

# Integrated Model-based Systems Engineering (*iMBSE*) in Engineering Education

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# Outline

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### 1. Rationale

1. Product development: Modern products

### 2. Current practice in Academia

1. Engineering programs (ME, EnE, EE, CE, BME, IE, etc.): Capstone Design Limitations

### 3. iMBSE: 3D extension of Capstone Design

1. iMBSE characteristics & modern products
2. 3D extension of Capstone Design

### 4. Curriculum for Industry 4.0: Engineering Education 4.0

1. 3 Level curriculum
2. Revised curriculum (for Engineering Education 4.0)

### 5. iMBSE: Framework & Digital innovation platform for Industry 4.0

1. Proposed iMBSE framework
2. Digital Innovation platform for Industry 4.0

### 6. Case study: Electric skateboard

### 7. Summary & conclusions

# Rationale

## Rationale → Product development → Modern products

Modern products are increasingly becoming complex, typically smart connected systems or systems of systems (SoS). To develop modern products competitively, there is need to address **complexities resulting from:**

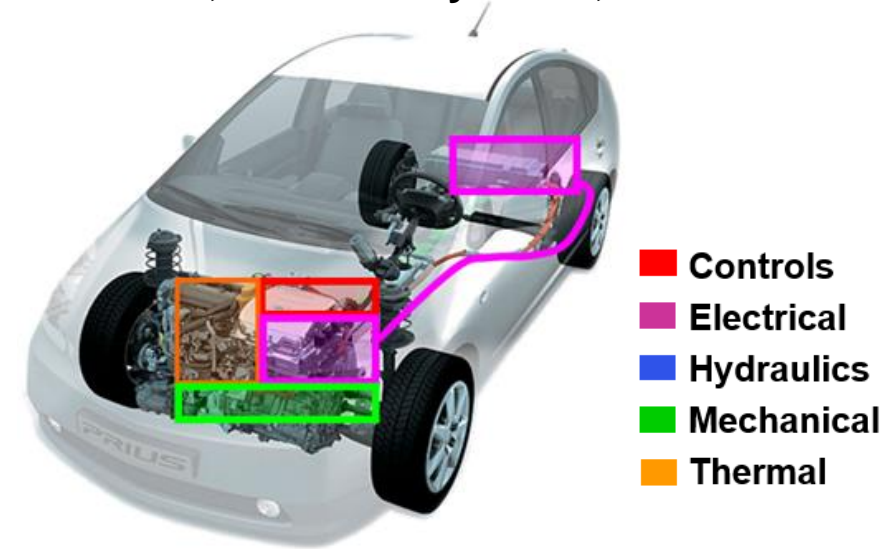
### ....managing:

- Multiple sub-systems
- Multiple engineering domains
- Multiple variants and system architectures
- Growth of software / electronic systems
- Exploding requirements
- Fast growing number of V & V
- Multiple disparate tools in each domain
- Multiple design groups and multiple sites

### ....dealing with:

- Subsystems interactions
- System integration

Example of modern product: Multi-domain, multi-subsystems, etc. SoS



Siemens PLM publication

# Current practice in Academia

Current practice in Academia → Engineering programs (ME, EnE, EE, CE, BME, IE,...): Capstone Design Limitations

## Capstone Design Limitations

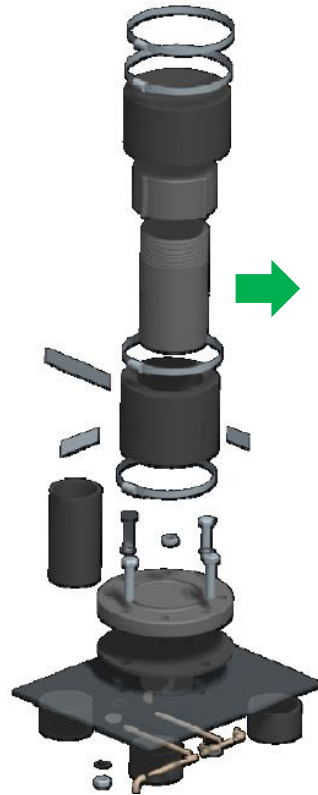
Simple product

Single Domain

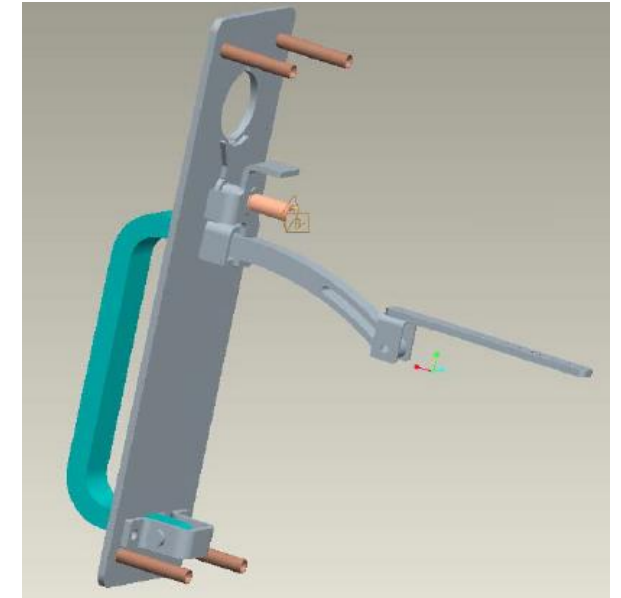
Limited scope: “Development”  
(not “Lifecycle”)

Limited Digitalization

Validation: Mostly through  
Physical prototyping



Fin Heat  
Transfer  
Apparatus



Arm-A-Door Outside  
Entry: Exterior Handle  
Assembly

Example of typical capstone design products: Mostly Mechanical

# iMBSE: 3D extension of Capstone Design

iMBSE: 3D extension of Capstone Design → iMBSE characteristics & modern products

## 3D extended CD driven by iMBSE

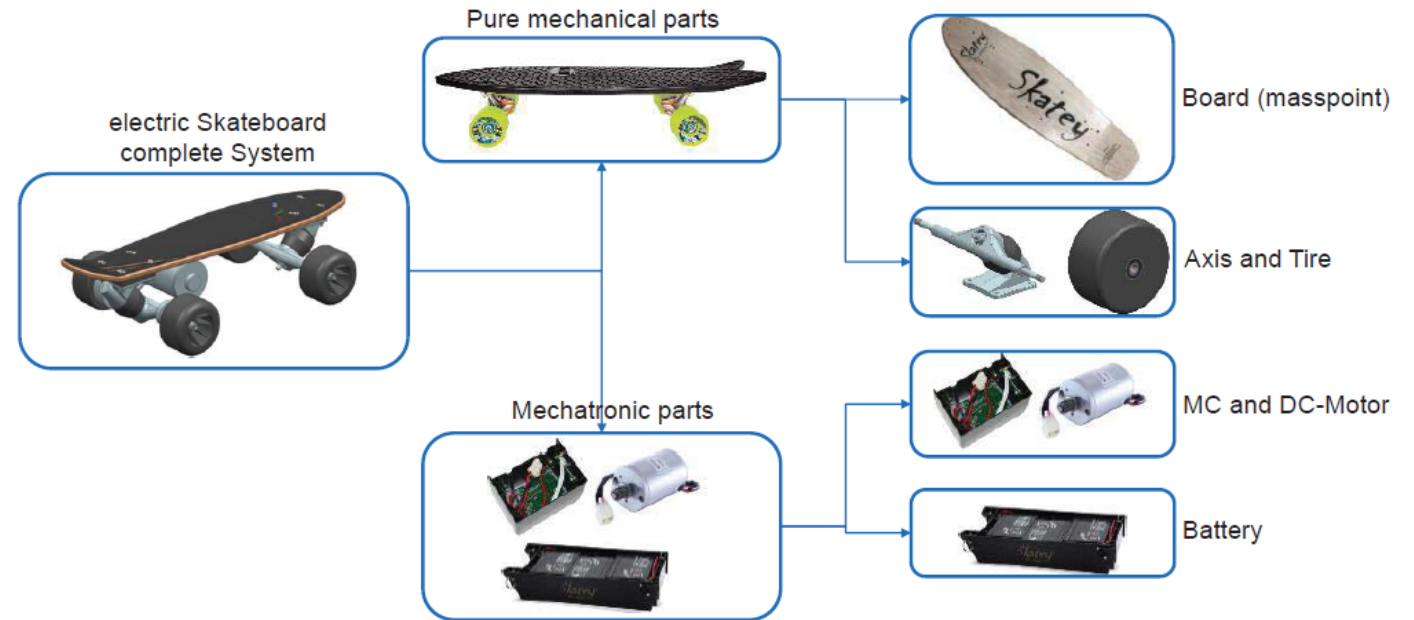
Complex product (system or SoS)

Multi Domain

Extended scope: “Lifecycle” (not just “Development”)

Full Digitalization

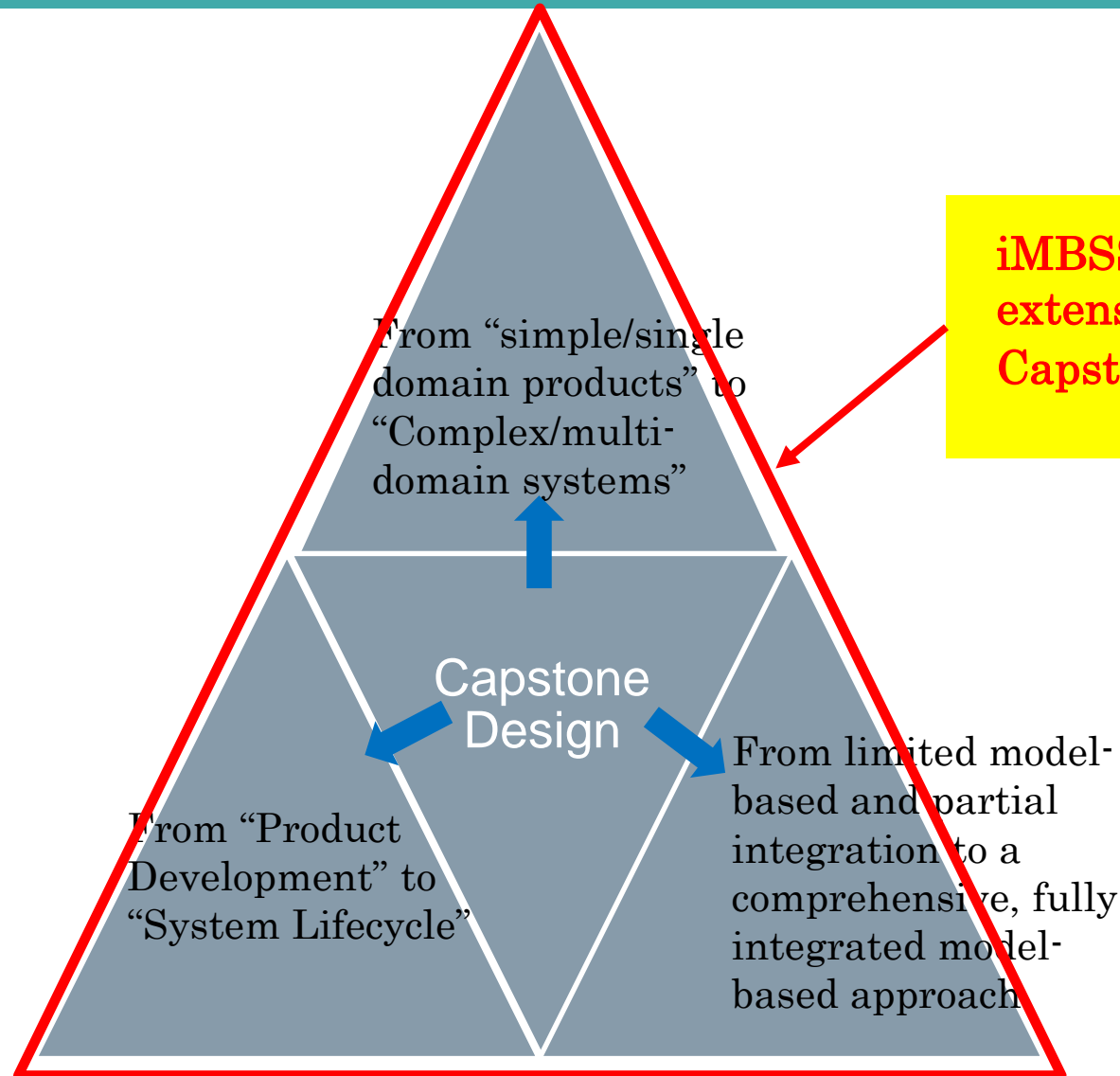
Validation: SIL, HIL, MIL, and Virtual prototyping



Example of a complex product: Multi-domain system

# iMBSE: 3D extension of Capstone Design

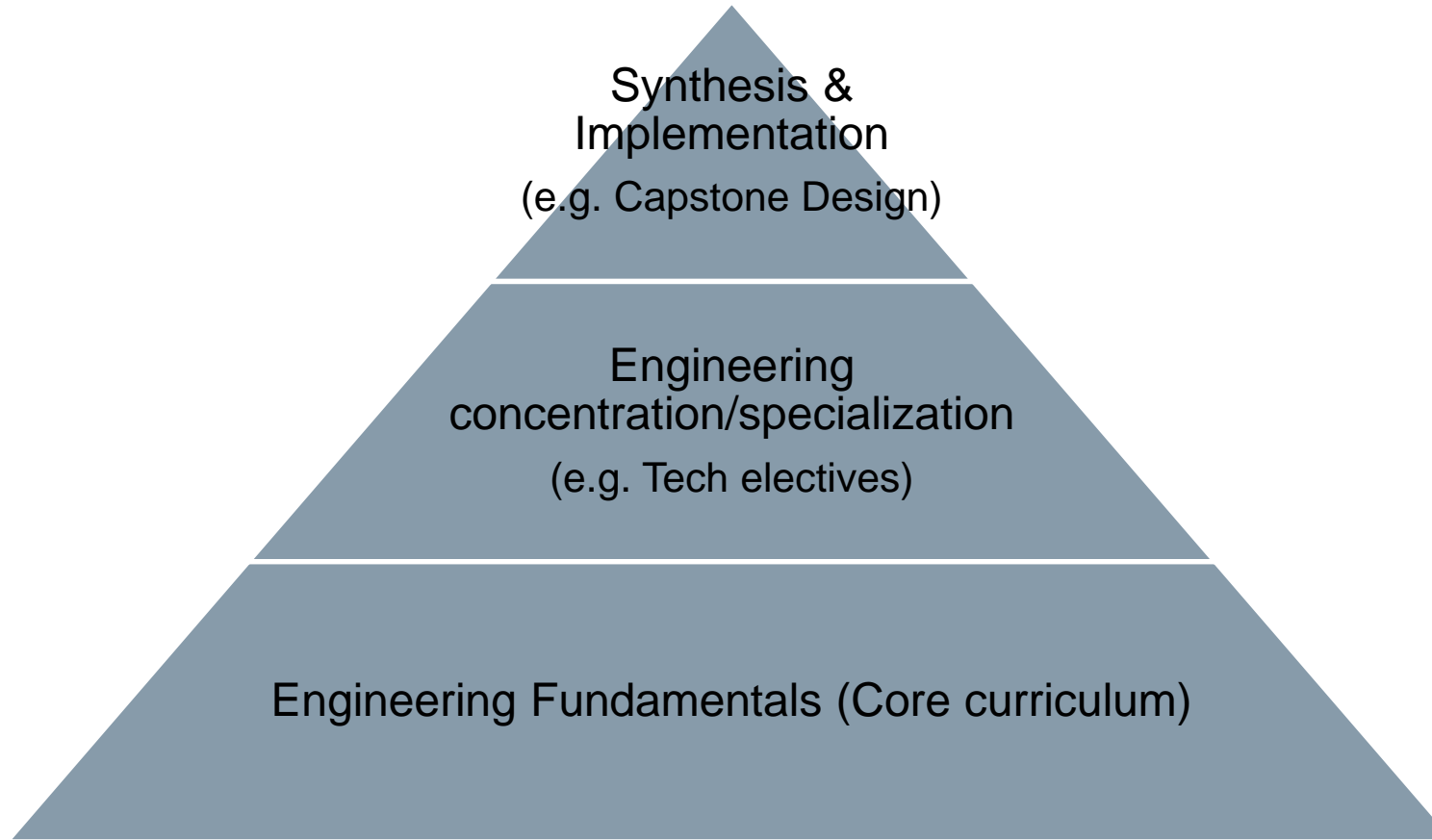
iMBSE: 3D extension of Capstone Design → 3D extension of CD



iMBSSE as a 3D extension of Standard Capstone Design

# Curriculum for Industry 4.0: Engineering Education 4.0

Curriculum for Industry 4.0: Engineering Education 4.0 → 3 Level curriculum



**Three levels of typical Engineering curriculum (e.g. ME)**

# Curriculum for Industry 4.0: Engineering Education 4.0

Curriculum for Industry 4.0: Engineering Education 4.0 → Revised curriculum (Eng. Education 4.0)

New curriculum:

Integrated Model-based systems Engineering, iMBSE, or “SE”  
Capstone design

(allows: implementation in complex product development  
applications)

Also, adding (Industry 4.0) Enabling technologies: *AM, AR/MR/VR, IoT, Simulation, Big data and Advanced Analytics, Cloud computing, Cybersecurity, Autonomous systems, etc.*  
(provide: theoretical foundation and relevant specialization)

Systems Engineering courses  
(provides: Approach/methodology)

Digital tools in core courses

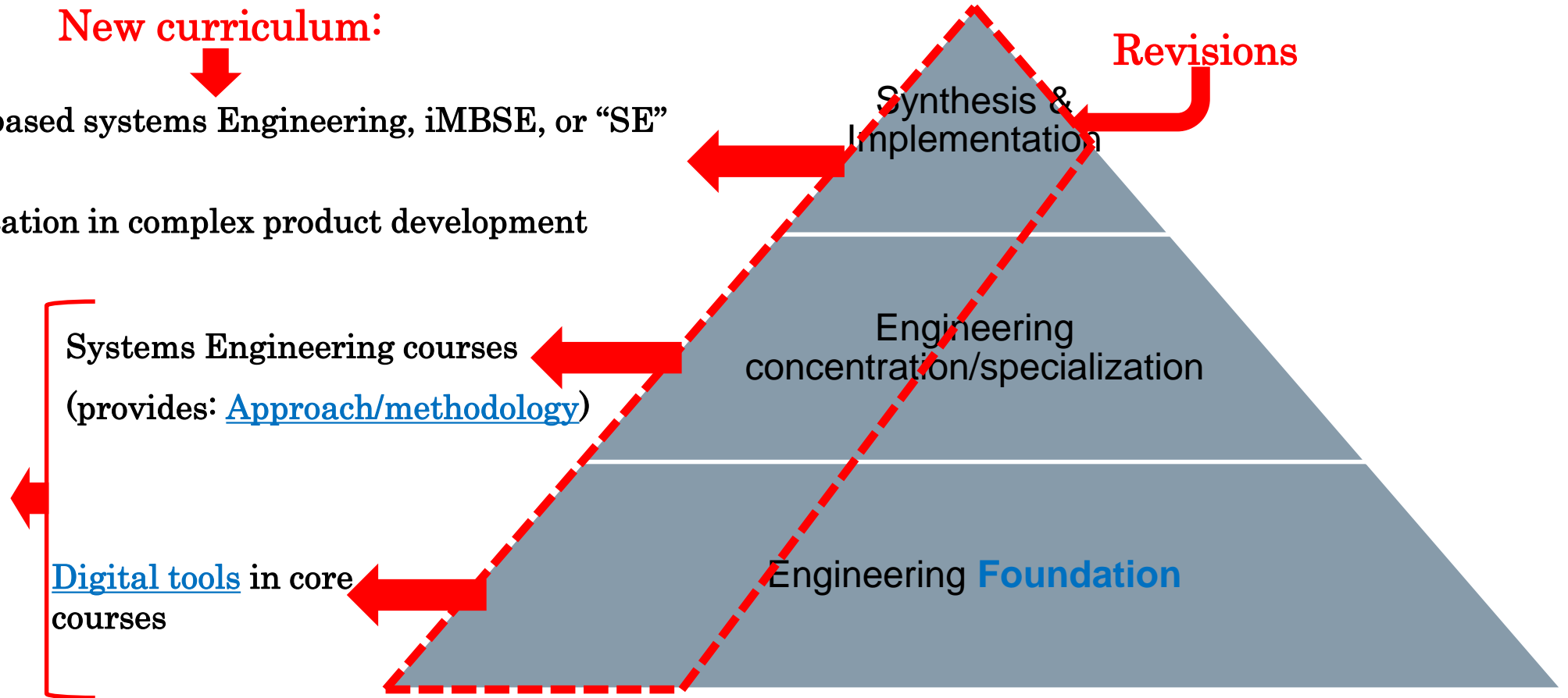
Engineering concentration/specialization

Engineering **Foundation**

Synthesis & Implementation

Revisions

Revised curriculum (Engineering Education 4.0)





# Curriculum for Industry 4.0: Engineering Education 4.0

## Curriculum for Industry 4.0: Engineering Education 4.0 → 3 Level curriculum

### iMBSE curriculum

- It is a unique curriculum that demonstrates the **digitalization of the SE** (Systems Engineering) **process** through the integration of modelling and simulation continuum (in the form of MBSE) with Product lifecycle management (PLM).
- *iMBSE* is a form of MBE (Model-based Engineering) that drives the product lifecycle from the systems requirements and traces back performance to stakeholders' needs through a RFLP traceability process. At the core of this coursework is a shift of focus from theory to implementation and practice, through an *applied synthesis of engineering fundamentals and systems engineering, that is driven by a state-of-the-art digital innovation platform for product (or system) development*. The curriculum provides training to the next generation of engineers for Industry 4.0.

# Curriculum for Industry 4.0: Engineering Education 4.0

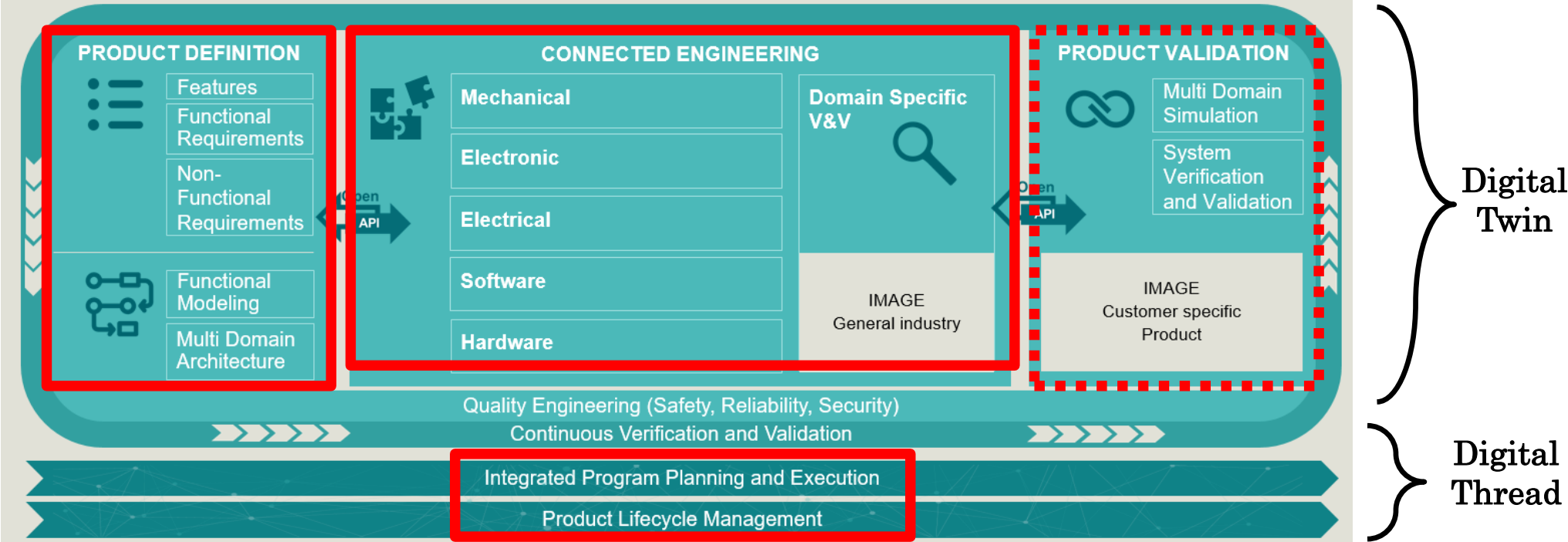
Curriculum for Industry 4.0: Engineering Education 4.0 → Curriculum of Engineering Education 4.0

	SE Capstone course (iMBSE)	Typical Capstone course
Process (methodology)	SE process	Design process
Product (application)	Multi-domain system	Mechanical product
Digitalization	Integrated digital platform (to enable both digital twin and digital thread) that spans the lifecycle	Limited digital capabilities

Capstone: Traditional vs. iMBSE driven

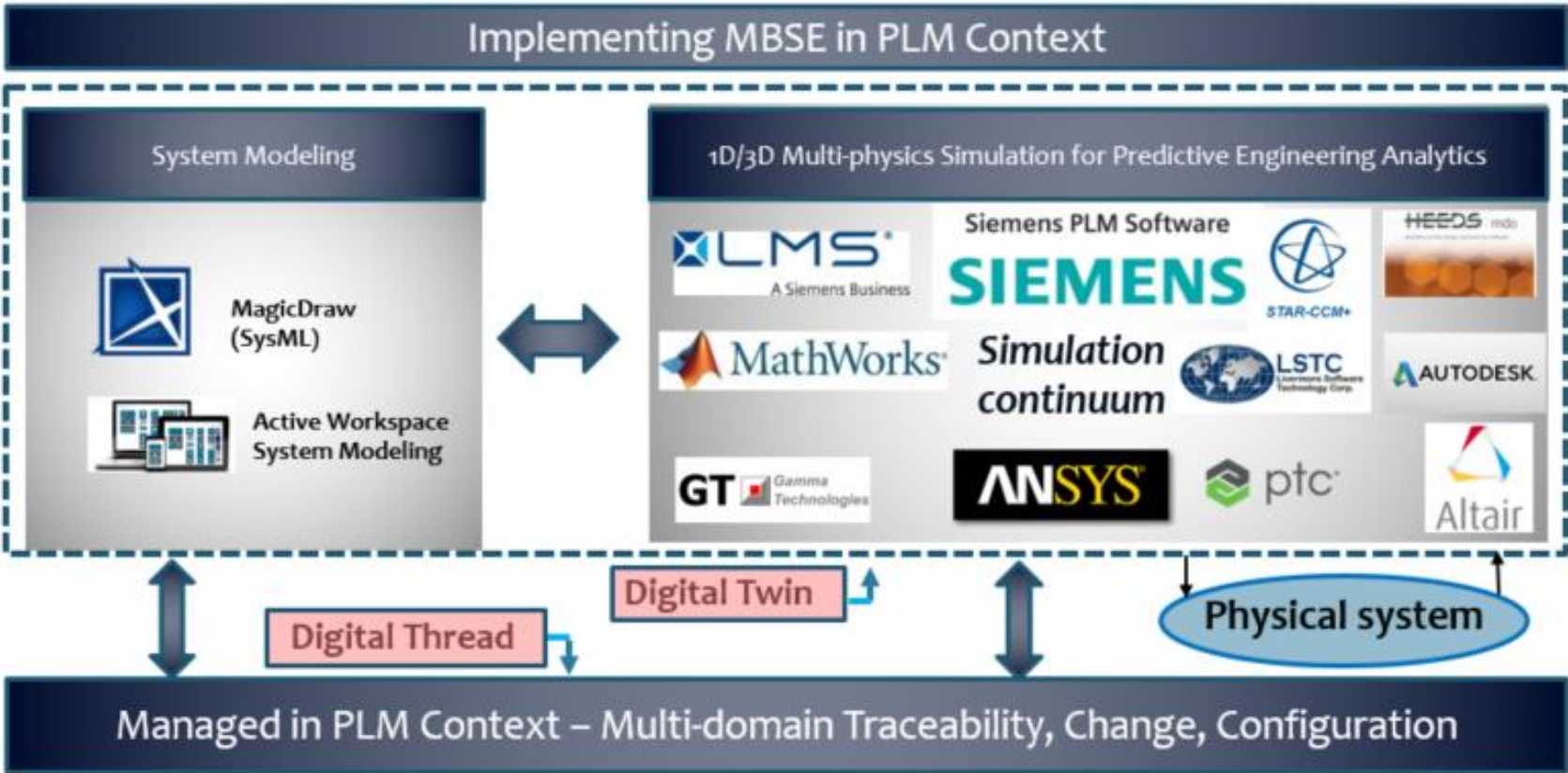
# iMBSE: Framework & Digital Innovation Platform for Industry 4.0

iMBSE: Framework & Digital Innovation Platform for Industry 4.0 → Proposed Siemens iMBSE framework



# iMBSE: Framework & Digital Innovation Platform for Industry 4.0

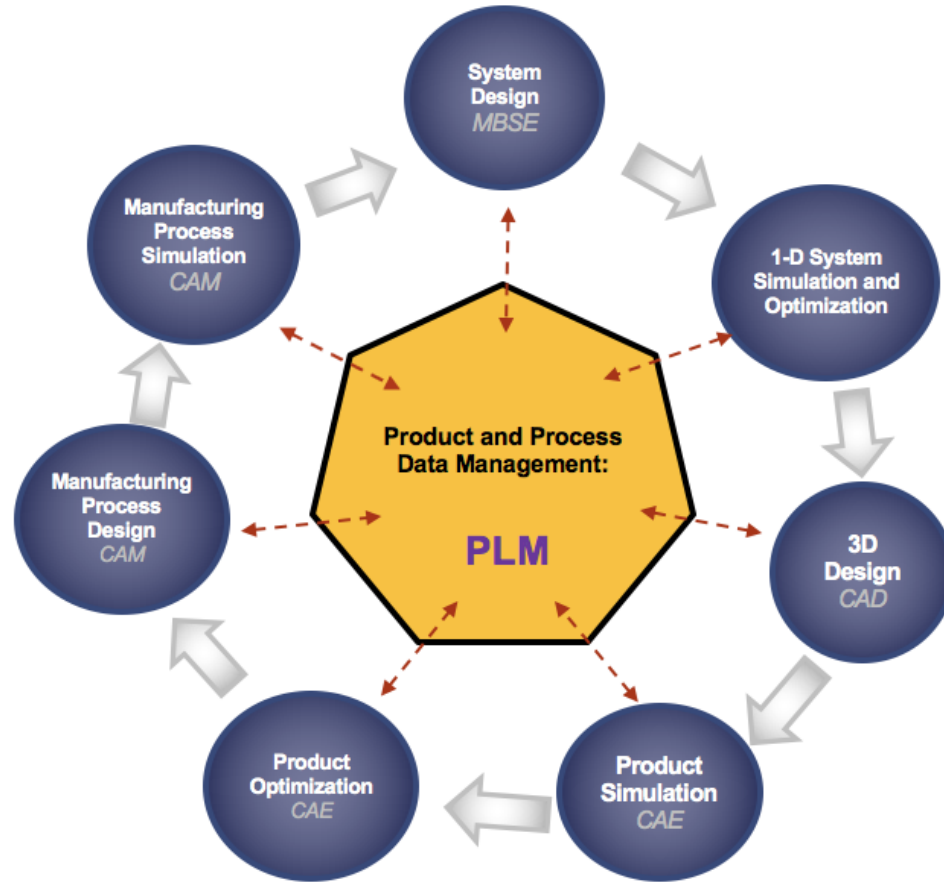
iMBSE: Framework & Digital Innovation Platform for Industry 4.0 → Digital Innovation platform for Industry 4.0



Digital Innovation platform for Industry 4.0: Integrating Digital twin with Digital thread

# Case study: Electric Skateboard

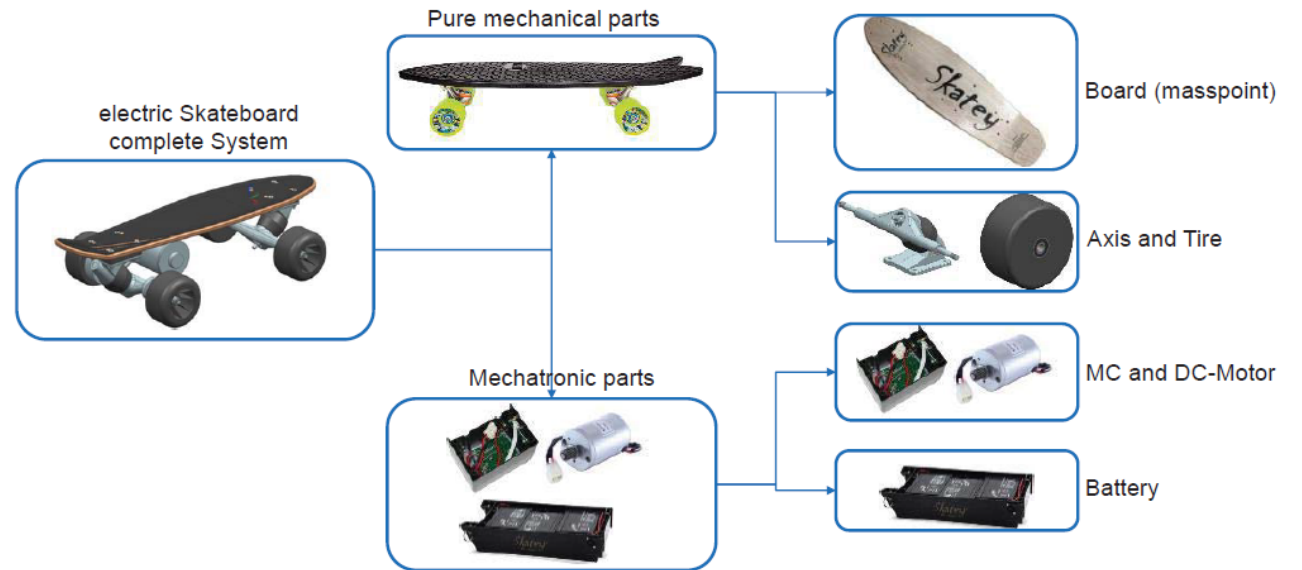
Case study: Electric Skateboard → iMBSE implementation workflow



Electric Skateboard – iMBSE implementation workflow

# Electric Skateboard/Longboard

Practice – Case studies → Electric Skateboard/Longboard



Electric Skateboard as a **multi-domain** system

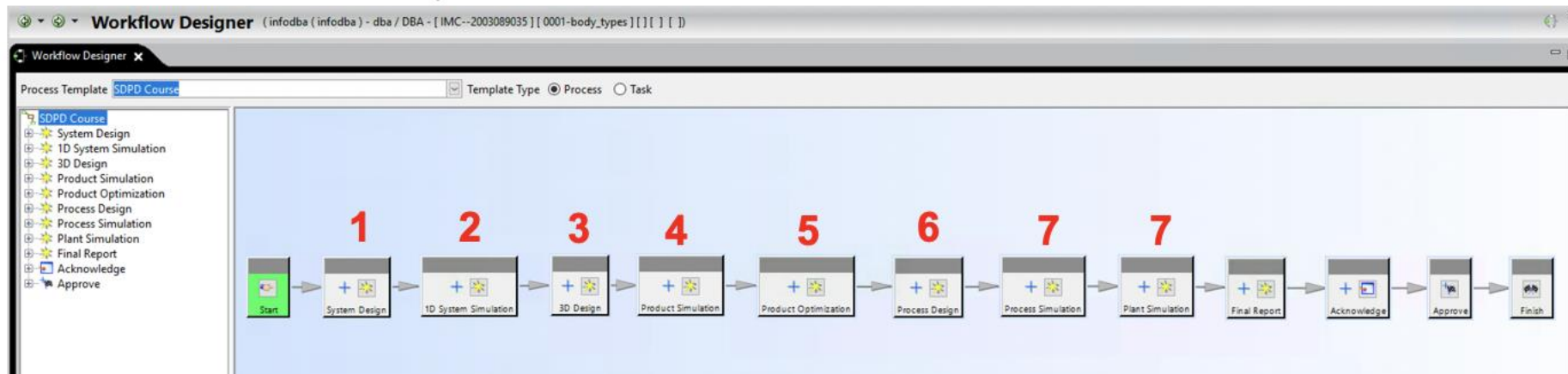
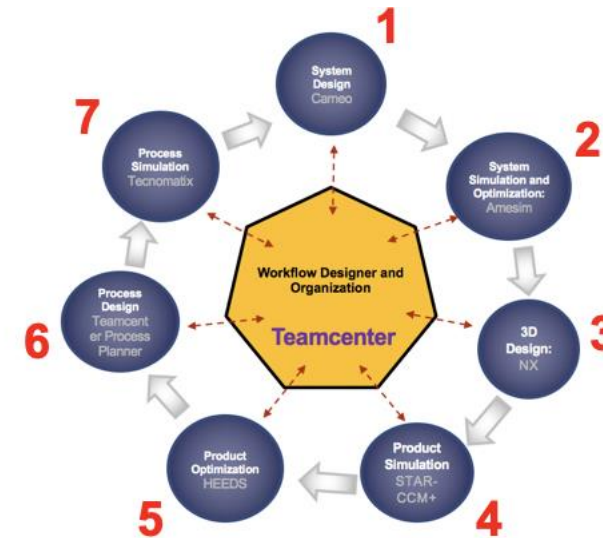
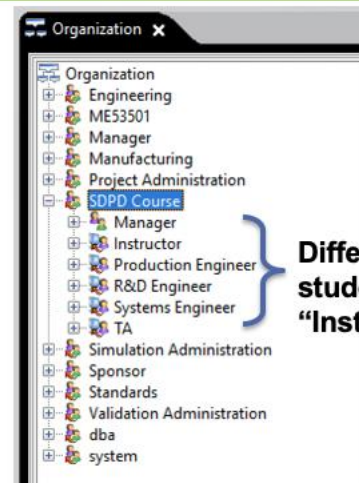
# Project Workflow

Practice –Case Studies → Electric Longboard: Project Workflow (Project Definition and Planning)

- Creating groups/teams and assigning roles for each team member

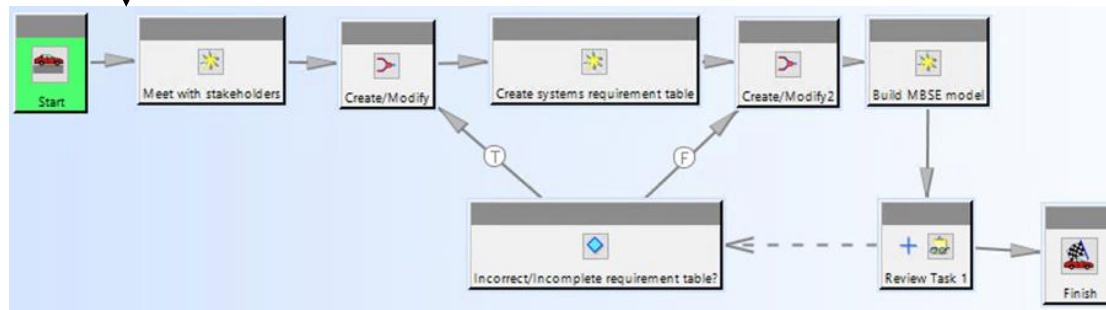
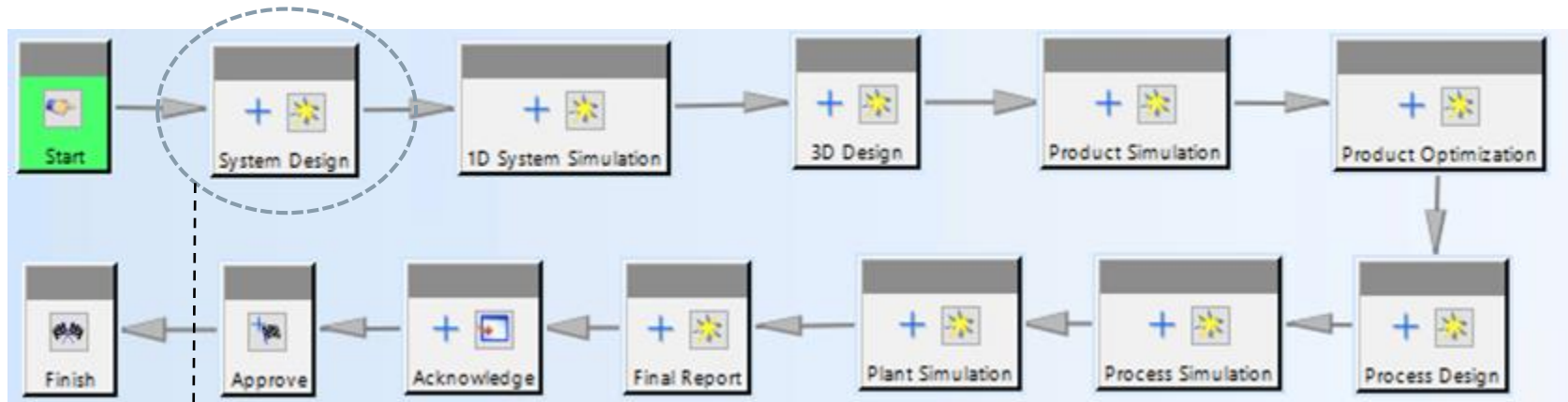
Creating workflow process template describing individual tasks and the task sequence required to model the workflow process

## Teamcenter Workflow



# Project Workflow

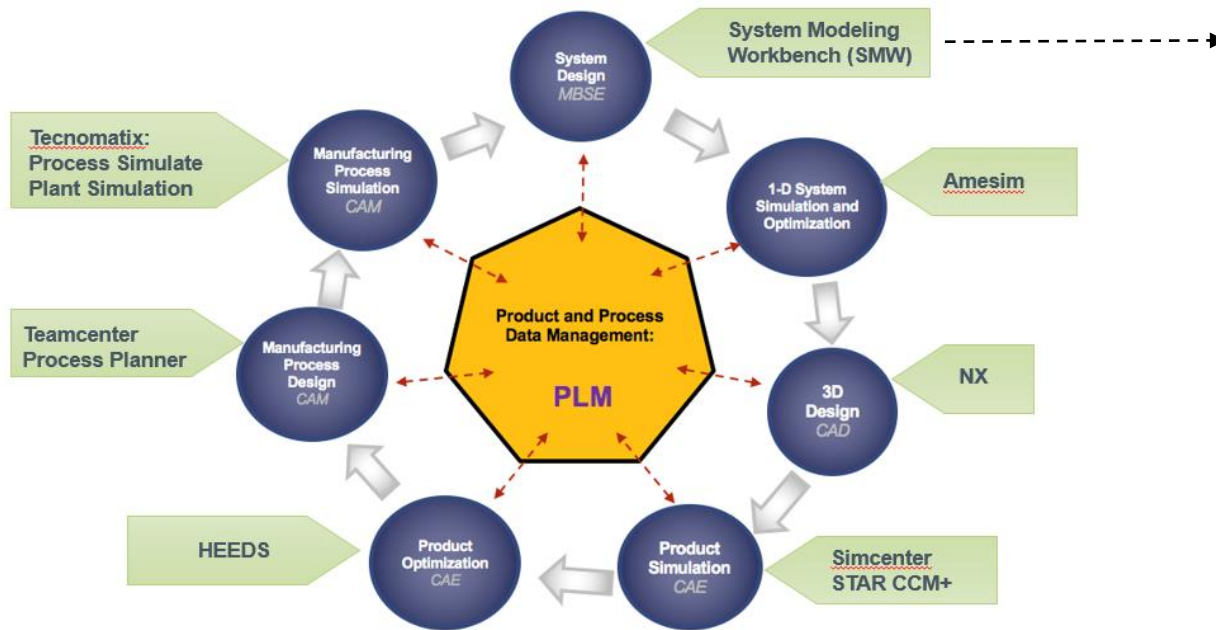
Practice – Case studies → Electric Longboard: Project Workflow (Project definition and Planning)





# System architecture using SMW (Systems Modeling Workbench)

## Practice – Case studies → Electric Longboard: System architecture using Systems Modeling Workbench/Cameo



- Model Based Systems Engineering (MBSE)
- Create a systems model and a single source of information
- Requirements, structure, behaviors
- General insight of purpose of creating the Skateboard

### Deliverable: System Architecture of Electric Skateboard

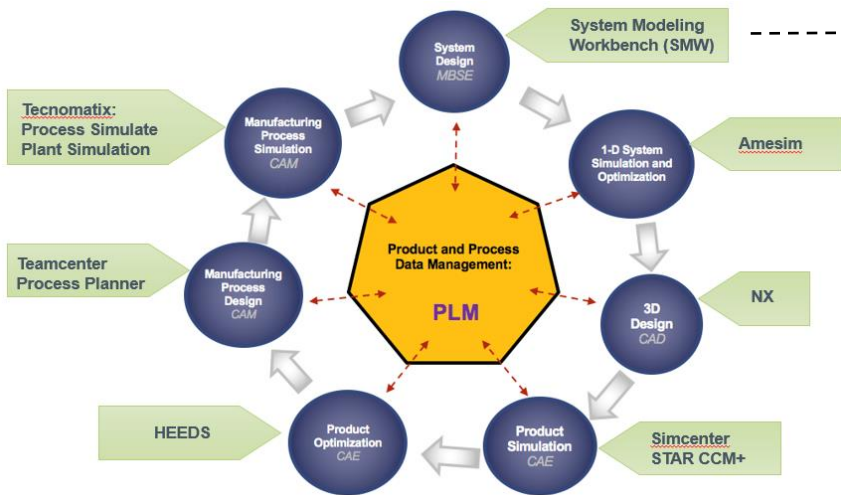
### iMBSE implementation workflow

#	△ Name	Text
1	☐ R 1 SN01	The system shall transport the user <u>at least</u> 10 miles at an average speed of 10 miles per hour in a single charge
2	☐ R 1.1 SN01-1	The system shall transport user with a speed <u>greater than</u> 10 meter per second
3	☐ R 1.2 SN01-2	The system shall transport user for <u>at least</u> 10 miles in a single charge
4	☐ R 2 SN02	The user <u>shall be</u> able to control the speed and stop within safe distance
5	☐ R 2.1 SN02-1	The user <u>shall be</u> able to control the speed
6	☐ R 2.2 SN02-2	The user <u>shall be</u> able to stop within safe distance
7	☐ R 4 SN03	The skateboard shall stop within safe distance
8	☐ R 5 SN04	The skateboard <u>shall have</u> speed setting for Novice, Regular and expert levels
9	☐ R 6 SN05	The skateboard shall use commercially available off the shelf materials (COTS)
10	☐ R 7 SN06	The skateboard shall use readily available energy source with sufficient energy to meet daily needs
11	☐ R 8 SN07	The system <u>shall have</u> a portable controller to energize the skating engine, control speed and monitor operation status

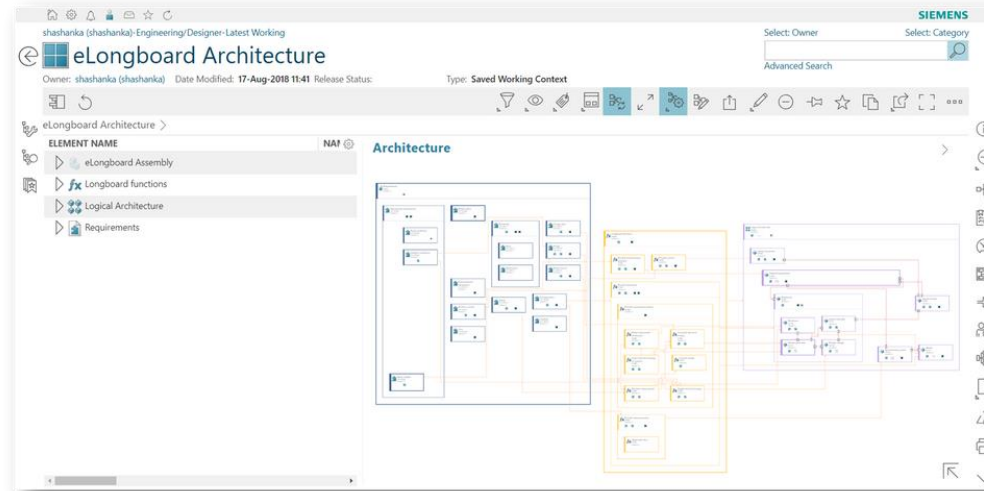
### Stakeholder requirements

# System architecture using SMW (Systems Modeling Workbench)

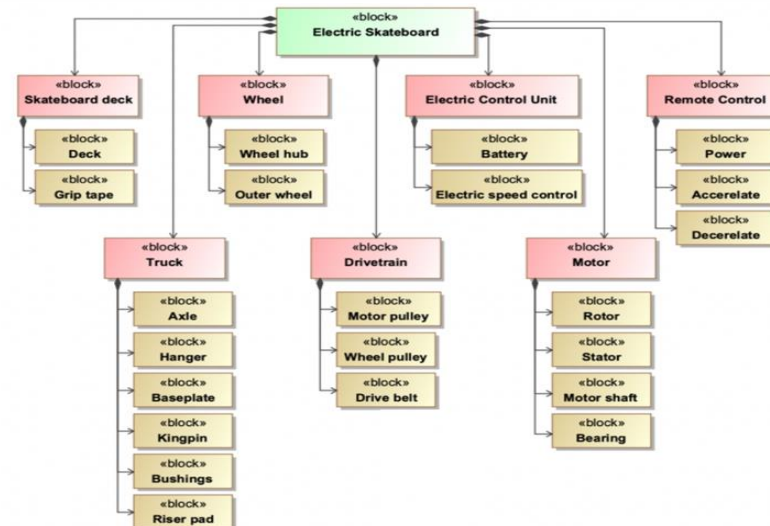
Practice – Case studies → Electric Longboard: System architecture using Systems Modeling Workbench/Cameo



iMBSE implementation workflow



System architecture (Siemens SMW)

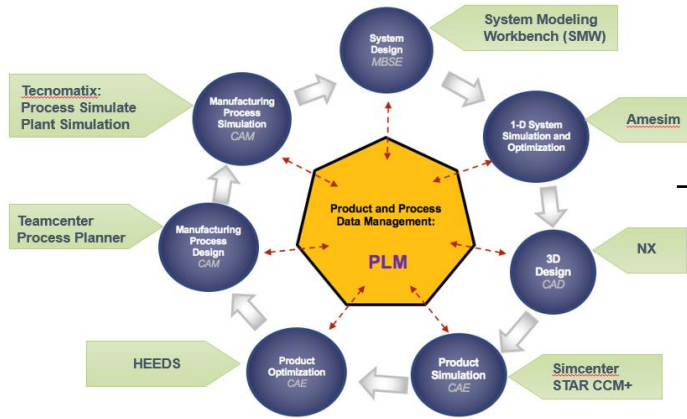


System structure using BDD diagram (Cameo)

HERE (10/15/20)

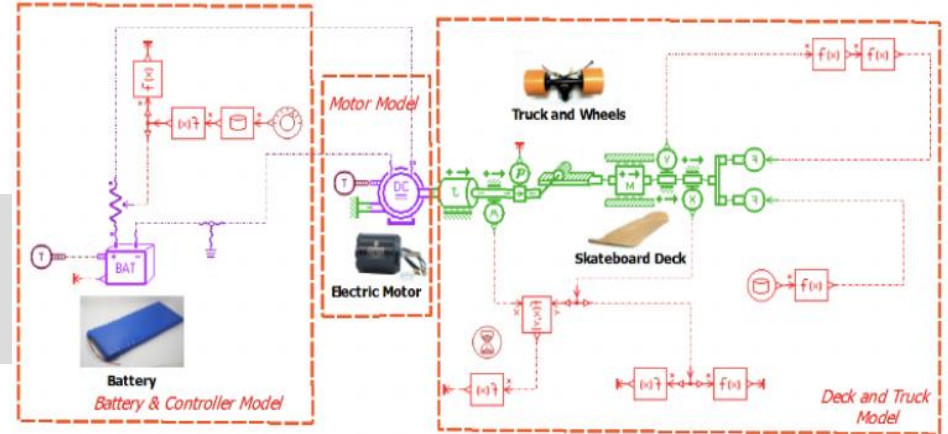
# 1D simulation and optimization using Amesim

## Practice – Case studies → Electric Longboard: 1D simulation and optimization using Amesim

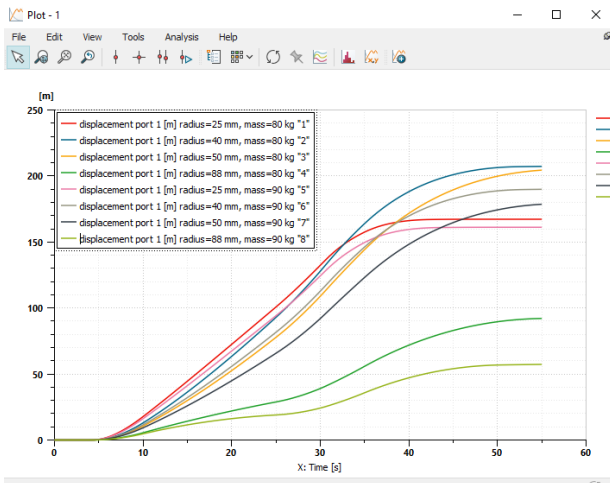


- LMS Imagine. Lab Amesim:
- Modeling and analysis of multi-domain systems
  - Create 1D system simulation
  - Graphical representation of the whole system
  - Performance plots of the skateboard as the output
  - Outputs caused by different user's weight

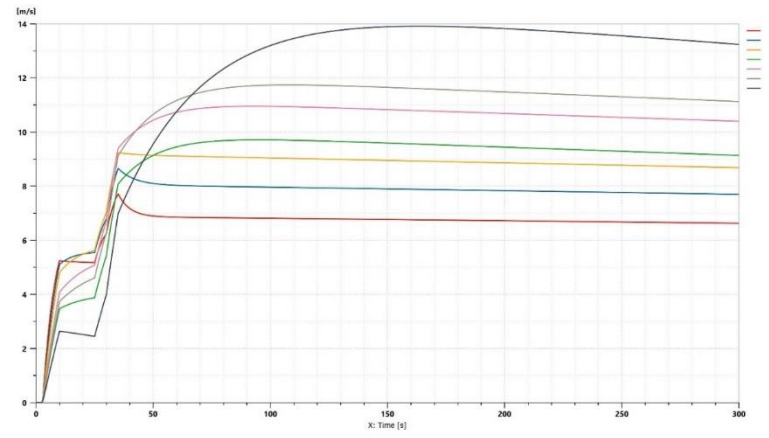
**Deliverable: System Architecture of Electric Skateboard**



### iMBSE implementation workflow



Displacement for different wheel radius & user's weight

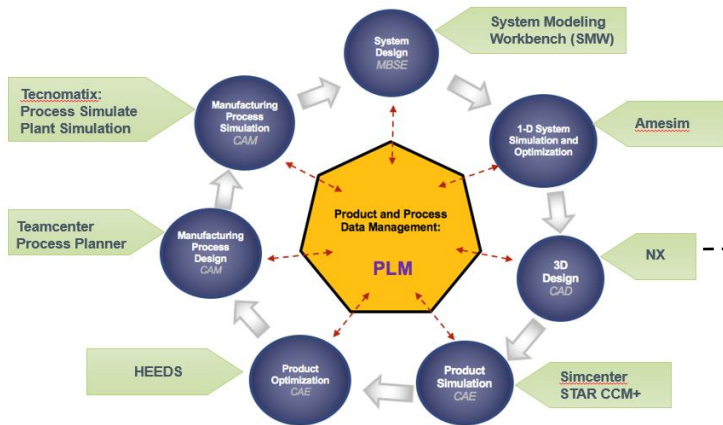


Max. velocity for different wheel radius

### 1D multi-domain system simulation model (Siemens Amesim)

# 3D modeling using NX CAD

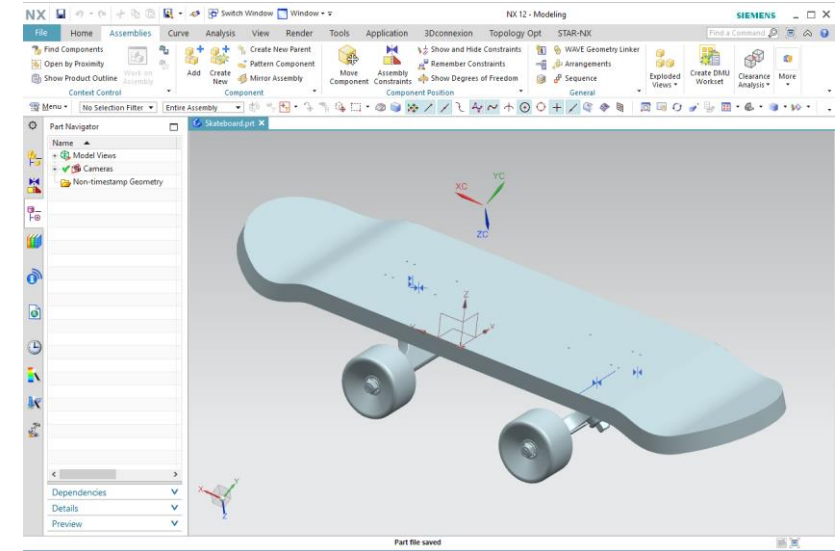
## Practice – Case studies → Electric Longboard: 3D modeling using NX CAD



iMBSE implementation workflow

NX:  
• Design and modelling of skateboard

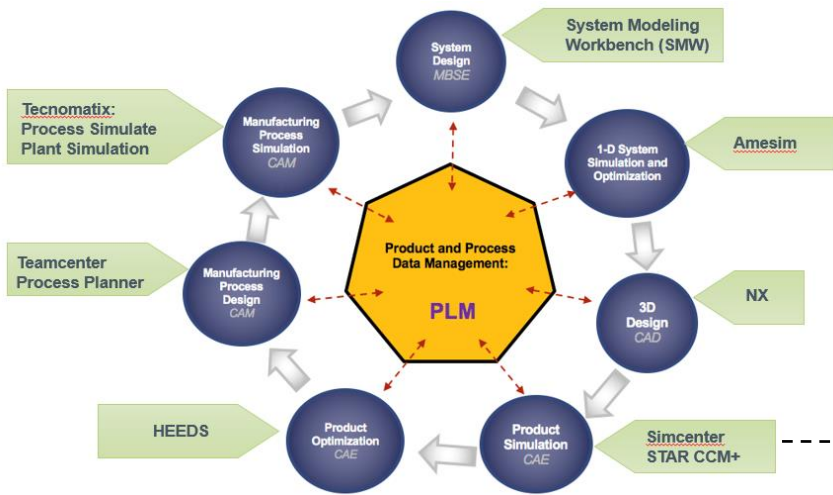
Deliverable: 3D model of  
Electric Skateboard



3D model of Skateboard

# 3D simulation using NX Nastran / Star-CCM+

Practice – Case studies → Electric Longboard: 3D simulation using NX Nastran / Star-CCM+

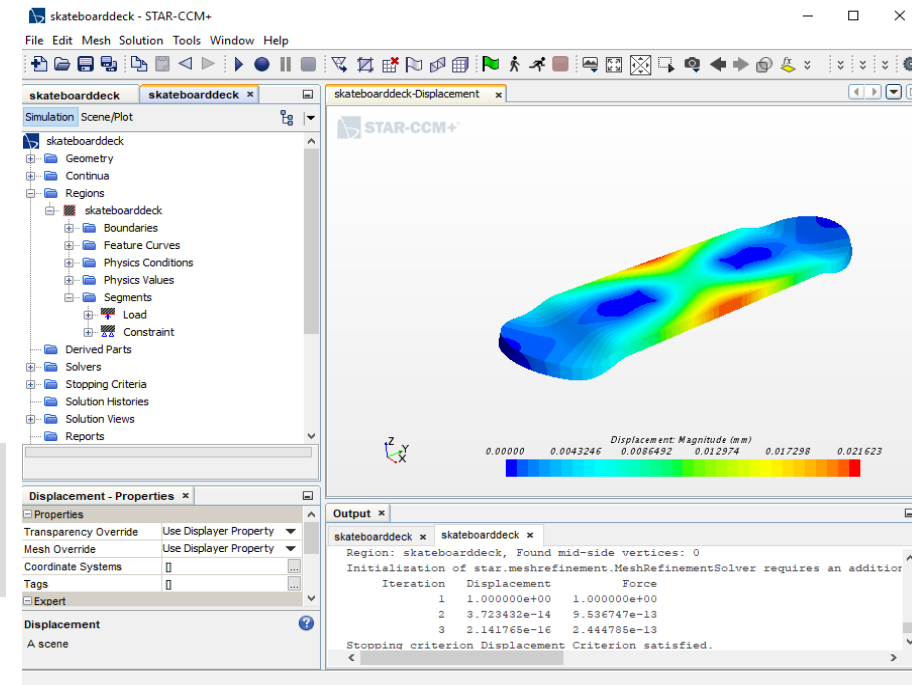


iMBSE implementation workflow

Star-CCM+ / Nastran:

- CFD and Structural analysis
- The structural analysis of the board with static loads 200 lb
- Von-Mises stress and displacement of the board

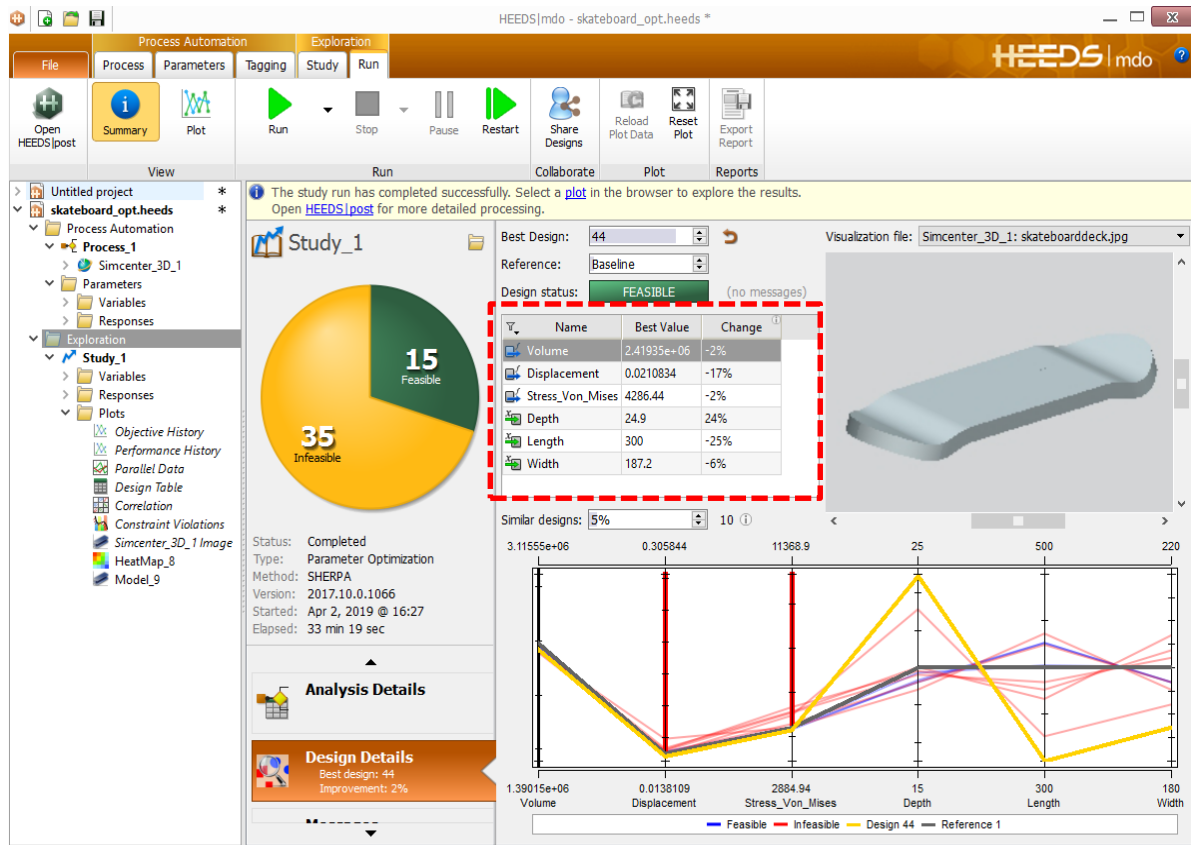
Deliverable: 3D Simulation model of Electric Skateboard



3D simulation: Von-Mises stress in skateboard deck

# 3D optimization using HEEDS

## Practice – Case studies → Electric Longboard: 3D optimization using HEEDS

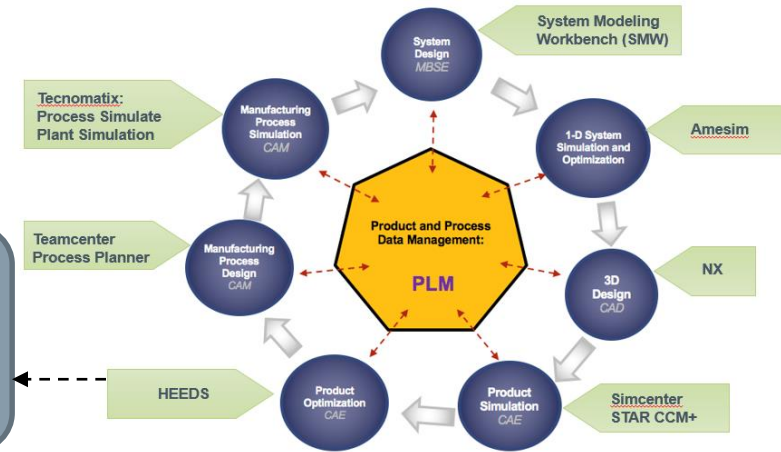


Optimization of 3D geometry of skateboard deck

HEEDS (Hierarchical Evolutionary Engineering Design System):

- Optimization for better and more robust solutions within a given design space

**Deliverable:**  
Optimized 3D deck geometry



**iMBSE implementation workflow**

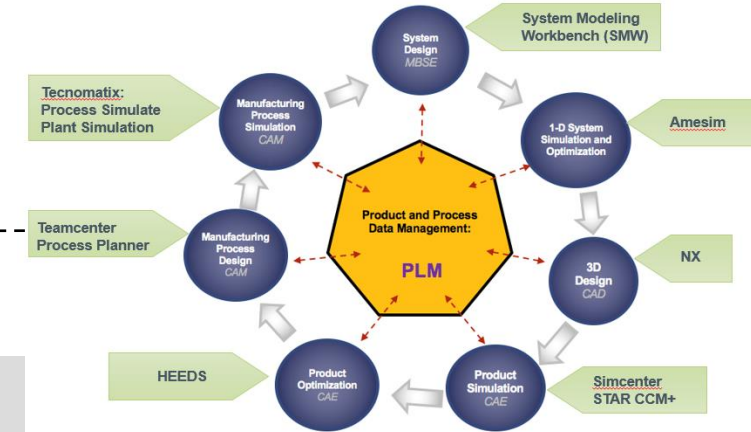
# Manufacturing process design using MPP

## Practice – Case studies → Electric Longboard: Manufacturing process design using MPP

Teamcenter Manufacturing Process Planner (MPP):

- Product Lifecycle Management (PLM)
- Develop product and manufacturing process
- Manage manufacturing data, process, resource and plant information
- Seamless alignment between engineering bill of materials (BOM), manufacturing BOM and the manufacturing bill of process (BOP)

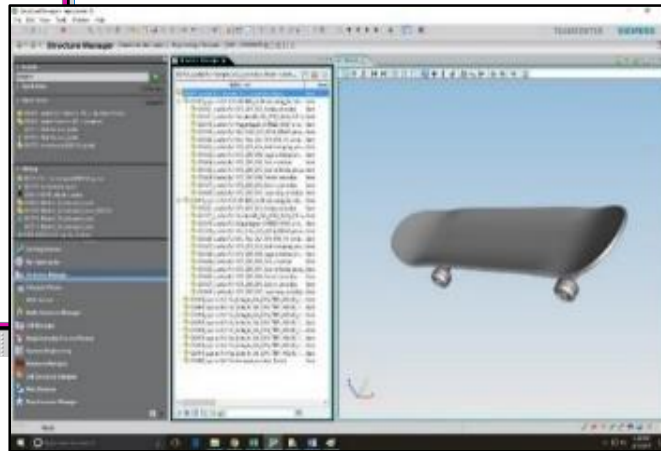
**Deliverables: Manufacturing Process (BOM, BOP, etc.) of Electric skateboard assembly**



**iMBSE implementation workflow**

BOM Line	Item Description
003925/A;1-Skateboard_Process_PS	Skateboard_Process_PS
003926/A;1-Final_Assy_PS	Final_Assy_PS
003927/A;1-Front_Assy_PS	Front_Assy_PS
078.201.000_Aufhaengung/Skateboard;1	078.201.000_Aufhaengung
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
078.201.026/Skateboard;1	078.201.026
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
003923/A;1-Front_Assy_PS	Front_Assy_PS
kawasaki_uz100/A;1	kawasaki_uz100
gripper/A;1	gripper
vr5264280_cnv.cojt/A;1	vr5264280_cnv
box_gripper/A;1	box_gripper
fin gripper/A;1	fin gripper
kr6_r700sixx/A;1	kr6_r700sixx
003928/A;1-Rear_Assy_PS	Rear_Assy_PS
box_gripper/A;1	box_gripper
fin gripper/A;1	fin gripper
kawasaki_uz100/A;1	kawasaki_uz100
kr6_r700sixx/A;1	kr6_r700sixx
078.201.000_Aufhaengung/Skateboard;1	078.201.000_Aufhaengung
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
Se-Schr In-6kt DIN 7991-M5x10/A;1	Se-Schr In-6kt DIN 7991-M5x10
003924/A;1-Rear_Assy_PS	Rear_Assy_PS
vr5264280_cnv.cojt/A;1	vr5264280_cnv
004163/A;1-Final_Assy_PS	Final_Assy_PS
box_gripper/A;1	box_gripper
kawasaki_uz100/A;1	kawasaki_uz100

**BOM of Skateboard**



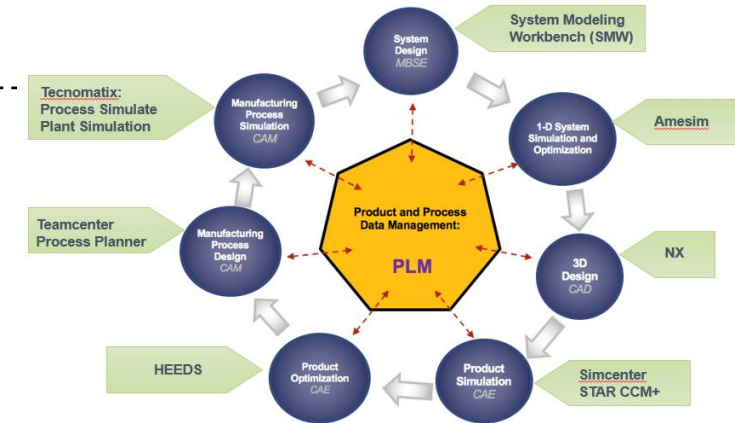
# Manufacturing Process simulation using Tecnomatix

Practice – Case studies → Electric Longboard: Manufacturing Process simulation using Tecnomatix

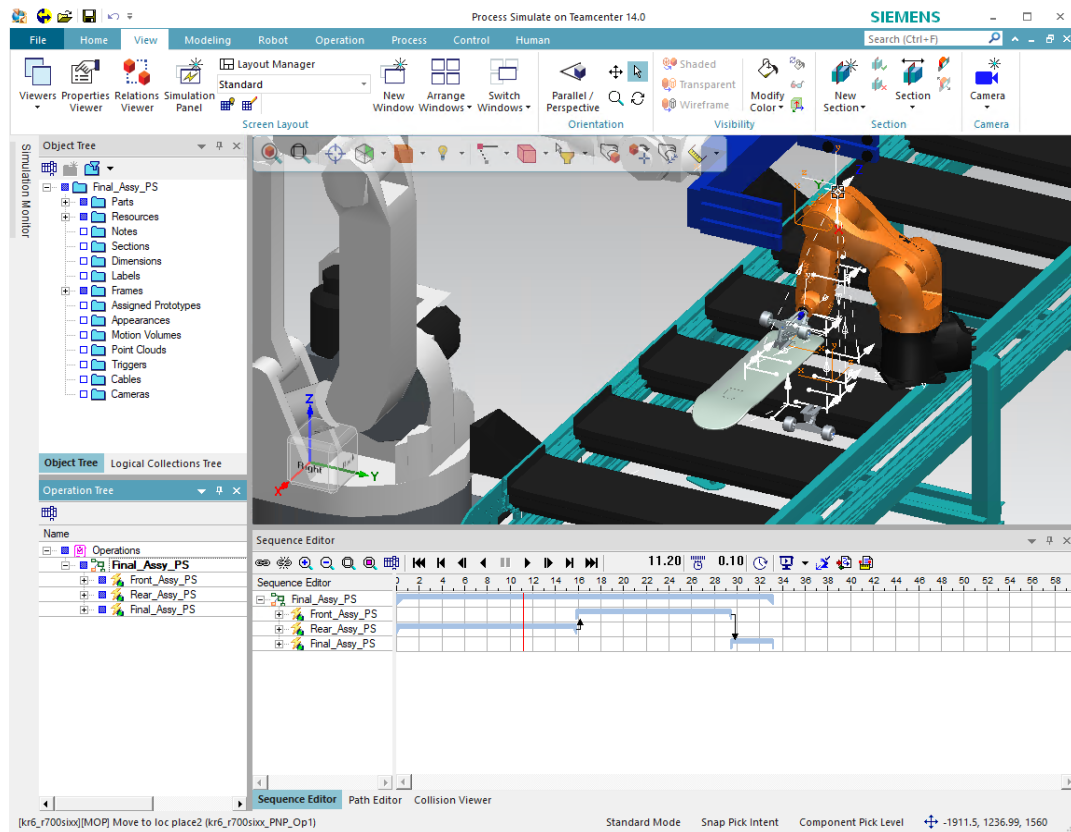
Tecnomatix Process Simulate :

- Simulation and optimization of production systems and processes
- Taking skateboard through assembly
- Verify reachability and collision clearance
- Simulating the full assembly sequence of the product and the required tools

Deliverable: Simulation model of Electric skateboard assembly



iMBSE implementation workflow

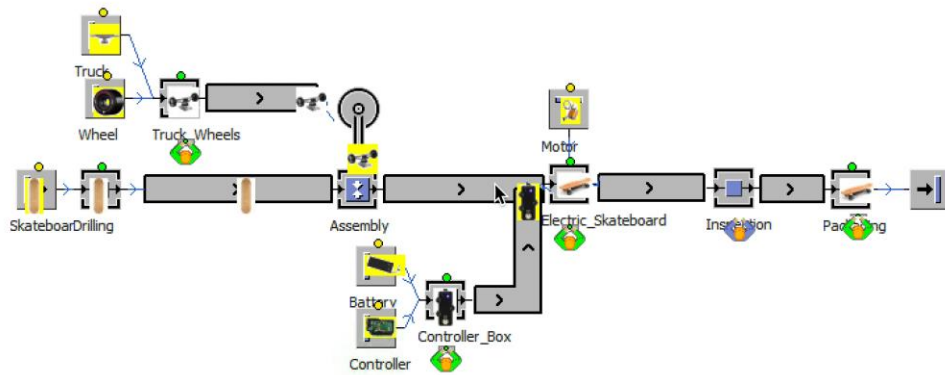


Simulation of Skateboard assembly



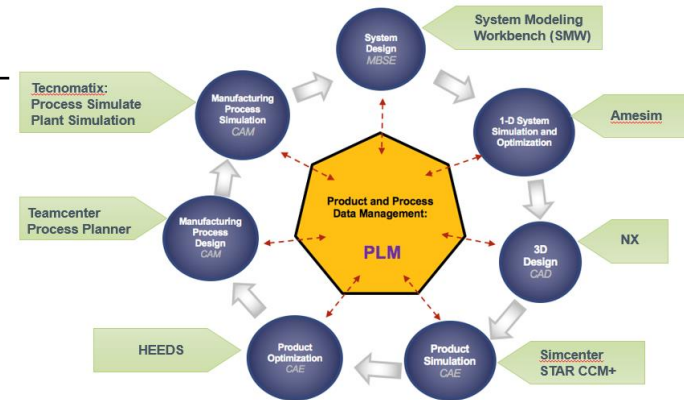
# Plant simulation using Tecnomatix

## Practice – Case studies → Electric Longboard: Plant Simulation using Tecnomatix

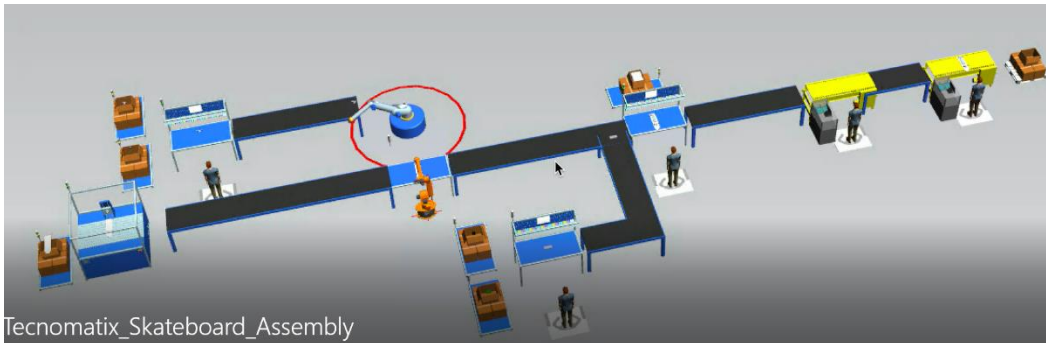


Tecnomatix Process Plant Simulation:  
- Simulation and optimization of production systems and processes  
- Taking skateboard through production  
- Simulating the full production of the product

**Deliverable:** Simulation model of Electric skateboard production line



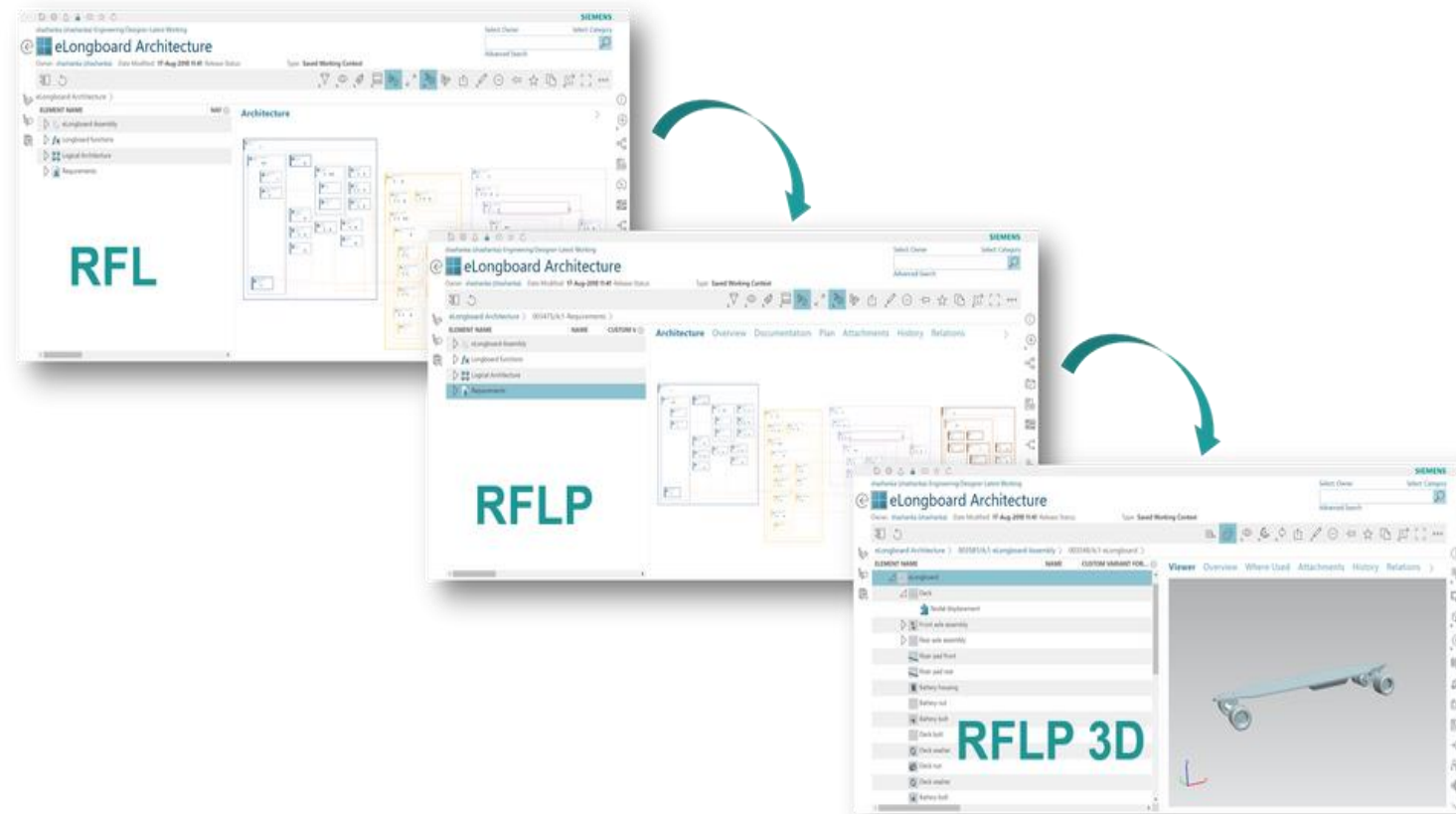
**iMBSE implementation workflow**



**Simulation of Skateboard production line (Top: 2D; Bottom: 3D)**

# Traceability

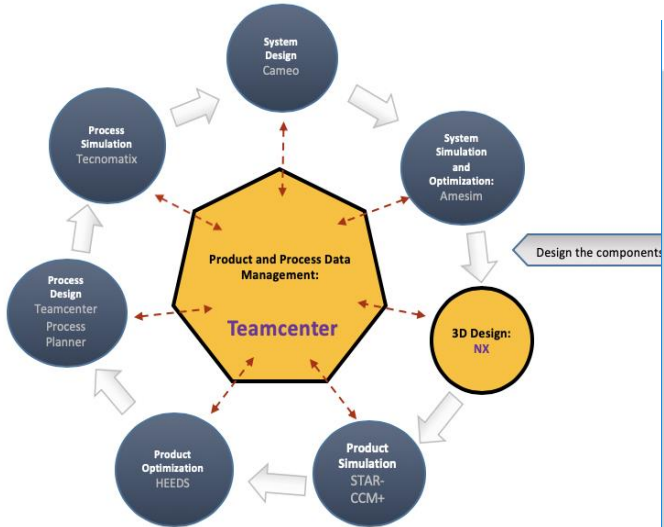
Practice – Case studies → Electric Longboard: Traceability



Electric Skateboard/Longboard RFLP

# Traceability

Practice – Case studies → Electric Longboard: Traceability → TC ↔ NX



**iMBSE  
implementation  
workflow**

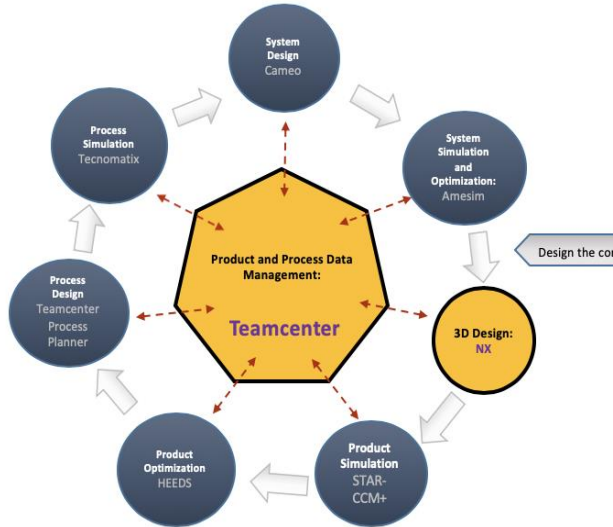
Defining Object	Type	Complying ...	Defining Co...
SkateboardDeckRP/A:1	Item Revision		
REQ-002491/A:1-Width	Validation Requirem...		
REQ-002490/A:1-Length	Validation Requirem...		
REQ-002492/A:1-Depth	Validation Requirem...		

- NX Design
- Create traceability between requirements and Design geometry (3D model)

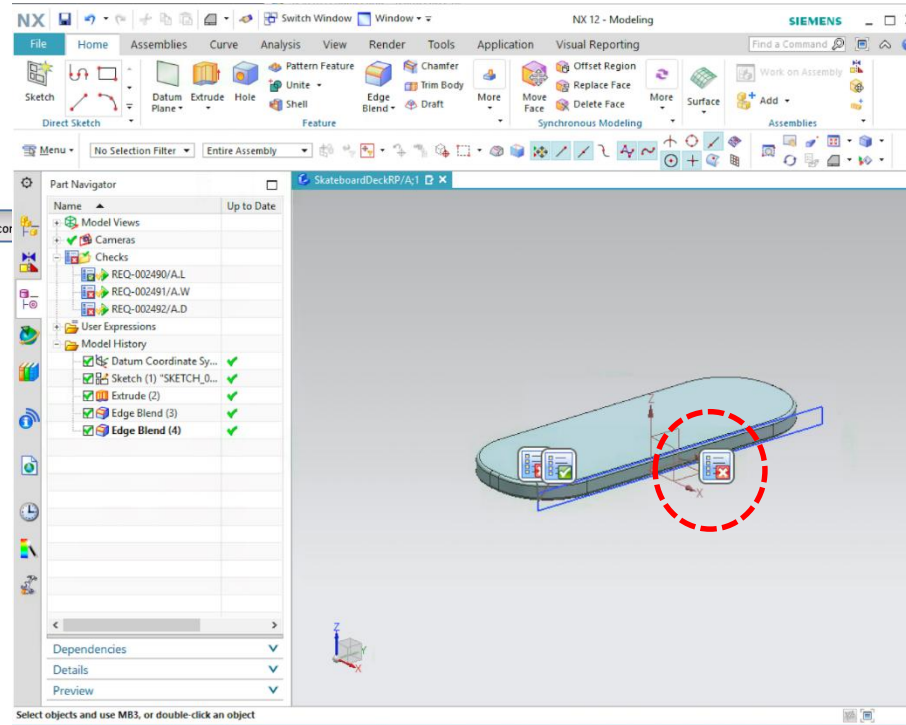
**Deliverable: 3D NX design linked to validation requirements in TC SE**

# Traceability

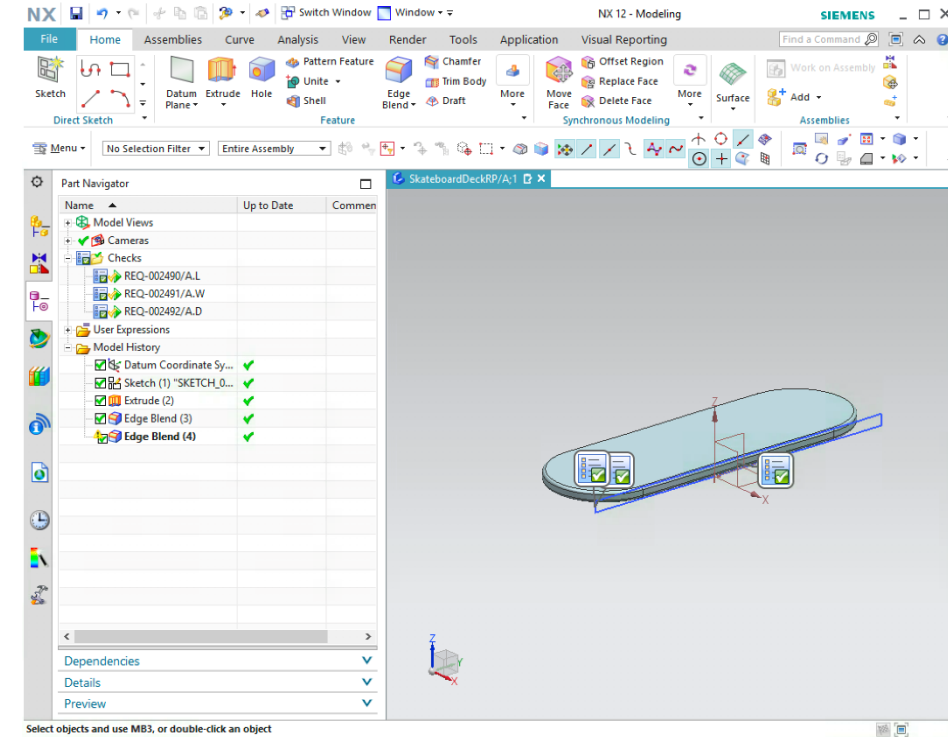
Practice – Case studies → Electric Longboard: Traceability → TC ↔ NX (cont')



**iMBSE  
implementation  
workflow**



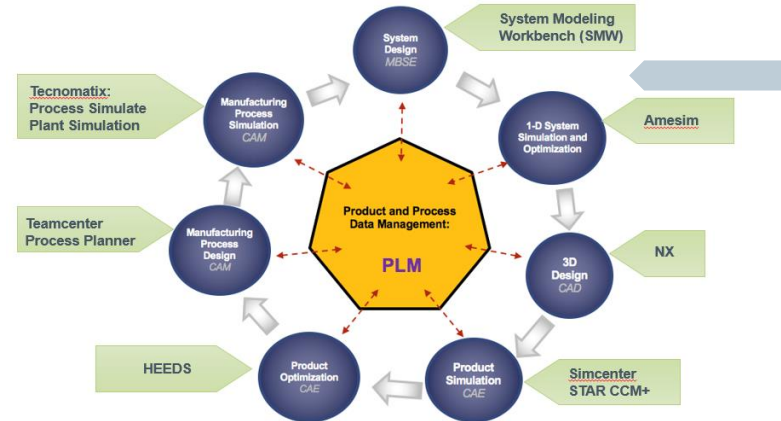
The validation results failed two of the requirements.



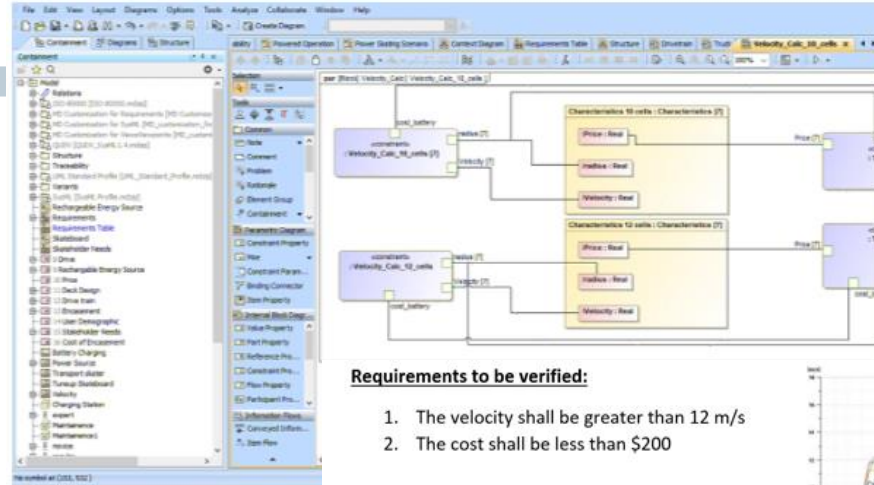
The validation results passed all the requirements.

# Traceability

Practice – Case studies → Electric Longboard: Traceability → Cameo ↔ Amesim



iMBSE implementation workflow



Requirements to be verified:

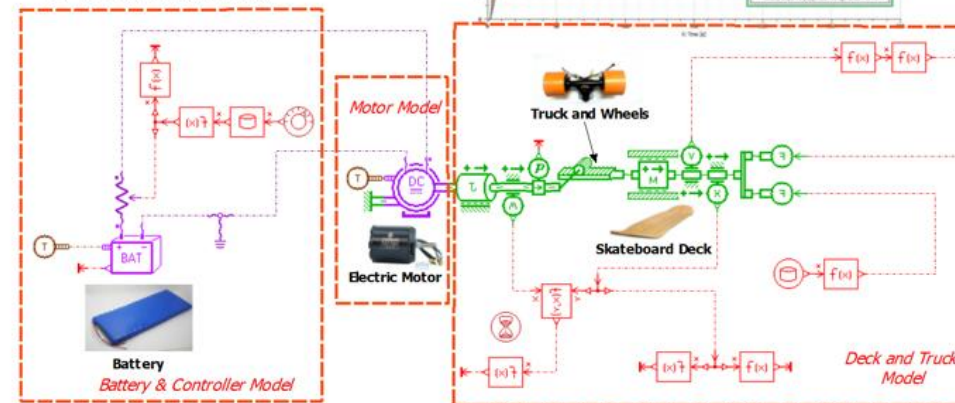
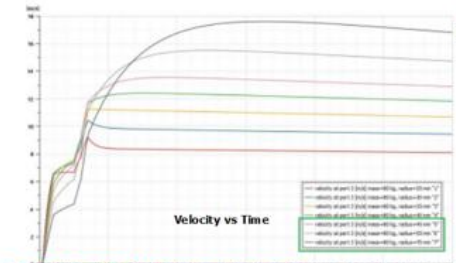
1. The velocity shall be greater than 12 m/s
2. The cost shall be less than \$200

Parameters to be varied:

1. Wheel radius
2. Battery size (# of cells)

• 1D Simulation model  
• 0D requirement model

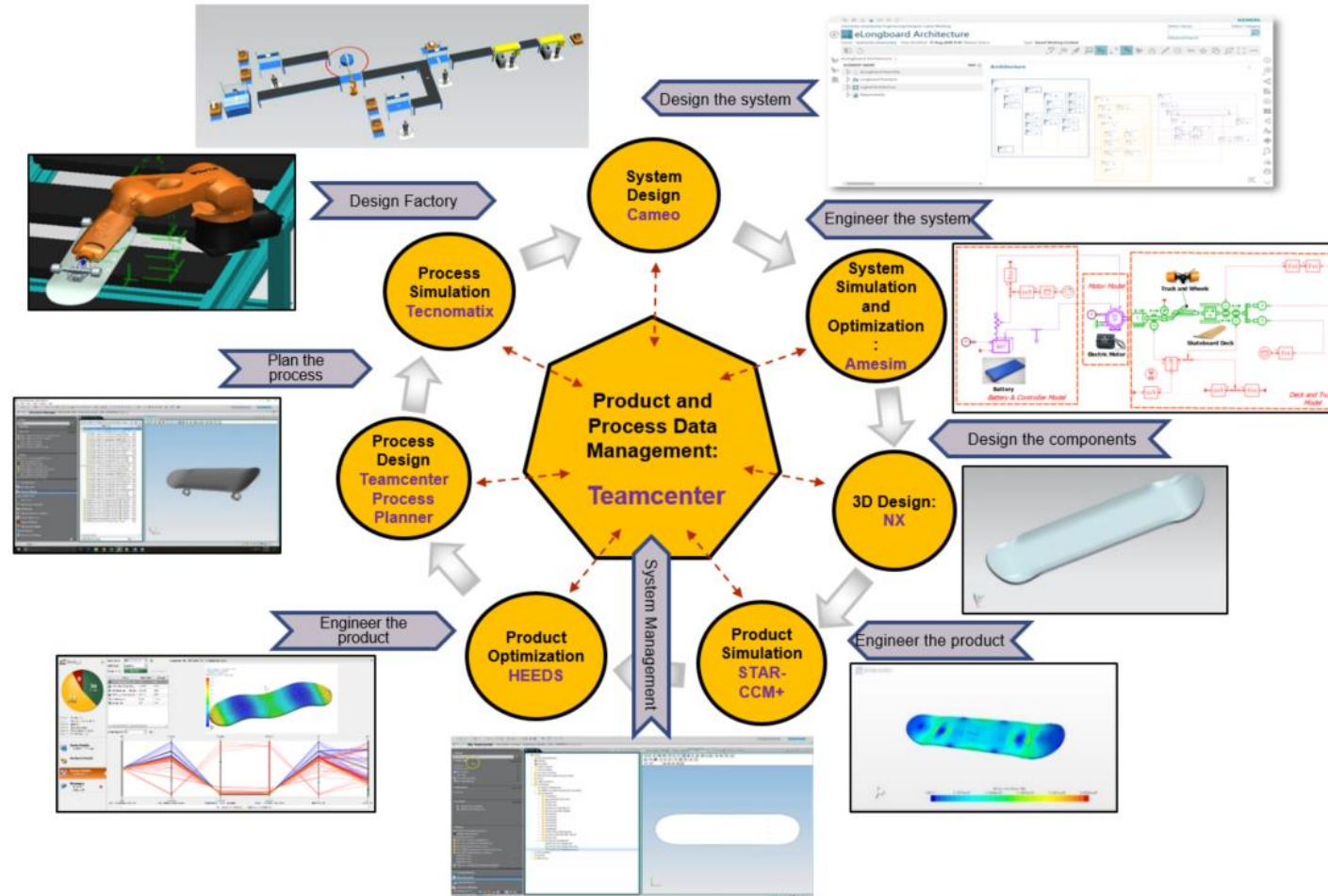
Deliverable: System design that meets requirements



1D Simulation for predicting system's performance: Max. velocity, etc,

# Electric longboard iMBSE implementation: Summary

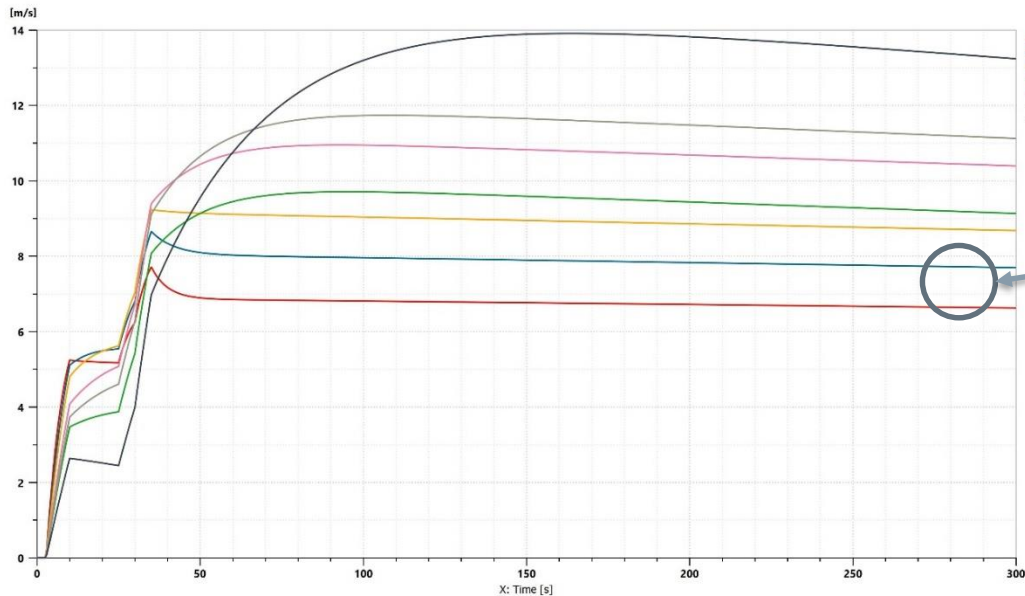
Practice – Case studies → Electric Longboard: Summary of digital implementation



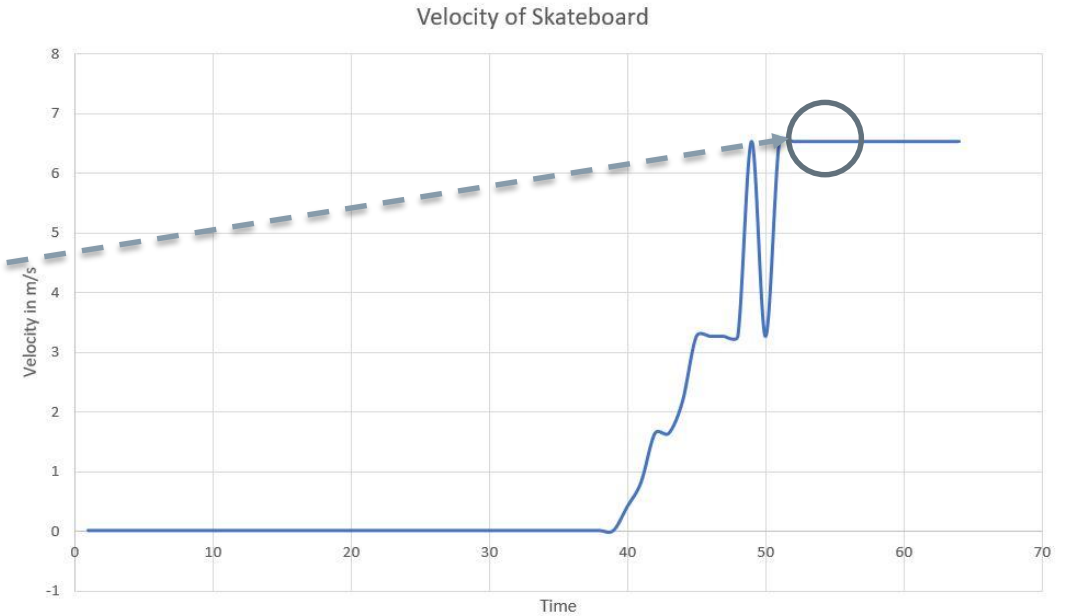
Implementing iMBSE workflow: Summary of deliverables

# Electric Longboard: Validation

## Practice – Cases studies → Electric Longboard: Validation



Simulation results from Amesim 1D (Digital twin)



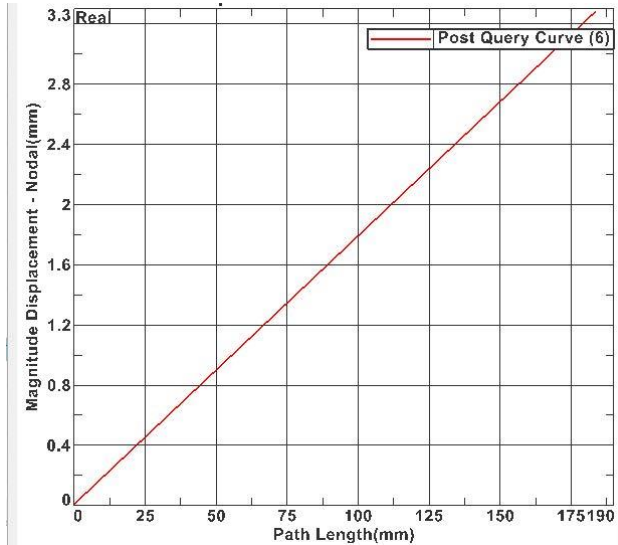
Experimental results from Optical Encoder (Physical)

Velocity m/s (no load condition)	
Amesim	6.8
Optical Encoder	6.6

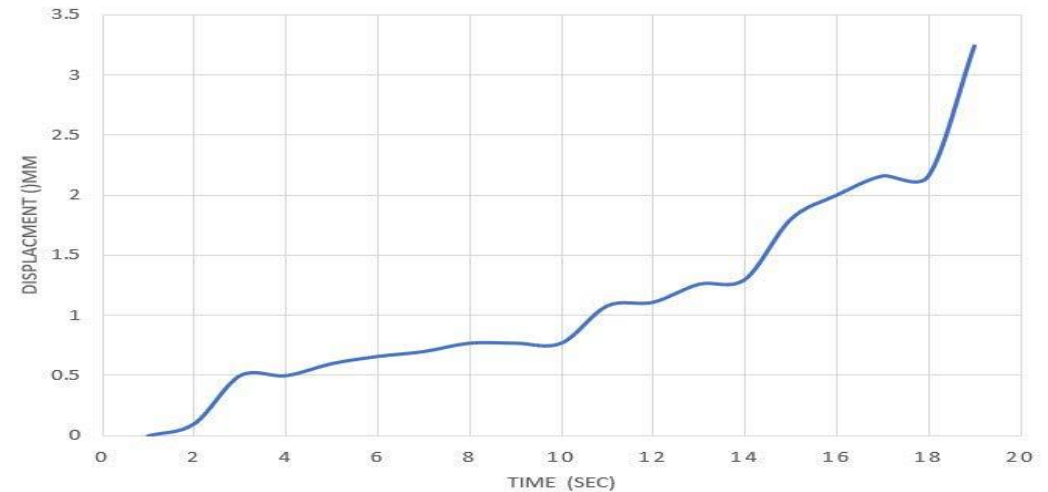
Electric Sacketboard/Longboard Validation: Max. velocity

# Electric Longboard: Validation

Practice – Case studies → Electric Longboard: Validation



Simulation results from Simcenter 3D (Digital twin)



Experimental results from Flex Sensors (Physical twin)

Deflection mm	Flex Sensor	<u>Simcenter</u>
<b>Flex 1</b>	0.91	0.7
<b>Flex 2</b>	1.71	1.354
<b>Flex 3</b>	3.3	3.45

Electric Longboard Validation: Deformation



# Summary & Conclusions

## Summary & conclusions

### **Key aspects of iMBSE implementation for the electric skateboard**

1. Modeling and Simulation Continuum
2. Traceability
3. Digital Thread

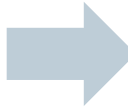
### **Industry 4.0: Current challenges/Limitation faced by Academia**

1. Lack of education (curriculum/certification) for Industry 4.0, including iMBSE, MBE, Digital twin, Digital Thread, etc.
2. MBE/iMBSE skills not clearly articulated/defined by industry
3. Cost of infrastructure (both hardware and software)
4. Limited ability to deliver graduates with the required skills to support/drive the digital transformation
5. Limited ability to support the needs of industry for the digital transformation

# Summary & Conclusions

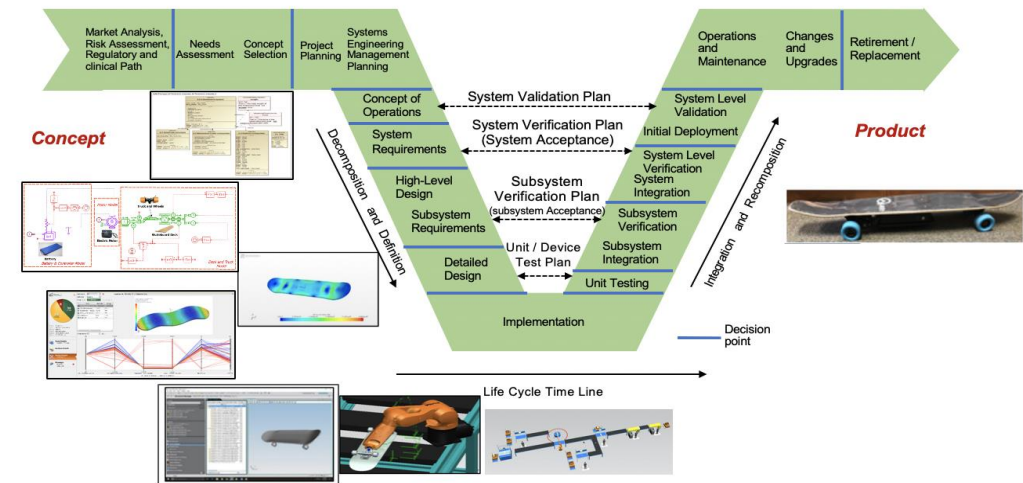
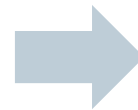
## Summary & conclusions

Engineering Education: Traditional vs. Industry 4.0



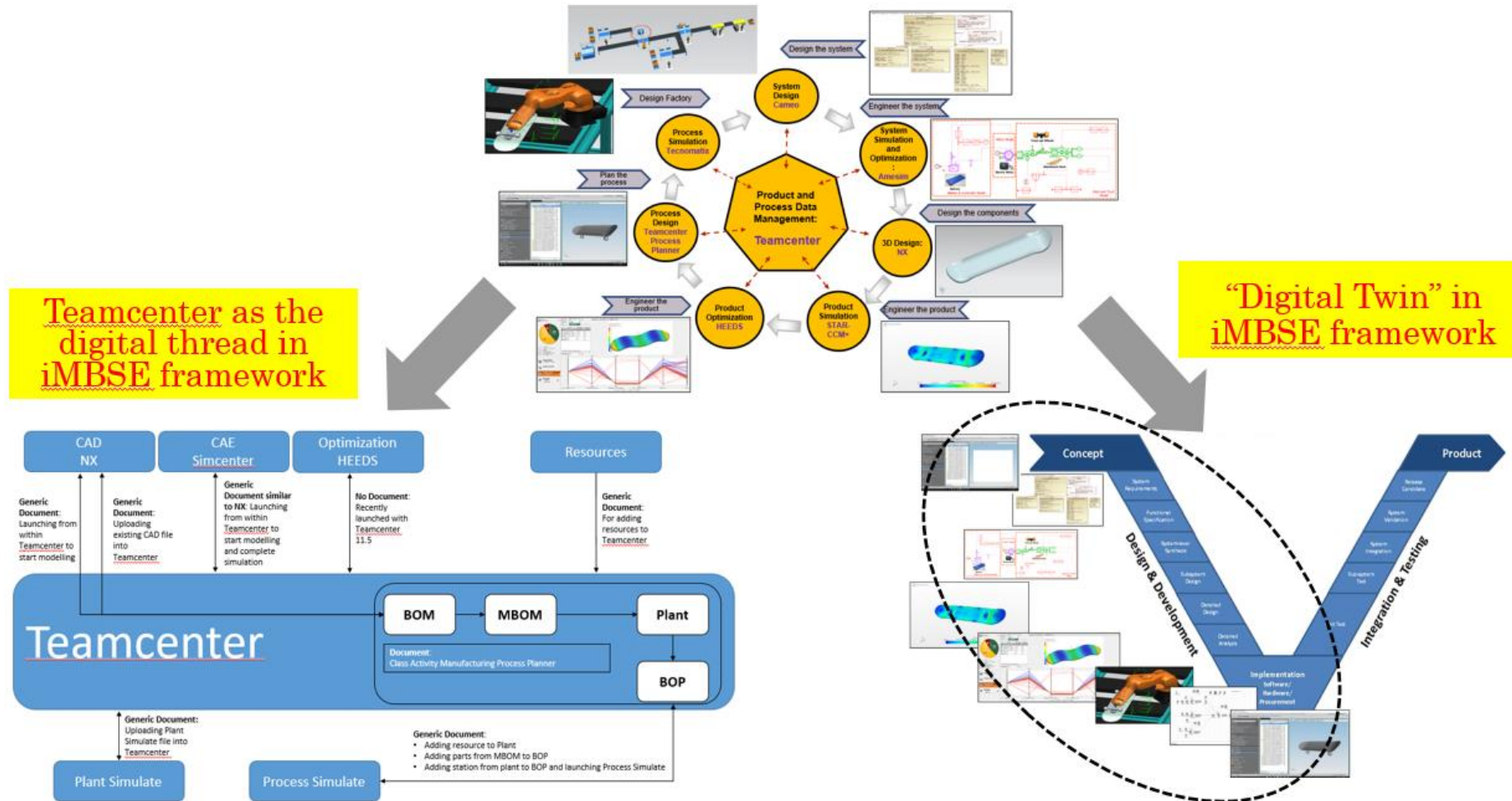
Current Engineering Education landscape	Engineering Education for Industry 4.0
Single domain/discipline	Multi-disciplinary, Integrated
Technology/Tools taught by technology programs/community colleges	Offered by Engineering colleges (4 year)
Limited relevance to Industry practice, including Industry 4.0	Driven by Industry (consortium): Applied as well as closely relevant/related engineering curriculum to Industry 4.0

The proposed iMBSE workflow is about the “Digitalization” of the SE process



# Summary & Conclusions

## Summary & conclusions



iMBSE = Digital twin + Digital thread