

#### An Open Architecture Approach to NEC

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## introduction





Our current research programme

"Underwater Network Enabled Capability Picture Compilation"

- Submarine centric but not submarine specific
- Concentrating on improved picture compilation leading to heightened situation awareness
- Largely concerned with track / tactical information
- We're building a system called Storm to do NEC experimentation



#### **Storm situation**



#### Our open architecture track record

- DeRSCI research programme for UK Royal Navy
- Defined a 'Generic Open Architecture' for sonars
- Built common towed and bow sonars for a number of different arrays
- Active and intercept sonars in development
- (Almost) all COTS hardware and software infrastructure
- Many successful sea trials
- Very highly regarded by MoD and RN
- Competition for upgrading a major UK sonar about to begin

#### A very practical approach!

#### Why open architectures?

- An open architecture approach *makes things easier*
- When applied to NEC, an OA approach makes it...
  - Easier to access and manage information
    - In an open but controlled manner
  - Easier to connect into the platform
    - To existing combat systems and legacy equipments
  - Easier to connect to other NEC assets
    - Using a variety of connection mechanisms
  - Easier to incorporate 3rd party components
    - Applications, sub-systems...
  - Easier to use



• By ordinary naval users

easier to access and manage information







# easier to connect into the platform





#### Storm internal connectivity





Coms Bearers to

- •Task Group
- •Shore Sites
- •RDS
- •etc





easier to connect to other NEC assets





#### Storm external connectivity





**Qineti** 

#### Problems with connecting the submarine

- Intermittent... interrupted...
- Low bandwidth now, a bit better later
- Slow adoption of IP Coms
  - But even with IP, TCP/IP may be difficult
- Often only a short time at periscope depth
  - Implies prioritisation of transfers and perhaps pull mode
  - May miss regular cyclic updates
- Sometimes covert operational role so no transmit allowed
- Short range with UHF
- Standard surface ship mechanisms not directly suitable



#### Reqs for an UW NEC infrastructure

- Session management
- Quality of service
- Bandwidth optimisation
  - Push / pull
  - Information prioritisation, transfer of most important first
  - Publish / subscribe
- Information assurance / security
- Database equalisation techniques
- Covert working





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Different mechanisms for different exchanges

#### A model for an UW NEC infrastructure

Use the model to assess candidate products and approaches











## easier to incorporate 3<sup>rd</sup> party components

#### Generic granularity + dataflow model





QinetiC

### easier to use





#### **GUI** layers and tactical pictures

AML/S57





#### Early Storm GUI







#### Virtual battle experiments







#### Storm trial JMC 043 Oct / Nov 04







# The End

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