Knowledge-based reasoning in the Paladin Tactical Decision Generation System

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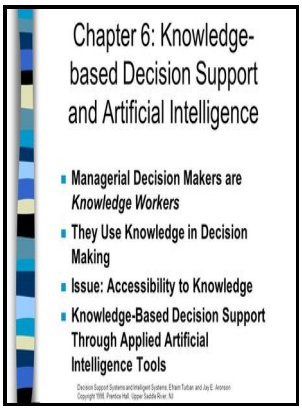

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This allows Paladin to adapt its tactics to the current situation and improves system performance.

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Paladin utilizes a set of air combat rules, an active throttle controller, and a situation assessment module that have been implemented as a set of highly specialized knowledge— based systems. The system was developed using the Lisp programming language on a specialized AI workstation.

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Abstract Paladin is a tactical decision generation system for air combat engagements. . Paladin uses highly specialized knowledge—based systems and other Artificial Intelligence AI programming techniques to addresses the modern air combat environment and agile aircraft in a clear and concise manner.

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Paladin uses the situation assessment module and the situationally dependent modes of operation to more accurately represent the complex decision-making process of human pilots. The results of simulation testing showing the error introduced into the situation assessment module due to estimation errors in positional and geometric data for the opponent aircraft are presented. The situation assessment module was developed to determine the tactical mode of operation aggressive, defensive, neutral, evasive, or disengagement used by Paladin at each decision point in the air combat engagement.

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