



Decision Support for Tactical Planning and Execution Management

Mohamad Allouche

Micheline Bélanger



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Outline

- ADO Context
- Decision Aids Concepts
- Future Work

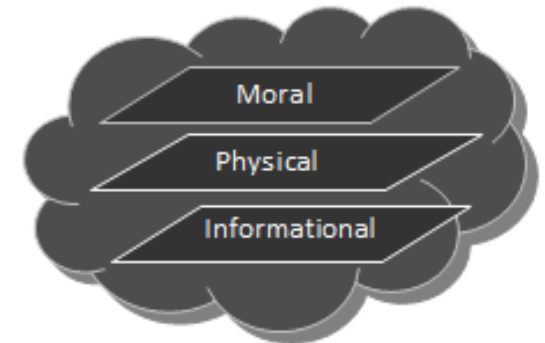


Adaptive Dispersed Operations



Dispersion in Relation to:

- *Time*
- *Space*
- *Purpose*





Land Operations 2021 Adaptive Dispersed Operations



Future Force Concepts for Future Army Capabilities



One Army, One Team, One Vision

DLCD



Operating
 Concept

Functional
 Concepts

Enabling
 Concepts



Adaptive, Networked, and Integrated Forces alternatively Dispersing and Aggregating throughout the Multi-Dimensional Battlespace in order to Find, Fix, and Strike Full Spectrum Threats to Security and Stability

Manoeuvre Warfare Theory
 positional, psychological, temporal

Effects Based Thinking
 Synergistic application of effects

Une Armée, une équipe, une vision

DCDFT



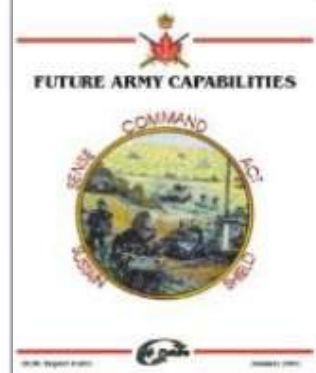
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The Army of Tomorrow Assessing Concepts and Capabilities For Land Operations Evolution



Directorate of Land Strategic Concepts



Directorate - Land Strategic Concepts
 Fort Frontenac
 Kingston, Ontario
 August 2009

Planning Problems

Context of Operations:

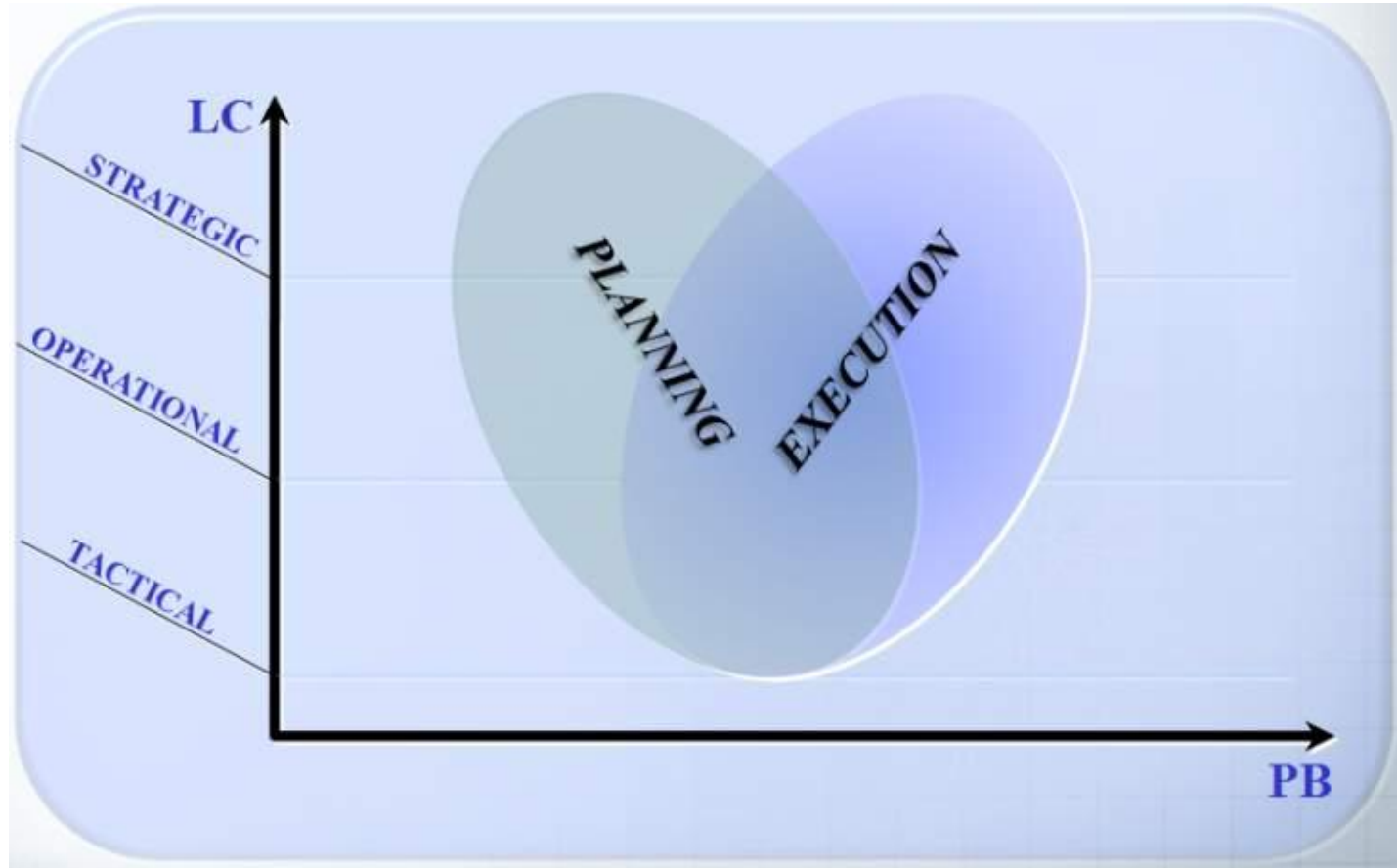
- Highly complex environments
- Time-constrained and uncertain environments
- Highly dynamic (high-tempo) operational situations
- Multi-Level
- Multi-Player
- Multi-Objectives
- Multi-Dimensional



Planning Approach for:

- Highly adaptable tactical forces
- Dispersed: Time, Space, Purpose
- Create & exploit opportunities
- Increase the tempo of ops
- Overwhelm enemy's understanding of the battle space

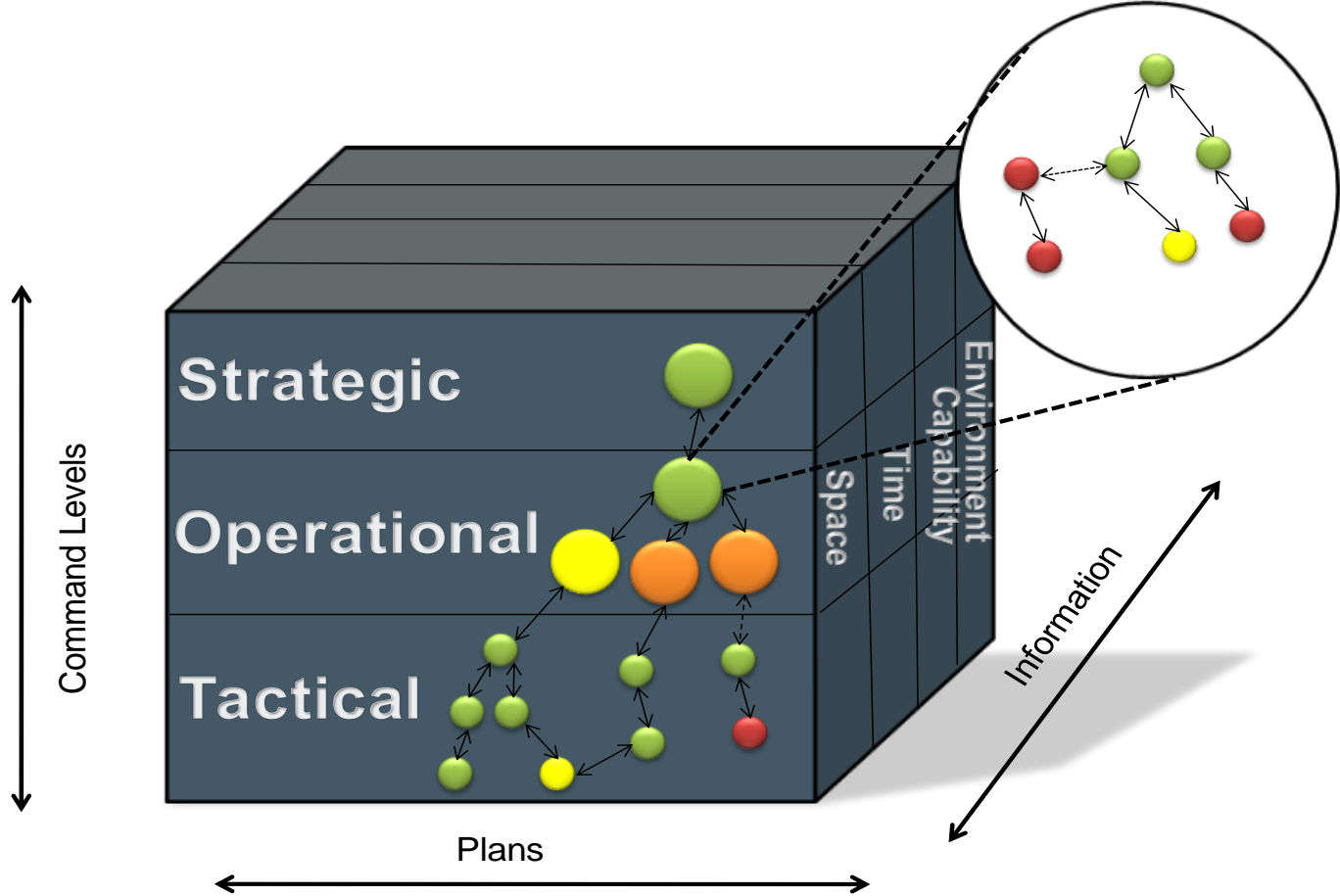
Problem domains across levels of command



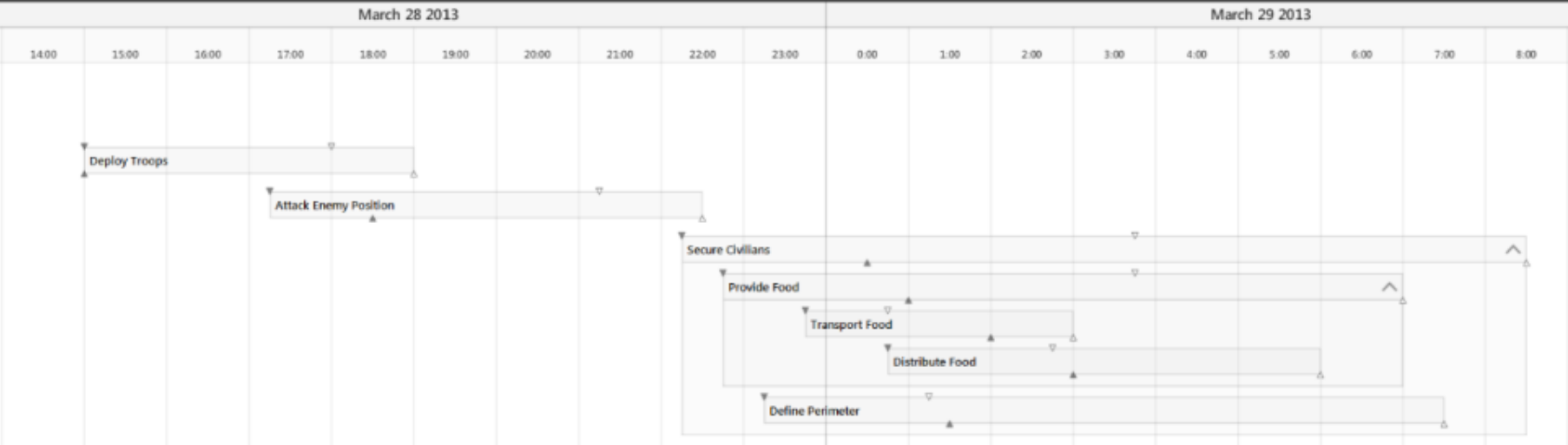
Decentralized context



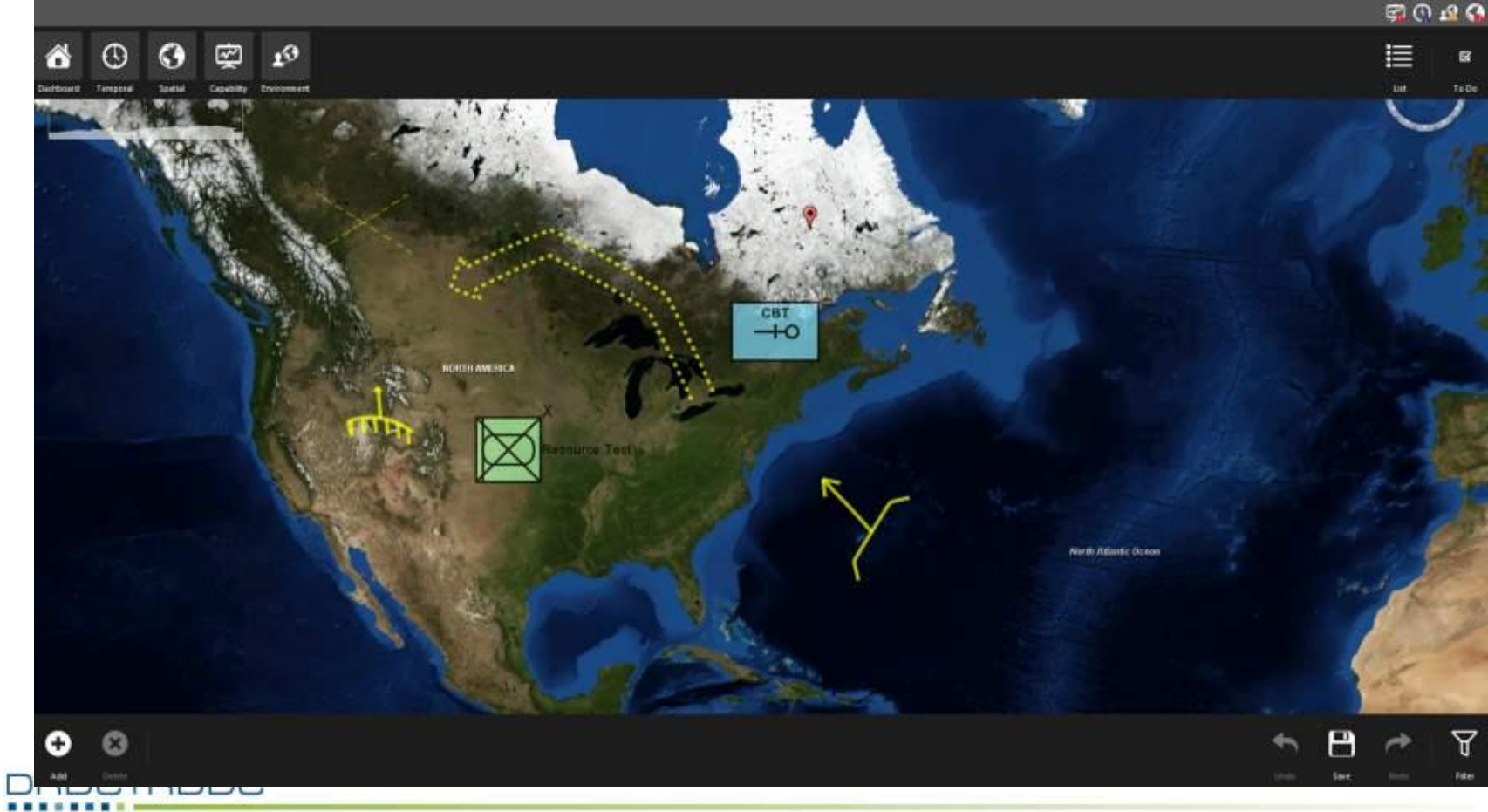
Information Dimensions for Planning and Monitoring



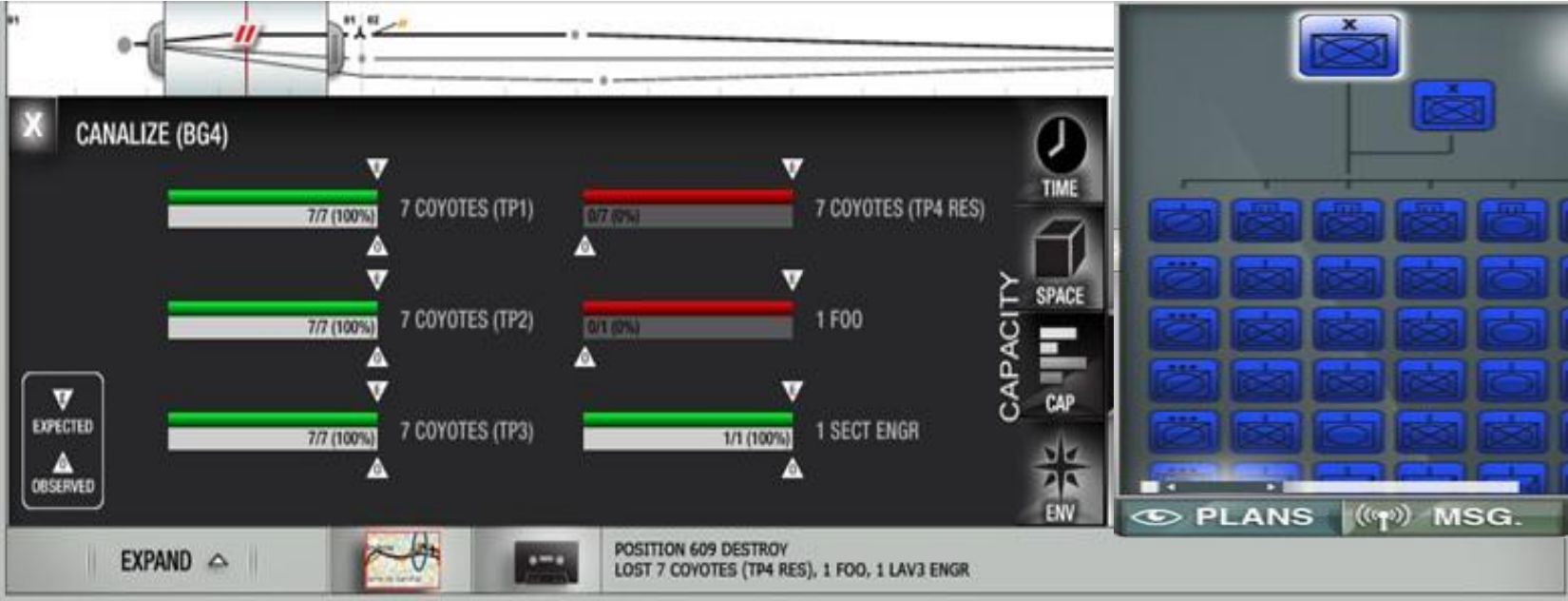
Time



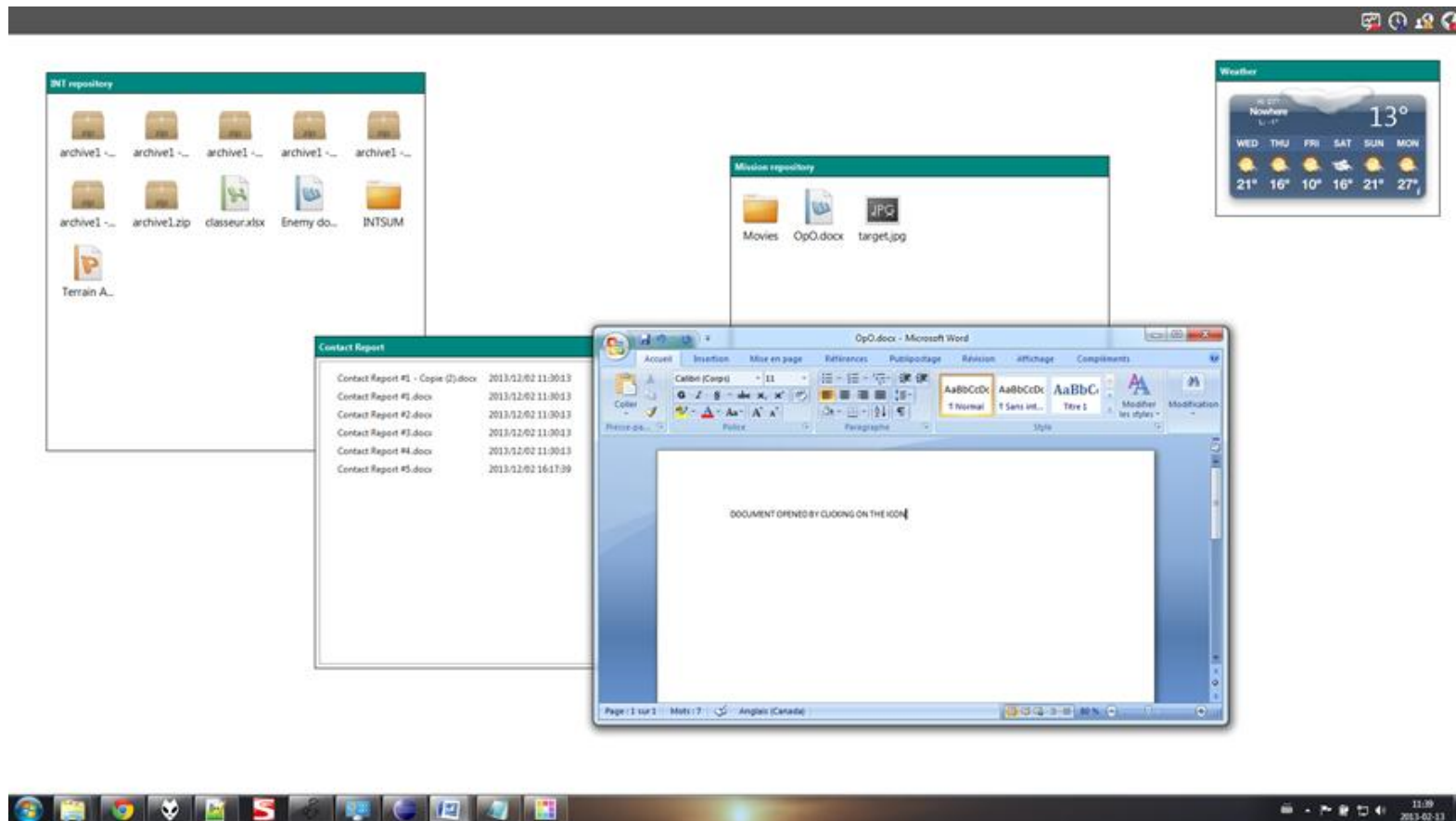
Space



Capability

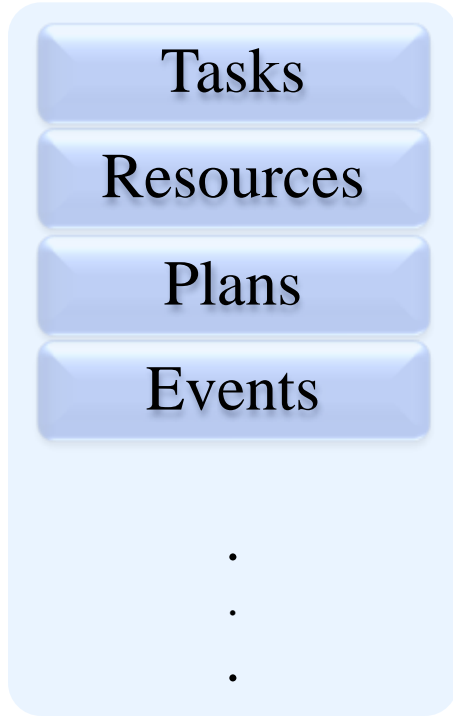


Environment



Multiple-Representation Framework

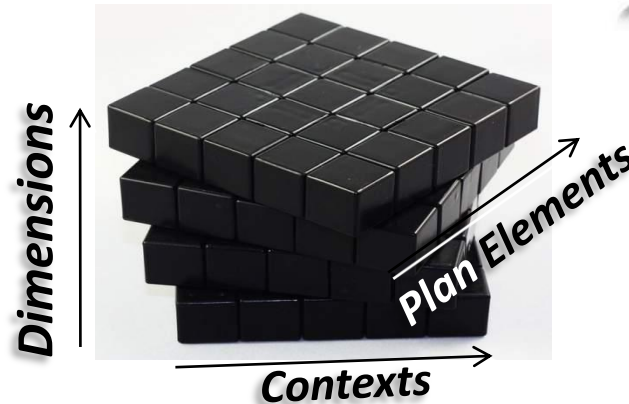
TPEM Elements



Contexts

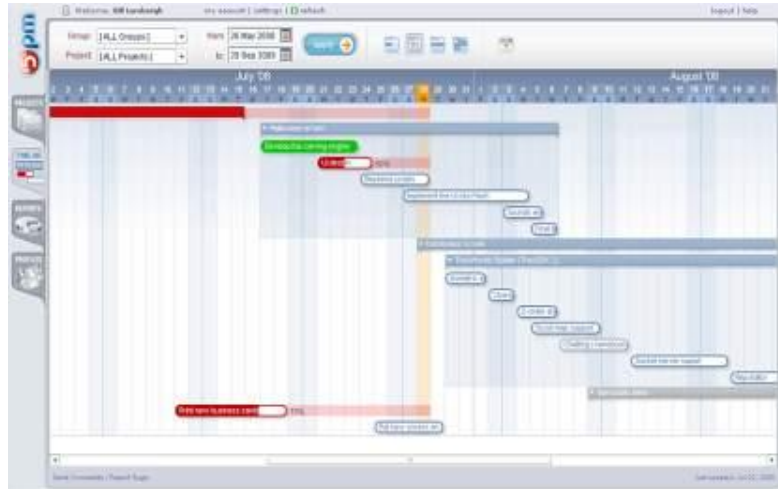


Visualizations

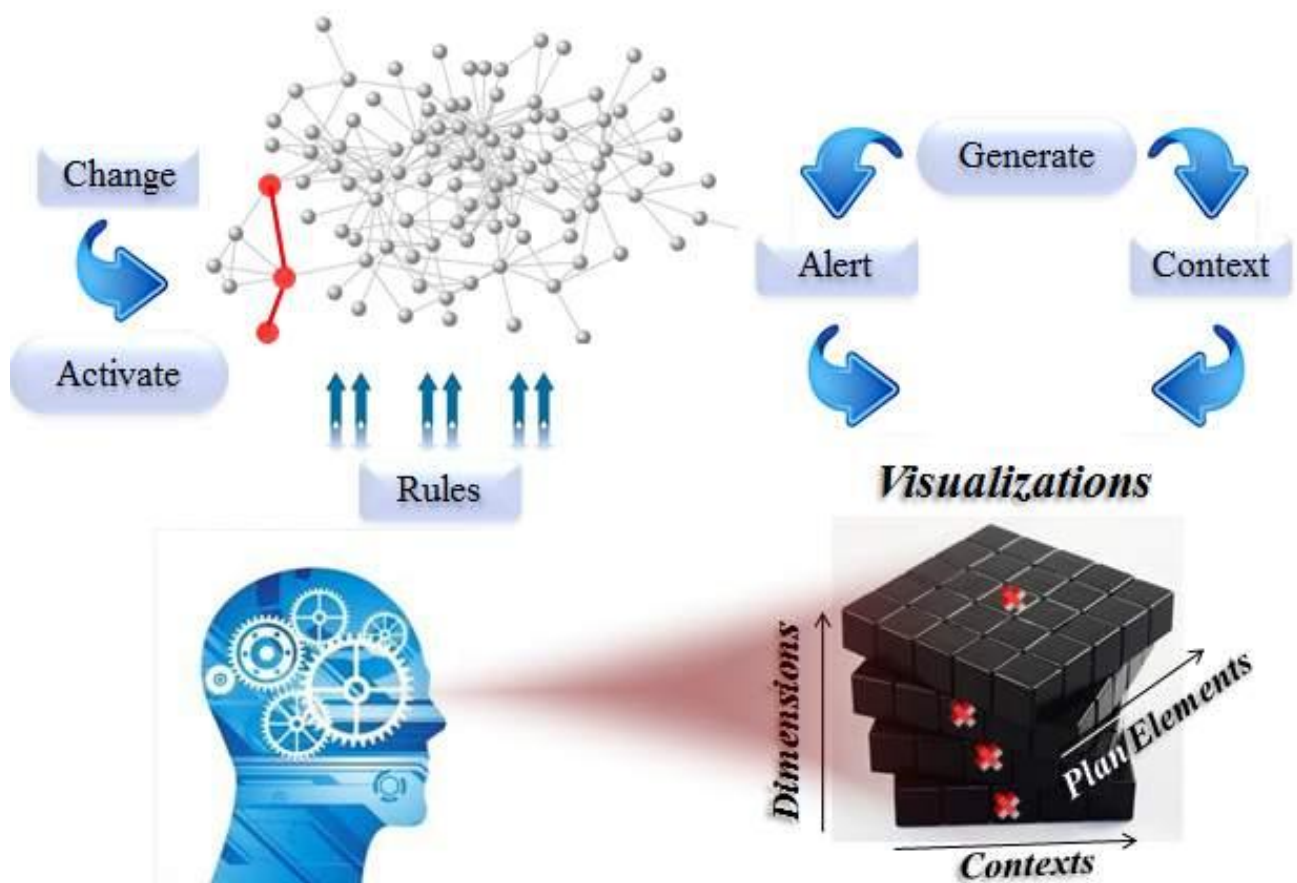


Concept

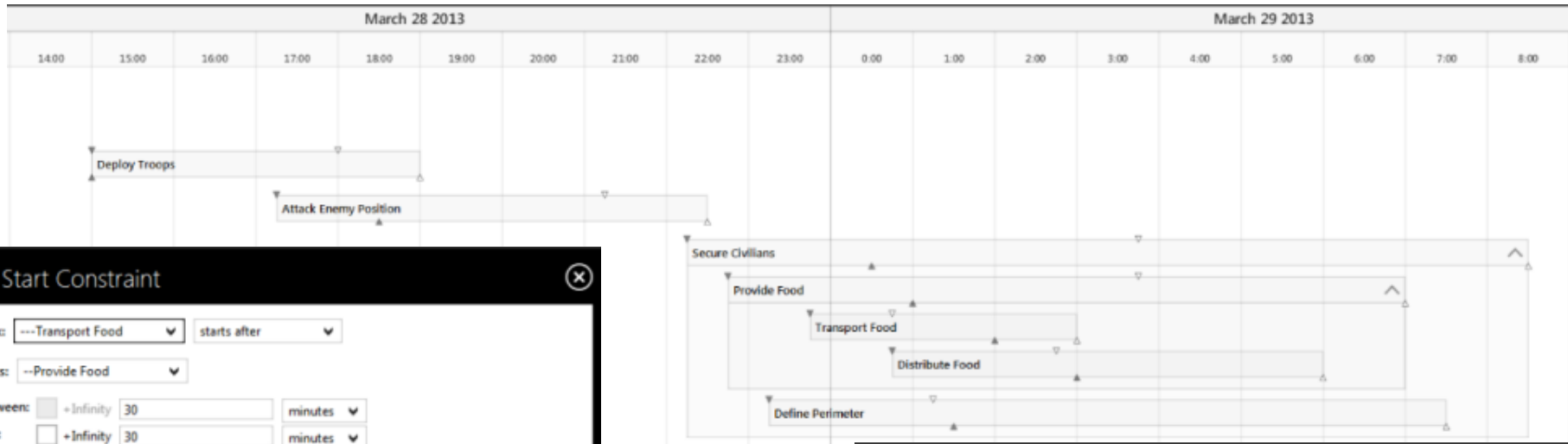
- Each plan element has a default context to be visualized along each dimension (normal conditions)



Impact Analysis and Alert Mechanisms



Robust Scheduling



< Start Constraint [X]

Task: starts after

tasks:

Between: ☐ +Infinity minutes

and: ☐ +Infinity minutes

[✓] [✖] [⌂] **< Start Constraint** [X]

Task: beginning overlaps

tasks: end

Between: ☐ +Infinity minutes

and: ☐ +Infinity minutes

< End Constraint

Task: lasts

Between: ☐ +Infinity hours

and: ☐ +Infinity hours

Time Constraints

'Deploy Troops' must last between 3 hours and 4 hours.

'Deploy Troops' must start 0 seconds after the beginning of 'Freedom St-Henri'.

'Attack Enemy Position' must last 4 hours.

'Attack Enemy Position' must start 45 minutes before and 30 minutes before the end of 'Deploy Troops'.

'Distribute Food' must start 0 seconds after the end of 'Transport Food'.

'Transport Food' must last 1 hours.

'Secure Civilians' must last between 3 hours and 4 hours.

Conclusion

- Flexible representation of the information depending on the context
- Representation dimensions:
 - Time
 - Space
 - Capability
 - Environment
- Robust planning
 - Time
 - Space
 - Capability
- Alerting mechanism to keep the user aware of different existing linkages between different P&E elements



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