

Defining the Problem:
Naval Warfighting in the 21st Century
and Vision for the Future of IAMD



Where My Head Is

- Innovate, Experiment, Demonstrate

- Accelerate Innovation Loop
- **Be Willing to Fail**
 - Know and manage the risk – improve rate of return



- System of Systems Approach

- Integration and Interoperability (I & I) is key to a whole Kill Chain mindset
- Independent ↔ Interconnected ↔ Federated ↔ Integrated ↔ Interdependent

- Live – Virtual – Constructive (LVC) Training

- Open Architecture essential to control costs; ability to adapt, grow, match legacy to future
- Cross Domain enablers

Three 5th Generation Questions

- Can We Achieve *Dominance* in the Future?
 - Local and temporal [pick a domain] *Superiority*
 - High Tempo, Multi-Dimensional Warfare
- How is the 5th Generation Fight Different?
 - *Networks* not just Platforms; *Reach* not just Range; *Information* is the Coin of the Realm
 - Training for expanded Battlespace is key to success
 - Live, Virtual, Constructive
- Can 5th Gen Accelerate Observe – Orient phases in OODA Loop?
 - Man-Machine teaming
 - Netted capabilities enable greater speed of decision

How do we turn a KILL *CHAIN* into a KILL *WEB*?

“Third Offset” Mindset



O – Observe

O – Orient

D – Decide

A – Act



