



# Stepwise refinement of Requirements and Safety in SafeScrum

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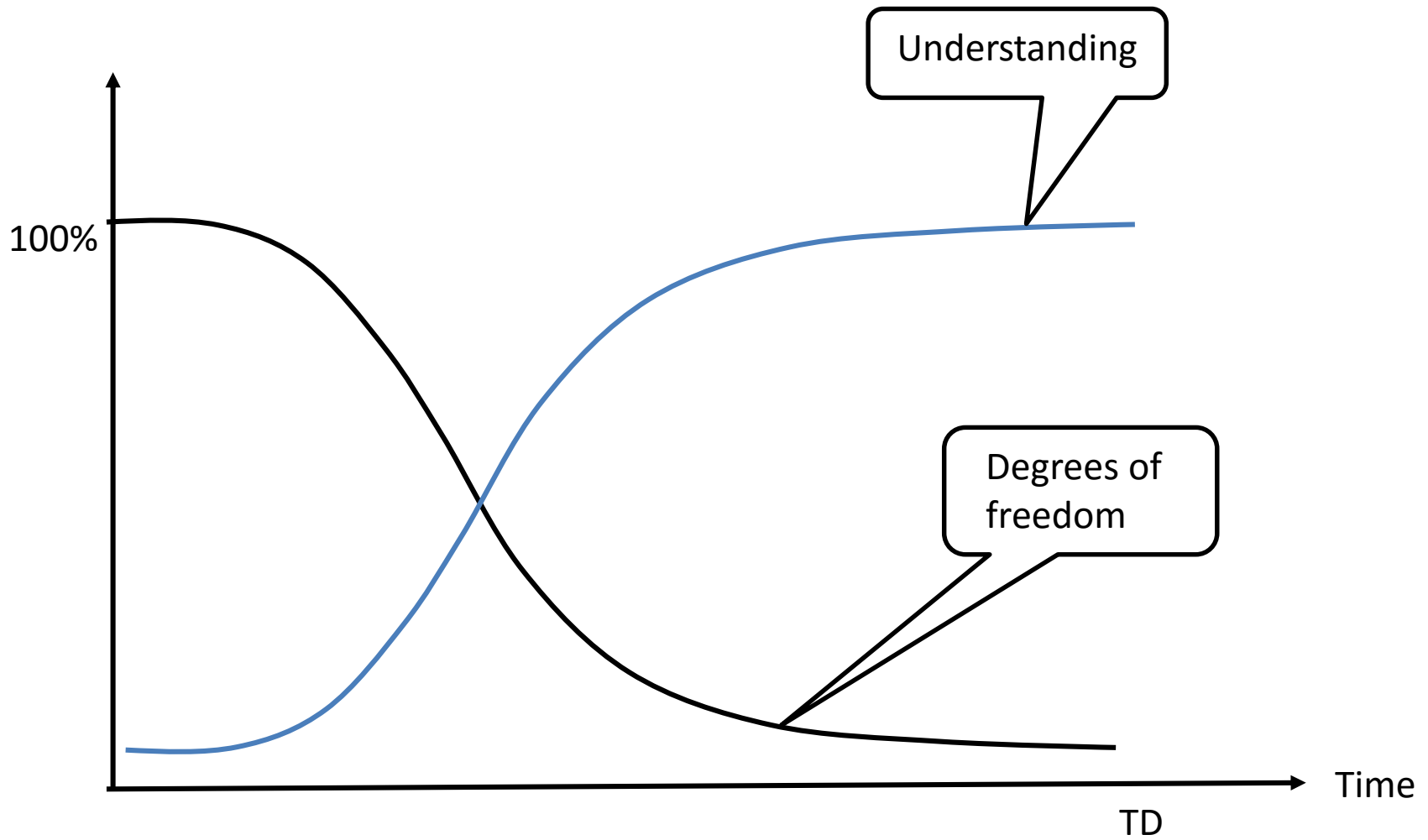
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# Challenge for all development



# Challenges for safety-critical software

## Architecture

- Important decisions have to be made early in the project when we have little information

## Safety analysis

- Must start as early as possible in a project
- Will generate new requirements due to the need to
  - make required functionality more safe
  - add barriers to handle unsafe situations

# An early start – 1

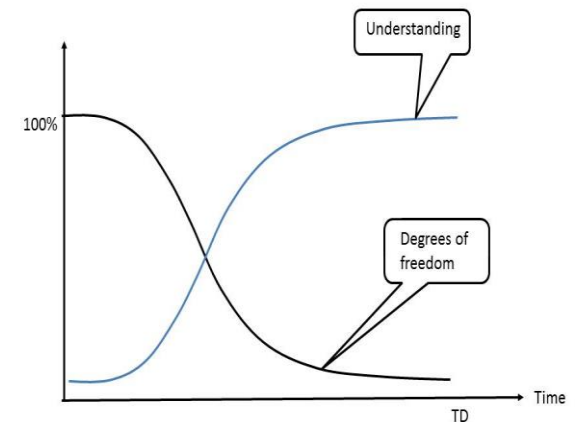
Safety must be

- Considered from day 1 => safety considerations must be part of all decisions
- Based on
  1. epics and architectural patterns
  2. user stories and high level design
  3. generic system components

Important challenge:

Many important decisions are made early, when we have little knowledge of the final system

Main concerns – 2



# An early start – 2

The following well-known concepts should be used

- Architectural patterns – several exist for most application areas
- Generic
  - Hazard lists – environment and domain specific – e.g., FAA for aerospace
  - Failure modes – from just a few (e.g. 2) to quite many (e.g. 10)
  - Fault trees – environment and domain specific – e.g. IMO, building standards

# Early safety analysis – 1

1. Write theme and epic – get an overview of what we want to achieve
2. Select an architectural pattern
  - a. Allows us to identify generic components
  - b. Starting-point for next level safety analysis and barriers
3. Apply FMEA to generic components to identify barriers
4. Write detailed system requirements

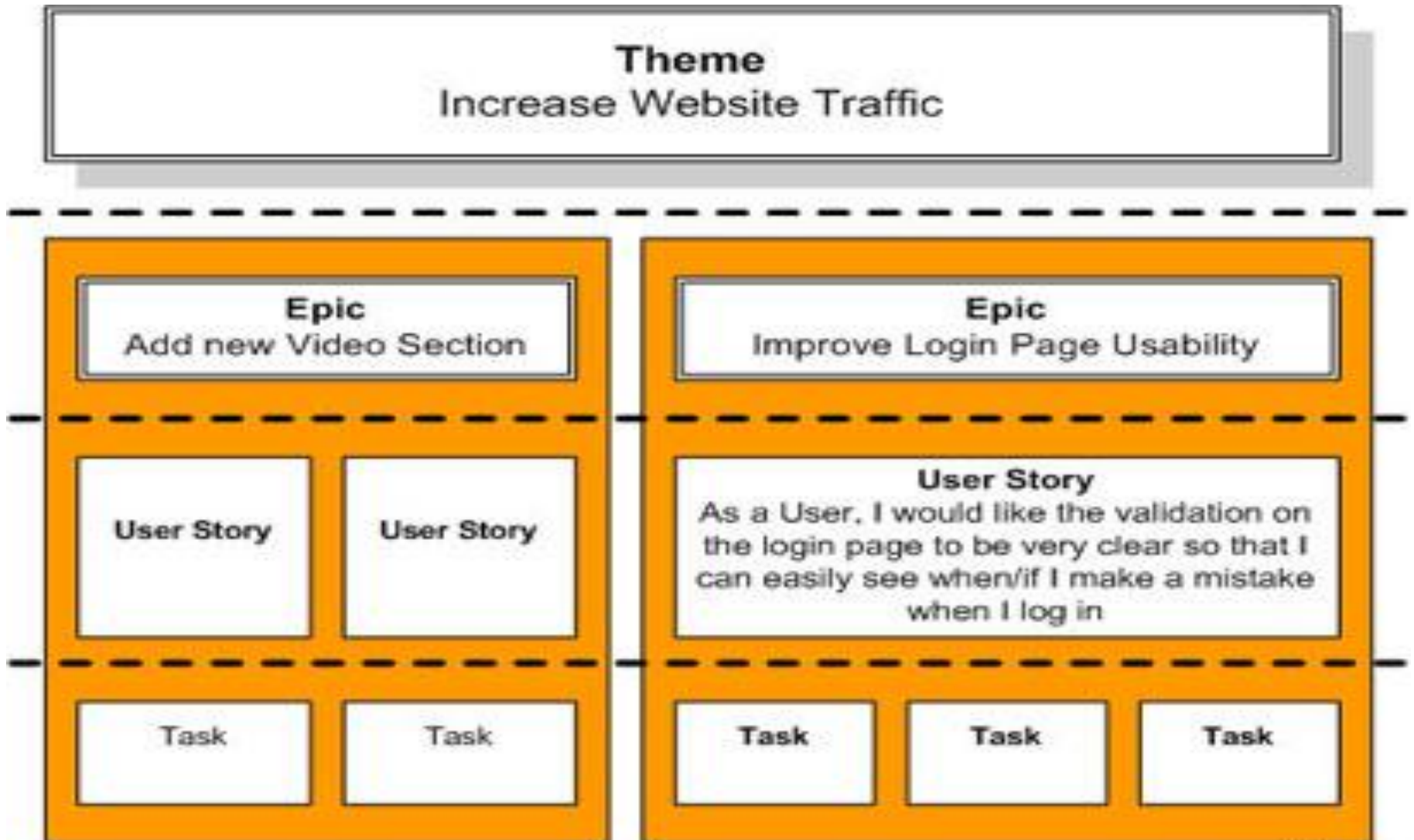
# Early safety analysis – 2

We must be able to involve all types of stakeholders. Safety analysis is not a job only for the safety analysts.

The methods we use have to be easy to

- Learn – no extensive coursing needed
- Use – all categories of stakeholders must be able to contribute

# Themes and epics





# Preliminary Hazard Analysis – PHA

Epics and patterns

Hazard	Cause	Main effect	Preventive action

# FMEA

## Generic components

Unit description	Failure description		Failure effect on the next level	Recommendation
	Failure mode	Failure cause		

## User stories

Function	Function description			
Functional failure mode	Effects	Cause	Detection	Comments
			Current method	

Generic functional failure modes used as guide-words:  
Over, Under, No, Intermittent, Unintended

# Input Focused FMEA - Stories

## Generic components

Story ID:		List of component input sources:		Suggested barriers and new requirements
Output failure mode	Output failure mode description	Input deviation	Component failure	
Omission				
Commission				
Wrong action				
Too late				

# Generic failure modes

Be ware: Generic failure modes

- Is not a replacement for using your head
- Are most useful in the early stages where we still have a lot of choices when it come to
  - architecture
  - barrier solutions
- Could be used as guide words in the analysis

# Generic failure modes – examples

<b>Component type</b>	<b>Failure mode</b>
<b>Software systems - control system, e.g., a PLC</b>	Omission – something is not done, no action
	Commission – something more is done
	Wrong action
	Delayed – right action but too late
<b>Hardware component, e.g. a pump or a sensor</b>	No action
	Wrong action
	Delayed action

We can use generic failure modes to

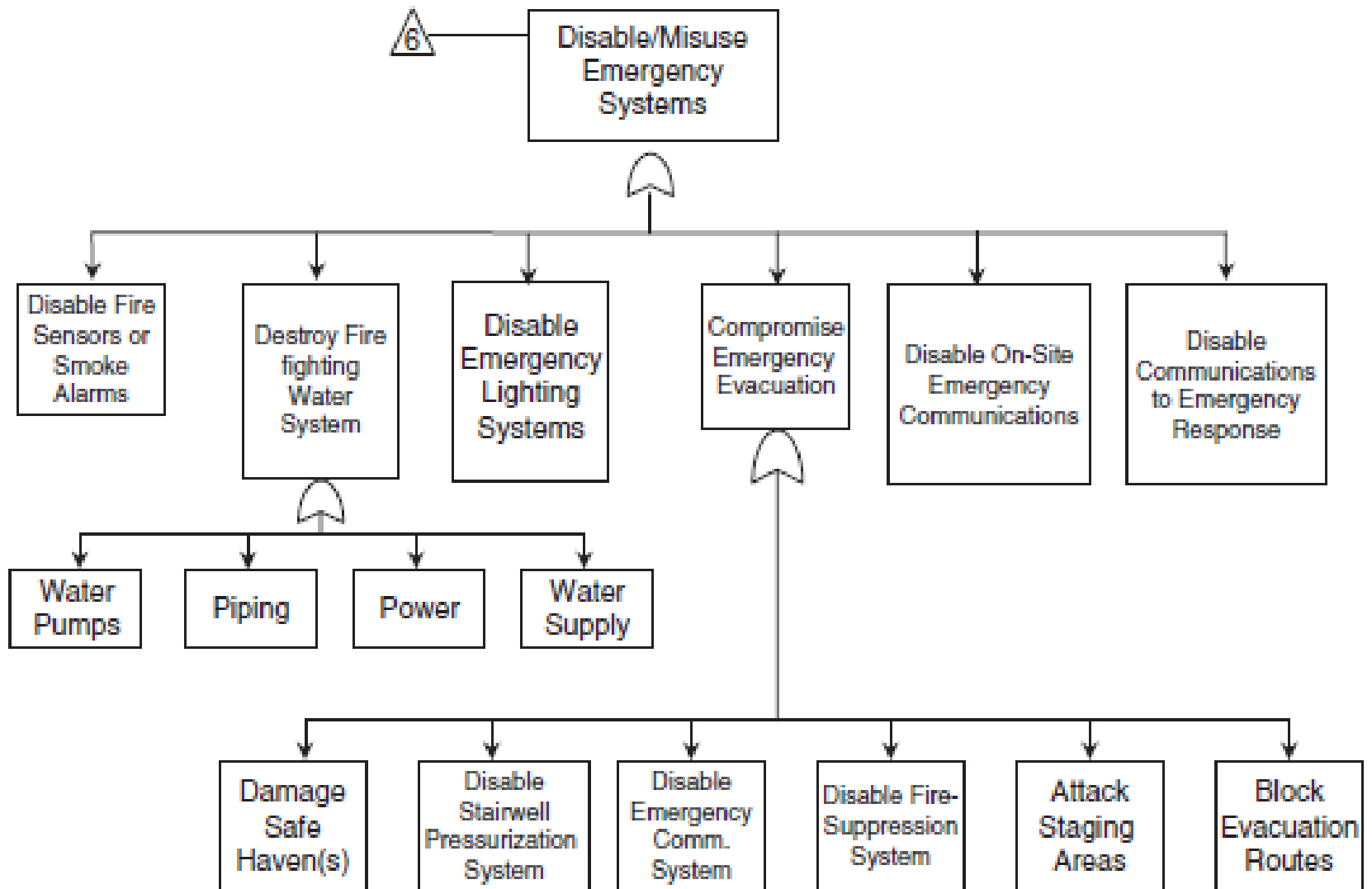
- simplify the FMEA process
- give the FMEA an easy start
- promote reuse of FMEAs wherever practical

# Generic fault trees – 1

Generic fault trees give information needed to

- Get a broad overview on
  - the consequences of component failures
  - possible barriers
- Create checklists - what
  - have we included in our system
  - is left to be handled by others

# Generic fault trees – 2



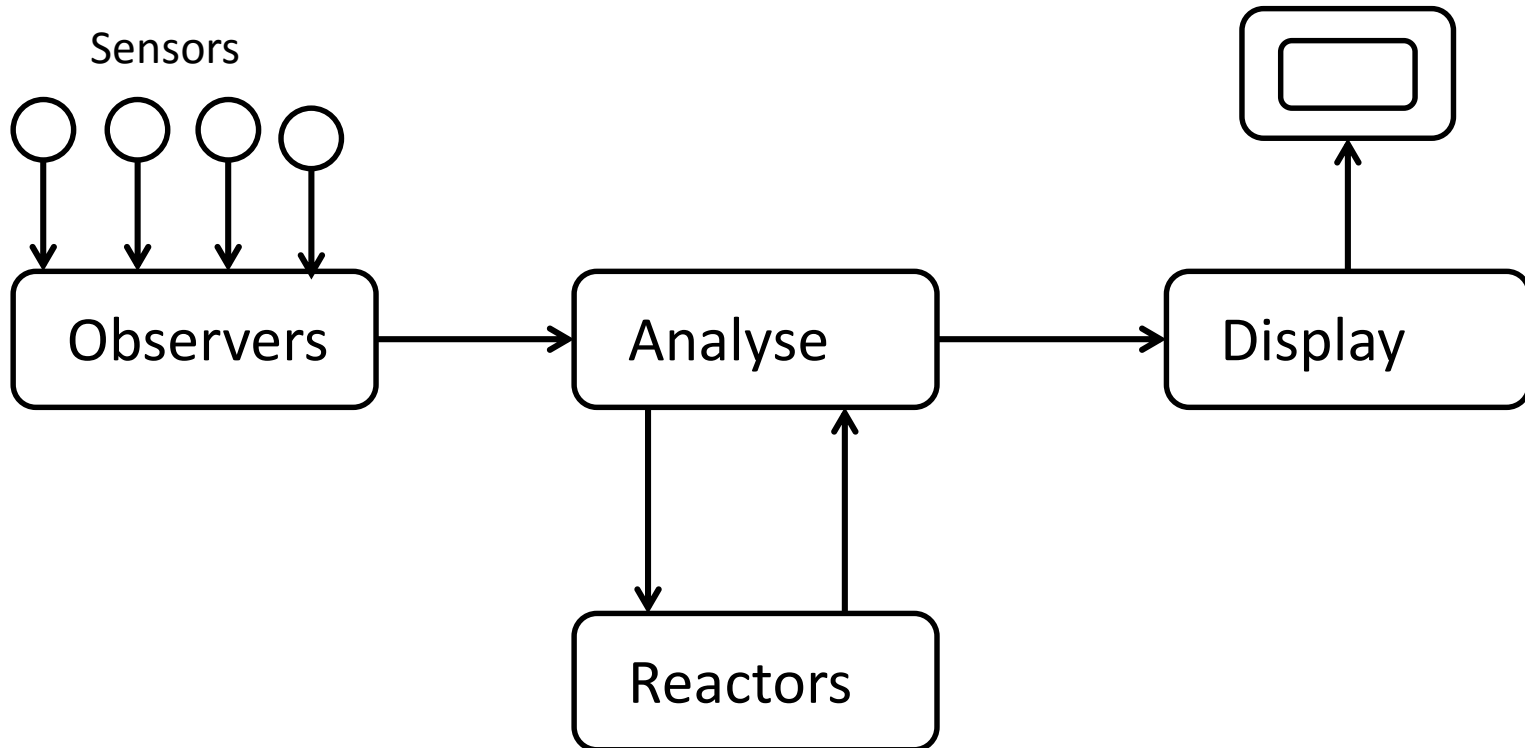
# Architectural patterns

There are several sources for real time software patterns described as e.g.

- Message sequence diagrams
- UML classes
- Architectural patterns. Example follows
- State diagrams

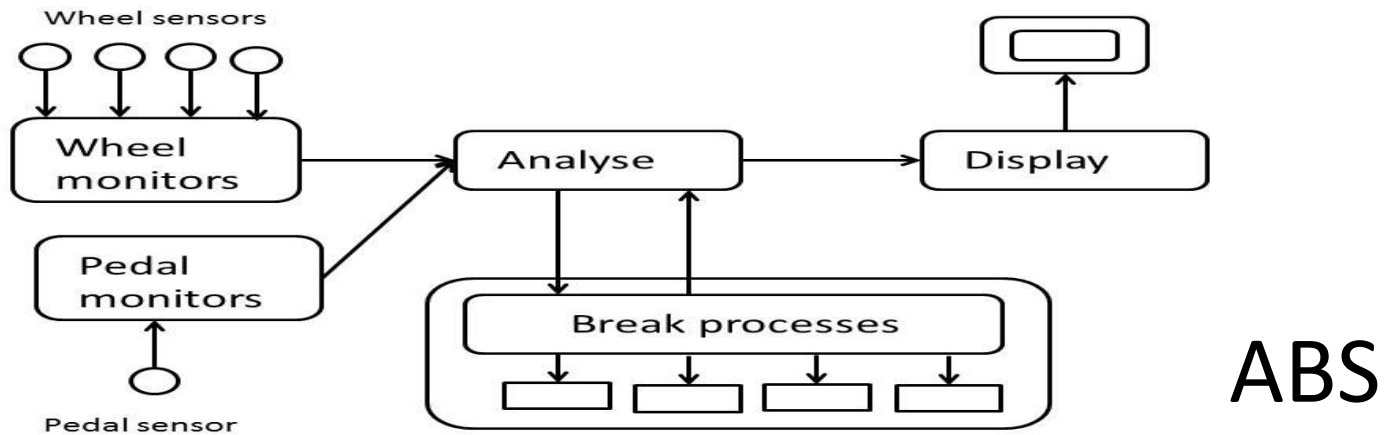
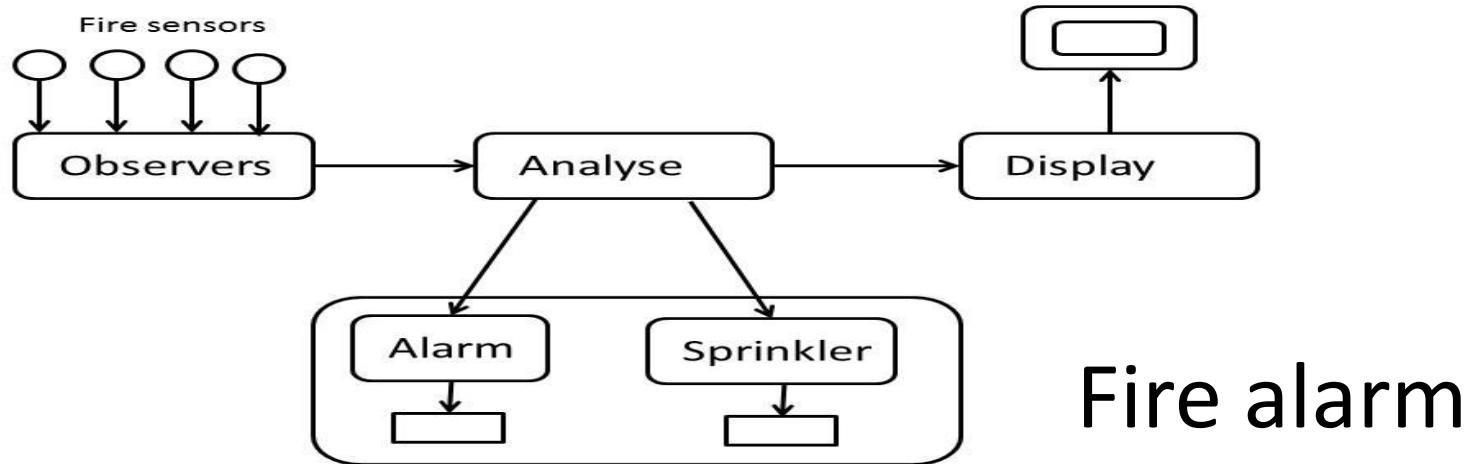


# Observe-and-react pattern

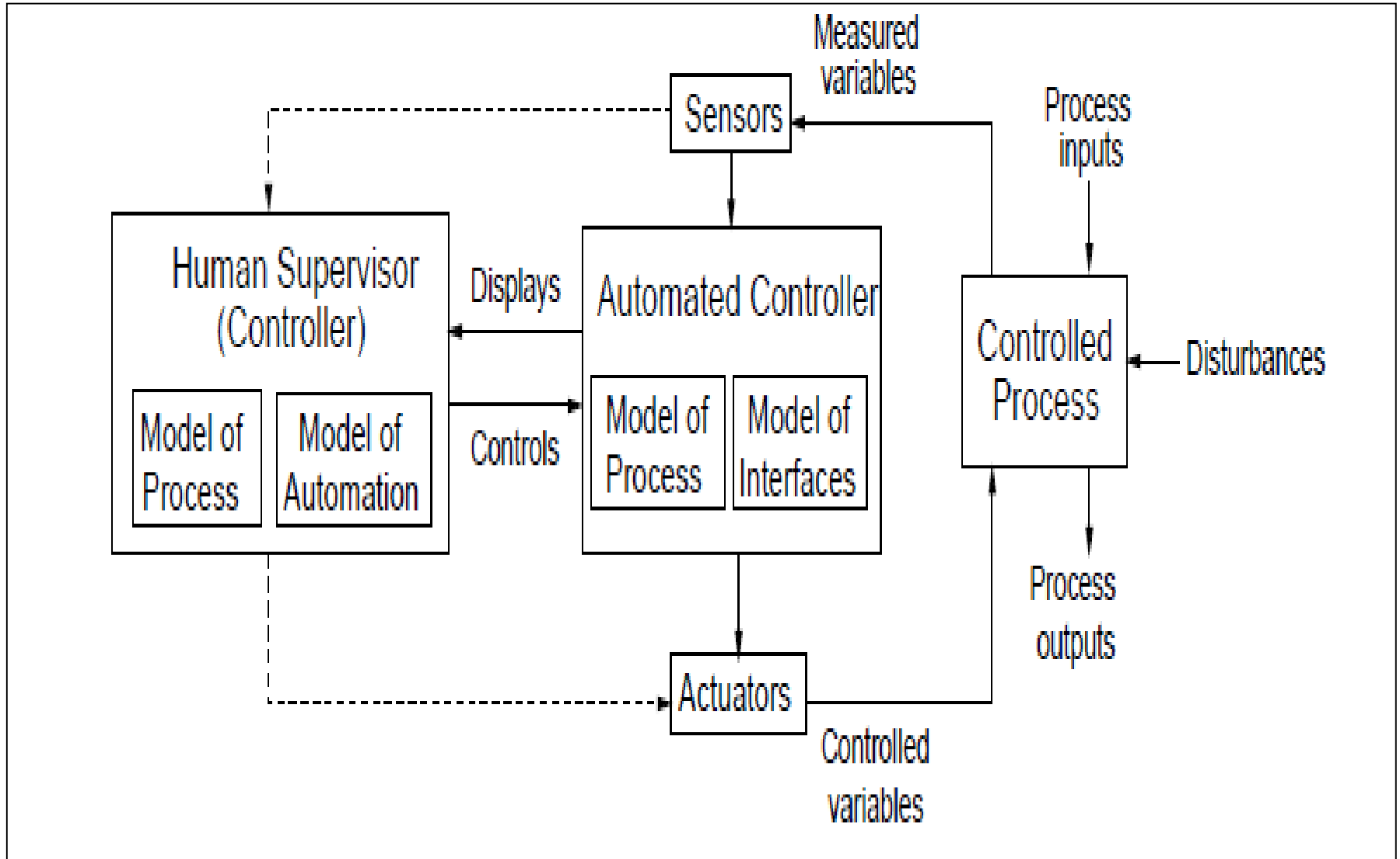


Possible weakness - environment not included =>  
No feedback mechanism

# Observe-and-react – examples (1)



# Observe – React with Leveson’s addition – 1



# Observe – React with Leveson’s addition – 2

Allows us to consider the effect of

- Process problems
  - Missing or wrong input
  - Output that can cause harm
  - Input that can create unforeseen – e.g. out of range – process disturbances
- Model problems – process, automation and interfaces
  - Inconsistent
  - Incomplete
  - incorrect

# Barriers

## Prevention

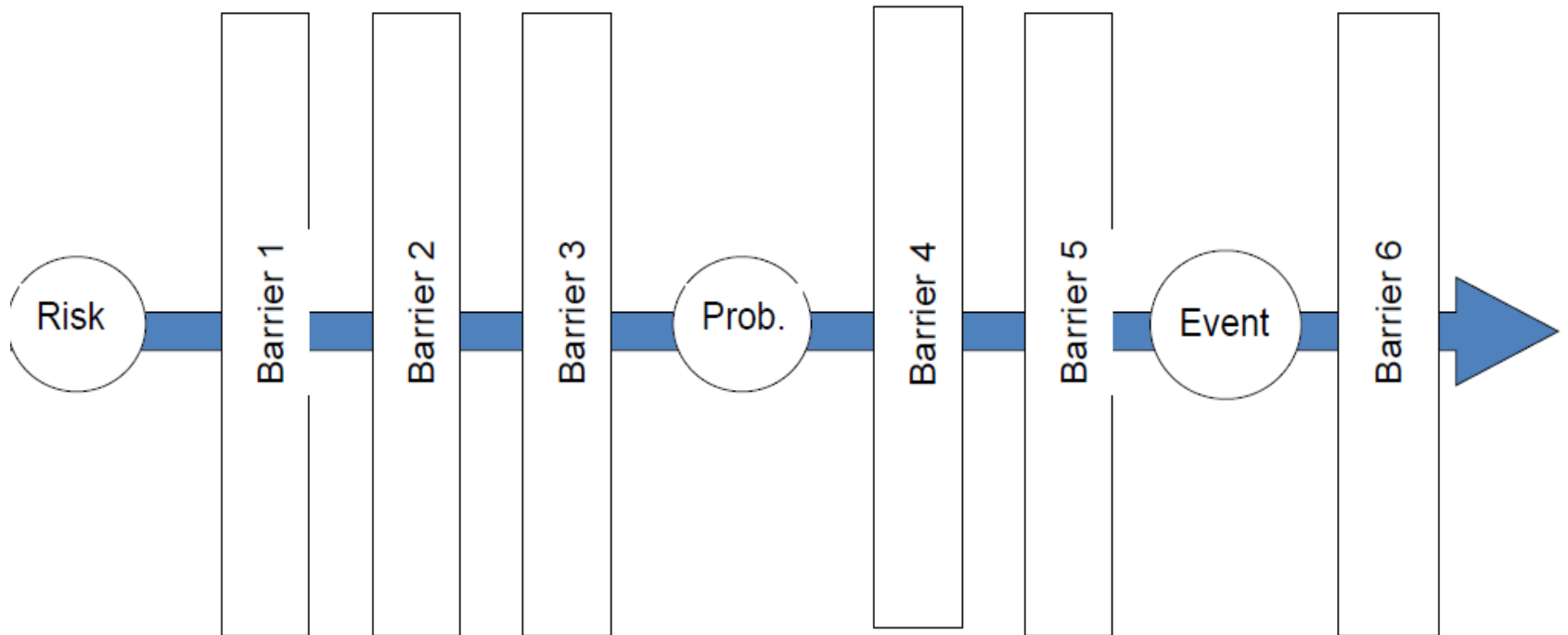
Prevent risk from becoming a problem

## Handling

Prevent event from having bad consequences

## Reduction

Reduce effect of event



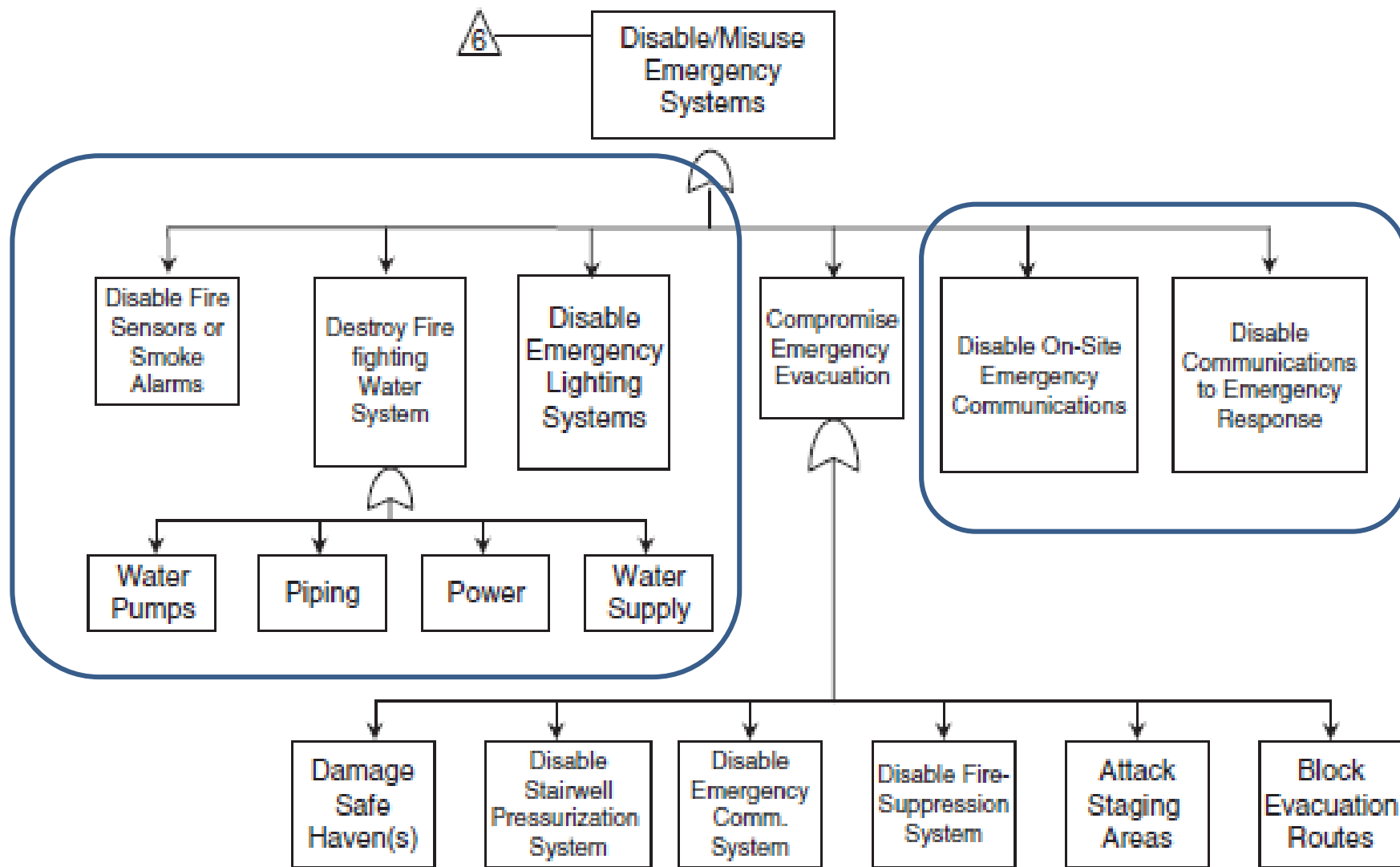
# Example – theme and epics

## Theme: a safer building

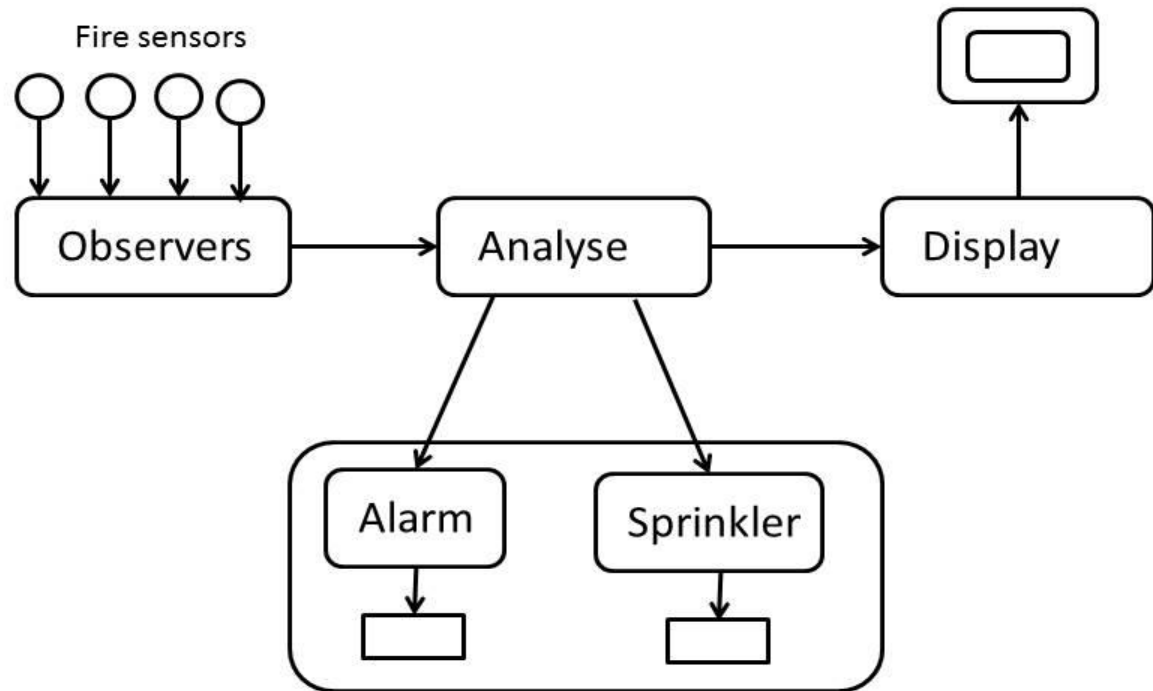
<b>Epic ID:</b>	<b>Fire alarm (1)</b>
<b>As a</b>	House owner
<b>I want</b>	To discover fire as quickly as possible
<b>So that</b>	I can evacuate people as early as possible

<b>Epic ID:</b>	<b>Fire alarm (2)</b>
<b>As a</b>	Fire brigade
<b>I want</b>	To discover the location of a fire as quickly as possible
<b>So that</b>	I can put out the fire as simple as possible

# Generic fault tree for a building – fire fighting



# Fire alarm pattern



## Components:

- Fire sensors
- Alarm
- Alarm display
- Sprinkler
- Analyser - control unit



# Example - PHA

Based on Epic 1 and Epic 2

Hazard	Cause	Main effect	Preventive action
No alarm in building	Alarm system failure Power failure	No or delayed evacuation	Periodic testing UPS
No alarm to fire brigade	Alarm system failure Power failure Transmission failure	No or delayed fire brigade	Periodic testing UPS Ping on transmission lines
False alarm	Alarm system failure	Unnecessary evacuation	-

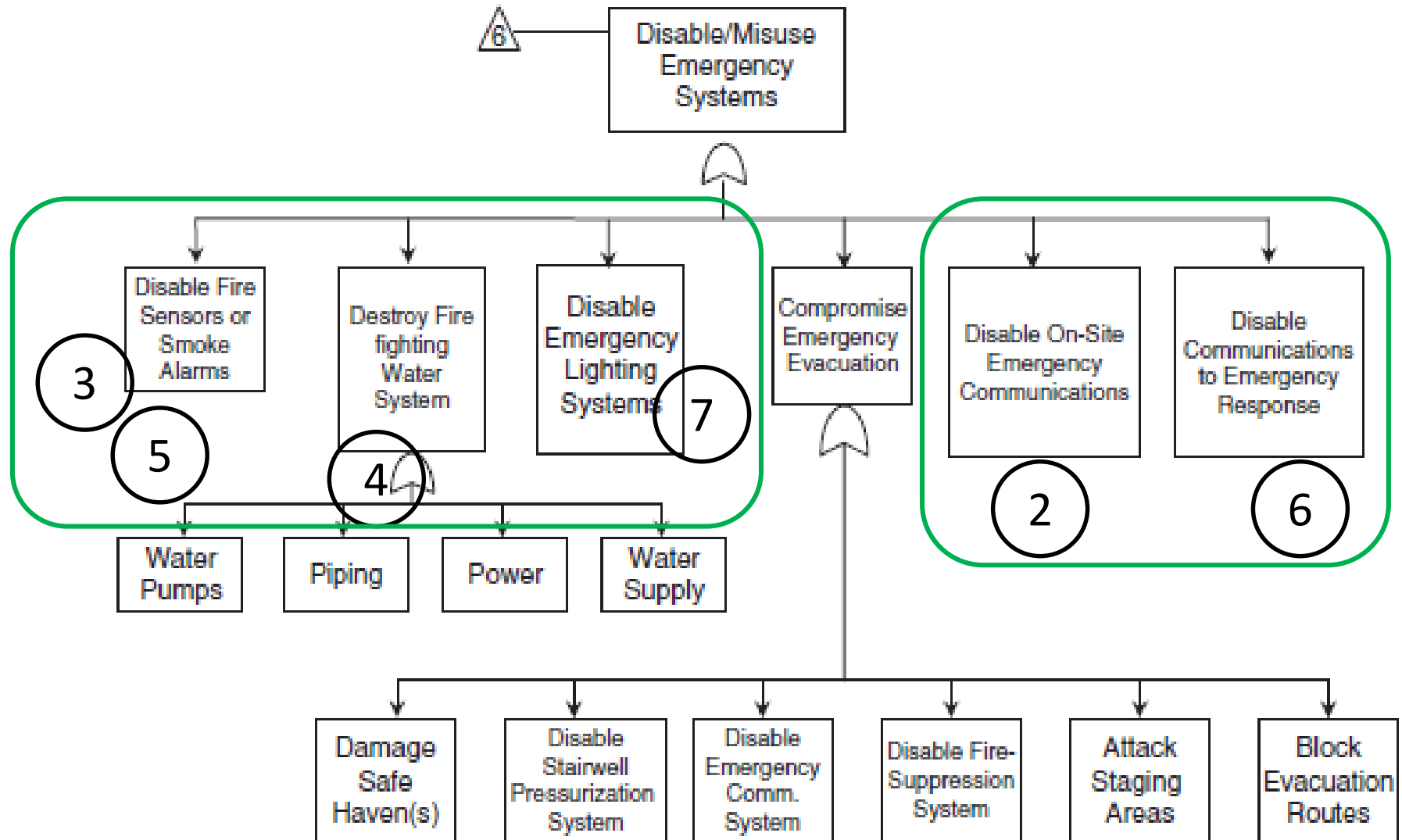
# Choosing “The system”

There is a tight coupling between

- alarm system => discover and inform
- fire fighting system => put out or control
- the environment – the rest of the building.

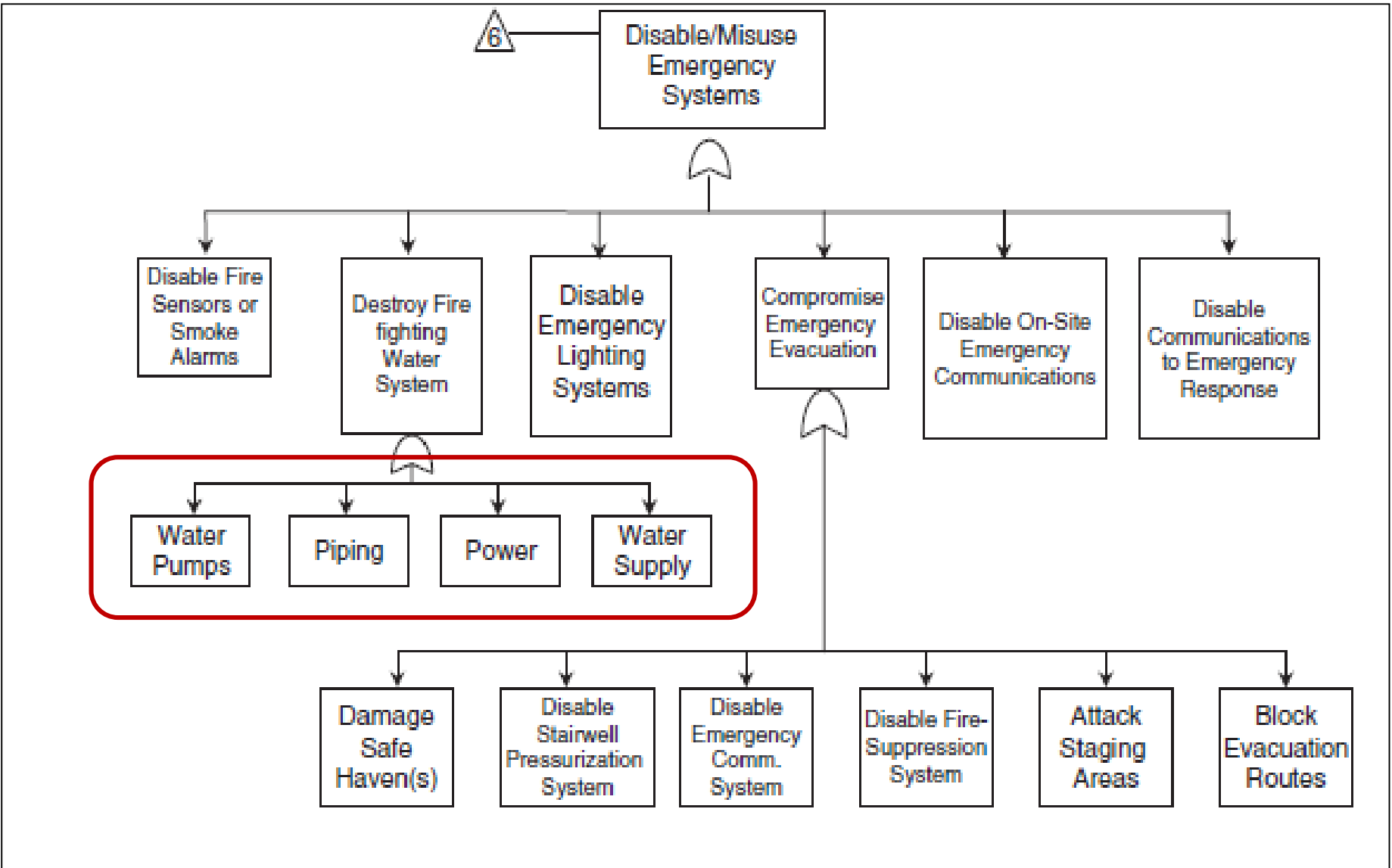
It is important to decide what is inside and what is outside the system

# Our area of concern – inside

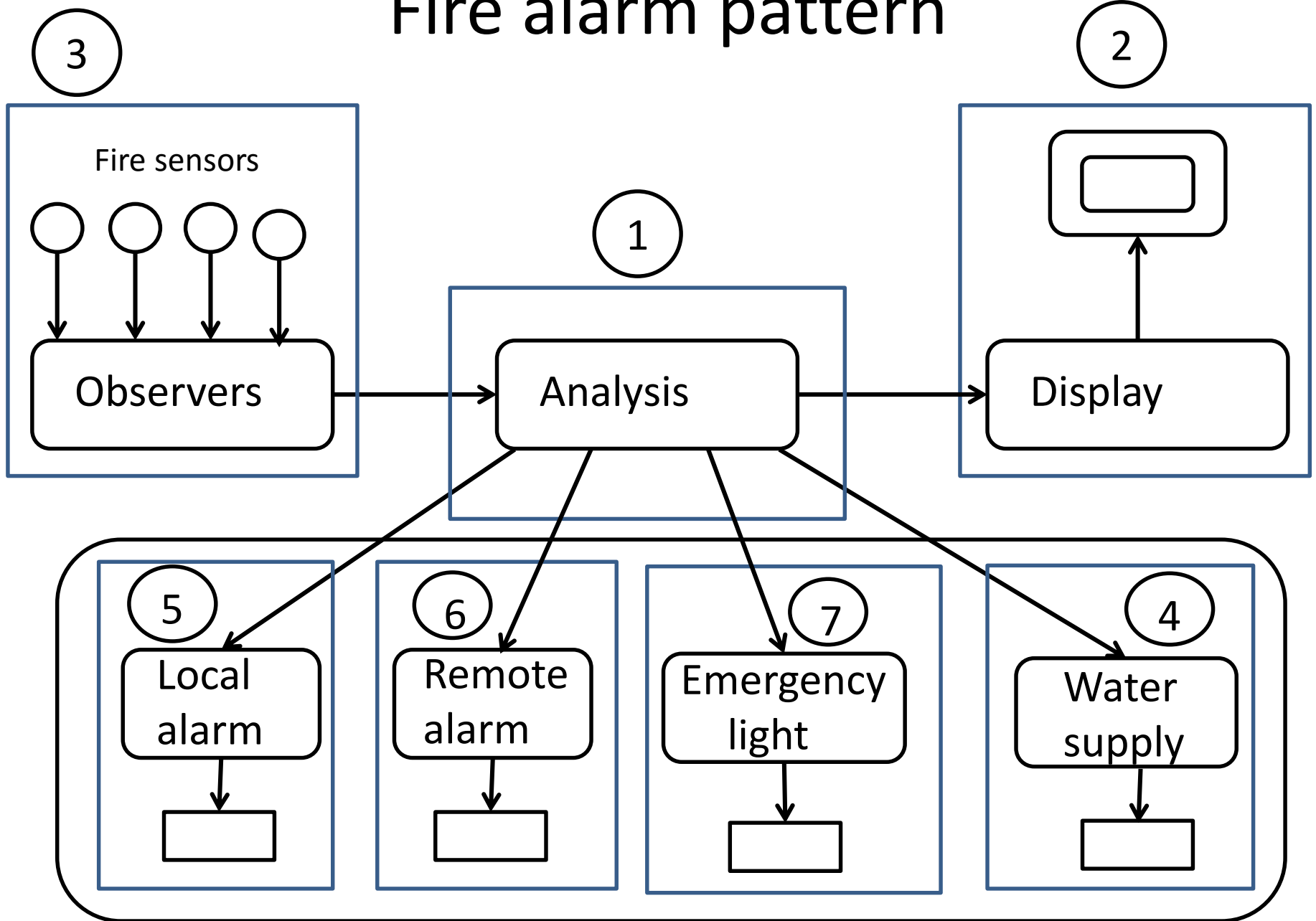


# The environment – outside

Important to define what is inside and what is outside the system



# Fire alarm pattern

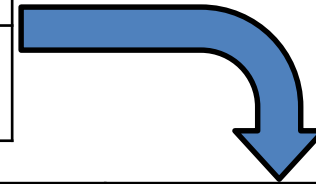


# From Epic to User stories

<b>Epic ID:</b>	<b>Fire alarm</b>
<b>As a</b>	House owner
<b>I want</b>	To discover fire as quickly as possible
<b>So that</b>	I can evacuate people as early as possible



<b>Story ID:</b>	<b>Fire display - 2</b>
<b>As a</b>	House owner
<b>I want</b>	To know where the fire is
<b>So that</b>	I can evacuate persons in the area



<b>Story ID:</b>	<b>Local alarm – 5</b>
<b>As a</b>	House owner
<b>I want</b>	To be made aware of the fire
<b>So that</b>	I can start necessary actions – e.g. call the fire brigade

# User story IF-FMEA

Based on the observe – react pattern

Story ID: Local alarm – 5		List of component input sources: • Analysis		Suggested barriers and new requirements
Output failure mode	Output failure mode description	Input deviation	Alarm component failure	
Omission	No alarm	No alarm trigger	Alarm unit malfunction Lack of power	Equipment • Duplication • Periodic testing
Commission	Extra alarm	Extra alarm trigger	Alarm unit short-circuit	Pinging connection to analysis
Wrong action	No / false alarm	No / false alarm trigger	Alarm unit • malfunction • short-circuit	Periodic testing / maintenance
Delayed	Alarm delayed	Delayed trigger	-	-

# Main conclusions

We can start safety analysis early in the development process if we

- Get the most important, high level requirements in place early
- Decide what is inside and what is outside our system
- Use
  - Generic failure modes and architectural patterns
  - Domain specific fault trees and hazard lists