

Application of fault tree analysis method to Force on Force (FOF) scenario development

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1. Introduction

In 2015, the Act of Physical Protection and Radiological Emergency (APPRE) was revised, requiring licensees to submit their Force on Force (FOF) plan to the Nuclear Safety and Security Commission for approval, with evaluation conducted by the regulatory agency. The Korea Institute of Nuclear Nonproliferation and Control (KINAC) developed and evaluated a FOF evaluation system, and created FOF scenarios tailored to nuclear facilities and training types.

The existing method for generating FOF scenarios using Excel has several limitations. Firstly, combinations must be written manually, one by one. Secondly, errors in equations can be difficult to detect. Finally, once validation is completed, items that pass inspection must be separated and extracted.

However, generating scenario combinations using Fault Tree Analysis (FTA) has several advantages. It is easy to detect errors due to FTA's excellent visibility. It is possible to perform validation and exclusion of similar items simultaneously. Finally, FTA can quickly analyze more complex combinations.

2. Object and Contents

The purpose of this paper is to develop an efficient scenario generation method by comparing the existing scenario generation method using Excel with the scenario generation method using Fault Tree Analysis (FTA). Chapter 3.1 explains how to create scenarios using Excel, based on the final report on the development of physical protection training regulatory standards and evaluation technologies prepared by the Korea Institute of Nuclear Nonproliferation and Control (KINAC) [1]. Chapter 3.2 explains how to create scenarios using Fault Tree. Chapter 3.3 compares the scenario generation methods using Excel and Fault Tree. Chapter 4 presents the conclusions of this report.

3. Scenario generation method

3.1 Scenario generation method using Excel [1]

The scenario generation method step is shown in Fig.1. In the case of a general nuclear power plant, it is configured as shown in Fig.2. The routes of invasion of sabotage are as follows. Based on Fig.2, the table summarizing the intrusion routes is as follows.

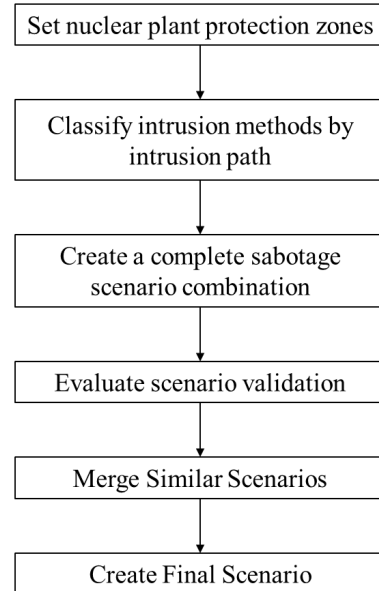


Fig. 2. Scenario generation method step

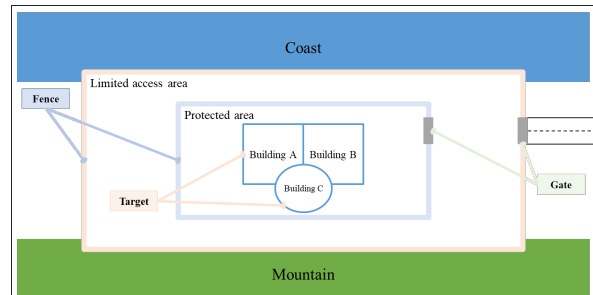


Fig. 1. Typical nuclear protected area conditions

Table I. Intrusion path classification

| Purpose | Limited access area | Protected area | Target |
|----------|---------------------|-------------------|------------|
| Sabotage | Mountain | Fence | Building A |
| | Coast | Gate Periphery | Building B |
| | Airborne attack | Fake pass 2 | Building C |
| | Main gate | | |
| | Fake pass 3 | | |

By combining the scenario components, complete scenarios with the main event can be generated. Table II below summarizes the constituent factors.

Table II. Intrusion method by intrusion path

| Purpose | Intrusion method | | Intrusion path | | |
|----------|------------------|---------------|---------------------|----------------|------------|
| | Weapon | Explosive | Limited access area | Protected area | Target |
| Sabotage | Homemade Gun | Vehicle Bomb | Mountain | Fence | Building A |
| | Pistol | Airborne Bomb | Coast | Gate Periphery | Building B |
| | Shotgun | Suicide vest | Airborne attack | Fake pass 2 | Building C |
| | Rifle | | Main gate | | |
| | Machine gun | | Fake pass 3 | | |

The number of scenarios according to Table II is as follows.

Number of scenarios = 5 (Weapon) × 3 (Explosive) × 5 (Limited access area) × 3 (Protected area) × 3 (Target) = 675 (1)

Table III shows the overall sabotage scenario combination that combines the scenario constituent factors.

When a scenario combination is created, there are many scenarios that lack realism or logic. The procedure for excluding these illogical scenarios is called validation. Validation proceeds in the order of finding logically incorrect factor combinations and excluding scenarios that include those factor combinations among all scenarios. In the sabotage scenario, the following four combinations are logically incorrect.

- (Non-logical combination 1) Vehicles are difficult to come mountain, coast and airborne.

Table III. Intrusion method by intrusion path

| No. | Weapon | Explosive | Limited access area | Protected area | Target |
|-----|--------------|--------------|---------------------|----------------|------------|
| 1 | Homemade Gun | Vehicle Bomb | Mountain | Fence | Building A |
| 2 | Homemade Gun | Vehicle Bomb | Mountain | Fence | Building B |
| 3 | Homemade Gun | Vehicle Bomb | Mountain | Fence | Building C |
| 4 | Homemade Gun | Vehicle Bomb | Mountain | Gate Periphery | Building A |
| 5 | Homemade Gun | Vehicle Bomb | Mountain | Gate Periphery | Building B |
| 6 | Homemade Gun | Vehicle Bomb | Mountain | Gate Periphery | Building C |
| 7 | Homemade Gun | Vehicle Bomb | Mountain | Fake pass 2 | Building A |
| : | : | : | : | : | : |
| 672 | Machine gun | Suicide vest | Fake pass 3 | Gate Periphery | Building C |
| 673 | Machine gun | Suicide vest | Fake pass 3 | Fake pass 2 | Building A |
| 674 | Machine gun | Suicide vest | Fake pass 3 | Fake pass 2 | Building B |
| 675 | Machine gun | Suicide vest | Fake pass 3 | Fake pass 2 | Building C |

- (Non-logical combination 2) Suicide vests are difficult to pass through X-ray detectors or metal detectors.
- (Non-logical combination 3) If there is a forged access to the limited access area, the protected area can also be forged, so it is impractical to forcefully invade other areas.
- (Non-logical combination 4) After the main gate attack, it is common to break into the nearest fence quickly.

Using the Excel equation shown in Fig. 3 below, we found 675 scenarios that contained the four non-logical combinations described above. As a result of the validation test, 345 of the 675 sabotage scenarios passed.

| 검입목적 | 휴대무기 | 폭발물 | 동급III | 동급II | 목표물 | 비고 |
|------|------|-------|-------|-------|-----|--------|
| 1 | | 차량폭발물 | 산악지역 | | | |
| 2 | | 차량폭발물 | 해안지역 | | | 유효성검사1 |
| 3 | | 차량폭발물 | 공중점투 | | | |
| 4 | | 자살조끼 | | 위조출입증 | | 유효성검사2 |
| 5 | | | 산악지역 | 위조출입증 | | |
| 6 | | | 해안지역 | 위조출입증 | | 유효성검사3 |
| 7 | | | 공중점투 | 위조출입증 | | |
| 8 | | | 정문강습 | 위조출입증 | | |
| 9 | | | 정문강습 | 정문주변 | | 유효성검사4 |

| 번 | 검입목적 | 휴대무기 | 폭발물 | 동급III | 동급II | 목표물 | 유효성1 | 유효성2 | 유효성3 |
|---|------|------|-------|-------|---|-----|------|------|------|
| 1 | 사보타주 | 사채총기 | 차량폭발물 | 산악지역 | =IF(AND(I24=\$E\$15,OR(I24=\$F\$13,I24=\$F\$14,I24=\$F\$15)),"X","O") | 전물8 | X | O | O |
| 2 | 사보타주 | 사채총기 | 차량폭발물 | 산악지역 | | | | | |

Fig. 3. Example of scenario validation

After validation, the resulting scenarios can be used for physical protection training, but because there are so many scenarios, we should perform a procedure to merge similar ones for ease of use and management.

Scenarios with similar expected effects are extracted and the scenario with the greatest effect is selected. The merger of similar scenarios applies the following two points.

- Machine guns with the highest killing power were selected as the maximum effect scenario.
- Since the inside of the building is not included in the training range, the expected effect of each target building is similar, so A, which is closest to the fence among targets A, B, and C, was selected as the maximum effect scenario.

After merging similar scenarios, we generated the final set of scenarios shown in Table IV below.

Sabotage was selected as the top event according to the intrusion method for each intrusion path (Table V).

- Sabotage is successful only when both the characteristics of the threat and the route of intrusion are successful, so connect it to And gate.

Table IV. Combination of final sabotage scenarios

| No. | Weapon | Explosive | Limited access area | Protected area | Target |
|-----|-------------|---------------|---------------------|----------------|------------|
| 568 | Machine gun | Vehicle Bomb | Main gate | Fence | Building A |
| 577 | Machine gun | Vehicle Bomb | Fake pass 3 | Fence | Building A |
| 580 | Machine gun | Vehicle Bomb | Fake pass 3 | Gate Periphery | Building A |
| 583 | Machine gun | Vehicle Bomb | Fake pass 3 | Fake pass 2 | Building A |
| 586 | Machine gun | Airborne Bomb | Mountain | Fence | Building A |
| 589 | Machine gun | Airborne Bomb | Mountain | Gate Periphery | Building A |
| 595 | Machine gun | Airborne Bomb | Coast | Fence | Building A |
| 598 | Machine gun | Airborne Bomb | Coast | Gate Periphery | Building A |
| 604 | Machine gun | Airborne Bomb | Airborne attack | Fence | Building A |
| 607 | Machine gun | Airborne Bomb | Airborne attack | Gate Periphery | Building A |
| 613 | Machine gun | Airborne Bomb | Main gate | Fence | Building A |
| 622 | Machine gun | Airborne Bomb | Fake pass 3 | Fence | Building A |
| 625 | Machine gun | Airborne Bomb | Fake pass 3 | Gate Periphery | Building A |
| 628 | Machine gun | Airborne Bomb | Fake pass 3 | Fake pass 2 | Building A |
| 631 | Machine gun | Suicide vest | Mountain | Fence | Building A |
| 634 | Machine gun | Suicide vest | Mountain | Gate Periphery | Building A |
| 640 | Machine gun | Suicide vest | Coast | Fence | Building A |
| 643 | Machine gun | Suicide vest | Coast | Gate Periphery | Building A |
| 649 | Machine gun | Suicide vest | Airborne attack | Fence | Building A |
| 652 | Machine gun | Suicide vest | Airborne attack | Gate Periphery | Building A |

3.2 Scenario generation method using Fault Tree

This chapter details the process of generating scenarios using Fault Tree. The process is illustrated in Fig.4.

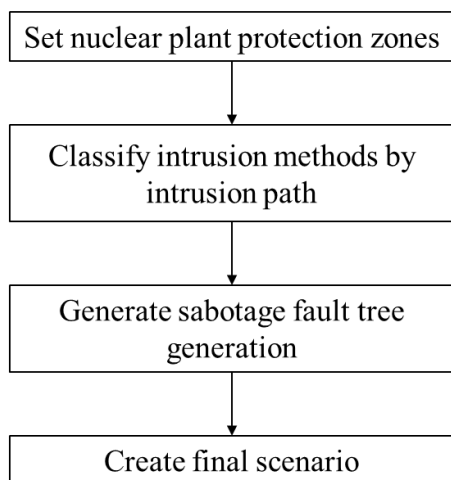


Fig. 4. Example of scenario validation

Sabotage was selected as the Top Event according to the intrusion method for each intrusion path (Table II). The words in parentheses in Table V are abbreviations used when creating fault tree.

- Since the nature of the threat is successful only when both Weapon/Explosive are successful, connect them to the And gate.
- Limited access area/Protected area/Target must all be successful in order for the intrusion path to succeed, so connect it to the And gate.
- The basic events of detailed Weapon/Explosive/Limited access area/Protected area/Targets are all connected to Or gate.

The Fault Tree prepared according to the above situation are shown in Figure 5 below.

- In an illogical combination, both factor 1 and factor 2 must succeed to succeed, so connect to And gate.
- The basic events of factor 1 and factor 2 connect to the Or gate.
- Connect the four non-logical combinations of the fault trees in Figure 5 with Not gate.

Table V. Intrusion method by intrusion path

| Purpose | Intrusion method | | intrusion path | | |
|----------|--------------------|---------------------|-----------------------|----------------------|------------|
| | Weapon | Explosive | Limited access area | Protected area | Target |
| Sabotage | Homemade Gun (HOM) | Vehicle Bomb (VHB) | Mountain (MTN) | Fence (FEN) | Building A |
| | Pistol (PIS) | Airborne Bomb (ABB) | Coast (COA) | Gate Periphery (GPE) | Building B |
| | Shotgun (SHG) | Suicide vest (SVB) | Airborne attack (AIR) | Fake pass 2 (FPS2) | Building C |
| | Rifle (RFL) | | Main gate (MGA) | | |
| | Machine gun (MGN) | | Fake pass 3 (FPS3) | | |

The fault trees prepared according to the described situation are shown in Figure 6. Similar scenarios are applied to the fault trees in Figure 6. The attack target set is calculated using FTREX (Fault Tree Reliability Expert) software for the completed sabotage fault tree in Figure 7. As a result, 23 scenarios were created using the same method as the existing scenario generation method.

Table 6 appears to be different from Table 5 as it is not sorted, but upon sorting through Excel, it can be seen that the two tables are identical. While the current version of FTREX lacks sorting capabilities, we plan to add sorting and grouping functions in the future.

4. Comparison of scenario generation methods

The two scenario generation methods share the same approach of setting the state of the nuclear protected area and classifying the intrusion method by intrusion path. Furthermore, both methods generate 23 scenarios, as evidenced by the final results.

The differences between the two methods lie in the way they handle non-logical factors and similar scenarios. The Excel-based scenario generation method extracts these factors and scenarios after creating the entire combination, whereas the fault tree-based method deals with them while simultaneously creating the fault tree.

Despite having different calculation processes, the two methods yield the same results. Hence, using the fault tree to write physical protection training scenarios can aid in developing more efficient scenarios and evaluating them.

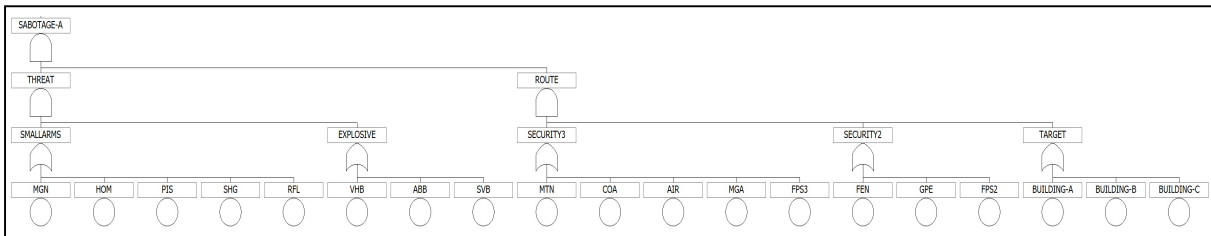


Fig. 5. Sabotage Fault Tree

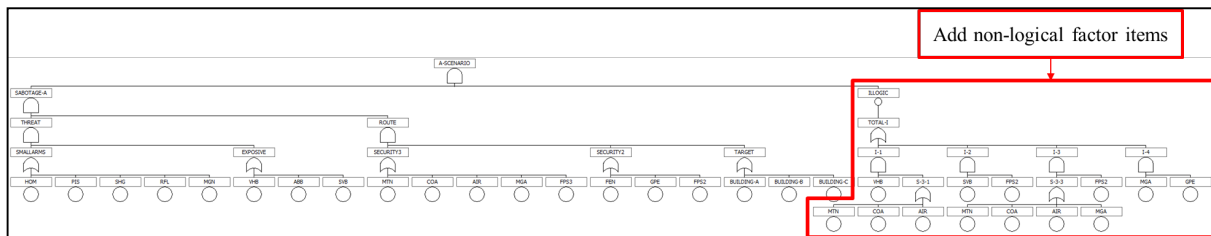


Fig. 6. Adding non-logical factor items to a sabotage fault tree

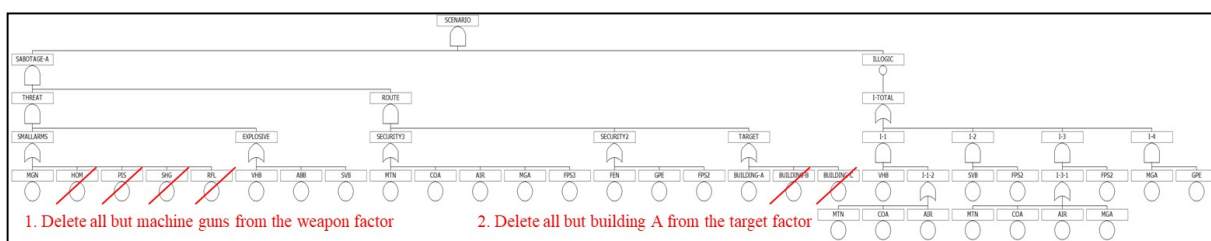


Fig. 7. Delete similar scenario entry on sabotage fault trees

Table VI . Combination of final sabotage scenarios

| No. | Event1 | Event2 | Event3 | Event4 | Event5 |
|-----|------------|------------|------------|--------|--------|
| 1 | BUILDING A | FPS3 | GPE | MGN | VHB |
| 2 | ABB | BUILDING A | FEN | MGA | MGN |
| 3 | BUILDING A | FPS3 | GPE | MGN | SVB |
| 4 | BUILDING A | FPS2 | FPS3 | MGN | VHB |
| 5 | ABB | BUILDING A | FPS3 | GPE | MGN |
| 6 | BUILDING A | FEN | MGA | MGN | SVB |
| 7 | ABB | BUILDING A | GPE | MGN | MTN |
| 8 | BUILDING A | GPE | MGN | MTN | SVB |
| 9 | BUILDING A | FEN | MGN | MTN | SVB |
| 10 | BUILDING A | FEN | MGA | MGN | VHB |
| 11 | ABB | BUILDING A | FEN | MGN | MTN |
| 12 | ABB | BUILDING A | FPS2 | FPS3 | MGN |
| 13 | AIR | BUILDING A | GPE | MGN | SVB |
| 14 | ABB | BUILDING A | COA | FEN | MGN |
| 15 | ABB | AIR | BUILDING A | GPE | MGN |
| 16 | ABB | AIR | BUILDING A | FEN | MGN |
| 17 | AIR | BUILDING A | FEN | MGN | SVB |
| 18 | BUILDING A | COA | FEN | MGN | SVB |
| 19 | BUILDING A | FEN | FPS3 | MGN | SVB |
| 20 | BUILDING A | FEN | FPS3 | MGN | VHB |
| 21 | ABB | BUILDING A | FEN | FPS3 | MGN |
| 22 | ABB | BUILDING A | COA | GPE | MGN |
| 23 | BUILDING A | COA | GPE | MGN | SVB |

5. Conclusions

Conventional methods for calculating scenario combinations using Excel require manual creation of combinations one by one when extracting the entire scenario by combining scenario constituent factors such as intrusion purpose, portable weapon, intrusion path, etc. As a result, analysis may not be possible if it takes a long time or the combination becomes more complicated. Furthermore, after combining the scenario components, validation and exclusion of similar items should be performed using the Excel program formula, which is difficult to detect if there is an error in the formula, and it is a hassle to extract the items that passed the test separately after validation.

In contrast, the method of calculating scenario combinations using fault trees can efficiently handle relatively complex combinations and has the advantage of handling validation and similar scenario merging procedures at once during the process of generating fault trees. Currently, the scenarios derived are limited to outside the building in the training scope, but when calculated using fault trees, they can be linked to the physical protection training scenarios inside the building.

The existing methods of calculating scenario combinations using Excel and fault trees had different calculation processes, but they produced the same results. Therefore, it is believed that using fault trees to write physical protection training scenarios will help to develop more realistic and efficient scenarios and evaluate them..

Acknowledgments

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