



New Navy Solutions: Developing Simulation Based C4I Applications

Practical Composability!

Command and Control Research & Technology Symposium June 15-17, 2004 San Diego, California

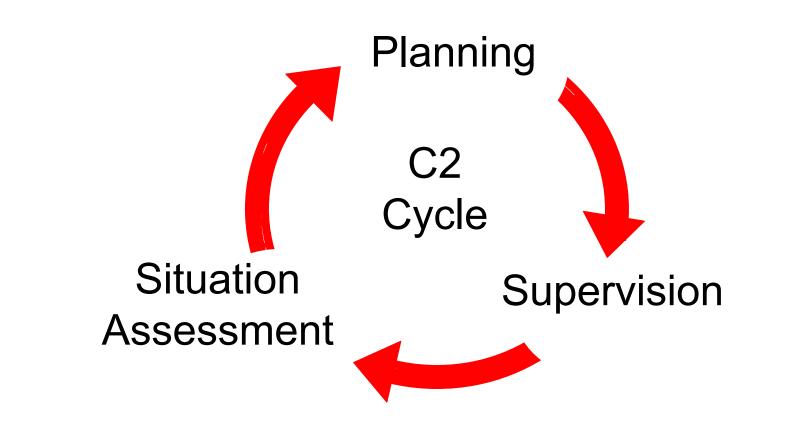
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Brief Outline

C4I – Simulation Issues
M&S Design Requirements
Applications
Composability Example

The Command and Control Cycle



C2 Systems primarily support the Situation Assessment Phase!

What is the problem? It is fundamental.

C4I Systems:

Operate in current time with real world data.

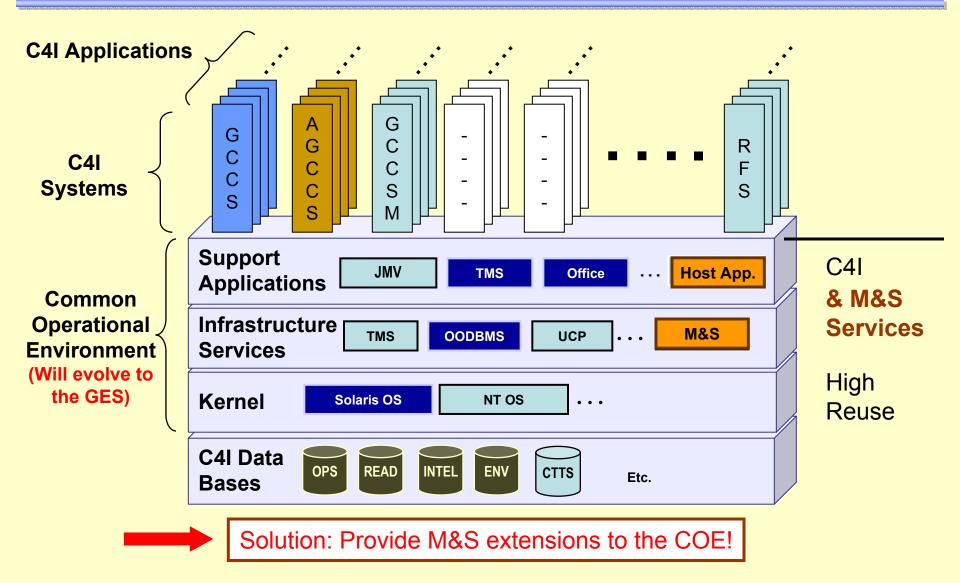
- Present a single common operational picture.
- Communicate as global broadcast systems.

Simulation Based Applications (e.g., Planning,

Course of Action Analysis) require:

- Variable time bases.
- Analysis of "What if?" situations.
- Local perceptions.
- Peer-to-peer collaboration.

COE Compliant C4I Systems Architecture



M&S Requirements What is Needed?

Provide Services that:

- Link simulations to COE & C4I applications.
- Manage simulated data.
- > Manage variable time bases.
- Perform format, data, protocol conversions.
- Generate scenarios.
- Provide distributed Application services.

Sharable M&S Software Components

M&S Services

- Common Operational Picture (COP) Capture
- Mission Editor
- Time Line Display / Editor
- Virtual Track Manager
- Plan Preview
- Dynamic Run (Time base Management)
- Exercise Track Management System (XTMS)
- Archive
- Replay
- Debrief Editor

- Event Manager
- HLA/RTI Ambassador
- ATO Parser
- DIS Server
- Training TUTOR
- Plug-in Models
- Visibility Manager
- Mobile Sensor Model
- Visual LOS Model
- **Development Tools**
- C4I Simulator/Stimulator
- Training AUTHOR
- Host Applications









C4I Developments using M&S Host Applications

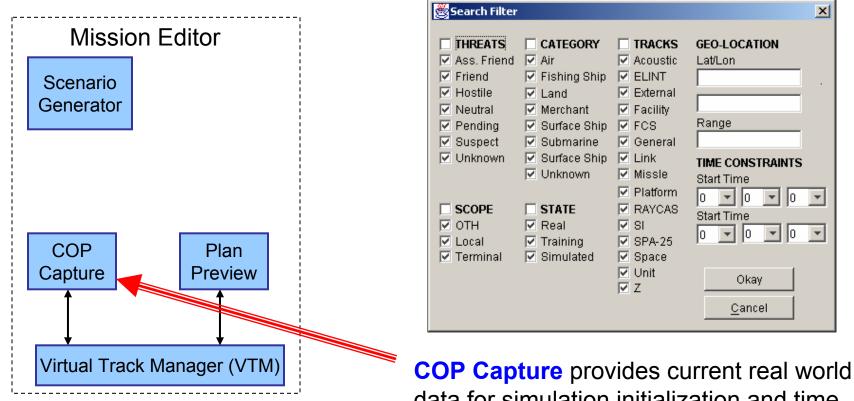
- ➡ 1. C4I Team Training (CTTS)
 - 2. GCCS/M Training Author & Tutor
- → 3. Weapons of Mass Destruction Defense
 - 4. Range Fusion System
 - 5. Transit Training
- → 6. Predator Down Link Trainer
 - 7. ATO Plan Analysis
 - 8. Mission Editor 4.2
 - 9. Multi-Ship Synchronization
 - 10. Archive, Reconstruction, Debrief



Example Development: C4I Team Training System (CTTS) - click to play video

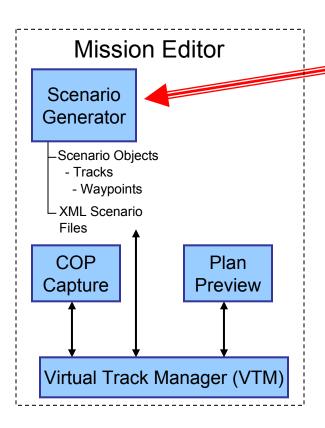
- Global Command and Control System Maritime (GCCS-M) Application
- Fully embedded
- Contains the Cruise Missile Training (CMT) Simulation

Composability Example: CTTS Start with the Mission Editor (COP Capture)



data for simulation initialization and time projection analysis.

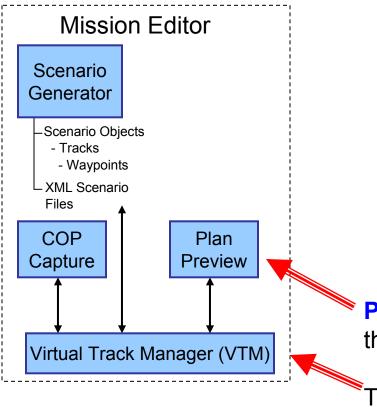
Composability Example: CTTS Add the Scenario Generator



The **Scenario Generator** is a common component used in a wide range of C4I planning, training & analytical applications.

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Composability Example: CTTS Add the Plan Preview & VTM to the Mission Editor

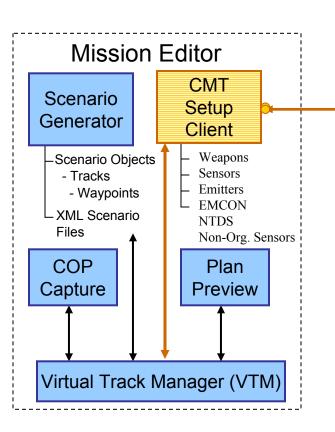


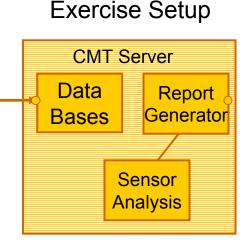
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Plan Preview allows the user to play and preview the scenario.

The Virtual Track Manager is used to store and manipulate scenarios.

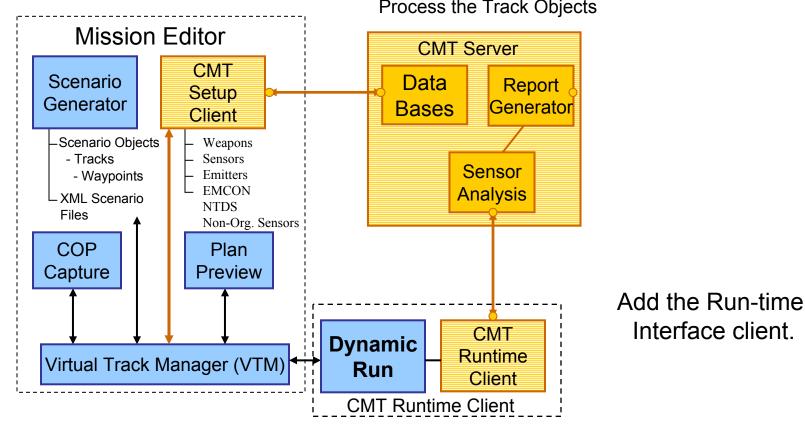
Composability Example: CTTS Develop the Simulation Setup Interface





The Embedded Setup Client (e.g., CMT Client) is a Plug-in tailored to the specific embedded simulation (e,g., Cruise Missile Trainer) to provide parametric inputs, user interface and runtime controls.

Composability Example: CTTS Develop the Simulation Runtime Interface

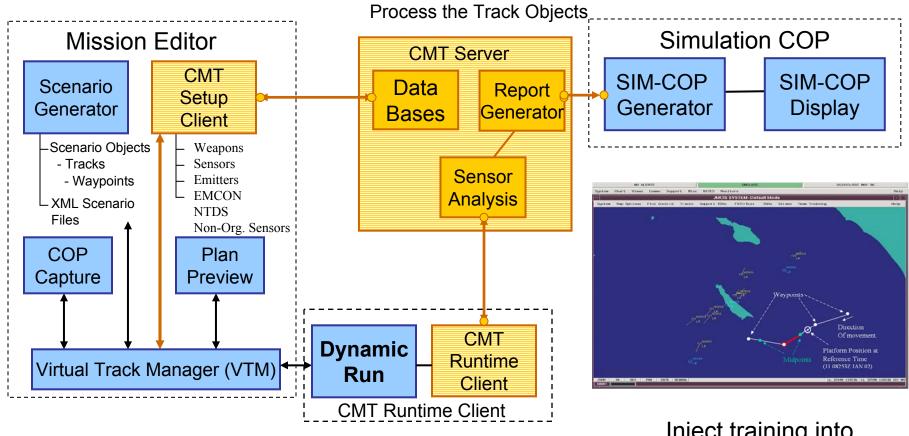


Process the Track Objects

Create the Mission

Run the Simulation

Composability Example: CTTS Develop the Simulation Output Interface

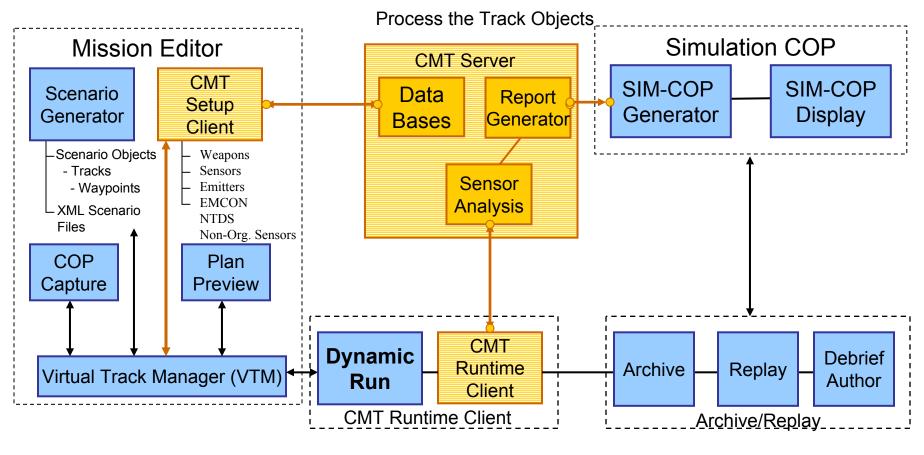


Create the Mission

Run the Simulation

Inject training into The C4I System.

Composability Example: CTTS Add Archive, Replay & Debrief Plug-ins

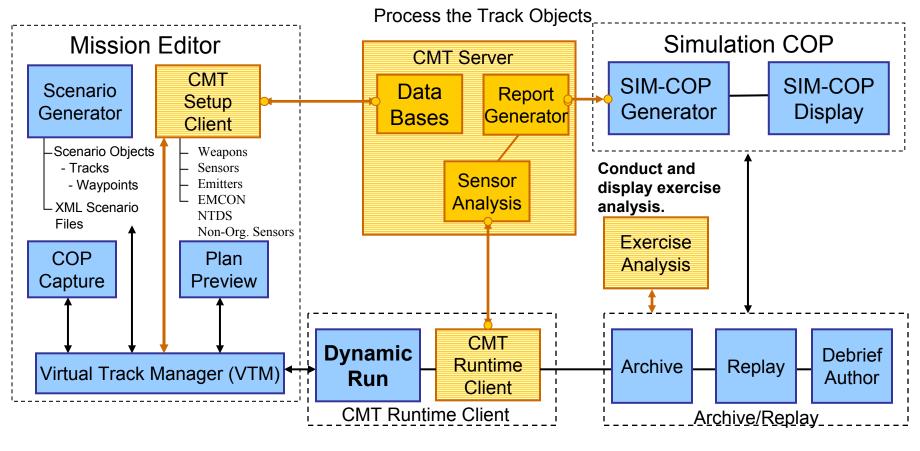


Create the Mission

Run the Simulation

Provide Archiving and Replay

Composability Example: CTTS Develop any Unique Functions

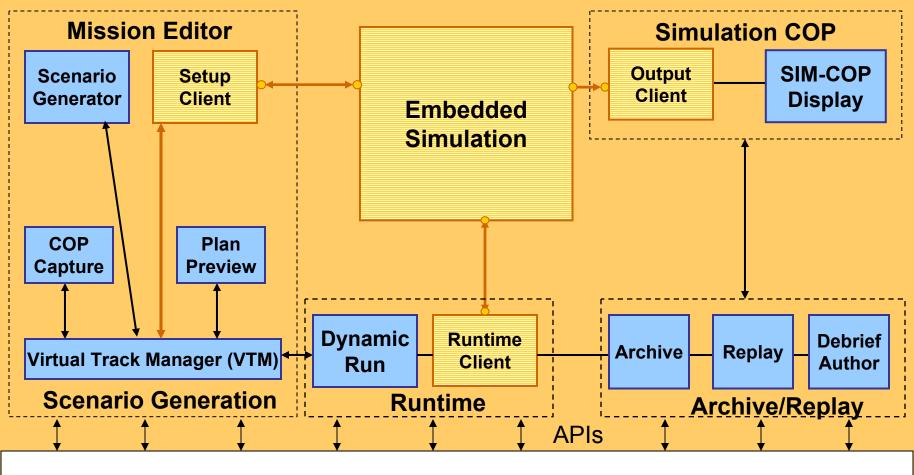


Create the Mission

Run the Simulation

Provide the Training

C4I M&S Host Application Generic Architecture for <u>Scenario Based</u> Applications

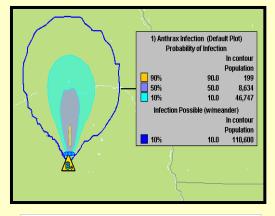


Common Operating Environment (COE)

Weapons of Mass Destruction Defense Host Mission Application.

Provide C4I an <u>on-site situational</u> <u>awareness</u> of nuclear, biological, and chemical (NBC) weapon information and processes that are beyond human cognition in "raw" state.



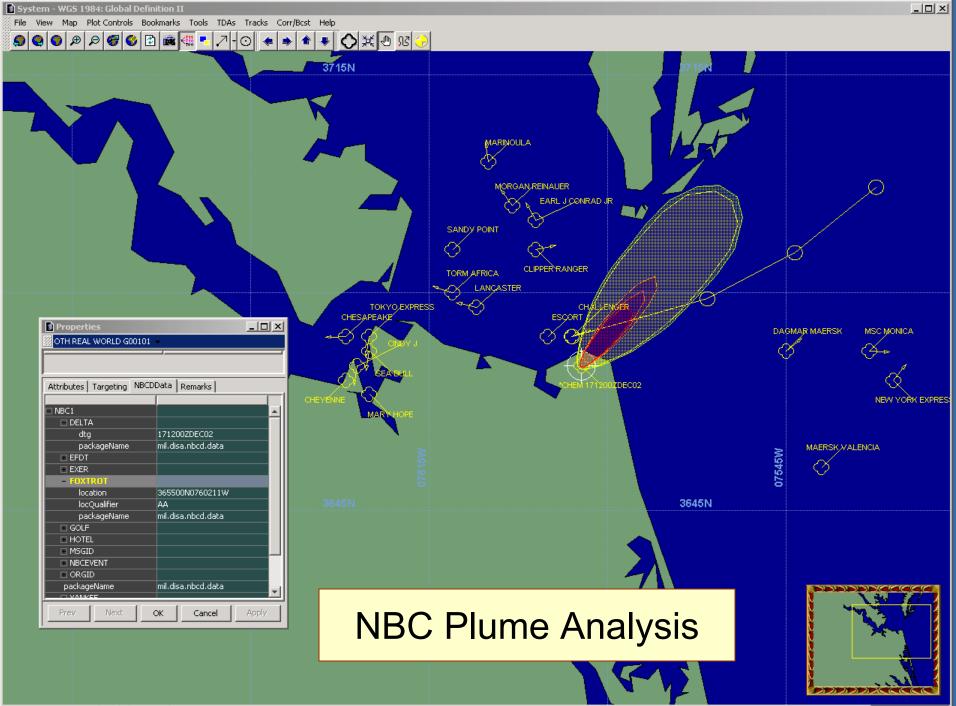




Making the World Safer

Initial Capability: Use an embedded HPAC server to predict hazardous down wind effects of <u>simulated</u> or <u>occurring</u> NBC weapon attacks or attacks on NBC facilities.

HPAC – Hazard Prediction Assessment Capability



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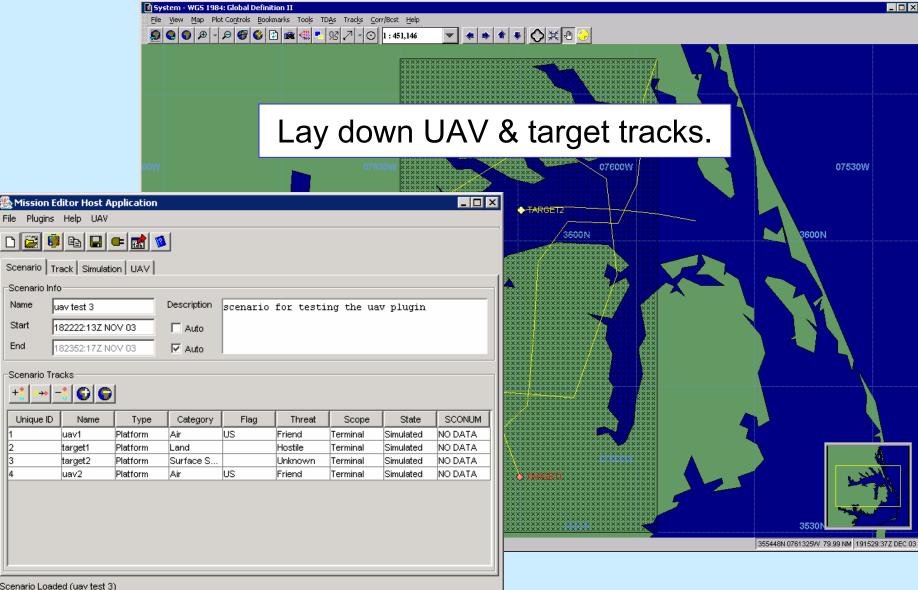
WMDD* Host Application Prototype

- Estimates down wind contamination, propagation and lethality. (Concentration contours & casualties).
- Layers NBC information into operational picture.
 - Operates with C4I tactical databases.
 - Displays fallout/ contamination clouds & time projections vis-avis force movements and populations.
- Interacts with mission planning & operational scenarios.
- Distributes results to other C4I Systems.

* "Weapons of Mass Destruction Defense – A C4I Host Application" Paper 03S-SIW-090, Simulation Interoperability Workshop, Spring 2003; Orlando, FL., G. Layman, J. Weatherly.

Predator Downlink Trainer

Stimulate the UAV Downlink



Scenario Loaded (uav test 3)

Scenario Info

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Start

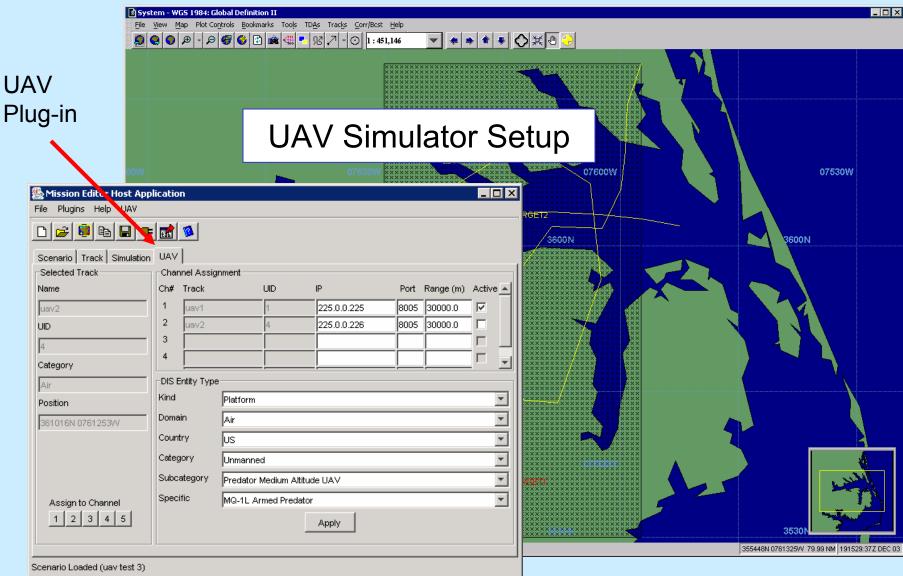
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Predator Downlink Trainer

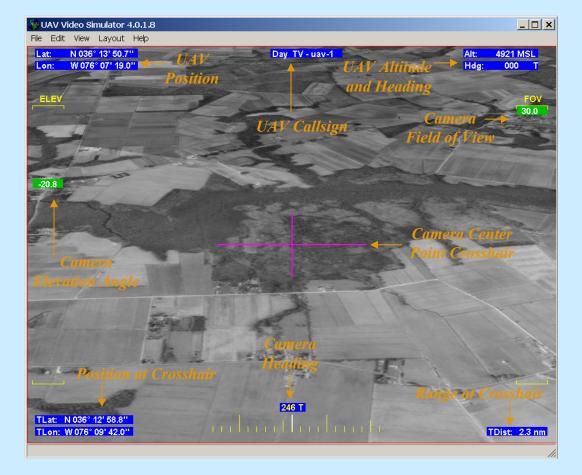
Stimulate the UAV Downlink



Control the Camera

Simulated Video Downlink Display





M&S Host Application Advantages Performance, Reliability & Cost

> Provides > 85% of software needed.

- COE/GES: Network Communication, Map servers, Data Fusion, Sensor Interfaces, Data Base Management, etc.
- M&S Services: Host Application, Mission Editor, COP Capture, Dynamic Run, etc.
- > Much easier development environment.
 - Less complex.
 - More reliable.
- Self Integration with all other M&S Applications.
- Embedded Training is included.





The Host Application and M&S Services described in this paper and brief will be available to developers in July, 2004.

Backup

Command and Control Definition

Command and Control is a continuous, cyclical process by which a commander makes decisions and exercises authority over subordinate commanders in accomplishing an assigned mission.

(US) Naval Doctrine Publication 6 – Command and Control

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