

ECSE-211

Design Principles and Methods

Lecture 5: From Requirements to a System Model and beyond...

Date: 25 January 2023

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Last Lecture Review

- Communication in a design team – why it is important —
- How the company organization can impact the EDP —
- Information – recording and transmission —
- The concept of a document and a rationale for effective documentation —
- The Requirements Document ←

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Document Structure

- To be useful a document needs to convey basic information about itself
 - This is required for context
- Without structure, a document is of little use
- Typical header information common to all documents :
 - A Title – what is the document about?
 - Who is responsible for it?
 - An individual who can be contacted in the event of questions related to information in the document }
 - Who has edited it?
 - Who has been involved in changing the information —

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Document Structure

- Typical header information common to all documents (cont'd):
 - Date: When was the document created?
 - Revision Date: When was the document last revised?
 - When put in the context of the EDP, this date can indicate when certain decisions were made
 - Version Number:
 - The current version number
 - Edit History:
 - A list of changes that were made
 - For each change:
 - Why was it made
 - Who made it
 - When was it made

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Document Structure

- Following the Header, the main body of the document addresses the information related to the title
- For example, for the Requirements Document, the main body should include:
 - What is the system meant to do (Purpose and Scope)?
 - List any performance data you have and desired capabilities
 - What can you use to solve the design problem (Constraints)?
 - List any items that are explicitly specified, or limitations imposed by the client
 - Are there tolerances on performance or limits on user interaction?
 - List them
 - Is there a deadline?
 - List it
 - Do you know everything? (Unknowns)
 - ...
 - When is the Requirements Document complete? What is the next step?

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Question 1

- When is the Requirements Document complete? What is the next step?

*At the end of the project.
Systems model*

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Question 2

- What went wrong in the Tree Swing design process?

No communication

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Question 3

- Why can the Company Organization have an impact on the EDP?

information flow.

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Question 4

- How is the Design Process controlled?

*Communication, feedback
inter group information transfer*

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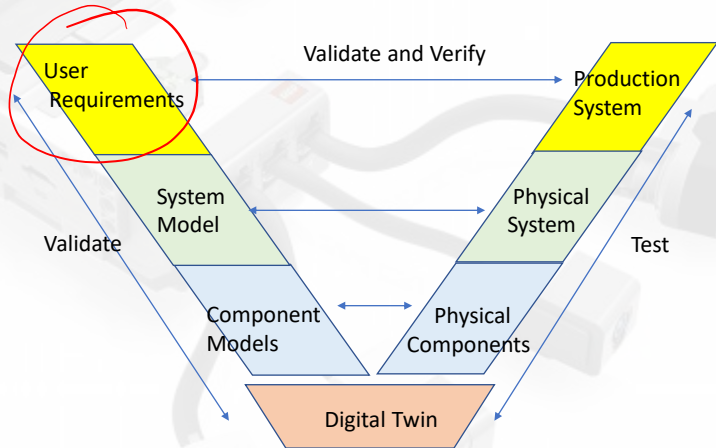
Contents

- What is a System Model? —
- Inputs to the System Model Creation —
- The Team Capabilities —
- Generating the System Model —
- Identifying Possible Design Implementations

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What is a System Model?

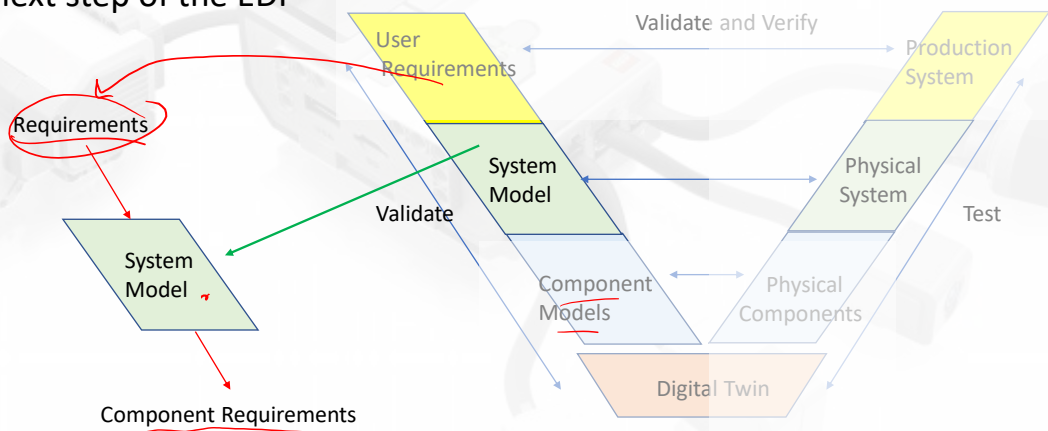
The next step of the EDP



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What is a System Model?

The next step of the EDP



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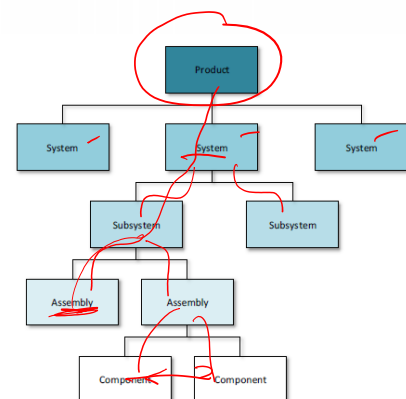
What is a System Model?

- What is the goal of the Model?
- Models provide a way of testing (or validating) ideas...
 - Simple algebraic models might allow the prediction of the navigation performance of a robot
 - A free body diagram might allow a prediction of how the various mechanical forces will behave
 - ...
- So – a System Model should allow a validation of a possible structure that would meet the user description expressed in the Requirements Document

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The System Model

- The Requirements lead to the development of a **System Model**
- What is a System?
 - *A collection of interdependent functional elements that, when brought together as a single unit combine to meet a set of common objectives.*



Example of System Hierarchy

Image courtesy of Morgan Jenkins, Siemens DISW

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The System Model

- Requirement:

"I want the highest electric range for a car in this class"



Image courtesy of Morgan Jenkins, Siemens DISW

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The System Model

- A sketch showing how the subsystems address the requirements
- Combined with the previous diagram, we now have a System Model

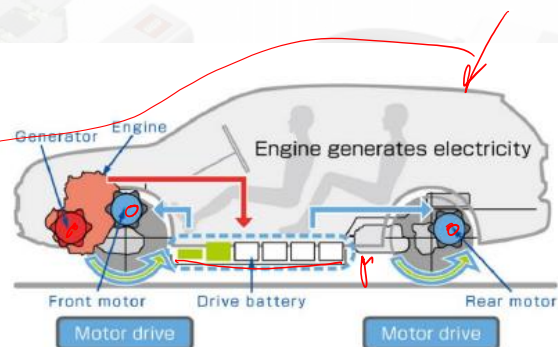
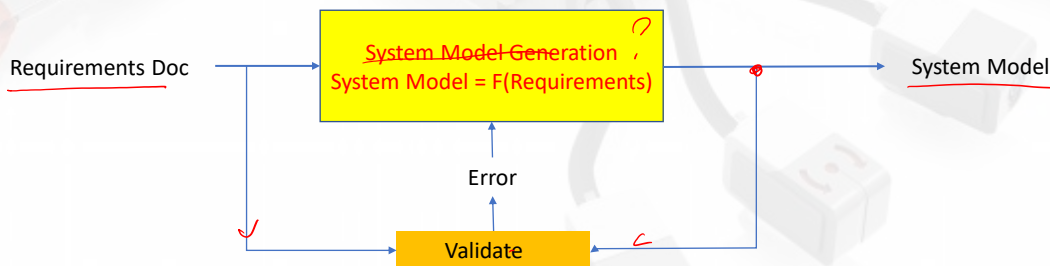


Image courtesy of Morgan Jenkins, Siemens DISW

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Inputs to the System Model Creation

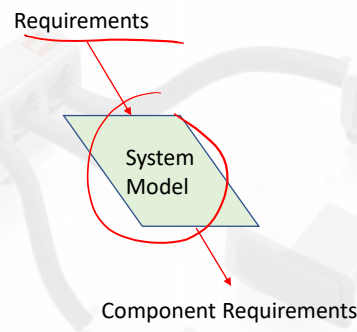
- The V-Cycle illustrates the States of the design process and the validation that occurs for each State.
- Moving from state to state requires a process
- Arriving at the System Model requires a process which acts on the Requirements Document and “transforms” it



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Inputs to the System Model Creation

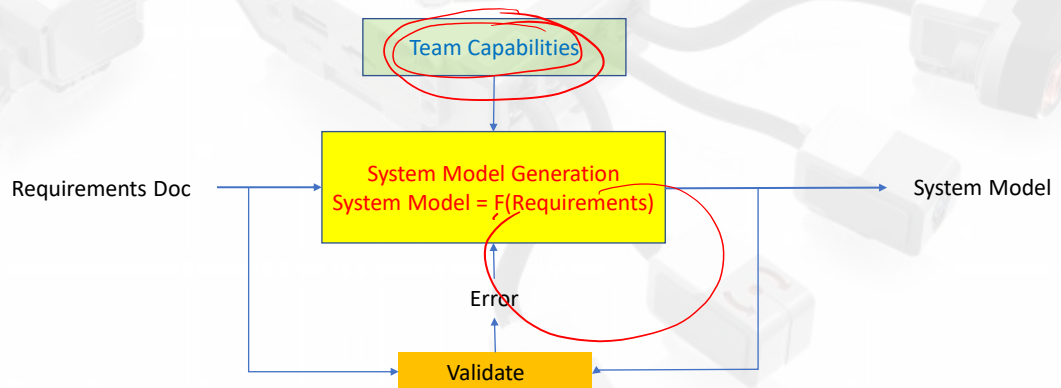
- The previous slides showed examples of a System Model, i.e. the outputs of the model generation process.
- What are the Inputs?
- Are the User Requirements the only inputs?
- What else might contribute to the generation of a System Model?



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Inputs to the System Model Creation

- The Process is implemented by the Design Team
- The Design Team has Capabilities



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Team Capabilities

- The process to generate the System Model is implemented by the Design Team
- Each member has knowledge which can be used to map the Requirements onto a System Design
- There is a need to know who can do what
 - Who is a software engineer?
 - Who understands mechanics?
 - Who has knowledge about systems?
- This information needs to be acquired before the system generation process can happen

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The Team Capabilities Document

- What is the team capable of? What is your knowledge/capability base?

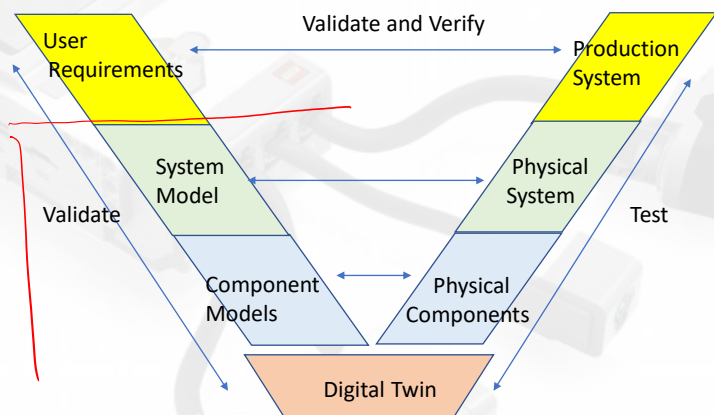
- Create an inventory of capabilities – these may constrain your solution..
- Document what you can do:
 - E.g. John has worked with Mindstorms before – he knows how to program it
 - E.g. Mary has been involved in a robotics project before McGill and understands the concept of a System

Create a document – Write it down –
who has expertise in what?

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The Capabilities Document

- This document needs to be generated before the system model can be created
- In fact, it is required for the entire design process – the team is the entity that implements each of the processes necessary to move through the states of the V-Cycle



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The Capabilities Document

- This is the knowledge/skill base of the team
 - Who can program?
 - Who understands mechanics?
 - Who understands systems?
 - Who can manage?
 -
- As with the Requirements Document, the Capabilities Document has a similar Header block and a structured contents.
- It may also be modified during the Design Process since it may also contain information such as availabilities

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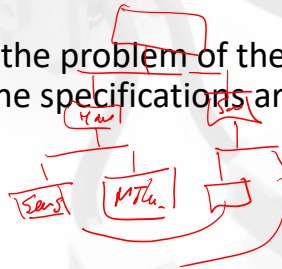
The Design Team

- The Capabilities Document is relatively unique to DPM
- In an industrial environment, the Design Team might be generated as a result of the Requirements Document
 - For example, the Requirements suggest that there will be electrical systems in the device – so include an electrical engineer in the team
 - Maybe there is to be a software component – so a software engineer would be needed
- So – the Design Team is often structured specifically to solve the given problem... - the jobs/roles are defined and then filled.

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The System Model

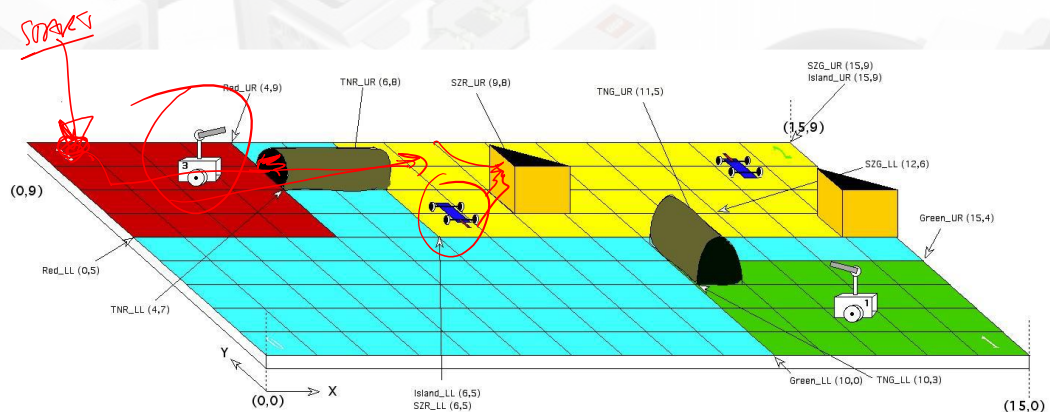
- For a Lego Robot, the “Product” is the robot
 - The System is the Hardware and Software structures and their interconnections that implement the Requirements
 - The subsystems are the sensors, the motor drives, the Lego structures, the software components, etc.
- In the following slides, consider the problem of the stranded vehicle discussed a few lectures ago – the specifications are on MyCourses



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The Stranded Vehicle Problem

- The game is played in a constrained space:



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Generating the System Model

- So – for the DPM problem – A State Diagram
 - The System model could start as a simple diagram derived from the Requirements showing the various states that the system could find itself in
 - Each state could lead on to one or more states depending on the inputs to the system
 - For Example –
 - once the system is started, the first state would be to wait for information from the server
 - The next state would be to localize
 - Then navigate
 - From navigation, it could move to obstacle avoidance or it might reach its destination
 - This set of states can be validated against the Requirements Document

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Generating the System Model

- For the DPM Problem – A Mechanical-Electrical Diagram
 - To implement each state will require a physical structure so a simple mechanical and electrical system can be described
 - Wheels and electric motors are needed to drive
 - ~~These are electrically connected to the control brick~~
 - Sensors are needed to identify lines, walls, objects – and are electrically connected to the brick
 - In the case of the problem described, a mechanism for connecting to the stranded vehicle is needed.. this is mechanically connected to a chassis
 - All the components are connected to the chassis
 - From this list, a diagram could be constructed ~~showing the necessary mechanical and electrical structures~~
 - Note that the actual implementations have not been described here – we are still at the Systems Level

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Generating the System Model

- For the DPM Problem – A Software Diagram
 - The control system for the robot is to be implemented in software
 - The software blocks can be identified and the data flow from inputs (sensors) and to outputs (motors) can be detailed
- Note – there is no implementation of the software here – just a list of the blocks needed
- The three components of the System Model can be used to generate a list of requirements for each area
 - A new set of more specific Requirements Documents

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Increasing the Detail

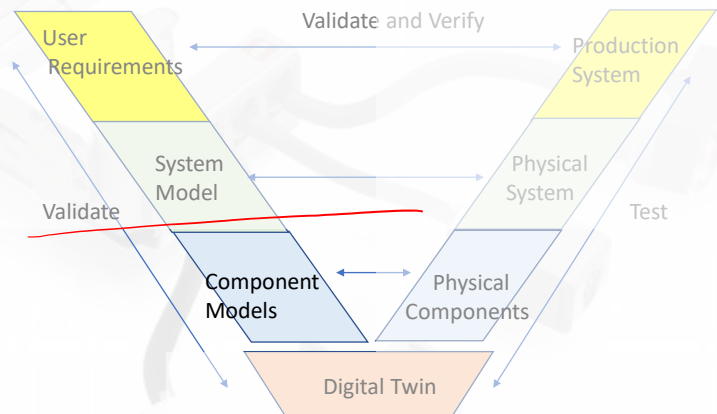
- The System Model provides an overview of the proposed solution to meet the Requirements
- Once it has been verified, the subsystems can be defined
- The requirements of each subsystem can be specified
- Each subsystem can be implemented a set of components
- The requirements for each component can be specified
- *Now – and only NOW – each component can be designed and verified (tested)*

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Identifying Possible Design Implementations

- Now that there are Requirements on the Components of the System

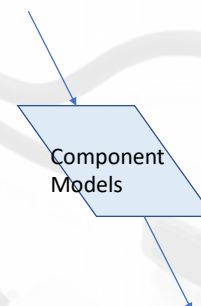
- Can we start with a conceptual design of the components?
- Do we have all the inputs?



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Identifying Possible Design Implementations

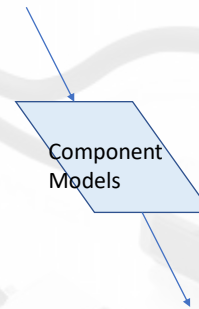
- What are the inputs to this process?
- First – what is it we want to achieve?
 - Possible implementations of components to satisfy the System Model*
- Inputs
 - Requirements
 - Team Capabilities
 - Anything Else?



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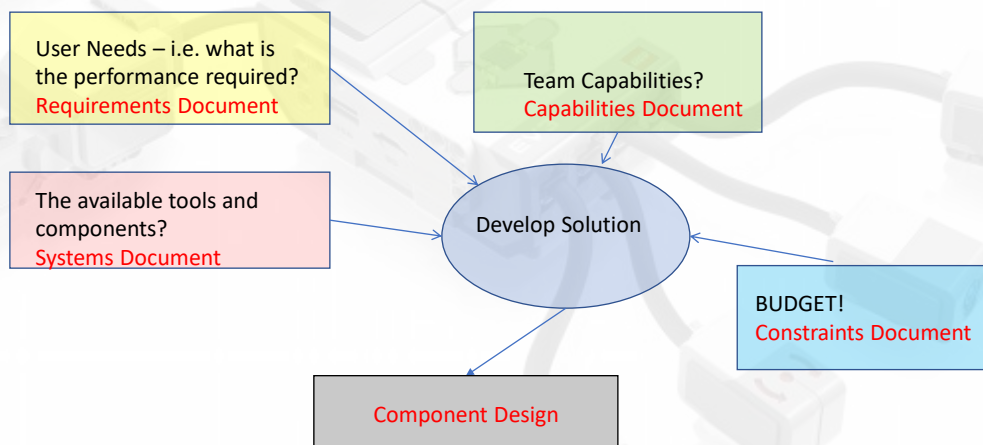
Identifying Possible Design Implementations

- These will be Physical Structures (mechanical and software)
- The conceptual design will need two more inputs...
- Input 1:
 - What can the solutions be constructed from?
 - Lego Mindstorms components
 - Java/Python based code
 - ...
- Input 2:
 - Are there constraints (other than those listed already)?
 - BUDGET!
 - Delivery date
 - ...



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Inputs to the Component Conceptual Design



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Inputs to the Component Conceptual Design

- So
 - Two more documents need to be created....
 - 1. The Systems Document
 - Identify the capabilities needed to construct the system defined in the System Model
 - Determine the tools available
 - Software and Hardware
 - Identify the basic building blocks that can be used
 - Determine if existing components (e.g. from the labs) can be re-used or re-purposed

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Inputs to the Component Conceptual Design

- So
 - Two more documents need to be created....
 - 2. The Constraints Document
 - Is there a budget involved with the project?
 - Is there a delivery deadline?
 - Can components outside of those provided directly (e.g. Lego) be used?
 - Are there limitations on tools such as shared files, authoring systems, etc., that can be used?
 - ...
 - As before, these documents must have the standard header block and then content related to their purpose.

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Summary

- We have:
 - Reviewed the concept of a System Model and how it is a critical first step in the EDP
 - Considered the System Model generation process and the required inputs
 - Discussed how the capabilities of the Design Team can affect both the EDP and the process outcomes
 - Stepped through the process for the generation of a System Model
 - Considered the inputs needed to enable to creation of basic component designs
 - Described 4 main documents which form the inputs to the EDP for DPM

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Questions?

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