

INSTRUCTIONS:														
Fill out the hazard analysis and risk assessment below.														
HA-001 should be for the lane departure warning function as discussed in the lecture.														
HA-002 should be for the lane keeping assistance function as discussed in the lecture.														
Then come up with your own situations and hazards for the lane assistance system. Fill in the HA-003 and HA-004 rows.														
When finished, export your spreadsheet as a pdf file so that a reviewer can easily see your work.														

Hazard ID	Situational Analysis					Hazard Identification										Hazardous Event Classification				Determination ofASIL and Safety Goals	
	Operational Mode	Operational Scenario	Environmental Details	Situation Details	Other Details (optional)	Item Usage (function)	Situation Description	Function	Deviation	Deviation Details	Hazardous Event (resulting effect)	Event Details	Hazardous Event Description	Exposure (of situation)	Rationale (for exposure)	Severity (of potential harm)	Rationale (for severity)	Controllability (of hazardous event)	Rationale (for controllability)	ASIL Determination	Safety Goal
HA-001	OM03 - Normal Driving	OS04 - Highway	EN00 - Rain (slippery road)	SD02 - High speed		IU01 - Correctly used	Normal driving on a highway during (slippery road) with high speed and correctly used system.	Lane Departure Warning (LDW) function shall apply an oscillating steering torque to provide the driver with haptic feedback	CV04 - Actor effort is too much	The Lane Departure Warning function applies an oscillating torque with very high torque (above limit)	EV00 - Collision with other vehicle.	High haptic feedback can affect driver's ability to steer as intended. The driver loses control and could collide with another vehicle or side of the road.	The Lane Departure Warning function applies an oscillating torque with very high torque (above limit)	E3 - Medium probability	Driving on a highway with rain could happen between 1% and 10% of the time operating the vehicle.	E3 - Life-threatening or fatal injuries	Collisions at high speed could cause fatal injuries.	C3 - Difficult to control or uncontrollable	It is difficult to stay calm and react properly when the steering wheel is moving too much.	C	The oscillating steering torque from the Lane Departure Warning function shall be limited.
HA-002	OM03 - Normal Driving	OS03 - Country Road	EN01 - Normal conditions	SD02 - High speed		IU02 - Incorrectly used	Normal driving on a country road during normal conditions with high speed and incorrectly used system.	Lane Keeping Assistance (LKA) function shall apply the steering torque when active in order to stay in ego lane	CV05 - Function is always activated	Lane Keeping function is always activated	EV00 - Collision with other vehicle.	Driver use the function as if the car was a self-driving car and loose driving attention.	The driver do not use the function properly.	E2 - Low probability	The covariation between driving at a country road and misusing system should not happen often. Less than 1% of the time operating the vehicle.	E3 - Life-threatening or fatal injuries	Collisions at high speed could cause fatal injuries.	C3 - Difficult to control or uncontrollable	When the driver loose focus on driving, it is difficult to re-focus in the case of imminent collision.	B	The Lane Keeping Assistance function shall be time limited, and additional steering torque shall end after a given time interval so the driver cannot misuse the system for autonomous driving.
HA-003	OM03 - Normal Driving	OS04 - Highway	EN01 - Normal conditions	SD02 - High speed		IU01 - Correctly used	Normal driving on a highway during normal conditions with high speed and correctly used system.	Lane Departure Warning (LDW) function shall apply an oscillating steering torque to provide the driver with haptic feedback	CV02 - Function unexpectedly activated	The camera sensor stop working and the Lane Departure Warning function continue to be activated.	EV00 - Collision with other vehicle.	The Lane Departure Warning continue to be activated and start executing random torque the steering wheel making the driver to loose control with potential collision with other vehicle.	The Lane Departure Warning start acting randomly when the camera sensor is not working.	E3 - Medium probability	Driving on a highway with rain could happen between 1% and 10% of the time operating the vehicle.	E3 - Life-threatening or fatal injuries	Collisions at high speed could cause fatal injuries.	C3 - Difficult to control or uncontrollable	When the driver loose control of the vehicle is very difficult to realize the situation and act accordingly.	C	The Lane Departure Warning function shall be deactivated when the camera sensor stop working.
HA-004	OM03 - Normal Driving	OS03 - Country Road	EN01 - Normal conditions	SD02 - High speed		IU01 - Correctly used	Normal driving on a country road during normal conditions with high speed and correctly used system.	Lane Keeping Assistance (LKA) function shall apply the steering torque when active in order to stay in ego lane	CV02 - Function unexpectedly activated	The camera sensor stop working and the Lane Keeping Assistance function continue to be activated.	EV00 - Collision with other vehicle.	The Lane Keeping Assistance continue to be activated starting executing random torque to the vehicle making the driver to loose control with potential collision with other vehicle.	The Lane Keeping Assistance start acting randomly when the camera sensor is not working.	E3 - Medium probability	Driving on a highway with rain could happen between 1% and 10% of the time operating the vehicle.	E3 - Life-threatening or fatal injuries	Collisions at high speed could cause fatal injuries.	C3 - Difficult to control or uncontrollable	When the driver loose control of the vehicle is very difficult to realize the situation and act accordingly.	C	The Lane Keeping Assistance function shall be deactivated when the camera sensor stop working.

EXAMPLE DISCUSSED IN THE PROJECT INDUSTRY TOPICS: Highway System																							
Hazard ID	Situational Analysis							Hazard Identification							Hazardous Event Classification							Determination of ASL and Safety Goals	
	Operational Mode	Operational Scenario	Environmental Details	Situation Details (potential)	Other Details (potential)	Item Usage (function)	Situation Description	Function	Deviation	Deviation Details	Hazardous Event (resulting effect)	Event Details	Hazardous Event Description	Exposure (per situation)	Exposure (per exposure)	Severity (per potential harm)	Exposure (per severity)	Consequence (per hazardous event)	Exposure (per consequence)	ASL Determination	Safety Goal		
HA-001	Normal Driving	City Road	Normal Conditions	Low Speed	Night time = Challenge on the road	Correctly used	Normal Driving on a City Road during Normal Conditions with Low Speed at Night with an Obstacle on the Road	Low beam illuminates the roadway in the dark	Function not activated	Both headlights stop working	Front collision with obstacle	Vehicle crashes into the obstacle with injury to driver	Total loss of low beam	E4 - High probability	Night driving in the city in a regular activity	S1 - Light and moderate injuries	In city traffic, speed of vehicle is expected to be low	C2 - Controllable in general	At city speed, road should not be able to control the situation to prevent crashes due to the situation illumination in city roads	GM	Total Loss of Beam that is Prevented		
MODE EXAMPLES - Highway System																							
Hazard ID	Situational Analysis							Hazard Identification							Hazardous Event Classification							Determination of ASL and Safety Goals	
	Operational Mode	Operational Scenario	Environmental Details	Situation Details (potential)	Other Details (potential)	Item Usage (function)	Situation Description	Function	Deviation	Deviation Details	Hazardous Event (resulting effect)	Event Details	Hazardous Event Description	Exposure (per situation)	Exposure (per exposure)	Severity (per potential harm)	Exposure (per severity)	Consequence (per hazardous event)	Exposure (per consequence)	ASL Determination	Safety Goal		
HA-001	CMED - Normal Driving	OS01 - City Road	EN01 - Normal conditions	SD03 - Low speed	Night time = Challenge on the road	E01 - Correctly used	Normal Driving on City Road during Normal Conditions with Low Speed Night time = Challenge on the road	Low beam illuminates the roadway in the dark	D001 - Function not activated	Both headlights stop working	E004 - Front collision with obstacle	Vehicle crashes into the obstacle with injury to driver	Total loss of low beam	E4 - High probability	Night driving in the city in a regular activity	S1 - Light and moderate injuries	In city traffic, speed of vehicle is expected to be low	C2 - Controllable in general	At city speed, road should not be able to control the situation to prevent crashes due to the situation illumination in city roads	GM	Total loss of low beam that is prevented		
HA-002	CMED - Normal Driving	OS01 - City Road	EN04 - Scenic (improved view)	SD03 - Low speed	Night time = Challenge on the road and no other illumination on road	E01 - Correctly used	Normal Driving on City Road during Scenic (improved view) with Low Speed Night time = Challenge on the road and no other illumination on road	Low beam illuminates the roadway in the dark	D001 - Function not activated	Both headlights stop working	E004 - Front collision with obstacle	Vehicle crashes into the obstacle with injury to driver	Total loss of low beam	E1 - Very low probability	Night driving in the city on completely illuminated roads with a car in a narrow lane	S1 - Light and moderate injuries	In city traffic, speed of vehicle is expected to be low	C1 - Simply controllable	On completely illuminated city roads, a driver would drive at lower speed in city where they would be expected to be able to control vehicle	GM	Total loss of low beam that is prevented		
HA-003	CMED - Normal Driving	OS02 - Highway	EN04 - Scenic (improved view)	SD03 - High speed	Night time = Challenge on the road or upcoming curve	E01 - Correctly used	Normal Driving on Highway during Scenic (improved view) with High Speed Night time = Challenge on the road or upcoming curve	Low beam illuminates the roadway in the dark	D001 - Function not activated	Both headlights stop working	E004 - Front collision with obstacle	Vehicle crashes into the obstacle or into infrastructure with injury to driver and other persons present	Total loss of low beam	E2 - Low probability	Night driving is part of regular driving, however, heavy curve occurs a few times a year	S3 - Life-threatening or fatal injuries	On highway speed of vehicle is expected to be high	C2 - Normally controllable	When on highway with other vehicles, a car is not expected that there are other vehicles and there is more time to react and control the vehicle. And also can often force of warning by road signs or regular illumination	A	Total loss of low beam that is prevented		
HA-004	CMED - Normal Driving	OS02 - Country Road	EN01 - Normal conditions	SD02 - High speed	Night time = Ongoing vehicle	E01 - Correctly used	Normal Driving on Country Road during Normal conditions with High Speed Night time = Ongoing vehicle	Low beam illuminates the roadway in the dark	D001 - Function not activated	Both headlights stop working	E004 - Collision with other vehicle	Vehicle crashes into the uncontrolled vehicle or into infrastructure	Total loss of low beam	E4 - High probability	Country driving is part of regular driving	S3 - Life-threatening or fatal injuries	On country roads speed of vehicle is expected to be high	C1 - Simply controllable	Illustration to be expected on country roads, and also difficult for the average driver to react and control the vehicle in a single situation	B	Total loss of low beam that is prevented		
HA-005	CMED - Normal Driving	OS02 - Country Road	EN04 - Scenic (improved view)	SD04 - High speed	Night time = Challenge on the road and no other illumination on road	E01 - Correctly used	Normal Driving on Country Road during Scenic (improved view) with High Speed Night time = Challenge on the road and no other illumination on road	Low beam illuminates the roadway in the dark	D001 - Function not activated	Both headlights stop working	E004 - Front collision with obstacle	Vehicle crashes into the obstacle or into infrastructure with injury to driver and other persons present	Total loss of low beam	E2 - Low probability	Country driving is part of regular driving, however, heavy curve occurs a few times a year	S3 - Life-threatening or fatal injuries	On country roads speed of vehicle is expected to be high	C3 - Difficult to control or uncontrollable	Illustration to be expected on country roads, and also difficult for the average driver to react and control the vehicle in a single situation	B	Total loss of low beam that is prevented		

<b>Hazard &amp; Risk Analysis Definitions</b>			
<b>Operational Mode</b>			
<b>ID</b>	<b>Mode</b>	<b>Remarks</b>	<b>Reference</b>
OM01	Parked	Car is parked, ignition is off	OM01 - Parked
OM02	Ignition on	Car is parked, ignition is on	OM02 - Ignition on
OM03	Normal driving	Car is driving	OM03 - Normal driving
OM04	Backward driving	Car is driving	OM04 - Backward driving
OM05	Degraded driving	Limp home mode	OM05 - Degraded driving
OM06	Towing (active)	Towing another car	OM06 - Towing (active)
OM07	Towing (passive)	Being towed by another car	OM07 - Towing (passive)
OM08	Service	Vehicle is in repair garage	OM08 - Service
OM09	N/A	not applicable or not relevant	OM09 - N/A
<b>Operational Scenario</b>			
<b>ID</b>	<b>Scenario</b>	<b>Remarks</b>	<b>Reference</b>
OS01	Any Road	road type	OS01 - Any Road
OS02	City Road	road type	OS02 - City Road
OS03	Country Road	road type	OS03 - Country Road
OS04	Highway	road type	OS04 - Highway
OS05	Mountain Pass	road type	OS05 - Mountain Pass
OS06	Off Road	road type	OS06 - Off Road
OS07	Road with gradient	road attribute	OS07 - Road with gradient
OS08	Road with bump	road attribute	OS08 - Road with bump
OS09	Road tunnel	road attribute	OS09 - Road tunnel
OS10	Road with construction site	road attribute	OS10 - Road with construction site
OS11	N/A	not applicable or not relevant	OS11 - N/A

<b>Situation Details</b>			
<b>ID</b>	<b>Scenario</b>	<b>Remarks</b>	<b>Reference</b>
SD01	Low speed	driving attribute	SD01 - Low speed
SD02	High speed	driving attribute	SD02 - High speed
SD03	Normal acceleration	driving attribute	SD03 - Normal acceleration
SD04	High acceleration	driving attribute	SD04 - High acceleration
SD05	Normal braking	driving attribute	SD05 - Normal braking
SD06	High braking	driving attribute	SD06 - High braking
SD07	N/A	not applicable or not relevant	SD07 - N/A
<b>Item Usage</b>			
<b>ID</b>	<b>Mode</b>	<b>Remarks</b>	<b>Reference</b>
IU01	Correctly used	Intended usage	IU01 - Correctly used
IU02	Incorrectly used	Unintended usage (foreseeable)	IU02 - Incorrectly used
IU03	N/A	not applicable or not relevant	IU03 - N/A
<b>Environmental Details</b>			
<b>ID</b>	<b>Scenario</b>	<b>Remarks</b>	<b>Reference</b>
EN01	Normal conditions	weather attribute	EN01 - Normal conditions
EN02	Sun blares (degraded view)	weather attribute	EN02 - Sun blares (degraded view)
EN03	Fog (degraded view)	weather attribute	EN03 - Fog (degraded view)
EN04	Snowfall (degraded view)	weather attribute	EN04 - Snowfall (degraded view)
EN05	Cross-wind (lateral force)	weather attribute	EN05 - Cross-wind (lateral force)

EN06	Rain (slippery road)	road attribute	EN06 - Rain (slippery road)
EN07	Snow (slippery road)	road attribute	EN07 - Snow (slippery road)
EN08	Glacé (slippery road)	road attribute	EN08 - Glacé (slippery road)
EN09	N/A	not applicable or not relevant	EN09 - N/A

<b>Deviation</b>			
<b>ID</b>	<b>Deviation (Guideword)</b>	<b>Remarks</b>	<b>Reference</b>
DV01	Function not activated	Activation error	DV01 - Function not activated
DV02	Function unexpectedly activated	Activation error	DV02 - Function unexpectedly activated
DV03	Function always activated	Activation error	DV03 - Function always activated
DV04	Actor effect is too much	Quantitative error	DV04 - Actor effect is too much
DV05	Actor effect is too less	Quantitative error	DV05 - Actor effect is too less
DV06	Actor action too early	Timing error	DV06 - Actor action too early
DV07	Actor action too late	Timing error	DV07 - Actor action too late
DV08	Actor action before	Sequence error	DV08 - Actor action before
DV09	Actor action after	Sequence error	DV09 - Actor action after
DV10	Actor effect is reverse	Logical error	DV10 - Actor effect is reverse
DV11	Actor effect is wrong	Logical error	DV11 - Actor effect is wrong
DV12	Sensor sensitivity is too high	Quantitative error	DV12 - Sensor sensitivity is too high
DV13	Sensor sensitivity is too low	Quantitative error	DV13 - Sensor sensitivity is too low
DV14	Sensor detection too early	Timing error	DV14 - Sensor detection too early
DV15	Sensor detection too late	Timing error	DV15 - Sensor detection too late
DV16	Sensor detection before	Sequence error	DV16 - Sensor detection before
DV17	Sensor detection after	Sequence error	DV17 - Sensor detection after
DV18	Sensor detection is reverse	Logical error	DV18 - Sensor detection is reverse
DV19	Sensor detection is wrong	Logical error	DV19 - Sensor detection is wrong
DV20	N/A	not applicable or not relevant	DV20 - N/A
<b>Hazardous Events (possible effects)</b>			
<b>ID</b>	<b>Hazardous Event</b>	<b>Remarks</b>	<b>Reference</b>
EV-07	None		EV-07 - None
EV-06	Front collision with oncoming traffic		EV-06 - Front collision with oncoming traffic
EV-05	Front collision with ahead traffic		EV-05 - Front collision with ahead traffic
EV-04	Front collision with obstacle		EV-04 - Front collision with obstacle
EV-03	Rear collision with trailing traffic		EV-03 - Rear collision with trailing traffic

EV-02	Side collision with other traffic		EV-02 - Side collision with other traffic
EV-01	Side collision with obstacle		EV-01 - Side collision with obstacle
EV00	Collision with other vehicle		EV00 - Collision with other vehicle
EV01	Collision with train		EV01 - Collision with train
EV02	Collision with pedestrian		EV02 - Collision with pedestrian
EV03	Car spins out of control		EV03 - Car spins out of control
EV04	Car comes off the road		EV04 - Car comes off the road
EV05	Car catches fire		EV05 - Car catches fire
EV06	N/A		EV06 - N/A

<b>Exposure</b>				
ID	Description	Duration (of situation)	Frequency (of situation)	Reference
E0	Incredible			<a href="#">E0 - Incredible</a>
E1	Very low probability	Not specified	Occurs less often than once a year for the great majority of drivers	<a href="#">E1 - Very low probability</a>
E2	Low probability	<1 % of average operating time	Occurs a few times a year for the great majority of drivers	<a href="#">E2 - Low probability</a>
E3	Medium probability	1 % to 10 % of average operating time	Occurs once a month or more often for an average driver	<a href="#">E3 - Medium probability</a>
E4	High probability	>10 % of average operating time	Occurs during almost every drive on average	<a href="#">E4 - High probability</a>
<b>Severity</b>				
ID	Description	Remarks	Probability of Injuries	Reference
S0	No injuries	No injuries	AIS 0 and less than 10 % probability of AIS 1-6	<a href="#">S0 - No injuries</a>
S1	Light and moderate injuries	Light and moderate injuries	More than 10 % probability of AIS 1-6 (and not S2 or S3)	<a href="#">S1 - Light and moderate injuries</a>
S2	Severe and life-threatening injuries	Severe and life-threatening injuries (survival probable)	More than 10 % probability of AIS 3-6 (and not S3)	<a href="#">S2 - Severe and life-threatening injuries</a>
S3	Life-threatening or fatal injuries	Life-threatening injuries (survival uncertain), fatal injuries	More than 10 % probability of AIS 5-6	<a href="#">S3 - Life-threatening or fatal injuries</a>
<b>Controllability</b>				
ID	Description	Remarks		Reference
C0	Controllable in general	Controllable in general		<a href="#">C0 - Controllable in general</a>
C1	Simply controllable	99 % or more of all drivers or other traffic participants are usually able to avoid harm		<a href="#">C1 - Simply controllable</a>
C2	Normally controllable	90 % or more of all drivers or other traffic participants are usually able to avoid harm		<a href="#">C2 - Normally controllable</a>
C3	Difficult to control or uncontrollable	Less than 90 % of all drivers or other traffic participants are usually able, or barely able, to avoid harm		<a href="#">C3 - Difficult to control or uncontrollable</a>



	Controllability	Exposure	Severity			
			S0	S1	S2	S3
	C1	E1	QM	QM	QM	QM
		E2	QM	QM	QM	QM
		E3	QM	QM	QM	A
		E4	QM	QM	A	B
	C2	E1	QM	QM	QM	QM
		E2	QM	QM	QM	A
		E3	QM	QM	A	B
		E4	QM	A	B	C
	C3	E1	QM	QM	QM	A
		E2	QM	QM	A	B
		E3	QM	A	B	C
		E4	QM	B	C	D