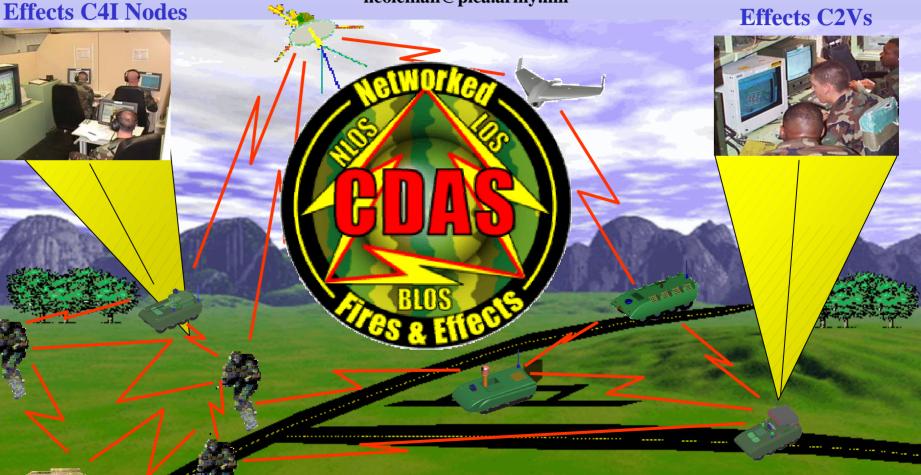


### **Combat Decision Aid Software (CDAS) For Network Centric Warfare/Effects Based Fires**

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#### **Mounted/Dismounted Operators**

**Robotic Systems** 

# CDAS/ Networked Effects

## Background

- CDAS was developed as an open architecture, embeddable combat decision aid SW tool suite under a completed ARDEC Armament Decision Aids STO.
- User tested in a series of 5 CEP experiments conducted at Ft. Sill and Ft. Knox as well as 1stApp/MATREX experiments as a UA/Bn effects management tool.
- CDAS/NE was extended under FFW Phase I to provide multi-echelon netted fires capability from individual FFW equipped dismounted soldier up to the Unit of Action Effects Control Cell.
- Networked Effects proof-of-concept demo conducted at Ft. Benning (SBL) Feb 03 with follow-on user assessment Jan 26-29 2004.
- CDAS/NE allows coordination and effects based control of NLOS, BLOS, and LOS fires.
- CDAS/NE is extensible to support Joint Ops/Fires.
- CDAS/NE adopted by SBL to support follow-on Joint experiments such as JOUST.
- CDAS Networked Effects component capability being further extended under joint FC-NET STO for integration into the FFW architecture.



## Combat Decision Aid Software Suite (CDAS)



A fully integrated and scalable decision support tool suite for the mounted/ dismounted Warfighter / Commander

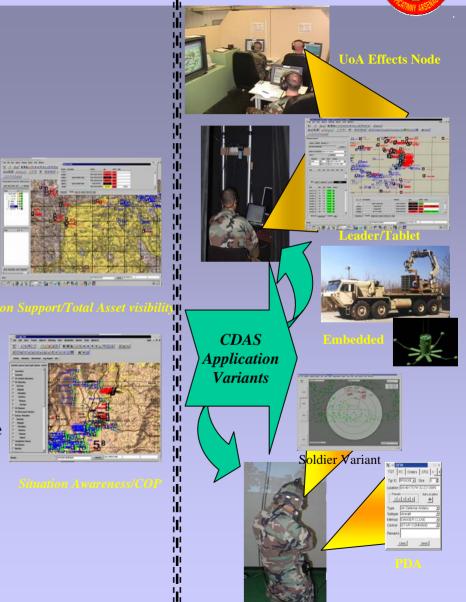






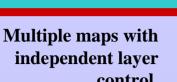
## Additional Battlefield Features

- User Defined Operational Picture
- Logistics Planning/ Monitoring
- Open Scalable Architecture
- Dynamic weapon-target pairing/ deconfliction
- Electronic White Board
- Shared, Synchronized Databases
- Sensor/asset tasking



#### **CDAS** Map Server and Map Services



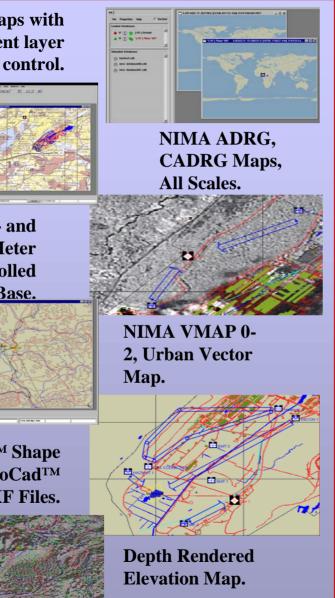




NIMA 5- and **10-Meter** Controlled Image Base.

**ArcView<sup>TM</sup> Shape** Files and AutoCad<sup>TM</sup> **DXF** Files.





#### **Multiple Map Data Sources**

CDAS imports and displays digital map data from multiple NIMA, USGS, and commercial map formats.

- CADRG
- ADRG
- CIB 5-meter & 10-meter
- DTED 0-2
- VMAP 0-2
- Urban Vector Map
- DTOP
- ArcView<sup>TM</sup> Shape Files
- ArcInfo<sup>TM</sup> Exchange Files
- AutoCad<sup>TM</sup> DXF Files
- USGS DEM, DLG
- GeoTiff
- US Census Bureau Tiger Line

#### **Flexible Uses**

Multiple maps with independent layer control.

GPS interface and automatic map rotation for use in vehicle-mounted maps and palm-devices.

ArcView<sup>TM</sup> and AutoCad<sup>TM</sup> Engineering Maps to support **Urban Ops.** 

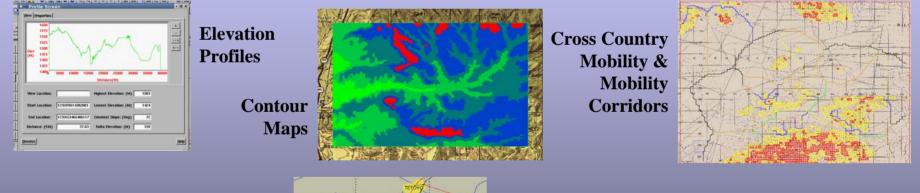
#### **Flexible Interfaces**

Available with or without user interface.

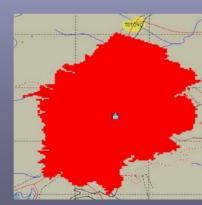
Map data remains in raw format to allow 3<sup>rd</sup> party developers to interface to map server and use data.

## Terrain Analysis for Targeting, Mission Planning

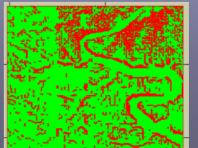
- Cover & Concealment calculation to identify locations for camouflaged, hidden targets.
- Moving, platform centric, Aerial Line of Sight to determine visibility from any location along flight route during flight route planning.
- Slope, terrain feature, contour analysis to determine likely target locations.
- Determination of low visibility areas for low level flight route planning.
- Identification of aerial obstacles such as towers, power lines, etc.
- Mobility corridor analysis to identify likely enemy mobility routes for targeting.







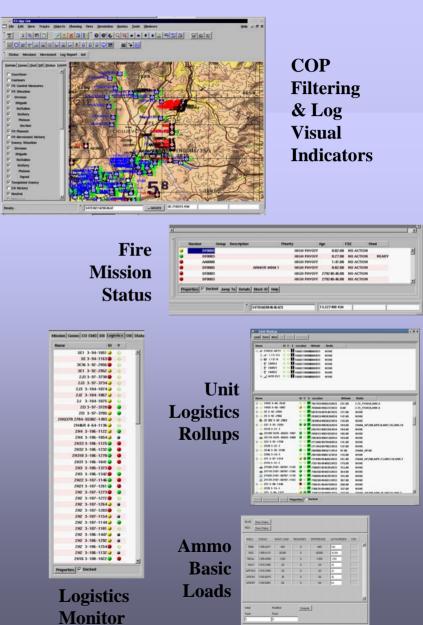
Time-based Mobility Range Rings



Slope Overlays

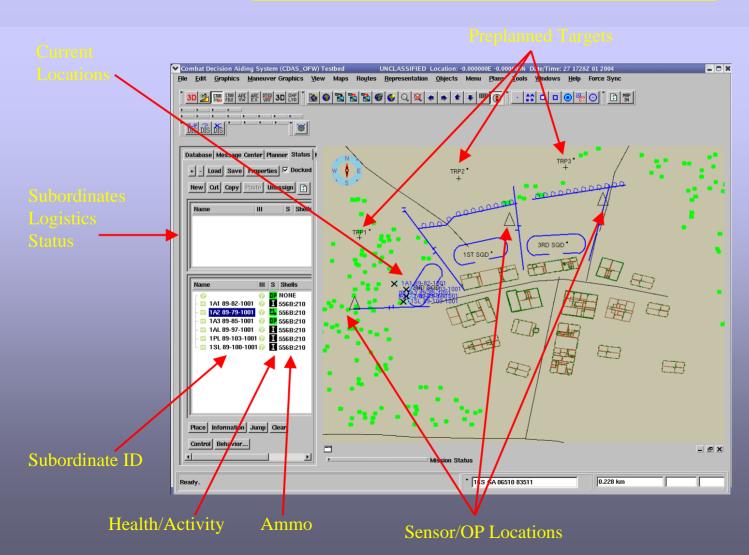
## **Situational Awareness**

- User Defined Operational Picture (UDOP)
  - Identical data shared in real-time to all systems
  - Users can tailor data view using filtering schema
  - Shared databases, newsgroups, chat to augment the COP
  - Up to 5,000 separate tactical entities can be tracked and displayed
  - Standard MIL-STD-2525D Tactical Symbology.
- Alternative Visualization Techniques
  - Alternate Tactical SymbologyUnit
  - Physical Footprints
  - Direct/Indirect Fire Footprints
  - Density of Fires Representation
  - Command Relationships
  - Combat Power
  - Movement History
- Total Asset Visibility
  - Optional Visual Indicators
  - Unit Logistics & Status Rollups
  - Rollups Ammunition Basic Load Tools
  - Fire Mission Status



# **CDAS** Collaboration Tool

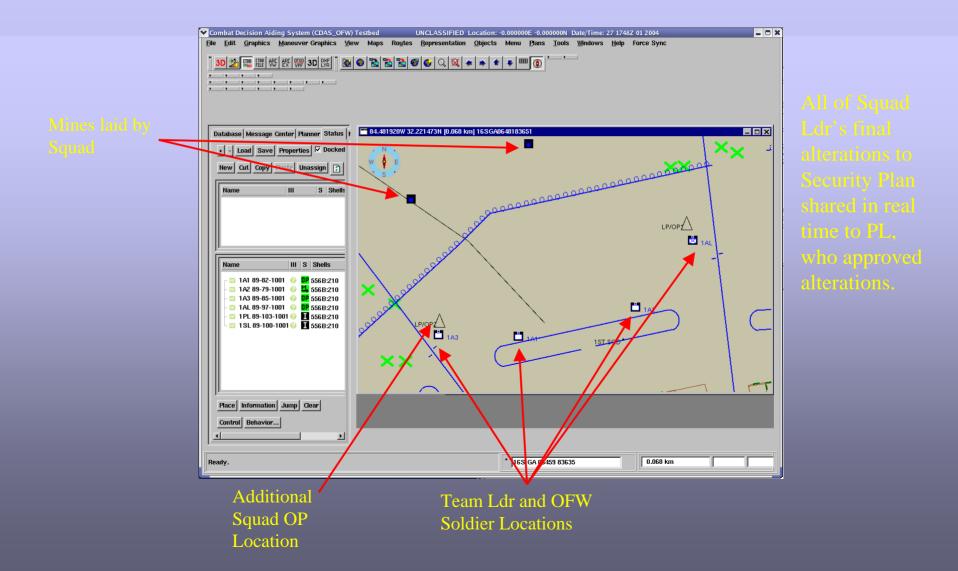
#### Platoon Leader Tablet-Initial Security Plan Sketch



Plt Ldr's initial Security Plan shared in real time to Sqd Ldr, who then alters plan to reflect squad positions.

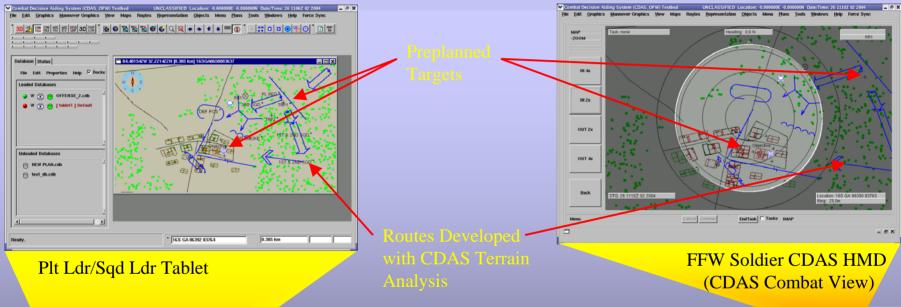
# **CDAS** Collaboration

#### <u>1st Squad Leader Tablet-Final Security Plan Sketch</u>



# Plan Sharing

#### Military Decision Making Process



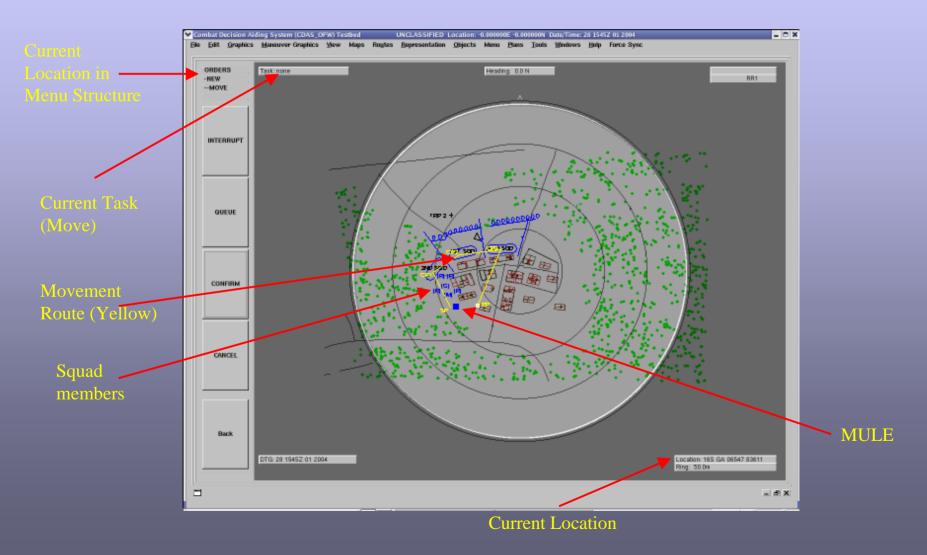


Plan developed by Plt Ldr and shared down to Sqd Ldrs, then to all soldiers.



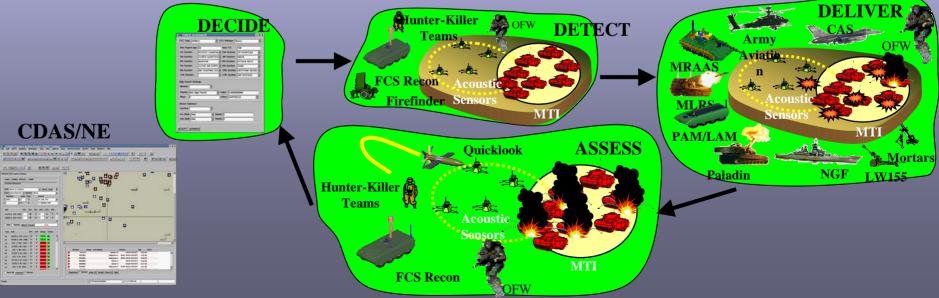
## **Soldier Variant/Asset Tasking**

#### Squad Leader Creating Move Order in Combat View for Robotic MULE



## Fires and Effects Control for Multi-Target, Multi-Weapon System Time Critical Targeting

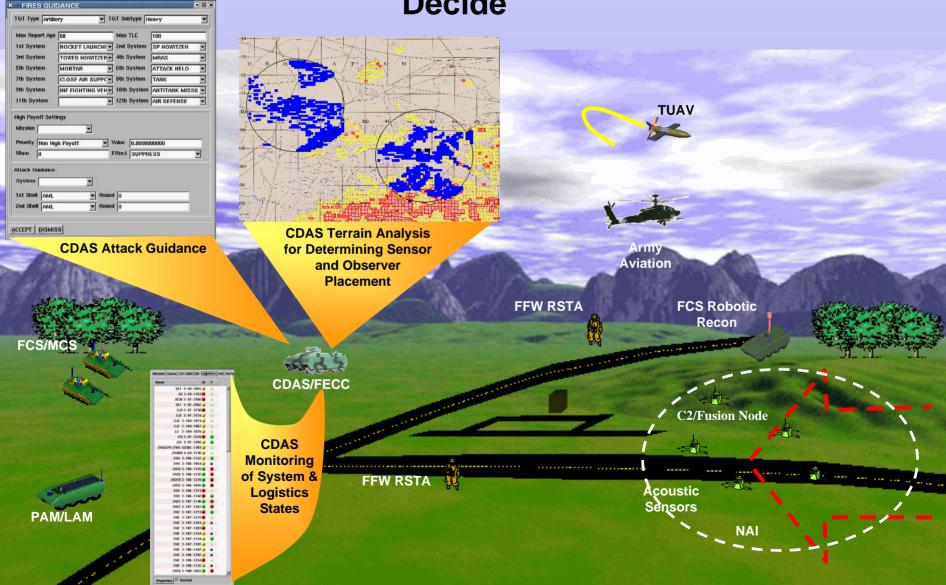
- Shared attack guidance to select the right munitions and weapons mix, for single or large target arrays.
- Shared, distributed mission status informs all users of exact status of all fire missions.
- Total asset visibility on <u>all</u> available weapon systems and munitions, not just artillery.
- No client-server weaknesses. If fire control node goes down, all functionality and data at that node is preserved by other nodes via shared synchronized databases.
- LOS, BLOS & NLOS Weapons: Artillery, Mortars, Close Air Support, Attack Helicopters, MLRS, HIMARS, FCS, and other direct fire weapon systems.
- Fully automated, semi-automated, or manual fire mission processing.





# CDAS Variants and SAL Target Designation Decide

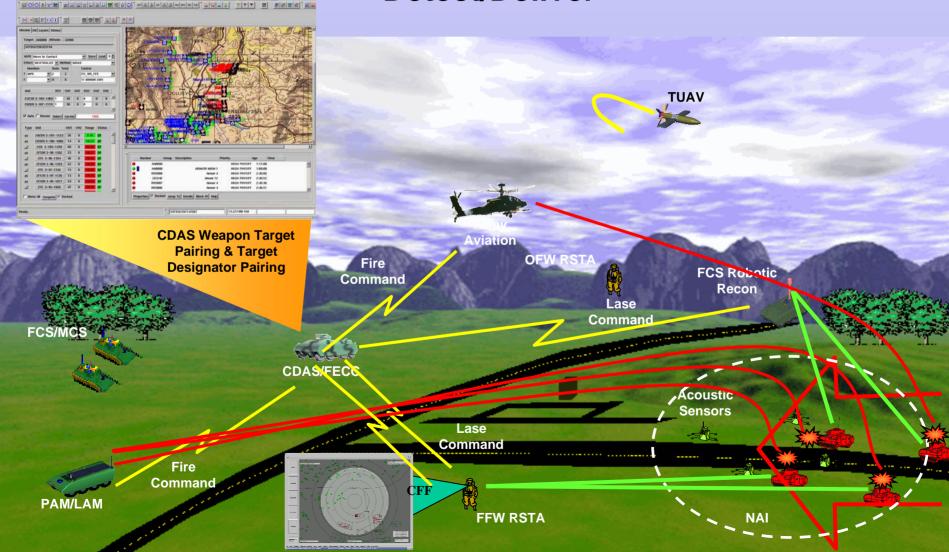






## **CDAS FFW and SAL Target Designation**

## **Detect/Deliver**



# PDA Call for Fire

- Each soldier and leader given 1 hour training and practice on CDAS OFW PDA.
- Each soldier and leader given opportunity to send Call for Fire from CDAS OFW PDA in stand up simulators.

Initial Map Display Soldier Entering Target

Soldier Monitoring Target Status Target on Map Display



## **Example of CDAS Fire Mission Tasking Applied to Designator**

#### **CDAS Effects Control Workstation** K 🗝 Combat Decision Aiding System (CDAS) Testbed • 🗆 🗙 File Edit MAPS Graphics MGraphics Fires View Objects Plans Representation Routes MRP 2 😰 990C F5M F5M F5M FAN FAN 10 10 Attack Mission DB Lavers Status Guidance Target: AA0001 Altitude: 320 34TBQ7256353744 ▼ Save Load 6≑ MVB Move to Contact 4659 Effect NEUTRALIZE V Method MRAS • Wpn-Tgt Munition Rnds Total Control 1 MPE EO Laser ▼ 2 2 -Pairing - 0 11 080000 2001 Solution Unit RD1 OH1 OH2 SH2 BD2 0 2G23R 3-103-1469 1 30 0 2H26B 3-107-1119 1 30 4402 AB300 • 2H25R 3-107-1129 Designate DUHAY39 Sensor-Tqt Auto Recom Select Locate FIRE Pairing Туре Uni OH1 Bange Status 2H25R 3-107-1123 26 Solution 2H35R 3-106-1060 265 3-103-1470 2F33R 3-96-1352 Number Group Description Fired 2E5 3-96-1354 Age -2E32B 3-96-1353 AA0000 HIGH PAYOFF 1:11:00 **Available** ARMOR MDM 1 9 AA0000 HIGH PAYOFF 1.00.00 2F5 3-97-1155 13 **RR3008** Armor 4 HIGH PAYOFF 2:45:05 2F12B 3-97-1126 13 Weapon 2E2r42 Armor 12 HIGH PAYOFF 2:45:12 2F43B 3-95-1017 24 RR3007 Armor 4 HIGH PAYOFE 2:45:36 2F5 3-95-1026 47 0 24.76 RR3006 HIGH PAYOFE 2:46:11 Armor 4 **Systems** -Properties Docked Jump To Details Block ID Help Show All Compute Docked

Ready.

34TBQ7207147507

13.227490 KM

#### Target

Mission Status Buffer

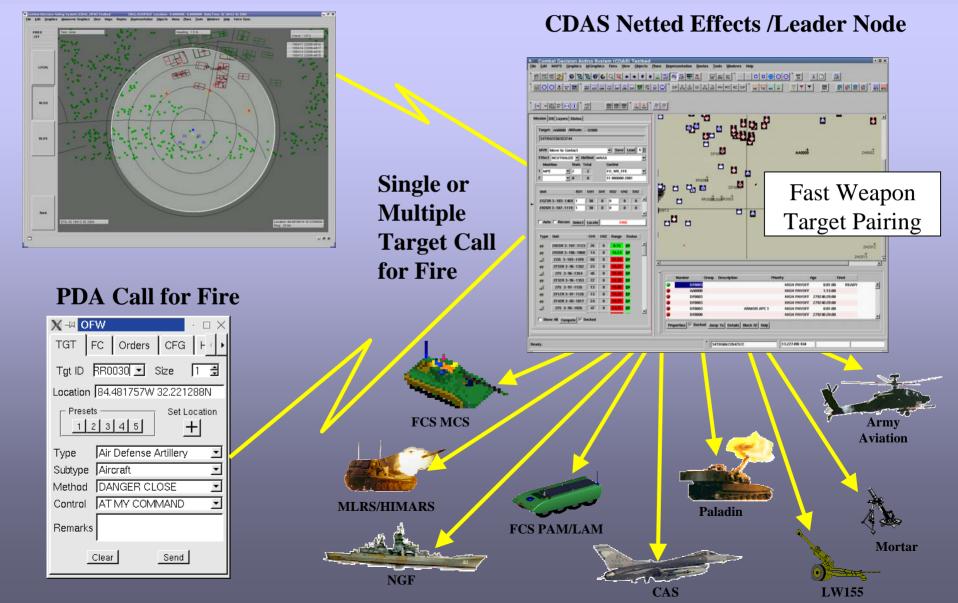


## **Example of CDAS Fire Mission Tasking Applied to Designator**

CDAS Future Force Warrior (FFW) Combat View (Head Mounted Display) UNCLASSIFIED Location: -0.000000E -0.00 Lase Target AA0001 Heading: 0.0 N IORDER: 101220 -ENGAGE --- LASE Target INTERRUP Designate Task QUEUE Warning ONFIRM Friendly Laser Forces **Designation Pointing** Designator Data Location Back Location: 165 GA 06547 83611 - BX

## CDAS Variants Allow Full Information Connectivity for Networked Fires & Effects

#### **Combat View Call for Fire**



## CDAS FFW User Evaluation Approach

- 4 hrs. training
- Short Vignettes based on snippets from FFW scenario developed by LTI.
- Key features addressed:
  - LOS, BLOS, NLOS Netted Effects
  - Collaboration for platoon/squad graphics
  - Logistics monitoring and visibility for all assets
  - Terrain Analysis for sensor placement
  - Issuing Digital Orders
  - Messaging
  - Situational Awareness Monitoring
- Vignettes conducted in SBL stand up SimStorm simulators.
- Each vignette between about 30-45 minutes long, followed by soldier evaluation of software capability used in vignette.
- Used slightly modified OTBSAF scenarios from February 2003 CDAS FFW exercise.



Training

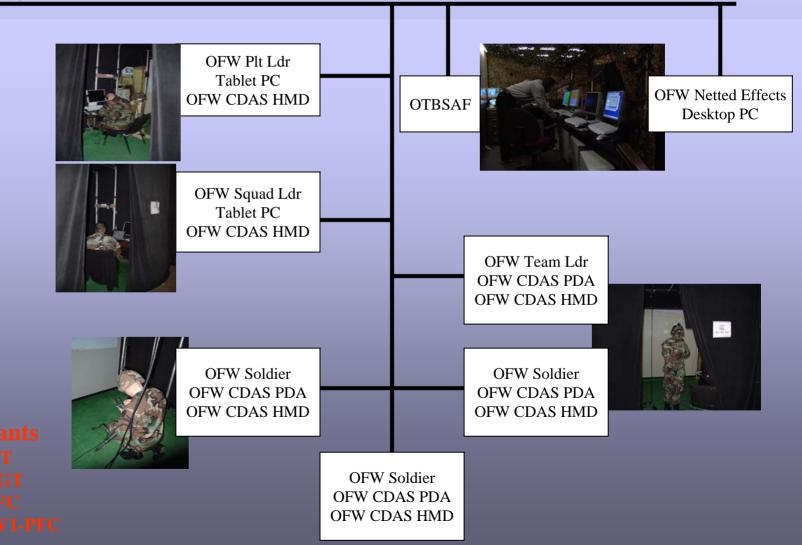


Questionaires



**BL** Emersive SIMs

# User Evaluation Layout



# Summary

- CDAS is an open, extensible and scalable family of tools that support network centric warfare and can be configured for user experimentation in either virtual or field environment.
- Used extensively in CEP experiments at Ft. Sill, Ft. Knox and Ft. Benning and being integrated into MATREX v.7.
- CDAS component products extensively tested and Terrain Services component fielded in C2PC.
- Extensions of CDAS Netted Effects component under FC-NET will address all OFW NE component requirements.
  - Draft component requirements document generated and in review
  - Baseline CDAS architecture/design documentation posted to FFW IDE
  - Final architecture design in process in collaboration with SIT.
  - Packaging of CDAS NE component for insertion in FFW architecture in progress.