



Joint Gun Effectiveness Model (JGEM)

"Navy Accredited Minor/Medium Caliber Operational Tool"

*The
Direct Fire
Analysis
Solution*



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Gun and Missile Systems Conference & Exhibition**

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Sacramento, CA**

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Outline

- Model Description
- Model History
- Methodology Overview
- Input / Output
- Future Enhancements (Air Bursting Methodology, Graphics)



JGEM Description

Operational tool for direct fire evaluation of minor/medium caliber gun systems firing against single and multiple targets.

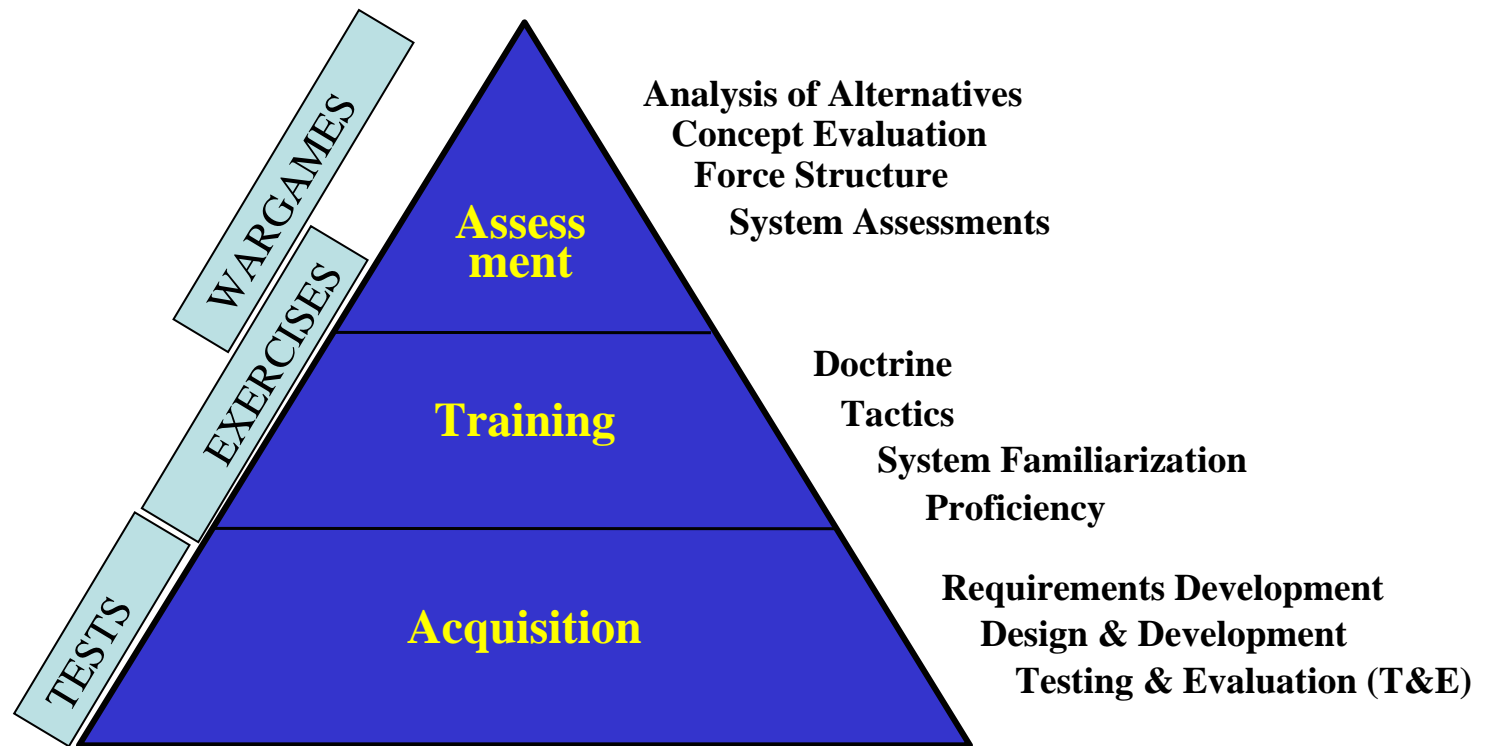
PURPOSE:

- Predicts effectiveness for direct fire engagements
- Analyze system sensitivities
- Tool for system concept and trade studies

FEATURES:

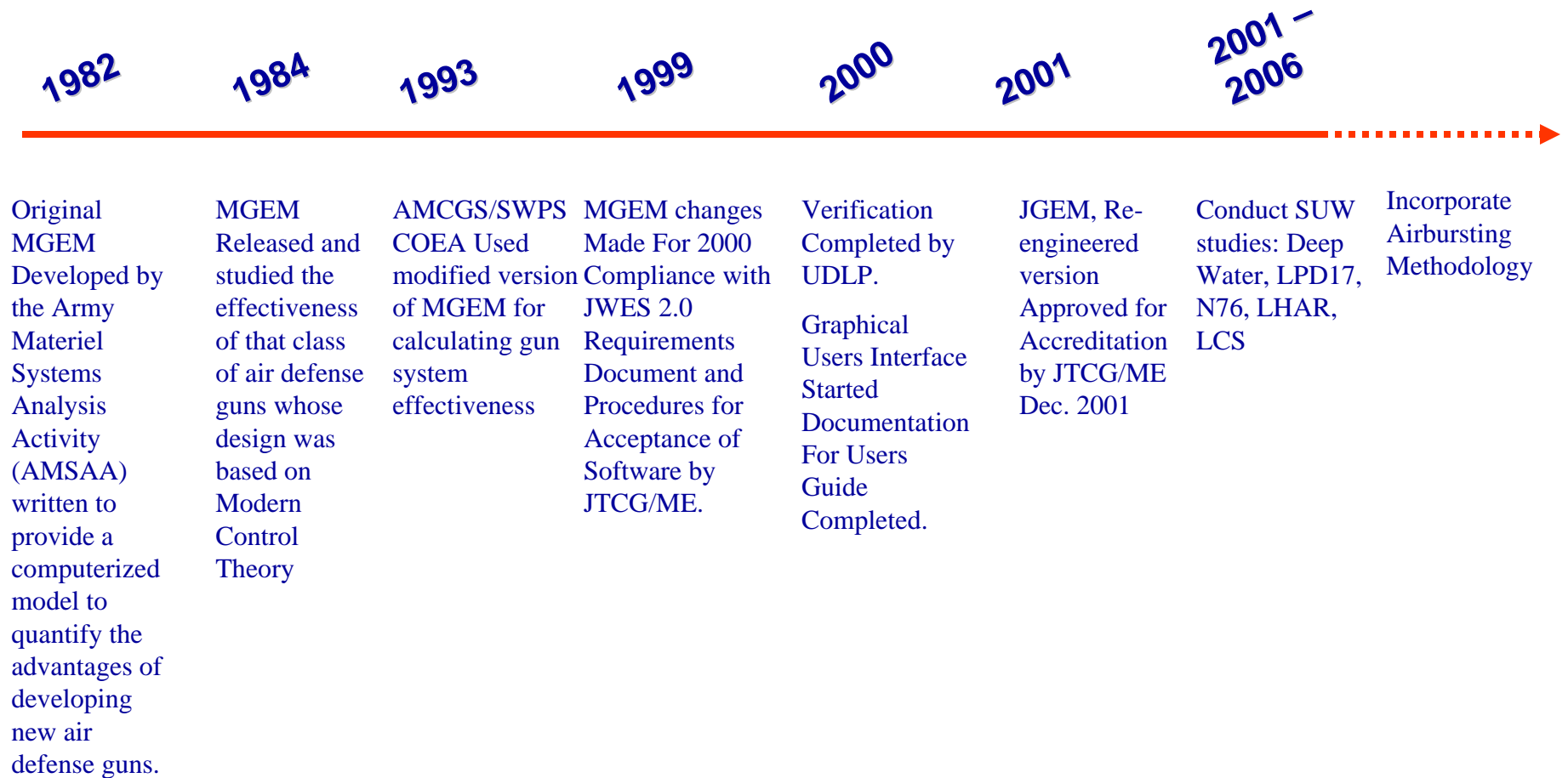
- Monte Carlo Simulation
- Models Direct Fire Engagements
- Adaptability to various Gun Weapon Systems
- Error Budget-based System Accuracy
- 3-D Target & Shooter Path (position data)
- Range Table Ballistics
- Single & Multiple Target Capability
- Statistical Output
- User-Friendly Graphical User Interface (GUI)
- JTCG/ME Accredited Model (Dec 2001)

M&S Applications Hierarchy

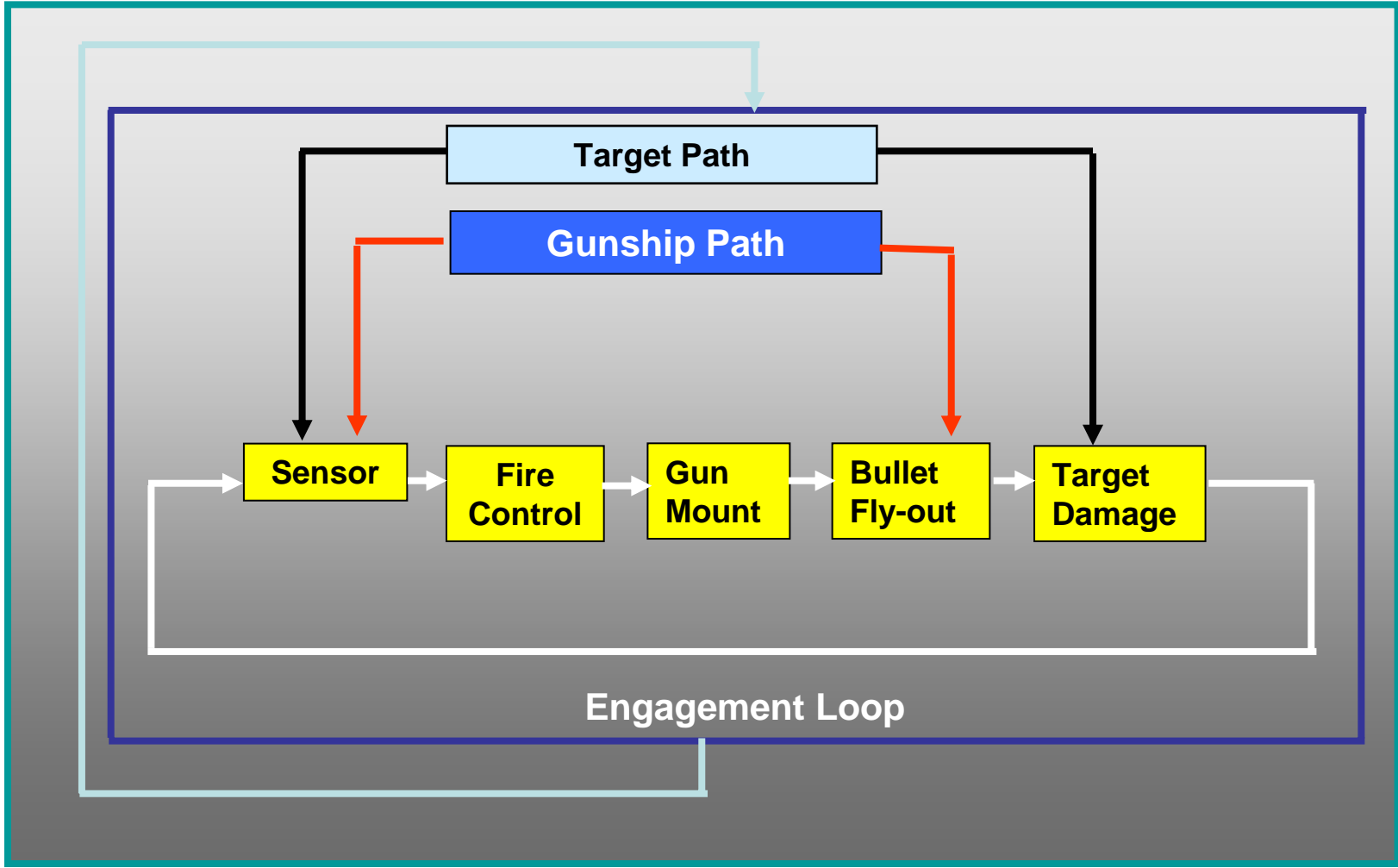




JGEM Development History

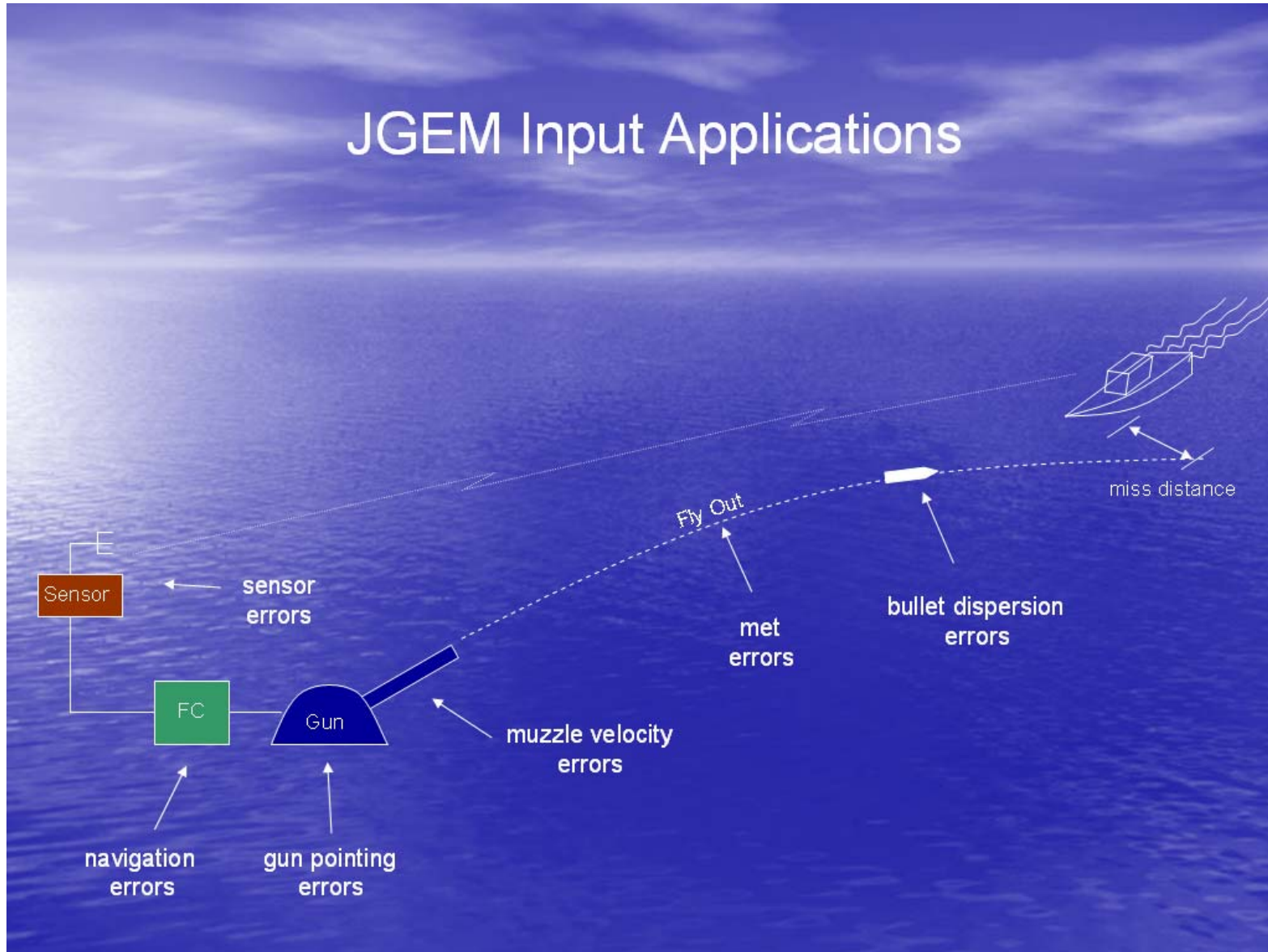


JGEM Methodology Overview



JGEM Methodology

JGEM Input Applications





JGEM Input Error Budget

AMMUNITION

Round 1
Round 2

Range Table	Muzzle Velocity (m/s)
Yes	1000
Yes	1020

Reference(s)

1
1

SENSOR

Range
Azimuth
Elevation

Rnd-Rnd Error

2 meters
0.2 mils
0.1 mils

MPI

5 meters
0.2 mils
0.1 mils

2, 6
2, 6
2, 6

GUN POINTING

Azimuth
Elevation

Rnd-Rnd Error

0.5 mils
0.3 mils

MPI

0.5 mils
0.2 mils

3, 4, 5
3, 4, 5

AMMUNITION DATA

Round 1
Round 2

IV Error (m/s)	
MPI	Rnd-Rnd
5	3
5	3

7, 8
7, 8

Other JGEM Inputs Required:

Fire Control Cycling Time:
Track Settling Time:
Magazine Capacity:
Rate of Fire:
Burst Size:
Kill Assessment Time
Target Acquisition Time

0.05 seconds
1 seconds
300 rounds
200 rpm
5 rounds
5 seconds
5 seconds

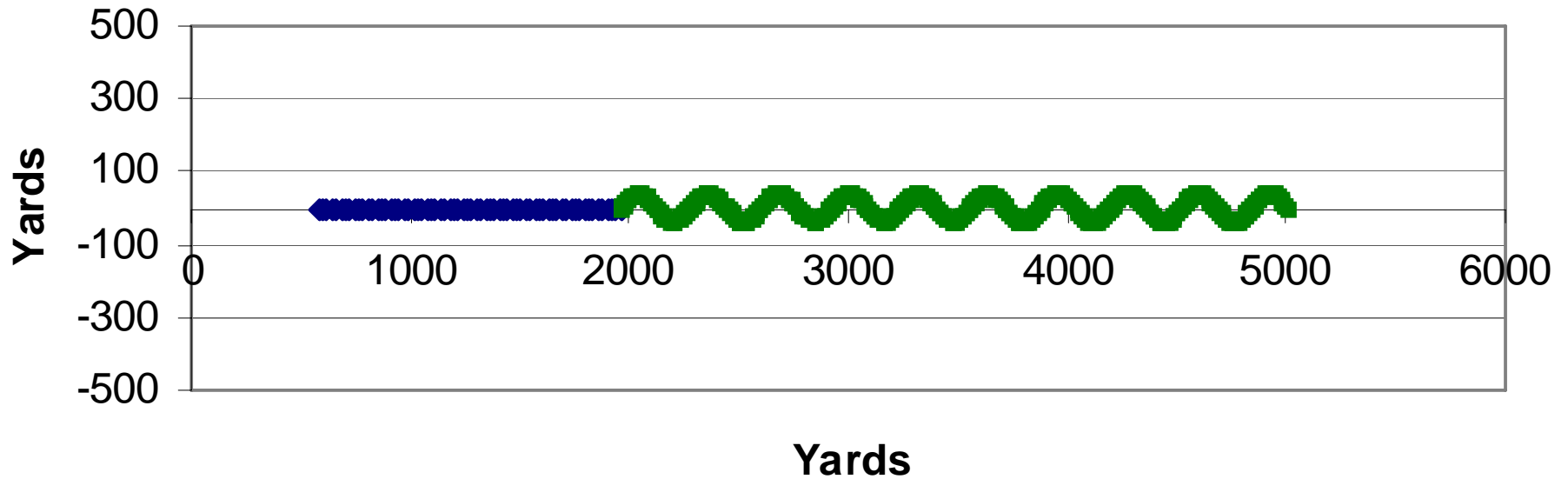
4
4
4
4
4
4
4



JGEM Input

Target Path/Firing Ship Path

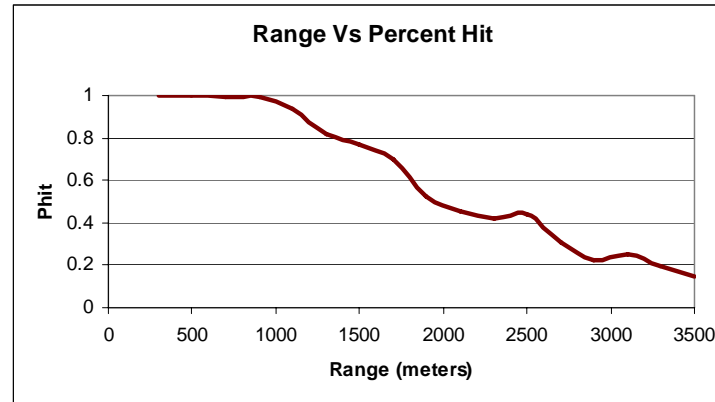
Target Path Moving Target Scenario



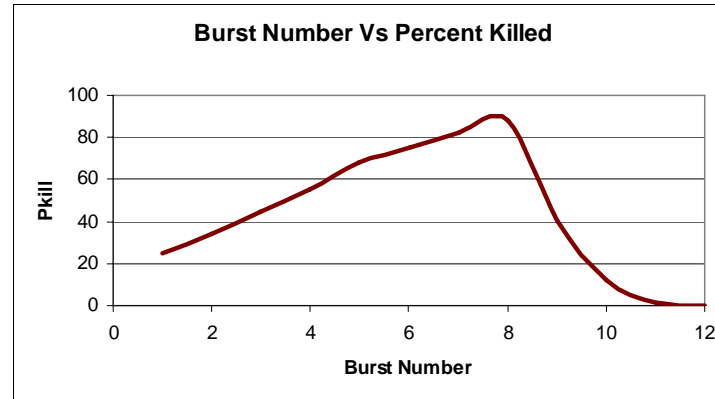
—◆— Firing Ship (10 kts) —■— Target (25 kts)

JGEM Output

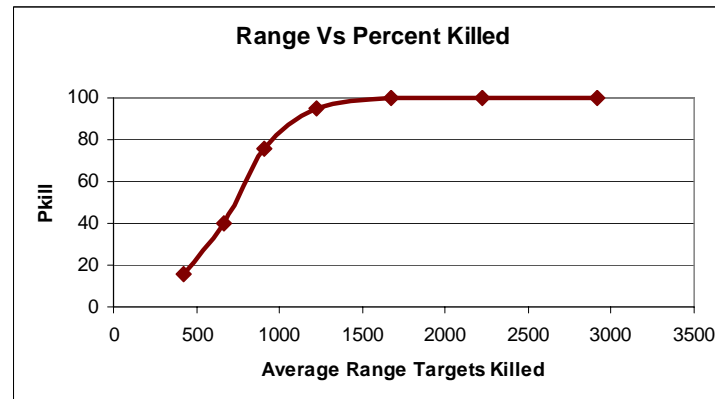
- Range



- Burst



- Target

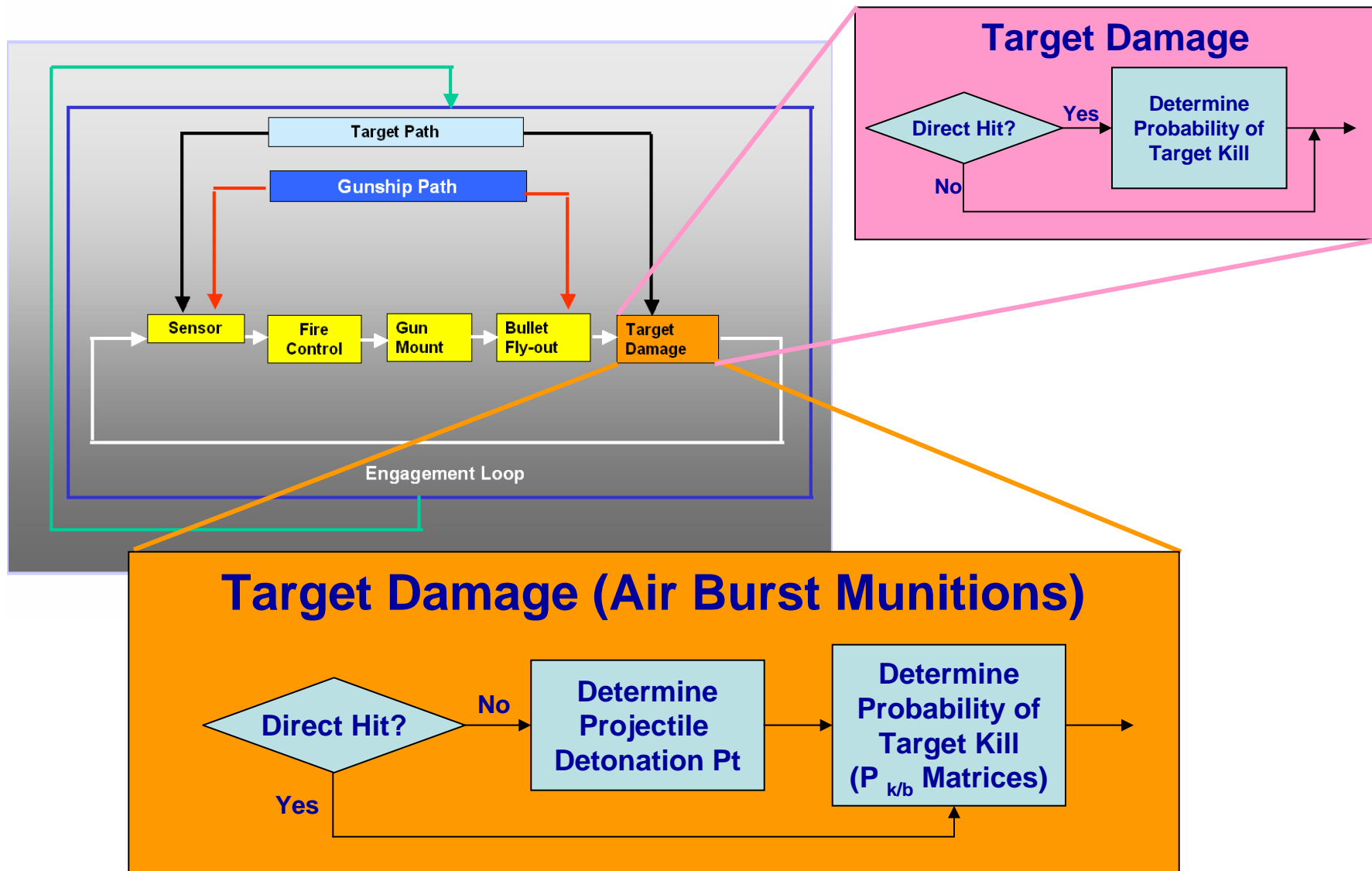


Open Fire Range:
4000 yards

Expected Number
of Targets Killed:
5.26

The Graph represents the probability of defeating each target when engaged in sequential order starting with Target 1 on the far right to the left.

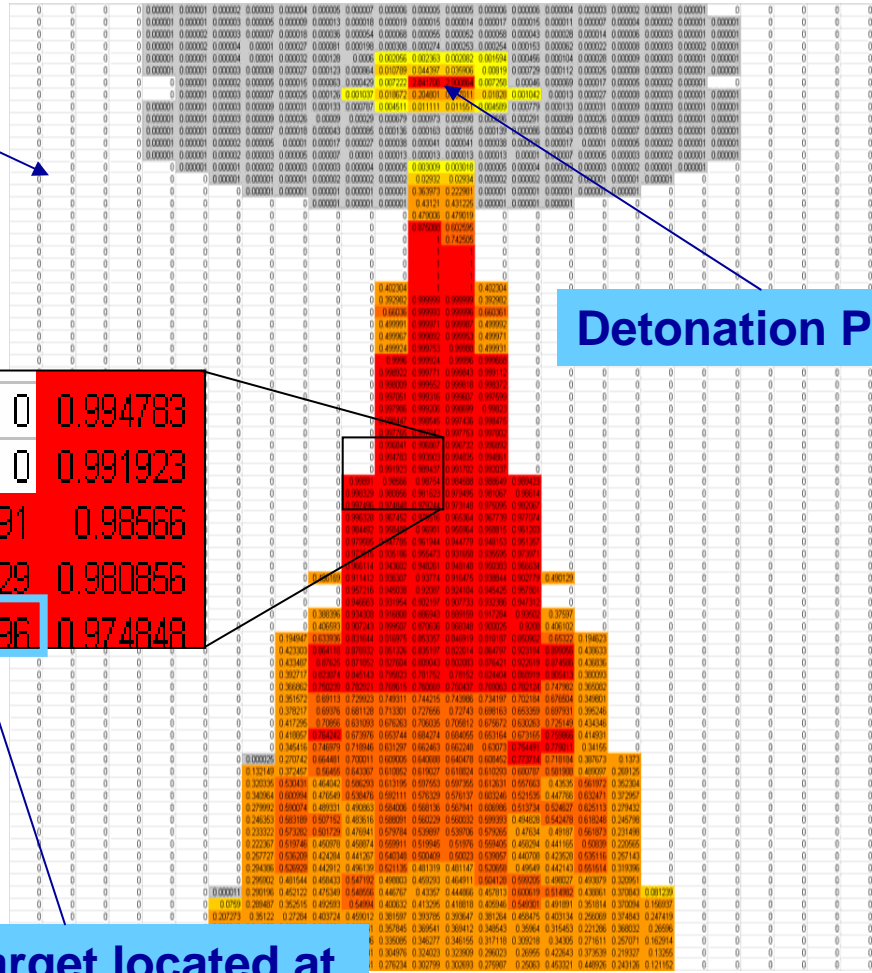
Evaluation of Air Burst Munitions - Methodology Overview





JMAE Probability of Kill Data

Sample Pk/b matrix



Detonation Point

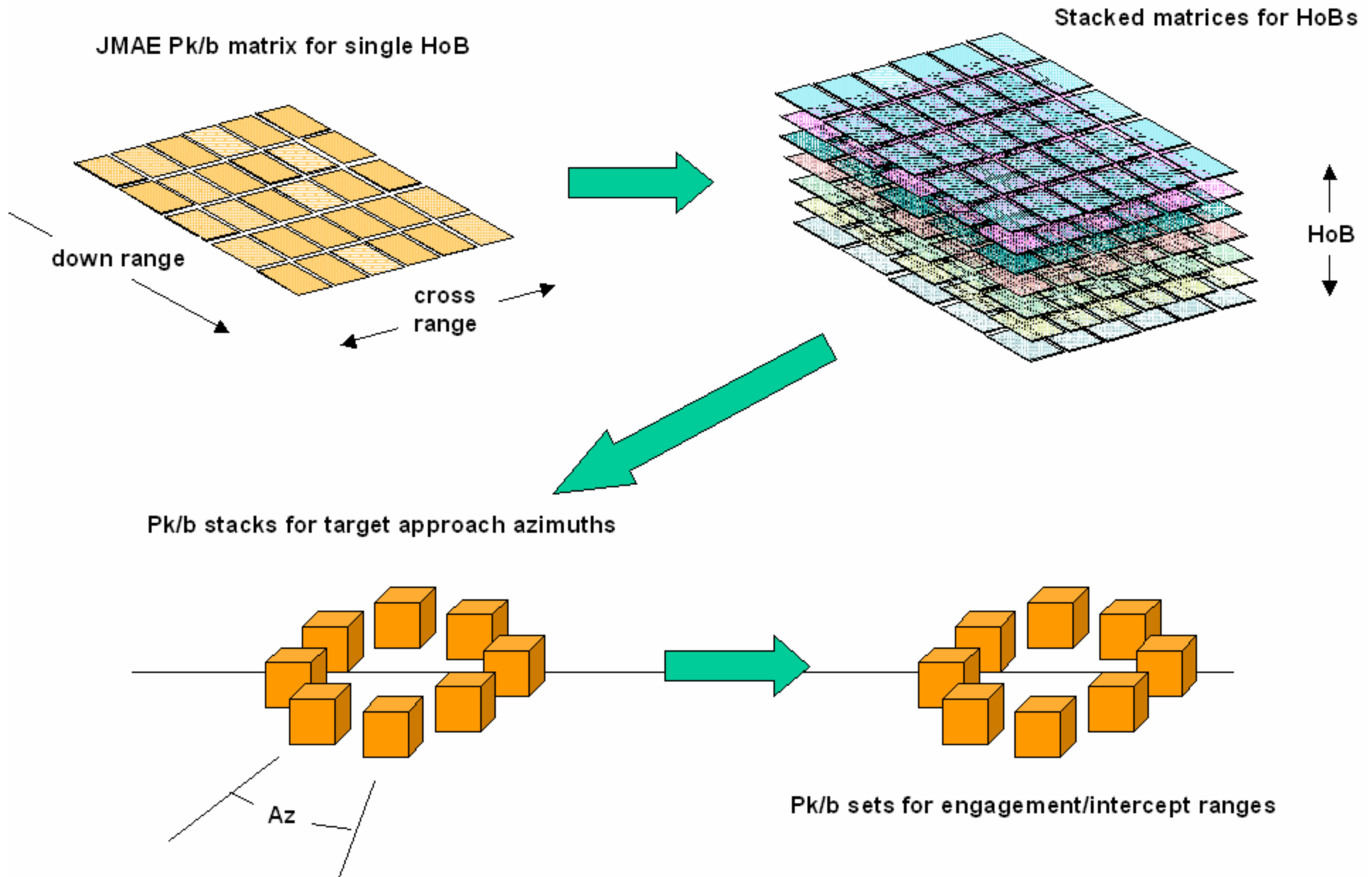
6.5 x 6.5 ft cells
 Deflection = 40 cells wide
 Range = 80 cells long

- Pkill > 0
- Pkill > 0.001
- Pkill > 0.01
- Pkill > 0.1
- Pkill > 0.5
- Pkill > 0.75

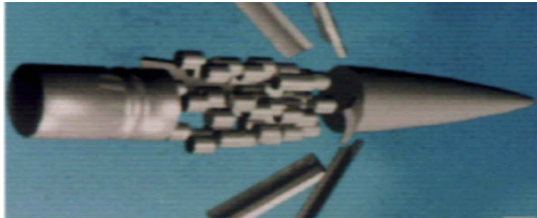
Pkill, if target located at position "b" in relation to projectile detonation point.

0	0.994783
0	0.991923
0.998891	0.985666
0.998329	0.980856
0.997496	0.974848

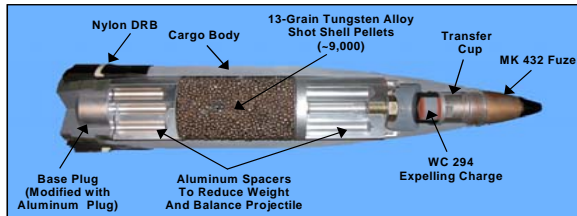
JGEM/JMAE $P_{k/b}$ Matrix Design



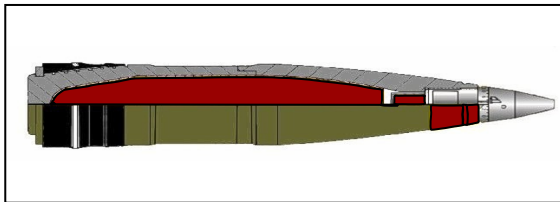
AIR BURSTING MUNITIONS



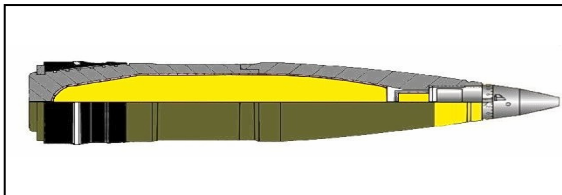
30mm AHEAD



5-Inch KE-ET



5-Inch HE-ET, HE-CVT, HE-MFF



Future Air Burst Munitions Types

Controlled Detonation Munitions

Pre-formed pellets dispersed in a pre-determined pattern prior to projectile impact on target

Kinetic Energy Rounds

Pre-formed spherical pellets expelled by low impulse detonation charge and radial dispersion achieved via projectile spin momentum

High Explosive Rounds

Blast-fragmentation munitions which eject naturally forming shell casing fragments at high velocities

Methodology will allow accurate effectiveness assessments of all types of air bursting munitions.



FUZING IN JGEM

□ Timed Fuzes

- CVT Fuzes
- ET Fuzes
- Multi-Function Fuzes with ET operating modes

Timing of detonation is varied via a standard deviation time error which has been determined from test data.

□ Proximity Fuzes

- RF fuzes
- Laser fuzes
- IR Fuzes
- Multi-Function Fuzes with proximity modes of operation

Fuze characterized in terms of cone angle and cone edge length.



Animation of JGEM Engagements

- 3-D Animation using SIMDIS
 - Will allow display of JGEM engagement actions
 - Firing ship movements
 - Threat boat movements
 - Projectile impacts and/or detonations
 - Allows extensive manipulation of developed images
- NSWCCD fragmentation visualization tool
 - Program can be modified to display JGEM engagement actions
 - Firing ship movements
 - Threat boat movements
 - Projectile impacts and/or detonations
- Exploring use of other pre-existing visualization tools

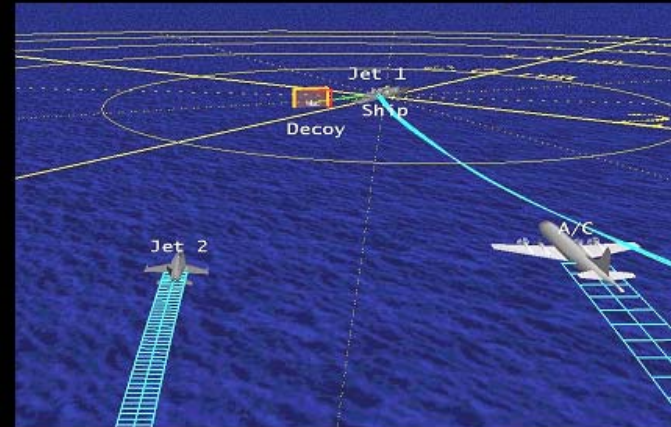
Animation With SIMDIS

NRL SIMDIS Analysis and Display

SIMDIS – Visual Analysis and Display

SIMDIS at Test & Training Ranges

- Interactive 3D Display of Live Test Data
 - Range Ops
 - VIP Display
- Missile Flight Safety
- Post Test Visualization Data Product
 - Scripted Playbacks
 - Cross Platform Operation
 - Low Cost PCs
 - High End SGI and Sun Workstations



- **SIMDIS is a set of GOTS software tools in use by DoD Ranges and Systems Centers to support 3D analysis and visualization of test and training missions for air, sea, and undersea warfare areas**
- **SIMDIS allows an integrated real-time view of time-space position information (TSPi), system telemetry data, and other real-time data sources . It is used to provide live and post event understanding and insights into complex system interactions.**