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# Decision Support using Mission Simulation and Modeling Tools

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# Study Objectives

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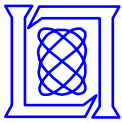
- **Provide tools to support mission model application**
  - Model agnostic to extent possible
  - Guide data gathering and input scenario definition
  - *Eventual Goal: Integration with JOEF (Joint Operational Effects Federation)*
- **Explore suitable mathematical approaches**
  - Statistical tools for experimental design
  - Mathematical/statistical methods for results analysis
  - *Eventual Goal: Automated optimization of alternatives*



# Study Context

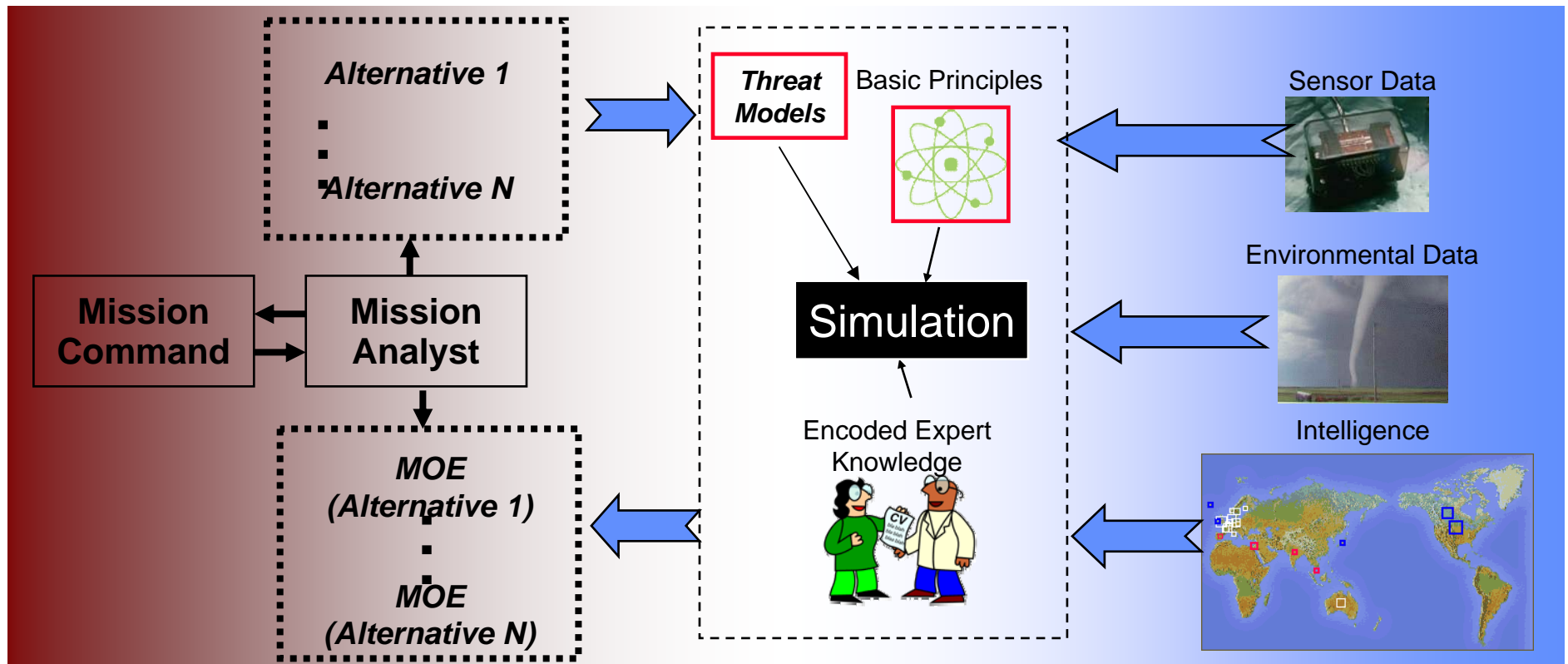
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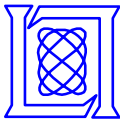
- **CB Protection requires complex decisions, e.g.,**
  - Placement of critical assets
  - Deployment of sensors
  - Policy regarding MOPP usage
- **JOEF contains a sophisticated Discrete Event Simulation model for CB effects on military missions**
  - Application to many practical situations may be complex due to detailed simulation processes
    - Rapid data acquisition may be difficult
    - Definition of appropriate scenario set may not be apparent
- **Analysts may sometimes lack resources to apply JOEF simulation applications efficiently**
  - Complex questions requiring numerous runs
  - Inability to obtain sufficient, accurate data
  - Short time to implement (Order of 1-2 weeks at most)



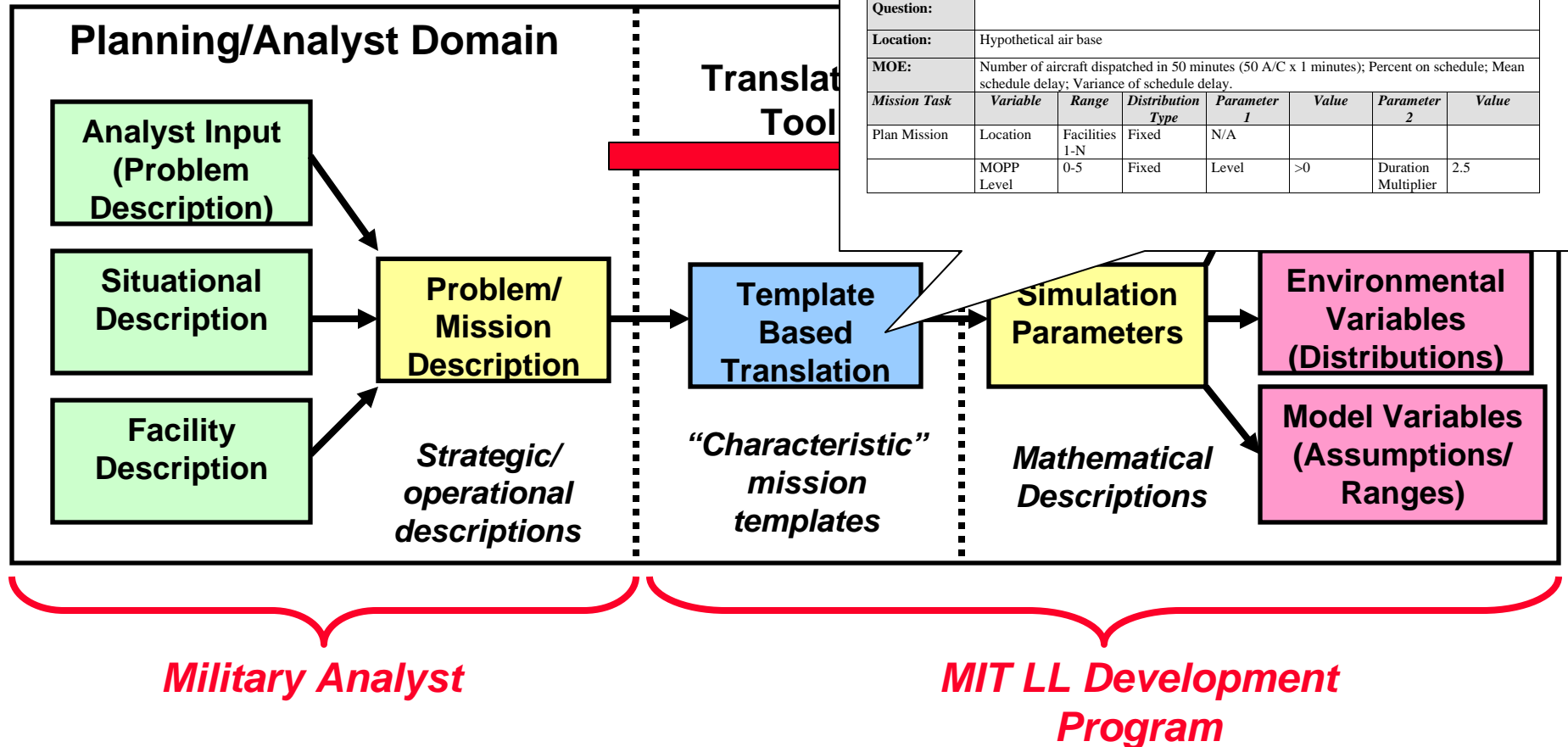
# Simulation as Complex Decision Support

- Simulation predicts critical MOE under scenarios reflecting mission goals
- MOE comparisons drive decision outcome
- Large numbers of variables, scenarios and limited time are critical challenges
- Efficient “experiment” design may allow more effective/complete simulation by reducing number of combinations required

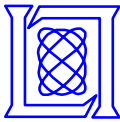




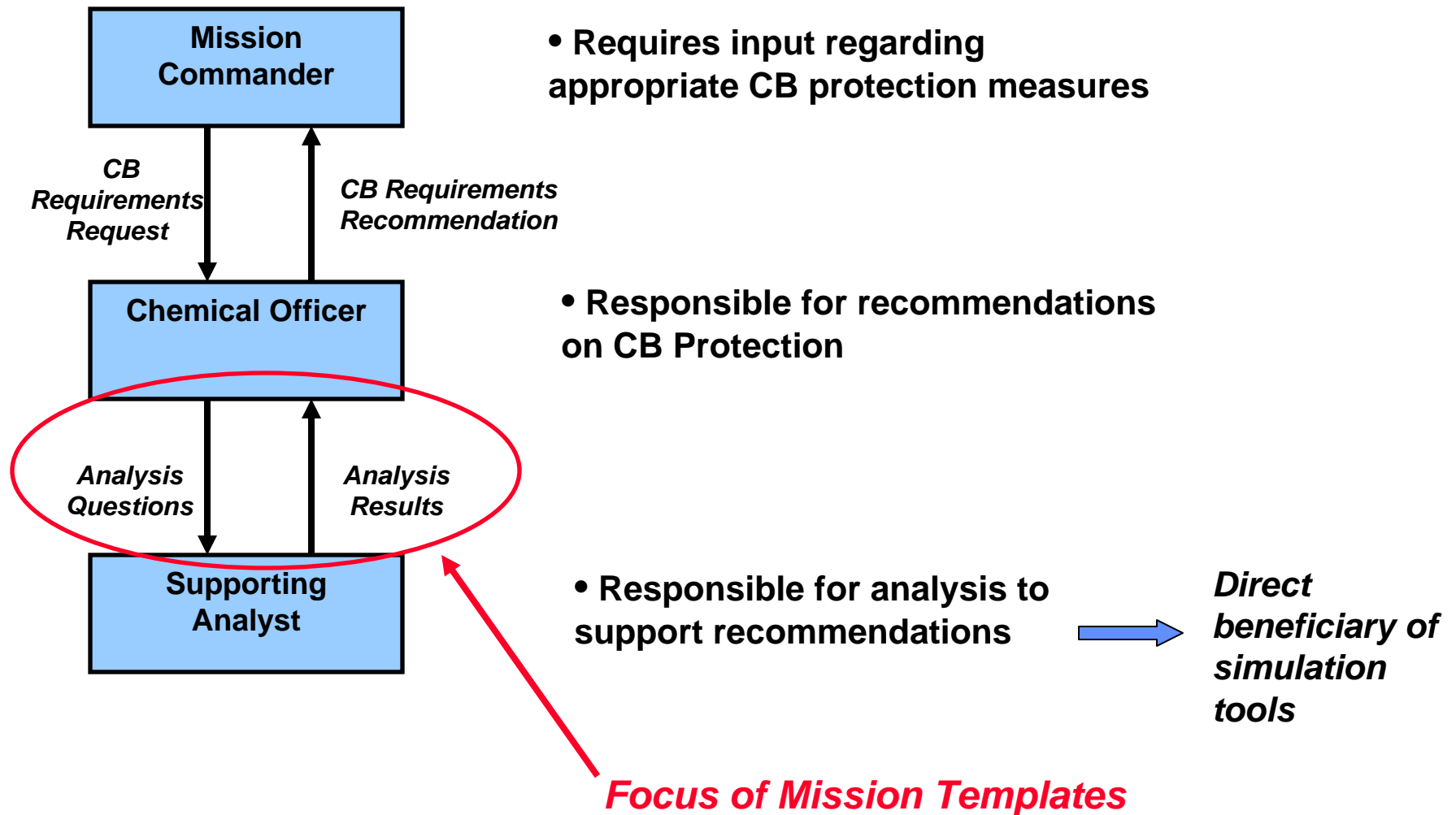
# Mission Scenario

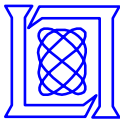


- **Templates to be developed by user interaction**
  - Interviews with candidate users
  - Specified as “templates” of typical model applications

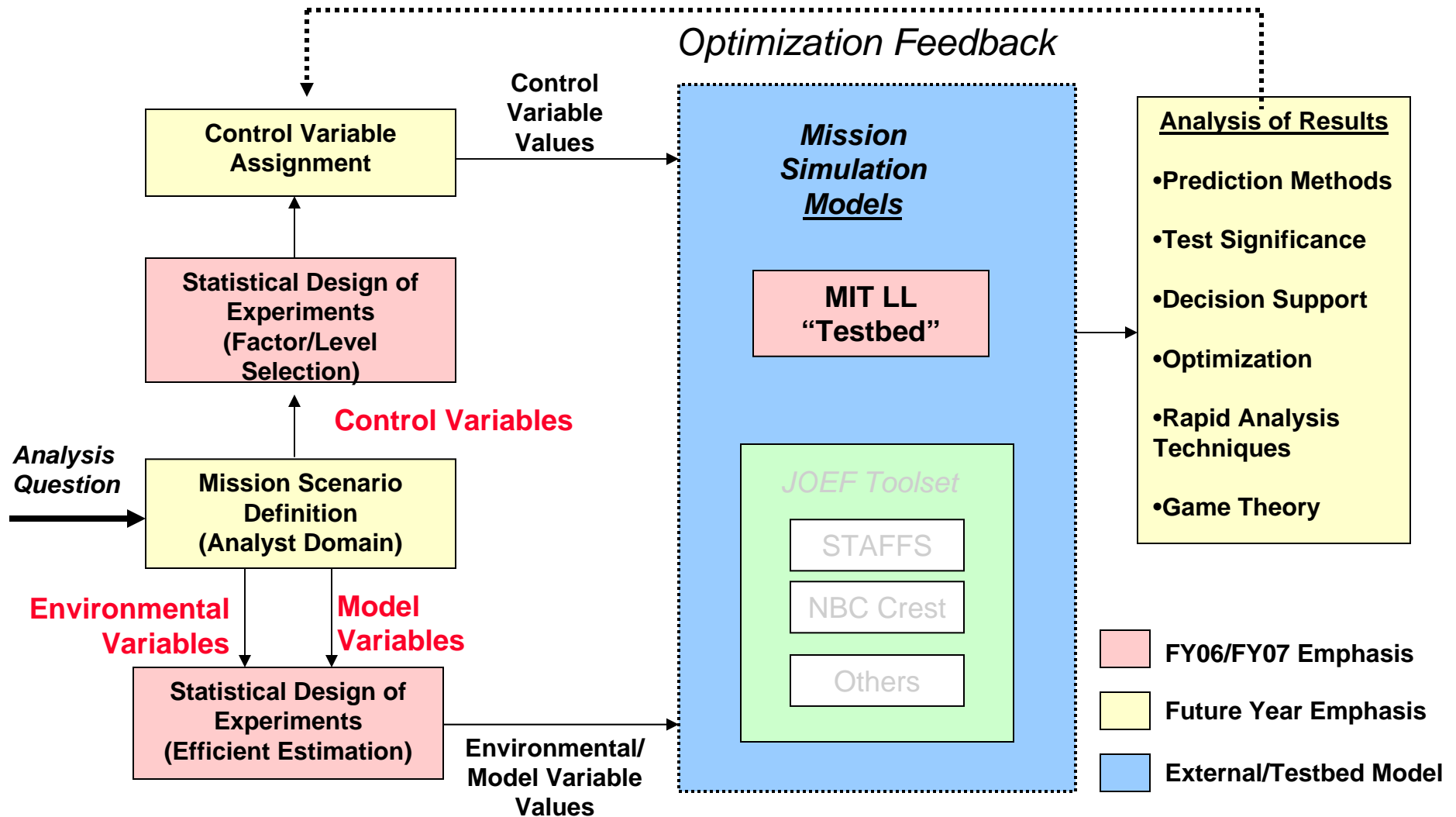


# CB Decision Flow

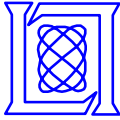




# MIMIC\* System Concept



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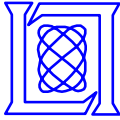


# Statistical Design of Experiments

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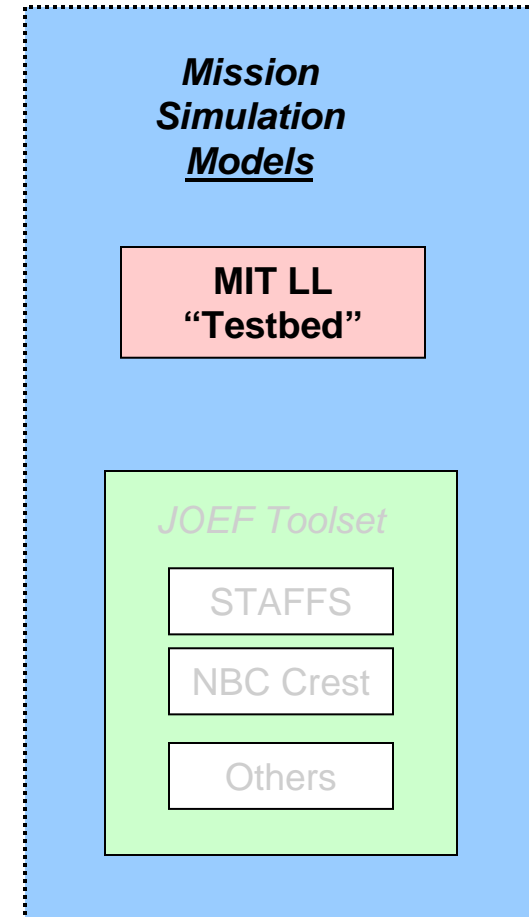
- **Mathematical techniques to enhance experimental efficiency**
  - Represents “Gold-standard” for testing cause and effect relationships
  - Reduces required number of experiments
    - Grows rapidly with number of variable/levels
    - Just 10 variables at 2 levels requires ~1000 tests to explore effects fully
  - Controls loss of information
    - Reduces number of experiments
    - Provides prior knowledge and selection of information loss
- **Widely applied in numerous applications**
  - Industrial experiments
  - Laboratory experiments
  - Medical trials
  - Agricultural
  - Software validation testing
- **Application to simulation input designs is relatively recent theory**
  - Most literature within past decade

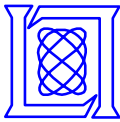




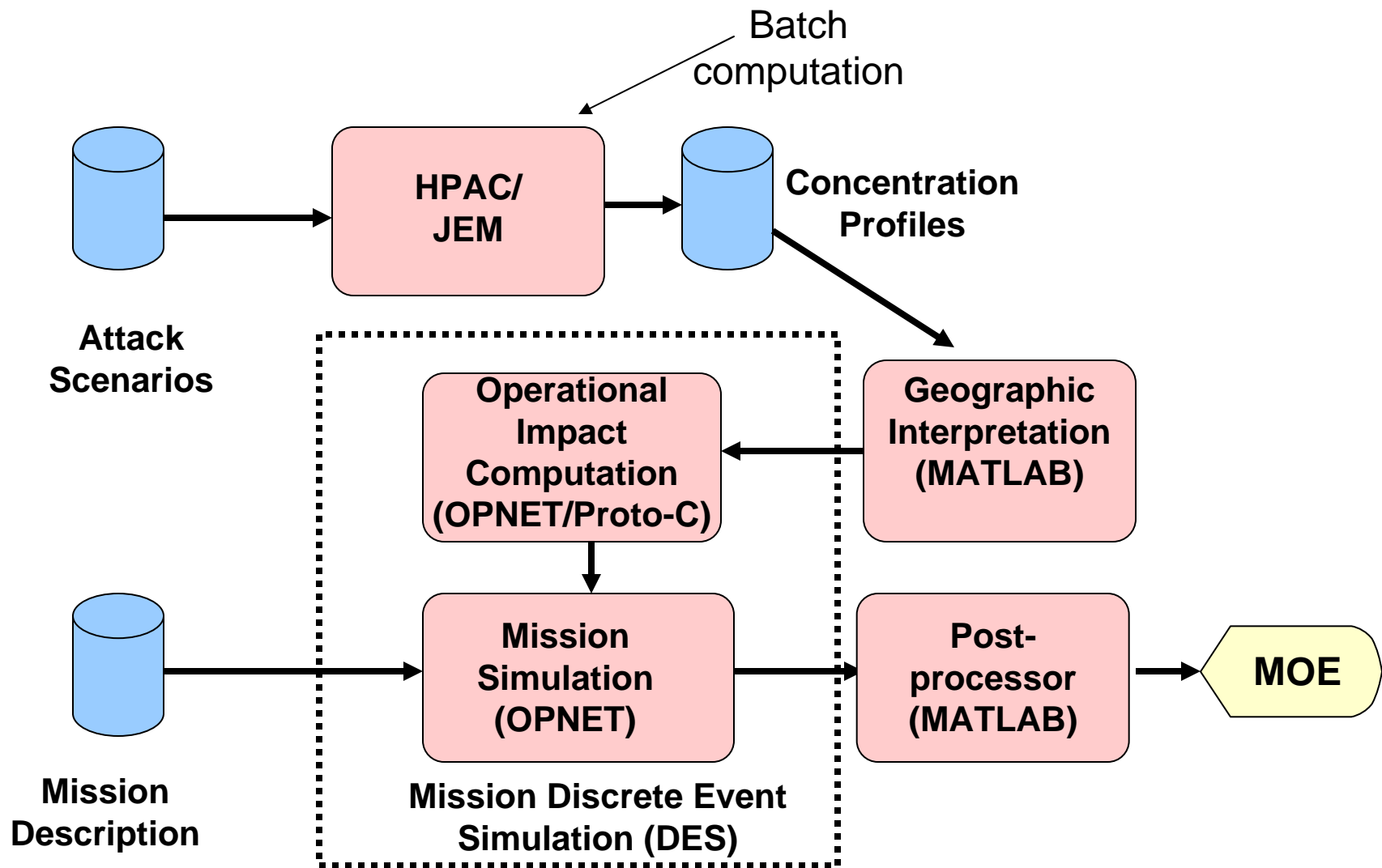
# MIT LL Testbed

- **Simple simulation model**
  - Applied as surrogate for more sophisticated tools during development
  - Interfaced to existing hazard model (HPAC/JEM)
- **Illustrative mission is aircraft sortie generation**
  - Major steps to dispatch aircraft
  - Rough parameter estimates (accuracy not necessary for developmental purposes)





# MIT LL Testbed Architecture





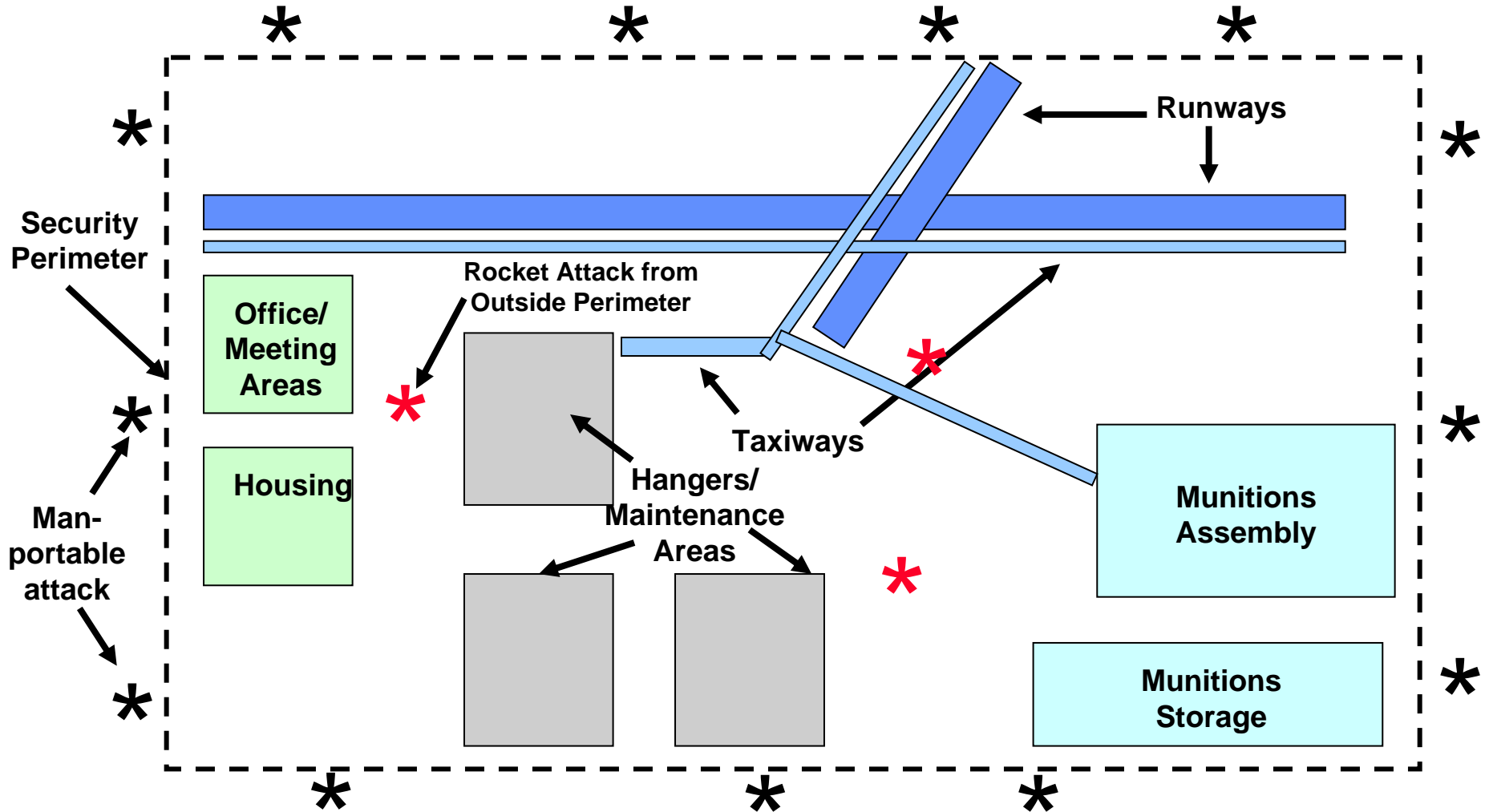
# Initial Mission Simulation

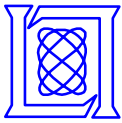
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- **Mission definition:**
  - Dispatch 20 fighter aircraft
  - Schedule departures at 1 minute intervals, starting 12 hours after task order
  - Total mission duration 24 hours
  
- **Selected MOE:**
  - Number of flights departed
  - Mean delay in flight departure
  - Percentage of flights departing on time

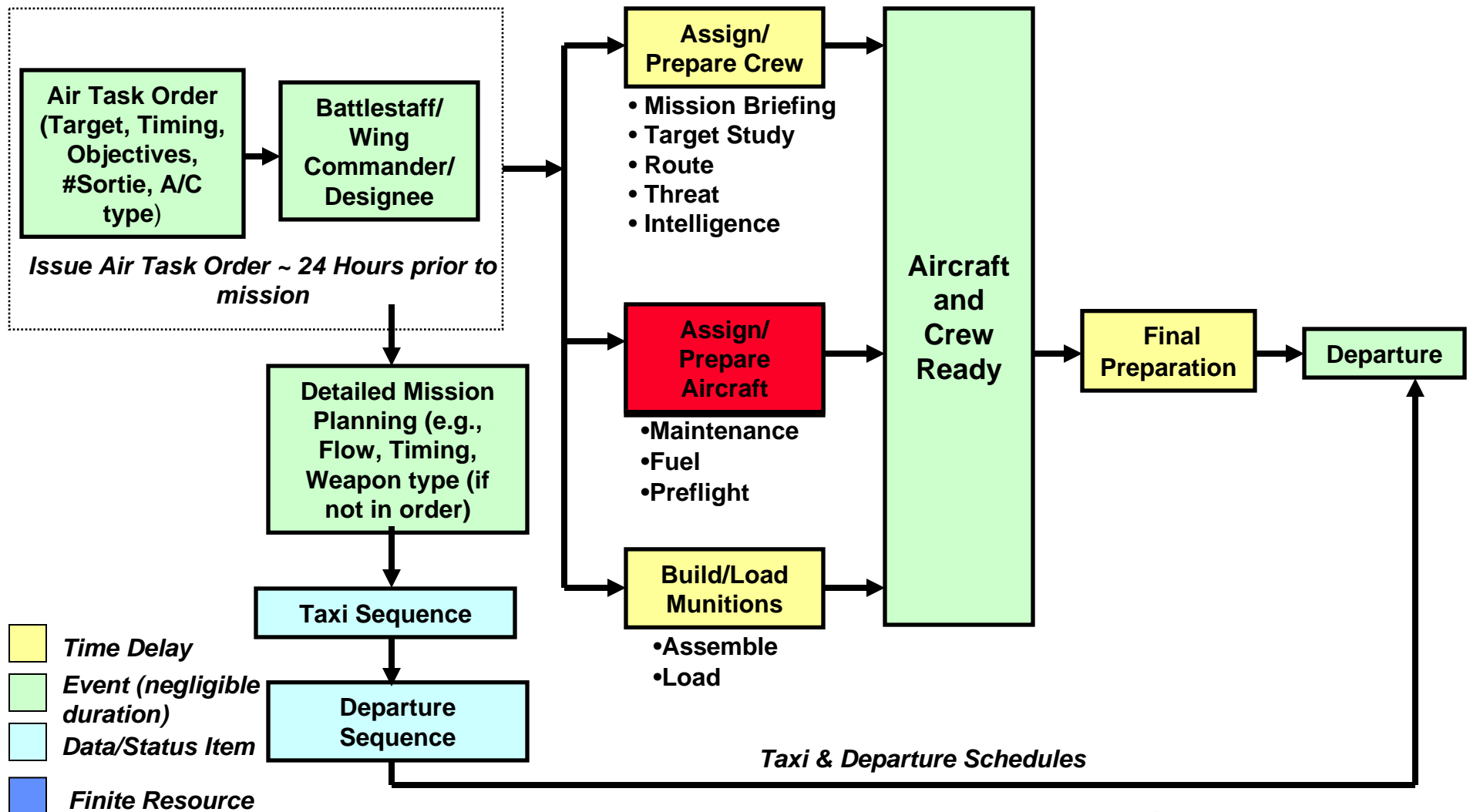


# Scenario Concept



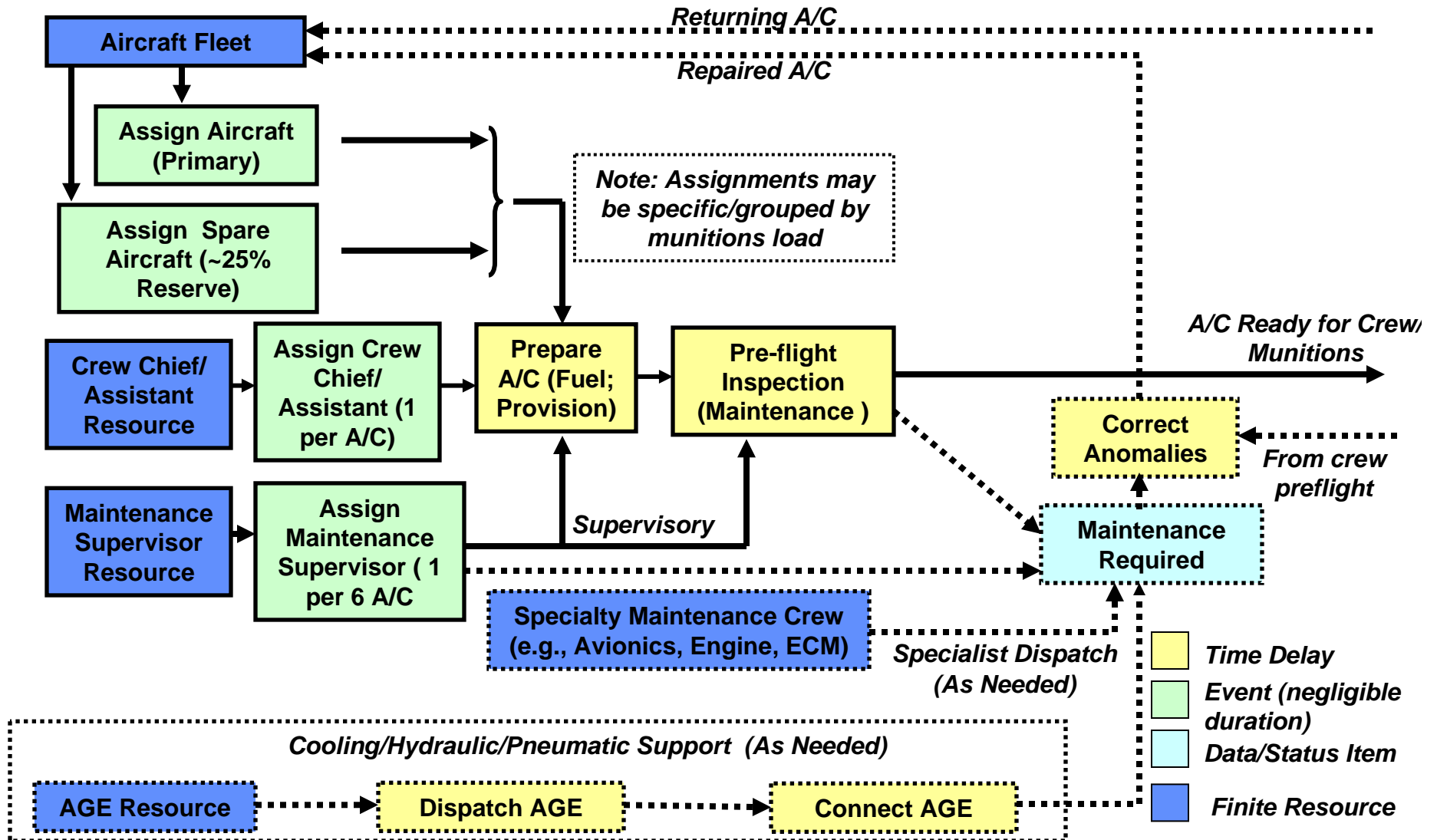


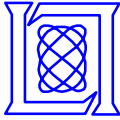
# Preliminary Mission Structure – Fighter A/C Departure





# Preliminary Mission Structure – Aircraft Preparation Detail



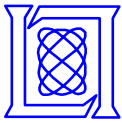


# Protective Scenarios

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- Initial analysis considers alternative MOPP deployment policies
  - Not deployed for any mission
  - All critical missions
  - All critical missions during heightened alert  
Alert level established by intelligence
  - Operations in “high-risk” areas  
E.g., near facility perimeter  
Areas to be identified using threat simulations
  - Operations in “high-risk” areas only during heightened alert
- Implication of MOPP usage
  - Simple tasks require 1.5 times nominal time to complete
  - Complex tasks require 2.5 times nominal time to complete
  - MOPP assumed to provide complete protection

*Current presentation*



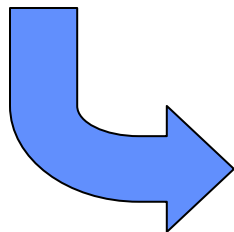
# Simulation Parameters for Example Mission



- *MOPP Policy*
- *Critical Facility Placement*
- *Size of Security Perimeter*

- *Attack Type*
- *Attack Location*
- *Agent*
- *Weather*

- *N/A*

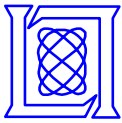


- *MOPP/No MOPP at mission start*
- *Alternative locations for critical activities*

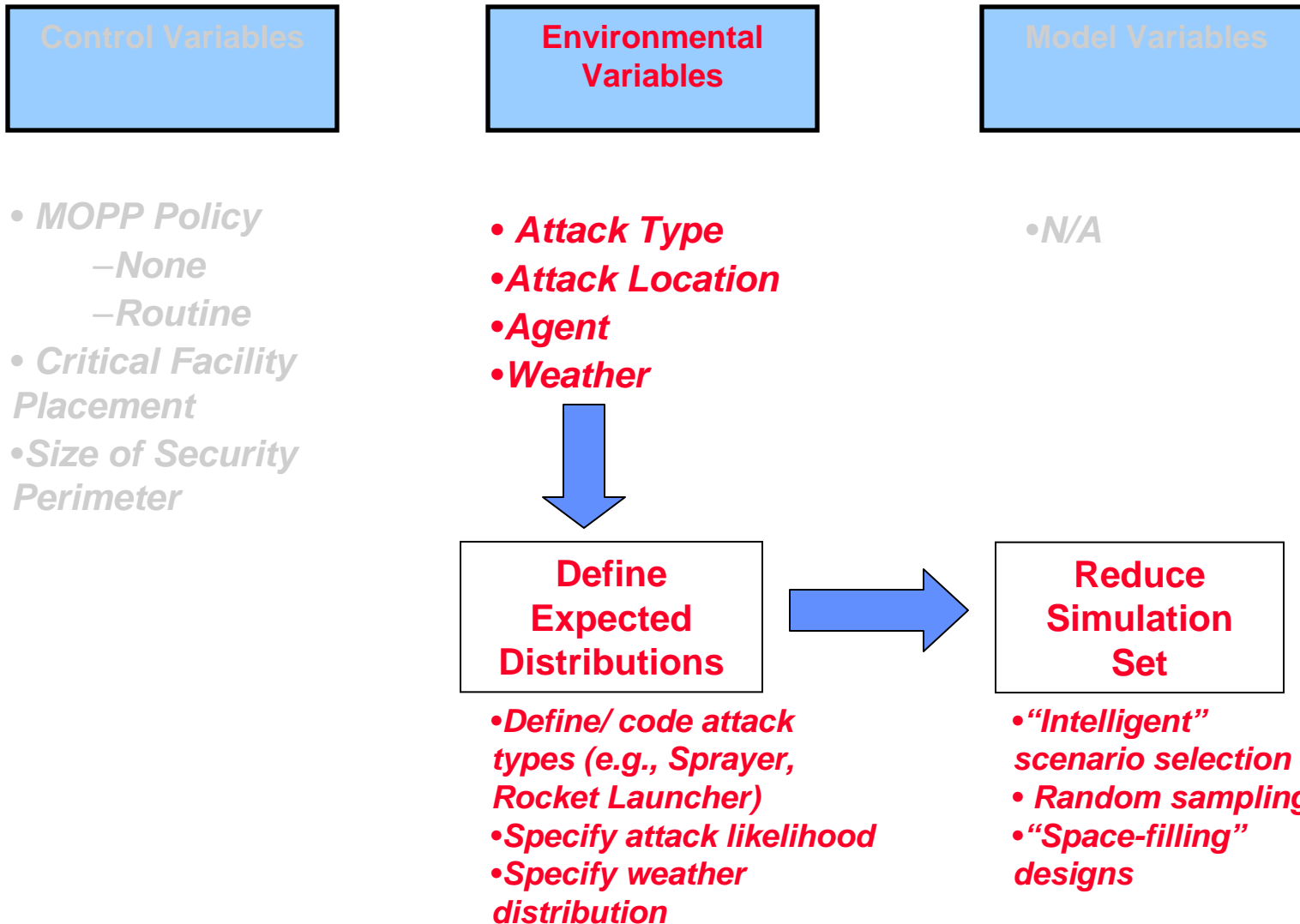
- *Code MOPP delay/effectiveness*
- *Code alternative locations in DES*

- *Select scenarios by Factorial Design*





# Simulation Parameters for Example Mission





# Random Attack Model

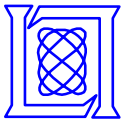
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***Random sampling of attack space is inefficient***

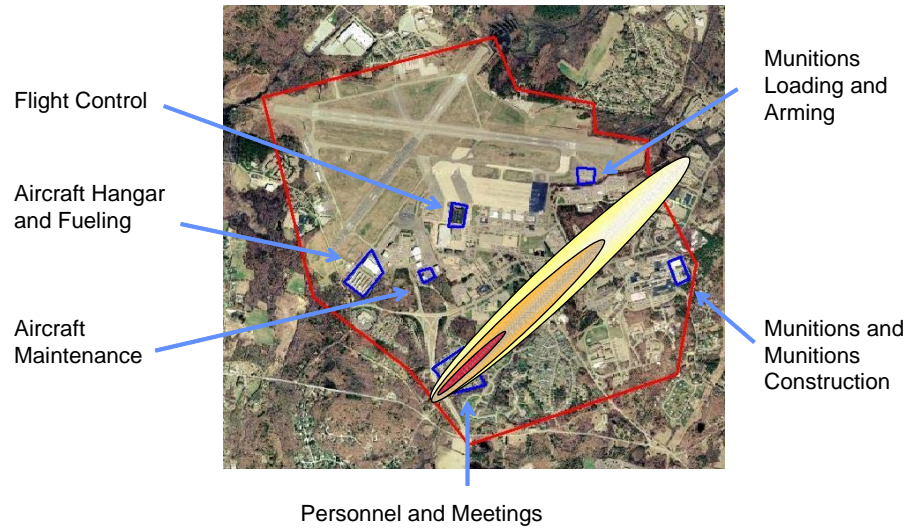
***Intelligent sampling of attack space is more appropriate***

- **Case 1: “Random” (40) attacks, distributed evenly around the security perimeter**
  - Majority of attacks (97.5 %) affected areas in which no people or critical actions were taking place
  - Minimal effect on mission predicted
  - Assumes little to no planning/intelligence by attacker
- **Case 2: “Intelligent” attack set, directed at operational and/or populated areas**
  - All of the attacks affected at least one area important to the mission
  - Mission effect much more significant
  - Likely more realistic representation of potential attack threat

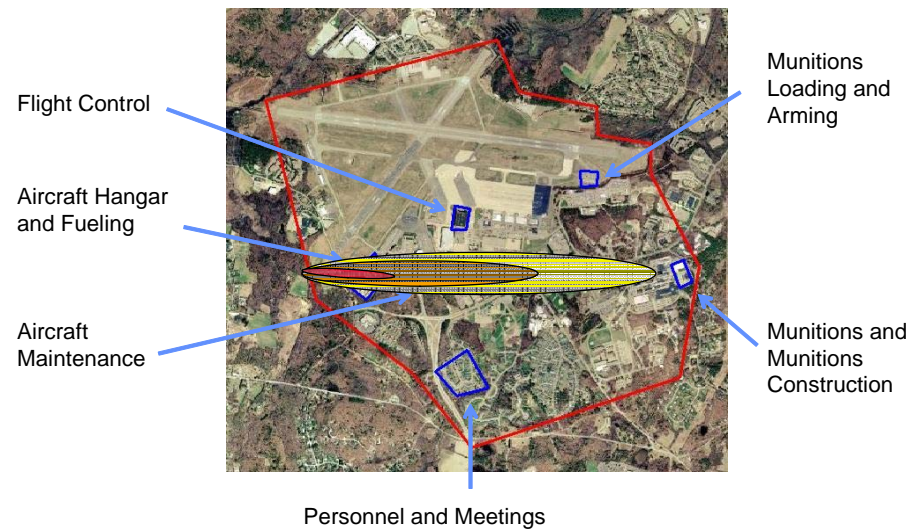
***Future efforts will examine applicability of statistical techniques to enhance simulation efficiency (i.e., reduce number of scenarios)***

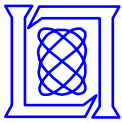


# Illustrative Attack Plumages (Backpack Sprayer)



***Consequence is highly dependent on attack location and wind direction.***





# Average Predicted MOE (Illustrative Example)

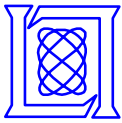
Scenario	Mean Departure Delay (Minutes)	Departures on Schedule (Percent)	Average Flights Departed	Max Sortie Generation Rate** (Sorties/Minute)
No Attack*	0.1	92.7%	20	0.2
Sprayer* Attack	16.1	87.8%	19.1	0.2
Rocket* Attack	32.3	83.8%	18.2	0.2
Always in MOPP	73.8	0.06%	20	0.08

\* Without MOPP

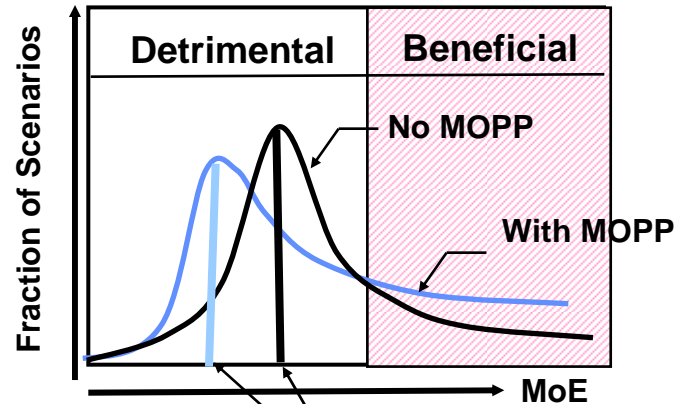
\*\*Predicted maximum possible rate based on ability to prepare aircraft for mission



***Based on simple averages, using MOPP at mission start causes more delay than worst case attack.....BUT...***



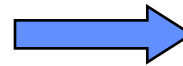
# Example Decision Issues (Illustrative Example)



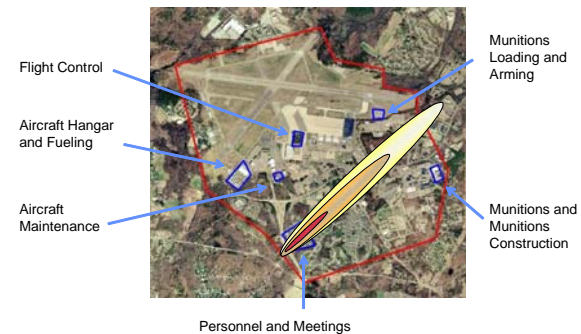
Averages

**For the example case, approximately 10% of attacks affected critical facilities sufficiently to benefit from MOPP application**

- On average, MOPP is detrimental in terms of delay
- Application of MOPP increases variability in MoE



***Well targeted attacks can cause much worse delays than MOPP***



- Effective decision strategies must consider not only average performance, but consequences of specific scenarios
  - Likelihood of attack on most critical (“worst case”) operations
  - Information fusion techniques may be applicable



# Summary

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- **Core program objective is to provide tools to enhance simulation application and result analysis**
  - Agnostic to particular mission simulation tools
  - Eventual integration into JOEF suite
- **Initial activities have provided a “testbed” simulation tool and concepts for mathematical toolset**
  - Discrete event simulation for illustrative mission linked to hazard assessment tool
  - Provides an example against which to test candidate scenario design and analysis concepts
- **Interviews are in progress to characterize key decision processes and possible roles of simulation**
  - Advance understanding of potential JOEF applications
  - Guide development of supporting mathematical tools
  - Delineate key issues in interpreting simulation outputs