



**34<sup>th</sup>** Annual **INCOSE**  
international symposium

hybrid event

Dublin, Ireland  
July 2 - 6, 2024



Ilsoo Jeong, Shashank Alai, Jaekop Joo, Michael Baloh, Sunkil Yun, Tae Kook Kim, Hwi Seob Park

# Hyundai's Modular MBSE Approach to 'Purpose Built Vehicle' Architecture Development

**HYUNDAI**  
MOTOR GROUP

**SIEMENS**

2-6 July 2024

[www.incose.org/symp2024](http://www.incose.org/symp2024) #INCOSEIS

# Presenter Bio



## Ilsoo Jeong

Driving Comfort Virtual Development Team  
Hyundai Motor Company  
Seoul, South Korea  
[isjeong@hyundai.com](mailto:isjeong@hyundai.com)  
+82-31-5172-0091



## Shashank Alai

Solution Consultant – MBSE Solutions  
Siemens Digital Industries Software  
Cincinnati, OH USA  
[shashank.alai@siemens.com](mailto:shashank.alai@siemens.com)  
+1 (513) 576-2888

## Authors' Affiliation:

Ilsoo Jeong (Hyundai)

Shashank Alai (Siemens)

Jaekop Joo (Hyundai)

Michael Baloh (Siemens)

Sunkil Yun (Hyundai)

Tae Kook Kim (Siemens)

Hwi Seob Park (Siemens)

# Outline

- Recap
- Introduction
- MBSE Lifecycle
- Modular MBSE
- Conclusion & Observations



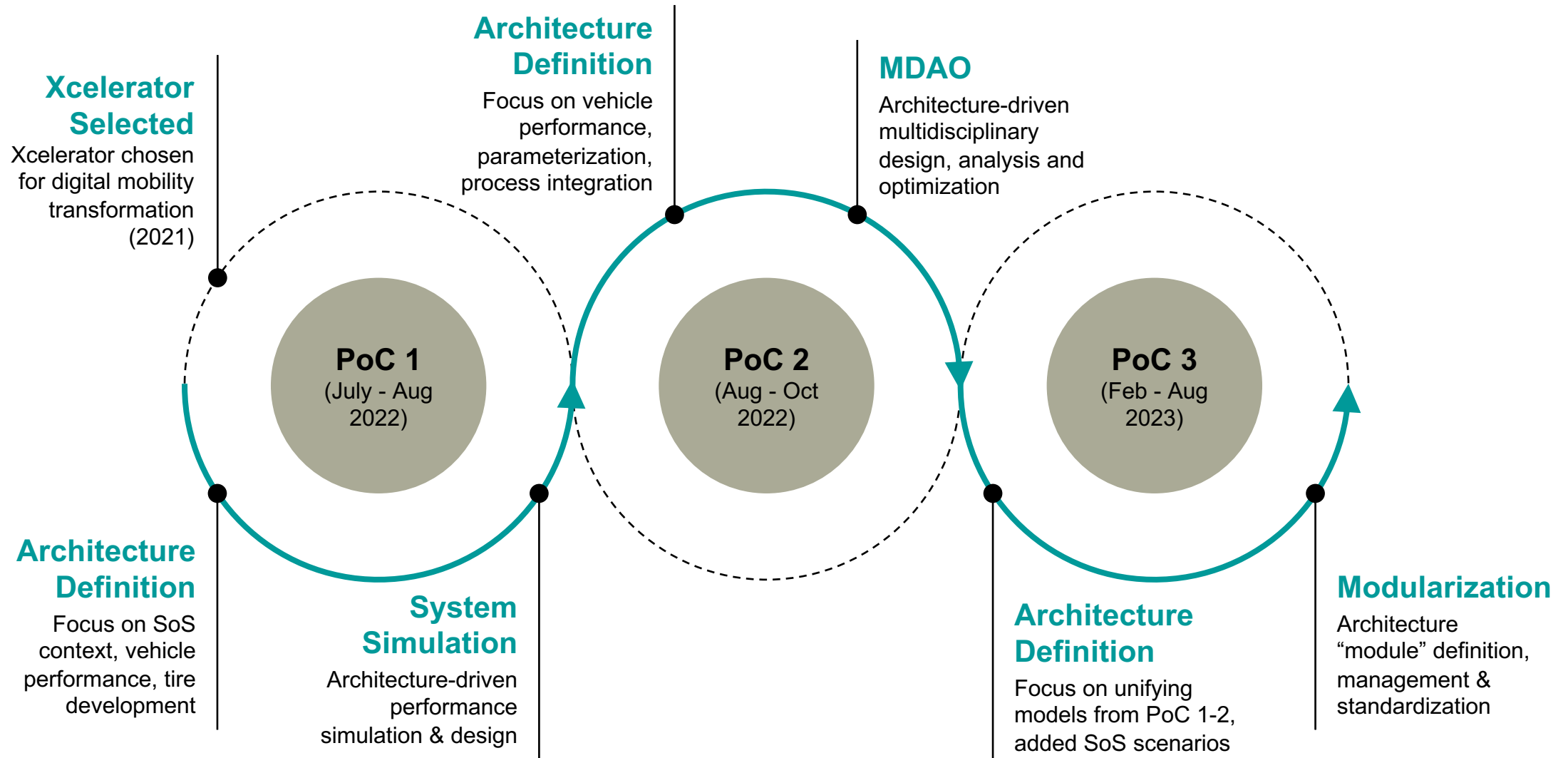


Summary of Projects

# Recap

---

# Summary of MBSE Projects at Hyundai



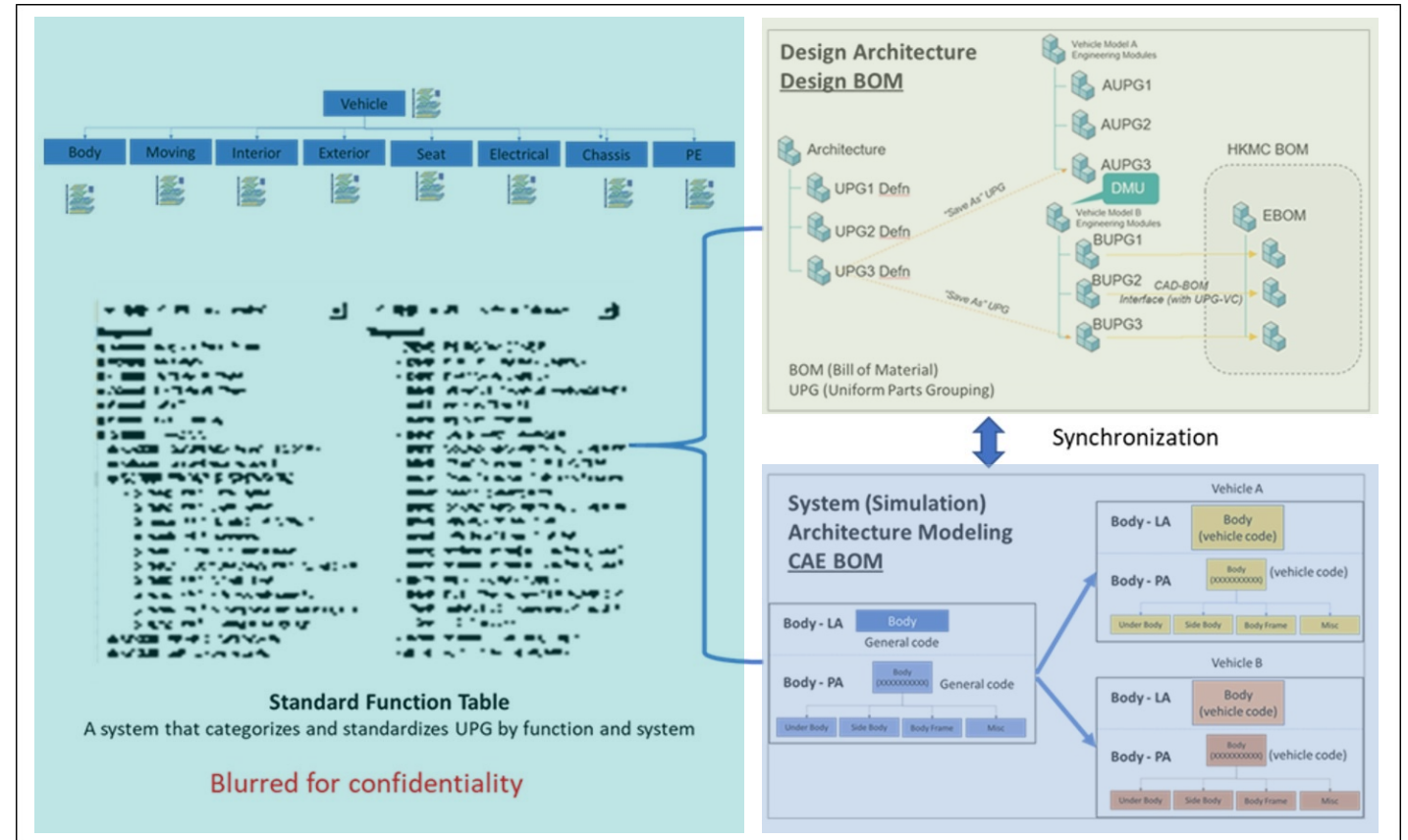


Background & Motivation

# Introduction

# Relevant Background

- Standard function table (UPG)
- xBOM
  - Design BOM
  - CAE BOM
- Standardized Coding



Design data management system artifacts

# Motivation



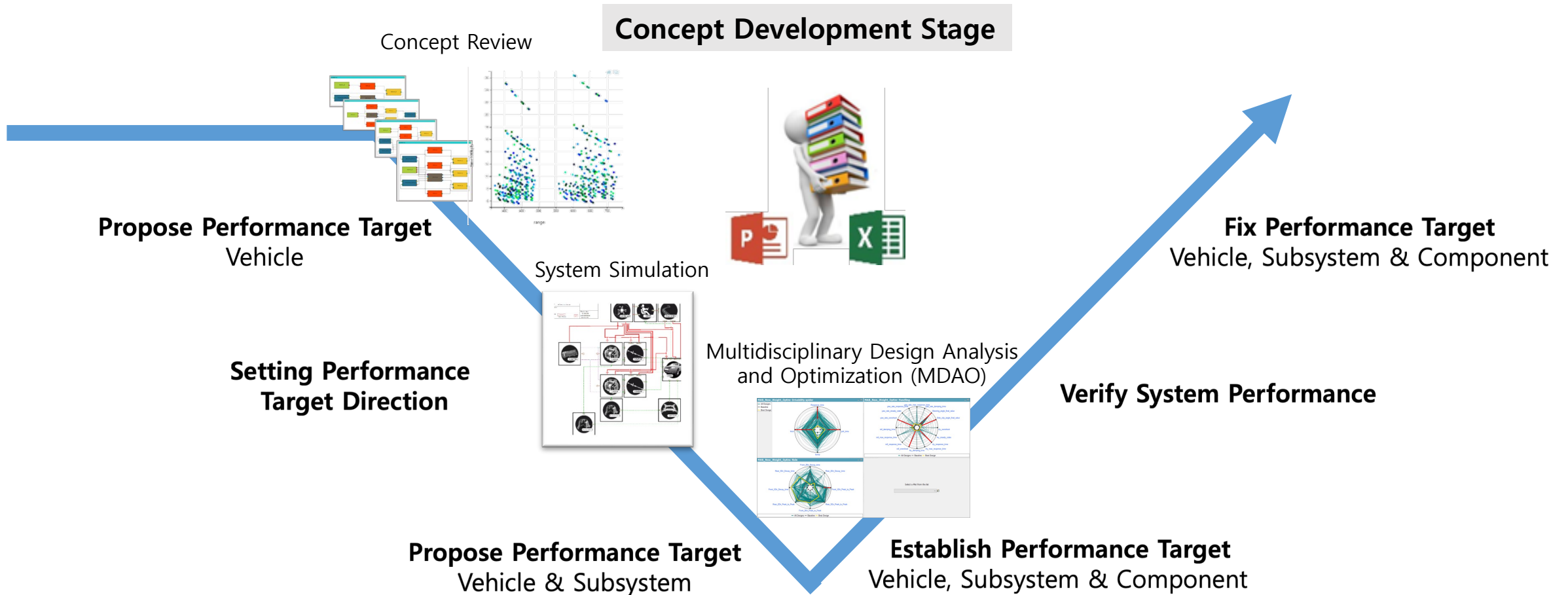


SoS Scalability

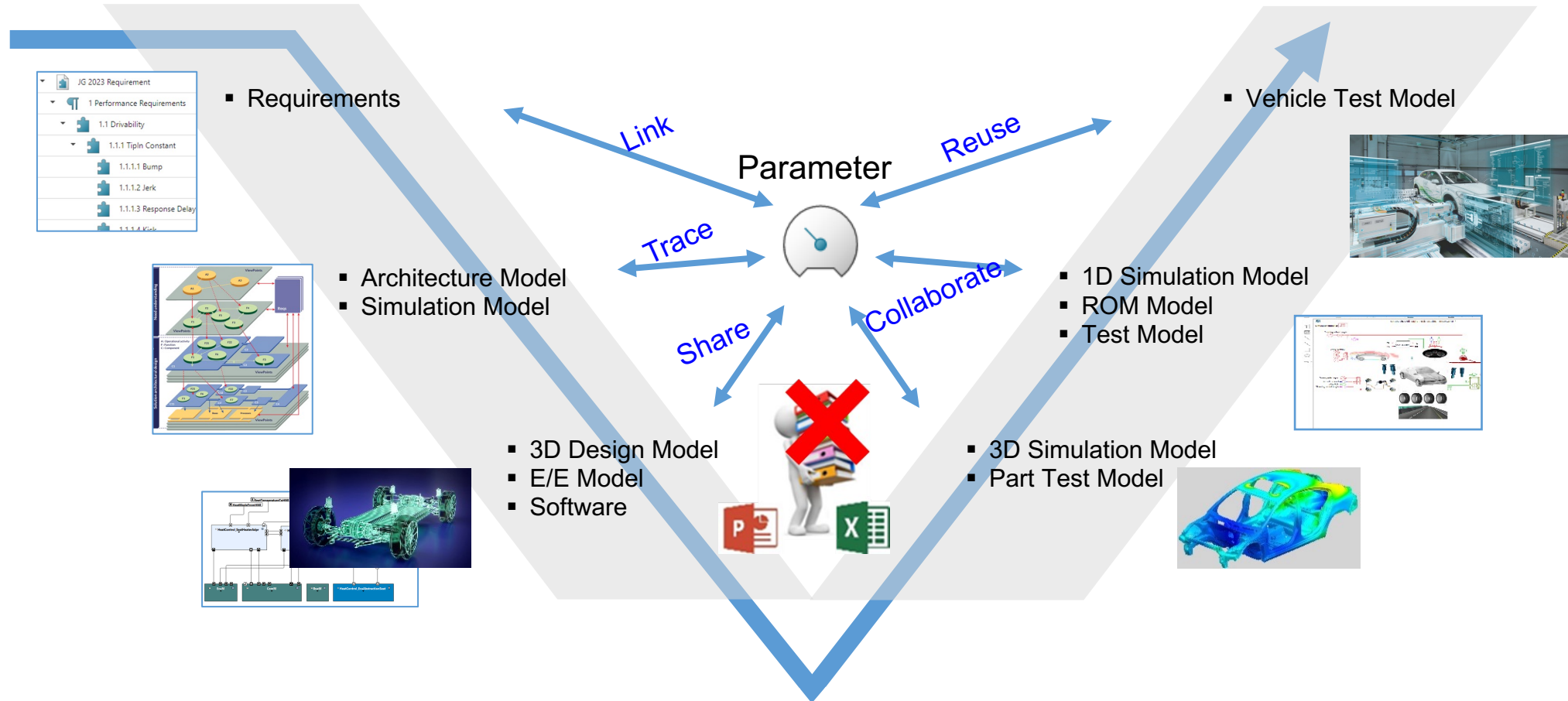
# MBSE Approach

# MBSE Lifecycle (as-is)

## Concept Development Stage



# MBSE Lifecycle (to-be)

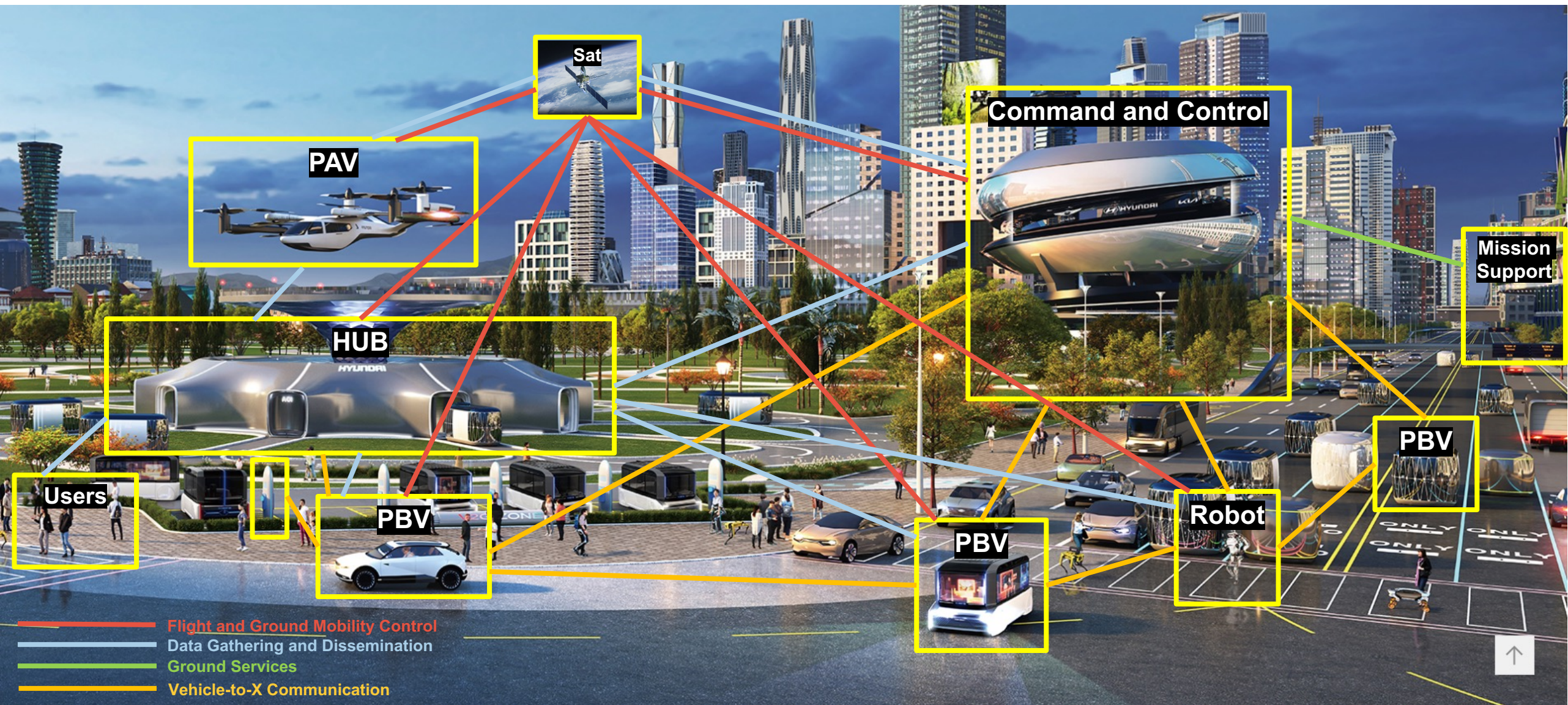


# Smart Mobility System of Systems

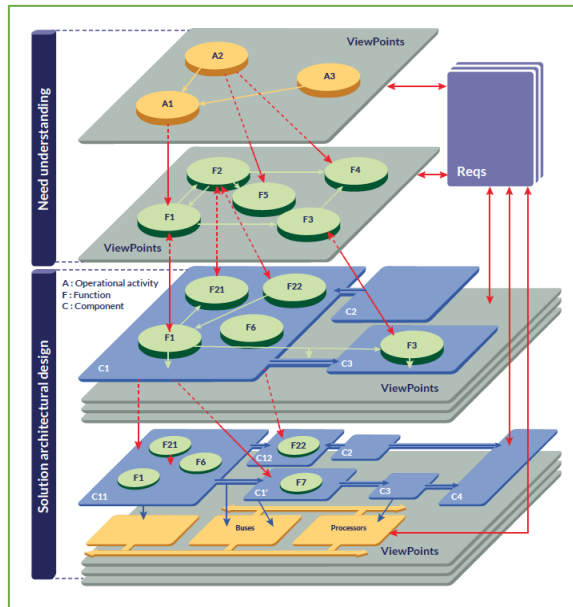
- SoS challenges on the horizon
- Emergent mobility features
- Significantly higher product line variations
- Faster market response
- Potential for cross-enterprise MBSE



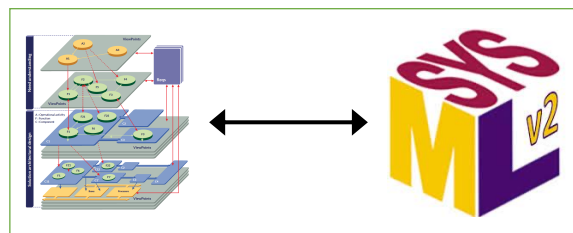




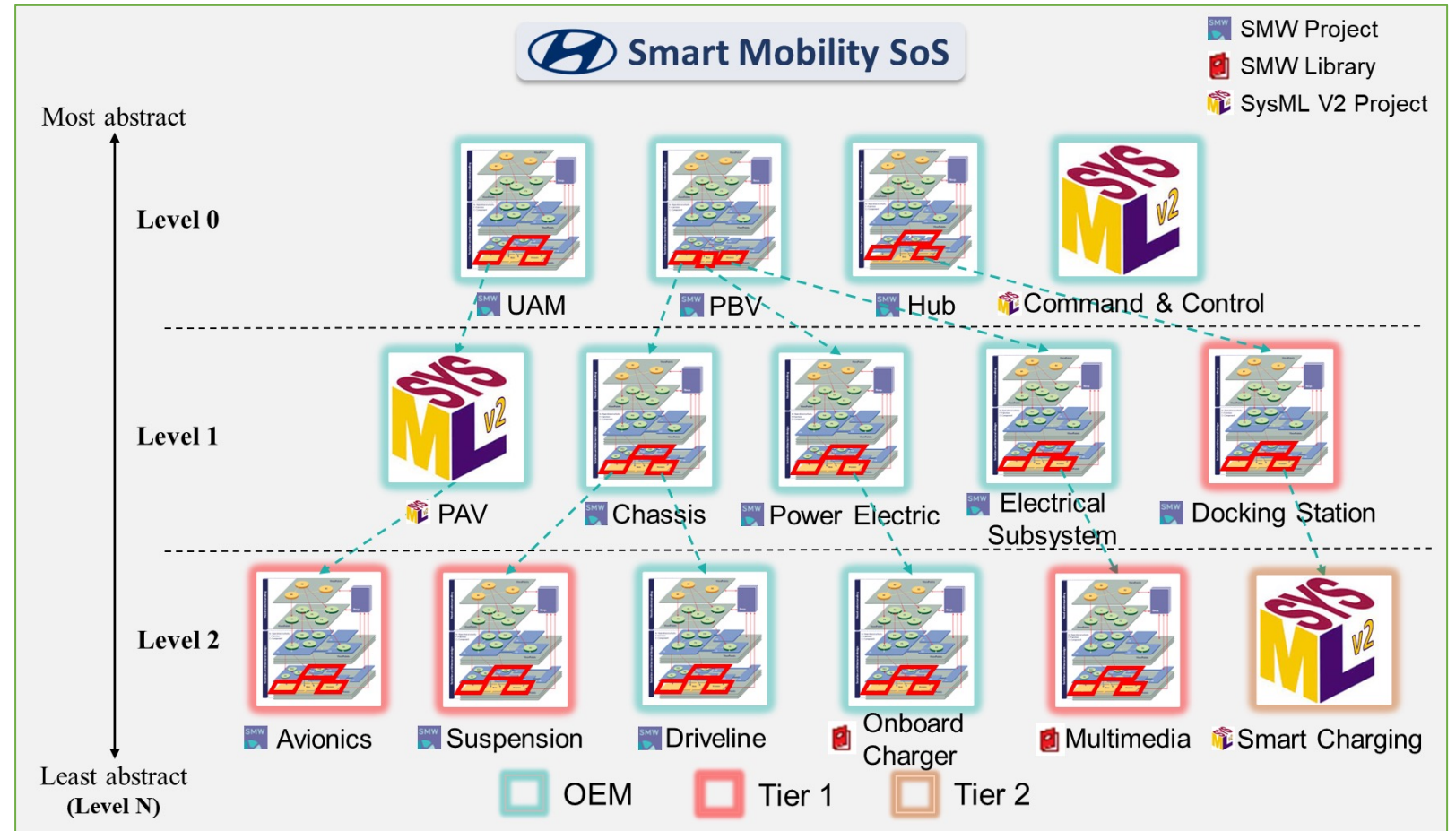
# Modularization in MBSE (Vision)



The Arcadia method



Interoperability



Smart Mobility SoS model organization vision

# Project Objectives

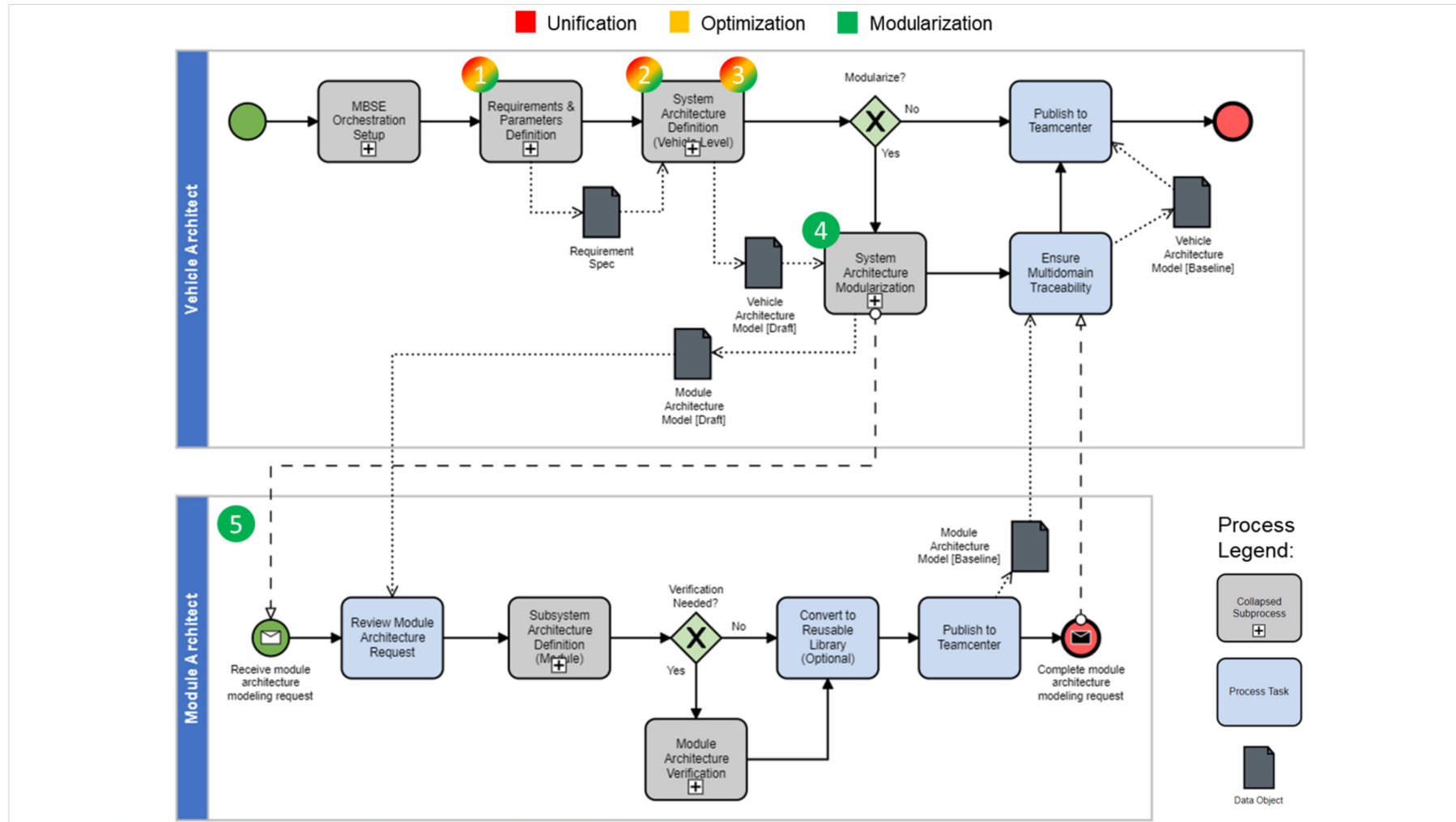
- **Unification:** Unify electric vehicle concept architecture models from the previous two PoCs and model additional operational capabilities required by the smart mobility SoS,
- **Optimization:** Optimize vehicle performance architecture for *drivability, ride comfort, and handling* and,
- **Modularization:** Modularize levels 0 and 1 of the smart mobility SoS hierarchy.



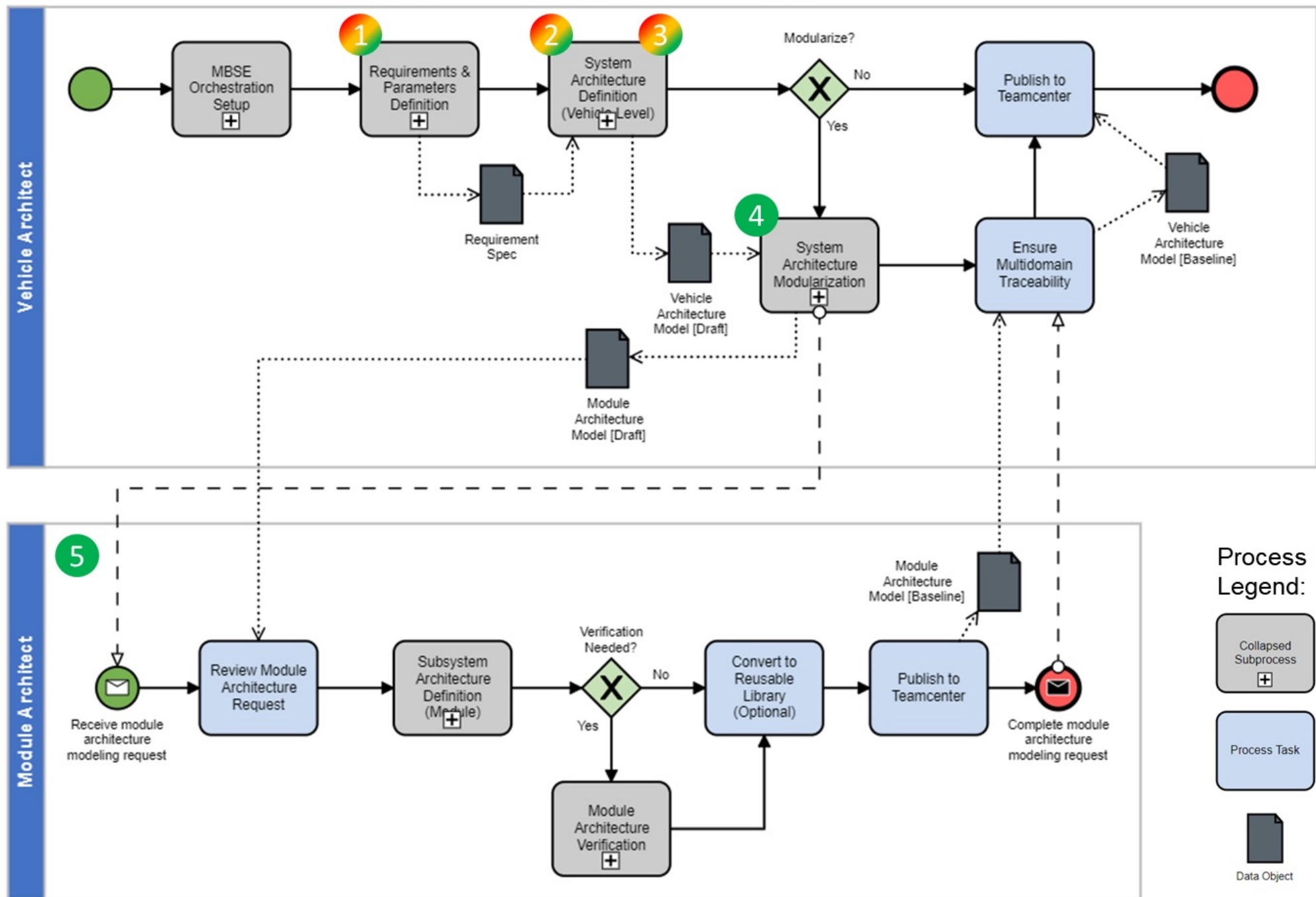
Business Process

# Modular MBSE

# Business Process

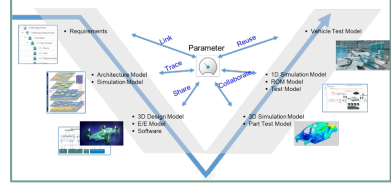
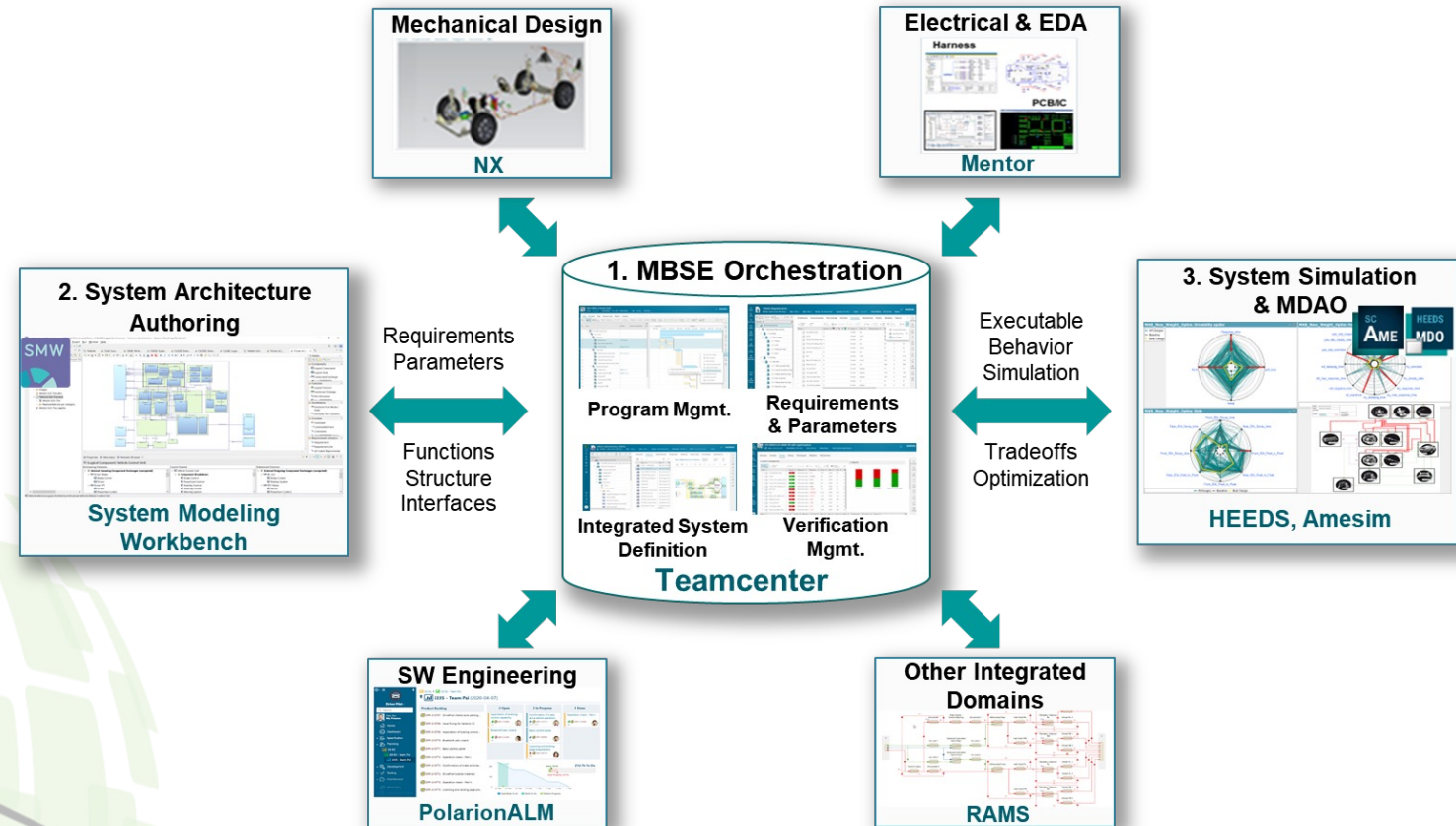


■ Unification ■ Optimization ■ Modularization



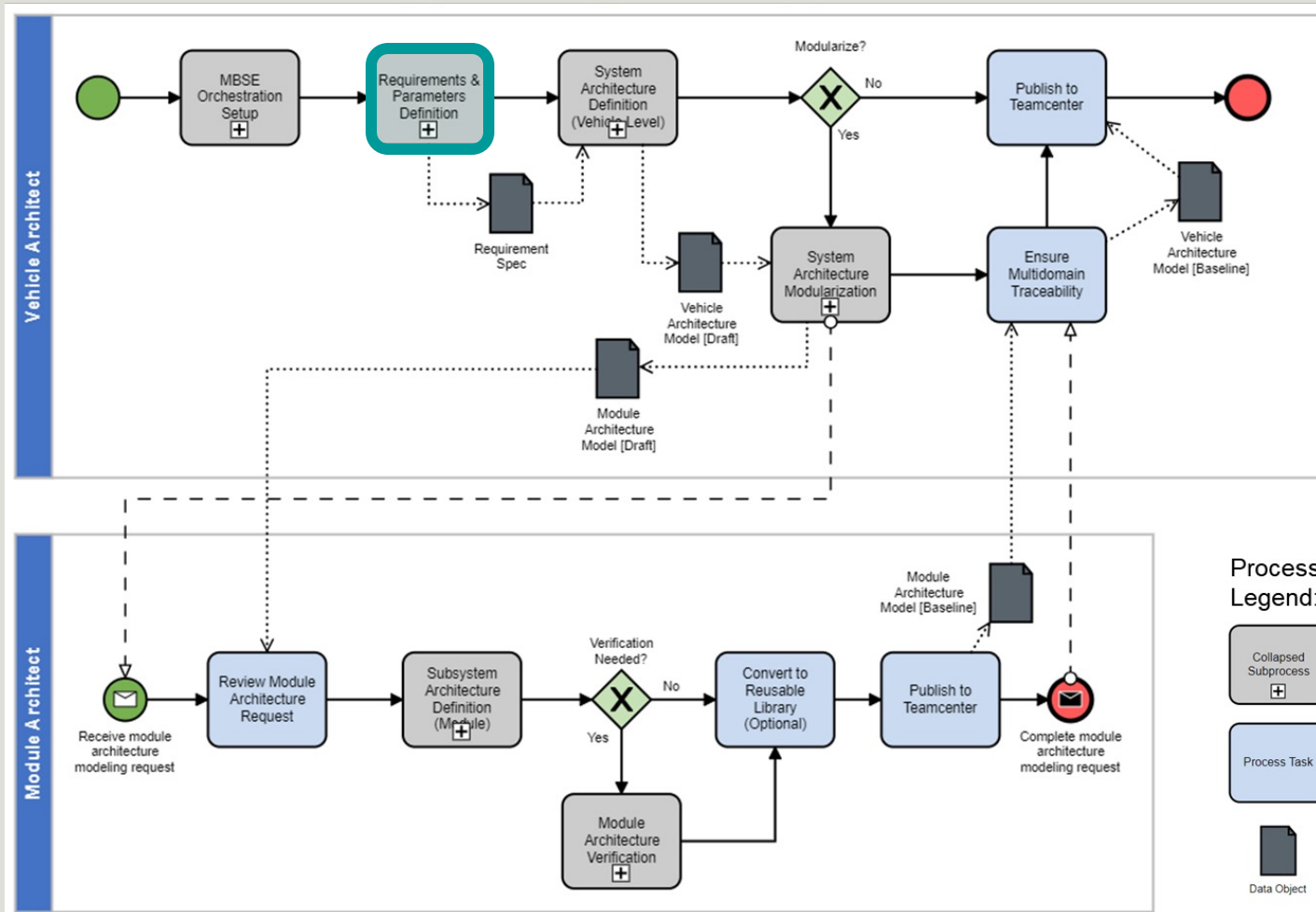
# Process Tools

1. **MBSE Orchestration:**  
Teamcenter
2. **System Architecture Authoring:** System Modeling Workbench
3. **Multidisciplinary Design, Analysis & Optimization:**  
Simcenter HEEDS, Amesim



# 1 Requirements and Parameters Definition

■ Unification ■ Optimization ■ Modularization



## Inputs:

- SoS vision, problem / opportunity statements, strategic targets
- MBSE orchestration environment readiness

## Activities:

- Multi-stakeholder requirement definition
- System / component requirement definition
- Configurable requirements with linked configurable parameter objects
- Traceability to various stages of development

## Outputs:

- Multi-level requirements specification
- Parameter definitions
- Requirement text - parameter mapping

# Requirements and Parameters Definition

The screenshot displays the 'Vehicle Requirements' tool interface. On the left, a 'Specification Tree' lists requirements under 'Vehicle Requirements' and 'Performance Requirements'. The main area shows a 'Rich-text Description' for requirement '1.1.1.1 REQ-000120- Bump', including a 'Graphical description' with a plot of acceleration over time and a 'Main input parameter' section.

**Vehicle Requirements**  
Revision: Global (Latest Working) | Date: Today | Units: None | Variant: No Variant Rule | Expansion: Expanded

**Specification Tree:**

- Vehicle Requirements
  - 1 Performance Requirements
    - 1.1 Drivability
      - 1.1.1 Tipln Constant
        - 1.1.1.1 Bump
        - 1.1.1.2 Jerk
        - 1.1.1.3 Response Delay
        - 1.1.1.4 Kick
      - 1.2 Handling
        - 1.2.1 Step Steer
        - 1.2.1.1 Steering Angl...
        - 1.2.1.2 Lateral Accele...
        - 1.2.1.3 Steady State R...
        - 1.2.1.4 Yaw Overshoot

**Rich-text Description:**

**1.1.1.1 REQ-000120- Bump**

**Graphical description:**

**Main input parameter (with corresponding signal):** max ax gradient [m/s<sup>2</sup>/s]

Requirement Specification Tree

Rich-text Description

The screenshot displays the 'Vehicle Requirements' tool interface. On the left, a 'Specification Tree' lists requirements under 'Vehicle Requirements' and 'Performance Requirements'. The main area shows a 'Parameters' table with columns for Name, Revision, Usage, Units, Measurement, and Goals.

**Vehicle Requirements**  
Revision: Global (Latest Working) | Date: Today | Units: None | Variant: No Variant Rule | Expansion: No Rule | Owner: ae1 (ae1) | Date Modified: 28-Feb-2023 | Release

**Specification Tree:**

- Vehicle Requirements
  - 1 Performance Requirements
    - 1.1 Drivability
      - 1.1.1 Tipln Constant
        - 1.1.1.1 Bump
        - 1.1.1.2 Jerk
        - 1.1.1.3 Response Delay
        - 1.1.1.4 Kick
      - 1.2 Handling
        - 1.2.1 Step Steer
          - 1.2.1.1 Steering Angle (0.4g)
          - 1.2.1.2 Lateral Acceleration Resp
          - 1.2.1.3 Steady State Roll Angle
          - 1.2.1.4 Yaw Overshoot
          - 1.2.1.5 Steady State Slip Angle
          - 1.2.1.6 Peak Roll Angle

**Parameters Table:**

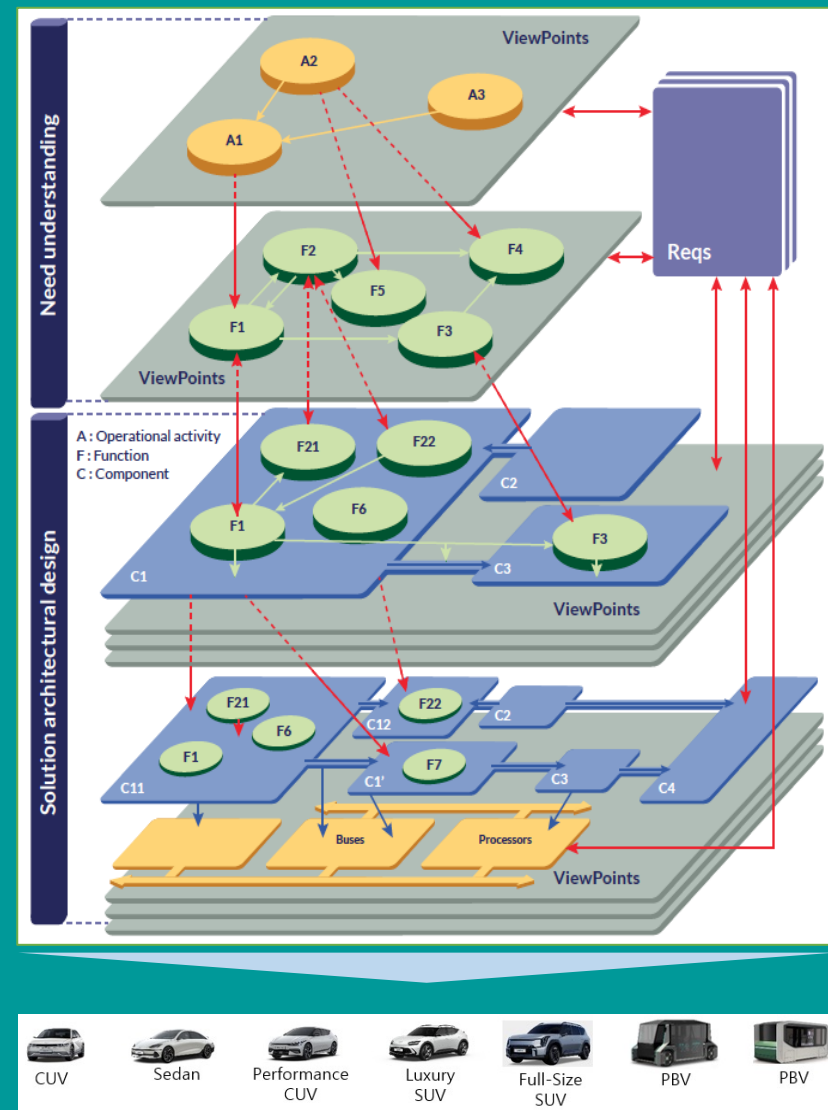
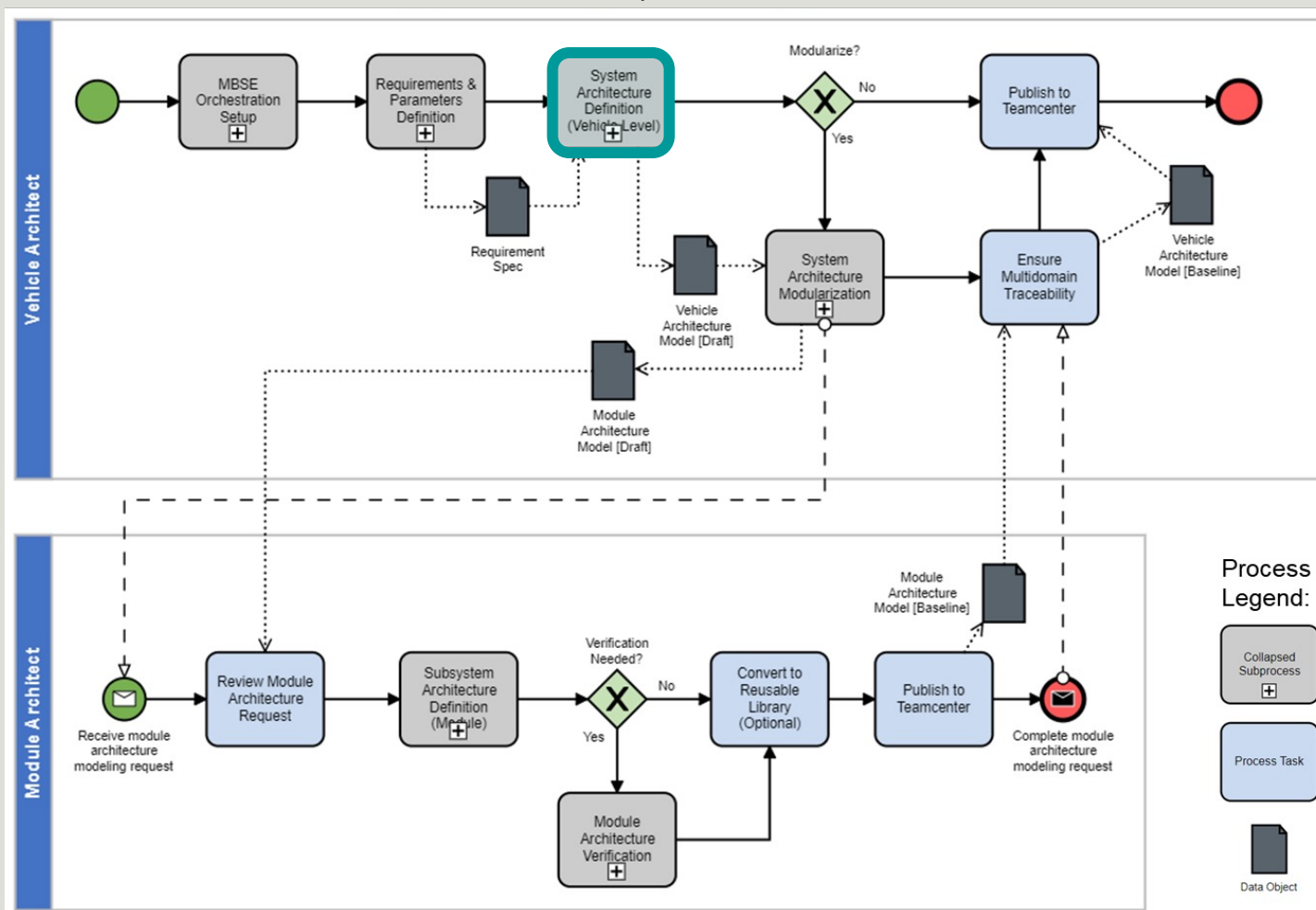
| Name                      | Revision | Usage  | Units            | Measurement | Goals |
|---------------------------|----------|--------|------------------|-------------|-------|
| Ay_response_time          | A        | Unused | sec              |             | 0.2   |
| bump                      | A        | Unused | m/s <sup>3</sup> |             | 38    |
| Front_X-Dir_Decay_time    | A        | Unused | sec              |             | 0.3   |
| Front_Z-Dir_Decay_time    | A        | Unused | sec              |             | 0.3   |
| Front_Z-Dir_Peak_to_P...  | A        | Unused | m/s/s            |             | 9.1   |
| jerk time                 | A        | Unused | sec              |             | 1.5   |
| Kick                      | A        | Unused | m/s <sup>2</sup> |             | 0.14  |
| Rear_X-Dir_Peak_to_P...   | A        | Unused | m/s/s            |             | 12.2  |
| Response_time             | A        | Unused | sec              |             | 0.08  |
| roll_overshoot            | A        | Unused | degree           |             | 13    |
| roll_steady_state         | A        | Unused | degree           |             | 1.65  |
| Side_slip_angle_final_... | A        | Unused | degree           |             | 0.39  |
| yaw_rate_overshoot        | A        | Unused | %                |             | 25    |
| _0_4_steering_degree      | A        | Unused | degree           |             | 30    |

Requirement Specification Tree

Requirement Parameters

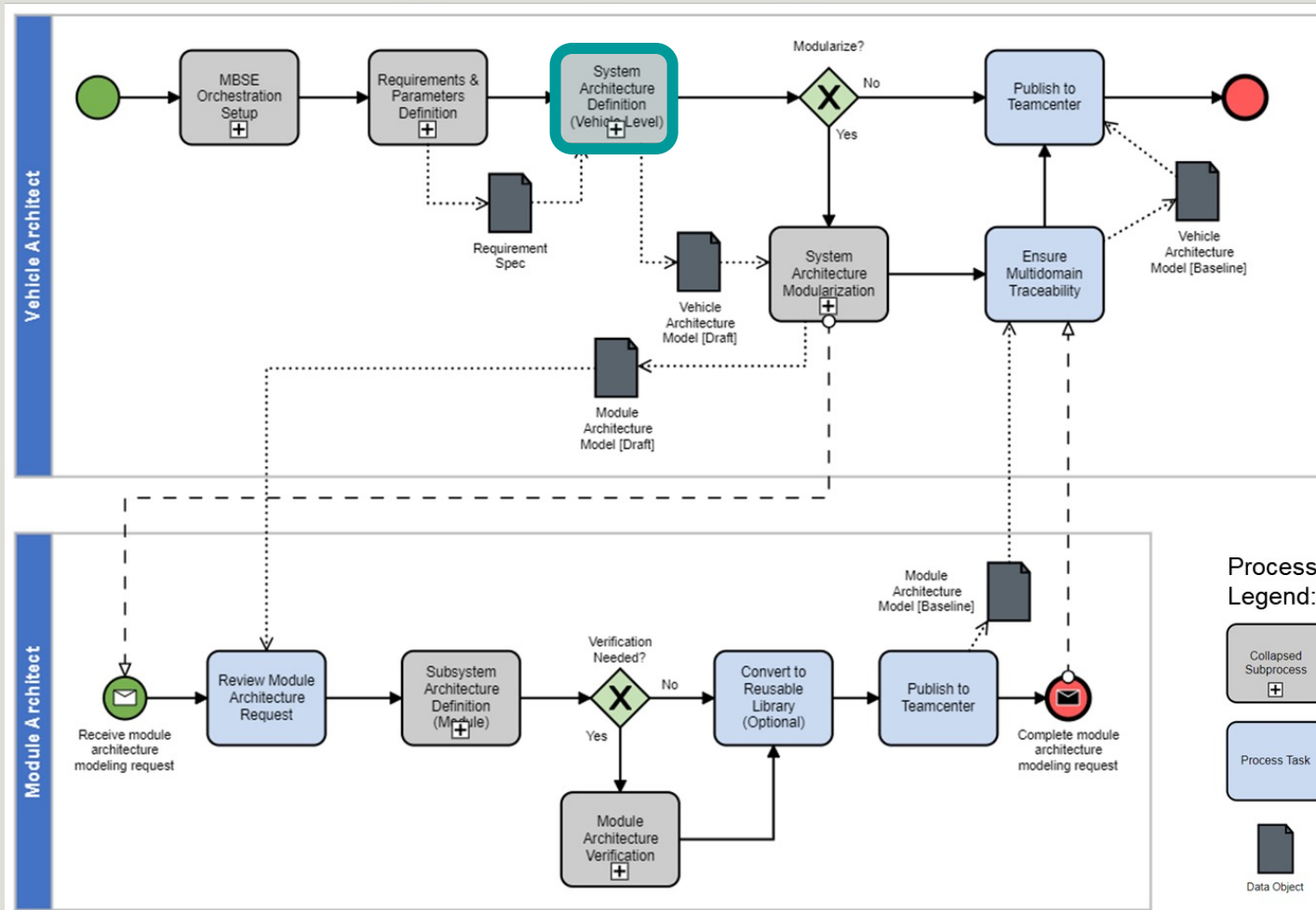
## 2 System Architecture Definition

■ Unification ■ Optimization ■ Modularization



## 2 System Architecture Definition (Operational Analysis)

■ Unification ■ Optimization ■ Modularization



### Inputs:

- SoS needs and constraints
- Preliminary system needs

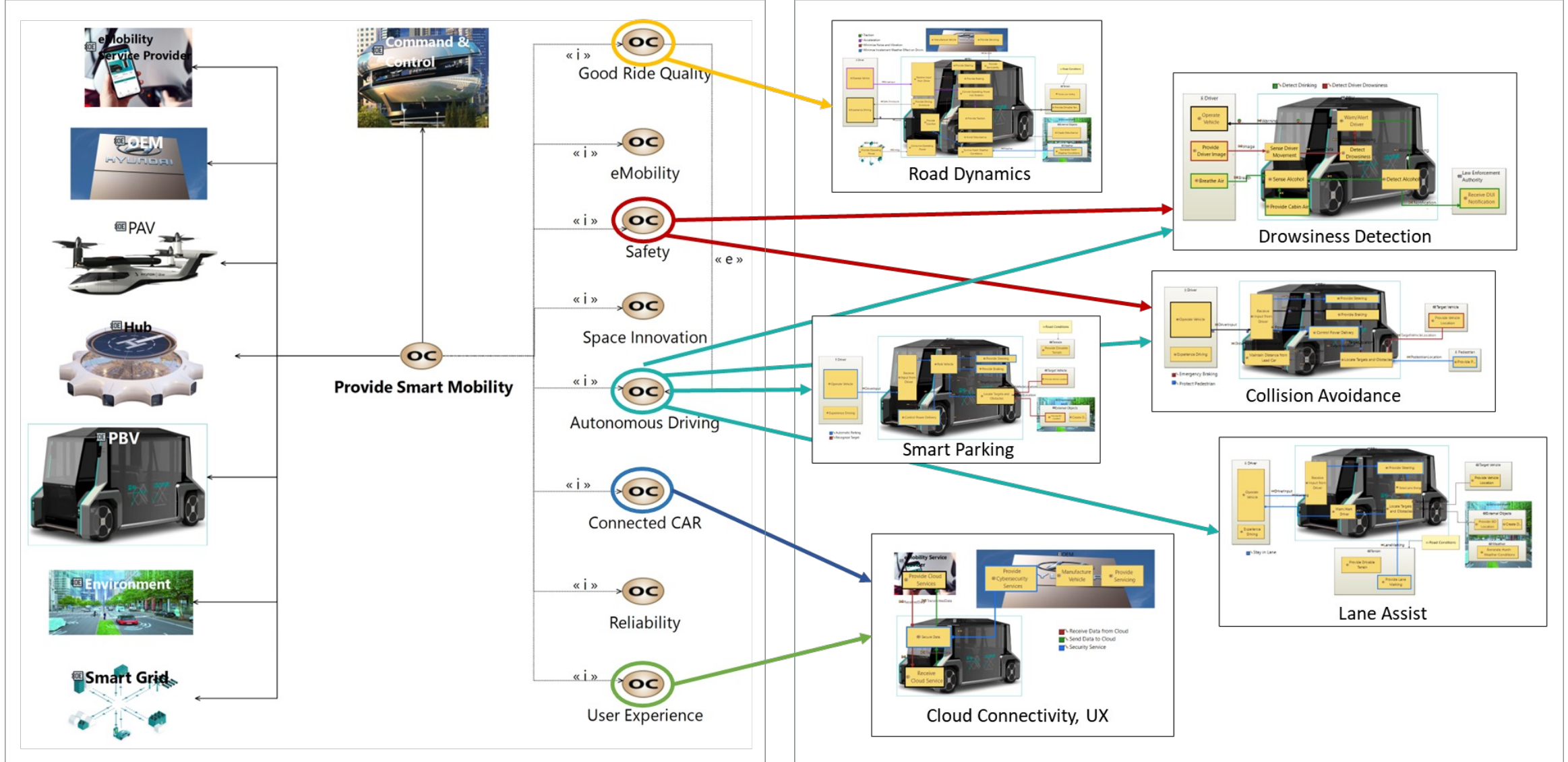
### Activities:

- Model SoS mission capabilities
- Define operational behavior
- Define operational architecture
- Refine / allocate stakeholder needs
- Analyze operational model

### Outputs:

- SoS interface constraints
- Refined SoS requirements
- Preliminary functional model

# Operational Analysis

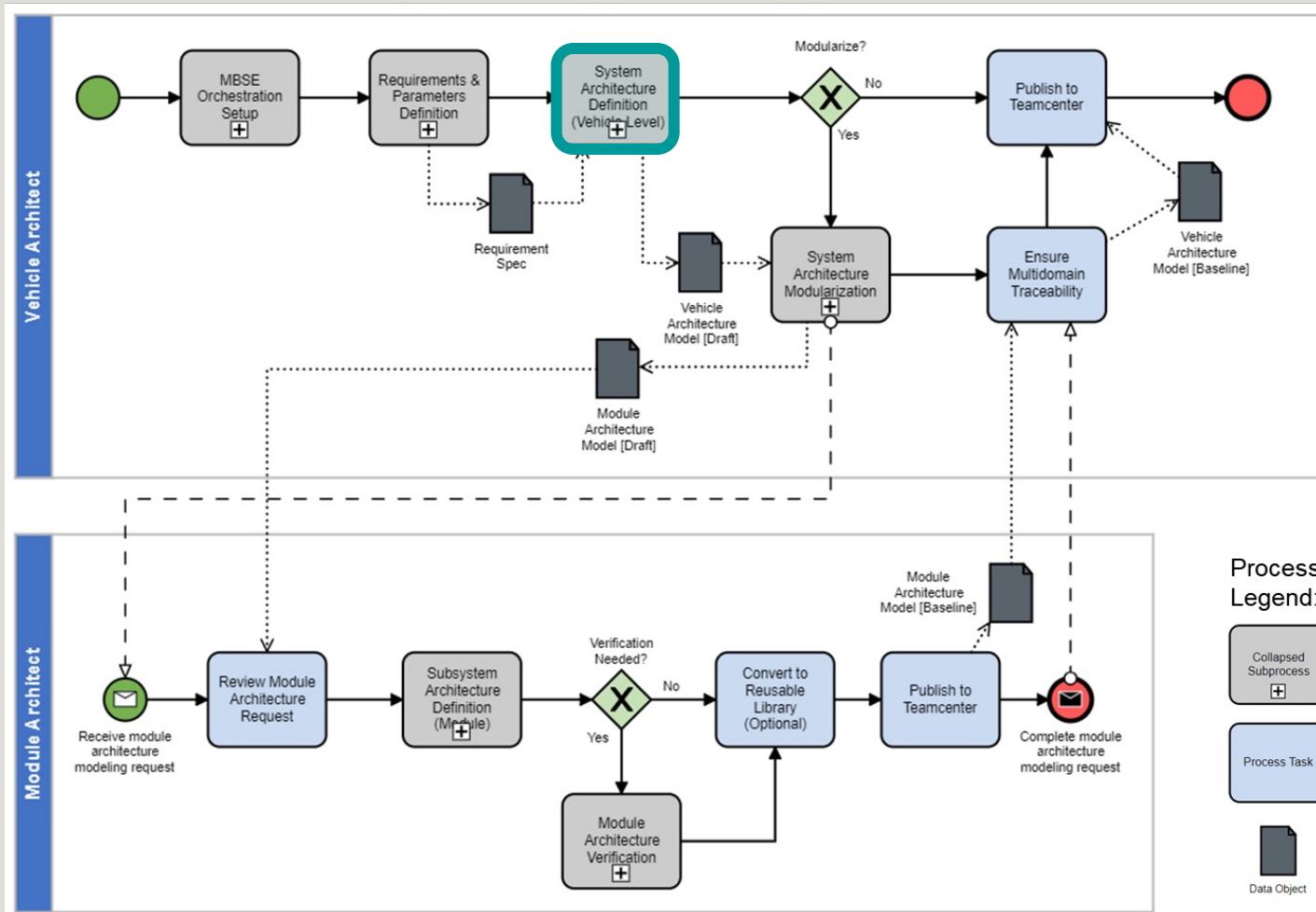


SoS Operational Capabilities

SoS Operational Scenarios

## 2 System Architecture Definition (System Analysis)

■ Unification ■ Optimization ■ Modularization



### Inputs:

- Stakeholder requirements spec
- Operational architecture
- System capabilities

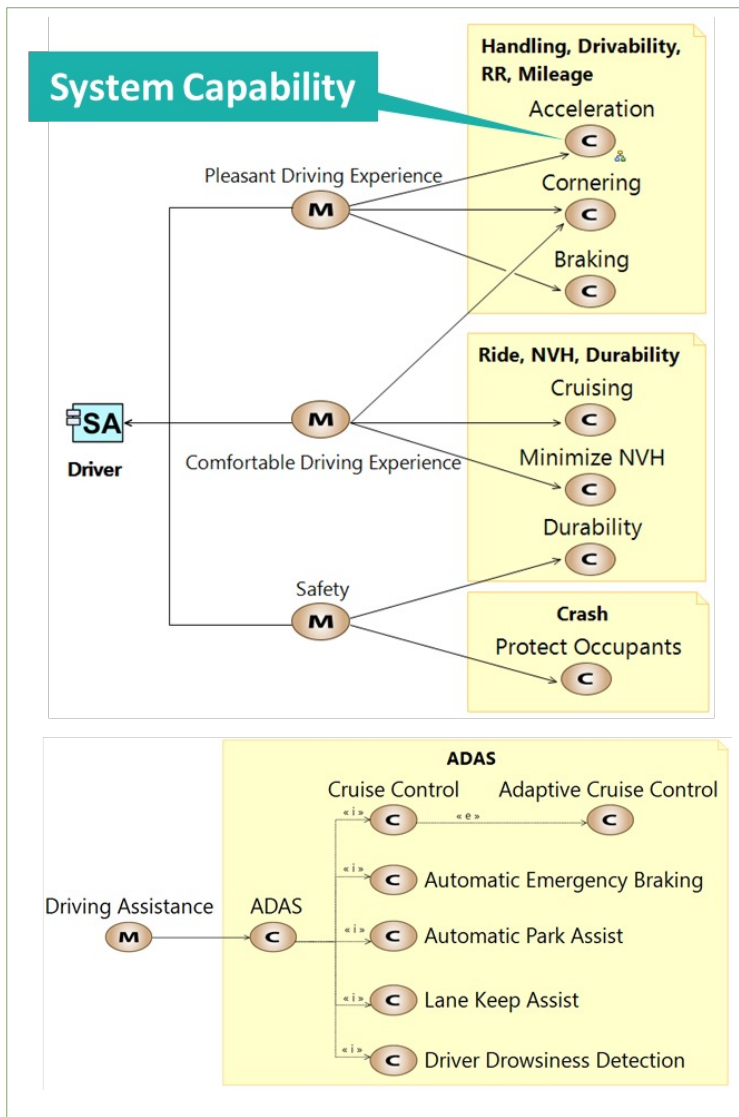
### Activities:

- Model system capabilities
- Define and allocate system/actor functions
- Contextualize system-of-interest

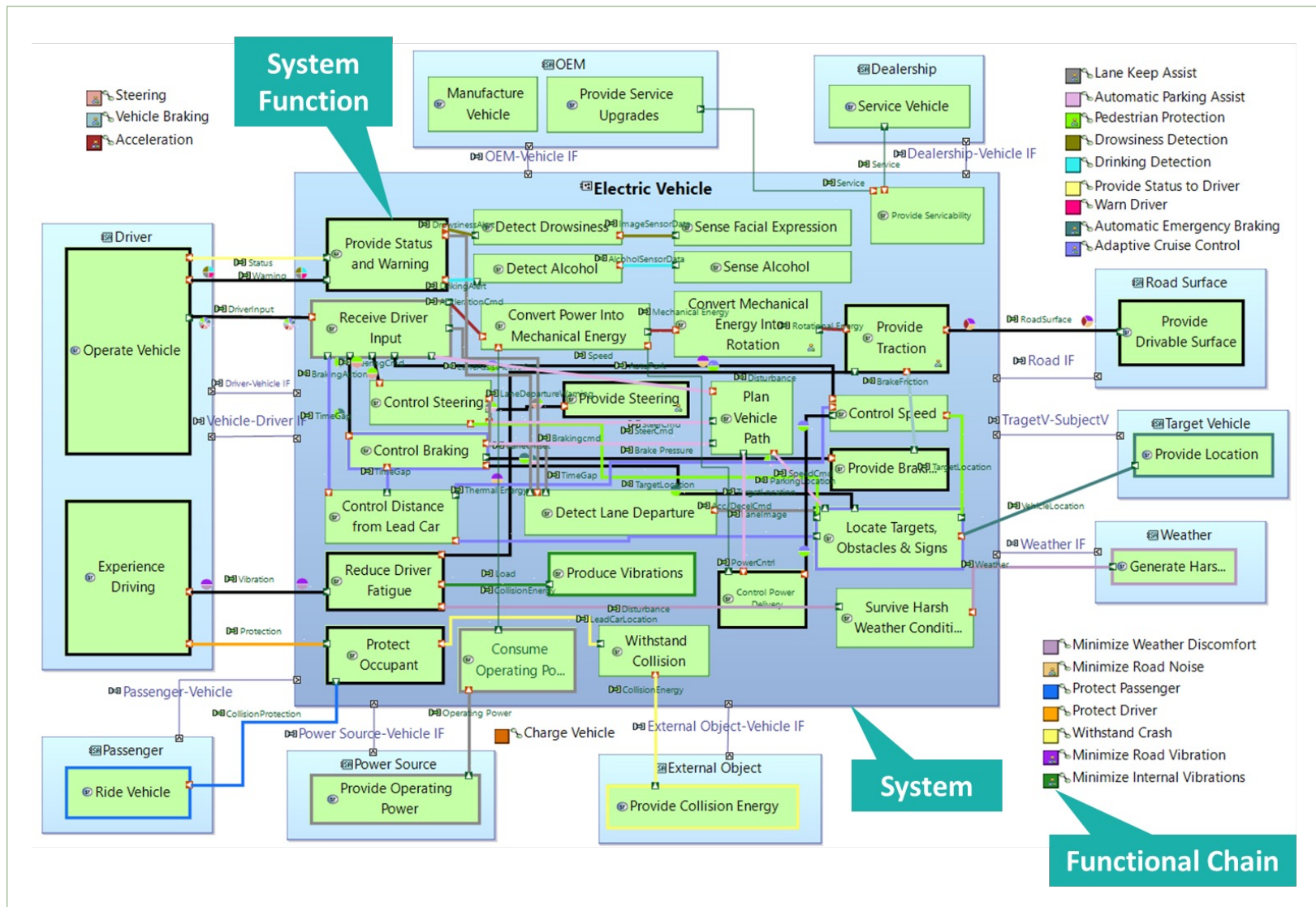
### Outputs:

- Blackbox architecture model (configurable)
- System requirements spec
- Functional scenarios spec

# System Analysis



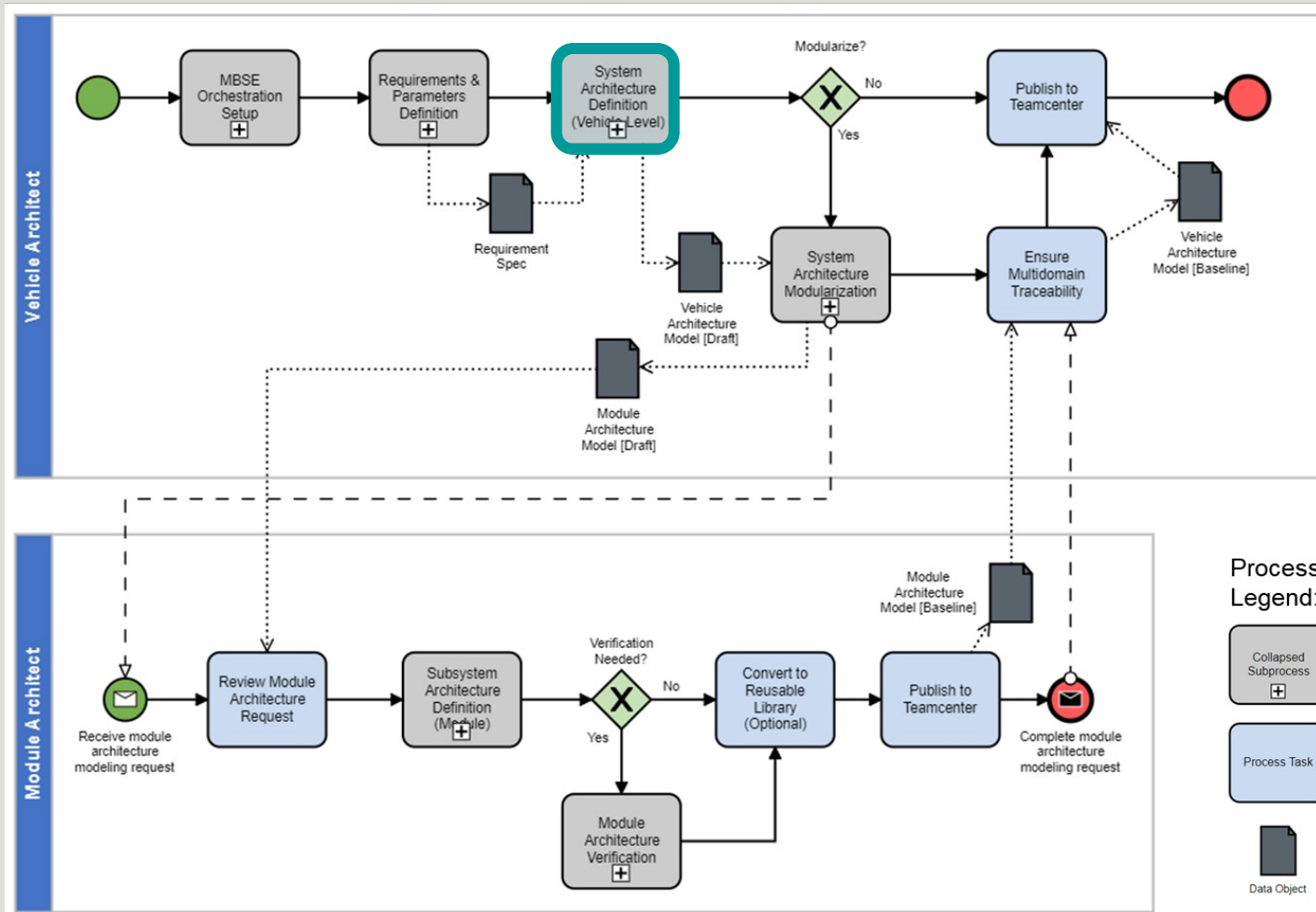
System Capabilities



System Blackbox Architecture (Integrated View)

## 2 System Architecture Definition (Logical Architecture)

■ Unification ■ Optimization ■ Modularization



### Inputs:

- Blackbox system architecture
- Vehicle performance requirements

### Activities:

- Decompose logical system
- Allocate functions to logical components
- Define internal interfaces (white box)
- Generate stakeholder concerns (views)
- Requirement / parameter traceability

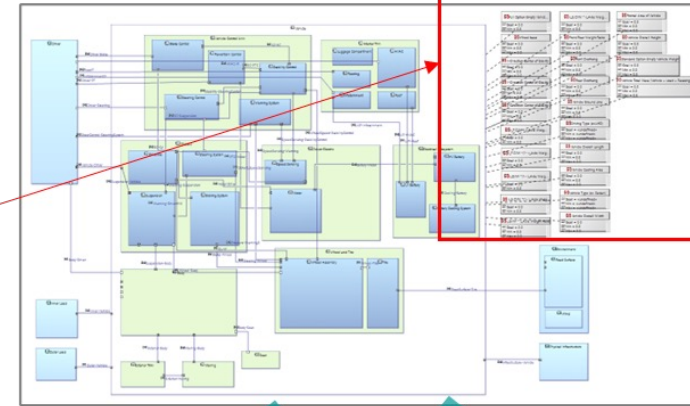
### Outputs:

- Logical architecture model (configurable)
- Performance allocation & traceability
- Performance verification views

# Logical Architecture

- ▼ Common Parameters
  - > Driving Type (ex.LHD)
  - > Vehicle Overall Height
  - > Front Overhang
  - > Wheel base
  - > Y-Direction Center of Gravity
  - >  $v_{GVW} * (1 - v_{Axle\ Weight\ Ratio})$
  - > Vehicle Overall Length
  - > Full Option Empty Vehicle Weight
  - > Vehicle Total Mass (Vehicle + Load + Passenger)
  - > Standard Option Empty Vehicle Weight
  - > Vehicle Ground Line
  - > Vehicle Overall Width
  - > Front/Rear Weight Ratio
  - > Frontal Area of Vehicle
  - > Rear Overhang
  - > Vehicle Cooling Area
  - >  $v_{GVW} * v_{Axle\ Weight\ Ratio}$
  - >  $v_{F.CVW} * v_{Axle\ Weight\ Ratio}$
  - >  $v_{S.CVW} * v_{Axle\ Weight\ Ratio}$
  - > Z-Direction Center of Gravity
  - > X-Direction Center of Gravity
  - > Vehicle Type (ex. Sedan)
  - >  $v_{S.CVW} * (1 - v_{Axle\ Weight\ Ratio})$
  - >  $v_{F.CVW} * (1 - v_{Axle\ Weight\ Ratio})$

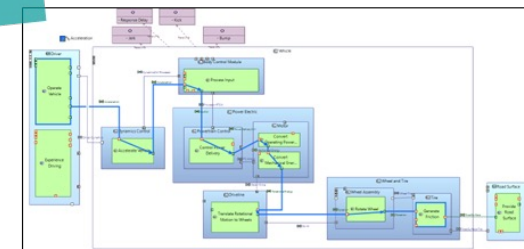
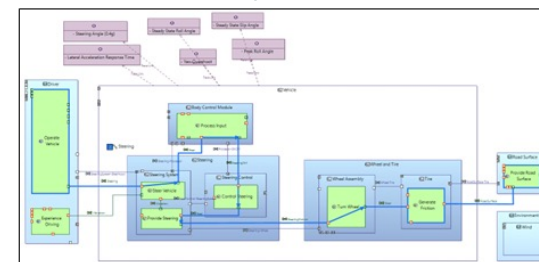
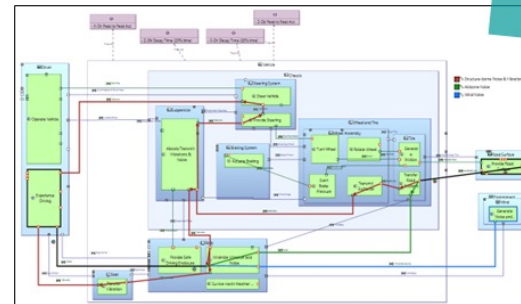
## Common Vehicle Parameters



Ride Comfort

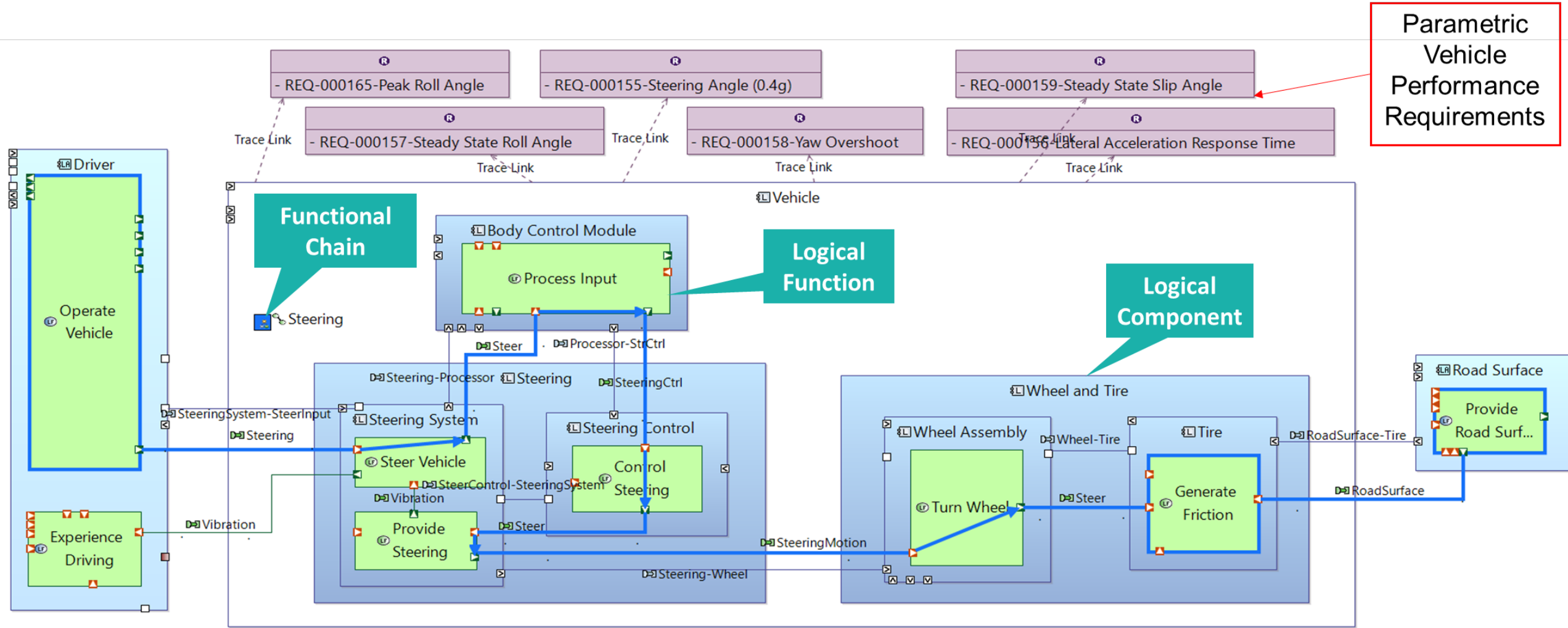
Handling

Drivability



Common Vehicle Parameters, Logical Architecture Views, Traceability

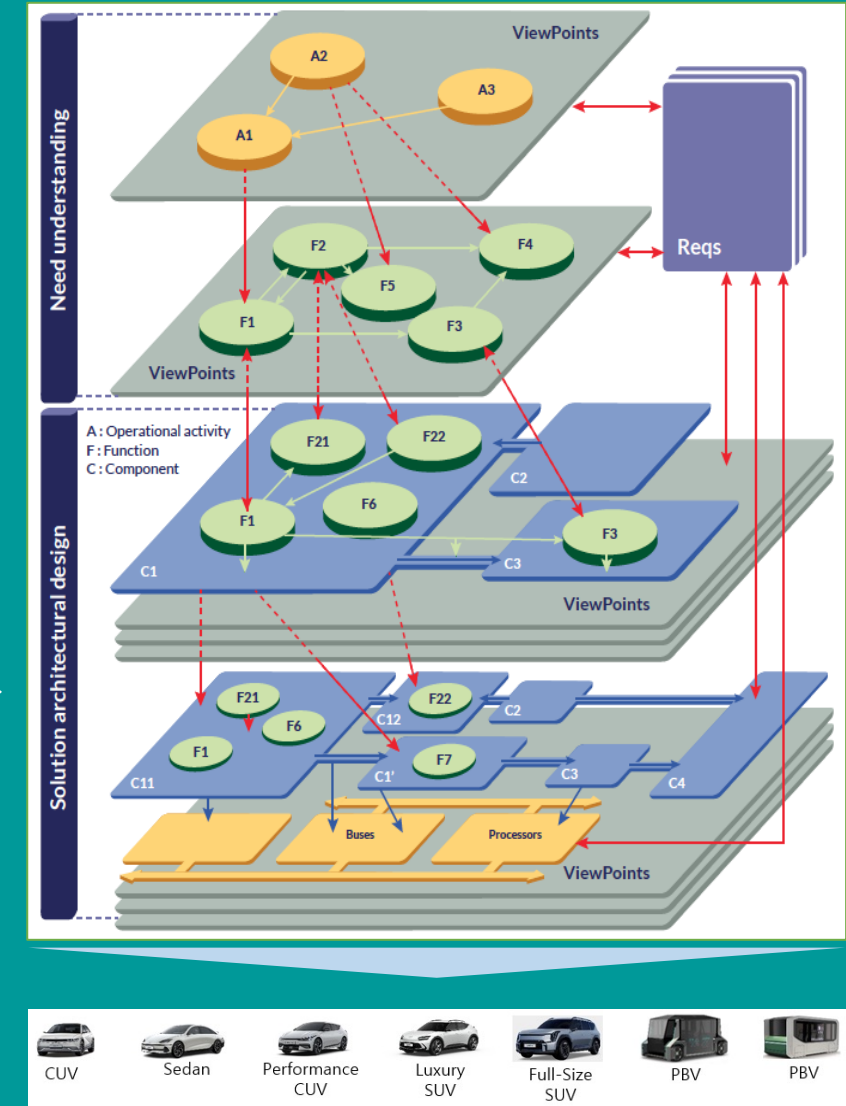
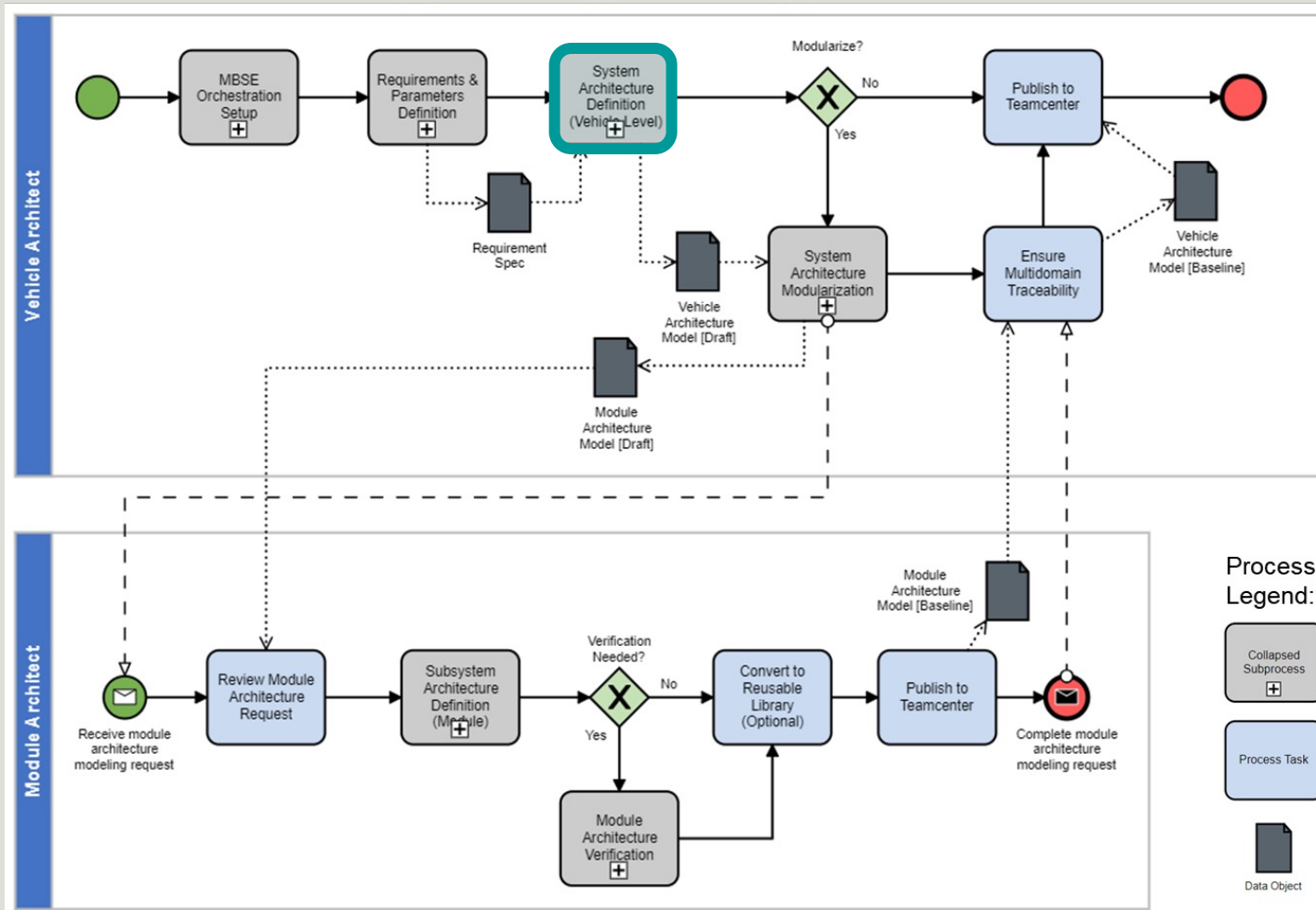
# Logical Architecture



Logical architecture “view” representing handling functionality

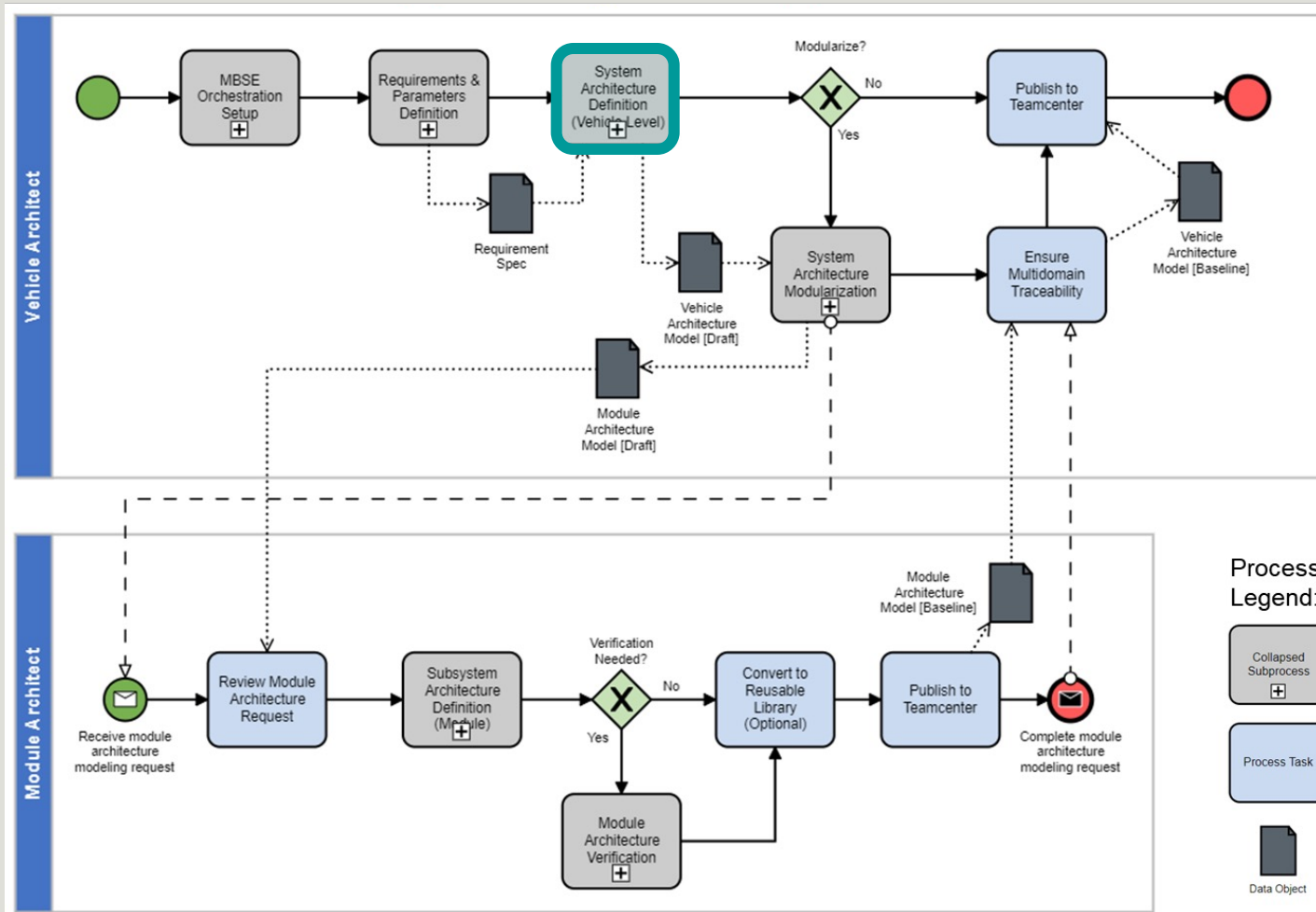
### 3 System Architecture Definition (Physical Architecture)

■ Unification ■ Optimization ■ Modularization



### 3 System Architecture Definition (Physical Architecture)

■ Unification ■ Optimization ■ Modularization



#### Inputs:

- Logical architecture alternatives
- Performance analysis results
- Existing product BOM

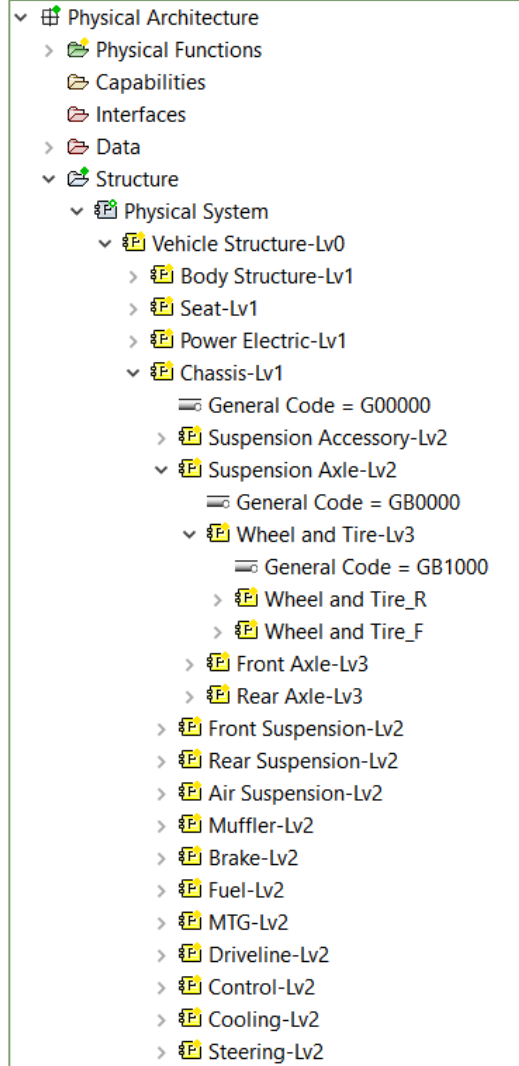
#### Activities:

- Allocate logical components to physical components (from existing BOM)
- Model physical interfaces
- Orchestrate MDAO
- Evaluate logical alternatives and fix technology choices (tradeoffs, opt.)
- Trace component design requirements and parameters to architecture elements

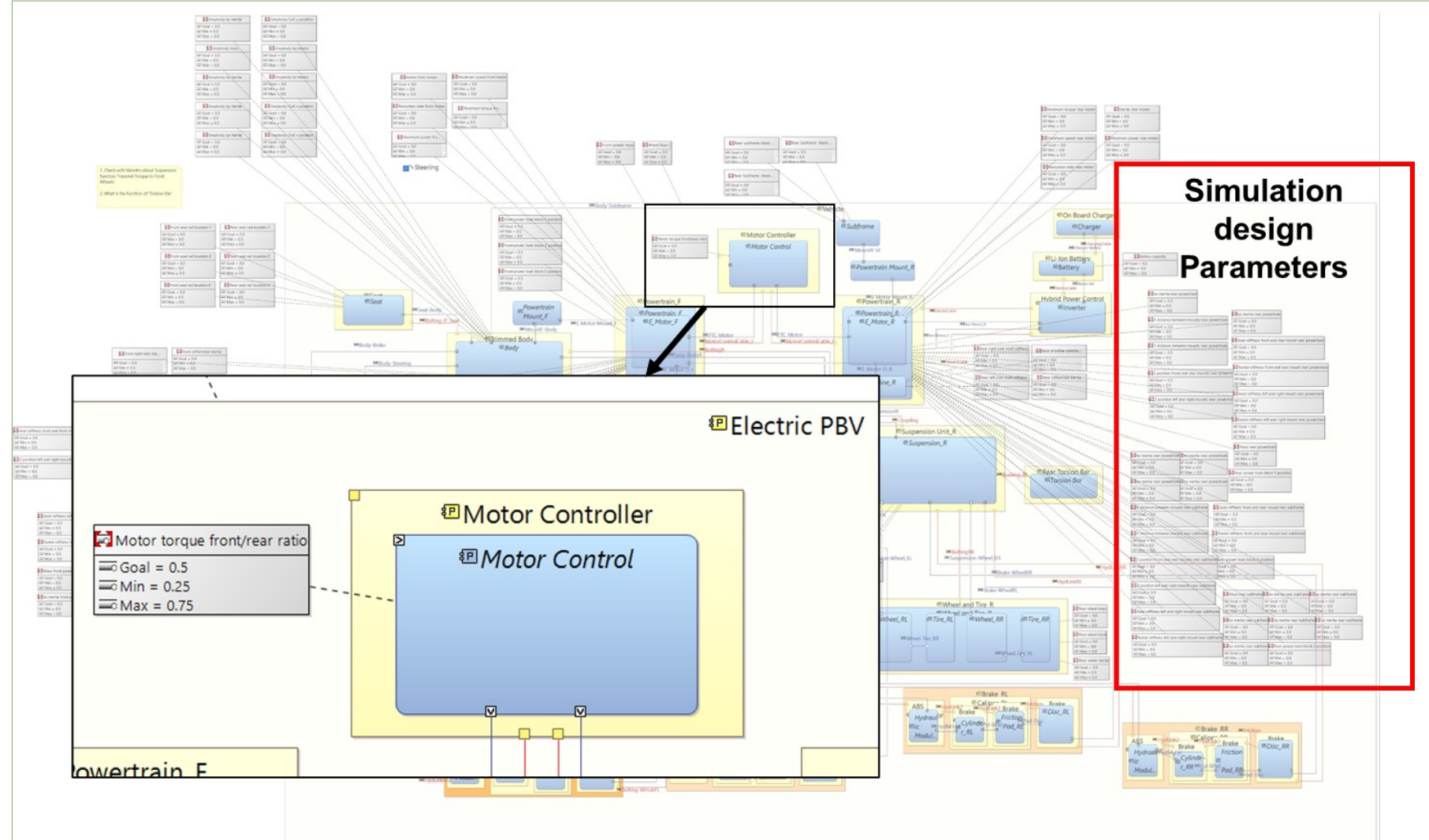
#### Outputs:

- Physical architecture model (configurable)
- Product breakdown structure / preliminary EBOM
- Preliminary component design specification

# Physical Architecture



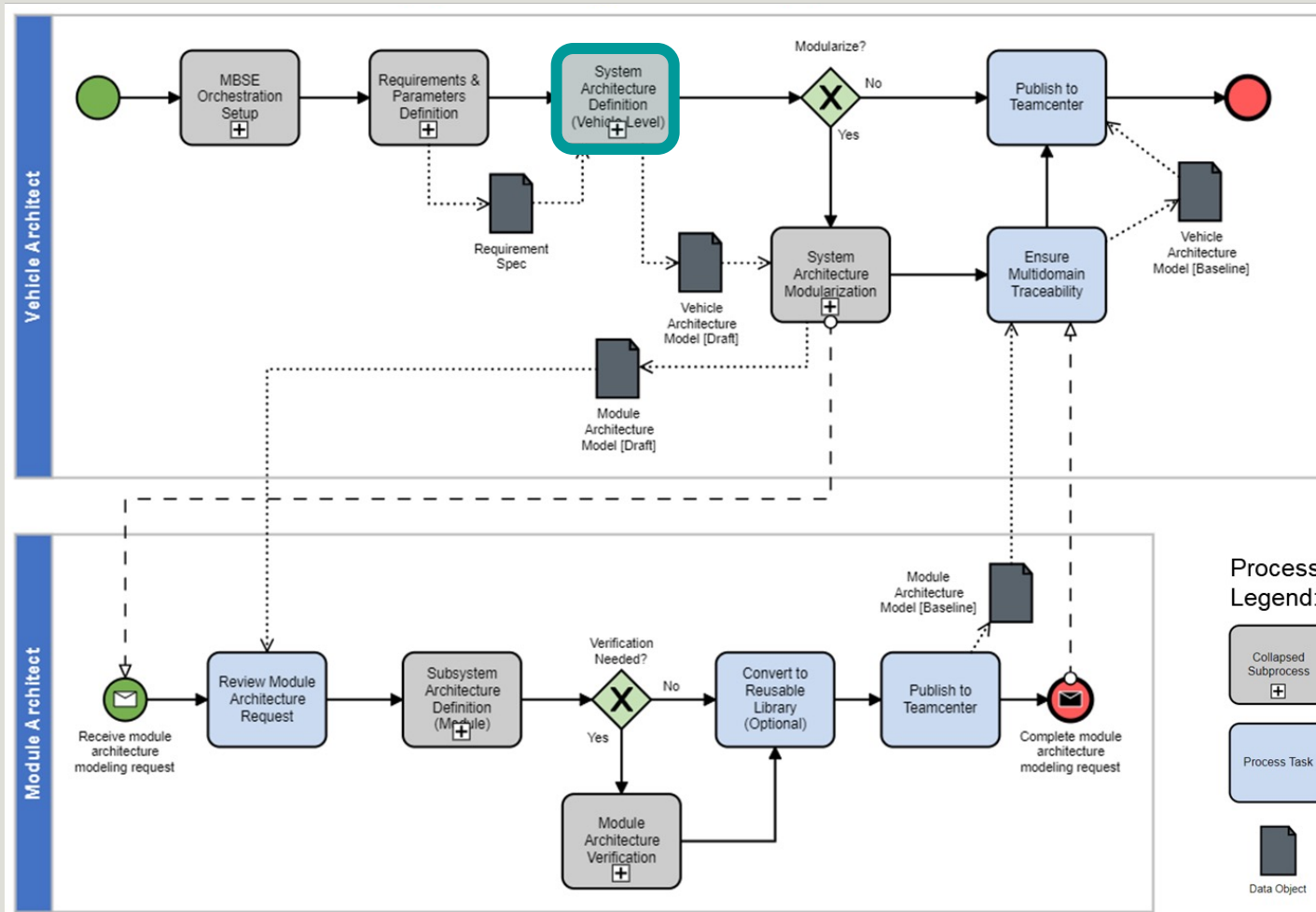
Physical system breakdown



Performance simulation “view” with linked simulation parameters

### 3 System Architecture Definition (Performance Verification)

■ Unification ■ Optimization ■ Modularization



#### Inputs:

- Physical architecture model for perf. sim
- Performance verification requests
- Reusable multiphysics simulation models and libraries

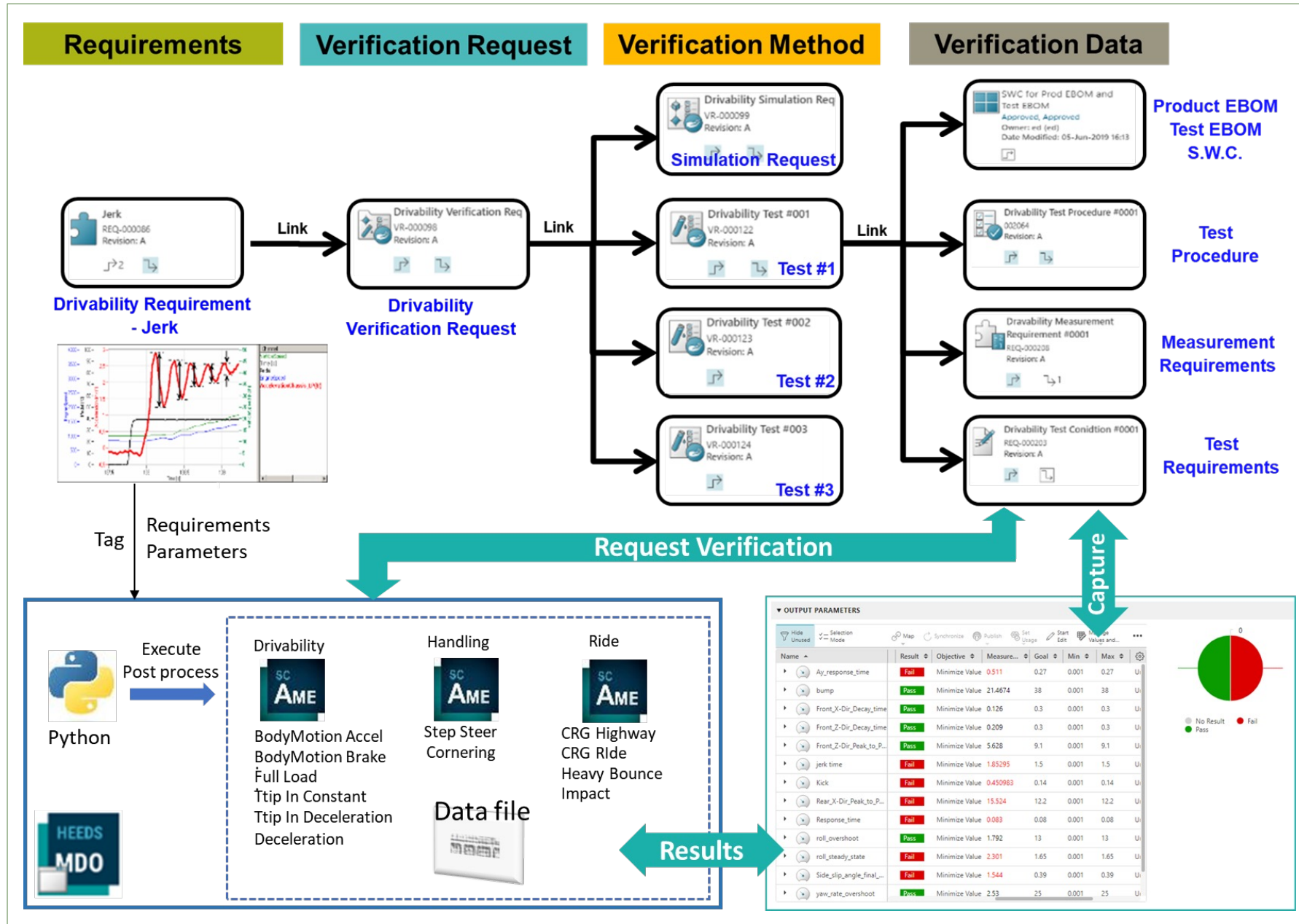
#### Activities:

- Initiate performance verification requests
- Tradeoff studies, optimization
- Submit verification request results
- Fix technology design parameters and baseline physical architecture
- Share granular vehicle architecture model to the LM repository (integrated system definition)

#### Outputs:

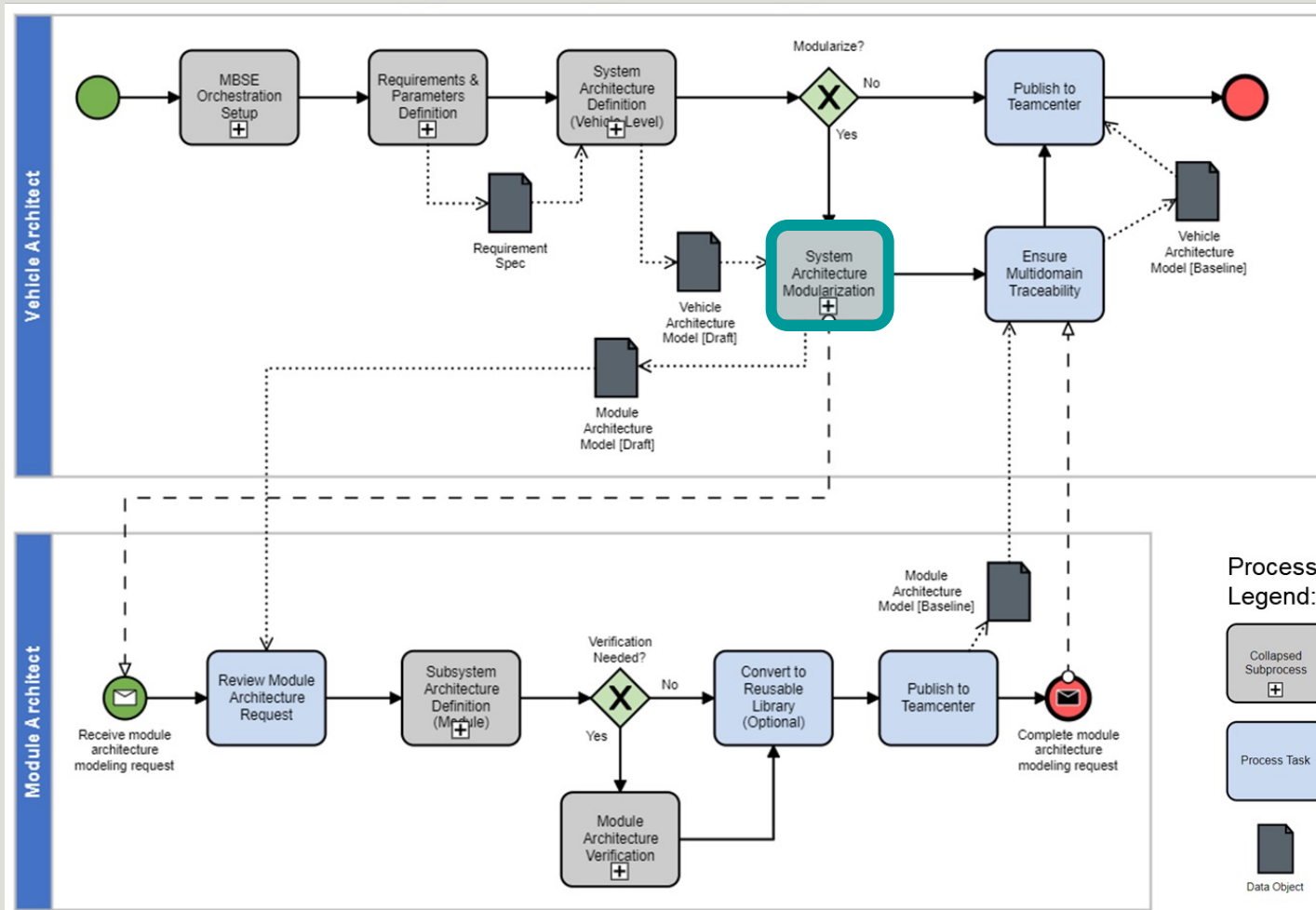
- Baselined vehicle architecture model (configurable)
- Product breakdown structure / preliminary EBOM
- Preliminary component design specification

# Performance Verification



## 4 Architecture Modularization

■ Unification ■ Optimization ■ Modularization



Several criteria pertaining to the development teams responsible for architecture definition are crucial for achieving modularity.

For this study, following 3 criteria are deemed essential:

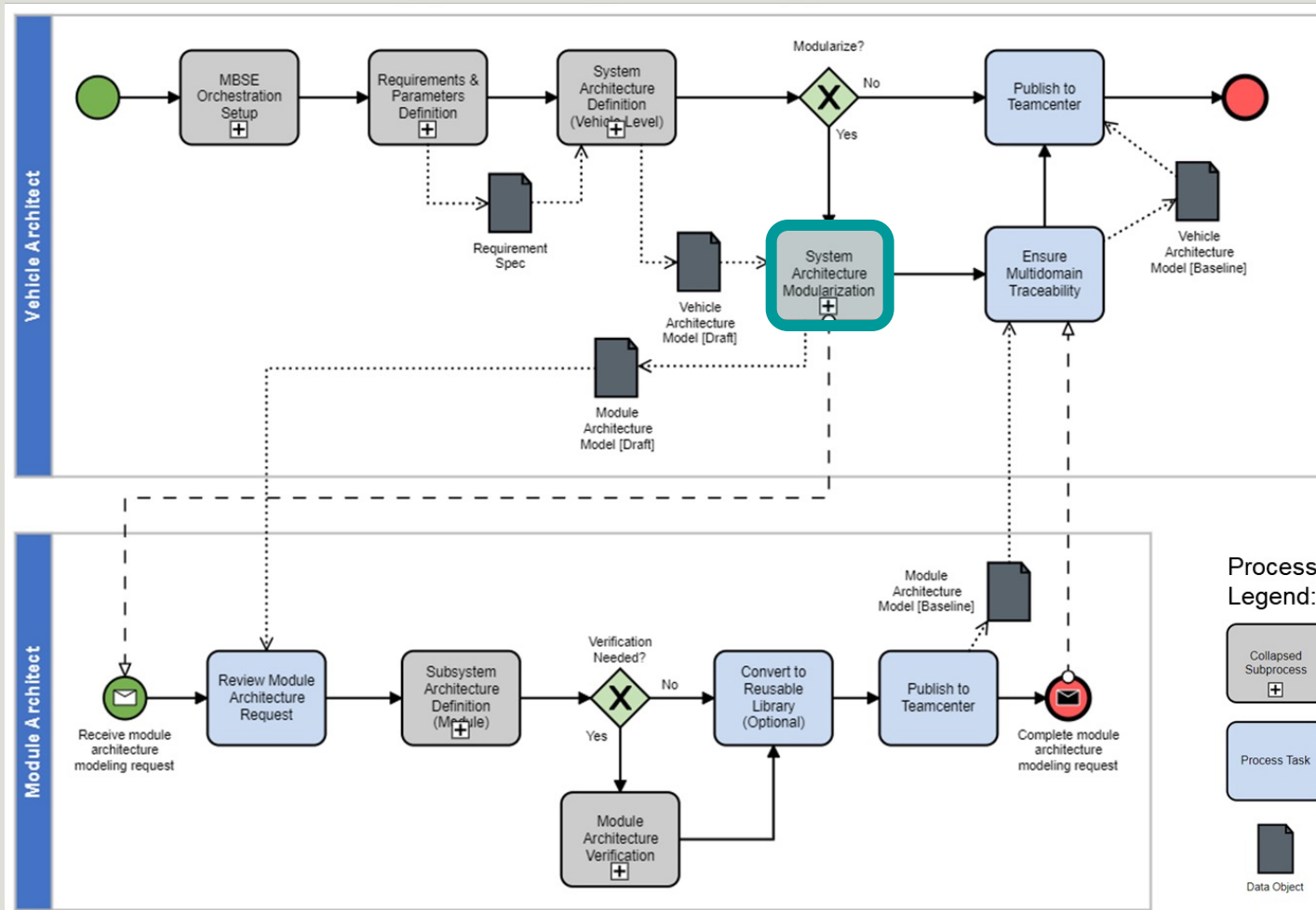
1. Module Standardization

2. Interfaces

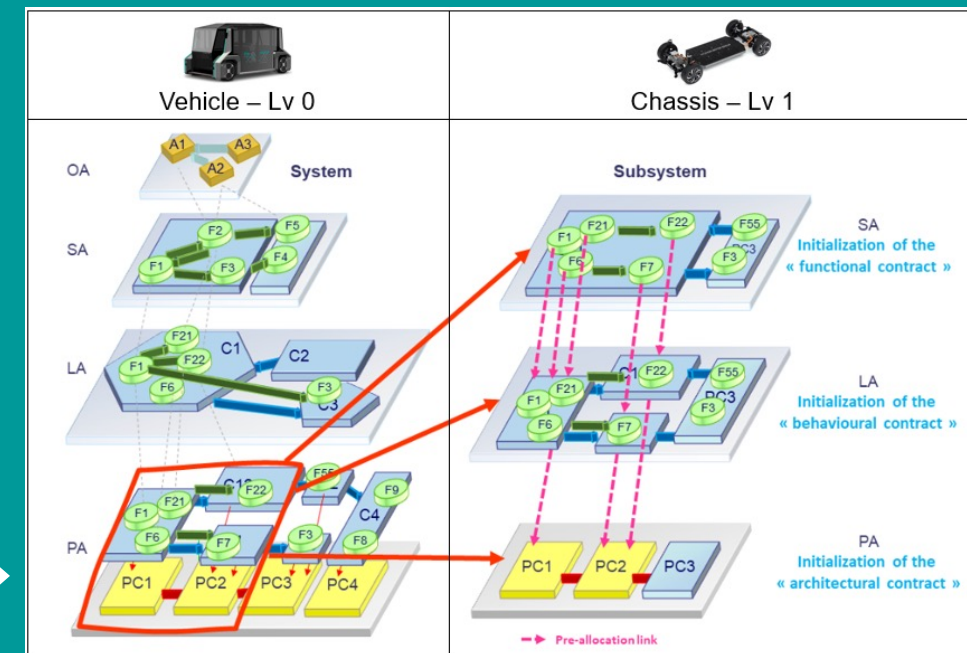
3. Reusability

## 4 Architecture Modularization

■ Unification ■ Optimization ■ Modularization

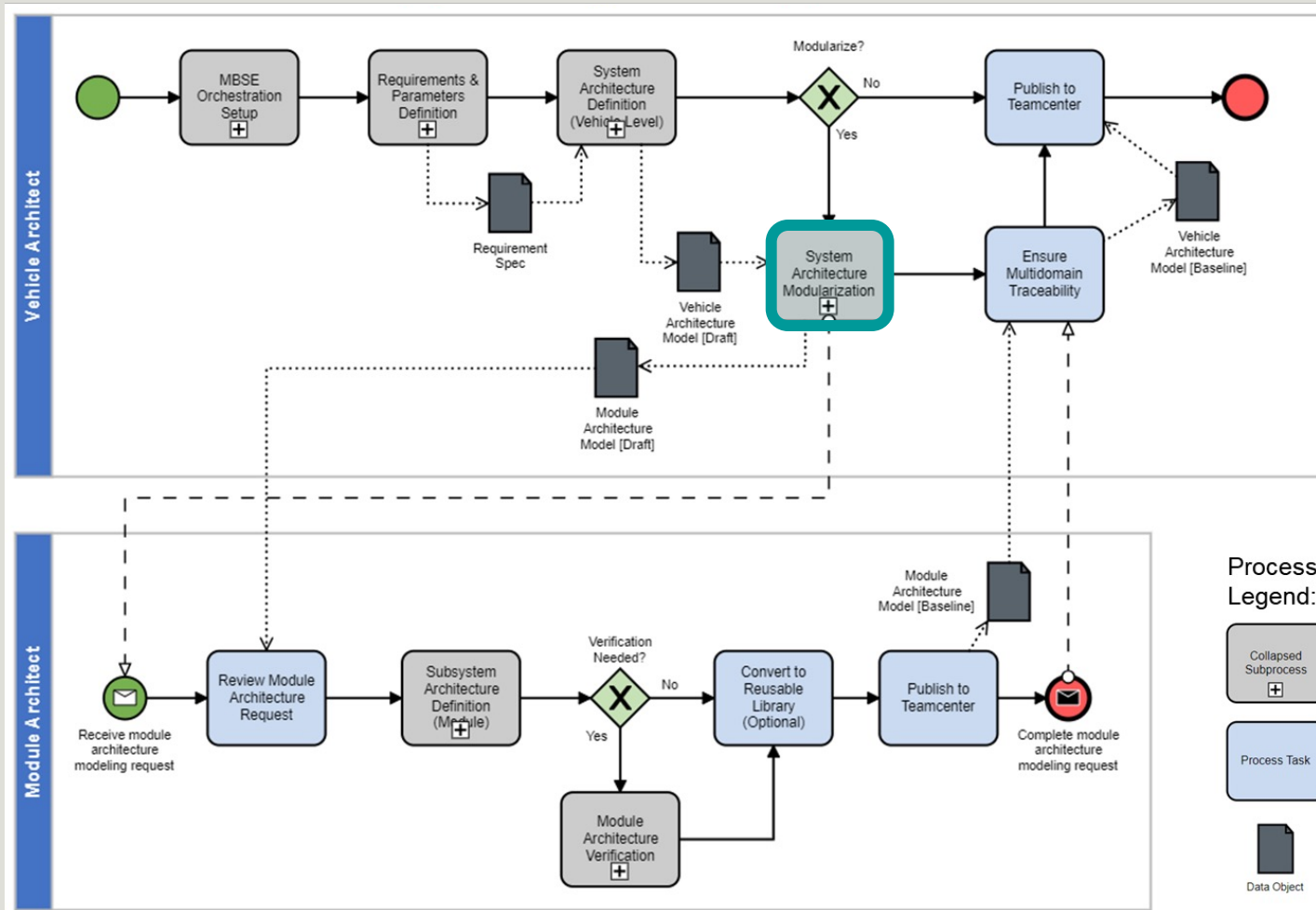


## Automated system to subsystem transitions



## 4 Architecture Modularization

■ Unification ■ Optimization ■ Modularization



### Inputs:

- Vehicle architecture model
- Requirement / parameter traceability
- Existing module classification data

### Activities:

- Assign generic vehicle coding to system breakdown
- Define module boundaries
- Generate module architecture models from vehicle architecture model
- Save vehicle / module architectures in enterprise catalog

### Outputs:

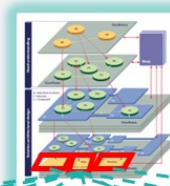
- Draft vehicle / module architecture models (configurable)
- Draft module requirement spec
- Traceability to domain-specific models and structures

# Architecture Modularization



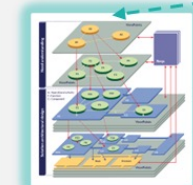
- SMW Project
- SMW Library
- SysML V2 Project

Electric PBV

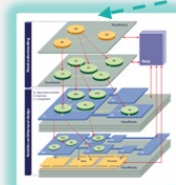


Level 0

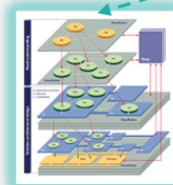
Level 1



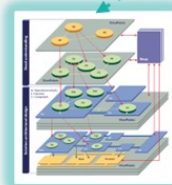
Body Structure-Lv1



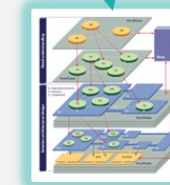
Moving-Lv1



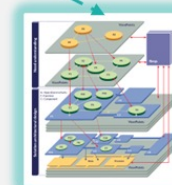
Interior-Lv1



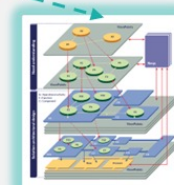
Exterior-Lv1



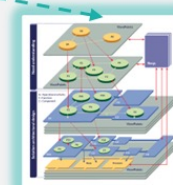
Seat-Lv1



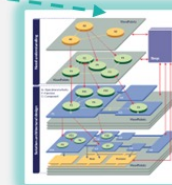
Chassis-Lv1



Electrical-Lv1



Power Electric-Lv1



Body Control Module-Lv1



OEM



Tier 1



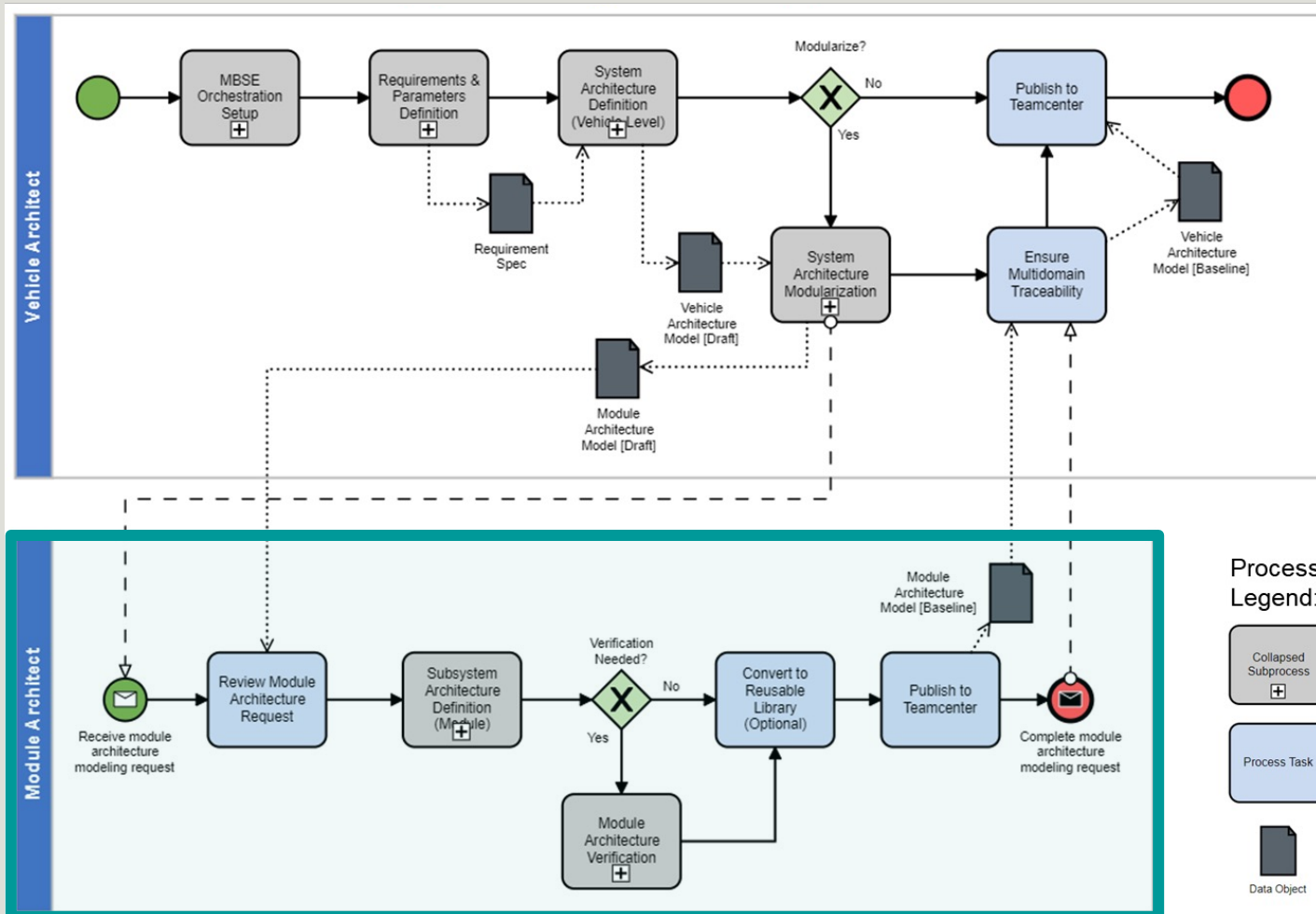
Tier 2

Most abstract

Least abstract  
(Level N)

## 5 Module Architecture Development

■ Unification ■ Optimization ■ Modularization



### Inputs:

- Module architecture draft
- Requirement / parameter traceability
- Module usage context

### Activities:

- Refine module architectures
- Create reusable module libraries
- Define module interfaces, assign generic module coding
- Save vehicle / module architectures in enterprise catalog
- Release module architecture

### Outputs:

- Baselined module architecture model (configurable)
- Model-based module interface definition
- Reusable libraries of module architectures

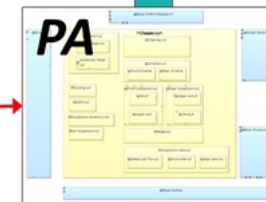
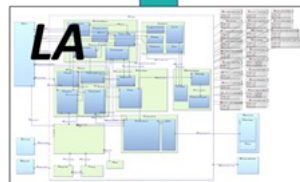
# Module Architecture Development



PBV – Lv 0



Chassis – Lv 1



Chassis module architecture definition

# Module Architecture Development

Teamcenter (Tc) interface showing the development of the Chassis module architecture.

**Navigation Path:** Chassis-Lv1 > Physical Architecture/A > Structure/A > Chassis

**Revision:** Global (Latest Working) | **Date:** Today | **Units:** None | **Variant:** No Variant Rule | **Expansion:** No Rule | **Owner:** Shashank Alai (sala)

**Element Tree:**

- Chassis-Lv1
  - System Analysis/A
  - Logical Architecture/A
  - Physical Architecture/A
    - Physical Functions/A
    - Capabilities/A
    - Interfaces/A
    - Data/A
    - Structure/A
      - Chassis** (Selected)
      - Chassis-Lv1
        - Rear Suspension-Lv2
        - Steering-Lv2
        - Intake-Lv2
        - Cooling-Lv2
        - Suspension Axle-Lv2

**Chassis Details (Name: Chassis/A)**

**Interfaces:**

- Body Control Module-Lv1
- Body Structure-Lv1
- Chassis Functions
- Driver
- Chassis

**Interface Table:**

| Element               | Source Port | Target Port | Owner    |
|-----------------------|-------------|-------------|----------|
| Acceleration Position | FIP 1       | FOP 1       | Shashank |
| APS-BCM               | BCM2        | PS1         | Shashank |
| APSensorCable         | BCM2        | APS1        | Shashank |

**Exchanged Data Table:**

| Exchange Items | Functional Exchanges | Interface Alignment |                |
|----------------|----------------------|---------------------|----------------|
| Name           | Revision             | ID                  | Release Status |
| APedalPos      | A                    | 173548              |                |
| Diagnostics    | A                    | 173552              |                |
| Status         | A                    | 173554              |                |
| ThrottleCtrl   | A                    | 173549              |                |

Model-based module interface definition in Teamcenter



Lessons Learned

# Conclusion & Observations

# Conclusion



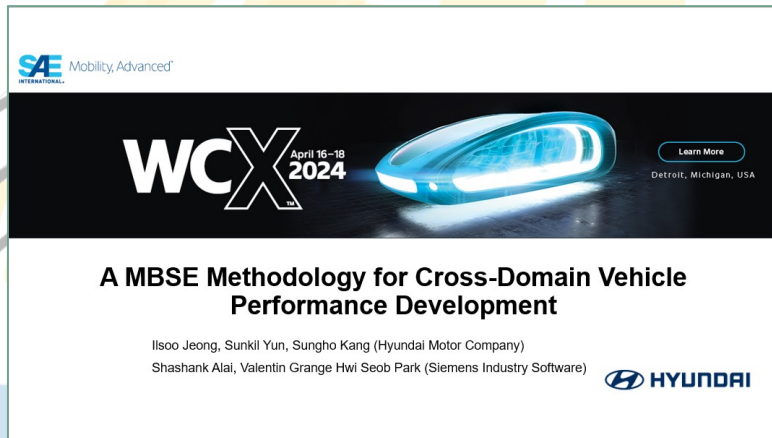
# Observations

- Modular architecture development a possible way to manage model development complexity
- Potential for module-based product line engineering
- Significant upfront architecture definition efforts needed for true ROI
- Pilot MBSE initiatives must extend beyond organizational silos
- When will MBSE-driven digital twins of entire product lines be a reality? Or will it?

# Related Publication



1. Yun, S., Alai, S., Kim, Y., Kim, T. K., Jo, J., Lee, D., & Baloh, M. (2024). Applying a System of Systems Perspective to Hyundai-Kia's Virtual Tire Development. *INSIGHT*, 27(1), 61-74. (Presented at INCOSE IS 2023, July 15-20, Honolulu, HI)



2. Jeong, I., Yun, S., Alai, S., Grange, V., Park, H., & Kang, S. (2024). An MBSE Methodology for Cross-Domain Vehicle Performance Development (No. 2024-01-2499). SAE Technical Paper. (Presented at SAE WCX 2024, April 16-18, Detroit, MI)

# Thank you!



**34<sup>th</sup>** Annual **INCOSE**  
international symposium

hybrid event

Dublin, Ireland  
July 2 - 6, 2024

[www.incose.org/symp2024](http://www.incose.org/symp2024)  
#INCOSEIS