

# Fault Tree Analysis

## Session 2 of 4

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

Present fault tree analysis basics  
with examples and case studies

Howard Lambert  
FTA Associates  
2022



# Possible Steps in Fault Tree Analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
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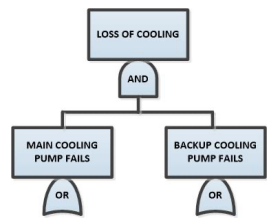
1. Define the Undesired Event/Top Event
2. Acquire an Understanding of the System
3. Establish Scope and Bounds of the Analysis
4. List Assumptions
5. Construct the Fault Tree
6. Perform Qualitative Evaluation
  1. Find Single point failures
  2. Find Min cut sets
  3. Find Common cause failures



# Possible Steps in Fault Tree Analysis Continued

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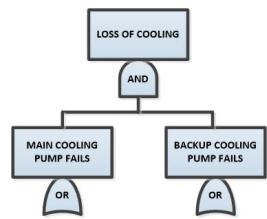
7. Perform Quantitative (Probabilistic Analysis)
  1. Compute Probability/Frequency of the top event
  2. Compute Importance of basic events/min cut sets as an example of sensitivity analysis
8. Conduct Tradeoff Studies
9. Make Decisions and Recommendations
10. Document Results
11. Conduct Uncertainty Analysis
12. Perform Peer Review



# Fault Tree Analysis Topics

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
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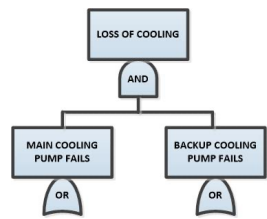
- Engineering Design Tool
- Logic Rules
- Historical Concepts
- Levels of Fault Tree Development
- Logic Gates OR, AND, Combination -- other logic gates
- Fault Tree Construction Rules
  - Type 1 fault events
  - Type 2 fault events
- Redundancy
  - System level
  - Component level



# Fault Tree Analysis Topics Continued

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- Min Cut sets
- Common Cause Failure Analysis
- Human Reliability Assessment
- Initiating and enabling events
- Success Criteria



# Evolution of Fault Tree Analysis in the beginning ...

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- Minuteman Launch Control System (1962)
  - Fault Tree Analysis Evolved (Bell Labs, improved by Boeing)
  - Precursor Events
    - Missile explosions on launch pad
    - Lightning Strike
  - Undesired Events
    - Failure to Launch Upon demand (type 1 fault event)
    - Inadvertent Missile Launch (type 2 fault event)
    - Missile Blows up on launch pad (type 2 fault event)
  - System attributes
    - Complex
    - Many modes of failures
    - Malfunction of system can cause substantial injury or harm
    - Little operational experience





# Failure Modes and Effects versus Fault Tree Analysis

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- Minuteman Launch Control System (1962) disadvantage to FMEA (no. of failure combinations)

Number of components	doubles	triples	quadruples
100	5,000	162,000	3,900,000
500	125,000	20,000,000	2.6 E+9
1000	500,000	170,000,000	4.1 E+10



# Minuteman Launch Control FTA

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- What is the credible worst case scenario?
- Reliability Goal Inadvertent Launch  
—1.0 E-9 per year



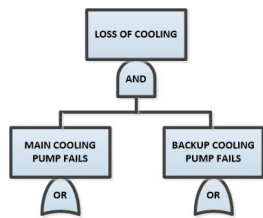
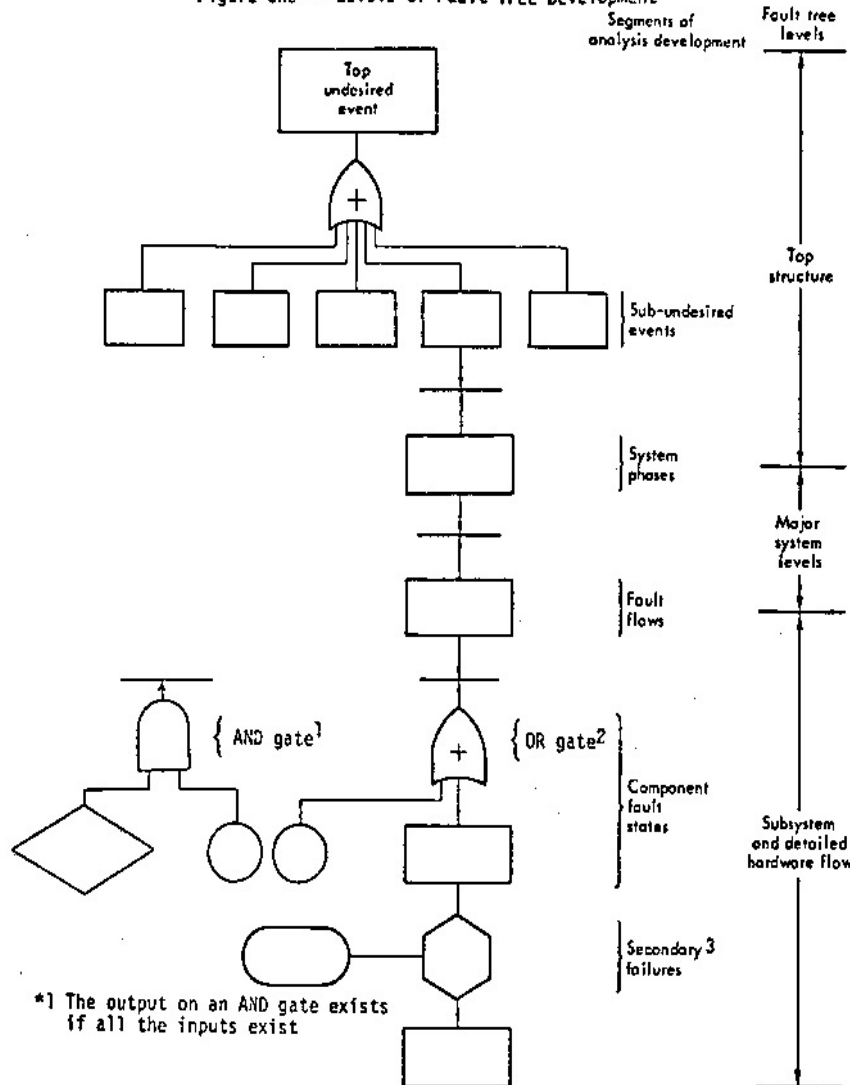


Figure One -- Levels of Fault Tree Development



\*1 The output on an AND gate exists if all the inputs exist

The output of an OR gate exists if any of the inputs exist

\*3 A secondary failure is a out-of-tolerance failure of a system element - failure due to excessive operational or environmental stress placed on the system element

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# FTA – Levels of Development



# FTA -- Event Representation

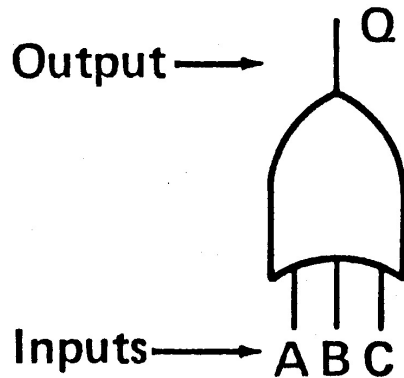
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## A. Introduction

1. Algebraic relationships
2. Algebraic symbols for events; A, B,... etc.
3. A means event A occurs,

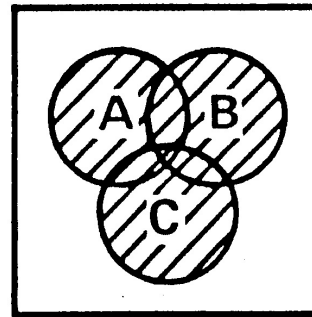
$\bar{A}$  Means that event A has not occurred

## B. OR gate representation



The event Q occurs if either events A, B or C exist

OR



Mutually inclusive OR gate

$$Q = A + B + C$$

+ denotes logical union

Venn diagram

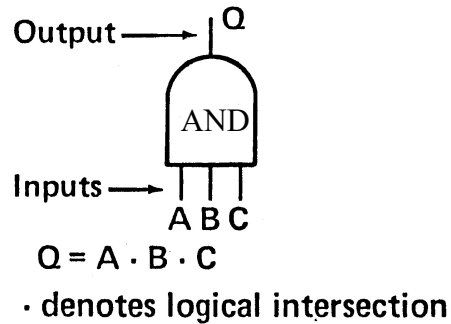


# FTA – Fault Tree Events

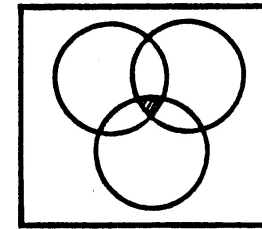
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## Event Representation (cont.)

### C. AND gate representation

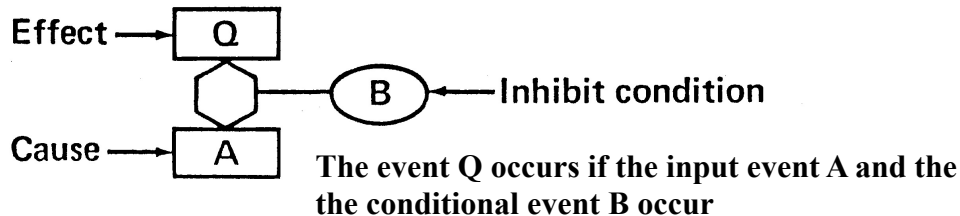


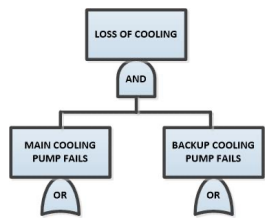
The event Q occurs if either events A, B or C exits



Venn diagram

### D. Inhibit gates

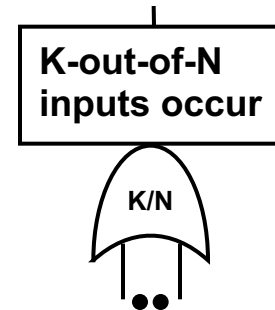




# K-out-of-N logic Gates

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K-out-of-N  
Combination



N possible inputs



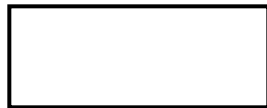
# FTA -- Fault Tree Event Representation (cont.)

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## E. Event symbols

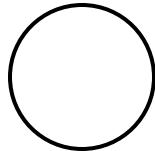
Symbol

Event description



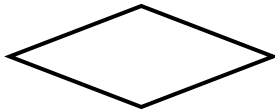
Rectangle

Gate event



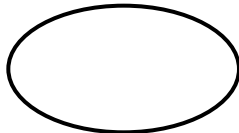
Circle

Primary failure (basic event)



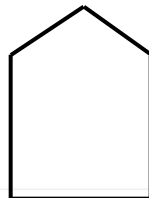
Diamond

An event not further developed (basic event)



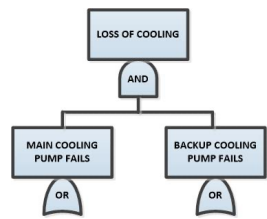
Oval

Conditional event



House

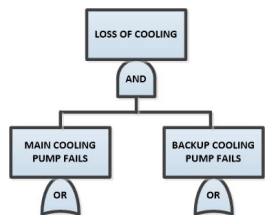
Normal event



# FTA -- Logic Gates From Event Viewpoint

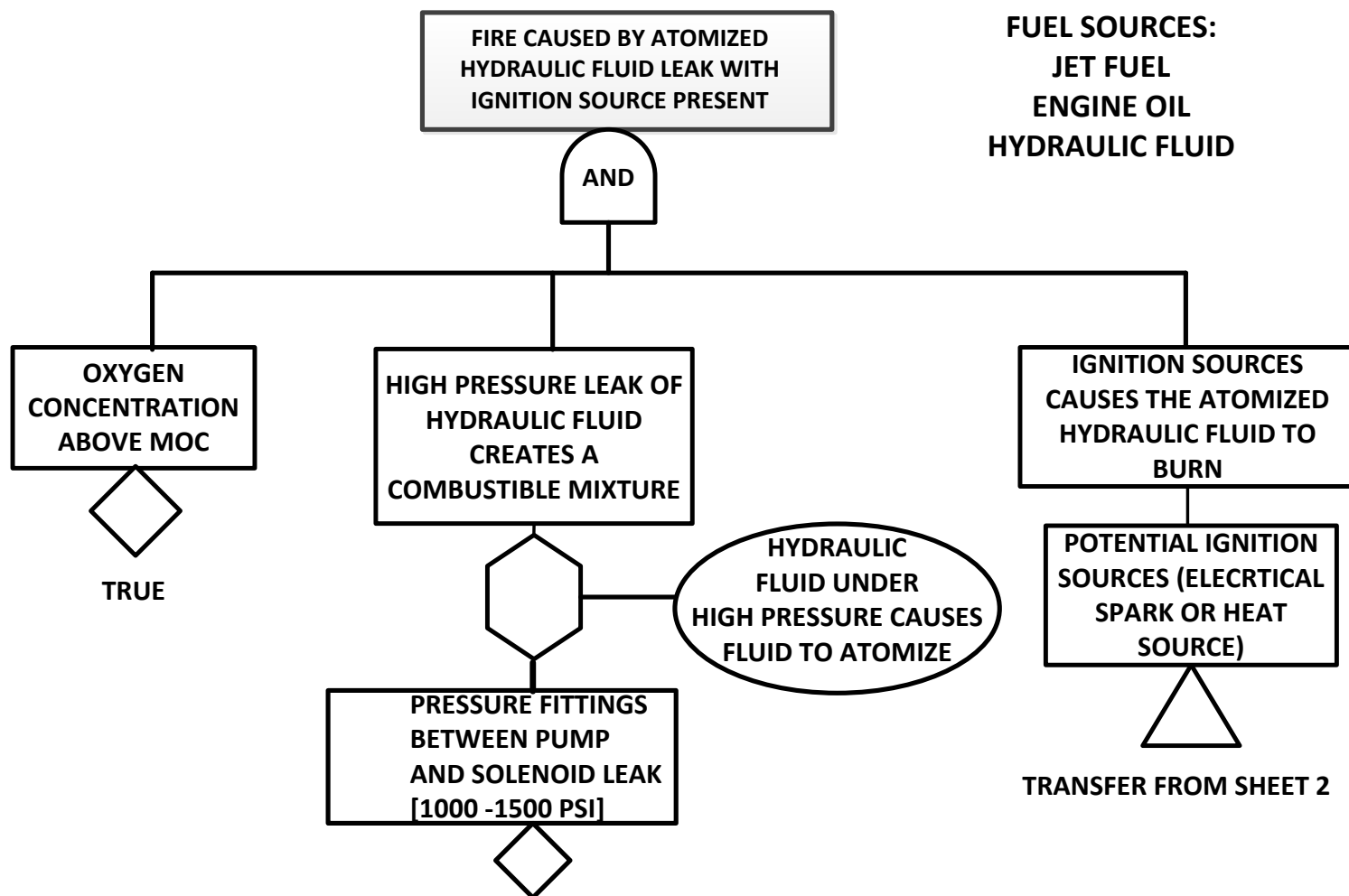
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- Simple rule to determine the logic gate to use: “If the event considered by itself can cause the next higher event to occur, use an OR gate.”
- In the case of the AND gate, input events are necessary and sufficient events to cause the output event to occur.



# Example of AND gate and Inhibit gate conditions for fire aboard a plane

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# Fault Tree Construction

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- Immediate Cause Principle --One step process (Used to develop fault events) traditional FTA
  - Examples
    - Light bulb
    - Fire and Explosion
      - B341 (Hydrogen Deflagration 1976)
      - FAA Flammability rule (TWA 800)
      - Heated wire example (published 1965)
    - Apollo 13





# Fault Tree Construction Continued

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
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- Directed Graphs (Two step process) Used for FTA of control systems
  - DuPont Chlorine Vaporizer Example
  - Precipitate Hydrolysis Savannah River Site
  - Safeguards Analysis



# FTA -- Construction Rules Immediate Cause Principle

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1. Write the **what** and **when** portion of the fault statement.
2. Determine if the event is a **state-of-component fault event** or **state of system fault event**.

If the fault event can consist of a simple failure of the component, then the event is a **state-of-component fault event**. Otherwise, the fault event is **state-of-system fault event**.



# FTA -- Construction Rules (cont.)

## Immediate Cause Principle

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	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

3. If the fault event is a state-of-component fault event, then an OR gate is used at an immediately lower level to combine the inputs that consist of three causes, (1) a **primary failure** (2) a **secondary failure** or (3) a **command fault**.

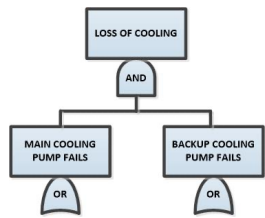
If the fault event is a **state-of-system fault**, the fault event is preceded at a lower level by an AND gate, an OR gate, an inhibit gate, or no gate at all. To determine which gate to use, we must specify the minimum necessary and sufficient fault input events for the output event to occur.



# FTA -- Failure Causes of a “State-of-Component” Fault

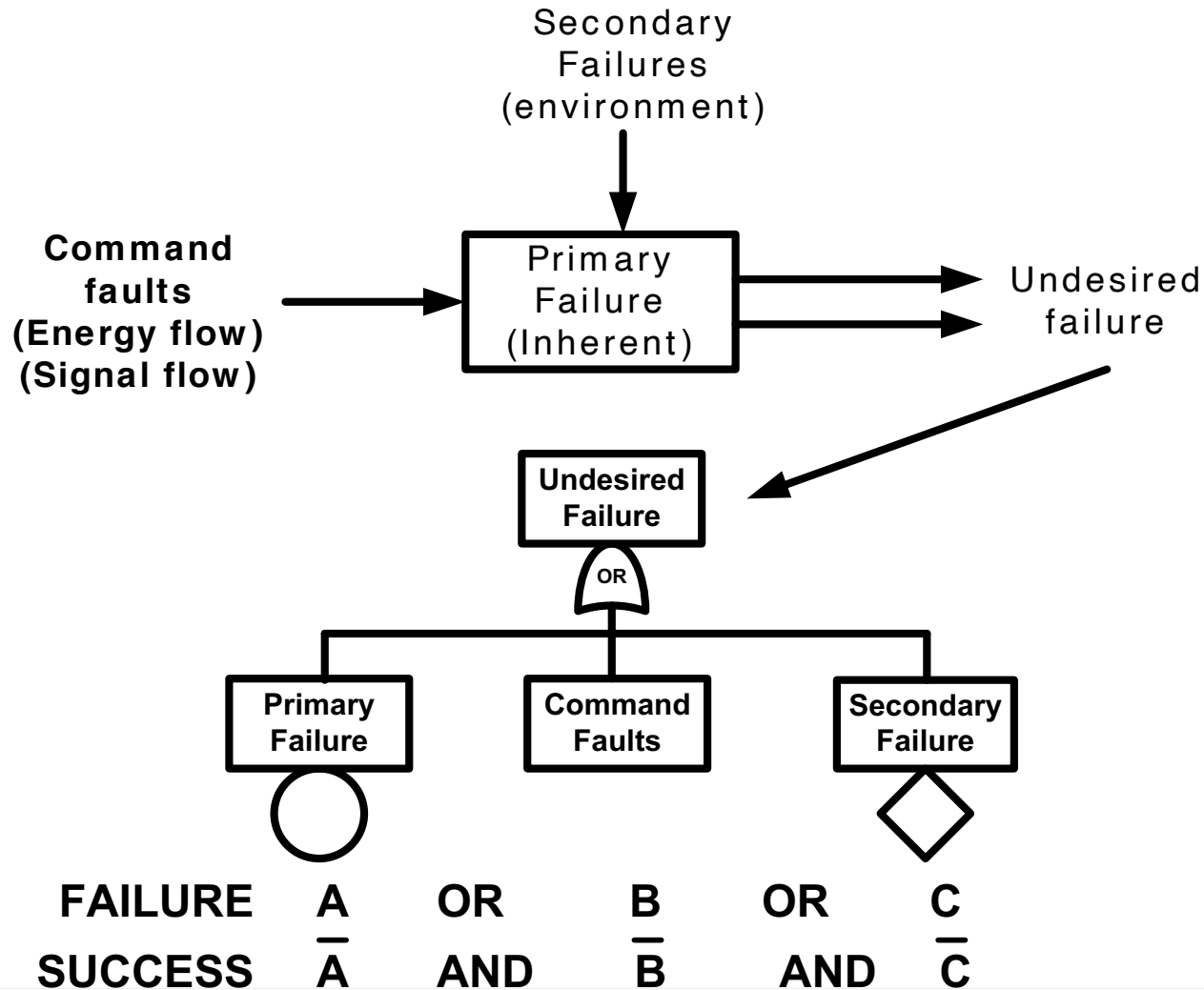
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- A primary failure is a failure of a component within the design envelope, i.e., failure due to the inherent characteristics of the system element under consideration in the fault event – a random failure in reliability
- A secondary failure is a failure of a component outside the design envelope, i.e., failure due to excessive environmental or operational stresses placed on the component.
- A command fault is inadvertent operation or non-operation of a component due to failure of external inputs such as energy and/or signal flow necessary for the component to function



## FTA -- Failure causes of a “State-of-Component” Fault Primary, and Secondary Failures Command Faults

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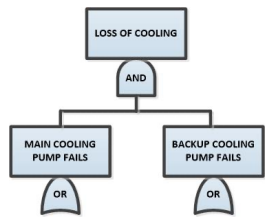




# Fault Tree Construction Continued

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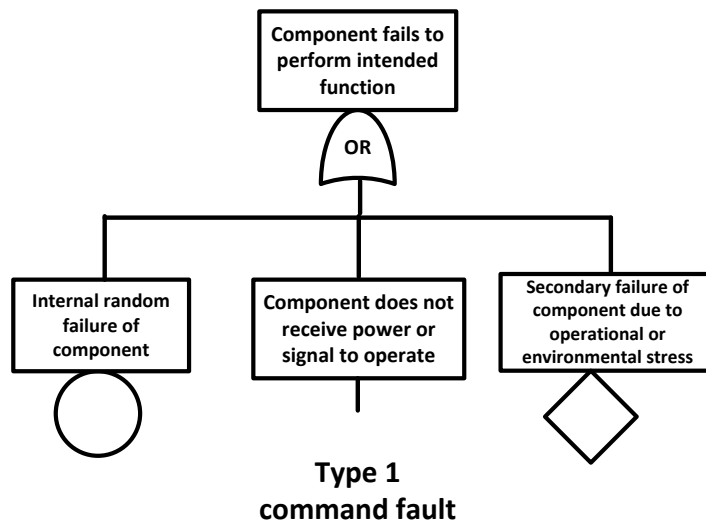
- Fault Tree Operators for two types of fault events
  - Type 1 fault event component does not perform its intended function
  - Type 2 fault event for component works inadvertently (normal operation at the wrong time)



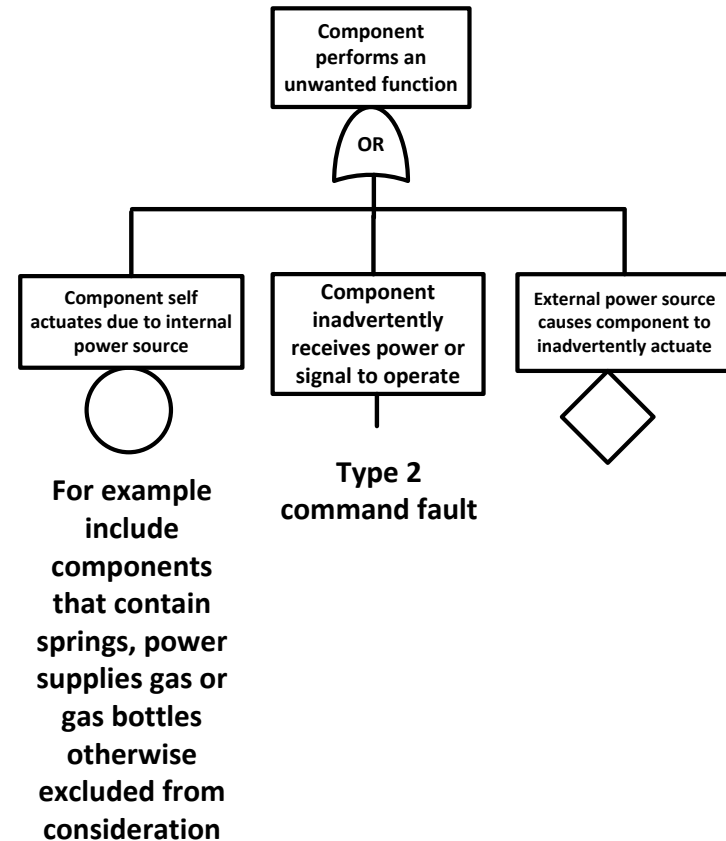
# State of Component Operator for Two Types of Fault Events

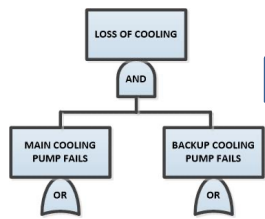
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STATE OF COMPONENT OPERATOR  
FOR TYPE 1 COMPONENT FAILURES



STATE OF COMPONENT OPERATOR  
FOR TYPE 2 COMPONENT FAULTS



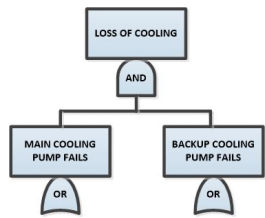


## FTA -- Example of Structuring Process -- Immediate Cause Principle

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		$P_B$	$IE_i \times P_A \times P_B$	Worst

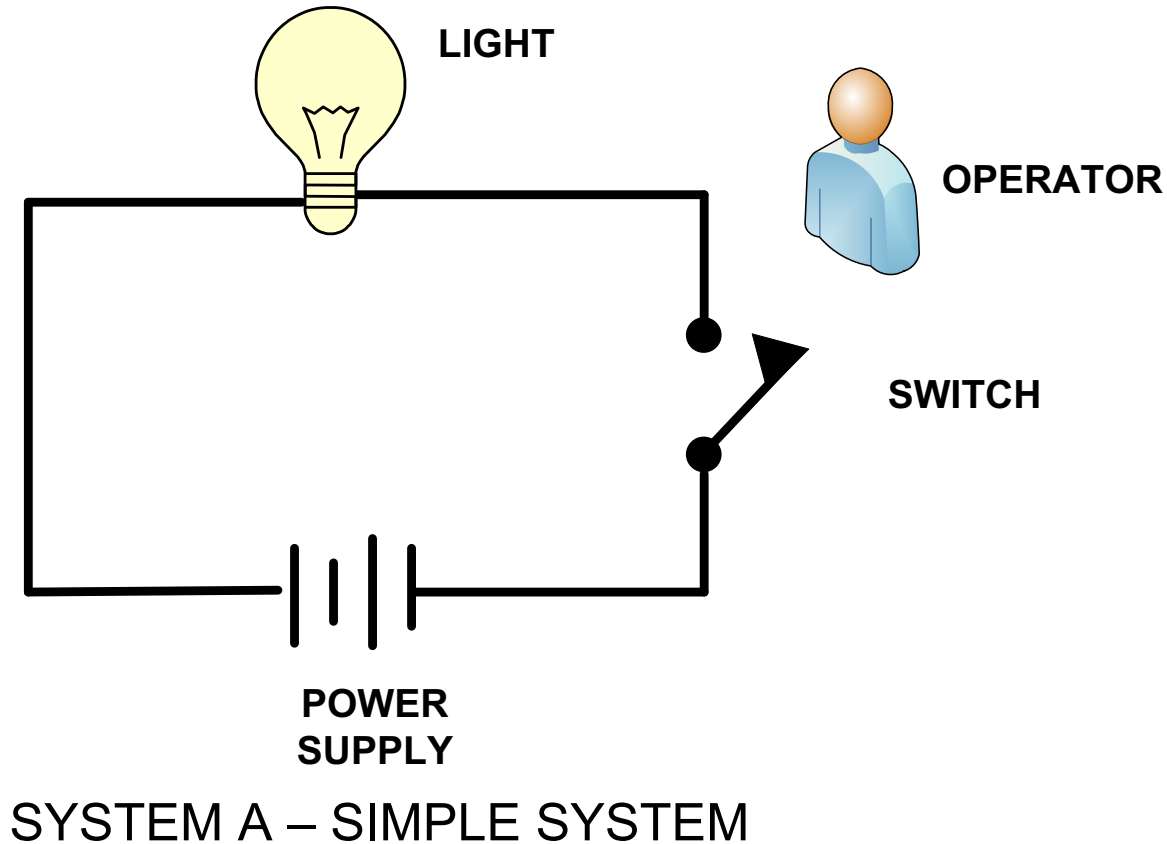
- At the beginning of each working day, the operator is instructed to close a switch while starting up the reactor to signify the reactor is ON. At the end of the working day during shutdown, the operator opens the switch. The switch provides current to a warning light located at the entrances to the room where the reactor is located.
- Circuit is shown on the next slide

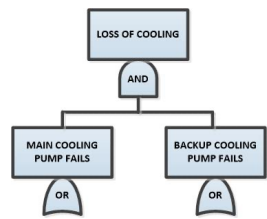




# LIGHT BULB SYSTEM

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

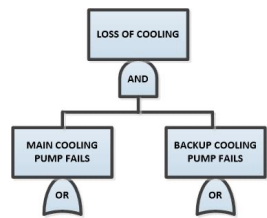




## FTA – Event Types

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

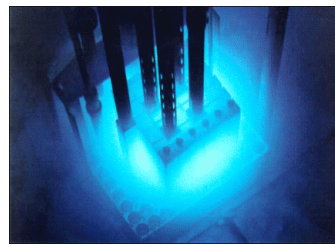
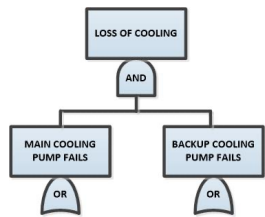
- Consider the following fault events. Assume wires do not contribute to system failure. Determine the event type (i.e., state of component or state of system) –
  1. Switch closed after reactor shutdown
  2. Switch open when reactor is operating
  3. Light on when reactor is shutdown
  4. Light off when reactor is operating



# Fault tree example

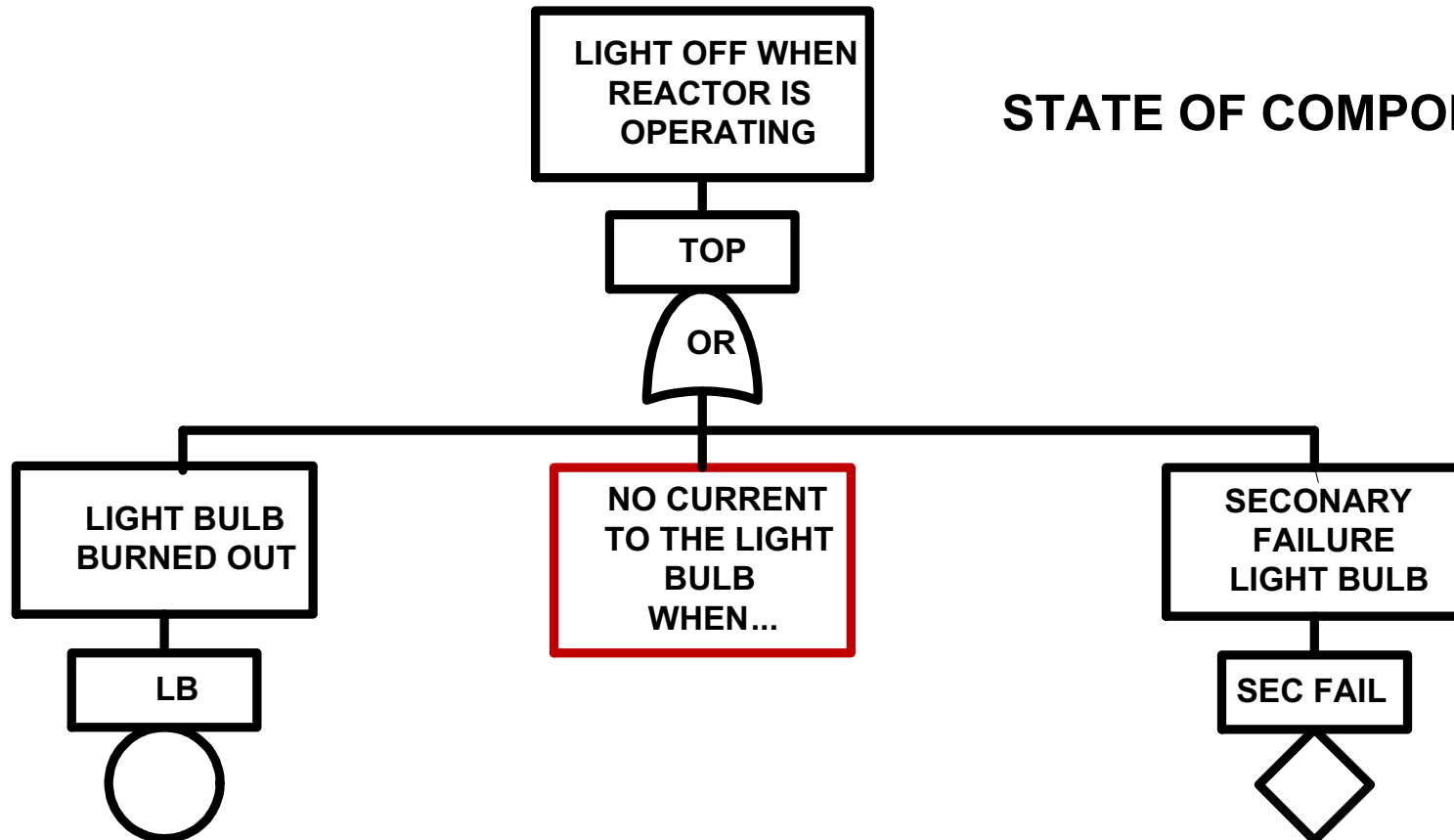
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

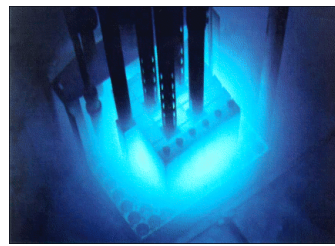
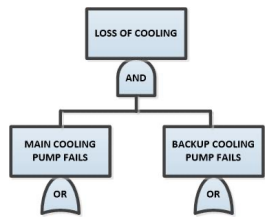
- TOP EVENT -- LIGHT OFF WHEN REACTOR IS OPERATING
- Scope – internal events only
- Assumptions – connector reliability unity
- Failure modes (Active components only)
  - Light
    - light bulb burned out
  - Switch
    - Fails to close
    - Fails to open
  - Operator
    - Fails to close switch (or inadvertently opens the switch)
    - Fails to open switch (or inadvertently closes the switch)
  - Power Supply
    - Fails off



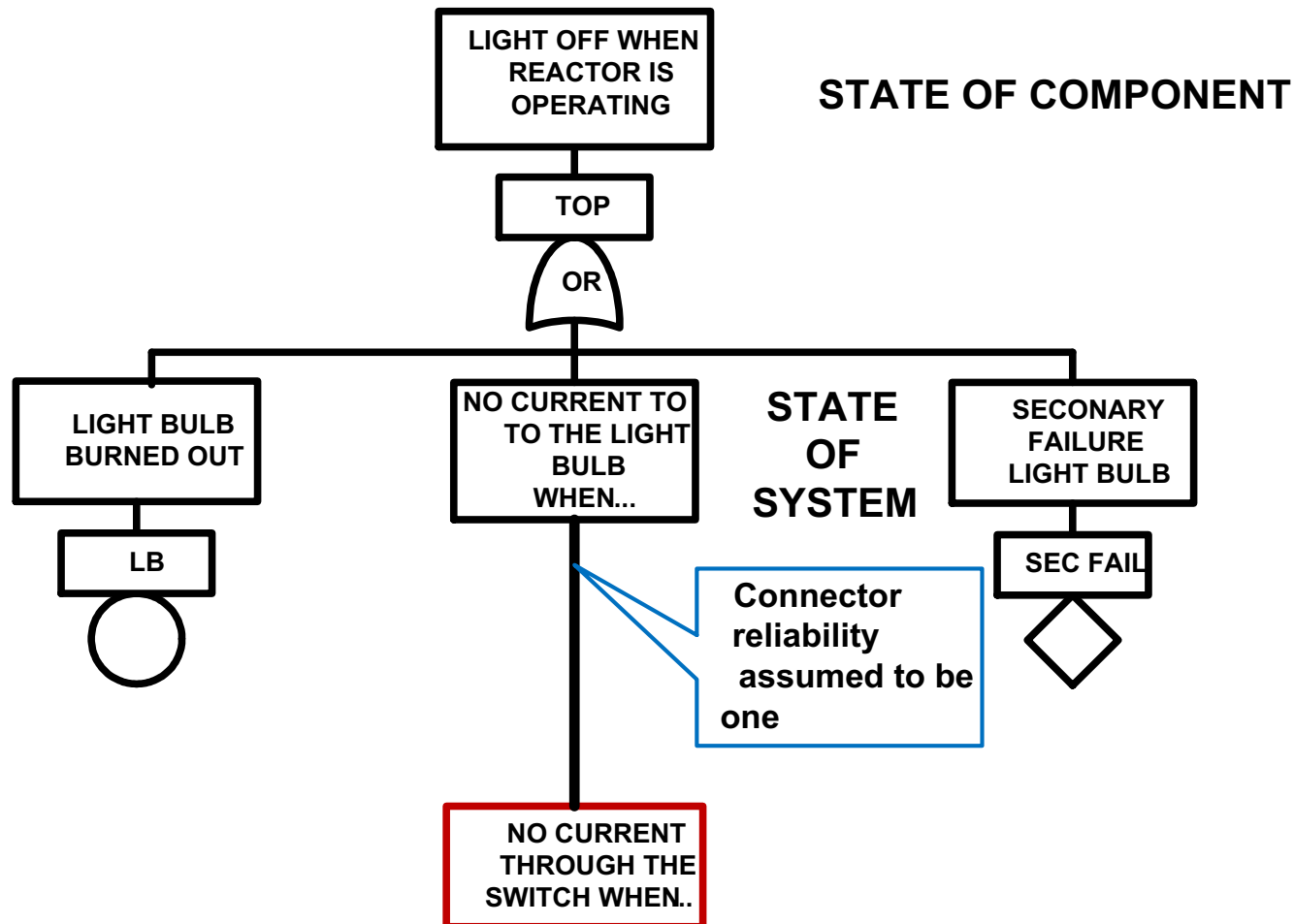
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

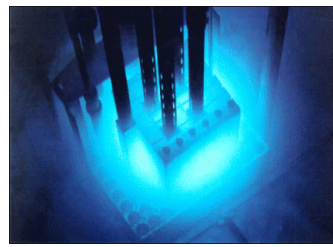
## STATE OF COMPONENT





Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## SUCCESS CRITERIA FOR THE SWITCH TO CARRY CURRENT

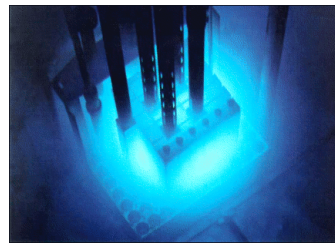
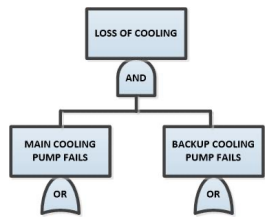
1. SWITCH CONTACTS ARE CLOSED
- AND
2. CURRENT TO THE SWITCH

## FAILURE

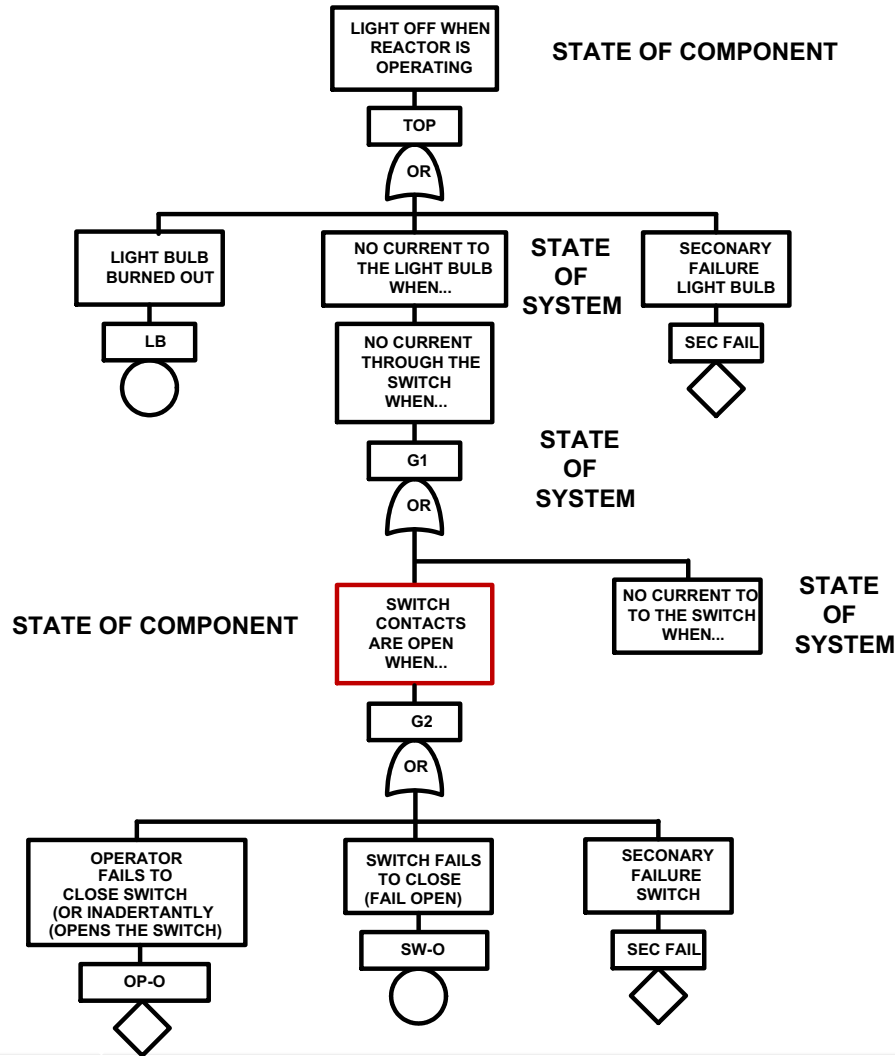
1. SWITCH CONTACTS ARE OPEN
- OR
2. NO CURRENT TO SWITCH

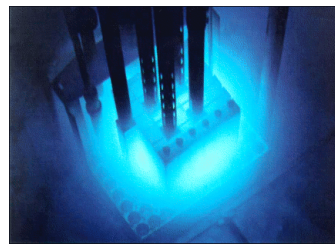
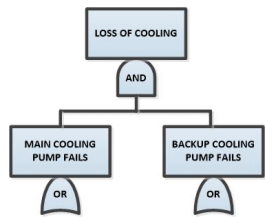
## SWITCH CONTACTS ARE OPEN

1. SWITCH CONTACTS FAIL TO CLOSE
- OR
2. OPERATOR FAILS TO CLOSE SWITCH (OR INADVERTANTLY OPENS THE SWITCH)

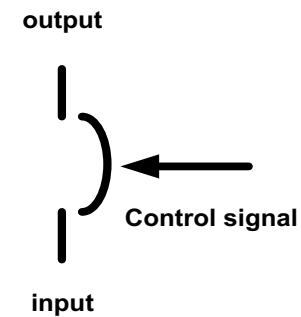
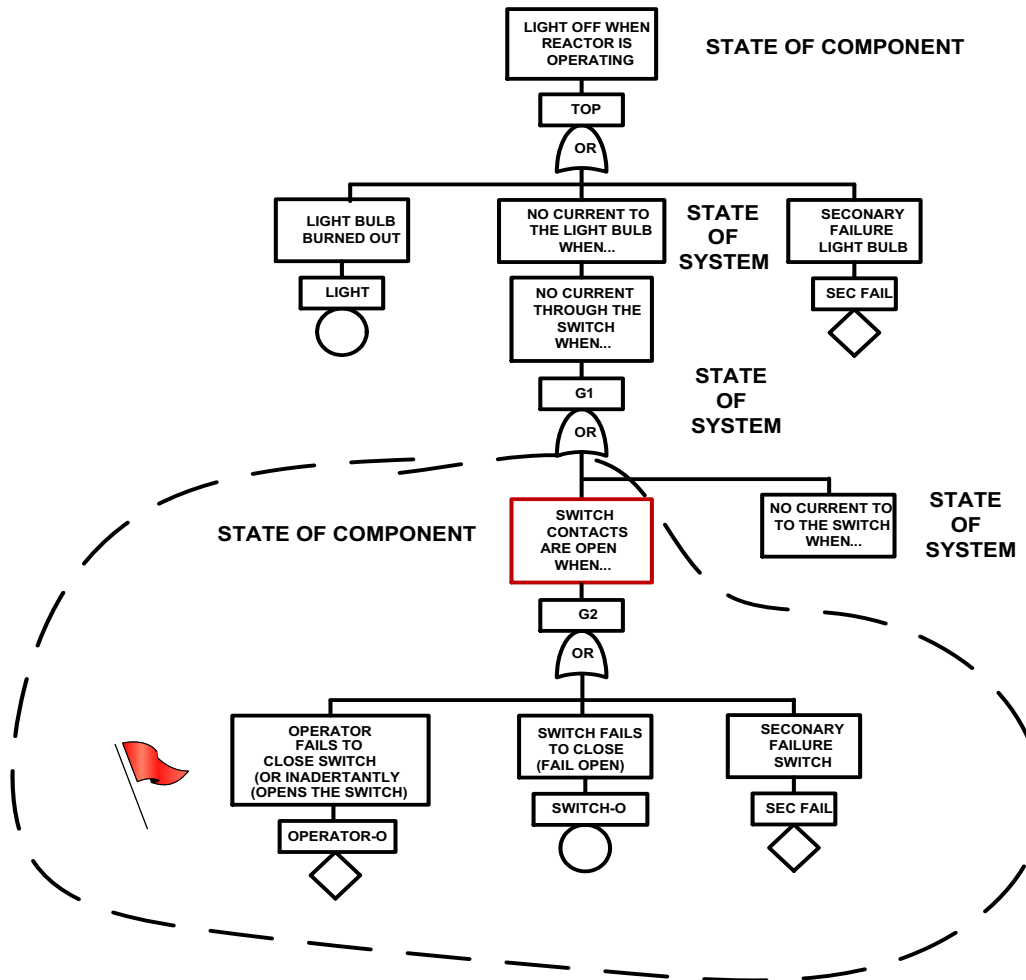


Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



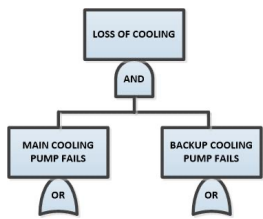
CIRCUIT BREAKER



MANUAL VALVE

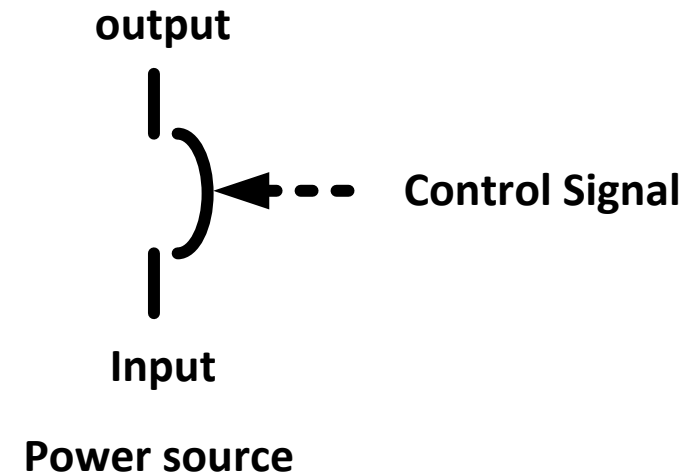
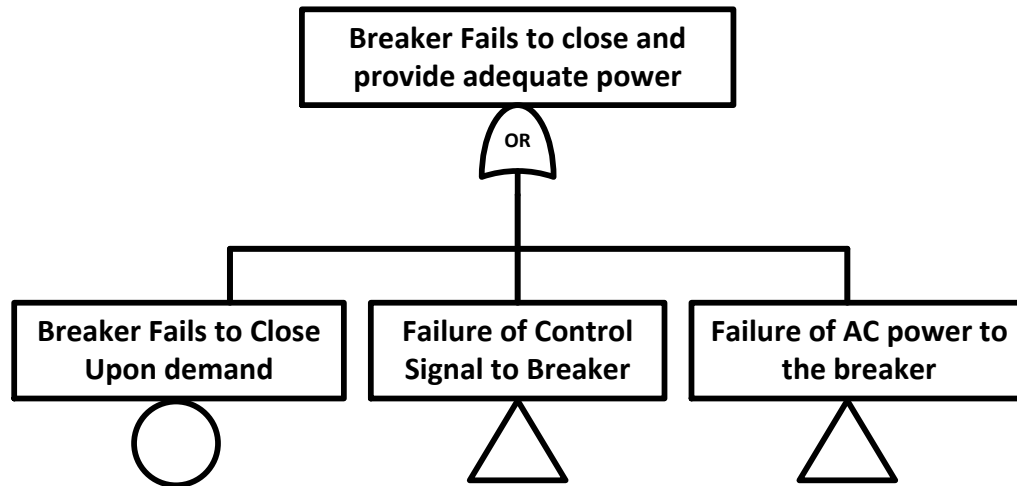
Analogies  
to and  
through FTA  
concept

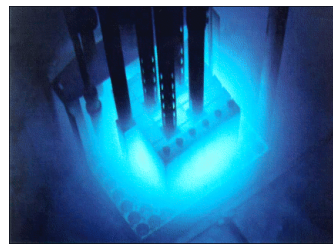
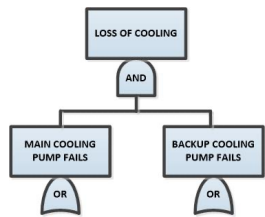




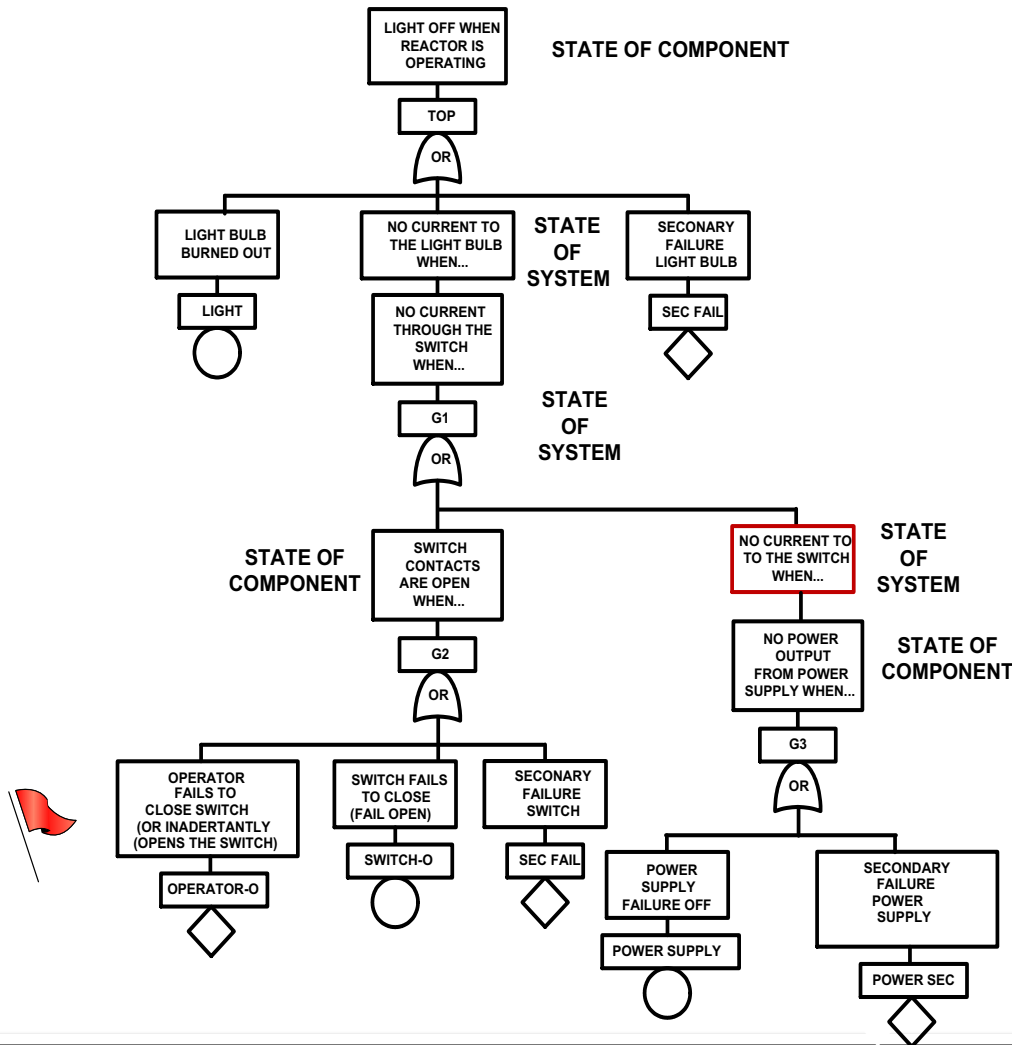
# Circuit Breaker Analogy for Manual Switch

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





# Minimal Cut set

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1 - P_A$	$1 - P_B$	$IE_i \times (1 - P_A) \times (1 - P_B)$	Most Favorable
		$P_B$	$IE_i \times (1 - P_A) \times P_B$	Intermediate
	$P_A$	$1 - P_B$	$IE_i \times P_A \times (1 - P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

**Minimal Cut set:** A minimal cut set is defined as the smallest combination of component failures which, if they occur, will cause the top event of a fault tree to occur.

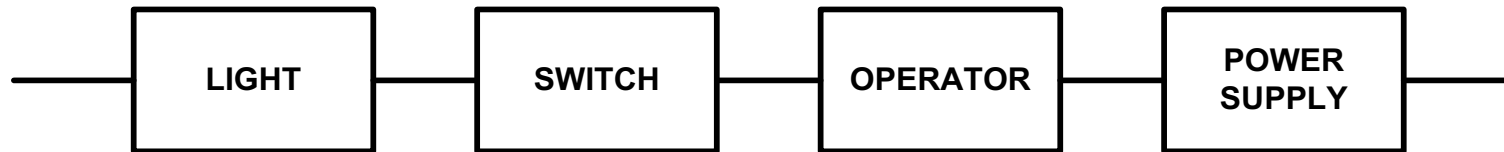
A fault tree consists of a finite number of minimal cut sets, all of which are in series, which are unique for the top event to occur. Since the combination of all minimal cut sets are in series, the failure of any cut set will cause the failure of the top gate.

The minimal cut set list for a fault tree can be obtained using Boolean algebra techniques. These techniques involve representing the gates and basic events in a fault tree with the equivalent Boolean expressions.

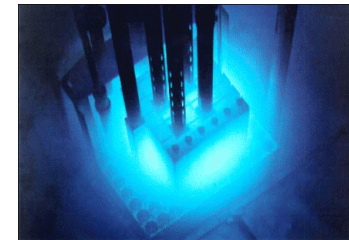


# Block Diagram Representation

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



- Reliability type fault tree
- Series System
- One success path of order 4
- 4 min cut sets of order 1
- Lusser's Law

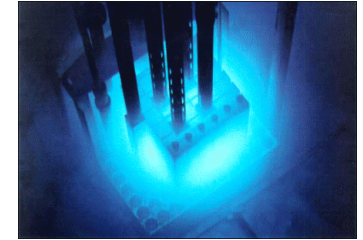




# Four Min Cut Sets of Order 1

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

1. Light bulb burned out (LB)
2. Switch fails to close (SW-O)
3. Operator fails to close switch (or inadvertently opens switch) (OP-O)
4. Power Supply Failure off (PS)



Min Cut Sets -- Alpha Numeric Identifiers

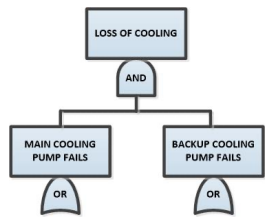
LB,SW-O,OP-O,PS



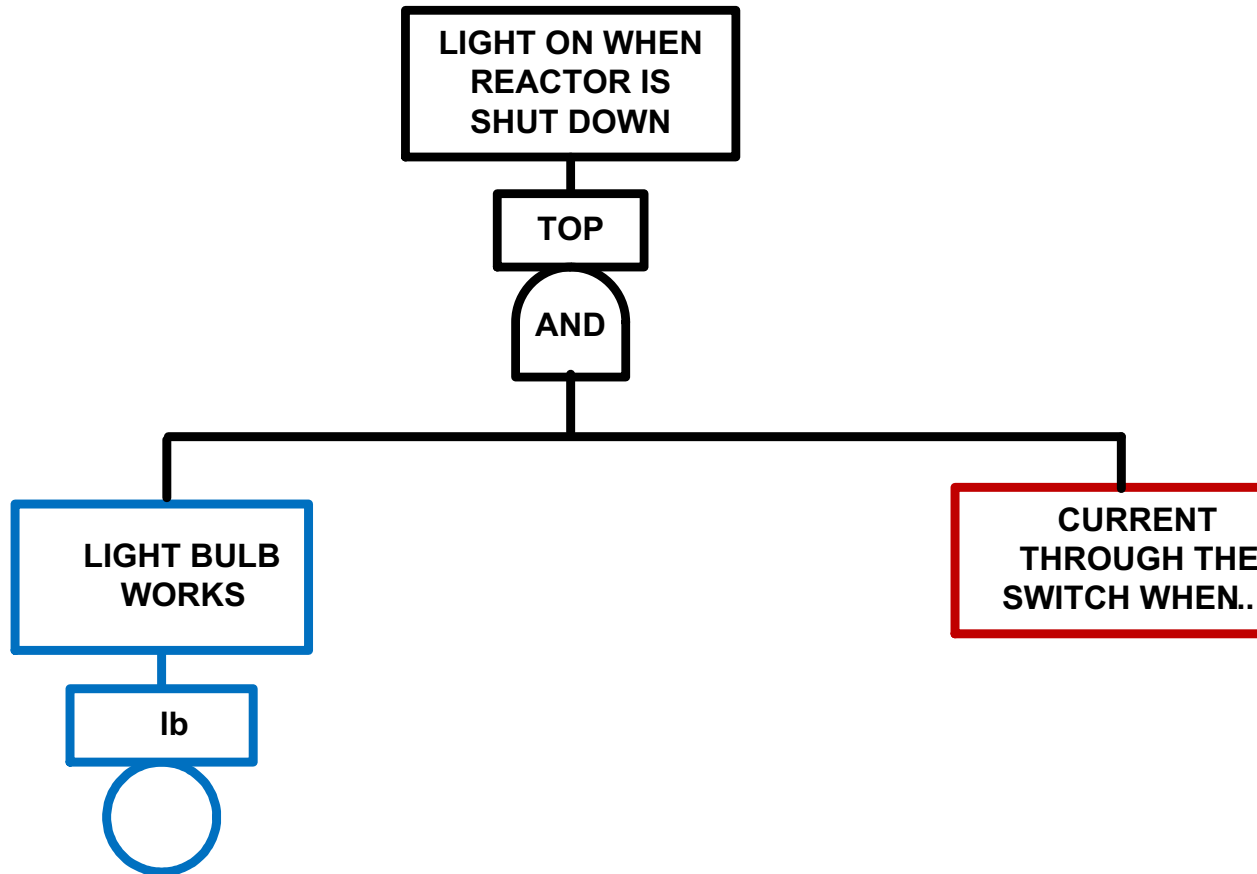
# FAULT TREE OPERATOR FOR TYPE 2 FAULT EVENTS

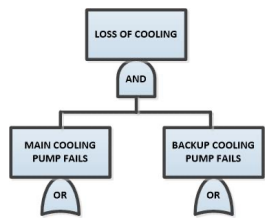
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Component working when it should be off (e.g., light on when reactor is off)
- Include success events in fault trees
- Eliminate them for reliable systems
- Develop operator for type 2 fault events --- include components that can self activate

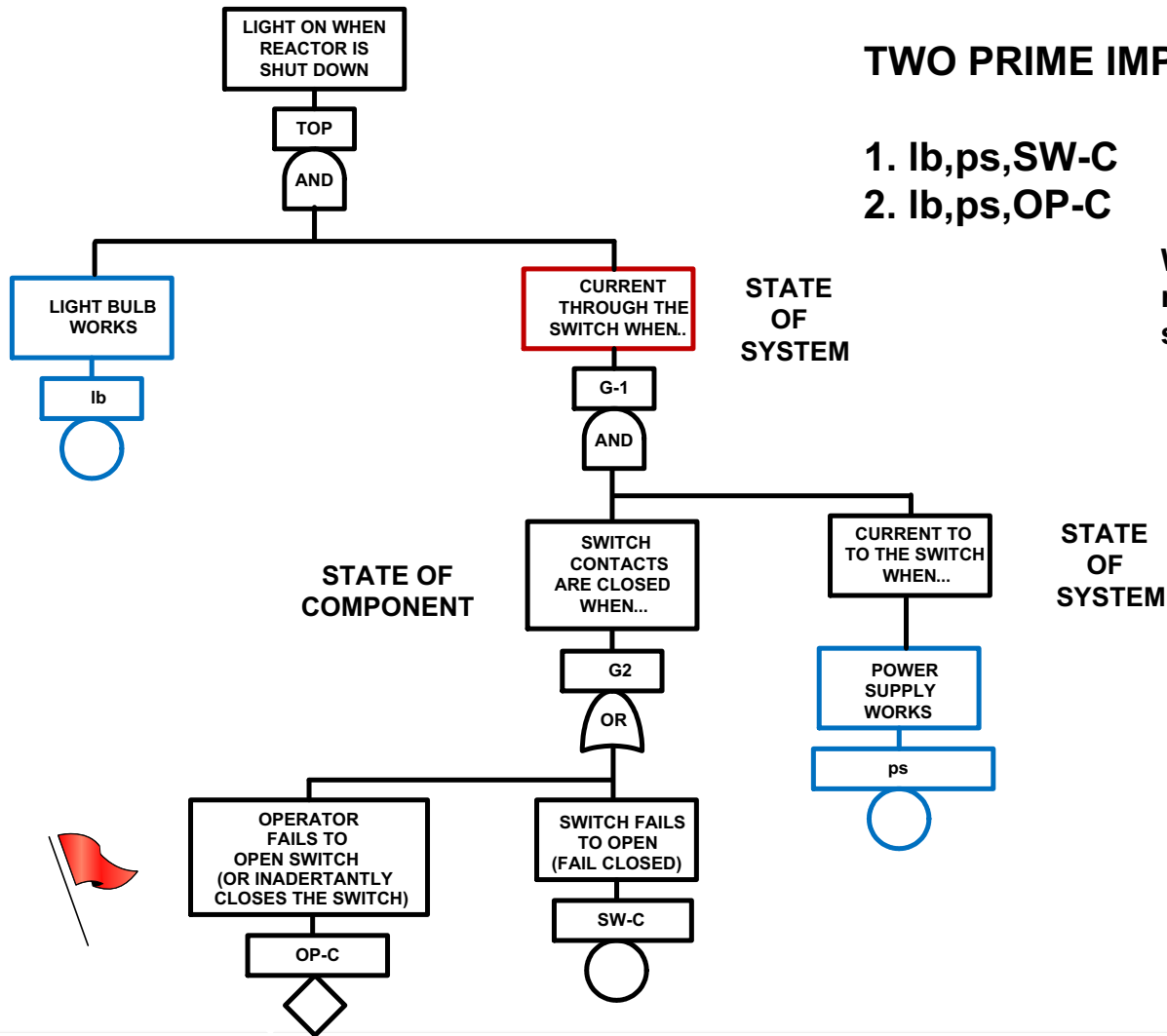


Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst







# Success Criteria

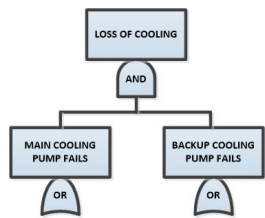


	Sequence Frequency	Consequence
—	$IE_i \times (1-P_i) \times (1-P_i)$	Most Favorable
—	$IE_i \times (1-P_i) \times P_i$	Intermediate
—	$IE_i \times P_i \times (1-P_i)$	Intermediate
—	$IE_i \times P_i \times P_i$	Worst

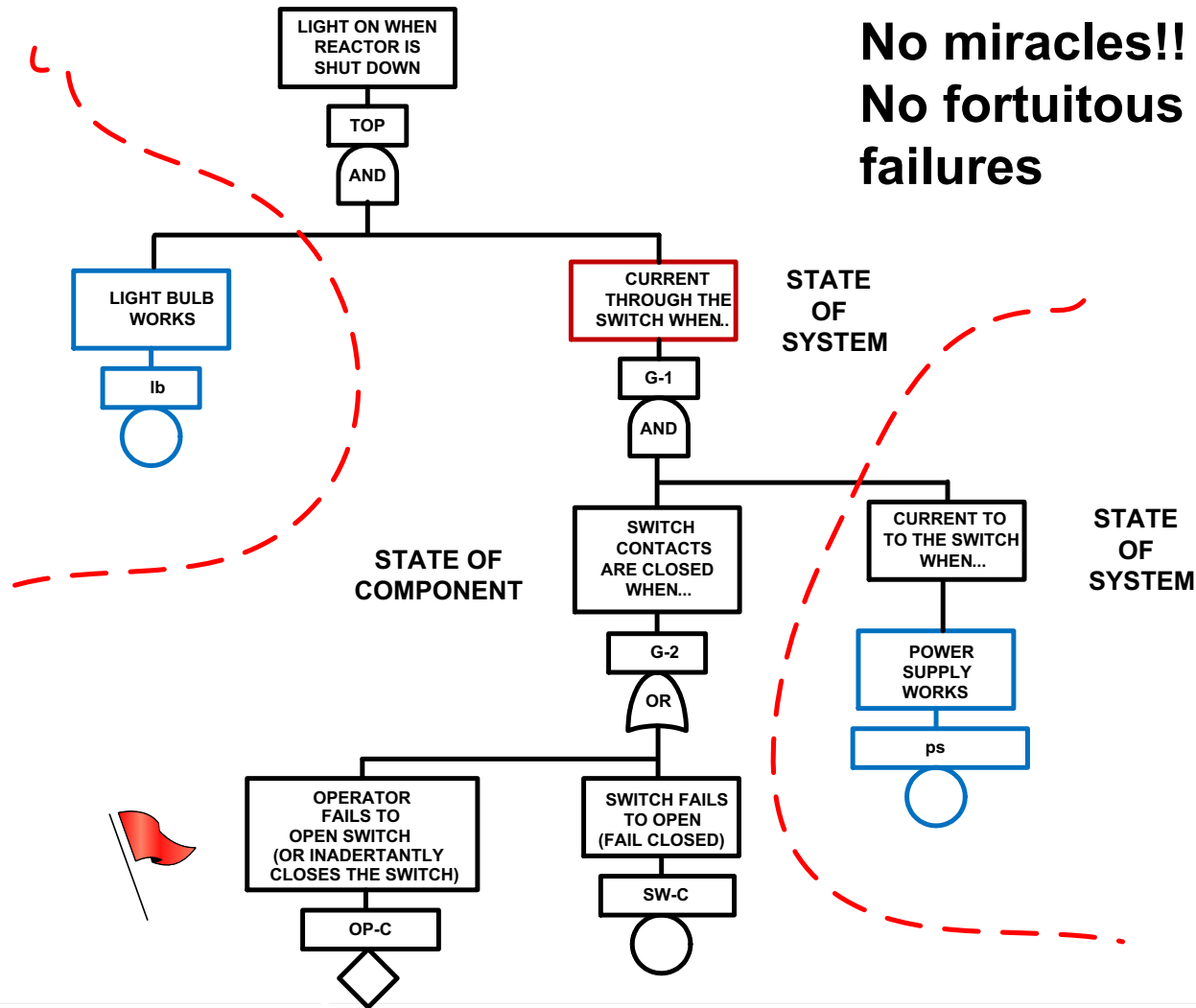
- Include successes
  - Min cut sets (called prime implicants)
1. Switch Fails to open, light works, power supply works
  2. Operator Fails to open switch, light works, power supply works

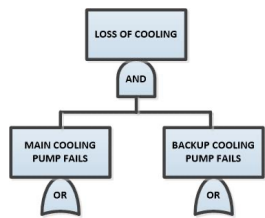
## Success Paths

1. Light Fails 
2. Power Supply Fails 
3. Switch works, Operator works



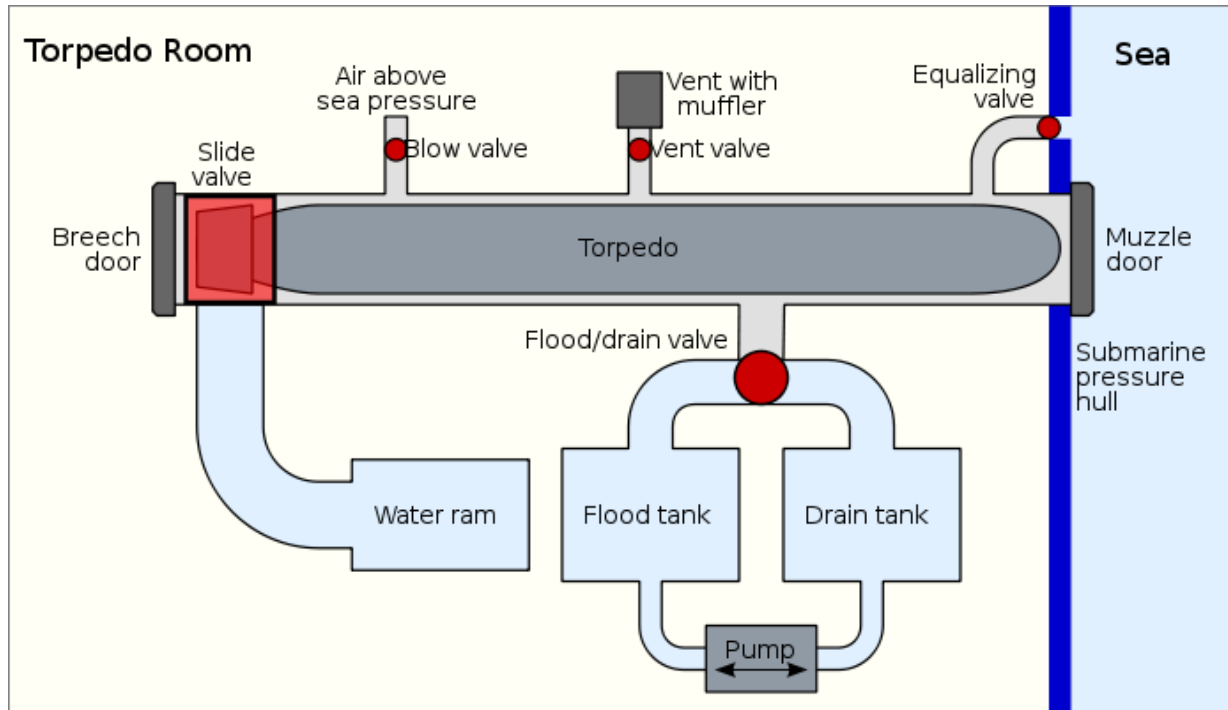
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



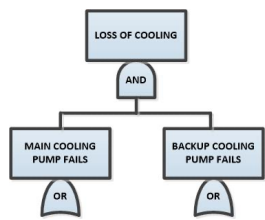


# Inadvertent launch signal of torpedo – muzzle door did not open as intended

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_1$	$1-P_1$	$1-P_2$	$IE_1 \times (1-P_1) \times (1-P_2)$	Most Favorable
		$P_2$	$IE_1 \times (1-P_1) \times P_2$	Intermediate
	$P_1$	$1-P_2$	$IE_1 \times P_1 \times (1-P_2)$	Intermediate
		$P_2$	$IE_1 \times P_1 \times P_2$	Worst

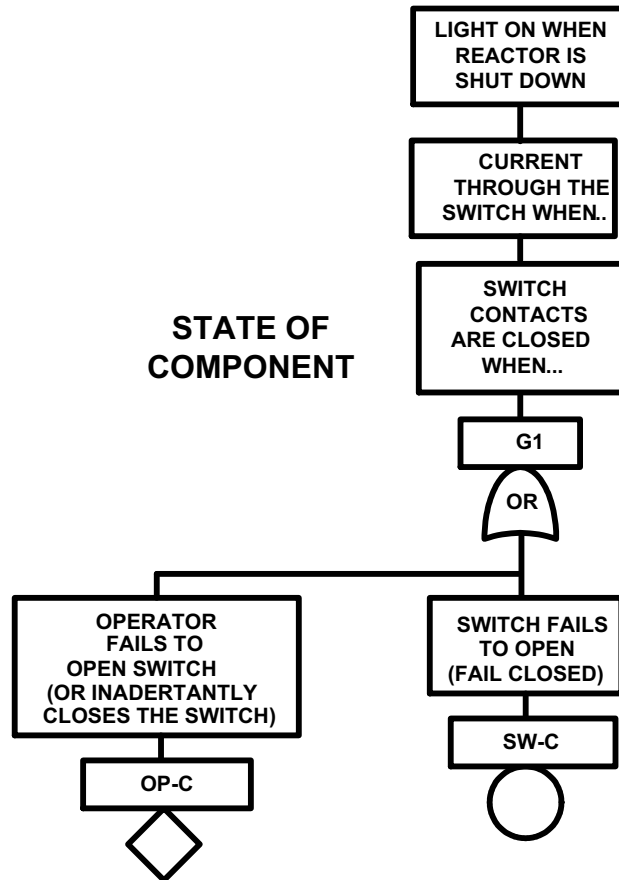


Fortuitous failure!!



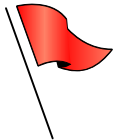
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

STATE OF  
COMPONENT



## TWO MIN CUT SETS

1. SW-C
2. OP-C





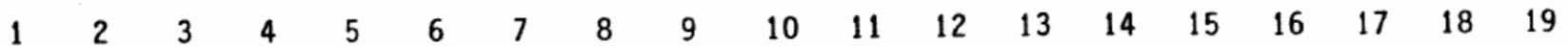
## Type 2 events when component has internal energy source (component can self activate)

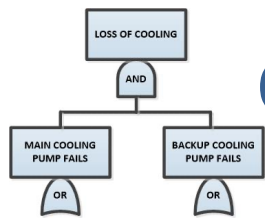
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Industrial circuit breaker with X-Y circuit breaker scheme
- Assume circuit breaker is closed
- Opening spring is charged and opens circuit breaker when latch internal to circuit breaker is released
- Trip coil releases latch
- Top event of interest is advertent trip of the breaker



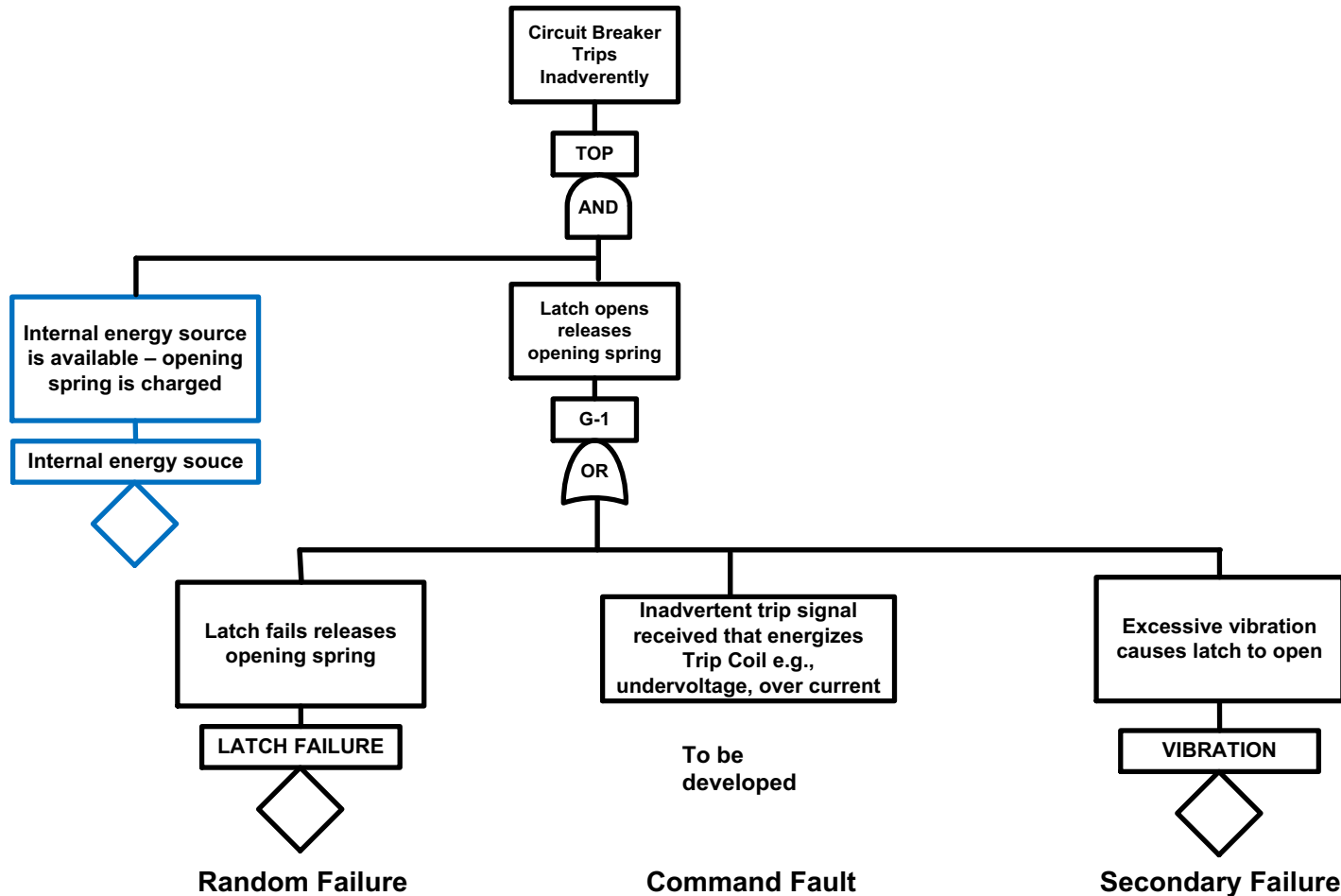
9

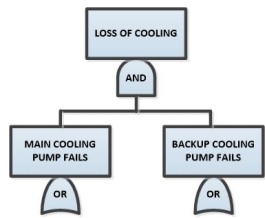




# Circuit breaker trips inadvertently -- type 2 fault event

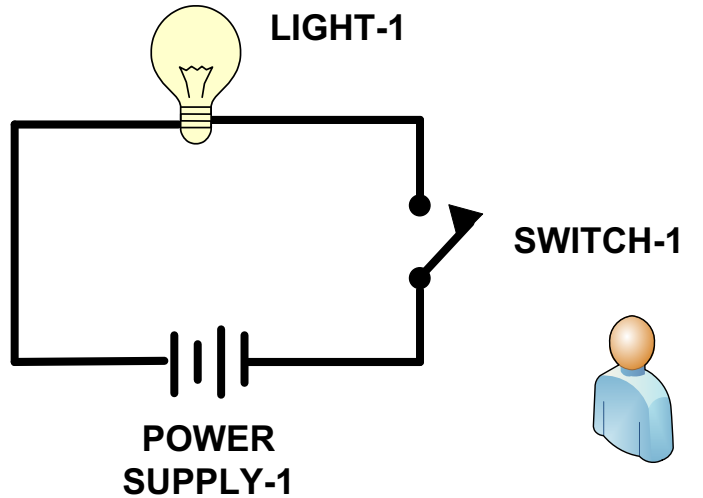
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



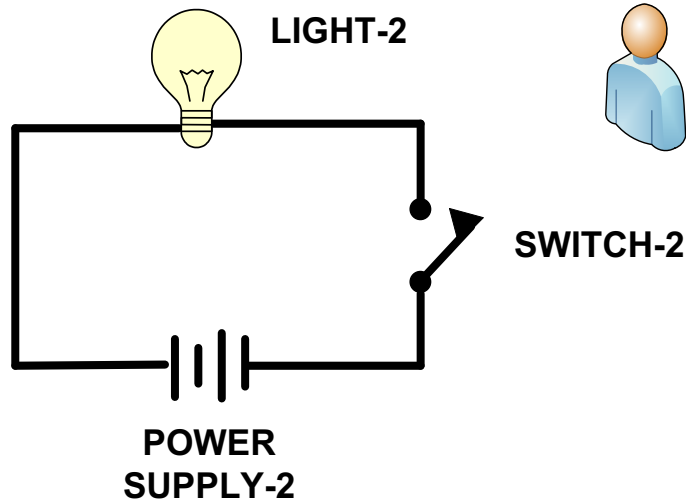


# TWO LIGHT BULB SYSTEM

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



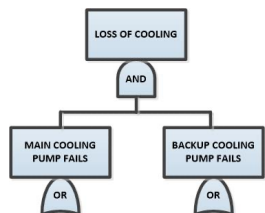
**REDUNDANCY AT THE SYSTEM LEVEL**



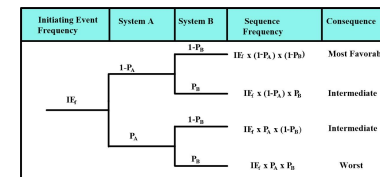
OPERATOR-1

OPERATOR-2



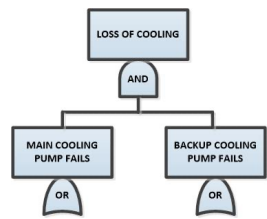


# SUCCESS CRITERIA



LIGHT 1	LIGHT 2	REACTOR ON	REACTOR OFF
OFF	OFF	FAILURE (1)	SUCCESS
OFF	ON	SUCCESS	FAILURE (2)
ON	OFF	SUCCESS	FAILURE (2)
ON	ON	SUCCESS	FAILURE (2)

- (1) WORKER SAFETY ISSUE (type 1 failure)
- (2) NUISANCE ISSUE (type 2 failure)



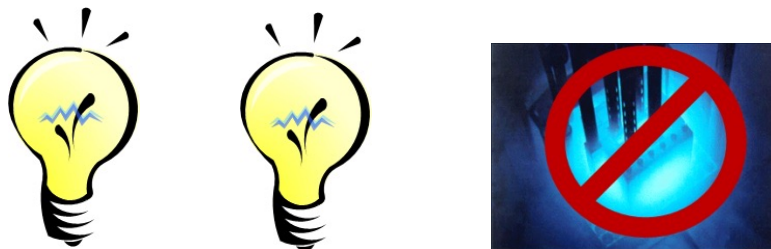
# TOP LOGIC GATE FOR TWO TYPES OF EVENTS

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- What is the top logic gate for the top event “No light when reactor is operating?”



- What is the top logic gate for the top event “Light on when reactor is operating?” (At least one light on)

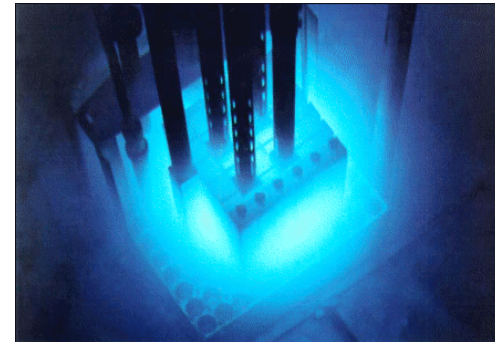


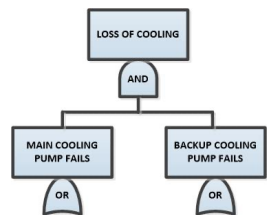


# Two Light Bulb System

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

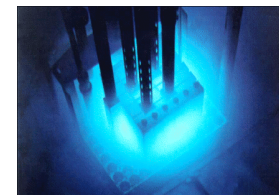
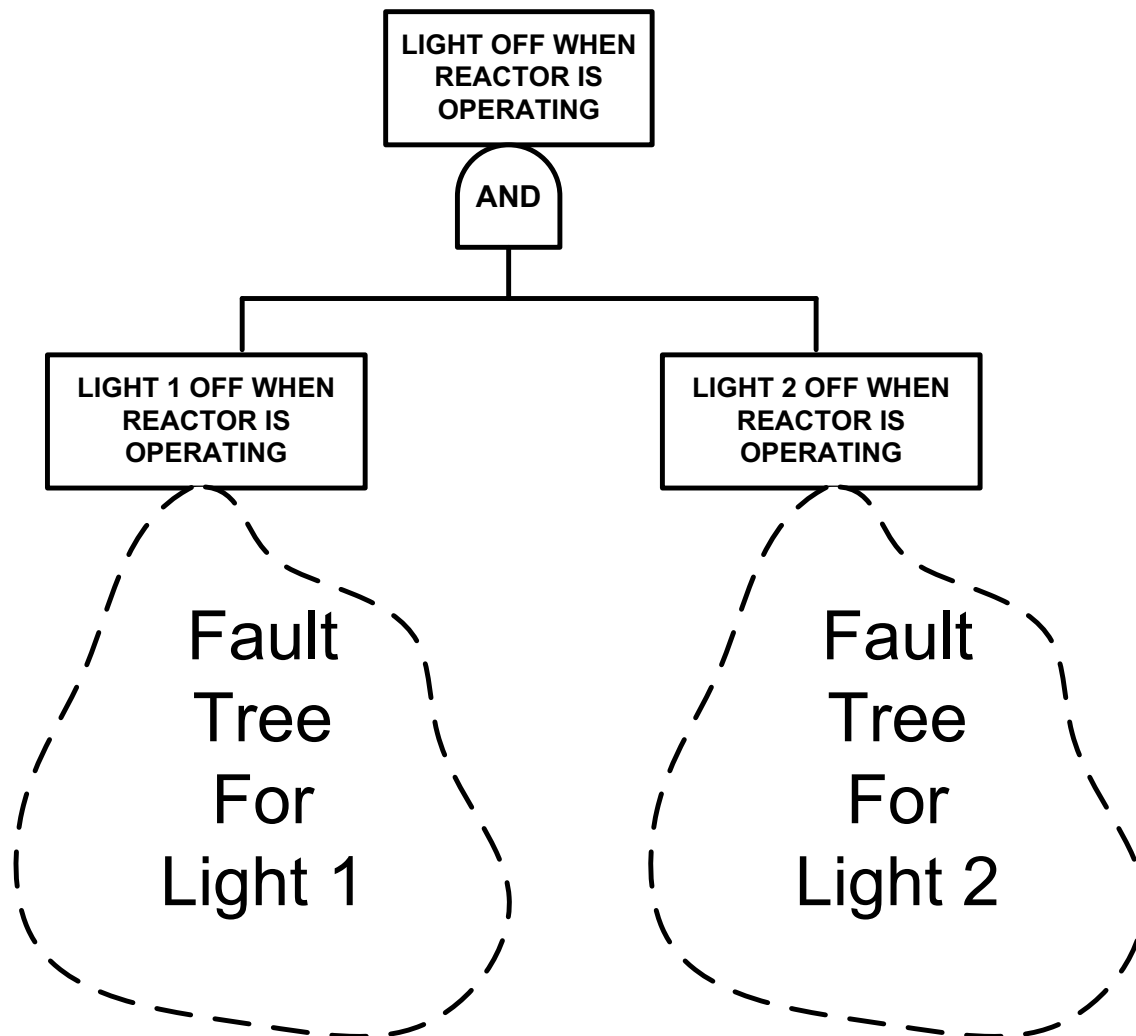
Top Event “Light off when reactor is operating”





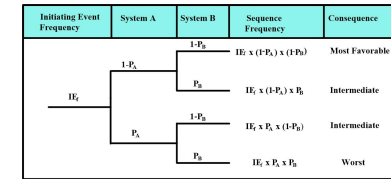
# Fault Tree Top Event for two light bulb system

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





# Rules of Boolean Algebra used to simplify logic equations

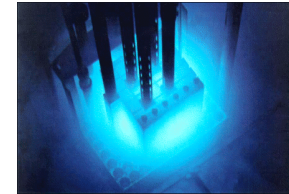
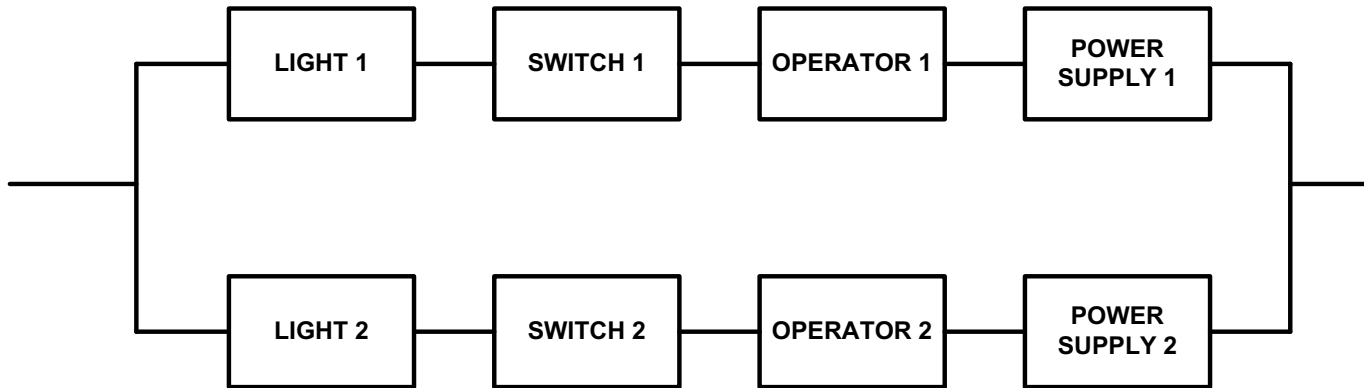


Rule	Equation	Law
1	$A \cdot 1 = A$ $A \cdot 0 = 0$	Intersection
2	$A + 1 = 1$ $A + 0 = A$	Union (+ means union)
3	$A \cdot A = A$ $A + 1 = A$	Tautology
4	$A \cdot \bar{A} = 0$ $A + \bar{A} = 1$	Complementation
5	$A = \bar{\bar{A}}$	Double Negative
6	$A \cdot B = B \cdot A$ $A + B = B + A$	Commutative
7	$A \cdot (B + C) = A \cdot B + A \cdot C$ $(A + B) \cdot (A + C) = A + B \cdot C$	Distributive
8	$(A \cdot B) \cdot C = A \cdot (B \cdot C) = A \cdot B \cdot C$ $(A + B) + C = A + (B + C) = A + B + C$	Association
9	$A \cdot (A + B) = A$ $A \cdot (\bar{A} + B) = A \cdot B$ $A \cdot B + \bar{B} = A + \bar{B}$ $A \cdot \bar{B} + B = A + B$	Absorption
10	$\overline{A + B} = \bar{A} \cdot \bar{B}$ $\overline{A \cdot B} = \bar{A} + \bar{B}$	DeMorgan's
Notes : $\cdot$ intersection, $+$ union, 0 empty set, 1 entire set, $\bar{A}$ is complement of A (not A)		



# Block Diagram for two light bulb system

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



Two success paths  
16 min cut sets of order 2 (doubles)

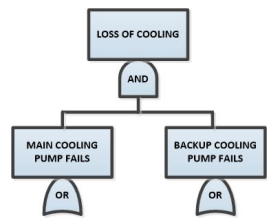
## BOOLEAN ALGEBRA REPRESENTATION

$$(LB1+SW1-O+OP1-O+PS1) \bullet (LB2+SW2-O+OP2-O+PS2)$$

## WHERE

+ DENOTES BOOLEAN OR

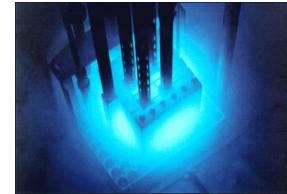
• DENOTES BOOLEAN AND



# 16 min cut sets of order 2 (doubles)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

1. Light 1, Light 2 (LB1, LB2)
2. Light 1, Switch 2 (LB1, SW2-O)
3. Light 1, Operator 2 (LB1, OP2-O)
4. Light 1, Power Supply 2 (LB1, PS2)
5. Switch 1, Light 2 (SW1-O, LB2)
6. Switch 1, Switch 2 (SW1-O, SW2-O)
7. Switch 1, Operator 2 (SW1-O, OP2-O)
8. Switch 1, Power Supply 2 (SW1-O, PS2)
9. Operator 1, Light 2 (OP1-O, LB2)
10. Operator 1, Switch 2 (OP1-O, SW2-O)
11. Operator 1, Operator 2 (OP1-O, OP2-O)
12. Operator 1, Power Supply 2 (OP1-O, PS2)
13. Power Supply 1, Light 2 (PS1, LB2)
14. Power Supply 1, Switch 2 (PS1, SW2-O)
15. Power Supply 1, Operator 2 (PS1, OP2-O)
16. Power Supply 1, Power Supply 2 (PS1, PS2)





# Common Cause Failure Analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Common Links Condition
  - Human
  - Hardware
  - Domain
- Parametric Probabilistic Analysis Alpha, Beta and Multiple Greek Factors
- Computer Analysis



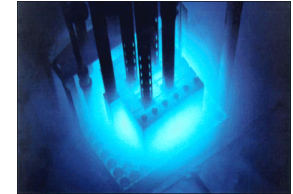


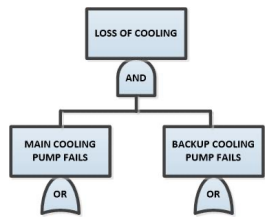
# 16 min cut sets of order 2 (doubles)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

1. Light 1, Light 2 (LB1, LB2) ←
2. Light 1, Switch 2 (LB1, SW2-O)
3. Light 1, Operator 2 (LB1, OP2-O)
4. Light 1, Power Supply 2 (LB1, PS2)
5. Switch 1, Light 2 (SW1-O, LB2)
6. Switch 1, Switch 2 (SW1-O, SW2-O) ←
7. Switch 1, Operator 2 (SW1-O, OP2-O)
8. Switch 1, Power Supply 2 (SW1-O, PS2)
9. Operator 1, Light 2 (OP1-O, LB2)
10. Operator 1, Switch 2 (OP1-O, SW2-O)
11. Operator 1, Operator 2 (OP1-O, OP2-O) ←
12. Operator 1, Power Supply 2 (OP1-O, PS2)
13. Power Supply 1, Light 2 (PS1, LB2)
14. Power Supply 1, Switch 2 (PS1, SW2-O)
15. Power Supply 1, Operator 2 (PS1, OP2-O)
16. Power Supply 1, Power Supply 2 (PS1, PS2) ←

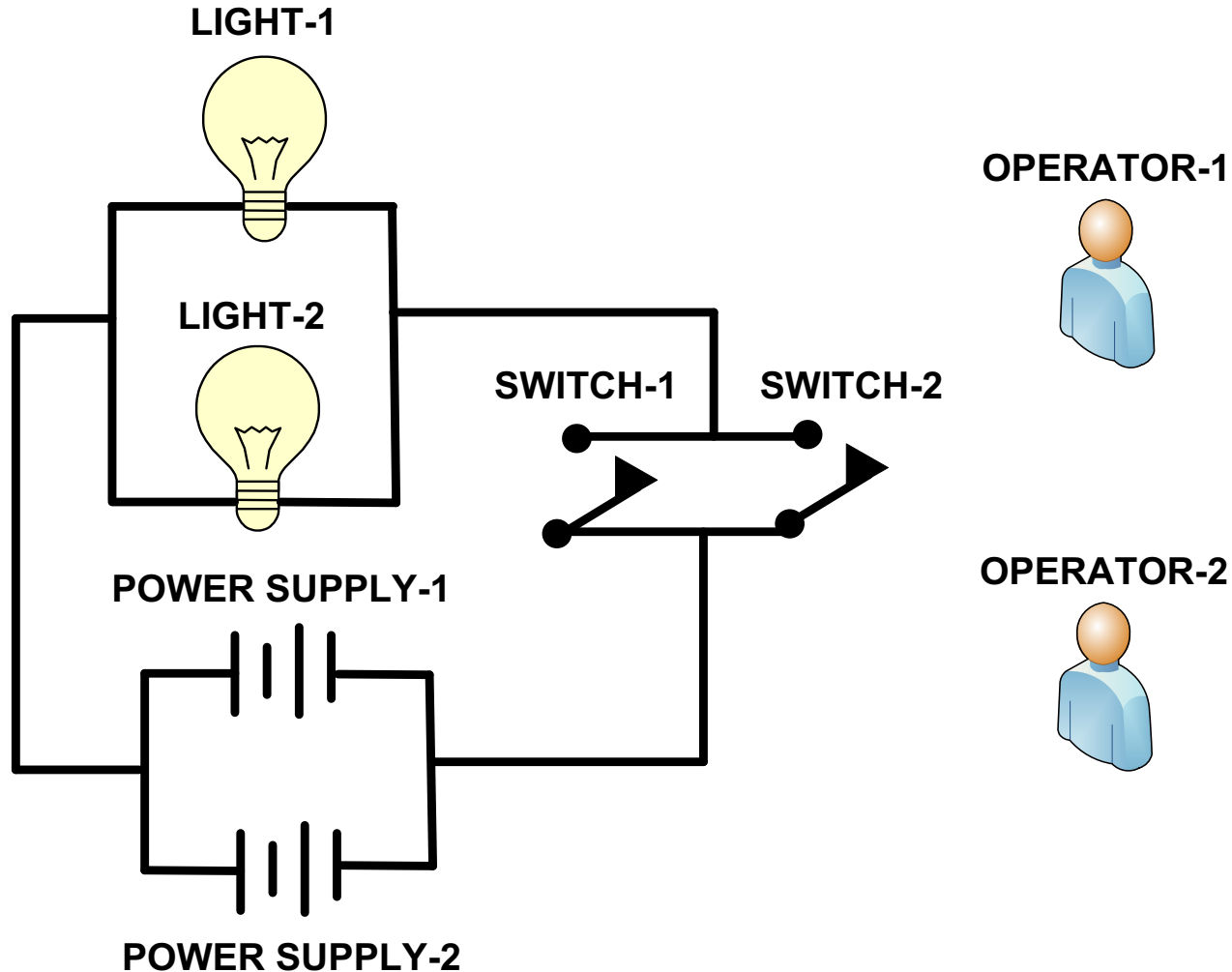
**Note: Arrows indicate double failures of similar components candidates for common cause failure analysis**





# REDUNDANCY AT THE COMPONENT LEVEL

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

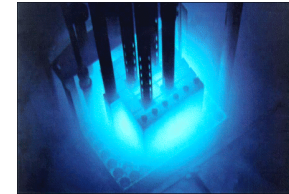




# 7 min cut sets of order 2 (doubles)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

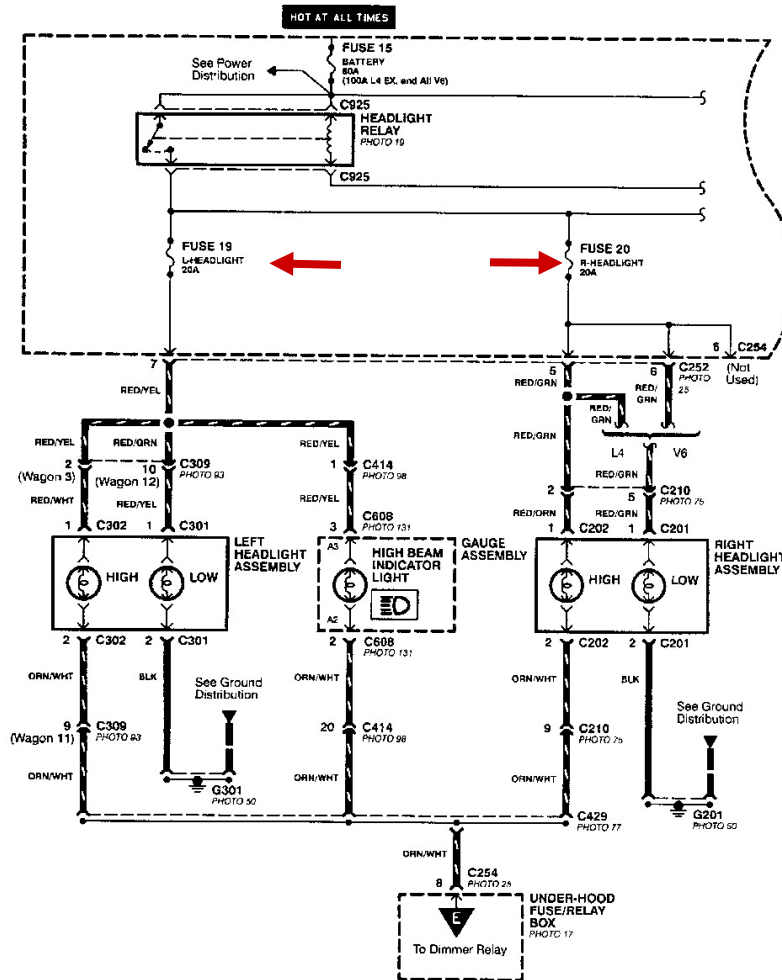
1. Light 1, Light 2 (LB1, LB2)
2. ~~Light 1, Switch 2 (LB1, SW2-O)~~
3. ~~Light 1, Operator 2 (LB1, OP2-O)~~
4. ~~Light 1, Power Supply 2 (LB1, PS2)~~
5. ~~Switch 1, Light 2 (SW1-O, LB2)~~
6. Switch 1, Switch 2 (SW1-O, SW2-O)
7. Switch 1, Operator 2 (SW1-O, OP2-O)
8. ~~Switch 1, Power Supply 2 (SW1-O, PS2)~~
9. Operator 1, Light 2 (OP1-O, LB2)
10. Operator 1, Switch 2 (OP1-O, SW2-O)
11. Operator 1, Operator 2 (OP1-O, OP2-O)
12. ~~Operator 1, Power Supply 2 (OP1-O, PS2)~~
13. ~~Power Supply 1, Light 2 (PS1, LB2)~~
14. ~~Power Supply 1, Switch 2 (PS1, SW2-O)~~
15. ~~Power Supply 1, Operator 2 (PS1, OP2-O)~~
16. Power Supply 1, Power Supply 2 (PS1, PS2)





# Auto Headlight Circuit

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$I_E$	$1-P_A$	$1-P_B$	$I_E \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$I_E \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$I_E \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$I_E \times P_A \times P_B$	Worst



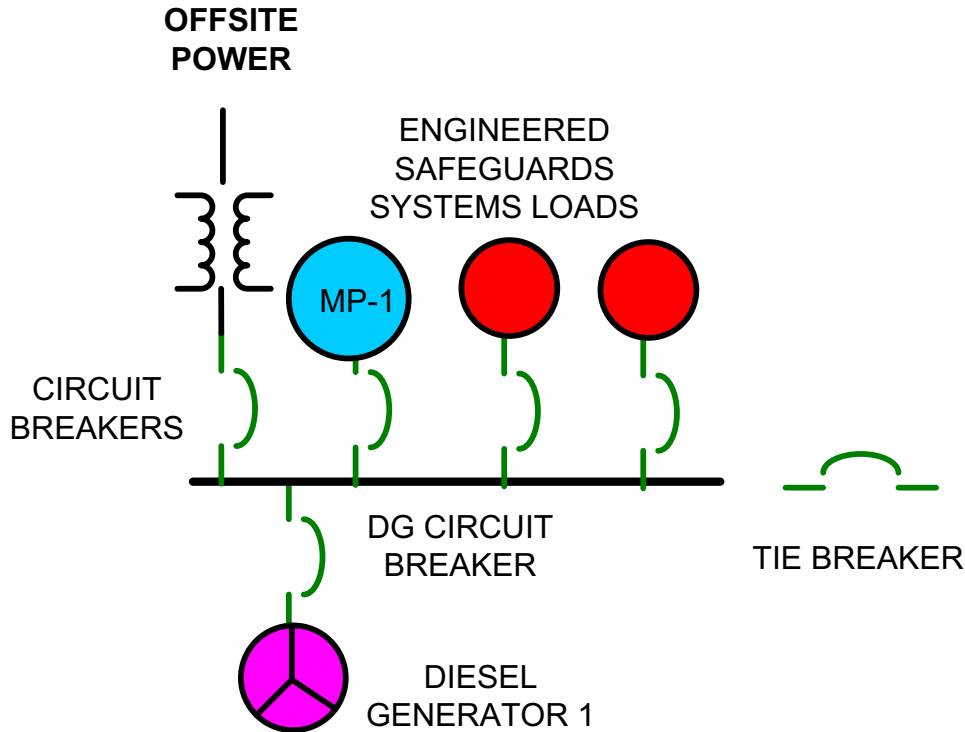
Headlights - USA (Part 1 Of 2)

Note a single fuse failure will not disable **both** head lights  
Redundancy at the system level



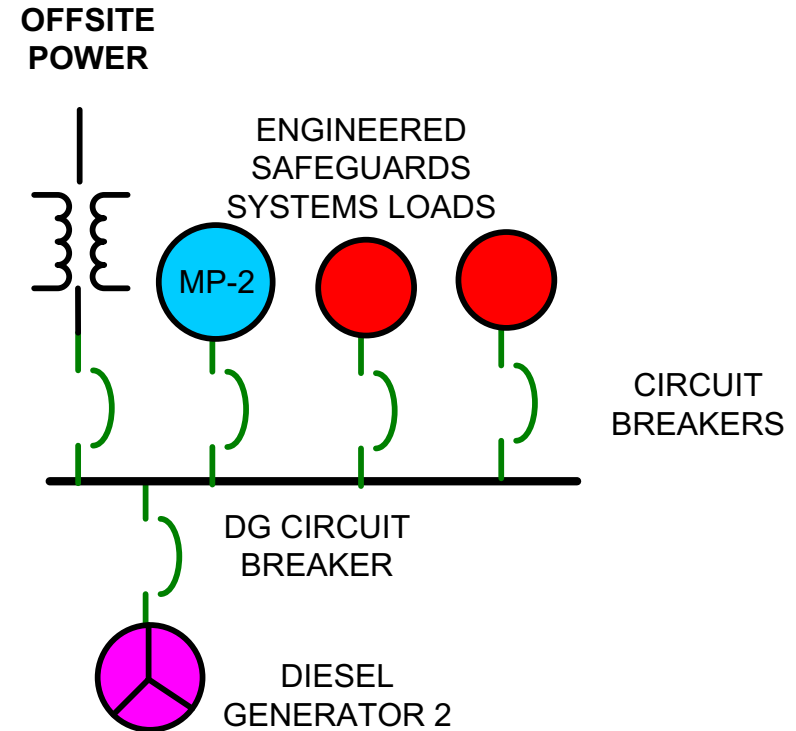
# Min Cut Sets without and with tie breaker

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



Min Cut Sets without tie breaker

1. MP-1, MP-2
2. DG-1, DG-2
3. MP-1, DG-1
4. MP-2, DG-2



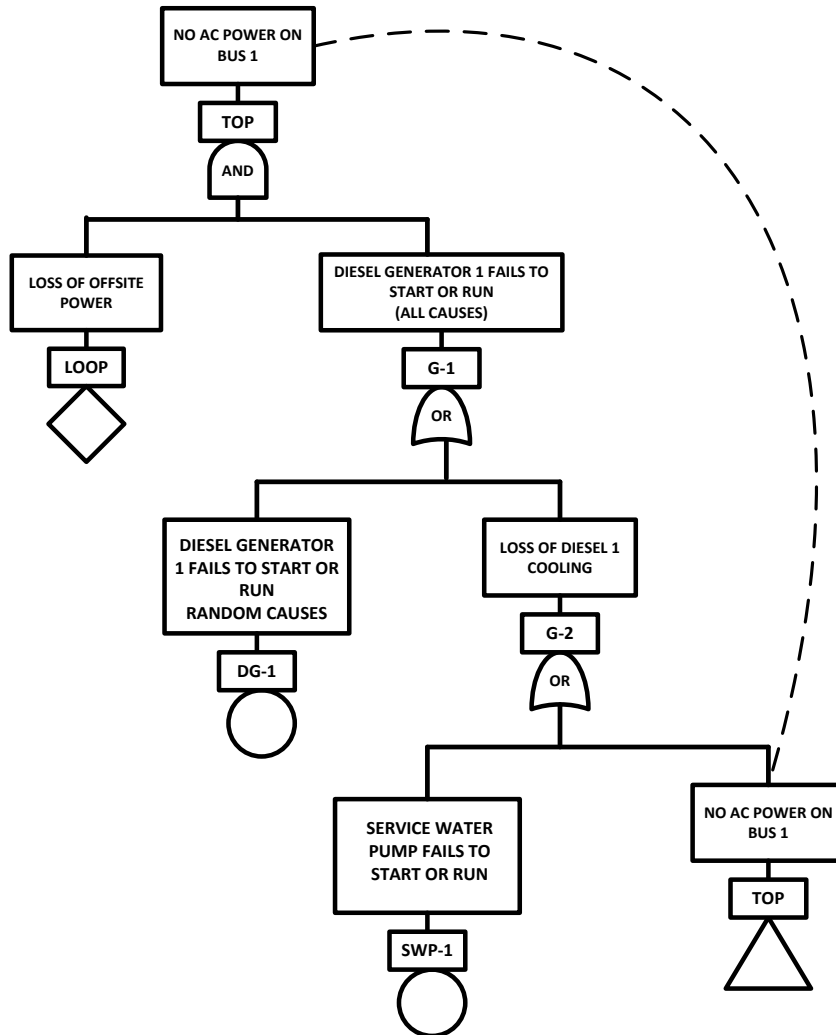
Min Cut Sets with tie breaker

1. MP-1, MP-2
2. DG-1, DG-2



# Logic Loops -- Cause Circular Logic in Fault Trees

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



**Service Water Pump  
Cools Diesel Engine**

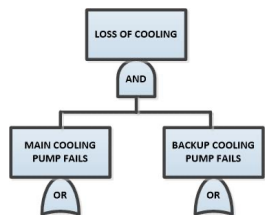
Logic loops is also  
considered for FTA  
of control systems



# ACTIVE VERSUS PASSIVE COMPONENTS

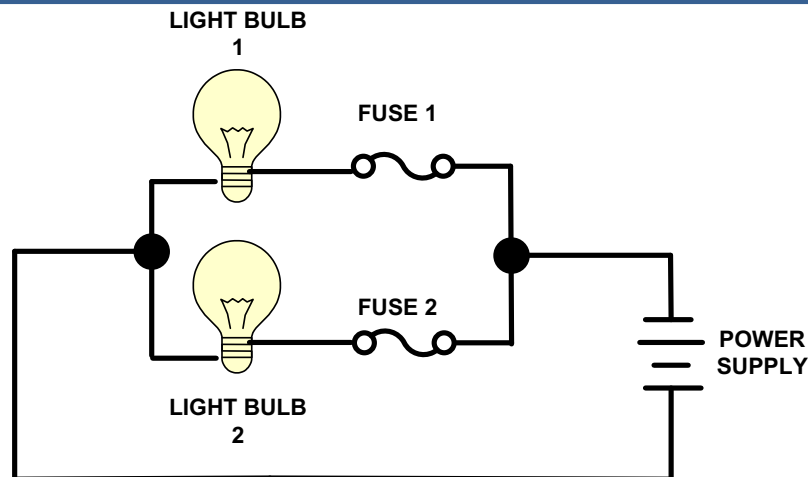
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- ACTIVE COMPONENT MUST CHANGE STATE TO OPERATE
  - SWITCHES
  - VALVES
  - PUMPS
  
- PASSIVE COMPONENTS SUPPORT OR CONTAIN ENERGY
  - WIRES
  - PIPES
  
- Generally active component failures have a much higher failure probability than passive components
  
- INTERNAL VERSUS EXTERNAL EVENTS



# LIGHT BULB SYSTEM WITH TWO SEPARATE FUSES

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_1$	$1-P_1$	$1-P_2$	$IE_1 \times (1-P_1) \times (1-P_2)$	Most Favorable
		$P_2$	$IE_1 \times (1-P_1) \times P_2$	Intermediate
	$P_1$	$1-P_2$	$IE_1 \times P_1 \times (1-P_2)$	Intermediate
		$P_2$	$IE_1 \times P_1 \times P_2$	Worst



CUT SET NO.	ORDER	DESCRIPTION
1	1	POWER SUPPLY FAILURE
2	2	FUSE 1 OPEN FUSE 2 OPEN
3	2	LIGHT BULB 1 BURNED OUT LIGHT BULB 2 BURNED OUT
4	2	FUSE 1 OPEN LIGHT BULB 2 BURNED OUT
5	2	FUSE 2 OPEN LIGHT BULB 1 BURNED OUT

There are a total of 5 min cut sets

There is one min cut set of order 1

There are 4 min cut sets of order 2

$2^N = 4$  where  $N = 2$

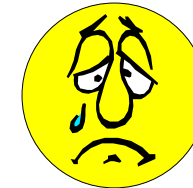
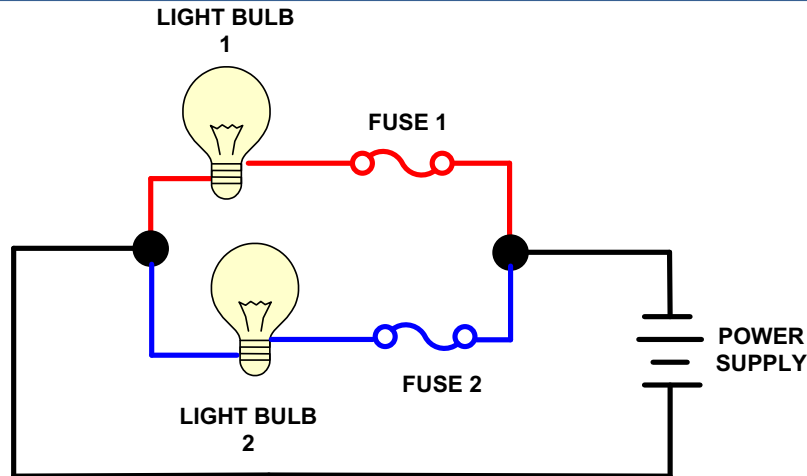
**Enabling** events for min cut sets of order 2





# Considering shorts and open circuits (passive failures)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1 - P_A$	$1 - P_B$	$IE_i \times (1 - P_A) \times (1 - P_B)$	Most Favorable
		$P_B$	$IE_i \times (1 - P_A) \times P_B$	Intermediate
	$P_A$	$1 - P_B$	$IE_i \times P_A \times (1 - P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



17 min cut sets --1 of order 1--16 of order 2

1. Power supply failure
  2. Fuse 1 open & fuse 2 open
  3. Fuse 1 open & light bulb 2 burned out
  4. Fuse 1 open & wire 2 open circuit
  5. Fuse 1 open & wire 2 short circuit
  6. Fuse 2 open & light bulb 1 burned out
  7. Fuse 2 open & wire 1 open circuit
  8. Fuse 2 open & wire 1 short circuit
  9. Light bulb 1 burned out & light bulb 2 burned out
  10. Light bulb 1 burned out & wire 2 open circuit
  11. light bulb 1 burned out & wire 2 short circuit
  12. light bulb 2 burned out & wire 1 open circuit
  13. light bulb 2 burned out & wire 1 short circuit
  14. wire 1 open circuit & wire 2 open circuit
  15. wire 1 open circuit & wire 2 short circuit
  16. wire 1 short circuit & wire 2 open circuit
  17. wire 1 short circuit & wire 2 short circuit
- note, creates more min cut sets when passive failures are considered**



# Common Cause Failure Analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Common Links Condition
  - Human
  - Hardware
  - Domain
- Maintenance Policies
- Alpha and Beta Factors
- System Configuration
  - Redundancy at the System Level
  - Redundancy at the Component Level
- Computer Analysis



# Common Cause Failure Analysis

## Human Dependency

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

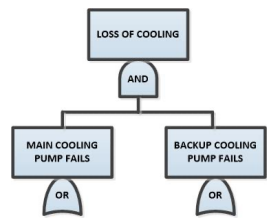
- No real redundancy for double light bulb system (Same person doing the same thing)
- Incorporate two person rule – checker
  - $1.0E-2 \times 0.1 = 1.0E-3$  (probability both fail)
- Testing, Maintenance and Calibration
  - Semi annual test (same technician/team each time)
  - Multi train system (same technician/team each time)
- Walk down and Inspections (First second and third try, i.e., repetitive actions)
  - $1.0E-2 \times 0.1 \times 1 = 1.0E-3$  (probability three attempts fail)
- Automate turning on and off switches (Engineered Controls)



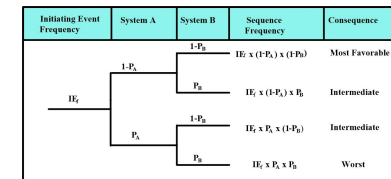
# Performance Influencing Factors for Human Failure Events

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Vulnerabilities are quite often associated with performance influencing factors (PIF)
  - Design of procedures and/or training
  - Job aids (e.g., special tools, remote cameras, binoculars)
  - Time pressure
  - Environmental conditions (e.g., noise, temperature extremes, protective clothing)
  - Prevention devices (e.g., limit switches, interlocks, mechanical stops)
  - Warning devices (e.g., alarms)
  - Task challenge (i.e., level of stimulation and interest)
  - Oversight/feedback (i.e., level of teamwork)



# Human Error precursors



Work	Individual
• Distractions / Interruptions	• Unfamiliarity with task / First time
• Changes / Departures from routine	• Lack of knowledge (mental model)
• Confusing displays or controls	• New technique not used before
• Workarounds / Out-of-service instruments	• Imprecise communication habits
• Hidden system response	• Lack of proficiency / Inexperience
• Unexpected equipment conditions	• Indistinct problem-solving skills
• Lack of alternative indication	• "Hazardous" attitude for critical task
• Personality conflicts	• Illness / Fatigue
Task	Human
• Time pressure (in a hurry)	• Stress (limits attention)
• High workload (memory requirements)	• Habit patterns
• Simultaneous, multiple tasks	• Assumptions (inaccurate mental picture)
• Repetitive actions, monotonous	• Complacency / Overconfidence
• Irrecoverable acts	• Mindset ("tuned" to see)
• Interpretation requirement	• Inaccurate risk perception (Pollyanna)
• Unclear goals, roles and responsibilities	• Mental shortcuts (biases)
• Lack of clear standards	• Limited short-term memory



# Trench incident December 1979

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

**December 1979**

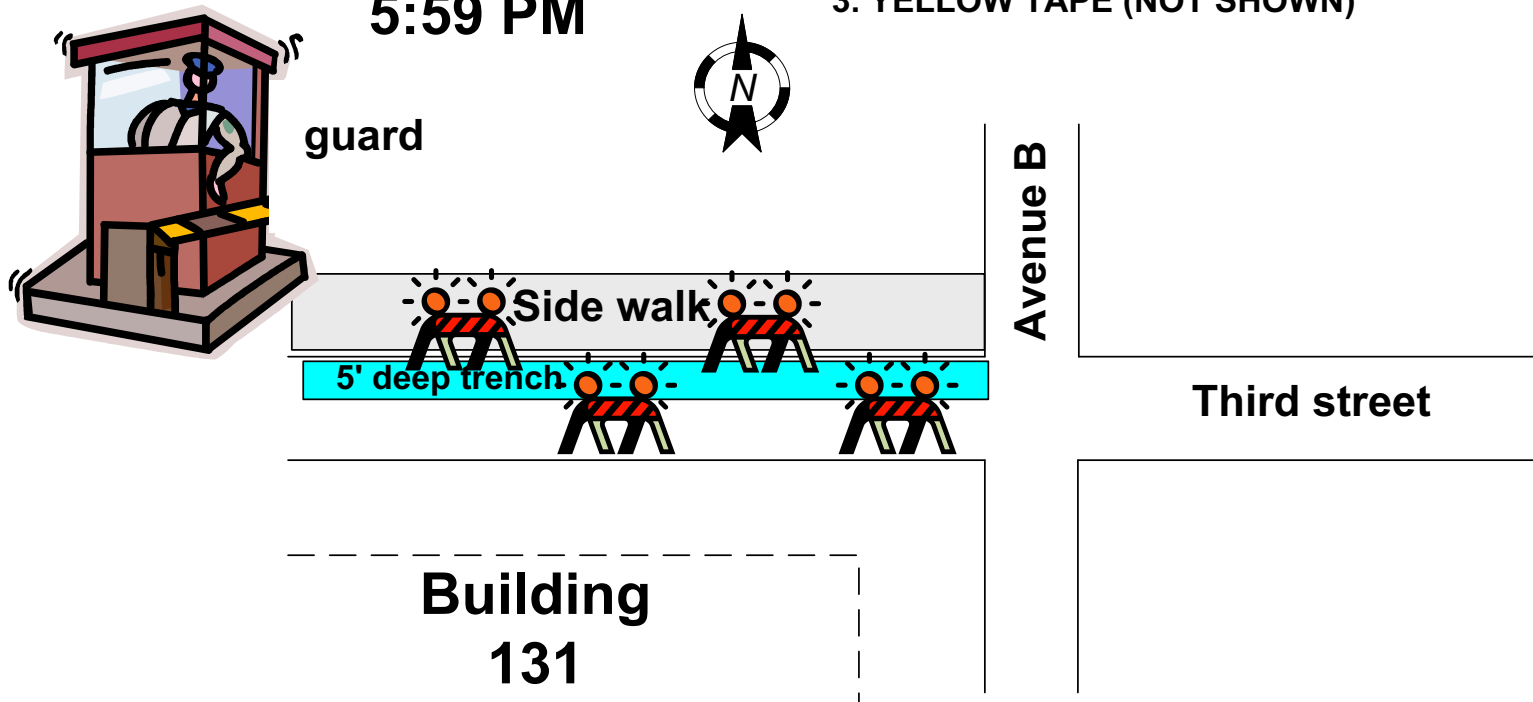
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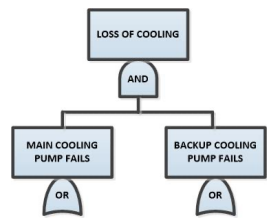
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**CONTROLS:**

1. GUARD
2. BARRICADES WITH LIGHTS
3. YELLOW TAPE (NOT SHOWN)





# Overview – Dependent and Common Cause Failures

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Dependent failures are often significant contributors to the overall risk results.
- Examples of dependent failures:
  - Common Cause Failures (CCFs)
  - Shared equipment (e.g., support system) failures
  - Physical / spatial interactions (e.g., common location, fire and flood area)
- Human interactions (instrument miscalibration, valve mispositioning)
- Dependency matrices are typically used to identify system/component dependence on support systems such as power and cooling.
- Dependent failures & common cause events are modeled explicitly in the fault trees by inclusion of appropriate external Fault Tree transfers and CCF basic events.

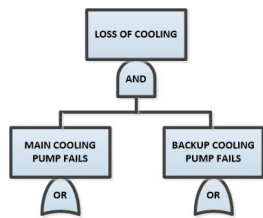


# Common Cause Failure Analysis Hardware Dependency

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Common Manufacturer
- Physical Domains (can involve dissimilar components in same min cut set)
  - Internal events (e.g., flooding, cold weather, missiles)
  - External events
    - Seismic (foundation bolts missing or deficient)
    - Seismic (Fire Wall falls down)
    - Fire (cables erroneously located in same cable tray)

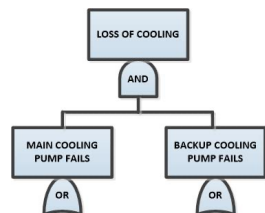




# Generic Causes of dependent failures

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

Generic cause	Example of source
Impact	Pipe whip, water hammer, missiles, earthquakes, structural failure
Vibration	Machinery in motion, earthquake
Pressure	Explosion, out-of-tolerance system changes (pump overspeed, flow blockage)
Grit	Airborne dust, metal fragments generated by moving parts with inadequate tolerances, crystallized boric acid from control system
Moisture	Condensation, pipe rupture, rainwater
Stress	Thermal stress at welds of dissimilar metals
Temperature	Fire, lightning, welding equipment, cooling-system faults, electrical short-circuits
Freezing	Water freezing
Electromagnetic interference	Welding equipment, rotating electrical machinery, lightning, power supplies, transmission lines
Radiation damage	Neutron sources, charged-particle radiation
Conducting medium	Conductive gases
Out-of-tolerance voltage	Power surge
Out-of-tolerance current	Short-circuit, power surge
Corrosion (acid)	Boric acid from chemical control system, acid used in maintenance for rust removal and cleaning
Corrosion (oxidation)	In a water medium or around high-temperature metals (e.g., filaments)
Other chemical reactions	Galvanic corrosion; complex interactions of fuel cladding, water, oxide fuel, and fission products
Biological hazards	Poisonous gases, explosions, missiles



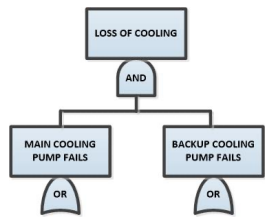
# Special conditions

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## Special conditions

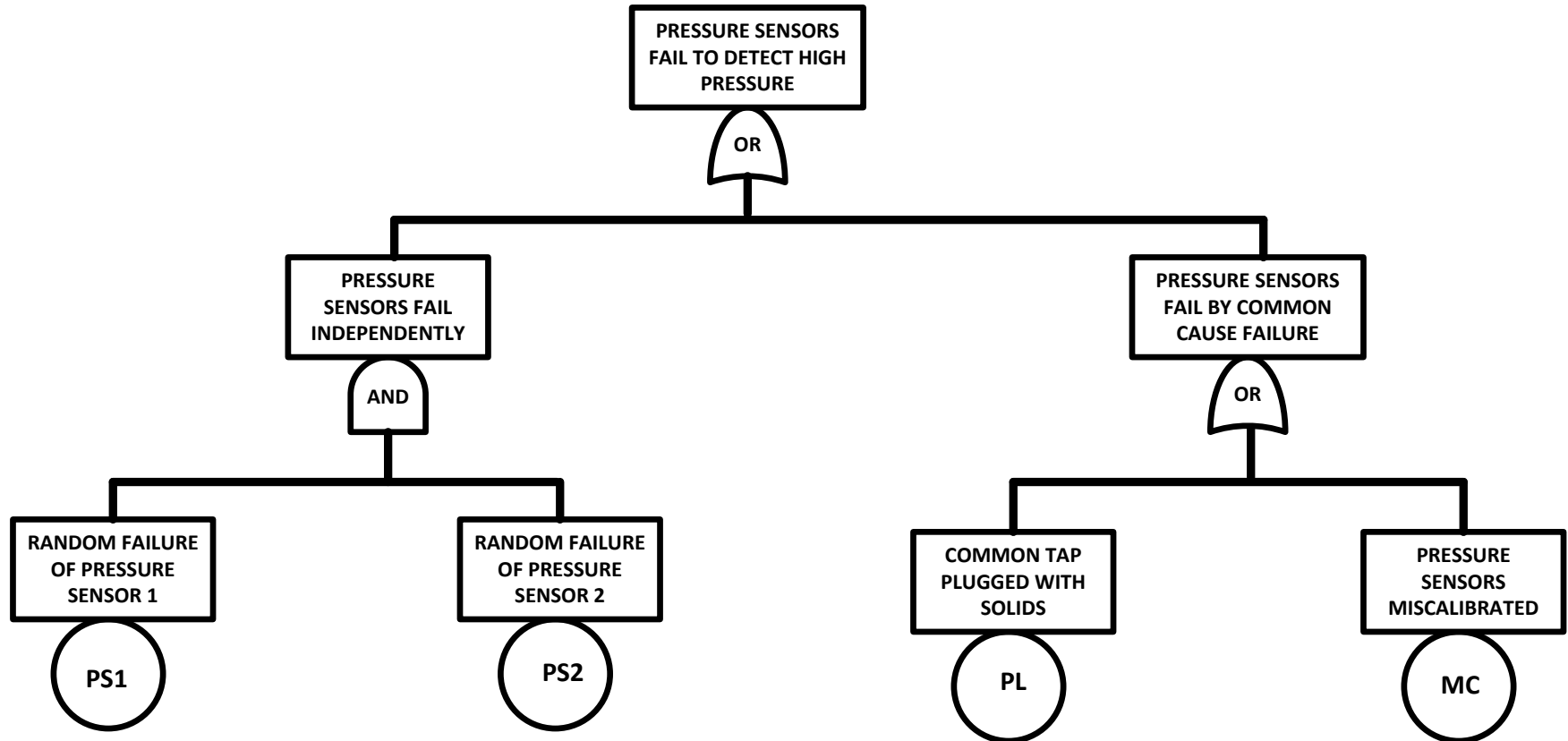
## Example of source

Calibration	Misprinted calibration instructions
Installation contractor	Same subcontractor or crew
Maintenance	Incorrect procedure, inadequately trained personnel
Operator or operation	Operator disabled or overstressed, faulty operating procedures
Proximity	Location of components in one cabinet (common location exposes all of the components to many unspecified common causes)
Test procedure	Faulty test procedures that may affect all components normally tested together



# Explicit Modeling Common Cause Failure Analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





# Alpha Factor Analysis (implicit modeling)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Probability diesel generator fails to start upon demand  
 $q_d = 8 \times 10^{-3}$
- Probability that two diesel generators fail to start upon demand (assuming independence)  
 $q_d^2 = (8 \times 10^{-3})^2 = 6 \times 10^{-5}$
- Alpha analysis allows for dependency based upon observing actual data for a system with 2 or more trains



# Example -- Alpha Factor Analysis Two Diesel Generator System

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

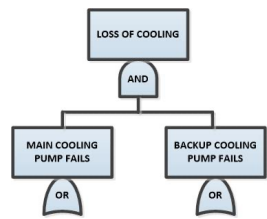
$$N_t = N_0 + N_1 + N_2$$

$N_t$  = total number of starts (trials) for the two train system (a trial requires the start of two diesel generators)

$N_0$  = total number of starts with no failures

$N_1$  = total number of starts with exactly one failure or two independent failures

$N_2$  = total number of starts with two common cause failures



# Alpha Factor Analysis Two Diesel Generator System

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

$q_d = (N_1 + N_2)/N_t$  (Probability that a diesel generator will fail to start on demand all causes)

$\alpha_1 = N_1/(N_1 + N_2) = 0.95$  (failure due to independent causes)

$\alpha_2 = N_2/(N_1 + N_2) = 0.05$  (failure due to common cause failures)



# Alpha Factor Analysis Two Diesel Generator System

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

Probability that both diesels fail upon demand using alpha factors  
 = Probability that two diesels fail to start  
 =  $P(\text{independent causes} + \text{common causes})$   
 $= (q_d \times \alpha_1)^2 + q_d \times \alpha_2$   
 $= (8 \times 10^{-3} \times .95)^2 + 8 \times 10^{-3} \times .05$   
 $= 5.8 \times 10^{-5} + 4.0 \times 10^{-4}$   
 $= 4.6 \times 10^{-4}$

A factor of  $4.6 \times 10^{-4} / 5.9 \times 10^{-5} \approx 7$  greater than assuming independence only

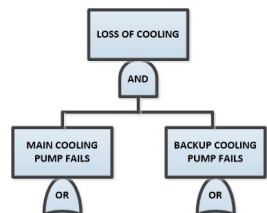


# Common Cause Failure Analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Generally common Cause Failure Analysis considers failure components in standby
- The analysis should also consider the effect of the initiating event on failure of components in standby, e.g., secondary failures

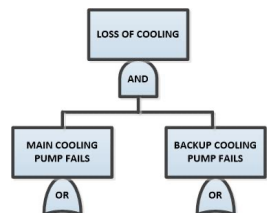




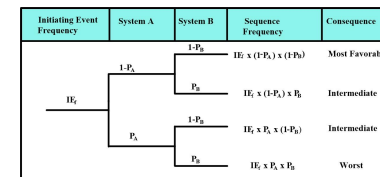
# COMPARISON OF CCF DATABASES

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

Database Parameter	EPRI-NP-3967	NUREG/CR-6268
Data Recording Period	1972-83	1980-95
Sources of Data	LERs	LERs and NPRDS
Number of Data Records Analyzed	2,654	39,910
Number of Independent Failures	2,232	16,586
Number of Common Cause Events	113	1,533
Number of Common Cause Failure Events in which all redundant components failed	68	235

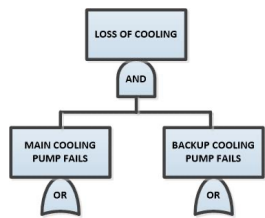


# Maintenance Unavailability Data

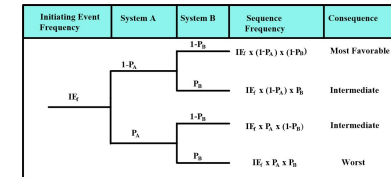


Component Type	Unavailability Mode	Demand / Hourly	Code	Mean Value	Error Factor
Emergency Diesel Generator	Emergency Diesel Generator Test or Maintenance	d	M	1.2E-02	2.1
Heat Exchanger	Heat Exchanger Test or Maintenance (CCW)	d	M	7.0E-03	4.3
	Heat Exchanger Test or Maintenance (RHR-PWR) "	d	M	5.0E-03	2.5
Motor-driven Pump	Motor-Driven Pump Test or Maintenance (AFWS)	d	M	4.0E-03	2.5
	Motor-Driven Pump Test or Maintenance (CCW)	d	M	6.0E-03	3.8
	Motor-Driven Pump Test or Maintenance (ESW)	d	M	1.2E-02	4.3
	Motor-Driven Pump Test or Maintenance (Other)	d	M	8.0E-03	4.3
Turbine-driven Pump	Turbine-Driven Pump Test or Maintenance (AFWS)	d	M	5.0E-03	2.8

Ref. Data Derived from NUREG/CR-6928



# Calculation Types for Computer Code CAFTA



Calculation Type	Form	Equation	Notes
0	Probability	Q	Used when there is <u>no failure rates</u> . Often used for human error probabilities.
1	Ratio	$\lambda * \tau$	Failure rate times a factor. E.g. failure rate per meter times the number of meters. Sometimes used as an approximation to calculation types 3 and 4
2	Approximate Average Unavailability	$\frac{\lambda * \tau}{2}$	Approximation of average unavailability between tests. Calculation type 5 is preferred.
3	Mission Time	$1 - e^{-\lambda t}$	Probability of failure during a mission (unreliability), t = mission time.
4	Detectable and Repairable	$\frac{\lambda \tau}{\lambda \tau + 1}$	Asymptotic unavailability, given repair. Assumes that the failure is detectable, x = average repair time
5	Tested Equipment	$1 + \frac{1}{\lambda \tau} (e^{-\lambda \tau} - 1)$	Average unavailability between tests. Assumes the component is known to be "perfect" after each test. T = test interval. Sometimes calculation type 2 ( $\lambda * t/2$ ) is used to approximate this.
6	Repair and Mission	$\frac{\lambda \tau}{\lambda \tau + 1} (1 - e^{-(\lambda + \frac{1}{\tau})t})$	Probability of failure during a mission with repair, $\lambda$ = average repair time
9	Initiator	F	Initiating Event frequency
+/-	True/False	1.0/0.0	Sets the probability of the event to 1 or 0 in all locations



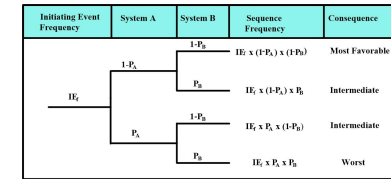
# Two types of Failure

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Two lights for reactor – one off and one on? Is the reactor on or off?
- Toyota 2004 Camry
  - Air Bag Status
    - No display when no one is sitting in the seat
    - Display “air bag off” sign when light weight passenger sits in seat
    - Display “air bag on” sign when heavy weight passenger sits in seat
  - For my car “air bag off sign” appears all the time
    - Mechanic says that weight sensor system failed low
    - Air bag is disabled in this case
    - No preferred failure mode for this weight sensor



# Failure Modes and Effects Analysis



Sys-tem	Sub-system	Compon-ent Identi-fication	Function	Failure Mode (How does it fail)	Failure Mechanism (Why does it fail)	Effect on Subsystem /System (Is failure in safe or unsafe direction)	Method of Detection	Criticality	Remarks (What inherent provisions are provided in the design to compensate for the failure.)
Auto	Pass-enger side  Air Bag System	Weight Sensor	Activates system when passenger weight exceeds 70lb	False Low Reading	Fatigue  Out of calibration  Connector failure	Air bag always disabled	Air bag light warning light always indicates "Off"	Marginal	Passenger wears seat belt   no fail safe (preferred) failure mode for weight sensor
				False High Reading	Fatigue  Out of calibration	Air bag always enabled	Air bag light warning light always indicates "On"	Marginal	Light weight passenger can sit in back seat

## Criticality Ranking:

1. Catastrophic – Loss of life/system
2. Critical – potential for Loss of life/system-- requires immediate action
3. Marginal – Degradation of a system safety function
4. Negligible – no or little effect



# K out N systems (Duality Principle)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## ■ Success Criteria

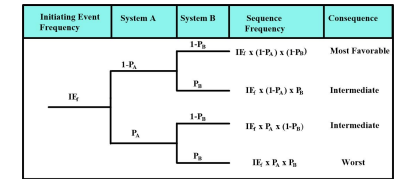
- $K$  = number of components that must work for system success
- $N$  = Number of system components
- $C(N,K) = N!/K!(N-K)!$  = Number of Path Sets
- $K$  = order of the path sets

## ■ Failure Criteria

- $N-K+1$  = number of components that must fail for system failure
- $C(N,N-K+1) = N!/[(N-K+1)!(K-1)!]$  = Number of Cut Sets
- $N-K+1$  = order of min cut sets

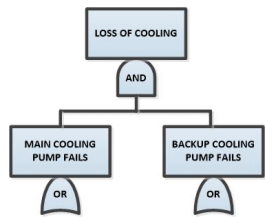


## Table for a 2,3 and 4 component system



Number of components	System	Success Criteria	Success Logic	No. of Path Sets	Order of min Path Sets	Failure Criteria	Failure logic	No. of min cut sets	Order of Min Cut sets
2	Parallel	1 out of 2	OR	2	1	2 out of 2	AND	1	2
2	Series	2 out of 2	AND	1	2	1 out of 2	OR	2	1
3	Parallel	1 out of 3	OR	3	1	3 out of 3	AND	1	3
3	K out of N	2 out of 3	K out of N	2	2	2 out of 3	K out of N	2	2
3	Series	3 out of 3	AND	1	3	1 out of 3	OR	3	1
4	Parallel	1 out of 4	OR	4	1	4 out of 4	AND	1	4
4	K out of N	2 out of 4	K out of N	6	2	3 out of 4	K out of N	4	3
4	K out of N	3 out of 4	K out of N	4	3	2 out of 4	K out of N	6	2
4	Series	4 out of 4	AND	1	4	1 out of 4	OR	4	1

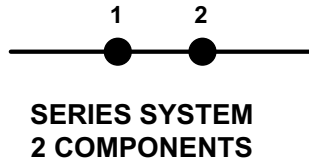
**Path Set Also indicates how the system can spuriously activate**



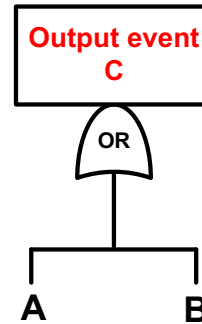
# AND and OR GATES WITH TWO INPUT EVENTS

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_i$	$1-P_j$	$IE_i \times (1-P_i) \times (1-P_j)$	Most Favorable
		$P_j$	$IE_i \times (1-P_i) \times P_j$	Intermediate
	$P_i$	$1-P_j$	$IE_i \times P_i \times (1-P_j)$	Intermediate
		$P_j$	$IE_i \times P_i \times P_j$	Worst

## RELIABILITY NETWORK REPRESENTATION (SYSTEM)



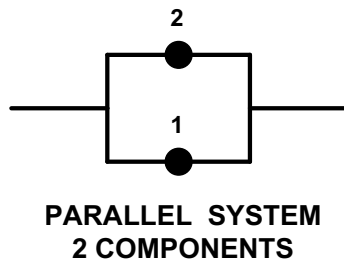
OR  
GATE  
TWO  
INPUTS



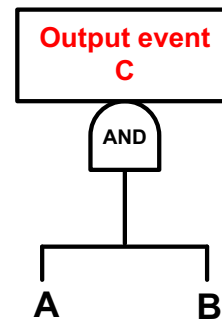
## TRUTH TABLE

A	B	C
FALSE	FALSE	FALSE
FALSE	TRUE	TRUE
TRUE	FALSE	TRUE
TRUE	TRUE	TRUE

A	B	C
0	0	0
0	1	1
1	0	1
1	1	1

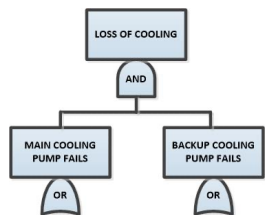


AND  
GATE  
TWO  
INPUTS



A	B	C
0	0	0
0	1	0
1	0	0
1	1	1

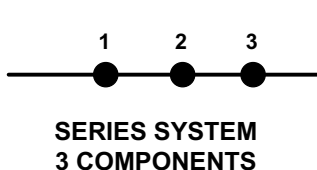




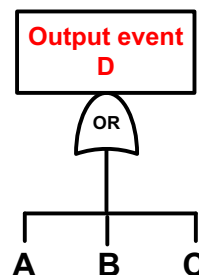
# THREE EVENT OR THREE COMPONENT SYSTEM

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## RELIABILITY NETWORK REPRESENTATION (SYSTEM)

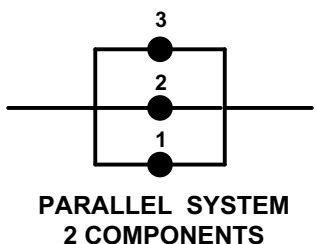


OR  
GATE  
THREE  
INPUTS

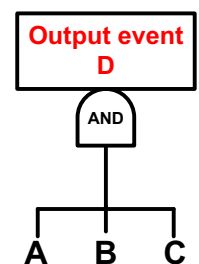


## TRUTH TABLE

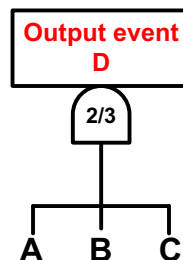
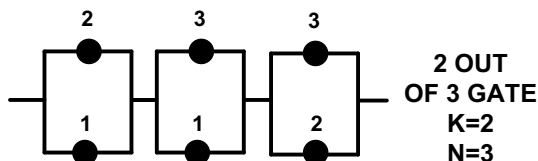
A	B	C	D
0	0	0	0
1	0	0	1
0	1	0	1
0	0	1	1
1	1	0	1
1	0	1	1
0	1	1	1
1	1	1	1



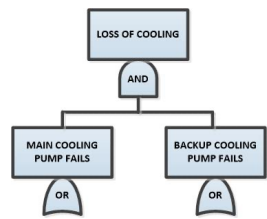
AND  
GATE  
THREE  
INPUTS



A	B	C	D
0	0	0	0
1	0	0	0
0	1	0	0
0	0	1	0
1	1	0	0
1	0	1	0
0	1	1	0
1	1	1	1



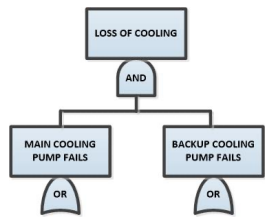
A	B	C	D
0	0	0	0
1	0	0	0
0	1	0	0
0	0	1	0
1	1	0	1
1	0	1	1
0	1	1	1
1	1	1	1



# Initiating event fault tree analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Initial conditions
- Initiating events
- Enabling events
- System Unavailability
- Critical system state
- Top Event occurrence frequency
- Assumptions
- Two and three component systems



# System Failure Frequency $W_s$

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_i$	$1-P_{B1}$	$IE_i \times (1-P_i) \times (1-P_{B1})$	Most Favorable
		$P_{B1}$	$IE_i \times (1-P_i) \times P_{B1}$	Intermediate
	$P_i$	$1-P_{B2}$	$IE_i \times P_i \times (1-P_{B2})$	Intermediate
		$P_{B2}$	$IE_i \times P_i \times P_{B2}$	Worst

$$W_s = \sum_{i=1}^n \left[ \begin{array}{c} \text{Probability that the} \\ \text{system is in a} \\ \text{critical system} \\ \text{state for} \\ \text{component } i \end{array} \right] \left[ \begin{array}{c} \text{Failure} \\ \text{frequency for} \\ \text{component } i \end{array} \right]$$

where  $n$  = number of components (initiating events)



# Initiating Event importance measures

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Determined by a ratio
- Denominator is  $W_S(T)$
- Conditional probability
- Initiating events
- Enabling events
- Min cut sets



# Assumptions and Nomenclature

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Component failures are s-independent
- Two states success and failure
- Probability of component success is p
  - $p_1$  component A works,  $A_W$
  - $p_2$  component B works,  $B_W$
  - $p_3$  component C works,  $C_W$
- Probability of component failure is q
  - $q_1$  component A fails,  $A_F$
  - $q_2$  component B fails,  $B_F$
  - $q_3$  component C fails,  $C_F$
- Initial conditions system runs at steady state



# Component Basic Event Data

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Time Related
- Demand Related

Two Types

Enabling Event Unavailability  $q$

Initiating Event Failure Frequency  $\lambda$



# Time Related Component Unavailability q and Failure frequency $\lambda$

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

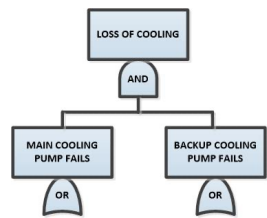
MAINTENANCE POLICY	COMPONENT UNAVAILABILITY $q^*$	ASYMPTOTIC VALUE	COMPONENT UNAVAILABILITY VERSUS TIME	COMPONENT FAILURE FREQUENCY $w$	ASYMPTOTIC VALUE	COMPONENT FAILURE FREQUENCY VERSUS TIME
1. No Repair	$1 - e^{-\lambda t} < \lambda t$	1		$\lambda e^{-\lambda t}$	0	
2. Repair Announced Failure	$\frac{\tau}{\mu + \tau} \left( 1 - e^{-\left(\frac{\mu + \tau}{\mu \tau}\right)t} \right)$	$\frac{\tau}{\mu + \tau} < \lambda \tau$		$\frac{1}{\mu + \tau} \left[ 1 - \frac{\tau}{\mu} e^{-\left(\frac{\mu + \tau}{\mu \tau}\right)t} \right]$	$\frac{1}{\mu + \tau}$	
3. Repair Unannounced Failure	$1 - e^{-\lambda(t - (n-1)\phi)}$ $(n-1)\phi \leq t \leq n\theta$ $n = 1, 2, 3, \dots$	$\frac{\lambda\phi}{2} + \frac{\tau}{\tau + \phi}$ (Average Unavailability)		$\lambda e^{-\lambda(t - (n-1)\phi)}$ $(n-1)\phi \leq t \leq n\theta$ $n = 1, 2, 3, \dots$	$\lambda e^{-\frac{\lambda\phi}{2}} < \lambda$	

\* $\mu$  = mean time to failure

$\tau$  = mean time to restore

$\theta$  = Scheduled Inspection Interval

$\lambda$  in many cases is an accurate approximation for component failure frequency



# OR gate with two inputs

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

SYSTEM STATE	A	B	C TOP EVENT	TOP EVENT PROBABILITY
1	WORKS	WORKS	FALSE	$p_1p_2$
2	WORKS	FAILS	TRUE	$p_1q_2$
3	FAILS	WORKS	TRUE	$q_1p_2$
4	FAILS	FAILS	TRUE	$q_1q_2$

SYSTEM STATE	A	B	C TOP EVENT	TOP EVENT PROBABILITY
1	0	0	0	$p_1p_2$
2	0	1	1	$p_1q_2$
3	1	0	1	$q_1p_2$
4	1	1	1	$q_1q_2$

Two min cut sets of order 1  $\{A_f\}$ ,  $\{B_f\}$

TOP EVENT PROBABILITY  $Q_T = q_1 + q_2 - q_1q_2 < q_1 + q_2$





# OR gate with two inputs -- critical system state

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

SYSTEM STATE	B	CRITICAL SYSTEM STATE?	PROBABILITY
1	0	YES	$p_2$
2	1	NO	$q_2$

- Probability that the system in a critical system state for component A =  $p_2 = 1 - q_2$  --
- Birnbaum's measure of component importance  $\partial Q / \partial q$ ,  $Q_T(q_1=1) - Q_T(q_1=0)$
- Assume that either component A or B can be initiating events,
- Assume that their failure frequency is given by their failure rates
  - $w_1(t) = \lambda_1$  Component A
  - $w_2(t) = \lambda_2$  Component B
- Top event failure frequency  $W_T(t)$  is
  - $W_T(t) = \lambda_1 p_2 + \lambda_2 p_1 < \lambda_1 + \lambda_2$
- Initiating event importance
  - $I_1(t) = \lambda_1 / (\lambda_1 + \lambda_2)$  Component A
  - $I_2(t) = \lambda_2 / (\lambda_1 + \lambda_2)$  Component B



# Exclusive OR gate with two inputs

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_1$	$1-P_2$	$IE_i \times (1-P_1) \times (1-P_2)$	Most Favorable
		$P_2$	$IE_i \times (1-P_1) \times P_2$	Intermediate
	$P_1$	$1-P_2$	$IE_i \times P_1 \times (1-P_2)$	Intermediate
		$P_2$	$IE_i \times P_1 \times P_2$	Worst

SYSTEM STATE	A	B	C TOP EVENT	TOP EVENT PROBABILITY
1	0	0	0	$p_1 p_2$
2	0	1	1	$p_1 q_2$
3	1	0	1	$q_1 p_2$
4	1	1	0	$q_1 q_2$

Two prime implicants of order 2  $\{A_F B_W\}$   $\{A_W B_F\}$

- Top event probability  
 $Q_T = q_1 + q_2 - 2q_1 q_2 < q_1 + q_2$
- Critical system state unavailability component  $A = p_2$
- Birnbaum's measure of importance does not work since the logic is not coherent
- Top Event Occurrence frequency  
 $W_T(t) = p_2 \lambda_1 + p_1 \lambda_2 < \lambda_1 + \lambda_2$



# AND gate with two inputs

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

SYSTEM STATE	A	B	C TOP EVENT	TOP EVENT PROBABILITY
1	0	0	0	$p_1p_2$
2	0	1	0	$p_1q_2$
3	1	0	0	$q_1p_2$
4	1	1	1	$q_1q_2$

One min cut set of order 2  $\{A_F, B_F\}$

Top event probability =  $q_1q_2$



# AND gate with two inputs -- critical system state

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

SYSTEM STATE	B	CRITICAL SYSTEM STATE?	PROBABILITY
1	0	NO	$p_2$
2	1	YES	$q_2$

- Probability that the system in a critical system state for component A =  $q_2$
- Top Event Occurrence Frequency

$$W_T(t) = \lambda_1 q_2 + \lambda_2 q_1$$

- Initiating event importance

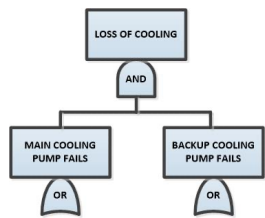
$$I_1(t) = \lambda_1 q_2 / (\lambda_1 q_2 + \lambda_2 q_1) \text{ component A}$$

$$I_2(t) = \lambda_2 q_1 / (\lambda_1 q_2 + \lambda_2 q_1) \text{ component B}$$

- Enabling event importance

$$E_1(t) = \lambda_2 q_1 / (\lambda_1 q_2 + \lambda_2 q_1) \text{ Component A}$$

$$E_2(t) = \lambda_1 q_2 / (\lambda_1 q_2 + \lambda_2 q_1) \text{ Component B}$$



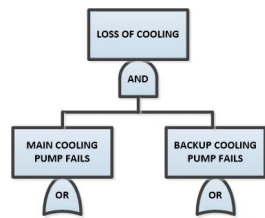
# OR gate with three inputs

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

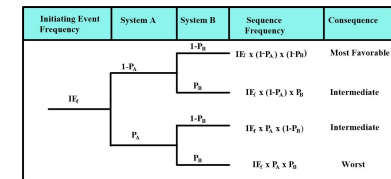
SYSTEM STATE	A	B	C	D TOP EVENT	TOP EVENT PROBABILITY
1	0	0	0	0	$p_1p_2p_3$
2	1	0	0	1	$q_1p_2p_3$
3	0	1	0	1	$p_1q_2p_3$
4	0	0	1	1	$p_1p_2q_3$
5	1	1	0	1	$q_1q_2p_3$
6	1	0	1	1	$q_1p_2q_3$
7	0	1	1	1	$p_1q_2q_3$
8	1	1	1	1	$q_1q_2q_3$

Three min cut sets of order 1  $\{A_F\} \{B_F\} \{C_F\}$

Top event probability =  $q_1 + q_2 + q_3 - q_1q_2 - q_1q_3 - q_2q_3 + q_1q_2q_3 < q_1 + q_2 + q_3$



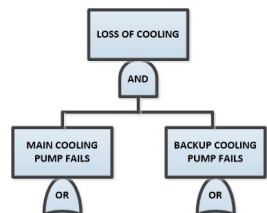
# OR gate with three inputs -- critical system state



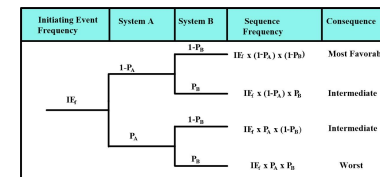
SYSTEM STATE	B	C	CRITICAL SYSTEM STATE?	TOP EVENT PROBABILITY
1	0	0	YES	$p_2p_3$
2	0	1	NO	$p_2q_2$
3	1	0	NO	$q_2p_3$
4	1	1	NO	$q_1q_2$

- Probability that the system in a critical system state for component A =  $p_2p_3 < 1$
- Top Event Occurrence Frequency  
 $W_T(t) = p_2p_3\lambda_1 + p_1p_3\lambda_2 + p_1p_2\lambda_3 < \lambda_1 + \lambda_2 + \lambda_3$
- Initiating event importance  
 $l_1(t) = \lambda_1/(\lambda_1 + \lambda_2 + \lambda_3)$  component A  
 $l_2(t) = \lambda_2/(\lambda_1 + \lambda_2 + \lambda_3)$  component B  
 $l_3(t) = \lambda_3/(\lambda_1 + \lambda_2 + \lambda_3)$  component C



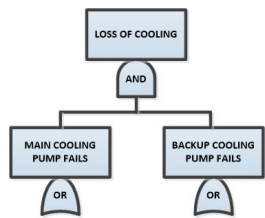


# AND gate with three inputs



SYSTEM STATE	A	B	C	D TOP EVENT	TOP EVENT PROBABILITY
1	0	0	0	0	$p_1p_2p_3$
2	1	0	0	0	$q_1p_2p_3$
3	0	1	0	0	$p_1q_2p_3$
4	0	0	1	0	$p_1p_2q_3$
5	1	1	0	0	$q_1q_2p_3$
6	1	0	1	0	$q_1p_2q_3$
7	0	1	1	0	$p_1q_2q_3$
8	1	1	1	<b>1</b>	$q_1q_2q_3$

TOP EVENT PROBABILITY =  $q_1q_2q_3$



# Critical System State AND gate with three inputs

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

SYSTEM STATE	B	C	CRITICAL SYSTEM STATE?	TOP EVENT PROBABILITY
1	0	0	NO	$p_2 p_3$
2	0	1	NO	$p_2 q_2$
3	1	0	NO	$q_2 p_3$
4	1	1	<b>YES</b>	$q_1 q_2$

- Probability that the system in a critical system state for component A =  $q_2 q_3$
- Top Event Occurrence Frequency

$$W_T(t) = \lambda_1 q_2 q_3 + \lambda_2 q_1 q_3 + \lambda_3 q_1 q_2$$

- Initiating Event Importance

$$I_1(t) = \lambda_1 q_2 q_3 / W_T(t) \text{ component A}$$

$$I_2(t) = \lambda_2 q_1 q_3 / W_T(t) \text{ component B}$$

$$I_3(t) = \lambda_3 q_1 q_2 / W_T(t) \text{ component C}$$

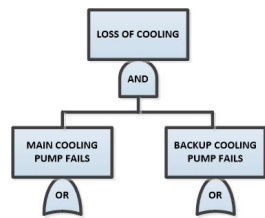
- Enabling Event Importance

$$E_1(t) = (\lambda_2 q_1 q_3 + \lambda_3 q_1 q_2) / W_T(t) \text{ component A}$$

$$E_2(t) = (\lambda_1 q_2 q_3 + \lambda_3 q_1 q_2) / W_T(t) \text{ component B}$$

$$E_3(t) = (\lambda_1 q_2 q_3 + \lambda_2 q_1 q_3) / W_T(t) \text{ component C}$$





## Two out of three gate

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

SYSTEM STATE	A	B	C	D TOP EVENT	TOP EVENT PROBABILITY
1	0	0	0	0	$p_1 p_2 p_3$
2	1	0	0	0	$q_1 p_2 p_3$
3	0	1	0	0	$p_1 q_2 p_3$
4	0	0	1	0	$p_1 p_2 q_3$
5	1	1	0	1	$q_1 q_2 p_3$
6	1	0	1	1	$q_1 p_2 q_3$
7	0	1	1	1	$p_1 q_2 q_3$
8	1	1	1	1	$q_1 q_2 q_3$

Three min cut sets of order 2  $\{A_F B_F\}$   $\{A_F C_F\}$   $\{B_F C_F\}$

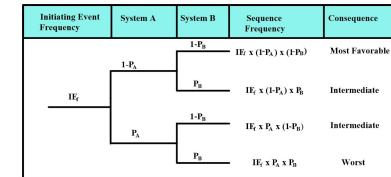
- Top event probability =  $q_1 q_2 + q_1 q_3 + q_2 q_3 - 2 q_1 q_2 q_3 < q_1 q_2 + q_1 q_3 + q_2 q_3$
- Min cut set upper bound

$$1 - (1 - q_1 q_2)(1 - q_1 q_3)(1 - q_2 q_3) = q_1 q_2 + q_1 q_3 + q_2 q_3 - q_1 q_2 q_1 q_3 - q_1 q_2 q_2 q_3 - q_1 q_3 q_2 q_3 + q_1 q_2 q_1 q_3 q_2 q_3 =$$

$$q_1 q_2 + q_1 q_3 + q_2 q_3 - q_1^2 q_2 q_3 - q_1 q_2^2 q_3 - q_1 q_2 q_3^2 + q_1^2 q_2^2 q_3^2$$



# Two out of three gate with three inputs -- critical system state



SYSTEM STATE	B	C	CRITICAL SYSTEM STATE?	TOP EVENT PROBABILITY
1	0	0	NO	$p_2 p_3$
2	0	1	YES	$p_2 q_2$
3	1	0	YES	$q_2 p_3$
4	1	1	NO	$q_1 q_2$

- Probability that the system in a critical system state for component A =  $q_2(1-q_3) + q_3(1-q_2) = q_2 + q_3 - 2q_2q_3 < q_2 + q_3 - q_2q_3 < q_2 + q_3$
- Top Event Occurrence Frequency  
 $W(t) = \lambda_1(q_2 + q_3) + \lambda_2(q_1 + q_3) + \lambda_3(q_1 + q_2)$
- Initiating Event Importance  
 $I_1(t) = \lambda_1(q_2 + q_3)/W_T(t)$  component A  
 $I_2(t) = \lambda_2(q_1 + q_3)/W_T(t)$  component B  
 $I_3(t) = \lambda_3(q_1 + q_2)/W_T(t)$  component C
- Enabling Event Importance  
 $E_1(t) = q_1(\lambda_2 + \lambda_3)/W_T(t)$  component A  
 $E_2(t) = q_2(\lambda_1 + \lambda_3)/W_T(t)$  component B  
 $E_3(t) = q_3(\lambda_1 + \lambda_2)/W_T(t)$  component C
- Min Cut Set Importance  
 $MCS_1 = (\lambda_1 q_2 + \lambda_2 q_1)/W_T(t) \{A_F B_F\}$   
 $MCS_2 = (\lambda_1 q_3 + \lambda_3 q_1)/W_T(t) \{1, 3\} \{A_F C_F\}$   
 $MCS_3 = (\lambda_2 q_3 + \lambda_3 q_2)/W_T(t) \{B_F C_F\}$



# Bounds to Probability of the Boolean Union of Min Cut Sets

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Assume Basic Events are statistically independent
- Probability of the top event
- $\Pr(\text{Exact Solution}) \leq \text{Min Cut set Upper Bound} < \text{Rare Event Approximation}$
- Min Cut set Upper Bound =  $1 - \prod_k (1 - \Pr\{MCS_k\})$
- Rare Event Approximation =  $\sum_k \Pr(MCS_k)$



# NIF Reliability Goals -- 1997

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- the facility shall be available for three shift operations at least 284 days per year,
- the facility shall be available for at least 616 no-yield shots per year, and
- that the lasers perform within specification for 80% of all shots (a shot reliability goal of 80%)
- a plant availability goal of 90%



# Laser Systems WBS 1.3

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

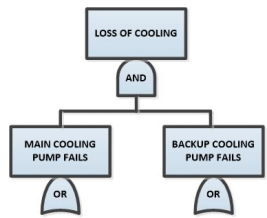
- optical pulse generation system, WBS 1.3.1
- amplifier system, WBS 1.3.2
- pockels cell system, WBS 1.3.3
- amplifier power conditioning system, WBS 1.3.4
- laser auxiliary systems, WBS 1.3.5
- Reliability Goal .887 (.1122) for WBS 1.3
- Availability Goal Unplanned maintenance 68 hours (0.99)



## amplifier system, WBS 1.3.2

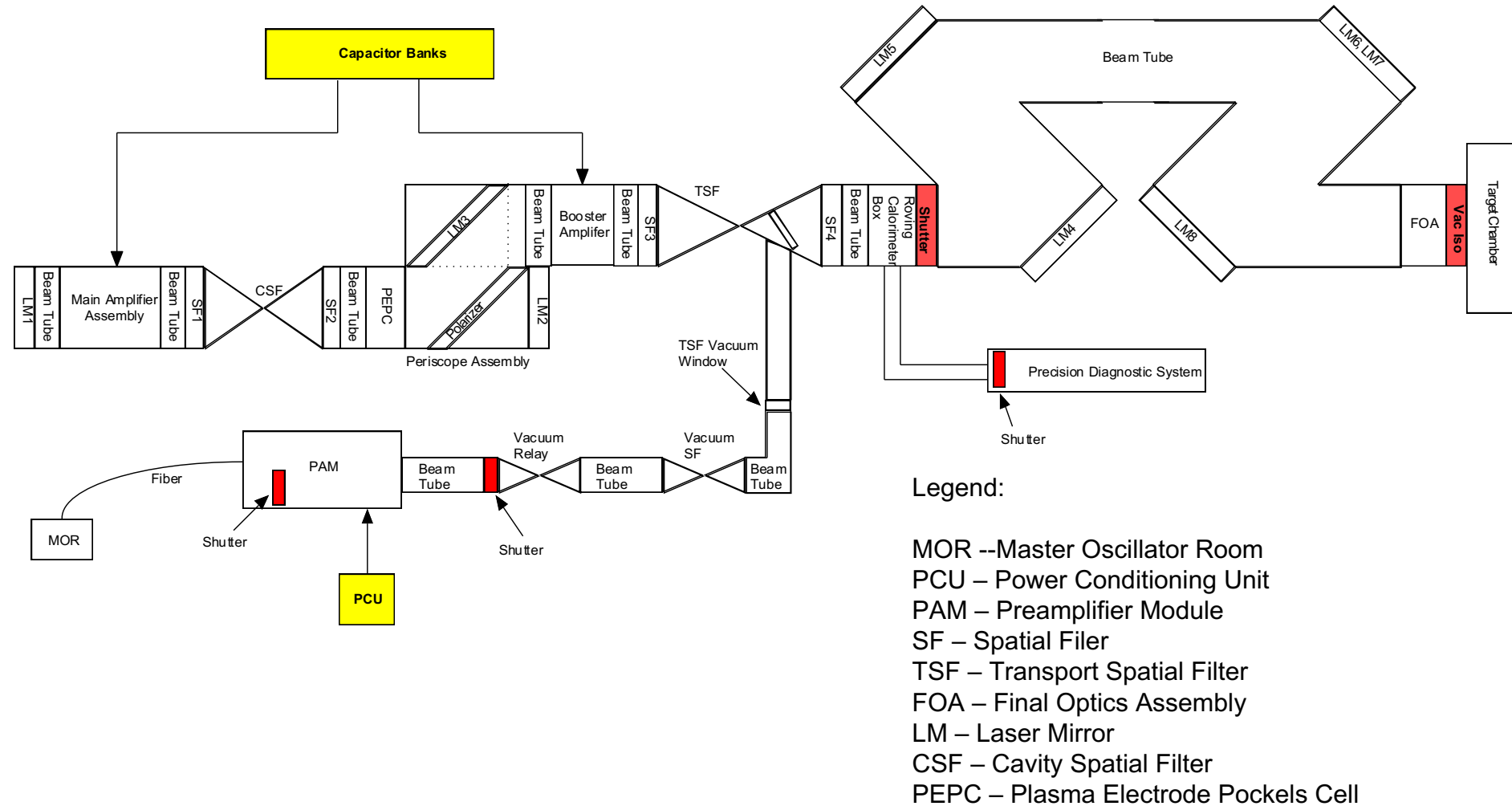
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

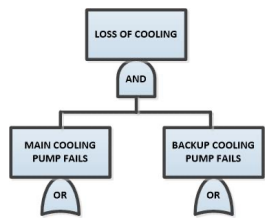
- Reliability Goal .9941 (0.0059) for WBS 1.3
- Availability Goal Unplanned maintenance 14 hours 0.9979 (0.0059)
- Assume flash lamp failures are statically independent



# National Ignition Facility, LLNL

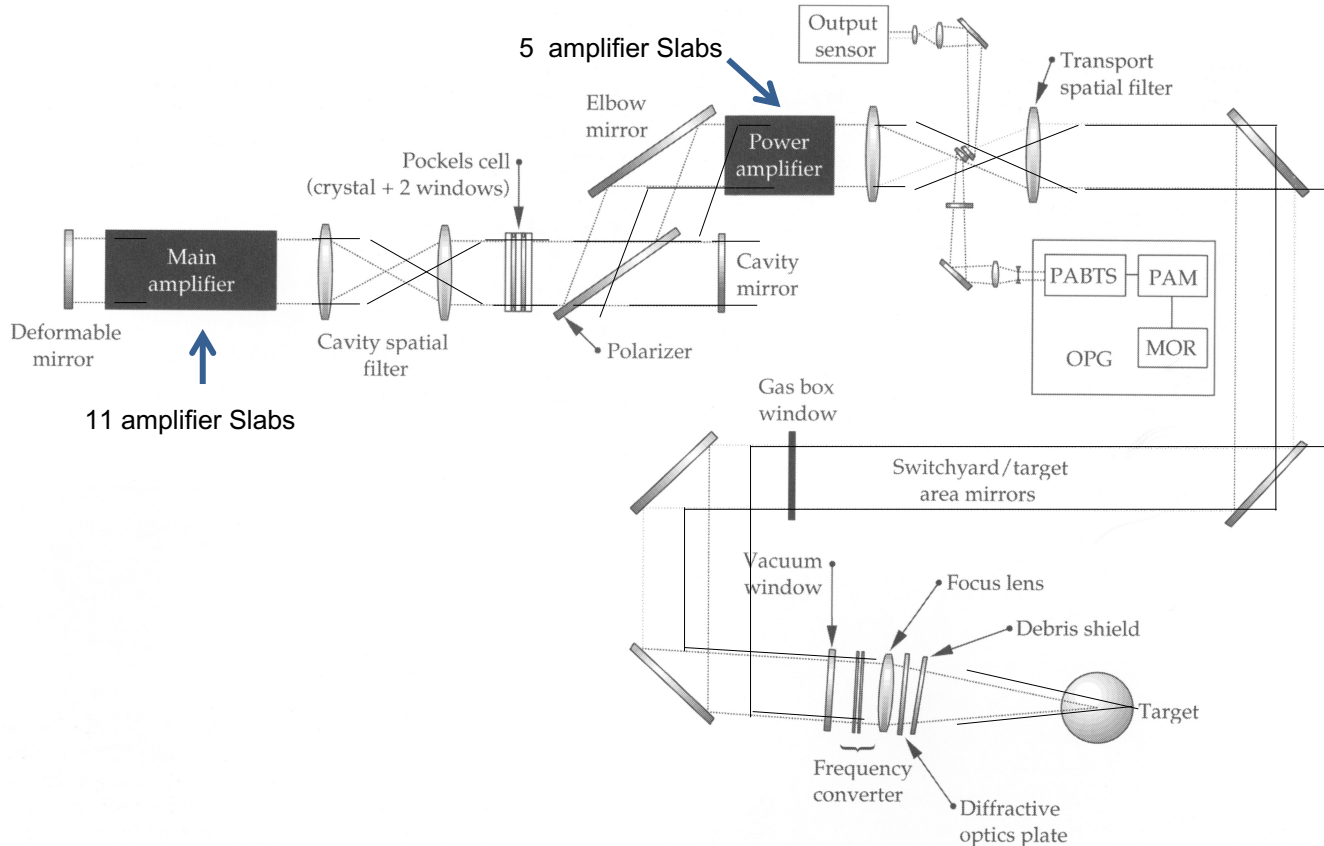
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





# National Ignition Facility

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



OPG Optical Pulse Generation

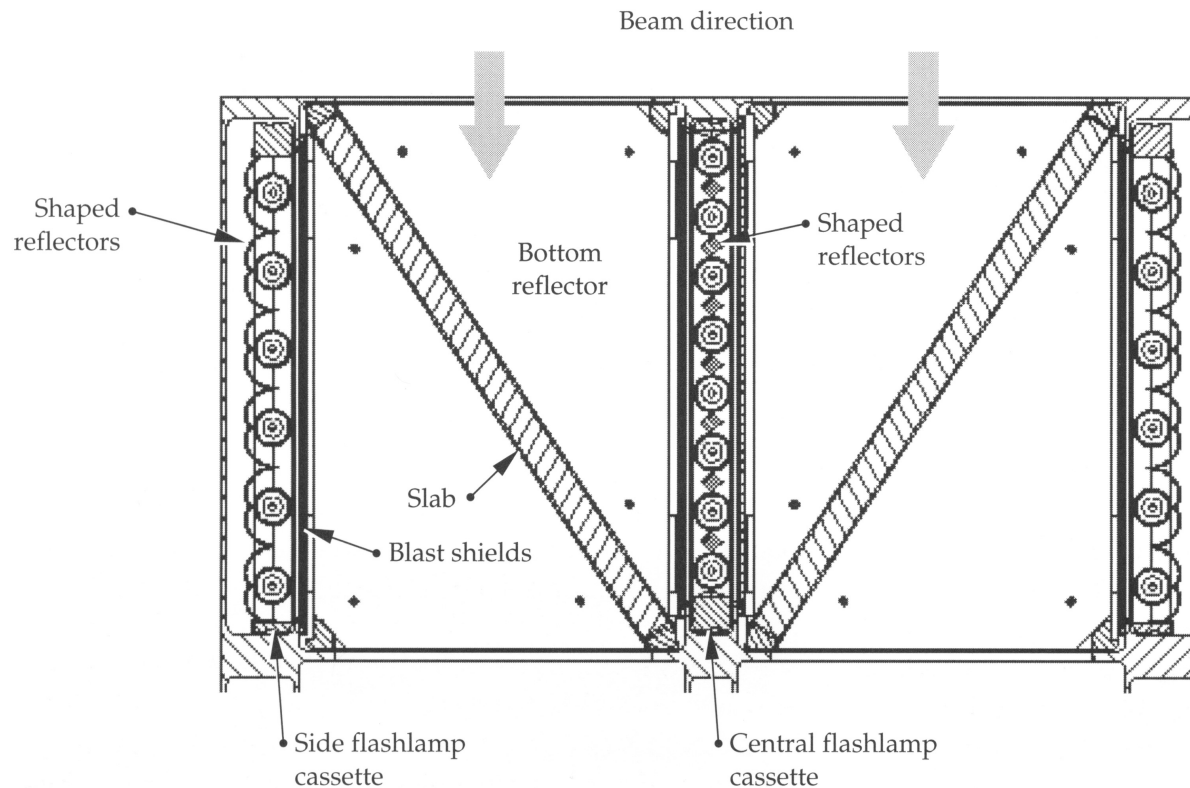
MOR Master oscillator room  
PABTS Preamplifier Beam Transport System  
PAM Preamplifier Module





# NIF FLASHLAMPS

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1 - P_A$	$1 - P_B$	$IE_i \times (1 - P_A) \times (1 - P_B)$	Most Favorable
		$P_B$	$IE_i \times (1 - P_A) \times P_B$	Intermediate
	$P_A$	$1 - P_B$	$IE_i \times P_A \times (1 - P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



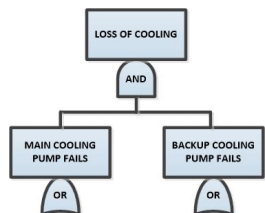
Each amplifier has a glass slab cassette, a side flashlamp cassette, and glass blast shields with antireflection coatings. A central flashlamp cassette runs between two beamlines.



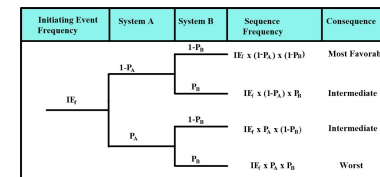
# Frame Assembly Unit (FAU)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst





# Flashlamp failure modes



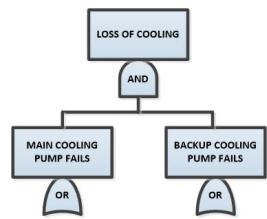
FAILURE MODE	FAILURE CAUSE	EFFECT
Fails to trigger	Glass Quartz Envelop Cracked , Electrode Broke, Nicked Or Blown Lead, Xenon Gas Contamination, Seal failure,	one flashlamp pair will not light œbeam balance criteria is still achieved
Sputters	nicked lead, electrode defective, Xenon Gas Contamination	Degraded failure mode
Base Short	Base Insulation resistance low	can cause several flash lamps to fail to trigger resulting in ruined shot
Explosion	Glass Quartz Envelop cracked, pulse power system fault too much energy	May affect NIF availability, requires cleanup and lamp replacement
Loss of flashlamp transmissivity	Burn spots, sputtering, degradation of the internal surface of the quartz	Degraded failure mode, reduces lamp output/efficiency



# Flash lamp Fails to Trigger

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Nova Data 233 failures out of  $2.39 \times 10^7$  shots
- Failure Probability =  $1.0 \times 10^{-5}$  per shot
- NIF 8,640 flash lamps each pair connected in series
- NIF 4320 Flash lamp pairs
- Each pair has failure probability of  $2.0 \times 10^{-5}$  per shot
- Failure is achieved if two or more flash lamps fail to illuminate (violate NIF power balance criteria)
- Probability{k of n lamp pairs failing on the same shot}
  - $= n! / [(n-k)! k!] q^k p^{n-k}$
- Probability of two or more failures
- 1 - probability of zero failures - probability of exactly one failure
  - $1 - 0.917227 - 0.079250 = 0.00352$
- $1 - \text{binom}(4320, 4320, 1 - 2.0e-5) - \text{binom}(4319, 4320, 0.99998)$



# Upper bounds on the probability of failing to trigger

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Probability of two pair flash lamps failing to trigger
  - $2.0E-5$
- Probability of any two pair failing to trigger
  - $2.0E-5 \times 2.0E-5 = 4.0E-10$
- Number of flash lamp pairs
  - $\text{Combination}(4320, 2) = 9,329,040$  min cut sets of order 2
- Min Cut set upper bound
  - $1 - (1 - 4.0E-10)^{9,329,040} \leq 1$
  - $= 0.00372$
- Rare Event Approximation
  - $= 9,329,040 \times 4.0E-10 = 0.00373$
- Inequities
  - $0.00352 < 0.00372 < 0.00373$
  - Exact < Min Cut Set Upper Bound (5.7%) < Rare Event Approximation (5.9%)



# Flameout at a refinery gas furnace – 3 flame detectors 2 out of 3 logic

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

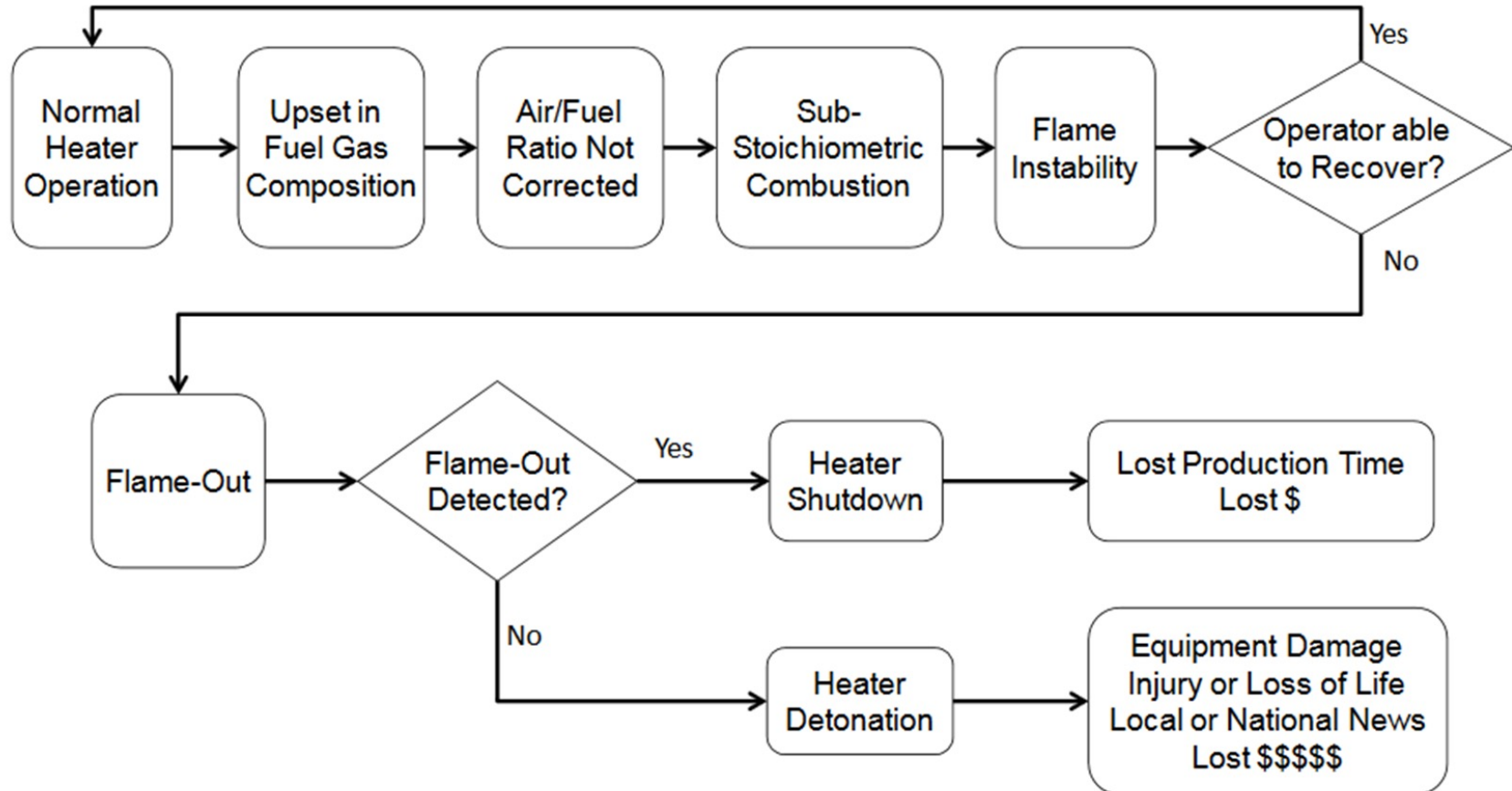


Figure 2 – Example Sequence of Events before and after a Flame out



# Fault tree top events

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## 1. Heater Shutdown

## 2. Detonation

### ■ Assumptions

- The event “unrecoverable flameout” is an initiating event
- Reliability of main gas valve is one.
- Consider only two types of sensor failure

### ■ Use 2-out-of-3 logic described previously



# Notation

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

Inactive failure mode

$q_i$  = flame sensor fails to detect flameout

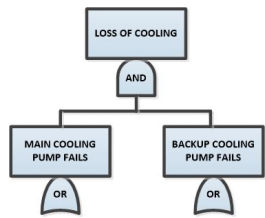
Spurious failure mode

$q_s$  = flame detector detects spurious flameout (existence probability)

$\lambda_s$  = rate at which flame detector detects spurious flameout

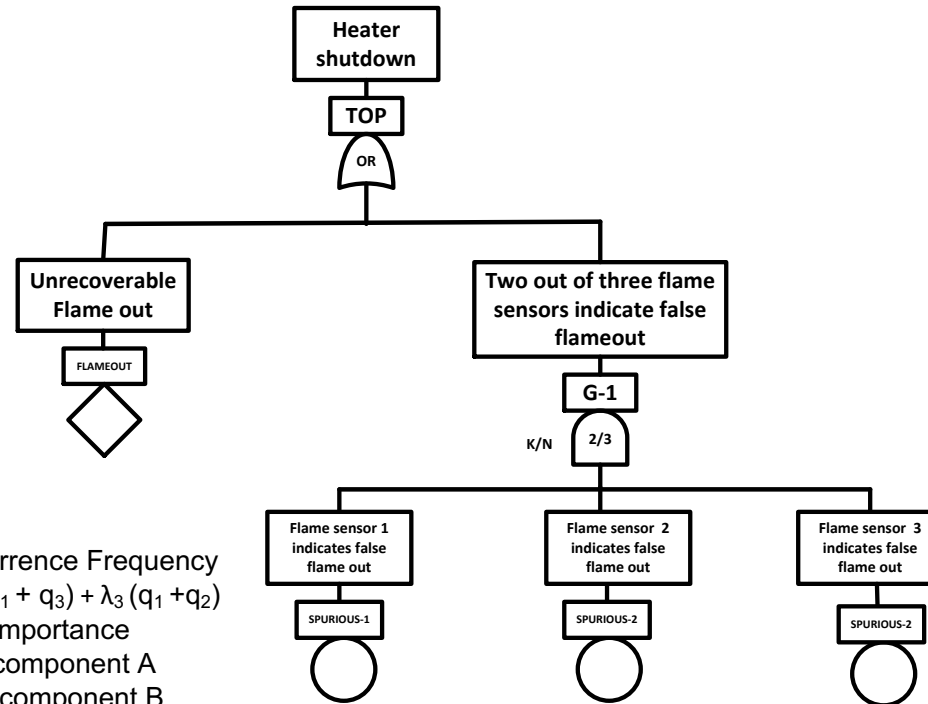
$\lambda_f$  = initiating event frequency flameout





# Heater Shutdown – Type 2 for fault event for flame sensor failures

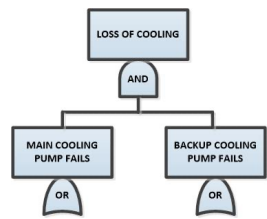
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



- Top Event Occurrence Frequency  
 $W(t) = \lambda_1(q_2 + q_3) + \lambda_2(q_1 + q_3) + \lambda_3(q_1 + q_2)$
- Initiating Event Importance  
 $I_1(t) = \lambda_1(q_2 + q_3) / W_T(t)$  component A  
 $I_2(t) = \lambda_2(q_1 + q_3) / W_T(t)$  component B  
 $I_3(t) = \lambda_3(q_1 + q_2) / W_T(t)$  component C
- Enabling Event Importance  
 $E_1(t) = q_1(\lambda_2 + \lambda_3) / W_T(t)$  component A  
 $E_2(t) = q_2(\lambda_1 + \lambda_3) / W_T(t)$  component B  
 $E_3(t) = q_3(\lambda_1 + \lambda_2) / W_T(t)$  component C
- Min Cut Set Importance  
 $MCS_1 = (\lambda_1 q_2 + \lambda_2 q_1) / W_T(t)$   $\{A_F B_F\}$   
 $MCS_2 = (\lambda_1 q_3 + \lambda_3 q_1) / W_T(t)$   $\{1, 3\}$   $\{A_F C_F\}$   
 $MCS_3 = (\lambda_2 q_3 + \lambda_3 q_2) / W_T(t)$   $\{B_F C_F\}$

Min Cut Sets

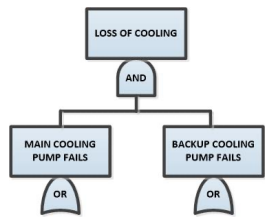
1.  $\{FLAMEOUT\}$
2.  $\{SPURIOUS-1, SUPRIOUS-2\}$
3.  $\{SPURIOUS-1, SUPRIOUS-3\}$
4.  $\{SPURIOUS-2, SUPRIOUS-3\}$



# Importance Measures – Heater Shutdown

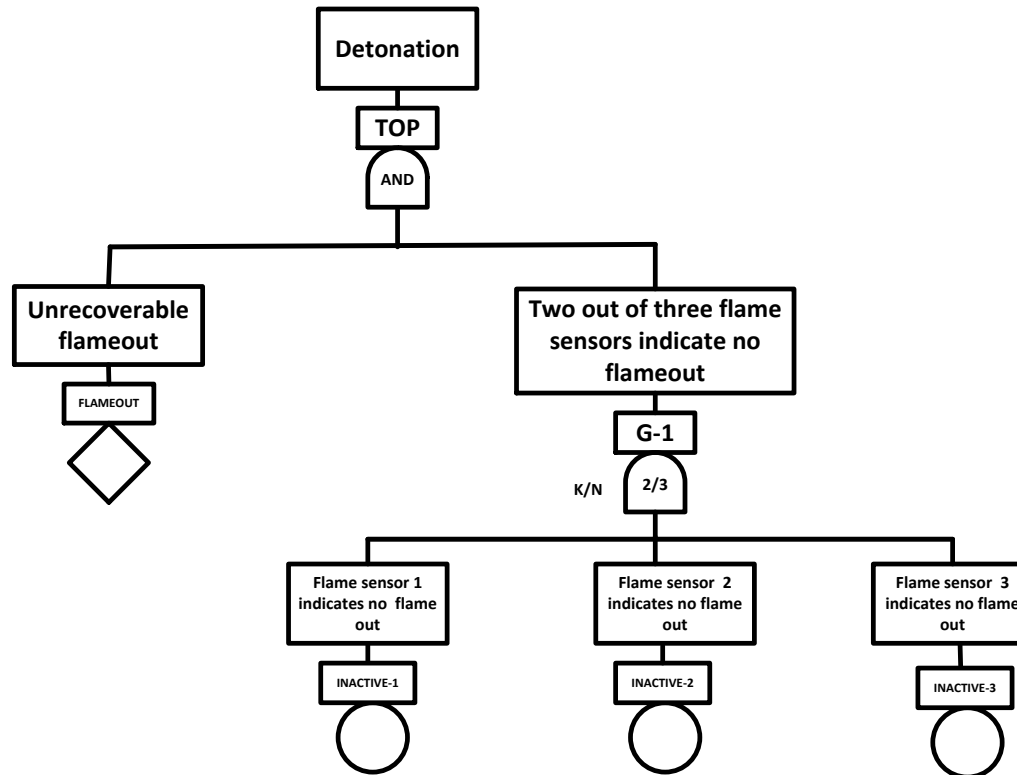
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Top Event Occurrence Frequency
  - $W(t) = \lambda_F + \lambda_{1,S}(q_{2,S} + q_{3,S}) + \lambda_{2,S}(q_{1,S} + q_{3,S}) + \lambda_{3,S}(q_{1,S} + q_{2,S})$
- Initiating Event Importance
  - $I_1(t) = \lambda_{1,S}(q_{2,S} + q_{3,S})/W_T(t)$  Flame sensor A
  - $I_2(t) = \lambda_{2,S}(q_{1,S} + q_{3,S})/W_T(t)$  Flame sensor B
  - $I_3(t) = \lambda_{3,S}(q_{1,S} + q_{2,S})/W_T(t)$  Flame sensor C
  - $I_4(t) = \lambda_F/W_T(t)$  Initiating event flameout
- Enabling Event Importance
  - $E_1(t) = q_{1,S}(\lambda_{2,S} + \lambda_{3,S})/W_T(t)$  Flame sensor A
  - $E_2(t) = q_{2,S}(\lambda_{1,S} + \lambda_{3,S})/W_T(t)$  flame sensor B
  - $E_3(t) = q_{3,S}(\lambda_{1,S} + \lambda_{2,S})/W_T(t)$  flame sensor C
- Min Cut Set Importance
  - $MCS_1 = \lambda_F/W_T(t)$
  - $MCS_2 = (\lambda_{1,S}q_{2,S} + \lambda_{2,S}q_{1,S})/W_T(t)$   $\{A_{F,S} B_{F,S}\}$
  - $MCS_3 = (\lambda_{1,S}q_{3,S} + \lambda_{3,S}q_{1,S})/W_T(t)$   $\{A_{F,S} C_{F,S}\}$
  - $MCS_4 = (\lambda_{2,S}q_{3,S} + \lambda_{3,S}q_{2,S})/W_T(t)$   $\{B_{F,S} C_{F,S}\}$



# Detonation – Type 1 fault event for fault event for flame sensor failures

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



Min Cut Sets

1. {FLAMEOUT, INACTIVE-1, INACTIVE-2}
2. {FLAMEOUT, INACTIVE-1, INACTIVE-3}
3. {FLAMEOUT, INACTIVE-2, INACTIVE-3}



# Importance Measures for top event “Detonation”

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1 - P_A$	$1 - P_B$	$IE_i \times (1 - P_A) \times (1 - P_B)$	Most Favorable
		$P_B$	$IE_i \times (1 - P_A) \times P_B$	Intermediate
	$P_A$	$1 - P_B$	$IE_i \times P_A \times (1 - P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Top Event Occurrence Frequency
  - $W(t) = \lambda_F(q_{1,I}q_{2,I} + q_{1,I}q_{3,I} + q_{2,I}q_{1,3})$
- Initiating Event Importance
  - = 1 for flameout
- Enabling Importance
  - $\lambda_F(q_{1,I}q_{2,I} + q_{1,I}q_{3,I})/W(t)$  Flame sensor 1
  - $\lambda_F(q_{1,I}q_{2,I} + q_{2,I}q_{3,I})/W(t)$  Flame sensor 2
  - $\lambda_F(q_{1,I}q_{3,I} + q_{2,I}q_{3,I})/W(t)$  Flame sensor 3
- Min Cut Set Importance
  - $MCS_1 = \lambda_F q_{1,I} q_{2,I} / W_T(t)$
  - $MCS_2 = \lambda_F q_{1,I} q_{3,I} / W_T(t)$
  - $MCS_1 = \lambda_F q_{2,I} q_{3,I} / W_T(t)$



# Initiating and Enabling Events

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- The identification of initiating and enabling events is based upon a reliability engineering analysis
- For recoverable flameouts (a different initiating event), there are two events: “Recoverable flameout” (initiating event) AND “the operator fails to recover,” is an enabling event
- The role of initiating and enabling events can change for type 1 versus type 2 events
- Initiating and Enabling event importance for basic events and min cut sets is computed by the computer code IMPORTANCE



# Initiating and Enabling Events Continued

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- For this presentation, importance measures are ratios and are conditional probabilities
- Sum of initiating event importance measures always equals unity
- Sum of enabling event importance usually exceeds unity because of double counting min cut sets
- Sum of min cut set importance equals unity if rare event approximation is valid otherwise may exceed unity
- Min Cut sets (AND gates) can have multiple basic events that can function as initiating events
- Other example is a 2-out-of-3 configuration for Undervoltage relays



# Initiating and Enabling Events Continued

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Identification on initiating and enabling events is important for the FTA of control systems
- For example, for a negative feedback loop (NFBF) to cause or pass a disturbance two types of initiating events are considered
  - Failure of components on NFBF cause the upset condition
    - e.g., sensor, controller or actuator
  - External disturbances e.g., loss of cooling water, electricity, purge system, instrument air etc.
- Digraph analysis is useful in FTA of control systems – advantages, the digraph displays topology of system failures and identifies control loops
- Failure of protective systems is generally considered as enabling events for type 1 failure events.
- However, failure of protective systems can be initiators for type 2 fault events.

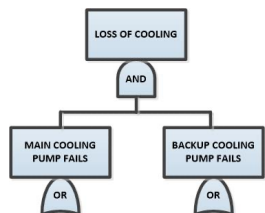


# Special Initiators in FTA

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

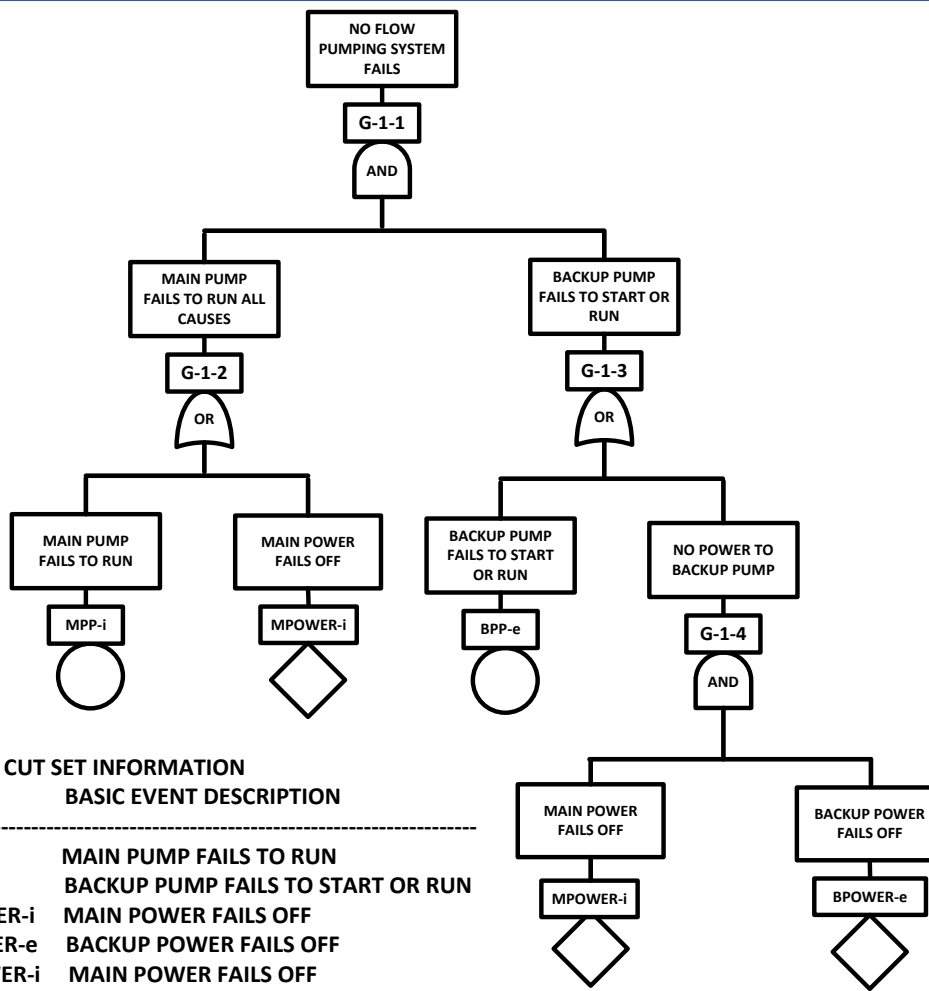
- Failure of systems may involve support systems such as electric power, instrument air and cooling water. As an example, consider a pumping system with a main pump and backup pump (next slide). The main pump is powered solely by the main power system and the backup pump is powered by both the main power supply and backup power supply. The fault tree for no flow is shown. Each basic event is labeled with an ID and corresponding basic event description. Initiating events are indicated by the basic event identifier –i, enabling events with identifier –e. There are three min cut sets of order 2. The failure of the main pump and electric power is a cut set of order 3 but is not a min cut set. Failure of the main power supply is a special initiator since it fails the main pump and fails part of the power supply to the backup pump. Even though gate event G-1-2 is an enabling condition, gate G-1-3 is within the domain of this gate and contains an initiating event. It is important to develop fault trees in enough detail to describe this functional dependency involving initiating events otherwise systems may be thought to be independent when in fact they are not. This means that the interaction between the initiating event logic and mitigating event logic needs to be considered. This is also true for control systems that simultaneously use control elements for both control and shutdown.



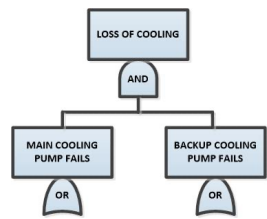


# Pumping System Special Initiator

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



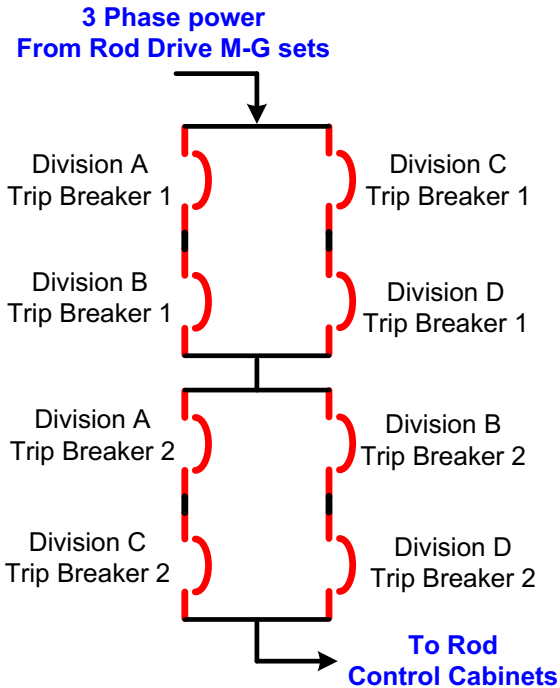
MIN CUT SET INFORMATION		
ORDER	ID	BASIC EVENT DESCRIPTION
2	MPP-i	MAIN PUMP FAILS TO RUN
2	BPP-e	BACKUP PUMP FAILS TO START OR RUN
2	MPOWER-i	MAIN POWER FAILS OFF
2	BPOWER-e	BACKUP POWER FAILS OFF
2	MPOWER-i	MAIN POWER FAILS OFF
2	BPP-e	BACKUP PUMP FAILS TO START OR RUN



# 2-out-of-4 system reactor trip

## 2 types of failure – single train failure

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1 - P_A$	$1 - P_B$	$IE_i \times (1 - P_A) \times (1 - P_B)$	Most Favorable
		$P_B$	$IE_i \times (1 - P_A) \times P_B$	Intermediate
	$P_A$	$1 - P_B$	$IE_i \times P_A \times (1 - P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



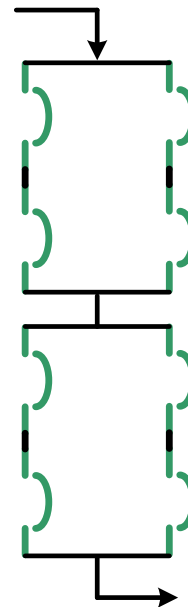
Full power operation



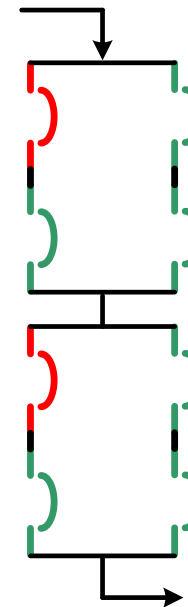
closed



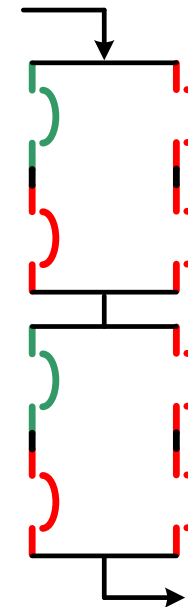
open



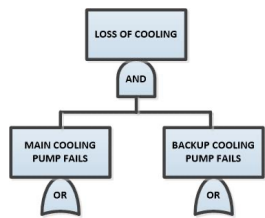
Reactor Trip



Reactor Trip  
Division A Fails  
To open its circuit  
breakers  
Type 1 fault event



Full power operation  
Spurious Trip  
Division A  
Type 2 fault event

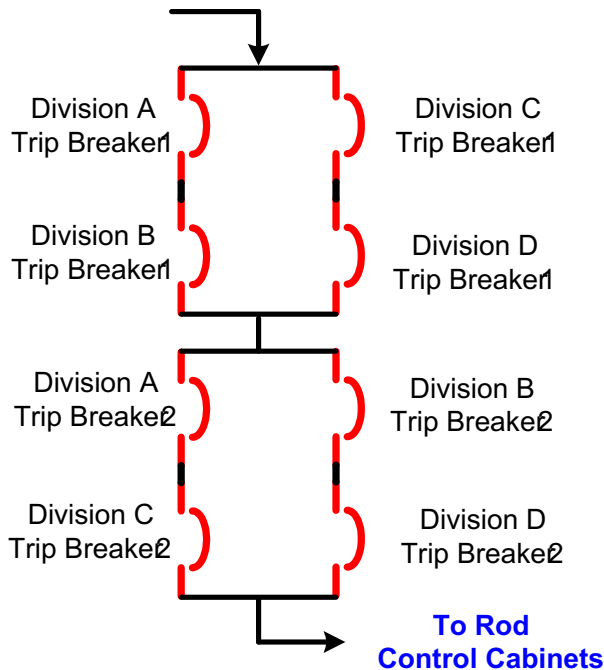


# 2-out-of-4 system reactor trip

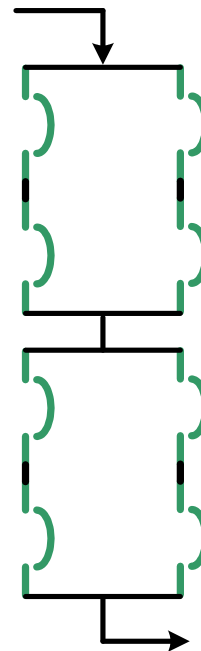
## 2 types of failure – multiple train failures

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

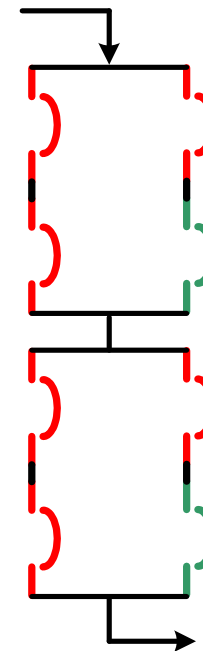
3 Phase power  
From Rod Drive MG sets



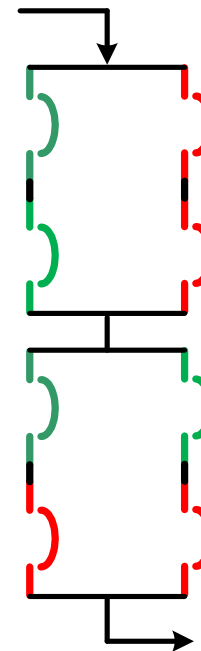
Full power operation



Reactor Trip



Reactor Trip Failure  
Divisions A,B and C Fails  
To open its circuit  
breakers  
Type 1 fault event



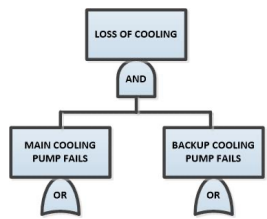
Full power operation  
Spurious Trip  
Divisions A and B  
Type 2 fault event



closed

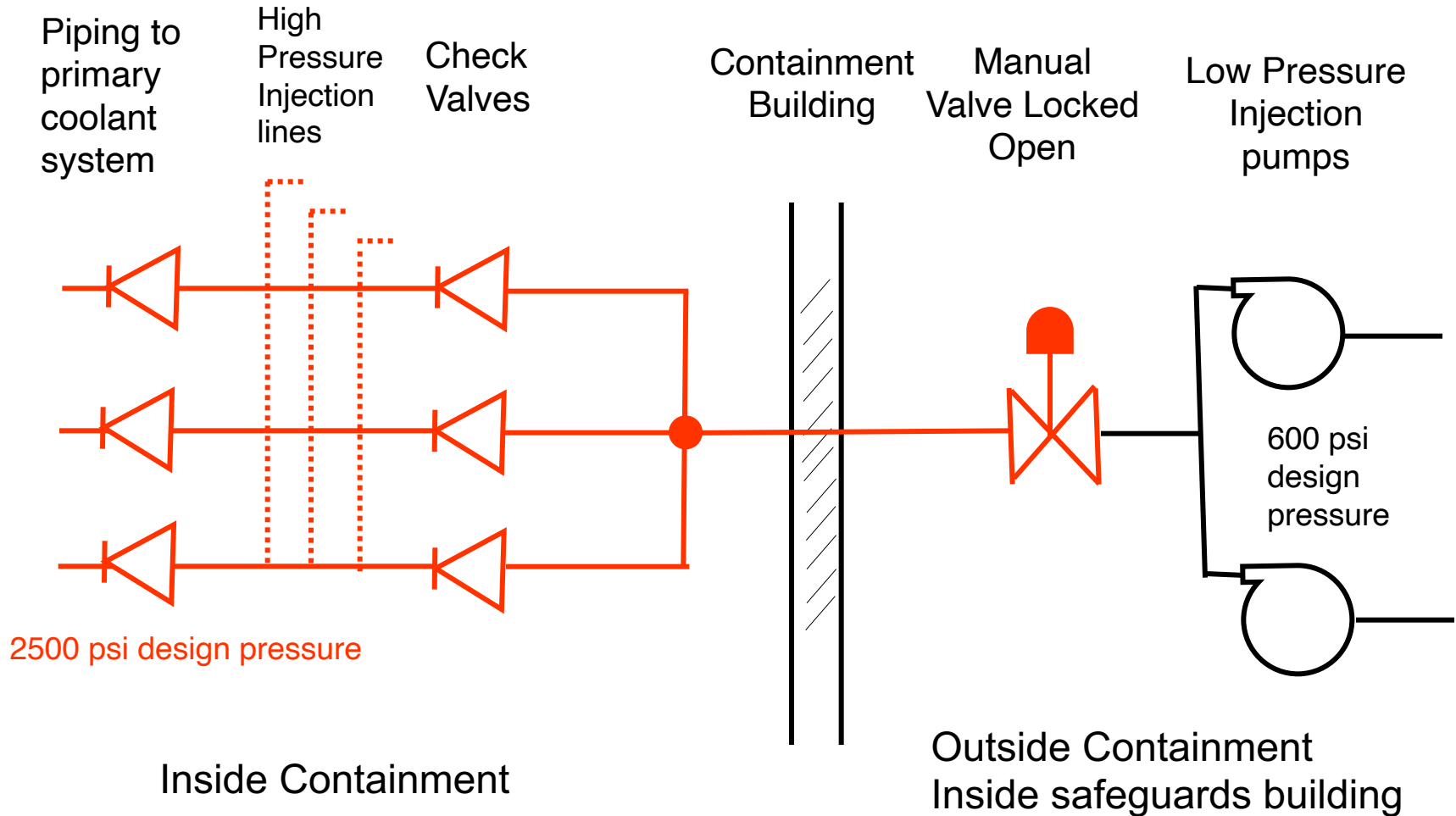


open



# High and Low Pressure Injection System

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

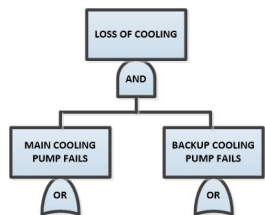




# Safety Injection Signal

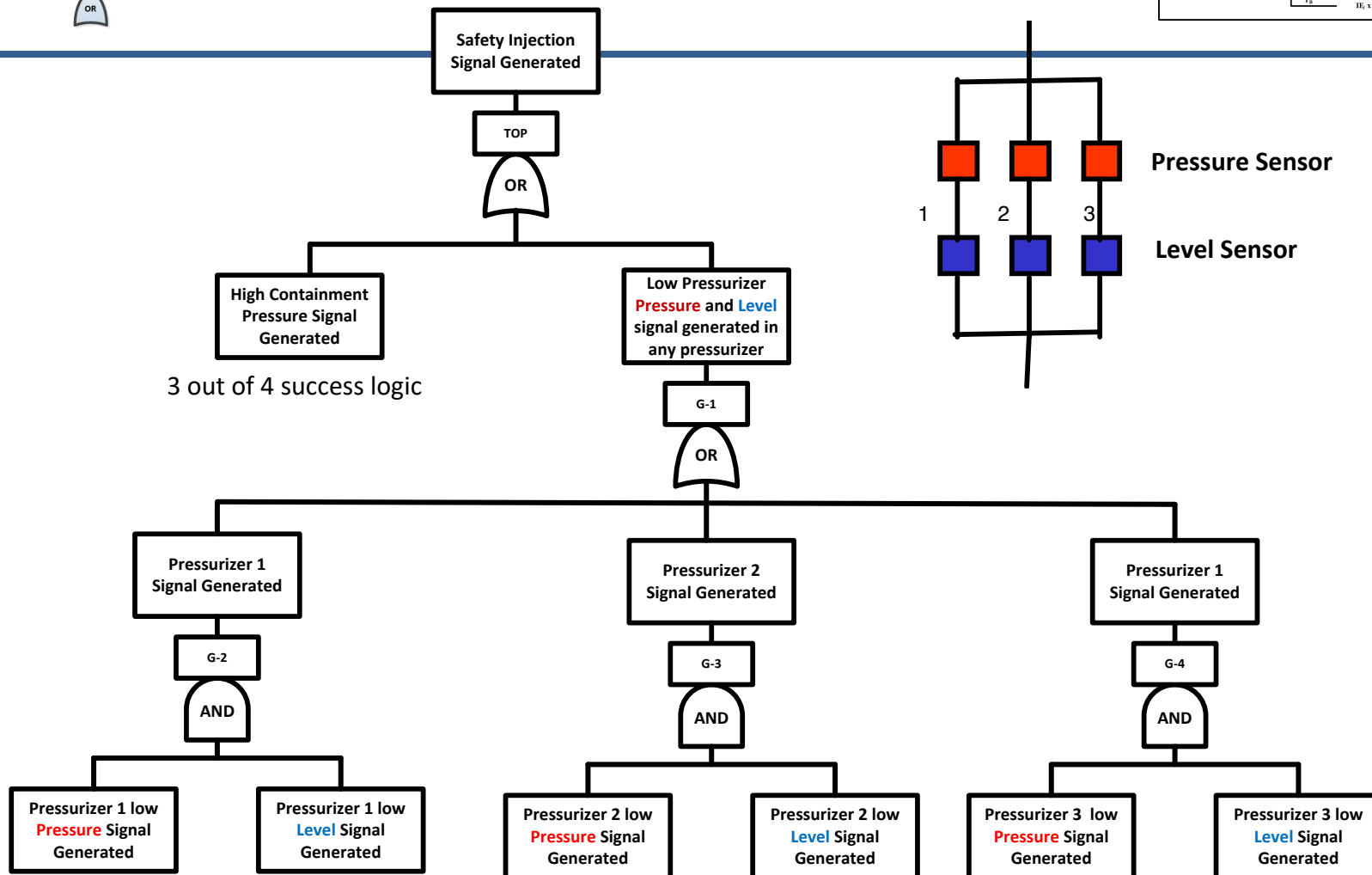
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

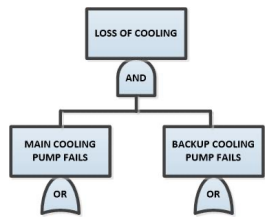
- Low Pressurizer Pressure (3 Sensors)
  - False Low Pressure
  - False High Pressure (include stuck mode)
- Low Pressurizer Level (3 Sensors)
  - False Low Pressure
  - False High Pressure (include stuck mode)
- High Containment Pressure (4 Sensors)
  - False Low Pressure (include stuck mode)
  - False High Pressure



# SIS GENERATION SUCCESS LOGIC

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

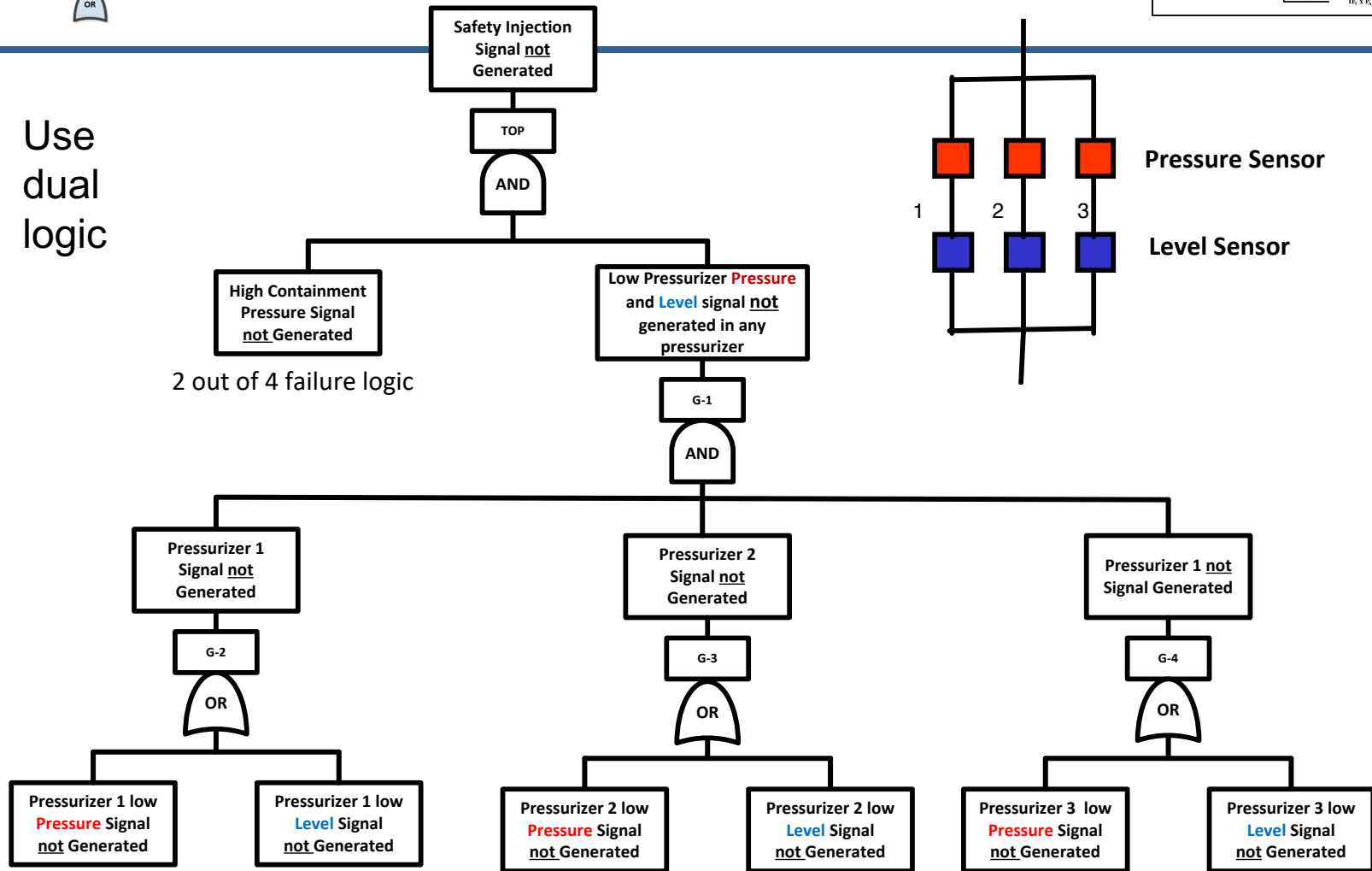


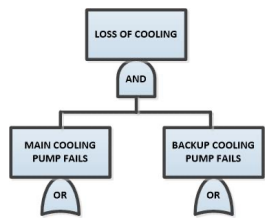


# SIS GENERATION FAILURE LOGIC

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

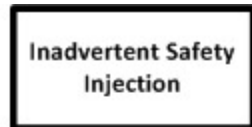
Use  
dual  
logic





# Fault Tree Top Events

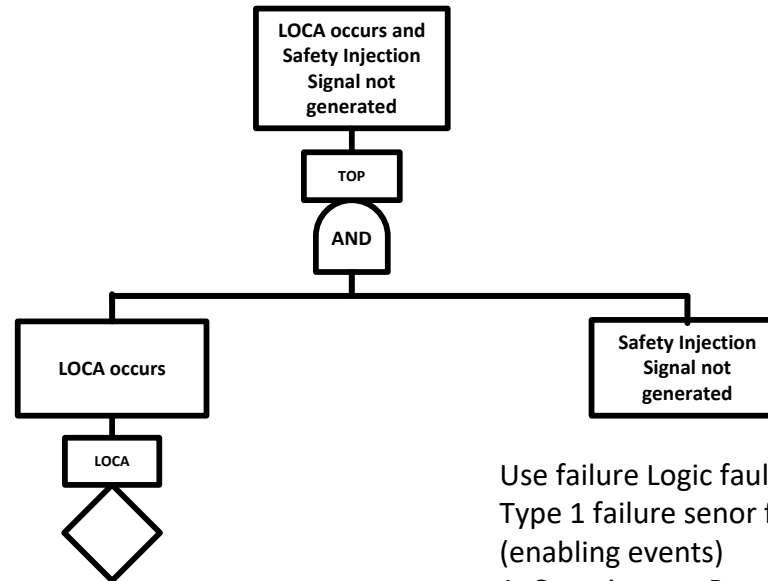
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



Use success Logic fault tree

Type 2 failure sensor failure modes  
(initiating/enabling events)

1. Containment Pressure Sensor generates false high signal (CPS-H)
2. Pressurizer level sensor generates false low pressure (PLS-L)
3. Pressurizer pressure sensor generates false low pressure (PPS-L)

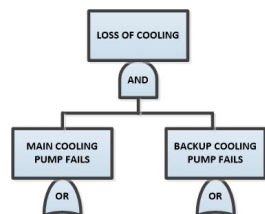


Use failure Logic fault tree

Type 1 failure sensor failure modes  
(enabling events)

1. Containment Pressure Sensor generates false low signal (CPS-L)
2. Pressurizer level sensor generates false high pressure (PLS-H)
3. Pressurizer pressure sensor generates false high pressure (PP-H)





# Min Cut Sets Inadvertent Safety Injection

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## INADVERTENT SAFETY INJECTION

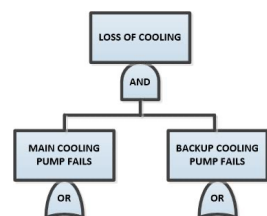
### REFERENCE TABLE FOR MIN CUT SETS (TOTAL 7)

ORDER	1	2	3
NO. OF MIN CUT SETS	0	3	4

MIN CUT ORDER 8-DIGIT FULL BASIC EVENT DESCRIPTION  
SET NO NAME

- 1 PLS2-L PRESSURIZER LEVEL SENSOR 2 FAILS LOW  
PPS2-L PRESSURIZER PRESSURE SENSOR 2 FAILS LOW
- 2 PLS3-L PRESSURIZER LEVEL SENSOR 3 FAILS LOW  
PPS3-L PRESSURIZER PRESSURE SENSOR 3 FAILS LOW
- 3 PLS1-L PRESSURIZER LEVEL SENSOR 1 FAILS LOW  
PPS1-L PRESSURIZER PRESSURE SENSOR 1 FAILS LOW

- 4 CPS1-H CONTAINMENT PRESSURE SENSOR 1 FAILS HIGH  
CPS2-H CONTAINMENT PRESSURE SENSOR 2 FAILS HIGH  
CPS3-H CONTAINMENT PRESSURE SENSOR 3 FAILS HIGH
- 5 CPS1-H CONTAINMENT PRESSURE SENSOR 1 FAILS HIGH  
CPS2-H CONTAINMENT PRESSURE SENSOR 2 FAILS HIGH  
CPS4-H CONTAINMENT PRESSURE SENSOR 4 FAILS HIGH
- 6 CPS1-H CONTAINMENT PRESSURE SENSOR 1 FAILS HIGH  
CPS3-H CONTAINMENT PRESSURE SENSOR 3 FAILS HIGH  
CPS4-H CONTAINMENT PRESSURE SENSOR 4 FAILS HIGH
- 7 CPS2-H CONTAINMENT PRESSURE SENSOR 2 FAILS HIGH  
CPS3-H CONTAINMENT PRESSURE SENSOR 3 FAILS HIGH  
CPS4-H CONTAINMENT PRESSURE SENSOR 4 FAILS HIGH



# Min Cut Sets for LOCA and Safety Injection Signal Not Generated

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

REFERENCE TABLE FOR MIN CUT SETS (TOTAL 48)

ORDER 1 2 3 4 5 6

NO. OF MIN CUT SETS 0 0 0 0 0 48

MIN CUT ORDER 8-DIGIT FULL BASIC EVENT DESCRIPTION  
SET NO NAME

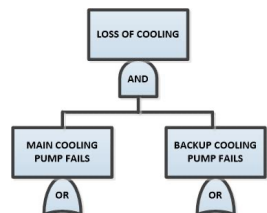
- |   |   |   |   |   |  |
|---|---|---|---|---|--|
| 1 | 6 | CPS2-L CONTAINMENT PRESSURE SENSOR 2 FAILS LOW<br>CPS3-L CONTAINMENT PRESSURE SENSOR 3 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PLS1-H PRESSURIZER LEVEL SENSOR 1 FAILS HIGH<br>PLS2-H PRESSURIZER LEVEL SENSOR 2 FAILS HIGH<br>PPS3-H PRESSURIZER PRESSURE SENSOR 3 FAILS HIGH    | 5 | 6 | CPS2-L CONTAINMENT PRESSURE SENSOR 2 FAILS LOW<br>CPS3-L CONTAINMENT PRESSURE SENSOR 3 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PLS1-H PRESSURIZER LEVEL SENSOR 1 FAILS HIGH<br>PPS2-H PRESSURIZER PRESSURE SENSOR 2 FAILS HIGH<br>PPS3-H PRESSURIZER PRESSURE SENSOR 3 FAILS HIGH    |
| 2 | 6 | CPS2-L CONTAINMENT PRESSURE SENSOR 2 FAILS LOW<br>CPS3-L CONTAINMENT PRESSURE SENSOR 3 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PLS2-H PRESSURIZER LEVEL SENSOR 2 FAILS HIGH<br>PPS1-H PRESSURIZER PRESSURE SENSOR 1 FAILS HIGH<br>PPS3-H PRESSURIZER PRESSURE SENSOR 3 FAILS HIGH | 6 | 6 | CPS2-L CONTAINMENT PRESSURE SENSOR 2 FAILS LOW<br>CPS3-L CONTAINMENT PRESSURE SENSOR 3 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PPS1-H PRESSURIZER PRESSURE SENSOR 1 FAILS HIGH<br>PPS2-H PRESSURIZER PRESSURE SENSOR 2 FAILS HIGH<br>PPS3-H PRESSURIZER PRESSURE SENSOR 3 FAILS HIGH |
| 3 | 6 | CPS2-L CONTAINMENT PRESSURE SENSOR 2 FAILS LOW<br>CPS3-L CONTAINMENT PRESSURE SENSOR 3 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PLS1-H PRESSURIZER LEVEL SENSOR 1 FAILS HIGH<br>PLS3-H PRESSURIZER LEVEL SENSOR 3 FAILS HIGH<br>PPS2-H PRESSURIZER PRESSURE SENSOR 2 FAILS HIGH    | 7 | 6 | CPS2-L CONTAINMENT PRESSURE SENSOR 2 FAILS LOW<br>CPS3-L CONTAINMENT PRESSURE SENSOR 3 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PLS1-H PRESSURIZER LEVEL SENSOR 1 FAILS HIGH<br>PLS2-H PRESSURIZER LEVEL SENSOR 2 FAILS HIGH<br>PLS3-H PRESSURIZER LEVEL SENSOR 3 FAILS HIGH          |
| 4 | 6 | CPS2-L CONTAINMENT PRESSURE SENSOR 2 FAILS LOW<br>CPS3-L CONTAINMENT PRESSURE SENSOR 3 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PLS3-H PRESSURIZER LEVEL SENSOR 3 FAILS HIGH<br>PPS1-H PRESSURIZER PRESSURE SENSOR 1 FAILS HIGH<br>PPS2-H PRESSURIZER PRESSURE SENSOR 2 FAILS HIGH | 8 | 6 | CPS1-L CONTAINMENT PRESSURE SENSOR 1 FAILS LOW<br>CPS4-L CONTAINMENT PRESSURE SENSOR 4 FAILS LOW<br>LOCA LOSS OF COOLANT ACCIDENT -- INITIATING EVENT<br>PLS2-H PRESSURIZER LEVEL SENSOR 2 FAILS HIGH<br>PLS3-H PRESSURIZER LEVEL SENSOR 3 FAILS HIGH<br>PPS1-H PRESSURIZER PRESSURE SENSOR 1 FAILS HIGH       |



## Insights regarding initiating, enabling events and critical system states

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Min cut sets can contain more than one initiating event
- Number of initiating events in a min cut set define the number of sequences – examples
  - Fire or explosion scenarios
  - K-out-of-N systems
  - Type 2 fault events
    - Inadvertent safety injection
    - Inadvertent reactor trip
- Critical system states define the set of enabling events conditional on the occurrence of the initiating event
- Two types of enabling events
  - Predecessor events (e.g., demand failures)
    - Failure of safety devices
    - Preexisting conditions involving fire or explosion
  - Successor Events
    - Failure to recover in time
    - Time delays before phenomena can occur



# Basic Event Naming Convention

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## SY-CC-XXX-FM

**SY** is the system ID:

SI – Safety Injection  
 CS – Containment Spray  
 EP – Electric Power  
 SW – Service Water  
 AF – Auxiliary Feedwater

AC – Safety Injection Accumulators  
 CF – Containment Fan Coolers  
 CW – Cooling Water  
 CI – Containment Isolation  
 IA – Instrument Air

**CC** is the component type:

AV – Air Operated Valve  
 CV – Check Valve  
 FN – Fan  
 MP – Motor-driven Pump  
 PO – PORV  
 RY – Safety Valve  
 TK – Tank  
 AC – Air Compressor  
 TR – Train

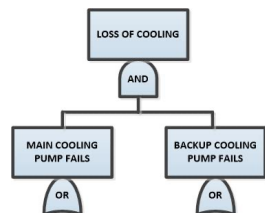
CB – Circuit Breaker  
 DG – Emergency Diesel Generator  
 HX – Heat Exchanger  
 MV – Motor Operated Valve  
 RV – Relief Valve  
 TP – Turbine-driven Pump  
 XV – Manual Valve  
 HV – Hydraulic Valve

**XXX** is the component number (e.g., 01A, 13B, etc.)

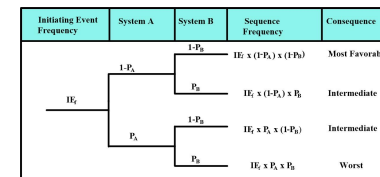
**FM** is the failure mode being modeled for the component:

S – Fails to start  
 O – Fails to open  
 T – Spuriously transfers  
 L – Leaks  
 H – Human action  
 F – Loss of Function

R – Fails to run  
 C – Fails to close  
 P – Plugs  
 M – Maintenance or Test  
 U – Undeveloped  
 CC – Common Cause



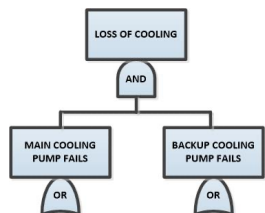
# Generic Component/Failure Mode Data



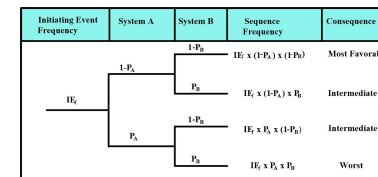
Component Type	Component Failure Mode	Type	Code	Failure Rate	Error Factor
Air-Operated Valve (AOV)	Air-Operated Valve Fails to Control	H	AVC	3.00E-06	18.8
	Air-Operated Valve Spuriously Operates	H	AVT	2.00E-07	18.8
Bus	AC Power Bus Fails to Operate	H	BSF	1.00E-08	5
Circuit Breaker	Circuit Breaker Fails to Close	D	CBC	2.50E-03	5.8
	Circuit Breaker Fails to Open	D	CBO	2.50E-03	5.8
	Circuit Breaker Spuriously Operates	H	CBT	1.50E-07	2.8
Check Valve	Check Valve Fails to Close	D	CVC	1.00E-04	8.4
	Check Valve Fails to Open	D	CVO	1.20E-05	8.4
Emergency Diesel Generator (EDG)	Emergency Diesel Generator in Test or Maintenance	D	DG M	1.20E-02	2.1
	Emergency Diesel Generator Fails to Run	H	DGR	8.00E-04	2.8
	Emergency Diesel Generator Fails to Start & Load*	D	DGS	8.00E-03	4.3
Fan	Fan Fails to Run	H	FN R	1.20E-04	1.7
	Fan Fails to Start	D	FNS	5.00E-03	18.6
Heat Exchanger	Heat Exchanger in Test or Maintenance	D	HXM	7.00E-03	4.3
	Heat Exchanger Plug/Foul	H	HXP	6.00E-07	3.3
Motor-Driven Pump (MDP)	Motor-Driven Pump Test or Maintenance	D	MPM	8.00E-03	4.3
	Motor-Driven Pump Fails to Run	H	MPR	6.00E-06	8.4
	Motor-Driven Pump Fails to Start*	D	MPS	1.90E-03	4.7

Ref. Data Derived from NUREG/CR-6928 \* Combined FTS w/FTR within 1<sup>st</sup> Hour





# Generic Component /Failure Mode Data Cont'd



Component Type	Unavailability Mode	Demand / Hourly	Code	Mean Value	Error Factor
Emergency Diesel Generator	Emergency Diesel Generator Test or Maintenance	d	M	1.2E-02	2.1
Heat Exchanger	Heat Exchanger Test or Maintenance (CCW)	d	M	7.0E-03	4.3
	Heat Exchanger Test or Maintenance (RHR-PWR) "	d	M	5.0E-03	2.5
Motor-driven Pump	Motor-Driven Pump Test or Maintenance (AFWS)	d	M	4.0E-03	2.5
	Motor-Driven Pump Test or Maintenance (CCW)	d	M	6.0E-03	3.8
	Motor-Driven Pump Test or Maintenance (ESW)	d	M	1.2E-02	4.3
	Motor-Driven Pump Test or Maintenance (Other)	d	M	8.0E-03	4.3
Turbine-driven Pump	Turbine-Driven Pump Test or Maintenance (AFWS)	d	M	5.0E-03	2.8

Ref. Data Derived from NUREG/CR-6928 \* Combined FTS w/FTR within 1<sup>st</sup> Hour



# System Analysis: Component Boundaries

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

Example Boundary: Diesel Generators do not include:

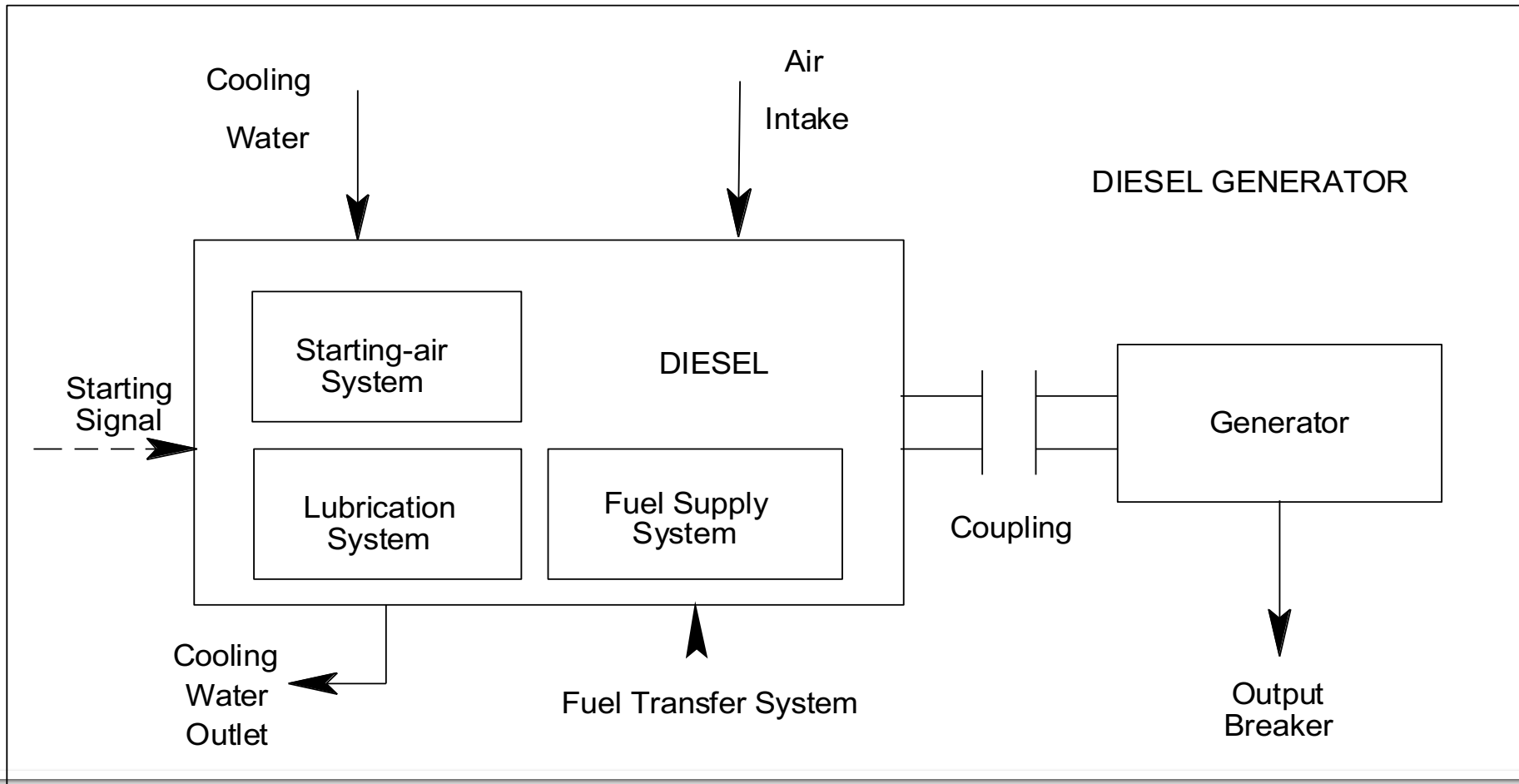
- Diesel generator load sequencers
- Diesel fuel oil transfer system
- Cooling water valves
- Diesel generator output breaker or bus
- Protection system, actuation relays
- Diesel room cooling



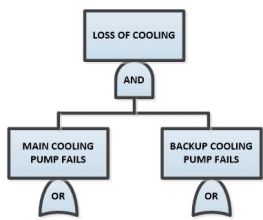
# System Analysis: Component Boundaries

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

## Component Boundary for a Diesel Generator

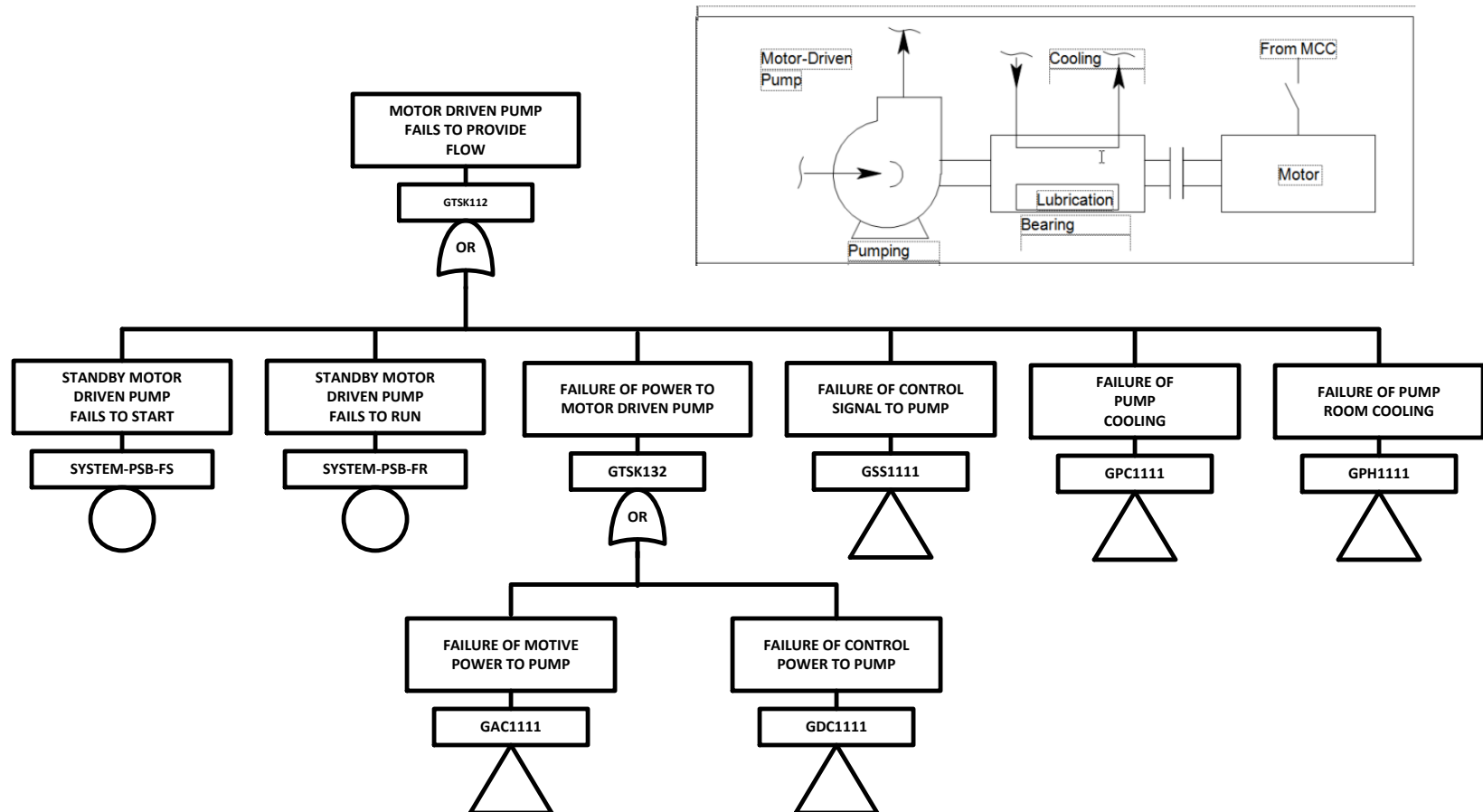


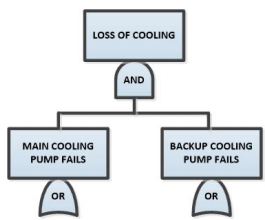




# Example Fault Tree for a Motor Driven Pump

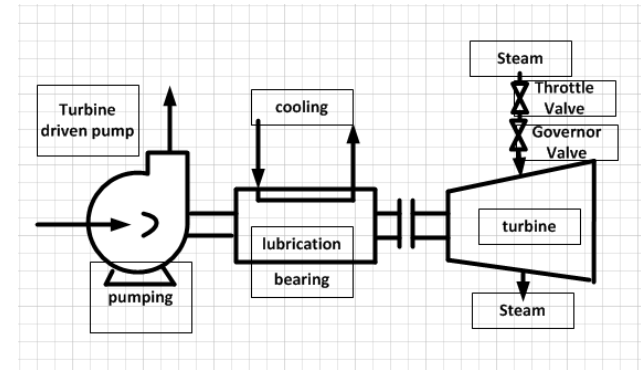
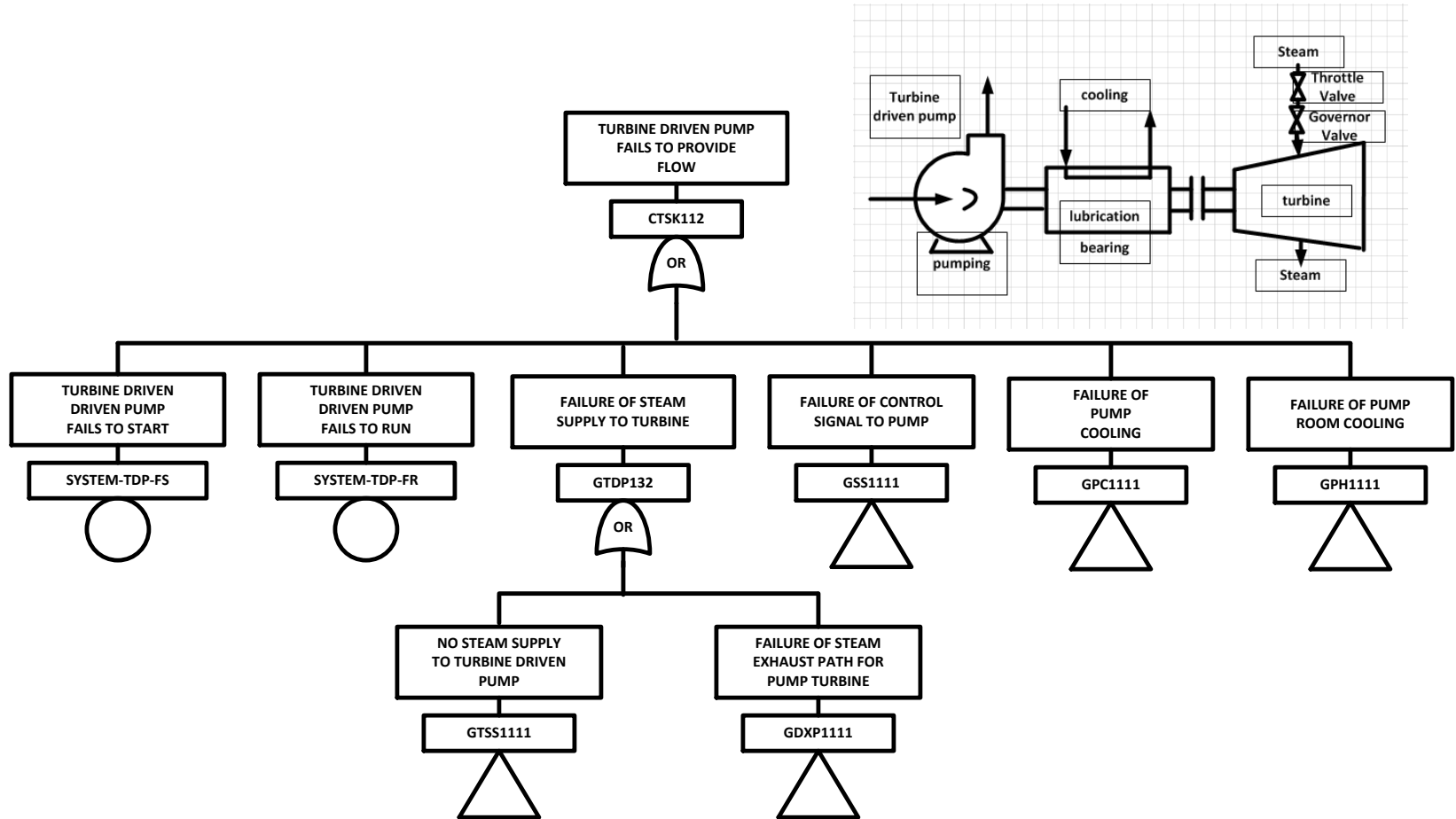
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

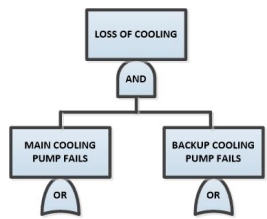




# Example Fault Tree for a Turbine Driven Pump

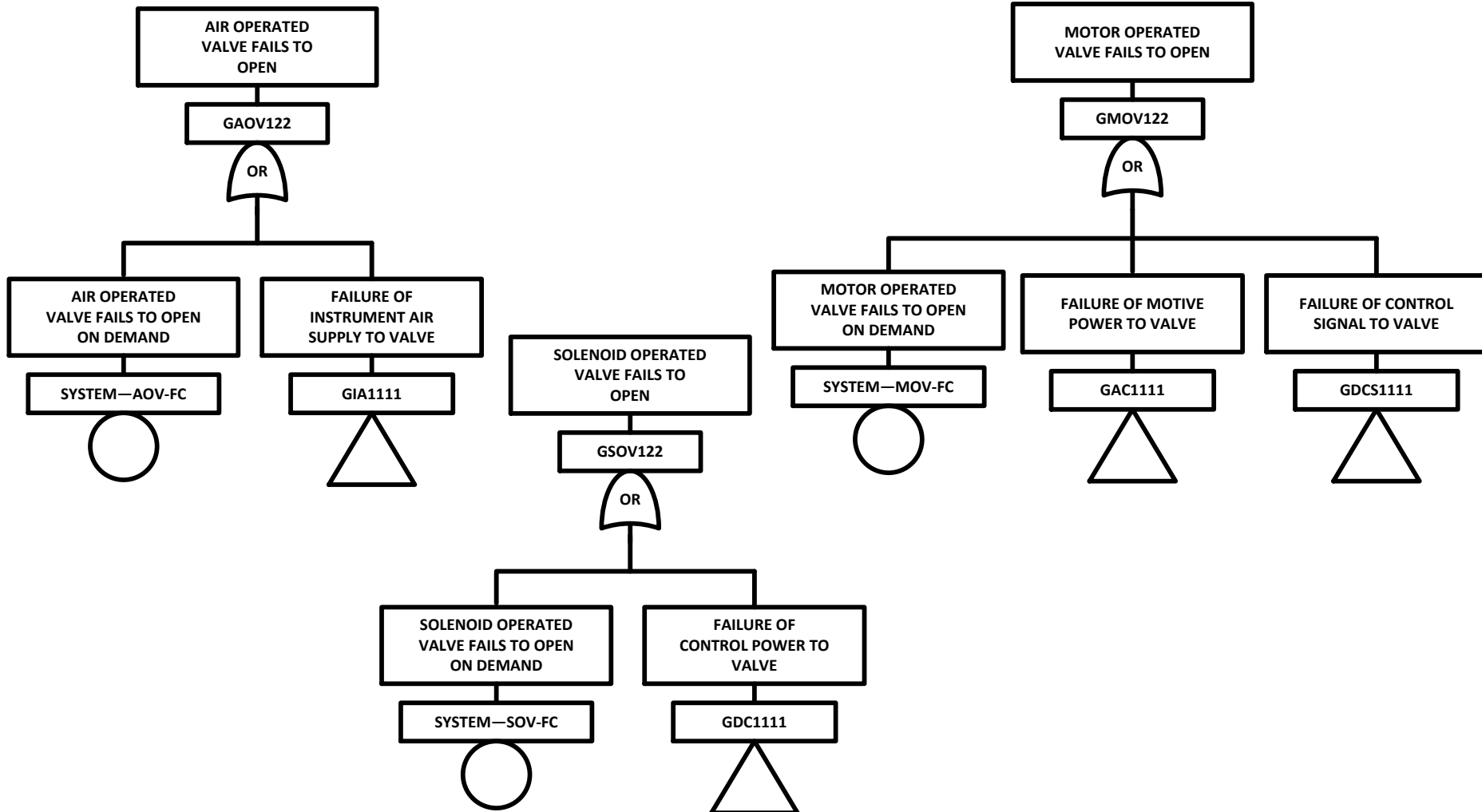
Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_i$	$1-P_{i2}$	$IE_i \times (1-P_i) \times (1-P_{i2})$	Most Favorable
		$P_{i2}$	$IE_i \times (1-P_i) \times P_{i2}$	Intermediate
	$P_i$	$1-P_{i2}$	$IE_i \times P_i \times (1-P_{i2})$	Intermediate
		$P_{i2}$	$IE_i \times P_i \times P_{i2}$	Worst





# Fault Trees for pneumatic valve, solenoid operated valve and motor operated valve

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst



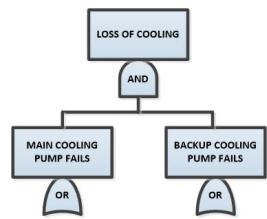


# FTA -- Heuristic Guidelines

## Construction of Fault Trees

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Replace an abstract event by a less abstract event. Example: “Motor Operates Too Long” versus “Current to Motor Too Long.”
- Classify an event into more elementary events. Example: “Explosion of Tank” versus “Explosion by Overfilling” or “Explosion by Runaway Reaction.”
- Identify distinct causes for an event. Example: “Runaway Reaction” versus “excessive feed” and “Loss of Cooling.”



# FTA -- Heuristic Guidelines Continued

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

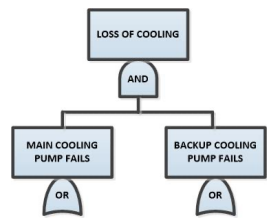
- Specify the **immediate** cause of the event under development
- Couple trigger events with “no protective action.” Example: “overheating” versus “loss of cooling” couple with “no system shutdown.”
- Find cooperative causes for an event. Example: “Fire” versus “leak of flammable fluid” and “relay sparks.”
- Pinpoint a component failure event. Example: “No cooling water” versus “main valve is closed” coupled with “bypass valve is not opened.”



# FTA -- Heuristic Guidelines for Fault Tree Construction

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1 - P_A$	$1 - P_B$	$IE_i \times (1 - P_A) \times (1 - P_B)$	Most Favorable
		$P_B$	$IE_i \times (1 - P_A) \times P_B$	Intermediate
	$P_A$	$1 - P_B$	$IE_i \times P_A \times (1 - P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Expect no miracles; if the “normal” functioning of a component helps to propagate a fault sequence, it must be assumed that the component functions “normally”
- Write complete, detailed fault statements
- Avoid direct gate-to-gate relationships
- Avoid the use of successes or complemented events in FTA
- For example, for inadvertent actuation (type 2 fault event) it is common to assume components work normally – the number of individual components that are assumed to work can be large
- Think locally (little steps)



# FTA -- Heuristic Guidelines (cont.)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Always complete the inputs to a gate
- Include notes on the side of the fault tree to explain assumptions not explicit in the fault statements
- Repeat fault statements on both sides of the transfer symbols
- To make FTA of complex systems easier to follow, use zone indices for components on the system schematic and link component indices to gate events and basic events in the fault tree.
- Put OR, AND, K-out-of-N descriptions inside the logic gate (as was done in this presentation) so that the uniformed (e.g, management) can understand the fault tree logic



# FTA -- Strengths of Fault Tree Analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

By organizing abnormal behavior in a logical and graphical manner, the engineering-manager is better able to evaluate risk and communicate managerial reasoning to peers, supervisors and subordinates. Decision making is consequently (hopefully) carried out more objectively and accurately. A powerful aid to selling ideas and results.

**Process of constructing fault trees lead to insights regarding interactions difficult for a single failure analysis**





# FTA -- Strengths of Fault Tree Analysis (cont.)

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Qualitative analysis often reveals the most important system features
- Applicable to a wide range of systems
- Human performance may be included
- Software defects can be addressed
- Design errors may be included
- Excellent safety and reliability analysis technique
- Can suggest other analysis if FTA is insufficient



# FTA --Limitations of Fault Tree Analysis

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

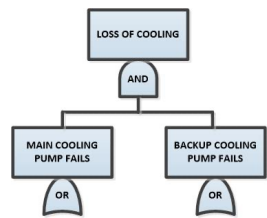
- Time consuming if large, detailed systems are analyzed
- Adequate time and resources must be given to conduct FTA including conducting a peer review
- Binary events (on or off) are assumed
- Completeness issue
- Probability data may be sparse or not applicable
- Difficult to follow if not documented and summarized properly
- The fault tree logic does not necessarily bare relationship on how the system works – for example development of type 2 fault events
- For top events that cause injury or harm, the fault tree logic does not necessarily address system restoration when the top event occurs – i.e., not a repair model.



## FTA --Limitations of Fault Tree Analysis continued

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1-P_A$	$1-P_B$	$IE_i \times (1-P_A) \times (1-P_B)$	Most Favorable
		$P_B$	$IE_i \times (1-P_A) \times P_B$	Intermediate
	$P_A$	$1-P_B$	$IE_i \times P_A \times (1-P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- If you teach FTA solely as an exercise in Boolean Algebra and generating structure functions, you are teaching math. The generation and analysis of fault trees require a multidisciplinary approach and depends upon the process analyzed – this applies to analysis of complex control systems.
- The identification of normal, type 1 and type 2 fault events and secondary failures in FTA is important and is generally not considered in a reliability analysis and depends upon the Top undesired event or scenario analyzed in the FTA.



# FTA --Limitations of Fault Tree Analysis continued

Initiating Event Frequency	System A	System B	Sequence Frequency	Consequence
$IE_i$	$1 - P_A$	$1 - P_B$	$IE_i \times (1 - P_A) \times (1 - P_B)$	Most Favorable
		$P_B$	$IE_i \times (1 - P_A) \times P_B$	Intermediate
	$P_A$	$1 - P_B$	$IE_i \times P_A \times (1 - P_B)$	Intermediate
		$P_B$	$IE_i \times P_A \times P_B$	Worst

- Use of basic event frequencies in probability expressions such as the min cut set upper bound generate incorrect results –for example multiplying a frequency times a frequency can occur. A basic event frequency is not a probability.
- The calculation must identify initiating events in the fault tree and then define the critical system state for each initiating event. The modeling assumes each initiating event is in series and if the critical system state occurs given the occurrence of the initiating event, the top event occurs. Using this method, initiating event frequencies are not multiplied together.
- A basic event can be both initiating and enabling. The enabling event appears in the critical system state for the initiating event.
- The min cut set upper bound can be used to compute the critical system unavailability since this is a conditional probability.
- If the analyst does not understand the significance of initiating and enabling events– the analyst does not understand FTA
- Arguments -- Lose Friends!