



# **THE USE OF MODERN TECHNOLOGY IN THE MILITARY DECISION MAKING PROCESS**

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- Department of Mechanised Forces**



## AGENDA:

1. Characteristic of current tactical land operations.
2. Military Decision Making Process?
3. Battle Management System, UAV and IA in MDMP.

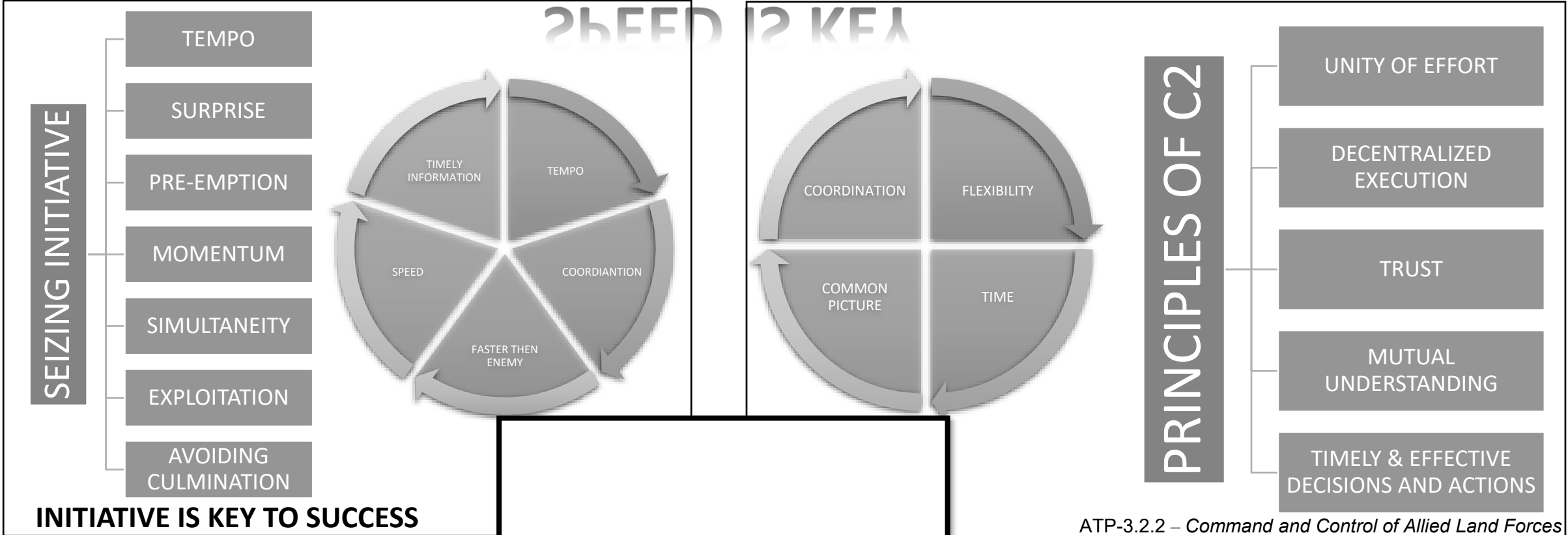


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Land Tactical Operations

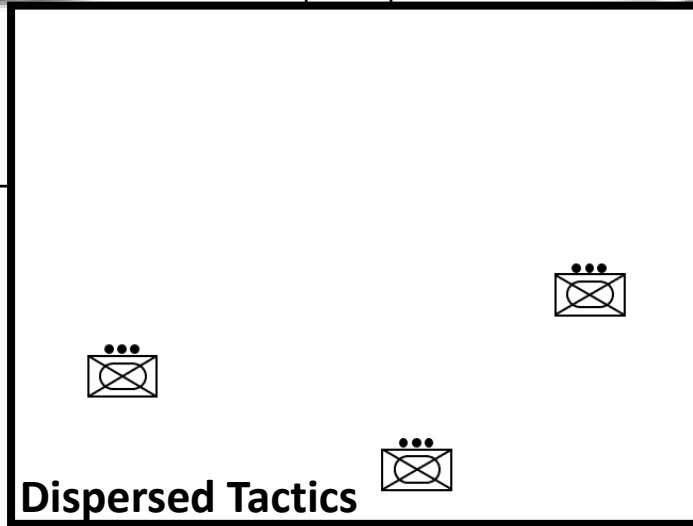
# SPEED IS KEY

Command and Control



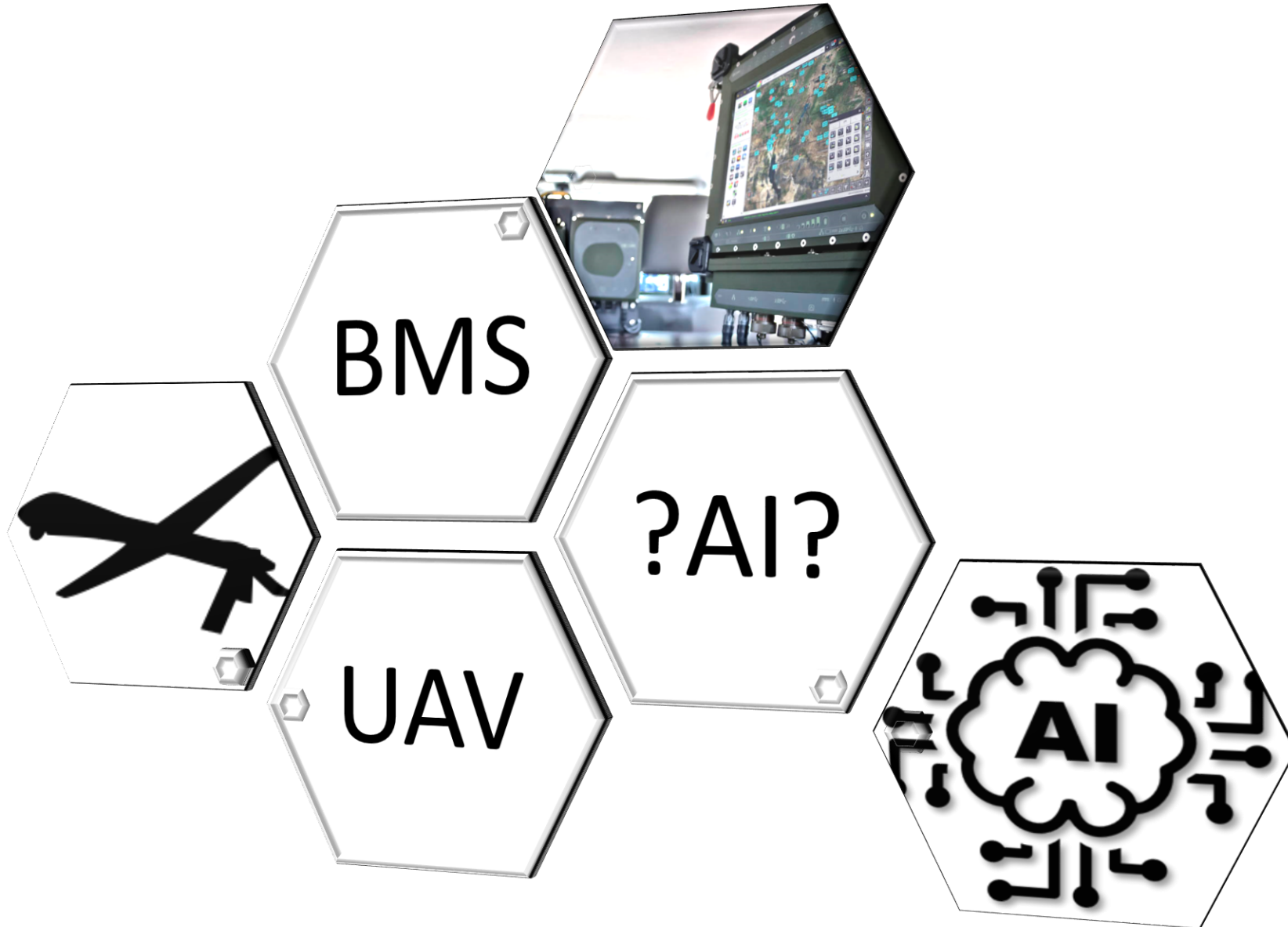
ATP-3.2.1 – Conduct Of Land Tactical Operations

ATP-3.2.2 – Command and Control of Allied Land Forces



Increased dispersion increases the need for disparate tactical actions to be **synchronized** in time, space, and purpose for their individual outcomes to register as cumulative operational effects.





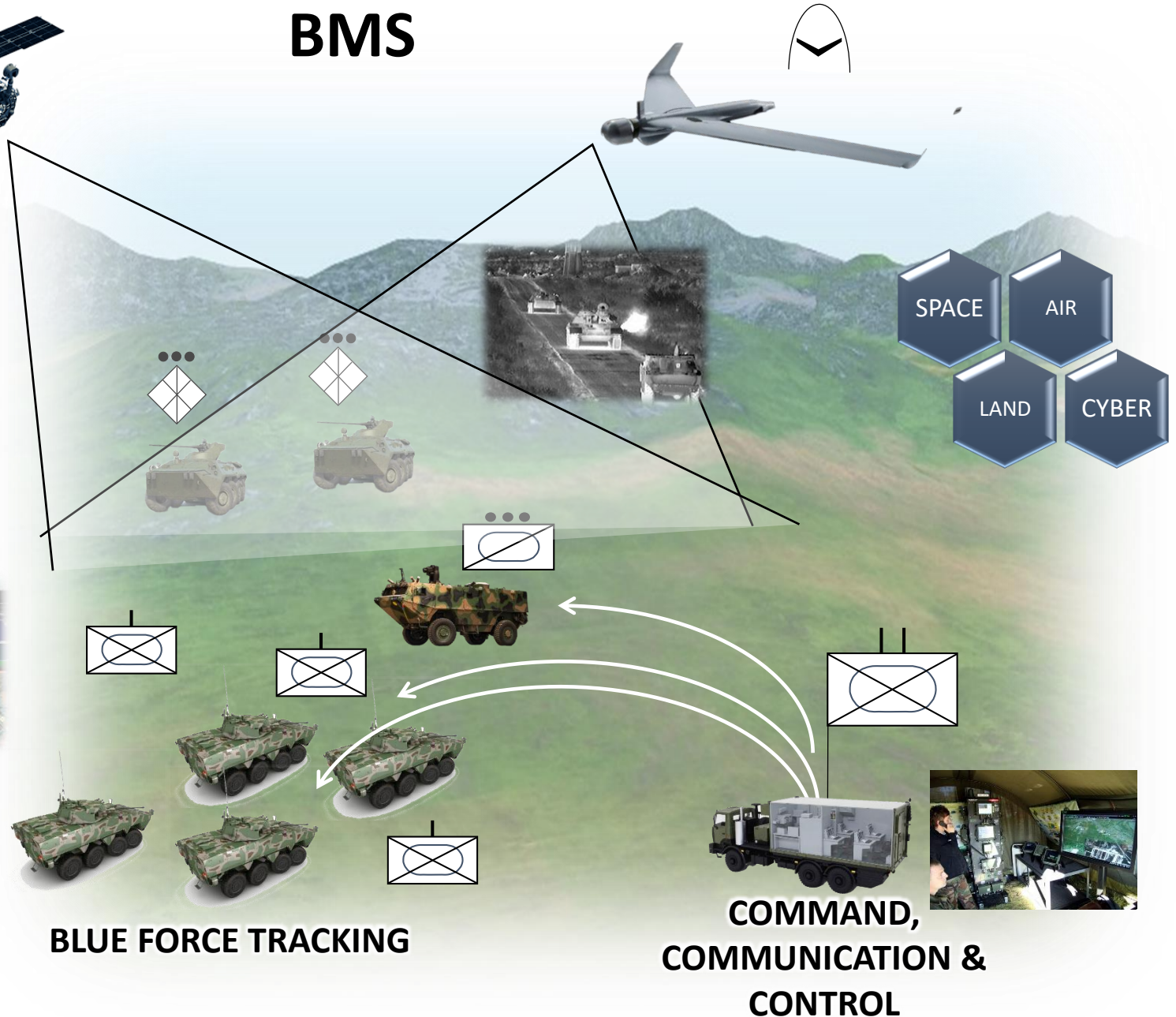


# BMS

## COMMON OPERATIONAL PICTURE



## SITUATIONAL AWARENESS



## BLUE FORCE TRACKING

## COMMAND, COMMUNICATION & CONTROL



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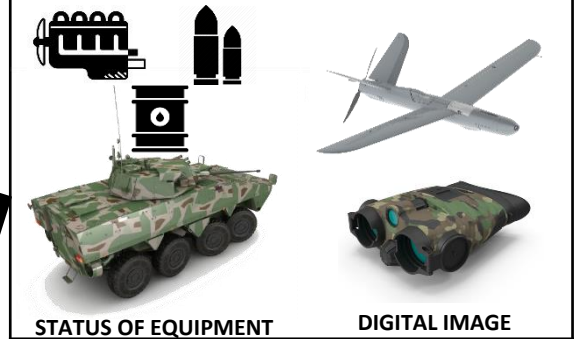
HEADQUARTERS MANAGEMENT SYSTEM FOR CORPS, DIVISION, BRIGADE & REGIMENT



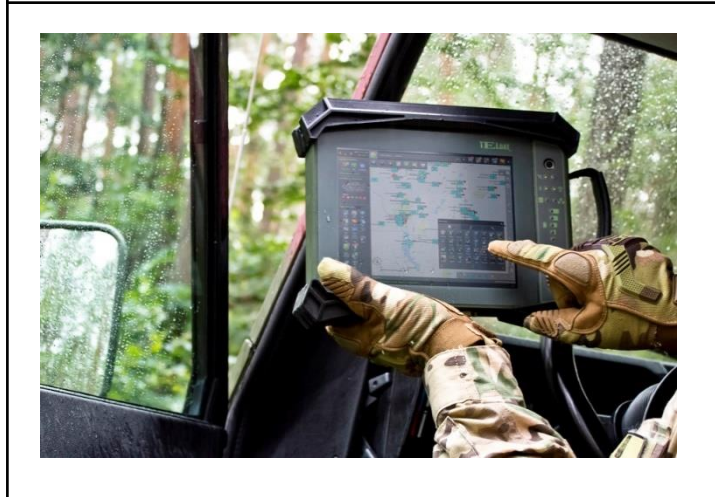
COMMON OPERATIONAL PICTURE



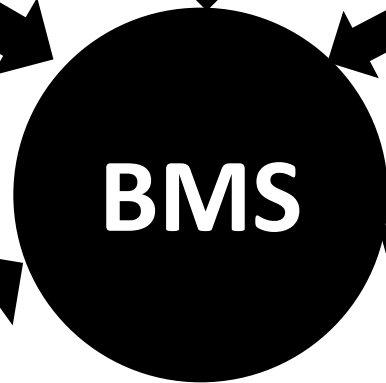
COOPERATION OF THE BMS WITH SENSORS AND EFFECTORS



DISMOUNTED SOLDIER SYSTEM  
JOINT FIRES SUPPORT SYSTEM



HEADQUARTERS MANAGEMENT SYSTEM FOR BATTALION, COMPANY, PLATOON AND SQUAD





PHASE I UNDERSTANDING THE SITUATION AND PROBLEM

STEP I: RECEIPT OF MISSION



Source: Marcin/12BZ

VERBALLY („FACE TO FACE”)

- TIME-CONSUMING
- CONCENTRATION OF CRUCIAL PERSONNEL IN ONE PLACE
- + MISSION MUCH MORE UNDERSTOOD



Source: Michał ZIELIŃSKI / Polska Zbrojna

WITH USE OF RADIO

- TIME-CONSUMING
- POSSIBILITY OF THE MESSAGE BEING INTERCEPTED BY THE OPPONENT

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- INABILITY TO TRANSMIT A COMPLEX ORDER (ONLY SHORT FRAGO, WNGO)

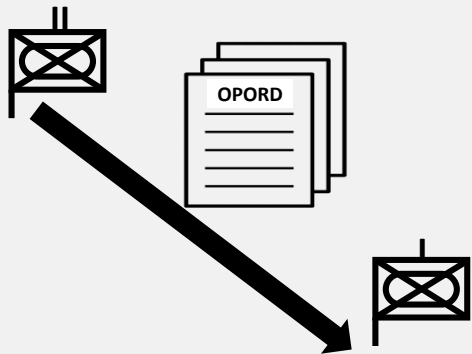
- + NO NEED TO TO CENCENTRATE COMMANDER IN ONE PLACE



Source: TELDAT Sp. z o.o.

WITH USE OF ICT (Information and Communications Technology)

- + RAPID DELIVERY OF MISSION (OPORD, WNGO, FRAGO)
- + NO NEED TO TO CENCENTRATE COMMANDERS IN ONE PLACE



IN WRITTEN FORM (DELIVERED BY LNOs)

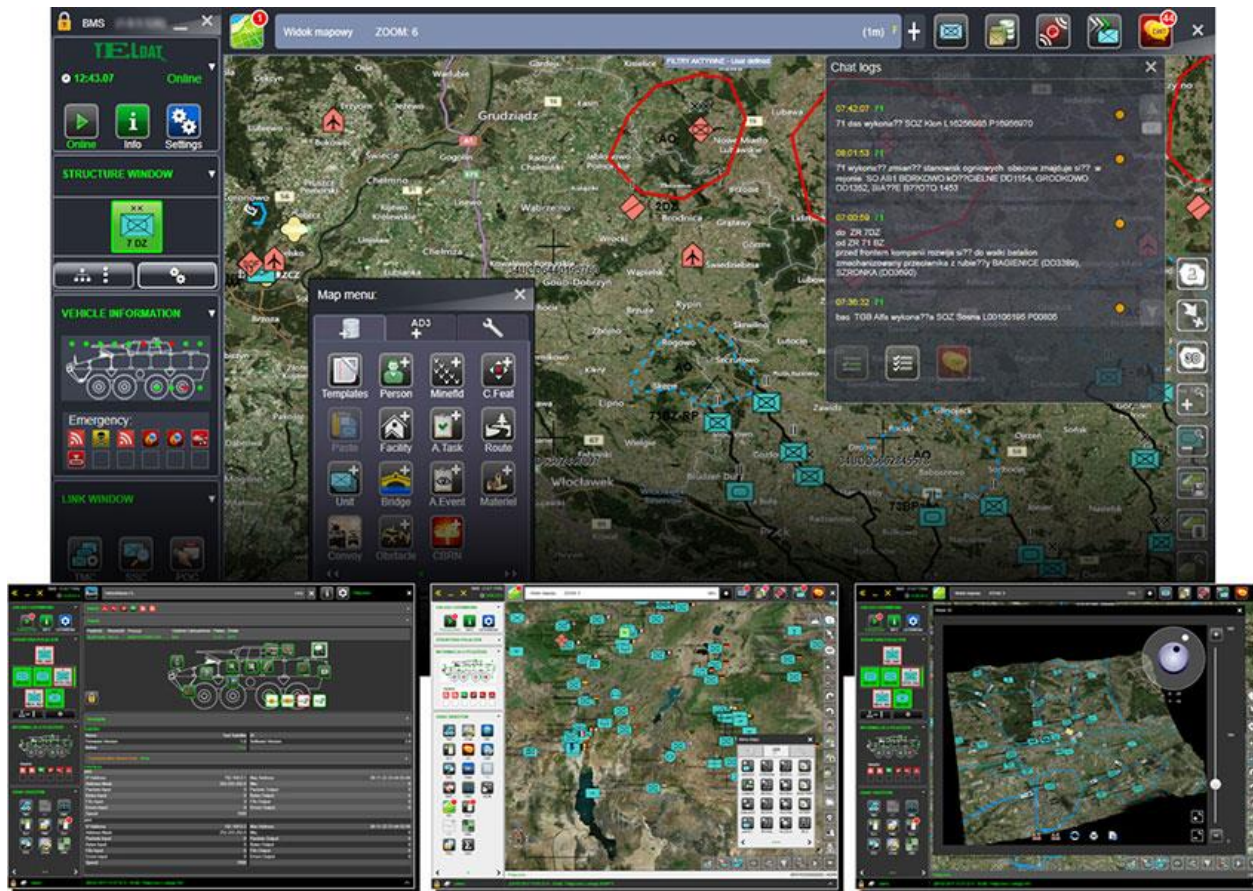
**NOTE! COMMANDERS COULD COMBINE METHODS (SUBORDINATES COULD BE ACQUAINTED WITH MISSION THROUGH ICT AND COM COULD BRING THEM TOGETHER ONLY FOR CONFIRMATION BRIEF**





## UAS and BMS in TERRAIN ANALYSIS

### BMS – ANALYSIS OF TERRAIN



## PHASE I UNDERSTANDING THE SITUATION AND PROBLEM

STEP I: RECEIPT OF MISSION

STEP II: MISSION ANALYSIS

- analysis of **terrain situation**, also using **3D visualization**
- quick access to **maps every scale and type** (satellite, topo, terrain)
- **analysis and visualization of Fresnel zones** (areas of the radio signal) using elevation data, allowing relative location of antennas
- **application of vector topographic underlays and raster topographic underlays**



PHASE I UNDERSTANDING THE SITUATION AND PROBLEM

STEP I: RECEIPT OF MISSION

STEP II: MISSION ANALYSIS

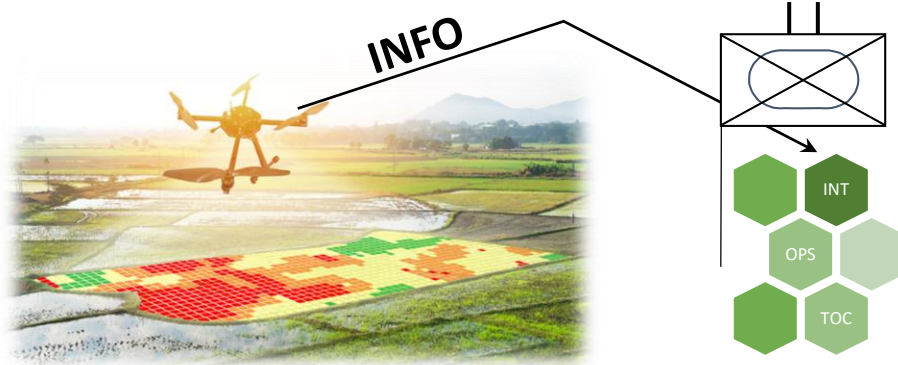
UAS IN ANALYSIS OF TERRAIN & ENV

ELECTRO-OPTICAL

INFRARED

2D MAPPING

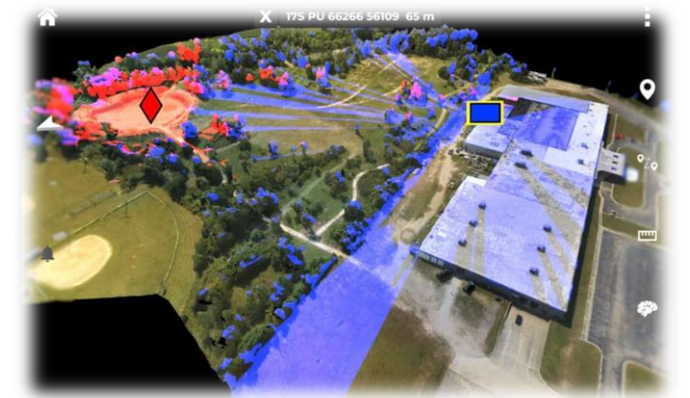
3D MAPPING



RQ-35 Heidrun



REAL-TIME 2D/3D MAPPING



LINE OF SIGHT ANALYSIS

ADVANTAGES

- SAFE HUMAN RESOURCES
- QUICK INFORMATION DELIVERY
- MORE DETAILED INFORMATION THAN ORDINARY MAP ESPECIALLY IN CLOSE TERRAIN (MOUNTAINS, FORESTS, BUILT-UP AREAS)

DISADVANTAGES

- SOME CONSTRAINTS WITH USE IN SEVERE WEATHER CONDITIONS
- LIMITED USAGE IN HIGH SATURATION OF ENV EW ASSETS.



# ARTIFICIAL INTELLIGENCE

AIR



SPACE



CYBER

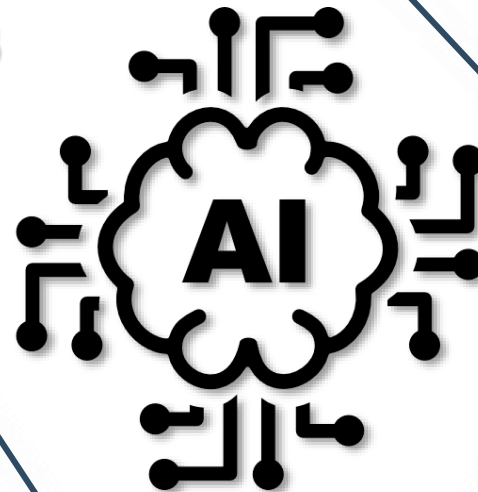


MULTIPLE DECISION PROCESSES

MULTIPLE SYSTEMS & SENSORS



LAND

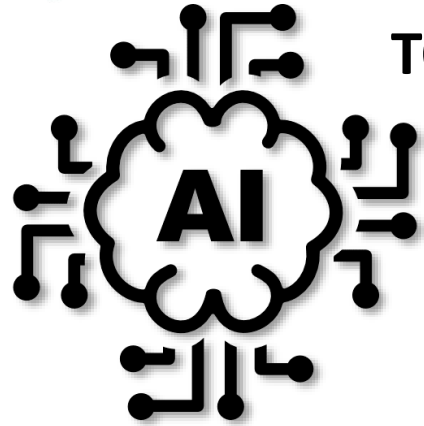


MULTIPLE QUANTITY OF INFORMATION

COORDINATION OF ACTIVITIES

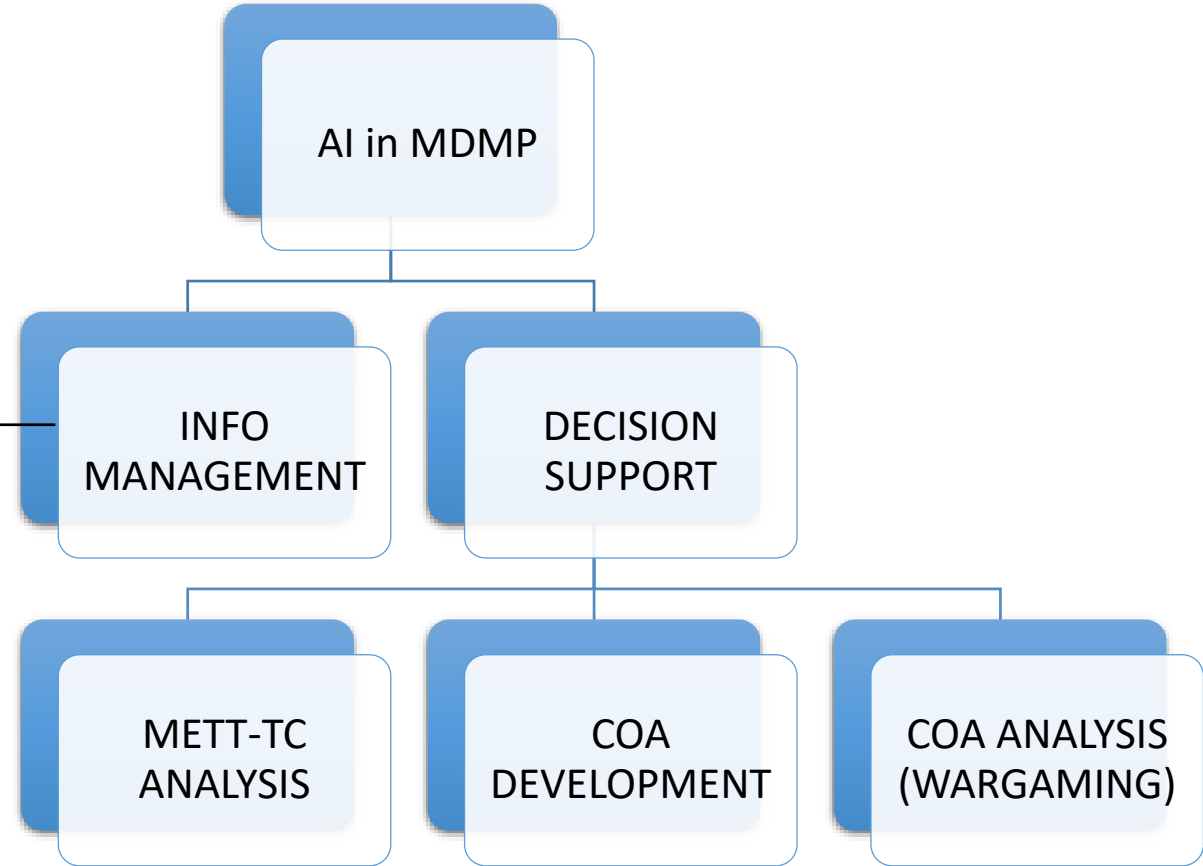
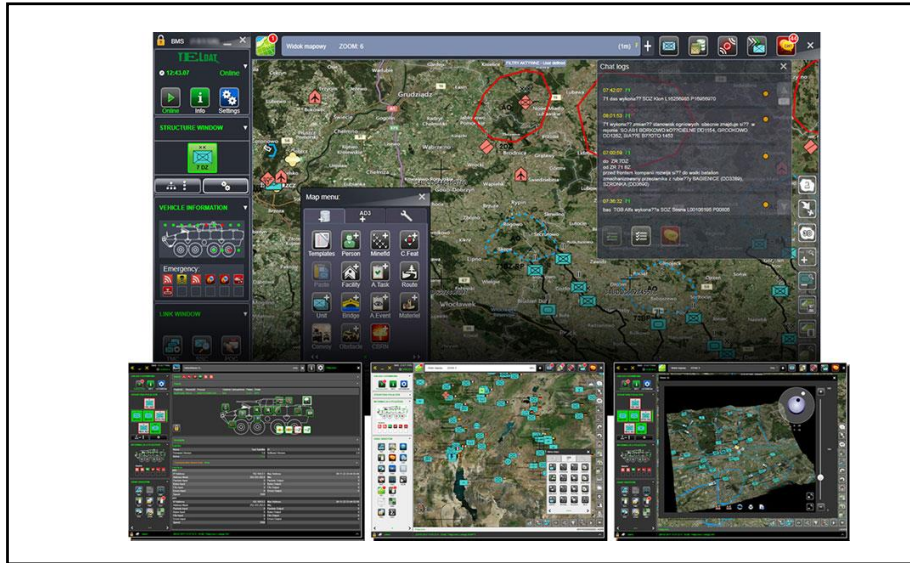
SEA





# TOOL TO SUPPORT THE STAFF AND COMMANDER

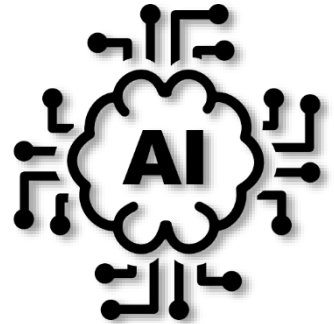
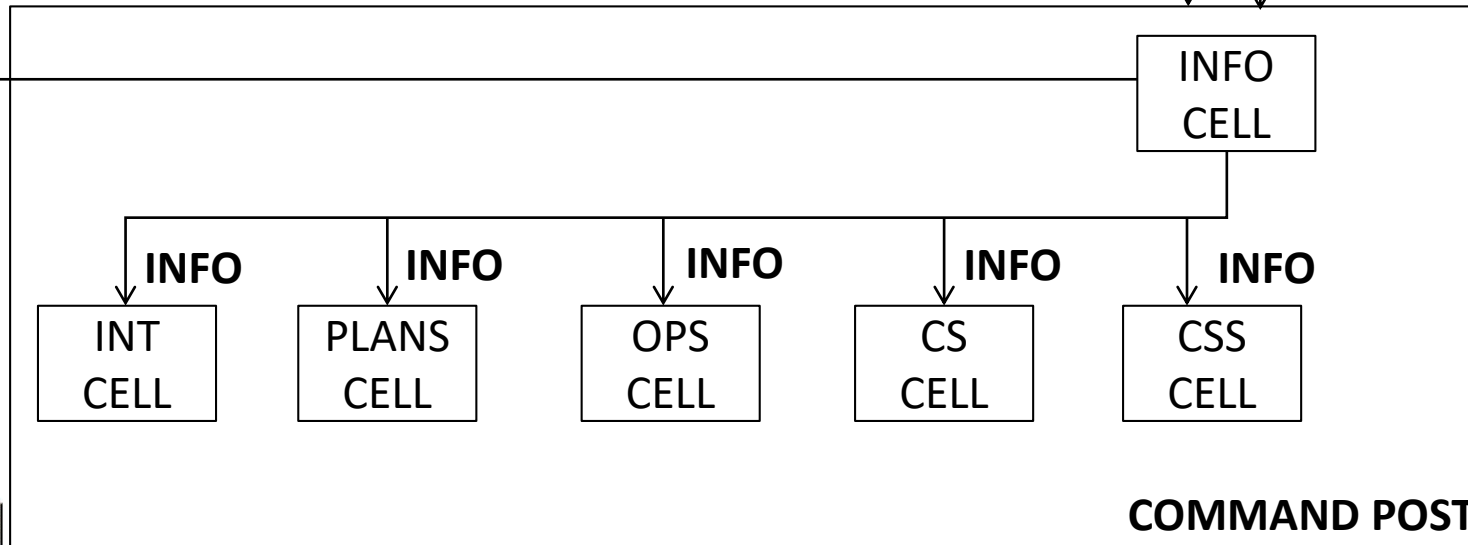
## COMMON OPERATIONAL PICTURE





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INFO MANAGEMENT



COMMON OPERATIONAL PICTURE



# MDMP

## PHASE I UNDERSTANDING THE SITUATION AND PROBLEM

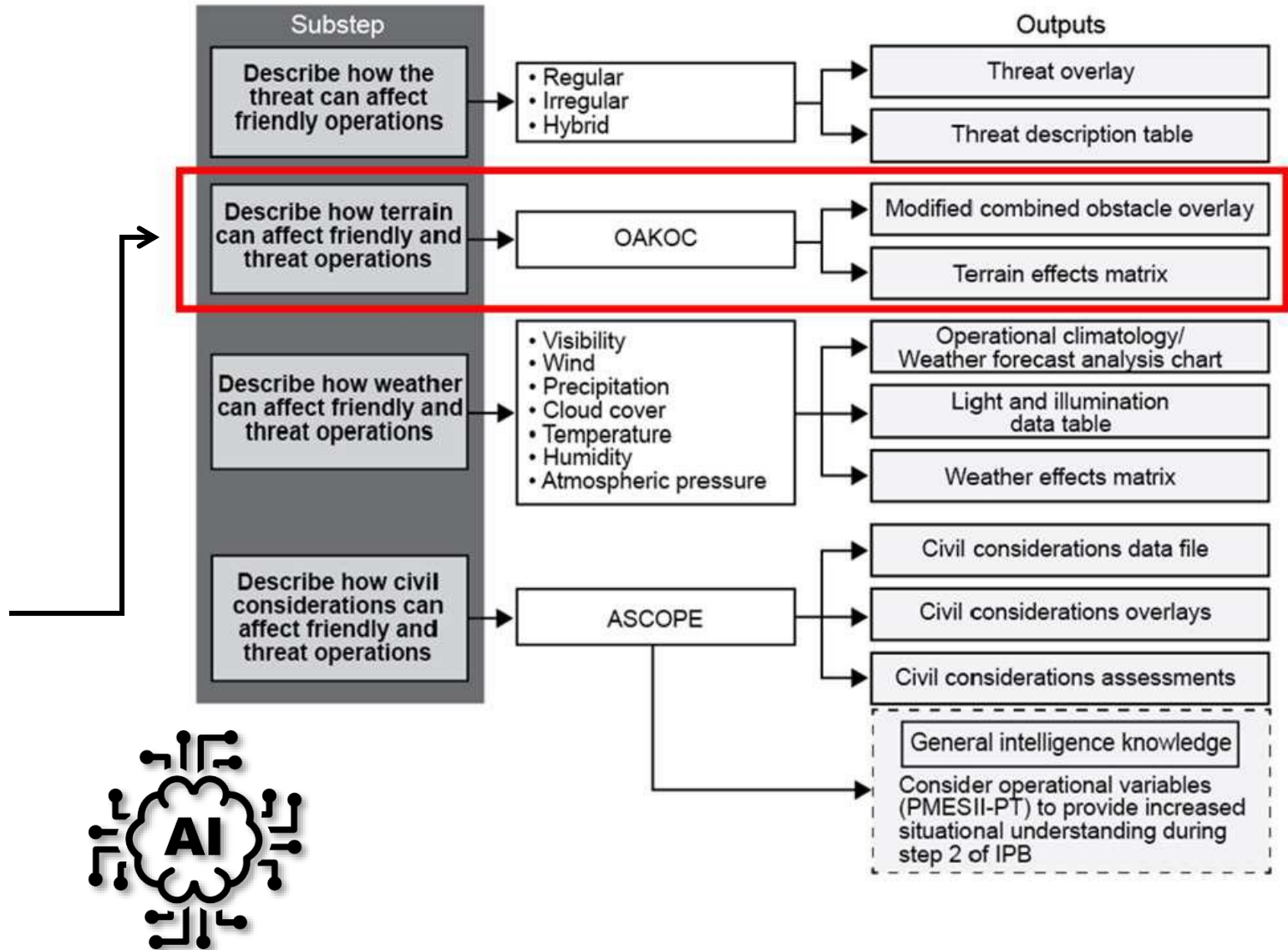
STEP I: RECEIPT OF MISSION

STEP II: MISSION ANALYSIS



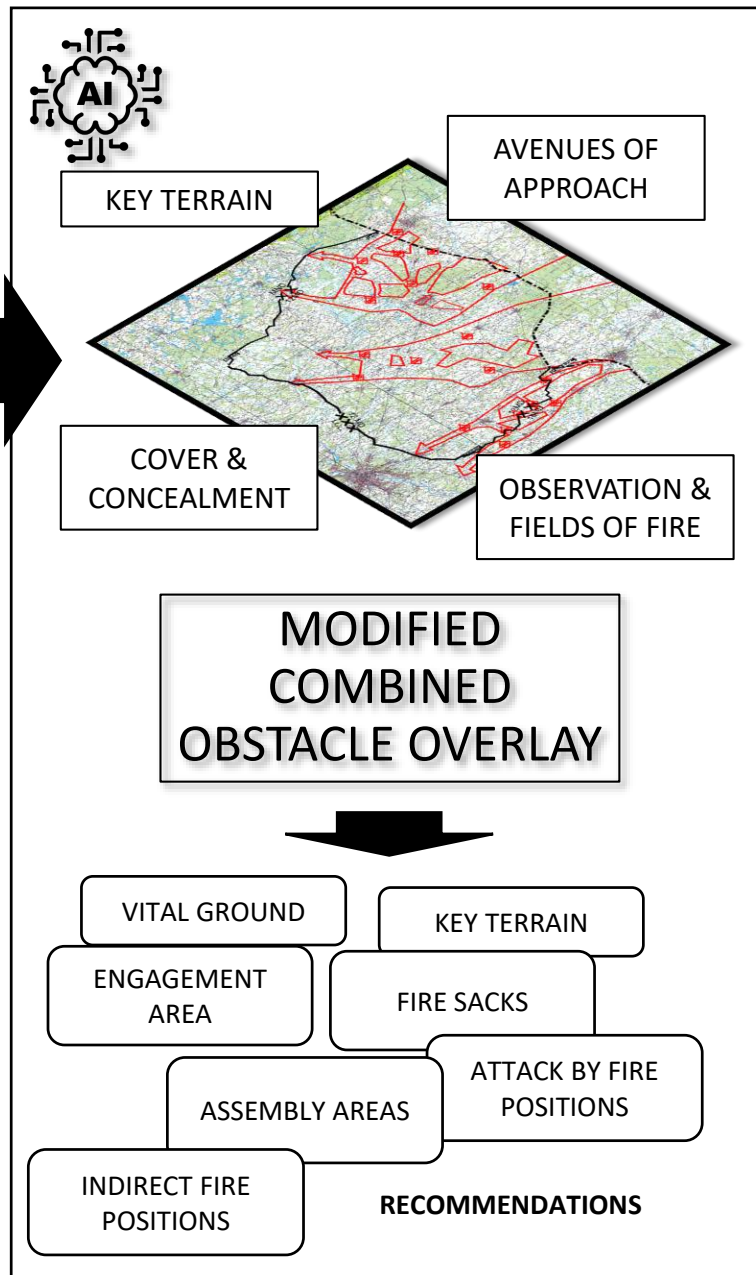
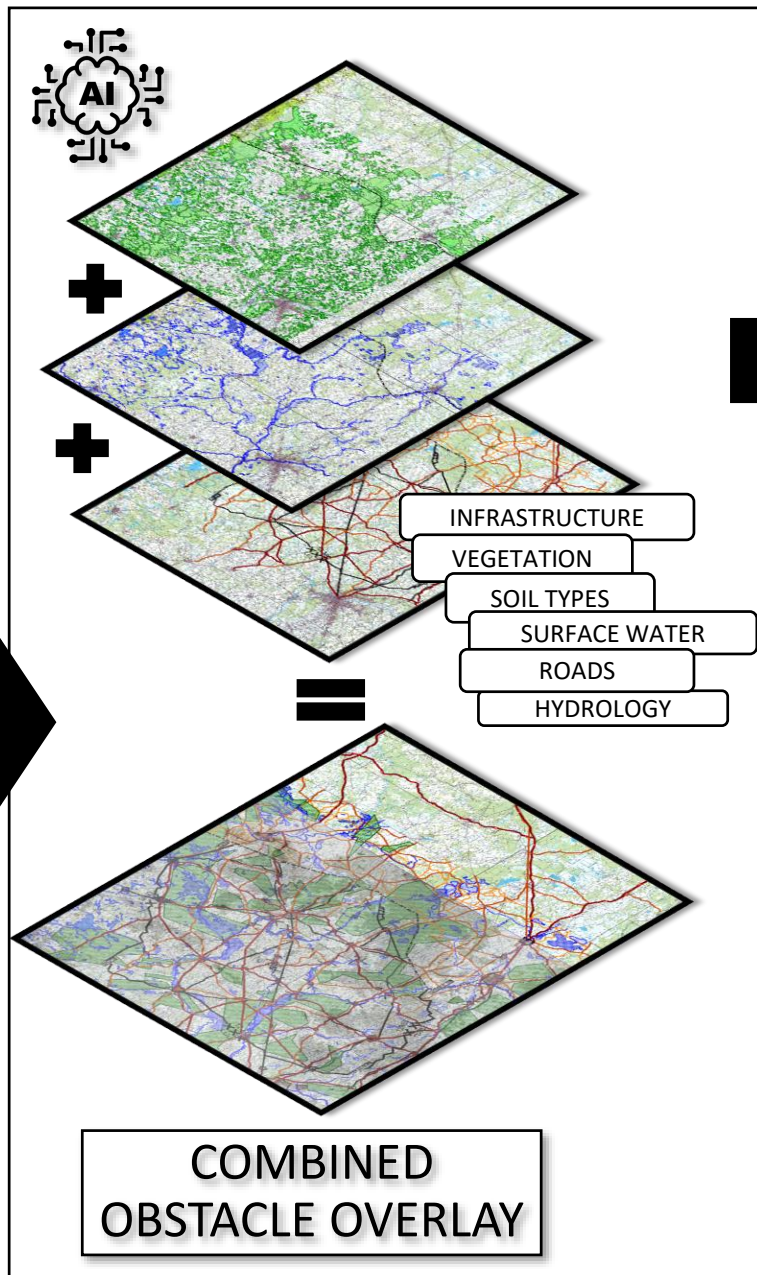
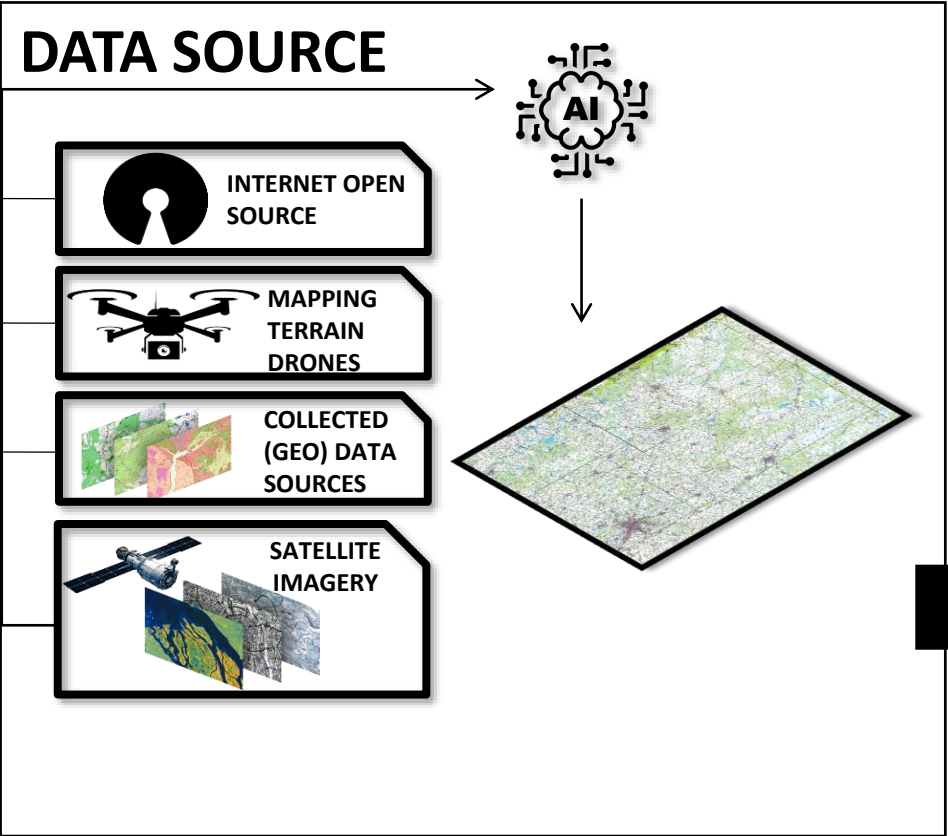
## IPB

- 1 • Define the Operational Environment.
- 2 • Describe environmental effects on operations
- 3 • Evaluate the threat
- 4 • Determine threat Courses Of Action (COAs).

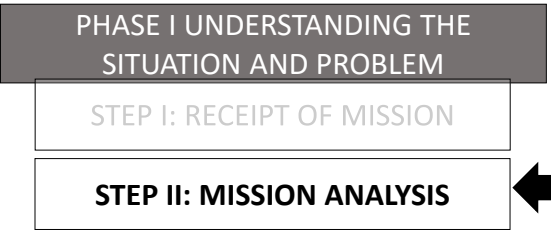




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**MDMP**





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MISSION

PURPOSE

END STATE

TERRAIN & WEATHER

TIME

OWN TROOPS

ENEMY



### DATA BASE

- TACTICAL DOCTRINE ESTIMATES
- MOEs
- TACTICAL-TECHNICAL EQUIPMENT DATA

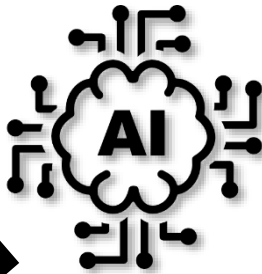
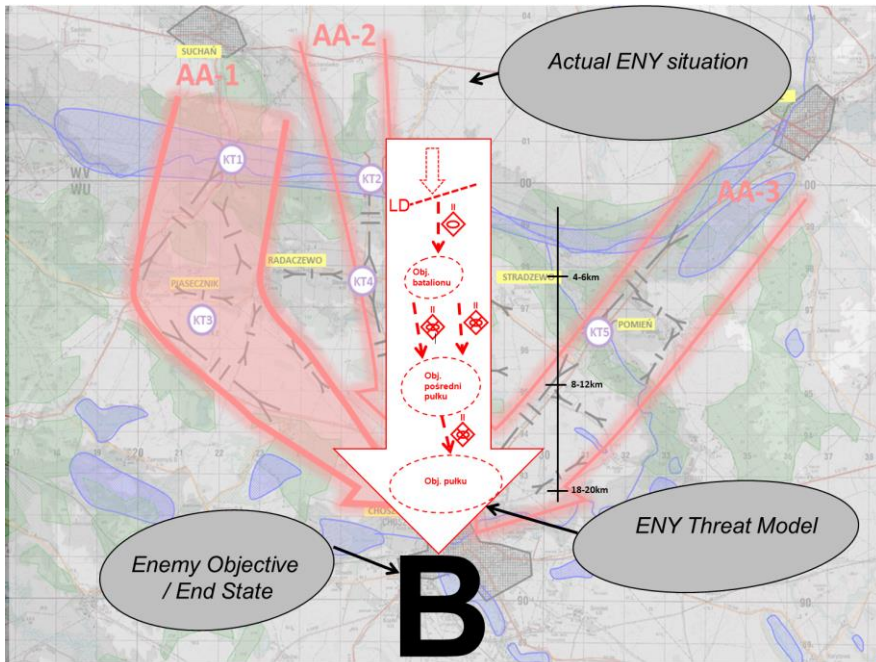
### PHASE II CONSIDER AND DEVELOP COAs\*

STEP III: COA DEVELOPMENT

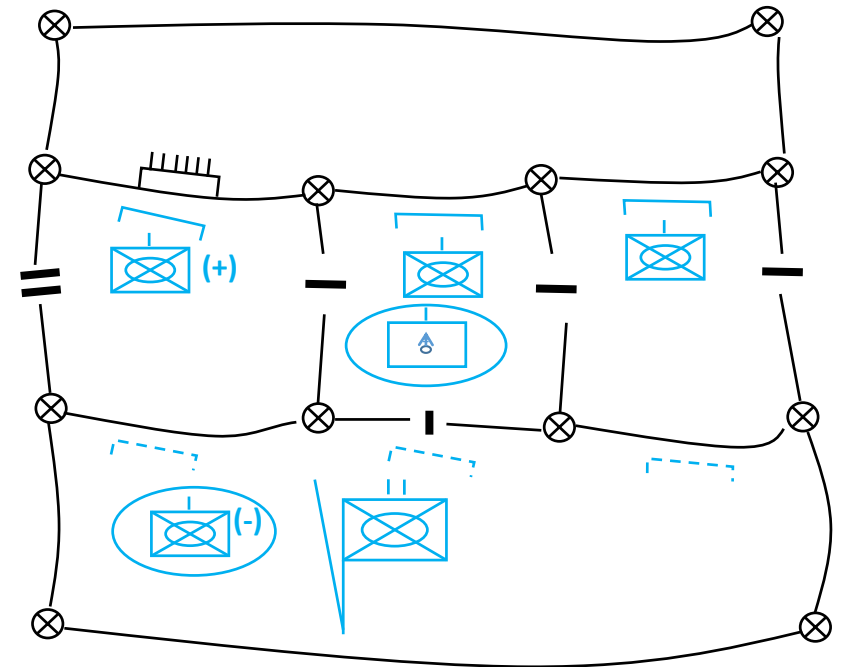
STEP IV: COA ANALYSIS

STEP V: COA COMPARISON

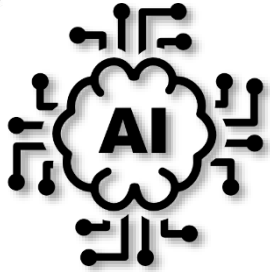
### ENY COA



### OWN COA







## SUMMARY

- AI WILL NOT REPLACE HUMANS IN DECISION-MAKING, BUT IT CAN **SUPPORT** THE COMMANDER
- AI WILL NOT PERFORM ALL DECISION-MAKING AND RELATED ACTIVITIES ANYTIME SOON
- AI CAN BE USED IN ANALYSIS, PLANNING AND EXECUTION OF TASKS
- IN MY OPINION, THE USE OF AI IN THE DECISION-MAKING PROCESS WILL NOT BE AIMED AT MAKING BETTER DECISIONS THAN WITHOUT AI, BUT WILL BE INTENDED TO SPEED UP CERTAIN ACTIVITIES THAT ARE TIME-CONSUMING, SUCH AS TERRAIN ANALYSIS OR CONSIDERING COURSES OF ACTIONS (USING THE WAR-GAMING METHOD).
- AI SOFTWARE SHOULD BE LINKED TO THE BATTLEFIELD MANAGEMENT SYSTEM IN SUCH A WAY THAT THE EFFECTS OF THE STAFF'S WORK WITH THE SUPPORT OF ARTIFICIAL INTELLIGENCE CAN BE QUICKLY VISUALIZED AND IMPLEMENTED.



General Tadeusz Kościuszko Military University of Land Forces

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Thank You