



MathWorks  
AUTOMOTIVE  
CONFERENCE 2019

Agile 개발 방법과 모델기반 설계

이영준

# Agenda

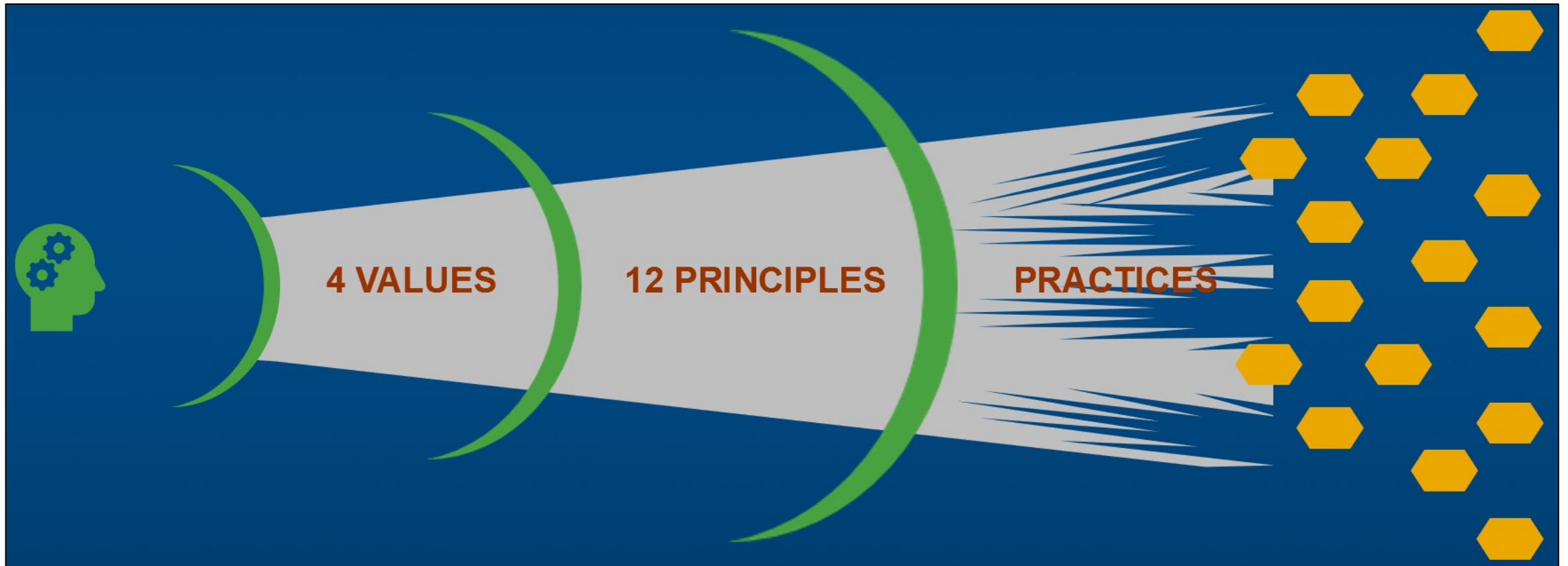
- Agile Values and Typical Workflow
- Model-Based Design (MBD)
- Agile Development with MBD
- Scrum with MBD

# Agile Values



“While there is value in the items on the right, we value the items on the left more.”

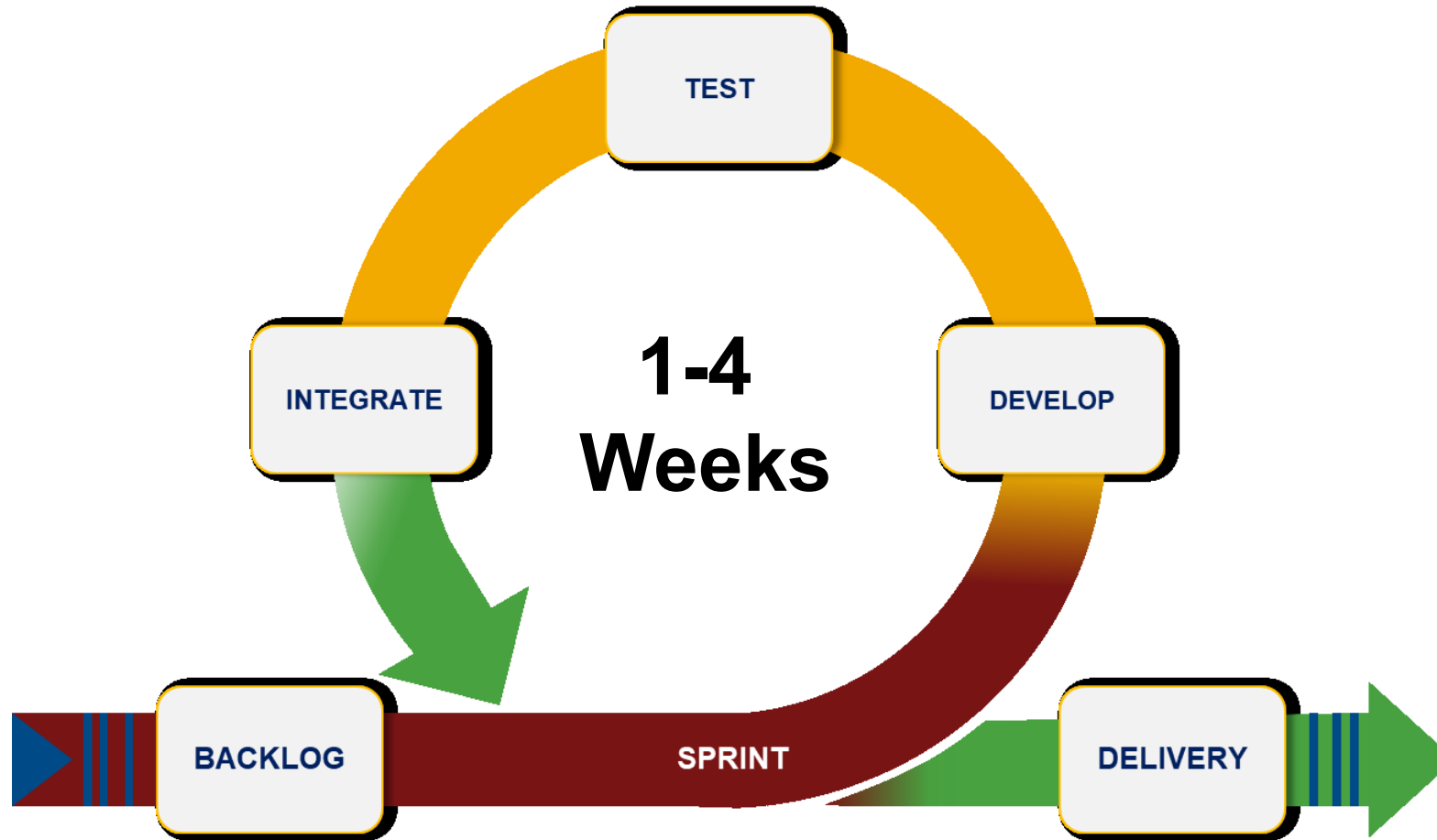
# Agile: Values, Principles and Practices



Agile is a mindset defined by values, guided by principles and manifested through many different practices. Agile practitioners select practices based on their needs.

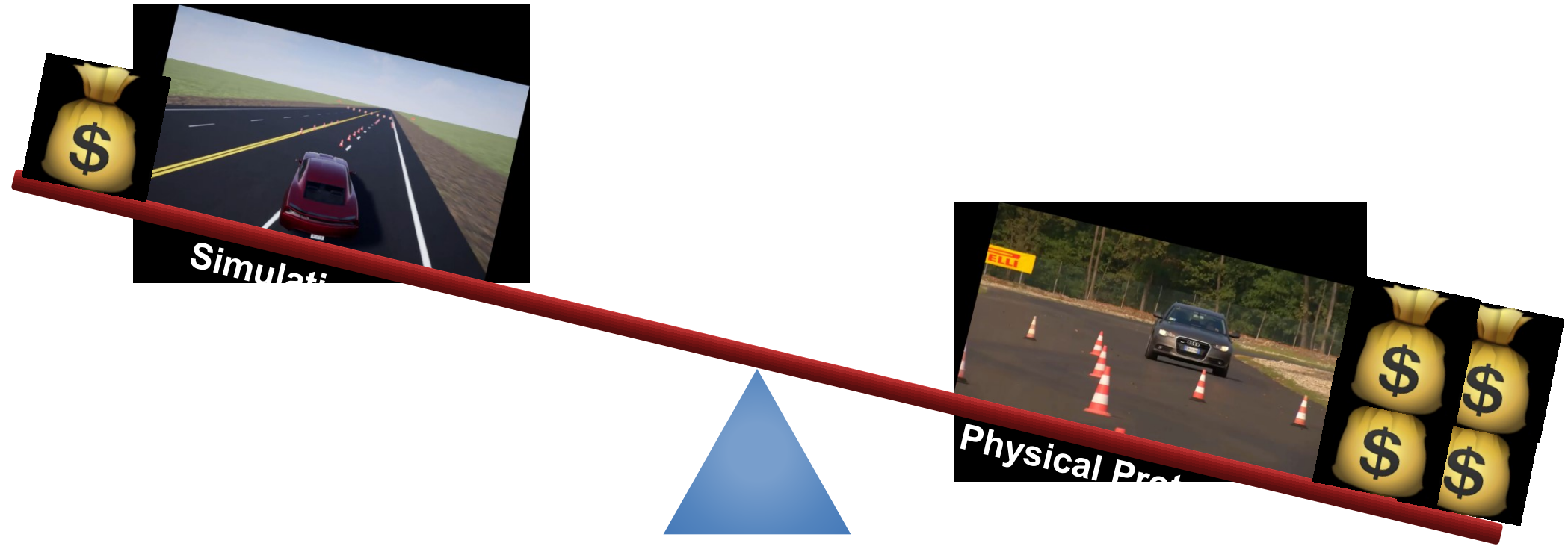
~ Agile Practice Guide (PMI® and Agile Alliance®)

# Typical agile development workflow

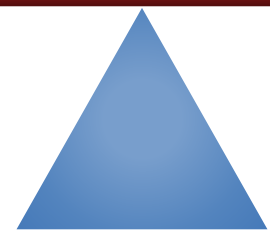


# Model-Based Design

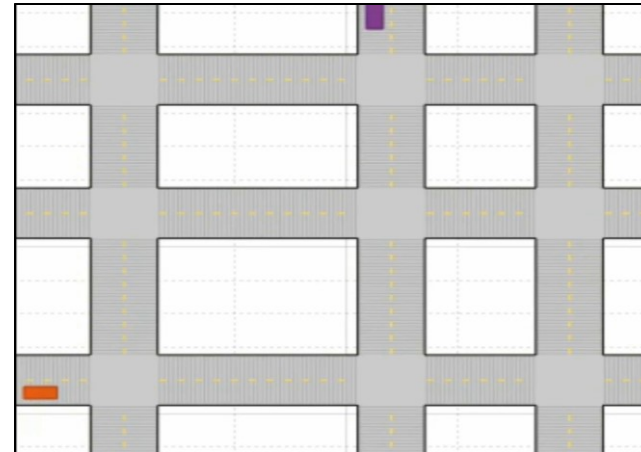
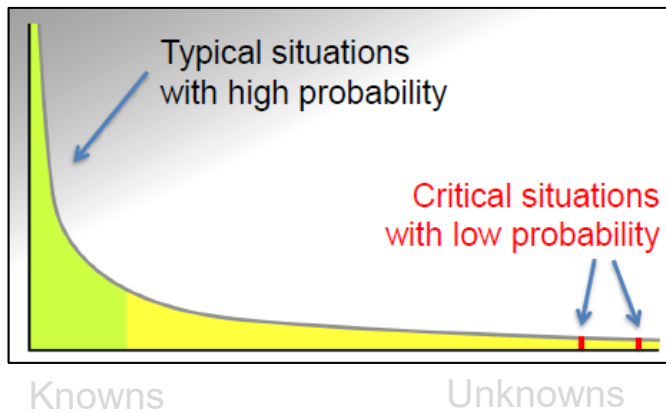
**Models == Understanding**







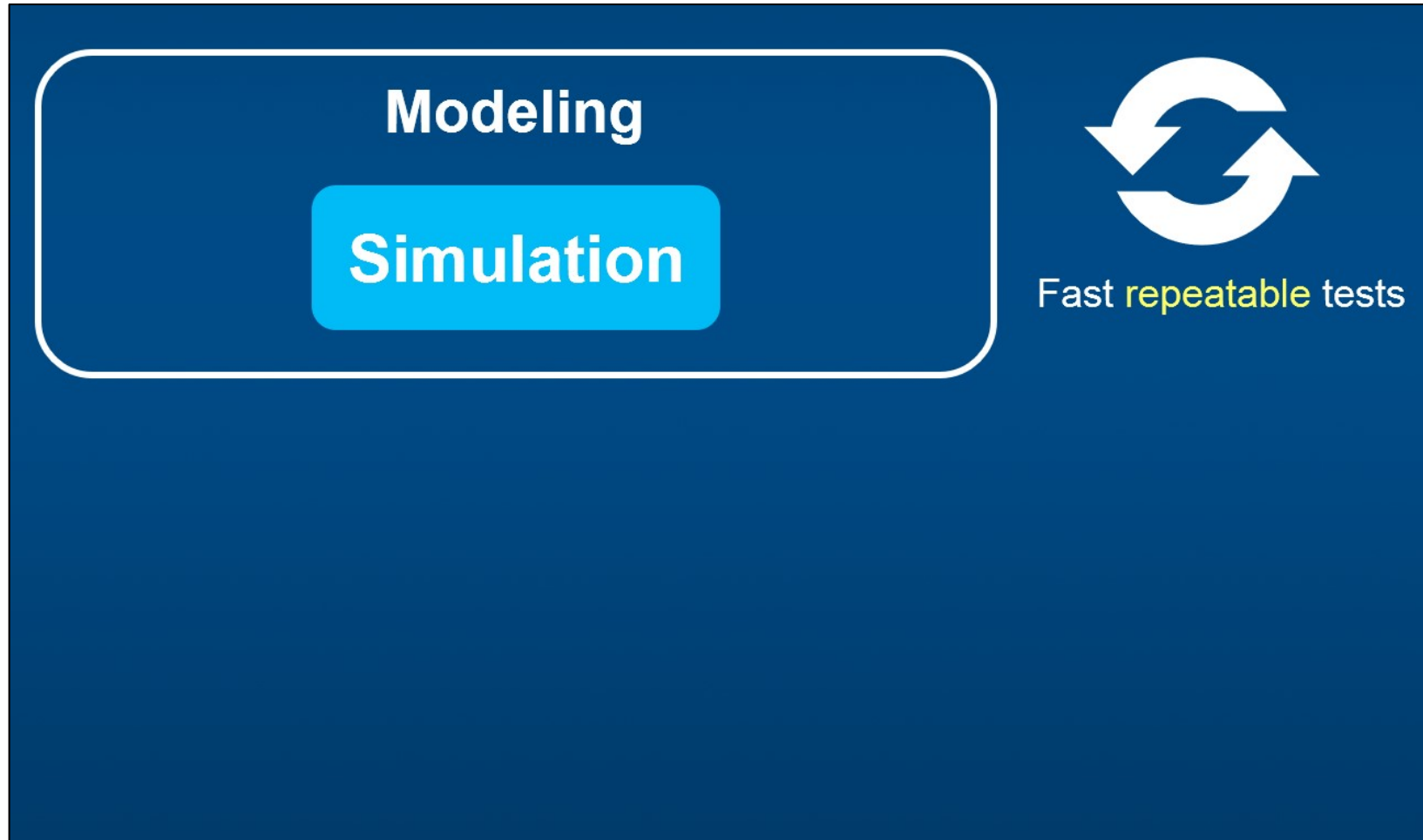
# Simulation is key to Level 4-5 autonomy



\*Source: Center for Artificial Intelligence, Saarland University

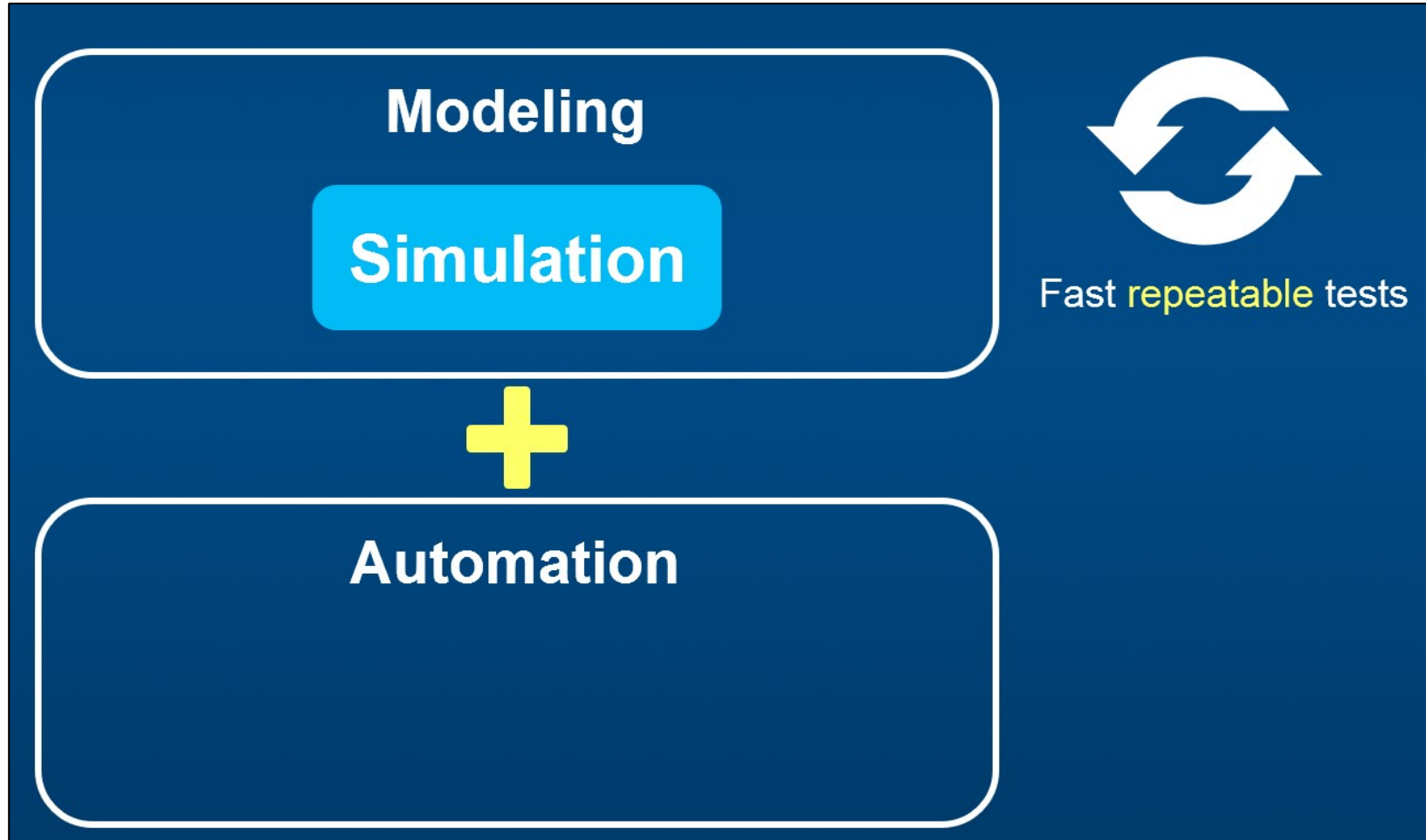
# Model-Based Design

**Systematic** use of models **throughout** the development process



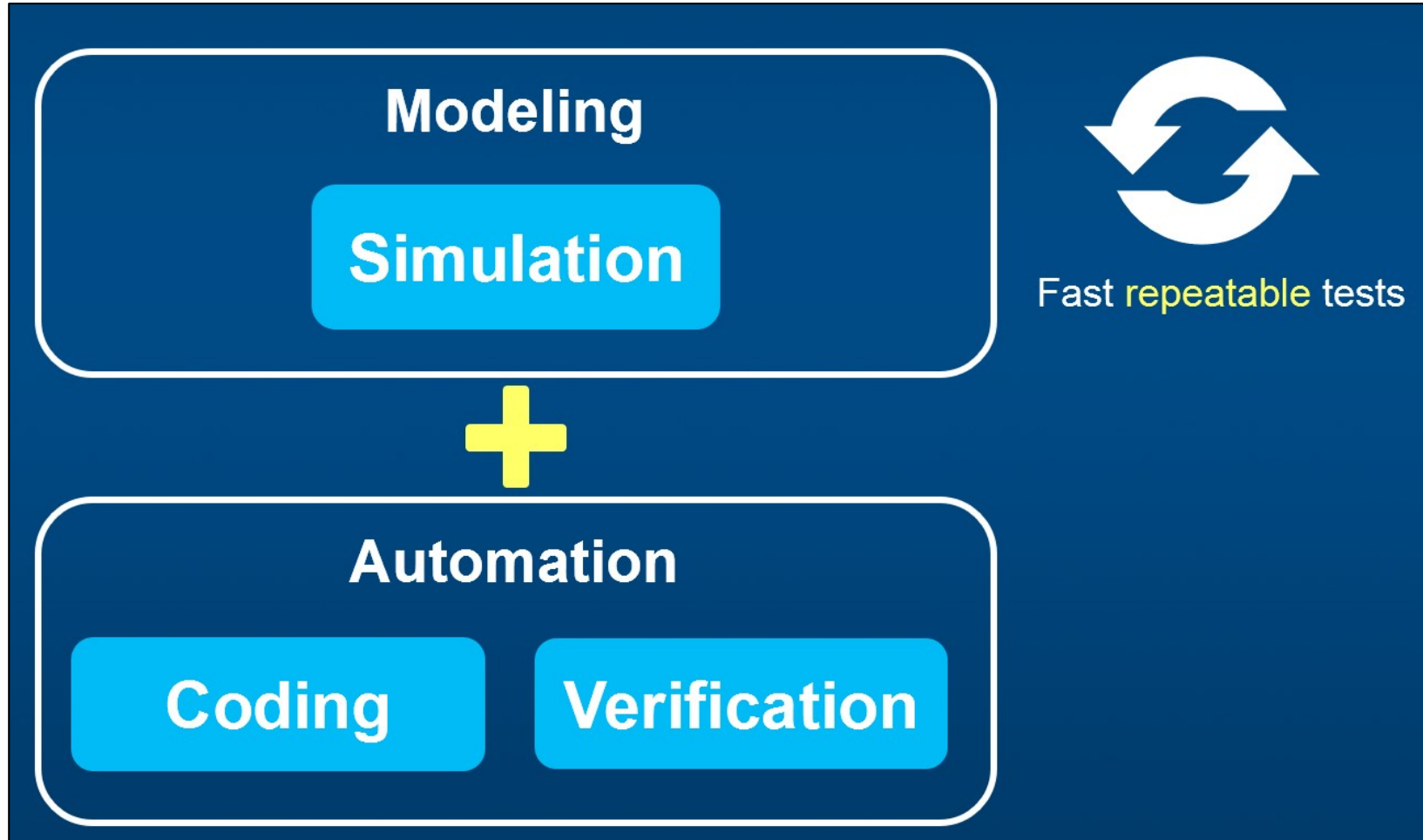
# Model-Based Design

**Systematic** use of models **throughout** the development process



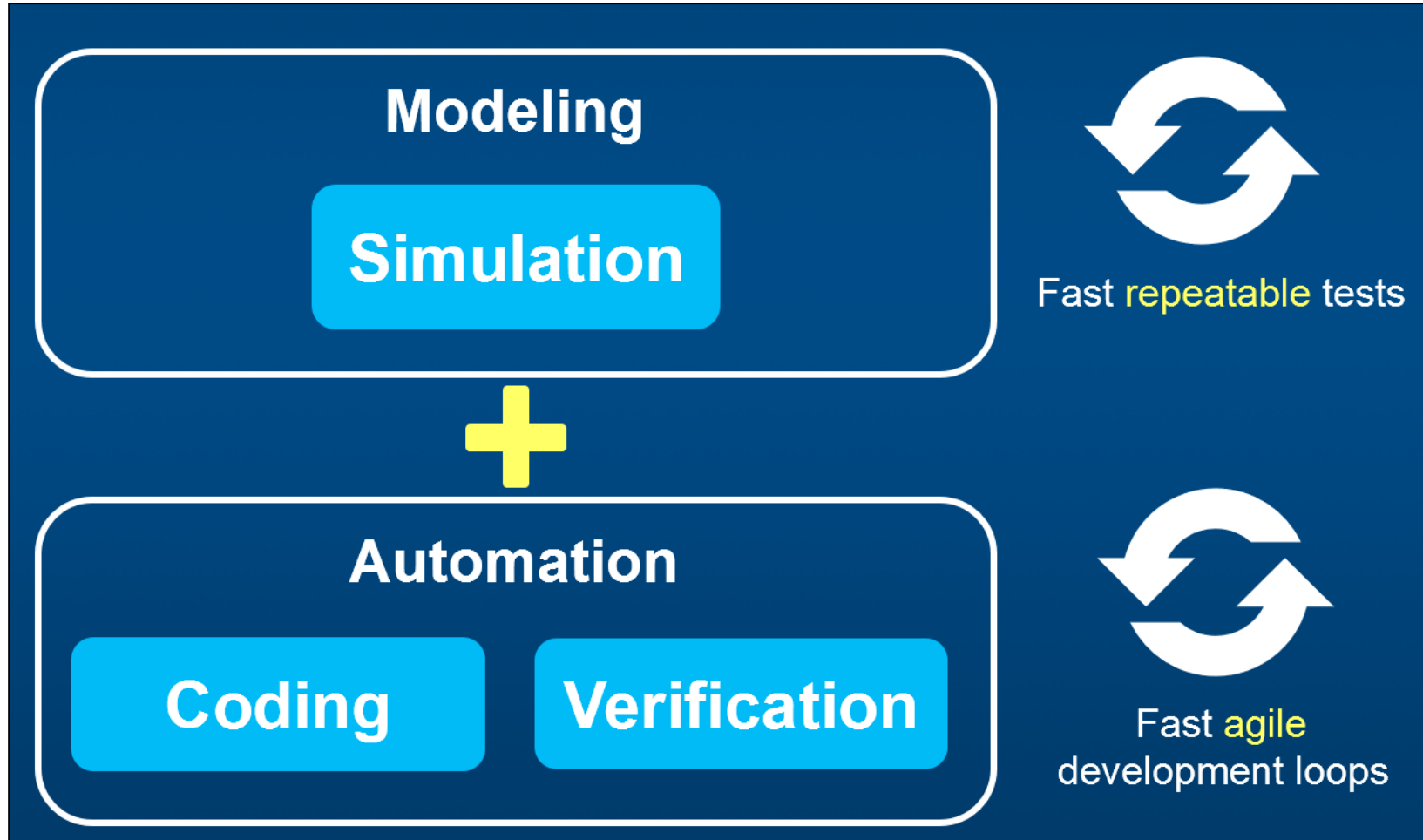
# Model-Based Design

**Systematic** use of models **throughout** the development process

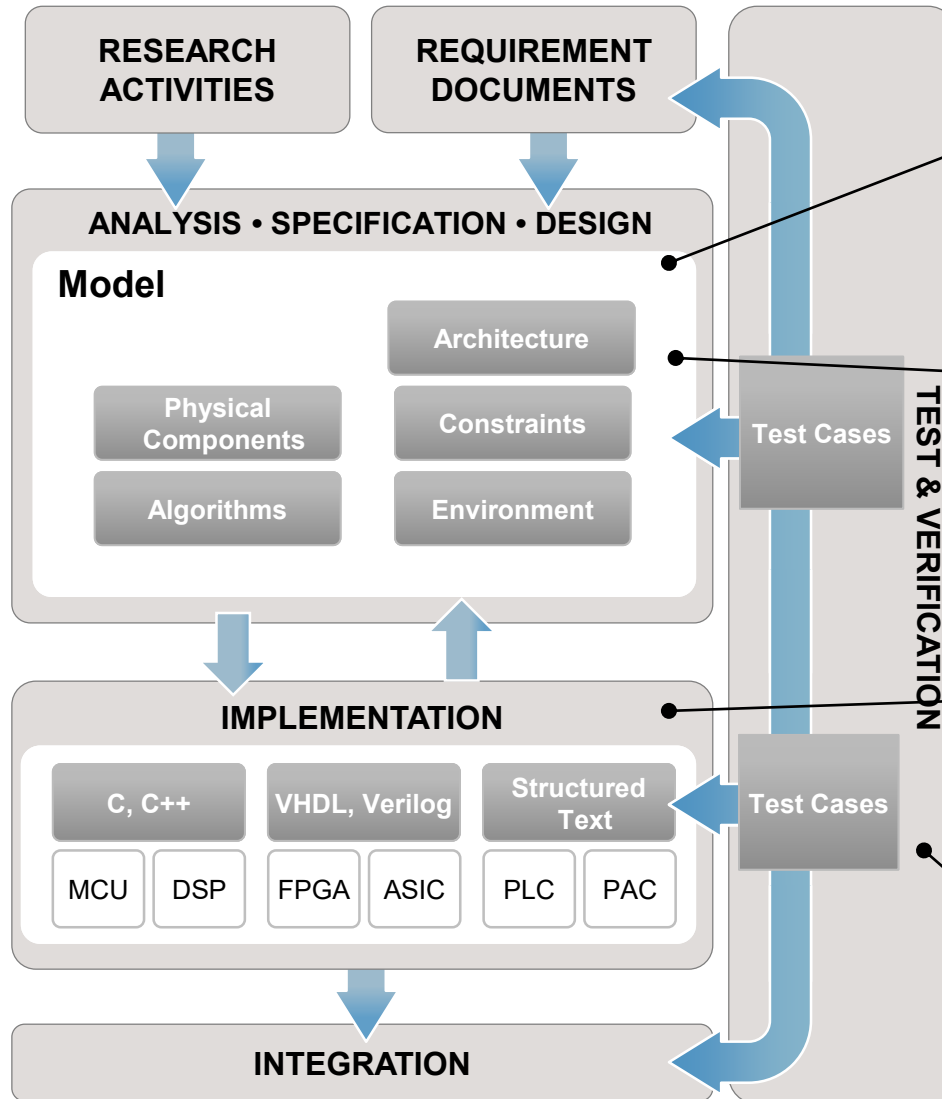


# Model-Based Design

**Systematic** use of models **throughout** the development process



# Model-Based Design



**Executable Specification**

- Unambiguous – easy to understand
- Systems engineering - modeling whole system including environment
- Sharing of models to improve communication and collaboration
- Early validation and test development

**Multi-domain Design**

- Model algorithms and environment
- Perform integration testing at model level before implementation

**Automatic Code Generation**

- Eliminate errors from hand-coding
- Regenerate easily for different targets

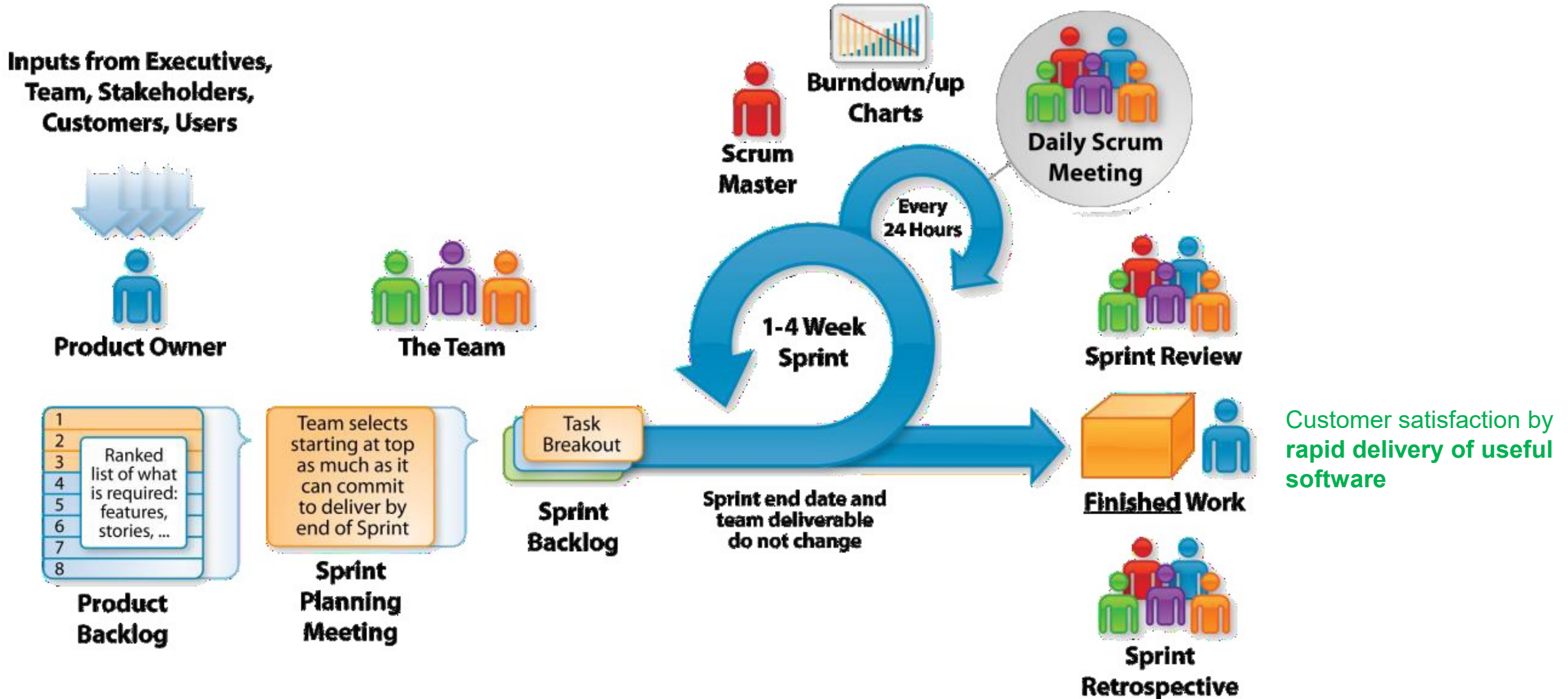
**Continuous Test and Verification**

- Detect errors early in development
- Reduce use of physical prototypes
- Reuse tests throughout development process

# Agile Development with MBD

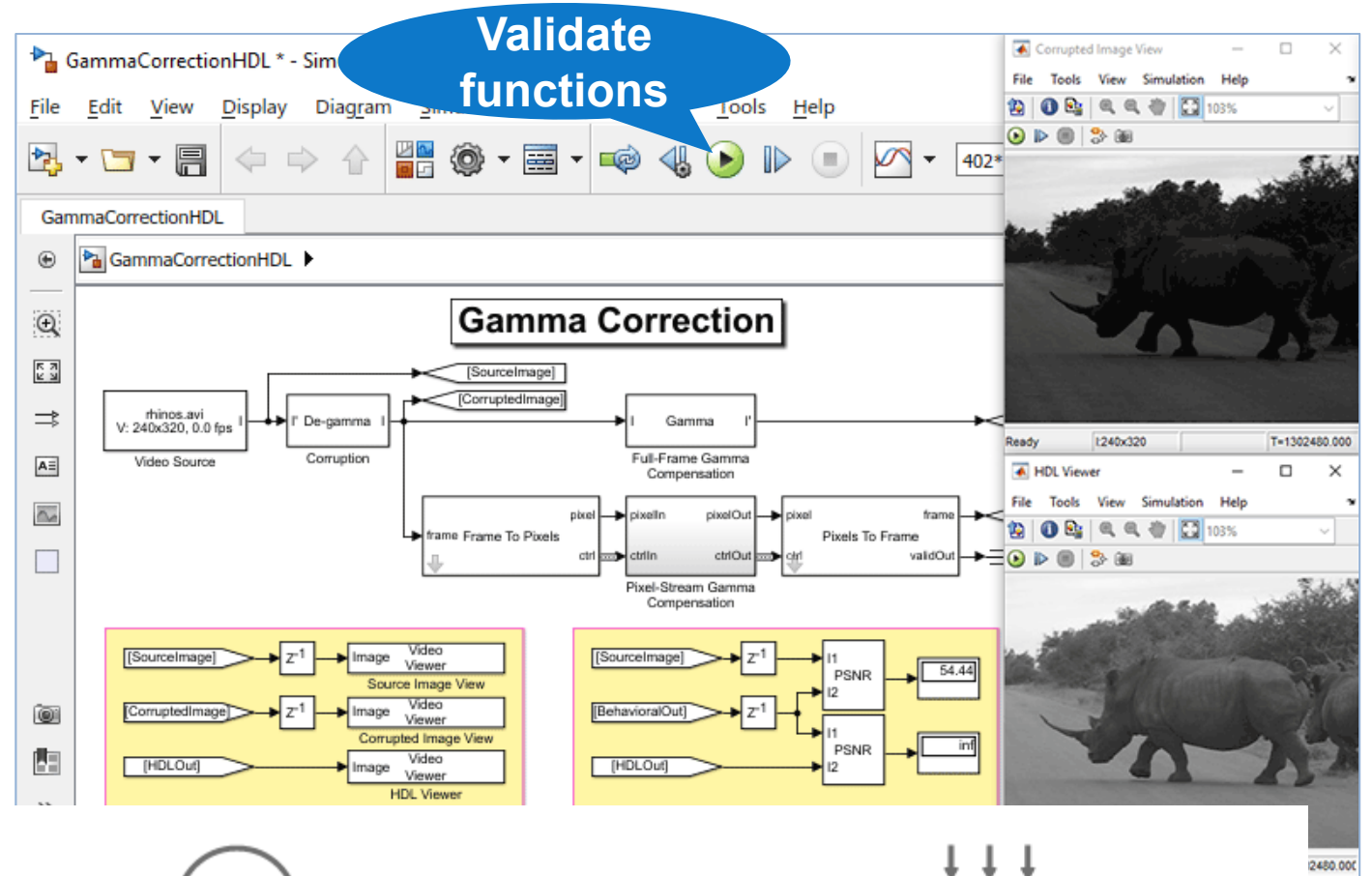


# Agile Development – Key Principles



# Principle: Customer satisfaction by rapid delivery of useful software

- **Simulation** allows customer evaluation of functional behavior **early and often**.
- **Useful software** can be delivered throughout the project via **code generation**.



Model and Simulate Your System

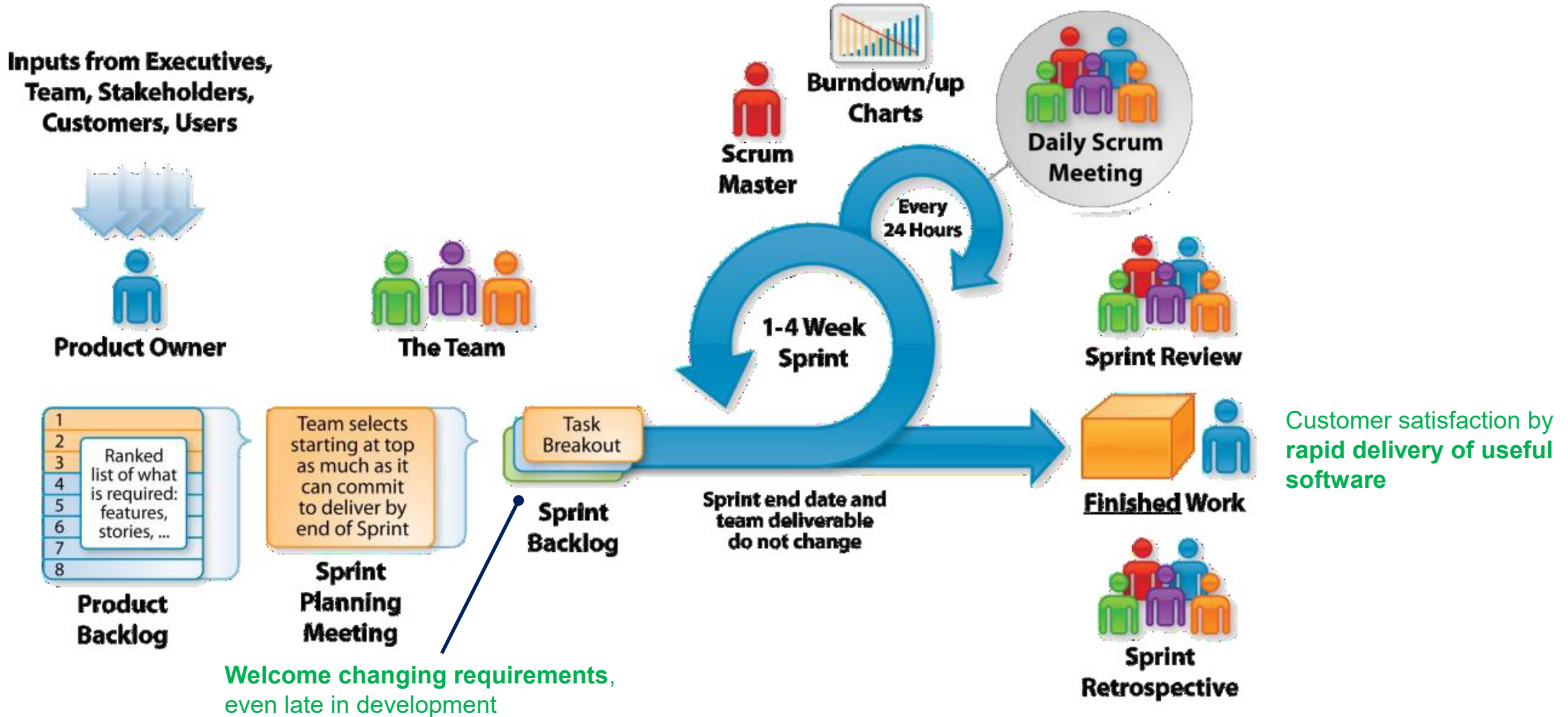


Test Early and Often



Automatically Generate Code

# Agile Development – Key Principles



# Principle: Welcome changing requirements, even late in development

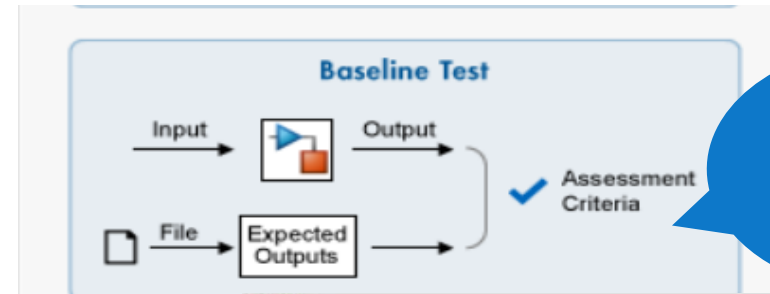
- **Requirements traceability** supports **impact analysis** of affected model components.
- Dynamic/executable models allow for **rapid evaluation of requirements** changes.
- **Regression testing** of simulation-based tests can be automated to confirm **new design meets existing requirements**.

▼ Links

- Implemented by:
  - Switch
  - Enumerated Constant
- Verified by:
  - Cancel button
- Derived from:
  - 3.2 Disabling cruise control

⚠ Issue: Destination Changed.  
 Stored: Re  
 Actual: Re

Clear Issue

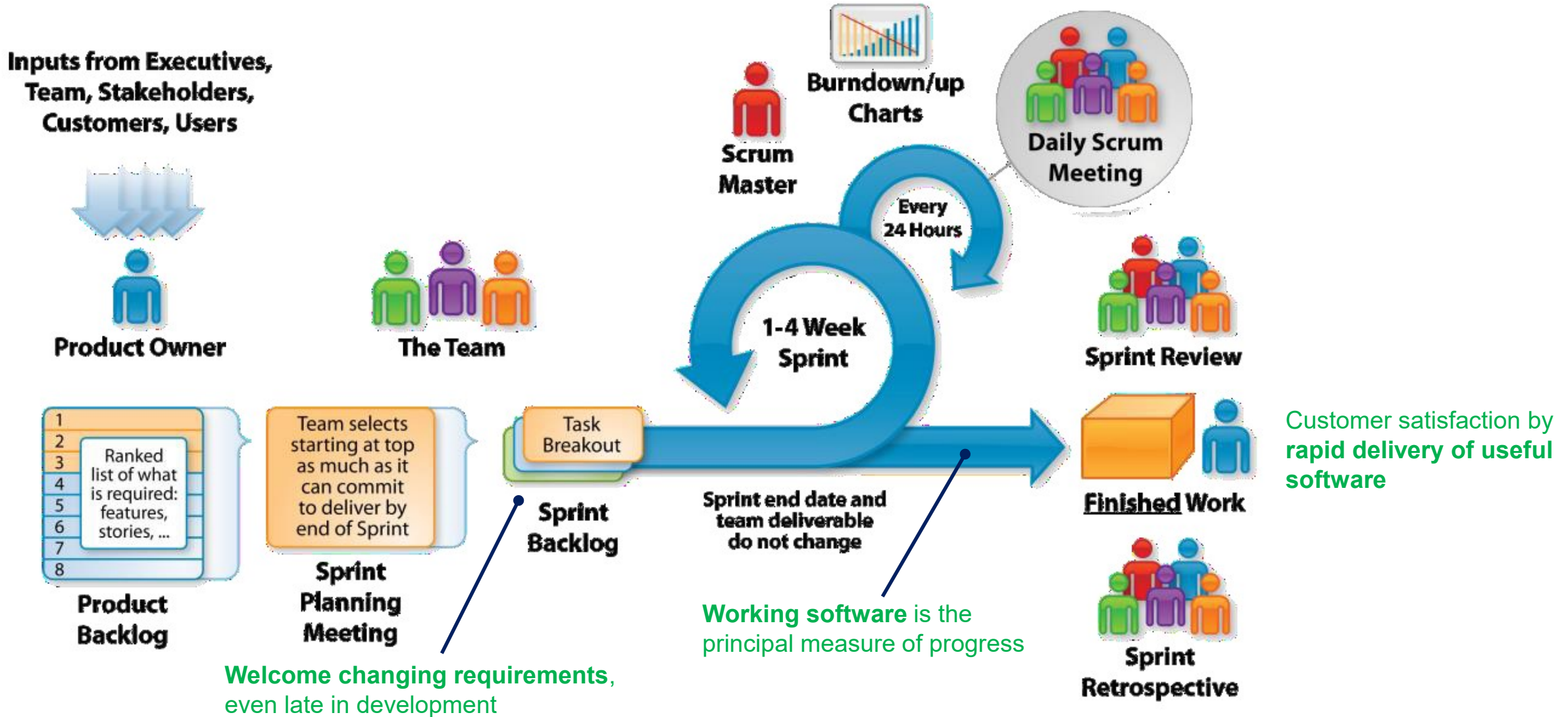


Do you meet the "definition of done"?



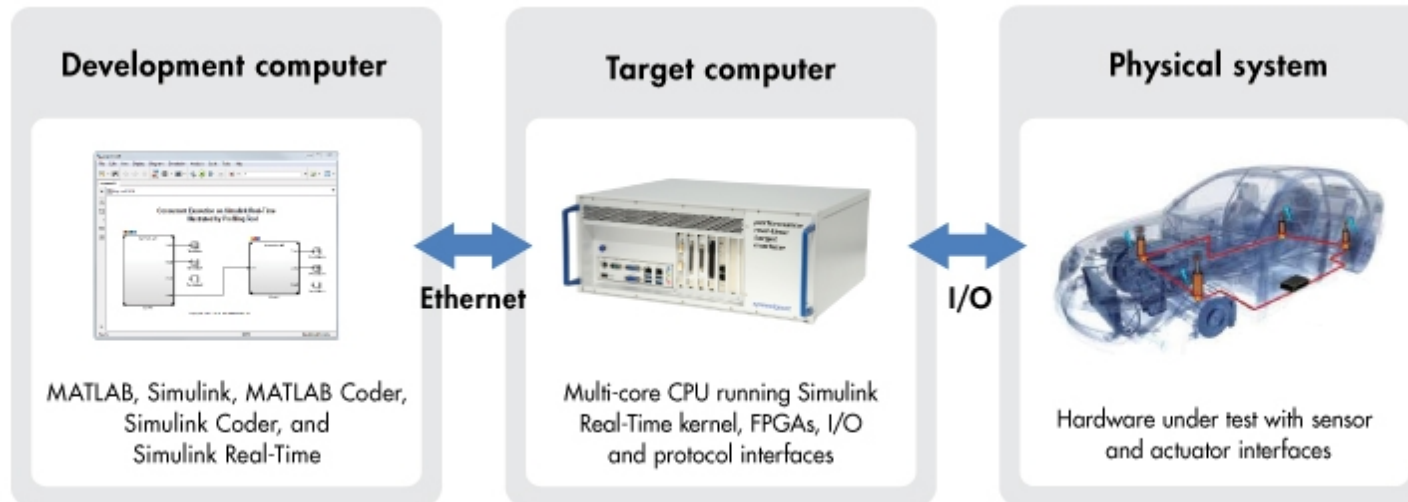
	STATUS		
10	3 ✓	4 ✗	
	3 ✓	4 ✗	
Test	1 ✗		
Regression tests	2 ✓	3 ✗	
Testing	1 ✓		

# Agile Development – Key Principles

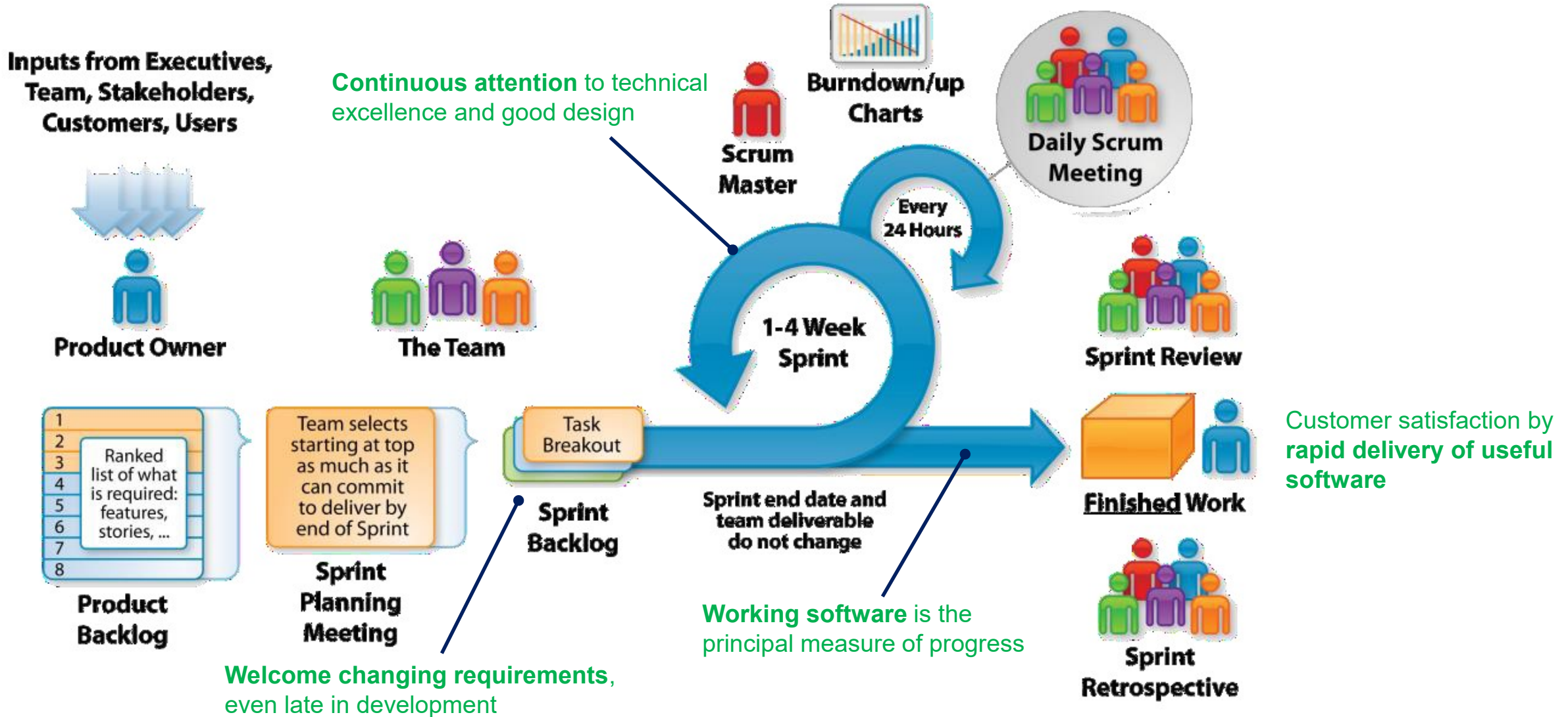


# Principle: Working software is the principal measure of progress

- Functional designs can be evaluated continuously via **executable models**.
- Code generation supports rapid software deliveries, **rapid prototyping** and **HIL test**



# Agile Development – Key Principles



# Principle: Continuous attention to technical excellence and good design

- **Continuous development and testing** in an executable modeling environment allows for – “**build a little / test a little**” workflows.



Work on your functionality, not on your code



Model and Simulate Your System



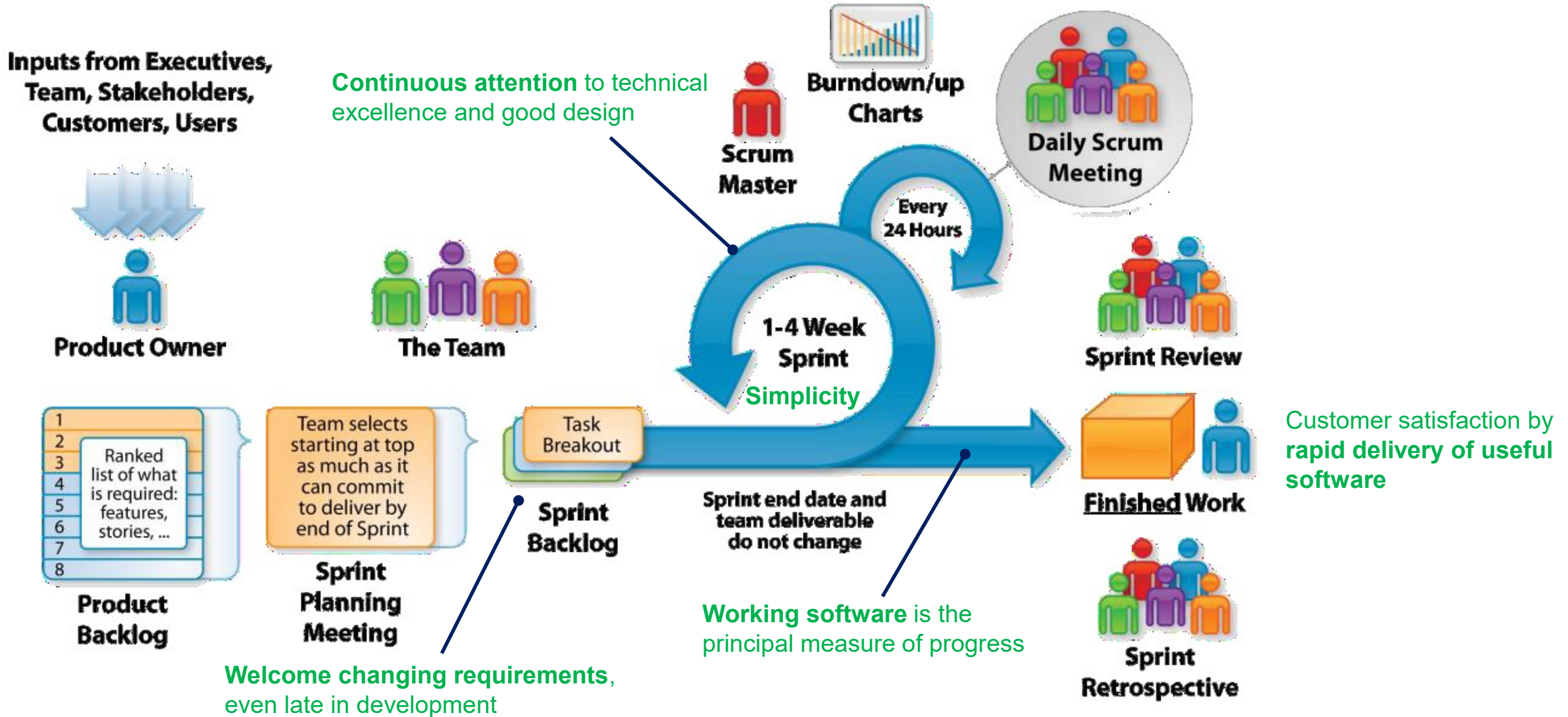
Test Early and Often



Automatically Generate Code

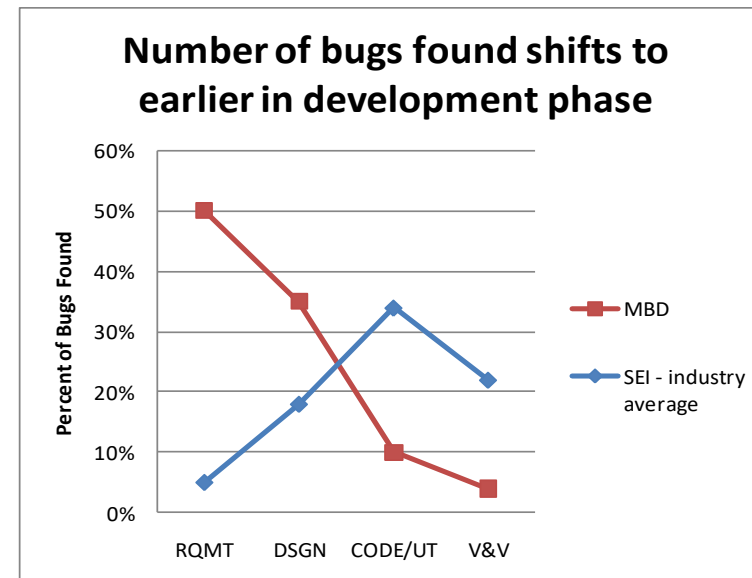


# Agile Development – Key Principles

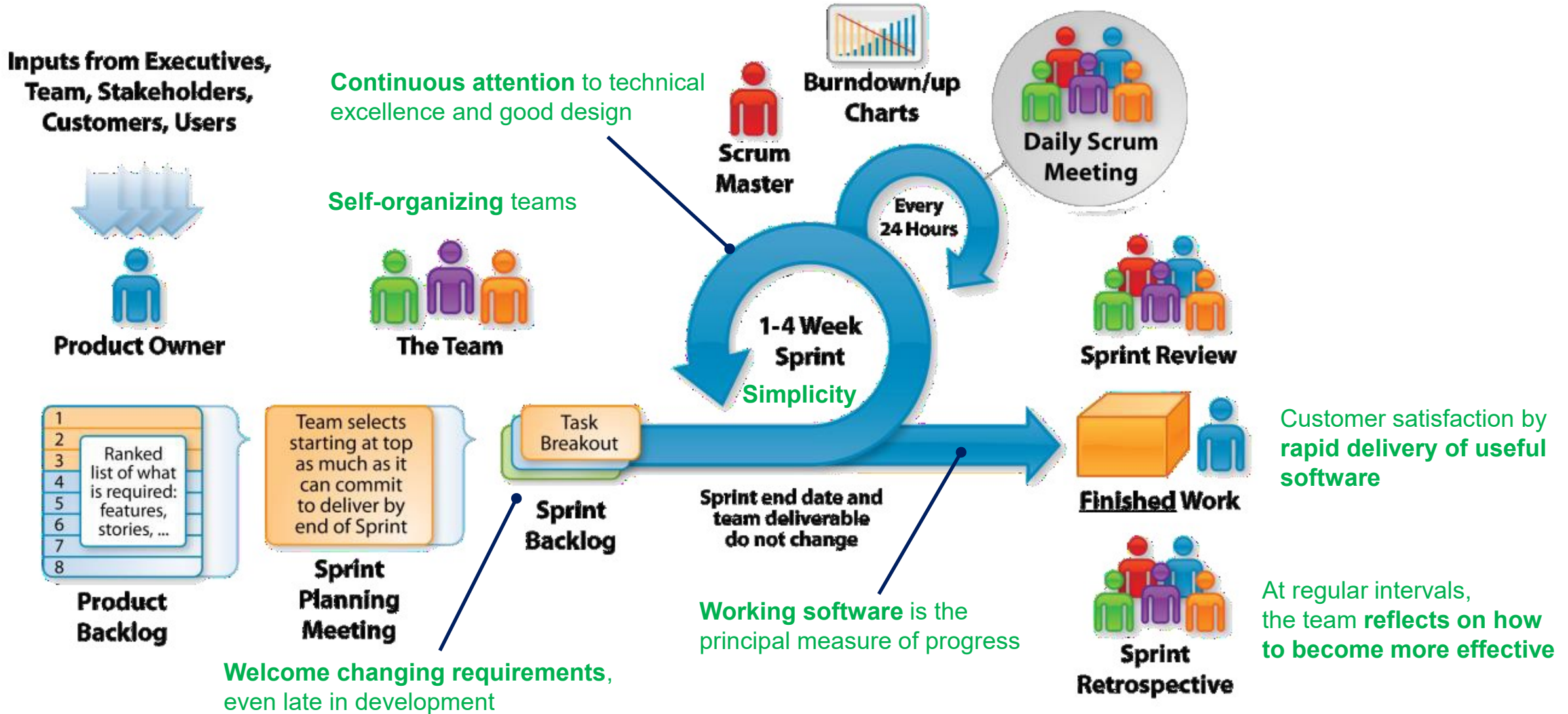


# Principle: Simplicity—the art of maximizing the amount of work not done—is essential

- Model-Based Design supports identification of bugs where they are introduced and “cheaper” to fix.
- Reduces rework (design and test).

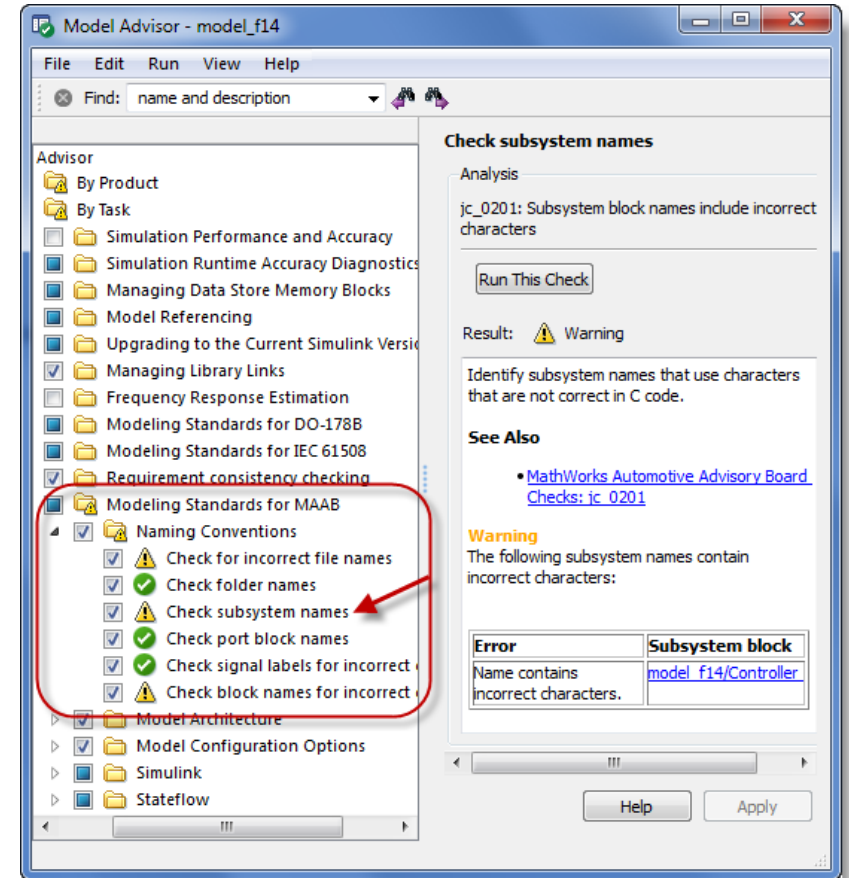


# Agile Development – Key Principles

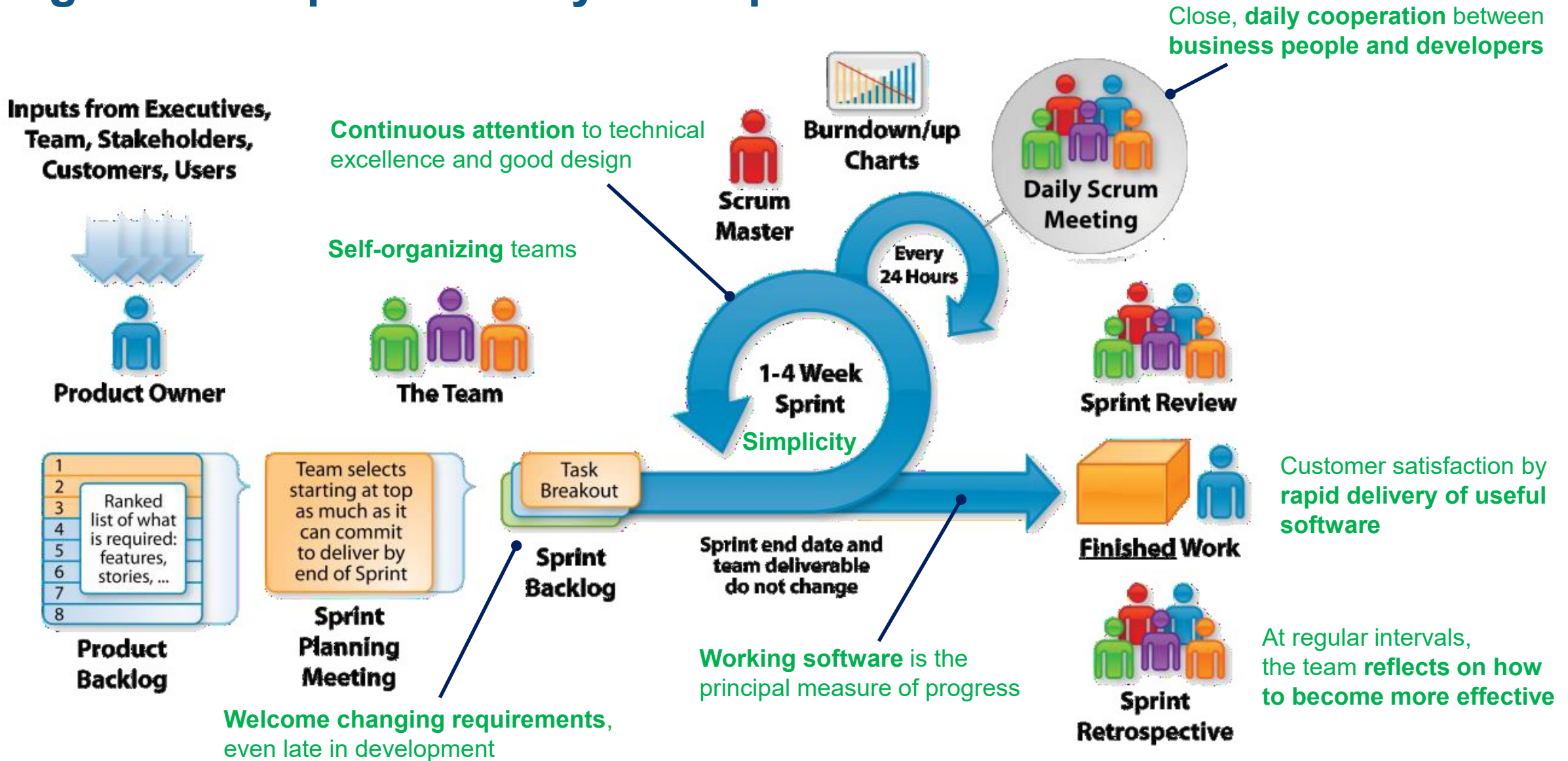


# Principle: At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly

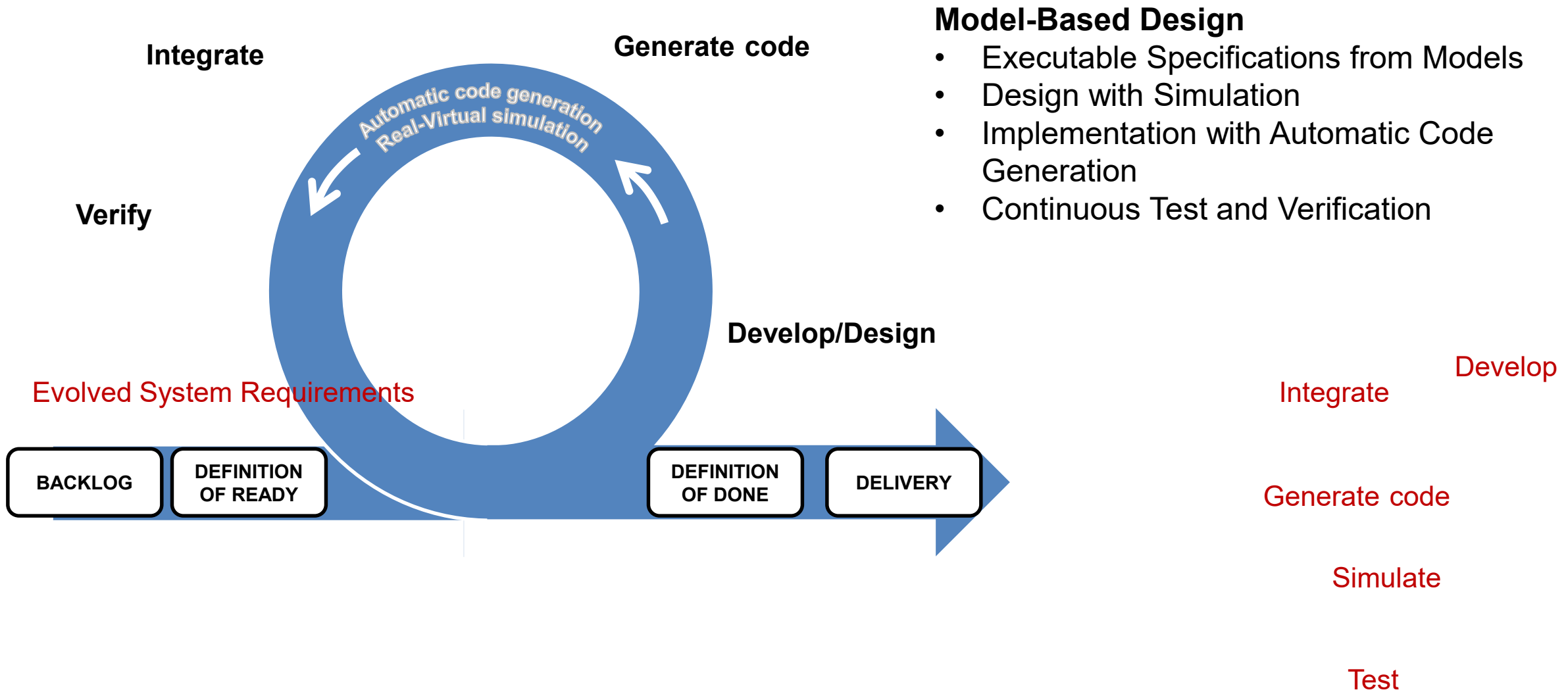
- **Collect metrics from models** to measure and improve process e.g. test coverage, model metrics
- Flexible tool suite supports wide variety of workflows and development processes.
- Open APIs.



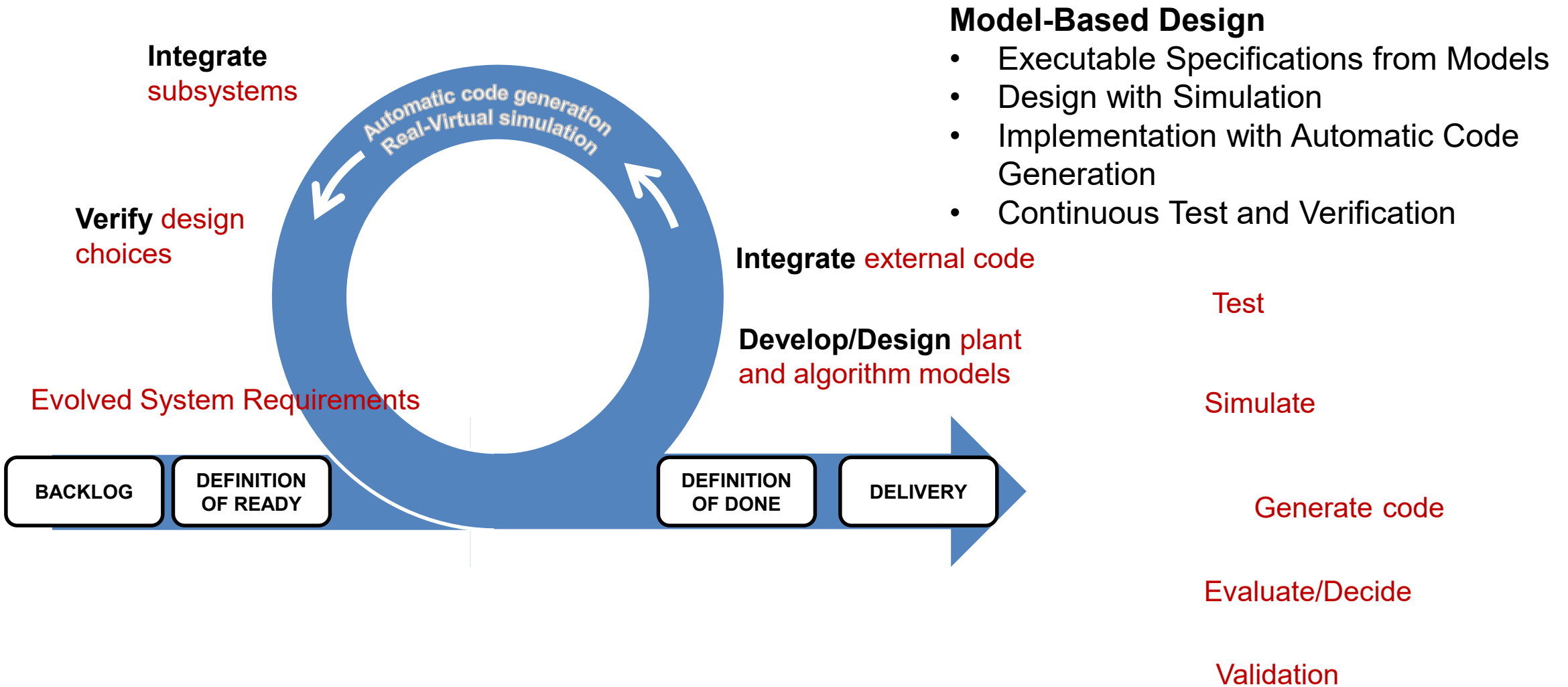
# Agile Development – Key Principles



# Scrum with MBD

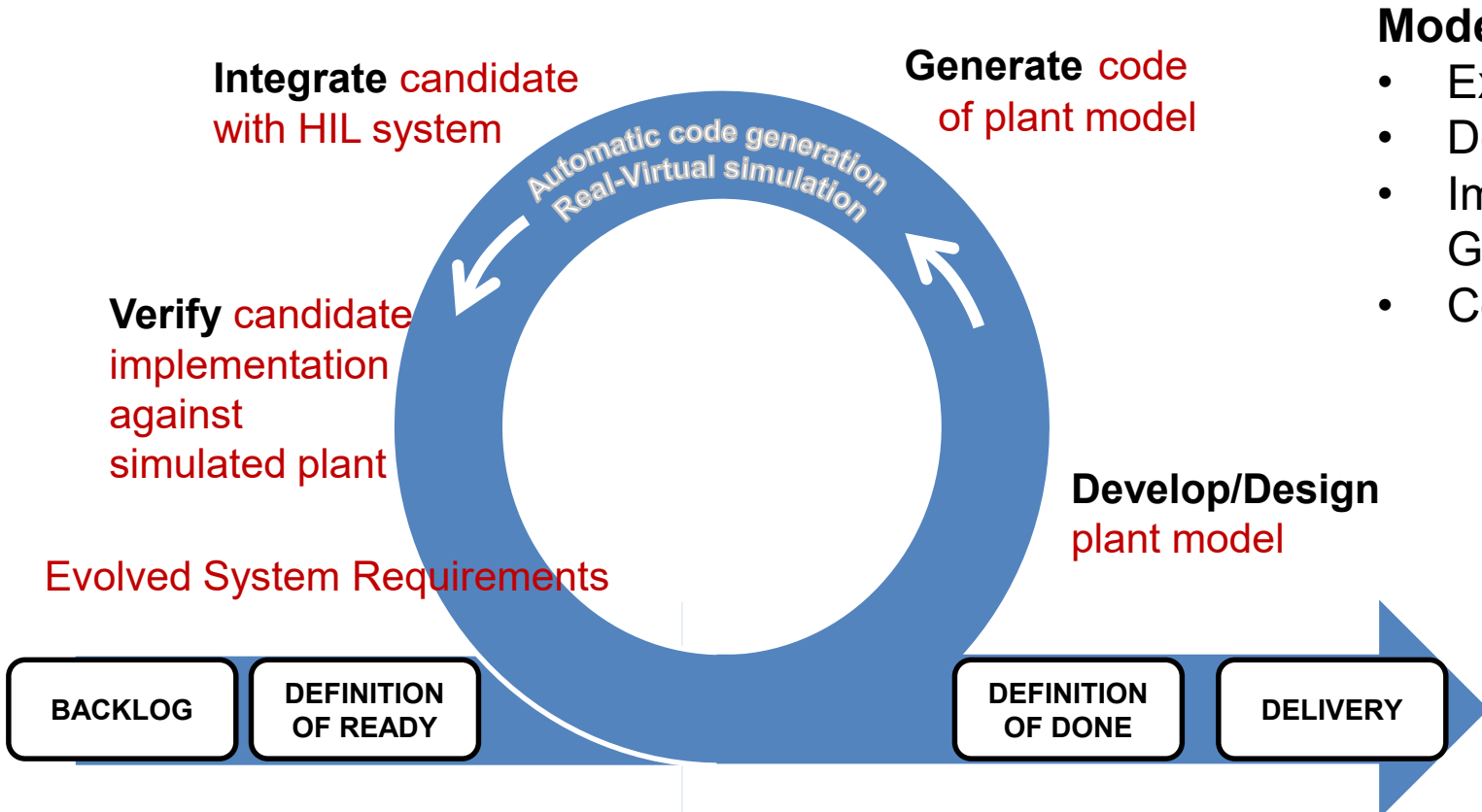


# MIL – Modeling only





# HIL Verification



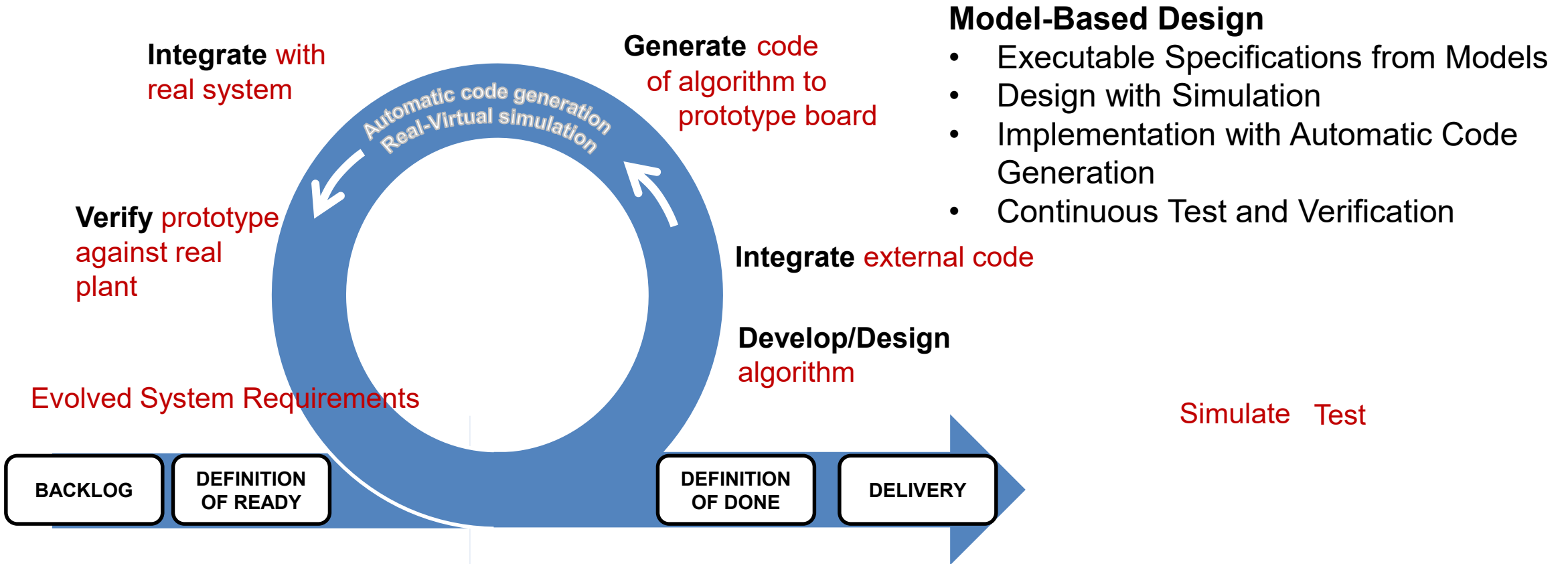
## Model-Based Design

- Executable Specifications from Models
- Design with Simulation
- Implementation with Automatic Code Generation
- Continuous Test and Verification

Integrate external code

Simulate Test

# Rapid prototyping

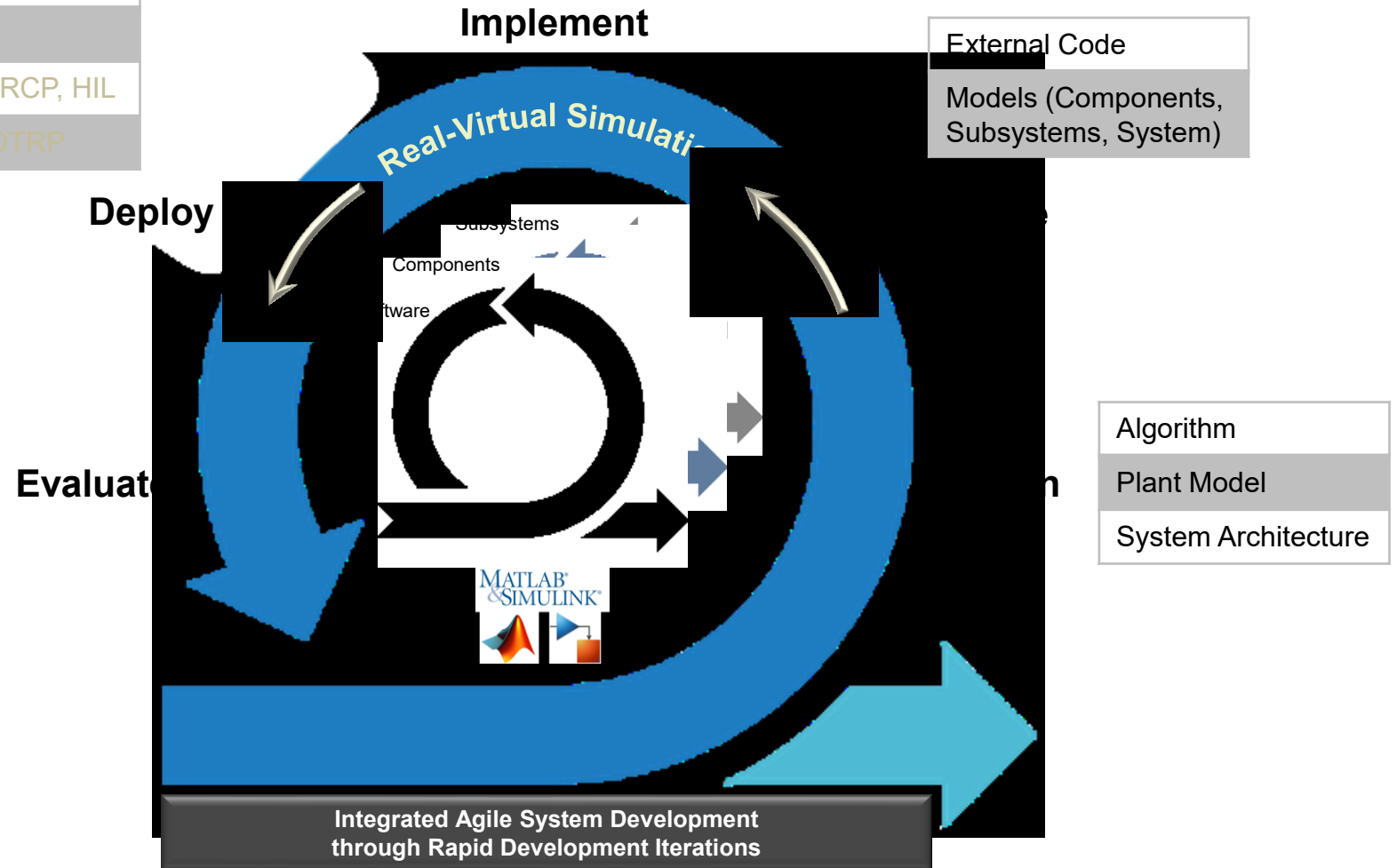


Desktop CPU: MIL, SIL
Target CPU: PIL
Prototyping RT CPU: RCP, HIL
Production EC: HIL, OTRP

Automatic Code Generation	Algorithm
	Plant

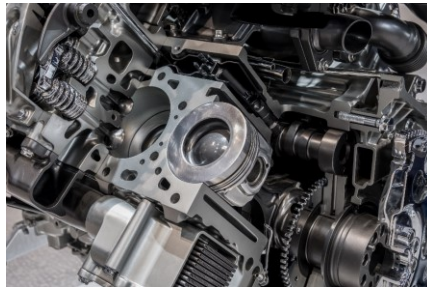
External Code
Models (Components, Subsystems, System)

	Controller	Plant
MIL, SIL, PIL	Virtual	Virtual
RCP	Virtual RT	Real
OTRP	Real	Real
HIL	Real	Virtual RT

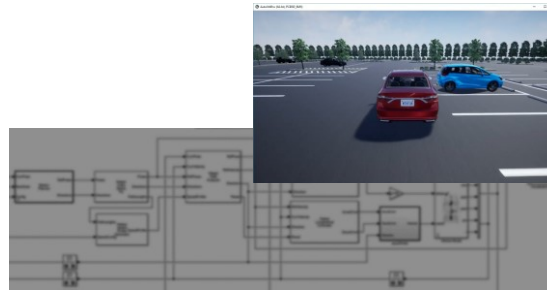


# Who will be successful in the future?

## Mechanical-centric



## Model-centric



## Software-centric

```
function AutomataParkingVehAlgorithm_h
include "AutomataParkingVehAlgorithm_private.h"
int32_T div_x32_floor(int32_T numerator, int32_T denominator)
{
    int32_T quotient;
    uint32_T absNumerator;
    uint32_T absDenominator;
    uint32_T tempAbsQuotient;
    boolean_T quotientNeedsNegation;
    if (denominator == 0) {
        quotient = numerator > 0 ? MAX_int32_T : MIN_int32_T;
    }
    // Divide by zero handler
    else {
        absNumerator = numerator < 0 ? -static_cast<int32_T>(numerator) + 10 :
            static_cast<int32_T>(numerator);
        absDenominator = denominator < 0 ? -static_cast<int32_T>(denominator) + 10 :
            static_cast<int32_T>(denominator);
        quotientNeedsNegation = (numerator < 0) != (denominator < 0);
        tempAbsQuotient = absNumerator / absDenominator;
        if (quotientNeedsNegation) {
            absNumerator = absDenominator;
            if (absNumerator > 0) {
                tempAbsQuotient++;
            }
        }
        quotient = quotientNeedsNegation ? -static_cast<int32_T>(tempAbsQuotient) :
            static_cast<int32_T>(tempAbsQuotient);
    }
    return quotient;
}
```

Comprehensive models  
Simulation based testing  
Generate code and automate verification

# Questions?

