MOEs

# Slides Write-Up

1. Slide 1: title slide
2. Slide 2: this is the definition of Survivability from <cite reference>. It appeals to me because it is applicable on a number of different levels, from sub-system to system-of-systems.
3. Slide 3: This is from <cite reference> and is an acknowledgement that attributes of survivability fall into two gross categories.
4. Slide 4: This is a reduced version of the onion from <cite reference> and focuses on avoidance vs. proactive measures.
5. Slide 5: An early attempt at showing that different attributes of survivability apply more or less universally at differing system levels of granularity.
6. Slide 6: Here I make the leap mapping –ilities to the attributes of survivability. This mapping in its final form will largely inform our understanding of our key model parameters.
7. Slide 7: A quick cut at providing definitions for the –ilities.

# Situational Awareness

## MOEs

* Connectivity
* Connectedness (like a graph)
* On-board sensors
* Line of sight (height from ground, vehicular imposition impairing vision)
* Battle group (Is that a term??? Who you’re with and what they might know)

# Stealth

## MOEs

* Size
* Noise (Db)
* RADAR profile (reflectivity)
* Emissions (radio, IR, laser)
* Heat signature
* Footprint (tracks / impact to landscape)
* Interference capability (sensor jamming)