5.2 Human Performance Modeling Tools for Better System Design



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Human Performance Modeling Tools for Better System Design

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MODSIM WORLD Conference & Expo

Agenda

- Why Human Performance Modeling (HPM)?
- Importance of HPM to System Design
- · HPM Tools and Applications
 - CogTool
 - C3TRACE
 - IMPRINT
 - MIDS Plug-in
- · Expansion of tools
- Summary



3

Why Human Performance Modeling (HPM)?

Concept System

Many Variables

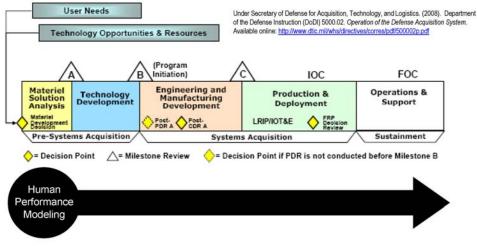
Field Study Not Feasible

Too Dangerous

Model – Test – Model

System Performance \cong *f*(human performance)

Importance of HPM to System Design

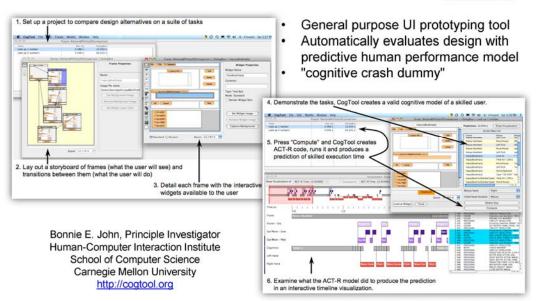


Provide quantitative data to inform trade off decisions early in design process

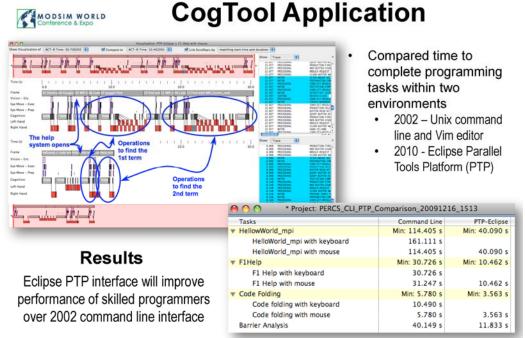




CogTool



John, B. E., (2010) CogTool: Predictive Human Performance Modeling by Demonstration. Proceedings of the 19th Annual Conference on Behavior Representation in Modeling and Simulation (BRIMS) (Charleston, SC, March 21-24, 2010).



Richards, J., Bellamy, R., John, B., Swart, C. & Thomas, J. (2010) Using CogTool to Model Programming Tasks. Psychology of Programming Interest Group WIP (PPIGWIP) (Dundee 2010). www.ppig.org.



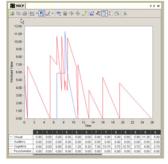
C3TRACE

Command, Control, and Communications - Techniques for the Reliable Assessment of Concept Execution

Goal: To conduct "what-if" analyses based on information flow and quality, to discover alternative organizational, personnel, and system configurations that increase performance

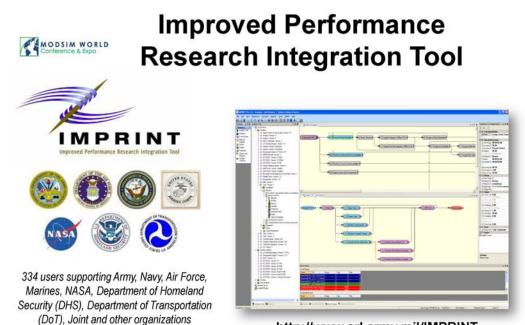
- Evaluate effects of different personnel architectures and information technology on system and human performance
- Investigate efficiency and effectiveness of message processing in Command & Control environments





C3TRACE Application MODSIM WORLD Future Command and Control Cell Analysis Requirements and Force 1. Modify deployment concept Design are in conflict Require different aircraft System 2. Accept degradation in 16 soldier C2 cell physics Reduced capability Issue 0 3. Accept more C2Vs ... More money, maintenance, lifts Desired vehicle design Results 6 Cell Configuration **4 Cell Configuration** Performance Measures Utilization Probability of "good decision" Messages handling 19 of 24 - 100% utilization 13 of 24 - 100% utilization 6 of 24 – 25+% poor decision guality 5 of 24 - 25+% poor decision guality 18 of 24 - dropped 50+% of messages 8 of 24 – dropped 50+% of messages

Mitchell, D. K., Samms, C., Kozycki, R., Kilduff, P., Swoboda, J., & Animashaun, A. (2006) Soldier Mental Workload, Space Claims, and Information Flow Analysis of the Combined Arms Battalion Headquarters Command and Control (C2) Cells (ARL-TR-3861). Army Research Laboratory, APG, MD.



http://www.arl.army.mil/IMPRINT https://km3.alionscience.com/sites/imprint

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IMPRINT can be used to

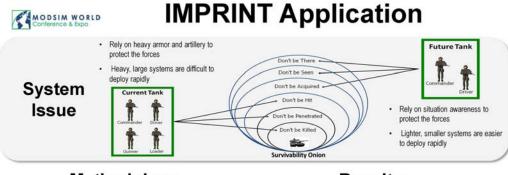
Set realistic system requirements

across the country

- Identify future manpower & personnel constraints
- Evaluate operator & crew workload
- Test alternate system-crew function allocations
- Assess required maintenance man-hours
- Assess performance during extreme conditions

- Examine performance as a function of personnel characteristics and training frequency & recency
- Identify areas to focus test and evaluation resources
- Quantify human system integration risks in mission performance terms to support milestone review
- Represent humans in federated simulations

IMPRINT is a trade-off analysis tool



Methodology

Results

- Identified functions and tasks via . knowledge elicitation
- Set up experimental conditions to . model based on varying function allocations
- . Built models
- Validated models by walking-through with Soldiers
- . Completed runs and prepared results



Mitchell, D. K., Samms, C. L., Henthorn, T., & Wojciechowski, J. Q. (2003). Trade study: A Two-versus three-Soldier crew for the Mounted Combat System (MCS) and other future combat system platforms (Technical report ARL-TR-3026). Aberdeen Proving Ground, MD, U.S. Army Research Laboratory.



A Decade of Impact on Soldier-System Integration

Combined Arms Testbed

First identification of workload issues associated with a 2 Soldier common crew **Command and Control Cell** Supported requirement for 24

personnel allocated to the battalion in the Unit Reference Sheet

Lightweight Howitzer Supported the possibility of reducing crew size

Future Howitzer Workload issues associated with rearming resulted in an automated rearming concept to be included in system design

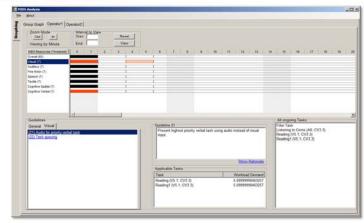
Autonomous Navigation System Provided support for the ANS technology to increase crew performance

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1999	2001	2003	2005	2007	2009
Situational Understanding STO Identified critical information requirements for system and display development			Future Tank Platoon Leader Variant High workload analysis predictions matched experimental results	All Future Concept Vehicle analyses Soldier workload identified as #1 issue during preliminary design review	
Future Tank Identified workload issues w resulted in system design ch from 2 to 3 Soldier crew		l workload issues which n system design change	e Served a	Future Reconnaissance and Surveillance Vehicle Served as basis of manning assessment and justified need for all	

operators to have displays

Multimodal Information Design Support (MIDS) Tool Plug-in

 Develop potential mitigation strategies from multimodal design guidelines matched to areas of high workload as identified in IMPRINT



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Expansion of Tools

- · Develop smart "links" between tools
- Keep up with evolving analysis demands
- Specific Enhancements
 - CogTool
 - Additional measures
 - C3TRACE
 - Visualization of impacts to decision quality
 - IMPRINT
 - Connect to system engineering
 - MIDS Plug-in
 - Predict effect of incorporating mitigation strategies



Summary

- Use of human performance modeling tools can
 - Provide quantitative data to inform trade off decisions early in design process
 - Cost savings
 - Better design
 - Focus test and evaluation resources
 - Model Test Model approach
- · Expand tools to answer new analytic