



RDECOM



TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.

Advanced Decision Architectures Collaborative Technology Alliance (ADA CTA)

Vision

**Better & Faster Decisions
Based on Displayed
Information**

Research Areas

- Cognitive Modeling and Metrics
- Team Communication and Collaboration
- Context-Sensitive Information Presentation
- Fusion and Intelligent Architectures





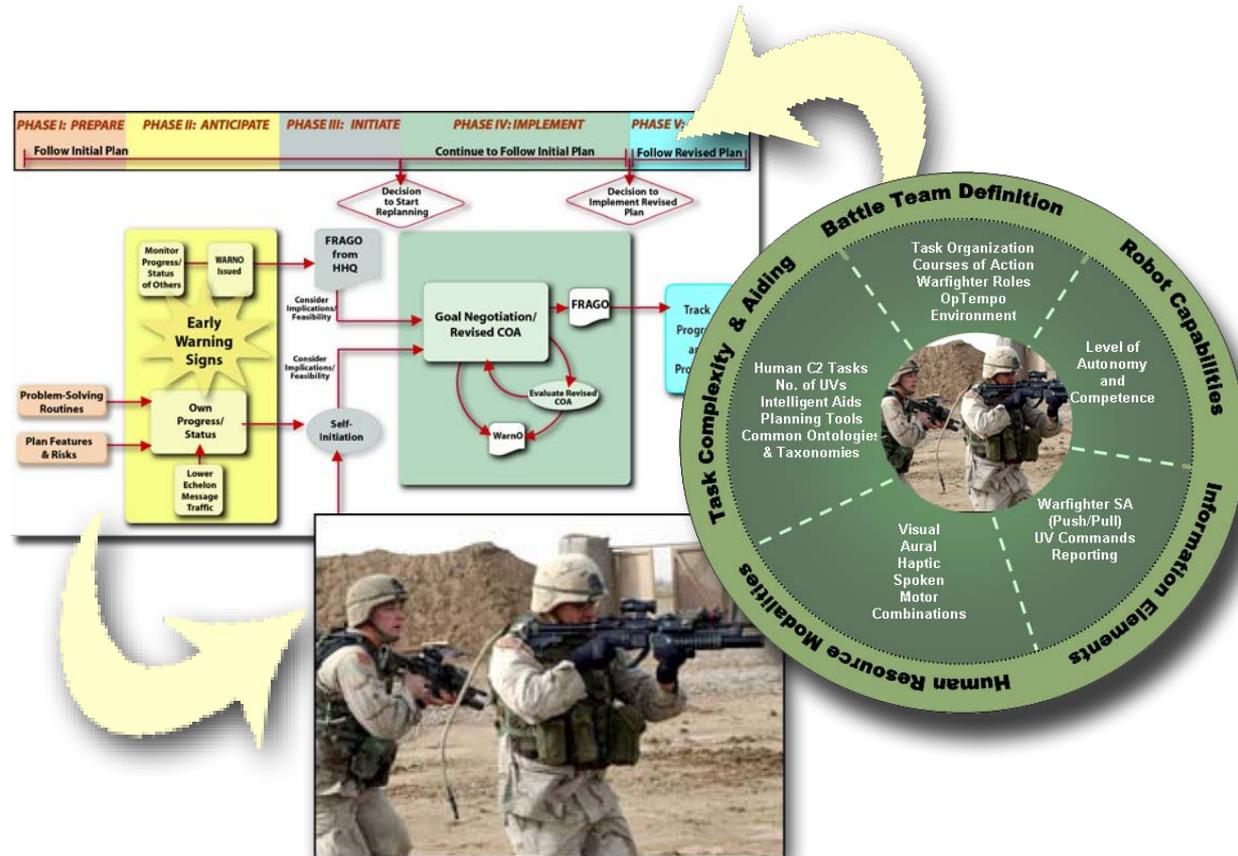
External Collaborations:

- 482 publications
- 5 published books and 43 book chapters
- 28 workshops, seminars and short courses
- Millions in technology transition funding

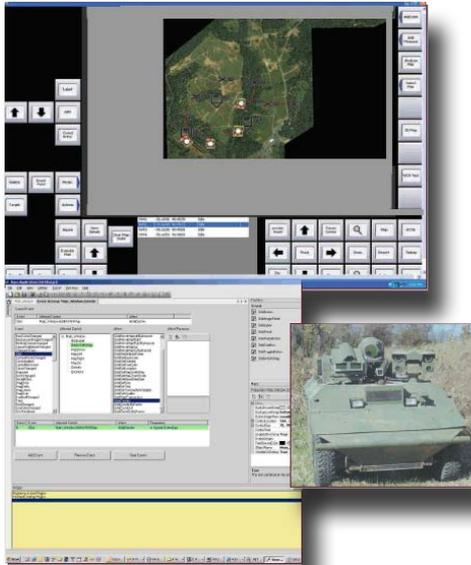
- JFCOM J9
- Fort Leavenworth BCBL
- Robotics CTA
- Sensors CTA
- Communications and Networks CTA
- AFRL
- CERDEC
- USMA
- DARPA
- National Science Foundation
- Institute for Creative Technologies
- Flexible Display Center

Approach:

- Model cognitive processes as a foundation for work on collaborative technologies and decision support systems
- Define unobtrusive methods to quantitatively assess users' states and better support decision making
- Define and showcase user-centered design



The goal is to understand the cognition underlying Soldier activities and lay the foundation to develop decision-centered technology



▲ *Graph-based Interface Language GUI Evaluation System that combines cognitive and task models*

- Developed an efficient computational model of decision making.
- Created models to describe interactions between fusion processes and decision making.
- Conducted an experiment to determine how decision making intelligent agents can best assist S2 and S3 in the 3-Block Challenge scenario.

FY06-07

- Integrate spatial reasoning capabilities into the Graph-Based Interface Language GUI evaluation system.
- Computational models to predict situation awareness during complex scenarios.

FY08-09

Planned Transitions

- Autonomous Vehicle Operator Span of Control Evaluation Tool linked to cognitive models to assist Robotics CTA.
- Human Performance Measurement Framework for use in DARE.
- Models to predict how humans learn Recognition-Primed Decision Making for Network Enabled Command and Control.

Approach:

- Perform work to understand how individuals and teams make decisions, assess situations, and interact with technology
- Prototype and validate collaborative software-based tools with actual Army decision makers
- Provide tools and techniques to enable Soldiers to operate in multi-cultural environments



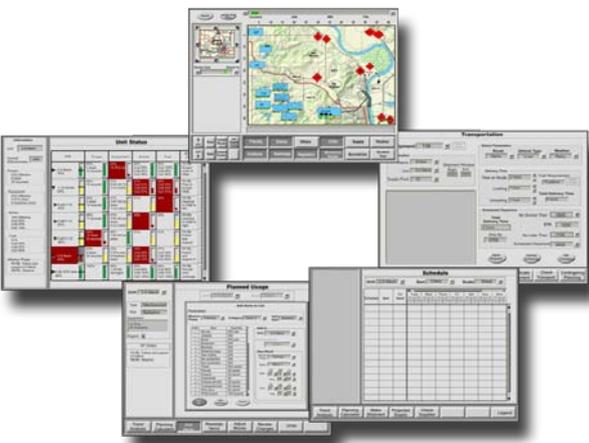
The goal is to improve commander and team decision making and operations across the full spectrum of military operations

- Improved distributed planning activities via Collaborative Slide Annotation Tool during CERDEC JF Experiment.
- Developed C2 network analysis toolkit to help commanders visualize C2 structures, analyze effectiveness and redesign the structure, if necessary.

FY06-07

- Methods to facilitate decision making across distributed teams.
- Mission planning and replanning tools.
- Capabilities to enable Soldiers to communicate effectively in multi-cultural environments.
- Measures to describe and predict team performance and subsequent impact on overall system performance.

FY08-09



▲ *Interface concepts driven from Goal-Directed Task Analysis approach*

Planned Transitions

- Display concepts to improve situation understanding.
- Goal-directed task analyses to LW-SI and FCS.
- Organizational Risk Analyzer that enables commanders to visualize relationships between humans, resources, knowledge, tasks & missions.

Approach:

- Design, prototype, test and validate state-of-the-art displays to include different modalities of information presentation and interaction
 - Visual
 - Tactile
 - Thermal
 - Natural Language (speech and text)
- Develop algorithms to support Army planning systems



The goal is to put the Soldier in control of the decision support environment



▲ *Prototyped interfaces to promote efficient and effective human-agent interaction*

- Created haptic devices and guidelines for their use that can be used to silently communicate with Soldiers in the field.
- Developed and demonstrated integrated research environment that supports experimentation of integrated ADA components.
- Prototyped adaptive delegation interface to accomplish human supervision of multiple autonomous agents.

FY06-07

- Multimodal technologies (tactile, visual, speech) and physiological sensors systems to maintain contact with Soldiers in the field.
- Report on how flexible displays can optimally provide dismounted Soldier information requirements.

FY08-09

Planned Transitions

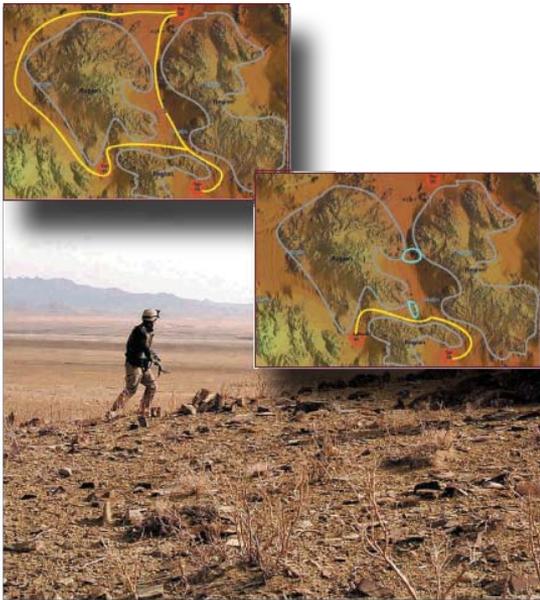
- DARE for concept exploration and experimentation.
- Tactile devices with tactor arrays to provide context-rich messages to dismounted Soldiers.
- User interfaces for human-robot interaction to provide situation awareness in complex environments.

Approach:

- Develop methods to efficiently fuse large amounts of information using automated algorithms
- Develop automated tools to support planning and real-time situation understanding
- Develop key principles and control algorithms for applying auto-adaptation



The goal is to create decision tools that support fluent coordination and synchronization across human-automation teams



▲ *Algorithms to assist Soldiers in spatial reasoning in complex terrain*

- Demonstrated agile software agents on FCS platforms.
- Demonstrated computer reasoning algorithms that address entity re-identification relevant to intelligence analysis systems.
- Conducted experiments to improve appropriate perception of risk in decisions that involve uncertain information (including asset health, status and location).

FY06-07

- Demonstration of fusion engine in a tactical overwatch scenario.
- Prototype interface to develop and assess sensor allocation plans.

FY08-09

Planned Transitions

- Agile agent infrastructure integrated with policy management and domain services to enable efficient use of network resources.
- Spatial reasoning components for integration into ACT-R open source cognitive modeling architecture.

Research Area

Focus

Transitions

Cognitive Modeling and Metrics

- Measures
- Cognitive Processes
- Computational Models

- Compendium of human performance metrics to CERDEC
- Methods to integrate decision making simulations to CERDEC I2WD
- Cognitive agents & models to Robotics Collaboration ATO

Team Communication and Collaboration

- Culture in Teamwork
- Tools for Team Decision Making

- Social Network Analysis to Army G-2
- Dynamic Planning Tools to FCS
- Multi-cultural Collaboration Tools to JFCOM

Context-Sensitive Information Presentation

- Multi-Modal Displays
- Coordination of Multiple Perspectives

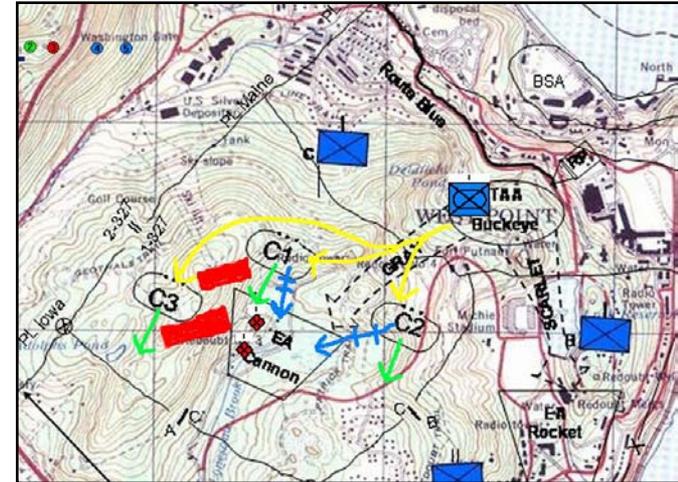
- Visualization Technologies to Robotics Collaboration ATO
- Enhanced Tactile Displays to FCS
- Improved distributed planning activities via CSLANT to CERDEC

Fusion and Intelligent Architectures

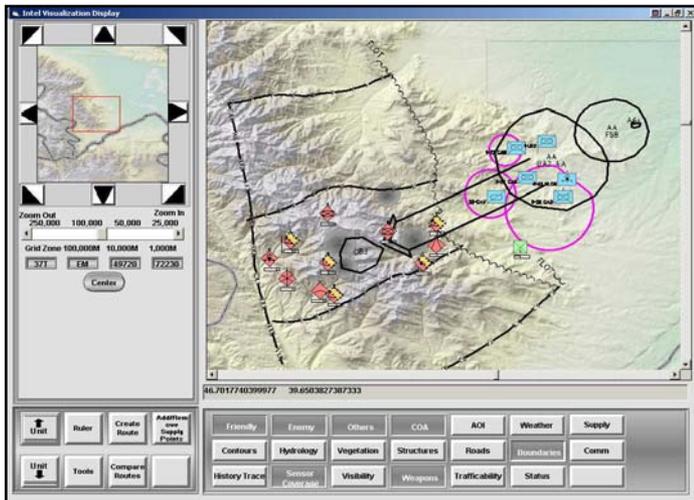
- Intelligent Architectures for Fusion and Planning
- Agile Computing Infrastructure

- Spatial Reasoning Systems to FCS
- SOS Modeling Architecture to Robotics Collaboration ATO and FCS
- Intelligent Agents to FCS

The Fusion Engine has an impressive technical transition record with the agencies of DARPA, AFOSR, and CERDEC- I2WD



Displays to improve SA and understanding of intent when communicating operations to CERDEC



Displays to enable decision making on the move to FCS

In process:

RPD-Enabled Agents to enhance human-agent team performance to CERDEC