

## An Enterprise Portfolio Management Framework for Mission Planning, Engineering, and Acquisition

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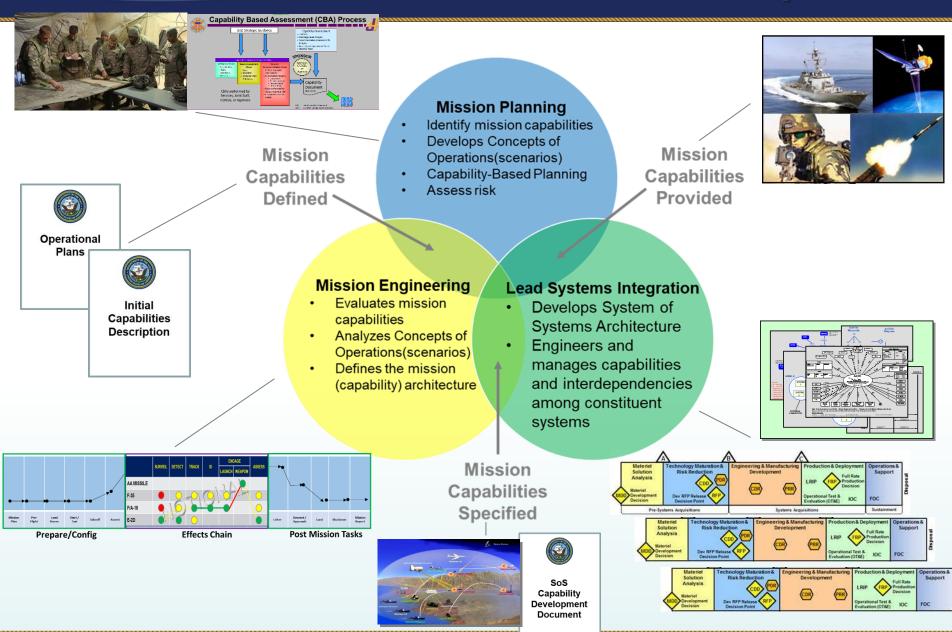
# Background

- Mission success requires a careful orchestration between mission planning, engineering, and analysis of the mission, and an acquisition strategy that acquires systems, and assembles system of systems for mission-capability satisfaction.
- The challenge is to develop a mission architecture that demonstrates continuity of mission capabilities from the Strategic Objectives and Policies to the individual platforms.



This paper develops a mission framework that defines the structure that provides traceability from the policy and operational drivers of the mission, to the system of systems that satisfy the mission capabilities, and finally to the individual system's hardware and software.

## Intersection of Mission-Based Disciplines

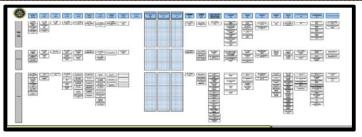


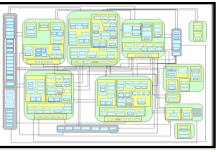
# **Mission Architecture Levels**

**Enterprise Architecture**-The process of translating vision and strategy into an effective and cohesive enterprise by communicating and improving the key requirements, principles and models that describe the enterprise's future state and enable its evolution.



**Systems Architecture**-The structure of components, their relationships, and the principles and guidelines governing their design and evolution over time.





**SoS Architecture**-The process of describing the structure of a SoS, its decomposition into constituent systems, the relationship between this systems, and the relationship with the external environment.

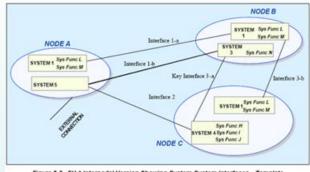
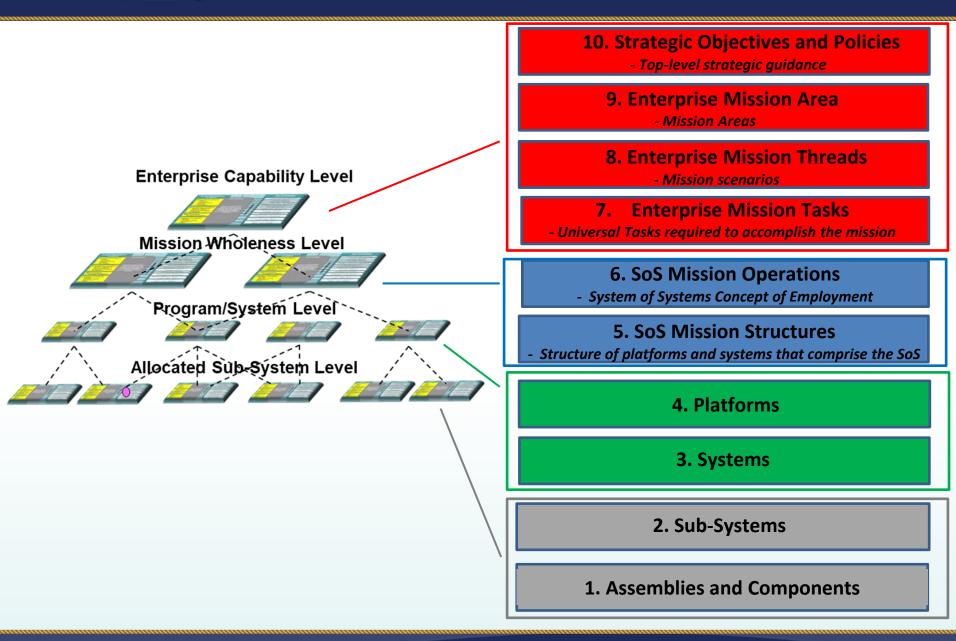


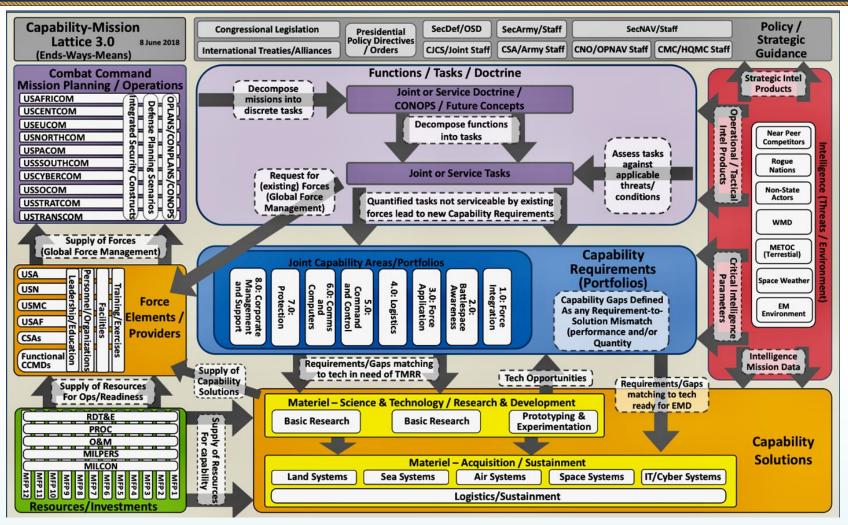
Figure 5-3. SV-1 Internodal Version Showing System-System Interfaces - Template

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## **10-Layers within the Mission Architecture**



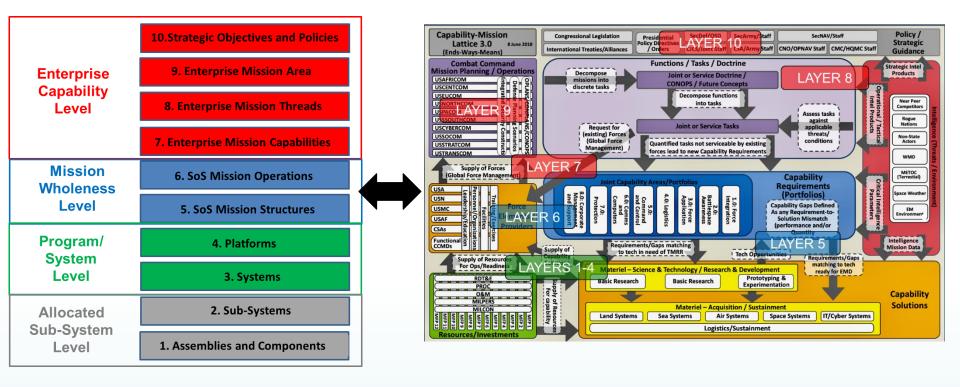
## **Capability-Mission Lattice**



The **Capability-Mission Lattice** is used as an integrating construct for identification of capability requirements and the development of capability solutions.

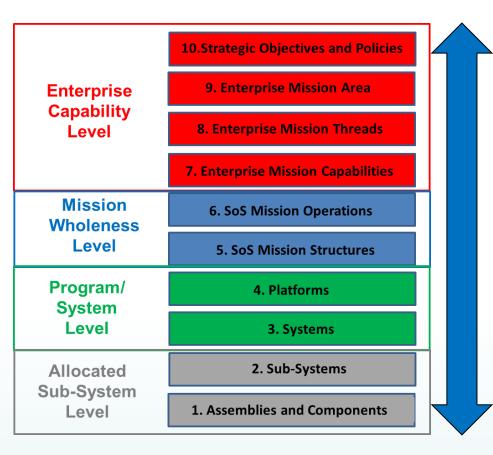
## Mission Architecture + Capability-Mission Lattice

The 10-Layer Mission Architecture is correlated with and implements the JCIDS Capability-Mission Lattice within a modeling environment.



#### The combination of the Mission Architecture and the Capability-Mission Lattice provides a roadmap of how mission strategies can be implemented.

## **The Mission Architecture Purposes**



- Assists in making prioritization and budget decisions based on mission capabilities that are not being addressed or are being overly addressed.
- Provides a framework for insight and discovery of functions, systems, and services that exists with the mission architecture.
- Provides traceability of mission-capabilities from strategic objectives to individual systems.

## Force Design 2030 Use Case

"War is both timeless and ever changing. While the basic nature of war is constant, the means and methods we use evolve continuously."



- Establish a focus area for force development pertinent to National and Naval Strategy.
  - Operational Employment of USMC Forces consistently retains the <u>FLEXIBILITY</u> to conduct a wide variety of missions to meet National objectives.
- Focused on:
  - Littoral Maneuver and Sustainment
  - Maritime Reconnaissance/Counter Reconnaissance
  - Long-Range Precision Fires
  - Operations in the Information Environment

-MCDP-1

## **Using the 10-Layer Mission Architecture**

Enterprise Capability Level	10.Strategic Objectives and Policies	Commandant's Planning Guidance	
	9. Enterprise Mission Area	Expeditionary Advanced Base Operations (EABO)	
	8. Enterprise Mission Threads	Coordinate Air and Missile Defense	
	7. Enterprise Mission Capabilities	Conduct Short Range Ground Based Air Defense	
Mission Wholeness Level	6. SoS Mission Operations	Deny hostile UAS from targeting Expeditionary Forces	
	5. SoS Mission Structures	Ground Base Air Defense (GBAD)	
Program/ System	4. Platforms	Joint Light Tactile Vehicle (JLTV)	
Level	3. Systems	Marine Air Defense Integrated System (MADIS)	
Allocated Sub-System Level	2. Sub-Systems	MK 2 Radar / C2 Systems	
	1. Assemblies and Components	Receiver / Transmitter / Display Panel	

#### Marine Corps Force Design 2030

The 10-Layer mission architecture can help determine the required mix of force structure and essential equipment needed to fulfill the USMC desired missions and adapt to changes. This application will show areas that must grow and be equipped to support the missions as well as forces and equipment that may not be required to adapt to the changing USMC missions.

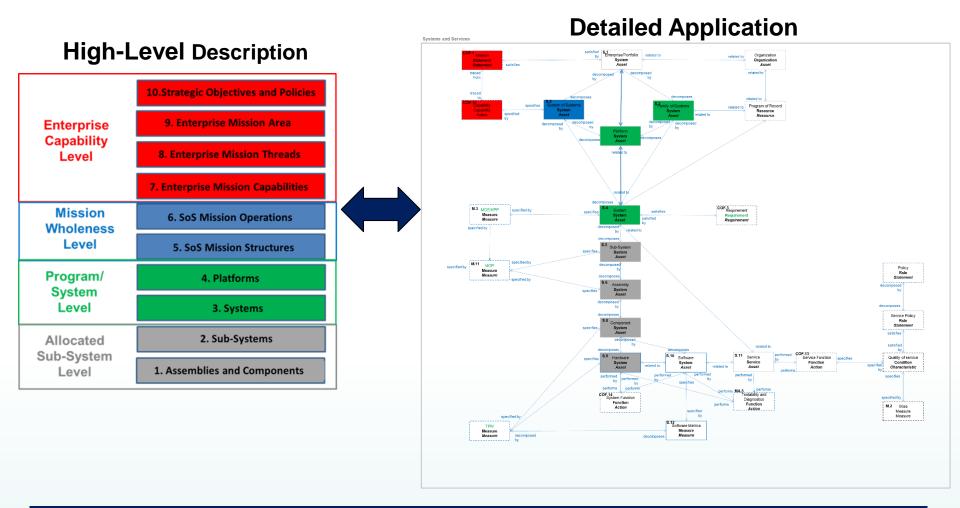
## **Using the 10-Layer Mission Architecture**

Strategic Objectives & Policies	Enterprise Mission Areas	Enterprise Mission Threads	Enterprise Mission Capabilities	SoS Mission Operations
(Layer 10)	(Layer 9)	(Layer 8)	(Layer 7)	(Layer 6)
Strategic Objective: Provide U.S.Indo- Pacific Command (U.S. INDOPACOM) and the Commander, 7th Fleet with a fight- tonight, stand-in force capability to persist inside an adversary's weapon systems threat range, create a mutually contested space, and facilitate the larger naval campaign.	Mission Areas: <ul> <li>Distributed Maritime Operations (DMO)</li> <li>Littoral Operations in a Contested Environment</li> </ul> Expeditionary Advanced Base Operations (EABO)	Mission Threads for EABO: Coordinate Air and Missile Defense Actions Support Maritime Domain Awareness Support Operations in the Information Environment Conduct Expeditionary Strike Attack Enemy Maritime Targets	<ul> <li>Support Coordinated Air &amp; Missile Defense:</li> <li>Conducts fires</li> <li>Conduct reconnaissance</li> <li>Conduct counterreconnaissance</li> <li>Conduct anti-air warfare</li> <li>Conduct air control</li> <li>Conduct airspace surveillance</li> <li>Conduct short range ground based air defense</li> <li>Provide forward arming and refueling points</li> </ul>	<ul> <li><u>SoS Mission Operations for conducting Short-Range Ground Based Air Defense:</u></li> <li>Enable joint kill chains through multi-domain C5ISR</li> <li>Secure key maritime terrain</li> <li>Provide ground based naval strike missiles</li> <li>Support AAW and ASUW kill webs</li> <li>Deny hostile UAS and loitering munitions from targeting Expeditionary Forces</li> </ul>

## **Using the 10-Layer Mission Architecture**

SoS Mission Structures	Platform	System	Sub-Systems	Assemblies & Components
(Layer 5) Deny hostile UAS and loitering munitions from targeting Expeditionary Forces: GBAD • C2 Nodes • Ground radars • Marine Air Defense Integrated System (MADIS) • Target tracking	(Layer 4) • Joint Light Tactical Vehicle (JLTV)	(Layer 3) • Marine Air Defense Integrated System (MADIS) • • • • • • • • • • • • • • • • • • •	(Layer 2) <ul> <li>MK1 turret launched sparrow missiles</li> <li>MK2 360 radar and C2 system</li> </ul>	<pre>(Layer 1) • Radar Receiver • Radar Transmitter • Power • Display Panel • Control Panel • Etc. </pre>

### 10-Layer Mission Architecture Related to a Conceptual Data Model



Please Join Us on Thursday for a Follow-on Discussion in the 3D1-DE track Abstract 24642 – A Common Ontology: The Rosetta Stone for Exchanging Data between Different Digital Engineering Tools, Languages, and Frameworks

# Summary

- The 10-Layer Mission Architecture:
  - Shows the continuity of missioncapabilities from strategic objectives to individual systems.
  - Assists in making prioritization and budget decisions based on mission capabilities that are not being addressed or are being overly addressed.
  - Provides a framework for insight and discovery of functions, systems, and services that exists with the mission architecture.
- The 10-Layer Mission Architecture depicts mission data as an "Executive Summary" for detailed analysis performed at lower-levels.





#### NAVAL POSTGRADUATE SCHOOL Systems Engineering (EST. 2002)

