

The Command Operations Dashboard: A Common Operating Picture of the Operators

Andrew Duchon
Kara L. Orvis, PSE
Arwen H. DeCostanza, ARI
Tara Rench
Heather Wade
Seamus Sullivan
Caroline Ziemkiewicz

June 2014

Outline



- Background
- COD Requirements Development
- COD Software Components
- Some current use cases
- Plans



Background

Army Training



We are currently focused

- On battalion, brigade and division exercises
- Where Mission Command is trained by observer/coach/trainers (OCTs)
- In a realistic mix of live virtual constructive forces
- At home stations or combat training center facilities

OCTs

- Conduct these exercises
- Teach the elements of Mission Command
- Are each assigned to observe, coach and train a specific warfighter function
- Support the commander's training goals
- Run the mid and final AARs for the training unit

Mission Command (ADP 6-0)



Mission command is

- The exercise of authority and direction by the commander
- Using mission orders to enable disciplined initiative
- Within the commander's intent
- To empower agile and adaptive leaders in the conduct of unified land operations

Principles of Mission Command

- Build cohesive teams through mutual trust mutual adaptation
- Create shared understanding
- Provide a clear commander's intent
- Exercise disciplined initiative
- Use mission orders
- Accept prudent risk

Importance of Communications for Mission Command



- The Army's large, distributed operations require effective teamwork
 - Across space and cyberspace
 - Over time
 - And in every echelon
- Aspects of good teamwork include
 - High levels of unit cohesion to help units withstand the demands of combat (TRADOC Pam 525-3-1, p. 21)
 - Mutual trust that flows through the chain of command (ADRP 6-0, p. 2-2)
 - Clear understanding of commander's intent so subordinates can exercise proper initiative in unexpected situations (ADRP 6-0, p. 2-4)
 - Accurate and timely **situational awareness** which enables mission command (TRADOC PAM 525-3-3, p.40)
- Good teamwork relies on good communication
 - Information needs to flow up and down the chain of command as well as laterally to adjacent units and organizations (ADRP 6-0, p. 2-86)
- How can commanders or OCTs know if a part of the organization is experiencing poor teamwork?
 - Most of these communications are hidden from view
 - In distant face-to-face interactions
 - In massive digital streams
- How can commanders or OCTs know if the pattern of communications indicates:
 - Poor cohesion or trust
 - Poor information flow
 - Precursors of a communication breakdown



COD Requirements Development

Requirements collected for an OCTedition of the COD



- 28 OCTs interviewed and observed during WFX
 - 228 possible requirements identified
 - 35 must-haves
 - 48 outside scope of current project
- 10 OCTs completed a survey
 - 145 requirements on survey
 - Ratings
 - Ranks
- 120 requirements above threshold
 - 35 must-haves
 - 85 from survey
- 34 fulfilled to date
 - 21 must-haves
 - 13 from survey

Category	Category Description Requirements in this category are focused on
Filtering Options	Identifying the specific features that OCTs could select from to manipulate and select what subset of the data they would like to view.
Monitor Content of Communications	Monitoring what types of information/ topics were being discussed (key words, specific emails, topics).
Monitor Flow of Communications	Monitoring the flow of communications between individuals, units, WFFs, etc.
Monitor Process	Monitoring or tracking when and how well the unit is engaging in specific processes (e.g., MDMP; battle drills).
Monitor Team States	Monitoring and assessing critical cognitive and affective team states and how they change over time (e.g., trust, cohesion).
Track Key Events	Monitoring and tracking key events during the exercise, including SIGACTs, meetings, etc.
Type of Data	Identifying the different data sources (e.g., email, Ventrilo, F2F) that the COD needs to capture and analyze.
Overarching ("Big Picture")	Monitoring and assessing big picture information during the exercise (more general requirements than other categories).
System Design/Layout	Specifying what design features the COD needs to include.
System Flexibility	Specifying the level of flexibility the COD needs to have to adapt to different exercises, units, etc.



2.80

0.79

Top OCT ranked requirements (lower Average means ranked more critical).

					•
Category	Top Requirements	Average	SD	Category	Top Require
Data Sources	Face-to-face	2.90	2.18	Flow Details	Key words in
	Ventrilo	3.80	2.53		Breakdown by
	CPOF	4.40	2.01		comms mode
	VoIP Email	4.60 4.70	1.90 2.54		Quantity (#) o
	Specific mode of	3.80	2.25		comms sent c
	communication	3.00	2.20		received List of specific
Filters	Directional flow	4.20	1.48		CCIR
	(sent vs. received)			Flow Tracking Key Events Tracking	SIGACT
	Specific system	4.50	2.42		PIR
	Specific document	4.70	2.11		MSEL inject
	PIR	4.80	2.97		Briefs
Categorize Content	PIR	2.10	0.74		Working group
	CCIR	2.40	1.35		meetings
	SIR	4.90	1.79		SIGACT
	TAI	4.90	1.85		Track running
	Monitor PIRs	1.10	0.32	Process	estimates
	Monitor SIRs	2.40	1.17		Speed of a de
					When CDR is

Category	Top Requirements	Average	SD
Flow Details	Key words in comms	2.30	1.06
	Breakdown by comms mode	2.80	1.81
	Quantity (#) of comms sent or received	3.00	1.25
	List of specific emails	3.20	1.55
	CCIR	2.00	0.82
Flow	SIGACT	2.40	1.17
Tracking	PIR	2.60	1.35
	MSEL inject	3.00	1.05
Key	Briefs	3.10	2.02
Events	Working group meetings	3.20	1.32
Tracking	SIGACT	4.50	2.88
	Track running	2.00	1.05
Process	estimates	2.20	1.14
	Speed of a decision When CDR is present	1.50	1.14
Comparis	•	1.50	1.00
on	Across event types	2.50	1.18

Day vs. night



COD Software Components

COD Components **Future** capabilities Command Operations Dashboard Overview **Overall** Time Overview **Filter** Message 5/10 2100 5/11 0000 5/11 1200 5/11 Unit Timeline Count 10th Support BDE Unit Messages ✓ 16th Support BDE **Filters** 1st Support BDE ✓ CMOC Division Exercise Heavy BCT Civilian Attack HICON 5/10 2100 5/11 0900 5/11 1200 5/11 0600 Infantry BCT WFF Events by Maneuver BDE **Network Filters** Network Terms type Technical Support Talipan Show Labels **Options** Warfighter Function Color By Command Unit Fires location WFF Intel vehicle Protection Taliban fighters patrol Sustainment People ambush Information ▼ People: 149 polling station civilian 10_CAB_CDR LTC Long Terms in site 10_CAB_FSO CPT Gardner filtered 10 CAB S3 MAJ Greene Reaper 10_SUST_CDR LTC Moore messages 10 SUST S3 MAJ Robinson Filtered network Message of who talks to Message Type Type Filters whom 11 © 2014 Aptima, Inc.



Current Use Cases

Scenario Background



- Data are from a large Division level exercise 2010
 - Why? These are the only Army email network (not content) data that have been declassified.
 - Unclassified content have been added back in for demonstration purposes.
 - People's names have been changed, but the unit, warfighter function, and role names are from the exercise.
- Coalition Forces are conducting Counter Insurgency operations during a national vote in Afghanistan
- A U.S. Army Division is controlling a number of brigades
 - Given the scenario, Civil Affairs (G9) and MISO (G7, PsyOps) are important
 - Only the Division (and a few LNOs) wore Sociometric badges
 - The Division staff were in a single large Command Post (CP)
- The scenario takes place over a 24-hour period, which was conducted over 4.5 work days

The data are displayed in scenario time

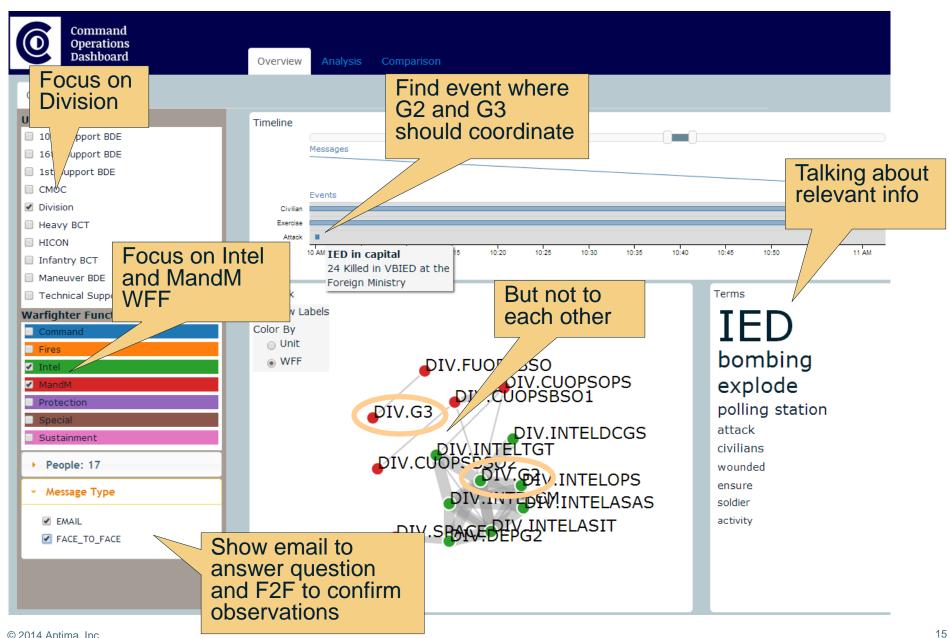
Use Case: G2-G3 Interactions



- The OCT covering the G2 (Intel) shop wants to know how well the G2 is coordinating with the G3 (Movement and Maneuvers, Operations)
- During observations in the CP, the OCT does not see the G2 and G3 speaking very much, nor on the phone much, but perhaps they are communicating through email
- The OCT has no access to these digital communications, so he uses the COD to see if they are communicating, and if so, about what
- To narrow his focus, the OCT chooses a time point when he thinks the G2 and G3 should be communicating, such as after an IED
- Given the information, he wants to create a graphic to present to the G2 and G3 as a teaching point

Use Case: G2-G3 Interactions Results





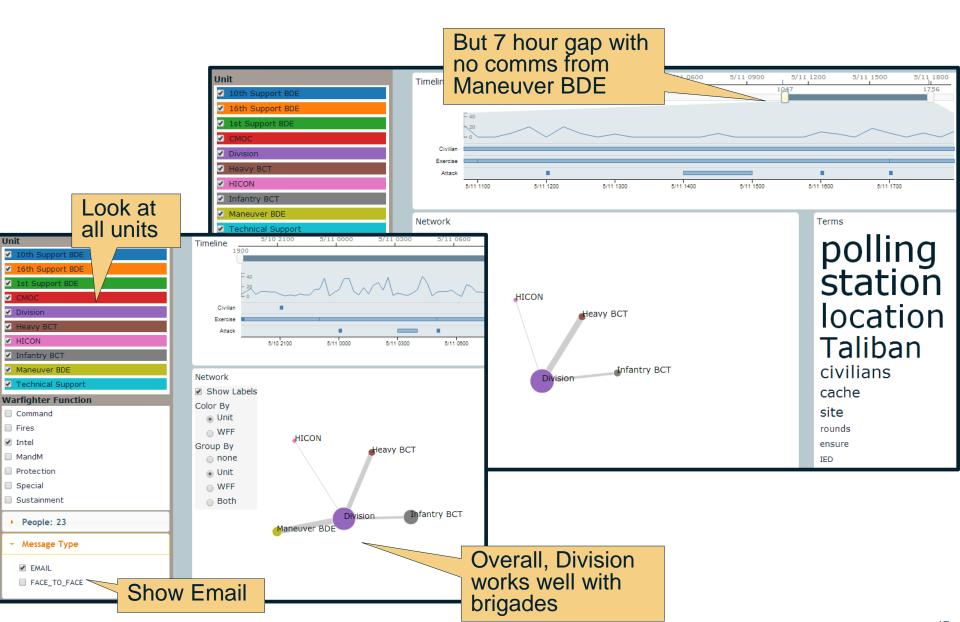
Use Case: Intra-CP Communications



- The Intel OCT wants to know how well the Division G2 is coordinating with other Intel shops in other units
- The OCT can see the coordination within the Division since they are all in one CP, but can not see other interactions
- The OCT uses the COD to select just the Intel WFF, but all other Units to see the interactions
- Overall, there are good communications, but there is also a 7 hour gap where the Maneuver BDE Intel has no comms with other Intel teams

Use Case: Intra-CP Communications Results





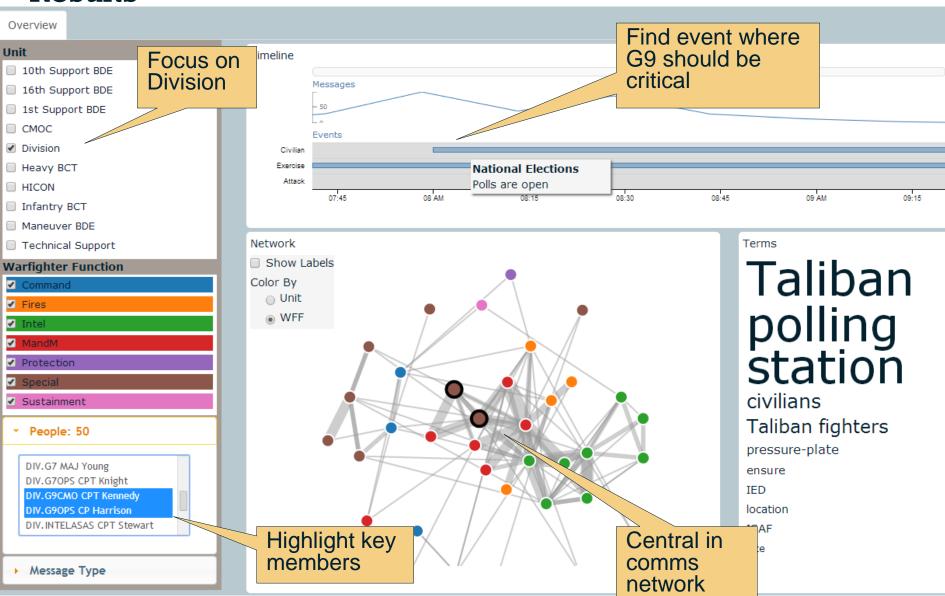
Use Case: Civil - Military Interactions



- Civil Affairs (G9 Shop) personnel often not integrated into decision making processes
- The OCT covering these personnel thinks they are doing a good job of demonstrating their capabilities, but wants to confirm this
- To narrow the focus, the OCT highlights the G9 in the network and focuses on a time when the G9 should be integral to operations, e.g., around the time that the polls start
- The OCT sees that the G9 are very central to the network

Use Case: Civil – Military Interactions Results





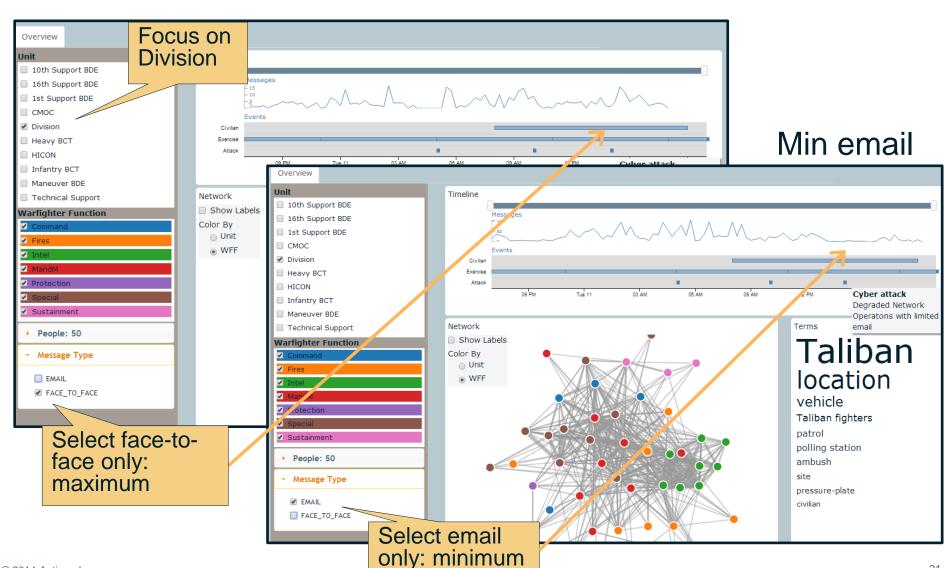
Use Case: DNO Reaction



- The Command group OCT wonders how well the division works during degraded network operations (DNO)
- He focuses on the division and finds an event which would effect the digital network (cyber attack)
- He'd like to see if face-to-face interactions compensate for a lack of email
- The OCT focuses on the Division (which had the badges to detect face-to-face interactions), identifies the DNO event, but wants to see that relative to the rest of the exercise so the time selected is simply the whole time
- Selecting email only vs. face-to-face only, the OCT sees that around the time of the DNO that email was at a low point, but face-to-face was at a high point

Use Case: DNO Reaction Results







Plans

Plans



- Data collection
 - Upcoming exercise this summer to collect more data and test usefulness of COD during training
- Proposals submitted to fund further data collection and COD development



Conclusion

Conclusion



Command Operations Dashboard

- An end-to-end system created to collect, organize, analyze and display information for use by the OCTs
- Provides real-time information about communications within the training unit
- Can help
 - Guide OCTs to parts of the unit requiring more support
 - Provide solid evidence of both healthy and harmful interaction patterns
 - Improve training by moving from AAR to current action assessment

Further needs

- For better unobtrusive measurement of team states to support training and operations
 - All communications channels must be made available
 - Many proprietary systems, without APIs, are currently being used
- Ideally, the Army would make this type of access a requirement, at least in training settings, so the full power of the sensor and big data revolutions can be applied



Questions?

