



Workforce Management Strategies in a Disaster Scenario

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Current Disaster Operations

- Workers
 - Dispatched from across the country through mutual assistance agreements
 - Typically inadequate for the damage sustained
 - 12, 14, 16 hour days not uncommon
 - May be housed several hours from worksite
 - May work many days consecutively with no break
- Restoration Priorities
 - Restore service as quickly as possible – priority locations take precedent
 - Ideally balance with cost – seem to be at odds



Elements of Workforce Study

- Telecommunications operations model
 - Developed in partnership with industry
- Fatigue function (Stermann/Oliva)
- Turn off routine damage
- Break the network far beyond repair
 - one million lines in a six million line network
- Test

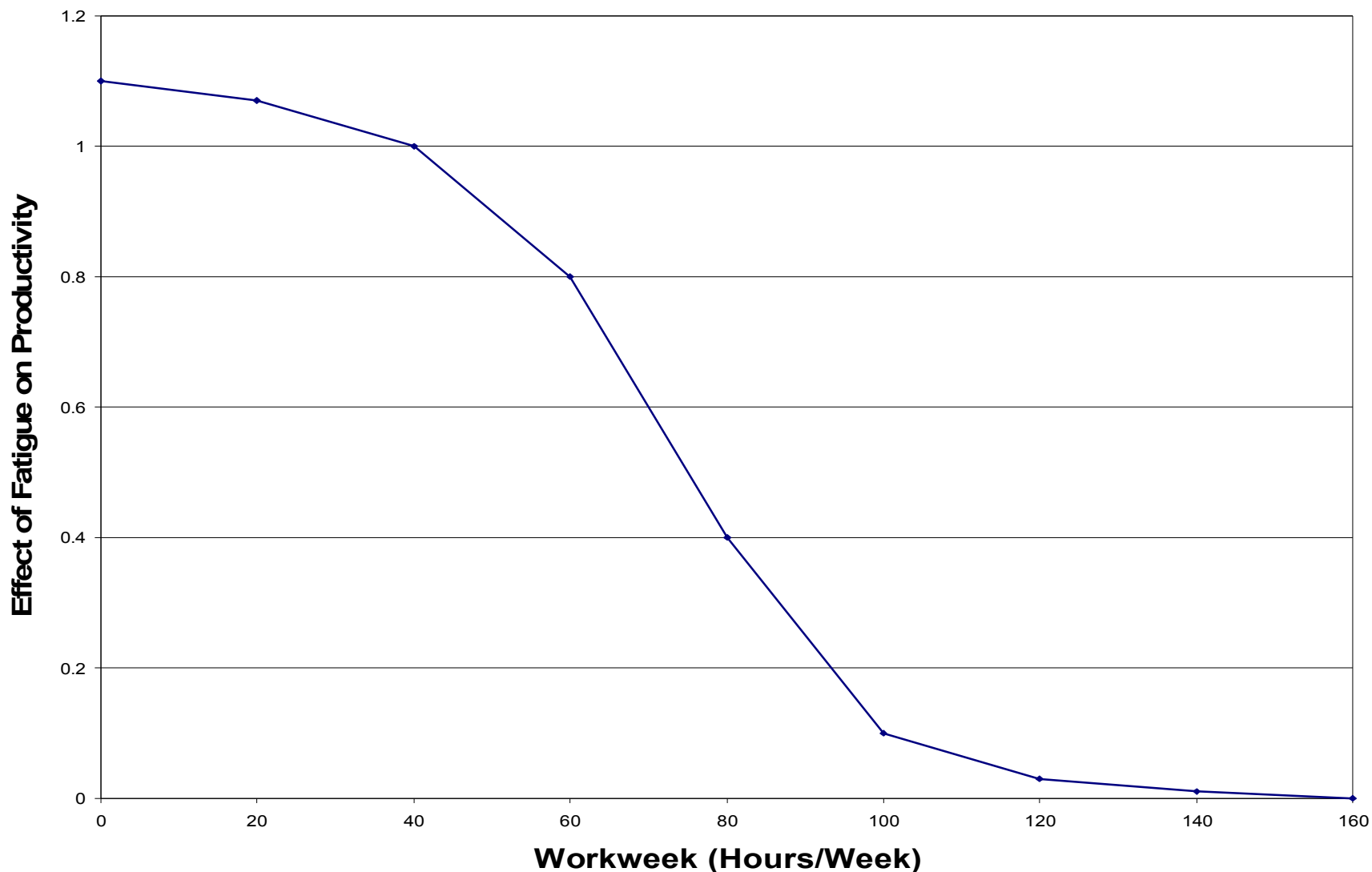


Is There a Better Mouse Trap?

- What impact does fatigue have on productivity of repair workers?
- How does working a complete double shift impact repairs?
- Does a shorter shift impact repairs?
- What shift profile is the most effective?
- Can cost and repair time be balanced?

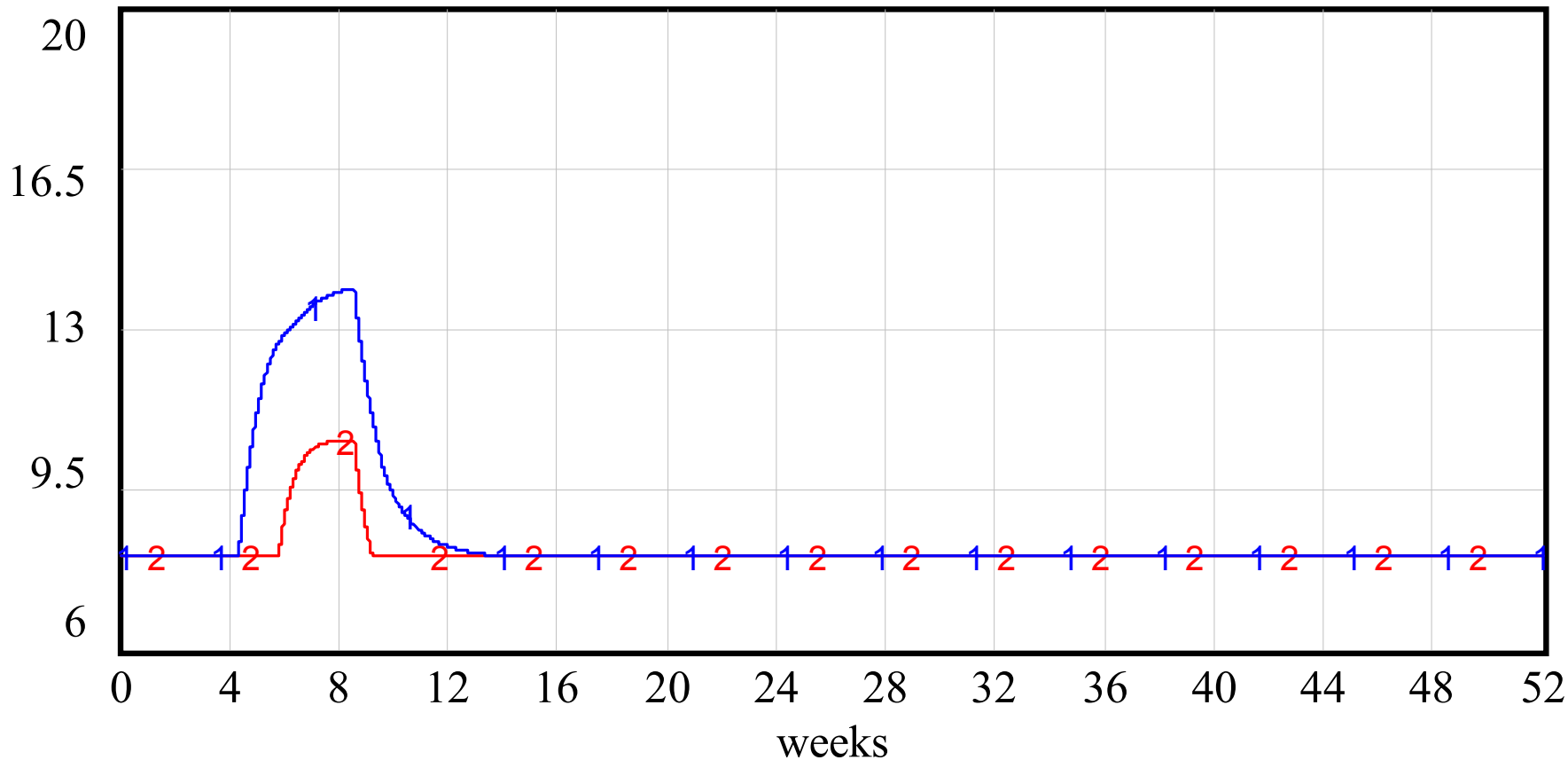


Effect of Fatigue on Productivity





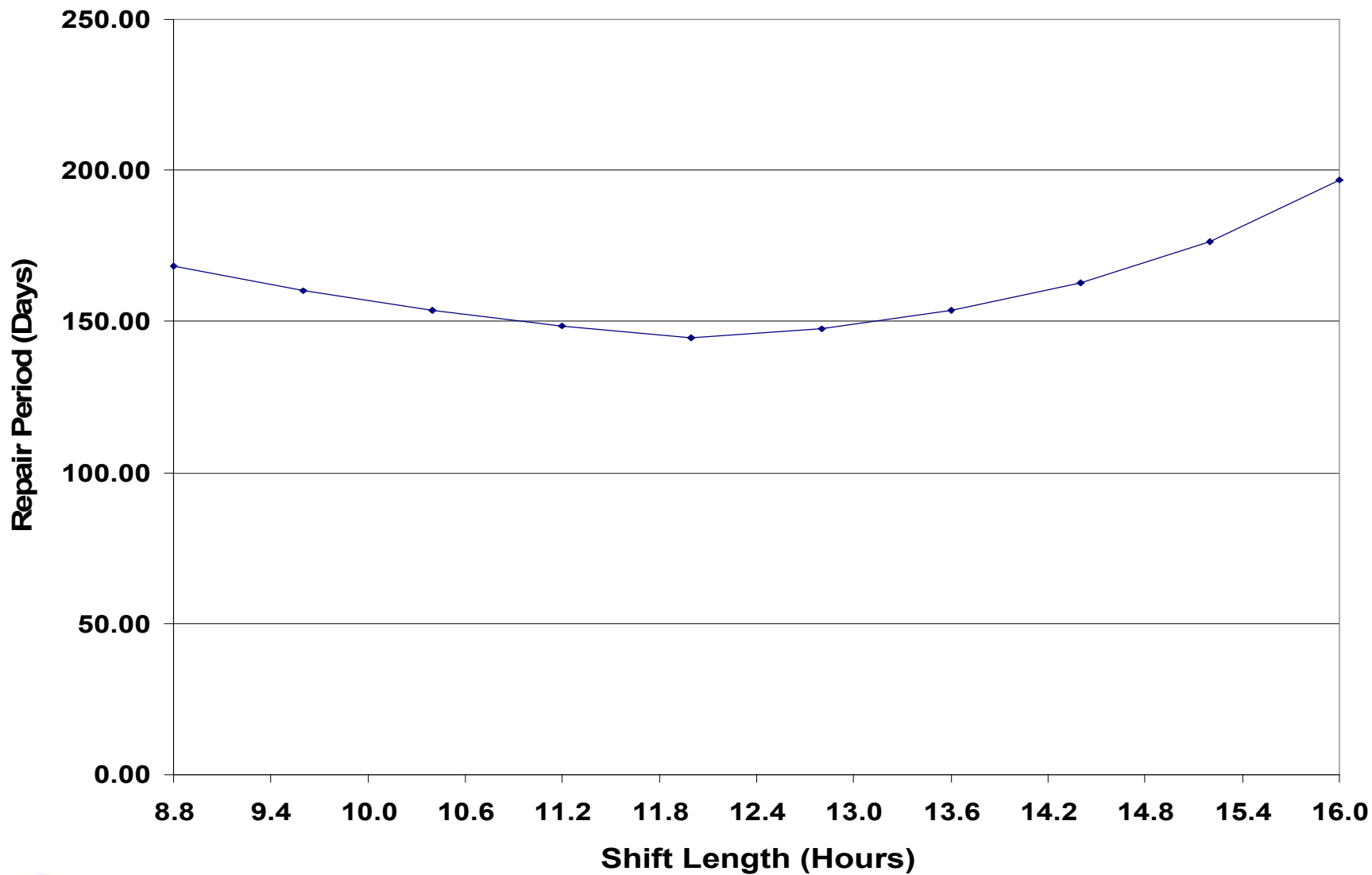
Fatigue – Current Operations



calculated shift length[Field Tech] : absence 1 1 1 1 1 1 1 1 Hour
calculated shift length[Ops Ctr] : absence 2 2 2 2 2 2 2 2 Hour

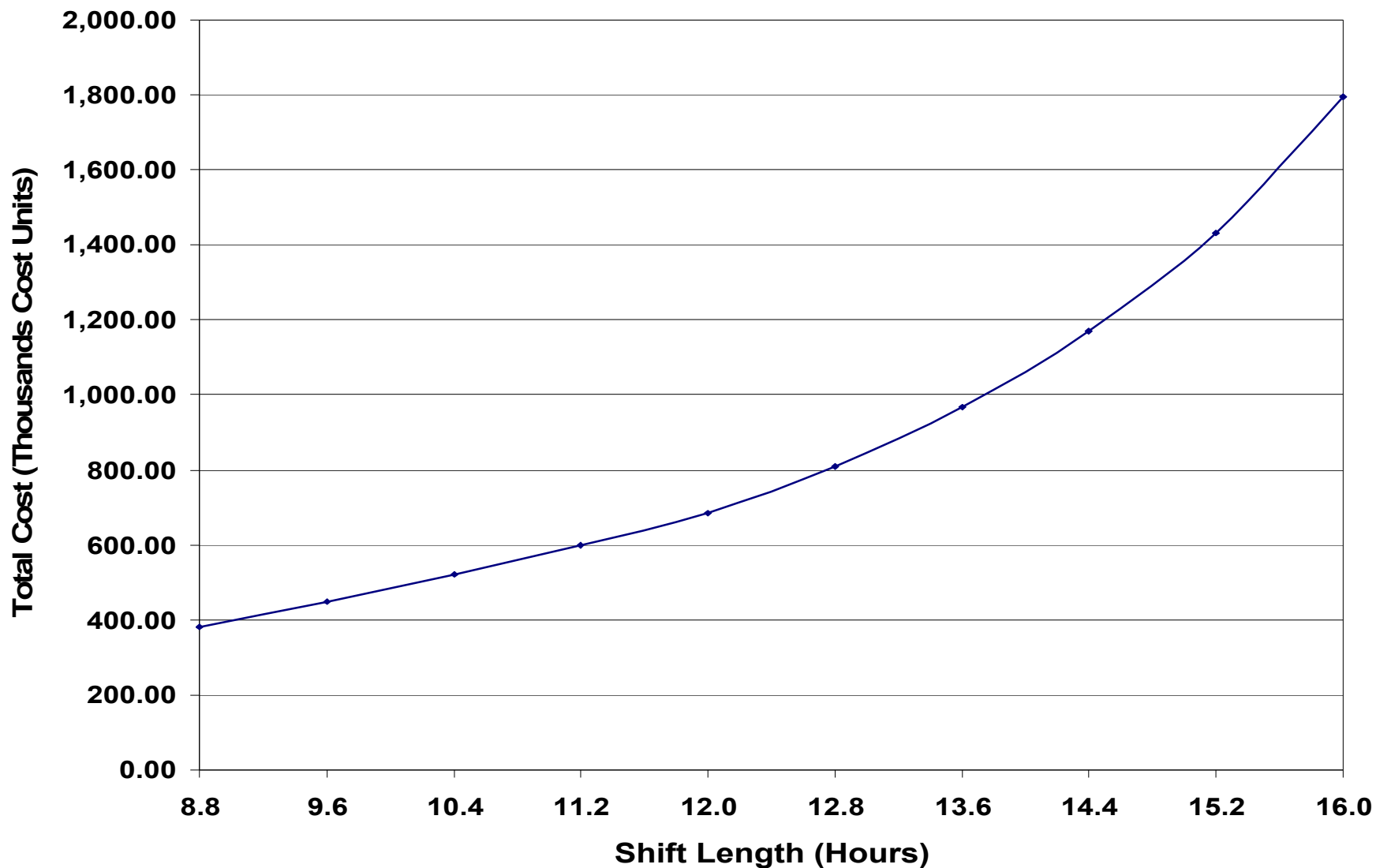


Repair Time Duration vs Shift Length





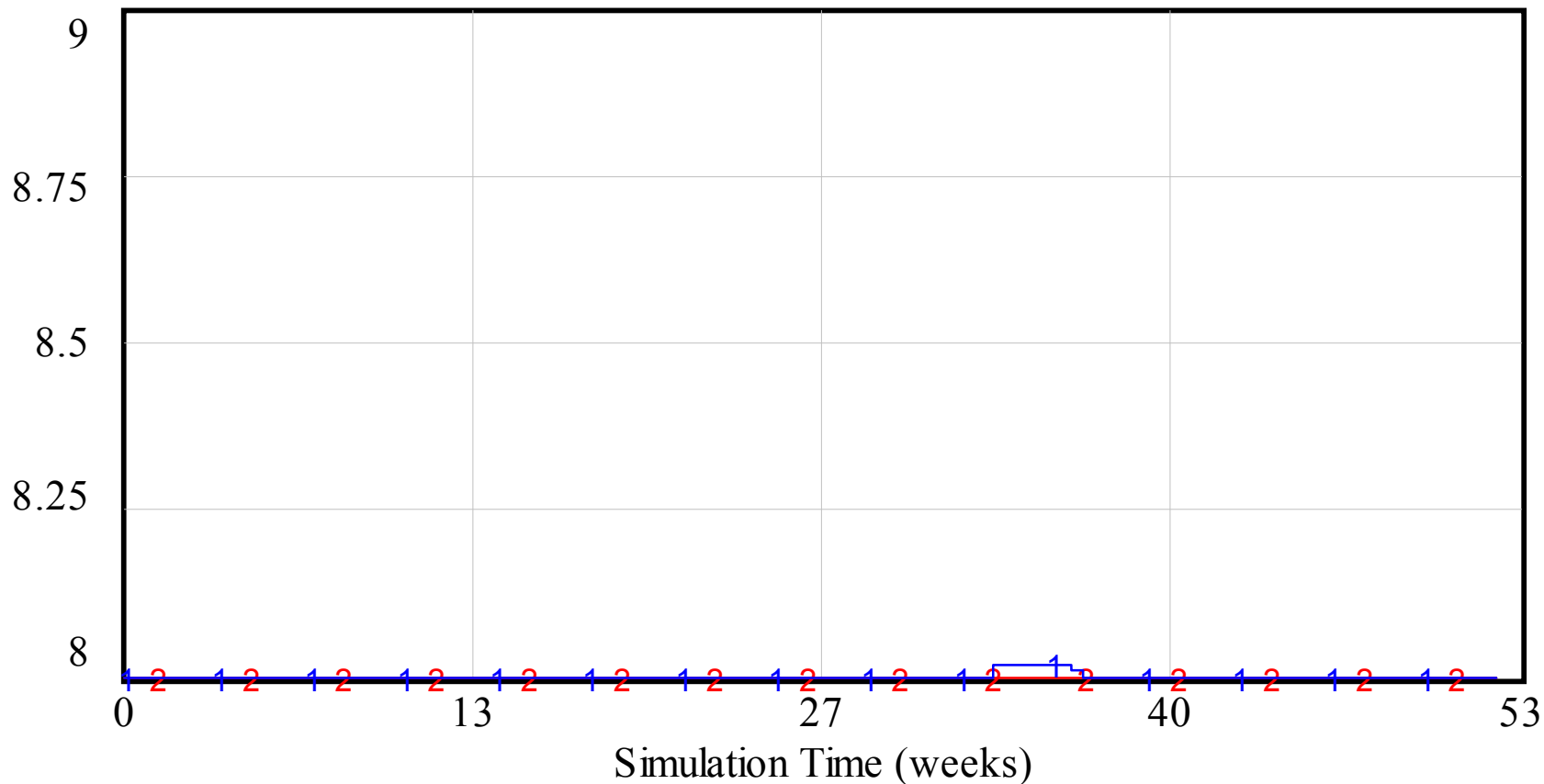
Total Worker Cost vs. Shift Length





Cost Optimized Work Dispatch

calculated shift length

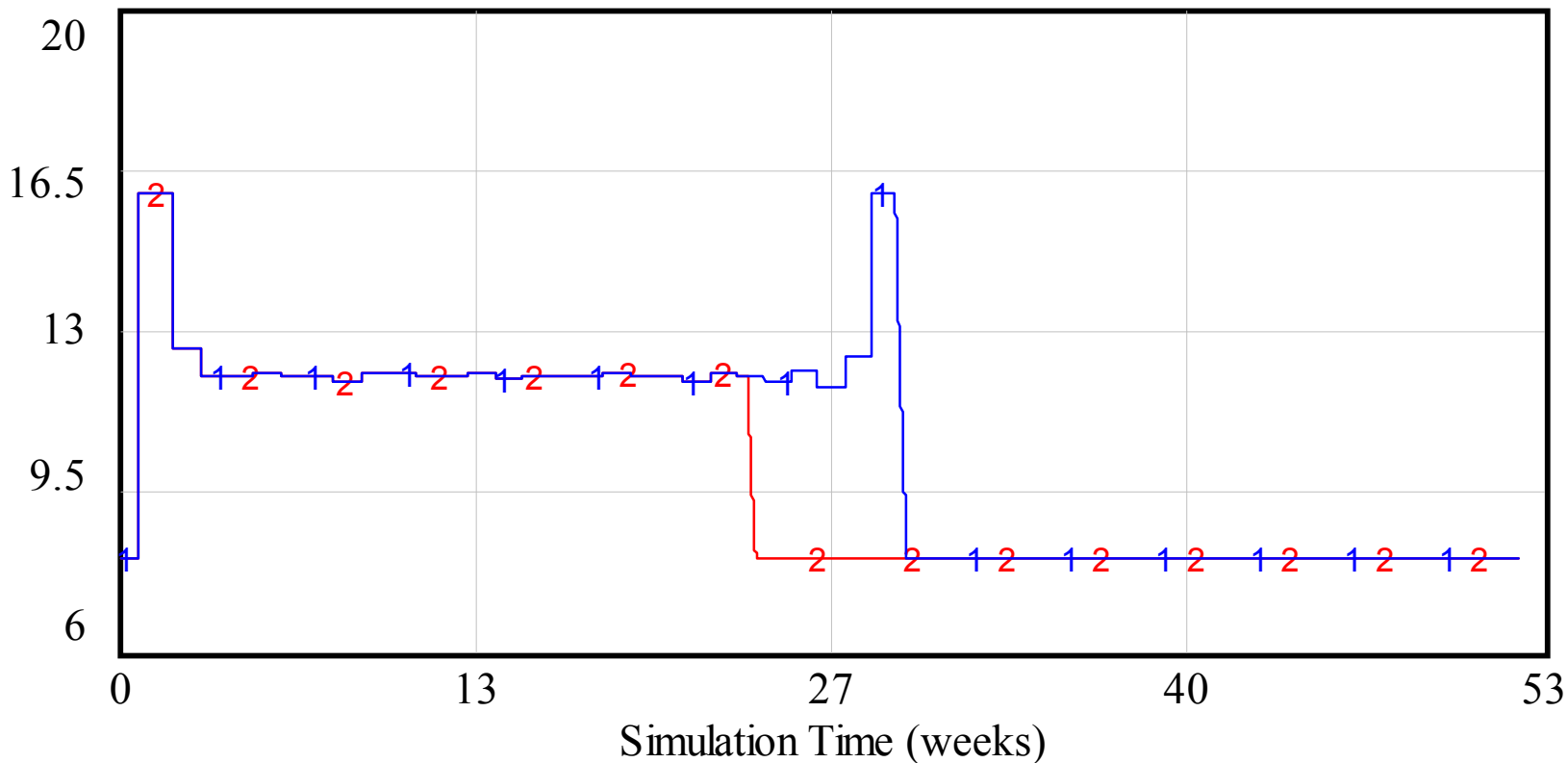


calculated shift length[Field Tech] : Sim_Opt_Cost_v1 — 1 — 1 — 1 — 1 — 1 — 1 — 1 — 1 — 1 Hour
calculated shift length[Ops Ctr] : Sim_Opt_Cost_v1 — 2 — 2 — 2 — 2 — 2 — 2 — 2 — 2 — 2 Hour



Time Optimized Worker Dispatch

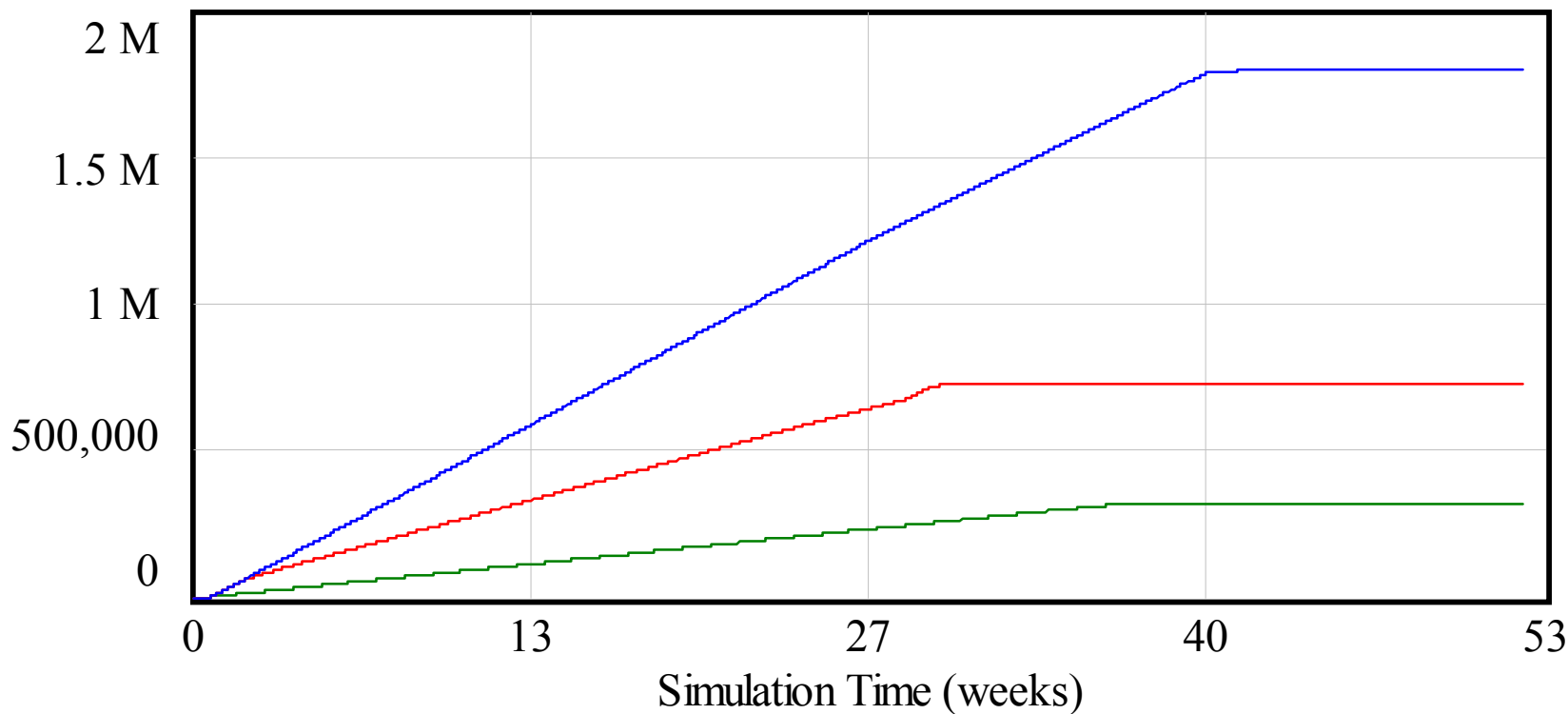
calculated shift length



calculated shift length[Field Tech] : Sim_Optv3 — 1 — 1 — 1 — 1 — 1 — 1 — 1 Hour
calculated shift length[Ops Ctr] : Sim_Optv3 — 2 — 2 — 2 — 2 — 2 — 2 — 2 Hour



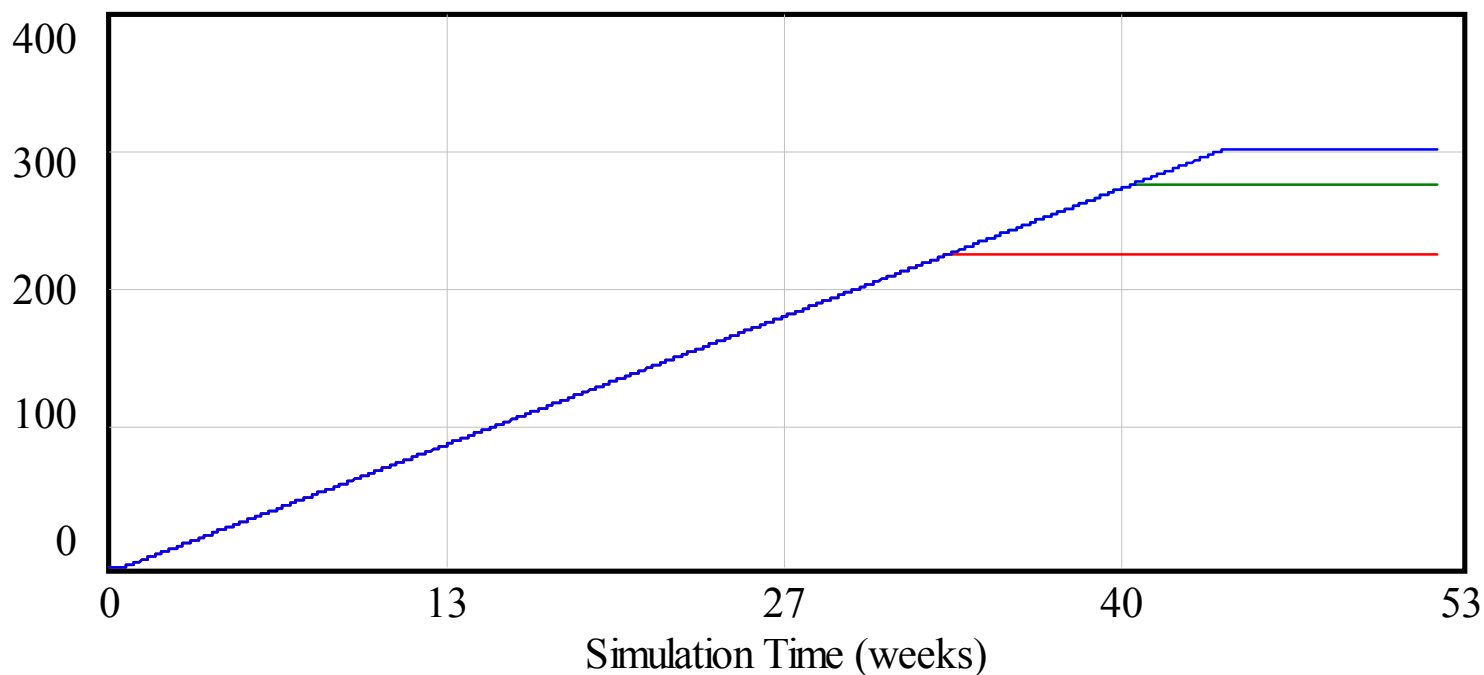
Cost of Repair



Total Cost : Current ————— cost units
Total Cost : Sim_Optv3 ————— cost units
Total Cost : Sim_Opt_Cost ————— cost units



Repair Time



Repair Period : Current — Day
Repair Period : Sim_Optv3 — Day
Repair Period : Sim_Opt_Cost — Day



Combined (Holy Grail)



Conclusions

- Fatigue function issues
- Any optimization is better than current operations

