## Elements of Set-Based Design for Effective Decision Making in Army Vehicle Applications

# Army Science & Technology Symposium and Showcase *Empowering A Soldier's Success* Aug 21-23, 2018 Washington, DC

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# **US Army Interests**



Winning in a Complex Battlefield (Army Operating Concept and Force 2025 & Beyond)

The modernization priorities of the Army (memo by the Secretary of the Army, 10/3/17) expect the appropriate <u>balance between firepower</u>, protection, mobility, and <u>power generation capabilities</u> for the next generation of combat vehicles (NGCV)

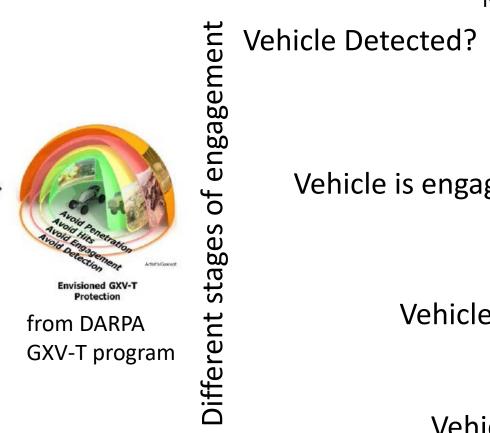
Key Outcomes from *TARDEC's 30 year strategy* seek a <u>balanced approach between</u> <u>mobility, lethality, and protection</u>.

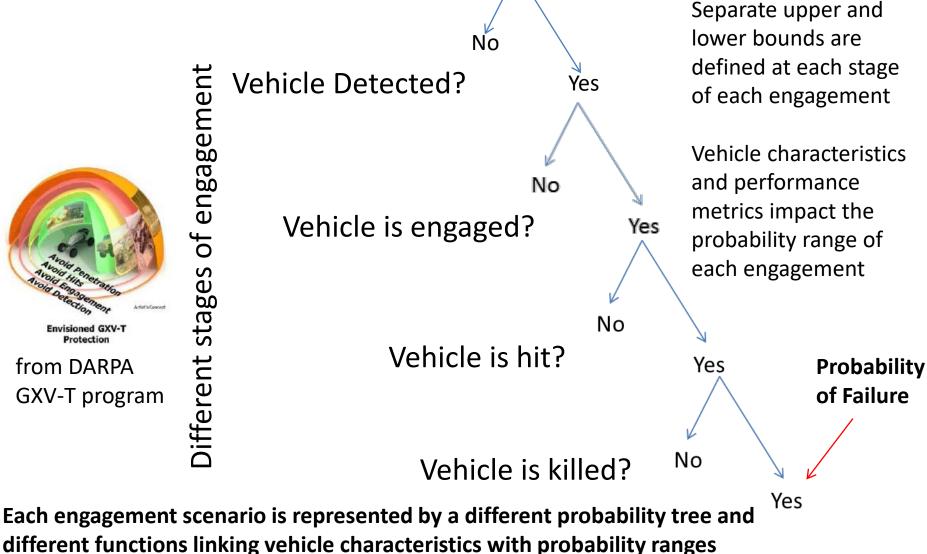
#### Need to balance competing requirements

## **Elements Highlighted in this Presentation**

- Holistic metric for vehicle performance
- Performance in different battle fields
- Single point Design vs Search algorithm based on Set Based Design (SBD) principles
- Understanding the design space and creating feasible requirements
- Elimination of highly dominated and highly infeasible designs
- Diversity in retained designs

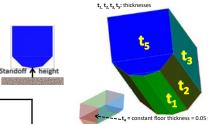
# **Probability Tree (PT) Diagram for an Engagement Scenario and Computation of Successful Assessment of Mission (SAM)**





# **Single Point Design**

Total mass must be less than the mass corresponding to all thicknesses at mean values.



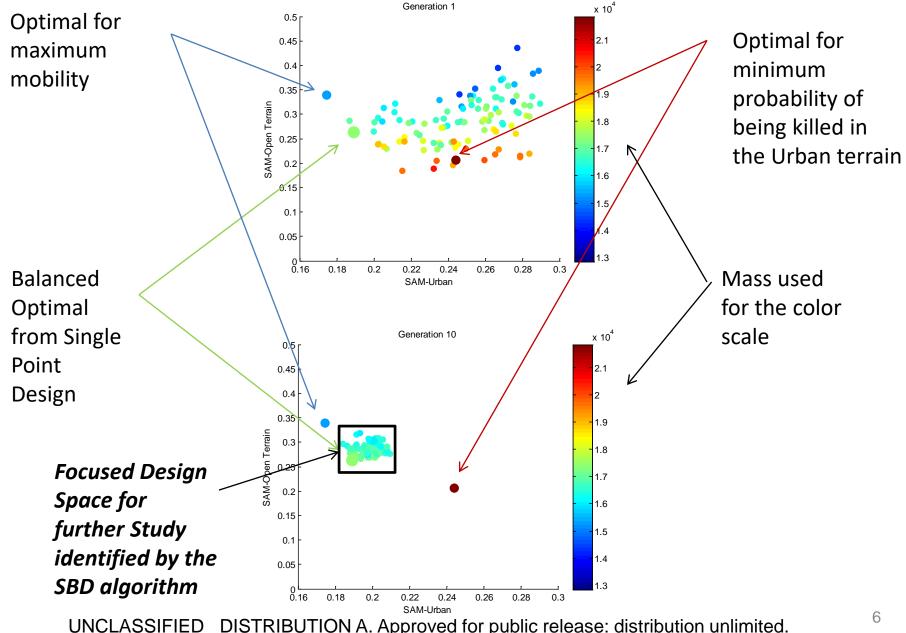
Design	Variab	les
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	t1	t2	t3	t5	S
Urban opt design	0.0499	0.0499	0.0251	0.0250	0.750
Open Terrain opt design	0.0251	0.0254	0.0424	0.0415	0.752
Balanced optimal design	0.0466	0.0457	0.0426	0.0278	0.750

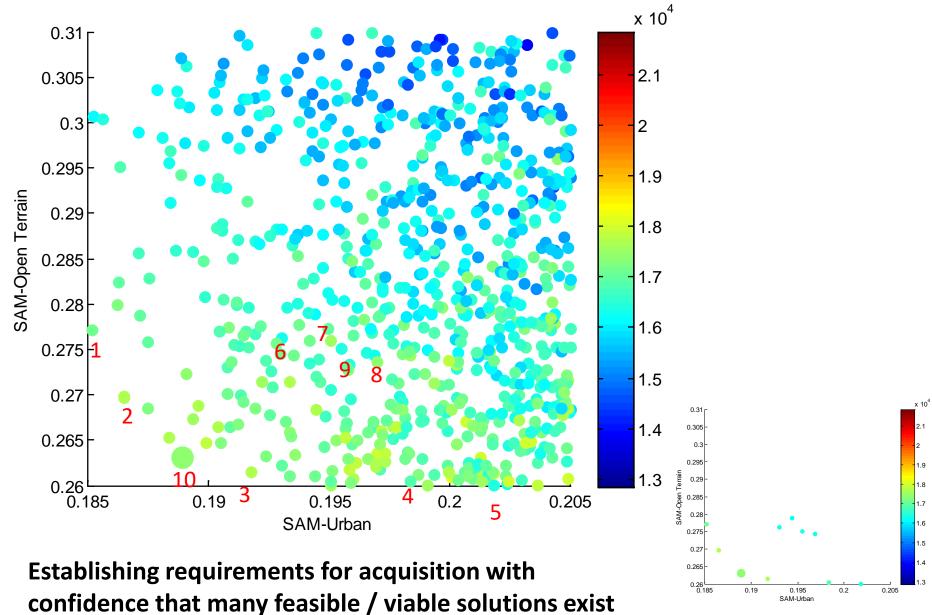
	Mass	SAM	SAM
	constraint	Urban	<b>Open Terrain</b>
Urban opt design	inactive	0.175	0.340
Open Terrain opt design	active	0.221	0.203
Balanced optimal design	active	0.187	0.266

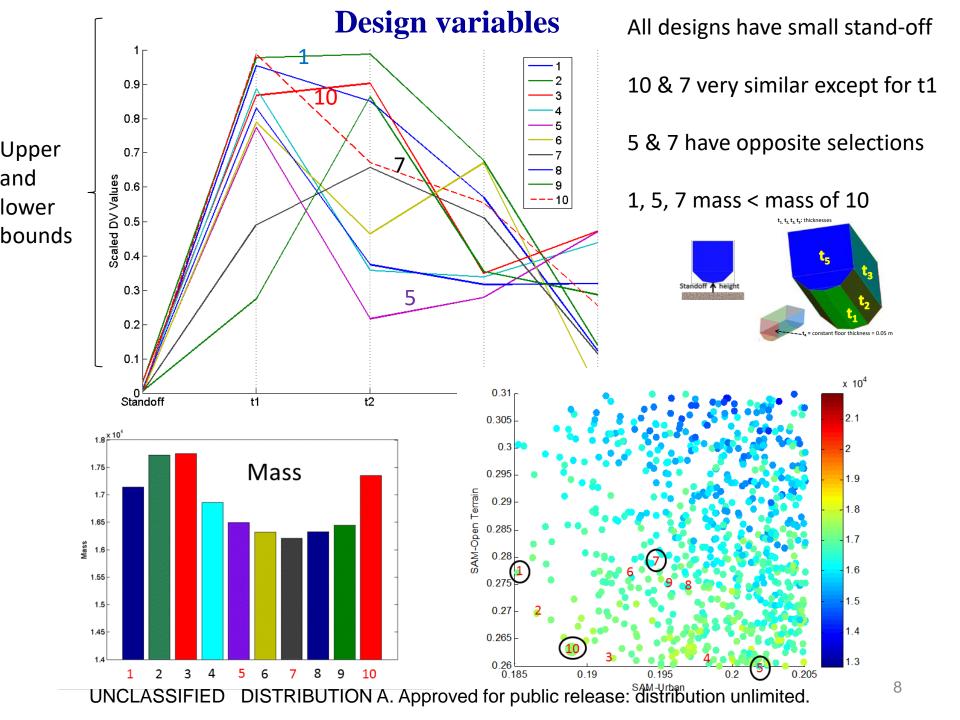
#### Lower SAM is better

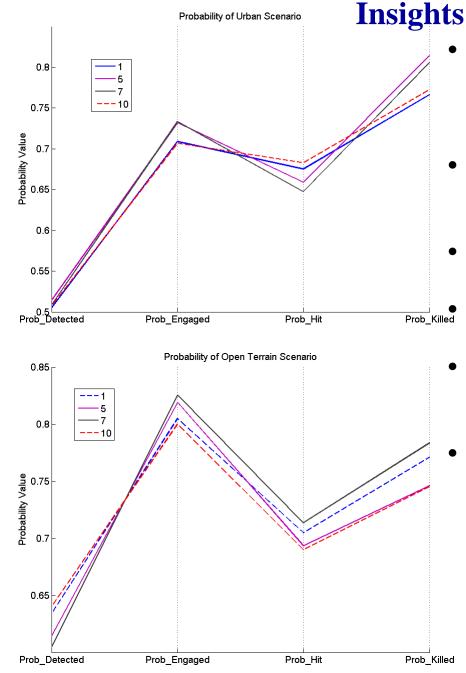
#### **Results from SBD Search Algorithm**



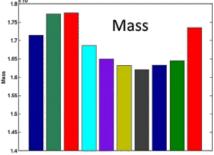
#### **Focused Design Space**







- In the Urban battlefield (1 + 10) & (5+7) are very similar in terms of conditional probabilities. In the Open battlespace there are no similarities.
- The probability of being detected is the lowest one and the probability of being hit the second lower in both battlespaces.
- In the Urban terrain the probability of being killed is the highest.
- In the Open terrain the probability of being engaged is the highest.
- In the Urban battlespace 1+10 (highest weight of the four) have the lowest probability of being killed.
- In the Open battlespace 5+10 have the lowest probability of being killed (larger weight higher in the vehicle)



## Acknowledgements

Work supported by SBIR Phase I Contract: W56HZV-17C-0163

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