



Industry Days  
22-24 May 2000

-Panel-  
"Use of M&S in  
Major Systems  
Acquisition"

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Assistant Secretary of the Navy  
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# System Engineering



*It's About:*

*Understanding the Problem to be Solved and the  
Tools Available With Which to Solve the Problem*

*Building a Little, Testing a Little, Learning a Lot*

*Relationships and Teamwork*

*Details! Details! Details!*

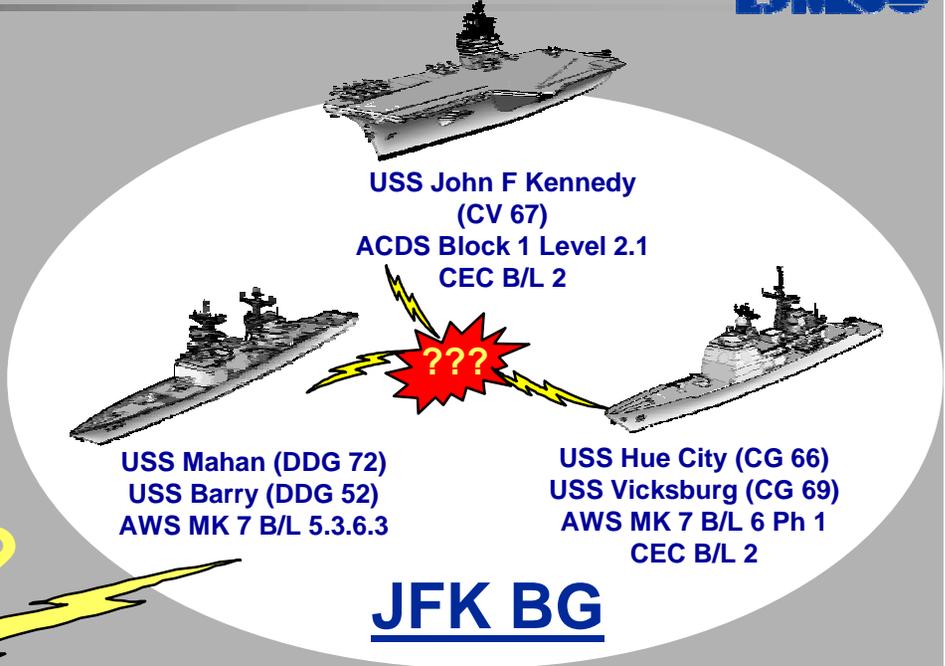
**Turning Mission Needs and Concepts  
Into a Practical Reality**



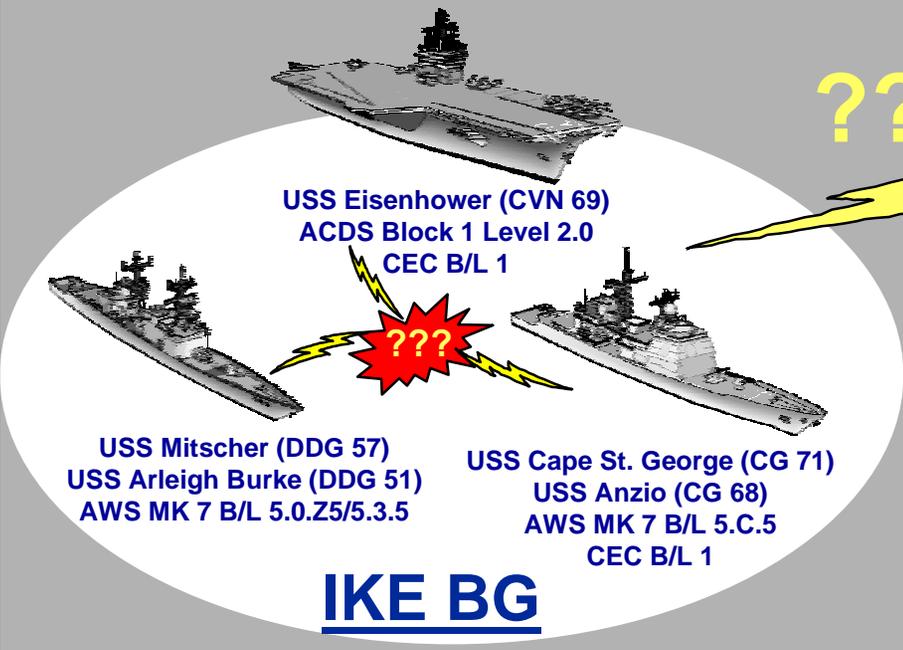
# Navy Battlegroup Operations (1997-1998)



**"...incoherent tactical picture for BG operators."**  
CINCLANFLT BGSIT 021731ZMar98



???



**"... complex warfighting capabilities ... significant battle group interoperability challenges."**  
CNO WASHINGTON DC 021648ZMay98



# The Navy's Organizational Response



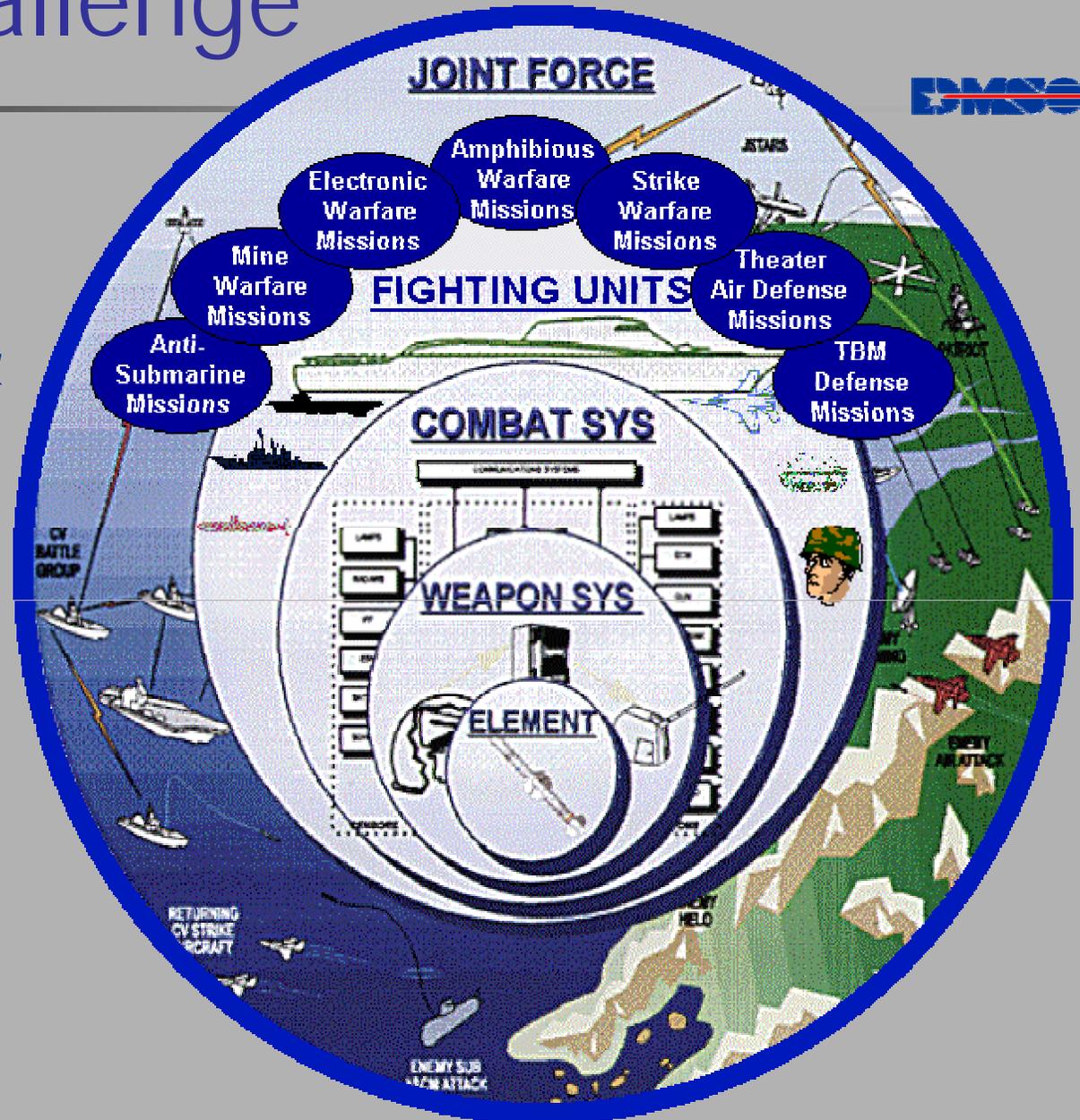
- PEO (Theater Air Defense) & PEO (AEGIS/Surface Combatants) Merged into Single PEO for Theater Surface Combatants – April 98
- CNO Designated NAVSEA (SEA05) as CNO Lead for Battle Group Interoperability – May 98
- OPNAV Initiates Integrated Warfare Architecture (IWAR) Process
- ASN(RDA) Designates Chief Engineer as Senior Technical Authority Within the Acquisition Structure
  - For the Overall Architecture, Integration and Interoperability of Current and Future Combat, Weapons and C4I Systems Used by the Department of the Navy – April 99
  - Also Designates Chief Technology Officer



# The Challenge

Systems  
Engineering &  
Management

*At  
All  
Levels*







# Collaborative Engineering Environment



## New Initiatives

- AFRL Collaborative Enterprise Environment
- Distributed Knowledge Environment
- AF Distributed Mission Training
- NRL Collaborative Engineering Environment BAA
- DDR&E Collaboratory
- NASA Integrated Synthesis Environment



## Successful research

- DARPA Simulation Based Design
- JDUPO AFRL Dual Use Collaborative Virtual Prototyping
- SC 21 Manning Affordability Initiative Human Centered Design Environment

**Builds on Existing Foundation**



# The **JDEP** of Today... Tomorrow...





# PEO-TSC HLA Pilot Program



- Consortium of Navy Labs and Industry
- End-to-end ship defense with hardkill/EW integrated in same simulation framework
- Tactical combat system code-in-the loop
- Operational threat – test target interchange





# Federation Development: Accomplishments & Lessons Learned



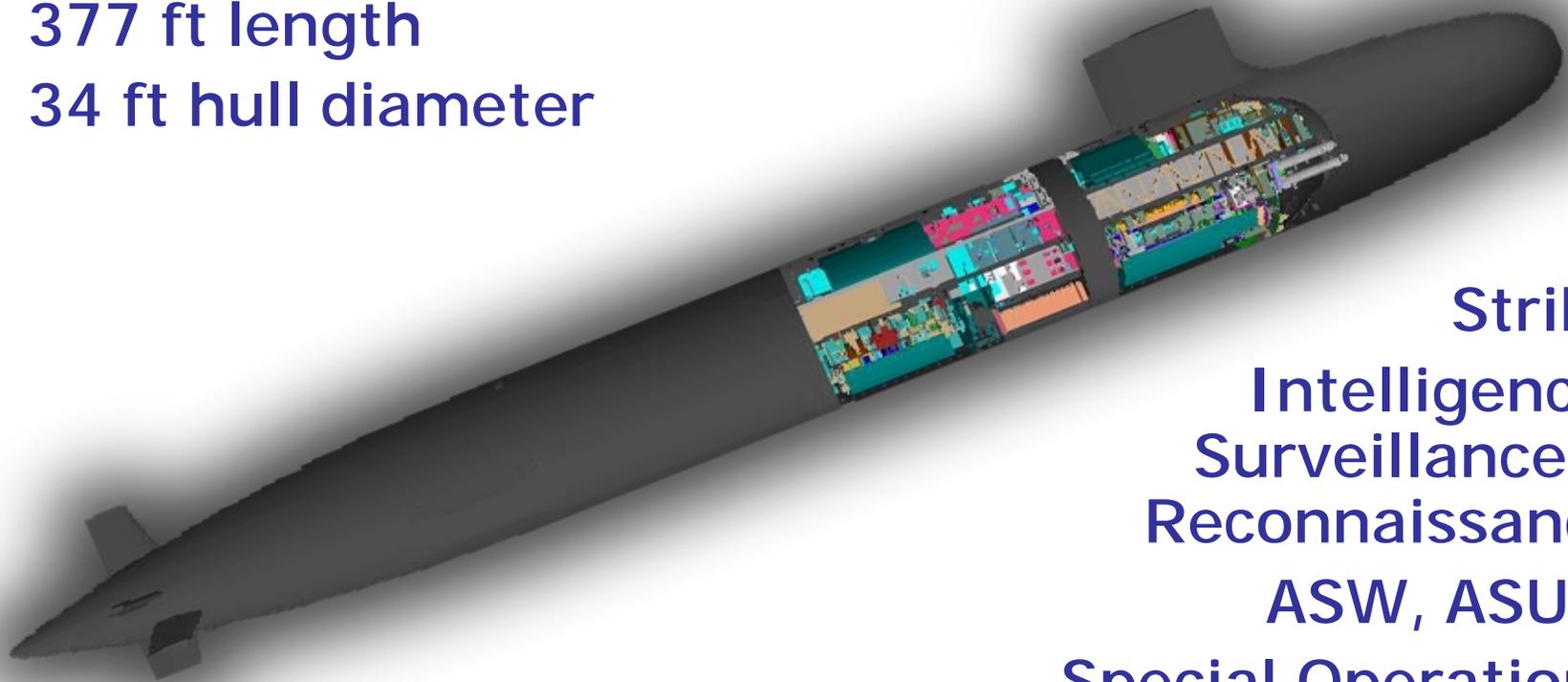
- Synchronized, engineering-level HLA federations are feasible
  - Legacy simulations can be reasonably integrated as federates
- Operational software can be re-hosted and federated
  - RTI permits IDS-compliant system-to-system interactions
  - Mapping from real time to simulation time is challenging but achievable
- Federation development both requires and builds teams
  - FEDEP fosters collaboration



# Virginia Class SSN



7,800 tons submerged  
377 ft length  
34 ft hull diameter



Strike  
Intelligence,  
Surveillance &  
Reconnaissance  
ASW, ASUW  
Special Operations

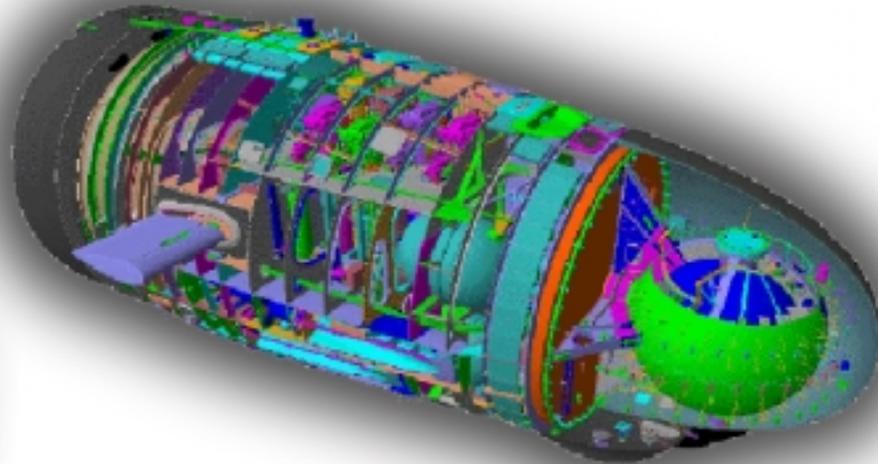
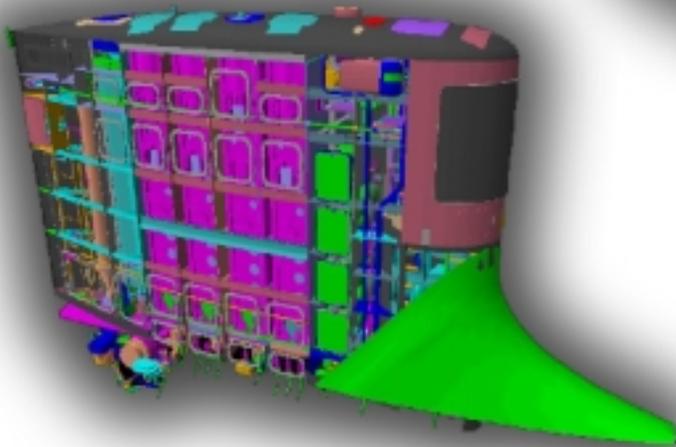
**"The Navy's next-generation  
attack submarine"**



# The Ship Product Model



Sail Model

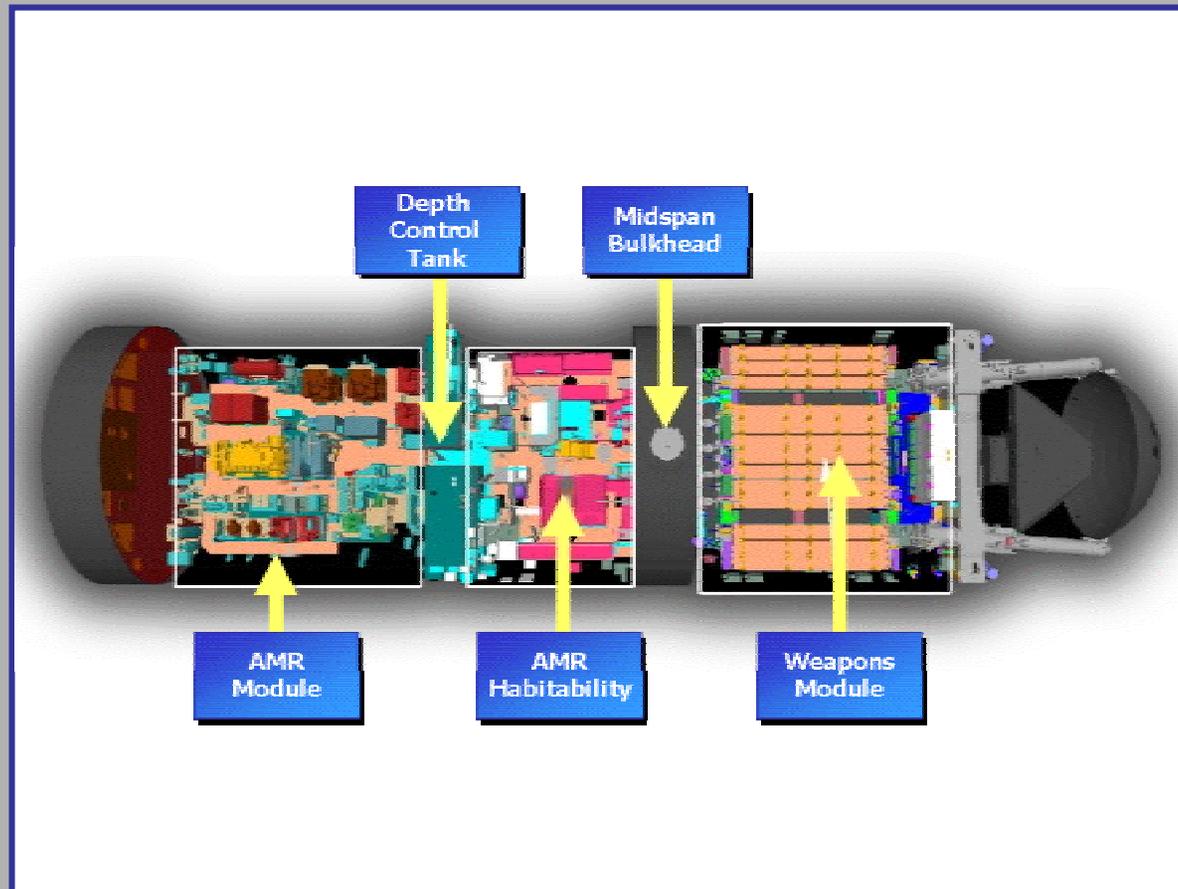


Non-Pressure Hull

**"Virginia is the first American warship designed solely by computer..."**



# Simulation-Enabled Acquisition



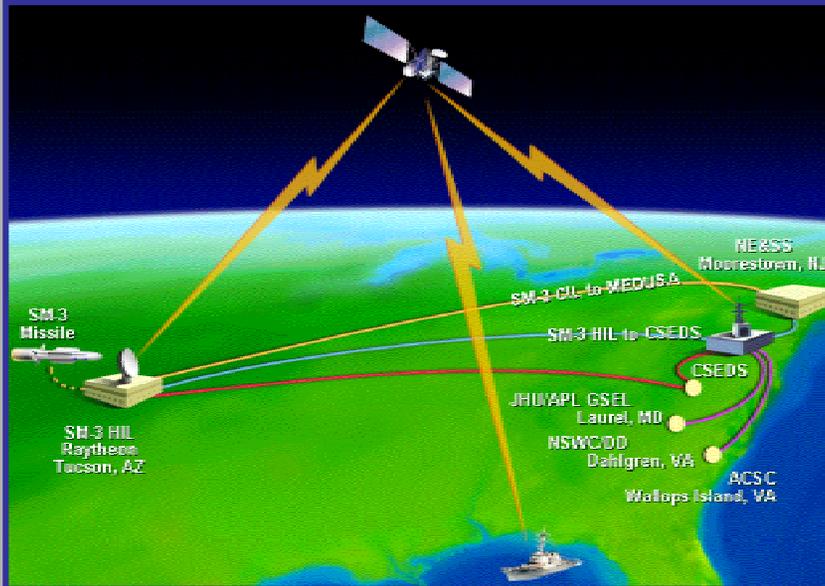
Habitation Compartment Walk-thru



# Navy Theater Wide



## Scenario Visualization



End-to-End  
Distributed Simulation



M&S Supporting Risk Reduction

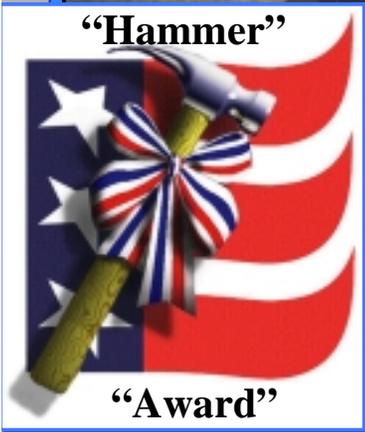
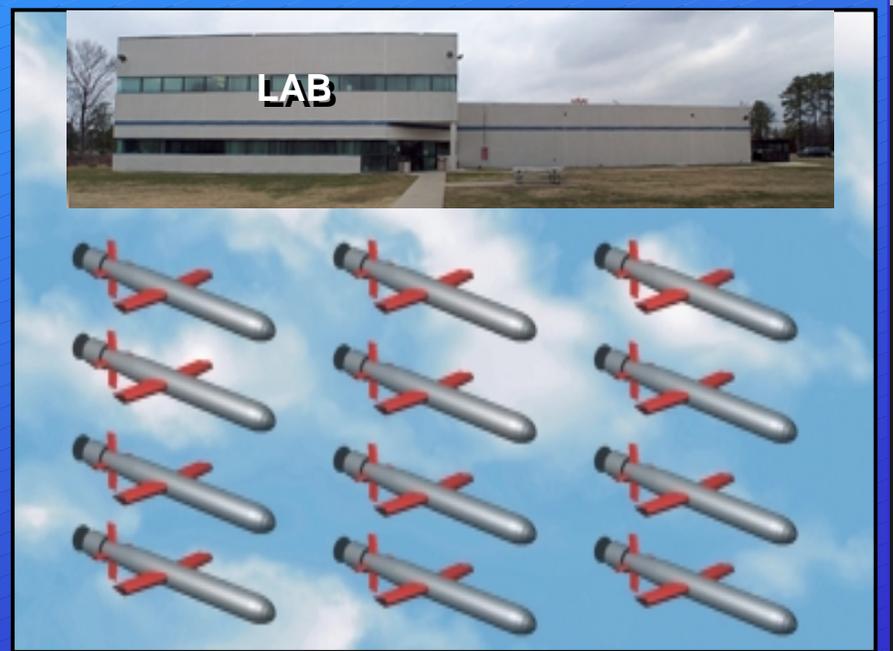


# Tomahawk



*1 Missile In 1 Day*

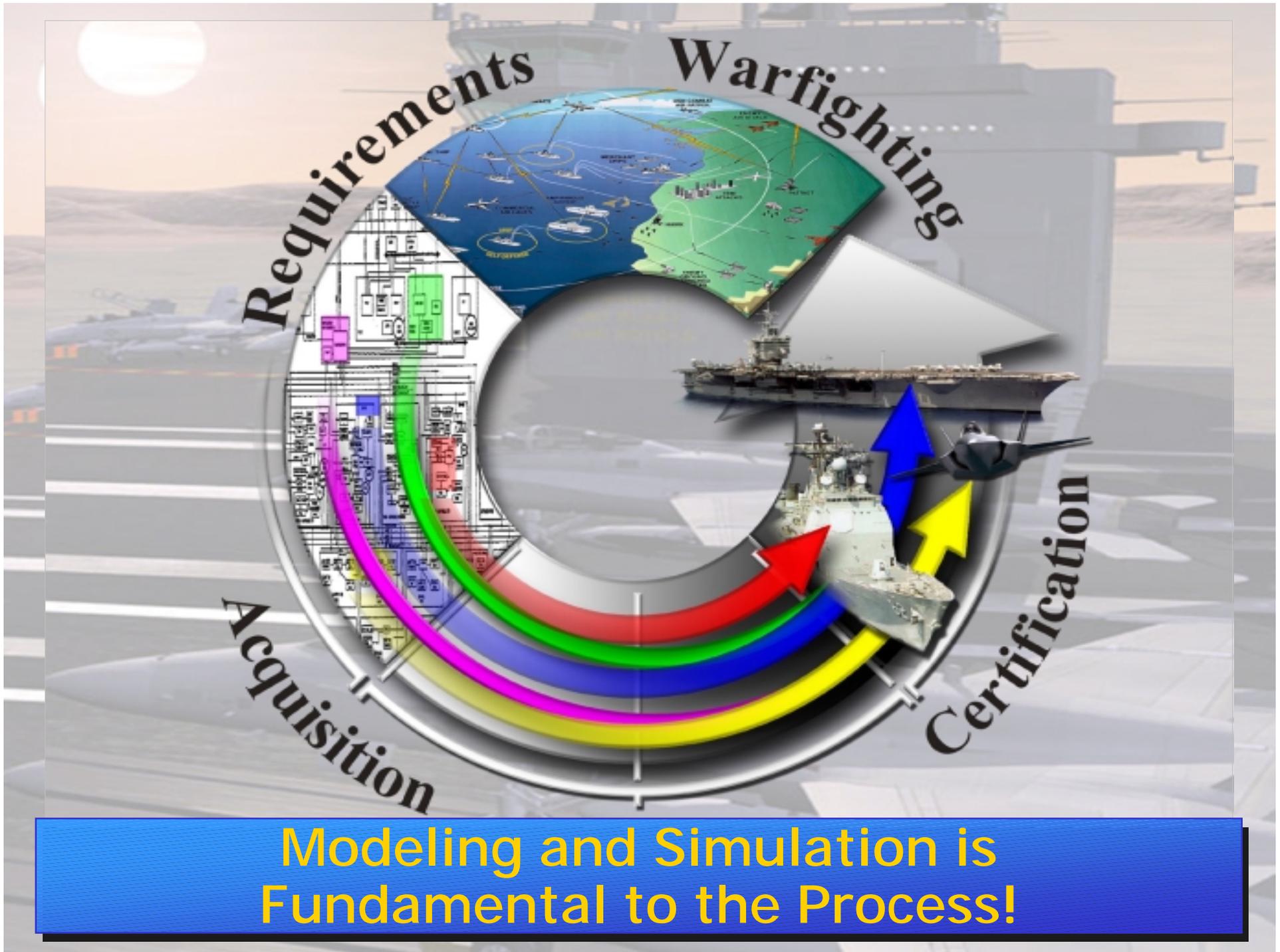
*12 Missiles In 3 Days*



*~\$2000K*

*~\$35K*

**COMOPTEVFOR Confidence  
for OPEVALS!!**



**Modeling and Simulation is  
Fundamental to the Process!**