

# Towards Model-Based Adoption for Requirements Elicitation in Railway – the Role of Collaborative and Participatory Modelling

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# Some history...

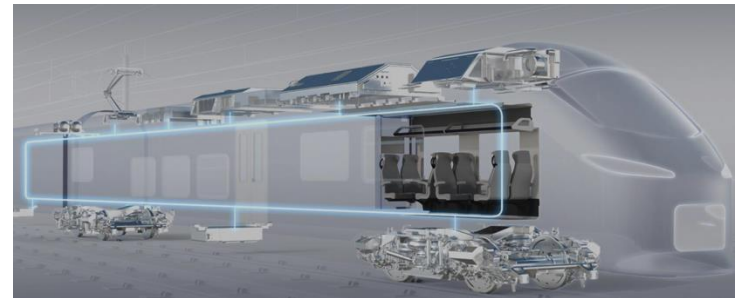


# Topic

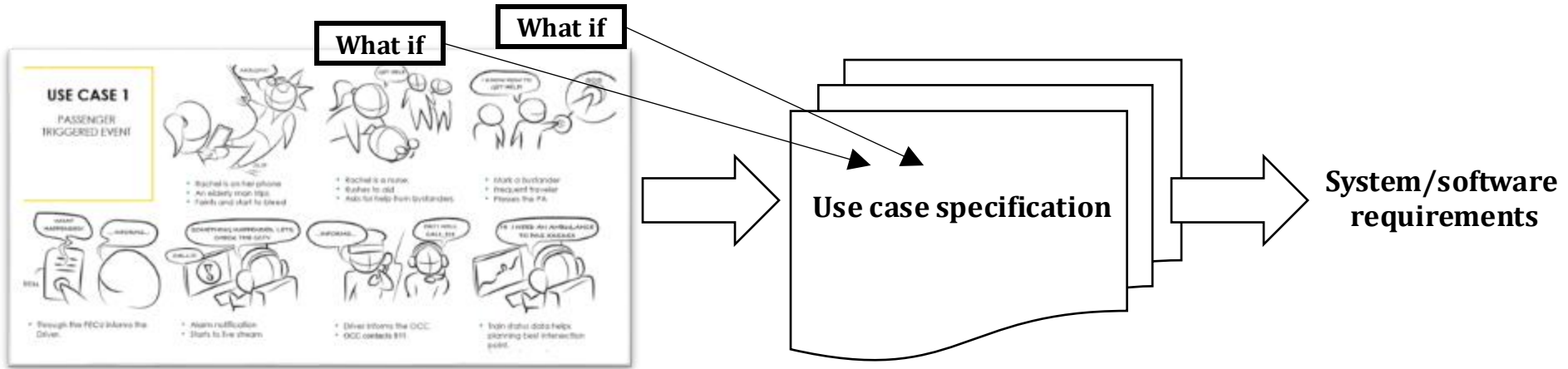
- Discuss context of potential implementation and adoption of model-based practice for managing and facilitating stakeholder collaboration and communication in systems engineering in a complex environment.
- Motivational example – requirements elicitation in railway vehicle engineering.
- Provide context for future research.

# Domain

- Railway vehicles are Cyber Physical System-of-Systems (CPSoS). A railway vehicle is composed of a range of complex subsystems, many of them characterized by a high degree of electromechanics – e.g. propulsion, brake, couplers, passenger doors.
- Railway vehicle use cases characterized by a wide range of different actors.
  - E.g. London Underground: +4000 trains, +3 million passengers/day, 3500 train operators, 14 maintenance depots
- Railway vehicle control achieved by combination of conventional relay logic and distributed embedded system – architecture featuring information, operational and safety control layers.
- Railway vehicles face high demands on operability, dependability, security, environmental conditions.
- Railway vehicles operate on unique legacy infrastructure – tracks, platforms, electrification system, signalling system, maintenance depots.







# Base scenarios + what-if scenarios → use case specifications → derived requirements



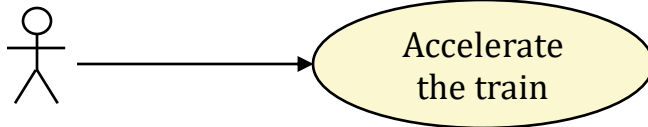
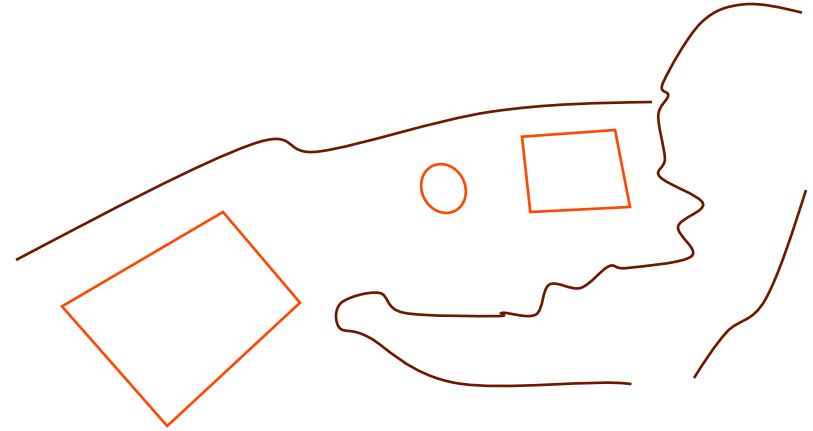
# Use cases in operation, goals and actor classes

- Grade of Automation 1- 4

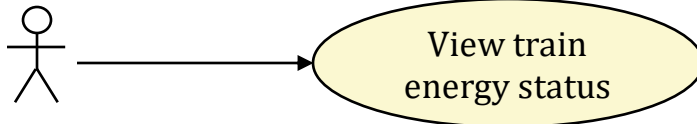
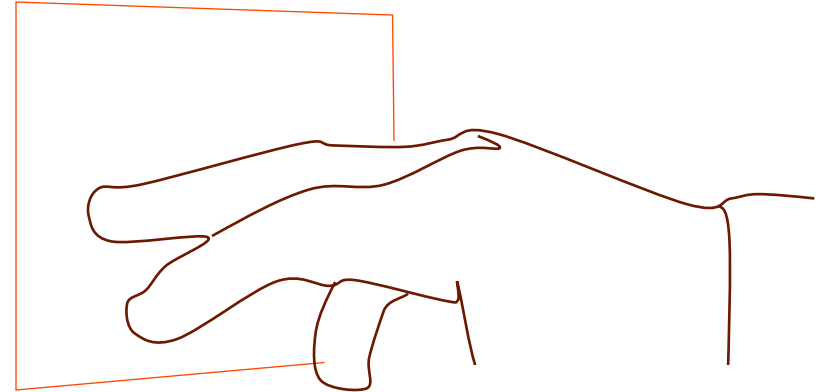
GRADE OF AUTOMATION	TRAIN OPERATION	SETTING TRAIN IN MOTION	DRIVING AND STOPPING	DOOR CLOSURE	OPERATION IN EVENT OF DISRUPTION
 <p><b>GoA 1</b></p>	Automatic Train Protection with Driver			<b>Driver</b>	
 <p><b>GoA 2</b></p>	Automatic Train Protection + Automatic Train Operation with Driver				
 <p><b>GoA 3</b></p>	Driverless Train Operation	<b>Automatic</b>		<b>Attendant</b>	
 <p><b>GoA 4</b></p>	Unattended Train Operation				

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# Scenario examples – Accelerate the train

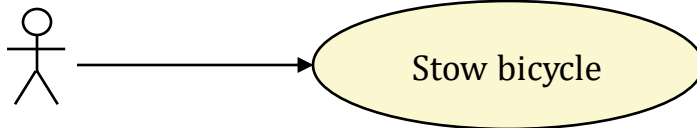
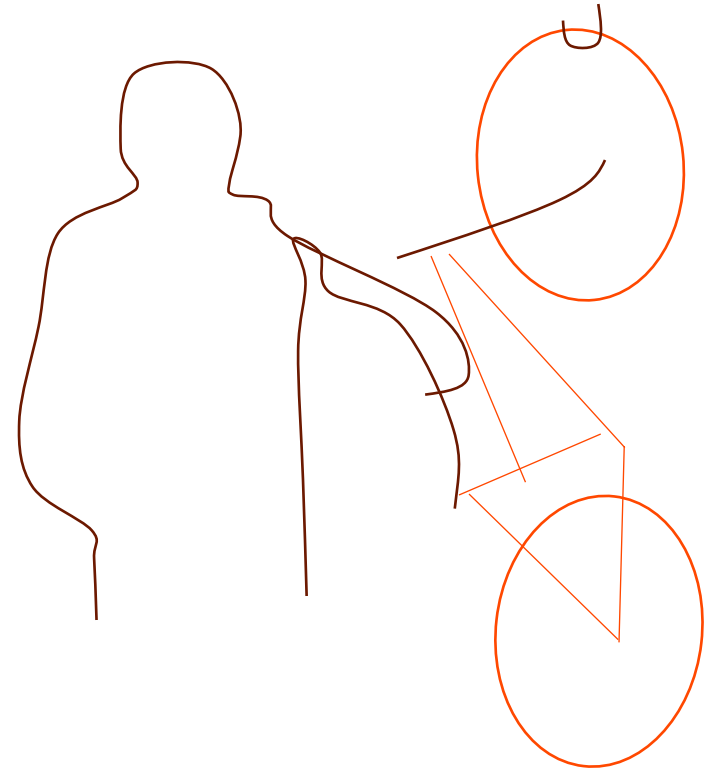


# Scenario examples – View train energy status





# Scenario examples – Stow bicycle



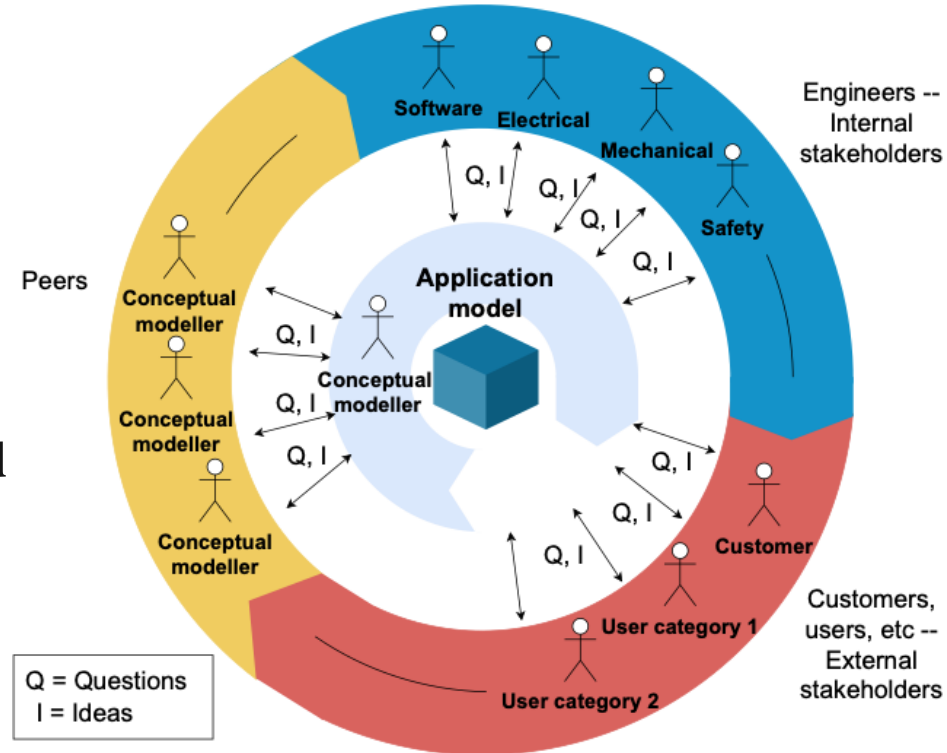
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# Organization

- Categories of collaborating participants involved in modelling:
  - Internal stakeholders
  - External stakeholders
  - Peers
- Global distribution of collaborating participants.
- The decomposition of the model reflects the organization of the modelling core team.

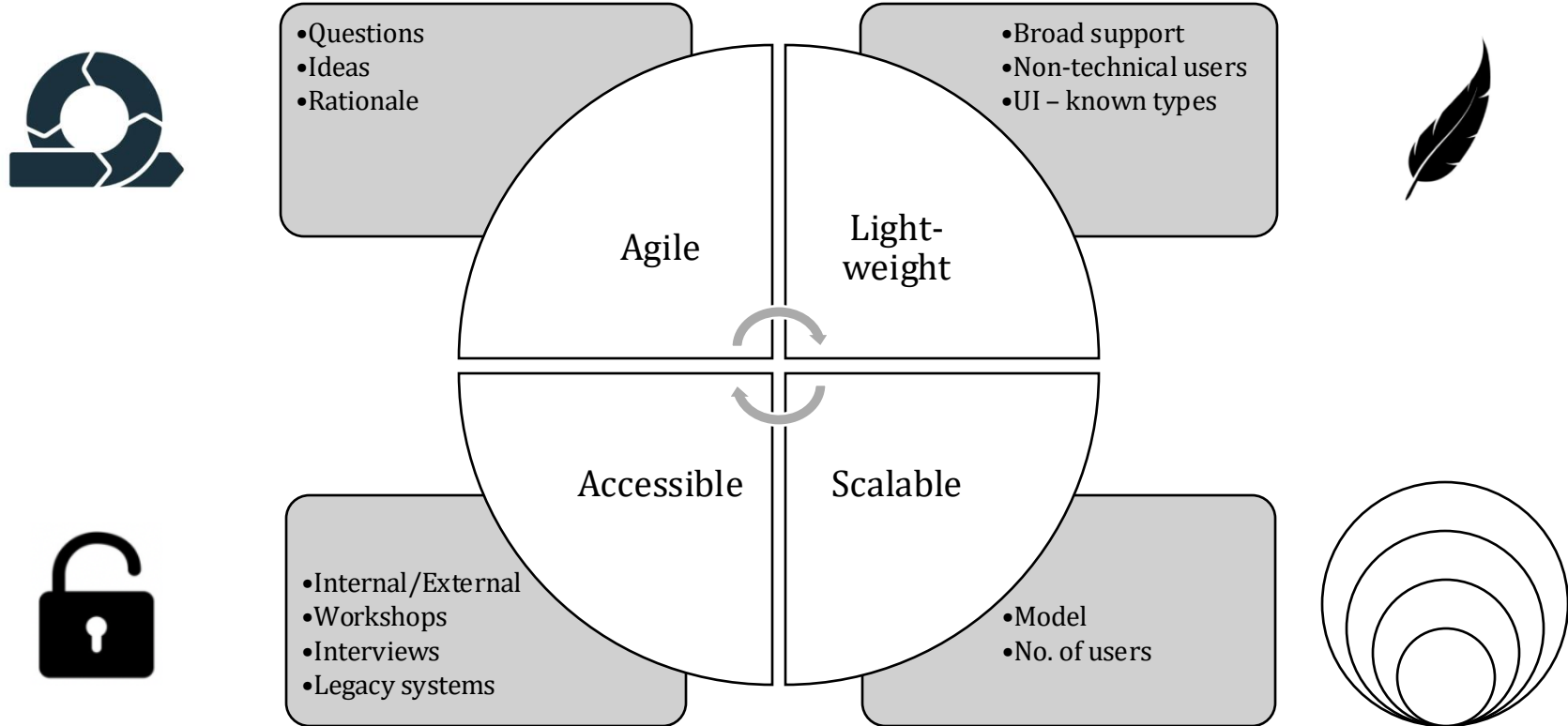
# Modelling process

- Iterative and incremental.
- Hybrid approach:
  - Plan-based
  - Agile elements
- Global distribution of the participants – virtual/hybrid meetings are necessary in all process stages.
- Negotiation of stakeholder needs
- Capture and record **questions (Q)** and **ideas (I)** during the process.
- Final output: Model including **Rationale**.



# Collaborative/participatory modelling approach – required characteristics

- *Accessible, agile, light-weight, scalable.*



Process	Work Breakdown Structure – WBS	User Interface		Reuse of Patterns
<b>Plan-based Agile elements Questions, Ideas, Rationale</b>	Model organization has impact	<b>Meetings</b> Virtual/ hybrid	<b>Meetings</b> Physical	Modelling with patterns in use case sequences
<b>Agile elements, e.g.</b> <ul style="list-style-type: none"> <li>•Kanban</li> <li>•Scrum</li> <li>•Feature-driven development – FDD</li> <li>•Behavior-driven development – BDD</li> <li>•Lean development</li> <li>•Adaptive software development – ASD</li> <li>•Crystal methods</li> <li>•Extreme programming – XP</li> <li>•Dynamic systems development method – DSDM</li> </ul>	<b>Use Case Model organization</b> <ul style="list-style-type: none"> <li>•Lifecycle-oriented</li> <li>•Actor-oriented</li> <li>•Goal-oriented</li>   <li>•Location-oriented</li> <li>•Event-oriented</li> <li>•State-oriented</li> <li>•Pattern-oriented</li> </ul>	<b>“Style” elements</b> <ul style="list-style-type: none"> <li>•MS 365</li> <li>•Forms</li> </ul> <p>-----</p> Tactile: <ul style="list-style-type: none"> <li>•Pen (pad)</li> <li>•Touch (pad)</li> </ul>	<b>“Style” elements</b> <ul style="list-style-type: none"> <li>•MS 365</li> <li>•Forms</li> </ul> <p>-----</p> Tactile: <ul style="list-style-type: none"> <li>•Pen (pad)</li> <li>•Touch (pad)</li> <li>•Whiteboard</li> <li>•Paper figures (e.g. SAP Scenes™)</li> </ul>	<b>Patterns (examples)</b> <ul style="list-style-type: none"> <li>•Success pattern</li> <li>•Detour pattern</li> <li>•Termination</li> <li>•Activation/Feedback pattern</li> <li>•Deactivation/Feedback pattern</li> <li>•Redundancy patterns               <ul style="list-style-type: none"> <li>- Cold standby</li> <li>- Warm standby</li> <li>- Hot standby</li> </ul> </li> <li>•Plausibility checking pattern</li> <li>•Trigger[guard]/action pattern</li> </ul>

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# Discussion

- Powerful modelling language is attractive but must be balanced against the need to involve every participant.
- Due to the diversity of needs, it is valuable to seek to engage experts from other disciplines. E.g. cognitive behavior experts, organization experts

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# Conclusion

- We discussed the perspective of modelling in early requirements engineering stage in a complex environment.
- We illustrated needs and challenges with a motivational example – railway vehicle systems engineering.
- We argue that the modelling environment should be accessible, agile, light-weight, and scalable.
- We have provided content for future research on collaborative and participatory modelling in complex, global context.

## Future work

- Define and study solutions for efficient collaborative and participatory modelling in requirements elicitation.
- We welcome collaboration with CoPaMo community.



Thankyou!

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Q & A