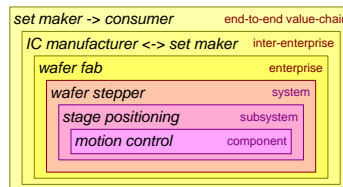


# Modeling Hierarchy, Coping with the Dynamic Range of Design Details

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Gerrit Muller

University of South-Eastern Norway-NISE  
Hasbergsvei 36 P.O. Box 235, NO-3603 Kongsberg Norway  
gaudisite@gmail.com

## 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

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# 1 Introduction

## References

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

## History

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

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- Created, no changelog yet