



A Strategy for the Cost Effective Acceleration of DoD Weapon Systems

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Consistent Conference Themes

- Supporting Rapid Acquisition Through the T&E Lens
 - Strategic Collaboration to Accelerate Acquisition
 - Capabilities-based T&E
 - Role of Modeling & Simulation
- Challenges
 - System of Systems
 - Security
 - Asset Availability
 - Resources
 - Focused Live Testing



Computational Prototyping Environments or Computational Decision Support Environments



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- Consistent with SecDef's Defense Innovation Initiative and key enabler for the 3rd Offset Strategy
 - Senior leadership decision support, war-gaming, novel concepts, innovative business practices and DIUx
 - Quantity at cost, effects at range, and autonomy



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- Enables comprehensive characterization of system design, expected performance, and cost



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- Facilitates collaboration across the Research, Engineering, Acquisition, and T&E communities
 - Gov-industry use of high performance computing centers and OSD Engineered Resilient Systems Program (ERS) developed physics based models, linked via DREN will enable fast and efficient workflow automation
 - Addresses capability to include CONOPs, system, target infrastructure, and man-machine interface before ever bending metal or laying any composites



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- Offers cost effective means to address complexity of system of system architectures and interfaces/ conduct secure system of system assessments/ offers reduced order modeling of supporting campaign assets to offset challenges of availability/ helps determine what specific aspects of the design to prototype and what areas of live testing should to be executed