



Instruction sets to use and test a transformation towards an agreed end non-failing state

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Scope of the Problem, from End-state to Start

- Systematic monitoring of
 - "Country somewhere" represented in a recognizable way
 - Dynamic, interaction, generative capabilities, tracing
- Multiple actors engaged in the "Country somewhere"
 - Actor has different
 - Goals, means, resources, insight of what, how and why
 - Weak knowledge about others enterprise
 - Historically effects on "Country somewhere" towards present time
- Intervening practitioners are hampered with
 - a overwhelming cognitive workload
 - Context is complex
 - Own organization, is complex but known to own
 - Others organization, is complec less known
 - Develop plan, execute plan, assess outcome, RIP and lessons learned
- Wargaming
 - Verify COA combination, BLUE vs GREEN/RED/Yellow
 - Just qualitative answers
- Add persistent Gaming
 - With quantitative answers
 - With optimizations
 - With detailed gaming against adversary's capabilities
 - During hole intervening time

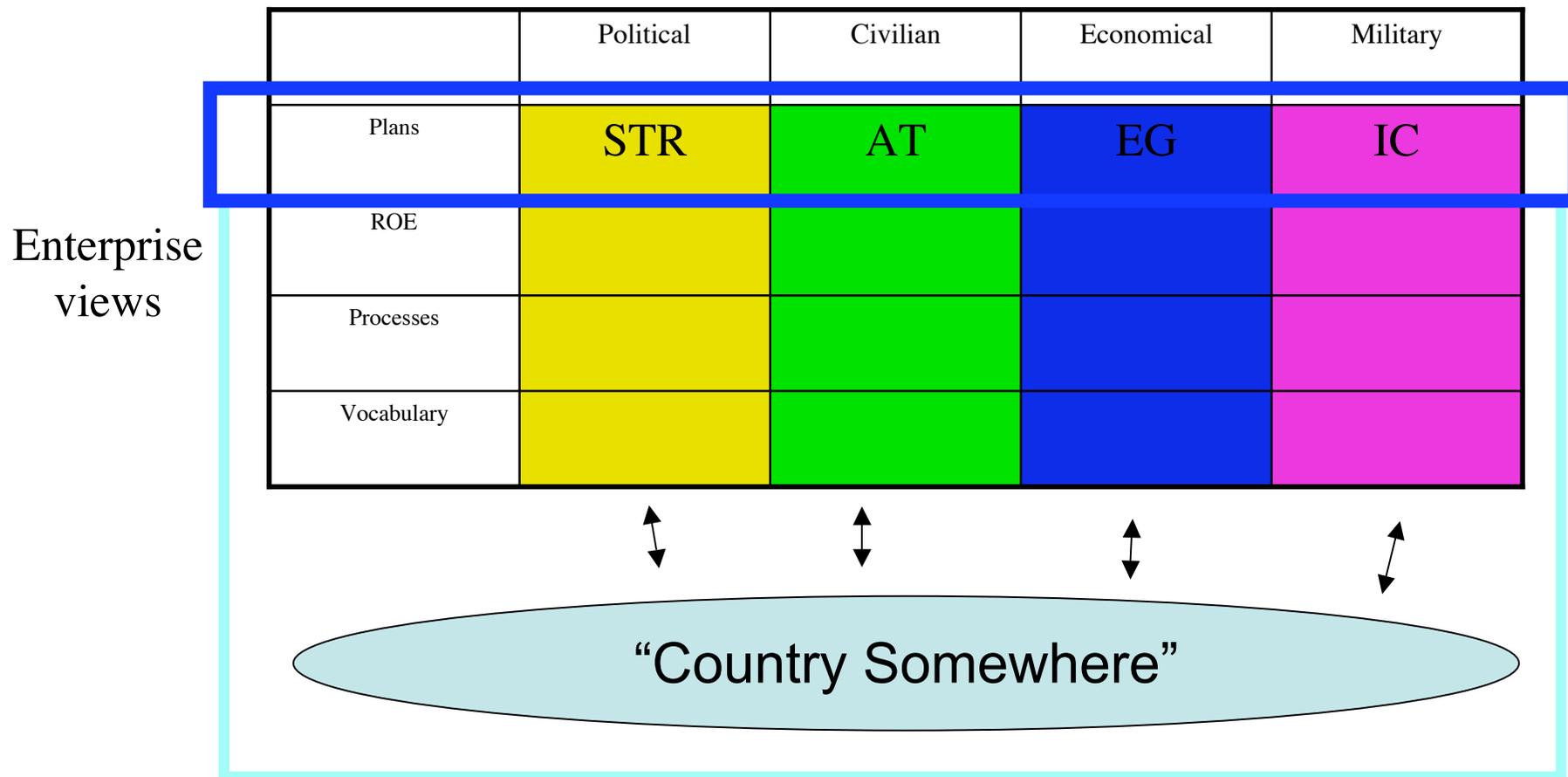
Intelligence

Planning

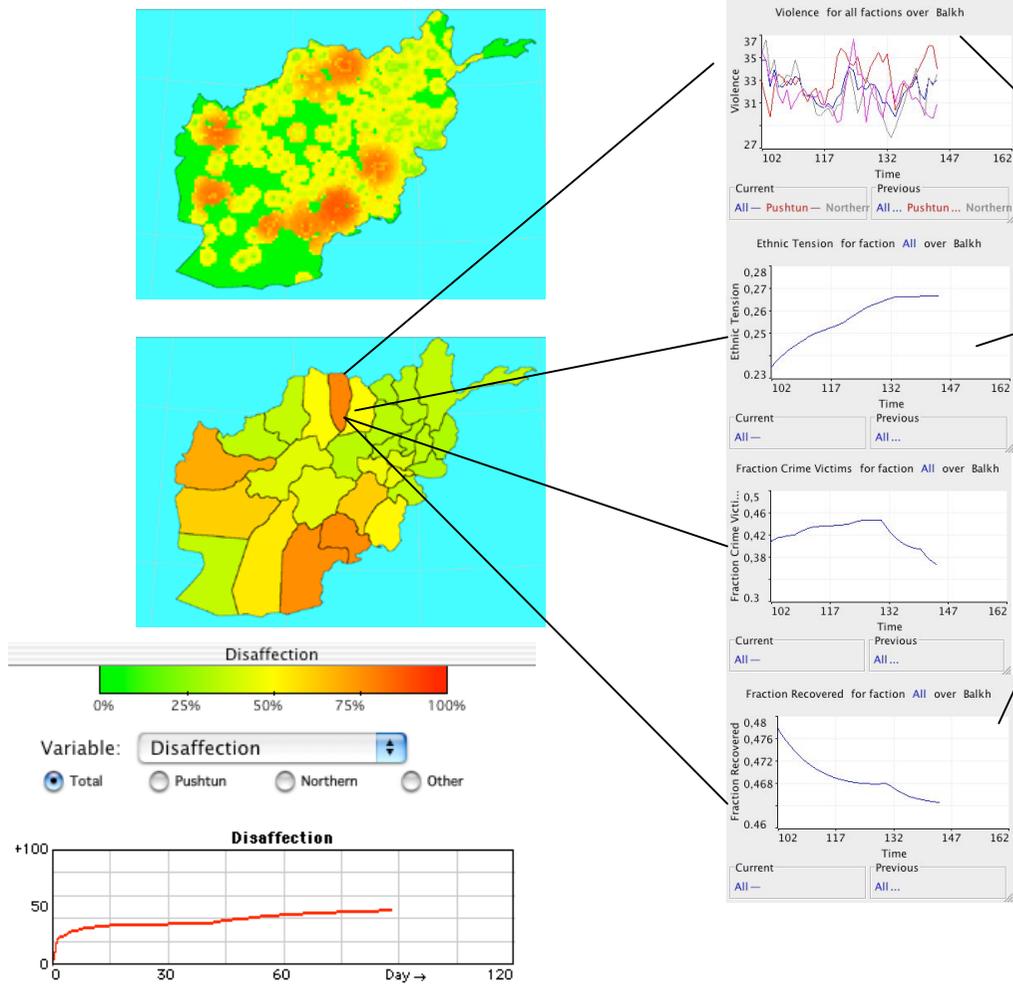


Theory and practice

EBAO/Engagement space



Indicates rights things done



- 6. Political
 - 6.1 PV:Disaffection
 - 6.2 PV:Polarization
- 5. Governans
 - 5.1 PV:Infrastructure
- 4. Economical
 - 4.1 PV:Fraction No Work
 - 4.2 PV:Food Days
 - 4.3 PV:Supplied Water
- 3. Social
 - 3.1 PV:Displaced
 - 3.2 PV:Protected
 - 3.3 PV:Violence
 - 3.4 PV:Ethnic Tension
 - 3.5 PV:Fraction Crime Victim
 - 3.6 PV:Water Days
 - 3.7 PV:Fraction Infected
 - 3.8 PV:Fraction Recovered
- 2. Quality of Life
 - 2.1 PV:Perceived Threat
 - 2.2 PV:Fraction No Medical
 - 2.2 PV:Sheltered
 - 2.3 PV:Fraction No Food
 - 2.4 PV:Fraction No Water
 - 2.5 PV:Insurgents
 - 2.6 PV:Insurgents casualties
 - 2.7 PV:Daily Dead
 - 2.8 PV:Total Dead
- 1. Environment
 - 1.1 PV:Blue
 - 1.2 PV:Blue casualties
 - 1.3 PV:Red
 - 1.4 PV:Red casualties
 - 1.5 PV:Green
 - 1.6 PV:Green Casualties
 - 1.7 PV:Others
 - 1.8 PV:Northern
 - 1.9 PV:Northern Casualties
 - 1.10 PV:Pashtuns
 - 1.11 PV:Pashtuns Causalties
 - 1.12 PV:Casualty sum
 - 1.13 PV:Population

2
1
3
8
8



Theory and practice

4

2

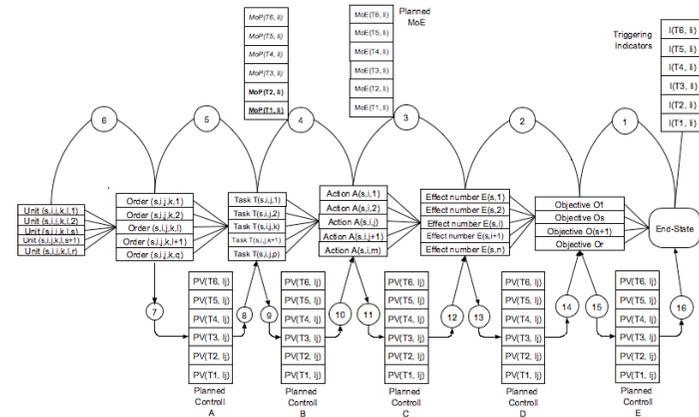
	Planning generates the HOW's to in each engagement space	Political space	Civil space	Ekonological space	Military space	Measures of Effectiveness, MoE(PV)
Sensemaking gives WHAT/ themes to do	WHAT->HOW					↑
Political		WHY				
Governanse		WHY	WHY	WHY		
Economical				WHY		
Sociatal			WHY	WHY		
Life quality			WHY	WHY		
Environment			WHY		WHY	
Measures of Performance, MoP		←				↓

Indicates rights things done

Indicates things done right

- Resources (units), shape, definition and practical implementation
 - Mil-Std 2525B, organizational diagram
 - Water teams
 - Food teams
 - Police teams
 - Medical team
- Orders, 10 different with there argument
 - Attack{arg} GoTo{arg}
 - Defend {arg} Terrorist attack{arg}
 - Withdraw{arg} Ambush{arg}
 - Establish Freedom of Movement{arg}

- Presence{arg}
- Control{arg}
- Secure{arg}



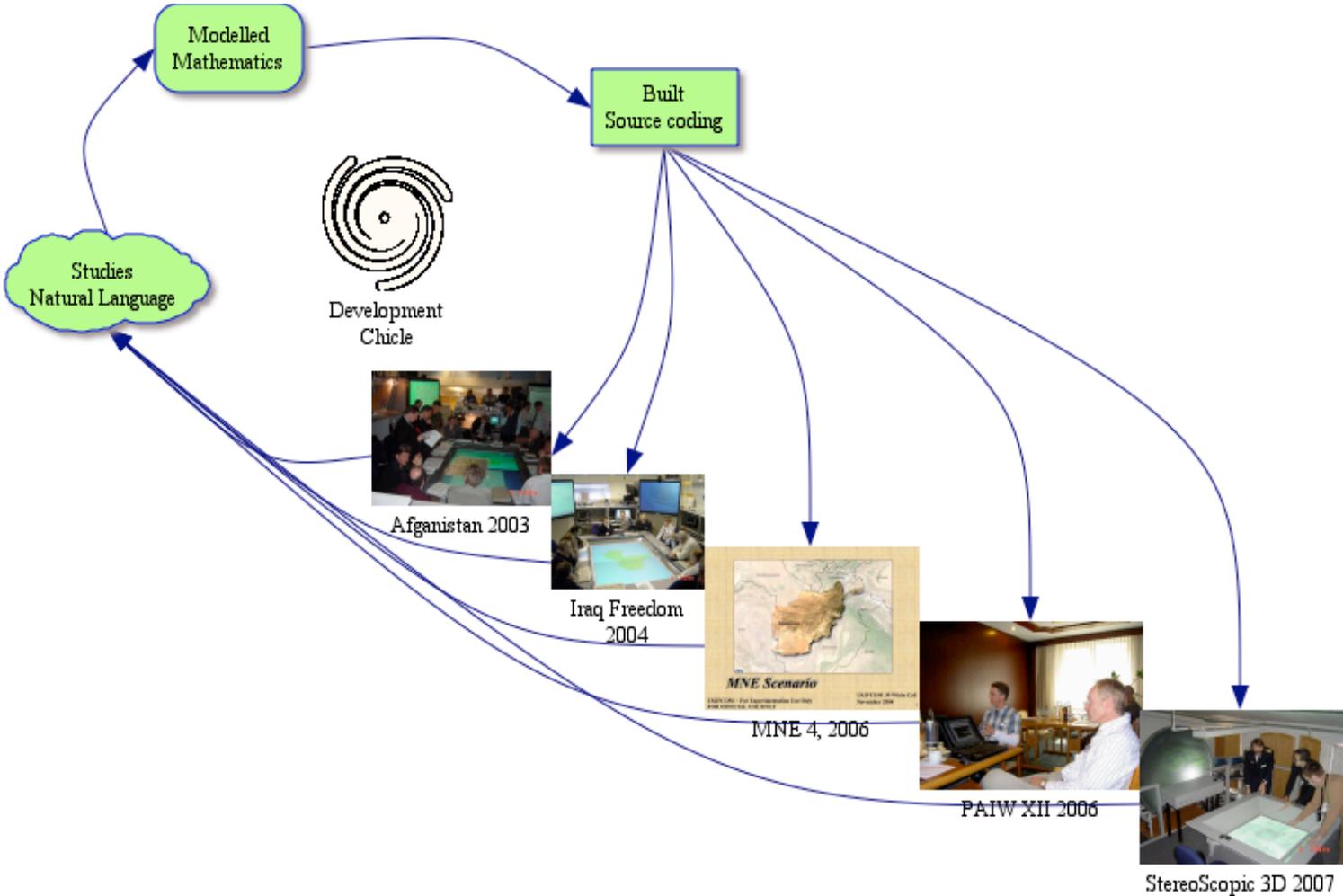
1



3



Phased development



War-Gaming, table top

USJFCOM/J9/JPP/MNE Unclassified

Tool Overview

The screenshot displays the STRATMAS tool interface. On the left, a table lists various process variables and their values over time. The top right shows control parameters for the simulation. The main area is a map of Iraq with a color-coded overlay representing simulation results. A legend at the bottom indicates the date 7-11 March 2005 and slide number 12.

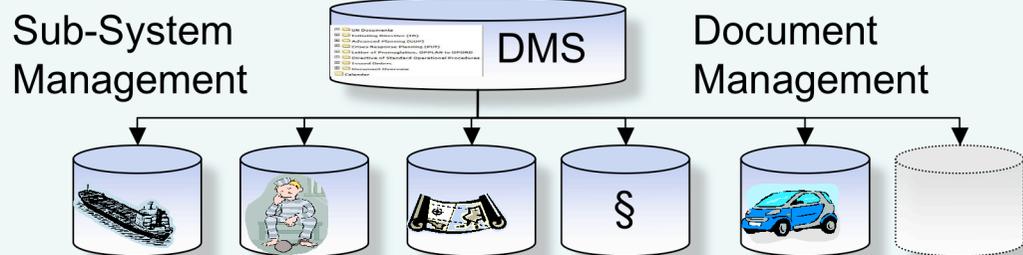
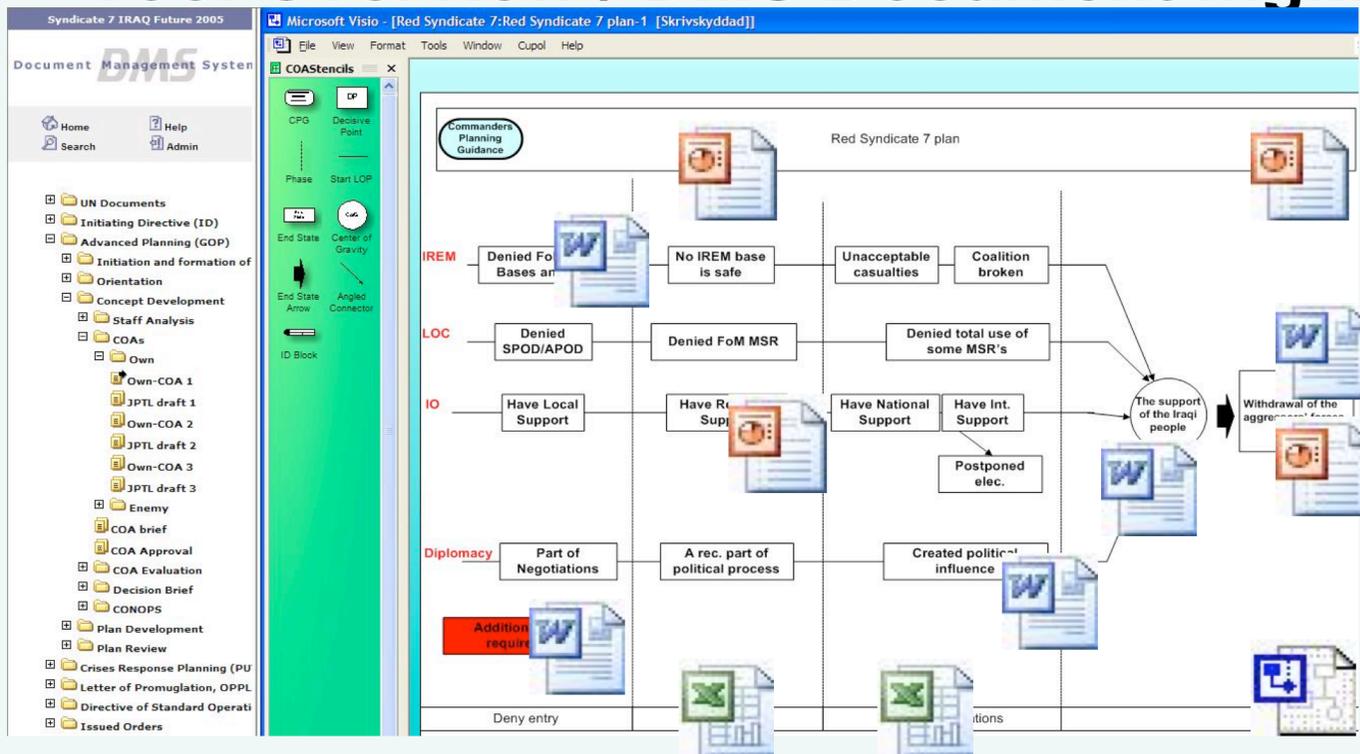
ETO input to STRATMAS

Simulation run Data fed back to DMSCupol

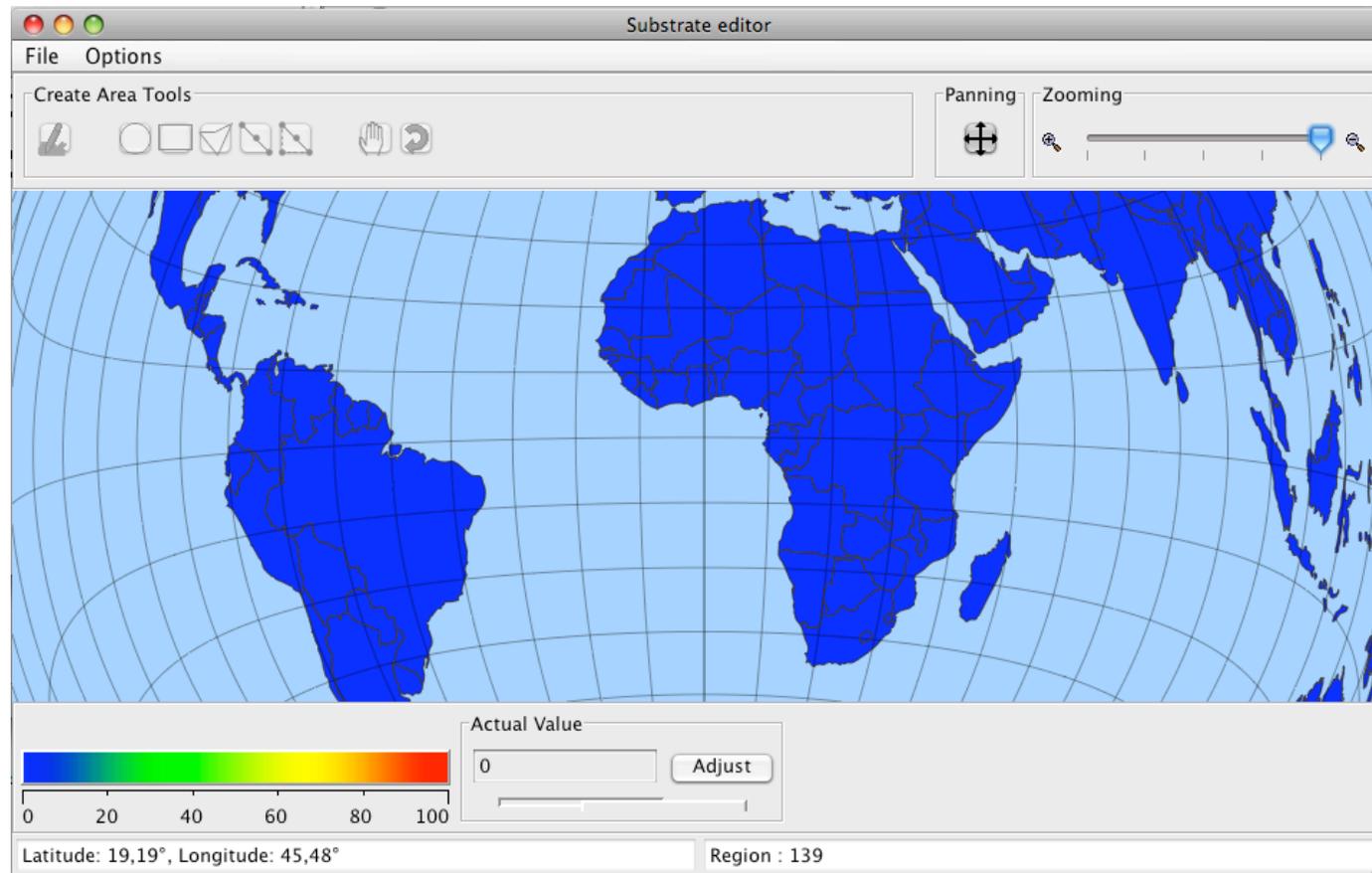
Process Variable	Time	Value	Min Value	Max Value	Unit
2005-03-29	0.18	0.000	-1.89711998	-0.82290274	3
2005-03-30	0.18	0.000	-1.89711998	-0.82290274	3
2005-03-31	0.18	0.000	-1.89711998	-0.82290274	3
2005-04-01	0.18	0.000	-1.89711998	-0.82290274	3
2005-04-02	0.18	0.120	-1.87020419	-0.81591324	3
2005-04-03	0.16	0.120	-1.86799702	-0.81491907	4
2005-04-04	0.16	0.120	-1.85529117	-0.80511891	7
2005-04-05	0.16	0.120	-1.85079005	-0.79999364	9
2005-04-06	0.16	0.120	-1.82479211	-0.78264412	9
2005-04-07	0.16	0.120	-1.80079005	-0.76500364	60
2005-04-08	0.17	0.124	-1.78020218	-0.74902111	11
2005-04-09	0.17	0.128	-1.77219165	-0.74199102	22
2005-04-10	0.17	0.168	-1.76109788	-0.74009667	33
2005-04-11	0.17	0.184	-1.74400191	-0.73200196	34
2005-04-12	0.18	0.172	-1.72649495	-0.72110138	35
2005-04-13	0.18	0.176	-1.72720219	-0.74012102	36
2005-04-14	0.18	0.174	-1.70120219	-0.72881708	37
2005-04-15	0.19	0.176	-1.68700209	-0.73260479	38
2005-04-16	0.19	0.168	-1.67700184	-0.74260276	39
2005-04-17	0.19	0.180	-1.66721242	-0.73221004	20
2005-04-18	0.19	0.187	-1.64600002	-0.71090201	31



Tool Overview / DMS Document mgmt.



Africa for near future gaming



13th ICCRTS: C2 for Complex Endeavors

2008-06-18



Questions ?

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