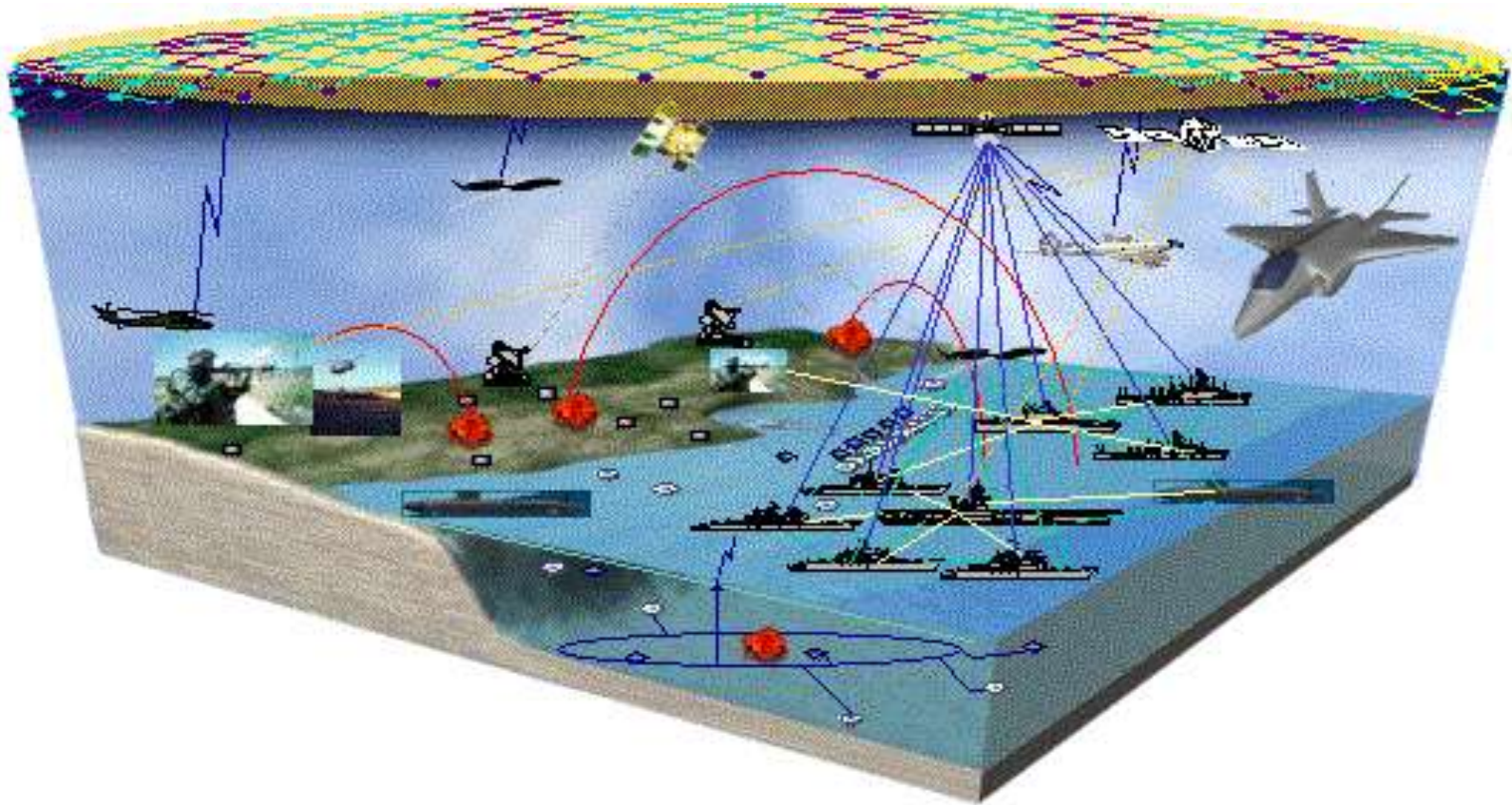




AY 2004 Spring Integrated Project



# Maritime Dominance in the Littorals





# Project Description

- Execute Tasking from Deputy Chief of Naval Operations (CNO) for Warfare Requirements (OPNAV 7)
- Develop a Conceptual System of Systems (SoS) for Maritime Dominance that Enables SEA BASING and SEA STRIKE in the Littorals
  - Generate Alternatives Using Existing Systems, Current Programs of Record, and Future Systems
  - Recommend Cost Effective Conceptual SoS That Minimizes Risk To Allied Personnel While Accomplishing Objectives
- Deliver Results in a Final Briefing and Technical Report



# SoS Focus and Constraints



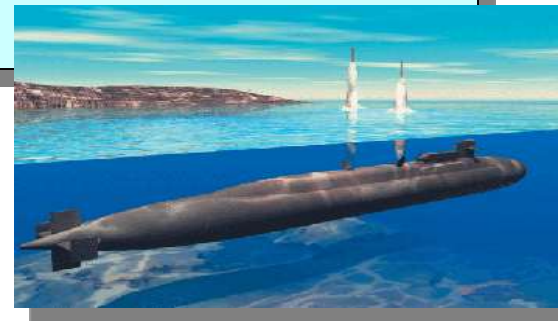
- **SoS Architectural Focus**

- Combination of both Manned and Unmanned Systems
- Surface, Subsurface, Air and Space Systems
- Employment of Forces From All Services



- **Constraints**

- Scenario Constraints
  - Land Forces Deployed up to 200 nm Inland
  - Striking/Supporting Maritime Forces Deployed up to 200 nm Offshore
- Timeframe Constraint
  - Concepts of Operations Applicable within 2020 Timeframe
- Cost Being a Necessary Selection Variable



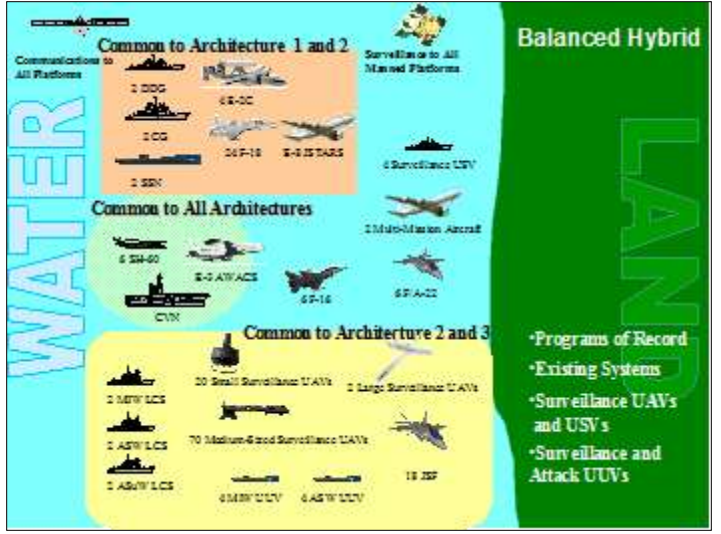




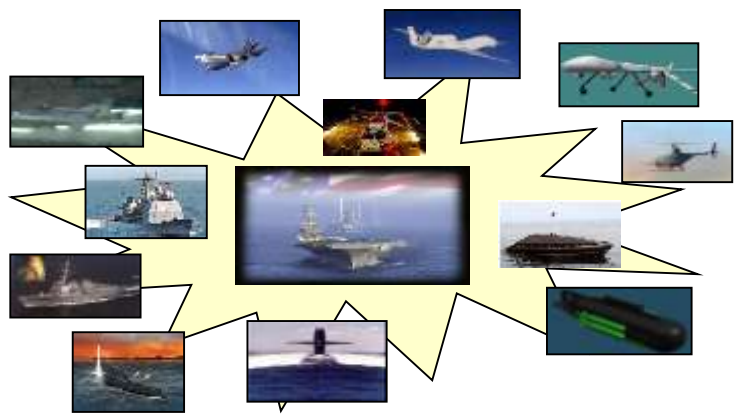
# Recommended System of Systems for Maritime Dominance in Littorals

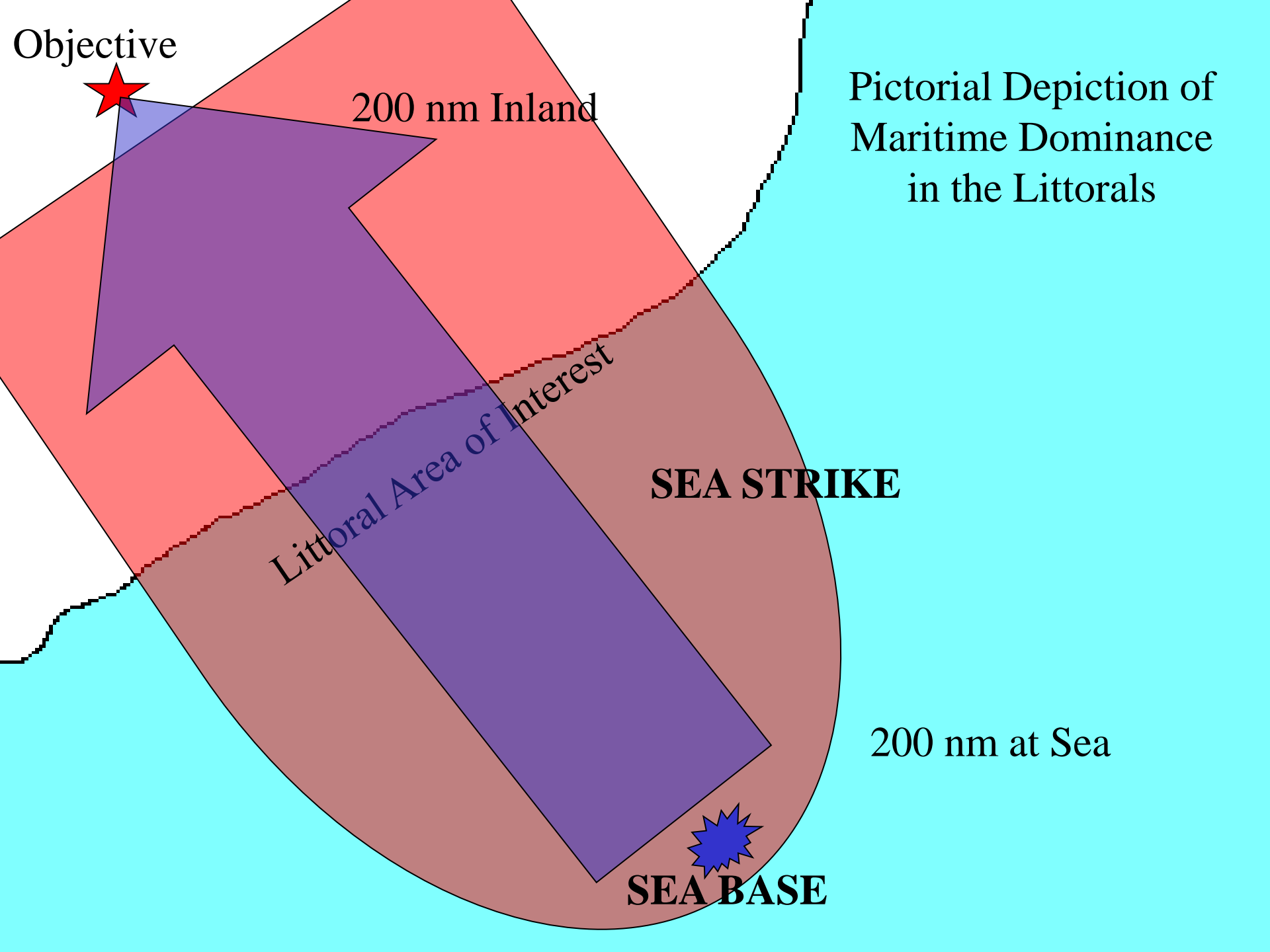


- **Unmanned Vehicles Complement But Cannot Replace Manned Platforms**
- **Recommended System of Systems Enabling SEA BASING and SEA STRIKE in 200 nm by 200 nm Littoral Operation Area in 2020 Timeframe**
  - Consists of Unmanned/Manned Vehicle Ratio of Approximately 1.5 to 1
  - Utilizes Distributed Communications with 100nm Physical Platform Distribution
  - Employs Decentralized Command & Control Structure
  - Is Cost Effective Relative to Other Alternatives



- **Distributed Communications**
  - Faster Dissemination of Information
  - Minimum Impact on Throughput with Node Failures
- **Decentralized Command and Control**
  - Shorter Reaction Times
  - Less Network Demand
  - Single C2 Node Failure Avoidance
- **100 nm Platform Distribution**
  - Superior Overall Performance







# 2004 Integrated Project Interface



**NPS Community**

Faculty Advisors  
 Prof. W. Solitario-Overall Project Coord  
 Dr. T. Huynh-Proj. Mgmt, Sys. Design & Analysis  
 Dr. R. Cristi-Communications  
 Dr. D. Kapolka-Sensors  
 Dr. G. Karunasiri-Sensors  
 Dr. I. Kaminer-Land Systems  
 Dr. F. Papoulias-Land Systems  
 LCDR R. Gottfried-Operations Research  
 Prof. K. Burke-Information Systems

Temasek Defense Systems Institute Technical Teams

Berner, Andy USA; Chan, Chee Wai SGP; Cheak, Seck Fai SGP; Chen, Yuan Xin SGP; Cheng, Kah Wai SGP; Cheng, Wee Kiang SGP; Chow, Khin Choong SGP; Gonen, Ofer ISR; Koh, Jim Hou SGP; Lee, Kok Thong SGP; Lim, Kian Guan SGP; Monfore, Ken USA; Mui, Whye Kee SGP; Neo, Melvin SGP; Oh, Khoon Wee SGP; Ong, Chin Siang SGP; Phey, Khee Teik Augustine SGP; Poh, Seng Cheong Telly SGP; Quek, Yew Sing SGP; Seow, Yoke Wei SGP; Tan, Peng Soon SGP; Tay, Chee Bin SGP; Toh, Chee Hwee SGP; Wong, Chin Han SGP; Yong, Siow Yin SGP

**Industry**  
 Boeing  
 Lockheed Martin  
 Northrop Grumman  
 Raytheon

**SEA5**

Integrated Project Lead  
 LCDR Q. Tran

SEA5 Team  
 CDR. Dermentzoudis, GRC  
 LT C. Graham, USA  
 LT M. Holmes, USA  
 LT R. Julien, USA  
 LT J. Winslow, USA  
 ENS B. Abbott, USA  
 ENS K. Hartling, USA  
 ENS B. Peterson, USA  
 ENS S. Poitevent, USA  
 ENS R. Smith, USA  
 ENS M. Tsikalas, USA  
 ENS C. Tubbs, USA



**Initial Study Plan Periodic Updates**

**Input and Feedback**

**Legend**  
 Primary Coordinators  
 Internal Structure  
 External

**Operational Requirements**

**CNO N7 Fleet Commanders (CAPT Kline, Dr. Olwell)**

**Technical Requirements**

**NAVSEA  
 FNMOC  
 NCAA  
 AFCAA**

**End User Requirements**

**Joint Military Community**  
 Air Warfare  
 Amphibious Warfare  
 Land Warfare  
 PYSOPS/INTEL  
 Special Operations  
 Subsurface Warfare  
 Surface Warfare

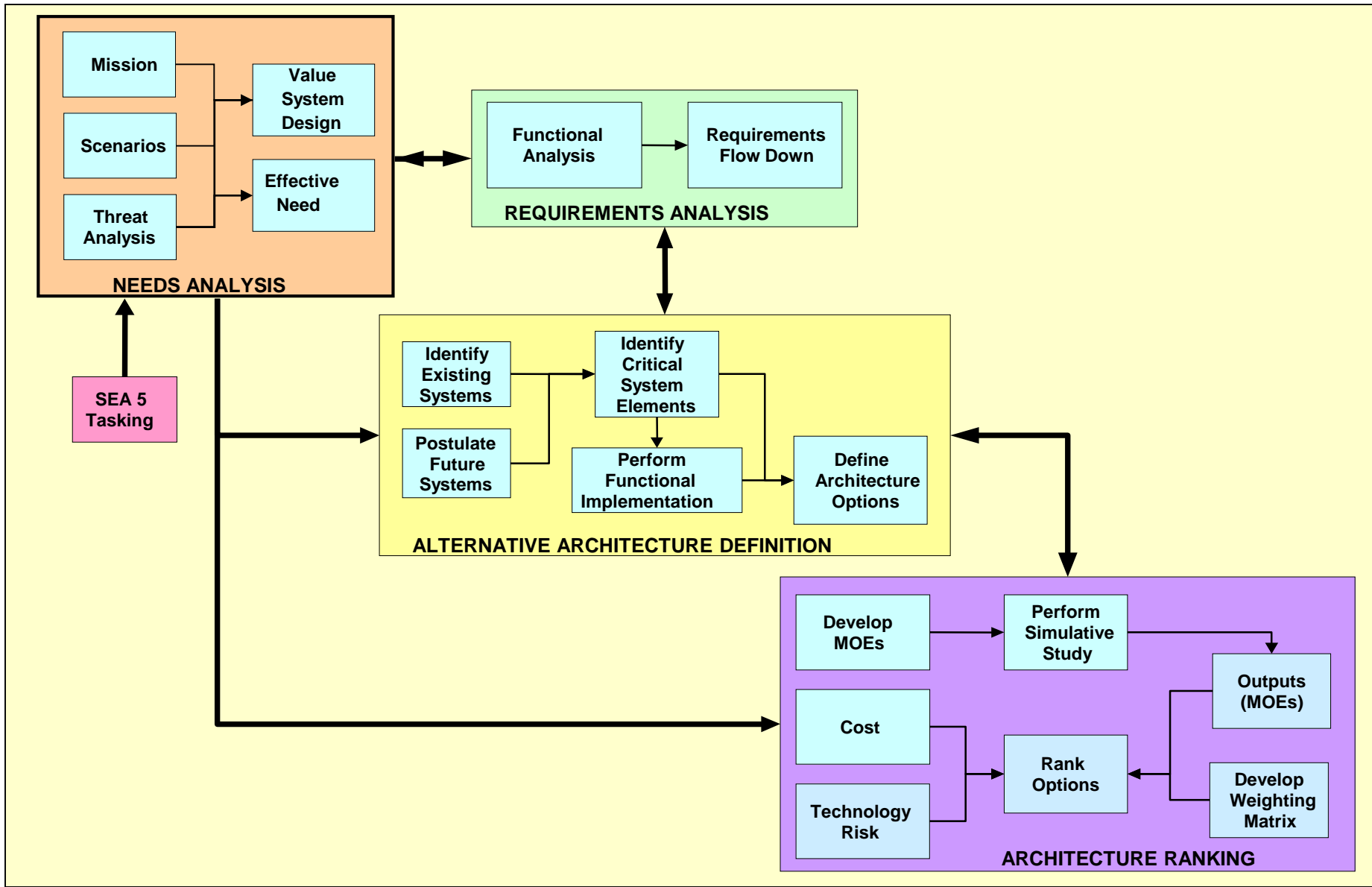


# Effective Need

Develop a SoS Solution to Enable SEA BASING and SEA STRIKE by Providing Maritime Dominance in the Littoral Environment Through Cooperative Surveillance, Threat Analysis and Evaluation, Battle Management, and Engagement



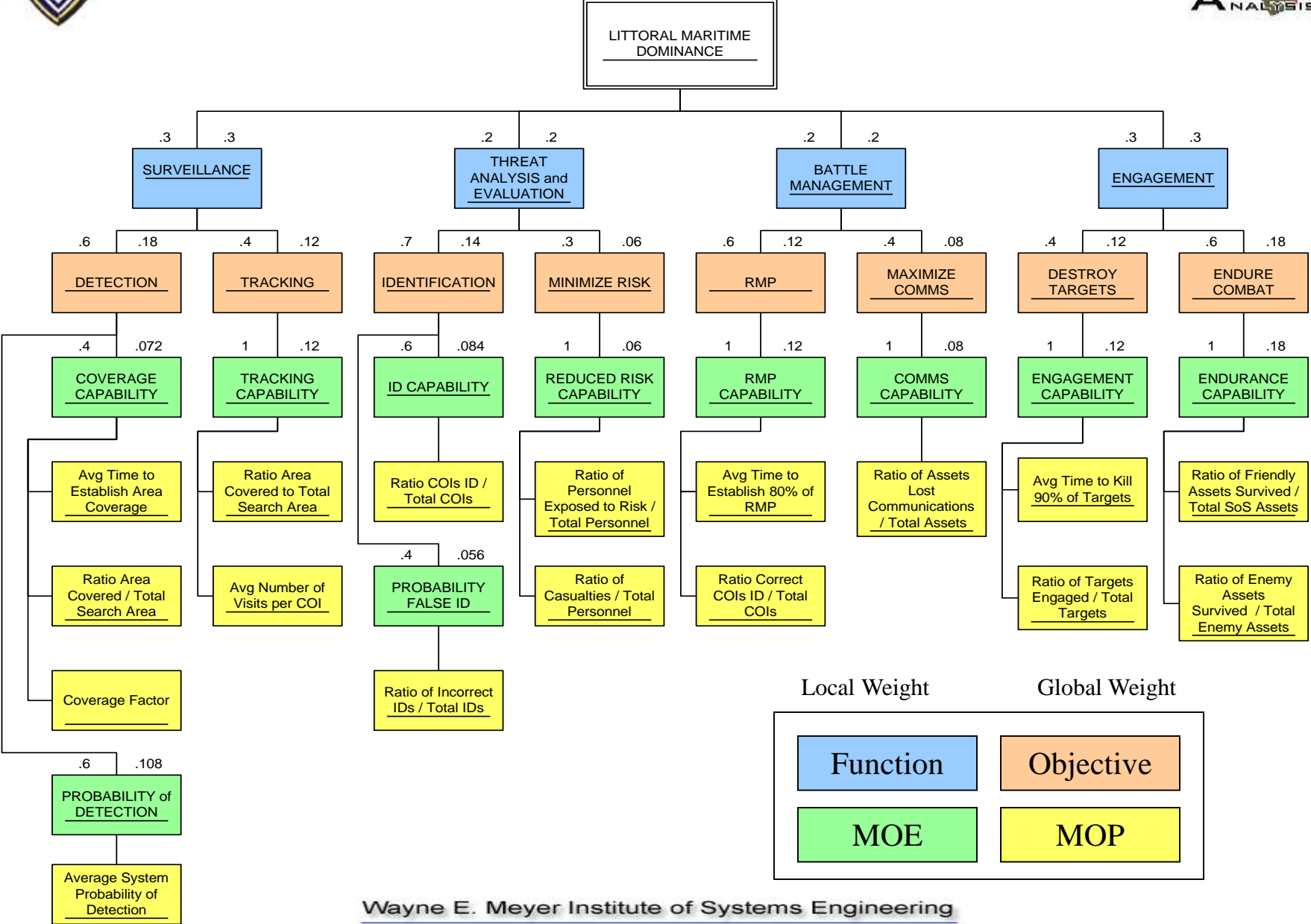
# SoS Development Process





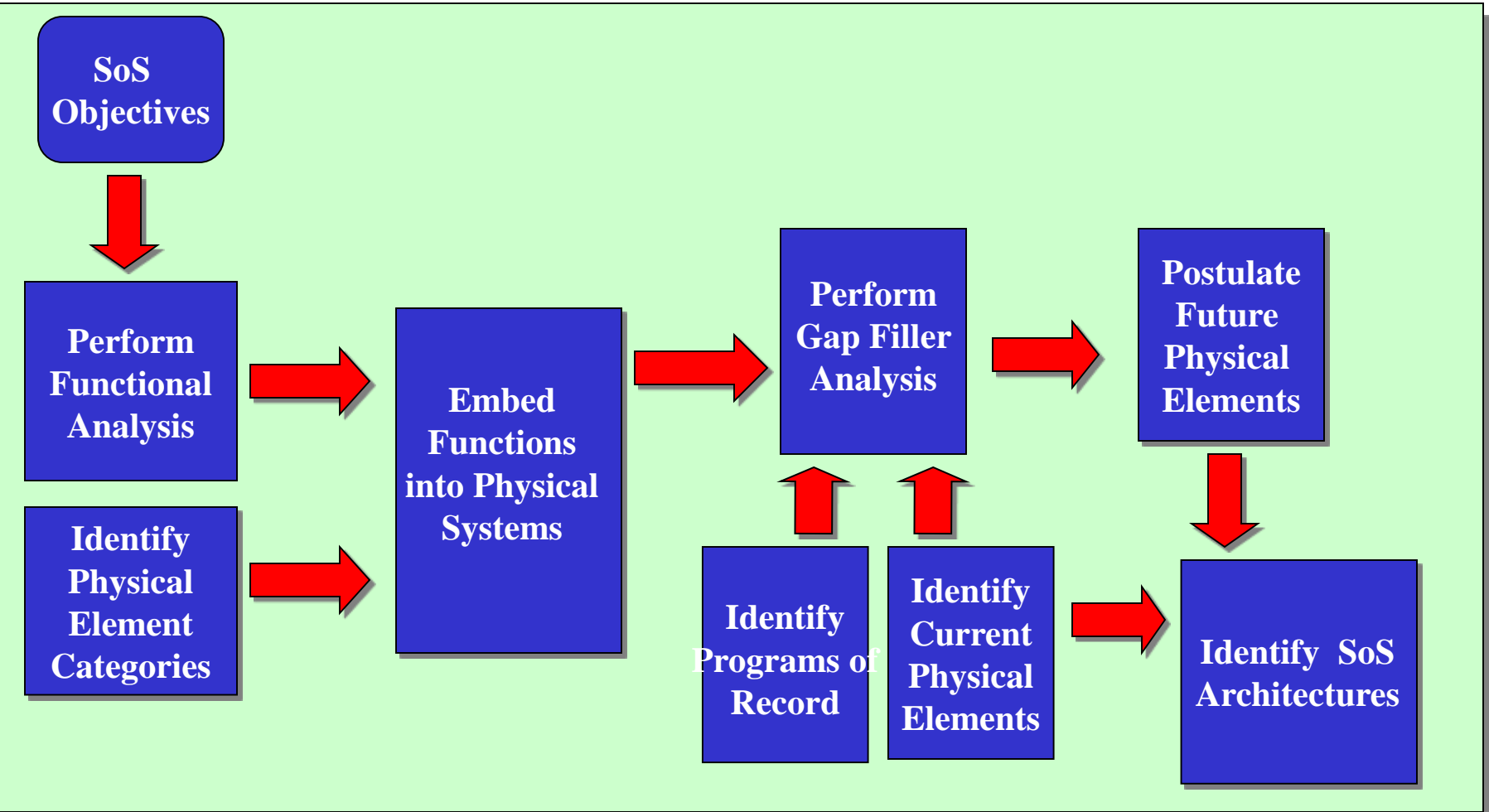


# Value Systems Design






# SoS Architectures Definition Process



WATER

### Common to Architecture 1 and 2




2 DDG




4 E-2C



2 CG



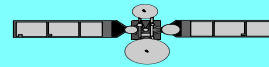
36 F-18



E-8 JSTARS




2 SSN




Communications to All Surface Platforms

# Manned Only


### Common to All Architectures




10 SH-60



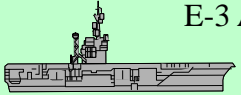
E-3 AWACS




6 MH 53




5 CH 53



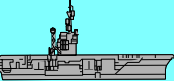
CVN




10 AH-1




2 DDG




LHA




2 FFG




MHC




MCM




5 E/A 6B




14 F-14




2 P-3



8 S-3



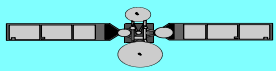
2 F-117



1 B-2

- Current Systems
- Carrier Air Wing
- Based Off Carrier Battle Group

NAVY

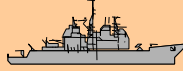


### Common to Architecture 1 and 2

Communications to All Platforms



2 DDG



2 CG



2 SSN

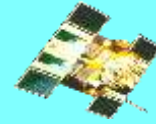


4 E-2C



24 F-18

E-8 JSTARS



Surveillance to All Manned Platforms



4 Surveillance USV



2 Multi-Mission Aircraft



6 F/A-22

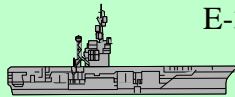
### Common to All Architectures



6 SH-60



E-3 AWACS



CVN



6 F-16

### Common to Architecture 2 and 3



2 MIW LCS



2 ASW LCS



2 ASuW LCS



20 Small Surveillance UAVs



2 Large Surveillance UAVs



70 Medium-Sized Surveillance UAVs



18 JSF



4 MIW UUV



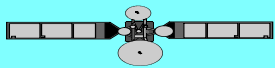
4 ASW UUV

# Balanced Hybrid

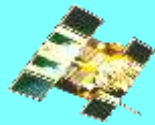
WATER

NAVY

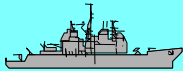
- Programs of Record
- Existing Systems
- Surveillance UAVs and USVs
- Surveillance and Attack UUVs



**Communications to All Platforms**



**Surveillance to All Manned Platforms**



2 CGX



2 DDX

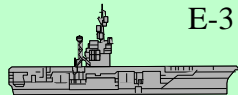
**Common to All Architectures**



6 SH-60



E-3 AWACS



CVN



TDSI Insertion UUV



50 Medium Multi-Mission UAVs



4 Multi-Mission USVs

**Common to Architecture 2 and 3**



2 MIW LCS



2 ASuW LCS



2 ASW LCS



20 Small Surveillance UAVs



30 Medium-Sized Surveillance UAVs



8 Large Surveillance UAVs



14 JSF



10 ASW UUV



4 MIW UUV

**Primarily Unmanned**

**WATER**

**MAN**

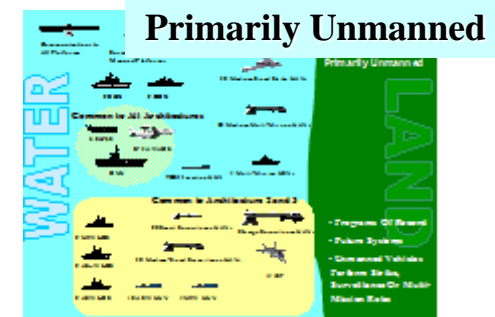
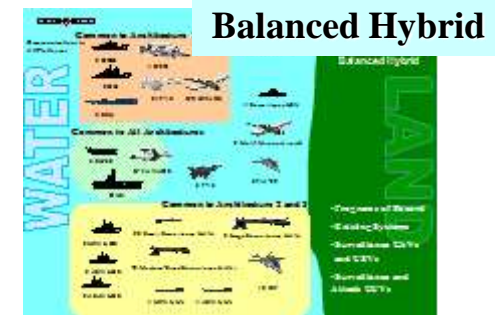
- Programs Of Record
- Future Systems
- Unmanned Vehicles Perform Strike, Surveillance Or Multi-Mission Roles





# Architecture Summary

- Three Architectures With Progressing Reliance on UVs
  - Manned Only
  - Balanced Hybrid
  - Primarily Unmanned
- Architecture Effectiveness Modeled in Simulative Study Against Test Scenarios





# South China Sea Scenario



- PRC Warship Strafed by Philippines Fighter
- PRC Naval Blockade of Puerto Princesa
  - Historical Rights and Economic Requirements
  - Need to Establish Safety Perimeter Around South China Sea
- PRC Reinforcement of Presence in the Spratly Islands
  - Paved Runways
  - Pier and Maintenance Facilities
  - ADA Batteries and Ballistic Missile Sites.
- PRC Invasion of Kepulauan Natuna (Indonesia)
- PRC Invasion of Palawan After a 30-day Blockade
  - Land, Air, Sea, and Missile Forces Moved to Island



# Scenario Criteria

## PRC Invasion Force

Aircraft 735  
 Surface 79  
 3 SOVREMMENY DDG  
 1 CV + 30 SU-30  
 55 DDG, FFG, & PGM  
 Subsurface 21  
 5 Type 091/093 SSN  
 15 Diesel SS (4 Kilo)  
 MARDIV 1  
 ARTDIV 1  
 INFDIV 7\*  
 \*3 Additional Reserve  
 (Guangzhou)  
 No Heavy Armor Division  
 Light Armor Units With  
 MANPADS

- **Tactical Littoral Environments**
- **Scenario Definition Guided By Complexity**
  - Mission
  - Enemy Force Structure
  - Level of Hostility

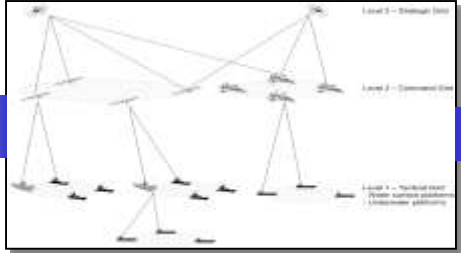
Scenario	Enemy	Conflict	Escalation
Benign	Neutral	Unlikely	Unlikely
Nominal	Aggressive	Medium	Low
Stressing	Hostile	High	Medium



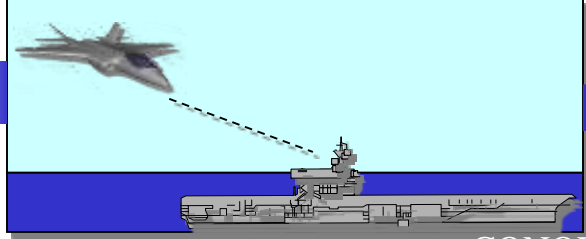
# Campus Wide Integrated Project



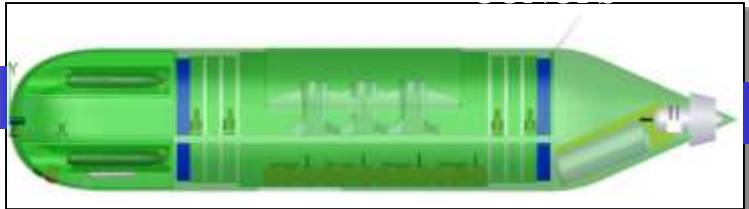
- COMMUNICATIONS**  
Conceptual Communications Network
- INFORMATION ASSURANCE**  
Technology Exploitation Study and Limitation Parameters
- LAND SYSTEMS**  
Submersible UV Craft Carrier
- SENSORS**  
In Depth Sensor Study for Operation in Littorals
- OR**  
Analytical Support Conceptual Modeling



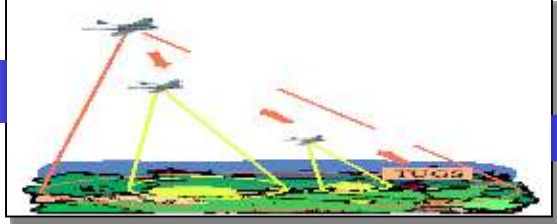
**Extend™**  
**Link Capacity 24 Mbps**  
**Max. Comm. Range 60 km**



**Littoral Deployment CONOPS**



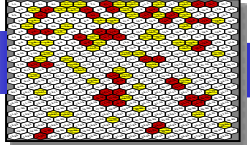
**Littoral Deployment CONOPS**



**ALWSE-MC**  
 •5 Golden Eye UAVs  
 •20 iSTAR UAVs  
 •4 REMUS UUVs  
 •6 TALON Robot UGV

**Excel**  
 •Center Frequency 440 MHz  
 •BW 19.38 MHz  
 •Peak Power 1000 W  
 •Average Power 19 W  
 •Azimuth 3dB Beam Width 19°  
 •Elevation 3dB Beam Width 38°  
 •Nominal Gain 14 dB

**Littoral Deployment CONOPS**





# Cost Estimation Results



## Cost in FY04\$B

Architecture	Purchase Cost	O&S*	TOC**
Manned Only	0	1.53	23
Balanced Hybrid	4.7	1.34	24.3
Primarily Unmanned	10.4	1.13	25.8

**\* Per 1-year Basis**

**\*\* Per 10-year Basis Including Inflation**





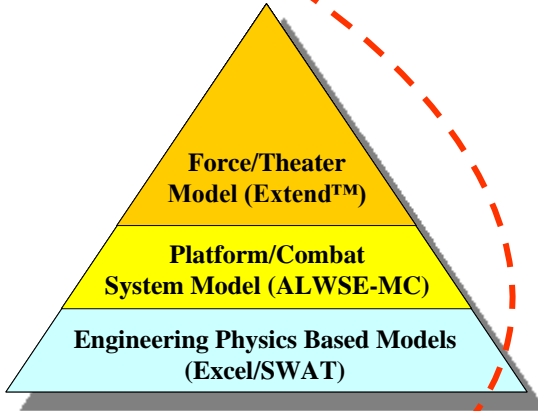
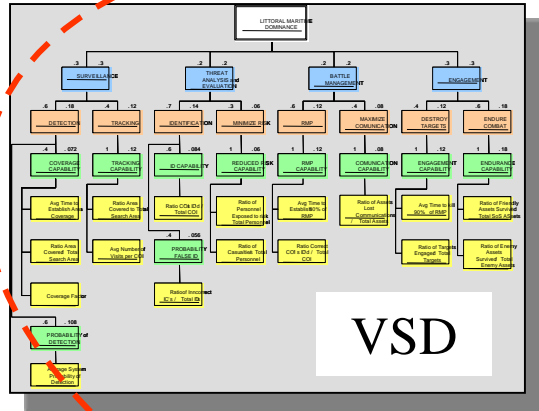
# Cost Estimation Methodology



- All O&S Costs in FY2003 From VAMOSC, AFTOC and OSMIS Databases
- Costs for Future Systems (i.e., UVs and (X) Ships) Estimated Using Analogy Technique
- Derivation of Proposed Future System Unit Cost Using Cost Factors
  - Complexity
  - Miniaturization
  - Productivity Improvement



# Simulative Study Overview



Modeling Framework

## Result

- Quantitative Data Provided to Answer Important Questions

## Method

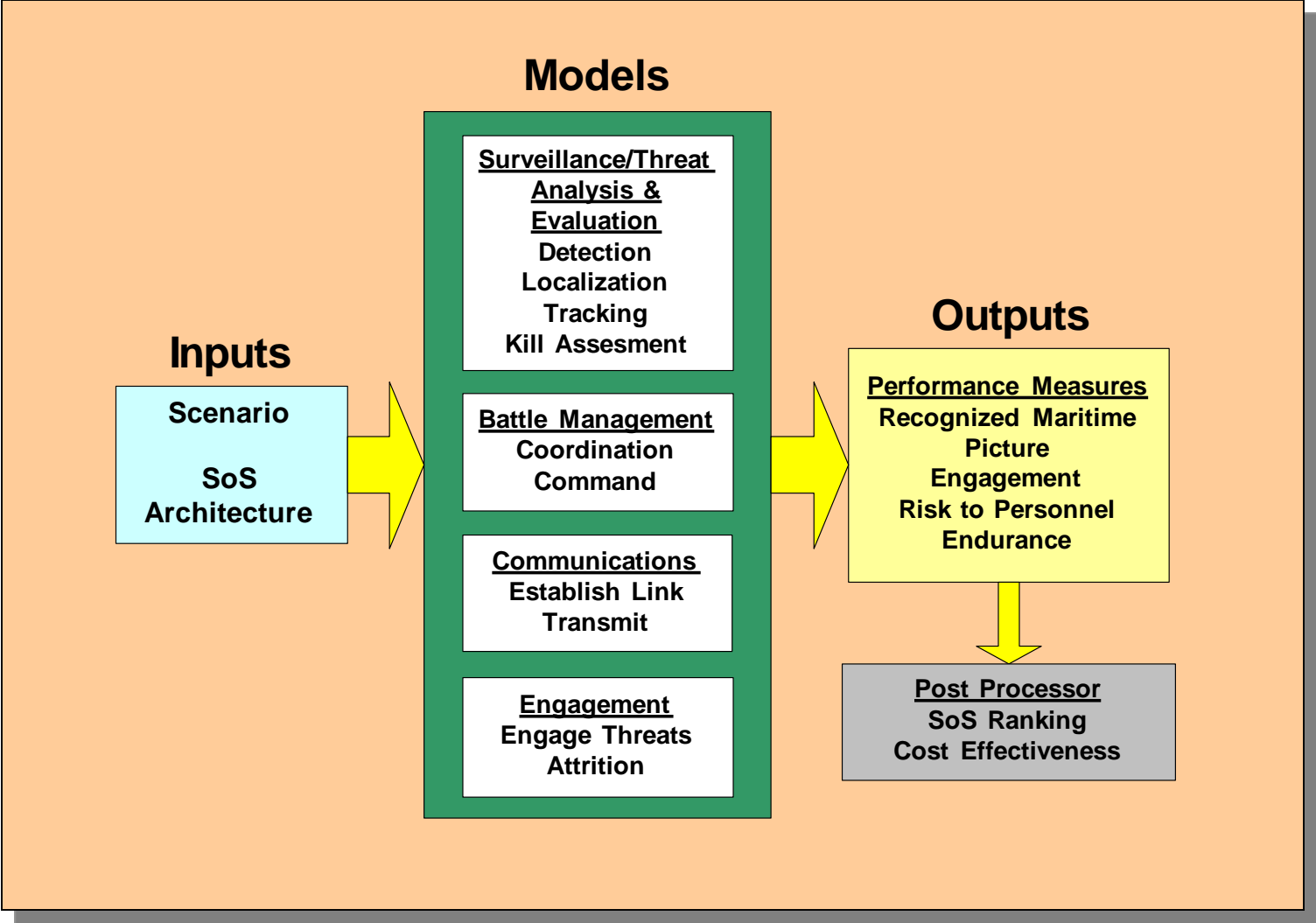
- Important Questions and Sensitive Design Variables Identified
- Comprehensive Modeling Framework Developed to Answer the Important Questions

Run#	Config	S/S Arch (1,2,3)	ONA (1,2,3)	C2 (1,2,3)	PPD (1,2,3)	Scenario Health (1,2,3)	Total COs	COs Detected	COs Located &	Enemy Targets Killed	Weapons Fired	Total Personnel	Personnel Exposed to Risk	Casualties	Total Platforms	S/S Platforms Killed	Time to Max RMP Ratio (Post)	Max RMP Ratio
1	1	1	1	1	1	1	133	133	133	10	36	9755	0	0	106	0	1.569	1
2	2	1	1	1	1	1	868	868	868	47	137	9755	0	8393	106	0	30.507	1
3	3	1	1	1	1	1	5	5	5	5	5	9755	0	0	106	0	1.569	1
4	4	1	1	1	1	2	133	133	133	130	151	9755	490	656	106	2	28.531	1
5	5	1	1	1	2	2	868	868	868	14	78	9755	0	7277	106	0	33.212	1
6	6	1	1	1	2	3	868	868	868	14	78	9755	0	7277	106	0	33.212	1
7	7	1	1	1	3	1	5	5	5	3	4	9755	0	0	106	0	0.570	1
8	8	1	1	1	3	3	868	868	868	279	469	9755	0	5283	106	40	50.588	1
9	9	1	1	1	3	3	5	5	5	4	4	9755	0	0	106	0	0.570	1
10	10	1	1	2	1	1	133	133	133	9	24	9755	2	159	106	1	28.990	1
11	11	1	1	2	1	2	133	133	133	9	24	9755	2	159	106	1	28.990	1
12	12	1	1	2	1	3	868	868	868	226	398	9755	0	6296	106	60	38.714	1
13	13	1	1	2	2	1	5	5	5	4	4	9755	0	0	106	0	0.570	1
14	14	1	1	2	2	2	133	133	133	129	175	9755	544	1662	106	4	28.962	1
15	15	1	1	2	2	1	868	868	868	12	35	9755	0	2194	106	0	12.785	1
16	16	1	1	2	2	3	5	5	5	4	4	9755	0	0	106	0	0.570	1
17	17	1	1	2	3	2	133	133	133	109	136	9755	801	0	106	0	27.629	1
18	18	1	1	2	3	3	868	868	868	291	492	9755	0	9412	106	36	29.256	1
19	19	1	2	1	1	1	5	5	5	3	3	9755	0	0	106	0	0.570	1
20	20	1	2	1	1	2	133	133	133	33	48	9755	450	0	106	0	26.600	1
21	21	1	2	1	1	3	868	868	868	365	422	9755	0	9149	106	34	31.187	1
22	22	1	2	1	2	2	5	5	5	5	5	9755	0	0	106	0	0.570	1
23	23	1	2	1	2	2	133	133	133	27	53	9755	129	584	106	0	30.825	1
24	24	1	2	1	2	3	868	868	868	271	439	9755	0	9297	106	34	30.188	1
25	25	1	2	1	3	1	5	5	5	2	3	9755	0	0	106	0	0.570	1
26	26	1	2	1	3	2	133	133	133	30	58	9755	320	364	106	1	29.249	1
27	27	1	2	1	3	3	868	868	868	358	414	9755	0	9184	106	20	29.618	1
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30	30	1	2	2	2	3	868	868	868	303	411	9755	0	9321	106	17	29.724	1
31	31	1	2	2	2	1	5	5	5	3	4	9755	0	0	106	0	0.627	1
32	32	1	2	2	2	2	133	133	133	3	3	9755	0	0	106	0	0.570	1
33	33	1	2	2	2	3	868	868	868	0	0	9755	0	0	106	0	0.570	1
34	34	1	2	2	2	1	5	5	5	5	5	9755	0	0	106	0	0.570	1
35	35	1	2	2	3	2	133	133	133	0	0	9755	0	0	106	0	0.570	1
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41	41	1	3	1	2	2	133	133	133	0	0	9755	0	0	106	0	0.570	1
42	42	1	3	1	2	3	868	868	868	0	0	9755	0	0	106	0	0.570	1
43	43	1	3	1	3	3	868	868	868	0	0	9755	0	0	106	0	0.570	1
44	44	1	3	1	3	2	133	133	133	0	0	9755	0	0	106	0	0.570	1
45	45	1	3	1	3	3	868	868	868	0	0	9755	0	0	106	0	0.570	1
46	46	1	3	1	3	2	133	133	133	0	0	9755	0	0	106	0	0.570	1
47	47	1	3	1	2	1	5	5	5	2	2	9755	0	0	106	0	0.570	1
48	48	1	3	2	2	2	133	133	133	0	0	9755	0	0	106	0	0.570	1
49	49	1	3	2	2	1	5	5	5	4	4	9755	0	0	106	0	0.618	1

Simulation Output Table

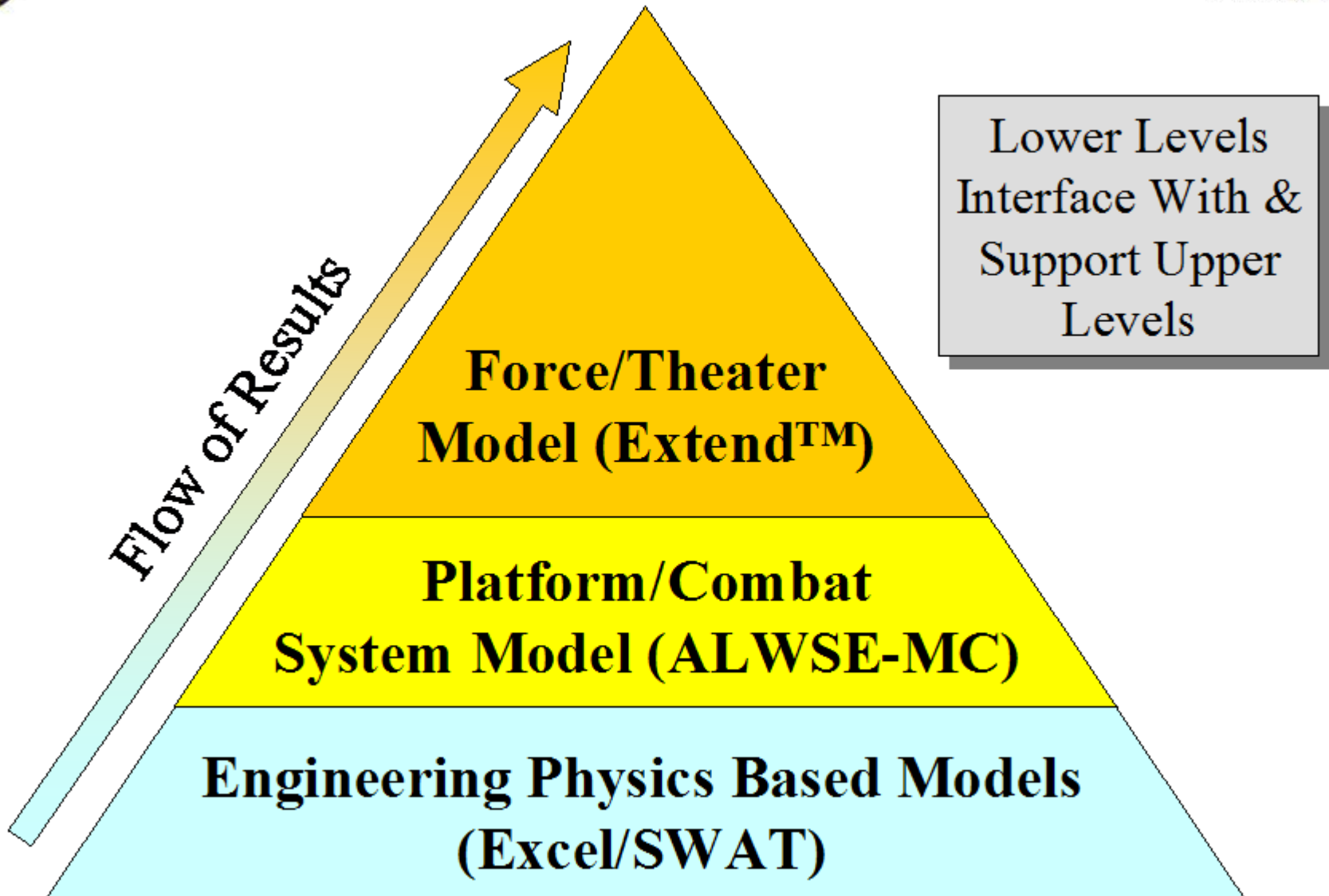


# Simulative Study Design



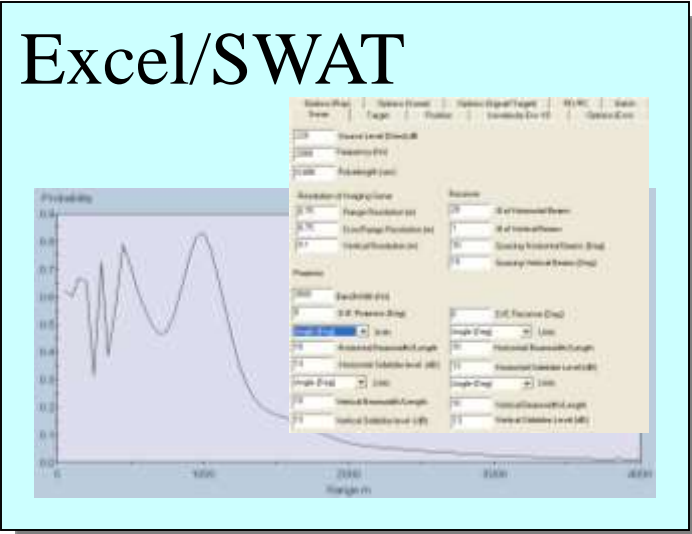


# Modeling Framework

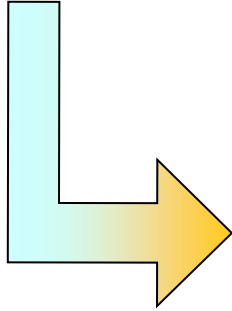




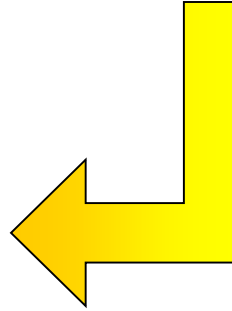
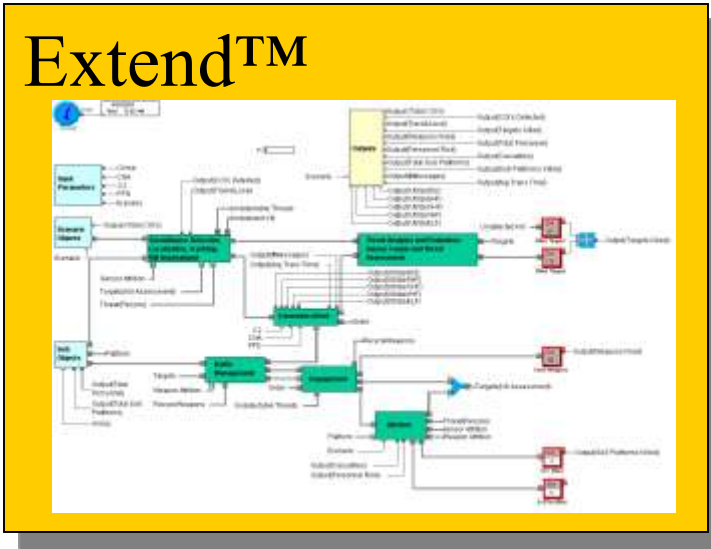
# Modeling Tools Interface



Lateral Range  
Detection Curves



Database  
Tables



Time To  
Detection  
Data

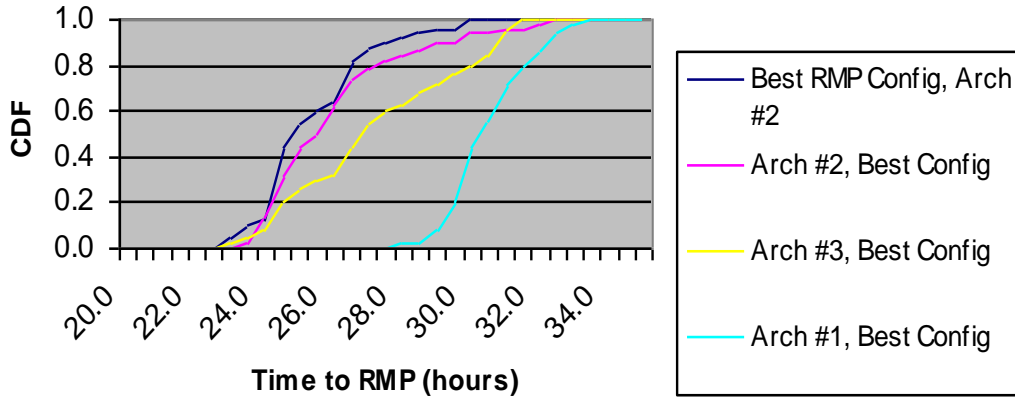




# Selected Configuration Validation



### CDF of Establishing RMP Scenario 3

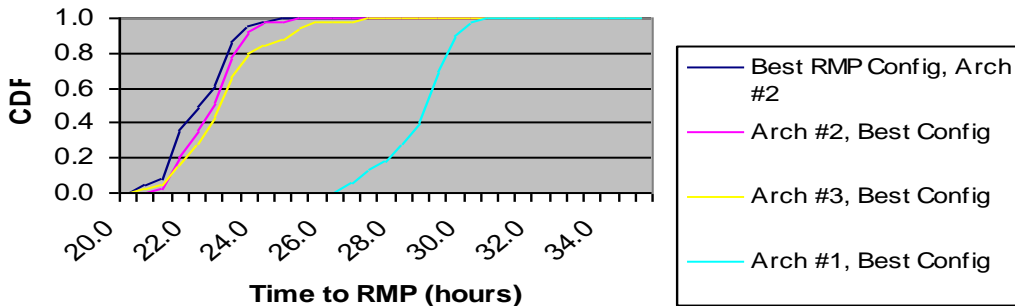


- Comparison of CDF for Time-to-RMP for Best Configuration from 162 Configurations to CDFs for Selected Configurations

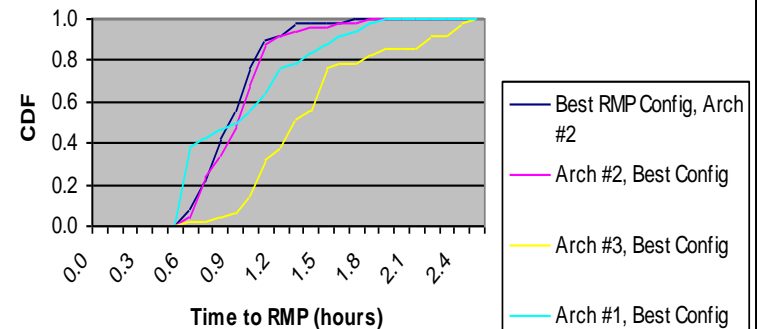
- Excellent Agreement between Best-Configuration CDF and CDF for Selected Architecture 2-Best Configuration Thus Validating Chosen Configuration

- Comparison of CDFs for Other MOEs Also Validating Chosen Configuration

### CDF of Establishing RMP Scenario 2



### CDF of Establishing RMP Scenario 1



**CDF: Cumulative Distribution Function**

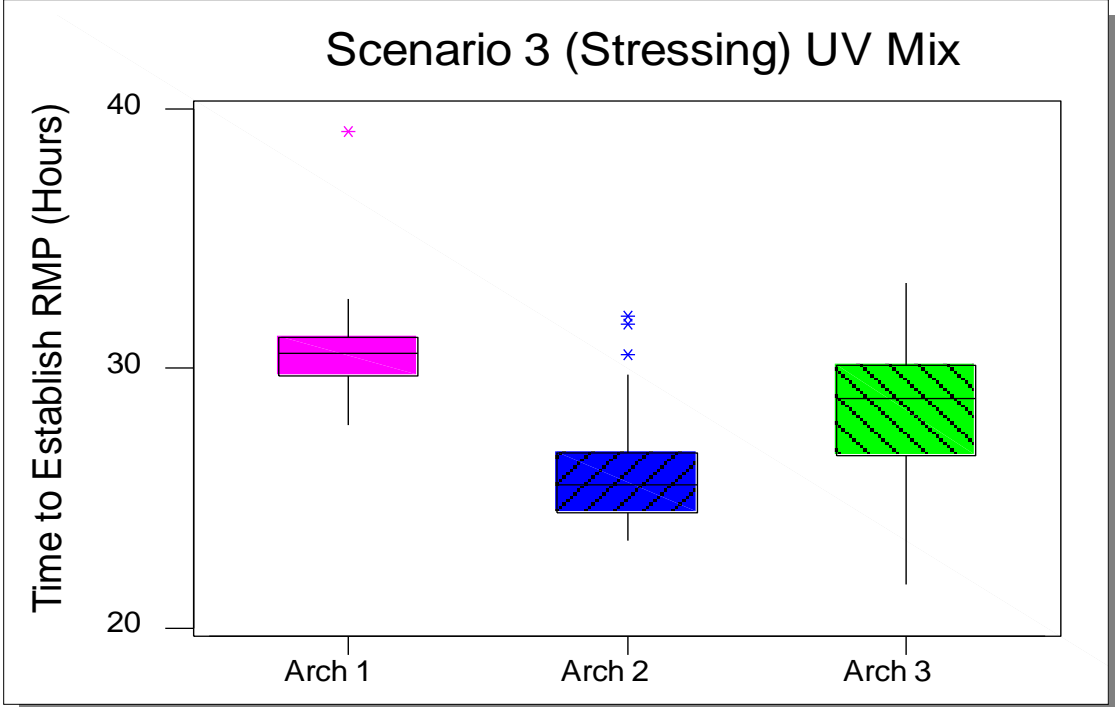
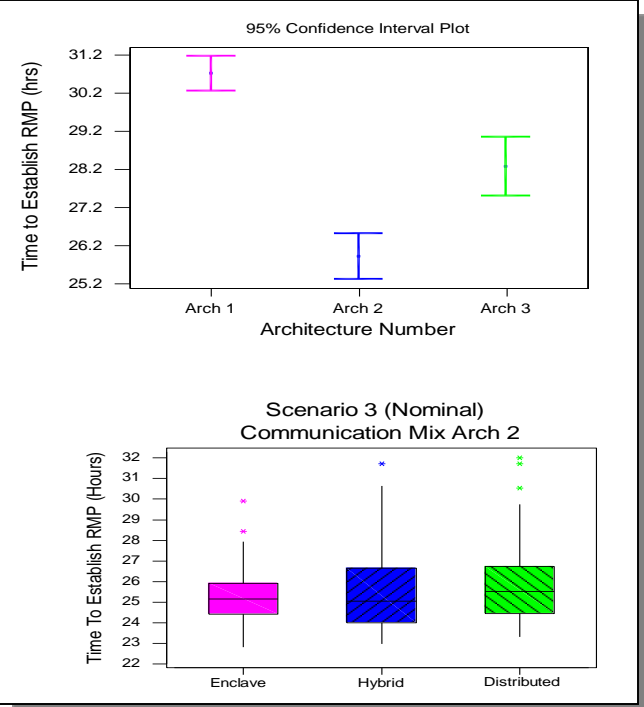


# Effects of Configuration Attributes On RMP



Arch 1 – Manned Only  
Arch 2 – Balanced Hybrid  
Arch 3 – Primarily Unmanned

- Significant Effects of Unmanned/Manned Ratio on Time-to-RMP
- Insignificant Effects of Command and Control Structure & Communication Network Architecture



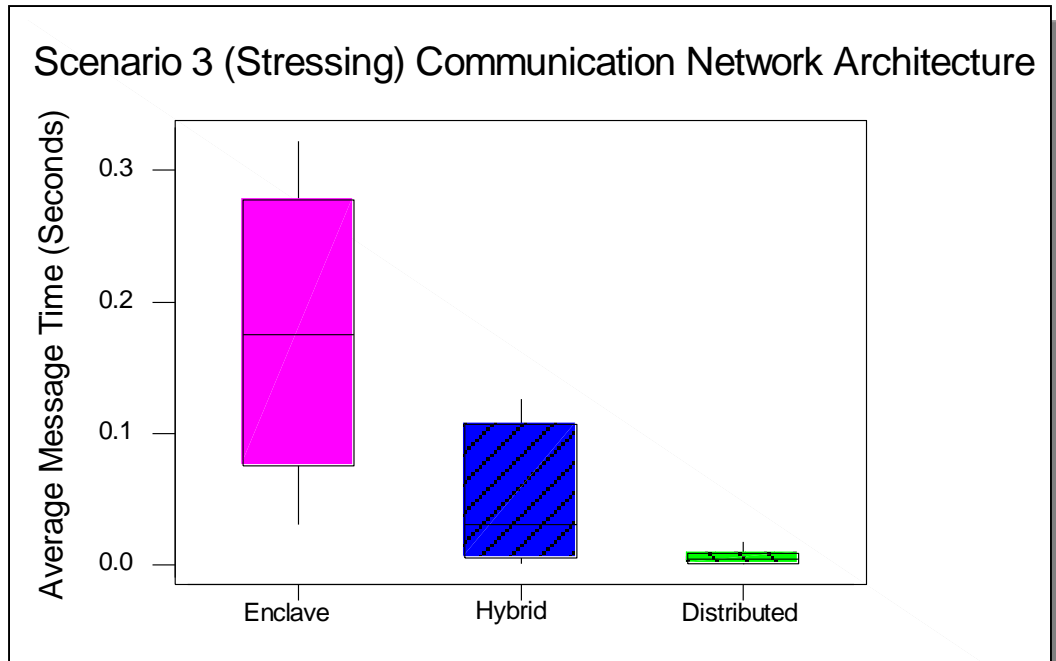
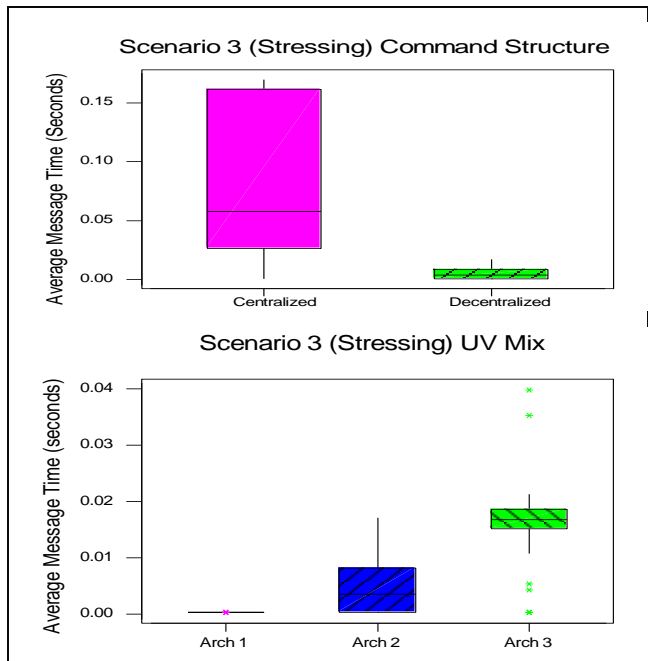


# Effects of Configuration Attributes On Communications Performance



Arch 1 – Manned Only  
Arch 2 – Balanced Hybrid  
Arch 3 – Primarily Unmanned

- Significant Effects of Unmanned/Manned Ratio, Command & Control and Communication Network Architecture on Communication Performance (Message Delay)

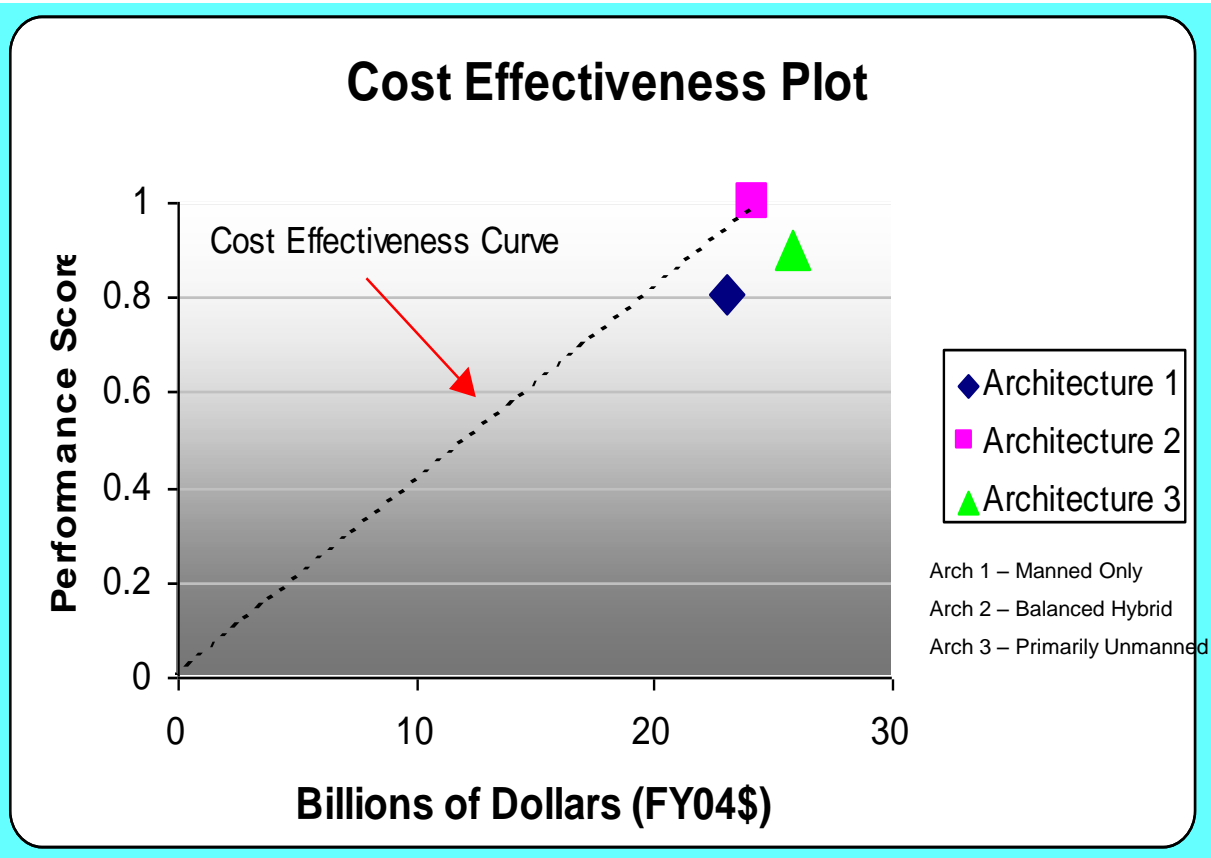




# Cost Effectiveness Curve for Architecture Recommendation



- Balanced Hybrid  
Cost Effective & Cost Efficient
- Manned Only Cost Effective Not Cost Efficient
- Primarily Unmanned Dominated (Neither Effective or Efficient)



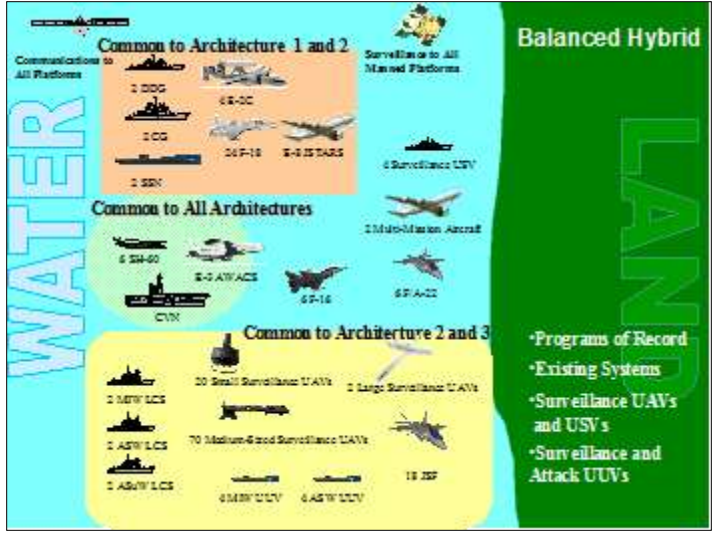
**Balanced Hybrid Recommended Based on Cost & Performance**



# Recommended System of Systems for Maritime Dominance in Littorals



- **Unmanned Vehicles Complement But Cannot Replace Manned Platforms**
- **Recommended System of Systems Enabling SEA BASING and SEA STRIKE in 200 nm by 200 nm Littoral Operation Area in 2020 Timeframe**
  - Consists of Unmanned/Manned Vehicle Ratio of Approximately 1.5 to 1
  - Utilizes Distributed Communications with 100nm Physical Platform Distribution
  - Employs Decentralized Command & Control Structure
  - Is Cost Effective Relative to Other Alternatives



- **Distributed Communications**
  - Faster Dissemination of Information
  - Minimum Impact on Throughput with Node Failures
- **Decentralized Command and Control**
  - Shorter Reaction Times
  - Less Network Demand
  - Single C2 Node Failure Avoidance
- **100 nm Platform Distribution**
  - Superior Overall Performance