



A PRAGMATIC APPROACH TO SYSTEM MODELING FOR HAZARD IDENTIFICATION AND RISK MANAGEMENT

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CONTACT INFORMATION

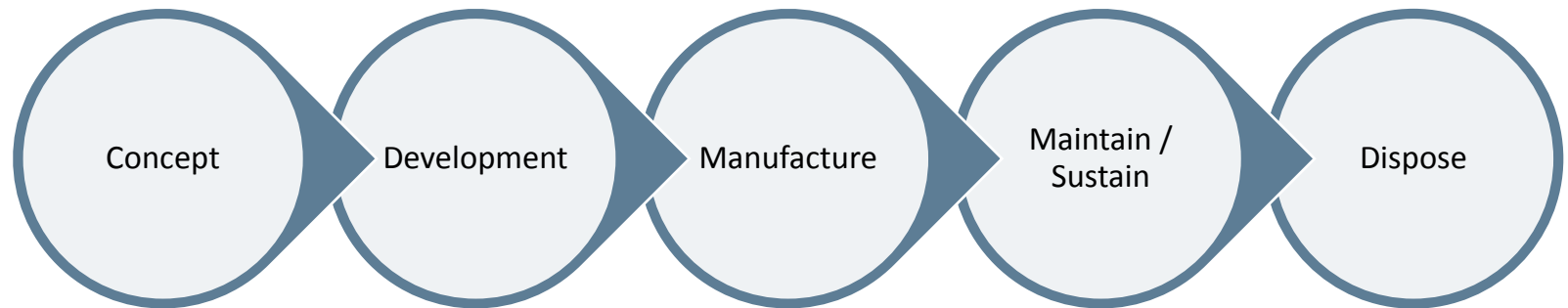
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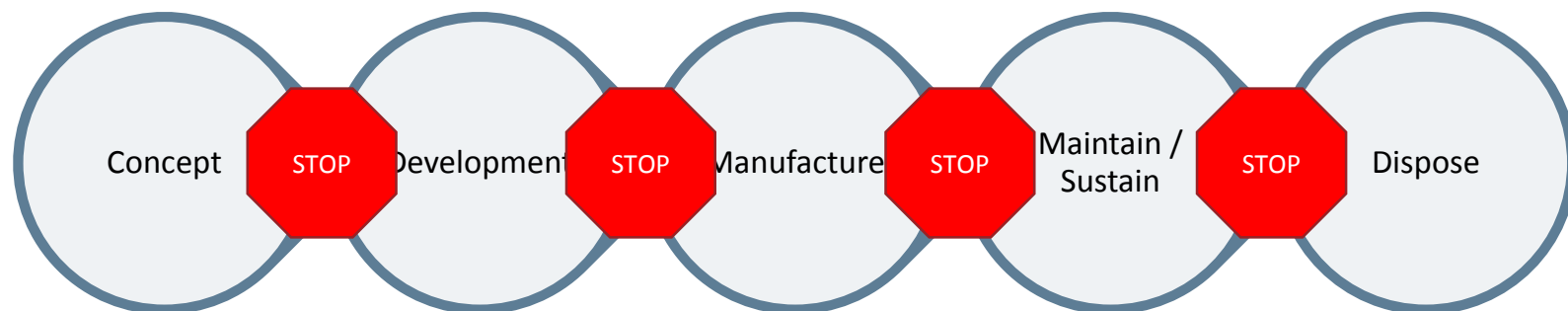
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AN ABSTRACT VIEW OF PRODUCT DEVELOPMENT



AIR GAPS



Fidelity and momentum is lost every time there is a handoff;
this is caused by the “air gaps.”

INDUSTRIAL AGE VS. INFORMATION AGE

"Our current defense acquisition system applies industrial age processes to solve information age problems."

- LtGen Robert D. McMurray, AFLCMC/CC
Keynote address
2017 Wright Dialogue With Industry Conference,
Dayton OH, 18 July 2017

YOU HEAR THAT,
MR. ANDERSON? ...
THAT IS THE SOUND OF
INEVITABILITY...

Agent Smith, *The Matrix*

DIGITAL ENGINEERING

- The Department of Defense is developing a strategy to transform its end-to-end acquisition process.
- It is expected to be released for use by 2019.
- This presentation will focus on methods that ESOH professionals can use to smoothly integrate their efforts with digital engineering.
- The following four slides are extracted from another presentation here at the NDIA SE Conference; please seek out Ms. Philomena Zimmerman or her team for more information.
- I have indicated where this presentation supports the strategy.

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DoD Digital Engineering Strategy

Ms. Philomena Zimmerman

**Deputy Director, Engineering Tools and Environments
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for Systems Engineering**

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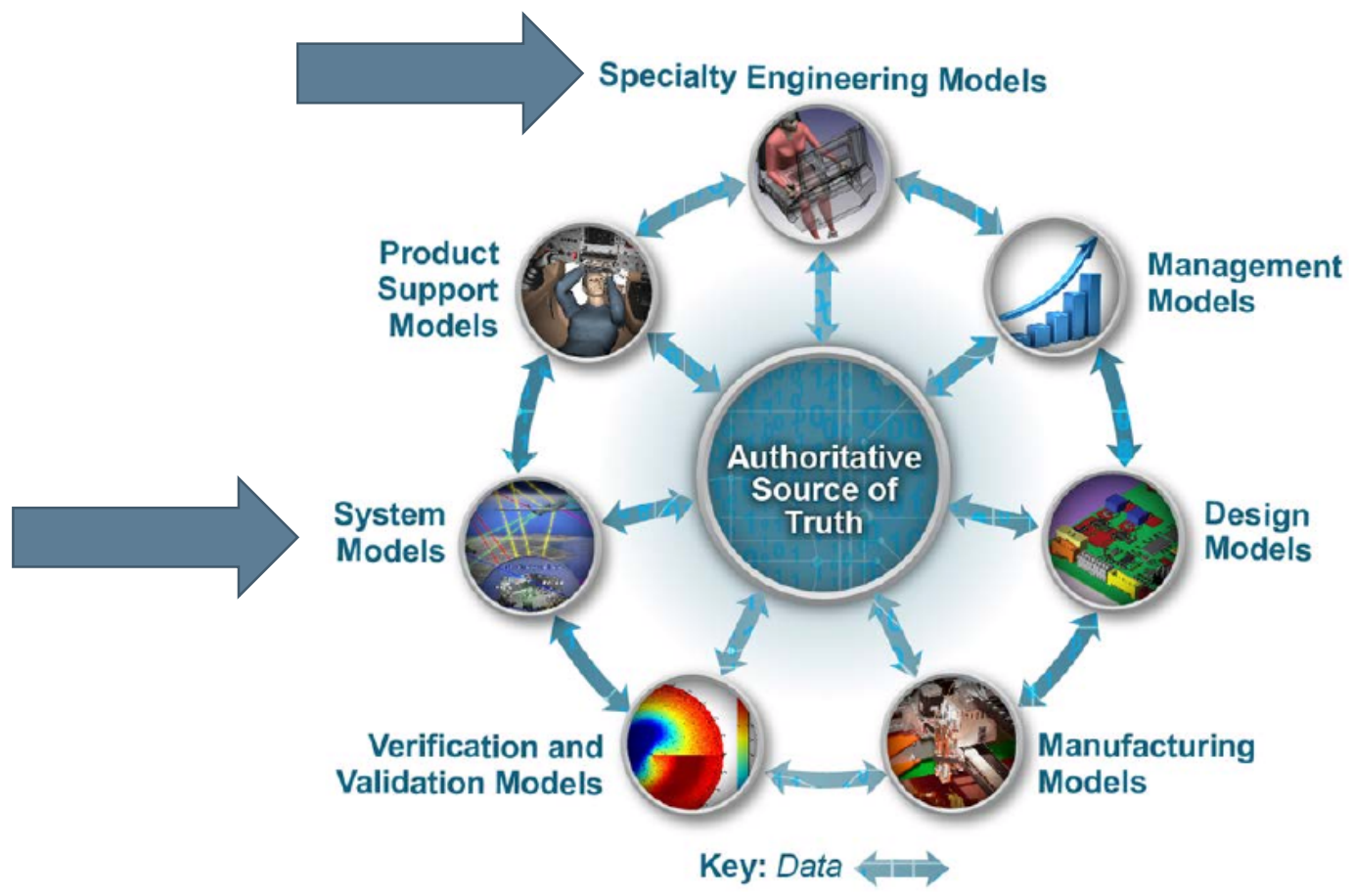
Digital Engineering Strategy: Five Goals



Drives the engineering practice towards improved agility, quality, and efficiency, which results in improvements in acquisition



Goal #1: Formalize Development, Integration & Use of Models



Models as the cohesive element across a system's lifecycle



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SYSTEM MODELING

- System modeling is emerging as a way to manage the inherent complexity of modern systems by providing a mechanism to store, manage, and associate information about a system under development.
- This information can then be extracted and presented to stakeholders in formats relevant to them.

***Models grow organically as detail is added
with no loss of fidelity.***

from *Modeling Safety and CyberSecurity Controls in SysML*,
2016 NDIA Systems Engineering Conference, Vinarcik

SYSML: THE SYSTEMS MODELING LANGUAGE

- SysML is the most widely-adopted modeling language and has a thriving tool ecosystem.
- A well-constructed system model unambiguously represents a system's behavior, structure, and interrelationships between elements.
- Its flexibility allows integration of other discipline-specific analyses
 - Reliability
 - Safety

BENEFITS OF INTEGRATION

- Eliminating other tools from the analysis chain pays dividends:
 - Reduction in license costs
 - Elimination of interface/integration
 - Improved visibility to all stakeholders
 - Common language and understanding

Reduce lag and drag!

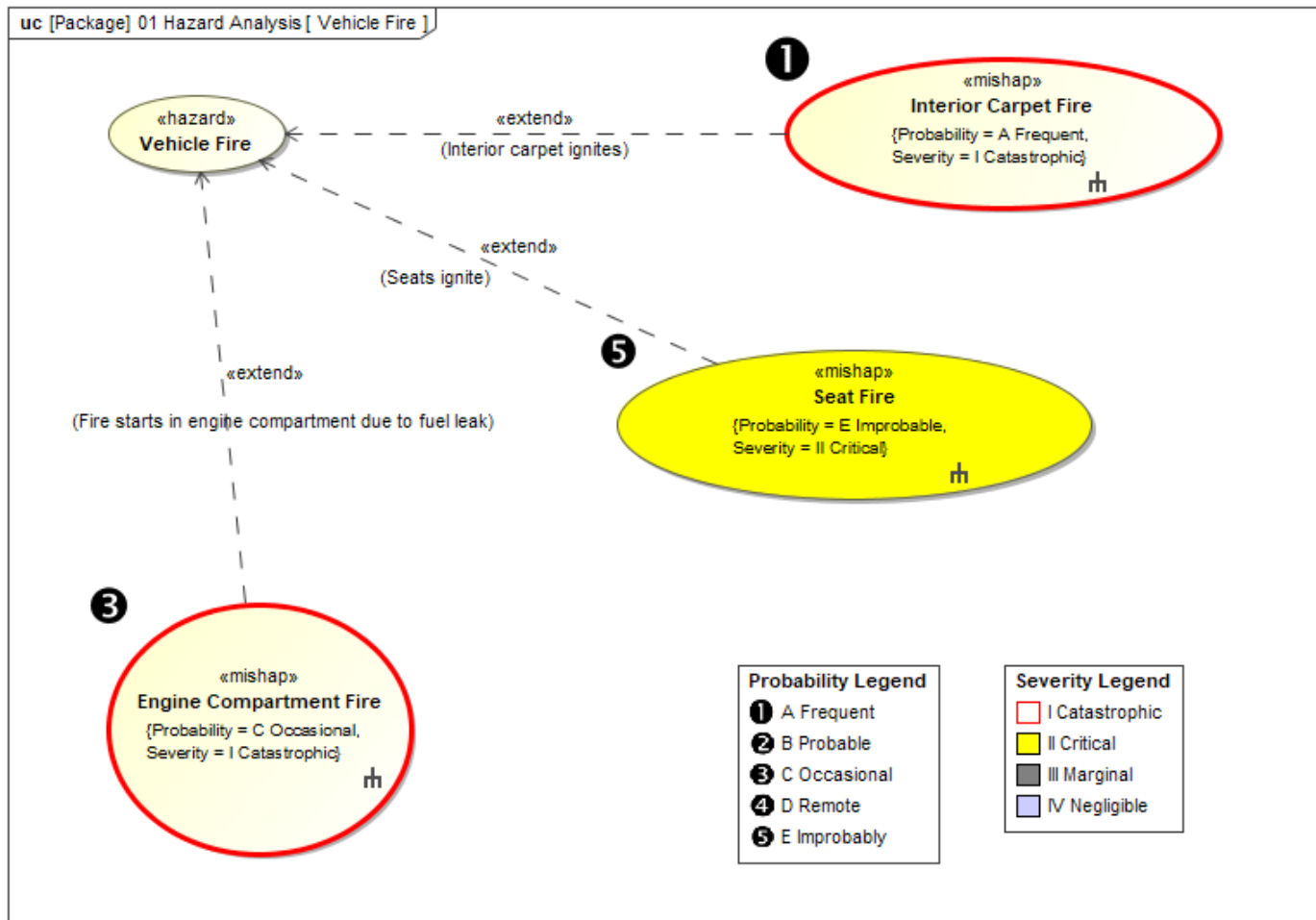
AN EXAMPLE: NOTIONAL PASSENGER AUTOMOBILE

- An unclassified, non-DoD example was needed for this presentation.
- A notional automobile is used as the basis for this example, which uses “fire” as the hazard.
- Note: I am not an ESOH professional and this is provided as an example of one approach to integrate ESOH into an evolving system model.

A REQUIRED MINDSET SHIFT

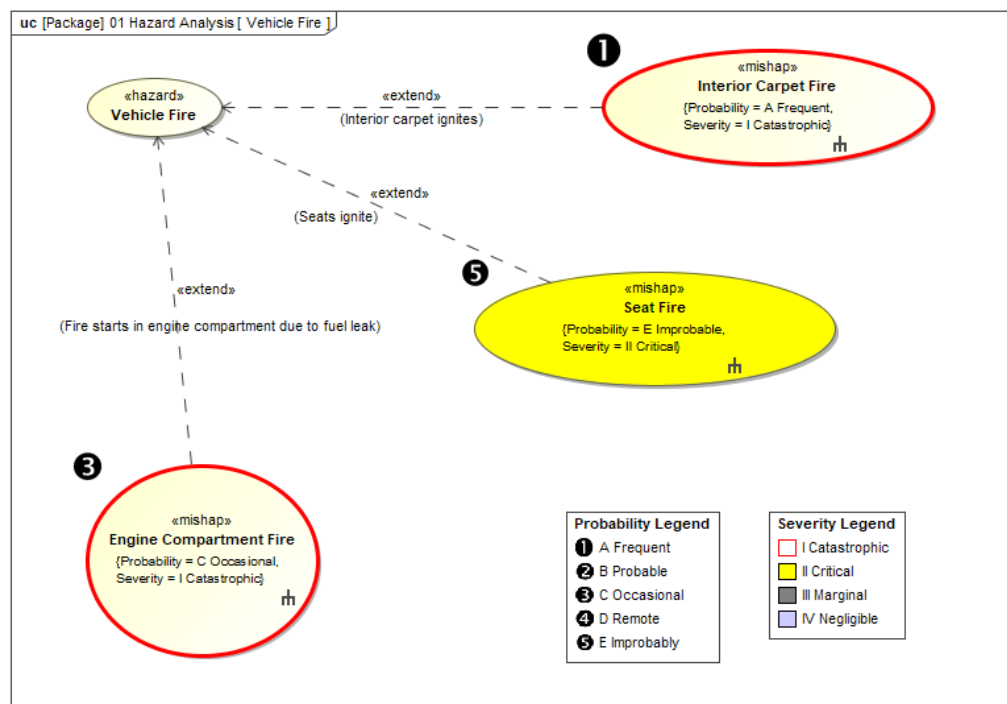
- To successfully leverage SysML, any user must understand that it is not “about” the diagrams.
- What is truly important is:
 - Elements and their properties
 - Relationships, their properties, and what they connect
- Once you see analyses in these terms, representing them in a system model is much easier.
- The collection of elements (including logic/branching elements) permits a rich description of system behavior, structure, interfaces, and parametrics.

NOTIONAL HAZARD ANALYSIS



HAZARD ANALYSIS: ELEMENTS USED

- Use cases with <<hazard>> and <<mishap>> stereotypes
- Extension points as causal factors
- <<extend>> relationships between mishaps and hazard
- Dynamic legends (color, fill, and icons based on properties of the elements)

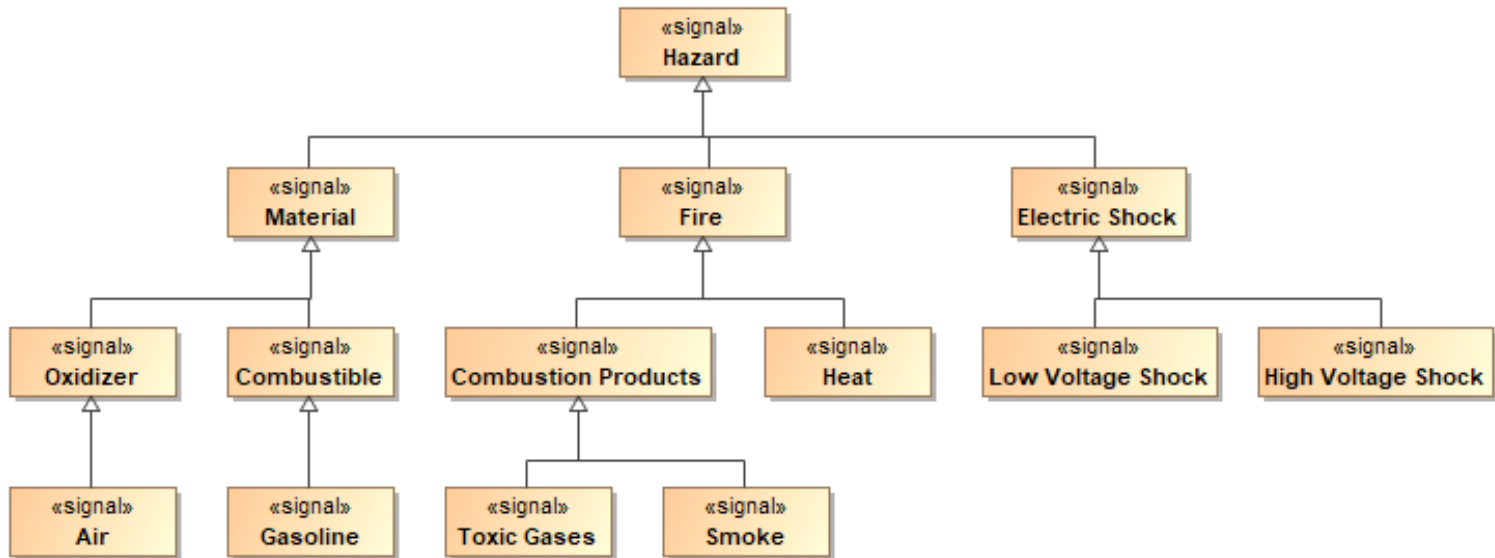


WHY USE CASES?

- *Use cases* are convenient SysML representations of behavior. They include:
 - <<*extend*>> relationships for conditional triggering of alternate *use cases*
 - They may be decomposed by activity diagrams

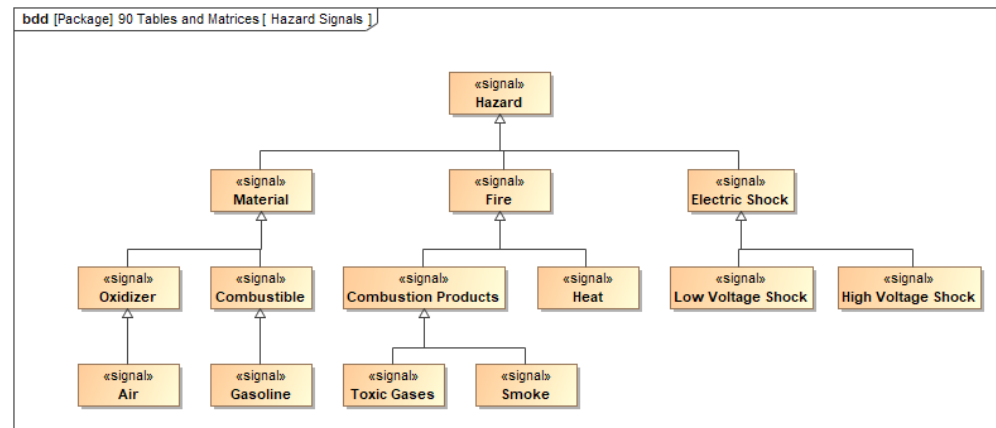
HAZARD SIGNALS

bdd [Package] 90 Tables and Matrices [Hazard Signals]

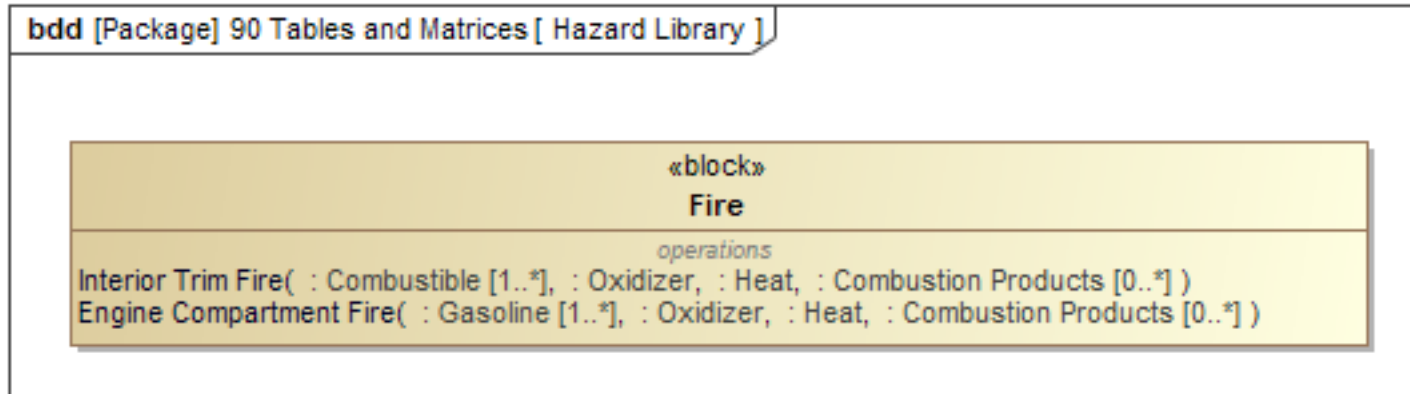


SIGNAL USAGE

- <<signals>> are used to type flow properties on interfaces, content conveyed on flows, and input/output parameters
- This hierarchy allows more specific signals to be used to satisfy more general input/output parameters

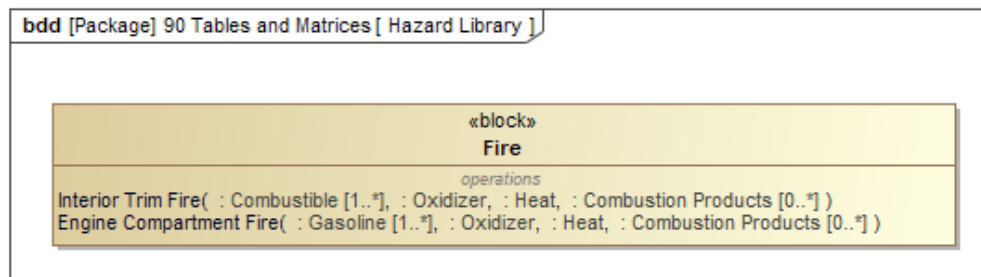


HAZARD BLOCK



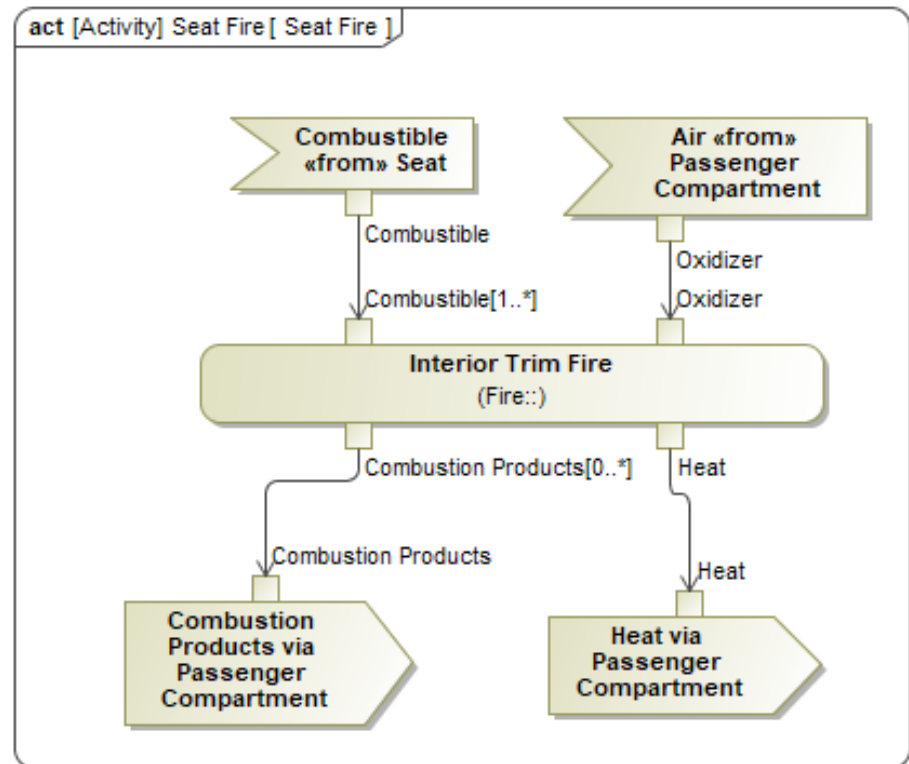
HAZARDS AS OPERATIONS

- <<operations>> own input/output *parameters*
- In this case, an Interior Trim Fire requires at least one combustible, an oxidizer, and generated heat and may generate combustion products (smoke, toxic gas, etc.)



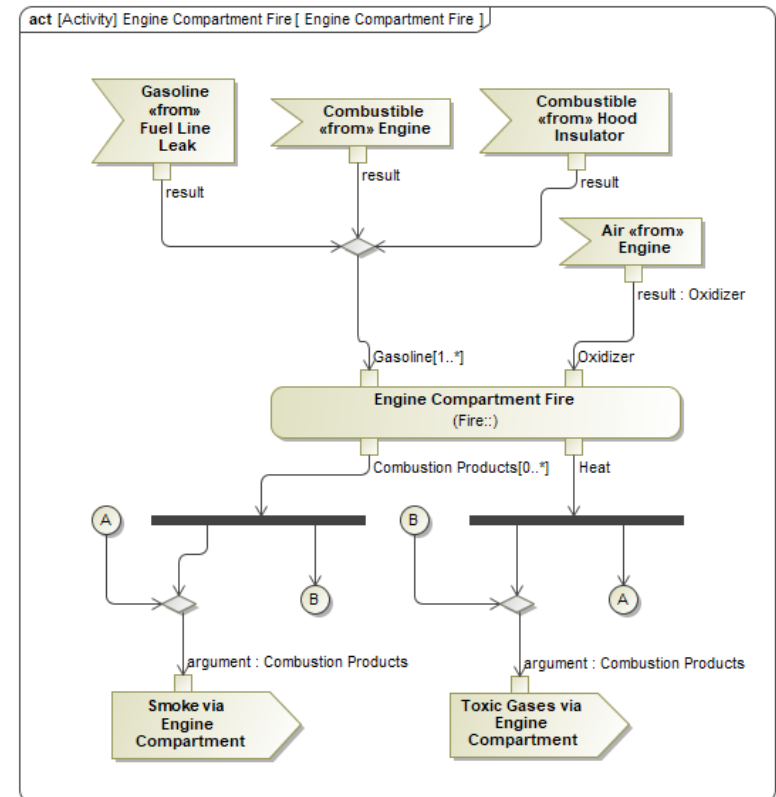
MISHAP DECOMPOSITION

- This activity diagram shows the operation and its input/output *parameters*.
- Each *pin* must be connected (no unconnected pins).
- This forces the analyst to identify the source and destination of all inputs and outputs.
- *Flow final* nodes may be used if there is no output of interest.



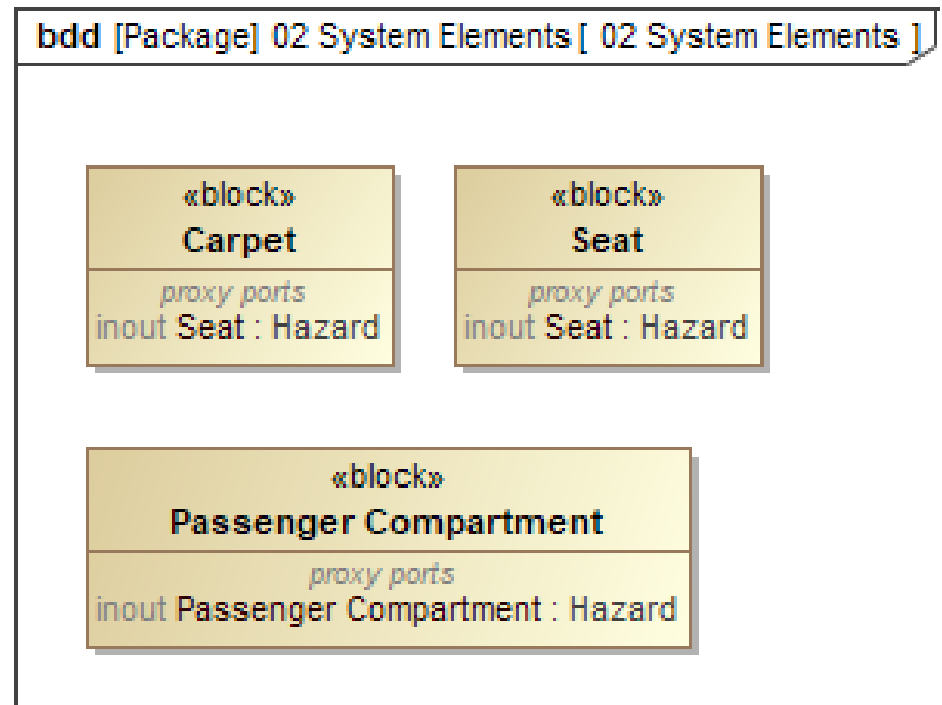
ENGINE COMPARTMENT FIRE

- Note the more complex logic and multiple sources for inputs.



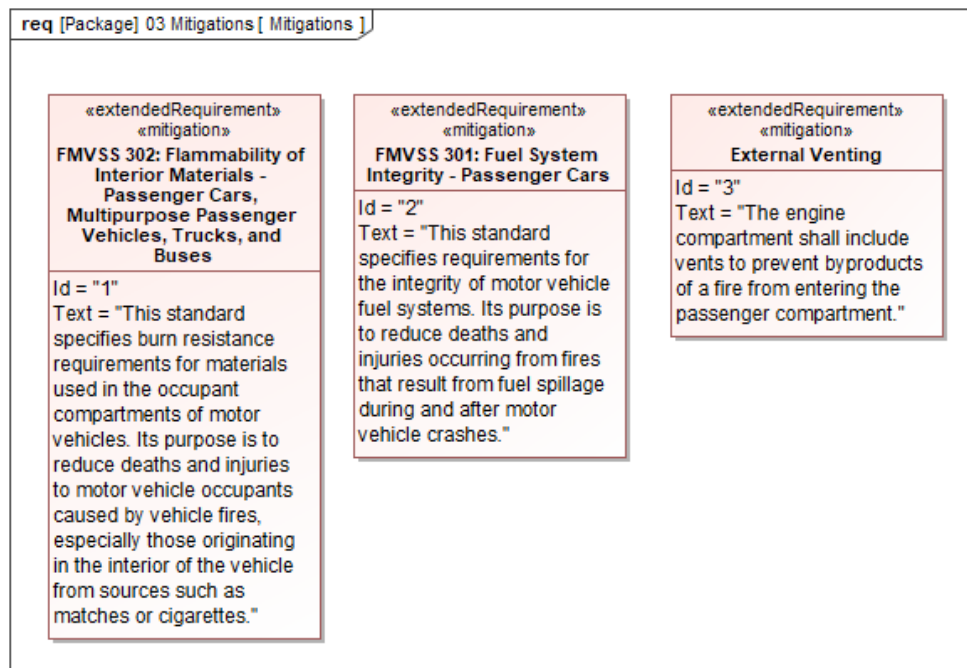
HAZARD PORTS

- The *send signal* and *accept event* elements may be assigned to *ports*.
- This allows the modeler to specify the source or destination of the flow.
- *Hazard ports* (which can legally flow hazard signals) are added to each system element to facilitate this.
- These ports would be hidden/excluded from normal architectural analysis.



MITIGATIONS

- Mitigations are requirements that have a <<mitigation>> *stereotype* applied.
- They may have body text and hyperlinks to the standard, design guidelines, or other relevant material.



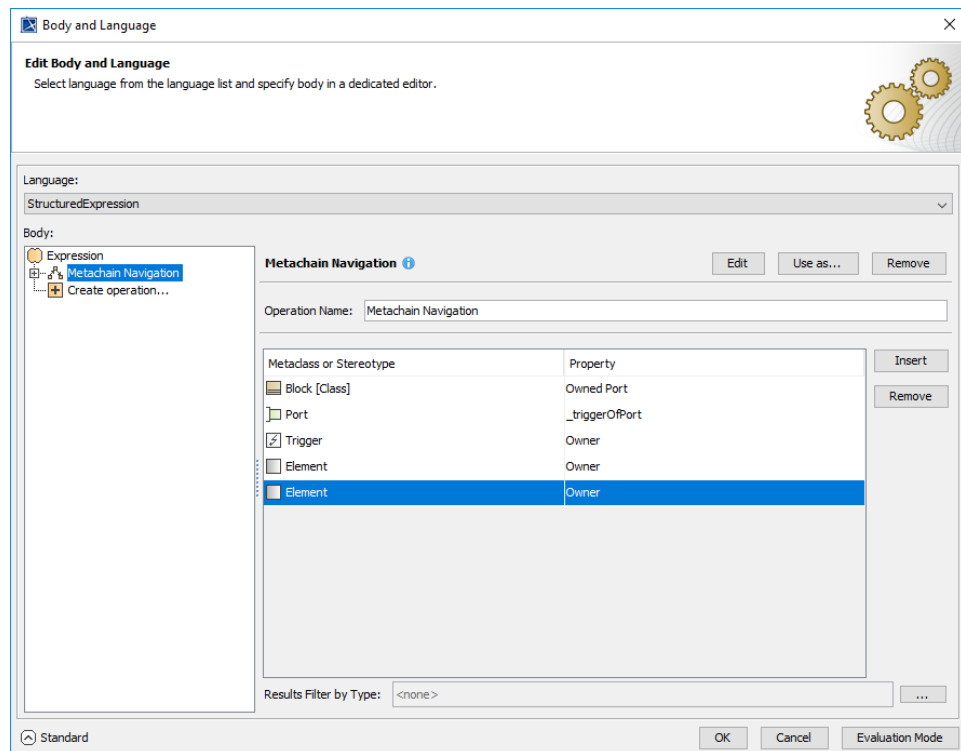
MISHAPS

| # | Name | Documentation | Severity | Probability | Causal Factor | Related Hazard |
|---|-------------------------|--|----------------|--------------|--|----------------|
| 1 | Engine Compartment Fire | This mishap describes the outcome of a fire starting in the engine compartment due to a fuel leak. | I Catastrophic | C Occasional | Fire starts in engine compartment due to fuel leak | Vehicle Fire |
| 2 | Interior Carpet Fire | This mishap describes the outcome of an interior carpet fire. | I Catastrophic | A Frequent | Interior carpet ignites | Vehicle Fire |
| 3 | Seat Fire | This mishap describes the outcome of vehicle seats igniting. | II Critical | E Improbable | Seats ignite | Vehicle Fire |






Note: All of these columns populate due to properties or querying the mishap analysis

METACHAIN NAVIGATION

- Metachain navigation uses structured expressions to navigate elements, relationships, and properties.
- It can also perform set-based operations (intersection, exclude, etc.), property tests, and mathematical operations.
- Metrics can also be developed (e.g., number of unconnected pins)





































NOTIONAL METACHAIN: SYSTEM ELEMENT TO HAZARDS TO WHICH IT CONTRIBUTES

| Metaclass or Stereotype | Property |
|---|----------------|
|  Block [Class] | Owned Port |
|  Port | _triggerOfPort |
|  Trigger | Owner |
|  Element | Owner |
|  Element | Owner |















SYSTEM ELEMENTS

| # | △ Name | Contributes to Mishaps | Mishap Severity | Contributes | Potential Contribution Mitigations | Recipient of Hazard | Receives | Potential Reception Mitigations | Employed Mitigation | Mitigation Error |
|---|-----------------------|---------------------------------------|-----------------------------------|------------------------|--|---------------------------------------|---|--|-----------------------------|-----------------------------|
| 1 | Carpet | ○ Interior Carpet Fire | ◇ I Catastrophic | ☒ Combustible | ☒ 1 FMVSS 302: Flammability | | | | | |
| 2 | Engine | ○ Engine Compartment Fire | ◇ I Catastrophic | ☒ Combustible ☒ Air | ☒ 2 FMVSS 301: Fuel System ☒ 3 External Venting | | | | | |
| 3 | Engine Compartment | | | | | ○ Engine Compartment Fire | ☒ Toxic Gases ☒ Smoke | ☒ 2 FMVSS 301: Fuel System ☒ 3 External Venting | ☒ 1 FMVSS 302: Flammability | ☒ 1 FMVSS 302: Flammability |
| 4 | Fire | | | | | | | | | |
| 5 | Fuel Line | ○ Engine Compartment Fire | ◇ I Catastrophic | ☒ Gasoline | | | | | | |
| 6 | Hood Insulator | ○ Engine Compartment Fire | ◇ I Catastrophic | ☒ Combustible | | | | | | |
| 7 | Passenger Compartment | ○ Interior Carpet Fire ○ Seat Fire | ◇ I Catastrophic ◇ II Critical | ☒ Air | ☒ 1 FMVSS 302: Flammability | ○ Seat Fire ○ Interior Carpet Fire | ☒ Combustion Products ☒ Heat ☒ Toxic Gases ☒ Smoke | | | |
| 8 | Seat | ○ Seat Fire | ◇ II Critical | ☒ Combustible | ☒ 1 FMVSS 302: Flammability | | | | ☒ 1 FMVSS 302: Flammability | |



















CONTRIBUTIONS AND MITIGATIONS

| # | △ Name | Contributes to Mishaps | Mishap Severity | Contributes | Potential Contribution Mitigations |
|---|---|---|---|--|--|
| 1 |  Carpet |  Interior Carpet Fire |  I Catastrophic |  Combustible |  1 FMVSS 302: Flammability |
| 2 |  Engine |  Engine Compartment Fire |  I Catastrophic |  Combustible  Air |  2 FMVSS 301: Fuel System  3 External Venting |
| 3 |  Engine Compartment | | | | |
| 4 |  Fire | | | | |
| 5 |  Fuel Line |  Engine Compartment Fire |  I Catastrophic |  Gasoline | |
| 6 |  Hood Insulator |  Engine Compartment Fire |  I Catastrophic |  Combustible | |
| 7 |  Passenger Compartment |  Interior Carpet Fire  Seat Fire |  I Catastrophic  II Critical |  Air |  1 FMVSS 302: Flammability |
| 8 |  Seat |  Seat Fire |  II Critical |  Combustible |  1 FMVSS 302: Flammability |

RECEPTIONS, MITIGATIONS, AND ERRORS

| Recipient of Hazard | Receives | Potential Reception Mitigations | Employed Mitigation | Mitigation Error |
|---|--|--|---|---|
| | | | | |
|  Engine Compartment Fire |  Toxic Gases  Smoke |  2 FMVSS 301: Fuel System  3 External Venting |  1 FMVSS 302: Flammability |  1 FMVSS 302: Flammability |
| | | | | |
|  Seat Fire  Interior Carpet Fire |  Combustion Products  Heat  Toxic Gases  Smoke | | | |
| | | |  1 FMVSS 302: Flammability | |













MITIGATION ERRORS

| # | △ Name | Potential Contribution Mitigations | Potential Reception Mitigations | Employed Mitigation | Mitigation Error |
|---|---|--|--|--|---|
| 1 |  Carpet |  1 FMVSS 302: Flammability | | | |
| 2 |  Engine |  2 FMVSS 301: Fuel System  3 External Venting | | | |
| 3 |  Engine Compartment | |  2 FMVSS 301: Fuel System  3 External Venting |  1 FMVSS 302: Flammability |  1 FMVSS 302: Flammability |
| 4 |  Fire | | | | |
| 5 |  Fuel Line | | | | |
| 6 |  Hood Insulator | | | | |
| 7 |  Passenger Compartment |  1 FMVSS 302: Flammability | | | |
| 8 |  Seat |  1 FMVSS 302: Flammability | |  1 FMVSS 302: Flammability | |

FMVSS 302 is neither a potential contribution nor a reception mitigation, so its employment is an error.

MITIGATION RELATIONSHIPS

- Relationships may also be displayed in a matrix using direct connections or custom metachains.
- Any relationship in a table may be shown in a matrix (and icons may be used in place of arrows).

| Legend | | 03 Mitig: | | | | | |
|---|---------------------|---|---|---|-----------------------------------|---|---------------------------------|
|  | Employed Mitigation |  | Mitigation Error |  | Potential Contribution Mitigation |  | Potential Reception Mitigations |
| 02 System Elements | | 6 | 2 | 2 | | | |
| Carpet | 1 |  | | | | | |
| Engine | 2 | |  |  | | | |
| Engine Compartment | 4 |  |  |  | | | |
| Fire | | | | | | | |
| Fuel Line | | | | | | | |
| Hood Insulator | | | | | | | |
| Passenger Compartment | 1 |  | | | | | |
| Seat | 2 |  | | | | | |

ERROR CHECKING

| # | Name | Owner | Type | △ Incoming | Outgoing |
|----|------|---------------------------|-----------------------|--|--|
| 1 | ☰ | ☰ Combustible | ☑ Combustible | | ☰ Object Flow[Combustible -> Combustible[1..*]] |
| 2 | ☰ | ☰ Combustible | ☑ Combustible | | ☰ Object Flow[Combustible -> Combustible[1..*]] |
| 3 | ☰ | ☑ Engine Compartment Fire | ☑ Combustion Products | | ☰ Object Flow[Combustion Products[0..*] ->] |
| 4 | ☰ | ☑ Interior Trim Fire | ☑ Combustion Products | | ☰ Object Flow[Combustion Products[0..*] -> Comb |
| 5 | ☰ | ☑ Interior Carpet Fire | ☑ Combustion Products | | ☰ Object Flow[Combustion Products[0..*] -> Comb ☰ Object Flow[Combustion Products[0..*] -> Comb |
| 6 | ☰ | ☑ Interior Carpet Fire | ☑ Heat | | ☰ Object Flow[Heat -> Heat] |
| 7 | ☰ | ☑ Interior Trim Fire | ☑ Heat | | ☰ Object Flow[Heat -> Heat] |
| 8 | ☰ | ☑ Engine Compartment Fire | ☑ Heat | | ☰ Object Flow[Heat ->] |
| 9 | ☰ | ☰ Air | ☑ Oxidizer | | ☰ Object Flow[Oxidizer -> Oxidizer] |
| 10 | ☰ | ☰ Air | ☑ Oxidizer | | ☰ Object Flow[Oxidizer -> Oxidizer] |
| 11 | ☰ | ☰ Combustible | | | ☰ Object Flow[->] |
| 12 | ☰ | ☰ Combustible | | | ☰ Object Flow[->] |
| 13 | ☰ | ☰ Gasoline | ☑ Gasoline | | ☰ Object Flow[Gasoline ->] |
| 14 | ☰ | ☰ Air | ☑ Oxidizer | | ☰ Object Flow[Oxidizer -> Oxidizer] |
| 15 | ☑ | ☑ Smoke | ☑ Combustion Products | ☰ Object Flow[-> Combustion Products] | |
| 16 | ☑ | ☑ Toxic Gases | ☑ Combustion Products | ☰ Object Flow[-> Combustion Products] | |
| 17 | ☑ | ☑ Engine Compartment Fire | ☑ Gasoline | ☰ Object Flow[-> Gasoline[1..*]] | |
| 18 | ☑ | ☑ Interior Carpet Fire | ☑ Combustible | ☰ Object Flow[Combustible -> Combustible[1..*]] | |
| 19 | ☑ | ☑ Interior Trim Fire | ☑ Combustible | ☰ Object Flow[Combustible -> Combustible[1..*]] | |
| 20 | ☑ | ☑ Toxic Gases | ☑ Combustion Products | ☰ Object Flow[Combustion Products[0..*] -> Combustion Proc | |
| 21 | ☑ | ☑ Combustion Products | ☑ Combustion Products | ☰ Object Flow[Combustion Products[0..*] -> Combustion Proc | |
| 22 | ☑ | ☑ Smoke | ☑ Combustion Products | ☰ Object Flow[Combustion Products[0..*] -> Combustion Proc | |
| 23 | ☑ | ☑ Heat | ☑ Heat | ☰ Object Flow[Heat -> Heat] | |
| 24 | ☑ | ☑ Heat | ☑ Heat | ☰ Object Flow[Heat -> Heat] | |
| 25 | ☑ | ☑ Interior Carpet Fire | ☑ Oxidizer | ☰ Object Flow[Oxidizer -> Oxidizer] | |
| 26 | ☑ | ☑ Engine Compartment Fire | ☑ Oxidizer | ☰ Object Flow[Oxidizer -> Oxidizer] | |
| 27 | ☑ | ☑ Interior Trim Fire | ☑ Oxidizer | ☰ Object Flow[Oxidizer -> Oxidizer] | |

CONCLUSIONS

- The use of a relatively small number of customizations can be used to enable the integration of ESOH analysis into the system model used in support of systems architecture and engineering.
- The error-checking and customized queries made possible by this approach allow maximum insight to be achieved with little incremental effort.
- Reuse, the elimination of adjacent tools and systems, and the reduction in lag between analysis and stakeholder visibility are all possible with this approach.