



Net Centric Training for Legacy Aircraft

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October 27, 2011 - NDIA Systems Engineering Conference



- ❑ Creates a realistic threat environment in conjunction with or without an open-air range
- ❑ Software stimulates on-board systems
 - ❑ Based on real threat models
 - ❑ Activates when aircraft is in range
 - ❑ Helps test operational interfaces among federated systems
- ❑ Mission planning currently done pre-flight
 - ❑ Not always configurable in flight
 - ❑ Each aircraft gets the same experience



Team Oriented Training with
Smart Pseudo-Threats



Remotely Commanded Training



More Realistic Air-to-Air Training

Capable Mission Computer

Direct Onboard Systems
to Simulate Real Threats
in the Cockpit

Sufficient Control and
Resources to Accomplish
the Task

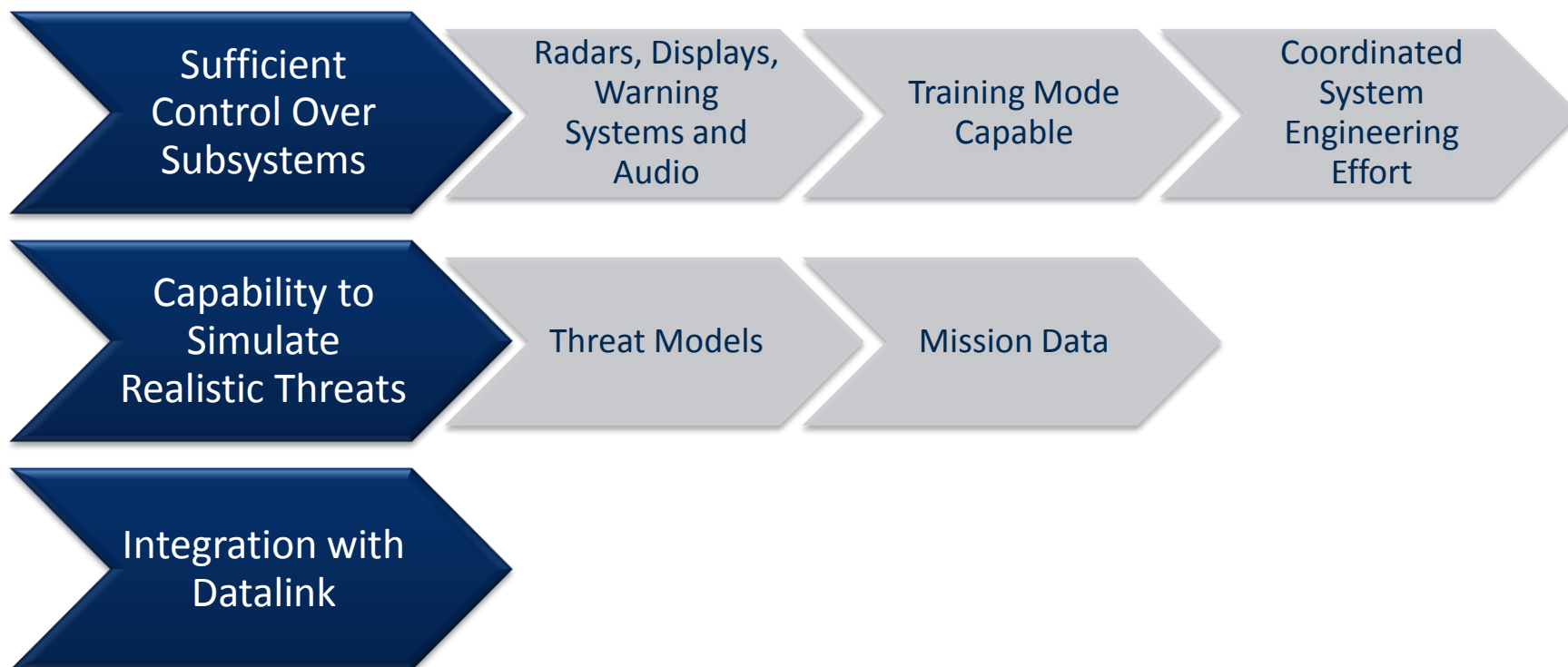
Datalink

Sufficient Bandwidth for
an Additional Message

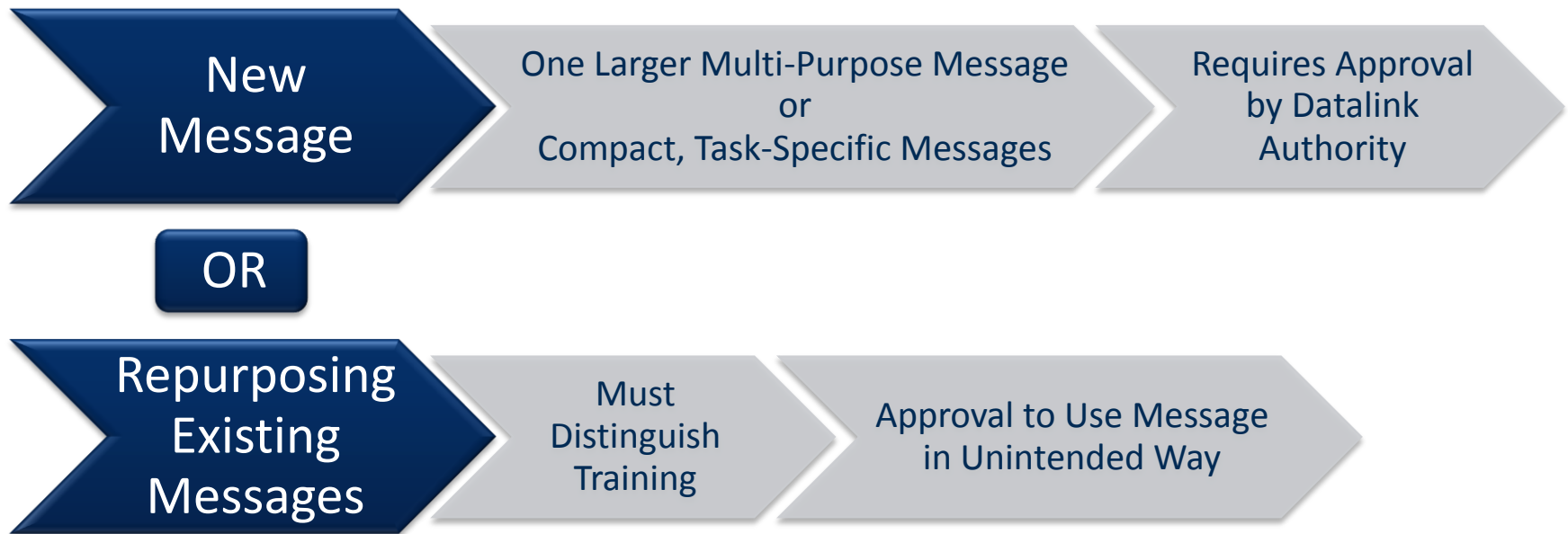
OR

Messages that can be
Repurposed

Mission Computer



Datalink Message





Team Oriented Training with
Smart Pseudo-Threats



Remote Command of Training
Scenarios from Ground or Air



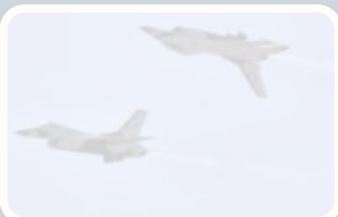
Simulated “Red Guy”
Air-to-Air Training



Team Oriented Training with Smart Pseudo-Threats



Remote Command of Training Scenarios from Ground or Air



Simulated "Red Guy" Air-to-Air Training

- ❑ Pseudo-threats seemingly coordinate random attacks via datalink communication
 - ❑ Smart pseudo-threats
 - ❑ Realistic targeting
- ❑ Countermeasures reactions
- ❑ Susceptible to counter attacks

*Georgia Tech Research Institute published a paper on this concept and presented it at I/ITSEC in 2005. It is titled "Virtual Electronic Combat Training System (VECTS)."

Message Considerations

- Pre-planned mission
- Randomized engagements
- Engagement status
- On-board threat modeling

System Engineering Hurdles

- Syncing each aircraft's mission computer
- Message bandwidth

EXAMPLE IMPLEMENTATION

Requirement

- Random pseudo-threat engagement of one aircraft in range

Solution

- Get aircraft to agree on a random starting number
- Use this number to feed a program that controls the training scenario
- Program feeds number into pseudo-random number generator recursively to generate tables of engagement priorities
- Aircraft constantly report engagement status for each threat
- Resynchronize starting number and restart scenario as needed



Team Oriented Training with
Smart Pseudo-Threats



Remote Command of Training
Scenarios from Ground or Air



Simulated “Red Guy”
Air-to-Air Training

- ❑ Ground station engages aircraft with pseudo-threats
 - ❑ Live, virtual, constructive (LVC) threat simulations
 - ❑ Real-time feedback
 - ❑ Facilitates drills
 - ❑ Relevant combat briefing tool
- ❑ Ground station runs models and countermeasures analysis
 - ❑ Higher processing power = high fidelity end-game models
 - ❑ Less processing required by aircraft systems
 - ❑ No pre-planned mission loading required

*Georgia Tech Research Institute and Air Force Research Laboratory published a paper on this concept and presented it at I/ITSEC in 2007. It is titled “Networked Electronic Warfare Training System (NEWTS).”

Message Considerations

- Detailed threat status
 - Radar modes, operating parametrics
 - Raw data or lookup tables
- Countermeasures timing, accounting for latency

System Engineering Hurdles

- Ground station threat modeling
- Intuitive command software
- Computer to aircraft datalink interface

- ❑ Determine the information that will be passed
 - ❑ Develop a system level plan based on project requirements
 - ❑ Document the details of the datalink message and storyboard use cases
- ❑ Development of the command software
 - ❑ School the developers on the end use of their product
 - ❑ Review the interface from an end user perspective throughout the project
 - ❑ Bring in real users to test the software's usability



Team Oriented Training with Smart Pseudo-Threats

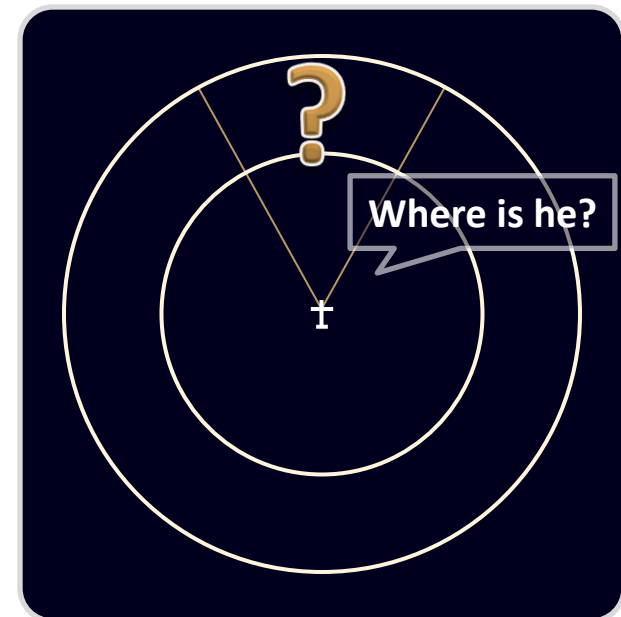


Remote Command of Training Scenarios from Ground or Air



Simulated “Red Guy”
Air-to-Air Training

- ❑ Assign squadron pilots to be the enemy
- ❑ Convert friendly radar signals to real aggressor radars
- ❑ Hide friendly datalink tracks that “red” aircraft would not send
- ❑ Simulate weapon effectiveness
 - Calculate missile kills
 - Track gun damage
- ❑ Keep score



Message Considerations

- Initial team assignment
- Weapon damage
- Countermeasures timing, accounting for latency

System Engineering Hurdles

- Provide safe training environment
- Powerful interface with displays
- On-board end-game analysis

- ❑ Coordination of mission computer developers and display controller developers
 - ❑ Maintain a clear description of how the system will perform
 - ❑ Make this description accessible to both parties
 - ❑ Communicate regularly
- ❑ Maintain safety of flight requirements
 - ❑ Coordinate with pilots and flight test personnel to ensure system will not pose any flight dangers
 - ❑ Build in training mode awareness that does not interfere with the purpose of the training

- ❑ Given the following
 - ❑ Mission computer in control of the EW and display systems
 - ❑ Datalink connection (Air-to-Air and/or Air-to-Ground)
- ❑ These are possible
 - ❑ More realistic dog-fight training
 - ❑ LVC training orchestration from a command center
 - ❑ Pseudo-threats that realistically target aircraft selectively and respond to countermeasures

Thank you

Questions?

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