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Model-based Organization Manning, Strategy, and Structure Design via Team Optimal Design (TOD) Methodology

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Track 1: C2 Modeling and Simulation***

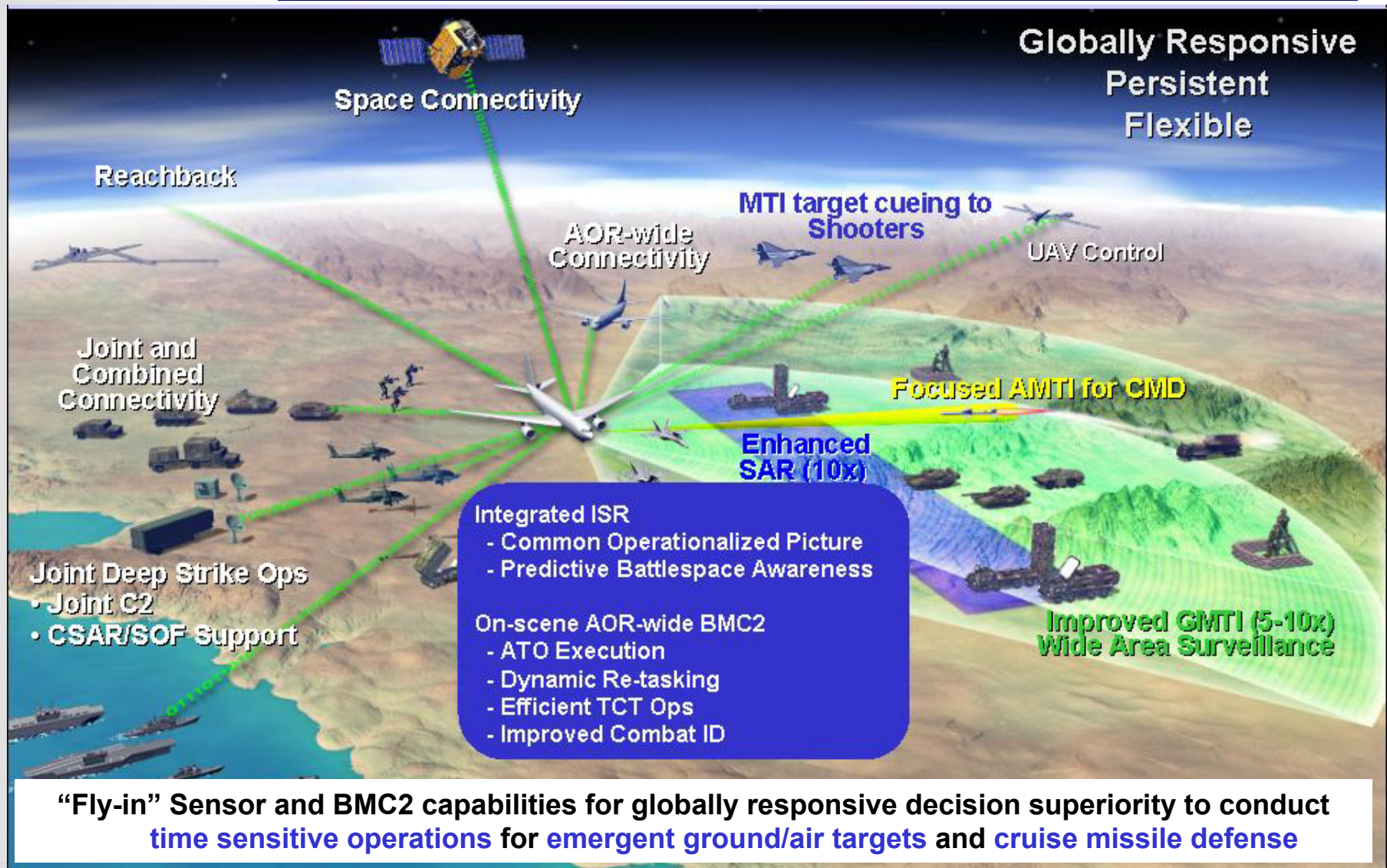
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A UNIQUE FOCUS ON HUMAN-CENTERED ENGINEERING

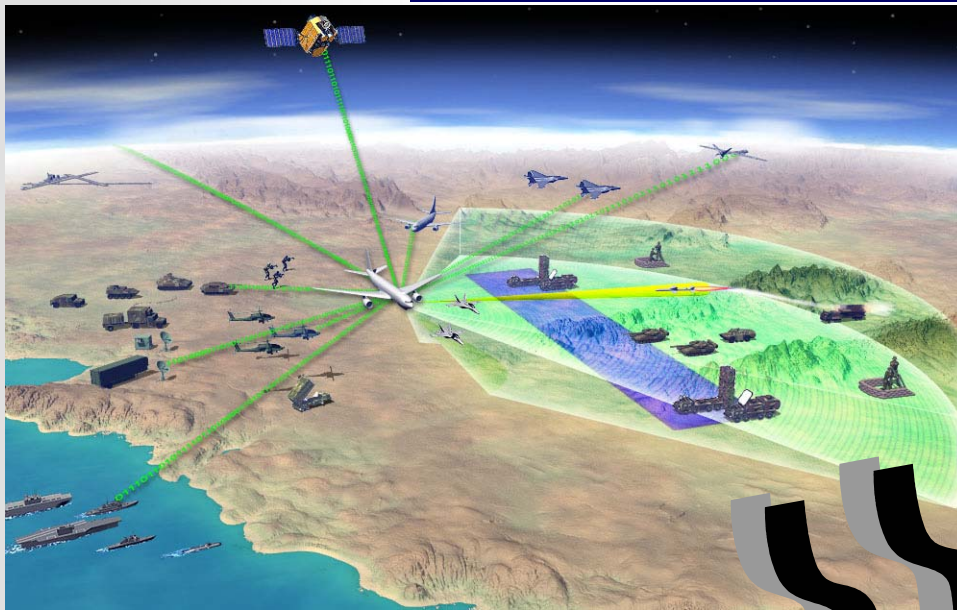
- Problem statement
- Design formalism
- Solution methodology
- Team Optimal Design (TOD) optimization and simulation
- Example of results



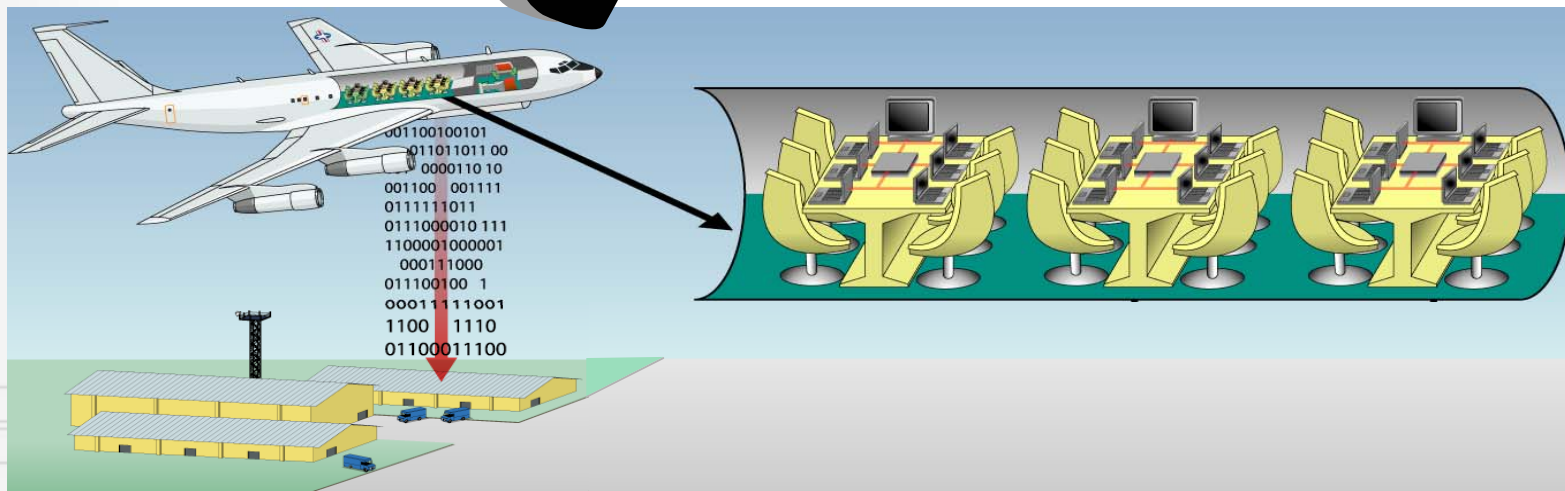
E-10 MC2A Vision



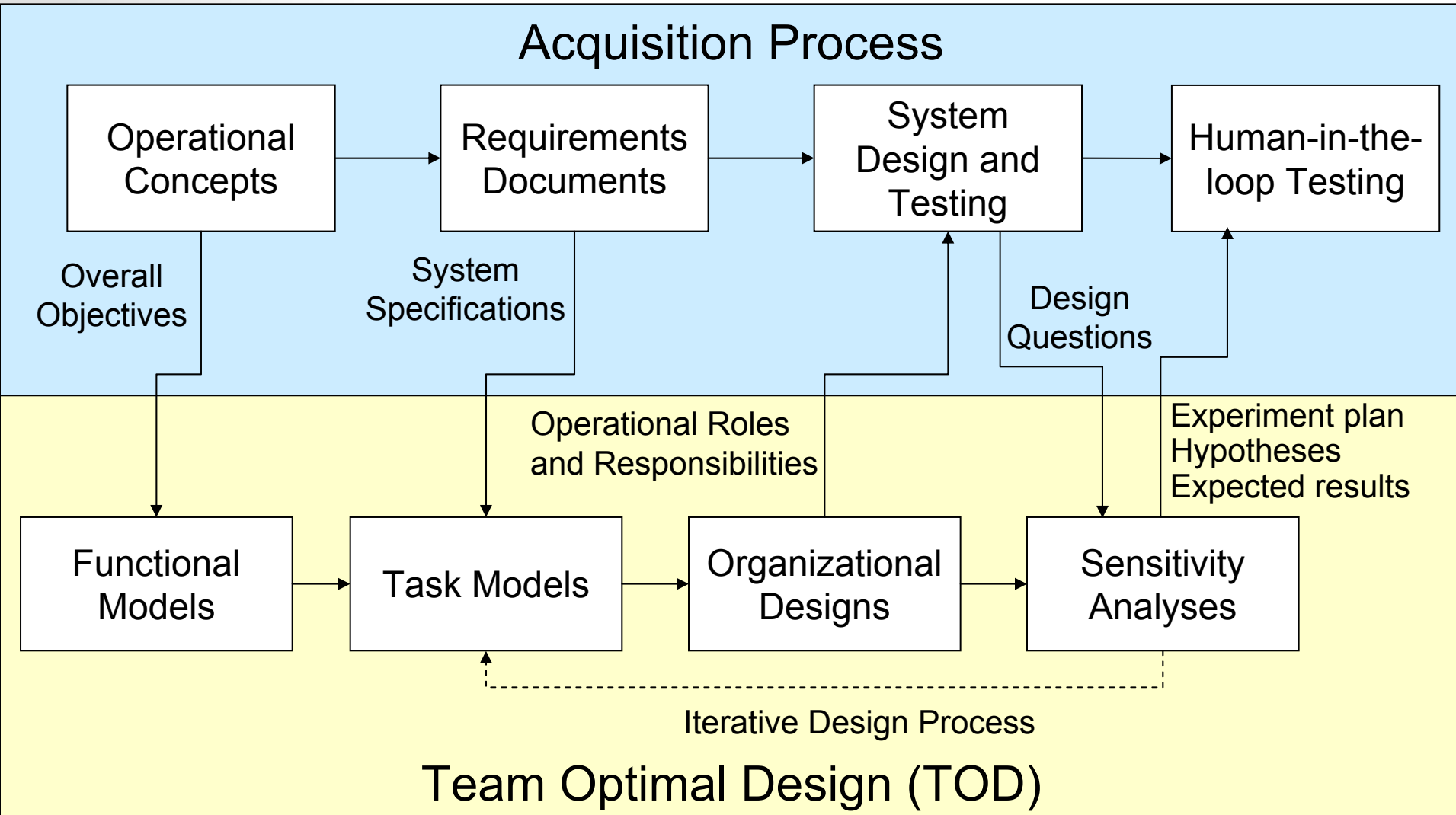
Questions Along the Development Path



- How do you bridge the gap between operational concepts and system development?
- Does a process exist to conduct trade-off or sensitivity analyses?
- What mechanisms are in place to provide traceability and repeatability of methods?



General Relationship Between Acquisition and TOD



Modeling & Simulation Analysis Benefits

■ Evaluate **operational structures**

- Expectations for crew size and composition
- Predictions for human-in-the-loop testing
- What-if analysis for mission parameters
- Initial training requirements

■ Evaluate **organizational structures**

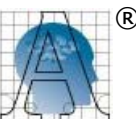
- Optimized organizational structures and processes
- Integrated organizational solutions
- Additional crew and training requirements

■ Evaluate **system design**

- Link system design to operational requirements
- Interface design
- Performance metrics

■ Cost Effective

- Model early in the program life cycle to avoid costly redesign later



TOD in the System Development Process

■ Objective

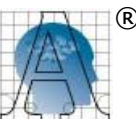
- Transition **functional system requirements** into **specifications for operator in the loop testing**

■ Approach

- Mission task model development
- **Optimized design** of mission crew composition and organization
- **Sensitivity analyses** to explore system design options
- Incorporate subject matter expert inputs and review

■ Results

- Global view of human-machine system performance
- Definition of **number** and **types** of operators
- Organizational **structures** and **expected performance** parameters
- **Diagnosis** of potential problems shapes operator in the loop tests



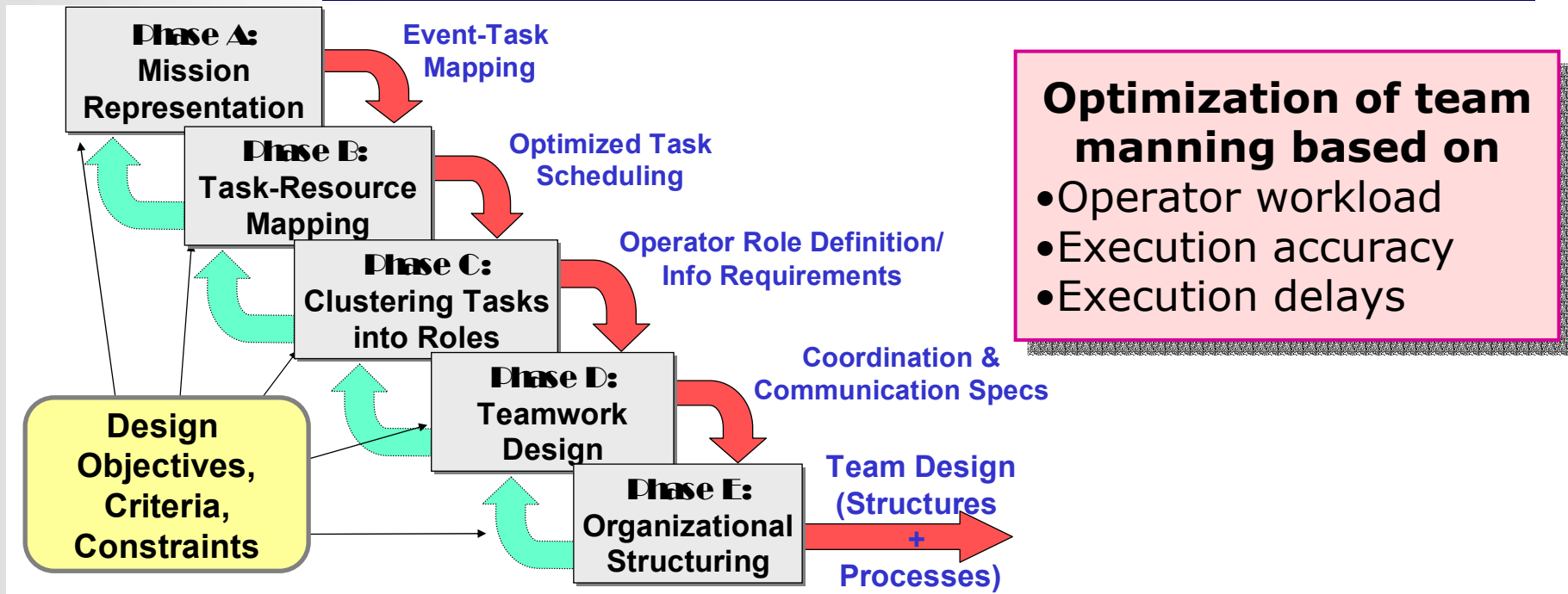
Design Formalism

Modeling attributes:

- The **tasks** that must be accomplished and their interrelationships (the “mission”)
- The external **resources** needed to accomplish those tasks (e.g., information, raw materials, or equipment), and
- The human **agents** (decision makers) who will constitute the team

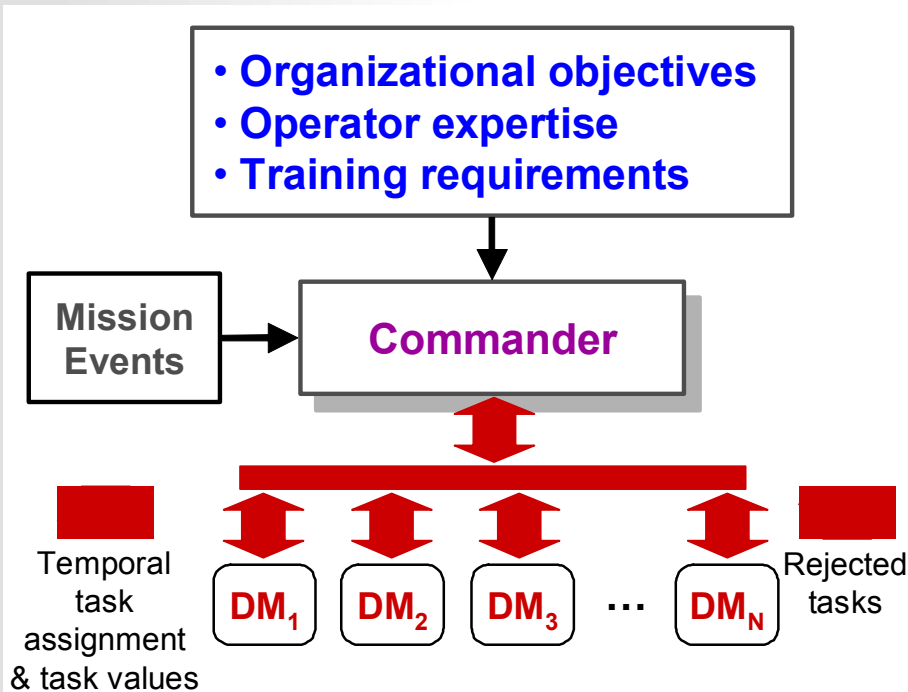


Team Optimal Design (TOD) Model

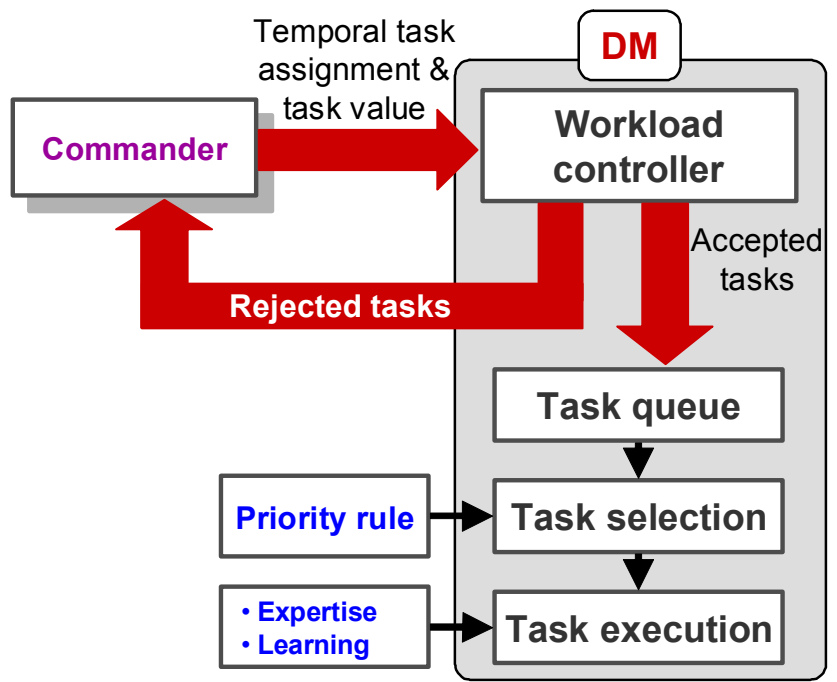


- Normative methodology
- Relies on operator-task allocation heuristics to determine operator profiles
- Relies on SME judgment to frame the design problem
 - decompose an overall mission (or goal) into specific tasks
 - specify the relationships between tasks
 - specify the resources needed to complete the tasks
 - specifying the criteria to be optimized for the team, and
 - specifying the task scheduling and communication rules employed by human agents modeled in TOD.

TOD Simulation Architecture



(a) Commander architecture

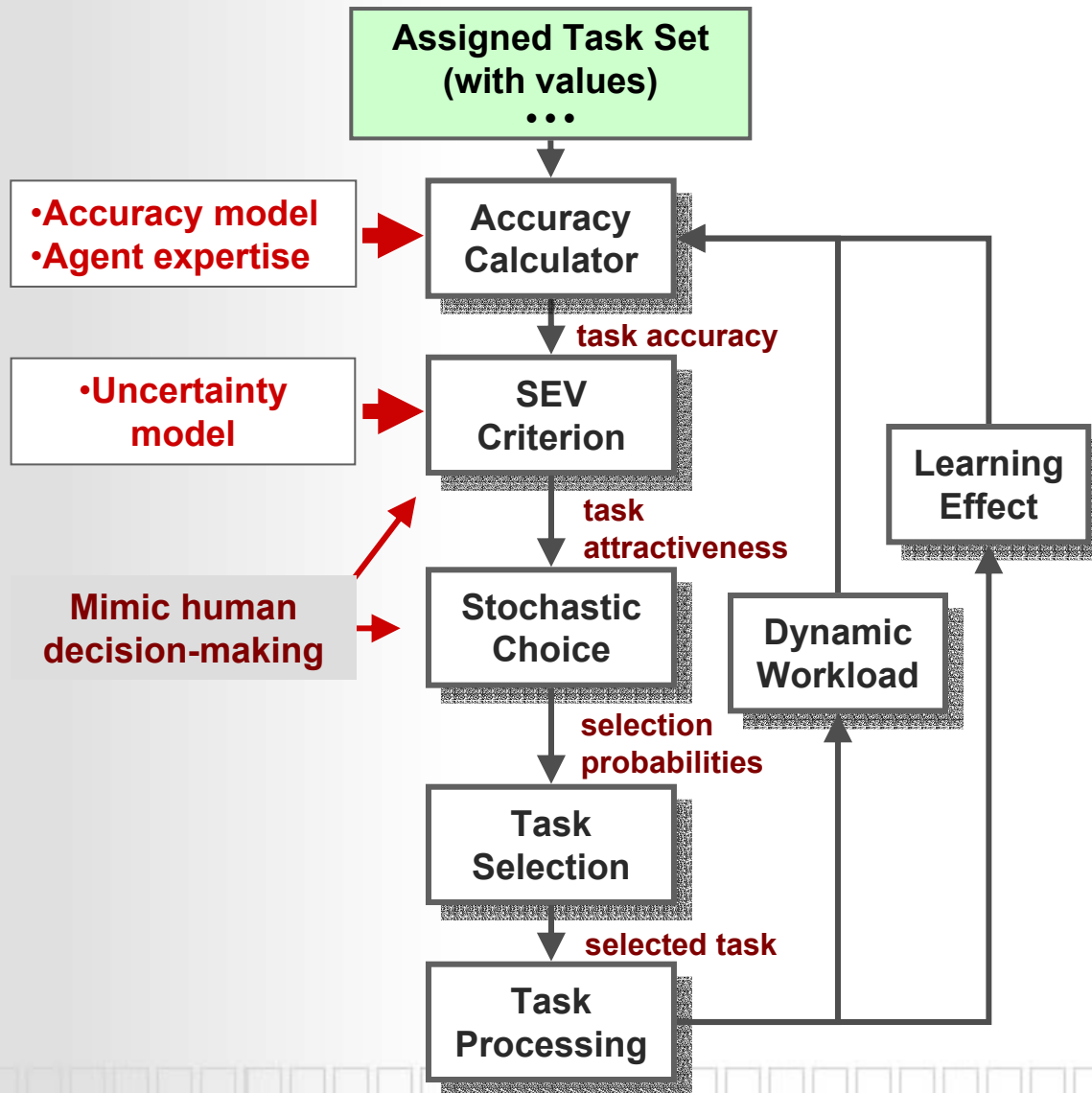


(b) Operator model

Model:

- Teamwork
 - Interactions among operators (agents)
- Taskwork
 - Individual task selection and execution

Task Selection & Execution in TOD



Modeling variables:

Operator **Workload**

- Depends on load of tasks executed
- Accumulated (latent) effect over time
- Affects task execution efficiency

Operator **Competence**

- Initial expertise
- Task execution pattern affects the competence
 - Effect of **learning**
 - Model **memory**
- Mitigates impact of workload on task execution

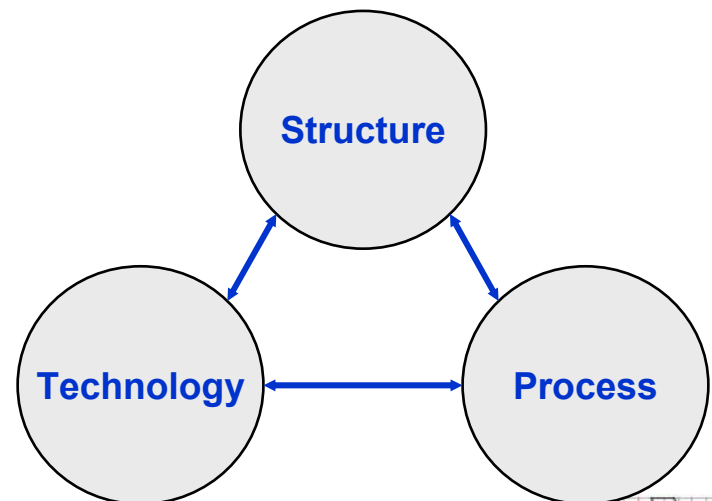
Task **Accuracy**

- Efficiency of task execution
- Depends on
 - Operator workload
 - Operator competence

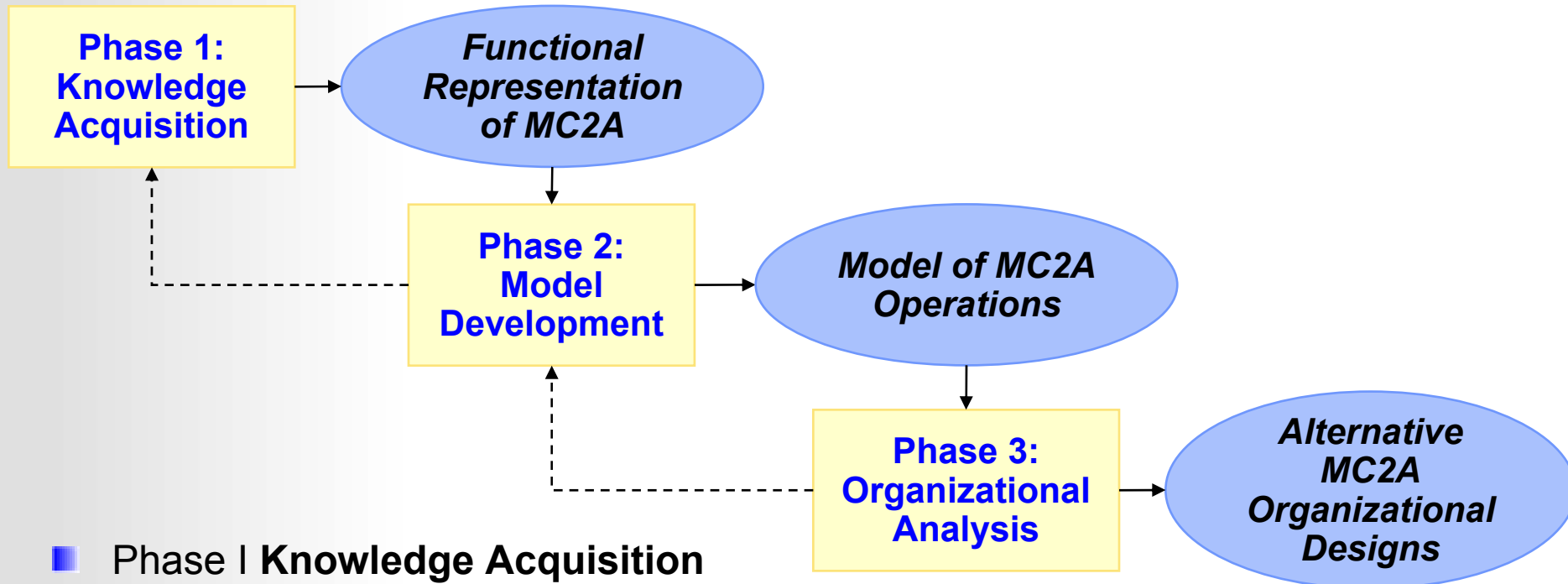
E-10 Organizational Modeling: Objectives

- Develop a Battle Management Configuration to support a wide variety of missions
- Define operational roles for E-10 (MC2A) operations
 - Who does what, when, where, and how -- to assure maximum efficiency and effectiveness?
- Results will contribute to Program Objective Memorandum (POM) Manpower Estimates and system requirements definition

Ensure Fit Between MC2A Core Components



MC2A Organizational Modeling: Process



■ Phase I Knowledge Acquisition

- Extensive coordination with subject matter experts

■ Phase 2 Model Development

- Specification of task-flow diagrams
- Link tasks to scenario events

■ Phase 3 Organizational Analysis

- Information clustering for role specification
- Definition of crew composition

TOD Process

Objectives:

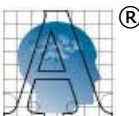
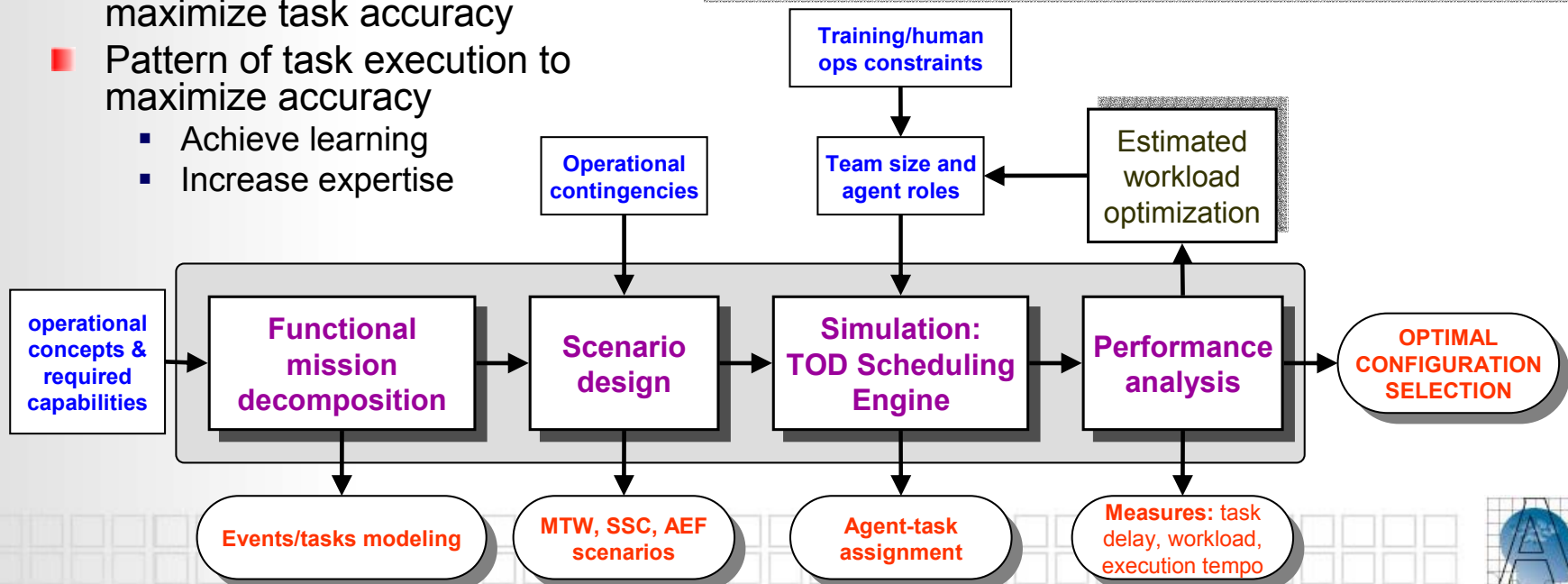
- Minimize workload
 - Operator-needs analysis
 - Balance across operators
- Minimize delays
 - Tradeoff between availability of operators and communication delays
- Maximize execution efficiency
 - Sustain workload to maximize task accuracy
 - Pattern of task execution to maximize accuracy
 - Achieve learning
 - Increase expertise

Design variables:

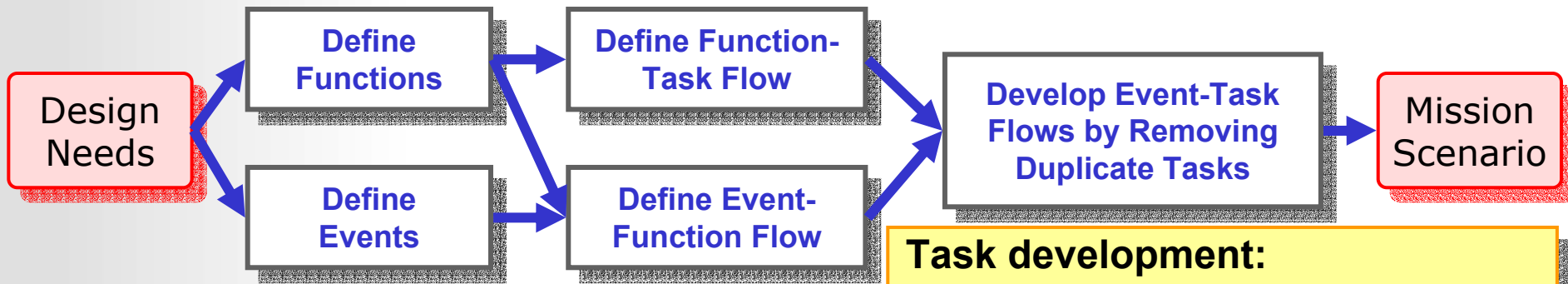
- Manning: **Team composition**
- Communication structure: **Who talks to whom**
- Operator roles: **Who does what**

Find impact on performance from:

- Optimized task assignment
- Technology insertion
- Improved backup potential
- Greater breadth and depth of skill/expertise



Example: Scenario Development

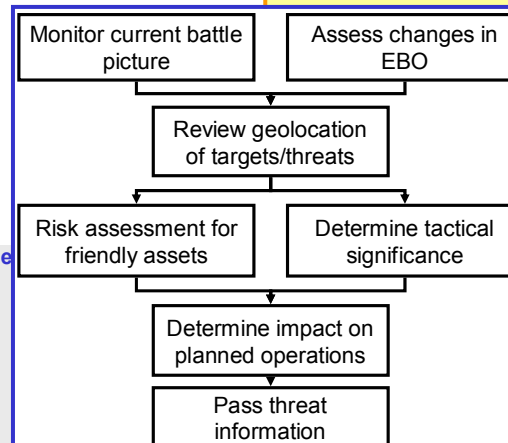


Function development:

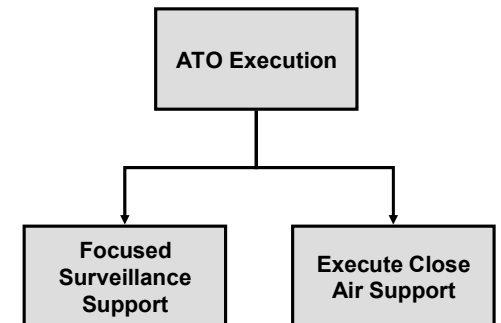
- Basic surveillance routine
- Coverage assessment
- Modify sensor tasking
- Dynamic sensor management
- Target development
- Radar service request
- Process indications and warning
- Perform Cross-Cueing
- Jamming/Electronic Support
- Nominate dynamic target list

Task development:

- Process air/space tasking order changes
- Determine availability of alt. sources
- Respond to unforeseen abort
- Identify alternative resources for mission
- Notify affected aircraft/units of surface coordinating measure changes
- Identify likely friendly targets
- Prioritize targets

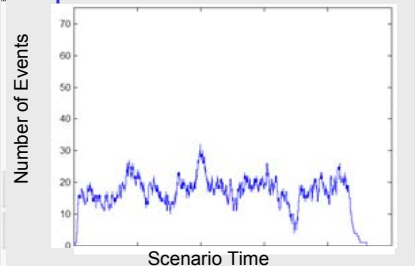
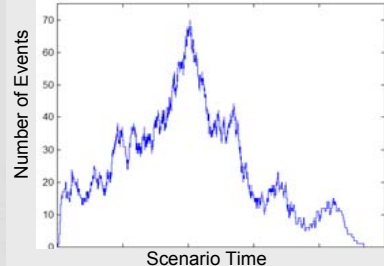


(a) Task Flow within the Function "Assess Active Threats"



(b) Functional Flow within the Event "Task XCAS to CAS"

Sample Distribution of Event Start Time



Example: Roles Definition



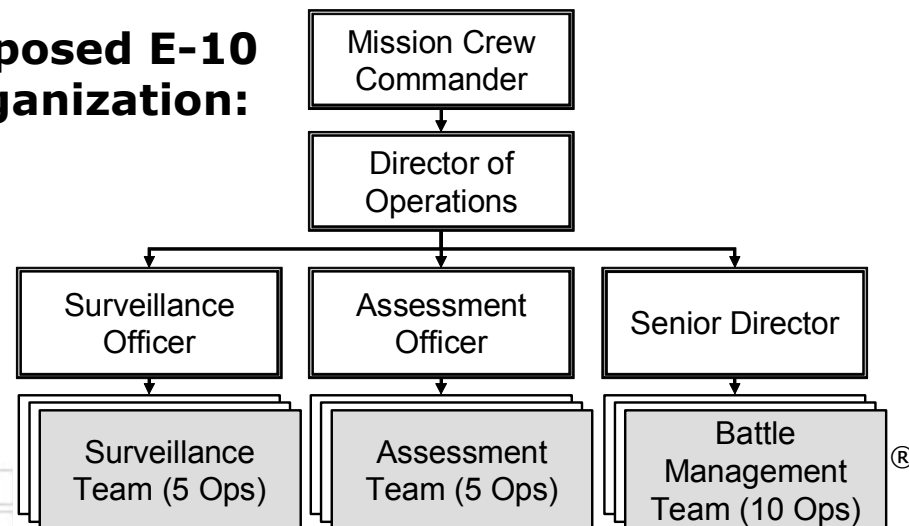
Task clusters:

- External coordination
- Schedule re-planning
- Link management
- Identification
- Sensor control
- Threat management
- Asset coordination
- Data management
- Track & target coordination
- Situation assessment
- Collection management
- Target development
- Surveillance
- ...

Roles:

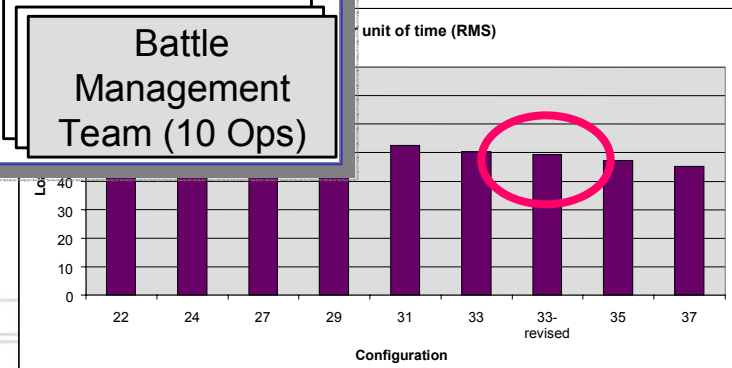
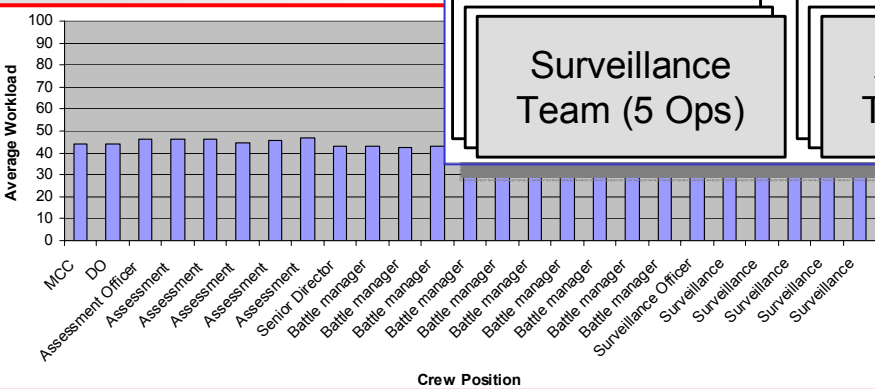
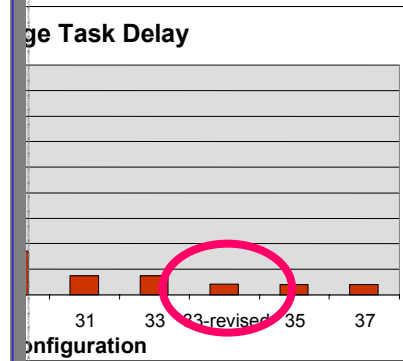
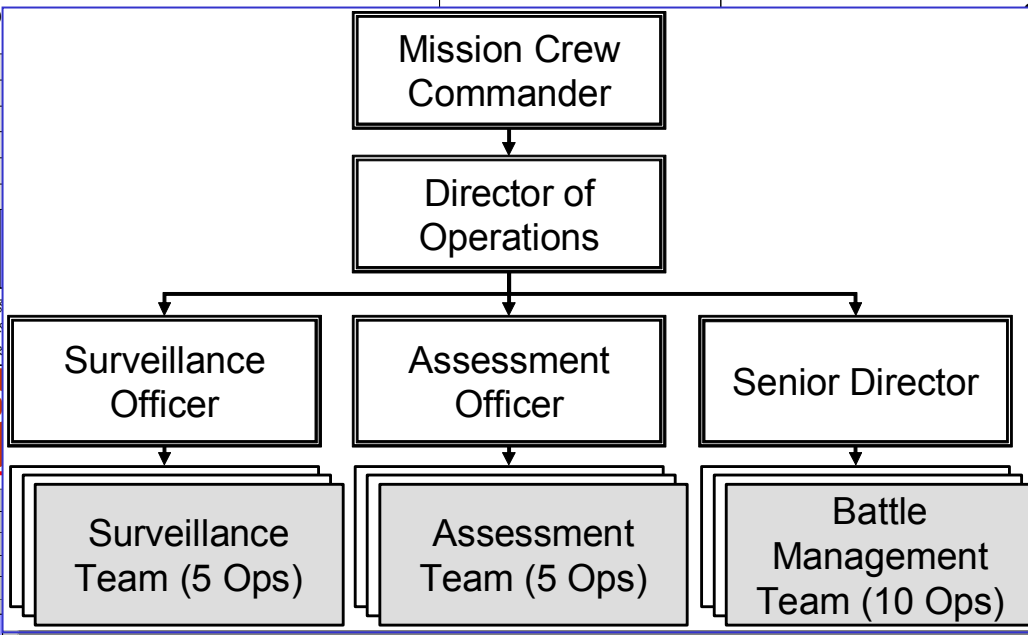
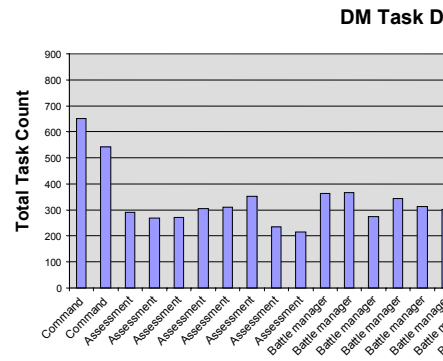
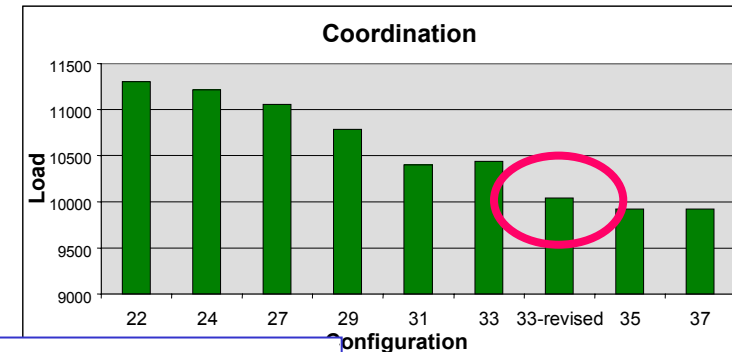
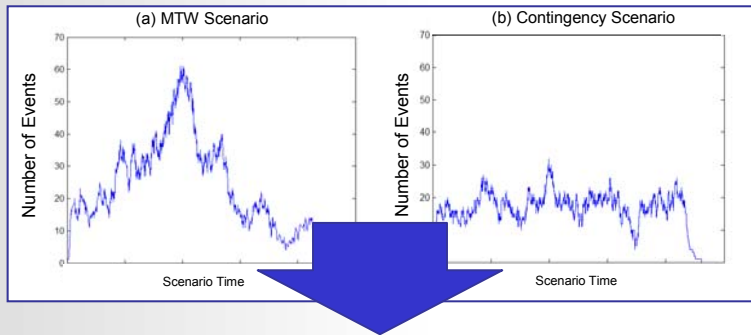
- **Command** – mission command and leadership
- **Assessment** – interpretation of operational picture
- **Battle Management** – command and control of operations
- **Surveillance** – generation of operational picture
- **ISR Allocation** – control of ISR assets (constellation)

Proposed E-10 organization:



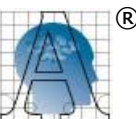
Crew design	Task delay	Coordination	Workload
Model-based	40.36	5877	44.41
Integrated	31.35	4889	44.27
Percent improvement	22.32%	16.81%	0.31%

Example: Simulation Results



Conclusions

- Developed organization design methodology based on mission-function-event-task decomposition
 - Model teamwork and taskwork
 - Individual task execution and selection optimization
 - Task execution effectiveness based on expertise and limited-memory learning
- Applied to design crew for E-10 aircraft
 - Developed contingency-based missions
 - Design organizations for specific missions and for all considered essential missions with specific tempo



Future Work: Model-Based Tutoring System

