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# On Four Questions about Model-Based Systems Engineering and Model-Based Reliability Engineering

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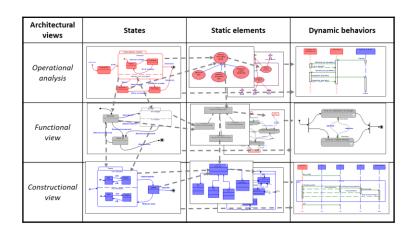
Paris, France



## Systems Engineering vs Reliability Engineering

Systems Engineering

What the system should do? What the system should be?

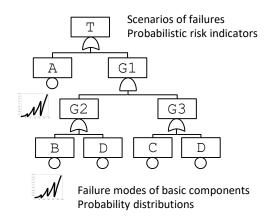


Proof that there exists a system that meets the given specification.



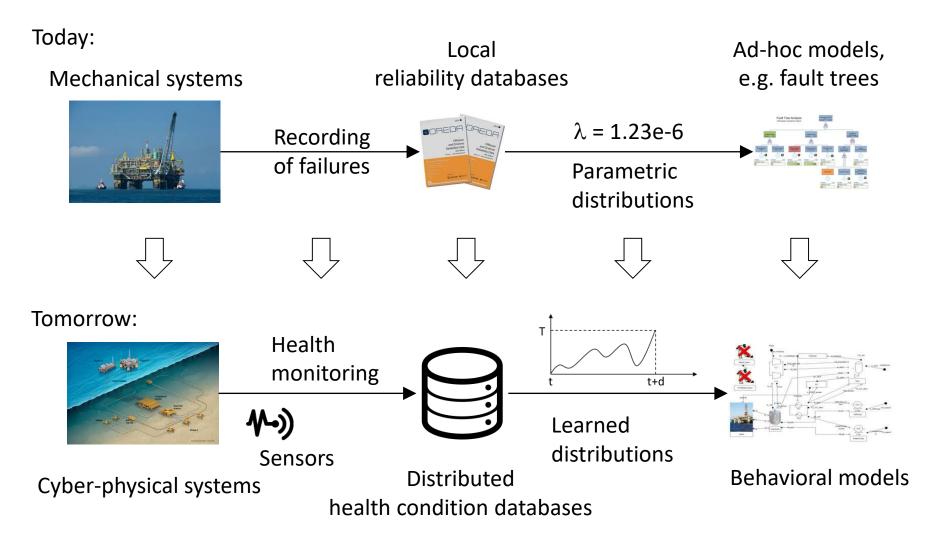
Reliability Engineering

What can go wrong?
What is the severity of consequences?
What is the likelihood?



Proof that the specified system is reliable enough to be operated.

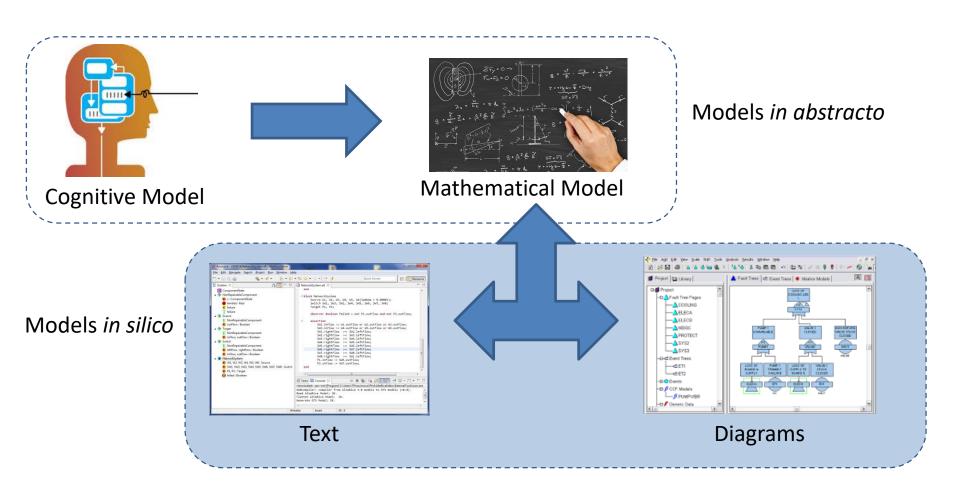
# (R)evolution in Reliability Engineering



- Essential differences between models designed by systems engineers and those designed by reliability engineers.
- Specificities of models designed by reliability engineers.
- Potential commonalities between models designed by systems engineers and those designed by reliability engineers.
- Alignment of models designed by systems engineers and models designed by reliability engineers.
- Concluding remarks

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#### What Do We Call a Model?



#### **Models versus Notations**

A **behavioral model** *in silico*, would it be authored graphically, must have:

(1) A well-defined syntax:

It must be possible to determine automatically whether the model is syntactically correct, i.e. if it obeys the grammar of its modeling language.

2 A well-defined semantics:

Each model must be associated without ambiguity with a mathematical object of some algebra. Computerized operations on models must be justified by the properties of the operators of this algebra.

(3) A well-understood pragmatics:

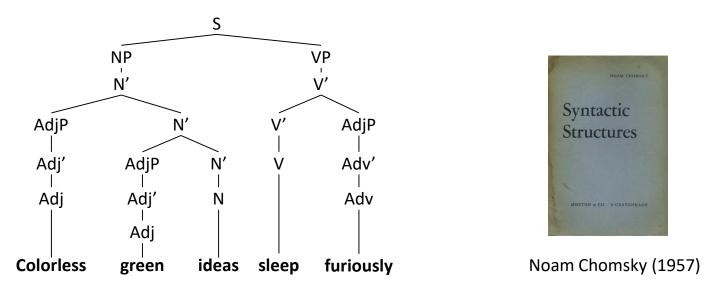
Analysts must be able to relate the mathematical object encoded by the model with the actual behavior of the system under study (and to agree on this relation).

Texts and/or diagrams that do not have the above properties should not be called models, but simply **notations**.

More or less standardized notations play an extremely important role in engineering, but they do not have the epistemic status of models.

#### **Pragmatics**

In linguistics and semiotics, **pragmatics** designates studies about how the **context** of a discourse contributes to its **meaning**.



In model-driven engineering, the **pragmatics of a model** is the body of **implicit knowledge** that is used to author and to use this model. This body of knowledge is hopefully **shared by the stakeholders** who, for this very reason, do not need to make it explicit in the model.

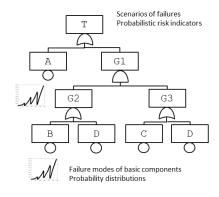
#### **Pragmatic versus Formal Models**

Systems Engineering



Reliability Engineering

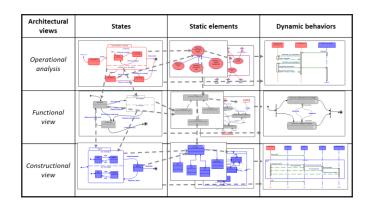
Models to calculate performance indicators



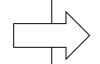
Formal proof that the specified system is reliable enough to be operated.

#### **Models to communicate**

amongst stakeholders



**Pragmatic proof** that there exists a system that meets the given specification.



**Epistemic gap** 

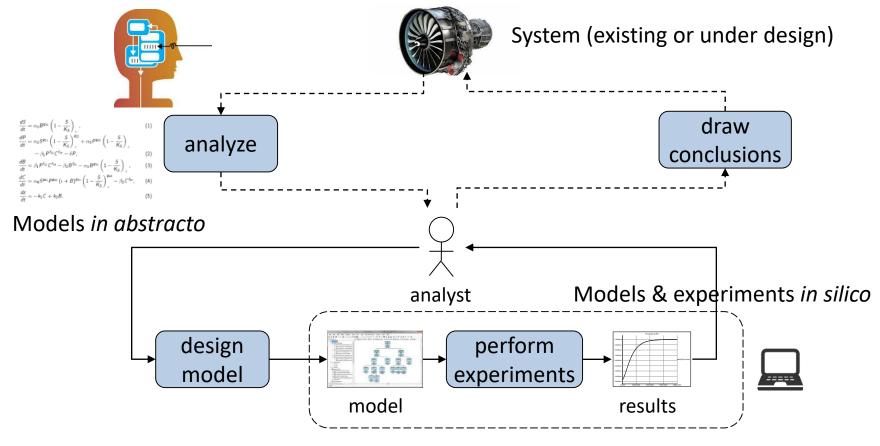


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#### **Complexity of Virtual Experiments**

In reliability engineering, a model results always of a **tradeoff** between the **accuracy of the description** and the **computational complexity** of calculations.

Computational complexity issues **determine ultimately** the modeling process (an embodiment of Simon's concept of **bounded rationality**).



# **Classes of Modeling Languages**

The example of reliability engineering:

<ul> <li>Combinatorial Formalisms</li> <li>Fault Trees</li> <li>Event Trees</li> <li>Reliability Block Diagrams</li> <li>Finite Degradation Structures</li> </ul>	<ul> <li>States Automata</li> <li>Markov chains</li> <li>Dynamic Fault Trees</li> <li>Stochastic Petri Nets</li> <li>AltaRica</li> <li></li> </ul>	<ul><li>Agent-Based Models</li><li>Process algebras</li><li>High level Petri nets</li><li>Netlogo</li><li></li></ul>
	<b>Expressive power</b>	
States	States + transitions	Deformable systems
	Complexity of assessments	
#P-hard but reasonable polynomial approximation	PSPACE-hard	Undecidable
Difficulty to design, to validate and to maintain models		



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#### **Behaviors + Structures = Models**

The behavioral model of a complex system cannot be simple. The complexity cannot vanish. Modeling aims at **simplexity** (in Berthoz's sense).

Any behavioral modeling language is the combination of a **mathematical framework** in which the behavior is described and a **structuring paradigm** to organize the model.

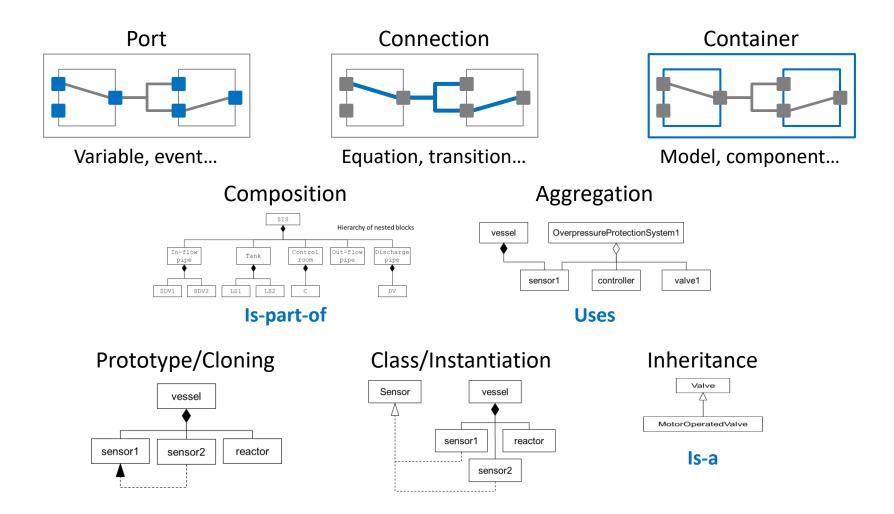
The choice of the suitable mathematical framework depends on which aspect of the system we want to study.

**Structuring constructs** help to design, to understand, to share and to maintain models through the life-cycles of systems.

**Structuring paradigms** are to a very large extent **independent** of the chosen mathematical framework.

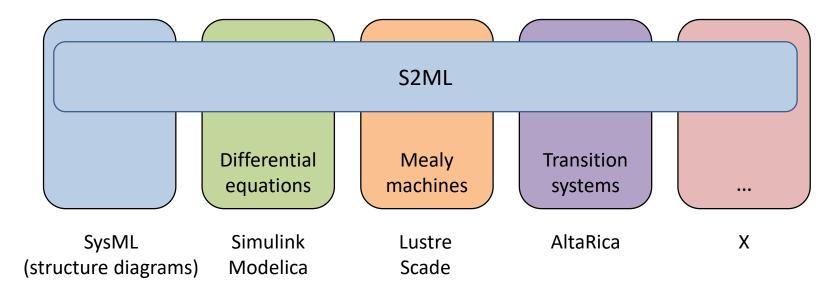


## **Ontology/Meta-Model of Behavioral Models**



#### The S2ML+X Promise

**S2ML** (System Structure Modeling Language): a coherent and versatile set of **structuring constructs** for any behavioral modeling language.

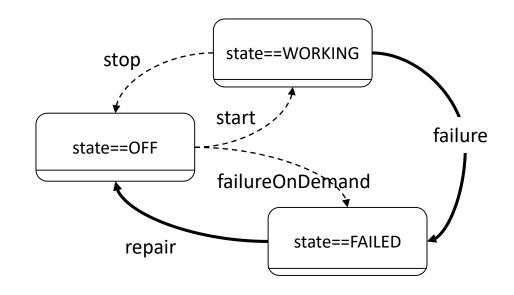


- The structure of models reflects the structure of the system, even though to a limited extent.
- Structuring helps to design, to debug, to share, to maintain and to align heterogeneous models.

# **AltaRica 3.0 (S2ML + Guarded Transitions Systems)**

#### **Guarded Transitions Systems:**

- Are a probabilistic Discrete Events System formalism.
- Are a compositional formalism.
- Generalize existing mathematical framework.
- Take the best advantage of existing assessment algorithms.





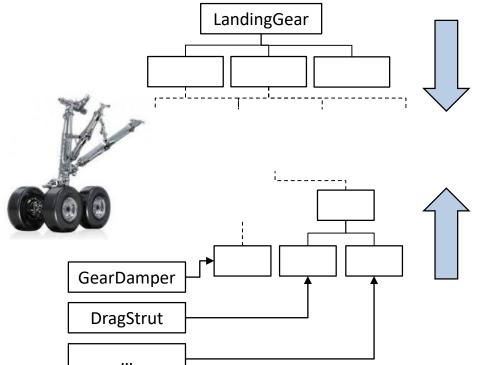








#### **Modeling Approaches**



- Top-down model design
- System level
- Reuse of modeling patterns
- Prototype-Orientation





- Bottom-up model design
- Component level
- Reuse of modeling components
- Object-Orientation



Multiphysics simulation

These conceptual foundations echo results obtained in **cognitive science**, e.g. Lakoff categories of thoughts, in **management science**, e.g. Hatchuel's C-K theory, and of course in **software engineering** via **programming paradigms** and the notion of **design patterns**.

## **Models as Scripts**

The model "as designed" is a script to build the model "as assessed".

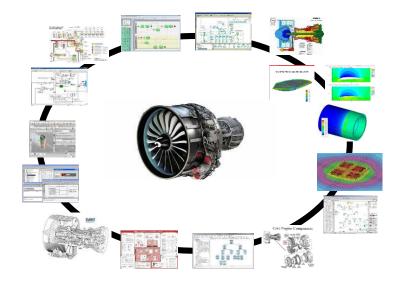
Complex models can be built using **libraries** of **reusable modeling components** and **modeling patterns**.



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## **Model Diversity**

Models are designed by different teams in different languages at different levels of abstraction, for different purposes, making different approximations. They have also different maturities.



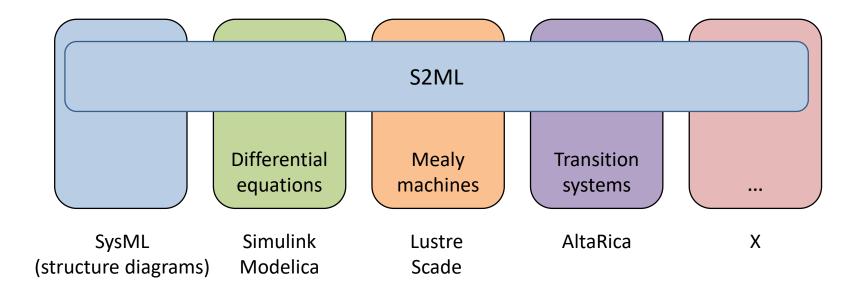
The diversity of models is irreducible.

#### **Alignment of Heterogeneous Models**

Models are designed by different teams in different languages at different levels of abstraction, for different purposes. They have also different maturities.

The question is how to ensure that they are "speaking" about the **same system**, i.e. to **align** them.

As the **behavioral part** of models is **purpose-dependent**, the main and most often the only way to align models is to compare their **structure**.

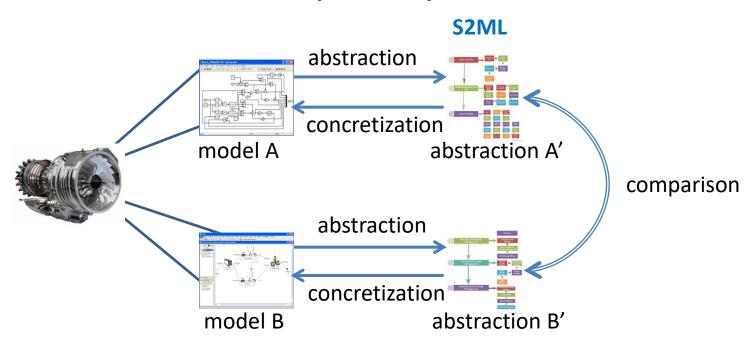




#### **Model Synchronization**

Model synchronization provides a formal framework, inspired from Cousot's abstract interpretation, to align heterogeneous models.

#### **Abstraction + Comparison = Synchronization**



Synchronizing models does not mean making them fully compatible. This would be too ambitious because of the **heterogeneity of concerns**. Rather, the question at stake is **how to agree on disagreements?** 

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#### Summary

- "Traditional" modeling approaches in reliability engineering are no longer sufficient:
  - Because the systems we are dealing with are more complex.
  - Because new information technologies open new opportunities.
  - Because reliability models should be integrated with models from other engineering disciplines, especially with those designed by systems engineers.

- Huge benefits can be expected from a full-scale deployment of model-based systems engineering. However, this requires:
  - To set up solid scientific foundations for models engineering.
  - To bring to maturity some key technologies.



#### Conclusion

The biggest challenge is to train new generation of engineers:

- With skills and competences in discrete mathematics and computer science, and
- With skills and competences in software engineering, and
- With skills and competences in system thinking, and
- With skills and competences in specific application domains.