



AND gate
The output event occurs if all input events occur.



OR gate
The output event occurs if at least one of the input events occurs.



Undeveloped event
An event which is no further developed. It is a basic event that does not need further resolution.



Priority AND gate
The output event occurs if all input events occur in a specific sequence.



XOR gate
The output event occurs if exactly one input event occurs.



House event
An event that is normally expected to occur. In general, these events can be set to occur or not occur, i.e. they have a fixed probability of 0 or 1.



Inhibit gate
The input event occurs if all input events occur and an additional conditional event occurs.



Voting gate
The output event occurs if k or more of the input events occur.



Conditional event
A specific condition or restriction that can apply to any gate.



Event



Basic event
A basic initiating fault (or failure event)



Transfer symbol
Indicates a transfer continuation to a sub tree.







