Model Exchange Format for Probabilistic Safety Analyses

Towards a New Generation of Models and Tools

Credits

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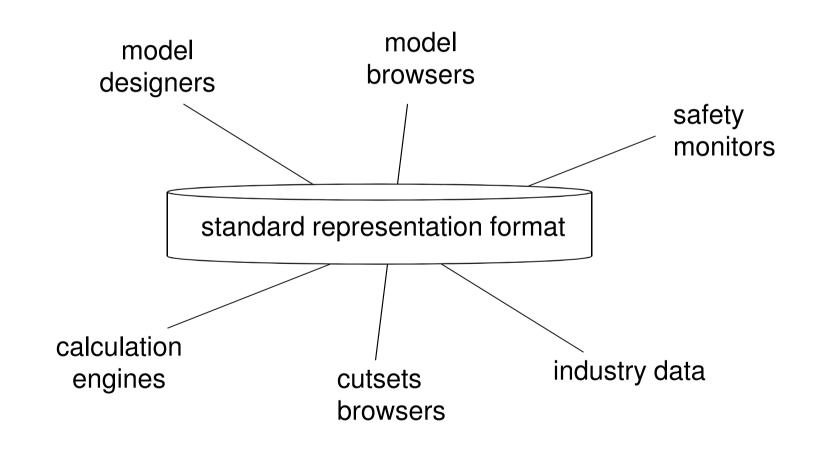
Content

- Open-PSA Initiative
- Rationale for the Standard
- Anatomy of the Standard
- Fault Tree Layer
- Stochastic Layer
- Extra-Logical Layer
- Event Tree Layer
- Report Layer

Why Do We Need a Standard?

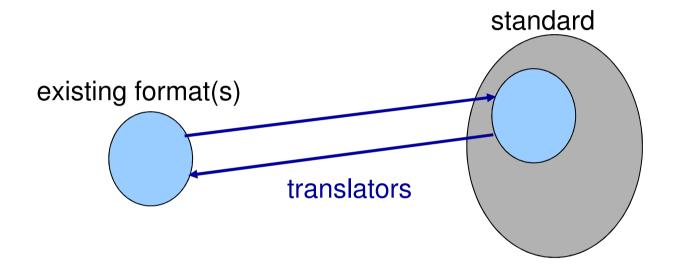
- Reduce tool dependency
- Have a better confidence in approximations (quality insurance)
- Cross check calculations
- Develop new calculation engines
- Design new model browsers and safety monitors
- Review and document (existing) models
- Clarify (unify?) modeling methodologies
- Call external tools (Level 2 PSA)
- Extend fault trees/events trees formalism
- •

The Open-PSA Architecture



Requirements

It should be possible to cast any existing model



- The role of each element should be clearly identified and have an unambiguous semantics
- The standard should be easy to embed in existing tools and easy to extend

... XML format

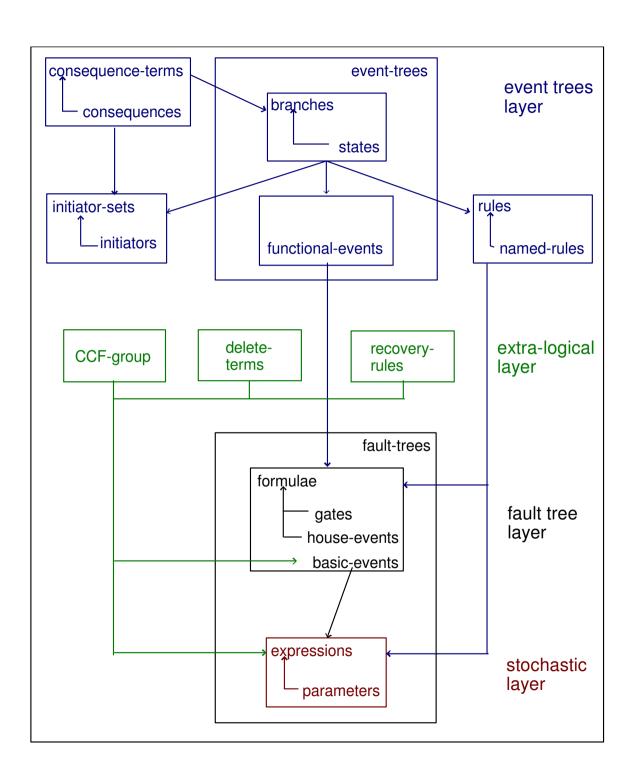
Anatomy of the Standard

Methodology

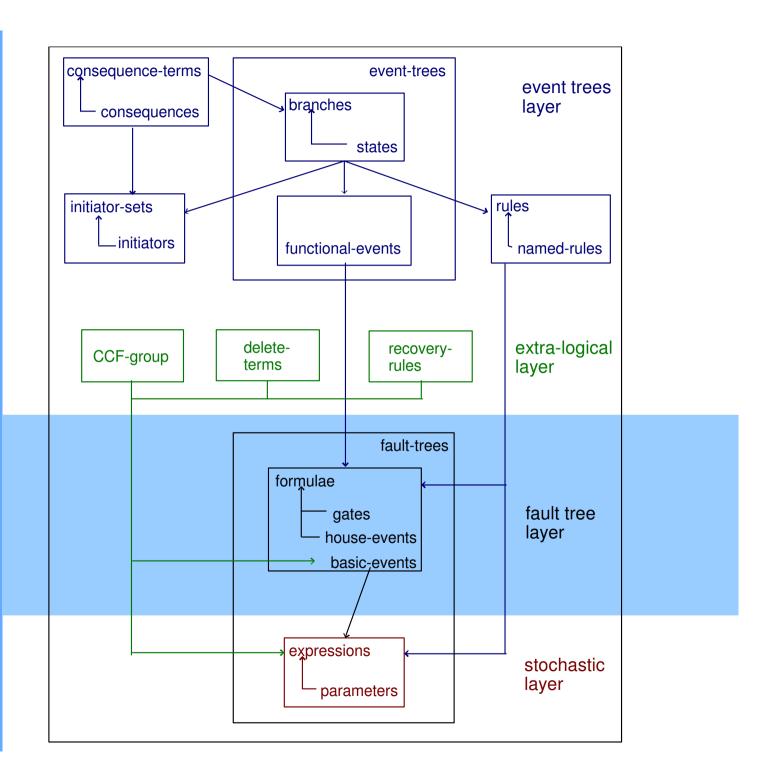
- We considered models built with the main tools available on the market
 - Cafta, Saphire, RiskSpectrum, Riskman, Fault Tree free...
 - US, Japanese and European PSA
- We made of taxonomy of all syntactic categories we found in these models
 - Gates, basic events, house events, sequences...
- We gave to each category a formal operational semantics
- We designed a XML representation of categories

Five Layers Architecture

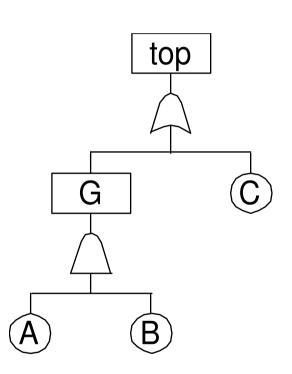
- Report Layer
 - Results of calculation...
- Event Tree Layer
 - Event trees, initiators, sequences, consequences
- Extra-Logical Layer
 - CCF-groups, delete terms, exchange events...
- Fault Tree Layer
 - Fault Trees, gates, basic events, house events
- Stochastic Layer
 - Probability distributions, parameters



Fault Tree Layer



Declarations of Fault Trees

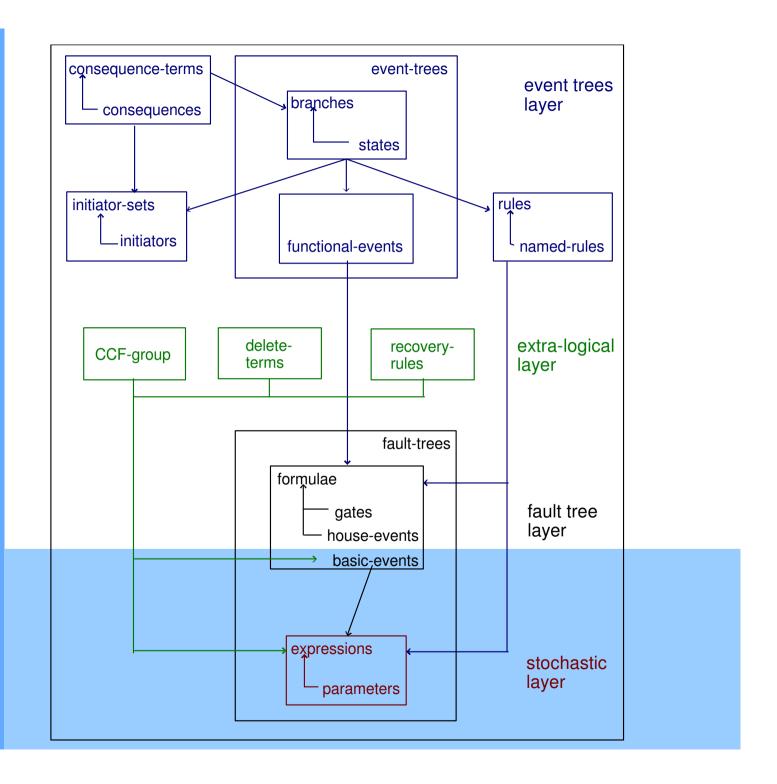


```
<define-fault-tree name="FT1" >
  <define-gate name="top" >
    <or>
       <gate name="G"/>
       <basic-event name="C" />
    </or>
  </define-gate>
  <define-gate name="G" >
    <and>
       <basic-event name="A" />
       <basic-event name="B" />
    </and>
  </define-gate>
</define-fault-tree>
```

Declarations of Gates

Declarations of Basic Events

Stochastic Layer



Stochastic Layer (Content)

- Stochastic expression and parameters role and definition
- 2. Operations
 Arithmetic operations, logical operations, conditional operations
- 3. Built-ins usual time-dependent distributions
- 4. Random Deviates uniform, normal, lognormal deviates, histograms

Role of Stochastic Expressions

1. Associate (possibly time-dependent) probabilities with basic events. E.g.

2. Define distributions for these probabilities (and more generally for parameters). E.g.

Built-ins

Set of predefined function to describe time-dependent distributions. *E.g.*

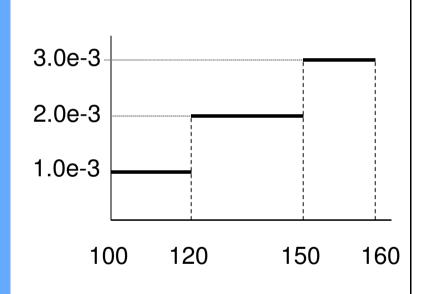
```
<exponential>
     <parameter name="failure-rate-pump" />
     <mission-time />
</exponential>
<Weibull>
     <parameter name="shape1" />
     <parameter name="scale1" />
     <sub>
         <mission-time />
         <parameter name="locality1" />
     </sub>
</Weibull>
```

•

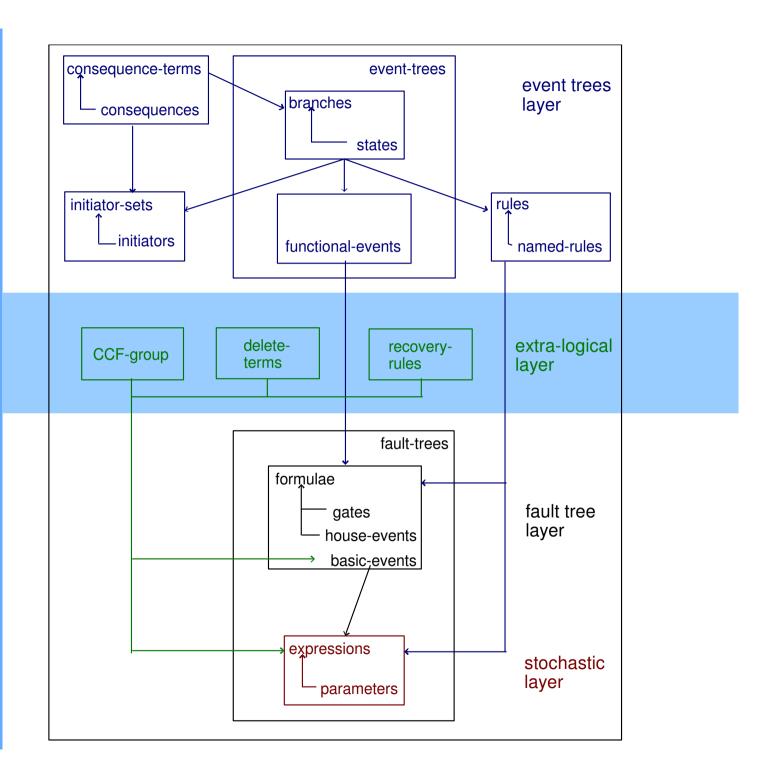
Random-Deviates

To perform sensitivity analyses. E.g.

Histograms



Extra-Logical Layer



Extra-Logical Layer (Content)

- 1. Common Cause Failures
 - models, declarations
- 2. Exclusive events (delete terms)
 - model, declaration
- 3. Recovery rules
 - model, declaration

Delete Terms

Delete terms are groups of exclusive (basic) events.

Used to model physically impossible configurations such as simultaneous maintenance

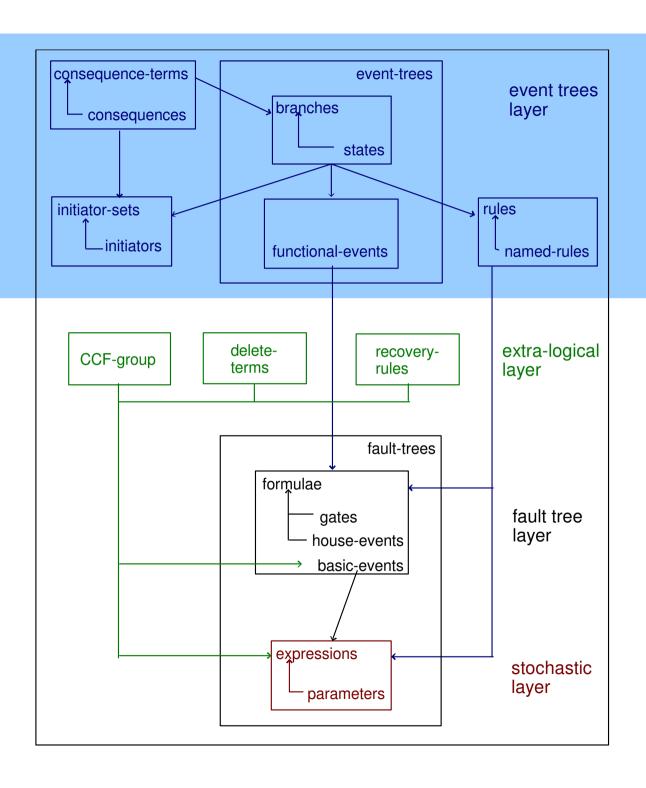
Three possible interpretations/uses of the exclusive group g={e1,e2}

- 1. Post-processing of cutsets
 - (e1 and e2 and ...) deleted
- 2. Global constraint
 - NewTopEvent = TopEvent and [not (e1 and e2)]
- 3. Local subsitution
 - e1 \rightarrow ge1 = (e1 and not e2)
 - e2 \rightarrow ge2 = (e2 and not e1)

Delete Terms (continued)

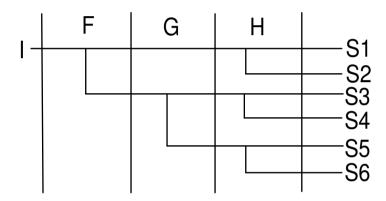
XML representation

Event Tree Layer



Preliminaries (1)

Graphical presentation of Event Trees



Interpretation

S1 = I and not F and not H S4 = I and F and not G and H

S2 = I and not F and H S5 = I and F and G and not F

S3 = I and F and not G and not H S6 = I and F and G and H

A priori simple but ...

Preliminaries (2)

- Fault trees may be given flavors (by setting house events)
- These flavors may depend on the current branch
- There may have several initiating events
- Some success branches may be interpreted as a bypass
- There may have multi-states branches
- Branches may be defined as references to other branches
- •

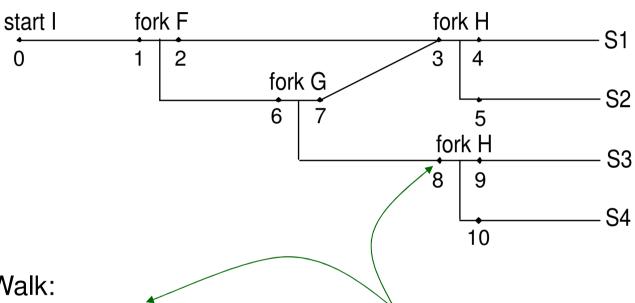
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Event Trees should be seen as a graphical programming language!

- The graphical view described the structure of the tree, i.e. the different sequences
- Instructions are provided to give flavors to fault trees
- The interpretation of sequences (Boolean formula) is built while walking along the branches

Structure of Event Trees (1)



Walk:

- 0, 1, 2, 3, 4 (S1)
- 0, 1, 2, 3, 5 (S2)
- 0, 1, 6, 7, 3, 4 (S1)

at each point some instructions can be executed in order to set values of house events and parameters and/or to collect functional event

Structure of Event Trees (2)

```
<define-event-tree name="ET1" >
                                              declarations of functional events
  <define-functional-event name="F">
     <fault-tree name="FTF" gate="top" />
  </define-functional-event>
  <define-consequence name="S1" />
                                              declarations of consequences
                                              definition of the structure
  <path>
     <fork functional-event="F" >
       <path>
          <collect functional-event="F" polarity="success" />
          <fork functional-event="H" >
          </fork>
                                              instruction
       </path>
     </fork>
  </path>
</define-event-tree>
```

Instructions (1)

Instructions to set parameters/house event values

```
- <set house-event="H1" >
        <constant value="false" />
       </set-parameter>
    - <set parameter="lambda" />
         <float value="0.001" />
       </set-parameter>
Instructions to collect functional events
    - <collect functional-event="F" polarity="failure" />
Conditional instructions
    <if><
        <collected functional-event="F" />
        <set house-event="H2"> <constant value="true" /> </set>
       </fi>
```

Instructions (2)

```
Blocks

- <block>
instruction+
</block>
Rules (named blocks of instructions)

- <define-rule name="R1" >
<set house-event="H1"> <constant value="false" /> </set>
<set house-event="H2"> <constant value="true" /> </set>
<set house-event="H3"> <constant value="true" /> </set>
<set house-event="H3"> <constant value="true" /> </set>
```

Report Layer

Report Layer (content)

- 1. Description of Calculations
 - model, tool, algorithm, mission-time, cutoff...
- 2. Description of Results
 - minimal cutsets
 - probabilistic measures

Description of Calculations

- Software
 - version, contact organization (editor, vendor)
- Calculation algorithm
 - name
 - limits (number of basic events, cutsets...)
 - preprocessing techniques
 - cutoffs
 - handling of success branches, use of delete terms
 - external routines
 - calculation time
 - **—** ...
- Feedback
 - success, failure

The standard provides examples rather than a strict syntax for these items

Descriptions of Results

```
<sum-of-products name="MCS1" basic-events="3" products="2" >
  cproduct order="2">
    <basic-event name="A" />
    <basic-event name="B" />
  </product>
  cproduct order="2">
    <not>
      <basic-event name="A" />
    </not>
    <basic-event name="C" />
  </product>
</sum-of-products>
```

Descriptions of Results