

# Proposing a C4ISR Architecture Methodology for Homeland Security

presented by

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# Agenda

- System of Systems Construct
- Analyses Methodologies
- Ties to Experimentation
- Challenges

# Systems Engineering



•Develop Architecture-Based Investment Strategies

•Develop Science and Technology Roadmap

•Collaborate With Army/DoD/other Organizations to Provide C4ISR Representation (Models and Simulated Architectures) to M&S Community

•Perform Constructive, Virtual, and Live Experimentation



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# SoS Analysis Approach Using M&S





**Problem Statement:** Develop a Methodology To Enable Analyses of Current and Future Force System of Systems, Across the Spectrum of ACR, RDA, TEMO, Experimentation and Test Environments.

**Approach:** Perform Detailed C4ISR SoS Engineering Analyses; Populate Architecture Framework Products With Synergized Data; Translate Into Simulated Architectures; Represent Composition of Entities To Be "Played" in SoS Simulation; Integrate Virtual Simulations With Live Test Range and Experimentation Assets Over Highly Distributed Networks.

**Payoffs:** Synergy Between Different Acquisition Programs of Record; Identification of Gaps/Overlaps to Help Reshape R&D Investment Strategies, AND Operational Concepts; Coupling Virtual, Force, and Component Modeling Technologies With the Test Domain.

#### Tool Kits

#### DoD Architecture Framework Products:

Synergized SoS Data Populated in Framework Products (e.g. OV-3, OV-6, SV-2, SV-6), Mined Using Automated Tools (e.g. TCAT, SA)

#### M&S Environment (MATREX): Representation of SoS

Concepts and Technologies Derived from a SoS Analysis into a Modeling and Simulation Environment, Enabling Analysis, Technology Trade Studies, and TTP Refinement.

#### Virtual/Constructive/Live Experimentation:

Adaptation of Models of Varying Fidelity into Specific Experimentation Environments (e.g. CASTFOREM, JCATS, OOS/OTB, Test Community) While Maintaining Continuity and Pedigree.

#### **Representative Example Of Employment**



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#### RESEARCH . DEVELOPMENT . ENGINEERING COMMAND

## **Define:** Architecture



The Structure of Components, Their Interrelationships, and the Principles and Guidelines Governing Their Design and Evolution Over Time.



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# Zoom In: Simulated Architecture For M&S Experimentation



- Perform Detailed C4ISR SoS Engineering Analyses & Populate Architecture Framework Products
- Translate Into Simulated Architecture and Identify Composition of C4ISR Entities To Be "Played" in Simulation
- Identify C4ISR Technologies to be Employed
- Identify Whether Technologies are Explored in RDEC Tech Base, or Other Venues
- Identify Whether Technologies Are Currently Represented By Models
- If Yes: Obtain/Employ Models
- -- If No:
  - Employ Surrogates
  - Create Models
- Identify Specific Experimentation Environment Needs:
  - Employ Algorithms and Performance Curves in Combat Models
  - Provide C4ISR Effects Simulations



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## Zoom In: Close Fight Simulated Architecture



- Perform Detailed C4ISR SoS Engineering Analysis
- Apply Process of Previous Slide
- Include Subterranean Propagation and "Enabling Models", e.g. Power, Navigation
- Technologies and Experimentation Strategies are Directly Applicable to HLS Problem Space



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# Architecture Development Methodology





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## C2 and Sensor Architecture Development Methodology





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OP

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## **Communications Network Architecture Methodology**

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# Translate OVs into SVs





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# C2/ISR Information Dissemination Constraint Example





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# C4ISR Effects Modeling Process: Comm





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# Challenges



#### Continuous Adaptability

- Systems to be modeled are continuously evolving
- There is a tradeoff between the accuracy of a model and the model's capability to adapt to changes in the system that is being modeled

#### Model the System of Systems

- "Simulated Architecture" is Model of System
- Corresponding C4ISR Effects Cannot Be of Higher Fidelity Than Fidelity of Architecture Itself
- Not All Details of System Design are Relevant to Goals of Each Experiment.
- Ensure Translation of Data Captured in C4ISR Framework Products Reflect Architecture to Level of Fidelity Relevant to Experiment Design (Extract Appropriate Simulated Architecture)
- M&S Requirements Should Be Included During Architecture Development to Make Extraction of Simulated Architecture Comprehensive (and Easier)
- Represent Technologies Identified in the Simulated Architecture (e.g. Algorithm Design)

#### Design the SoS Simulation

- Software Development
- Simulation System Integration

#### SoS Experimentation Environments

- Design and Support Experiment
- Perform Effects Data Analysis
- Perform Operational Metric Analysis

#### Ensure VV&A

- For Not Only Individual Components But Also Entire C4ISR Federate, Across Varying Levels of Fidelity
- Why is it a Credible Model (i.e. Representation of Technology/Process)

# RDEGOM

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