

Using STPA in the Design of a Nuclear Power Plant Control Room

A. Lucas STEPHANE

MS Business Intelligence
MS Experimental Psychology

Research Assistant
Florida Institute of Technology

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MIT

Research Context (ongoing PhD) – digitalization of NPP MCR...

- *Sponsor: AREVA R&D – Human Factors Department*
- *Mission: Force of Proposals*
 - *Early exploration of relevant emergent technologies*
- *Vision: sociotechnical Human Centric Convergence*
 - *Inter-domain (Aeronautics → Nuclear, ...)*
 - *Interdisciplinary (Psycho, Eco, Socio, Techno, Organizational)*
- *Research Focus: Design & Evaluation of **Instruments & Controls (I&C)***
 - *3 main layers of intertwined requirements*
 - *Presentation*
 - *Content*
 - *Joint Activity (co-activity, interaction)*
- *Target System: **Safety Instruments & Controls System (SICS)***
- *Target location: Nuclear Power Plant Main Control Room (NPP MCR)*
- *Target population: **Knowledge Workers***

Research Phase I

- *Phase I - 2010: Exploration & Identification of*
 - Technology
 - Stereoscopic 3D (S3D): compact & natural presentation/visualization
 - 3D Gaming Engines: *full* interactivity (vs. animation)
 - Touch surfaces (fixed & mobile): joint activity/interaction
 - personal Drone *in operations*: accessing dangerous locations
 - Content
 - plant subsystems (i.e. *partial* approach, *single unit*)
 - *Incident* scenarios
 - Sociotechnical modeling
 - Belief Desire Intention Multi-Agent Systems
 - *External Viewpoint*: Roles, Responsibilities, Resources, Services
 - *Internal Viewpoint*: Beliefs, Desires, Intentions
 - Service Oriented Architecture *Reference Architecture*
 - *techno mediation + management for Social Structures*
 - *Usability* Design & Evaluation methods
 - Situation Awareness (**rational** *external* aspects)
 - *Self* Awareness (motivation, emotions, loss-aversion, cognitive dissonance)
 - Workload
 - Eye Tracking

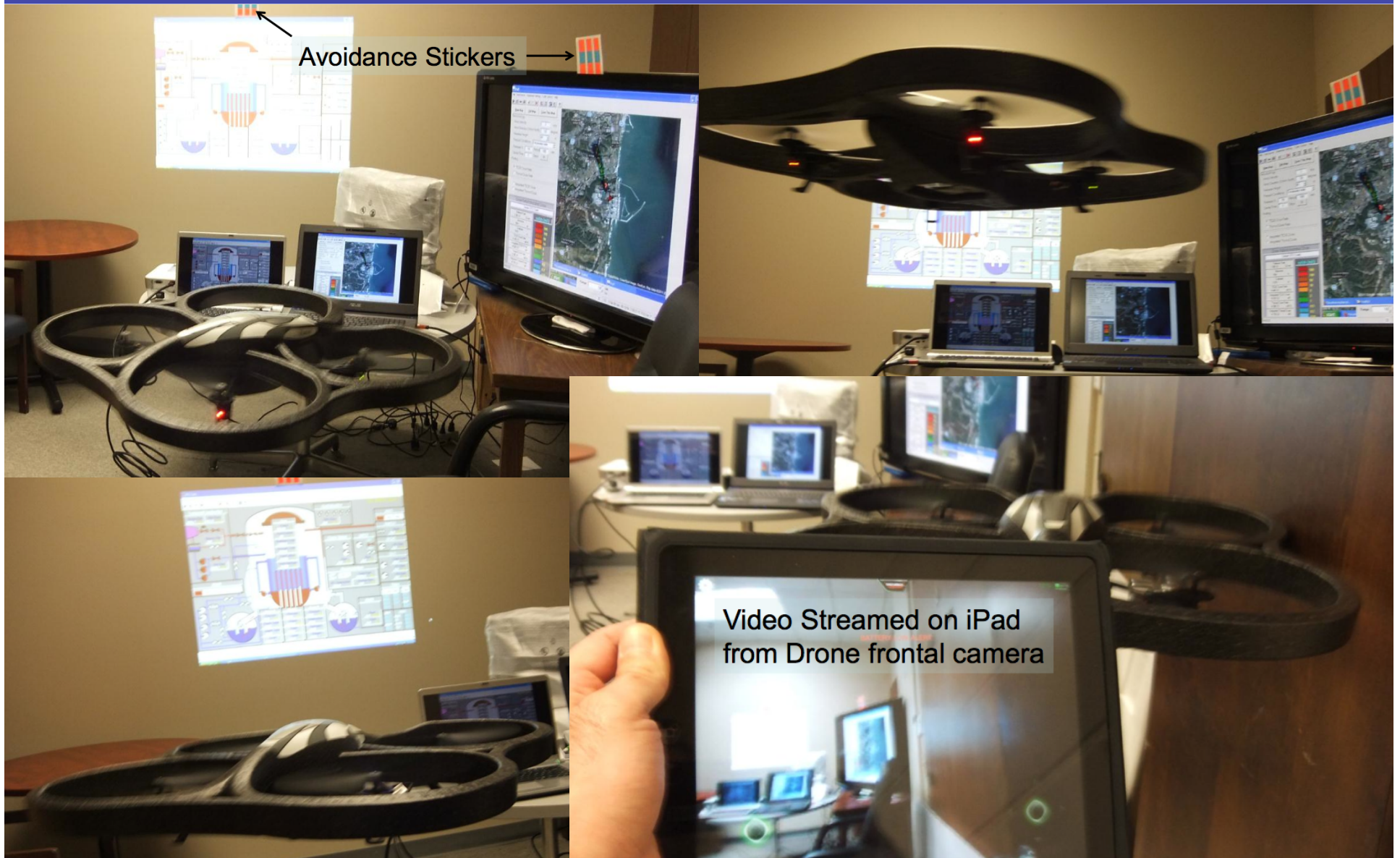
Phase I: Lab Configuration...



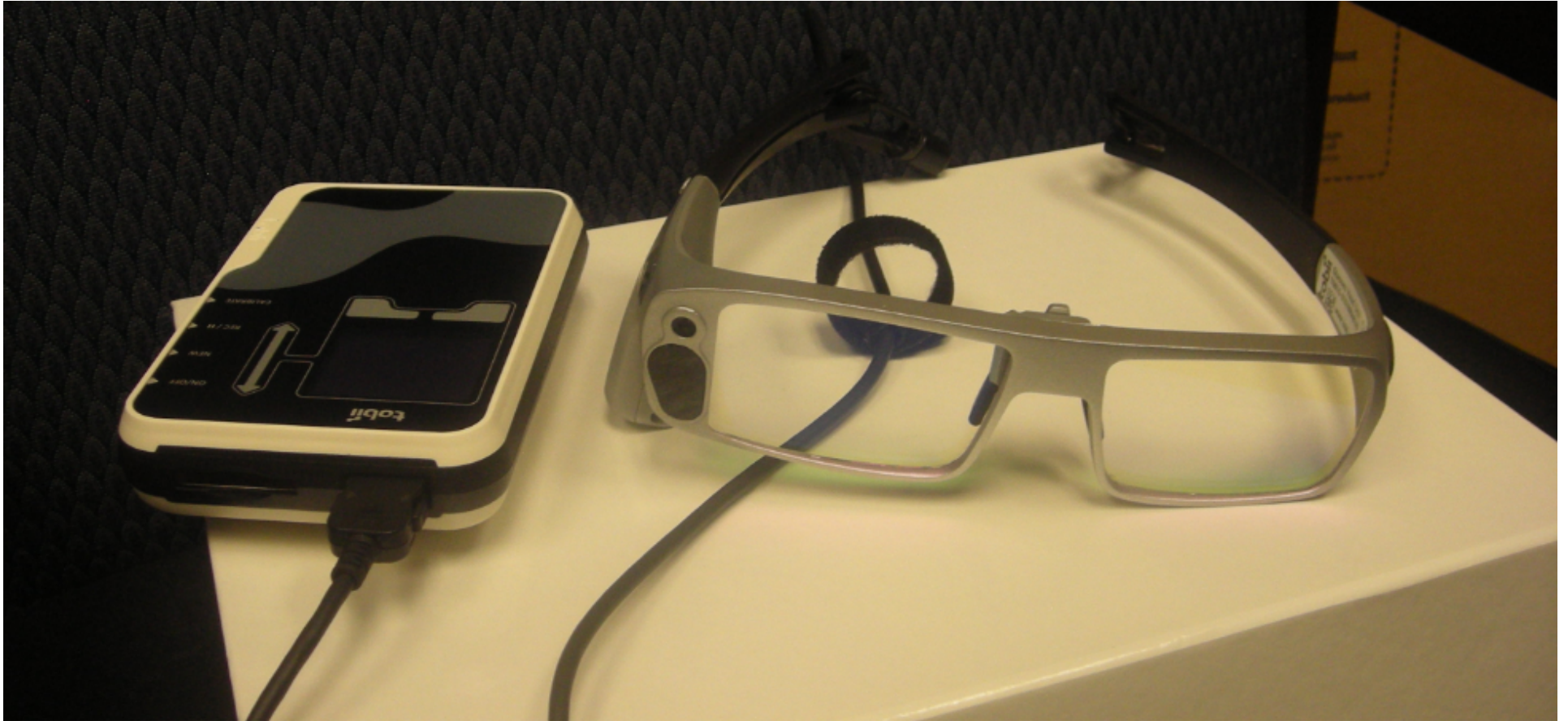
Phase I: Lab Configuration... Touch surfaces: Tablet (*Remote Desktop*) & Touch Screen



Phase I: Lab Configuration...Personal Drone - Fly using tablet



Phase I: Lab Configuration...Eye Tracking



Research Phase II

- *Phase II - 2011: Fukushima and after...*
 - ⇒ Reinforcing **Safety in Design & Evaluation**
 - **Requirements Management in terms of Safety Criteria for Design & Evaluation** (beyond Usability)
 - Integration of Safety & Usability methods & criteria...
 - **STAMP, STPA & SpecTRM proposed during Fall 2011**
 - ⇒ **Content for uncertain/unpredicted/unpredictable situations**
 - *Uncertainty* approaches in design (KOMPASS)
 - *Adaptive Case Management*: shift from *process improvement* (analytic stage) toward *process execution* (operations stage)
 - ⇒ **Accident** scenarios & processes
 - Fukushima accident understanding...
 - Considering **multiunit** events & crisis management (Units 1 to 4)
 - **Complexity** & uncertainty in understanding (i.e. NUREG-1935)
 - ⇒ Complexity in design – intellectual unmanageability...
 - *Global* approach

Phase II: Integration toward Human Centric Convergence

DESIGN STAGE	Safety Methods	BDI MAS	SOA RA	BPMN	Uncertainty
Main Outputs & Span	<ul style="list-style-type: none"> - Analysis - Drive Specifications - Drive Implementation 	<ul style="list-style-type: none"> - <i>Sociotechnical Cognitive Modeling</i> - <i>Implementation</i> 	<ul style="list-style-type: none"> - <i>Reference Architecture</i> - Drives Specifications - Drives Implementation 	<ul style="list-style-type: none"> - <i>Standard Notation</i> - <i>Modeling</i> - <i>Implementation</i> 	<ul style="list-style-type: none"> - Sociotechnical Criteria - <i>Recommendations</i>
Artifact(s)	<ul style="list-style-type: none"> - Interdependent - <i>Intent Specifications</i> - Human-Computer <i>Interaction</i> - <i>Constraints</i> 	<ul style="list-style-type: none"> - <i>Interaction Service Providers</i> - Communication - External & Internal viewpoints 	<ul style="list-style-type: none"> - <i>Interaction Service Providers</i> - <i>Constraints</i> - <i>Quality of Service</i> 	<ul style="list-style-type: none"> - <i>Interaction Service Providers</i> 	<ul style="list-style-type: none"> - Automation types - <i>Limits of Control</i>
User(s)	<ul style="list-style-type: none"> - Responsibilities - Requirements - Operator Task models - HCI models 	<ul style="list-style-type: none"> - Roles, Responsibilities, Resources, Services - <i>External & Internal viewpoints</i> 	<ul style="list-style-type: none"> - part of the Social Structure - <i>Interaction driven by Intent</i> - <i>External viewpoint</i> 	<ul style="list-style-type: none"> - Information Providers & Consumers 	<ul style="list-style-type: none"> - Expertise - <i>Motivation</i>
Task(s)	<ul style="list-style-type: none"> - <i>Safety Margins/Constraints</i> - Analysis - Allocation - <i>Dysfunctional Interactions</i> 	<ul style="list-style-type: none"> - Agent plans (partial or complete) - Parallel execution 	<ul style="list-style-type: none"> - Achieve Awareness in: - <i>Orchestration</i> - <i>Collaboration</i> - <i>Choreography</i> 	<ul style="list-style-type: none"> - <i>Orchestration</i> - <i>Collaboration</i> - <i>Choreography</i> - Parallel execution 	<ul style="list-style-type: none"> - <i>Process transparency</i> - <i>Dynamic Coupling in Process Control</i>
Organization(s)	<ul style="list-style-type: none"> - <i>External Interfaces Environment Models</i> - Audit - <i>Resilience</i> - <i>Adaptability</i> 	<ul style="list-style-type: none"> - no specific support (i.e. any) 	<ul style="list-style-type: none"> - <i>Governance Regulations</i> - <i>Contracts</i> - <i>Security Model</i> - <i>Flexibility</i> - <i>Agility</i> - <i>Adaptability</i> 	<ul style="list-style-type: none"> - Inherit SOA reference features 	<ul style="list-style-type: none"> - Rigid vs. Flexible - <i>Adaptability</i>
Situation(s)	<ul style="list-style-type: none"> - <i>Incidents & Accidents explicitly considered</i> - <i>Hazard Analysis</i> 	<ul style="list-style-type: none"> - no specific support (i.e. any) 	<ul style="list-style-type: none"> - Case Analysis (<i>functional & non-functional</i>) 	<ul style="list-style-type: none"> - <i>Incidents & Accidents explicitly considered through Event Escalation</i> 	<ul style="list-style-type: none"> - no specific support (i.e. any)

Phase II: How: Non-Linear Safety methods - retrospective & prospective

- Fukushima Dai-Ichi **Multiunit** Accident Analysis using:
 - primary sources (TEPCO, NISA)
 - secondary sources: (IAEA, NUREG, AREVA and other reports)
 - STAMP: accident understanding...
 - STPA & SpecTRM: Design & Evaluation
- **STAMP output:** identifying main directions for the current design
 - holistic vertical (organizational layers) & horizontal (multiunit) analysis
- **STPA output:** providing **Safety Margins criteria** for
 - *Designing* the proposed I&C (visualization & controls; processes; decision-making under uncertainty)
 - *Evaluating* the proposed I&C
- **SpecTRM outputs**
 - Create Intent Specifications
 - Perform STPA
 - Verify & Validate Models through *Simulation & Experimentation*

Phase II: STPA - SpecTRM

		Decomposition			
		Environment	Operator	System and components	V&V
Refinement ↑ Intent ↓	Level 0	Project management plans, status information, safety plan, etc.			
	Level 1 System Purpose	Assumptions Constraints	Responsibilities Requirements I/F requirements	System goals, high-level requirements, design constraints, limitations	Hazard Analysis
	Level 2 System Principles	External interfaces	Task analyses Task allocation Controls, displays	Logic principles, control laws, functional decomposition and allocation	Validation plan and results
	Level 3 Blackbox Models	Environment models	Operator Task models HCI models	Blackbox functional models Interface specifications	Analysis plans and results
	Level 4 Design Rep.		HCI design	Software and hardware design specs	Test plans and results
	Level 5 Physical Rep.		GUI design, physical controls design	Software code, hardware assembly instructions	Test plans and results
	Level 6 Operations	Audit procedures	Operator manuals Maintenance Training materials	Error reports, change requests, etc.	Performance monitoring and audits

DR record from the SpecTRM user guide. © SafeWare 2011

Phase II: WHAT

WHAT is to be achieved:

- Design and Evaluate **S3D representations** of I&C for the **Safety Instruments & Controls System (SICS)** that aim to **improve safety support for decision-making and consequent operations** (i.e. crisis management) in an accidental scenario
- Such S3D representations span both situated **Visual aspects** as well as **Collaborative aspects** (joint activity, interaction)
- **Direct Interaction** supported by **touch features** is accorded the main emphasis
 - **Controls are embedded in the visual scene**

Phase II: WHAT

WHAT S3D content:

- **Two main classes of I&C**
 1. **Internal I&C** related to the NPP: temperature, pressure, sociotechnical system states, **main plant organs** (i.e. reactor, Spent Fuel Pool, Diesel Generators) and their **trends**
 2. **External I&C** related to the **environment**: possible impacts on the environment
- **Two classes of processes** (including *analytic* aspects related to states and dynamics) in *normal & abnormal* conditions
 1. **Predefined processes** (if/when available)
 2. **Adaptive processes** in case no predefined processes are available (errors, exceptions, escalation)

Phase II: WHY

WHY such S3D representations & content:

- In current visual environments overloaded with information, **S3D representations** offer an efficient alternative for **tackling information density under time pressure**
- **Deep content** related to *Decision Making & Action*
 - **Games against 'Nature'**
 - **Influence Diagrams & Dynamic Bayesian Networks**and
 - **Imperfect Information Games**
 - **plans of action** (*BPMN process representations*)
- **S3D mapping of Context Space & Resources Space** for enhancing *understanding & awareness*

Phase II: WHY

WHY such a context:

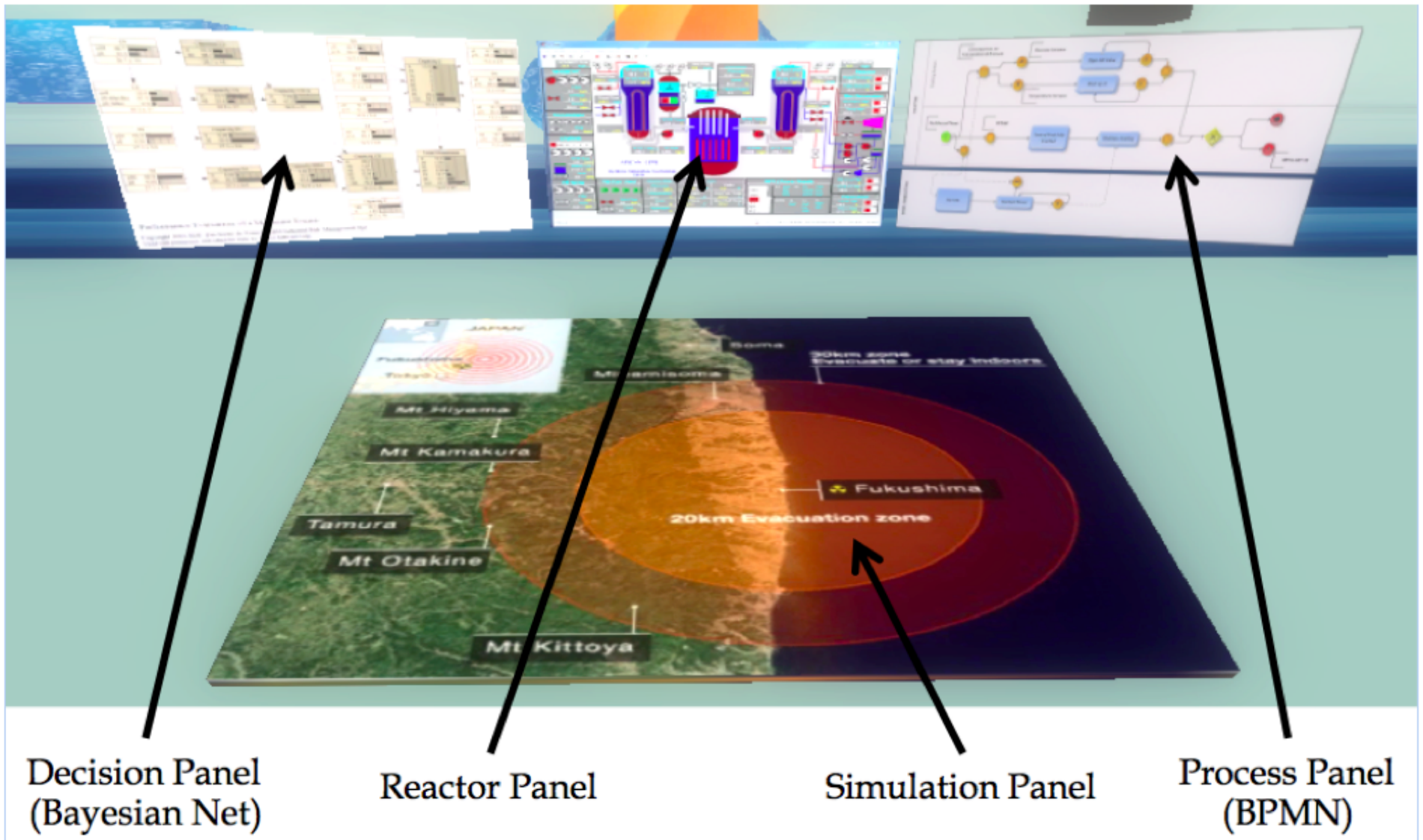
- **The accidental context enables to demonstrate the usefulness of S3D representations & content, supported by relevant devices**
- ⇒ **Design a minimal autonomous I&C for Vertical & Horizontal communication and collaboration**
 - **networked handheld devices (i.e. tablets): loss of electrical power (i.e. *Station Black Out*)**
 - **personal drones in operations: surveillance & monitoring of equipment in inaccessible locations (i.e. due to high radioactivity levels)**
- *It is assumed that at least in one location, one S3D display can function...*

Phase II: How: Core of the study

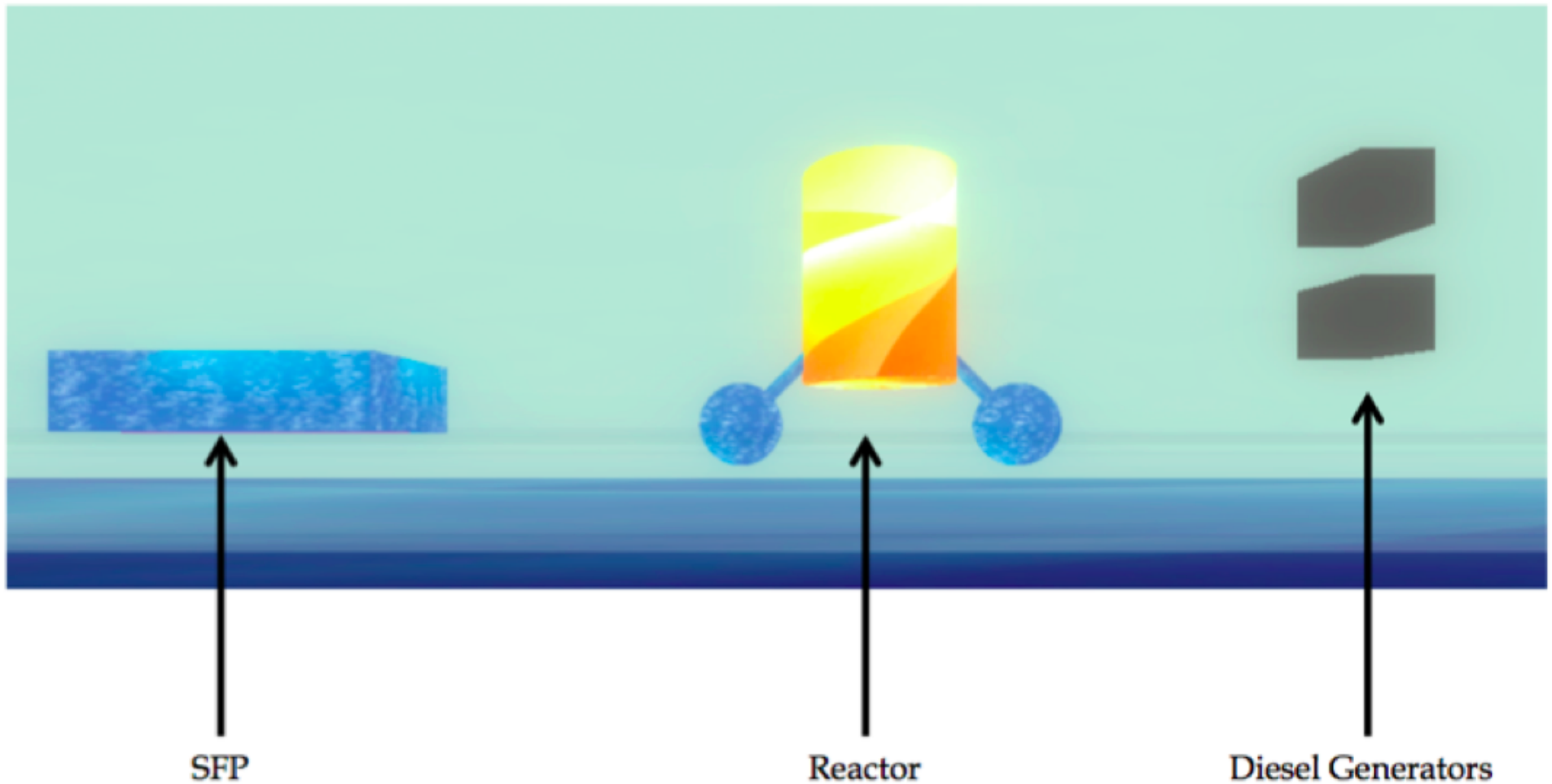
***Hard* Decision-Making in uncertain / unpredicted / unpredictable situations:**

- Based on the *prescriptive decision analysis approach* (Goal-driven)
 - Influence Diagrams & *Dynamic* Bayesian Networks : prior (subjective) probabilities (human collaboration)
 - Preferences
 - Risk analysis
 - Conflicting Objectives
 - Trade-offs / Satisficing / Sacrificing
 - ... Adaptive Case Management
 - Completed with *consequent adaptive plans of action* (Event-driven)
 - Adaptive BPMN
 - Coopetition
-
- *Similar approaches: Integrated Risk Picture (SESAR); AgenaRisk*
 - *Difference: in these approaches, probabilities are proposed ex-ante...*

Phase II: How much: *Specifications & Implementation*



Phase II: How much: *Specifications & Implementation*



...Multiunit in a near future...

Phase II: How much: *Experiment Design*

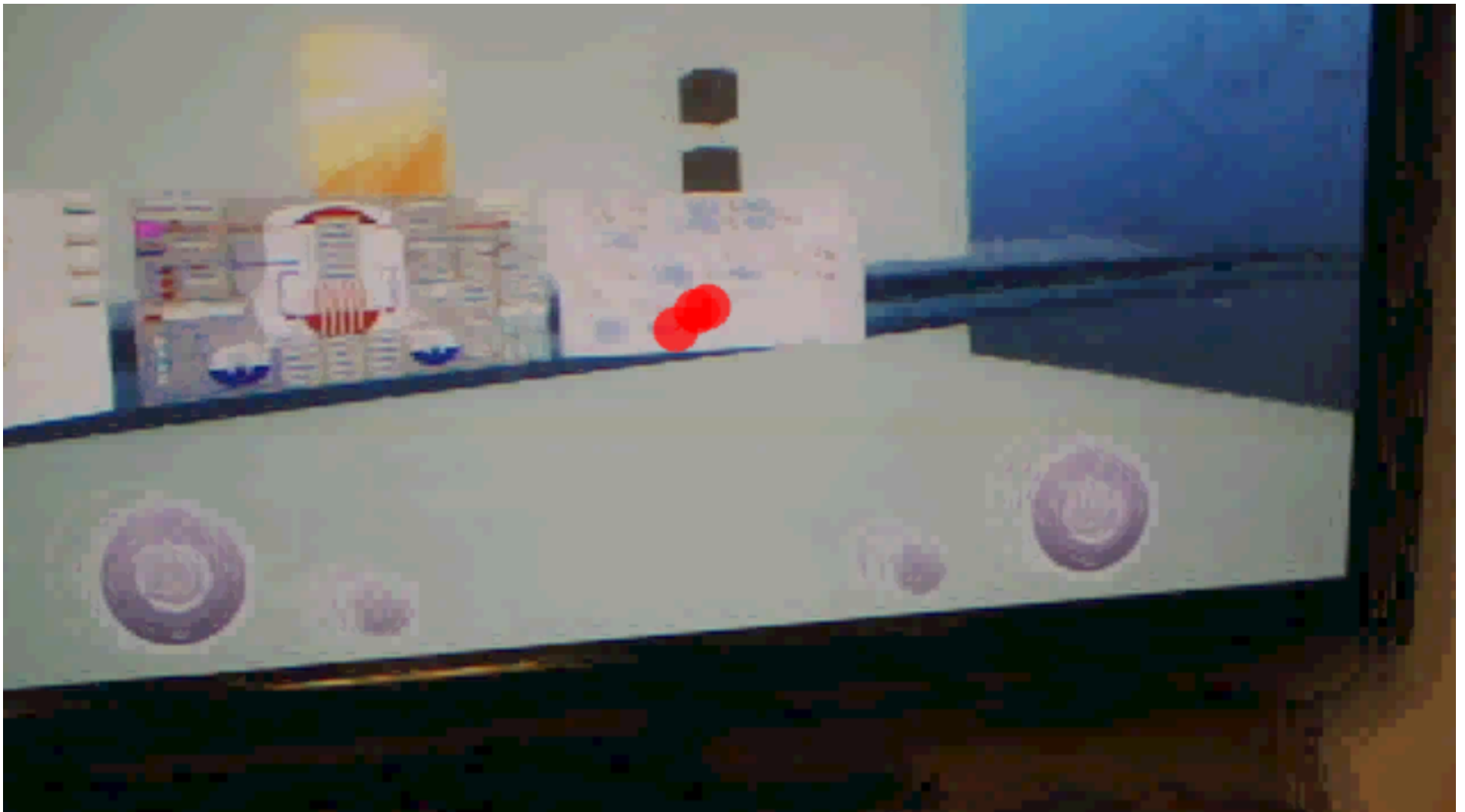
Scenarios

- Based on **Life-Critical Role-Playing Game**
- Implementing **decisions & consequent actions in terms of multiple choices of explicitly valuated spatiotemporal losses / gains (payoffs)** - human, technical systems, environmental, financial - **under pressure & incentives**
- Timeline
- User profiles (personae)
 - Scientific (mathematics; physics,...)
 - Engineering
 - Business, political...

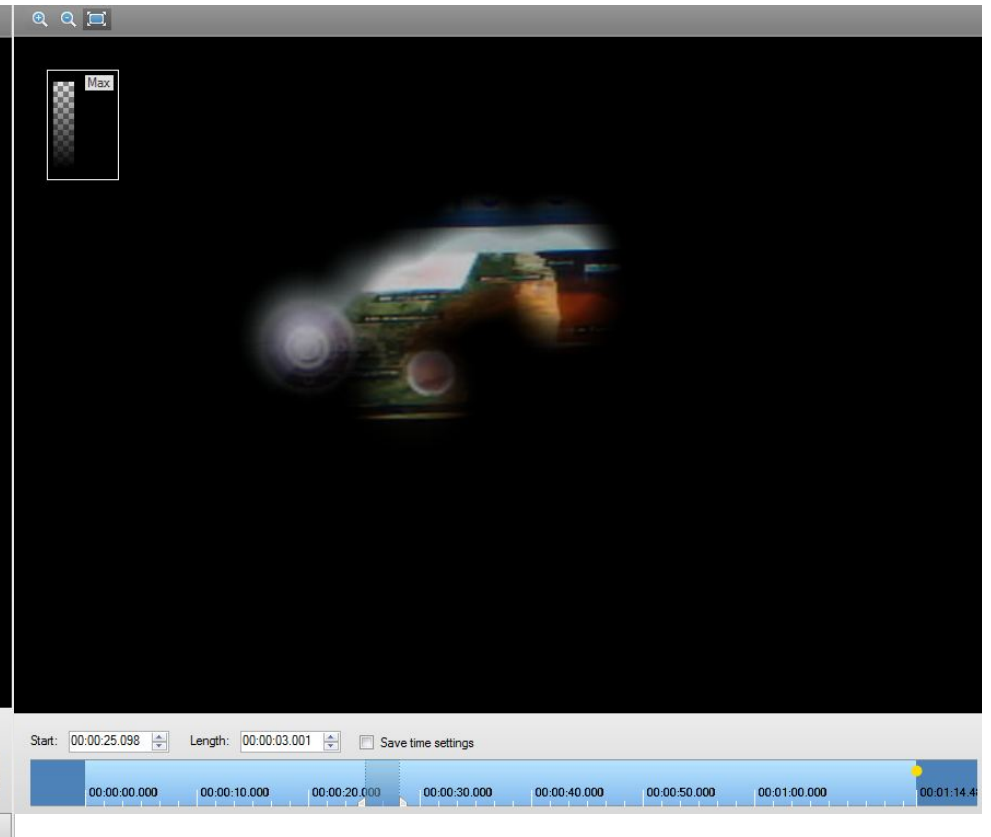
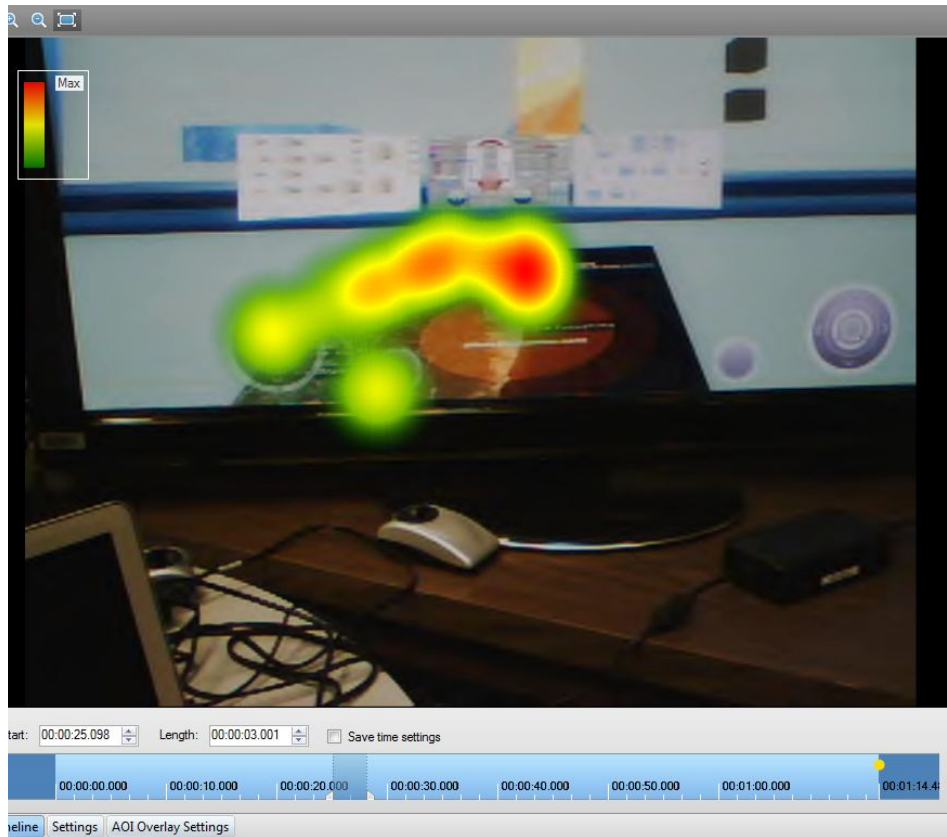
Ongoing Tests & Refinements...



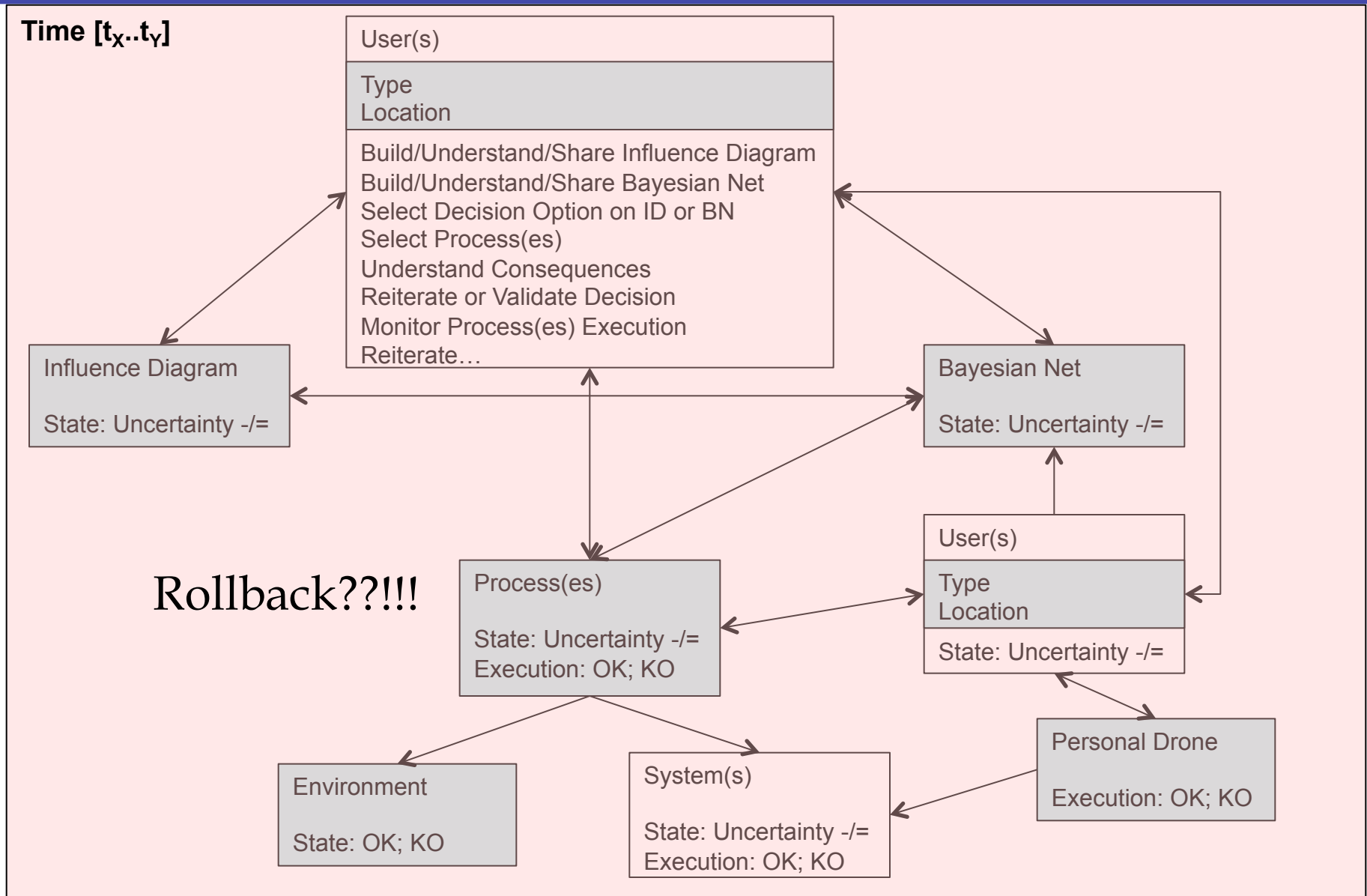
Ongoing Tests - Eye Tracking...



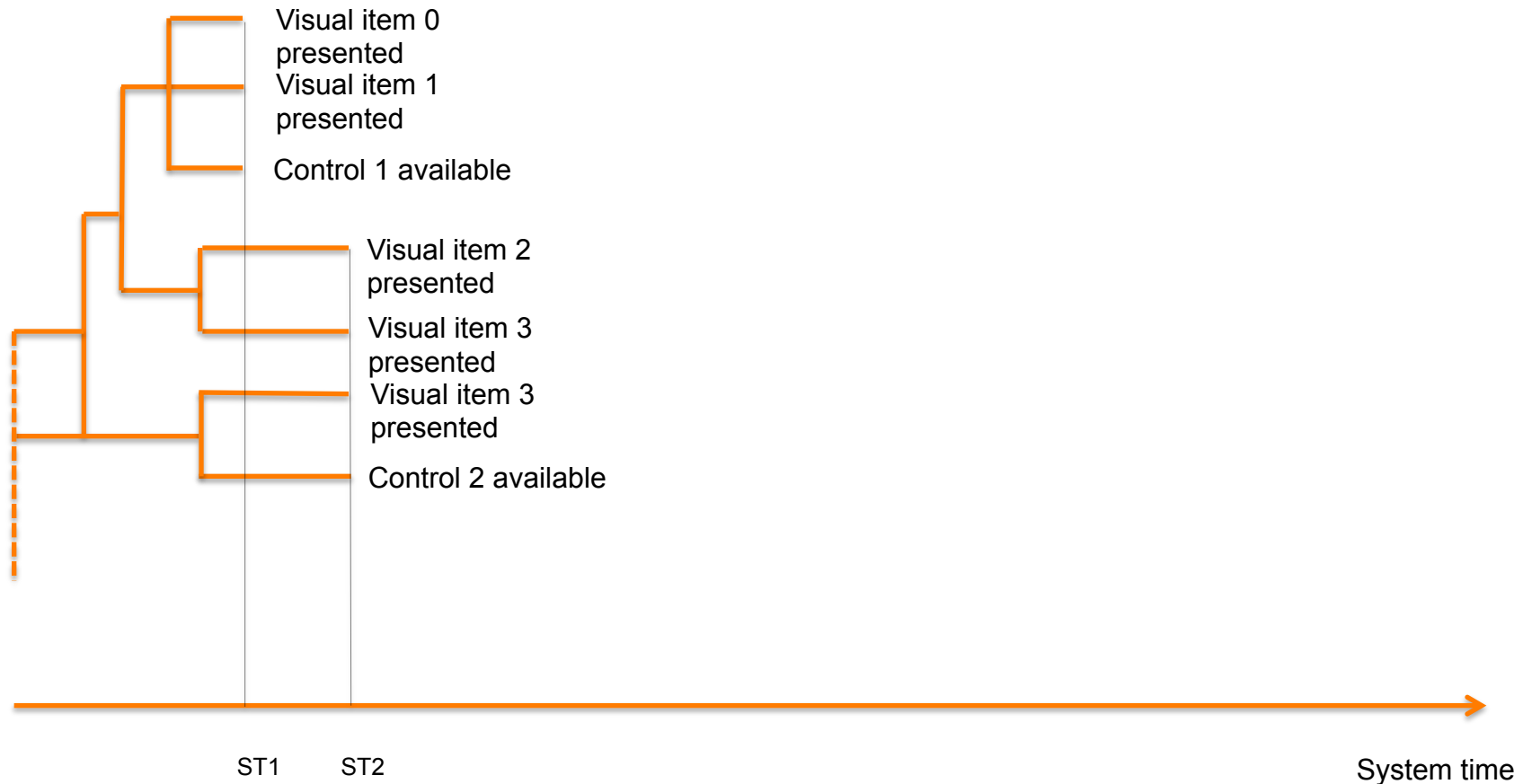
Ongoing Tests - Eye Tracking...



Perspectives: STPA for sociotechnical spatiotemporal patterns

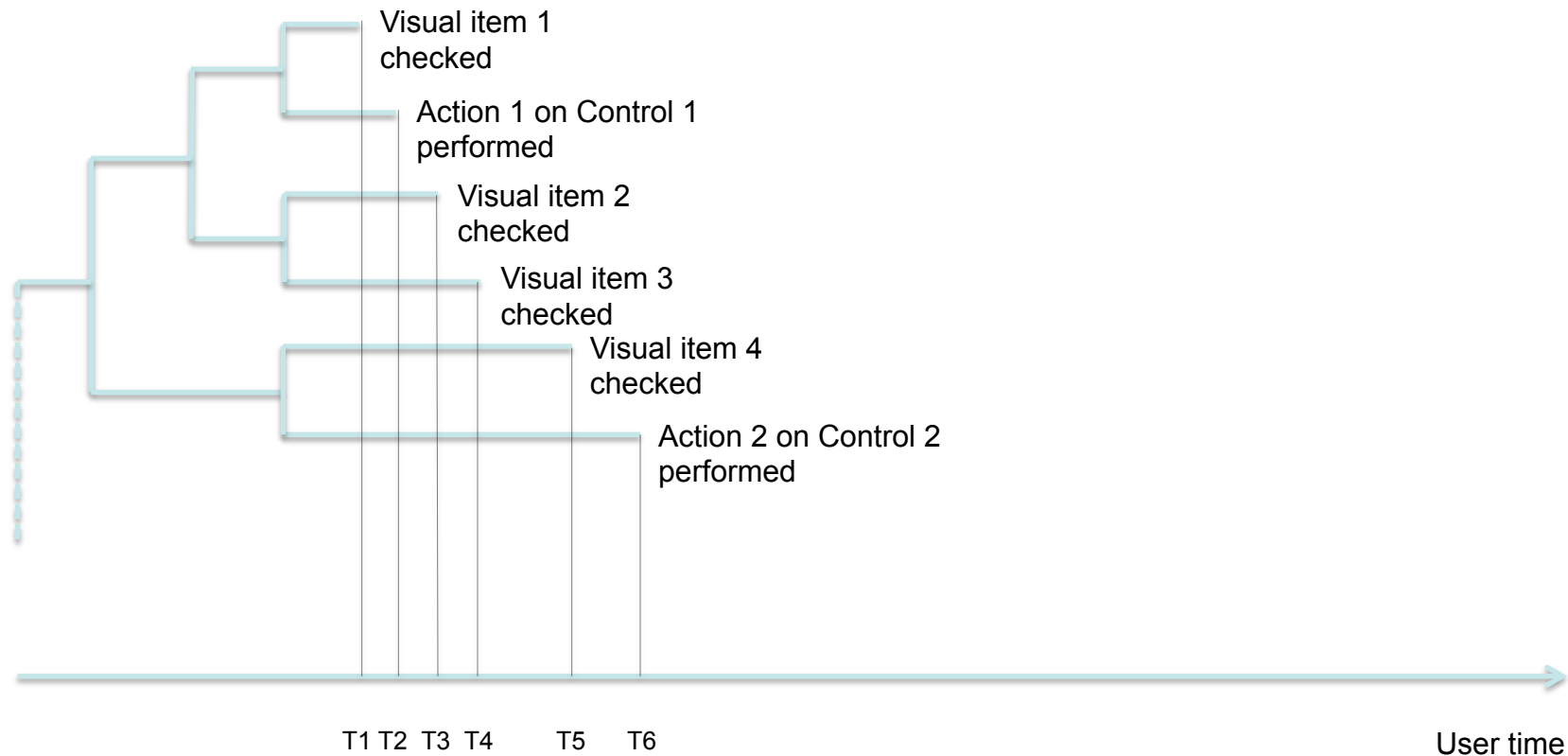


Perspectives: STPA for sociotechnical spatiotemporal patterns



System Dynamic Pattern (*ex ante* – i.e. Design)

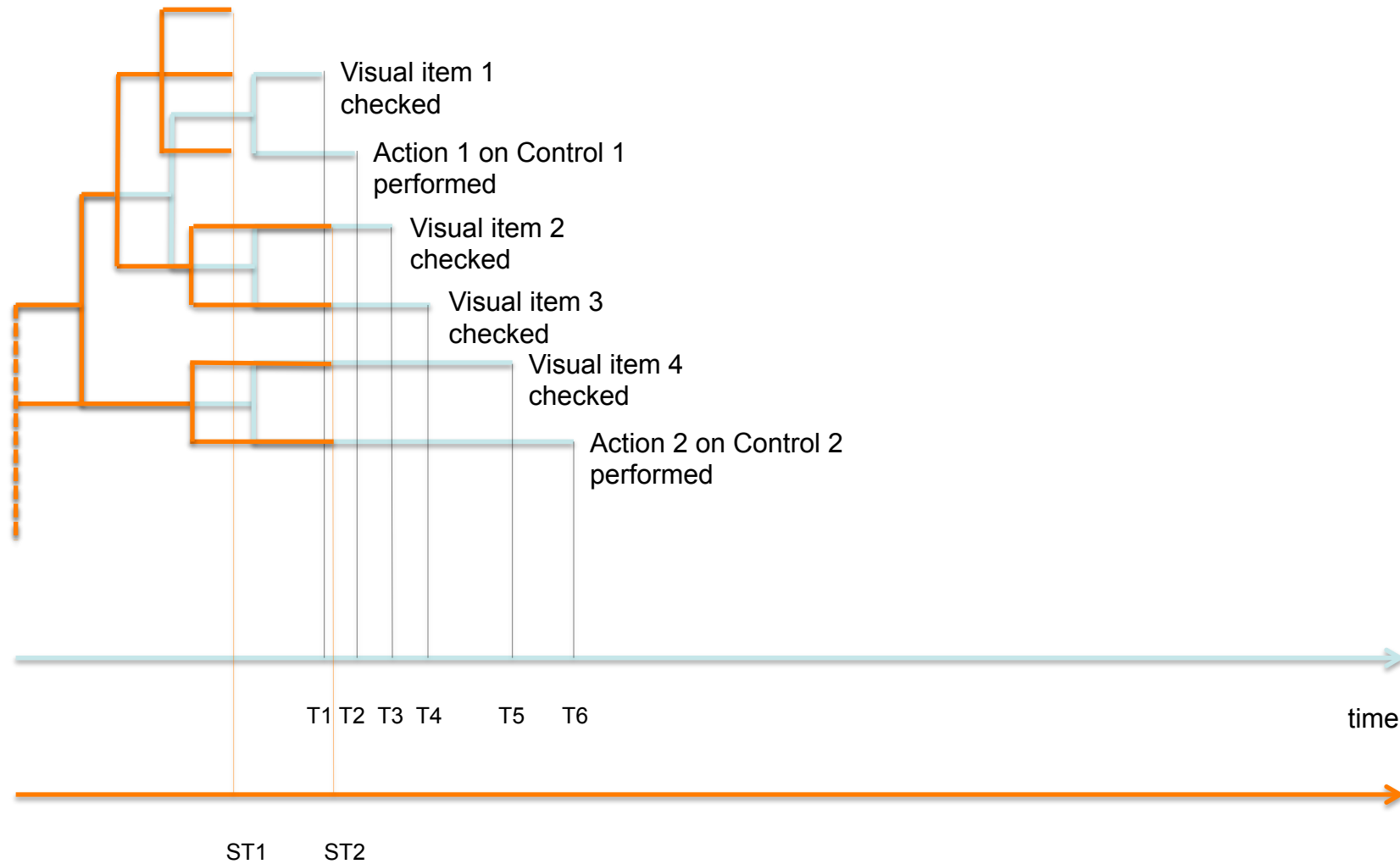
Perspectives: STPA for sociotechnical spatiotemporal patterns



User Behavior Pattern (*ex post*)

S.M. Magnusson: T-patterns

Perspectives: STPA for sociotechnical spatiotemporal patterns



Sociotechnical Pattern (*ex post*)

Conclusion

- Focus on dynamic uncertainty
- Tackle accidental contexts (past and possible) and integrate *user feedback* in design
- Safety on top of Usability
- Integration of Safety and Usability methods for Design & Evaluation
- Multidirectional training: users – designers – evaluators...

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Discussion...

Questions & Feedback are welcome

Thanks ☺

Lucas STEPHANE
astephane2010@my.fit.edu
(+1)321-549-0207