

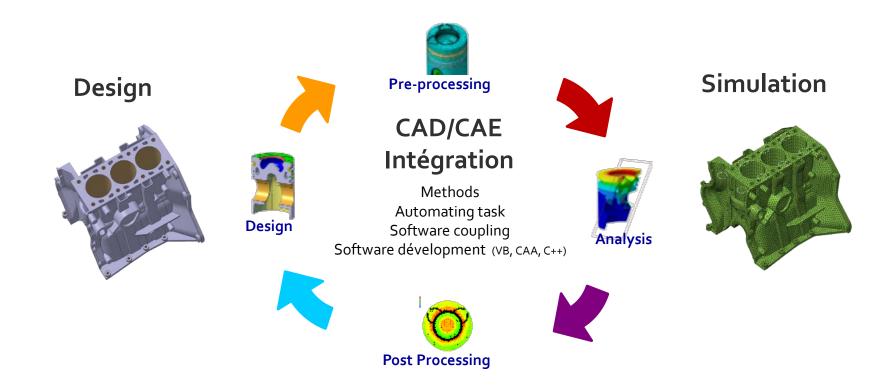
Behavior Based Engineering Collaboration

A. Navarro, P. Grimberg Digital Product Simulation, France J. Walsh intrinSIM, USA



Simulation Processes Today

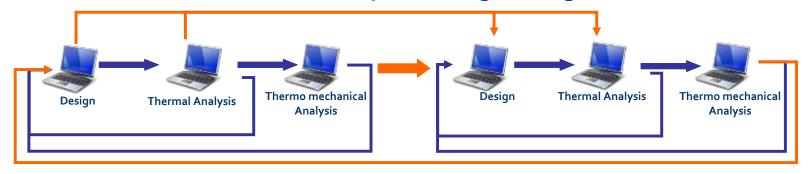
- Simulation is now a key area in the design process to optimize and streamline the design
- Innovation is becoming key to competetiveness
- Demand is increasing for use of digital simulation to drive the design decisions in all stages





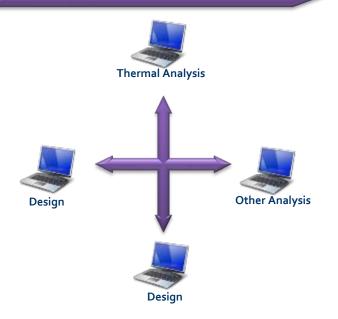
Simulation Processes Today

There is a desire to move from Sequential engineering:



Design process

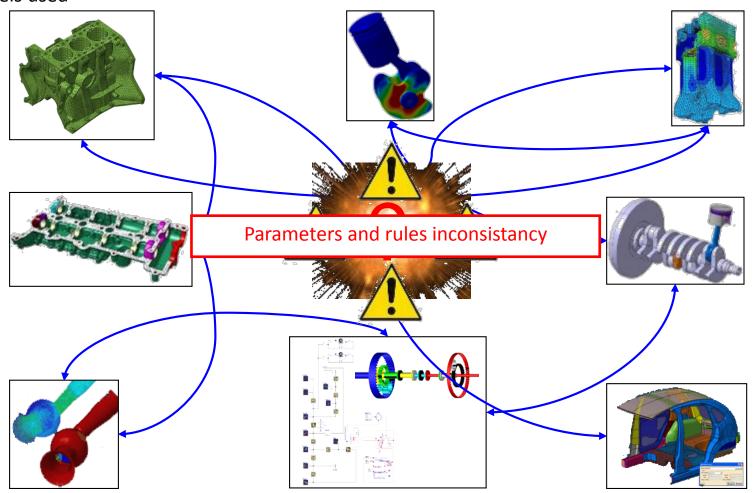
- to Collaborative engineering :
 - Concurrent design activities
 - Collaborative data sharing





Simulation Processes Today

 Lack of knowledge sharing and reuse is a significant problem between numerous CAD/CAE models used



CAE models use simulation related parameters and rules that are often recreated in other models



Smarter Simulation Collaboration Needed

- PDM/PLM systems are for product design process
 - Limited behavior knowledge
- Simulation tools exists for behavior studies
 - Various levels of integration with design and other simulation tools
 - Little to no reuse of behavior knowledge
- All knowledge is local and stored in each application
 - Inconsistent data
 - Not sharable
 - Inefficient
 - Limited to no collaboration
 - "what-if" investigations are difficult to manage and correlate



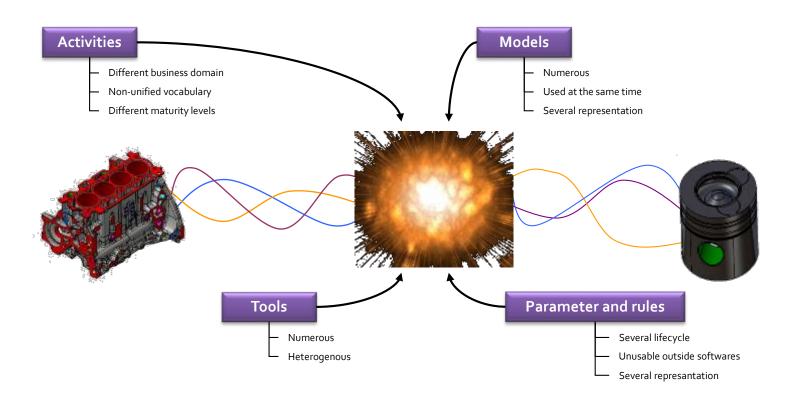
Smarter Simulation Collaboration Needed

- We need something more
 - Behavior Based Engineering Collaboration
 - Smarter designs through understanding behavior
 - Better decisions earlier in the design process
 - Consistent sharing and reuse of simulation data
 - Across applications
 - Throughout the design process
 - Across the Systems Modeling process
 - While enabling independent "what if" investigations and resolution of differences



The KARREN Approach

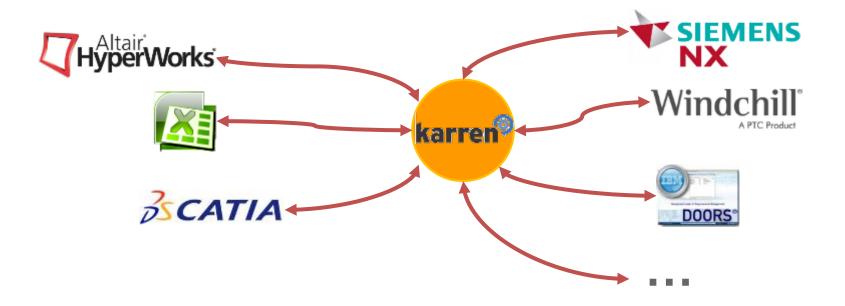
- Knowledge Acquisition and Reuse for Robust ENgineering
- Each CAD/CAE models uses parameters and rules that are shared by other disciplines from various business domains.





The KARREN Approach

- Designed to work with existing tools
 - PLM, Systems Engineering, Simulation & Design tools





Information Core Entity



- Composed of a collection of information molecules known as Information Core Entities (ICE)
- ICE = Definition of groups of parameters and generic rules, grouped as makes sense for intended usage

ICE₁

- Param 1
- Param 2
- Param 3
- Règle 1
- Règle 2

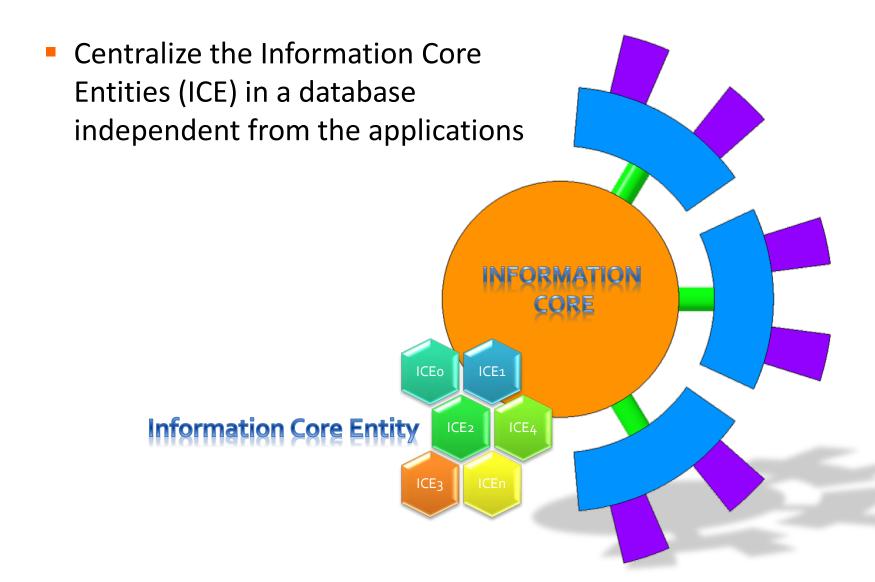
ICE₂

• Param 4

ICE₃

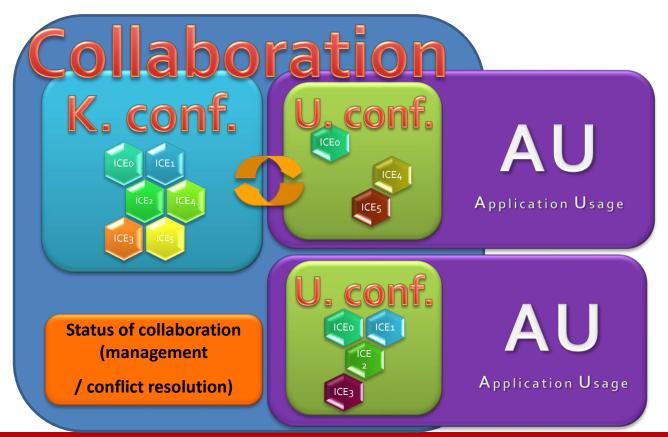
- Param 5
- Param 6





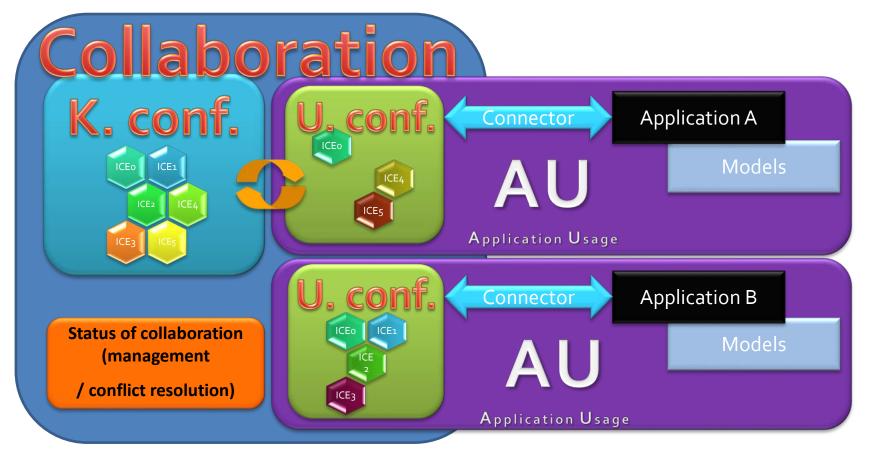


- Collaboration Manager defines "Collaborations"
 - Knowledge Configurations (k.conf.)
 - Usage Configurations (u.conf.) for each Application Usage (AU)
 - User rights for each user with access to each Application Usage





 Usage Configurations leverage KARREN Connectors to communicate to/from applications & models for each Application Usage (AU)





Implementing the knowledge framework

Build & deploy a library of ICE,
Collaborations, and Application
Usages

Establish user access controlled by

defined rights

Administrator

Collaboration Manager

User

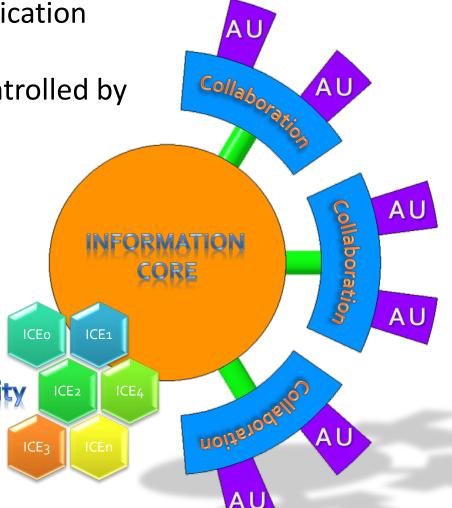
Define Collaborations

Run Application Usage

Parameters updated

Evaluate "Trade-offs"

Information Core Entity





Sample Use Case

Pre-design concept : Collaborative approach

5 disciplines working concurrently

Mutliple architecture to be

evaluate





Summary

Behavior Based Engineering Collaboration needed

Consistent sharing and reuse of simulation data

 Independent "what if" investigations and resolution of differences

Information Core Entity

ICEo

ICE₃

ICE₁

ICE₂

