

Hazard Analysis

SE 4G06

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Table 1: Revision History

Date	Developer(s)	Change
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
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[You are free to modify this template. —SS]

1 Introduction

[You can include your definition of what a hazard is here. —SS]

2 Scope and Purpose of Hazard Analysis

[You should say what **loss** could be incurred because of the hazards. —SS]

3 System Boundaries and Components

[Dividing the system into components will help you brainstorm the hazards. You shouldn't do a full design of the components, just get a feel for the major ones. For projects that involve hardware, the components will typically include each individual piece of hardware. If your software will have a database, or an important library, these are also potential components. —SS]

4 Critical Assumptions

[These assumptions that are made about the software or system. You should minimize the number of assumptions that remove potential hazards. For instance, you could assume a part will never fail, but it is generally better to include this potential failure mode. —SS]

5 Failure Mode and Effect Analysis

Design Function	Failure Modes	Effects of Failure	Causes of Failure	Detection	Recommended Actions	SR	Ref.
GitHub Actions CI/CD Pipeline	Invalid Config File	Code can't be merged	a. Improper syntax	Error handling messages	a. Debug error messages	a. SR-1	H1-1
	Dependency compatibility issues	Code won't compile	Incorrect versions of a dependency	Error handling messages	a. Debug error messages	a. SR-1	H1-2
	Invalid testing	Code does not pass coverage tests, failed test cases	a. "Breaking changes" were added that broke old code	a. Error handling messages b. Automated tests run against new code	Debug error messages	a. SR-1	H1-3
Experiment	Incomplete experiment	Output logs are missing data	a. OS compatibility b. Scripts unable to parse the input data	Error handling messages	a. Redo experiment b. Debug error messages c. Input validation	a. SR-2	H3-1
OpenGL Interface	OS compatibility issues	Visual Disparities	a. Missing OS specific dependencies	Testing on multiple OS types (e.g. Mac vs Windows vs Linux)	a. Testing OpenGL on a variety of operating systems and their different versions b. Ensure integration testing in GitHub Actions pipeline	a. SR-3	H4-1
Open source contribution	Unintended code changes	Security, code tampering	a. Wrong code being merged b. Security Vulnerabilities	a. CI/CD Github Actions pipeline ensures reviewer and main branch protection	a. Revert back to previous version (Git controlled)	a. SR-1	H5-1

Table 2: Failure Mode and Effect Analysis

6 Safety and Security Requirements

SR-1:

The system shall have a CI/CD pipeline that goes through the essential steps (build, test, linting, etc.) whenever new code is committed.

Rationale: Maintaining a large code base with numerous contributors needs to be standardized. Want to minimize time spent onboarding and debugging nagging issues. Running through this pipeline upon each commit/pull request ensures the code base is properly synchronized across contributors and a seamless developer experience.

Associated Hazards: H1, H5-1

SR-2:

The system shall inform contributors of errors that occur during the running of an experiment between the agent and the environment. It is the contributors responsibility to ensure the validity of the experiments they want to run between the agent and the environment.

Rationale: Since the contributor has to manually specify parameters to run an experiment, it is very possible an incompatible parameter is run. The system shall inform the contributor which parameter(s) are leading to an incomplete experiment and to highlight these in the input data.

Associated Hazards: H3-1

SR-3:

The system shall ensure performance across contributors using different operating systems functions consistently.

Rationale: Contributors use a variety of platforms to do development (e.g. Linux, Windows, MacOS). Ensuring each of those user groups is able to onboard quickly and use the framework lowers the friction to access this project and enables more development from a wider user base.

Associated Hazards: H4-1

7 Roadmap

This hazard analysis has introduced new safety and security requirements as seen in the sections above. The majority of these requirements will be attempted to be implemented into the design of the project by the Revision 0 demonstration

in February 2025. At the moment, the team will prioritize implementing safety and security requirements SR-1 and SR-2; however at any moment throughout the development of the project, some requirements may be ultimately decided not to be pursued due to potential time constraints.

Appendix — Reflection

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?

While writing this deliverable, the team communicated well on the progress of the hazard analysis. As items were being completed, constant updates between members were given to give traceability and allow team members to review sections written by other members.

2. What pain points did you experience during this deliverable, and how did you resolve them?

Some pain points that were experienced during this deliverable were the constraints of time management. Although reading week was in effect, there were many other items to consider such as midterms and assignments throughout the hazard analysis. This was somehow resolved by delegating tasks between members to balance the time managed on the project itself and the documentation. Another pain point that was experienced is that there was initially a lack of understanding of what hazards were between members. Some had initial thoughts and ideas of what should be considered, while others had different ones. In the end, this was resolved by communicating with the team to come to a consensus on what the definition of a hazard was and the overall scope of what this hazard analysis would become.

3. Which of your listed risks had your team thought of before this deliverable, and which did you think of while doing this deliverable? For the latter ones (ones you thought of while doing the Hazard Analysis), how did they come about?

Before this deliverable, we definitely thought of the GitHub Actions related risks since many of us have had experience with making/using DevOps pipelines. The ones we thought of are related to the OpenGL Interface and Experimentation related risks because we did not have prior background to the development and needed our supervisor (Dr. Kelly) to explain how the TPG framework works and how he currently uses it.

4. **Other than the risk of physical harm (some projects may not have any appreciable risks of this form), list at least 2 other types of risk in software products. Why are they important to consider?**

Two other types of software product risk include security and compliance risks. Security risks are important to consider to protect the product itself. If some malicious actors are looking to cause harm to the system, mitigation strategies and prevention are important to keep the system and any critical data such as user information, safe as well. Compliance risks are important to consider as if any crucial changes are made to the system, it is necessary to make sure all laws and guidelines such as PIPEDA, are still being followed.