NOTIFICATIONS:

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Heaven' D				Eductional Assistant						Manual Man											
NAME OF					Other Details	Sem Usage				Deviation Details	Magazdous Event	Event Details		Excessor	Schools	Severity .	rious Event Classificat	Controllability	Religionale	ASS	Ination of ASIL and Eafety Coats
	Operational Mode	Operational Economic	Environmental Details	Situation Details	(eptional)	(Sanction)	Situation Description	Punction	Deviation	Deviation Details	(resulting effect)	aren beans	Mazardous Event Description	(of education)	[for exposure]	(of potential harm)	(for nevertic)	(of hazardous event)	(for controllability)	Determination	Safety Goal
HA-001	ONES - Numer Diving	CBDS - Highway	END1 -Normal conditions	3002 - High speed		5001 - Correctly used	Normal driving on Highway study during normal conditions with high speed using Lane Keeping Assidance.	Lane Departure Warring (LDW) function shall apply an oscillating steering boque to provide the closer with haptic feedback	DVSS - Autor effect is too much	The LDM function applies an oscillating bisque with very high bisque jabone bed).	EV-02 Side collector with other ballic	Vehide crackes with side vehide	High haptic feedback can affect driver's ability to steen as bleeded. The driver could lose control of the vehicle and collide with another vehicle or with road inhastructure.	E3 - Medium probability	High speed driving is part of migutar driving	32 - Severe and Sh- Dreadening Vigules	On highway speed of sehide is especifed to be high	C3 - Difficult to control or unconductable	High haptic feedback can affect drivers addity to shew as idended. The driver stood line contact of the webbile and collect with another vehicle or with solid irbitativolum.		The LDW function applies an oscillating temper, whose frequency and amplitude are below trut.
HA-002	OMES - Number Driving	CSS1 - Any Road	ENC1 - Numer conditions	SDS2 - High speed		5301 - Correctly used	Name drong on any made during normal and flows with high speed (the diver is resusing the lane beeping assistance fundion as an autonomous fundion)		DV23 - Fundish always activated	Driver takes both hands off of the sheeting wheel and beats the vehicle as if if were autonomous.	EVID - College with other vehicle	Vehicle conduct with other vehicle with injury to driver	The other is resuring the tane teleping acceptance function as an automotious function Therefore cannot handle the emergency situations.	E4-High probability	Many drivers lead the vehicle as if if were autonomous	52 - Severe and Str- Streatening Injuries	Driving at high upped.	C3 - Difficult to control or uncondectable	The close beats the vehicle as E if were autonomous therefor can not read to emergency estuations.	c c	Lane Keeping Assistance (JAA) function shall apply an excitating steering longu- ation classing the steering wheel with fields hands.
HA-003	OMES - Number Driving	CBS3 - Country Road	ENC1 - Numer conditions	SDS2 - High speed		5301 - Correctly used	Normal driving on sountry needs during normal conditions with high speed	Lane Departure Warring (LDW) fundion shall apply an oscillating steering torque to provide the other with haptic feedback	DV27 - Fundish always activated	The LDW function keep applying largue to the sleeding wheel piloue max duration and the closer was detailed.	EVES - Rear colleges with teating traffic	May cause other datastion and solide with other vehicles.	The LDW fundion remains on, which may cause the shire to be clahaded by the steering and colde with other vehicles.	E1 - Very law	This problem usually occurs due to hardware fallure or improper sensor mandenance. Which probability is very law.	32 - Seven and Ith- Streaming Injuries	Driving at high upped.	CZ - Normally controllable	Driving at high speed, but the function applies torque within frequency and amplitude within limit, so the driver can react.	GM	The LOW function applies an oscillating largue before the max duration time.
HK-004	OMES - Named Diving	CS10 - Road with construction site	ENCO - Fug (Degraded view)	SD01 - Low speed		SIG1 - Correctly used		Lane Keeping Assistance (LKA) Sandion shall apply the steering Singue when asline in under to slay in ego lane	DV19 - Sensor detection is wring	Road construction leads to unclear road marking and the driver could not get a warring.	EV04 - Car consec off the road	Vehicle somes off the sold	The sensor equated incomed road position	E3 - Medium probability	Cannot keep lanes with undear sold marks	S1 - Light and moderate injuries	When doe with conduction site, the speed usually store.	CZ - Namually controllable	Driving with construction site, the dituer can react when the road mark is not clear	OM	Lane Keeping Assistance (JAA) function shall apply an outlisting steering bingu- and deactivated when the load mark to not clear.

EXAMPLE DISCUSSED IN THE PROJECT INSTRUCTIONS - Hear

Hazard ID	
	Operational Mode
HA-001	Normal Driving

MORE EXAMPLES - Headlamp System

Hazard ID	
	Operational Mode
HA-001	OM03 - Normal Driving
HA-002	OM03 - Normal Driving
HA-003	OM03 - Normal Driving
HA-004	OM03 - Normal Driving
HA-005	OM03 - Normal Driving

	Si
Operational Scenario	Environmental Details
City Road	Normal Conditions

	S
Operational Scenario	Environmental Details
OS01 - City Road	EN01 - Normal conditions
OS01 - City Road	EN04 - Snowfall (degraded view)
OS03 - Highway	EN04 - Snowfall (degraded view)
OS02 - Country Road	EN01 - Normal conditions
OS02 - Country Road	EN04 - Snowfall (degraded view)

Situation Details	Other Details	Item Usage
(optional)	(optional)	(function)
Low Speed	Night time + Obstacle on	Correctly Used

ituation Analysis						
Situation Details	Other Details	Item Usage				
(optional)	(optional)	(function)				
SD03 - Low speed	Night time + Obstacle on	IU01 - Correctly used				
SD03 - Low speed	Night time + Obstacle on	IU01 - Correctly used				
SD03 - High speed	Night time + Obstacle on	IU01 - Correctly used				
SD02 - High speed	Night time + Oncoming	IU01 - Correctly used				
SD04 - High speed	Night time + Obstacle on	IU01 - Correctly used				

Situation Description	Function
Normal Driving on a City Road in Normal L	ow beam illuminates the

Situation Description	Function
Normal Driving on City Road during Normal	Low beam illuminates the
Normal Driving on City Road during Snowfall	Low beam illuminates the
Normal Driving on Highway during Snowfall	Low beam illuminates the
Normal Driving on Country Road during Normal	Low beam illuminates the
Normal Driving on Country Road during Snowfall	Low beam illuminates the

	Hazard Id
Deviation	Deviation Details
Function not activated	Both headlights stop working

Hazaı				
Deviation	Deviation Details			
DV01 - Function not activated	Both headlights stop working			
DV01 - Function not activated	Both headlights stop working			
DV01 - Function not activated	Both headlights stop working			
DV01 - Function not activated	Both headlights stop working			
DV01 - Function not activated	Both headlights stop working			

entification		
Hazardous Event (resulting effect)	Event Details	Hazardous Event Description
Front collision with obstacle	Vehicle crashes into the	Total loss of low

entification		
Hazardous Event	Event Details	Hazardous Event
(resulting effect)		Description
EV04 - Front collision with obstacle	Vehicle crashes into the	Total loss of low
EV04 - Front collision with obstacle	Vehicle crashes into the	Total loss of low
EV04 - Front collision with obstacle	Vehicle crashes into the	Total loss of low
EV08 - Collision with other vehicle	Vehicle crashes into the	Total loss of low
EV04 - Front collision with obstacle	Vehicle crashes into the	Total loss of low

Exposure Rationale	
(of situation)	(for exposure)
E4 - High probability	night driving in the city is a regular

Exposure	Rationale
(of situation)	(for exposure)
E4 - High probability	night driving in the city is a regular
E1 - Very low probability	night driving in the city on
E2 - Low probability	High driving is part of regular
E4 - High probability	country driving is part of regular
E2 - Low probability	country driving is part of regular

Hazardous Severity (of potential harm) S1 - Light and moderate injuries

Hazardous
Severity
(of potential harm)
S1 - Light and moderate injuries
S1 - Light and moderate injuries
S3 - Life-threatening or fatal injuries
S3 - Life-threatening or fatal injuries
S3 - Life-threatening or fatal injuries

Event Classification	
Rationale	Controllability
(for severity)	(of hazardous event)
In city traffiic, speed of vehicle is expected to be low	C0 - Controllable in general
In city traffiic, speed of vehicle is expected to be low	C0 - Controllable in general

Event Classification		
Rationale	Controllability	
(for severity)	(of hazardous event)	
In city traffiic, speed of vehicle is expected to be low	C0 - Controllable in general	
In city traffiic, speed of vehicle is expected to be low	C1 - Simply controllable	
On highway speed of vehicle is expected to be high	C2 - Normally controllable	
On country roads speed of vehicle is expected to be	C1 - Simply controllable	
On country roads speed of vehicle is expected to be	C3 - Difficult to control or uncontrollable	

	Determination of ASIL and
Rationale	ASIL
(for controllability)	Determination
At city speed, most drivers will be able to	QM

	Determination of ASIL and
Rationale	ASIL
(for controllability)	Determination
At city speed, most drivers will be able to	QM
On completely unilluminated city roads,	QM
When driving on highway with low beam, it	Α
Since there is usually no other form of	В
Since there is usually no other form of	В

Safety Goals

Safety Goal

Total Loss of Beam

Safety Goals

Safety Goal

Total loss of low beam

Hazard & Risk Analysis Definiti

Operational Mode

ID	Mode
OM01	Parked
OM02	Ignition on
OM03	Normal driving
OM04	Backward driving
OM05	Degraded driving
OM06	Towing (active)
OM07	Towing (passive)
OM08	Service
OM09	N/A

Operational Scenario

ID	Scenario
OS01	Any Road
OS02	City Road
OS03	Country Road
OS04	Highway
OS05	Mountain Pass
OS06	Off Road
OS07	Road with gradient
OS08	Road with bump
OS09	Road tunnel
OS10	Road with construction site
OS11	N/A

Situation Details

ID	Scenario
SD01	Low speed
SD02	High speed
SD03	Normal acceleration
SD04	High acceleration
SD05	Normal braking
SD06	High braking
SD07	N/A

Item Usage

ID	Mode
IU01	Correctly used
IU02	Incorrectly used
IU03	N/A

Environmental Details

ID	Scenario
EN01	Normal conditions
EN02	Sun blares (degraded view)
EN03	Fog (degraded view)
EN04	Snowfall (degraded view)
EN05	Cross-wind (lateral force)
EN06	Rain (slippery road)
EN07	Snow (slippery road)
EN08	Glace (slippery road)
EN09	N/A

ions

Remarks	
Car is parked, ignition is off	
Car is parked, ignition is on	
Car is driving	
Car is driving	
imp home mode	
owing another car	
Beeing towed by another car	
ehicle is in repair garage	
ot applicable or not relevant	

Remarks	
road type	
road attribute	
not applicable or not relevant	

Remarks
driving attribute
not applicable or not relevant

Remarks
Intended usage
Unintended usage (foreseeable)
not applicable or not relevant

Remarks	
weather attribute	
road attribute	
road attribute	
road attribute	
not applicable or not relevant	

Reference	
OM01 - Parked	
OM02 - Ignition on	
OM03 - Normal driving	
OM04 - Backward driving	
OM05 - Degraded driving	
OM06 - Towing (active)	
OM07 - Towing (passive)	
OM08 - Service	
OM09 - N/A	

Reference
OS01 - Any Road
OS02 - City Road
OS03 - Country Road
OS04 - Highway
OS05 - Mountain Pass
OS06 - Off Road
OS07 - Road with gradient
OS08 - Road with bump
OS09 - Road tunnel
OS10 - Road with construction site
OS11 - N/A

Reference
SD01 - Low speed
SD02 - High speed
SD03 - Normal acceleration
SD04 - High acceleration
SD05 - Normal braking
SD06 - High braking
SD07 - N/A

Reference	
IU01 - Correctly used	
IU02 - Incorrectly used	
IU03 - N/A	

Reference
EN01 - Normal conditions
EN02 - Sun blares (degraded view)
EN03 - Fog (degraded view)
EN04 - Snowfall (degraded view)
EN05 - Cross-wind (lateral force)
EN06 - Rain (slippery road)
EN07 - Snow (slippery road)
EN08 - Glace (slippery road)
EN09 - N/A

Deviation

ID	Deviation (Guideword)
DV01	Function not activated
DV02	Function unexpectedly activated
DV03	Function always activated
DV04	Actor effect is too much
DV05	Actor effect is too less
DV06	Actor action too early
DV07	Actor action too late
DV08	Actor action before
DV09	Actor action after
DV10	Actor effect is reverse
DV11	Actor effect is wrong
DV12	Sensor sensitivity is too high
DV13	Sensor sensitivity is too low
DV14	Sensor detection too early
DV15	Sensor detection too late
DV16	Sensor detection before
DV17	Sensor detection after
DV18	Sensor detection is reverse
DV19	Sensor detection is wrong
DV20	N/A

Hazardous Events (possibe effects)

ID	Hazardous Event
EV-07	None
EV-06	Front collision with oncoming traffic
EV-05	Front collision with ahead traffic
EV-04	Front collision with obstacle
EV-03	Rear collision with trailing traffic
EV-02	Side collision with other traffic
EV-01	Side collision with obstacle
EV00	Collision with other vehicle
EV01	Collision with train
EV02	Collision with pedestrian
EV03	Car spins out of control
EV04	Car comes off the road
EV05	Car catches file
EV06	N/A

Remarks	Reference
Activation error	DV01 - Function not activated
Activation error	DV02 - Function unexpectedly activated
Activation error	DV03 - Function always activated
Quantitative error	DV04 - Actor effect is too much
Quantitative error	DV05 - Actor effect is too less
Timing error	DV06 - Actor action too early
Timing error	DV07 - Actor action too late
Sequence error	DV08 - Actor action before
Sequence error	DV09 - Actor action after
Logical error	DV10 - Actor effect is reverse
Logical error	DV11 - Actor effect is wrong
Quantitative error	DV12 - Sensor sensitivity is too high
Quantitative error	DV13 - Sensor sensitivity is too low
Timing error	DV14 - Sensor detection too early
Timing error	DV15 - Sensor detection too late
Sequence error	DV16 - Sensor detection before
Sequence error	DV17 - Sensor detection after
Logical error	DV18 - Sensor detection is reverse
Logical error	DV19 - Sensor detection is wrong
not applicable or not relevant	DV20 - N/A

Remarks	Reference
	EV-07 - None
	EV-06 - Front collision with oncoming traffic
	EV-05 - Front collision with ahead traffic
	EV-04 - Front collision with obstacle
	EV-03 - Rear collision with trailing traffic
	EV-02 - Side collision with other traffic
	EV-01 - Side collision with obstacle
	EV00 - Collision with other vehicle
	EV01 - Collision with train
	EV02 - Collision with pedestrian
	EV03 - Car spins out of control
	EV04 - Car comes off the road
	EV05 - Car catches file
	EV06 - N/A

Exposure

ID	Description
E0	Incredible
E1	Very low probability
E2	Low probability
E3	Medium probability
E4	High probability

Severity

ID	Description
S0	No injuries
S1	Light and moderate injuries
S2	Severe and life-threatening injuries
S3	Life-threatening or fatal injuries

Controllability

ID	Description
C0	Controllable in general
C1	Simply controllable
C2	Normally controllable
C3	Difficult to control or uncontrollable

Duration (of situation)

Not specified

<1 % of average operating time

1 % to 10 % of average operating time

>10 % of average operating time

Remarks

No injuries

Light and moderate injuries

Severe and life-threatening injuries (survival probable)

Life-threatening injuries (survival uncertain), fatal injuries

Remarks

Controllable in general

99 % or more of all drivers or other traffic participants are usually at 90 % or more of all drivers or other traffic participants are usually at Less than 90 % of all drivers or other traffic participants are usually

Frequency (of situation)

Occurs less often than once a year for the great majority of drivers

Occurs a few times a year for the great majority of drivers

Occurs once a month or more often for an average driver

Occurs during almost every drive on average

Probability of Injuries

AIS 0 and less than 10 % probability of AIS 1-6

More than 10 % probability of AIS 1-6 (and not S2 or S3)

More than 10 % probability of AIS 3-6 (and not S3)

More than 10 % probability of AIS 5-6

ole to avoid harm

ole to avoid harm

able, or barely able, to avoid harm

Reference E0 - Incredible E1 - Very low probability E2 - Low probability E3 - Medium probability E4 - High probability

Reference
S0 - No injuries
S1 - Light and moderate injuries
S2 - Severe and life-threatening injuries
S3 - Life-threatening or fatal injuries

Reference
C0 - Controllable in general
C1 - Simply controllable
C2 - Normally controllable
C3 - Difficult to control or uncontrollable

Controllability	- Francisco		Sevi
	Exposure	S0	S1
C1	E1	QM	QM
	E2	QM	QM
	E3	QM	QM
	E4	QM	QM
C2	E1	QM	QM
	E2	QM	QM
	E3	QM	QM
	E4	QM	Α
СЗ	E1	QM	QM
	E2	QM	QM
	E3	QM	Α
	E4	QM	В

erity	
S2	S3
QM	QM
QM	QM
QM	Α
Α	В
QM	QM
QM	Α
Α	В
В	С
QM	Α
Α	В
В	С
С	D