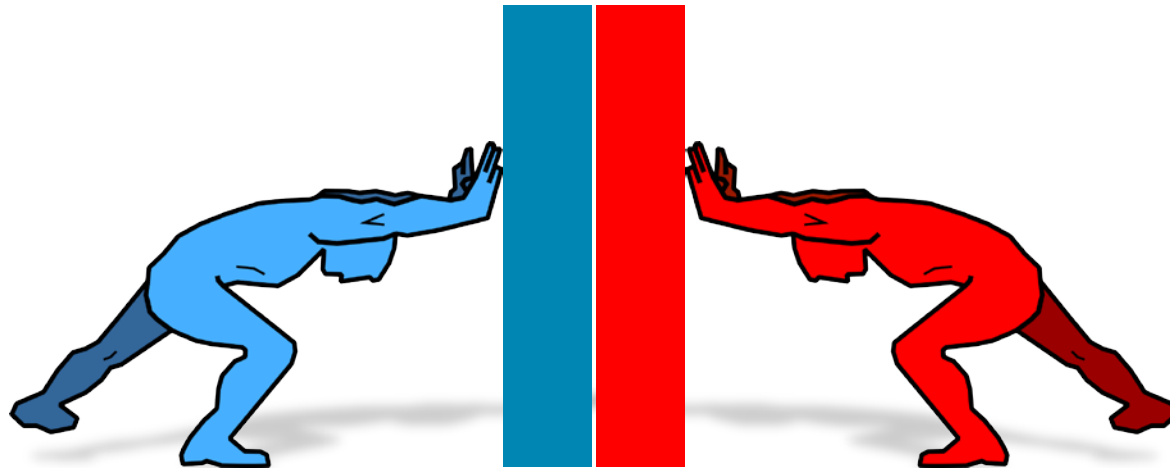




War Gaming Supported by Cognitive Computing and Time Manipulation

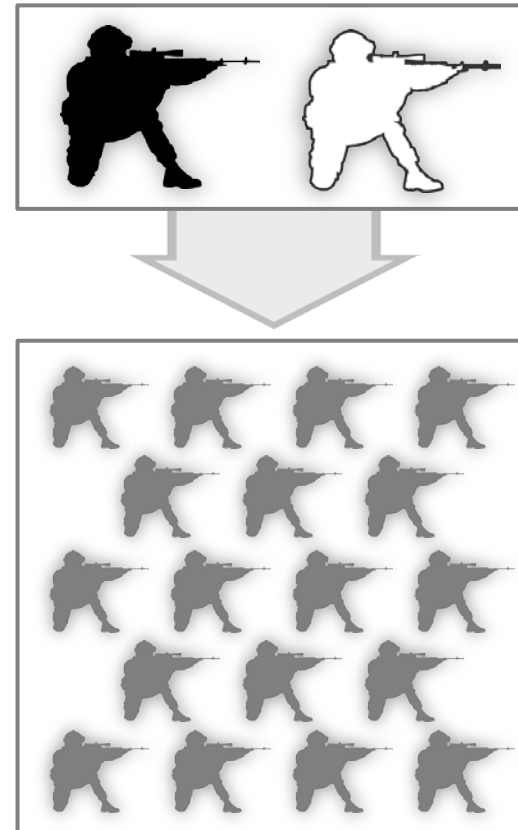


NATO vs Warsaw Pact



“Threats have become less structured, more complex and unpredictable whilst global terrorist organisations have all emerged to dominate the headlines – Squadron Leader McPherson (RAF)”

- ISIS in Iraq and Syria
- Al Qaeda
- Al Shabaab in Somalia
- Boko Haram in Nigeria
- Operations in Iraq
- Operations in Afghanistan
- Possible operations within NATO member countries



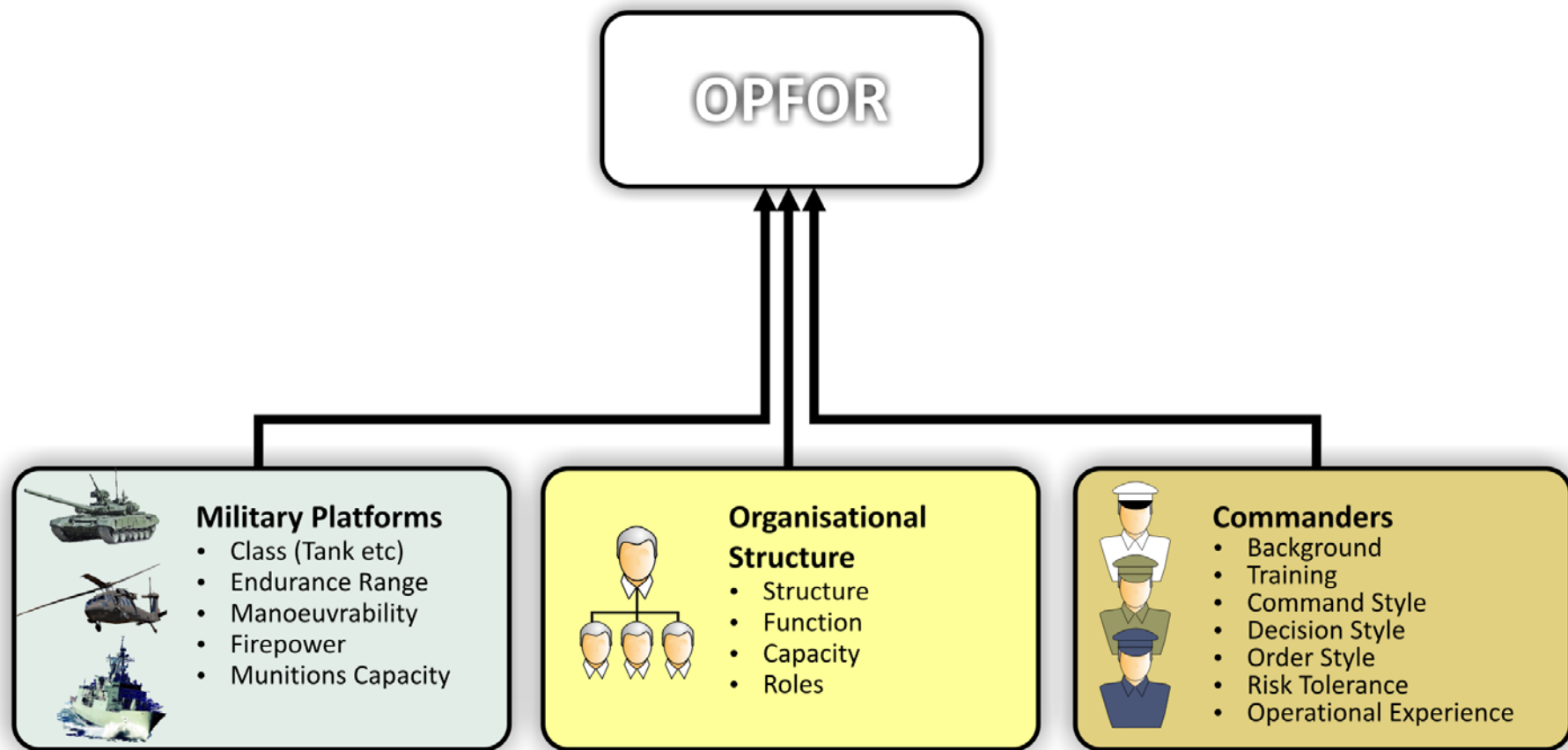
The Changing Nature of Warfare



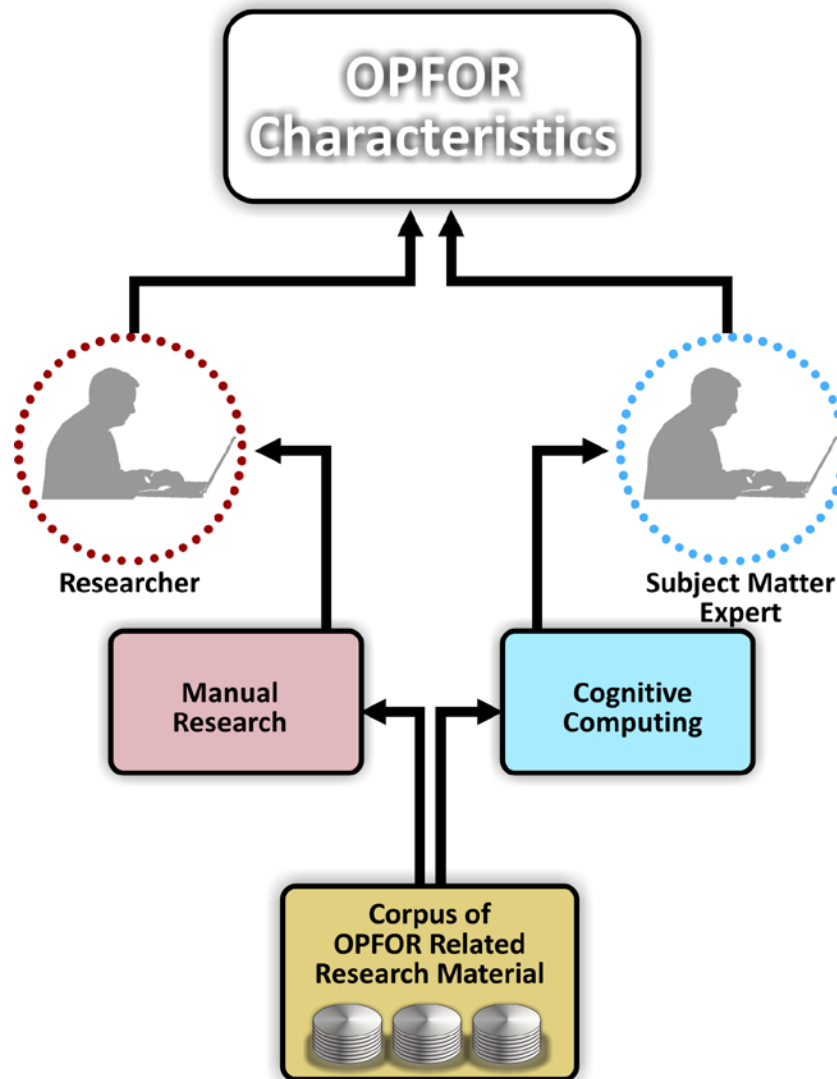
In the last hundred years, we have witnessed three distinct evolutions in warfare.



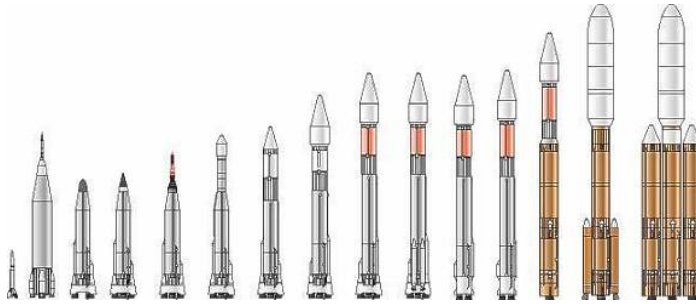
Modelling the OPFOR



The place of Cognitive Computing



Disambiguation by Context – “Atlas”



Atlas Rocket Family

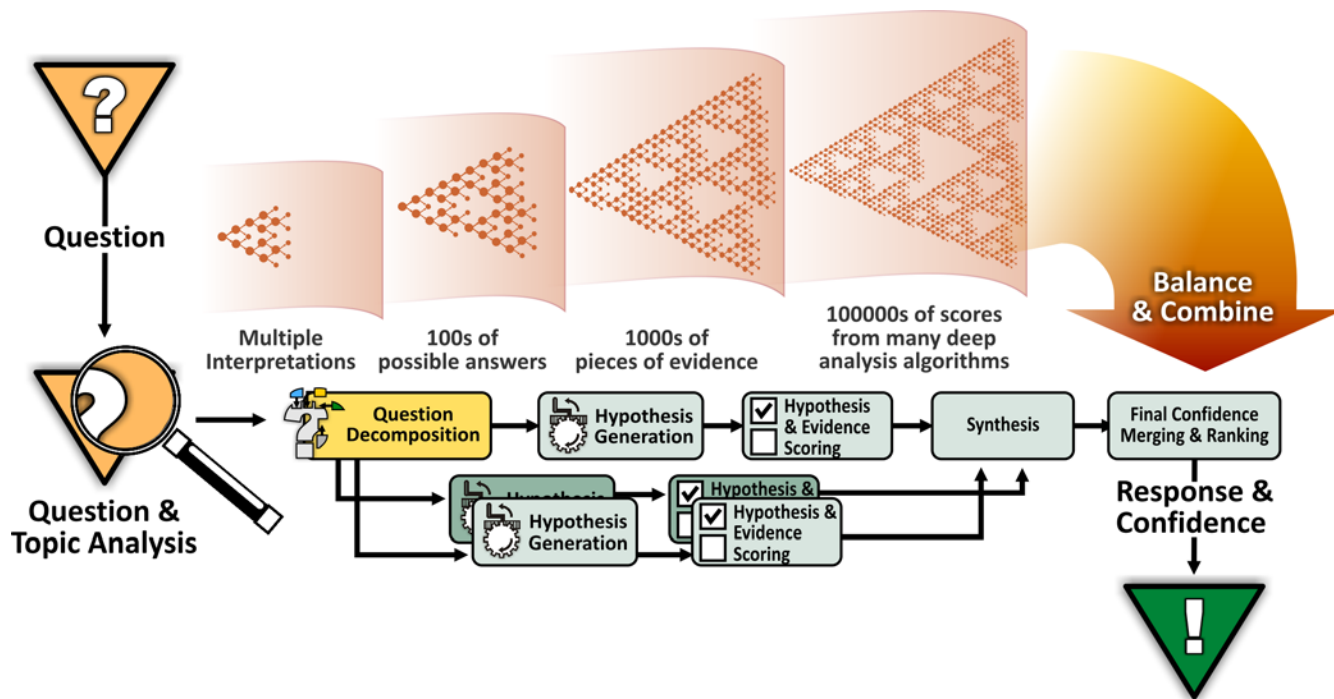


Atlas Maps

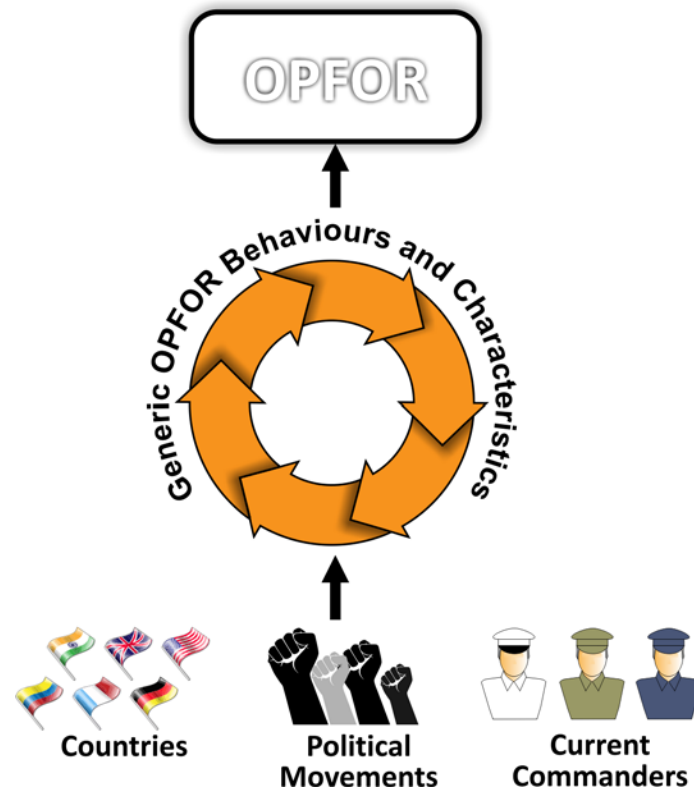


Atlas Mountains

Q&A Processing Pipeline



Modelling Realistic OPFOR

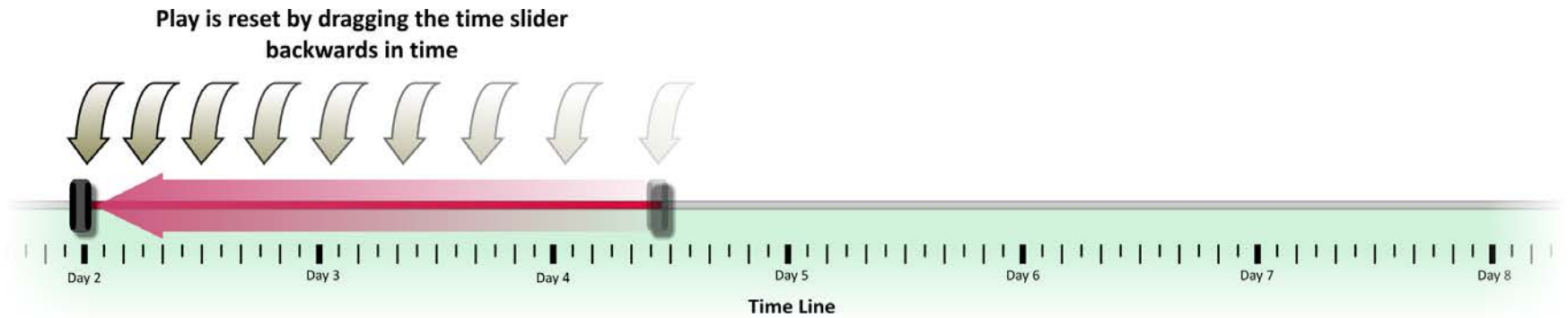


Playing against historical commanders

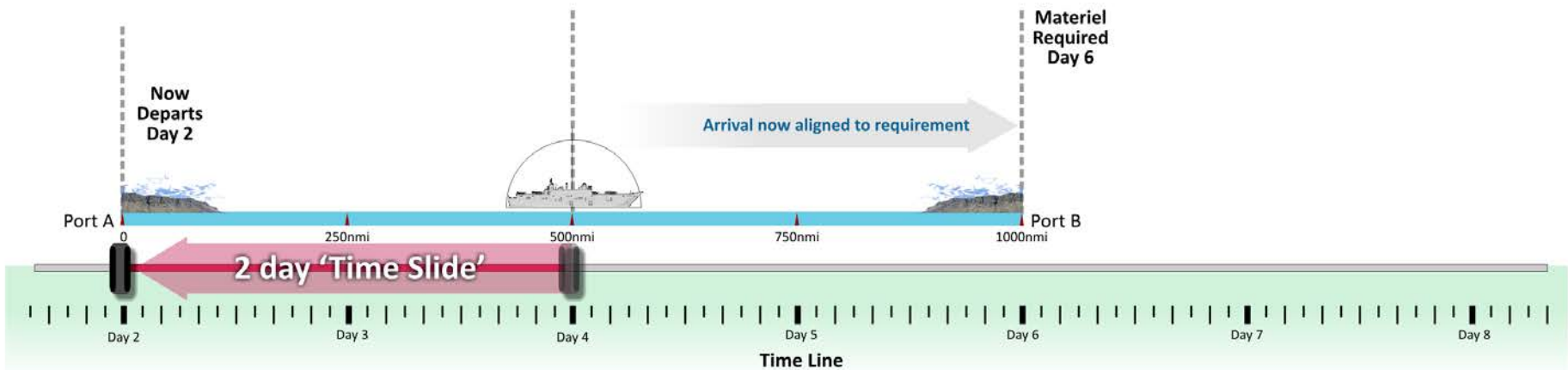
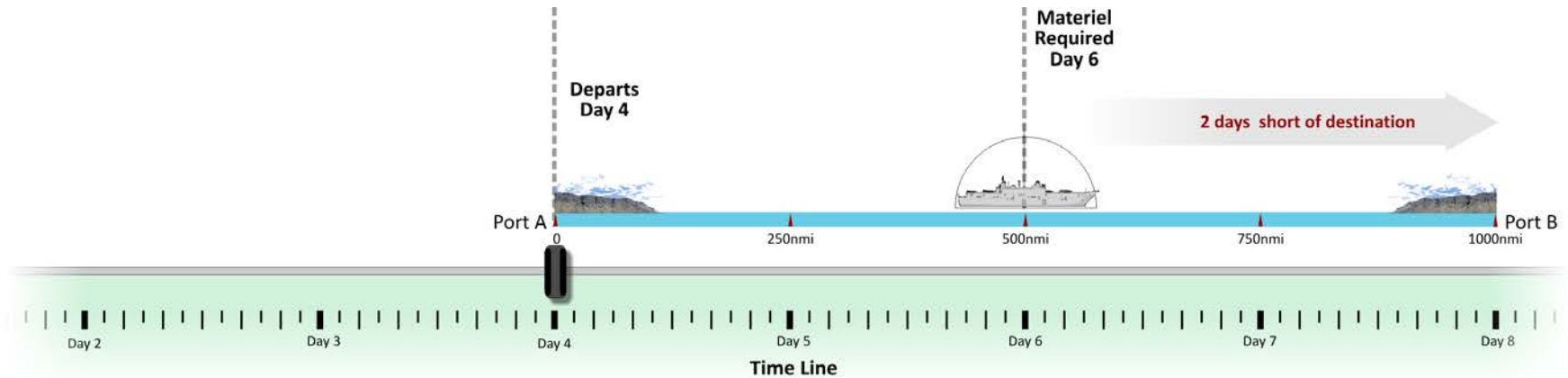


Historical commanders have a wealth of published information, so that we can go into battle against the great commanders of history such as Montgomery, Napoleon, Patton, and Rommel.

Time Slider



Game play by adjusting time



Doug Stapleton

Executive IT Architect - Defence & National Security
IBM Australia

28 Sydney Avenue, Forrest ACT, 2603
+61 407 280 909
dougstap@au1.ibm.com