



N2C2M2 Experimentation and Validation Understanding Its C2 Approaches and Implications

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- **Background**
 - N2C2M2 and theory of NCW
 - ELICIT
- **Experimentation**
 - Early Expectations
 - Model and Key-variables
 - Experiment Design
 - Analysis
- **Conclusions**

Background

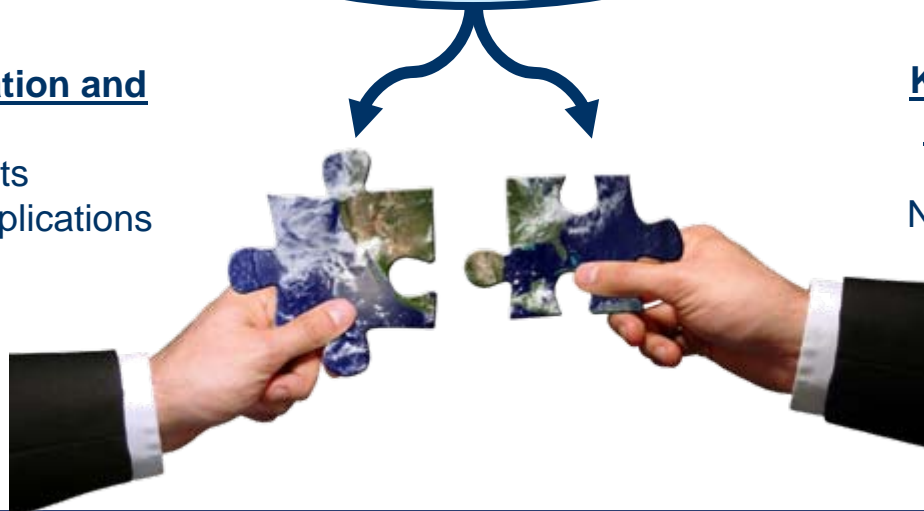


PARITY



Paper 011
N2C2M2 Experimentation and Validation:
Understanding its
C2 Approaches and Implications

Paper 010
Know The Network, Knit The Network:
Applying SNA to
N2C2 Maturity Model
Experiments





Background

- C2 in the Information Age:
 - Theory of NCW, including *NCW tenets*, *NCW Value Chain* and *C2 Approach Space* (CCRP, Alberts and Hayes)
 - C2 models: C2 CRM (SAS-050)
 - NATO NEC C2 Maturity Model (SAS-065)¹, recently developed and benefiting from multiple validation methods, including experimentation

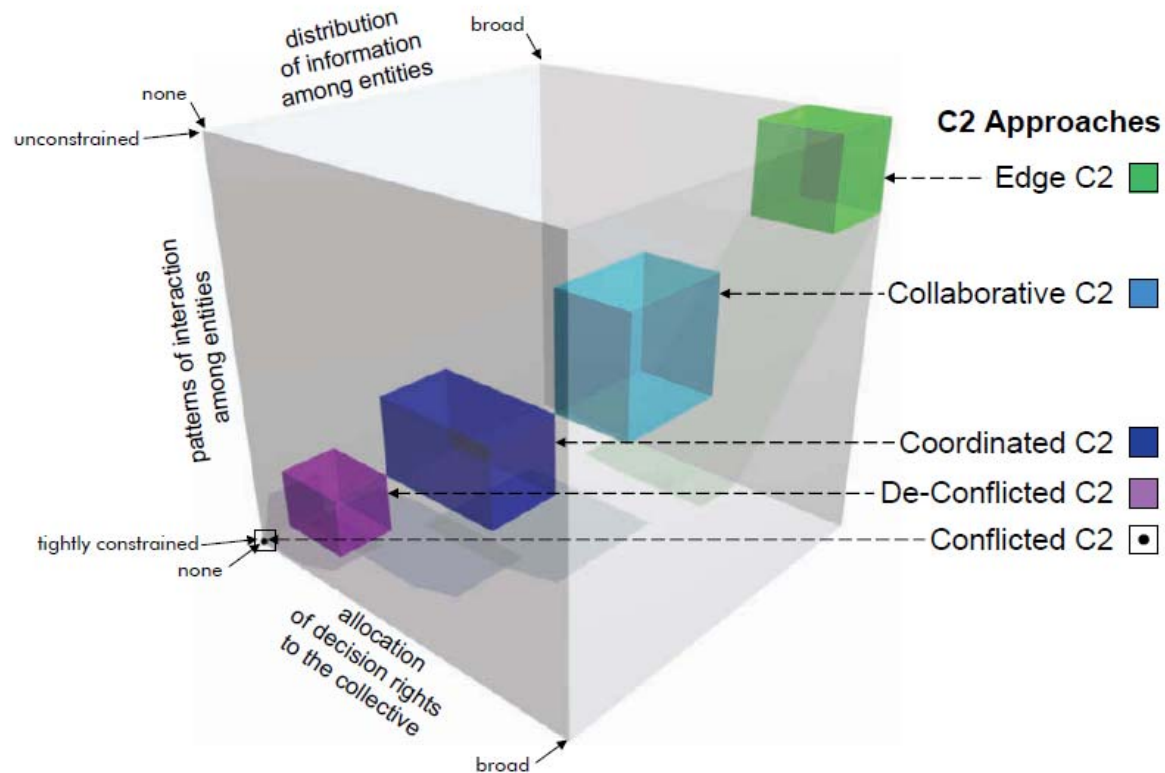
¹ NATO SAS-065. *NATO NEC C2 Maturity Model*. CCRP Publication Series, 2010.

Background: N2C2M2

■ NATO NEC C2 Maturity Model

– Defines 5 levels of NATO NEC operational capability: levels 1 (less mature) to level 5 (more mature).

– Defines 5 approaches to C2 associated with each level.

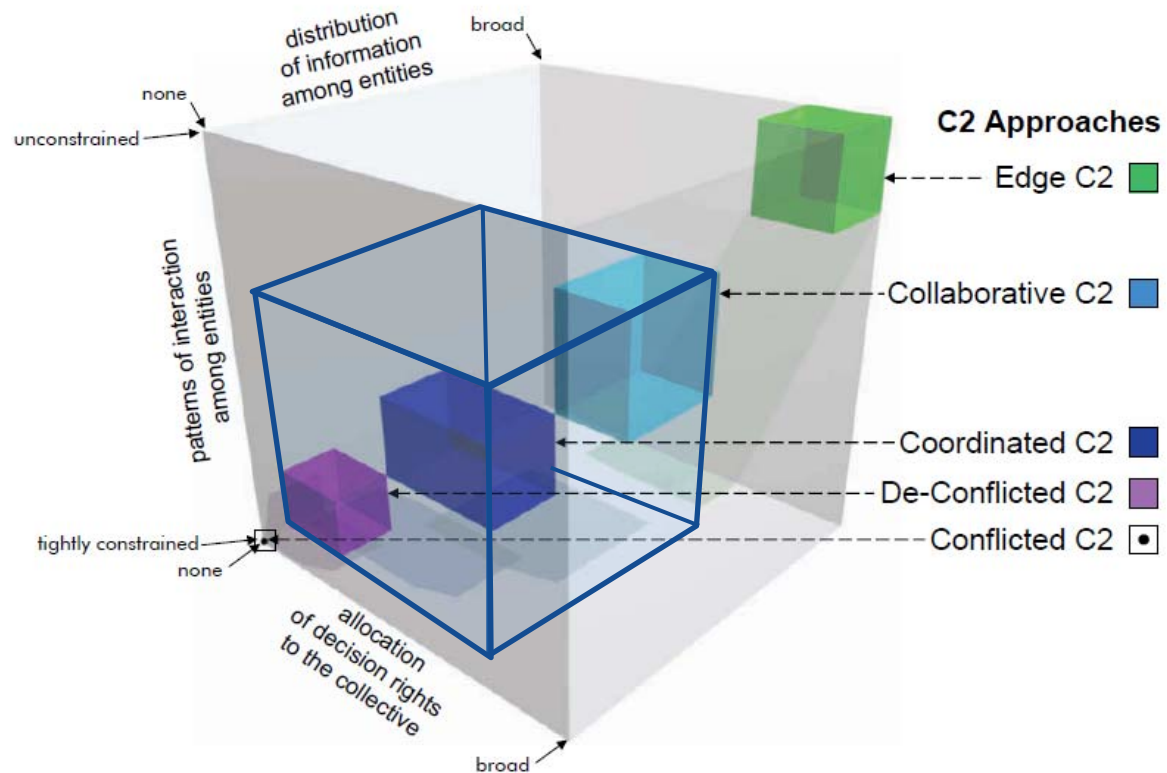


Background: N2C2M2

■ NATO NEC C2 Maturity Model

– Defines 5 levels of NATO NEC operational capability: levels 1 (less mature) to level 5 (more mature).

– Defines 5 approaches to C2 associated with each level.



Level 4 Example

- NATO NEC C2 Maturity Model (2):
 - More maturity delivers:
 - More effectiveness
 - More efficiency
 - More agility
 - Positive impact in intermediate NCW value-chain variables, such as, *Quality of Individual and Shared Information, Quality of Individual and Shared Awareness and Understanding and Self-Synchronization**

* For detailed mapping between C2 CRM variables and ELICIT refer to: MANSO, Marco, and Paulo NUNES. *ELICIT and the Future C2: Theoretical Foundations for the Analysis of ELICIT Experiments*. Paper presented at the 13th ICCRTS, Seattle, USA, 2008

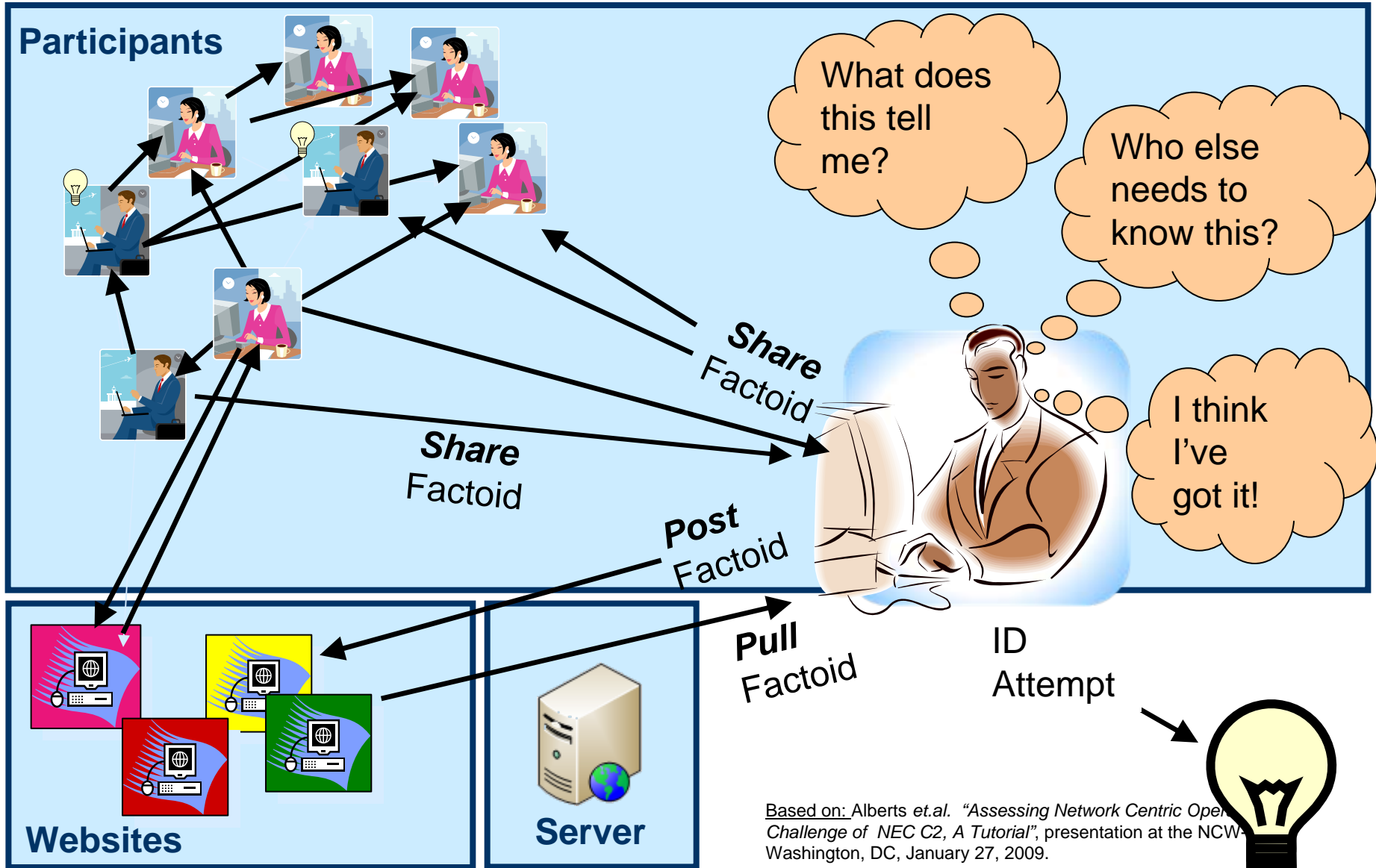


Background: ELICIT

- ELICIT: **E**xperimental **L**aboratory for the **I**nvestigation of **C**ollaboration, **I**nformation-sharing, and **T**rust.
 - An experimentation environment supported by software tools and instructions/procedures
 - Provides a simple (albeit rich) and collaborative network-centric environment for participating individuals
- Sponsor
 - U.S. DoD Command and Control Research Program (www.dodccrp.org)

Source: Alberts *et.al.* "Assessing Network Centric Operations The Challenge of NEC C2, A Tutorial", presentation at the NCW-2009, Washington, DC, January 27, 2009.

Background: ELICIT



Based on: Alberts et al. "Assessing Network Centric Open Challenge of NEC C2, A Tutorial", presentation at the NCW Washington, DC, January 27, 2009.





Experimentation: Early Expectations

Main hypotheses for validation:

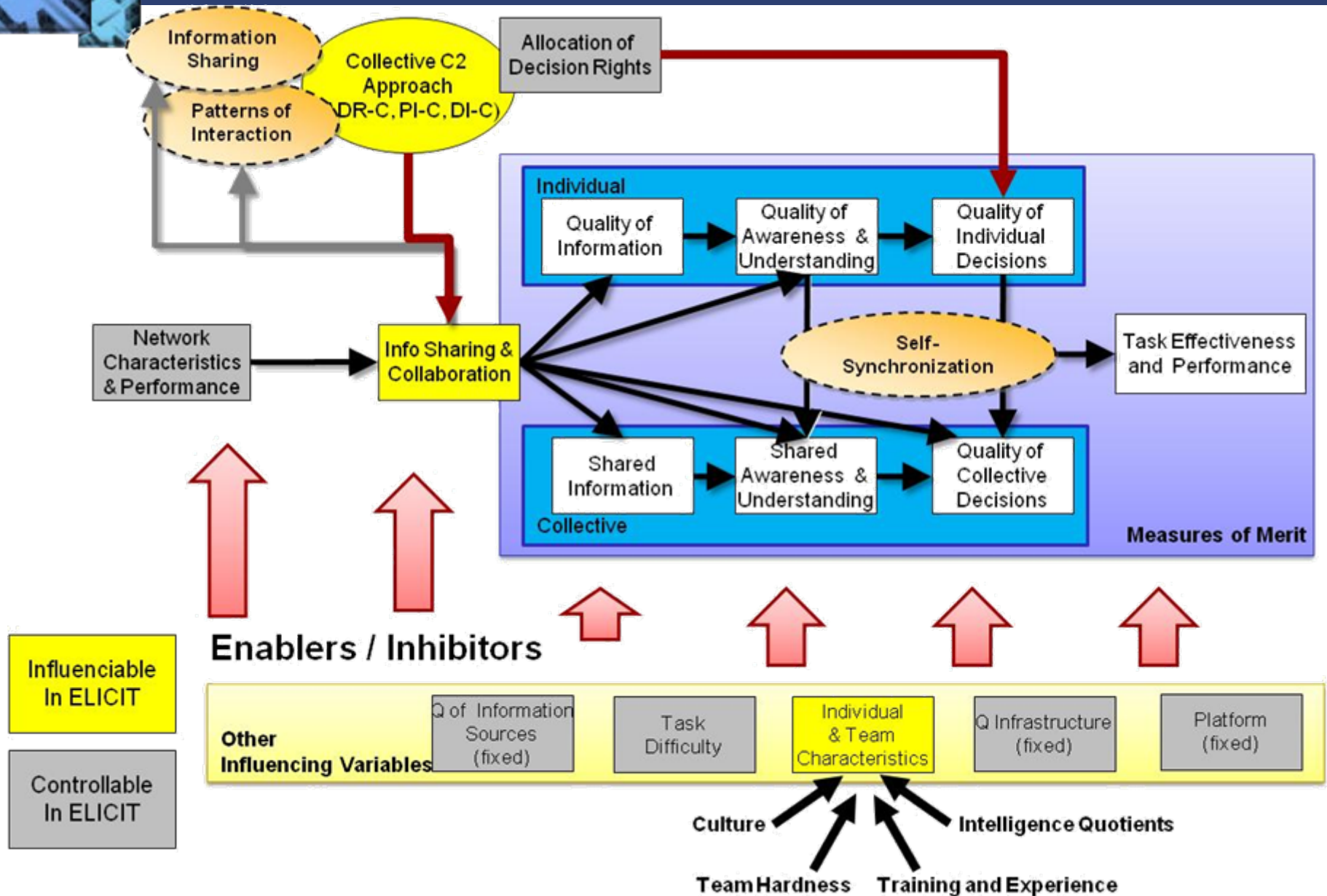
- [1] For a complex endeavor , higher collective C2 maturity approaches are **more effective**.
- [2] For a given level of effectiveness, higher collective C2 maturity approaches are **more efficient**.
- [3] Higher collective C2 maturity approaches are **more agile**.

Experimentation: Early Expectations

Additional hypotheses:

- Higher collective C2 maturity approaches exhibit increased/better levels of:
 - [4] Quality of Individual and Shared Information;
 - [5] Quality of Individual and Shared Awareness and Understanding;
 - [6] Self-Synchronization (at cognitive level);Than: lower collective C2 maturity approaches.
- [7] Organizations require a minimum level of maturity to be effective in ELICIT.
- [8] Increasing the degree of difficulty in ELICIT require organizations to increase their level of maturity to maintain effectiveness in ELICIT.

Experimentation: Model and Key-vars



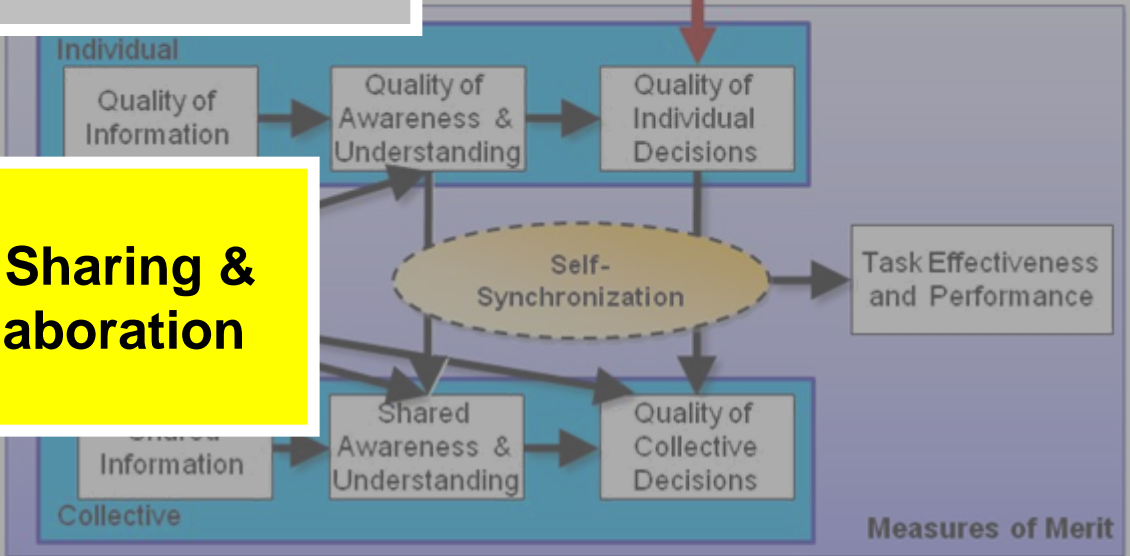
Experimentation: Model and Key-vars

Collective C2 Approach (ADR-C, PI-C, DI-C)

Allocation of Decision Rights

Network Characteristics & Performance

Info Sharing & Collaboration



Enablers / Inhibitors

Influenciable In ELICIT

Controllable In ELICIT

Other Influencing Variables

Q of Information Sources (fixed)

Task Difficulty

Individual & Team Characteristics

Structure (fixed)

Platform (fixed)

Culture
Team Hardness
Intelligence Quotients
Training and Experience

Experimentation: Manipulations

Name	Description
<p>Network Characteristics and Performance</p>	<p>Allow or restrict interactions between:</p> <ul style="list-style-type: none"> - subjects and teams. - subjects and websites. <p>This variable affects PI-C and DI-C.</p>
<p>Information Sharing and (incentives for) Collaboration</p>	<p><u>Control</u>: predefined server distributions of all factoids to subjects (in three waves).</p> <p><u>Influence</u>: distribution of information as a result of human sharing and posting (human <i>will</i>)</p> <p>We will attempt to induce / influence collaborative behavior by:</p> <ul style="list-style-type: none"> - defining collective or isolated goals - set individual and collective decision rights (see ADR) <p>See paper for further notes on <i>Individual and Team Characteristics</i>.</p> <p>This variable affects PI-C and DI-C.</p>
<p>Allocation of Decision Rights</p>	<p>Decision rights will be allocated according to the C2 Approach to implement:</p> <ul style="list-style-type: none"> - Distributed for higher maturity approaches; - None / (de)centralized for lower maturity approaches. <p>This variable is a C2 dimension.</p>



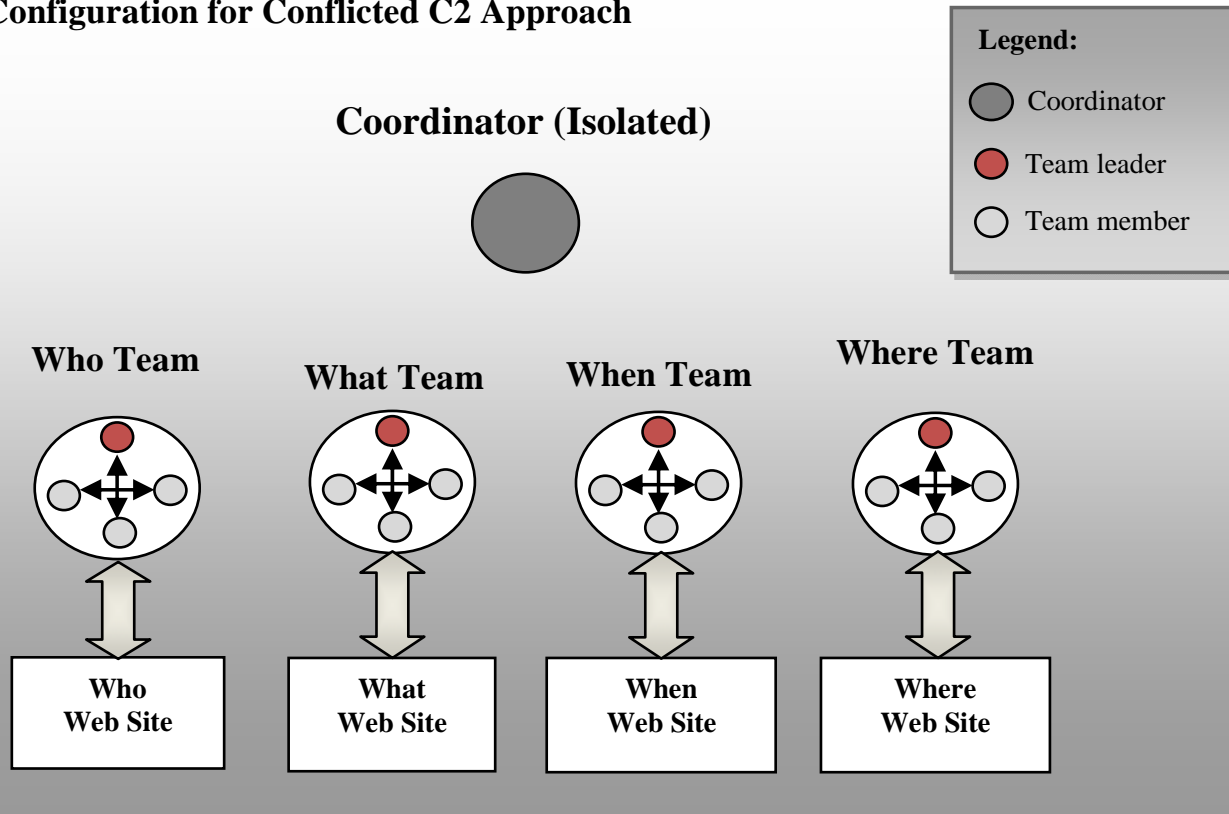
Experimentation: Design

Common aspects for all approaches:

- **Entities:** 4 TEAMS and 1 SINGLE ENTITY, except EDGE with 17 ENTITIES
- **Context:** complex endeavor with two or more force elements (entities) present with overlapping intents; operating in the same ‘space’ and time; and, an entity actions may conflict with those taken by another entities.” (Alberts and Hayes 2007).
- **Scenario:** future terrorist attack
- **Task:** identify the “who”, “what”, “where” and “when” of the attack within a specific timeframe.
- **Information Sharing Capabilities:** *share, post* and *pull* actions. High maturity approaches will be enriched with more options (see next).
- **Collaborative Capabilities:** ability to provide “assessment” of importance (relevance) and/or trustworthiness of a factoid.
- **Resource Contention:** subject hoarding of relevant information is considered as a conflict. Cognitive efforts are required.

Experimentation: CONFLICTED model

ELICIT Configuration for Conflicted C2 Approach



SUCCESS CRITERION

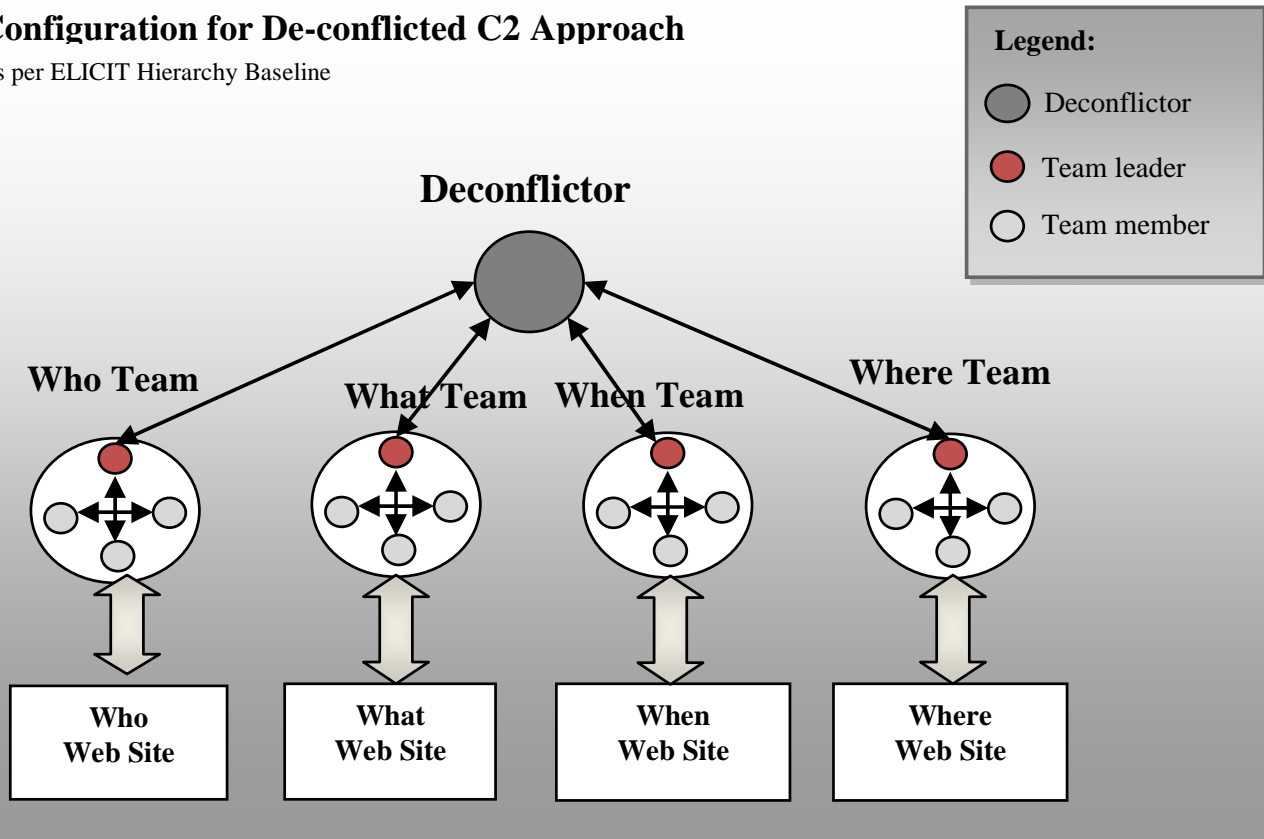
Each Team pursues independent goals.

Success occurs if each Team leader finds the correct solution to his problem space.

Experimentation: DE-CONFLICTED model

ELICIT Configuration for De-conflicted C2 Approach

- Instructions as per ELICIT Hierarchy Baseline



SUCCESS CRITERION

Each Team pursues independent goals.

Success occurs if each Team leader finds the correct solution to his problem space.

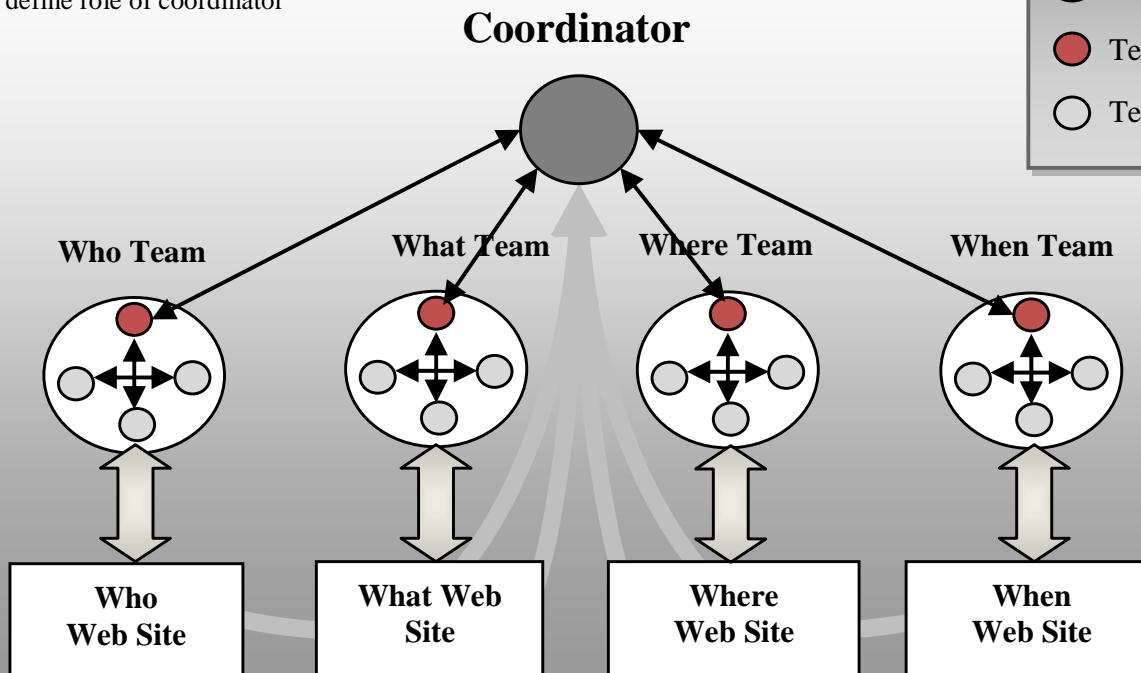
Experimentation: COORDINATED model

ELICIT Configuration for Coordinated C2 Approach

- Configuration similar to Hierarchy
- Instructions define role of coordinator

Legend:

- Coordinator
- Team leader
- Team member



SUCCESS CRITERION

Organization success depends on the Coordinator finding the correct solution.

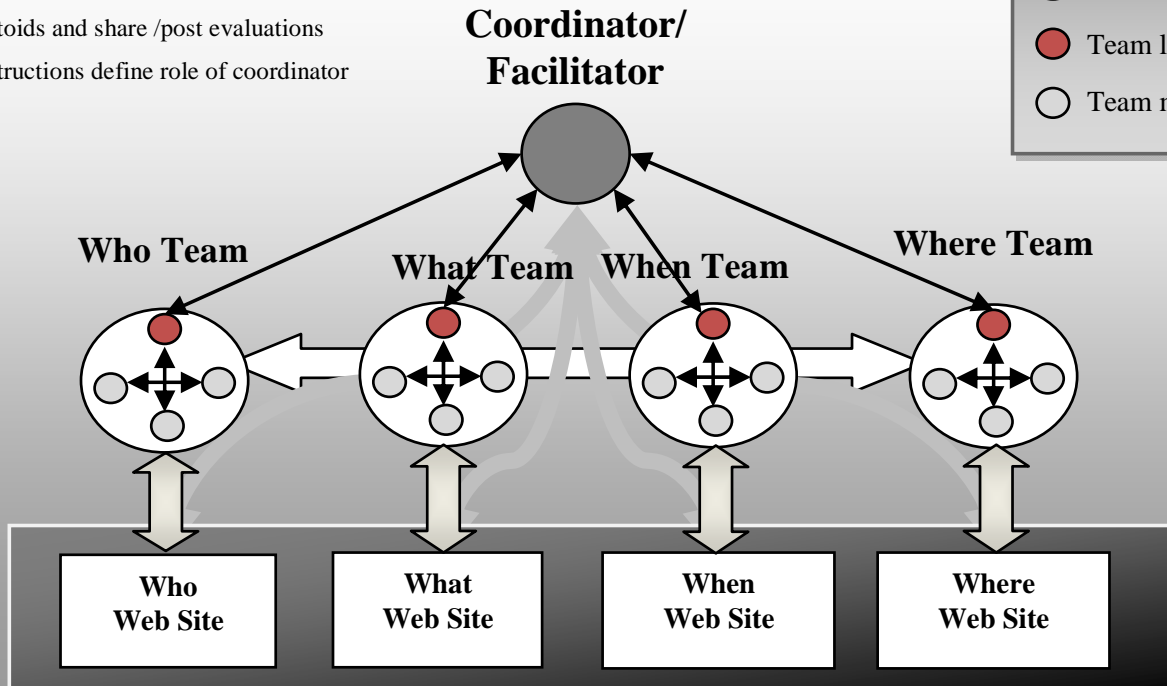
Experimentation: COLLABORATIVE model

ELICIT Configuration for Collaborative C2 Approach

- Players have access to all websites
- Feature added that allows players to evaluate factoids and share /post evaluations
- Instructions define role of coordinator

Legend:

- Coordinator
- Team leader
- Team member

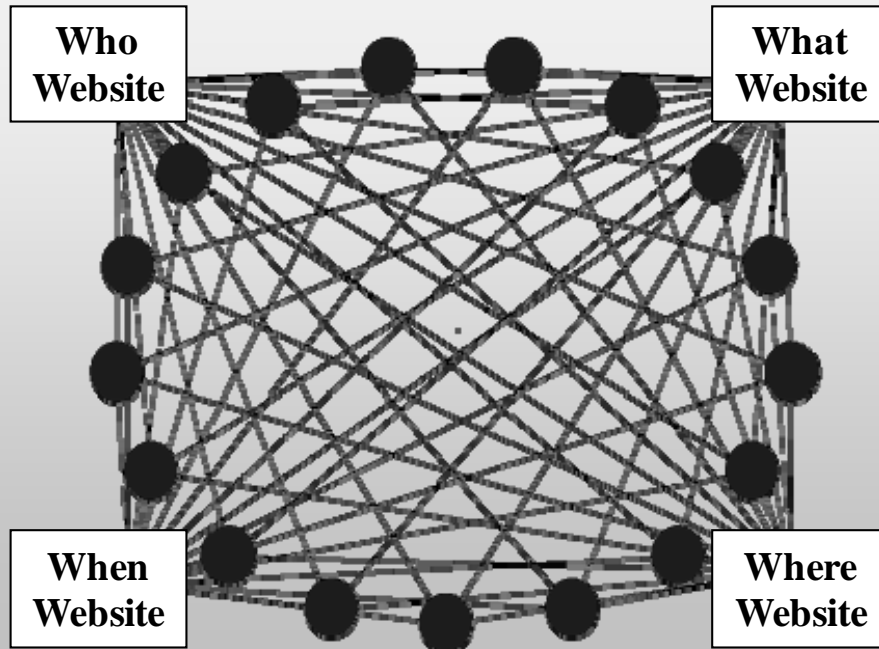


SUCCESS CRITERION

Coordinator finding the correct solution to all problem spaces OR Team leaders finding the correct solution to their problem space.

Experimentation: EDGE model

ELICIT Configuration for Edge C2 Approach



SUCCESS CRITERION

Organization success depends on the individuals' IDs plurality being correct in each problem space.



Analysis: Experiments Baseline

18 valid runs performed with human subjects:

- 3 runs for CONFLICTED
- 4 runs for DE-CONFLICTED
- 4 runs for COORDINATED
- 4 runs for COLLABORATIVE
- 3 runs for EDGE

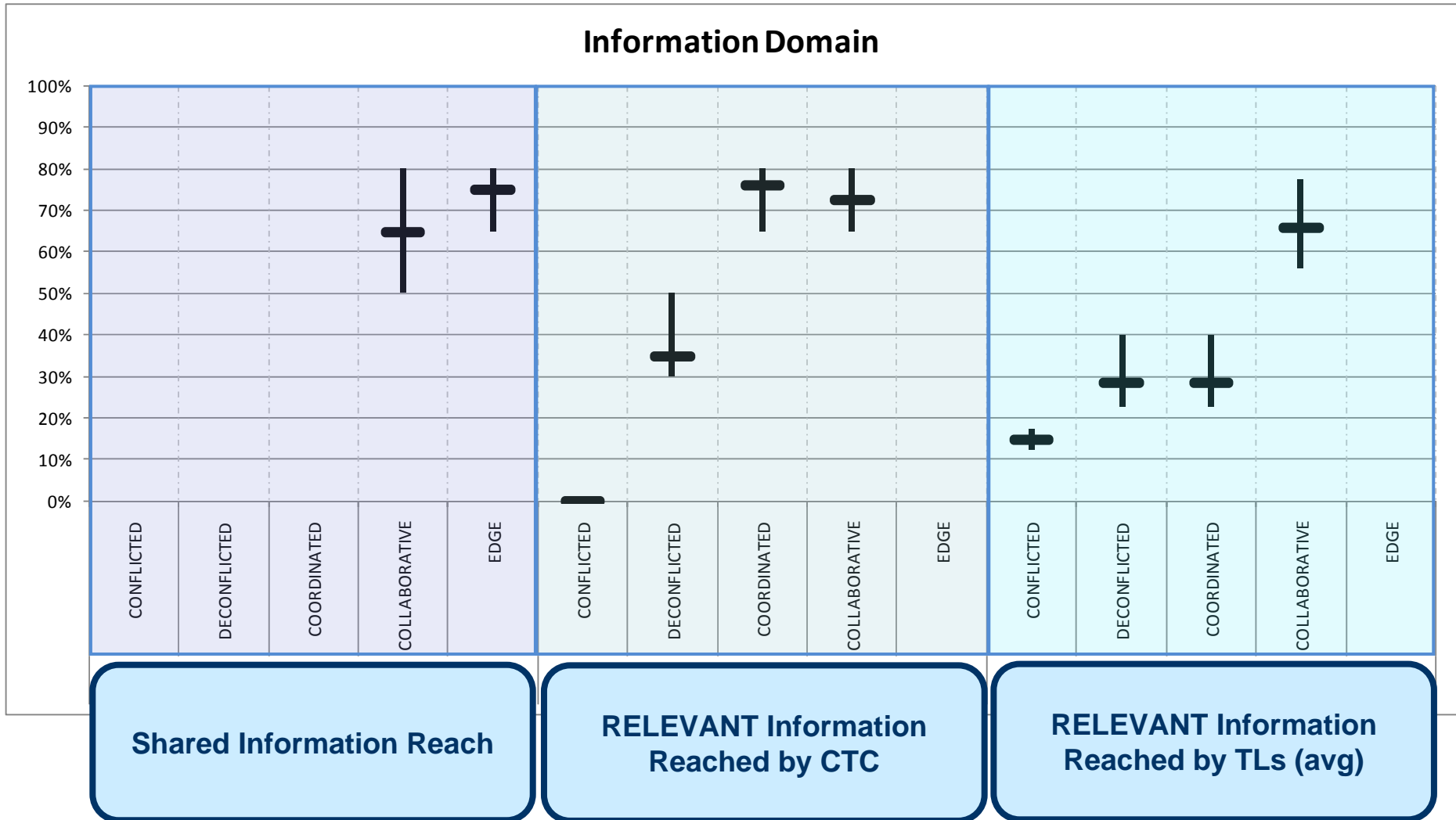
Usually, a group of 17 subjects was used to perform two runs. A *test* run (15 to 30 min) was always conducted prior to first *real* run.

This means:

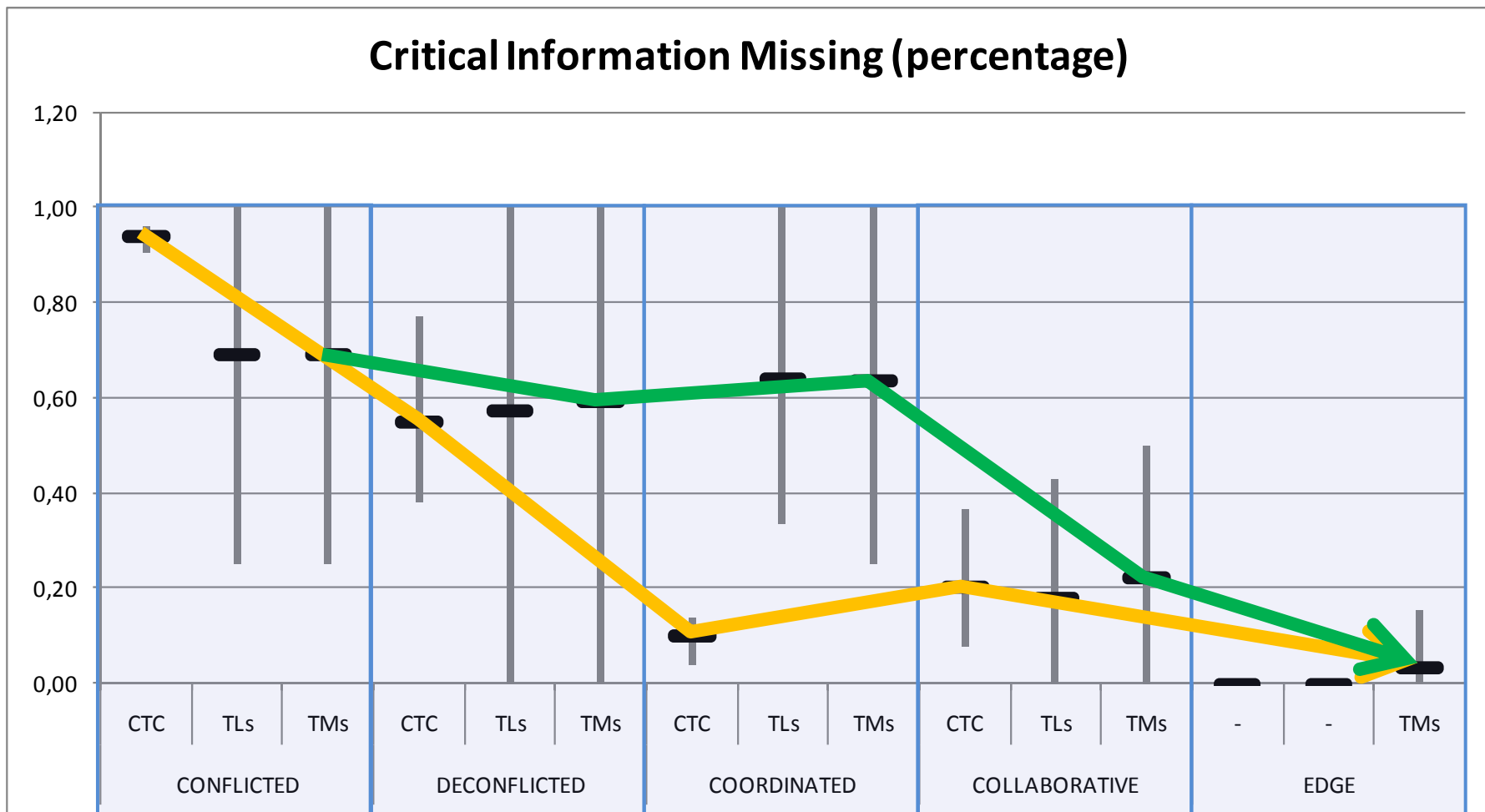
- About 150 military cadets participated in ELICIT runs.
- About 10 hours of data to analyze
- 9 979 actions, comprising:
 - 2 290 shares, 1 880 posts, 4 979 pulls and 712 IDs
- Software Analysis Tool: more than 50K SLOC

- **Information Domain**
- **Interactions and Social Domain**
- **Cognitive Domain**
- **Measures of Merit**

Analysis: Information Domain



Analysis: Information Domain

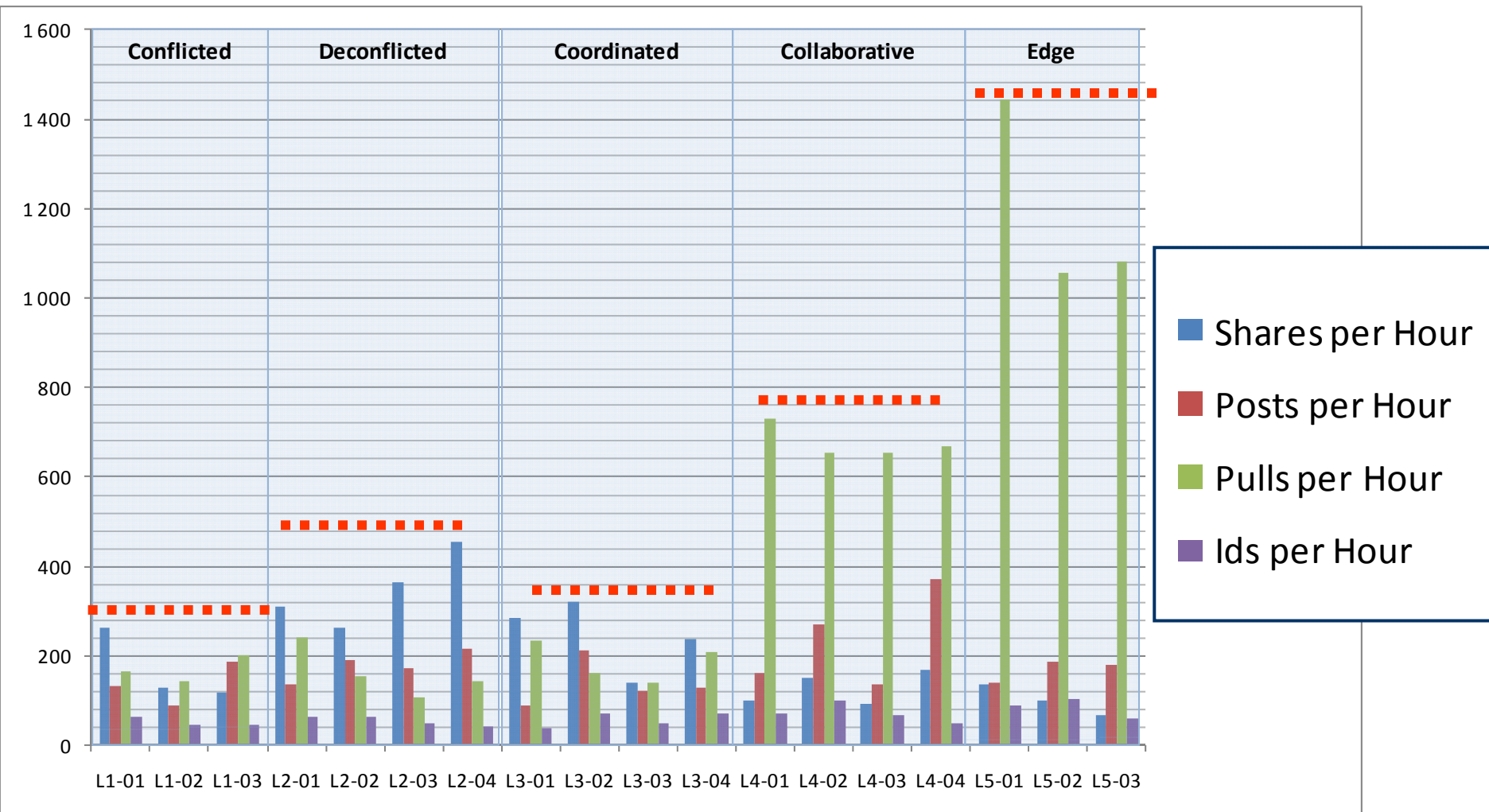


— CTC

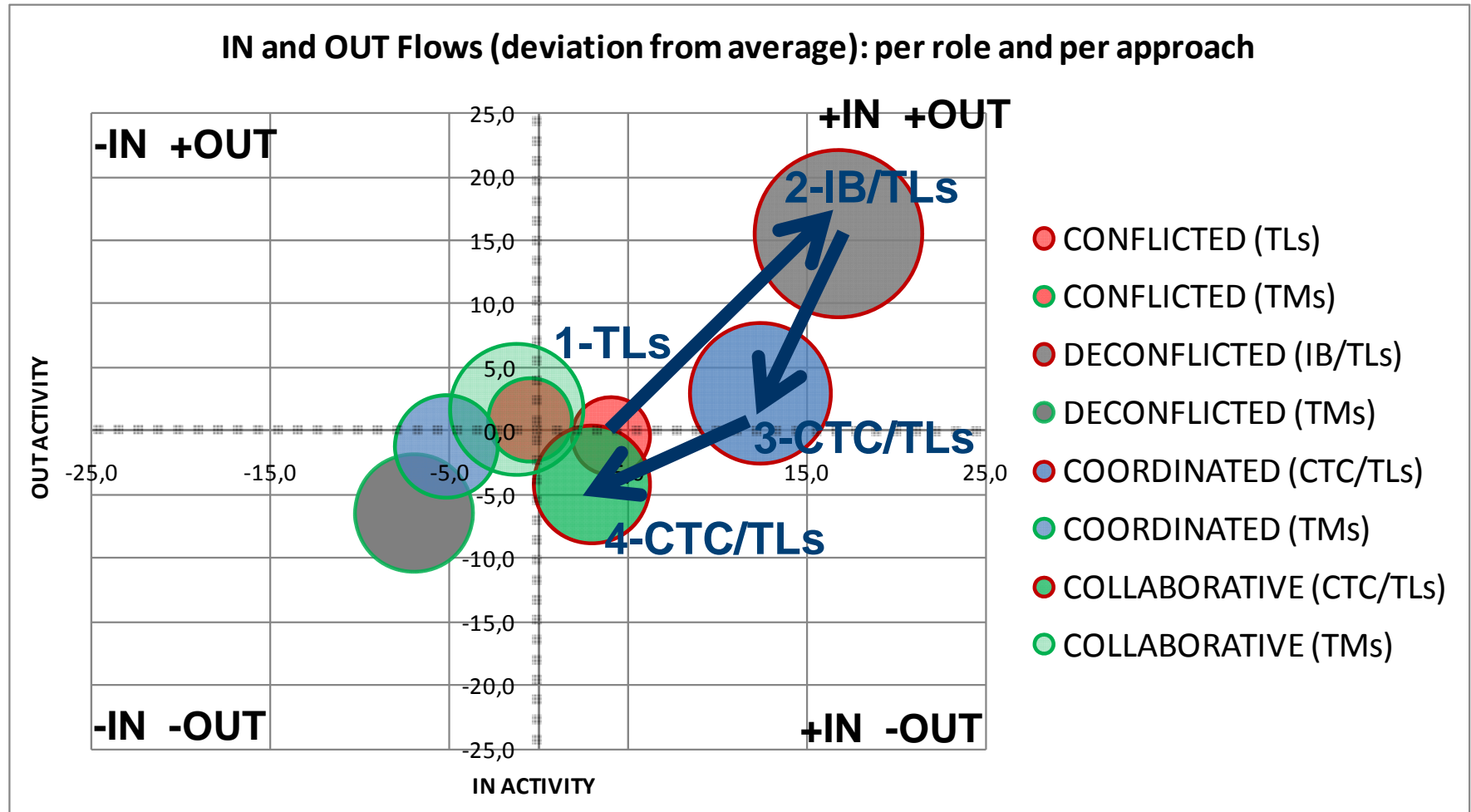
— TMs

Analysis: Interactions and Social Domain

Nature and quantity of Interactions:



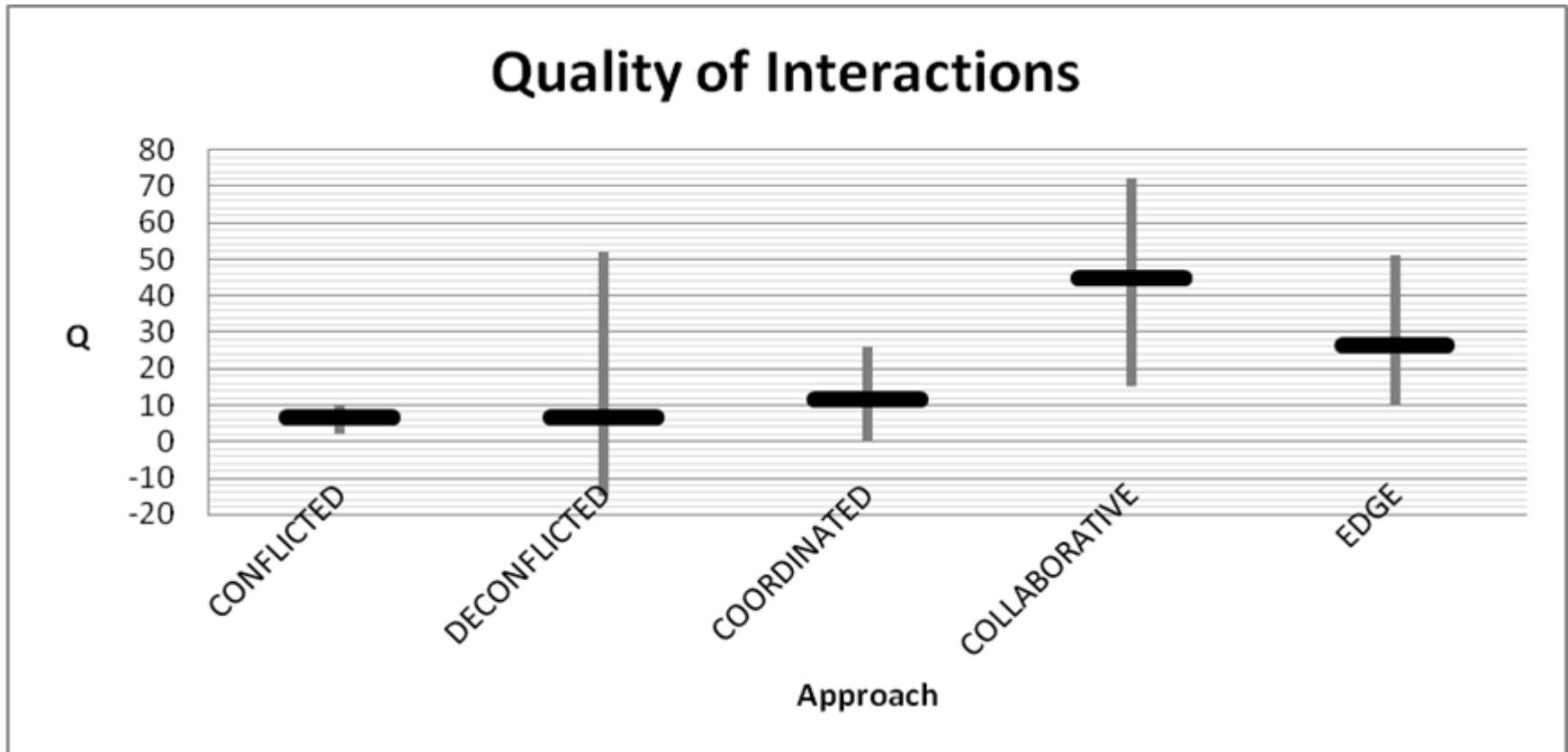
Analysis: Interactions and Social Domain



$$IN_DEV_{S_i} = (nbr_shares_received_{S_i} + nbr_pulls_{S_i}) - (Average_nbr_shares_received + Average_nbr_pulls)$$

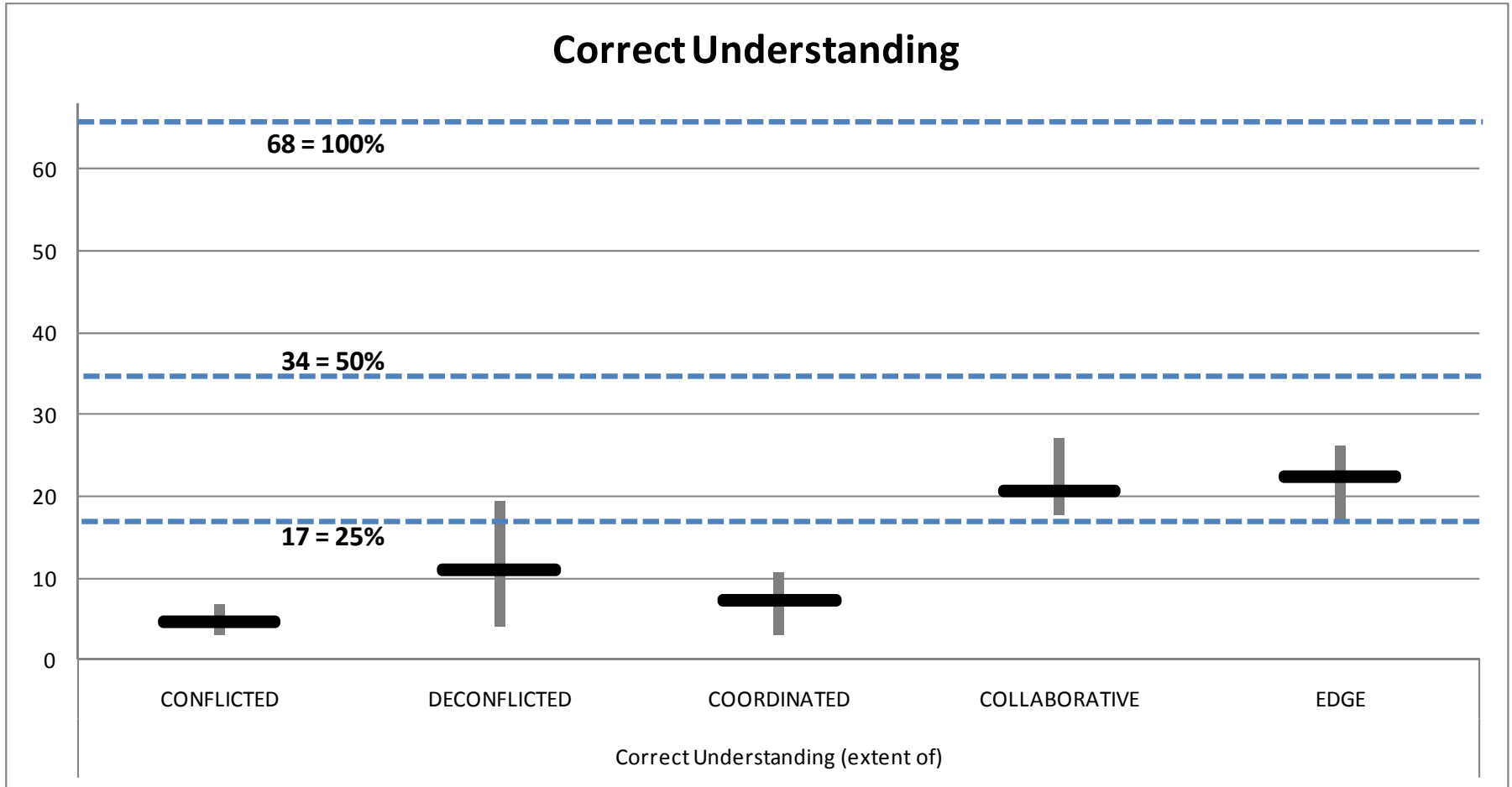
$$OUT_DEV_{S_i} = (nbr_shares_sent_{S_i} + nbr_posts_{S_i}) - (Average_nbr_shares_sent + Average_nbr_posts)$$

Analysis: Interactions and Social Domain

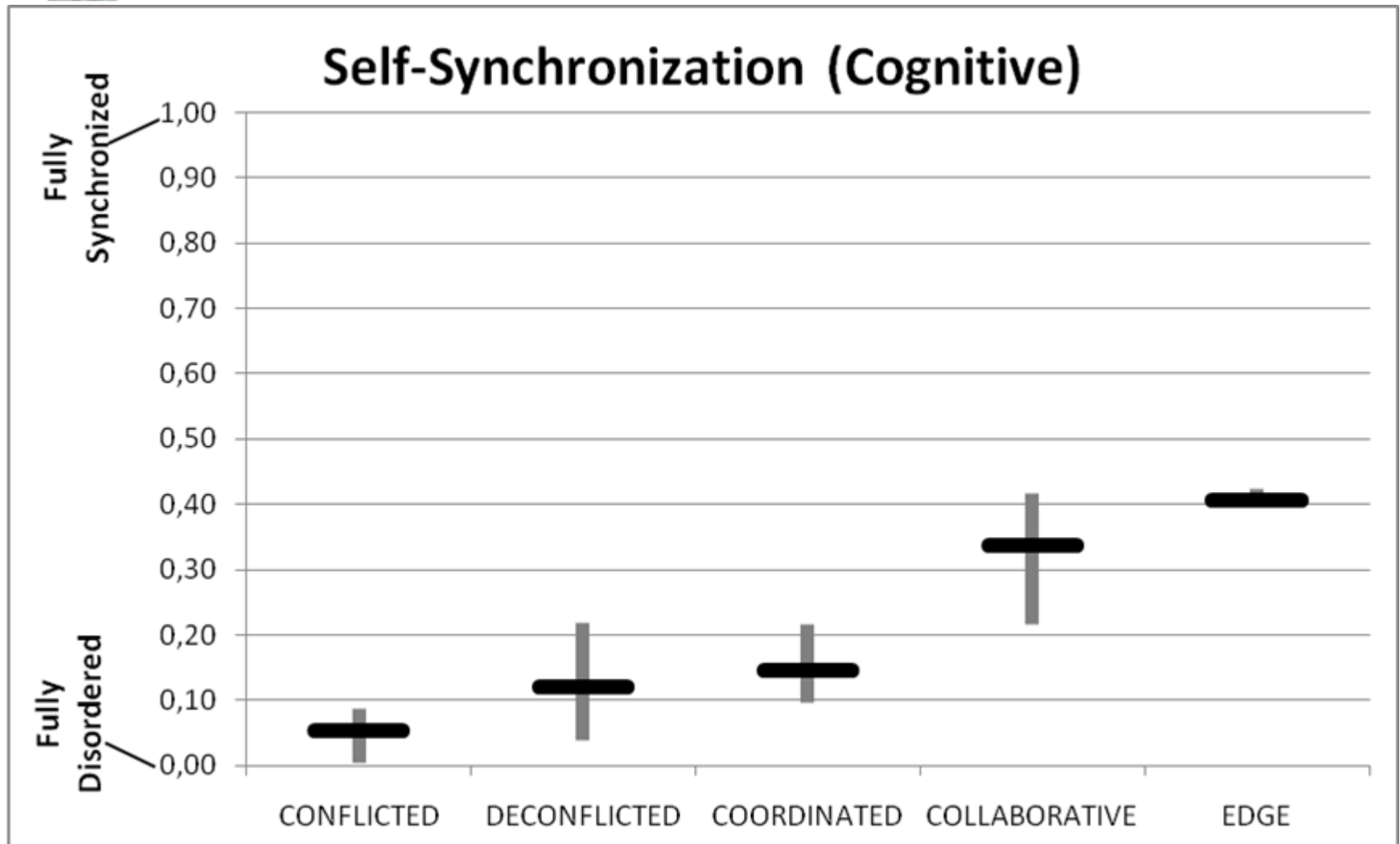


$$Q_{Interactions} = \sum R_factoids_{shared_and_posted} - \sum N_factoids_{shared_and_posted}$$

Analysis: Cognitive Domain

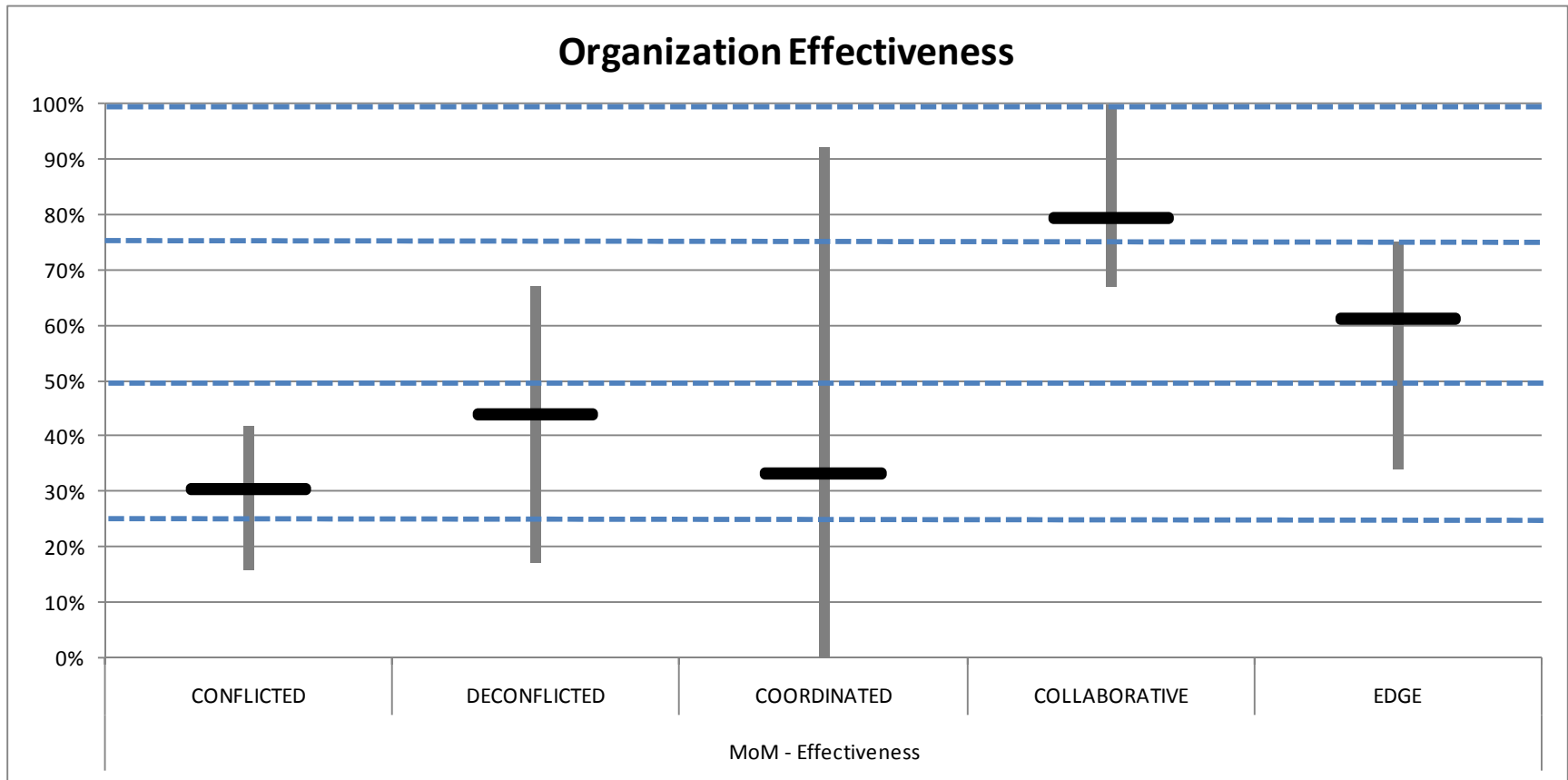


Analysis: Cognitive Domain



$$CSSync_{problemSpace} = 1 - \sum_{i=1}^N P(S_i) * \ln(P(S_i)) / Max_Disorder_{problemSpace}$$

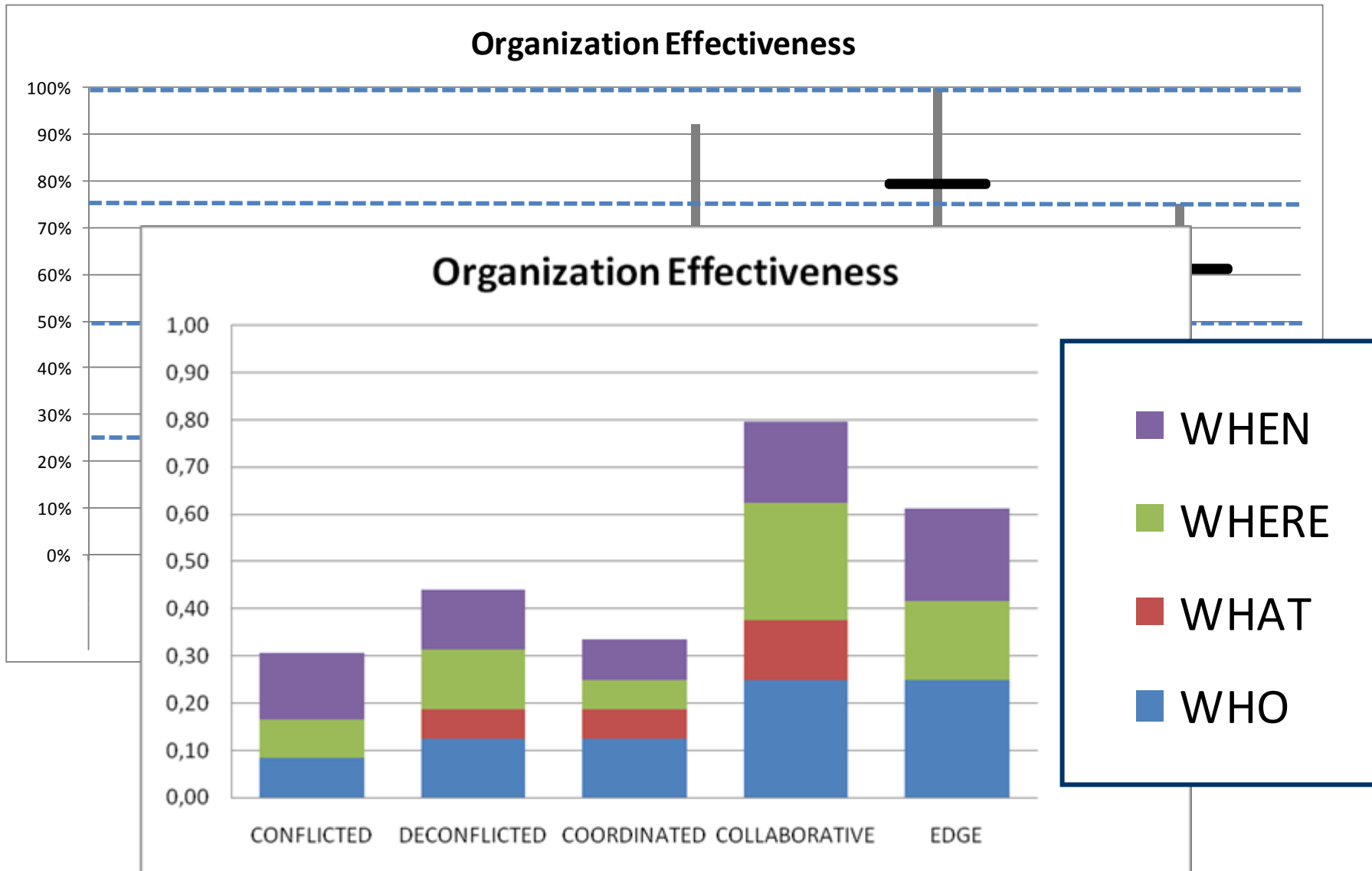
Analysis: MoM



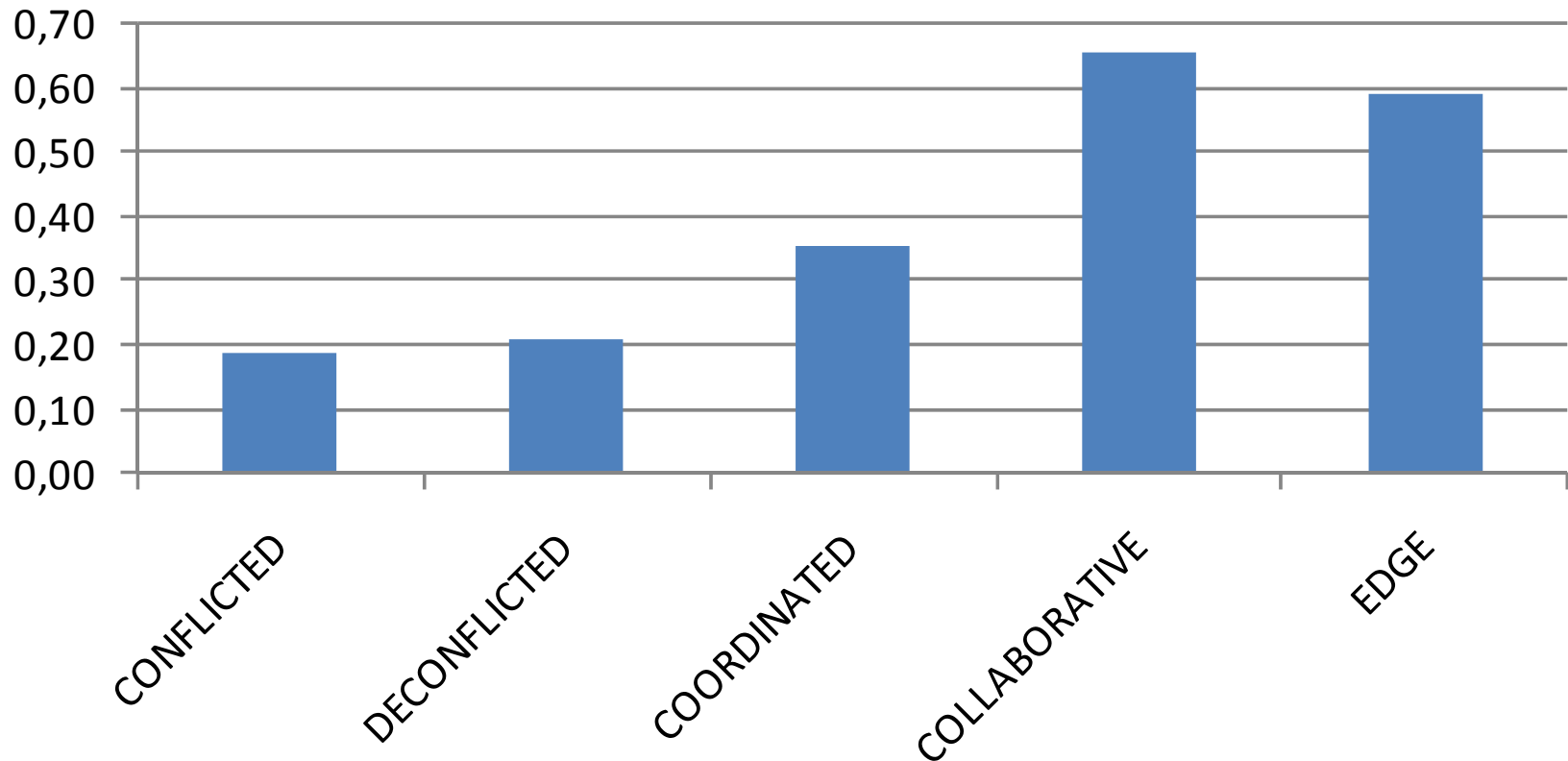
$$Effectiveness = \sum_i 0.25 * Correct_ans_i$$

Correct_ans_i is 1.0 if correct answer is provided and 0.0 otherwise

Analysis: MoM

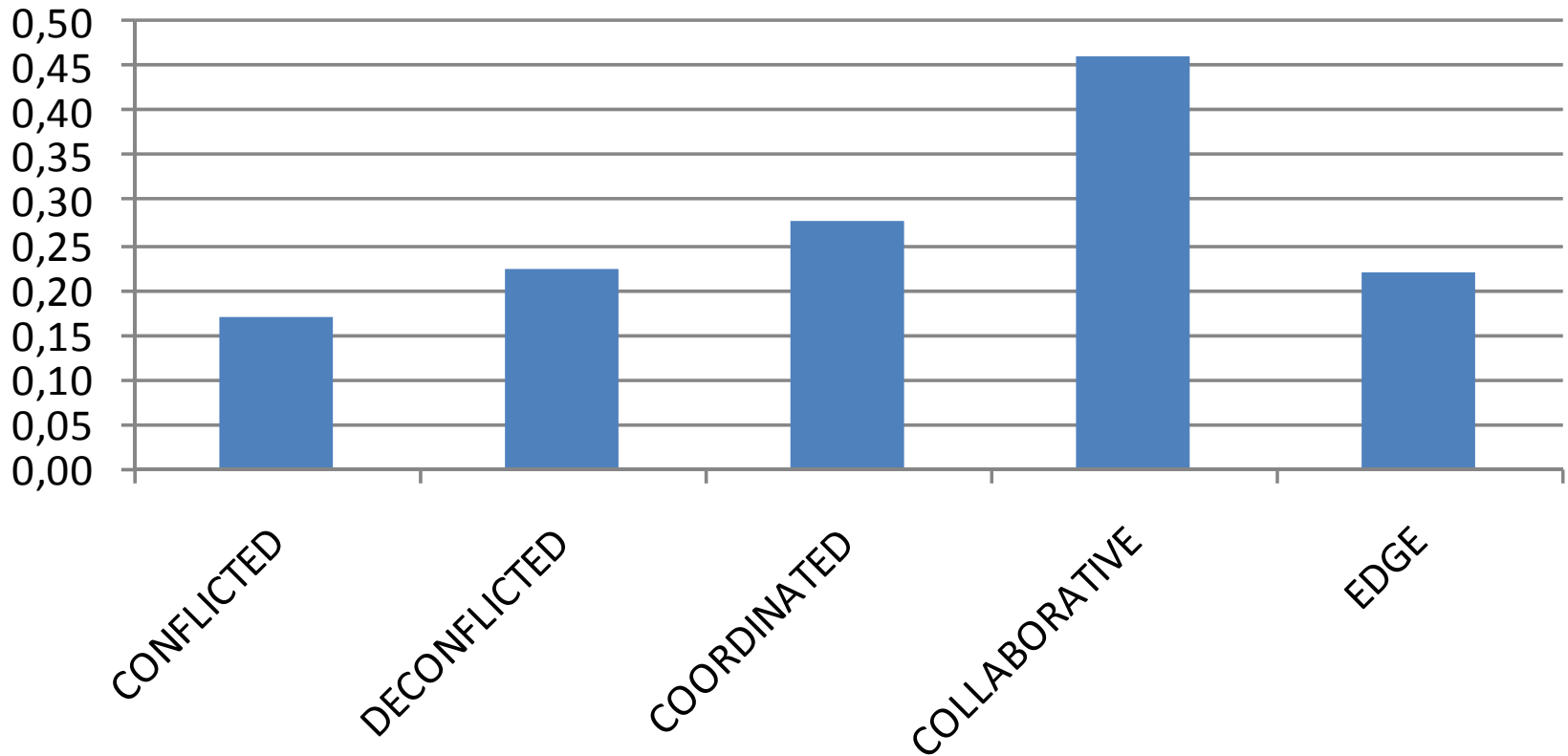


Time Efficiency (normalized)



$$Efficiency_{time} = Effectiveness_score^2 * \log_{10} \left(1 + \frac{1}{time_last_ID} \right)$$

Effort Efficiency (normalized)



$$Efficiency_{effort} = Effectiveness_score^2 * \log_{10} \left(1 + \frac{1}{effort_spent} \right)$$

Conclusions

C2 Approach		Domain / Variable Assessed				
		CONFLICTED	DECONFLICTED	COORDINATED	COLLABORATIVE	EDGE
Information Domain	Shared Information Reach	5	4	3	2	1
	Critical Information Accessible	5	4	3	2	1
Interactions	Quality of Interactions	5	4	3	1	2
Cognitive Domain	Extent of Correct Understanding	5	3	4	2	1
	Cognitive Self-Synchronization	5	4	3	2	1
MoM	Organization Effectiveness	5	3	4	1	2
	Time-Efficiency	5	4	3	1	2
	Effort-Efficiency	5	3	2	1	3



Conclusions

Results are consistent with model expectations (in overall):

[4] *Higher collective C2 maturity approaches exhibit increased/better levels of **Quality of Individual and Shared Information** than lower collective C2 maturity approaches.*

- **OK**

[5] *Higher collective C2 maturity approaches exhibit increased/better levels of **Quality of Individual and Shared Awareness and Understanding** than lower collective C2 maturity approaches.*

- **OK – except for Coordinated**

[6] *Higher collective C2 maturity approaches exhibit increased/better levels of **Self-Synchronization (at cognitive level)** than lower collective C2 maturity approaches.*

- **OK**



Conclusions

Results are consistent with model expectations (in overall):

[1] *For a complex endeavor, higher collective C2 maturity approaches are more effective.*

- **OK – except for EDGE**

[2] *For a given level of effectiveness, higher collective C2 maturity approaches are more efficient.*

- **OK – except for EDGE (with a high-deviation)**

[3] *Higher collective C2 maturity approaches are more agile.*

NOT Covered

Agile C2 is a novel concept under the analysis of SAS-085. This hypothesis will be considered in future research work.



Conclusions

Results are consistent with model expectations (in overall):

[7] *Organizations require a minimum level of maturity to be effective in ELICIT.*

Considering current dataset, requisite maturity in ELICIT is COLLABORATIVE or COORDINATED (having a proper CTC).

[8] *Increasing the degree of difficulty in ELICIT require organizations to increase their level of maturity to maintain effectiveness in ELICIT.*

NOT Covered

There is no sufficient data (factoid set 2 trials) to test this hypothesis.



...: Thank You for Your Attention :...

Questions?