NDIA
11th Annual
Expeditionary Warfare Conference
Force Structure Uncertainty
Panel Discussion

25 October 2006

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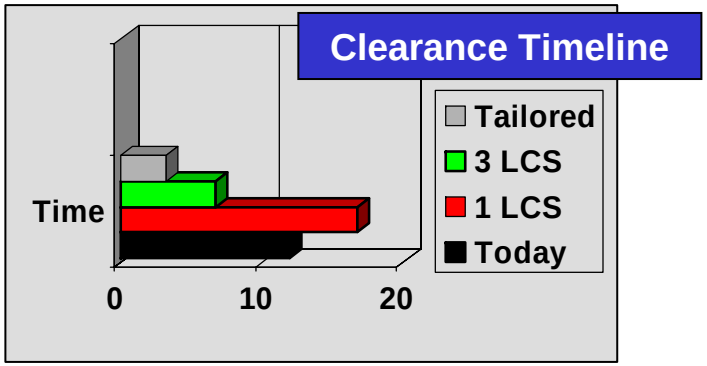
Program Executive Officer
Littoral & Mine Warfare

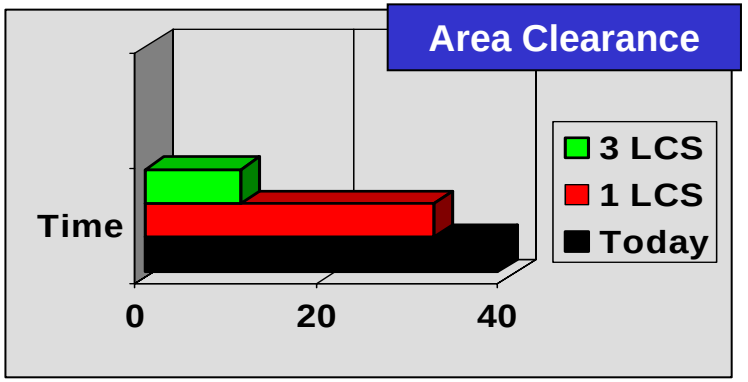
"Sustain combat readiness … with the right combat capabilities - access, speed, agility, adaptability, persistence, awareness and lethality - for the right cost."
Admiral Mike Mullen, CNO Guidance, 2006

Adaptive Force Packages and Force Structure -- an LCS example

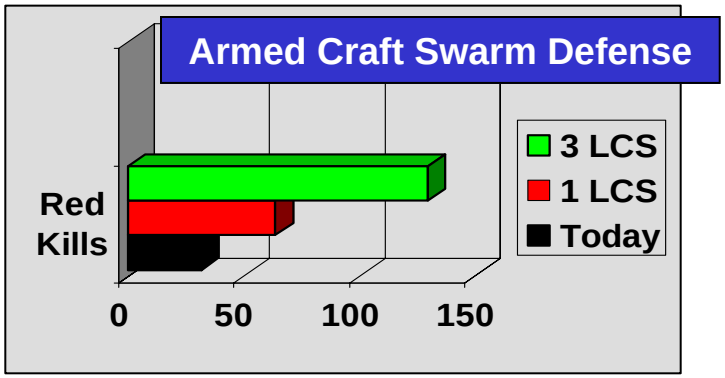
Mine Countermeasures

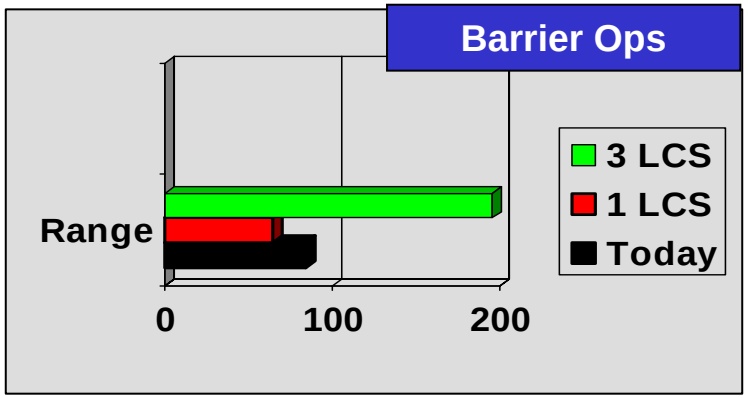


Anti-Submarine Warfare



Surface Warfare





"We will develop <u>Adaptive Force Packages</u> … in support of operations in blue, green, and brown water environments …" *Admiral Mike Mullen --- CNO Guidance, 2006*

Adaptive Force Packages, Mission Packages, and Modularity

Containerization / Transportation Level

ISO STDs

Mission Package Level

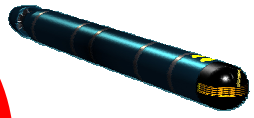
Published ICD

Modularity

Vehicle Level

AUVSI ASSOCIATION FOR UNMANNED VEHICLE SYSTEMS INTERNATIONAL

ASW INTERNATIONAL



MRUUV

RMS
MIW
ASW

USV
MIW
ASW
SUW

VTUAV
MIW
ASW
SUW

Sensor / System Level

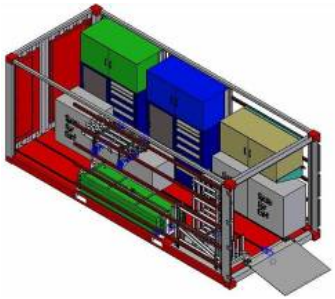
AQS-20A
Mine Hunting
Mine Identification

MPCE
Software

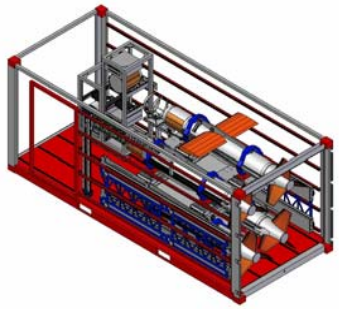
RTAS
Bi-Static ASW

The First LCS Mission Package Realized

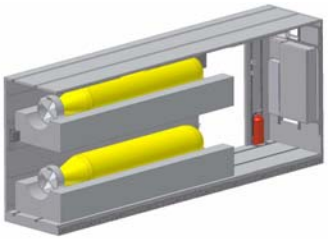
RMS



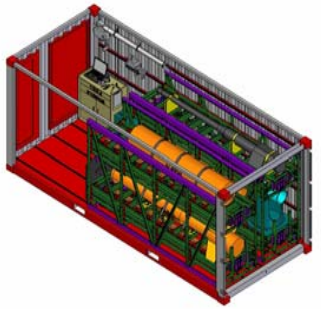
AQS-20A



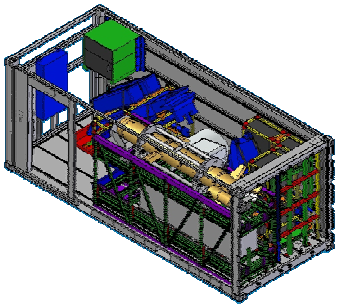
BPAUV



AMNS / ALMDS / RAMICS



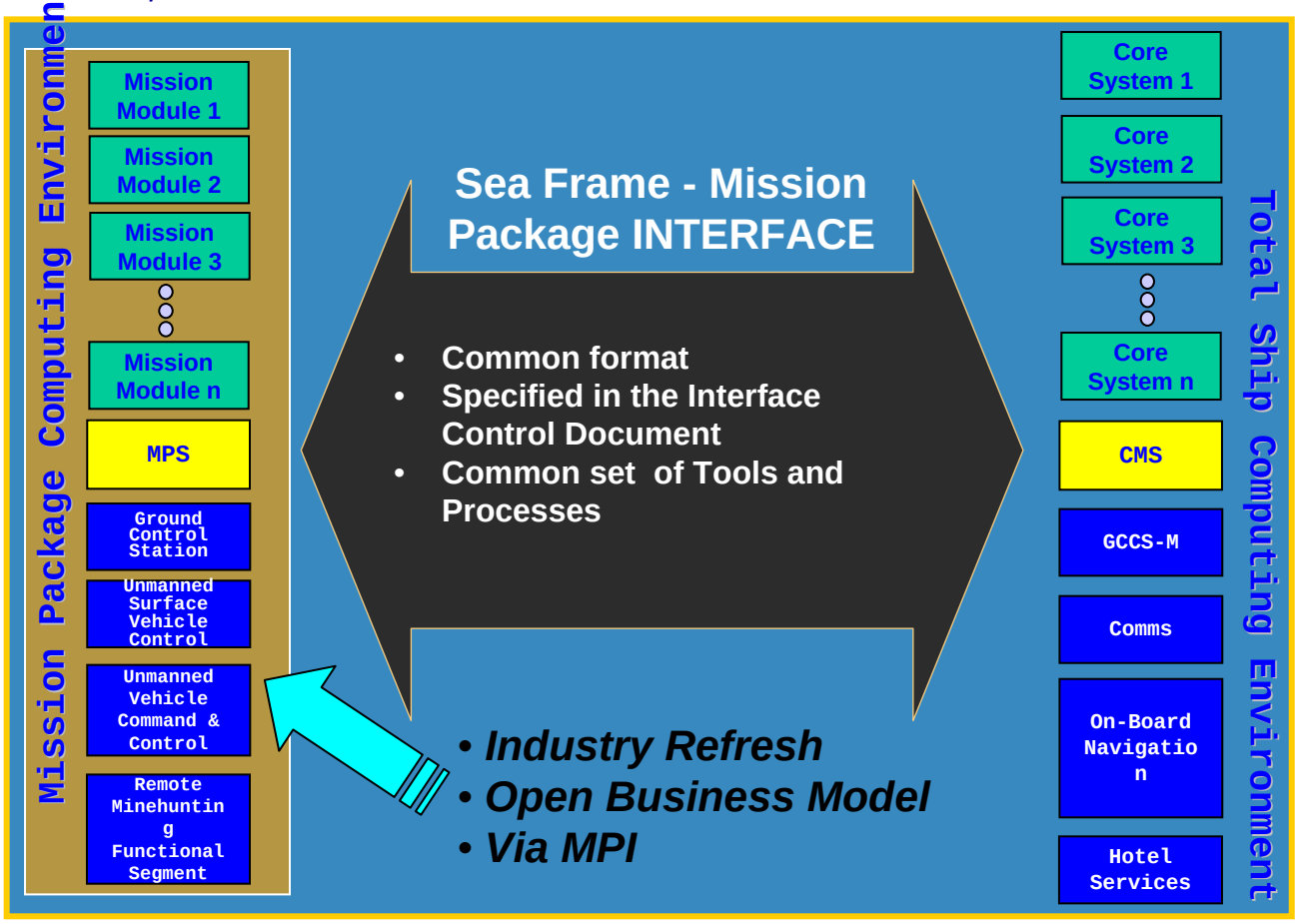
OASIS & Helo Mod Kit

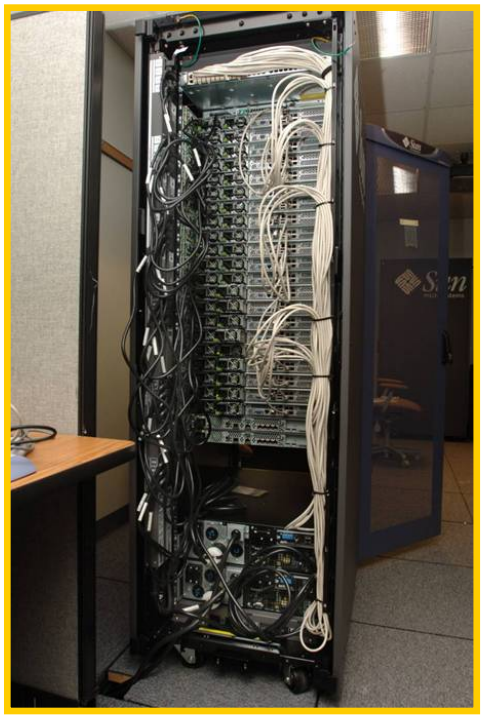


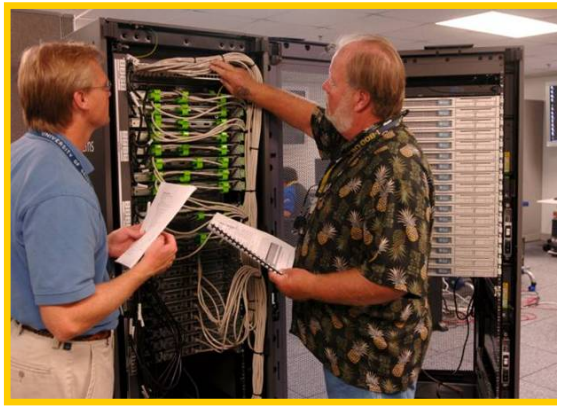
Mission Package

Open Computing Environment

- *Maximum use of existing S/W – Common S/W apps with Current Fleet platforms*
- *MPs interface with LCS Sea frame through documented ICD*
- *OA Level 3 COTS H/W allows Open System model for acquisition and development*







System Applications C2 Applications Common Applications or Services

Mission Package Open Business Model Approach

Mission Package Integrator

Hardware

Software

C3

In-Service Support Tools

Products

Mission Package Computing Environment

SUW MP

ASW MP

MIW MP

Defined Architecture & Interfaces

Transport-able

MP Support Facility

Staged

LCS-1

LCS-2

Deployed

Spiral Development