

UNCLASSIFIED



Australian Government

Department of Defence

Defence Science and Technology Group

# Modelling Complex Warfighting – a Strategic Research Investment

**Cayt Rowe, Tim McKay and Darren Reid  
(on behalf of MCW SRI Community)**

Defence Science and Technology Group  
Australia

The International Symposium on Military Operational Research  
23-26 July 2019, Surrey, UK

**DST**  
GROUP

Science and Technology for Safeguarding Australia

# Joint & Operations Analysis Division



The  
JOAD  
Vision

To be Australia's most **trusted source of evidence-based analysis**, shaping Defence decision making across the capability lifecycle.

To develop trusted analytical methods that give Defence decision superiority across all aspects of **force design and employment**.

The  
JOAD  
Mission



JOAD  
Strategic  
Thrusts

Whole-of-Force Design

Warfighting in Complex  
Environments

Trusted Autonomous  
Systems

Next Generation Tools &  
Methods

# Changing nature of problem conception

OR Domain

Nature of warfare

Anecdotal:  
learning from  
previous  
experience.  
Wargaming  
formalised  
(*Kriegsspiel* 1812)

Reflective of tactics  
and technology  
pre-1850: mass  
Armies, column  
and line

Maths modelling  
and  
optimisation.  
Focus on near-  
term and well  
defined.

(1850s)  
Technological  
improvements:  
increased fire  
power, railways,  
telegraph -  
logistics

Quantitative  
modelling &  
computing.  
Expected utility –  
**OR born.**  
(*environment  
static*)

(WW2)  
Manoeuvre &  
firepower: large  
scale, peer  
forces, industrial  
scale  
manufacture of  
machines.

Soft OR born:  
problem  
structuring  
(*messes, wicked  
problems*) & GP  
computing

(1960s)  
Combined /  
integrated  
forces. Growing  
reliance on  
electronics (eg  
EW, ISR, BVR,  
precision etc)

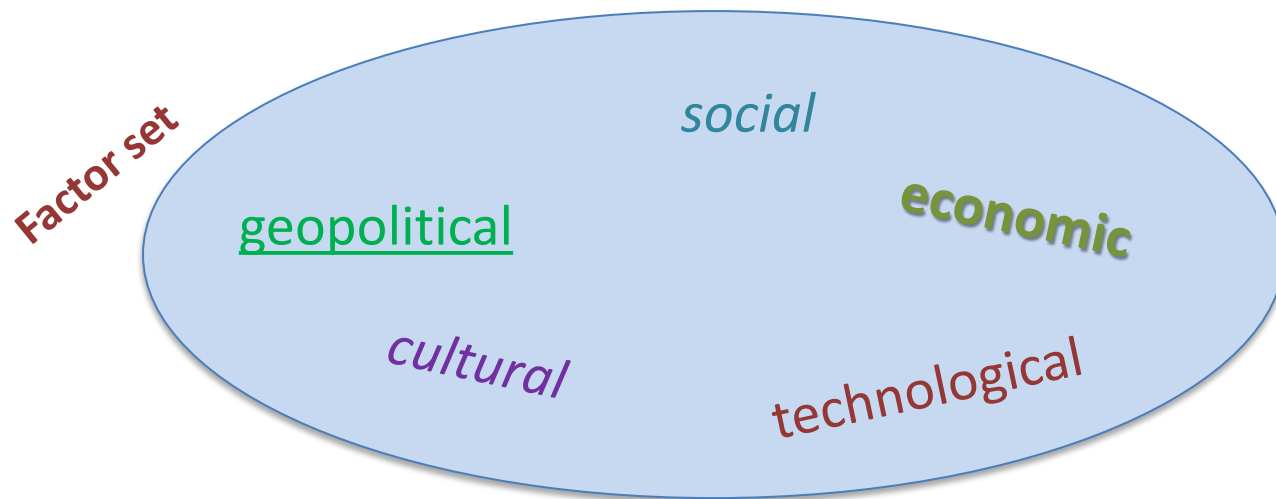
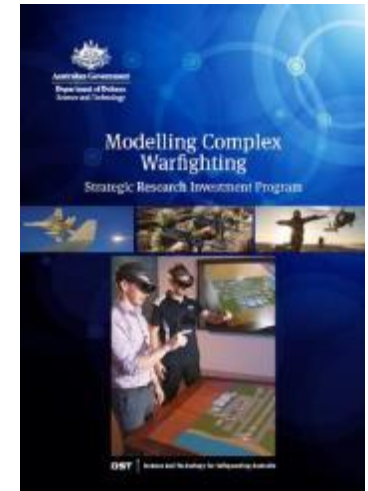
Abundance of  
computational  
capacity, but limited  
analysis methods.  
(*dealing with  
complexity and  
uncertainty*)

Broad spectrum  
of operations:  
potential for  
simultaneous  
activity across  
conflict spectrum  
(eg IW & cyber).  
Pace of change:  
technological (eg  
autonomy & AI)  
and social.

## MCW SRI Goal

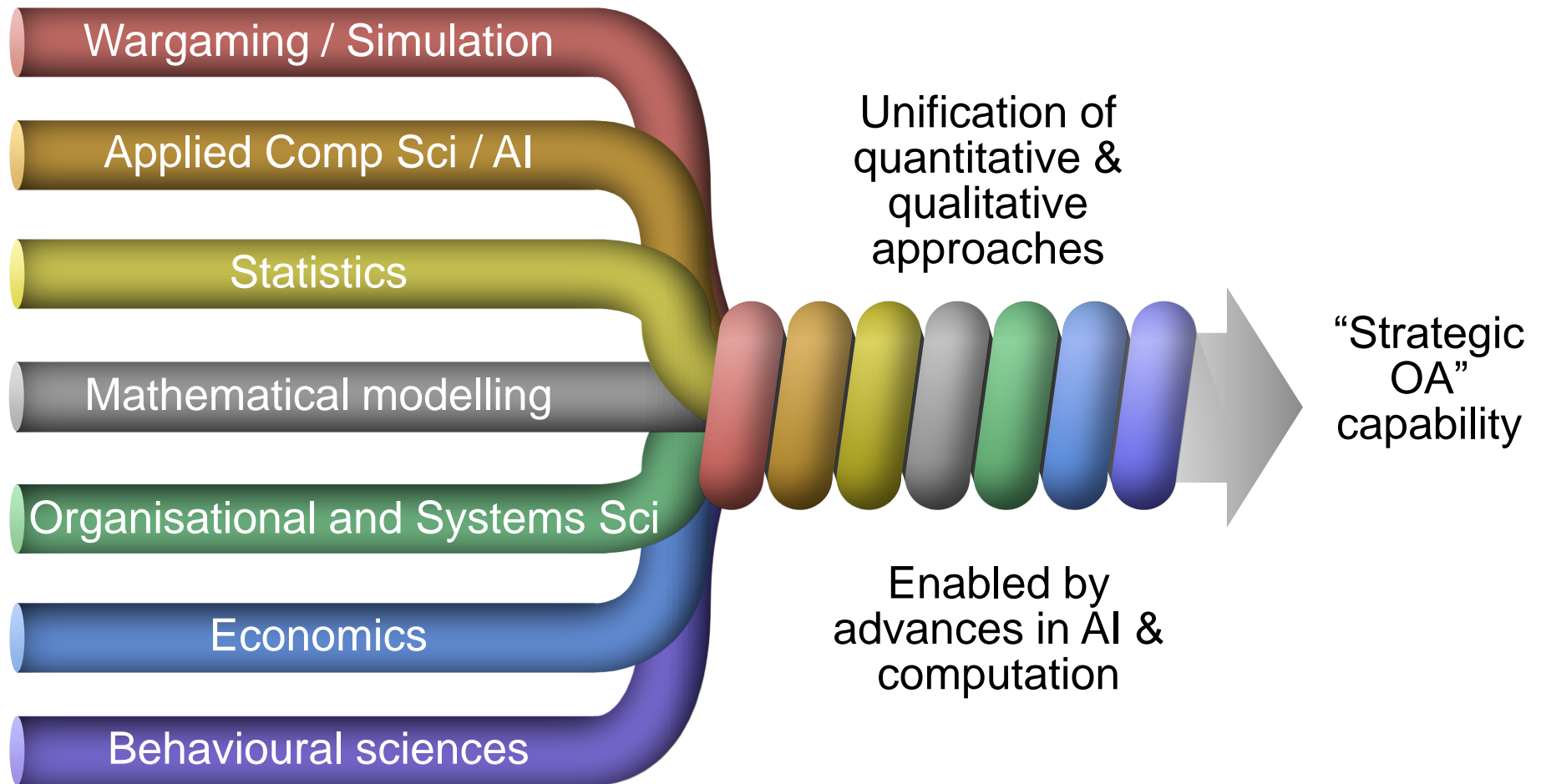
Revolutionise how DST Group undertakes OA to handle the interaction of multiple complex factors for:

- design of the future force, and
- employment of the current force



*MCW SRI is focussed on novel problem conception*

# Revolutionising Operations Analysis





## MCW SRI Research Themes

### Conquering uncertainty

Scientific methods to enable robust Force Design decisions to produce a resilient force through the understanding and management of uncertainty in Defence.

### Innovative simulations

Novel modelling and simulation techniques to enable exploration of whole-of-force warfighting concepts and force options.

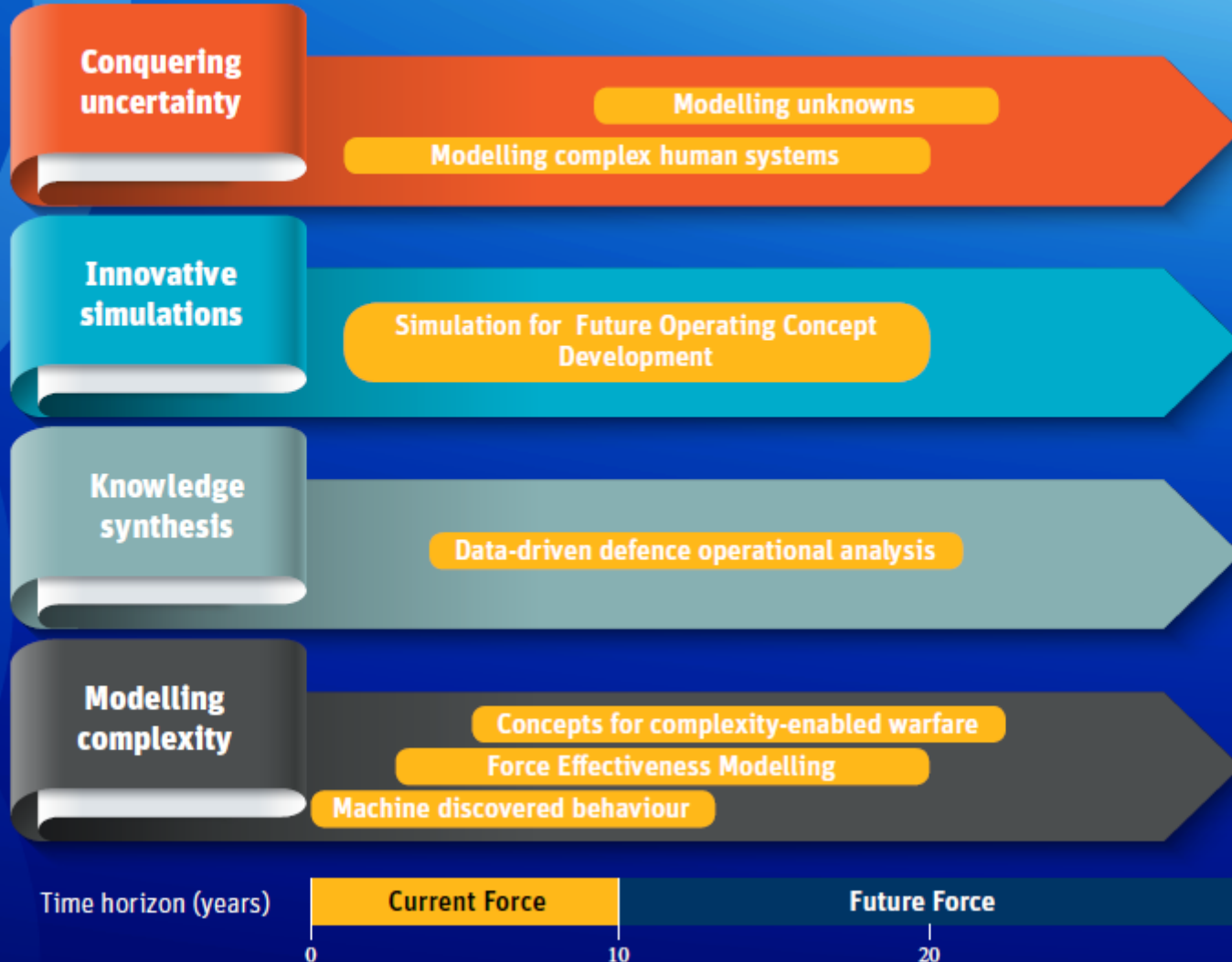
### Knowledge synthesis

Synthesis of analytical and simulation results to support development of a joint force which is integrated by design.

### Modelling complexity

Methods to enable understanding of properties of the joint force emerging as a result of nonlinear interactions between the many constituent elements.

## Schematic of Force Design timeline and MCW SRI Research Themes



# SR1 – AI Enabled Wargaming

- Using AI to help design a better Defence Force
  - Explore tactics and strategy, given existing force
  - Provide recommendations for modifying a force structure to increase effectiveness across a range of scenarios
- Techniques Explored include:
  - Alpha Zero
  - Deep Q Learning
  - Meta-Heuristics (Genetic Algorithms / Simulated Annealing)
  - Hyper-Heuristics
  - Monte Carlo Tree Search, Minimax, and others...



Wargames of many varieties have been used for centuries to explore concepts, examine force structures and to predict outcomes.

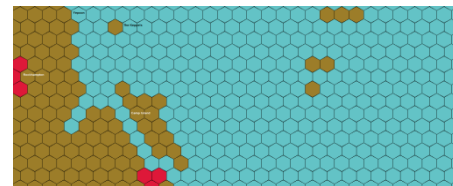


# AI Enabled Wargaming – Key Steps

- Better understand how classic wargames might be developed and used to support decisions about the design of the ADF through the development and play testing of an innovative wargame
- Convert that wargame into a rich computational simulation with the necessary hooks for the integration of an AI player
- Investigate the capability for AI to attain super-human levels of performance on these types of game



JOADIA – DST Wargame



Computer based versions of classic board-games are now commonplace and AI is being use to play these games. Shown here is the PC version of the classic wargame "Ogre".

# SR2 – Simulation for Operating Concept Development

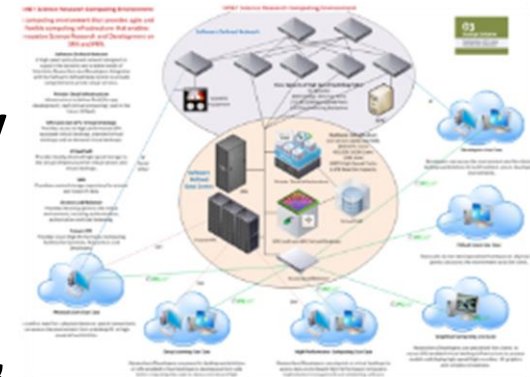
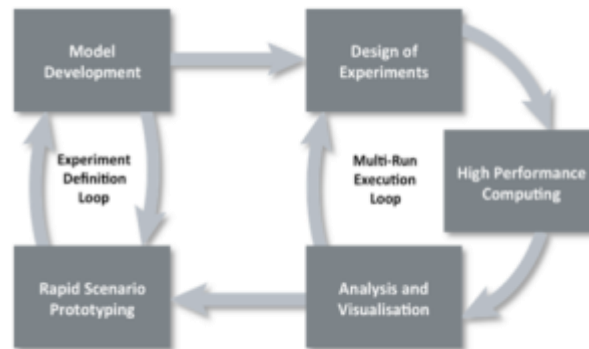
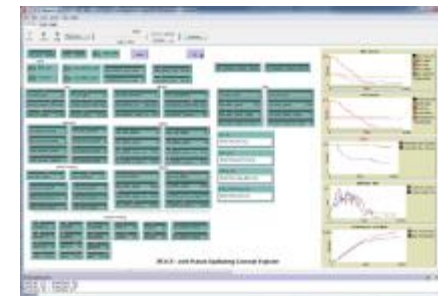
**Problem:** Force Design relies heavily on qualitative approaches, which are challenged by increasing complexity of modern operations.

## Objective:

- **Deliver modern simulation capabilities for developing & quantifying impact of complex whole-of-force (WoF) operating concepts**

## Research areas/techniques:

- Whole of Force Modelling
- Data farming architectures
- Design of experiments
- Analysis & Visualisation

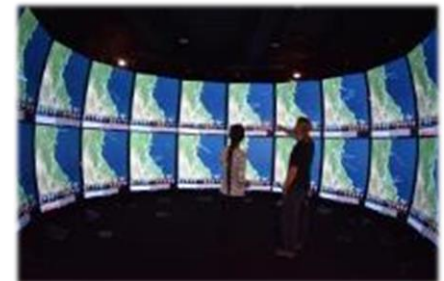
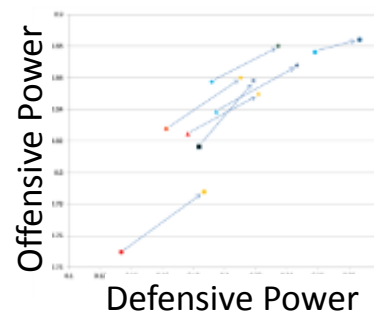
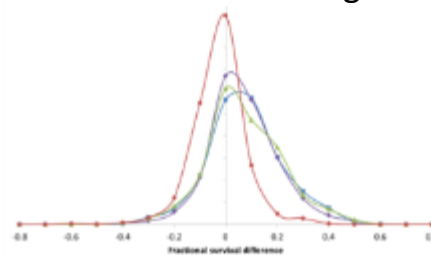
JFOrCE<sup>†</sup>

## Achievements to Date

- Developing JFOrCE WoF sim & realising future operating concepts for rapid modelling of complex operations
- Contributing to development of “Bayesian Optimisation” heuristic & applied to WoF sim to optimise force options
- Applying sim analysis to quantify benefits of investing in force vs information advantage for force design
- Leveraging advances in analysis techniques & tech for insights & solutions into complex Defence problems



Info + Force Advantage



## Current Research

- Transform force design from decisions made subjectively into one that considering objective analysis from sim
- Develop ability to rapidly model, run & evaluate complex ADF operations & future operating concepts with sim
- Identify complex emergence in sim to advantage ADF against adversaries across broad range of operations







## SR3 – Computation enabled OA

*Employing Artificial Intelligence (AI) and Data to analytical advantage for force design*

**Problem:** While AI & autonomy offer immense possibility for decision support and analysis, current capability in dealing with complexity and uncertainty is limited.

### Research areas:

- Autonomy for operations analysis capacity and capability improvement
- Knowledge corpus: data discovery, acquisition, storage, analysis, modelling and visualisation
- Dynamic machine reasoning under uncertainty

**Objective:** Research and develop cutting edge tools and methodologies that enables knowledge synthesis and analysis to support evidence based force design.



## Current research

- Engaged the DIN\* to support building research collaborations with a network NSW Universities
- Research proposal to examine the complexities surrounding the data management and knowledge synthesis necessary to develop an intelligent decision support system to support force design

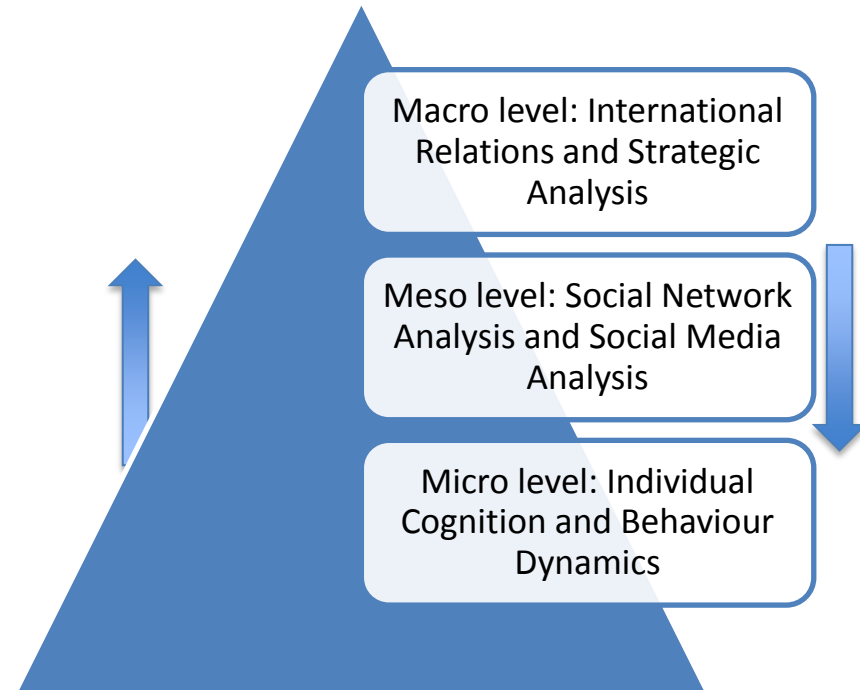
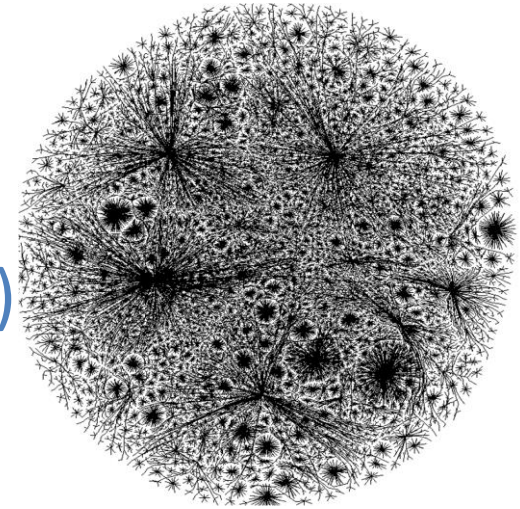


*\* A NSW State Government initiative facilitating partnerships between Defence, Academia and Industry*

# SR4 – Modelling Complex Human Systems under Uncertainty

(a case study for unification of approaches)

Objective: Develop the capability to model the inter-subjectivity of the non-material cultural, social, human, and political factors and the material **components**, including the evaluation of non-kinetic **effects** and non-traditional force design **options**



## Current Research

An integrated suite of multi-disciplinary tools and methods that provides:

- A multi-level framework for understanding the observed and potential trends in the operating environment;
- A new mechanism for understanding the required operational effects along with the corresponding operational concepts; and
- Principles for designing force structures and options that are capable of delivering these effects in the digitally transformed operating environment.

*Information Warfare / Influence provides context to MCW SRI*

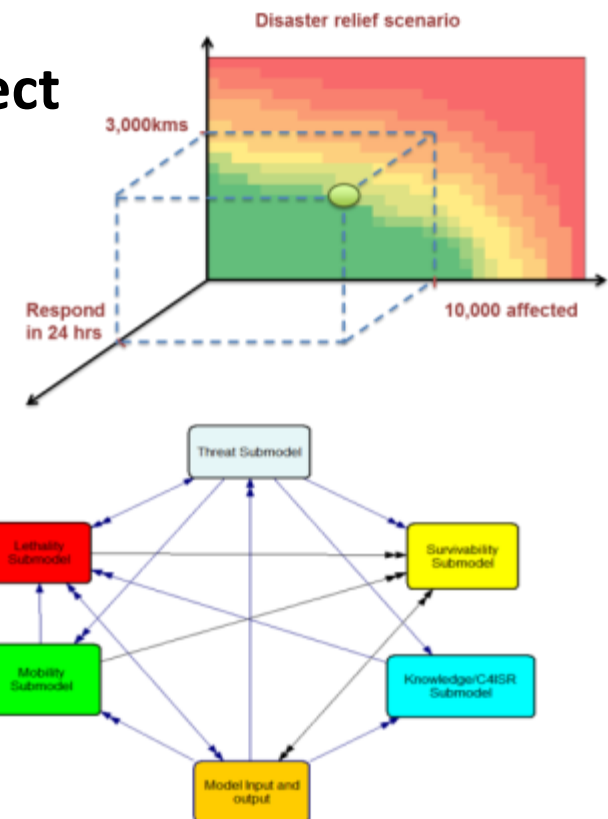
# SR5 – Force Effectiveness Modelling

**Problem:** Need a rigorous, consistent, defensible decision process throughout the capability life cycle to measure the effectiveness of a force or investment project



## Research areas/techniques:

- Multi-objective optimisation methods
- Bayesian Networks
- Evolutionary Algorithms
- Computational Intelligence
- Game Theory
- Project Benefit Analysis
- Wargame design
- Feasible scenario spaces



# Current Research

New suite of benefit analysis and optimisation techniques allowing tradeoffs across complex and interrelated systems. Transparent metrics (**value**) for the following scales of decision are available:

## Project

- Best platform of a given type

## Program

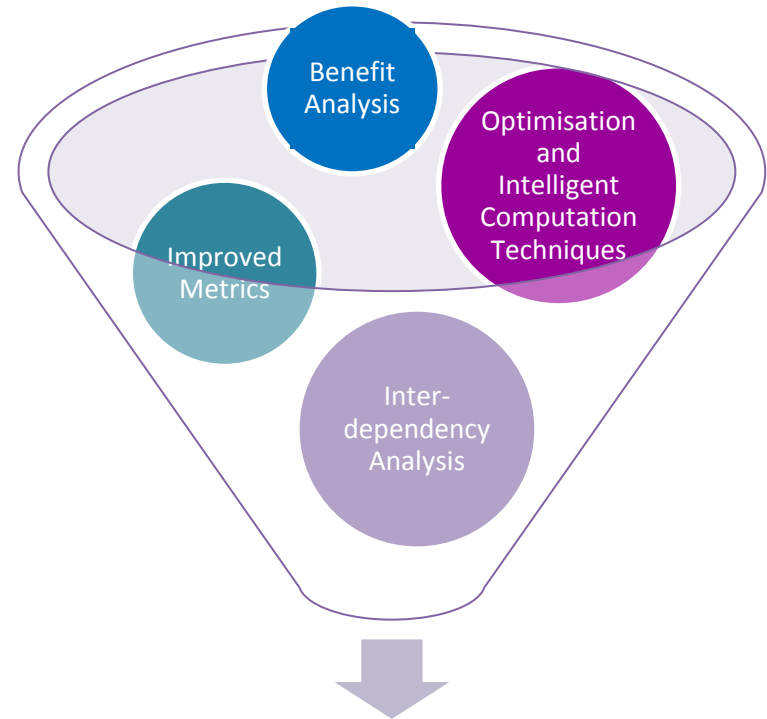
- Best combination of platforms and processes to deliver a given capabilities

## Joint Task Force

- Best combination of capabilities for given contexts

## Whole of Force

- Best overall force design for possible futures



## New investment decision methods

Combine techniques for robust force effectiveness modelling with portfolio optimisation that accounts for interdependencies.

Improved force effectiveness measures

Improved force option development techniques



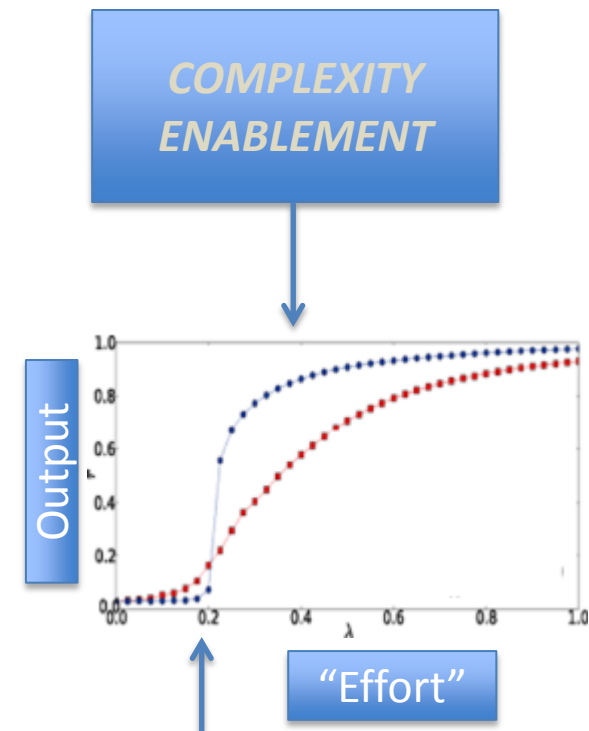
## Achievements to date

- Collaborative Defence-academia research in:
  - application of project benefit analysis to the Defence context
  - intelligent computational methods for multi-objective multi-period planning
  - extend current multi-criteria decision analysis (MCDA) and Bayesian approaches to larger scales and exploration of associated fuzzy techniques

## SR 6 - Concepts for complexity enabled warfighting

**Problem:** Warfighting is becoming increasingly complex, congested and contested. Relevance of analytical capabilities are fast eroding. Need new modelling approaches to capture the complexity.

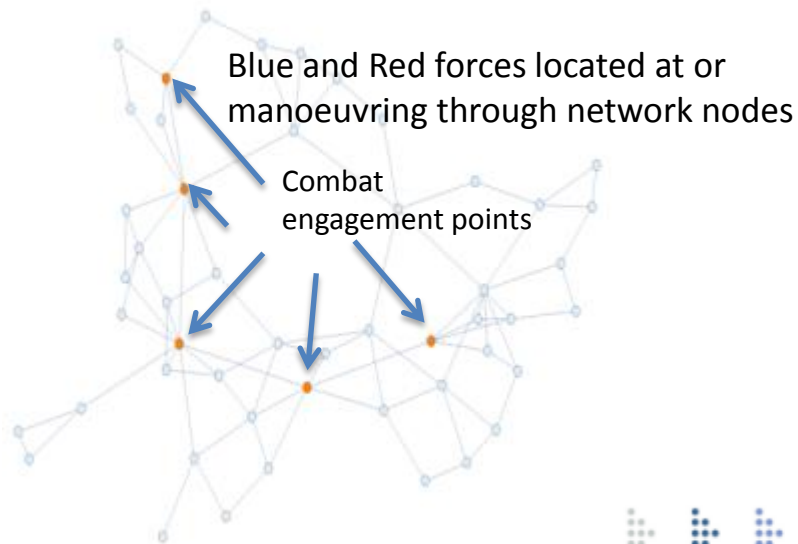
- Employ relatively simple mathematical models which recognisably exhibit ***complexity***
- Build them into representations of the activity of a Military Force
- Understand how complexity in the resultant models provides advantage to that Force through
- Derive Concepts for Complexity-Enablement



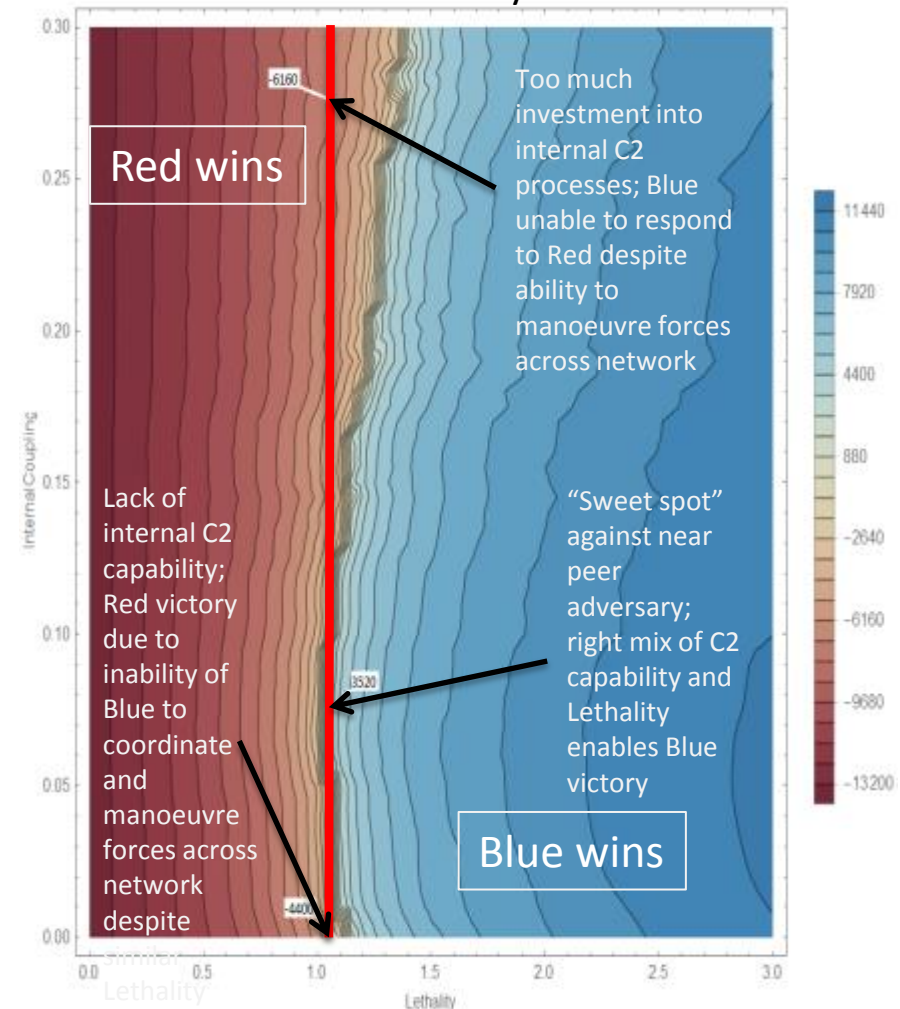
The Blue Force gains a non-linear boost in output for minimal increase in effort through a 'first-order' phase transition.

# Current Research

- Generalisation of Lanchester Combat Model to account for Tactical Positioning, Directed Fires and C2 in one modelling environment
- Initial explorations of Game Theory within such models
- Decision synchronisation models to multiple populations (Blue-Red-Green) in the battlespace



Trade-off space for Blue investment options:  
C2 systems vs Enhanced Lethality for fixed rate of manoeuvrability of the Force for near peer Red adversary



# SR7 – Transdisciplinary Approaches to Modelling Unknowns

**Problem:** The knowledge required for whole-of-force design decisions is often incomplete, unknown...and even unknowable

## Research areas/techniques:

- Representation of unknowns
- Decision-making involving unknowns
- Engineering uncertainty
- Communication of unknowns
- Cross-domain approaches to unknowns
- Organisational models of collective unknowns



**Objective:** An Australian whole-of-force design capability that plays to our nation's strengths and is founded upon revolutionary modelling concepts that support reasoning over both unknowns and knowns.

## Achievements to Date

- Devise an effective transdisciplinary approach, assembled an effective multi-university team from essential disciplines.
- Studied strategies to integrate with existing tools and methods to grow the capability of operations research.
- Produced a roadmap and essential capabilities for transferring best practice in the civil sector to defence applications.



# Modelling Complex Warfighting

**Strategic OR capability:** novel problem conceptions leading to **analysis methods** that provide **deep insight into force design and employment** problems that we presently cannot address.



## POCs:

- Tim McKay – Lead (Tim.McKay@dst.defence.gov.au)
- David Cox – Deputy (David.Cox@dst.defence.gov.au)
- Darryn Reid – Principal Scientist (Darryn.Reid@dst.defence.gov.au)
- Maria Athanassenas – Academic engagement (Maria.Athanassenas@dst.defence.gov.au)
- Deanne Bateman - Industry engagement (Deanne.Bateman@dst.defence.gov.au)