

ITEA Smart Systems Engineering workshop

Session I - Complexity of the applications

```
mirror_mod.use_x = False
mirror_mod.use_y = True
mirror_mod.use_z = False
elif operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

#selection at the end add b
mirror_ob.select= 1
modifier_ob.select=1
bpy.context.scene.objects.active
print("selected" + str(modifier_
    mirror_ob.select = 0
```

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7 April 2022 | online

Harald Schöning, Software AG



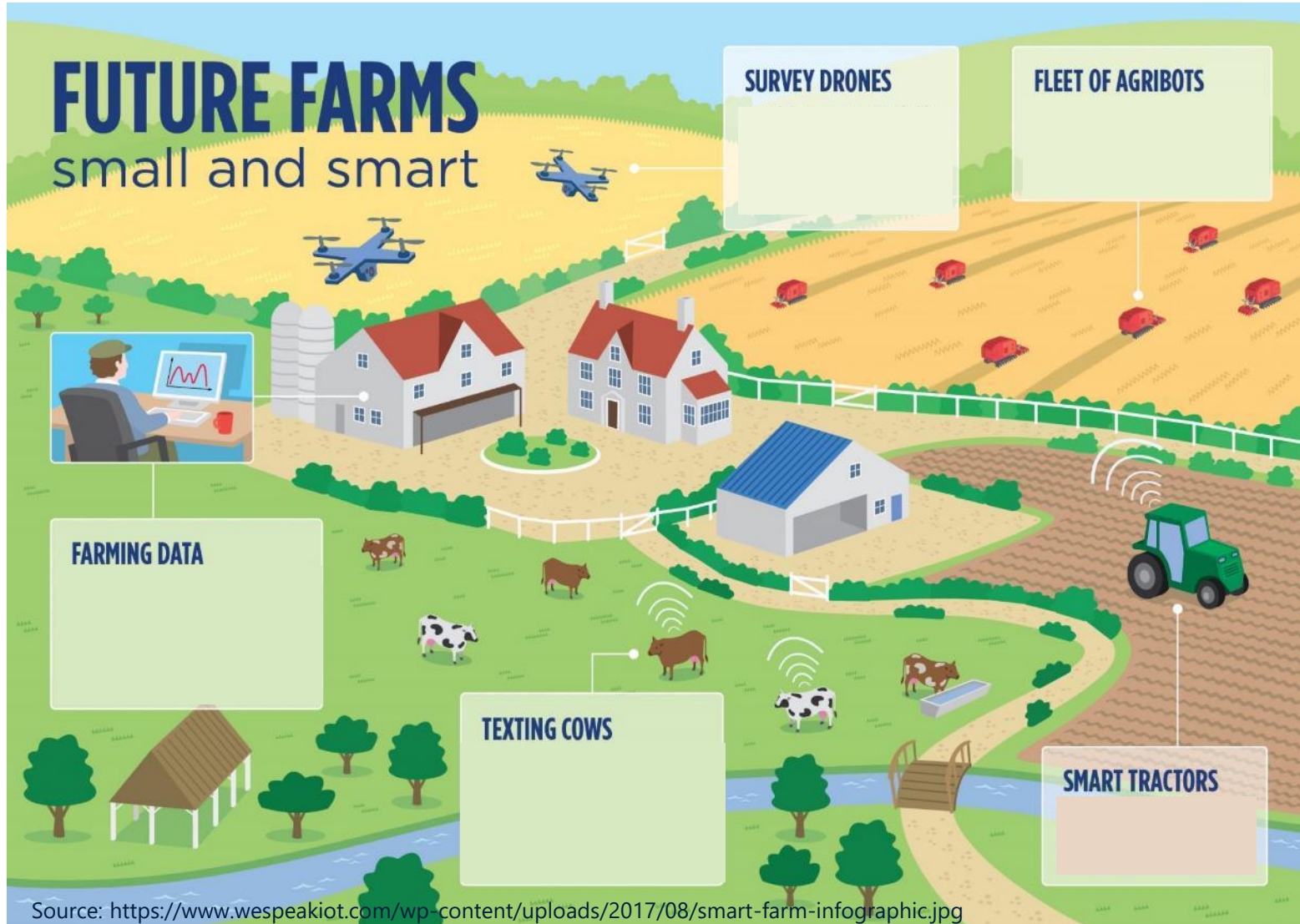


Systems engineering vs. increasing complexity

Harald Schöning, VP Research



Just an illustration



- IoT (lot of heterogeneous devices)
- Cloud
- Edge Computing
- Bandwidth?
- Connectivity?
- Energy efficiency?
- Data Space?
- AI

Functional and non-functional complexity

Functional

- E.g. Distribution optimization
 - Computing Capacity
 - Latency
 - Dealing with load peaks
 - Bandwidth limitations
 - Distributed Learning

Non-Functional

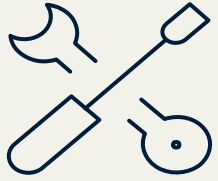
- Energy efficiency
- Ethics
- Security
- Easiness of operation
- ...

Combining IT and physical devices

Digital Twins

Safety

What do we need?



Tools to

- Design
- Build/Generate?
- Test
- Monitor&Operate



Education

Covering complex system handling

- academic
- On the job



Interdisciplinarity

Within computer science disciplines

But also with many other disciplines

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Philippe Dobbelaere, Nokia Bell Labs



ITEA 4

ITEA 4 is the Eureka Cluster on software innovation



Introduction slide

Background experience

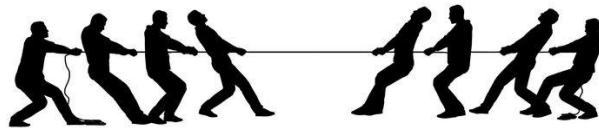


NOKIA
Bell Labs

- *Msc engineering and physics*
- *Bell Labs 3y – 5y research on HW, SW and systems problems*
- *15 y of HW and SW product development (DSL, core routers)*
- *15 y of applied research in IoT cooperative projects*
 - *ITEA DiY Smart experiences*
 - *ITEA M2MGrids*
 - *ITEA MOS2S*

Complexity has always been a topic in science / industry...

- “There are two ways of constructing a software design. One way is to make it so **simple** that there are **obviously no deficiencies**. And the other way is to make it so **complicated** that there are **no obvious deficiencies**.” C.A.R. Hoare
- **KISS** (airforce engineering)
- Bjarne Stroustrup (C++) "Make **Simple** Tasks **Simple**!"
- Einstein paraphrased: "Everything should be made **as simple as possible**, but **not simpler**"



design complexity spawns mistakes \leftrightarrow if the problem is complex, a simple solution is probably not going to work (but maybe the subcomponents can be “simple”)

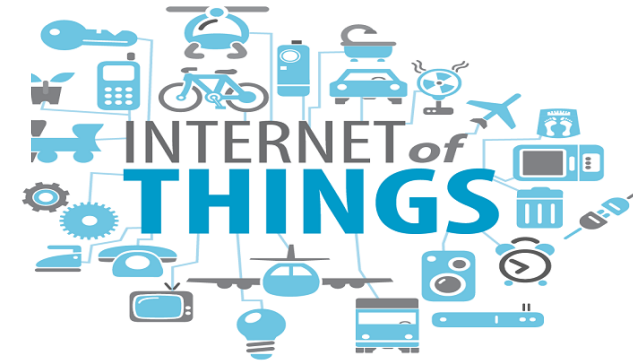
trends...



1980 connecting computers



2000 connecting people

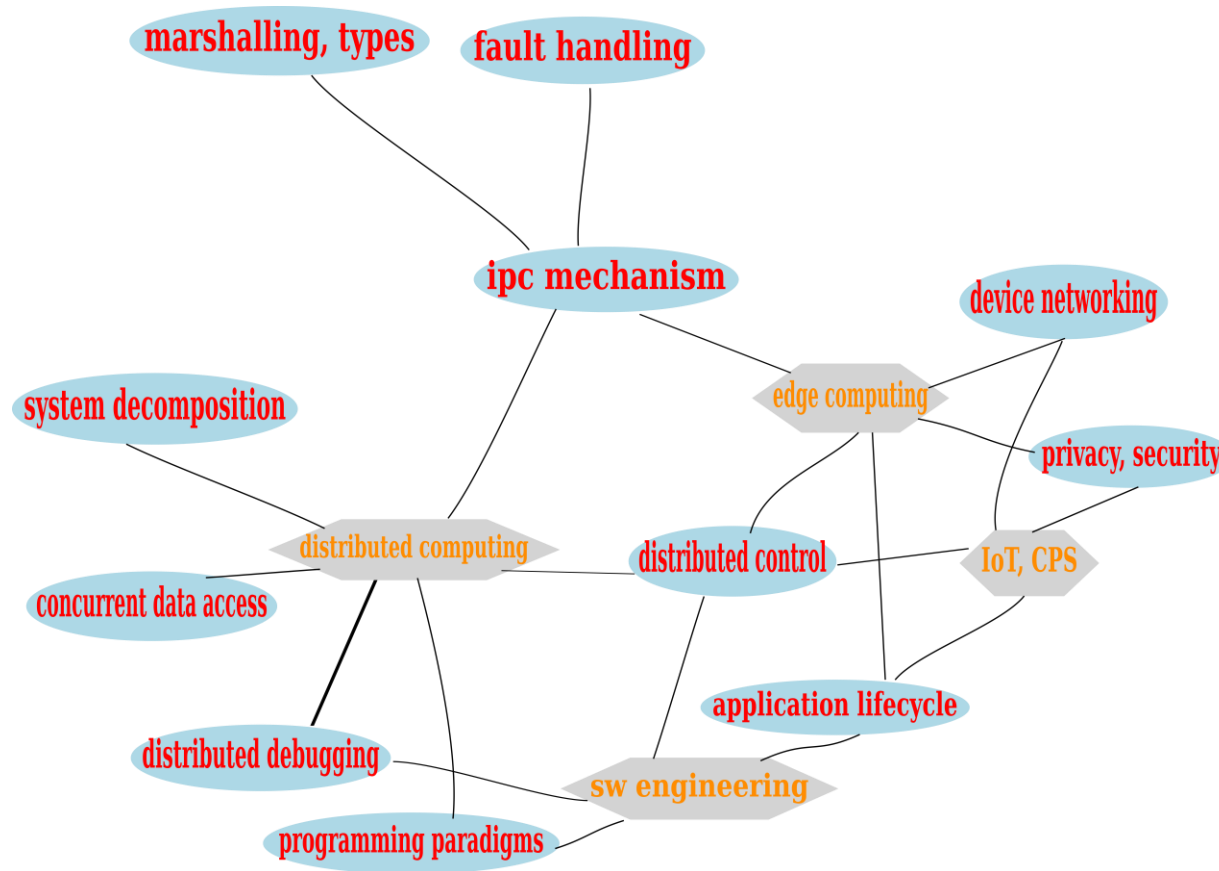


2020 connecting everything

nomadic computing → need to migrate functionality (VM concept helps)
clouds make it cheap/easy to "install" applications that behave as long running "services"
AI/deep learning makes systems autonomous

cyber-physical systems
actuation is the enabler

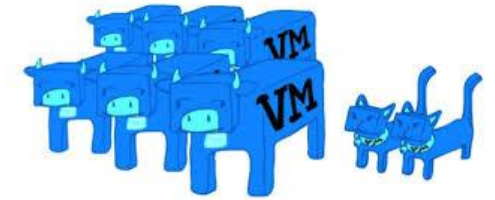
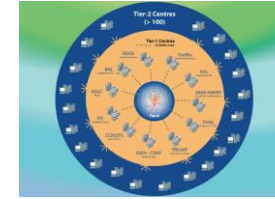
Concerns in contemporary IoT design and engineering



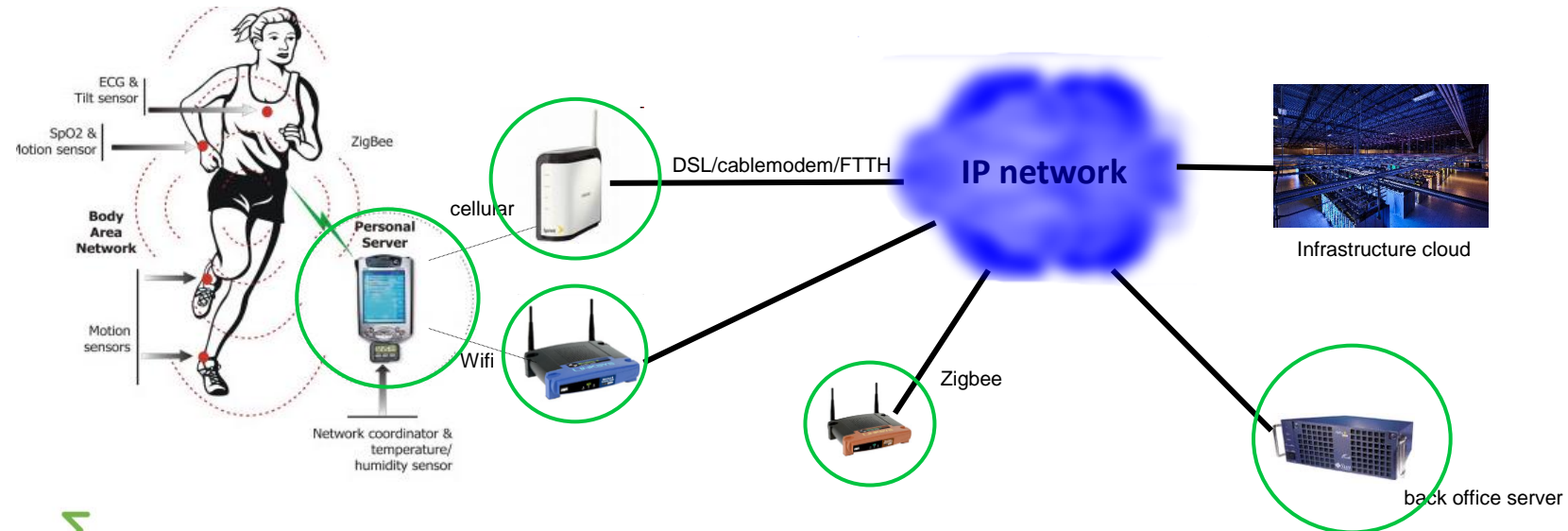
heterogeneous environment

nature of heterogeneity is changing

- used to be single computer → cluster of computers
- ("pets" with different capabilities and roles)
- but this has migrated to IaaS cloud based on hypervisors/VM
- ("cattle")



heterogeneity now comes from end-to-end compute architectures, all the way from edge devices, gateways, edge and core routers to SaaS datacenters and public and private IaaS clouds

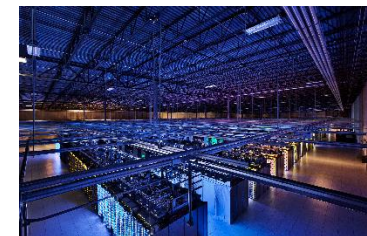
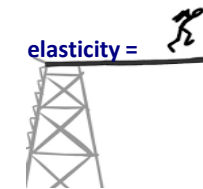


IoT ? in real projects today...

- edge devices such as sensors, actuators, gateways with some level of compute resources (if not at the sensor / actuator, then on the gateway)
- multiple organisations with their own, underspecified concepts and interfaces ("vendor specific API") for data exchange and control functionality
- a melting pot of (*almost* standard compliant) networking technologies
 - a requirement to connect data sources, data sinks and processing logic together, regardless of network technology ("data broker")
 - less than rock-solid round-trip latencies (~ 2s = no TCP...)
- a mix of communication protocols
- a SW architecture containing legacy components that were created at a time where elasticity was a concept of mechanical designers, not SW systems and process communication was RPC (or evolutions such as CORBA, SOAP based WS, ...)
- private or public VM based IaaS cloud infrastructure to run the majority of the software functions
 - data brokering
 - data analytics (real-time or offline)
 - backend application
 - actuation support, business logic
 - management layers



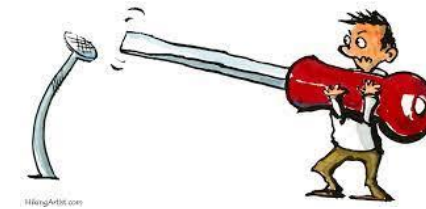
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Multiple programming paradigms

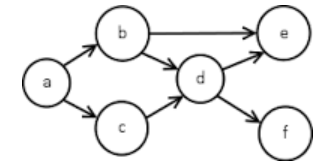
when to use them, how to use them together

- imperative
 - C(++), Fortran, Go, Java, lua, perl, python, ruby, matlab, **javascript**, ...
- functional
 - Haskell, C++11, **javascript**, erlang, java8, lisp, scala
- declarative
 - prolog
 - table based DB (SQL)
 - document based DB (rethink, mongo)
 - tuple based DB (SPARQL, quadstore)
- rule based
 - prolog, CHR, drools
- linear algebra / array processing
 - torch, matlab, R, fortran (linpack,...)



system decomposition

implies the need for an IPC mechanism



RPC is problematic

- no differentiation between client stub crashing and remote server crashing
- requires argument list construction: one monolithic memory copy at the server (cfr XML DOM/SAX parser)
- typically blocking, synchronous calls - timeout?
- reply always goes back to the requesting client
- difficult to make compatible with transactional semantics (who owns a transaction that started on the client?)
- tightly coupled, sensitive to interface creep (and SW guys like bleeding edge...)

message passing preferred

- typically asynchronous, event driven
- message handling scales extremely well
- inherent point-to-multipoint capability
- offers at least once semantics in a very natural way
- messaging can easily handle transactional semantics (e.g. Kafka: write all messages in batch or drop all of them)
- if something RPC style is needed, trivial to code, with required flexibility and error handling, on top of messaging infrastructure
 - e.g. OTP template for erlang servers on top of actor model
- can do distributed error handling
- typically lightweight protocol stacks, minimalistic state that just fits on IoT devices
- an application becomes a directed dataflow graph (HW guys would call this a *netlist*)

designing and testing for a 3rd party operated cloud

e.g. C-ITS backend logic by Nokia deployed on AWS WZ datacenter of Vodafone
see <https://tv.theiet.org/index.html?videoid=15510>

challenges:

- authentication complexity
 - SSO into 3rd party infrastructure (“jumpserver”)
 - SSO into kubernetes control layer (time limit)
- deployment complexity
 - setup pods / services on provided k8s resources
 - setup networking to allow application data communication
 - setup networking to allow application OAM
- OAM complexity
 - wire logging / resource monitors into 3rd party kibana / grafana stack

extremely “hostile” environment to do anything except finalised app deployment

value chain complexity

- makes it difficult for companies to commit design resources, due to “complicated” business plan outcomes
- makes it difficult for stakeholders to invest

e.g. road safety

- Nokia can design SW infrastructure, but who is going to pay for it?
- less people are killed, but people do not directly fund infrastructure
- a road might be “owned” by central government, but local government is suffering the problems

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Oliver Lenord, Robert Bosch GmbH



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Introduction slide

Background experience



BOSCH

Invented for life



Bosch Research Campus Renningen

today

Researcher and Project Leader of PFPs

- Bosch Corporate Research¹⁾ (Renningen, Germany)
- Dependable Cyber-physical Systems Engineering, Model-based Development

2015

CAE Product Manager

- SISW (Cypress California, USA)
- Mechatronics Concept Design and Systems Engineering

2011

Leader of Simulation Software Development

- Bosch Rexroth (Lohr a.M., Germany)
- Sales enabling Simulation-Tools

2004

PhD Mechatronics

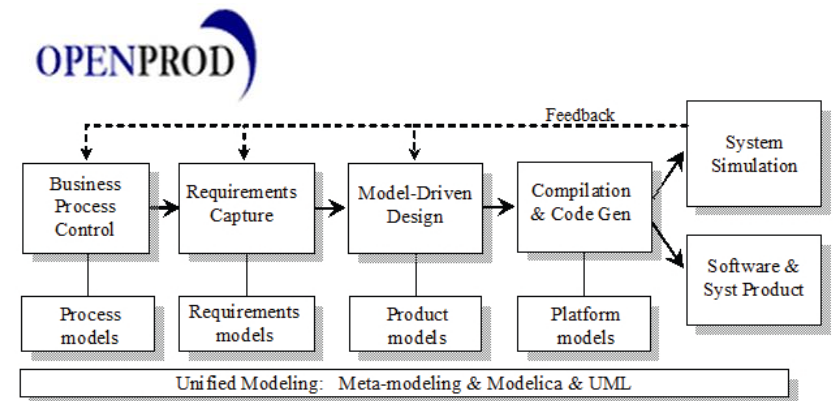
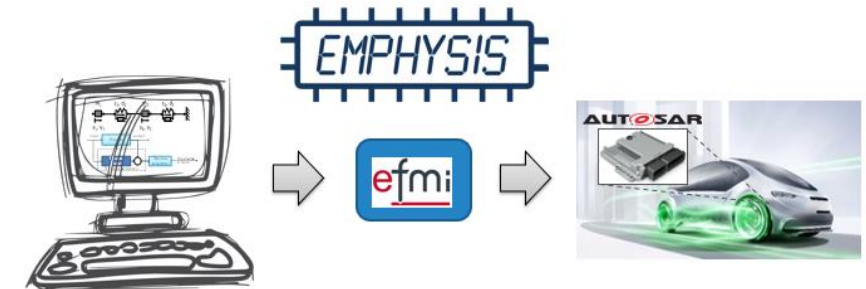
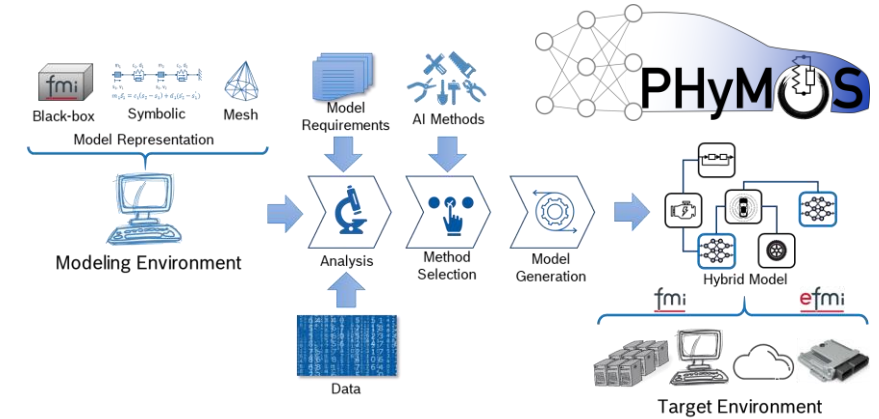
- Gerhard-Mercator-University (Duisburg, Germany)
- Biologically inspired Virtual Prototype of 4-legged walking machine

1999

Introduction slide

Background experience

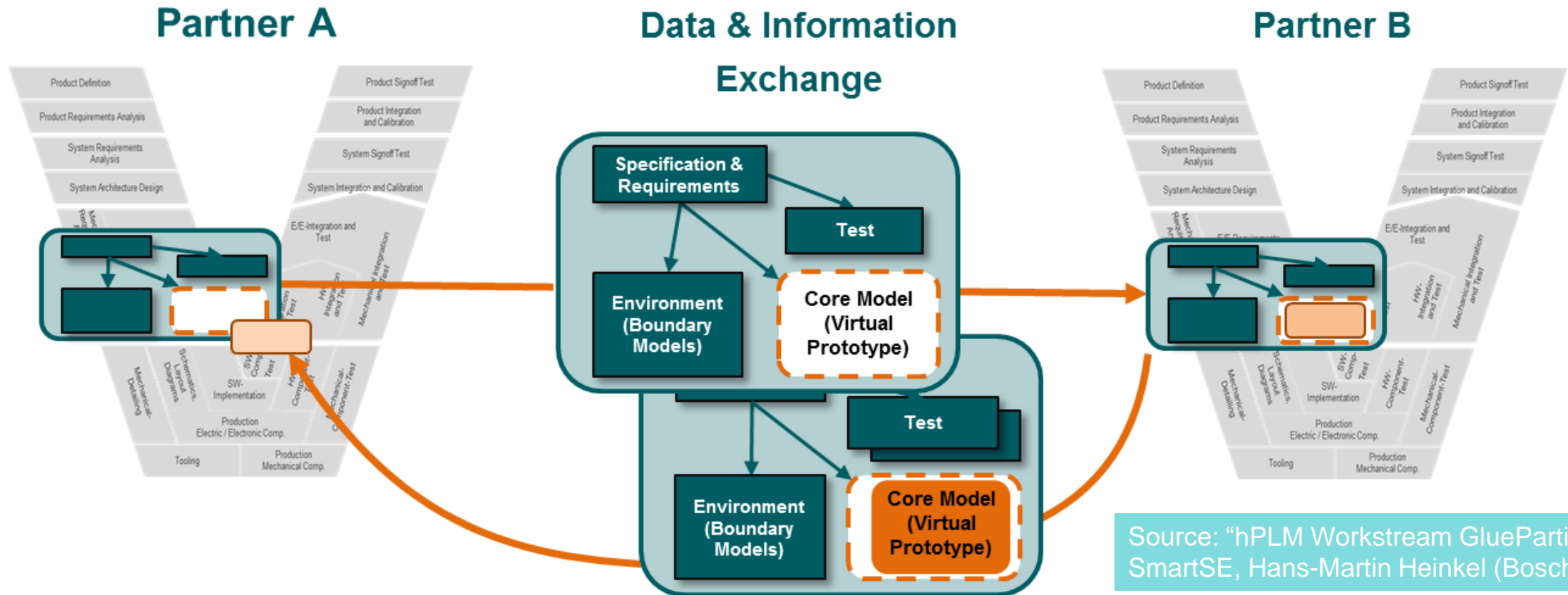
- *BMW¹⁾ PHyMoS (2021 – 2024)*
 - *proper hybrid models*
- *ITEA3 15016 EMPHYSIS (2017 – 2021)*
 - *from physics models to embedded software*
- *ITEA2 08021 OPENPROD (2009 – 2012)*
 - *wholistic model-driven product development*



Collaborative System Development Between Partners

SmartSE Vision

Establish best practices for distributed collaborative system development between partners using Systems Engineering methods and standards



Source: "hPLM Workstream GlueParticle" by SmartSE, Hans-Martin Heinkel (Bosch)

Mission Statement Phase 5

Enabling collaborative development and validation of complex products by simulation along a multi tier supply chain.

Session topic...

Key challenges

- *Methods to enable Transition between Levels of Abstraction*
 - *“Model on demand”*
 - *define requirements on a “proper” model*
 - *automate model transformation to generate “proper” models*
 - *empower V&V to assess model quality*
- *Bring the Pieces Together*
 - *“Credible Simulation Process” (SmartSE¹⁾)*
 - *develop standards and tools*
 - *connect/enhance existing standards (FMI, eFMI, SSP,...)*

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Contact details

- *Oliver Lenord, Robert Bosch GmbH,
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Jonathan Menu, Siemens Industry Software NV



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Introduction slide Jonathan Menu

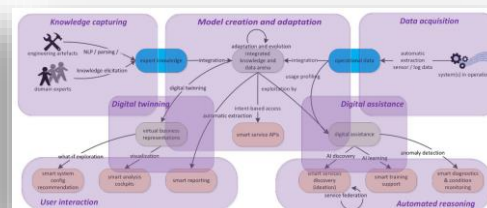
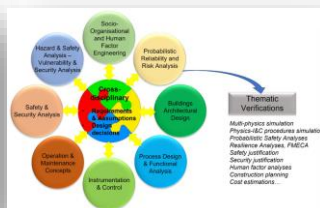
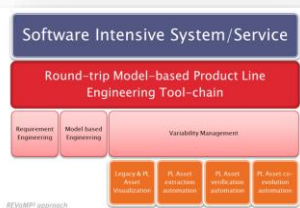
Background experience

Research manager for Simcenter MBSE @Siemens

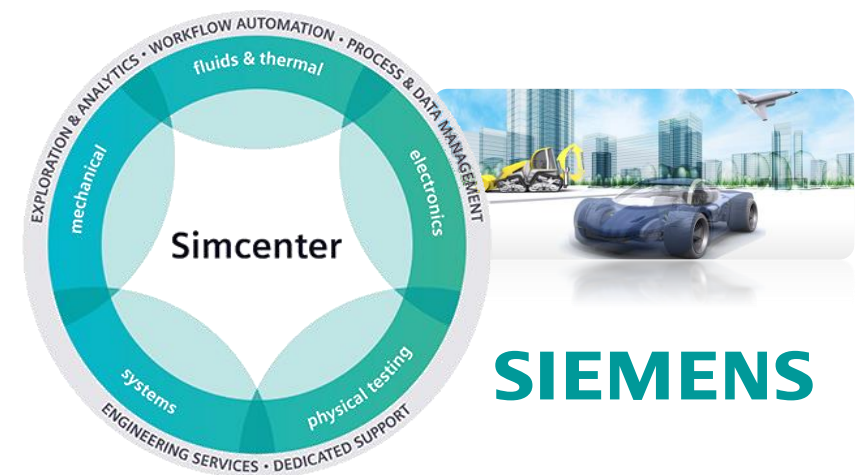
Background: MSc + PhD in (astro)physics; at Siemens since 2015

Personal involvement in ITEA projects:

- Reflexion (2015-2019): React to effects fast by learning, evaluation, and extracted information
- REVaMP² (2016-2019): Round-trip engineering and variability management platform and process
- EMBrACE (2019-2022): Environment for model-based rigorous adaptive co-design and operation of CPS
- OXILATE (2020-2023): Operational excellence by integrating learned information into actionable expertise



REVaMP², EMBrACE, OXILATE

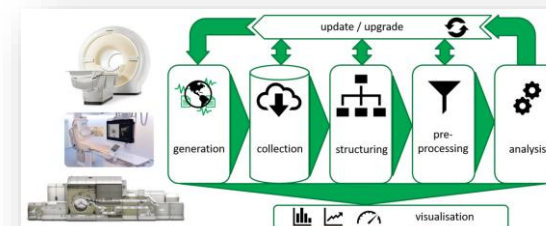


Siemens Industry Software NV

- Engineering innovation partner
- Simulation & test tool provider
- 450 employees in Leuven
- ITEA founding company



Reflexion
(ITEA Award of Excellence 2019)



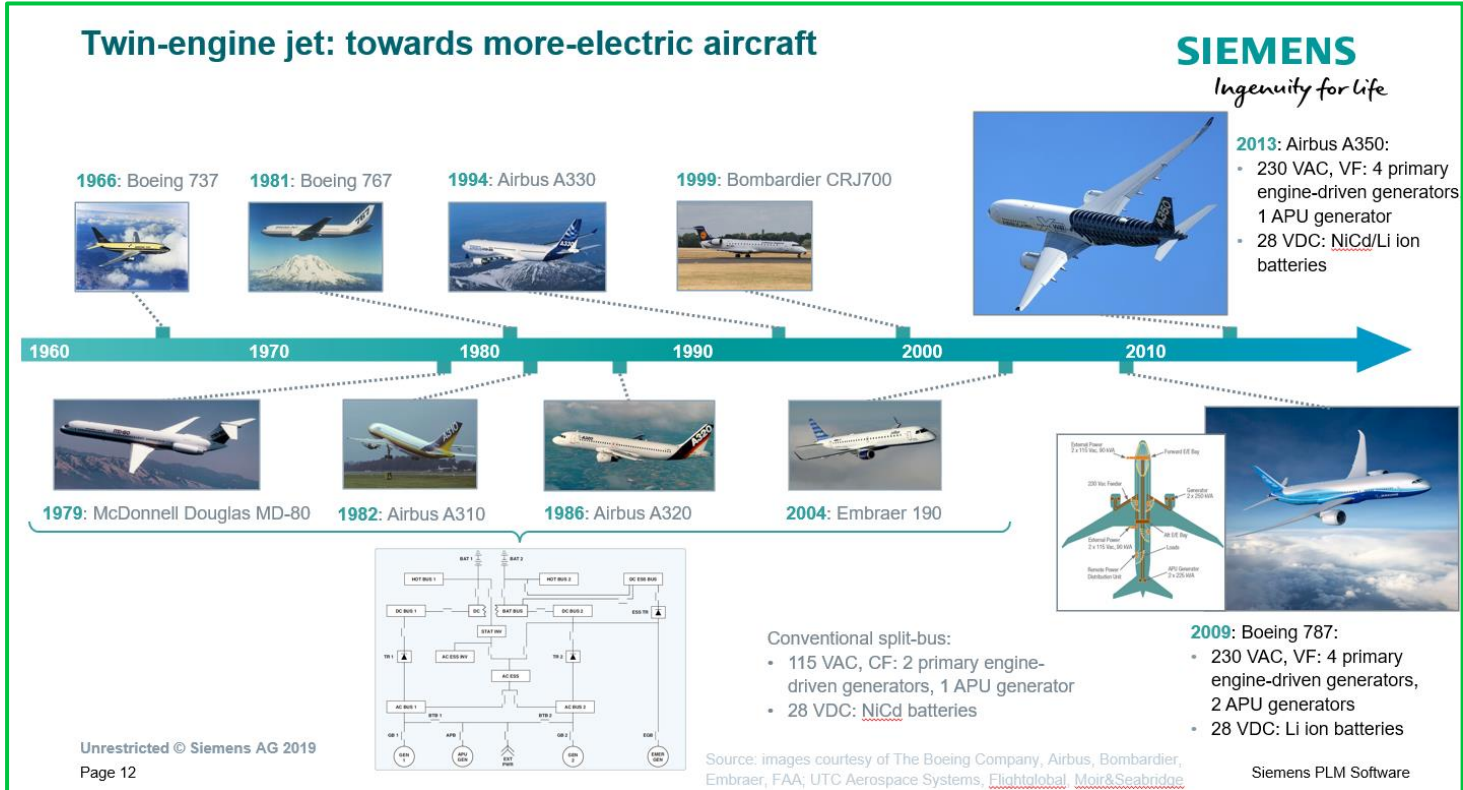
Session I - Complexity of the applications

Key challenges

Radical changes to designs required:

- *Regulations (e.g., climate neutrality, environmental footprint)*
- *User expectations: automation, adaptability, performance, availability, response time*
- *Other “ilities” and/or constraints: cost, security, safety*

Tool provider:
what we want to design
impacts how we design



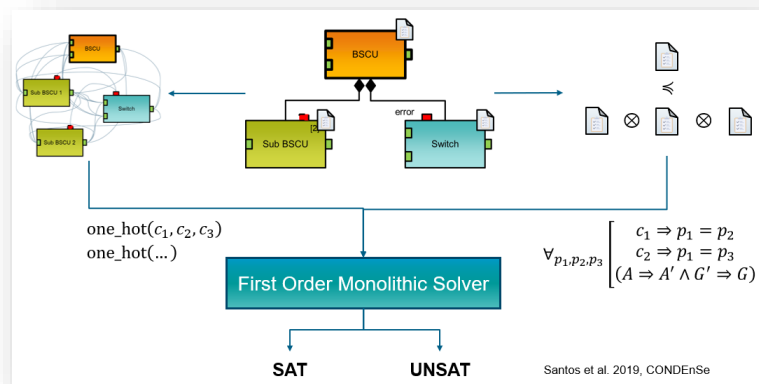
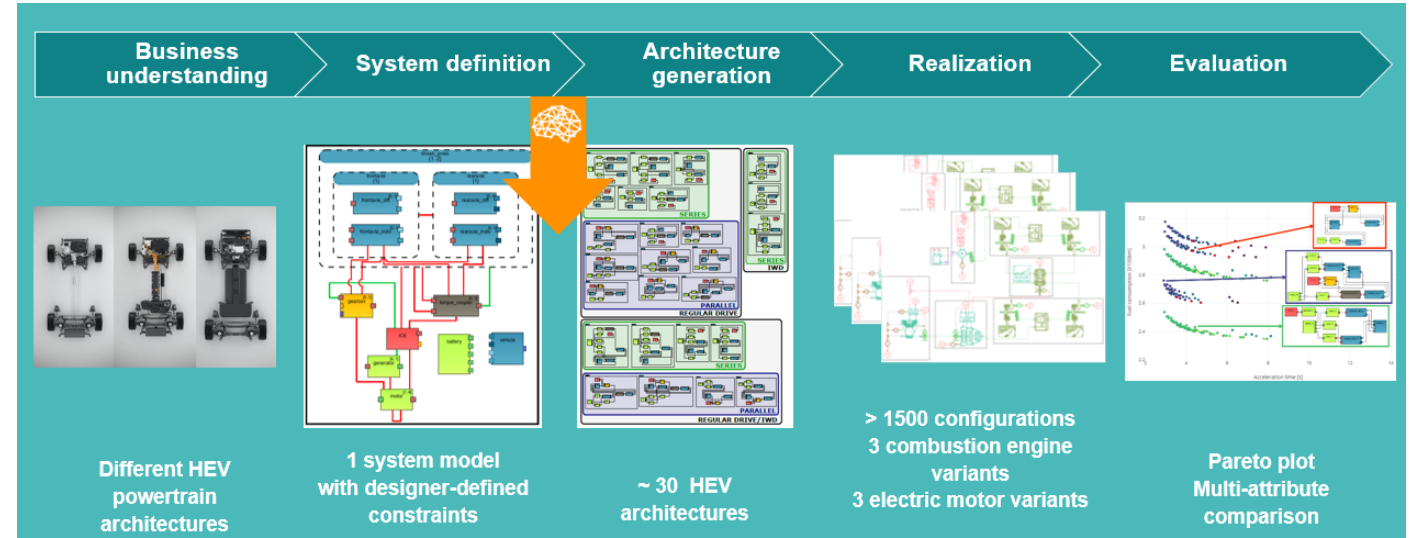
Session I - Complexity of the applications

Key challenges

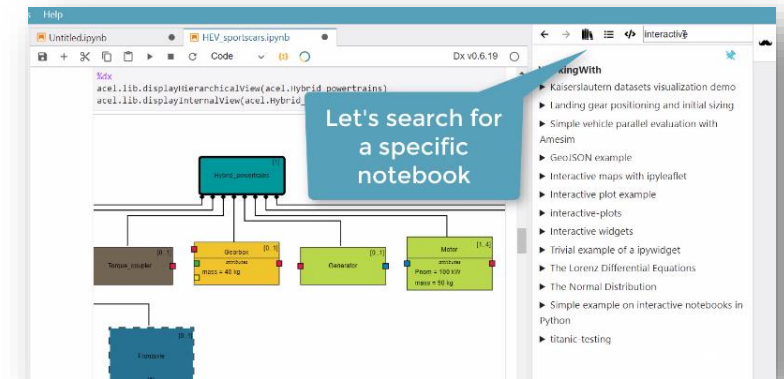
Pathways to solutions:

- ✓ Generative techniques
- ✓ Correctness-by-design
- ✓ Usability & decision support

Generative engineering:
using reasoning and ML techniques
to create conceptual alternatives



User assistance built
into engineering tools
(OXILATE ITEA project)



Formal requirements linking
with design and V&V
(EMBrACE ITEA project)

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