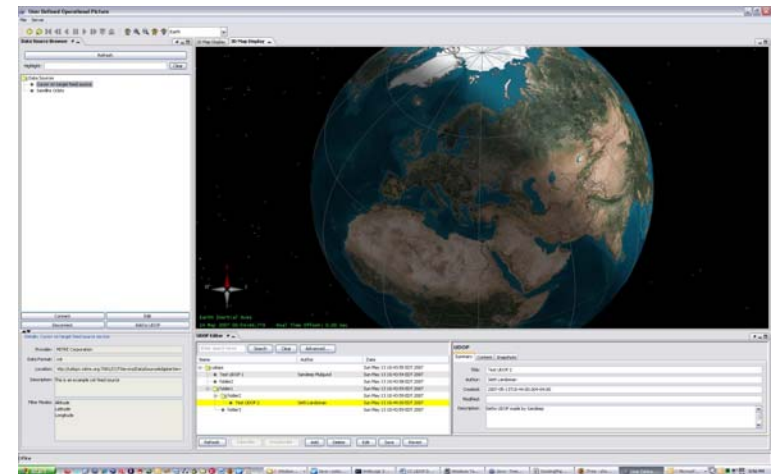


User Defined Operational Pictures for Tailored Situation Awareness

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Overview

- The Common Operational Picture

- Towards the User Defined Operational Picture
 - Architectural concept
 - Content pipeline for delivery of user-specified data
 - Document model for representation of composite subscriptions
 - Client application

- Summary and Current Work

Objective

- Define an architecture that makes it possible to create, visualize, and share tailored views of the operational environment
- Transform vast amounts of raw data into a decision-focused narrative of the battlespace that supports key functions of C2
 - Establish and understand command intent
 - Determine roles, responsibilities, and relationships
 - Establish rules and constraints
 - Monitor and assess the situation and progress against goals
 - Provision resources
- UDOP architecture defines processes and net-centric architectural models for defining, visualizing, and sharing battlespace views

What is a “Picture” of the Battlespace?

■ Common Operational Picture

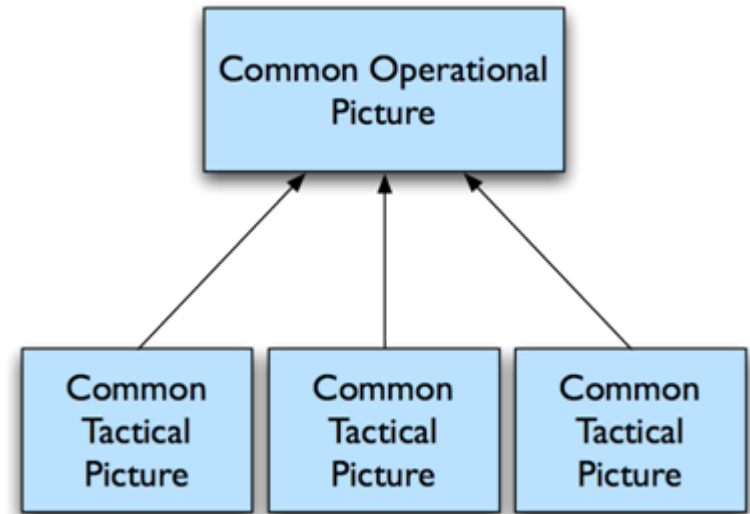
- Force disposition and amplifying data from each tactical picture is combined with additional information produced by each COCOM CDR (CDR’s intent, plans, projections, overlays, etc.) at one location

■ Common Tactical Picture

- Current, anticipated, projected, and planned disposition of hostile, neutral, and friendly forces (including amplifying information such as JOPES, METOC, ATO, Intel, etc.) for a *single operation*
- In turn, built from individual data assets

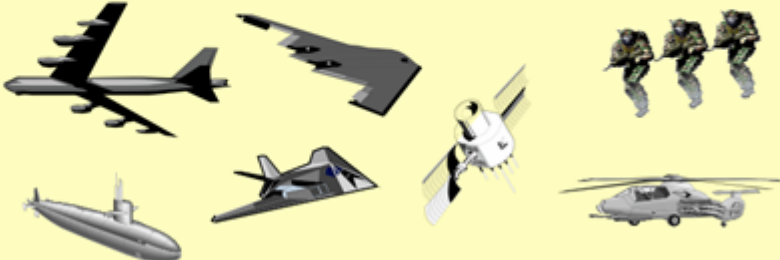
■ COP embeds two key concepts: *a common picture of the battlespace at a combatant commander’s viewpoint*

- Amplifies real-time data with plans, intent, and annotations



Emphasis on information, not visualization

SA Perspectives across C2 Echelons

| | |
|---|---|
| POTUS/SECDEF/ CJCS | <ul style="list-style-type: none"> • Assess achievement of national strategic objectives • Anticipate and assess U.S. public support and world response |
| COCOM C2 | <ul style="list-style-type: none"> • Maintain COCOM-level C2 SA • Brief national leadership • Translate national leadership guidance into Command Intent • Combine individual tactical pictures with amplifying information produced by CDR (Command Intent, plans, projections, etc.) to produce AOR-level view |
| Theater C2 | <ul style="list-style-type: none"> • Develop mission-focused pictures using systems of record • Develop and share COA analyses • Produce and share force status details • Provide current, anticipated, and planned disposition of hostile, neutral, and friendly forces as well as amplifying information (JOPES, METOC, INTEL, etc.) for each operation |
| Force Providers and Collection Platforms |  |

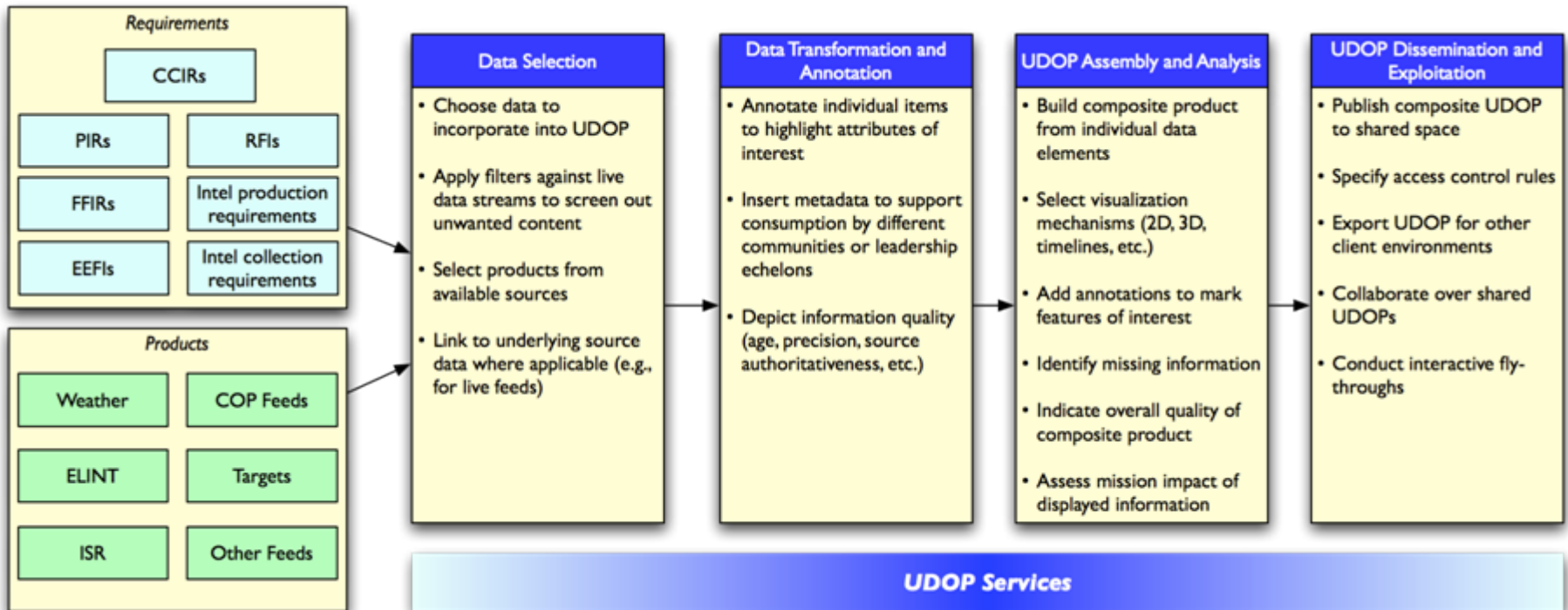
From COP to UDOP

- The common picture contains many constituent products, each of which varies in its relevance to different consumers
 - Considerable manual “sausage making” to push, meld, and exploit operational pictures
 - Process results in considerable amount of information flowing through C2 information systems when only a subset is actually needed
- Motivates consideration of *user-defined* pictures
 - Based on a common view but tailored to individual needs (content and depiction)
 - Users pull the information they want or specify it and have it pushed to them
 - Define the resultant picture as a sharable artifact
 - Enables creation of composite, shareable, customized information products

What makes a picture user-defined?

- User identifies what content to include or exclude from the picture
- User specifies how to depict selected content
- User annotates pictures, based on own domain knowledge and understanding, augmenting data provided by systems of record
- User tailors a given set of contents to address the needs of a particular C2 echelon
 - Theater commanders may want details on airspace configurations, ATOs, sensor characteristics
 - National leadership may be more interested in questions of likelihood of mission success, population centers within range, and world response

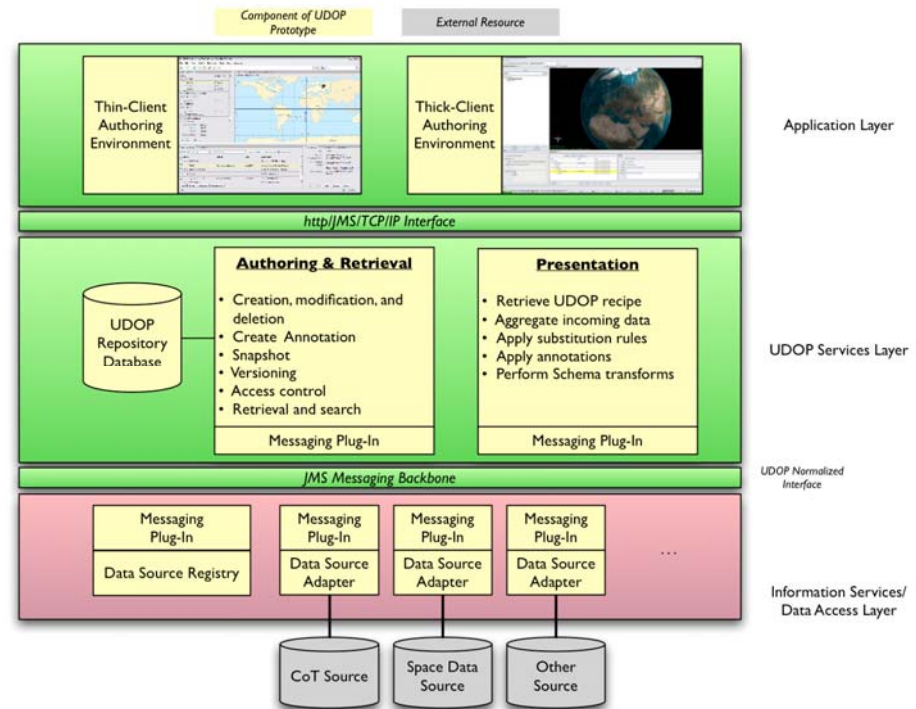
UDOP Pipeline



- Contents of a UDOP are based on
 - Information requirements (Commander's Information Requirements)
 - Available data products (streaming feeds and database records)

UDOP Architecture

- Core functional elements decomposed into a layered architecture
- Each layer is separated by a messaging interface
- Data sources are brought into the system through a data source adapter
 - Normalize filtering and access, not format
- Presentation service aggregates data for the client
- UDOP authoring services enable specification of composite “recipes”
- Clients interact with data only through the UDOP services, which present a uniform interface to available data sources



UDOP Document Model

■ A UDOP is an XML document with an associated schema. The document contains:

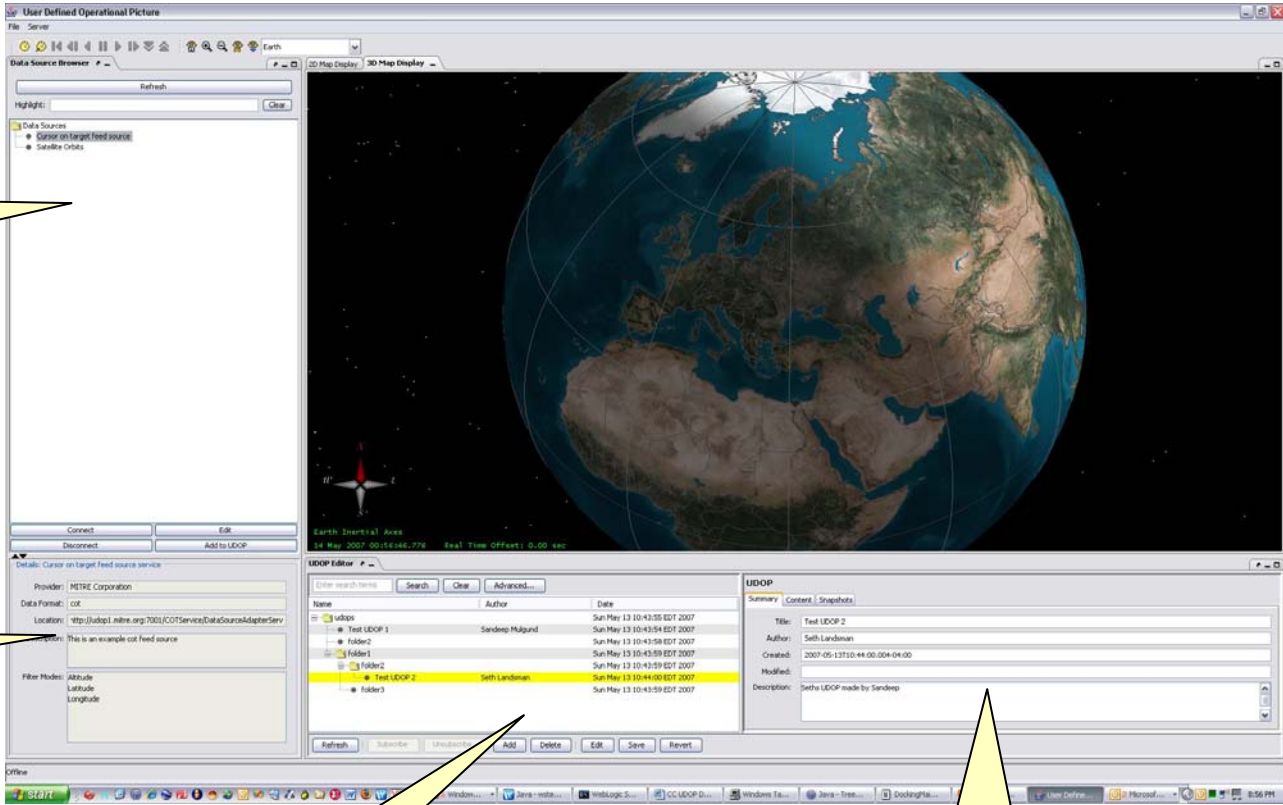
- Metadata
 - Authorship information
 - Creation and modification times
- A set of UDOP items, each defining:
 - Metadata
 - Filter parameters
 - A URI to the data source adapter

■ The document is “executed” by the UDOP services into data (either polled or event-driven)

| | |
|---|---------------|
| <pre><UDOP xmlns="http://udop.mitre.org/common"> <name>Test UDOP 1</name> <originalAuthor>Sandeep Mulgund</originalAuthor> <creationDate>2007-05-26T04:50:46.978+00:00</creationDate> <lastModifiedDate>2007-05-26T04:50:48.071+00:00</lastModifiedDate> <items> <UDOPItem> <name>COT feed</name> <description>COT feed source for Commander\\'s UDOP</description> <originalAuthor>sandeep</originalAuthor> <creationDate>2007-05-26T04:50:47.399Z</creationDate> <lastModifiedDate>2007-05-26T04:50:47.728+00:00</lastModifiedDate> <serviceURI> http://udopl.mitre.org:7001/COTService/DataSourceAdapterService </serviceURI> <filter> <event> <latitude min="-90.0"/> <longitude max="180.0"/> <hae min="0.0" max="10000.0"/> <type match="a-f"/> </event> </filter> </UDOPItem> </items> </UDOP></pre> | UDOP Metadata |
| <pre> <event> <latitude min="-90.0"/> <longitude max="180.0"/> <hae min="0.0" max="10000.0"/> <type match="a-f"/> </event> </filter> </UDOPItem></pre> | UDOP Item |
| <pre> <UDOPItem> <name>Space station</name> <description>12 hour prediction for ISS location</description> <originalAuthor>sandeep</originalAuthor> <creationDate>2007-05-26T04:50:47.853Z</creationDate> <version>0</version> <uid>Space_station_1180155048024</uid> <lastModifiedDate>2007-05-26T04:50:48.024+00:00</lastModifiedDate> <serviceURI> http://udopl.mitre.org:7001/AstroService/DataSourceAdapterService </serviceURI> </UDOPItem> </items> </UDOP></pre> | UDOP Item |

Data Source Adapter URI
Filter Parameters

UDOP Client



Tree browser of available data sources

Details on selected data source

"Treetable" view of UDOP repository

Details on currently selected UDOP

Summary

- UDOP is a net-centric architecture for creating tailored pictures of the battlespace
 - Specify what content to include or exclude from the picture
 - Specify how to depict selected content
 - Annotate pictures to add human insight to data provided by systems of record
 - Tailor a given set of contents to address the needs of a particular C2 echelon
- Net-centric prototype architecture realizes these capabilities and illustrates their use
 - The command center benefits from allowing operators to build operational pictures and share them with other operators and decision makers
 - Decision makers benefit from having real data available to them, instead of static PowerPoint

Current Work

- Ongoing work is focused on realizing and demonstrating UDOP vision in operational use
 - Focus on off-the-shelf clients
 - Google Earth
 - Web-based clients
 - Standard C2 tools such as Falconview, C2PC, etc.
 - Capture user expertise and user defined relationships on the data, including
 - Distillation: How data is filtered
 - Annotation: Graphical and textual markings on source data
 - Transformation: Data format translations
 - Aggregation: Combining multiple units (e.g., many aircraft into a squadron)
 - Other forms of visualization and exploitation
 - Timeline-based
 - Task-based