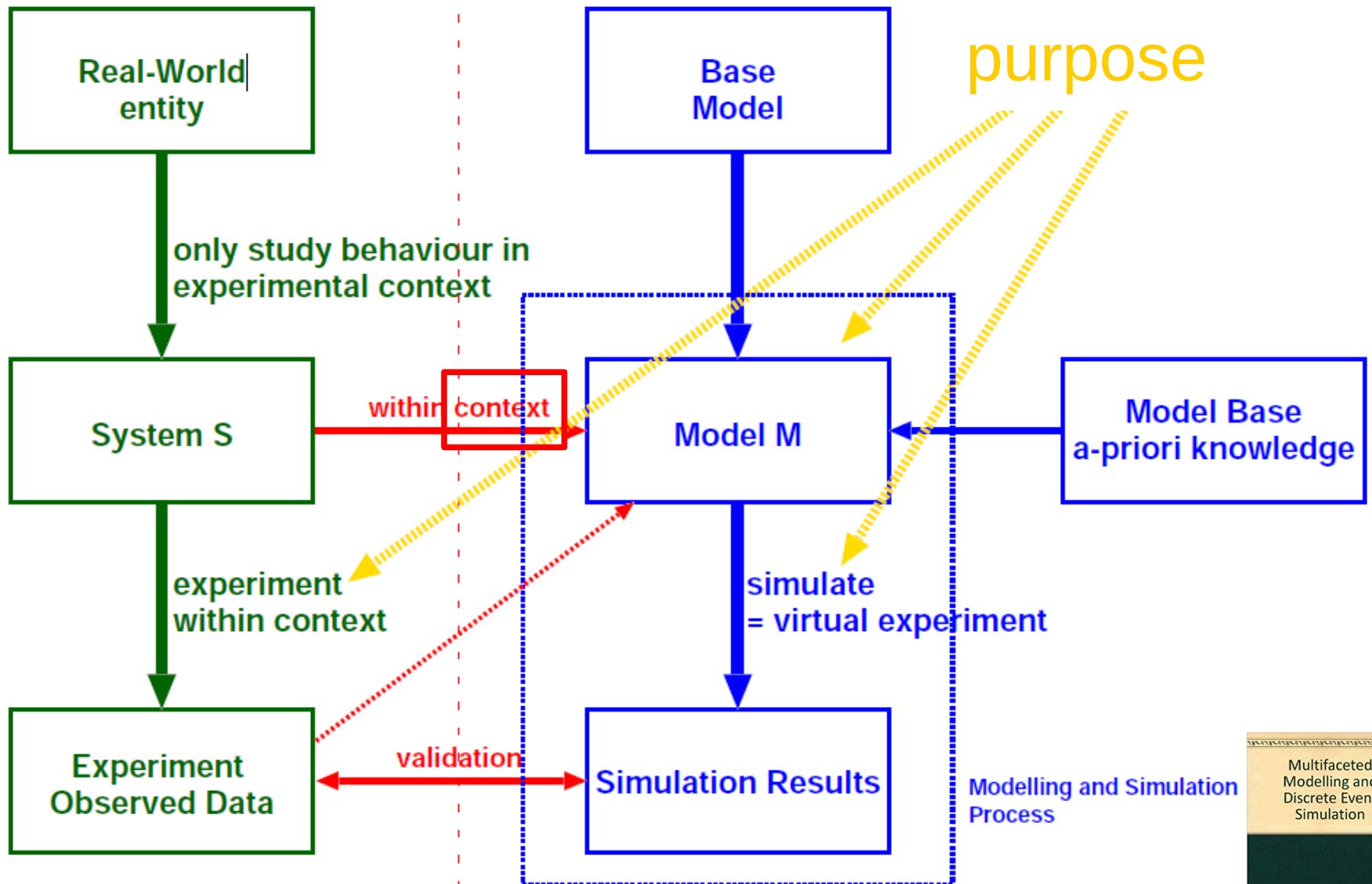


model must be “fit for purpose”

drives choice of:
level of abstraction, formalism, notation,

REALITY

MODEL



Model Validity Motivating Example: Electrical Resistor



Property of interest (PoI):

geometry



<https://grabcad.com/library/resistors-0-5w-pitch-12-7mm-500mil-1>

Model Validity Motivating Example: Electrical Resistor

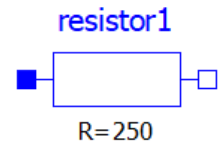


Property of interest (PoI):

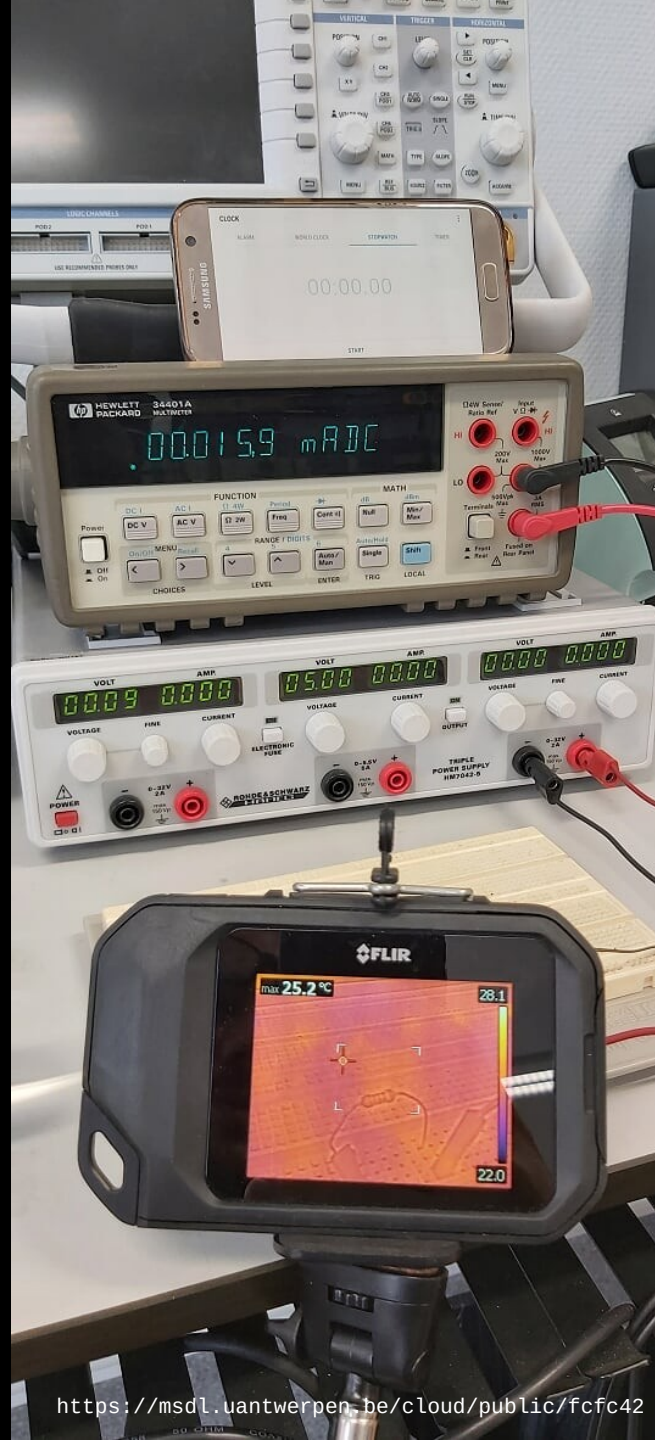
constitutive relation

between voltage drop V over resistor and current i through resistor

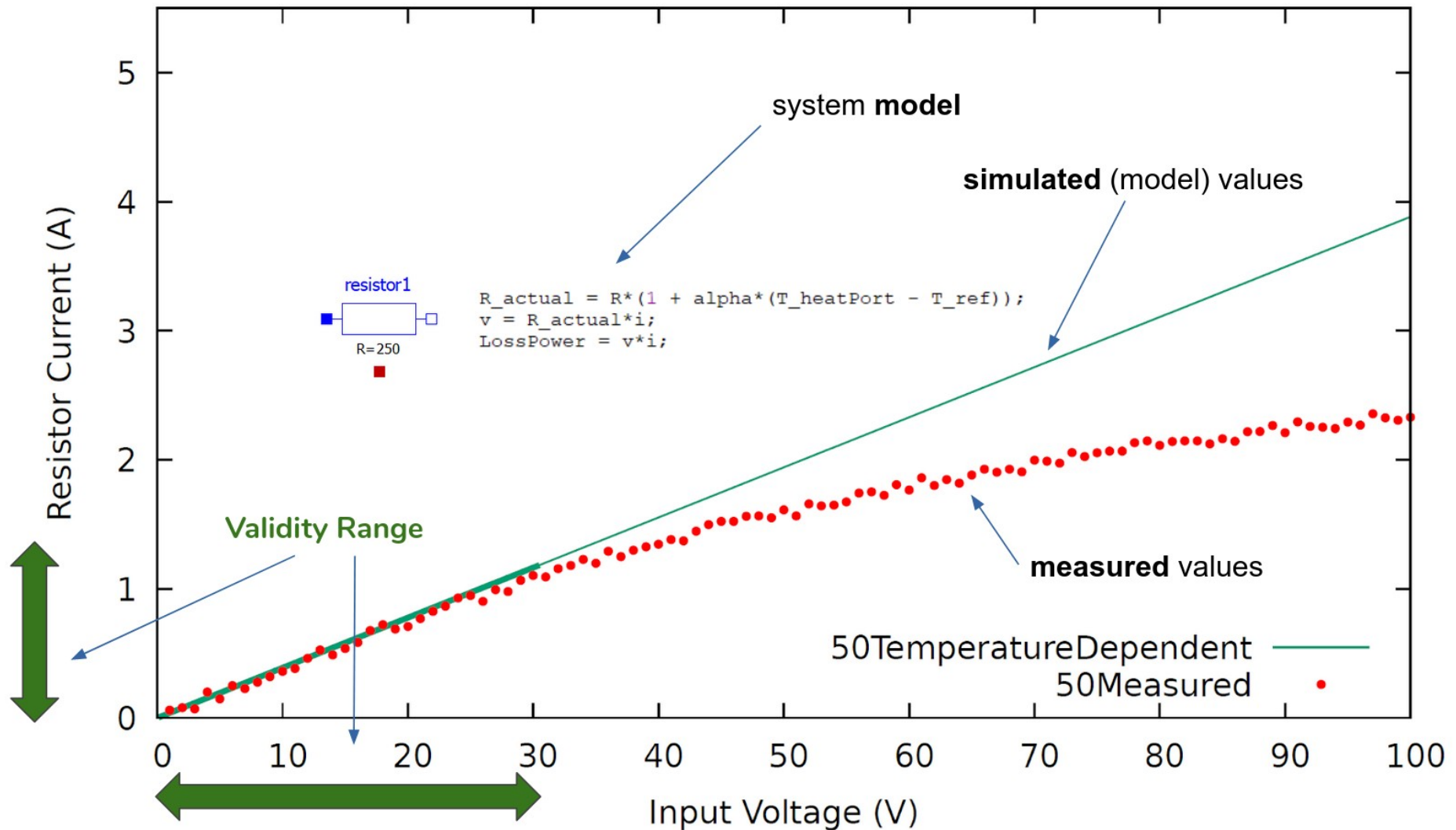
MODELICA



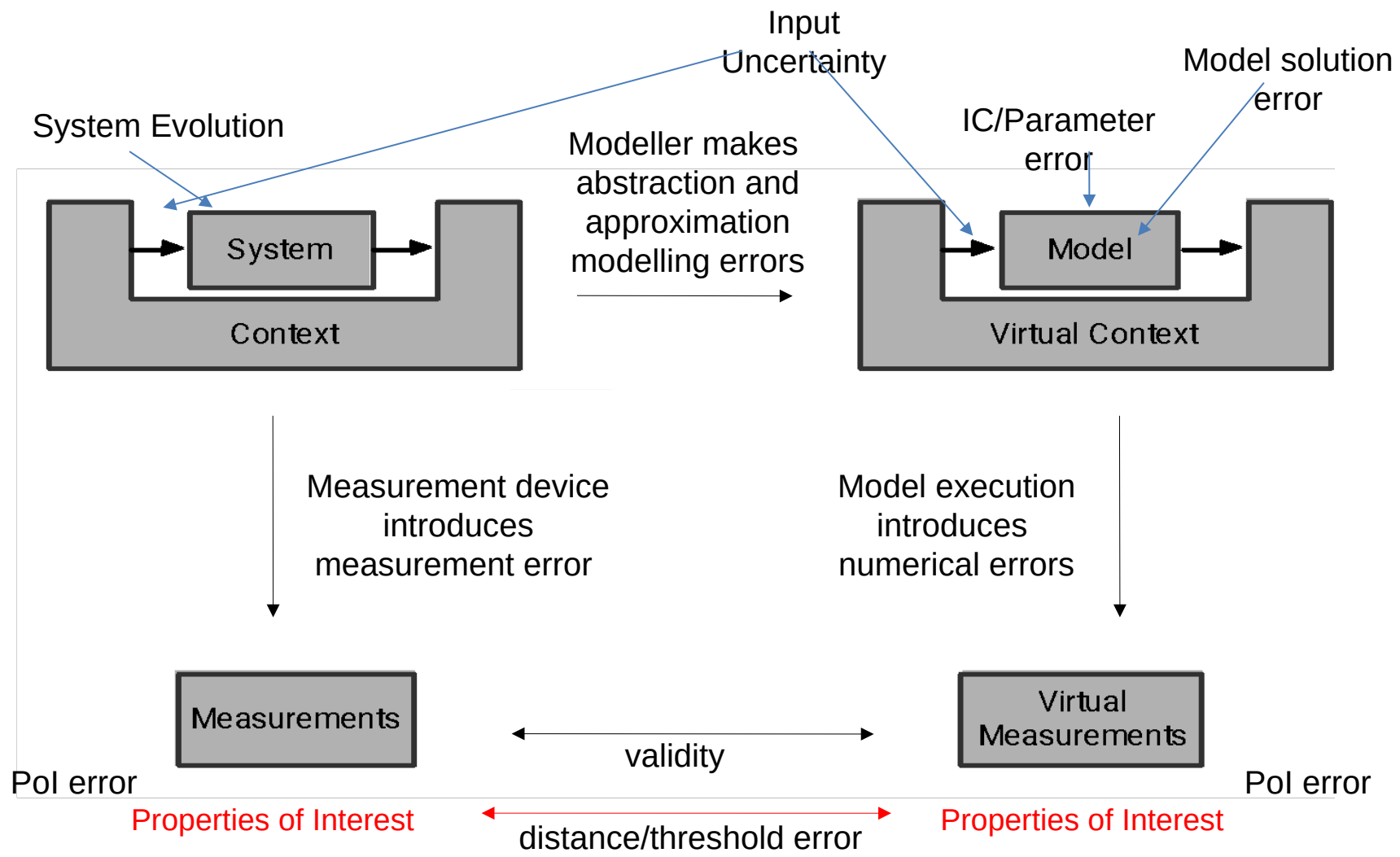
$$R \cdot i = v$$

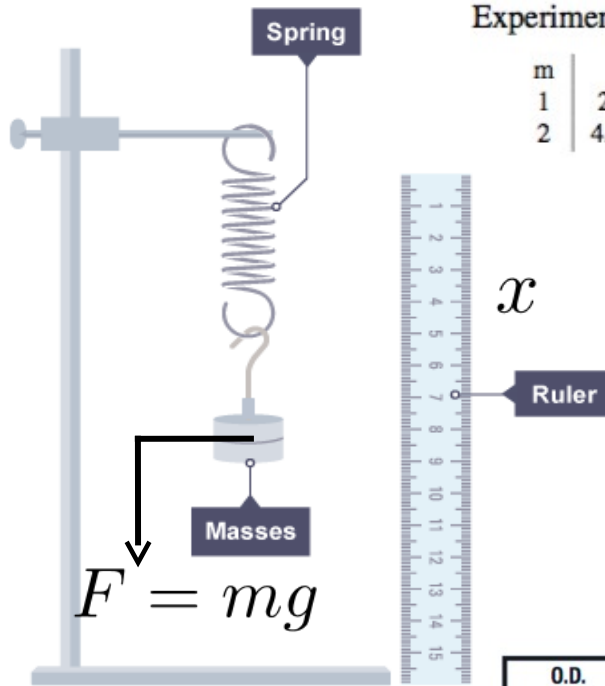


Model Validity ... Context?



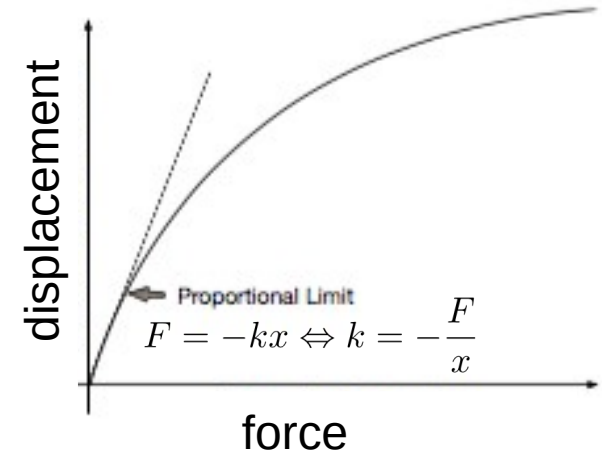
Substitutability (wrt Pol) ... but



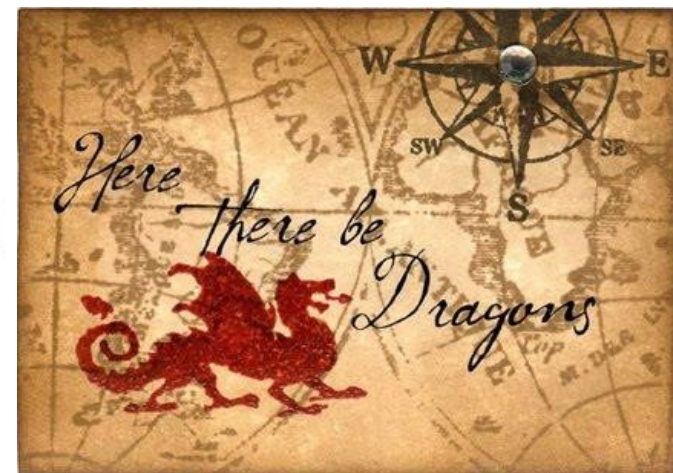
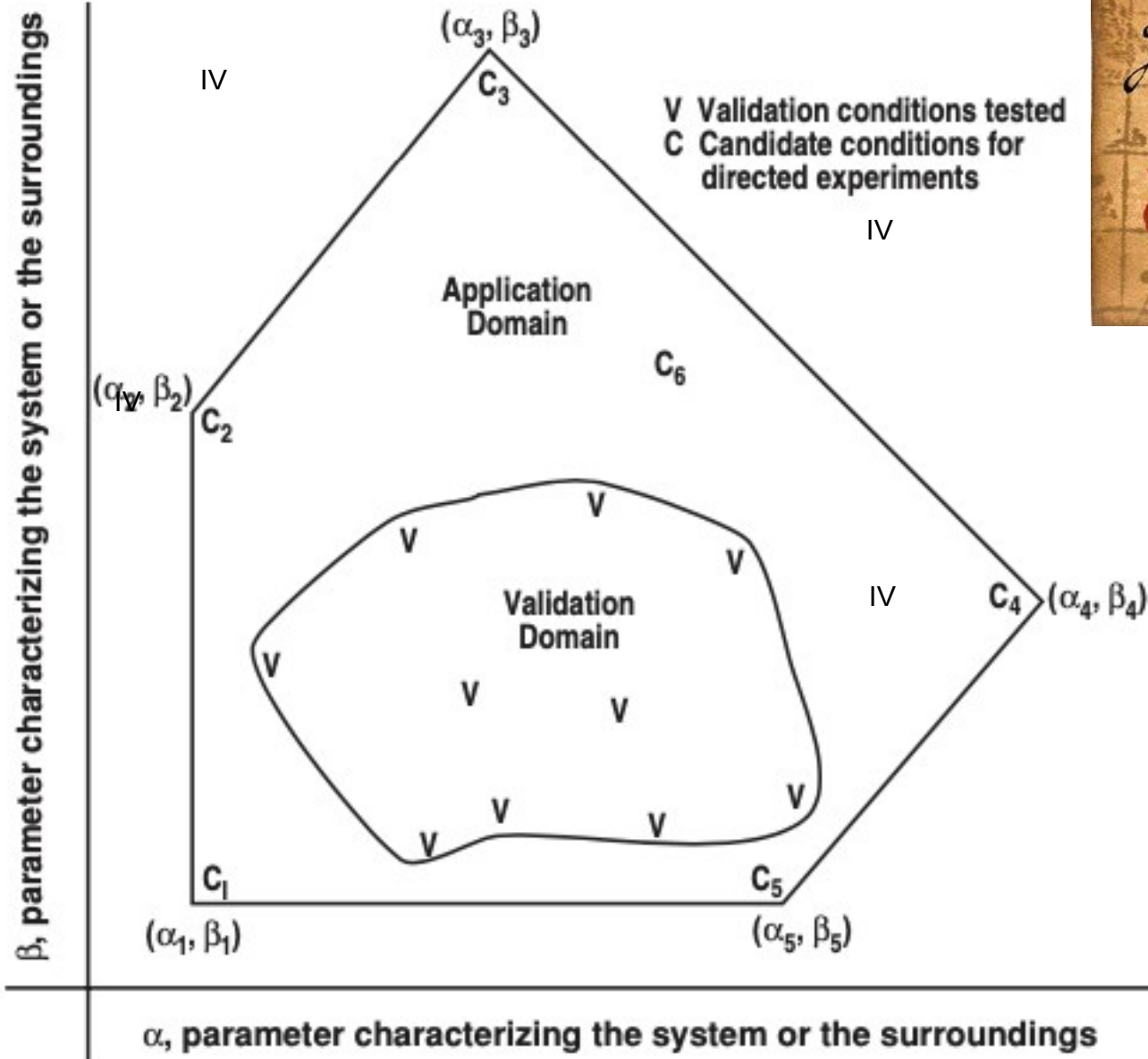


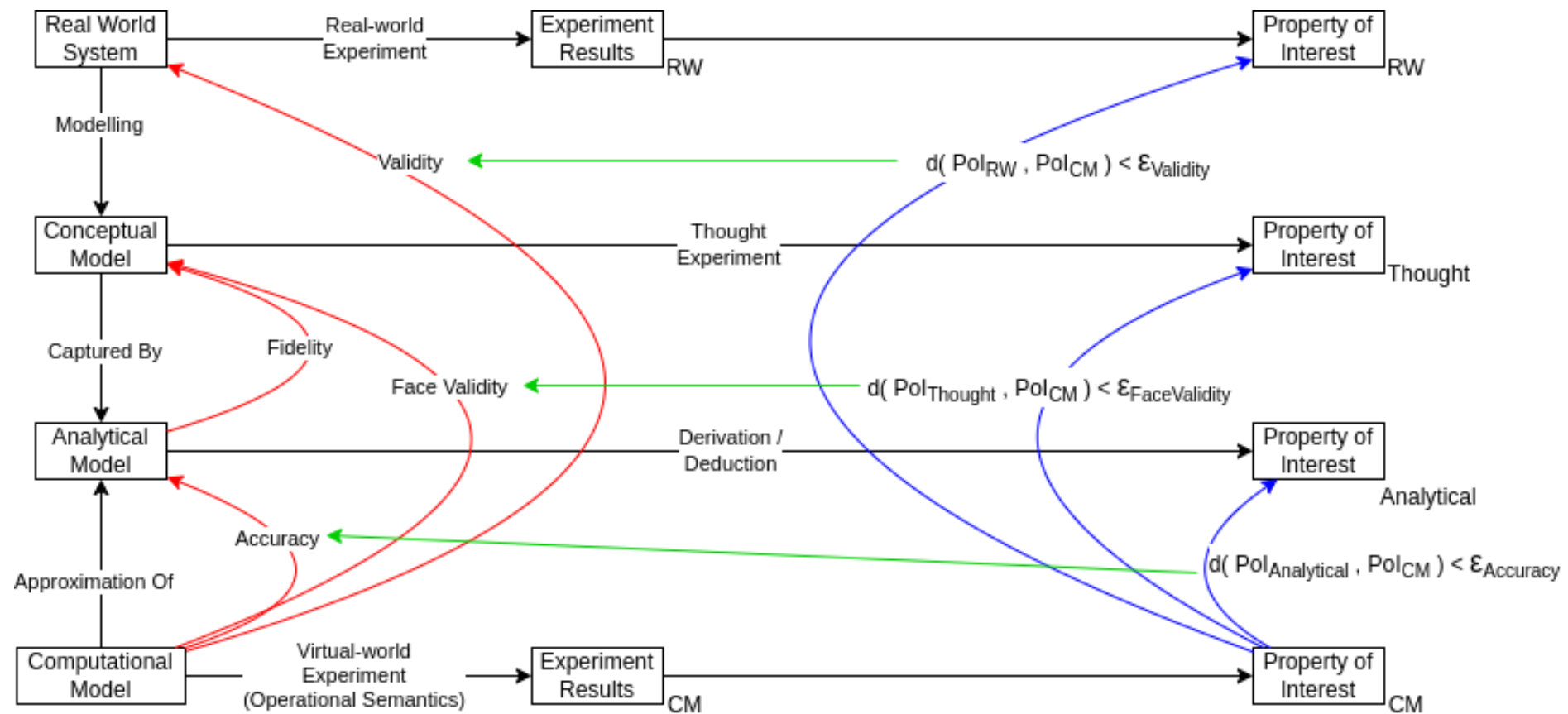
Experimental spring results, with mass m in kg and displacement x (± 0.0001) in cm

m	x	m	x	m	x	m	x	m	x
1	2.100	3	6.3749	5	10.4915	7	14.6081	9	19.0012
2	4.3166	4	8.4332	6	12.5489	8	16.7774		



O.D.		CENTURY STOCK NUMBER	FREE LENGTH		I.D.		RATE		SUGG. MAX. DEFL.		SUGG. MAX. LOAD		SOLID LENGTH		WIRE DIA.		TOTAL COILS	MAT'L	END S	FNSH
Inches	mm		Inches	mm	Inches	mm	Lbs./in.	N/mm	Inches	mm	Lbs.	N	Inches	mm	Inches	mm				
0.036	.91	10075	.59	15.1	.022	.6	2.6	.46	.15	3.8	.39	1.7	.35	8.9	0.007	0.2	49.0	SST	C	N
0.036	.91	JJ-7	.63	15.9	.024	.6	1.6	.28	.16	4.1	.25	1.1	.25	6.2	0.006	0.2	40.0	SST	C	N
0.040	1.02	2924	.66	16.8	.020	.5	11	2.0	.13	3.2	1.4	6.4	.50	12.6	0.010	0.3	48.5	MW	C	N
0.040	1.02	10778	.69	17.5	.028	.7	1.0	.17	.35	8.9	.35	1.6	.30	7.7	0.006	0.2	49.5	MW	C	N
0.054	1.37	RR-6	.25	6.4	.036	.9	6.2	1.1	.09	2.2	.56	2.5	.16	4.1	0.009	0.2	16.5	SST	C	N
0.054	1.37	10619	.72	18.3	.038	1.0	1.6	.29	.37	9.3	.60	2.7	.32	8.1	0.008	0.2	39.0	MW	C	N
0.057	1.45	70000	.13	3.3	.045	1.1	3.7	.66	.07	1.7	.25	1.1	.04	1.0	0.006	0.2	5.75	MW	C	N
0.057	1.45	70000S	.13	3.3	.045	1.1	3.3	.57	.05	1.3	.17	.74	.04	1.0	0.006	0.2	5.75	SST	C	N
0.057	1.45	70009	.13	3.3	.043	1.1	6.9	1.2	.06	1.5	.40	1.8	.05	1.2	0.007	0.2	6.00	MW	C	N
0.057	1.45	70009S	.13	3.3	.043	1.1	6.0	1.1	.04	1.1	.26	1.2	.05	1.2	0.007	0.2	6.00	SST	C	N
0.057	1.45	70018	.13	3.3	.041	1.0	12	2.1	.05	1.2	.57	2.5	.06	1.4	0.008	0.2	6.13	MW	C	N
0.057	1.45	70018S	.13	3.3	.041	1.0	11	1.8	.03	.88	.37	1.6	.06	1.4	0.008	0.2	6.13	SST	C	N
0.057	1.45	70001	.19	4.8	.045	1.1	2.3	.40	.11	2.8	.25	1.1	.06	1.4	0.006	0.2	8.13	MW	C	N
0.057	1.45	70001S	.19	4.8	.045	1.1	2.0	.35	.08	2.1	.17	.74	.06	1.4	0.006	0.2	8.13	SST	C	N
0.057	1.45	70010	.19	4.8	.043	1.1	4.0	.70	.10	2.5	.40	1.8	.07	1.8	0.007	0.2	8.88	MW	C	N
0.057	1.45	70010S	.19	4.8	.043	1.1	3.5	.61	.07	1.9	.26	1.2	.07	1.8	0.007	0.2	8.88	SST	C	N
0.057	1.45	70019	.19	4.8	.041	1.0	7.4	1.3	.08	2.0	.57	2.5	.08	2.0	0.008	0.2	8.75	MW	C	N
0.057	1.45	70019S	.19	4.8	.041	1.0	6.4	1.1	.06	1.4	.37	1.6	.08	2.0	0.008	0.2	8.75	SST	C	N
0.057	1.45	70002	.25	6.4	.045	1.1	1.7	.30	.15	3.8	.25	1.1	.07	1.7	0.006	0.2	10.3	MW	C	N
0.057	1.45	70002S	.25	6.4	.045	1.1	1.5	.26	.11	2.8	.17	.74	.07	1.7	0.006	0.2	10.3	SST	C	N
0.057	1.45	70011	.25	6.4	.043	1.1	3.1	.54	.13	3.3	.40	1.8	.08	2.1	0.007	0.2	11.0	MW	C	N
0.057	1.45	70011S	.25	6.4	.043	1.1	2.7	.47	.10	2.5	.26	1.2	.08	2.1	0.007	0.2	11.0	SST	C	N
0.057	1.45	70020	.25	6.4	.041	1.0	5.3	.92	.11	2.8	.57	2.5	.10	2.5	0.008	0.2	11.5	MW	C	N
0.057	1.45	70020S	.25	6.4	.041	1.0	4.6	.80	.08	2.0	.37	1.6	.10	2.5	0.008	0.2	11.5	SST	C	N
0.057	1.45	70003	.31	7.9	.045	1.1	1.4	.24	.19	4.7	.25	1.1	.08	2.0	0.006	0.2	12.4	MW	C	N
0.057	1.45	70003S	.31	7.9	.045	1.1	1.2	.21	.14	3.6	.17	.74	.08	2.0	0.006	0.2	12.4	SST	C	N
0.057	1.45	70012	.31	7.9	.043	1.1	2.4	.42	.17	4.2	.40	1.8	.10	2.6	0.007	0.2	13.5	MW	C	N
0.057	1.45	70012S	.31	7.9	.043	1.1	2.1	.37	.12	3.2	.26	1.2	.10	2.6	0.007	0.2	13.5	SST	C	N
0.057	1.45	70021	.31	7.9	.041	1.0	4.1	.72	.14	3.6	.57	2.5	.12	3.1	0.008	0.2	14.3	MW	C	N
0.057	1.45	70021S	.31	7.9	.041	1.0	3.6	.62	.10	2.6	.27	1.6	.12	3.1	0.008	0.2	14.3	SST	C	N

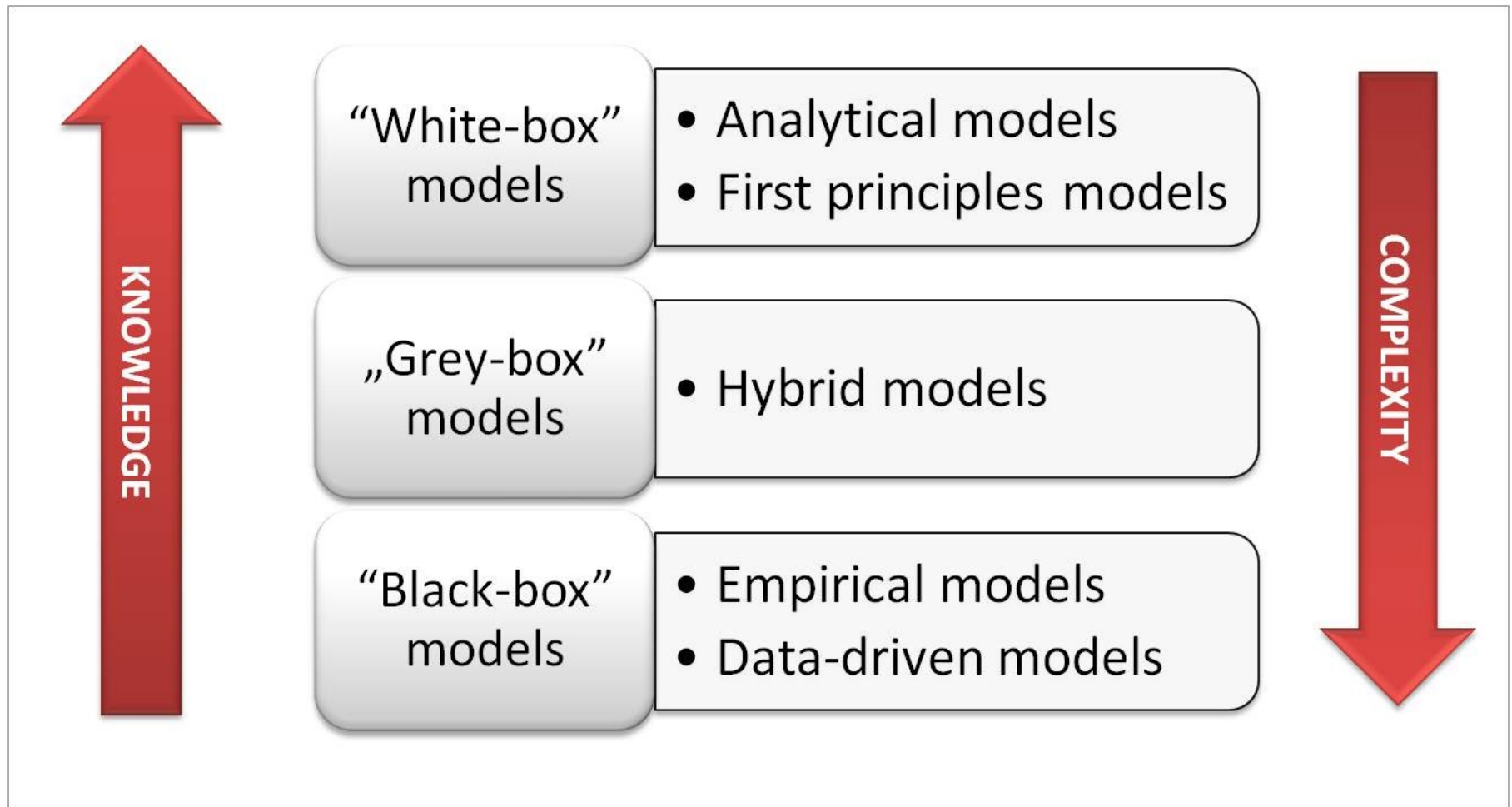




++ Workflows
++ Inductive vs. Deductive

different ways of **obtaining** models

(in same or different formalisms)



What vs. How

Requirements (“What?”)

- Detached or Semi-detached
- Style (classical, modern, ...)
- Number of Floors
- Number of rooms of different types (bedrooms, bathrooms, ...)
- Garage, Storage, ...
- Cellar
- ...

note: product family

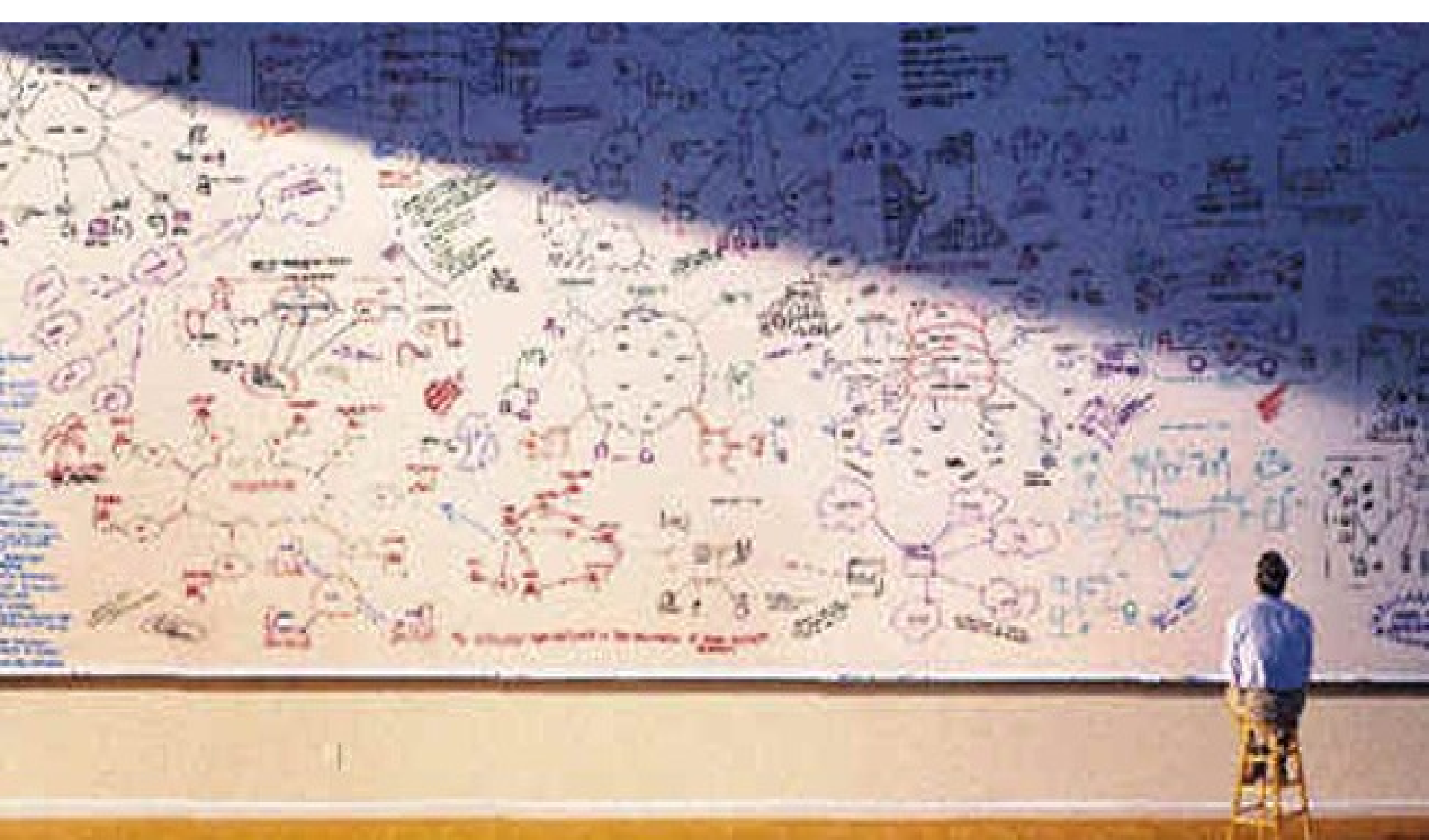
requirements
(i.e., a set of properties)

Design (“How?”)



– *satisfied by* → design

(may in turn serve as requirements ...)

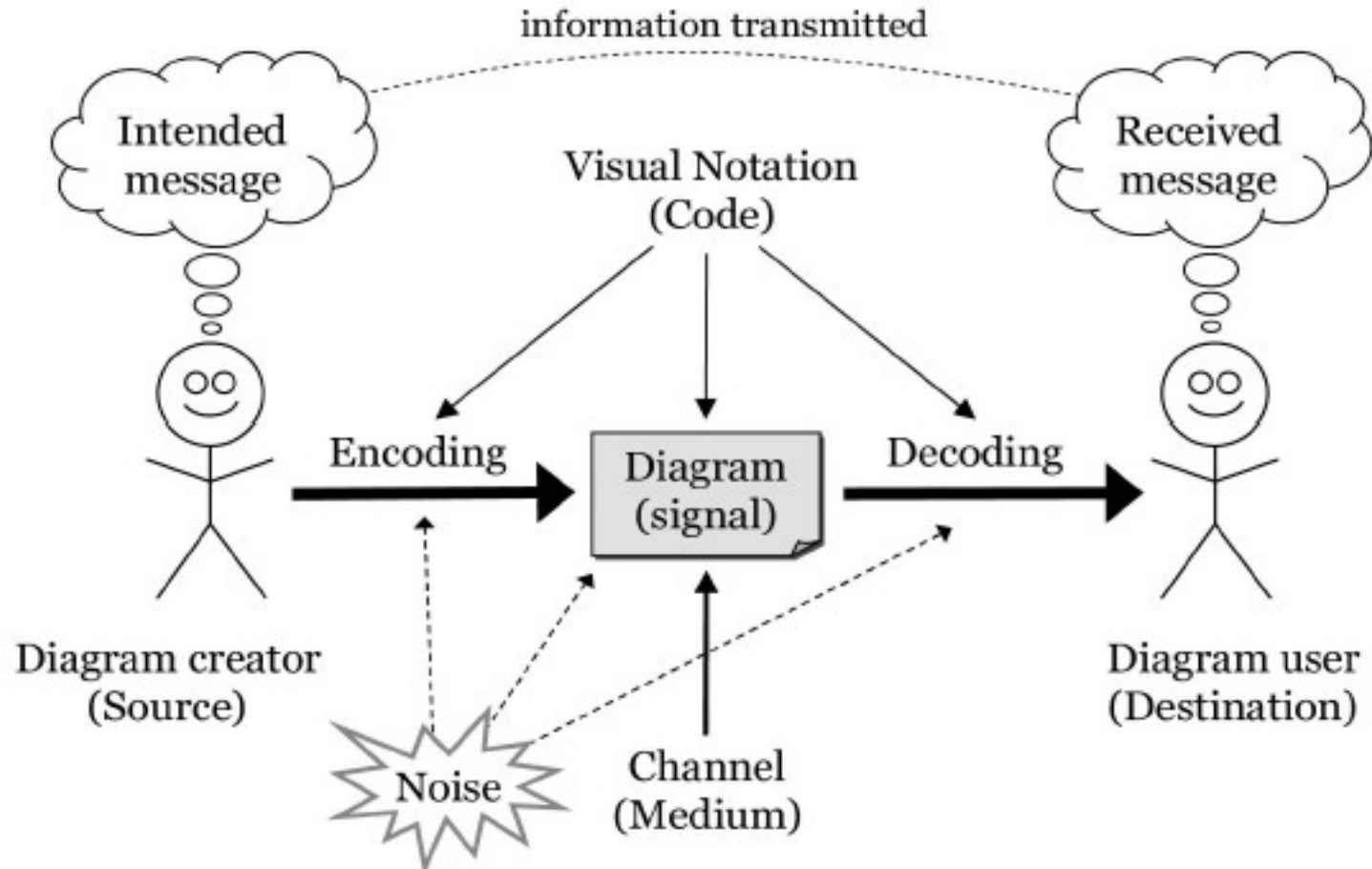


How to deal with **Complexity**?
(in engineered systems)

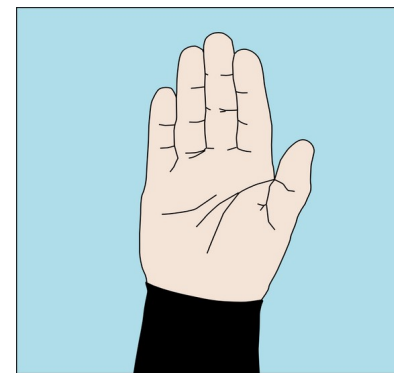
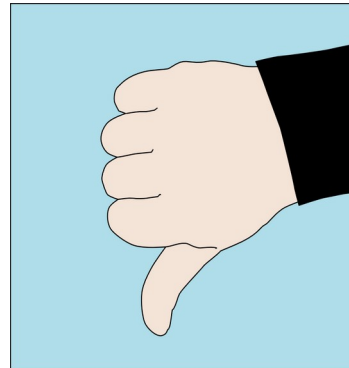
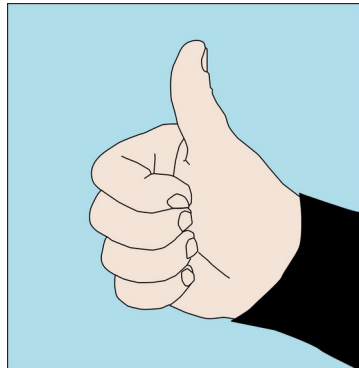
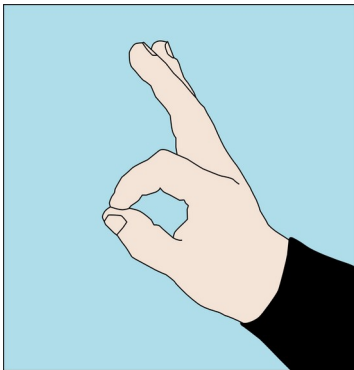
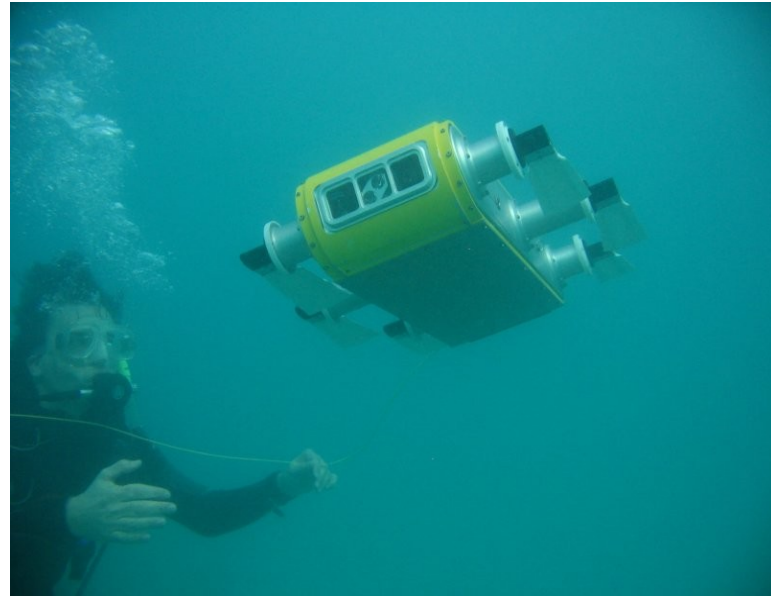
The “Physics” of Notations: Towards a Scientific Basis for Constructing Visual Notations in Software Engineering

Daniel L. Moody, *Member, IEEE*

Communication Theory



Perceptual Discriminability



Semantic Transparency: semantically **perverse** symbols

``Physics'' of
Notations



depends on context/user/. ..

https://diagrams.net (to build a “poor man’s” DSL)

FTGPMpp-2022-07-05.drawio - diagrams.net

draw.io



FTGPMpp-2022-07-05.drawio

File Edit View Arrange Extras Help



Search Shapes

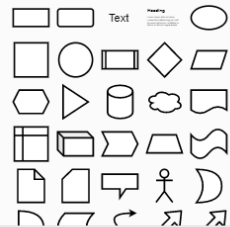
Scratchpad ? + ✕

CBDLibrary.xml + ✕

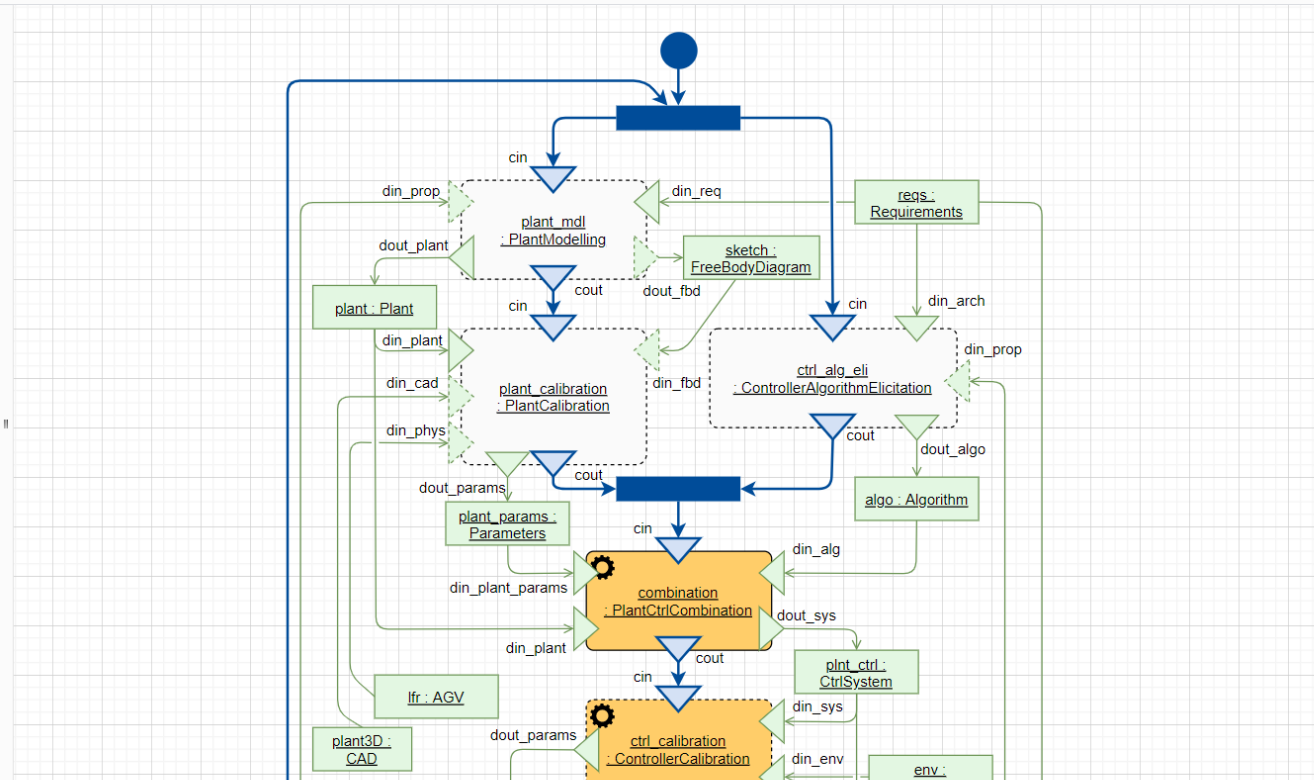
FTG+PM (plugin, h... + ✕



General



+ More Shapes...



FTG -- Plant & Cont... PM PM -- Plant & Cont... PT Adapters +

Diagram

Style

View

☒ Grid

10 pt

☐ Page View

☐ Background

Image

☐ Shadow

Options

☒ Connection Arrows

☒ Connection Points

☒ Guides

☒ Autosave

Paper Size

A4 (210 mm x 297 mm)

☒ Portrait

☐ Landscape

Edit Data

Clear Default Style

“Accidental” Complexity vs. “essential” complexity

```
int f_by_value(int arg)
{
    int calc_res = 0;
    calc_res = arg+1;
    return calc_res;
}
```

```
f_by_value:
addiu $sp,$sp,-24
sw     $fp,16($sp)
move   $fp,$sp
sw     $4,24($fp)
sw     $0,8($fp)
lw     $2,24($fp)
addiu  $2,$2,1
sw     $2,8($fp)
lw     $2,8($fp)
move   $sp,$fp
lw     $fp,16($sp)
addiu  $sp,$sp,24
j      $31
```



No Silver Bullet

Essence and Accidents of Software Engineering

Frederick P. Brooks, Jr.

University of North Carolina at Chapel Hill

Fashioning complex conceptual constructs is the essence; accidental tasks arise in representing the constructs in language. Past progress has so reduced the accidental tasks that future progress now depends upon addressing the essence.

Of all the monsters that fill the nightmares of our folklore, none terrify more than werewolves, because they transform unexpectedly from the familiar into horrors. For these, one seeks bullets of silver that can magically lay them to rest.

The familiar software project, at least as seen by the nontechnical manager, has something of this character; it is usually innocent and straightforward, but is capable of becoming a monster of missed schedules, blown budgets, and flawed products. So we hear desperate cries for a silver bullet—something to make software costs drop as rapidly as computer hardware costs do.

But, as we look to the horizon of a decade hence, we see no silver bullet. There is no single development, in either technology or in management technique, that by itself promises even one order-of-magnitude improvement in productivity, in reliability, in simplicity. In this article, I shall try to show why, by examining both the nature of the software problem and the properties of the bullets proposed.

Skepticism is not pessimism, however. Although we see no startling break-

throughs—and indeed, I believe such to be inconsistent with the nature of software—many encouraging innovations are under way. A disciplined, consistent effort to develop, propagate, and exploit these innovations should indeed yield an order-of-magnitude improvement. There is no royal road, but there is a road.

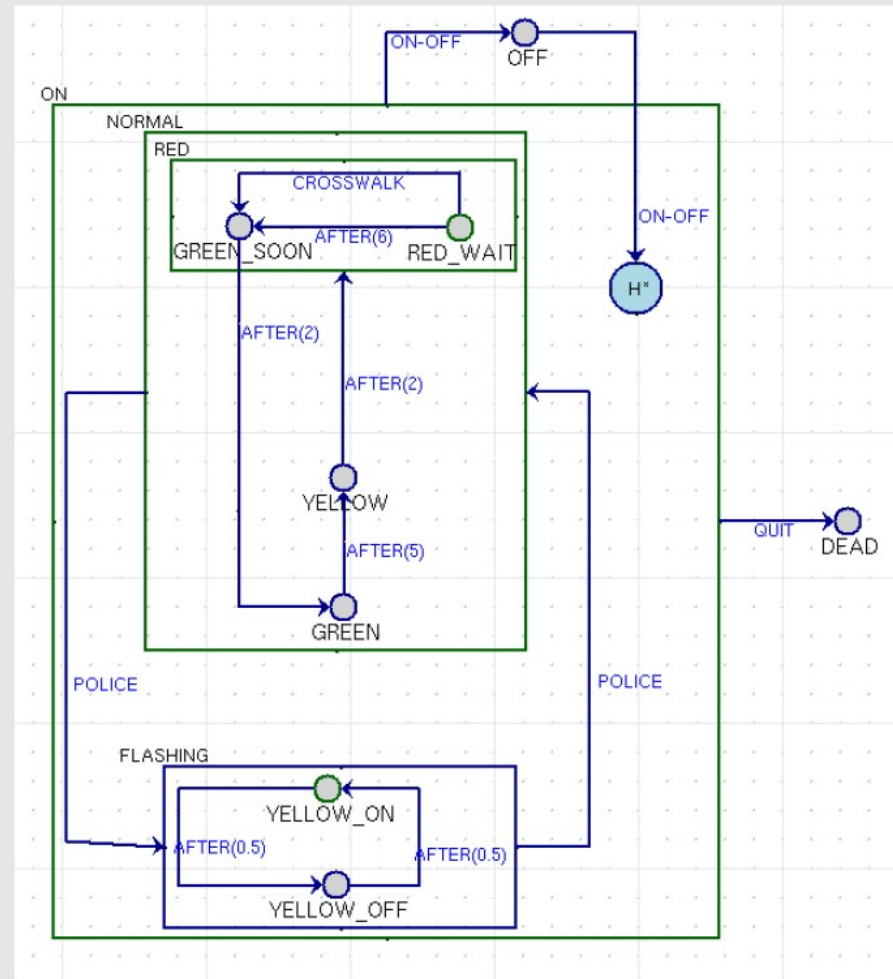
The first step toward the management of disease was replacement of demon theories and humours theories by the germ theory. That very step, the beginning of hope, in itself dashed all hopes of magical solutions. It told workers that progress would be made stepwise, at great effort, and that a persistent, unremitting care would have to be paid to a discipline of cleanliness. So it is with software engineering today.

Does it have to be hard?—Essential difficulties

Not only are there no silver bullets now in view, the very nature of software makes it unlikely that there will be any—no inventions that will do for software productivity, reliability, and simplicity what electronics, transistors, and large-scale integration did for computer hardware.

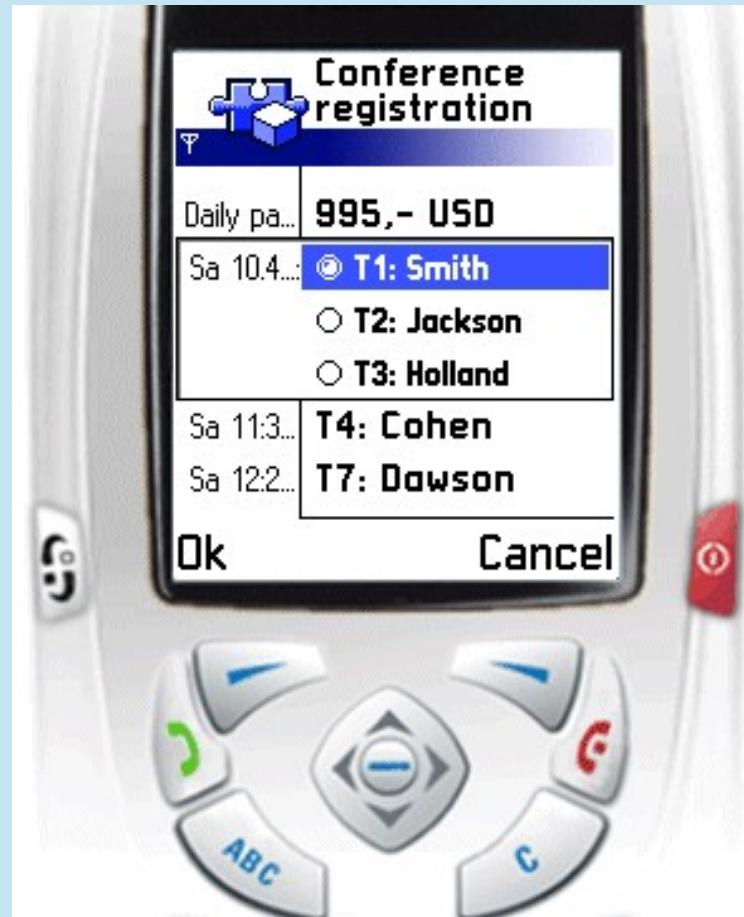
This article was first published in *Information Processing '86*, ISBN No. 0-444-70077-3, H.-J. Kugler, ed., Elsevier Science Publishers B.V. (North-Holland) © IFIP 1986.

Most Appropriate Formalism



DS(V)M Example in Software Domain

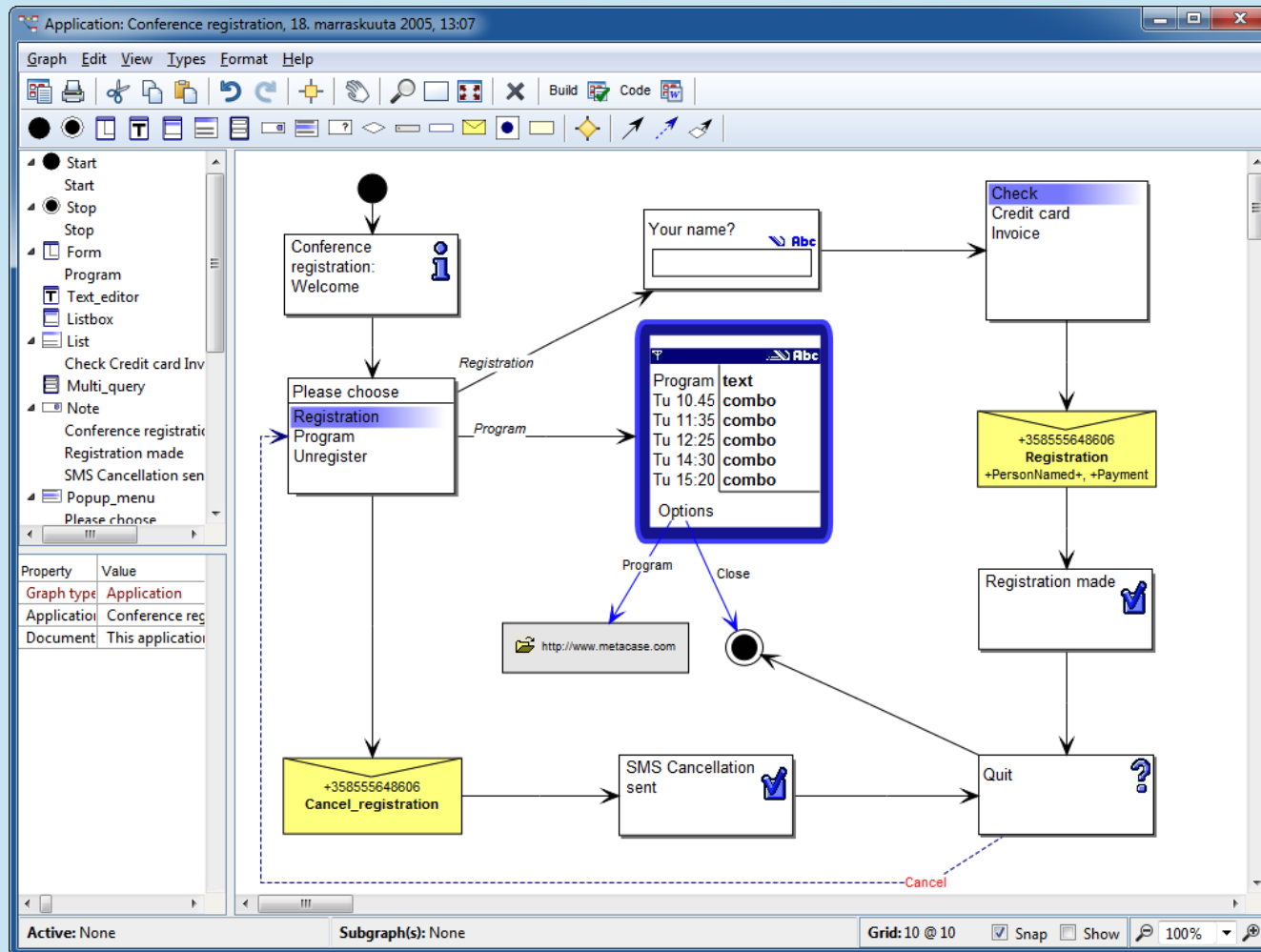
smart phones, the application



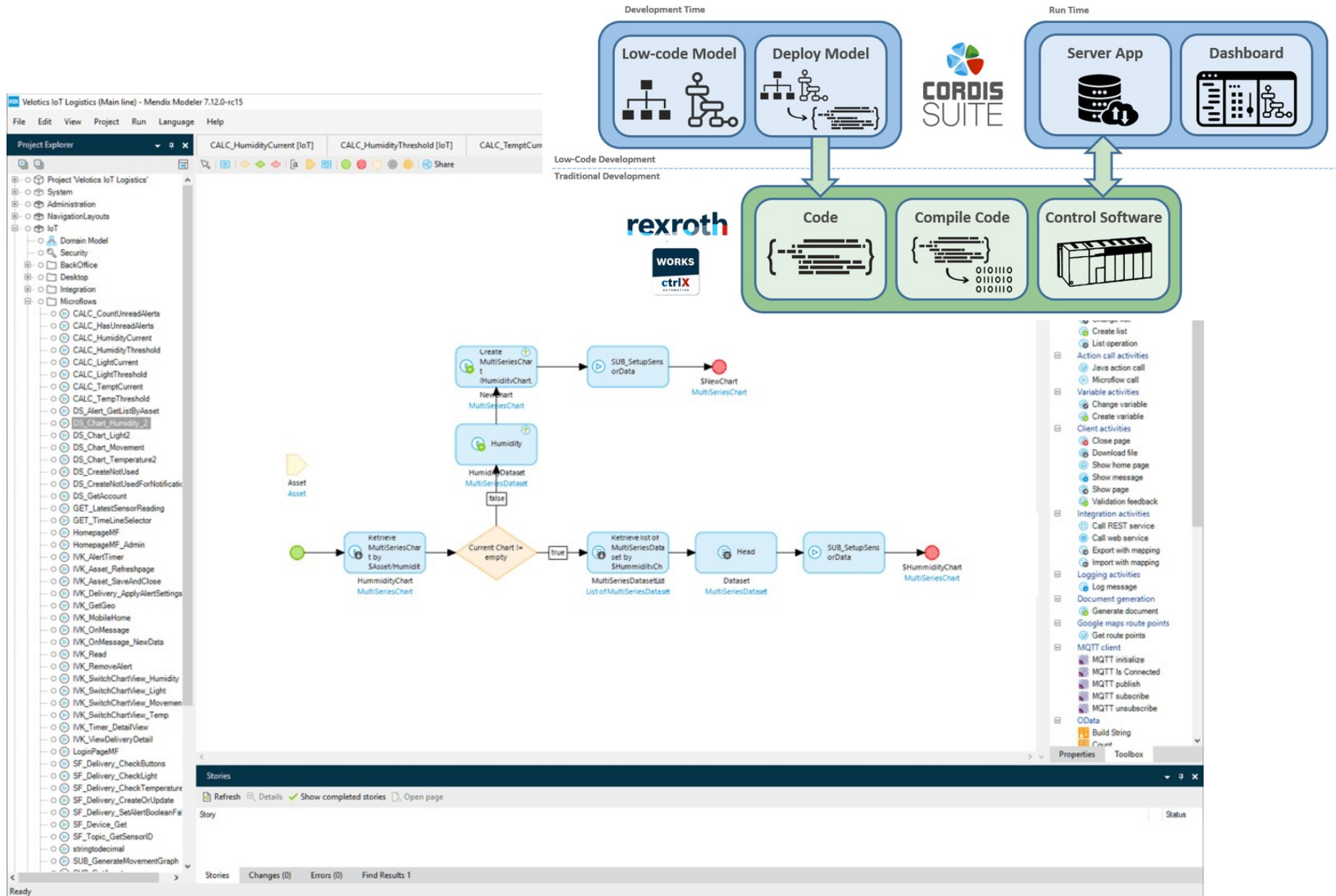
MetaEdit+ (www.metacase.com)

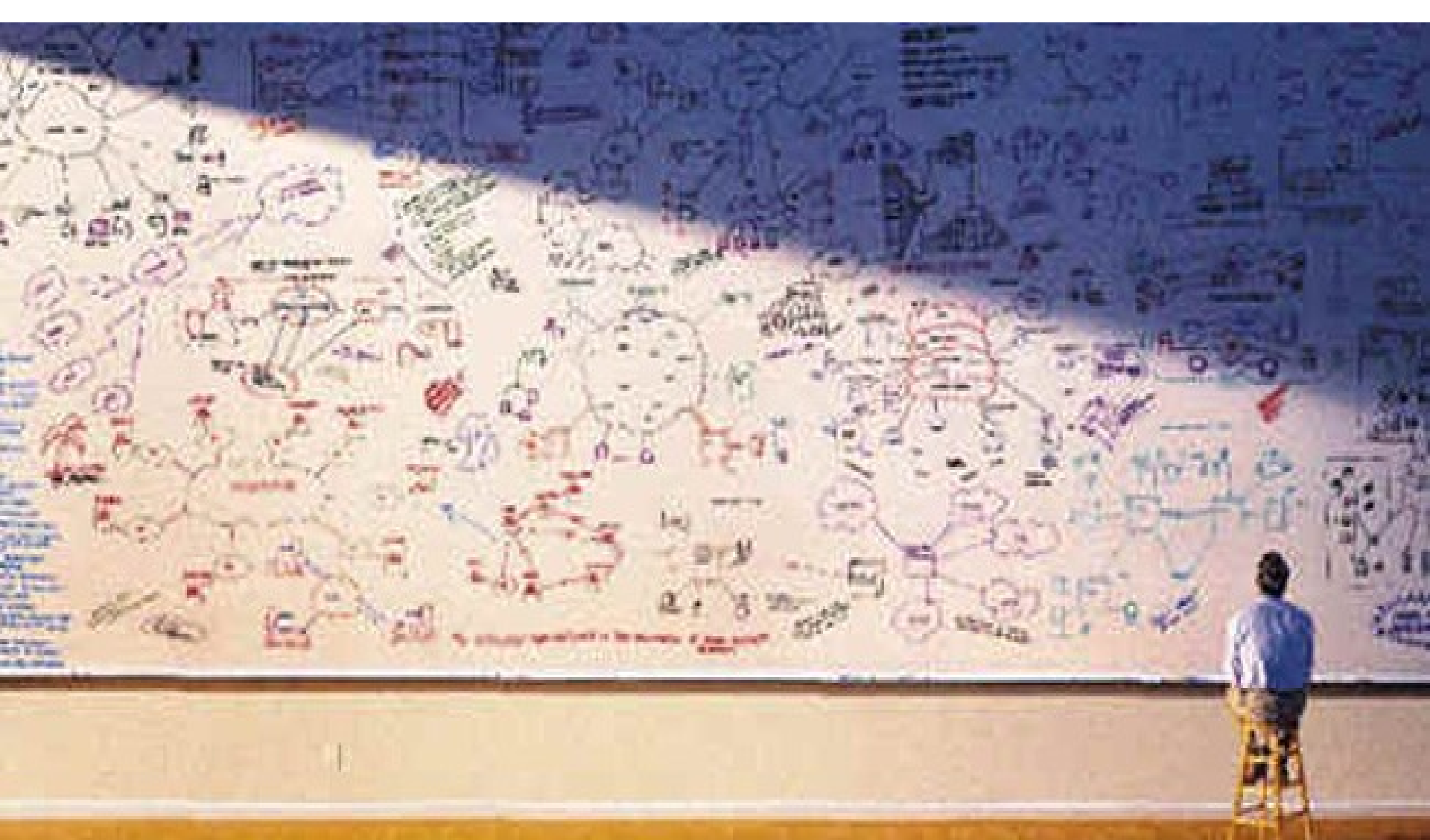
Use “most appropriate” (for purpose/user/...) Formalism
Minimize “accidental complexity”

DS(V)M Example: smart phones, the Domain-Specific model



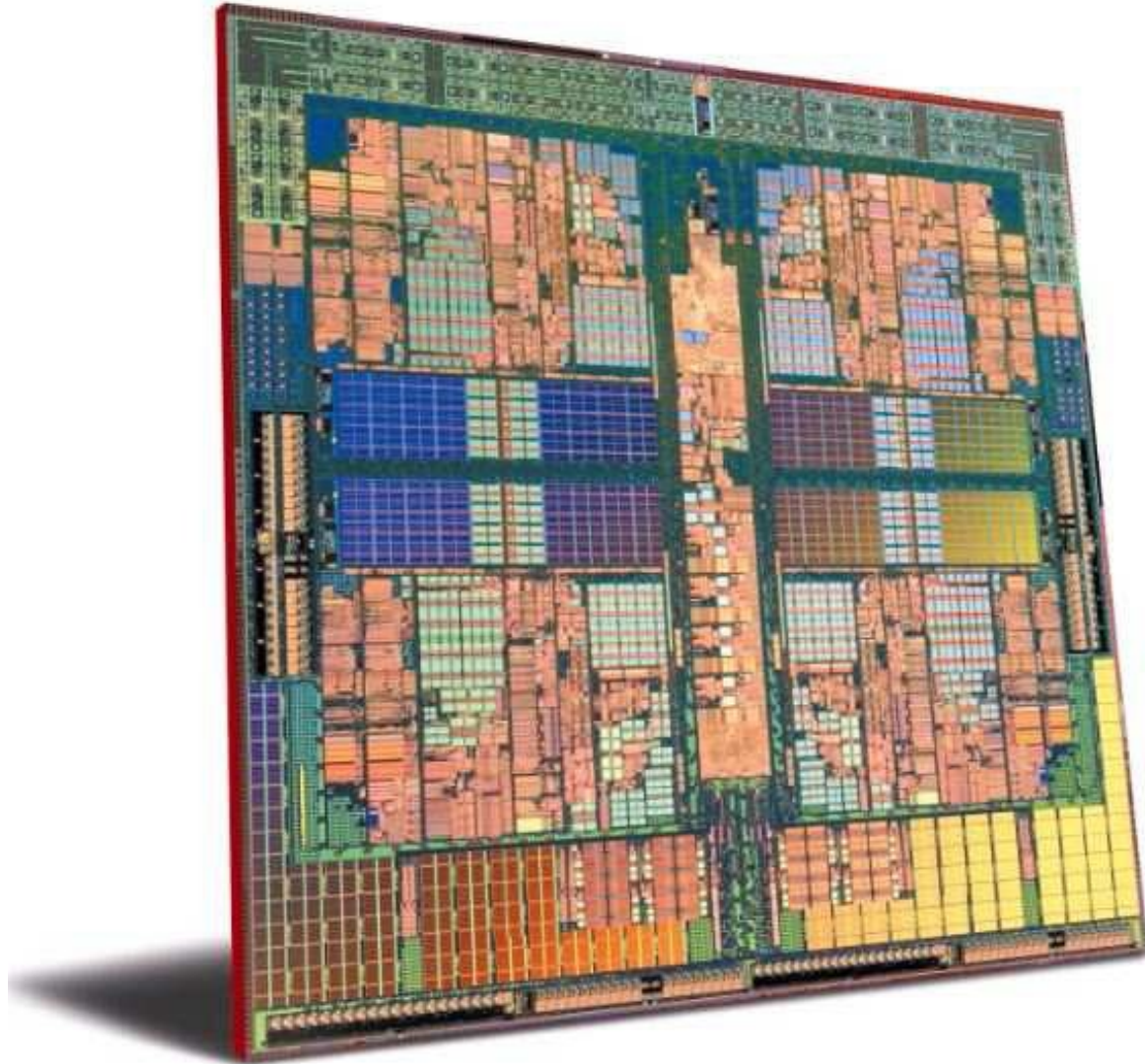
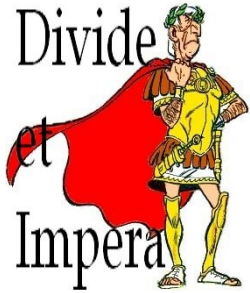
Low Code/ No Code (e.g., Mendix, Cordis Suite)

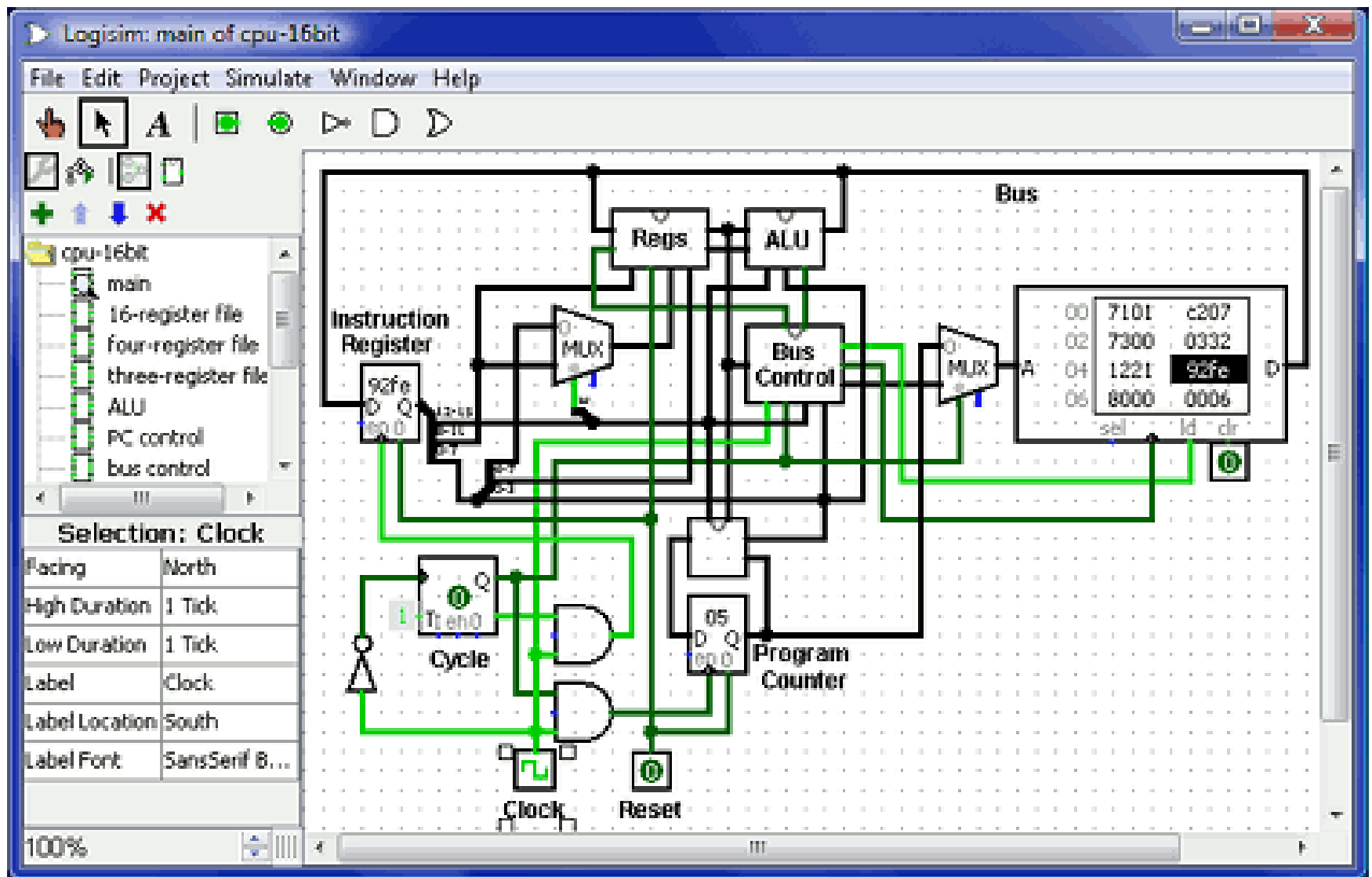


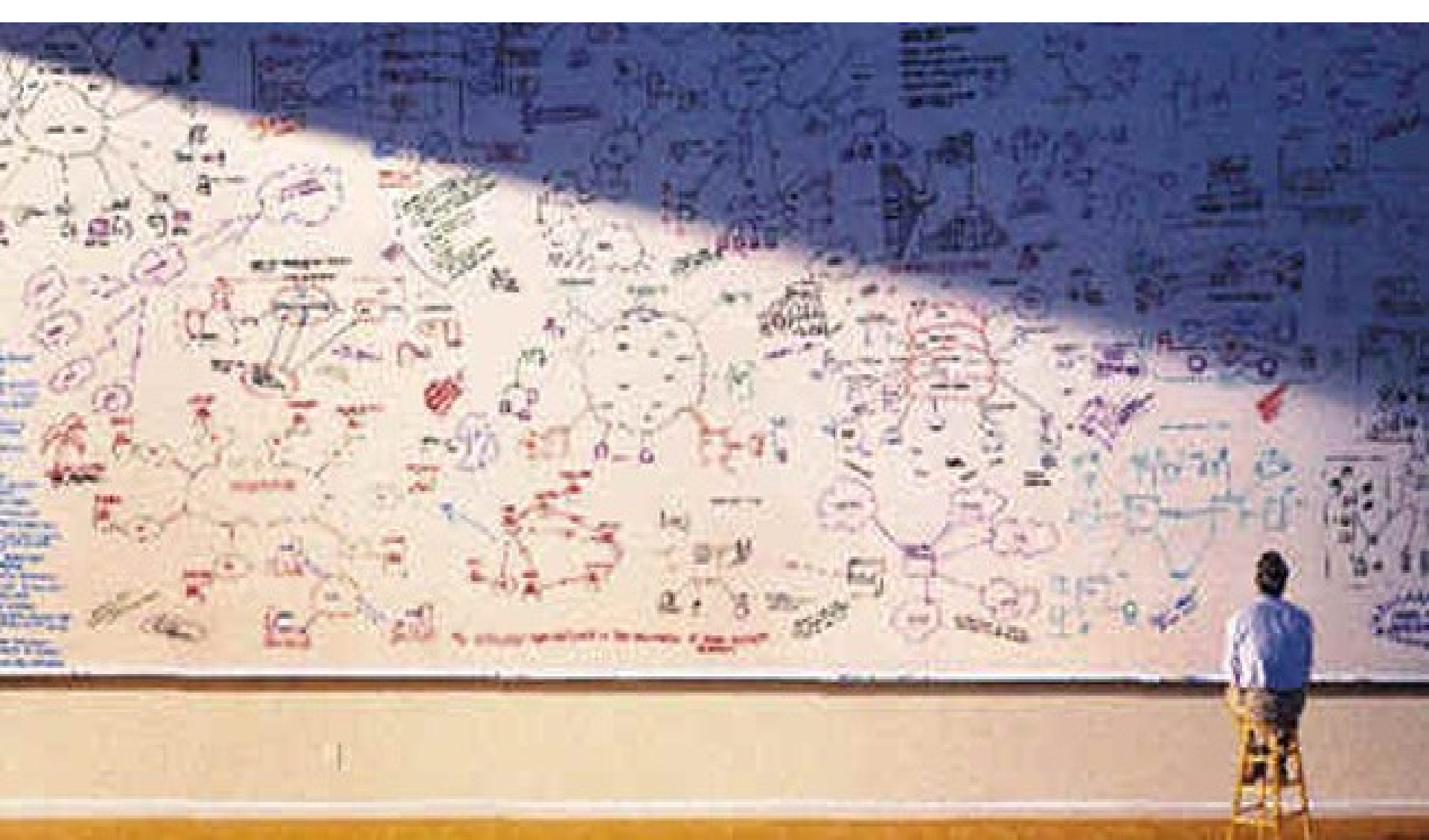


How to deal with **Complexity**?
(in engineered systems)

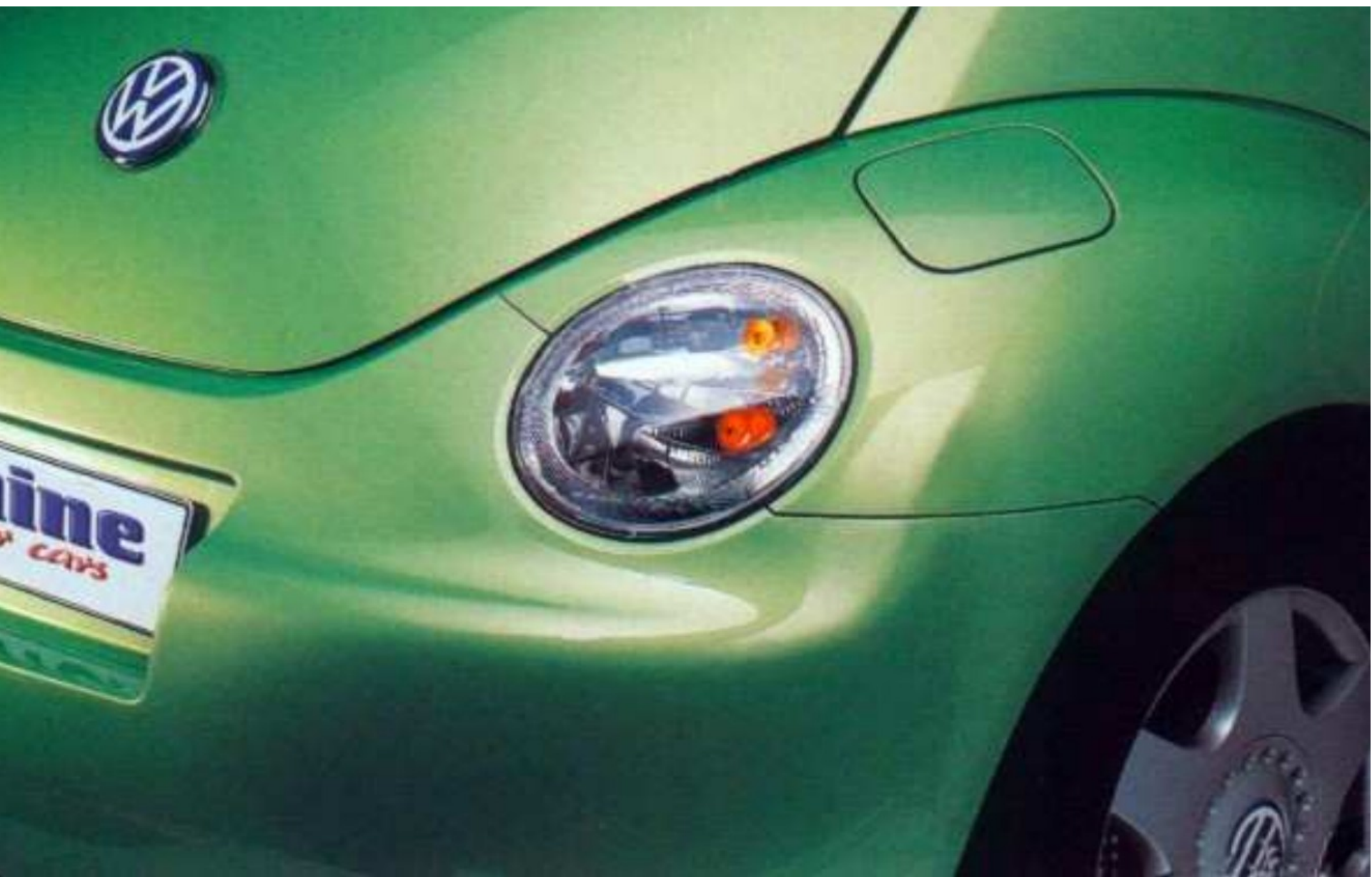
“architectural” (hierarchical) **(de-)composition**







How to deal with **Complexity**?
(in engineered systems)



VW recalls 790,000 vehicles because of brake lights

Updated 2/26/2007 3:45 PM ET

E-mail | Print | [RSS](#)



[Enlarge](#)

Volkswagen

2001-2007 New Beetles are part of the recall. An earlier recall for the same issue affected 1998-2002 Beetles.

WASHINGTON (AP) — Volkswagen of America said Monday it would recall 790,000 vehicles because of problems with the brake light switch.

The recall involves several vehicles: 1999-2006 model years of the Golf and GTI, 2001-2005 Jettas, 2001-2007 New Beetles and the 2004 R32. It expands upon a recall announced last year of some Jettas and New Beetles because of the same defect.

Volkswagen told the National Highway Traffic Safety Administration that the brake light switches in the vehicles could malfunction if they were im

The automaker said the light function, which would fail to proper braking signal and p

In some vehicles with auton light could work in tandem v

the vehicle and require towing, said VW spokesman Keith Price.

Last year, VW recalled 362,000 Jetta and New Beetle sedans because of similar problems with the brake lights. That recall affected Jettas from the 1999-2002 model years and New Beetles from the 1998-2002 model years.

Price said the latest recall is an extension of the previous one because the company "found that there was a broader pool of vehicles that had the defective part."

He said owners of 2001-2002 Jettas and New Beetles who already had the repairs completed following last year's recall would not need to return for a second time.

VW dealers will install the newly designed brake light switch free of charge. The recall is expected to begin in late April and owners may contact VW with questions at 800-822-8987.

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“... a faulty brake light could work in tandem with the shift interlock to immobilize the vehicle and require towing”

unexpected interactions (only “emerge” when doing **full system** evaluation)



■ Home ■ News ■ Travel ■ Money ■ Sports ■ Life ■ Tech ■

Nation Inside News ▼

■ Car

VW recalls 790,000 vehicles because of brake lights

Updated 2/26/2007 3:45 PM ET

E-mail | Print | **RSS**



Enlarge

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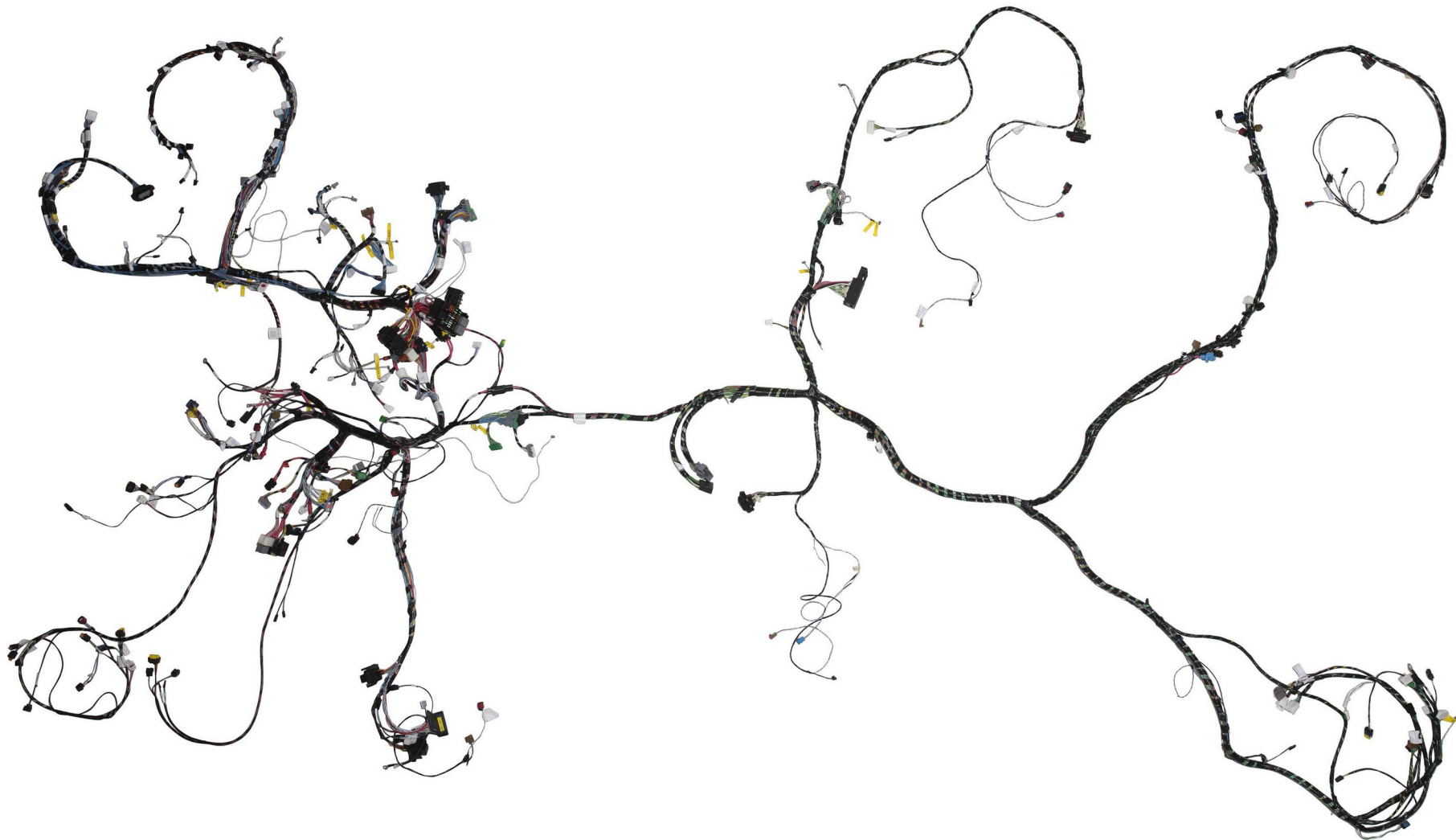
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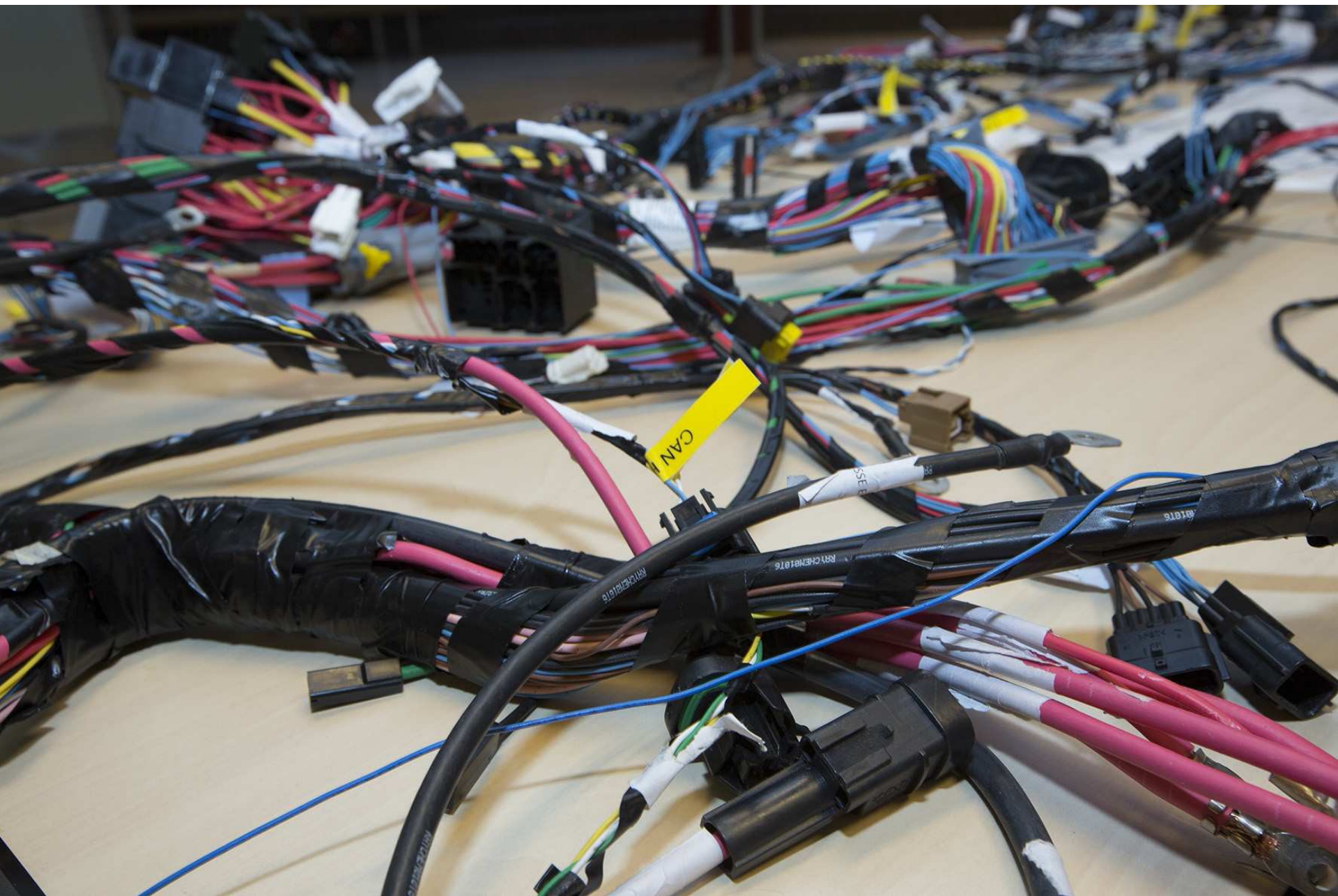
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“ ... a faulty brake light could work in tandem with the shift interlock to immobilize the vehicle and require towing”

http://usatoday30.usatoday.com/news/nation/2007-02-26-volkswagen-recall_x.htm



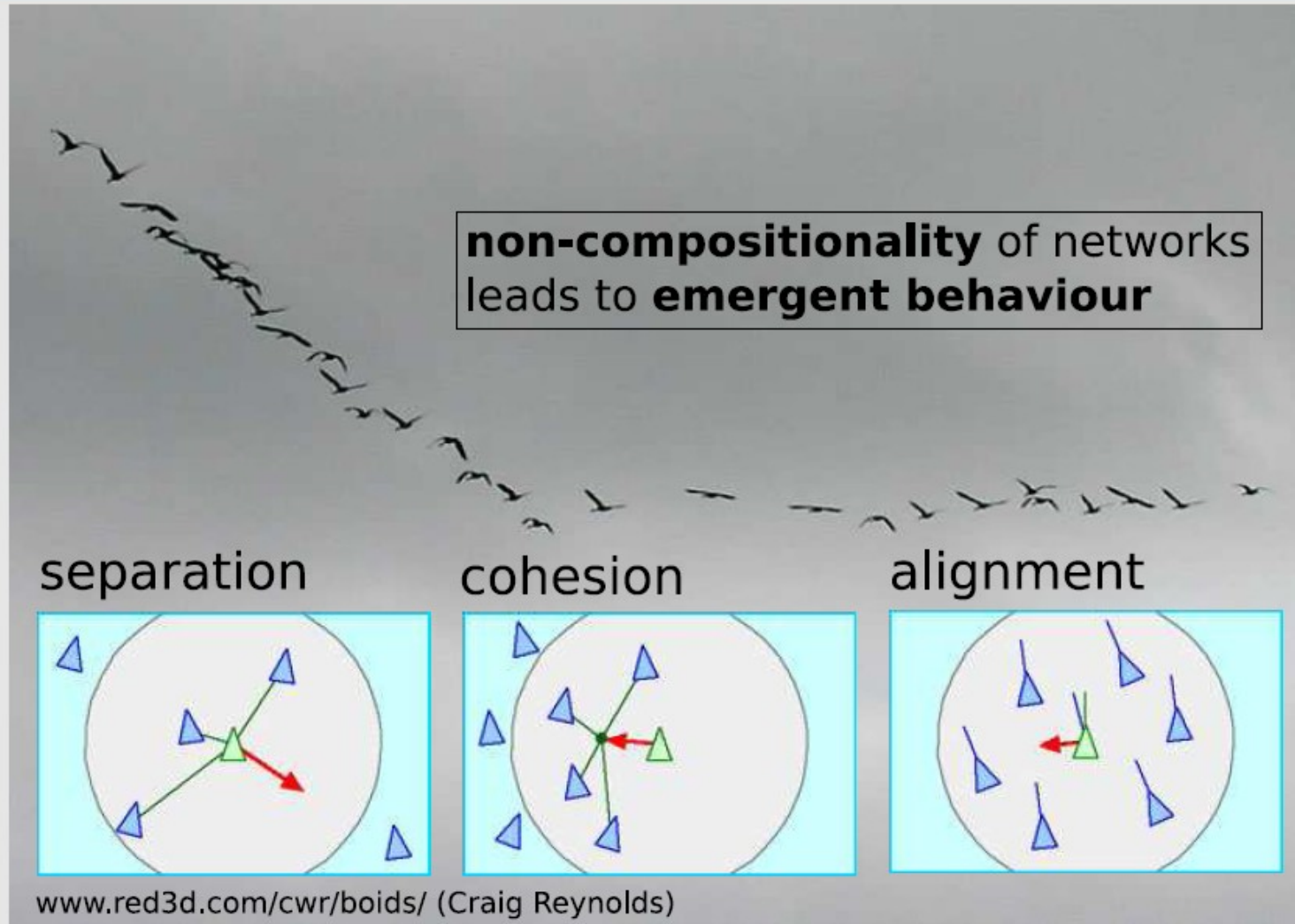


Cause of Complexity: constrained resources unanticipated interactions

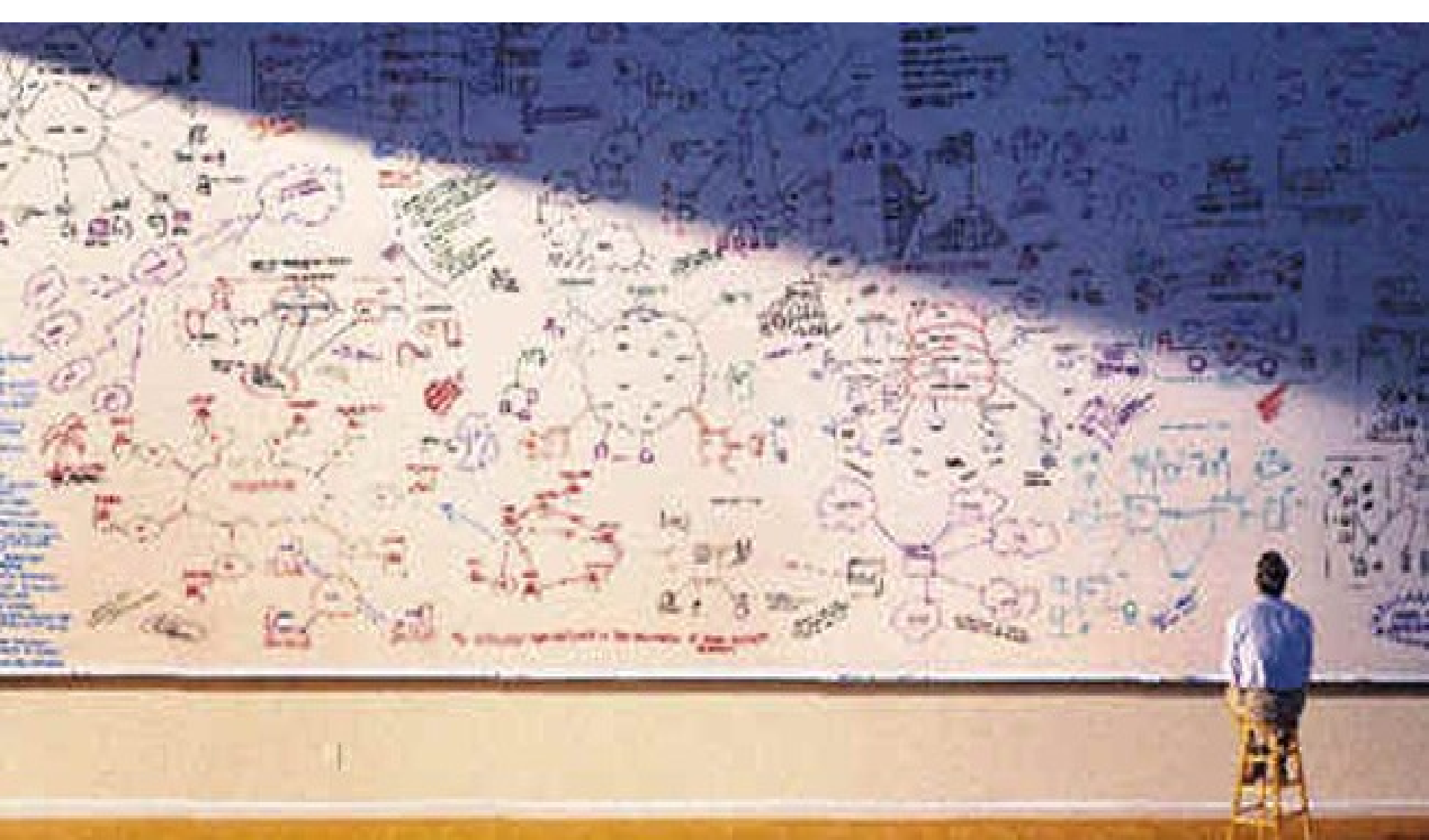


VW Phaeton: “wiring harness” length > 2km, copper weight > 30kg

Non-compositional/Emergent Behaviour



may use to reason (for a while) about abstraction “flock”

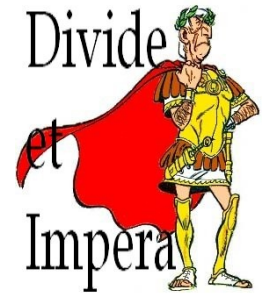


How to deal with **Complexity**?
(in engineered systems)

multiple viewpoints



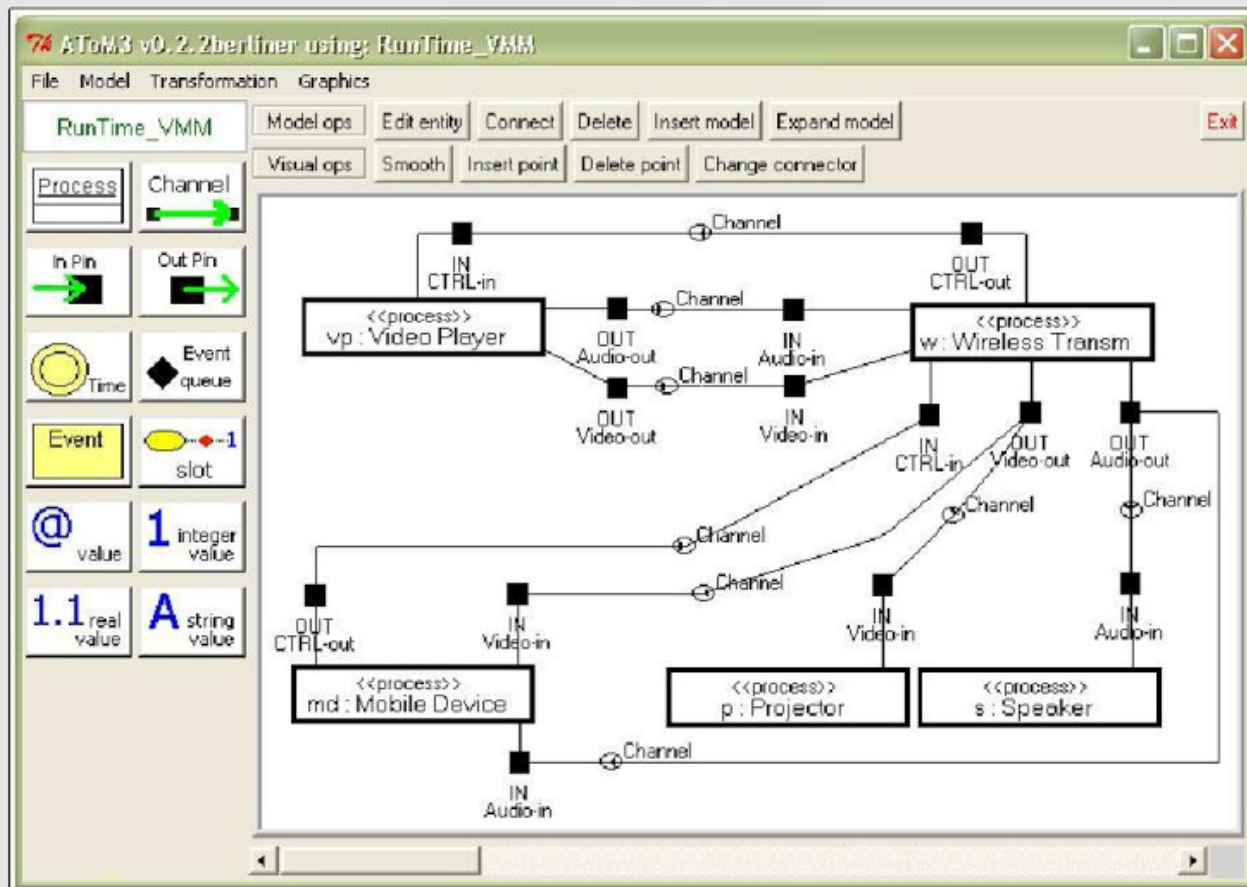
multiple viewpoints



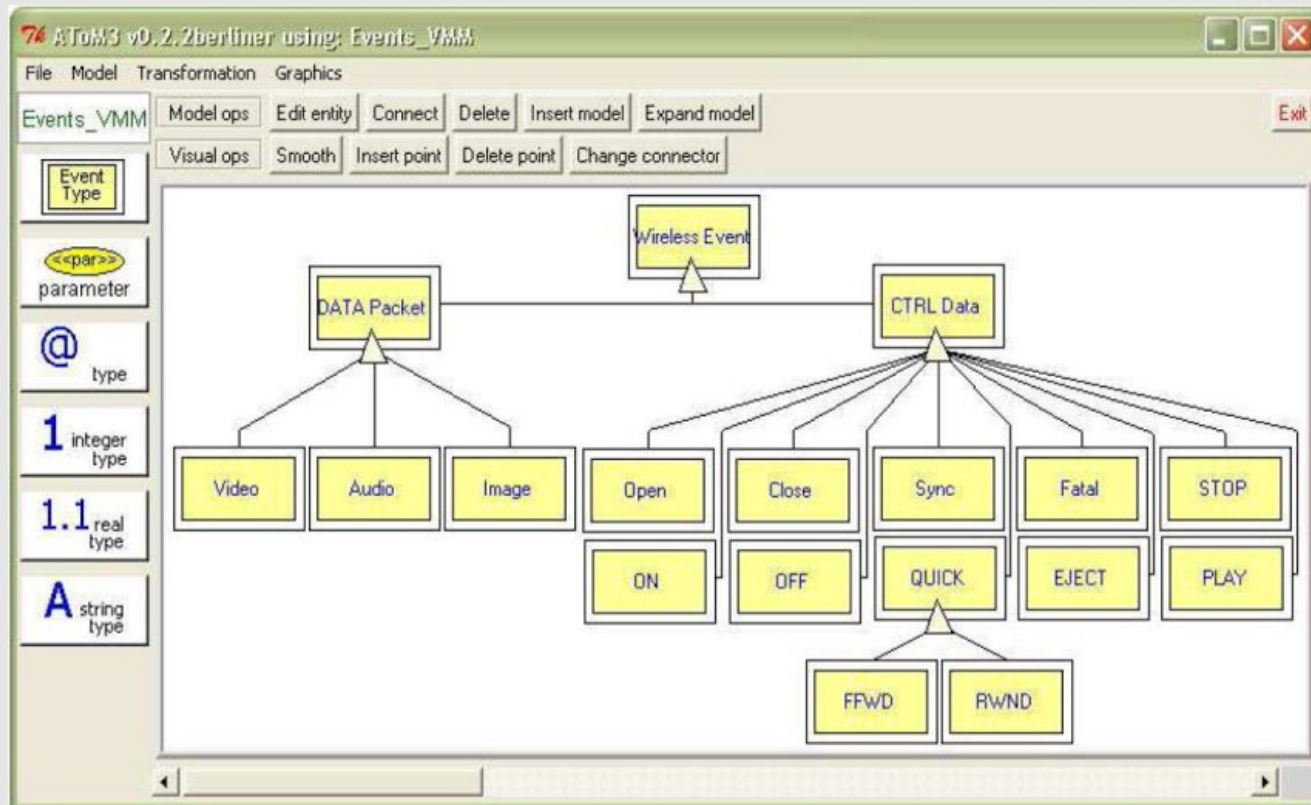
Wireless Home Entertainment System



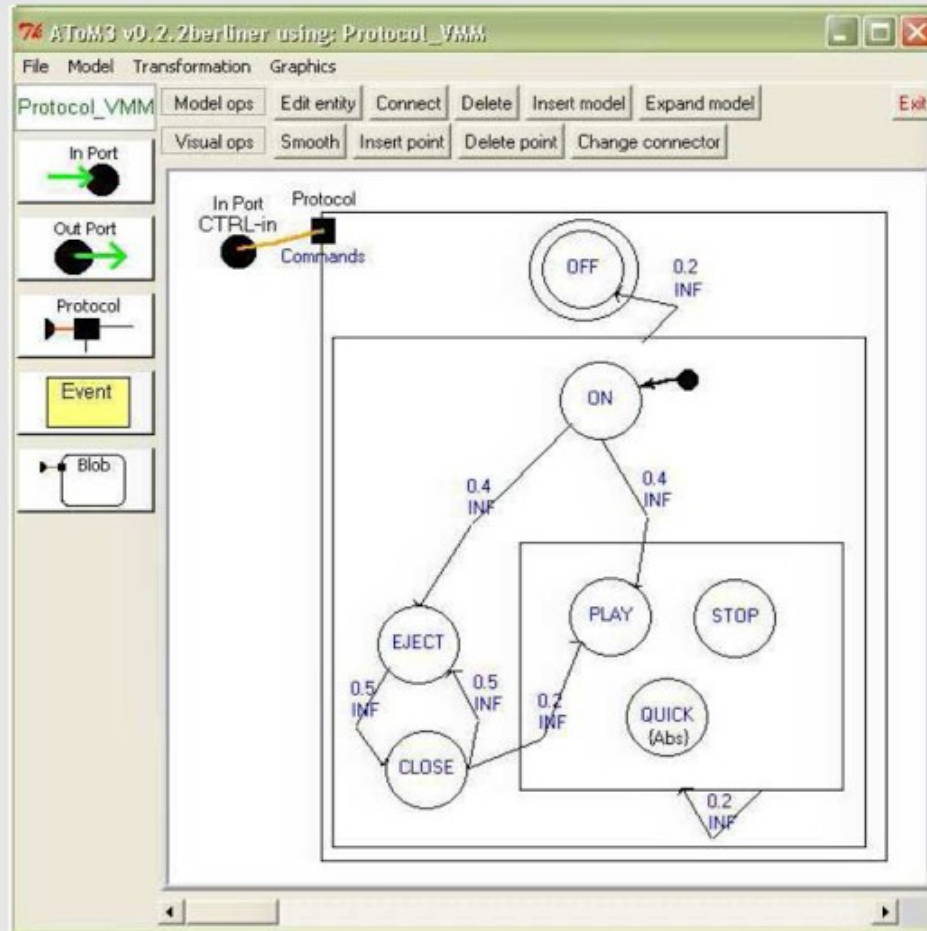
Multiple (consistent !) Views (in $\neq$ Formalisms)

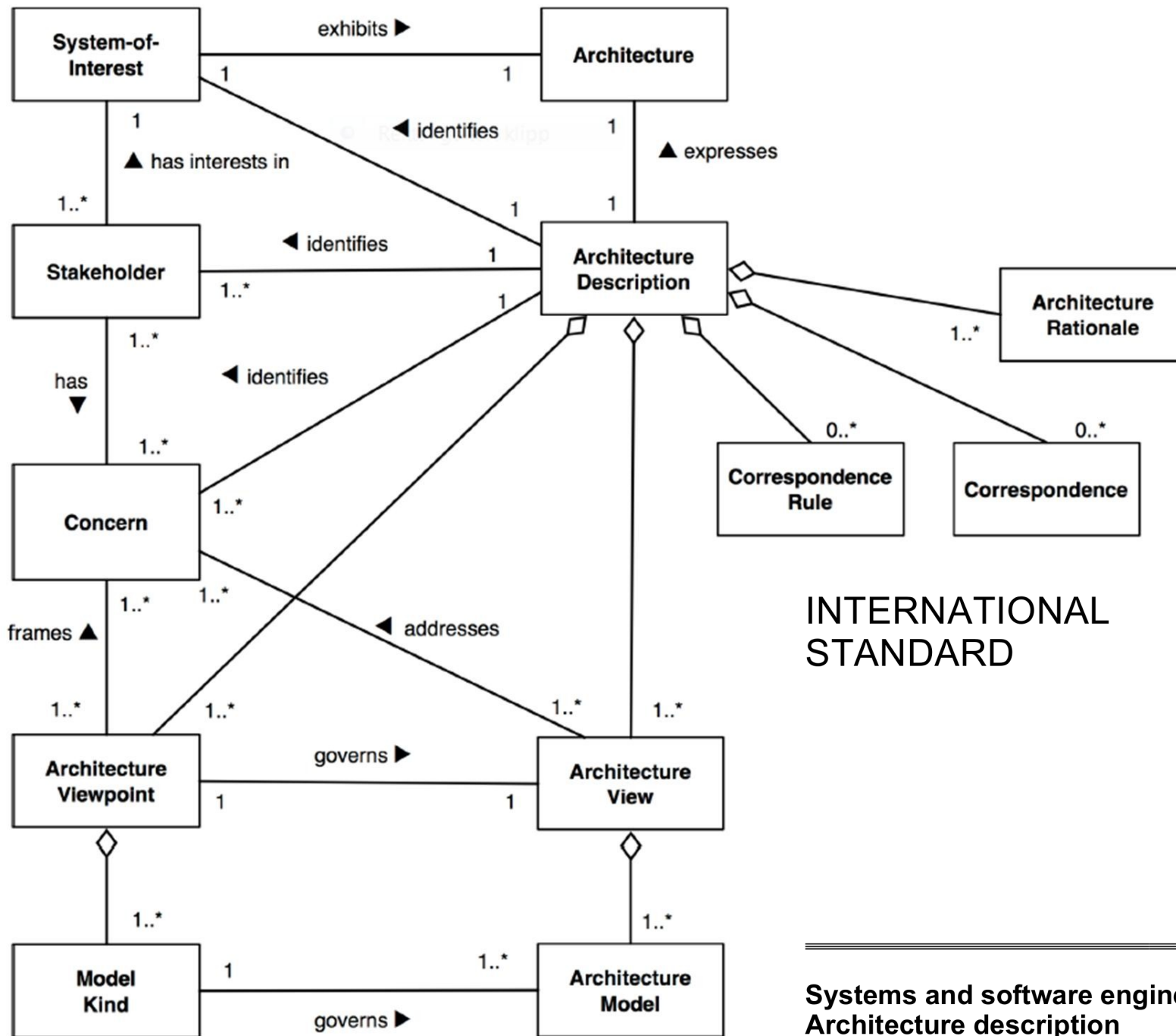
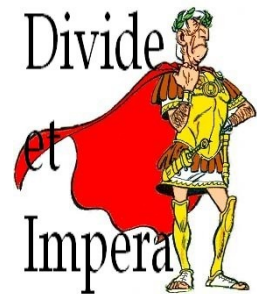


View: Events Diagram



View: Protocol Statechart





INTERNATIONAL
STANDARD

ISO/IEC/
IEEE
42010

First edition
2011-12-01

Systems and software engineering —
Architecture description

Contracts for Systems Design: Theory

Albert Benveniste, Benoît Caillaud, Dejan Nickovic
Roberto Passerone, Jean-Baptiste Raclet
Philipp Reinkemeier, Alberto Sangiovanni-Vincentelli
Werner Damm, Tom Henzinger, Kim G. Larsen

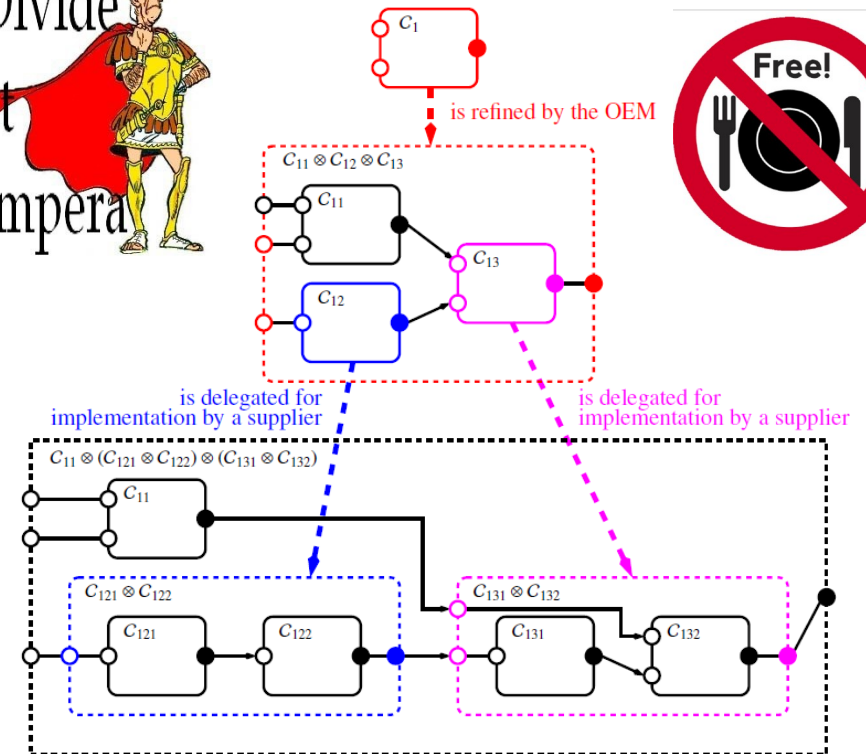
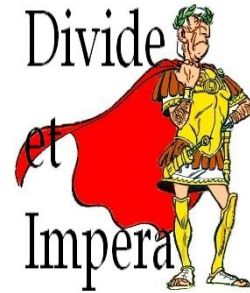
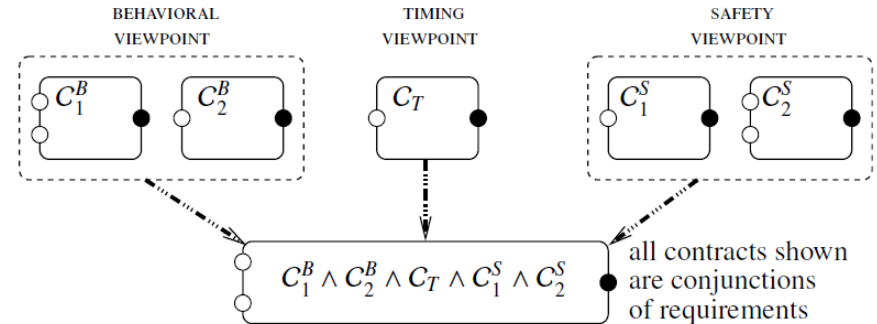
RESEARCH
REPORT
N° 8759

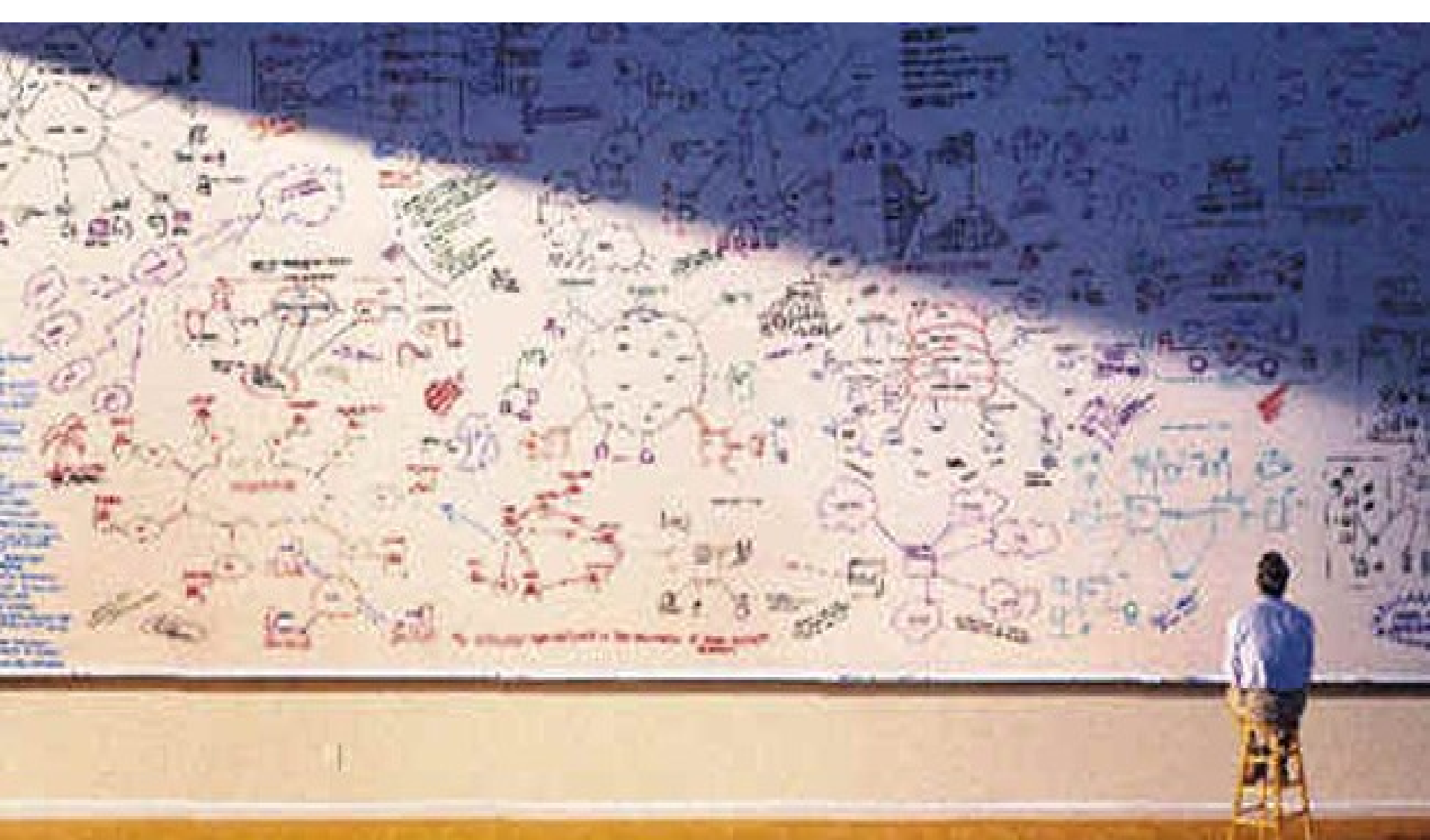
July 2015

Project-Teams Hycomes

ISSN 0249-6399 ISBN INRIA/RR--8759--FR+ENG

guarantees offered by the component
assumptions on its possible context

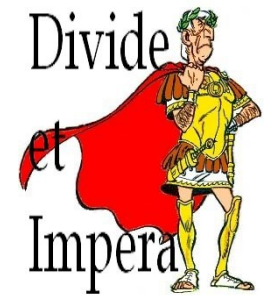




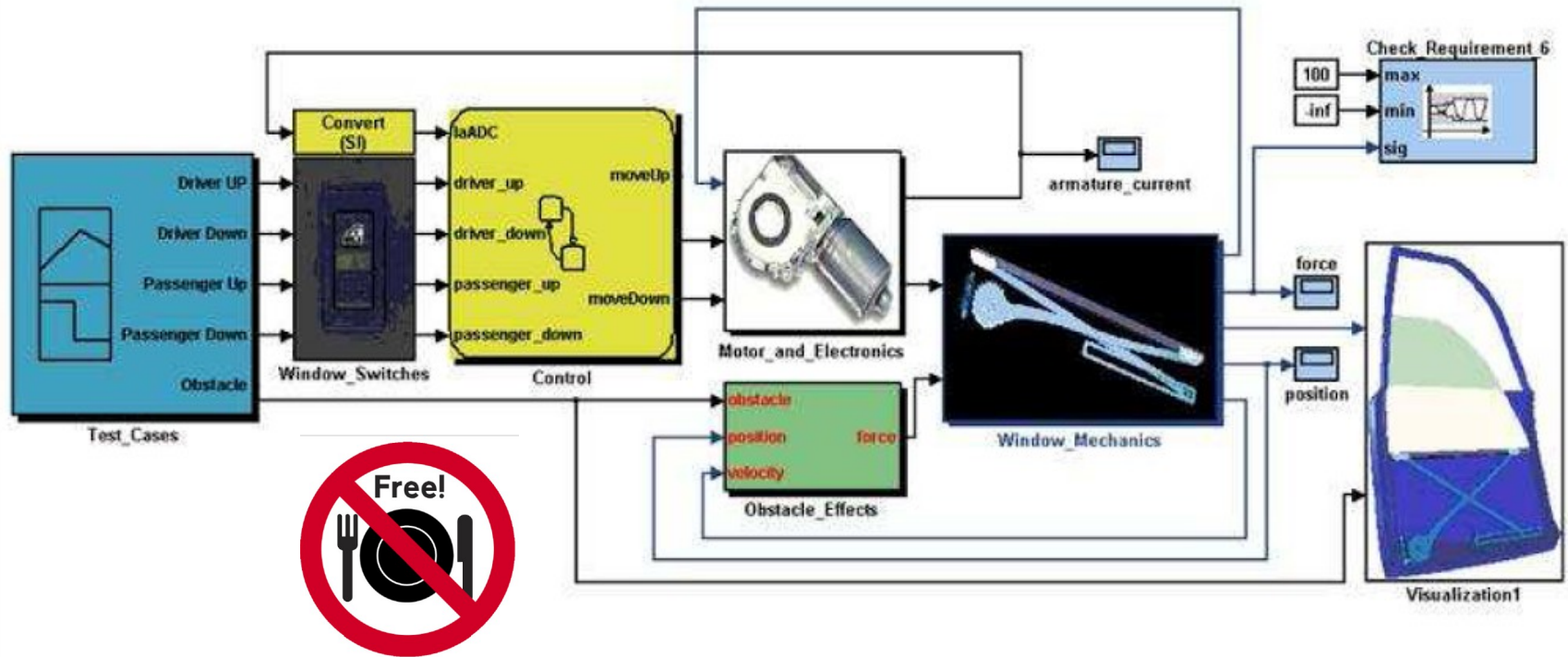
How to deal with **Complexity**?
(in engineered systems)



Most Appropriate Formalism(s)

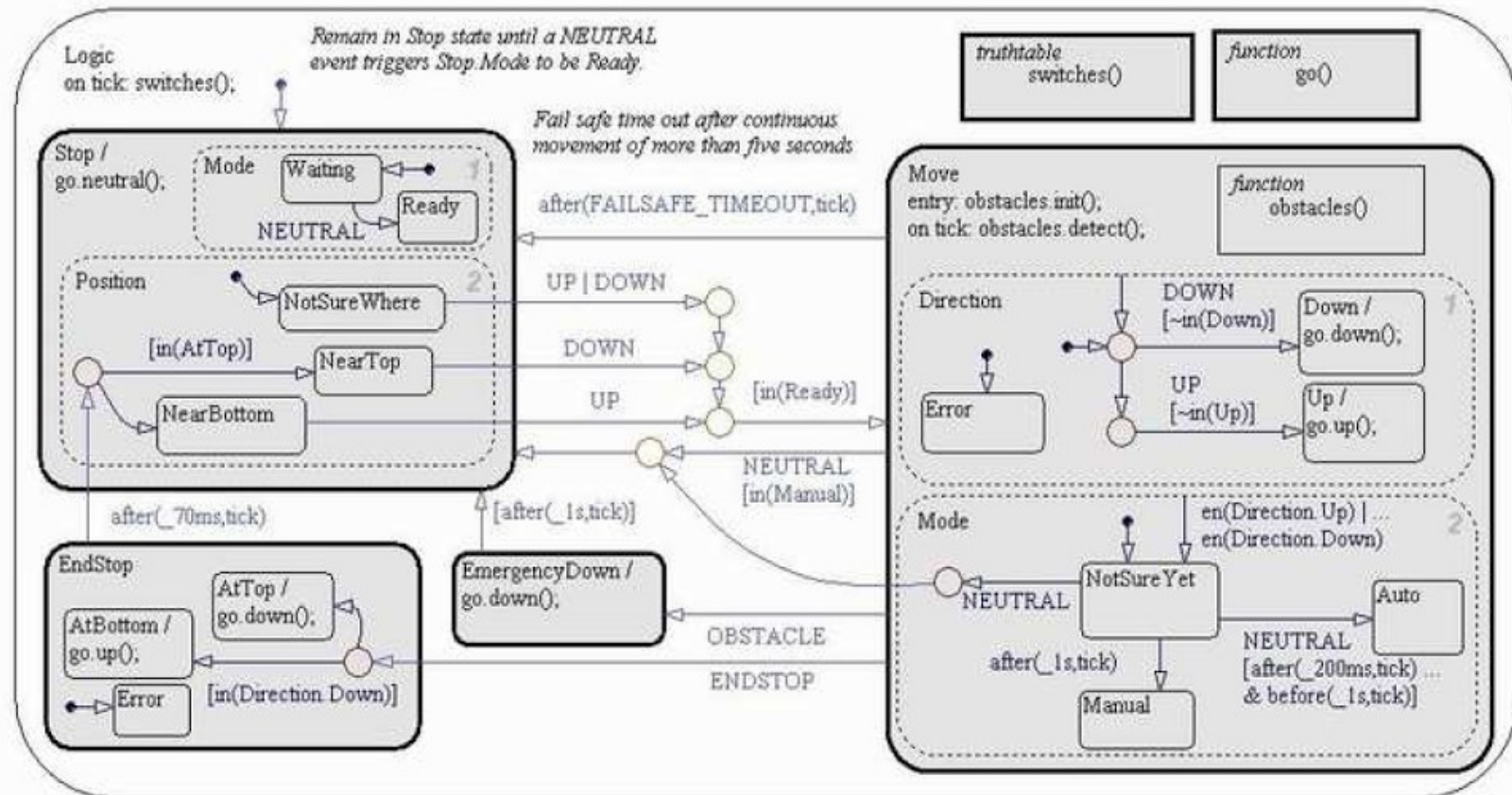


Components in Different Formalisms



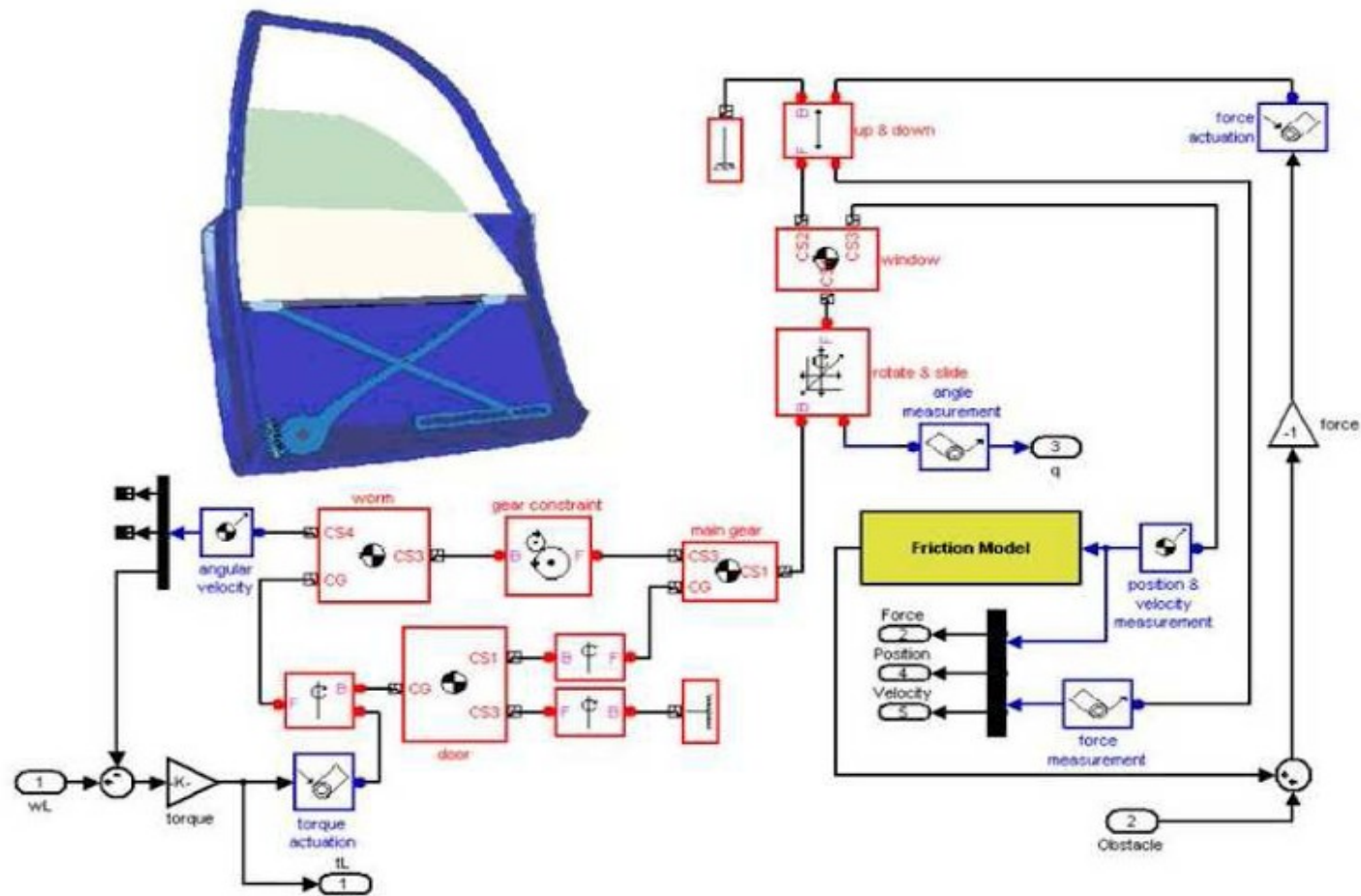
Most Appropriate Formalism(s)

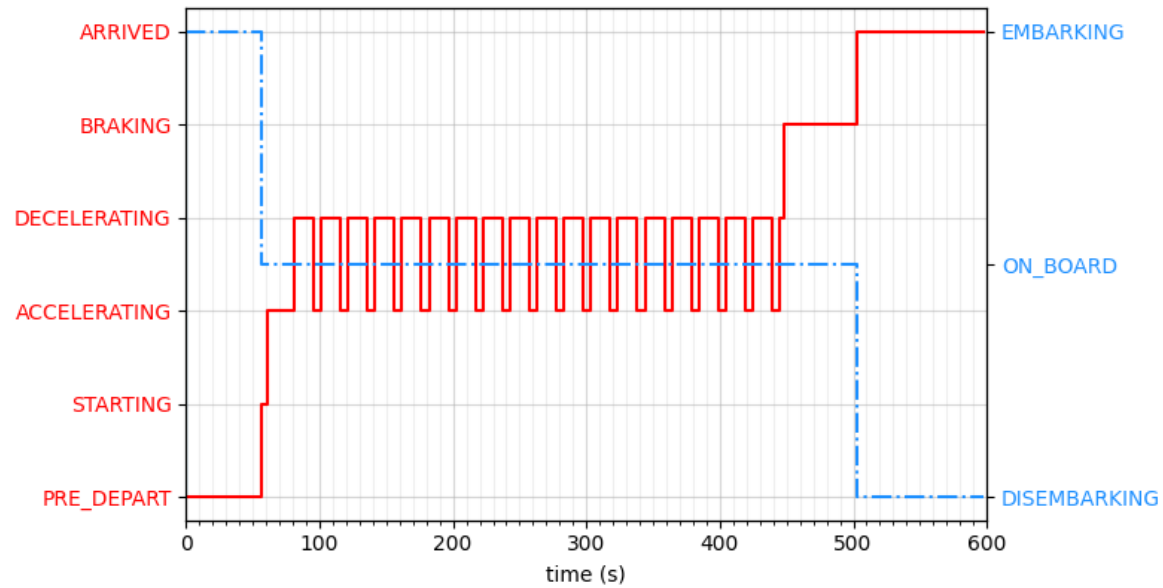
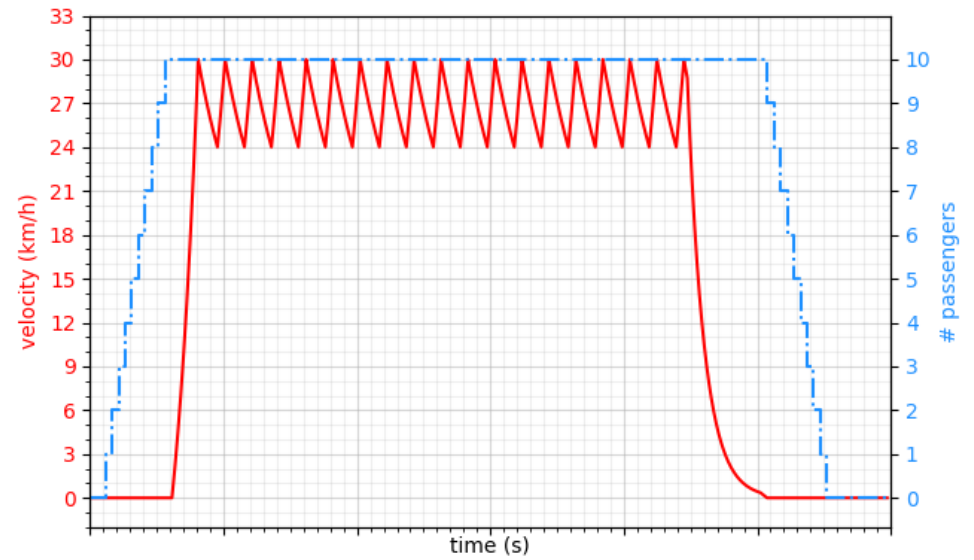
Controller, using Statechart(StateFlow) formalism



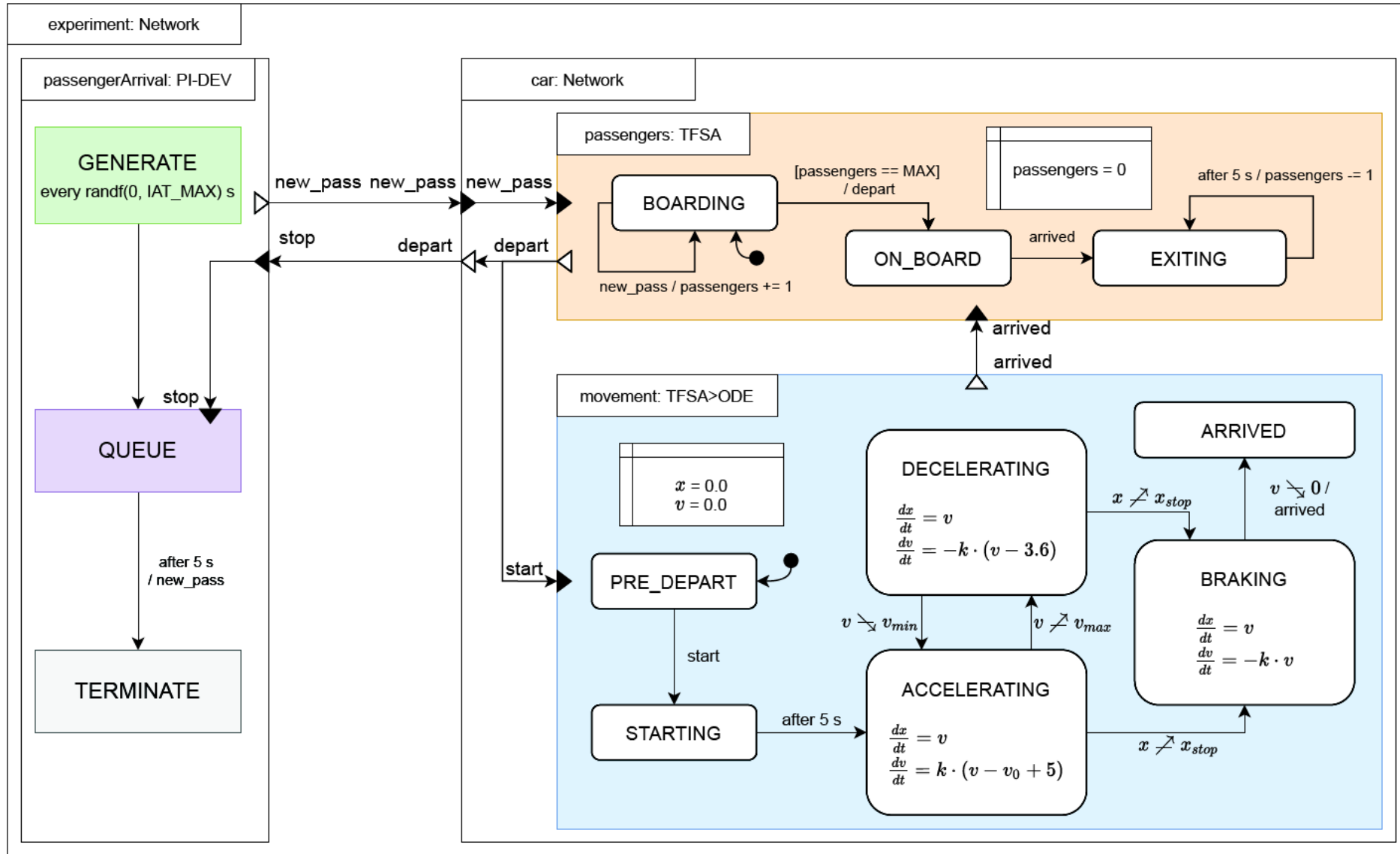
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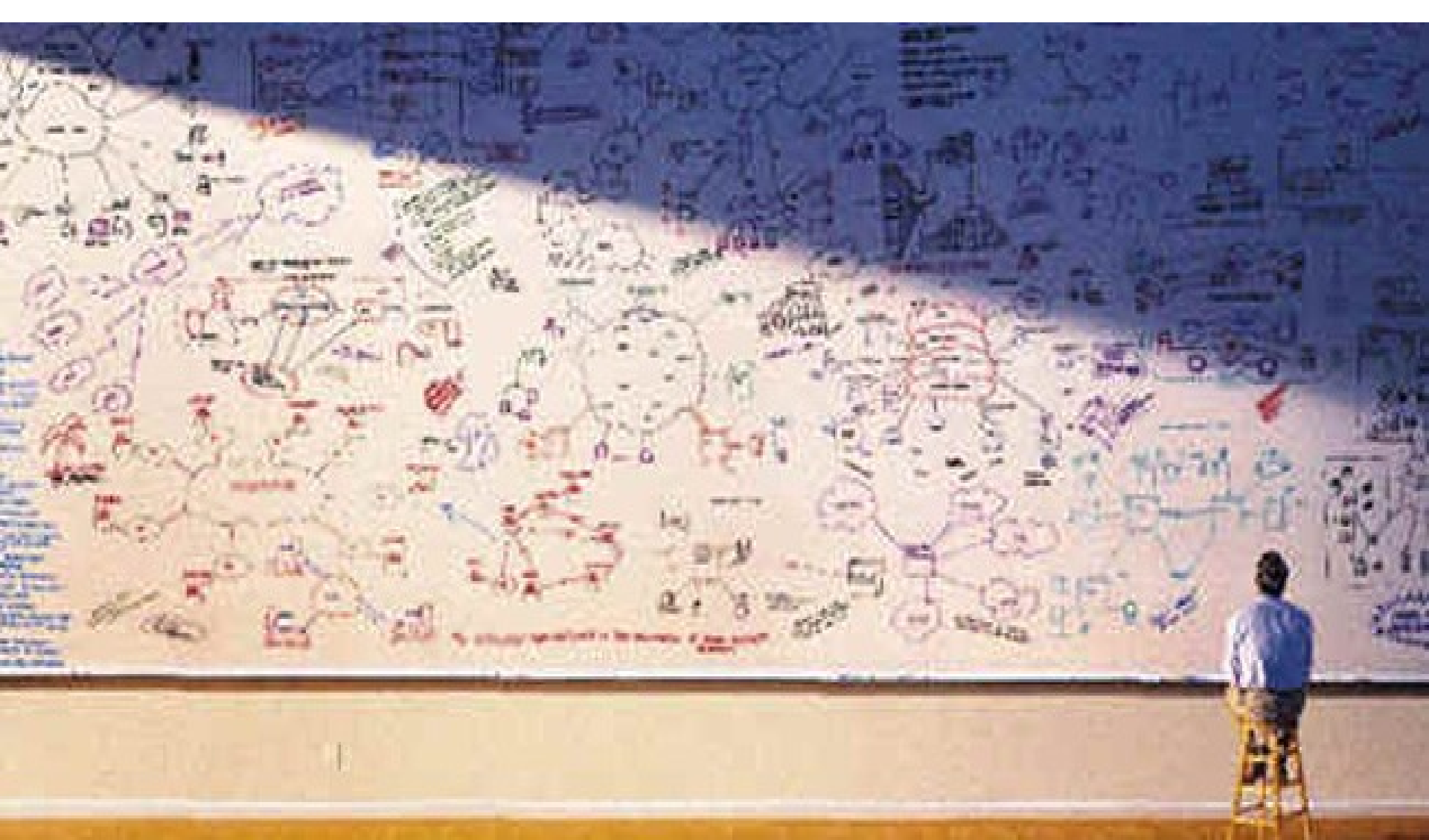
Mechanics subsystem





“hybrid” modelling language

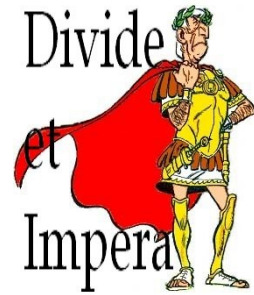




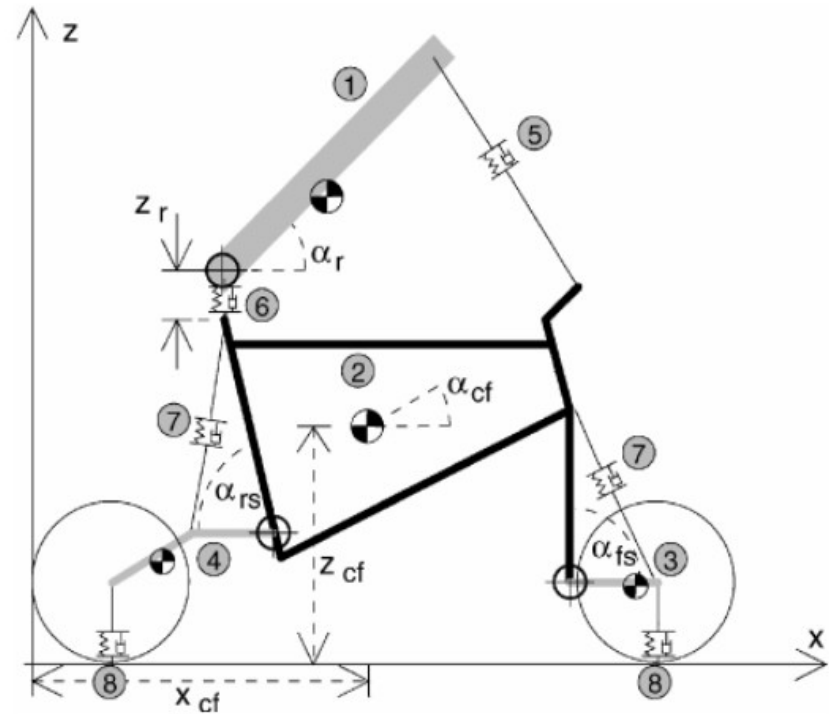
How to deal with **Complexity**?
(in engineered systems)

Different abstractions

(same or different formalisms)

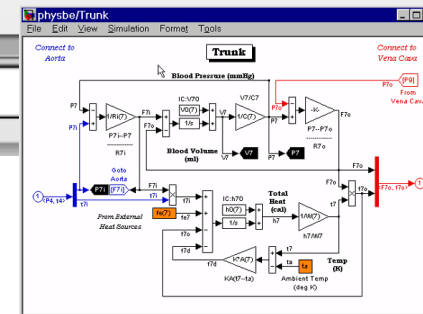
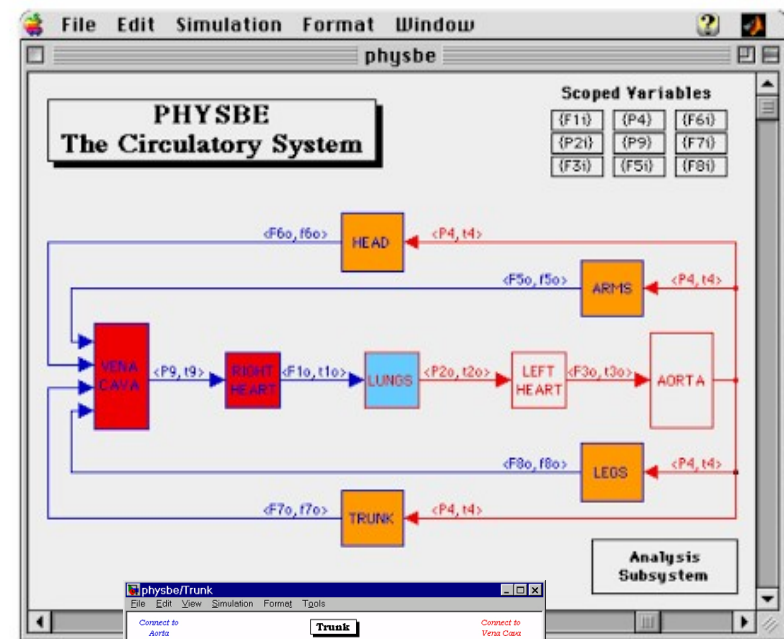
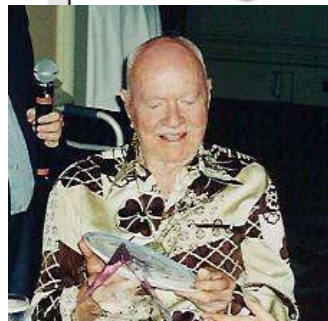
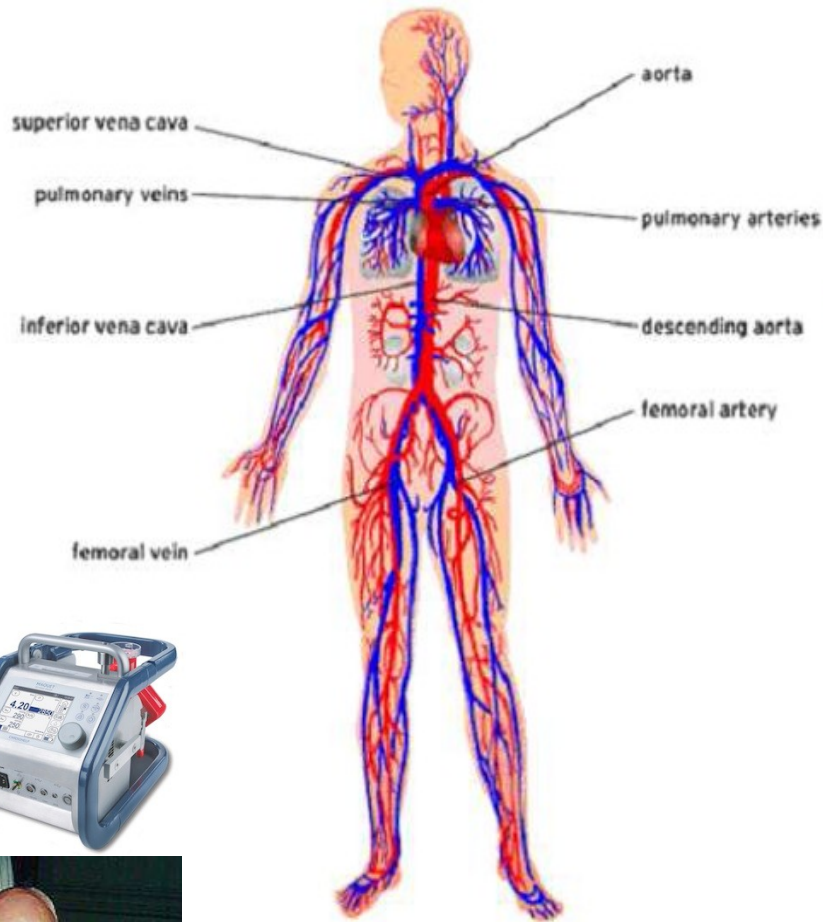
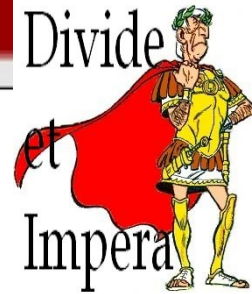


Distributed parameter



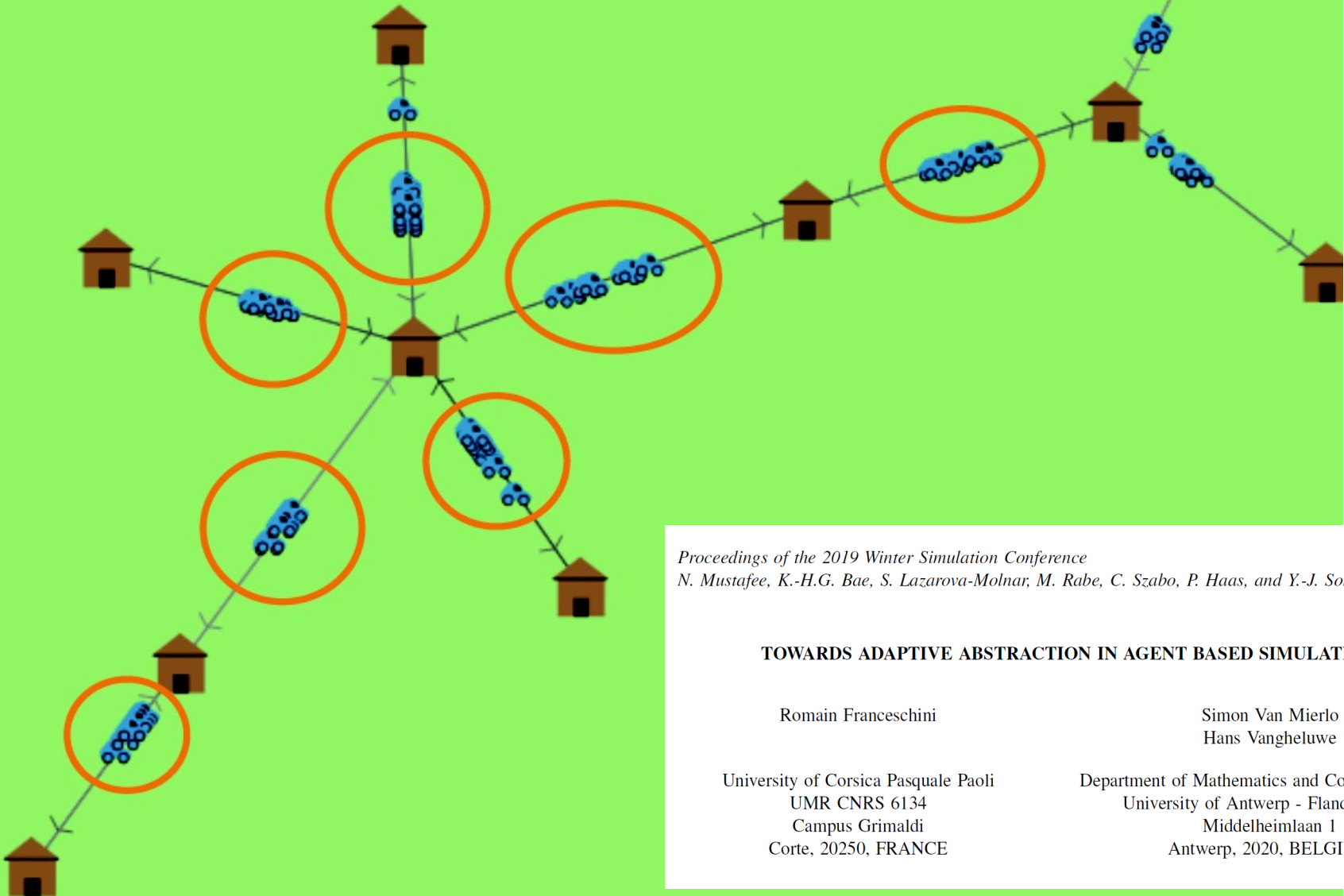
Lumped parameter

Different Abstraction Levels – properties preserved



THE SOCIETY FOR
MODELING & SIMULATION
INTERNATIONAL

- For performance (scale-ability)
- For insight



Proceedings of the 2019 Winter Simulation Conference

N. Mustafee, K.-H.G. Bae, S. Lazarova-Molnar, M. Rabe, C. Szabo, P. Haas, and Y.-J. Son, eds.

TOWARDS ADAPTIVE ABSTRACTION IN AGENT BASED SIMULATION

Romain Franceschini

Simon Van Mierlo

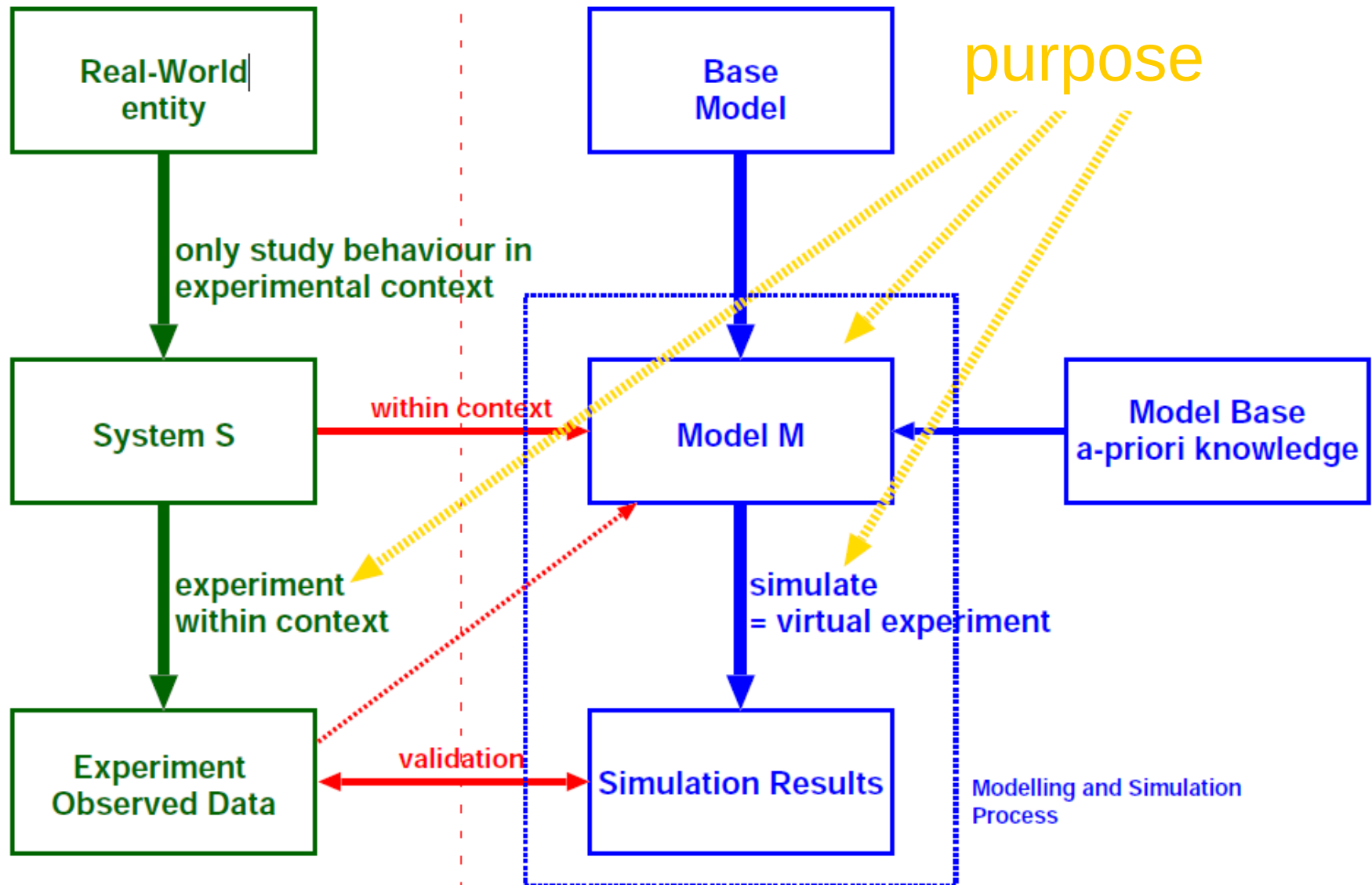
Hans Vangheluwe

University of Corsica Pasquale Paoli
UMR CNRS 6134
Campus Grimaldi
Corte, 20250, FRANCE

Department of Mathematics and Computer Science
University of Antwerp - Flanders Make
Middelheimlaan 1
Antwerp, 2020, BELGIUM

REALITY

MODEL



Abstraction Relationship

foundation: the *information* contained in a model M .

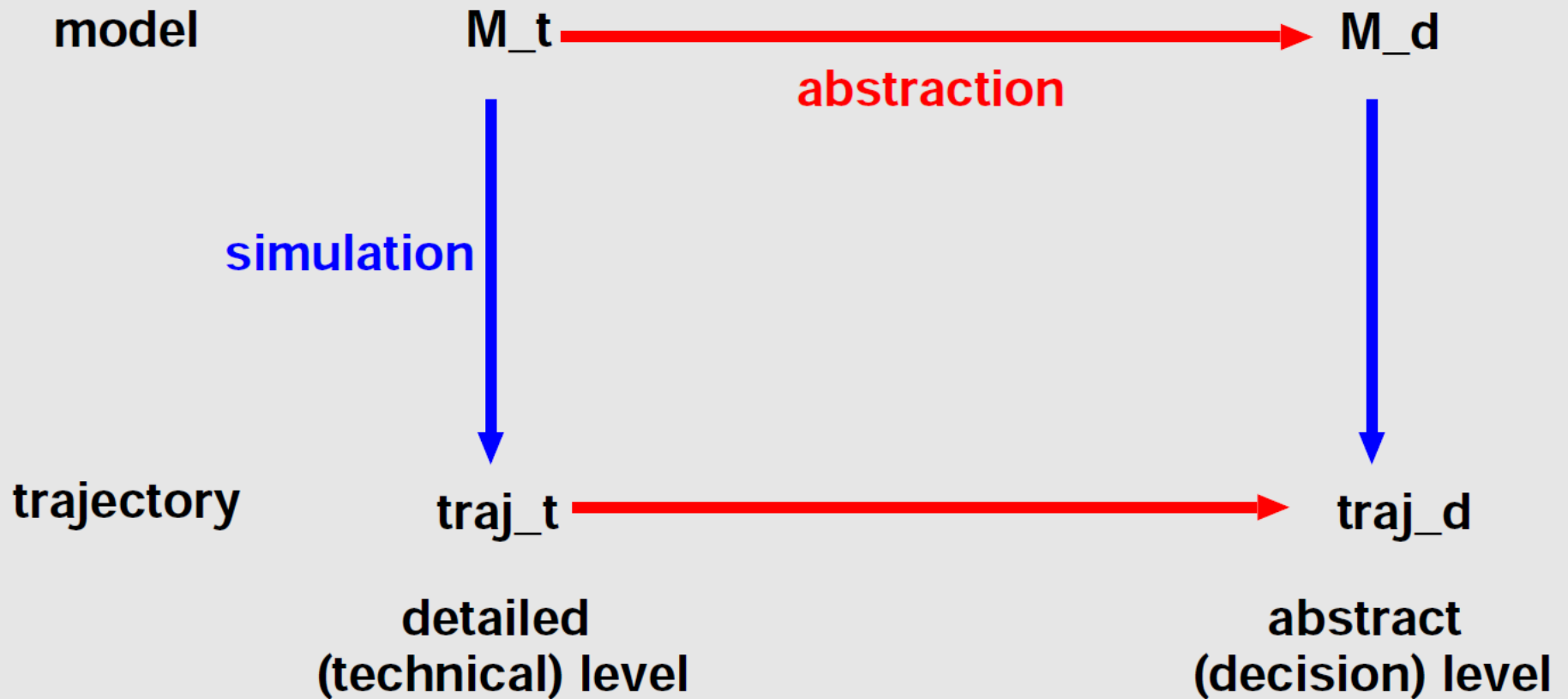
Different *questions* (properties) $P = I(M)$ which can be asked concerning the model.

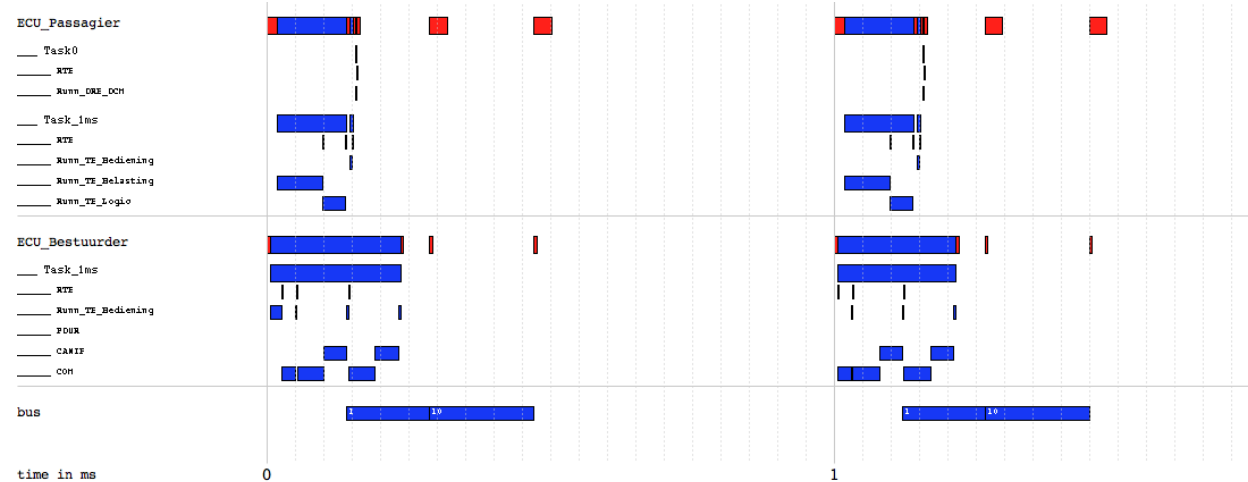
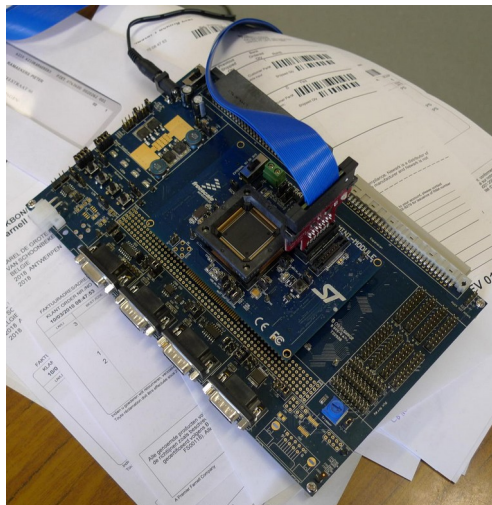
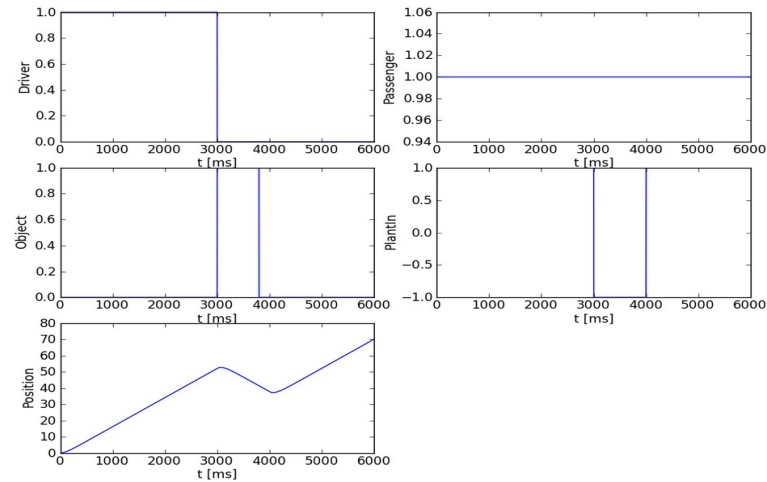
These questions either result in true or false.

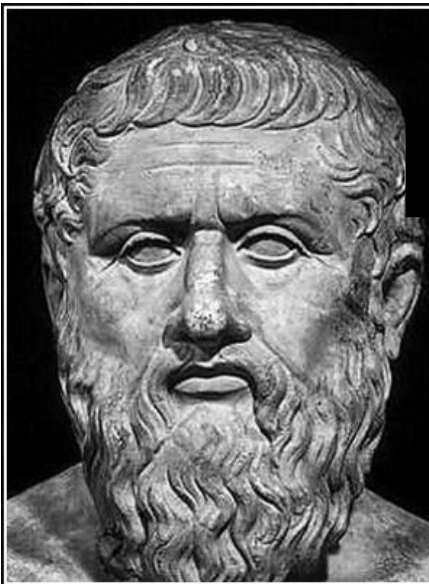
Abstraction and its opposite, *refinement* are *relative to a non-empty set of questions* (properties) P .

- If M_1 is an *abstraction* of M_2 with respect to P , for all $p \in P$:
 $M_1 \models p \Rightarrow M_2 \models p$. This is written $M_1 \sqsupseteq_P M_2$.
- M_1 is said to be a *refinement* of M_2 iff M_2 is an *abstraction* of M_1 . This is written $M_1 \sqsubseteq_P M_2$.

Levels of Abstraction/Views: Morphism



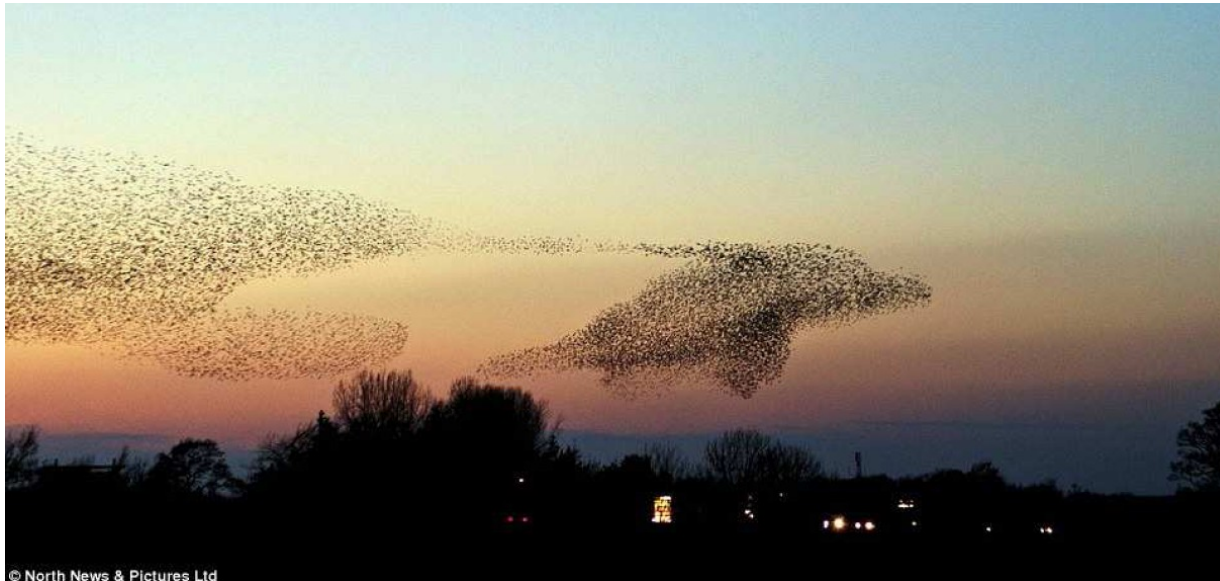




abstraction lies in the eyes of the
beholder.

— Plato —

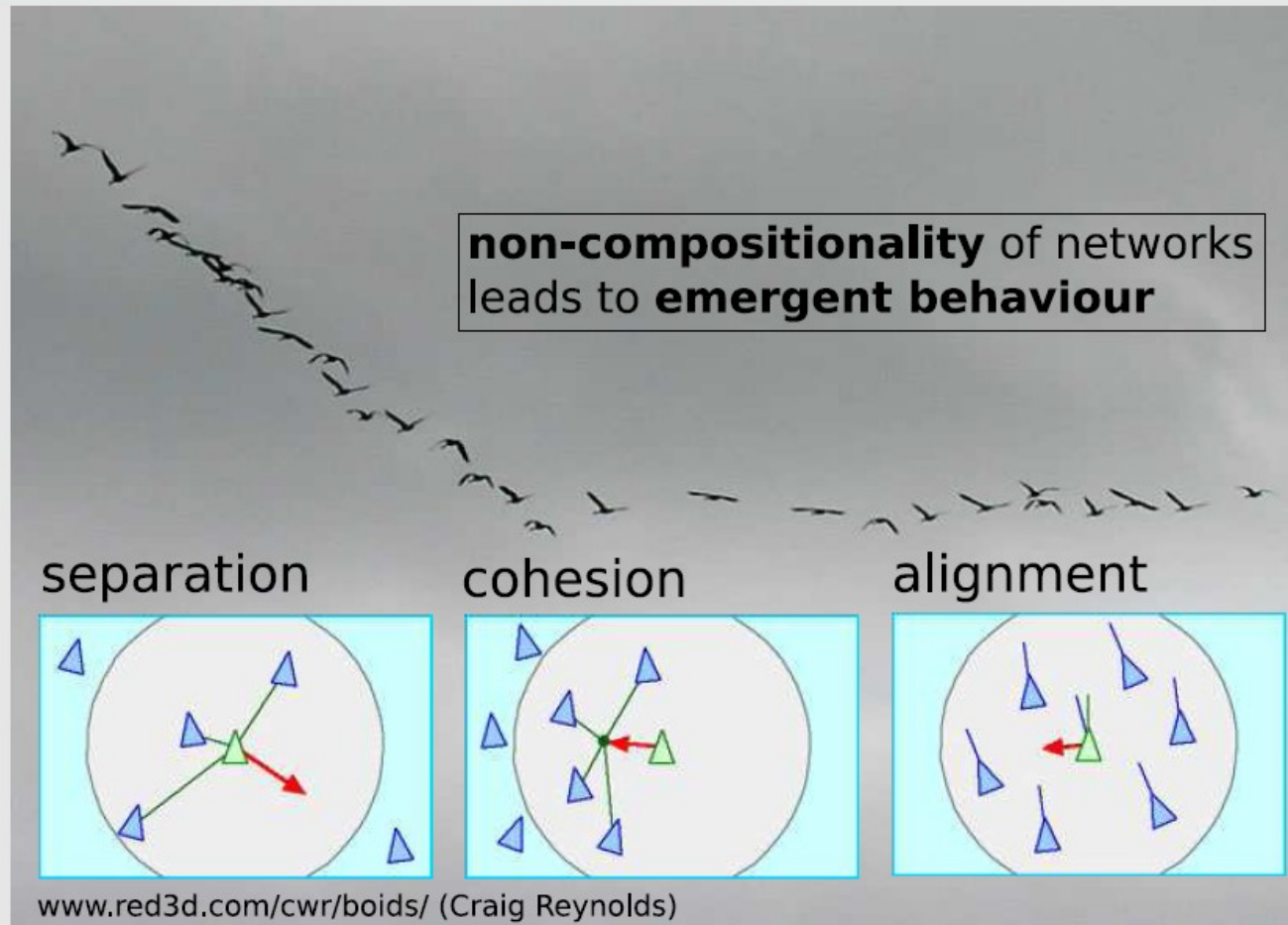
AZ QUOTES



© North News & Pictures Ltd

abstraction depends on the **properties** of interest!

Non-compositional/Emergent Behaviour

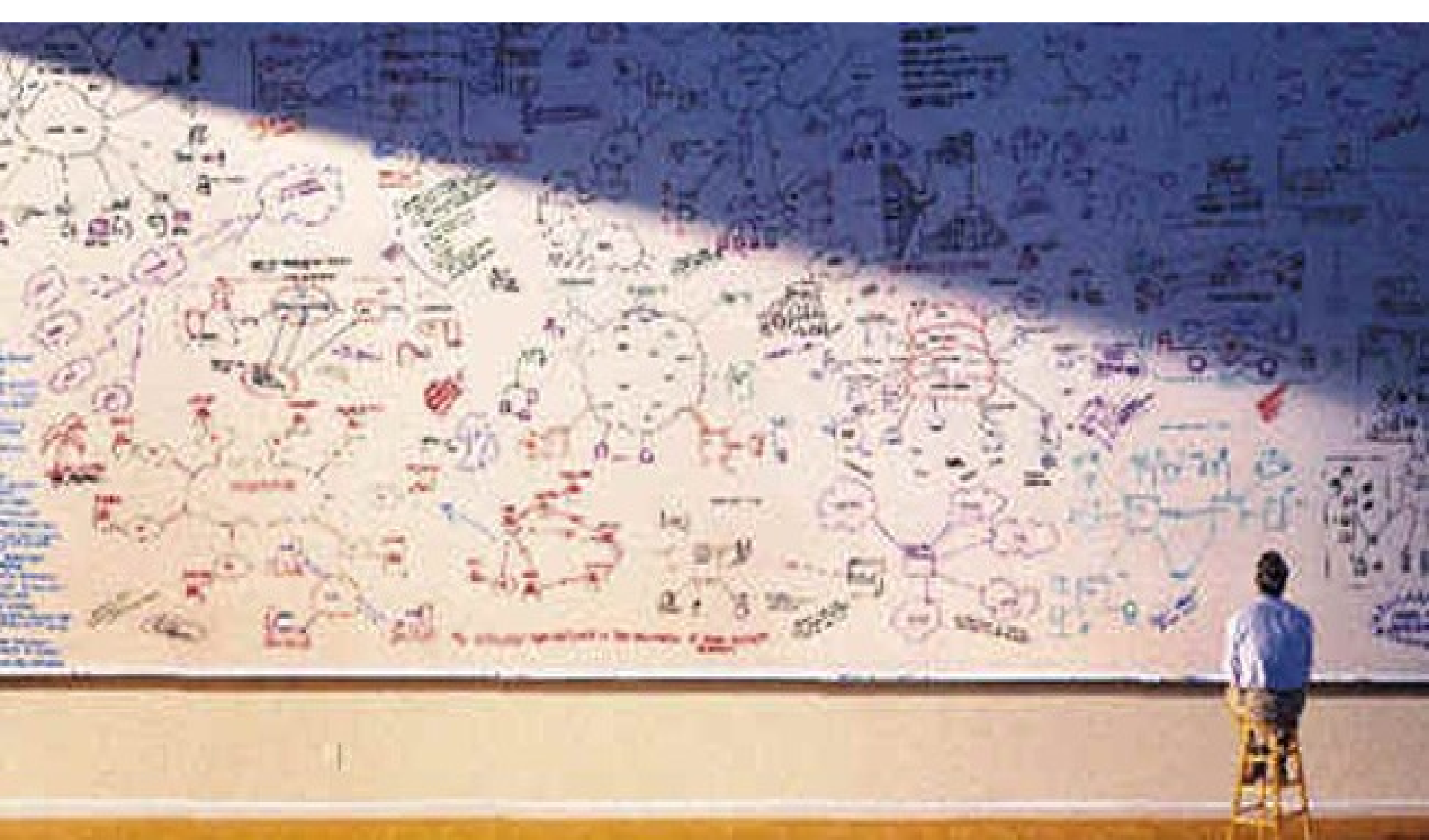


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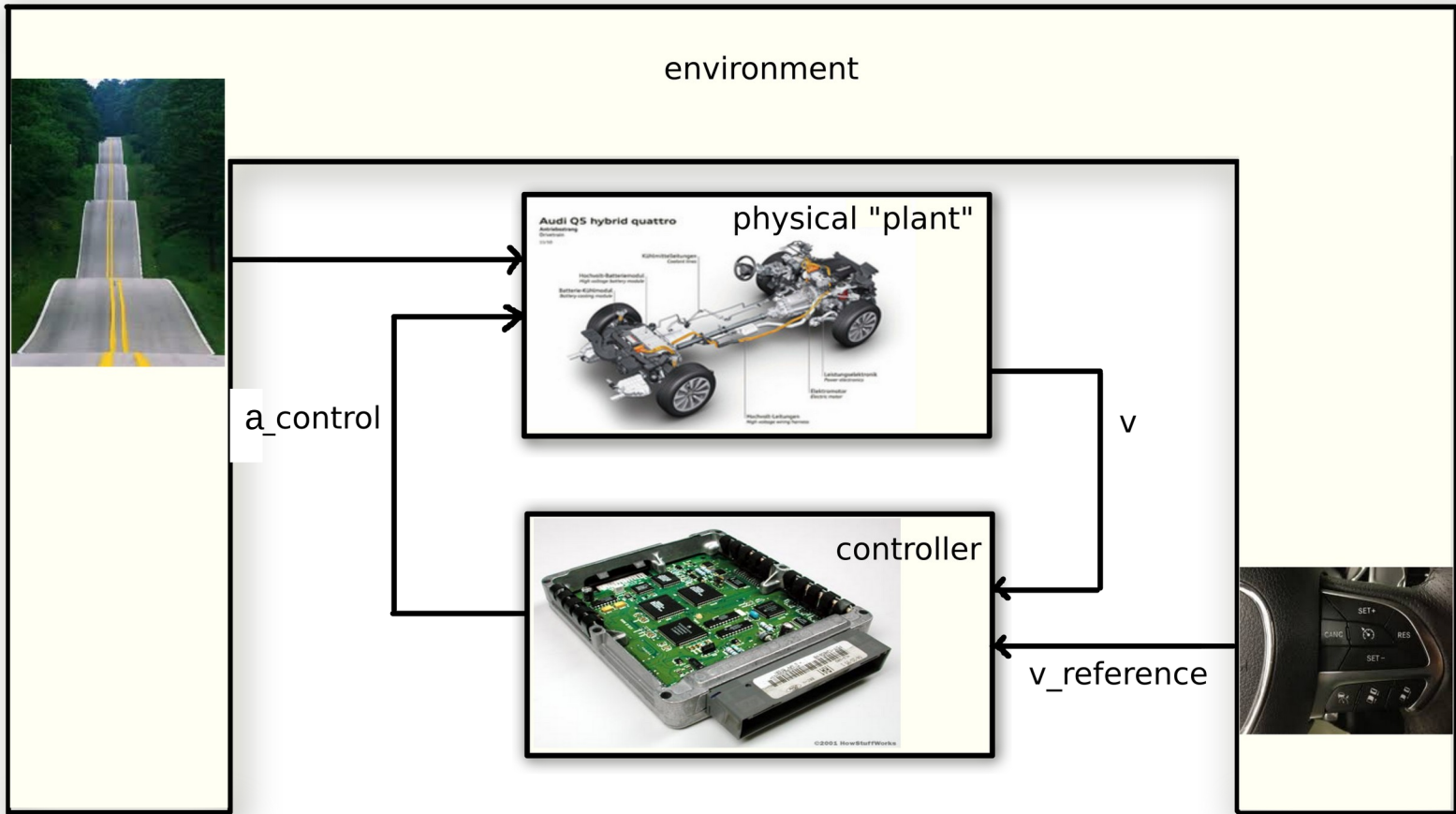
Engineered Emergent Behaviour



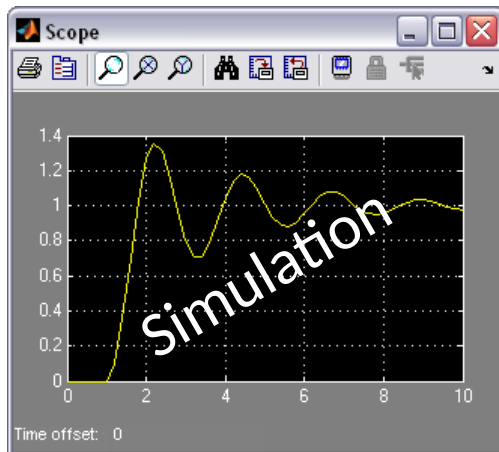
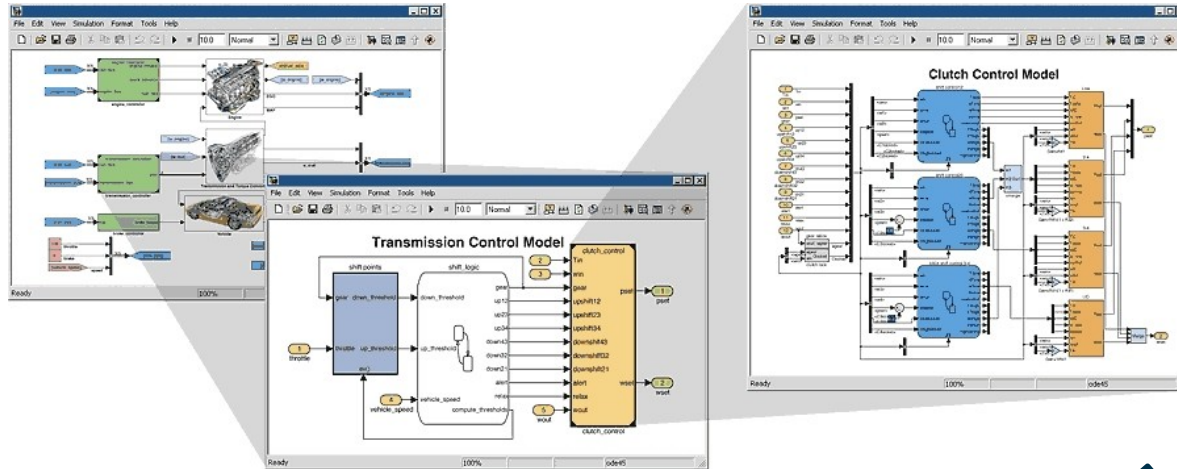
Robert Bogue. *Swarm intelligence and robotics*.
Industrial Robot: An International Journal.
35(6):488 - 495, 2008.



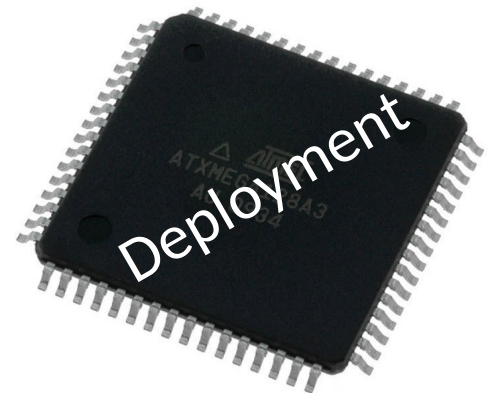
How to deal with **Complexity**?
(in engineered systems)



Model-Based System Design



MiL, HiL, SiL, ...



Automotive MBSE

Function Model

Discretation,
Scaling,
Augmentation,
Embedding



Production Model



Autocoding



Production Code



MiL-Test



RCP



Simulation System



Prototyping HW +
Vehicle



Simulation System



Controller +
Simulation of
Environment



SiL-Test



PiL/HiL-Test

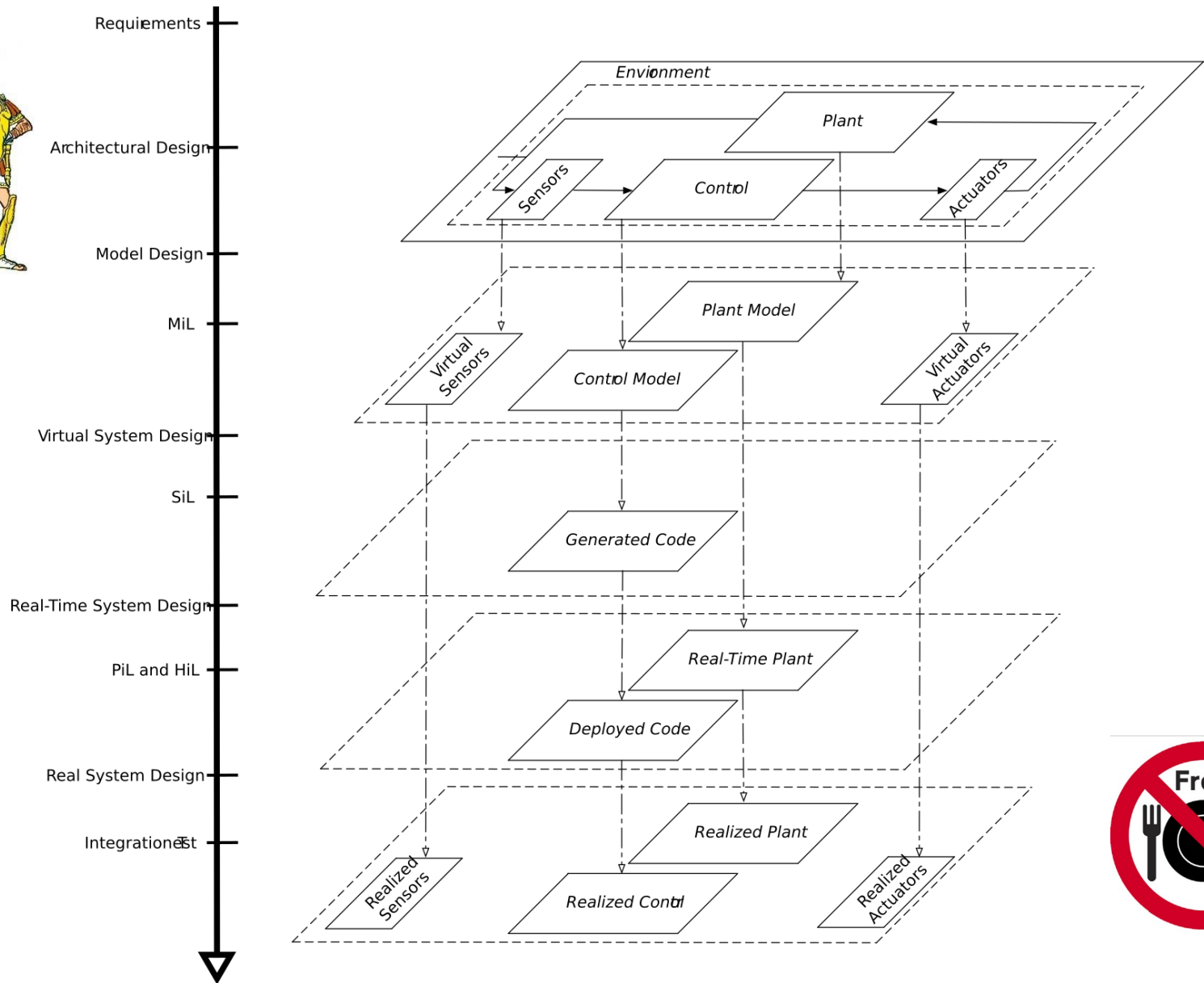
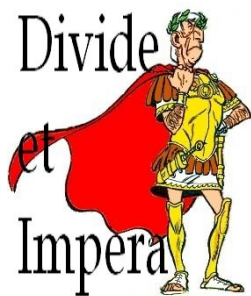


Integration



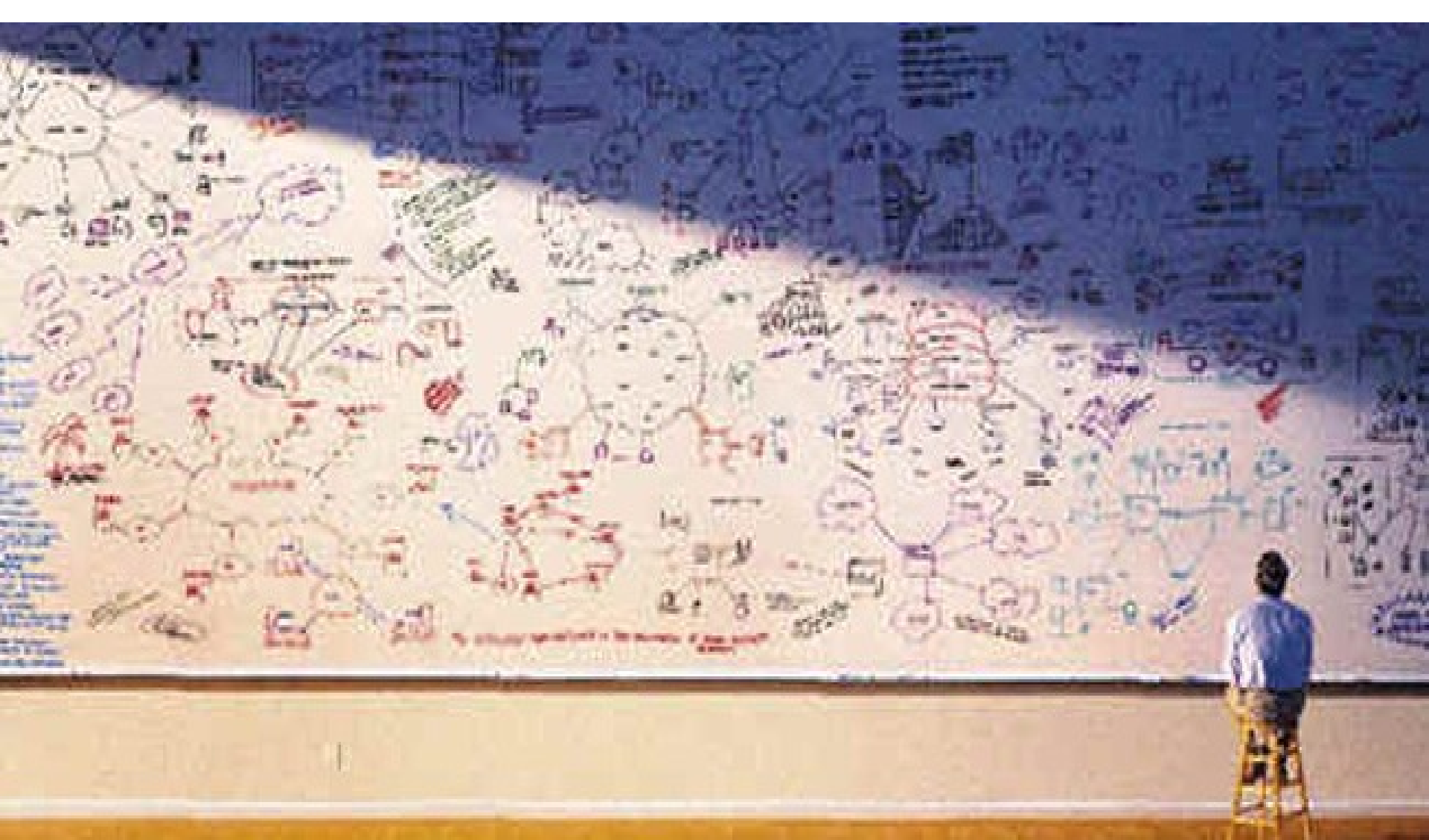
Controller +
Vehicle

XiL: X = Model, Software, Processor, Hardware

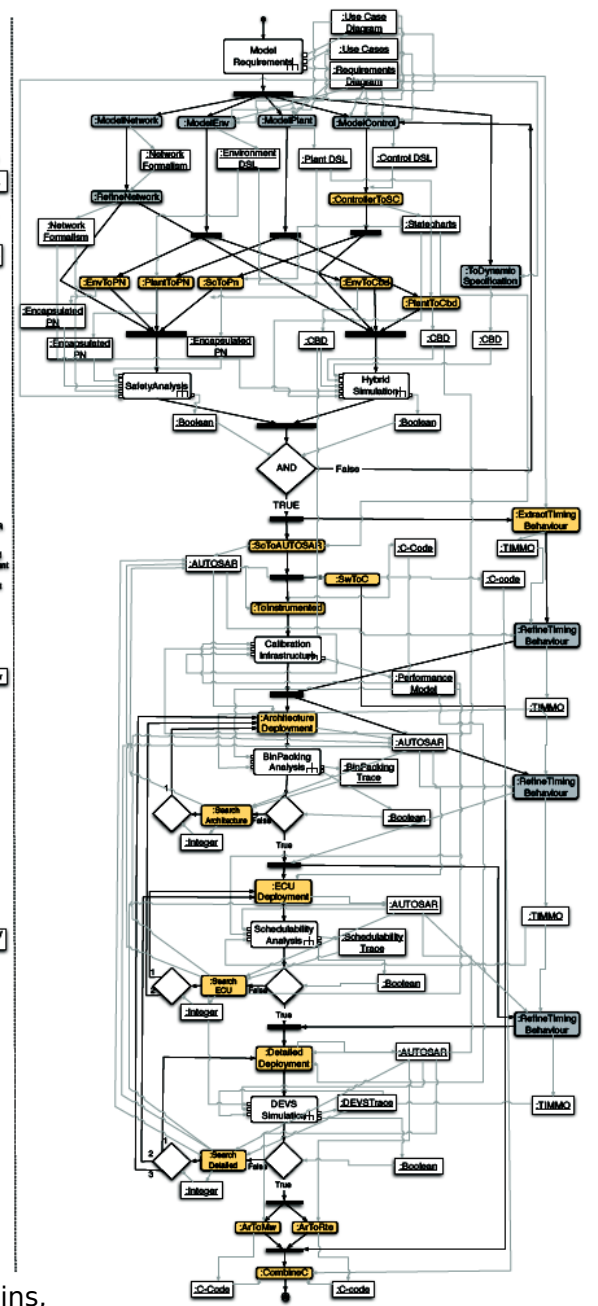
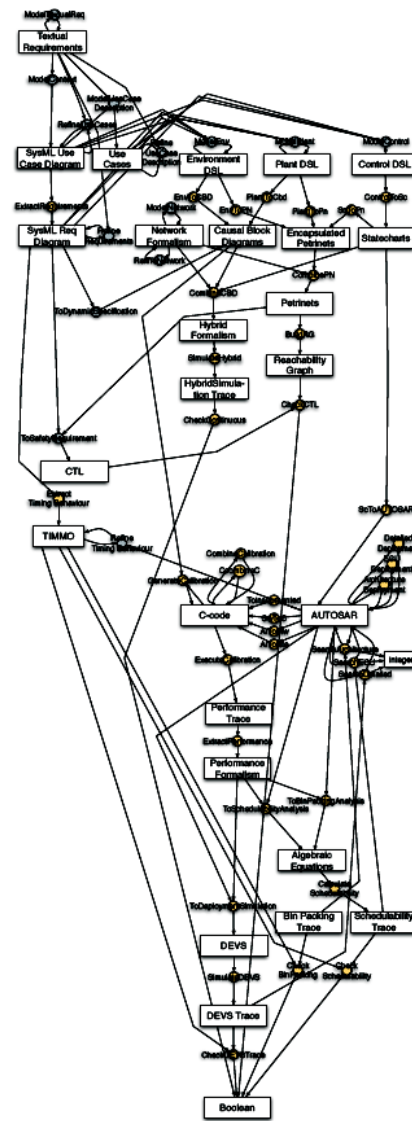


vertical consistency!





How to deal with **Complexity**?
(in engineered systems)

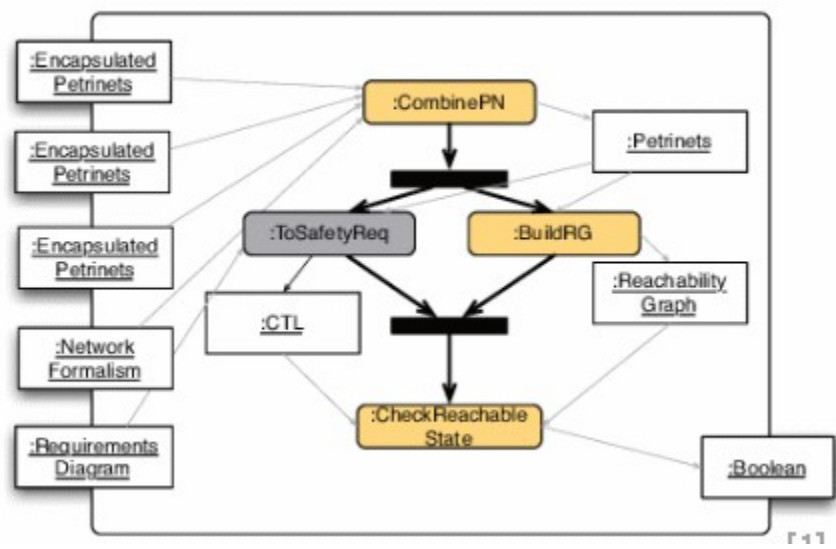
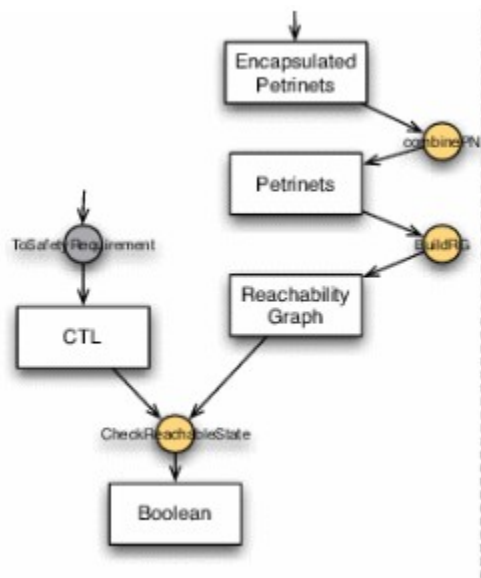


28 different modelling formalisms

50 transformations

FTG+PM (Process Model)

FTG+PM: An Integrated Framework for Investigating Model Transformation Chains,
 Levi Lúcio, Sadaf Mustafiz, Joachim Denil, Hans Vangheluwe, Maris Jukss.
 Proceedings of the System Design Languages Forum (SDL) 2013, Montreal, Quebec.
 Lecture Notes in Computer Science (LNCS), Volume 7916, pp 182-202, 2013.



Causes of Complexity ...

and how to deal with them

- large number of components (in an “architecture”)
- multiple concerns/views/stakeholders → consistency?
- heterogeneity of components / views
 - **different formalisms (aka modelling languages)**
 - different abstractions
- emergent behaviour (due to complex, non-modular interactions)
- engineering:
 - long requirements → design → implementation path
 - insufficient understanding (uncertainty) of requirements, system under study, ...
 - difficulty in collaboration
 - modelling languages and tools may introduce “accidental complexity”

Paulo Carreira · Vasco Amaral · Hans Vangheluwe
Editors

Foundations of Multi-Paradigm Modelling for Cyber-Physical Systems



 **COST**
EUROPEAN COOPERATION
IN SCIENCE & TECHNOLOGY

 Springer Open

Carreira P., Amaral V., Vangheluwe H. (eds)
Foundations of Multi-Paradigm Modelling for Cyber-Physical Systems. Springer.

https://doi.org/10.1007/978-3-030-43946-0_2

