

# The Disruptive Role of M&S in Capability Acquisition

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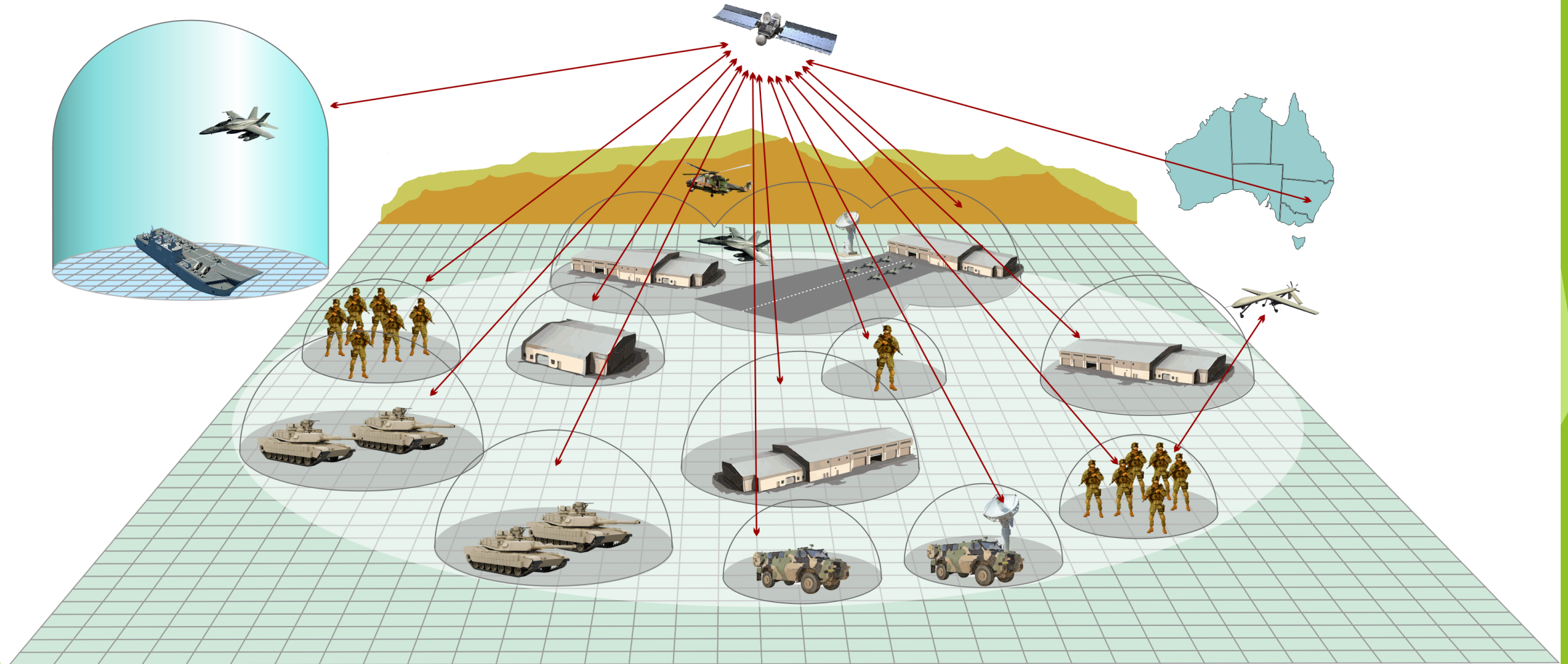


# Agenda

- ▶ Three main takeaways:
  - ▶ Battlespace Communications is too complex a network to test in its entirety - OT&E through simulation.
  - ▶ Capability Acquisition to be responsible for acquiring the synthetic test models, to allow for the joint simulation of that platform in war gaming exercises.
  - ▶ Disruptive future simulation of potential adversaries at IOC for consideration during Gate Zero acquisition processes.



# Battlespace Communications Problem Space



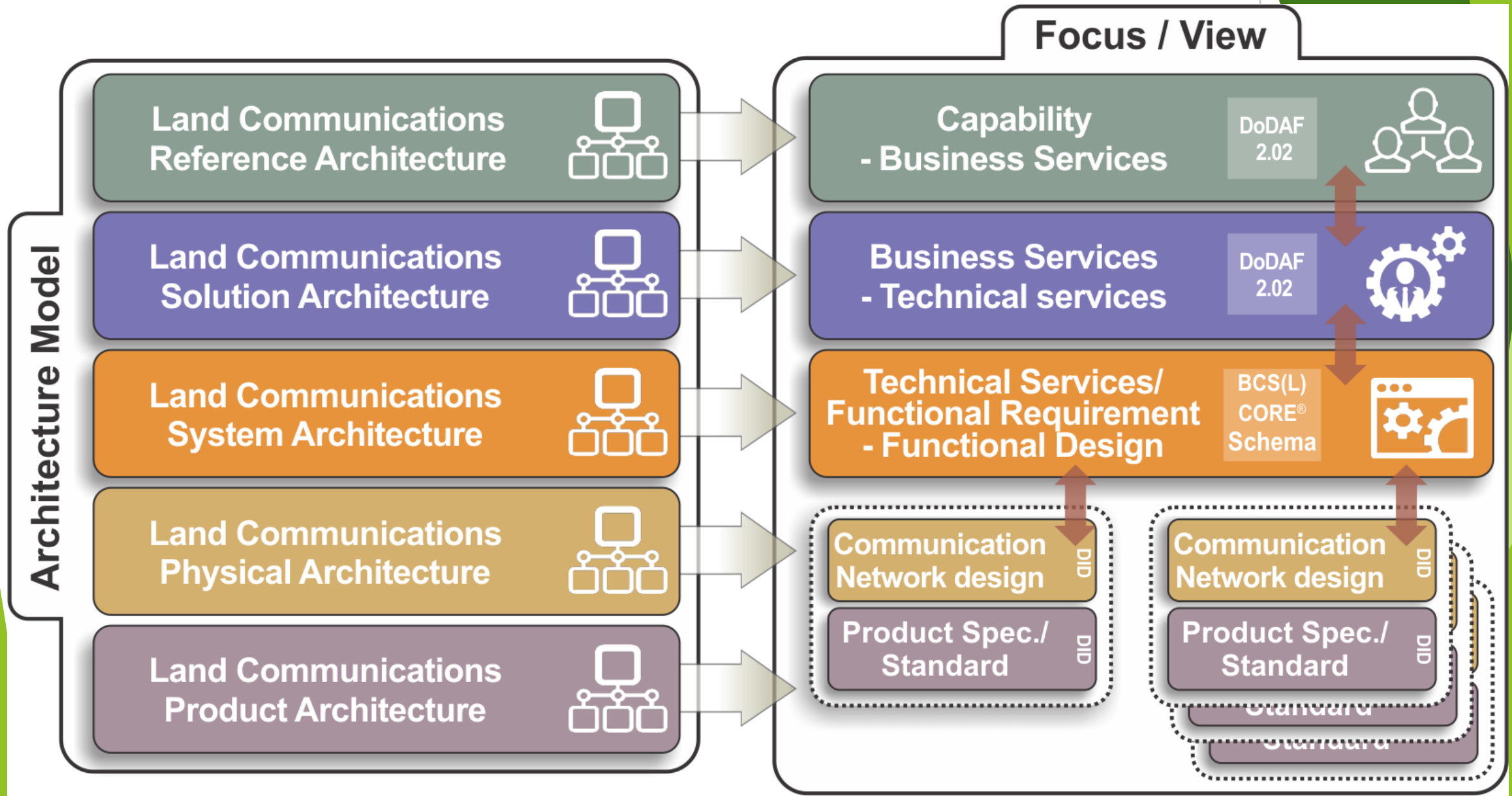


# The Battlespace Communications System (Land) is expected to:

- ▶ Provide Voice, Data and Video communications between deployed and tactical forces
- ▶ Interface with User Applications to enable information services on the Land Network
- ▶ Seamless communications across ADF strategic and coalition networks
- ▶ Interface with government and commercial networks

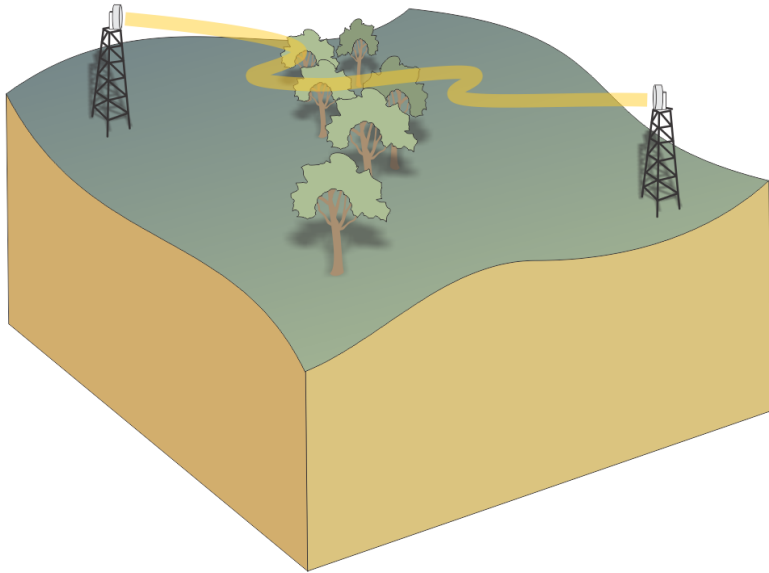


# BCS(L) Architecture Model



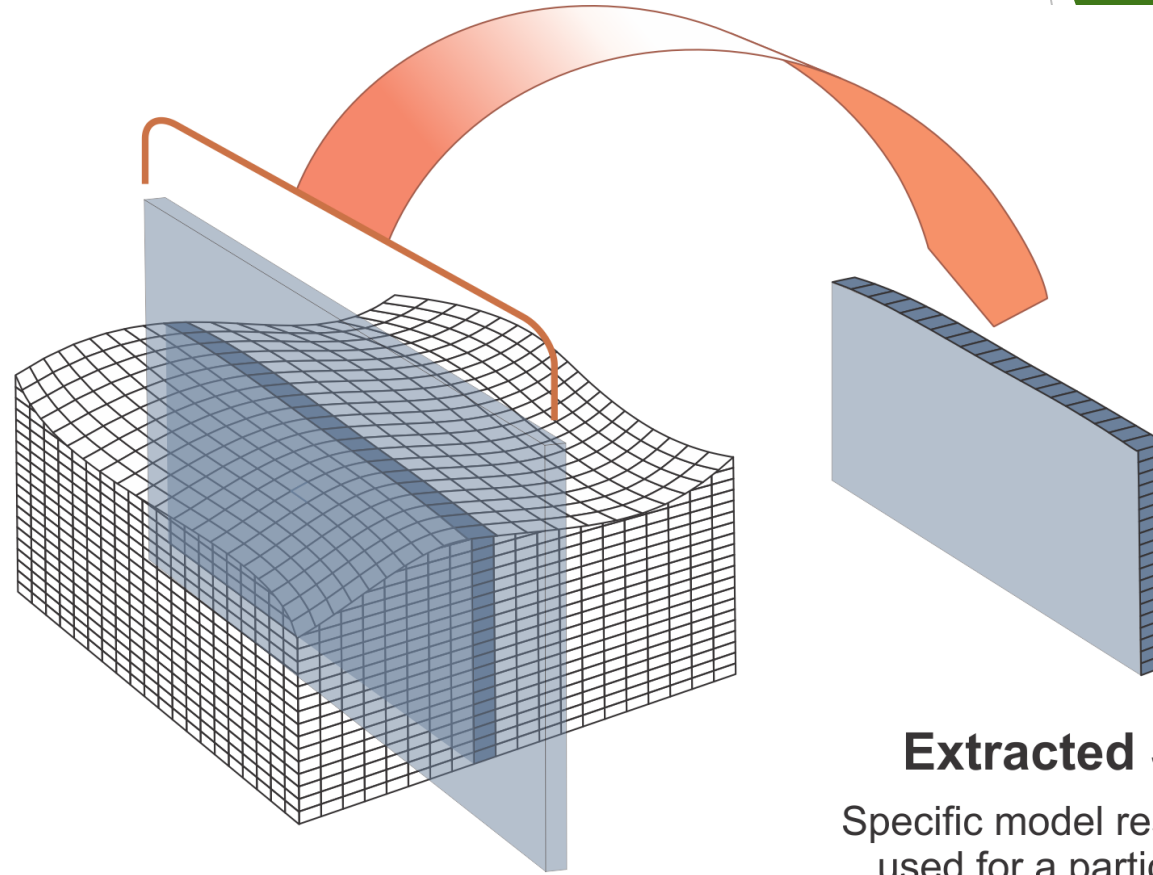


# Simulation for OT&E Calculations



## Testing

Real world testing across terrain and with varying input parameters to record real results.



## Conceptual Model

Mathematical interpolation of actual results to build up a conceptual model of results that can be used in simulations.

## Extracted Slice

Specific model results to be used for a particular set of parameters.

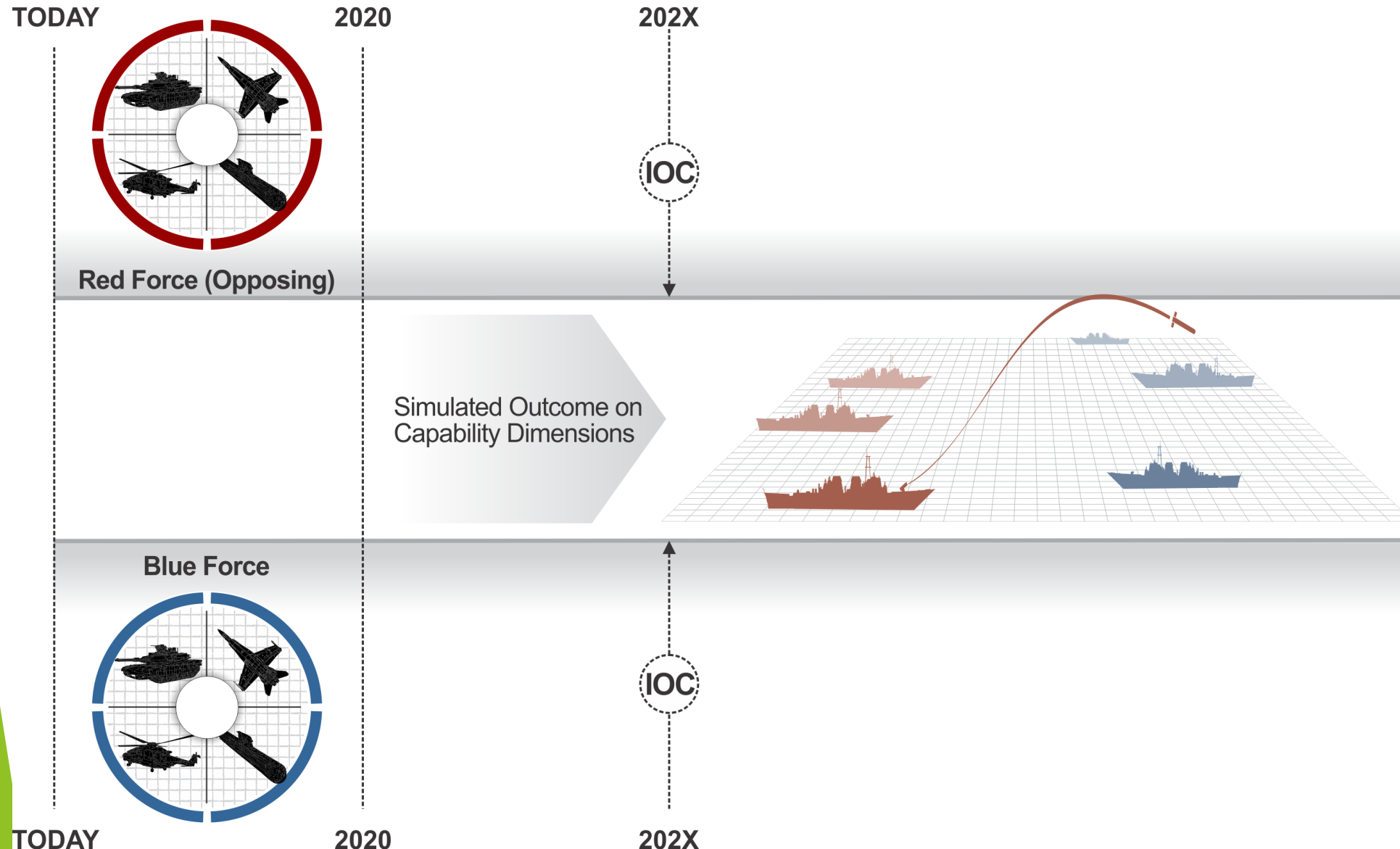


# Who develops simulation capability for OT&E?

- ▶ The group responsible for capability acquisition (preferred).
- ▶ The group within Joint command that runs the joint simulations?
- ▶ A third group with no acquisition knowledge or operational knowledge of simulation? (least preferred)

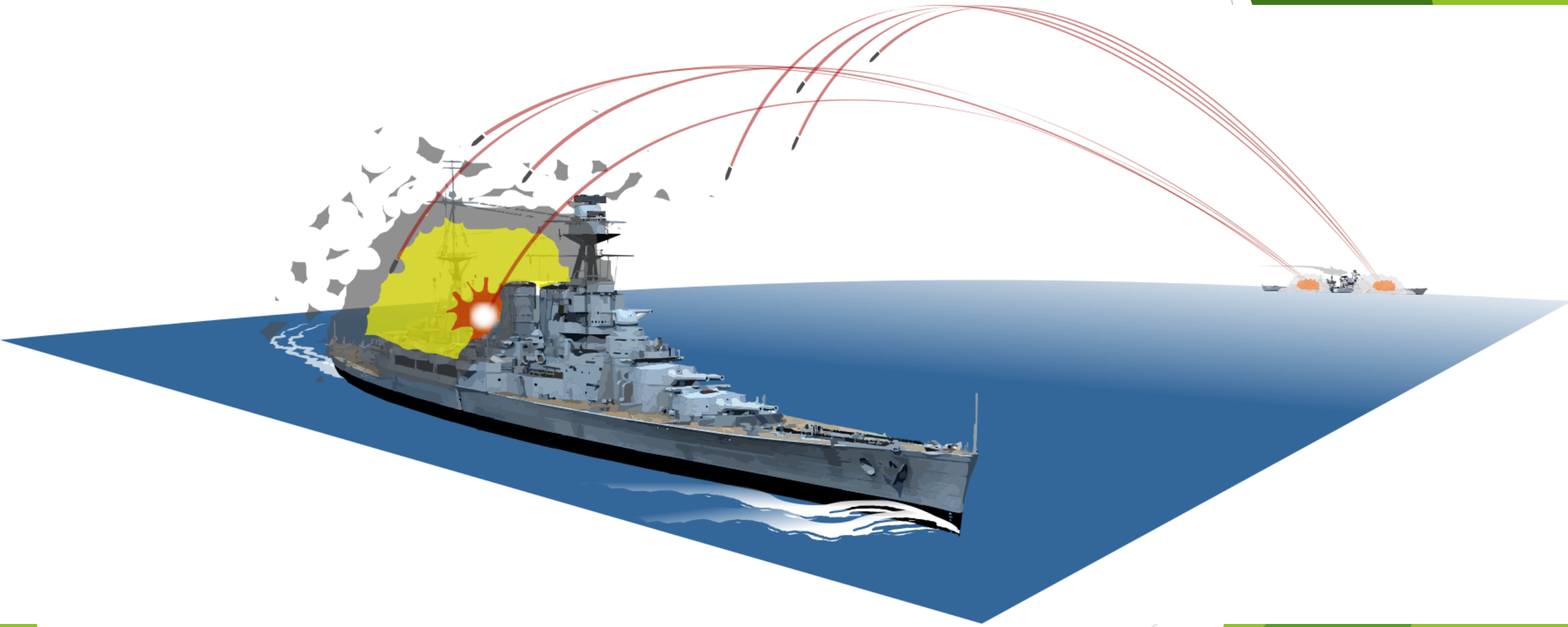


# Disruptive Feedback from Simulation of Requirements





# The loss of HMS Hood





# The famous *Spitfire* vs the *Joint Strike Fighter*





# Summary

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  - ▶ Disruptive future simulation of potential adversaries at IOC for consideration during Gate Zero acquisition processes.



# Questions and Answers

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