**Multiple interactions improve command cognition**

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In information-based and intelligent warfare, although the "cloud brain + AI assistant" can provide commanders with efficient and high-quality information assurance services, and the "human decision" supported by "intelligent judgment" is more accurate, commanders cannot easily hand over the command and decision-making power to machines. To this end, commanders still need to actively switch positions and interact with different roles based on the advantages of human subjective perception and the needs of combat command to expand multi-dimensional thinking, form a comprehensive, in-depth and specific command cognition, and thus improve the effectiveness of command.

Interactive superior perspective correctly understands the intention. In combat, commanders should fully understand the intention of superiors, correctly understand combat tasks, and lead troops to execute superior orders to achieve expected combat objectives. However, due to the objective limitations of the command level at which commanders are located, it is difficult for them to obtain overall combat information in the first time, and they cannot lead or participate in the design of combat operations throughout the process. Therefore, when the task comes, they are often in a relatively passive state of waiting for execution. To this end, commanders must first quickly familiarize themselves with the content of the order, arrange related work, and handle critical contradictions on the basis of calm preparation, and then put themselves in the position of superior command to think in a different way, and conduct a comprehensive and in-depth analysis of changes in the situation, battlefield situation, enemy and our situation, and various types of information. Secondly, we should weigh the pros and cons with a higher-dimensional cognition, understand the intention with a higher-level position, and predict the results of the battle with a higher level of judgment, so as to break the thinking dilemma of "not knowing the true face of Mount Lu, just because I am in this mountain". Thirdly, we should jump out to take a comprehensive view of the overall situation of the battlefield, focus on the main direction, grasp the key points and joints, and then accurately locate the origin of the task and find the starting point of the action to ensure that the combat command is precisely directed.

Interactively analyze the situation from the perspective of the opponent. The premise for commanders to implement combat command is to accurately grasp the enemy situation. By fully understanding and mastering the basic situation of the enemy, they can formulate strategies, use methods and exert forces according to the enemy. In the process of combat command, if commanders can analyze the enemy from the enemy's perspective, using the enemy's thinking and according to the enemy's theory, it will be easier to fully grasp the enemy's status. When commanding the confrontation, it will also be possible to form a "one-way transparency" in cognition of the enemy, thereby achieving "command and mobilization of the enemy" and achieving victory over the enemy first. To achieve this effect, commanders should, on the basis of fully understanding the superior's combat intentions, quickly clarify the organizational structure of the enemy in front of them, and then, with the support of the enemy's "data pool" and multi-source battlefield intelligence information, put themselves in the position of the enemy commander through role switching, understand the enemy's tasks, intended goals, current conditions, actions that can be taken, support that can be obtained and other specific issues, and then see the enemy's intentions clearly, eliminate the risk of blind assumptions, optimize their own response strategies and decisions, locate the focus and find the starting point for the implementation of correct command, and strive to hit the enemy's vital points with precision.

Interactive subordinates’ perspective timely discovers contradictions. In a sense, it is simple for commanders to issue orders, but the implementation of orders by subordinates may not be as smooth as imagined. Sometimes, the decisions made by commanders on the spot not only fail to get the expected response from subordinates in the specific implementation, but also bring hidden dangers to combat activities. Especially in information-based and intelligent warfare, with the increasing number of various combat elements, the increasingly detailed division of labor of various combat forces, and the increasingly complex interweaving of various combat relationships, in the analysis and judgment of situations, the formation of combat plans, the determination of combat, the organization of combat coordination, and the implementation of combat control, relying solely on the commander’s command and decision-making can no longer meet the requirements of a complex battlefield environment. The subordinate agencies and subordinate commanders have shared a part of the commander’s work to varying degrees, and objectively become a necessary component of the "commander" group. Therefore, when implementing combat command, commanders cannot just think about planning issues from the perspective of their own level, but must also proactively switch to the role of subordinate commanders at the appropriate time, review the implementation of decisions, and focus on those specific problems or special needs that subordinates have not promptly responded to and are not convenient to report. They must pay close attention to and deal with them in a timely manner, so as to locate the dissipation points of poor command execution and find the obstruction points that restrict command, further avoid subjective or arbitrary cognition, and ensure that correct command deployment is made in accordance with reality.

Interactive friendly perspective optimization and adjustment plan. Modern warfare is a confrontation between systems, and it is difficult for any single combat force to achieve completely "unsupported" combat on a complex battlefield. In combat, coordinating with other friendly forces to jointly shape the system combat advantage is the key to winning. All combat forces should act in coordination based on a unified combat goal. In particular, commanders should always strengthen their awareness of jointness and coordination, and be good at thinking about the feasibility of established goals and actions from the perspective of friendly neighbors, so as to avoid falling into a dead cycle of "self-design" when organizing and planning operations. To this end, commanders should focus on the overall focus and system advantages in the process of organizing the determination of combat objectives and formulating combat action plans, constantly alternate between friendly neighbors, and examine their own battlefield conditions and combat situations from multiple directions. Compare and correct the problems existing in their own combat planning, and then promptly make up for their own shortcomings, actively cooperate with friendly neighbors to build a close cooperative relationship, and effectively improve the overall combat effectiveness.

Return to the perspective of this level to make accurate command decisions. Commanders can effectively avoid cognitive limitations and improve the scientificity and accuracy of combat command by changing different command roles and command positions in a timely manner to strengthen their understanding of intentions, judge the situation, relieve contradictions, and optimize plans. However, the focus of the commander's task is always on commanding and controlling the troops to implement efficient operations. They should return to the perspective of this level and integrate the multi-dimensional information obtained after interacting with multiple positions to support the investigation of deficiencies, correction of omissions, optimization of content, and improvement of details to form an action plan. Therefore, in the specific implementation process, commanders should focus on the combat tasks of this level and quickly break away from the limitations of a certain time and place and a fixed command position according to the needs of the plan. Seek differentiated command opinions based on the actual needs of the command work at that time, and simplify and select these opinions, so as to ensure the continuity of time, three-dimensionality in space, and relevance of events in the planning of combat command at this level, so as to further improve the command efficiency.