

%figure 1

$\text{SimulationSystem4MS}(x) \rightarrow \exists y \text{ InputGenerator}(y) \wedge \text{composes}(x, y)$

$\text{SimulationSystem4MS}(x) \rightarrow \exists y \text{ OutputCollector}(y) \wedge \text{composes}(x, y)$

$\text{SimulationSystem4MS}(x) \rightarrow \exists! y \text{ MS_sim}(y) \wedge \text{composes}(x, y)$

$\text{SimulationSystem4MS}(x) \rightarrow \exists! y \text{ Configurator}(y) \wedge \text{composes}(x, y)$

$\text{SimulationSystem4MS}(x) \rightarrow \exists! y \text{ ResultsManager}(y) \wedge \text{composes}(x, y)$

%figure 2

$\text{C_Port}(x) \rightarrow \text{DataPort}(x)$

$\text{FU_Port}(x) \rightarrow \text{DataPort}(x)$

%type ??

In both SysML and Modelica, it is necessary to distinguish between the creation of a port (which you can stereotype) and its definition (its type), which is defined in a block. The relationship established in the diagram means that any port stereotyped as FU_Port must be defined by a FlowUnit block.

%figure 3

$\text{MS_sim}(x) \rightarrow \text{ProcessingResource_sim}(x)$

$\text{ProcessingResource_sim}(x) \rightarrow \text{ManufResource_sim}(x)$

$\text{ControlResource_sim}(x) \rightarrow \text{ManufResource_sim}(x)$

% $\exists \geq 0$ this is not a constraint → It's true, it makes sense

$\text{ProcessingResource_sim}(x) \rightarrow \exists \geq 0 y \text{ ManufResource_sim}(y) \wedge \text{composes}(x, y)$

$\text{ManufResource_sim}(x) \rightarrow \exists \geq 0 y \text{ C_Port}(y) \wedge \text{composes}(x, y)$

%%?redundant with above rule, or perhaps it means that there are two parts, one C_Port and the other either again a C_Port or just a DataPort? → It can contain other generic ports, which do not correspond to either of the two defined specializations (C_Port or FU_Port), but as you say it is not a restriction.

$\text{ManufResource_sim}(x) \rightarrow \exists \geq 0 y \text{ DataPort}(y) \wedge \text{composes}(x, y)$

%no cardinality between Product_sim and FlowUnit → It should be 1..*

%C5 → ¿?

$\text{ProcessingResource_sim}(x) \rightarrow \exists \geq 2 y \text{ FU_Port}(y) \wedge \text{composes}(x, y)$

% no cardinality constraint? → 1

FlowUnit(x) → $\exists \geq 0 y$ Product_sim(y) ∧ Associated(x, y) %type ?? → Same in Figure 2

%figure 4

ControlResource_sim(x) → ManufResource_sim(x) %redundant with fig 3 → Yes, the same

ProcessingResource_sim(x) → ManufResource_sim(x) %redundant with fig 3 → Yes, the same

TransformResource_sim(x) → ProcessingResource_sim(x)

LogisticResource_sim(x) → ProcessingResource_sim(x)

ManufResource_sim(x) → $\exists ! y$ ManufResourceSpecif_data(y) ∧ aggregates(x, y)

TransformResource_sim(x) → $\exists ! y$ ActiveConfiguration(y) ∧ composes(x, y)

%figure 5

Product_sim(x) → $\exists ! y$ ActiveState(y) ∧ composes(x, y)

Product_sim(x) → $\exists ! y$ ProductSpecif_data(y) ∧ aggregates(x, y)

ActiveState(x) → $\exists ! y$ StateSpecif(y) ∧ Associates(x, y)

ProductSpecif_data(x) → $\exists \geq 2 y$ StateSpecif(y) ∧ composes(x, y)

ProductSpecif_data(x) → $\exists ! y$ NativeProcessPlan(y) ∧ composes(x, y)

NativeProcessPlan(x) → $\exists y$ ResourceAllocation(y) ∧ composes(x, y)

% ?? also isAtomic: Boolean → In SysML stereotypes can have properties that allow conditioning some rules (if isAtomic==true then ___ else ___). In the case of this boolean property, it can be replaced, for example, by defining two specializations: Atomic_ManufProcess and NonAtomic_ManufProcess

NativeProcessPlan(x) → $\exists y$ ManuProcess(y) ∧ composes(x, y)

%figure 6

ManufResource_sim(x) → BehavioralElement_sim(x)

InputGenerator(x) → BehavioralElement_sim(x)

OutputCollector(x) → BehavioralElement_sim(x)

BehavioralElement_sim(x) → $\exists \geq 0 y$ BehavioralElement_sim(y) ∧ composes(x, y)

BehavioralElement_sim(x) → $\exists \leq 1 y$ STM_MainBehavior(y) ∧ composes(x, y)

%and the isAtomic: Boolean thing → Same in Figure 5

%figure 7

%??

$\text{SimulationSystem4MS}(x) \rightarrow \text{BehavioralElement_sim}(x)$

%«BehavioralElement_sim»

%C1??

$\text{BehavioralElement_sim}(x) \wedge \text{Atomic}(x) \rightarrow \exists ! y \text{ STM_MainBehavior}(y) \wedge \text{composes}(x, y) \rightarrow$
Consider whether it is appropriate to establish the "Active" concept or to resolve it in another way, for example, with two specializations of the BehavioralElement_sim class.

%C1??

~~$\text{BehavioralElement_sim}(x) \wedge \text{Atomic}(x) \rightarrow \text{Active}(x)$~~ \rightarrow The term "active" was a way of expressing that it has its own defined behavior (previous rule), but it is not a new property.

%C1??

$\text{BehavioralElement_sim}(x) \wedge \text{Atomic}(x) \rightarrow \sim \exists y \text{ inheres}(y, x) \wedge ?? \rightarrow$ It cannot be composed of any part of type BehavioralElement_sim (or its specializations). Maybe it can be expressed as: $\sim \exists y \text{ BehavioralElement_sim}(y) \wedge \text{composes}(x, y) ??$

%C2

$\text{BehavioralElement_sim}(x) \wedge \sim \text{Atomic}(x) \rightarrow \sim \exists y \text{ STM_MainBehavior}(y) \wedge \text{composes}(x, y)$

%«STM_MainBehavior»

%dont see the metaclass <StateMachine> in fig. 7 \rightarrow It is a UML metaclass (and inherited in SysML), not defined in the specified profile, but in the base language like Block.

%«SimulationSystem4MS»

%C3 unclear if there is some/any correspondance with constraints from figure 1 \rightarrow This rule should transfer the same compositions represented in figure 1, but the multiplicities must be discussed.

%«Configurator»

%no constraints

%«InputGenerator»

%C4

$\text{InputGenerator}(x) \rightarrow \exists y \text{ FU_Port}(y) \wedge \text{composes}(x, y)$

%C4

$\text{InputGenerator}(x) \rightarrow \exists y \text{ C_Port}(y) \wedge \text{composes}(x, y)$

%"although they can also be applied to the same port" → it is an internal comment to express that a port can have two stereotypes applied simultaneously. It could contain a port that is both FU_Port and C_Port. To do this, the rules in these stereotypes must be compatible.

%«OutputCollector»

%C5

$\text{OutputCollector}(x) \rightarrow \exists y \text{ FU_Port}(y) \wedge \text{composes}(x, y)$

%C5

$\text{OutputCollector}(x) \rightarrow \exists y \text{ C_Port}(y) \wedge \text{composes}(x, y)$

%"although they can also be applied to the same port" → same in C4

%«ResultsManager»

%C6

$\text{ResultsManager}(x) \rightarrow \exists y \text{ DataPort}(y) \wedge \text{composes}(x, y)$

%«DataPort»

%«FU_Port»

%C7?? → "type" association in Figure 2. Any port stereotyped as FU_Port must be defined by a «FlowUnit» block.

%«C_Port»

%«FlowUnit»

%C8 ??why "composed of uses"?; already in figure 3? → From a manufacturing point of view, the FlowUnit is a batch, a set of products that can be a single product or a set of multiple products (1..*).

%«ManufResource_sim»

%"Is this a correct interpretation? → I think that is correct. Any manufacturing resource can be composed of other manufacturing resources (workshop, work cell, assembly line,...) except

if it is a "subphase" (the atomic level). What I am not clear about is how to transfer the attributes of a stereotype. I understand that they are also classes in your model, is not?

$\text{ManufResource_sim}(x) \rightarrow (\text{Subphase}(x) \leftrightarrow \sim \exists y \text{ ManufResource_sim}(y) \wedge \text{composes}(x, y))$

%«ManufResourceSpecif_data»

%configspezif did not appear before → It should be added to Figure 4

$\text{ManufResourceSpecif_data}(x) \wedge \text{isTransformative}(x) \rightarrow \exists y \text{ ConfigSpecif}(y) \wedge \text{composes}(x, y)$

%«ProcessingResource_sim»

%C5 already in figure 3

%«TansformResource_sim»

%C11 ??Type relation=?

$\text{TansformResource_sim}(x) \rightarrow \exists y, z, v, w, f, g \text{ FU_Port}(y) \wedge \text{FU_Port}(z) \wedge \text{FlowUnit}(f) \wedge \text{FlowUnit}(g) \wedge \text{Product_sim}(v) \wedge \text{Product_sim}(w) \wedge \text{composes}(x, y) \wedge \text{composes}(x, z) \wedge \text{Typed}(y, f) \wedge \text{Typed}(z, g) \wedge \text{composes}(f, v) \wedge \text{composes}(g, w)$

%C12 **Object-Attribute relation=?** → In SysML, stereotypes can be applied both to blocks (classes) and properties (each part, component). In this case, ActiveConfiguration is an stereotype for a property, not for the block defining it. I don't know if it fits with the proposed rule.

$\text{TansformResource_sim}(x) \rightarrow \exists y \text{ ActiveConfiguration}(y) \wedge \text{hasAttribute}(x, y)$

%«ActiveConfiguration»

%C13 ?? differences of typing vs subclassing = ? → Similar discussion in C12. Differences between stereotyping a class or a property.

%«ConfigSpecif»

%% differences of typing vs subclassing = ? → Similar discussion in C12. Differences between stereotyping a class or a property.

%«LogisticResource_sim»

%%ProductBatchSim not introduced before → it should be "FlowUnit"

%C14 ??state of ProductSim = ? → Figure 5. A Product_sim (or ProductSim, the same) is composed by one ActiveState.

$\text{LogisticResource_sim}(x) \wedge \text{FU_Port}(f) \wedge \text{composes}(x, f) \wedge \text{FU_Port}(g) \wedge \text{composes}(x, g) \wedge$
 $\text{ProductBatchSim}(y) \wedge \text{Typed}(f, y) \wedge \text{ProductBatchSim}(z) \wedge \text{Typed}(g, z) \rightarrow ((y=z) \vee \exists a, b$
 $(\text{ProductSim}(a) \wedge \text{ProductSim}(b) \wedge \text{composes}(y, a) \wedge \text{composes}(z, b) \wedge \text{stateOf}(a) = \text{stateOf}(b)) \rightarrow$
 I need some explanations to understand it completely, but I think it is OK.

%«MS_sim»

%«ControlResource_sim

%C15

$\text{ControlResource_sim}(x) \rightarrow \exists y \text{ C_Port}(y) \wedge \text{composes}(x, y)$

%«Product_sim»

%C16 %% "reference (shared relationship)" = ? \rightarrow Aggregation to access to its content.

Add a new rule for the ActiveState property.

%«ActiveState»

%C17 same as other properties

%«ProductSpecif_data»

%C18

$\text{ProductSpecif_data}(x) \rightarrow \exists y \text{ ProcessPlan}(y) \wedge \text{composes}(x, y)$

%«StateSpecif»

%C19 same as other properties

%«NativeProcessPlan»

%% action-activity relation = ? \rightarrow In SysML, an action is a part of an activity, that can be
 described by another activity (similar to the relation between a property and its type)

%C20

$\text{NativeProcessPlan}(x) \wedge \text{Action}(y) \wedge \text{composes}(x, y) \rightarrow \text{ManufProcess}(y)$

%«ManufProcess»

%«ResourceAllocation»

%C21

%% partition = ? → It is a SysML concept to organize or group different actions in an activity description (similar to a package to organize actions), and also it can be related to specific parts of the model (all the actions performed by an specific part).