

Gaining the Winning Advantage

- Colonel Chris Holmes RM
- DACOS Development - Information Warfare Division in NCHQ

Gaining the Winning Advantage

- Delivering Clarity from Complexity
- BLUF – Gather, Cohere, Process and Consume. And then Decide.

Gaining the Winning Advantage Delivering Clarity from Complexity



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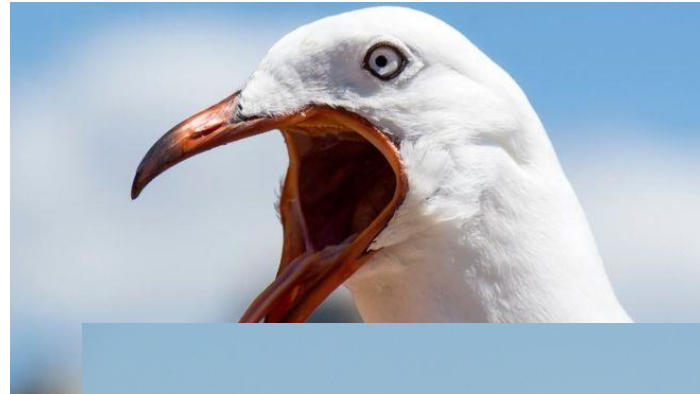
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- Commanders (Comd)
 - Offer them Knowledge and they will Act

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- BLUF – Gather, Cohere, Process and Consume. And then Decide.
- Need to be Successful, and often *Quite Efficient*
 - Political/Public Support *could* become the Main Effort
 - Pol/Mil Restrictions on the Use of Military Force
 - Warfare in the Internet Age – Battle of the Narratives
 - Return of the Peer/Near Peer Threat

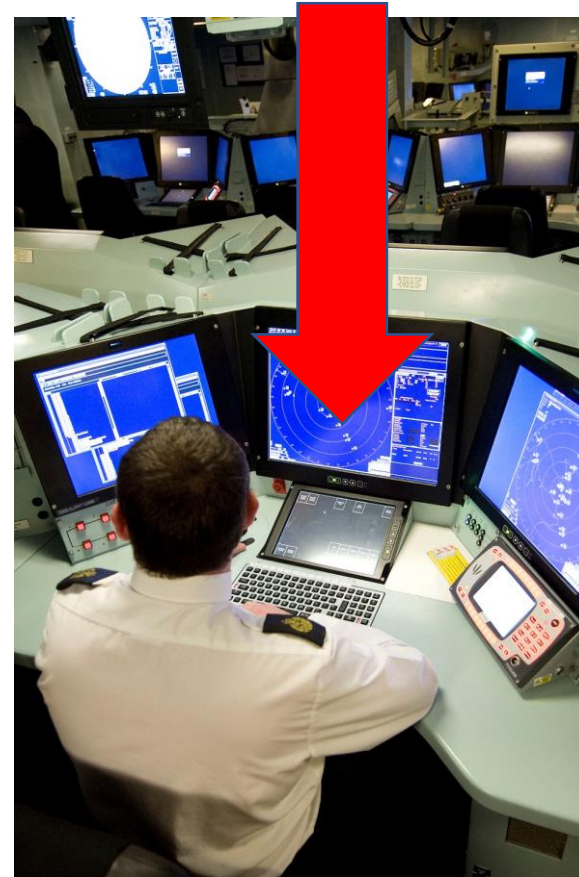
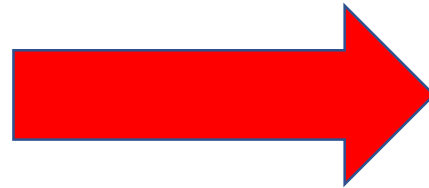
Gaining the Winning Advantage Delivering Clarity from Complexity

- Vision – Understand the Environment (Enough)



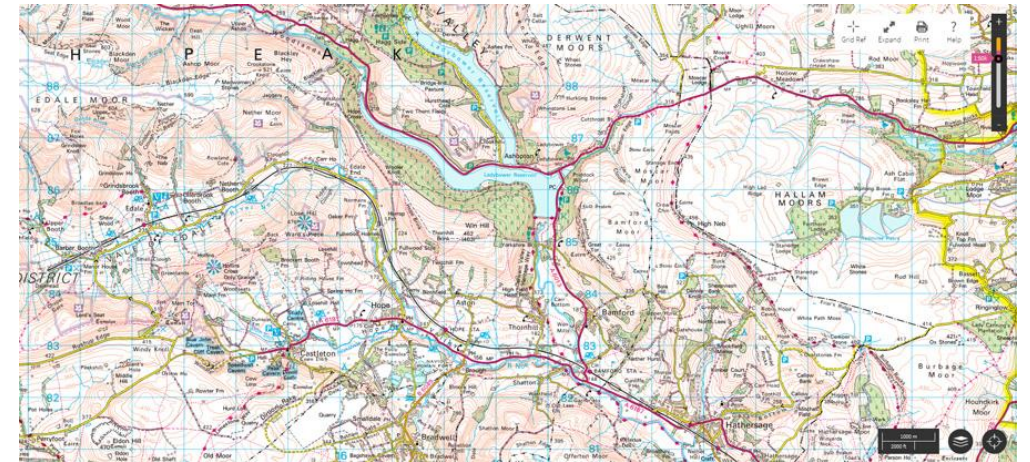
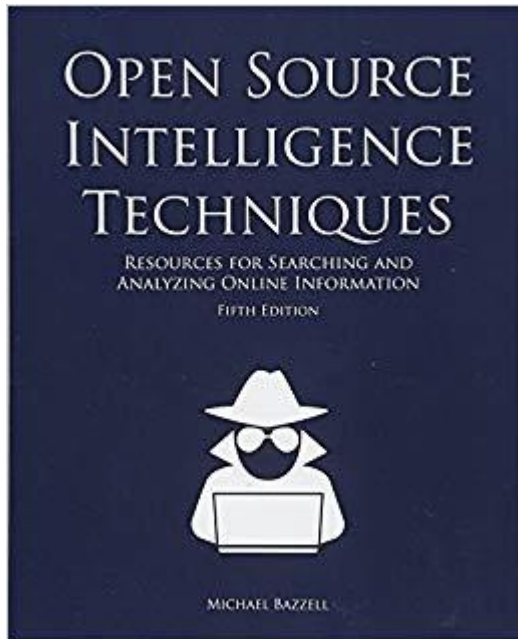
Gaining the Winning Advantage Delivering Clarity from Complexity

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Gaining the Winning Advantage Delivering Clarity from Complexity

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 - Processed Open Source (Auto-Processed)



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 - Persistent and Pervasive ISR



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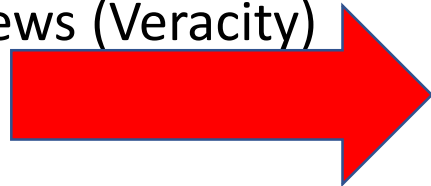
- Vision – Understand the Environment (Enough)
 - Processed Open Source (Auto-Processed)
 - Persistent and Pervasive ISR
 - Fused Products
 - Cope with Uncertainty, Deception and Denial
 - Machine Assistance Necessary



Gaining the Winning Advantage

Gather, Cohere & Process

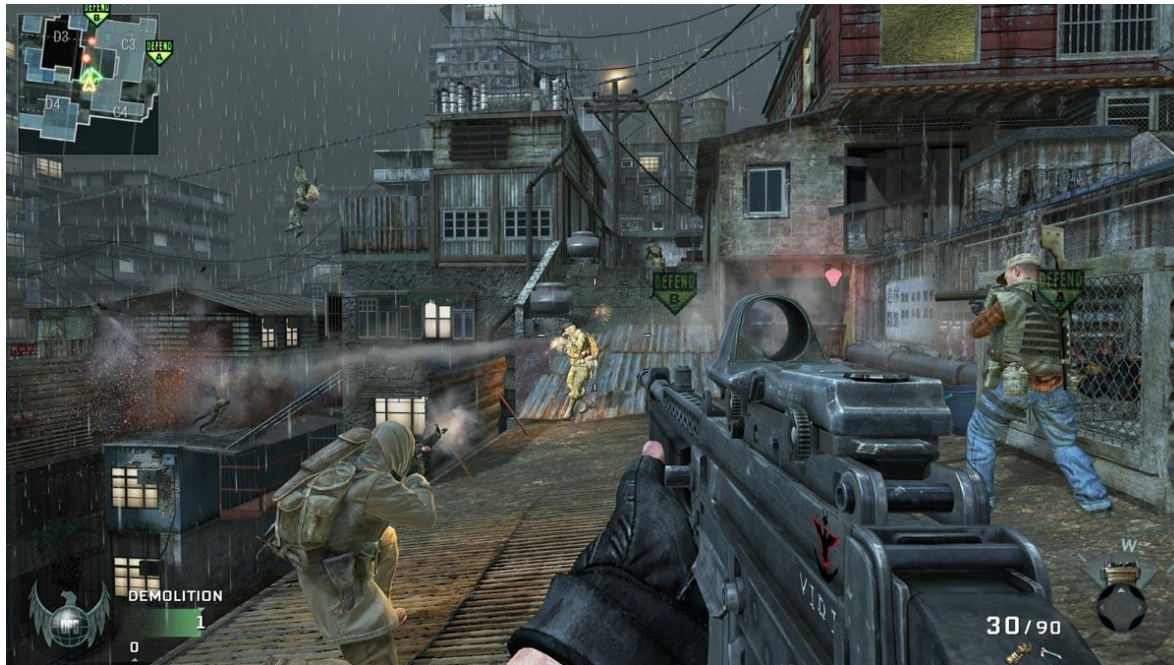
- Gather: Into a single logical location
 - Balance between Forward and Rear
 - Remember the Maritime Environment
- Cohere (..the multiple sources...)
 - Open Source Increasingly Important
 - Add Defence's (Impressive) ISR Capabilities (Varity)
 - Avoid Fake News (Veracity)
- Process



Delivering Clarity from Complexity Consume



- Call of Duty/Google Earth (Pre-Trained)
- Could be Better - Learn from the Gaming World?



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Final Thoughts & Summary

- Technology Impacts on Ways of Working
 - Must Develop *with the Users*
 - The 'V4' - Volume, Variety, Veracity and Velocity of Data (Machine Assistance)
- Move from 1980's to C21
 - Humans Process and Decide to Machines Process and Humans Decide
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