

A Reusable Ground System Architecture Provides Lessons in the Use of DoDAF and UPDM

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Eric A. Barnhart
Systems Engineer
Howard D. Gans
Systems Engineer

harris.com

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- Affordable Ground Architecture (AGA)
 - A Harris initiative to develop reusable ground systems architectures applicable to multiple problem domains
 - Identifies problem-unique and common aspects for each domain
 - DoDAF 2.0
 - Unified Profile for DoDAF / MoDAF (UPDM) in Rational Rhapsody
- Based on experience in multiple ground systems
 - NOAA Geostationary Operational Environmental Satellite - R Series (GOES-R)
 - NASA Space Network Ground Segment Sustainment (SGSS)
 - U.S. Army's Modernization of Enterprise Terminals (MET)
 - 40 years operational experience at USAF/AFWA
- AGA Goals
 - reduce cost and execution risk through reuse

Timeline of the Harris Initiatives



Ground System Reference Framework; 2008

- Single Architecture;
- Reuse of documents and concepts;
- Printed Materials (Visio / Powerpoint);
- GSAW presentation

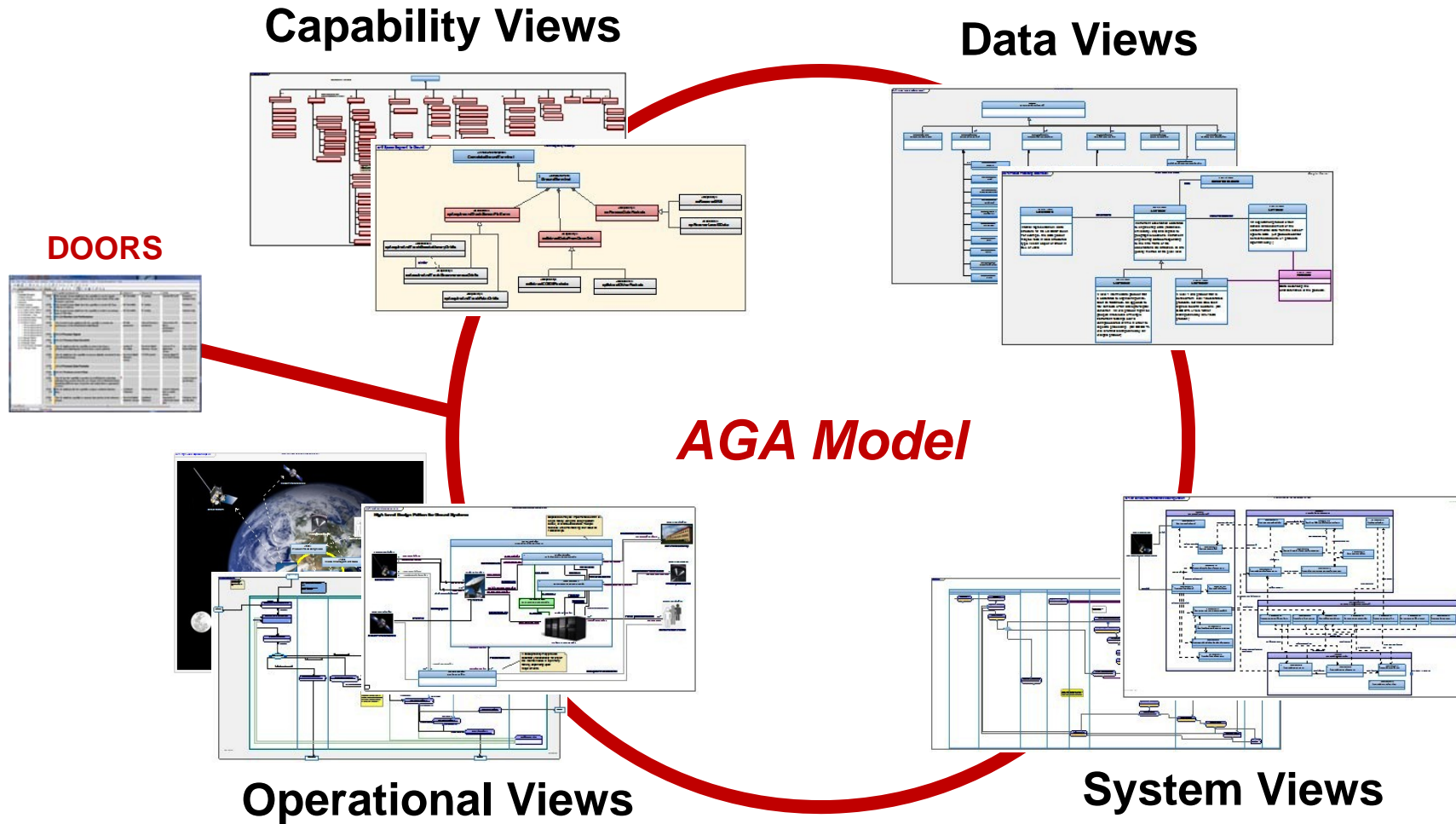
Affordable Ground Architecture; 2012-2013

- Migration to a Unified; Architecture in Rhapsody;
- Transition to Enterprise Arch;
 - DoDAF UPDM;
- Parameterized Costing Research
 - Reusable Partitions
- EA to Model Based System Engineering Processes;
- 1st Mission Specific Models Instantiated from Architecture
- Experimental Component Library

Continuing Efforts; Ground System Knowledge-base; 2014+

- Parameterized Cost;
- Performance Options;
- Reusable Component Library
- Governance

AGA Overview



The AGA enterprise ground system model includes multiple DoDAF views



Reusable

- Partitioning
- Naming conventions
- MBSE Transition Strategies

Multiple Enterprises

- Addresses Common & Unique Capabilities
 - Multiple arch. parts
 - Inheritance and classification

Multiple Decisions

- Capability Selection
- Component Libraries
- Parameterization
 - ✓ Cost
 - ✓ Performance

Non-reusable

- Simplified partitions
- No transitioning strategy needed

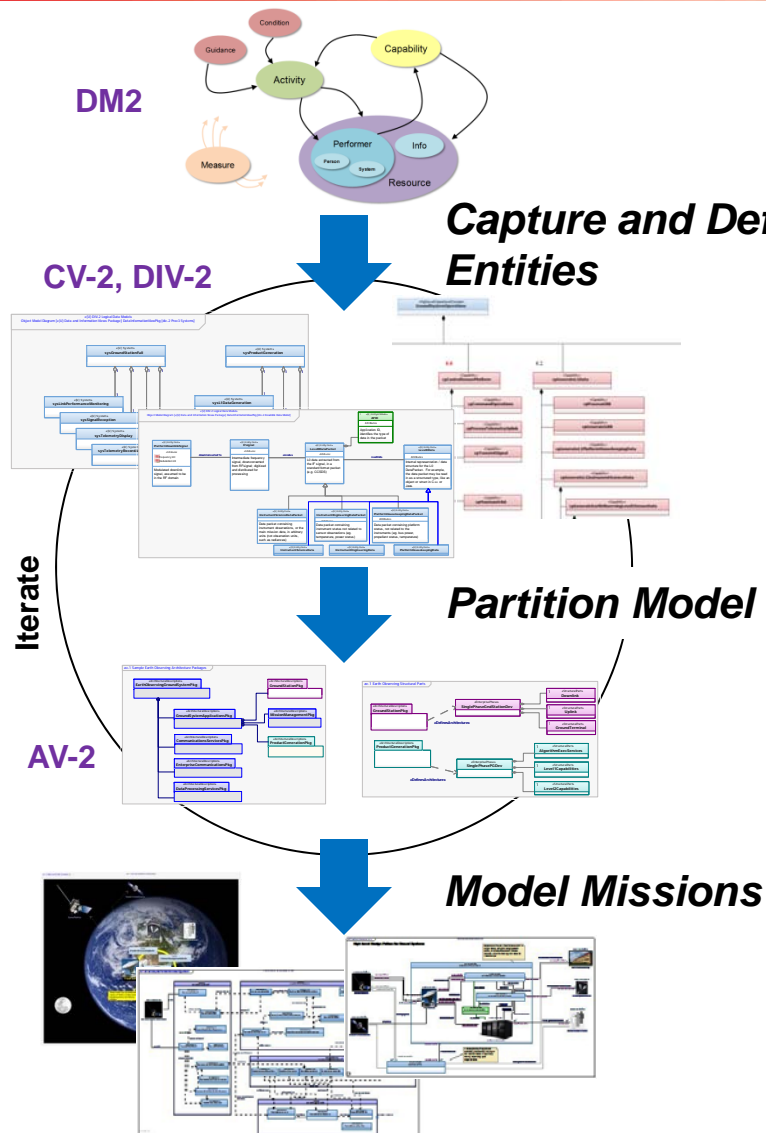
Single Enterprise

- Simplified Capability Model

Single Decision

- No parameterization needed
- No libraries needed

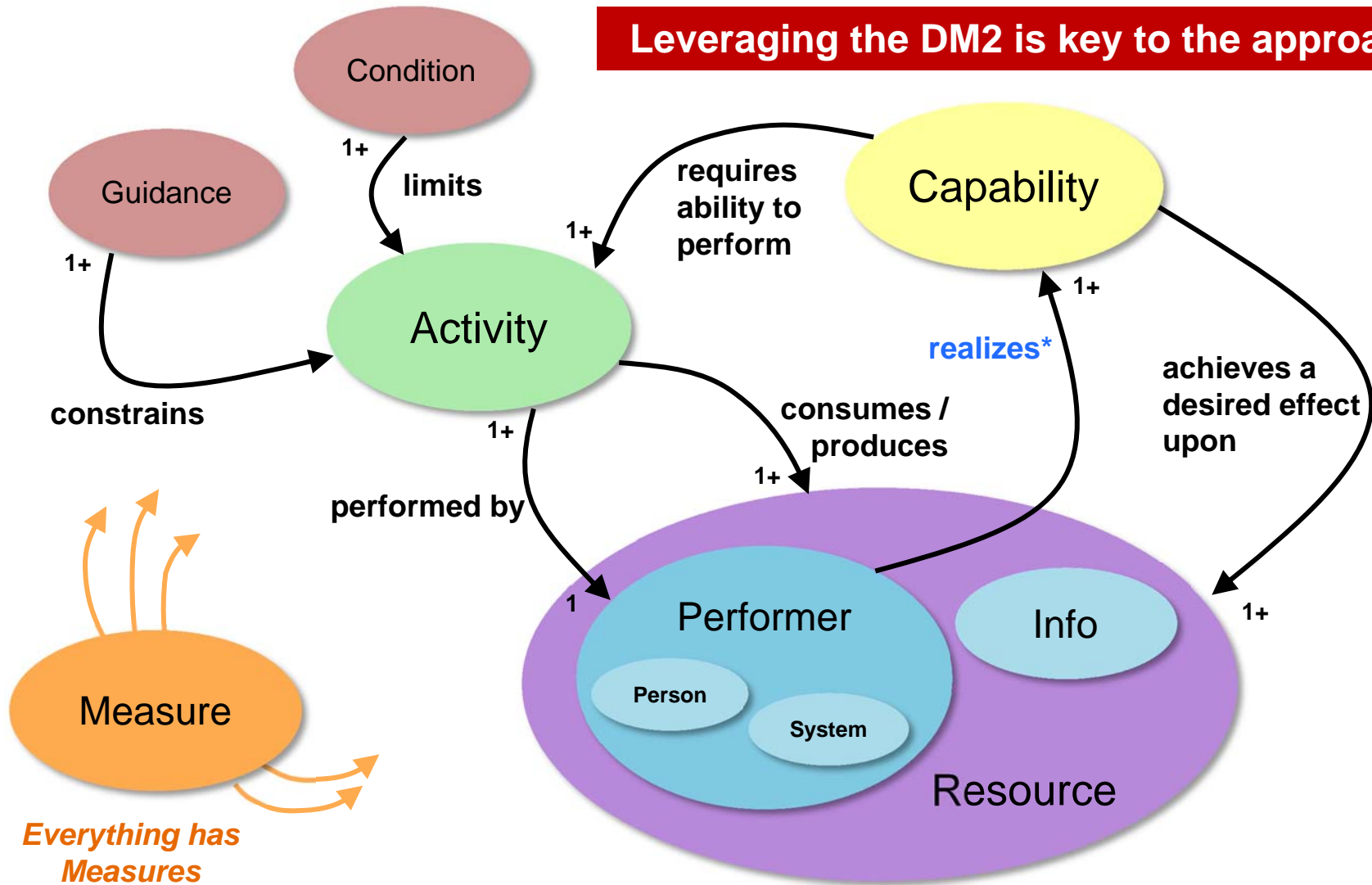
Reusability across multiple domains and decisions increases complexity



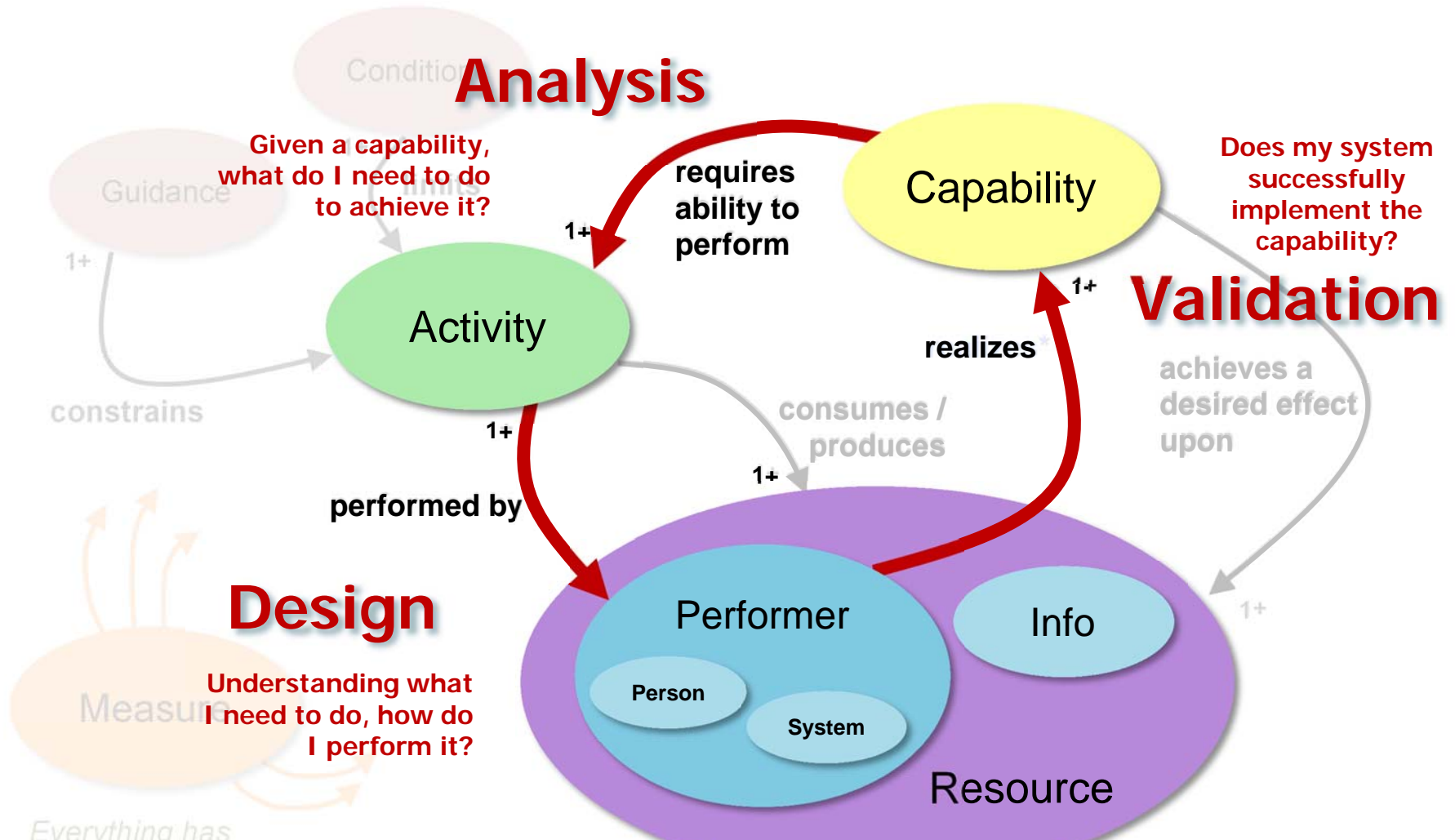
- First, model the ground system in terms of the DoDAF Metamodel (DM2)
 - Start with missions and capabilities (CV)
 - Defer the other views (OVs, SVs)
 - The other views fall out naturally after the meta model data are defined
- Define entities in a data view
 - Reusable entities need defined types
 - Use no implicit entities
 - DIV is equivalent to a Block Definition Diagram (BDD) in SysML
- Partition the architecture for reuse
- Use generic terminology to describe the EA entities

Experience suggests a modified approach to EA for reusability

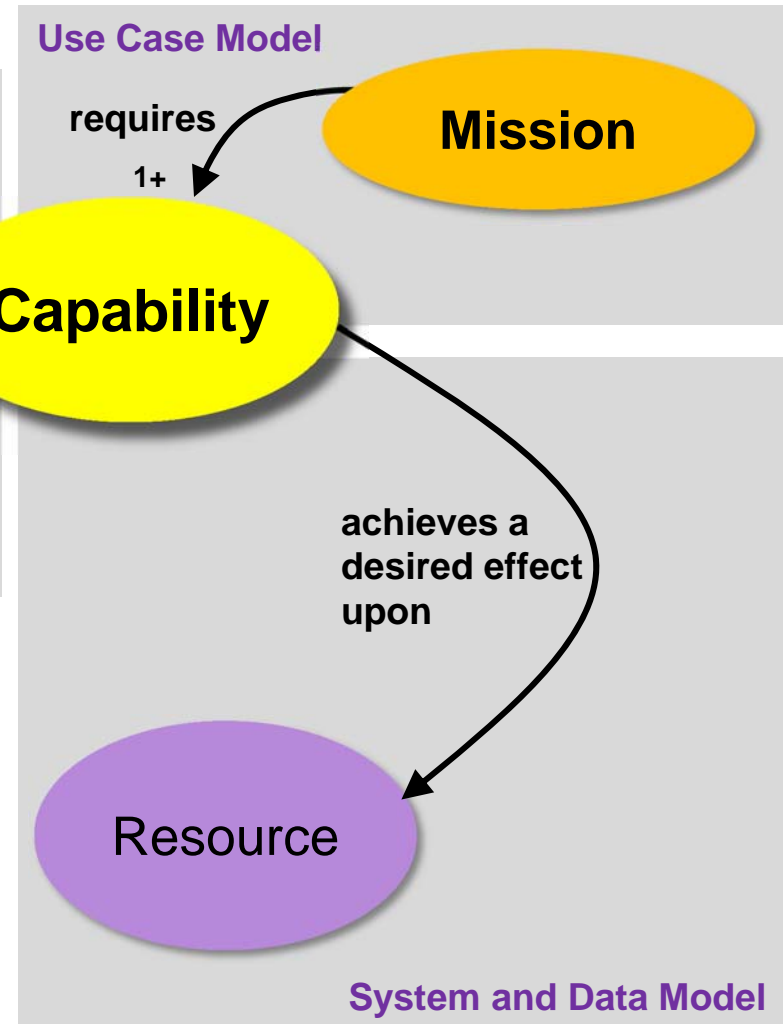
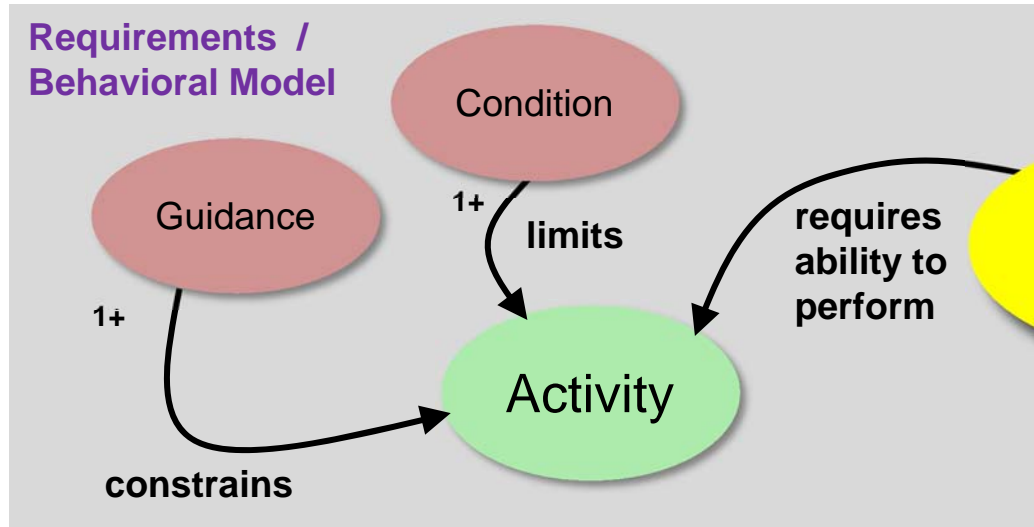
Leveraging the DM2 is key to the approach



*relationship is inverted from the DM2



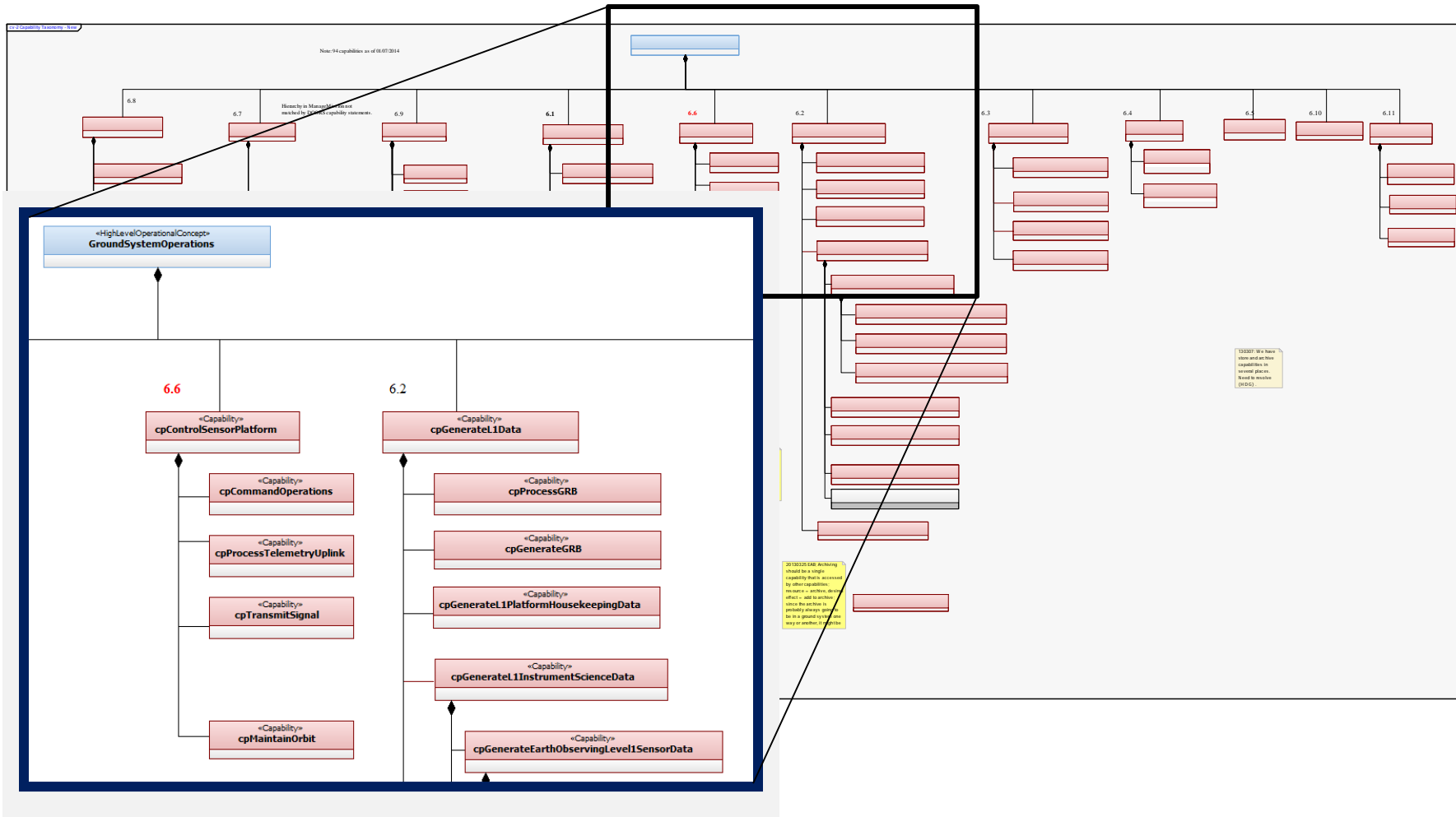
The DM2 impacts the way systems engineers approach their processes



- Capabilities tie together other models
- In general...
 - 80% of capabilities can be reused
 - 20% are unique to the mission
- Capabilities are added to the model under a governance process

Reusable capabilities impact multiple systems engineering models

Capability Taxonomy



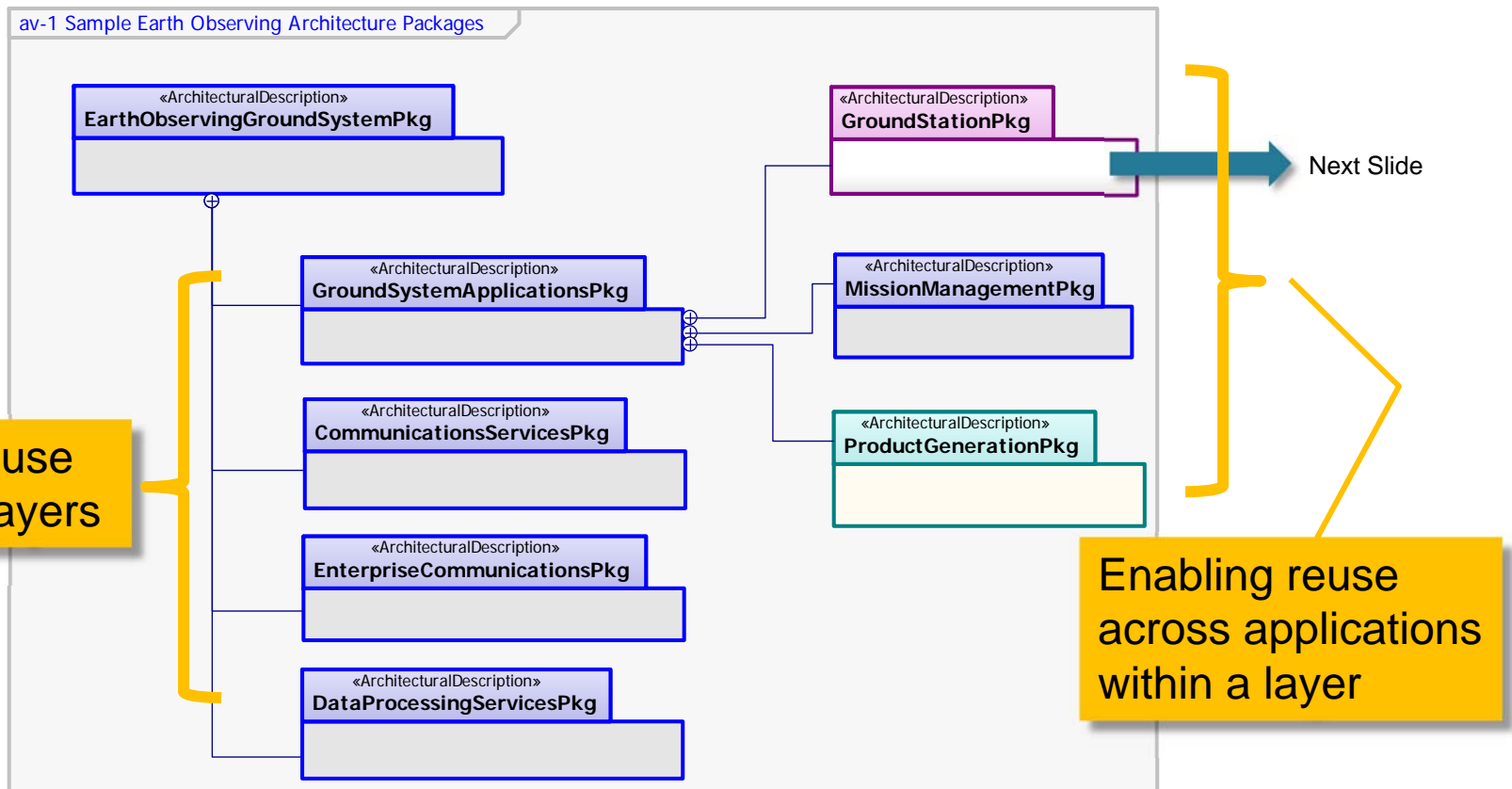
Hierarchical capabilities are useful for less complex, non-reusable architectures

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Partitions Facilitate Modular Reuse



- Reuse is enhanced by an architecture partitioned into meaningful cohesive packages of capabilities

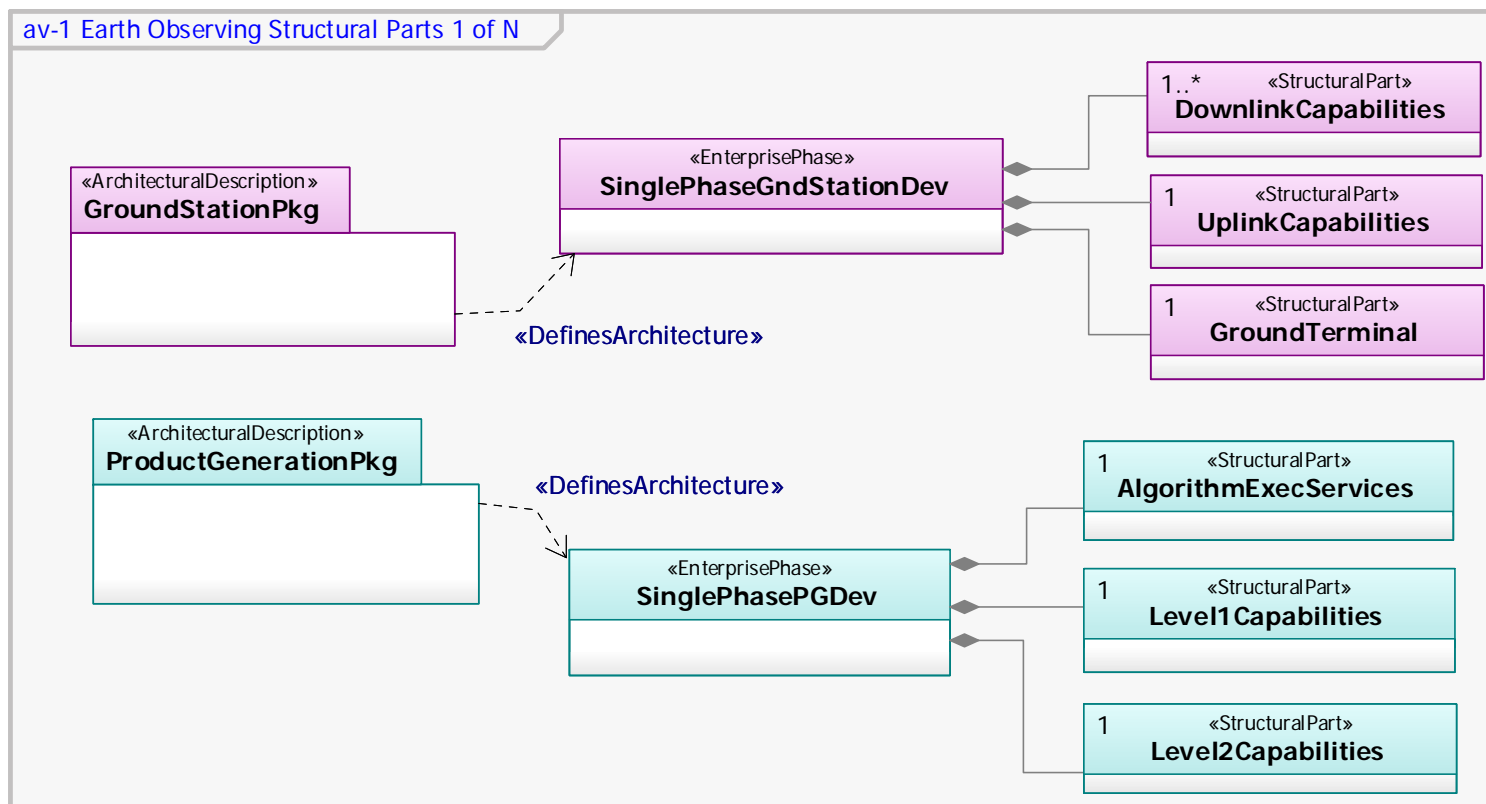


Architectural descriptions are imported into SysML models for reuse

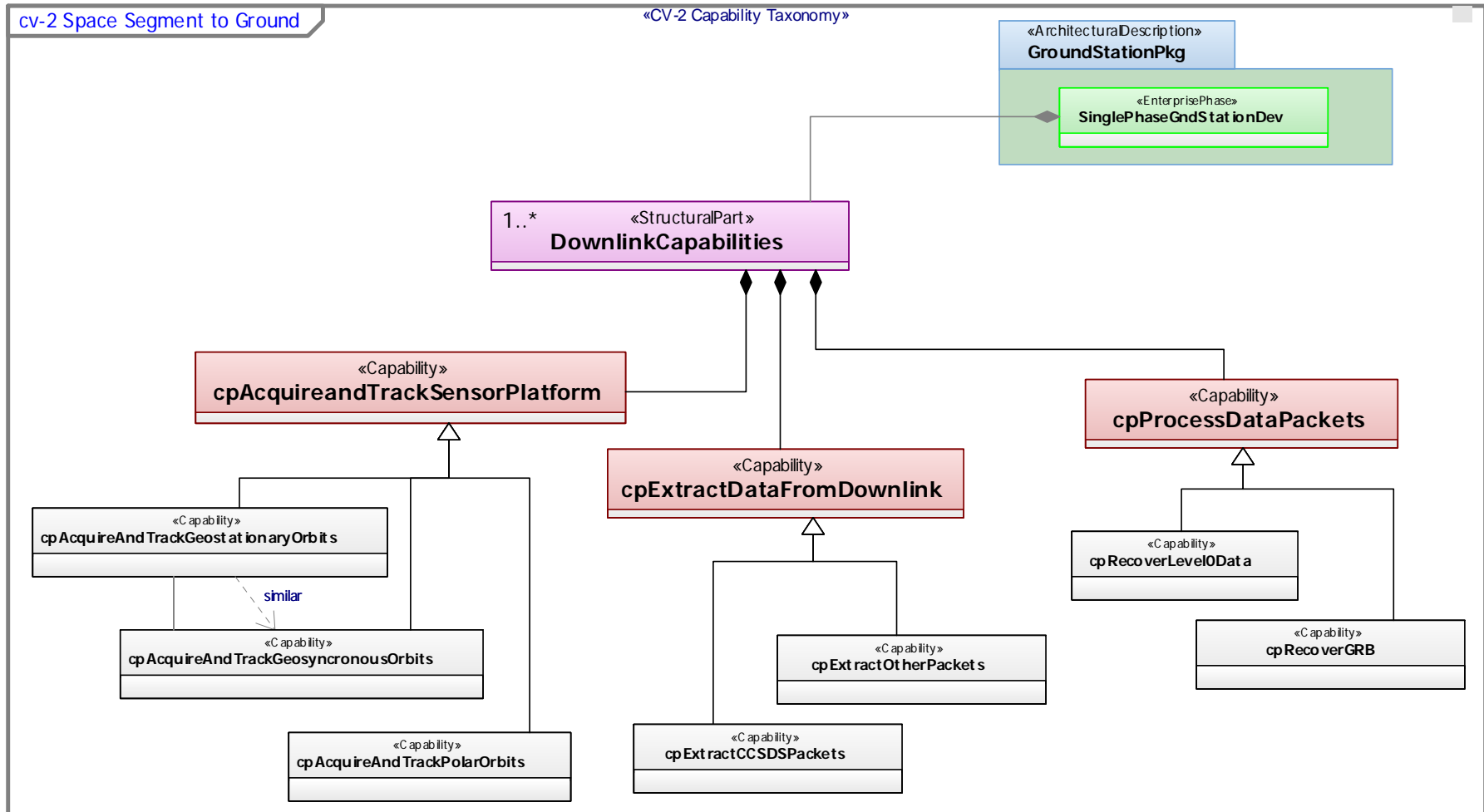
Lower Level Partitioning



- UPDM provides a schema for grouping capabilities into temporal and/or structural parts within the architectural descriptions

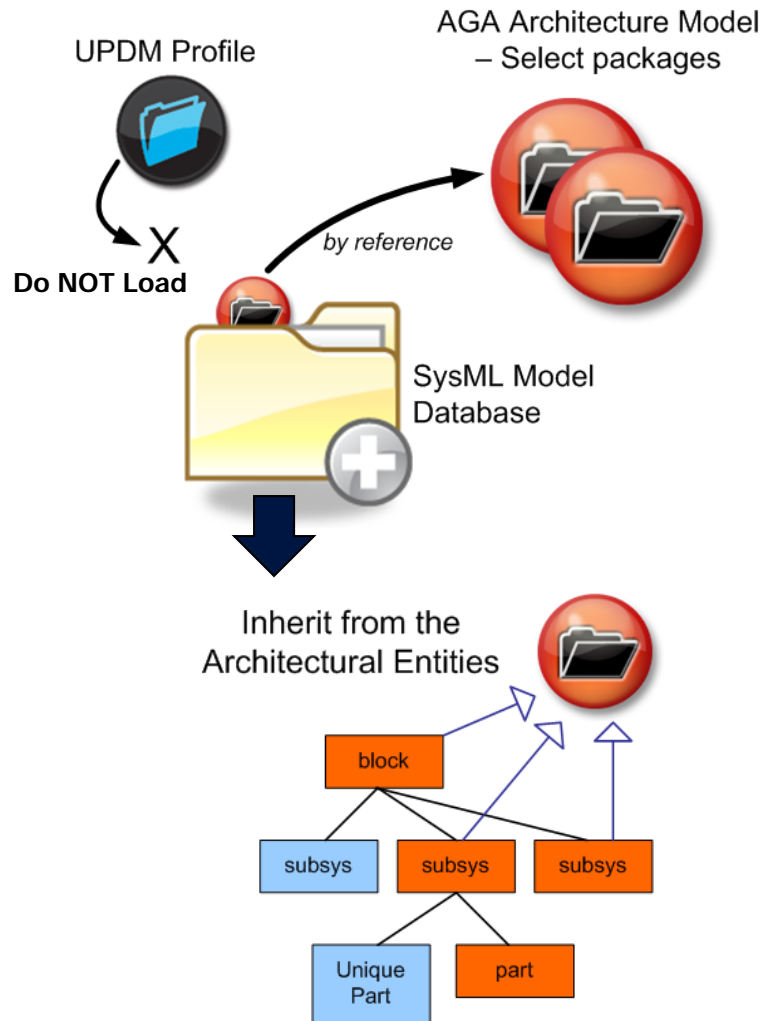


Enhanced Capability Taxonomy



Architectural descriptions facilitate reuse by grouping capabilities and their subtypes

Transition to MBSE / SysML



- Architectural Descriptions in UPDM are packages in SysML
- Transition to MBSE as follows
 - Import and reference these packages in a separate SysML project (readonly)
 - Do NOT load the UPDM profile!
 - Lacking the UPDM definitions, architectural entities now take on their equivalent SysML characteristics
 - Create mission specific SysML entities
 - Inherit the characteristics of the architectural entities
 - Inheritance does not require modify access
 - Customize the SysML model for the specific ground station mission

Architecture models transition easily to MBSE / SysML development

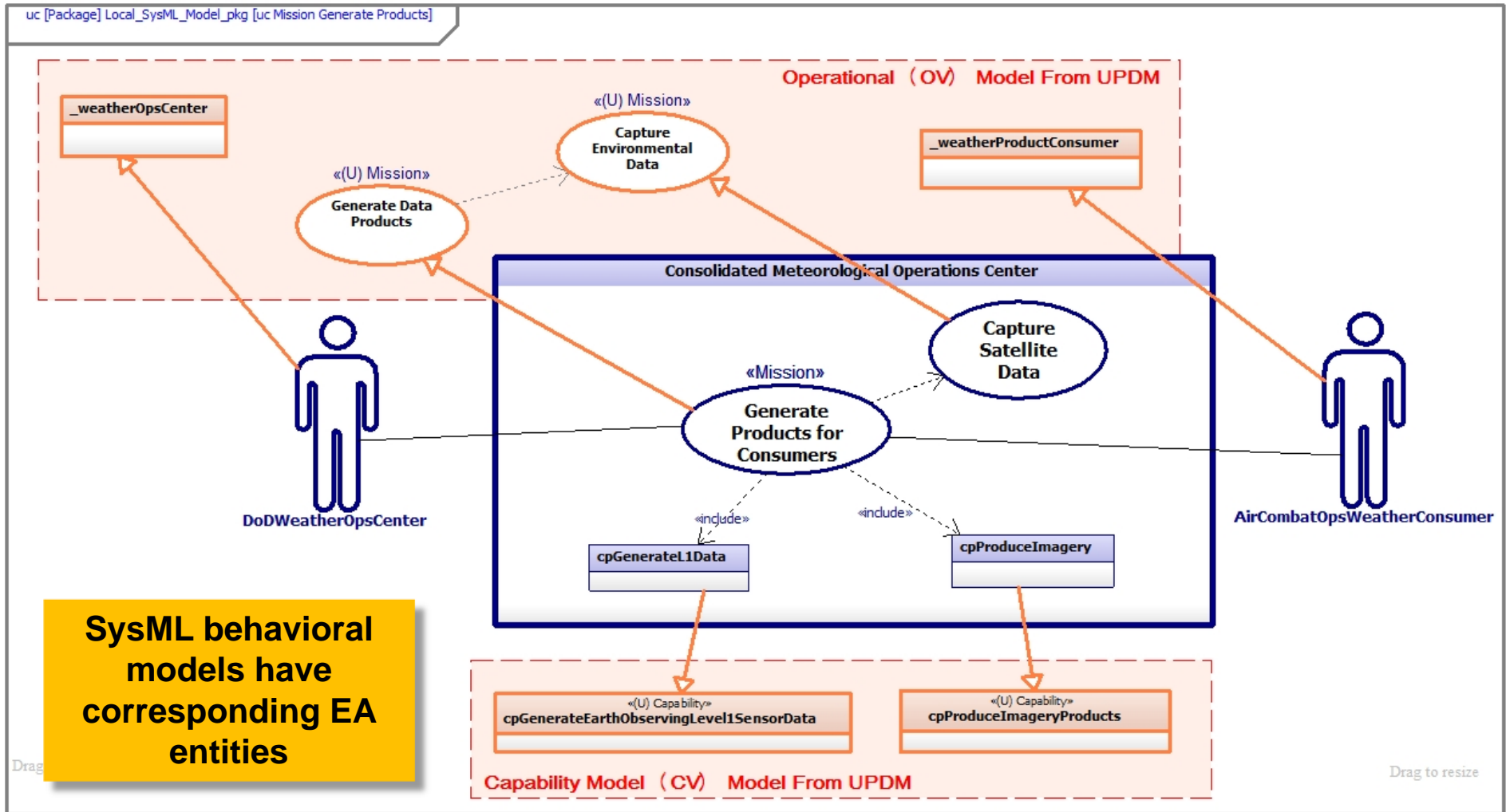
Generic Naming Conventions



- At the enterprise level, keep your taxonomy generic for reuse
 - Any facility where a weather product ground system is controlled can be called a “weatherCommandCenter” operational node
 - An orbiting sensor and satellite bus can be called an “orbitingObservatory” operational node
- At the system solution level, create specific instances
 - NOAA_WCDAS_Facility *is a type of* weatherCommandCenter
 - GOES-R_East *is a type of* orbitingObservatory
- For transitioning to SysML...
 - In order to map SysML system elements to EA elements, the EA elements must have a defined type
 - Implicit entities created directly on an SV-1 cannot be reused or mapped to SysML entities
 - First add them to a data view (DIV) as a defined entity

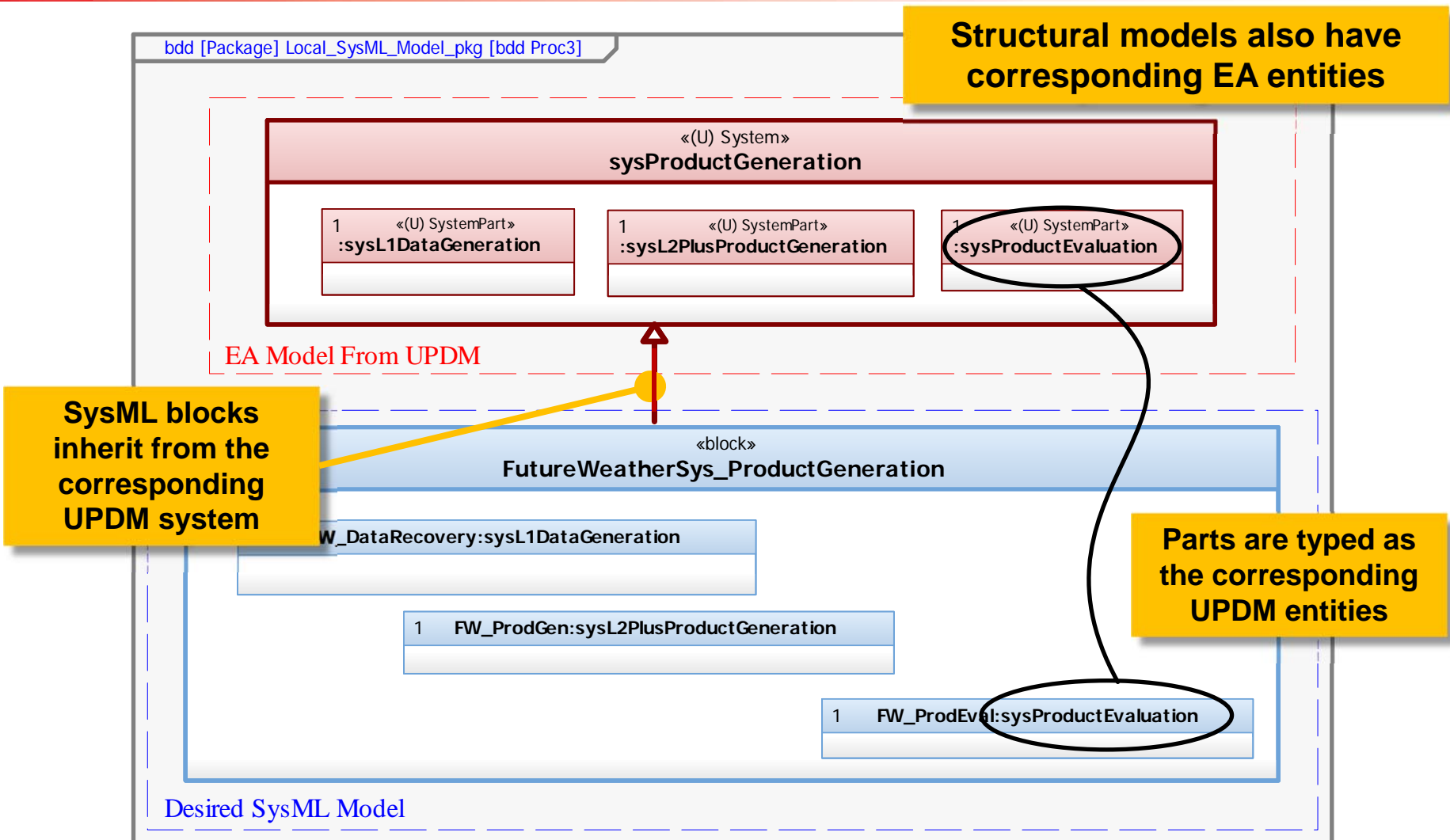
Generic enterprise taxonomies allow adaptation for unique missions

Example SysML UC Model



SysML behavioral models have corresponding EA entities

Underlying UPDM to SysML relationships enable this reuse process



- Benefits

- Enterprise Architecture can transition to Model Based Systems Engineering while maintaining traceability
 - Inherit the 80% common capabilities / systems
 - SysML can be used to engineer the 20% unique capabilities
- SysML model is unique to the specific mission
 - Naming conventions and concepts are in mission terms
 - EA model is unmodified
 - EA model can be overridden where necessary

- Challenges

- Manual process to make the links and unique configurations
- Tools don't yet directly support this concept with built-in functions
 - Need to follow SysML relationships to identify inherited information
 - Opportunity for some scripting

Conclusions



- Modeling a Ground System Architecture for reuse has unique difficulties
- Implementing a ground system solution from a reusable architecture using SysML requires extensive knowledge of both UPDM and SysML
- Up front investment is not trivial
- The effort is worth the benefits
 - Consistent knowledge-base of ground system architectures
 - Reusability at several levels
 - Architectural components
 - System products
 - Rapid decision making capability
 - Lower Costs in up front processes
- Future benefits
 - Parametrically defined cost and performance
 - Reusable process artifacts
 - Reusable components