

# Modeling Human Error in D-OMAR

**Steve Deutsch**  
**Dick Pew, PhD**

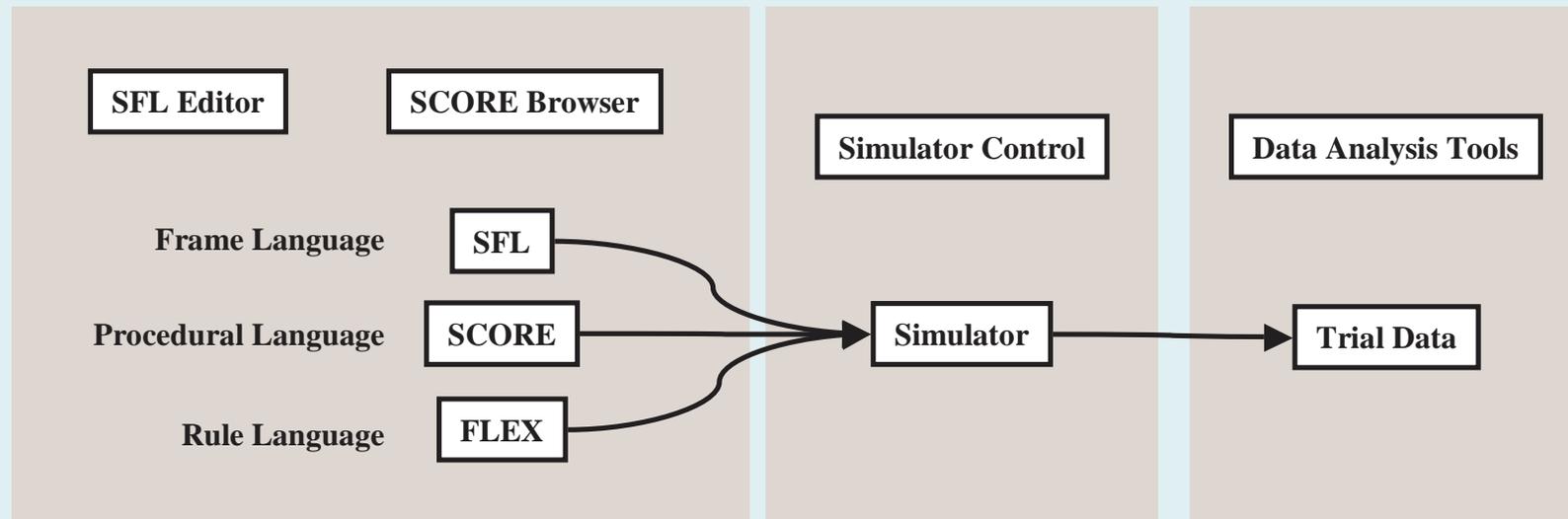
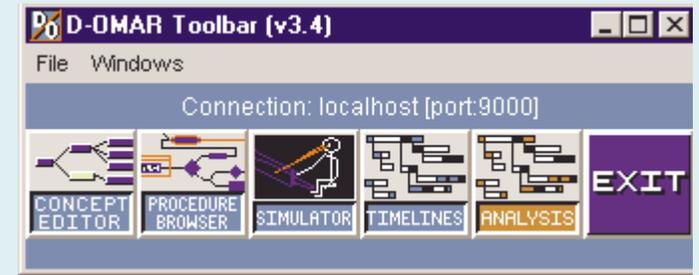
**BBN Technologies**  
**10 Moulton Street**  
**Cambridge, MA 02138**  
**(617)873-3168**  
**sdeutsch@bbn.com**  
**pew@bbn.com**

**NASA Ames Research Center**  
**Human Error Modeling Workshop**  
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# Outline

- **Introduction to D-OMAR**
- **The Approach&Landing / Taxi Scenario**
- **Human Performance Modeling in D-OMAR**
- **Human error modeling concepts**
- **Human error modeling applied to taxi operations**

# D-OMAR Simulation Environment



## D-OMAR Applications

- **Distributed real-time and fast-time simulation**
- **Human performance modeling**
- **Agent-based systems**

# Scenario Components

- **Aircraft models - approach, landing, and taxi**
- **Aircraft and ATC workplace models**
- **Human Performance Models**
  - **Flight crew (Captain and First-officer) and ATC (approach and ground controller) models**
  - **Flight crew (aviate, navigate, communicate) and ATC procedures**
  - **Communication:**
    - **party-line radio**
    - **in-person**
    - **telephone**

# Flight Crew Models

## Domain-specific capabilities:

- **Pilot-flying**
  - **aviate--approach, landing, and taxi operations**
  - **execute ATC directives**
  - **monitor ATC radio communication**
  - **maintain dialog with PNF**
- **Pilot-not-flying**
  - **support approach, landing, and taxi operations**
  - **handle ATC radio communication**
  - **cross check pilot-flying on ATC directives**
  - **maintain dialog with PF**

## Basic-person proactive and reactive capabilities:

- **Intentions grounded in a mix of habit, expectations, and ongoing events**
- **The ability to cope more or less well with interruption**
- **Supporting cognitive and perceptor / effector capabilities**

*Complex multi-tasking behaviors*

# Contrasting Crew Awareness

## Captain

- active control of aircraft
- continuous visual scene input
- supplemented by instrument scan of heading and speed
- strong local SA

## First-officer

- passive presence on aircraft (e.g., notice initiation of turns)
- visual scene input, but interrupted
- map/notepad supported route memory
- strong global SA

# Teamwork Skills

- **There are multiple teams:**
  - **flight crews**
  - **ATCs**
  - **flight crews / ATCs**
- **Team members as a source of:**
  - **support to accomplish a task**
  - **interruption to work in progress**
- **Communication plays a major role in team activities**
- **The workplace(s) plays a supporting role for team members**



Send

Cancel

**Approach**

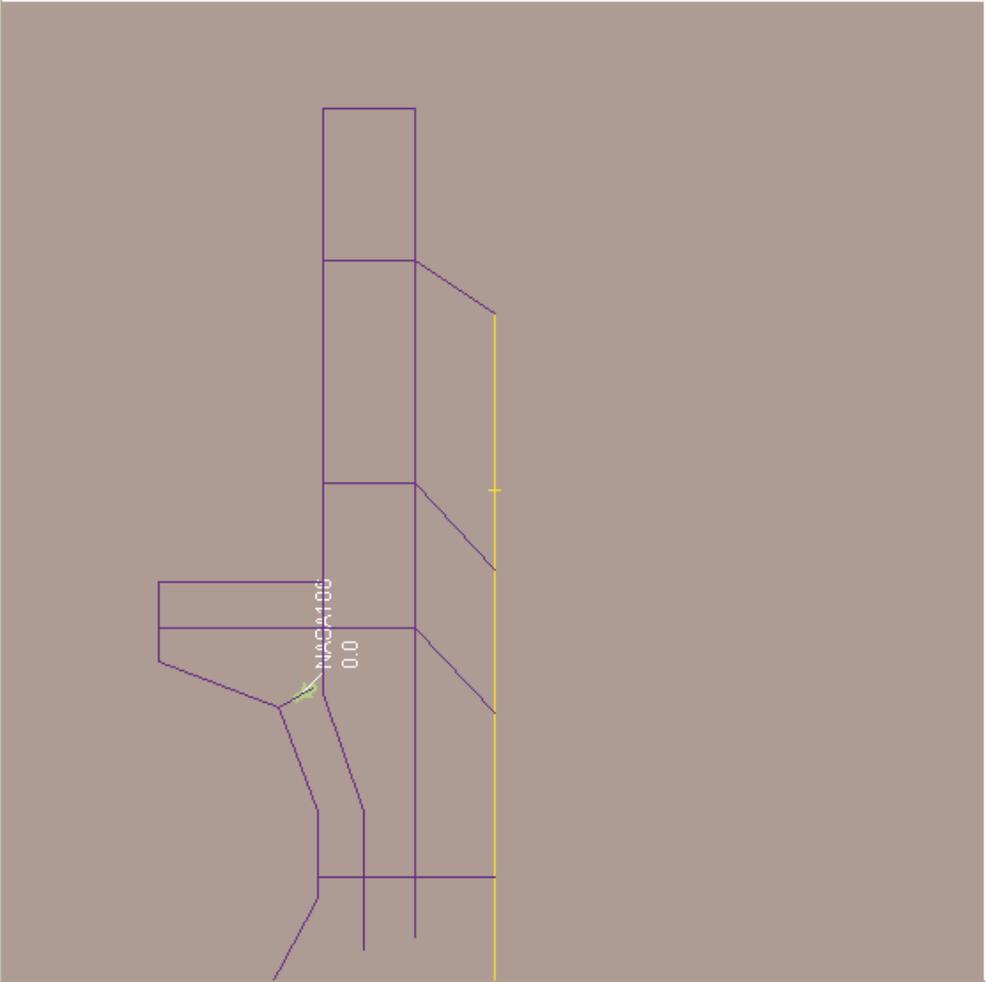
NASA186 cleared to land 9 Right  
 Ack: cleared to land 9 Right NASA186  
 NASA186 exit High-Speed M7  
 Ack: exit High-Speed M7 NASA186  
 NASA186 clearing runway 9 Right  
 Ack: clearing runway 9 Right NASA186  
 NASA186 contact CHICAGO-GROUND-CONTROLLER on 121.9  
 Ack: contact CHICAGO-GROUND-CONTROLLER on 121.9 NASA186

**Ground Control**

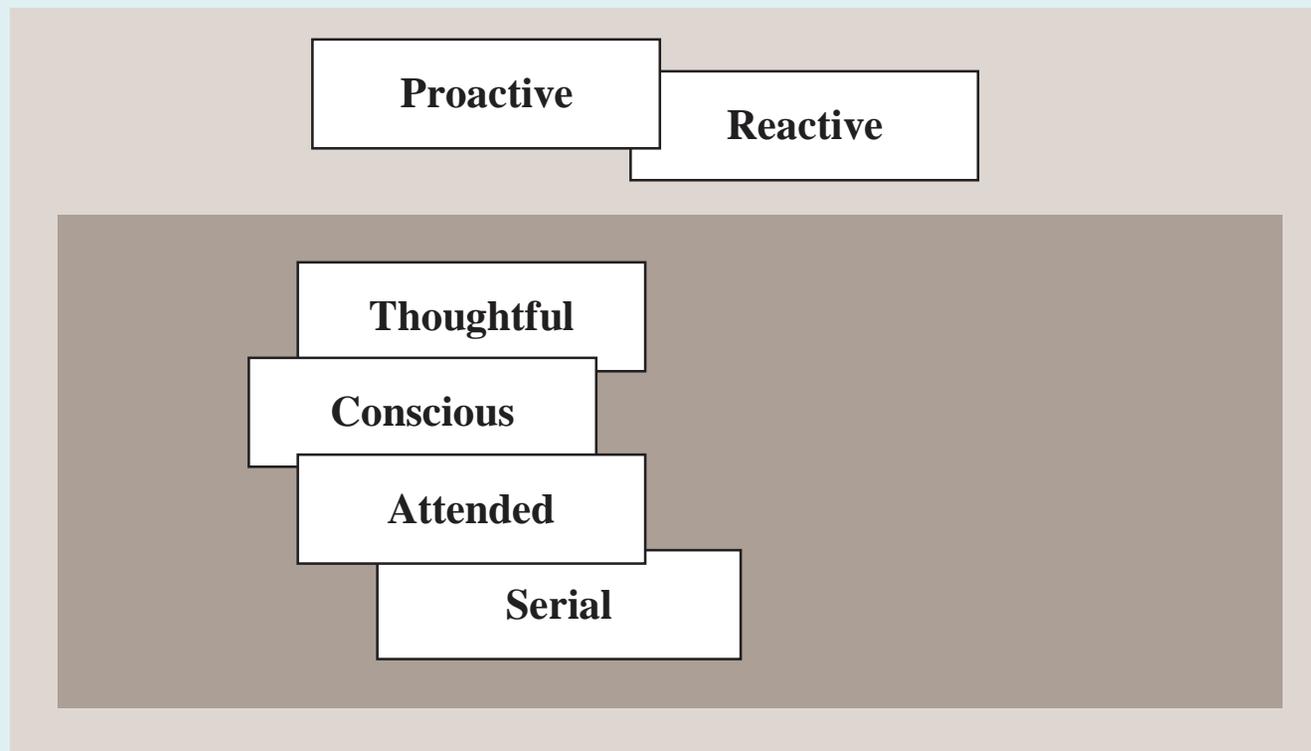
NASA186 cleared runway 9 Right  
 Ack: cleared runway 9 Right NASA186  
 NASA186 RIGHT onto M, LEFT onto D, LEFT to continue on D,  
 Ack: RIGHT onto M, LEFT onto D, LEFT to continue on D, RIC

**NASA186**

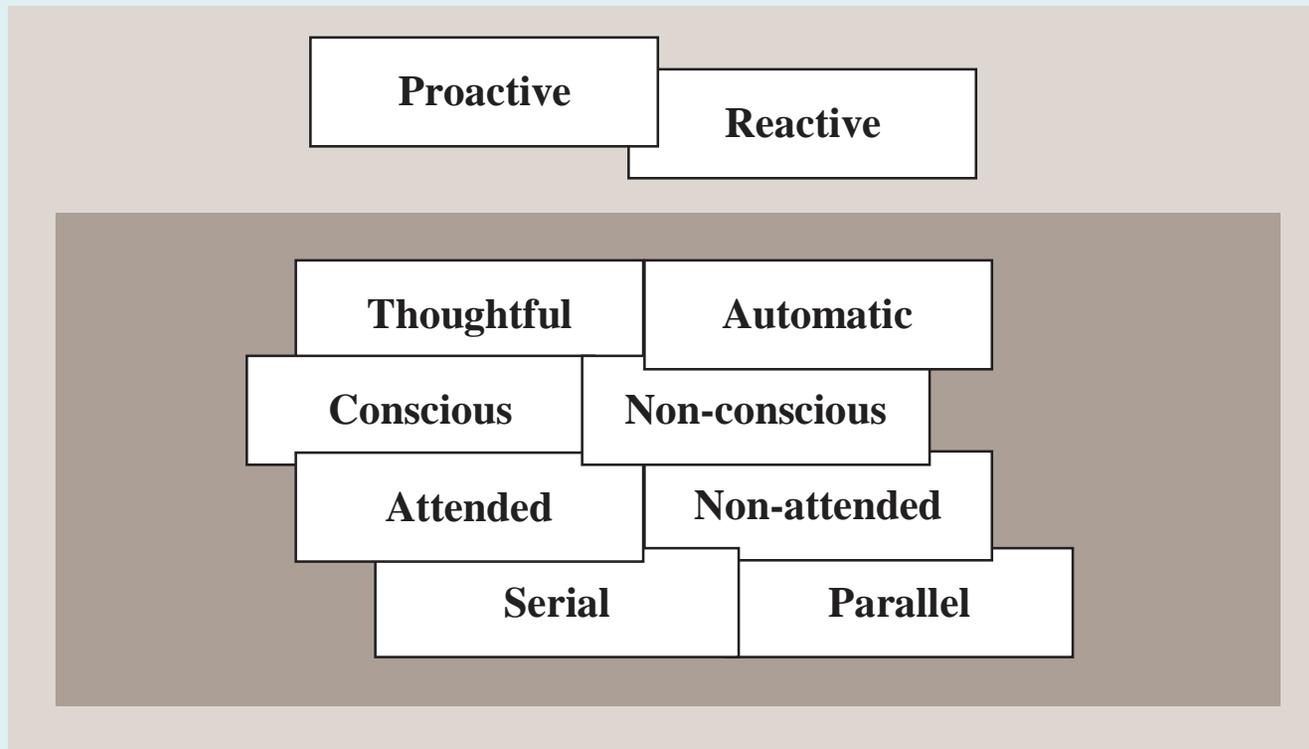
BOB7: turning Left onto D,  
 STEVE8: next turn Left to continue on D  
 BOB7: Ack next turn left to continue on D  
 BOB7: turning Left onto D,  
 STEVE8: next turn Right onto A17  
 BOB7: Ack next turn Right onto A17  
 BOB7: turning Soft-Right onto A17,  
 STEVE8: next turn Straight onto Concourse K South  
 BOB7: Ack next turn Straight onto Concourse K South



# Modeling Surface Behaviors



# Components of Multiple Task Behaviors



- **Long-term and working memory**
- **Control: central executive versus distributed**

# Expertise in Human Performance

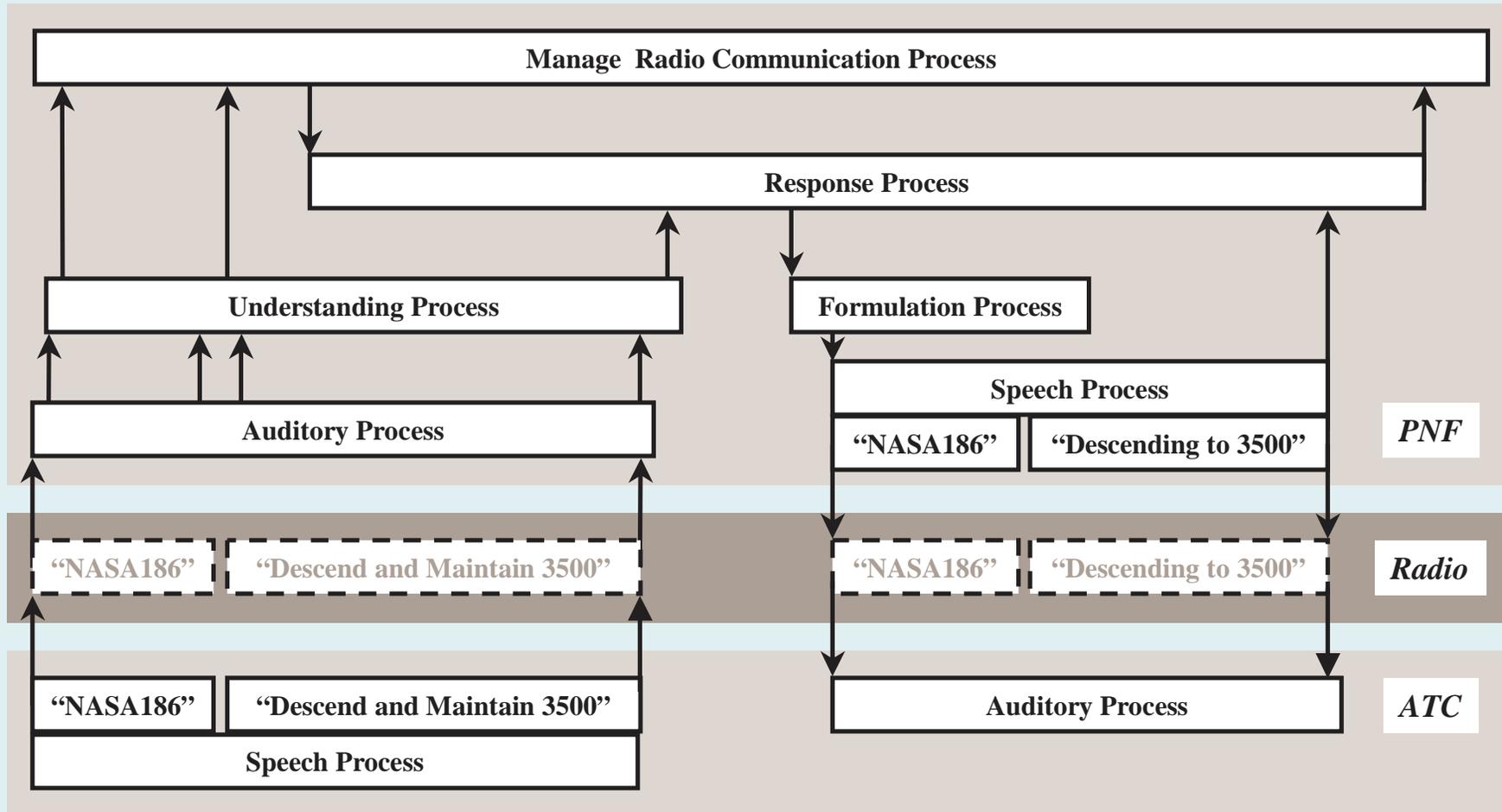
- **Problem spaces and rules - Alan Newell**
- **Skills, rules, and knowledge - Jens Rasmussen**
- **Proficiency and expertise - Hubert Dreyfus and Stuart Dreyfus**
  - **“... look more broadly for automatic processes. They need not be restricted to procedural knowledge or perceptual motor skills but may permeate the most intellectual activities in the application environment.” - Gordon Logan**

**Expertise as skill-based interactions with patterns of events evolving in time**

# Multi-tasking from a Functional Perspective

- **Tasks operate as a network of functional components that coordinate their activities to accomplish their purposes**
  - **there is concurrent processing at widely distributed centers**
  - **network interconnections coordinate execution at the centers**
  - **processing time frames may vary from center to center**
- **Motivation for the functional approach:**
  - **reentrant and degenerate maps - Gerald Edelman**
  - **multiple centers of attention, localization of cognitive operations - Michael Posner**
  - **instance theory of automaticity - Gordon Logan**
  - **intermediate level theory - Ray Jackendoff**
  - **PET, CAT, and recent fMRI studies**

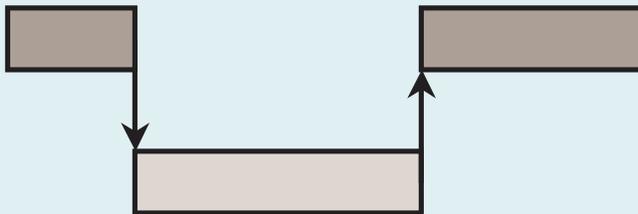
# Coordination Among Functional Capabilities An Example



Time →

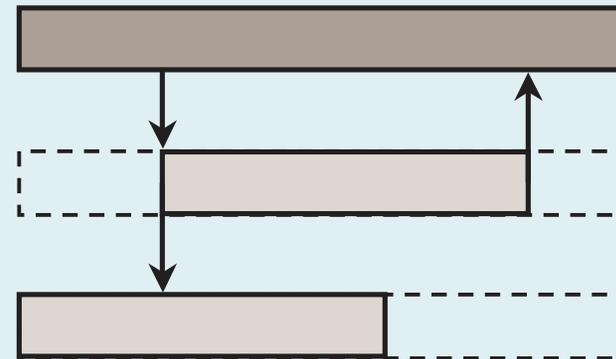
# Contrasting Publish / Subscribe and Message Passing

## Message passing



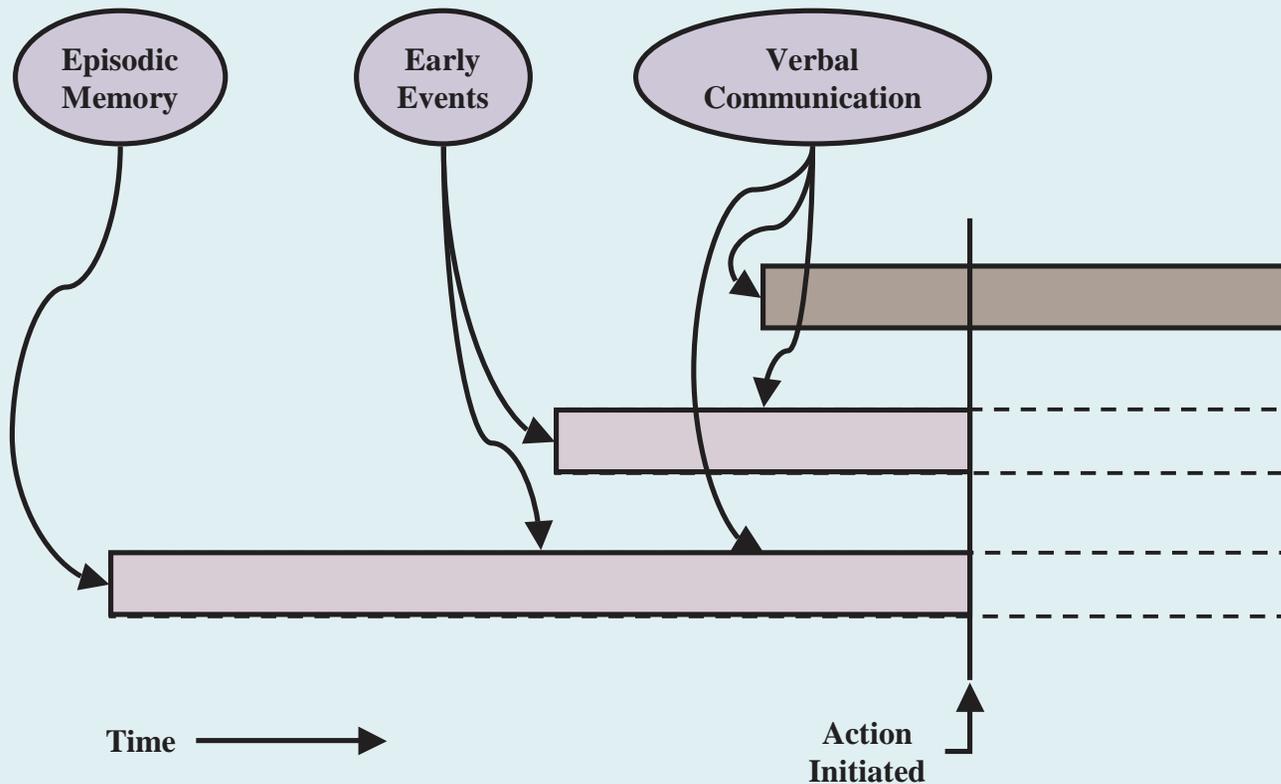
- single named target routine
- processing interrupted and resumed
- values are returned

## Publish / subscribe protocol

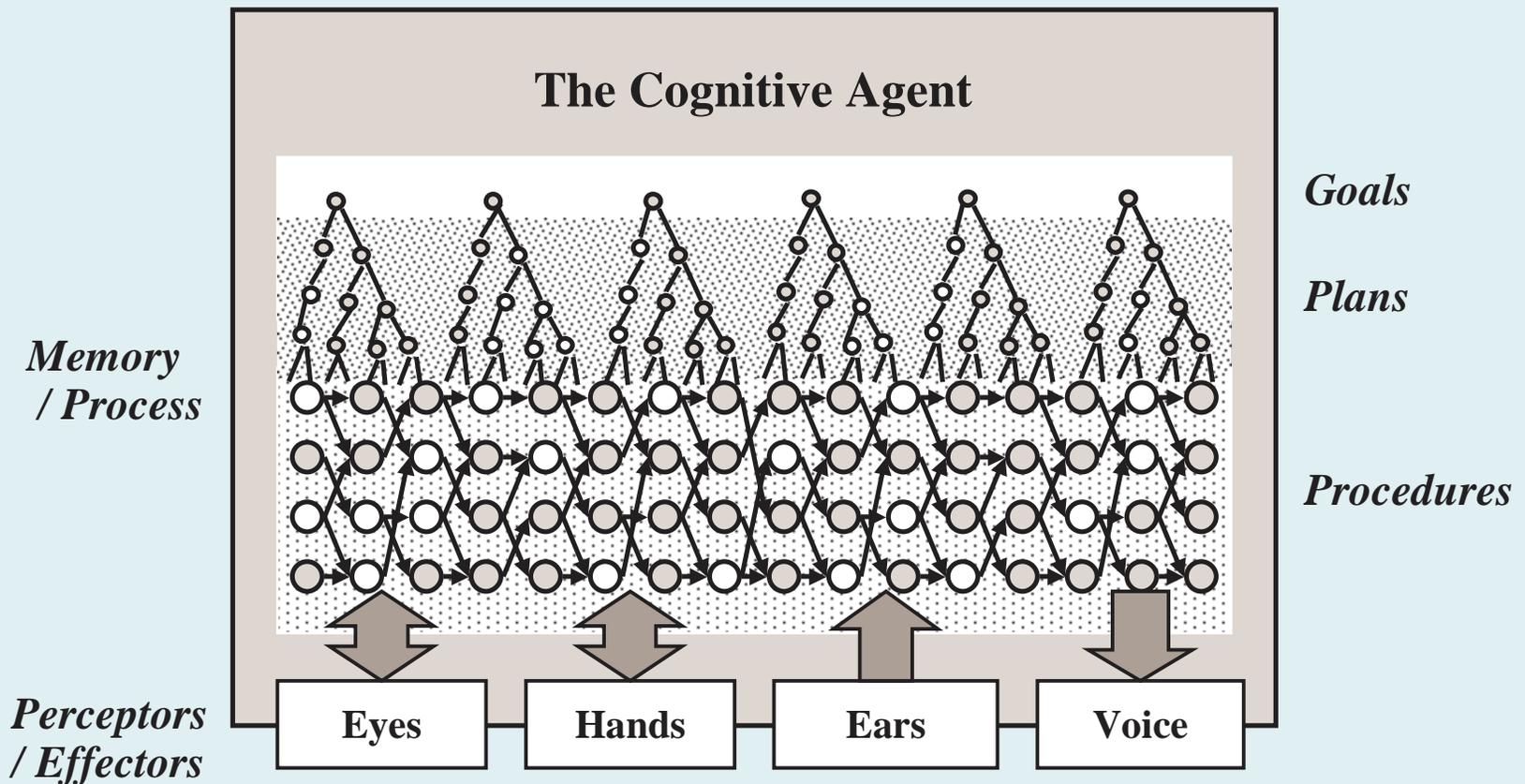


- zero or more receiving routines
- signal may be evaluated prior to acceptance
- processing is concurrent
- no returned values

# Competing Intentions Mediated by Priority



# A Multiple Task Framework



# Behaviors as the Product of Goal-directed, Context Sensitive Procedures

- **Tasks** are structured as goals and the plans and procedures that activate the distributed functional capabilities necessary to accomplish the task
  - *situation-specific* goals and their plans set up proactive procedures associated with the task
  - task execution is supported by *basic-person* goals and plans that activate cognitive and perceptor-effector procedures
- **Task procedures** form a network whose connectivity adapts in response to evolving situations
  - individual procedures represent particular functional capabilities
  - procedures operate on distinct individual time frames
  - parallelism in procedure execution is the norm
- **Agent behaviors** are the product of the activated nodes of the procedure network

# Distributed Situational Pattern Matching

- **A broad range of capabilities may be established to respond to evolving situations proactively channeling the response**
  - **pattern matching on individual signals be can arbitrarily complex**
  - **related signals can be designated as ordered or arbitrary in order, required or optional, and time-out conditions may be specified**
- **The selection of the attended task and that task's response to the situation emerges from the network's classification and prioritization of the elements of the situation as it unfolds**

# **The same features of human performance that lead to robust, intelligent behavior, can also induce error**

- **Behaviors that are appropriate in one context are errors in another**
  - **Expectancies**
  - **Situation awareness**
  - **Intention formation**
  - **Competition among intentions based on situation and expectancy**
  - **Execution**
- **Failures of elemental information processing operations can intrude**
  - **Perception/discrimination**
  - **Memory/forgetting/interference**

## **Given a context, human errors are not statistically random events**

- **Human performance as highly practiced intellectual and physical skills is context dependent**
  - **Each context constrains behavior to a particular “family” of task choices--specific contexts induce specific types of errors**
  - **Each task in each context has a window of opportunity; a time when it becomes relevant and a time when it is too late**
- **Strategic workload management -- priority “churn”**
- **Communication -- misinterpretation**

# Sources of overload and stress amplify error tendencies

- **Too many tasks competing for the same time window--aggregate time required exceeds time available**
  - **Error depends on whether the context is forgiving**
    - » **Can tasks be cued?**
    - » **Can tasks be partially completed without penalty**
- **Fatigue**
  - **Mental blinks**
  - **Narrowing of focus**
- **External sources of stress; task criticality; fear of retribution for error; personal non-job-related stress**

**Each of these “stresses” increases probability of “resident pathogens” leading to error**

# **Errors are more likely in tightly coupled systems**

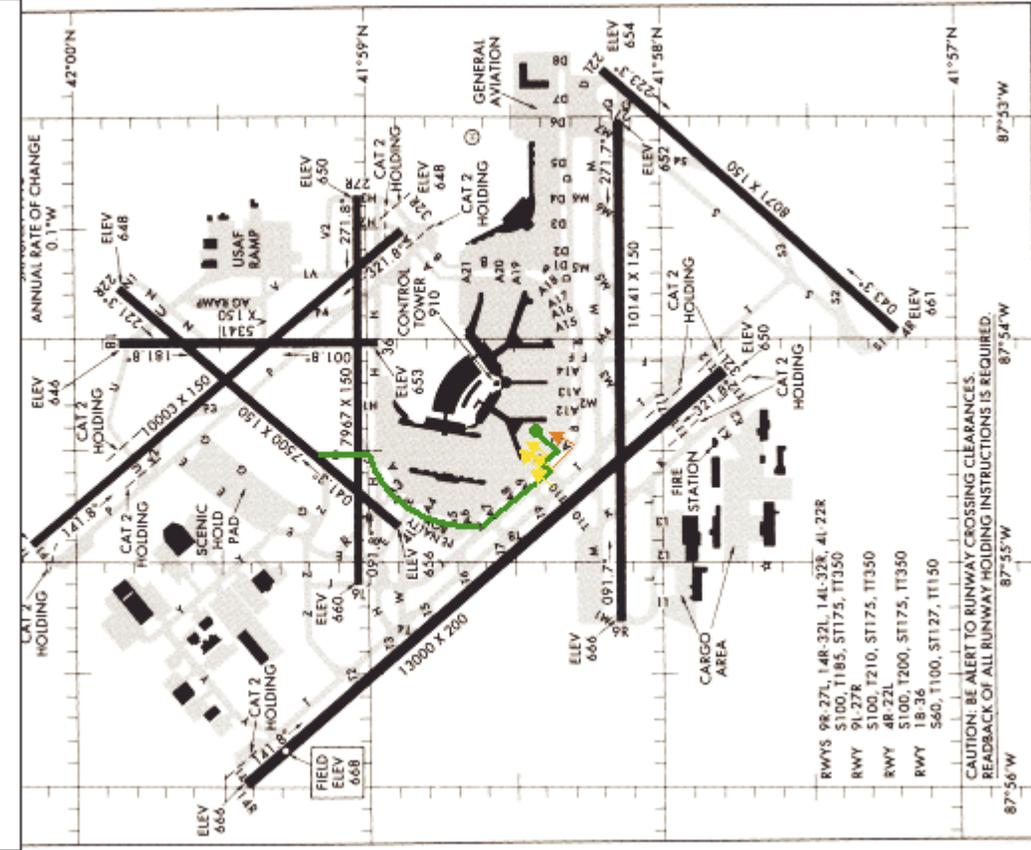
- **Task dependencies are more complex**
- **Time windows are more constrained**
- **Sequences are more constrained**
- **Procedural mistakes combine to cause error**

**When viewed from these perspectives, human error can be discovered in thoughtful, detailed models of robust, successful human performance!**

# Problems Areas Identified in the T-NASA Experiments

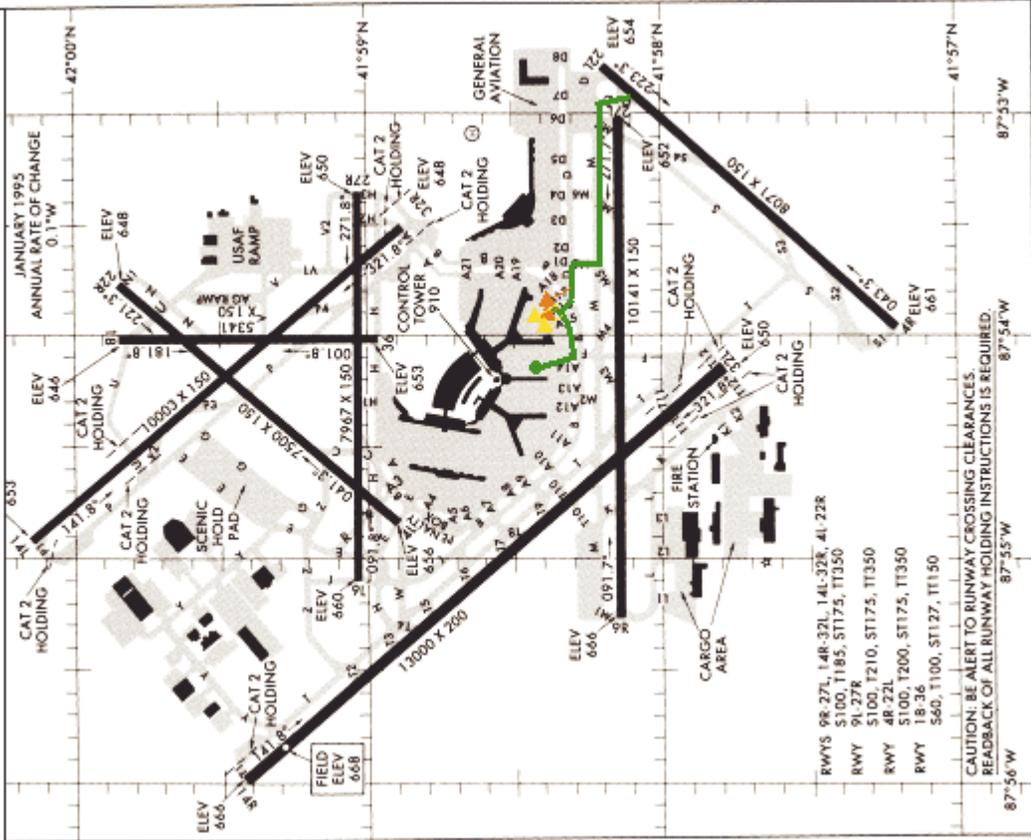
- **Turns to the lead-ins in the concourse area:**
  - NH2, NH3, RC1, RC2, RC3
- **Pertinent error factors singly and in combination:**
  - **Second turn in rapid turn sequence:**
    - » N2, N3, NH1, NH2, NH3, RC1, RC2, RC3
  - **Turns away from the concourse in the taxi sequence:**
    - » N2, N3, NH2, NH3
- **Difficult to explain errors:**
  - **missed turn**
    - » NH2 (concourse), NH3 (time pressure), RC1 (lots of time), RC3 (concourse)
  - **left-right mix up**
    - » NC2, N3, NH1, RC2
  - **turns away from the concourse that are errors**
    - » NH1, RC2

- ROUTE RC1:**
- Crew 13 / Trial 12 / Failed to turn left at A10 -- controller had them turn at A11
  - Crew 1 / Trial 3 / Followed wrong lead line into Cxcs E --recovered
  - Crew 10 / Trial 3 / Followed wrong lead line into Cxcs E --recovered
  - Crew 7 / Trial 7 / Followed wrong lead line into Cxcs E --recovered
  - Crew 4 / Trial 12 / Followed wrong lead line into Cxcs E --recovered



**AIRPORT DIAGRAM**  
981.69  
CHICAGO, ILLINOIS  
CHICAGO-O'HARE INTL (ORD)

- ROUTE RC3:**
- Crew 6 / Trial #13 / Continued straight off of A16 instead of transitioning to A
  - Crew 12 / Trial #4 / Turned right onto A17 instead of A16
  - Crew 9 / Trial #8 / Continued straight off of A16 instead of transitioning to A --recovered
  - Crew 3 / Trial #4 / Continued straight off of A16 instead of transitioning to A --recovered



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# Turns in the Concourse Area

- **Turns to the lead-ins in the concourse area produced errors in trials:**
  - **NH2, NH3, RC1, RC2, RC3**
- **Observations:**
  - **signage to lead-ins is limited**
  - **poor visibility conditions and nighttime exacerbate the problem**
  - **approach to a lead-in along taxiway A lead to more frequent errors than approaches along taxiway B and *An***
  - **there appears to be an expectation that the lead-in is close to the arrival point at taxiway A**
- **Motivates the suggestion that outbound traffic be routed along A and inbound traffic be routed along B and *An***

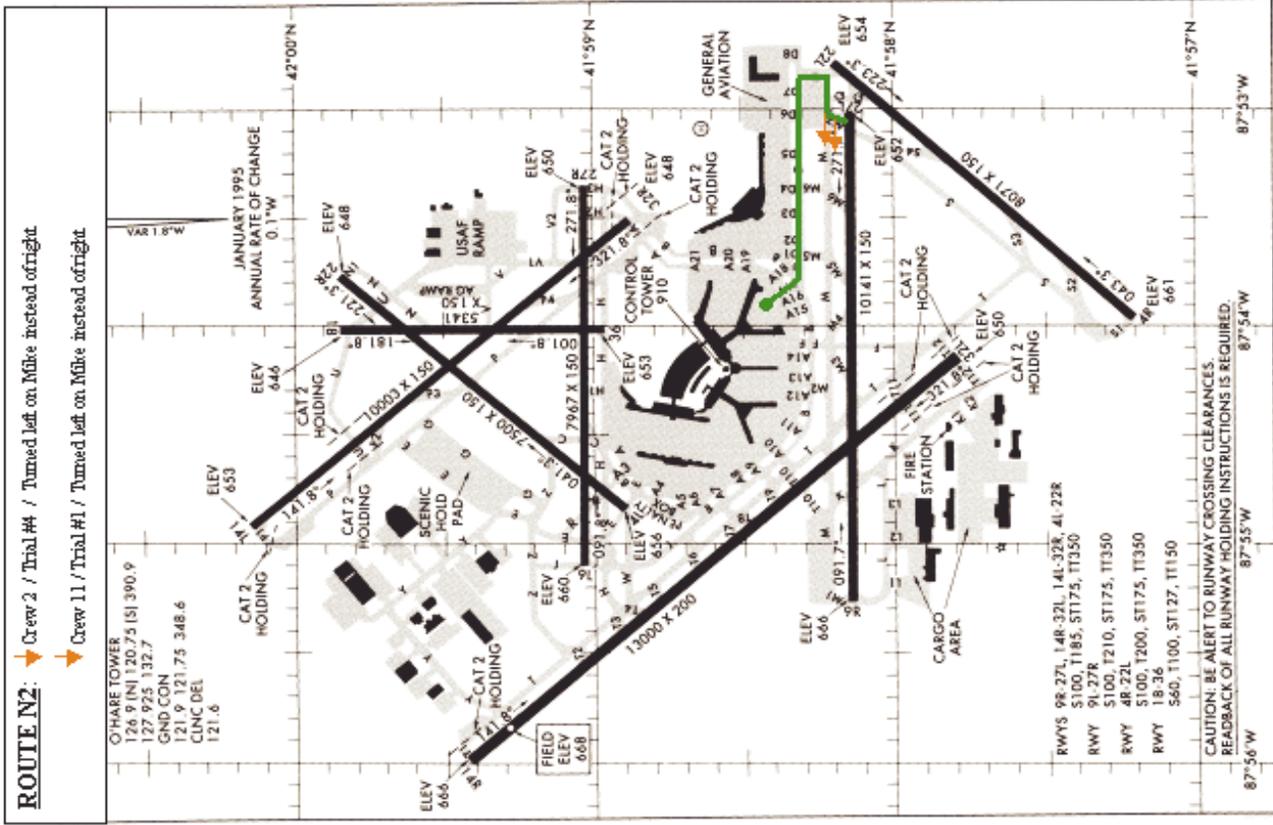
# Combinations of Error Factors

## **Second turn in rapid turn sequence**

- **N2, N3, NH1, NH2, NH3, RC1, RC2, RC3**

## **Turns away from concourse in the taxi sequence**

- **N2, N3, NH1, NH2, NH3**

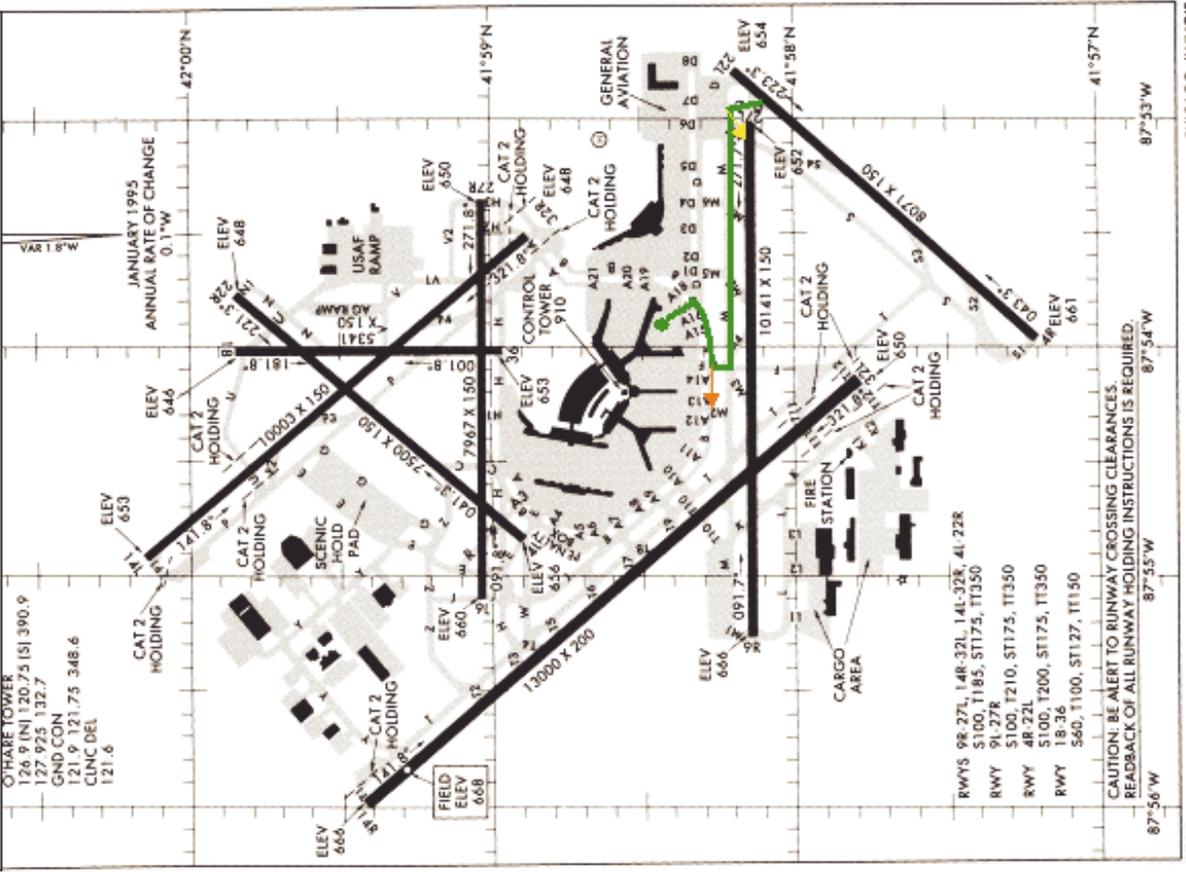


## **Example 1: Route N2 Error #8**

- **Immediate turn after high-speed runway exit**
  - **Time window to prepare for it very short**
- **Terminal control communication**
  - **Lengthy and complex**
- **First-officer delayed in communicating with Captain**
  - **Writing instructions competed with communicating**
- **Captain turns left instead of right**
  - **Expectancy based on knowledge of gate location leads to left turn instead of right turn**

**ROUTE NHI:**

- Crew 16 / Trial 5 / Left on Bravo instead of right
- Crew 7 / Trial 6 / Turned too sharply off S5 onto M7 instead of M - recovered



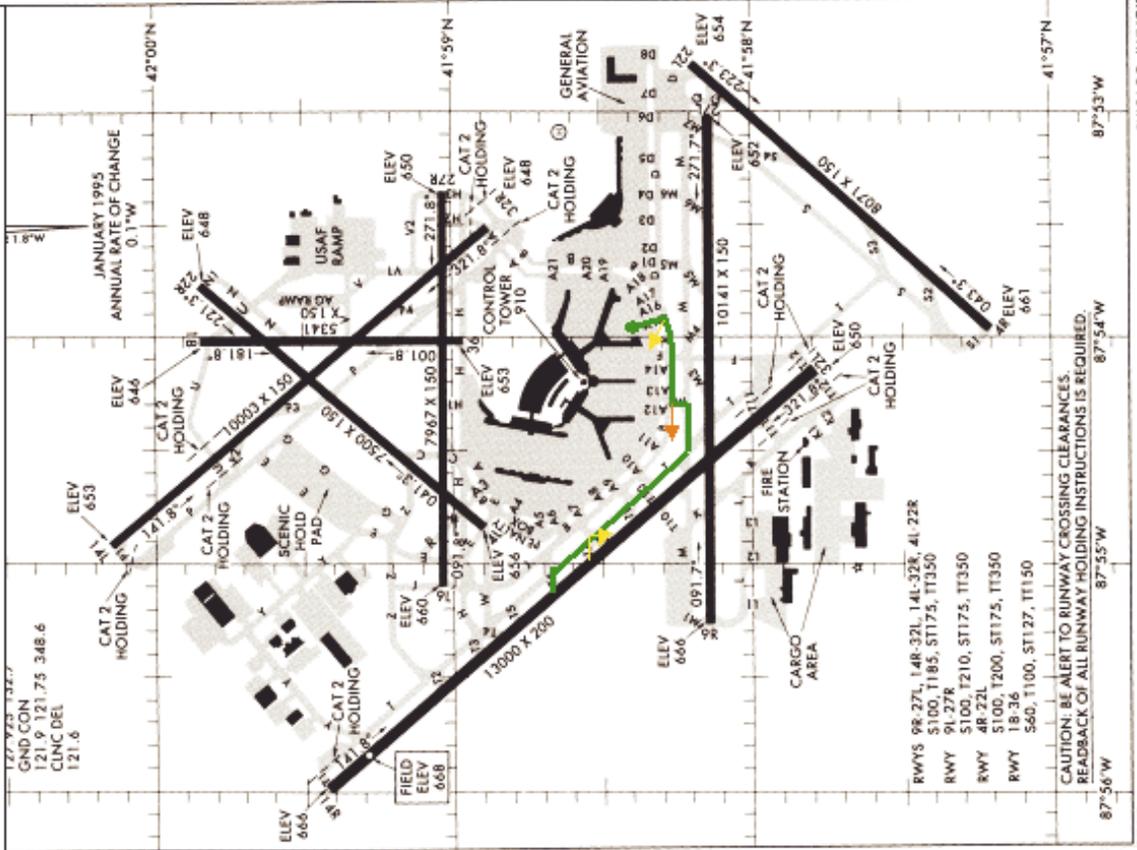
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Steve Deutsch & Dick Pew, NASA HEM Workshop, October 18-19, 2001

**ROUTE RC2:**

- Crew 2 / Trial #2 / Turned left instead of right on Bravo
- Crew 8 / Trial #6 / Followed wrong lead line to left --recovered
- Crew 11 / Trial #2 / Exited T7 & then made hard right back towards T8 rather soft right onto Bravo --recovered



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# Turns Away From the Concourse That Are Errors

## Examples:

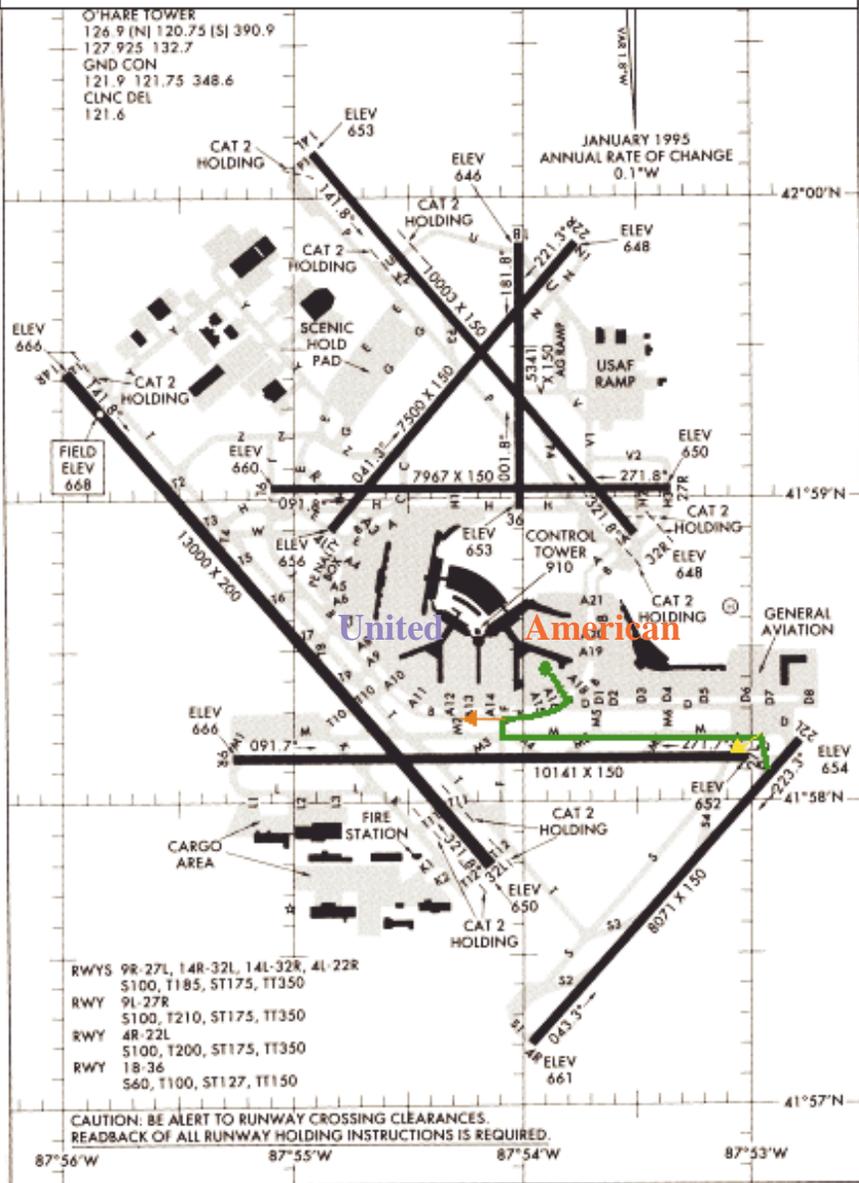
- **Route NH1 Error #11 -- left on Bravo rather than right**
  - turned away from concourse rather than toward it
- **Route RC2 Error # 2 -- left on Bravo rather than right**
  - turned away from concourse rather than toward it
  
- **Two turns in immediate succession**
  - Abbreviated time window in which to decide next move
- **First-officer head down at time of second turn**
  - Delayed instruction to Captain



**ROUTE NHI:**

↓ Crew 16 / Trial 5 / Left on Bravo instead of right

↓ Crew 7 / Trial 6 / Turned too sharply off S5 onto M7 instead of M - recovered



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Pilot turns left instead of right *and* away from the concourse

- Strong habit pattern based in episodic memory might well lead a United pilot to turn towards the United concourses

# Status of the Model

- **Representative mistake-sources are being developed**
- **Sample errors are being generated**
- **Preparations are being made for stochastic exploration**
  - **execution times**
  - **contending intentions (priorities, values, timing)**
- **Preparations are being made for a guided heuristic exploration of the mistake-space seeking paths to errors**
  - **straightforward stochastic exploration in an enormous search space, even with exceptionally fast models, may yield little of interest**
  - **we are looking at selectively forcing combinations of off-nominal values that produce mistakes with the expectation that they will identify error sources**