# Elements of Future COP Patterns

**Applying Net-Centric Principles** 



Hans W. Polzer Lockheed Martin Fellow 18 May, 2010

# The Common Operational Picture (COP)

- Is anything but common (or single)
- Is not a "picture" in the literal sense of the word
- Has implicit and fuzzy operational scope
- Depicts a perspective of operational space beyond that justified by raw sensor inputs
- Increasingly requires social and "human terrain" perspectives
- Needs to recognize multiplicity and diversity in COPs

Consistency and convergence is the goal, rather than commonality

## Why COP Patterns?



- Because a single COP architecture is not feasible
  - Too many diverse force element "owners"
  - Too many different perspectives, scopes, and information representation needs
  - A COP has to work in (and with) a larger enterprise context – and many such contexts
- Patterns are architecture fragments
  - Partially decoupled from specific operational and enterprise contexts – i.e. abstractions
  - And therefore applicable in a broader set of operational and enterprise contexts





- Is about achieving <u>operational objectives</u> via interaction with <u>others</u> over a network
- Facilitated by open protocols and broad accessibility
- Entails a "business model" and/or a "social relationship" among the "others"
- Brings diverse perspectives, frames of reference, and operational scope/purpose together
  - Suggests a need for explicit representation of same

### **Net-Centric Principles**



- Explicitness
  - An entity should make all information about itself explicit
- Symmetry/Reciprocal Behaviors
  - Relations and entities should exhibit symmetric characteristics and behaviors
- Dynamism
  - Entities should support dynamic behaviors
- Globalism
  - There should be no a priori bounds on the scope of operational applicability
- Omnipresent/Ubiquitous Accessibility
  - Entities should have access to resources (i.e., each other) at any time and any where

## **Net-Centric Principles**



- Entity Primacy
  - Entities have identity distinct from the contexts in which they participate
- Relationship Management
  - Relations among entities should be explicitly represented and provide for negotiation, creation, change, and termination
- Scale-free
  - The scale of the enterprise or system context should not have an impact on operational functionality
- Pragmatism
  - The ability to improve operational effectiveness is paramount

#### **COP Pattern Elements**



- The COP as an incomplete, focused, model of reality
  - Multiple realities: CPX, field exercises, training, planning, rehearsal, after action analysis
  - Multiple operational/functional contexts: ops, intel, logistics,
     COA development, replanning, deployment, etc.
  - Coupling to contexts/realities should be explicit
- The COP as a consistent (vice) common model
  - Adaptive, tailorable, user context-relevant /sensitive
  - "common" mode as an option (visual display slaving/sync)
- The COP as collaborative
  - Support for collaborative (i.e., limited sets of users) contexts
  - Users as sources of COP model data values (not just sensors, systems of record), explicit attribution
  - Controlled release to larger user set of selected COP entities and entity attributes

#### **COP Pattern Elements**



- The COP as a dynamic order of battle model
  - Not "track" focused; named operational entity focused
  - "track data" updates position/status info on COP model entities
  - Unidentified entities the exception rather than the rule
  - Future/past dimensionality not just "current" picture
    - Supports rapid/continuous replanning, after action review
  - Supports coupling to other "phases" of operations (mobilization, sourcing, deployment, RSOI, Recovery, etc.)
    - Not just current operations
  - Supports coupling to the global situation
    - No hard "theater of operations" boundaries
    - Smooth "zooming out" and interoperation with adjacent theaters and inbound/outbound assets/resources (as seen by each theater perspective)

#### **COP Pattern Elements**



- The COP as a dynamic order of battle model
  - Supports multiple force hierarchies and time horizons
    - Tactical, operational, strategic
    - Task forces vice garrison force structures
  - Supports quantitative capability representation of force elements
    - Including capability composition/dependency models
  - Supports current logistics/OA status of force elements
- The COP as a representation of operational context
  - Include "commander's intent"
  - Purpose/objective of friendly assets
  - Assessment of neutral and opposing entities in context of intent and objectives of friendly forces
  - "Plan" data overlays against "actual" view data values

#### **Collaborative COP Elements**



- Geo-referenced whiteboarding
- Application level collaboration (shared entity data values, possibly associated with individual users – "dueling banjoes", shopping with a friend)
- Chat (voice and text), video chat, video conferencing
- Dynamic user engagement (presence awareness, IM, entity value linking to users)
- Collaboration session management cues and services
- Social domain conceptual element representation (e.g., emoticons, opinions/remarks, favorites, etc.), both at the network level (device independent) and the local rendering/visualization level (may be devicedependent)

### **Summary**



- Net-Centricity is achieving operational results by working with <u>others</u>
- A single COP usable by everyone is not possible
- Net-Centric Patterns are key to achieving interoperability among COPs
- Net-Centric Principles guide pattern elements
- COP Pattern Elements
  - The COP as an incomplete model of reality
  - The COP as a consistent, vice common, model
  - The COP as collaborative and human-based
  - The COP as a dynamic order of battle
  - The COP as a representation of operational context
  - The COP as having selectable operational scope

#### **Questions?**



- Contact Information
- Hans W. Polzer
- hans.w.polzer@lmco.com
- +1 703 416-2308
- For NCOIC Net Centric Patterns Information: https://www.ncoic.org

