



## **Human-AI Teaming**

*FlexTech International Industrial Spring School*

*May 29-31, 2024 - Biarritz, France*

# Introduction...

## HUMAN SYSTEMS INTEGRATION IN THE DESIGN OF INCREASINGLY AUTONOMOUS SYSTEMS

**Prof. Guy André Boy**

Fellow of the Air & Space Academy  
Fellow of the International Academy of Astronautics  
INCOSE Fellow & HSI WG Chair  
IEA Aerospace TC Chair  
Senior Member of the ACM

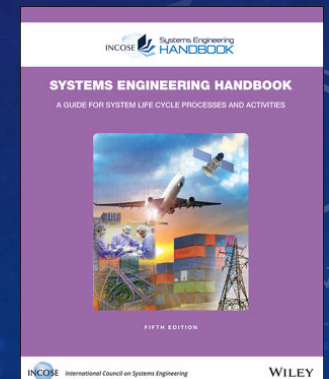
**FlexTech**

**CentraleSupélec-ESTIA Chair**

# HUMAN-AI TEAMING

- Individuals and groups interacting within a system of interest (SoI)
- “Stakeholders”: operators, users, customers, owners, maintainers, trainers, support personnel and the general public
- Cooperative and non-cooperative people
- Defined a priori and discovered as emergent stakeholders

People...



# HUMAN-AI TEAMING

**Systems that demonstrate intelligent behavior by perceiving and analyzing their environment and taking action – with some degree of autonomy – to achieve specific goals**

- Purely software, acting in a virtual world

(e.g., any form of automatic alarm assistants, reasoning systems, search engines, data analysis, speech recognition, machine learning, etc.)

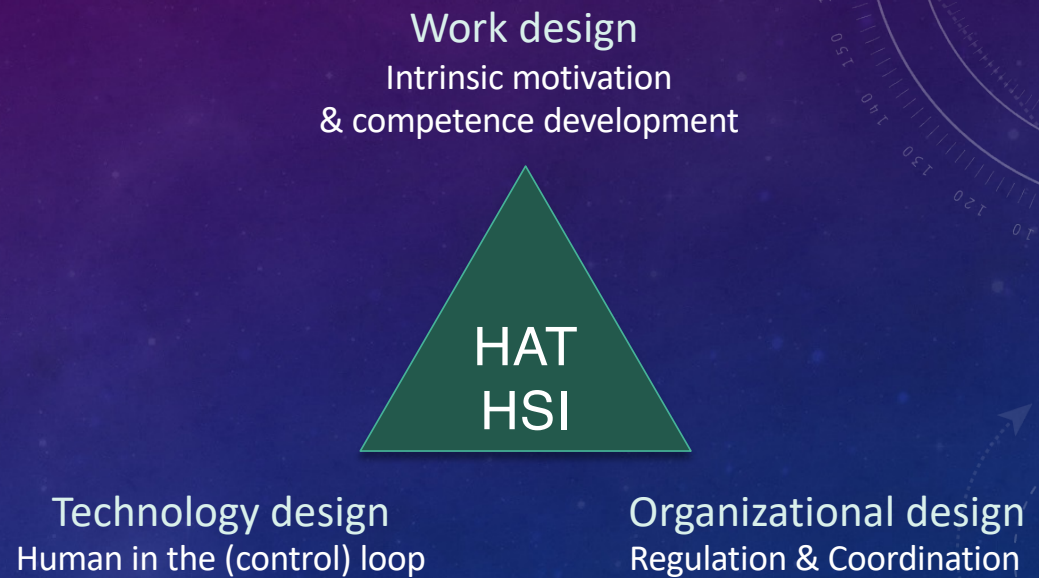
Embedded into hardware devices

(e.g., advanced robots, semi-autonomous cars, drones, or Internet of Things)

# HUMAN-AI TEAMING

- Behavioral levels of teaming: Tool or Partner?
- Cohesion, regulations & common interests
- Small team, organization & community
- Delegation, management & situation awareness
- Systemic interaction models (supervision, mediation, cooperation)

# HUMAN-AI TEAMING



HAT: Human-AI Teaming  
HSI: Human Systems Integration

# GENERAL HAT REQUIREMENTS

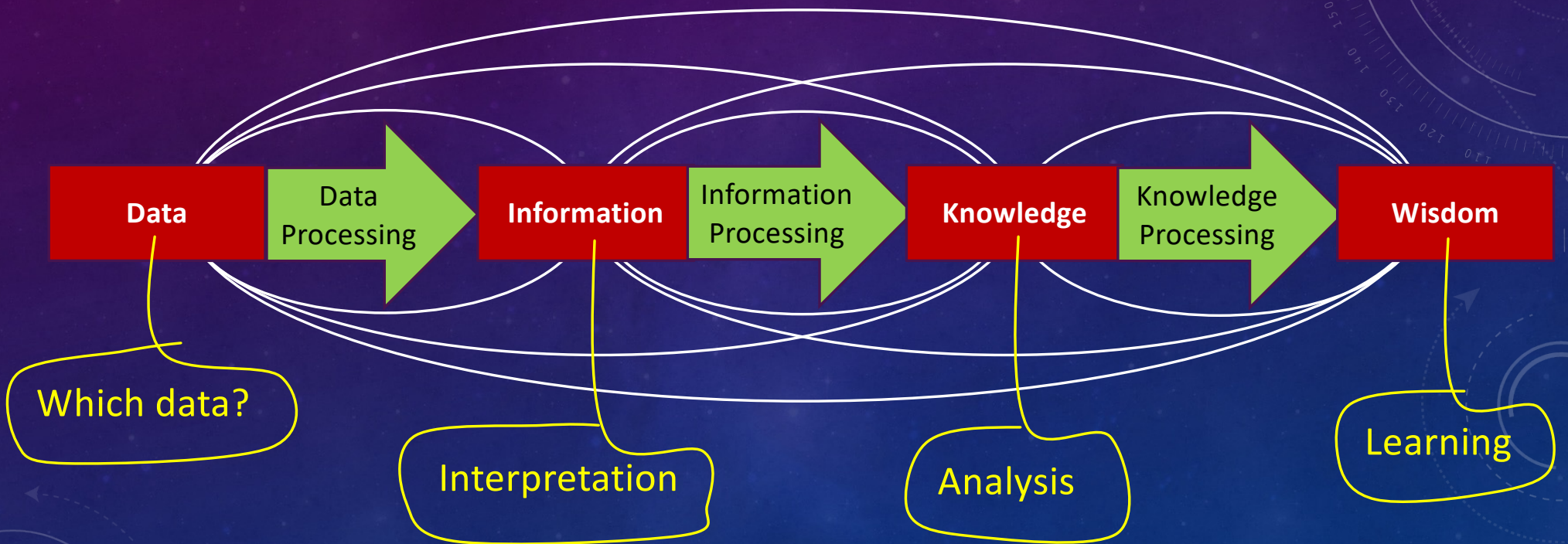
- Observability
- Predictability
- Directing Attention
- Exploring the Solution Space
- Adaptability
- Directability
- Calibrated Trust
- Common Ground
- Cooperation & Collaboration
- Information Presentation
- Design Process

Trust, Collaboration  
& Operational Performance



# CONCEPTUALIZATION

Objective vs. Subjective



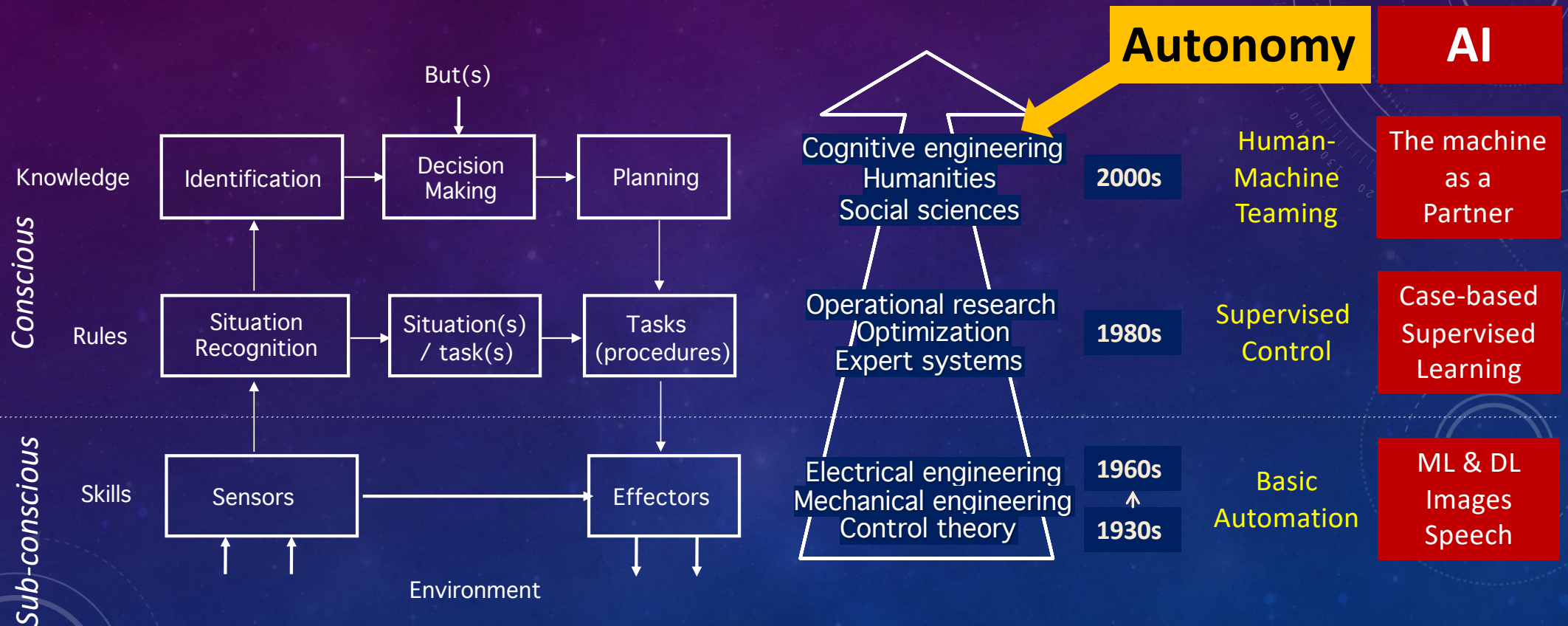
# NUMERICAL VS. SYMBOLIC ARTIFICIAL INTELLIGENCE

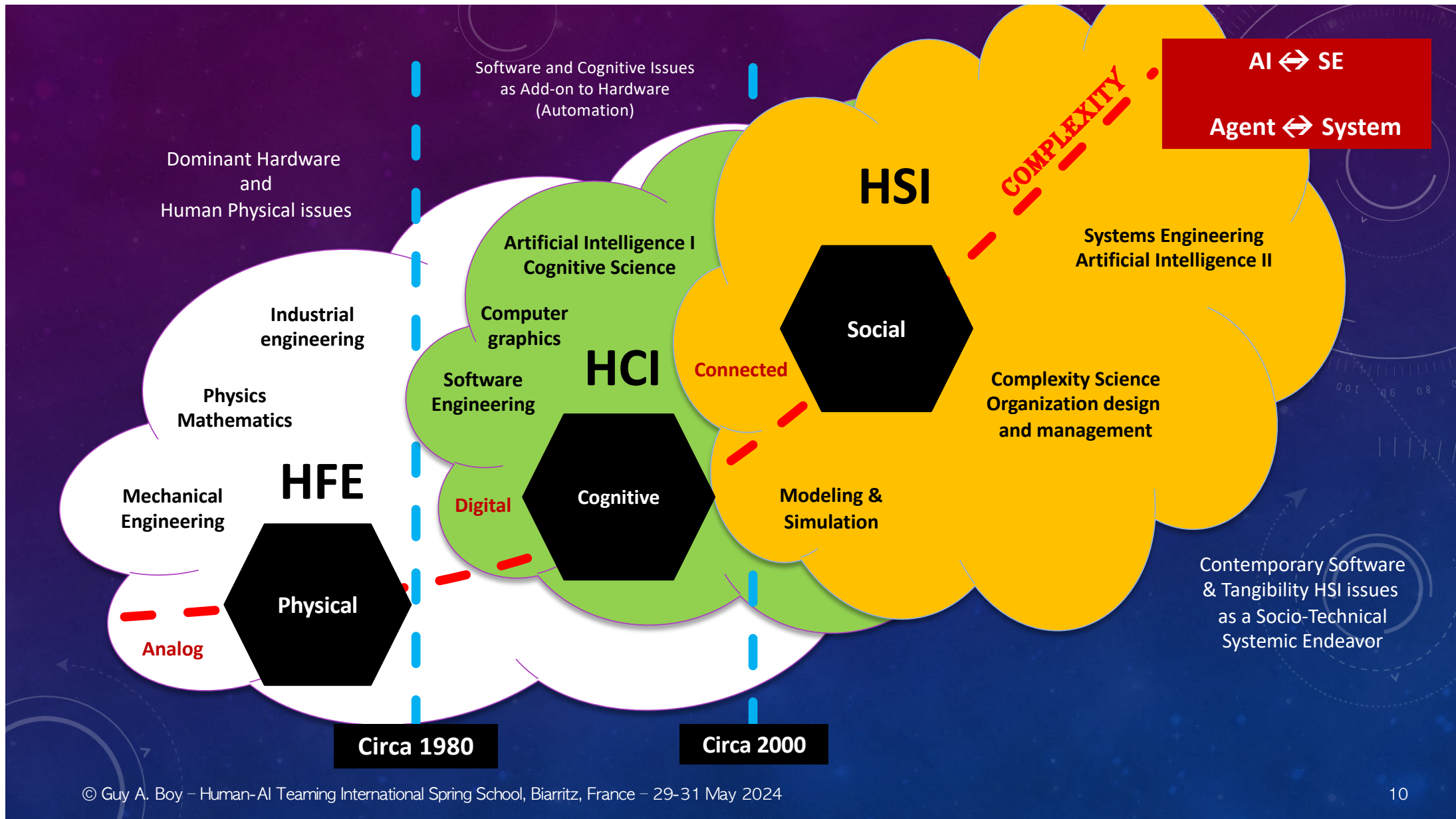
- Statistics vs. Logic
- Neuronal Networks vs. Expert Systems
- Machine Learning
- Intuition vs. Rationality

*Intuition is the ability to acquire knowledge, without recourse to conscious reasoning or needing an explanation – Wikipedia*



# WHAT DO WE MEAN BY ARTIFICIAL INTELLIGENCE (AI)?





# AI4SE & SE4AI

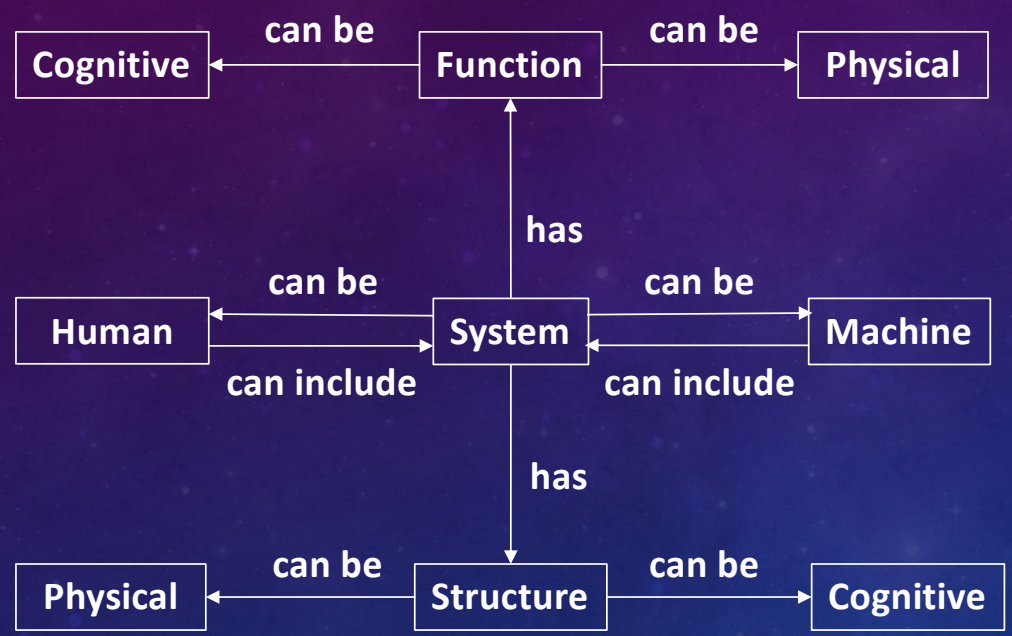
- AI complementing SE, and vice versa
- AI and SE are similar, e.g., multi-agent systems are systems of systems
- Socio-cognition, socio-ergonomics & social systems
- Digital Engineering & Society 5.0



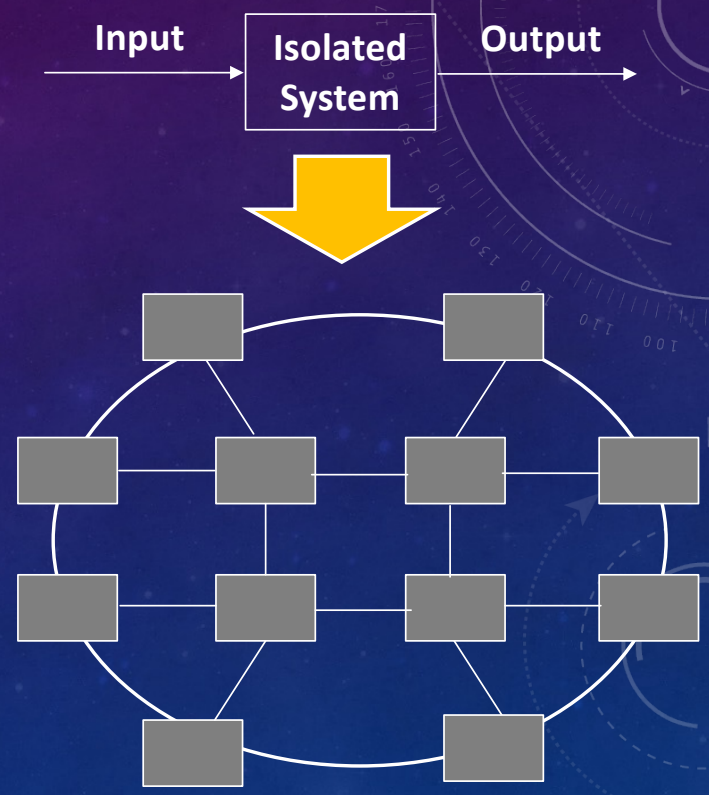
# HUMAN-AI TEAMING

A HUMAN SYSTEMS  
INTEGRATION APPROACH

## WHAT IS A SYSTEM?



Systems include Humans and Machines...



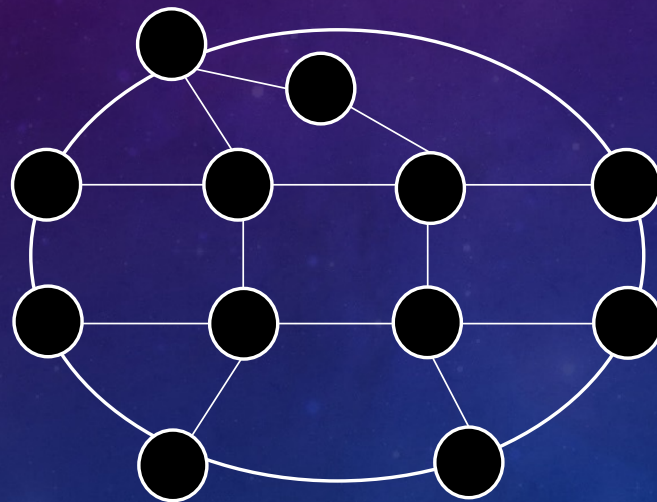
Interconnected System of Systems

SYSTEM = STRUCTURE + FUNCTION

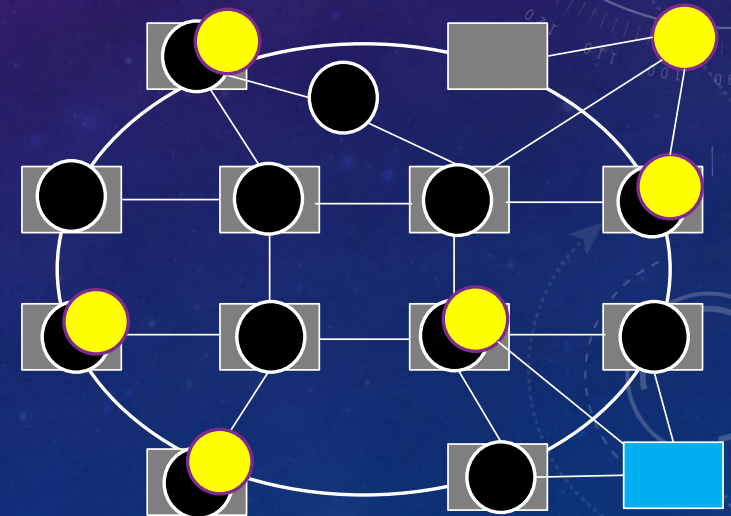
Emergent Structures

Emergent Functions

Overlapping Functions of Functions

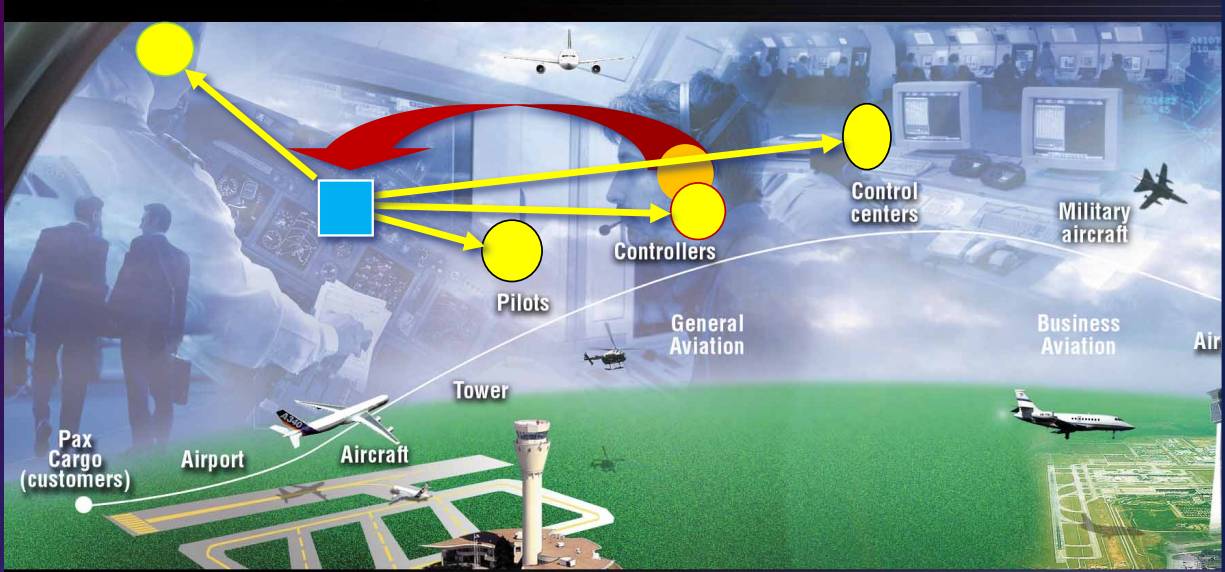


Interconnected Functions of Functions



Interconnected Structures of Structures

## SYSTEM = STRUCTURE + FUNCTION ATM SYSTEMS OF SYSTEMS



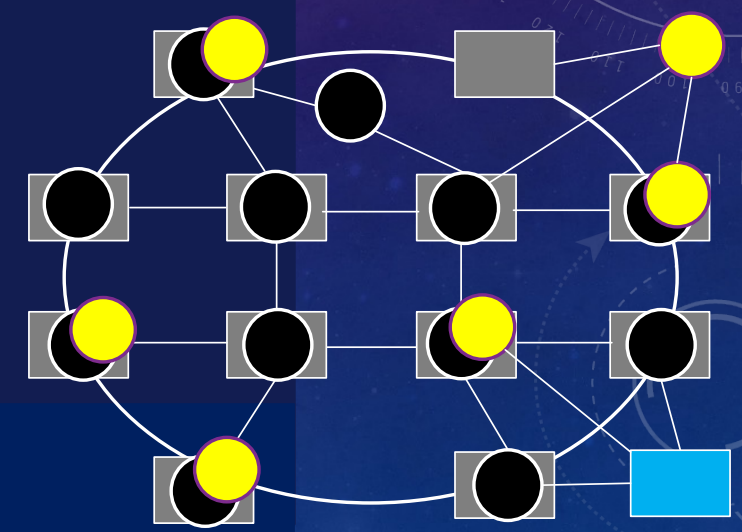
- Machine cognitive function
- Human cognitive function

**PAUSA: Authority Sharing in the Air Space  
(2006-2008: France; 9 Partners)**

Emergent Structures

Emergent Functions

Overlapping Functions of Functions



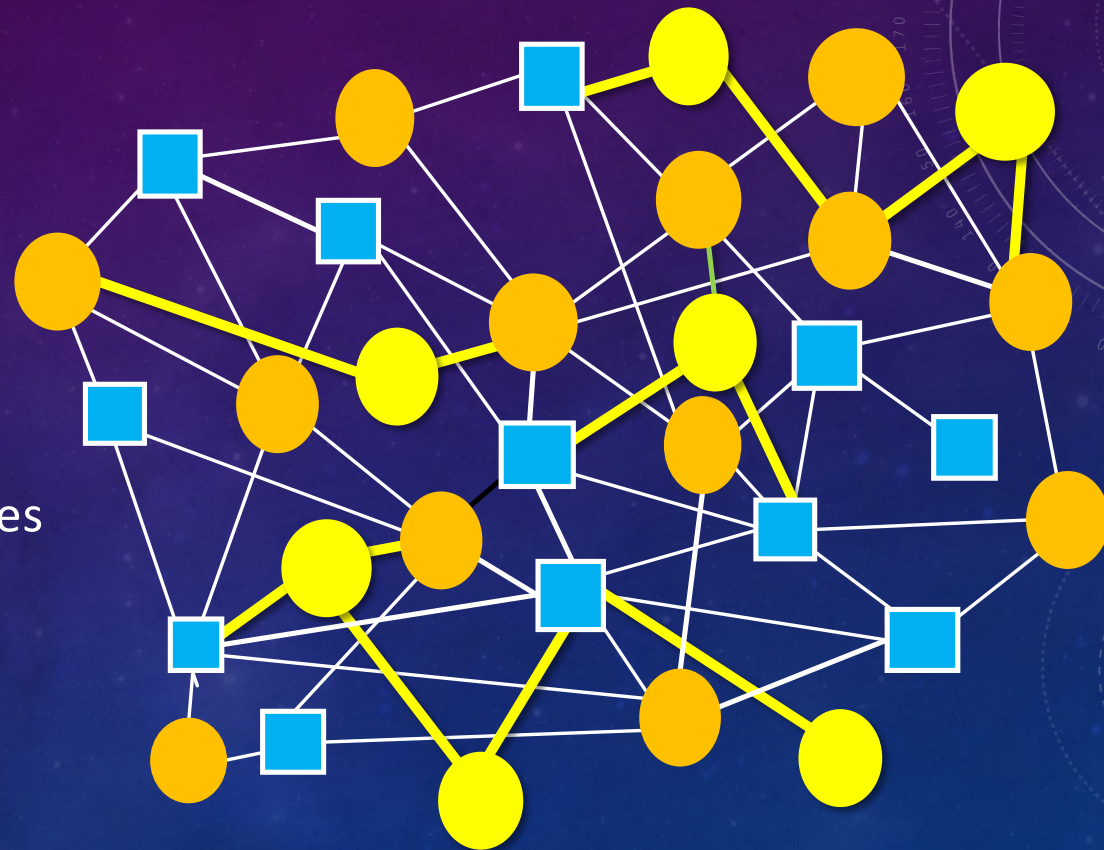
Interconnected Structures of Structures

## SYSTEMS OF SYSTEMS PROPERTIES

**Separability**  
a crucial issue

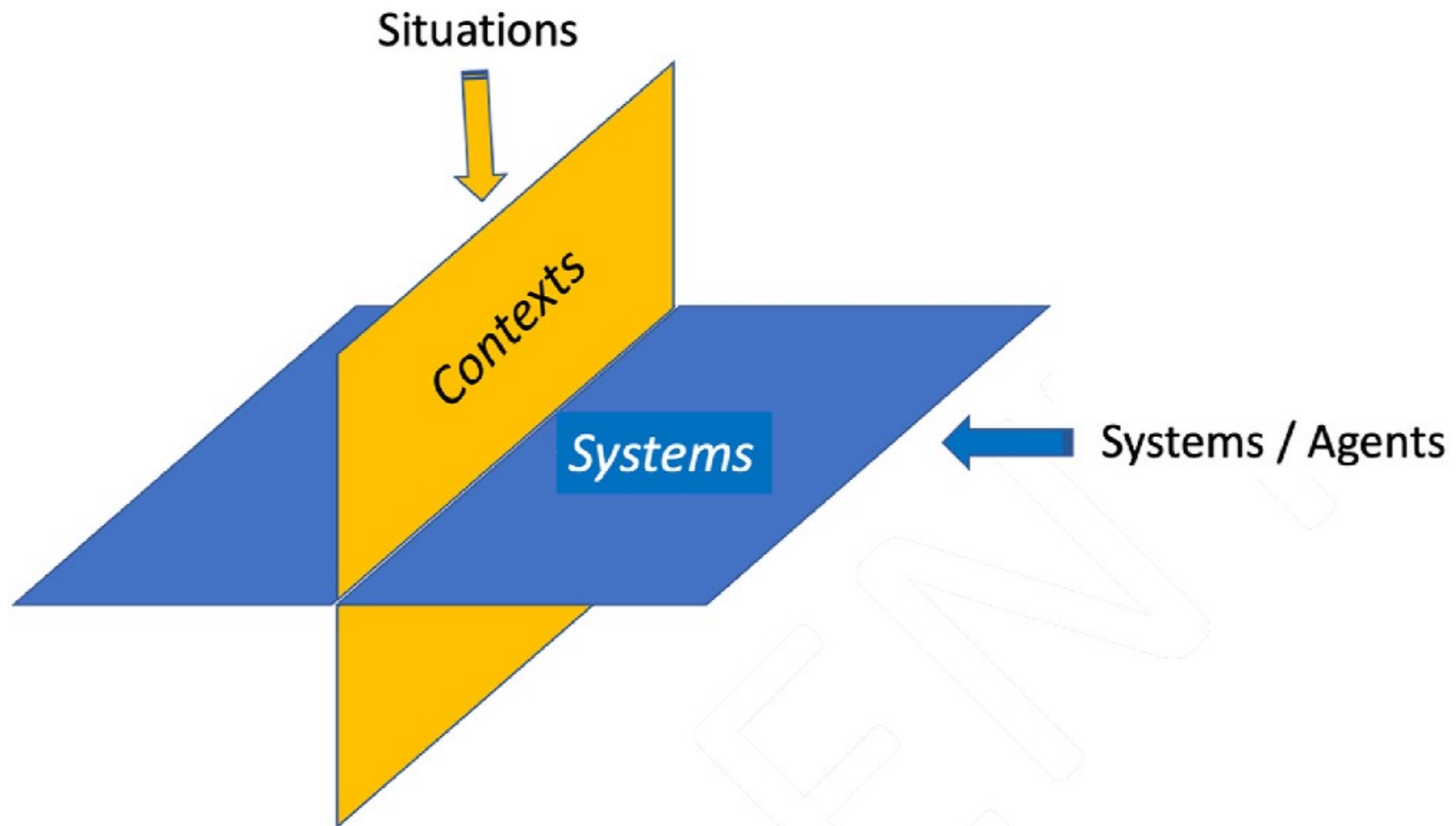
**Complexity**  
in connections  
as well as  
in agents/systems themselves

**Emergent functions,  
Coordination rules  
and  
the maturity issue**

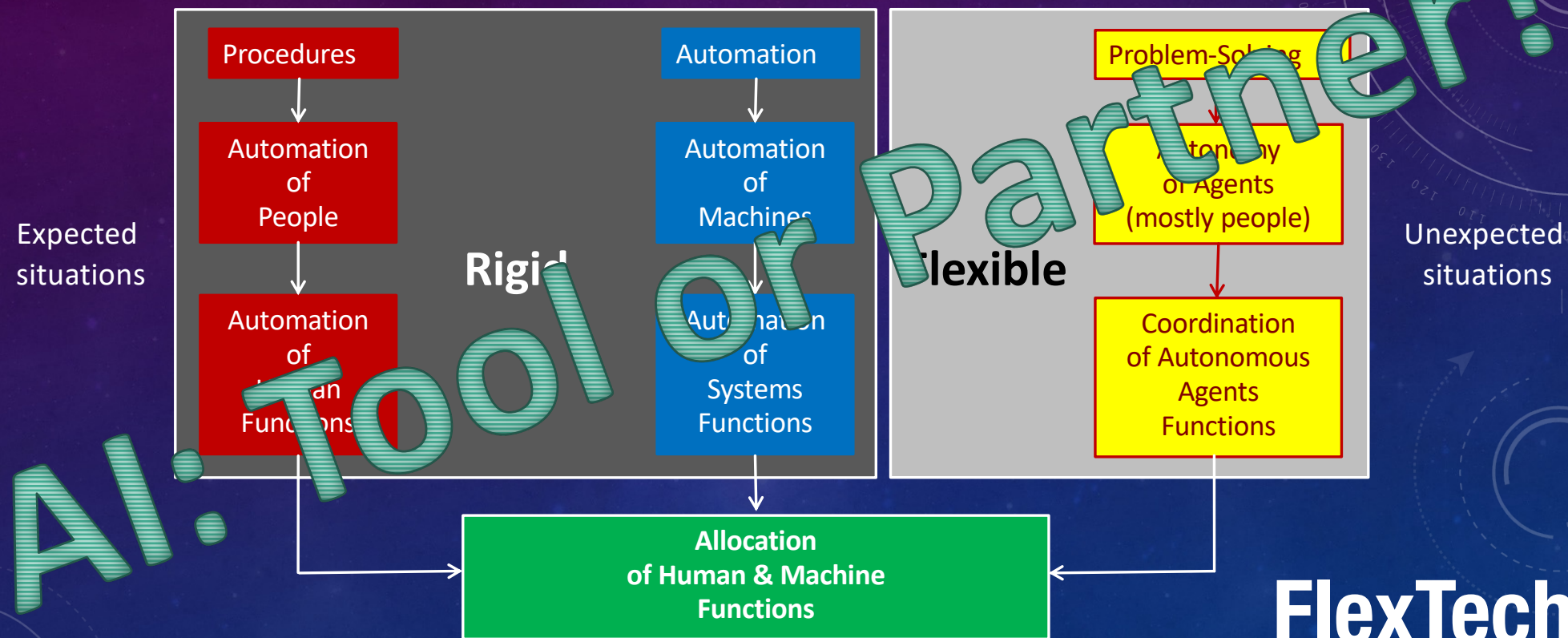


... therefore, this is a living organism





# FROM RIGID AUTOMATION TO FLEXIBLE AUTONOMY



## FlexTech

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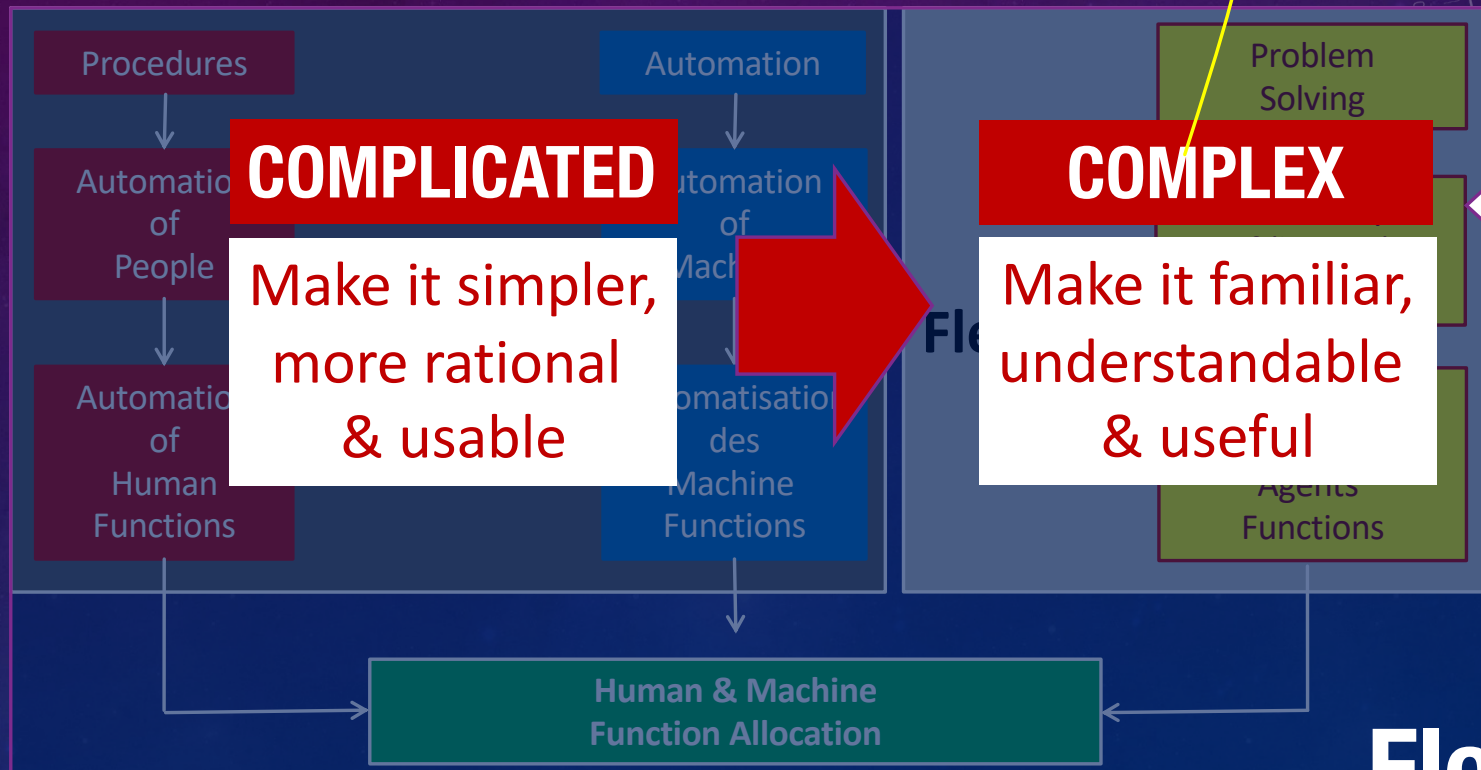
# FROM RIGID AUTOMATION TO FLEXIBLE AUTONOMY

Involves Maturity

Multi-agent

Expected Situations

Unexpected Situations



# READINESS LEVELS

## Technology (TRL)



## Human (HRL)

HRL	Description
1	Relevant human capabilities, limitations, and basic human performance issues and risks identified
2	Human-focused concept of operations defined and human performance design principles established
3	Analyses of human operational, environmental, functional, cognitive, and physical needs completed, based on proof of concept
4	Modeling, part-task testing, and trade studies of user interface design concepts completed
5	User evaluation of prototypes in mission-relevant simulations completed to inform design
6	Human-system interfaces fully matured as influenced by human performance analyses, metrics, prototyping, and high-fidelity simulations
7	Human-system interfaces fully tested and verified in operational environment with system hardware and software and representative users
8	Total human-system performance fully tested, validated, and approved in mission operations, using completed system hardware and software and representative users
9	System successfully used in operations across the operational envelope with systematic monitoring of human-system performance

## Organization (ORL)

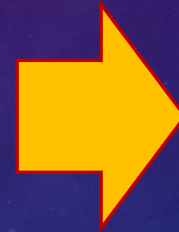
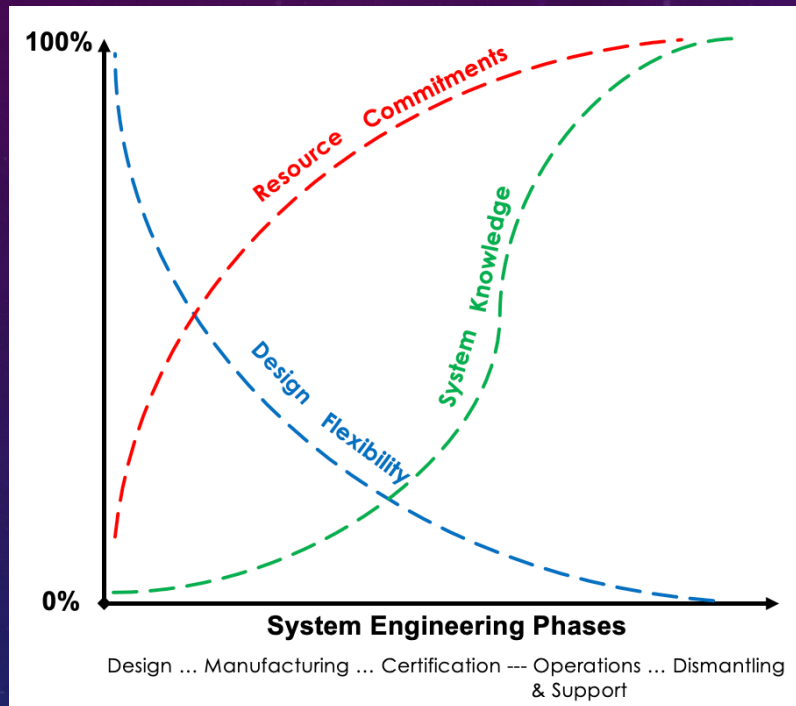
<b>ORL-0</b>	First principles where potential organizational models are explored.
<b>ORL-1</b>	Goal-oriented research that requires making choices from first principles to practical fully digital organizational setups
<b>ORL-2</b>	Proof of principle development, and active R&D is started in a virtual environment
<b>ORL-3</b>	Virtual agile organizational prototype development and first HITLS (virtual HCD)
<b>ORL-4</b>	Proof of organizational concept development using concrete scenario-based design from fully virtual to more tangible environments
<b>ORL-5</b>	Assessing organization capability in terms of authority sharing (responsibility, accountability and control), trust, collaboration and coordination, for example
<b>ORL-6</b>	Real-world use-case tests in a wider variety of situations - tangibilization continues
<b>ORL-7</b>	Practical integration with respect to criteria such as safety, efficiency and comfort, at various levels of granularity of the organization – tangibilization continues
<b>ORL-8</b>	Readiness for effective implementation on a real site (fully tangible) based on personnel feedback for deployment approval
<b>ORL-9</b>	Deployment involving both personnel and real machines

<https://www.sciencedirect.com/science/article/pii/S0160791X23001033>

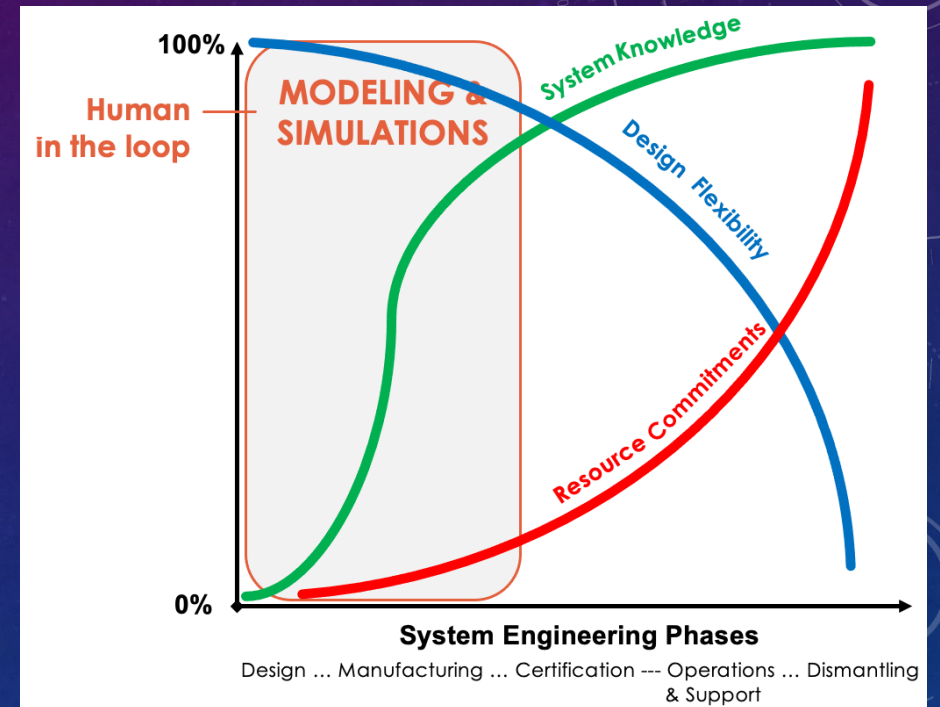
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# LIFE-CYCLED HUMAN SYSTEMS INTEGRATION...

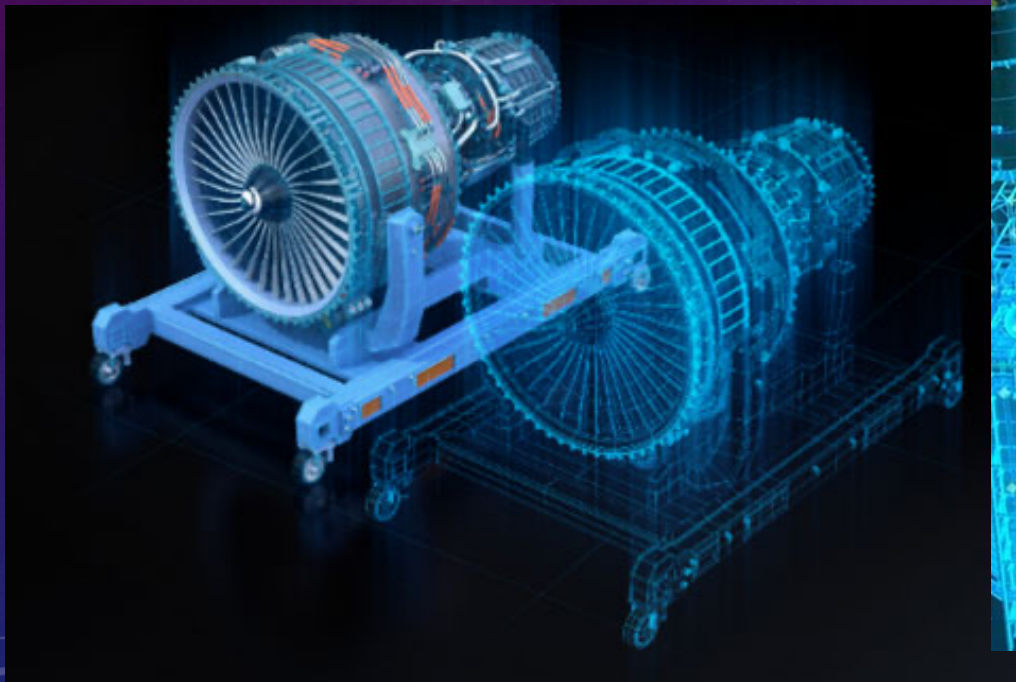
Technology-centered



Human-centered

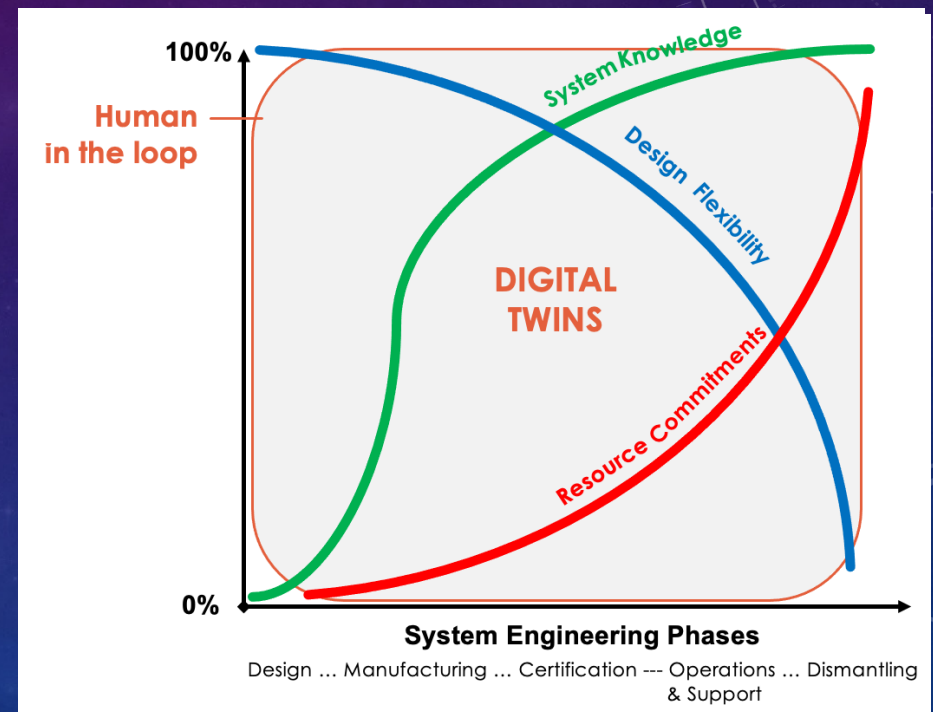


# HUMAN-CENTERED DESIGN OF A DIGITAL TWIN FOR HELICOPTER ENGINE MAINTENANCE



# DIGITAL TWINS

- Extending human-in-the-loop simulations
  - Throughout the life cycle
  - “what if?”
- Active documentation
  - Integration of experience feedback
  - Organizational memory
- Digital twins as virtual assistants
  - Collaborative multi-agents systems
  - Mediators for collaborative work



# TASK VS. ACTIVITY

Departing from the 20<sup>th</sup> Century  
User-Interface Syndrome...



Human Systems  
Integration...

HFE: Human Factors and Ergonomics  
HCI: Human Computer Interaction  
VHCD: Virtual Human-Centered Design  
HSI: Human Systems Integration  
SE: Systems Engineering



# FROM MEANS TO PURPOSE

Engineering



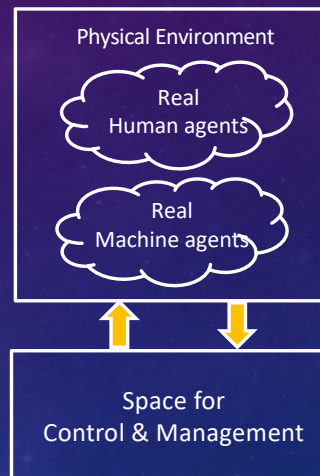
Ergonomics  
Automation



Factors  
Human



Tangible  
Traditional Engineering



Inside-out

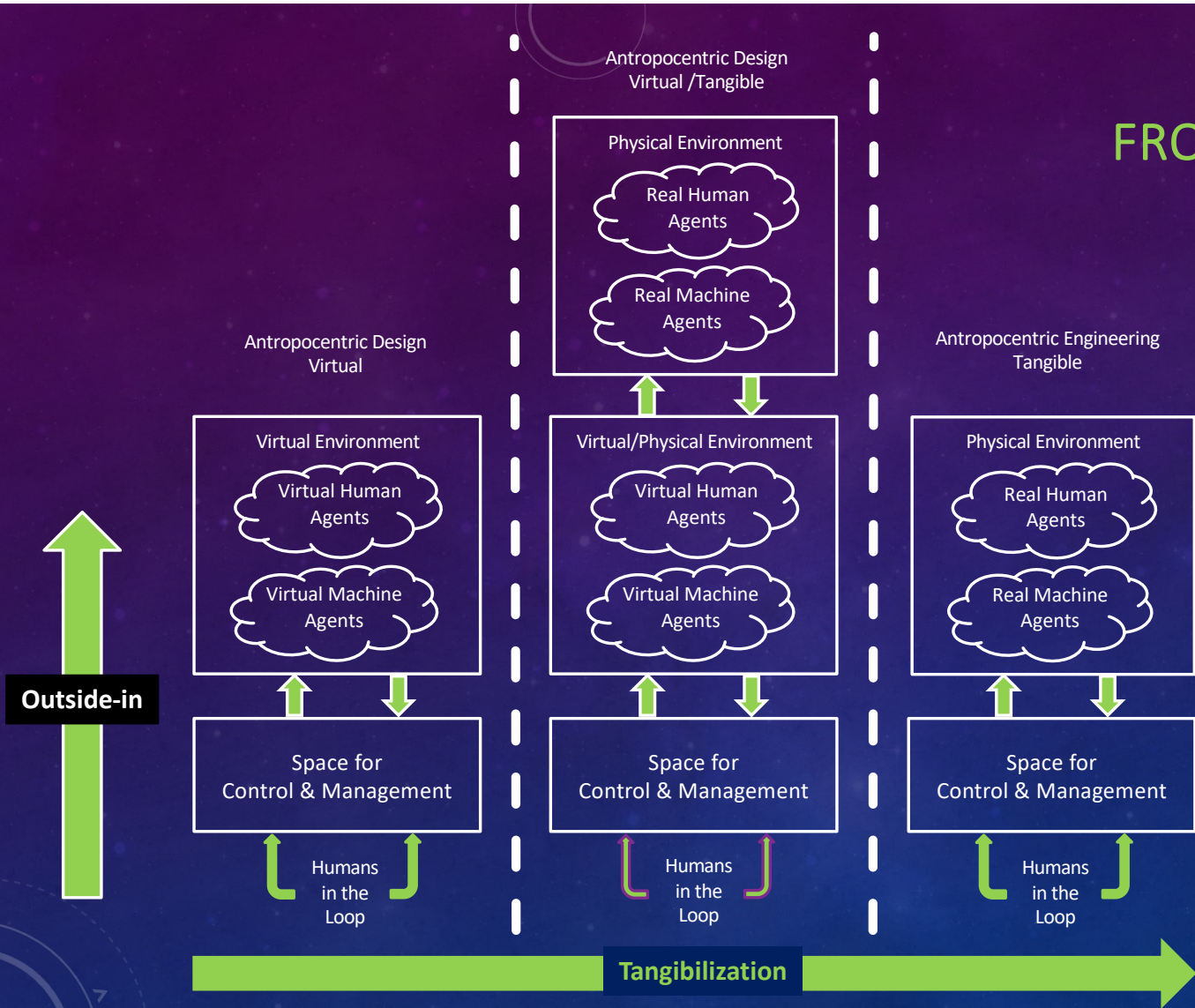
20<sup>TH</sup>  
CENTURY  
APPROACH

Engineering,  
Ergonomics,  
HCI &  
Automation

# FROM PURPOSE TO MEANS

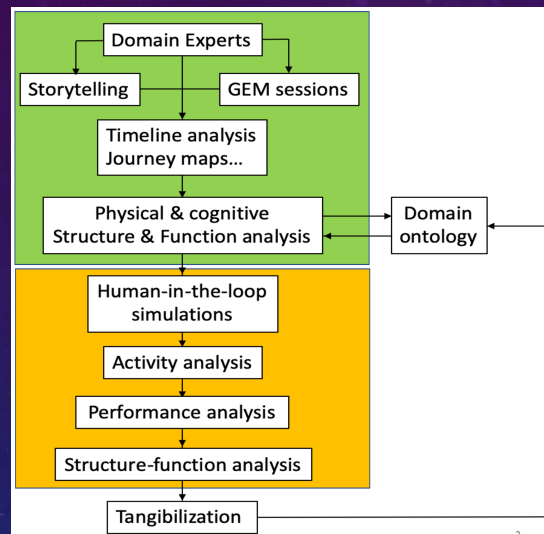
21<sup>ST</sup>  
CENTURY  
APPROACH

# HSI



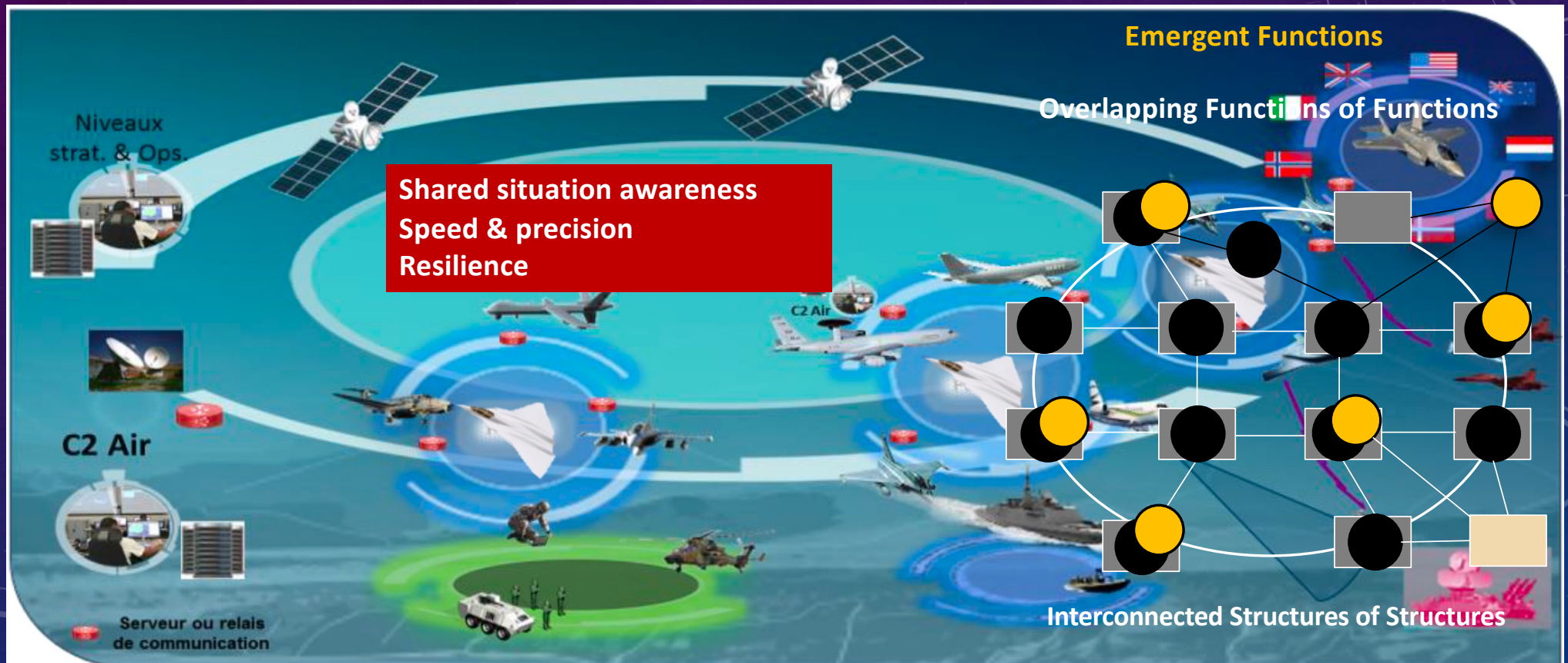
# OFF-SHORE MULTI-AGENT TELEROBOTIC SYSTEMS

PRODEC method combined with human-in-the-loop digital simulation



# FUTURE COMBAT AIR SYSTEM (FCAS)

Emergent Structures

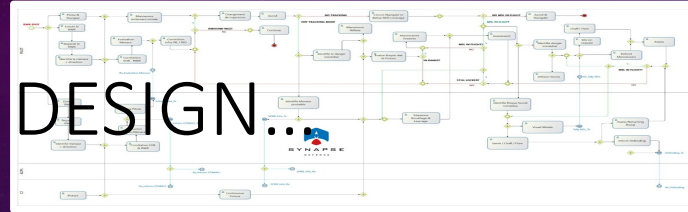


# PRODEC

A method for the design, evaluation, operations, and support  
of increasingly digitalized complex sociotechnical systems

This is where Human-AI Teaming takes place!

SCENARIO-BASED DESIGN...



PRODEC

VIRTUAL PROTOTYPES...



Tangibility metrics

HUMAN-IN-THE-LOOP SIMULATION...



Activity analysis

Emergent function discovery

The background is a dark blue gradient with faint, glowing technical graphics. On the right side, there are several concentric circles and arcs, some with numerical labels like 100, 120, 140, 160, 170, 180, 190, and 200. There are also dashed lines and arrows, suggesting a technical or scientific theme.

# WHY DON'T WE TALK ABOUT AUGMENTED INTELLIGENCE INSTEAD OF ARTIFICIAL INTELLIGENCE?



HUMAN-SYSTEMS INTEGRATION

# HUMAN-SYSTEMS INTEGRATION

From Virtual to Tangible

Guy Andre Boy

Guy Andre Boy

CRC Press

This book is a follow-up of previous contributions in Human-Centered Design and practice in the development of virtual prototypes that requires progressive operational tangibility toward Human-Systems Integration (HSI). The book discusses flexibility in design and operations, tangibility of software-intensive systems, virtual human-centered design, increasingly-autonomous complex systems, Human-Factors and Ergonomics of sociotechnical systems, and systems of systems integration.

This is an attempt to better formalize a systemic approach to HSI. Good HSI is a matter of maturity... it takes time to mature. It takes time for a human being to become autonomous, and then mature! HSI is a matter of human-machine teaming, where human-machine cooperation and coordination are crucial. We cannot think engineering design without considering people and organizations that go with it. We also cannot think new technology, new organizations and new jobs without considering change management, especially in digital organizations.

The book will be of interest to industry, academia, those involved with systems engineering, human factors and the broader public.

**Features:**

- Discusses flexibility in design and operations of complex systems
- Offers tangibility of software-intensive systems
- Presents virtual human-centered design
- Covers autonomous complex systems
- Provides human factors and ergonomics of sociotechnical systems

**About the Author:**

**Guy André Boy** is one of the pioneers and a world leader in the study and applications of human centered design and human systems integration. He is also the Chair of INCOSE Human Systems Integration Working Group worldwide.

Ergonomics and Human Factors

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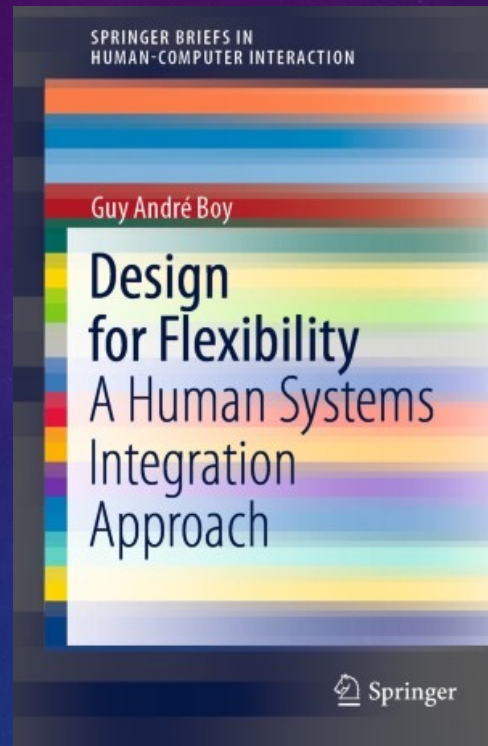
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... and another one!



# HANDBOOK OF SOCIOTECHNICAL SYSTEMS

A HUMAN SYSTEMS INTEGRATION APPROACH

- To appear by the beginning of 2025
- About 50 chapters
- 16 countries

# REFERENCES

- Boy, G.A., Masson, D., Durnerin, E. & Morel C. (2024). PRODEC for Human Systems Integration of Increasingly Autonomous Systems. *Systems Engineering Journal*. Wiley, USA. DOI:10.1002/sys.21751.
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- Boy, G.A. (2023). Uncertainty management in human systems integration of life-critical systems. In Griffin, Mark A., and Gudela Grote (eds). The Oxford Handbook of Uncertainty Management in Work Organizations (online edn, Oxford Academic, 20 Oct. 2022), Oxford University Press, UK, accessed 6 Dec. 2022.
- Boy, G.A. (2022). Model-Based Human Systems Integration. In the Handbook of Model-Based Systems Engineering, A.M. Madni & N. Augustine (Eds.). Springer, USA. DOI: [https://doi.org/10.1007/978-3-030-27486-3\\_28-1](https://doi.org/10.1007/978-3-030-27486-3_28-1).
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- Boy, G.A. (2020). *Human Systems Integration: From Virtual to Tangible*. CRC Press – Taylor & Francis Group, USA (<https://www.taylorfrancis.com/books/9780429351686>).

# THIS SPRING SCHOOL...

- AI4SE & SE4AI – Dr. Tom McDermott, SERC, USA
- HAT Support – Dr. Mica Endsley, SA Technologies, USA
- Organizational Issues in HAT – Prof. Gudela Grote, ETH, Switzerland
- HAT & Safety – Prof. Philippe Palanque, IRIT-FlexTech, France
- HAT Design & Creativity – Dr. Dr. Norbert Streitz, Smart Future Initiative, Germany
- HAT is Space Exploration – Dr. So young Kim, JPL-NASA, USA

## 4 USE-CASES → 4 GROUPS

Will use PRODEC supported by IngeScape

1. Wednesday: Problem statement
2. Thursday: Problem-solving
3. Friday: Reporting and discussion

- **Group 1: Remote Virtual Tower – Alexandre Disdier & Justine Limoges**
- **Group 2: Oil & Gas Robotics – Dimitri Masson, Élise Durnerin & Stéphane Vales**
- **Group 3: Rail Automation – Yang Sun & Madeline Fleury**
- **Group 4: Air Combat System – Chloé Morel, Laurent Goumy & Charlotte Strobbe**

# USE-CASE GROUPS

Group 1	Group 2	Group 3	Group 4
Tilo Mentler	Elise Durnerin	Aurélie Akli	Frank Flemisch
Fabrice Drogoul	Ronald Herrera	Kahina Amokrane	Françoise Darses
Jean-Baptiste Ado-Solaberrieta	Brittany Lock	Allan Armougum	Dr. Mica Endsley
Dr. Tom McDermott	Roberto Martinez	Afef Awadid	Laurent Goumy
Milad Leilyli-Abadi	Dimitri Masson	Prof. Gudela Grote	Yanrong Huang
Justine Limoges	Jean-Michel Munoz	Madeline Fleury	Sathyanarayanan Raman
Edzer Oosterhof	Stéphane Vales	Dr.Dr. Norbert Streitz	Chloé Morel
Ricardo Rais	Dr. KIM So Young	Yang Sun	Tanya Paul
Benjamin Berton	Chaoran Zhang		Charlotte Strobbe
Sandra Steere			Léonore Bourgeon

# THANK YOU FOR YOUR ATTENTION!

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# Future Integrated Automation in Aviation

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## A Training Program

From March 2025 to October 2026

Work with worldwide recognized experts

4 sessions in Biarritz, France + Online project development

Compare the way problems are stated and solved by peers (Cultural fertilization)

