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Human Supervisory Control

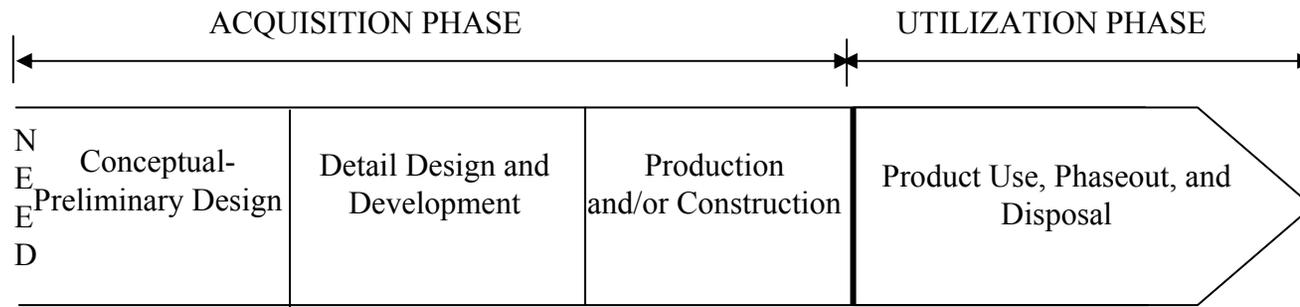
Human-Centered  
Systems Engineering  
Design Approaches



Massachusetts Institute of Technology

# Traditional Systems Engineering Process Model\*

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- Operational requirements drive technical performance measures which drive human factors requirements.....
  - Human considerations often are low priority



# Three Mile Island

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- March 28<sup>th</sup>, 1979
- Main feedwater pump failure, caused reactor to shut down
- Relief valve opened to reduce pressure but became stuck in the open position
  - No indication to controllers
  - Valve failure led to a loss of reactant coolant water
- No instrument showed the coolant level in the reactor
- Operators thought relief valve closed & water level too high
  - High stress
  - Overrode emergency relief pump

# Three Mile Island

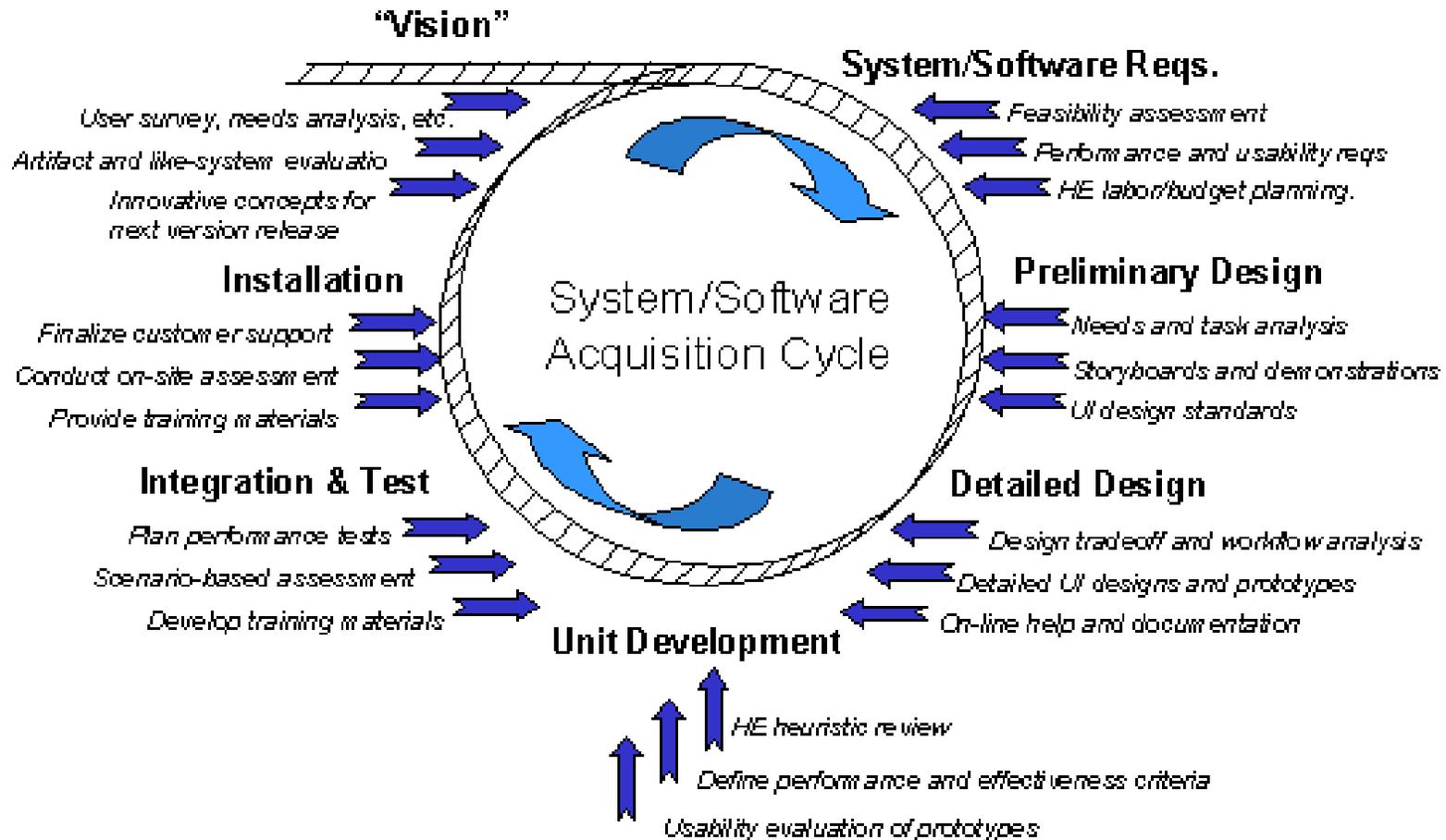
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- Automation worked correctly
- Confirmation bias: people seek out information to confirm a prior belief and discount information that does not support this belief
  - At TMI, operators selectively filtered out data from other gauges to support their hypothesis that coolant level was too high

# Human Systems Engineering\*

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# General Principles for Design of Human-Centered Automation\*

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- The human operator must be in command.
- The operator must be involved.
- Human operator must be informed.
- Automated systems must be predictable.
- Automated systems should monitor the human.
- System agents should have intentional knowledge of other agents
- Training, learning and operation of automation should be simple
- Only automate functionalities if there is a need.

# Specific Design Requirements for Human-Centered Automation\*

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- Automation systems should be comprehensible.
- Automation should ensure operators are not removed from command role.
- Automation should support situation awareness.
- Automation should never perform or fail silently.
- Management automation should improve system management
- Designers must assume that operators will become reliant on reliable automation.

# FAA Human Factors Design Standard

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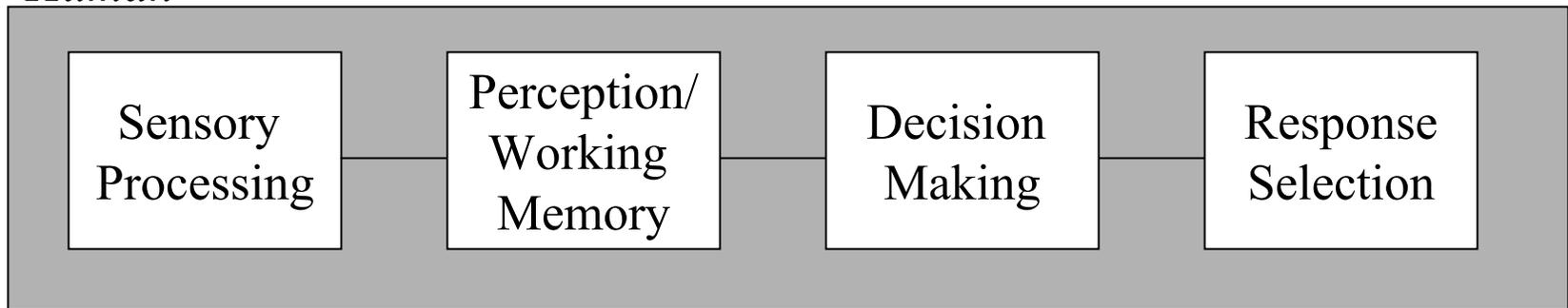
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- Basic design elements
  - Durability, proper function allocation, user testing, reliability
- Simplicity
- Consistency
  - Be consistent with user mental model.
- Standardization
  - Maintain identical interfaces for identical functions.
- Safety
  - Provide a fail-safe design and make it error tolerant
- User-centered perspective
  - Maximize human performance but minimize training requirements
- Support
- Maintenance

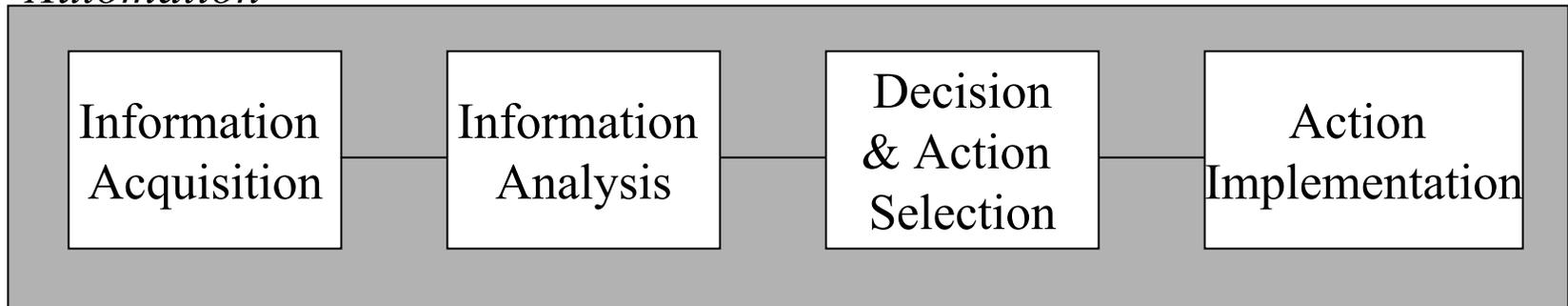
# Designing automation to support information processing

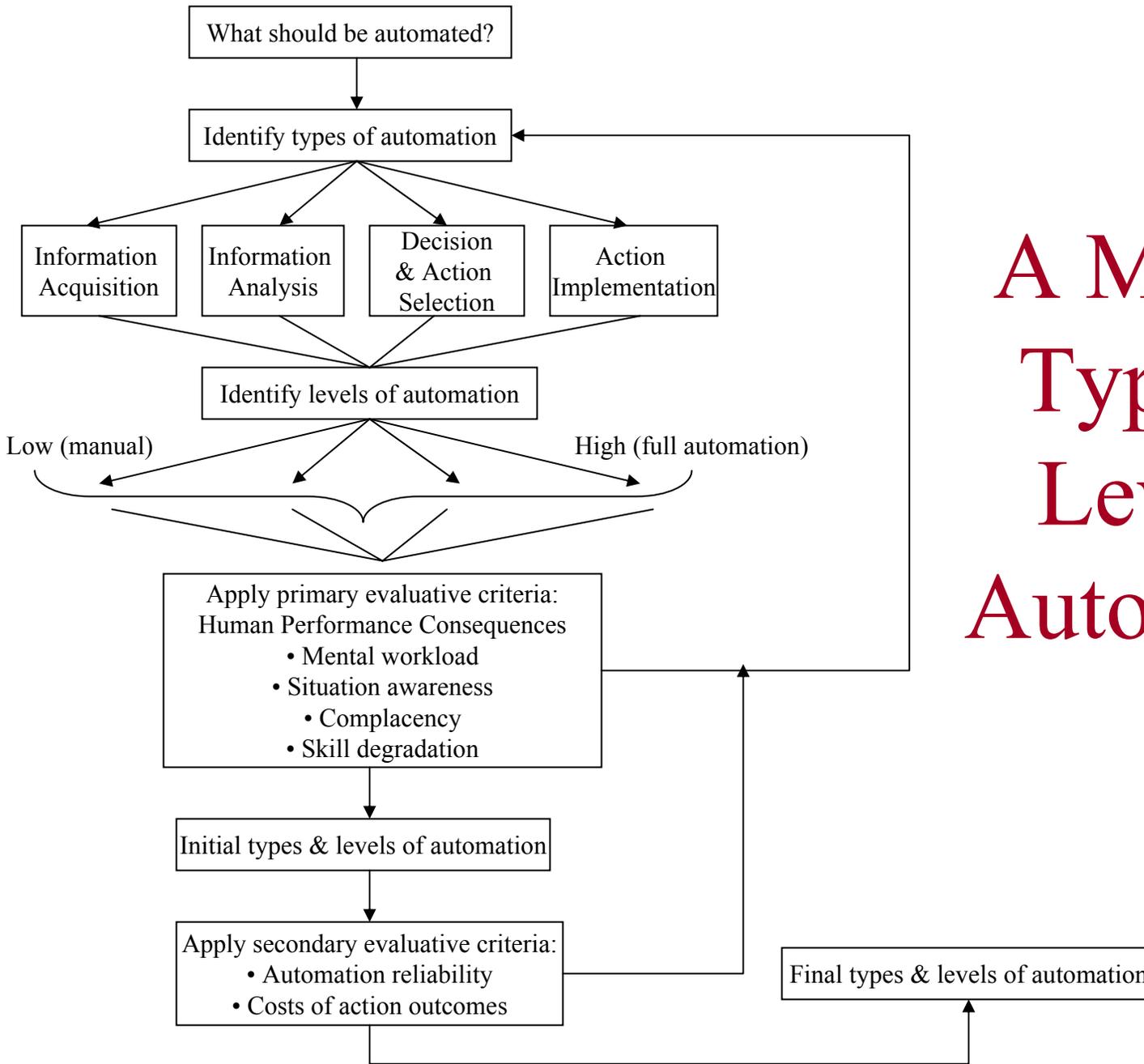
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## *Human*



## *Automation*





# A Model of Types and Levels of Automation\*

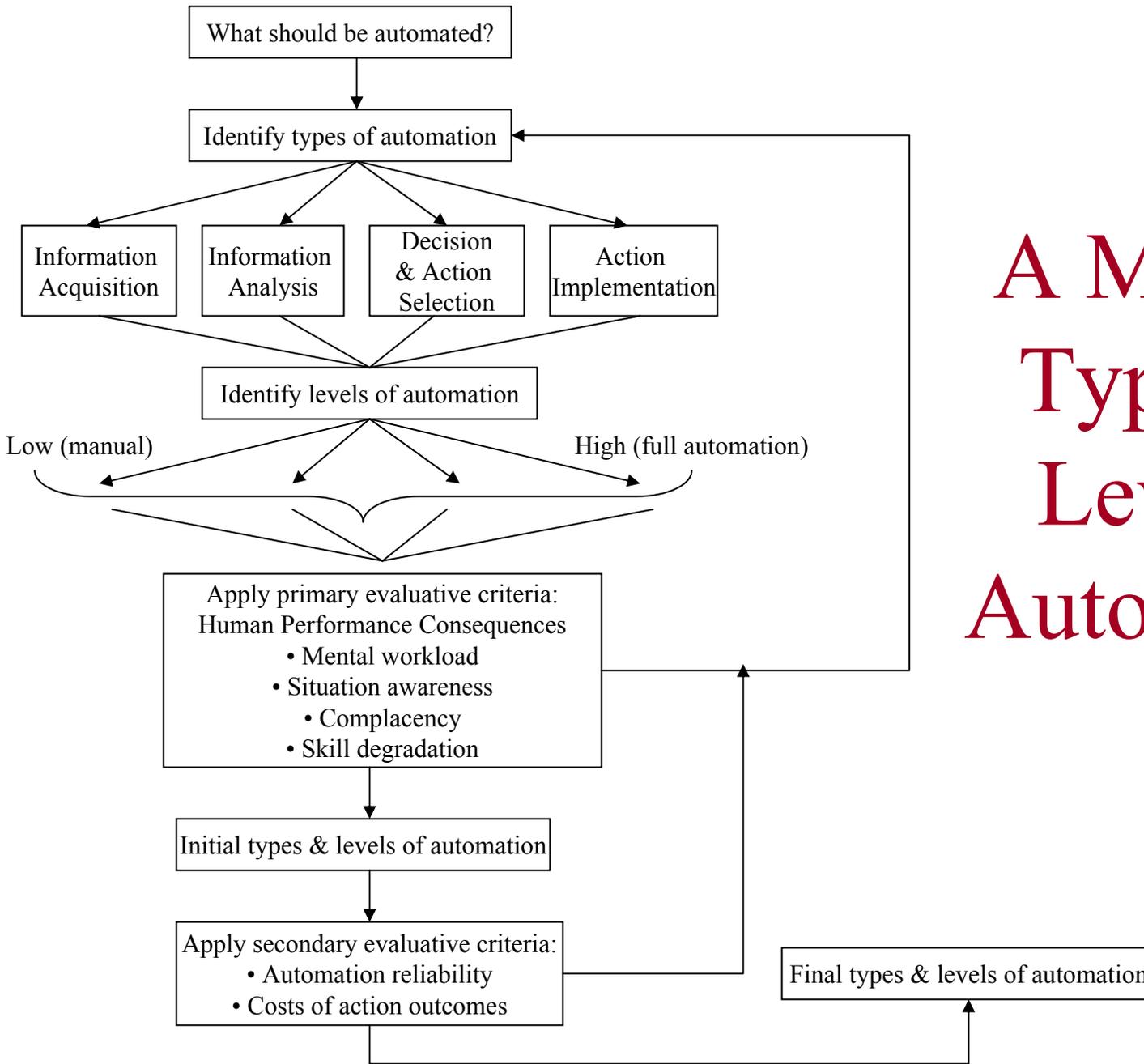
\*Parasuraman, Sheridan, Wickens, 2000

# Sheridan and Verplank's 10 Levels of Automation of Decision and Action Selection

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<b>Automation Level</b>	<b>Automation Description</b>
1	The computer offers no assistance: human must take all decision and actions.
2	The computer offers a complete set of decision/action alternatives, or
3	narrows the selection down to a few, or
4	suggests one alternative, and
5	executes that suggestion if the human approves, or
6	allows the human a restricted time to veto before automatic execution, or
7	executes automatically, then necessarily informs humans, and
8	informs the human only if asked, or
9	informs the human only if it, the computer, decides to.
10	The computer decides everything and acts autonomously, ignoring the human.



# A Model of Types and Levels of Automation\*

\*Parasuraman, Sheridan, Wickens, 2000