



Human Factors in Aerospace Systems

*supporting human decision-making
in complex systems*

December 11, 2002

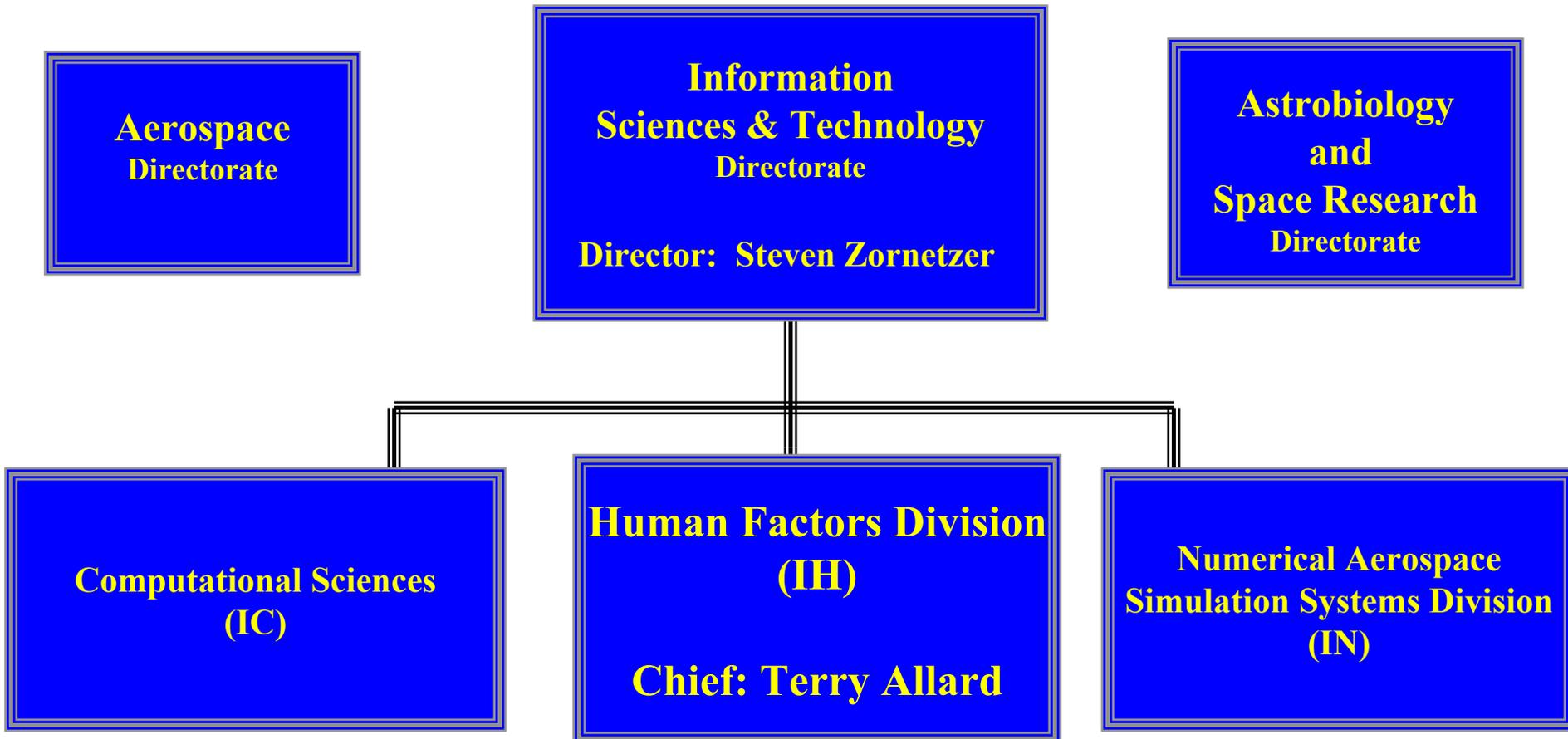


Human Factors
research and technology

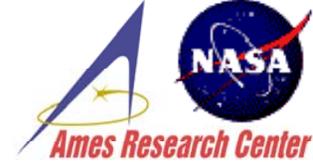
Information Sciences and Technology Directorate
NASA Ames Research Center

Information Sciences and Technology Directorate (I)

One of 3 S&T Directorates at Ames



IH Division Organization



Chief Terry Allard
Deputy Chief Patricia Jones
(IH)

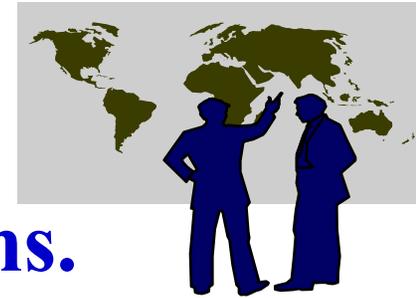
Human Information Processing
(IHH)
Malcolm Cohen, Branch Chief

Human Automation Integration
(IHI)
Rose Ashford, Branch Chief

System Safety
(IHS)
Mary Connors, Branch Chief

59 Government Employees:
Scientists, Engineers, Pilots, Controllers
~150 Support Contractors

Understanding and supporting human performance in complex systems.



Technology Readiness Levels 1-6

- Delivering today -- Anticipating the future

NASA Missions:

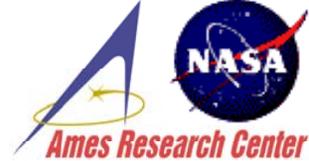
Aviation

Safety, Efficiency, Security

- Cockpit / Flight Crew
- Ground Op's / Maintenance
- Air-Ground
- System Monitoring / Modeling

Space

- Bioastronautics
- Shuttle / RLVs
- Mars Rover
- Mission design
- Launch/Ground Op's



strong history of Aviation Human Factors leadership

1970's - 80's

**Division
Roots**

**Crew
Resource
Management**

Fatigue

Workload

**Cockpit
Displays**

Vision / Audition

**Incident
Analyses**

Current Work

**Team
Decision-Making**

**Maintenance
Resource
Management**

Datalink

**Cockpit Display
of Traffic Information**

**Human-Automation
Allocation**

Training

**Distributed Air-Ground
collaboration**

**Fatigue Measurement
& Countermeasures**

**System Monitoring,
Data Mining
and Visualization**

**Human-System
Performance Models**

**Distributed
Human-in-the-loop
Simulation**

**Virtual Reality /
Multi-sensory displays**

ARC Expertise X TRL	1-3	4-6	7-9
Automation/ Supervisory Control	√	√	√
Cockpit Displays	√	√	√
Cognition	√	√	
Crew Resource Management/ Team Performance	√	√	√
Communication	√	√	
Decision-Making/ Decision Support Tools	√	√	√
Human Error / Human Performance Modeling	√	√	√
Motor Control / Oculometrics	√	√	
Perception	√	√	√
Psychophysiology	√	√	√
Training	√	√	√
Virtual Environments/ Multi-modal Displays	√	√	
Workload	√	√	√



Accident & Incident Analysis



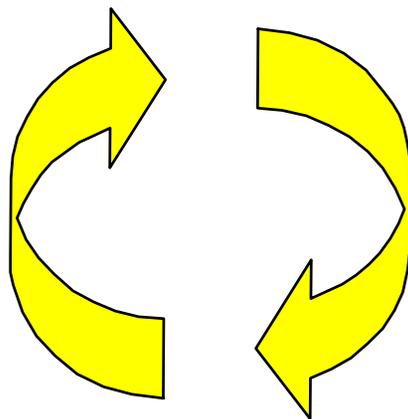
ASRS

Aviation Research
Literature Reviews

Field Tests
(Flight tests)



Part-task
& Full Mission
Simulations



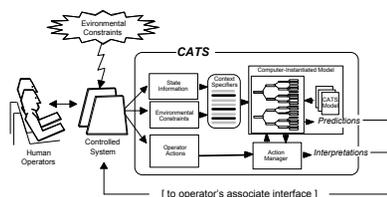
•Consult with subject matter experts



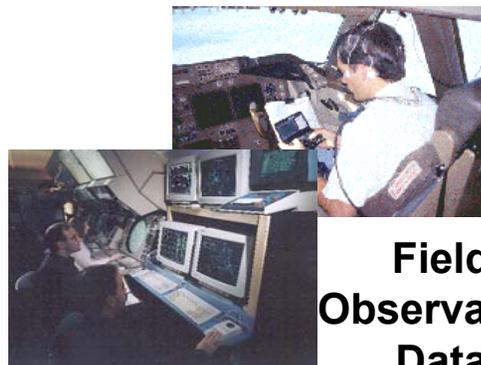
•Scientists are pilots



Lab
Studies

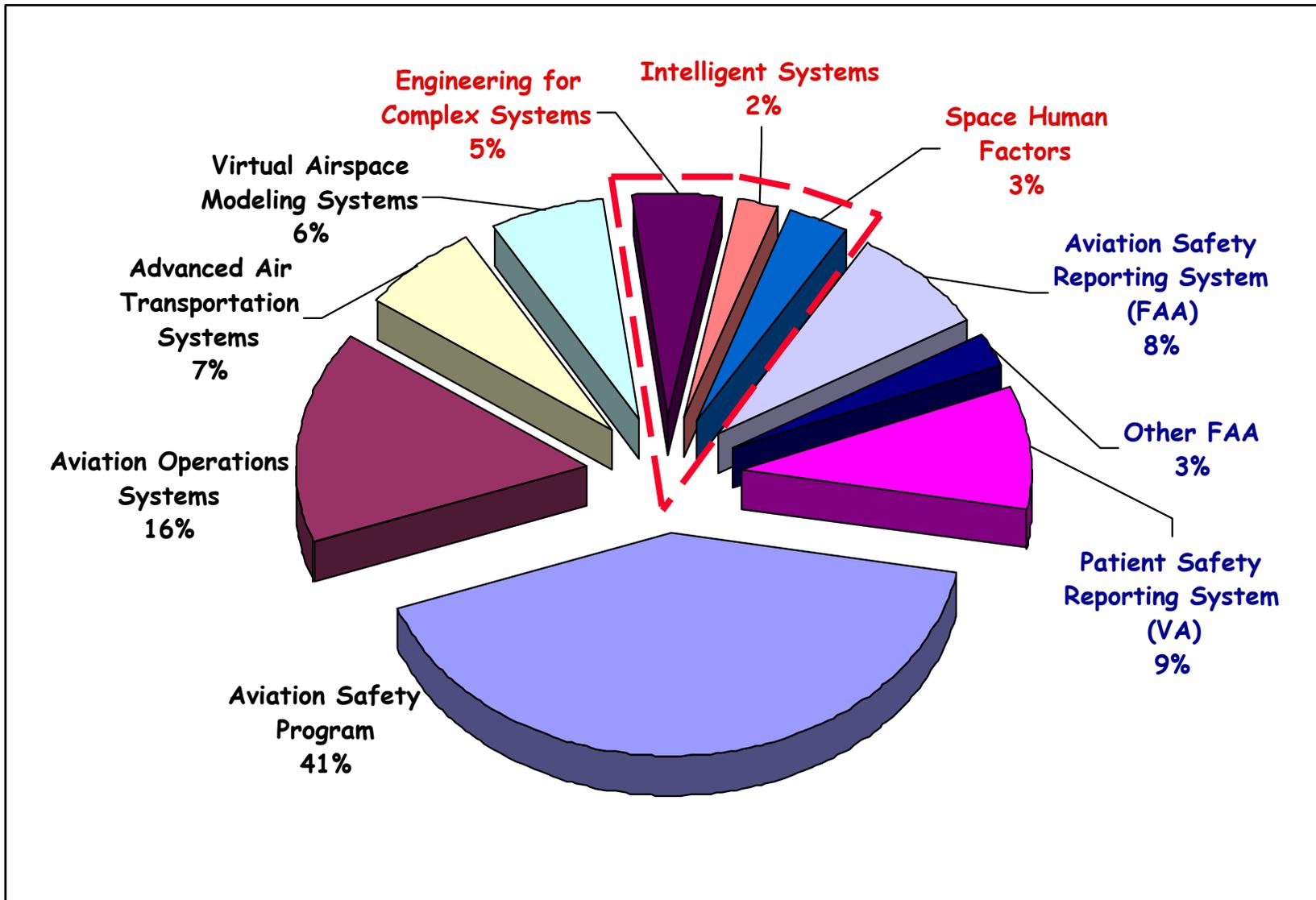


Computational
Modeling



Field
Observation
Data

- 1. Predictive Models of Humans and Human-System Interaction
 - Multiple levels of analysis: eg, perceptual/motor/cognitive, individual, team, organization
 - For design, decision support, operational monitoring, training
 - Scalability and usability are key challenges
- 2. Advanced Human-Computer Interaction / Interfaces
 - Virtual and Augmented Reality, Oculometrics, Multi-modal Systems
- 3. Individual and Team Decision-making in Operational Contexts
 - Human error, fatigue, communications, collaboration, risk perception
 - Automation-assisted decision-making, automation design, training, procedures
 - Distributed human-in-the-loop simulation, air-ground collaboration.
- 4. IT Tools for Proactive Management of System Risk
 - Safe, secure and efficient operation of aerospace systems
 - Transform large amounts of data into useful information
 - Organizational design and evaluation



Key Customers

Technology Readiness Level	1-3	4-6	7-9
Academia / Science Community	√	•	
Airlines	•	√	√
Avionics Suppliers	√	√	
FAA - Air Traffic Services		√	√
FAA - Safety		√	√
FAA - Certification	•	•	
National Transportation Safety Board	•	•	•
Pilots, Astronauts, Controllers		√	√
NASA Mission Control		•	
NASA Ground Processing / Launch Control		√	
NASA Mission Design		√	
NASA Mars Exploration Rover		√	?
Dept of Veteran's Affairs		•	√
Dept of Defense	√	√	



Ames Full Mission Simulation Facilities

- Vertical Motion Simulator
 - Space Shuttle Orbiter



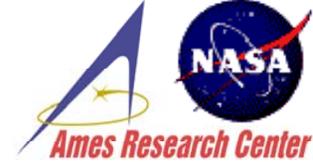
- Future Flight Central
 - 360°
 - ATC
 - Mars



- CVSRF
 - B747
 - ATC
 - ACFS



Ames Life Science Facilities

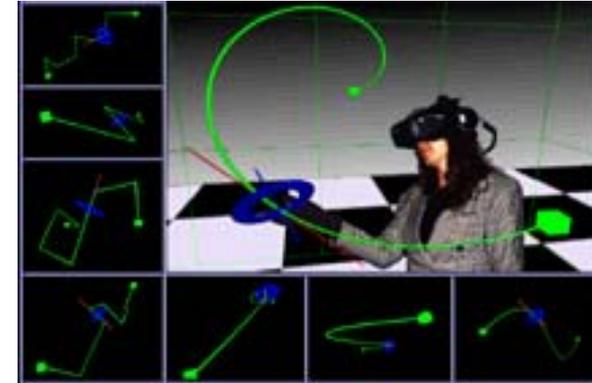
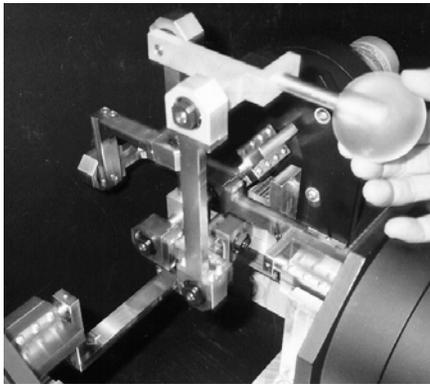


- 20-G Centrifuge
 - Variable gravity gradients
 - Angular acceleration
- Vestibular Research Facility
 - 30-foot Linear Sled
 - Ground-based multi-axis centrifuge
- Human Powered Centrifuge



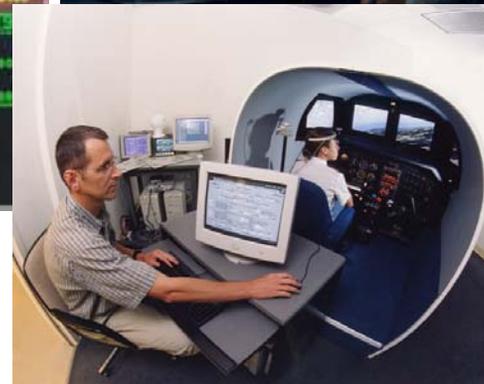
Human Factors Facilities

- Virtual Environments
 - Multimodal



- Aviation

- HUDs
- ATM
- Small Jet Simulator



Human Factors Facilities

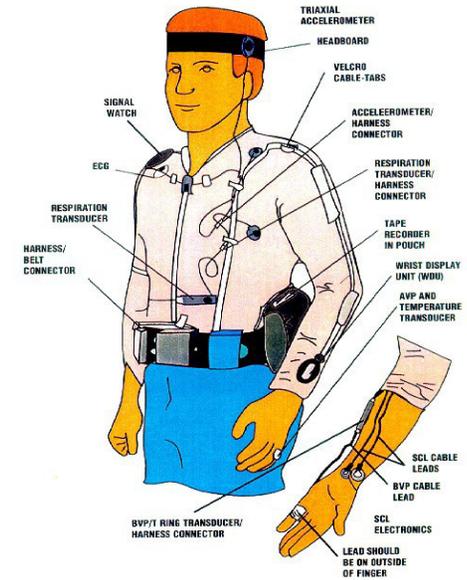
- Psychophysiological Research Facility



- Eye Movement Technology



- Intelligent Spacecraft Interface Systems



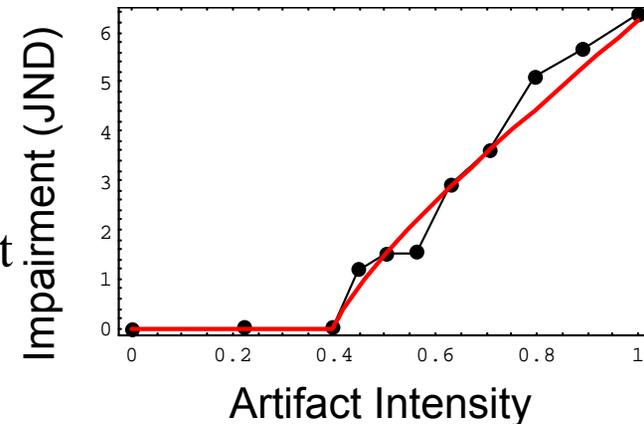
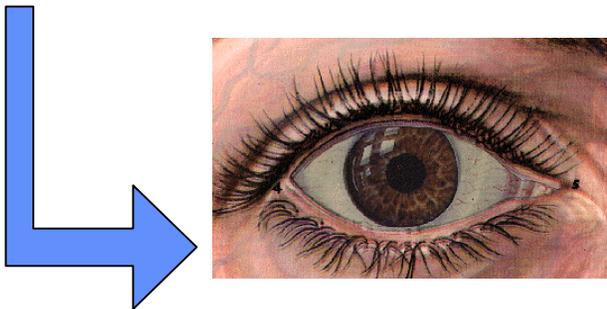
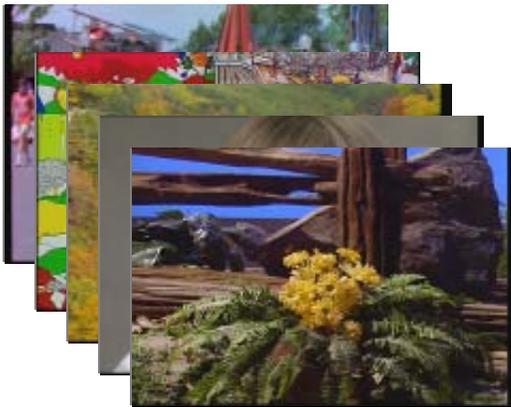
Visual quality is a primary goal in displays, interfaces, and visual communication systems. We are building the scientific and engineering infrastructure to enable optimal design of systems that depend upon visual quality.

- Research

- JND measurements of video quality

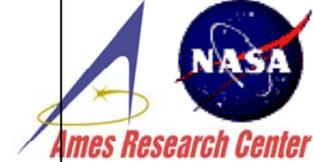
- Technologies

- Subjective measurement methods (EASE)
- Objective measurement tools (DCTune, DVQ, SSO)



Oculometrics

Non-Intrusive Performance Monitoring for Aerospace Applications



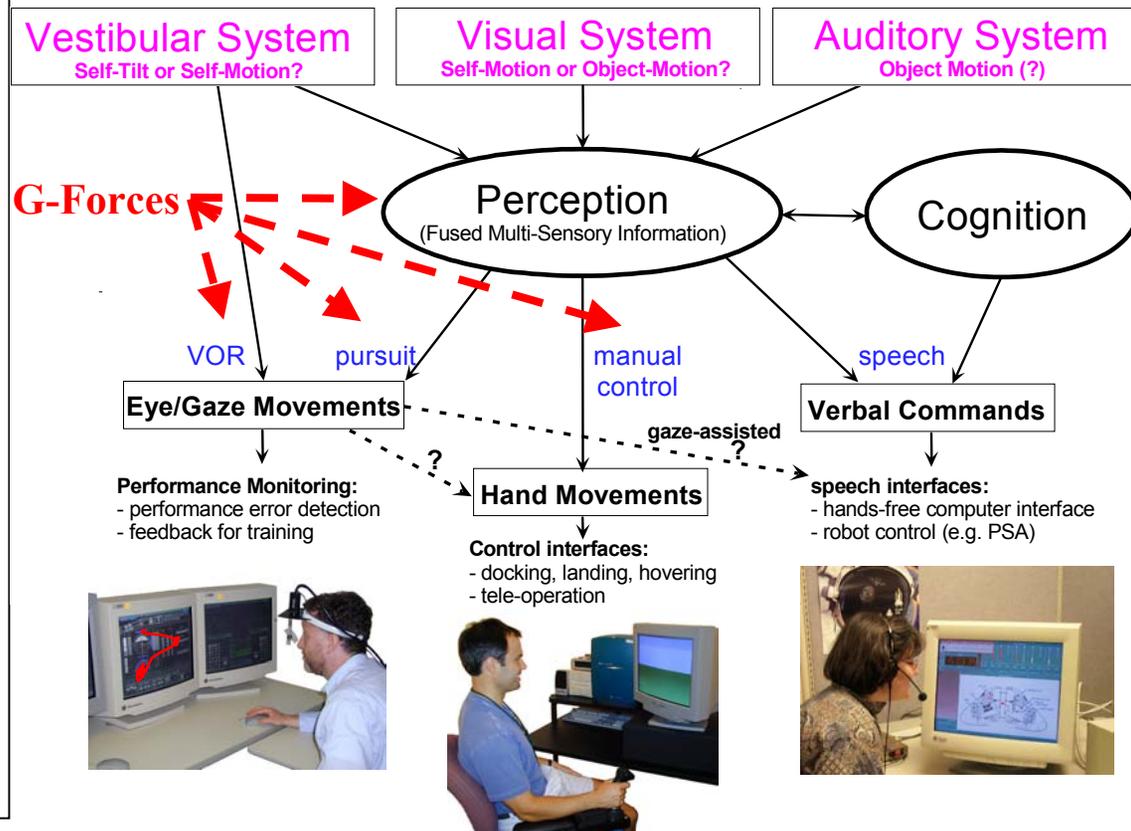
Vision and eye movements play a central role in any man-machine interface. Significant adverse perceptual and oculomotor effects of microgravity have been experienced during spaceflight and upon re-entry that jeopardize astronaut safety and mission success.

Research

- Vision and visuomotor control
- Modeling microgravity effects

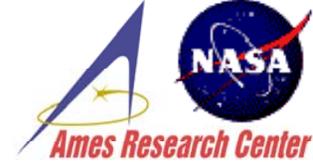
Technology Impact

- Countermeasures
- Human performance evaluation
- Display/Interface assessment
- Enhanced training tools



Virtual Environments for Training and Design

New counter-measures for three major deficiencies in user interfaces to VE simulations have been developed and are being evaluated.



System Lag

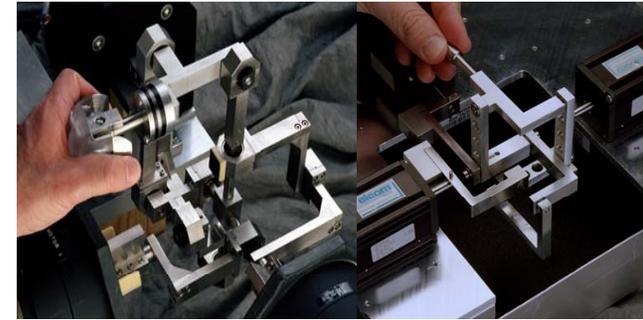
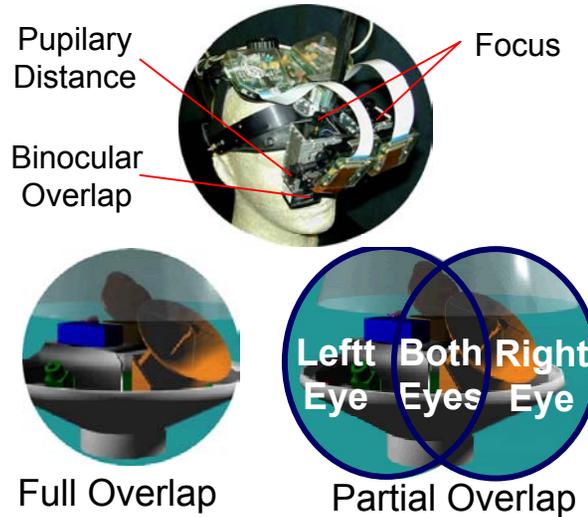
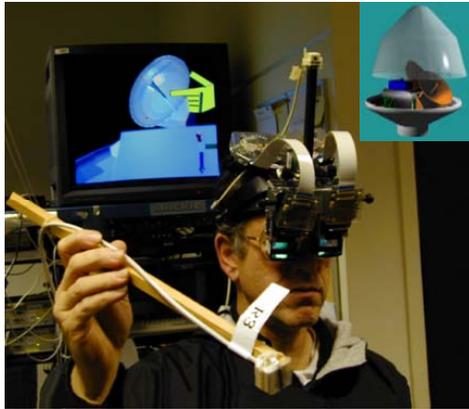
Perceptual artifacts of predictive filtering have been determined. Spacecraft virtual assembly testbed is implemented for predictor studies

Limited Field of View

Reconfigurable, stereoscopic see-through HMD testbed has been developed to extend field of view by partial binocular overlap.

Haptic Feedback

High fidelity arm- & finger- scale haptic interfaces completed with performance surpassing COTS technology.

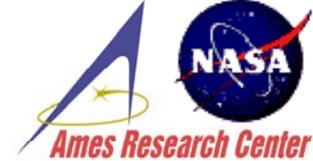


Perceptually tuned predictors minimizing artifact detectability: Design and user validation studies have been conducted

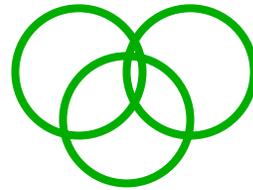
User visual fatigue, stereoscopic accuracy, and tolerance for optical distortion will be studied in part task simulation.

High fidelity haptic-visual virtual assembly testbed is being developed for human performance evaluation

Development of an Index of Habitability Using Converging Indicators



Performance
(cognitive, perceptual, neuro-motor)



Subjective
States
(mood, symptoms)

Physiology (ANS, CNS)



• Objectives

- Assess spaceflight effects on crew health, safety and performance.
- Evaluate effectiveness of countermeasures.
- Determine individual differences in adaptational capacity.

• Approach

- Database analyses and archival.
- Develop signal processing software.
- Conduct operational research studies.

Astronaut Scheduling Assistant

A biomathematical model of the neurobehavioral performance capability of space shuttle crews



- **Research**
 - Biomathematical model to predict human performance during short and long duration space flight
- **Technology**
 - Software that will aid in planning astronaut work/rest schedules by:
 - predicting times at which performance may be sub-optimal
 - determining times most suitable for restful on-board sleep
 - estimating the overall impact of new schedules on crew performance

- **Goal**

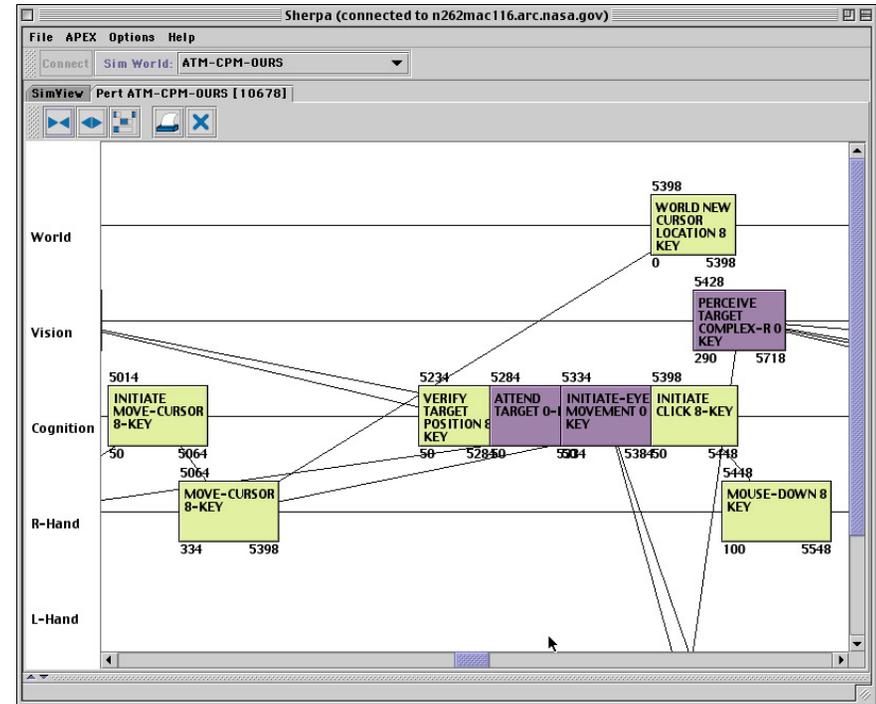
Improve mission planners' ability to schedule astronaut time

- **Current problem** with accurate scheduling probably stems from some combination of:
 - Multitasking effects (interruptions, clobbers,...)
 - Inaccurate duration predictions

- **Our approach**

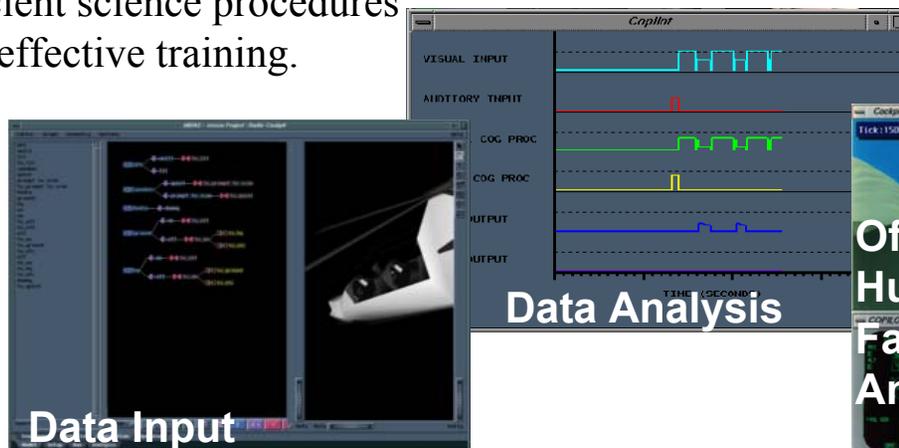
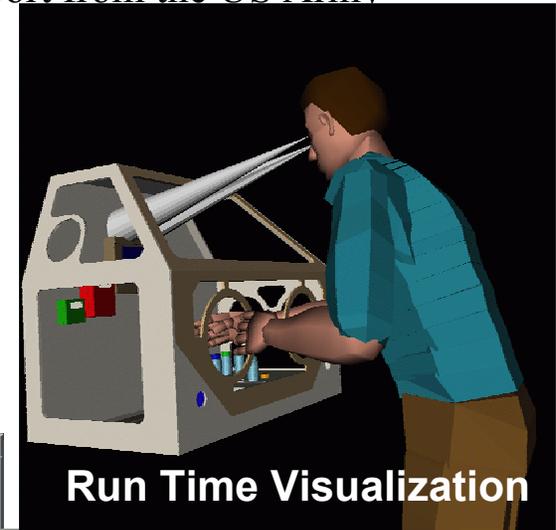
Create simulation-based tool that models diverse sources of duration variability including multitasking overhead.

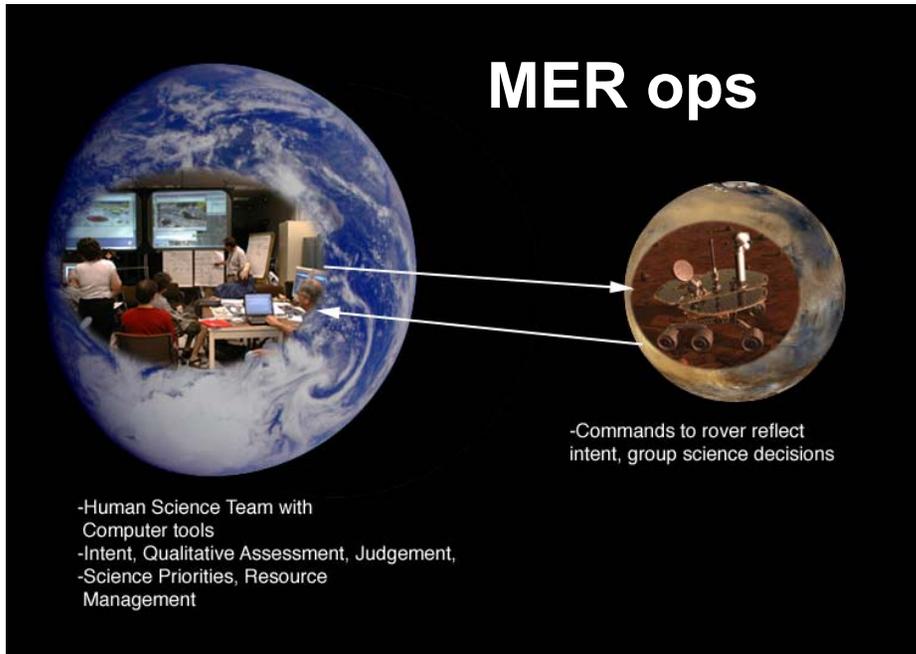
The Apex agent architecture will be used to simulate astronaut behavior.



Apex-generated Pert chart for CPM-GOMS analysis

- The Man-Machine Integration Design and Analysis Simulation (MIDAS) has been under development at Ames for nearly two decades with primary support from the US Army Aeroflightdynamics Directorate.
- MIDAS offers an integrated human performance modeling environment to simulate, evaluate and visualize notional designs & procedures in a virtual operational environment.
- Goal: Model life sciences glove box to predict challenges of use in micro-gravity, to develop more efficient science procedures and more effective training.





- 4 core applications, API for extensibility
 1. Browser / data display tools
 2. Virtual network computer for real-time sharing/control
 3. Digital whiteboard with drawing tools (with specific Long Term Planning tools)
 4. Pervasive and ubiquitous data storage and retrieval
- meta-tools for data capture and distribution

- IC/IH effort to develop a tool to support co-located and distributed collaborative activities of engineering and science teams in mission contexts

QuickTime™ and a TIFF (Uncompressed) decompressor are needed to see this picture.

Operational procedures provide a first line of defense against human error. They are key to streamlining work processes, standardizing work practices, and providing invaluable reminders and cautions during high risk, complex operations.



- **Research**

- Collaborate with KSC Shuttle Processing Work Instruction Task Team (WITT)
- Address known, systemic procedural problems
- Integrate results with existing enterprise planning initiatives

- **Technologies**

- Tools for collecting input from technicians during real time execution of work instructions
 - Portable, hands-free, minimal intrusion to work
 - Transfer of voice to digital database
- Process for analyzing and incorporating technician input into procedure design
 - Policies for protecting confidentiality
 - Risk-based criteria for selecting tasks
 - Methods for coding and analyzing verbal protocols
 - Incorporation of results into engineering process

Successful space exploration missions will depend on the flight crews' ability to solve problems and make decisions under highly stressful conditions.



- Research

- Gender and cultural factors
- Communication medium w/ground
- Stress and team decision making

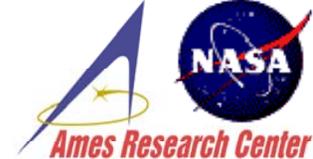
- Technologies

- Monitor physiological arousal levels
- Monitor task performance and team interaction patterns
- Develop team problem solving and decision strategies
- Predict team breakdown and develop countermeasures



- Goals
 - Understand how teams and organizations perceive and manage risk
 - Develop decision support technologies for risk-based decision making
- Approach
 - Observation, interviews, surveys
 - Laboratory studies and iterative prototyping of technologies
- Application Contexts
 - International Space Station Mission Control Center
 - International Space Station Vehicle Integrated Performance and Resources (VIPeR) Team
- Technologies
 - Computational models of organizations
 - Integration of social and technical risk assessment and management technologies

Other Space Related Interests



- Perceived spatial orientation
 - Cues, training, virtual environments
- Concurrent task management in space operations
 - Interruptions, distractions, procedures, safeguards against errors
- Embedded (or unobtrusive) measures of readiness to perform or operational performance
- Metrics/models of human/system performance in autonomous space ops
- Visual-motor assessment technologies and objective assessment of countermeasure effects on visual-motor performance
- Models of human performance in micro-g
 - Perception, attention, problem solving, etc
- Diagnostic cognitive test battery
- Human-system design requirements for space flight automation
- Design of procedures to enhance science productivity
- Scientific intuition and remote science
- Determination of the balance and methods of skill-based and task-based training required for autonomous operations
- In-situ training/aiding methods and technologies