



Australian Government

Department of Defence
Defence Science and
Technology Organisation

On The Changing Nature of Air Combat: Real and Simulated

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DSTO



Science and Technology for Safeguarding Australia

- 1980 Operational Research Group
- 1983 Combat Effectiveness Group
- 1988 Studies Group
- 1991 Studies and Simulation Group
- 1998 Air Combat Assessment
- 2001 Aerospace Operational Analysis
- 2007 Aerospace Capability Assessment
- 2013 Simulation Experimentation and Wargaming



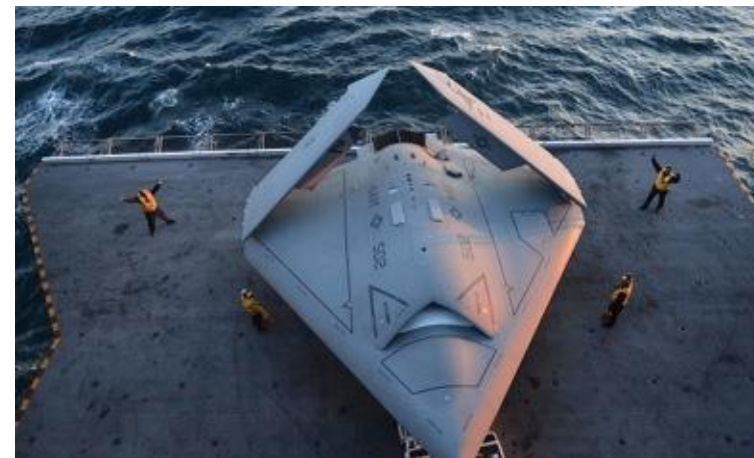












Air Combat Constructive Simulation

- Operational Analysis in support of:
 - TTPs & CONOPS evaluation and assessment
 - Acquisitions
 - System upgrades
- Monte-Carlo Simulation
- Statistical Measures of Effectiveness
 - Lethality, Survivability, Exchange Ratios etc
- Very large parameter space

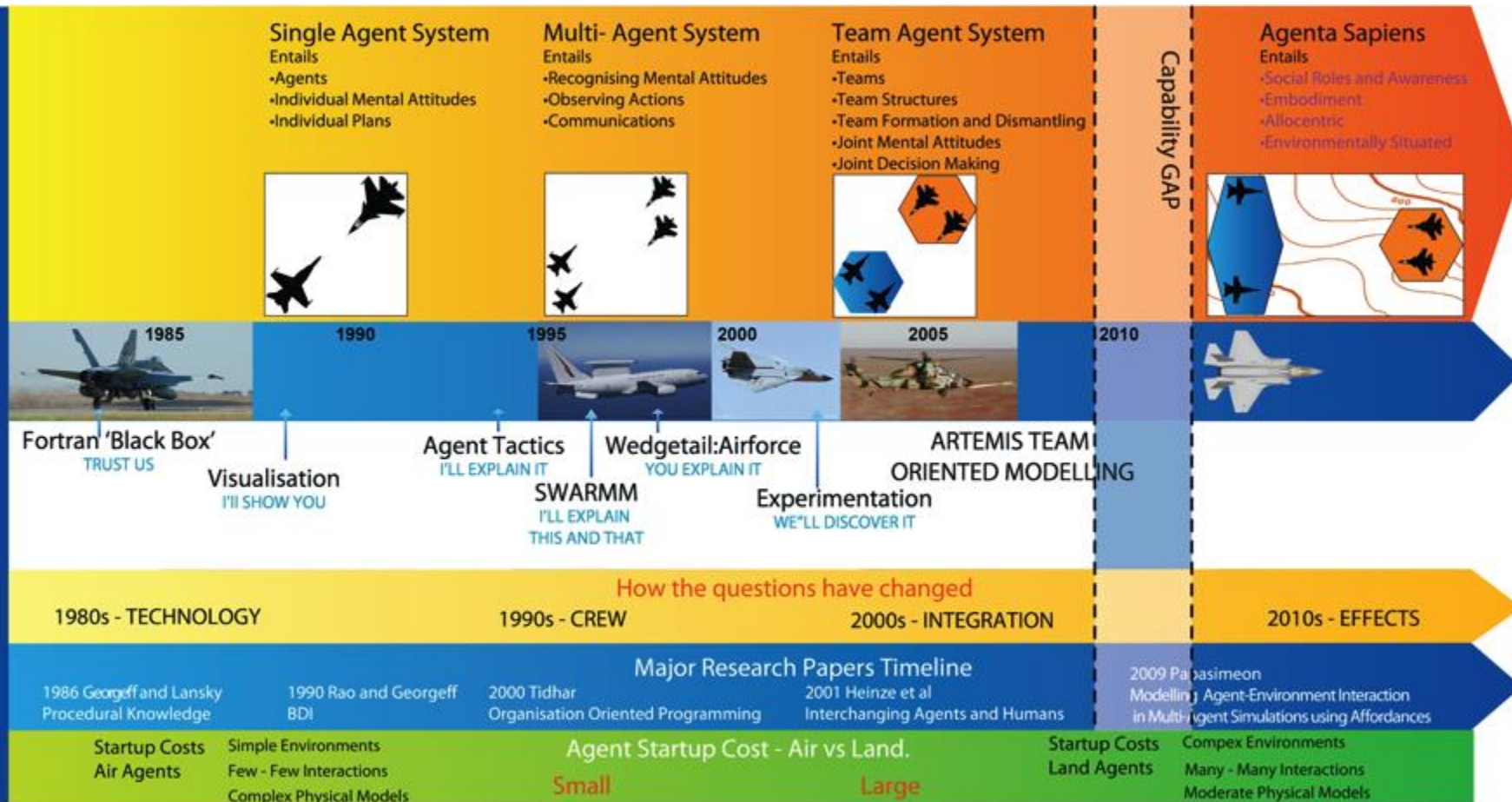


History

PACAUS, SWARMM, dGAME, Battlemodel, ARTEMIS

ACE

The evolution of agent technologies, aligned with the change in studies, and the change in the questions our clients are asking



Five Generations of Air Combat Simulations

PAC**AUS**








SWARMM



BattleModel



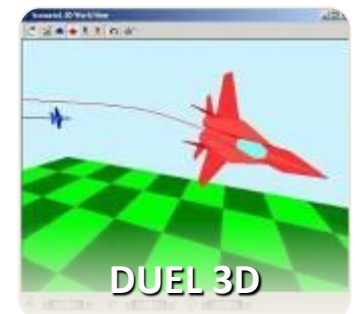
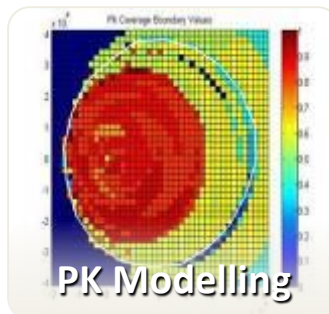
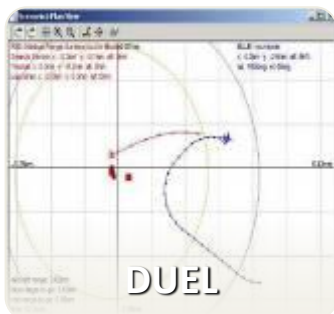
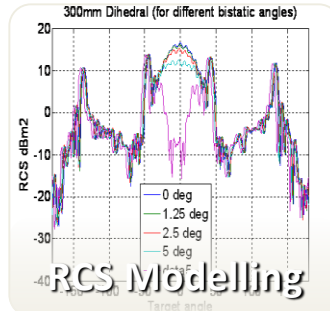
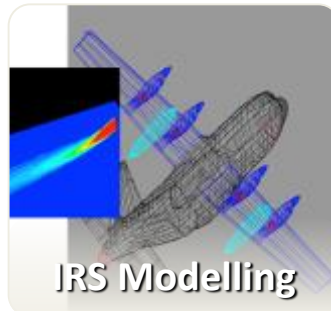
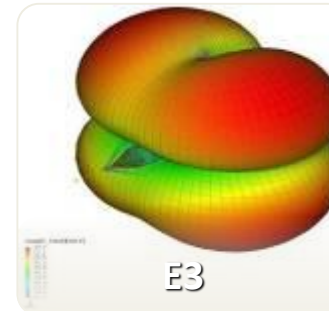
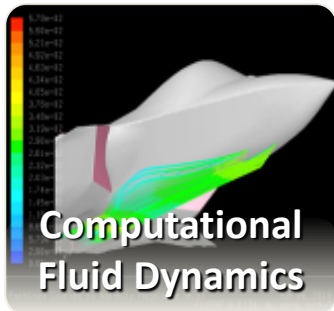
Air Combat Simulation Deployed Applications

PACAUS		Within Visual Range (WVR) Air Combat Constructive Simulation. FORTRAN 77. 100,000+ LOC.
SWARMM		Beyond Visual Range (BVR) Air Combat Constructive Simulation. FORTRAN 77 + dMARS Intelligent BDI Agents (AAll). Split between physical models and reasoning models.
dGAME		Distributed, component based architecture with intelligent wrapping. Designed for automated integration of legacy components. dMARS, C++, CORBA.
BattleModel		Object oriented simulation framework written in C++ (and dMARS). Designed for integrating legacy components for AEW&C acquisition. Brought about changes in software engineering culture.
ARTEMIS		BattleModel variant for future air combat analysis (F-35A JSF). Hybrid object and agent oriented architecture C++ and JACK (Java). First introduction of team oriented agent programming constructs.

Fighter Computational Modelling



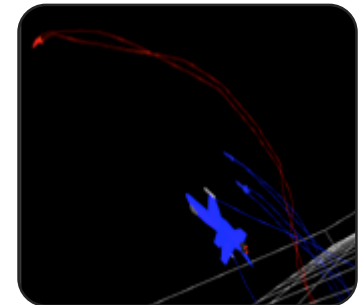
Computational Models of Fighter Systems



Simulation Supporting Air Combat Acquisitions

Complex Multi-Billion \$AUD Acquisitions

Supported by Operations Research Simulation

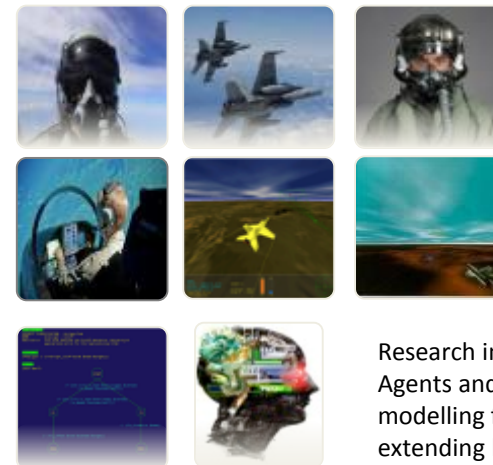


Integrating Components Sourced Across DSTO

Built on Foundation of 20 Year R&D Program



DSTO SME



DSTO Analysts
Air Combat
Domain Knowledge

Software Engineering of
Air Combat Simulation
Technology

Research into Autonomous & Intelligent
Agents and Artificial Intelligence for
modelling fighter pilot decision making
extending back over 20 years.



Modelling Tactics and Situational Awareness



Observe (situation awareness)
Orient (situation assessment)
Decide (course of action)
Act (tactics)



Beliefs
Desires
Intentions → plans



Beliefs, Desires and Intentions (BDI) Model

- Internal mental attitudes of a rational BDI agent (or an agent's mental state)
- **Beliefs:** what the pilot believes about the world, itself and other agents (informational)
- **Desires:** What the agents what to achieve (motivational)
- **Intentions:** how the agents tries to achieves its desires (deliberational)

Rational Agency and BDI

- Folk Psychology – Daniel Dennet
- Rational Agency – Michael Bratman
- Formal Logical Framework – Rao and Georgeff
- Specific BDI Programming Languages
 - PRS, dMARS, JACK, Co-JACK, JAM, GORITE etc.



Research



PhD Studies



TODD MANSELL
Planning Under Uncertainty

GIL TIDHAR
Organisation Oriented Systems: Theory and Practice

DAVID MORELY
Semantics of Actions, Agents and Environments

DAVID KINNY
Fundamentals of Agent Computation Theory: Semantics

CLINT HEINZE
Modelling Intention Recognition for Intelligent Agent Systems

MICHAEL PAPASIMEON
Modelling Agent-Environment Interactions in Multi-Agent Simulations with Affordances

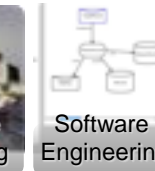
SUSANNAH SOON
Multi-Agent Coordination: A Graph Based Approach to Intention Recognition

RAYMOND SO
Situation Awareness in Software Agents: Theory & Practice

DON PERUGINI
Agents for Logistics: a Provisional Agreement Approach

SAMIN KARIM
Acquiring Plans Within Resource Bounded Agents

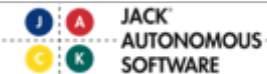
EMMA NORLING
Modelling Human Behaviour with BDI Agents



Programming Languages



PRS
AgentSpeak
dMARS-R
dMARS-C2



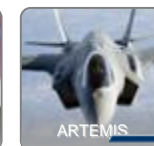
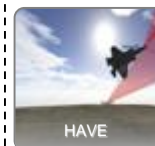
SimpleTeams
JACKTeams
OKRA

Methods and Models

OODA
Cognitive Work Analysis
JACK-UML extensions
"The Four-Box Model"
AOSE
Intention Oriented Analysis and Design
Naturalistic Decision Making
Recognition Primed Decisions



Simulation Frameworks



CAE



Integration



PREPAR3D®



ACE



BRAWLER



External Engagement 2013

BRAWLER



Brawler Team
USAF/A9 @ The Pentagon

Air Combat Constructive Simulation
Analysis Methodology
Electronic Warfare Modelling

Air Operations Simulation Centre

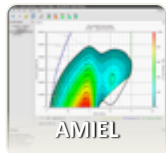


Integrated OR Experimentation
Analytics
AESA Radar Modelling
EW Modelling
General Computational Modelling



**Statistical Analysis of
Simulation Data**
Statistical Consulting Centre
Department of Mathematics & Statistics

Flight Systems Branch



POC: Kevin McDonald

Weapon Systems & CM



WAMUG
POC: Russell Connell

Next-Gen AESA Model



NSID: Tim Coombs
John Whitrow
AD: Maria Vukovic
Mike Spataro
JOAD: Josef Zuk
Lyndon Benke

Vacation Students

Data Mining



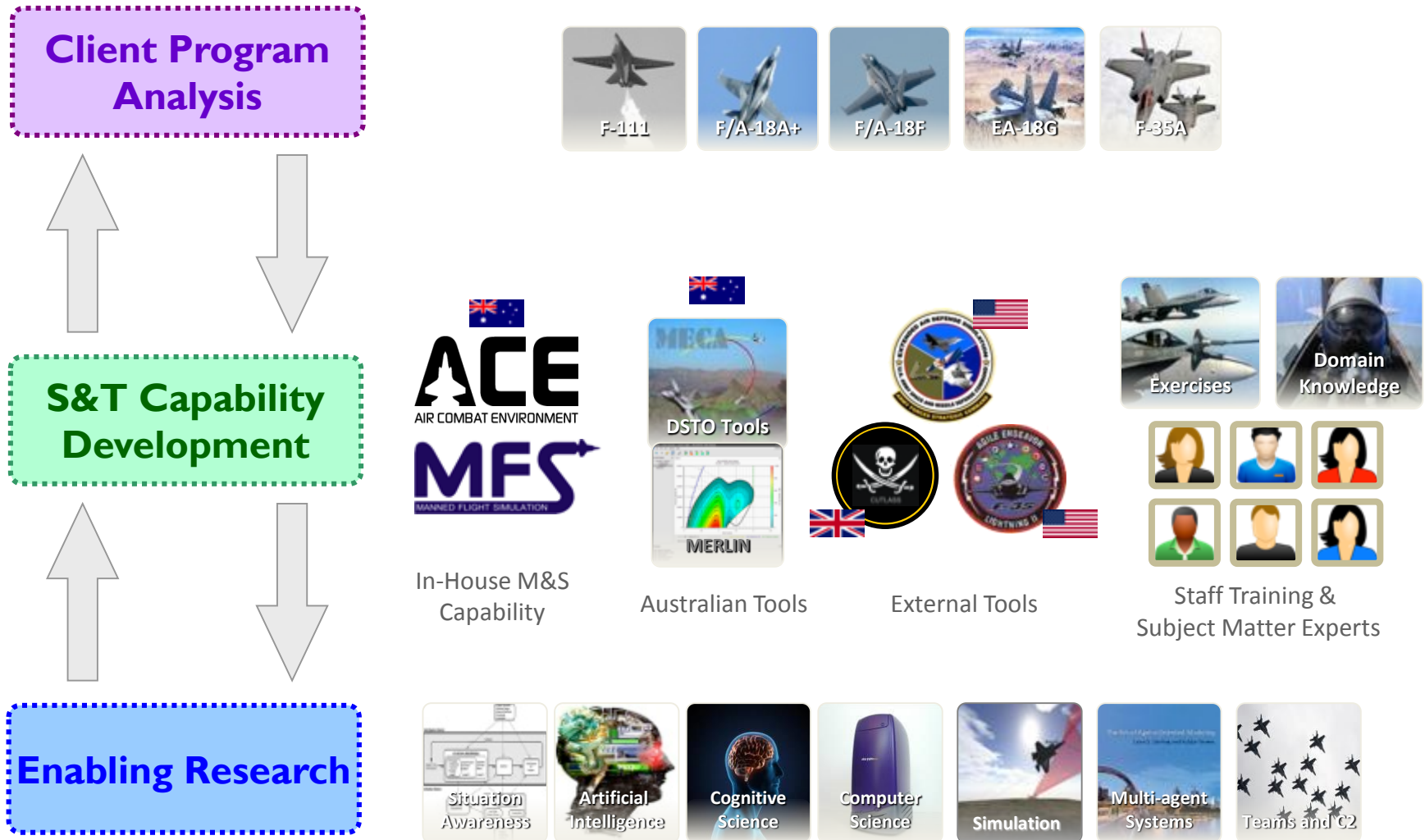
Air Combat Simulation
Interaction &
Visualisation



GPU Sensor Modelling

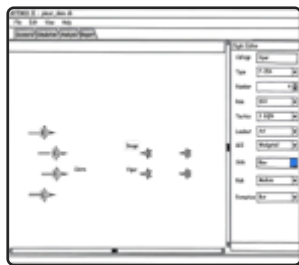


Example: Air Combat Analytical Capability

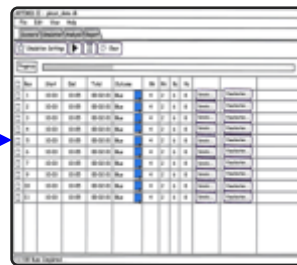


Analyst Workflow

- The goal is to support the analyst across the entire air combat study workflow...



**Scenario
Setup**



**Simulation
Execution**

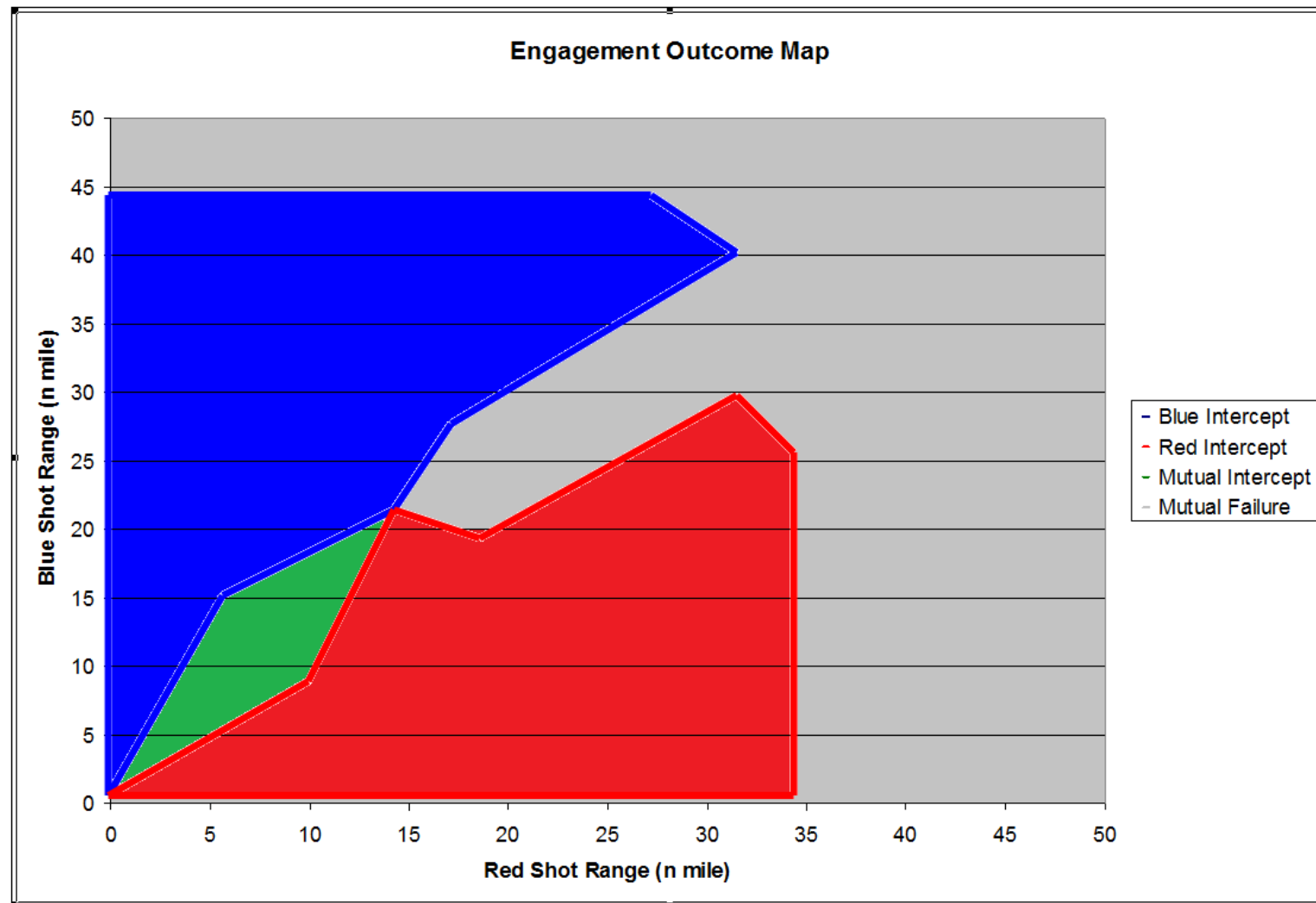


Analysis

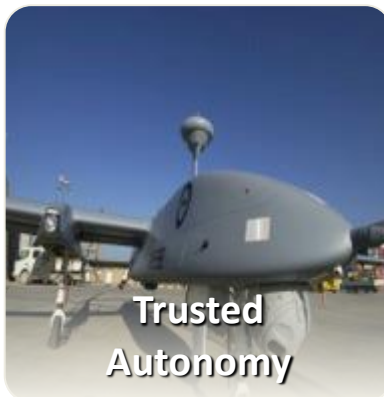
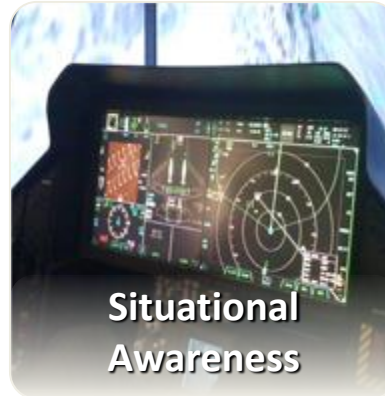


Reporting

Sample Chart: Engagement Outcome Map



Future Challenges in Modelling & Simulation



Human In The Loop Air Combat Simulation



Operations
Research



Simulation Technology
Research



Exercise Coalition
Virtual Flag



Human Sciences
Research



Training Research



Autonomy and Aerospace Operations Research





