

Resume

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Research Associate Professor
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EDUCATION:

Ph.D., Information Technology (1996)
George Mason University, Fairfax, Virginia

MS, Engineering Management – Artificial Intelligence & Human Factors (1990)
George Washington University, Washington D.C.

BS, Nuclear Engineering (1980)
University of California, Santa Barbara, California

SUMMARY OF EXPERIENCE:

George Mason University –Center for Excellence in Command, Control, Communications, Computers and Intelligence (C4I Center), Current Position

Affiliate Associate Professor. Technical Expert for the Army on C4I to M&S Interoperability. Architect for Army Simulation to C4I Overarching IPT (SIMCI OIPT). Directly Support the Topographic Engineering Center for Geographic Battle Management Language (GeoBML).

Alion Science and Technology, M&S Support Operations;
Assistant Vice President for C4I Programs: 2004 to 2005

Initiated the development of a Battle Management Language (BML) standard to bridge Simulations and Command and Control (C2) Systems. Chief Architect for Army Simulation to C4I Overarching IPT (SIMCI OIPT). Previously was C4I M&S Expert for the Army's Directorate of Information Systems for C4 (DISC4) and the Army Modeling and Simulation Office (AMSO). Created a Technical Reference Model for C4I M&S Interfaces for the Army. Published numerous papers at national simulation conferences that specified architectural requirements for C4I and M&S Interoperability. Established the Modeling and Simulation Community of Interest for the Defense Modeling and Simulation Office (DMSO).

IITRI AB Technologies Group, M&S Programs Division;
Assistant Vice President for C4I Programs: September 2001 to 2004.
Senior Research Scientist: 2000 – 2001.

Technical Expert for DoD and Army on C4I to M&S Interoperability. Chief Architect for Army Simulation to C4I Overarching IPT (SIMCI OIPT). Directly Support the Army Modeling and Simulation Office and the Army Office of the Director for Information Systems for C4I.

AB Technologies Inc., 1998 to 1999

Senior Scientist for Modeling and Simulation. Developing Enterprise Architectures for the Department of Defense that support interoperability of live systems and simulations. Developing C4I M&S Interface standards for the Army's Directorate of Information Systems for C4 (DISC4) and the Army Modeling and Simulation Office (AMSO). Created a Technical Reference Model for C4I M&S Interfaces for the Army. Initiated participation of M&S in the DII COE Technical Working Groups to develop M&S requirements for live systems. Provided technical representation to the Joint (J-6) NETWARS Communications Modeling program for DISC4.

Science Applications International Corporation, 1996 to 1997

Senior Research Scientist for Advanced Programs and Experimental Systems. Technical Lead for the Simulation to C4I interfaces, including the Modular Reconfigurable C4I Interface (MRCI) and JSIMS External System Interfaces. The MRCI was a Defense Modeling & Simulation Office (DMSO) project within their High Level Architecture Program to facilitate the interoperability of all types of models and simulations among themselves and with C4I systems. Responsibilities included designing the MRCI software, implementing this design in prototypes, determining simulation requirements and developing a set of common messages using the Command and Control Simulation Interface Language (CCSIL) for use with the MRCI C4I systems.

George Mason University – Computer Science Department and Center for Excellence in Command, Control, Communications and Intelligence (C3I Center), 1990 - 1996

Research Associate. Investigated interactive learning techniques for instructing Software Agents with Dr. Gheorghe Tecuci (PhD advisor). Developed an application of these training techniques for agents in a complex distributed interactive military simulation (ModSAF), implemented these learning techniques to construct instructable agents with an agent training environment (Captain), and directed programming staff in the construction of interfaces to ModSAF. The work with ModSAF was performed in the C3I Center, under the direction of Dr. J. Mark Pullen.

George Mason University – Center for the New Engineer, 1994-1995

Research Assistant. Authored internet module on Workflow with Dr. Peter Denning and conducted research in modeling and optimizing university business processes using workflow tools.

Computer Sciences Corporation, 1990 - 1992

System Developer. Consulted on AI Projects within the company. Worked on database design of the Financial Institution Regulatory Agencies Criminal Referral Enforcement System for the FINCEN division of the Treasury Department to create a national criminal referral database for financial institutions.

George Washington University Institute for Artificial Intelligence, 1989-1990

AI Researcher. Designed, developed and debugged rule-based Knowledge Acquisition system for U.S. Army TRADOC. (This project was selected for the Innovative Applications in AI Conference for 1991). Coordinated with and directed programming staff on project.

IntelliTek, Inc. 1988-1989

AI Systems Engineer. Implemented Testbed for AI Applications at NASA Goddard based upon the Hubble Space Telescope's Electrical Power Subsystem (EPS); integrated Blackboard System and Machine Learning tools into the Testbed to diagnosis, identify and fix EPS faults. Mr. Hieb performed the research for his master's thesis upon this NASA testbed.

General Electric – Nuclear Energy Business Operations, 1986-1988

Startup, Test, Design and Analysis Engineer. Directed Startup Testing at Niagara Mohawk's Nine Mile Point 2 Nuclear Power Station during power ascension program.

General Electric – Apparatus and Engineering Services Organization, 1985-1986

Startup, Test, Design and Analysis Engineer. Served as test engineer during power ascension program for Gulf States Utilities' River Bend Power Plant. Acted as lead engineer during the test program close-out, meeting with the Plant Review Committee to resolve any open items associated with testing results.

General Electric – Apparatus and Engineering Services Organization, 1981-1985

Startup Test Supervisor. Supervised startup testing for power ascension at Mississippi Light and Power's Grand Gulf Unit 1 Power Plant. Supervised nuclear and balance of plant piping thermal expansion and vibration monitoring. Received Management Award for completing accelerated SRO Certification Course.

ACTIVE SECURITY CLEARANCES:

DoD Secret

AWARDS:

Eleven of Dr. Hieb's technical papers on his C4I work with the Army have been on the Simulation Interoperability Workshop's (SIW) Recommended Reading List (refer to the bibliography below). These papers were selected from among those nominated by the various Forums that make up the SIW as the ones they thought were most important to be read by the people who didn't attend their Forums. Taken as a whole, the papers are to provide a summary overview of the best ideas presented at the SIW Workshop.

Three of Dr. Hieb's technical papers have been republished by invitation in the Proceedings of the 2001 Command and Control Research Technologies Symposium of the Command and Control Research Program sponsored by the Office of the Assistant Secretary of Defense (C3I).

TUTORIALS PRESENTED:

Dr. Hieb presented the first *C4I Tutorial* at the Fall 2001 SIW with Dr. Andreas Tolk of Germany. He subsequently presented a second *C4I Tutorial* at the Spring 2002 SIW also with Dr. Tolk.

Dr. Hieb presented a tutorial on **M&S in the Global Information Grid** at the Interservice Training and Education Conference (ITSEC) in the Fall of 2004 with Dr. Susan Numrich and Dr. Andreas Tolk.

INVITED PRESENTATIONS:

Dr. Hieb gave a presentation to the NATO Land Group 1 [Coalition C4I Interoperability] titled "*Developing a Battle Management Language (BML) for Digitized Orders*" on September 7th, 2001 at NATO HQ in Brussels, Belgium.

PUBLICATIONS: Dr. Hieb has over 70 published works, including journal papers, conference papers and book chapters. Nine of his papers have been on the Simulation Interoperability Workshop's (SIW) Recommended Reading List as annotated below (refer to www.sisostds.org for the Recommended Reading Lists). Three of his papers have been republished by invitation by the Command and Control Research Technologies Symposium (www.dodccrp.org) of the Command and Control Research Program (CCRP) sponsored by the Office of the Assistant Secretary of Defense (C3I).

1. Carey, S.A., Kleiner, M.S., Hieb, M.R., and Brown, R. 2002. "Standardizing Battle Management Language -- Facilitating Coalition Interoperability ", Paper 02E-SIW-005, *2002 Euro Simulation Interoperability Workshop*, London, UK, June 2002. Selected for the 2002 Euro SIW Recommended Reading List.
2. Carey, S.A., Kleiner, M.S., Hieb, M.R., and Brown, R. 2002. "Development of a C2 Standard of Task Representation for C4ISR Systems, Simulations and Robotics: Battle Management Language", *2002 Command & Control Research Technology Symposium*, Monterey, CA, June, 2002.
3. Carey, S.A., Kleiner, M.S., Hieb, M.R., and Brown, R. 2001. "Standardizing Battle Management Language -- A Vital Move Towards the Army Transformation", Paper 01F-SIW-067, *2001 Fall Simulation Interoperability Workshop*, Orlando, FL, September 2001. Selected for the 2001 Fall SIW Recommended Reading List.
4. Carr, F.H, and Hieb, M.R. 2001. "M&S Interoperability within the DII COE: Building a Technical Requirements Specification", Paper 01S-SIW-133, *2001 Spring Simulation Interoperability Workshop*, Orlando, FL, March 2001.
5. Carr, F. and Hieb, M. 1998. "Issues and Requirements for Future C4ISR and M&S Interoperability", *7th Conference on Computer Generated Forces and Behavioral Representation*. Orlando, Florida. May, 1998.
6. Dybala, J. and Hieb, M.R. 1998. "Knowledge Acquisition and Learning," in *Building Intelligent Agents: An Apprenticeship Multistrategy Learning Theory, Methodology, Tool and Case Studies*, G. Tecuci, Academic Press, London, pp. 79-146.
7. Furness, C.Z., Carr, F.H, and Hieb, M.R. 2001. "A Generalized Unified Model (GUM) for C4ISR - Simulation Interoperability", Paper 01F-SIW-007, *2001 Fall Simulation Interoperability Workshop*, Orlando, FL, September 2001.
8. Griggs, L., Bretton, W., Cosby, M., Hieb, M., Howard, B., and Anglin D. 1997. "The Technical Approach to Building C4I System Specific Interfaces to the MRCI", Paper 97S-SIW-201, *1997 Spring Simulation Interoperability Workshop*, Orlando, FL, March 1997.
9. Haugh, B., Heystek, D., Hieb, M., Loaiza, F., Meeson, R., Painchaud, L., and Wartik, S. "A Comparison of the Land C2 Information Exchange Data Model and WARSIM Object Model," Paper 02S-SIW-053, *2002 Spring Simulation Interoperability Workshop*, Orlando, FL, March 2002.
10. Hieb, M.R., Tolk, A., Sudnikovich, W.P., Pullen, J.M. "Developing Extensible Battle Management Language to Enable Coalition Interoperability," Paper 04E-SIW-064, *2004 European Simulation Interoperability Workshop*, Edinburgh, Scotland, June 2004.
11. Hieb, M.R., Tolk, A., Sudnikovich, W.P., Pullen, J.M. "Extensible Battle Management Language (XBML): A Methodology for Web Enabling Command and Control for Network Centric Warfare," *2004 Command and Control Research and Technology Symposium*, San Diego, CA, June 2004.

PUBLICATIONS:

12. Hieb, M.R., and Kearley, J. "A Methodology for Doctrine in Modeling and Simulation: Battle Management Language (BML) and the Mission to Means Framework (MMF)", 04S-SIW-110, *2004 Spring Simulation Interoperability Workshop*, Crystal City, VA, 2004.
13. Hieb, M.R., Sudnikovich, W., Tolk, A., and Pullen, J.M. "Developing Battle Management Language into a Web Service", 04S-SIW-113, *2004 Spring Simulation Interoperability Workshop*, Crystal City, VA, 2004.
14. Hieb, M.R., and Wallace, J. "Implementing SMART in the US Army through Simulation Support Plans", 03F-SIW-054, *Fall Simulation Interoperability Workshop*, Orlando, Florida, September 2003.
15. Hieb, M.R., Sudnikovich, W.P., Sprinkle, R., Whitson, S.R., Kelso, T. "The SIMCI OIPT: A Systematic Approach to Solving C4I/M&S Interoperability," Paper 02F-SIW-067, *2002 Fall Simulation Interoperability Workshop*, Orlando, Florida, September 2002.
16. Hieb, M.R., Brandt, K., Painchaud, L.J., Carr, F.H., Tolk, A, Ressler, R.L., Furness, C.Z., Daly, J., Jahren, T.N., Conrad, G.E., and Myers, L.D., "Interim Report of C4I-Simulation Technical Reference Model Study Group", Paper 01F-SIW-094, *2001 Fall Simulation Interoperability Workshop*, Orlando, FL, September 2001.
17. Hieb, M.R. and Sprinkle, R.: "Simulation Infrastructure for the DII COE Architecture: The Army Vision," Paper 00F-SIW-035, *2000 Fall Simulation Interoperability Workshop*, Orlando, FL, September 2000. Republished by invitation as Paper # 117 in the *Command and Control Research Technologies Symposium Proceedings*. Annapolis, MD, June 2001. Selected for the 2000 Fall SIW Recommended Reading List.
18. Hieb, M.R. and Blalock, James. 1999. "Data Alignment between Army C4I Databases and Army Simulations", Paper 99S-SIW-034, *1999 Spring Simulation Interoperability Workshop*, Orlando, FL, March 1999. Republished by invitation as Paper # 116 in the *Command and Control Research Technologies Symposium Proceedings*. Annapolis, MD, June 2001. Selected for the 1999 Spring SIW Recommended Reading List.
19. Hieb, M.R. and Timian, D. 1999. "Using Army Force-on-Force Simulations to Stimulate C4I Systems for Testing and Experimentation", *1999 Command and Control Research & Technology Symposium*, Newport, RI, June, 1999, pp. 324-349.
20. Hieb, M. and Staver, M. 1998. "The Army's Approach to Modeling and Simulation Standards for C4I Interfaces", Paper 98F-SIW-259, *1998 Fall Simulation Interoperability Workshop*, Orlando, FL, September 1998.
21. Hieb, M. and Hille, D. 1998. "Case Study: Virtual Agent for Distributed Interactive Simulations", in *Building Intelligent Agents: An Apprenticeship Multistrategy Learning Theory, Methodology, Tool and Case Studies*, G. Tecuci, Academic Press, London, pp. 274-293.
22. Hieb, M.; Cosby, M.; Griggs, L.; McKenzie, F.; Tiernan, T.; and Zeswitz, S. 1997. "MRCI: Transcending Barriers between Live Systems and Simulations", Paper 97S-SIW-197, *1997 Spring Simulation Interoperability Workshop*, Orlando, FL, March 1997.

PUBLICATIONS:

23. Hieb, M.R. 1996. *Training Instructable Agents Through Plausible Version Space Learning*, PhD Dissertation, School of Information Technology and Engineering, George Mason University, Fairfax VA.
24. Hieb, M.R. and Tecuci, G. 1996. "Training an Agent through Demonstration: A Plausible Version Spaces Approach", *Proceedings of the 1996 AAAI Spring Symposium on Acquisition, Learning and Demonstration: Automating Tasks for Users*. AAAI Press Technical Report FS-96-02, Menlo Park, CA.
25. Hieb, M.R., Tecuci, G., Pullen, J.M., Ceranowicz, A., & Hille, D. 1995. "A Methodology and Tool for Constructing Adaptive Command Agents for Computer Generated Forces", *Proceedings of the 5th Conference on Computer Generated Forces and Behavioral Representation*. Orlando, Florida, May, 1995 pp. 57-71.
26. Hieb, M.R., Hille, D. and Tecuci, G. 1993. "Designing a Computer Opponent for War Games: Integrating Planning, Learning and Knowledge Acquisition in WARGLES", *Proceedings of the 1993 AAAI Fall Symposium on Games: Planning and Learning*, AAAI Press Technical Report FS-93-02, Menlo Park, CA.
27. Hieb, M.R. & Michalski, R.S. 1993. "Multitype Inference in Multistrategy Task-adaptive Learning: Dynamic Interlaced Hierarchy", *Informatica*, Vol. 17, pp. 399-412.
28. Hieb, M.R., Silverman, B.G. and Mezher, T. 1992. "Rule Acquisition for Dynamic Engineering Environments", *Heuristics – The Journal of Knowledge Engineering*, Winter, pp. 72-82.
29. Hieb, M.R., Silverman, B.G. and Mezher, T. 1991. "Rule Discovery for Engineering Knowledge Bases", *Proceedings of the AAAI-91 Workshop on Knowledge Discovery in Databases*, AAAI, July. pp. 261-274
30. Hieb, M.R. 1990. *Machine Discovery in Large Scale Engineering Systems*, M.S. Thesis, Engineering Administration, George Washington University, Washington, DC.
31. Hille D., Hieb M.R., Pullen J.M. & Tecuci, G. 1995. "Abstracting Terrain Data through Semantic Terrain Transformations", In *Proceedings of the 5th Conference on Computer Generated Forces and Behavioral Representation*, Orlando, Florida, May, 1995 pp. 135-146.
32. Hille, D., Hieb, M.R. and Tecuci, G. 1994. Captain: Building Agents that Plan and Learn. *Proceedings of the Fourth Conference on Computer Generated Forces and Behavioral Representation*, Orlando, Florida, May 1995, pp. 411-422.
33. Janssen, T., Bloedorn, E., Hieb, M.R. and Michalski, R.S. 1991. "Learning Rules for Preventing and Diagnosing Faults in Large-Scale Data Communications Networks: An Exploratory Study", *Proceedings of the Fourth International Symposium on Artificial Intelligence*, Cancun, Mexico.
34. McKenzie, F., Mall H., Shumaker G., Kirkland C., Hieb M.R., Cosby M. 1997. "An MRCI Prototype using CCTT and MCS/P", Paper 97S-SIW-200, *1997 Spring Simulation Interoperability Workshop*, Orlando, FL, March 1997.

PUBLICATIONS:

35. Mall, H., Thumim K., Clay B., McKenzie, F., Hieb M.R., Cosby M. 1997. "MRCI Use of Modular Translation of Command and Control Messages between C4I Systems and Simulations", Paper 97S-SIW-201, *1997 Spring Simulation Interoperability Workshop*, Orlando, FL, March 1997.
36. Morton, R., Haugh, B., Loaiza, F., Wartik, S., Heystek, D. and Hieb, M.R. "A Comparison of the Joint Common Database Model and the WARSIM Object Model," Paper 02S-SIW-082, *2002 Spring Simulation Interoperability Workshop*, Orlando, FL, March 2002.
37. Numrich, S., Hieb, M.R., and Tolk, A. "M&S in the Global Information Grid (GIG) Environment: An Expanded View of Distributing Simulation", 2004 Interservice/Industry Training, Simulation, and Education Conference (I/ITSEC), Orlando, FL, December 2004.
38. Pachowicz, P.W., Hieb, M.R. and Mohta, P. 1992. "A Learning-Based Incremental Model Evolution For Invariant Object Recognition", *Proceedings of the 6th International Conference on System Research, Informatics and Cybernetics*, Baden-Baden, Germany, August 1992.
39. Perme, D., Tolk, A., Sudnikovich, W.P., Pullen, J.M. and Hieb, M.R. "Integrating Air and Ground Operations Within a Common Battle Management Language," Paper 05S-SIW-054, *2005 Spring Simulation Interoperability Workshop*, San Diego, April 2005.
40. Pullen, J. M., Brunton, R., Brutzman, D., Drake, D., Hieb, M.R., Morse, K.L., Tolk, A. "Using Web Services to Integrate Heterogeneous Simulations in a Grid Environment", *Proceedings of the International Conference on Computational Science 2004*, Krakow, Poland, June 2004. Also published in a Special Issue on Grid Computing, *Future Generation Computer Systems Journal*, Issue 21, Pages 97-106. Elsevier, 2005.
41. Ressler, R., Hieb, M.R., and Sudnikovich, W. 1999 "M&S/C4ISR Conceptual Reference Model," Paper 99F-SIW-060, *1999 Fall Simulation Interoperability Workshop*, September 1999. Selected for the 1999 Fall SIW Recommended Reading List.
42. Silva, W, Steigerwald, A., Cosby, M., Hieb, M.R. & Lacetera, J. 1997. "Communications Emulation Design in the MRCI Program", Paper 97F-SIW-160, *1997 Fall Simulation Interoperability Workshop*, Orlando, FL, September 1997.
43. Silverman, B.G., Hieb, M.R. and Mezher, T. 1991. "Unsupervised Discovery in an Operations Control Setting", in *Knowledge Discovery in Databases*, Eds. Gregory Piatetsky-Shapiro and William Frawley, AAAI Press, pp. 431-448.
44. Silverman, B. G., Hieb, M. R., Yang, H. , Wu., L., Truszkowski, W. and Dominy, R. 1989. "Investigation of a Simulator-Trained Machine Discovery System for Knowledge Base Management Purposes", *Proceedings of IJCAI-89 Workshop on Knowledge Discovery in Databases*, Detroit, MI, pp. 327-342.
45. Steigerwald, A. , Silva, W, Cosby, M., Hieb, M.R. & Lacetera, J. 1997, "Real-World Communications Emulation in the HLA", Paper 97S-SIW-199, *1997 Spring Simulation Interoperability Workshop*, Orlando, FL, March 1997.
46. Sudnikovich, W., Hieb, M.R., Kleiner, M. and Brown, R., "Developing the Army's Battle Management Language Prototype Environment", Paper 04S-SIW-115, *2004 Spring Simulation Interoperability Workshop*, Crystal City, VA, 2004.

PUBLICATIONS:

47. Tanner, M., Bloedorn, E., Hieb, M.R. and Jardine, C. 1991. "Review of Procyon Common Lisp", *IEEE Expert*, June, pp. 88-91.
48. Tecuci, G. & Hieb, M.R. 1996. "Teaching Intelligent Agents: the Disciple Approach", *International Journal of Human Computer Interaction*.
49. Tecuci, G., Hieb M.R. & Dybala T. 1996. "Teaching an Automated Agent to Monitor the Electrical Power System of an Orbital Satellite", *Telematics and Informatics*.
50. Tecuci, G., Hieb M.R. & Dybala T. 1995." Building an Adaptive Agent to Monitor and Repair the Electrical Power System of an Orbital Satellite", In *Proceedings of the Goddard Conference on Space Applications of Artificial Intelligence and Emerging Information Technologies*, May. NASA Goddard, Greenbelt, Maryland, pp. 57-71.
51. Tecuci, G. & Hieb, M.R. 1994. "Consistency-driven Knowledge Elicitation: Using a Machine Learning-oriented Knowledge Representation to Integrate Learning and Knowledge Elicitation in NeoDISCIPLE", *Knowledge Acquisition Journal*, Vol. 6, No. 1. pp. 23-46.
52. Tecuci, G., Hieb, M.R. and Hille, D. 1994. "Building Adaptive Autonomous Agents for Adversarial Domains", *Proceedings of the 1994 AAAI Fall Symposium on Planning and Learning: On to Real Applications*, AAAI Press, Technical Report FS-94-01, Menlo Park, CA.
53. Tecuci, G. and Hieb, M.R. 1992. "Consistency Driven Knowledge Elicitation within a Learning Oriented Representation of Knowledge", *Proceedings of the AAAI-92 Workshop on Knowledge Representation Aspects of Knowledge Representation*, AAAI, July, pp. 183-190.
54. Thumim K., Clay B., Hieb M.R., and Cosby M. 1997. "Modular Reconfigurable Message Translation: Translation of Messages Between C4I Systems and Simulations", Paper 97F-SIW-120, *1997 Fall Simulation Interoperability Workshop*, Orlando, FL, September 1997.
55. Timian, D.H., Hieb, M.R., Lacetera, J., Tolk, A., Wertman, C., and Brandt, K.: "Report Out of the C4I Study Group", Paper 00F-SIW-005, *2000 Spring Simulation Interoperability Workshop, 2000*. Republished by invitation as Paper # 119 in the *Command and Control Research Technologies Symposium Proceedings*. Annapolis, MD, June 2001. Selected for the 2000 Fall SIW Recommended Reading List.
56. Timian, D.H., Hieb, M.R., Hicks, M.: "A Methodology for Using ACII and DII COE: A Case Study Using the CMP", Paper 00F-SIW-011, *2000 Fall Simulation Interoperability Workshop*, Orlando, FL, September, 2000.
57. Timian, D.H., Hieb, M.R., Glass, J., and Staver, M.J. 1999. "Using Standard C4I Components to Interface to Simulations", Paper 99F-SIW-035, *1999 Spring Simulation Interoperability Workshop*, Orlando, FL, September 1999. Selected for the 1999 Fall SIW Recommended Reading List.
58. Tolk, A., and Hieb, M.R. "Building and Integrating M&S Components into C4ISR Systems for Supporting Future Military Operations", *SCS Proceedings of the 2003 Western Multi Conference (WMC'03), International Conference on Virtual Worlds and Simulation (VWSIM'03)*, Orlando, Florida, January 2003.

PUBLICATIONS:

59. Tolk, A., Hieb, M.R., Galvin, K., Khimeche, L. "Merging National Battle Management Language Initiatives for NATO Projects," Paper 12 in *Proceedings of the RTA/MSG Conference on "M&S to address NATO's new and existing Military Requirements"*, RTO-MP-123, Koblenz, Germany, October 2004.
60. Tolk, A., Hieb, M.R., Galvin, K., Khimeche, L. "Coalition Battle Management Language," Paper 04F-SIW-103, *Fall Simulation Interoperability Workshop 2004*, Orlando, FL, 2004. Selected for the 2004 Spring SIW Recommended Reading List.
61. Wartik, S. Haugh, B. Loaiza, F. and Hieb M.. 2002. "Methodological Issues in Alignment of the Land C2 Information Exchange Data Model and the the WARSIM Object Model," Paper 02E-SIW-057, *2002 Euro Simulation Interoperability Workshop*, London, UK, June 2002.
62. Wartik, S.P., Haugh, B.H., Loaiza, F. and Hieb, M.R. 2001 "A Methodology for Comparing C4I Data Models and Simulation Object Models", Paper 01E-SIW-059, *2001 Euro Simulation Interoperability Workshop*, London, UK, June 2001.
63. Wartik, S.P., Haugh, B.H., Loaiza, F. and Hieb, M.R. 2001 "Building in Interoperability: A Comparison of C4I Data Models and Simulation Object Models", Paper 01S-SIW-021, *2001 Spring Simulation Interoperability Workshop*, Orlando, FL, March 2001. Selected for the 2001 Fall SIW Recommended Reading List.
64. Wnek, J. and Hieb, M.R. 1993. "Bibliography of Multistrategy Learning Research", in *Machine Learning: A Multistrategy Approach*, Volume IV, Eds. R.S. Michalski and G. Tecuci, Morgan Kaufmann, San Mateo, CA, pp. 657-729.