

# Formal Structures in Systems Architecture

## Towards Ontology-Informed Mathematical Foundations

Monte Mahlum

[monte-mahlum.github.io](https://monte-mahlum.github.io)

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# Section 1

## Introduction

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## Motivation

### Definition

A *system architecture* is a conceptual model defining the structure, behavior, and views of a given system<sup>1</sup>. It is the language in which requirements and specifications are declared and verified.

Hannu Jaakkola and Bernhard Thalheim. (2011) "Architecture-driven modelling methodologies." In: Proceedings of the 2011 conference on Information Modelling and Knowledge Bases XXII. Anneli Heimbürger et al. (eds). IOS Press. p. 98

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### Motivation

- Complex systems (or systems-of-systems) are ubiquitous, and undergoing dramatic transformation.
- Evolution of complex systems is slow, difficult, and often ad hoc.
- An abundance of data and mathematical tools can enable novel architectural reasoning for societal good.

# Introduction

## Programmatic Perspective

### Methodology

- 1 Develop a rich ontology for describing systems.
- 2 Define foundational mathematical structures grounded in this ontology.
- 3 Develop mathematical tools to ...

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## Programmatic Overview

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### Envisioned Utility

- validate system requirements from primitive data,
- detect, avoid, and analyze anomalous or adverse behavior,
- predict novel capabilities,
- rapidly evolve complex systems in a *safe*, *ethical*, and *interpretable* manner.

# Brief Literature Review

**Previous Work** – Joint between NASA LaRC and JHU APL.

- 1 M.M., Samantha Jarvis, Nelson Niu, Angeline Aguinaldo, Amanda Hicks, and Ian Levitt. *Formal Structures in Systems Ontology towards Air Traffic Management Architectures*. NASA Technical Memorandum, 2025. Report no. NASA/TM-20250010771.

## Sample of Related Work

- 2 Patrick Schultz and David I. Spivak. *Temporal Type Theory: A Topos-Theoretic Approach to Systems and Behavior*. Birkhäuser, 2019. DOI 10.1007/978-3-030-00704-1.
- 3 Patrick Schultz, David I. Spivak, and Christina Vasilakopoulou. *Dynamical Systems and Sheaves*. arXiv preprint, 2016. arXiv:1609.08086. DOI 10.48550/arXiv.1609.08086.
- 4 Gioele Zardini, David I. Spivak, Andrea Censi, and Emilio Frazzoli. *A Compositional Sheaf-Theoretic Framework for Event-Based Systems*. arXiv preprint, 2021. arXiv:2101.10485. DOI 10.48550/arXiv.2101.10485.
- 5 Sophie Libkind and David Jaz Myers. *Towards a double operadic theory of systems*. arXiv preprint, 2025. arXiv:2505.18329. DOI 10.48550/arXiv.2505.18329.

## Section 2

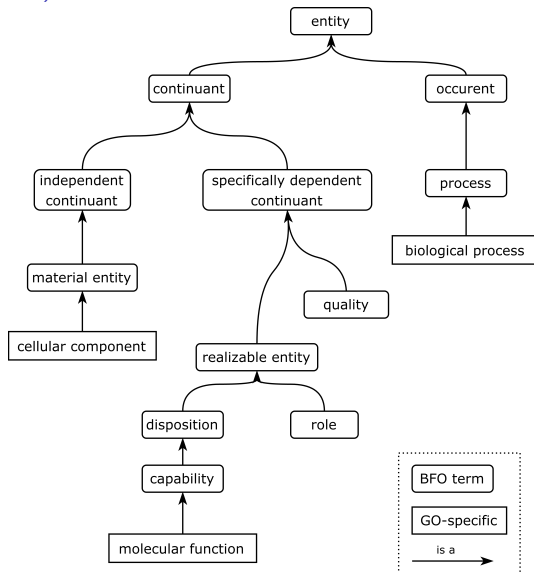
# Ontological Foundations



# Ontological Foundations

## The Basic Formal Ontology (BFO)

**Figure:** A sample of terms from BFO. The vocabulary is further connected by relations not shown here, e.g., every process has participating independent continuants.

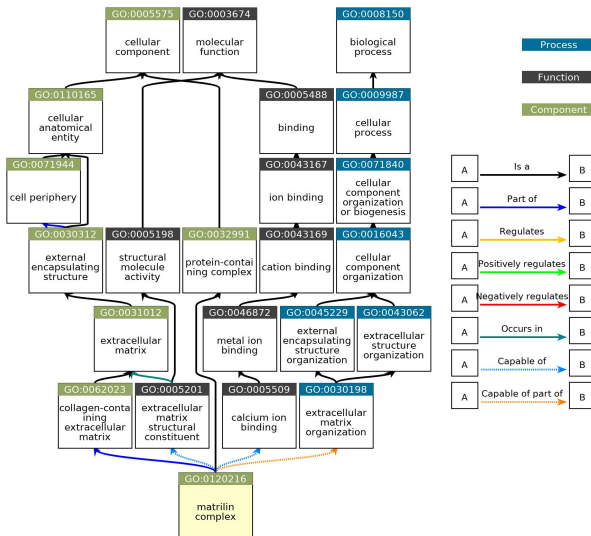


# Ontological Foundations

## The Gene Ontology (GO) as Inspiration

**Figure:** A sample of terms from the Gene Ontology and their relation to *matrilin complex* (bottom), a type of cellular component.

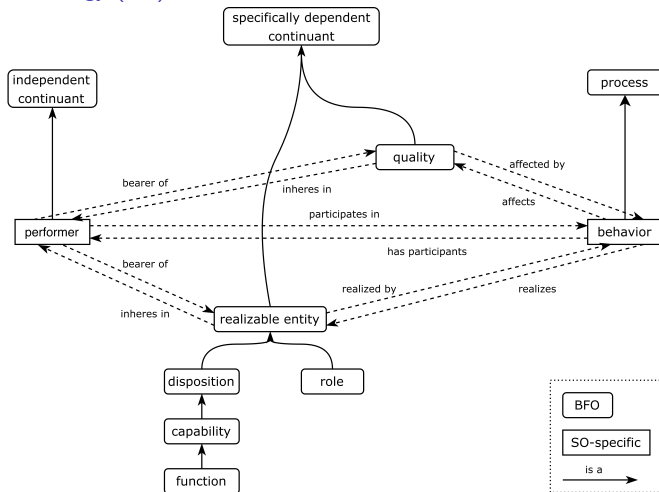
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QuickGO - <https://www.ebi.ac.uk/QuickGO>

# Ontological Foundations

## The Systems Ontology (SO)



**Figure:** The core terms and relations of SO, including the central realization pattern (lower dashed triangle).

## The Systems Ontology (SO)

Systems Ontology is a lightweight *framework* more than a complete ontology in itself.



# Ontological Foundations

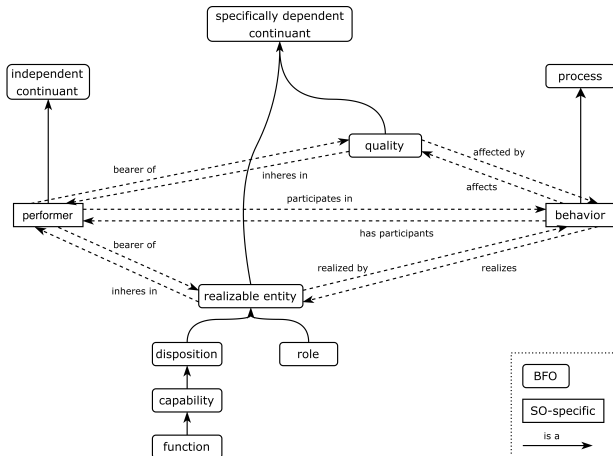
## The Systems Ontology (SO)

### Interpretation

Systems Ontology is a lightweight *framework* more than a complete ontology in itself.

### Intended Utility

A double-categorical schema to build domain-specific system ontologies.

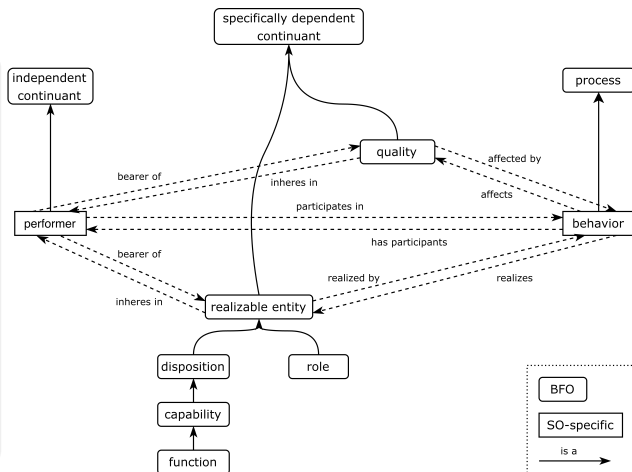


# Ontological Foundations

## The Systems Ontology (SO)

### Examples of Possible Performer Types

- pilot or plane,
- computer,
- measurement tool,
- cellular component (GO),
- any other class of physical components deemed relevant to the system,

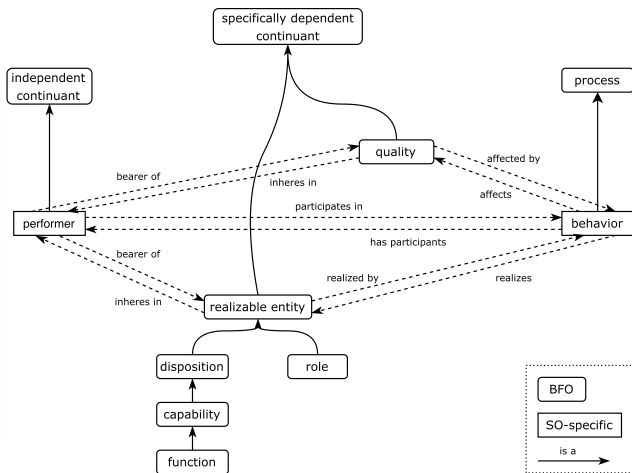


# Ontological Foundations

## The Systems Ontology (SO)

### Examples of Possible Behavior Types

- take off,
- high-altitude maneuver,
- photovoltaic conversion,
- signal transduction (GO),
- DNA replication (GO)



# Ontological Foundations

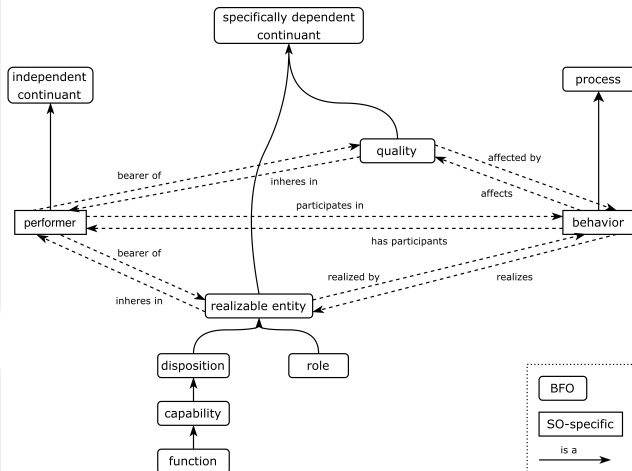
## The Systems Ontology (SO)

### Examples of Possible (Universal) Qualities

- temperature,
- voltage,
- protein configuration,
- location and velocity (although not standard BFO qualities).

### Definition

A *quality space*  $S_Q$  for a quality  $Q$  is a set of possible values that a measurement of  $Q$  can take, e.g., if  $Q$  = temperature,  $S_Q$  may be  $\mathbb{R}_{\geq 0}$  interpreted in units of Kelvin.







## Section 3

# Ontology-Informed Mathematical Structures

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## Definition

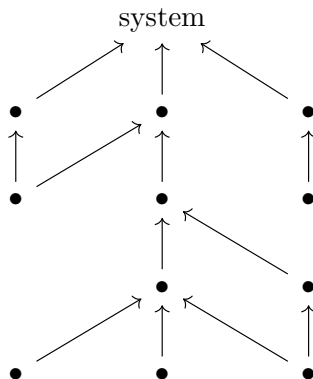
Let  $\mathbf{P}$  denote the poset (or lattice, or frame), whose objects are those performers in the system with a morphism  $p \rightarrow q$  if and only if  $p$  is *physically contained in*  $q$ .

All posets are treated as sites with the *minimal coverage* where  $(p_i \rightarrow p)_i$  covers  $p$  if and only if for all minimal  $q \rightarrow p$ ,  $q \rightarrow p_i$  for some  $i$ . Here  $q$  is minimal if  $q' \rightarrow q$  implies  $q' = q$  or  $\emptyset$ .

### Remark

While every  $p \in \mathbf{P}$  will have a declared type

$P \xrightarrow{\text{is a}} \boxed{\text{performer}}$ , the structure  $\mathbf{P}$  is distinct from  $\downarrow \boxed{\text{performer}}$ .



# Ontology-Informed Mathematical Structures

## Quality Sheaves and their Morphisms

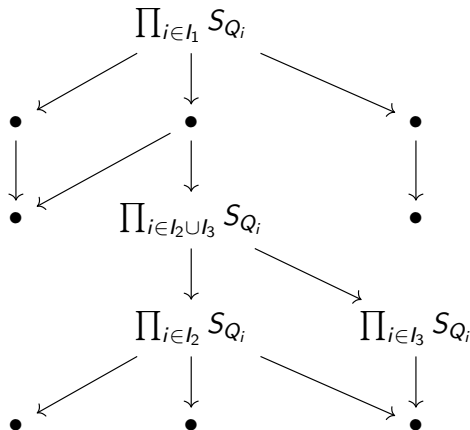
### Definition

Let  $\mathcal{Q} : \mathbf{P}^{\text{op}} \rightarrow \mathbf{Set}$  be a sheaf declaring quality spaces<sup>1</sup>, and thus qualities, for each performer.

### Remark

$\mathcal{Q}$  defines a state space  $\mathcal{Q}(\text{system})$  and records how these states descend to local regions of the system.

<sup>1</sup>For each (universal) quality  $Q \xrightarrow{\text{is a}} \boxed{\text{quality}}$ , there are many possible “quality spaces”  $S_Q$  which are sets of possible measurement values for  $Q$  each with respect to a different unit of measurement.



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### Covariant Grothendieck Construction

$(\mathbf{P}, \mathcal{Q}) \in \int_{\mathbf{FinPos}^{\text{op}}}^{\text{cov}} \mathbf{Sh}(-)$  where

$$\mathbf{Sh}(-) : \mathbf{FinPos}^{\text{op}} \rightarrow \mathbf{Cat}$$

$$\mathbf{P} \mapsto \mathbf{Sh}(\mathbf{P})$$

$$(\mathbf{P} \xrightarrow{f} \mathbf{P}') \mapsto f_*$$

A *quality sheaf morphism*

$$(\rho, \alpha) : (\mathbf{P}, \mathcal{Q}) \rightarrow (\mathbf{P}', \mathcal{Q}')$$

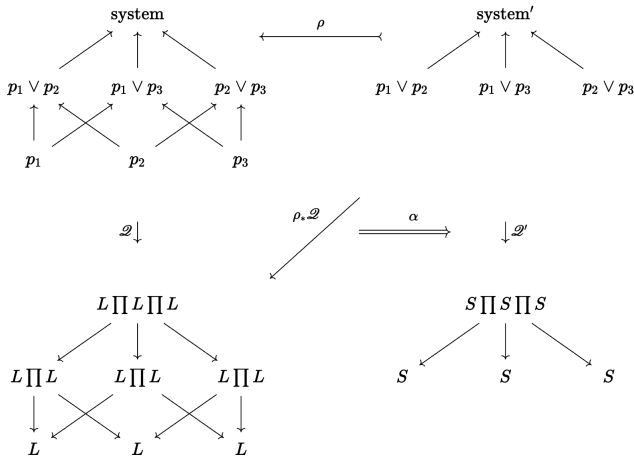
is then a pair

$$\rho : \mathbf{P}' \rightarrow \mathbf{P} \text{ in } \mathbf{FinPos}$$

$$\alpha : \rho_* \mathcal{Q} \rightarrow \mathcal{Q}' \text{ in } \mathbf{Sh}(\mathbf{P}')$$

# Ontology-Informed Mathematical Structures

## Quality Sheaves and their Morphisms



**Figure:** Depiction of a quality sheaf morphism enabling abstraction. One interpretation of this morphism is as follows: the performers  $p_i$  denote airplanes in an airspace system, the quality space  $L$  is for the *aircraft location* quality, while  $S = \{\text{unsafe, safe}\}$  is for the pairwise *seperation safety* quality.

# Ontology-Informed Mathematical Structures

## Behaviors & Capabilities

### Guiding Principle

While behaviors and capabilities are ontologically distinct, they should be represented in the same mathematical language as a transformation of a quality sheaf.

# Behaviors & Capabilities

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There are many disparate means of modeling processes:

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- black box relation,
- wiring diagram,
- dynamical system, etc.



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### Primary Issue

Capabilities often expressed in natural language using an abstract quality sheaf  $\mathcal{Q}$  while raw system data and behavioral reasoning (e.g., nontrivial concurrency) often requires a highly specific and time-dependent representation,  $\mathcal{Q}(\text{system})^{\mathbb{R}}$ .

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### Future Work

Integrate the quality sheaf framework with behavioral theories such as Temporal Type Theory [Schultz, Spivak] or DOTS [Libkind, Jaz Myers] to enable passage from low-level behaviors to the high-level capabilities that they realize.

# References

- 1 M.M., Samantha Jarvis, Nelson Niu, Angeline Aguinaldo, Amanda Hicks, and Ian Levitt. *Formal Structures in Systems Ontology towards Air Traffic Management Architectures*. NASA Technical Memorandum, 2025. Report no. NASA/TM-20250010771. <https://ntrs.nasa.gov/citations/20250010771>
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- 3 Evan Patterson. *Knowledge Representation in Bicategories of Relations*. arXiv preprint, 2017. arXiv:1706.00526. DOI 10.48550/arXiv.1706.00526. <https://arxiv.org/abs/1706.00526>
- 4 Alexandru E. Stanculescu. *On calculus of functors in model categories*. arXiv preprint, 2012. arXiv:1208.1919. DOI 10.48550/arXiv.1208.1919. <https://arxiv.org/abs/1208.1919>
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