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# Maritime Headquarters with Maritime Operations Center: A Research Agenda for Experimentation

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# MOTIVATION AND OBJECTIVES

- A2C2 RESEARCH IS TRANSITIONING FROM A TACTICAL TO AN OPERATIONAL FOCUS WITH EMPHASIS ON MOC
  - MOC is adaptive: A2C2 research aligns with larger MOC PT goals
  - Visits to workshops, events, exercises give direction to the research
  
- 2009 MOC-1 EXPERIMENT OBJECTIVES
  - Continue/expand A2C2 program of **model-based experimentation**
  - Develop lab environment for A2C2/MOC empirical research
    - Software tools, comms requirements, data collection, ...
  - Determine appropriate pace and methodology for conducting laboratory-based experimentation at an **operational** level of war
    - Slow time scale: Monitoring, assessing, **planning**, directing
    - Need to abstract broad processes flowing through the overall MOC
      - **Aggregate** 10 -100's of staff to a few laboratory participants!
  - Form realistic linkage to MOC concepts and issues
  - Compare alternative organizational forms
  - Familiarize NPS students with MOC



# Increased Emphasis on ISR



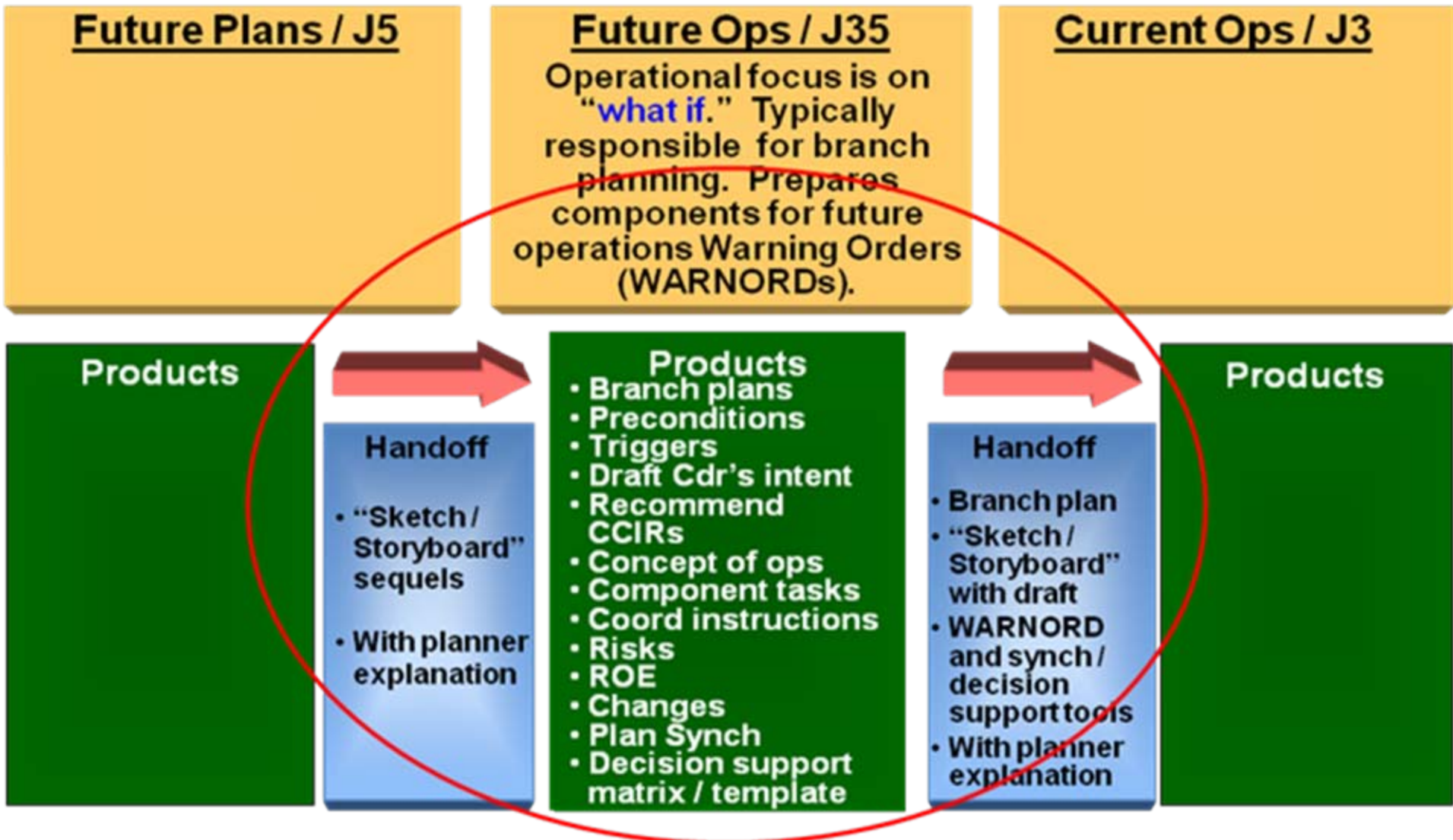
- **MOC designed to effectively integrate planning elements of Current Operations (COPS) and Future Operations (FOPS)**
- **ISR provides critical information to support COPS and FOPS**
  - **Important to determine most effective way ISR personnel should be organized to support effective planning and accurate resource allocation**
- **Critical to all phases of an operation**
  - **ISR assets are in high demand, short supply**
- **Way ISR assets are employed will need to evolve**
- **New framework views collection management as the “primary forcing function” for the pace, and quality of intelligence**
- **Intelligence supports the entire range operations**
- **Two organizations of ISR personnel: centralized / decentralized**
  - **Centralized: Tends to increase speed of response for stable and predictable environments**
  - **Decentralized: More rapid, time-critical responses in dynamic less predictable situations**



## MHQ with MOC Tasks in Prioritized Order

<b>MHQ with MOC Capabilities-Based Assessment Identified Tasks</b>	<b>Weighted Value</b>
<b>Process and Exploit Collected Operational Information</b>	<b>217.53</b>
<b>Collect and Share Operational Information</b>	<b>215.25</b>
<b>Disseminate and Integrate Operational Intelligence</b>	<b>214.12</b>
<b>Produce Operational Intelligence and Prepare Intelligence Products</b>	<b>211.53</b>

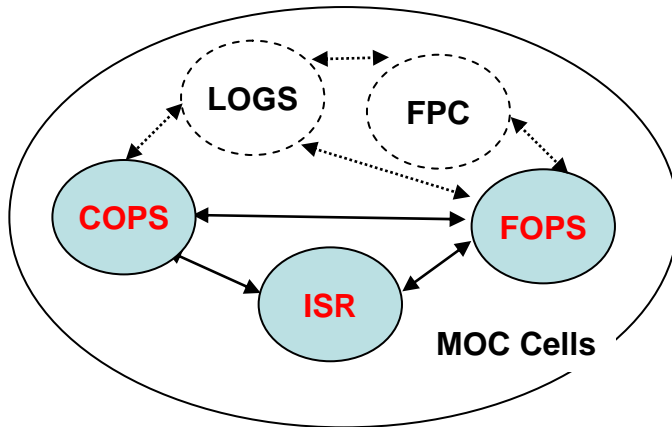
# Managing Planning on Three Event Horizons



(From Selected Slides from VADM Marty Chanik Brief, Second Fleet, 25 Oct 07).

# EXPERIMENT FOCUS: MOC-1

## ■ MOC is A TEAM-of-TEAMS



**Cells** support the MOC processes

## ■ MOC-1: Examined interactions among 3 of the most vital cells

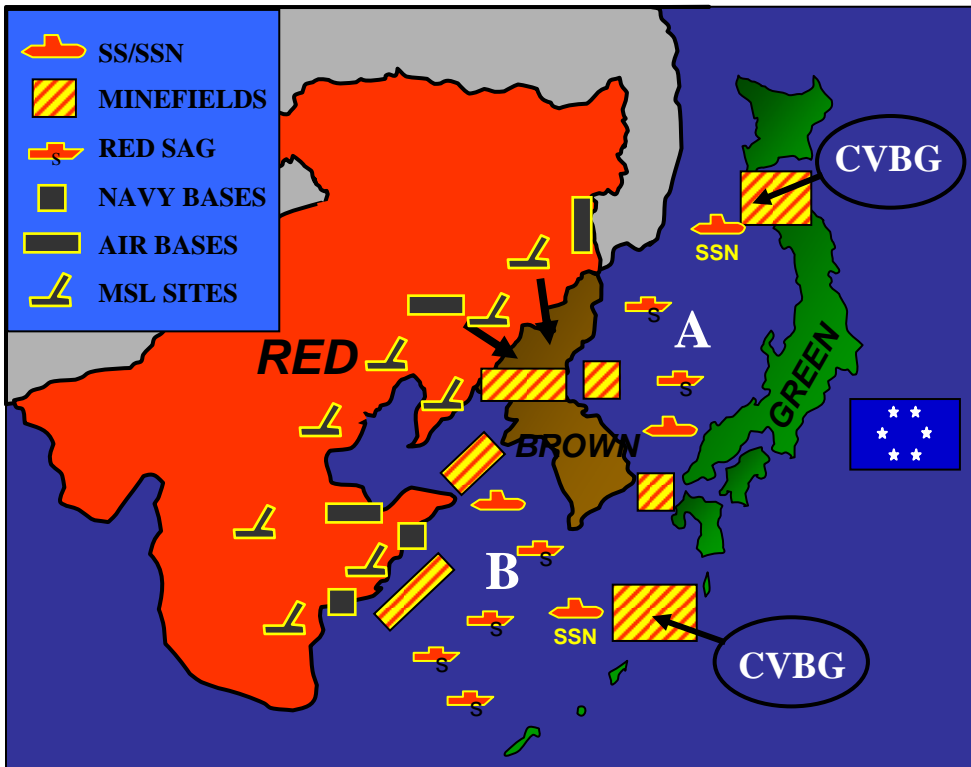
- Current Operations (COPS)
- Future Operations (FOPS)
- Intel/Surveillance/Recon (ISR)
- Focus was on **information flow** associated with **planning**

## ■ INTER-CELL INFO FLOW

- **FOPS**: Requires current information for best planning
  - Produces IPE requests (RFI)
- **ISR**: Determines best ISR packages for satisfying RFI
  - Collects/disseminates info
- **COPS**: Directs/ Monitors subordinates to support RFI

## ■ MOC-1 RESEARCH TOPIC

- Stand-alone vs. distributed (embedded) ISR capability within FOPS and COPS
  - Single IV experiment study
  - Motivated by current MOC concerns

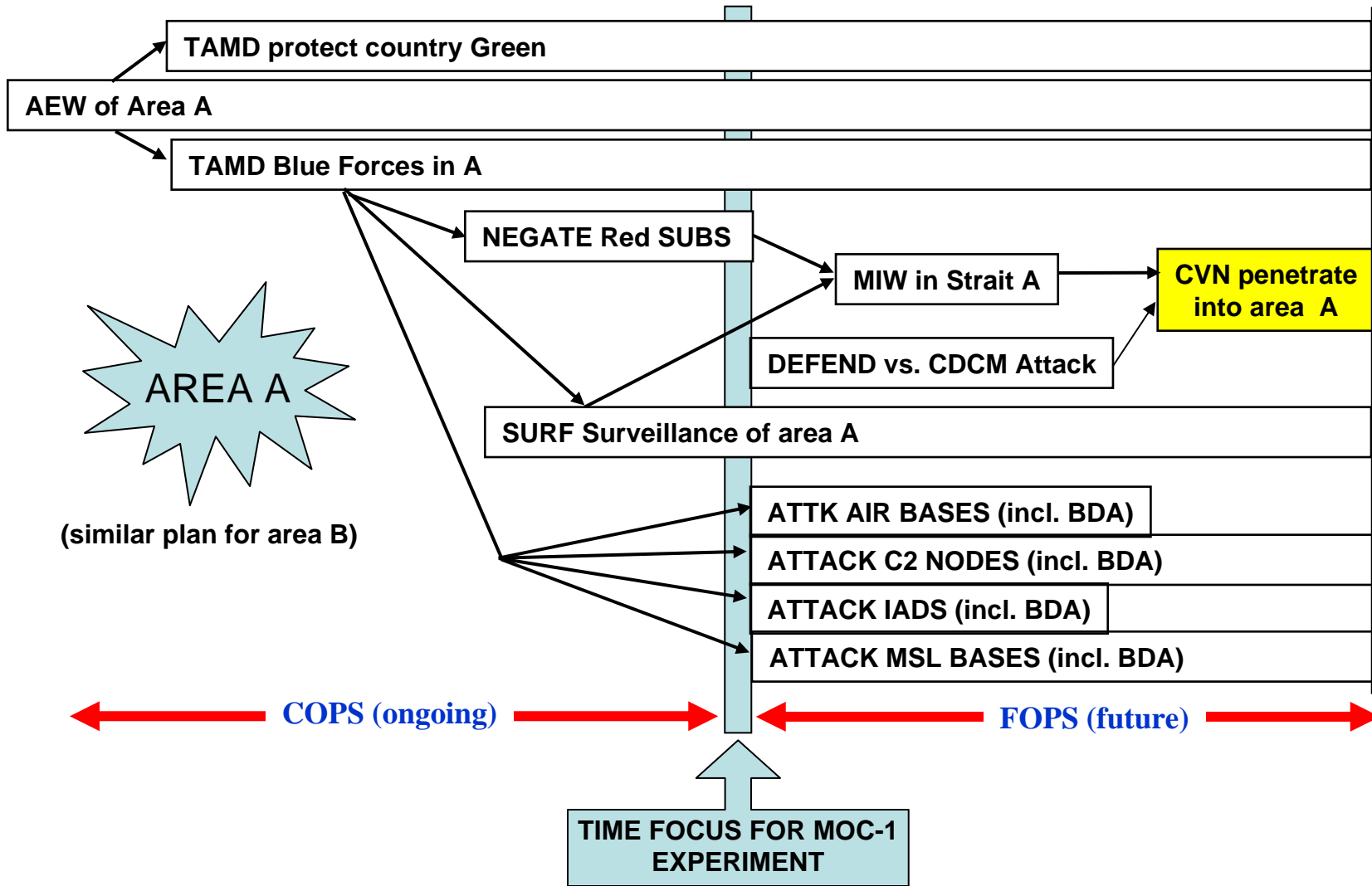


- RED** has declared a regional hegemony over **BROWN**
- Land invasion has begun
  - Anti-access strategy in place for sea areas A and B
  - Red will attempt to fire upon any **BLUE** assets that might be in areas A and B
  - Red has threatened **GREEN** to not interfere
  - Red has extensive ballistic and cruise missile capability

- **BLUE'S PLAN: BRING CVBGs INTO AREAS A AND B**
  - *First* establish AEW; air & sea superiority; TAMD; clear mines
  - *Defend and protect* ally GREEN from ballistic missile attack
  - *Destroy* key RED air and naval bases, ballistic and cruise missile sites
  - Prepare battlespace for introduction of follow-on forces



# CAMPAIGN PLAN -- via FUTURE PLANS CELL (A)







# BLUE ASSETS ORDER OF BATTLE



## ASSETS in THEATER

### Area A

2 CG, 2 DDG  
**1 AWACS**  
**1 JSTAR, 5 P3**  
**1 U2, 1 RJ, 2 UAV**

### Area B

2 CG, 1 DDG, 1 SSN  
**3 AWACS, 1 AEF**  
**1 JSTAR, 1 P3**  
**1 U2, 1 RJ, 2 UAV**

**TASK AND ASSET STATUS  
 MONITORED BY COPS CELL**  
 including  
**ASSETS REDIRECTIBLE FOR ISR**

## ADDITIONAL ASSETS ENTERING THEATER

2 CVN  
 2 DDG  
 4 SSN  
 2 MH53  
 1 UAV  
 2 AEF

Area A

A or B?

Area B

## BASIS for PLANNING

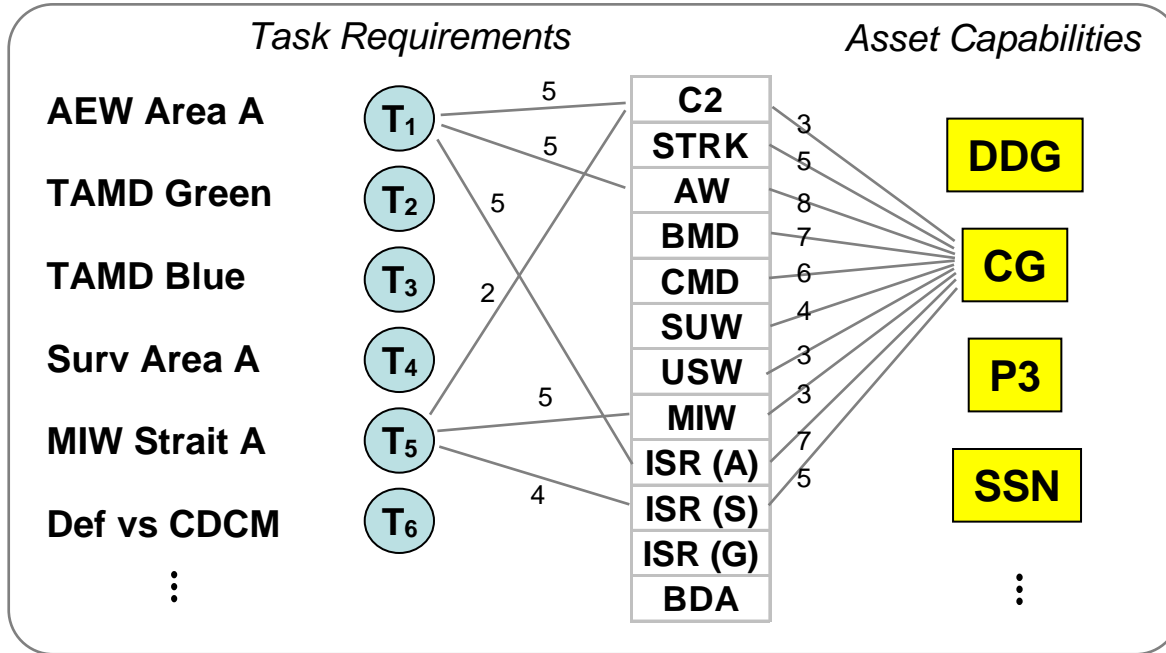
1 CVN, 2 CG, 2 DDG  
 2 SSN, 1 MH53, 1 AEF  
 2 AWACS, 1 JSTAR, 2 P3  
 1 U2, 1 RJ, 2 UAV

1 DDG  
 1 SSN, (2 P3)  
 1 UAV, 1 AEF

1 CVN, 2 CG, 2 DDG  
 2 SSN, 1 MH53, 1 AEF  
 2 AWACS, 1 JSTAR, 2 P3  
 1 U2, 1 RJ, 2 UAV

**TO BE ASSIGNED BY FOPS  
 CELL TO FUTURE TASKS**

# ANALYTICAL FORMALISM: TASKS and ASSETS



TASKS AND ASSETS ARE LINKED VIA A COMMON SET OF RESOURCES

COMBINE ASSETS TO MEET TASK REQ'MTS

TASKS area A	option 1	option 2	option 3
AEW OF Area A	AWACS+CAP	CG+AEF	DDG+AEF
TAMD BLUE	CG+DDG + AWACSorRJ	2CG+AWACS or RJ	2DDG+AWACSorRJ
Surveillance Area A	P3+AWACSorCGorDDGorRJ	CVN	2 of {CG, DDG }+AWACS
USW in Area A	2P3+DDG	SSN+P3+CGorDDG	2SSN+CGorDDG
MIW IN STRAIT A	2MH53+DDGorCG	MH53+CGorDDGorCVN	MH53+CGorDDGorCVN
CVN penetrate Area A	CVN+DDG+CGorDDG	CVN+CG+DDG	CVN+2CG
Attack RED MSL bases	CVN	AEF+UAV	DDG+UAV+RJ

- PROVIDES A CONCISE, **ANALYTICALLY TRACTIBLE**, WAY TO CONSTRUCT ALTERNATIVE TASK PROCESSING OPTIONS (asset packages)

## 1. OBTAIN UPDATED TASK RESOURCE REQUIREMENTS

- Initial/prior task requirement data could be in error by +/- 30%
- Issue RFI to ISR cell on a task-by-task basis

## 2. ALLOCATE ASSETS TO MEET TASK REQUIREMENTS

- Commander's guidance: accuracy > 70%, critical tasks at 100%
- Assign shared assets to *either* area A or to area B

### ■ INTERACTIVE PLANNING AID: Asset package options (UConn)

Select a task

Up to 4 options with associated accuracies

Get Current Data Determine Assets

TEAM X AREA A Planning C2 STRK

AEW AREA A (FA1)	5	
TAMD GREEN (FA2)	5	
TAMD BLUE in A (FA3)	3	
SURF SURV Area A (FA4)	2	
MIWIN STRAIT A (FA5)	2	
CVN PENETRATE... (FA6)	5	
DEF vs...		

ISR is current Option 1 Option 2

Asset Package	1 CG + 1 UAV	1 CG + 1 JSTAR
Accuracy (%)	87	87

AREA A Planning C2 STRK AW BMD CMD

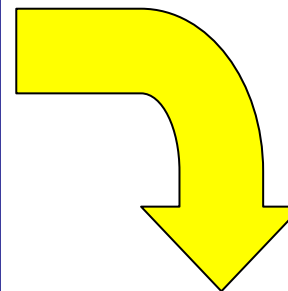
TAMD BLUE in A (FA3)	3		8	8	7
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Mismatch C2 STRK

Option 1		+5
Option 2	+3	+5
Option 3		+5

Make all assets available

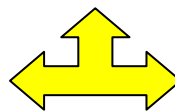
ASSET	C2	STRK	AW
<input type="checkbox"/> CVN_2	5	6	
<input type="checkbox"/> CG_1	3	5	8
<input checked="" type="checkbox"/> CG_2	3	5	8
<input type="checkbox"/> DDG_1	2	5	8
<input type="checkbox"/> DDG_2	2	5	8
<input type="checkbox"/> DDG_5S	2	5	8
<input checked="" type="checkbox"/> SSN_3		3	
<input checked="" type="checkbox"/> SSN_4		3	



Assign specific assets to specific tasks on Gantt worksheet

Select assignable assets

TASK	Treq	Trec	4	8	1	1	2	2	2	%
AEW in A	8:04	8:24	AWACS-4							100
TAMD Green	1:18	1:53	DDG-1, DDG-2, JSTAR-1							100
TAMD BLUE	16:04	16:44								
⋮	⋮	⋮	⋮							
MIW Strait	12:04	12:24								
CVN Penetr										
DEF CDCM										





# ISR CELL ACTIVITIES



- RECEIVES AND LOGS RFI-IPE REQUESTS FROM FOPS
  - Requests are received on a task-by-task basis
- DETERMINES ISR PACKAGES THAT WOULD PROVIDE HIGHEST ACCURACY or Pr(success) ON THE FOPS REQUEST
  - ISR cell uses look-up table decision aid (models ISR “expertise”)

FOPS Task ID	Area A Tasks	Option 1	Option 2	Option 3
FA1	AEW of Area A	AWACS <b>100</b>	RJ & UAV <b>65</b>	
FA2	TAMD Green	RJ & U-2 <b>95</b>	AWACS & UAV <b>70</b>	P-3 & JSTARS <b>30</b>
FA3	TAMD Blue in A	RJ & U-2 <b>90</b>	AWACS & UAV <b>70</b>	JSTARS & AEF <b>50</b>
FA4	Surf Surv Area A	JSTARS & P-3 <b>100</b>	UAV & P-3 <b>90</b>	AEF <b>40</b>

- ASSUMPTION: ISR ASSETS NORMALLY ALLOCATED TO FOPS IPE MISSIONS WERE “PULLED AWAY” BY HIGHER AUTHORITY
  - Increases inter-cell “stress” over ISR asset utilization
- NEGOTIATES WITH COPS TO RELEASE ISR ASSETS
  - logs COPS’ actions
- PROVIDES UPDATED TASK DATA TO FOPS WHEN RFI MISSION HAS COMPLETED



# COPS CELL – DIRECTS IPE MISSION



- RELEASES SPECIFIC ISR ASSETS, COORDINATING WITH ISR CELL
- SEEKS TO MINIMIZE RISK TO CURRENT/ONGOING OPERATIONS
  - Asset released for ISR comes at the expense of current task performance
  - Accuracy on a current task ↓ if an asset is removed; risk ↑
    - risk increases non-linearly with repeated use of *same* asset
- INTERACTIVE DECISION AID TO DETERMINE RISK (UConn)
  - Mimics interaction with lower-level forces

AEW AREA A (CA1)										
C2	STRK	AW	BMD	CMD	ISR (A)	ISR (S)	ISR (G)	BDA	USED	TIME
5		12			8					
5		5			8	3	1		0	
		7							1	

TAMD GREEN (CA2)										
C2	STRK	AW	BMD	CMD	ISR (A)	ISR (S)	ISR (G)	BDA	USED	TIME
6		14	14	10	16		7			
2	5	8	7	6	6	4			0	1 DDG_1 <input type="checkbox"/> Redirect
2	5	8	7	6	6	4			0	1 DDG_2 <input type="checkbox"/> Redirect
2					4	3	3	2	0	12 RJ_1 <input checked="" type="checkbox"/> Redirect 00:11:54
						1	5	5	0	7 UAV_2 <input type="checkbox"/> Redirect

Reqmts met: 60%

TAMD BLUE in A (CA3)										
C2	STRK	AW	BMD	CMD	ISR (A)	ISR (S)	ISR (G)	BDA	USED	TIME
4		14	14	10	16		8			REQD
3	5	8	7	6	7	5			0	1 CG_1 <input type="checkbox"/> Redirect
3	5	8	7	6	7	5			0	1 CG_2 <input type="checkbox"/> Redirect
					3	2	4	3	0	13 U2_1 <input type="checkbox"/> Redirect
						1	5	5	1	7 UAV_1 <input type="checkbox"/> Redirect

Reqmts met: 100%

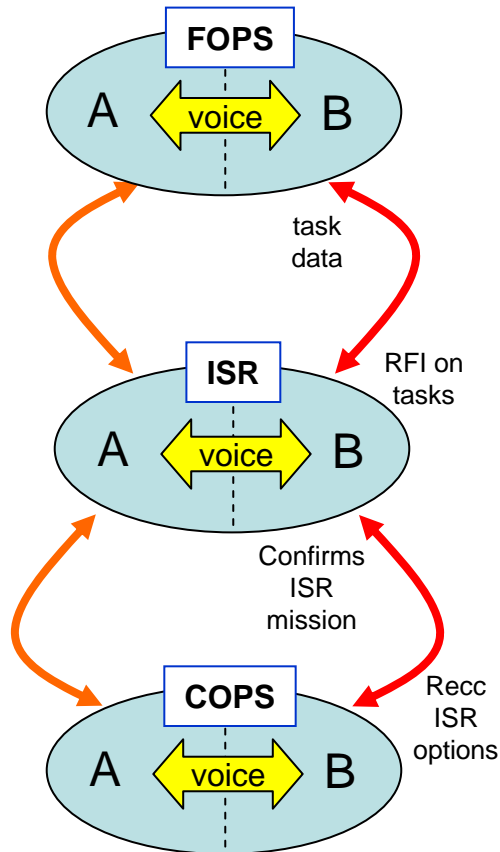
**Redirect** ✕

Redirecting Asset U2\_1 from Task TAMD BLUE in A (CA3) will result in insufficient task resources and will incur a risk of 7% for 13 minutes

Provides COPS player with the risk that would be incurred **if** a specific asset is released from a specific task

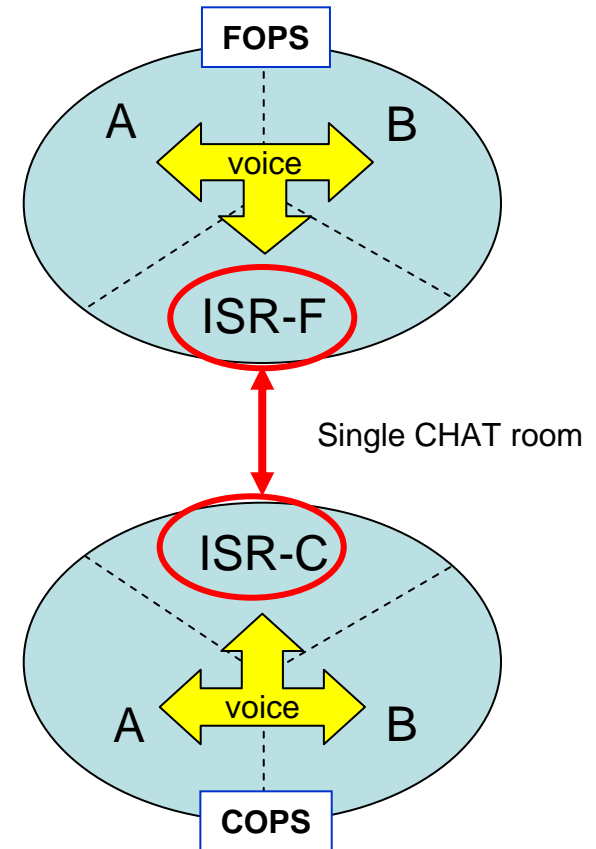
## ■ CENTRALIZED ISR CELL

- 3 cells of 2 players each
- One CHAT room per area



## ■ DECENTRALIZED ISR CELL

- ISR embedded in COPS/FOPS cells
- 2 cells of 3 players each



■ CHAT USED BETWEEN CELLS; VOICE COMMS WITHIN A CELL



# EXPERIMENT DESIGN: CONDUCT



- **FOUR TEAMS OF 6 PLAYERS EACH**
  - NPS students (O3-O4 level), some with MOC experience
  - 2 teams in each IV condition
- **EXPERIMENT CONDUCTED IN 4 TWO-HOUR BLOCKS**
  - Block 1: introduction to mission, training
  - Blocks 2 and 3: experiment runs (separated over 2+ days)
  - Block 4: Team and cell questionnaires, hot wash
- **DATA COLLECTION (NPS, APTIMA, SDSU)**
  - FOPS: Accuracy of plan by individual task assignments
  - ISR: Quality of ISR packages used
  - COPS: Total risk to ongoing operations
  - Temporal data on RFI process on task-by-task basis
  - CHAT logs, digitized voice recordings
  - Observer measures and subject self-reports
  - Eye-tracking data (SDSU)
  - Post experiment questionnaire
- **DATA ANALYSIS PERFORMED BY APTIMA, Inc.**



# SELECTED MOC-1 RESULTS



- INDEPENDENT ISR CONDITION ⇒ HIGHER PLAN ACCURACY
  - 90% versus 82% (se ~ 2%)
- EMBEDDED ISR CONDITION ⇒ ENHANCED CELL COHESION
  - 6.8 versus 6.3 (se ~ 2.5%) for both social and mission cohesion
- POST EXPERIMENT SURVEY ON PACE AND METHODOLOGY
  - Easy to coordinate? (**100%**)
    - “Allow radio/voice comms between COPS and FOPS for direct coordination”
  - Adequate time to evaluate/compare options? (**92%**)
    - Pacing was good, players were engaged/challenged without feeling over-tasked
  - Reasonable abstraction of processes at OLW? (**73%**)
    - Separation of COPS and FOPS cells was artificial
    - “org structure we had was ideal and mostly close to my experiences”
  - Inter-team situation awareness (SA) needs improvement
    - Each watch-stander needs cognizance of responsibilities/status of other cells
    - Cross-cell prioritization of tasks and assets was not clear
    - Opening CHAT to include all cells would improve inter-unit awareness
    - Common operational picture (COP) to show locations & status of assets





# THE ROAD AHEAD



- **ONGOING DEVELOPMENT OF LAB ENVIRONMENT FOR EXPERIMENTS**
  - Information environment: Networked visualization tools, COP, ...
  - Aggregated (OLW) dynamic simulation (e.g., DDD) for “playout” of a plan
    - Simulate MOC interactions with lower-level forces
  - Automated data collection tools to capture planning process
  - Integration of agents and decision aids with human subjects
- **EXPAND/MODIFY OPERATIONAL SCENARIO(S)**
  - Include geography, subordinate task forces, ..., other cells?
  - Consider a plan-execute-plan cycle (over multiple lab sessions)
  - Likely C2 focus: ISR integration during planning and execution
- **REFINE ABSTRACTION/AGGREGATION OF MOC CELLS & PROCESSES**
  - Increase subjects’ understanding of abstracted/aggregated processes
  - Embedded software to show “process” and time lines
  - Increase interdependency between FOPS and COPS
    - Comm structure (Voice, CHAT) should reflect/allow inter-cell processes
  - Use of agents – especially at tactical and subordinate force levels
    - Also for routine interactions within a MOC