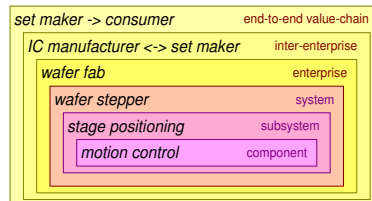


# Modeling Hierarchy, Coping with the Dynamic Range of Design Details

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Gerrit Muller

Embedded Systems Institute

Den Dolech 2 (Laplace Building 0.10) P.O. Box 513, 5600 MB Eindhoven The Netherlands

[gerrit.muller@embeddedsystems.nl](mailto:gerrit.muller@embeddedsystems.nl)

## Abstract

A system functions as part of a broader enterprise. For the design of a system understanding is required of its purpose within the enterprise, as well as of its internal functioning. Models are a means to create and capture understanding. Many different models are needed during the design of a system, from broad enterprise models down to detailed implementation models of components or functions. In this article we show the hierarchy of models, their relations and the level of detail in these models.

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version: 0.1

status: preliminary draft

February 10, 2011

# 1 Introduction

## References

- [1] Gerrit Muller. The system architecture homepage. <http://www.gaudisite.nl/index.html>, 1999.

## History

**Version: 0.1, date: May 09, 2007 changed by: Gerrit Muller**

- added relating and cross cutting diagrams
- replaced platform layering diagram
- changed status to preliminary draft
- choose logo

**Version: 0, date: July 18, 2006 changed by: Gerrit Muller**

- Created, no changelog yet