

# Agile Model-Based Systems Engineering (aMBSE)

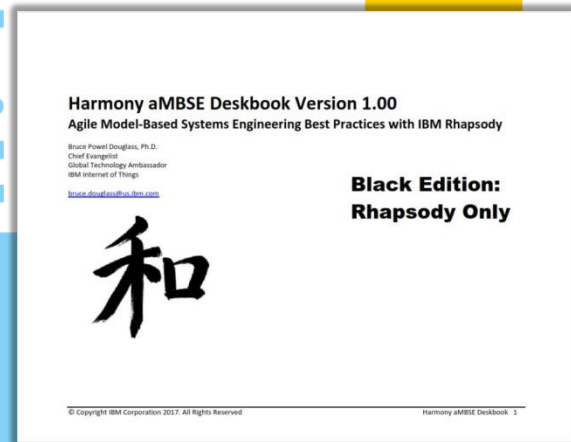
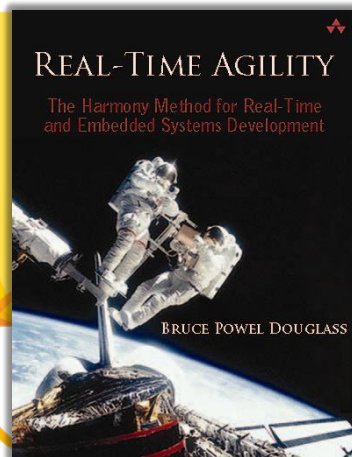
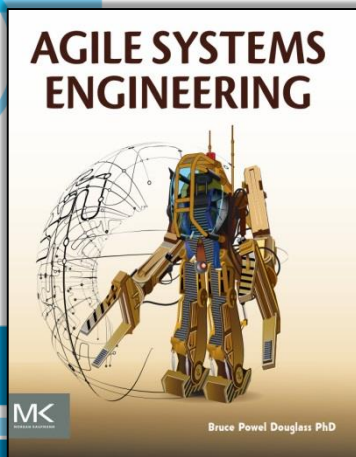
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Twitter: @IronmanBruce

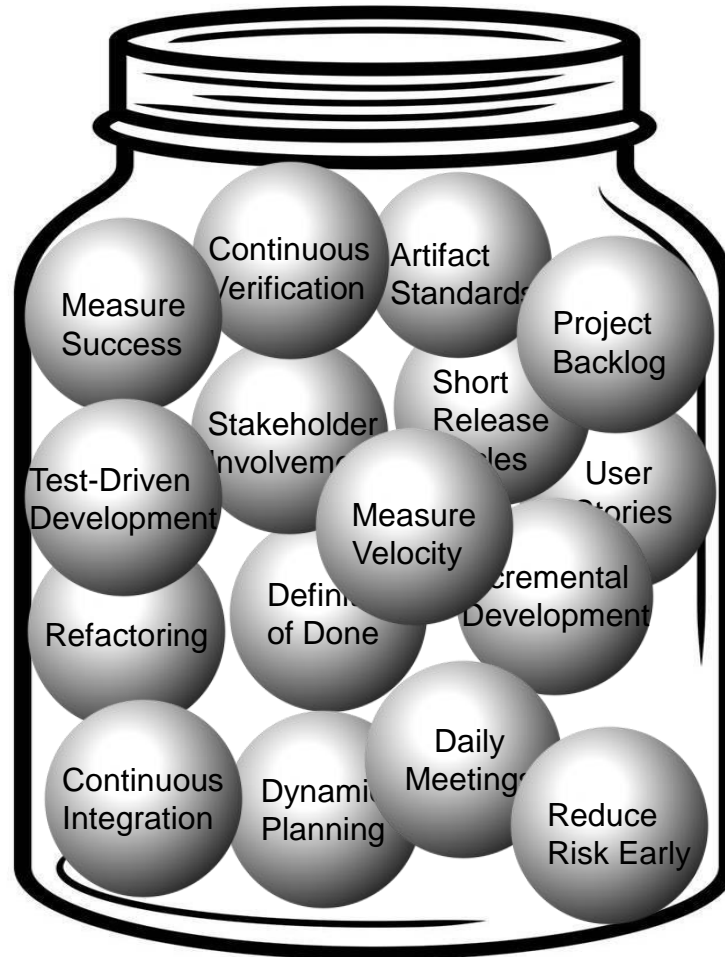
[www.bruce-douglass.com](http://www.bruce-douglass.com)



*“Dance like nobody is watching,  
Sing like you’re alone in the shower,  
Engineer like you’re a passenger  
hurtling through space in a speeding  
tube of death that you designed.”*

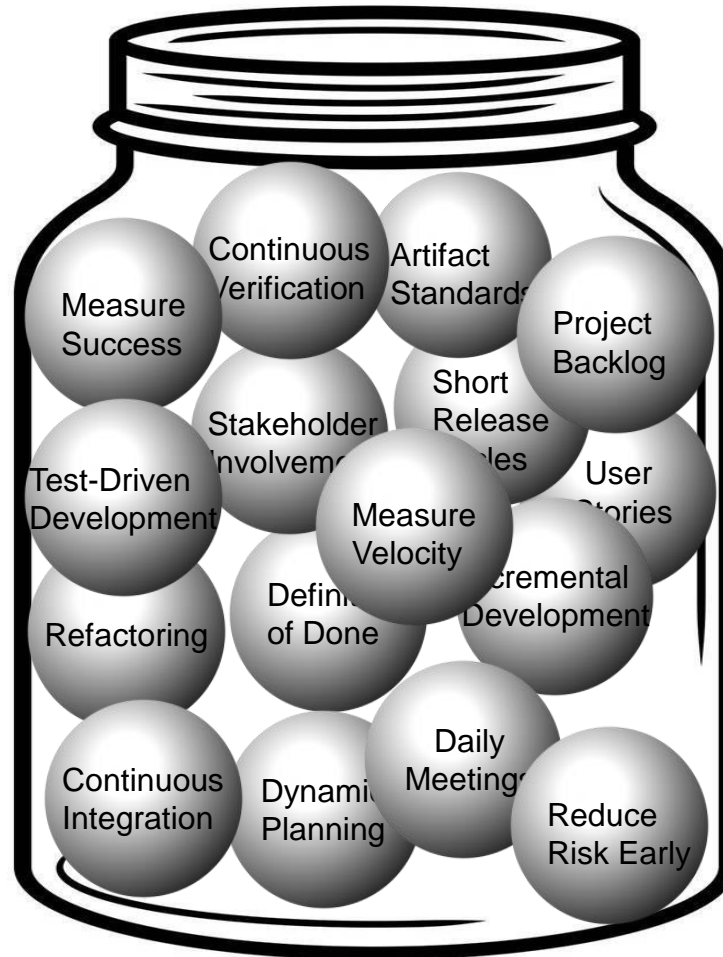
*Law of Douglass # 135*

# Agile Practices

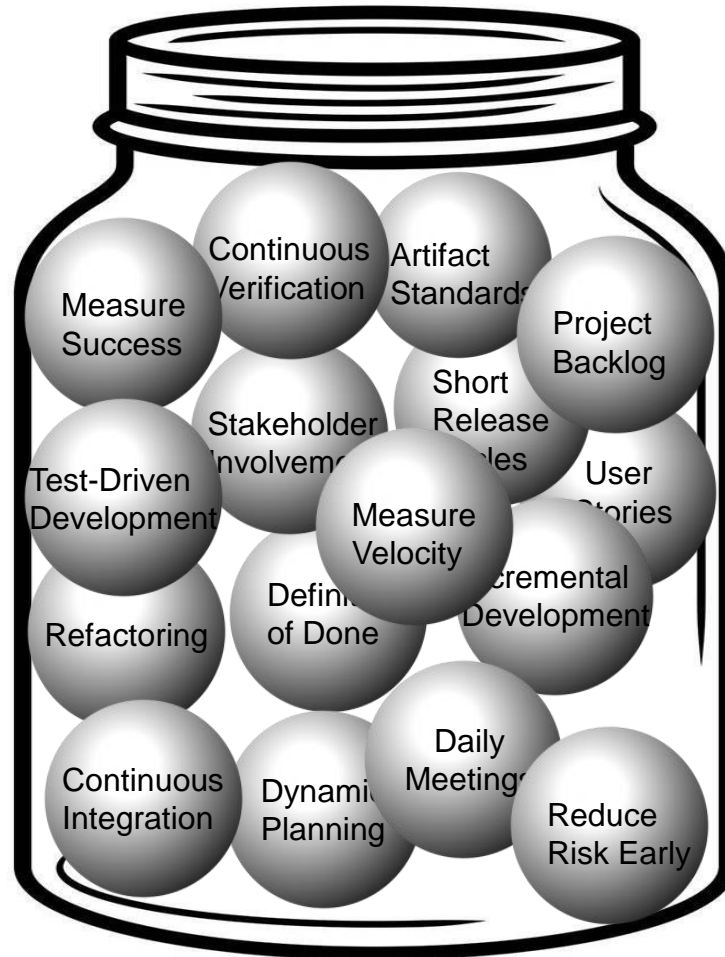


# Agile Practices

Create and apply  
test cases as you  
develop the product,  
not after the fact

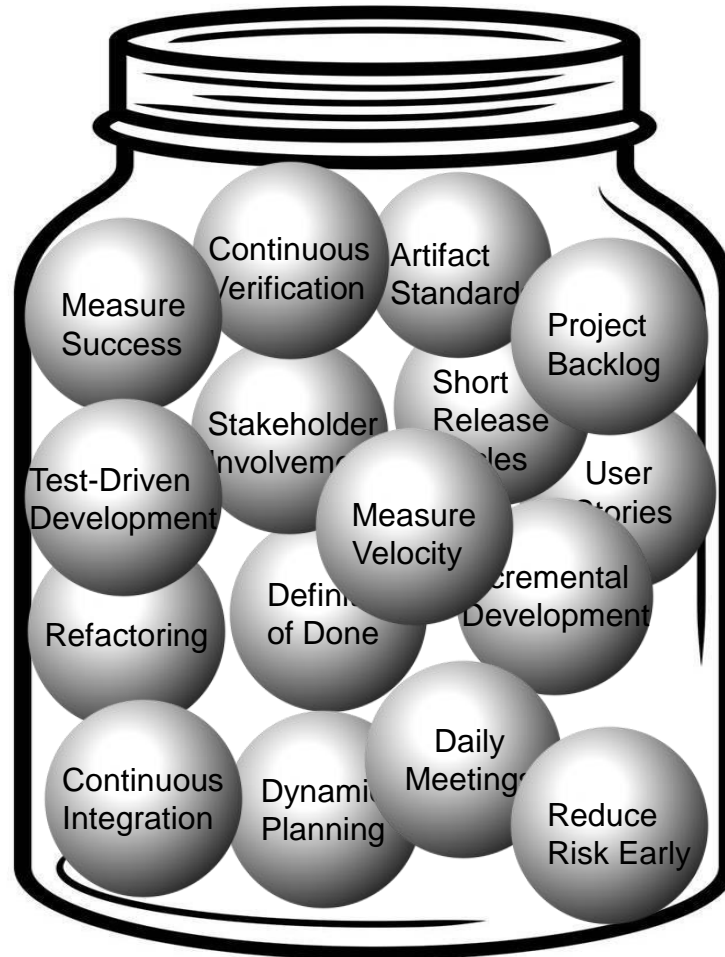


# Agile Practices



Continuously verify  
the correctness of  
your engineering  
data

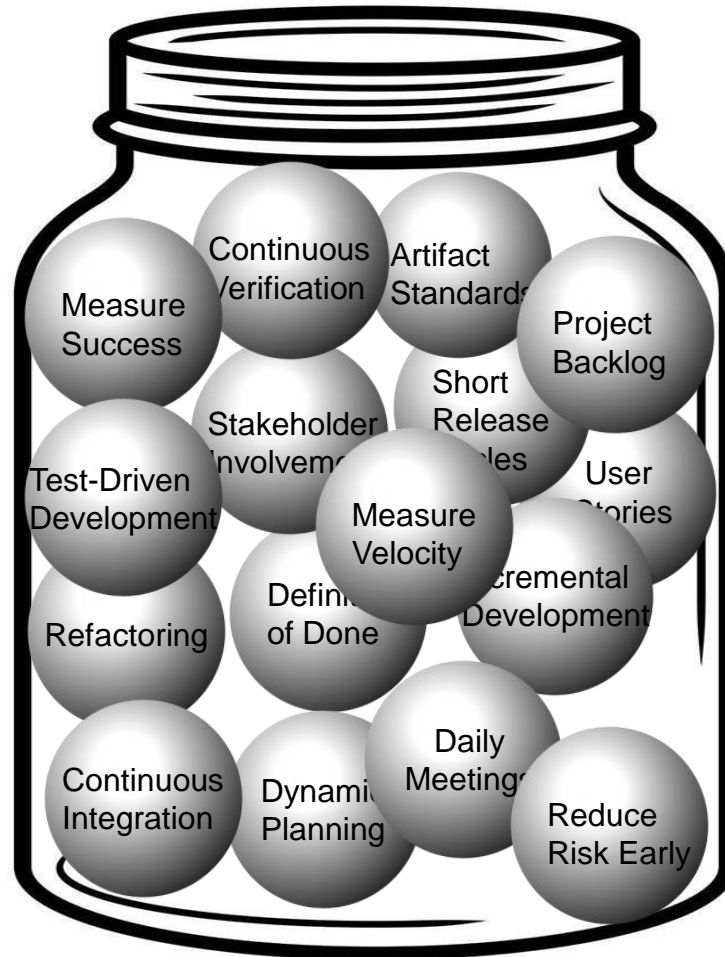
# Agile Practices



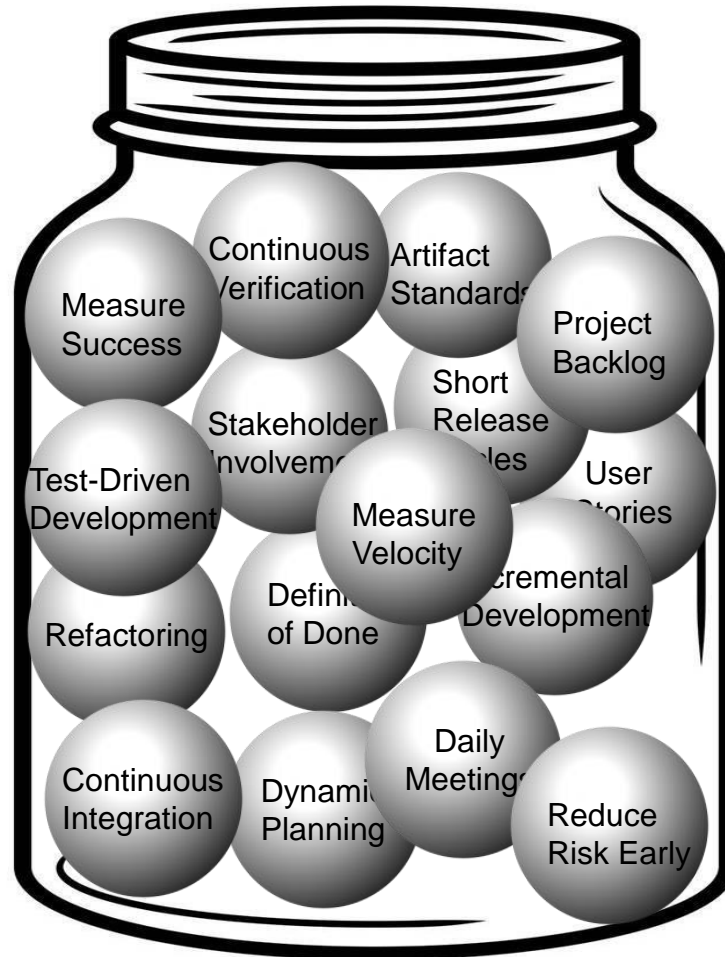
Ensure work products have the right form and content

## Agile Practices

Continuously  
integrate work  
product components  
to ensure on-going  
consistency



# Agile Practices



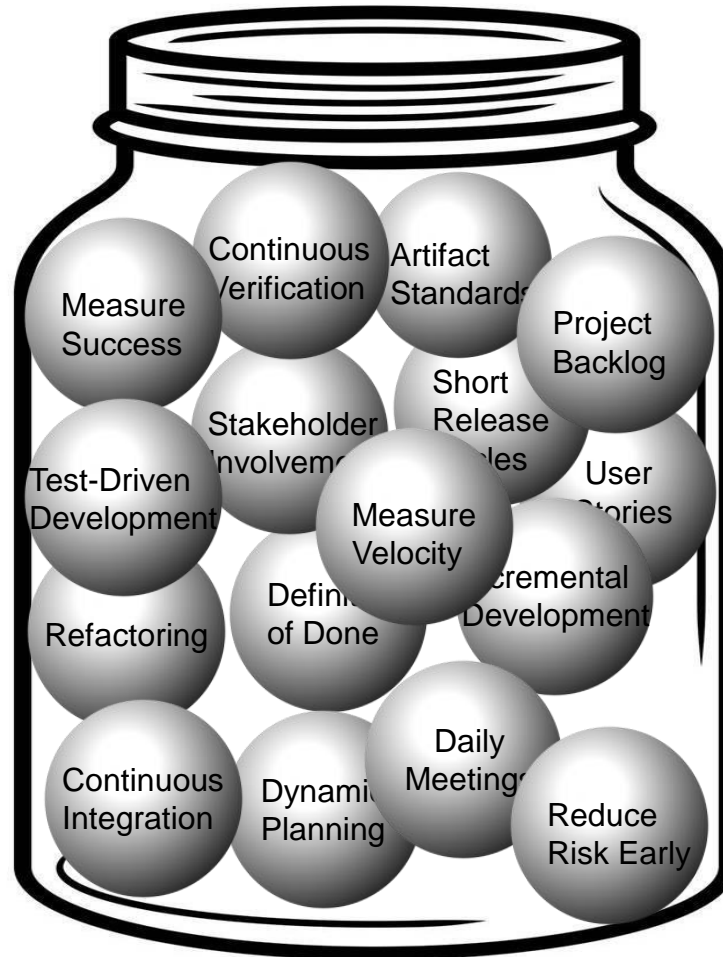
Measure progress  
against plan



# Agile Practices

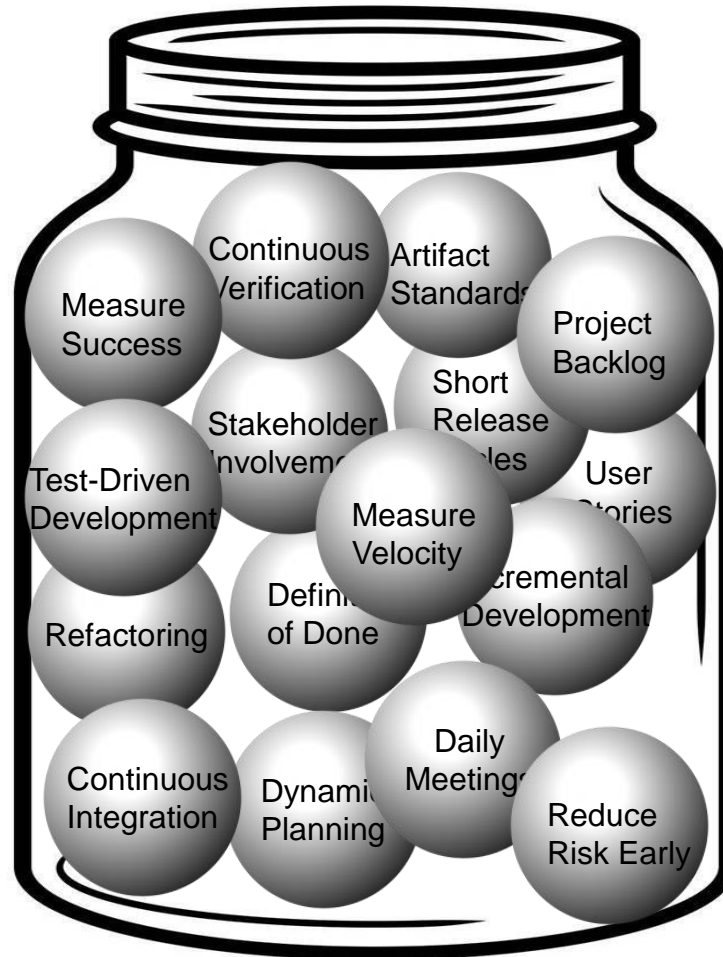
Constantly measure your progress against goals and objectives with metrics, such as

- Velocity
- Deviation from plan
- Burn down rate
- Remaining risk
- Defect rate
- Defects remaining
- Requirements churn
- Test coverage

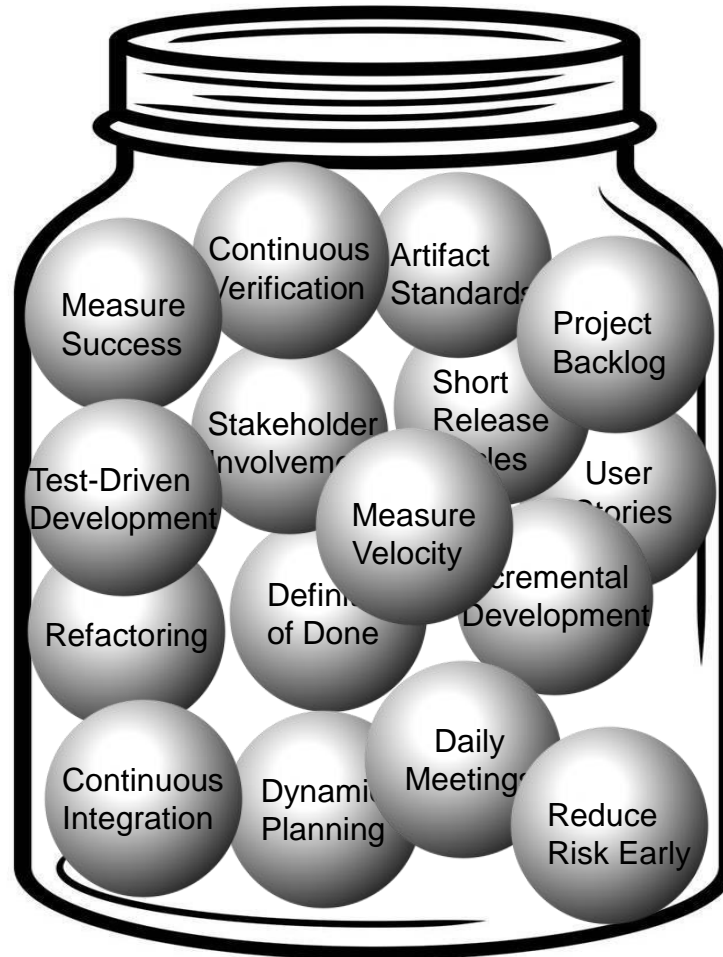


# Agile Practices

Plan to the best of your information, but plan to replan as you learn more about the product and project

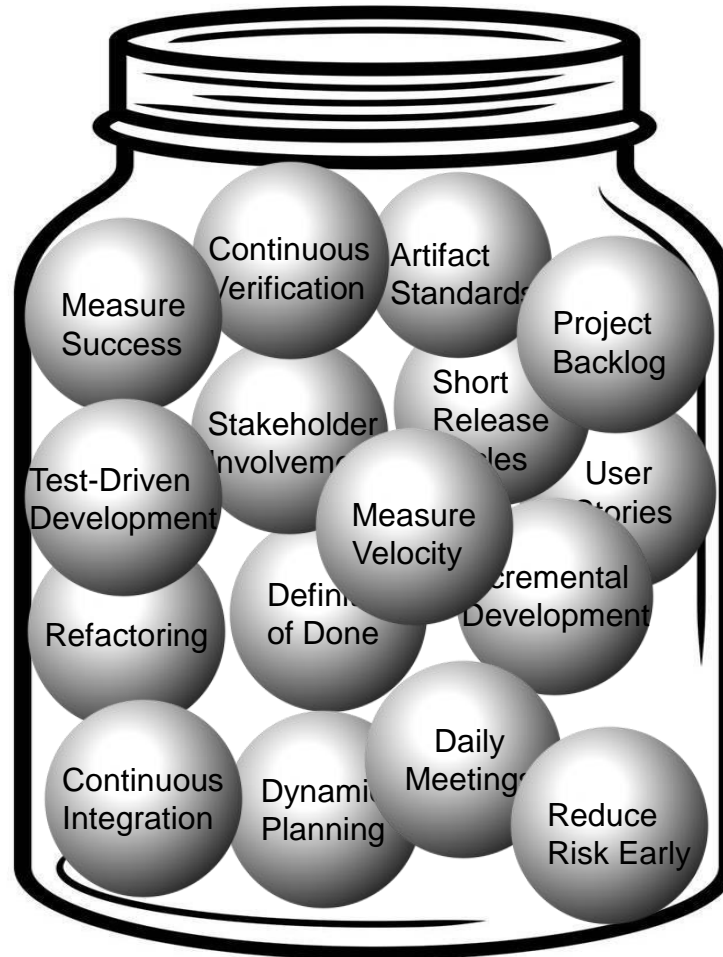


# Agile Practices



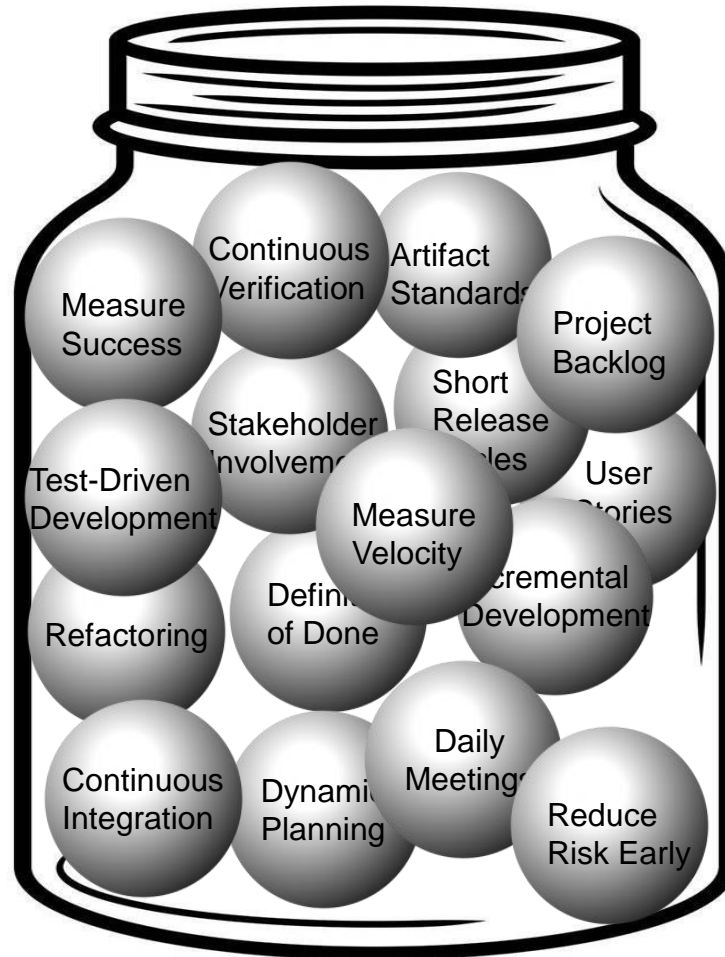
Develop the work products in small increments verifying their correctness as you go

# Agile Practices



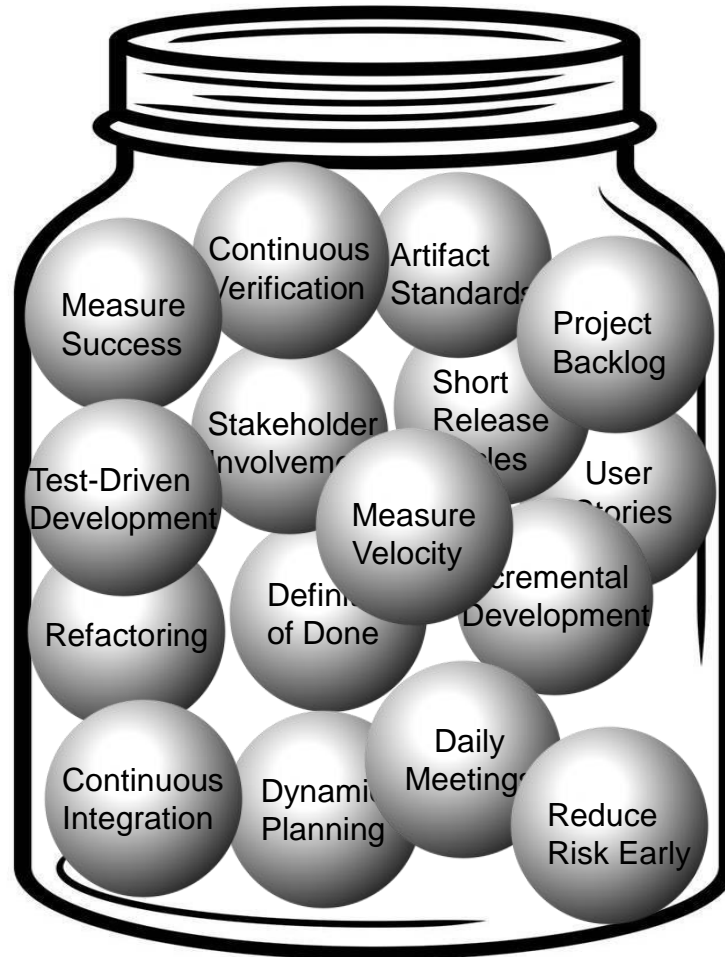
Increments should be small in degree of change and short in duration

## Agile Practices



Be clear on what it means to have successfully and fully reached the objectives of the task or increment and verify that you have done so

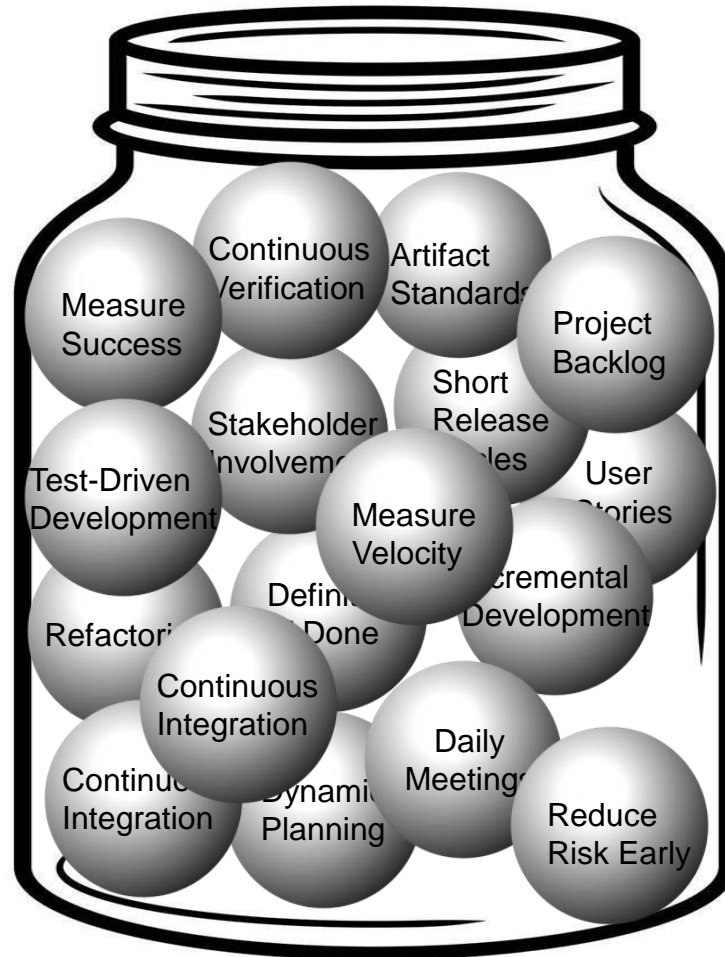
# Agile Practices



Identify risk to success, plan *spikes* to address them, and execute them within the increments

## Agile Practices

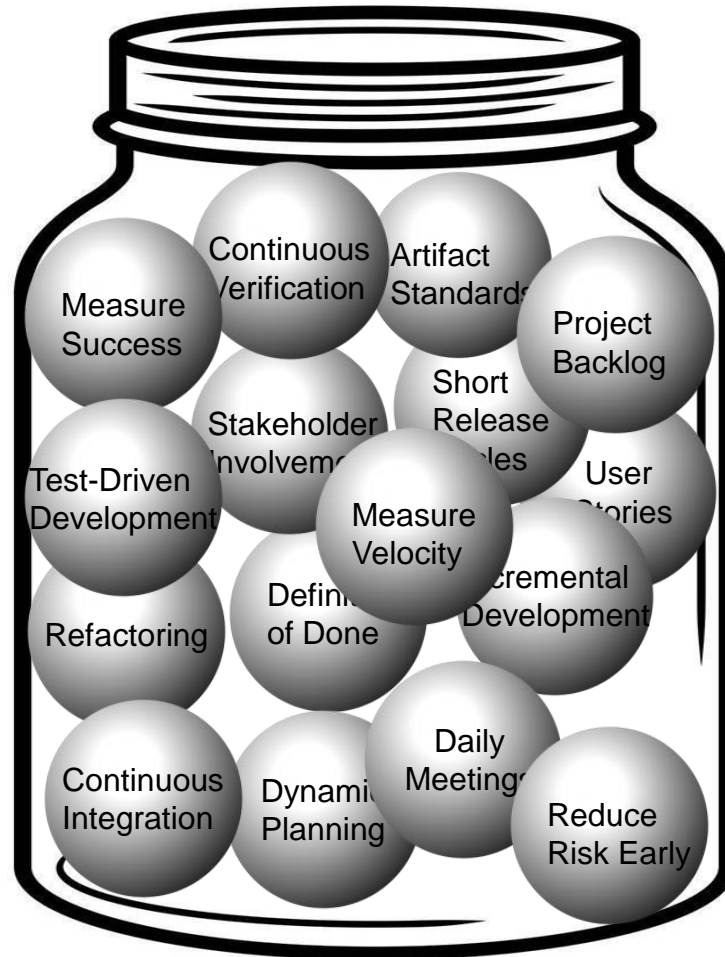
Incremental development is predicated on the idea that change is growth and refactoring is reorganization as more information becomes known





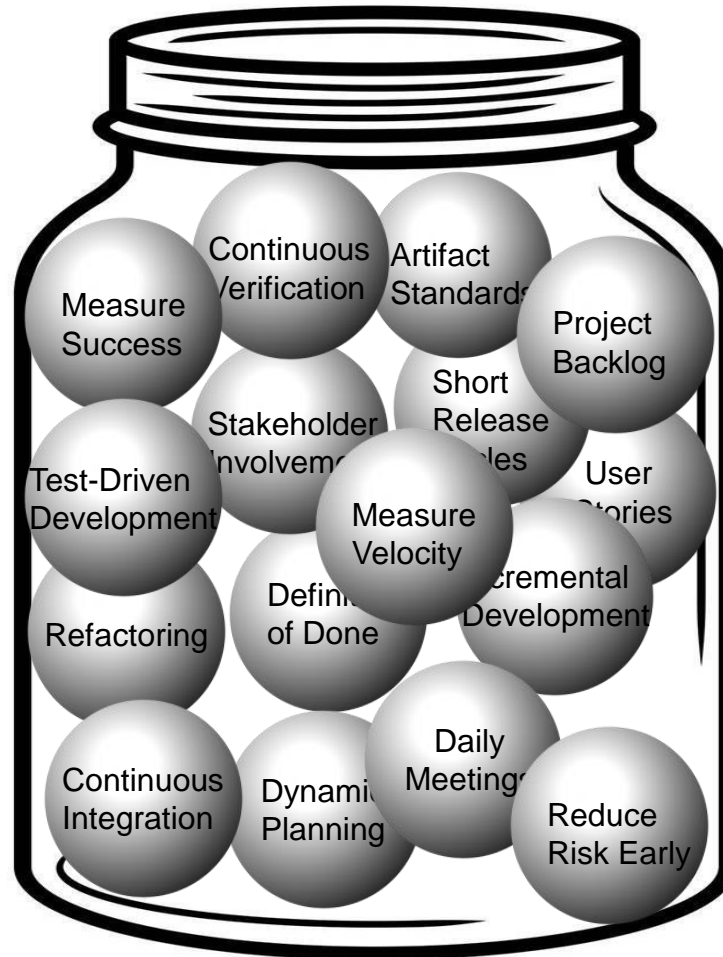
# Agile Practices

Incrementally  
validate the product  
with the stakeholder  
to ensure it meets  
their needs



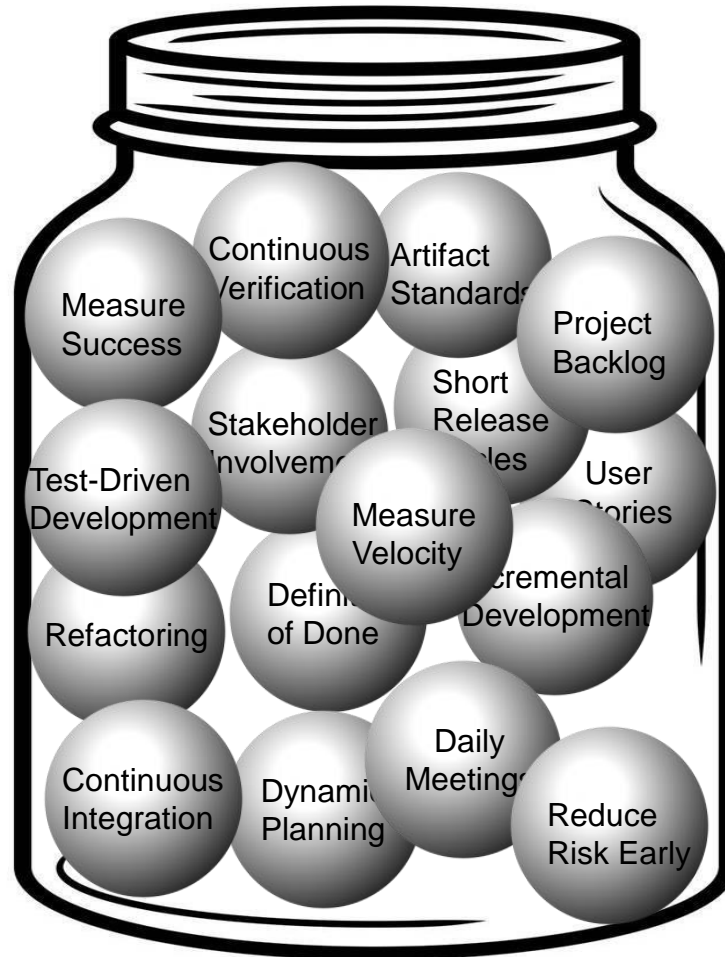


# Agile Practices



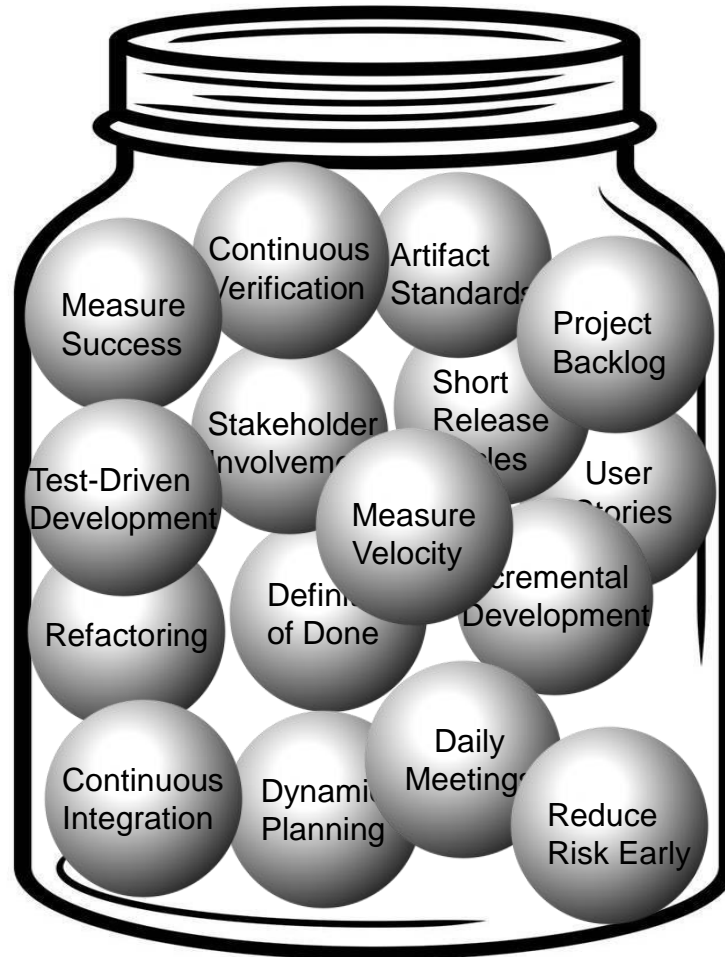
Maintain and burn down a prioritized list of things to do, including features to incorporate, design to include, and risks to reduce

# Agile Practices



Use Cases or User Stories aid in the capture and analysis of requirements

# Agile Practices



Each day, have a short meeting in which team members identify where they are and their “blockers”

## Common Systems Work Products

- Requirements
  - Stakeholder
  - System
  - Subsystem
  - Engineering Specific: Software, Electronics, Mechanical, Pneumatics, Hydraulic, ...
- Architecture
  - Functional
  - Logical
  - Physical
  - Trade studies
- Interfaces
  - System – Actor
  - Subsystem – Subsystem
  - Interdisciplinary (e.g. software – electronics)
- Dependability analysis & specifications
  - Safety
  - Reliability
  - Security

- Trace matrices

# What do we mean by “verification & validation” of work products?

## Semantic Verification

- “correct” (*compliance in meaning*)  
Performed by engineering personnel  
Three basic techniques
- **Semantic review** (subject matter expert & peer) – most common, weakest means
- **Testing** – requires executability of work products, impossible to fully verify
- **Formal methods** – strongest but hard to do and subject to invariant violation

## Syntactic Verification

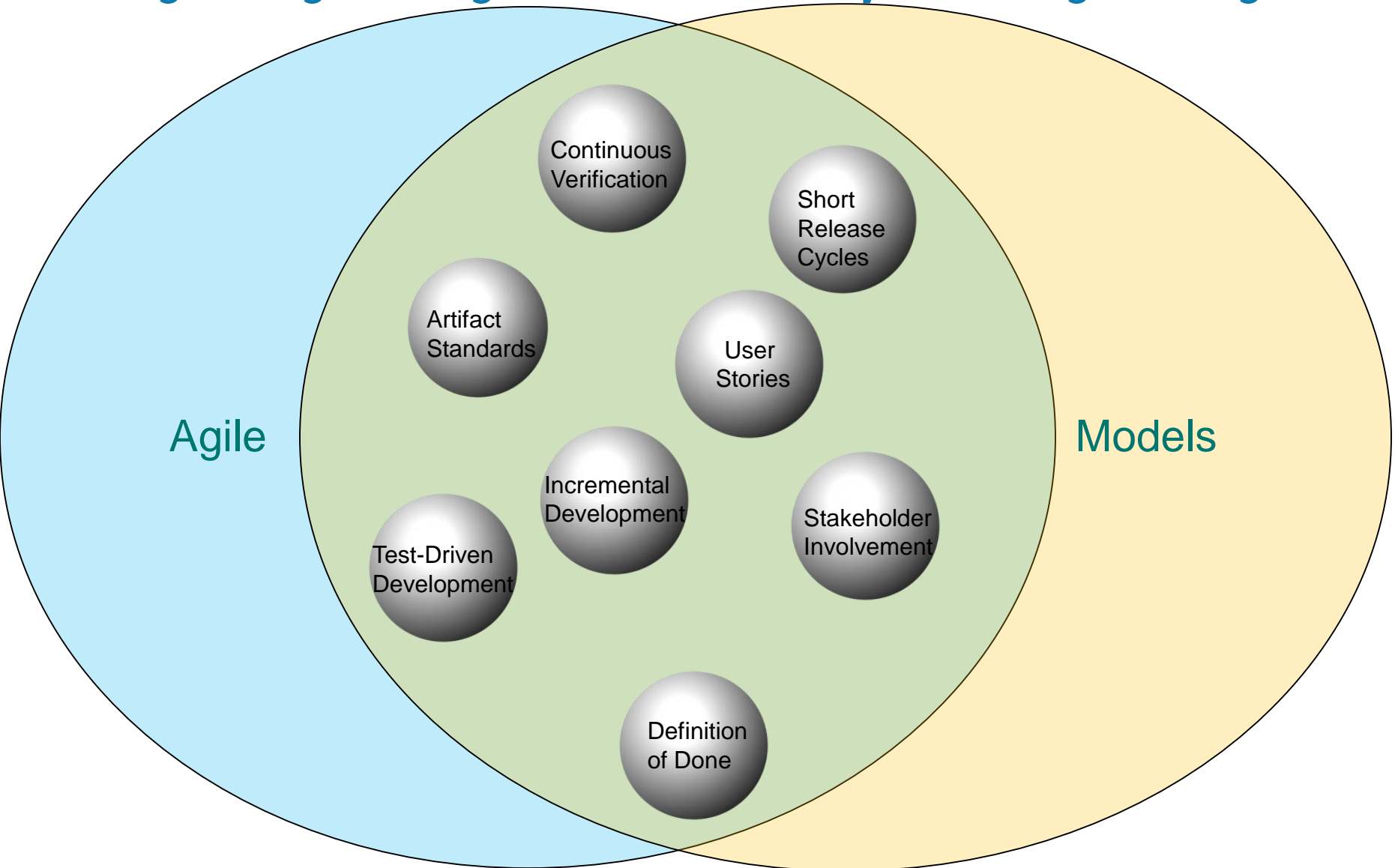
- “well-formed” (*compliance in form*)  
Performed by quality assurance personnel
- **Audits** – work tasks are performed as per plan and guidelines
- **Syntactic review** – work products conform to standard for organization, structure and format



## Validation

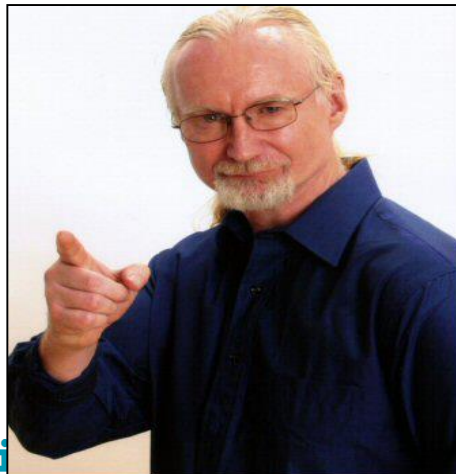
- “meets the stakeholder need”  
Performed by customer + engineering  
Some common techniques
- **Review** – (subject matter expert & customer) – most common, weakest
- **Simulation** – show simulated input → outputs
- **Sandbox** – exploratory usage in constrained environment
- **Flight test** – demonstration of system capabilities
- **Deployment** – early usage of system of partial capability

# Putting the Agile in Agile Model-Based Systems Engineering



## Modeling is Essential for Agile MBSE

- Models:
  - Answer questions
  - Faithfully, precisely, and completely address the purpose and scope of the model
  - Trace to both source and subsequent work products
  - Support autogeneration of subsequent work products, when applicable:
    - Architecture Notebook
    - Interface Specifications (e.g. ICD)
    - Trace matrices
    - Test plans and test cases
    - Project process work and objectives
  - Provide the ability to verify the correctness, accuracy, precision, and completeness of engineering data



All useful models are  
falsifiable

*Bruce Powell Douglass*

# Common SysML Views for Systems Engineering

## ■ Diagrams

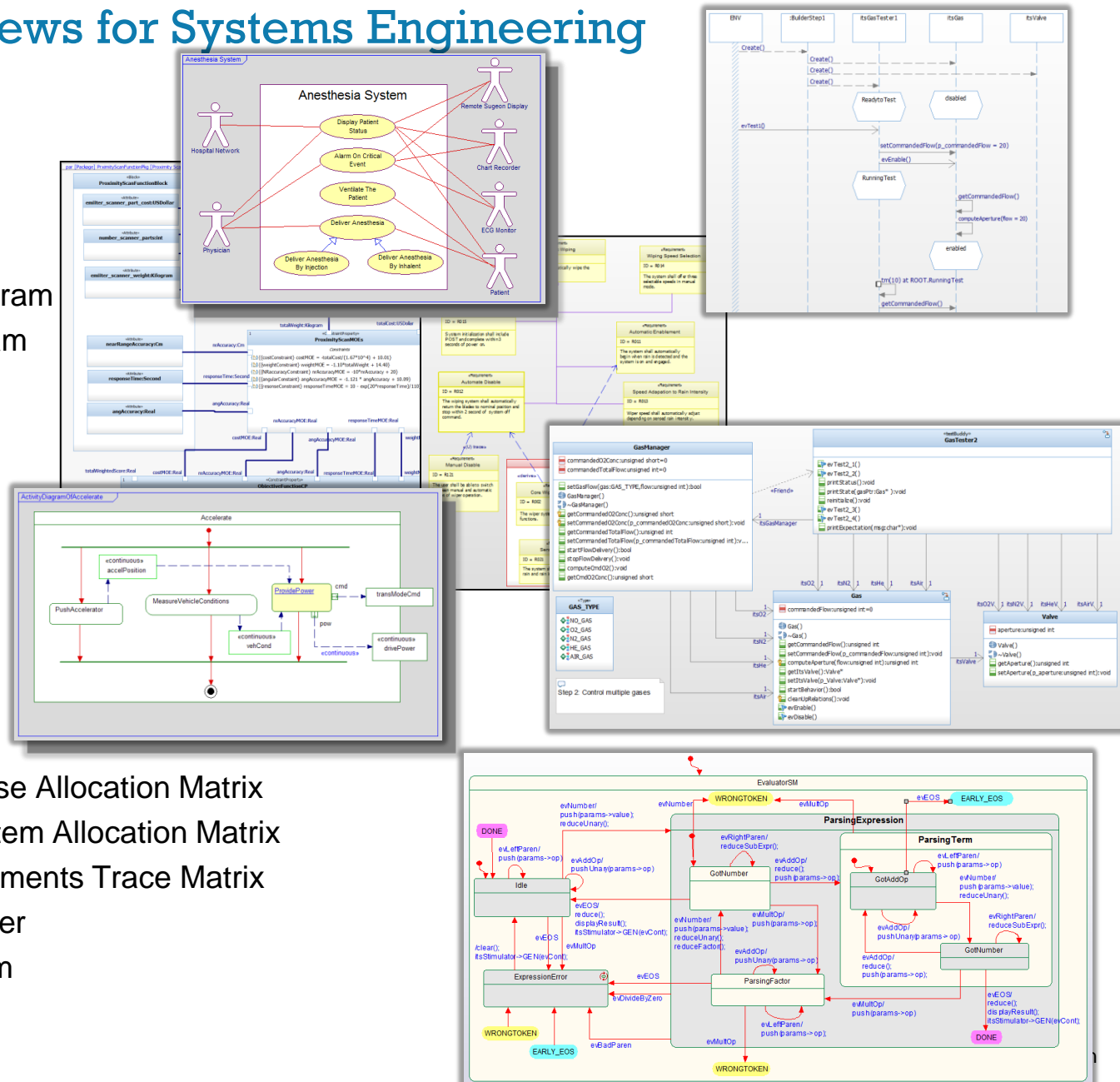
- Use case diagram
- Requirements Diagram
- Block Diagram
  - Block Definition Diagram
  - Internal Block Diagram
- Activity Diagram
- Sequence Diagram
- State Diagram
- Parametric Diagram

## ■ Tables

- Requirements Table
- Allocation Table
- Trace Table

## ■ Matrices (traceability)

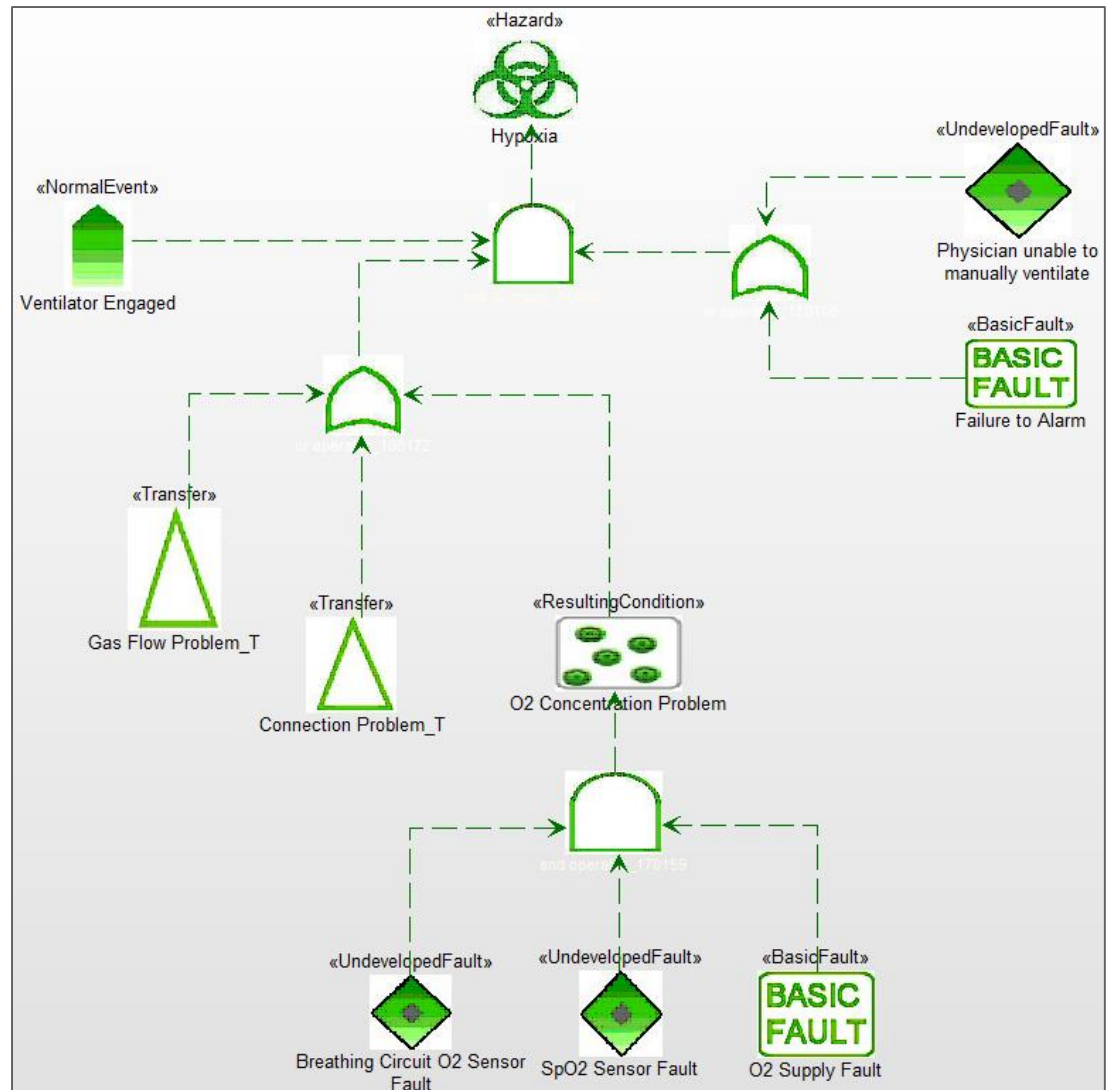
- Requirements – Use Case Allocation Matrix
- Requirements – Subsystem Allocation Matrix
- Requirements – Requirements Trace Matrix
  - System → stakeholder
  - Subsystem → system





# Integrated Safety and Reliability Analysis

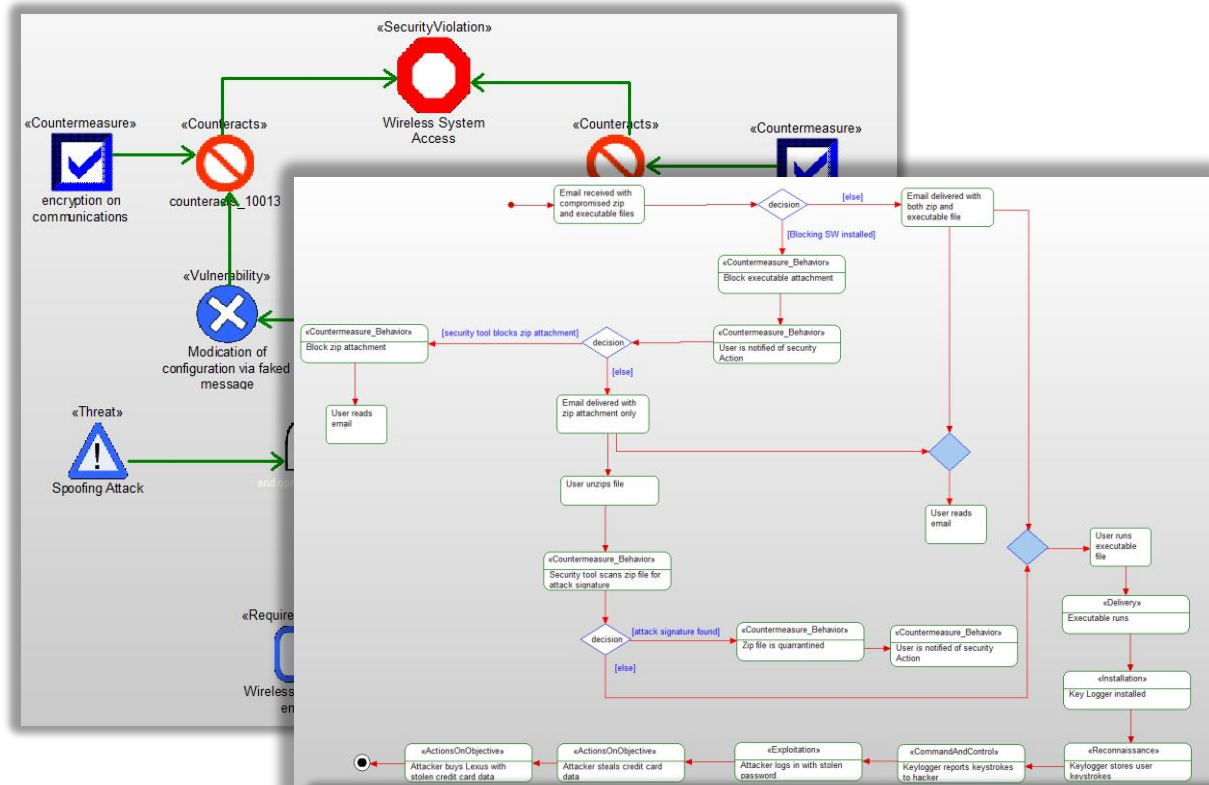
UML Dependability Profile



UML Dependability Profile is available for download at  
[www.bruce-douglass.com/models](http://www.bruce-douglass.com/models)

# Model-Based Threat Analysis

- Security Analysis Diagram (SAD) is like a Fault Tree Analysis (FTA) but for security, rather than safety
  - It looks for the logical relation between assets, vulnerabilities, attacks, and security violations
  - Permits reasoning about security
    - What kind?
    - How much?
    - Risk assessments
    - Cost of security penetration
    - Adequacy of countermeasures
    - Who has access to assets

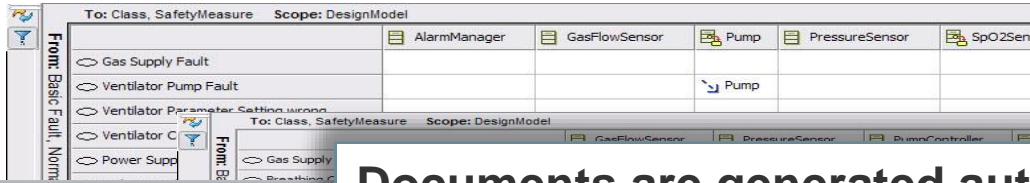


Threat Analysis Table

| Asset value is the value of the asset to be protected (1=very low, 10=very high).  |                            |                             |             |                      |                 |                |         |                 |                 |                     |
|--|----------------------------|-----------------------------|-------------|----------------------|-----------------|----------------|---------|-----------------|-----------------|---------------------|
| Likelihood is the probability of the attack (1=very low, 10=certain).  |                            |                             |             |                      |                 |                |         |                 |                 |                     |
| Reproducibility refers to how easy it is to reproduce the attack (for example, does it depend on timing or other circumstances?) (1=hard, 10=very easy). |                            |                             |             |                      |                 |                |         |                 |                 |                     |
| Exploitability refers to how easy it is to launch the attack (1=very easy, 10=very hard).  |                            |                             |             |                      |                 |                |         |                 |                 |                     |
| Breadth is a measure of the extent of the attack. How widespread is it or how many systems are affected? (1=few, 10=very many).                          |                            |                             |             |                      |                 |                |         |                 |                 |                     |
| Discoverability is how easy it is for outsiders to find out about and exploit the vulnerability (1=very easy, 10=very hard).                             |                            |                             |             |                      |                 |                |         |                 |                 |                     |
| Threat Priority is the product of the above values and is used to prioritize the threats for countermeasures.  |                            |                             |             |                      |                 |                |         |                 |                 |                     |
| These are in the range of 1-10   |                            |                             |             |                      |                 |                |         |                 |                 |                     |
| Asset  | Vulnerability              | Threat Vector               | Asset Value | Likelihood of attack | Reproducibility | Exploitability | Breadth | Discoverability | Threat Priority | Countermeasure      |
| Patient Demo-graphic Data  | Access via Ethernet        | Input validation weak       | 4           | 7                    | 9               | 4              | 1       | 9               | 9072            | Internal encryption |
|  | Access via USB             | Auto-execution of USB SW    | 4           | 7                    | 9               | 3              | 1       | 9               | 6004            | Internal encryption |
|  | Access via packet snooping | Messages sent in plain text | 4           | 7                    | 9               | 5              | 1       | 8               | 10080           | Message encryption  |

Part of the UML Dependability Profile

# Auto-generation of summary documentation from models



## Failure Mode and Effects Analysis

Documents are generated automatically from engineering work in models

Typical auto-generated documentation includes

- Traceability matrix
- Hazard Analysis
- FMEA / FMECA
- Cyberphysical threat analysis table
- Interface Control Document
- Design Description
- Architecture Notebook

### INTERFACE CONTROL DOCUMENT

Source: Model A76-BrakingSubsystemModel v2.1

Subsystem: BrakingManagementSubsystem

Interface: iBrakingForce

Service: GetBrakingForce

Data: brakingForce

Type: Scaled 32-bit integer  
Media: CAN Bus message  
Range: 0..100N  
Accuracy:  $\pm 0.05$  N  
Return value: none  
Rate: 5 ms  
Worst Case Response time: 1 ms

Interface: iBrakingCommands

Service: EnableBrakingAugmentation

Data: enable

Type: 1-bit  
Media: CAN Bus message  
Range: 0 (FALSE) .. TRUE (1)  
Accuracy: N/A  
Return value: ACK\_Type  
Rate: no faster than 2/s  
Worst Case Response Time: 2 ms

Service: PowerOnSelfTest

Data: None

Return value: POST\_Return\_Type  
Rate: no faster than 1/10 minutes  
Worst Case Response Time: 1000 ms

Service: CalibrateBrake

### Threat Analysis Table

Asset value is the value of the asset to be protected (1=very low, 10=very high)

Likelihood is the probability of the attack (1=very low, 10=very high)

Reproducibility refers to how easy it is to reproduce the attack (for example, does it depend on timing or other conditions)

Exploitability refers to how easy it is to launch the attack (1=very easy, 10=very hard)

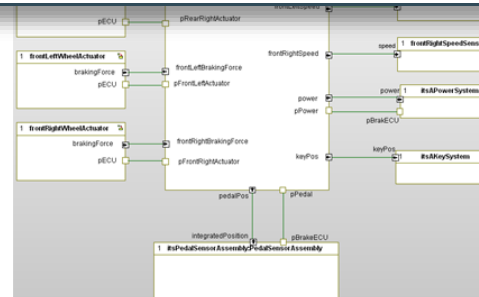
Breadth is the measure of the extent of the attack. How widespread is it or how many systems are affected?

Discoverability is how easy it is for outsiders to find out about and exploit the vulnerability (1=very easy, 10=very hard)

Threat Priority is the product of the above values and is used to prioritize the threats for countermeasures.

These are in the

| Asset                    | Vulnerability              | Threat Vector               | Asset Value | Likelihood of attack | Reproducibility | Exploitability |
|--------------------------|----------------------------|-----------------------------|-------------|----------------------|-----------------|----------------|
| Patient Demographic Data | Access via Ethernet        | Input validation leak       | 4           | 7                    | 9               | 4              |
|                          | Access via USB             | Auto-execution of USB SW    | 4           | 7                    | 9               | 3              |
|                          | Access via packet snooping | Messages sent in plain text | 4           | 7                    | 9               | 5              |



|   |     |             |          |   |          |   |
|---|-----|-------------|----------|---|----------|---|
| Overpressure can damage the lungs. This is an especially severe trauma, possibly fatal, to neonates.  | 200 | millisecond | 1.00E+04 | 4 | 3.00E+04 | 3 |
| Hyperoxia problems are usually limited to neonates, where it can cause blindness.   | 10  | minutes     | 1.00E+05 | 4 | 4.00E+05 | 4 |
| Inadequate anesthesia leads to patient discomfort and memory retention of the surgical procedures. This is normally not life threatening but can be severely discomforting. | 5   | minutes     | 1.00E+04 | 4 | 2.00E+04 | 2 |
| Over anesthesia can lead to death.  | 3   | minutes     | 1.00E+03 | 4 | 4.00E+03 | 4 |
| Anesthesia leak can lead to short or, in smaller doses, to long-term poisoning of medical staff.  | 10  | minutes     | 1.00E+05 | 5 | 4.00E+05 | 5 |

## So What IS a Model then?

**Modeling** is the development of a semantically correct set of engineering data of relevant systems and their properties

**Models** have views (e.g. diagrams)

**Diagrams** show subsets of eng. data

**Diagrams** have singular purpose

**Diagrams** answer questions

**Diagrams** support specific reasoning

**Models** have scope

**Models** have purpose

**Models** have accuracy

**Models** have fidelity

**Models** are falsifiable

**Models** are verifiable

**Models** *are interconnected data!*

# Harmony Agile MBSE Delivery Process

Rational

Method Composer

Team (IBM)

Welcome to the Rational Harmony Agile Model-Based Systems Engineering

Getting Started

Delivery Processes

Practices

Roles Sets

Tasks

Work Products

Guidance

Tools

Release Info

Search this Site:

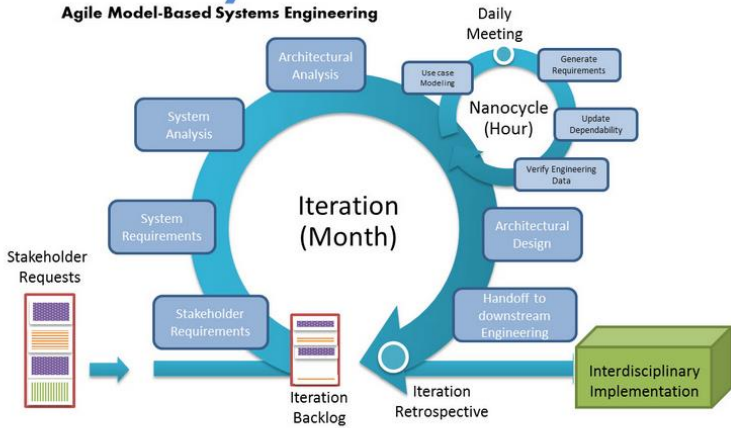
Welcome to the Rational Harmony Agile Model-Based Systems Engineering

The Rational Harmony Agile Model-Based Systems Engineering (aMBSE) process is a delivery process for the development of systems engineering data and work product using both model-based systems techniques with UML and SysML but is at the same time agile and incorporates agile practices for improved quality and engineering efficiency.

Main Description


Harmony aMBSE

Agile Model-Based Systems Engineering



With the initial release of the UML in 1995, systems engineers had a standard language in which they could express requirements, architectures, designs, and other kinds of engineering data. However, there was widespread belief that the Unified Modeling Language (UML) itself was too "software oriented" for general use in systems engineering which led to the development and release of the Systems Modeling Language (SysML). UML and SysML provide a number of key advantages for the development of system engineering data:

- Precision of engineering data
- Data consistency across work products and engineering activities
- A common source for engineering truth
- Improved visualization and comprehension of engineering data
- Ease of integration of disparate engineering data
- Improved management and maintenance of engineering data



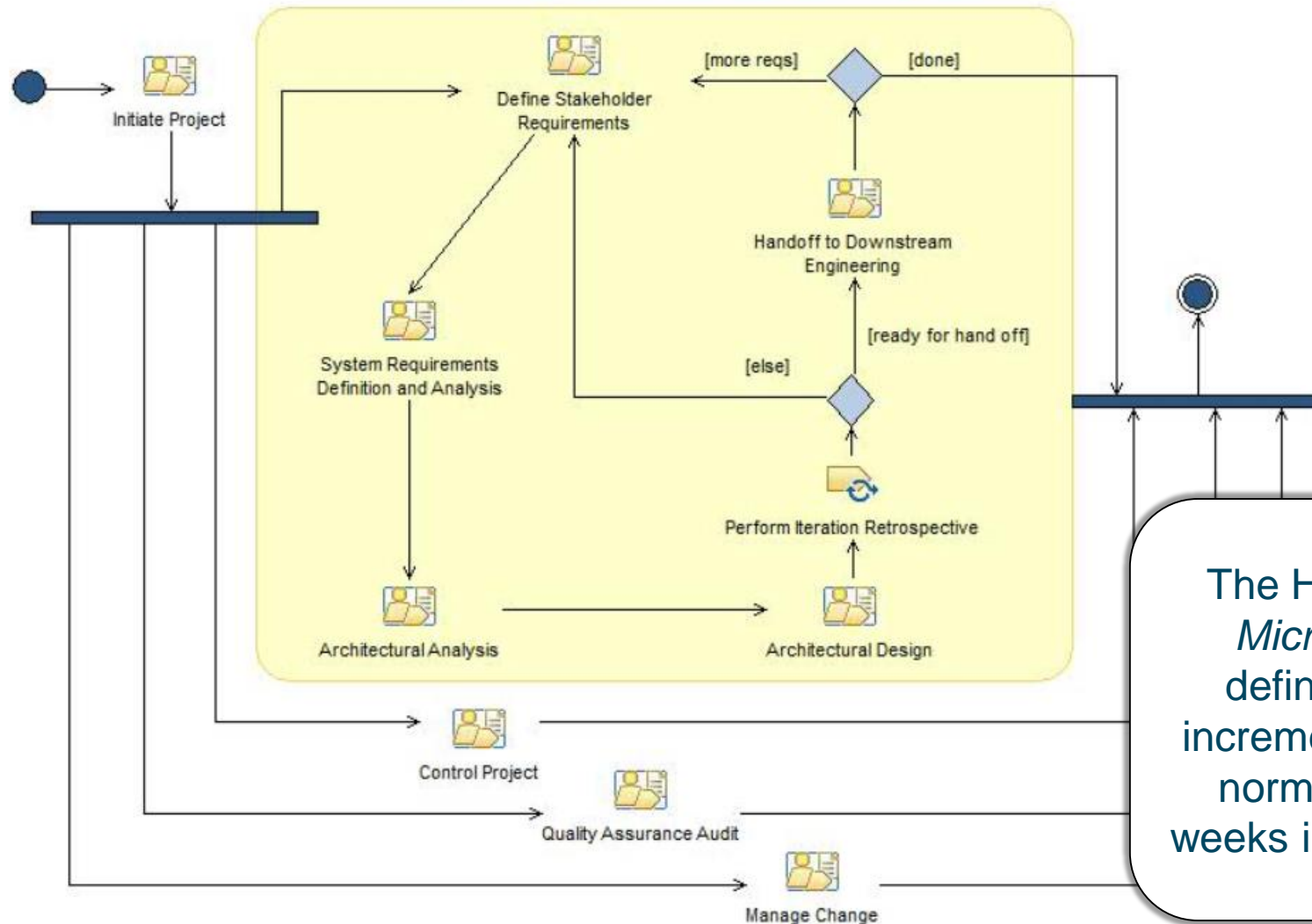
29 Internet of Things

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# Harmony aMBSE Practices: Incremental Development

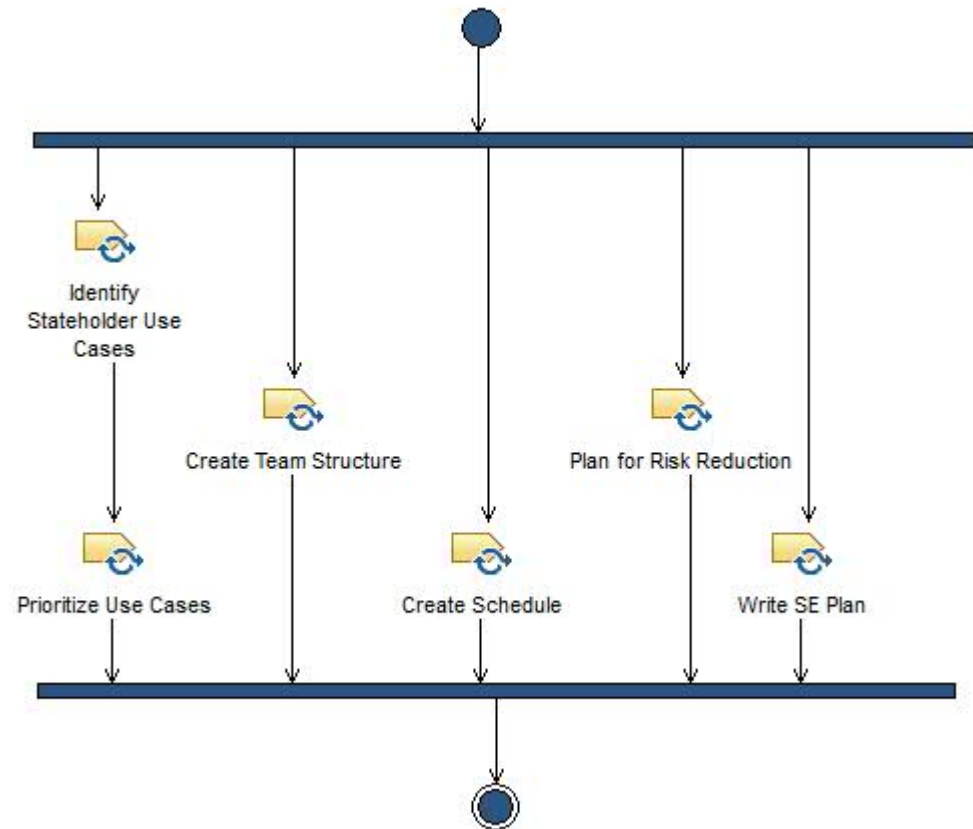
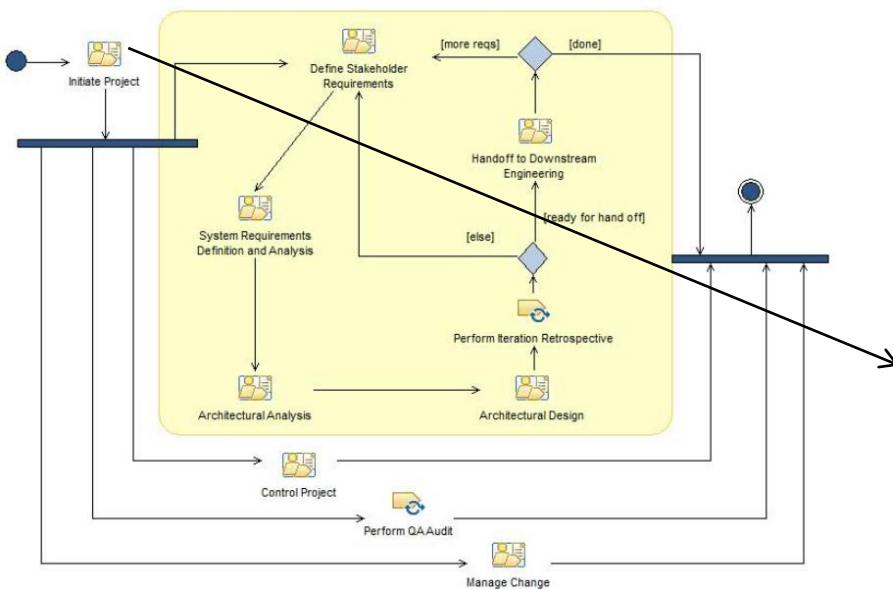
## Harmony aMBSE Delivery Process



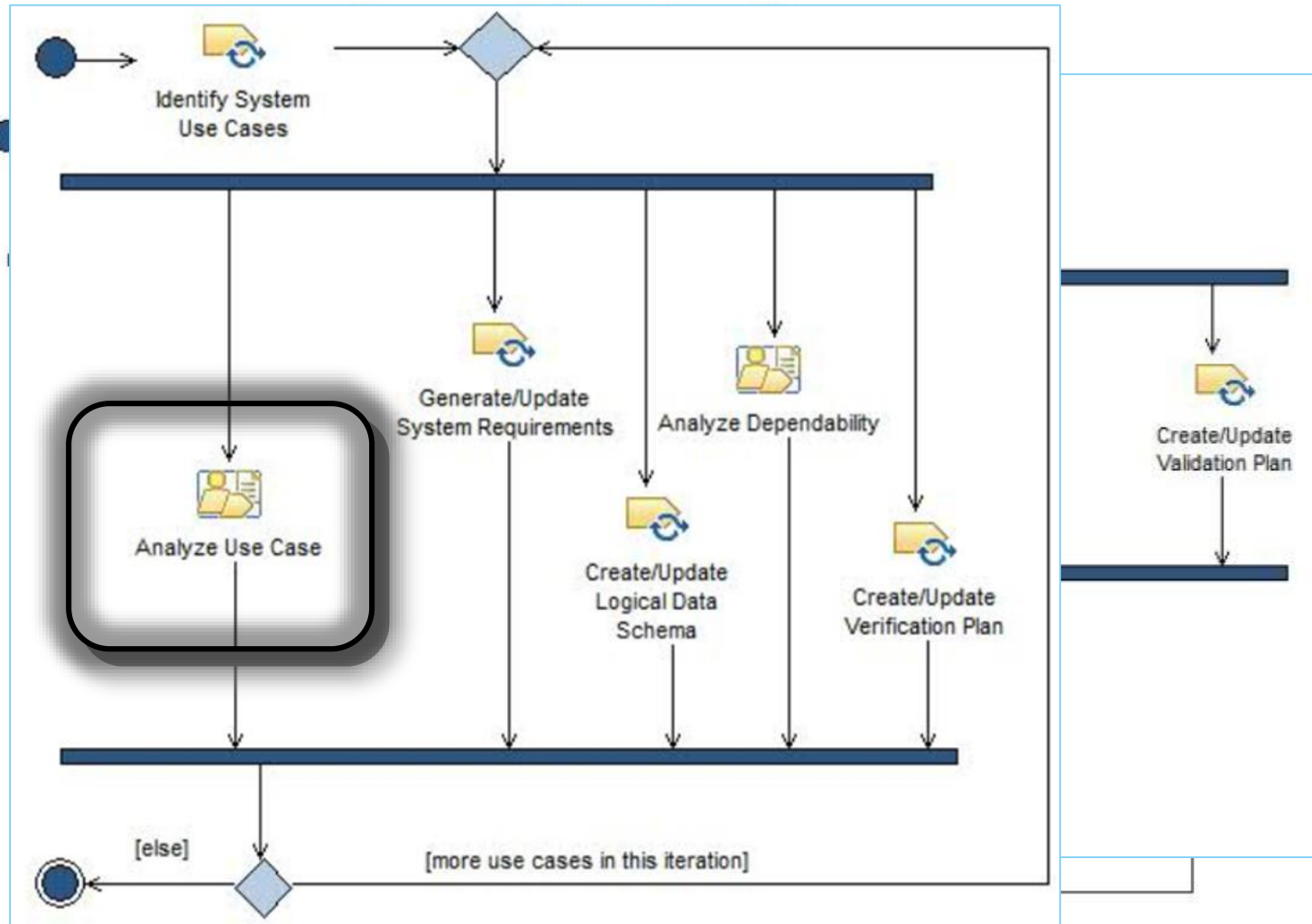
The Harmony *Microcycle* defines one increment cycle, normally 1-4 weeks in duration

# Initiate project

Harmony aMBSE Delivery Process

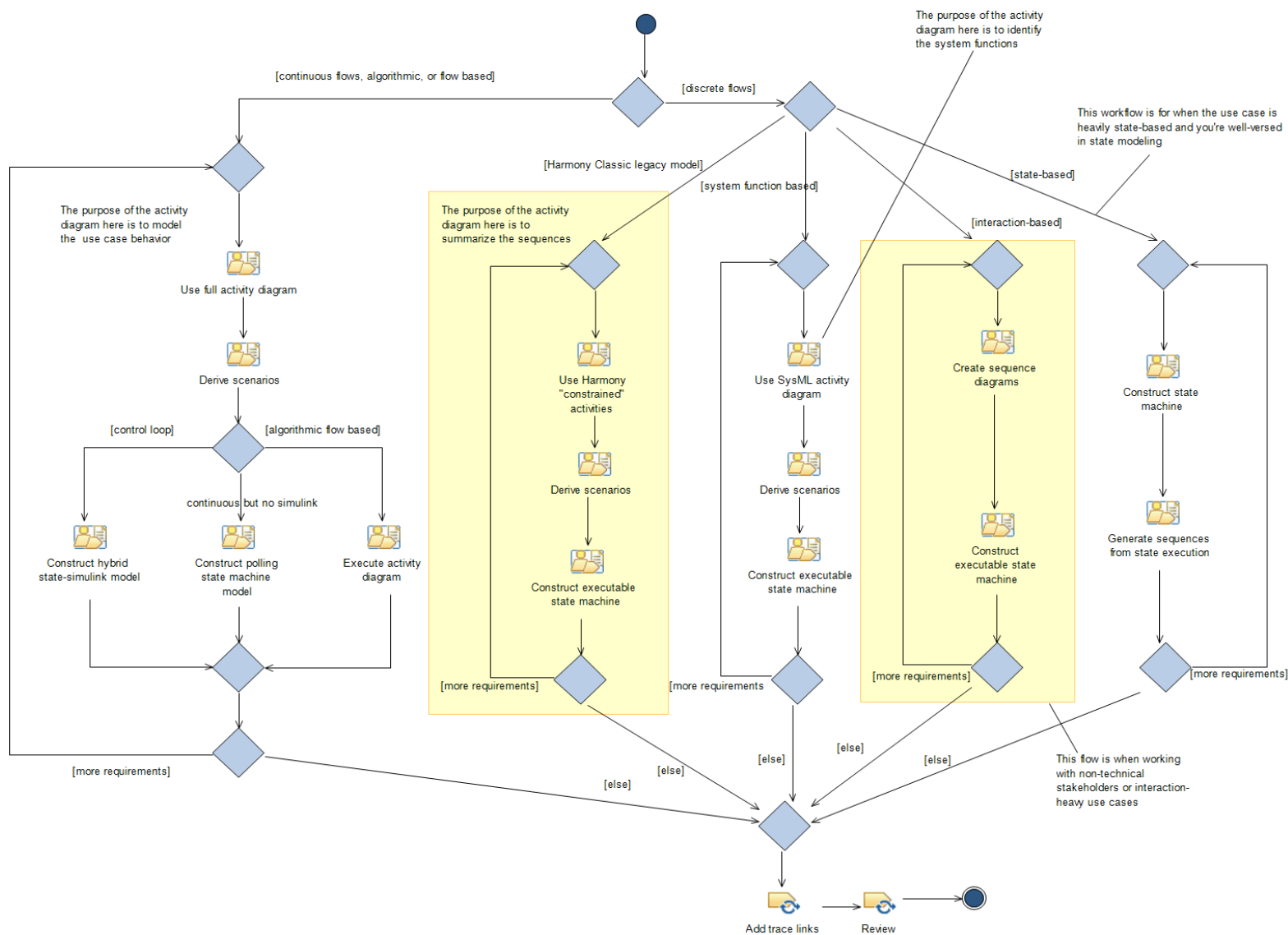


# Harmony Process for Agile MBSE





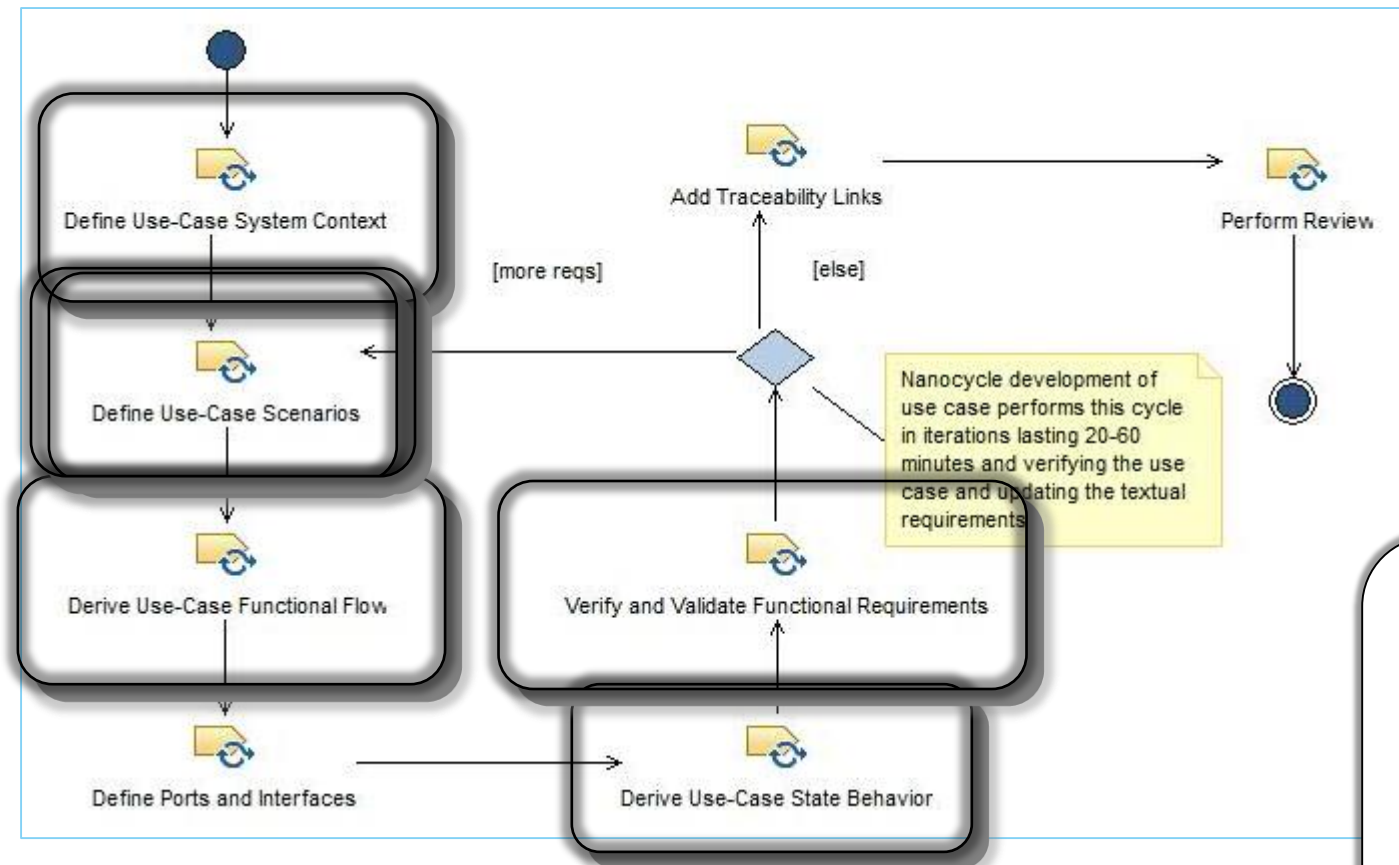
# Alternative Flows for Use Case Analysis



- The principle behind TDD is to develop and apply test cases as you develop a system to demonstrate that it is correct
  - This is done in parallel with the system development and not ex post facto
  - This is about defect avoidance not so much defect identification and repair
- TDD applies to the development of complex system use case, architecture and design models



# Scenario Driven Use Case Construction / Validation



The Harmony  
*Nanocycle* defines a  
short work product  
development cycle,  
20-60 minutes in  
duration

**Making it Agile**  
Loop

Loop

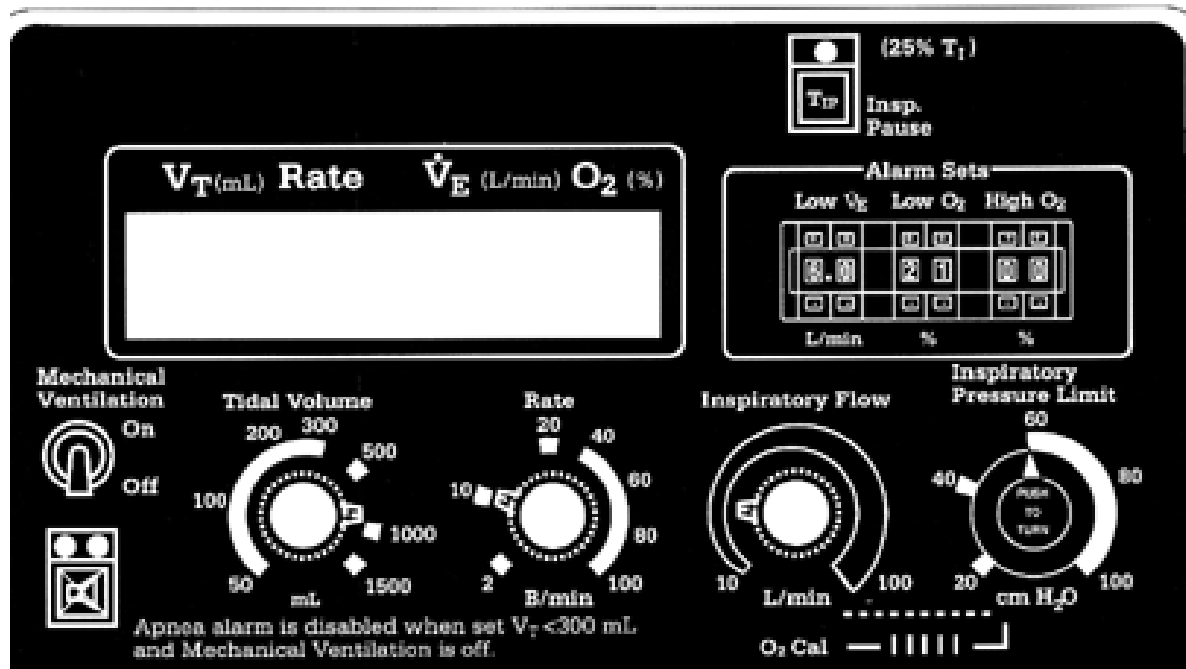
Conceptualize requirement aspect  
Incrementally augment model  
Verify

Repeat until all requirements added

Repeat for all use cases

< 1 hr

## Exploring Requirements – Then vs Now



- The system shall set  $V_t$  in the range of 50 to 1500 ml
- The user shall push in the knob to confirm the  $V_t$  before the value becomes active
- While monitoring, the system will display measured  $V_t$  output
- Respiration Rate shall be set in the range of 2 – 100 b/m
- The user shall push in the Rate knob to confirm the Rate value before it becomes active
- Neonate mode shall support  $V_t$  from 50 to 500 ml
- ...

### Questions

- ▶ What happens if the user turns the  $V_t$  knob *and then turns the Rate knob before pushing in to confirm?*
- ▶ How to I abort a  $V_t$  change once started?
- ▶ What happens if the user tries to set the  $V_t$  to 1500 and the system is configured for neonates?

## The Traditional Option

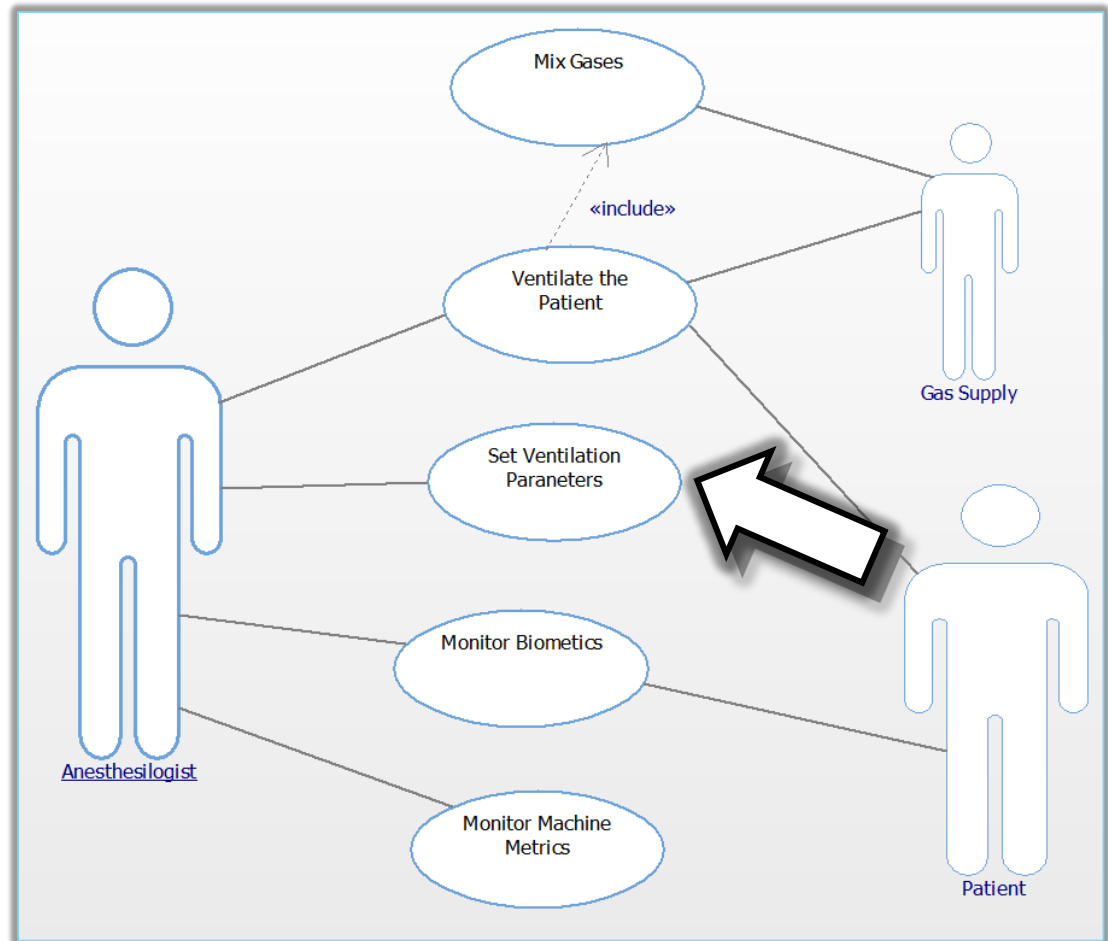
- Search through the (hundreds to thousands of) requirements to find the one that answers the question
- Once you've determined that it isn't in the spec, go back to the stakeholder(s) and ask them what you should do
- Or make up something that seems reasonable



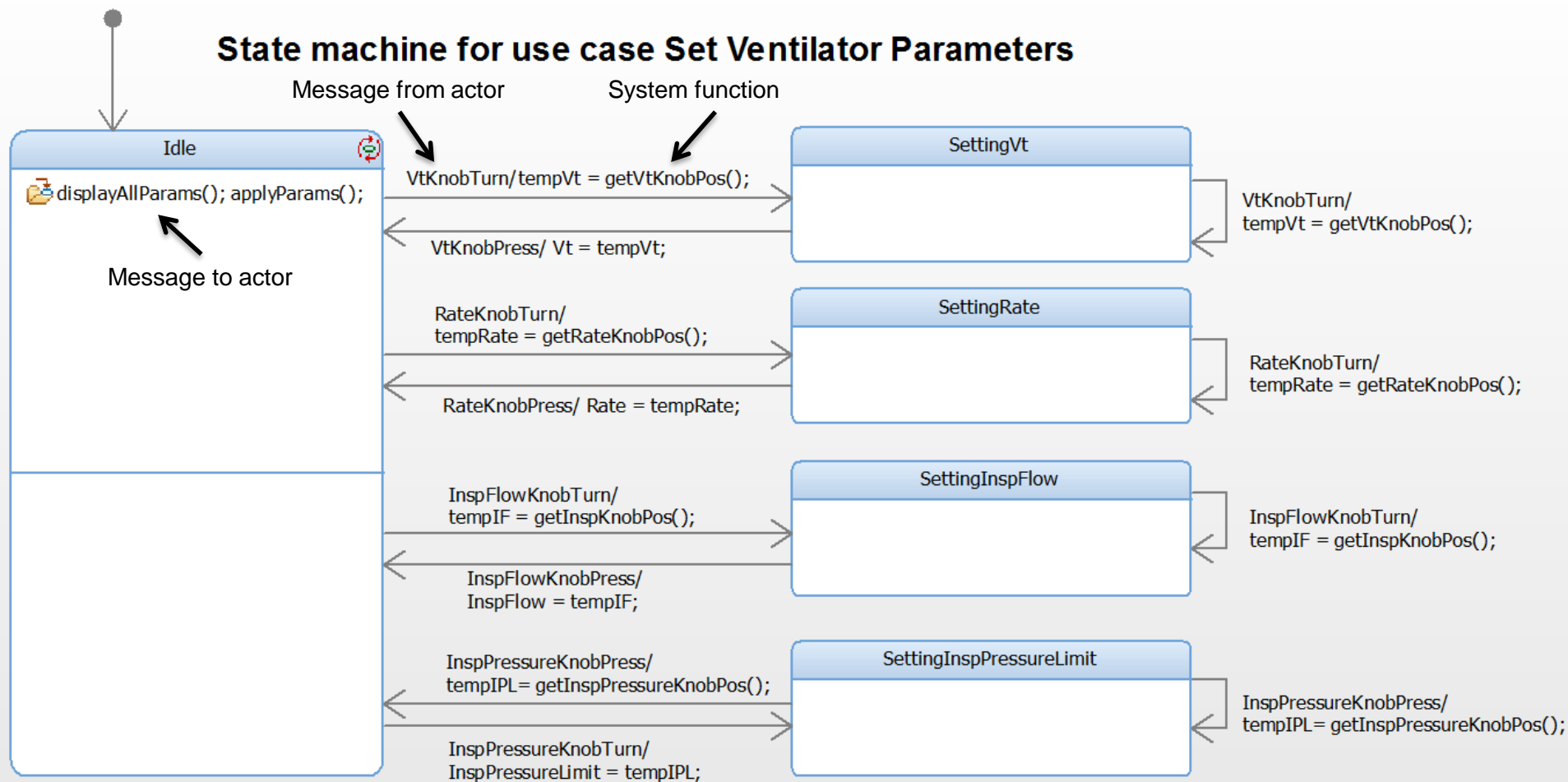
# Executable Requirements Models

## Benefits

- Ability to explore and evaluate requirements
- Improve ability to identify requirement defects:
  - Missing requirements
  - Incomplete requirements
  - Conflicting requirements
- Provides facilities to do “what about this ...?” analysis
- Reliably results in *better requirements*

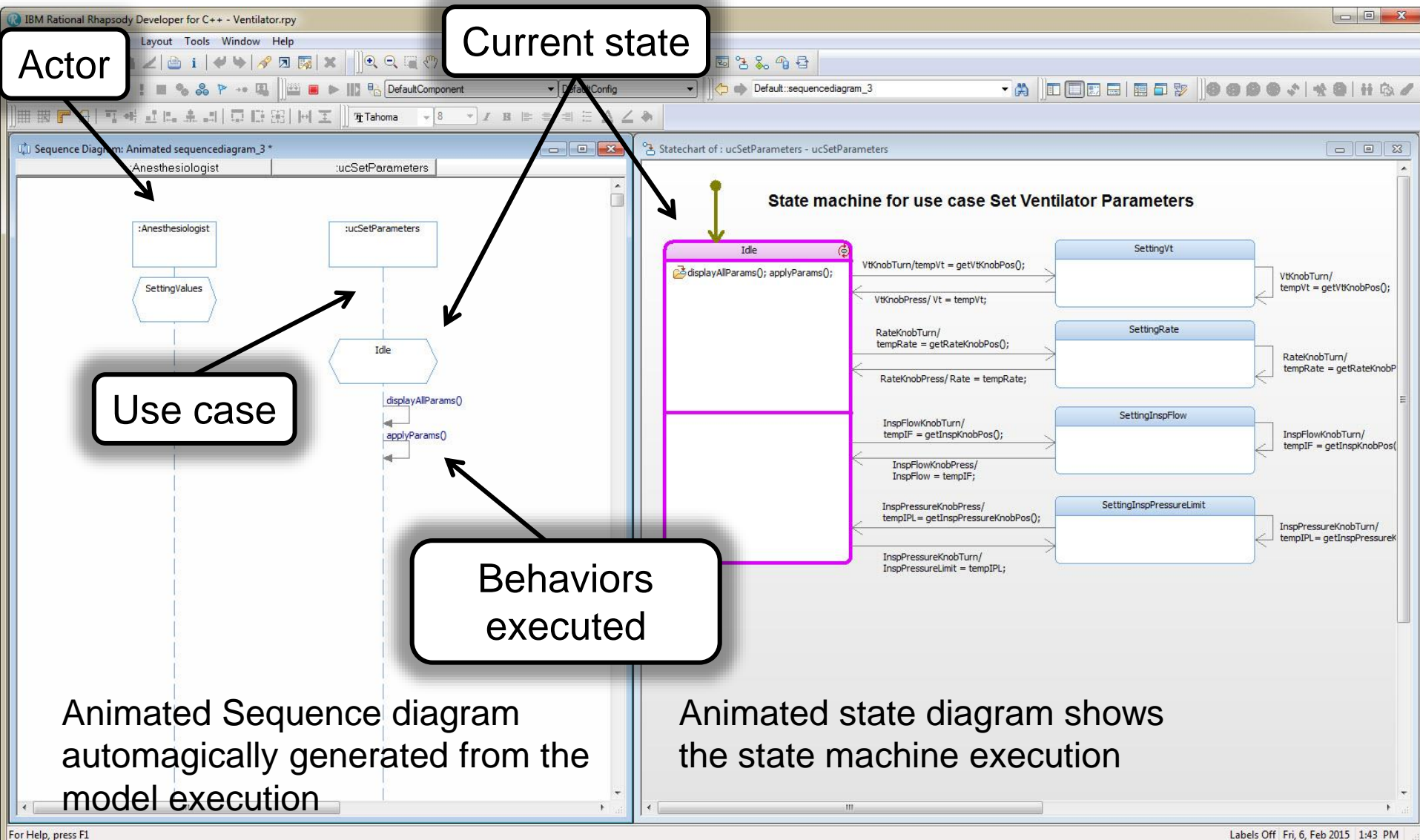


# The Modeling Option



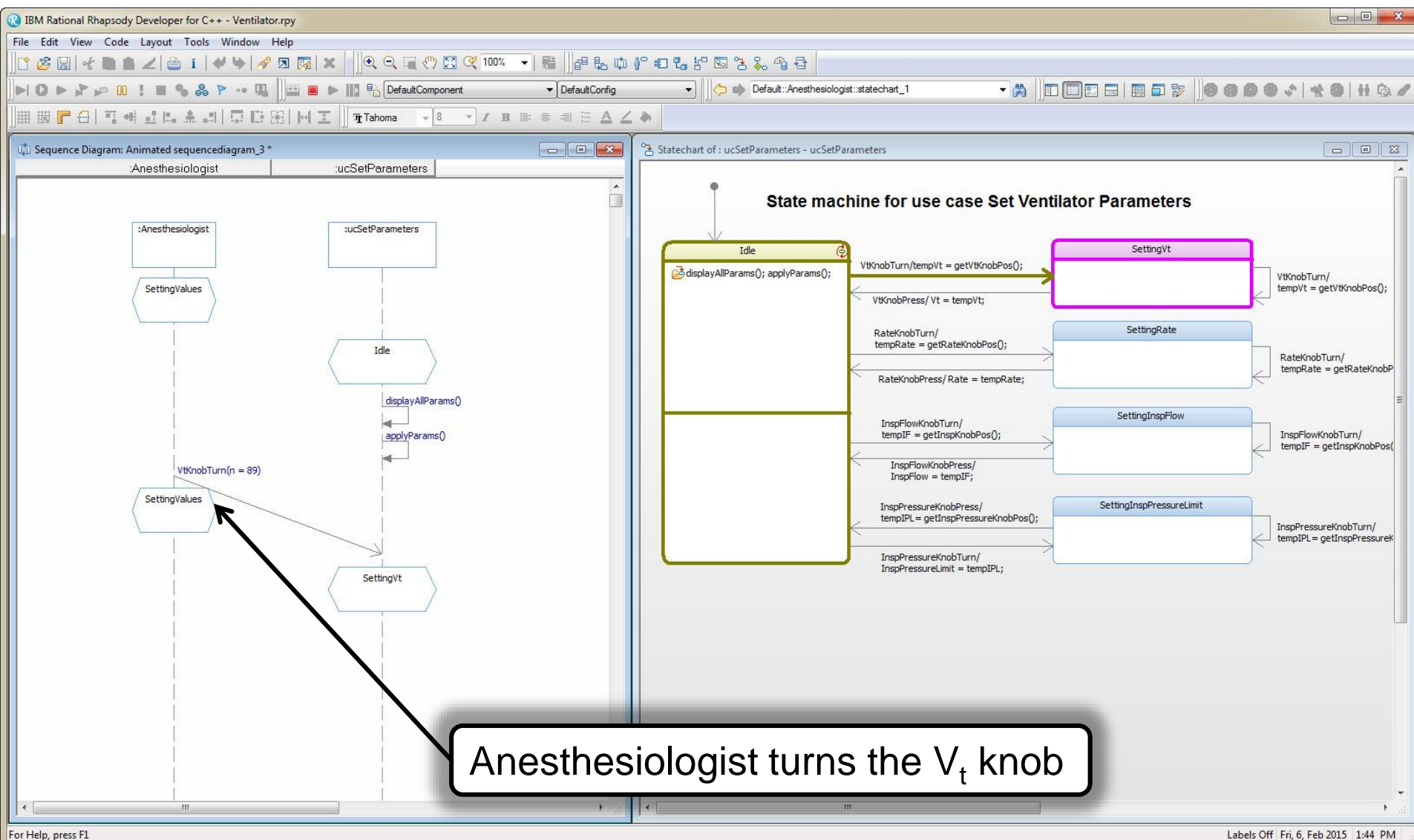
Note that this state machine is a precise specification of **requirements**, and not design

# Running the Requirements Model

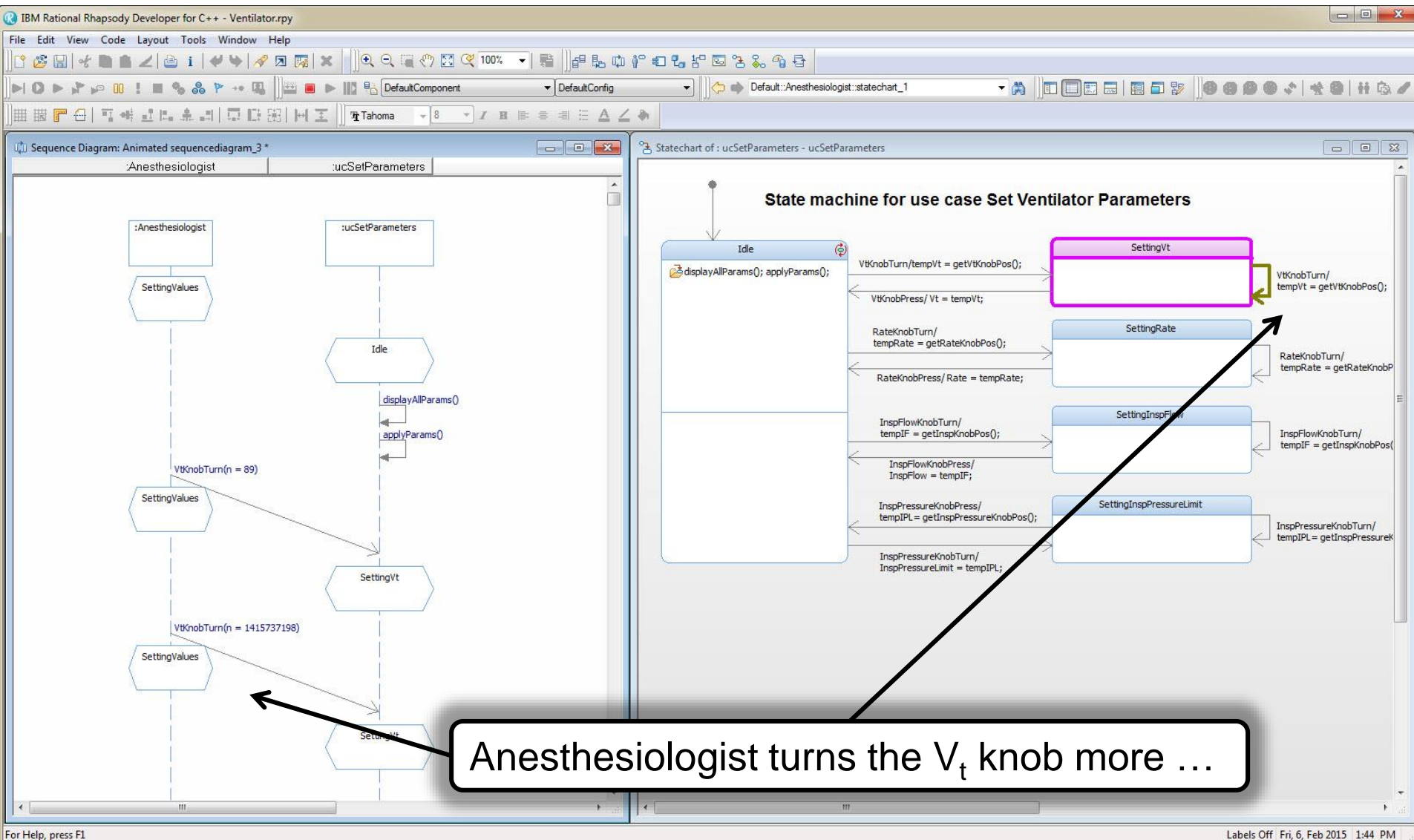




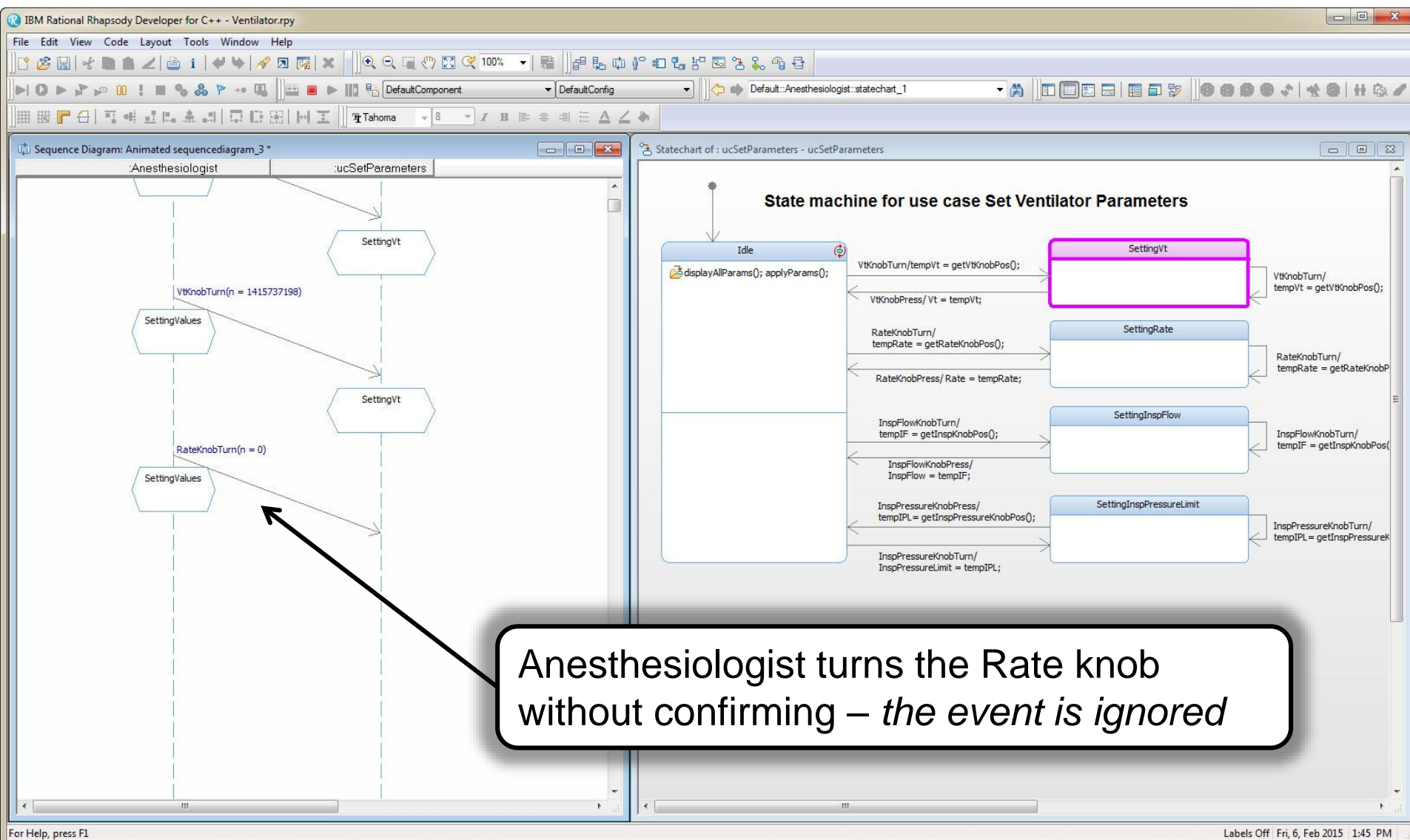
# Running the Requirements Model



# Running the Requirements Model



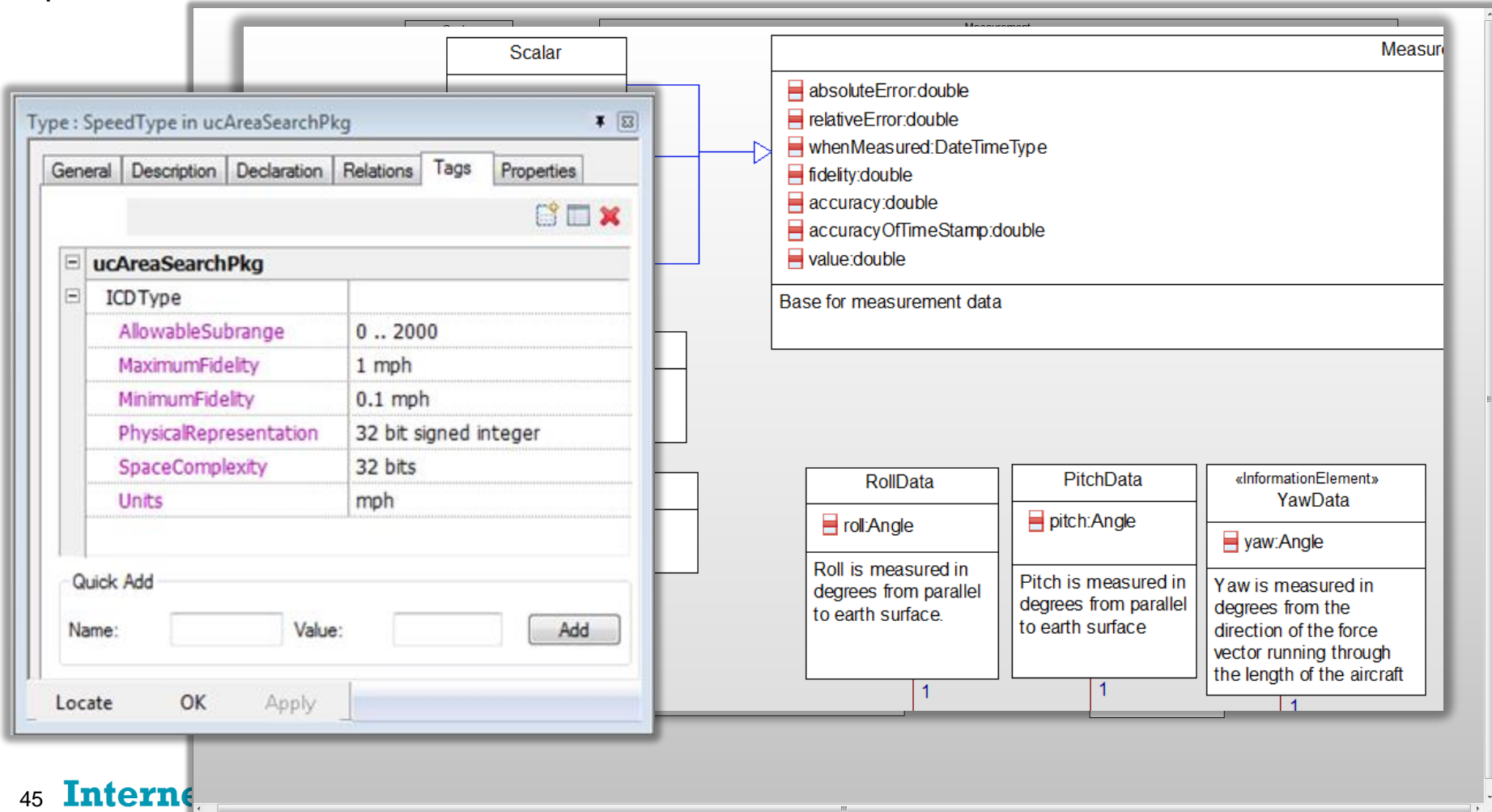
# Running the Requirements Model





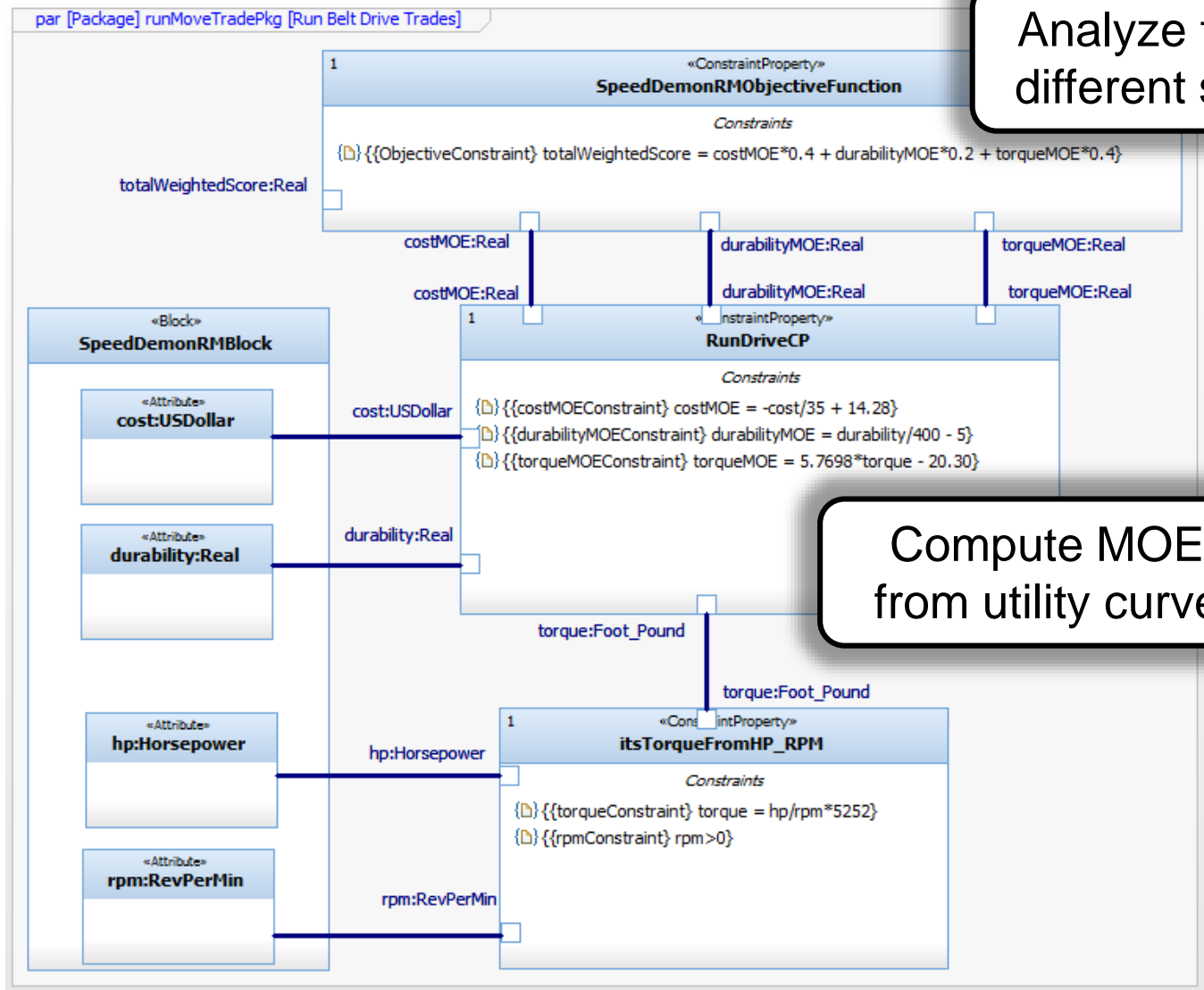
## Logical Data and Flow Schema Modeling

- A logical data schema identifies the logical properties of important data elements and types and the relations among such data elements and their metadata
- Although the name is “data schema” it includes physical, materiel, and energy flows specification as well





# Example: SysML Parametric Diagram for Trades



Analyze trades of different solutions

Compute MOEs from utility curves

# Outputs of the trade analysis

Three screenshots of the IBM Analytics trade analysis interface showing the results of a trade study for three different models: PM\_1CV, PM\_2CV, and PM\_3CV.

**PM\_1CV**

| Name               | Type               | Original Value  | Value           | Min. | Max. | Command |
|--------------------|--------------------|-----------------|-----------------|------|------|---------|
| Trade Study PD     | Parametric Diagram |                 |                 |      |      |         |
| VOLUME_UPPER_LIMIT | Real               | 15.0            | 15.0            |      |      | F       |
| COST_UPPER_LIMIT   | Real               | 250.00          | 250.00          |      |      | F       |
| MONTHS_UPPER_LIMIT | Real               | 120             | 120             |      |      | F       |
| Pacemaker          | Pacemaker          |                 |                 |      |      |         |
| cost               | USDollar           | 150             | 150             |      |      | F       |
| deviceLifetime     | Month              | 100             | 100             |      |      | F       |
| volume             | CC                 | 9.8             | 9.8             |      |      | F       |
| PacemakerMOEs      | PacemakerMOEs      |                 |                 |      |      |         |
| cost               | USDollar           |                 | 150             |      |      |         |
| lifetime           | Month              |                 | 100             |      |      |         |
| volume             | CC                 |                 | 9.8             |      |      |         |
| costMOE            | Real               |                 | 4               |      |      |         |
| lifetimeMOE        | Real               |                 | 8.333333333...  |      |      |         |
| volumeMOE          | Real               |                 | 3.466666666...  |      |      |         |
| COST_UPPER_LIMIT   | Real               |                 | 250.00          |      |      |         |
| MONTHS_UPPER_LIMIT | Real               |                 | 120             |      |      |         |
| VOLUME_UPPER_LIMIT | Real               |                 | 15.0            |      |      |         |
| costConstraint     | Constraint         | costMOE = 1...  | costMOE = 1...  |      |      |         |
| lifetimeConstraint | Constraint         | lifetimeMOE ... | lifetimeMOE ... |      |      |         |
| volumeConstraint   | Constraint         | volumeMOE ...   | volumeMOE ...   |      |      |         |

**PM\_2CV**

| Name               | Type               | Original Value  | Value           | Min. | Max. | Command |
|--------------------|--------------------|-----------------|-----------------|------|------|---------|
| Trade Study PD     | Parametric Diagram |                 |                 |      |      |         |
| VOLUME_UPPER_LIMIT | Real               | 15.0            | 15.0            |      |      | Fix     |
| COST_UPPER_LIMIT   | Real               | 250.00          | 250.00          |      |      | Fix     |
| MONTHS_UPPER_LIMIT | Real               | 120             | 120             |      |      | Fix     |
| Pacemaker          | Pacemaker          |                 |                 |      |      |         |
| cost               | USDollar           | 110             | 110             |      |      | Fix     |
| deviceLifetime     | Month              | 80              | 80              |      |      | Fix     |
| volume             | CC                 | 6               | 6               |      |      | Fix     |
| PacemakerMOEs      | PacemakerMOEs      |                 |                 |      |      |         |
| cost               | USDollar           |                 | 110             |      |      |         |
| lifetime           | Month              |                 | 80              |      |      |         |
| volume             | CC                 |                 | 6               |      |      |         |
| costMOE            | Real               |                 | 5.600000000...  |      |      |         |
| lifetimeMOE        | Real               |                 | 6.666666666...  |      |      |         |
| volumeMOE          | Real               |                 | 6               |      |      |         |
| COST_UPPER_LIMIT   | Real               |                 | 250.00          |      |      |         |
| MONTHS_UPPER_LIMIT | Real               |                 | 120             |      |      |         |
| VOLUME_UPPER_LIMIT | Real               |                 | 15.0            |      |      |         |
| costConstraint     | Constraint         | costMOE = 1...  | costMOE = 1...  |      |      |         |
| lifetimeConstraint | Constraint         | lifetimeMOE ... | lifetimeMOE ... |      |      |         |
| volumeConstraint   | Constraint         | volumeMOE ...   | volumeMOE ...   |      |      |         |

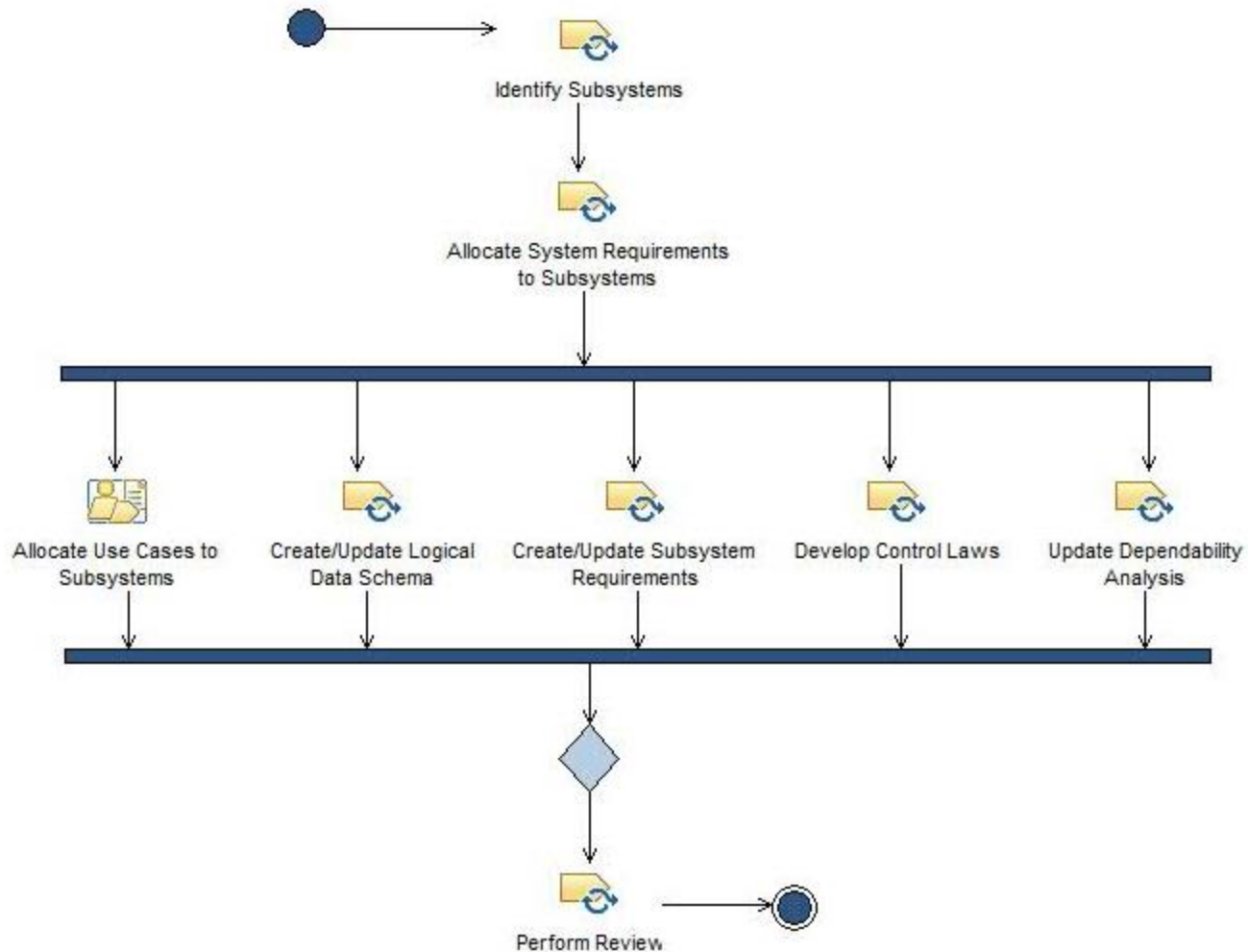
**PM\_3CV**

| Name                   | Type                 | Original Value   | Value            | Min. | Max. | Command |
|------------------------|----------------------|------------------|------------------|------|------|---------|
| Trade Study PD         | Parametric Diagram   |                  |                  |      |      |         |
| VOLUME_UPPER_LIMIT     | Real                 | 15.0             | 15.0             |      |      | Fix     |
| COST_UPPER_LIMIT       | Real                 | 250.00           | 250.00           |      |      | Fix     |
| MONTHS_UPPER_LIMIT     | Real                 | 120              | 120              |      |      | Fix     |
| Pacemaker              | Pacemaker            |                  |                  |      |      |         |
| cost                   | USDollar             | 250              | 250              |      |      | Fix     |
| deviceLifetime         | Month                | 120              | 120              |      |      | Fix     |
| volume                 | CC                   | 15               | 15               |      |      | Fix     |
| PacemakerMOEs          | PacemakerMOEs        |                  |                  |      |      |         |
| cost                   | USDollar             |                  | 250              |      |      |         |
| lifetime               | Month                |                  | 120              |      |      |         |
| volume                 | CC                   |                  | 15               |      |      |         |
| costMOE                | Real                 |                  | 0                |      |      |         |
| lifetimeMOE            | Real                 |                  | 10               |      |      |         |
| volumeMOE              | Real                 |                  | 0                |      |      |         |
| COST_UPPER_LIMIT       | Real                 |                  | 250.00           |      |      |         |
| MONTHS_UPPER_LIMIT     | Real                 |                  | 120              |      |      |         |
| VOLUME_UPPER_LIMIT     | Real                 |                  | 15.0             |      |      |         |
| costConstraint         | Constraint           | costMOE = 1...   | costMOE = 1...   |      |      |         |
| lifetimeConstraint     | Constraint           | lifetimeMOE ...  | lifetimeMOE ...  |      |      |         |
| volumeConstraint       | Constraint           | volumeMOE ...    | volumeMOE ...    |      |      |         |
| PacemakerObjectiveFunc | PacemakerObjectiv... |                  |                  |      |      |         |
| costMOE                | Real                 |                  | 0                |      |      |         |
| lifetimeMOE            | Real                 |                  | 10               |      |      |         |
| volumeMOE              | Real                 |                  | 0                |      |      |         |
| OverallScore           | Real                 |                  | 4                |      |      |         |
| ObjectiveFunction      | Constraint           | OverallScore ... | OverallScore ... |      |      |         |

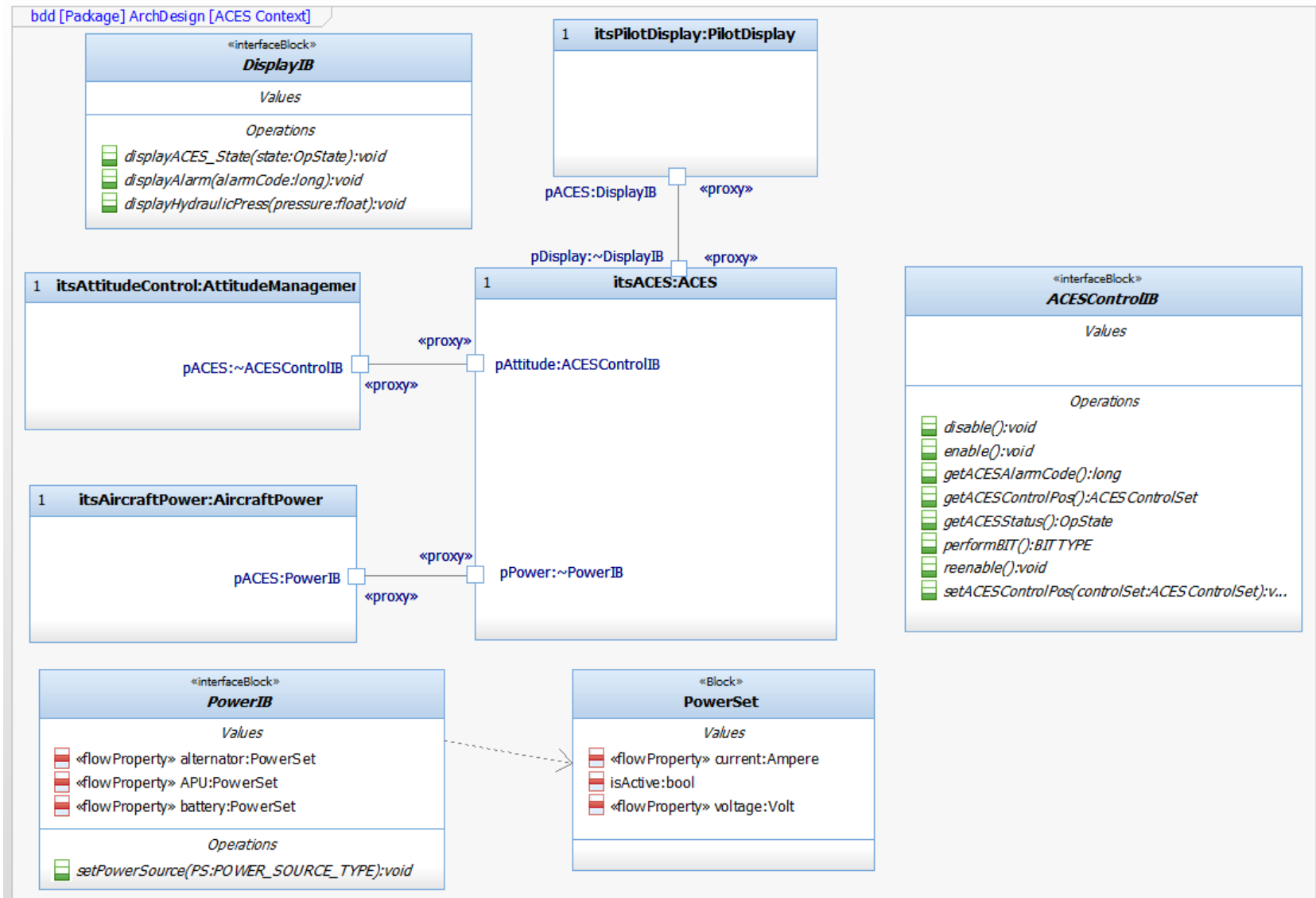
Ready [4 free variable(s), 4 equation(s)]



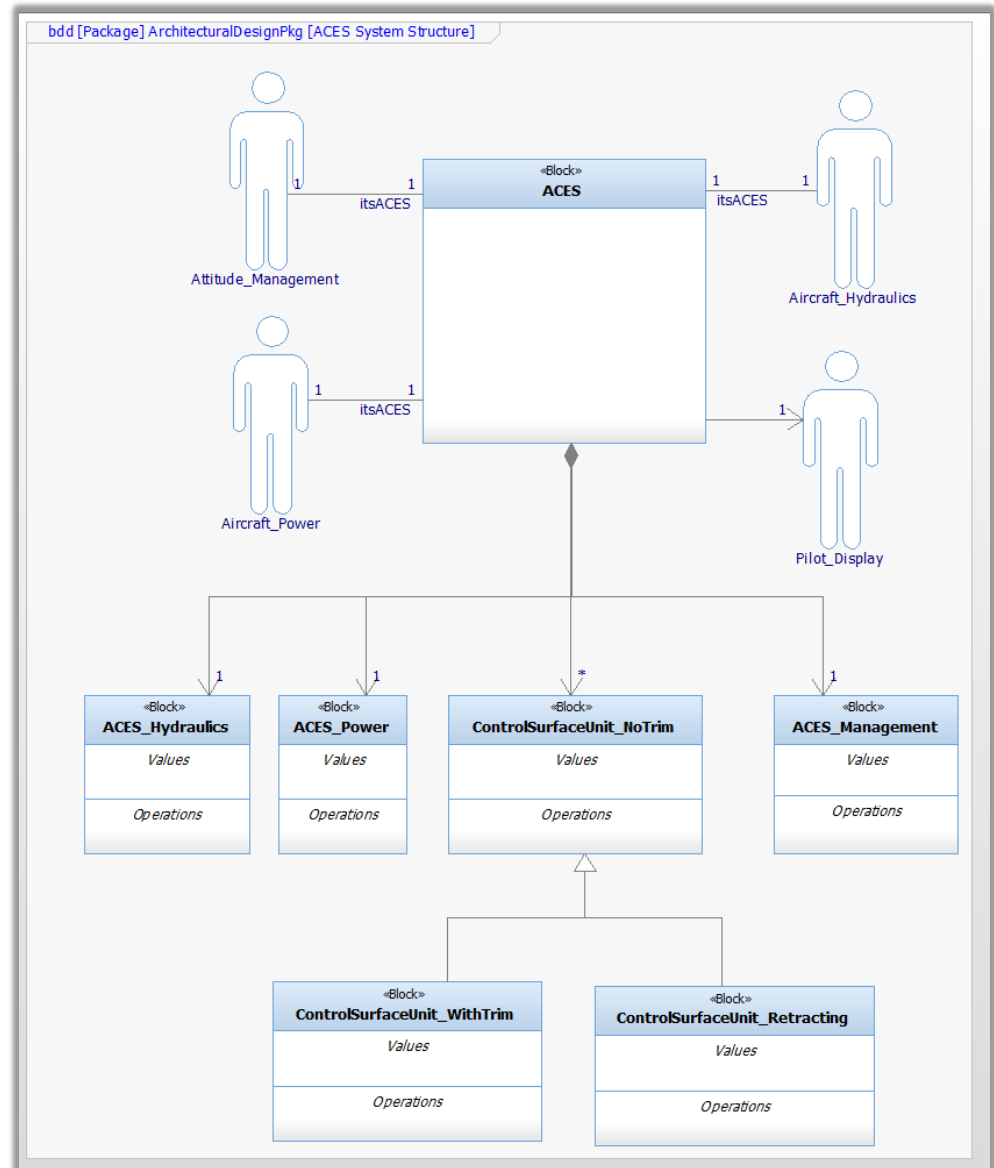
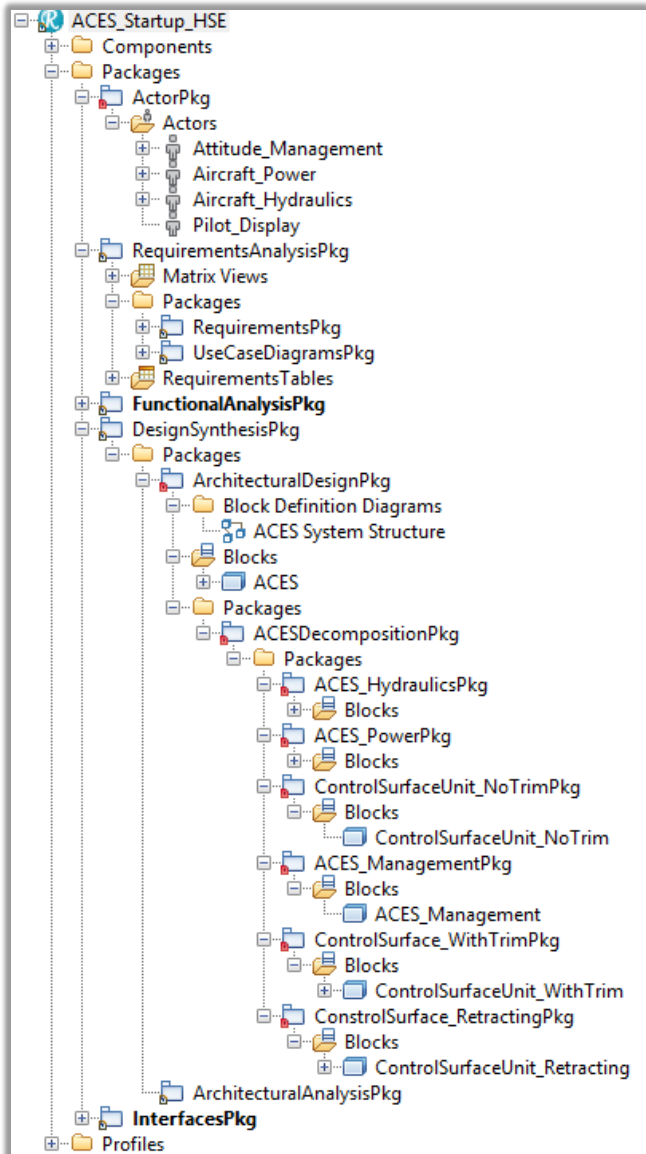
# Specifying System Architecture



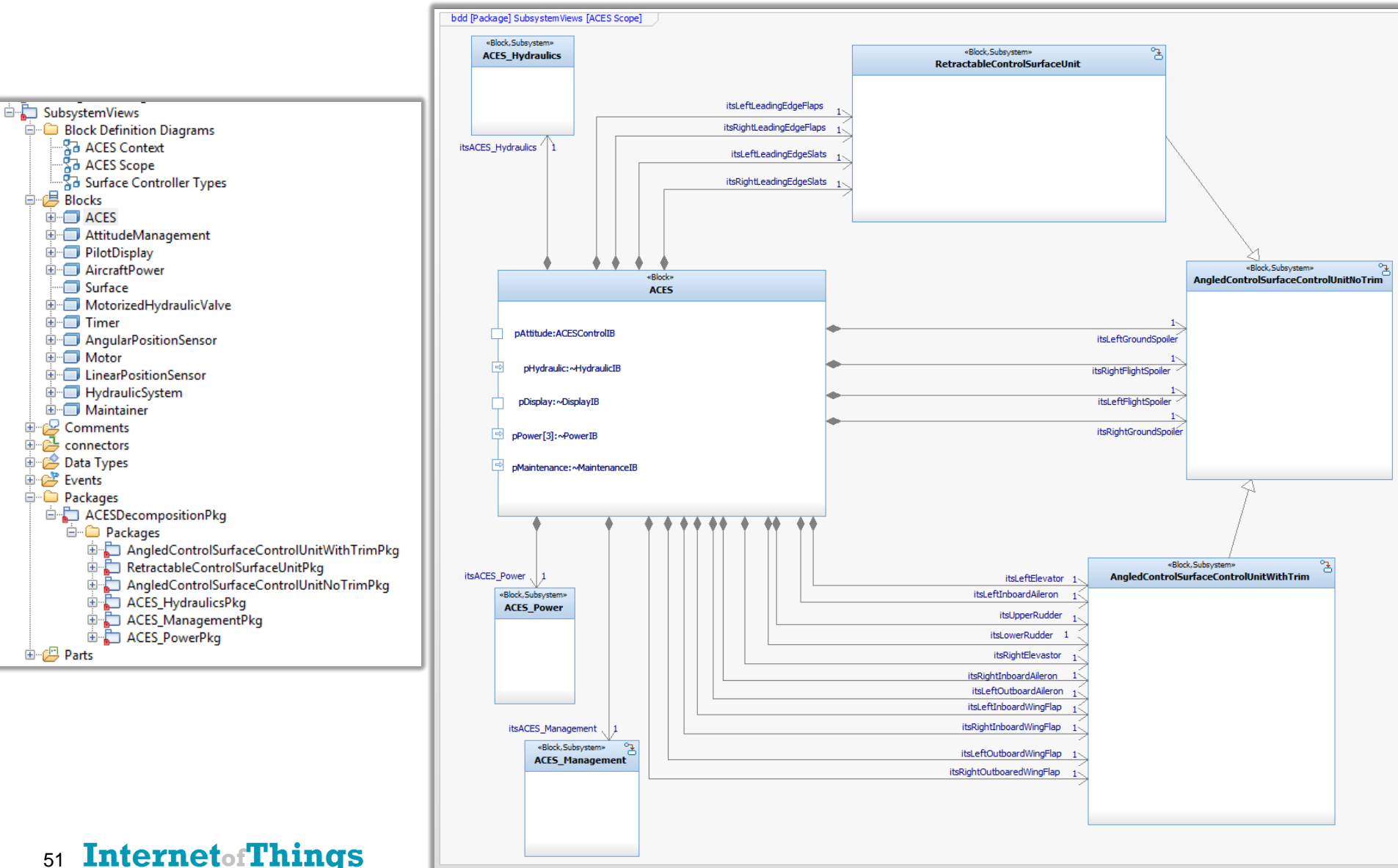
# Architecture: System Context



# Architecture Structure 1

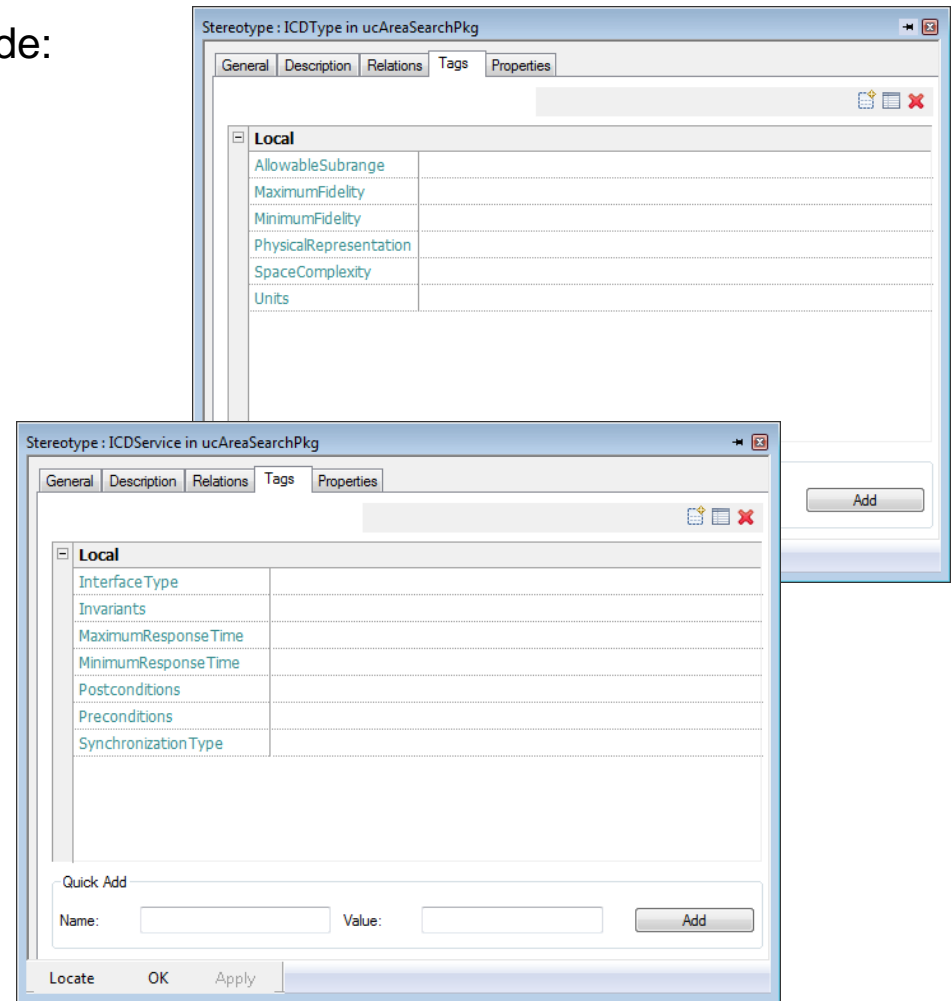


# Architecture Structure 2



## Capturing ICDs in the Model

- ICDs are not just a list of services but include:
  - For each Service
    - Functional Description
    - Preconditions
    - Postconditions
    - Invariants
    - Performance
    - Error handling
    - Synchronization type
  - For each parameter
    - Description
    - Type
    - Units
    - Valid subrange
    - Default value
- This metadata can be easily added as tags defined in stereotypes



The image displays two screenshots of the IBM Model Architect interface, specifically the stereotype editor for ICDs (Interface Control Documents) in the package 'ucAreaSearchPkg'.

The top screenshot shows the 'Stereotype : ICDType in ucAreaSearchPkg' dialog. It has tabs for General, Description, Relations, Tags, and Properties. The 'Local' table lists the following properties:

| Property               | Value |
|------------------------|-------|
| AllowableSubrange      |       |
| MaximumFidelity        |       |
| MinimumFidelity        |       |
| PhysicalRepresentation |       |
| SpaceComplexity        |       |
| Units                  |       |

The bottom screenshot shows the 'Stereotype : ICDService in ucAreaSearchPkg' dialog. It also has tabs for General, Description, Relations, Tags, and Properties. The 'Local' table lists the following properties:

| Property            | Value |
|---------------------|-------|
| InterfaceType       |       |
| Invariants          |       |
| MaximumResponseTime |       |
| MinimumResponseTime |       |
| Postconditions      |       |
| Preconditions       |       |
| SynchronizationType |       |

Below the table, there is a 'Quick Add' section with 'Name' and 'Value' input fields and an 'Add' button. At the bottom, there are 'Locate', 'OK', and 'Apply' buttons.

## Showing the physical messaging details for an ICD\*

- ICD tables can be constructed automatically from model data. Here we see columns:

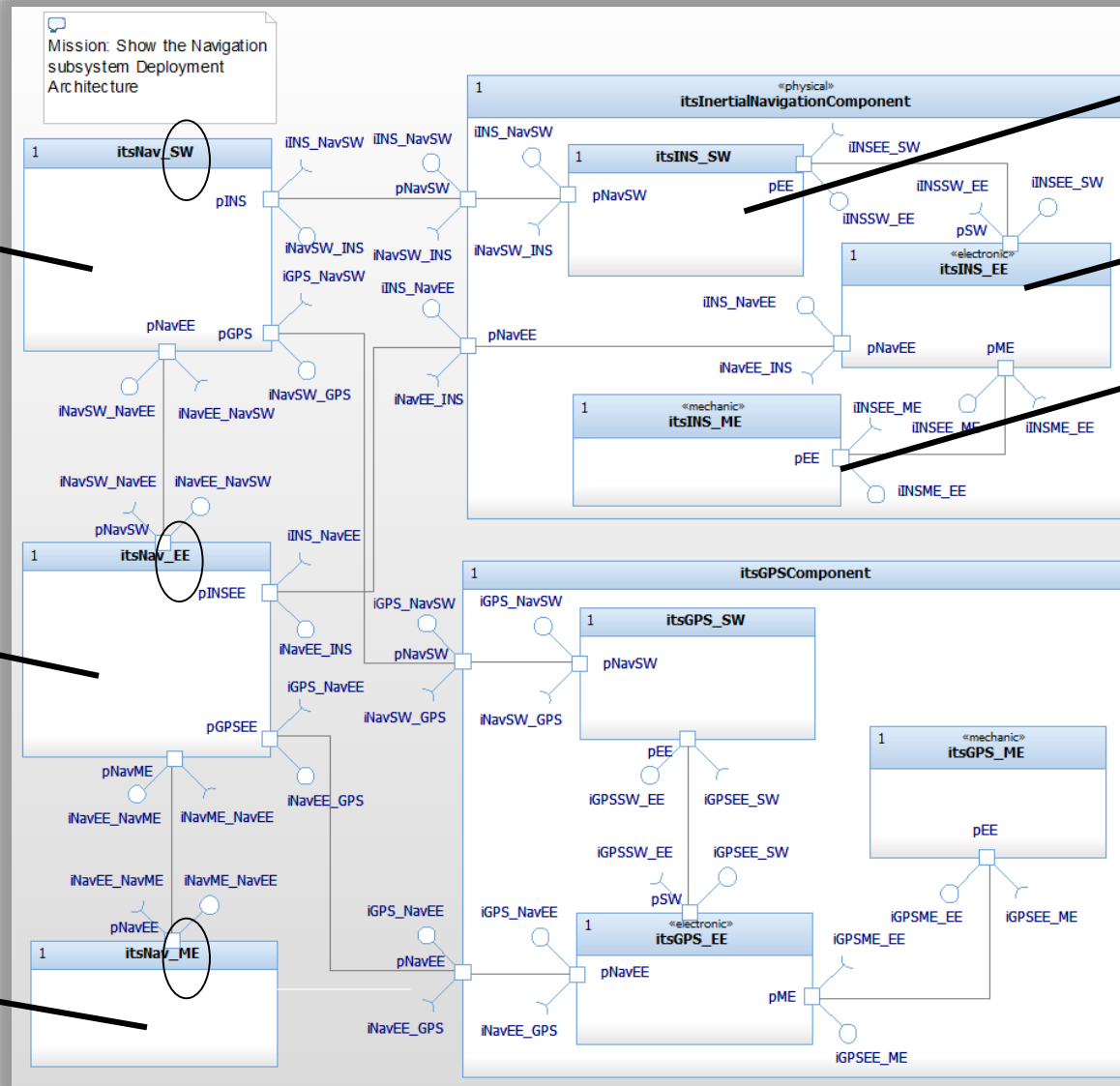
- Message name
- Message content field
- Content field type
- Content field metadata value, such as

- Range
- Format
- Accuracy
- Fidelity
- Timing
- ...

\* Interface Control Document

| Name in cls              | Name in Attr | Classifier in Attr     | Name in tags         | Value in tags  |
|--------------------------|--------------|------------------------|----------------------|--|
| CBP_HydraulicStatus      | status       | HydraulicStatus        |                      |  |
| CBP_Move                 | position     | double                 | Numer_Of_Bytes       | 4  |
| CBP_Move                 | surfaceID    | SurfaceIDType          |                      |  |
| CBP_Move                 | position     | double                 | Format               | 4-byte IEEE floating point format  |
| CBP_Move                 | position     | double                 | Usage                | Commanded position   |
| CBP_MoveDone             | surfaceID    | SurfaceIDType          | Numer_Of_Bytes       | 1  |
| CBP_MoveDone             | timeUsed     | Interval_In_MS         | Usage                | Duration of movement time in ms  |
| CBP_MoveDone             | timeUsed     | Interval_In_MS         | Starting_Byte_Number | 5  |
| CBP_MoveDone             | posAchieved  | double                 | Format               | 4-byte IEEE floating point format  |
| CBP_MoveDone             | posAchieved  | double                 | Numer_Of_Bytes       | 4  |
| CBP_MoveDone             | posAchieved  | double                 | Usage                | The measured position achieved in movement   |
| CBP_MoveDone             | posAchieved  | double                 | Starting_Byte_Number | 1  |
| CBP_MoveDone             | posAchieved  | double                 | Endianism            | Big  |
| CBP_MoveDone             | timeUsed     | Interval_In_MS         | Numer_Of_Bytes       | 4  |
| CBP_MoveDone             | surfaceID    | SurfaceIDType          | Endianism            | Big  |
| CBP_MoveDone             | surfaceID    | SurfaceIDType          | Starting_Byte_Number | 0  |
| CBP_MoveDone             | surfaceID    | SurfaceIDType          | Usage                | ID of the referenced control surface   |
| CBP_MoveDone             | timeUsed     | Interval_In_MS         | Endianism            | Big  |
| CBP_PowerSource          | powerSource  | POWERSOURCE_TYPE       |                      |  |
| CBP_PowerStatus          | status       | PowerStatus            |                      |  |
| CBP_ReportError          | when         | TimeDate_Type          |                      |  |
| CBP_ReportError          | errorType    | ERROR_TYPE             |                      |  |
| CBP_ReportError          | surfaceID    | SurfaceIDType          |                      |  |
| CBP_RequestConfiguration | surfaceID    | SurfaceIDType          |                      |  |
| CBP_RequestSWStatus      | surfaceID    | SurfaceIDType          |                      |  |
| CBP_State                | stateID      | SystemOperationalState | Endianism            | Big  |
| CBP_SurfaceConfiguration | lowPos       | double                 | Starting_Byte_Number | 0  |
| CBP_SurfaceConfiguration | lowPos       | double                 | Usage                | spec for low movement range end point. Starting_Byte is relative to start of contents.             |
| CBP_SurfaceConfiguration | lowPos       | double                 | Endianism            | Big  |
| CBP_SurfaceConfiguration | lowTrimPos   | double                 | Starting_Byte_Number | 8  |
| CBP_SurfaceConfiguration | lowTrimPos   | double                 | Usage                | Spec for low end of Trim range. Number of B'Ytes is relative to start of contents.                 |
| CBP_SurfaceConfiguration | lowTrimPos   | double                 | Format               | 4-byte IEEE floating point format  |
| CBP_SurfaceConfiguration | lowTrimPos   | double                 | Endianism            | Big  |
| CBP_SurfaceConfiguration | lowTrimPos   | double                 | Numer_Of_Bytes       | 4  |
| CBP_SurfaceConfiguration | highPos      | double                 | Numer_Of_Bytes       | 4  |
| CBP_SurfaceConfiguration | surfaceID    | SurfaceIDType          | Endianism            | Big  |
| CBP_SurfaceConfiguration | surfaceID    | SurfaceIDType          | Numer_Of_Bytes       | 1  |
| CBP_SurfaceConfiguration | surfaceID    | SurfaceIDType          | Starting_Byte_Number | 22   |
| CBP_SurfaceConfiguration | surfaceID    | SurfaceIDType          | Usage                | Id of the surface this configuration refers to. Number of B'Ytes is relative to start of contents. |
| CBP_SurfaceConfiguration | highExtPos   | double                 | Starting_Byte_Number | 20   |
| CBP_SurfaceConfiguration | highExtPos   | double                 | Numer_Of_Bytes       | 4  |
| CBP_SurfaceConfiguration | lowPos       | double                 | Format               | 4-byte IEEE floating point format  |
| CBP_SurfaceConfiguration | highExtPos   | double                 | Usage                | Spec for high end of extension range. Number of B'Ytes is relative to start of contents.           |
| CBP_SurfaceConfiguration | highExtPos   | double                 | Endianism            | Big  |
| CBP_SurfaceConfiguration | highExtPos   | double                 | Format               | 4-byte IEEE floating point format  |
| CBP_SurfaceConfiguration | lowPos       | double                 | Numer_Of_Bytes       | 4  |
| CBP_SurfaceConfiguration | lowExtPos    | double                 | Starting_Byte_Number | 16   |
| CBP_SurfaceConfiguration | lowExtPos    | double                 | Format               | 4-byte IEEE floating point format  |
| CBP_SurfaceConfiguration | lowExtPos    | double                 | Usage                | Spec for low end of extension range. Number of B'Ytes is relative to start of contents.            |
| CBP_SurfaceConfiguration | lowExtPos    | double                 | Numer_Of_Bytes       | 4  |
| CBP_SurfaceConfiguration | lowExtPos    | double                 | Endianism            | Big  |
| CBP_SurfaceConfiguration | highTrimPos  | double                 | Usage                | Spec for high end of trim range. Number of B'Ytes is relative to start of contents.                |
| CBP_SurfaceConfiguration | highTrimPos  | double                 | Format               | 4-byte IEEE floating point format  |
| CBP_SurfaceConfiguration | highTrimPos  | double                 | Numer_Of_Bytes       | 4  |

## Handing off to Downstream Engineers: Deployment Architecture



## Software

## Electrical

## Mechanical

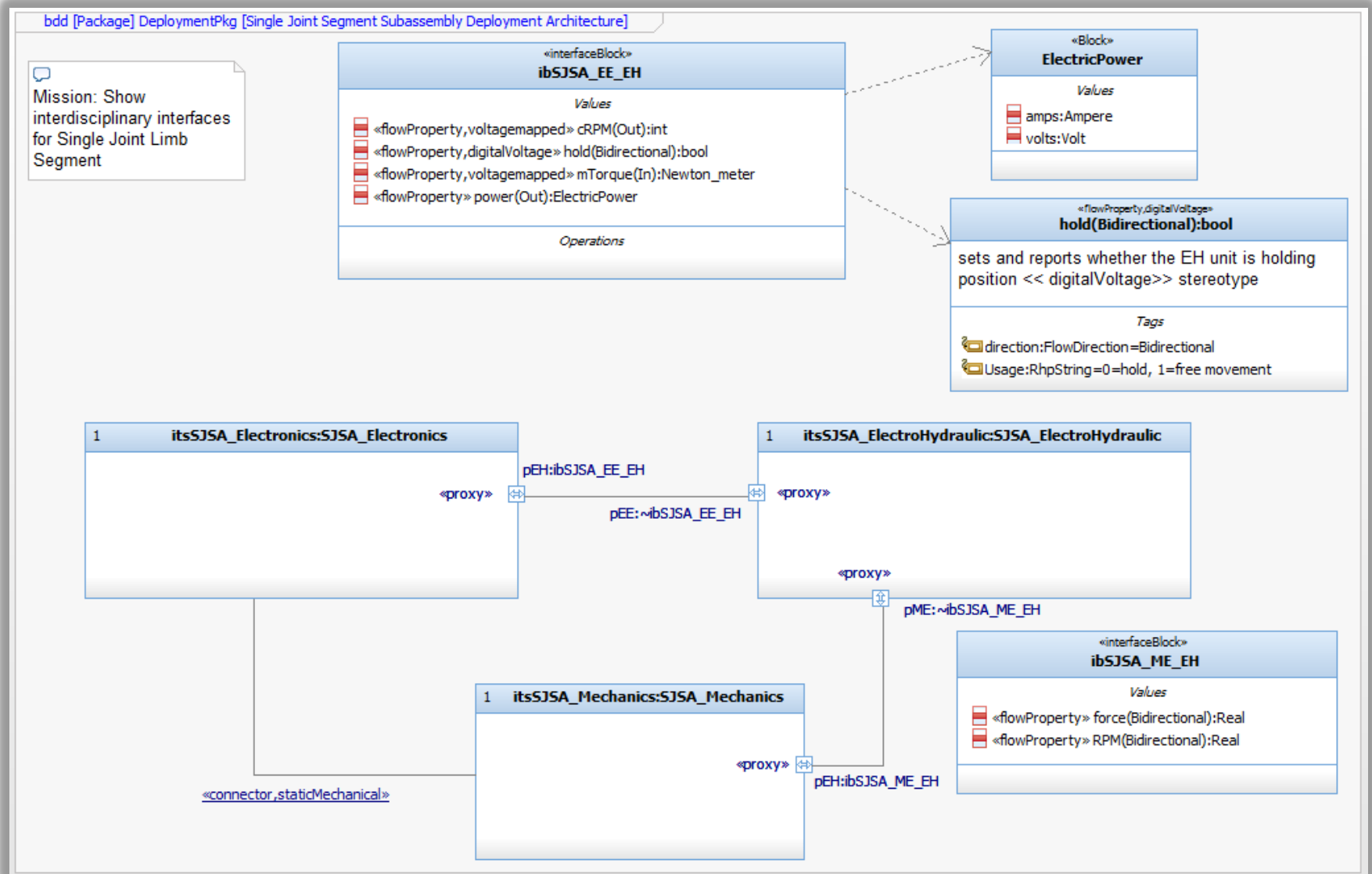
# Software

# Electrical

# Mechanical



# Subsystem Deployment Architecture



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