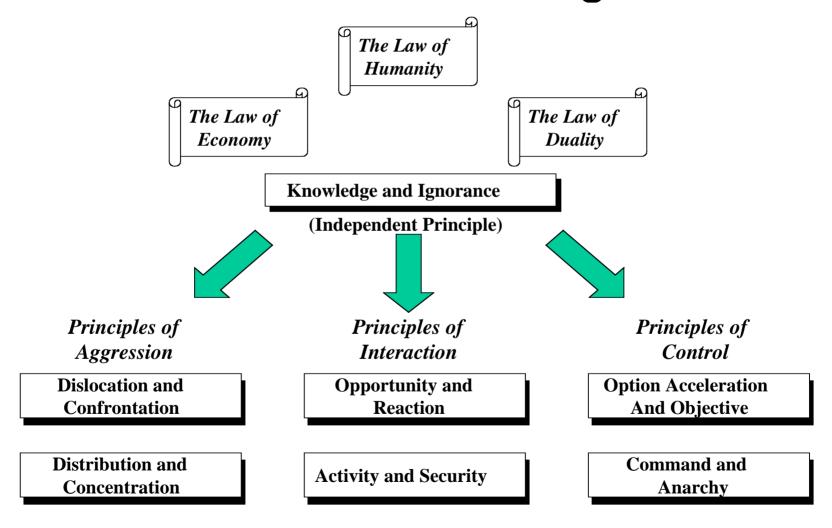
An Operational Framework for Battle in Network Space

By RDL Knight
Head, Future Trends and Forecasts in Network Defence
Communication Security Establishment - Canada
and
Dr M. MacIntyre
Head, Network Information Operations
Defence R&D Canada – Ottawa

Presentation Outline

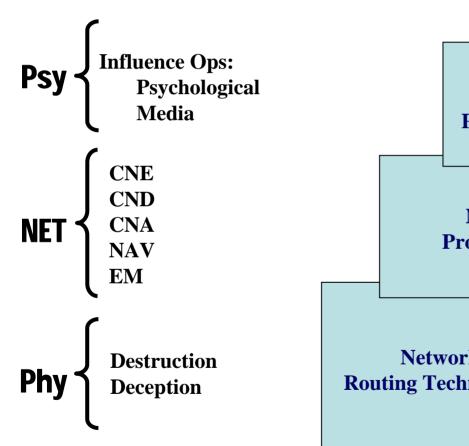
- Principals of Warfare for Net Space
- Mapping IO to Network Battlespace
- A Main Defensive Battle in Net Space
- A Vision for Computer Network Operations
- Some useful Analogies?
 - CDD Imagery
 - Air Tasking Order
 - Combat Logistics

Leonhard's Principles of War for the Information Age



Robert R. Leonhard, "The Principles of War for the Information Age

Mapping Knowledge Environment to Information Ops

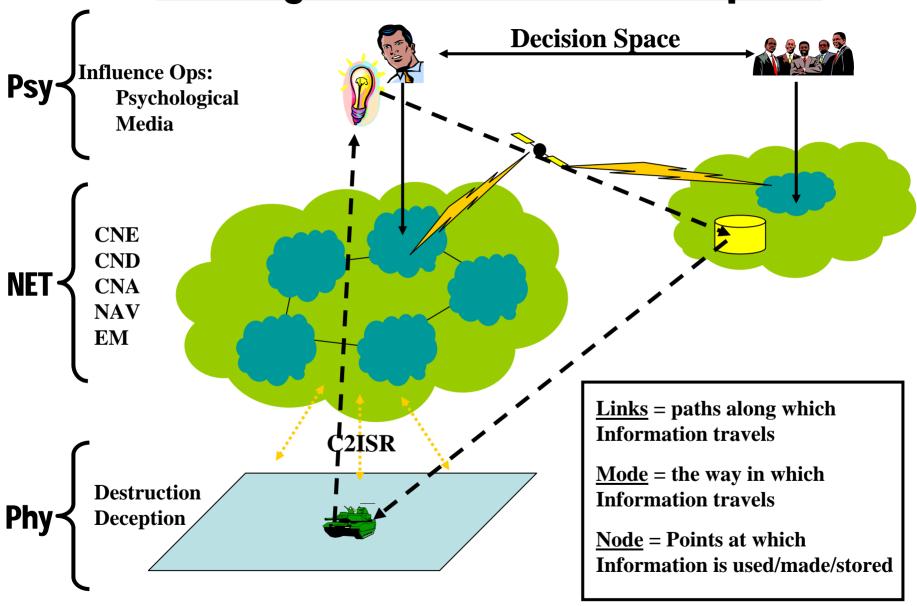


Perception Layer
Applications
Psychological Cognitive Process
"Understanding"

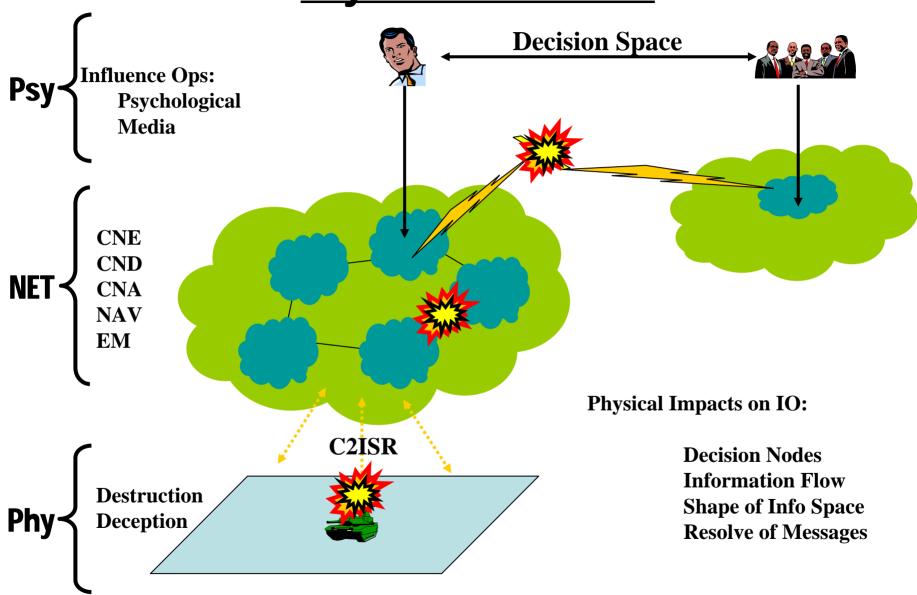
Information Layer
Network and Tpt Layer of ISO
Protocols and Information Holdings
Links and Modes

Physical Layer
Network Architecture, Physical Layer of ISO
Routing Technology, Communications and Data Centers,
Nodes

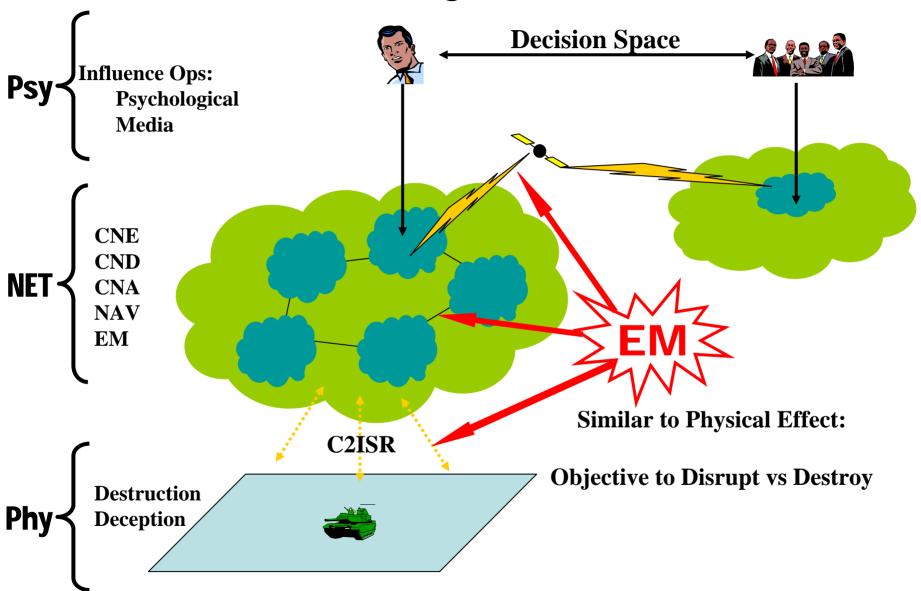
Defining the Information Battle Space:

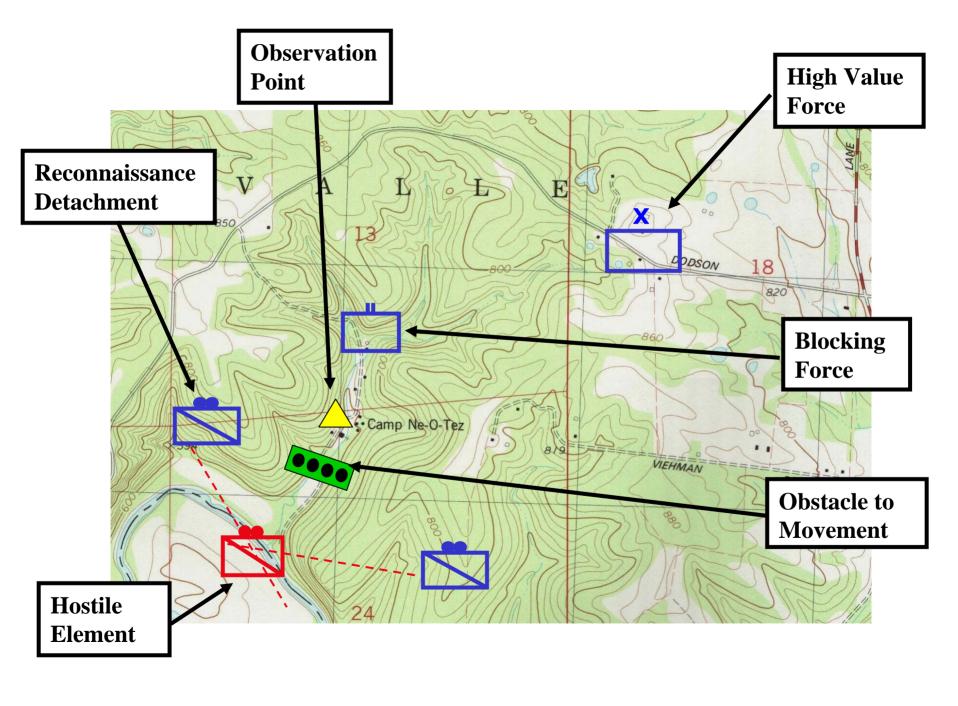


Physical Dimension:

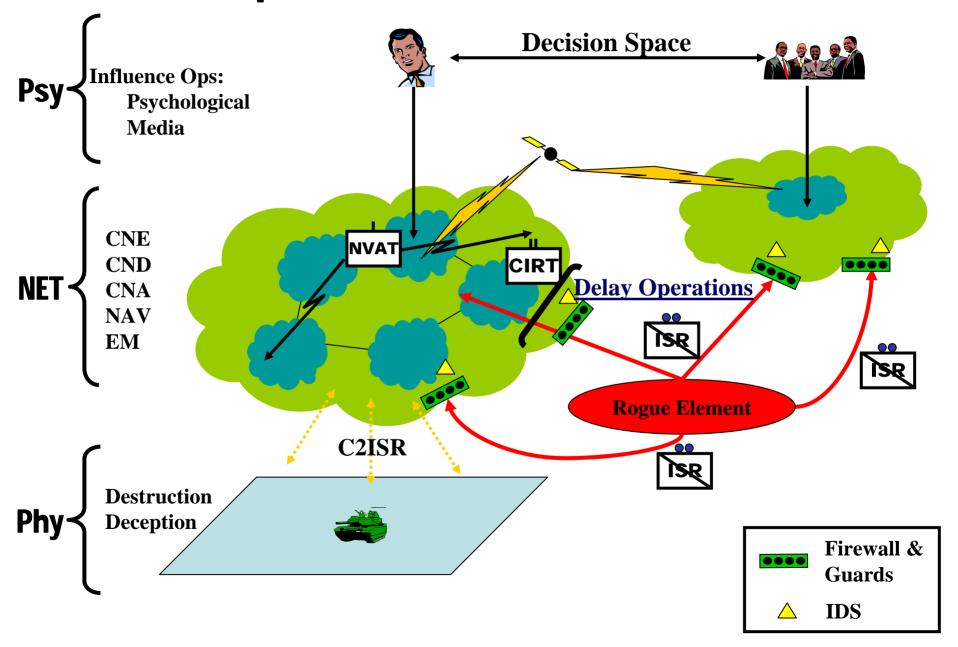


Electromagnetic Battle:

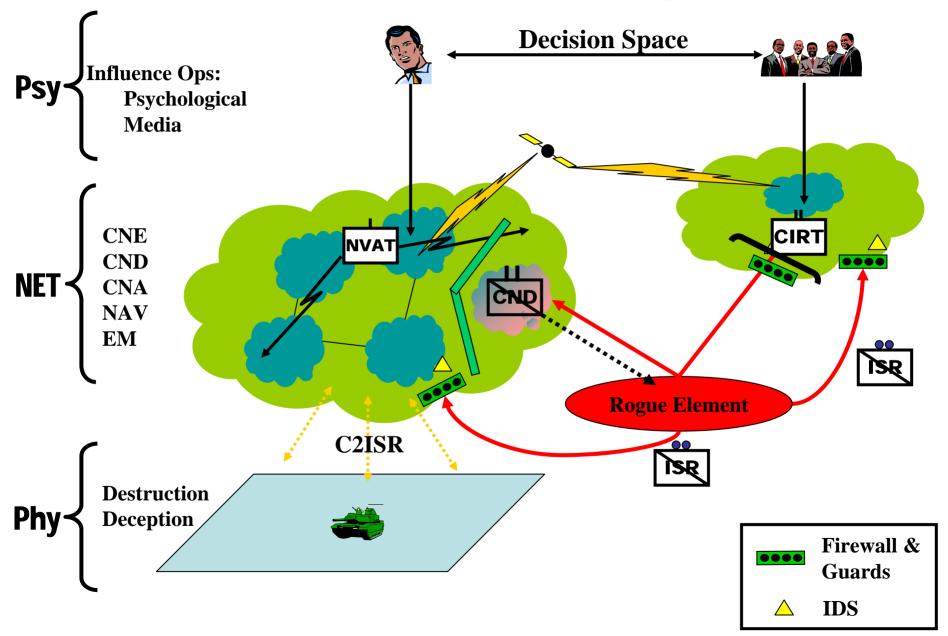


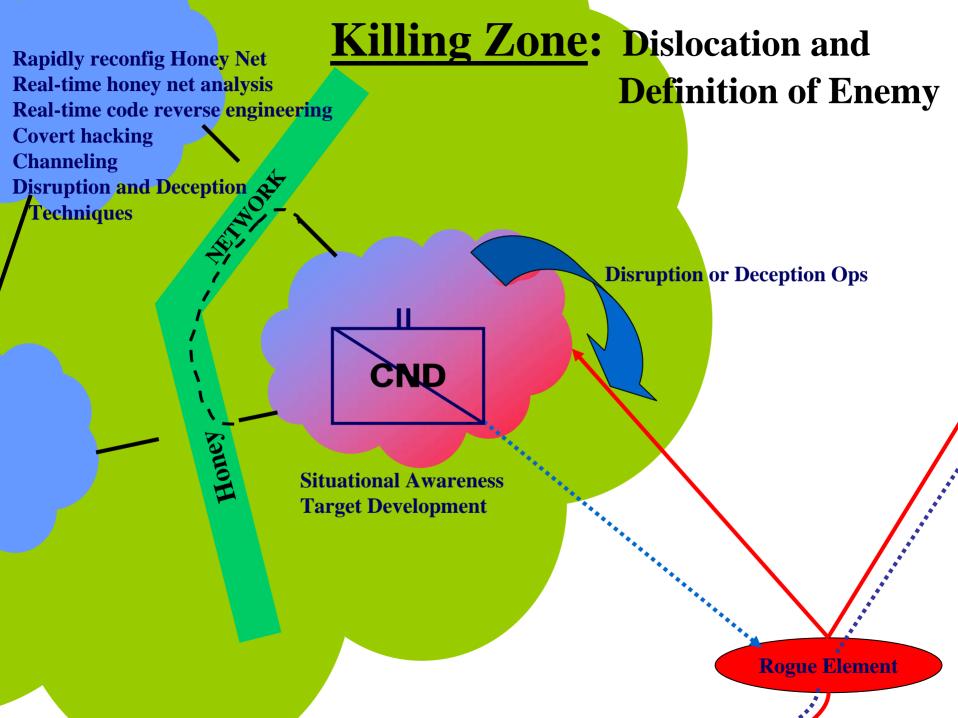


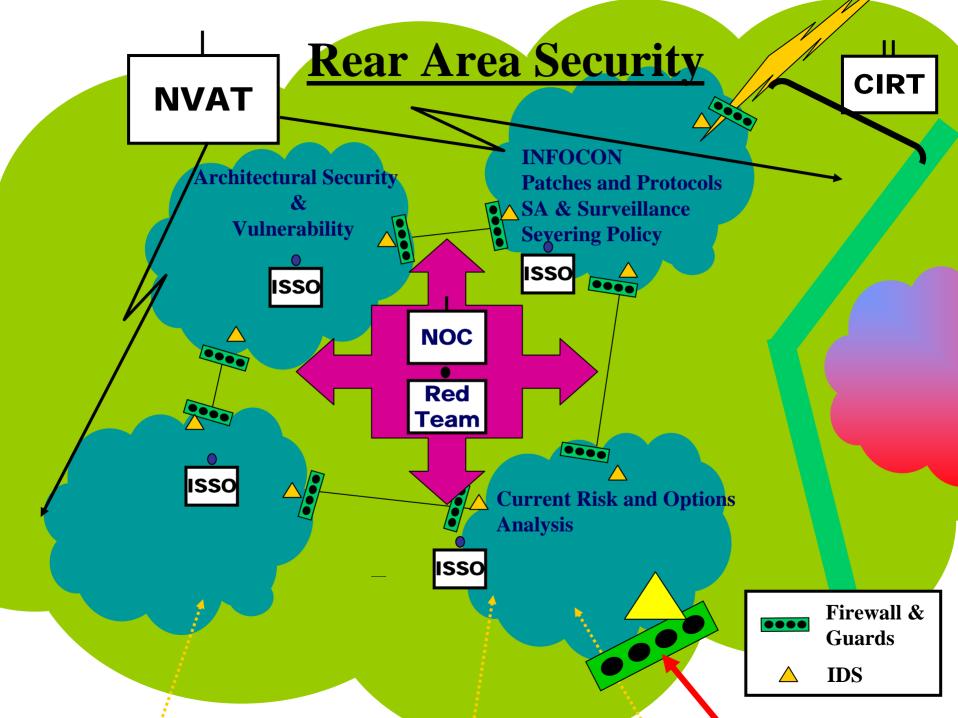
Network Operations: Main Defensive Construct

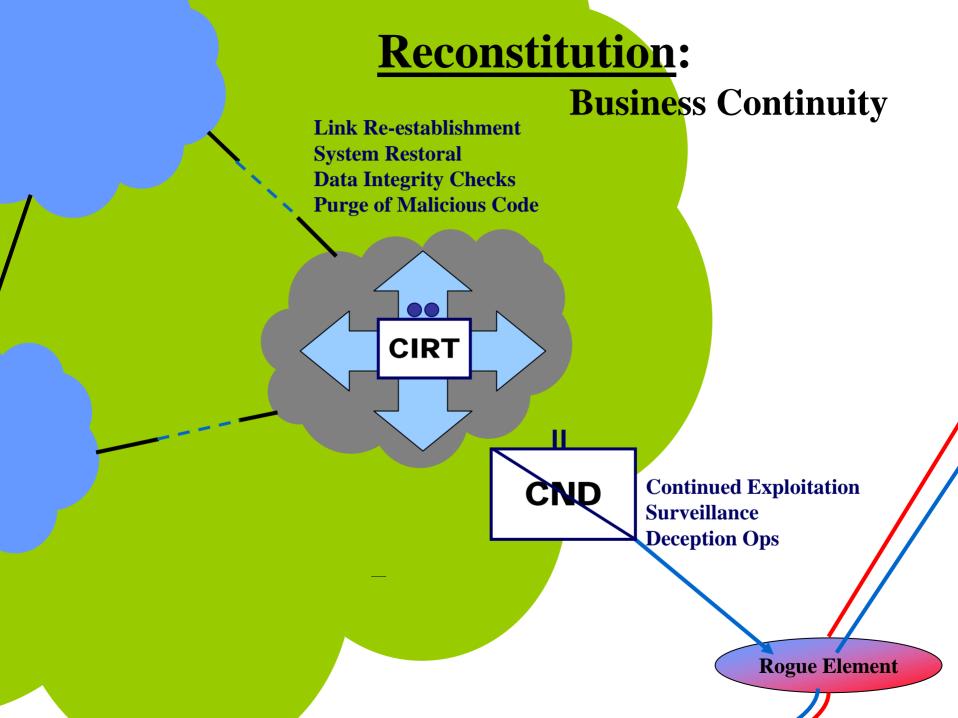


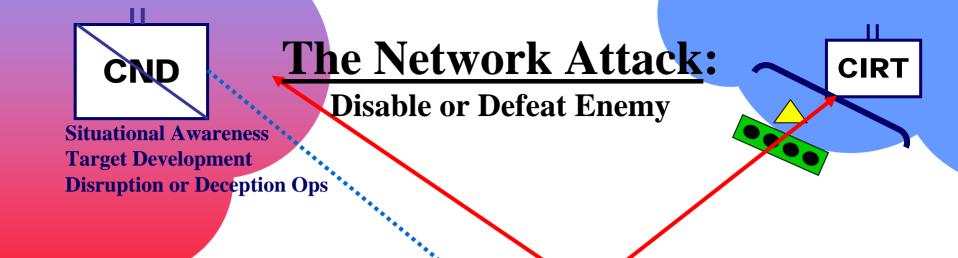
Network Operations: Killing Zone











Rogue Element

Intermediary Server / Nation State Site / Terrorist or Criminal Org

Physical Interdiction: Hard Kill - Weapon

Tactical Assault

Link Attacks: Jamming

Denial of Service

Network Attacks: Net Weapons

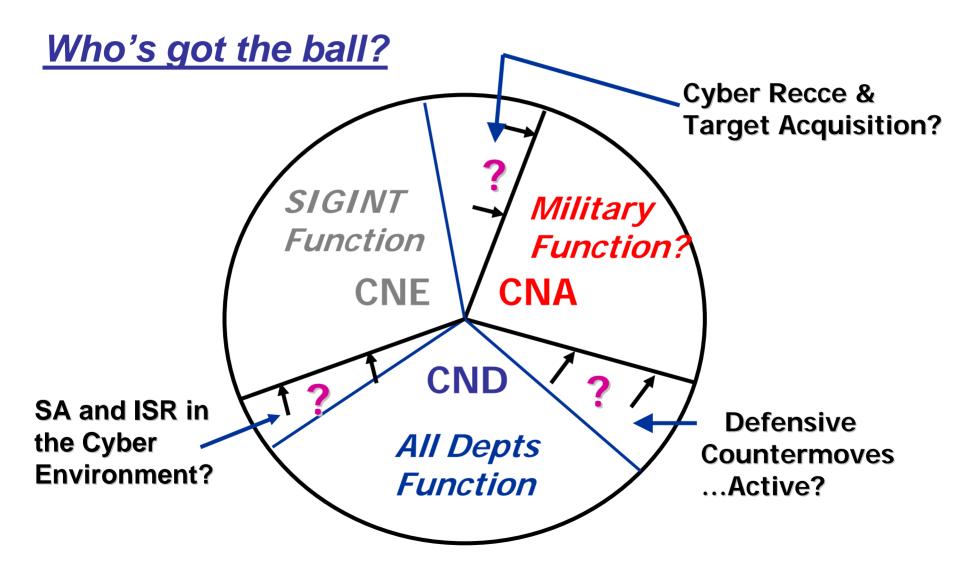
Interdiction Capture

CNA



Close Target Recce

A Vision of CNO



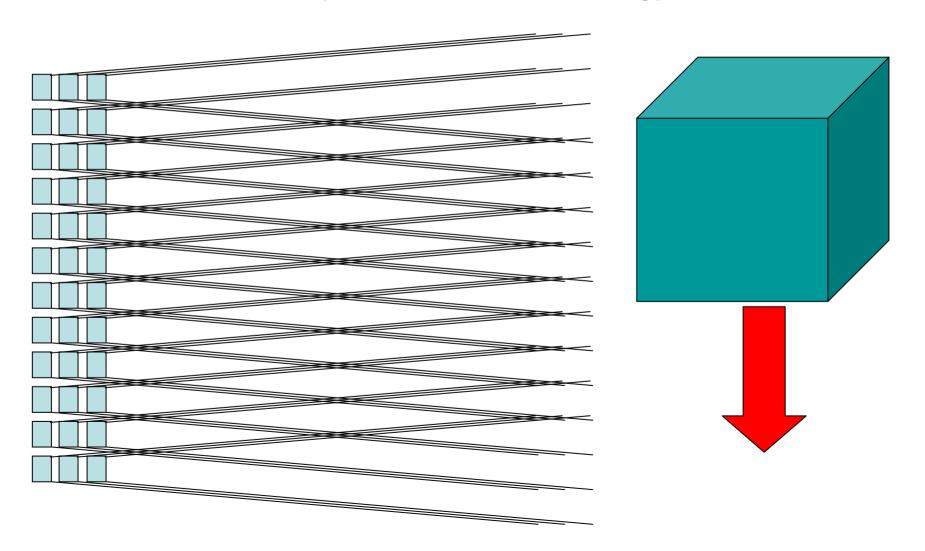
Further Useful Analogies

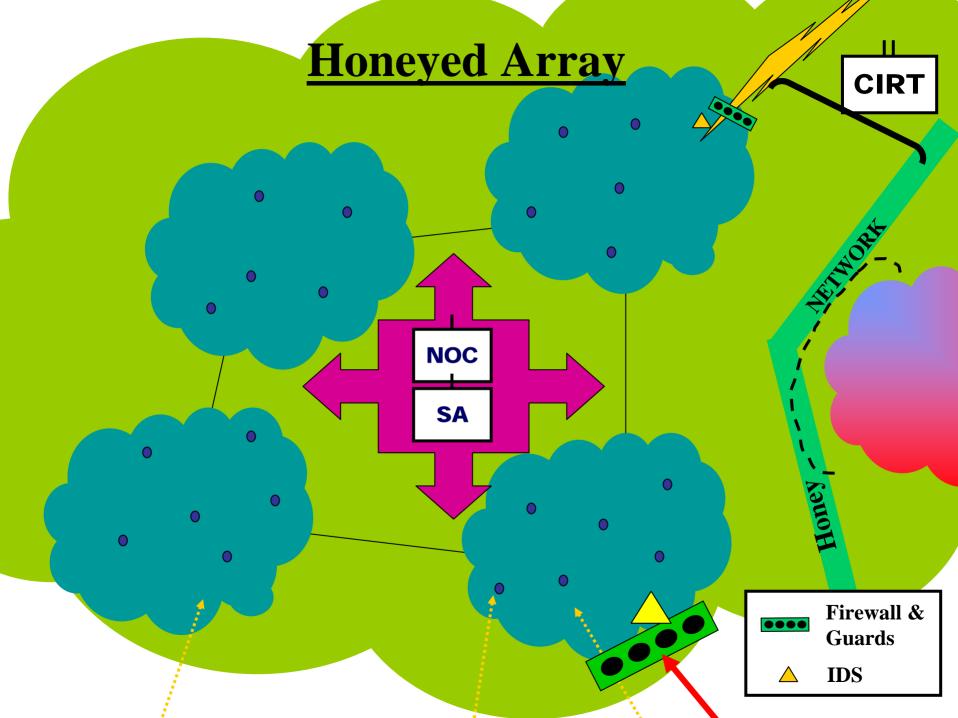
CDD Imagery
Air Tasking Order Battle Rhythm
Strategic vs Combat Logistics

Charge-Coupled Device (CCD)

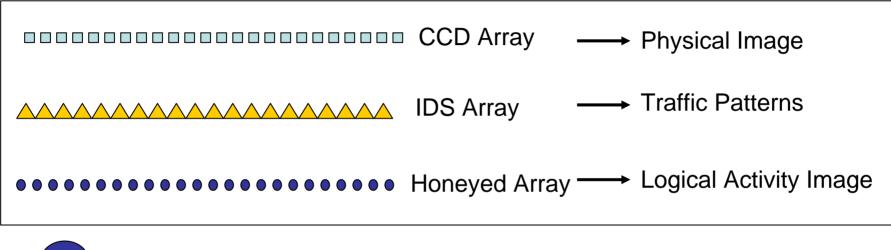
-is there a photon?

- if yes, then of what energy





An Analogy for ISR



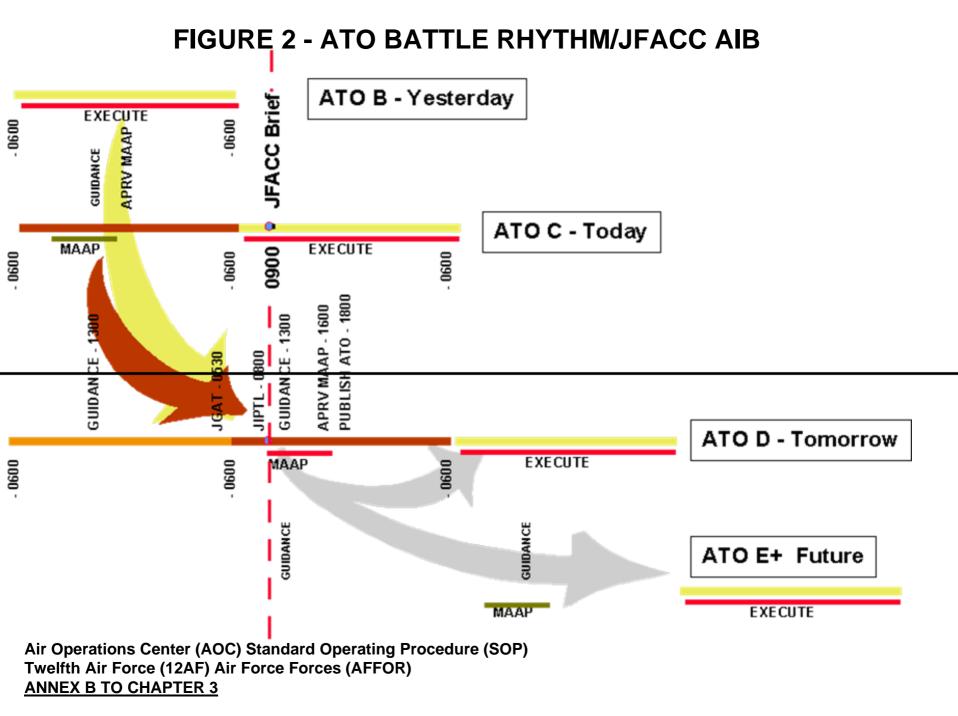


As #

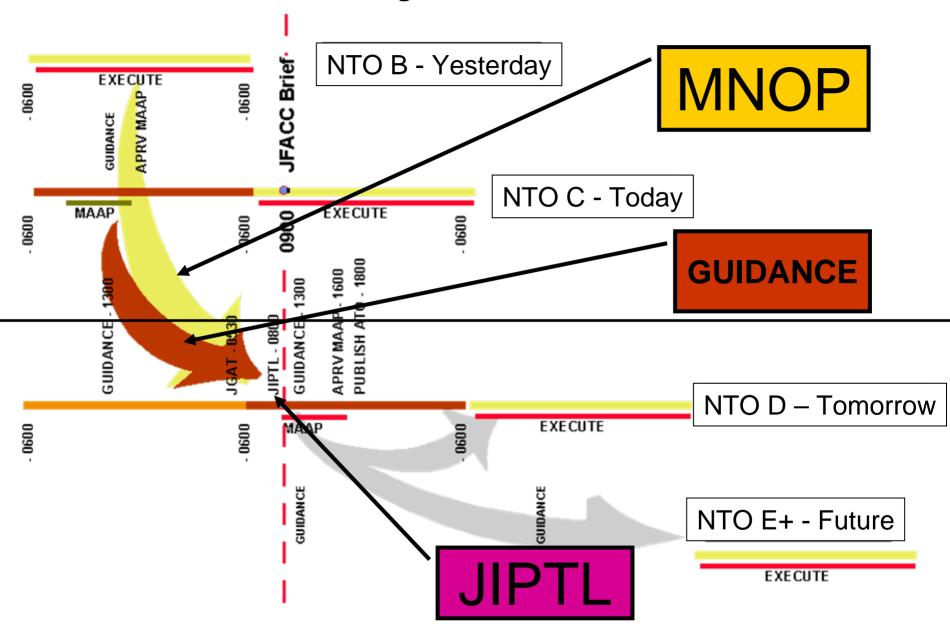
> Stare time

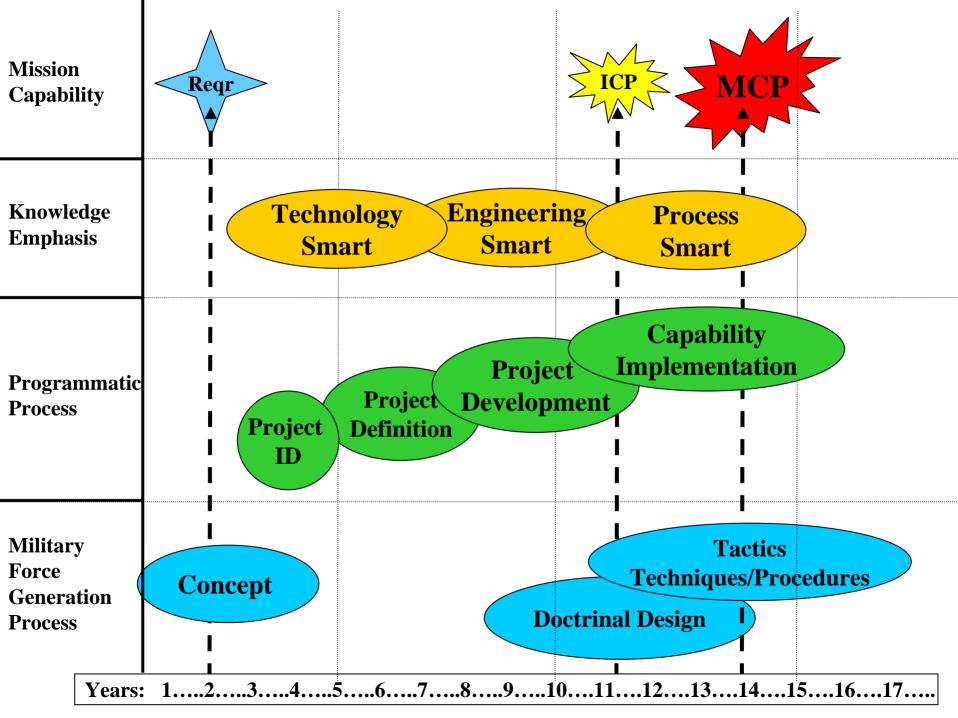
I

Intelligent Deployment > Stare time \$\frac{1}{2}\$



Network Tasking Order BATTLE RHYTHM





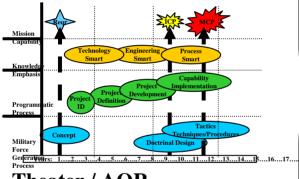
The Problem Space!



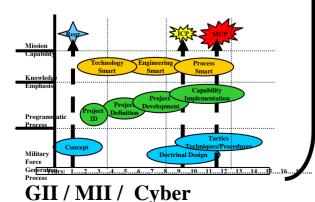
From the synthesis of multiple Global Requirements

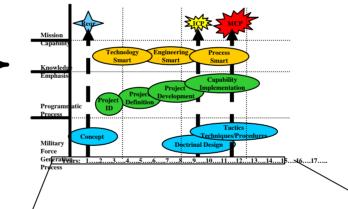
- in multiple AORs
- with separate TO&Es and
- with different Environmental leads...

...to a Mission Capability Package in Weeks!

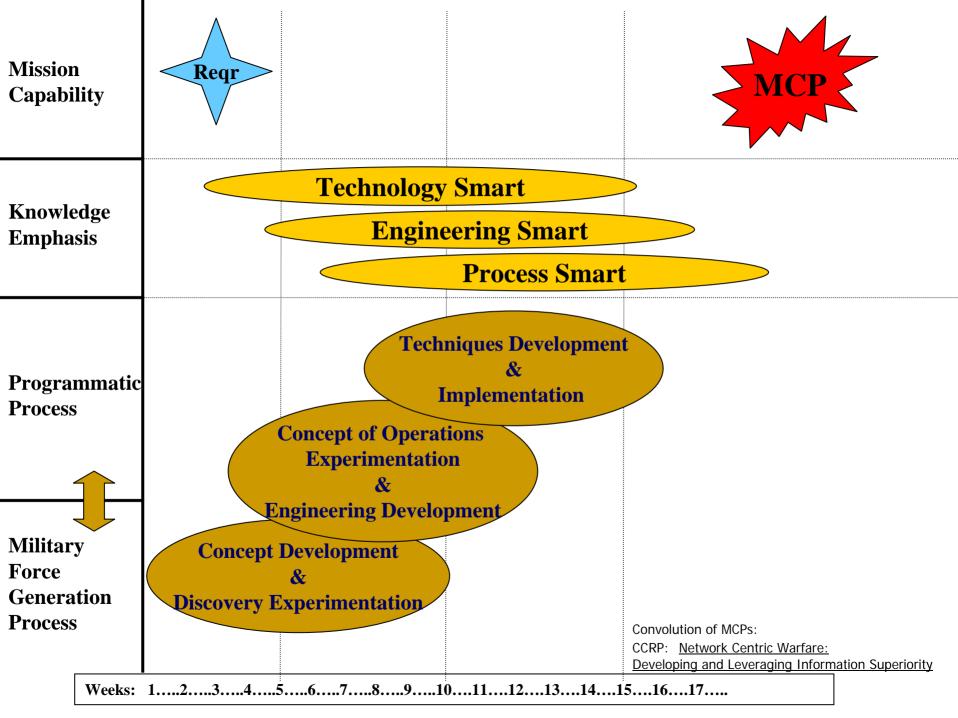


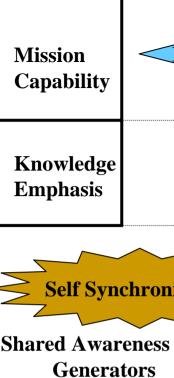






...to a Mission Capability Package in Days?









Technology Smart

Engineering Smart

Process Smart

Self Synchronization

- Shared Awareness with Force
- Networked entities
- Clear Purpose
- Knowledge Base of **Con Ops and Technologies**

Knowledge Workers



Joint Philosophy

- Shared Awareness with J Staff
- Multiple COA development process
- **Close coord with War fighter**
- **Lessons Learned Feed Back**
- Knowledge Base of Best Practices
- Close Coord with Contract Agents
- Clear Life Cycle and Strategic Capital **Business Process**

Program Cost: (ReCap vs R&O)

Lack of **Optimization**

Loss of **Program Control**

Loss of **Program Control**

Maint ILS

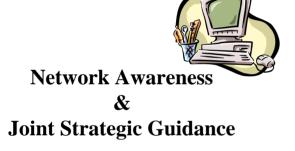
HR **Training**

What is the Future?



Engineering Smart

Process Smart



Knowledge Workers

