



Human Reliability



Marek Matyjewski

Risk in the M-T-E system



Man

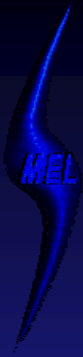


Technology

Environment



$$\begin{pmatrix} \textit{risk} \\ \textit{measure} \end{pmatrix} = \begin{pmatrix} \textit{unreliability} \\ \textit{measure} \end{pmatrix} \cdot \begin{pmatrix} \textit{hazard} \\ \textit{measure} \end{pmatrix}$$

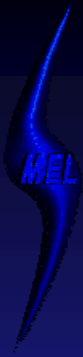


Human nature

It is in the nature of man to err - Cicero

Human error is here to stay





Human errors

Three out of four aircraft accidents result from inadequate performance of the human component in the aircraft man-machine system.

F. Hawkins – Human Factors in flight, 1993

60%÷90% of accidents are the result of human error



Bhopal





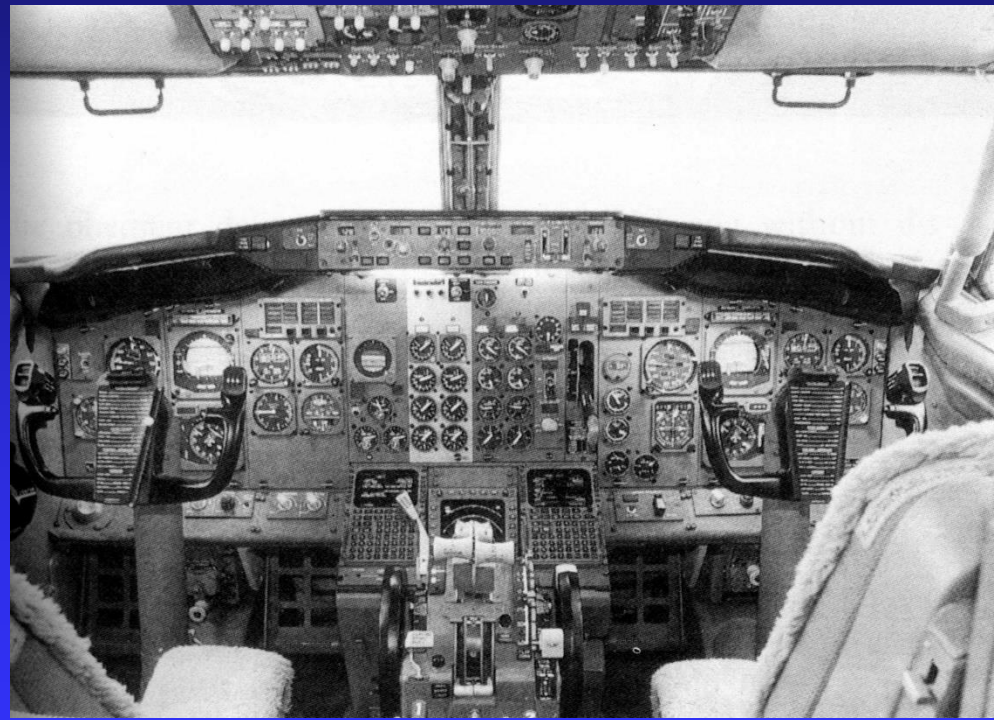
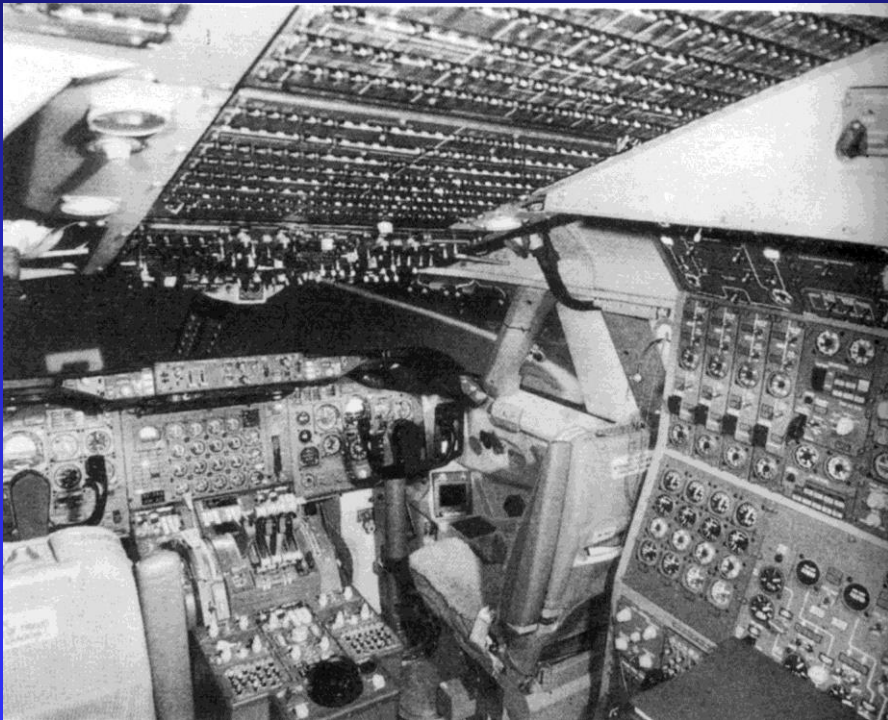
Factors facilitating occurrence of errors:

- economical
- sociological
- psychological, emotional
- physiological



MEL

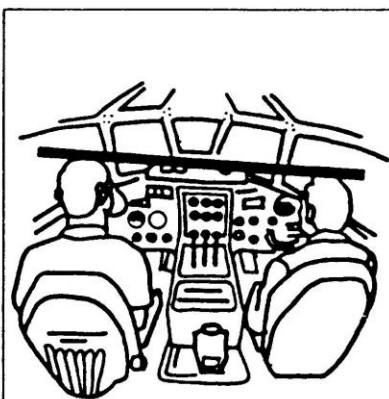
Boeing 747



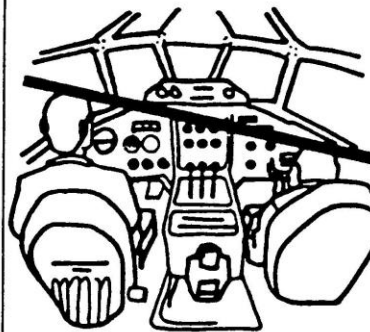
In the 1970s



The trans-cockpit authority gradient



Optimum



Too steep



Too flat

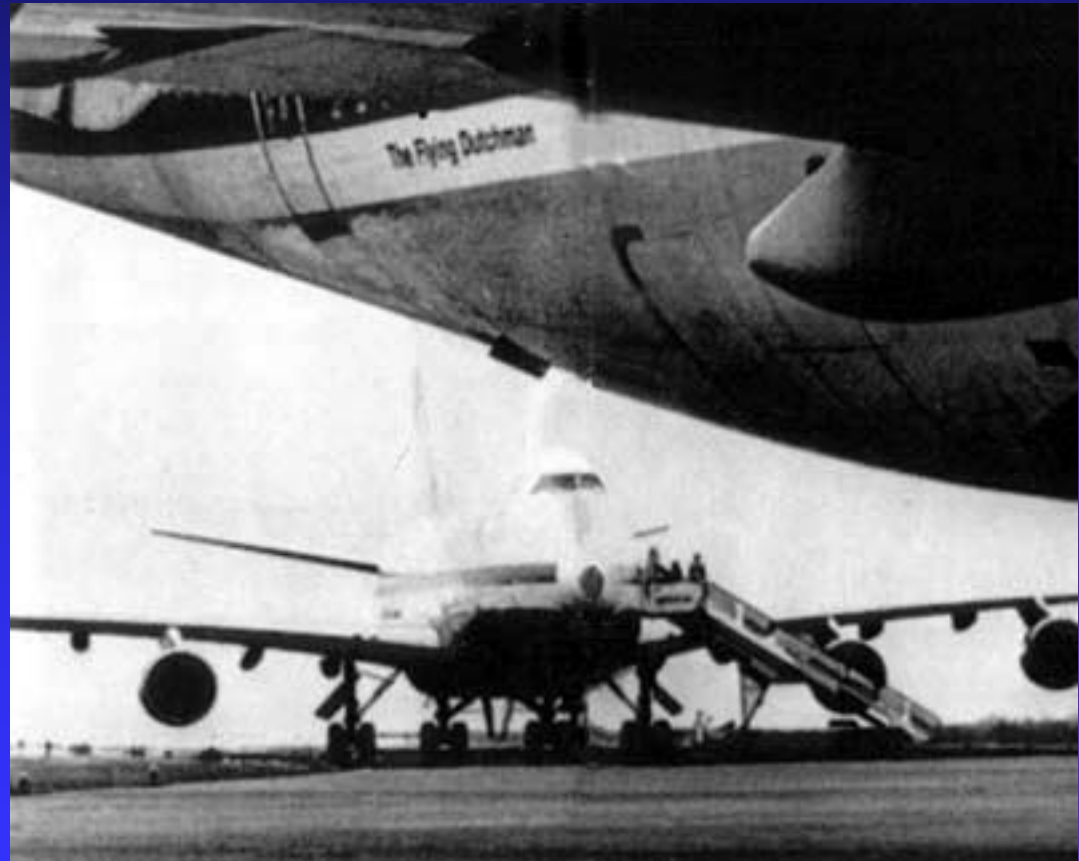
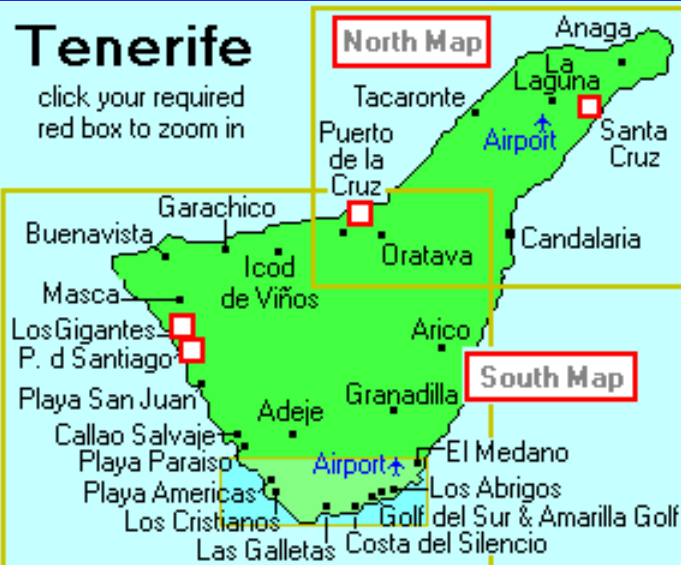
Tenerife disaster – 1977

Canary Islands



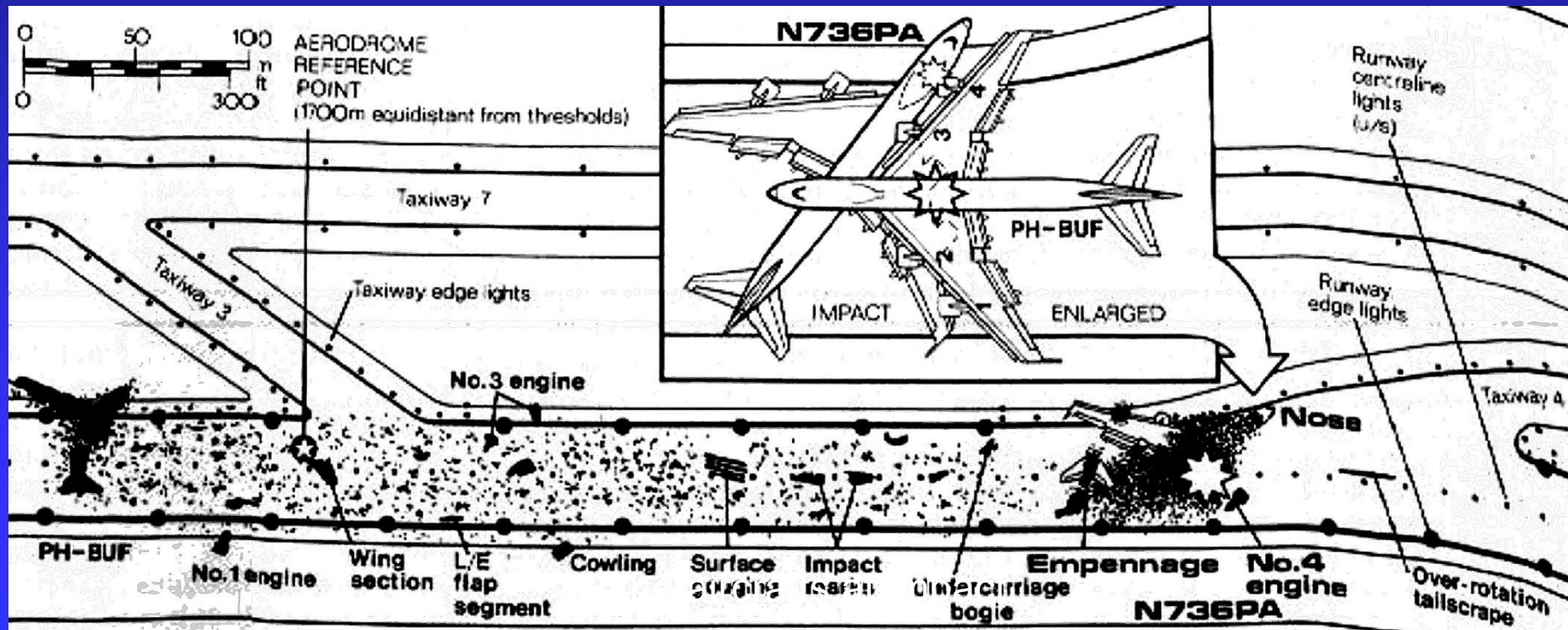
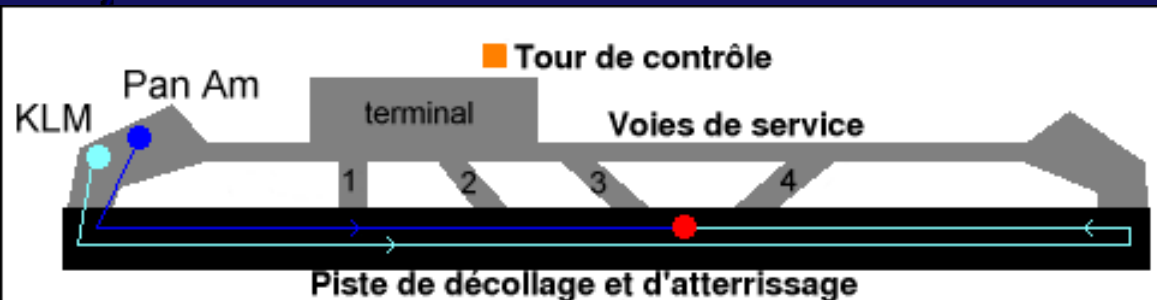
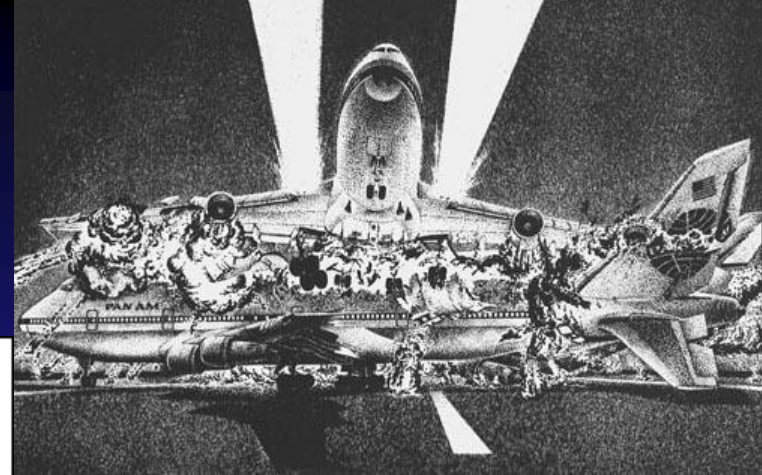
Tenerife

click your required red box to zoom in



the Boeings 747

Tenerife disaster



MEL

Victims:



KLM4805:

234 passengers and **14** crew members killed
Aircraft completely destroyed by fire

PA1736:

326 passengers and **9** crew members killed,
61 persons were rescued, 9 out of them died
in hospital



The accident investigation

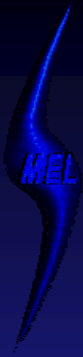
The investigators questions:

- Why had KLM Captain commenced takeoff without the control tower's clearance to do so?
- Why had PanAm Captain been instructed to vacate the runway at Taxiway 3, one that led back towards the main apron at an angle of 135 degrees from the runway, rather than the far more conveniently placed 45 degree angled Taxiway 4? And unexpected as this instruction was, why had Captain Grubbs disregarded it?
- Why did the KLM crew not grasp the significance of the PanAm aircraft's report that it had not yet cleared the runway, and would report again to the Tower when it did?



Human Factors

- Fatigue, stress
- Overload
- Mind set
- Frustration
- Time pressure
- Authority in cockpit
- Passenger satisfaction

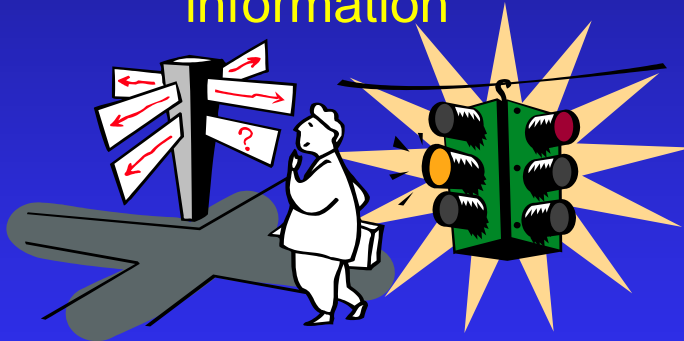


An example of M-T-E system

vehicle



information



driver



environment

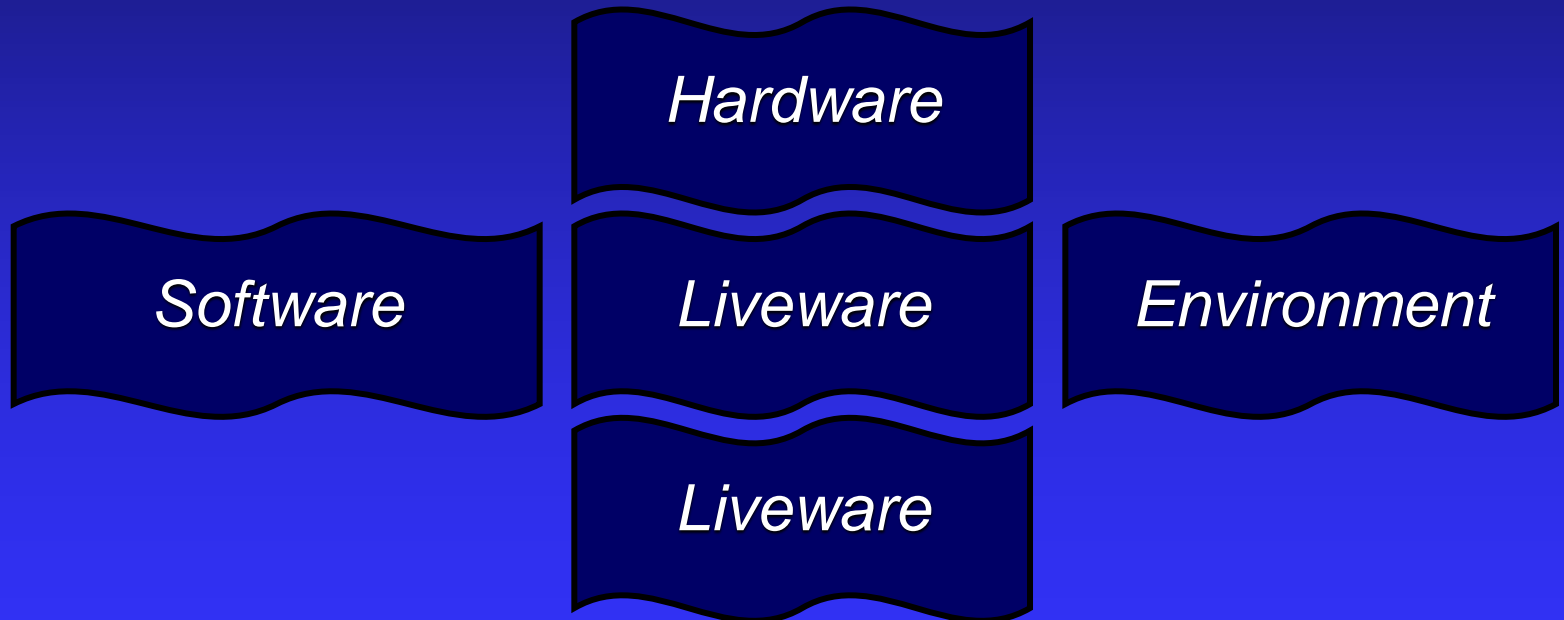


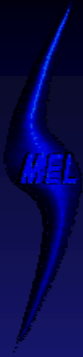
people



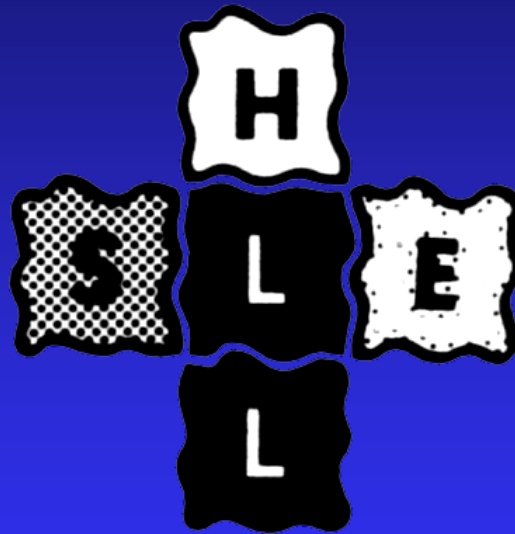


A conceptual model of Human Factors

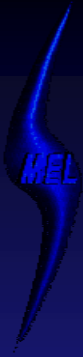




The SHELL model



Human Factors is concerned with the interfaces shown in the model



Liveware in engineering terms

Physical size and shape

In the design of any workplace and most equipment, body measurements and movement play a vital role. These will vary not only between ethnic, age and sex groups, but extensive differences can be expected to occur within any particular group. Fundamental decisions must be taken at an early stage in the design process as to the human dimensions, and consequently the population percentage, which the design is going to satisfy. Data to make such decisions are available from anthropometry and biomechanics.

Fuel requirements

In order to function properly, man needs fuelling with food, water and oxygen. Deficiencies in this fuel supply can affect his performance and well-being. This type of information is available from physiology and biology.

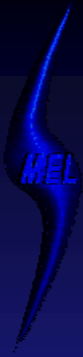
Liveware in engineering terms

Man has been provided with a vast system for collecting information from the world about him. He has means for sensing light, sound, smell, taste, movement, touch, heat and cold. Some senses involve more directional information; some are more sensitive than others. And all are subject to degradation. Physiology and biology are the main sources of knowledge here.

Once information is sensed and processed, messages are sent to the muscles and a feedback system helps to control their actions. We need to know the kind of forces which can be applied and the acceptable direction of movement of controls. Speech characteristics are vital components in the design of efficient voice communication procedures. Here we look to biomechanics and physiology for support.

Input signals → Information processing → Output signals

While the sensing apparatus is vast, the information processing capabilities of man have severe limitations. Poor instrument and warning system design has frequently resulted from a failure properly to take into account the capabilities and limitations of the human information processing system. Many human errors find their origin in this area of information processing. The source of background knowledge here is the discipline of psychology.



Liveware in engineering terms

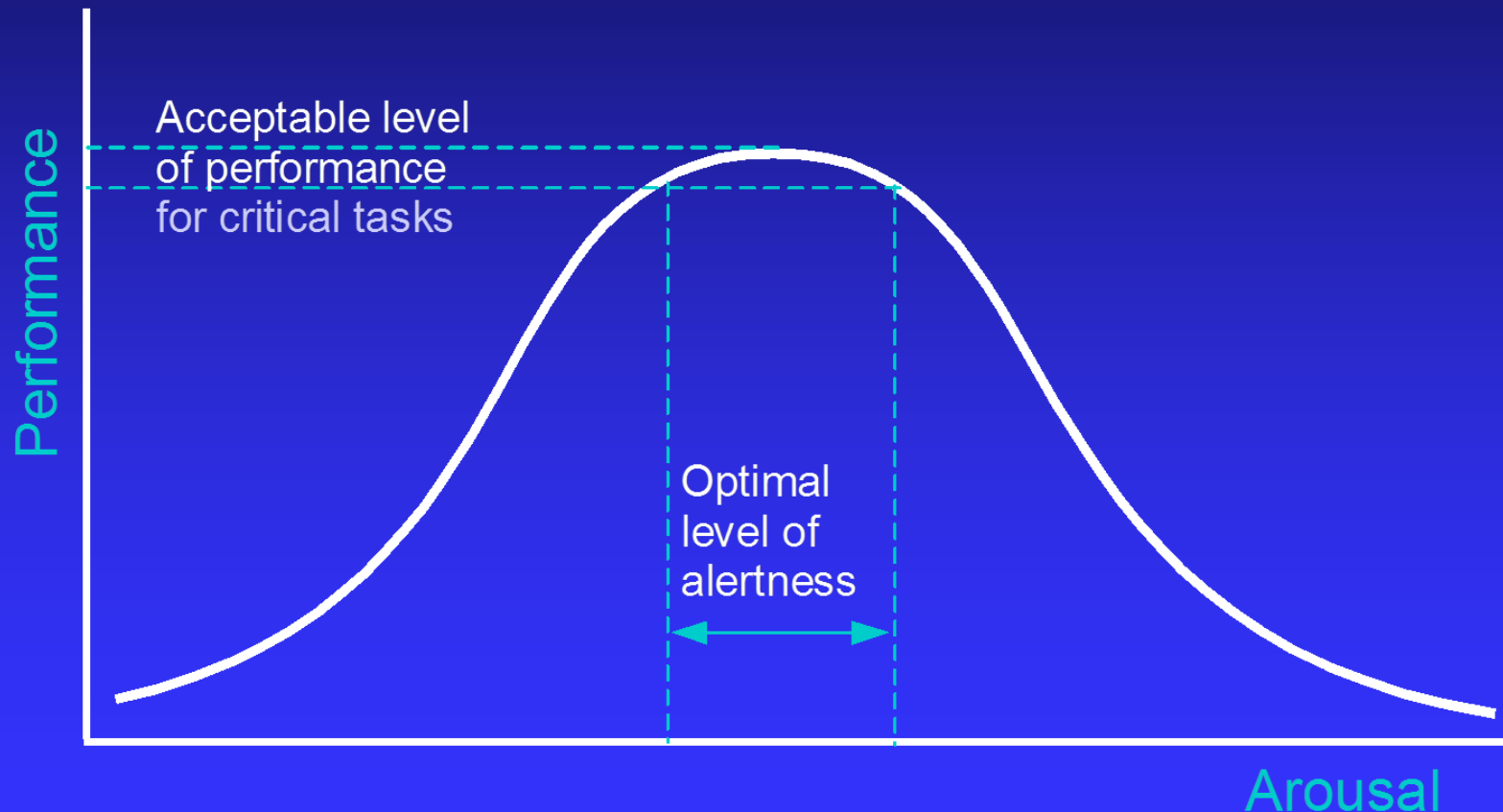
Environmental tolerances

People, like equipment, are constructed to function effectively only within a rather narrow range of environmental conditions. Temperature, pressure, humidity, noise, time-of-day, light and darkness, can all be reflected in performance and sometimes also well-being. In less tolerant individuals, performance can also be affected by heights (acrophobia), enclosed spaces (claustrophobia). Physiology and biology all provide relevant information on these environmental effects.

State of a man

A man at work is in a **physical, physiological** and **emotional state**. A boring or a stressful working environment can also be expected to influence performance. Psychology.

A hypothetical relationship between arousal and performance (1908)



MEL

Piper Alpha



Fire of oil platform
in the North Sea
(1988, 167 employees killed)





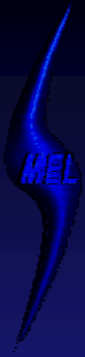
Human Error

The measure of **human reliability** is the probability that a task is **performed correctly** in **specified time**.

Human Error

Human error – any member of a set of human actions or activities that exceeds some limit of acceptability, i.e. an out of tolerance action [or failure to act] where the limits of performance are defined by the system

Swain, 1989



Human Error Probability (HEP)



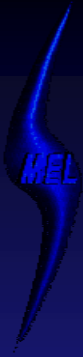
Quantification of human error probability

$$Q(A) = \frac{\text{Number of errors occurred}}{\text{Number of opportunities for error}} = \text{HEP}$$

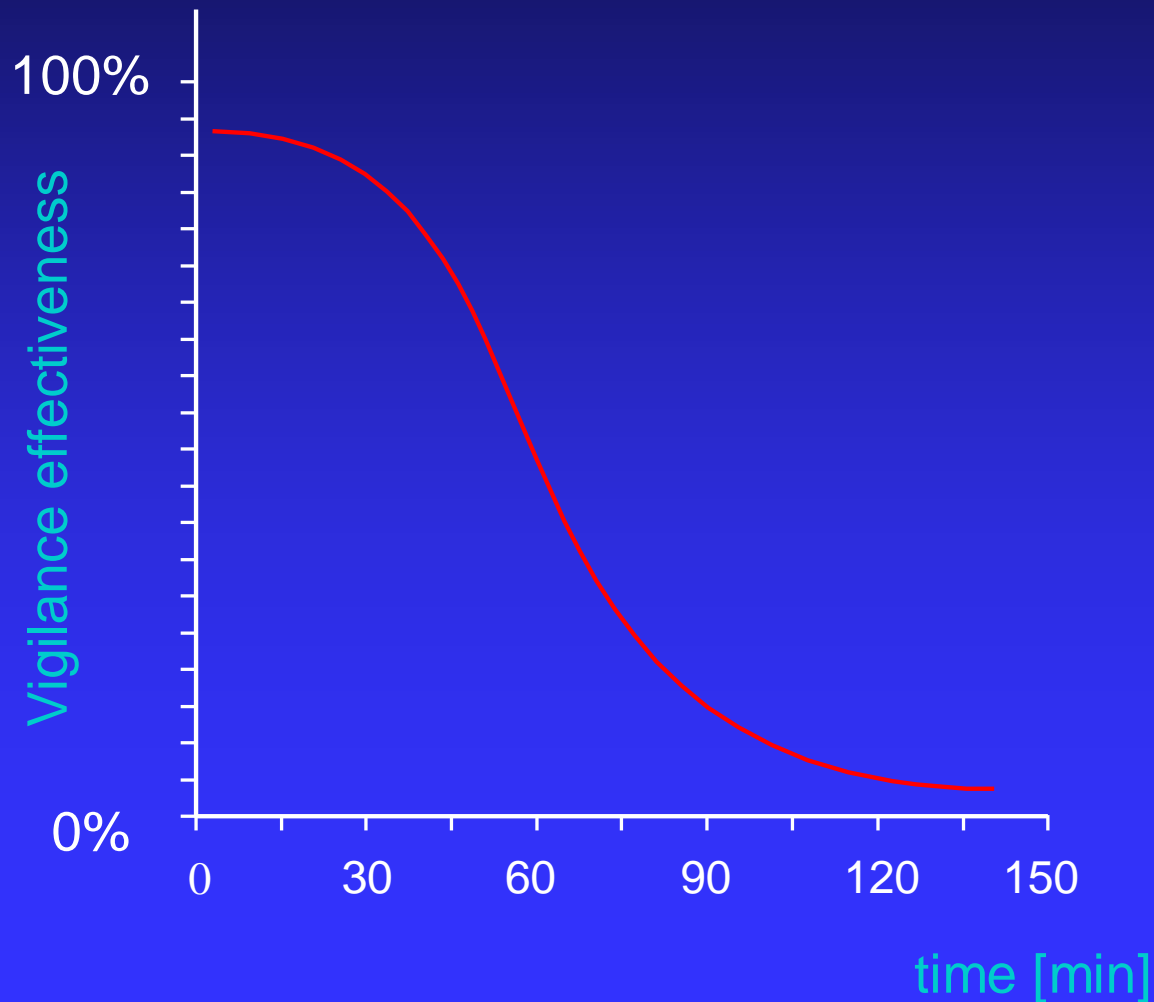
Three basic tenets with respect to human error :

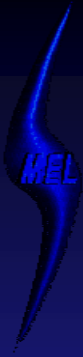
- the origins of errors can be fundamentally different,
- anyone (even very well trained) can and will make errors,
- the consequences of similar errors can also be quite different.





The effect of performance decline





Error probability estimation based on statistical data

statistical data is available for $\Delta\tau$ years

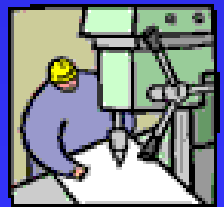
The probability $Q(1)$ of an event A occurrence
in one year per one employee

$$Q(1) = \frac{W(\Delta\tau)}{N \cdot \Delta\tau} \quad [1/\text{year}]$$

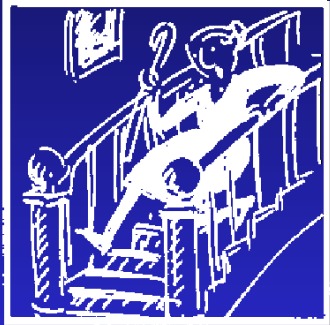
$W(\Delta\tau)$ – the total number of events A ,
that occurred in $\Delta\tau$ years,

$\Delta\tau$ – the number of years of data collection

N – the number of concerned workers



Events not resulting in injury

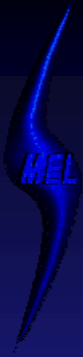


$$W(\Delta\tau) = \frac{W_j(\Delta\tau)}{f_j}$$

$$Q(1) = \frac{W(\Delta\tau)}{N \cdot \Delta\tau}$$

$W_j(\Delta\tau)$ – the number of accidents that caused loss not less than c_j , $j = 1 \div 5$

f_j – accident factor,
the probability that occurrence of the event A causes a loss in category at least c_j



Changing the time units

$$Q(1) = \frac{W(\Delta\tau)}{N \cdot \Delta\tau} \quad [1/\text{year}]$$



$$Q = \frac{Q(1)}{d \cdot m} \quad [1/\text{single realisation of an action}]$$

- Q – the probability of the event A occurrence during a single execution of the specified action,
- m – the number of repetitions of the action in one day of work carried out by the worker,
- d – the average number of work days in a year.





Example Injuries sustained in team games

Fireman at Warsaw fire-brigade

PUE – trip over, fall, contact with other players



In 4 years 42 injures were recorded

$$W(\Delta\tau) = \frac{W_2(\Delta\tau)}{f_2} = \frac{42}{0,263} \approx 160 \quad Q(1) = \frac{W(\Delta\tau)}{N \cdot \Delta\tau} = \frac{160}{825 \cdot 4} \approx 0,048 \text{ [1/year]}$$

Probability of **PUE** occurrence

$$Q = \frac{Q(1)}{d} = \frac{0,048}{121} = 0,00040 = 4,0 \cdot 10^{-4} \text{ [1/single training]}$$

Probability of **injury**

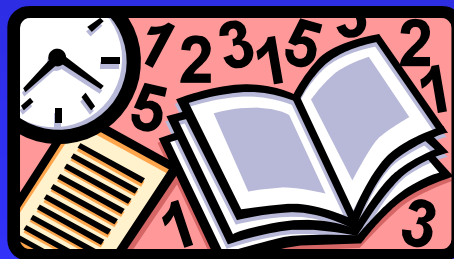
$$Q_{urazu} = Q \cdot f_2 = 4,0 \cdot 10^{-4} \cdot 0,263 = 1,05 \cdot 10^{-5} \text{ [1/single training]}$$

$$Q_{urazu}(1) = Q_{urazu} \cdot d = 1,05 \cdot 10^{-5} \cdot 121 = 0,013 \text{ [1/year]}$$



Human error classification

perception errors → cognitive errors → manual errors





The most important factor in error occurrence:



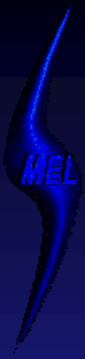
group 1 manual errors – execution of tasks

perception errors – observation & identification of signals

group 2 cognitive errors

(diagnostic errors and errors in decision taking)

caused by information processing and combining it with
knowledge, familiar rules and practiced actions



HEP classification

from THERP method

Errors of Omission

Omits entire task

Omits a step in a task

Errors of Commission

Selection error:

Error of sequence

Time error

Qualitative error

- **Selects wrong control** (switch, display), reads from wrong device,
- **Mispositions control** (includes reversal errors, improperly made connections, etc.)
- **Issues wrong command or information** (via voice or writing)

Cognitive behaviour classification [Rasmussen 79]:

Skill-based level

A skill-based behaviour represents a type of behaviour that requires very little or no conscious control to perform or execute an action once an intention is formed. Performance is smooth, automated, and consists of highly integrated patterns of behaviour in most skill-based control (Rasmussen, 1990).

Rule-based level

A rule-based behaviour is characterised by the use of rules and procedures to select a course of action in a familiar work situation (Rasmussen, 1990). Operators are not required to know the underlying principles of a system, to perform a rule-based control.

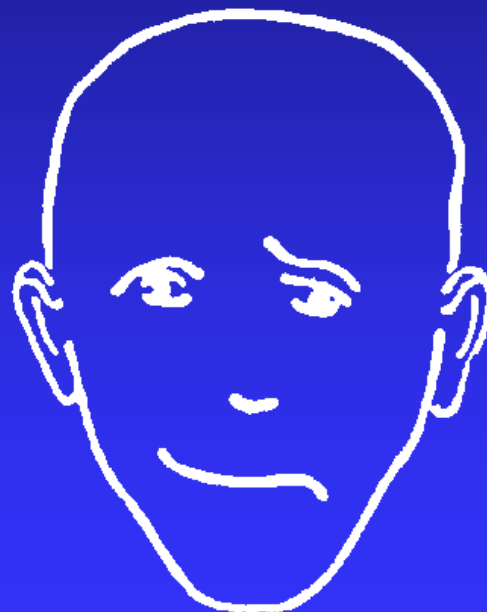
Knowledge-based level

A knowledge-based behaviour represents a more advanced level of reasoning. This type of control must be employed when the situation is novel and unexpected. Operators are required to know the fundamental principles and laws by which the system is governed.



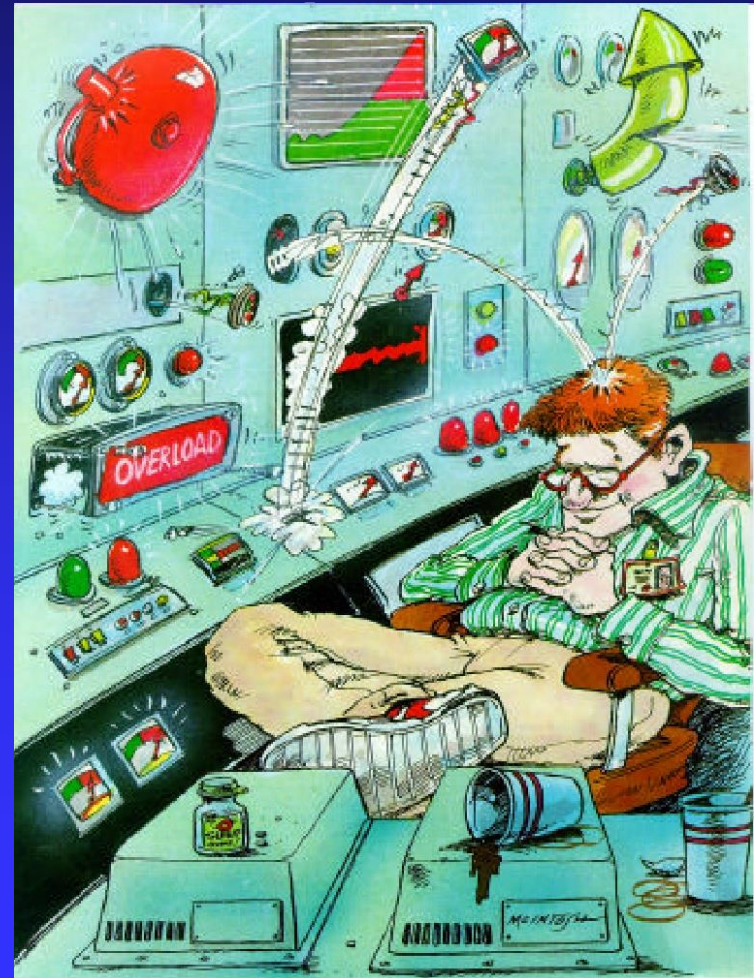


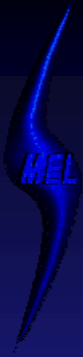
Which face is happier?



Factors influencing the human reliability

- performance shaping factors
- visual illusions
- quality of instructions & documentation
- motivation
- time





PSF

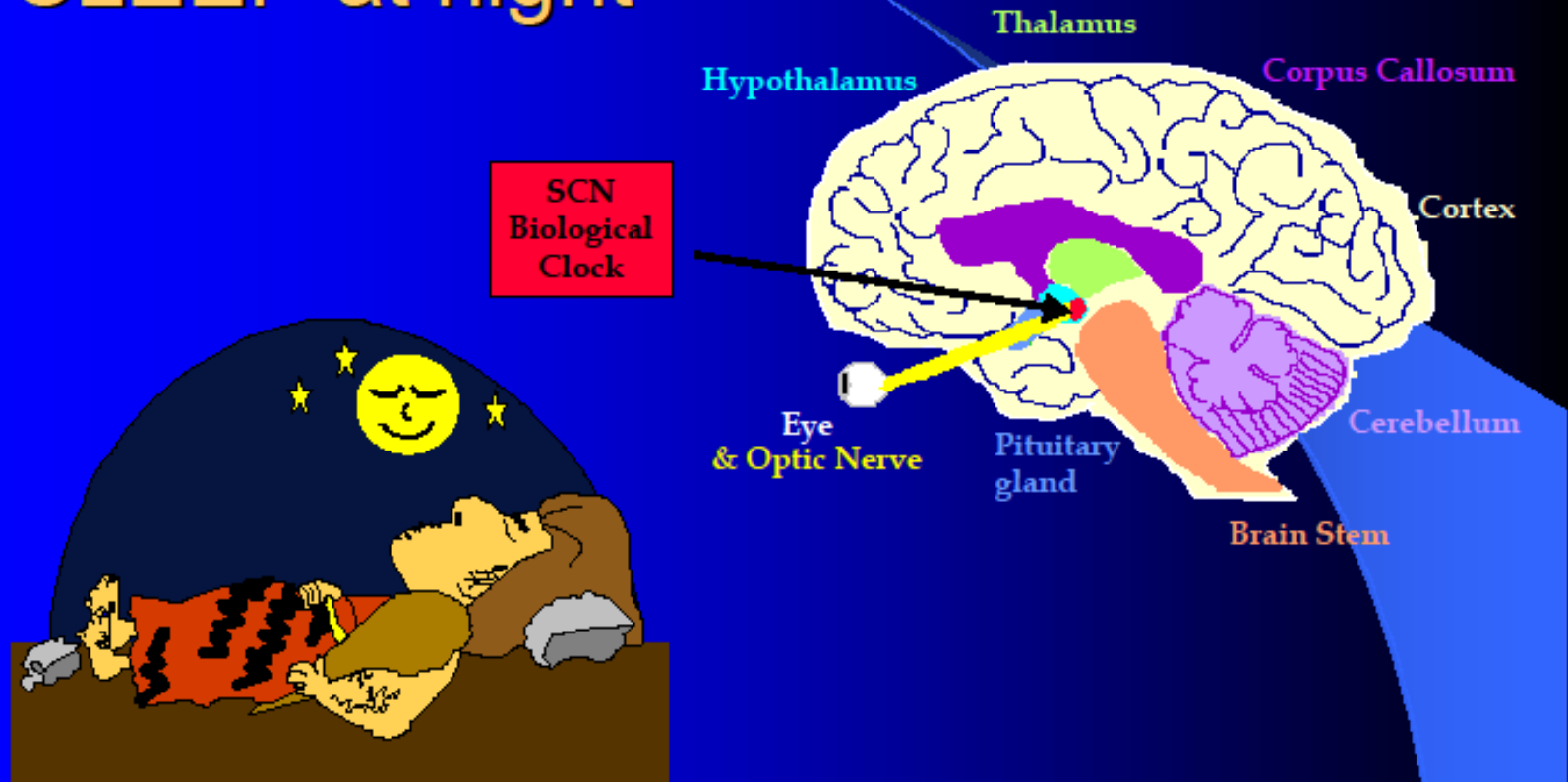
Performance Shaping Factors

(Influence factors)

External	Internal
organizational features	competence
technical features	physiological and psychological factors



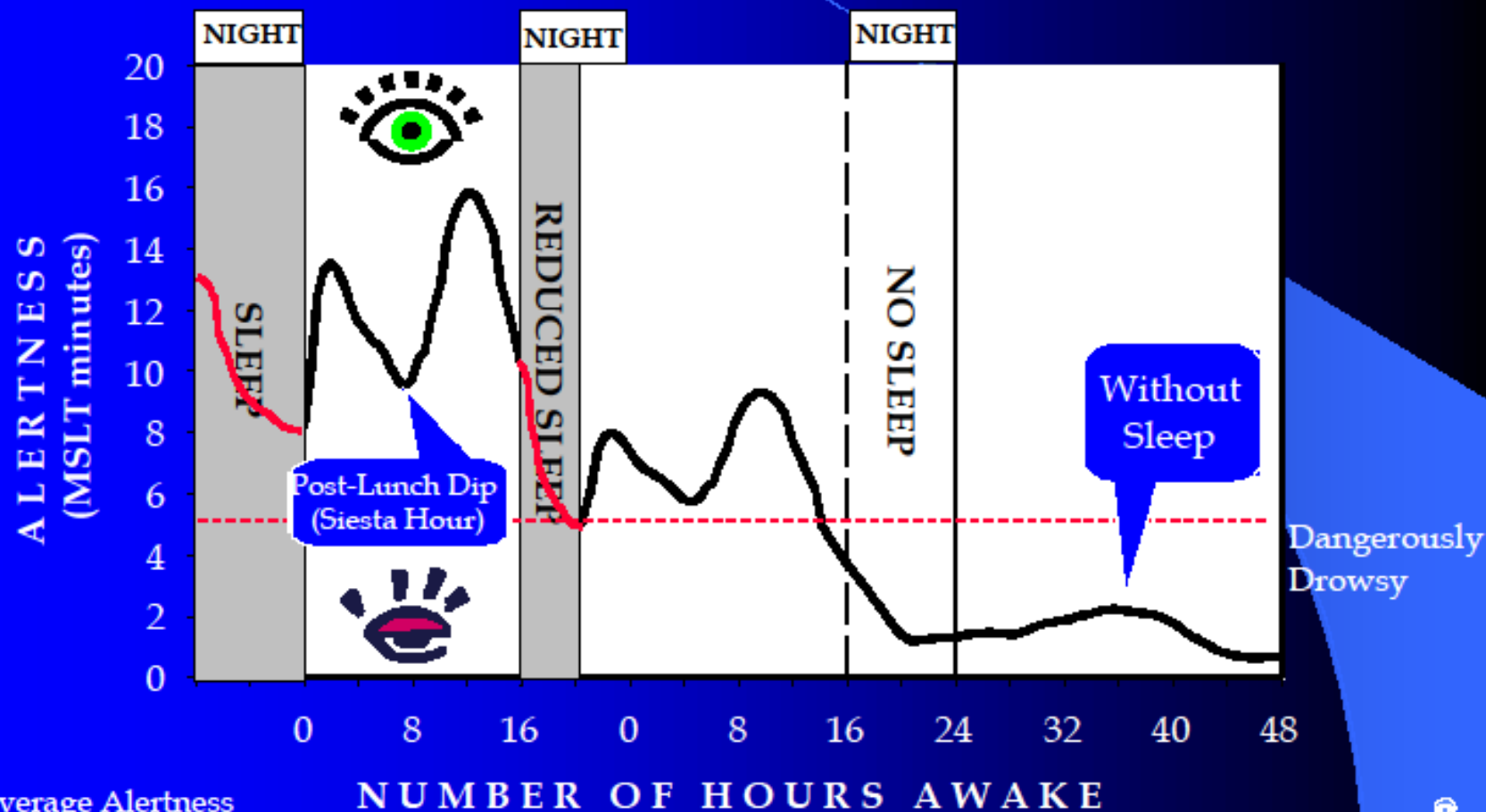
Humans were designed to SLEEP at night



Sleep and alertness cycle is controlled by a biological clock in the brain



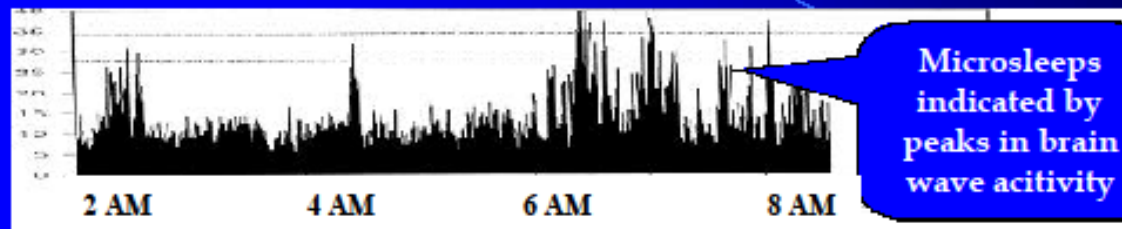
Daily Circadian Rhythm of Alertness



Average Alertness
Curve from 9 Published
Research Studies

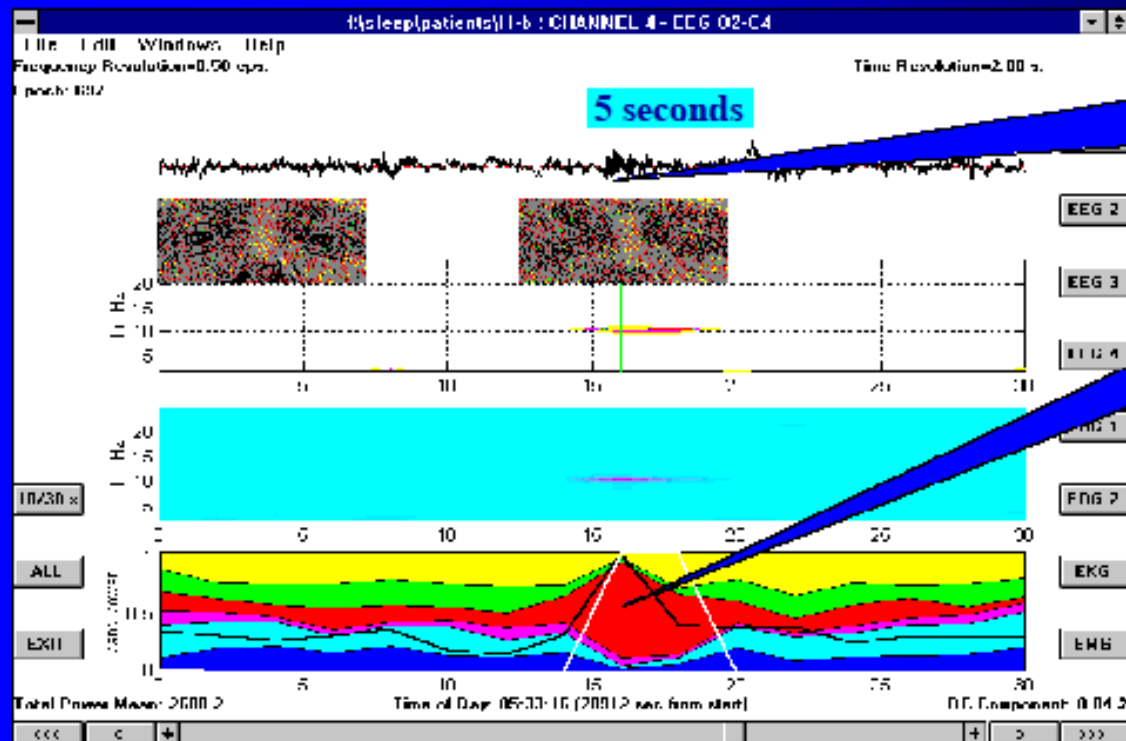


Microsleeps with Total Lapses in Attention while Driving or Monitoring Colo



Microsleeps indicated by peaks in brain wave activity

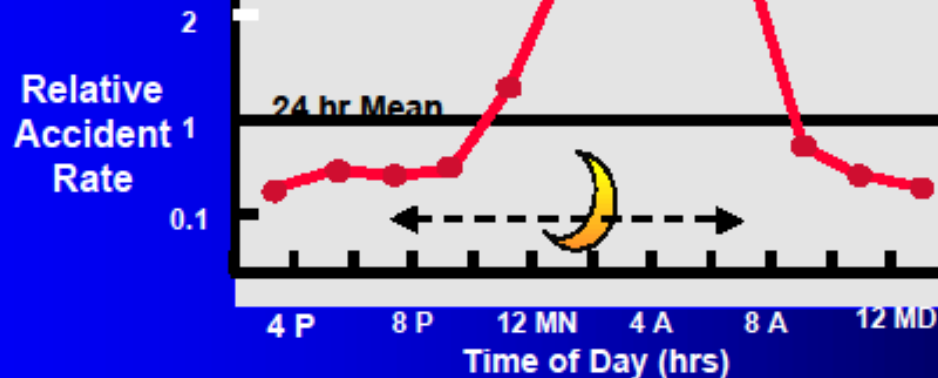
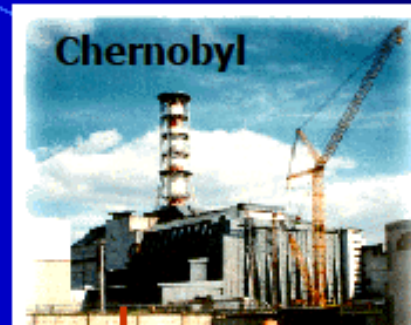
~~99.9999~~



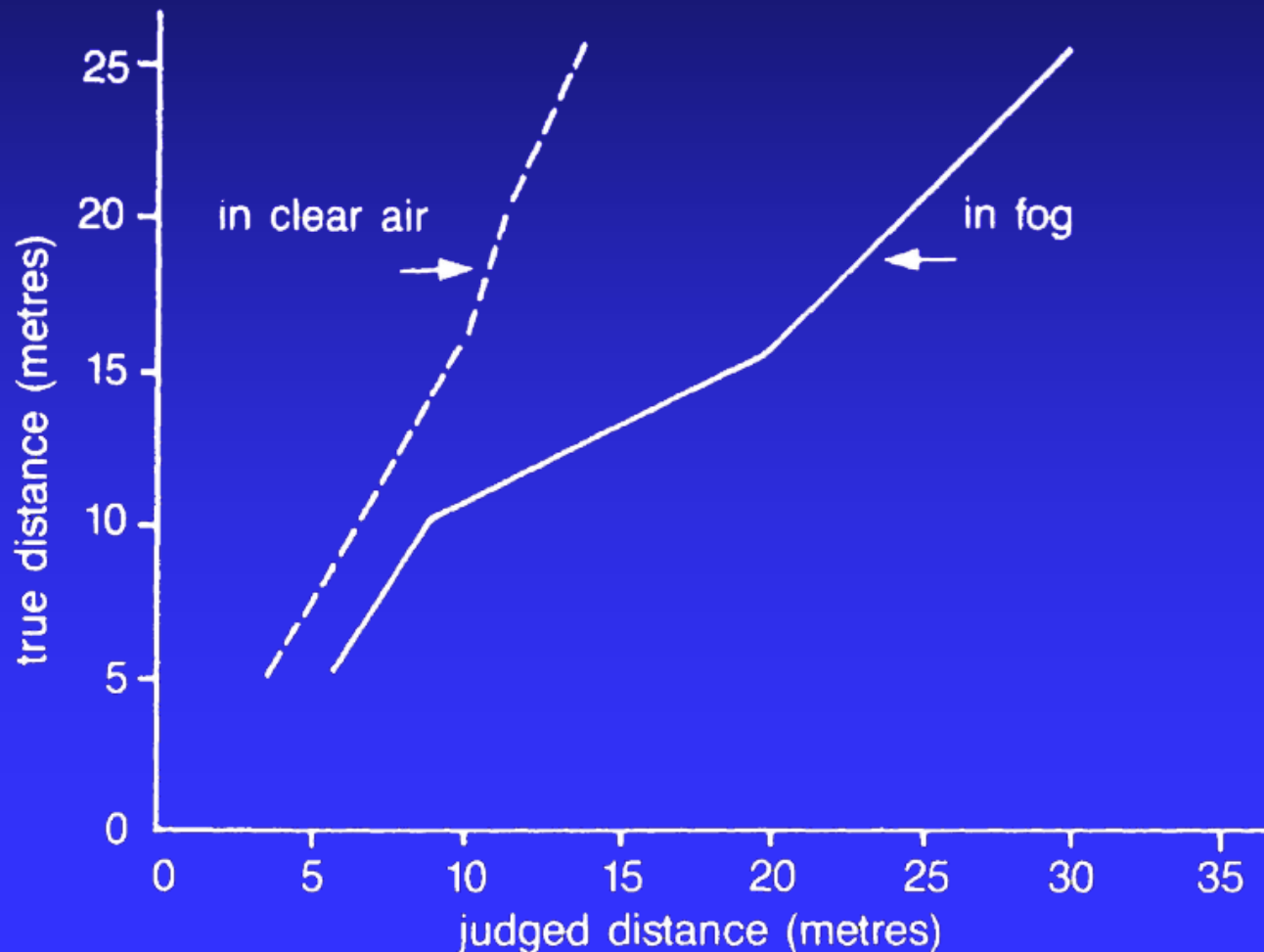
Frequency Band	Frequency Range	Color
Delta-Band	2...3.5 Hz	Blue
Theta-Band	3.5...7.5 Hz	Cyan
Alpha1-Band	7.5...9.5 Hz	Magenta
Alpha2-Band	9.5...12.5 Hz	Red
Beta1-Band	12.5...17.5 Hz	Green
Beta2-Band	17.5...25 Hz	Yellow



24/7 Business Costs: Night Time Accidents



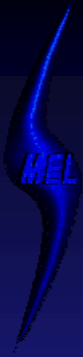
Influence of fog on distance estimation



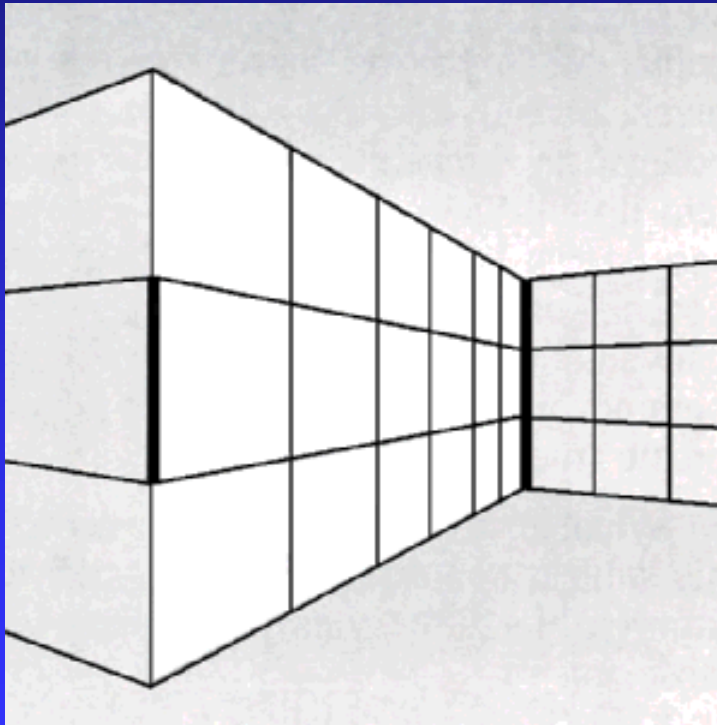
[Ross 1975]

<http://erikjohanssonphoto.com>



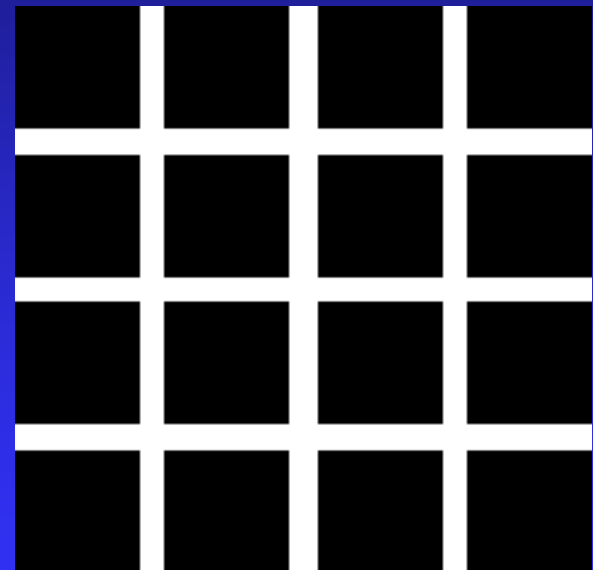
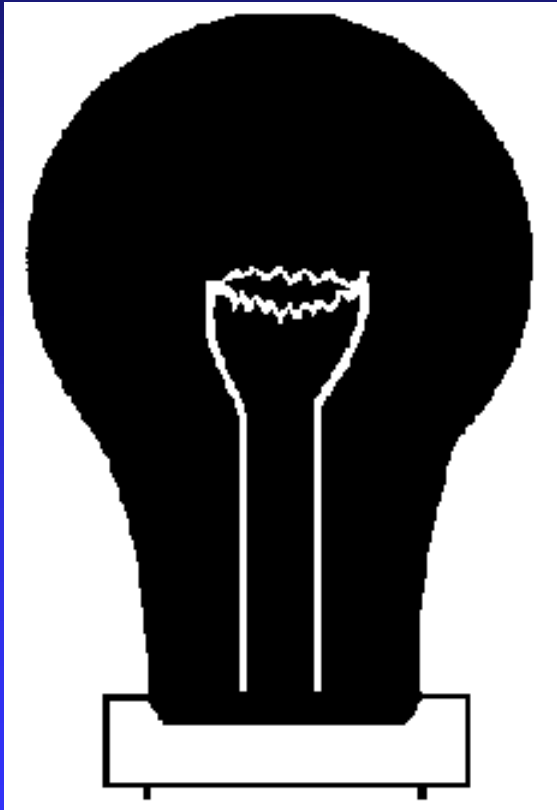


Visual illusions





Visual illusions

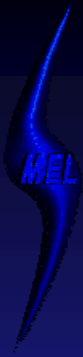




Perception depends on context

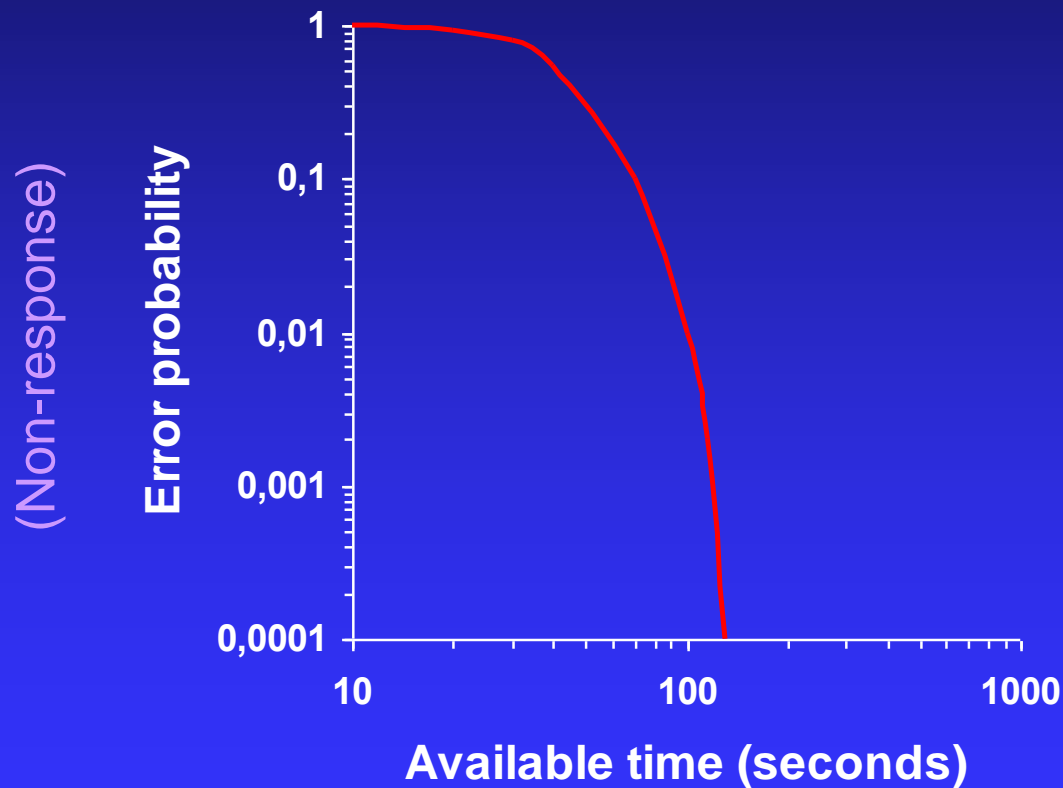
E D C B A

16 15 14 B 12



TRC

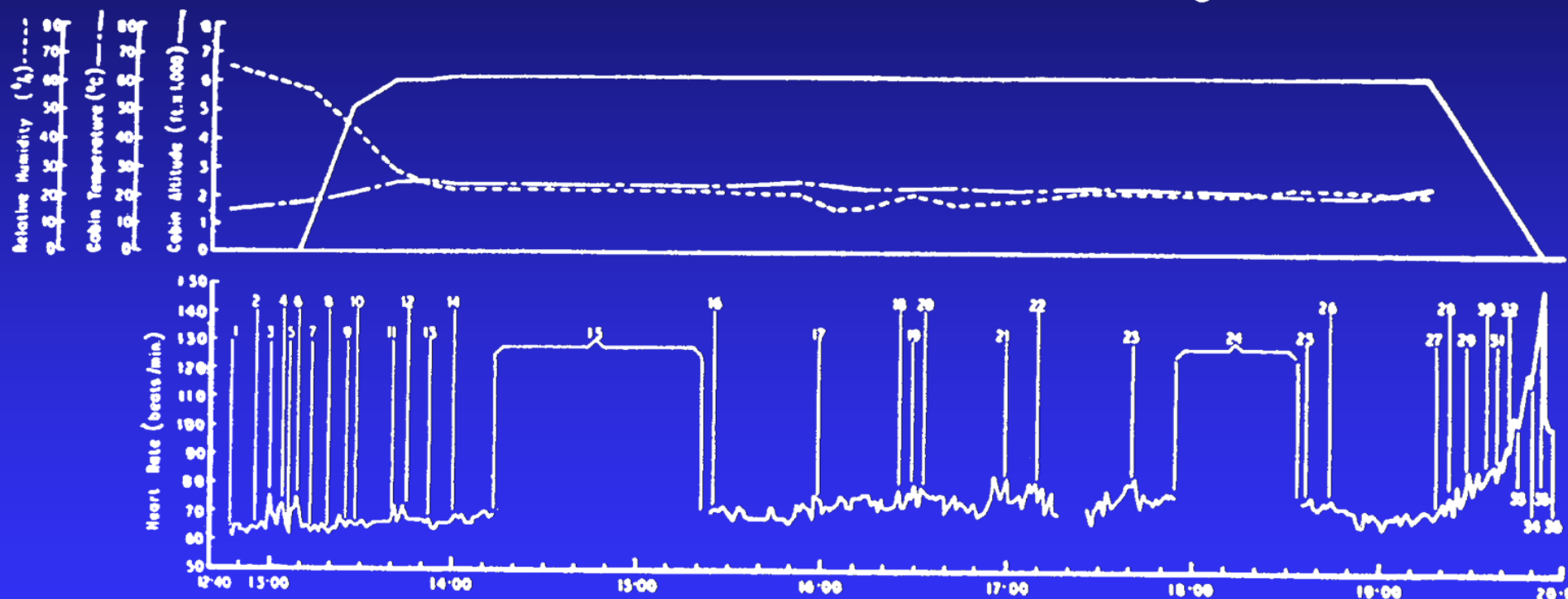
Time Reliability Correlation





Stress

Heart rate of North Atlantic Captain taking off London, landing New York



- | | | | | |
|-----------------|---|---|----------------------------------|-------------------|
| 1 Doors closed | 9 26,000 feet | 16 Captain passing position report | 22 SCAD boundary | 29 26,000 feet |
| 2 Start engines | 10 Refreshments | 17 Visitors to flight deck | 23 On HL 562 | 30 Start descent |
| 3 Taxi | 11 PA to passengers | 18 Selcall | 24 Captain talking to passengers | 31 Auto pilot out |
| 4 Holding point | 12 PA to passengers | 19 Captain on R/T | 25 Tea and sandwich | 32 10,000 feet |
| 5 Lining up | 13 Shannon | 20 Tea and sandwich | 26 Presque Isle | 33 6,000 feet |
| 6 Take-off | 14 35,000 feet | 21 First officer passes position report for 50W | 27 35,000 feet | 34 On finals |
| 7 7000 feet | 15 Captain taking meal in passenger cabin | | 28 PA to passengers | 35 Land |
| 8 Auto pilot in | | | | 36 Engines off |

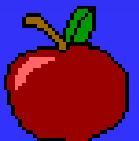


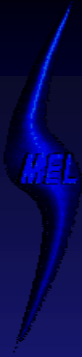
Classification of Human Reliability Models

- decomposition methods (THERP),
- expert estimation methods (APJ, PC),
- Time dependent methods (HCR).

Sources of data for estimating error probabilities:

- expert methods,
- statistical methods,
- data base methods.





THERP method

(Technique for Human Error Rate Prediction)

- Data base containing HEPs
(Human Error Probabilities)
- Performance Shaping Factors
- Event tree method
- Handling of dependencies between errors
- Handling of error correction (recovery)

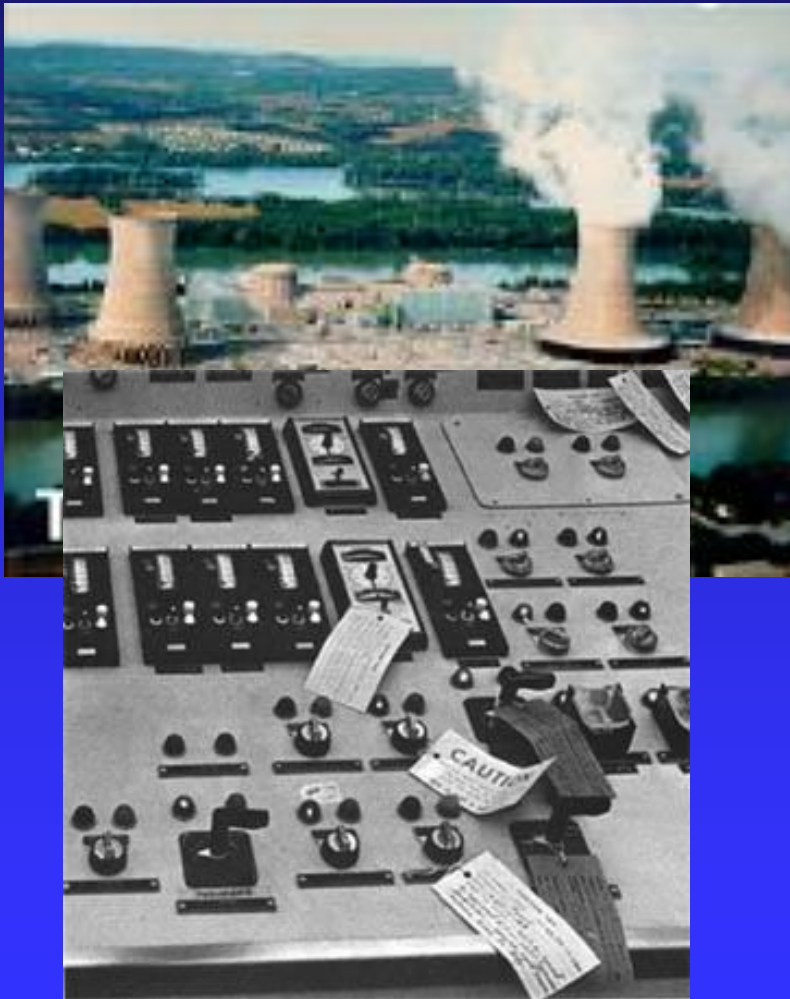


Classification of steps for human reliability analysis

<i>Step</i>	<i>Level of analysis</i>	
	<i>error identification</i>	<i>error quantification</i>
1) plant visit	X	
2) review information from fault tree analyst	X	
3) talk-through	X	
4) task analysis	X	X
5) develop HRA event trees		X
6) assign human error probabilities (HEPs)		X
7) estimate the relative effects of performance shaping factors (PSFs)		X
8) assess dependence		X
9) determine success and failure probabilities		X
10) determine the effects of recovery factors		X
11) perform a sensitivity analysis, if warranted		
12) supply information to the fault tree analyst		

MEL

Three-Mile Island (1979)



Operator Action Tree

Explanation of symbols

A – capital letter probability of an error,

a – minuscule (lowercase) letter probability of a success,

$$A + a = 1$$

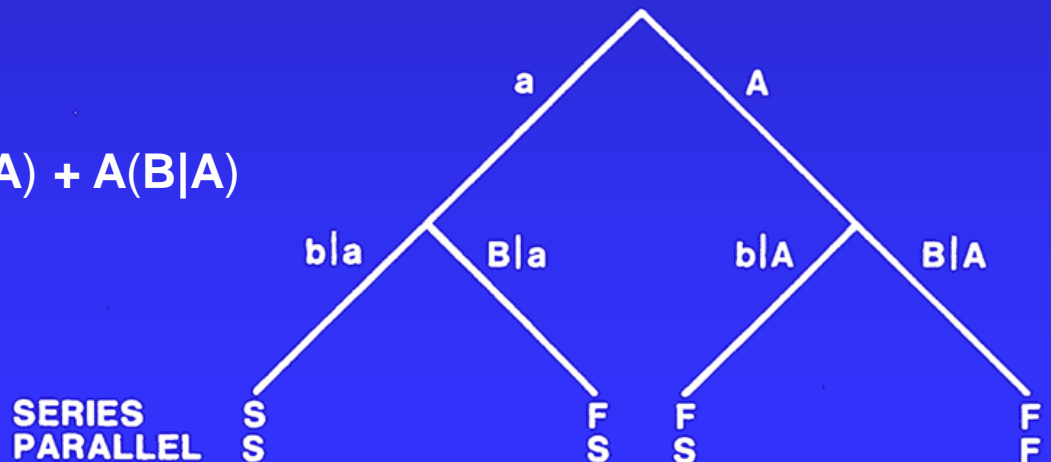
b|A – probability for **b** on condition that error **A** has occurred,

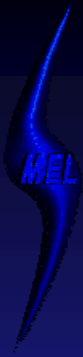
b|a – probability for **b** on condition that success **a** has occurred.

$$P(S) = a(b|a)$$

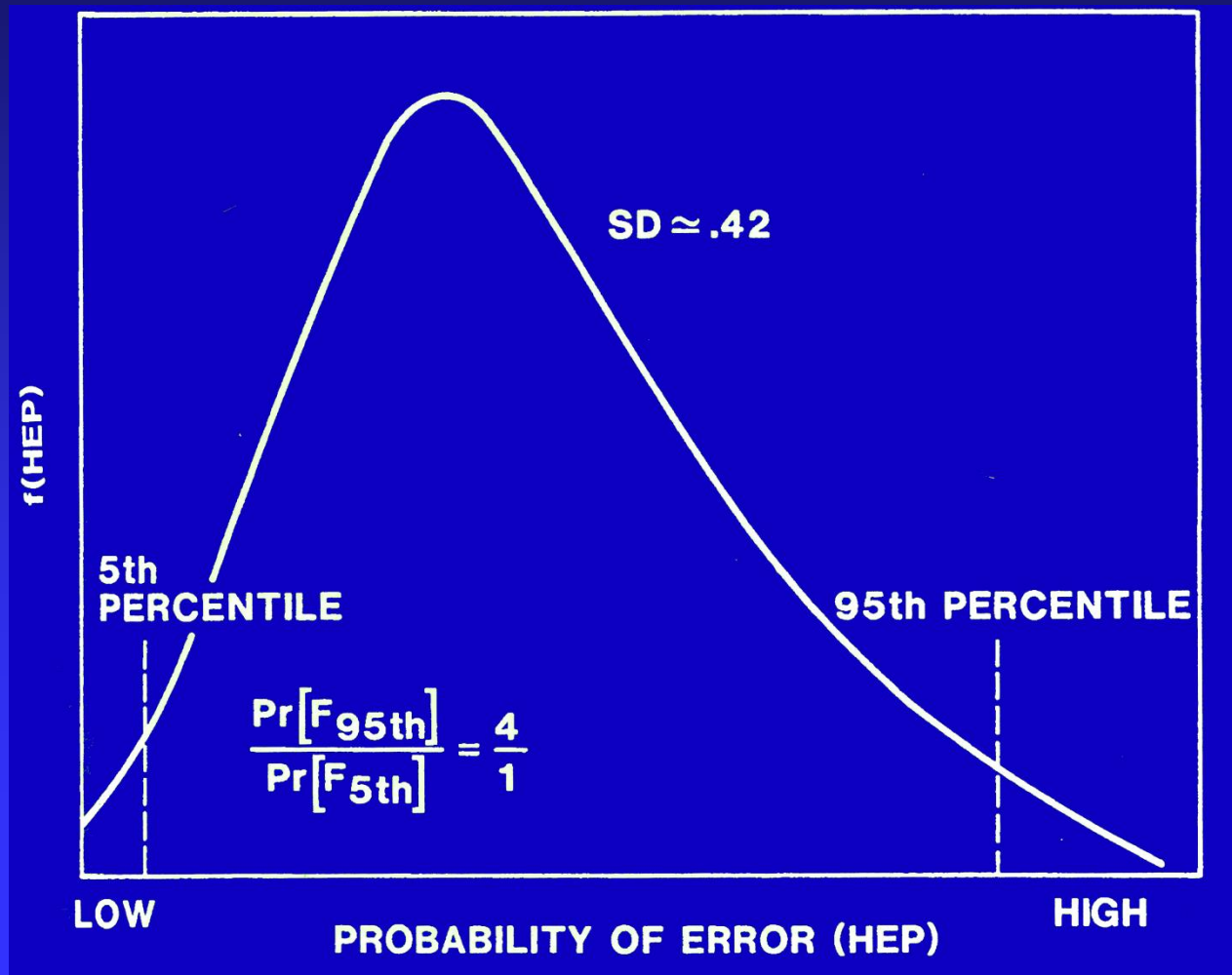
$$P(F) = 1 - a(b|a) = a(B|a) + A(b|A) + A(B|A)$$

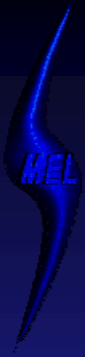
Event tree





Log-normal distribution





Error Factor

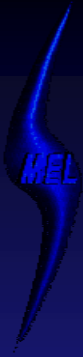
uncertainty bands

HEP is 0,003 (0,001 to 0,01)

EF = 3 - **Error Factor**

so HEP is 0,003 (EF = 3)

$$EF = \sqrt{\frac{Q_u}{Q_l}} = \sqrt{\frac{0,01}{0,001}} = \sqrt{10} \approx 3,$$



Example

A = 0,01 B|a = 0,001 EF = 3

B|A = 0,05 EF = 5

a = 0,99 (0,97 to 0,997)

A = 0,01 (0,003 to 0,03)

b|a = 0,999 (0,997 to 0,9997)

B|a = 0,001 (0,0003 to 0,003)

b|A = 0,95 (0,75 to 0,99)

B|A = 0,05 (0,01 to 0,25)

$$P(F) = 1 - a(b|a)$$

HEP nominal values

$$P(F) = 1 - 0,99(0,999) = 1 - 0,989 = 0,011$$

Lower uncertainty band

$$P(F) = 1 - 0,997(0,9997) = 1 - 0,9967 = 0,0033$$

Upper uncertainty band

$$P(F) = 1 - 0,97(0,997) = 1 - 0,967 = 0,033$$

Total HEP is:

0,011 (0,0033 to 0,033)

Table 20-7 Estimated probabilities of errors of omission per item of instruction when use of written procedures is specified* (from Table 15-3)

Item**	Omission of item:	HEP	EF
When procedures with checkoff provisions are correctly used [†] :			
(1)	Short list, <10 items	.001	3
(2)	Long list, >10 items	.003	3
When procedures without checkoff provisions are used, or when checkoff provisions are incorrectly used ^{††} :			
(3)	Short list, <10 items	.003	3
(4)	Long list, >10 items	.01	3
(5)	When written procedures are available and should be used but are not used ^{‡‡}	.05 [#]	5

* The estimates for each item (or perceptual unit) presume zero dependence among the items (or units) and must be modified by using the dependence model when a nonzero level of dependence is assumed.

** The term "item" for this column is the usual designator for tabled entries and does not refer to an item of instruction in a procedure.

[†] Correct use of checkoff provisions is assumed for items in which written entries such as numerical values are required of the user.

^{††} Table 20-6 lists the estimated probabilities of incorrect use of checkoff provisions and of nonuse of available written procedures.

[#] If the task is judged to be "second nature," use the lower uncertainty bound for .05, i.e., use .01 (EF = 5).

Errors of omission

oral instruction items not written down

Errors in recalling instructions



Item	Number of oral instruction items	Pr[F] to recall item „N”, order of recall not important		Pr[F] to recall all items, order of recall not important		Pr[F] to recall all items, order of recall is important	
		(a)		(b)		(c)	
		HEP	EF	HEP	EF	HEP	EF
Oral instructions are detailed:							
(1)	1	0,001	3	0,001	3	0,001	3
(2)	2	0,003	3	0,004	3	0,006	3
(3)	3	0,01	3	0,02	5	0,03	5
(4)	4	0,03	5	0,04	5	0,1	5
(5)	5	0,1	5	0,2	5	0,4	5
Oral instructions are general:							
(6)	1	0,001	3	0,001	3	0,001	3
(7)	2	0,006	3	0,007	3	0,01	3
(8)	3	0,02	5	0,03	5	0,06	5
(9)	4	0,06	5	0,09	5	0,2	5
(10)	5	0,2	5	0,3	5	0,7	5

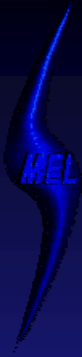
Errors of Commission

Table 20-10 Estimated HEPs for errors of commission in reading and recording quantitative information from unannunciated displays (from Table 11-3)

Item	Display or Task	HEP*	EF
(1)	Analog meter	.003	3
(2)	Digital readout (< 4 digits)	.001	3
(3)	Chart recorder	.006	3
(4)	Printing recorder with large number of parameters	.05	5
(5)	Graphs	.01	3
(6)	Values from indicator lamps that are used as quantitative displays	.001	3
(7)	Recognize that an instrument being read is jammed, if there are no indicators to alert the user	.1	5
	Recording task: Number of digits or letters** to be recorded		
(8)	< 3	Negligible	-
(9)	> 3	.001 (per symbol)	3
(10)	Simple arithmetic calculations with or without calculators	.01	3
(11)	Detect out-of-range arithmetic calculations	.05	5

* Multiply HEPs by 10 for reading quantitative values under a high level of stress if the design violates a strong population stereotype; e.g., a horizontal analog meter in which values increase from right to left.

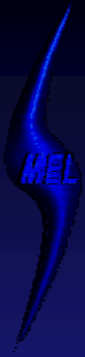
** In this case, "letters" refer to those that convey no meaning. Groups of letters such as MOV do convey meaning, and the recording HEP is considered to be negligible.



Modifications of base probabilities

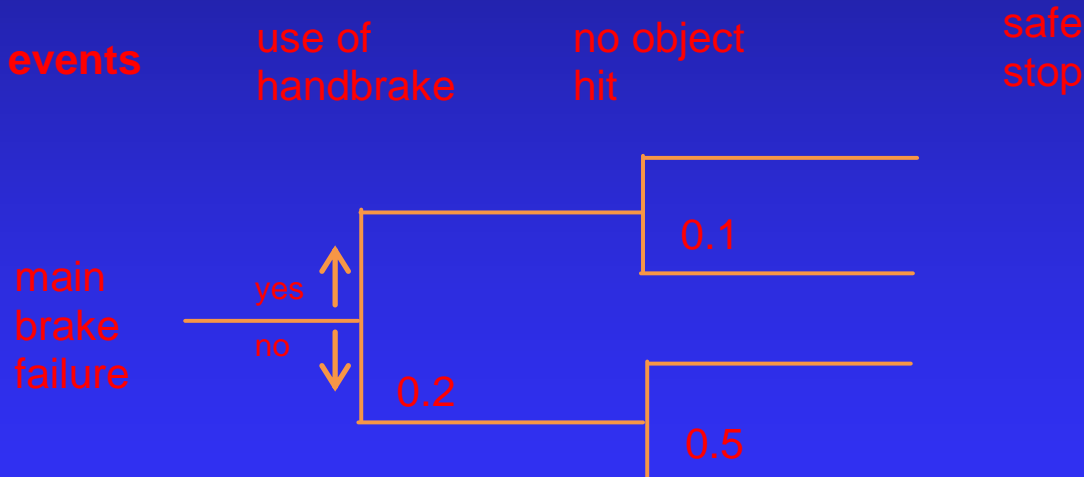


	Stres level	Experienced operator	Unexperienced Operator
(1)	Very small	x2	x2
	Optimal		
(2)	Step by step	x1	x1
(3)	dynamic	x1	x2
	Relatively high		
(4)	Step by step	x2	x4
(5)	dynamic	x5	x10
	Very high		
(6)	Step by step	x5	x10
(7)	dynamic	.25 (EF = 5)	.50 (EF = 5)
Real HEP values <u>not</u> modification factors			

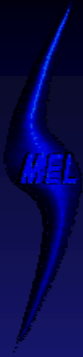


Problem

The main (foot-operated) brake on a car has failed while the car is in motion. The driver should bring the vehicle to a safe stop using the handbrake. He can also steer to avoid hitting large objects.

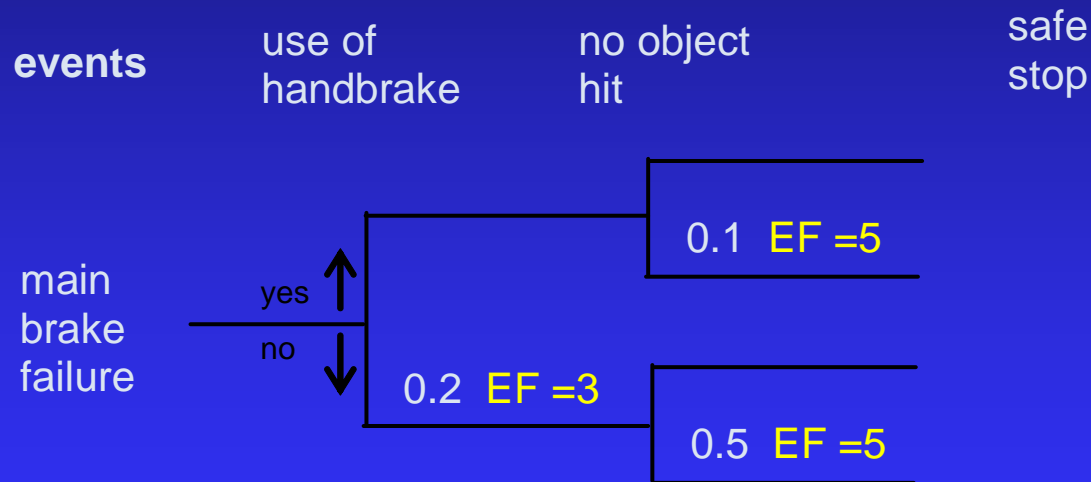


Calculate the probability of success, i.e. safe stop.



Problem

Calculate the probability of success, i.e. safe stop.



Error Factor (EF) values are also shown in the event tree. Calculate the success probability for the worst case, when the upper failure probabilities Q_u occur.

$$EF = \sqrt{\frac{Q_u}{Q_l}}$$

$$Q = \frac{Q_u}{EF}$$

Dependencies between errors

ZD – zero dependence

LD – low dependence

MD – moderate dependence

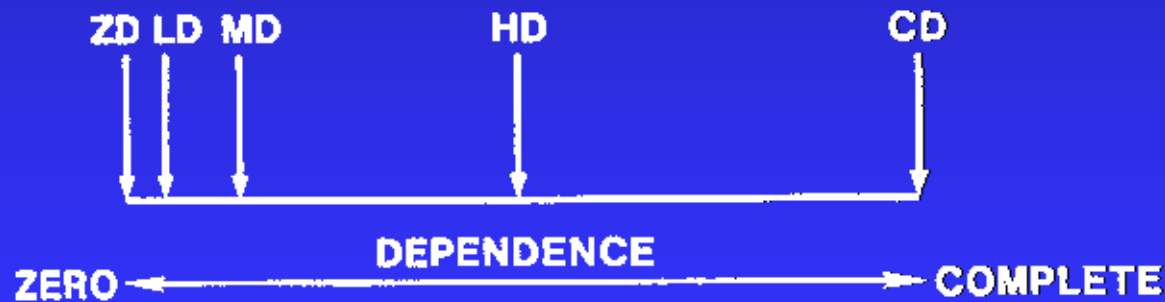
HD – high dependence

CD – complete dependence

$$P(B|A|\mathbf{HD}) = \frac{1+B}{2}$$

$$P(B|A|\mathbf{MD}) = \frac{1+6 \cdot B}{7}$$

$$P(B|A|\mathbf{LD}) = \frac{1+19 \cdot B}{20}$$



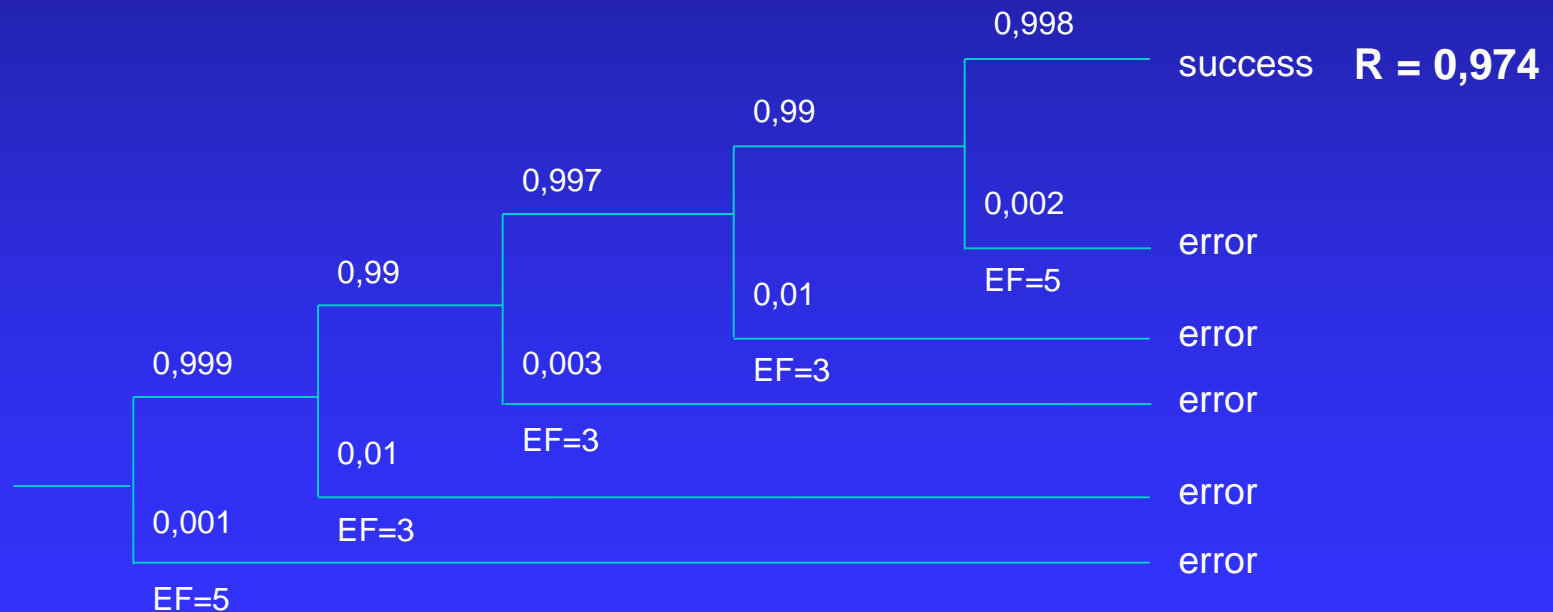
Example

$$P(B|A|\mathbf{LD}) = \frac{1+19 \cdot (0,003)}{20} = 0,05285 \approx 0,05$$

EXAMPLE

work on a machine tool

Human action	clamps machined part	determines machining parameters	sets transmission ratio	reads and sets depth of cut	controls the turning process
Event number	1	2	3	4	5

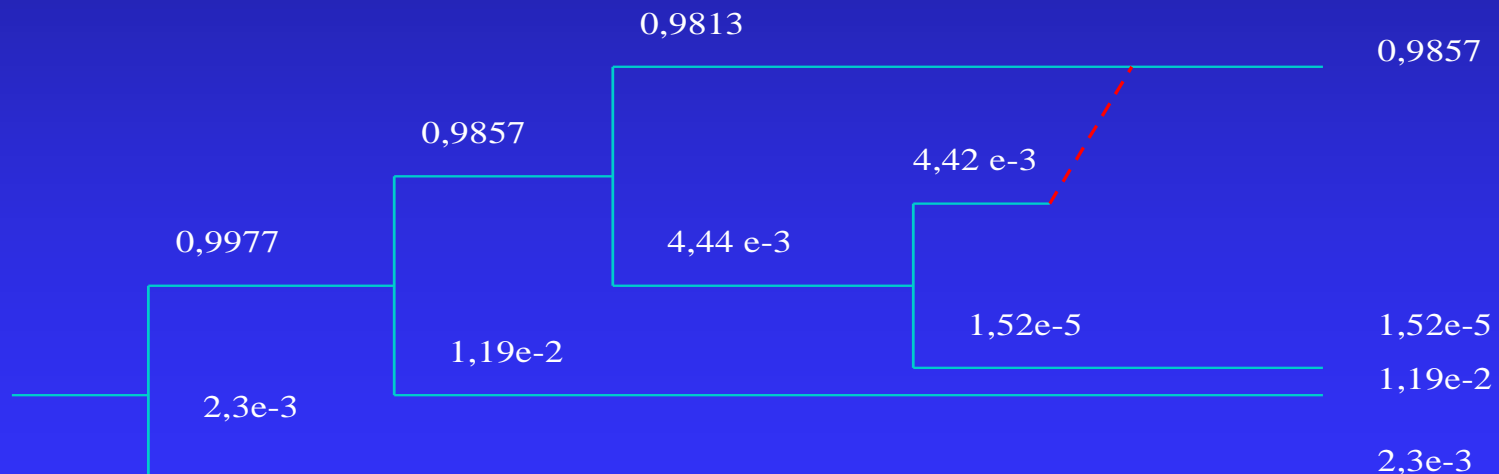


Task error probability **Q = 1 - 0,974 = 0,026**



Error correction

ACTION	Operator checks plant conditions	Operator diagnoses fault	Operator takes remedial action	Operator re-checks plant condition
Event No.	1	2	3	4

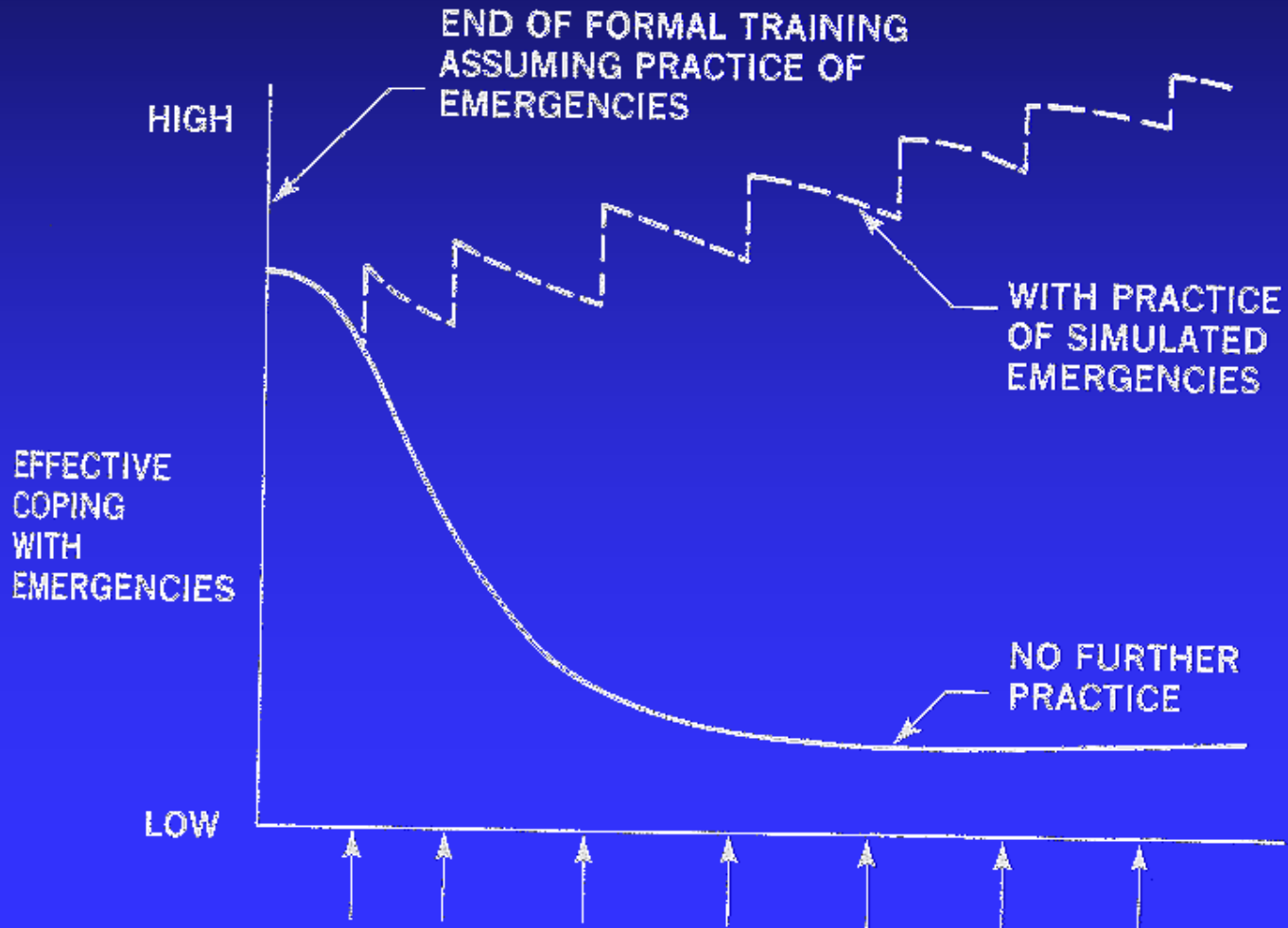


Failure probability \approx **0,014**

Error correction probability = **0,00442**

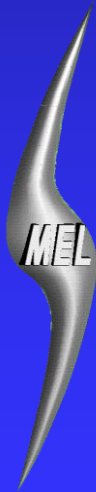
Failure probability diminishes by **24%**

The influence of training

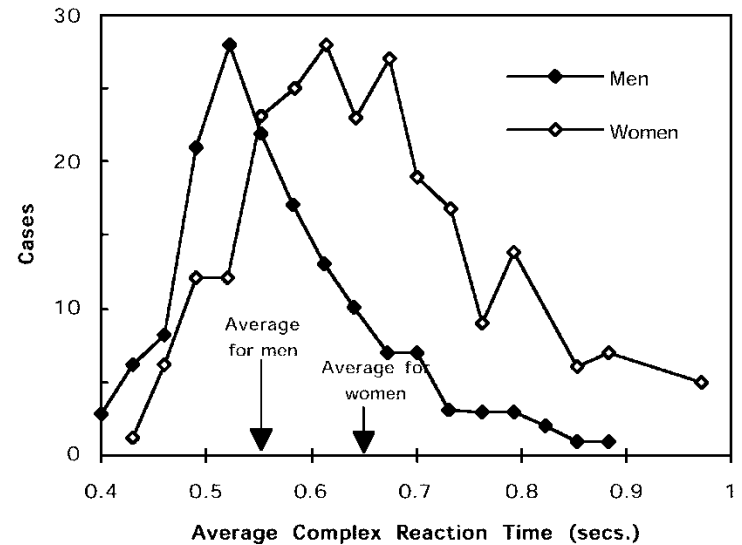
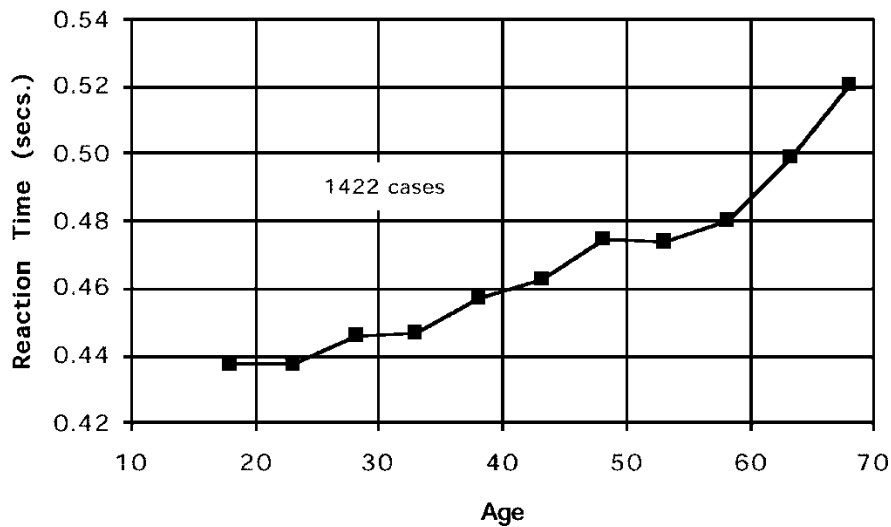


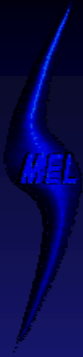


Human reaction time



The reaction time





The influence of speed on the stopping distance



driver reaction time **1s**

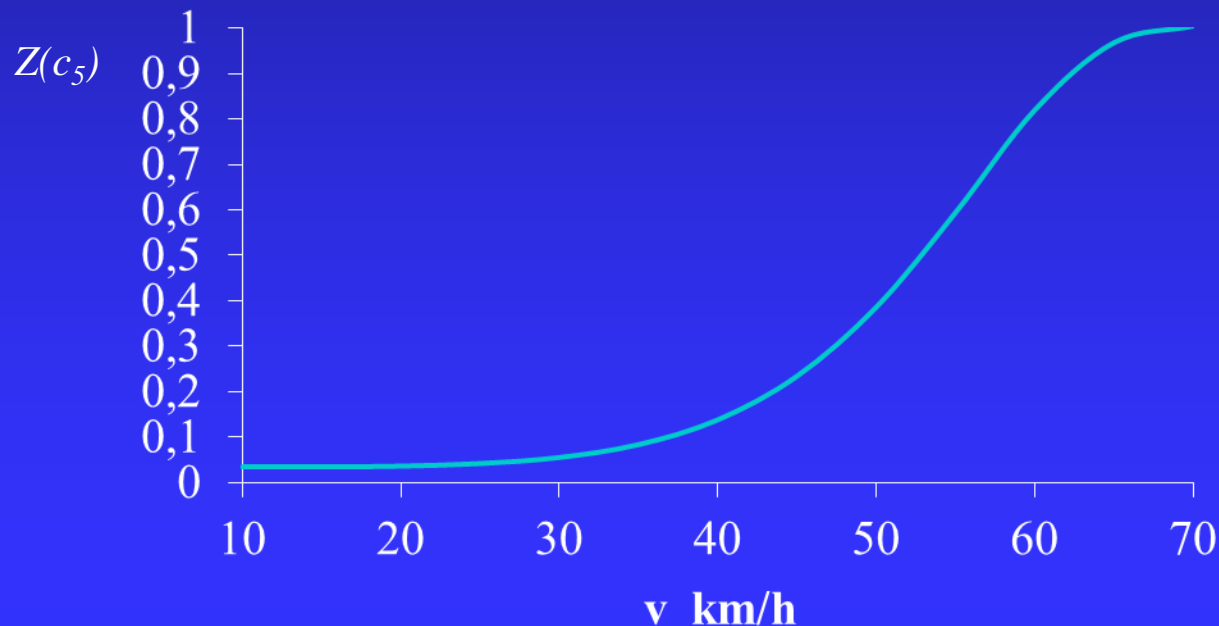
car deceleration = **7m/s²**



The influence of speed on the stopping distance

car 1 in the distance of **10,9** meters decelerates by **19.7 km/h**

car 1 passes the stopping line of car 2 with the speed over **40 km/h**



HCR Method (Human Cognitive Reliability)



