

Creating Mission Models using SysML and Cameo Systems Modeler

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John DeHart



Hello, I'm John. I have worked in aerospace industry for +25yrs. I have been a part of several major aircraft development programs including 737-X, Cessna 650, B-2, F-22, and many missile programs including Tac-Tom, Javelin, JASSM, LRASM, NLOS, there are a lot more... I just forget.

Most of my career has been in structures, controls, multidiscipline, simulation, and now as a systems engineer.

M.S. Systems Engineering, Georgia Tech B.S. MET, Georgia Southern



Outside of modeling and sim, I enjoy making home brew, and I have a neat greenhouse specializing in lettuce.



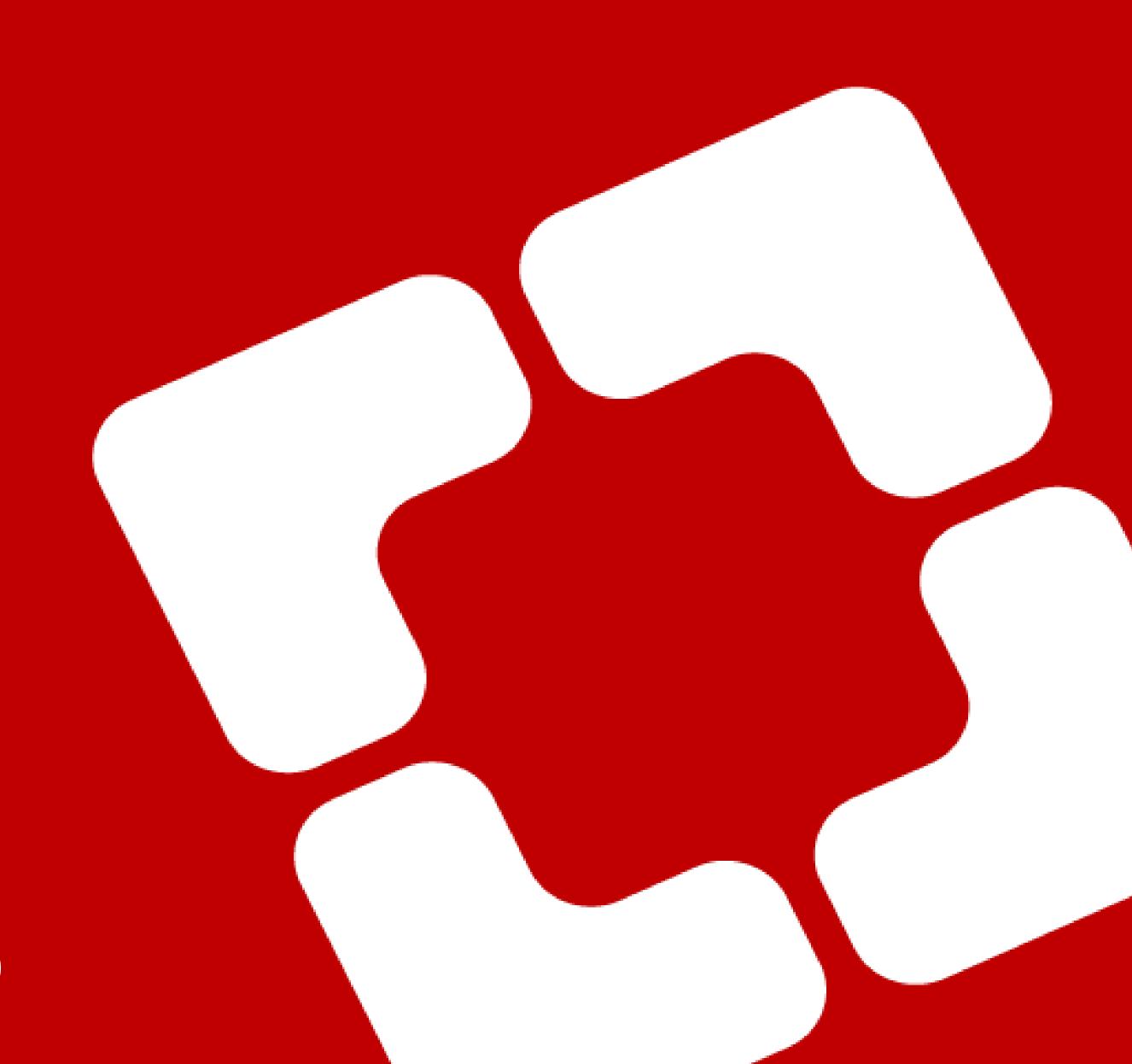


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About AVIAN



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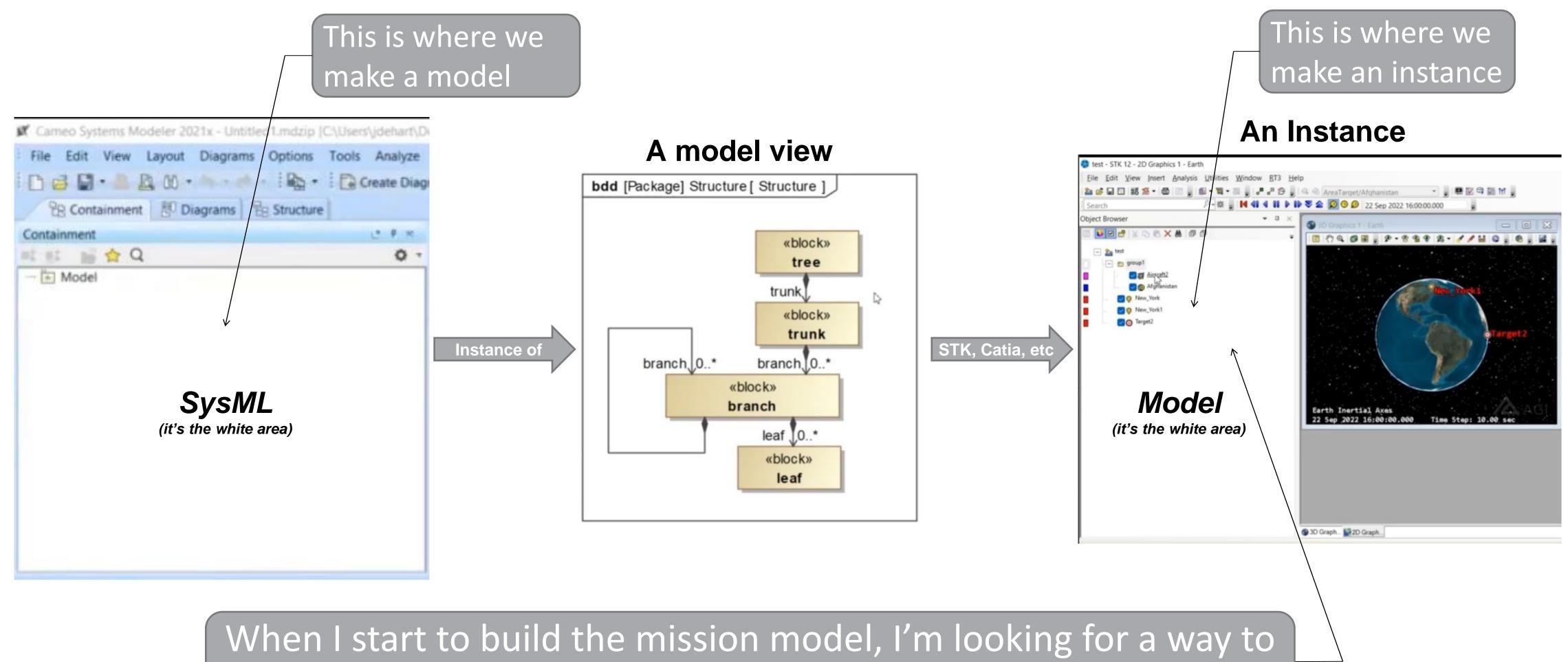
Avian is a leading Service-Disabled, Veteran Owned Small Business (SDVOSB) with all the responsiveness and reachability of a small business and the resources of a large one (≈ 250 employees)

- Our Capability
 - Provide skilled modelers at all levels of expertise Provide an initial "Assist Team" to assess capability needs Provide a functional environment with use of floating Cameo licenses Ability to produce modelers through organic training environment.
- AVIAN's Involvement in MBSE
 - Direct support to the NAVAIR / NAWCAD Systems Engineering Transformation (SET) team to build the processes and methodology necessary to implement MBSE at the organization level.
 - Direct support to SET for MBSE courseware development and training.

Introductions

- Mission Modeling in SysML
 - What is the purpose of a model? → To Inform
 - Inform a document, simulation, analysis, etc.
 - Think of it like playing Risk...
 - Set the board up → play the game → analyze your loss
- Agenda
 - Some general modeling observations
 - Demo Example mission laydown model
 - Demo Example arrow
 - Wrap-up

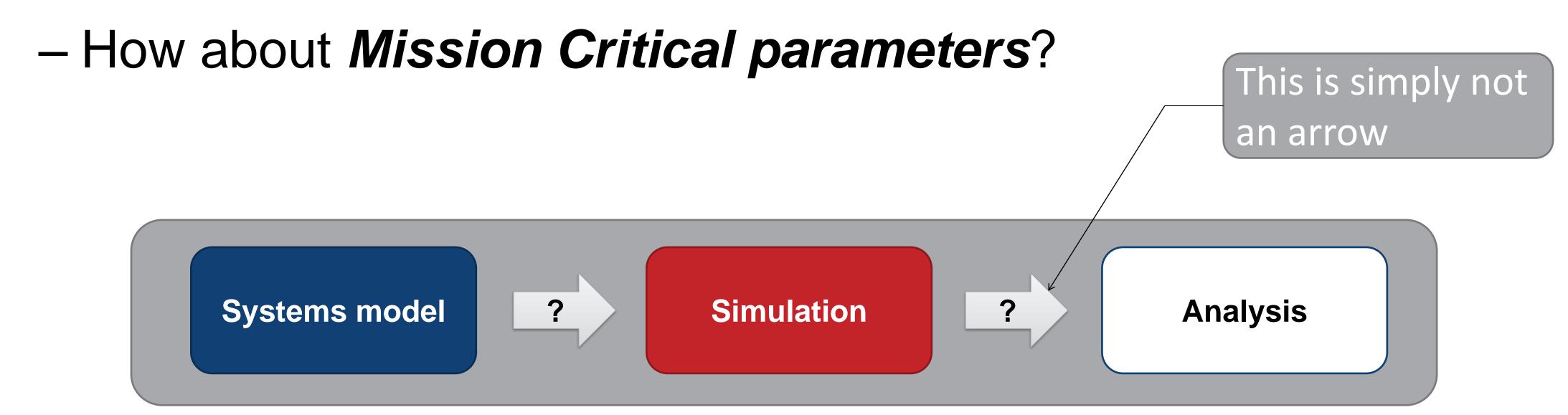
Containment Trees, Models, and Instances



When I start to build the mission model, I'm looking for a way to build this type of instance from the SysML model.

Defining Purpose, Objectives, Goals, and Scope

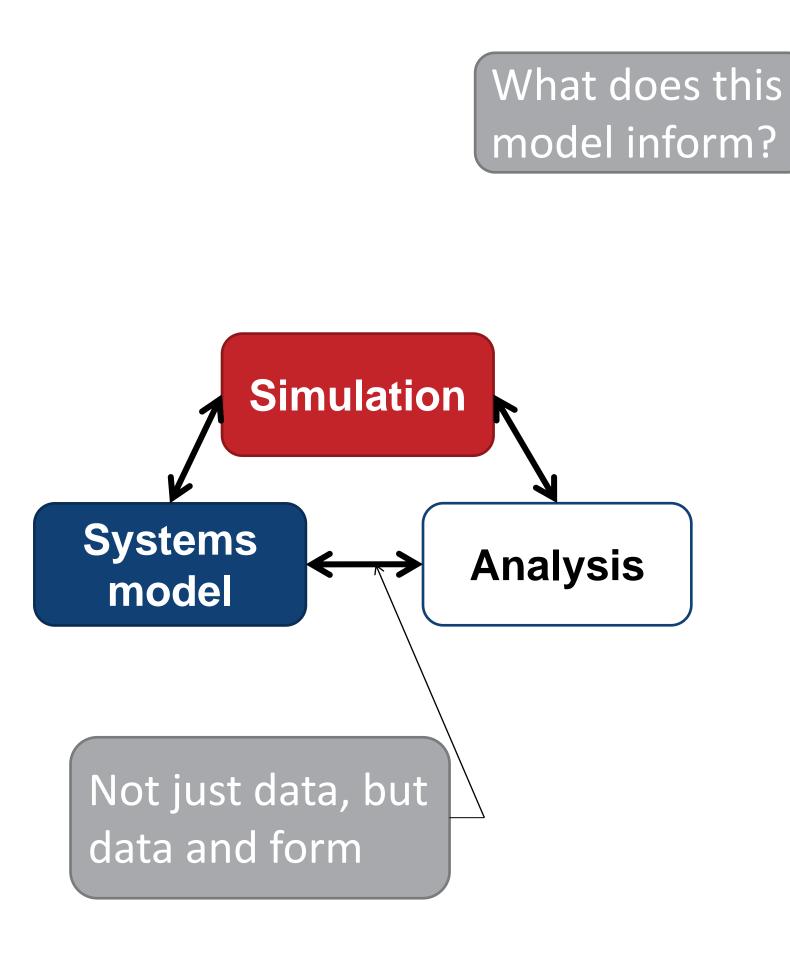
- Before we start modeling, we need to define a clear purpose, objective, goals, and scope
 - What is the model informing? (a document, a sim, an analysis)
 - Do we need to inform structure? How does one do this?

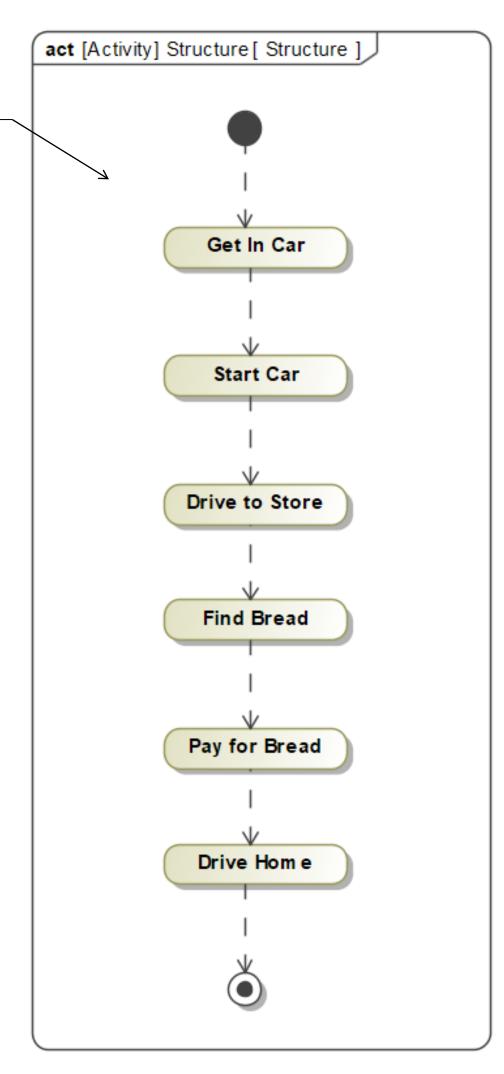


Creating Informed and Informing Models

- Models should inform and be informed by other models to avoid creating malformed models
- SE provides *Mission Critical Information*
 - What information does the simulation need?

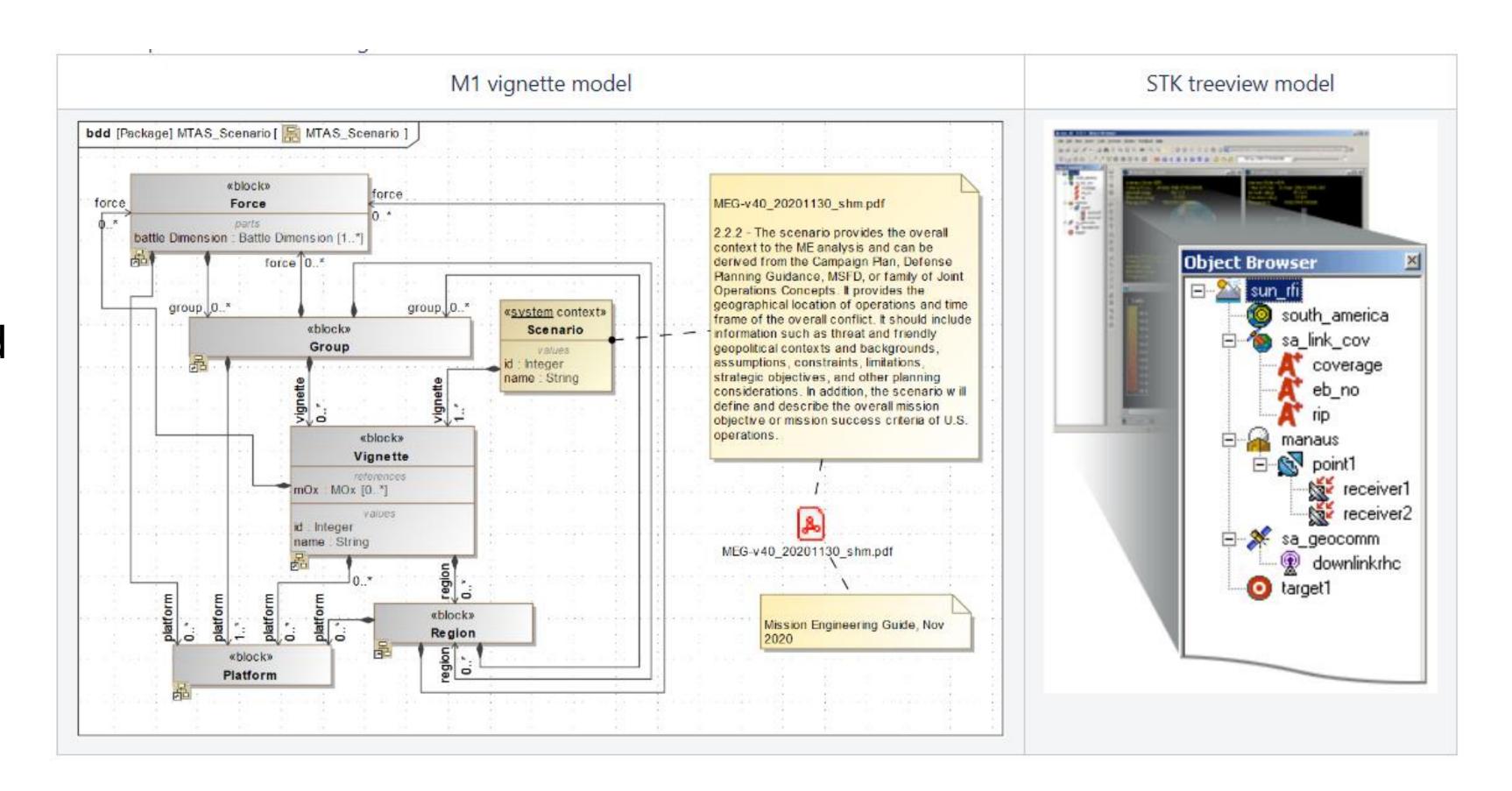
Well All of it...





Treeview and Model Instances

- In software development we have a Treeview
- Typical for most engineering software
- We can mimic this method when building systems models that inform
- Particularly useful when informing the mission laydown

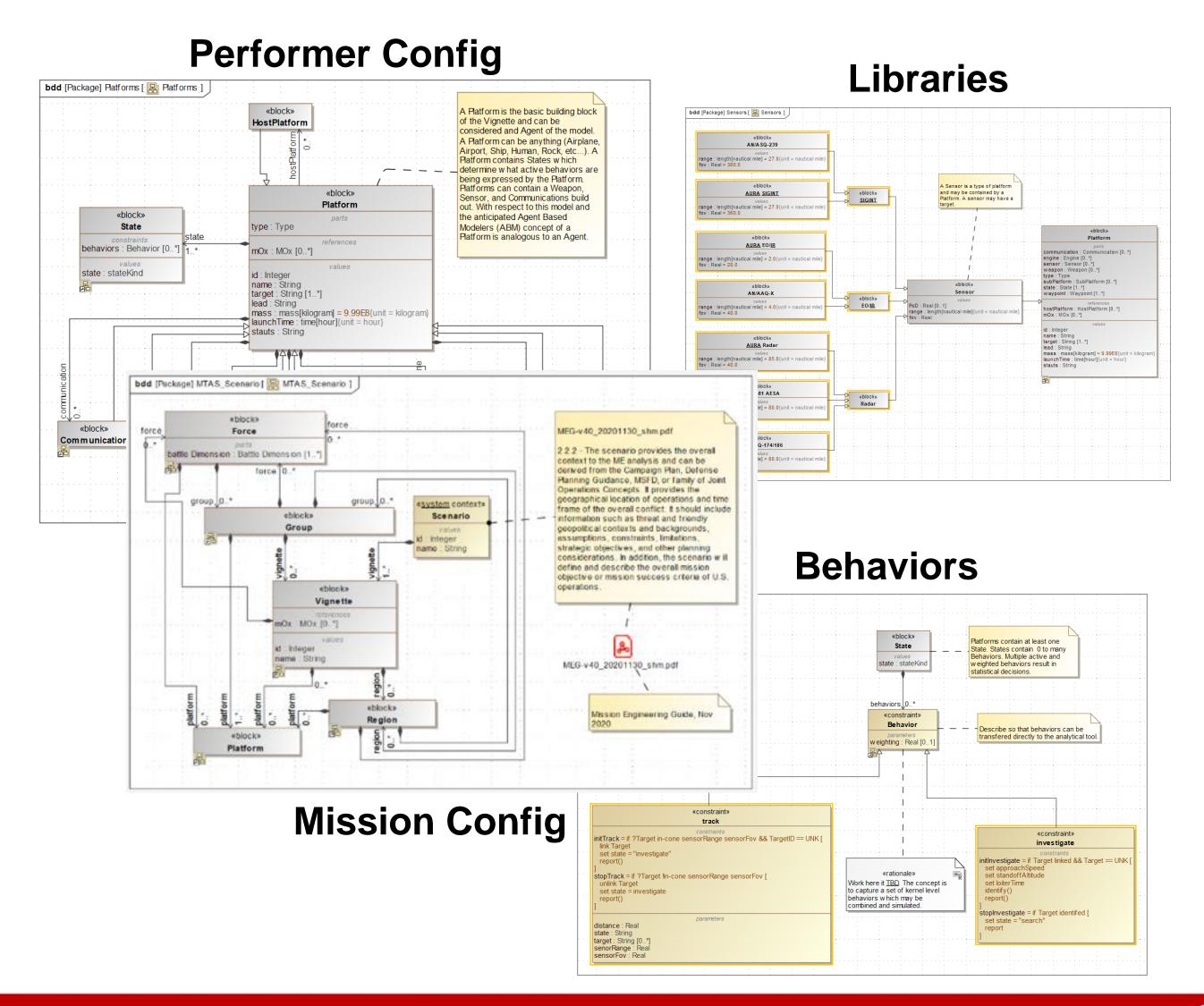


To inform, the systems model can simply take the form of a *TreeView*



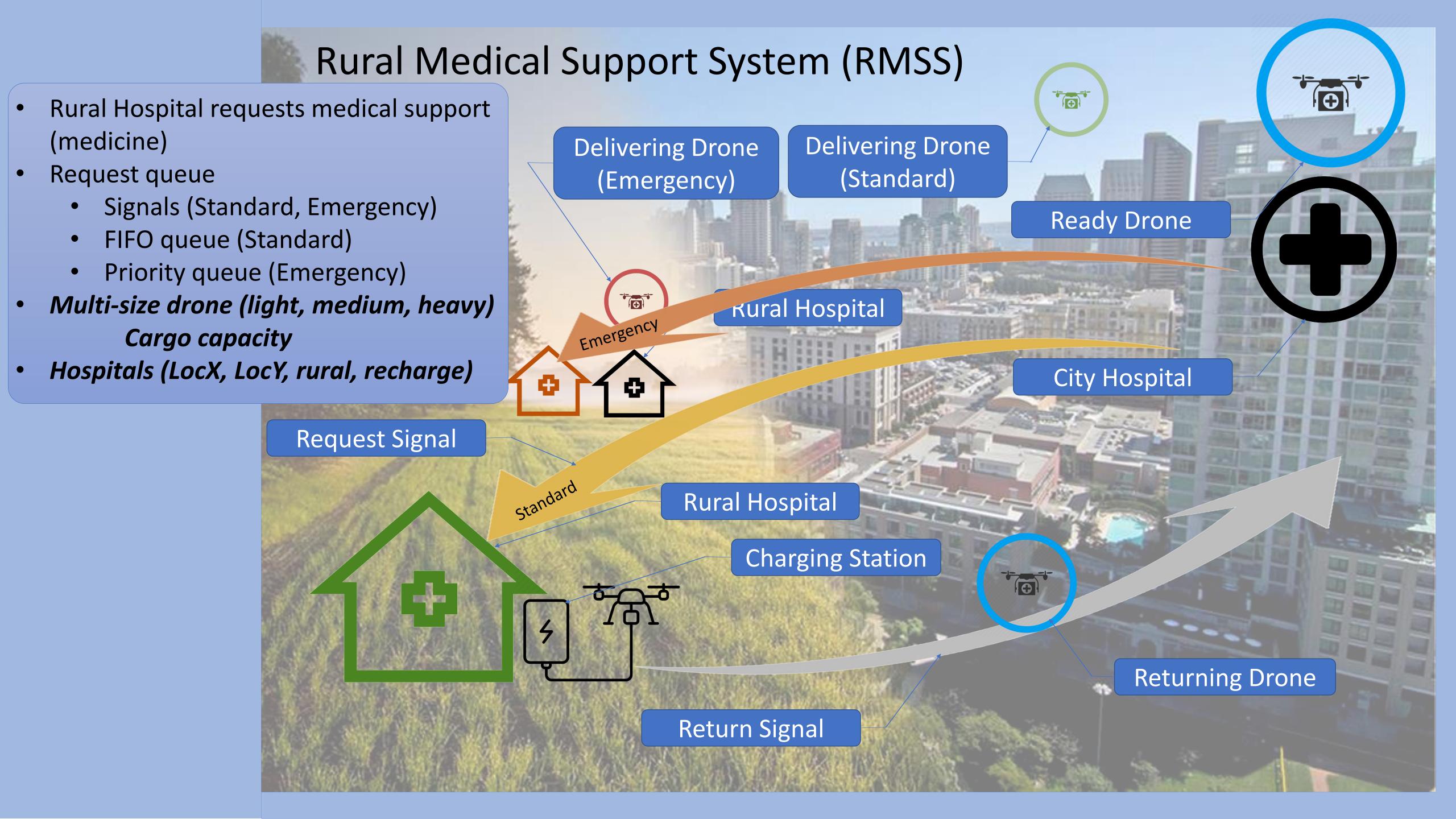
Thinking About Model Structure

- What structure do we need to model a mission? mission model, performer, behaviors, libraries...
- If we are planning on simulating using an ABM what should the SE model look like?



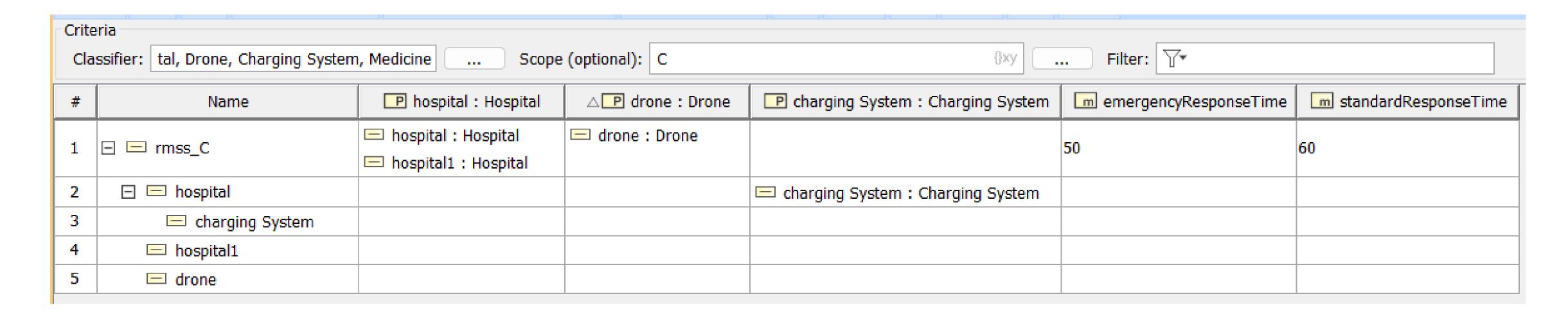
Demo - Building a Simple Mission Model

- Demonstrate building a mission model
 - Use a remote medical support system as an example

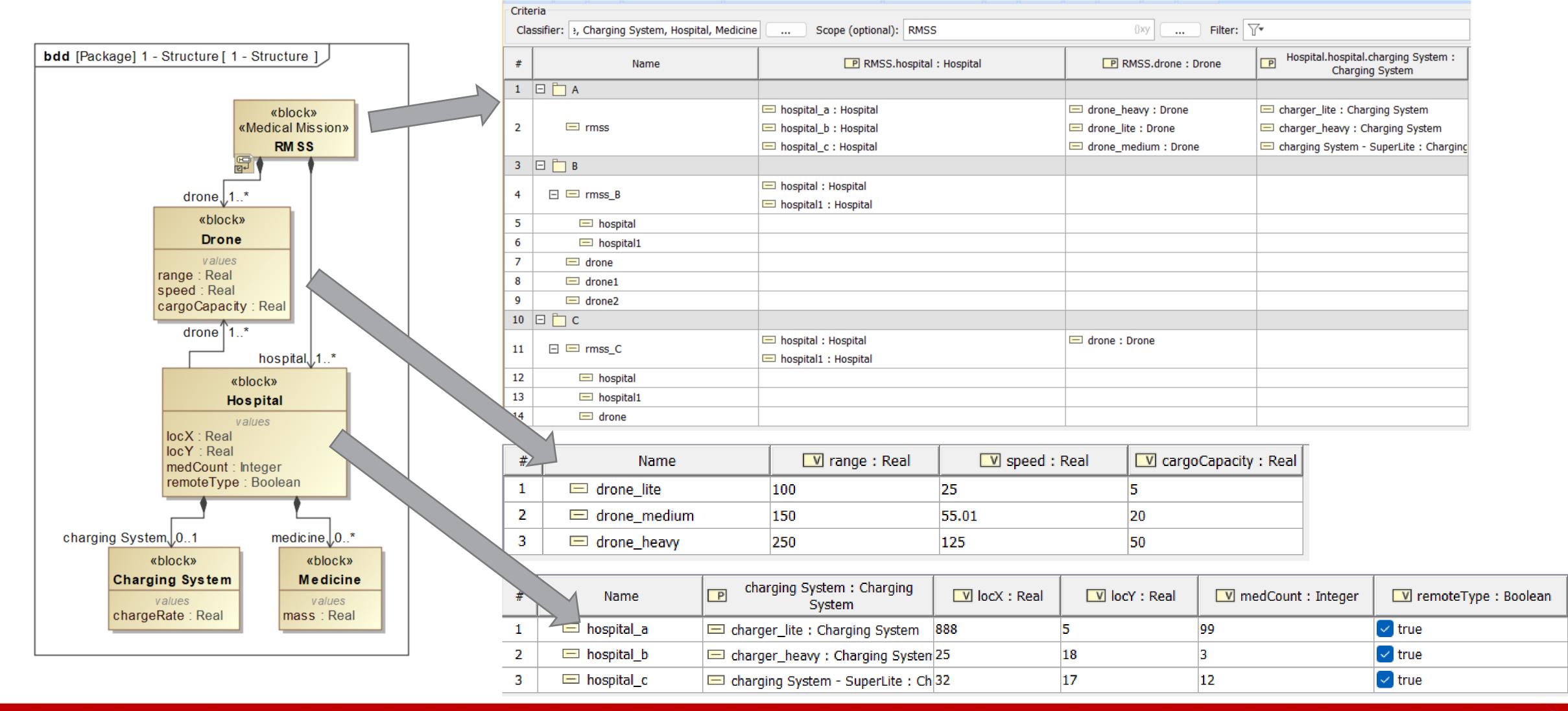


Demo - Creating Instance Tables

- Demo creating instance tables for drones, hospitals, and medicine
 - Show to configure an instance table to behave as a treeview for building instances quickly



Demo - Mission Model Summary



Using Instances to Inform

- There are different ways to export models
 - .mdzip: unzip and parse the xmi
 - XML: great for git repo and text-based versioning
 - API: perform CRUD operations on the model and access object
 - One big benefit of building skill with the API is that SysMLv2 is delivered with one right from the start potentially making transition easier
 - Add parts, delete parts, search the model, pull parameter sets, modify parameters, etc.

Using the API we can do almost anything that we can do in Cameo

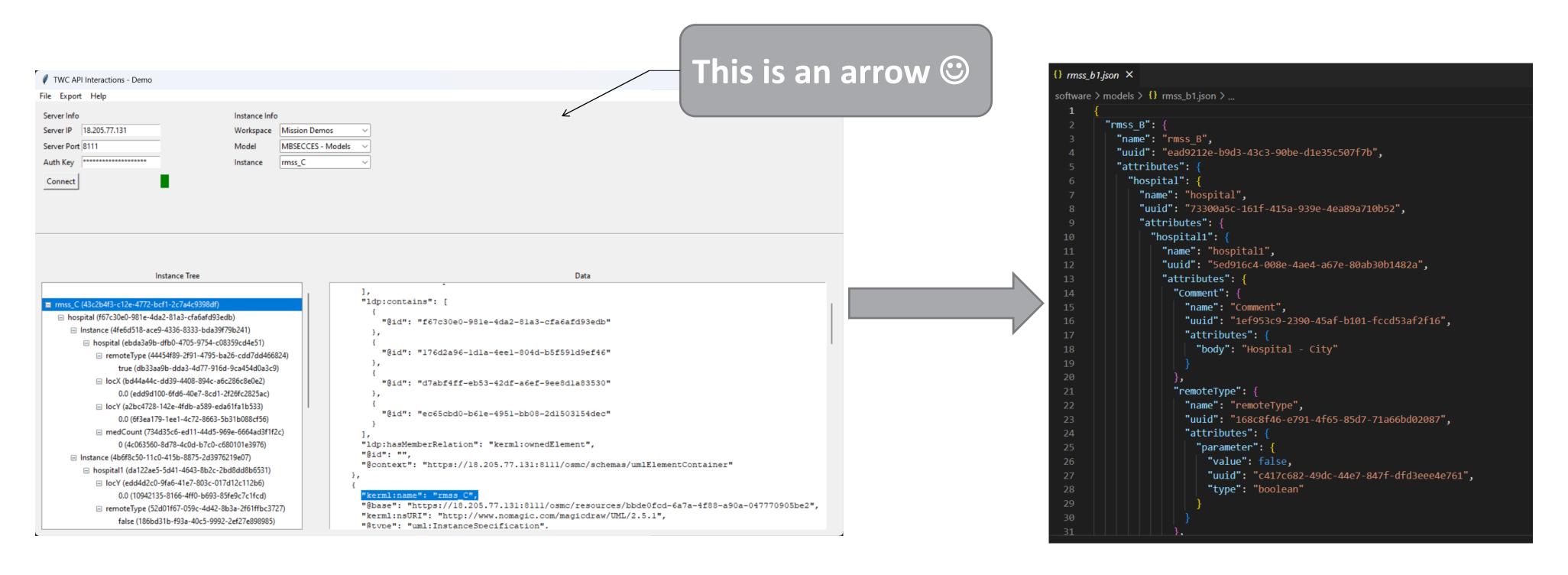
Demo - Middleware (an Arrow) and API

- Demonstrate accessing instances through the API and updating attributes
- Discuss the flexibility and CRUD operations the API offers

- All code here:
 - avianinc/2023-MBSE-Cyber-Experience-Symposium: Symposium materials and code (github.com)

Demo - Simulation Integration

- Export JSON file to demonstrate integration with Simulation
- Show how updating the instance affects the simulation



Summary and Q&A

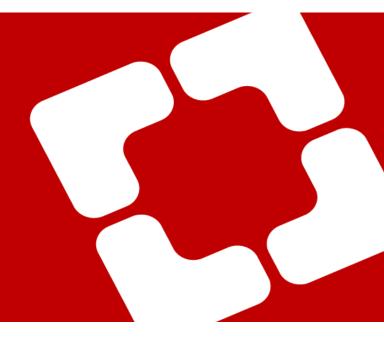
- Have a clear understanding of what a model is going to be used for *prior* to stating to model.
- Models inform and are informed by other models
- It can help to think of a model as a treeview (instance)
- The arrows are not easy, don't forget the arrows
- Using the API is very powerful and should be a major part of any project.
- Questions? I open the floor for discussion... be gentle ©



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Thank you!



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