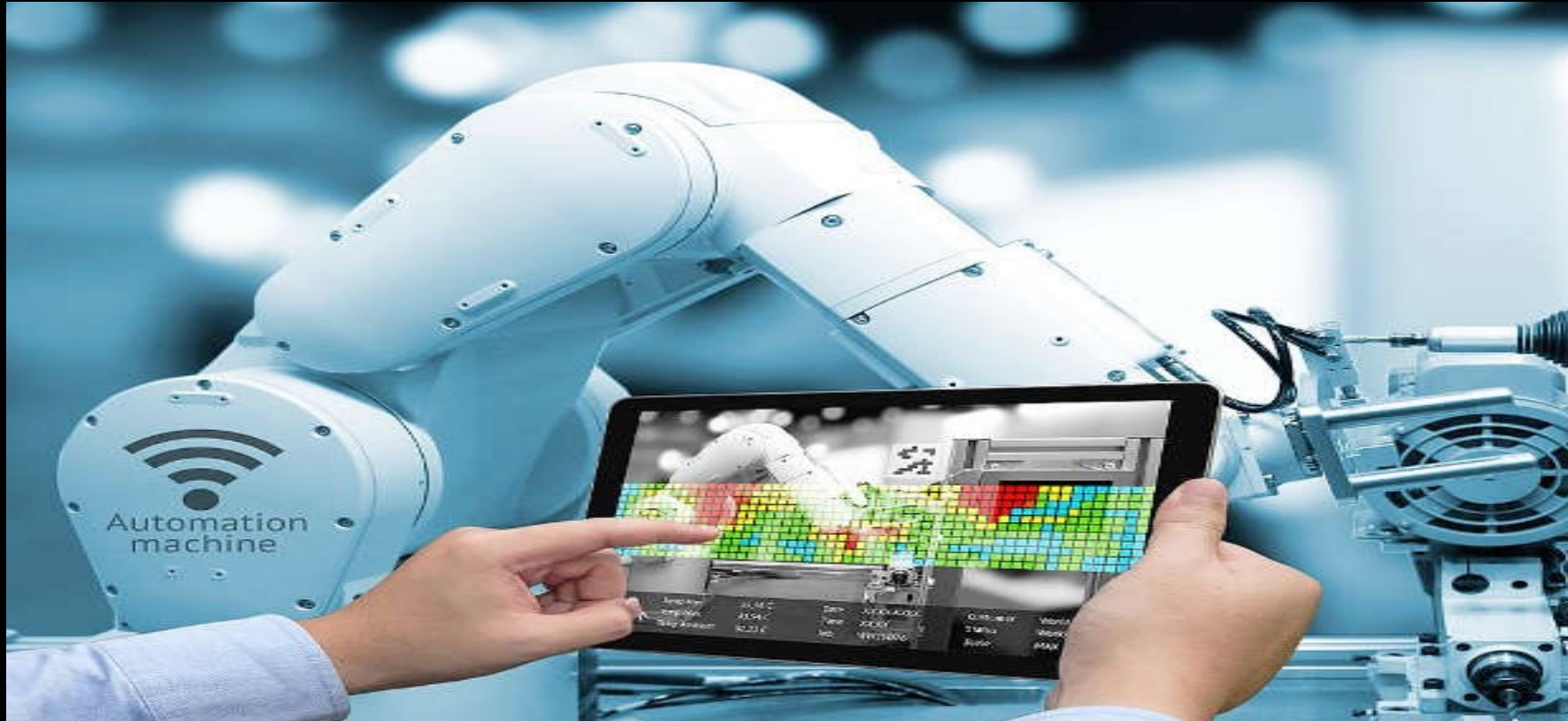


YOLO

Younger for longer

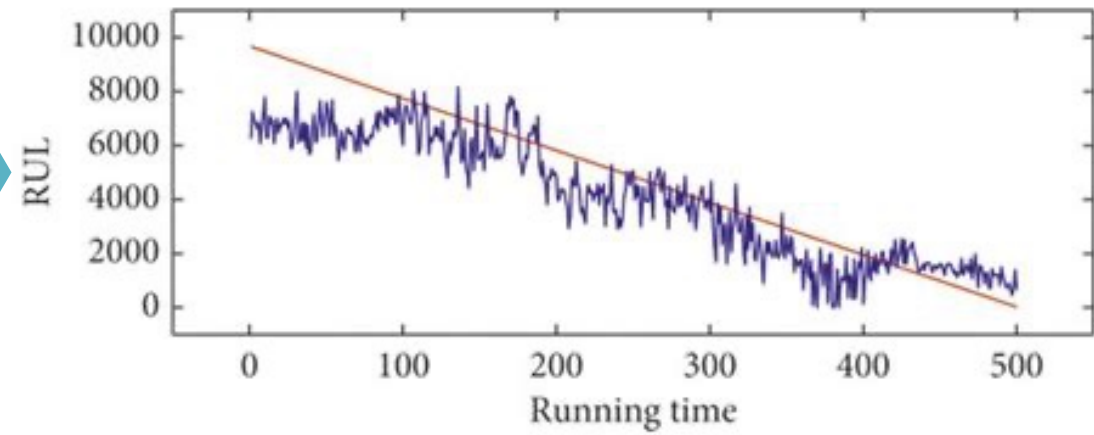
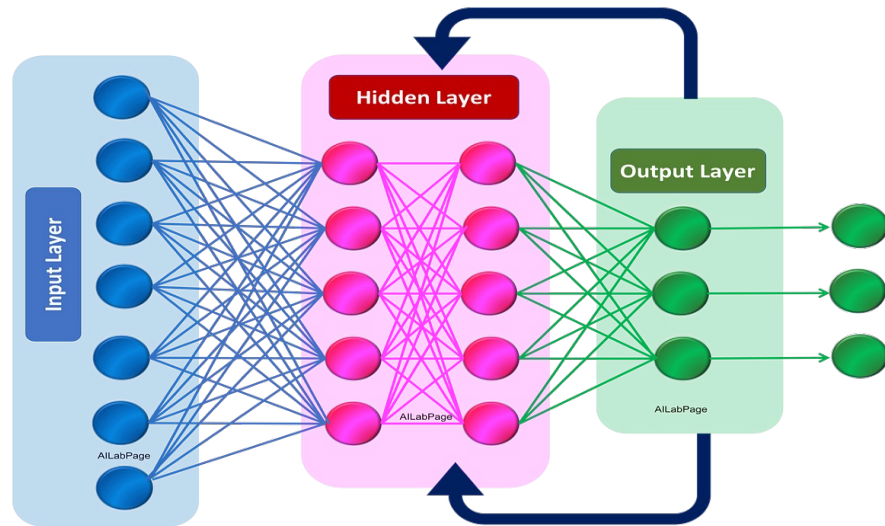
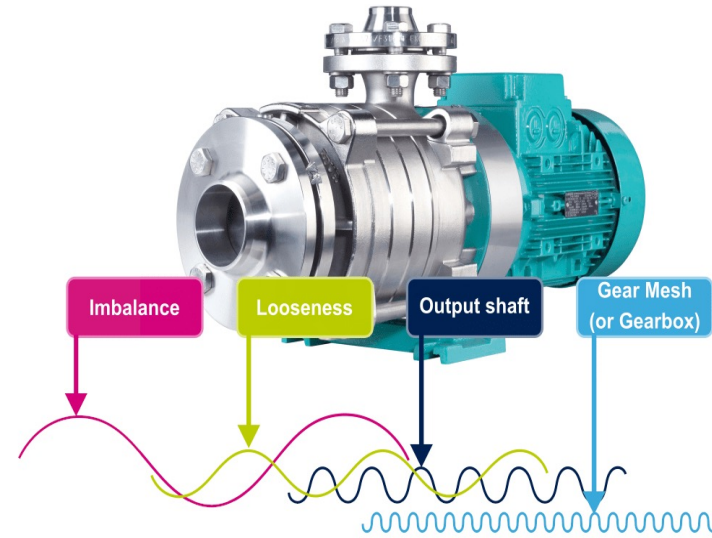
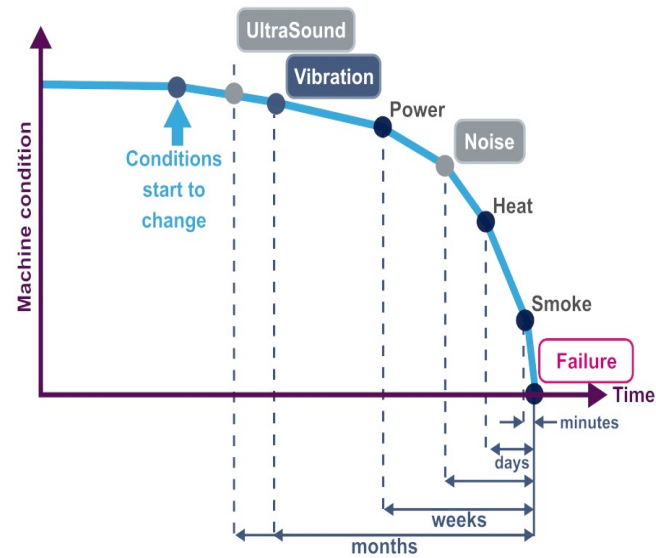


Marielle Stoelinga

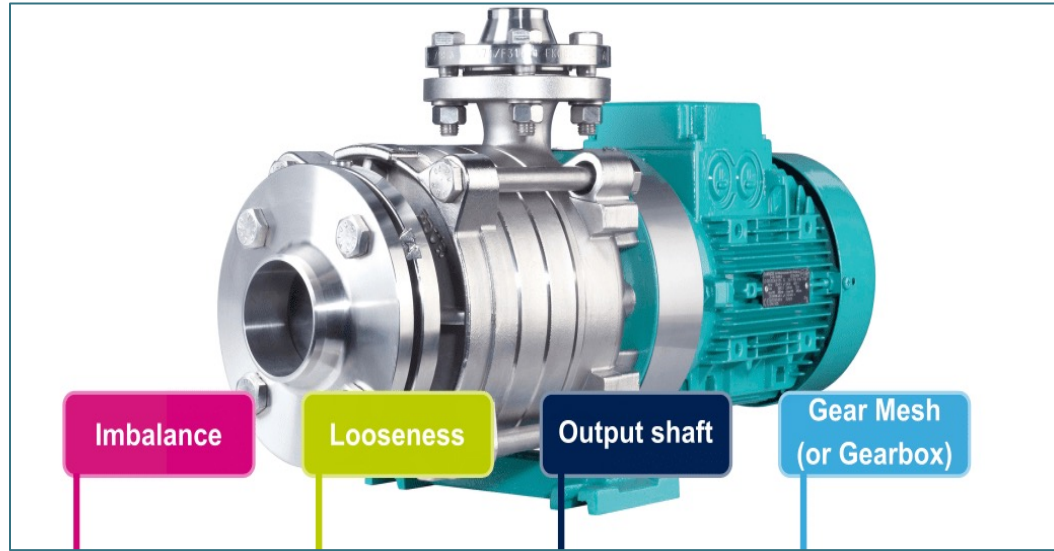
University of Twente & Radboud University, NL

Prima Vera

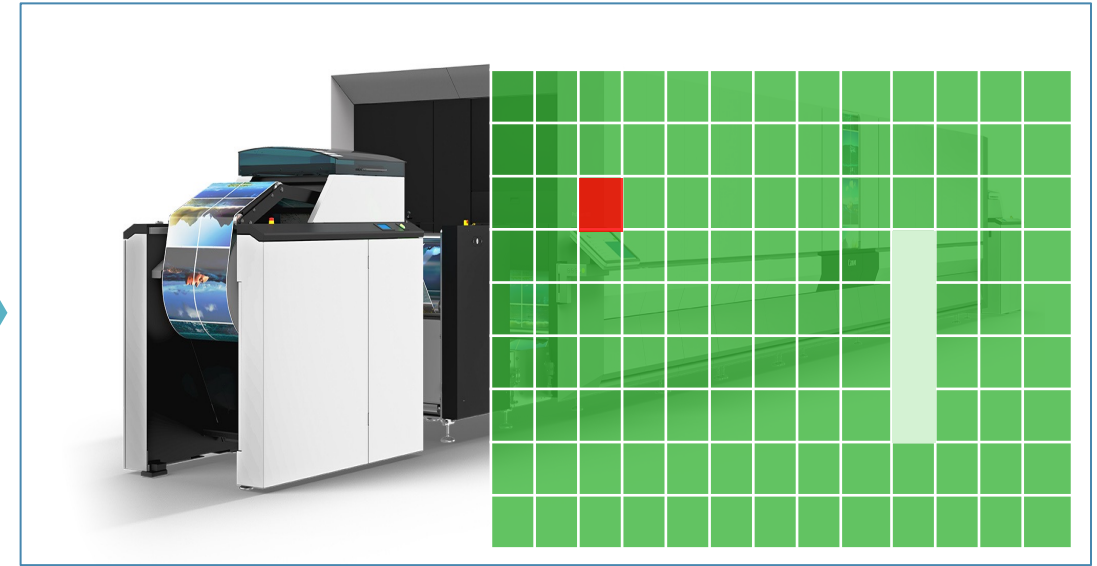
A hand is holding a solid black circle in the center of the frame. The background is a soft-focus sunset or sunrise scene with a blue sky and distant mountains. In the top-left corner, there is a graphic element consisting of a curved arrow pointing upwards and to the right, with a color gradient from dark red to green. The word "Prima Vera" is written in a black, sans-serif font along the curve of this arrow.



Remaining Useful Life = time before system needs maintenance or repair



Component RUL



System RUL

System-level predictions

- More than the sum of its parts
- The components role in a system is crucial
- Failures cascade, interact, amplify

Not a scaling issue — but a paradigm shift



sensors



Review

Challenges and Opportunities of System-Level Prognostics

Seokgoo Kim ^{1,2}, Jo Dependent failure behavior modeling for risk and reliability: A systematic and critical literature review

Zhiguo Zeng

^a Chair on Risk and ^b Department of Indus

ARTICLE

Keywords: Dependent failure be Risk Reliability

System-level failure prognostics: Literature review and main challenges

Ferhat Tamssaouet

Abstract

This paper reviews met system remaining useful provided, emphasizing th comprehensive review of

Journal of Risk and Reliability ©Tamssaouet et al. 2022 DOI: 10.1177/1748006X221118448 www.sagepub.com/

Smart diagnostics for complex systems

CSG
DIaK
DIaKA
FCL
FET
FMEA
GN
IMBT
IPA
IS
ISHM
ISHM-DM
KSC
LC-20
LOX
NASA
NCAP
OSA-CBM
RCA
RETS
S4
SS

Complexity science

Market dynamics



Traffic flow



Nobel Prize Physics 2021



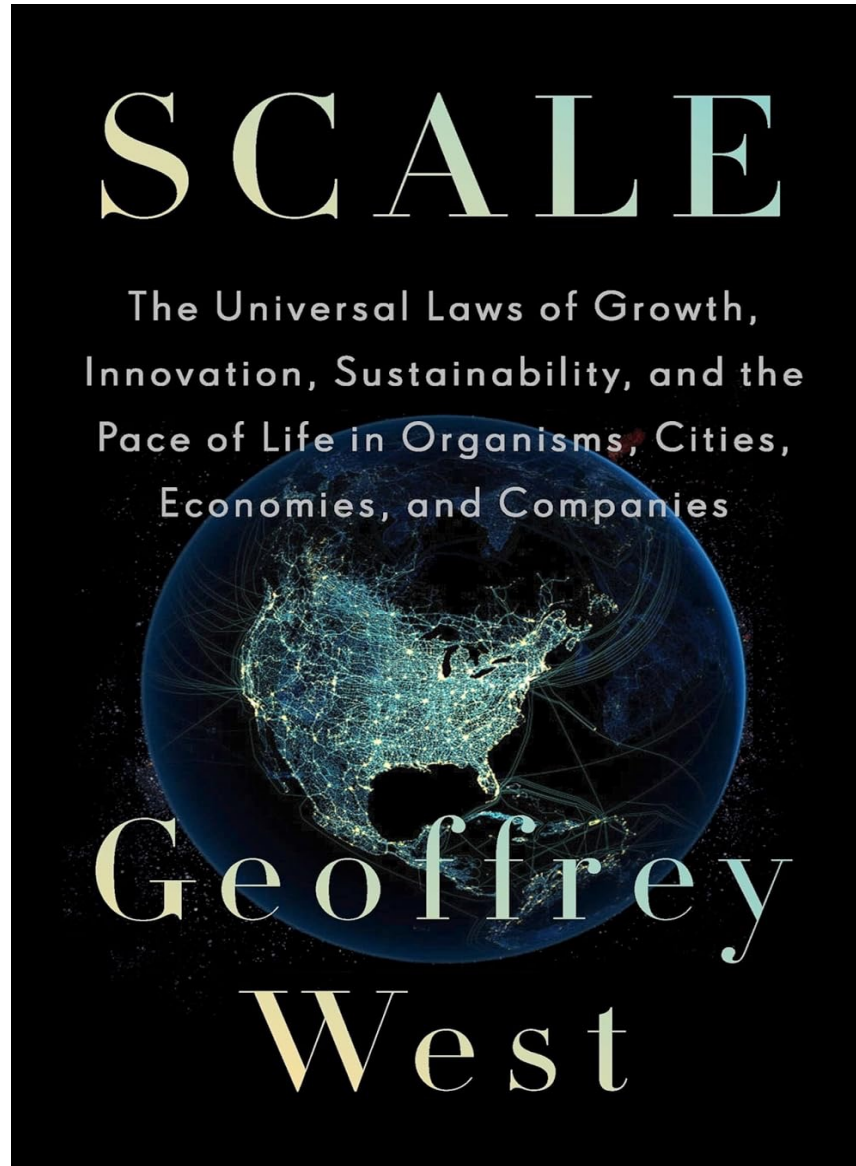
Climate



dynamics



Complex adaptive systems

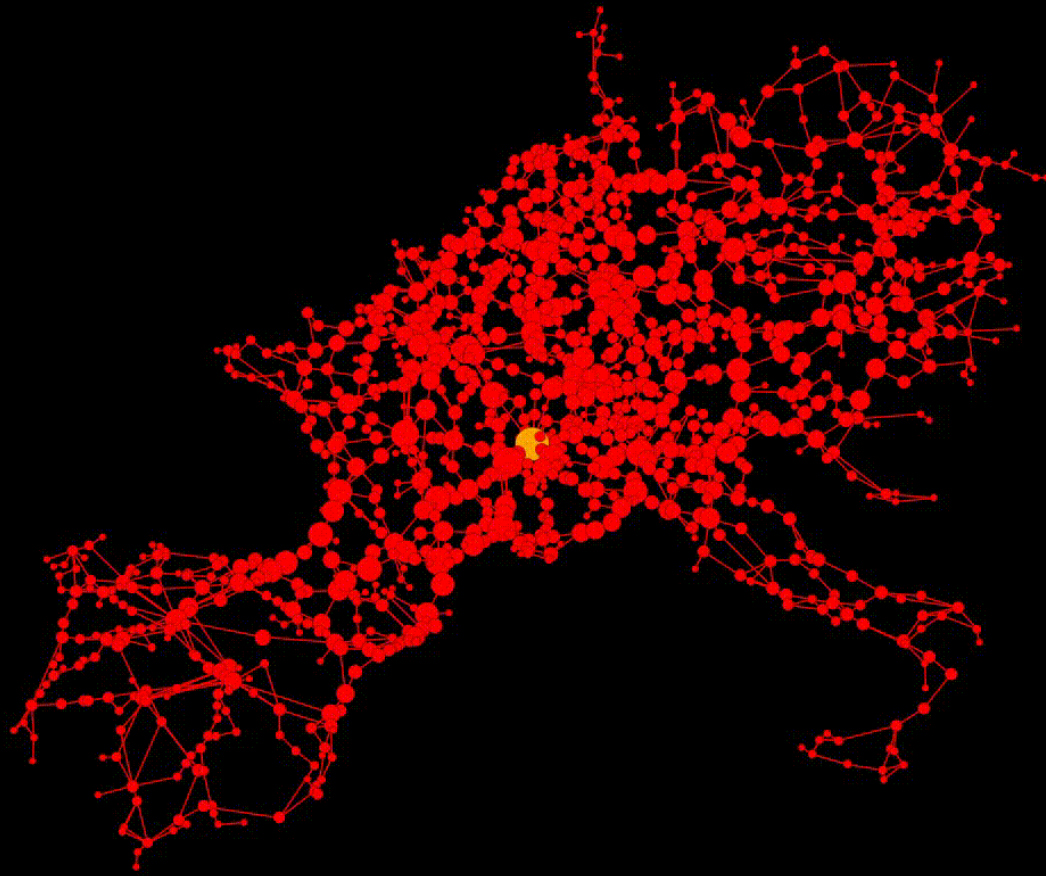


Emerging behaviour



- Ants follow simple rules
- **Global** behavior (bridge building) emerges from **local** interactions

Emergent failure behavior



-  Power transmission network
-  Overloaded nodes

Complex adaptive systems



Complex adaptive systems

- Many interacting agents
- ... e.g. people, firms, neurons
- that evolve and learn over time
- Cities, ecosystems, ant colonies, economies, internet, brains

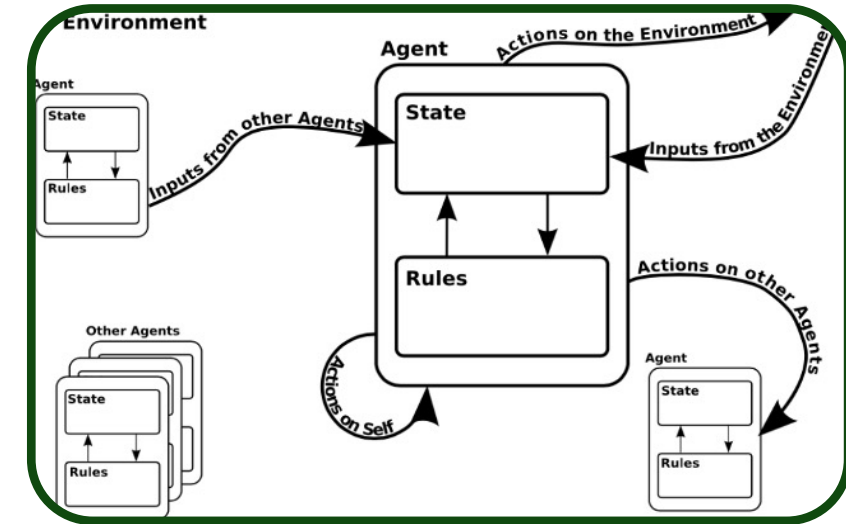
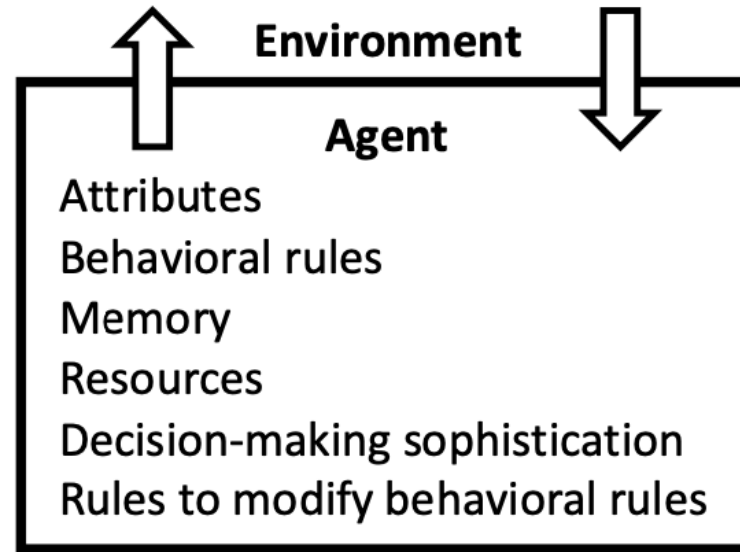
Emergent behavior

- Whole is more than sum of its parts
- Nonlinear dynamics:
 - Small changes have big effects
 - Tipping points

Emergent failures

- Whole is more than sum of parts
- Nonlinear dynamics:
- Small changes have big effects
- **Do not treat CPSs as artifacts, but as organisms**

Agent-based models: large scale simulation models



Agent-based models

Complex systems as interacting agents

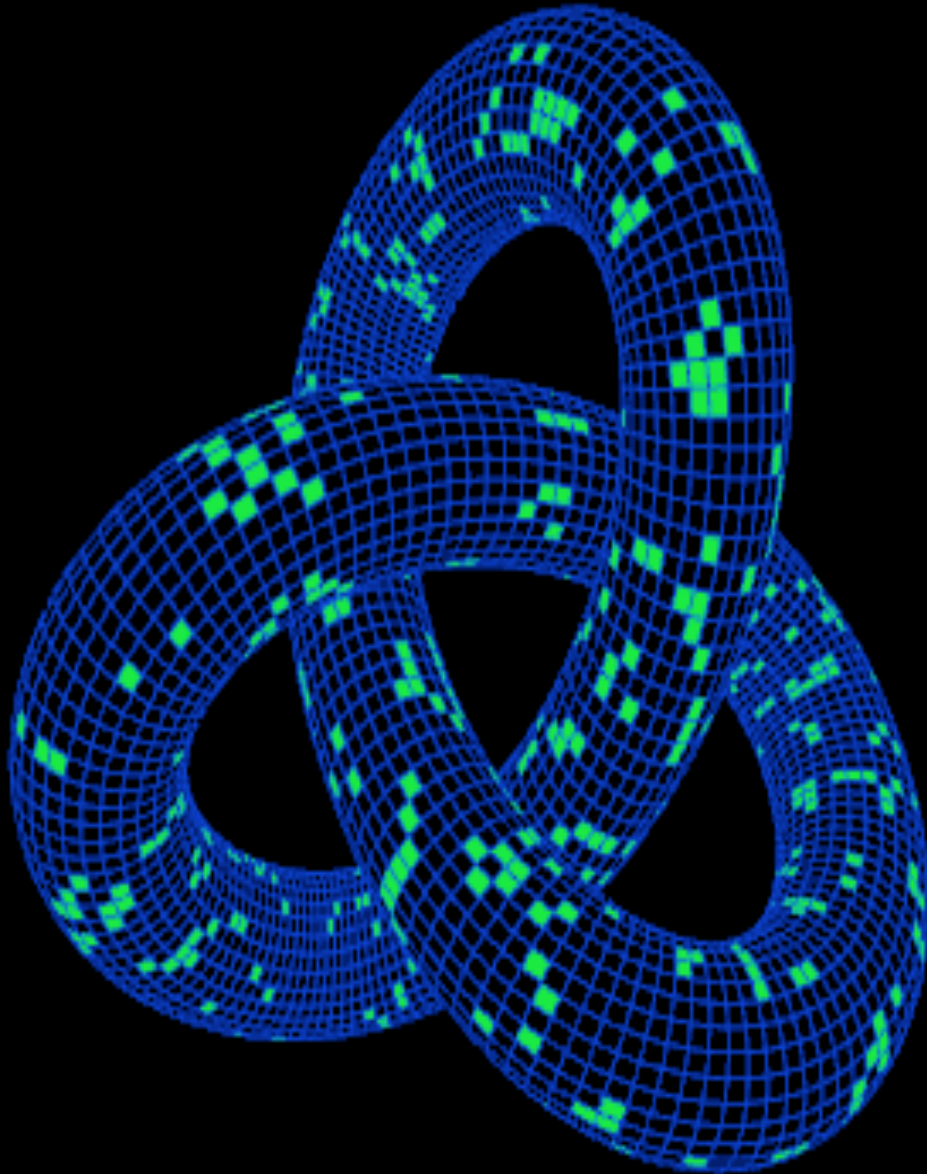
- Local state
- Decision rules / update
- Interaction with environment

Agent-based maintenance

- Components with degradation states
- .. Depending on environment (load)
- and other components
- Maintenance & repair units

Lee, J., Mitici, M., Blom, H. A. P., Bieber, P., & Freeman, F. (2023). *Analyzing Emerging Challenges for Data-Driven Predictive Aircraft Maintenance Using Agent-Based Modeling and Hazard Identification*. Aerospace.

Agent example: Conway's Game of life



Formation of life

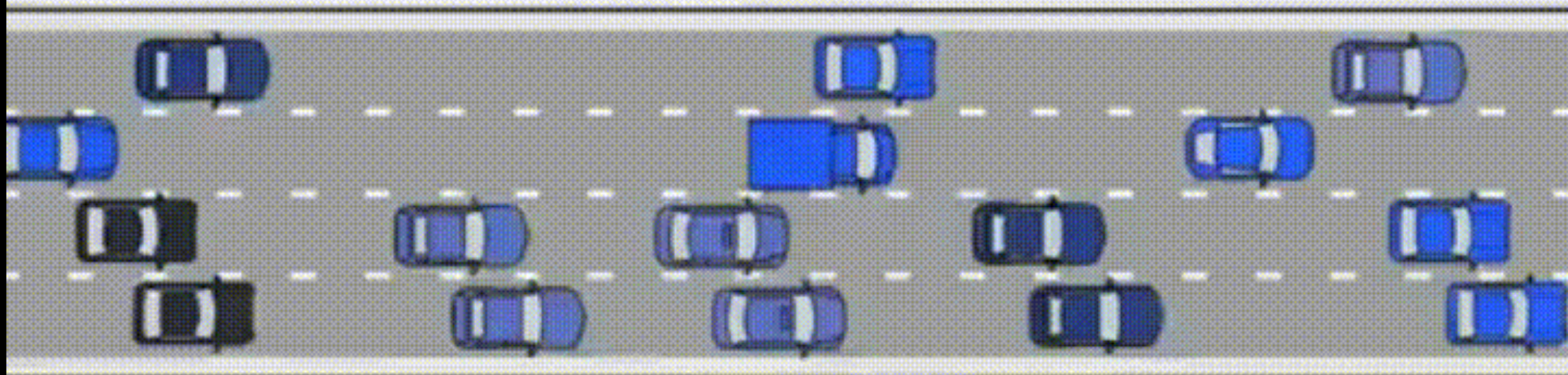
- Agents = cells

Live cell

- 0-1 live neighbour $\rightarrow$ die
- 2-3 live neighbours $\rightarrow$ live
- 4 live neighbours $\rightarrow$ die

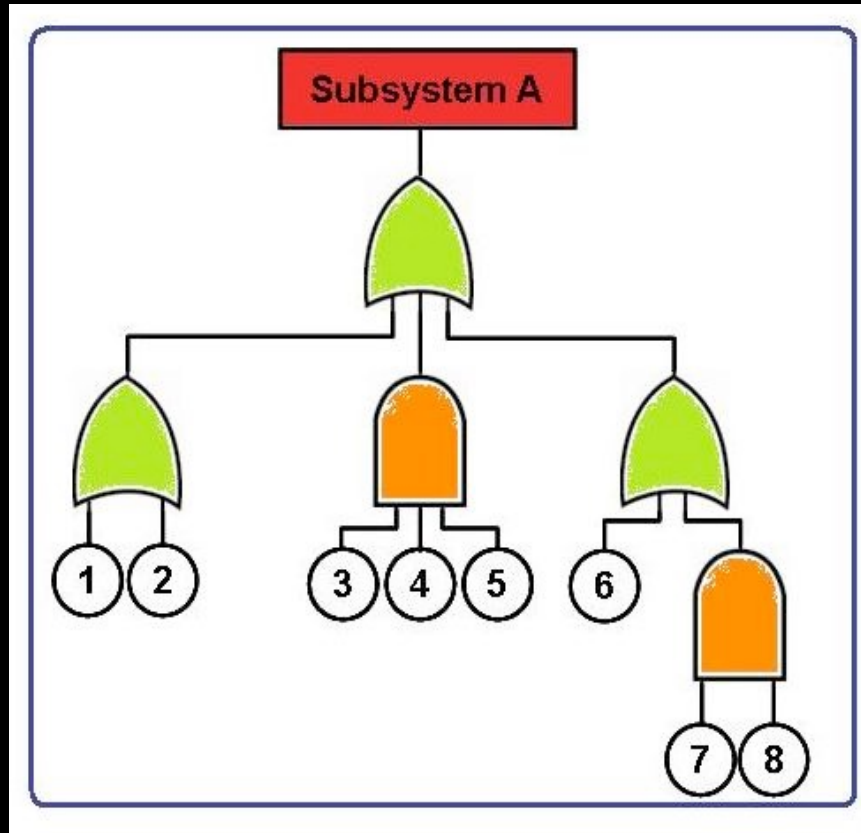
Dead cell

- 3 live neighbours $\rightarrow$ live



PART 2

Are fault trees actually agent-based models?



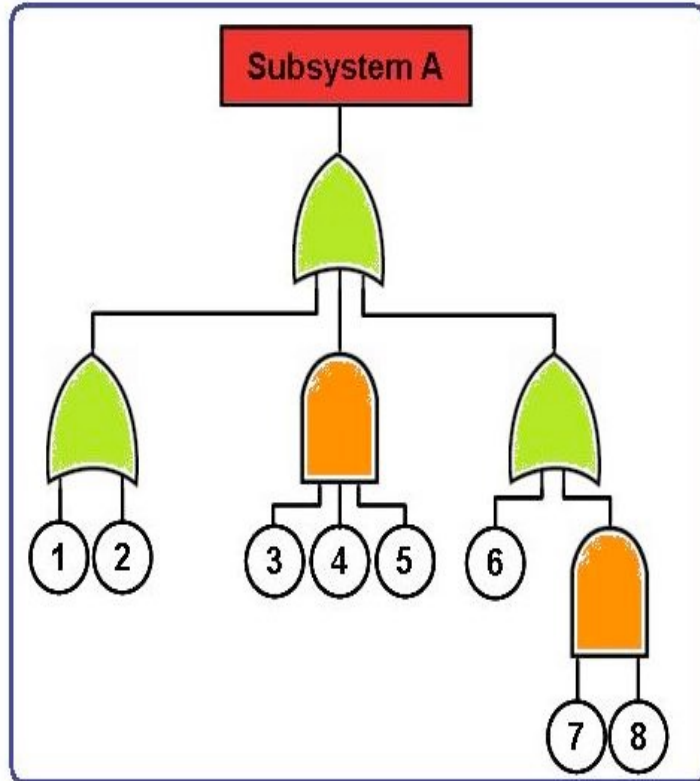
Are Dynamic Fault Trees Essentially Agent-Based Models? A Vision from Maintenance Optimization

Marielle Stoelinga

Formal Methods and Tools, University of Twente, Enschede, the Netherlands
Department of Software Science, Radboud University, Nijmegen, the Netherlands
`{m.i.a.stoelinga}@utwente.nl`

Abstract. Fault trees are a classical formalism for dependability analysis. Their extensions—for example dynamic fault trees and fault maintenance trees—incorporate temporal order, spare management, inspections, and

Fault trees: what are they?



Graphical Model

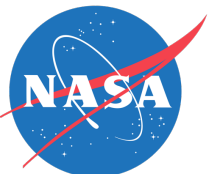
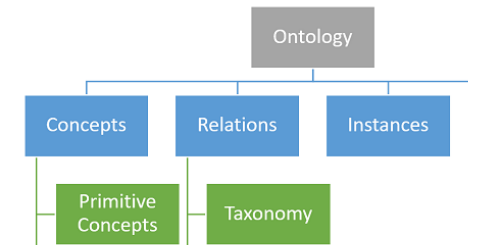
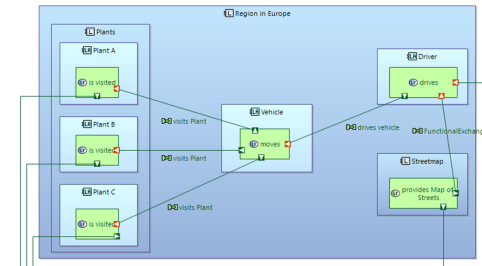
- Tell how systems fail
- How do component failures lead to system failures?

Qualitative Analysis

- Pinpoint to root causes & critical parts

Quantitative Analysis: metrics / KPIs

- **Reliability:** $P[\text{no failure during mission time}]$
- **Availability:** $E[\text{up-time}]$
- ...



Rijkswaterstaat



Fault trees

Nuclear power plants



> 50.000
BEs

Storm surge barriers



> 100
layers

Railways



Complex

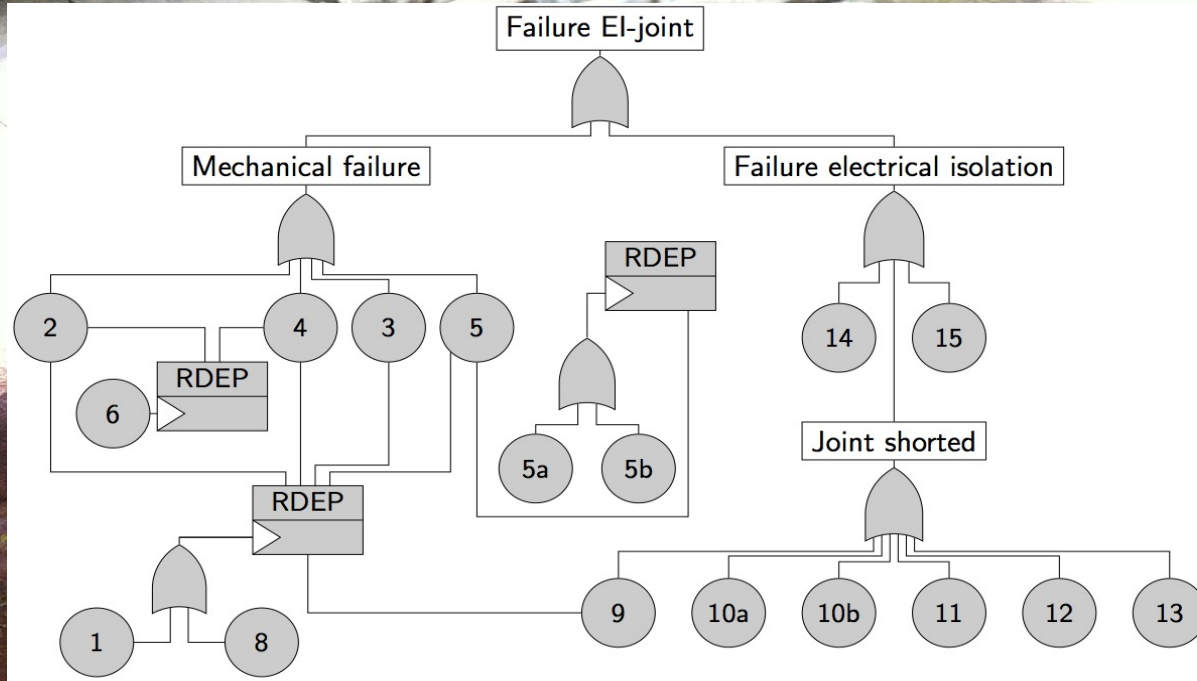
Case study: Electrically Insulated Joint

ProRail

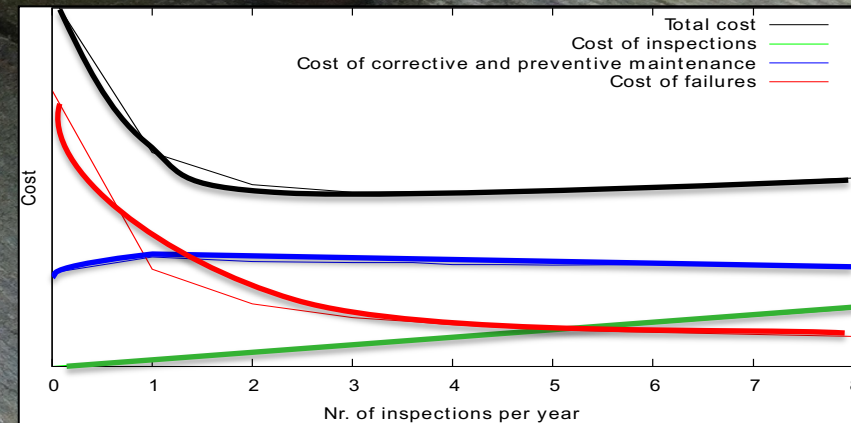
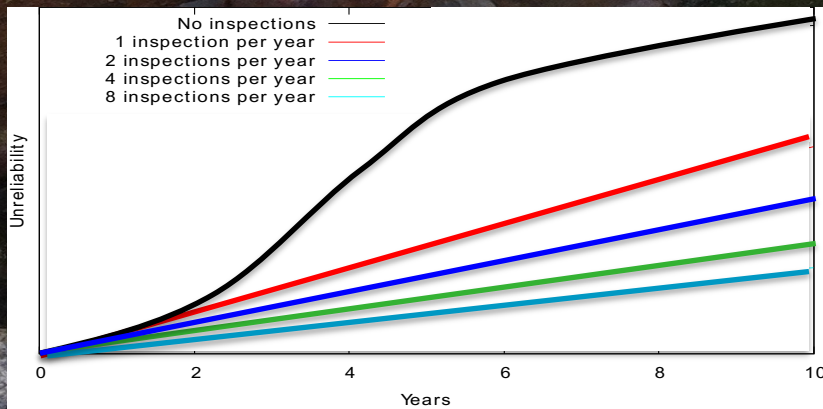


- Electrically separates tracks
- 45.000 EIJs in the Netherlands
- Important cause of train disruptions

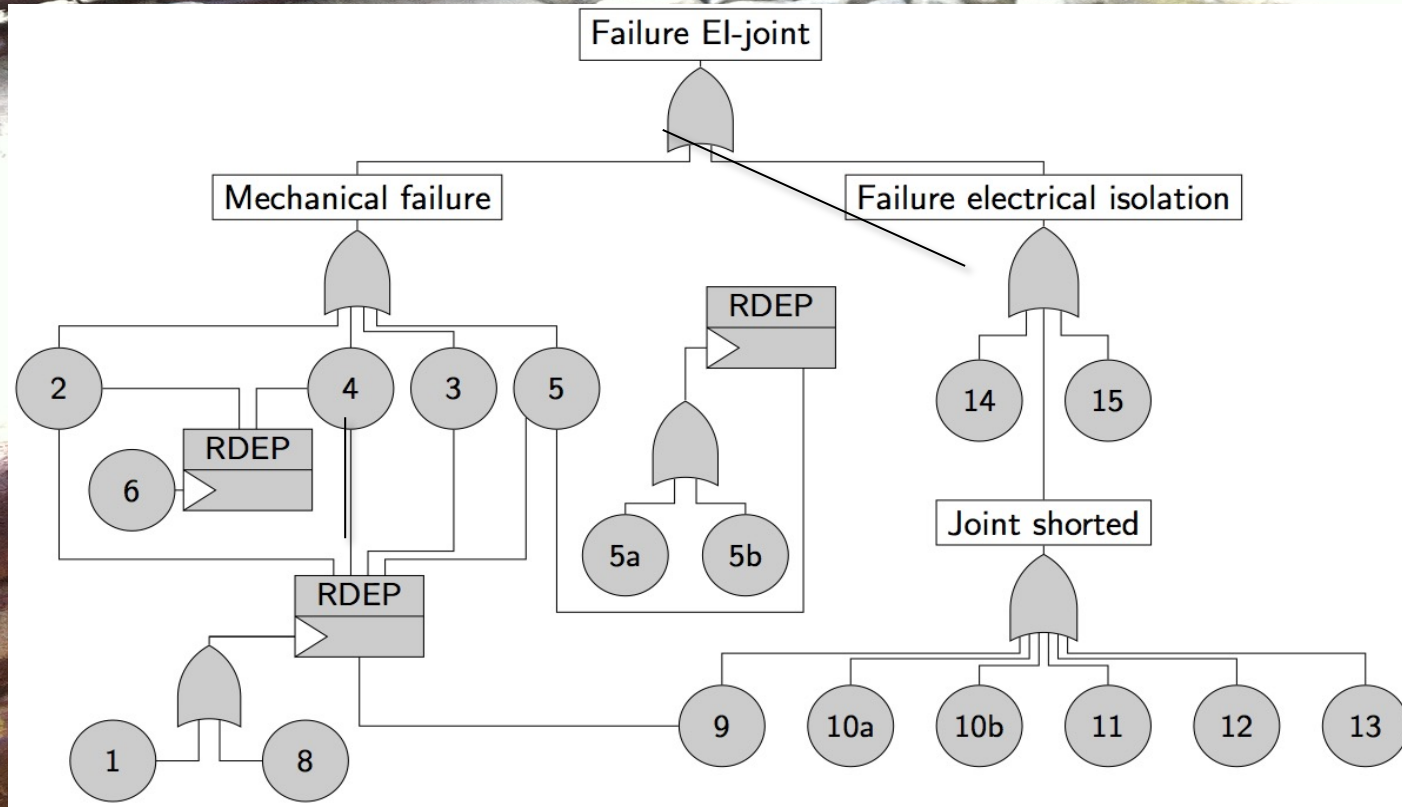
Railroad joint: analysis results



1. Bad geometry
2. Broken fishplate
3. Broken bold
4. Broken rail head
5. Glue broken
6. Battered head
7. Arc damage
8. Broken end plate
9. Overhang
10. a,b: Shavings (normal/ coated)
11. Splinters
12. Object
13. Grinding
14. Maintenance
15. Low resistance



Fault trees as agents



Agents

Degradation behavior

- Multi-state, not boolean
- Repairs yield better state

Repair units

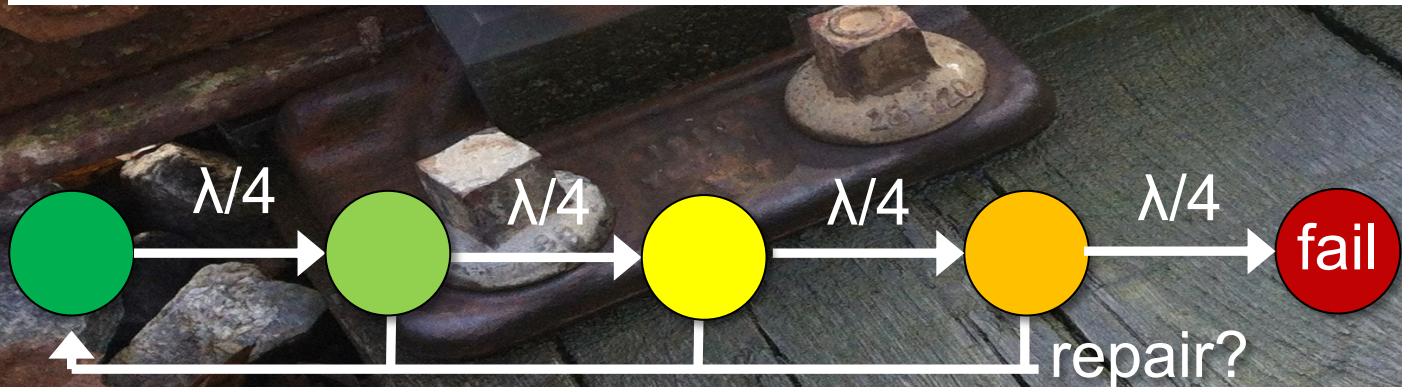
- Interacts with components
- Repair one component at the time
- Repair times

Spare parts

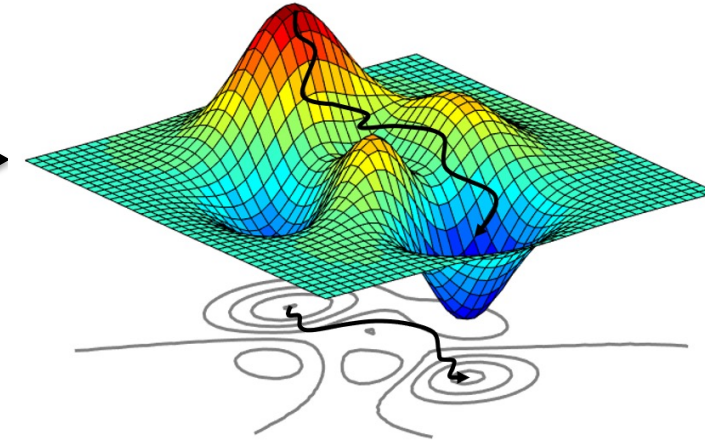
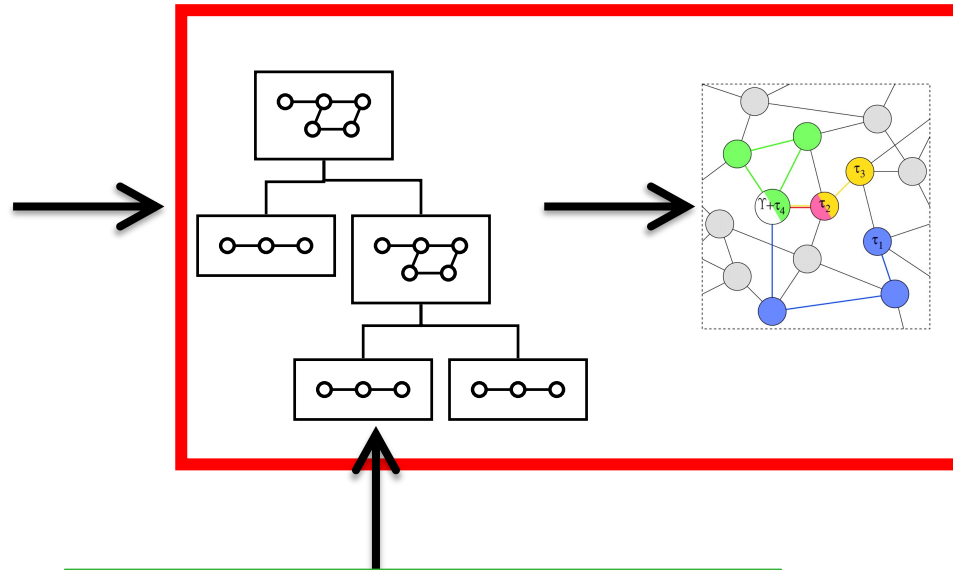
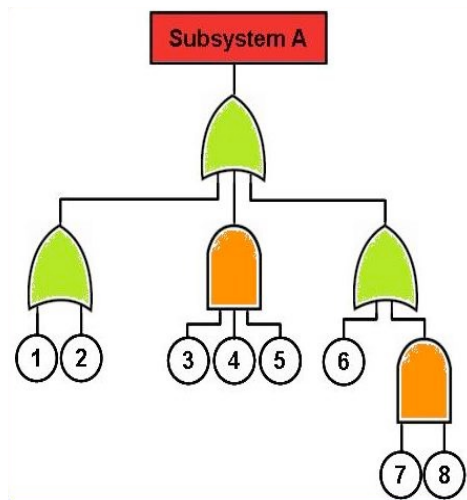
- Interacts with components
- Repair one component at the time
- Repair times

Planning / optimization

- How many repairs/spares needed?
- Cost-optimality?



Are fault trees agent-based models?



Interactive agents

- Individual states
- Interaction rules

Different types

- Component failure behaviour
- Repair unit
- Spare management unit

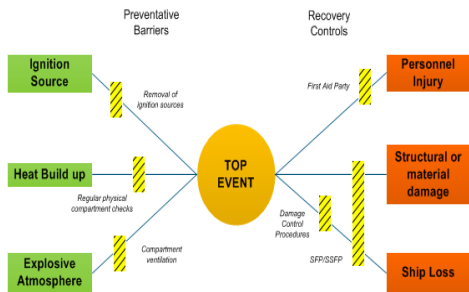
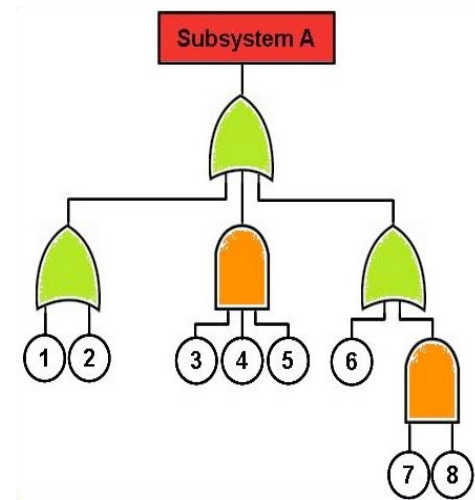
Complex systems

Interactive agents

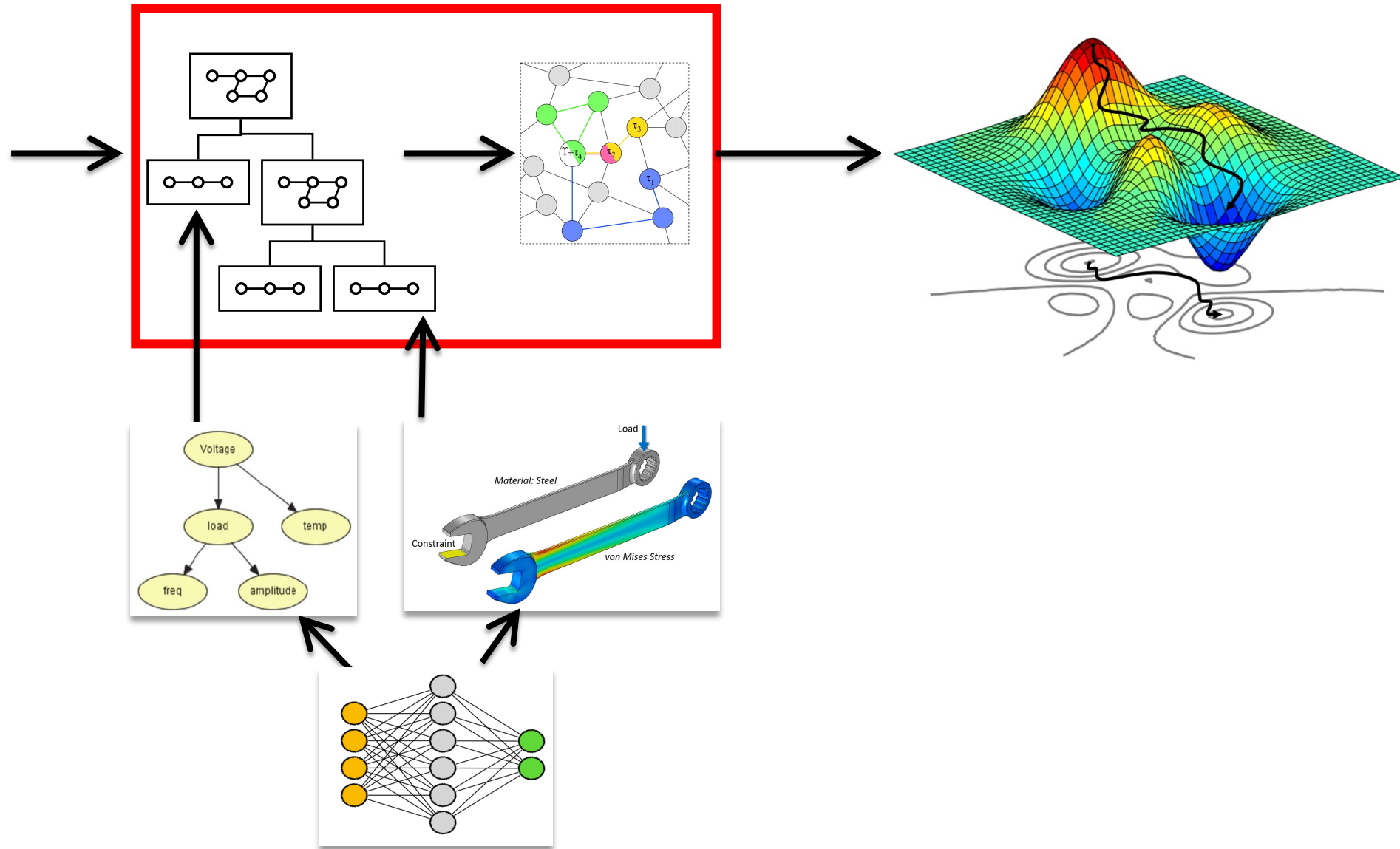
- Not autonomous
- Not heterogeneous
- Not adaptive / learning

Interaction types still limited

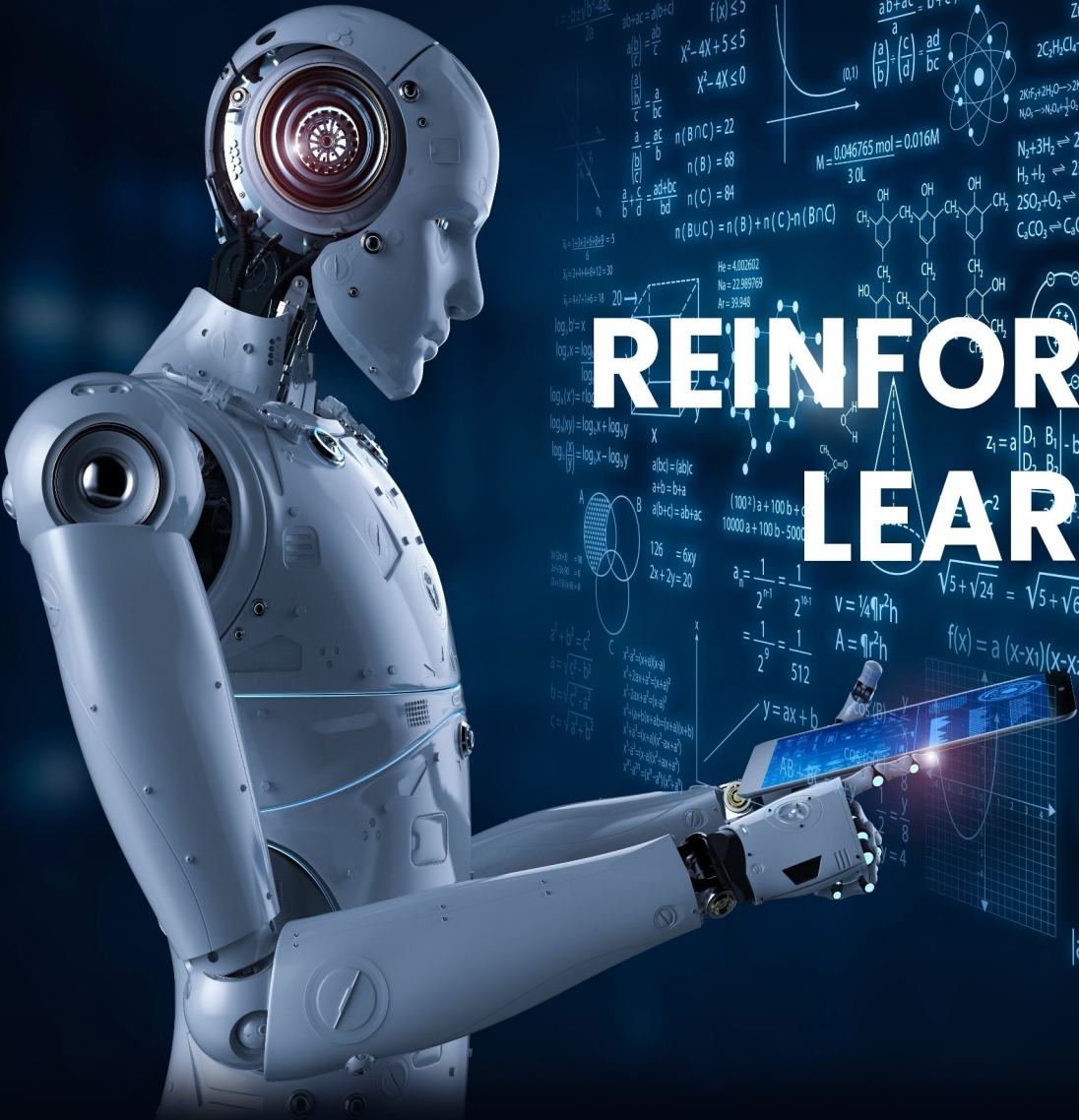
Are fault trees agent-based models?



sysML



From analysis to planning & optimization



REINFORCEMENT LEARNING



0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	R: 1	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0

**HAVE YOU HEARD
ABOUT**



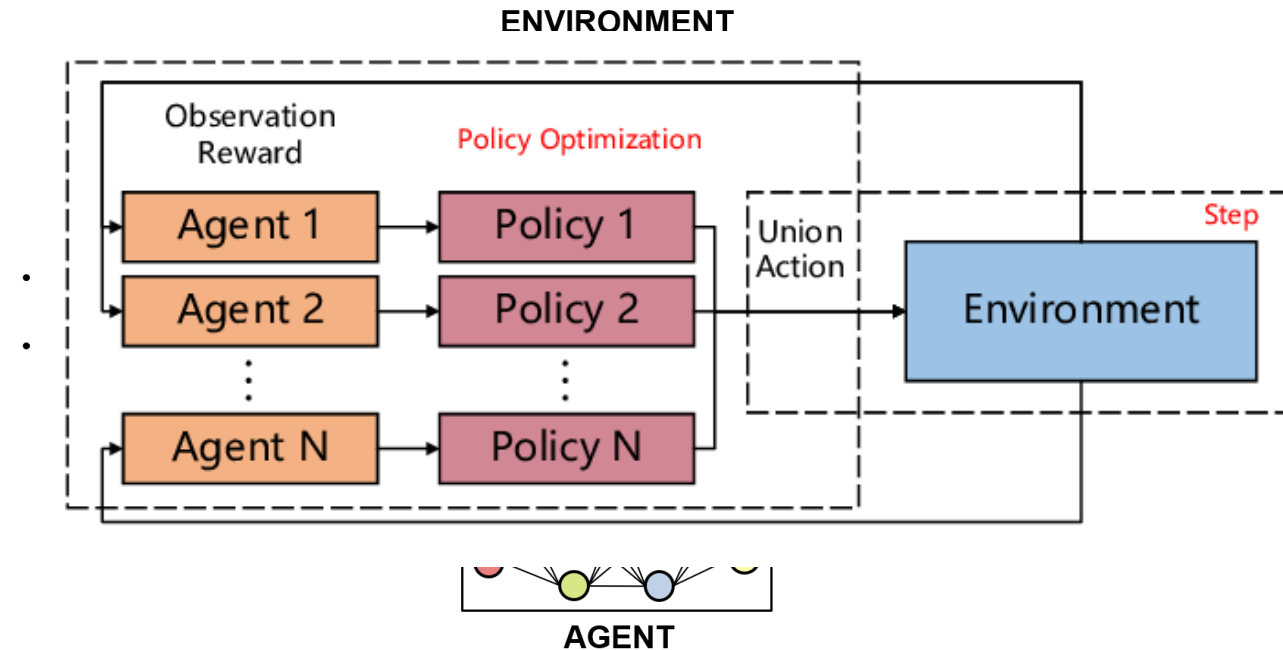
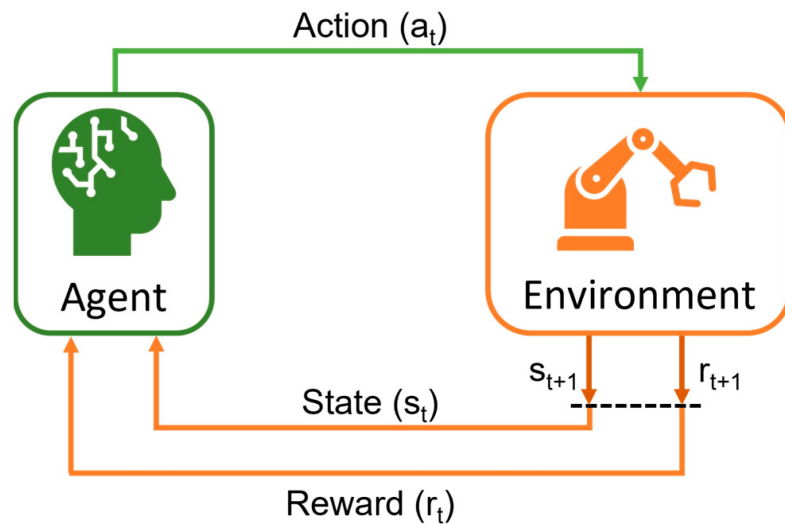
The Lazy Programmer ✓
@lazyprogrammerofficial

Q- learning =

**Reinforcement learning
method**

<https://www.youtube.com/shorts/IOF6ItD6RpA>

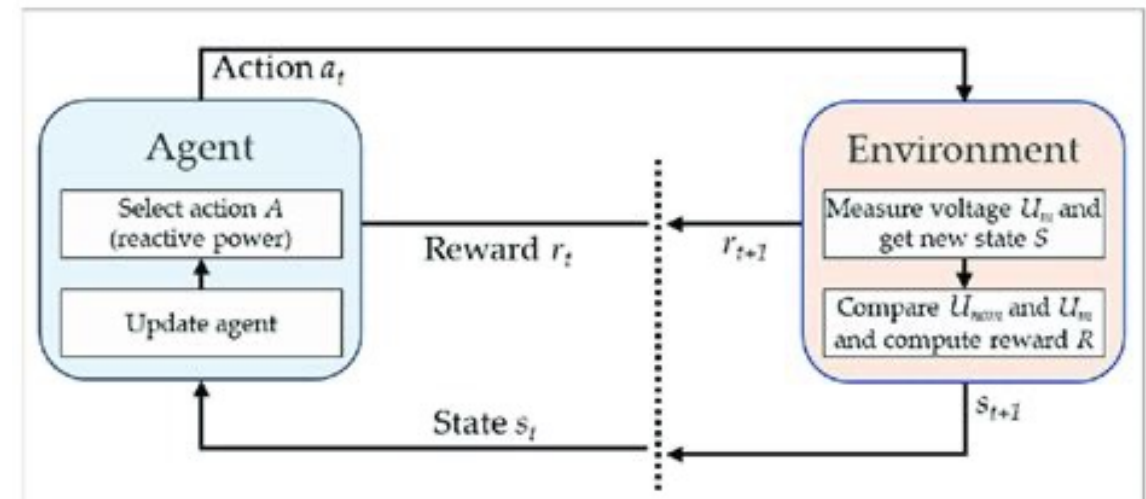
Reinforcement learning



Reinforcement learning

Learn an optimal decisions by trial and error

- Good actions $\rightarrow$ high total reward
- Agents builds knowledge over time
 - Build neural network (deep learning)
- Two tasks
 - Exploration (learn more)
 - Exploitation (earn rewards)



Computer Science Foundations and Applied Logic

Mariëlle Stoelinga
Enno Ruijters
Pavel Krčál

Concise Guide to Fault Tree Analysis

Models, Methods and Algorithms

 Birkhäuser

MAINTENANCE

Smart and Sustainable Solutions All Along the Asset Life Cycle

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Tiddens, Luca Oneto, Marco Nawijn, Rob Basten,
Joachim Arts, Leon Olde Scholtenhuis, Mihaela Mitici,
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van der Valk, Willem van Groenendaal, Akhil Bhardwaj,
Alex Alblas, Bas van Oudenhoven, Philippe van de
Calseyde, Shakya Wickramanayake.

SUMMARY

Complexity science



Organisms, no artefacts



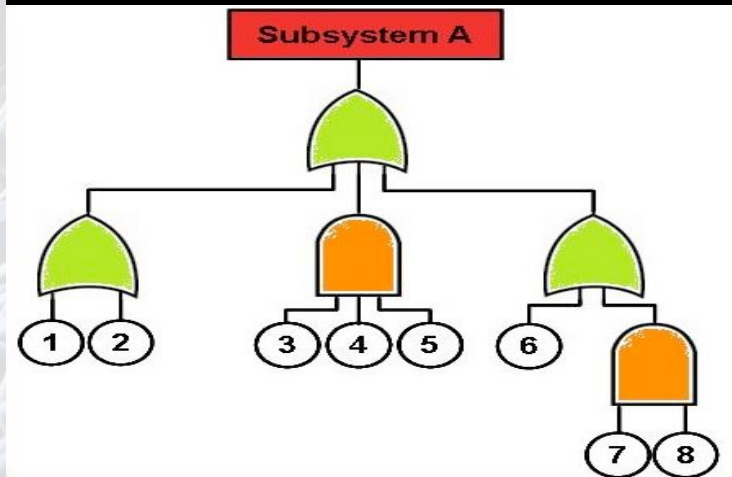
Emergent behavior



Agent-based models



Towards agents



Planning & optimization

