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**Supporting the DIME/PMESII/ASCOPE/ICR2
framework of Military OPLAN by Artificial Intelligence**

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NKE-KMDI

Ph.D Research subject:

Military OPLAN supported by AI

With regard to strategic military planning, the use of AI is intended to play a crucial role in PMESII (Political, Military, Economic, Social, Infrastructure, Information) methodology and evaluating the expected impact of the planned Course of Action (COA). The objective of my research will extend to explore and present these possibilities.

One State decides to influence another State with

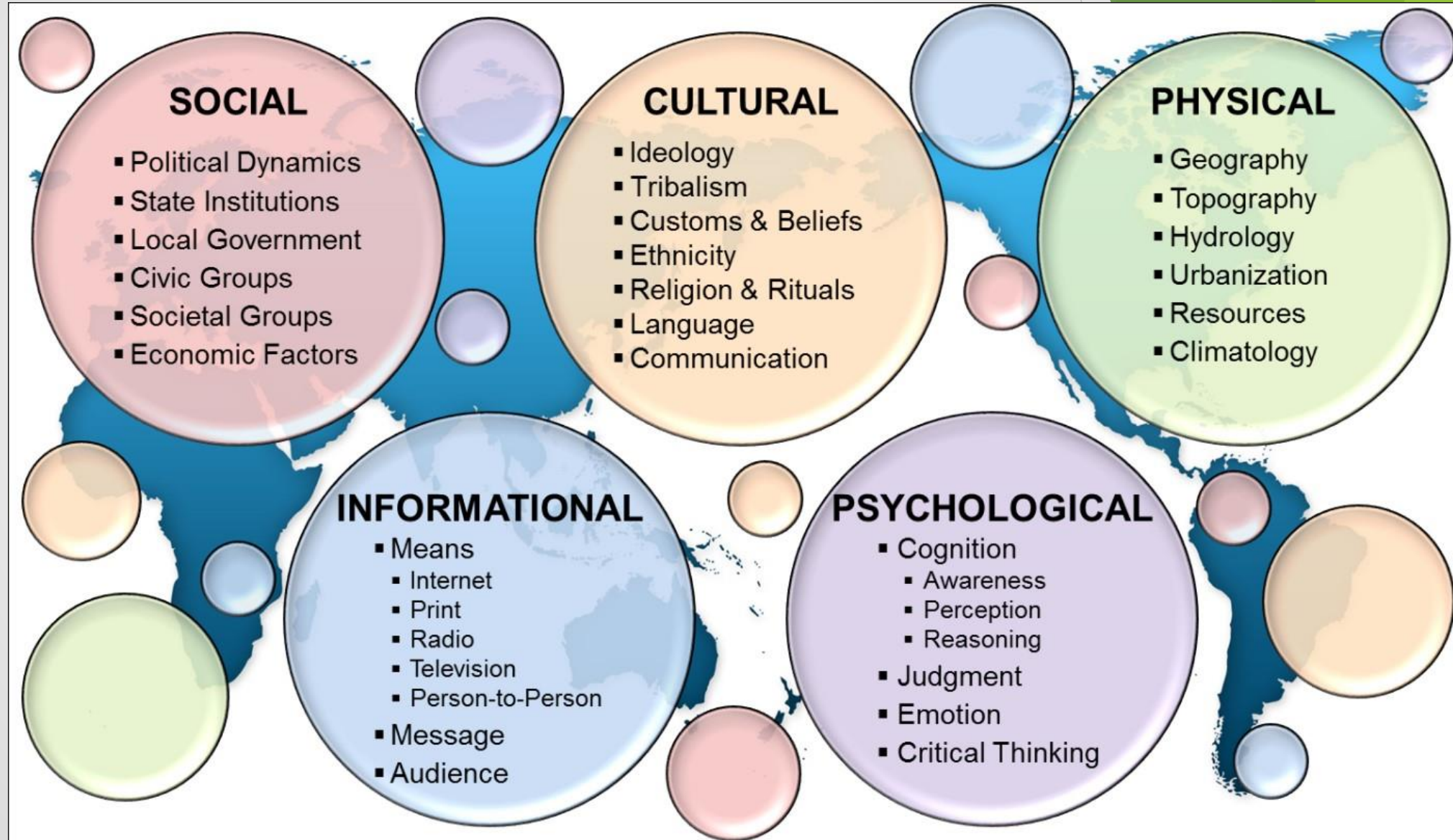
Effects-based operations (EBO)

- a methodology for planning, executing, and assessing operations to attain the effects required to achieve desired national security objectives.**
- a holistic view - considers the full range of direct, indirect, and cascading effects**

EBO - effects that may - with different degrees of probability - be achieved through diplomatic, psychological, military, or economic actions (*DIME actions*).

EBO's system-wide view considers not just military effects, but also political, economic, social, information, and infrastructure effects (*PMESII effects*)

Understanding the Operational Environment – Key to Success



Source: Sociocultural Aspects (U.S., 2015)

The evaluation of the expected impact of the planned COA is built along the DIME/PMESII/ASCOP framework

- **The DIME: Diplomacy, Information, Military and Economy.**
- **PMESII describes the operational environment in six domains: Political, Military, Economic, Social, Information and Infrastructure.**
- **ASCOPE encompasses Areas, Structures, Capabilities, Organization, People and Events.**
- **In addition, the aspects of information collection requirements (ICR) and information capabilities requirements (ICR)**

**We can refer to as
DIME/PMESII/ASCOP/ICR2.**

PMESII – The interconnected Operational Environment

Objectives:

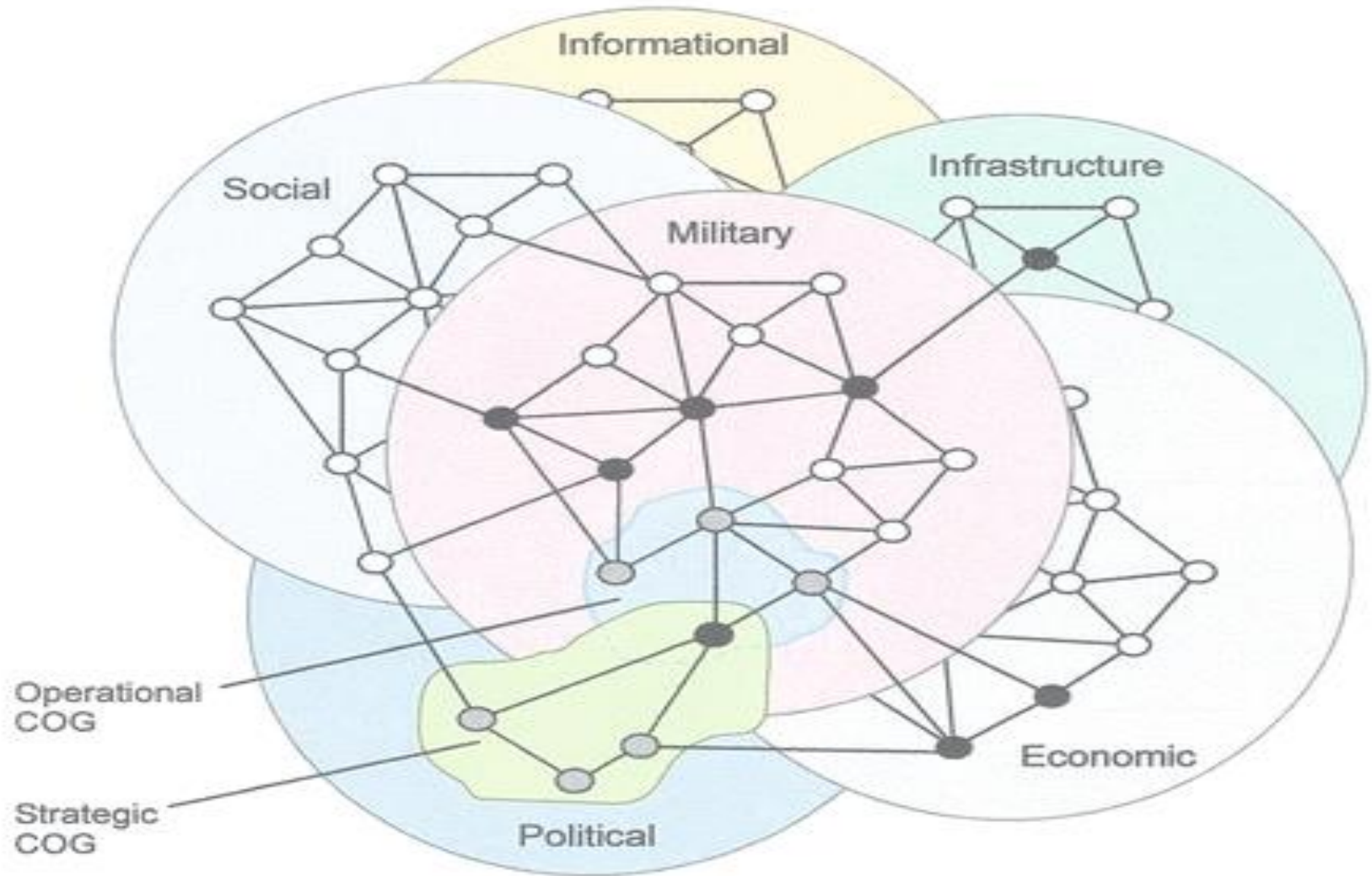
Influence in Center of Gravity (COG)

Strategic – Political domain

Operational – Military domain

Source: The DIME/PMESII Paradigm, February 2017, DOI: 10.1007/978-3-319-51935-7_4, In book: Unconventional Conflict, Dean S. Hartley III
Dean S. Hartley III
Dean S. Hartley

The Interconnected Operational Environment



A systems perspective facilitates operational design and joint operation planning by providing the joint force commander (JFC) and staff with a common frame of reference for collaboration with interorganizational and multinational partners to determine and coordinate actions that are beyond the JFC's command authority.

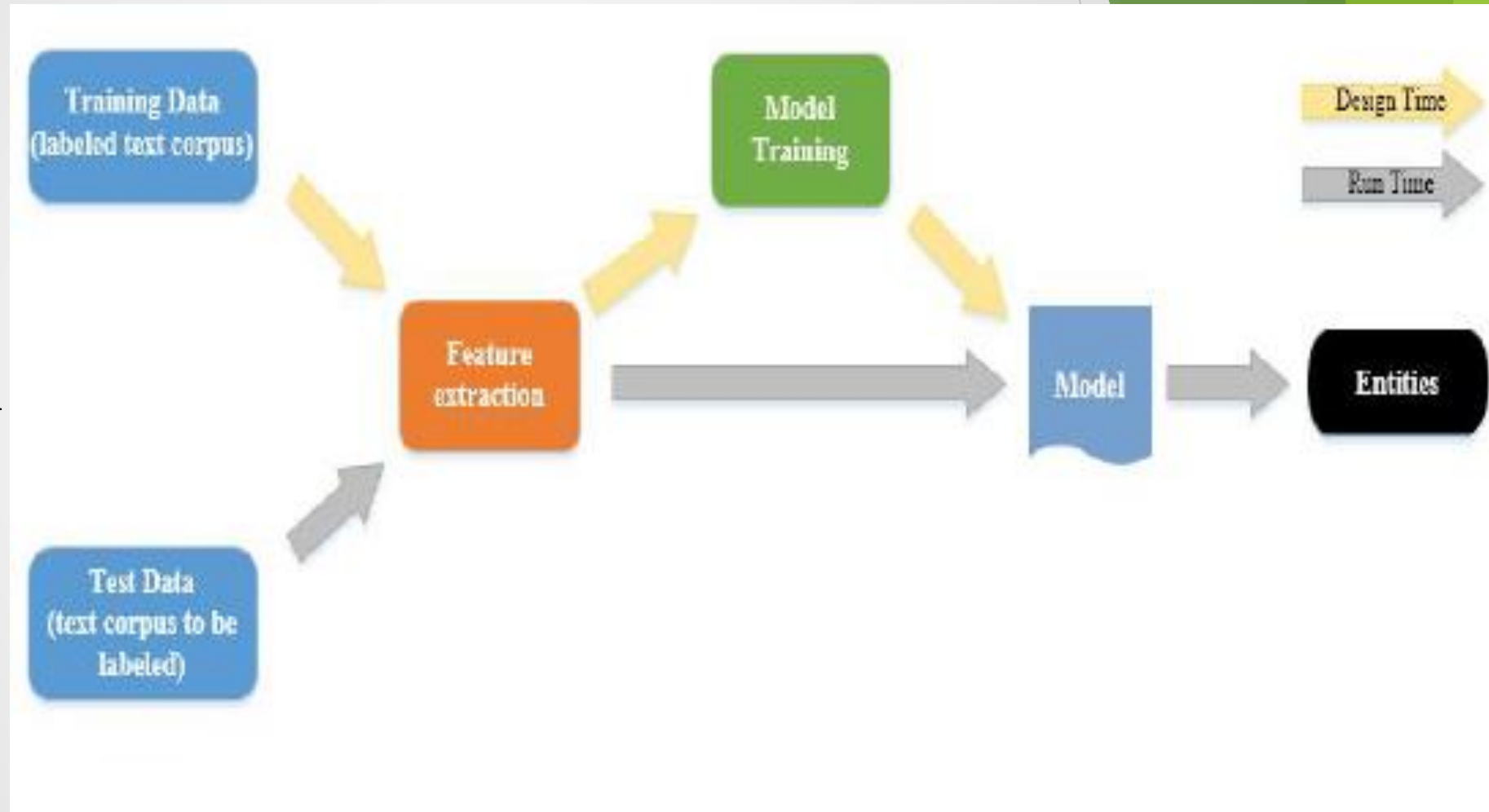
Legend

COG center of gravity ● Decisive Point ● COG Node ○ Node — Link

Variables	Description
Political	Describes the distribution of responsibility and power at all levels of governance — formally constituted authorities as well as informal or covert political powers.
Military	Explores the military and paramilitary capabilities of all relevant actors (enemy, friendly and neutral) in a given operational environment.
Economic	Encompasses individual and group behaviors related to producing, distributing and consuming resources.
Social	Describes the cultural, religious and ethnic makeup within an operational environment and the beliefs, values, customs and behaviors of society members.
Information	Describes the nature, scope, characteristics and effects of individuals, organizations and systems that collect, process, disseminate or act on information.
Infrastructure	Is composed of the basic facilities, services and installations needed for the functioning of a community or society.
Physical environment	Includes the geography and manmade structures, as well as the climate and weather in the area of operation.
Time	Describes the timing and duration activities, events or conditions within an operational environment, as well as how the timing and duration are perceived by various actors in the operational environment.

AI – Machine Learning

- *Supervised Learning*
Require a set of inputs and corresponding outputs to “learn from” in order to build a predictive model. Supervised learning algorithms learn by tuning a set of model parameters that operate on the model’s inputs, and that best fit the set of outputs.



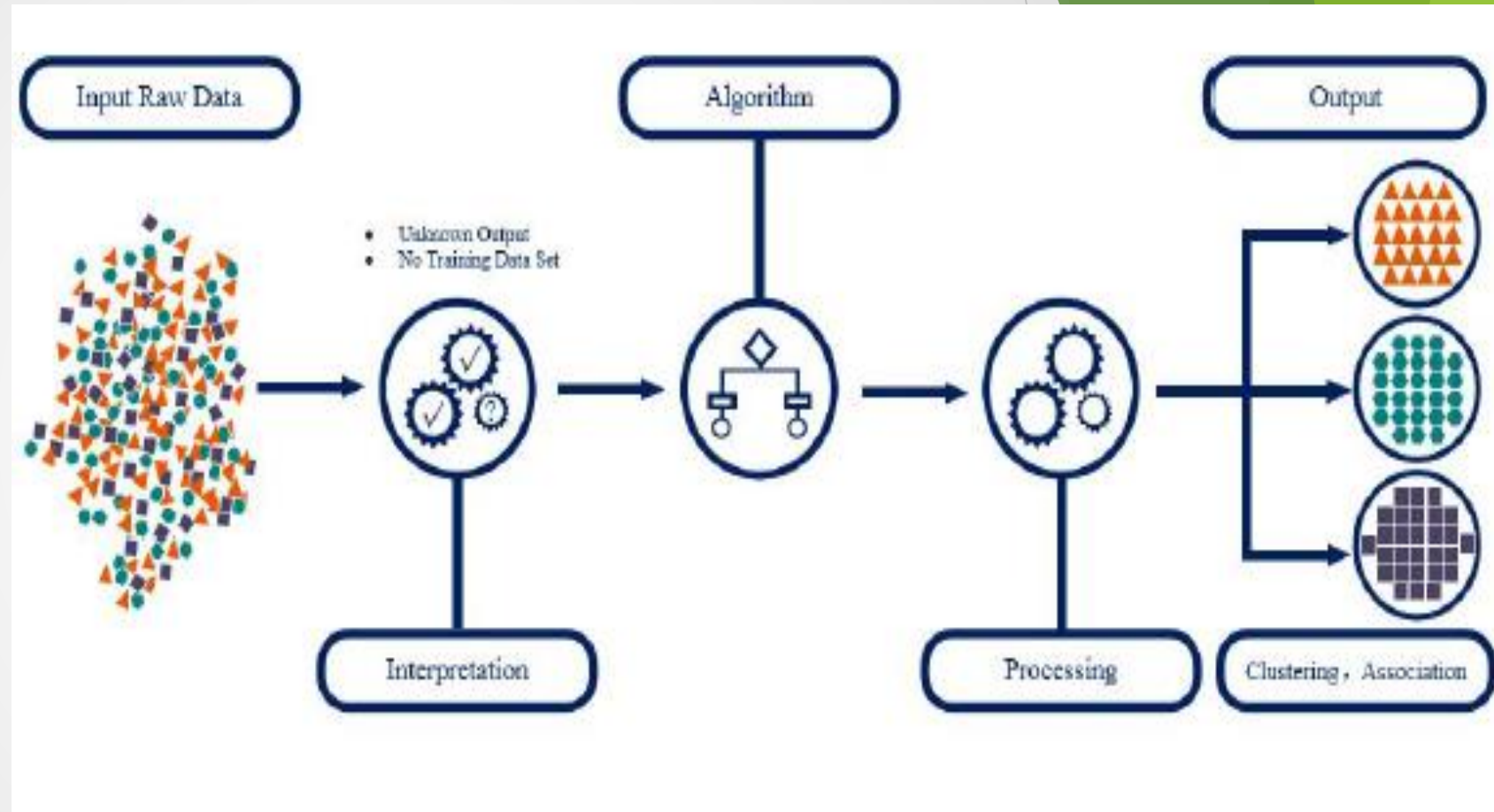
Source: (Wang et al., 2020)

AI – ML

- *Unsupervised Learning*

Operate without known outputs or observations – that is, these techniques are not trying to predict any specific outcomes. Instead, unsupervised techniques attempt to uncover patterns within data sets.

Unsupervised learning is a useful approach for problems that do not have sufficient output or example data to train a supervised model.

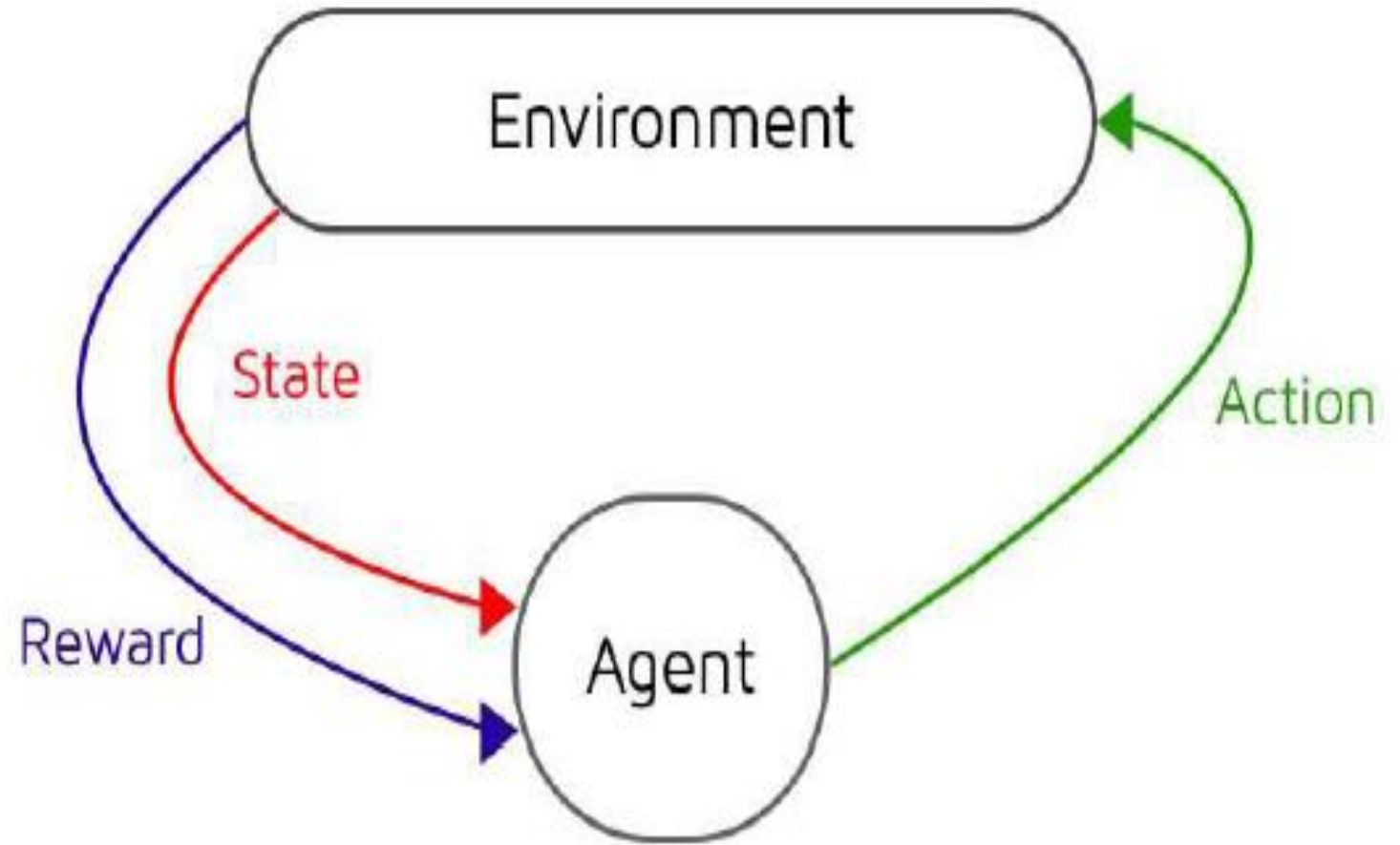


Source: (Wang et al., 2020)

AI- ML

- Reinforcement Learning

Reinforcement learning (RL) uses a trial-and-error approach. RL is a more goal-directed learning approach than either supervised or unsupervised ML. RL is a powerful means for solving problems that do not have a large historical dataset for training because it uses a dynamic model with rewards and penalties. RL models learn from interaction – an entirely different approach than supervised and unsupervised techniques that learn from history to predict the future.



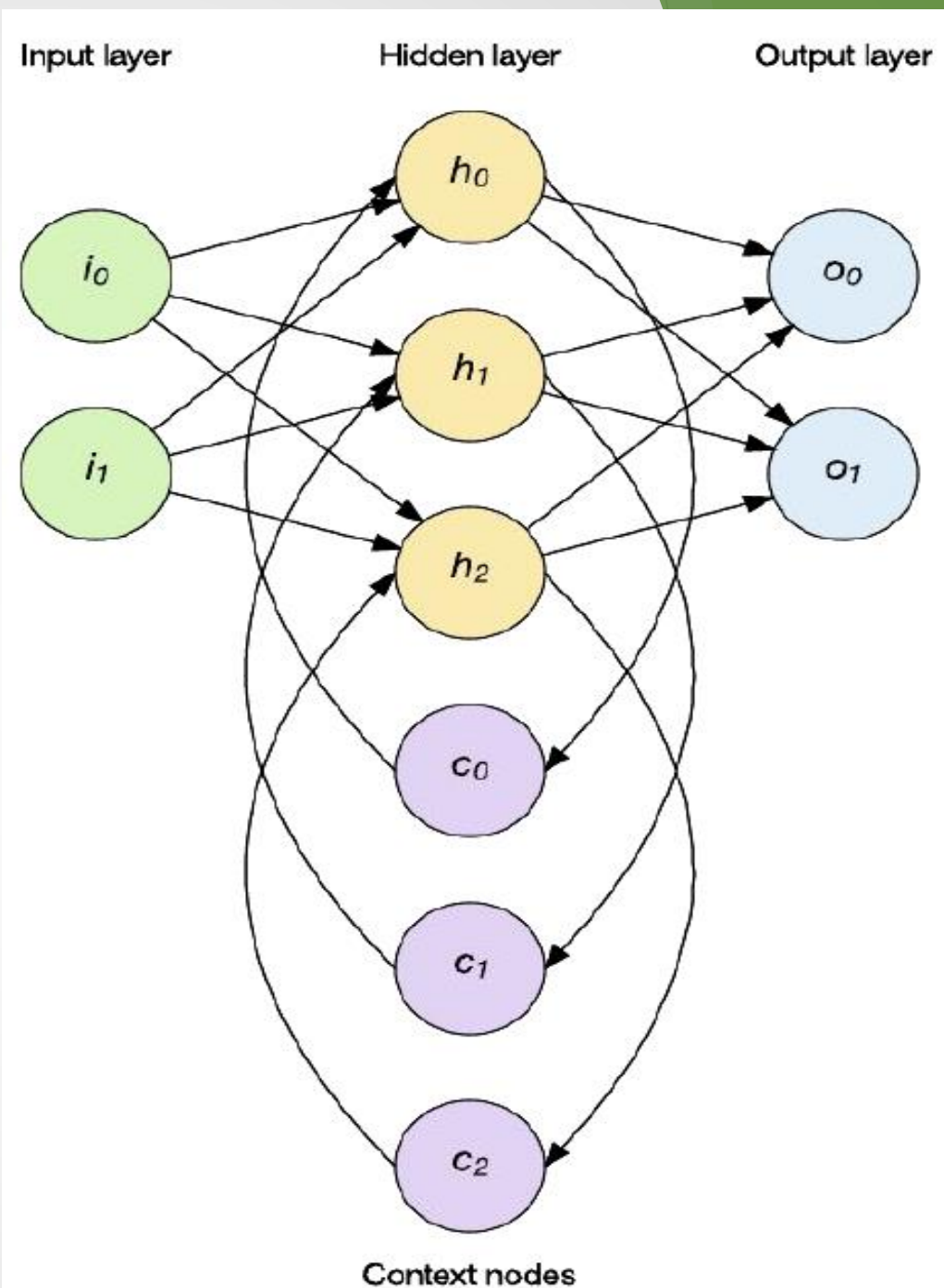
Source: (Wang et al., 2020)

Source: (Wang et al., 2020)

AI – ML

Deep Learning

Deep learning is a subset of machine learning that involves the application of complex, multi-layered artificial neural networks to solve problems. For example, a deep neural network classifier is a form of supervised learning, while a deep neural network autoencoder is a form of unsupervised learning. Deep learning takes advantage of yet another step change in compute capabilities. Deep learning models are typically compute-intensive to train and much harder to interpret than conventional approaches.



The FOUR V's of Big Data

From traffic patterns and music downloads to web history and medical records, data is recorded, stored, and analyzed to enable the technology and services that the world relies on every day. But what exactly is big data, and how can these massive amounts of data be used?

As a leader in the sector, IBM data scientists break big data into four dimensions: **Volume, Velocity, Variety and Veracity**

Depending on the industry and organization, big data encompasses information from multiple internal and external sources such as transactions, social media, enterprise content, sensors and mobile devices. Companies can leverage data to adapt their products and services to better meet customer needs, optimize operations and infrastructure, and find new sources of revenue.

By 2015
4.4 MILLION IT JOBS
 will be created globally to support big data,
 with 1.9 million in the United States



Volume SCALE OF DATA

40 ZETTABYTES
 [43 TRILLION GIGABYTES]
 of data will be created by 2020, an increase of 300 times from 2005

It's estimated that
2.5 QUINTILLION BYTES
 [2.3 TRILLION GIGABYTES]
 of data are created each day

Most companies in the U.S. have at least
100 TERABYTES
 [100,000 GIGABYTES]
 of data stored

6 BILLION PEOPLE
 have cell phones



WORLD POPULATION: 7 BILLION



The New York Stock Exchange captures
1 TB OF TRADE INFORMATION
 during each trading session



Modern cars have close to
100 SENSORS
 that monitor items such as fuel level and tire pressure

Velocity ANALYSIS OF STREAMING DATA

By 2016, it is projected there will be
18.9 BILLION NETWORK CONNECTIONS
 – almost 2.5 connections per person on earth



As of 2011, the global size of data in healthcare was estimated to be

150 EXABYTES
 [161 BILLION GIGABYTES]



30 BILLION PIECES OF CONTENT
 are shared on Facebook every month

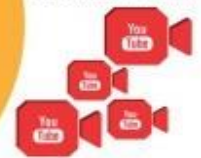


Variety DIFFERENT FORMS OF DATA

By 2014, it's anticipated there will be

420 MILLION WEARABLE, WIRELESS HEALTH MONITORS

4 BILLION+ HOURS OF VIDEO
 are watched on YouTube each month



400 MILLION TWEETS
 are sent per day by about 200 million monthly active users



1 IN 3 BUSINESS LEADERS
 don't trust the information they use to make decisions



Poor data quality costs the US economy around

\$3.1 TRILLION A YEAR



27% OF RESPONDENTS

in one survey were unsure of how much of their data was inaccurate

Veracity UNCERTAINTY OF DATA

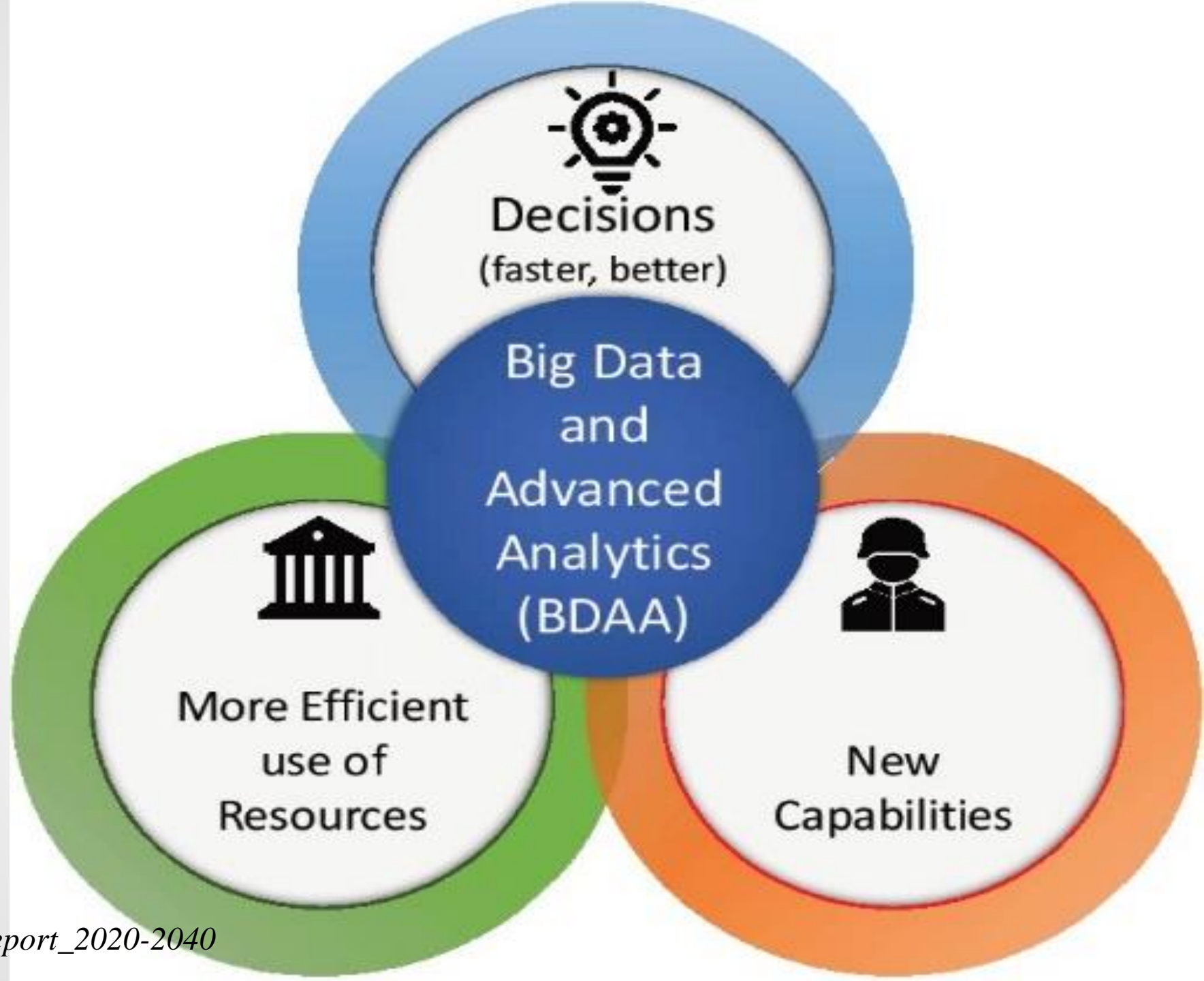
Sources: McKinsey Global Institute, Twitter, Cisco, Gartner, EMC, SAS, IBM, MEPTec, QAS



& the 5th challenge: VALUE

AI and Big Data Advanced Analytics (BDAA) in defense

- collection (sensors);
- communication;
- analysis;
- decision making



Where the Data Coming from

- **All-Source Intelligence** – the basis of information source is the Target's Ecosystem considered on a wholistic approach
- **The DIME / PMESII / ASCOPE / ICR2 framework**
- **Understanding the GIE (Global Information Environment)**
- **IoT – IoMT – IoBT** _The application of military specific IoT (Internet of Military/Battlefield Things)
- **Exploit integrated AI**

(Source: 'NATO 190422- ST_Tech_Trends_Report_2020-2040.pdf p. 6)

Expectations for AI solutions in Military

- **Intelligent** - to exploit integrated AI, knowledge-focused analytic capabilities, and symbiotic AI/human intelligence to provide disruptive applications across the technological spectrum.
- **Interconnected** – to exploit the network of virtual and physical domains, including networks of sensors, organizations, individuals and autonomous agents, linked via new encryption methods and distributed ledger technologies (blockchain).
- **Distributed** - to employ decentralized and ubiquitous large-scale sensing, storage, and computation to achieve new disruptive military effects.
- **Digital** - to digitally blend human, physical and information domains to support novel disruptive effects.

AI applications in Military fall into two categories:

- tactical AI based systems
- strategic AI based systems

At the ***strategic level***, the use of AI can influence how the military leadership organizes its order, force grouping, war strategies, decisions on the scale and escalation of conflict, intelligence sharing and interpretation, the extension and nature of war, the consequences of using special means, etc.

The primary reasons for using AI-based military systems are:

- effective decision support,**
- handling large amounts of data,**
- situational awareness,**
- visualizing a changing scenario,**
- and generating appropriate responses.**

In the field of military application, AI C2 systems can provide critical support if time is limited or if the number of options is too large for one to analyze alternatives for action.

Military operations - achieving political and strategic objectives of the states

Three levels of warfare:

- strategic**
- operational**
- tactical**

military strategy is the highest level - as the 'orchestration of war'

AI is to be applied in each level

OPLAN

Doctrines:

- AJP-5 Allied Joint Doctrine
For the Planning of Operations;

- Allied Command Operations
Comprehensive Operations
Planning Directive - COPD

- Ált/216. - A MH Törzsszolgálati Szabályzata II. rész
2015.

NATO STANDARD

AJP-5

ALLIED JOINT DOCTRINE
FOR THE PLANNING OF OPERATIONS

Edition A Version 2

MAY 2019



NORTH ATLANTIC TREATY ORGANIZATION

ALLIED JOINT PUBLICATION

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SUPREME HEADQUARTERS ALLIED POWERS EUROPE
BELGIUM

04 OCT 13



ALLIED COMMAND OPERATIONS
COMPREHENSIVE OPERATIONS
PLANNING DIRECTIVE
COPD INTERIM V2.0

04 October 2013

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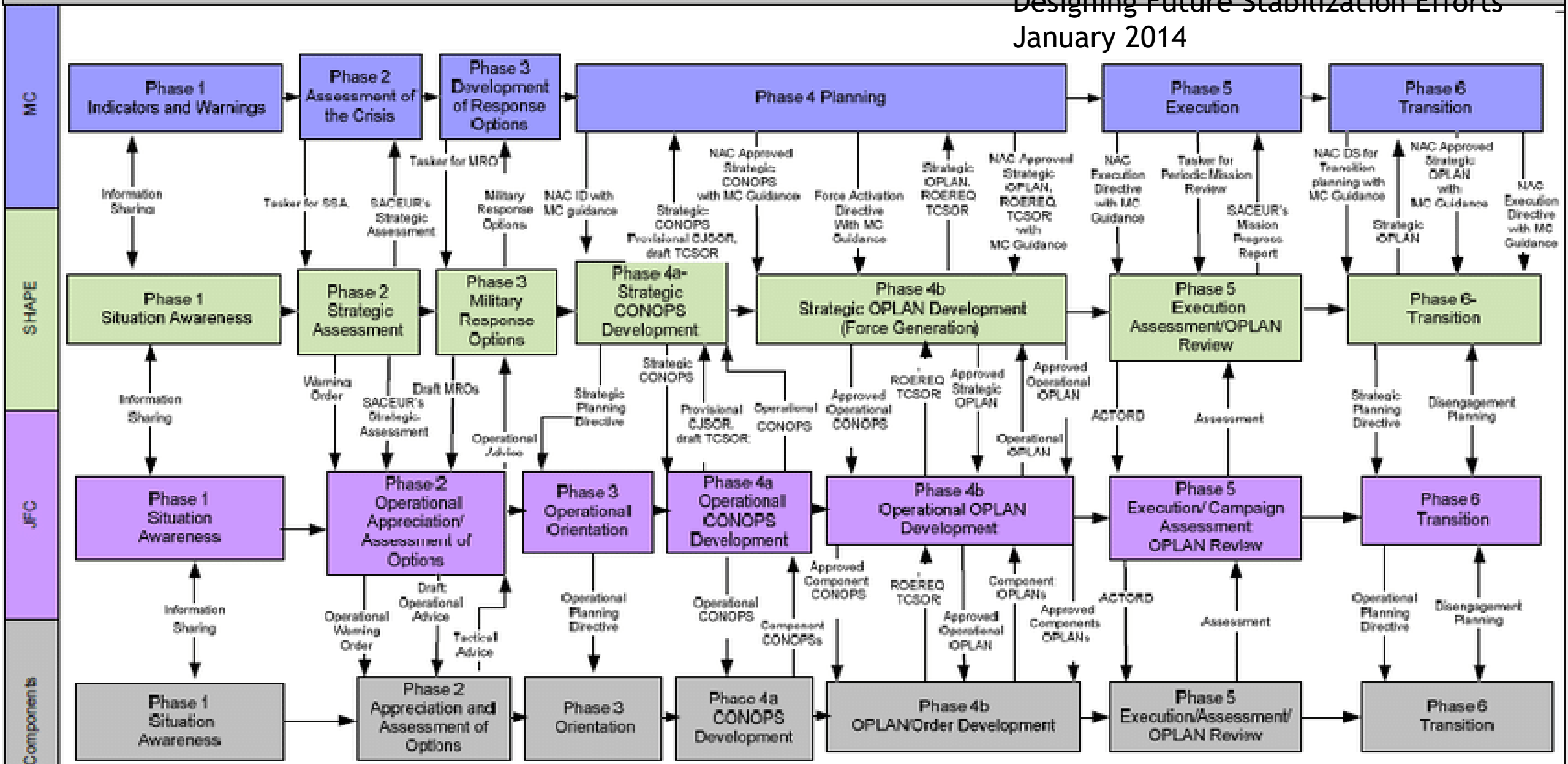
STRATEGIC LEVEL OPLAN

- 1. Situational Awareness;**
- 2. Strategic Assessment és lehetőségelemzés.;**
- 3. Military Response Options;**
- 4. Strategic Design:**
 - 4.a. phase: Strategic CONOPS Development;**
 - 4.b. fázis: Operational OPLAN Development – Force Generation;**
- 5. Execution Campaign Assessment – OPLAN review;**
- 6. Transition;**

The concept of operation (CONOPS) "explains" how component forces will accomplish the selected courses of action, but it is less detailed than the more formal Operations Order

NATO Crisis Response Planning

Source: Stephan De Spiegeleire,
 Designing Future Stabilization Efforts
 January 2014



As part of the collaborative planning process documents submitted to the MC will also be passed to subordinate Cdrs

OPLAN

War Game

- Modeling is a conscious attempt to predict the course of an operation. Try to predict the activities, reactions, counter-reactions, the operation, the dynamics of combat.
- The war game is conducted in order to collide the developed action variants with the action variants of the opposing party and to clarify the cooperation.



ASCOPE/PMESII

	P Political	M Military/ Police	E Economic	S Social	I Infra structure	I Information
A Areas	Political Areas (District Boundary, Party affiliation areas)	Military Areas (Coalition/LN bases, historic ambush/IED sites)	Economic areas (bazaars, shops, markets)	Social Areas (parks and other meeting areas)	Irrigation networks, water tables, medical coverage	Radio/TV/newspapers(where people gather for word-of-mouth)
S Structures	Political Structures (town halls, government offices)	Military/Police buildings (police HQ, Military HHQ locations)	Economic Structures (banks, markets, storage facilities)	Social Structures (Churches, restaurants, bars, etc.)	Infrastructure Structures (roads, bridges, power lines, walls, dams)	Info Structures (Cell/Radio/TV towers, print shops)
C Capabilities	Political Capabilities (Dispute resolution, Insurgent capabilities)	Military Capabilities (security posture, strengths and weaknesses)	Economic Capabilities (access to banks, ability to withstand natural disasters)	Social Capabilities (Strength of local & national ties)	Infrastructure Capabilities (Ability to build/maintain roads, walls, dams)	Info Capabilities (Literacy rate, availability of media/phone service)
O Organizations	Political Organizations (Political parties and other power brokers, UN,)	Military Organizations (What units of military, police, insurgent are present)	Economic Organizations (Banks, large land holders, big businesses)	Social Organizations (tribes, clans, families, youth groups, NGO/IGO)	Infrastructure Organizations (Government ministries, construction companies)	Info Organizations (NEWS groups, influential people who pass word)
P People	Political People (Governors, councils, elders)	Military People (Leaders from coalition, LN and insurgent forces)	Economic People (Bankers, landholders, merchants)	Social People (Religious leaders, influential families)	Infrastructure People (Builders, contractors, development councils)	Info People (Media owners, mullahs, heads of powerful families)
E Events	Political Events (elections, council meetings)	Military Events (kinetic events, loss of leadership, operations)	Economic Events (drought, harvest, business open/close)	Social Events (holidays, weddings, religious days)	Infrastructure Events (road/bride construction, well digging, scheduled maintenance)	Info Events (IO campaigns, project openings, CIVCAS events)

Source: (Wang et al., 2020)

Using the PMESII/ASCOPE matrix
and consider the

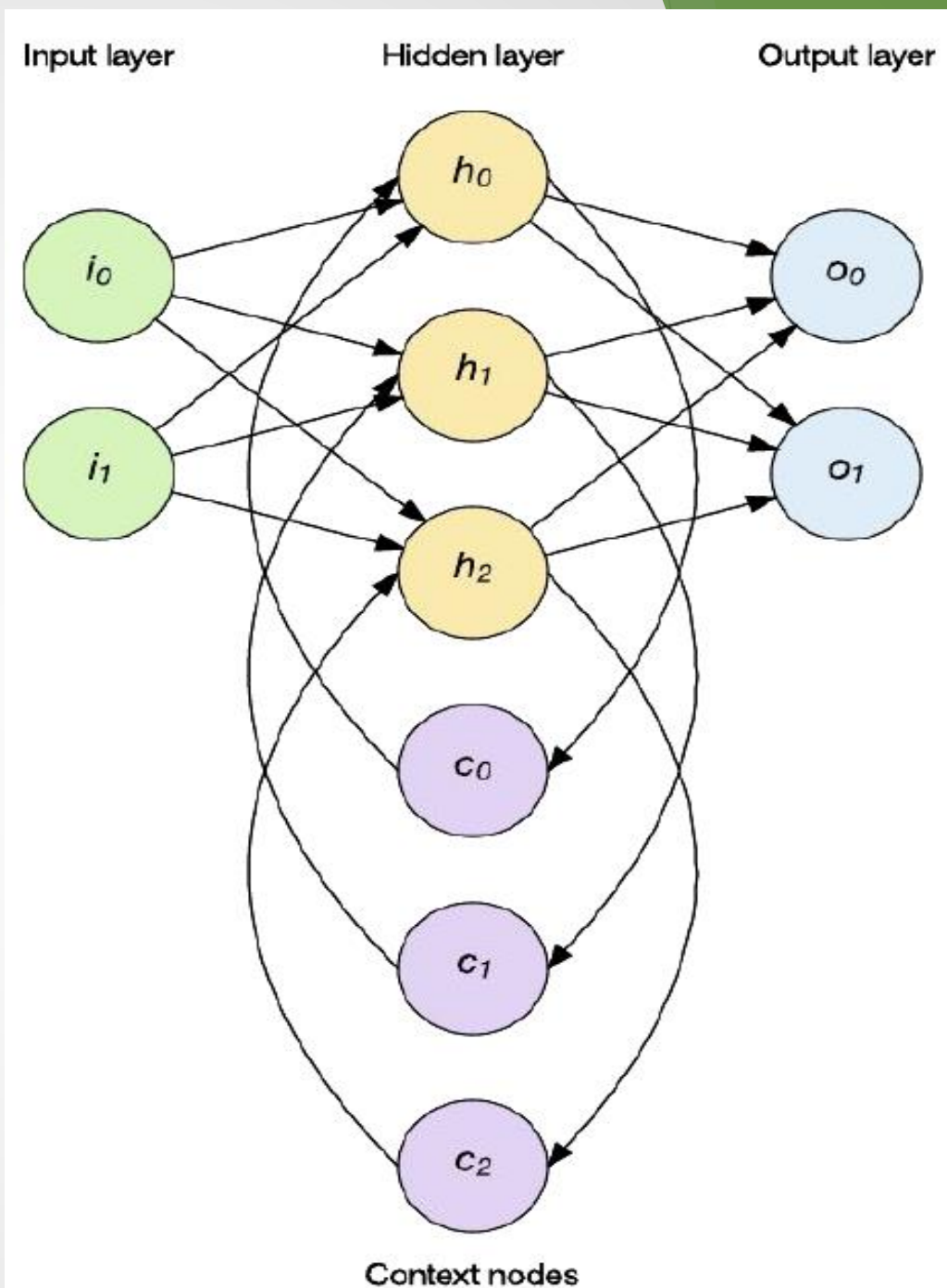
PMESII variables: Political, Military, Economic,
Social, Information and Infrastructure.

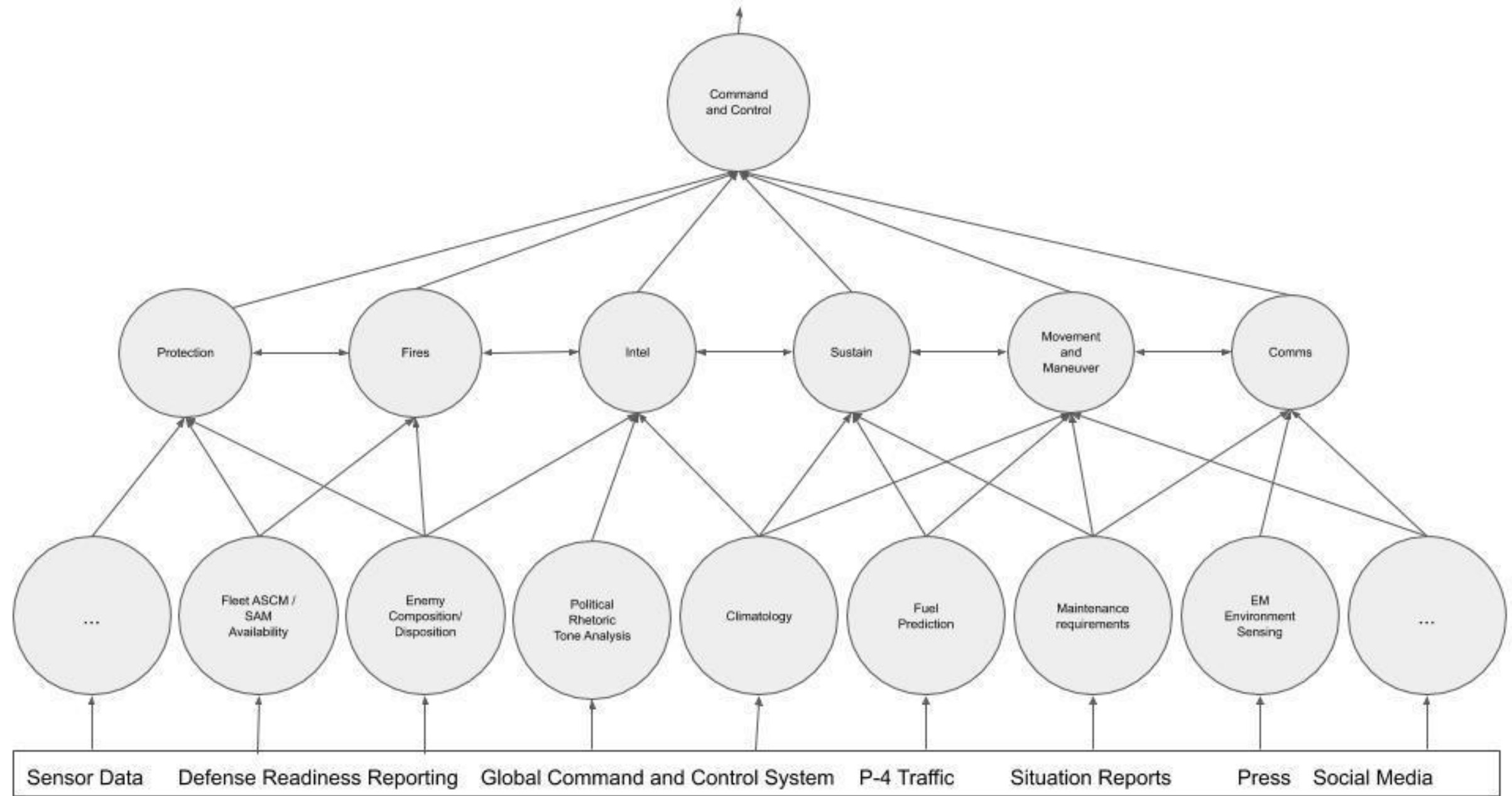
and the

ASCOPE variables: Areas, Structures, Capabilities,
Organization, People and Events.

as inputs to a Deep Neural Network AI technology

The result would be a more close-to-
reality set of scenarios used for
simulation and modelling





Proposed Architecture for Maritime Artificial Intelligence System.

Source: ARTIFICIAL INTELLIGENCE AT THE OPERATIONAL LEVEL OF WAR, LCDR Steven I. Davis, U.S. Navy

Conclusion

**AI is opening up new perspectives in Military OPLAN
and
generally in defense technologies.**

**There are high expectations regarding the application of AI techniques
in many military areas, but there are still unresolved issues and further
research is needed to meet these expectations.**



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