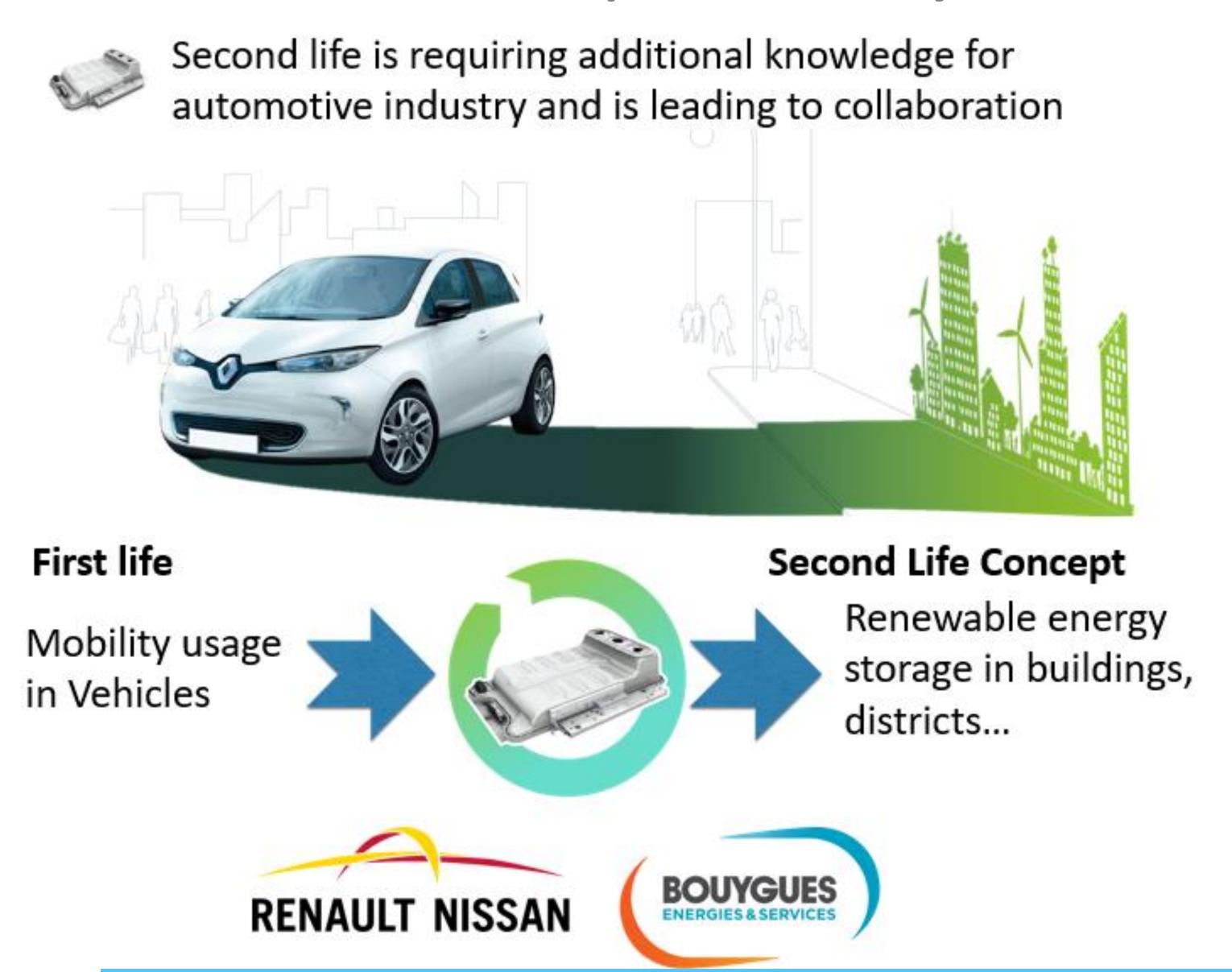
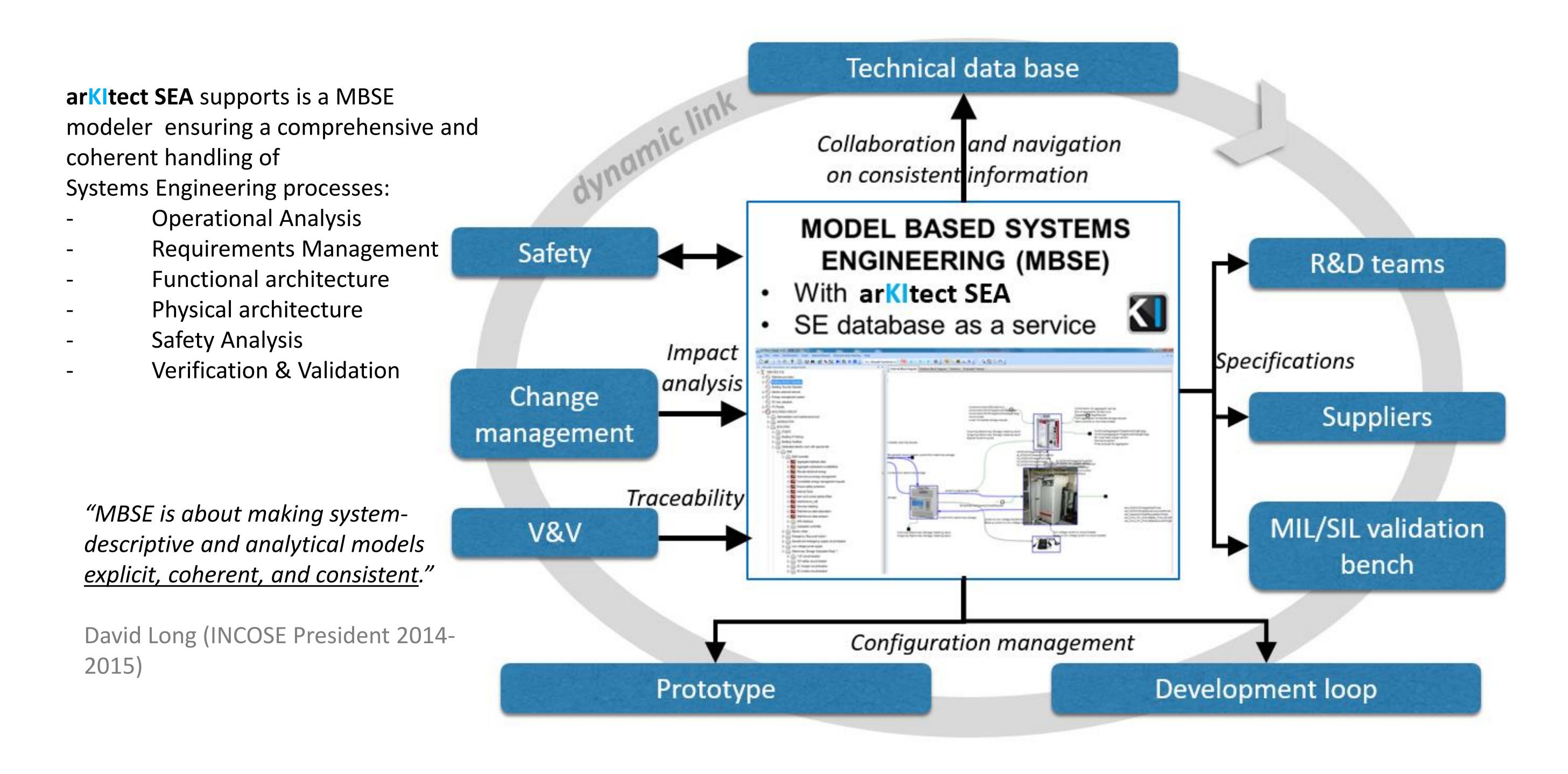
Batteries For Buildings (B4B), a system of systems development based on MBSE processes

In the coming years, hundred of thousands of batteries from actual on road electrical vehicles will not fulfill automotive requirements anymore. Their second life management is at stake.



arkItect SEA, a Systems Engineering (SE) modeler has been used by Renault and Bouygues Energies & Services to manage SE processes of a Batteries for Buildings (B4B) system. B4B is a concept reusing batteries of electric vehicles (second life), as a storage facility for energy management and renewables integration. The project started in 2012, was completely new from many viewpoints: new partnership with actors using different processes; innovative product and service offer connected and scalable including safety concerns.

In order to overcome these challenges, a common SE model addressing the SE process has been established: managing all SE data in a modeler, managing data consistency (requirements allocations, functional and system architecture), generating all specification documents toward developers and suppliers, enabling safety analysis faithfully with SE model.



Systems Engineering Data managed for B4B



Several thousands of links between these objects

Requirements allocated to functions
Requirements allocated to components
Functions allocated to components
Flows linked as input and output of functions
Interfaces linked to components
And other links related to tests, safety...

Key Benefits

- Ability to study all architecture alternatives in a System Of Systems context including technical and economical dimensions: diversity management
- Allow new unexpected collaborations between different engineering methods and processes: collaborative and structured environment
- Allow usage data integration in conception cycle to ensure a continuous development: **traceability** and **scalability**
- Support complete technical data transmission to other teams through specifications descriptions: documents generation