Workstation Analytics in Distributed Warfighting Experimentation:

Results from Coalition Attack Guidance Experiment 3A

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Data Collection

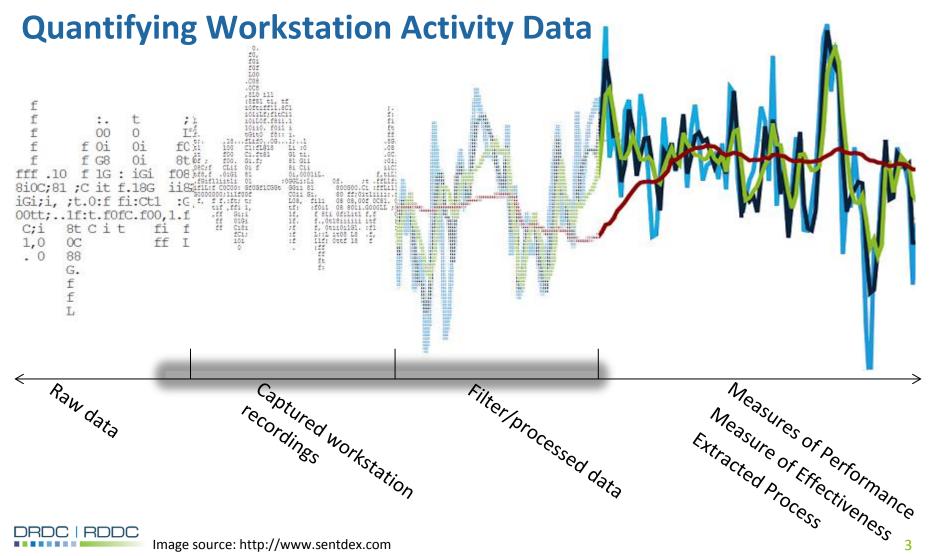
- Log files
- Personal Storage Tables
- Chat server database
- Surveys
- Human observation
- NEW!

Workstation Analytics



- Mouse click details
- Editable text
- Keystroke details
- Mouse movement
- Network activity
- Microphone recordings
- Screenshots
- Video screen recordings





Sample Thea Data From CAGE 3A

- Application Usage
- Behavioural Biometrics
- Process Mining
- Natural Language Programming

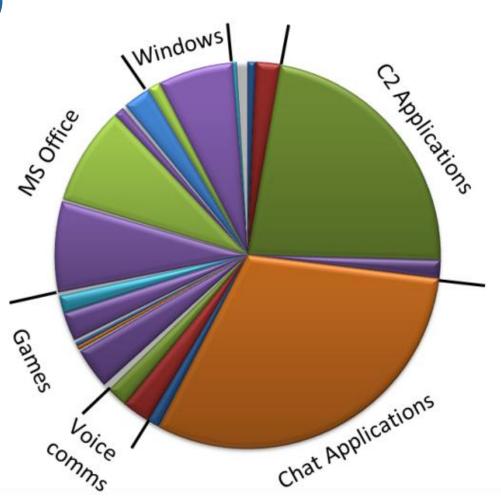


Application Usage (1 of 2)

 Percentage of time spent in each application, i.e. time spent with application in the foreground

OR

 Percentage of mouse clicks and keystrokes in each application

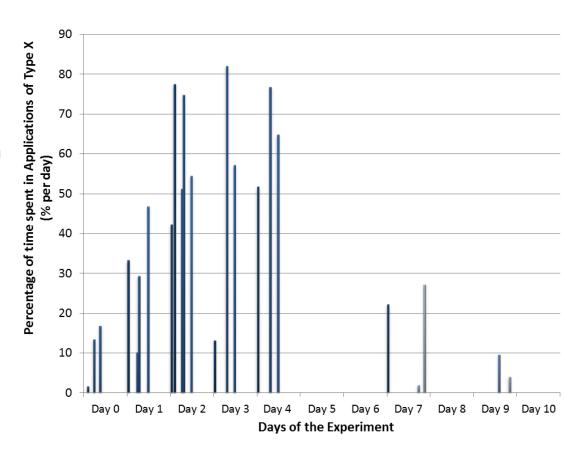




Application Usage (2 of 2)

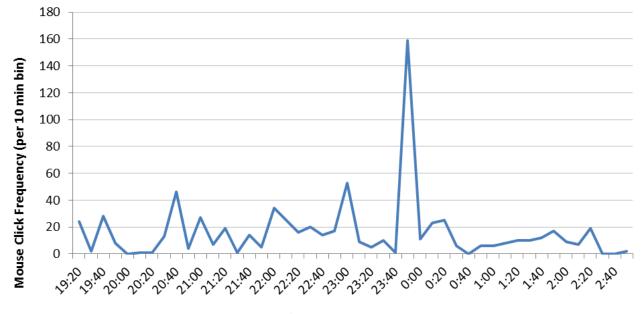
Application usage can help:

- Measure the value of tool to an operator
- Operator performance analysis
- Policing/tracking activity





Behavioural Biometrics



- Mouse velocity/acceleration
- Time between key presses
- Distance travelled between mouse clicks
- Mouse click frequency

Time

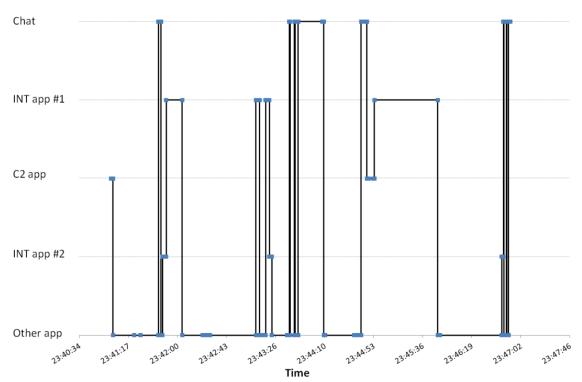


Process Mining – Individual User

 Track the sequence of applications used by a single user

This sequence of applications can be used to:

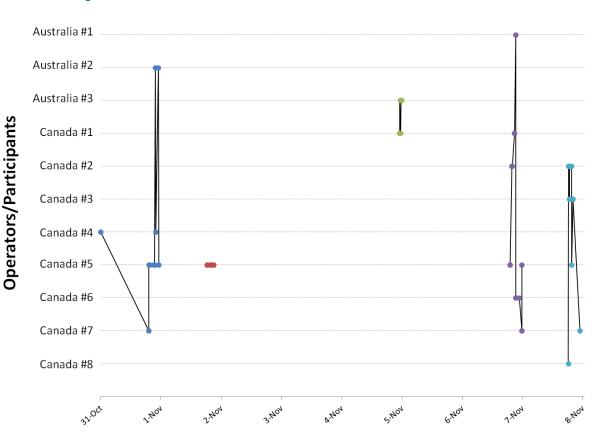
- Discover and record Standard Operating Procedures (SOPs)
- Detect when a procedure occurred





Process Mining – All Participants

- Track the participants that referred to a particular target
- Discover or detect a process as it occurs across the network





Natural Language Processing





Future Work

Use of Thea in CAGE 3B, January 2015

Further development of analysis tools for the collected data (a tool we are calling NESTOR):

- Investigate the inference of various human factors metrics from behavioural biometrics data collected
 - Workload, fatigue
- Process mining and automatic process detection
- Natural language processing
 - Building language and acoustic models for speech recognition





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