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# MACHINE LEARNING AND BATTLEFIELD DECISION MAKING

## Introduction: Machine Learning and Battlefield Decision Making





**Role**: Chief Scientific Officer at TRL Technology, a subsidiary

of L3HARRIS, specializing in AI&ML for CEMA.

**Background**: +30 years of Machine Learning applied to CEMA,

Analytics, Speech Recognition and Image Processing

**Objective**: Discuss why and how Machine Learning will have to

assist in the Delegation of Intent



L3Harris Technologies is an agile global aerospace and defense technology innovator, delivering end-to-end solutions that meet customers' mission-critical needs.

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## Stuart Gardiner spoke about "Drivers for Evolving CONOPS"



Exponential increase in our ability to gather information

#OS, Edge Integration, HBN, IRM

Increase in the complexity and variance of information types

#WBRF, FF, E2EE, Imagery, Audio, Fusion

Velocity at which information can be acquired and generated

#NRTRFN, RTRF, Edge Processing, HBHPP

Science and Technology

Advancement of information technologies has driven exponential growth in the desire to exploit at scale.

**Drivers** 

The emergence and development of **Information CONOPS** are **informed** by Science and Technology, **shaped** by operational understanding and also driven by our **adversaries** actions.

**Evolving Concepts of Operation** 

Operational Understanding

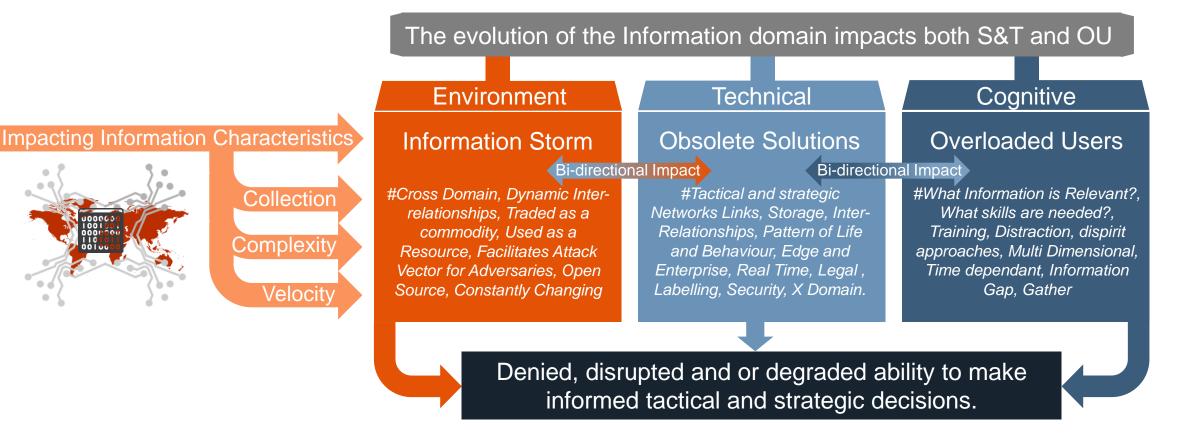
Develop Information Advantage and enabling CONOPs for multi domain and dimensional warfare.

- Information integration and resilience across government, operational domains and allies
- Information as an enabler, realisation of agile C2 and informed decision making
- Information as an **effector**, multiple perception domains cognitive, virtual or physical

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## ...and the Impact on CONOPS







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## Tempo at the Fighting Edge







The tempo of modern warfare is dependent on Networking, Bandwidth, and PNT. Defining: Order of Battle, Chains of Command, and Decision Making

But what if the "Network" disappears?

## **Machine Learning and Battlefield Decision Making**



#### **Operating Scenario:**

- Autonomous CEMA Adversary
   Well equipped and devolved chains of command
- Contested and/or Congested Environment
  - · Loss of Strategic Backhaul
  - Disrupted Tactical Communications
  - · Loss of Position, Navigation, and Timing
- Information Overload from Big Data Volume, velocity, diversity, and sparsity





#### **Operational Needs:**

- Automated Decision Support Reduced Cognitive Burned
- Utilise increased Situational Awareness
   Every soldier and platform is a Sensor
- Legal, Accountable, and Proportional Actions
   Driven by Rules of Engagement
- Threat Signal Prioritisation
   Automate or support faster decision making

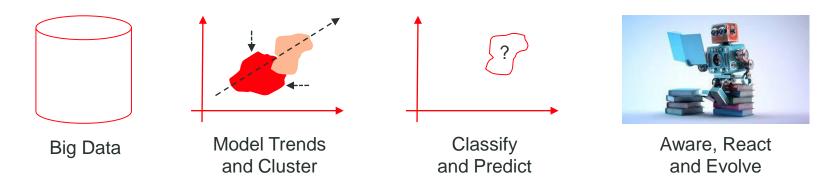


### **Benefits of Machine Learning:**

- Distributed Analytics
   To support Situation Awareness
- Decentralised Decision Support
   To support loss of communications
- Authorised Autonomous Decision Making To expedite decisions
- Trusted Edge based Computing
   To support Machine Learning

## Where does Machine Learning and Al Fit?





Big Data

Volumes of data that exceed memory and/or traditional processing techniques

Data Science

Modelling trends and clusters (classes) within big data

Machine Learning

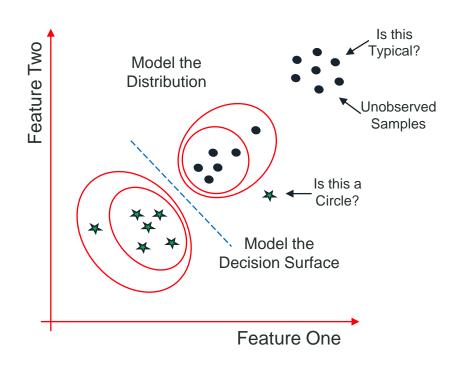
Use of models to classify or predict trends or classes within data

Artificial Intelligence

Use of Machine Learning techniques to automatically react to evolving situations

# The Challenges of Machine Learning





#### **Challenges:**

- Outliers
- Dependencies
- Chaotic and/or Noisy systems
  - Non-linear data
  - Hidden variables
  - Perturbation
- Too little (sparse) data
- Too much (big) data
- Curse of Dimensionality
- Regularisation and Quantisation
- Training Bias

# **A Long History of Machine Learning**

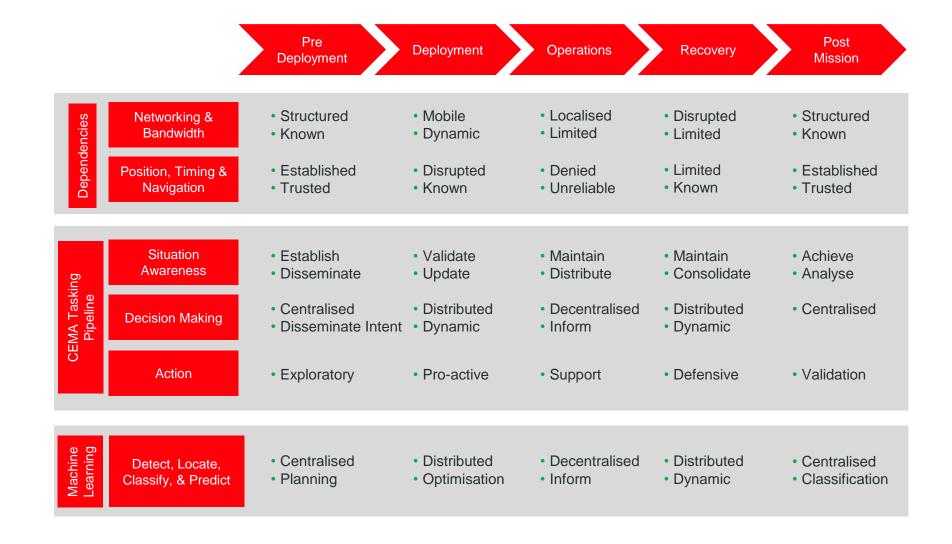


	First Established	Example	Advantages	Disadvantages
Bayesians	1763	Refinement Hypothesis and a-priori Knowledge	Measurement of Uncertainty	Need for Good Data Coverage
Connectionists	1951 2006	Neural Networks Deep Learning	Automatic Feature Extraction	Accountability
Analogises	1967 1995	Nearest Neighbour Support Vector Machines	Good out-of-sample Generalization	Model Selection
Symbolists	1970s	Inverse Deduction Rule Based	Potentially Short Learning	Brittleness & Scalability
Evolutionists	1992	Genetic Algorithms	Avoid Local Minima Adapt to the Unknown	Dependency on Encoding

The unspoken truth: There are few new ideas in Machine Learning!

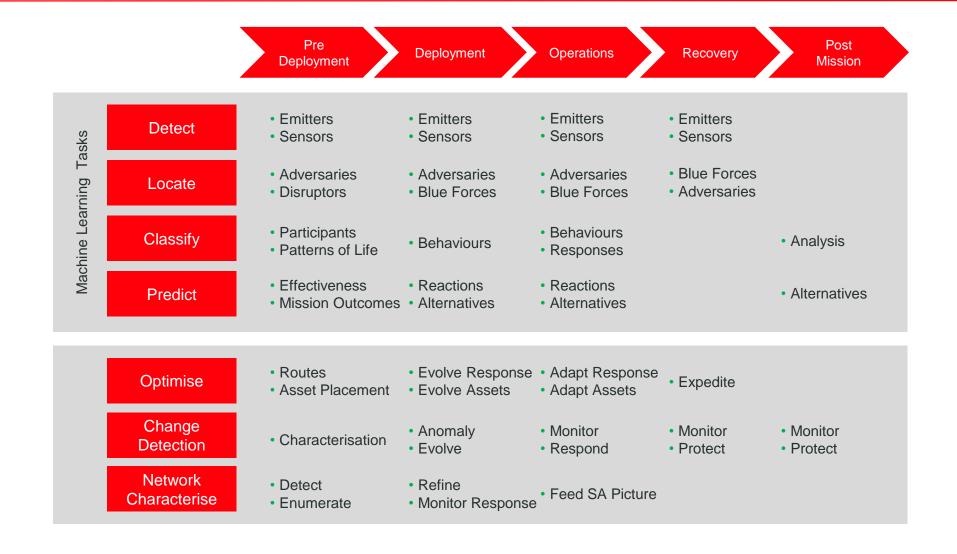
## **Operational Timeline - Evolving CEMA Environment**





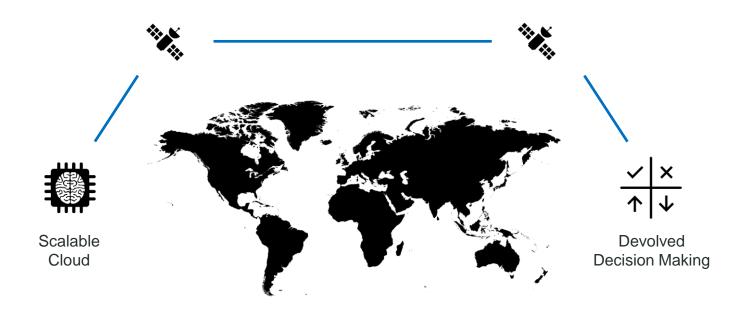
## **Operational Timeline - Potential ML Application Areas**





## Loss of Strategic Backhaul, Tactical Comms, and PNT





### **Need for Decentralised Edged-Based Machine Learning**

The majority of modern large scale Machine Learning techniques are distributed, but not decentralised

## **Any Questions?**



### **Need for Decentralised Edged-Based Machine Learning**

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