

Uniting LLMs and MBSE

Tony Sukhwani
Principal Systems Engineer
Belcan

About the Presenter

TONY SUKHWANI

Introduction

- Lives in Huntsville, AL
- BS and MS in Systems Engineering (GMU and UAH)
- Principal Systems Engineer at Belcan
- 15+ Years of SE experience in A&D
- Loves smoking various meats, the beach, and animals



- Email: tsukhwani@belcan.com
- Phone: 256-690-8311

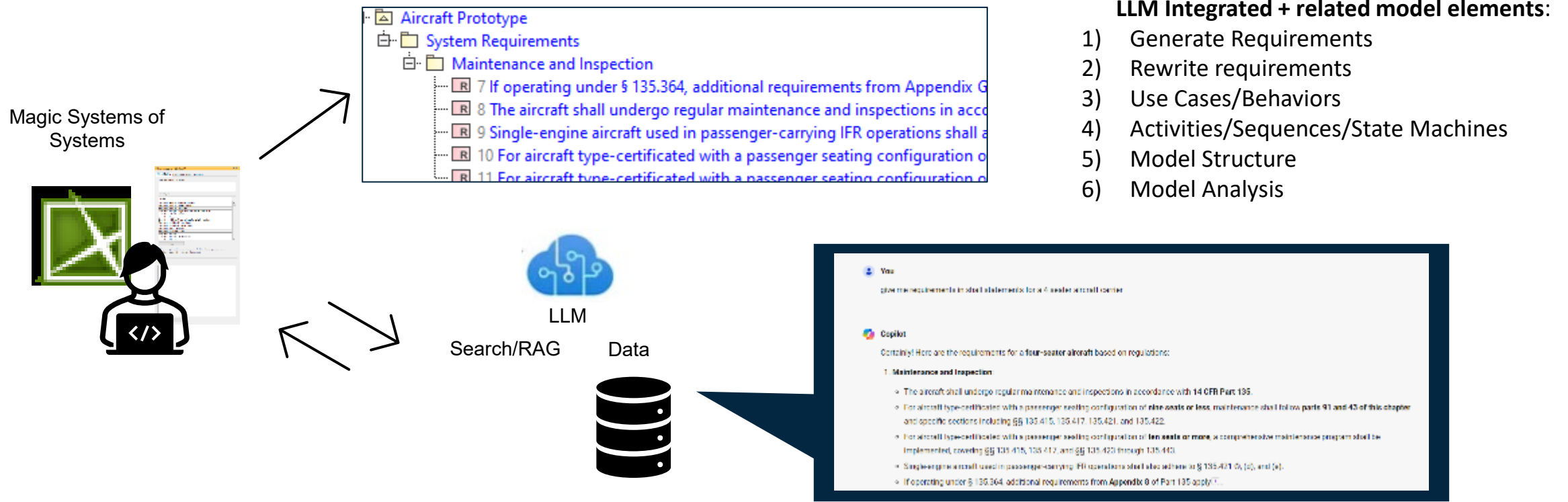
Agenda

- **LLM and MBSE Integration Motivation and Overview**
- **Tool Usage Examples**
- **MBSE-LLM Application Example**
- **Conclusion and Questions**

LLM AND MBSE INTEGRATION MOTIVATION AND OVERVIEW

LLM-MBSE Integration

- Purpose: Generate MBSE models, Review models, General MBSE assistant
- Method: Cameo Plugin, interacts with a LLM to automatically

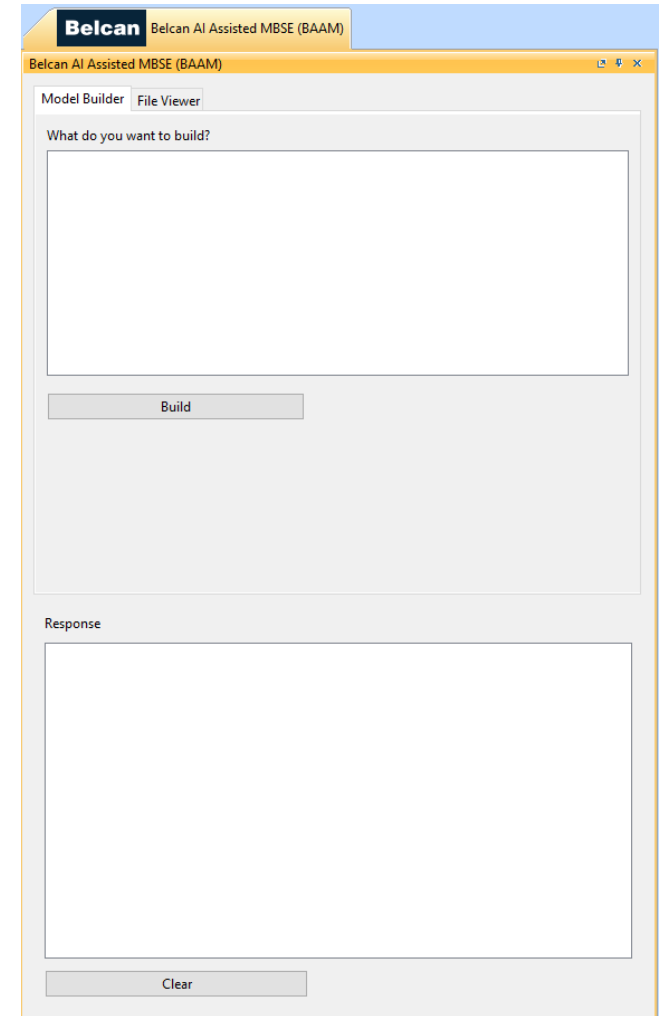


LLM Integrated + related model elements:

- 1) Generate Requirements
- 2) Rewrite requirements
- 3) Use Cases/Behaviors
- 4) Activities/Sequences/State Machines
- 5) Model Structure
- 6) Model Analysis

Belcan AI-Assisted MBSE (BAAM) Overview

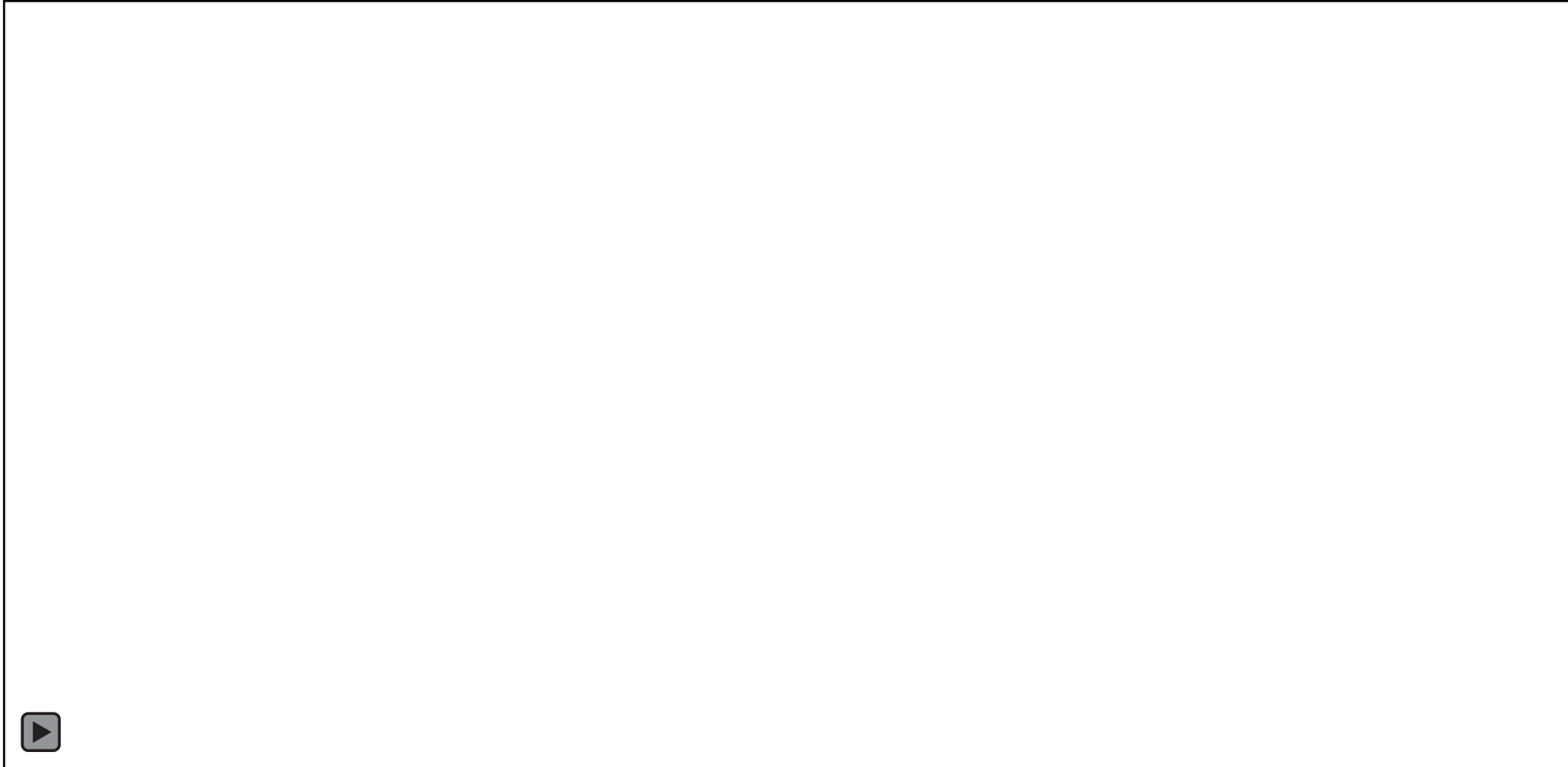
- **LLM holds specific SysML instructions – Trained in certain aspects of SE**
- **Can upload files for Retrieval Augmented Generation (RAG)**
- **Can input existing Elements to create new Elements and Relationships**
- **LLM returns formatted information – Elements, Relationships**
- **Plugin translates information via MagicDraw OpenAPI**



TOOLS USAGE EXAMPLES

Building Requirements

- “Build me a set of requirements for a submarine”



Building Use Cases

- “Build me a set of use cases for a submarine, using these selected elements”



Building Blocks

- **“Build me a set of blocks for a submarine, using these selected elements”**



- Requirements Table

#	△ Name	Text	Refined By	Satisfied By
1	<input type="checkbox"/> REQ-001 Submarine Depth Capability	The submarine shall operate at a <u>maximum depth of 300</u> meters.	<input type="radio"/> Operate at Maximum Depth	<input checked="" type="checkbox"/> Hull
2	<input type="checkbox"/> REQ-002 Submarine Speed	The submarine shall achieve a <u>maximum speed of 25</u> knots when submerged.	<input type="radio"/> Achieve Maximum Speed	<input checked="" type="checkbox"/> Propulsion System
3	<input type="checkbox"/> REQ-003 Submarine Endurance	The submarine shall <u>have an endurance of 90</u> days without resupply.	<input type="radio"/> Sustain 90 Days Endurance	<input checked="" type="checkbox"/> Propulsion System
4	<input type="checkbox"/> REQ-004 Submarine Crew Capacity	The submarine shall accommodate a crew of 50 personnel.	<input type="radio"/> Accommodate Crew	<input checked="" type="checkbox"/> Crew Quarters
5	<input type="checkbox"/> REQ-005 Submarine Stealth	The submarine shall have a noise level <u>not exceeding 110</u> decibels.	<input type="radio"/> Maintain Stealth	<input checked="" type="checkbox"/> Hull
6	<input type="checkbox"/> REQ-006 Submarine Armament	The submarine shall be equipped with torpedoes and anti-ship missiles.	<input type="radio"/> Engage with Armament	<input checked="" type="checkbox"/> Armament System
7	<input type="checkbox"/> REQ-007 Submarine Communication	The submarine shall have secure communication systems for underwater operations.	<input type="radio"/> Communicate Underwater	<input checked="" type="checkbox"/> Communication System
8	<input type="checkbox"/> REQ-008 Submarine Navigation	The submarine shall be equipped with an inertial navigation system.	<input type="radio"/> Navigate with Inertial System	<input checked="" type="checkbox"/> Navigation System
9	<input type="checkbox"/> REQ-009 Submarine Power Supply	The submarine shall have a nuclear power plant for propulsion and onboard systems.	<input type="radio"/> Operate Nuclear Power	<input checked="" type="checkbox"/> Power Plant
10	<input type="checkbox"/> REQ-010 Submarine Safety	The submarine shall have emergency escape systems for all crew members.	<input type="radio"/> Execute Emergency Escape	<input checked="" type="checkbox"/> Safety System

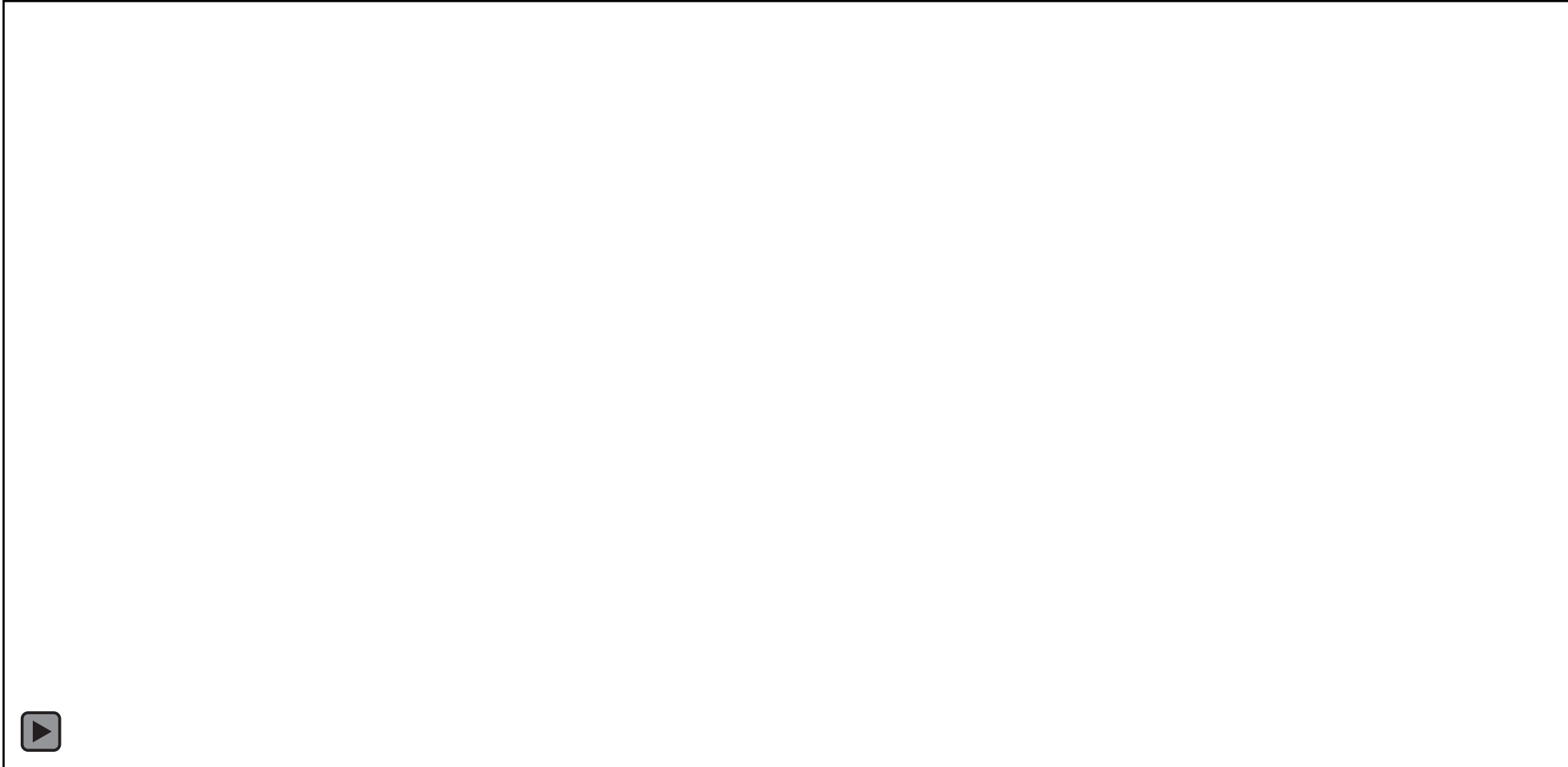
Building Activities

- **“Build me a set of activities using these selected elements”**
 - Use Case “Engage with Armament” is selected



Building Interfaces - Systems Signals

- “Build me a set of signals using these selected elements”



Building Interfaces- Interface Blocks

- “Build me a set of InterfaceBlocks using these selected elements”



Building Interfaces- Ports

- “Build me a set of ports using these selected elements”



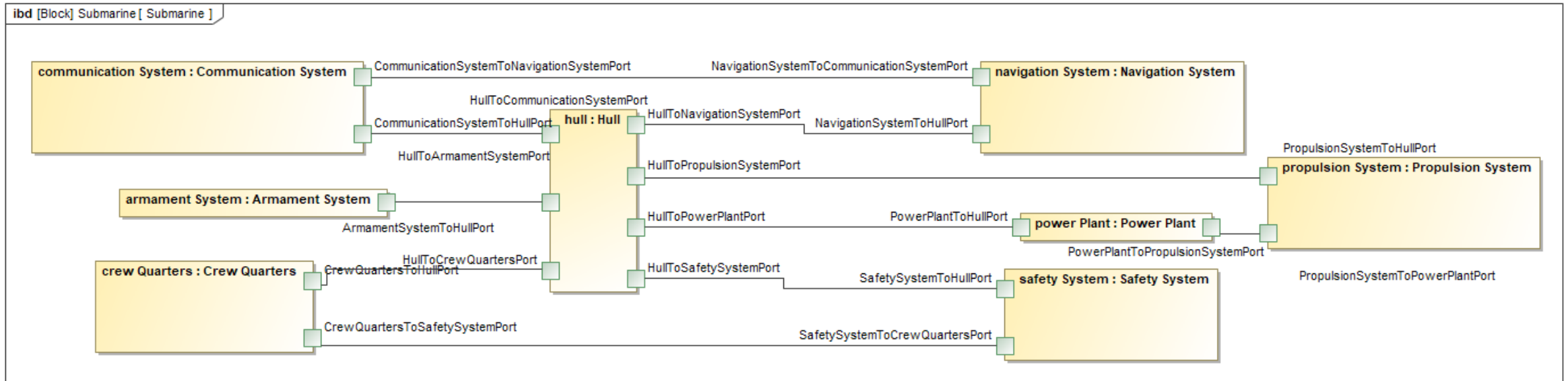
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Building Interfaces- Connectors

- **“Build me a set of interfaces using these selected elements”**



Building Interfaces-Internal Block Diagram (IBD)



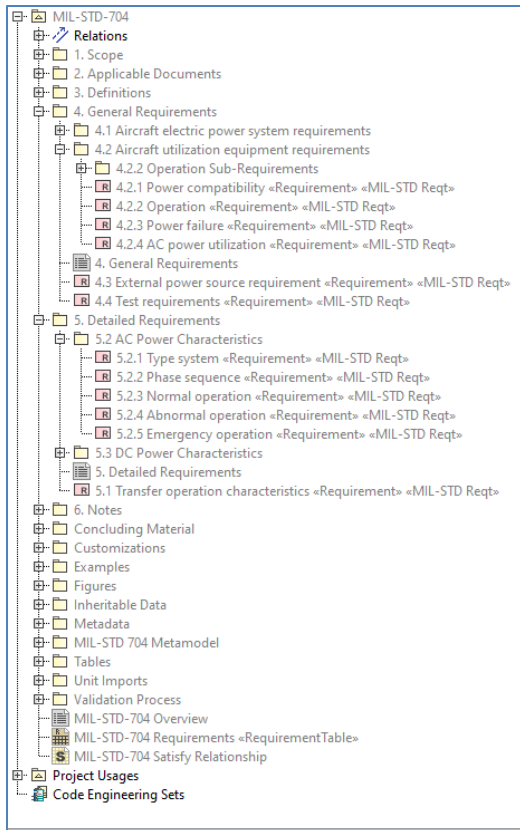
MBSE-LLM APPLICATION

MBSE-LLM Application: Modeling MIL-STDs

- **MIL-STD-704F**

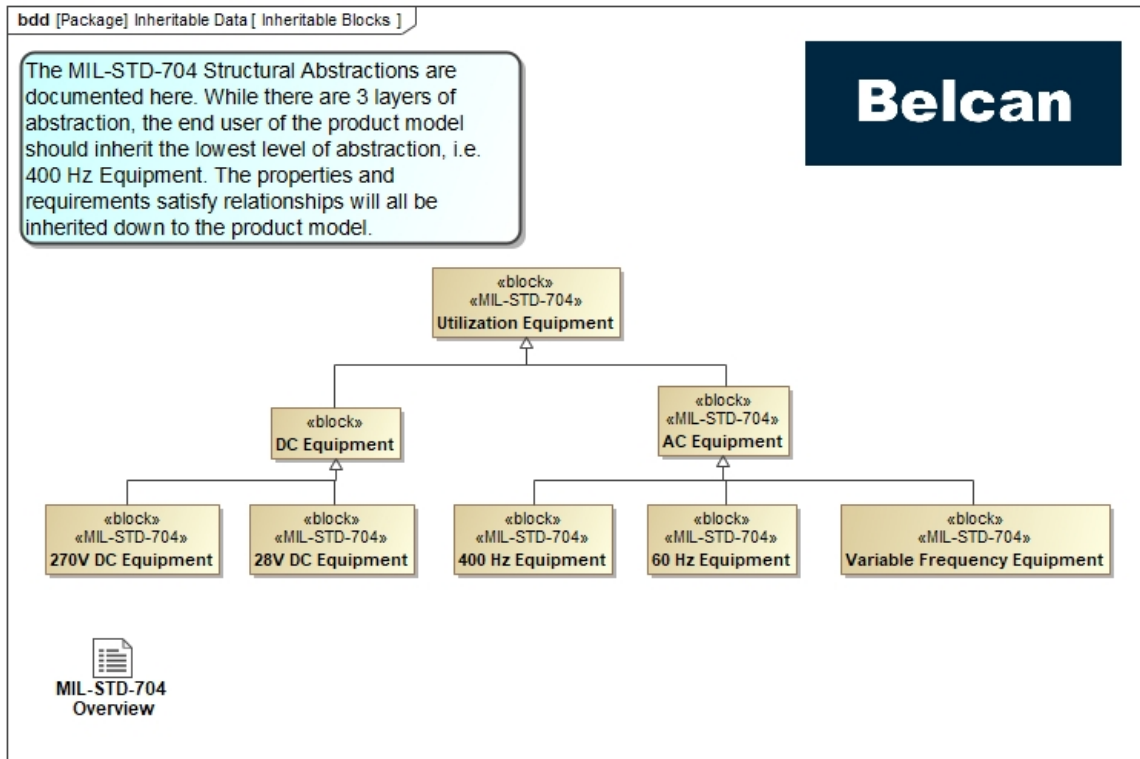
- Fully modeled requirements, traceability, and inheritable blocks

- **“Build me a set of requirements from Section 4 of MIL-STD-704F**



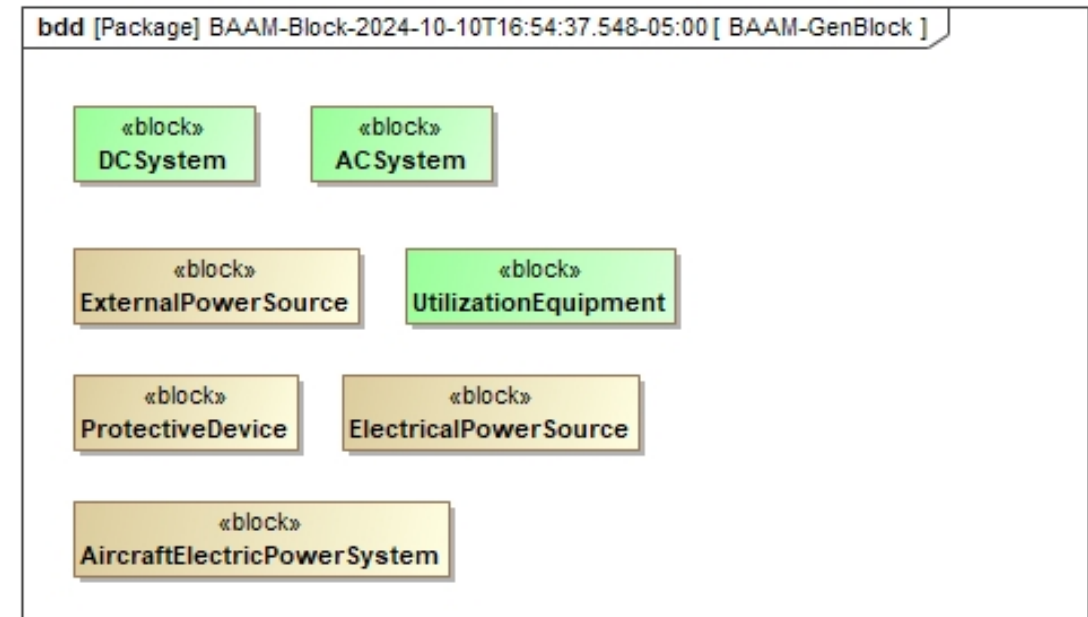
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- Inheritable Blocks - Manual



- Inheritable Blocks – LLM

- “Build me blocks, define a set of inheritable blocks from these requirements”

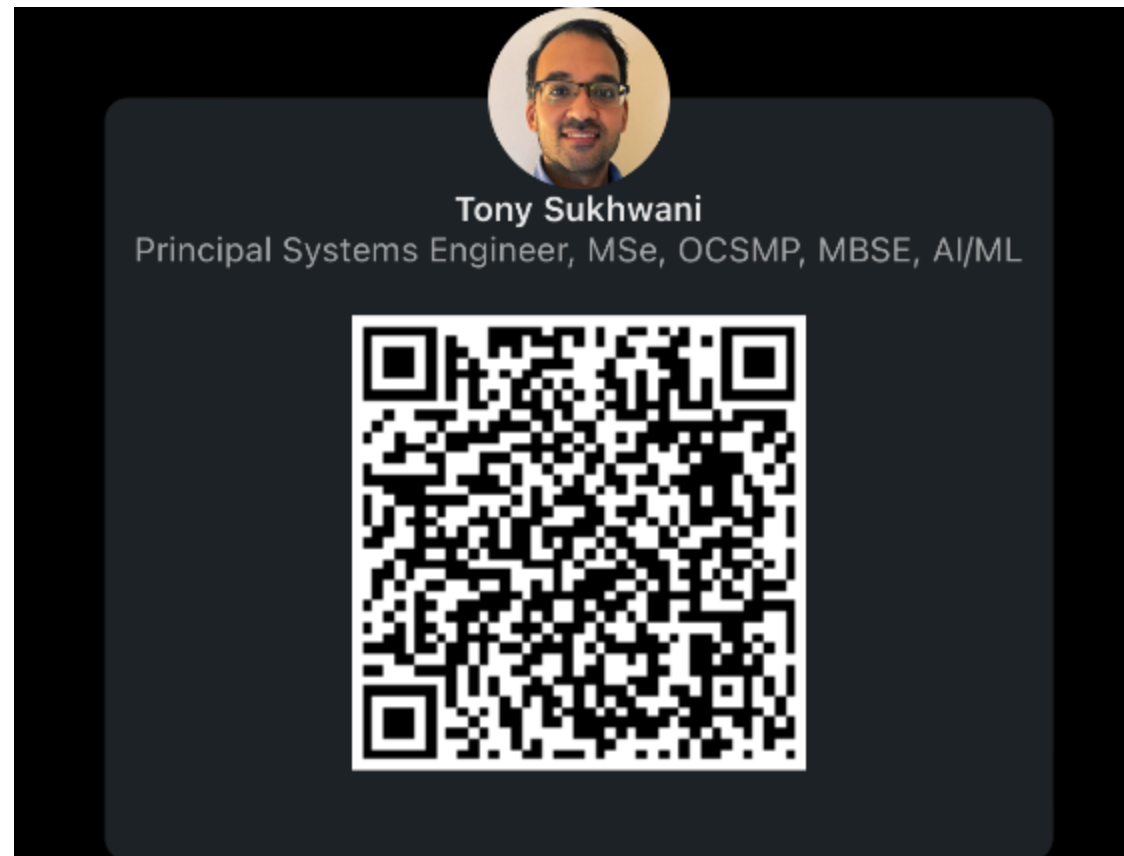


CONCLUSIONS AND QUESTION

Conclusion

- **LLMs will not replace engineers, but if used correctly will enhance our productivity**
- **Additional capabilities in work:**
 - Clippy-like agent to assist in model development
 - Value properties, State Machine
 - Learning from a meta-model/schema

- **Connect with me on LinkedIn!**



QUESTIONS?