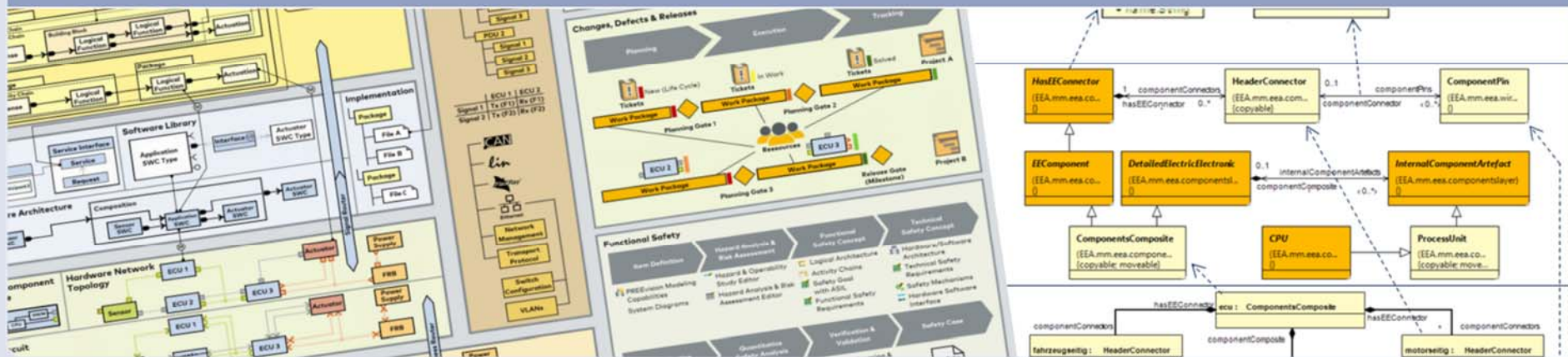


Vorlesung Software Engineering (SE)

Wintersemester 2017/2018

Kapitel 3.5 – Anforderungsmanagement: E/E-Konzeptbewertung

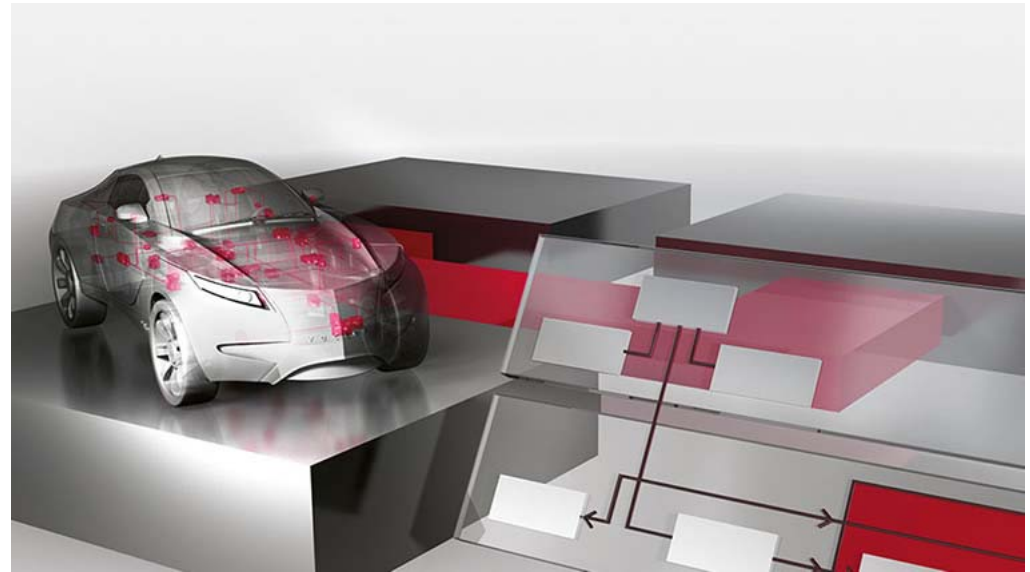




Dr.-Ing. Clemens Reichmann

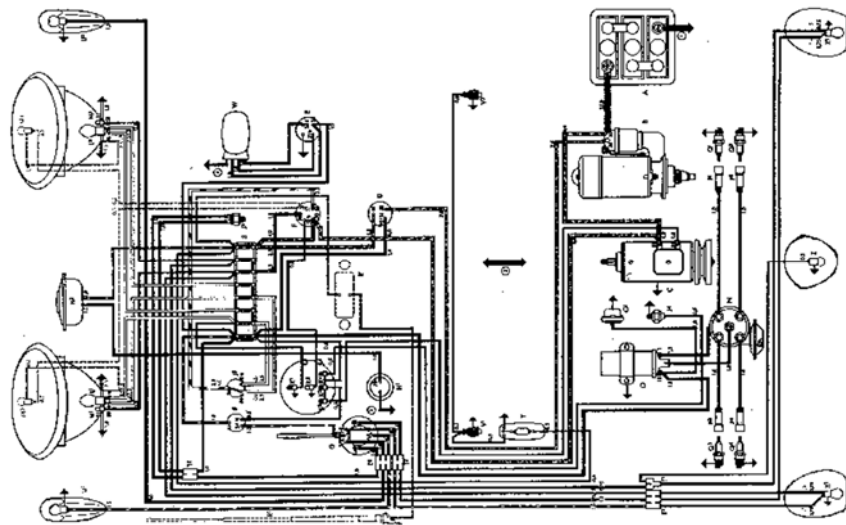
Clemens.Reichmann@vector.com,
Tel. 0721 / 91430-200

Institut für Technik der Informationsverarbeitung
Fakultät für Elektrotechnik & Informationstechnik
Universität Karlsruhe (KIT)



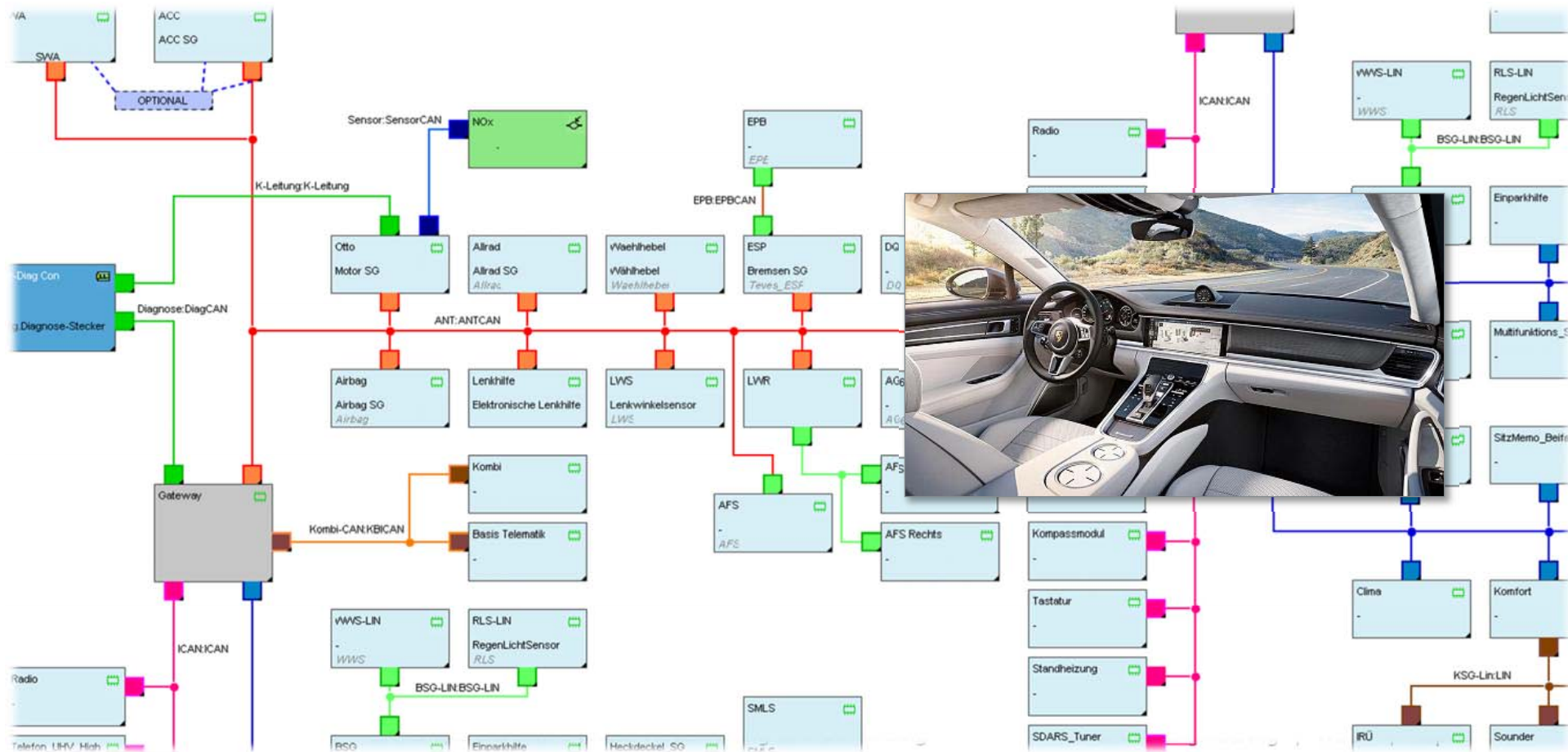
3.5. Elektrik/Elektronik-System-Modellierung u. Konzeptbewertung

Overall E/E Complexity Increasing over Years now...
Past



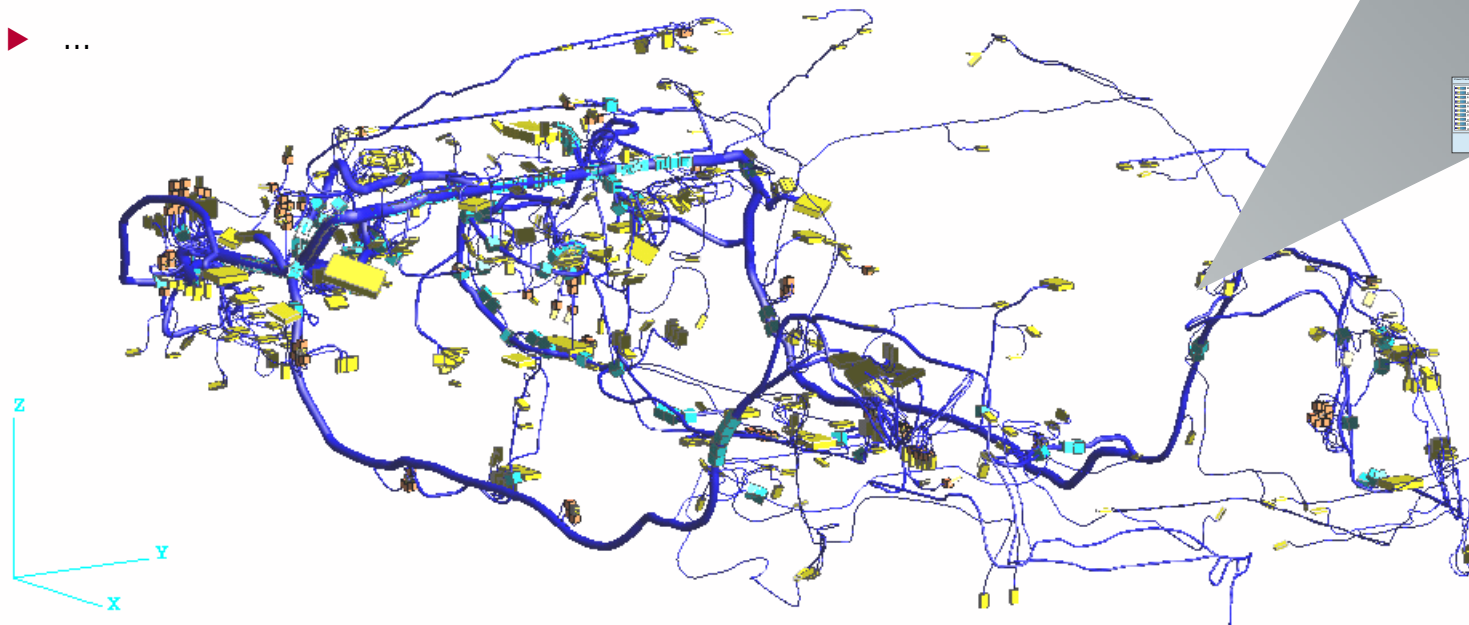
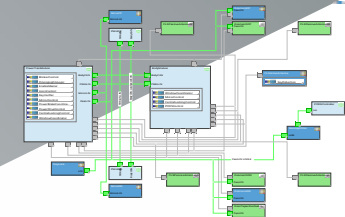
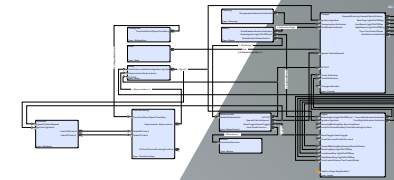
Overall E/E Complexity Increasing over Years now...

Present



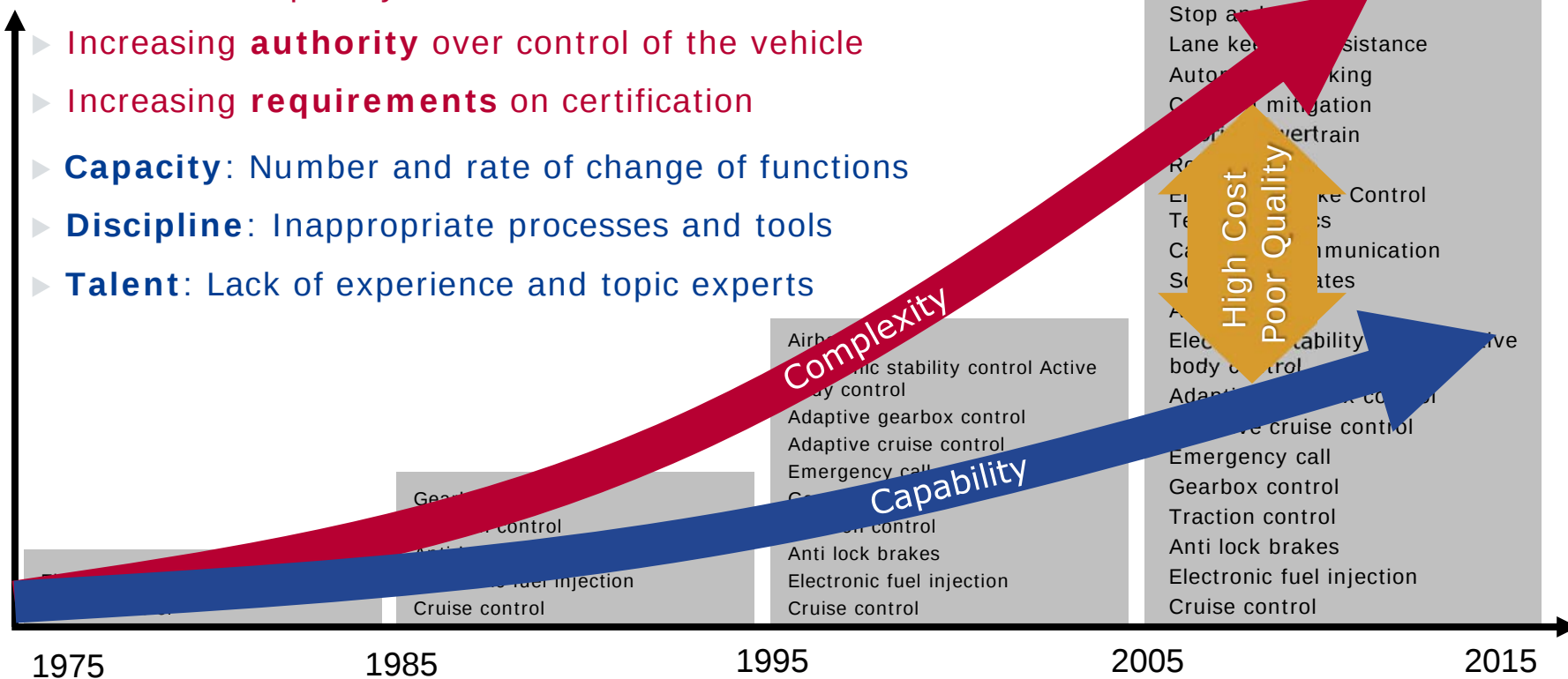
Overall E/E Complexity Increasing over Years now...

- ▶ Active Management of System Complexity is necessary
 - ▶ Economical **cost** targets
 - ▶ Technical targets: weight, **fuel** consumption, ...
 - ▶ Installation **space** is restricted, deeper integration
 - ▶ Upcoming technologies have to be considered and integrated
 - ▶ ...

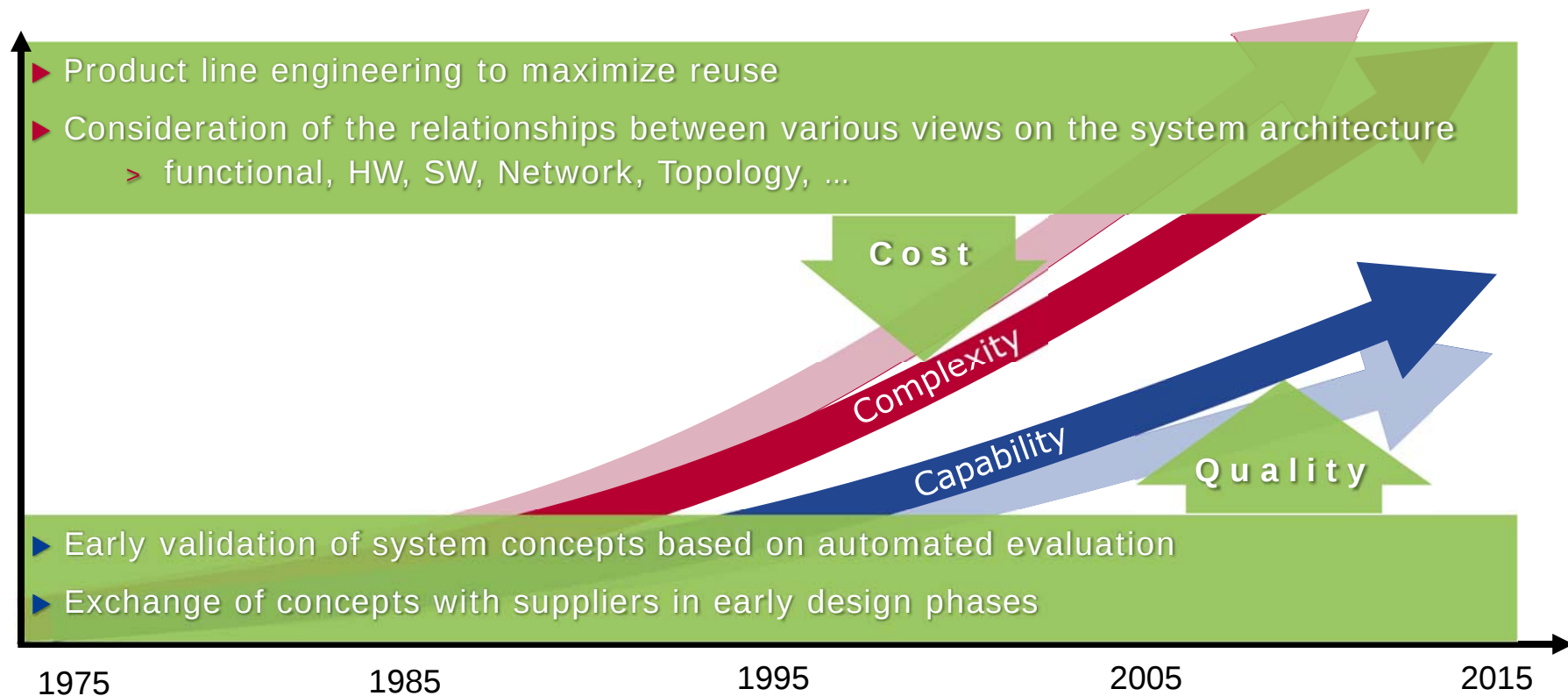


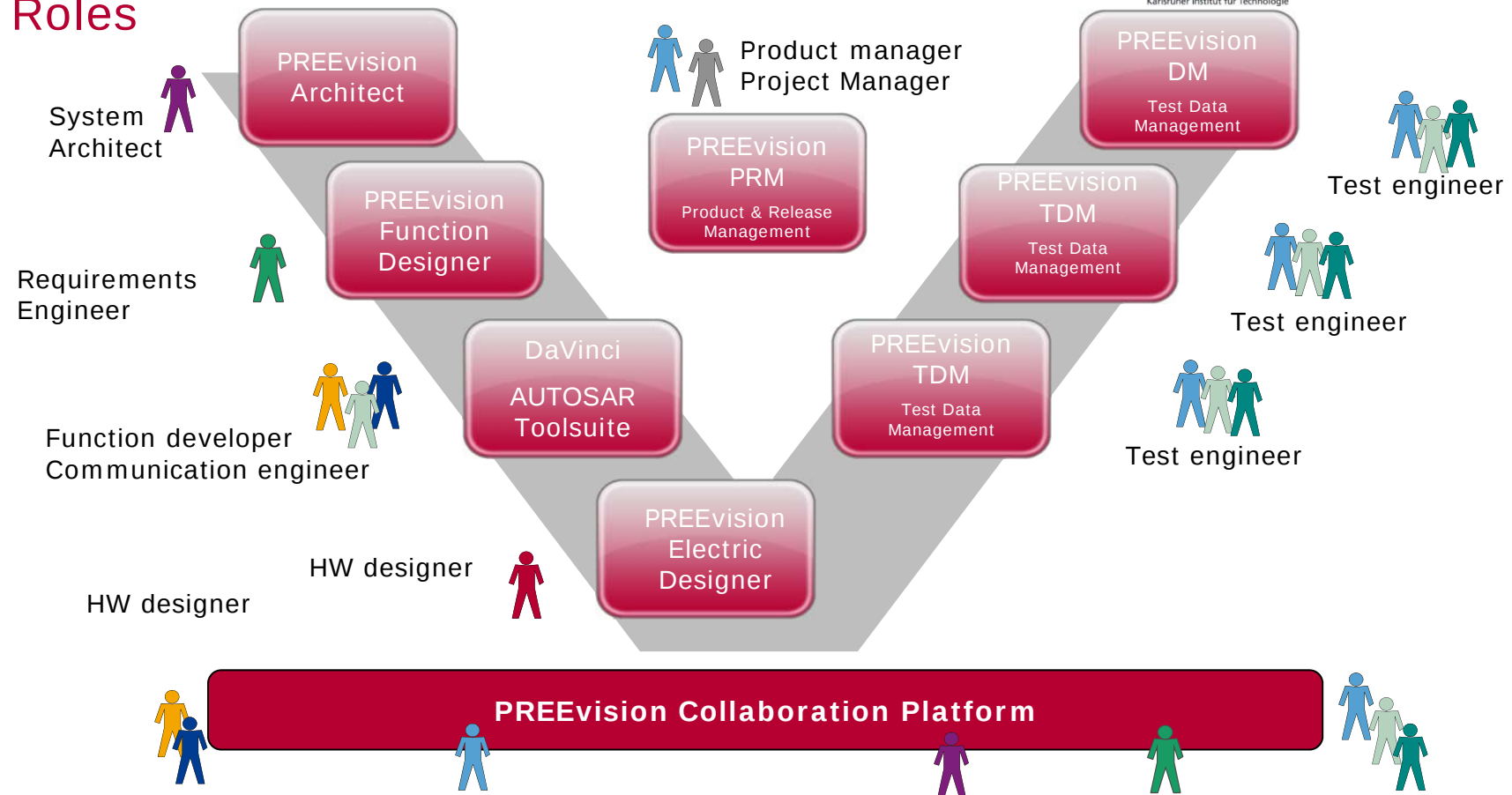
The Complexity/Capability Gap

- ▶ Number, complexity and interaction of **functions**
- ▶ Increasing **authority** over control of the vehicle
- ▶ Increasing **requirements** on certification
- ▶ **Capacity**: Number and rate of change of functions
- ▶ **Discipline**: Inappropriate processes and tools
- ▶ **Talent**: Lack of experience and topic experts

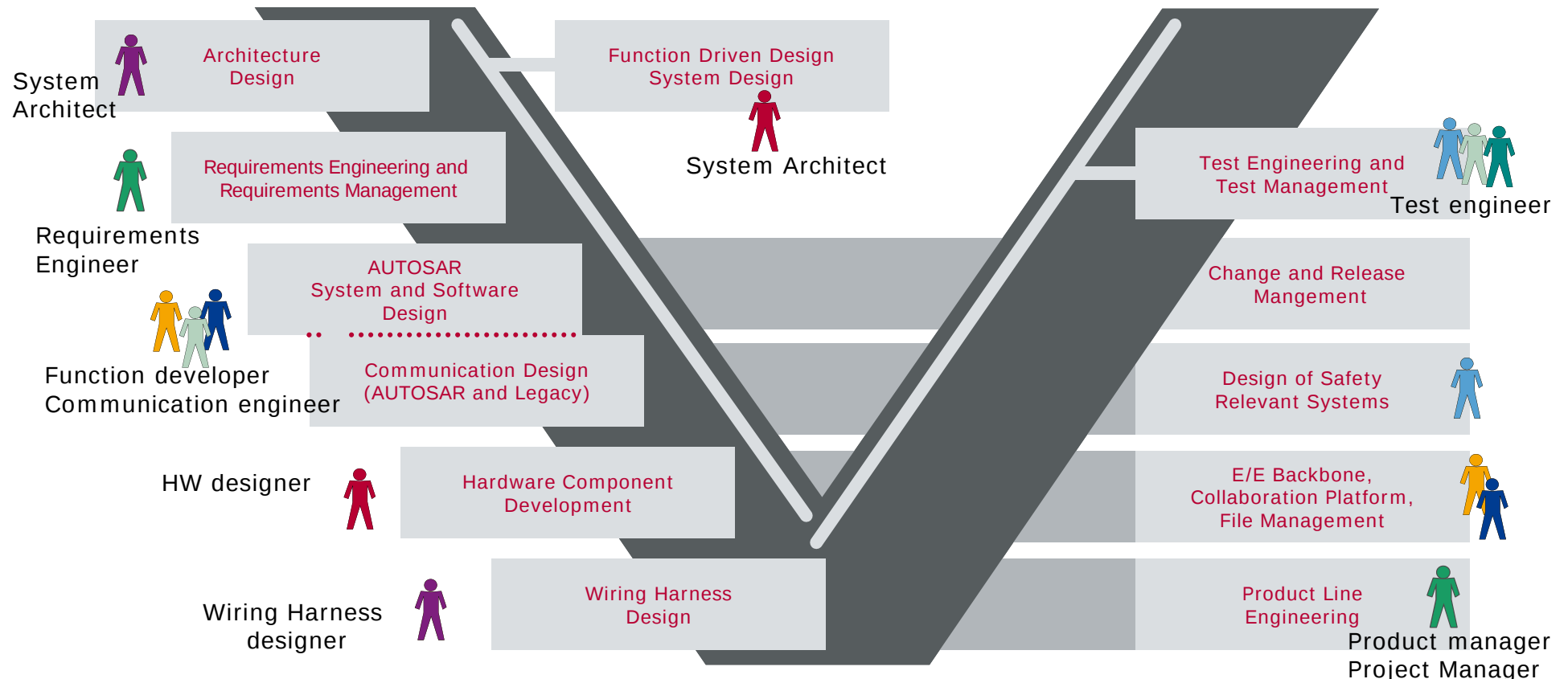


The Complexity/Capability Gap

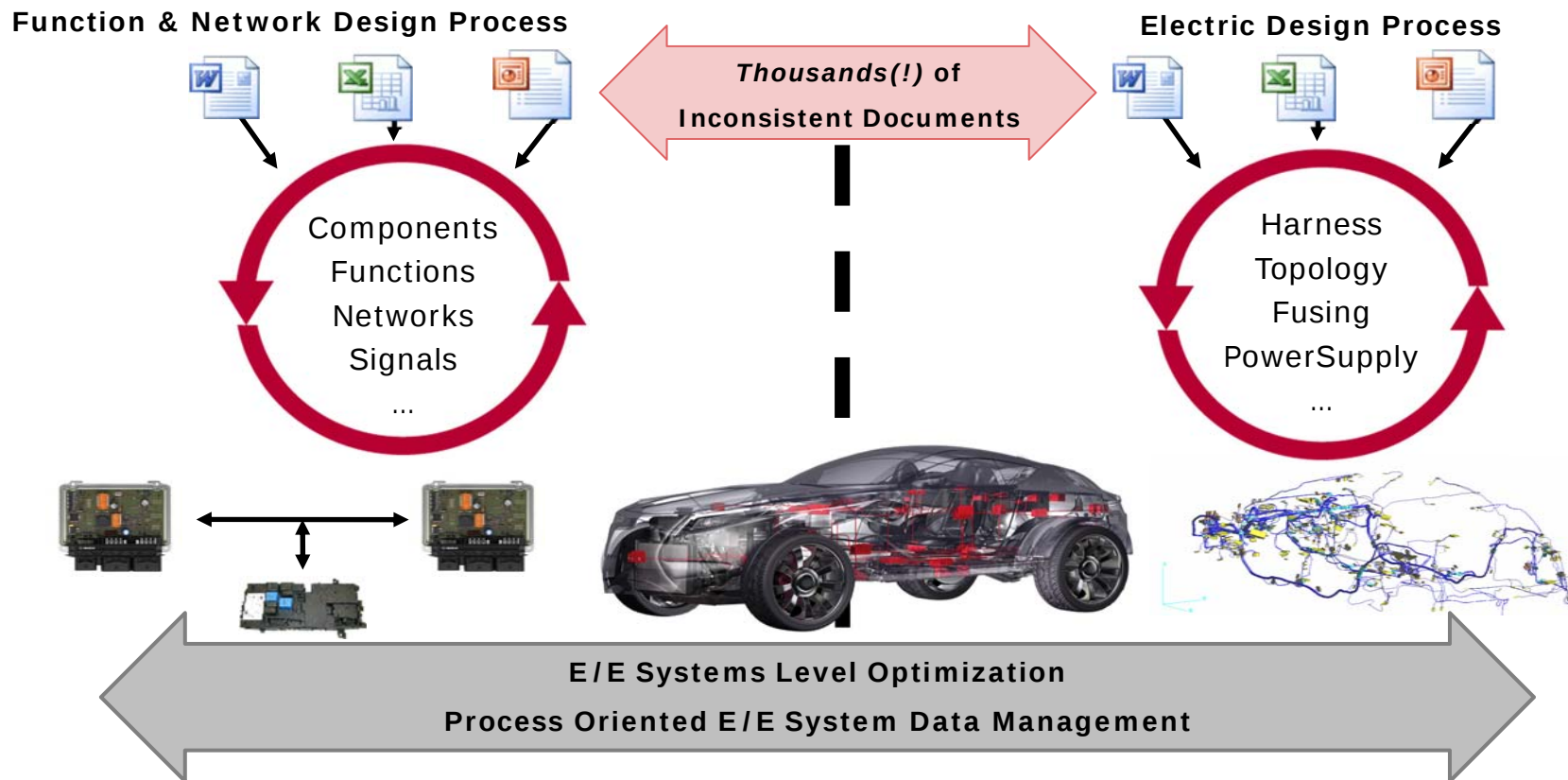


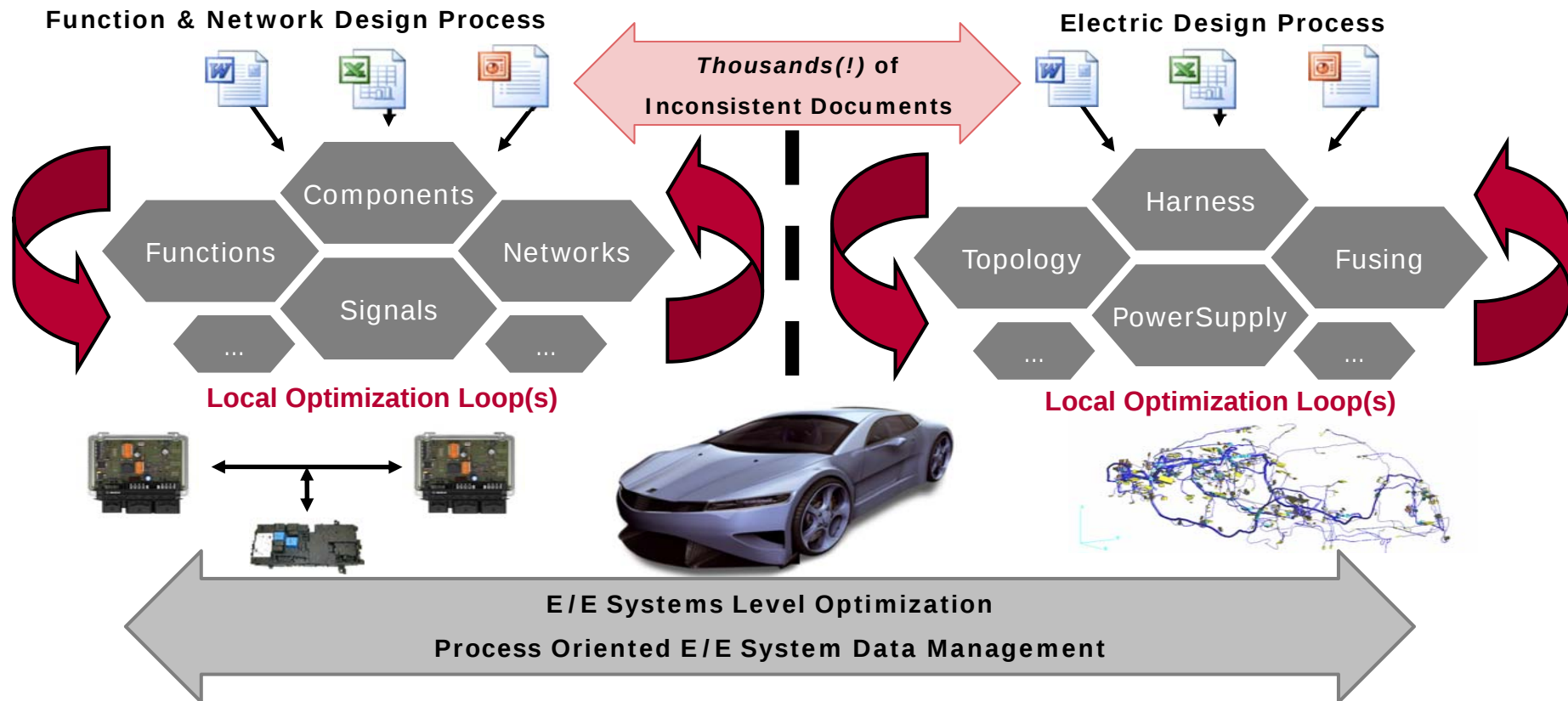


Supported E/E Engineering Use Cases and Roles



Current Situation – Document Based Development Process

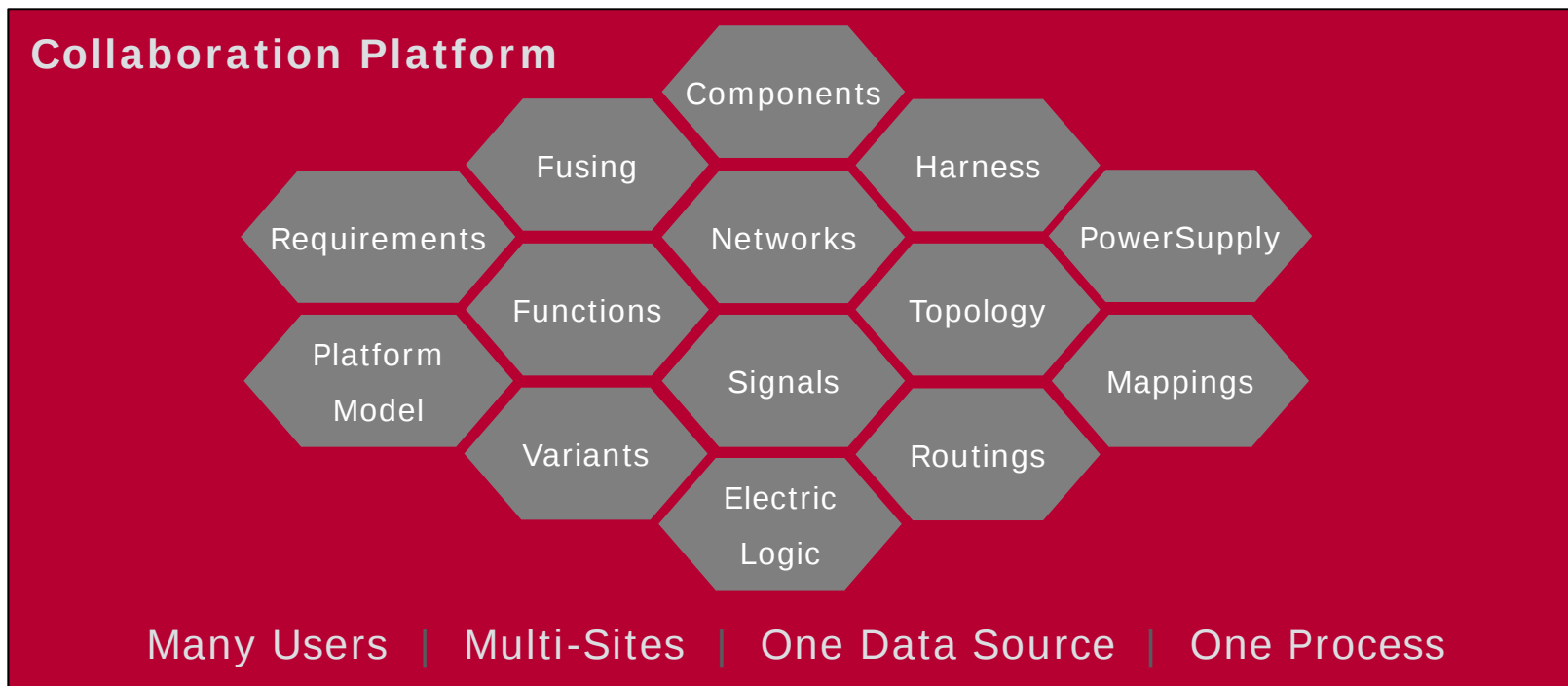




 Integrated E/E Development with PREEvision
Data-Oriented E/E Development Process

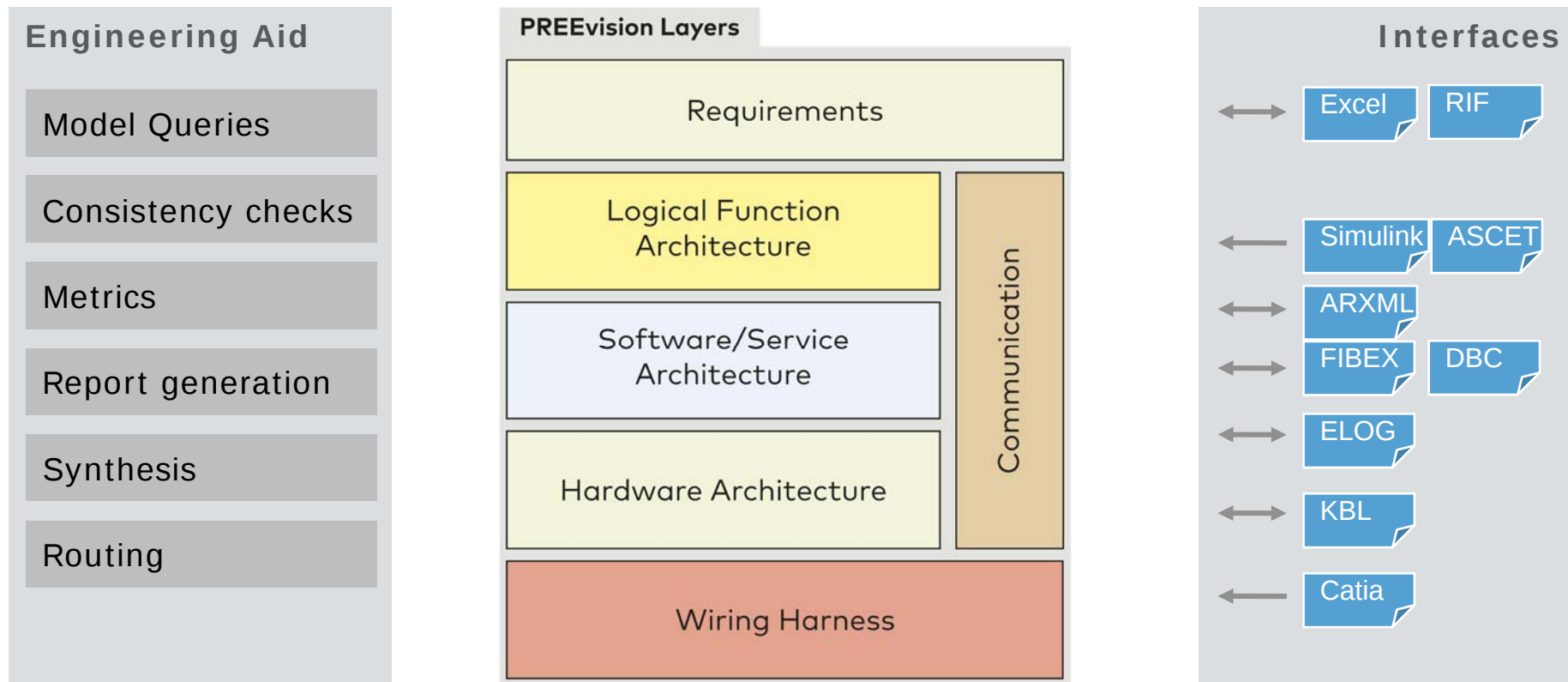


PREEVISION® One Data Model | One GUI | Full Traceability

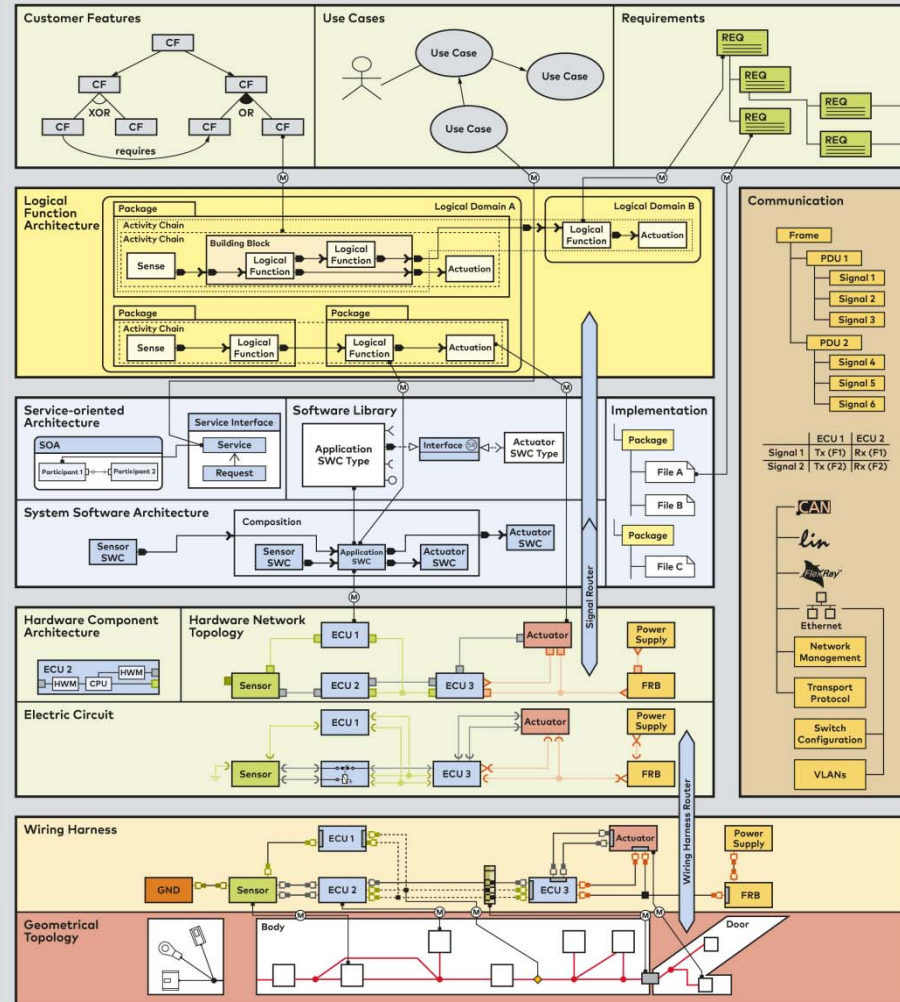


Integrated E/E Development with PREEvision

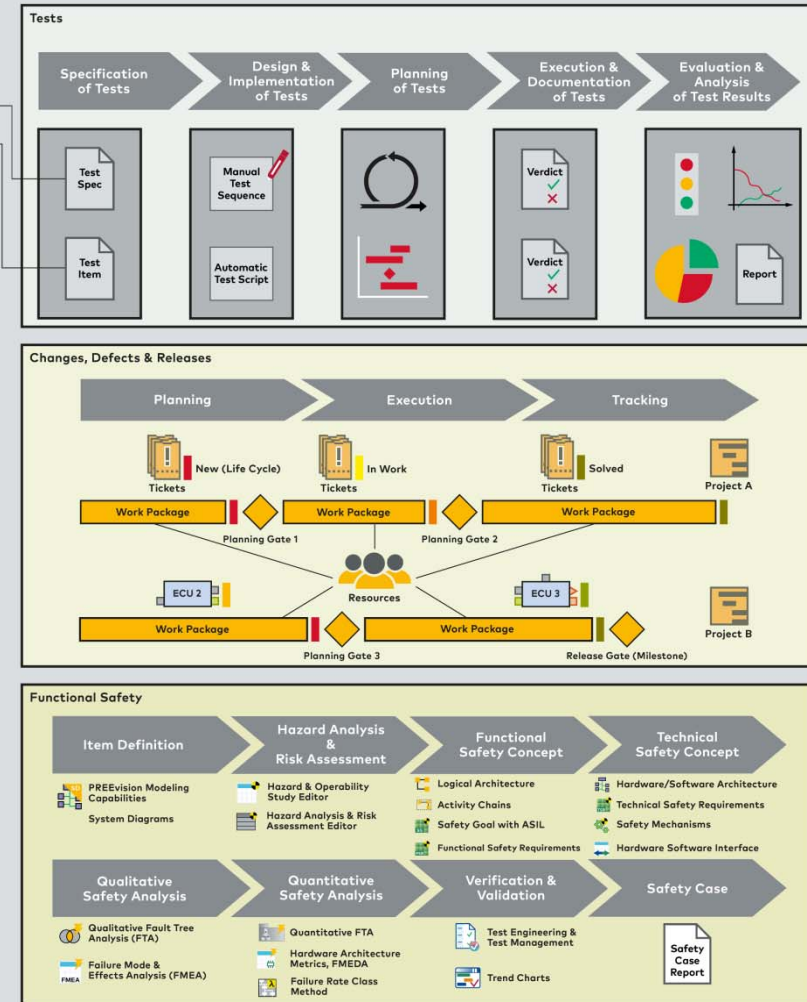
Architecture Layers



PREvision Layers

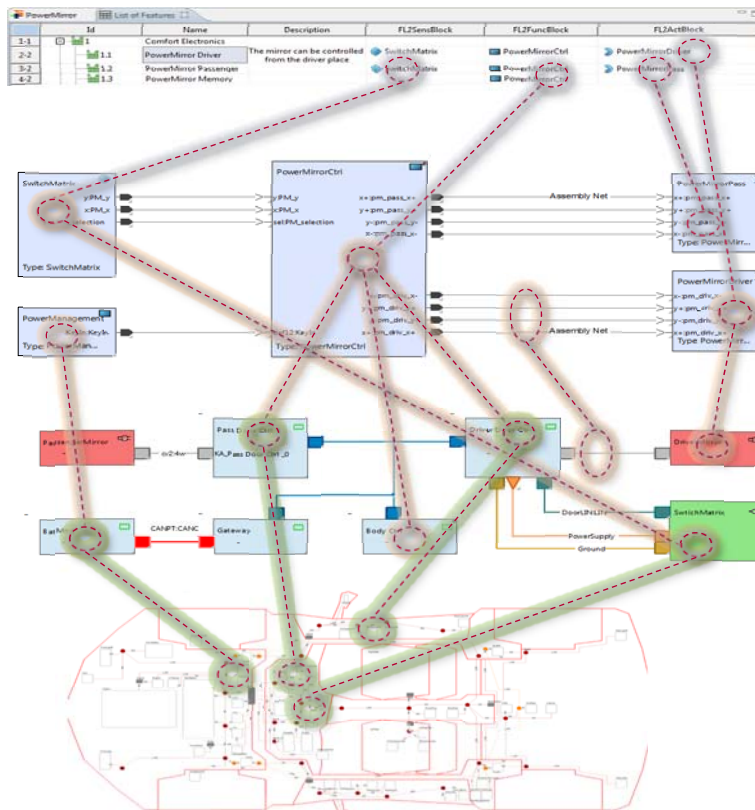


Process & Team Support



Integrated E/E Development with PREEvision Model-Based Systems Engineering

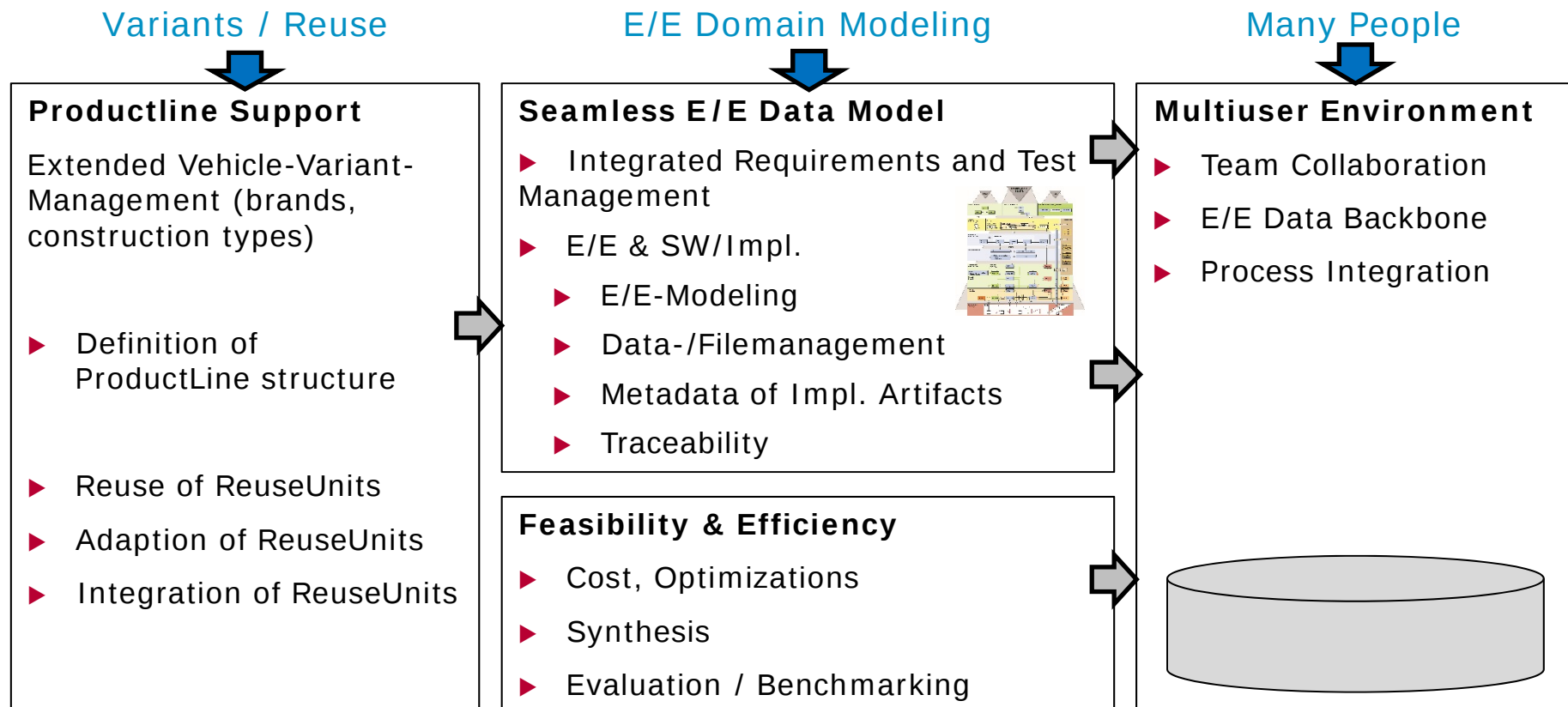
Require-
ments
Logical/SW
Architecture
Network/HW
Architecture
Wiring/
Geometry



- **Domain specific** language and data model.
- **Single source model** across all development levels and disciplines
- **Collaboration** Platform
- Support for **reuse** and **product line engineering**.
- Automated **report generation** and **consistency checks**.
- **Metrics** for Benchmarking and **Automated algorithms** for scheduling, signal routing, etc.
- **Import and export** (e.g. AUTOSAR, KBL, FIBEX...)

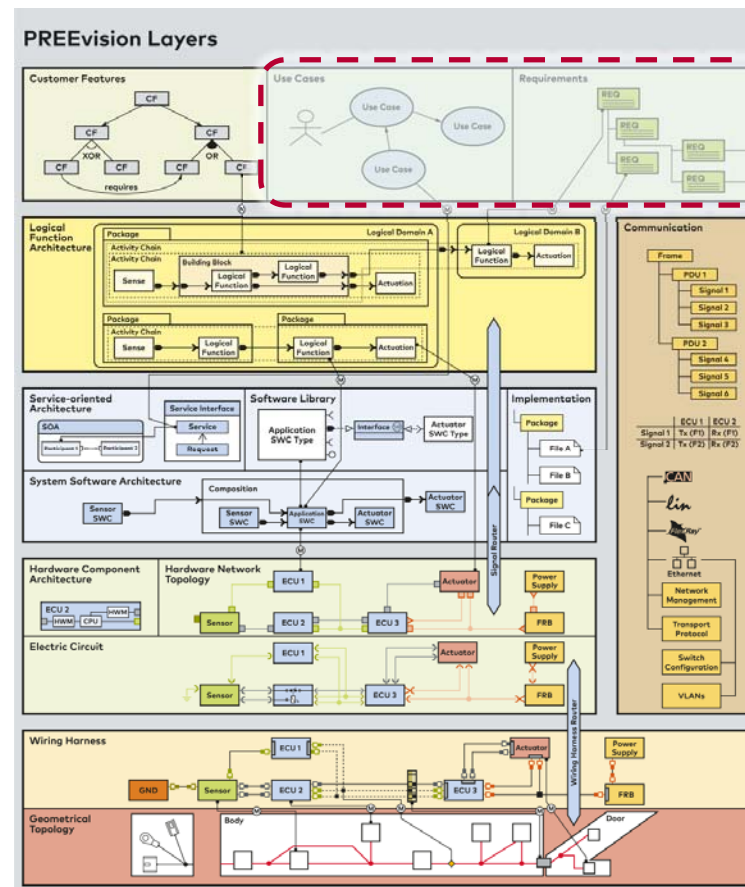
Improvements in Handling of Complex Systems

Managing Complexity



PREEvision Collaboration Platform (I)

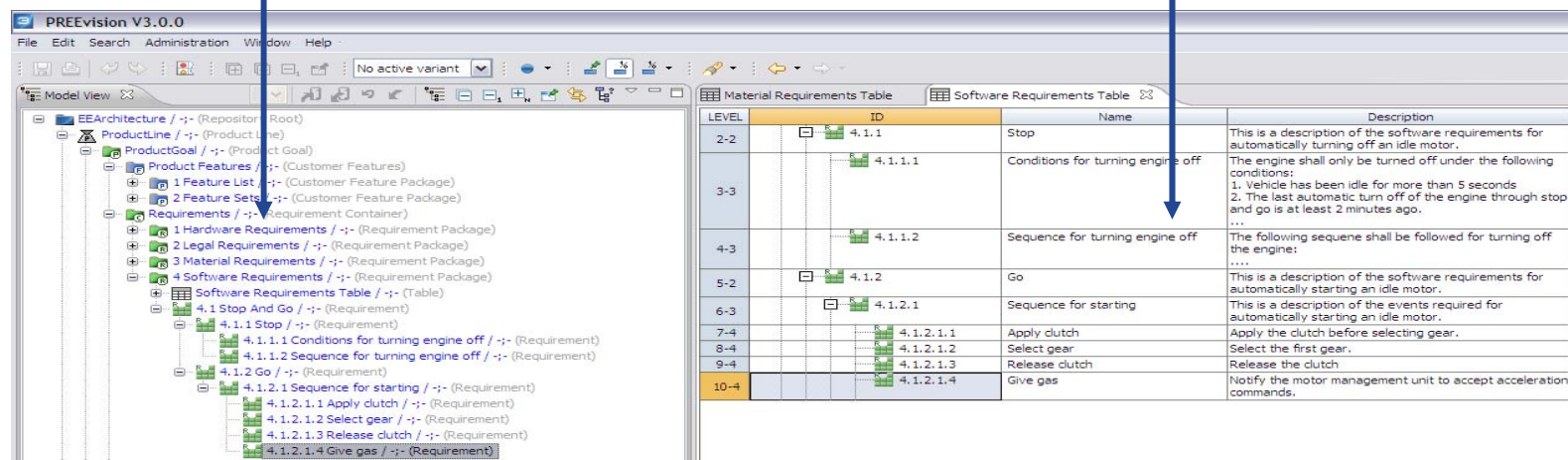
Requirements Management



Requirements Structuring and Editing

Model Tree

Requirements Table



The screenshot shows the PREEvision V3.0.0 software interface. On the left is the 'Model View' tree, which is a hierarchical structure of requirements. It starts with 'EEArchitecture' as the root, followed by 'ProductLine', 'ProductGoal', 'ProductFeatures', '1 Feature List', '2 Feature Sets', 'Requirements', '1 Hardware Requirements', '2 Legal Requirements', '3 Material Requirements', '4 Software Requirements', and '4.1 Stop And Go'. Under '4.1 Stop And Go', there are sub-requirements like '4.1.1 Stop', '4.1.1.1 Conditions for turning engine off', '4.1.1.2 Sequence for turning engine off', '4.1.2 Go', '4.1.2.1 Sequence for starting', '4.1.2.1.1 Apply clutch', '4.1.2.1.2 Select gear', '4.1.2.1.3 Release clutch', and '4.1.2.1.4 Give gas'. On the right is the 'Requirements Table', which is a table with columns for 'LEVEL', 'ID', 'Name', and 'Description'. It lists the same requirements as the model tree in a tabular format, with each row corresponding to a requirement and its details.

LEVEL	ID	Name	Description
2-2	4.1.1	Stop	This is a description of the software requirements for automatically turning off an idle motor.
3-3	4.1.1.1	Conditions for turning engine off	The engine shall only be turned off under the following conditions: 1. Vehicle has been idle for more than 5 seconds 2. The last automatic turn off of the engine through stop and go is at least 2 minutes ago. ...
4-3	4.1.1.2	Sequence for turning engine off	The following sequence shall be followed for turning off the engine:
5-2	4.1.2	Go	This is a description of the software requirements for automatically starting an idle motor.
6-3	4.1.2.1	Sequence for starting	This is a description of the events required for automatically starting an idle motor.
7-4	4.1.2.1.1	Apply clutch	Apply the clutch before selecting gear.
8-4	4.1.2.1.2	Select gear	Select the first gear.
9-4	4.1.2.1.3	Release clutch	Release the clutch
10-4	4.1.2.1.4	Give gas	Notify the motor management unit to accept acceleration commands.

- Requirements can be **grouped** into requirements packages and **structured hierarchically**.
- **Tables** provide an efficient overview and editing capability.

Requirements

Attributes and tables

Software Requirements Table						
LEVEL	ID	Name	Boolean R...	Status	ReqMappedTo	
1-1	4.1	Stop And Go	☒		PowerTrainModule	
2-2	4.1.1	Stop	☒		PowerTrainModule	
3-3	4.1.1.1	Conditions for turning engine off	☒	In work Obsolete Released Reviewed	PowerTrainModule	
4-3	4.1.1.2	Sequence for turning engine off	☐	Reviewed	PowerTrainModule	
5-2	4.1.2	Go	☒	In work		
6-3	4.1.2.1	Sequence for turning engine off	☐	In work		
7-4	4.1.2.1.1	Apply clutch	☐	In work	PowerTrainModule	
8-4	4.1.2.1.2	Select gear	☐	In work	PowerTrainModule	
9-4	4.1.2.1.3	Release clutch	☒	In work	PowerTrainModule	
10-4	4.1.2.1.4	Give gas	☐	Obsolete	PowerTrainModule	

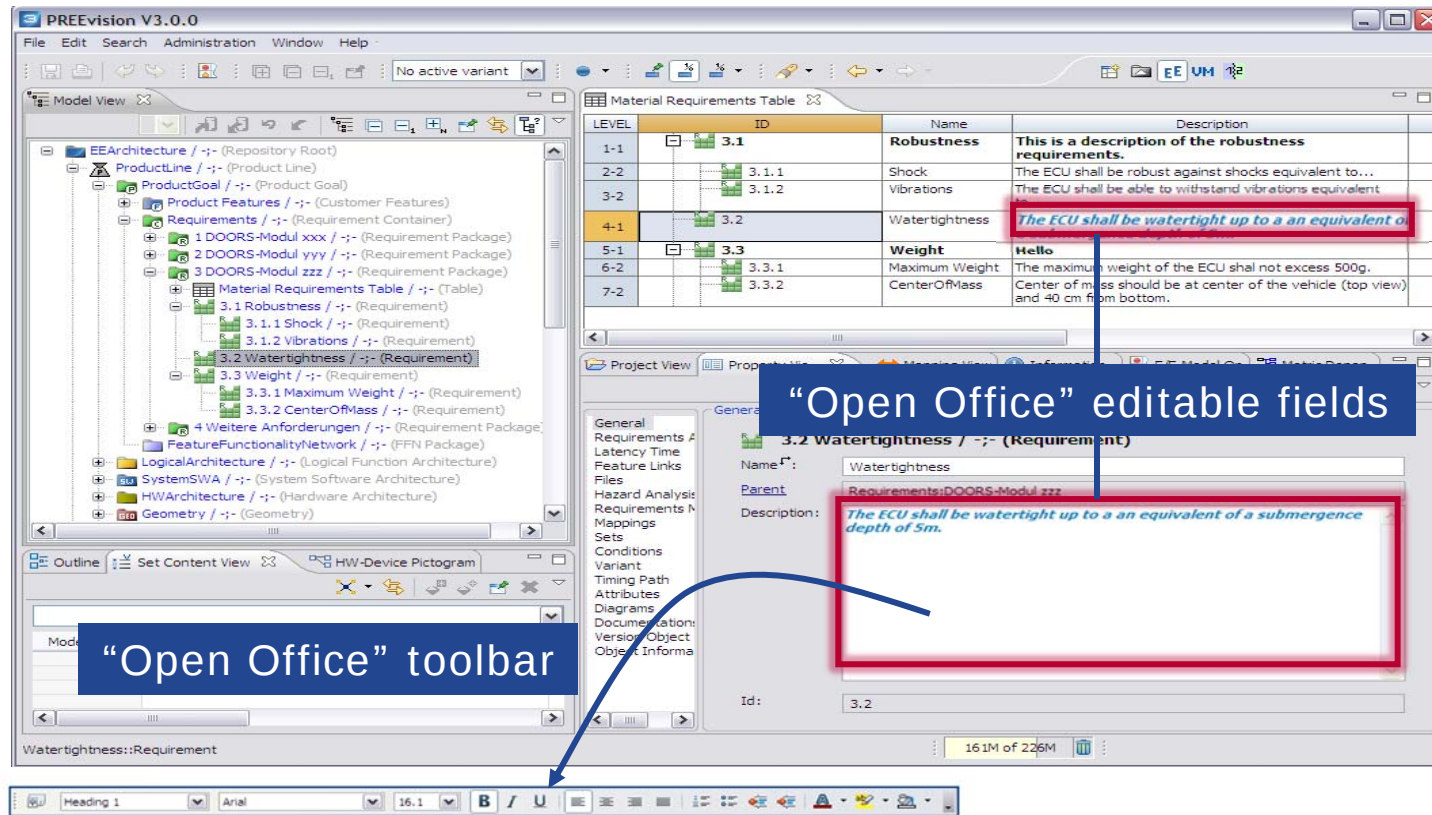
Enumeration
Requirements Attribute

Boolean Requirements
Attribute

Model Queries

- Requirements can be extended with **user-defined attributes** that can be directly edited in the requirements tables.
- Attributes can be typed, e.g. Boolean, Enumeration, Integers with **valid value ranges**,..., and are handled accordingly in tables.
- Requirements tables can display the results of **model queries**. (E.g. ECUs to which the requirements are mapped.)

Open Office Integration Editable Fields



The screenshot displays the PREvision V3.0.0 software interface. On the left, a tree view shows the project structure, including 'ProductLine', 'ProductGoal', 'Requirements', and 'Material Requirements Table'. The 'Material Requirements Table' is open in the center, showing a table with columns: LEVEL, ID, Name, and Description. The table contains several rows, including '3.1 Robustness', '3.1.1 Shock', '3.1.2 Vibrations', '3.2 Watertightness', '3.3 Weight', '3.3.1 Maximum Weight', and '3.3.2 CenterOfMass'. A red box highlights the '3.2 Watertightness' row. Below the table, a 'Project View' pane shows the '3.2 Watertightness' requirement details, including its name, parent, and description. A red box highlights the description field, which contains the text: 'The ECU shall be watertight up to a an equivalent of a submergence depth of 5m.' A blue arrow points from the 'Open Office' toolbar at the bottom to the description field. Another blue arrow points from the 'Open Office' toolbar to the '3.2 Watertightness' requirement details pane.

“Open Office” toolbar

“Open Office” editable fields

LEVEL	ID	Name	Description
1-1	3.1	Robustness	This is a description of the robustness requirements.
2-2	3.1.1	Shock	The ECU shall be robust against shocks equivalent to...
3-2	3.1.2	Vibrations	The ECU shall be able to withstand vibrations equivalent...
4-1	3.2	Watertightness	The ECU shall be watertight up to a an equivalent of a submergence depth of 5m.
5-1	3.3	Weight	Hello
6-2	3.3.1	Maximum Weight	The maximum weight of the ECU shall not exceed 500g.
7-2	3.3.2	CenterOfMass	Center of mass should be at center of the vehicle (top view) and 40 cm from bottom.

3.2 Watertightness / - (Requirement)

Name: Watertightness

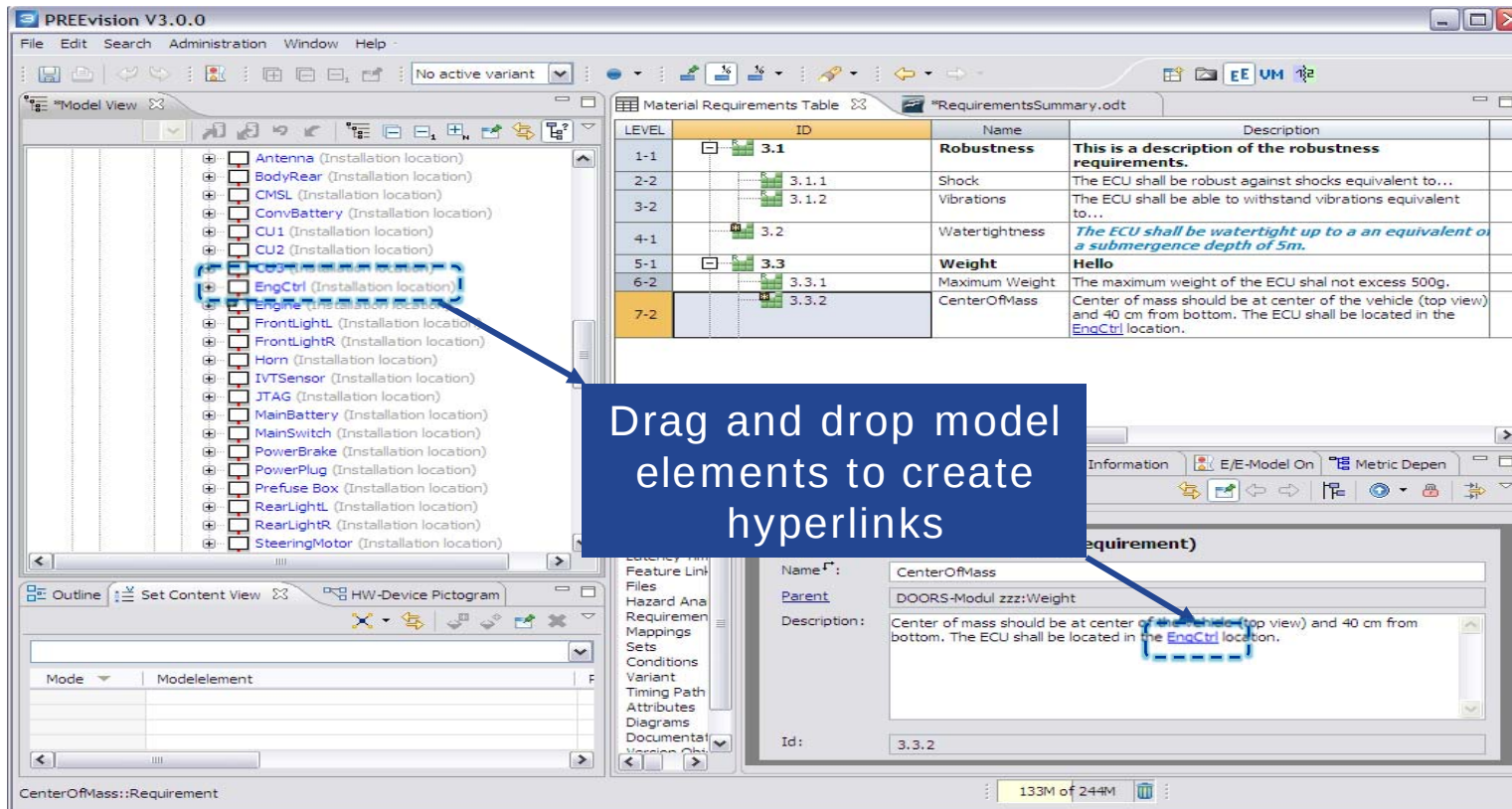
Parent: Requirements:DOORS-Modul zzz

Description: The ECU shall be watertight up to a an equivalent of a submergence depth of 5m.

Id: 3.2

16 IM of 226M

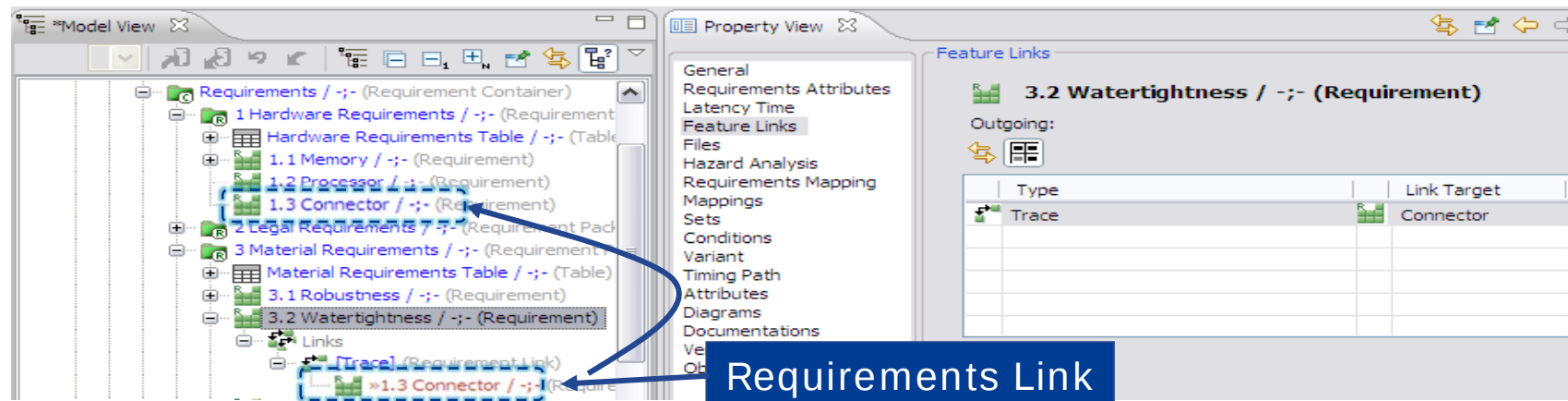
Open Office Integration Hyperlinks



The screenshot displays the PREEvision V3.0.0 software interface. On the left, the 'Model View' pane lists various installation locations, including 'EngCtrl (Installation location)', which is highlighted with a blue dashed box. A blue arrow points from this box to a text box that says 'Drag and drop model elements to create hyperlinks'. In the center, the 'Material Requirements Table' is visible, showing a table with columns for LEVEL, ID, Name, and Description. The table contains several rows, including one for 'CenterOfMass' (ID 3.3.2) which has a description mentioning 'EngCtrl'. On the right, a document window titled '*RequirementsSummary.odt' shows the content of the selected requirement, including the text 'Center of mass should be at center of the vehicle (top view) and 40 cm from bottom. The ECU shall be located in the EngCtrl location.' A blue arrow points from the 'EngCtrl' text in the document to the 'EngCtrl' entry in the model view list.

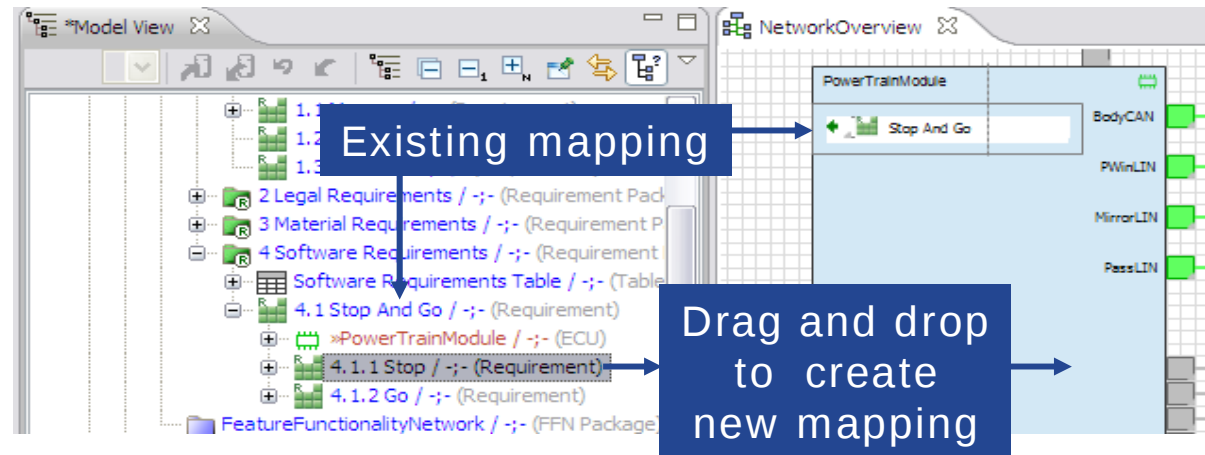
LEVEL	ID	Name	Description
1-1	3.1	Robustness	This is a description of the robustness requirements.
2-2	3.1.1	Shock	The ECU shall be robust against shocks equivalent to...
3-2	3.1.2	Vibrations	The ECU shall be able to withstand vibrations equivalent to...
4-1	3.2	Watertightness	The ECU shall be watertight up to a an equivalent of a submergence depth of 5m.
5-1	3.3	Weight	Hello
6-2	3.3.1	Maximum Weight	The maximum weight of the ECU shall not excess 500g.
7-2	3.3.2	CenterOfMass	Center of mass should be at center of the vehicle (top view) and 40 cm from bottom. The ECU shall be located in the EngCtrl location.

Requirements Linking

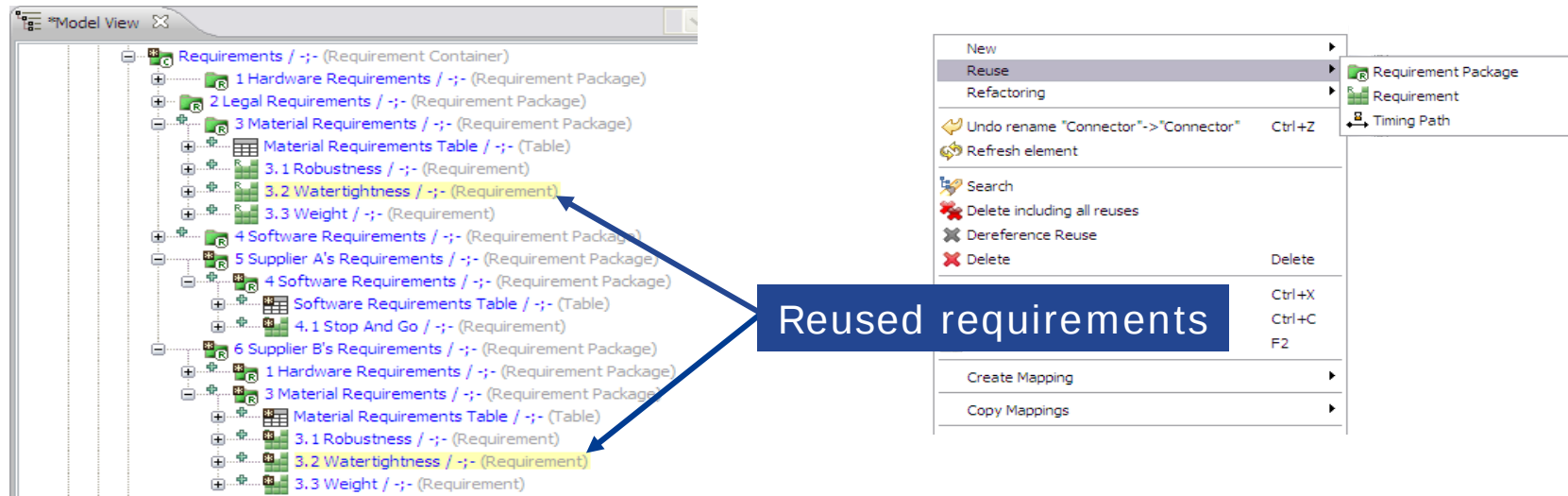


- Requirements can be **linked** to other requirements to **maintain traceability**.
- Linked requirements are shown in the **model tree** and property view.
- User can **directly navigate** to linked requirements by pressing the space bar.

Requirements Mapping



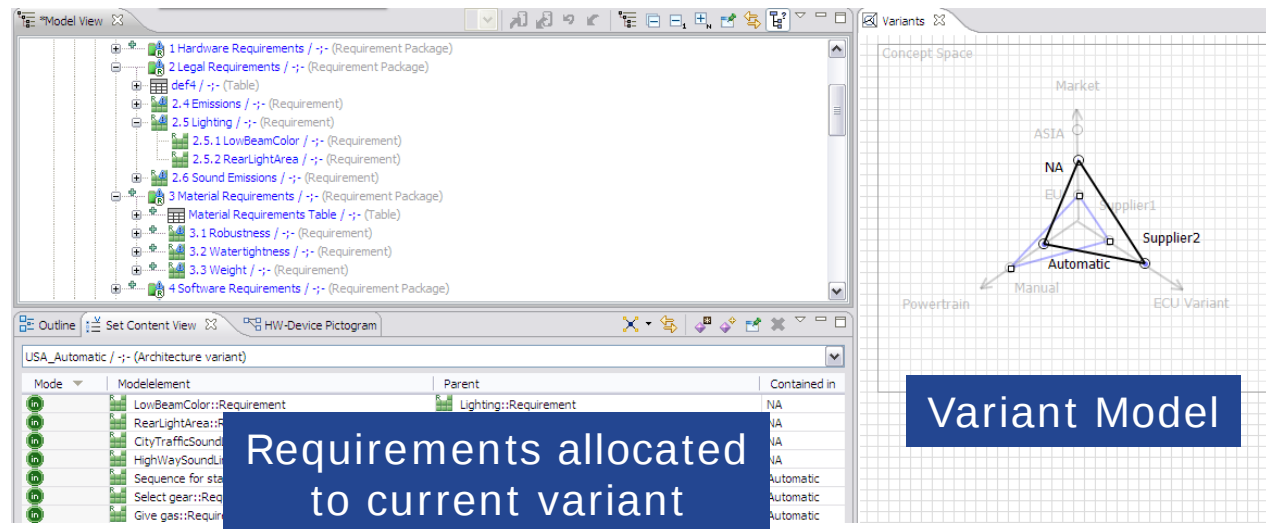
- Requirements can be **directly mapped** to architecture artefacts
E.g. Logical functions, SW Functions, ECUs, Hardware modules,...
- Mappings can be created via **drag and drop** between requirements in the model tree and graphical elements.
- The **results** of the mappings can be **displayed** in the diagrams and model tree.



- Requirements, Requirements Packages and Timings can be **reused** in a number of contexts.
- **Changes** in the description are **copied across all reuses**.
- Reuse can be used to efficiently **manage different groupings** of the same requirements, e.g. for different suppliers.

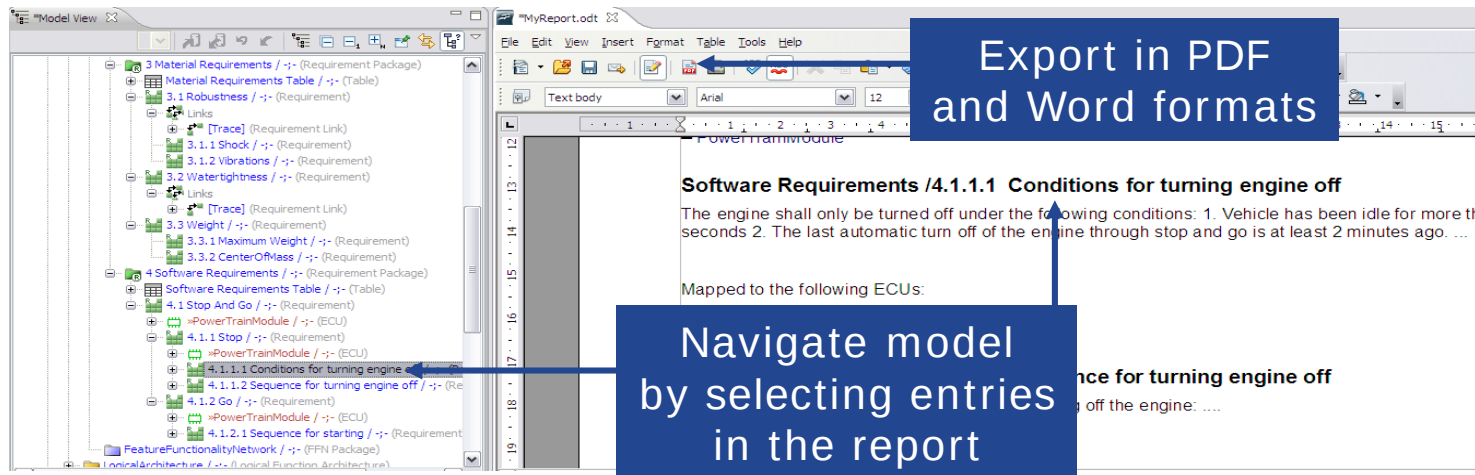
Requirements

Variant Management



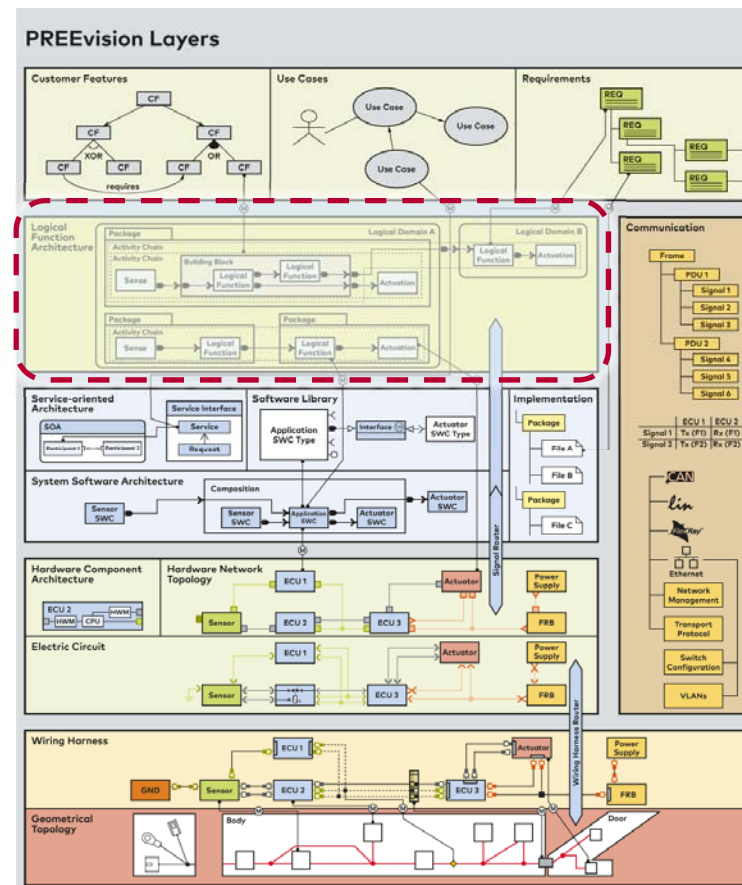
- Requirements can be allocated to sets and alternatives defined in the **variant model**.
- Requirements **not allocated** to the current selected variant are indicated in the model tree ()
- Can be used to **manage variant-specific** requirements.

Report Generation



- ▶ Reports can be generated based on **user defined templates**.
- ▶ High level of **flexibility** in the report format including the use of tables, diagrams and complex **model queries**.
- ▶ Generation of **variant-specific** reports possible (e.g. to create supplier specific specifications in PDF).

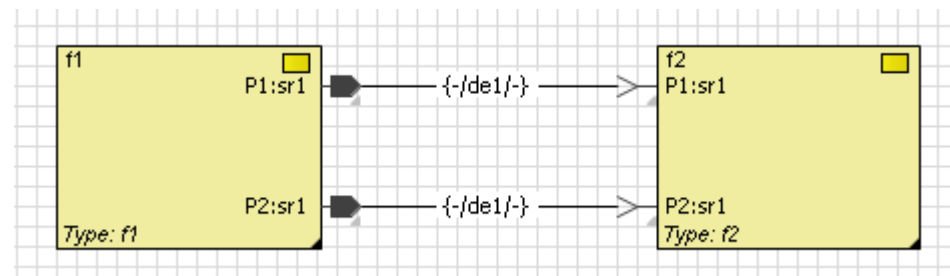
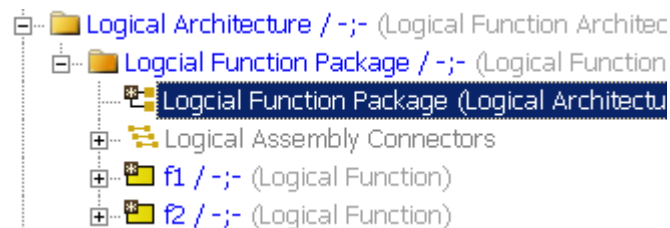
Logische Architektur



Logical Architecture Layer

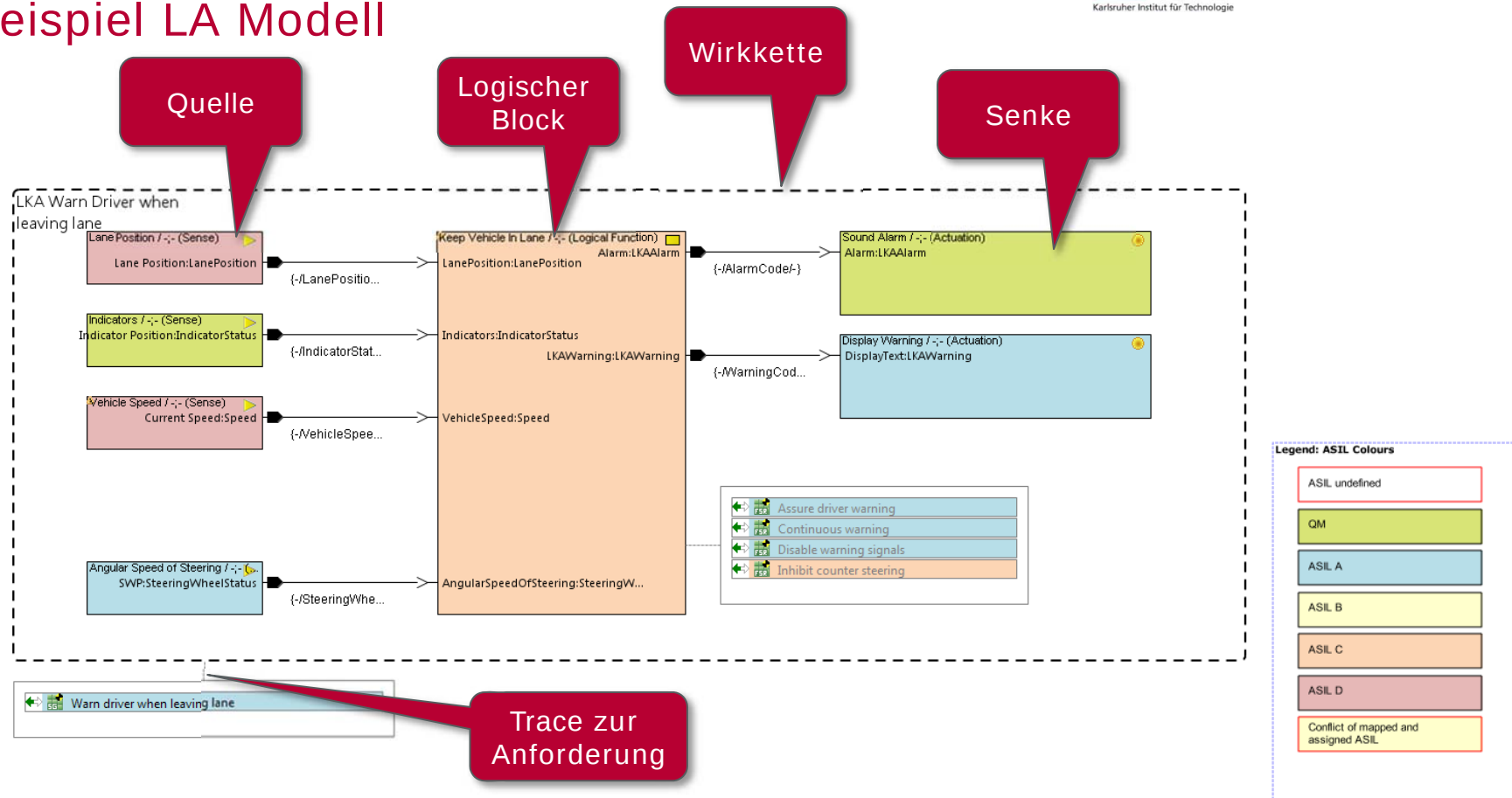
Logical Architecture

- ▶ The network communication specification for distributed systems is typically driven by the **Logical Architecture** and its mapping to the **Hardware Architecture**
- ▶ The **Logical Architecture** specification is supported by graphical block diagrams
- ▶ The communication between logical functions in the **Logical Architecture** is specified by ports and connections (in a similar way as AUTOSAR)

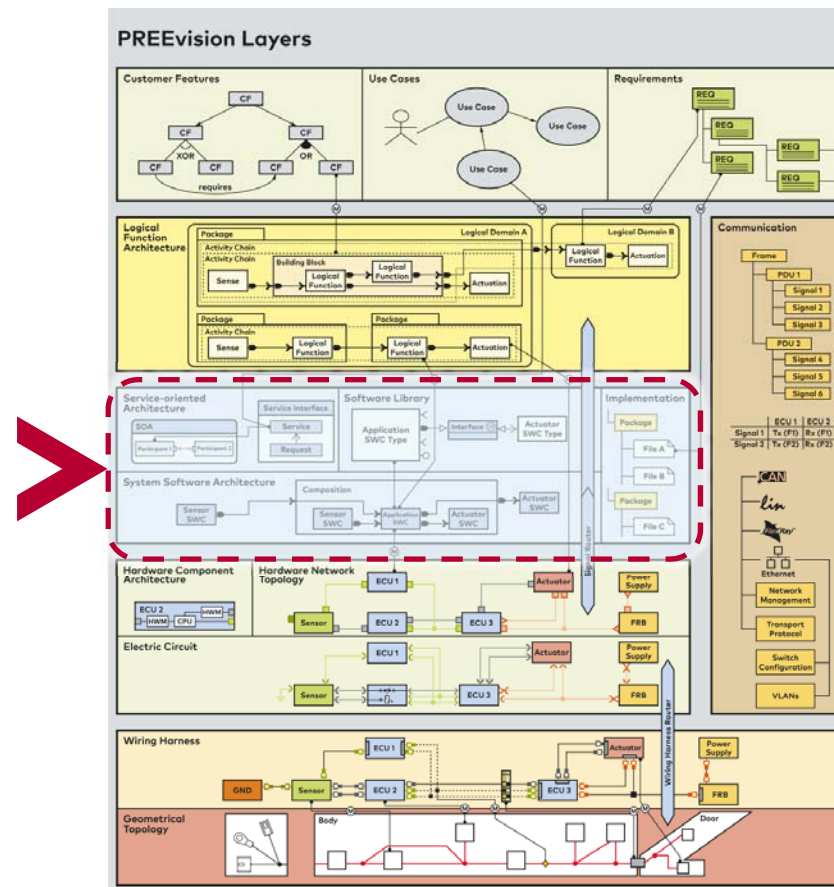


Logical Architecture Layer

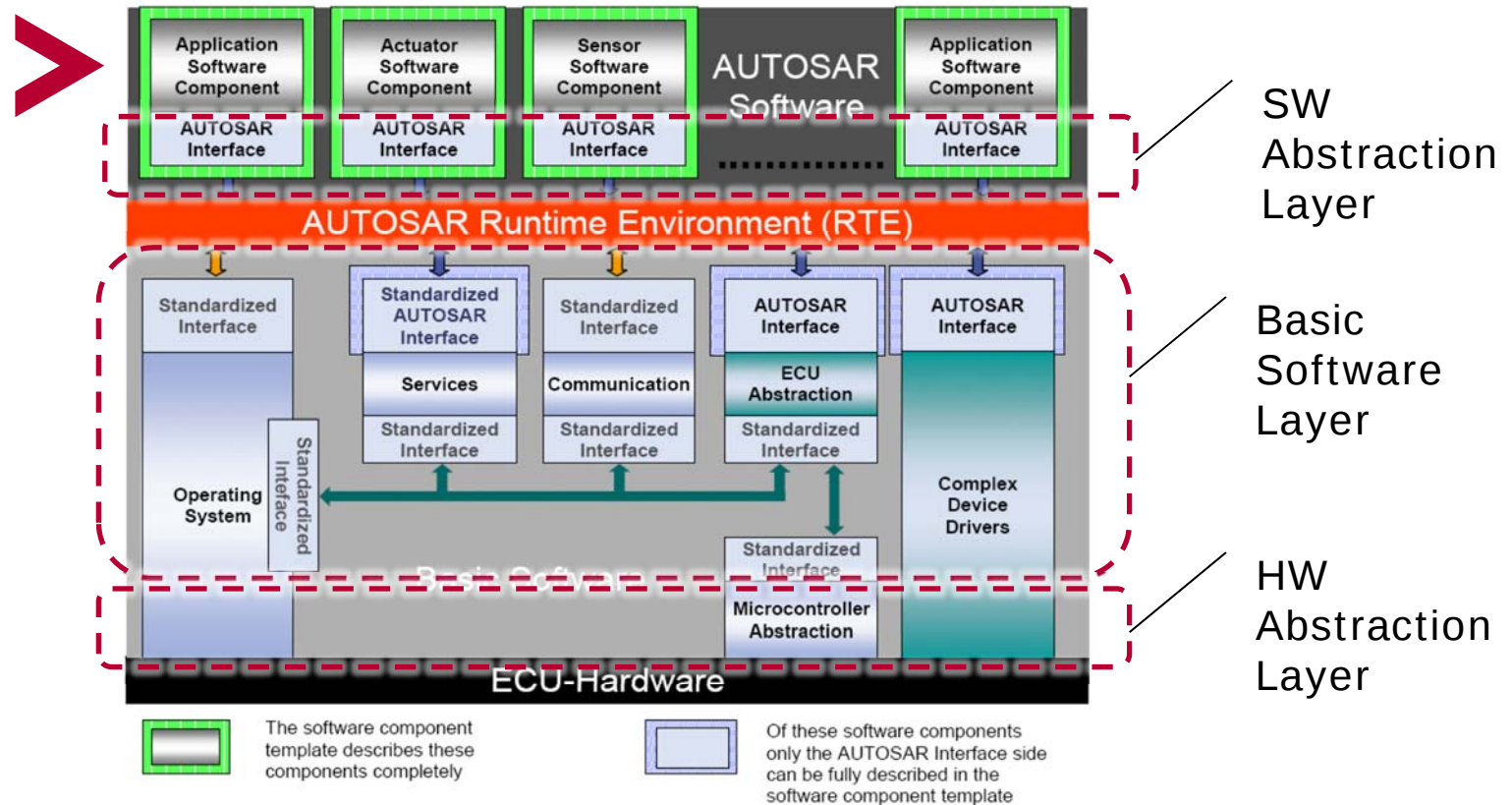
Beispiel LA Modell



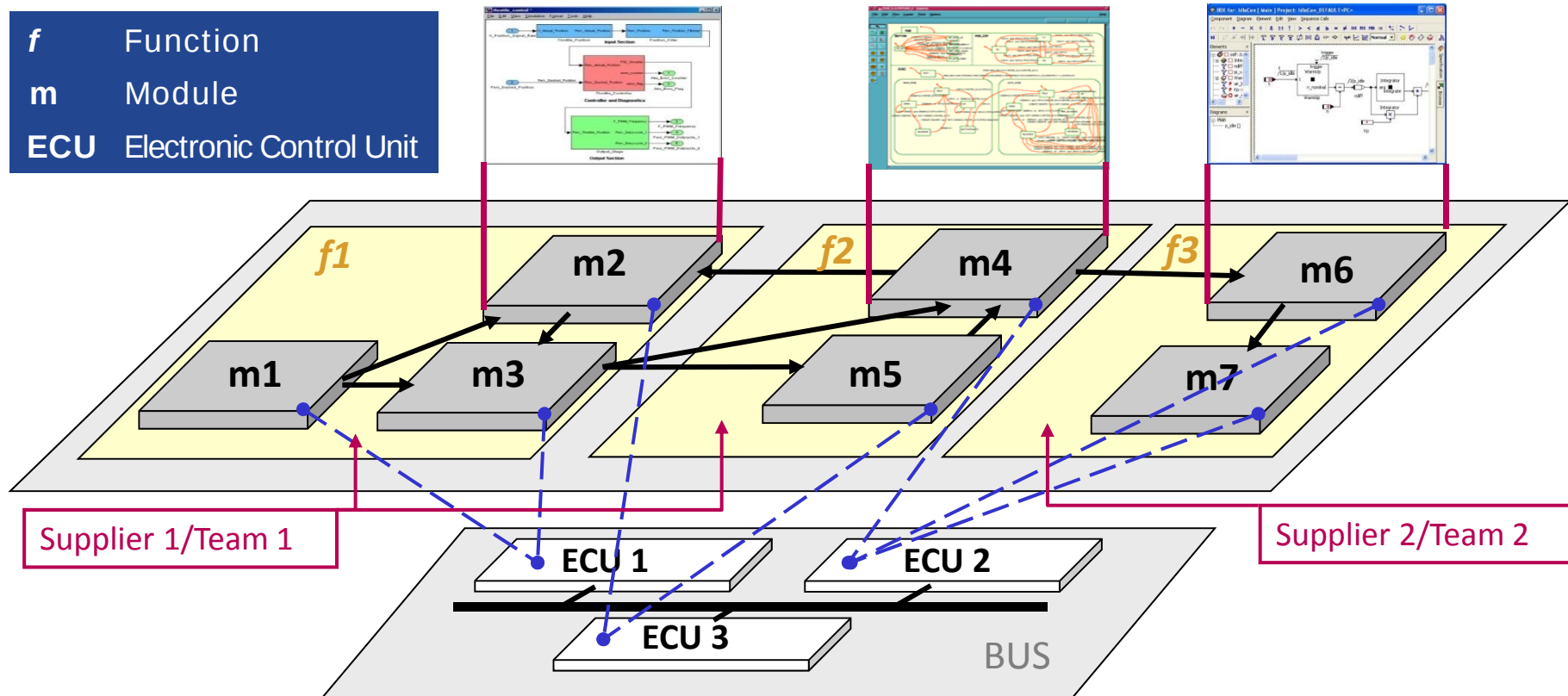
SW Architektur



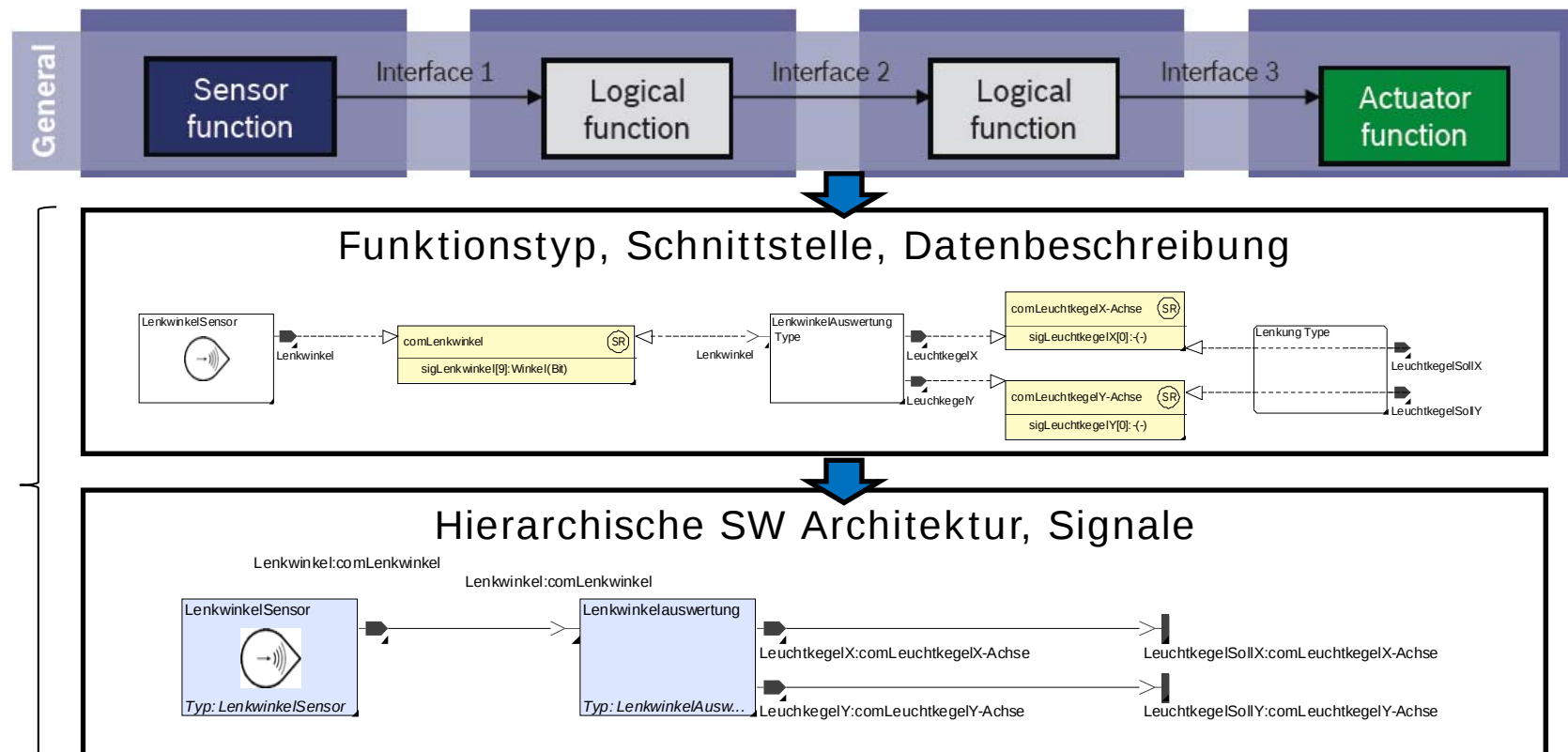
AUTOSAR (ECU and Software) Scope in the ECU SW Architecture



Function Oriented System Development

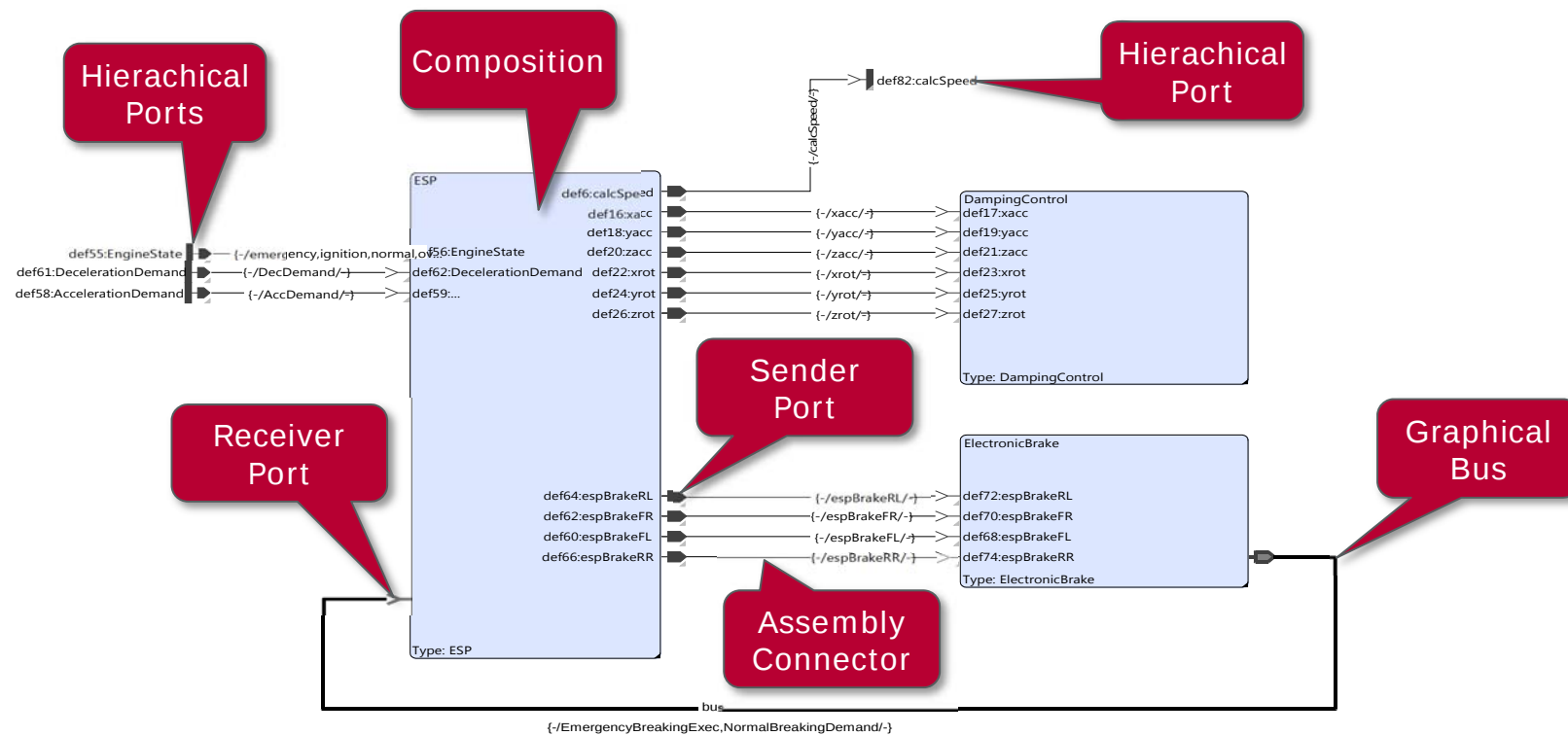


SW Architektur



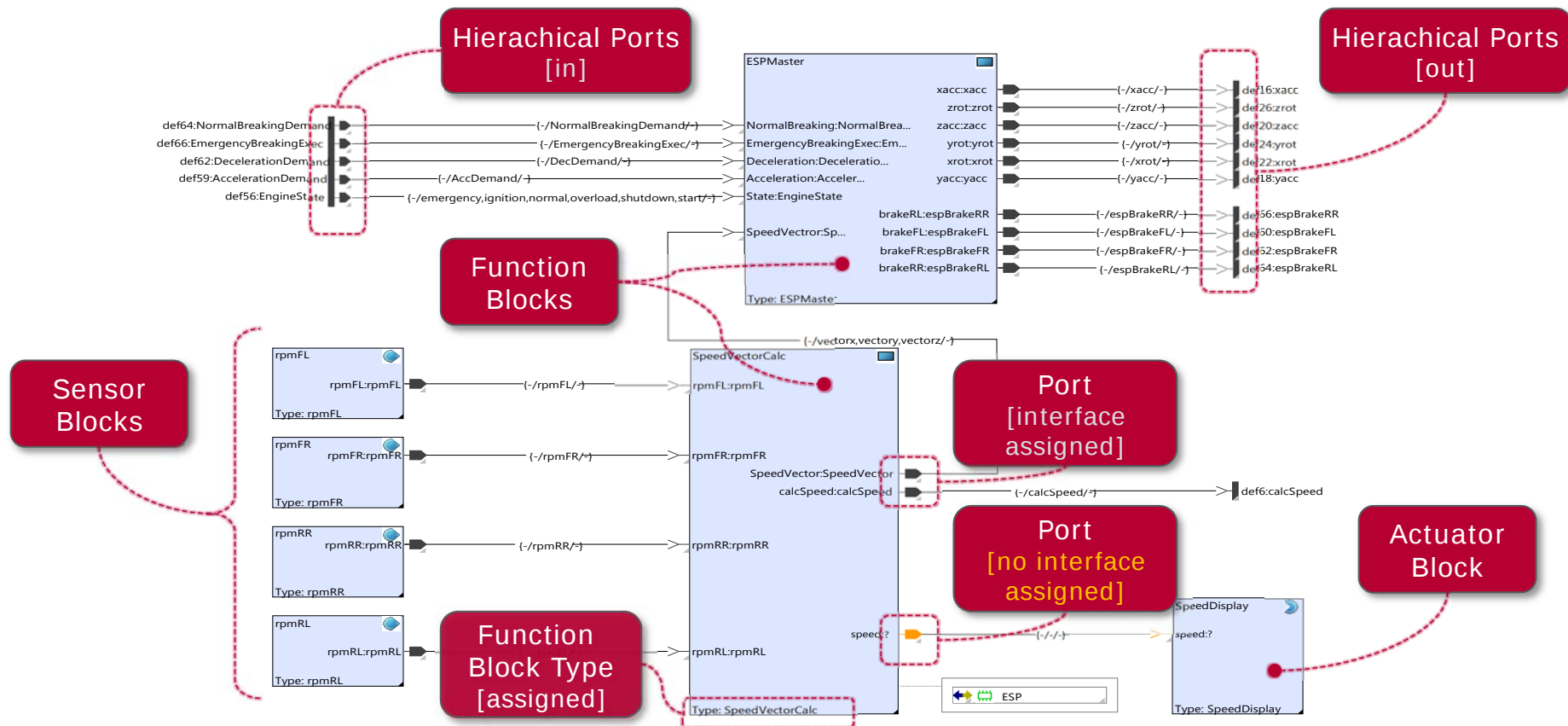
Function / Function Network Layer (2)

Ports and Connectors

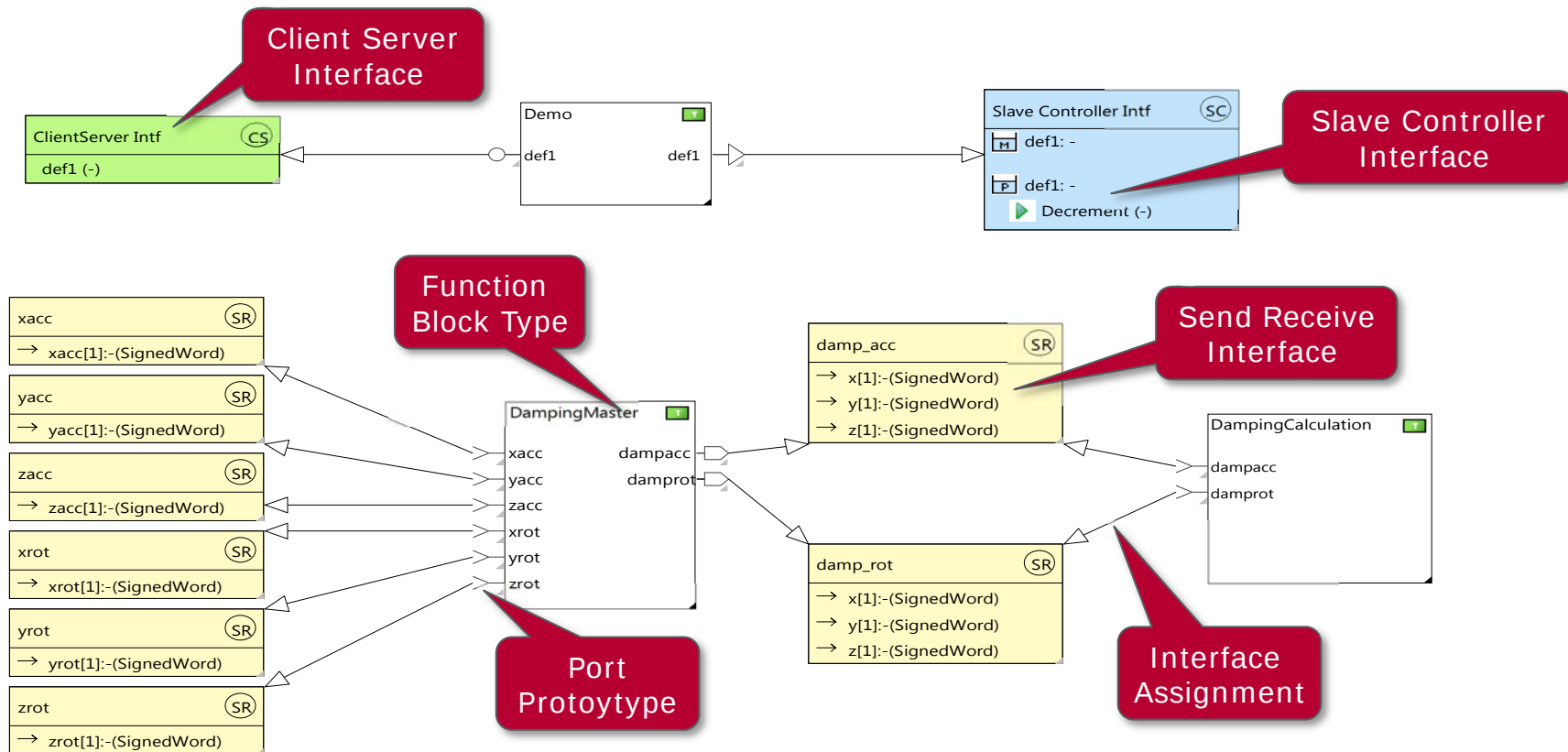


Function / Function Network Layer (3)

Ports and Blocks



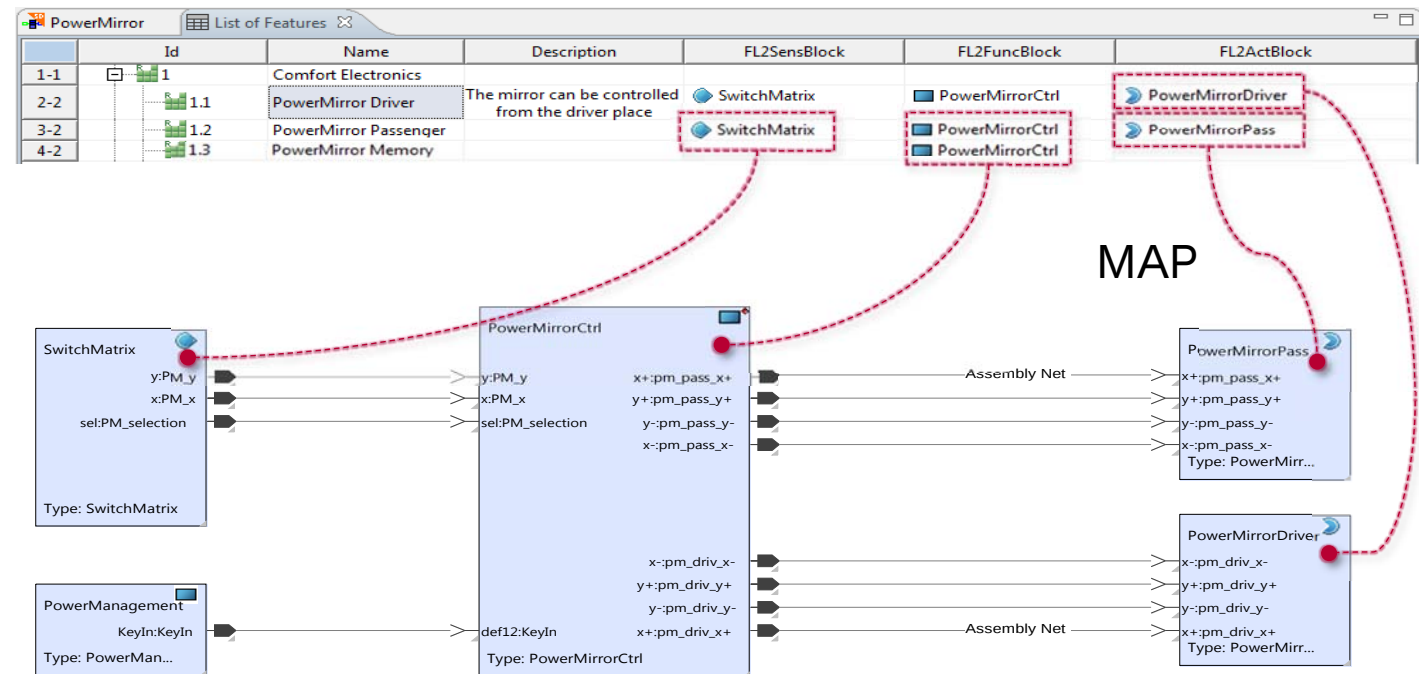
Function / Function Network Layer (4) Interfaces



Requirements
Feature List

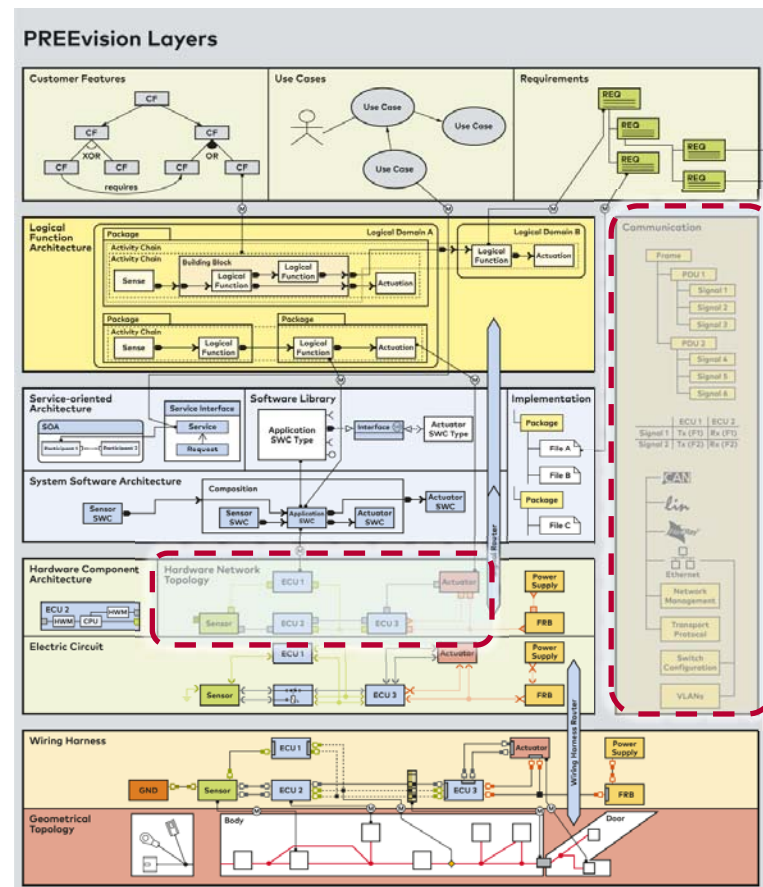
MAP

Function
Network



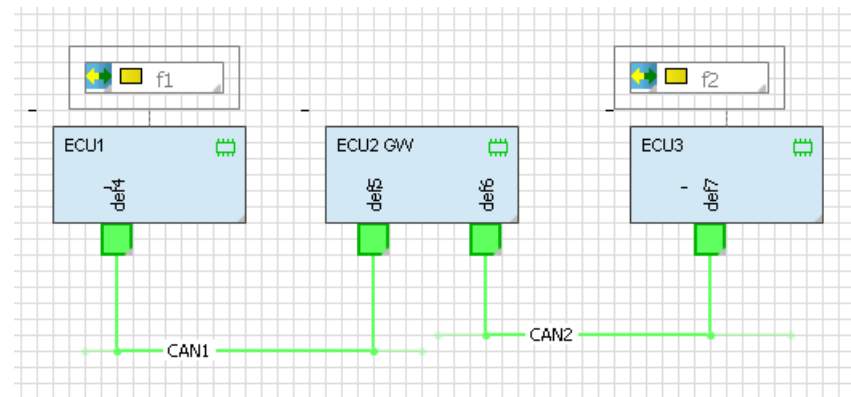
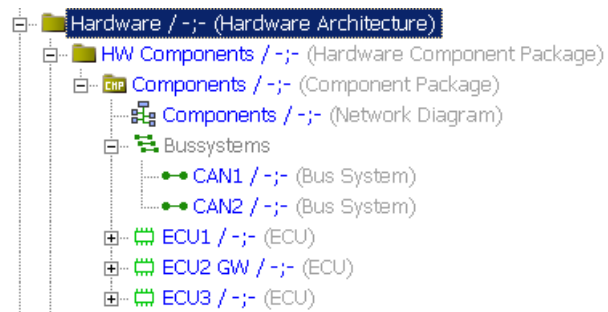
PREEvision Collaboration Platform (III)

Vernetzungs-Architektur

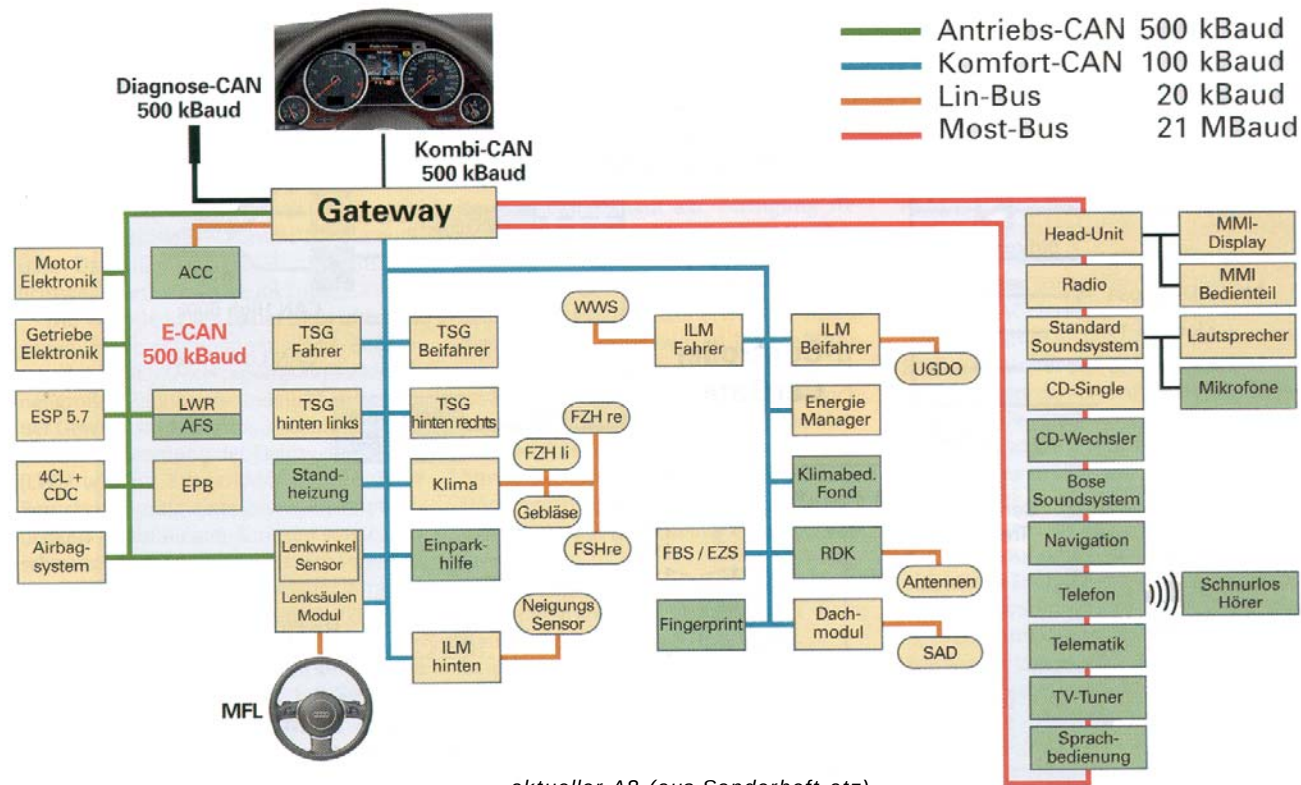


Communication Layer in PREEvision Hardware Architecture

- ▶ The **Hardware Architecture** specification is also supported by graphical block diagrams.
- ▶ The mapping of logical functions can be displayed directly in the graphics, shown over the ECU block

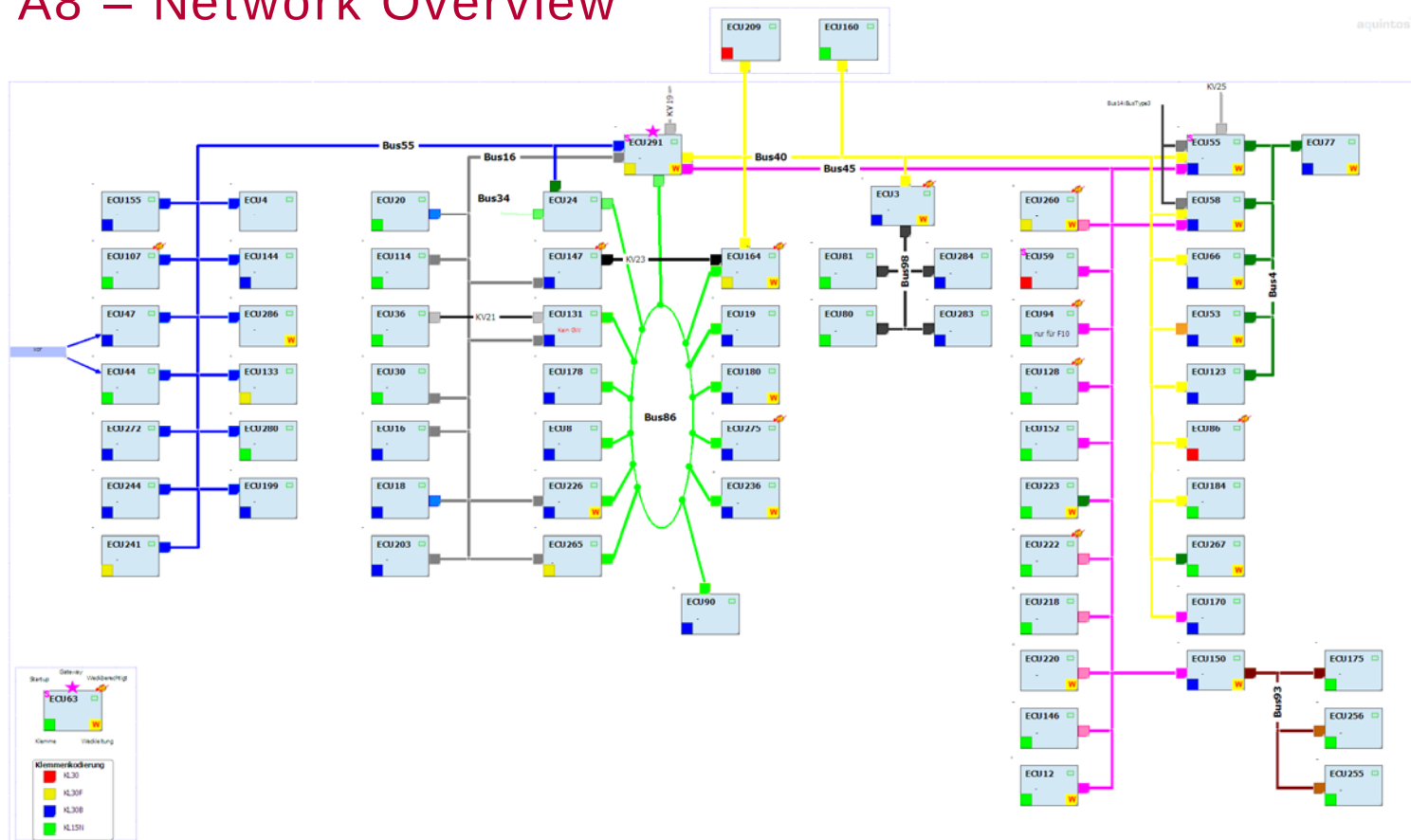


Kommunikationsarchitektur Audi A8

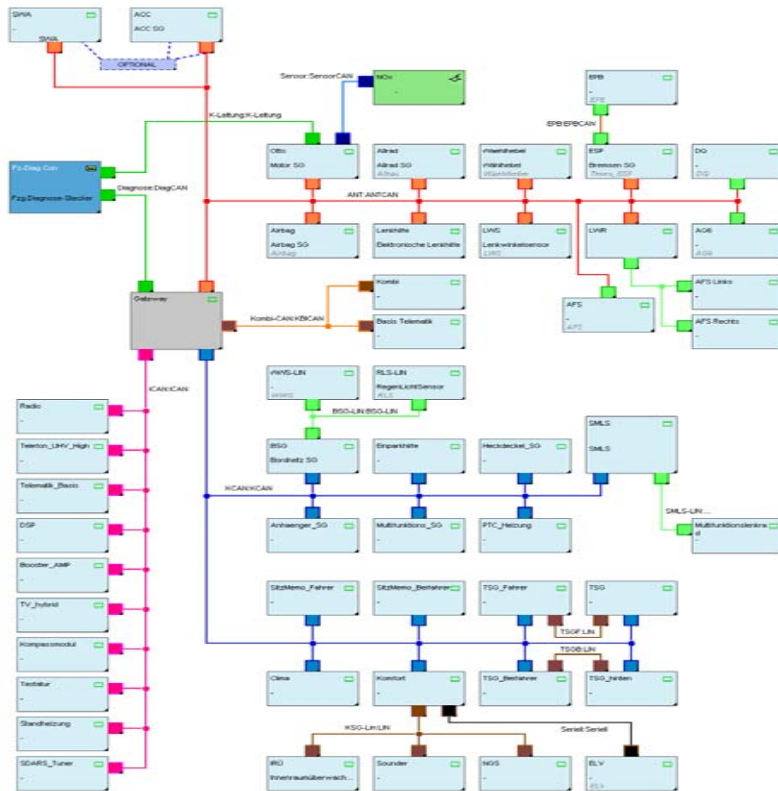


aktueller A8 (aus Sonderheft atz)

Kommunikationsarchitektur Audi A8 – Network Overview



Domänen



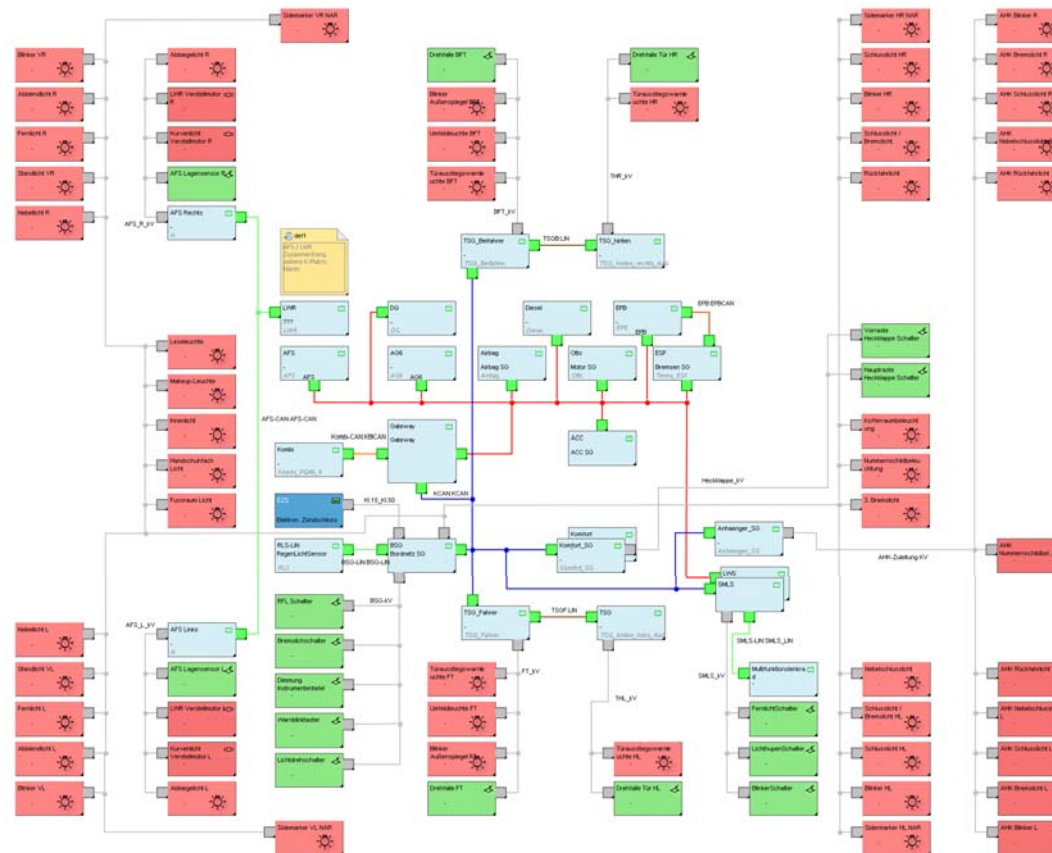
in die folgenden Domänen unterteilt:

- Antriebsstrang
- Komfort (Innenraum)
- Chassis
- Telematik oder Infotainment

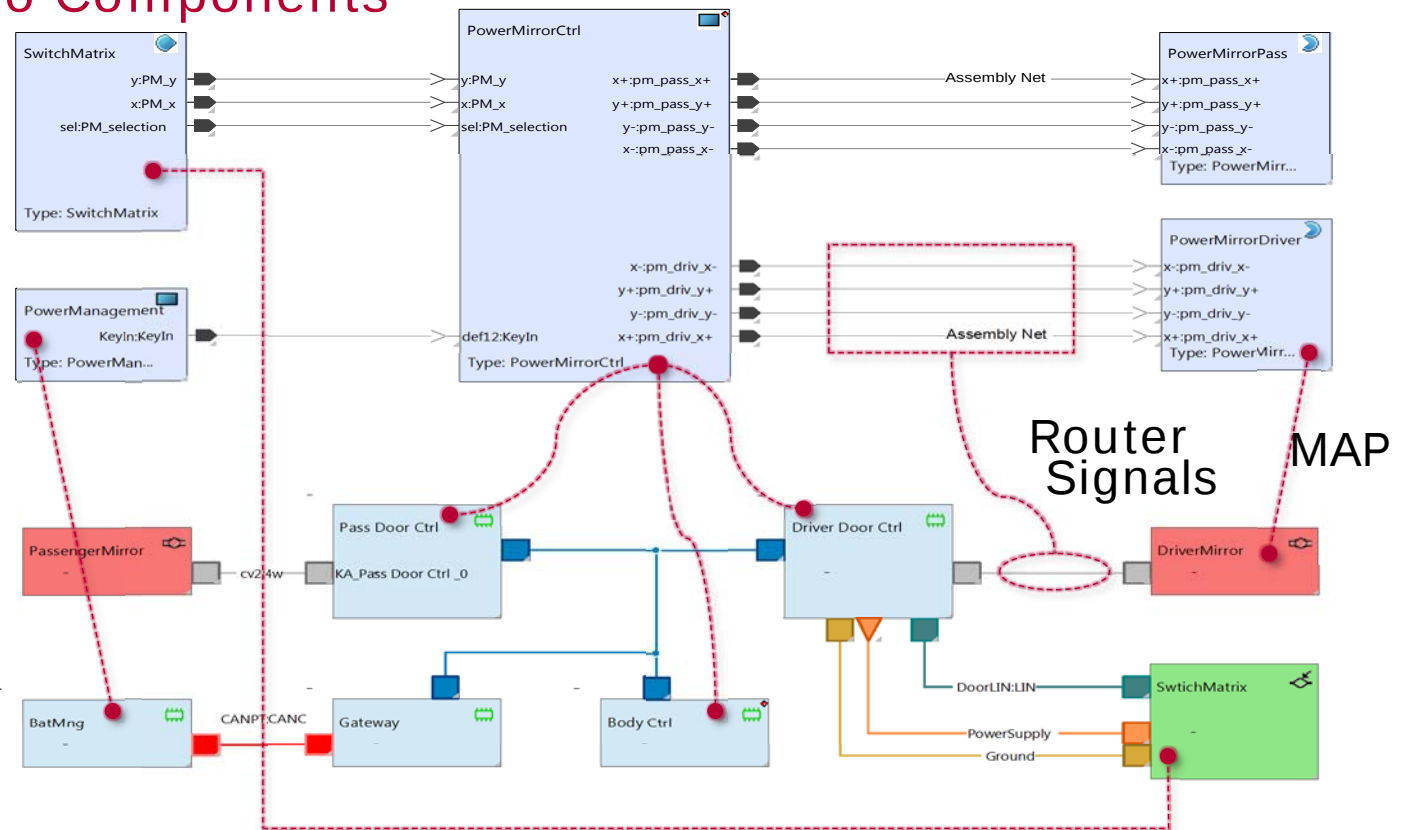
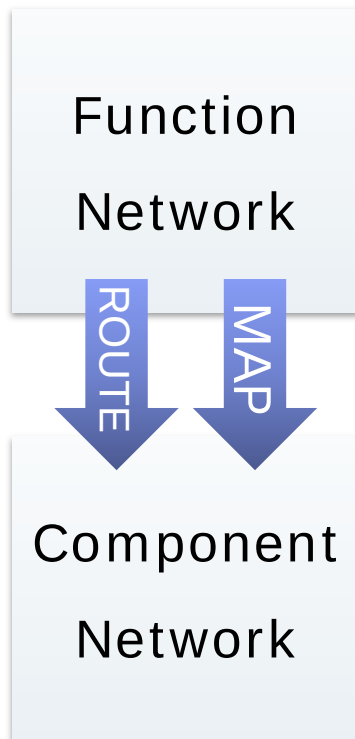
Das E/E-System eines Fahrzeugs ist **stark verteilt**. Die Kommunikation der Systeme erfolgt über standardisierte Bussysteme (CAN, LIN, MOST, FlexRay).

Der modellbasierte Architekturentwurf unterstützt den **Entwurfsprozess** stark verteilter Elektroniksysteme und erlaubt eine **Optimierung** z.B. nach Kosten, Gewicht, Bauraumbedarf etc.

Aufbau eines Lichtsystems

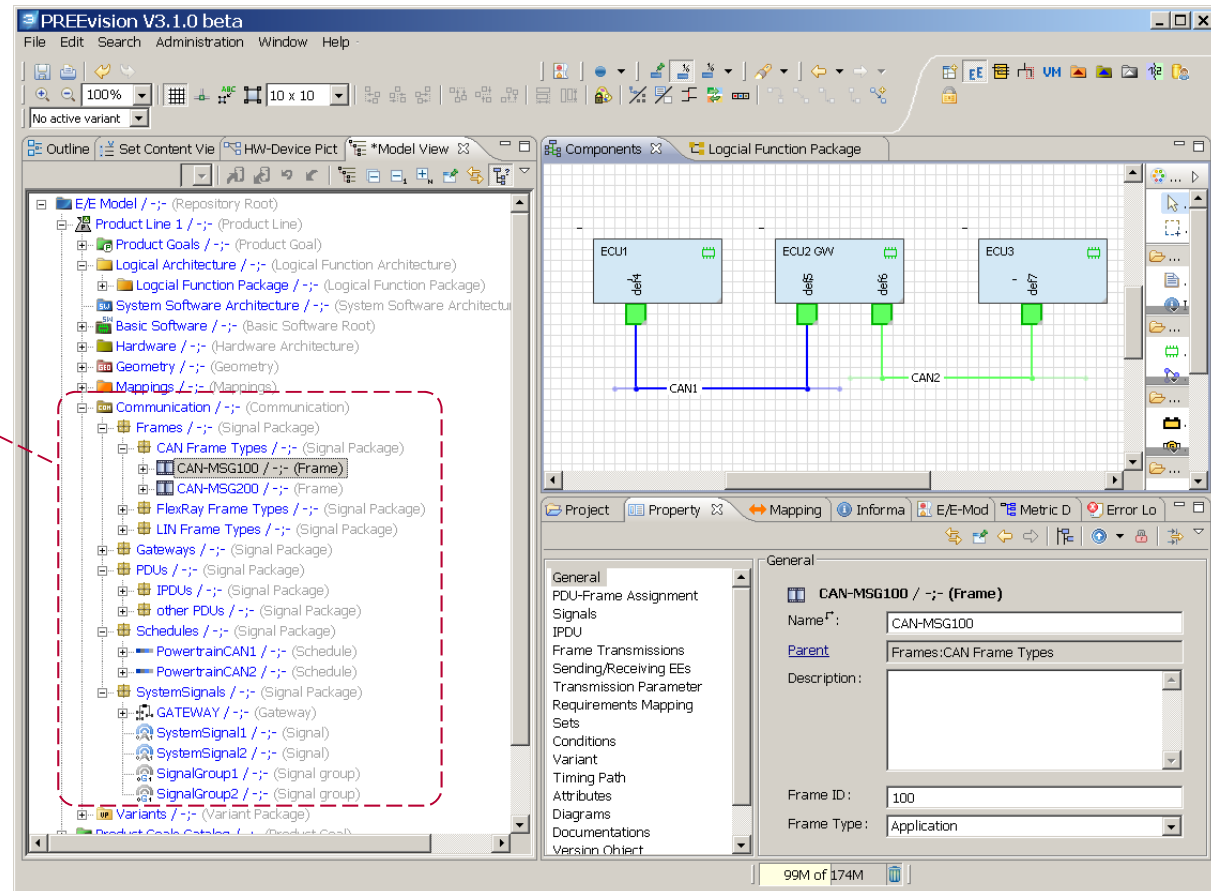


Function Net to Components



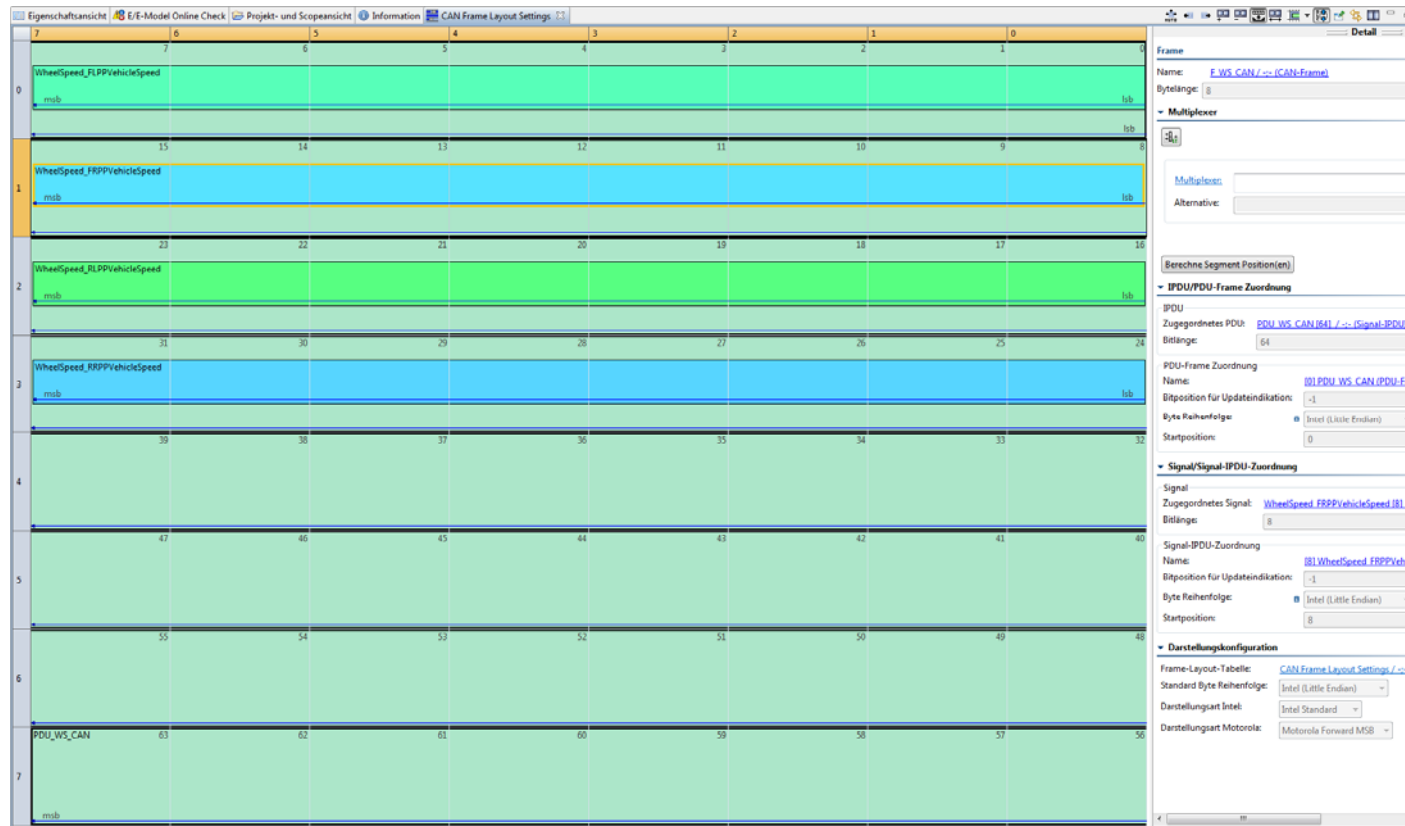
Communication Layer to specify

- ▶ Signals
- ▶ PDUs
- ▶ Frames
- ▶ Schedules



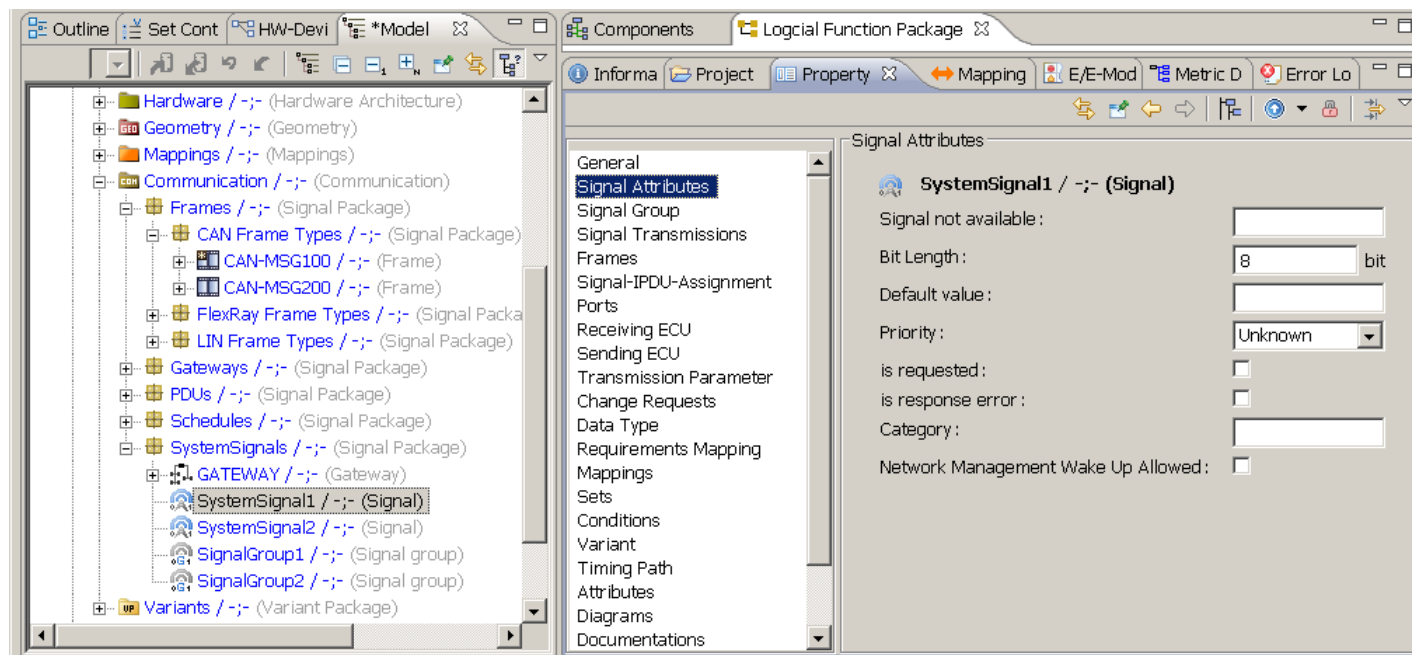
Communication Layer in PREEvision

Frame Layout Design

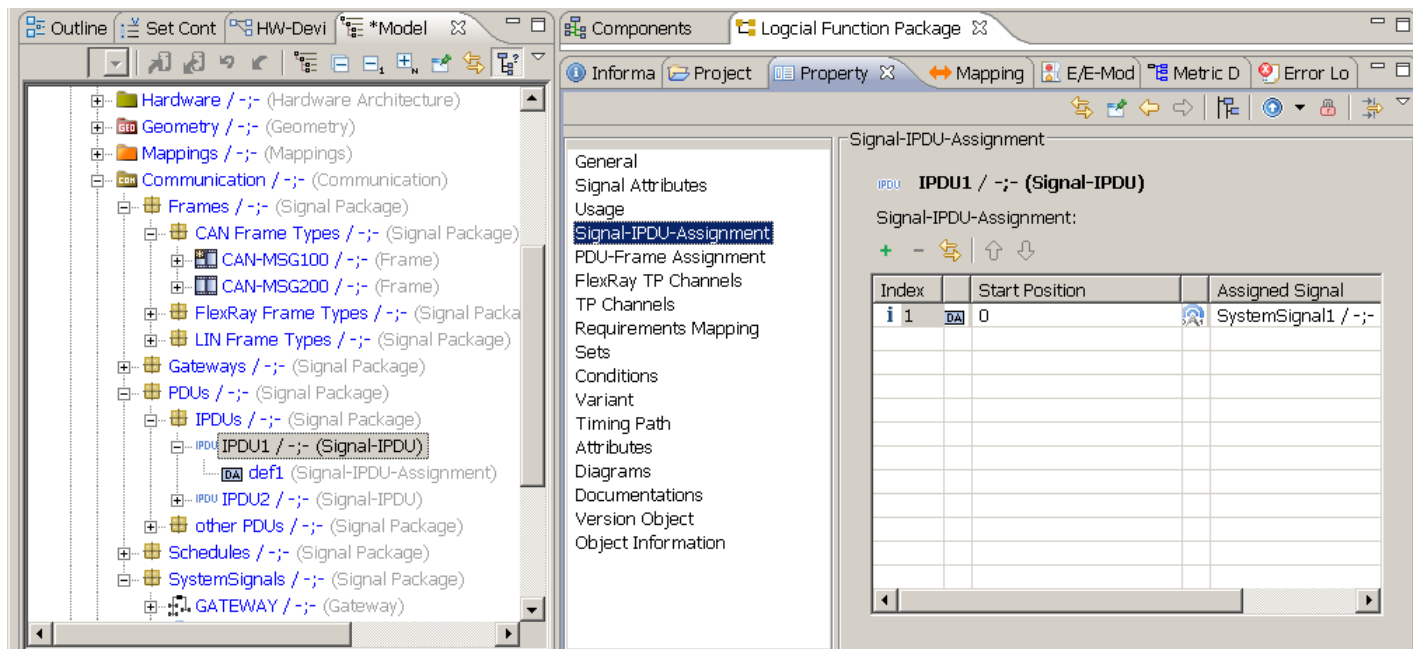


Communication Layer in PREEvision System Signal Specification

The specification of **System Signals** can be done by the Property Editor...



PDU's are specified interactively based on **System Signals**

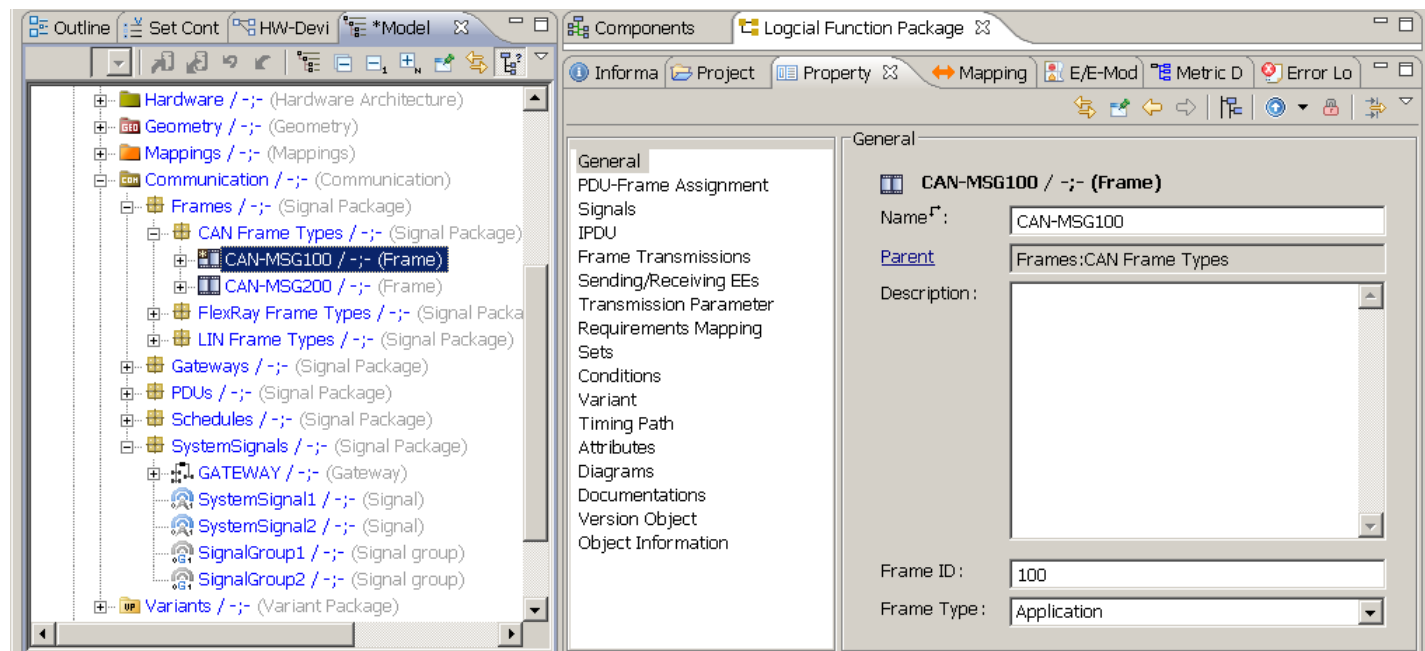


PDU: Protocol-Data-Unit

Communication Layer in PREEvision Frame Specification

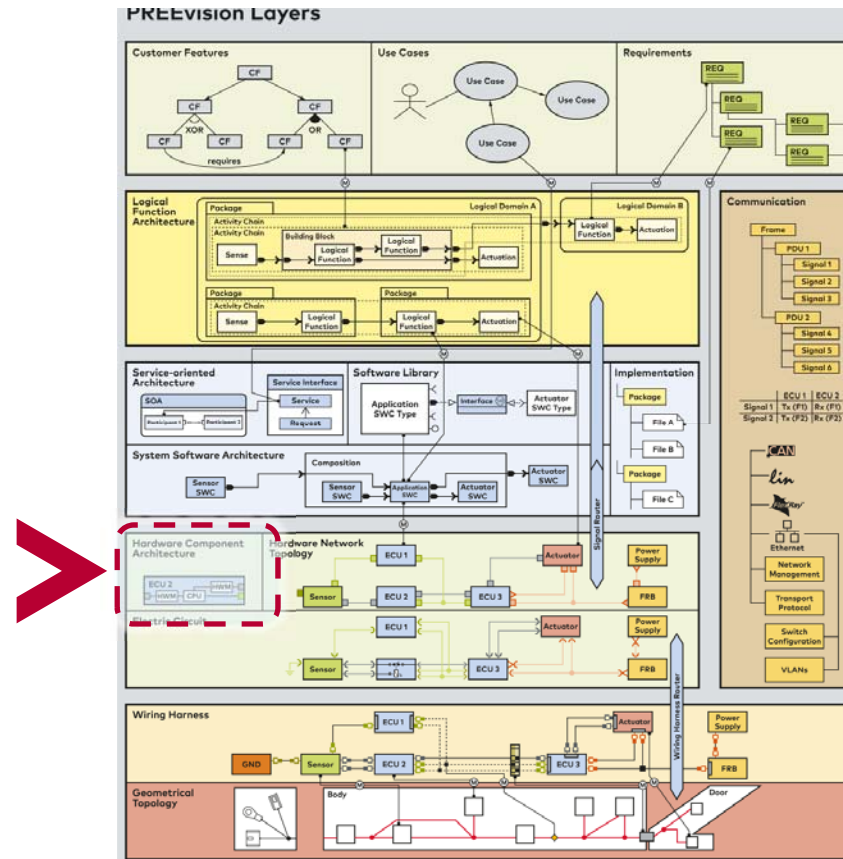
Frames are specified interactively based on **PDU**s and are available for

- ▶ CAN
- ▶ LIN
- ▶ FlexRay



PREEvision Collaboration Platform (IV)

Bauteil/Steuergerät



Aufbau einer ECU

► CPU, FPGA, RAM, etc.

► Gateway-Struktur

Kommunikation zwischen
Busanbindung und CPU



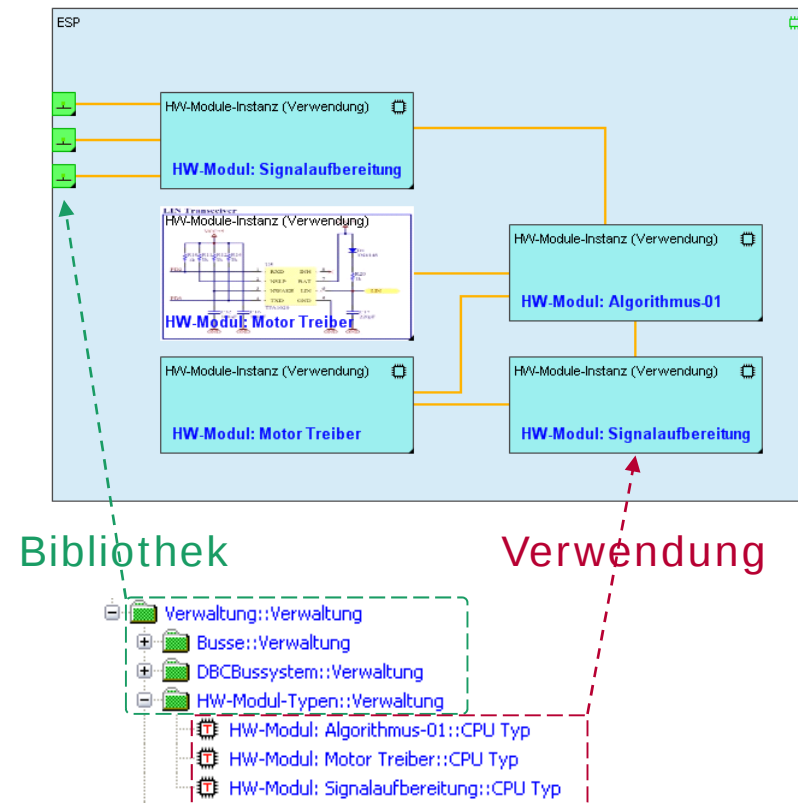
ECU: Electronic Control Unit

HW-Modulmodellierung Aus Zulieferer-Sicht

(a) zur Verwendung | (b) als Bibliothek

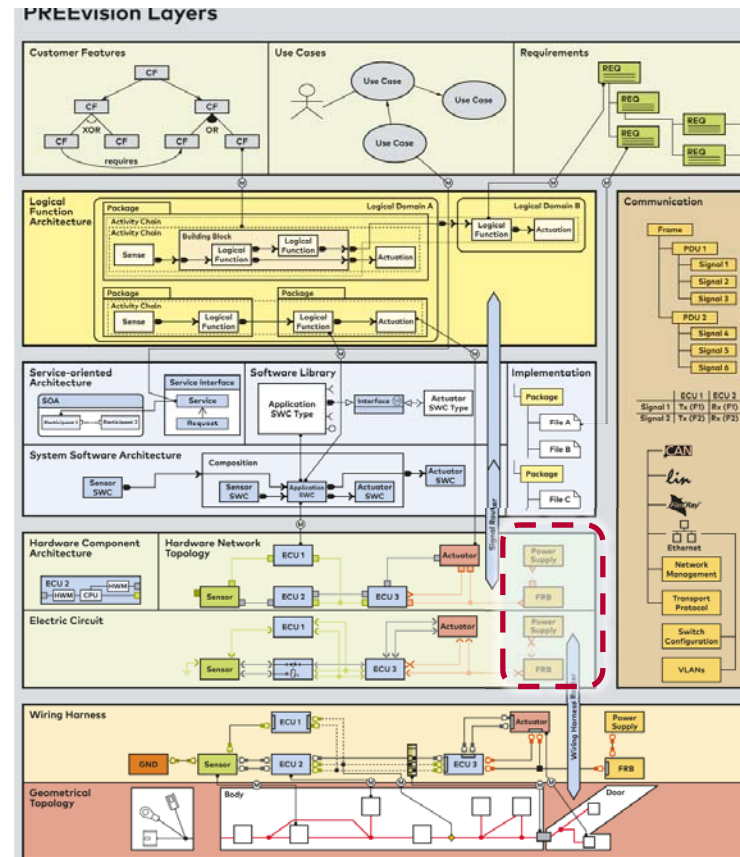
Attribute eines HW Moduls

- ▶ Stückliste
 - ▶ Bauteilbezeichner
 - ▶ Teilenummer
 - ▶ Gehäuse
 - ▶ Fläche
 - ▶ Anzahl
 - ▶ Einzelkosten (aus DB) Import
 - ▶ Bild
- ▶ Kumulierte Attribute
 - ▶ Kosten
 - ▶ Fläche (aus Bauform, Overhead Anteil, Offset)
 - ▶ Gewicht



PREEvision Collaboration Platform (IV)

Leistungsversorgungs-Architektur



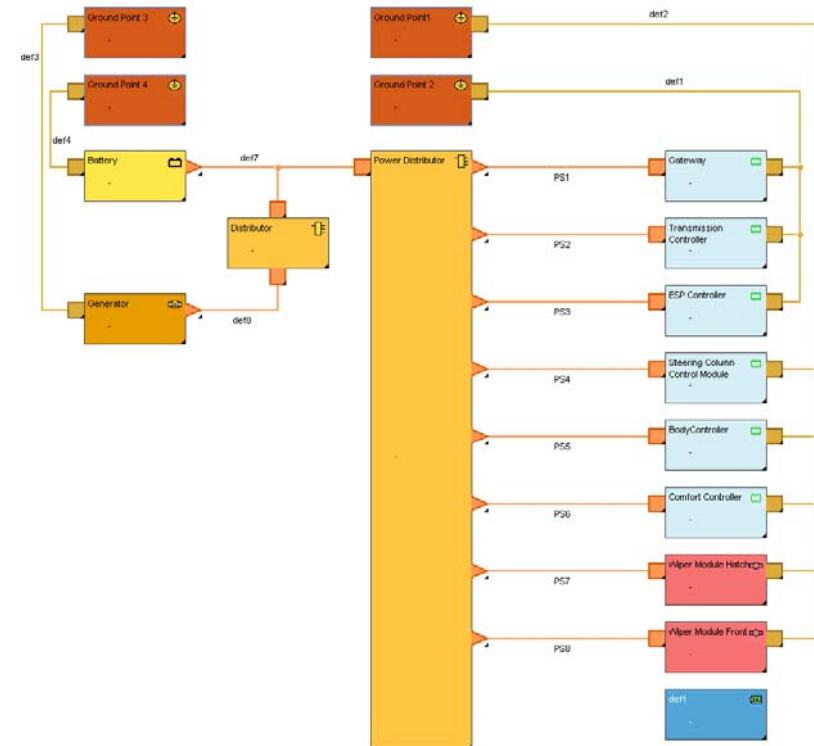
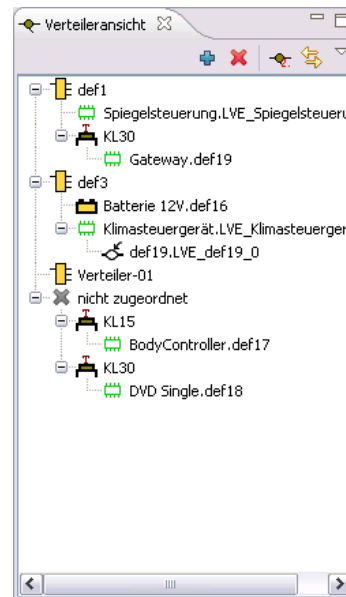
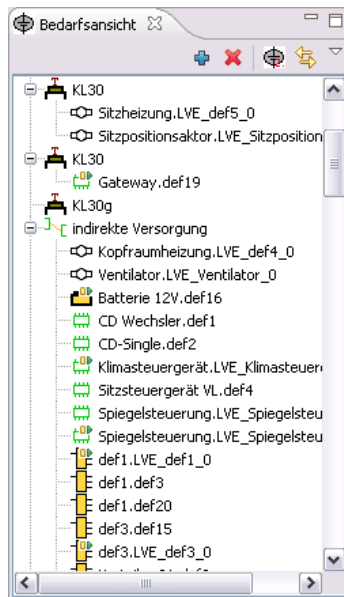
Stromversorgung

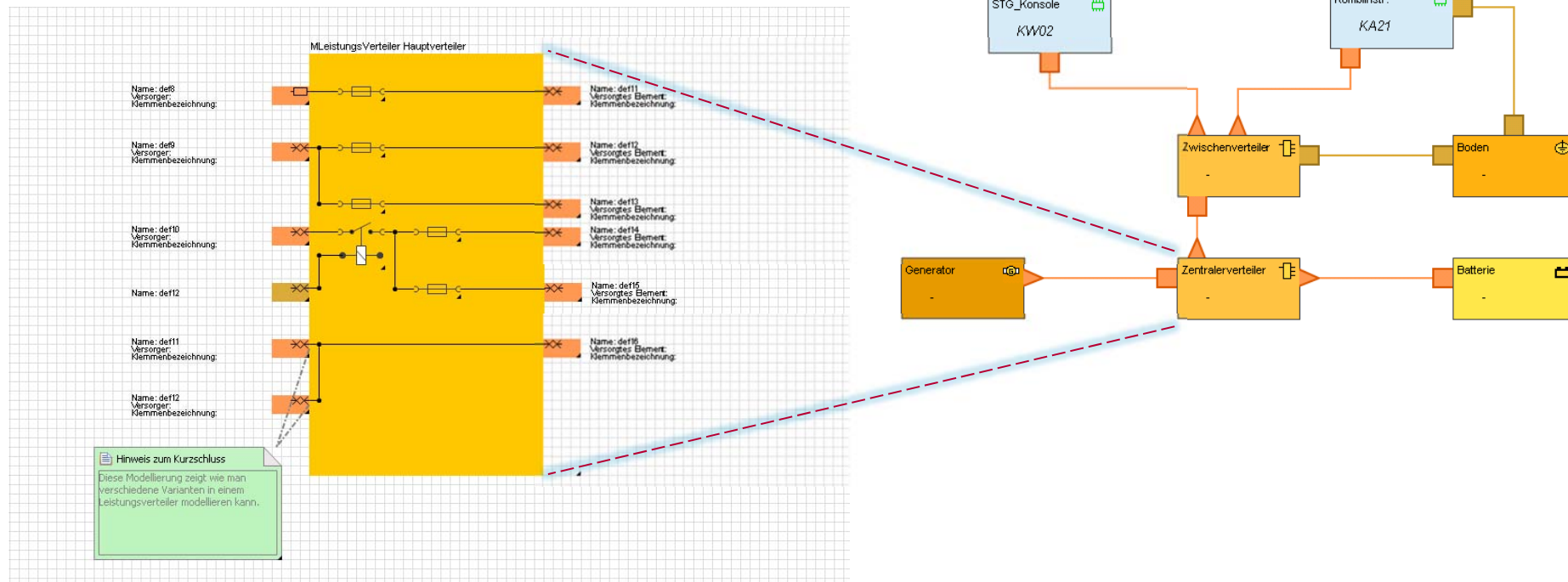
Stromverteilungsmodellierung



Schnelle Modellerzeugung durch zwei Ansichten:

- Bedarfsansicht (Klemmenbedarf)
- Verteilungsansicht

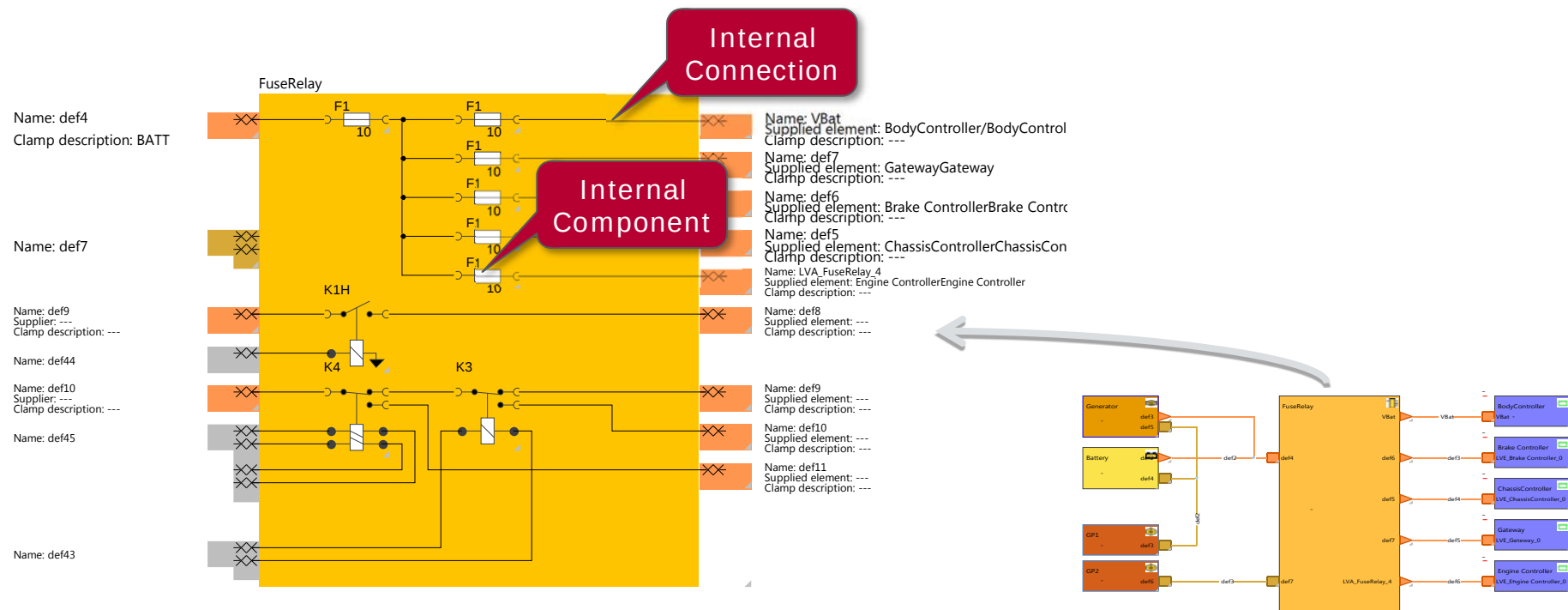




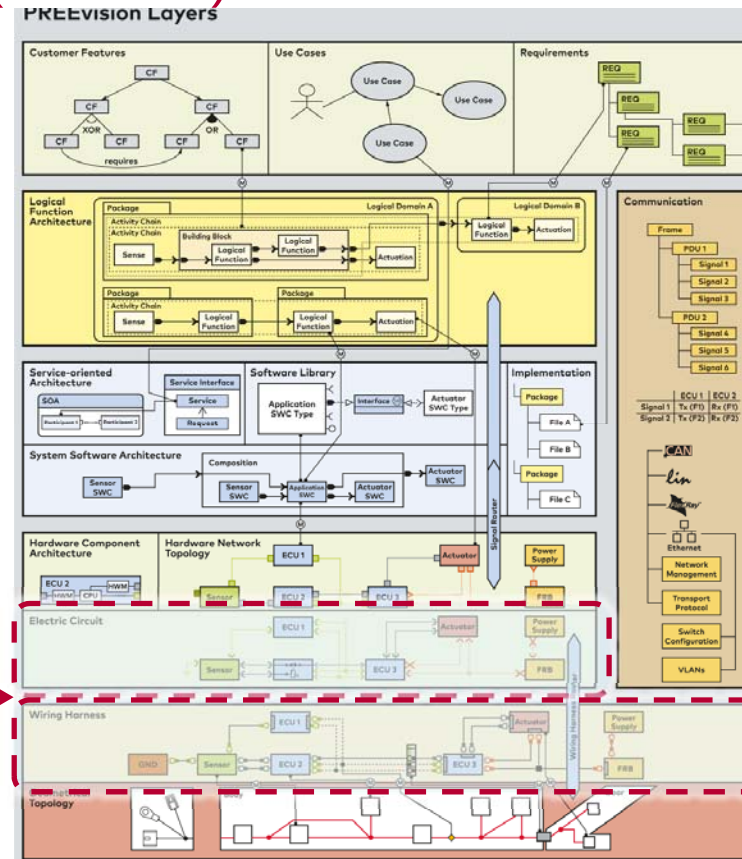
Internal Schematic Diagram

Internal Schematic Diagram is auto-layed

Quick Conceptualization of e.g. Fuse-Relay Systems



Stromlaufplan Leitungssatz (Elektrik)



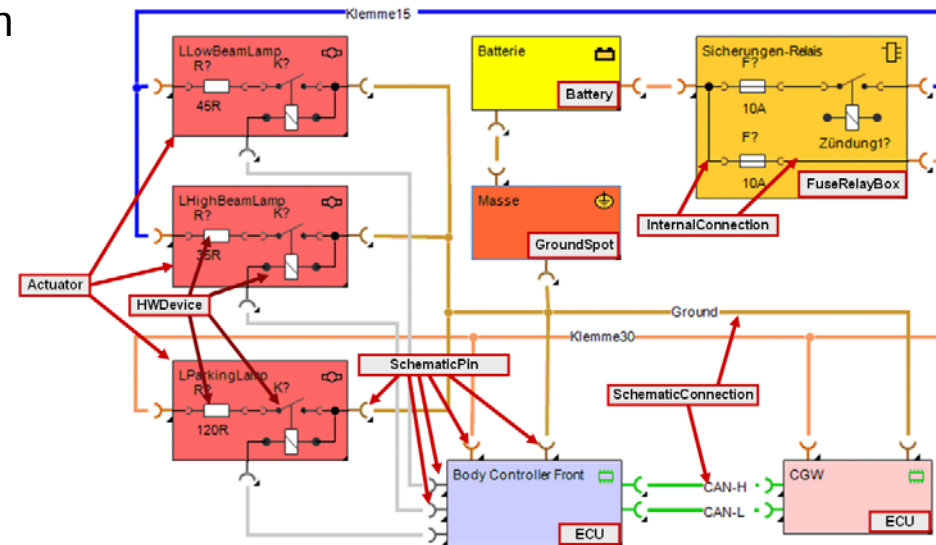
Stromlaufplan

Darstellung der **elektrischen Verbindungen** zwischen Komponenten

- ▶ Keine Trennstellen
- ▶ Keine Splices
- ▶ Keine Stecker
- ▶ Vereinfachte Darstellung von Pins

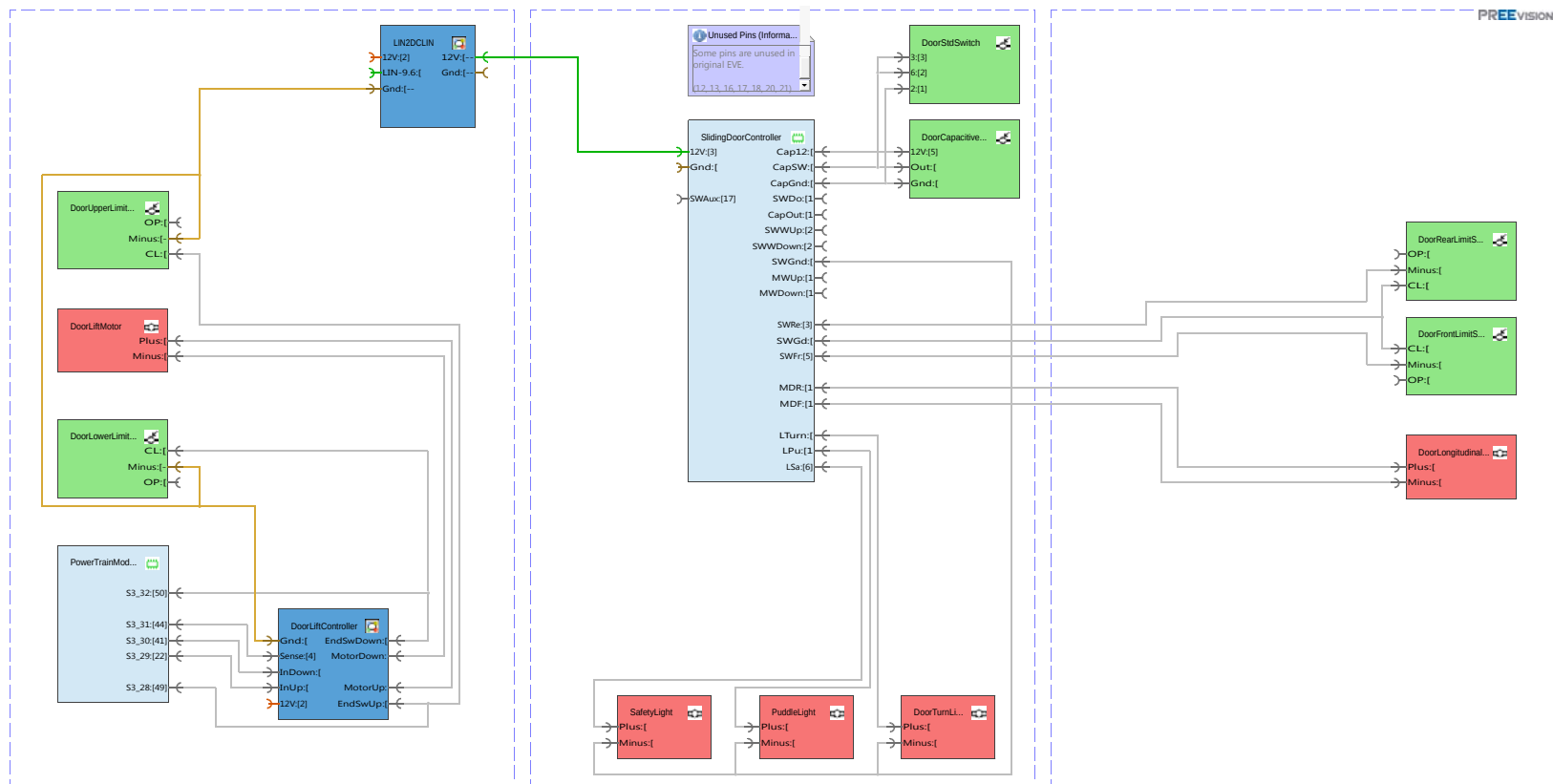
Komponenten können mit „Ersatzschaltbild“ hinterlegt werden

- ✓ Leichteres Verständnis der elektrischen Zusammenhänge
- ✓ Automatisierte Generierung von Werkstattmaterial



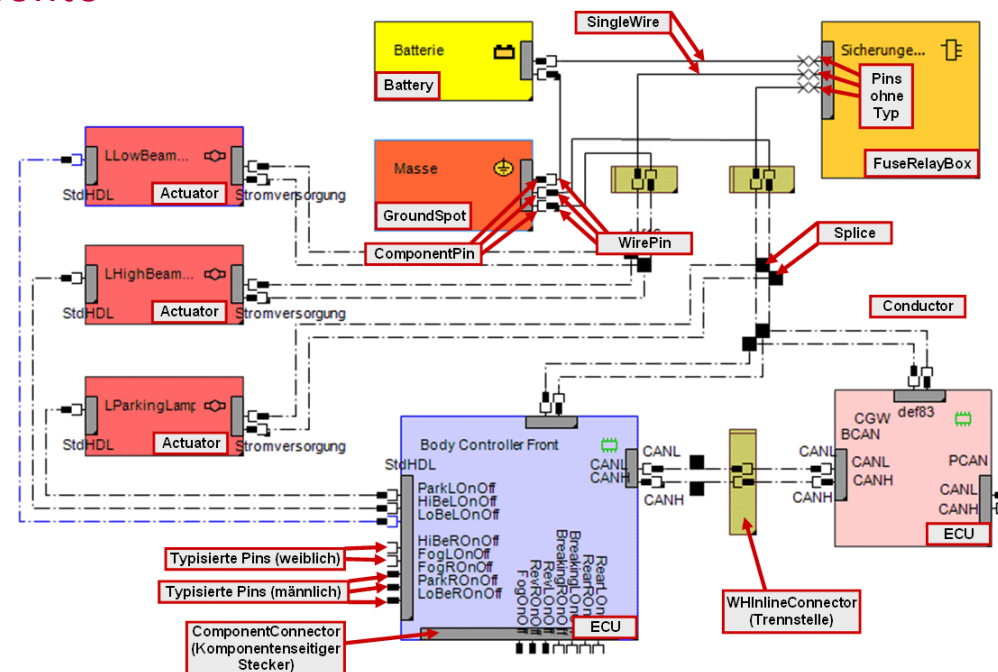
Stromlaufplan

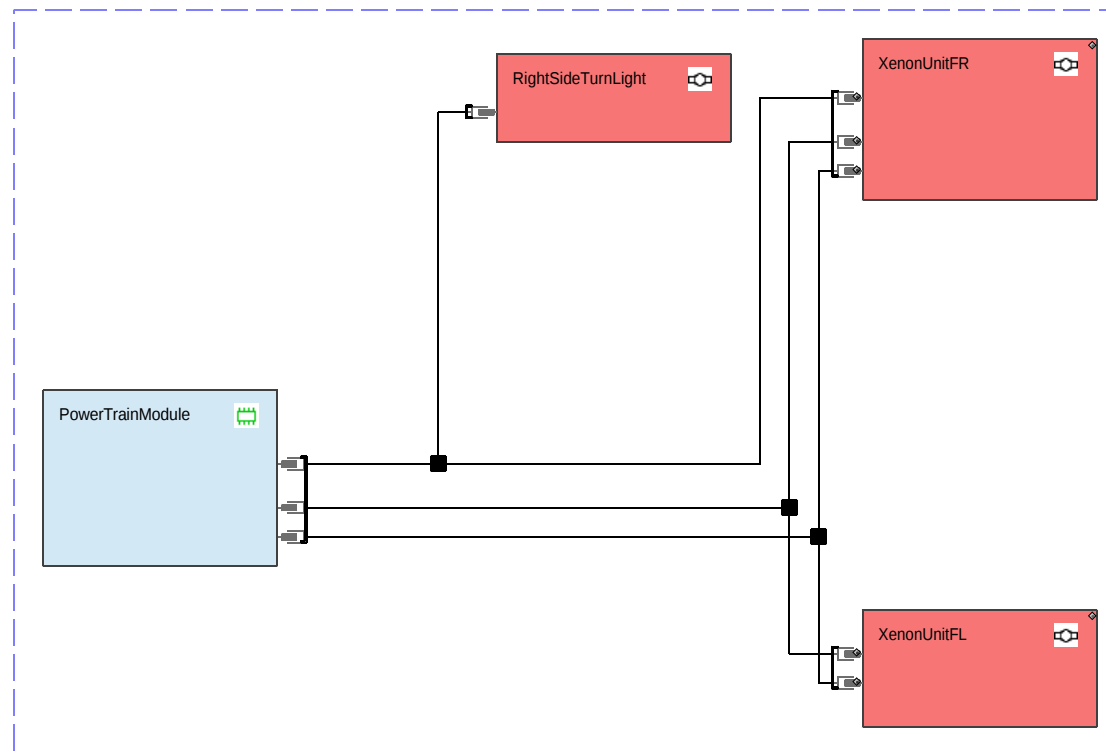
Beispiel Stromlaufplan



Darstellung aller Leitungssatzelemente

- ▶ Trennstellen
 - ▶ Splices
 - ▶ Detaillierte Pins
 - ▶ Stecker-Partitionierung
- ✓ Dokumentation des Leitungssatzes

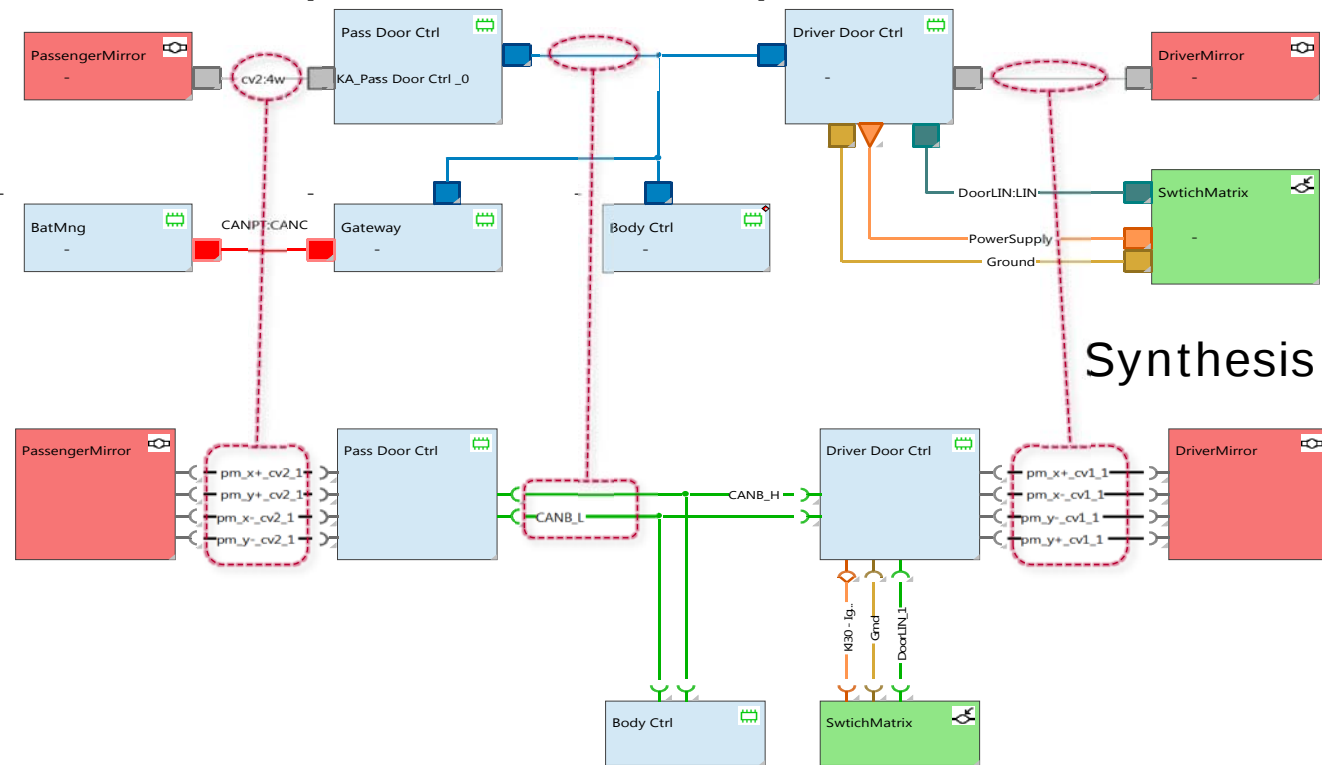




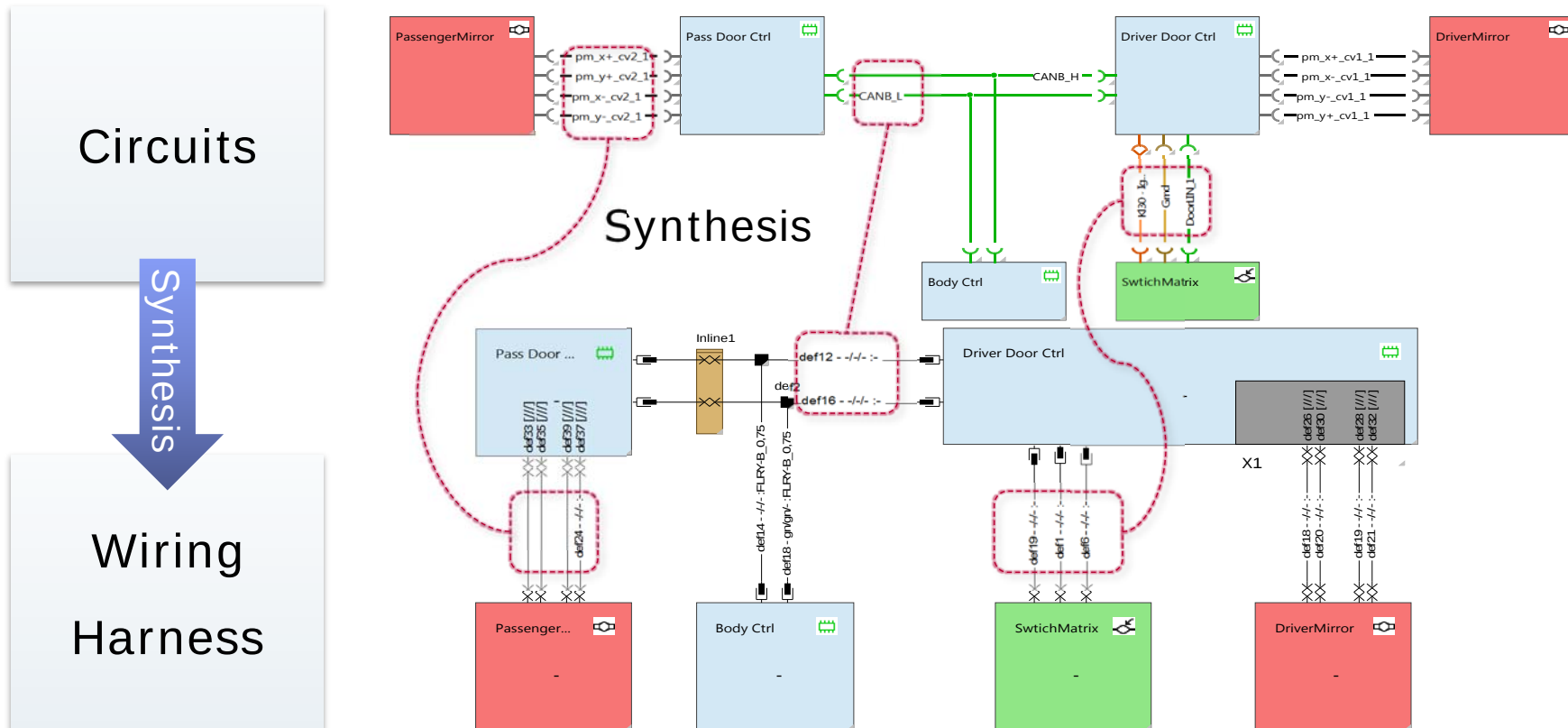
Component
Network

Synthesis

Circuits

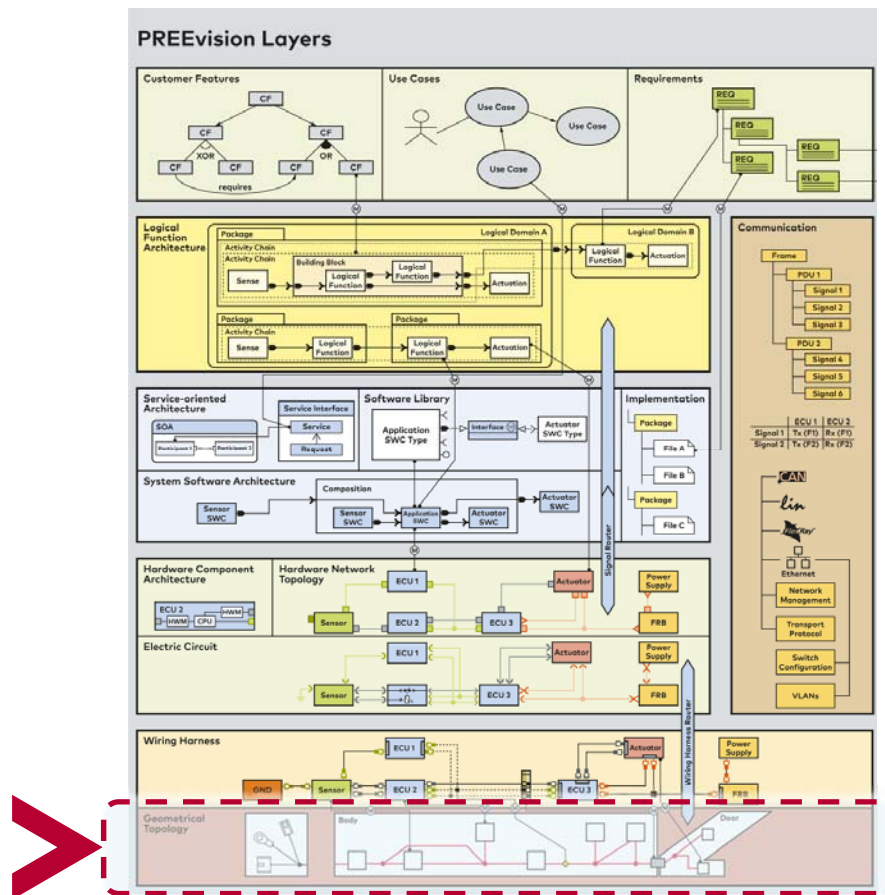


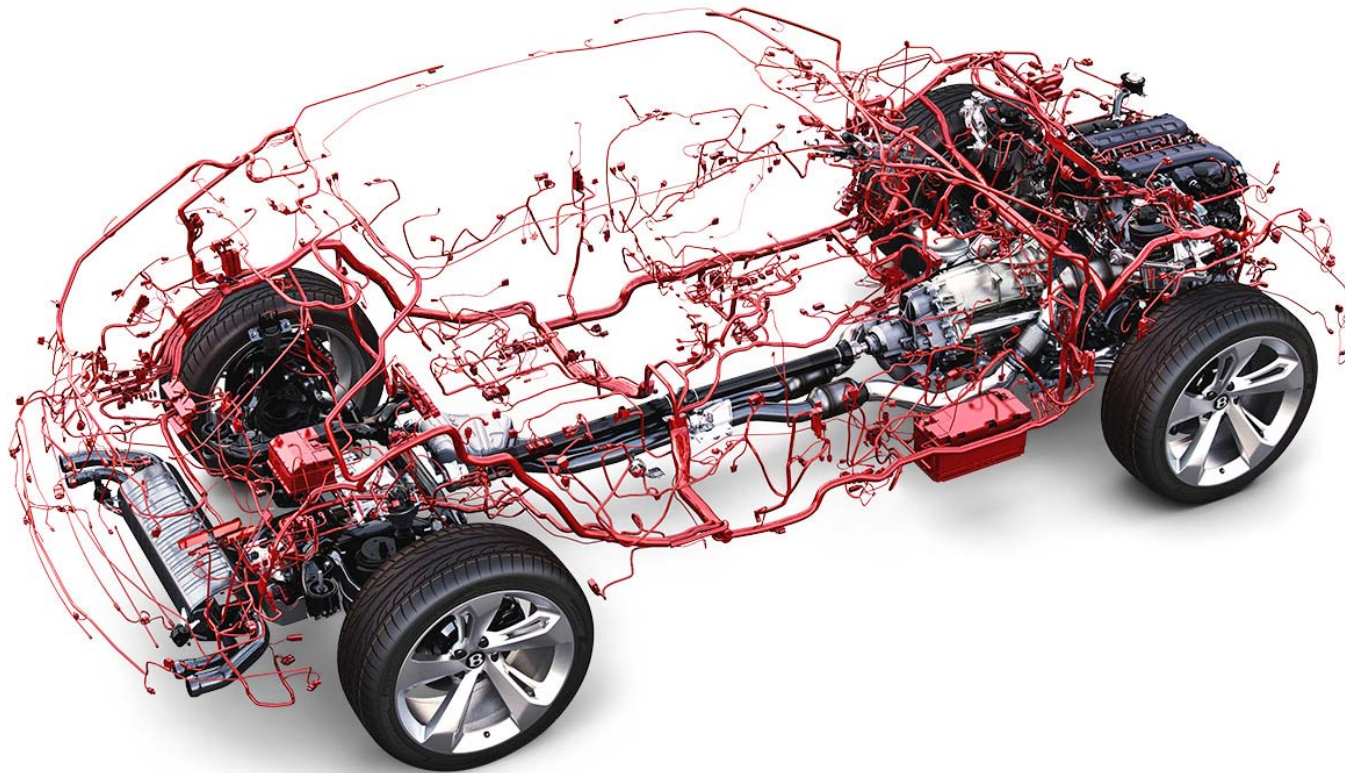
Components & Wiring Harness



PREEvision Collaboration Platform (VI)

Geometrie

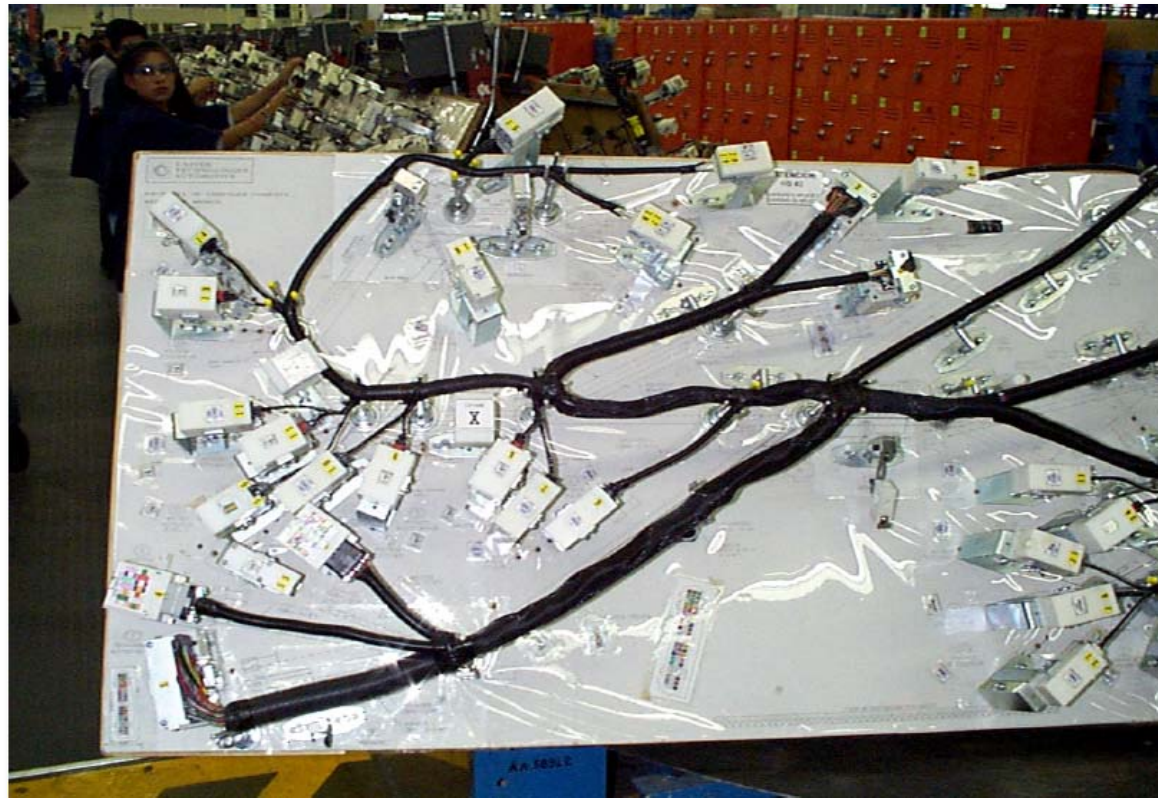




Ca. **2500 verlegte Leitungen** mit Querschnitten zwischen 1qmm und 16qmm Kupfer

Geometrie

Beispiel Leitungssatz mit Steuergeräten



Geometrie

Beispiel Leitungssatz



67

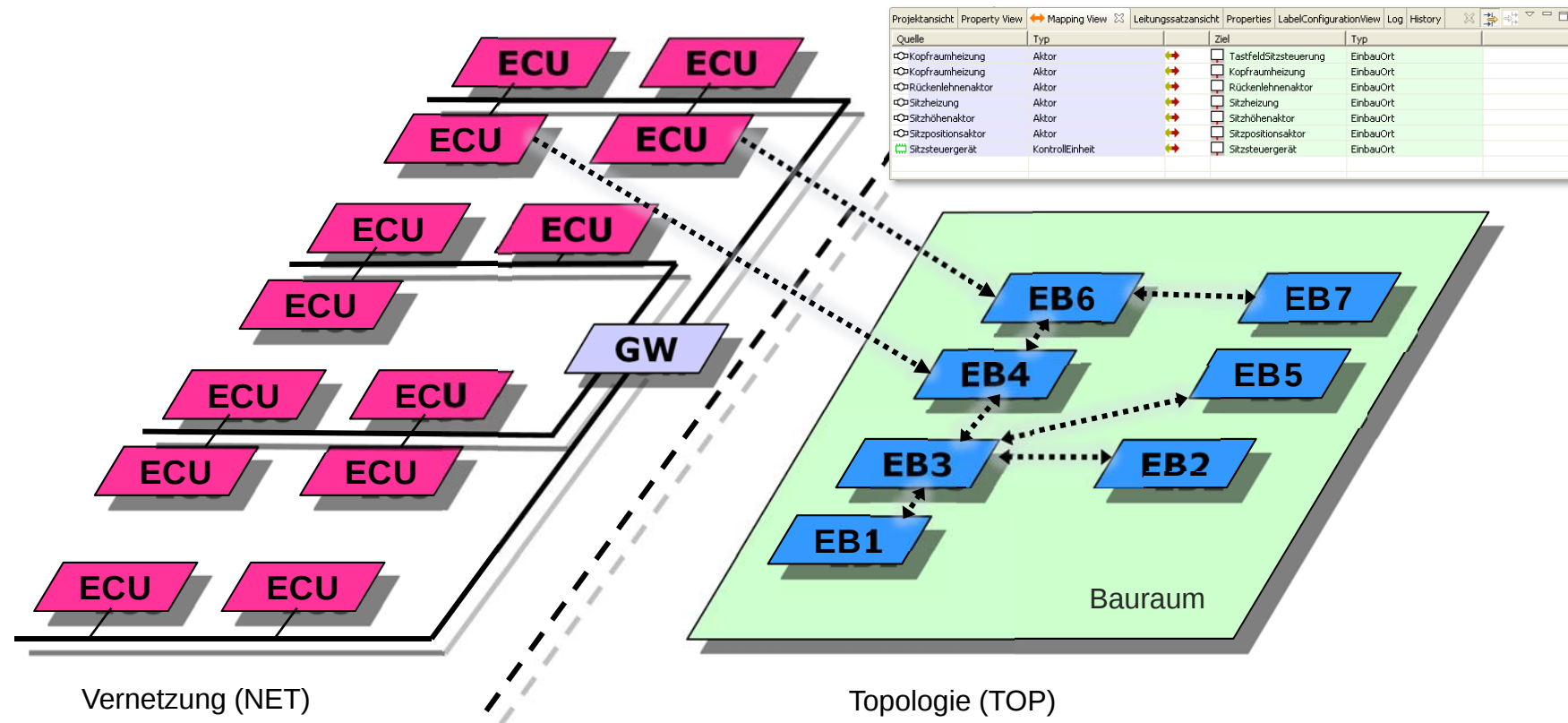
Elektrik/Elektronik-System Modellierung und Bewertung



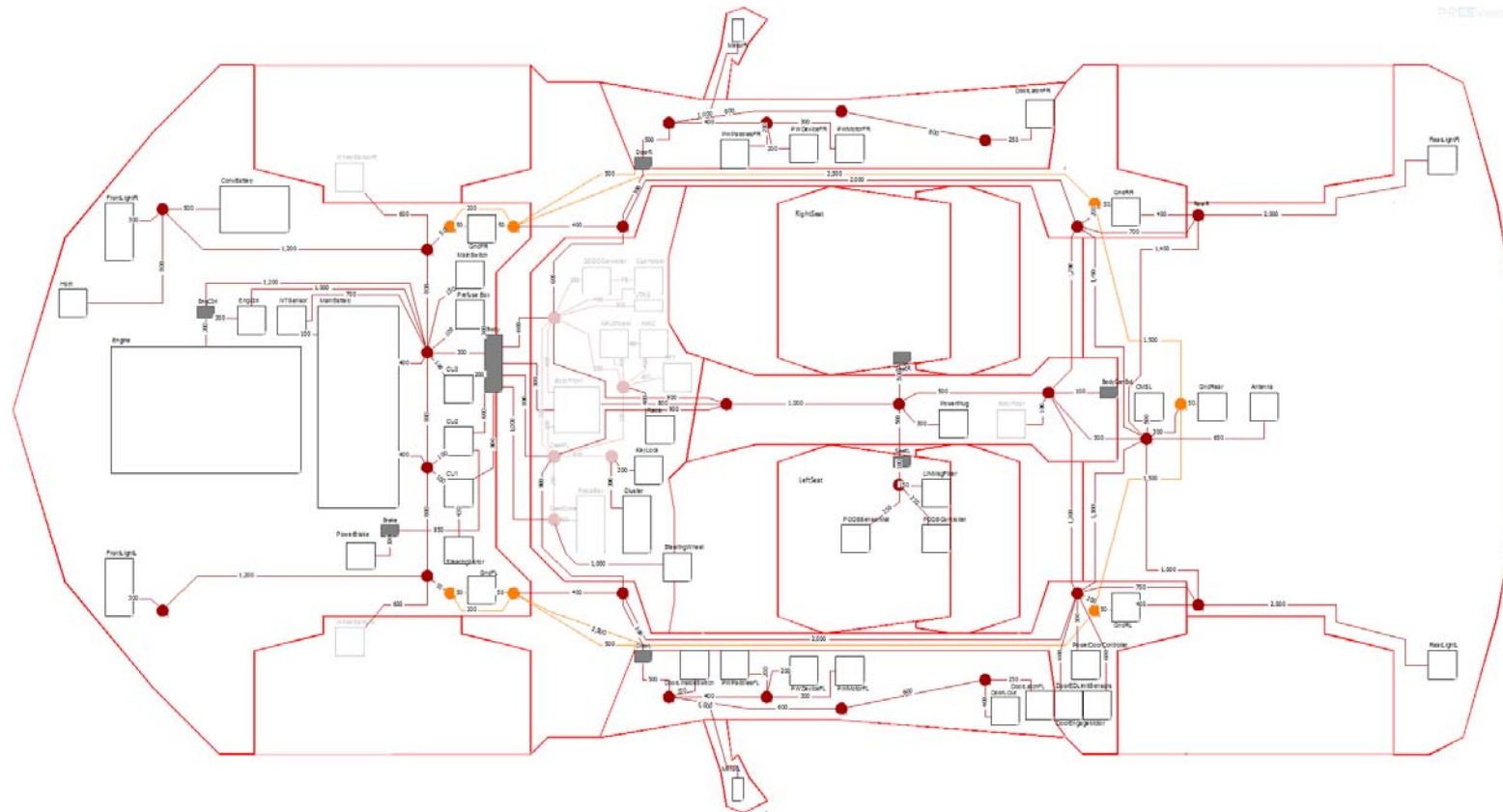
Software-Engineering | WS17 | Kapitel 3.5

Verknüpfung NET → GEO durch Mappings

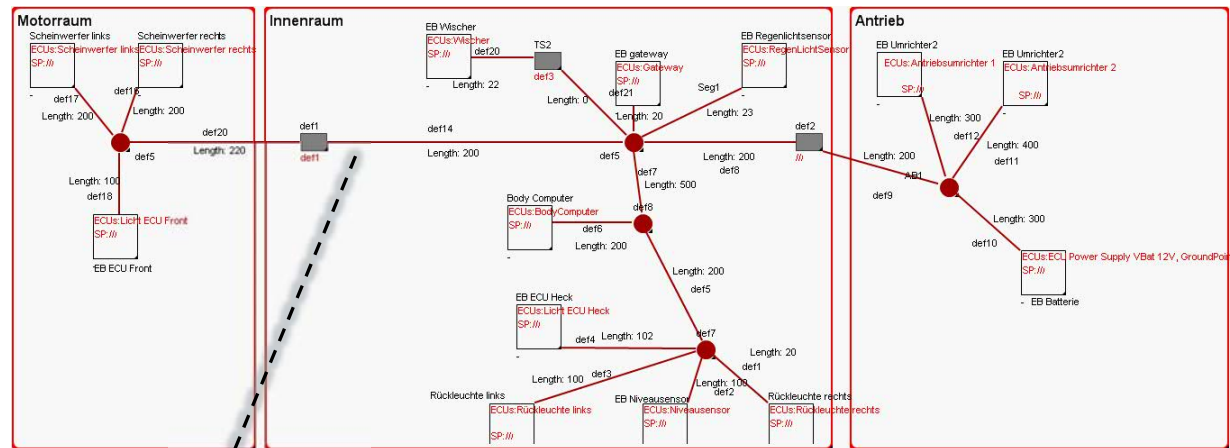
Mapping der Steuergeräte auf Topologie-Ebene



Topologie des Fahrzeugs



Topologie Sitzmodul Leitungssatz

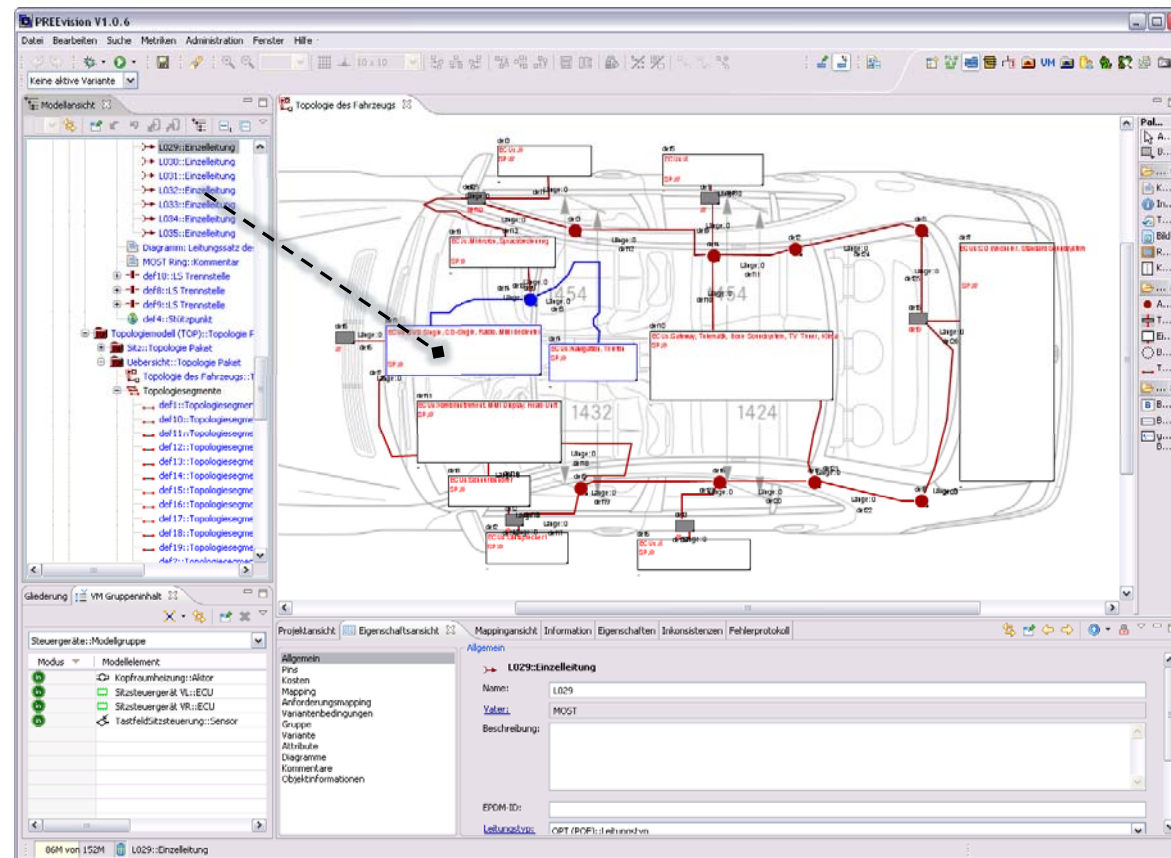


Project View | Property View | **Mapping View** | Information | Properties | Search

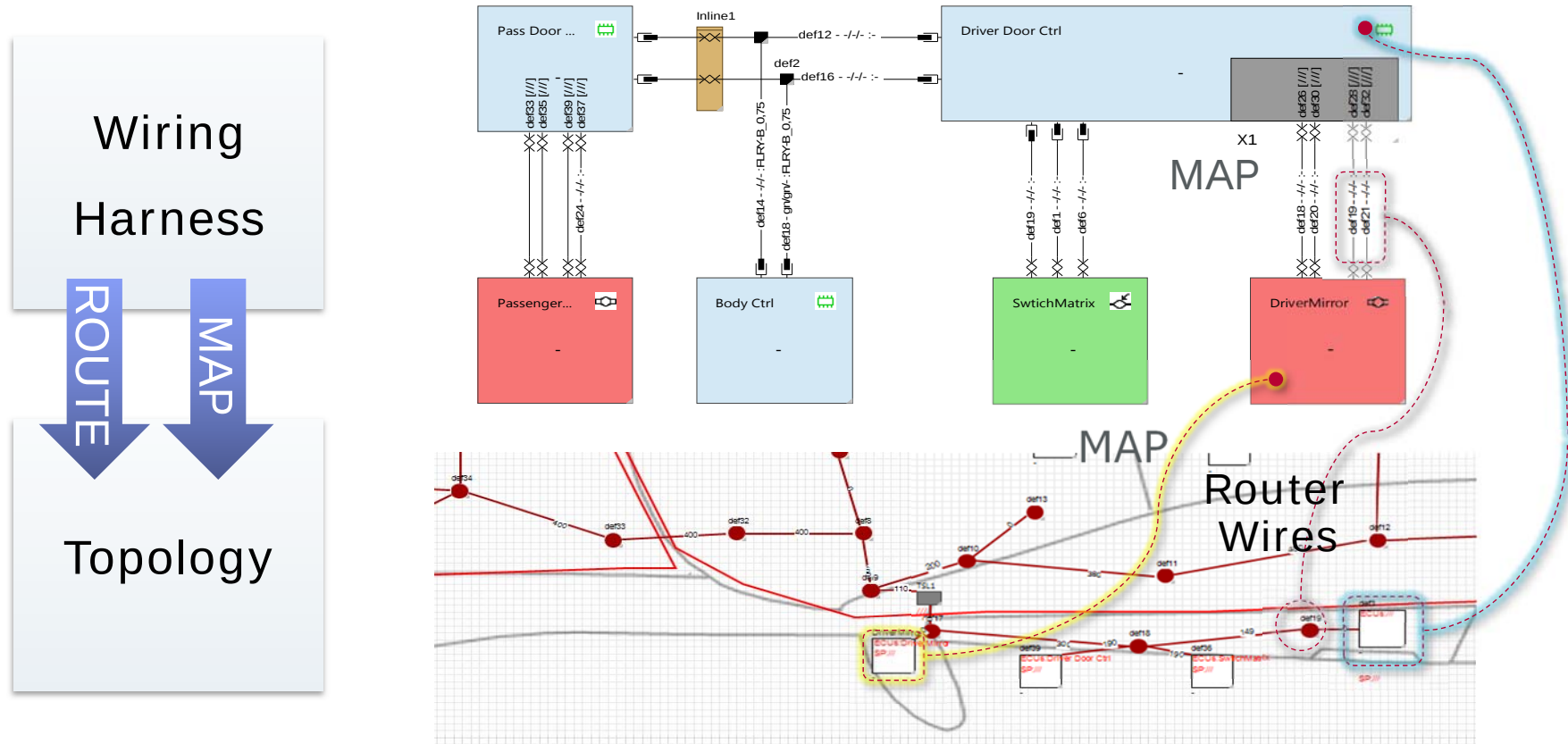
Wiring harness

Wire	Wire type	wir...	Electric ...	Connection / Con...	Plug	Ps	Pw	Pc	Pri...
L3_1	LT	0.5	0.54	--	def1	def9	def9	-	bu
L4	LT	0.5	0.54	Gateway	BA_ZGW_body	P1	P1	P1	bu
L1_1	LT	0.5	0.54	Gateway	BA_ZGW_body	P2	P2	P2	bu
L2_1	LT	0.5	0.54	Gateway	KA_Gateway_0	X23	P1	P1	bu
				Gateway	KA_Gateway_0	X23	P2	P2	bu

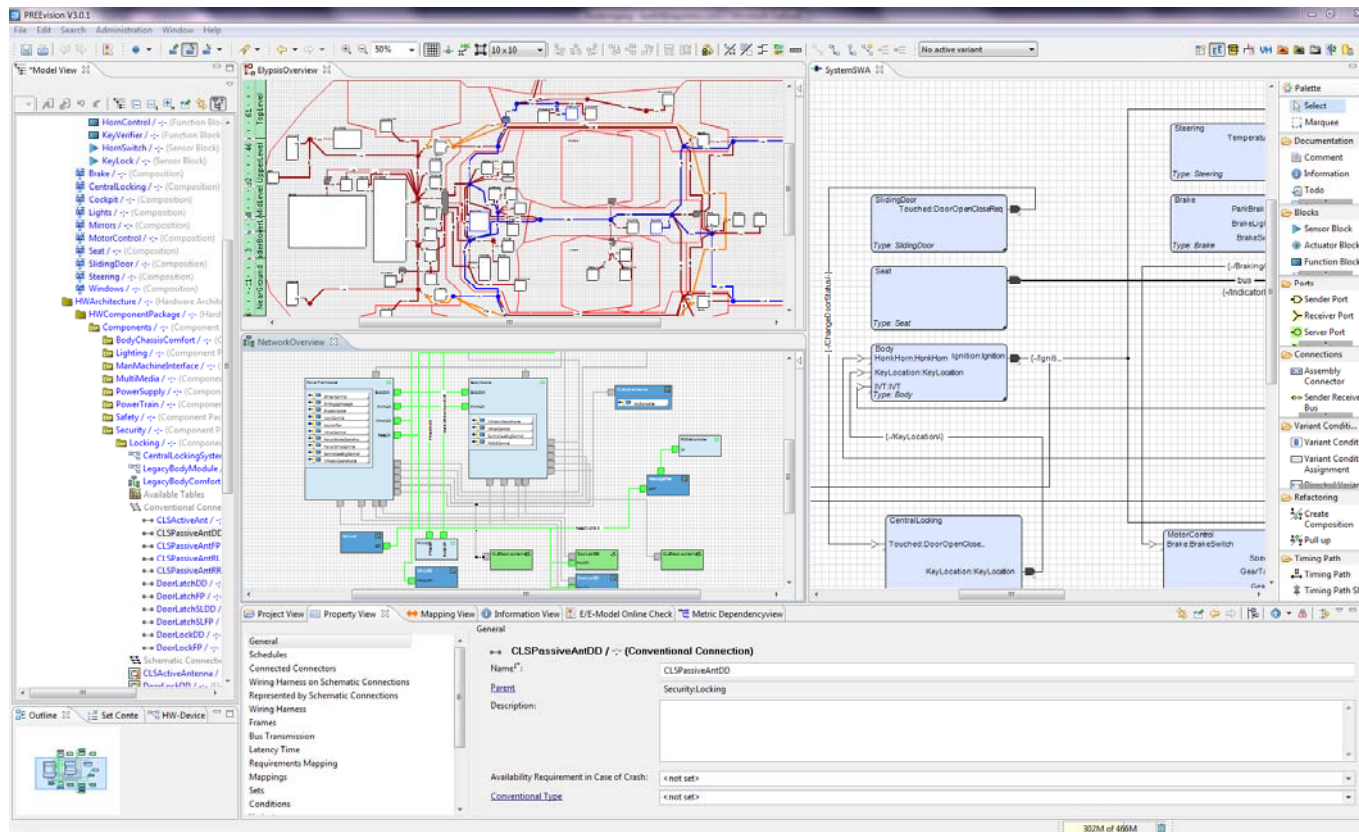
2D Topologie in PREEvision



Harness + Components to Topology

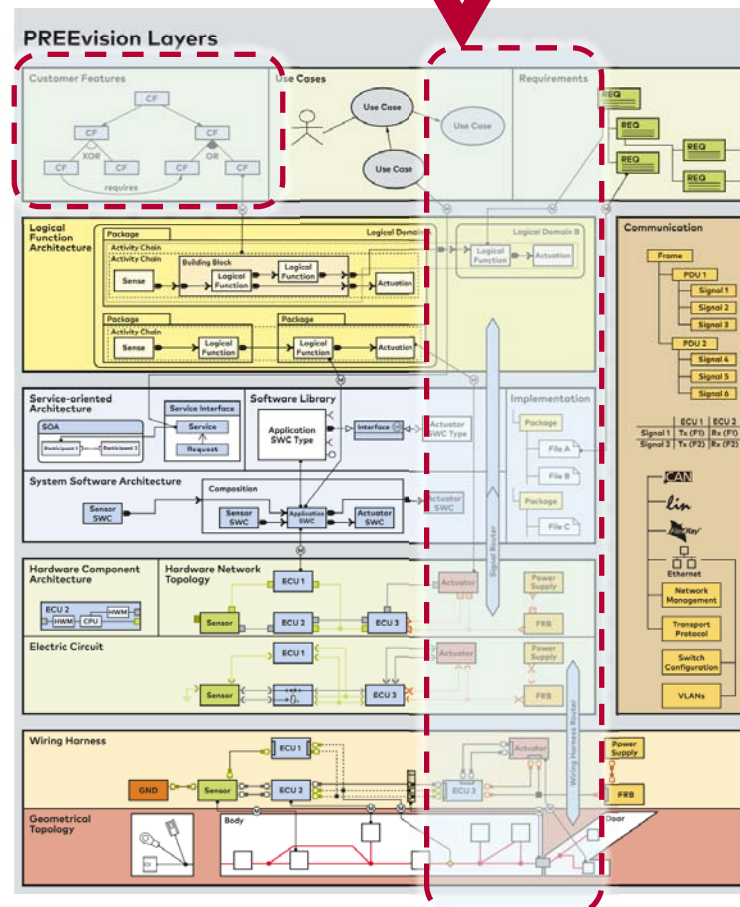


PREEvision Customer Benefits GUI concept



PREEvision Collaboration Platform (VII)

Varianten



Use Case: Variant Management Solution Space in Product Lines

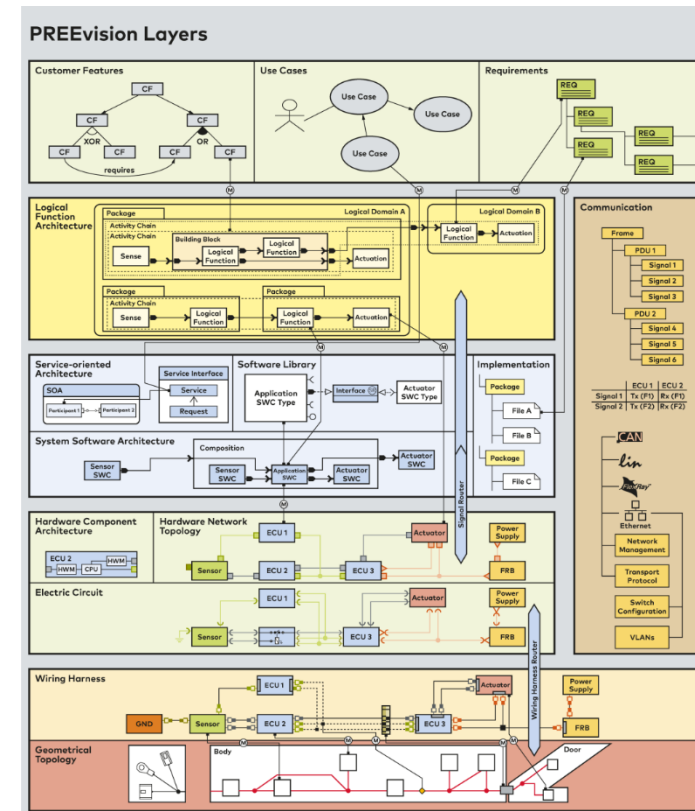
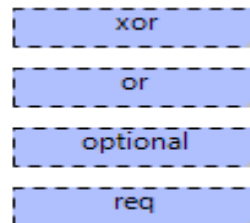
Explicit vs. Implicit Definition

Explicit – Variants as Representatives

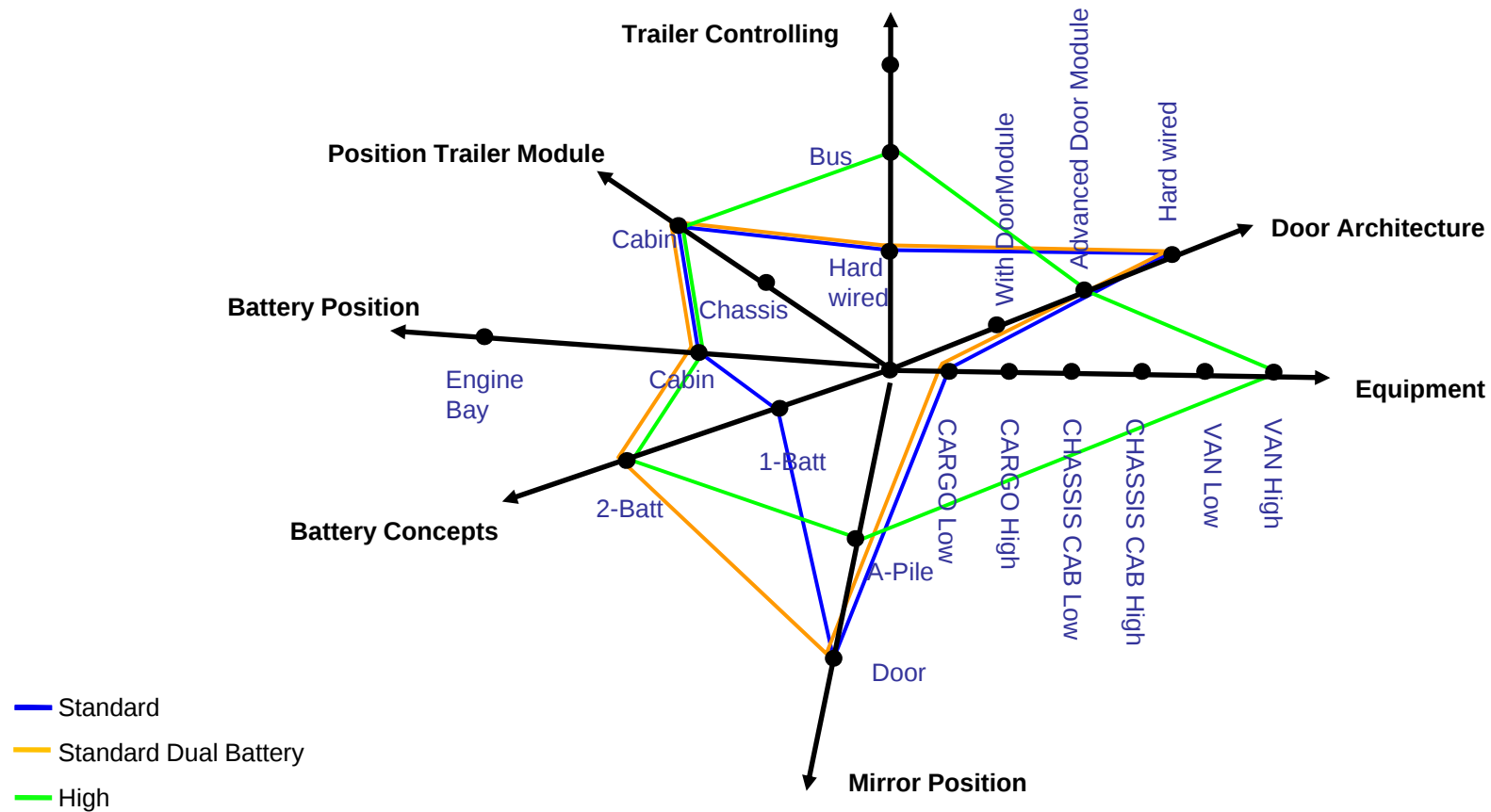
- Concept Selection by Variant
- Set and System Content
On all Modeling Layers
And in between

Implicit

- Variant Structure
(Hierarchy)
- Propagation Rules
- Variant Conditions



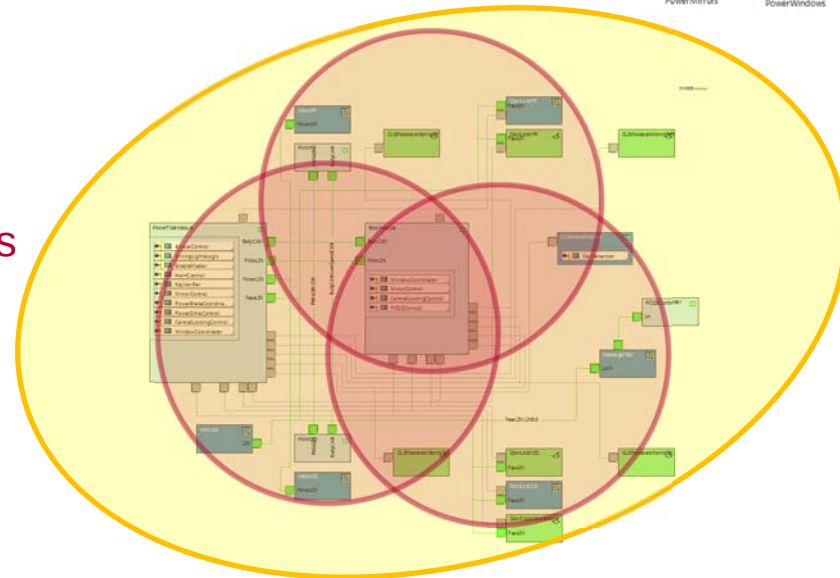
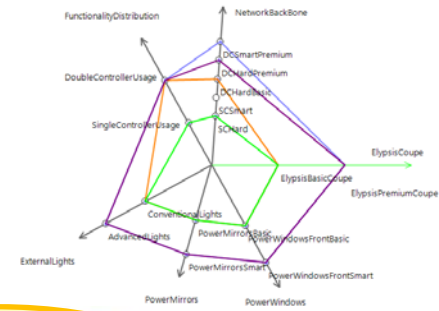
Beispiel Architekturvarianten



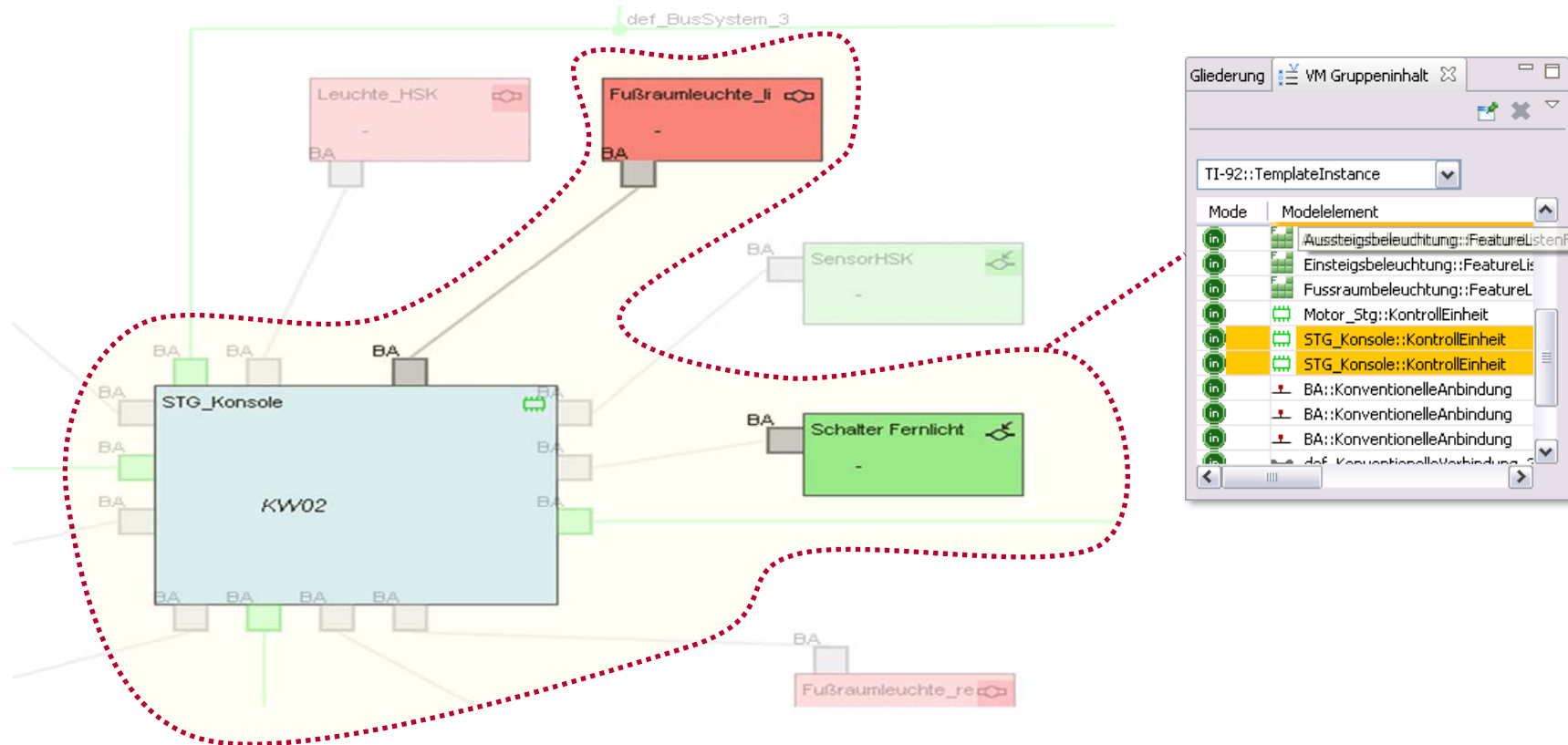
Use Case: Variant Management Super-Set Modeling

‘150% Modeling’ of Product Lines and Libraries

- **Technical Concepts**
Definition and Selection
- **Equipment**
Defining Configurations of Features
- **Building**
Representative Architecture Variants
- Set-based Structuring
- System Integration

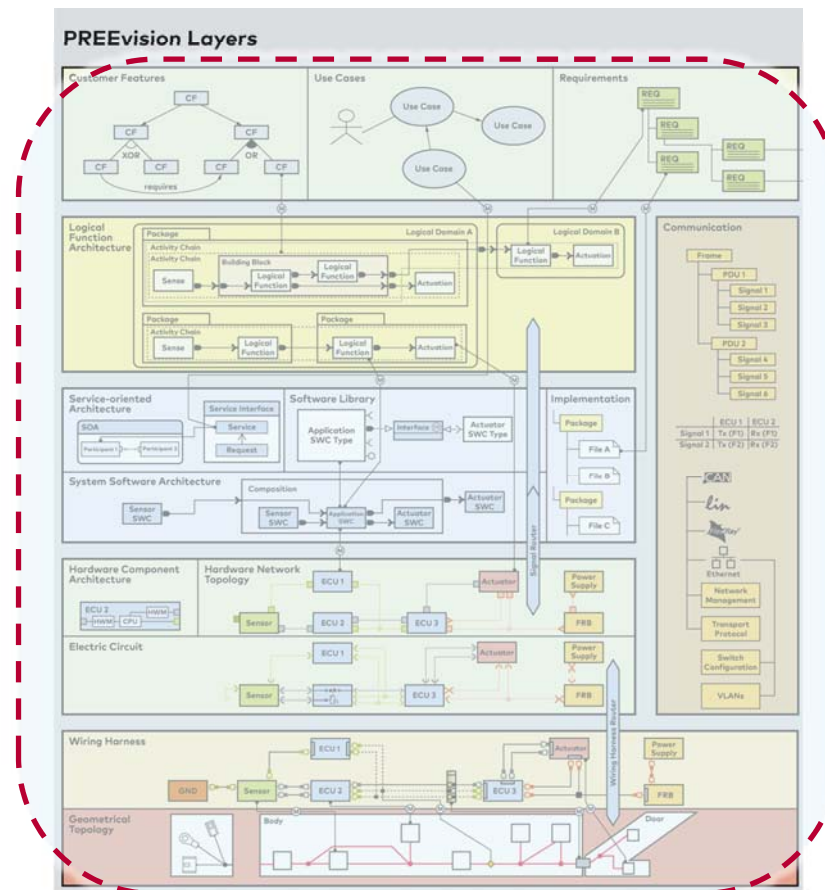


Bilden von Varianten

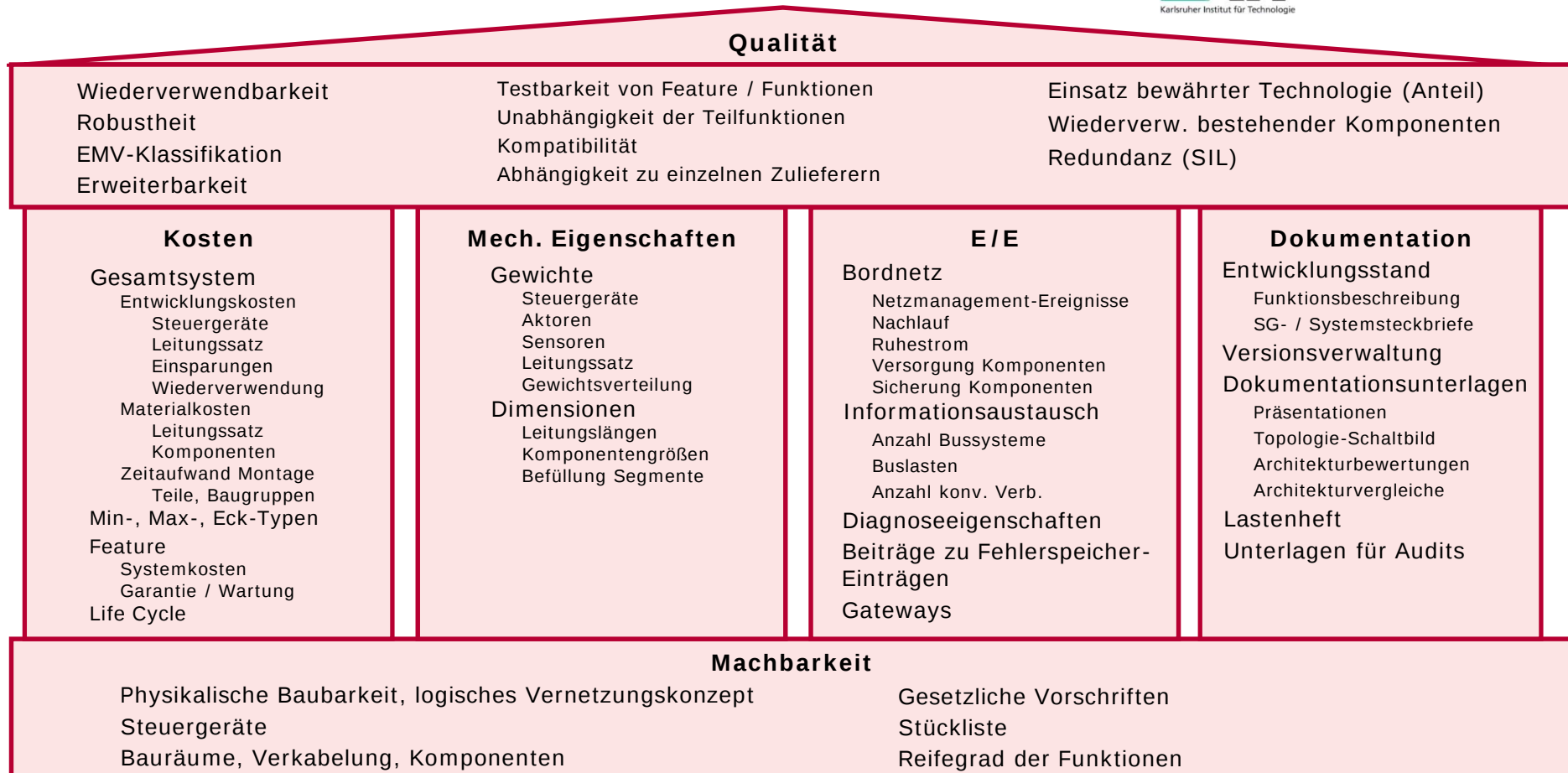


PREEvision Collaboration Platform (VIII)

Metriken

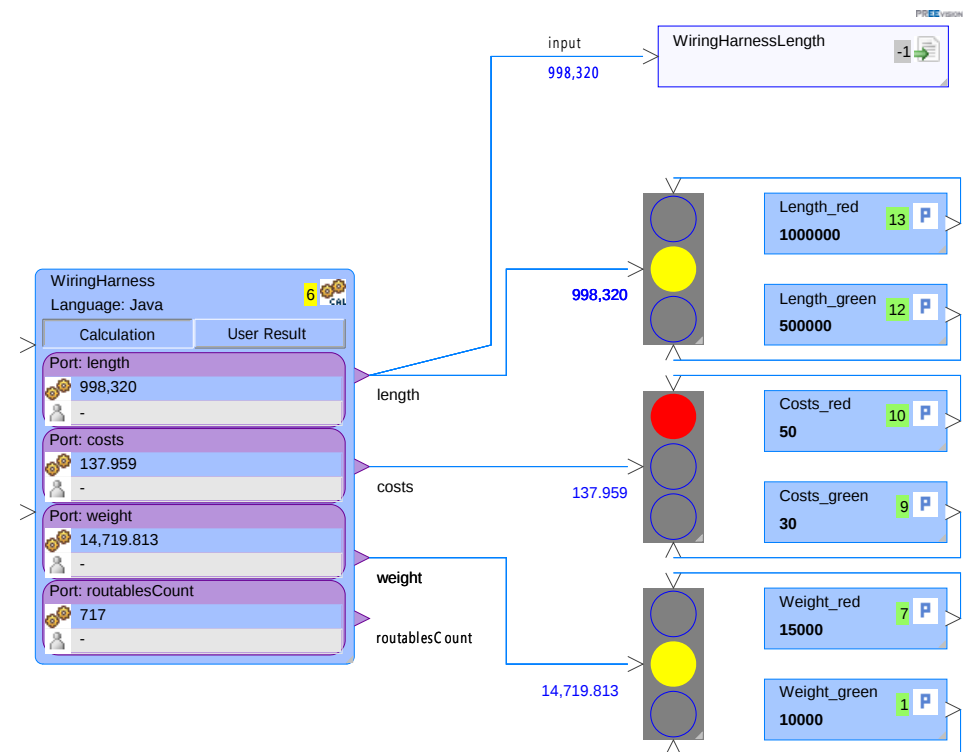


Bewertungskriterien einer E/E-Architektur

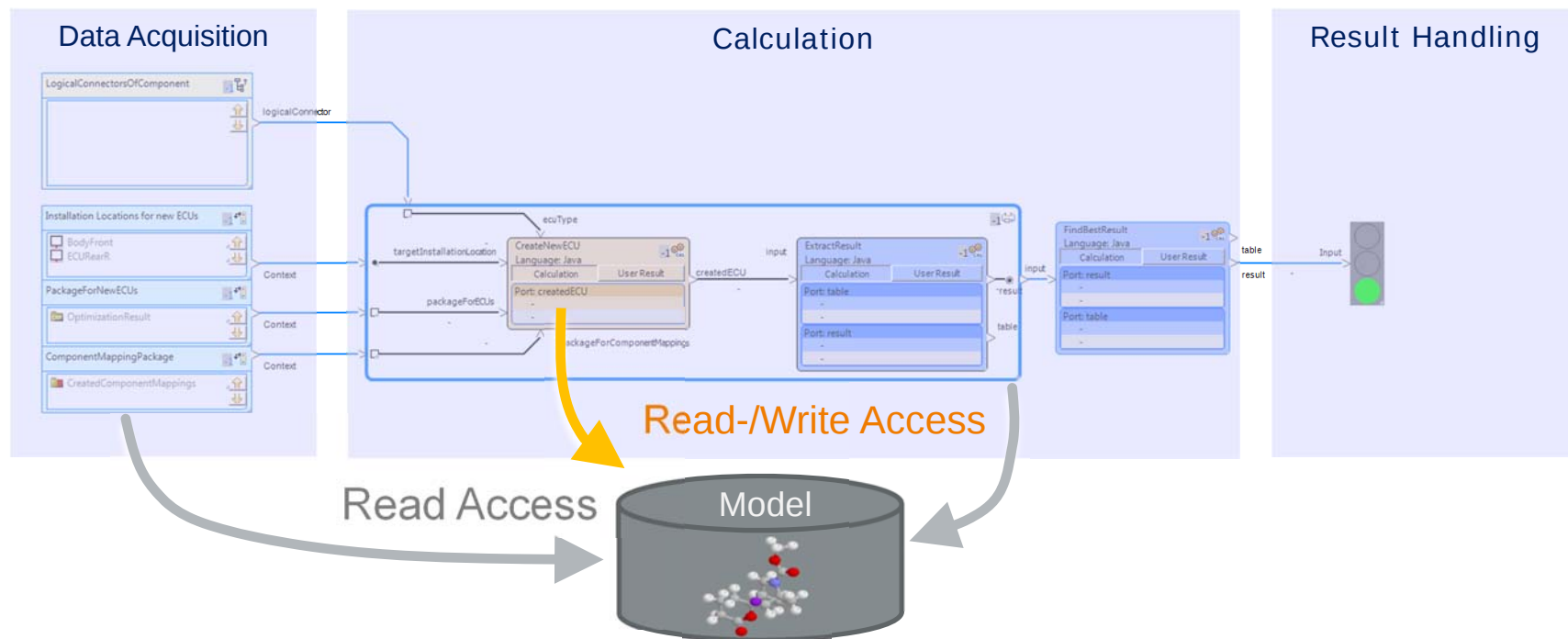


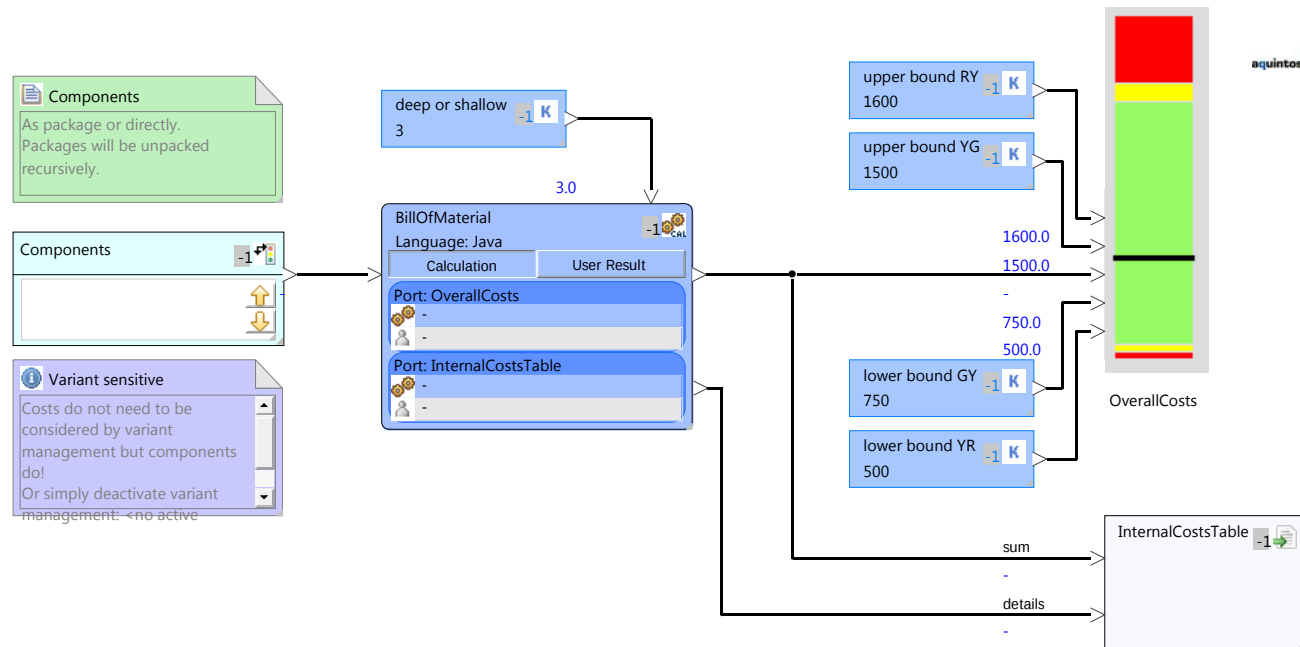
Metrics

- ▶ Are used to perform **calculations** on the data model for analysis and optimization.
- ▶ Can be widely used to enrich tool with customer **individual IP**
- ▶ Always run on the full model – the result is up to date.
- ▶ Output of metrics is streamed into **Reports** or into **GUI** as lights, scales or values.



- Are based on a **graphical notation** and can be **expanded by Java-code**

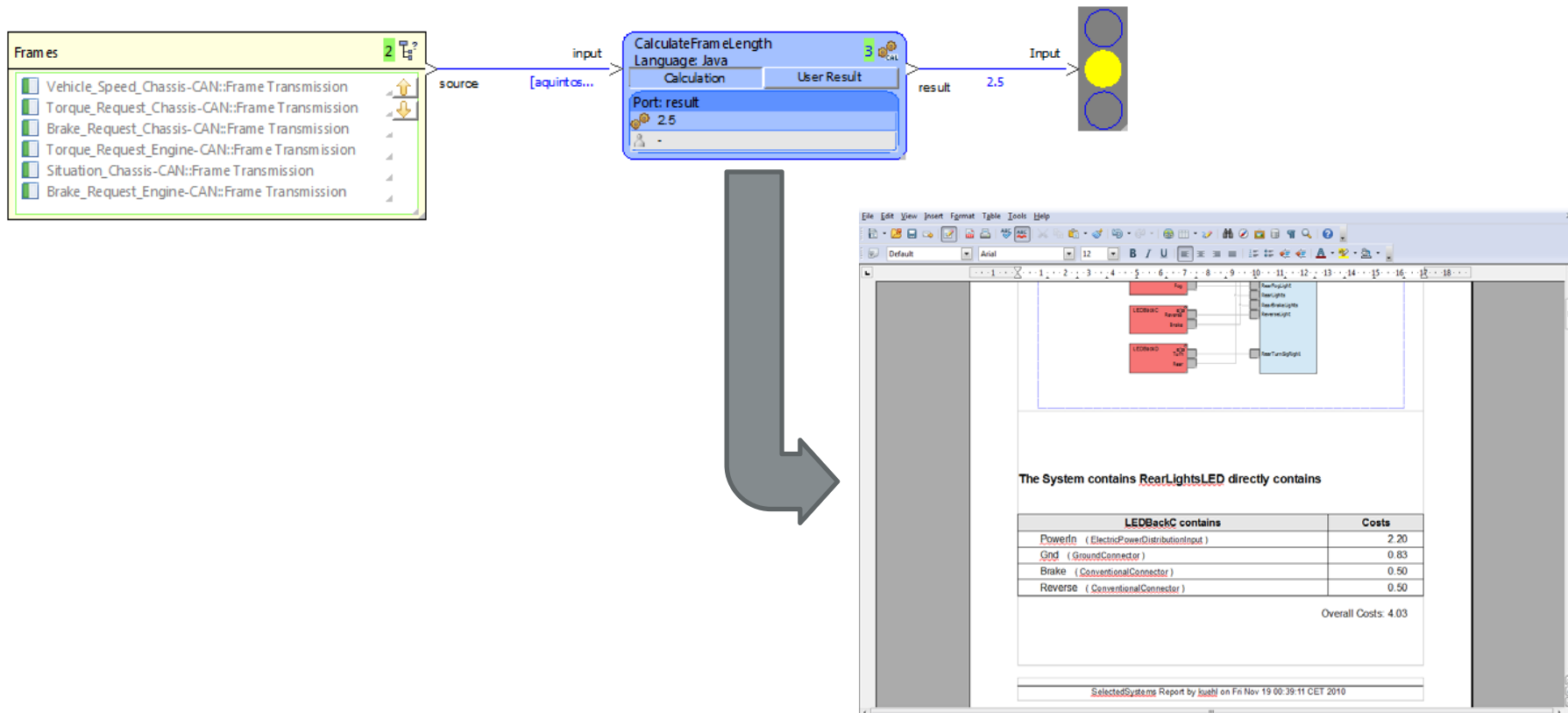




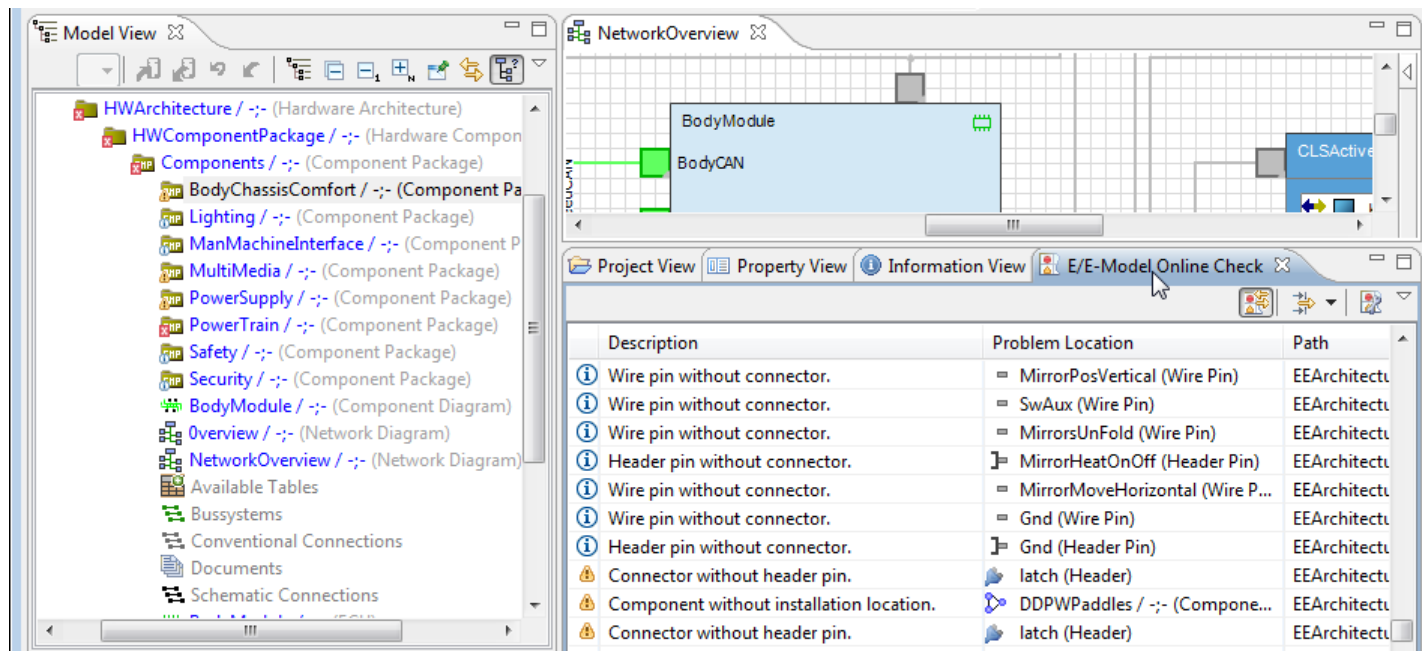
- Metrics are used to **compute** different evaluation **criteria**
- **Output** of metrics is streamed into **Reports** or into **GUI**

Metrics

Use Case: Report Generator



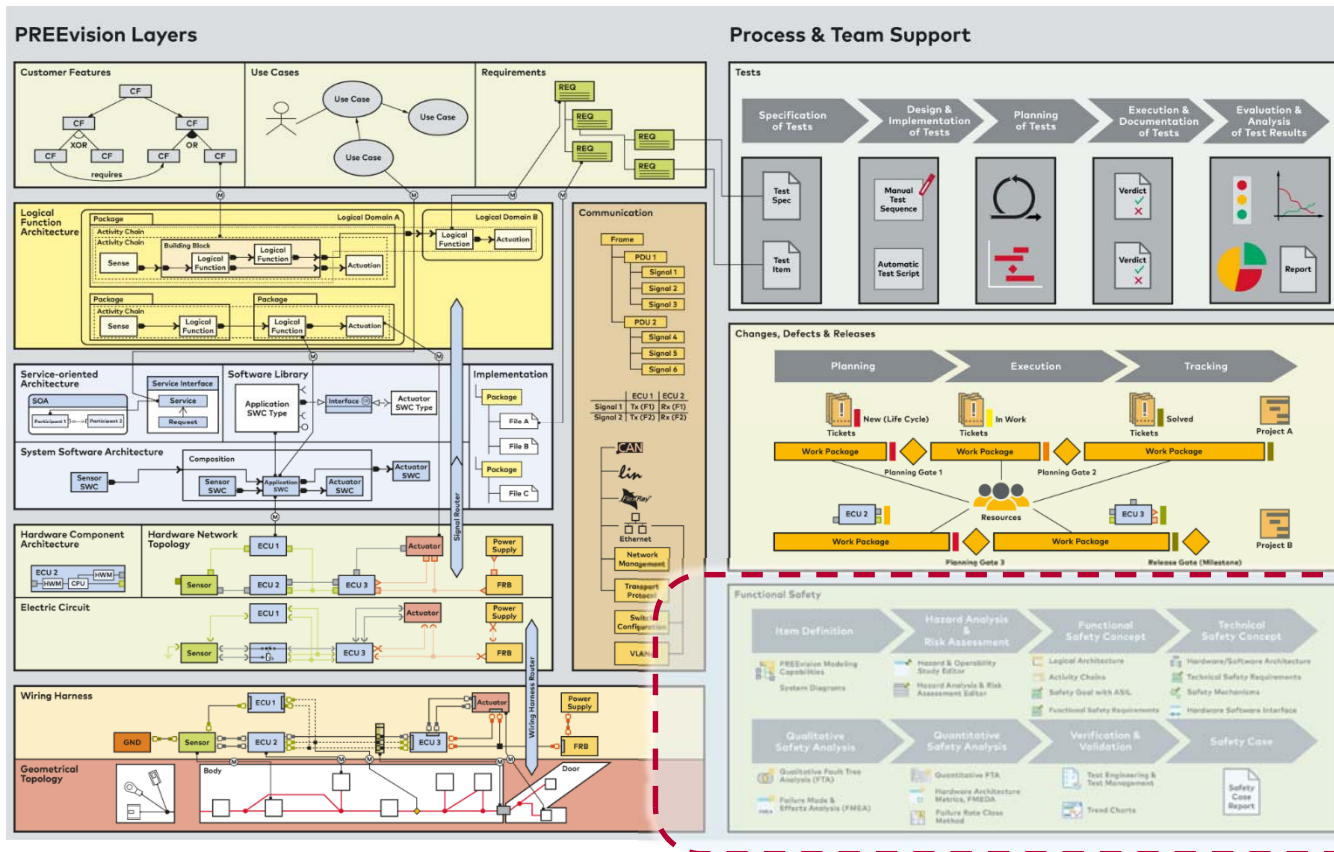
Consistency Checker



- Errors, Warnings, Information on **Architecture or selected Parts**
- Relevant **Consistency Checks** to be selected/extended
- Interactive **ToDo List**

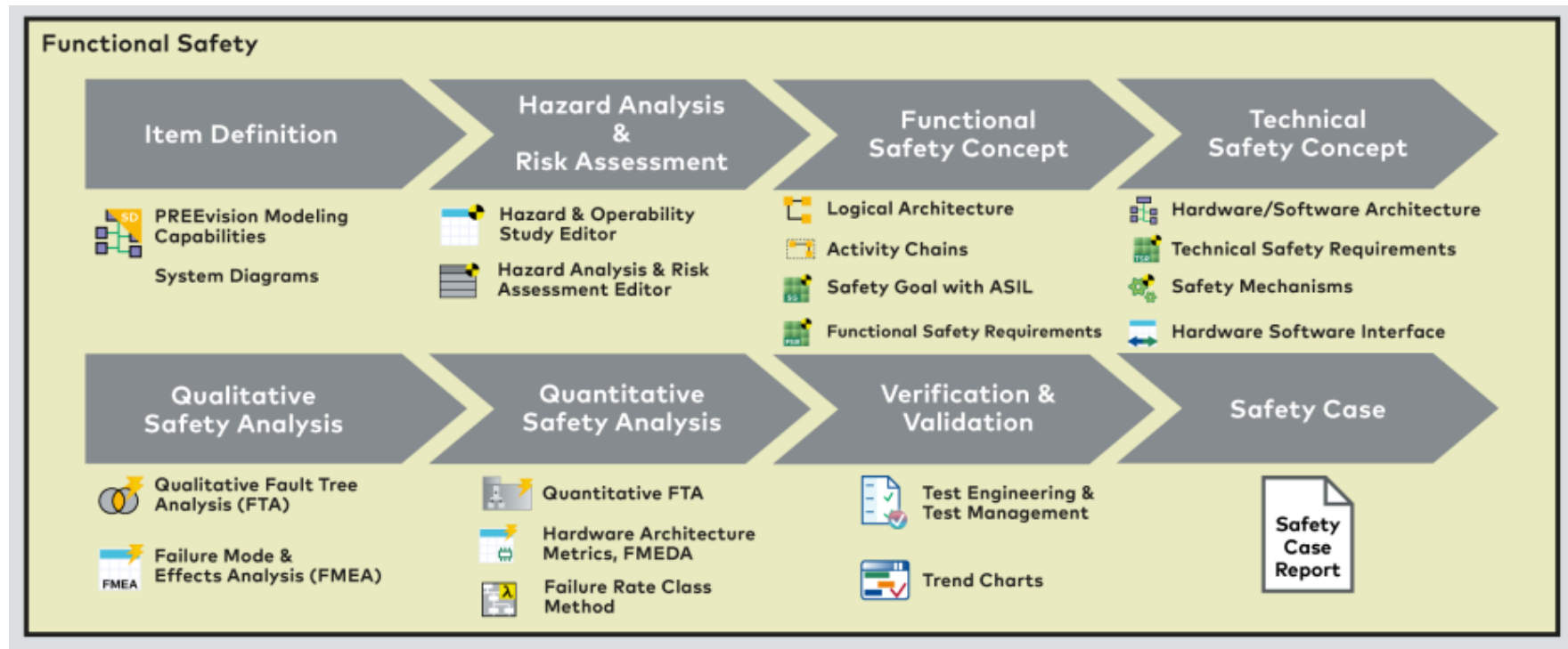
PREEvision Collaboration Platform (IX)

Safety

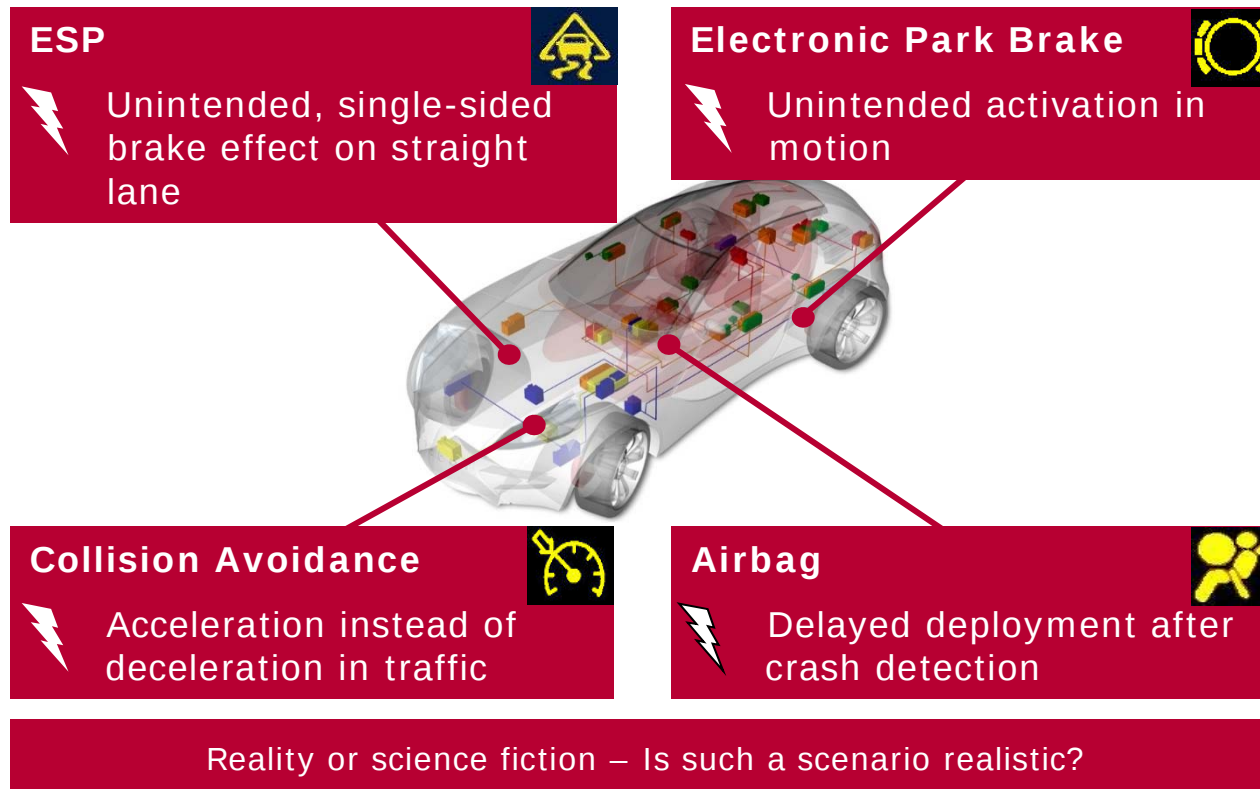


PREEvision Collaboration Platform (IX)

Safety



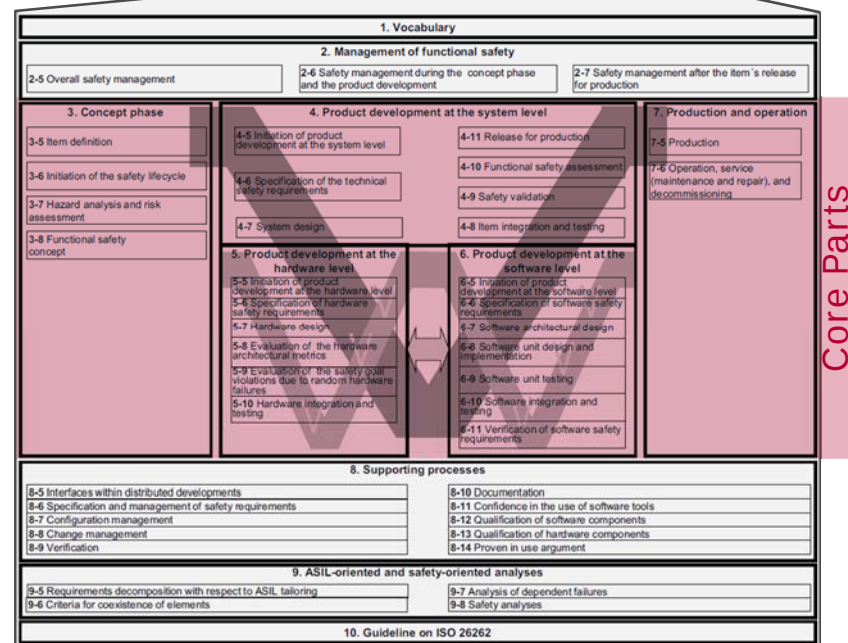
Motivation: Many Functions are Safety-Critical



Introduction Functional Safety Challenges

- ▶ 10 Parts
- ▶ 43 Chapters
- ▶ 100 Work products
- ▶ 180 Engineering methods
- ▶ 500 Pages
- ▶ 600 Requirements

ISO 26262:2011-2012
Road vehicles - Functional safety

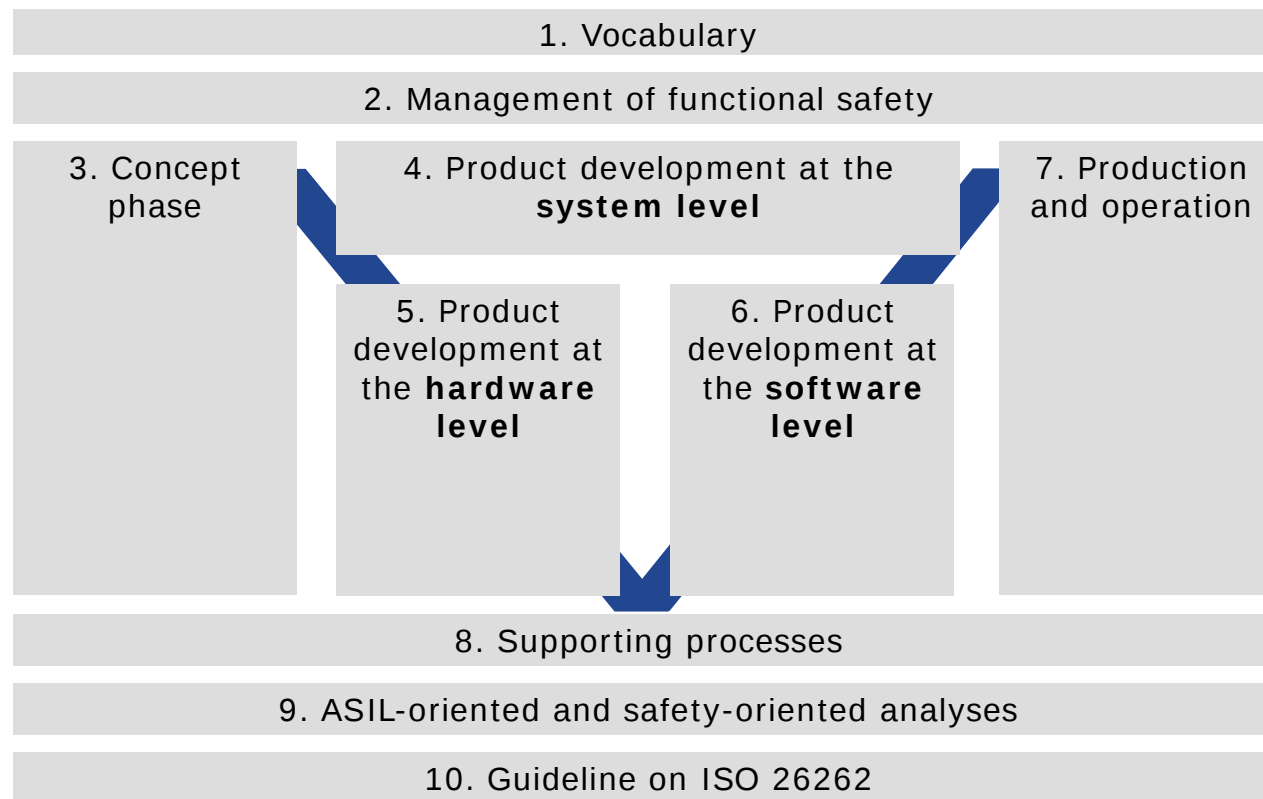


Source: [ISO26262, 10-Fig.1]

▶▶ Complex standard → Risk of overheads and costs if applied ad hoc

Introduction Functional Safety

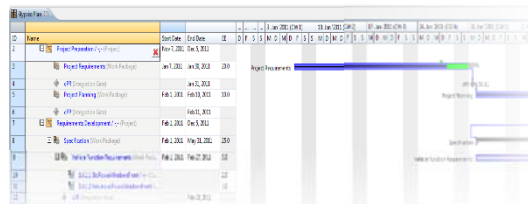
Parts of ISO 26262



Overview Functional Safety in PREEvision

Integrated Model Based System Engineering Platform

Safety Plan



Safety Analysis Methods



Cost efficient consistency and traceability



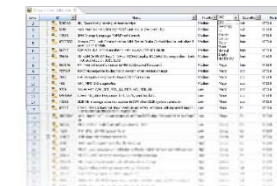
Requirements Management



System / Function / HW / SW Design

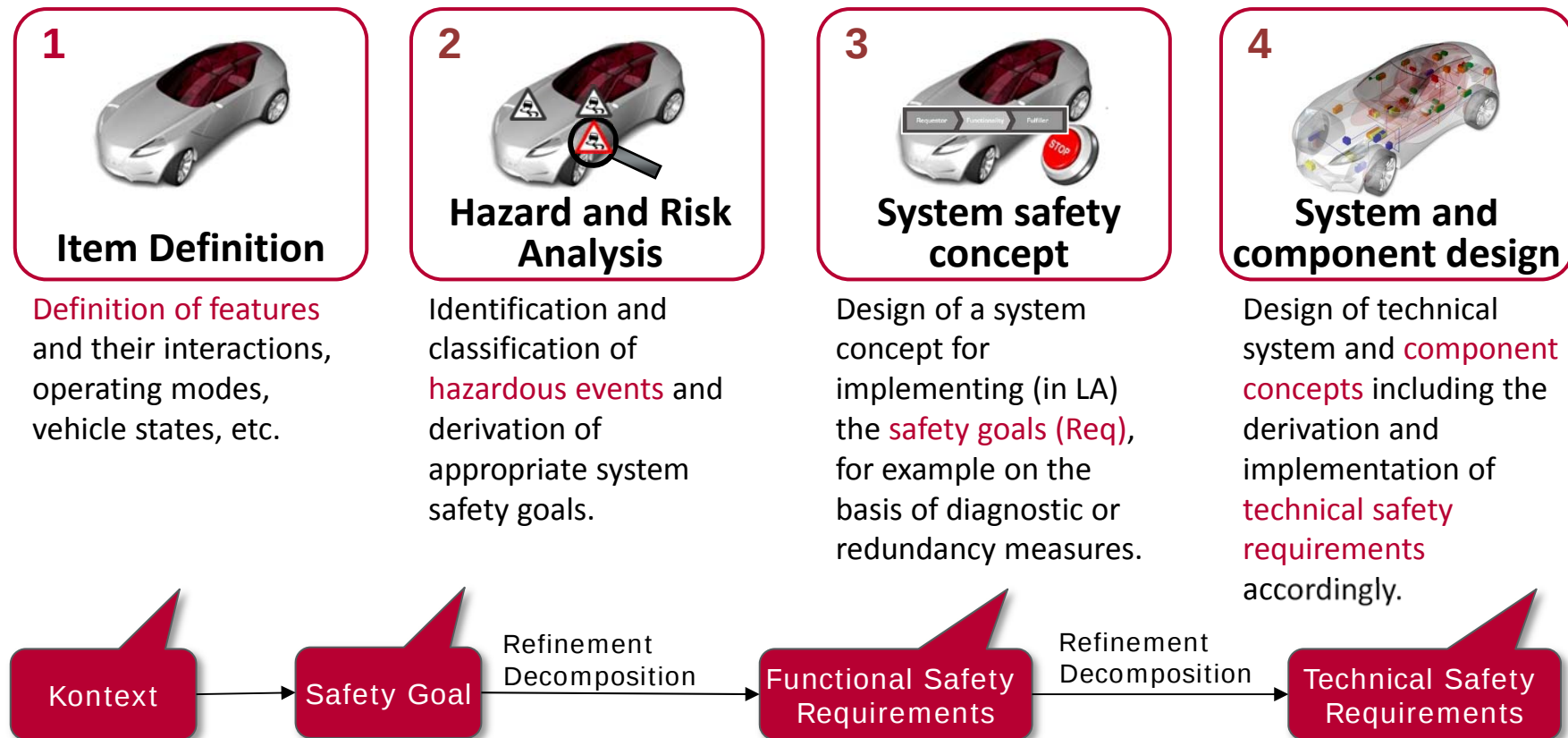


Test Management



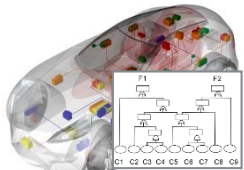
Change Management

The safety lifecycle according to ISO 26262



The safety lifecycle according to ISO 26262

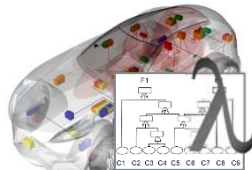
5



Qualitative Safety Analyses

Application of deductive and inductive safety analysis techniques (e.g. FTA, FMEA) to **validate the ability of the design** to meet the system safety goals.

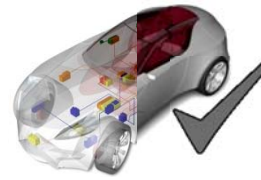
6



Quantitative Safety Analyses

Calculation of the **probability** of the system failing to meet the safety goals and confirmation that the **failure rate** and **diagnostic coverage targets** are met.

7



Verification and Validation

Confirmation through **review, analysis** and **test** that all safety requirements are correctly implemented in the delivered system and that all assumptions made in the **safety concept** are valid.

8

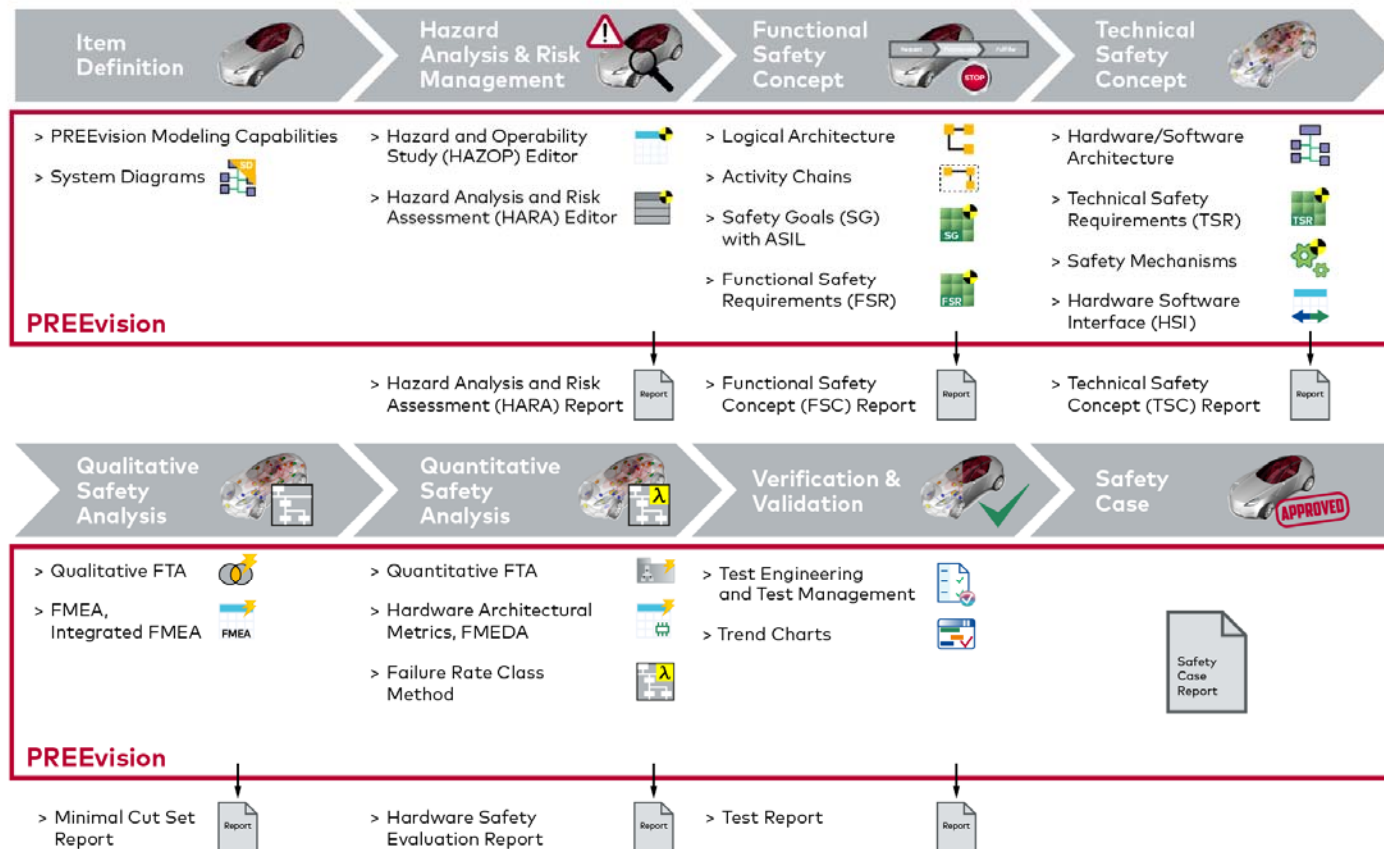


Safety Case

Construction of a structured, coherent, complete and **convincing argument** that the system meets all its safety goals and appropriate regulations.

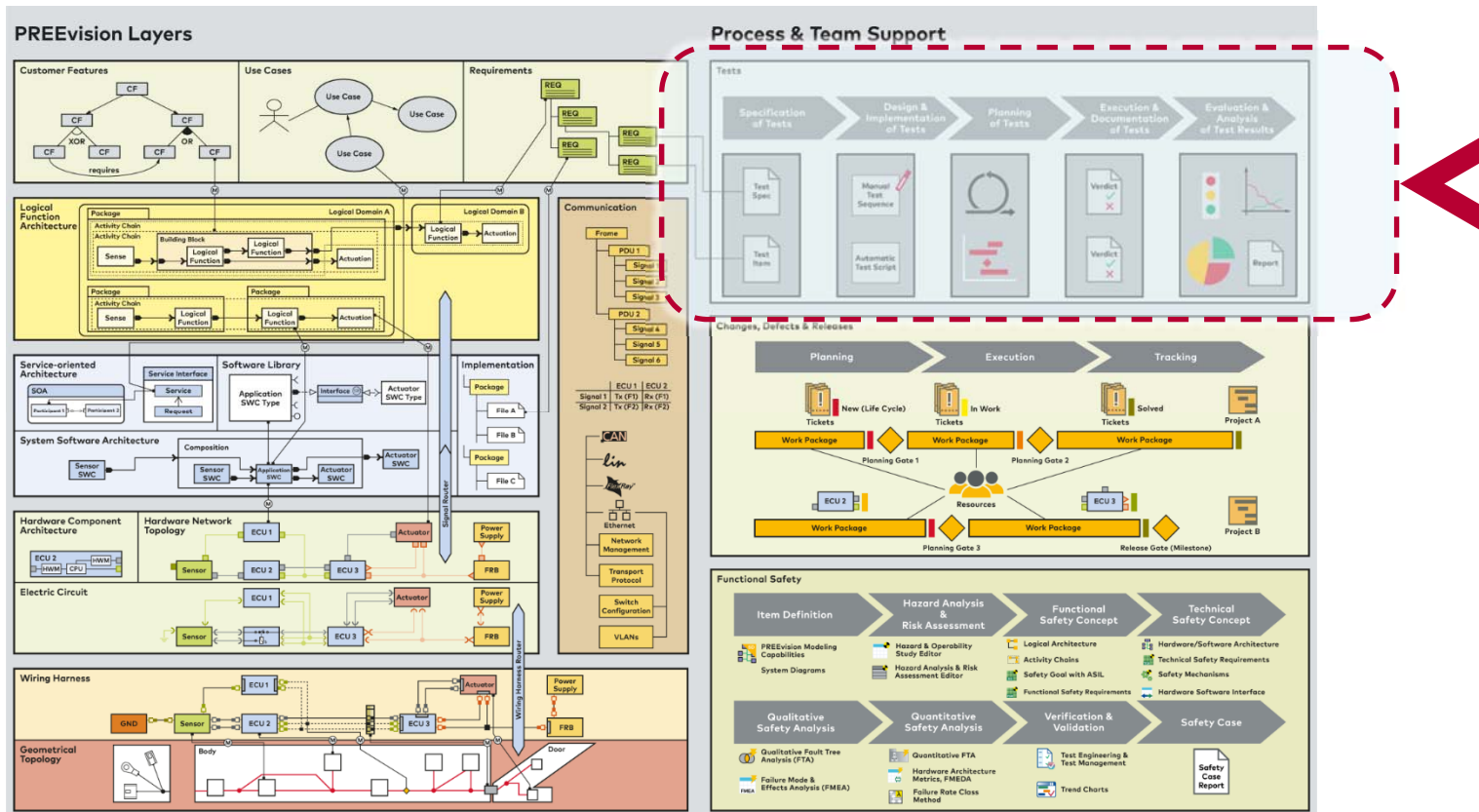
Overview Functional Safety in PREEvision

Supported steps of the safety lifecycle



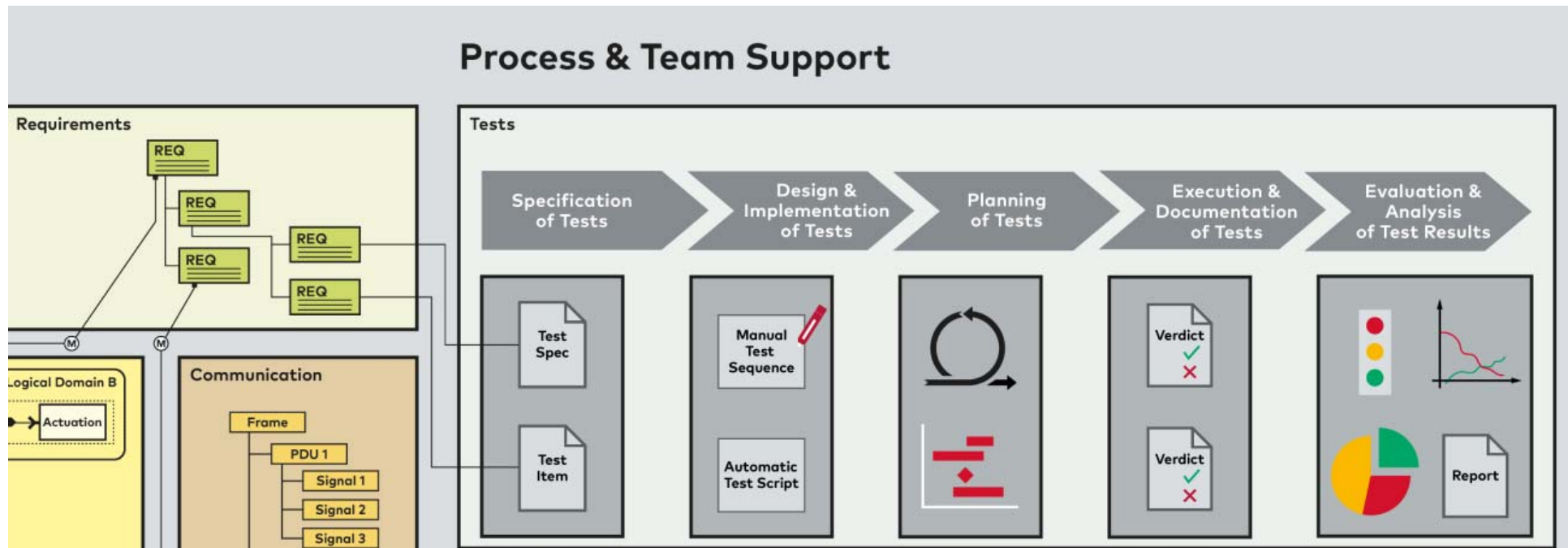
PREEvision Collaboration Platform (IX)

Test Daten Mangement



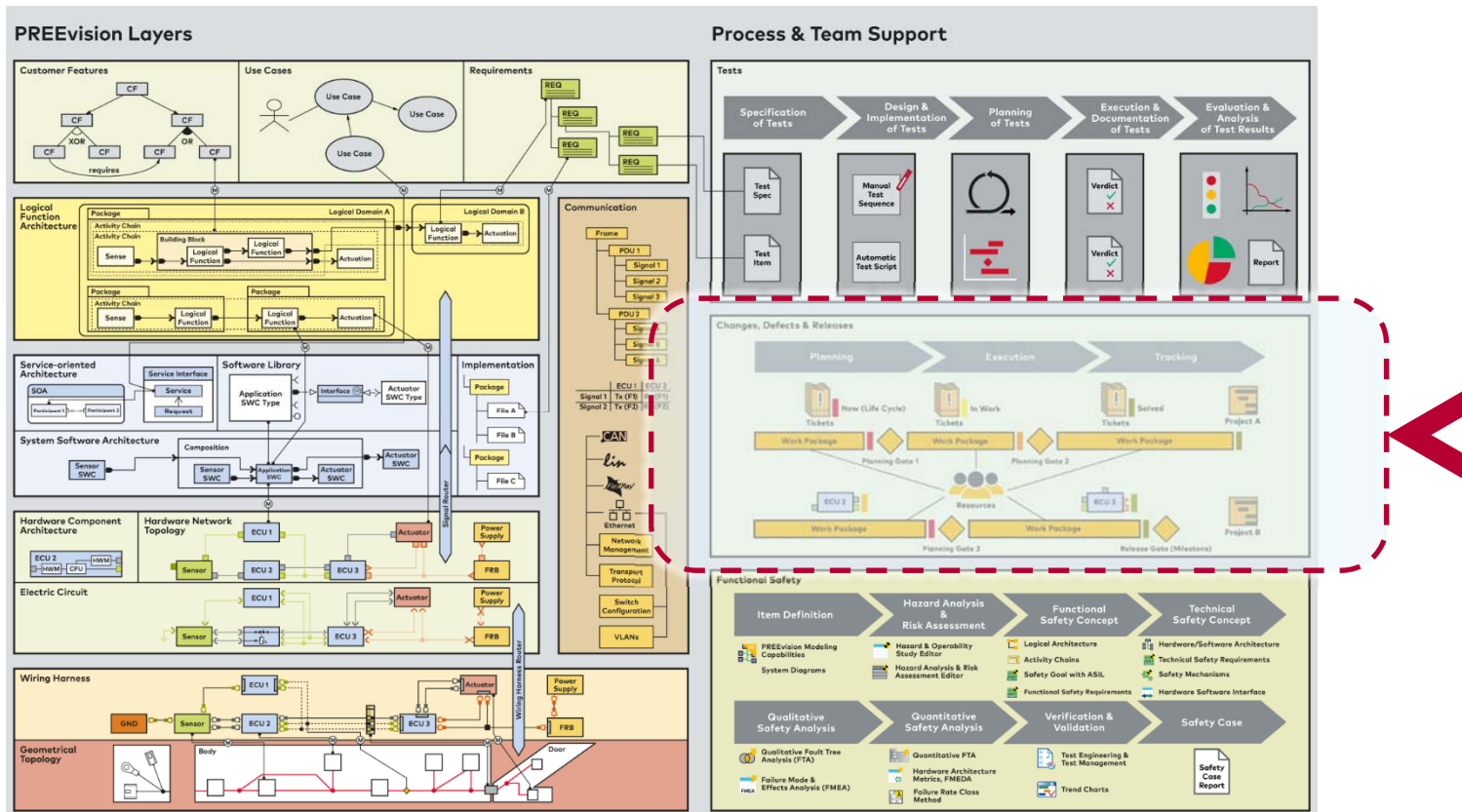
PREEvision Collaboration Platform (IX)

Test Daten Management



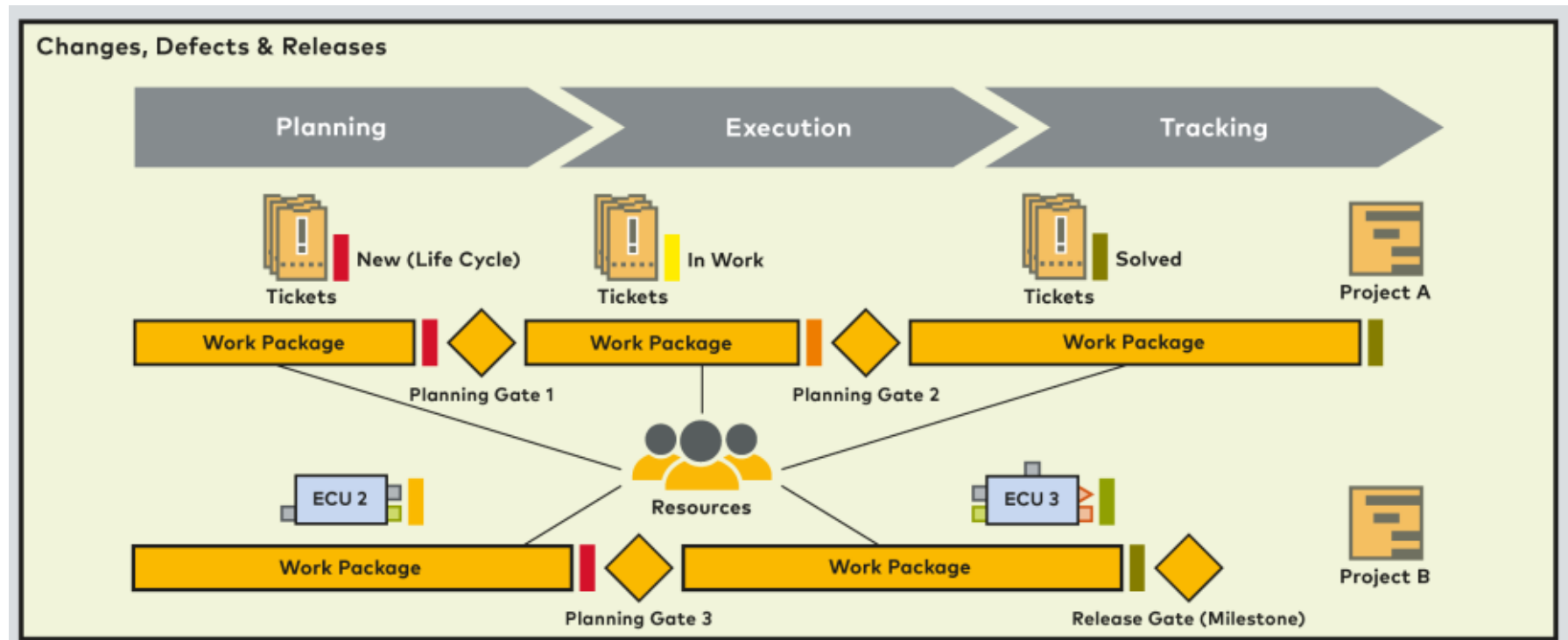
PREEvision Collaboration Platform (IX)

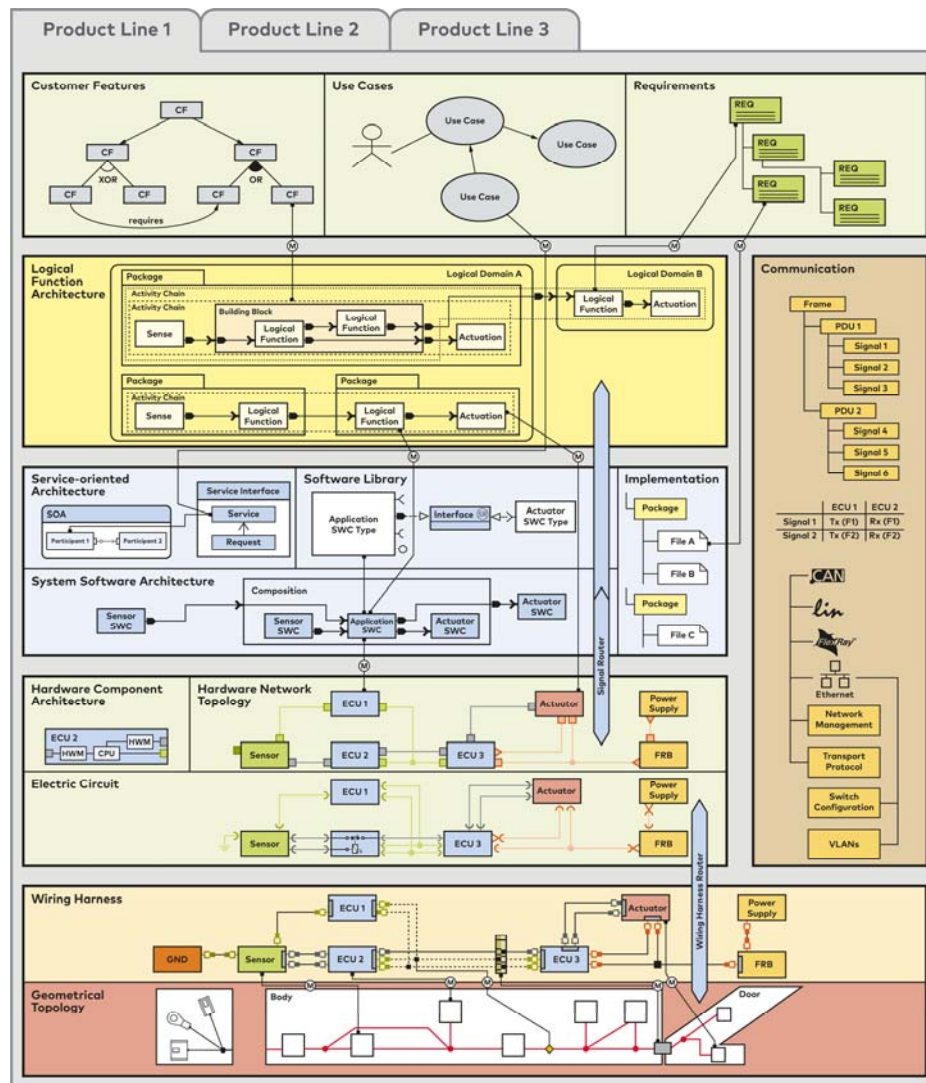
Change Management



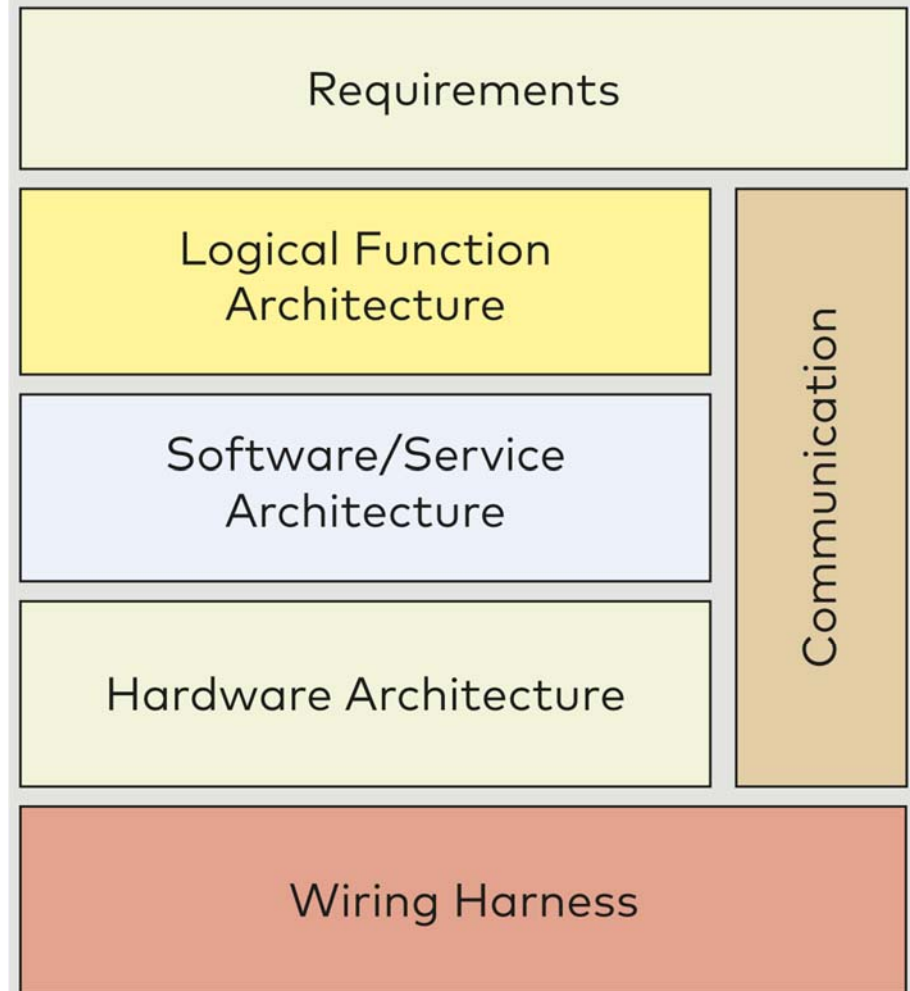
PREEvision Collaboration Platform (IX)

Change Management





PREEvision Layers



PREEvision Layers

Requirements

Logical Function
Architecture

Software/Service
Architecture

Hardware Architecture

Wiring Harness

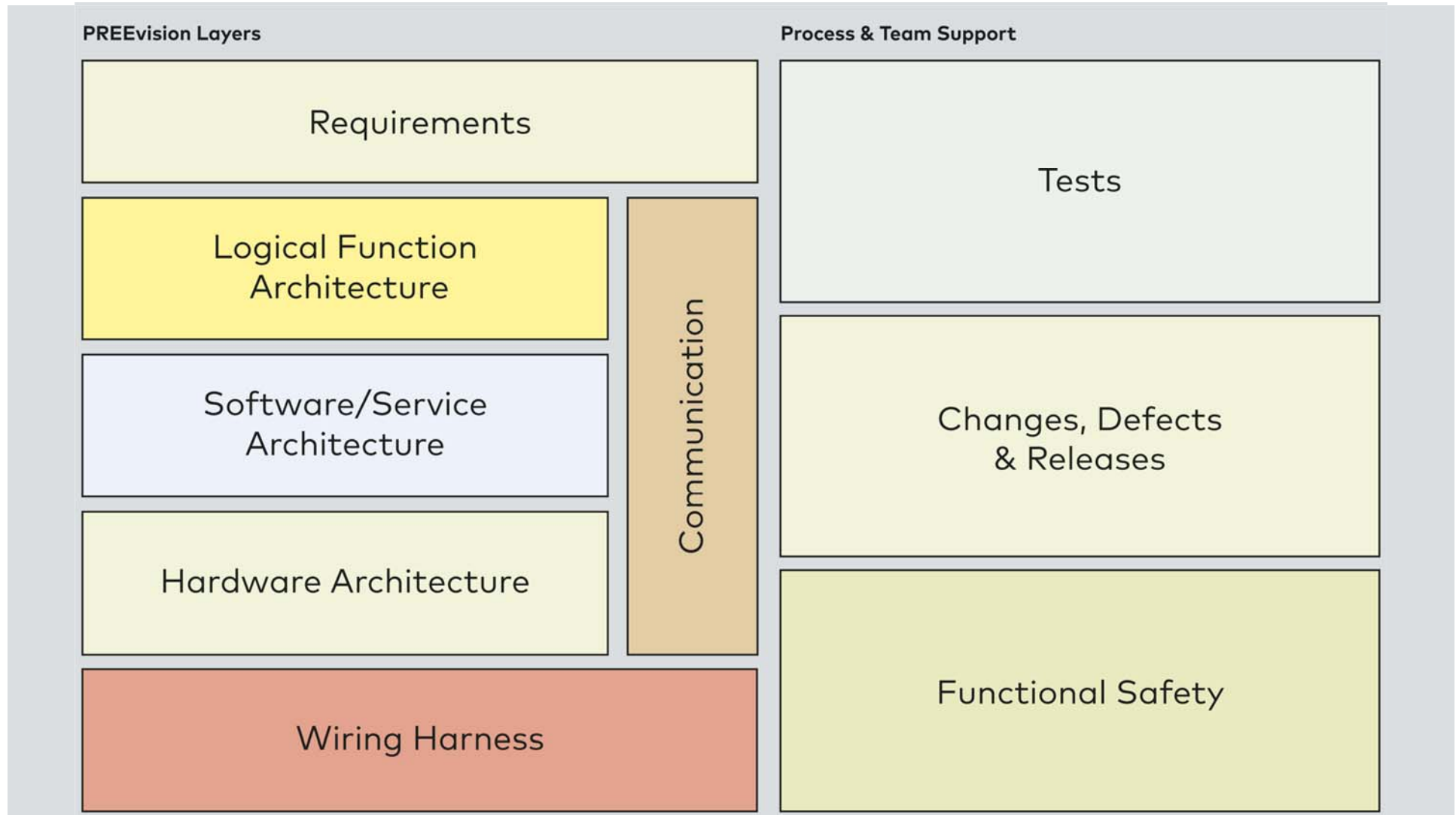
Communication

Process & Team Support

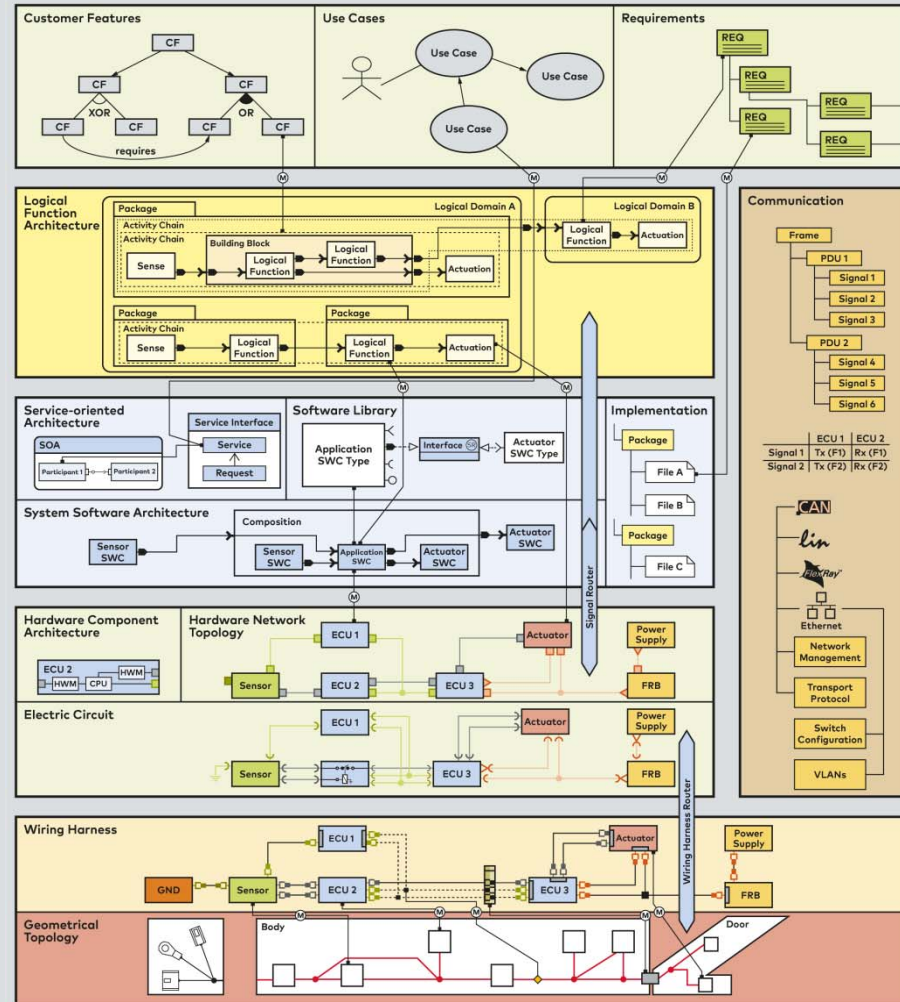
Tests

Changes, Defects
& Releases

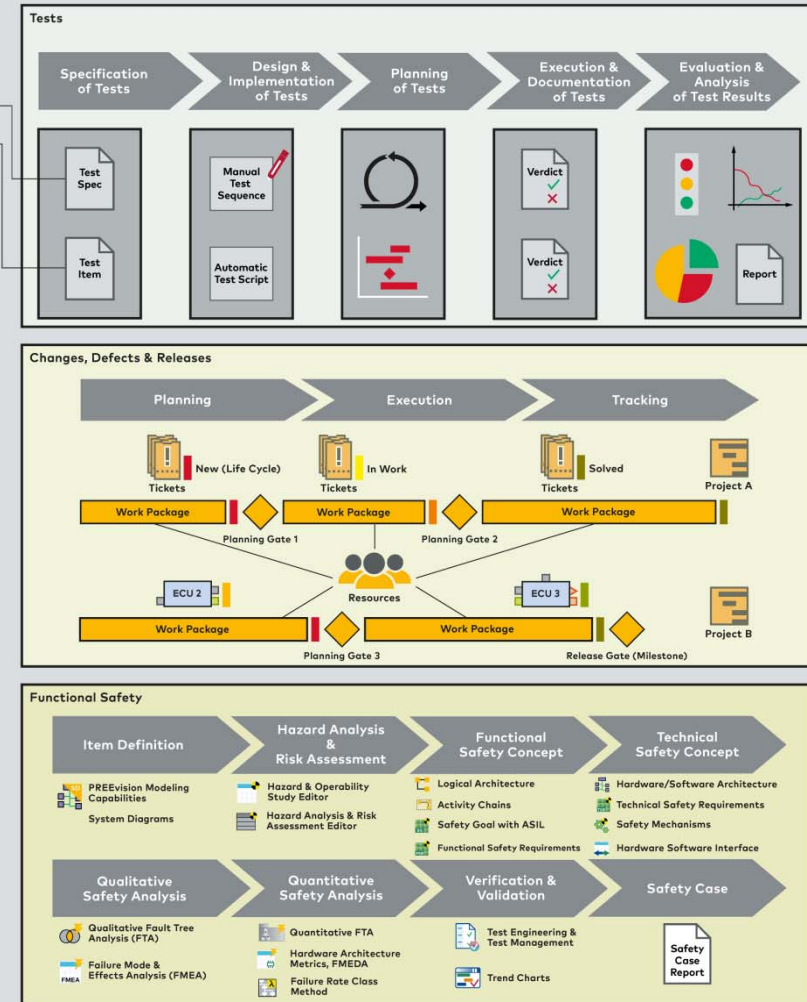
Functional Safety



PREvision Layers



Process & Team Support



Thank you for your attention.

For detailed information about Vector
and our products please have a look at:

www.vector.com

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