

### An Engineering Model for Enterprise Command and Control

Jay Bayne, PhD Echelon 4 Corporation

jbayne@echelon4.com

**Raymond Paul, PhD** 

OASD/NII raymond.paul@oasd.mil

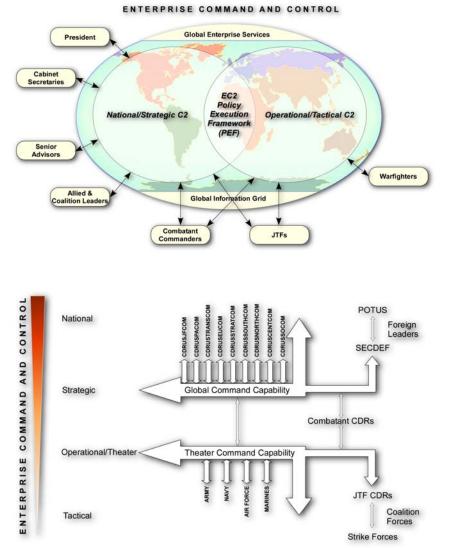
9<sup>th</sup> Command & Control Research & Technology Symposium San Diego, CA June 15-17, 2004





- 1. Definition of Enterprise C2
- 2. C2 Automation Evolution
- 3. EC2 Process
- 4. EC2 Characteristics
- 5. EC2 Objective: Value Production
- 6. Value Production Model
- 7. EC2 Actor Model
- 8. EC2 Context Model
- 9. Plans of Record (POR)
- 10. EC2 Application
- 11. EC2 Collaboration
- 12. EC2 "Bridge"
- 13. Asset Chain Collaboration
- 14. Supply Chain Collaboration
- 15. Enterprise Performance Measures



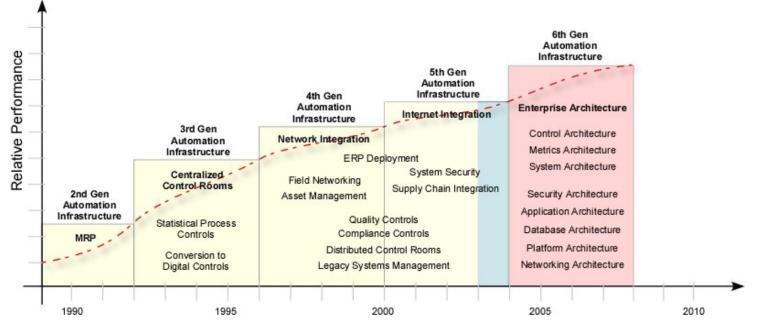


## **Enterprise C2**

- **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**

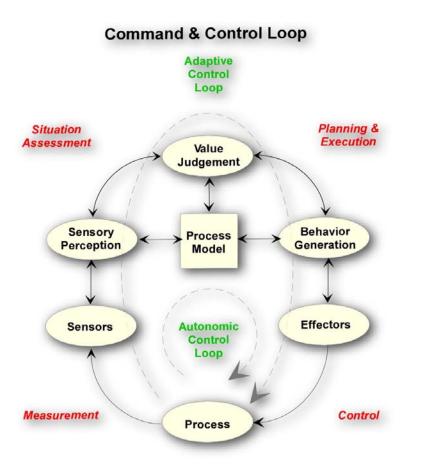


#### EC2 Issues

- 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?



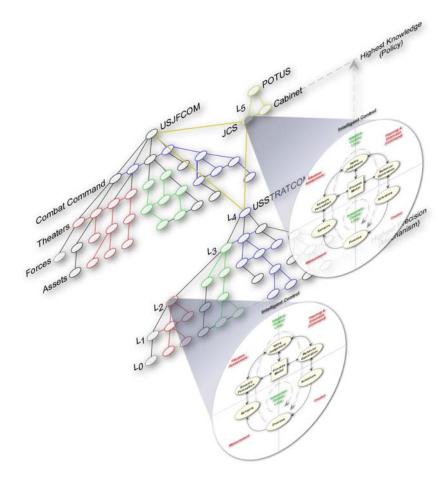
## **Cyclic Process of EC2**



- 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

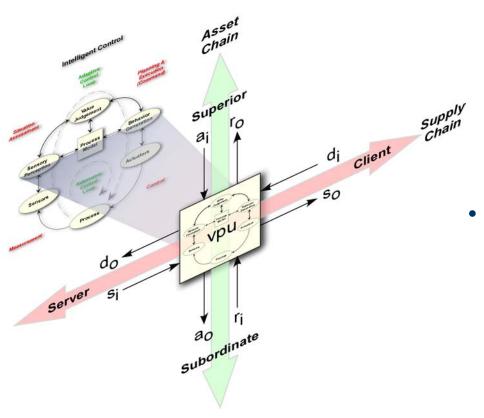


## **Key EC2 Characteristics**



- 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

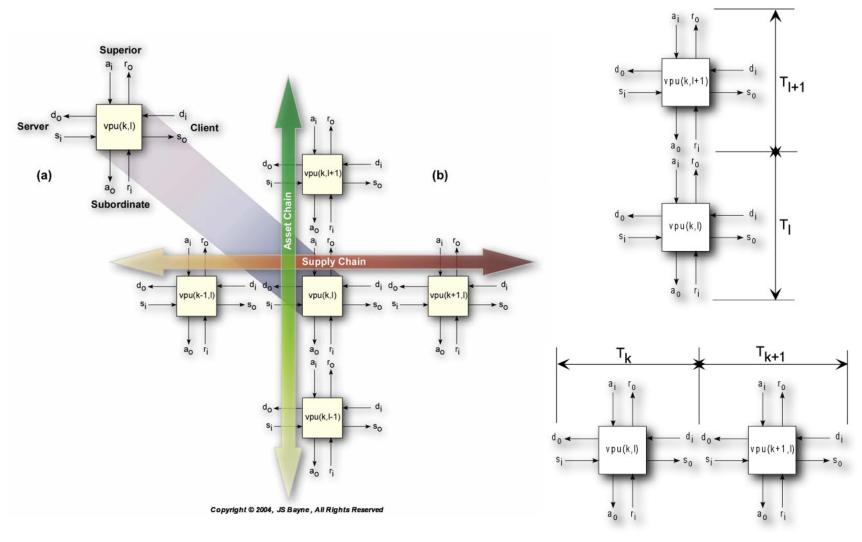
# ECHELON 4 CORPORATION Key Objective – Value Production



- 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>)

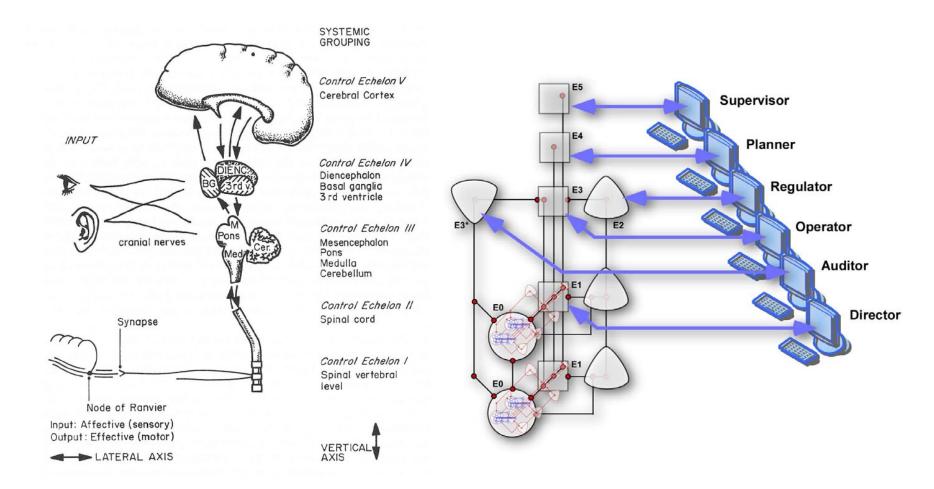


#### **Value Production Model**



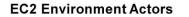


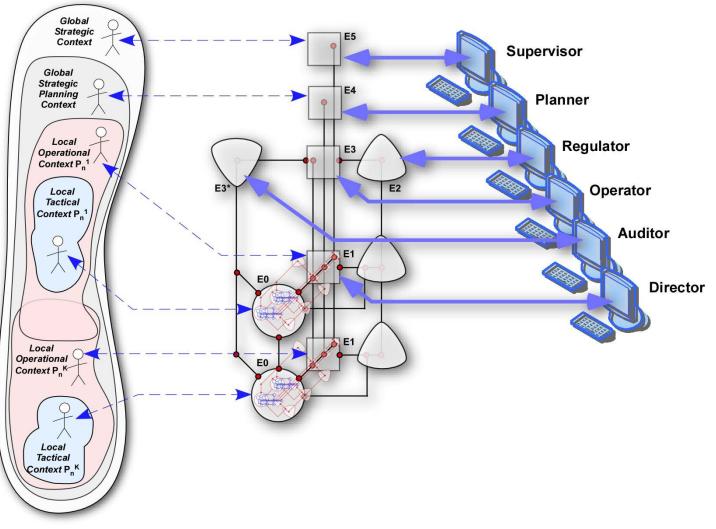
#### **EC2 Actor Model**





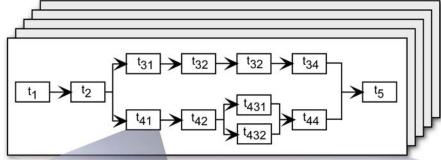
#### **EC2 Context Model**







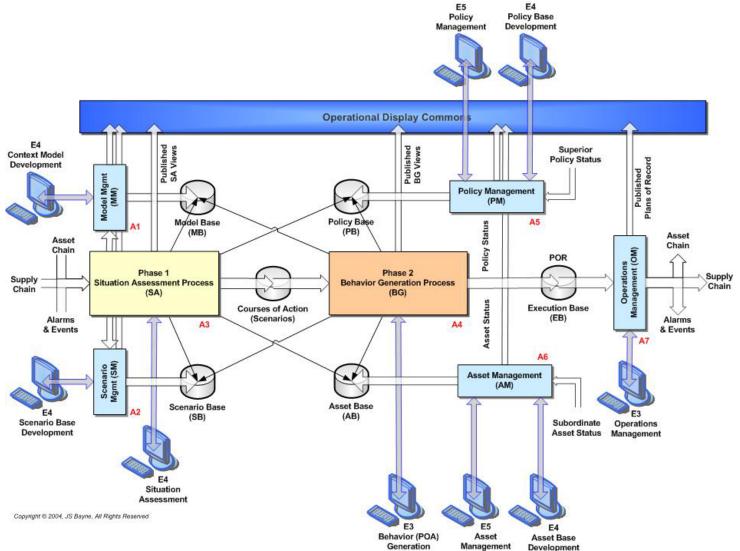
#### **EC2 Plans of Record (POR)**



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 */

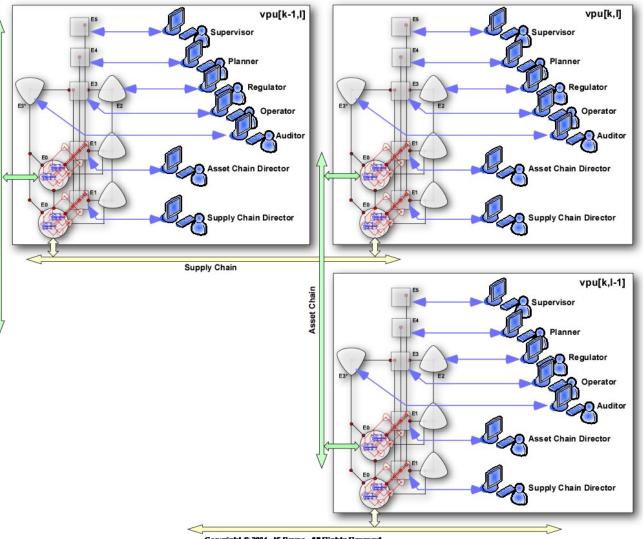


#### **EC2** Application





#### **Collaborative EC2**



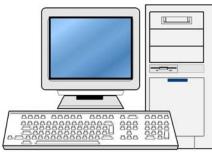
Copyright © 2004, JS Bayne, All Rights Reserved



#### EC2 "Bridge"



Copyright © 2004, JS Bayne , All Rights Reserved



E5 Supervisory Workstation



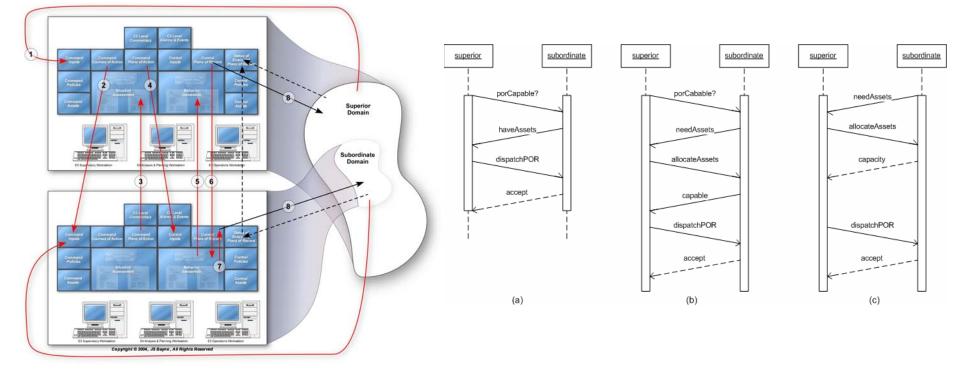
E4 Analysis & Planning Workstation

E3 Operations Workstation



#### **Asset Chain Collaboration**

#### Superior-Subordinate Command Chain

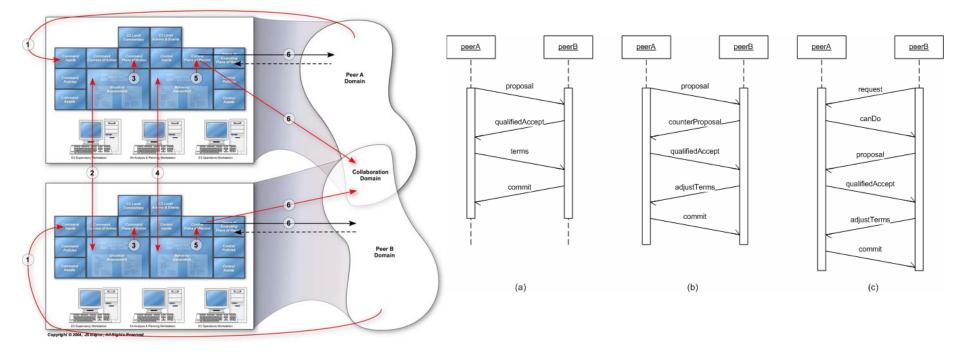


9<sup>th</sup> Command & Control Research & Technology Symposium San Diego, CA June 15-17, 2004



### **Supply Chain Collaboration**

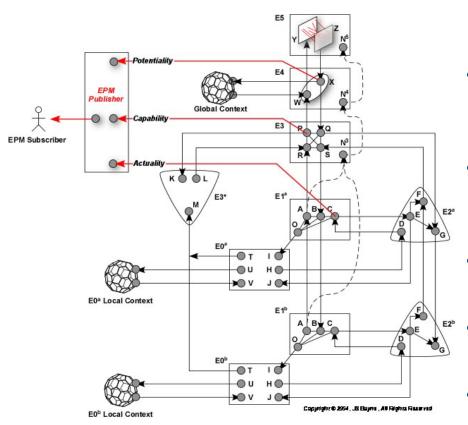
#### Peer-Peer Command Chain



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



#### **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

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