

# Joint Simulation Environment

2018

*Presented by:*  
**Jeremy S. Smith**

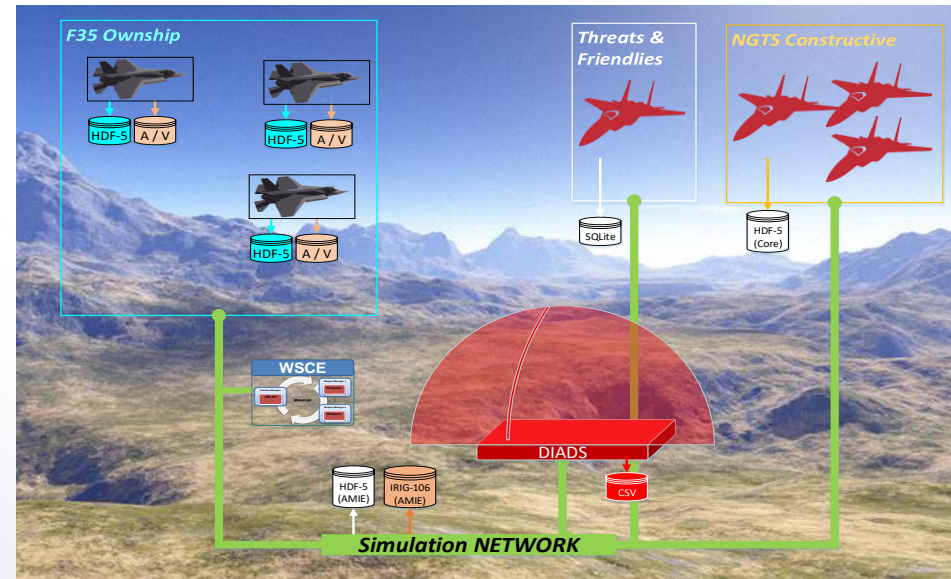
# Path to the Joint Simulation Environment (JSE)

- **F-35 requires a high fidelity simulation for use during operational testing**
  - A significant percentage of the operational test points are not executable on the open air ranges
- **Using a simulation for scored operational testing drives JSE requirements**
  - Unprecedented scale
  - Extreme number of entities
  - Major complexity
  - Unprecedented overall fidelity
  - Unprecedented levels of overall validation
- **These conditions are not unique to the F-35 program**
  - It is no longer possible to scale few vs few tests to assess what will happen in theater-wide conditions
  - The nature of modern system-of-systems capabilities makes testing prohibitively expensive



# IOC System Capabilities

- Theater-wide simulation
- Provide, thousands of an extremely wide range of red, blue, and white entities including:
  - Aircraft with associated weapons
  - Ships with associated weapons
  - Extensive Integrated Air Defense Systems
  - Surface to Air Missiles
  - Fixed and mobile ground targets
  - Dismounted soldiers
  - *Many entities include electronic attack and electronic protection properties*
- Weather and smoke effects in visual and infrared
- Sun and moon diurnal effects



# JSE Initial Operational Capability (IOC) System Attributes

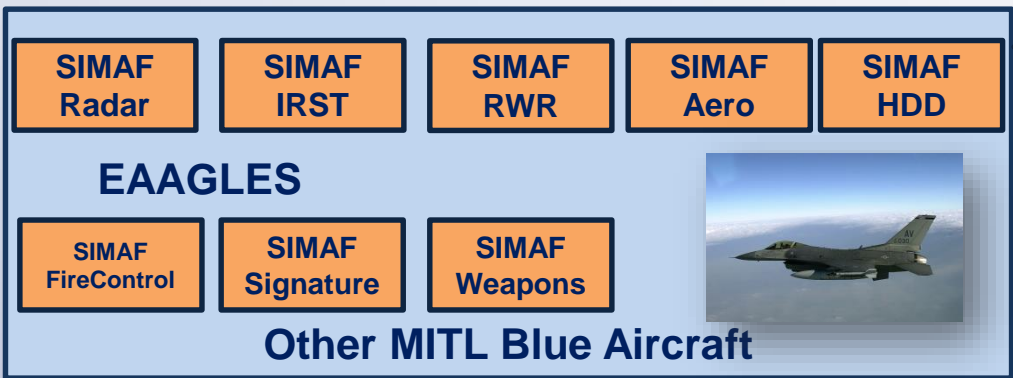
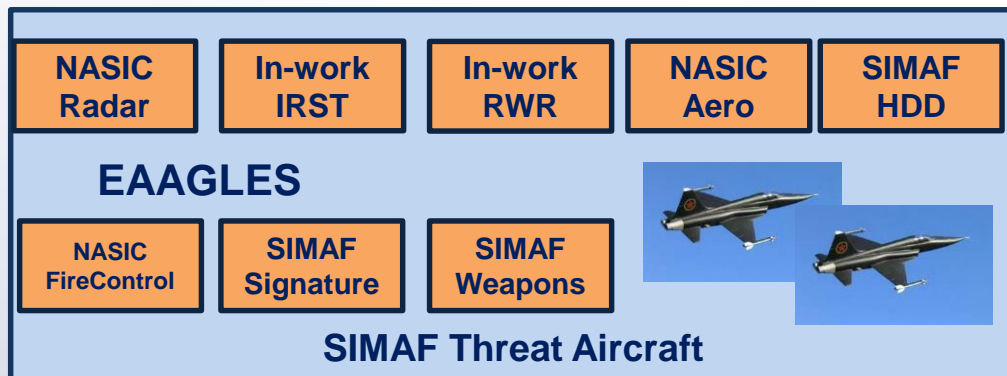
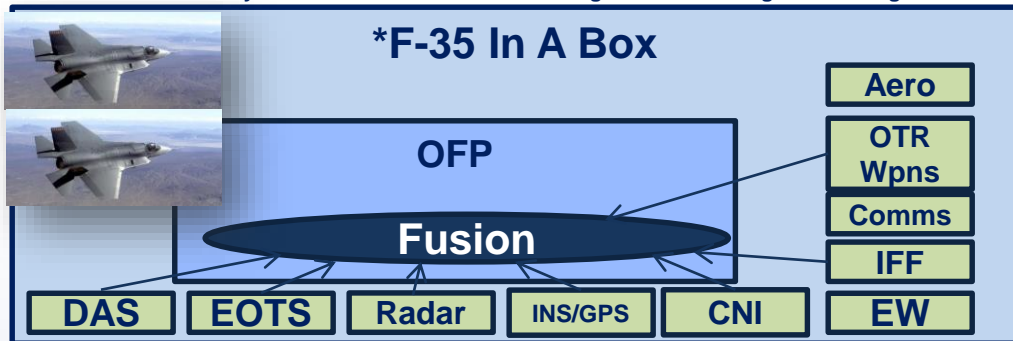
- **Scalable, expandable, compose-able, inclusive**
  - Federated where it can be but tightly coupled where necessary
- **Combines constructive, virtual, hardware-in-the-loop, and anechoic chamber hosted entities**
- **Secure environment**
- **Maximum reuse of government elements and facilities**
- **Government leadership (Navy, Air Force, Intelligence Community)**
  - Government integrator
  - Core components largely designed and built by government
  - Government owned/managed interfaces and architectures
  - Inherently protects proprietary information
  - Open enough to accommodate many government and contractor systems and architectures
- **But still can accommodate proprietary models**
  - Through government controlled interfaces
  - And with enough understanding to accredit for intended use



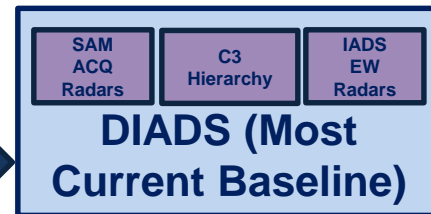


# JSE Initial Software Architecture

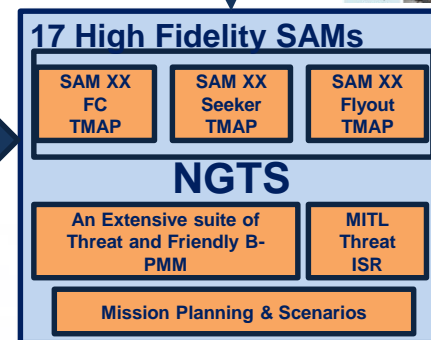
\*F-35 In A Box is the only element of JSE not under direct government design and configuration control



**AMIE**



Refined interface



**Analysis and Reporting Toolset**

- Shot Card
- Timeline GAANT
- Event Table
- Record / Playback

**Simulation Control Executive**

**Mission Visualization**

- God's Eye View
- Cockpit Displays

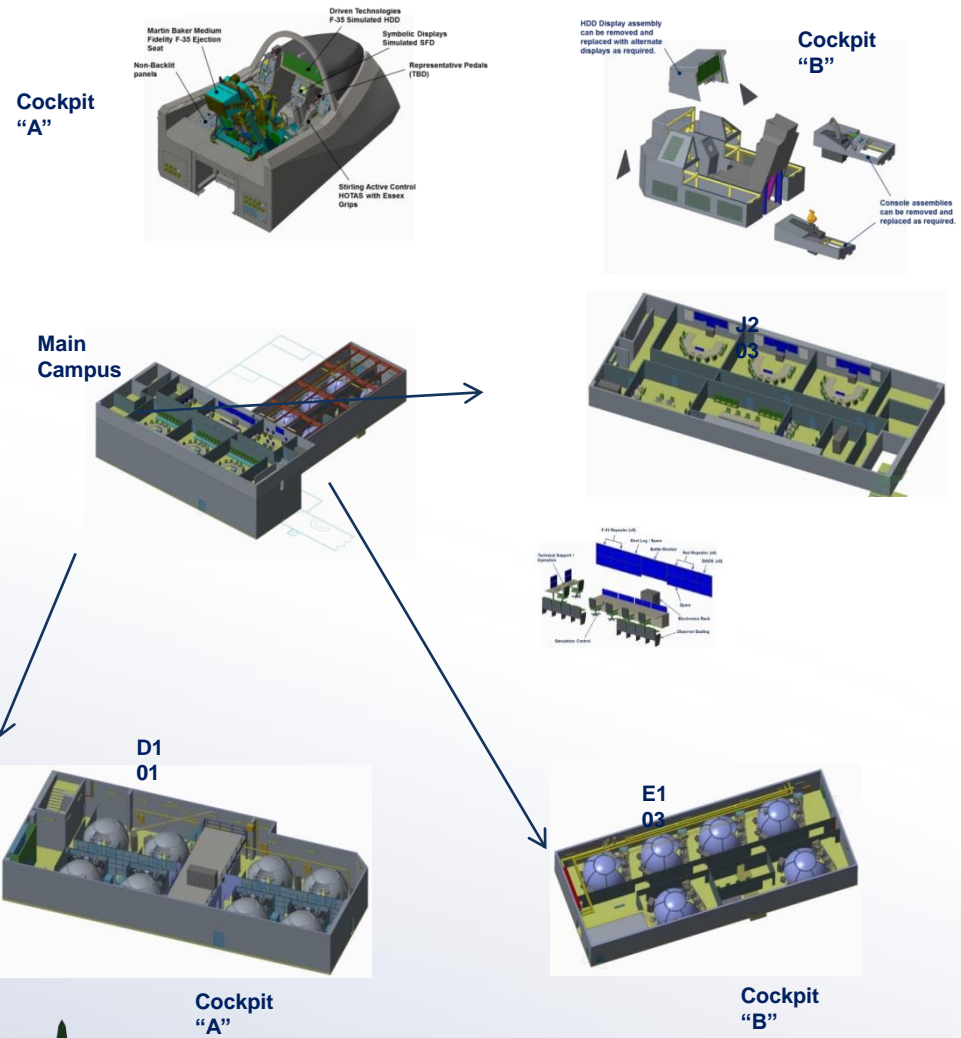
# Patuxent River JSE Location



# Hardware and Facilities

Integration, design, and, in some cases, manufacturing, performed by government team

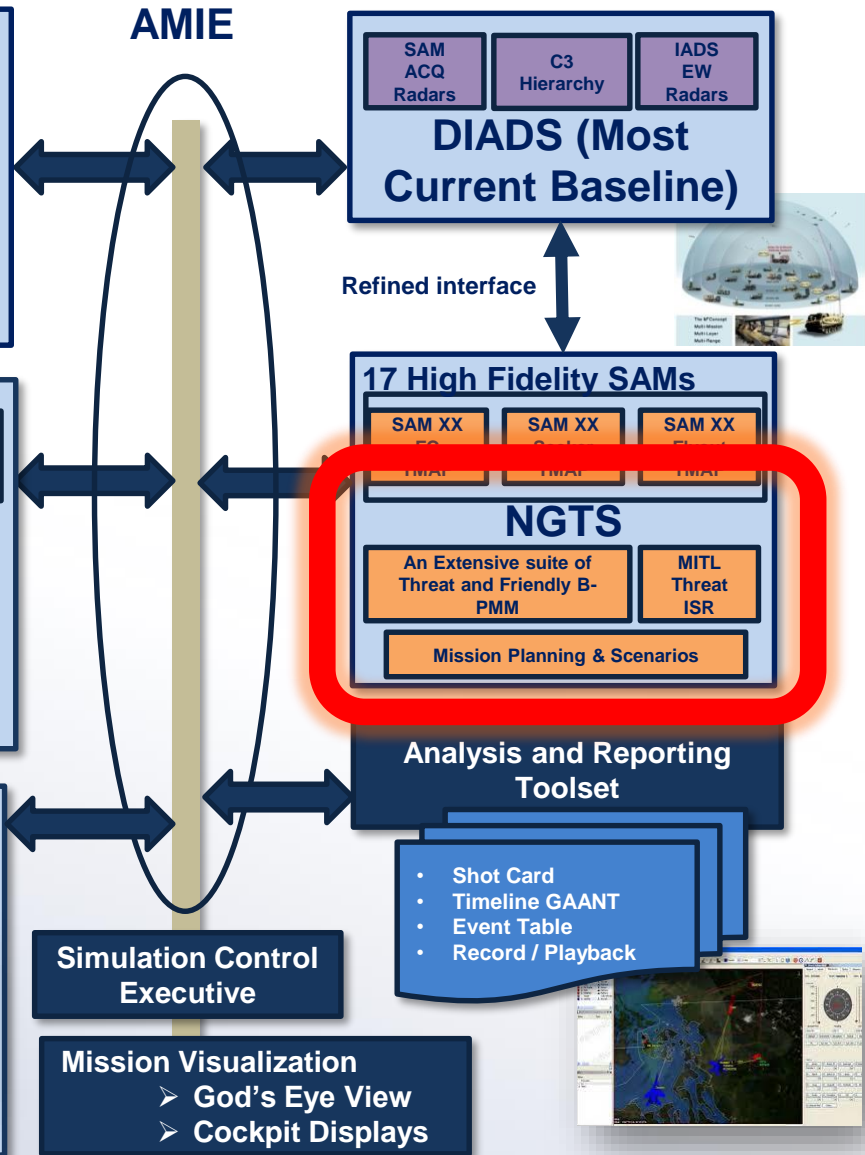
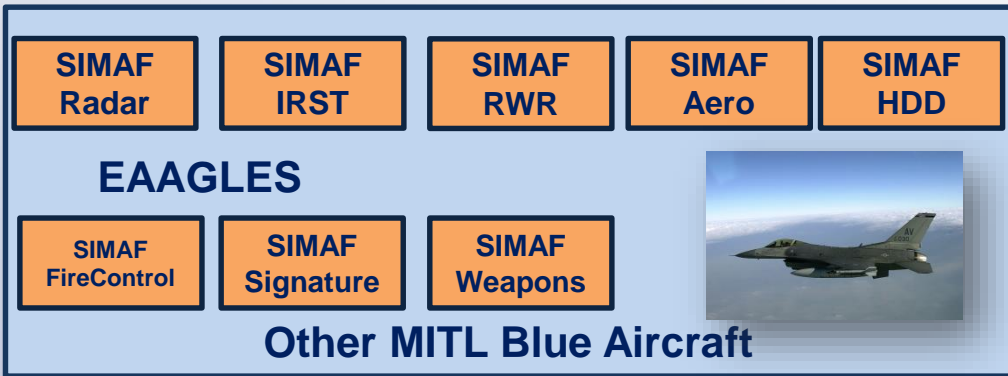
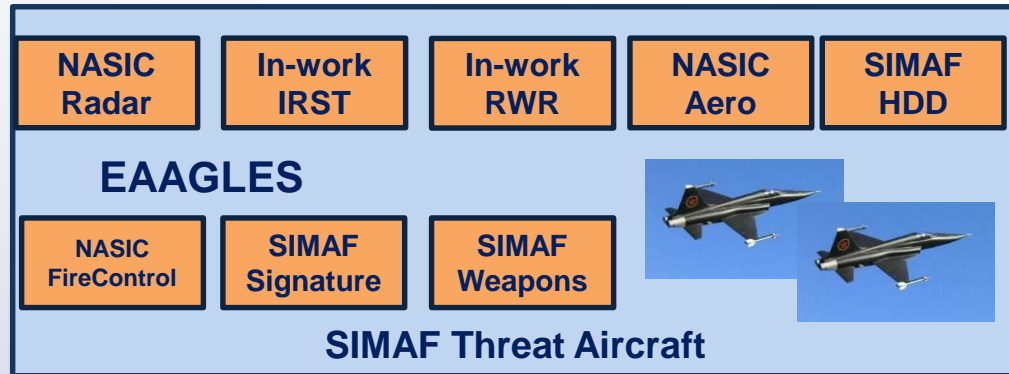
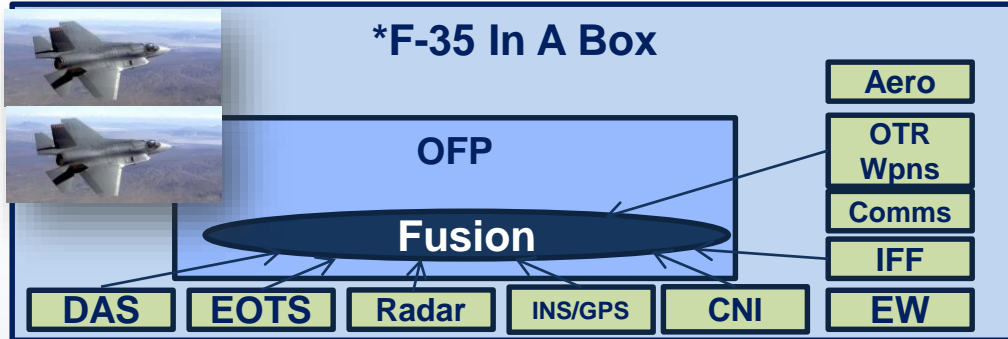
- State of the art visual systems (government architected and integrated)
  - Fourteen simulators with identical visuals
  - 300 X 135 degree
  - High resolution, 11 projectors
  - 5 meter domed format
- Cockpits (internally designed and manufactured)
  - 8 High Fidelity F-35 Simulators (Cockpit "A" Configuration)
  - 6 X F-35 High Fidelity & R/B Medium Fidelity Simulators (Cockpit "B" Configuration)
  - Can accommodate other existing cockpits from Manned Flight inventory
- Government Laboratories (19,000 SQ FT)
  - D101 (Eight simulators, racks, control stations, servers, infrastructure)
  - E103 (Six simulators, control stations)
  - J203 (Red/Blue brief/debrief, control stations, observer area)
  - Mass brief and debrief and event observation room
  - C104 (Infrastructure and security)
  - C103 (Development stations)
  - H206 (Complete low fidelity simulation)





# JSE Initial Software Architecture

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# Next Generation Threat System (NGTS)

- NGTS is a synthetic environment generator that models threat and friendly aircraft, ground units, ships and submarines, associated weapons, sensors, and subsystems.
- Supports test and evaluation, training, and research and development
- Scalable, modern architecture
- User-defined behaviors
- Government-owned and developed
- JSE running latest NGTS version, 3.1



# Next Generation Threat System (NGTS)

- Provides Constructive threat and friendly aircraft
  - Threat aircraft include NASIC TMAP Models
    - Radar
    - Weapons
    - Fire Control
    - IRST
    - Jammer (as applicable)
  - Partnership with NASIC to ensure proper model integration
- Provides SAM target engagement radar and missile flyouts
  - Uses MSIC TMAP models
  - Partnership with MSIC to ensure proper model integration
- Battle Monitor is primary simulation viewer for scenario planning and execution





# Battle Monitor

- Battle Monitor provides a clear picture of the overall battlespace in a 2D/3D viewer
- Visualize flight paths, radar beams, weapons fires/detonations and entity states
- Display external data sent over DIS/HLA

The screenshot displays the Battle Monitor software interface. The main window shows a 2D map of the Atlantic Ocean with various entities and their status. The map is titled "SIMULATION PAUSED". The interface includes a menu bar (File, Edit, Control, Entities, Display, Viewers, Windows, Utilities, Help), a toolbar, and several panels:

- Entity Hierarchy:** Lists entities such as Tank, Strike 3->1, SAM4\_2, SAM3, SAM2, SAM, Height Find, Cruiser\_3, Buzzkill1, Buzzkill2, Aircraft\_2, AEW, AAA2, and AAA.
- Entity Hierarchy (C3):** Lists entities such as Strike 3->1 and Buzzkill1.
- Surface Object Editor:** Shows details for "Cruiser\_3", including Callsign, Team (Friendly), and various status indicators.
- Location:** Displays coordinates (Lat: N 36 46 05.59, Long: W 075 09 43.19) and speed (0.0 KTS).
- Subsystems On/Off:** Includes checkboxes for Shield, Master Arm, Radar, Manual Mode, Ext. Lights, and others.
- Detection:** Shows Contact Mode (Mode 1) and Depth (-20 Ft).

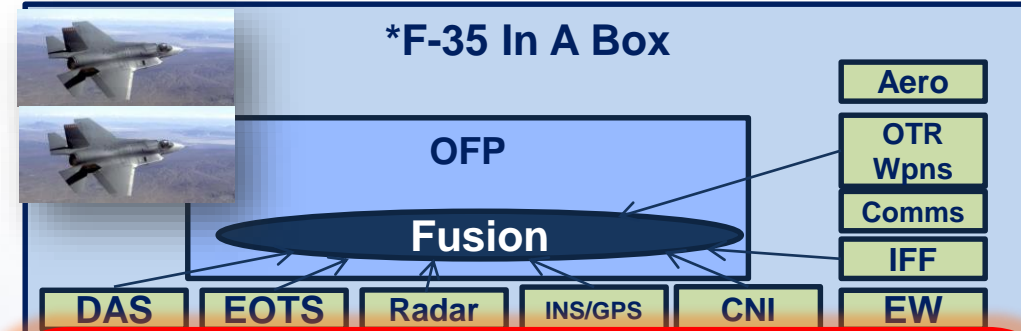
The map shows a "Cruiser 3" at the bottom right, with a "Strike 3->1" and "Buzzkill1" nearby. The map also displays "SAM2 (+1)", "SAM4\_2", "SAM3", "Tank", "AAA", and "AEW". The map is titled "SIMULATION PAUSED".



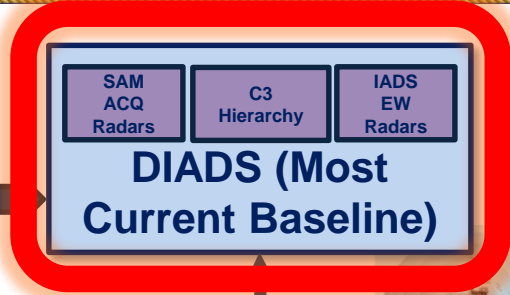


# JSE Initial Software Architecture

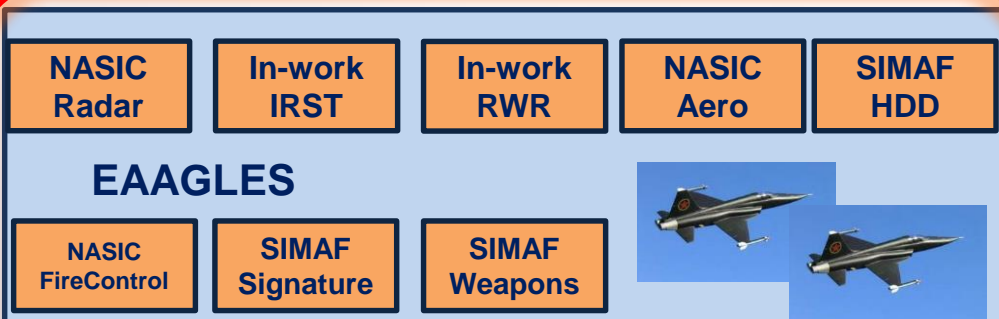
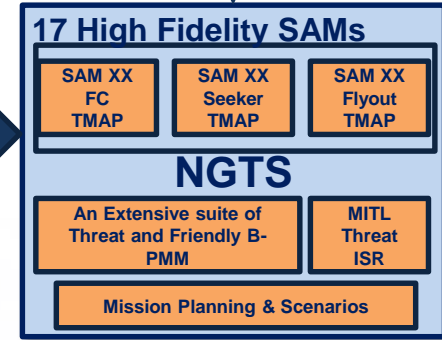
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AMIE



Refined interface



Simulation Control Executive

**Mission Visualization**

- God's Eye View
- Cockpit Displays

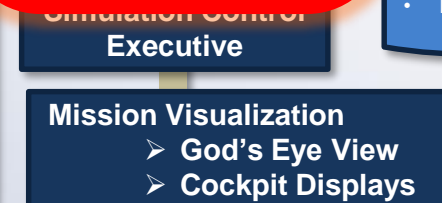
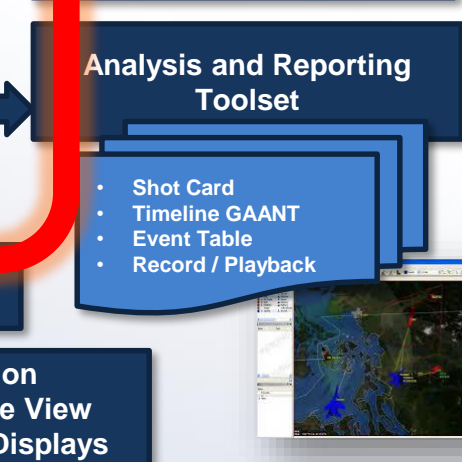
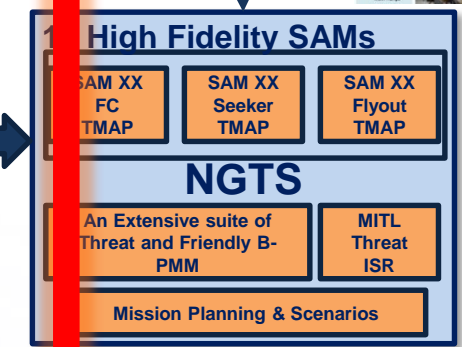
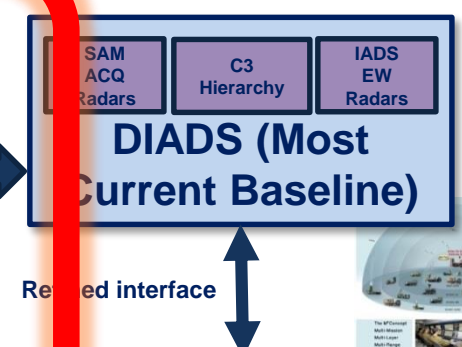
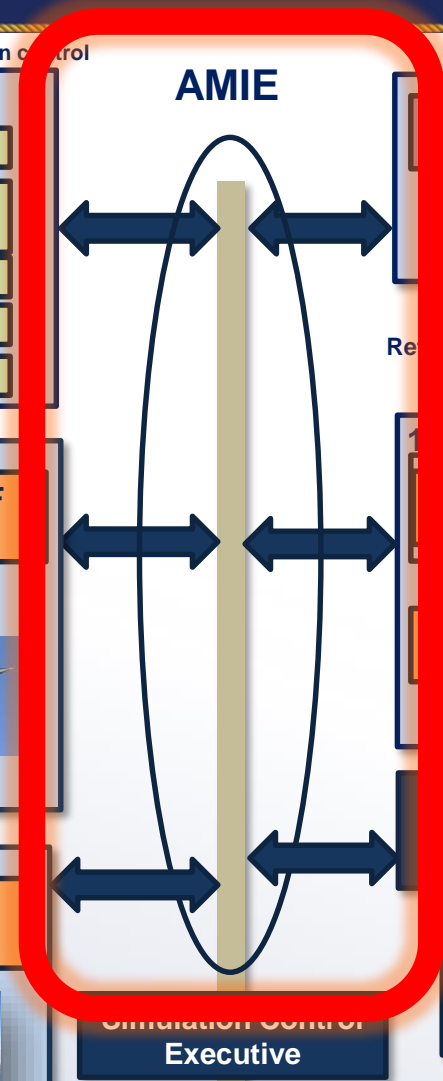
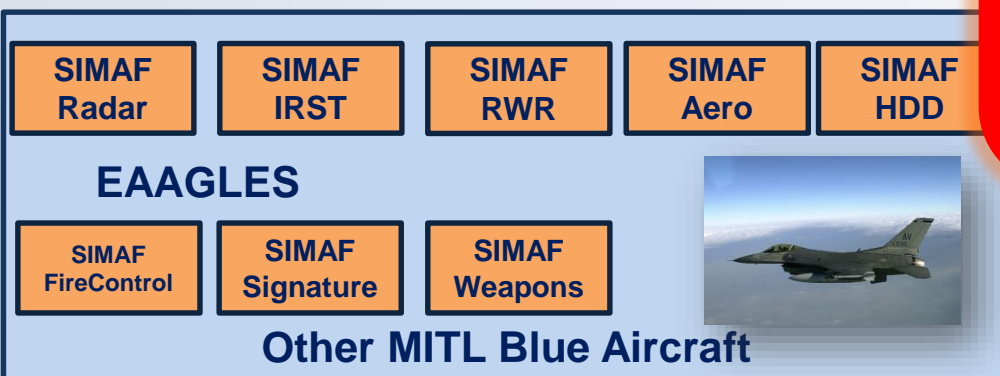
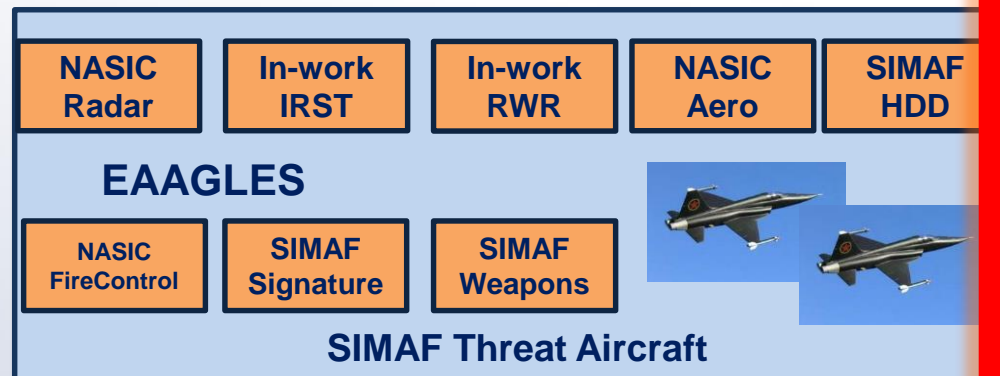
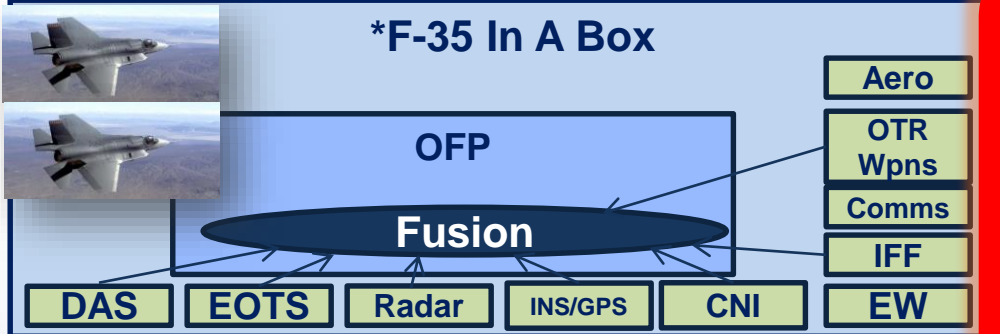
**Analysis and Reporting Toolset**

- Shot Card
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- Event Table
- Record / Playback



# JSE Initial Software Architecture

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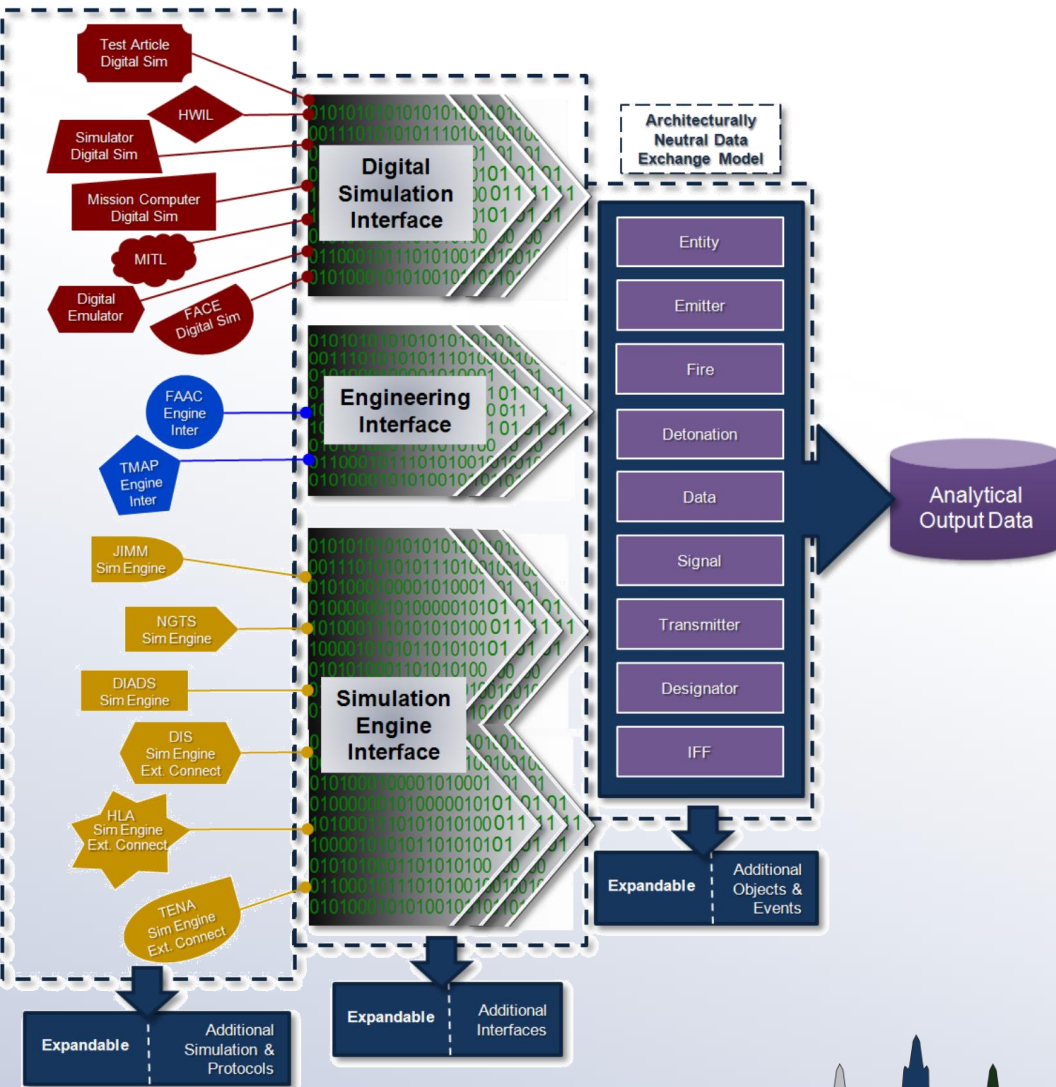


# What is AMIE?

- Architecture Management Integration Environment (AMIE) is a cross-platform middleware that provides an interface abstraction, a collection of libraries, and a set of tools that help solve the reusability problem associated with the direct implementation of interface protocols.
- Simply put, AMIE lets you write an application once, and use it with many different protocols.



# Architecture Management Integration Environment (AMIE)



- Government owned and supported
- Promotes re-use and efficiencies across the acquisition lifecycle.
- Non-proprietary open architecture
- Reusable plugins exist for :
  - DIS
  - HLA NASMP
  - TENA
  - JIMM
  - JREAP
- Comprehensive set of support tools and libraries exist for supporting integration.
- Runs on both Windows and Linux platforms

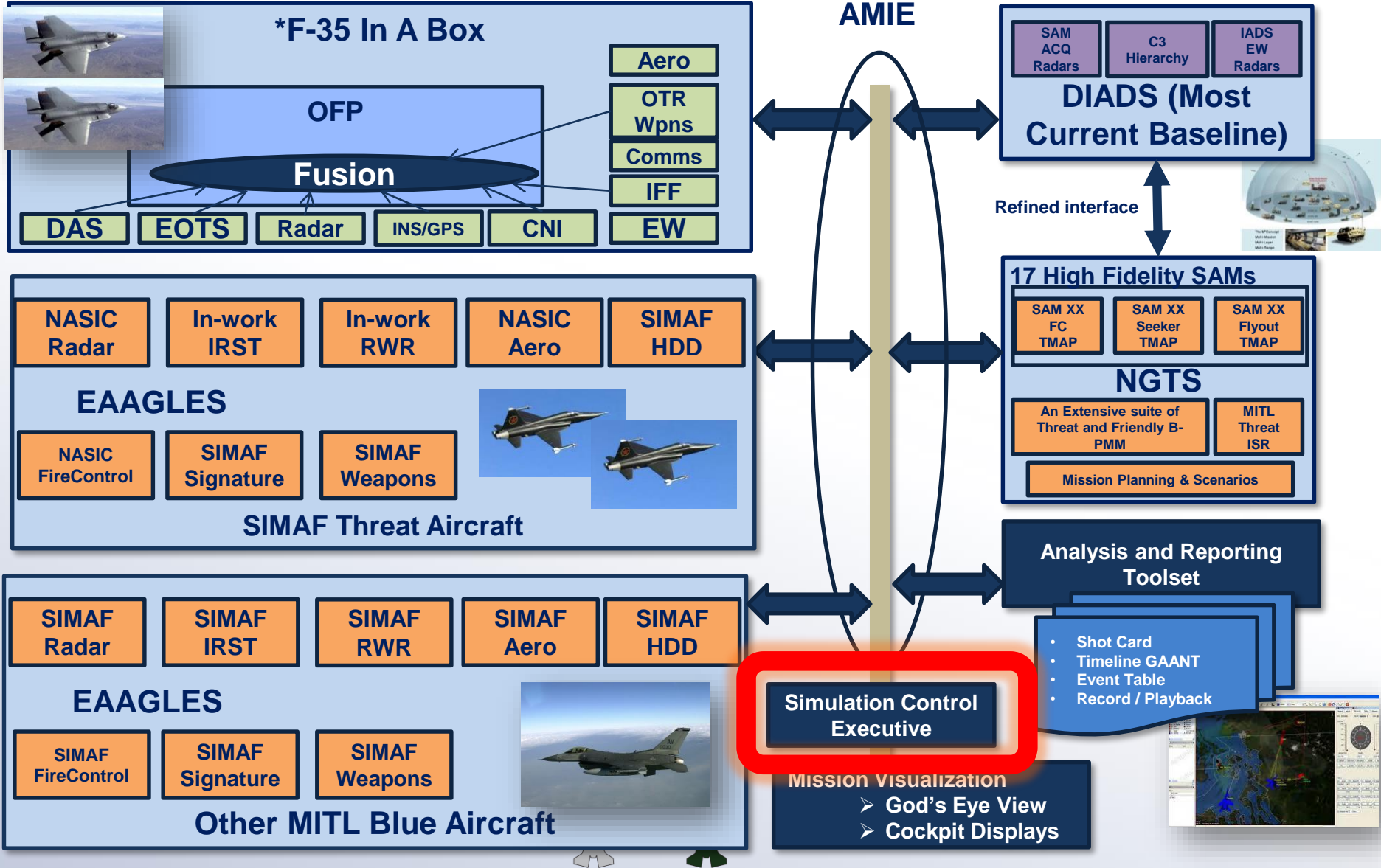






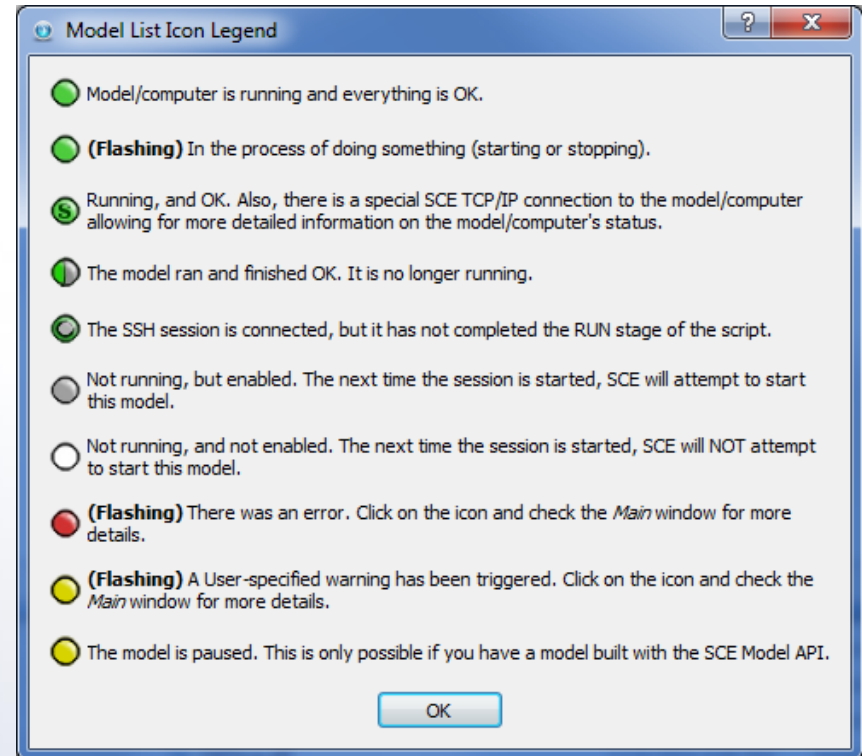
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# SCE (Simulation Control Executive)

- SuperFly GUI used to launch facility-wide SCE Session
  - Cockpit IO, Airframes, Projectors, NGTS Core simulations, Engineering Operator Stations (EOS), control rooms
- For each dome there are two SCE Sessions
  - Airframe
  - Cockpit IO, Dome infrastructure
- Overall health and status is reported to a facility-wide session





# Engineering Operator Station Desktop

The screenshot displays the Engineering Operator Station Desktop interface, which is divided into several functional areas:

- Top Panel:** Contains status indicators for 'Crash Indicator' and 'Health Indicator', along with control buttons for 'Load IC', 'Load Restore', 'Load Snapshot', 'Save Snapshot', and 'Save IC'. It also displays flight data such as 'UNCLASSIFIED', 'Latitude N48:46:13', 'Longitude W124:12:36', 'Altitude 7620 ft msl', 'Heading -0 deg', 'Speed 0 kts cal', and 'HOT 0 ft'.
- Left Sidebar (Application Bar):** A vertical column of icons for 'Setup', 'Env', 'Maps', 'Own AC', 'Sim', 'Lighting', 'Natural Env', 'Stick Viewer', 'AC Viewer', and 'Tactical Display'.
- Central Tactical Situational Display (TSD):** A map view showing aircraft positions and flight paths. It includes a 'Map' control, 'Touch Center', 'Overlays' (CADRG), 'Tools', and 'Tables' (No Table). A red arrow points to the top of this display with the text 'Run, Freeze, Reset & IC controls'.
- Right Panel (Aircraft and Event selection control bar):** A vertical column of icons for aircraft selection, including a '1' icon, a '2' icon, a '3' icon, and a '9' icon. A red arrow points to this bar with the text 'Aircraft and Event selection control bar'.
- IC Control Panel:** A panel for 'IC Control' showing the 'IC File' path and 'Available Resources' (F-18CD, B-52). It also displays 'Allocated Resources' for 'D101' (Dome 1-8) and 'E103' (Dome 9-14), with 'MIG-23' highlighted in Dome 9. A red arrow points to this panel with the text 'IC Man-in-the-Loop designation app'.
- Bottom Panel:** A Windows taskbar showing various application icons and the system clock.



# Engineering Operator Station Desktop

Setup  
 Env  
 Maps  
 OwnAC  
 Sim

Stick and Throttle Viewer
UNCLASSIFIED
✕

### Throttle Status

- Axis Enabled
- Initialized
- Jam Enabled
- Initiate BIT
- BIT OK
- Transmit Limited Characteristics
- Passive Emulation
- Power Off Mode
- Backdrive Enabled
- Pilot Override

### Stick Status

- Axis Enabled
- Initialized
- Jam Enable
- Transmit Limited Characteristics
- Axis Jammed
- BIT Over Force
- BIT Under Travel
- BIT Model vs. Position Monitor
- BIT Pot vs. Resolver
- Over Force
- Characteristic Invalid
- Friction Invalid
- Moment of Inertia Ir
- Damping Invalid

### Entity Lights

- Friendly Air  Off
- Friendly Ground  Off
- Friendly Surface  Off

Aircraft Viewer
✕

### Overlays/View

Overlays

- AC Items
- AC Position
- HUD

Camera View

- Track AC Heading
- Front
- Left Top Right
- Rear

Entities

- Enable Entities

Entity Scale

1:1

Lat: N48:46:13 Lon: W124:12:36

Alt: 0.0 ft AGL Hdg: -0.0 deg m

Roll: 0.0 deg Pitch: 0.0 deg

Speed: 420.0 kts (true) Acc: 1.0 g

Mag Var: 0.0 deg

### AC Data

Altitude Source: AGL

Heading Source: Mag Heading

Speed Source: True Airspeed

Weight: 0.0 lbs.

Fuel Weight: 0.0 lbs.

Wind

### State

Status: Disabled

Jam Mode

Jam LHI

Friction

Override Friction

Position: Unknown  
Force: Unknown

Show Legend

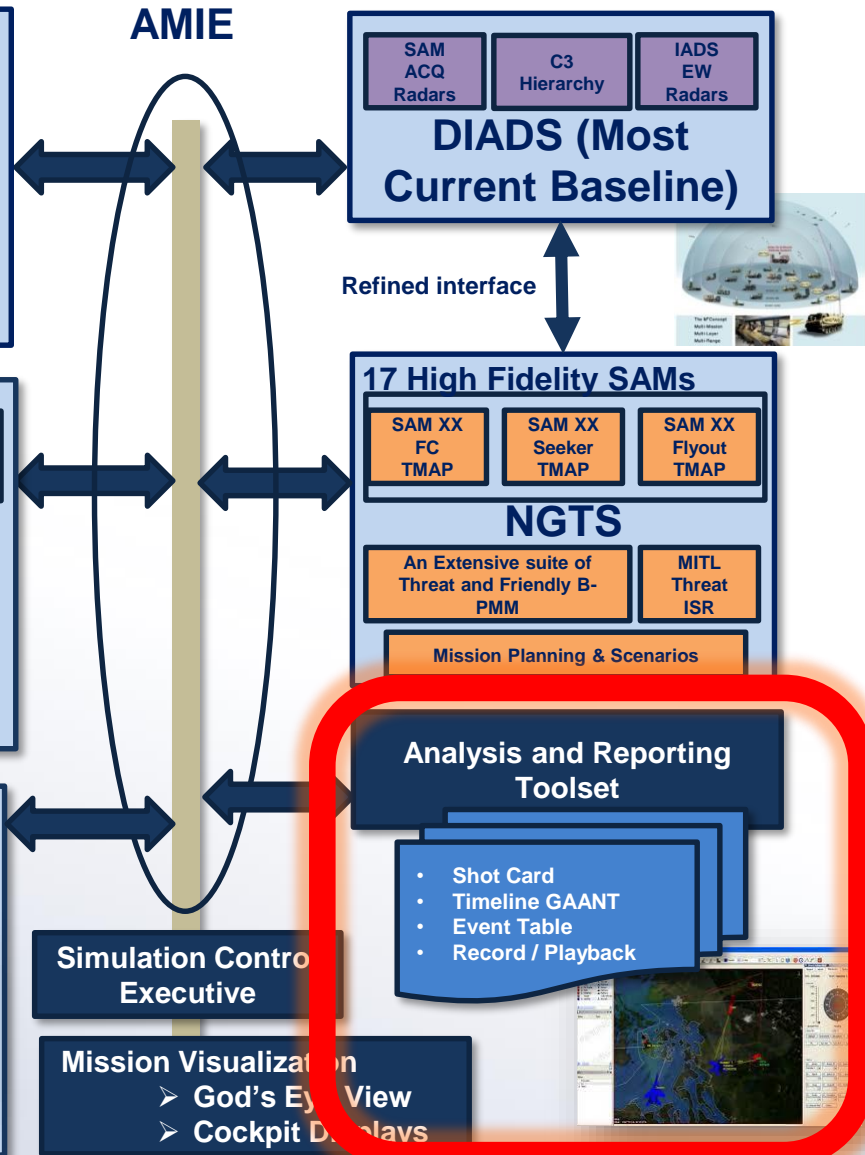
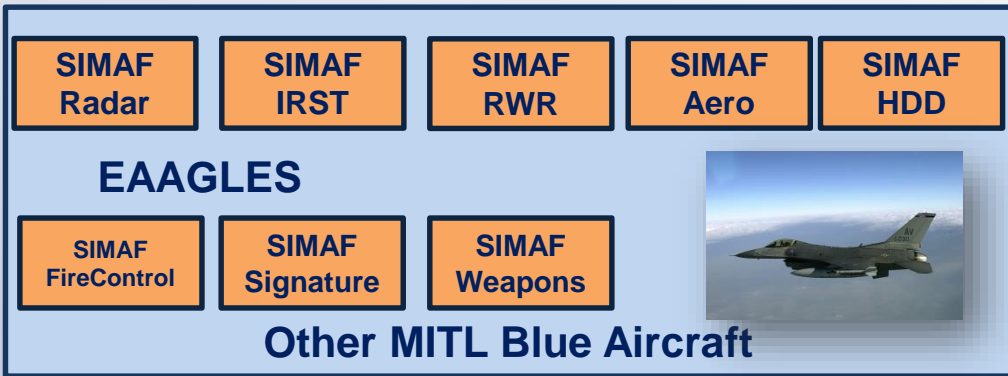
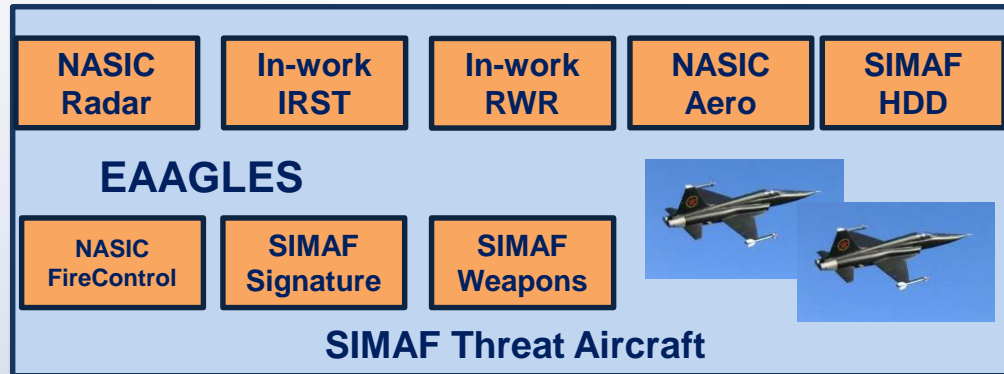
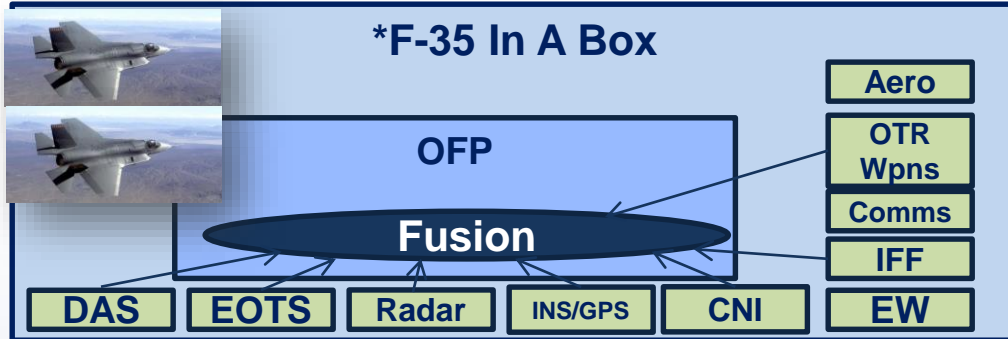
### Pedals Status

Rudder  Brakes



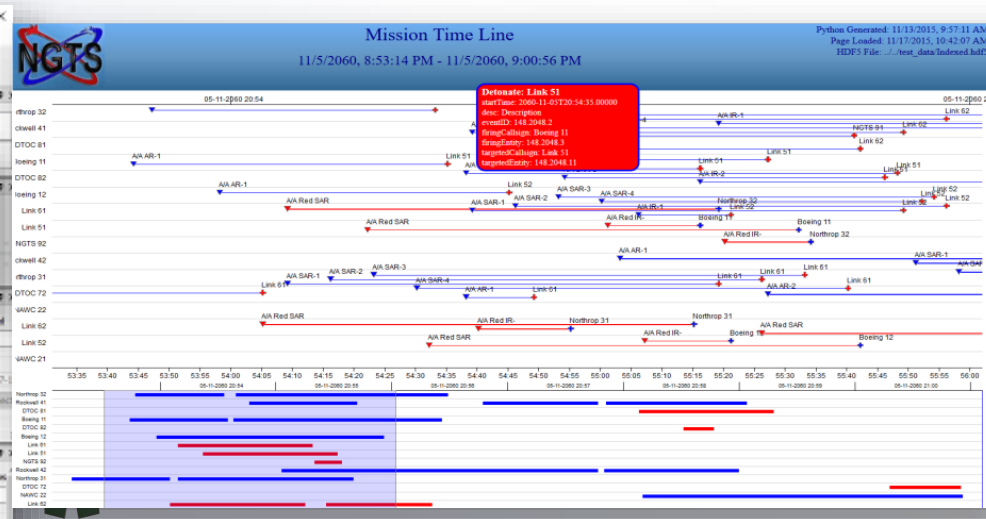
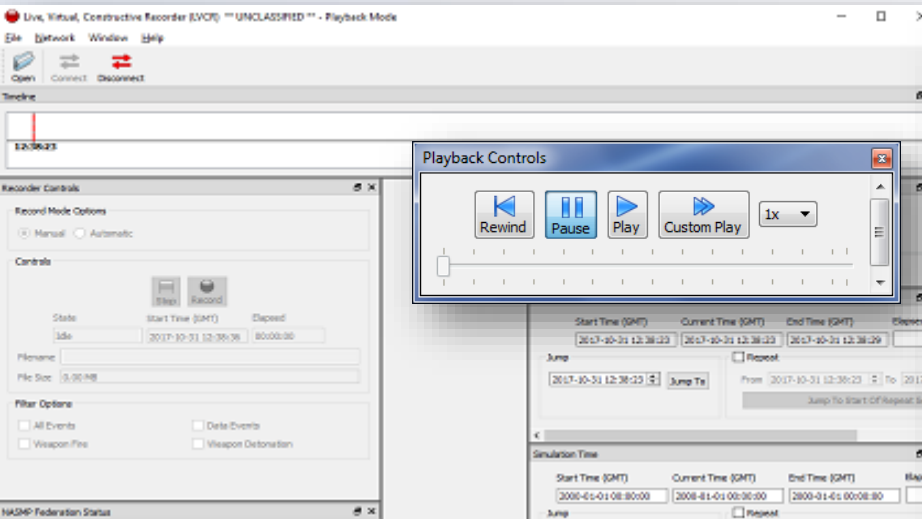
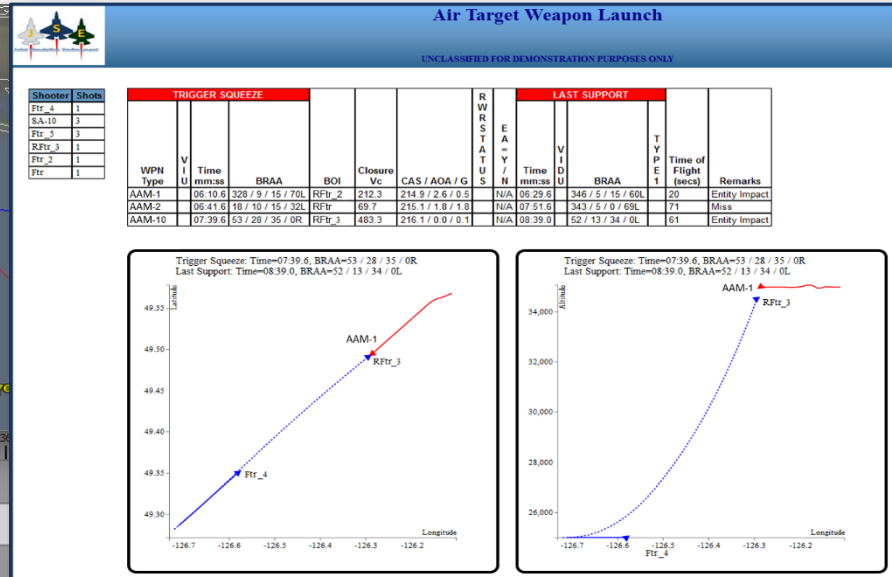
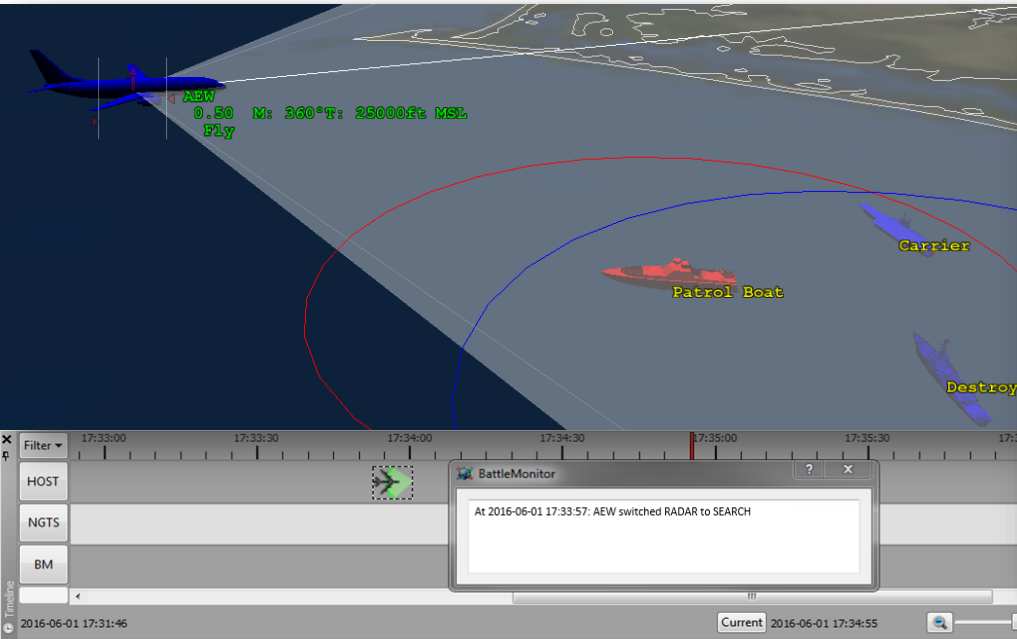
# JSE Initial Software Architecture

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# Record, Debrief, Analyze and Report



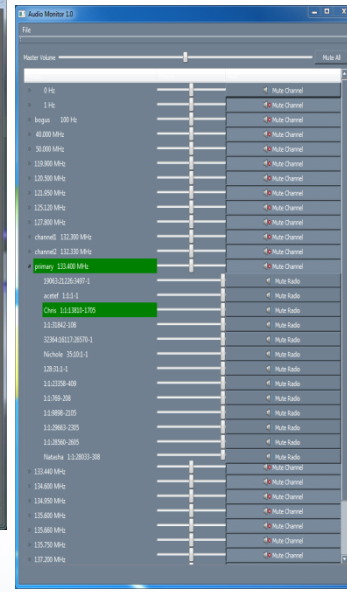
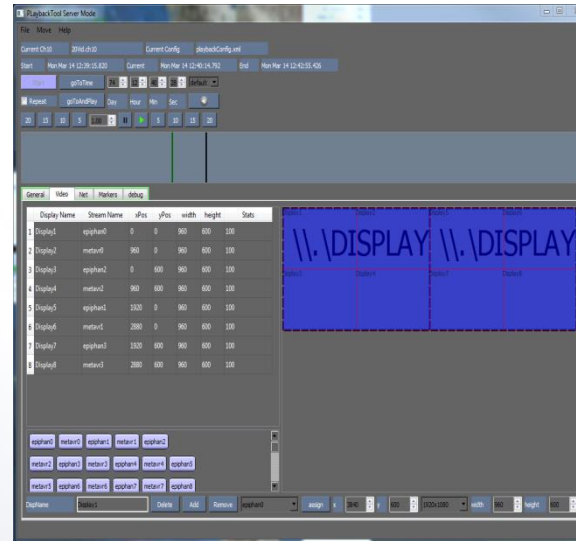
# JSE Data CONOPS

- Run a mission
- Record/View data using Debrief Recording/Playback Tool
- Debrief with Battle Monitor for playback
- Ingest Log files
  - AMIE Net & Video (CH 10)
  - NGTS Core Logger (HDF5)
  - Ownship (HDF5)
  - DIADS (CSV)
  - Threat Air (SqlLite)
- Generate reports or query/analyze data
- Store data with metadata for Smart mining



# Brief/Debrief Capability

- Record cockpit video from all 14 cockpits (two heads down and HMD)
- Record Audio from ASTI
- Record simulation data (DIS)
- Display Live or recorded video
- Listen to any ASTI Channel live or recorded
- Battle Monitor as situational display live or recorded
- Playback of video, audio and simulation data synchronized
- Playback and rewind at up to 20x speed
- Jump to any time in playback
- All data is stored in chapter10 format
- All software is Government owned or open source

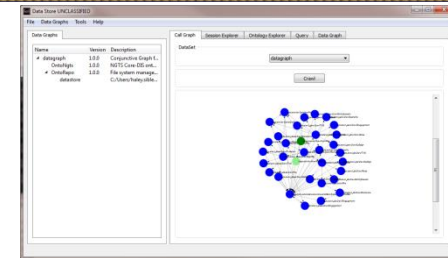




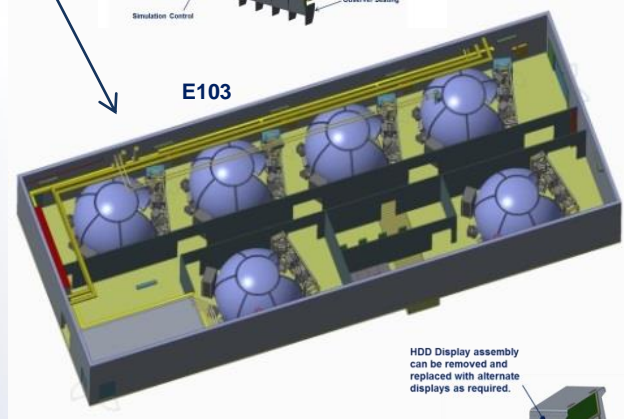
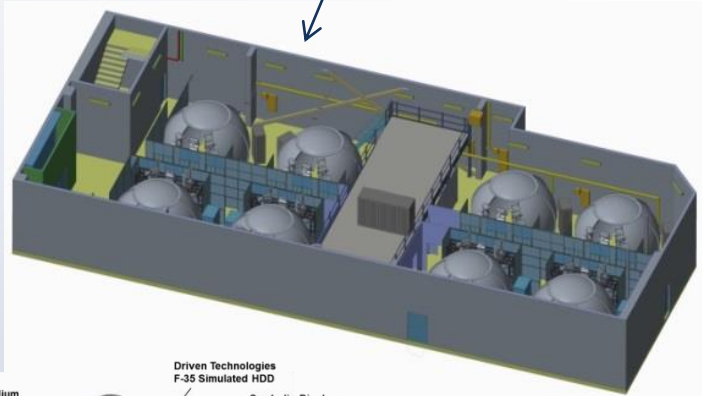
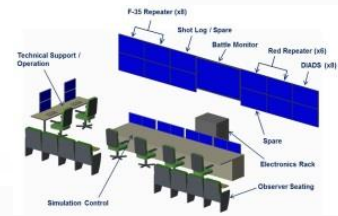
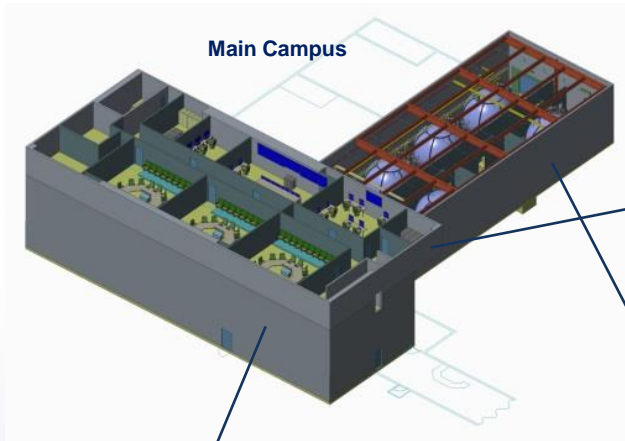
# Recording & Analysis

## What can you do with that data?

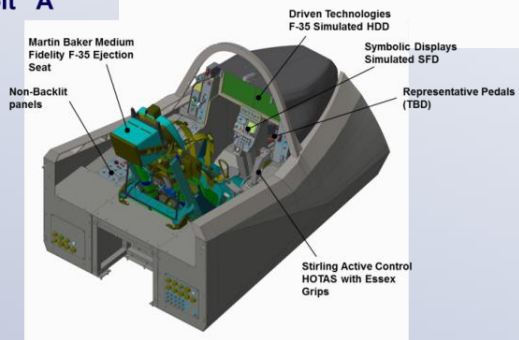
- System Performance Assessment
  - Verification: Compare system data to expected results
  - Validation: Provide information so knowledgeable experts can make decisions
  - Data Mining: Look across many flights or sim runs, identify patterns
- Human Performance Assessment (Enhanced Debrief)
  - Instructor-developed performance measures
  - Analyze data, produce dimensions relevant to the audience
  - Answer questions with graphical interface
  - Display data in helpful ways
    - Shot Cards, Weapon Event Timeline w/subsystems, EW effectiveness, Harm Shots, 2C Reports, Training Rules and more
  - Multi-ship environment + Single-ship actions -> kill chain (winning or losing)
- Incorporate into debrief - associate individual performance with a pattern



# Hardware and Facilities

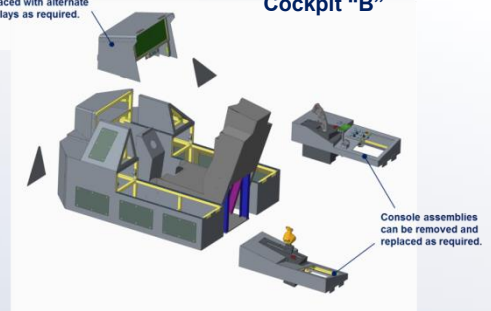


## Cockpit "A"



HDD Display assembly can be removed and replaced with alternate displays as required.

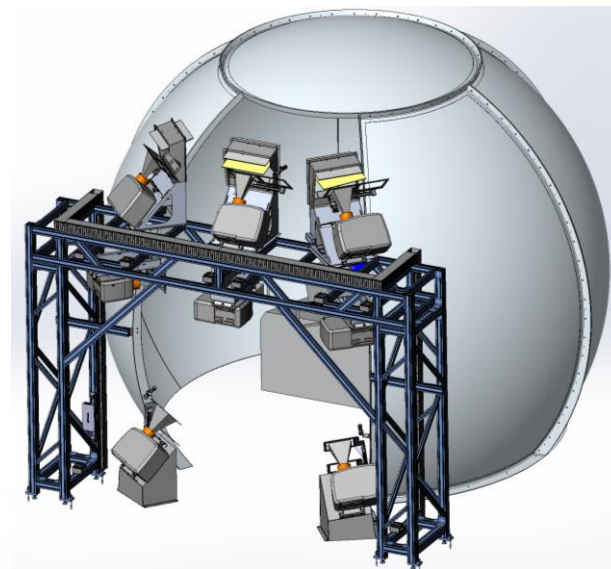
## Cockpit "B"



# Visual Systems

## State of the art visuals with edge blending

- 14 Rockwell Collins 300°x160° visual display domes with auto-alignment
- 14 Aechelon Out the Window (OTW)/Sensor Video Image Generators (IG)
  - Commercial-off-the-Shelf (COTS) product widely used
- Common visual databases and models
  - Government Owned
- Rockwell Collins SimEye SX50T II Helmet Mounted Displays (HMD)
- Heads-Up Display (HUD) projected on Front Display







# Eight F-35 Crewstations

Intersense IS-900 Head-Tracker w/  
Modified Soni-Wing

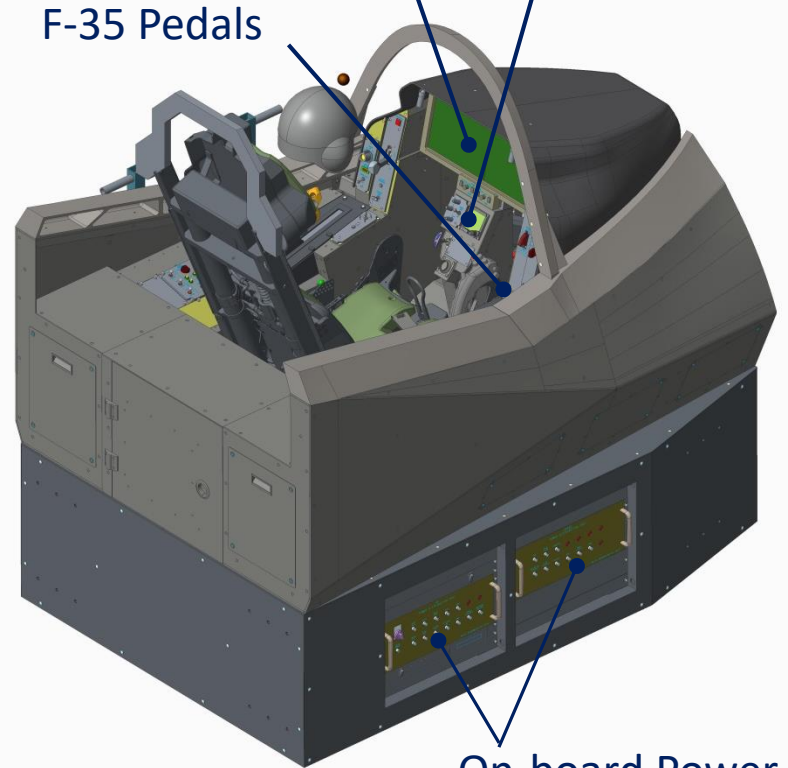
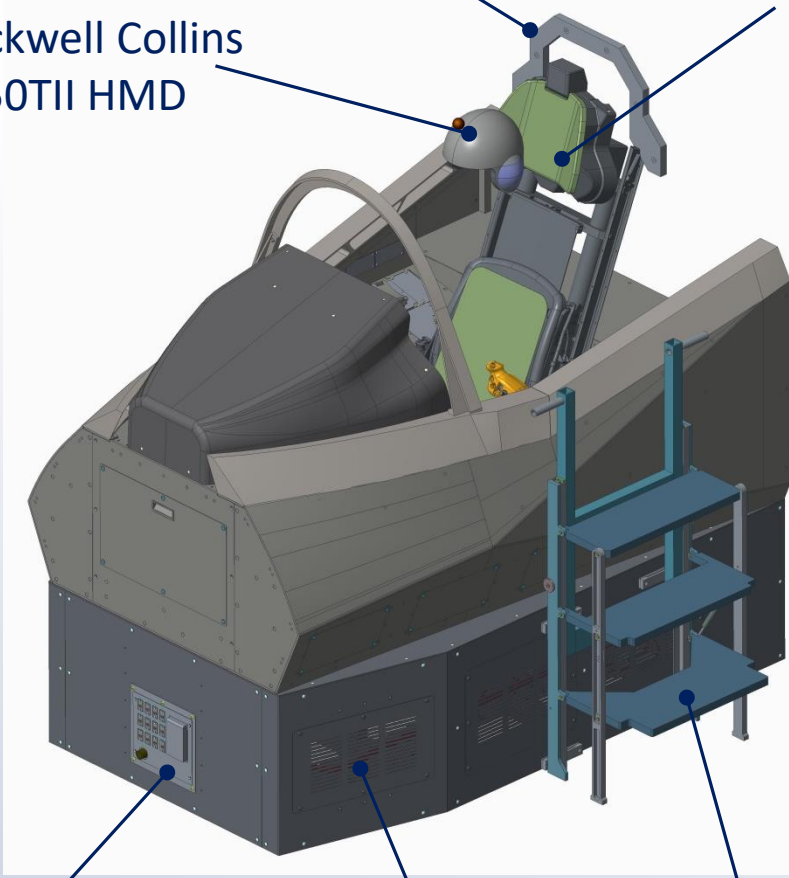
Martin Baker F-35  
Ejection Seat

Driven Tech. PCD  
(latest version)

Rockwell Collins  
SX50TII HMD

Driven Tech. SFD

Aerotrionics  
F-35 Pedals



Interface Panel

Base-frame

Collapsible Stair

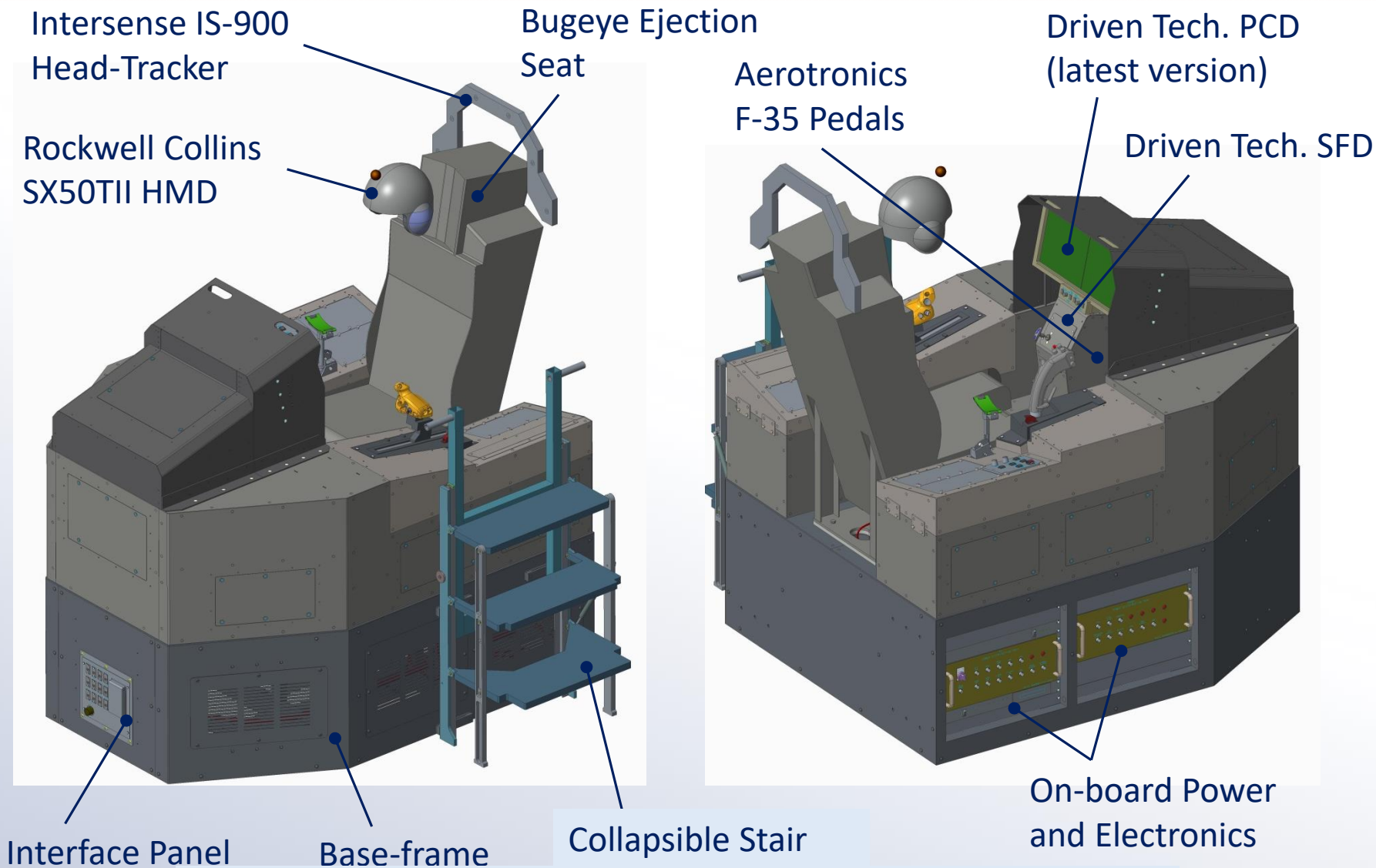
On-board Power  
and Electronics

**Designed and manufactured in government facility**

# F-35 Crewstations



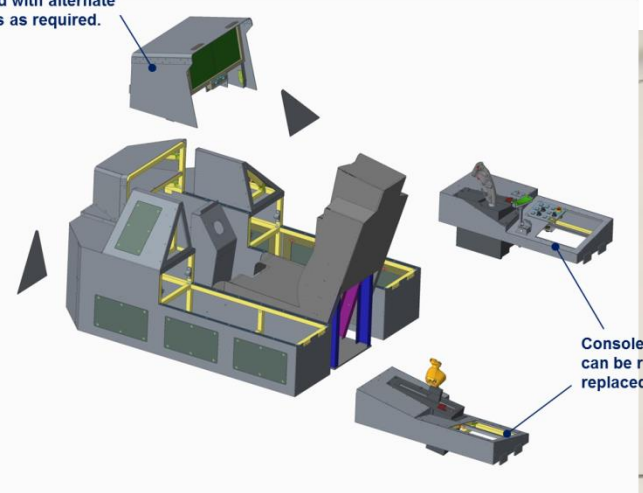
# Six Red & Blue Crewstations



**Designed and manufactured in government facility**

# Red & Blue Crewstation

HDD Display assembly can be removed and replaced with alternate displays as required.



Console assemblies can be removed and replaced as required.





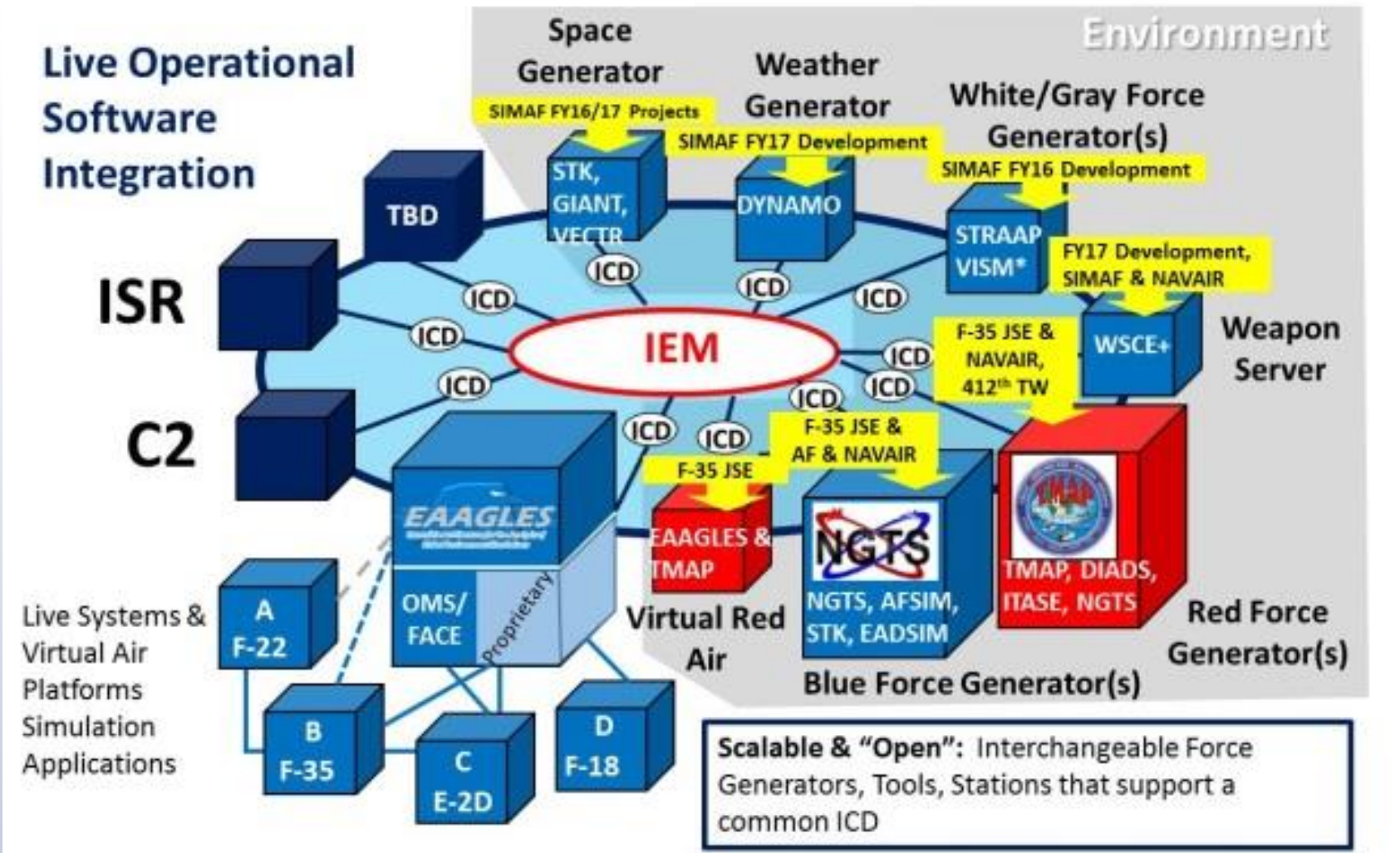
# JSE After IOC

- **Networked across Joint facilities**
- **Linked to airborne aircraft**
- **Air Force Vision**
  - Form kernel of Air Force Live, Virtual, Constructive architecture
  - Included in current Air Force budget
- **Naval Opportunities**
  - Additional US Navy and Marine Corps virtual aircraft and weapons
  - More virtual and constructive ships, submarines and weapon systems
  - Virtual and constructive amphibious and ashore weapon systems
  - Expansion to include additional mission areas such as NIFC-CA, ASuW, ASW, Maneuver Warfare, Cyber, Space etc.
  - Use in current and emerging System of Systems development and testing





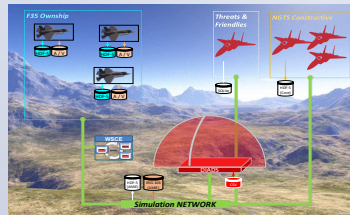
# Follow On Software Architecture





# Joint Simulation Environment (JSE)

- Government designed and built immersive virtual simulation supporting 5<sup>th</sup> generation mission systems Research Development Test & Evaluation (RDT&E).
- Supporting F-35 Operational Testing and 4<sup>th</sup> – 5<sup>th</sup> gen integration testing as well as future testing needs of the F-35 and other platforms.
- Flexible, reusable, tailorable, and cost effective solution for developmental, operational and interoperability testing.
- Includes multiple Department of Defense Enterprise Standards, including Next Generation Threat Simulation (NGTS), Architecture Management Integration Environment (AMIE), Digital Integrated Air Defense System (DIADS), Threat Modeling Analysis Program (TMAP), Weapon Server Common Environment (WSCE), and Extensible Architecture for the Analysis and Generation of Linked Simulations (EAAGLES) as common interfaces.
- Integration with Air Combat Environment Test & Evaluation Facility (ACETEF) Large Anechoic Chamber



## Features:

- Integrated use of Navy and AF facilities, models, methods, & tools
- Man In The Loop (MITL)
- Hardware In The Loop (HITL)
- Ability to Link geographically distributed MITL/HITL Assets
- Leverage of Intelligence Community models
- Architectures to support the expansion of the JSE over time
- Architectures to support the extension of the JSE for other Service uses

# Backup

# Acronyms



- AMIE=Architecture Management Integration Environment
- JSE=Joint Simulation Environment
- DIADS=Digital Integrated Air Defense System
- TMAP=Threat Modeling Analysis Program
- EAAGLES=Extensible Architecture for the Analysis and Generation of Linked Simulations
- EOS=Engineering Operator Station
- IOC=Initial Operational Capability
- ITASE=Integrated Threat Analysis Simulation Environment
- MITL=Man In The Loop
- NASIC=National Air and Space Intelligence Center
- SIMAF=Simulation and Analysis Facility
- WSCE=Weapon Server Common Environment

