



Creating a Tactical Pilot's Assistant for Combat Operations in Contested Denied Environments: An Overview of Three Different Approaches and Results

**Winston "Wink" Bennett, PHD
Air Force Research Laboratory
Benjamin Bell, PHD, Eduworks
Randolph Jones, PHD, SOAR Tech
Walter Warwick, PHD TiER1 Performance**

Integrity ★ Service ★ Excellence



Overview



- **Our Motivation**
- **Operational and Technical Challenges**
- **Converging Approaches**
- **Implications from the Work**



Our Motivation



- **How to improve human operator decision making for future combat environments**
- **Leverage agent development advances to explore assistant technology in fast jet ops**
- **Assess capacity to develop agents in more complex environments**
- **Demonstrate agent applications having utility in these environments**
- **Better define the seam between agents and humans in decision making contexts**



The Ops Problem



- **Tactical environments are complex**
- **Variety of spectrum challenges impact quality of services**
- **Dependence on off-board capabilities increasing – lots of data on many things**
- **Adversaries expected to creatively contest data, services and spectrum (in real time)**
- **Aircraft systems may not directly provide indicators of credibility (reliability and validity)**



The Agent Development Problem



- **Hand crafted models are the current SOA**
- **Dependence on software programmers and SMEs limits practical applications**
- **Variety of modeling architectures and unique data requirements**
- **Models are brittle**
- **Potential operational application spaces are very complex**
- **Ill-defined locus of human and machine interaction**



The Data Availability Problem



- **Fine-grained data representing environment and behaviors is not routinely available**
- **Data rarely contextualized for understanding**
- **Typical data, if available, are classified**
- **It's expensive to integrate software products into existing aircraft systems**
- **Limited examinations to quantify the seams between human and machine interoperability and mutual support**



Converging Approaches to a Solution (1a)



- **Incorporating Socio-Technical Factors in Simulations**
 - Develop simulations of activity, namely situated and interactive behavior incl. spatial/geographical model, cultural features and objects, and -information systems
 - Create tools for activity capture & socio-technical context
 - Apply approach for predictive analysis & constructive agent control in simulations w/uncertain, complex threats

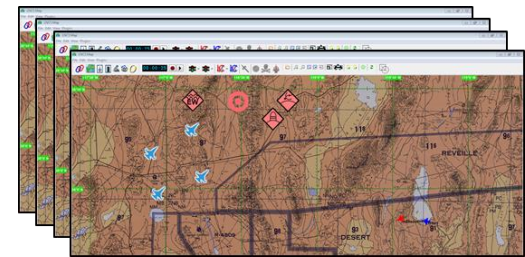
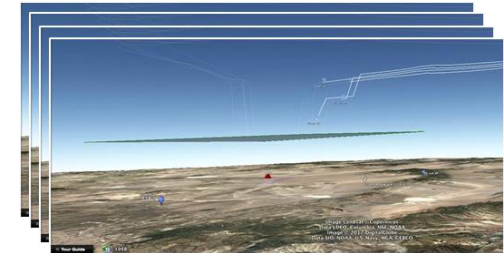




Where Are We Today (Solution 1b)?



- **Socio-technical model that informs:**
 - Detection of denial attacks
 - Evaluation of counter-measures
 - Course-of-action analyses
- **Constructive agent integration w/USAF sims (NICE, NGTS)**
- **Stand-alone Analyst Toolbench capabilities**
- **Interoperable, integration-ready**
- **Analyses, CONOPS, Planning, Training, Rehearsal**
- **Future Application: Support for Tactical Pilot Assistant**



U.S. Air Force photo by Staff Sgt. Jonathan Snyder

Added dimension to helping pilots in denied environments



Converging Approaches to a Solution (2a)



- **Configurable Adversary Response Prediction (CARP)**
 - Extends and exploits the state of the art in modeling human decision making
 - Supports simulation of scenario and mission outcomes that provide the analytical forecasts necessary to perform situation assessment
 - Represents analytic results in an efficient knowledge base that can create assessments in real time
 - Addresses the difficulty of running large-scale analyses during mission execution



Converging Approaches to a Solution (2b)



- **Prototype scenario-exploration engine**
 - Abstraction layer for configuring simulation-based scenarios using integrated, parameterized models
 - Functions for specifying configuration ranges for "parameters of interest"
 - Data collection using Monte Carlo sampling over selected configuration ranges
- **Prototype data-analysis engine (PA)**
 - Bayesian and search-based exploration tools to identify complex correlations and causal patterns
 - Ability to enrich knowledge representation based on discovered patterns
 - Generation of formal expectation models for consumption by the PA



Converging Approaches to a Solution (3a)



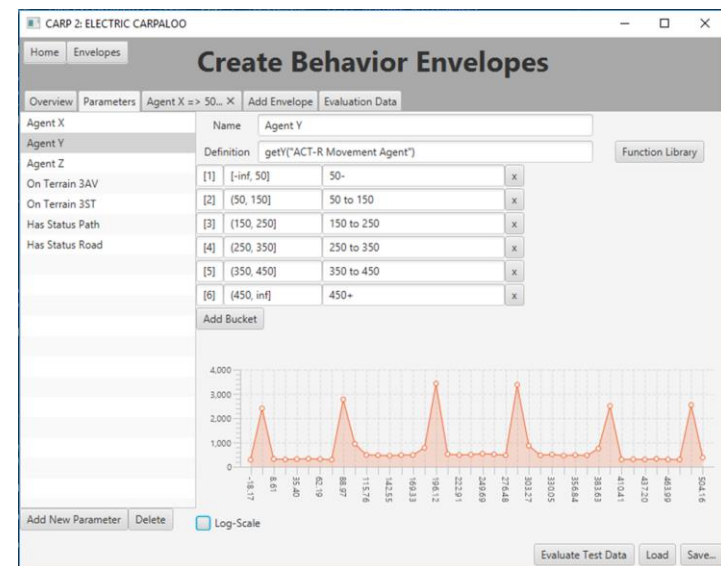
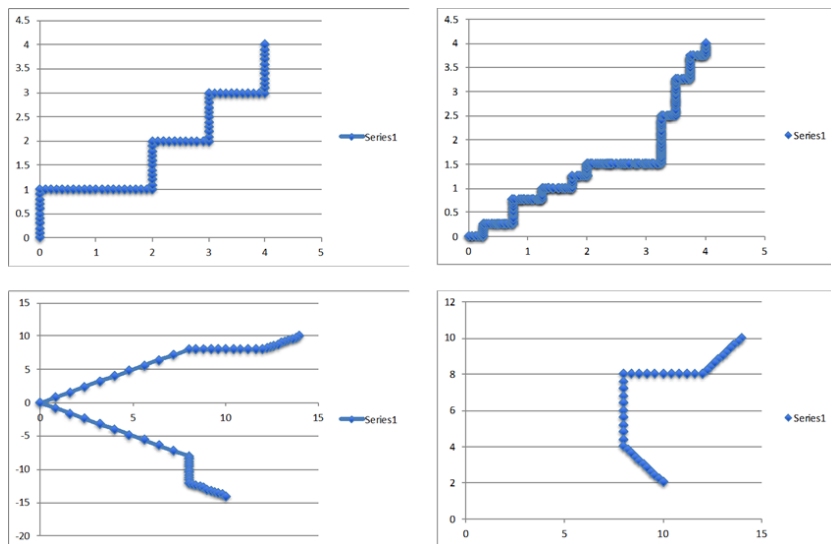
- **DREAMIT: A Framework for Integrating Agent Models**
 - Create a framework that can be used to:
 - Examine how otherwise distinct agent technologies might be combined as assistants
 - Explore if a model of agent perceptions can be combined with a diagnostic reasoning module to assist a pilot in generating and verifying expectations about a tactical situation
 - Determine a useful division of labor among agent models and the human pilot they are designed to support



Converging Approaches to a Solution (3b)



- Implemented a generic planning agent to simulate movement under different initial conditions
- Integrated agent model and diagnostic inference engine to support off-line training





What We Were Able to Do: Our Outcomes



- **Created prototypic agent exemplars**
- **Evaluated exemplars in tactically relevant use cases**
- **Examined appropriate interoperability for agents and human operators**
- **Demonstrated a level of practical utility in developing agent-based assistant models**
- **Identified gaps in the state of the art for future research**



Implications for Future Work



- **Definition of minimum data requirements for future applications**
- **Potentially viable assistant technology and models**
- **Practical use case analyses**
- **Better definition of locus of human and agent interoperability**
- **Gaps in existing research for future development**



Contacts and References



CARP: rjones@soartech.com

Read about it: Primary publication on CARP:

Jones, R. M., Bechtel, R., & DeGrendel, B. G. (2018). Configurable adversary R\response prediction: Building efficient expectation models from high-fidelity behavior simulations.

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DREAMIT: w.warwick@tier1performance.com

Read about it:

Warwick, W., Buchler, N., & Marusich, L. (2018). An Integrated Model of Human Cyber Behavior. In D. N. Cassenti (Ed.), *Proceedings of the International Conference on Applied Human Factors and Ergonomics* (pp. 290-302). Orlando, FL: Springer International Publishing AG.

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QUESTIONS?



THANK YOU!



Dr. Winston "Wink" Bennett
711 HPW/RHA
2620 Q Street (Bldg 20852)
Wright Patterson AFB, OH 45433-7955
Phone (Comm): 937.938.2550
Phone (DSN): 798-2550
Fax: 937.904.8797
Email: winston.bennett@us.af.mil