

An Engineering Model for Enterprise Command and Control

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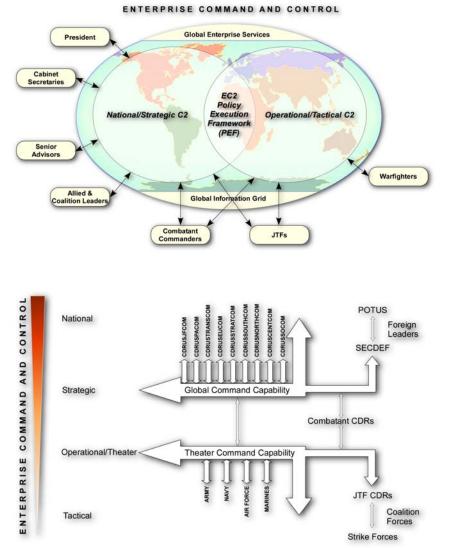
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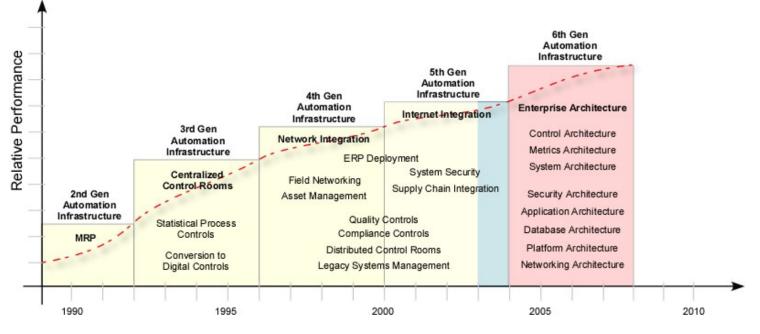


Enterprise C2

- **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

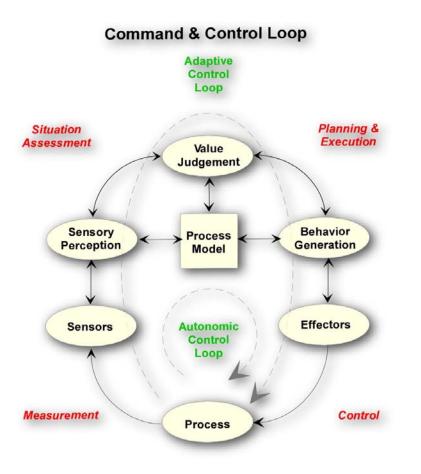


EC2 Issues

- 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?



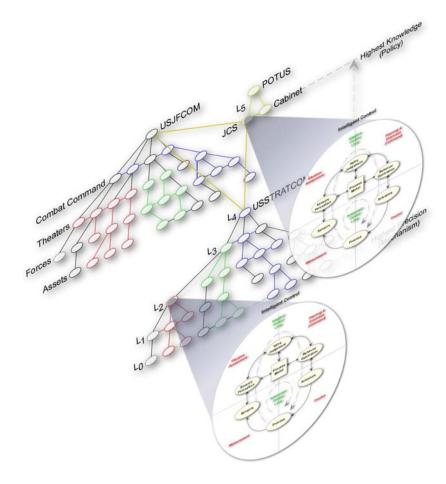
Cyclic Process of EC2



- 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

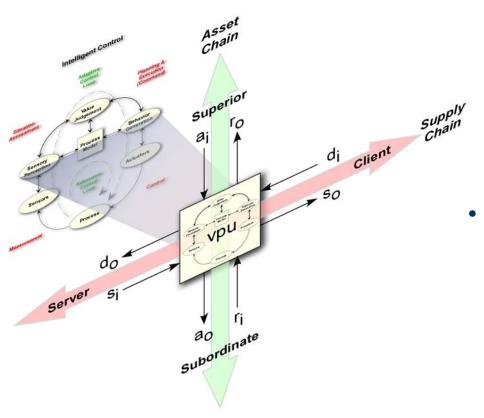


Key EC2 Characteristics



- 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

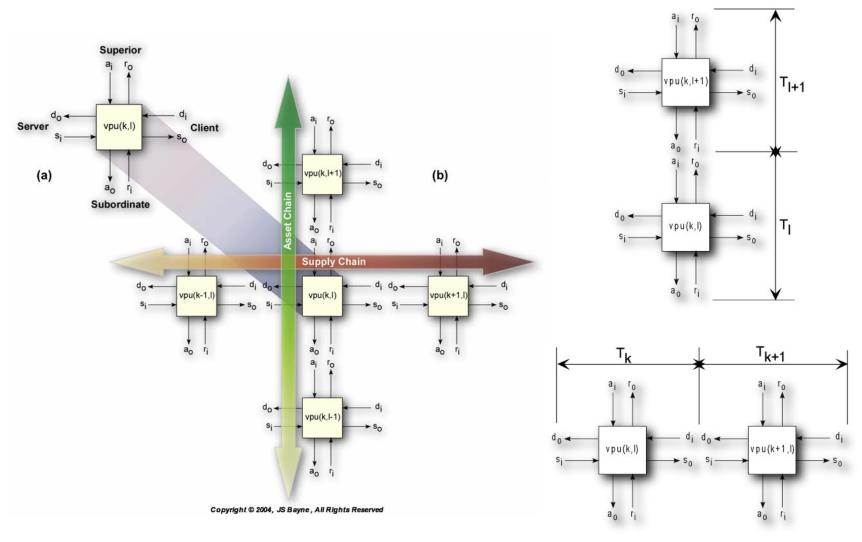
ECHELON 4 CORPORATION Key Objective – Value Production



- Supply Value Chain
 - Clients
 - Demand In (d_i)
 - Supply Out (s_o)
 - Servers
 - Demand Out (d_o)
 - Supply In (s_i)
- Asset Value Chain
 - Superiors
 - Assets In (a_i)
 - Returns Out (r_o)
 - Subordinates
 - Assets Out (a_o)
 - Returns In (r_i)

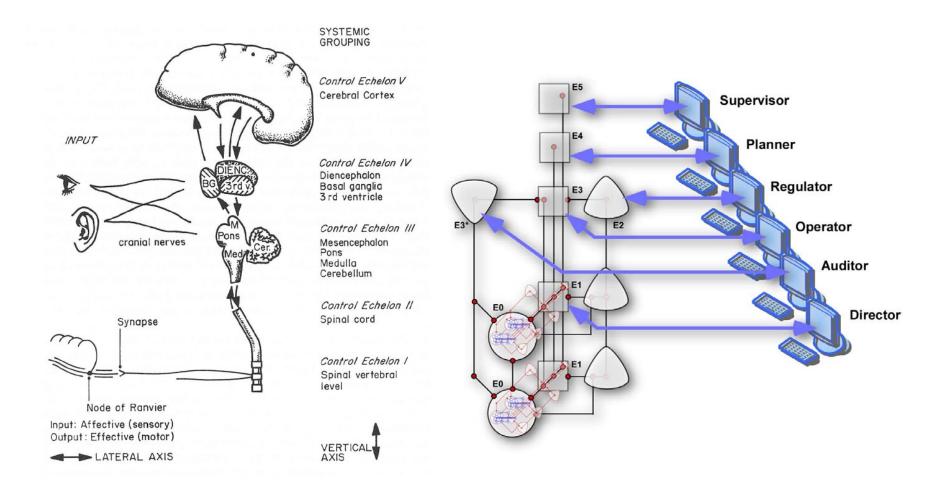


Value Production Model



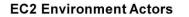


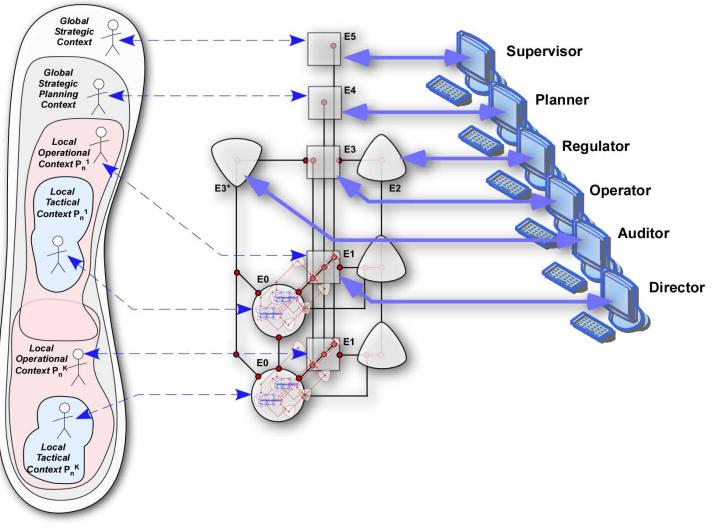
EC2 Actor Model





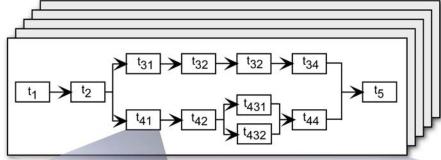
EC2 Context Model







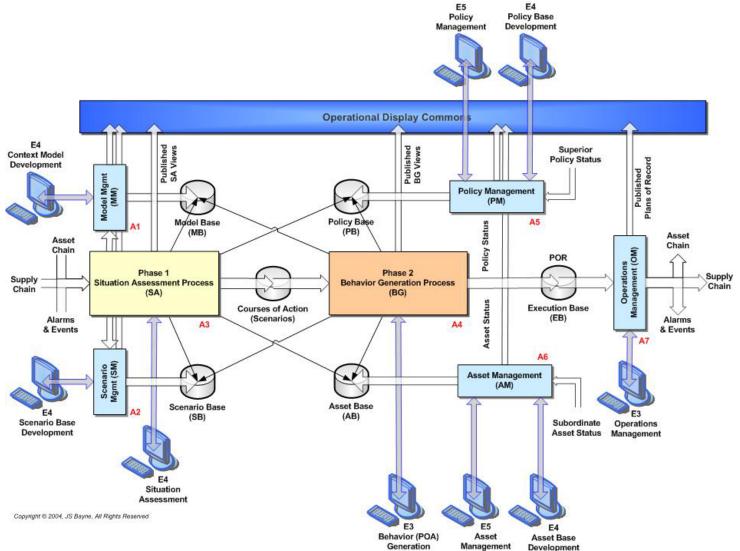
EC2 Plans of Record (POR)



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 */

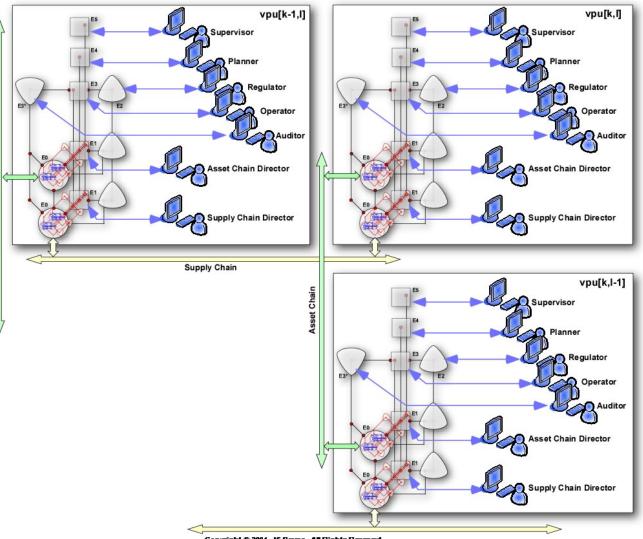


EC2 Application





Collaborative EC2



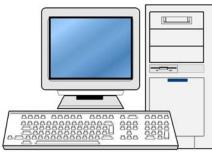
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EC2 "Bridge"



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E5 Supervisory Workstation



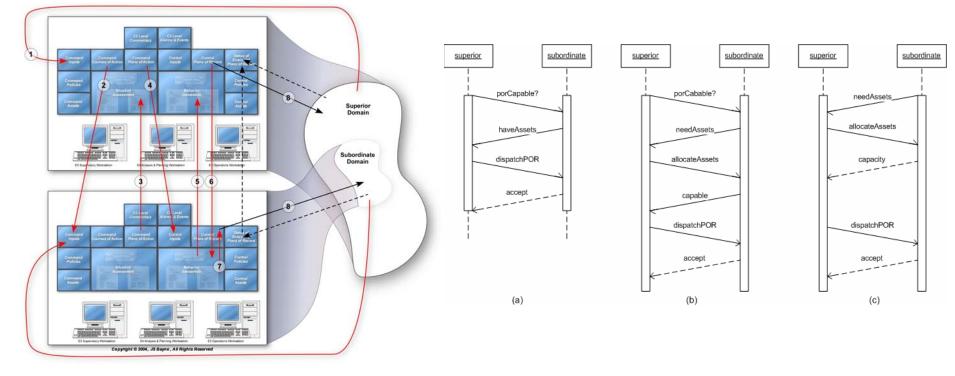
E4 Analysis & Planning Workstation

E3 Operations Workstation



Asset Chain Collaboration

Superior-Subordinate Command Chain

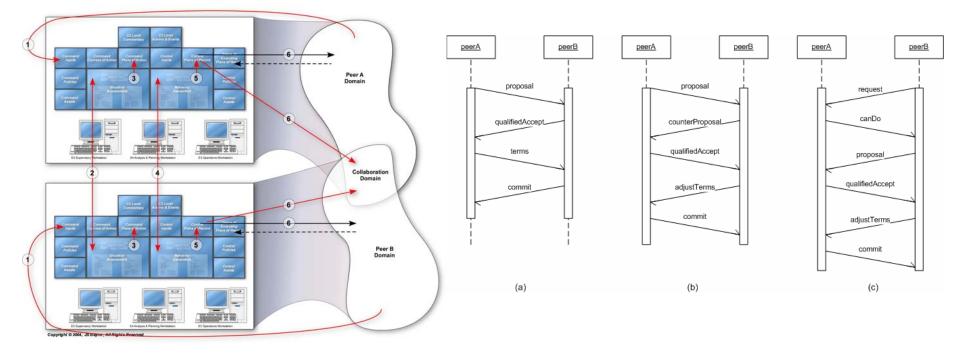


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Supply Chain Collaboration

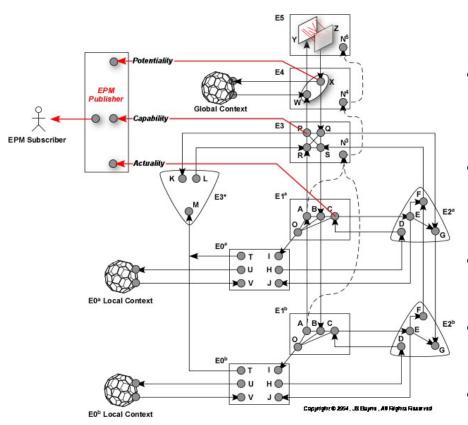
Peer-Peer Command Chain



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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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