

Memo 3: Human Performance and Limitations

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1. Relevant Sayings

- To err is human
- There is no reason to fly through a thunderstorm in peacetime
- Learn from the mistakes of others - you won't have time to make them all yourself
- If you feel "iffy" on the ground, it only gets much worse in the air!
- It's better to be down here wishing you were up there, than up there wishing you were down here!
- Aviate, Navigate, Communicate
- Never let an aircraft take you where your brain didn't get to 5 minutes earlier.
- There's simply no substitute for experience in terms of aviation safety. (Chesley Sullenberger)

2. Introduction

- Generally, most accidents are down to human error
- The key factor in these situations is where the ability of the pilot to remain alert is degraded (for example after a long flight) and the workload begins to rise

3. Basic Anatomy

- The body is made up of many sub-"systems"
- Aviation is primarily interested in: vision, hearing, the vestibular system and human condition (mind)
- We are built to walk and run, not fly!
- Everyone is different and will react differently to different situations, however general rules can be determined

4. Health and Flying

- Remember IMSAFE
- After anaesthetic, the recommended wait times are:
 - Local: wait 12 hours
 - General: wait 48 hours
- Alcohol limits:
 - Breath: 9µg/100ml
 - Blood: 20mg/100ml
 - Urine: 27mg/100ml
 - After two units, error ratios double
- Arousal and performance
 - Arousal, in this situation, is a measure of alertness
 - High arousal does not mean best performance, e.g. fixation
- Consider passengers
 - Airsickness:
 - keep feet flat on the floor

- look at the distant horizon
- keep seat belt secured firmly
- keep hydrated
- maintain comfortable but not excessive cabin heat

5. Atmospheric Environment

- The atmosphere is thin!
- Most aviating is performed in the troposphere, where weather is!
- Some aviating is in the stratosphere, above weather.
- The atmosphere is 78% N , 21% O_2 , 1% other
- Gas laws:
 - Boyle's Law: $PV = k_1$ ($k_1 = nRT$)
 - Charles' Law: $V = k_2T$
 - Dalton's Law: $P_{\text{total}} = P_1 + P_2 + P_3 + \dots + P_n$
 - Henry's Law: $p(\text{partial pressure}) = k_{\text{hc}}$ (the amount of gas dissolved in a liquid is proportional to the gas pressure outside the liquid)
- Atmospheric pressure decreases with altitude, but the gas composition remains constant.

6. Respiration

- Normal resp rate: 12-15
- Resp rate is dictated by the amount of CO_2 in blood
- Alveoli are dependent on partial pressure
- At increasing altitude:
 - We are less able to perform gas exchange due to reduced partial pressures
 - There is less pressure of air, which also reduces lung pressure overall
- Hypoxia
 - Symptoms:
 - Lethargy/Euphoria
 - Personality change
 - Increased resp rate
 - Poor co-ordination
 - Poor judgement
 - Dizziness
 - Headache
 - Memory loss
 - Concentration difficulties
 - Slurred speech
 - Nausea
 - Tingling in hands and feet
 - Sweating
 - Irritability

- Ear/stomach discomfort
 - Visual impairment
 - Cyanosis
- ▶ At altitudes:
 - FL200: 5-12m
 - FL250: 2-3m
 - FL300: 45-75s
 - FL350: 30-45s
 - FL400: 18-30s
- ▶ Those with the following are at increased risk:
 - Asthma
 - Lungs that have undergone surgery
 - Smokers
- Hyperventilation
 - ▶ Caused by:
 - stress
 - anxiety
 - continuous vibration
 - high G
 - pain
 - motion sickness
 - heat
 - ▶ Same symptoms as hypoxia
- Decompression Sickness
 - ▶ Caused by:
 - Explosive decompression above FL180
 - Normal decompression due to climb in those susceptible:
 - Altitude and length of stay
 - Unfitness
 - Increased age
 - Re-exposure following previous DCS
 - Low temperatures and hypoxia
 - Scuba diving
 - ▶ Symptoms:
 - Gas expansion
 - Bends (joint pain)
 - Creeps (bubbles under skin)
 - Chokes (PE system bubbles)
 - Shortness of breath
 - Dizziness
 - Fatigue
 - Paralysis
 - Death
 - ▶ Can only be treated in a hyperbaric chamber
 - ▶ Recommendations for divers:
 - If diving less than 10m, allow 12 hours before any flight
 - If diving more than 10m, allow 24 hours before any flight

7. Circulation

- Normal HR: 60-80
- Positive G
 - G-LOC
 - Grey out
 - Tunnel vision
 - Black out
- Negative G
 - Red out
- Untrained G tolerance
 - $< 4G, < 2s$ okay
 - sustained $>3G$, gradual symptom onset
 - sudden high G, G-LOC
- A shorter distance from head to heart increases G tolerance
- G-suits
 - Give an extra 2G protection
 - Connected to A/C air pressure systems
- Anti-G straining manoeuvre
 - Isometric straining of legs, buttocks and arm muscles to prevent pooling
 - Power breathing to continue breathing during the straining
- Regular G exposure increases tolerance

8. Vision

- Rods detect motion better
- The fovea has a higher concentration of cones
 - Look around – an A/C approaching you directly on would be harder to spot otherwise
- Night vision
 - Cones are useless
 - Rods take 30-40 minutes in dim light to fully switch
 - A bright light for 5 seconds will need another 30-40 minutes
 - Look to the one side (by 10°) for better clarity
- On a hazy day, objects are closer than we think (because we can't see as far but think we can)
- On a rainy day, the rain on the windshield refracts light such that the pilot thinks they are higher than they are.
- At night, lit objects appear closer than they are (including the lit runway)

9. Hearing

- Frequencies below 100Hz cause the body to sweat

10. Vestibular System

- Trust the instruments over your own ear!

10.1. Illusions

- The Leans
 - A slow bank angle change isn't detected by the ear
 - A slow change, followed by a rapid correction, can fool your brain into thinking you are still banked when you are in fact wings level
- Sloping Cloud
 - Where two cloud layers meet at a slope, a horizon can be (wrongly) perceived at an angle
- Yaw and Bank
 - If an in-balance turn is held for a while, this becomes "straight and level" to the ear
 - In a flat turn, the ear thinks there is bank present

11. Nervous System

- Autonomic: unconscious actions
- Central: co-ordination
- Peripheral nerves: connects to limbs and organs

12. Psychology

- Short term memory:
 - images for $\frac{1}{2}$ second
 - sounds for 3 to 8 seconds
 - very volatile, 7 items
- Long term memory:
 - may not be able to be recalled at will
 - more difficult to recall if not practiced (abnormal procedures)
- Decision making:
 - cognitive biases
 - availability bias: accept the easiest to understand and implement decision
 - familiarity bias: previous outcomes affect our decision
 - confirmation bias: once a decision is made, it's easier to confirm that decision than challenge it
 - continuation bias: never change the first answer

- CRM: express doubts, raise questions without being confrontational
- Communication:
 - written: slow and easily misinterpreted
 - verbal: accents can be challenging
 - non-verbal
- Concentration:
 - attention
 - divided attention

13. Ergonomics

- Know your aircraft!

14. Threat & Error Management

- Only one factor of an accident needs to be prevented to prevent the accident itself
- Procedures help reduce risk
- Personal improvement
 - Without improvement, complacency surfaces
- Personal currency
 - Skill fade is real!
- Identify threats and errors before flight so they can be managed
 - environmental threats
 - operational threats
 - handling errors
 - procedural errors
 - communication errors

15. First Aid

- Remember DRcABCDE