

## **Support Concept for the Creation and Use of Doctrines – How to Present Planning Items in a Combat Direction System**

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Marine operators need modern command, control and weapon systems in order to fulfil their tasks in identification, classification and combat. Configuration adjustments at the technical board systems as well as at the control software have to be performed continuously dependent on the actual operational and tactical situation. These system adaptations depend on variations of parameter adjustments and can be optimised using computer supported configuration aids.

Doctrines allow the early time and situation dependent automated configuration of ships in order to function optimally in time critical situations. The aim is the optimised adjustment of corresponding algorithms and systems. This requires an as complete as possible planning.

Doctrines are special decision rules that describe the dependencies of required actions on occurring events. They refer to task sequences that define the timely configuration of weapon systems and the required parameter adjustments when situation data change that relate to the tactical and technical mission environment. Working with doctrines implies characteristically the handling of a variety and multitude of parameters and situation data and the definition and implementation of their dependencies.

Given this variety a doctrine control without potential interaction of the operator is not conceivable. The operator should be informed about the actual parameter adjustments, the system state, the state of the doctrine control and the chances to intervene manually if required. This can only be ensured, if the support system (in form of a doctrine control) has a task- and user-oriented as well as an ergonomically designed human-machine interface.

In creation of doctrines the main problem is the immense number of parameters to be taken into account as well as adjusted. Regarding that difficulty a support concept has been developed with the main focus on a user deserved conception in consideration of economic, navy-specific requirements. Although dealing here with a naval application the concept can easily be conferred to any other domain like other military forces or even civilian applications.

The generic ergonomic support concept describes the support requirements for the different users of the complete planning process. It starts with the creation of basic building blocks (components like situation data, system states, parameter adjustments, actions, etc.), continues with the creation and evaluation of mission specific planning items and ends with the use onboard (or “in the field” considering a different application domain). The tasks in creation and use of doctrines are conceptually comparable for the *basic data manager*, the *mission planer* and the *navy operator* onboard but differ in their objective targets.

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## Report Documentation Page

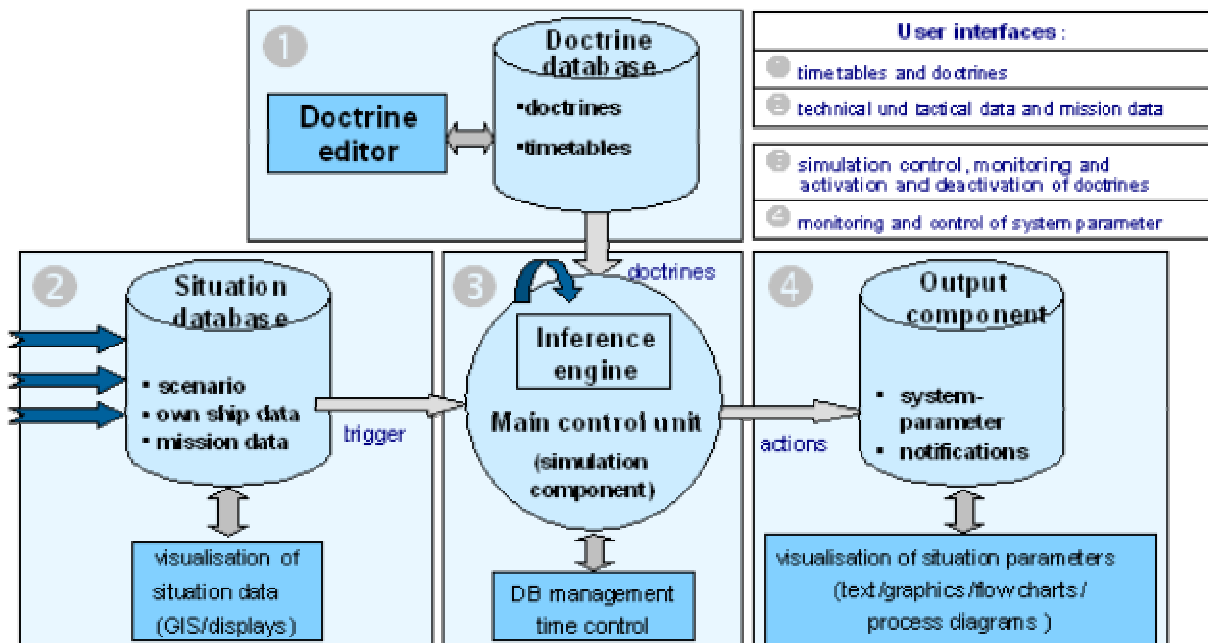
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One part of this generic concept has been realised prototypically, i.e. the support of the mission planner in creating and using doctrines. For the creation a doctrine editor with doctrine database has been developed. For the use, i.e. evaluation of the “mission database” by the mission planner, an interactive simulation component has been created and implemented. In order to demonstrate the feasibility a prototype has been developed with the following components (picture 1):

- 1) the *doctrine database* with the *doctrine editor* as user interface
- 2) the *situation database* for inputting, managing and processing scenario, own ship and mission data with a visualisation component for the situation data
- 3) a central *simulation component* with inference engine, database and time management
- 4) an *output component* for presenting system parameters and “operator notifications”



**Figure 1: Architecture of the Prototype.**

The prototype provides in its functionality the doctrine creation as well as dynamic simulations. This allows the test of the interrelations of doctrine creation and use and the optimisation of the “mission database” by evaluation before it is used as a “Ready4ActionDatabase” onboard. In order to present the feasibility the simulation runs with the “mission database”, the system data, a representative scenario and situation data as events.

A scenario describing a two-day mission/exercise has been defined in cooperation with navy personnel. It was used to demonstrate the support of the mission planner in creating a mission database using the ergonomical designed doctrine editor. The layout/structure of the database reflects the actual planning state at any time. The simulation environment represents the mission process, the state of the doctrine control as well as the intervention possibilities.

Future work will deal with the complete planning process. In the area of the mission planning solutions have to be found for the evaluation of the “mission database” in manual or automated form. Prerequisites are the determination of evaluation criteria for the quality of the “mission database” (by the Navy). Typical scenarios and missions have to be identified and formulated for verification of the doctrines.

From the ergonomic point of view the visualisation of the numerous planning items, like “Operational Parameter”, “Situation Data”, “System Data” as well as doctrines, time tables etc., is an important, user friendly aspect that refers to the complete handling with doctrines. A visualisation concept dependent on the requirements for the system users has to be developed.

Problems arise while facing the variety and the magnitude of data involved in the planning and execution of (naval) missions. A user interface for system conditioning has to be developed that allows the operator to visualize the system state in regard to the qualitative effect of parameter values (reading access). Optimised tools should enable a safe and situation related direct control of parameter adjustments (writing access).

The following aspects related to visualisation have to be considered:

- Representation of adjustments of operational parameters; development of “orientation guides” and procedures that consider the diversity of parameter values and their logical groupings.
- Representation procedures for clarifying the coaction of various parameters (e.g. parameters in “function chains”, mission- and user-conditional dependencies).
- Representation of the actual system state and an anticipated system state (projection) after parameter changes.
- Change of single parameter values either manually on the basis of the presented system state or automatically by the use of doctrines. Representation of critical effects in the overall context of parameter settings.
- Representation of conflict cases, e.g. detection of doctrines that are inconsistent with manually modified parameter values or that are inconsistent with automatically created doctrines.

This presentation will demonstrate how Navy officers/operators may be supported in the creation, handling and use of doctrines in a Combat Direction System. Ergonomically designed user interfaces for a doctrine editor as well as a doctrine database will be shown. A possible interface for the use of doctrines for testing and evaluating a mission database is demonstrated. Presentation issues for the various numerous planning items and system variables as well as their coactions that are important for visualisation by the user in order to fulfil his task/mission will be subject for discussion.





# Support concept for creation and use of doctrines

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**How to Present Planning Items in a Combat Direction System**  
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# Content

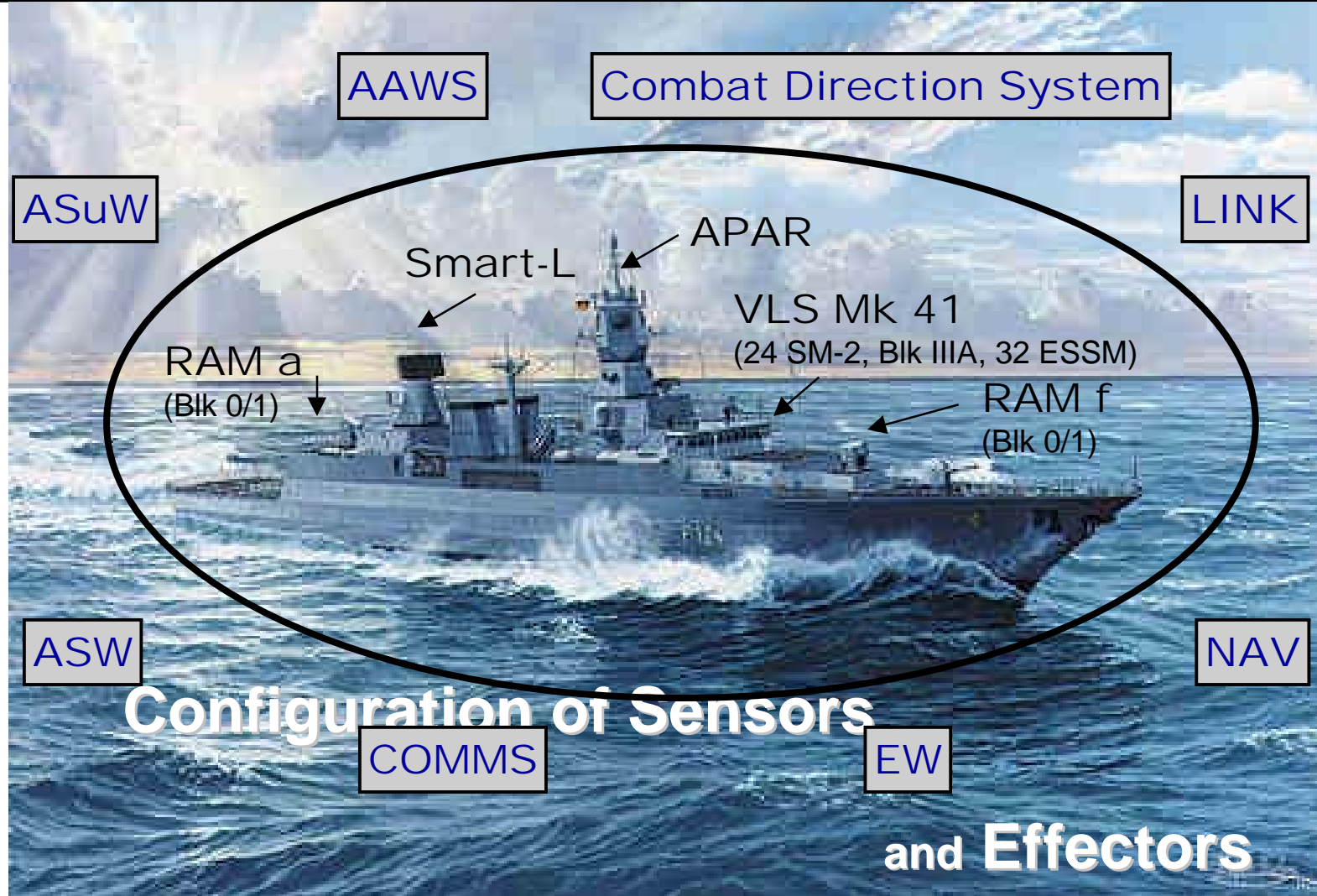
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**Ergonomic support concept for creation and use of marine doctrines**

**Prototype demonstration**

**Representation and visualisation issues**

# target system: F124 Combat System (CS)





# Doctrines ...

9-4

T3

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- ... configure the system behaviour
  - ... allow depending on situation data (tactical, technical, environmental)
    - a timely confirmation of weapon systems
    - a definition of essential parameter adjustments
- =>considerable influence on system behaviour**
- ... support the user in time-critical situations
  - ... considerate mission situations (threat, geography, etc.)
  - ... control a multitude of parameters (situation data ~ 27.000, operational parameters ~ 760)

*situation dependent events „trigger“ doctrines*

*time dependent events „trigger“ „Time Tables“*

# Doctrines

- **structure:**

Trigger -> Condition      --> Action

ON ..    -> IF ...      --> THEN

Trigger/Condition:      time, OperatorAction, any kind of events

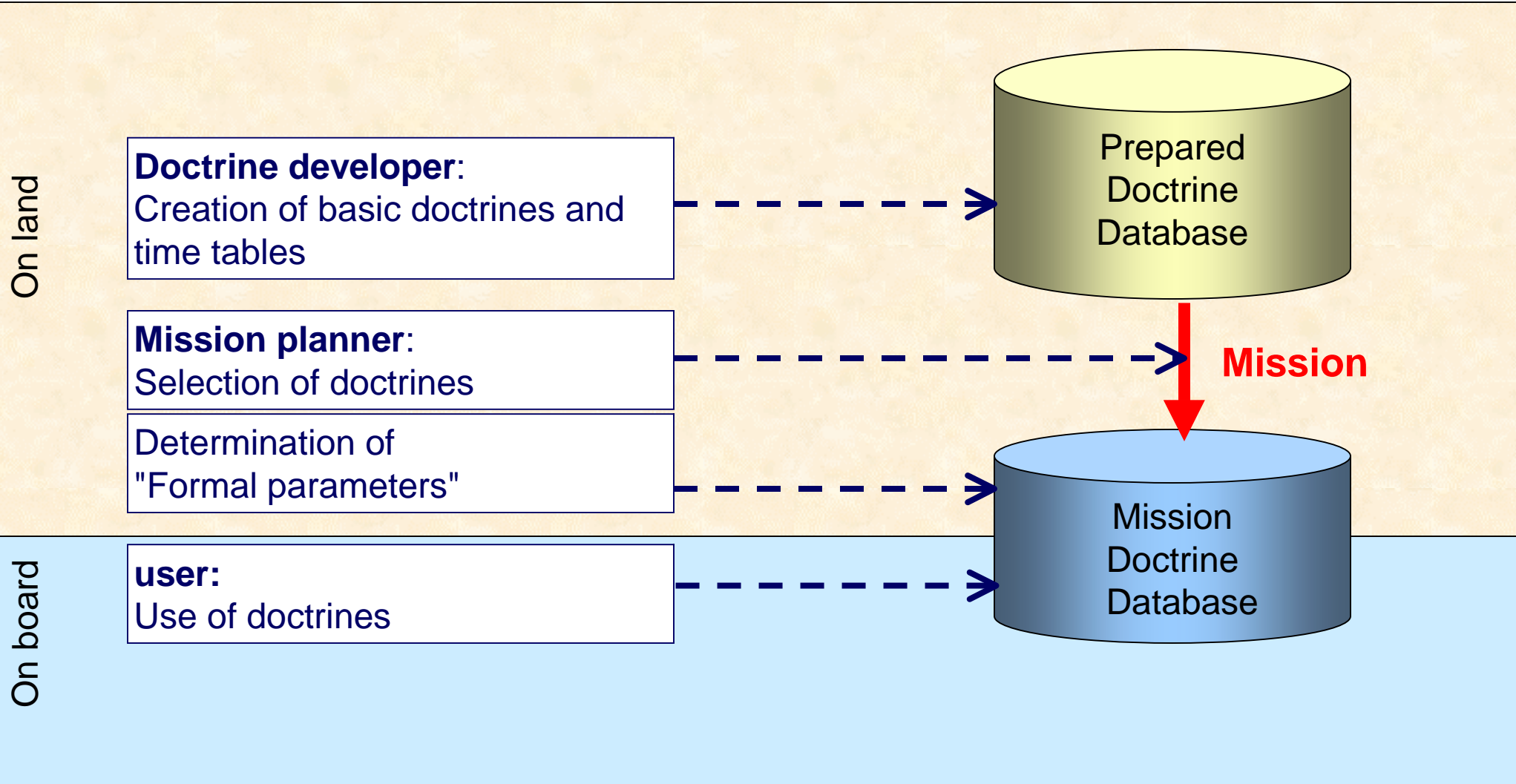
Action:                    modification of values of operational parameters,  
Operator Notification, Activation (De-) of doctrines

- **Example Doctrine:    Air\_Threat\_Warning\_Red**

- on            **ATW Shift**
- If            **ATW = RED**
- then        **Effector Params = ready**
- **ON = "Check Chaff Course; Comms to plain,  
weapons to state ready "**



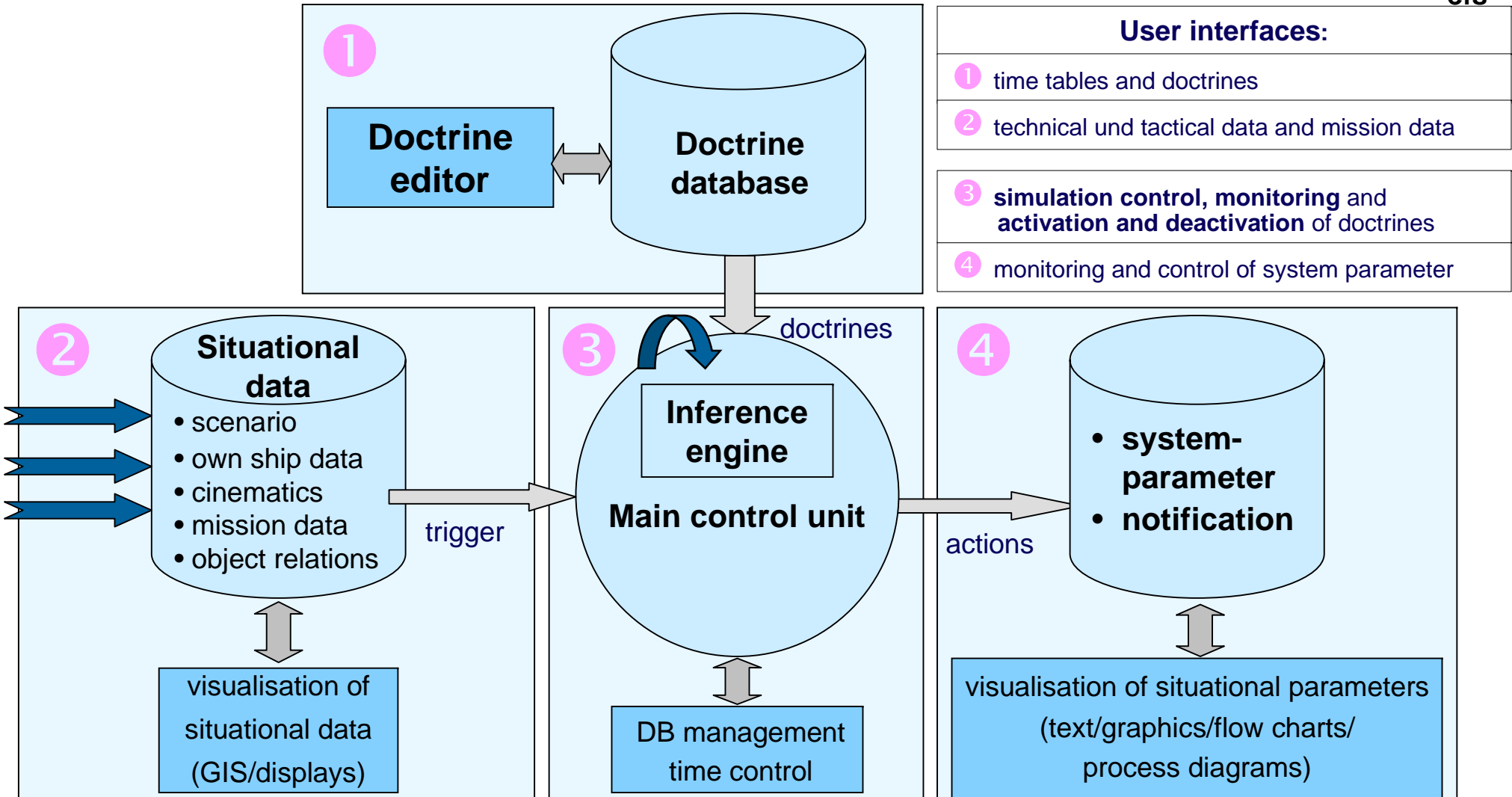
# process: doctrine creation/ administration/ use





# "UkENDo"-Demonstrator (architecture)

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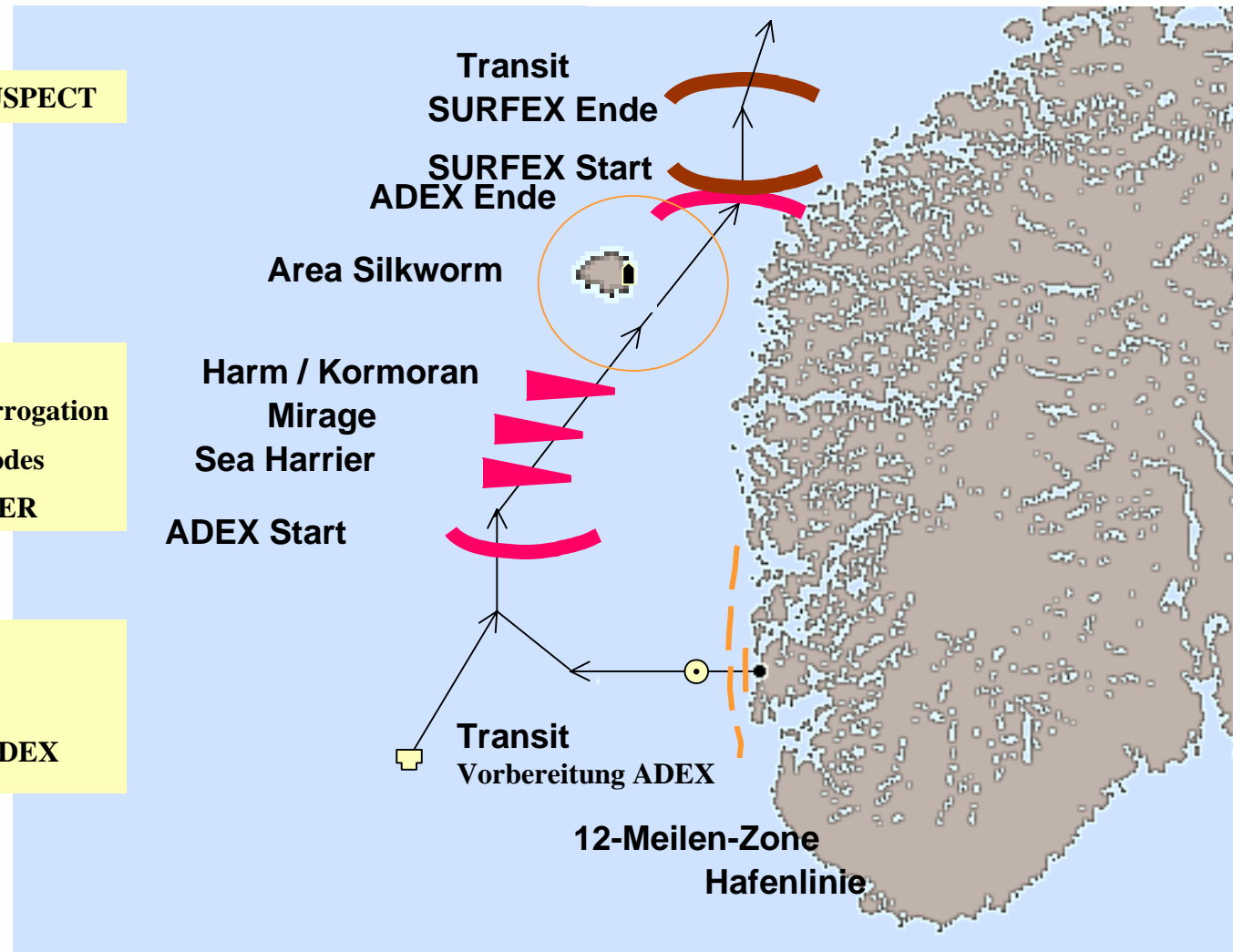


# Scenario

>> HOSTILE / SUSPECT

EMCON Plan  
 automatic-iff-interrogation  
 IFF wartime ID codes  
 >> FAKER / JOKER

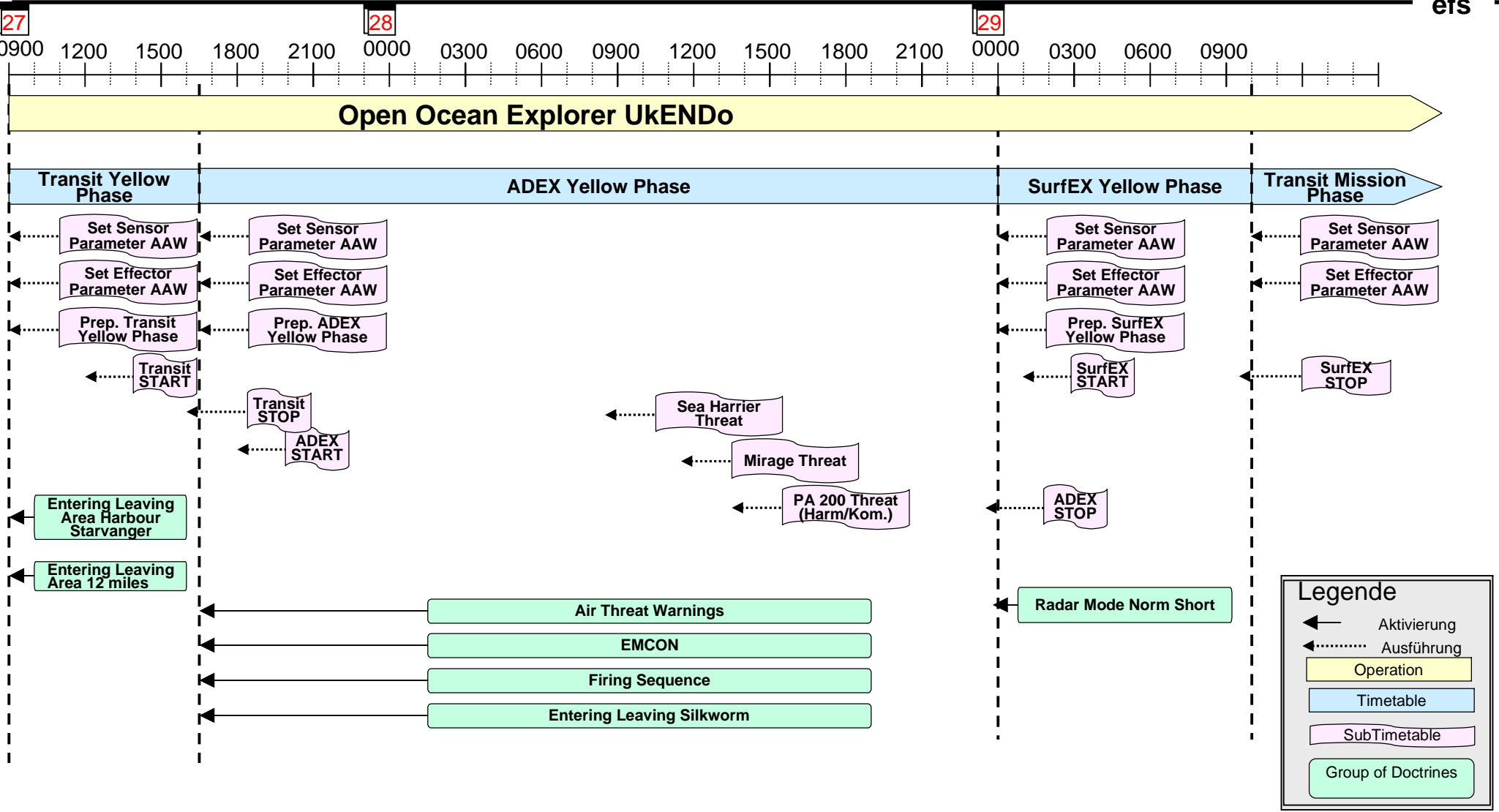
Radarsteuerung  
 Hafengrenze  
 12-Meilen-Zone  
 Vorbereitung ADEX





# Scenario - Time Frame

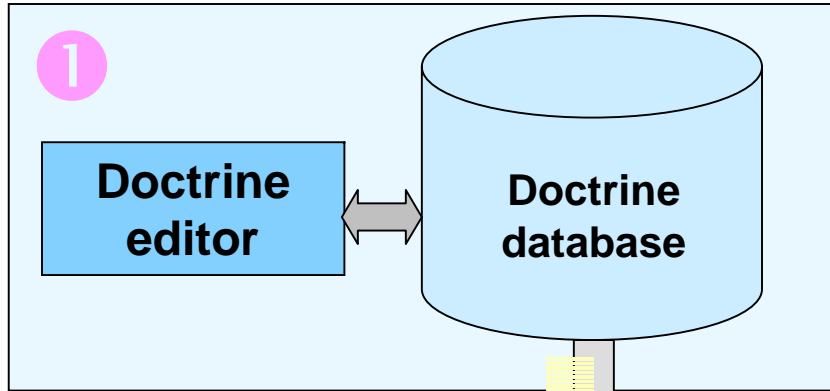
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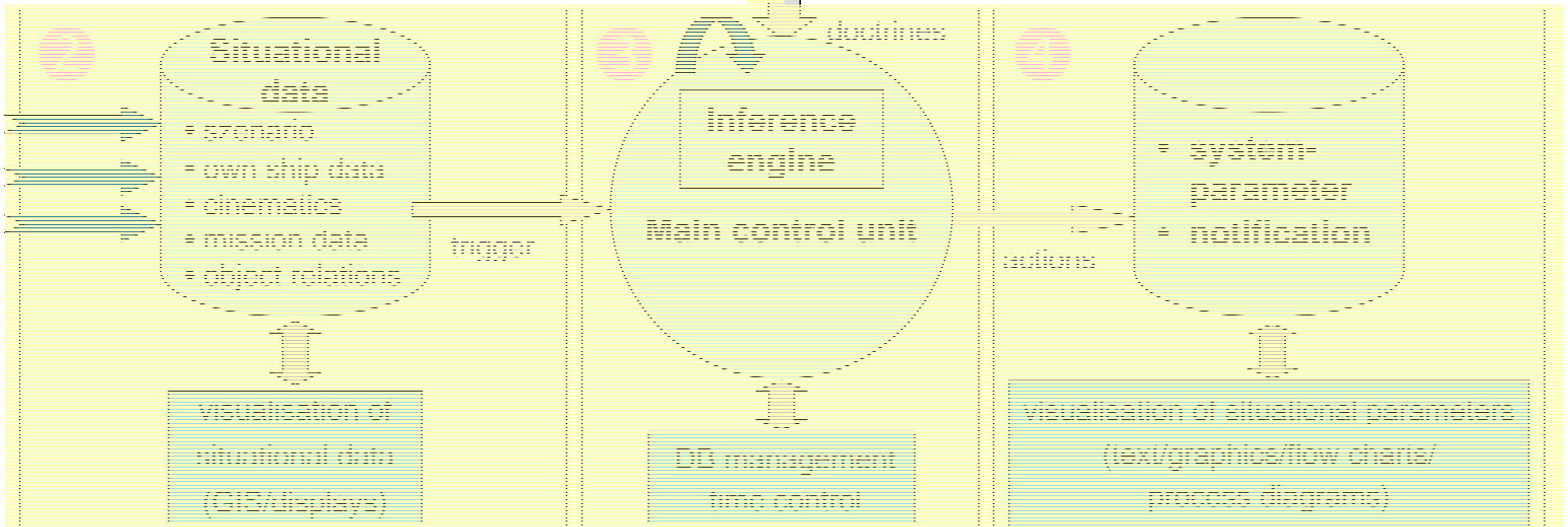


# "UkENDo"-Demonstrator (architecture)

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User interfaces:	
1	time tables and doctrines
2	technical und tactical data and mission data
3	<b>simulation control, monitoring and activation and deactivation of doctrines</b>
4	monitoring and control of system parameter





# Doctrine editor: ergonomical aspects

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- **Uniformed structure of all forms for definition of doctrines/TT**
- **user guided dialog**
- **task oriented handling**
- **reuse of components**
- **definition of rules components in the language of the user**
- **recurring elements for ergonomic consistency**
- **selective lists for consistent input**
- **reuse of rules**
- **user support by presettings (defaults, range of values, ...)**
- **graphical displays for formatted inputs**
- **explanation component**
- **modification of rules all the time**
- **automatic set-up of the rule base**



# Doctrine database: ergonomical aspects

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- Overview of the actual planning state
- different views for doctrines
- hierarchical representation of doctrines
  - TimeTable -> SubTimeTable -> Timed Action
  - Doctrine-group -> doctrine -> Immediate Action
- Fading in and out of hierarchical levels
- user guided dialog
- Context related representation
- Effective recherches



# Doctrine editor: setup / structure / functionality

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**Editor: Timetable**

Name:  ID:

Auswahl einer Timetable

Purpose:

Liste der Sub-Timetables:

ID:	Name:	Relative Start Time:
<input type="text" value="ST02.01"/>	Set Sensor Parameter AAW	271630ZMAR
<input type="text" value="ST02.02"/>	Set Effektoren Parameter AAW	271630ZMAR
<input type="text" value="ST02.03"/>	Preparation ADEX Yellow Phase	271630ZMAR
<input type="text" value="ST02.04"/>	ADEX Start	271800ZMAR
<input type="text" value="ST02.05"/>	Sea Harrier Threat	280830ZMAR
<input type="text" value="ST02.06"/>	Mirage Threat	281030ZMAR
<input type="text" value="ST02.07"/>	PA 200 Threat (Harm/Korm)	281330ZMAR
<input type="text" value="ST02.08"/>	ADEX Stop	282359ZMAR

Hinzufügen einer Sub-Timetable

Datum

- Set Sensor Parameter AAW
- ASW
- Set Effektoren Parameter
- Preparation Yellow Phase
- START
- STOP
- Threat Szenario

Hilfsfelder:



# Doctrine database: setup / structure / functionality

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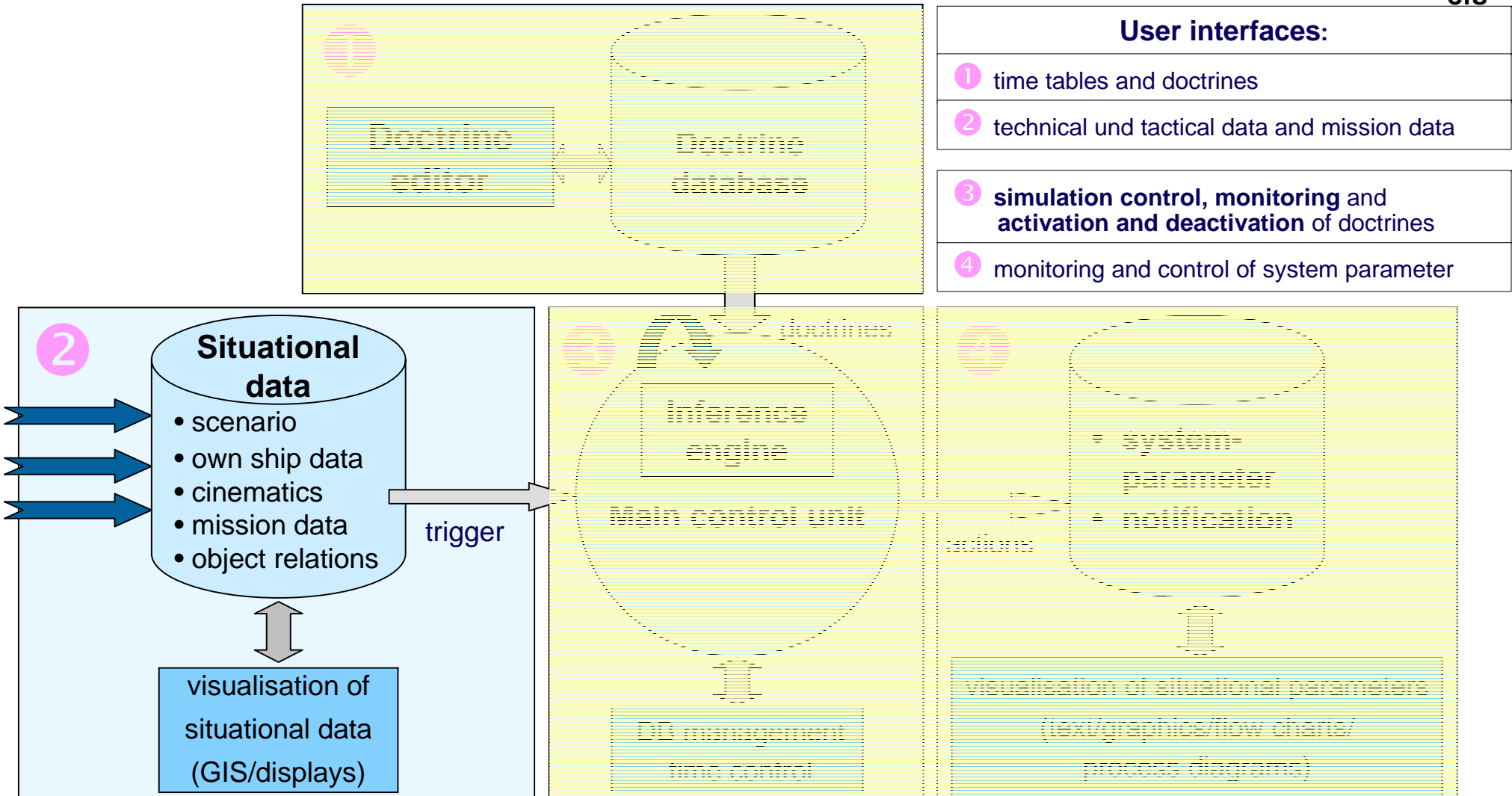
The screenshot shows the UKENDO software interface. The title bar reads 'UKENDO - Datenbanken \ 1. Timetables - Lotus Notes'. The menu bar includes 'Datei', 'Bearbeiten', 'Ansicht', 'Erstellen', and 'Aktionen'. The toolbar contains various icons for file operations. The main window displays a tree view on the left with 'Datenbanken' containing '1. Timetables' and '2. Doktrinen'. The main area shows a search bar and a table of data.

Timetable	Sub-Timetable	TT_ID	ST_ID	RST	AC_ID	+/-	RST	Parameter der Timed Actions	Wert
01	Transit Yellow Phase								
02	ADEX Yellow Phase								
	02.00	ADEX Yellow Phase							
		02							
	02.01	Set Sensor Parameter AAW							
			01		271630	ZMAR			
			01	+0000	OS_SMART_L_search_mode			long_range_pattern	
			02	+0000	OS_SMART_L_mode			auto	
			03	+0000	OS_APAR_mode			normal	
			04	+0000	OS_APAR_mode_command			horizon_search	
			05	+0000	OS_APAR_minimum_rcs			0.1	
			06	+0000	ON			BRIDGE: Switch NAV_Radar S	
	02.02	Set Effektoren Parameter AAW							
	02.03	Preparation ADEX Yellow Phase							
	02.04	ADEX Start							
	02.05	Sea Harrier Threat							
	02.06	Mirage Threat							
	02.07	PA 200 Threat (Harm/Korm)							
	02.08	ADEX Stop							
03	SURFEX Yellow Phase								
	03.00	SURFEX Yellow Phase							
		03							
	03.01	Set Sensor Parameter AAW							
			01		290000	ZMAR			
			01	+0000	OS_SMART_L_mode			radar_silence	
			02	+0000	OS_SMART_L_search_mode			long_range_pattern	
			03	+0000	OS_APAR_mode			radar_silence	
			04	+0010	ON			OOW_CIC, EWO: Radars to sil	
	03.02	Set Effektoren Parameter AAW							
	03.03	Preparation SURFEX Yellow Phase							



# "UkENDo"-Demonstrator (architecture)

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User interfaces:	
1	time tables and doctrines
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# Situation database: user interface



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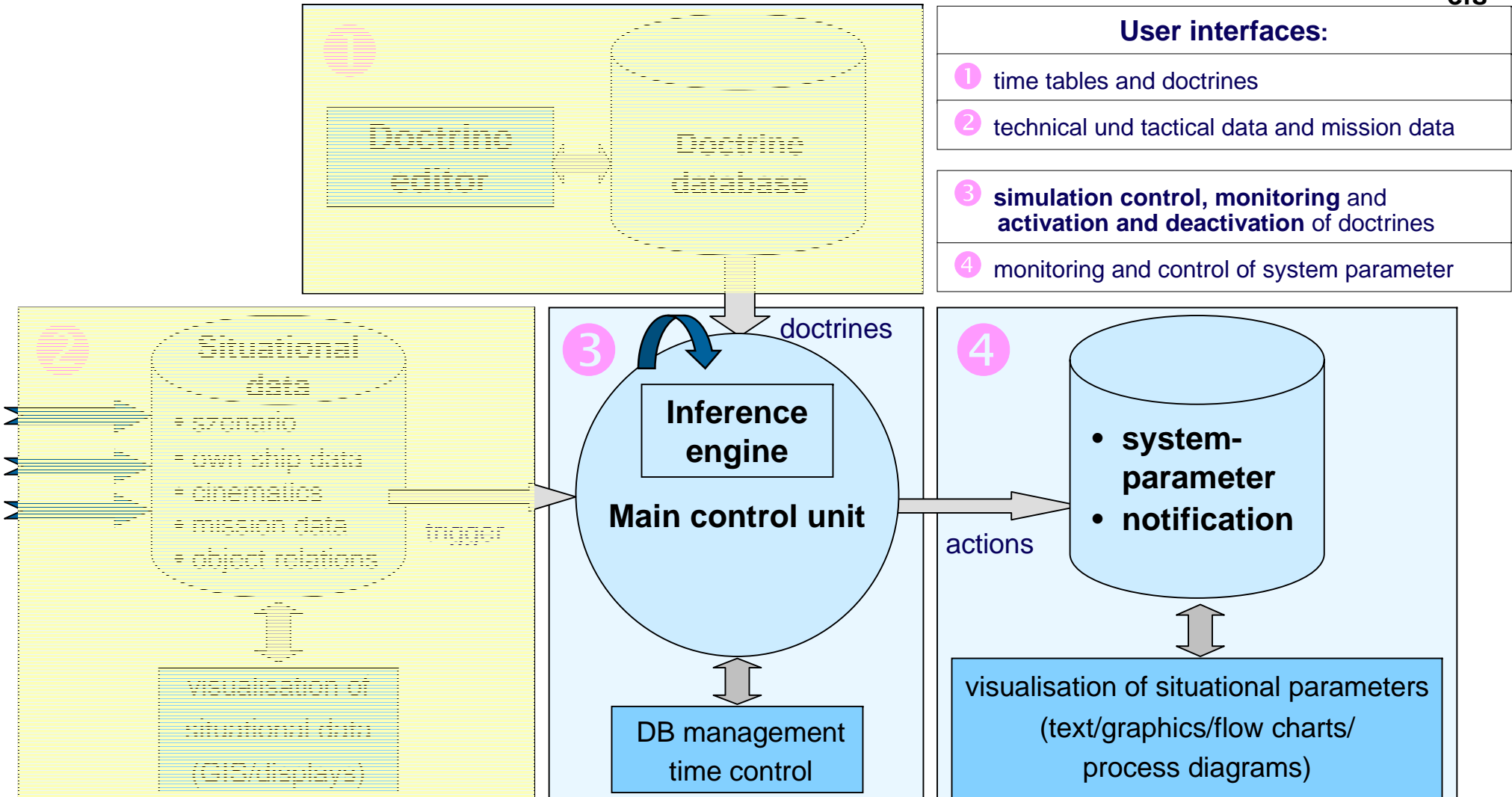
The screenshot displays two windows from the UKENDo software. The top window, titled 'xIRIS - [OE\_Trajektorien.map]', shows a map of the North Sea region with various locations labeled, including Trondheim, Lillehammer, Gjøvik, Oslo, Stavanger, Arendal, and Kristiansand. Blue lines on the map represent trajectories, with alphanumeric codes such as '280001Z', '280400Z', and '281200Z' indicating specific points or events. The bottom window, titled 'Microsoft Access - [Szenarbeschreibung]', shows a table with scenario parameters.

Name	Value	relative Time (min)
SD_ATW - value	red	000050
SD_Firing_Sequence_Missile_inventory_essm - val	3	000070
SD_Enter_Area - value	2	000110
SD_Leave_Area - value	silkworm	000140



# "UkENDo"-Demonstrator (architecture)

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User interfaces:	
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# demonstrator: main control unit

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**Haupt-Kontrolleinheit**

27 28 29  
0900 1200 1500 1800 2100 0000 0300 0600 0900 1200 1500 1800 2100 0000 0300 0600 0900

Open Ocean Explorer UKENDo

Transit Yellow Phase ADEX Yellow Phase SurfEX Yellow Phase Transit Mission Phase

Szenario: dd-hh:mm:ss  
Beginn: 00 - 00.30.12  
Aktuell: 00 - 00.30.12  
Ende: 02 - 01.09.00

Simulation: Dauer: 300 sec  
Aktuelle Zeit: 0.0 sek

Start Stop

☑ Ocean Explorer

Systemzustand zutreffende Doktrinen Protokoll

- - Regelpaket TIMETABLES aktiviert
- - Regelpaket TT01 aktiviert
- - Regelpaket ST01\_01 aktiviert
- - Regelpaket ST01\_02 aktiviert
- - Regelpaket ST01\_03 aktiviert
- - Regelpaket ST01\_04 aktiviert
- - Regelpaket ST01\_05 aktiviert
- - Regelpaket TT02 aktiviert
- - Regelpaket ST02\_01 aktiviert
- - Regelpaket ST02\_02 aktiviert
- - Regelpaket ST02\_03 aktiviert
- - Regelpaket ST02\_04 aktiviert
- - Regelpaket ST02\_05 aktiviert

Operator Input

Sit. Data:

Wert:

Wert:

Übernehmen

Speichern ...

Kein Halt  
 Halt nach Feuern der Doktrinen  
 Halt vor Feuern der Doktrinen

nächste Doktrin alle Doktrinen

# Demonstrator: output component

Name: UKENDo    Beschreibung: Szenario spielt in der Nordsee

Aktuelle Daten | TimerEvents | Objektdefinition/Anfangswerte | Situations Typen

Situation Data

_ATW1:SD_ATW	2
Area1:Area_Enter	Home
AreaL:Area_Leave	NotHome
ATW1:ATW	2
EMCON1:EMCON	0

Operational Parameter

OpN1:OpN	Check EMCON2
Search_mode1:Search_mode	long_range_pattern
Apar_mode1:Apar_mode	normal
Effektoren_Parameter1:	not ready
Sensor_Parameter1:Sensor_Parameter	not ready
hk_qr_first_range1:hk_qr_first_range	0
hk_qr_second_range1:hk_qr_second_range	0
sk_qr_first_range1:sk_qr_first_range	0

# Representation and Visualisation issues

## Consequences, Problems and Further Research

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The variety and magnitude of data and the unpredictability of mission requirements demand support in controlling, interpreting and visualising the system state as well as the parameter adjustments.

- Manual intervention has to be enabled
- Complete automation is not conceivable due to the complexity of mission situations.

### Current constraints:

- automation opposed to user-orientation
- UI development in several components by various companies
- restricted tools for the design of the UI especially for graphics

### Issues to be addressed:

- Visualisation of the system state with regard to the qualitative effect of parameter values (reading access).
- Optimised tools for safe and situation related direct control of parameter adjustments (writing access).



# Representation and Visualisation issues

## Aspects to be Considered

- Representation of operational parameters' adjustments; development of "orientation guides" and procedures considering the diversity of parameter values and their logical groupings
- Representation procedures for clarifying the coaction of various parameters (e.g. parameters in "function chains", mission- and user-conditional dependencies)
- Representation of the actual system state and an anticipated system state (projection) after parameter changes
- Change of single parameter values either manually on the basis of the presented system state or automatically by the use of doctrines. Representation of critical effects in the overall context of parameter settings.
- Representation of conflict cases, e.g. detection of doctrines that are inconsistent with manually modified parameter values or that are inconsistent with automatically created doctrines.