

Insertion of Embedded Infosphere Support Technologies Enabling Time Critical Target Prosecution

8th International

Command and Control Research and Technology Symposium

June 17-19, 2003

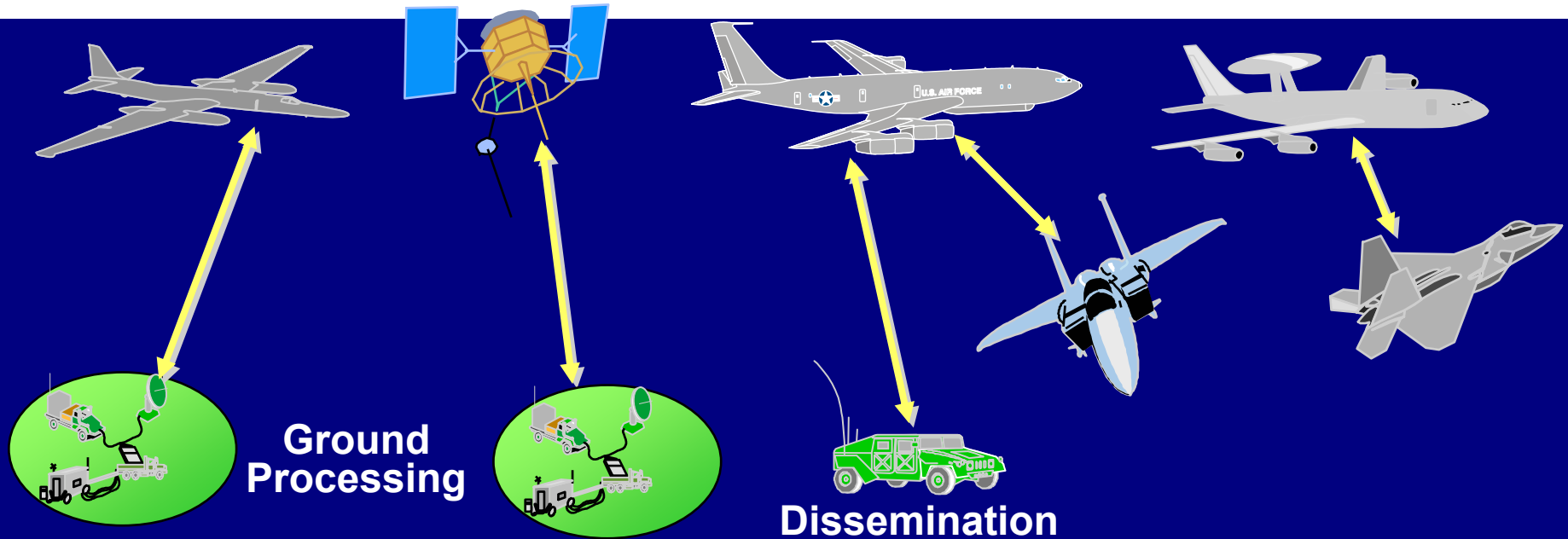
National Defense University
Washington



Charles P. Satterthwaite
Program Manager
Information Directorate
Air Force Research Laboratory



Today's Operational Picture

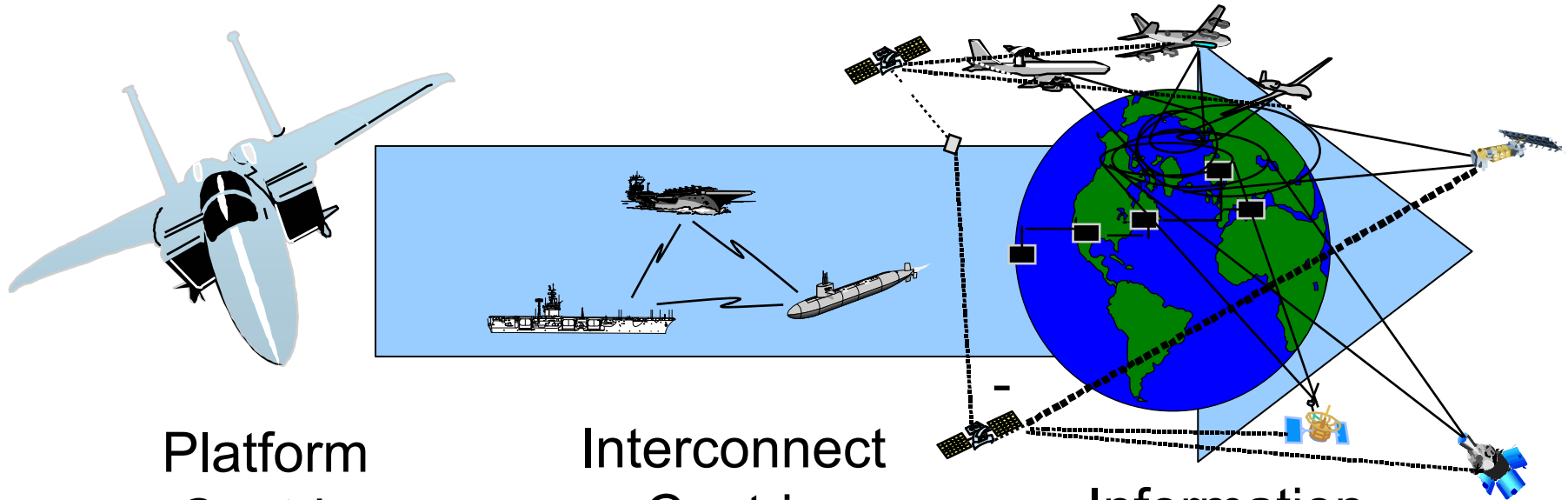


- Individual stove-pipe systems (many consisting of legacy hardware and software)
- Little interoperability among systems
- Labor intensive collection and coordination
- Difficult to build recognized operational picture
- Scattered snapshots of the battlespace
- Non-standard C2 systems/centers

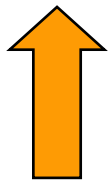
“Data Overloaded, Information Starved” -- SAB



The Way Ahead



Platform
Centric



USAF still here

Interconnect
Centric



Some say we're here

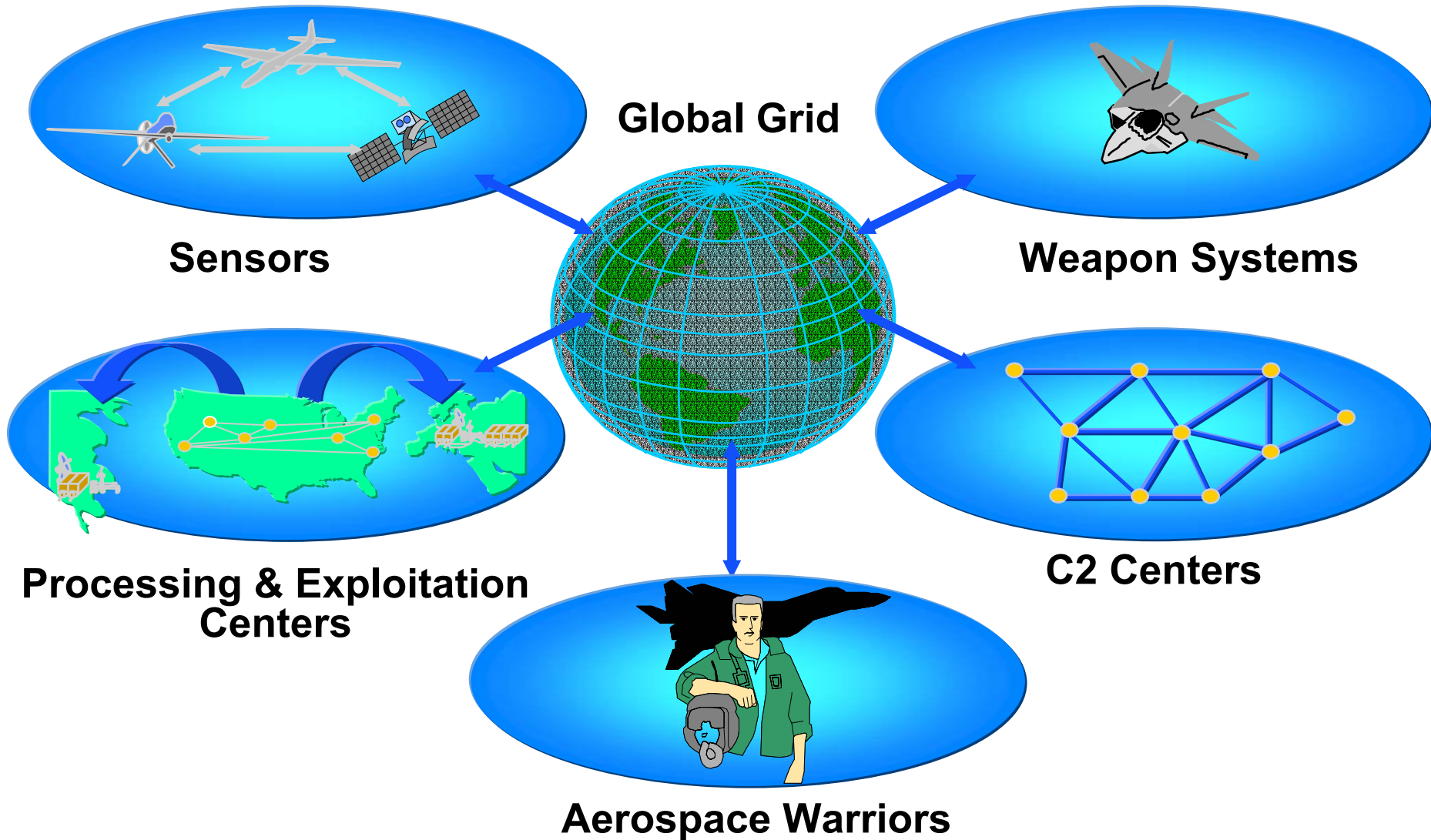
Information
Centric



We all want to be here



Future Operational Picture





Benefits of an Infosphere based Information Exchange Infrastructure



- Improved sensor-to-shooter timeline.
- Reduced human involvement in the decision making process.
- Data is distributed more effectively because it is processed and shared.
- Connection dependencies between participants is eliminated.



Infosphere Terminology



- **advertise** - send a message to the infosphere describing the data to be published.
- **publish** - make data available for sharing.
- **subscribe** - make a request to the infosphere for future data.
- **query** - make a request for a one time transfer of historical data.
- **participant** - any application that sends or receives data.
 - fuselet - performs simple tasks on data objects. Ex., filtering, aggregation, transformation.
 - adapter/wrapper - adapts legacy data for use in the infosphere.
 - agent - solves a specific problem. Ex., SCUD Launch Detection Agent.



JBI Provides Information Exchange Infrastructure



- The Infosphere is a system of systems that integrates, aggregates, & distributes information to users at all echelons, from the operation and command centers and into the field.
 - The Infosphere is built on four key technologies:
-

- Information exchange
 - **Publish/Subscribe/Query**

- Transforming data to knowledge
 - **Fuselets**

- Distributed collaboration
 - **Shared, updateable knowledge objects**

- Force/Unit interfaces
 - **Templates**

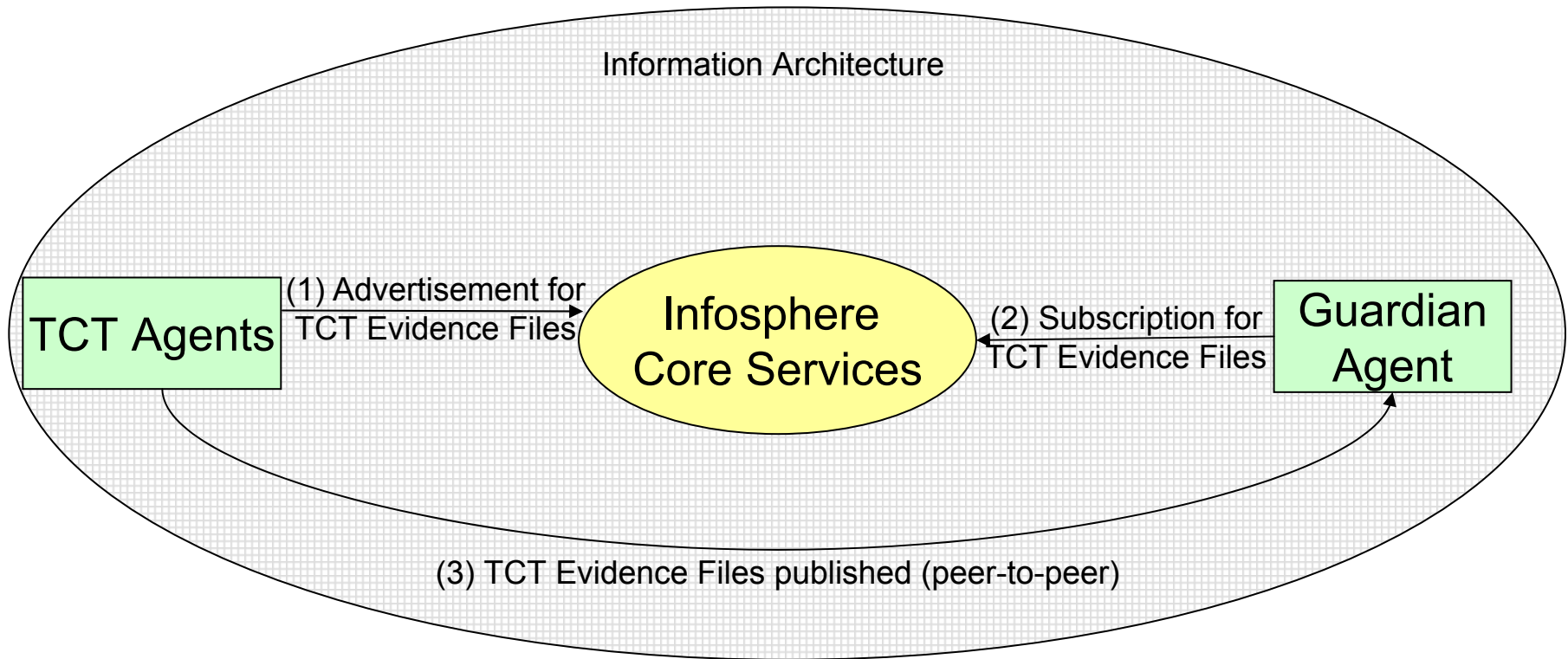
Operational capability

Information inputs

Information requirements



JBI Core Services Architecture



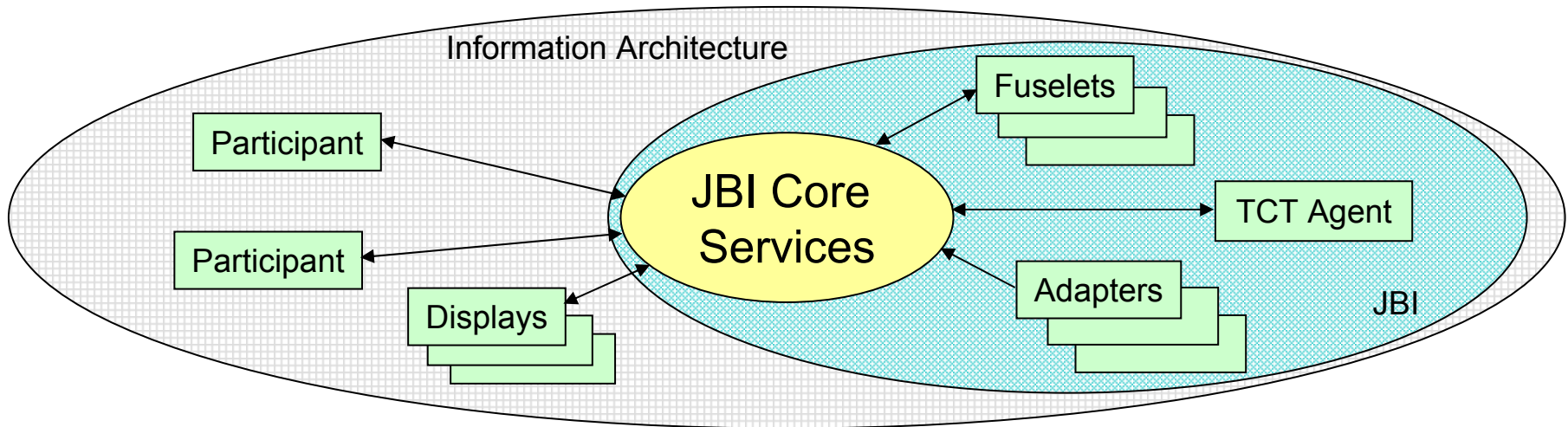
Specific Example of Publish/Subscribe Services



JBI Library

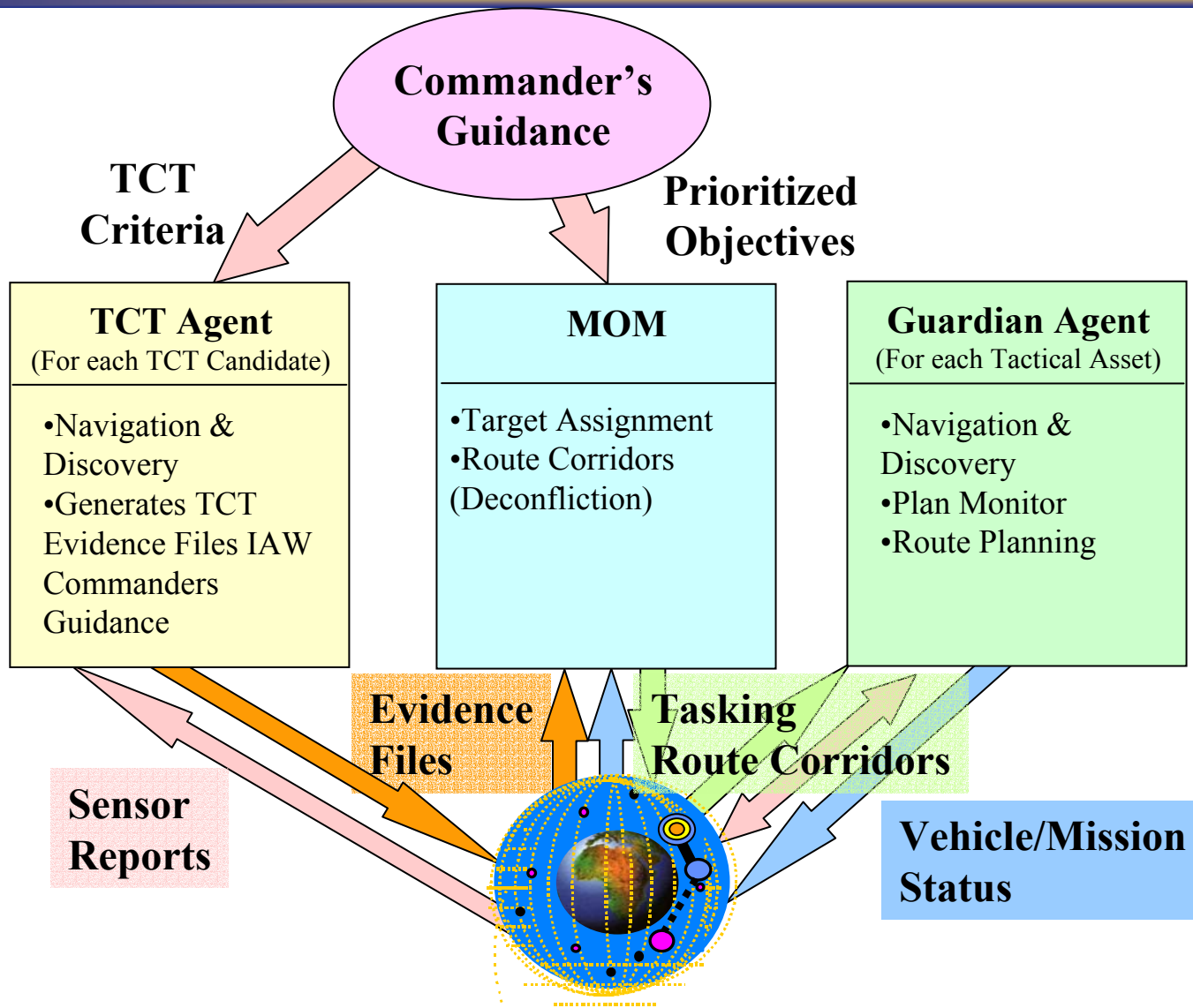


- In addition to the set of Core Services, JBI offers a Library of Domain Specific Applications that currently includes:
 - Adapters to enable legacy Time Critical Target (TCT) data sources to interface with JBI Core Services.
 - Fuselets to convert track, intel and imagery data from different sources into a common format.
 - Agents to track possible TCTs and publish Evidence files.



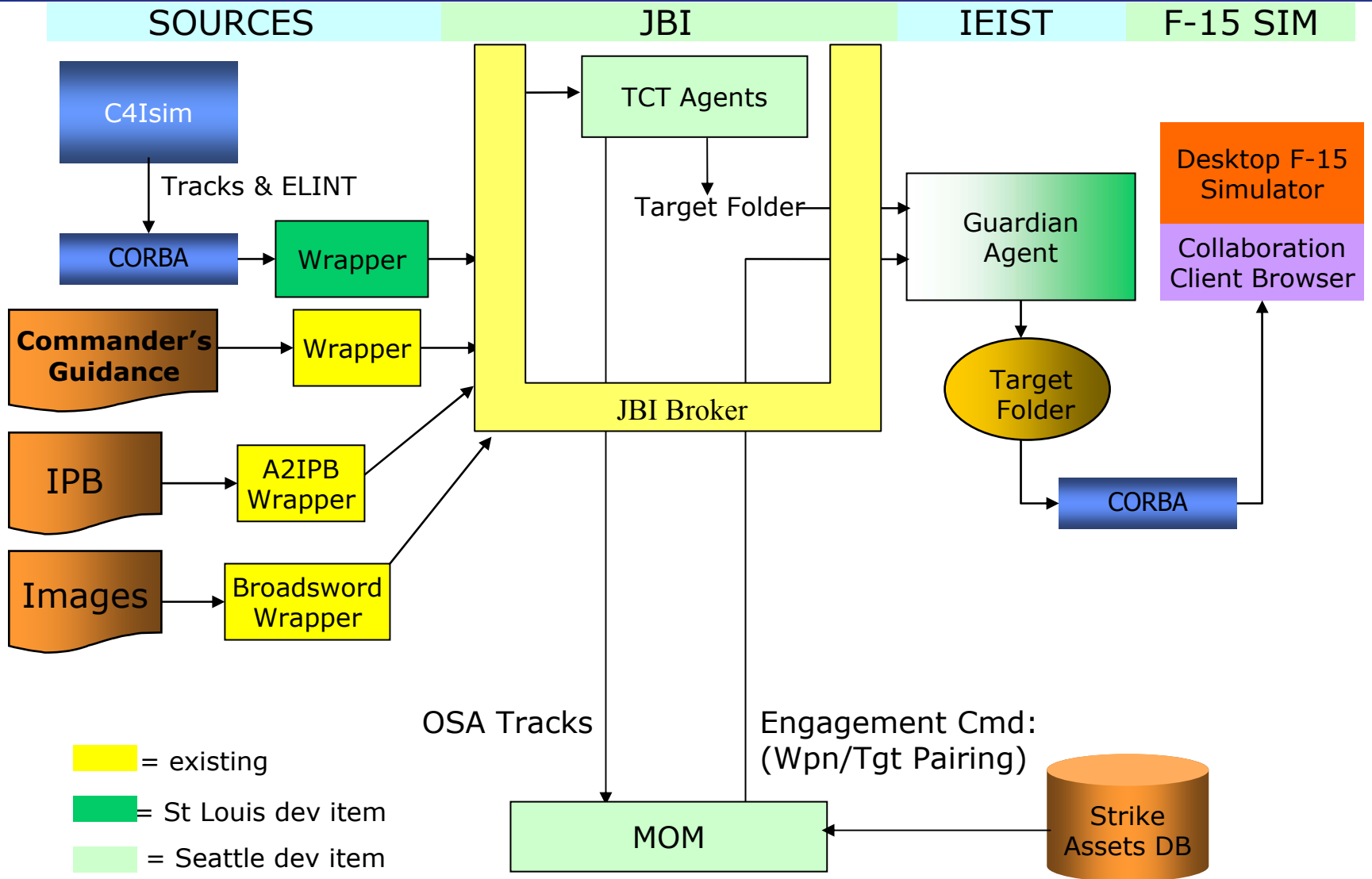


IEIST “High-Level” TCT Demo Architecture





IEIST TCT Demo Architecture





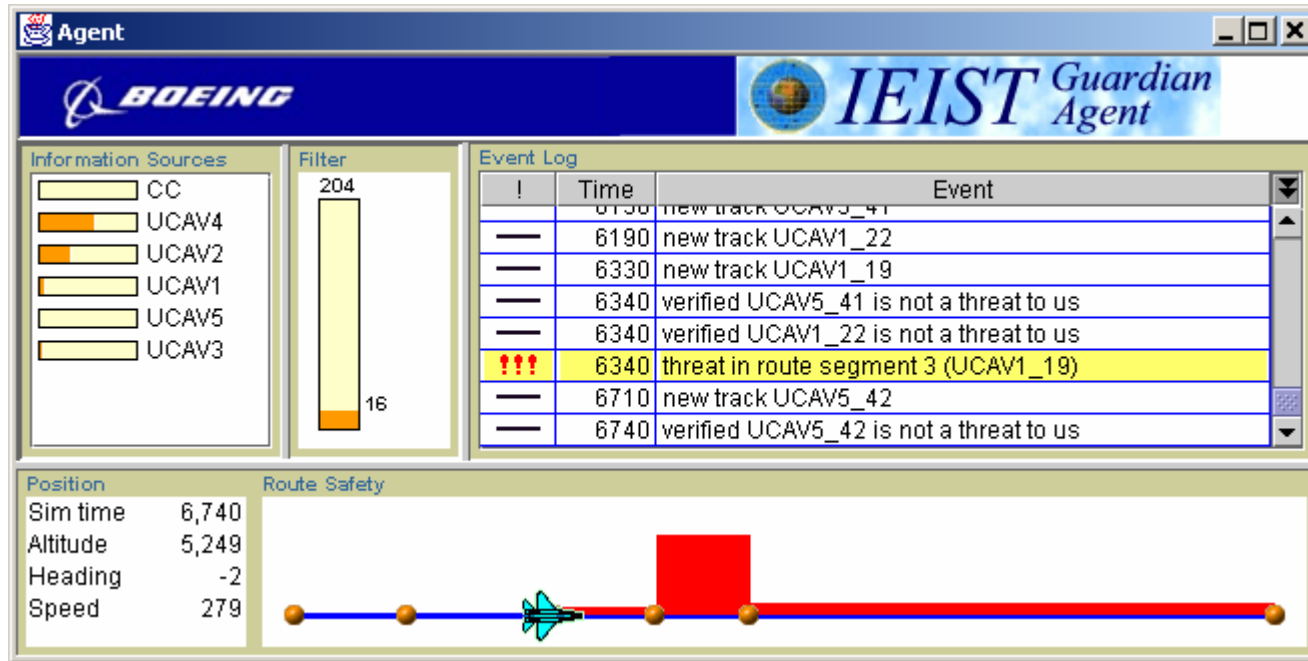
What is a SoftwareAgent?



- An autonomous software element
- Deployed in a publish/subscribe environment to solve a specific problem
- Is data oriented, rather than process oriented
- Subscribes to all data objects necessary to solve a problem, and publishes a data object which is the solution to the problem.
- Is usually rule-based
- Performs no user interfacing



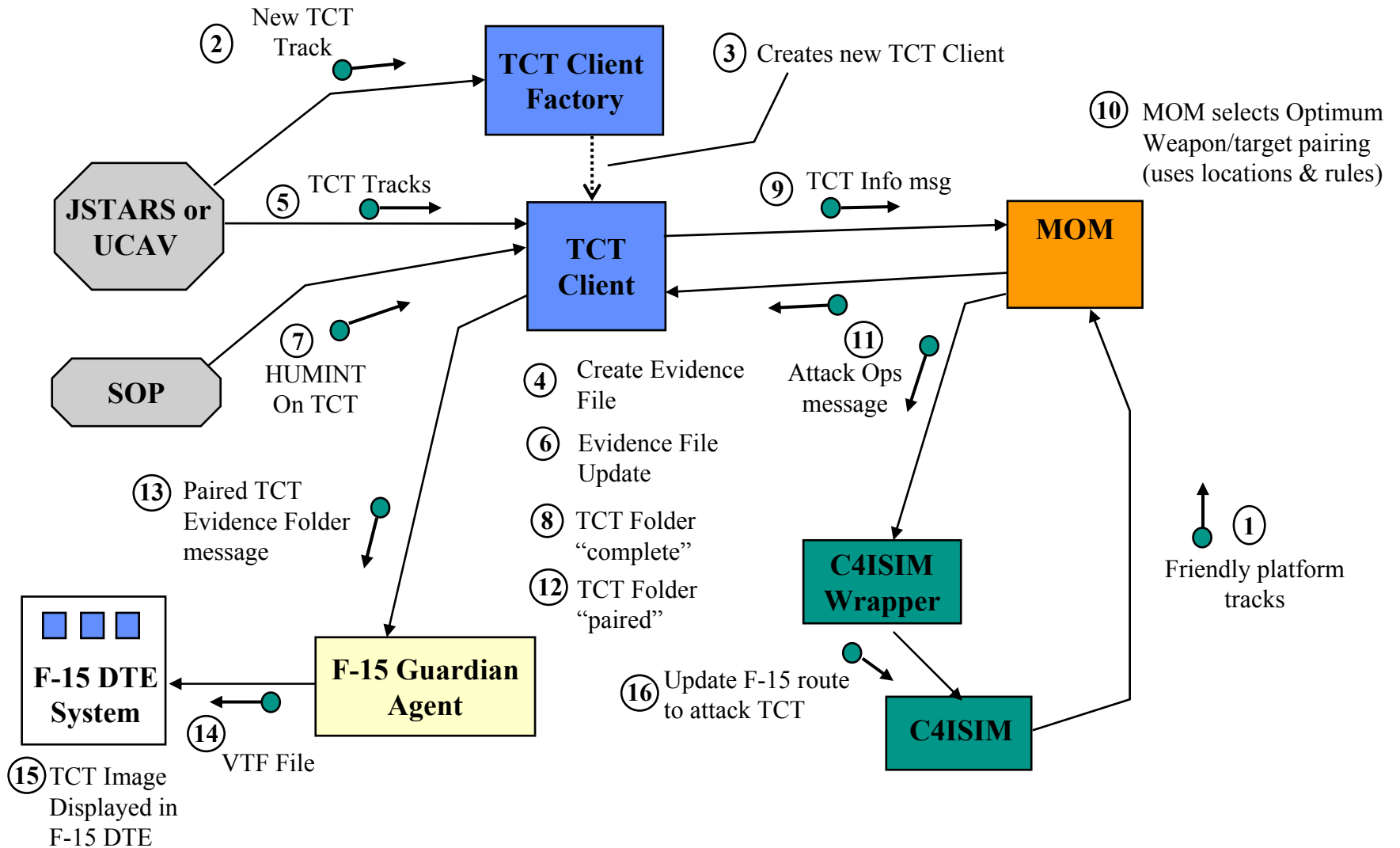
F-15 Agents Provide Information Management



- F-15 Guardian Agent monitors for threats along route
- Guardian Agent displays route threat status information
- It tracks status data from information sources



TCT Kill Cycle For F-15s





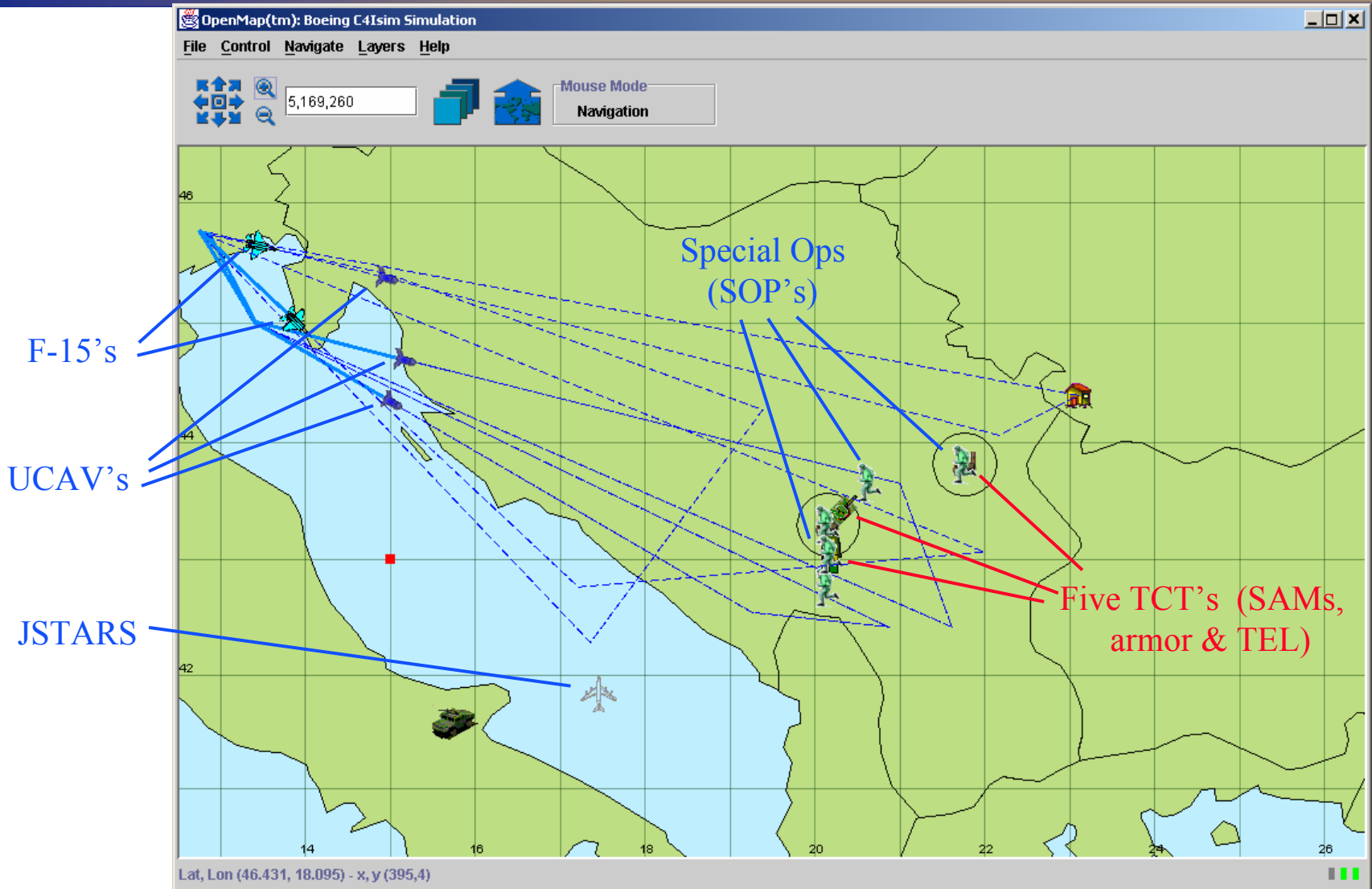
The Scenario



- Kosovo based scenario
- Two F-15s flying search and destroy missions
 - DTE's for each F-15
- Two pairs of UCAVs flying search and destroy missions
- One UCAV flying mission to destroy pre-defined target
- A total of five TCTs appear during scenario run
 - SCUD-style Transporter/Erector Launcher (TEL)
 - Armor
 - Three SAM's
- All TCTs confirmed by Special Operation Personnel (HUMINT)



The Scenario (Cont.)





TCT Agent

A TBM-LAUNCHER out of SCUD (TEL) Garrison Status: complete

File Select Folder

MAP Status Humint Reports

WARNING INTO OR WITHIN BOSNIA ARE PROHIBITED WITHOUT PERMISSION. OUTSIDE ARE PROHIBITED.

OBRVA 689

CACAK

KRALJEVO 650

PRESEK 538

SJEKCA 326

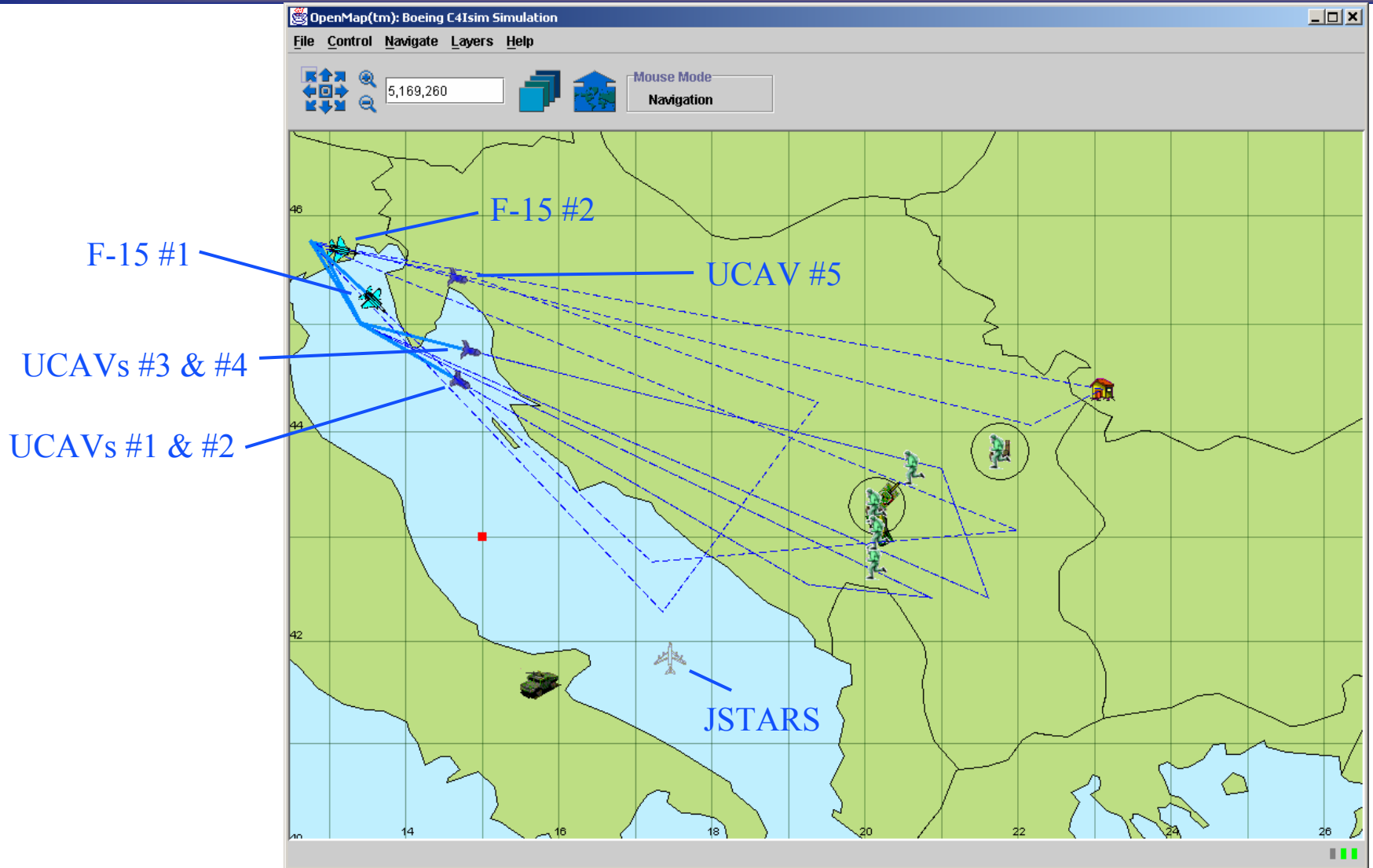
NOB PERAVE

PRISTINA

Peć

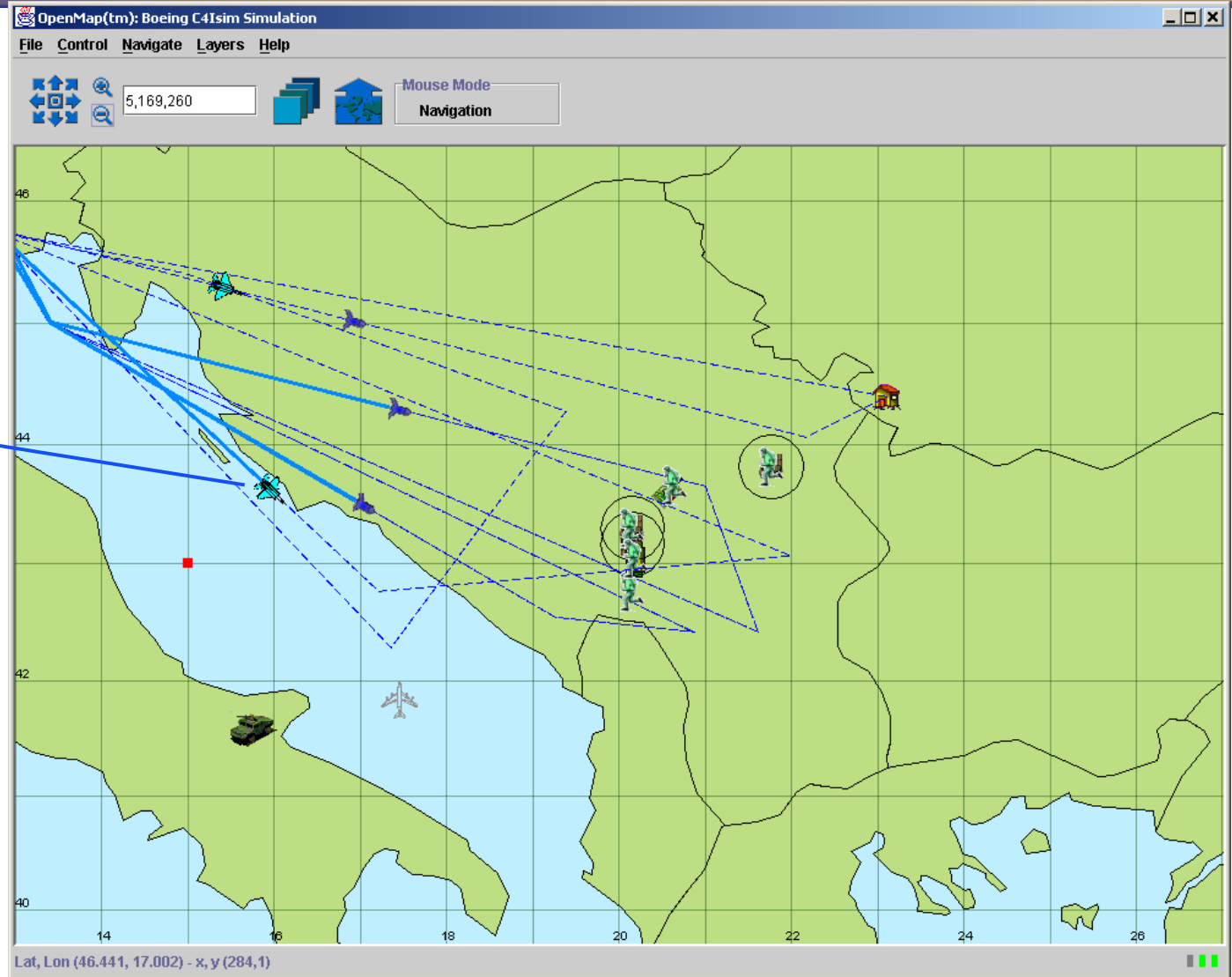


Scenario @ Time 0:30 minutes





Scenario @ 1:00 Hrs.



F-15 #1 assigned TEL
(TEL on current route)



Scenario @ Time 1:25 Hrs.

Agent BOEING IEIST Guardian Agent

Information Sources

- CC
- UCAV4
- UCAV2
- UCAV3
- UCAV1
- UCAV5

Filter 1 1

Event Log

!	Time	Event
—	20	subscribed to sensor reports from UCAV2
—	30	subscribed to sensor reports from UCAV3
—	30	subscribed to sensor reports from UCAV1
—	240	subscribed to sensor reports from UCAV5
—	4770	evaluating UCAV4_1 (possible threat)
!!!	4960	threat in route segment 2 (UCAV4_1)
!!	4960	UCAV4_1 targeted for attack
!!!	4980	alert crew of attack plan for UCAV4_1

Position **Route Safety**

Sim time 5,180
Altitude 5,245
Heading 85
Speed 279

Mouse Mode
Navigation

F-15 #1 GA warns of threat

UCAVs #3 & #4 Heading to SAM 02

UCAVs #1 & #2 will soon be assigned to attack SAM 01

SAM 02 radiating

TEL heading west

SAM 01 radiating

Lat, Lon (44.753, 20.763) - x, y (560,17)



Scenario @ Time 1:45 Hrs.

Agent

BOEING IEIST Guardian Agent

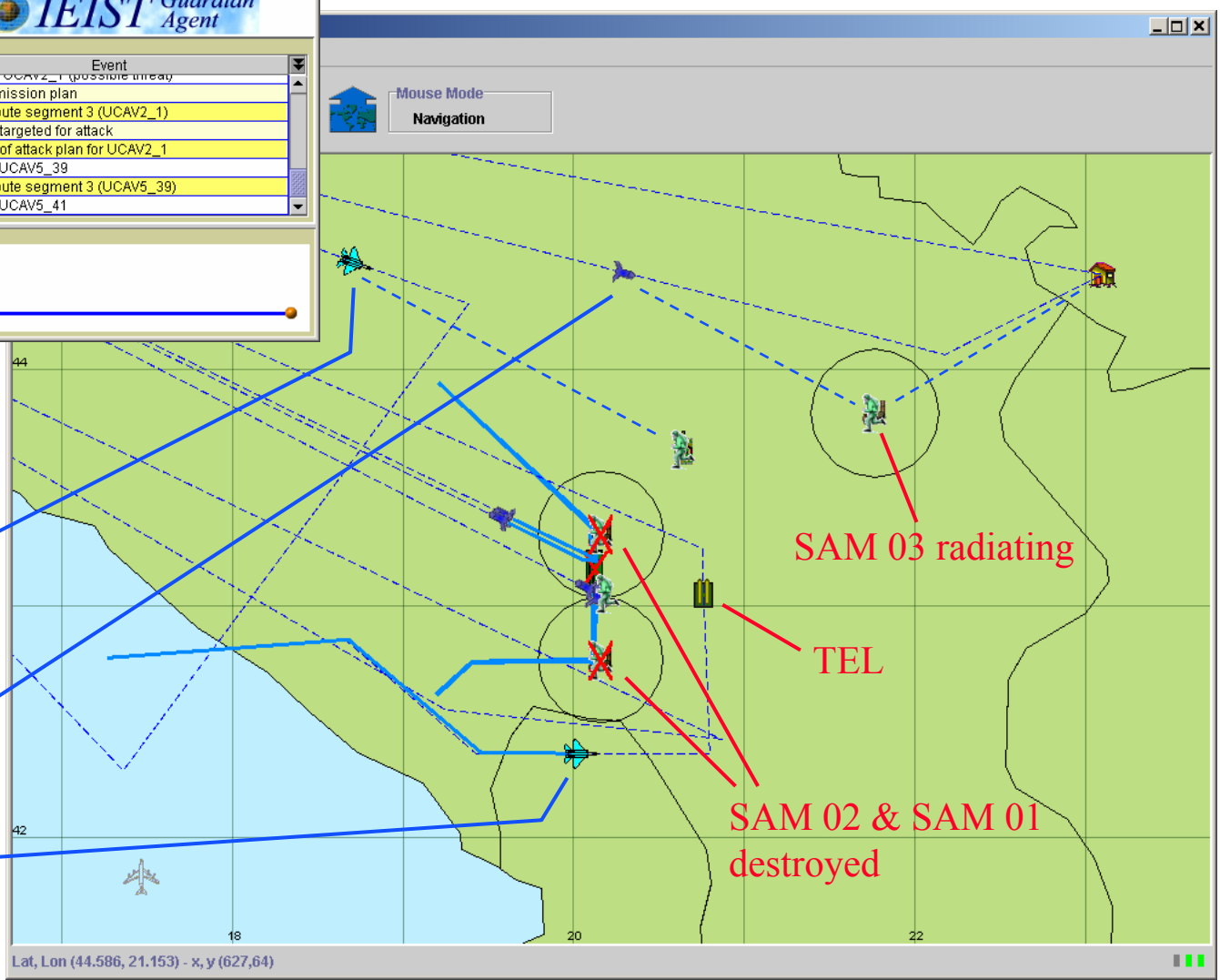
Information Sources: CC, UCAV4, UCAV2, UCAV3, UCAV1, UCAV5

Filter: 21

!	Time	Event
	5200	evaluating UCAV2_1 (possible threat)
!!	5380	updating mission plan
!!!	5400	threat in route segment 3 (UCAV2_1)
!!	5400	UCAV2_1 targeted for attack
!!!	5420	alert crew of attack plan for UCAV2_1
	5540	new track UCAV5_39
!!!	5550	threat in route segment 3 (UCAV5_39)
	6150	new track UCAV5_41

Position: Sim time 6,300, Altitude 5,249, Heading 90, Speed 279

Route Safety: [Progress bar]



F-15 #1 GA shows no threat (UCAVs destroyed SAMs)

F-15 #2 will attack armor

UCAV #5 will re-route to SAM 03

F-15 #1 re-routed around threat

SAM 03 radiating

TEL

SAM 02 & SAM 01 destroyed