

Living Transformation: ISAF-SEAS Case Study for Urgent Computing

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Topics

- ▶ **What is ISAF?**
- ▶ SEAS role in ISAF
 - ▶ SEAS in theater
 - ▶ Integration with external systems - ONA
- ▶ Challenges
 - ▶ Organizational
 - ▶ Process
 - ▶ Technology
- ▶ Future Direction
 - ▶ Towards Sentient World

SEAS-ISAF

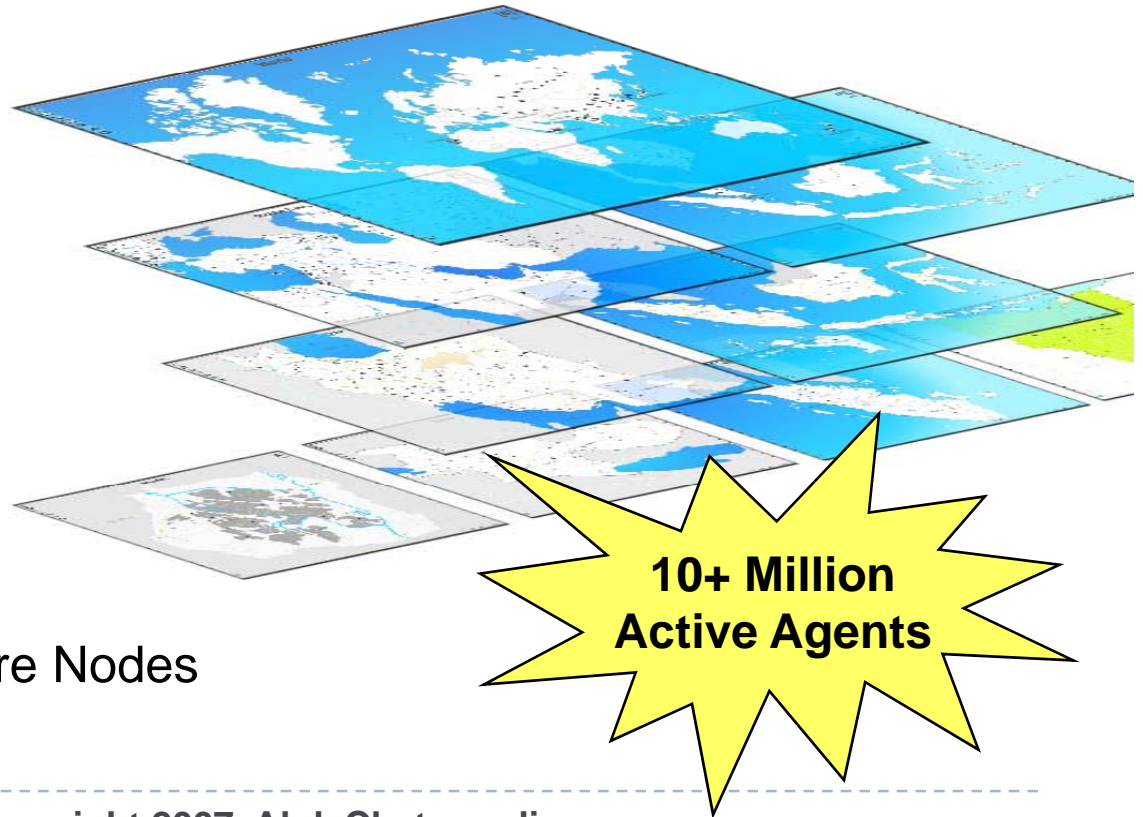
- ▶ ISAF - International Security Assistance Force
- ▶ Setup by United Nation in 2001 to provide security assistance to the people of Afghanistan
- ▶ SEAS (Synthetic Environment For Analysis and Simulation) is deployed in the theater for courses of actions analysis
 - ▶ Research funded in part by National Science Foundation since 1998
 - ▶ Transitioned to Simulex Inc.
 - ▶ Currently in use at JFCOM, SOUTHCOM, OSD PA&E, USMC School, a Fortune 50 Company

SEAS current state

SEAS VIS is a representation of 62 countries with “validated” models (well accepted, published in peer-reviewed journals) at varying degrees of detail

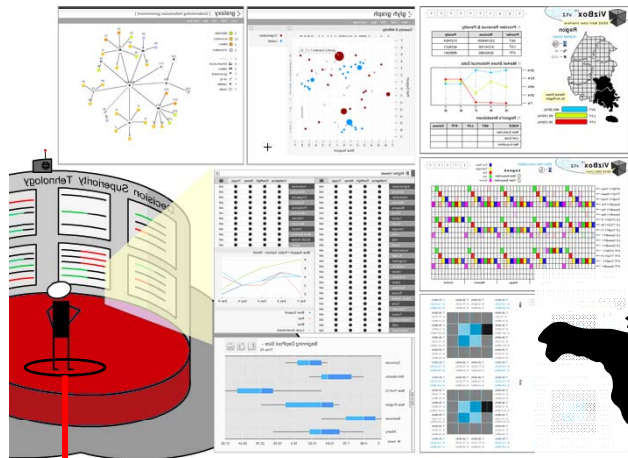
Represents

- Political Nodes
 - Military Nodes
 - Economic Nodes
 - Social Nodes
 - Information
 - Infrastructure
-
- 450+ Named Organizations
 - 300+ Named Leaders
 - 12,000+ Named Infrastructure Nodes
 - 500+ Named media nodes



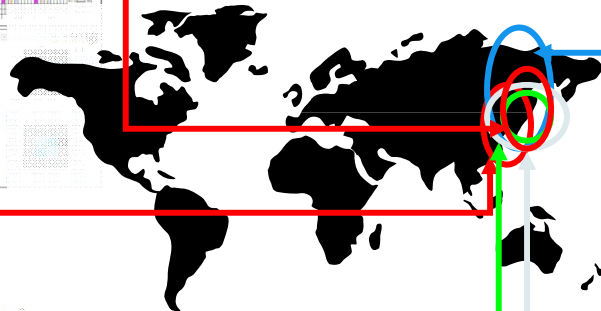
N-sided Analysis

**Human-in-Loop
- Adversary**

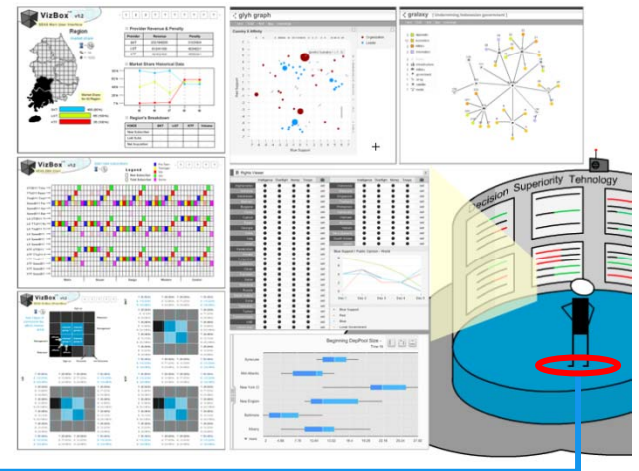


Intelligent Agent

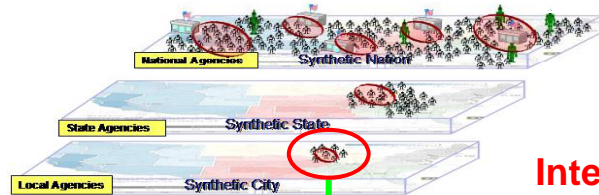
**Multiple
Human-in-the-
Loop Capabilities**



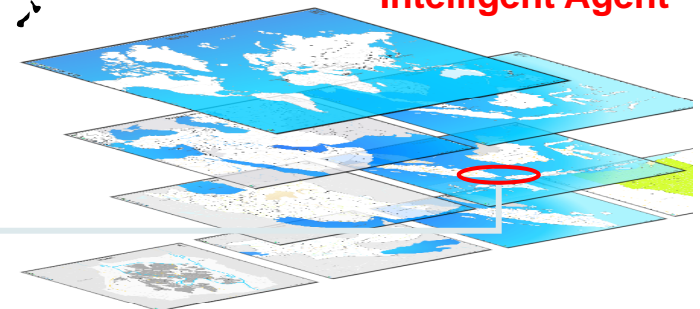
**Human-in-Loop
- Coalition**



**Country X's
Intelligent Agent**



Intelligent Agents



SEAS simulations model N-sided interactions where each side may be represented by HITL players or intelligent artificial agents.

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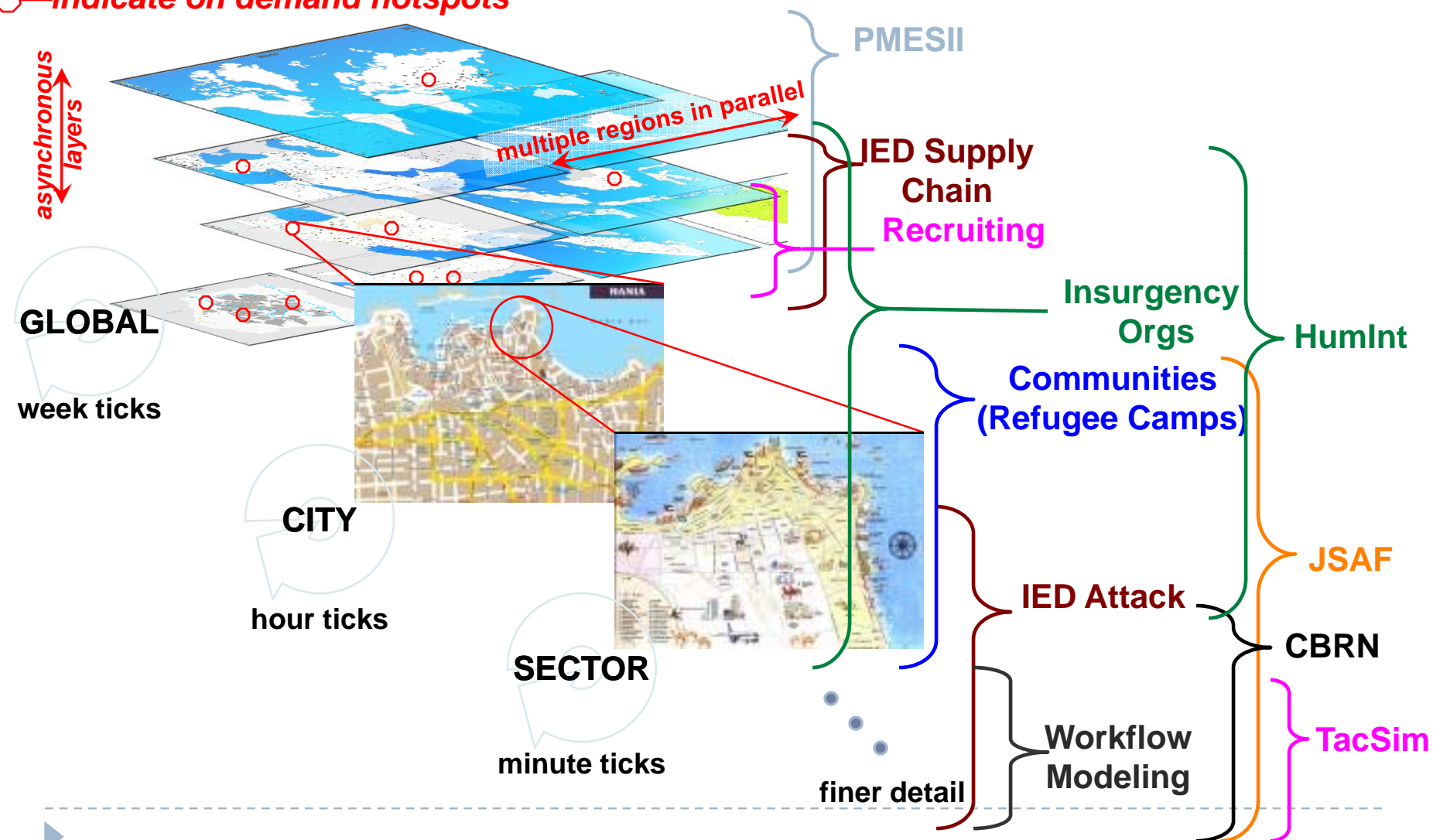
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SEAS in the theater

- ▶ First persistent Simulation-based Decision Support Environment for Field Commander
 - ▶ To be able to generate prediction of instability in the region as real world events unfold
 - ▶ To provide a Wind-tunnel for Courses of Action
- ▶ Simultaneous research, development, and deployment
- ▶ Recent events/intel constantly fed into the xNA
 - ▶ Multiple Courses of actions simulated in updated synthetic environments
 - ▶ Decode adversaries' "playbooks"
- ▶ System redundancies to ensure high availability and reach-back capability
- ▶ Runtime of single digit minutes to provide near instant feedback of proposed strategies

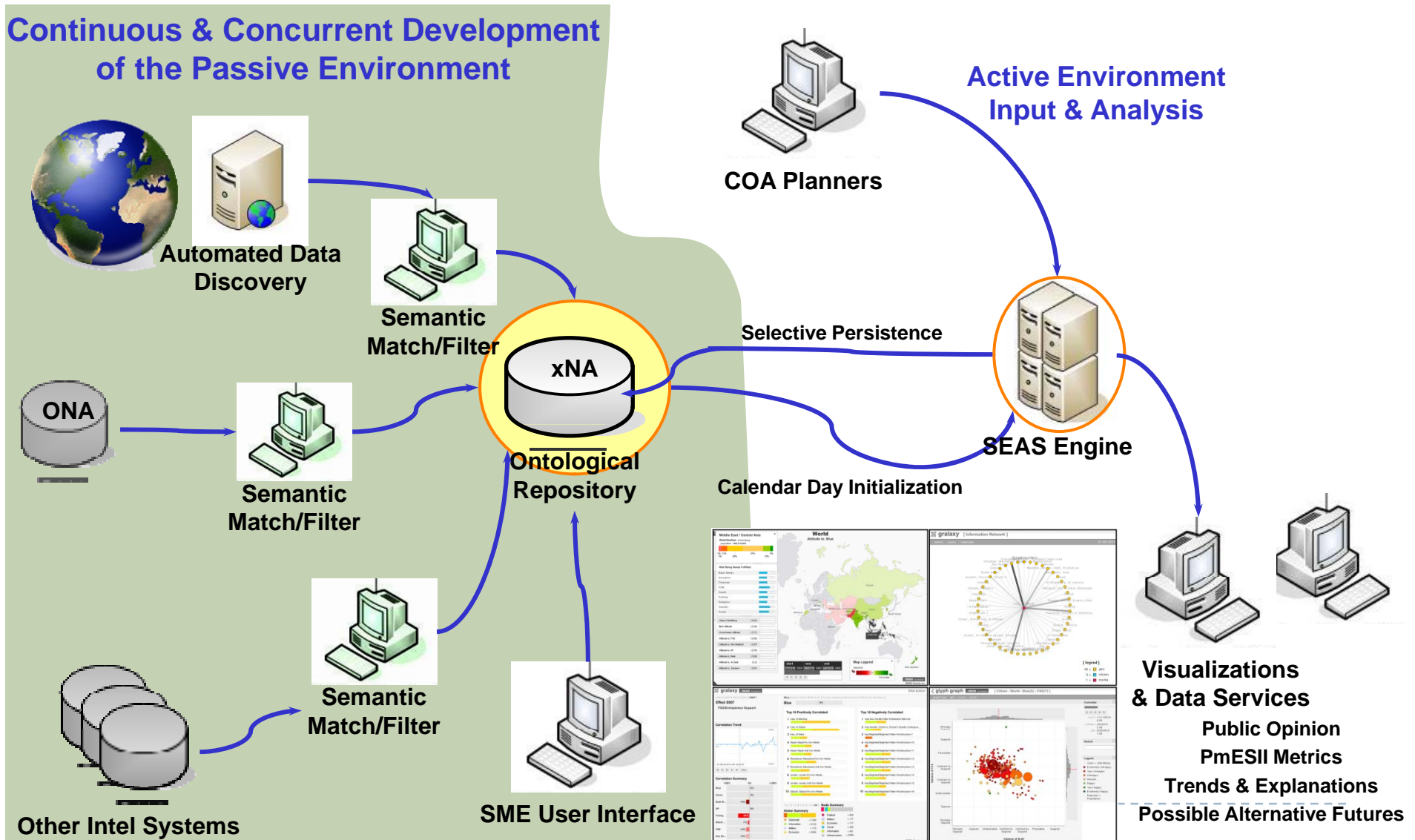
SEAS On-demand Scaling

○—indicate on demand hotspots

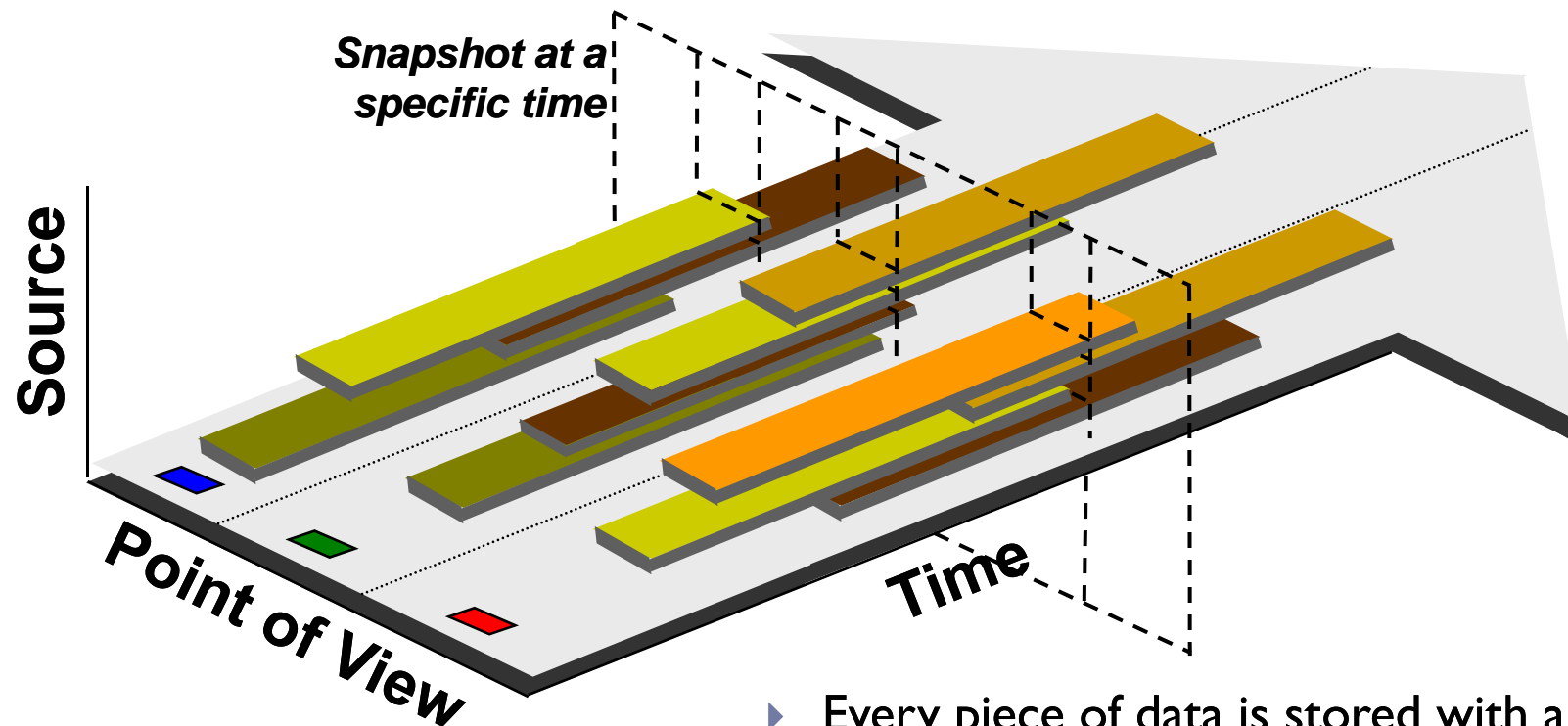


Dynamic Data Acquisition, Parameterization, and Calibration in SEAS

Continuous & Concurrent Development of the Passive Environment



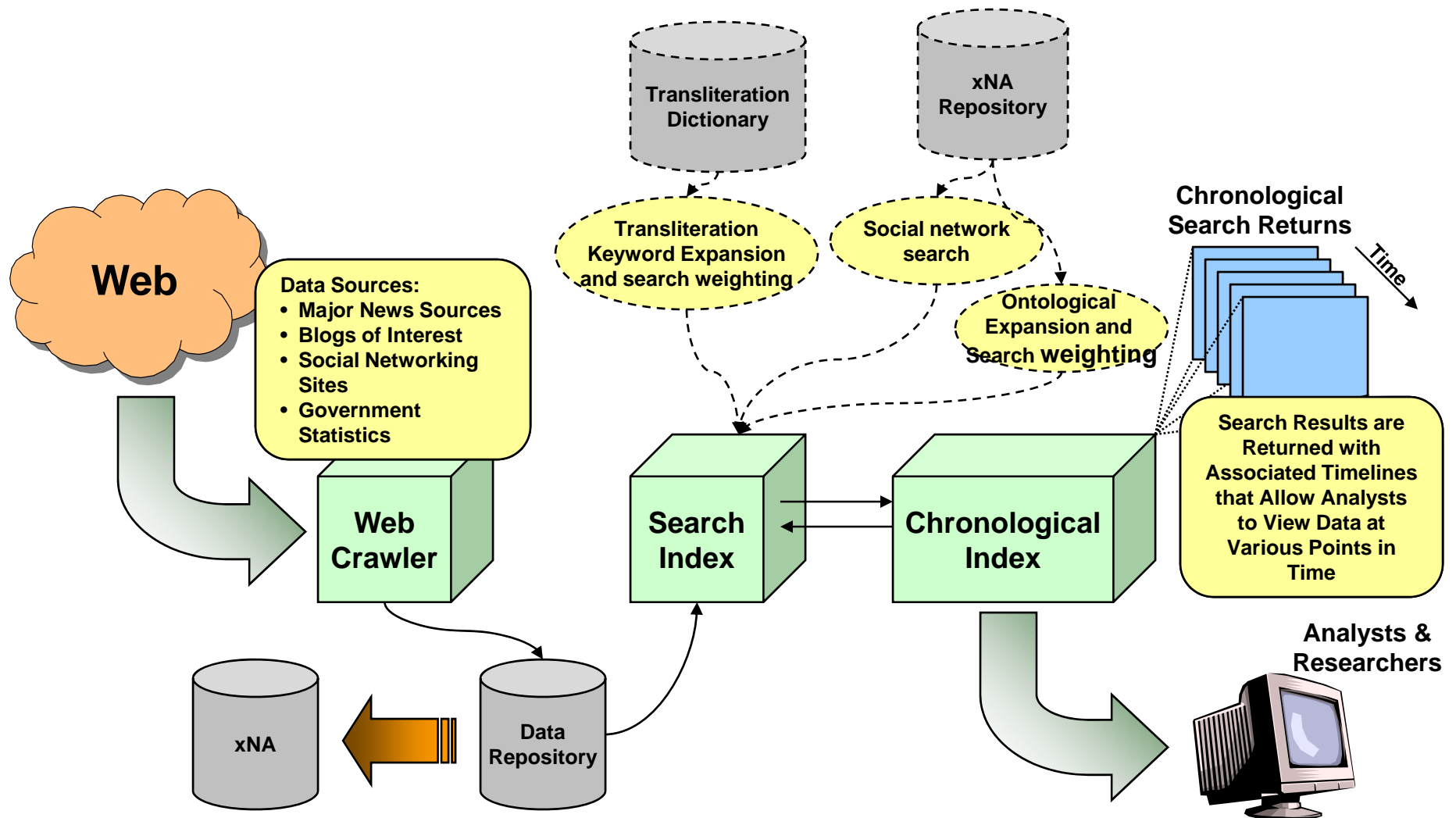
Data in eXtensible Net Assessment



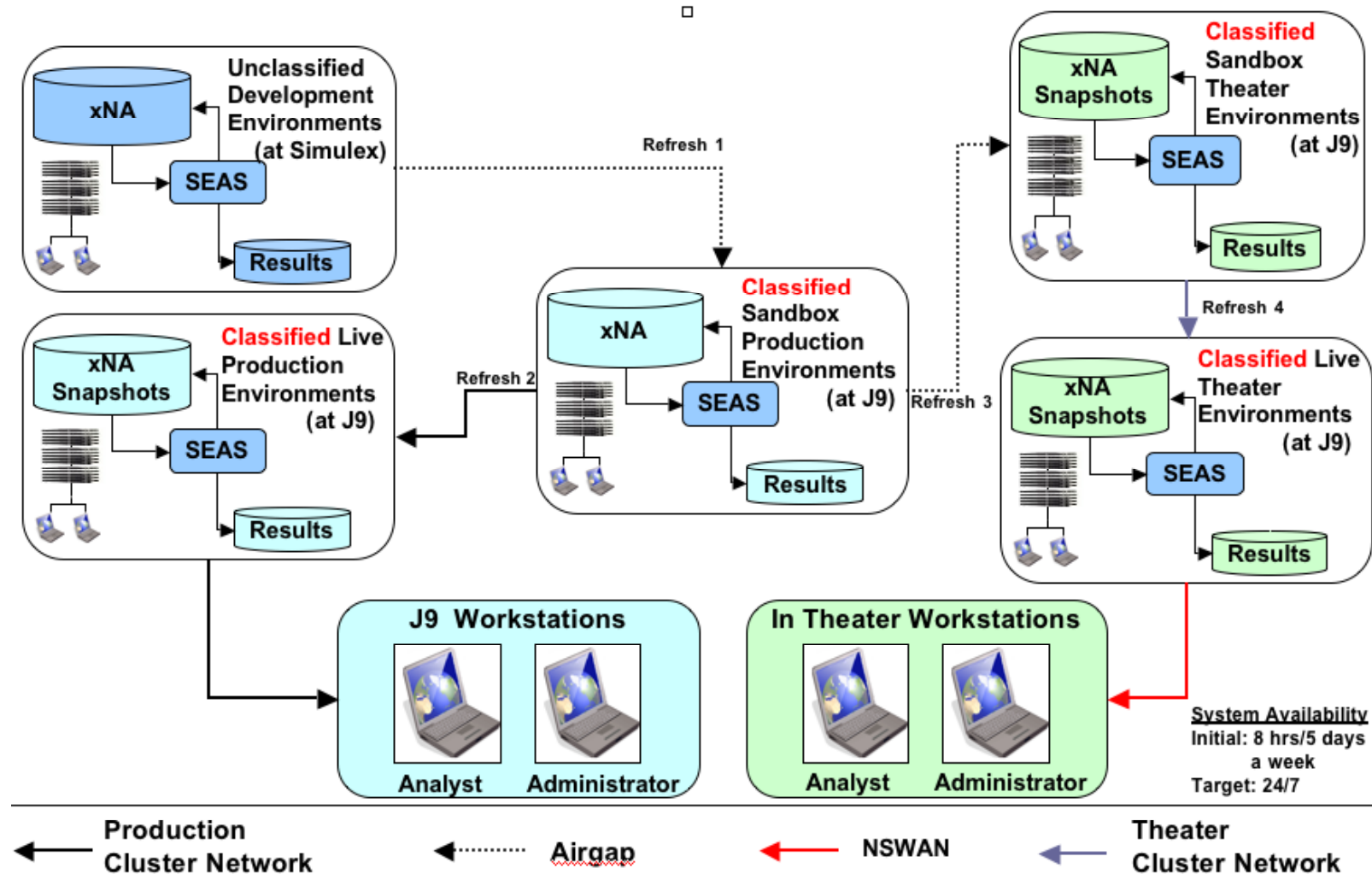
Legend (Example)	
Points of View	Sources
Blue	ONA
Green	Simulex Researcher
Red	CNN
	Simulation COA
	Al Jazeera

- ▶ Every piece of data is stored with an effective date range, its source, and its point of view.
- ▶ Snapshots can be taken at any point in time, with any subset of sources and points of view.

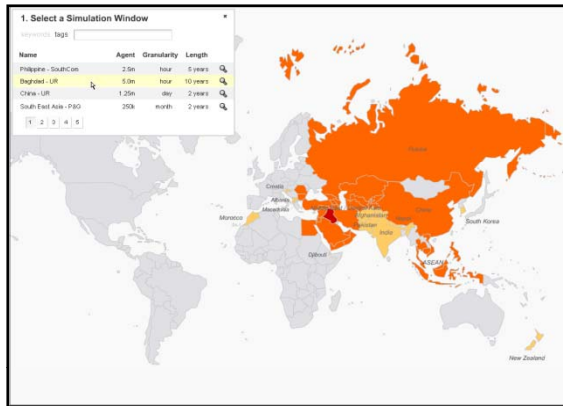
Semantic Mining for XNA



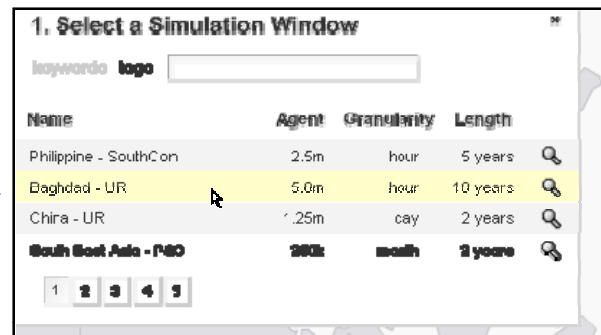
System Redundancies



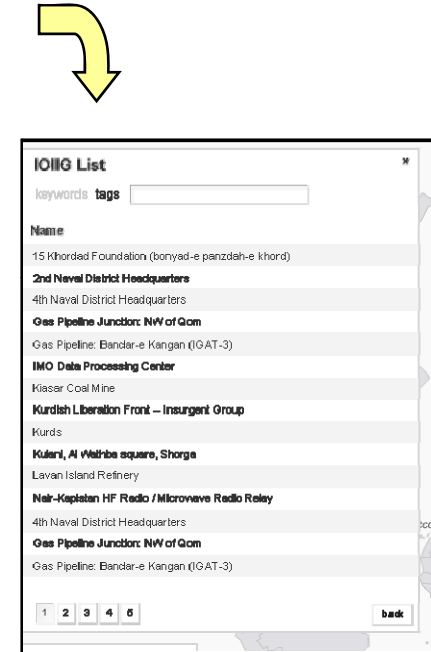
Service Oriented Experiment Management



1. ExMan Main Portal



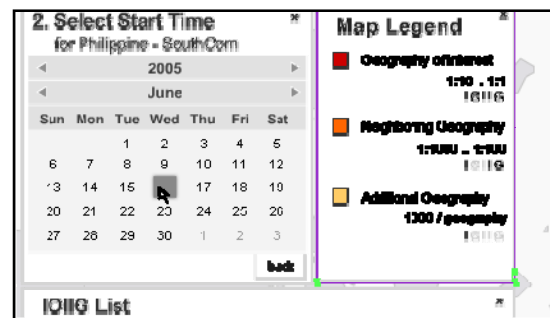
2. Simulation Browsing and Selection



3. Nodes in the selected simulation

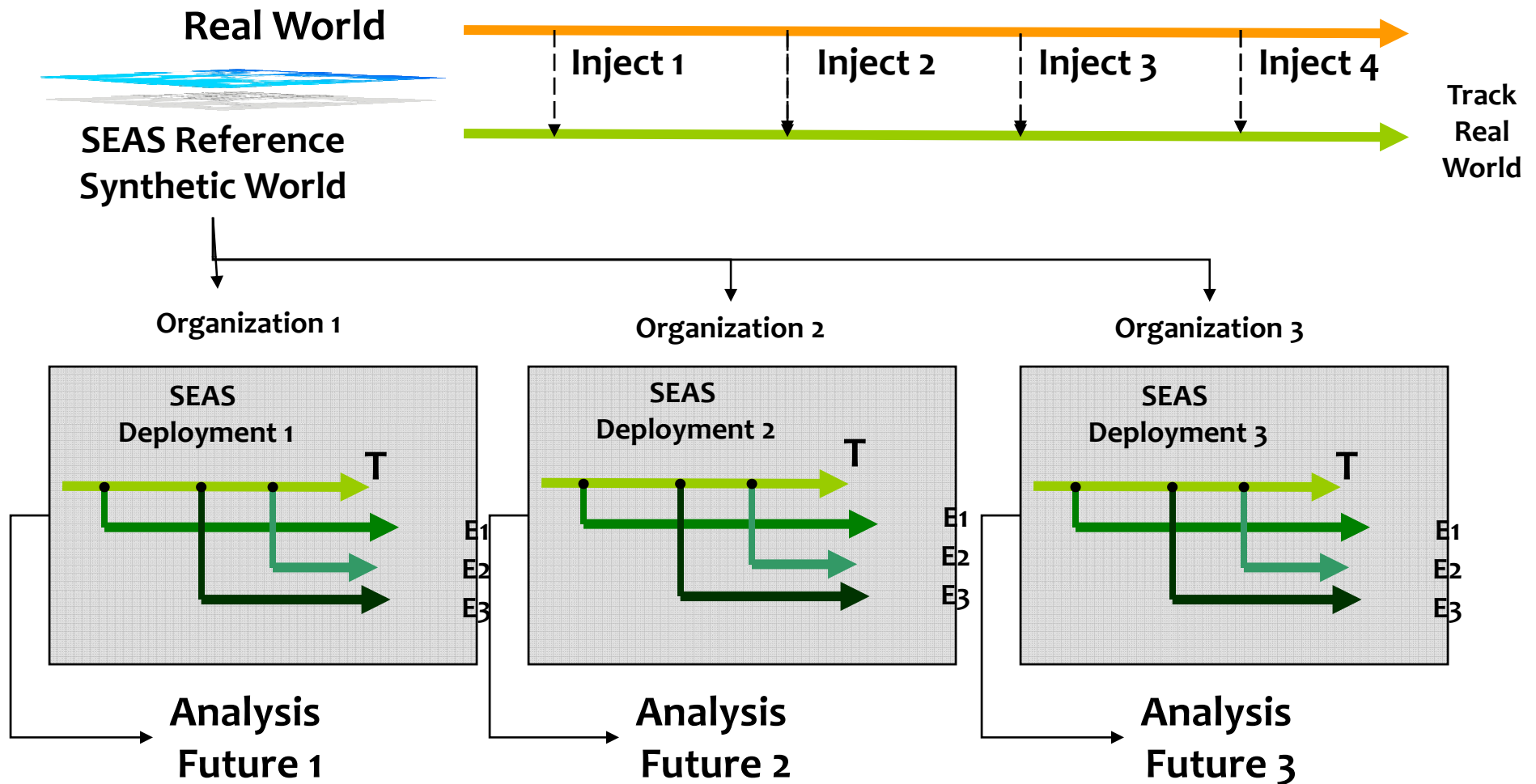


5. Execution Environments Management



4. Calendar-based Simulation Initialization

Multiple Excursions

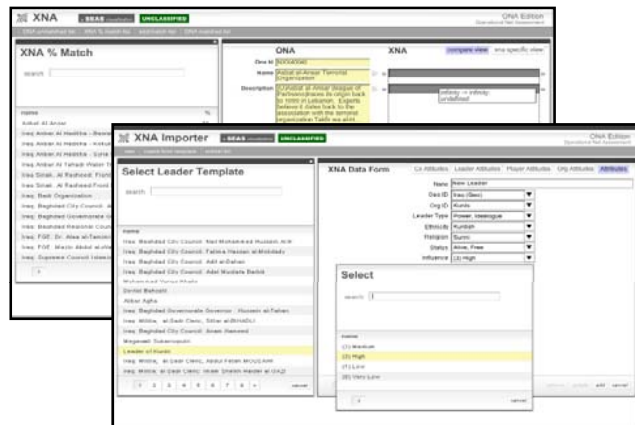


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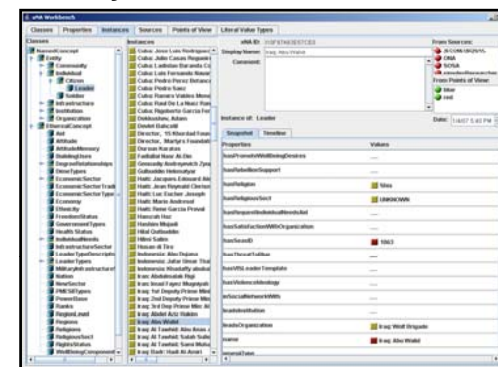
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Tools for Updating xNA

ONA-XNA Integration Tool and SESEN



Analyst Workbench



High-level tools that allow for easy addition and manipulation of Node, Action, and Event information.

SESEN allows for the addition and editing of node information within xNA.

The ONA-XNA Integration Tool allows for nodes to be exported from ONA to xNA and augmented with additional information needed by SEAS.

Currently Supported:

- Leaders
- Organizations
- Infrastructure

Low-level tool for viewing and manipulating the ontological structure and other data within xNA.

Currently a prototype, but under active development to become part of the suite of tools available for SMEs to use.

Under Development:

- Media
- Citizens
- Institutions
- Economic Sectors
- Actions and Events

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Organizational Challenges

- ▶ The project marks several firsts, including:
 - ▶ First operational system deployment
 - ▶ First theater deployment
 - ▶ First deployment outside the country
 - ▶ First system with the requirement of near perfect uptime
- ▶ Living Transformation
 - ▶ Simultaneous research, development, and deployment
 - ▶ Simultaneous CONOP/TTP development and training
 - ▶ Rapid accreditation, field testing, and deployment
 - ▶ Legal, business and acquisition challenges

Process Challenges

- ▶ Security

- ▶ System

- ▶ The need to ready the system for NSWAN security compliance
 - ▶ The flavor of Linux that SEAS prefers has to be replaced by Red Hat Linux Server
 - ▶ Java Development Kit usage has to be replaced by Java Runtime Environment

- ▶ Data

- ▶ Constant research and update of the simulation with the latest data
 - ▶ ISAF and J9 analysts are updating the xNA with data with secret classification
 - ▶ Merging and conflict detection is a challenge

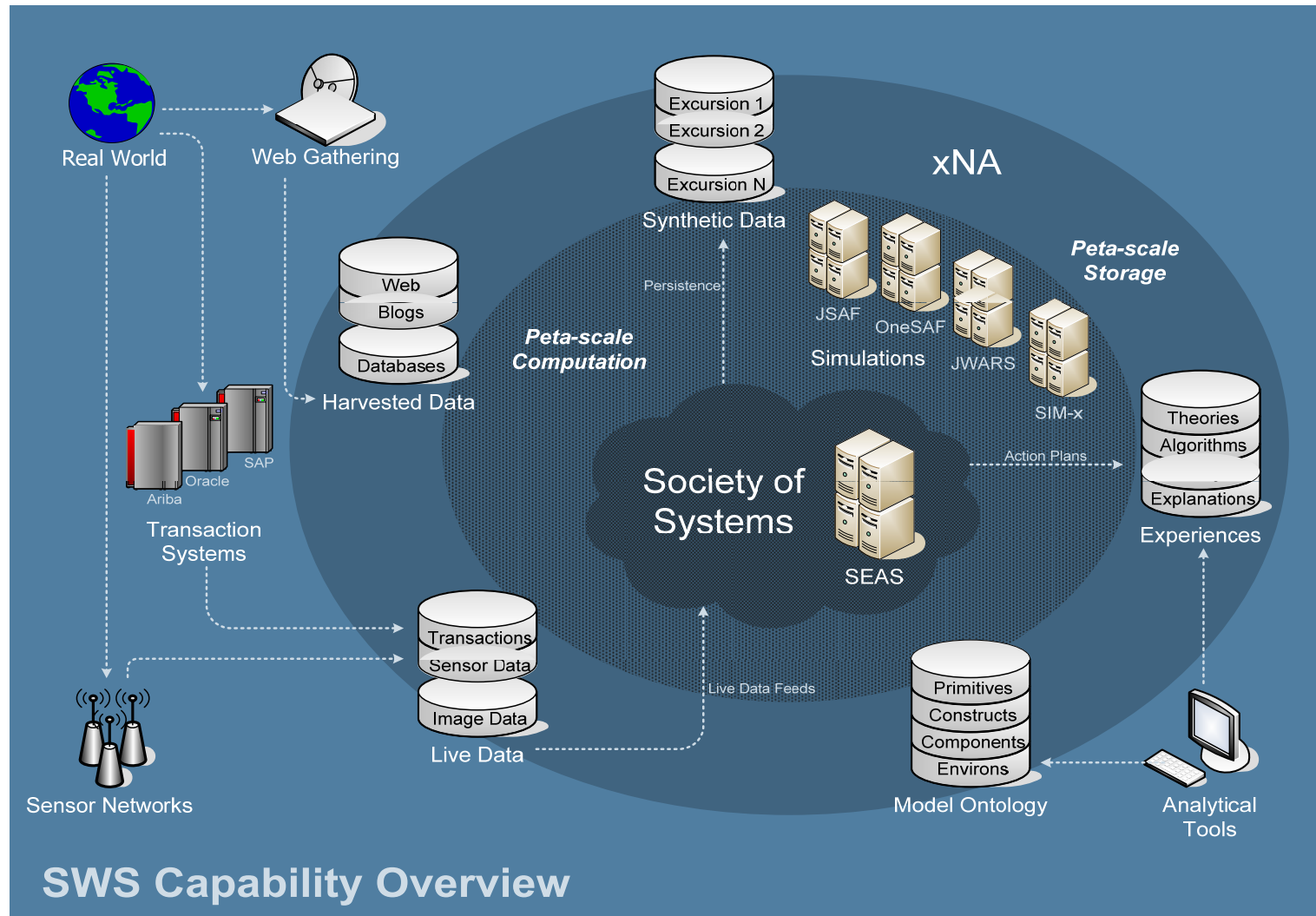
Technological Challenges

- ▶ **Low bandwidth and reliability environment**
 - ▶ The IT infrastructure in the theater is heterogeneous.
 - ▶ Simulation clients could be accessed via satellite internet, which could be very slow and unreliable
 - ▶ The machines available are often lesser than the required spec
- ▶ **Guaranteed uptime and backward compatibility**
 - ▶ Constant service availability is crucial in the theater
 - ▶ Simulation has to be running even during analysts update data
 - ▶ Courses of actions and simulation results has to be saved and retrievable even if produced by previous versions of the software

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- ▶ **Future Direction**
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Towards Sentient World



SWS Deployment Framework

