## Module 30, Architectural Reasoning Introduction

by Gerrit Muller University of South-Eastern Norway-NISE

e-mail: gaudisite@gmail.com

www.gaudisite.nl

#### **Abstract**

This module introduces Architectural Reasoning using Conceptual Modeling.

#### Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

April 3, 2023 status: draft version: 1.3



## SEMA System Modeling and Analysis Course

by Gerrit Muller University of South-Eastern Norway-NISE

e-mail: gaudisite@gmail.com

www.gaudisite.nl

#### **Abstract**

The SEMA course System Modeling and Analysis is a 5 day course. Core of the course is Architectural Reasoning Using Conceptual Modeling. This course uses the CAFCR+ model with 6 views. Qualities connect all views. Threads-of-reasoning capture the architectural reasoning across views and qualities. Conceptual models visualize and capture the context, the system and its design. Quantification is a means to make problem and solution space tangible.

#### Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

April 3, 2023 status: draft version: 0.5



# Course Program

day 1	introduction to modeling	exploring the case
day 2	sample customer space	functions and parts
day 3	customer space analysis	quantification and concepts
day 4	business and life cycle	integration and reasoning
day 5	modeling	wrap-up



### Preparation for the Course

During the SEMA course you work in teams of about 3 persons. Smaller teams (even single persons) are acceptable as well.

Every team preferably works on a real part of a system with some real development that goes on.

We start to model the status quo of the system and then we will model and analyze a change or addition that is being considered.

As preparation for the course I ask you the following:

- Look if the other participants are working on similar systems, such that you can work as team.
- Pick as team a system/component/function/project you will use during the course.
- For this system/component/function/project collect information about: who is the
  customer, what does the customer need, how is the system used, what technologies
  are used in the system, what are the main technological challenges et cetera. You do
  not have to be an expert when you come to the course, but you need to have some
  feeling for the system you will be working on during the course and presumably also in
  the 10 week project.
- If you are preparing your master project, then the master project case is probably a good option. This will boost your master project.



## Assignments during the Course

1. elevator Customer Realization unctional Conceptual **A**pplication **+** Life cycle objectives 2. exploring the case 3. story telling 5. dynamic behavior 4. use case 6. block diagram 7. context and workflow 9. budget based design 8 customer key driver graph 11. business plan 10. concept selection 12. change analysis 13. line of reasoning 14. thread of reasoning 15. quantified chain of models 16. credibility and accuracy



### Course Material Introduction

#### core

SEMA System Modeling and Analysis Course

http://www.gaudisite.nl/info/SEMAcourse.info.html

SEMA Basic Philosophy

http://www.gaudisite.nl/info/SEMAbasics.info.html

Physical Models of an Elevator

http://www.gaudisite.nl/info/ElevatorPhysicalModel.info.html

### optional

Teaching conceptual modeling at multiple system levels using multiple views

http://www.gaudisite.nl/CIRP2014\_Muller\_TeachingConceptualModeling.pdf

Understanding the human factor by making understandable visualizations

http://www.gaudisite.nl/info/UnderstandingHumanFactorVisualizations.info.html

Dynamic Range of Abstraction Levels in Architecting

http://www.gaudisite.nl/info/DynamicRangeAbstractionLevels.info.html



### Course Material CAFCR Scan

#### core

**SEMA Method Overview** 

http://www.gaudisite.nl/info/SEMAmethodOverviewSlides.pdf

Short introduction to basic "CAFCR" model

http://www.gaudisite.nl/info/BasicCAFCR.info.html

InitialCAFCRscan

http://www.gaudisite.nl/info/InitialCAFCRscan.info.html

#### optional

Architectural Reasoning Explained

http://www.gaudisite.nl/ArchitecturalReasoningBook.pdf

**Architectural Reasoning** 

http://www.gaudisite.nl/ArchitecturalReasoning.html

**Iteration How To** 

http://www.gaudisite.nl/info/IterationHowTo.info.html

Modeling and Analysis: Iteration and Time-boxing

http://www.gaudisite.nl/info/MAiterationAndTimeboxing.info.html



## Course Material Sample CA

#### core

Story How To

http://www.gaudisite.nl/info/StoryHowTo.info.html

Use Case How To

http://www.gaudisite.nl/info/UseCases.info.html

optional

Story Telling in Medical Imaging

http://www.gaudisite.nl/info/MIstories.info.html



## Course Material Design Fundamentals

#### core

System Partitioning Fundamentals

http://www.gaudisite.nl/info/SystemPartitioningFundamentals.info.html

optional

Basic Working Methods of a System Architect

http://www.gaudisite.nl/info/BasicWorkingMethodArchitect.info.html

SubSea Modeling Example

http://www.gaudisite.nl/SubSeaModelingExampleSlides.pdf



## Course Material Customer Space Analysis

#### core

Methods to Explore the Customer Perspective

http://www.gaudisite.nl/info/MethodsToExploreTheCustomerPerspective.info.html

**Key Drivers How To** 

http://www.gaudisite.nl/info/KeyDriversHowTo.info.html

optional

Medical Imaging Workstation: CAF Views

http://www.gaudisite.nl/info/MlviewsCAF.info.html



### Course Material Conceptual Design

#### core

Modeling and Analysis: Budgeting

http://www.gaudisite.nl/info/MAbudgeting.info.html

Concept Selection, Set Based Design and Late Decision Making

http://www.gaudisite.nl/info/ConceptSelectionSetBased.info.html

optional

The Tool Box of the System Architect

http://www.gaudisite.nl/info/ToolBoxSystemArchitect.info.html



### Course Material Business and Life Cycle

#### core

Simplistic Financial Computations for System Architects.

http://www.gaudisite.nl/info/SimplisticFinancialComputations.info.html

Modeling and Analysis: Life Cycle Models

http://www.gaudisite.nl/info/MAlifeCycle.info.html

### optional

How to present architecture issues to higher management

http://www.gaudisite.nl/info/ArchitectManagementInteraction.info.html



### Course Material Integration and Reasoning

#### core

Qualities as Integrating Needles

http://www.gaudisite.nl/info/QualityNeedles.info.html

Threads of Reasoning

http://www.gaudisite.nl/info/ThreadsOfReasoning.info.html

Threads of reasoning illustrated by medical imaging case

http://www.gaudisite.nl/PresentationMITORSlides.pdf



## Course Material Modeling

#### core

Modeling and Analysis: Reasoning Approach

http://www.gaudisite.nl/info/MAreasoningApproach.info.html

Modeling and Analysis: Analysis

http://www.gaudisite.nl/info/MAanalysis.info.html

optional

Modeling and Analysis: Measuring

http://www.gaudisite.nl/info/MAmeasuring.info.html

**ASP Python Exercise** 

http://www.gaudisite.nl/info/ASPpythonExercise.info.html



### Course Material Wrap-up

#### core

Consolidating Architecture Overviews

http://www.gaudisite.nl/info/ConsolidatingArchitectureOverviewsSlides.pdf

SEMA Homework Assignment

http://www.gaudisite.nl/info/SEMAhomeworkAssigmentSlides.pdf

### optional

Guidelines for Visualization

http://www.gaudisite.nl/info/VisualizationGuidelines.info.html

Granularity of Documentation

http://www.gaudisite.nl/info/DocumentationGranularity.info.html

**Light Weight Review Process** 

http://www.gaudisite.nl/info/LightWeightReview.info.html

Cookbook A3 Architecture Overview by Daniel Borches

http://www.gaudisite.nl/BorchesCookbookA3architectureOverview.pdf

How to Create an Architecture Overview

http://www.gaudisite.nl/info/OverviewHowTo.info.html



Gerrit Muller

### SEMA Basic Philosophy

by Gerrit Muller University of South-Eastern Norway-NISE

e-mail: gaudisite@gmail.com

www.gaudisite.nl

#### **Abstract**

This presentation explains the basic philosophy behind the SEMA course. The SEMA course in the first place is a course that provides an approach to architectural reasoning. Core to architectural reasoning is the ability to make conceptual models and to use them in conjunction. The course discusses how to make conceptual mdoels, how to get input, and how to use them for analysis. Modeling is put in broader perspective, such as model evolution, simuation, and validation.

#### Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

April 3, 2023 status: draft version: 0.3



### You will mostly be working!

One Case during the course and the home work assigment

Work in teams if possible

Select a case close to your day-to-day practice

### **Learning by Doing**

Some theory, apply on case

Case = System of interest + developing organization + some innovative change

Choice of case is critical!



### Our Primary Interest

developing organization

architect

system of interest



### Context, Zoom-out and Zoom-in

customer organization

developing organization

architect

supplier organization

super system

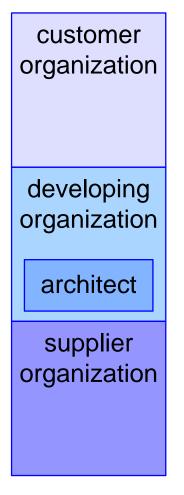
system of interest

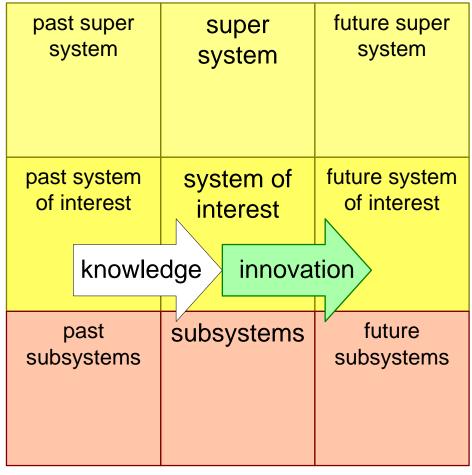
subsystems



### Adding the Time Dimension

# past current future

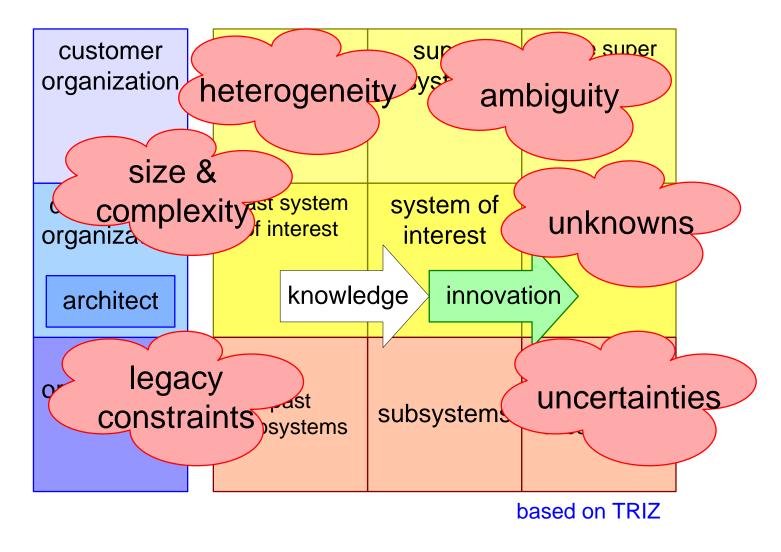




based on TRIZ

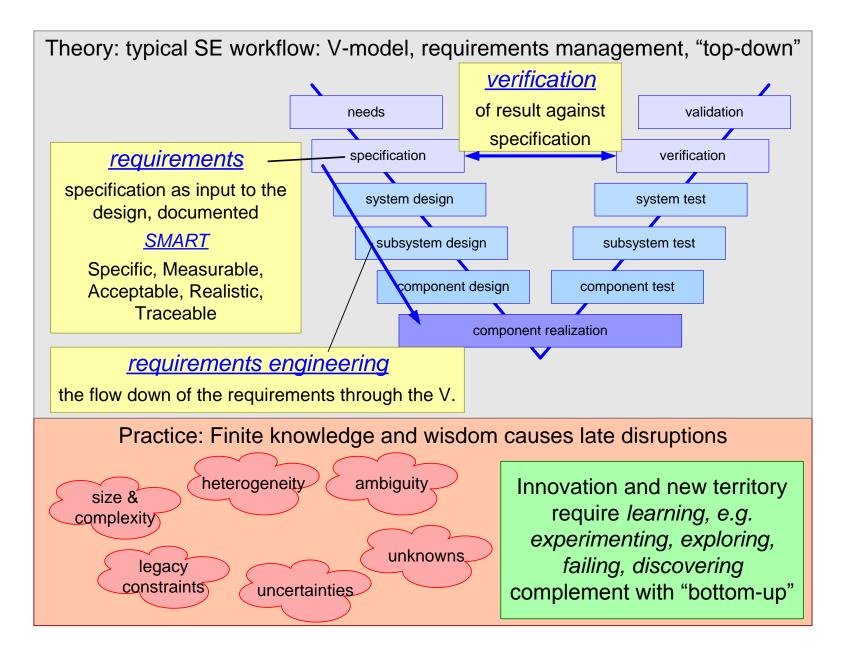


# past current future





### From Theory to Practice

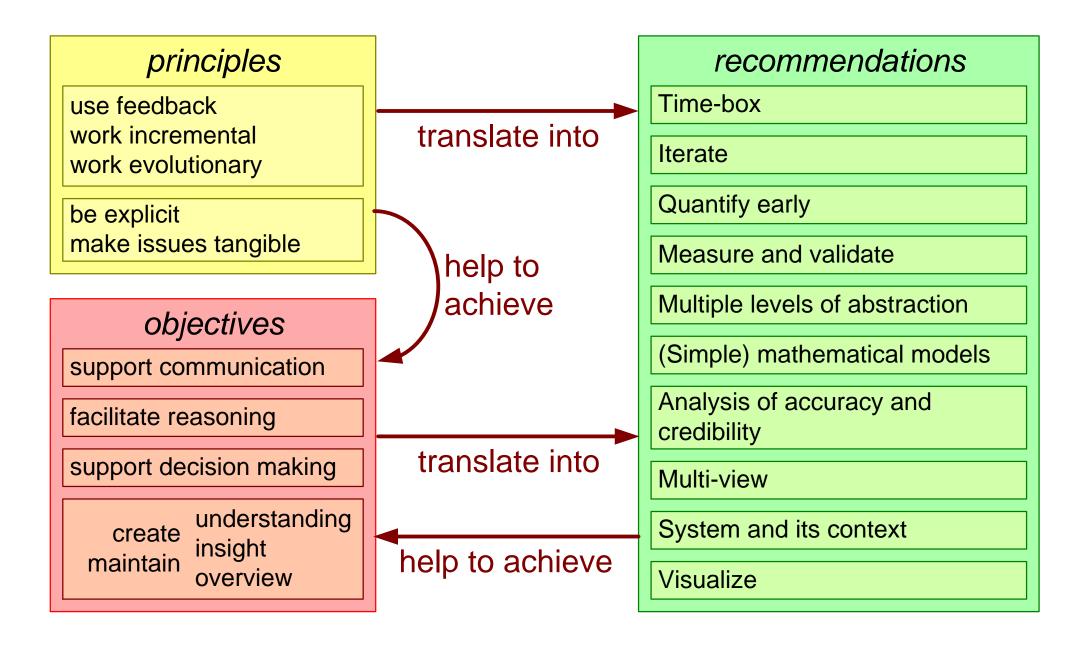


version: 0.3 April 3, 2023

**SEMABtheorySE** 

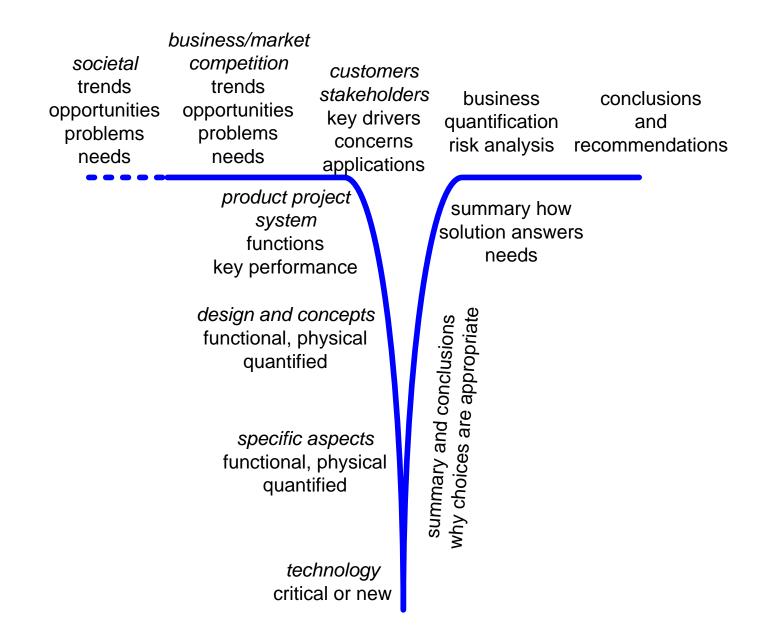


### Recommendations as Common Thread





## Final Delivery: Presentation to Top Management





### Project Overview How To

by Gerrit Muller USN-SE

e-mail: gaudisite@gmail.com

www.gaudisite.nl

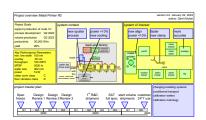
#### **Abstract**

A project overview shows the overview of a project on a single slide or sheet. The overview helps the team to share the same understanding of scope, objectives, and timeline.

#### Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

April 3, 2023 status: draft version: 0.2



### **Project Overview Canvas**

#### Project Title

meta information, e.g. version, date author, owner

#### Project Goals

specific and quantified

#### system context

- visualization (drawing, block diagram, 3D model, or photo) of the system context
- indication of changes in the context

#### system of interest

- visualization (drawing, block diagram, 3D model, or photo) of the system
- indication of changes in the system of interest

#### Key Performance Parameters

specific and quantified

#### project master plan with timeline

- timeline with 5 to 10 milestones, especially deliverables
- specific and quantified

#### optional information, e.g.

- enabling systems
- stakeholders
- external or internal interfaces
- constraints, e.g. applicable legislation



### **Example Project Overview**

#### Project overview Metal Printer R2

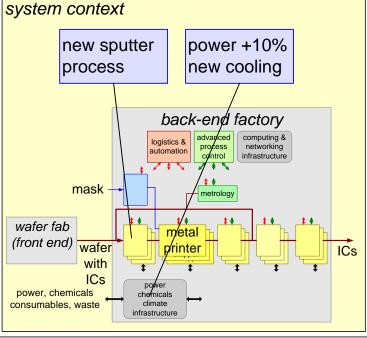
version 2.0. January 22, 2023 author: Gerrit Muller

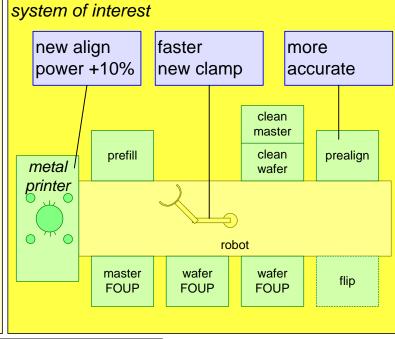
Project Goals
support production of node 1C
process development Q2 2022
volume production Q2 2023
productivity 30,000 W/m

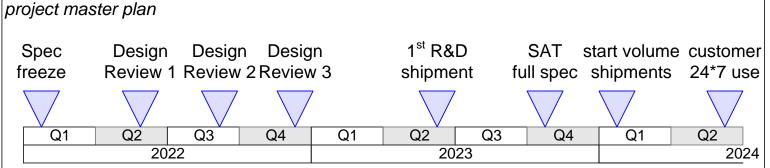
yield 95%

### Key Performance Parameters

min. line width 100 nm overlay 30 nm throughput 100 WPH MTBF 2000 hr wafer size 300 mm power 5 kW clean room class C floor vibration class D







changing enabling systems conditioned transport calibration wafers calibration metrology



### **Project Overview Canvas**

#### Project Title

meta information, e.g. version, date author, owner

#### Work Breakdown Structure

- visualization
- builds upon the Product Breakdown Structure

#### Project Master Plan

PERT plan with major milestones

#### project organization

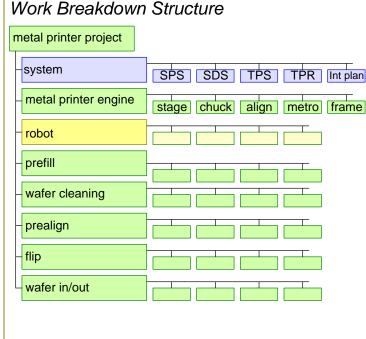
- allocation of roles
- specific additions or deviations

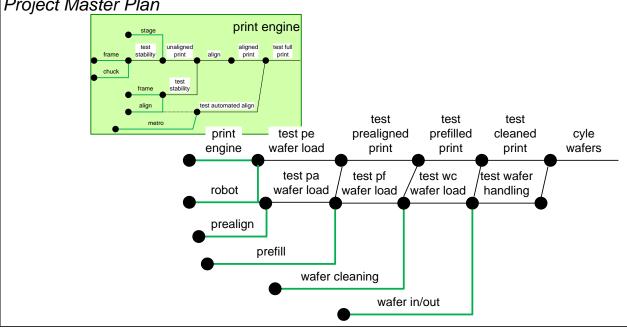


### **Example Project Overview**

 Metal Printer
 version 0.1, 2023-02-11 author: Gerrit Muller

 Work Breakdown Structure
 Project Master Plan





project organization

Project Leader: P.L. Eader

Product Manager: P.M. Anager

Architect: Archie Tect



### **Case Selection**

Determine the system of interest

Define your organization

Determine an innovative change to be architected



## Sketch the System-of-Interest

### Sketch the System-of-Interest in its context

- Show some of the internals of the system-of-interest
- Indicate the boundary of the system-of-interest



### Physical Models of an Elevator

by Gerrit Muller University of South-Eastern Norway-NISE

e-mail: gaudisite@gmail.com

www.gaudisite.nl

#### **Abstract**

An elevator is used as a simple system to model a few physical aspects. We will show simple kinematic models and we will consider energy consumption. These low level models are used to understand (physical) design considerations. Elsewhere we discuss higher level models, such as use cases and throughput, which complement these low level models.

#### Distribution

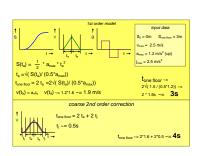
This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

April 3, 2023

status: preliminary

draft

version: 0.4



### **Learning Goals**

#### To understand the need for

- various views, e.g. physical, functional, performance
- mathematical models
- quantified understanding
- assumptions (when input data is unavailable yet) and later validation
- various visualizations, e.g. graphs
- understand and hence model at multiple levels of abstraction
- starting simple and expanding in detail, views, and solutions gradually, based on increased insight

To see the value and the limitations of these conceptual models

To appreciate the complementarity of conceptual models to other forms of modeling, e.g. problem specific models (e.g. structural or thermal analysis), SysML models, or simulations



# warning

This presentation starts with a trivial problem.

Have patience!

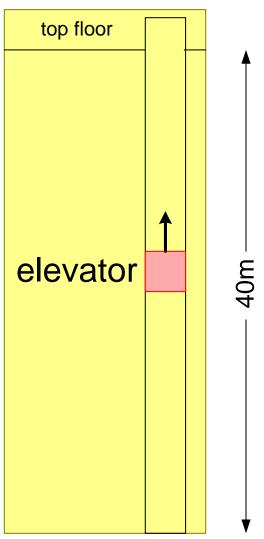
Extensions to the trivial problem are used to illustrate many different modeling aspects.

Feedback on correctness and validity is appreciated



### The Elevator in the Building

### building



inhabitants want to reach their destination fast and comfortable

building owner and service operator have economic constraints: space, cost, energy, ...



# Elementary Kinematic Formulas

$$S_t$$
 = position at time t

$$v = \frac{dS}{dt}$$

$$v_t$$
 = velocity at time t

 $a_t$  = acceleration at time t

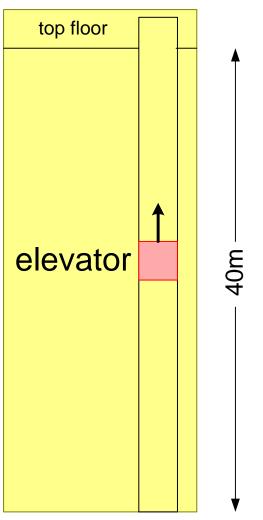
 $j_t$  = jerk at time t

Position in case of uniform acceleration:

$$S_t = S_0 + v_0 t + \frac{1}{2} a_0 t^2$$

### **Initial Expectations**

### building



What values do you expect or prefer for these quantities? Why?

 $t_{top\ floor} = time\ to\ reach\ top\ floor$ 

 $v_{max}$  = maximum velocity

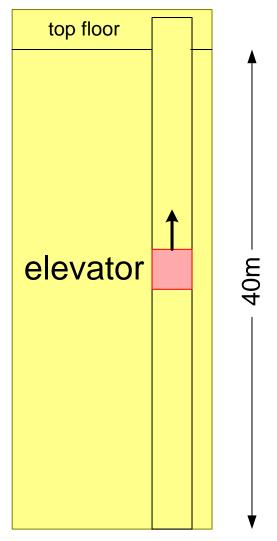
 $a_{max} = maximum acceleration$ 

 $j_{max} = maximum jerk$ 



## Initial Estimates via Googling

### building



#### Google "elevator" and "jerk":

$$t_{top floor} \sim = 16 s$$

 $v_{max} \sim = 2.5 \text{ m/s}$ 

 $a_{max} \sim = 1.2 \text{ m/s}^2 \text{ (up)}$ 

relates to motor design and energy consumption

 $j_{max} \sim = 2.5 \text{ m/s}^3$  relates to control design

humans feel changes of forces high jerk values are uncomfortable

12% of gravity;

weight goes up

numbers from: http://www.sensor123.com/vm\_eva625.htm CEP Instruments Pte Ltd Singapore



## Exercise Time to Reach Top Floor Kinematic

#### input data

$$S_0 = 0m \qquad \qquad S_t = 40m$$

$$v_{max} = 2.5 \text{ m/s}$$

$$a_{max} = 1.2 \text{ m/s}^2 \text{ (up)}$$

$$i_{max} = 2.5 \text{ m/s}^3$$

#### elementary formulas

$$v = -\frac{dS}{dt}$$
  $a = -\frac{dv}{dt}$   $j = -\frac{da}{dt}$ 

Position in case of uniform acceleration:

$$S_t = S_0 + v_0 t + \frac{1}{2} a_0 t^2$$

#### exercises

 $t_{top\ floor}$  is time needed to reach top floor without stopping

Make a model for t<sub>top floor</sub> and calculate its value

Make 0<sup>e</sup> order model, based on constant velocity

Make 1<sup>e</sup> order model, based on constant acceleration

What do you conclude from these models?



## Models for Time to Reach Top Floor

#### input data

$$S_0 = 0m$$
  $S_{top floor} = 40m$ 

$$v_{max} = 2.5 \text{ m/s}$$

$$a_{max} = 1.2 \text{ m/s}^2 \text{ (up)}$$

$$j_{max} = 2.5 \text{ m/s}^3$$

#### elementary formulas

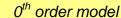
$$v = \frac{dS}{dt}$$

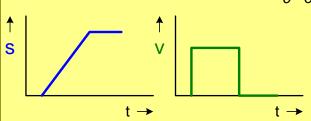
$$a = \frac{dv}{dt}$$

$$j = \frac{da}{dt}$$

Position in case of uniform acceleration:

$$S_t = S_0 + v_0 t + \frac{1}{2} a_0 t^2$$

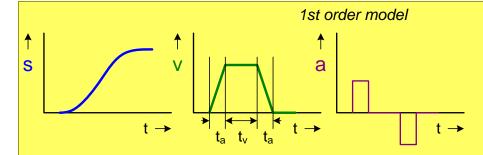




$$S_{top floor} = v_{max} * t_{top floor}$$

$$t_{top floor} = S_{top floor} / v_{max}$$

$$t_{top\ floor} = 40/2.5 = 16s$$



$$t_a \sim 2.5/1.2 \sim 2s$$

$$S(t_a) \sim = 0.5 * 1.2 * 2^2$$

$$S(t_a) \sim = 2.4 m$$

$$t_v \sim = (40-2*2.4)/2.5$$

$$t_{v} \sim = 14s$$

$$t_{top floor} \sim = 2 + 14 + 2$$

$$t_{top\ floor} \sim = 18s$$

$$t_{top floor} = t_a + t_v + t_a$$
  $S_{linear} = S_{top floor} - 2 * S(t_a)$ 

$$t_a = v_{max} / a_{max}$$

$$S(t_a) = \frac{1}{2} * a_{max} * t_a$$

$$t_v = S_{linear} / v_{max}$$



## Conclusions Move to Top Floor

### **Conclusions**

v<sub>max</sub> dominates traveling time

The model for the large height traveling time can be simplified into:

$$t_{travel} = S_{travel} / v_{max} + (t_a + t_j)$$



### Exercise Time to Travel One Floor

#### input data

$$S_0 = 0m$$
  $S_{top floor} = 40m$ 

$$v_{max} = 2.5 \text{ m/s}$$

$$a_{max} = 1.2 \text{ m/s}^2 \text{ (up)}$$

$$j_{max} = 2.5 \text{ m/s}^3$$

#### elementary formulas

$$v = -\frac{dS}{dt}$$
  $a = -\frac{dv}{dt}$   $j = -\frac{da}{dt}$ 

Position in case of uniform acceleration:

$$S_t = S_0 + v_0 t + \frac{1}{2} a_0 t^2$$

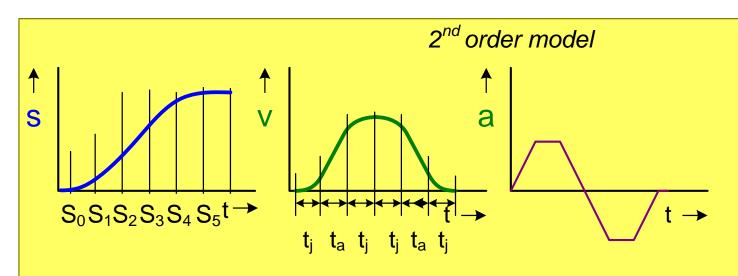
#### exercise

Make a model for tone floor and calculate it

What do you conclude from this model?



## 2nd Order Model Moving One Floor



#### input data

$$S_0 = 0m$$

$$S_{one floor} = 3m$$

$$v_{max} = 2.5 \text{ m/s}$$

$$a_{max} = 1.2 \text{ m/s}^2 \text{ (up)}$$

$$j_{max} = 2.5 \text{ m/s}^3$$

$$t_{one floor} = 2 t_a + 4 t_j$$

$$t_j = a_{max} / j_{max}$$

$$S_1 = 1/6 * j_{max} t_j^3$$

$$v_1 = 0.5 j_{max} t_j^2$$

$$S_2 = S_1 + v_1 t_a + 0.5 a_{max} t_a^2$$

$$V_2 = V_1 + a_{\text{max}} t_a$$

$$S_3 = S_2 + v_2 t_j + 0.5 a_{max} t_j^2 - 1/6 j_{max} t_j^3$$

$$S_3 = 0.5 S_t$$

$$t_i \sim 1.2/2.5 \sim 0.5$$
s

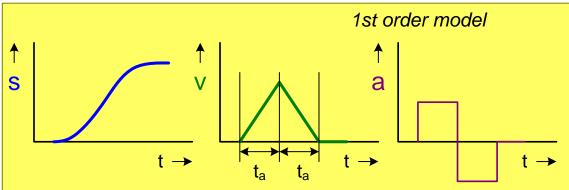
$$S_1 \sim 1/6 * 2.5 * 0.5^3 \sim 0.05 m$$

$$v_1 \sim 0.5 * 2.5 * 0.5^2 \sim 0.3 m/s$$

## et cetera



## 1st Order Model Moving One Floor



$$S(t_a) = \frac{1}{2} * a_{max} * t_a^2$$

$$t_a = \sqrt{(S(t_a)/(0.5^*a_{max}))}$$

$$t_{one floor} = 2 t_a = 2\sqrt{(S(t_a)/(0.5*a_{max}))}$$

$$V(t_a) = a_m t_a$$
  $V(t_a) \sim 1.2 \cdot 1.6 \sim 1.9 \text{ m/s}$ 

#### input data

$$S_0 = 0m$$
  $S_{one floor} = 3m$ 

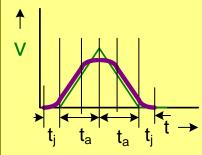
$$v_{max} = 2.5 \text{ m/s}$$

$$a_{max} = 1.2 \text{ m/s}^2 \text{ (up)}$$

$$j_{max} = 2.5 \text{ m/s}^3$$

tone floor ~= 
$$2\sqrt{(1.5/(0.5*1.2))}$$
 ~=  $2*1.6s$  ~= **3s**

#### coarse 2nd order correction



$$t_{one floor} = 2 t_a + 2 t_j$$

$$t_i \sim = 0.5s$$

$$t_{one floor} \sim 2*1.6 + 2*0.5 \sim 4$$

### **Conclusions**

a<sub>max</sub> dominates travel time

The model for small height traveling time can be simplified into:

$$t_{travel} = 2 \sqrt{(S_{travel}/0.5 a_{max}) + t_j}$$



### **Exercise Elevator Performance**

#### exercise

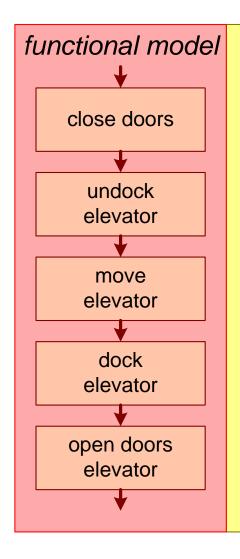
Make a model for t<sub>top floor</sub>

Take door opening and docking into account

What do you conclude from this model?



### **Elevator Performance Model**



#### performance model

$$t_{top floor} = t_{close} + t_{undock} + t_{move} + t_{dock} + t_{open}$$

#### assumptions

$$t_{close} \sim = t_{open} \sim = 2s$$

$$t_{undock} \sim = 1s$$

$$t_{dock} \sim = 2s$$

$$t_{\text{move}} \sim = 18s$$

#### outcome

$$t_{top floor} \sim = 2 + 1 + 18 + 2 + 2$$

$$t_{top floor} \sim = 25s$$



## Conclusions Performance Model Top Floor

### **Conclusions**

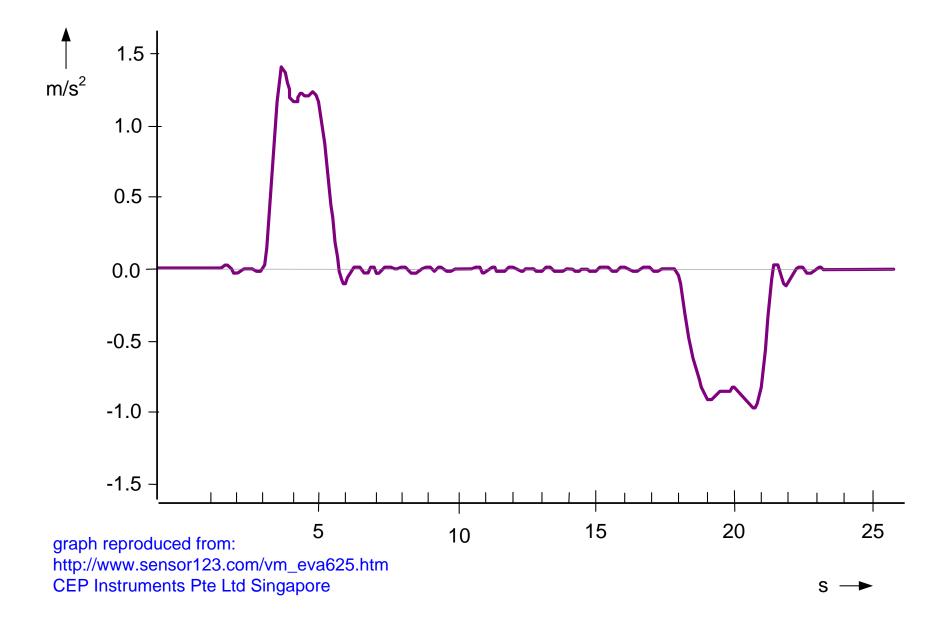
The time to move is dominating the traveling time.

Docking and door handling is significant part of the traveling time.

$$t_{top\ floor} = t_{travel} + t_{elevator\ overhead}$$



### Measured Elevator Acceleration





## Theory versus Practice

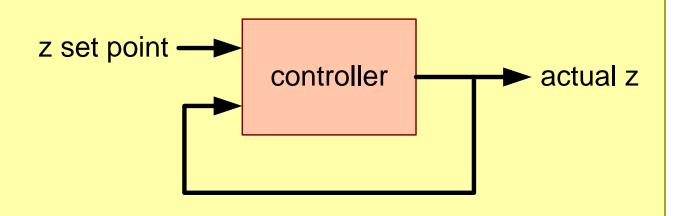
### What did we ignore or forget?

acceleration: up <> down 1.2 m/s<sup>2</sup> vs 1.0 m/s<sup>2</sup>

slack, elasticity, damping et cetera of cables, motors....

controller impact

. . . . .





### Exercise Time to Travel One Floor

### exercise

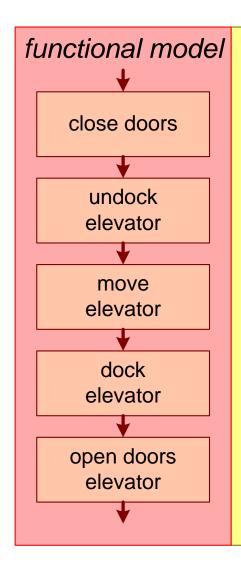
Make a model for tone floor

Take door opening and docking into account

What do you conclude from this model?



### **Elevator Performance Model**



#### performance model one floor (3m)

$$t_{\text{one floor}} = t_{\text{close}} + t_{\text{undock}} + t_{\text{move}} + t_{\text{dock}} + t_{\text{open}}$$

#### assumptions

$$t_{close} \sim = t_{open} \sim = 2s$$

$$t_{undock} \sim = 1s$$

$$t_{dock} \sim = 2s$$

$$t_{\text{move}} \sim = 4s$$

#### outcome

$$t_{one floor} \sim = 2 + 1 + 4 + 2 + 2$$

$$t_{one floor} \sim = 11 S$$



### Conclusions Performance Model One Floor

### **Conclusions**

Overhead of docking and opening and closing doors is dominating traveling time.

Fast docking and fast door handling has significant impact on traveling time.

$$t_{\text{one floor}} = t_{\text{travel}} + t_{\text{elevator overhead}}$$



### **Exercise Time Line**

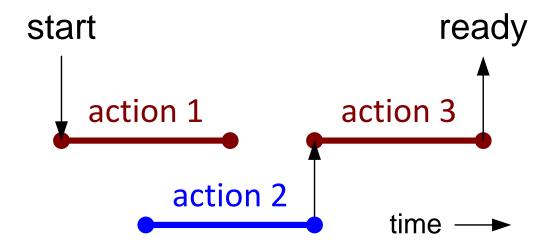
#### Exercise

Make a time line of people using the elevator.

Estimate the time needed to travel to the top floor.

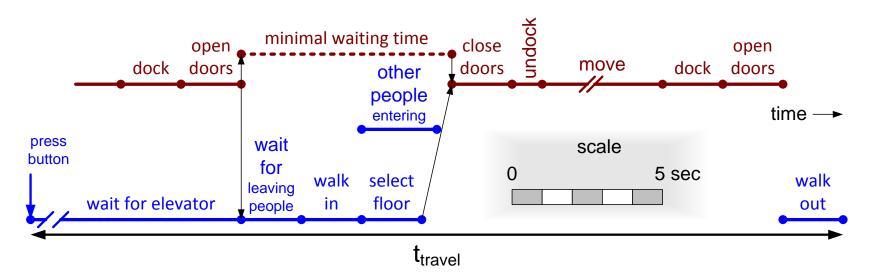
Estimate the time needed to travel one floor.

What do you conclude?





## Time Line; Humans Using the Elevator



#### assumptions human dependent data

 $t_{wait for elevator} = [0..2 minutes]$  depends heavily on use

 $t_{wait for leaving people} = [0..20 seconds] idem$ 

 $t_{\text{walk in}} \sim = t_{\text{walk out}} \sim = 2 \text{ s}$ 

 $t_{\text{select floor}} \sim = 2 \text{ s}$ 

#### assumptions additional elevator data

t<sub>minimal waiting time</sub> ~= 8s

 $t_{\text{travel top floor}} \sim = 25s$ 

 $t_{\text{travel one floor}} \sim = 11s$ 

#### outcome

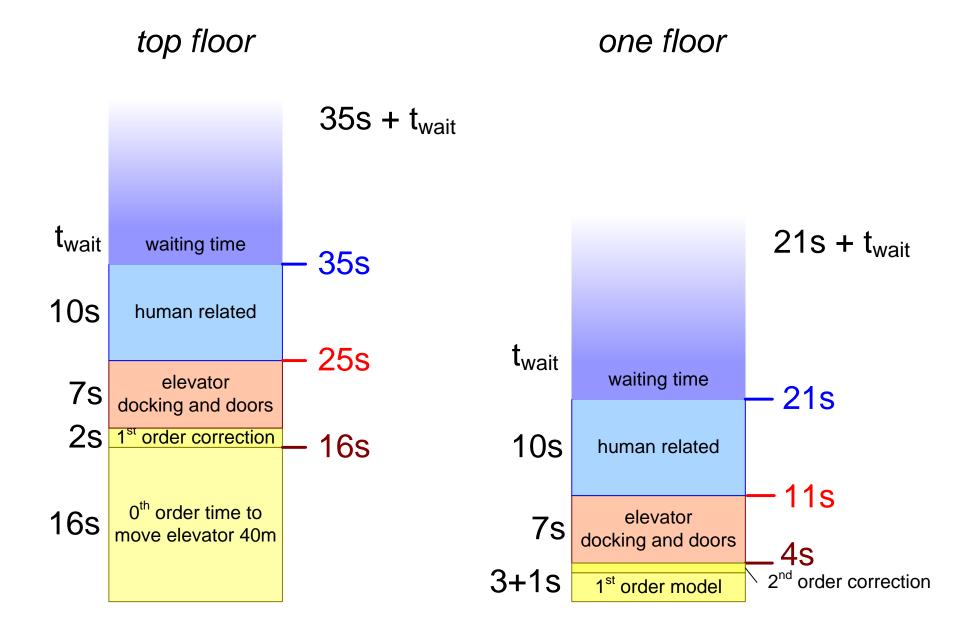
$$t_{\text{top floor}} = t_{\text{minimal waiting time}} + \\ t_{\text{walk out}} + t_{\text{travel top floor}} + t_{\text{wait}}$$

$$t_{\text{one floor}} \sim = 8 + 2 + 11 + t_{\text{wait}}$$
  
 $\sim = 21 \text{ s} + t_{\text{wait}}$ 

$$t_{top floor} \sim = 8 + 2 + 25 + t_{wait}$$
  
 $\sim = 35 \text{ S} + t_{wait}$ 



### Overview of Results for One Elevator





### **Conclusions**

The human related activities have significant impact on the end-to-end time.

The waiting times have significant impact on the end-to-end time and may vary quite a lot.

 $t_{end-to-end} = t_{human \ activities} + t_{wait} + t_{elevator \ travel}$ 



## **Exercise Energy and Power**

#### Exercise

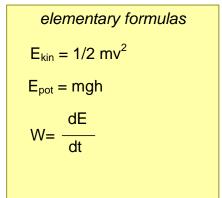
Estimate the energy consumption and the average and peak power needed to travel to the top floor.

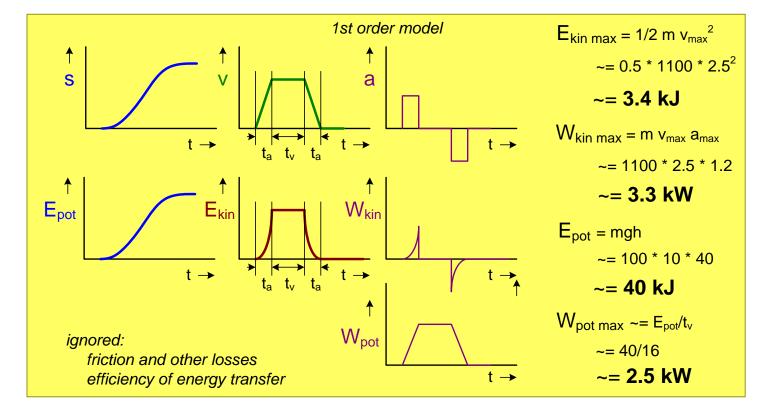
What do you conclude?



## **Energy and Power Model**

	input data
$S_0 = 0m$	$S_t = 40 \text{m}$
$v_{max} = 2.5 \text{ m/s}$	m <sub>elevator</sub> = 1000 Kg (incl counter weight)
$a_{max} = 1.2 \text{ m/s}^2 \text{ (up)}$	m <sub>passenger</sub> = 100 Kg
$j_{max} = 2.5 \text{ m/s}^3$	1 passenger going up
$g = 10 \text{ m/s}^2$	





## **Energy and Power Conclusions**

#### **Conclusions**

E<sub>pot</sub> dominates energy balance

W<sub>pot</sub> is dominated by v<sub>max</sub>

W<sub>kin</sub> causes peaks in power consumption and absorption

W<sub>kin</sub> is dominated by v<sub>max</sub> and a<sub>max</sub>

 $E_{kin max} = 1/2 \text{ m } v_{max}^2$ ~= 0.5 \* 1100 \* 2.5<sup>2</sup>  $\sim = 3.4 \text{ kJ}$  $W_{kin max} = m v_{max} a_{max}$ ~= 1100 \* 2.5 \* 1.2 ~= 3.3 kW  $E_{pot} = mgh$ ~= 100 \* 10 \* 40 ~= 40 kJ  $W_{pot max} \sim = E_{pot}/t_v$ ~= 40/16  $\sim = 2.5 \text{ kW}$ 



### Exercise Qualities and Design Considerations

### Exercise

What other qualities and design considerations relate to the kinematic models?



## Conclusions Qualities and Design Considerations

Examples of other qualities and design considerations safety V<sub>max</sub>  $V_{max}$ ,  $a_{max}$ ,  $i_{max}$ acoustic noise cage obstacles cause mechanical vibrations V<sub>max</sub>, a<sub>max</sub>, j<sub>max</sub> vibrations air flow operating life, maintenance duty cycle,?



### applicability in other domains

kinematic modeling can be applied in a wide range of domains:

transportation systems (trains, busses, cars, containers, ...)

wafer stepper stages

health care equipment patient handling

material handling (printers, inserters, ...)

MRI scanners gradient generation

. . .



## **Exercise Multiple Users**

#### Exercise

Assume that a group of people enters the elevator at the ground floor. On every floor one person leaves the elevator.

What is the end-to-end time for someone traveling to the top floor?

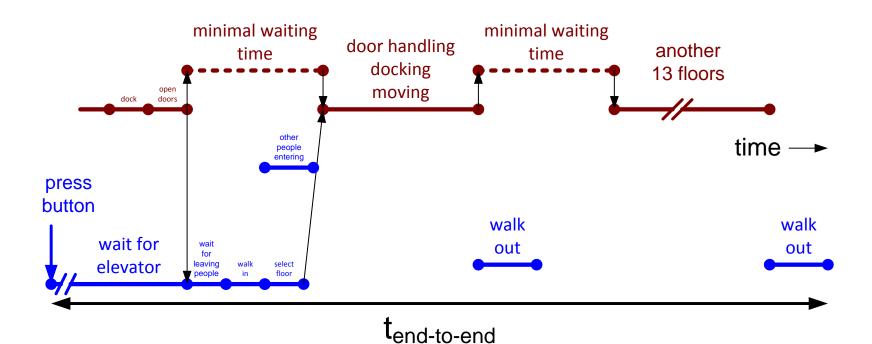
What is the desired end-to-end time?

What are potential solutions to achieve this?

What are the main parameters of the design space?



### Multiple Users Model



#### elevator data

 $t_{min \ wait} \sim = 8s$ 

 $t_{one floor} \sim = 11s$ 

 $t_{\text{walk out}} \sim = 2s$ 

 $n_{floors} = 40 \text{ div } 3 + 1 = 14$ 

 $n_{\text{stops}} = n_{\text{floors}} - 1 = 13$ 

#### outcome

$$t_{end-to-end} = n_{stops} (t_{min \ wait} + t_{one \ floor}) + t_{walk \ out} + t_{wait}$$
 
$$\sim = 13 * (8 + 11) + 2 + t_{wait}$$
 
$$\sim = 249 \ s + t_{wait}$$

$$t_{\text{non-stop}} \sim = 35 \text{ S+ } t_{\text{wait}}$$



### Multiple Users Desired Performance

#### Considerations

desired time to travel to top floor ~< 1 minute

note that  $t_{wait next} = t_{travel up} + t_{travel down}$ 

if someone just misses the elevator then the waiting time is

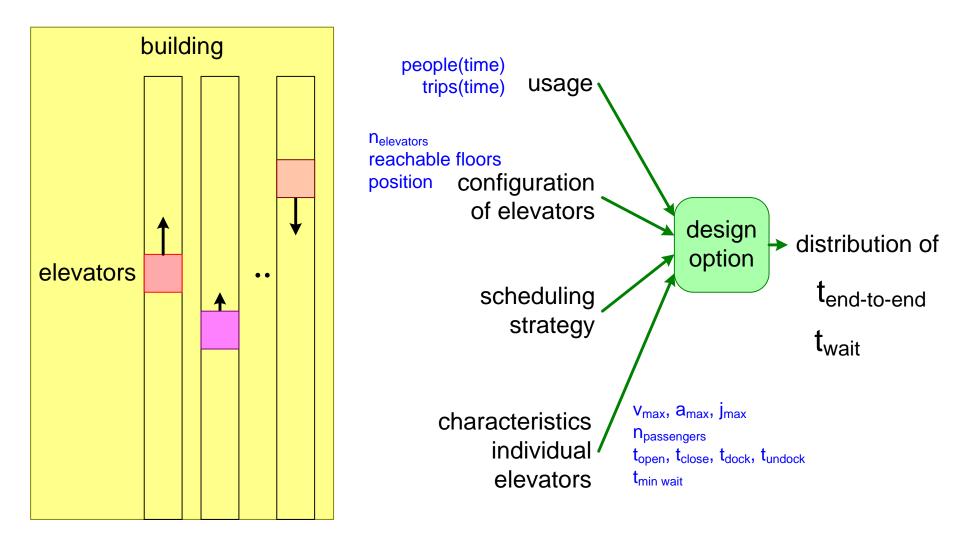
missed return trip
trip down up

 $t_{end-to-end} \sim = 249 + 35 + 249 = 533s \sim = 9 \text{ minutes!}$ 

desired waiting time ~< 1 minute



## Design of Elevators System



Design of a system with multiple elevator requires a different kind of models: oriented towards logistics



## **Exceptional Cases**

### Exceptional Cases

non-functioning elevator

maintenance, cleaning of elevator

elevator used by people moving household

rush hour

special events (e.g. party, new years eve)

special floors (e.g. restaurant)

many elderly or handicapped people

playing children

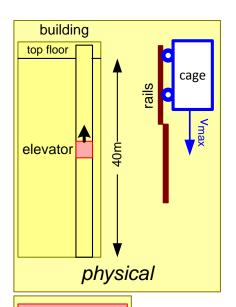


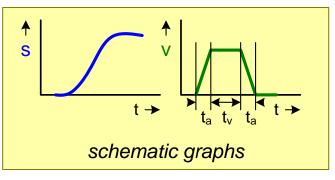
## Wrap-up Exercise

Make a list of all *visualizations* and representations that we used during the exercises



## Summary of Visualizations and Representations

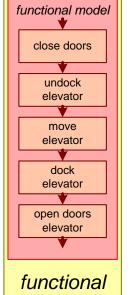


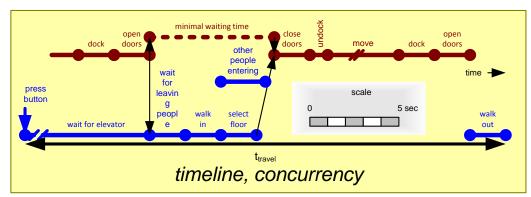


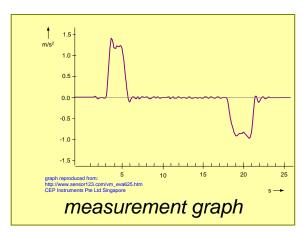
$$S_{t} = S_{0} + v_{0}t + \frac{1}{2} a_{0}t^{2}$$

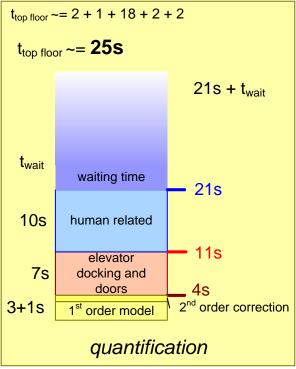
$$t_{top floor} = t_{close} + t_{undock} + t_{move} + t_{dock} + t_{open}$$

$$mathematical \ formulas$$



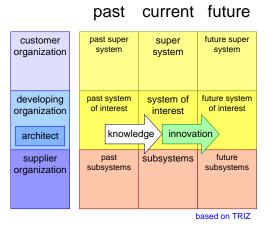




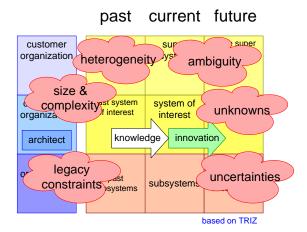


### Architecting Scope and Challenges

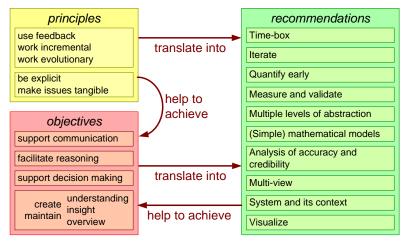
#### Scope



#### Challenges



#### Recommendations



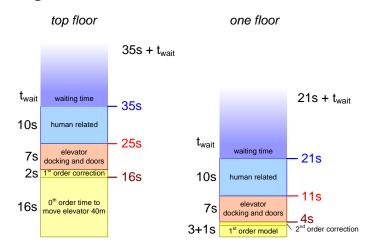
#### Final Top-Down Delivery





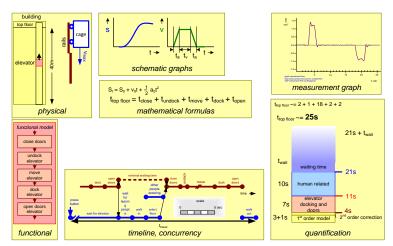
## Introduction Conceptual Modeling

#### **Zooming Out**



#### intentionally left blank

# Complementary Visualizations and Representations



intentionally left blank

