

# ***Building Equity through Interdisciplinary Human Interaction***

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***Policy and Ethics of Intelligent Autonomous Systems Technical Exchange***  
***OSD Autonomy Community of Interest***



# Cold War Innovation



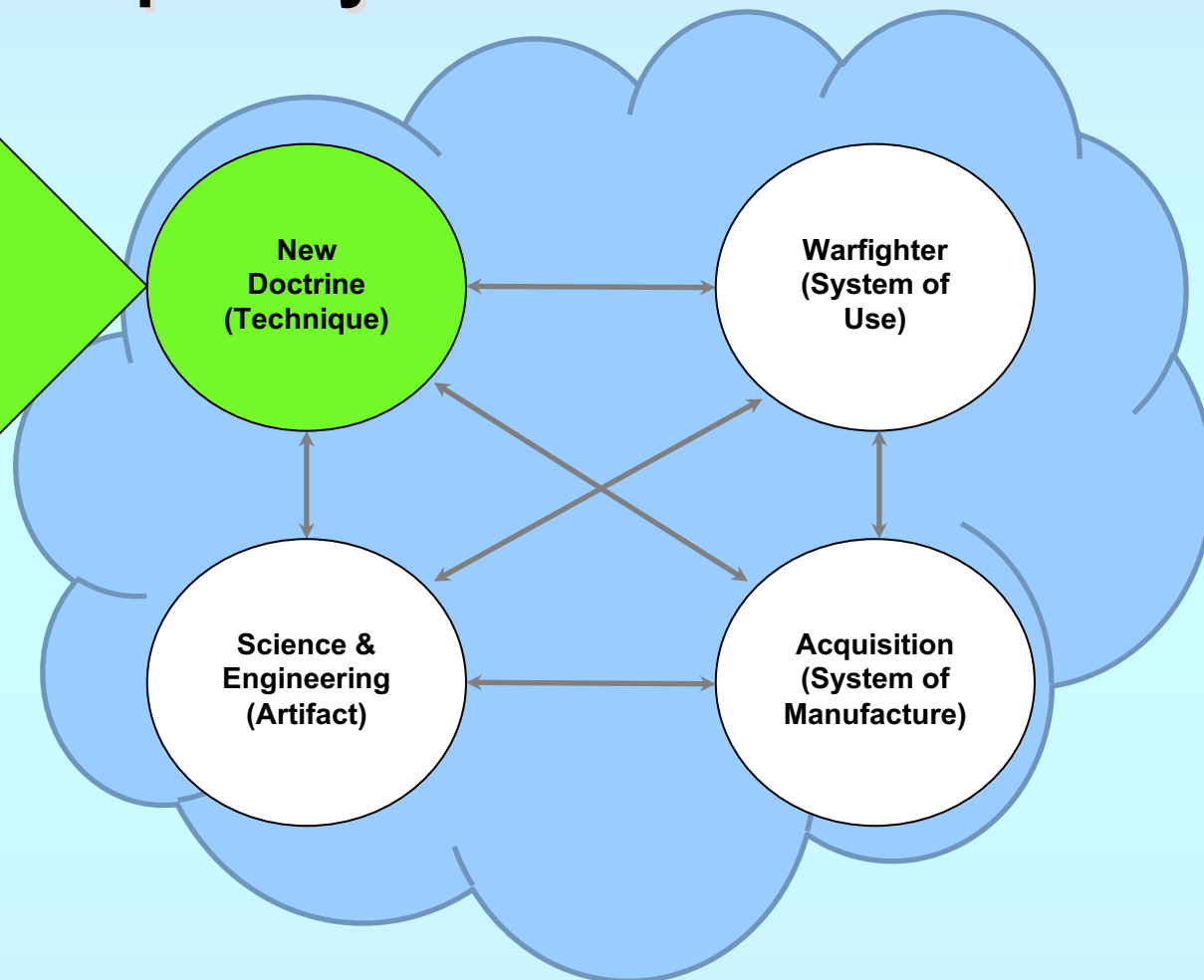
# Post Cold War Innovation





# Building Equity through Interdisciplinary Human Interaction

**Dramatic Geo-Political Situational Change**



## References:

- Choinski, Thomas. *Dramaturgy, Wargaming and Technological Innovation in the United States Navy: Four Historical Case Studies*, Dissertation, Salve Regina University, Newport. March 24, 2017.
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- Jin, Zhouying. *Global Technological Change: From Hard Technology to Soft Technology*. 2nd ed. Bristol, UK: Intellect, 2005. Web. 4 Nov. 2013
- Horowitz, Michael. *The Diffusion of Military Power: Causes and Consequences of Military Power*. Princeton University Press: Princeton, NJ. 2010.
- Rothwell, Roy. "Towards the Fifth-Generation Innovation Process." *International Marketing Review*, Vol. 11 No. 1, MCB University Press, pp.7-31.

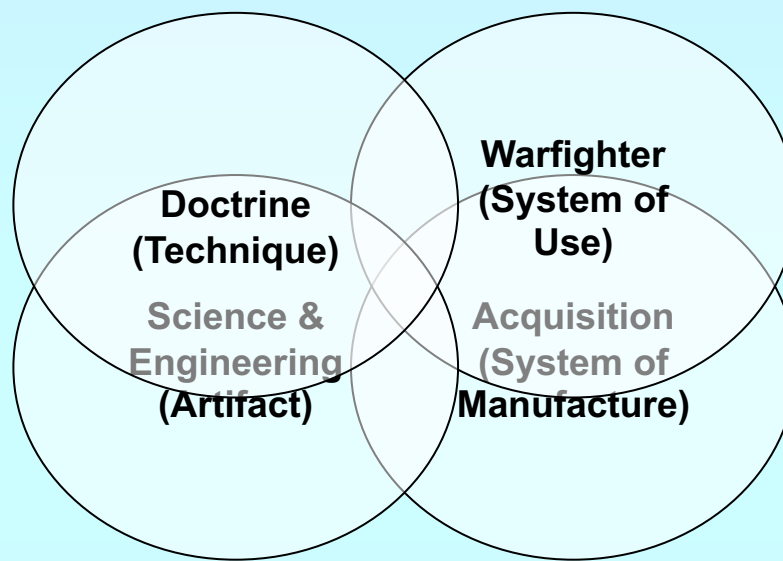


# Potential Contributions from AI

- Data mine solutions
- Design for Diffusion
- Navigate social networks
- Assess coherence
- Scale up solutions
- Identify fast follower strategies

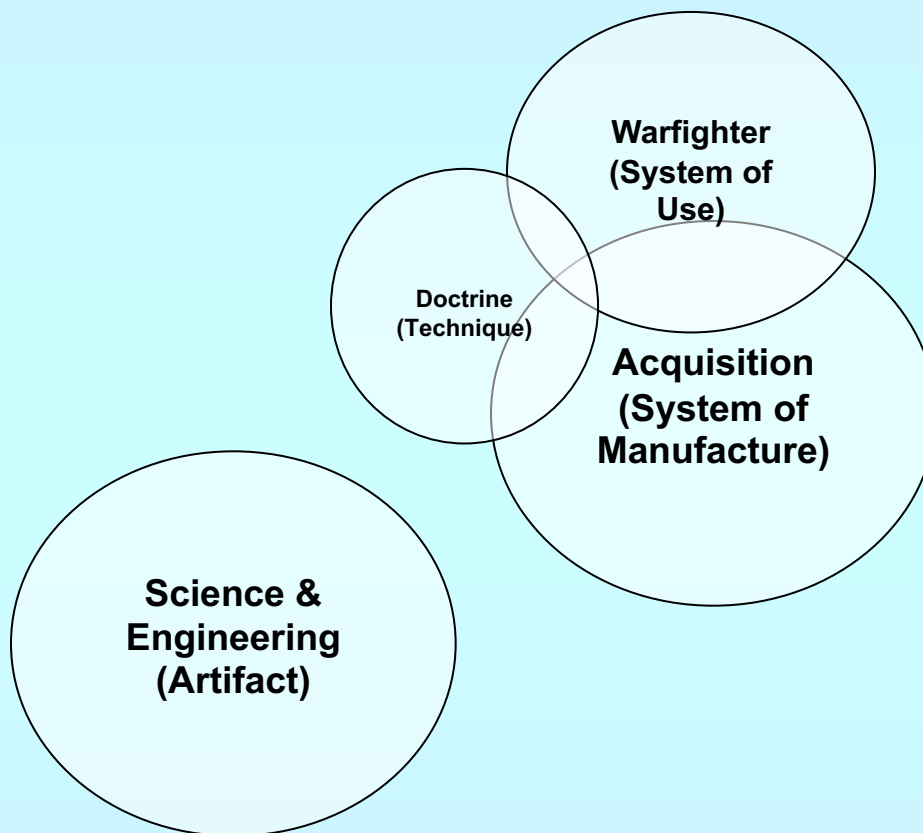


# Equity Derived from Situational Human Interaction

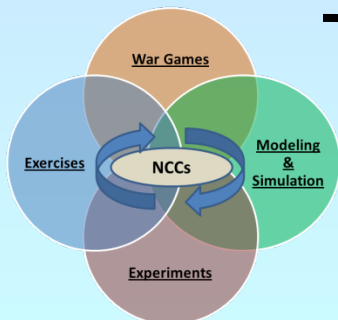




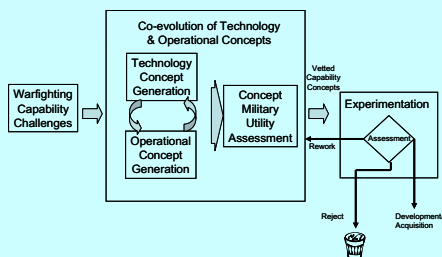
# Technological Aliasing



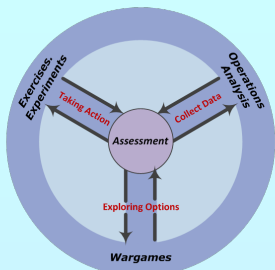
# Fleet Input and Consolidation



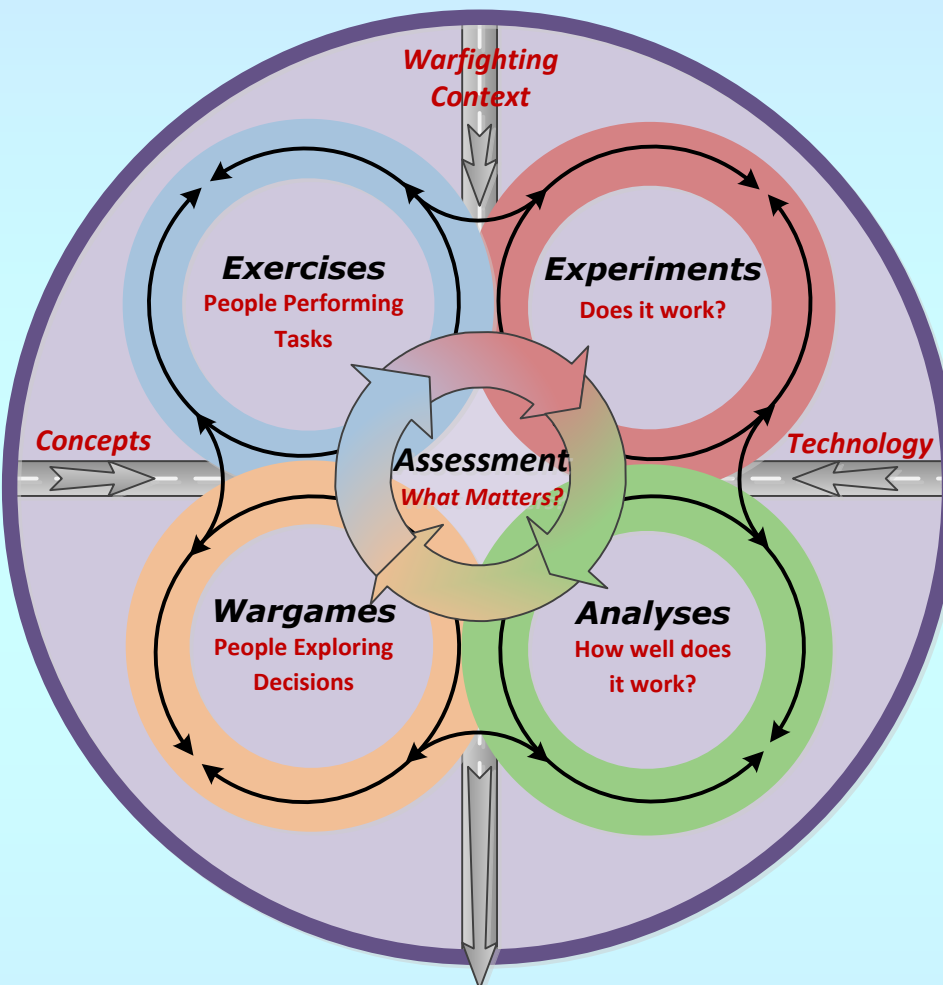
Data Driven Learning Framework Tools



Generic Co-evolution of Technology & Operational Concept Construct



Operations Research Cycle  
"Cycle of Innovation"  
(adapted from Perla, "The Art of Wargaming")



**Technologically Feasible  
Operational Concepts in a  
Warfighting Context**

## Reference:

- Vebber, Paul. "Building Boyd Snowmobiles: Matrix Games as a Catalyst for Developing Innovative Technology," *The Matrix Games Handbook: Professional Applications from Education to Analysis and Wargaming*, edited by J. Curry, C. Engle and P. Perla, published by the History of Wargaming Project, 2018.