



International Symposium 2026

A usage-first modelling methodology in SysML v2

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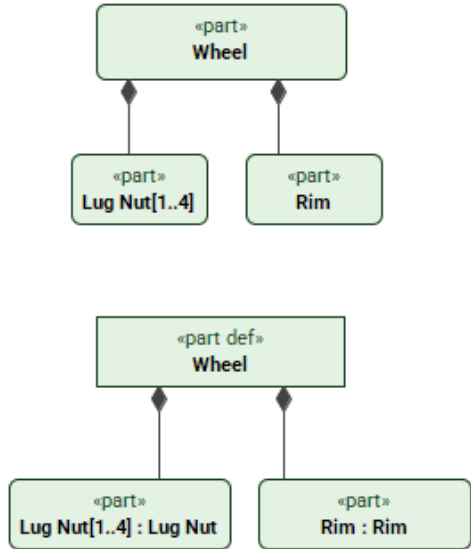
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SysML v2 highlights

- SysML v2 is not just a revision of SysML v1 it changes key modelling mechanics
- Important changes explored in this presentation:
 - Element Features, and **Feature Ownership**
 - Definition, Use and **Subsetting**
- These changes offer practitioners an opportunity to reconsider how we model various systems concepts

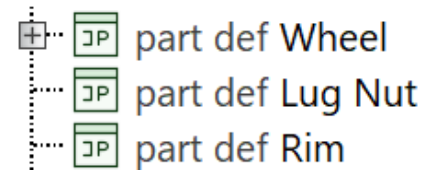
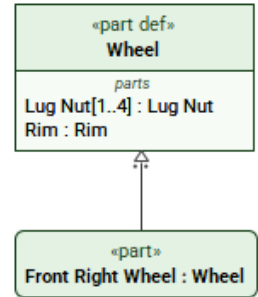
Element Features and Feature Ownership



- Features are owned usage elements nested within the parent element (parts, actions, items etc.)
- Features can now be owned by usage element
- There seems to be no semantic difference when comparing definition owned features with usage owned features
- This makes the containment representation much more meaningful
- Feature ownership can be done without creating definition elements

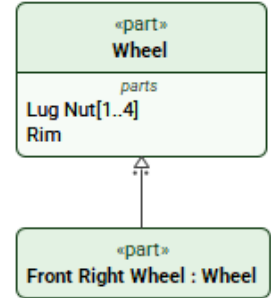
Definition, Usage and Subsetting

- The Definition and Usage mechanic (feature typing) allows for reuse of a single definition in multiple contexts
 - Usage elements representing context dependent instances of the definition element (part/part def)
 - Usage elements reference the features of the definition element but do not own them (though they can own additional features)
- Definition elements often sit off to the side in a library



Definition, Usage and Subsetting

- SysML 2 has introduced Subsetting
 - Allows subclassification (read generalisation) between usage elements
 - Which allows inheritance of features
- Subclassification and feature typing are not the same, however...
 - Specialised elements reference the features of the more generalised element but do not own them (though they can own additional features)
- **Subsetting** can be used when an element needs to reference an existing elements features

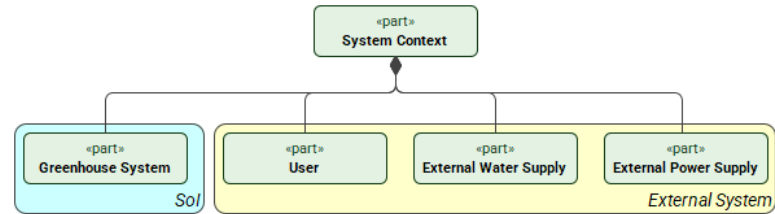
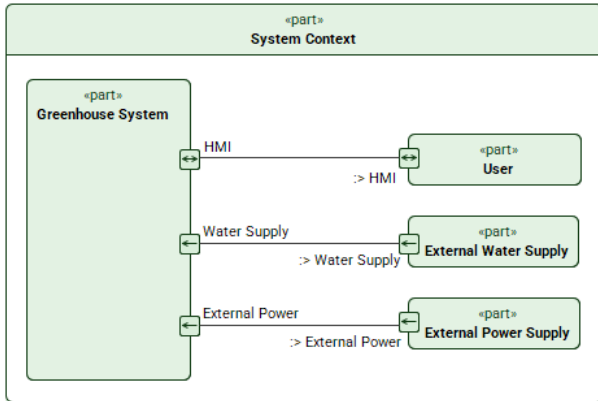


Initial 'Usage-first' Approach

- Capture and relate the system design information with usage elements
 - Aim for usage-only, can these concepts be developed with no definition elements
 - Move to Definition and Usage if absolutely necessary
 - Adhere to the SysML v2 standard but focus on output, not modelling purity
- Go through a system design lifecycle and investigate the following
 - Can various system concepts be represented?
 - Does this approach provide modelling efficacy?
 - What are the inherent limitations of applying it?

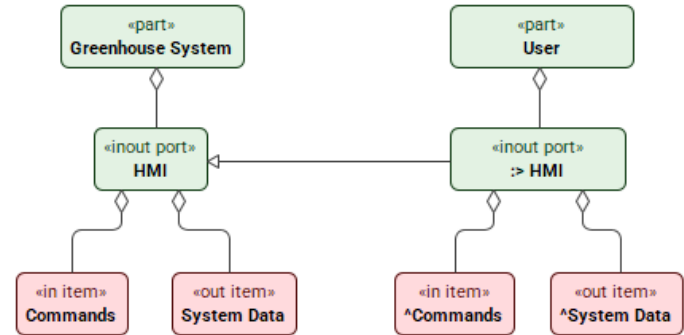
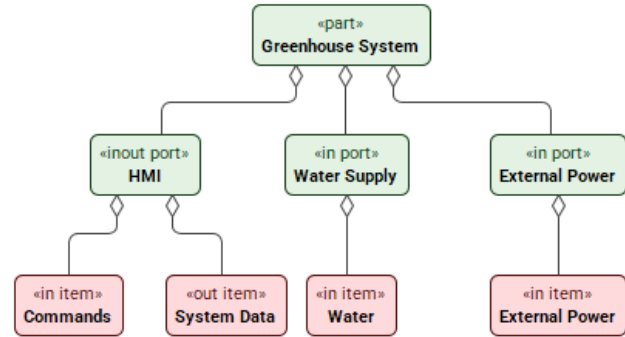
System Context

- Example system: **The deployable greenhouse**
- The system context, Greenhouse system, and external systems all modelled with part elements and feature membership



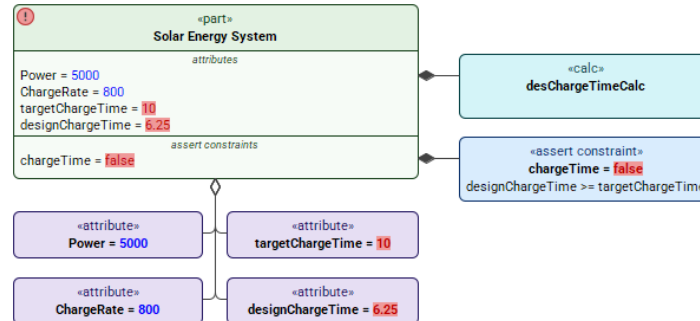
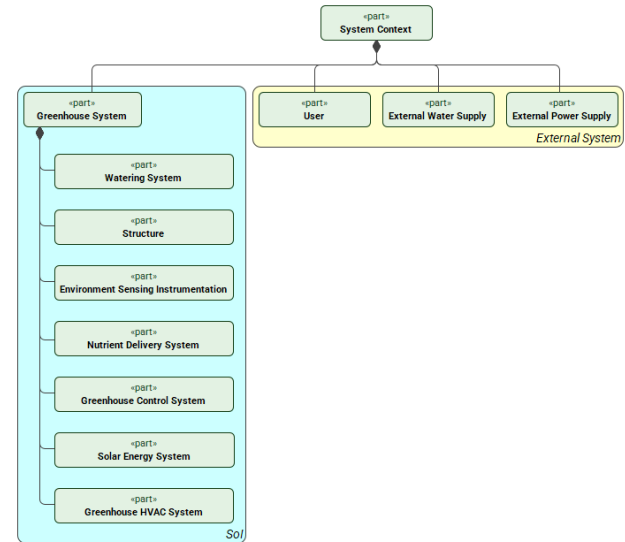
Interactions/Interfaces

- Defining ports, without a port def elements
 - The part owns ports as features, the ports own items as features
 - The items have a direction (one of their properties)
- To flow the definition to other ports
 - One port is defined, Other ports inherit the features through subsetting
 - Port item directions cannot be conjugated when using subsetting



System Hierarchy

- Continued building the hierarchy with part elements
- Added attributes, calculations, constraints
- Usage-only just works (especially in Text Notation)
- No opportunity for reuse, each calc and constraint is its own element in a single modelling context

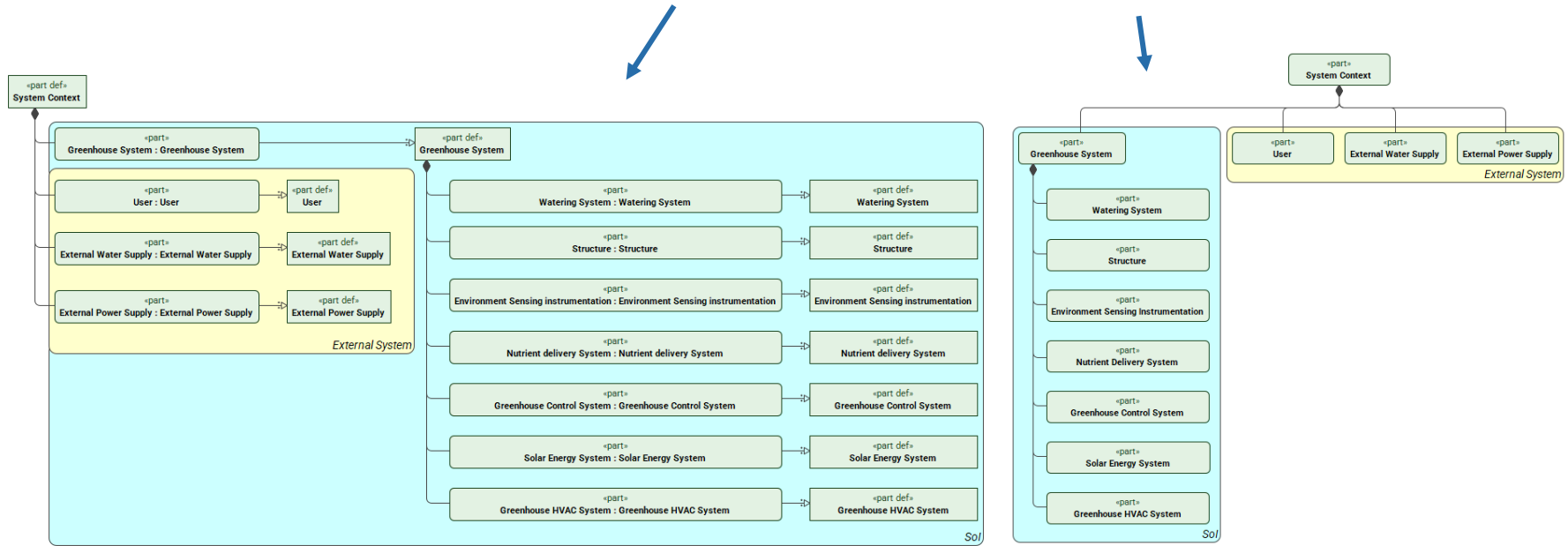


```

part [S115] 'Solar Energy System' {
  part [S116] 'Solar Cells';
  part [S117] 'Battery System';
  part [S118] 'Power Distribution System';
  satisfy [S119] Requirements: 'Solar Energy Sub-System Requirement 1';
  satisfy [S120] Requirements: 'Solar Energy Sub-System Requirement 2';
  attribute [S121] Power = 5000;
  attribute [S122] ChargeRate = 800;
  attribute [S123] targetChargeTime = 10;
  attribute [S124] designChargeTime = desChargeTimeCalc(Power, ChargeRate);
  calc [S125] desChargeTimeCalc {
    in [S126] capacity;
    in [S127] chargeRate;
    return [S128] result = capacity / chargeRate;
  }
  assert constraint [S129] chargeTime {
    designChargeTime >= targetChargeTime
  }
}
  
```

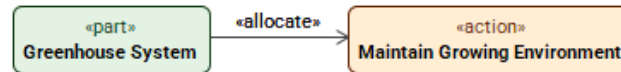
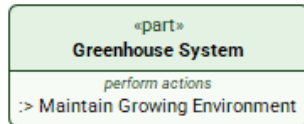
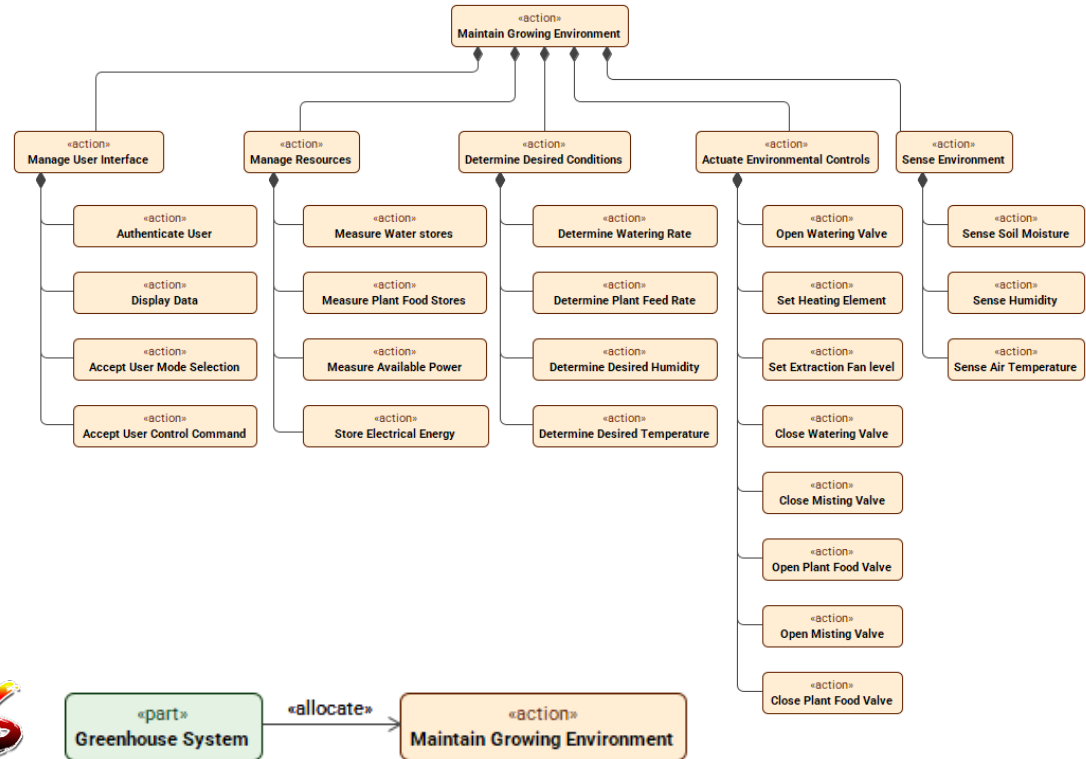
Comparison of approaches (Hierarchy)

- Direct comparison between definition-and-usage and usage-only patterns



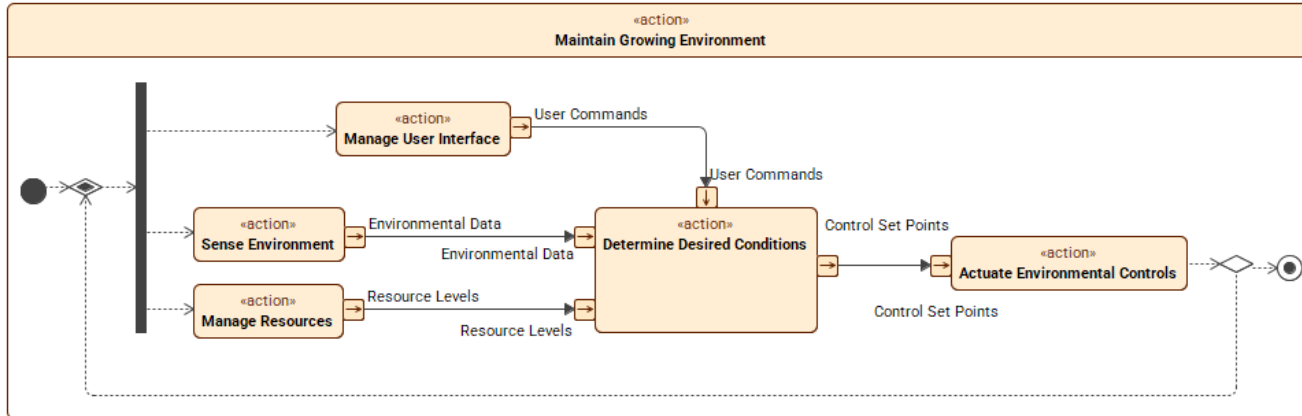
Functional Hierarchy

- Action elements used to define the functional hierarchy (this is just brilliant!!!)
- Functional allocation
 - Subsetting a perform actions as a direct features of the part
 - Using the allocation element and remain usage-only



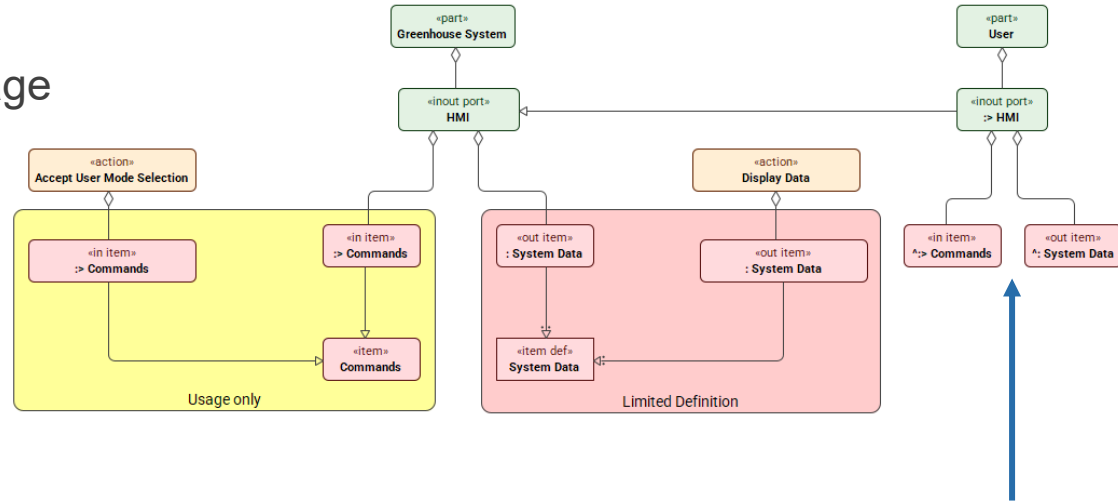
Functional Behaviour

- Behaviour was easy enough to define...it's the data flows that were a challenge
- Actions own item with directions (as features), these **should** be the same items as those owned by the ports



Item 'Definition'

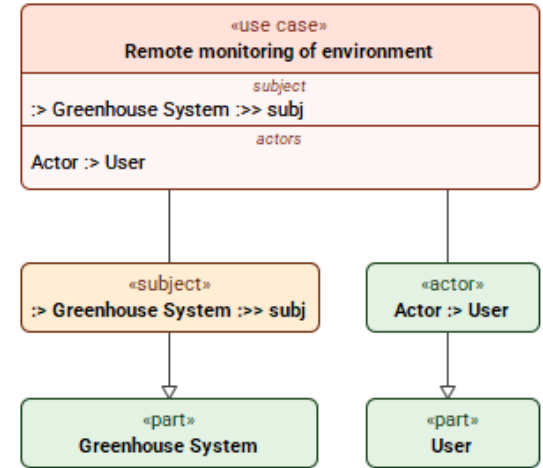
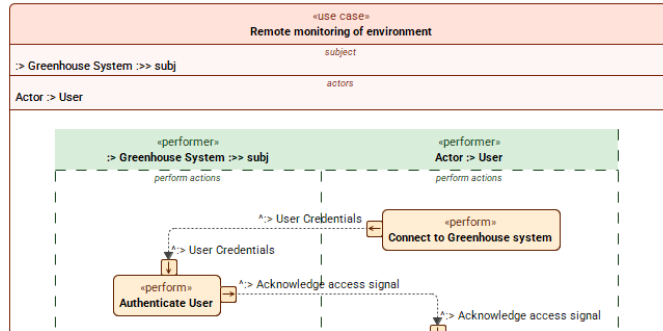
- Usage only approach
 - Create the item in a library package
 - Subset the port or action feature, and add direction
- Limited definition approach
 - Create the item def in a library package
 - Feature type a usage in the port or action feature, and add direction



Note that usage only port-to-port subsetting remains the same

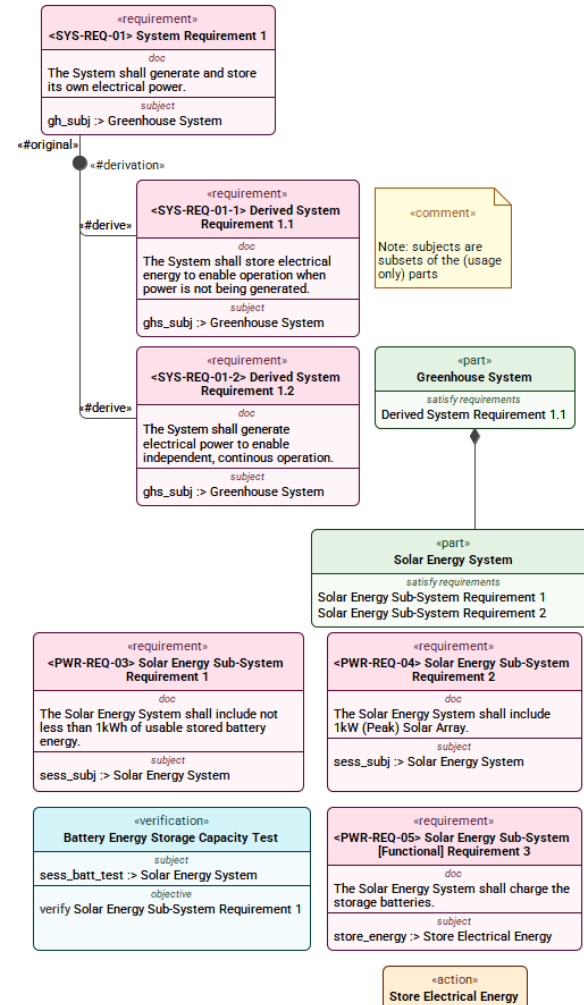
Use Cases (and lots of subsetting)

- Had to use subsetting for the 'Subject' and 'Actor' elements of the use case
 - Default structures of the use case
 - Wanted those parts to act in the use case
- Relationships between parts and actions did not consolidate from the use case to the part



Requirements and Verification Cases

- Usage only had no impact on requirement derivation and dependency relationships
- Used subsetting to use Parts or Actions as a Requirement and Verification Subjects
- No issues with 'Part' 'Satisfy Requirement' properties
- No issues specifying 'Requirements' [usage] as 'Verification' 'Objectives'



Conclusion

Can various system concepts be represented?

- Yes (not really in doubt), context layer, hierarchy, behaviour, interfaces, requirements, and design traceability

Does this approach provide modelling efficacy?

- Yes, fewer elements need to be created
 - Example: Generating a system hierarchy takes approximately half the elements
 - (Subjectively) Model comprehension seems easier:
 - Modelling is done within the context of the concept being explored
 - Containment structure (thank you SysML v2) is far more digestible
-

What are the inherent limitations of applying it?

- Subsetting and feature typing are not the same and do not get treated in the same way by the tool
- Some things are better as a library of elements, such as items, as opposed to a single instance

Questions



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