

# The Value of Graphical Models for Quantifying Risk

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# Background and History

- ▶ Block diagrams were introduced in the early 1920s at an ASME conference
- ▶ These methods of problem analysis would begin seeing use in industry in the 30s and 40s
- ▶ In 1947 ASME released *Operation and Flow Process Charts* standardizing the symbols required in these diagrams
- ▶ These methods evolved into block diagrams as we know them today and eventually fault trees
- ▶ In the 1960 the Nuclear industry began applying Probabilistic Risk Assessment to their plants in a similar way to how we use it today

# General Benefits

- ▶ Facilitate design influence at lower levels and make risk informed decisions prior to your mission
- ▶ Quantify risk with no top-level data
- ▶ Eliminate inefficient serial process flows from risk analysis via collaborative development and division of labor
- ▶ Useful way to communicate risk to others who might not be as well versed in the way risk is mapped and calculated
- ▶ Shows others how you are using their data (e.g. software, part reliability, structures etc.) in calculating risk to support a more transparent risk management approach

# Definitions

- ▶ **Reliability** is the probability that component or system will perform its intended function adequately for a specified duration in a specified environment
- ▶ **Unreliability** or **Failure Probability** is the probability that component or system *fails* to perform its intended function adequately for a specified duration in a specified environment
- ▶ **Notational Conventions**
  - ▶ The reliability of components 1 and 2 are called  $R_1$  and  $R_2$
  - ▶ The failure probabilities of components 1 and 2 are called  $Q_1$  and  $Q_2$
  - ▶ The reliability and unreliability of a system are called  $R_s$  and  $Q_s$
- ▶ **Basic result:** From the Axioms of a Probability Space,  $R + Q = 1$

# Algebraic Calculation of Risk

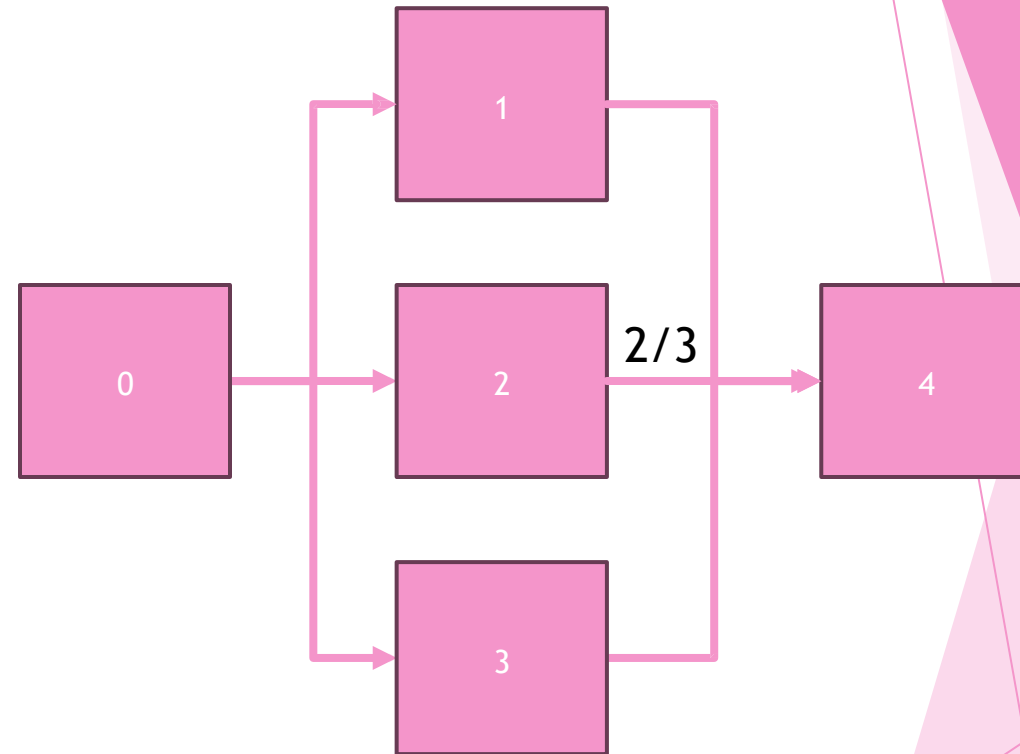
- ▶ Reliability and Unreliability of two component systems
  - ▶ Series Reliability / Risk Or-gate / 2 of 2 Success Criteria
    - ▶  $R_s = R_1 * R_2$
  - ▶ Parallel Reliability / Risk And-gate / 1 of 2 Success Criteria
    - ▶  $Q_s = Q_1 * Q_2$
- ▶ System Failure Probability of like component redundant systems (with M of N Success Criteria)
  - ▶  $Q_s = \sum_{k=0}^{M-1} \binom{N}{k} R^k Q^{(N-k)}$
- ▶ **System Equations**
  - ▶ **System Reliability:** An equation for  $R_s$  that is consistent with the failure logic of the system that is derived from system objectives and design schematics
  - ▶ **System Failure Probability:** An equation for  $Q_s$  that is consistent with the failure logic of the system that is derived from system objectives and design schematics
  - ▶ System Equations are derived with the aid of Graphical Models

# The Fundamentals of Various Graphical Representations of Risk

- ▶ Reliability Block Diagrams
- ▶ Event Sequence Diagrams
- ▶ Event Trees
- ▶ Fault Trees
- ▶ Bayesian Networks
- ▶ Influence Diagrams

# Reliability Block Diagrams

- ▶ Reliability Block Diagrams depict component reliability and redundancy relationships throughout and with a system
- ▶ Their main use is to aid with computing system reliability



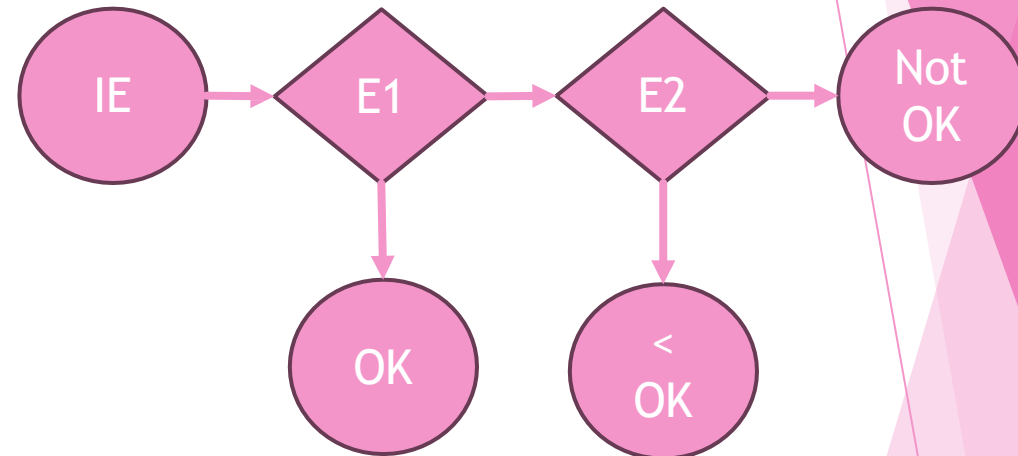
$$R_s = R_0 * R_{2/3} * R_4 = R_0 * (Q_1^3 + 3 * R_1 * Q_1^2) * R_4$$

assuming components 1, 2, and 3 are like components



# Event Sequence Diagram (ESD)

- ▶ Bottom-up approach
- ▶ “Yes” will always lead right and “No” will always lead down
- ▶ ESDs represent a chain of Boolean Events or even a tree of Boolean Events
- ▶ The initiating event and end states are circles, and the pivotal events are diamonds
- ▶ In this example:
  - ▶ IE = Drive to Store
  - ▶ E1 = Wreck Given IE
  - ▶ E2 = Air Bag Fails Given E1
  - ▶  $P(\text{OK}) + P(< \text{OK}) + P(\text{Not OK}) = 1$
- ▶ ESDs are simple yet flexible since they allow multiple end states



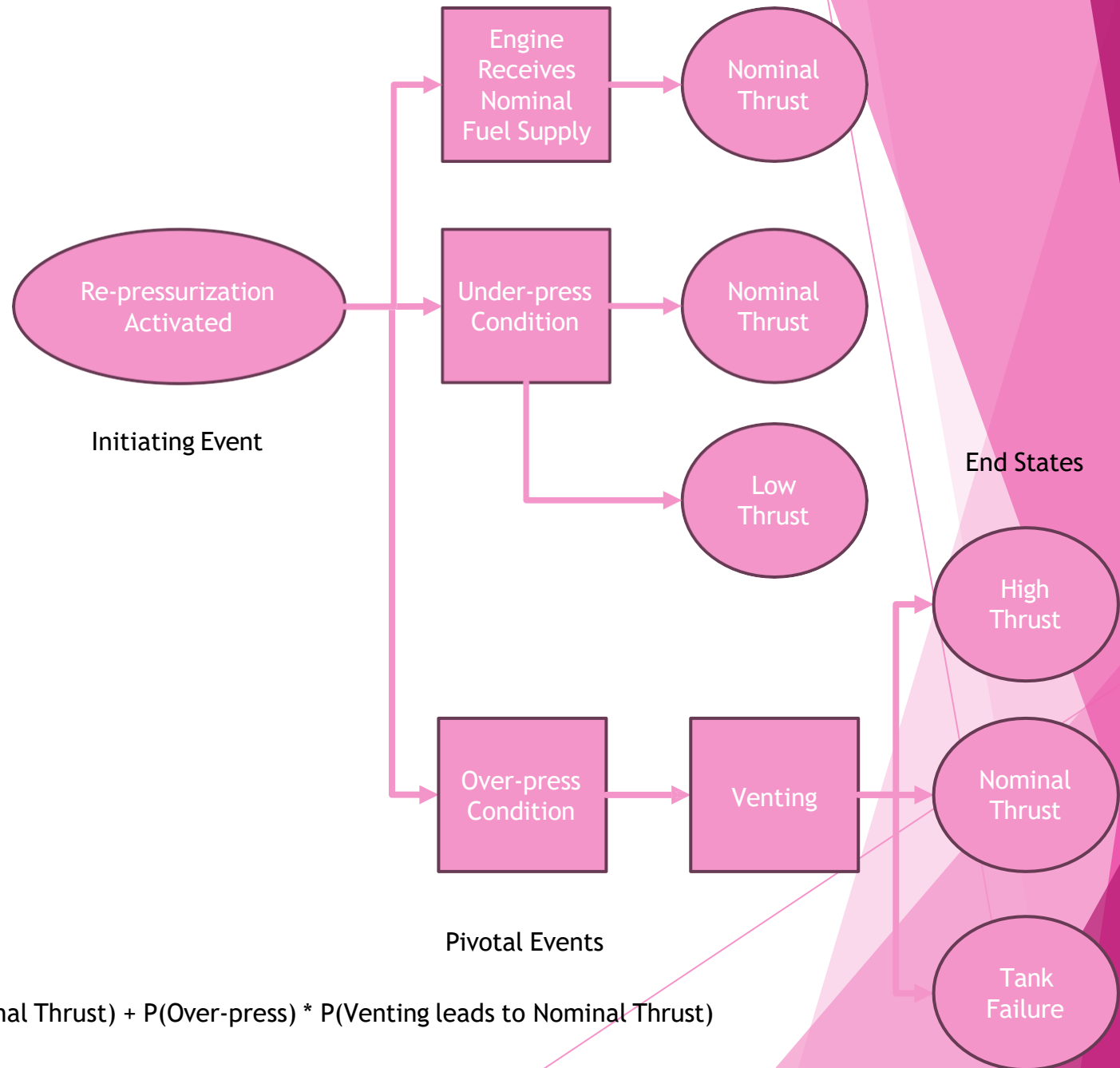
$$P(\text{OK}) = 1 - E1$$

$$P(< \text{OK}) = E1 * (1 - E2)$$

$$P(\text{Not OK}) = E1 * E2$$



# Event Trees

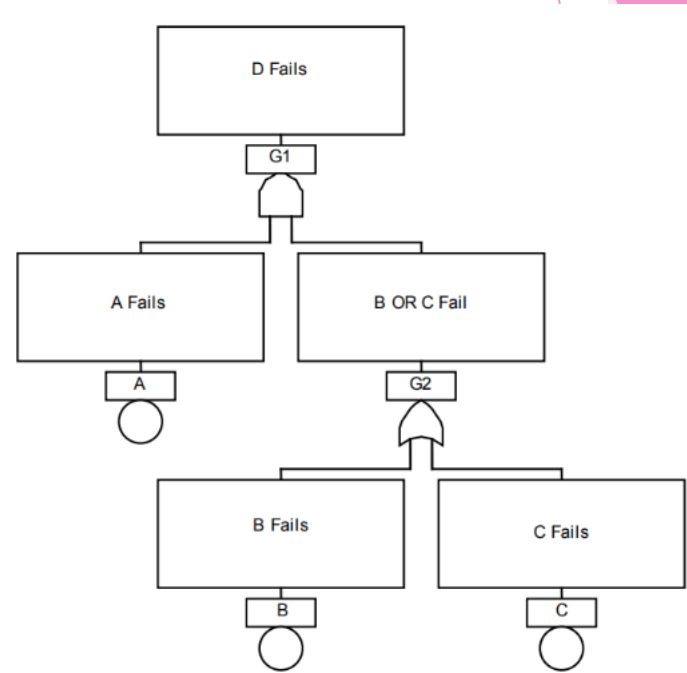
- ▶ Event Trees are an extension of ESDs
- ▶ Formally, ESDs are binary trees whereas Event Trees are N-ary trees
- ▶ Event Trees are not restricted to Yes/No events although some Event Trees are formulated with binary branching
- ▶ Pivotal events can have multiple outcomes, but the outcomes must be mutually exclusive (i.e. they are Categorical rather than just Boolean)
- ▶ The probability of achieving a specific end state given the initiating event is computed as a sum-product of the branches leading to that end state
- ▶ Event Trees model all possible pathways within the scope



$$P(\text{Nominal Thrust}) = P(\text{Under-press leads to Nominal Thrust}) + P(\text{Over-press}) * P(\text{Venting leads to Nominal Thrust})$$

# Fault Trees

- ▶ Top-down approach. End event is undesired with sub events being failures that lead there.
- ▶ Gates are used to represent Boolean logic
- ▶ And = 
- ▶ Or = 
- ▶ Not, XOR and M/N Gates are also used
- ▶ Each basic event (circles) has an associated failure rate or failure probability
- ▶ You can solve any individual gate for the failure probability of that specific part of the system
- ▶ Allows easy integration of uncertainty calculations to impact results in an informative way.
- ▶ Fault Trees are useful throughout the design process



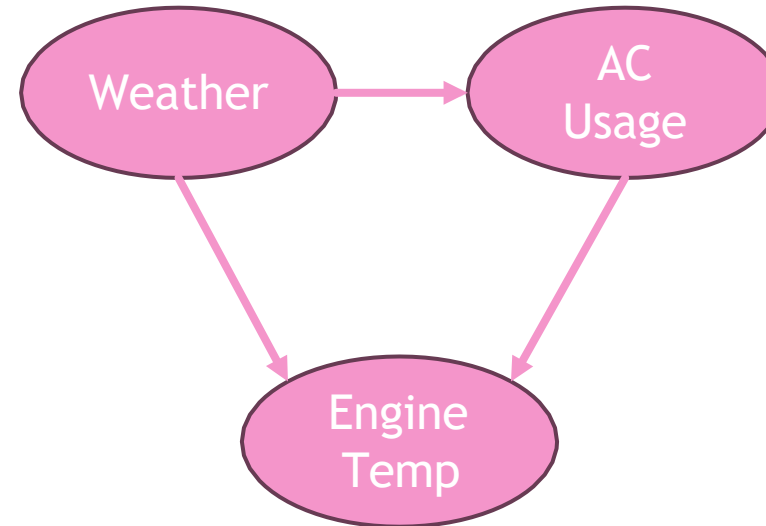
$$Q_d = Q_a * (1 - R_b * R_c)$$

# Bayesian Networks

- ▶ Probabilistic model depicting random variables and their conditional dependencies
- ▶ Mathematically they are directed acyclic graphs
- ▶ A pair of nodes where there is no path connecting them are conditionally independent
- ▶ Note: In this example, all three variables are Boolean, but they can be discrete or continuous variables

Above 90°F	
T	F
0.7	0.3

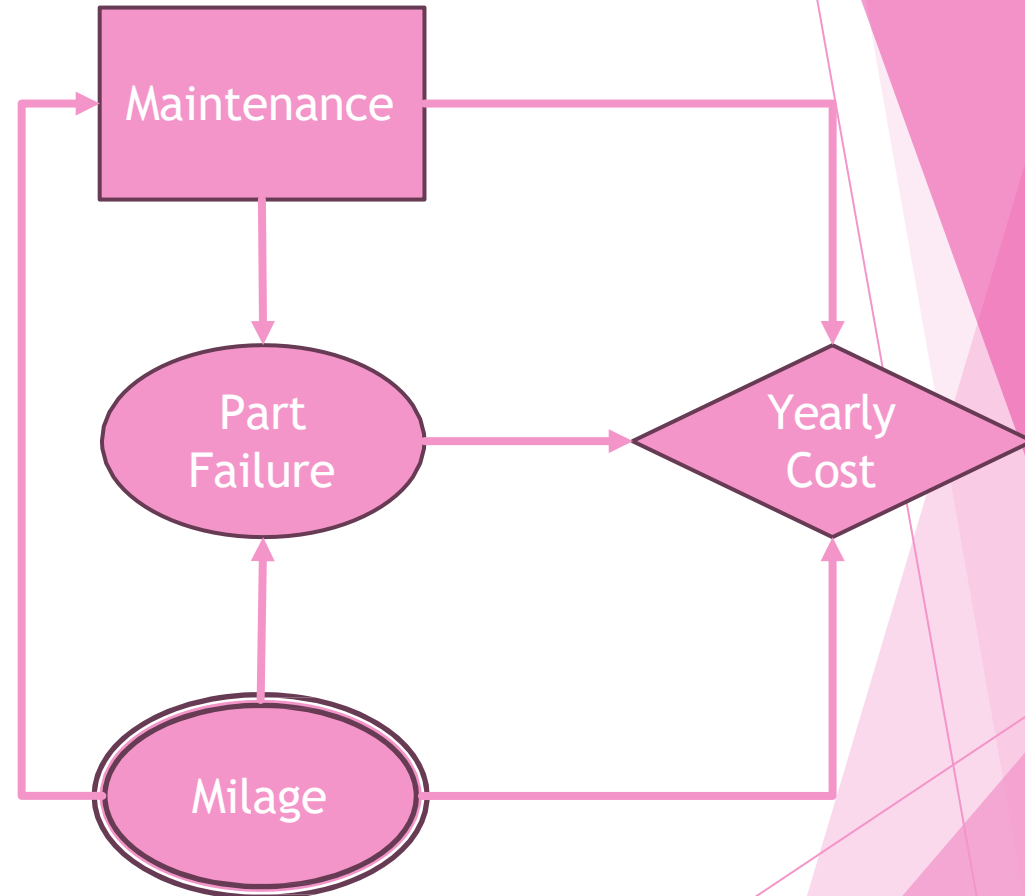
Above 90°F	AC On	
	T	F
T	0.5	0.2
F	0.2	0.1



Above 90°F	AC On	Engine Redline	
		T	F
T	T	0.3	0.2
T	F	0.15	0.05
F	T	0.15	0.05
F	F	0.06	0.04

# Influence Diagrams

- ▶ Mathematically, influence diagrams are also directed acyclic graphs
- ▶ Four main node types:
  - ▶ Ovals are uncertain
  - ▶ Double ovals are deterministic
  - ▶ Rectangles are decisions
  - ▶ Diamonds are output values
- ▶ Decision nodes represent control variables that can be adjusted to affect the output values
- ▶ Once programmed into a spreadsheet or script language, algorithms like Newtons Method can be used to optimize the output values



# Summary

- ▶ Graphical quantifications of risk are a developmental tool that create and encourage a deeper understanding of a systems risk prior to having any hard test data on the system or its components
- ▶ They can and should be used throughout the design process to assess and communicate system risk
- ▶ Risk models get more accurate and more complex as a system goes through its design process which is why graphical representation can be beneficial for communication

# Source links

- ▶ [nasa.sharepoint.com/teams/HLSSMARMPPRA/SharedDocuments/Forms/AllItems.aspx?id=%2Fteams%2FHLSSMARMPPRA%2FSharedDocuments%2FTraining%2FPRA%2FGuide\\_NASA%2Epdf&parent=%2Fteams%2FHLSSMARMPPRA%2FSharedDocuments%2FTraining](https://nasa.sharepoint.com/teams/HLSSMARMPPRA/SharedDocuments/Forms/AllItems.aspx?id=%2Fteams%2FHLSSMARMPPRA%2FSharedDocuments%2FTraining%2FPRA%2FGuide_NASA%2Epdf&parent=%2Fteams%2FHLSSMARMPPRA%2FSharedDocuments%2FTraining)
- ▶ [NUREG-0492, "Fault Tree Handbook". \(nrc.gov\)](https://www.nrc.gov/reading-rm/doc-collections/nureg-0492/)
- ▶ [#1 - ASME standard; operation and flow process charts, 1947 - Full View | HathiTrust Digital Library](https://www.hathiitrust.org/digital-library/#1-ASME-standard-operation-and-flow-process-charts-1947)
- ▶ [NUREG/KM-0010, "WASH-1400 - The Reactor Safety Study - The Introduction of Risk Assessment to the Regulation of Nuclear Reactors." \(nrc.gov\)](https://www.nrc.gov/reading-rm/doc-collections/nureg-0100/nureg-0100.html)
- ▶ [Boolean algebra - Wikipedia](https://en.wikipedia.org/wiki/Boolean_algebra)
- ▶ [Flowchart - Wikipedia](https://en.wikipedia.org/wiki/Flowchart)

# Backup



# Basic Risk Modeling Concepts

## ▶ Boolean Algebra

- ▶ Most graphical models are just visual ways of presenting Boolean algebra. Simple Boolean algebra, for our purposes, is AND and OR.

- ▶ AND

- ▶ Notation:  $x \wedge y$

- ▶ Definition:  $x \wedge y = 1$  if  $x = y = 1$ ,  $x \wedge y = 0$  otherwise

- ▶ Multiplication

- ▶ OR

- ▶ Notation:  $x \vee y$

- ▶ Definition:  $x \vee y = 0$  if  $x = y = 0$ ,  $x \vee y = 1$  otherwise

- ▶ Addition

## ▶ Cutsets

- ▶ The divisions of events in sequence that result in the undesired end state.