

### An Engineering Model for Enterprise Command and Control

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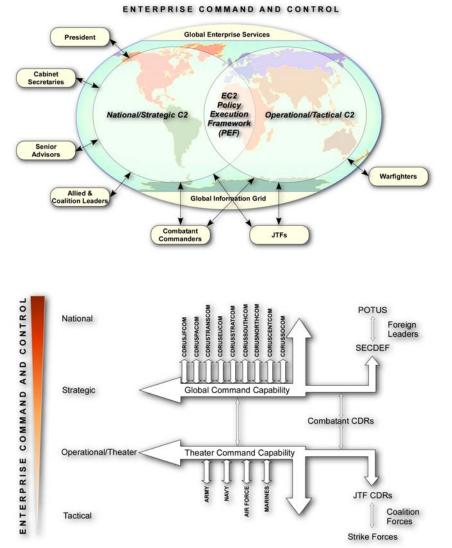
9<sup>th</sup> Command & Control Research & Technology Symposium San Diego, CA June 15-17, 2004





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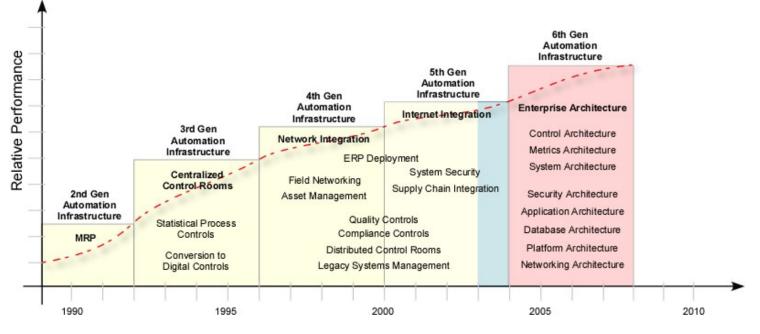


## **Enterprise C2**

- **Enterprise**, n, an arbitrary unit of organization responsible for executing one or more policy constrained *value propositions* within a given context
- Enterprise Command and Control (EC2), v, the interactive real-time act of measurement, situation assessment, planning, and plan execution required to guide an enterprise in achieving its value propositions all while immersed in an evolving context



#### **Evolution of Automation**

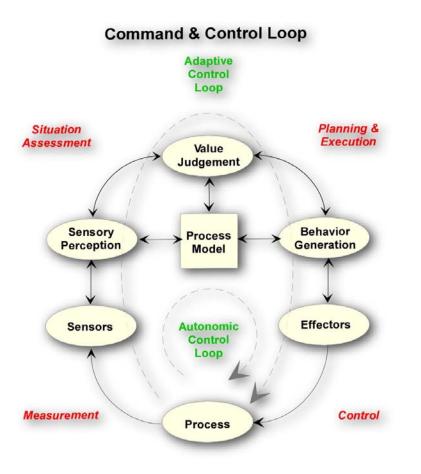


#### EC2 Issues

- Are we ready to automate (engineer) the upper levels of large-scale enterprise?
- Can we apply integrated computing, communications and control technologies to traditionally social management practices?
- Are enterprise system models sufficiently robust to represent enterprise behaviors?



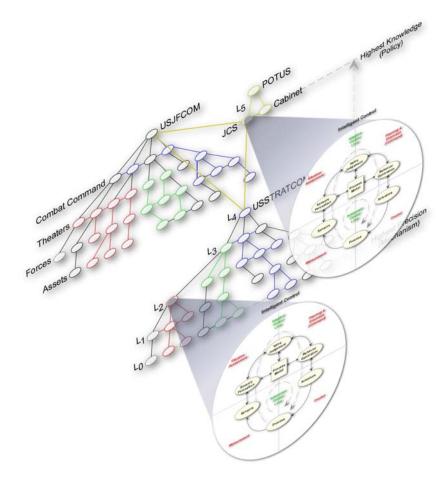
## **Cyclic Process of EC2**



- Situation Assessment
  - Measurement
    - Sensor Management
    - Sensory Perception
  - Sensory Perception
    - Context Management
    - Pattern Recognition
- Planning & Execution
  - Behavior Generation
    - Policy & Asset Management
    - Plan Development
  - Control
    - Plan Execution
    - Effector Management

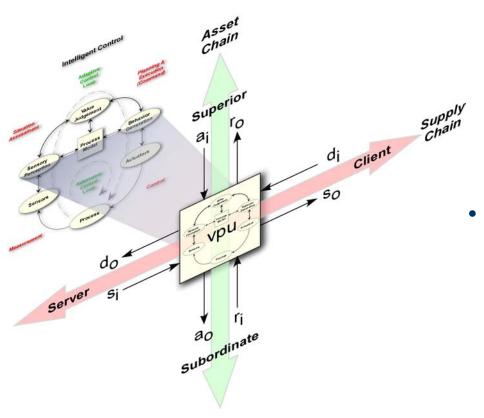


## **Key EC2 Characteristics**



- Strategic, Operational, Tactical
- Distributed (Decentralized)
- Always On Everywhere (24x7)
- Real-time (Timely)
- Mesosynchronous
- Federated (Allied Agents)
- Collaborative (P2P)
- Accountable (Causal)
- Dynamically Stable (Regulated)
- Evolutionary
- Scalable
- Available
- Secure

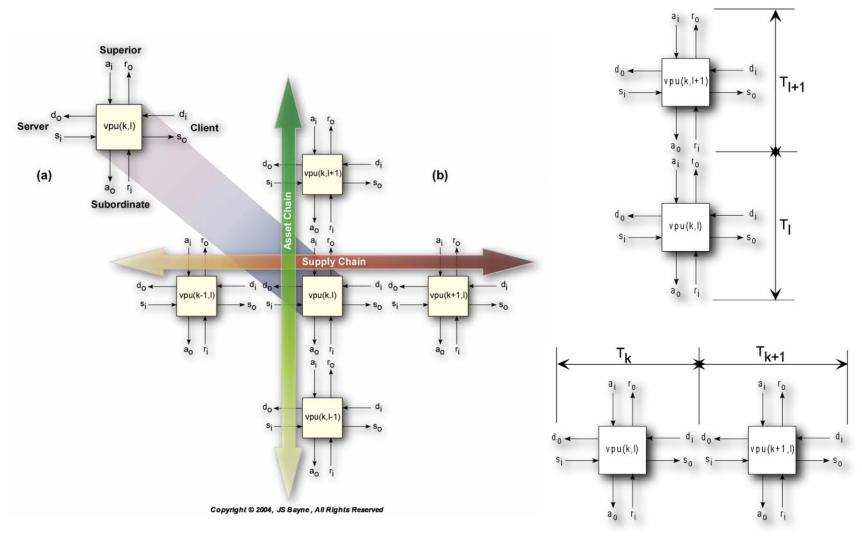
# ECHELON 4 CORPORATION Key Objective – Value Production



- Supply Value Chain
  - Clients
    - Demand In (d<sub>i</sub>)
    - Supply Out (s<sub>o</sub>)
  - Servers
    - Demand Out (d<sub>o</sub>)
    - Supply In (s<sub>i</sub>)
- Asset Value Chain
  - Superiors
    - Assets In (a<sub>i</sub>)
    - Returns Out (r<sub>o</sub>)
  - Subordinates
    - Assets Out (a<sub>o</sub>)
    - Returns In (r<sub>i</sub>)

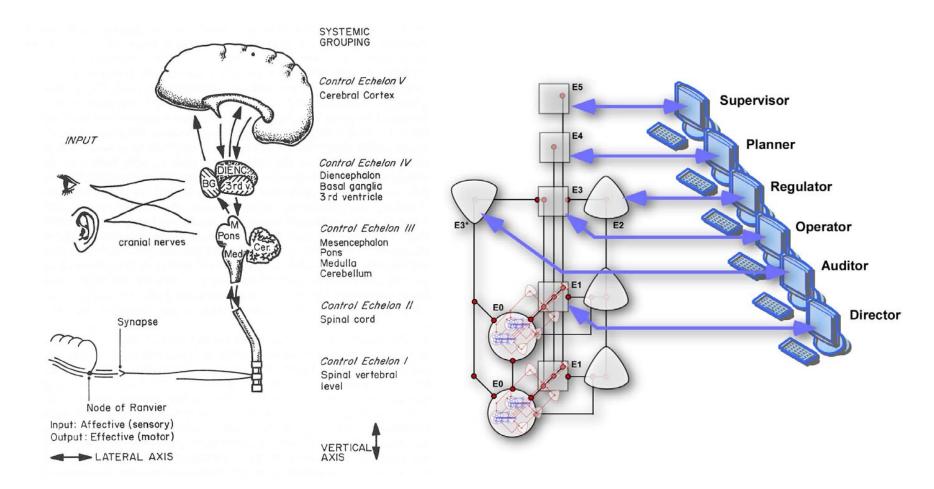


#### **Value Production Model**





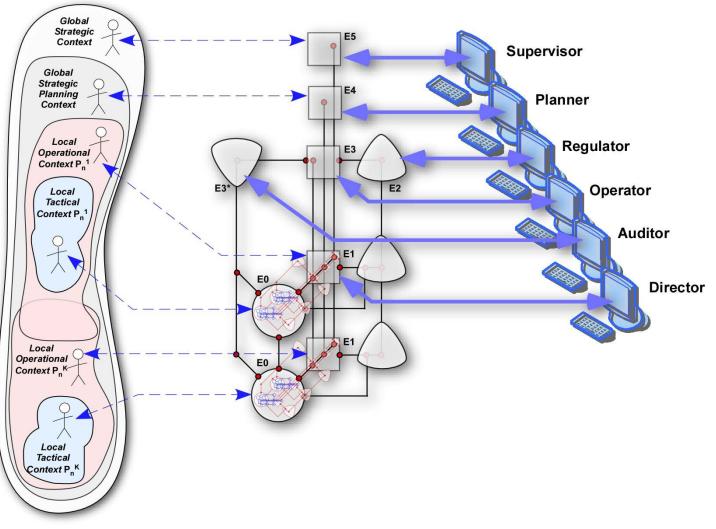
#### **EC2 Actor Model**





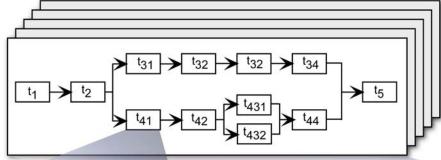
#### **EC2 Context Model**







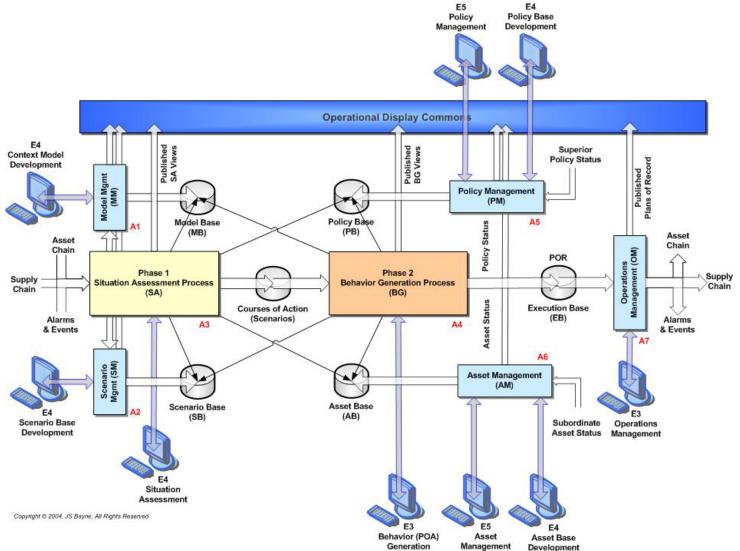
#### **EC2 Plans of Record (POR)**



| task {                                      | plan {                                      |
|---|---|
| task id;                                    | plan id;                                    |
| task time;                                  | plan time;                                  |
| task resources;                             | plan resources;                             |
| task policies;                              | plan policies;                              |
| task risk {                                 | plan_risk {                                 |
| task risk time;                             | plan risk time;                             |
| task risk resources;                        | plan risk resources;                        |
| }   | j   |
| task_predecessors;                          | plan_predecessors;                          |
| task_successors;                            | plan_successors;                            |
| task_start_time;                            | plan_start_time;                            |
| task_completion_time;                       | plan_completion_time;                       |
| task_penalty_function;                      | plan_penalty_function;                      |
| task_critical_path;                         | plan_critical_path;                         |
| task_manager;                               | plan_manager;                               |
| <pre>task_init();</pre>                     | plan_init(); /* paln resourcing */          |
| task_proc(); /* task process (step list) */ | plan_proc(); /* plan process (task list) */ |
| task_error(); /* task error handler */      | plan_error(); /* plan error handler */      |
| task_end(); /* task clean up on end */      | plan_end(); /* plan clean up on end */      |
| task_status(); /* task current status */    | plan_status(); /* plan current status */    |
| task_etc(); /* task est time to complete */ | plan_etc(); /* plan est time to complete */ |

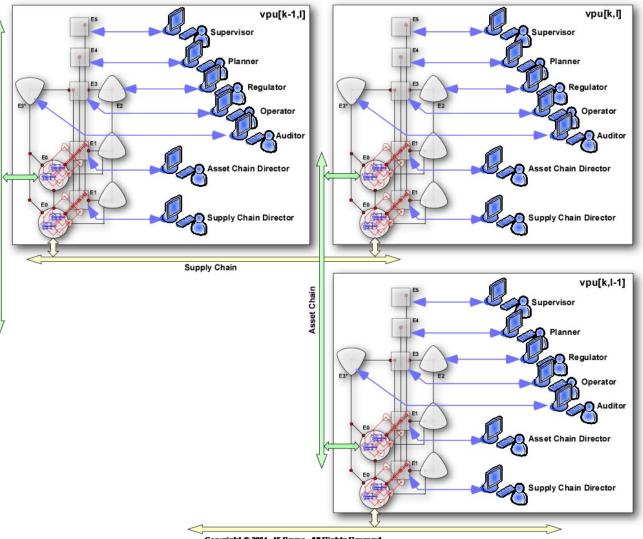


#### **EC2** Application





#### **Collaborative EC2**



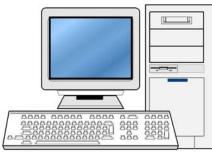
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#### EC2 "Bridge"



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E5 Supervisory Workstation



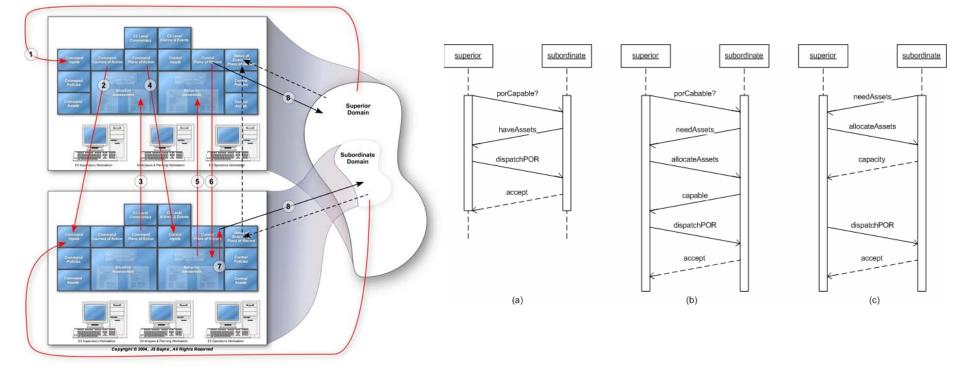
E4 Analysis & Planning Workstation

E3 Operations Workstation



#### **Asset Chain Collaboration**

#### Superior-Subordinate Command Chain

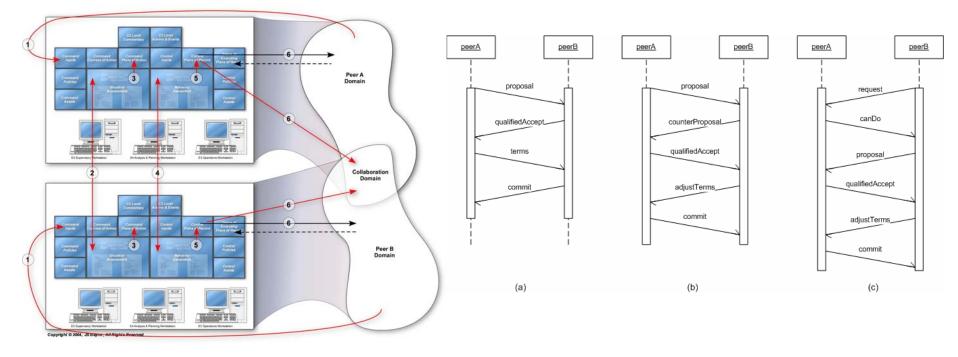


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### **Supply Chain Collaboration**

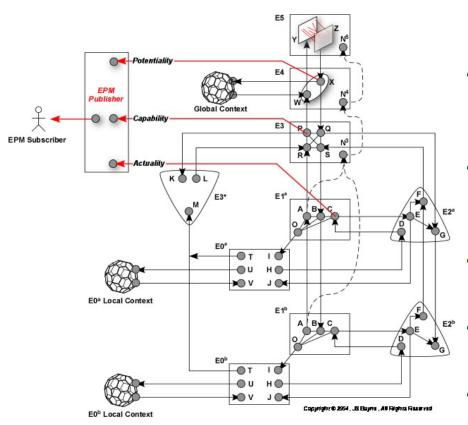
#### Peer-Peer Command Chain



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#### **Enterprise Performance**



- Potential
  - What a process is potentially capable of doing
- Capability
  - What a process is "resourced" to do
- Actuality
  - What a process is actually doing
- Latency
  - Ratio of Capability to Potential
- Productivity
  - Ratio of Actuality to Capability
- Performance
  - Ratio of Actuality to Potential



#### Q&A

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