

Applying Cognitive Radio Concepts to Next Generation Electronic Warfare

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Agenda

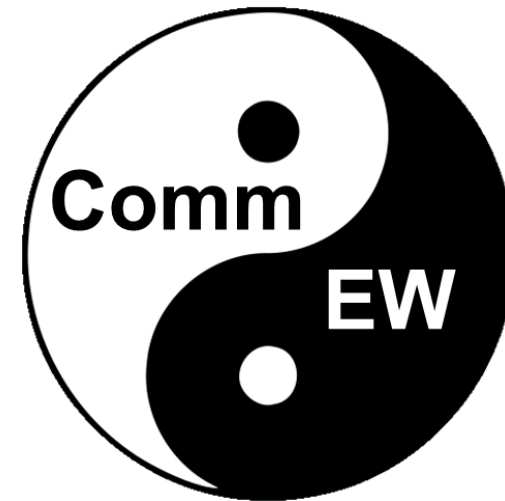
- Yin Yang of tactical communications & EW
- SDR-based EW and CR-based next gen EW
- Planning & scheduling algorithms
- Simulation framework design
- Some performance observations
- Conclusion

Yin Yang of Communications & EW

The Yin Yang of Tactical Communications

- Effective command & control depends on reliable tactical communications (comms)
- EW goals
 - Protect friendly C2
 - Deny adversary's C2
- “Electromagnetic Spectrum (EMS) Control” (EMC)
 - “Achieve effective management and coordination of friendly systems while countering adversary systems”

- Next gen comms (CR) vision
 - Autonomously & cooperatively establish a comm link



- Next gen EW vision
 - Autonomously observe comm links in order to autonomously & uncooperatively degrade specific comm links of interest

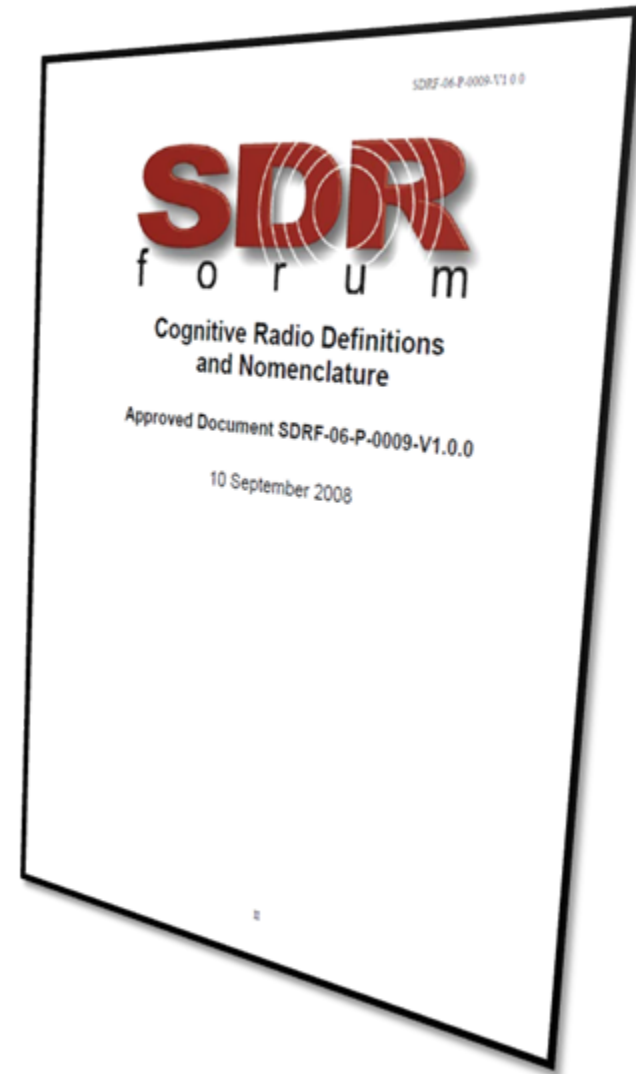
The Three Pillars of EW

- Electronic Support (ES)
 - Search for, intercept, identify and locate emitters for the purpose of immediate threat recognition, targeting, planning and conducting of future operations
- Electronic Attack (EA)
 - Prevent or reduce an enemy's use of the EMS, both non-kinetic (e.g., jamming & EM deception) and kinetic (e.g., anti-radiation missiles); includes both offensive and defensive activities
- Electronic Protection (EP)
 - Protect personnel, facilities & equipment from effects of friendly or enemy use of the EMS that degrade, neutralize or destroy friendly combat capability; includes EMS management, EM hardening, emission control, etc.

Rehashing the Basics of CR for EW

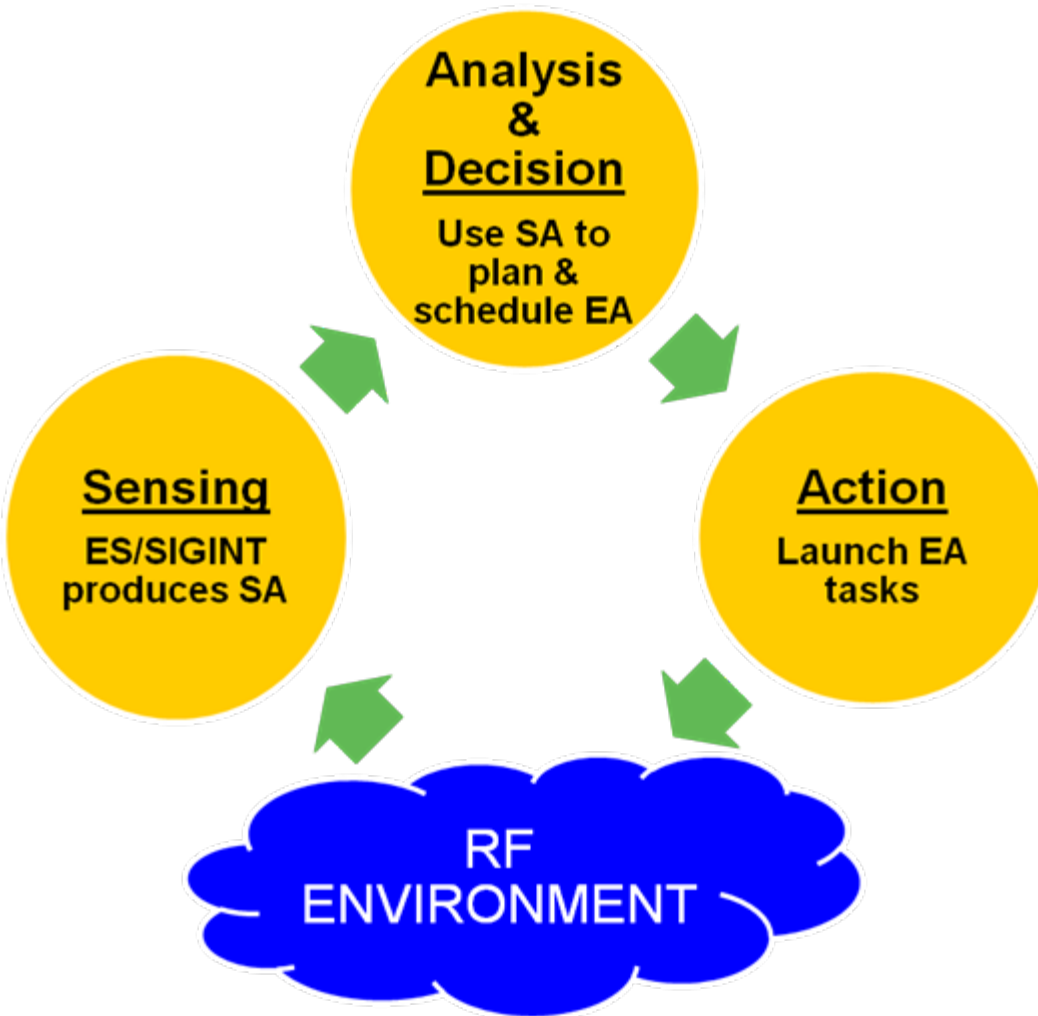
The CRWG of the SDRF has defined a CR as a “radio in which communication systems are aware of their environment and internal state and can make decisions about their radio operating behavior based on that information and predefined objectives”

- Spectrum awareness ~ SIGINT
- Radio operating behavior ~ EA
- Making decisions based on internal state, spectrum awareness & predefined objectives ~ COGNITION



Basic Notions of CR vis à vis EW

Spectrum Etiquette



CR	EW
Where is there a hole in the spectrum?	Where is there NOT a hole in the spectrum? Is it a signal of interest (SOI)?
Do NOT transmit if a Primary User wants that hole	DO transmit if the Primary User is a SOI on a target list
Use the best waveform to MINIMIZE interference	Use the best waveform to MAXIMIZE interference

Recent DOD SDR & CR R&D Efforts

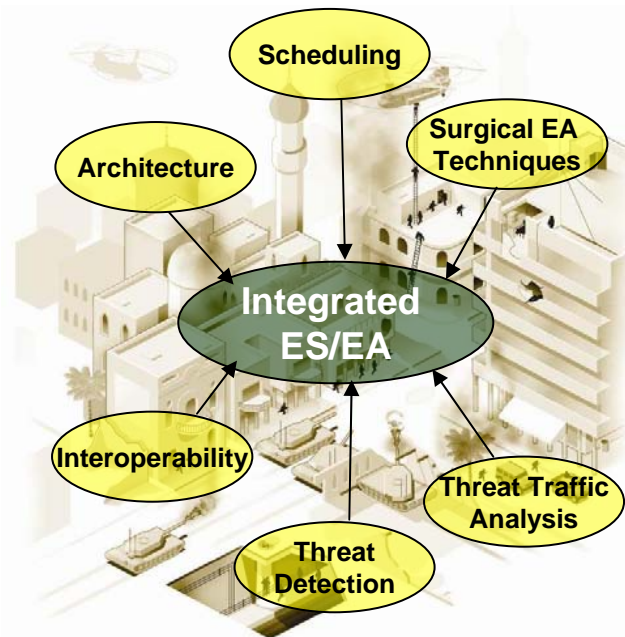
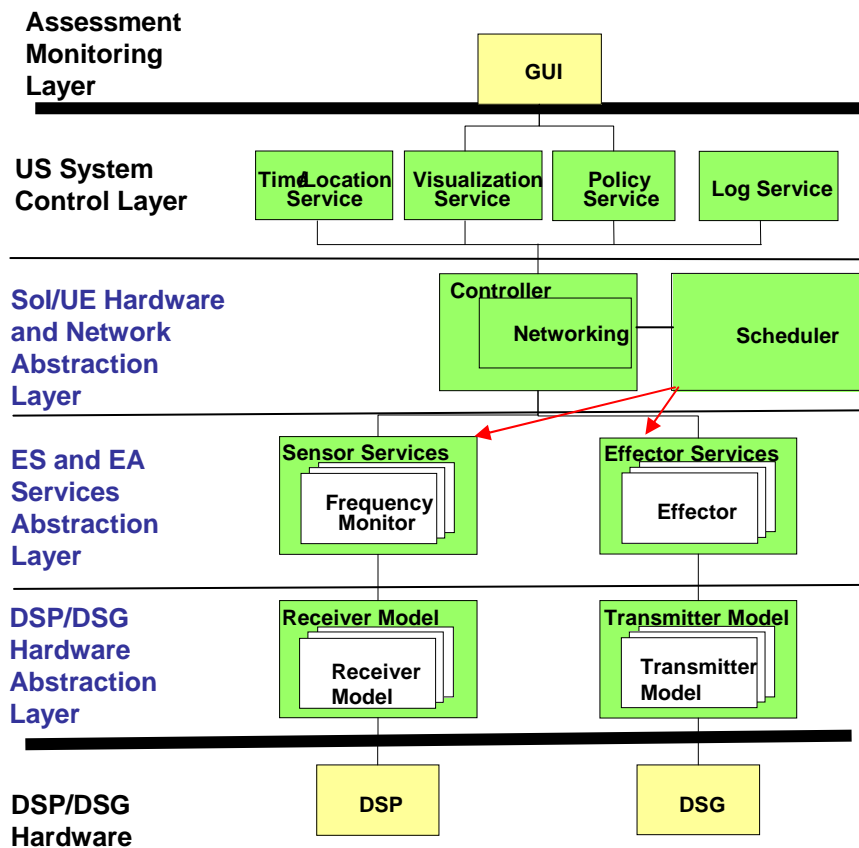
- DARPA's existing SDR & CR communications programs
 - XG = neXt Generation (2003-2009)
 - Develop radios that could adapt and select the environments in which it works best and bring other similar radios into its network using DSA
 - WNAN = Wireless Network After Next (2006-present)
 - Goes further than XG in creating a flexible architecture for military comms
 - Key aspect of WNAN is to develop and test an inexpensive handheld SDR that is capable of selecting its own frequencies and forming small networks within a larger battlefield network
 - Competitive with JTRS
 - PREW = PRecision EW (2010)
 - Array of >40 robust, low cost, small (<5#) SWAP distributed platform with sync'd clocks to perform **SURGICAL** jamming
- Other efforts to add CR capabilities to existing tactical military radios
 - AN/PRC-117F Multiband Manpack Radio (MBMMR) (2008)
 - Army/Navy SDR built by Harris
 - JHAPL R&D effort added a CR DSA appliqué to the radio
 - JTRS Falcon III handheld tactical radio running the VULOS waveform (2010)
 - Harris R&D effort inserted DSA technology into the SCA architecture

Recent DOD Cognitive EW R&D Efforts

- USA: I2WD's Urban Saber program (2009)
 - Will present in following slides
- USAF: AFRL's Cognitive Jammer program (2010)
 - CONOP: Develop a multi-functional and flexible first-generation Cognitive Jammer architecture that can target SDR/CRs utilizing DSA
 - Cognitive aspect: Architecture is to provide EA capabilities that can sense, learn and adapt so as to be able to deliver proactive countermeasures with a reaction time in "seconds to minutes" instead of "days to months"
- USN: NRL's Cognitive Communications EW program (2010)
 - CONOP: Create a cognitive communications jammer since smart phones and CRs can defeat current EA techniques
 - Cognitive aspect: Leverage previous applied machine learning algorithms to EA technique development in order to learn and predict threat behavior
- DARPA's BLADE program (2010)
 - CONOP: Develop novel algorithms and techniques that will enable our EW systems to automatically learn to jam new RF threats in the field
 - Cognitive aspect:
 1. Automatically detect & characterize a new threat
 2. Learn to effectively & efficiently jam the new threat
 3. Accurately assess jam effectiveness in the field

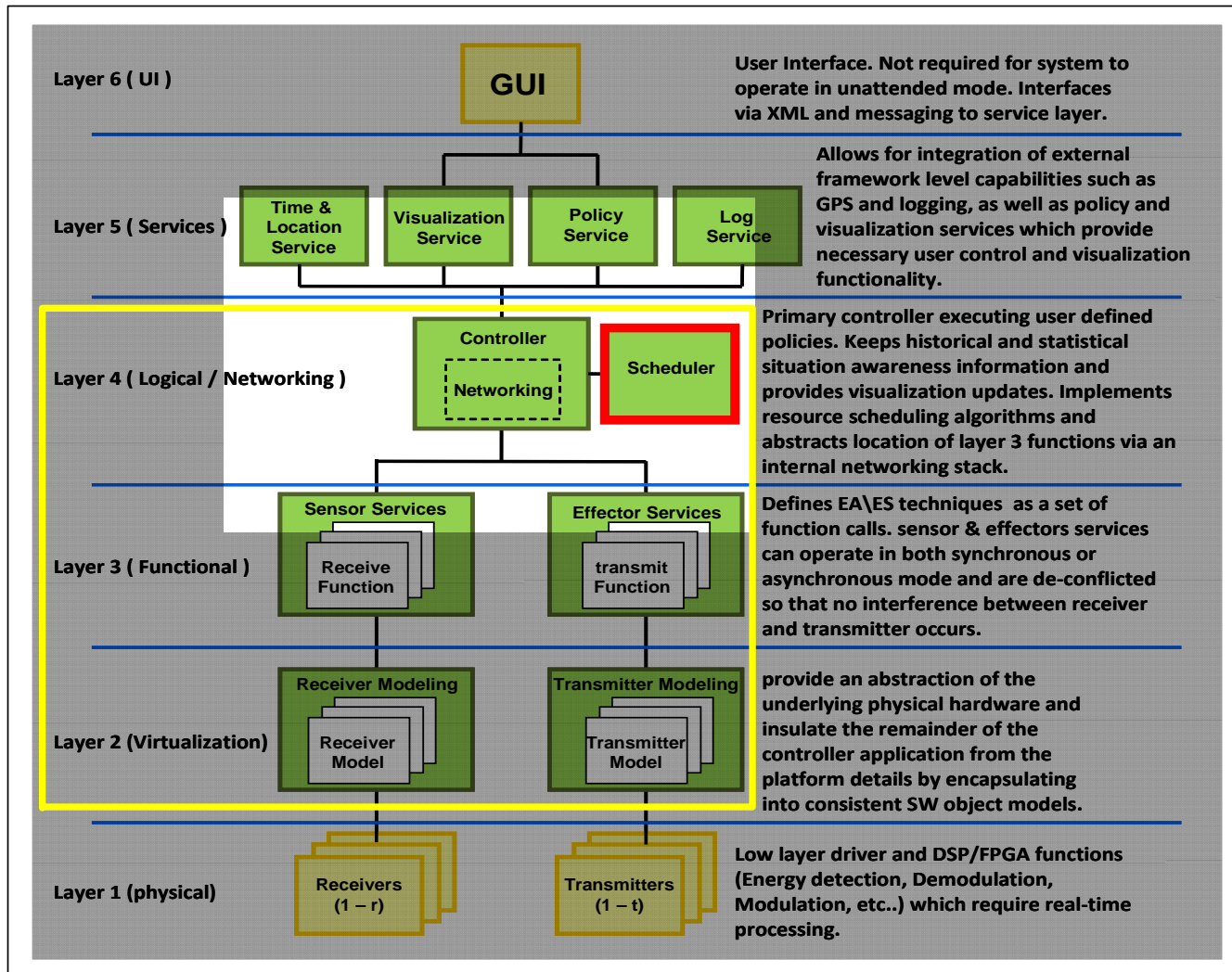
SDR-Based EW
And
CR-Based Next Gen EW

Urban Sabre System Architecture



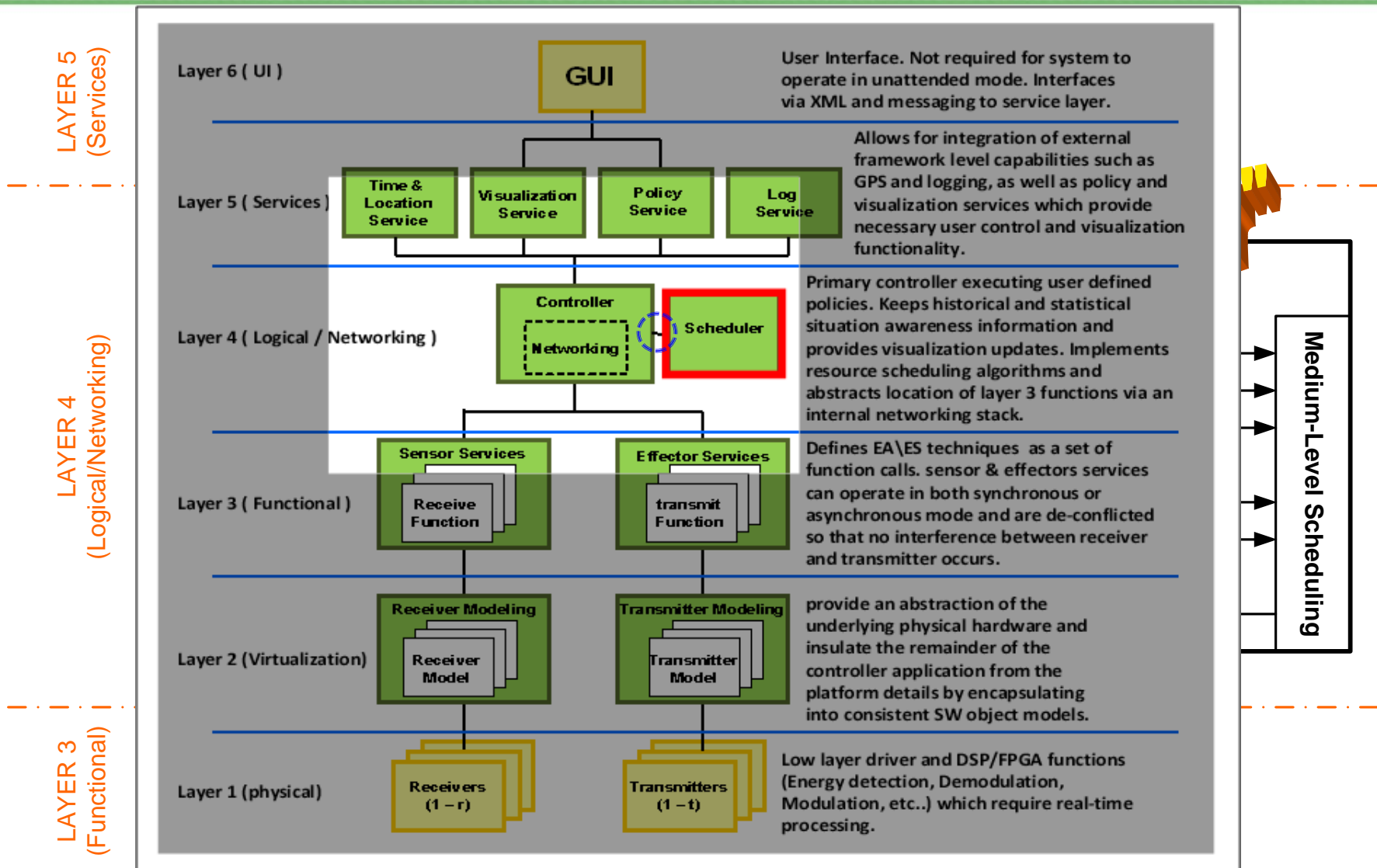
Perform detect/ID/classification/geolocation/attack of a broad set of high priority wireless devices to regain & maintain control of the RF spectrum

The Initial Focus



- I2WD's notional software architecture
 - Prototype used round robin scheduling
- Scheduler remained our primary focus
 - Single I/O path
- Layers 2-4 comprised the target environment for simulation

The Scheduler's View of the World



Planning & Scheduling Algorithms

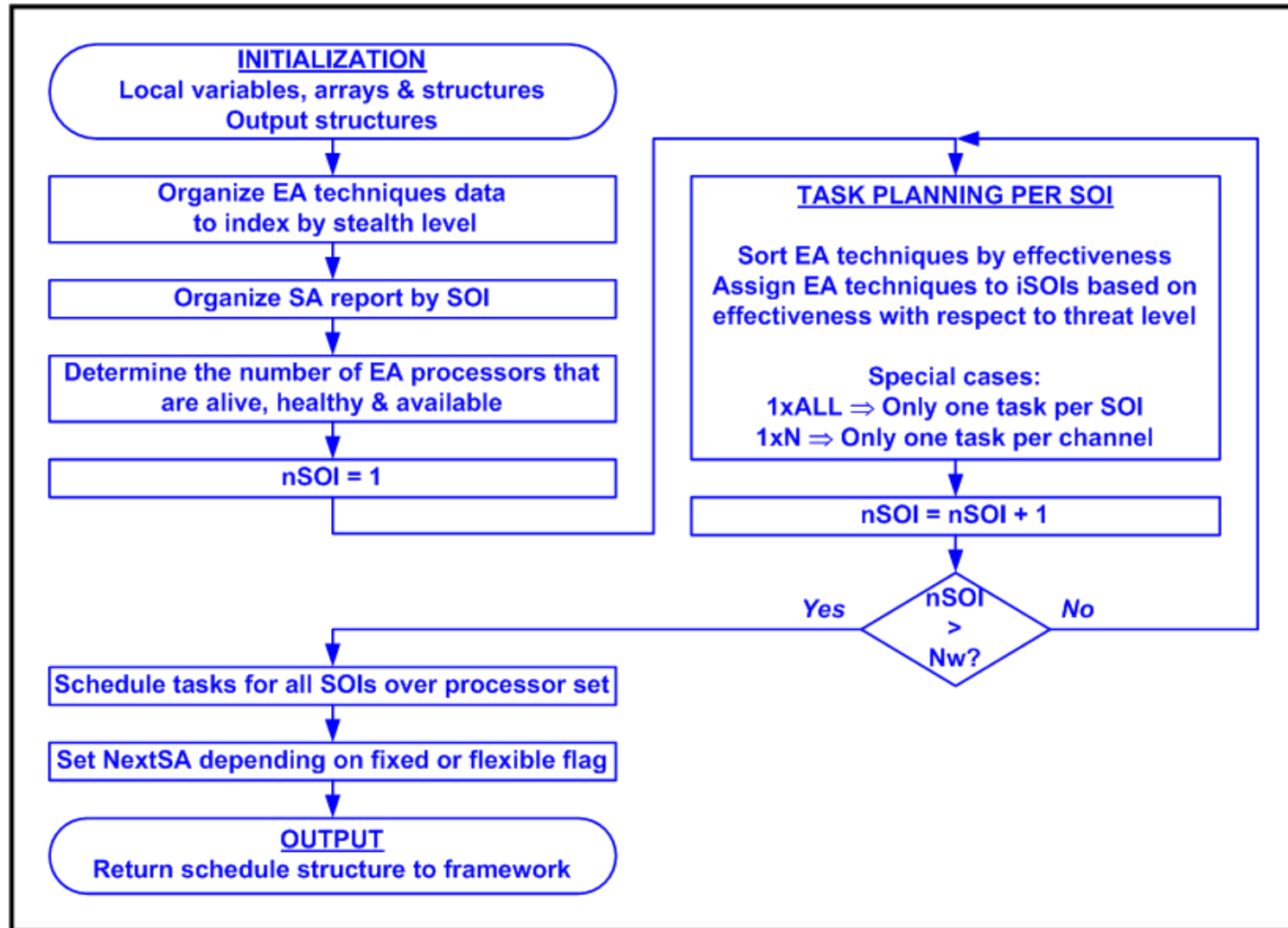
Theoretic-based Scheduling Algorithms

- Theoretic (“hope it works”)—based on mapping approaches from the relevant domains to this problem
 - “AIOR” (AI + OR) or “AO”
 - AI = Artificial Intelligence—for autonomous planning
 - OR = Operations Research—for optimized scheduling
- AI-based planning for creating EA tasks
 - Pragmatic AI approach
 - Use Partial Order Planning (POP) based on the Hierarchical Task Network (HTN) notion
 - Re EA task creation, this reduces to probabilistic-based ranking of techniques
- OR-based scheduling for ordering the EA tasks w.r.t. time and processor
 - Classical OR approach to optimize the use of resources, typically w.r.t. time
 - Applied flexible scheduling approaches
 - Leveraging the TORSCHÉ MATLAB scheduling toolbox from the Czech Technical University in Prague

Pragmatic Algorithms: Overview

- Pragmatic (“expect it to work”)—based on published NASA oversubscribed satellite network resource management
 - Best Effort (BE)
 - Discovered and adapted during study phase
 - Best Effort Optimized (BEO)
 - Improved BE developed during M&S
- Best Effort (BE)
 - Greedy scheduling algorithm
 - Pre-Simulation creates a look up table for techniques available to each SOI type and channel pair and orders them by their effectiveness level
 - Ranks each individual SOI type and channel pair according to priority allocated for each new SA report received
 - Guarantees the highest value targets will get scheduled first
 - Guarantees highest value targets will utilize most effective techniques for given SOI
- Best Effort Optimized (BEO)
 - Similar to BE
 - Starts to look at the group as a whole
 - Pre-Simulation creates a look up table for techniques available to each SOI type and channel pair and orders them by their effectiveness level
 - Ranks each individual SOI type and channel pair according to priority allocated for each new SA report received
 - Re-orders look up table created pre-simulation due to the number of SOI type and channel pairs contained in the SA report
 - Rest of algorithm matches BE

Conceptual Flowchart of Algorithms



Measuring Performance: MOE & BDA

- MOE: Scheduler metric
 - Measures the number of SOIs successfully scheduled versus the number of SOIs reported in the SA reports.

$$MOE = \sum \frac{SOIs_scheduled}{SOIs_reported} (\|priority_vec\|)$$

- BDA: System metric
 - Measures the number of SOIs successfully attacked and destroyed versus the number of SOIs reported in the SA report

$$BDA = \sum \frac{SOIs_destroyed}{SOIs_reported} (\|priority_vec\|)$$

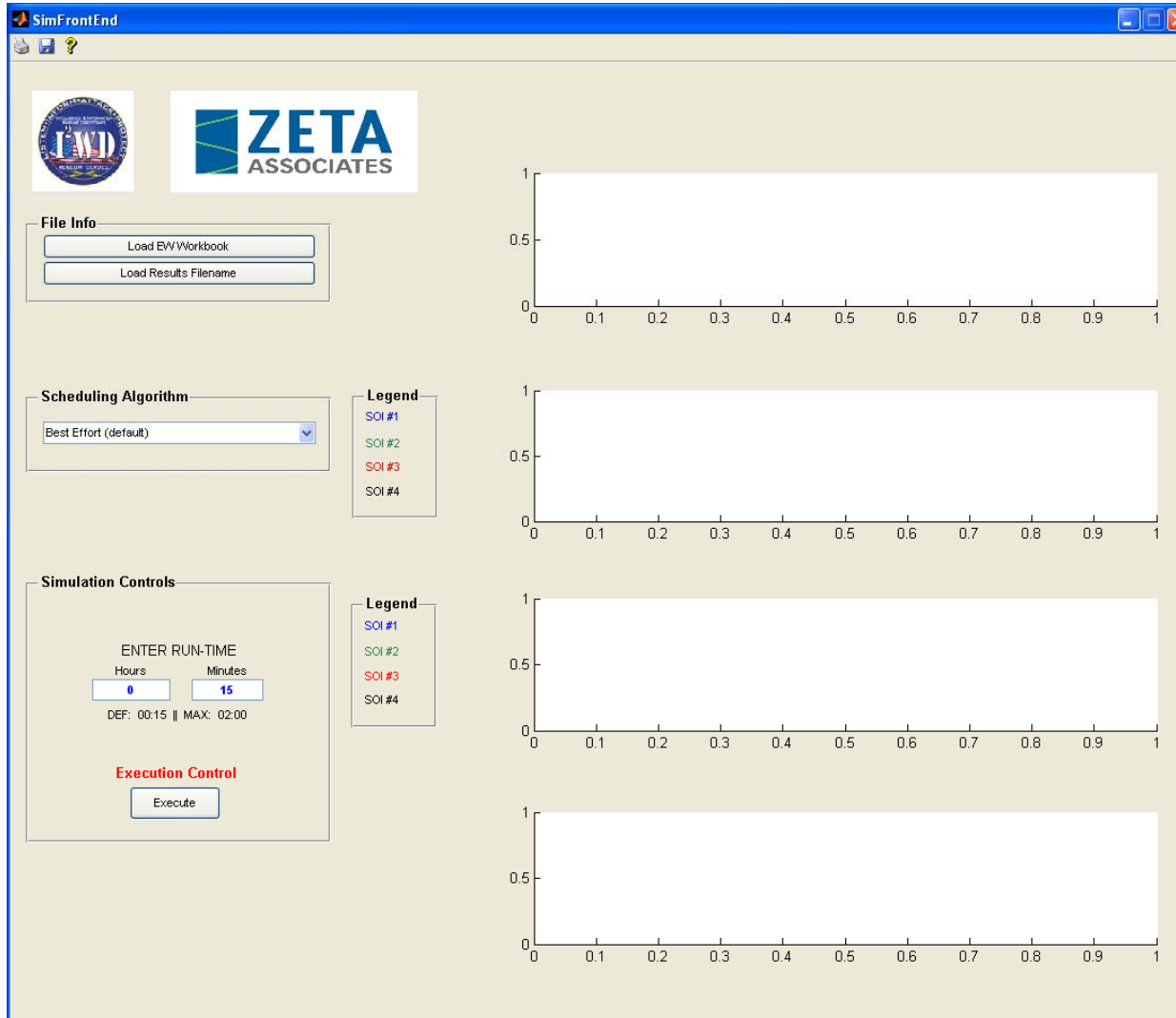
Simulation Framework Design

Simplified Component View



- **Test harness**
 - Environment sampled by ES resources
 - Generates SA reports
- **Composer**
 - Consumes SA reports and generates an optimal schedule based on user EW Policy and resources
 - Best Effort & AIOR
- **Conductor**
 - Executing schedule against signal targets
 - Simulated in the framework

Control Panel Pre-Run



The SimFrontEnd interface is divided into several sections for pre-run configuration:

- File Info:** Contains two buttons: "Load EVV Workbook" and "Load Results Filename".
- Scheduling Algorithm:** A dropdown menu currently set to "Best Effort (default)".
- Simulation Controls:** Includes a section for "ENTER RUN-TIME" with input fields for "Hours" (0) and "Minutes" (15), and a status line "DEF: 00:15 || MAX: 02:00". Below this is an "Execution Control" section with an "Execute" button.
- Legend:** Two legends are present, one for the Scheduling Algorithm and one for the Simulation Controls. Both list four SOI (State of Interest) categories: SOI #1 (blue), SOI #2 (green), SOI #3 (red), and SOI #4 (black).
- Plots:** Four empty coordinate systems are displayed on the right side of the interface, each with x and y axes ranging from 0 to 1.

Parameter Data Entry

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2												
3	Nbox		4	Enter Box Count: [1:4]								
4	Nw		4	Total number of supported target signals: [1:4]								
5												
6	Box(1).NP		4	Number of EA processors in Box #1								
7	Box(2).NP		4	Number of EA processors in Box #2								
8	Box(3).NP		4	Number of EA processors in Box #3								
9	Box(4).NP		4	Number of EA processors in Box #4								
10												
11			Enter Target SOI for each processor: [1:4]									
12			PROCESSOR									
13		BOX	1	2	3	4						
14	Box(1).Proc(1:Box(1).NP).TS	1	1	1	1	1						
15	Box(2).Proc(1:Box(2).NP).TS	2	2	2	2	2						
16	Box(3).Proc(1:Box(3).NP).TS	3	3	3	3	3						
17	Box(4).Proc(1:Box(4).NP).TS	4	4	4	4	4						
18												
19												
20	StealthLevel		1	Enter stealth level: [1:3]								
21												

1 = Don't care about stealth
2 = Moderate stealth
3 = Maximum stealth

PreMission_Parameters / Sim_Parameters / SOI_1_Signal_Parameters / SOI_1_Tech_Parameters / SOI_2_Sig

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Signal & Technique Parameters Data Entry

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File Edit View Insert Format Tools Data Window Help

Type a question for help

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	A	B	C	D	
1	Variable		Descriptions	Input Values	
2					
3	TS (1) .Nchans			14	Number
4	TS (1) .Nusers			2	Number
5	NumHVChan			3	Number
6	HVChan Number			7	High Val
7	HVChan Value			2	High Val
8	HVChan Number			5	High Val
9	HVChan Value			2	High Val
10	HVChan Number			4	High Val
11	HVChan Value			5	High Val
12					

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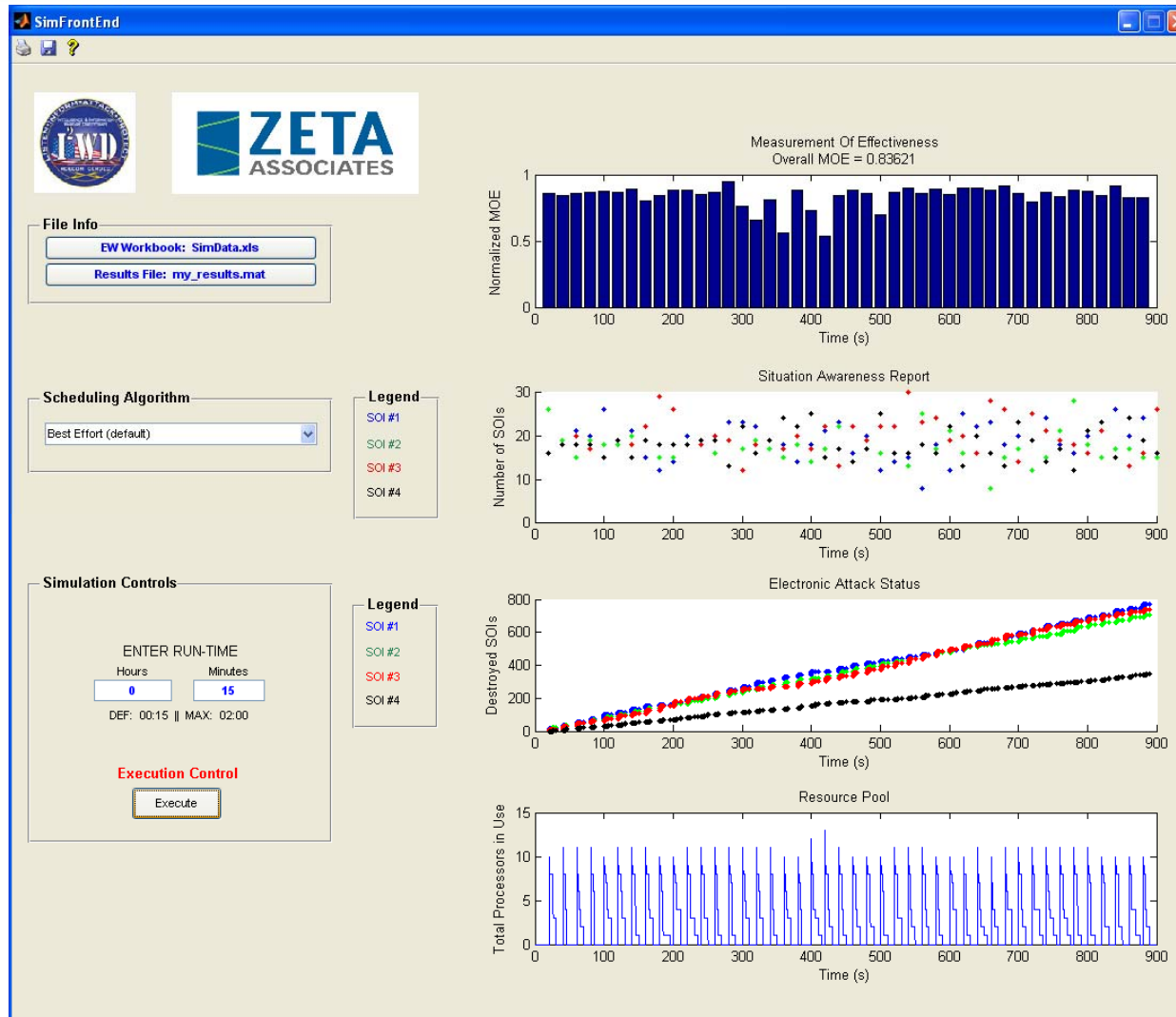
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	A	B	C	D	E	F	G
1	Variable		Descriptions	Input Values	Notes		
2							
3	Nz (1)			4			
4							
5	TT (1,1) .Sp			34.0E-6			
6	TT (1,1) .PercentSuccess			0.90			
7	TT (1,1) .StealthMin			2			
8	TT (1,1) .MultiTarget			-3	1XN = -3, 1X1 = -2, 1XAll = -1		
9							
10	TT (1,2) .Sp			3.0E+0			
11	TT (1,2) .PercentSuccess			0.75			
12	TT (1,2) .StealthMin			2			
13	TT (1,2) .MultiTarget			-3	1XN = -3, 1X1 = -2, 1XAll = -1		
14							
15	TT (1,3) .Sp			34.0E-6			
16	TT (1,3) .PercentSuccess			0.70			
17	TT (1,3) .StealthMin			2			
18	TT (1,3) .MultiTarget			-3	1XN = -3, 1X1 = -2, 1XAll = -1		
19							
20	TT (1,4) .Sp			34.0E-6			
21	TT (1,4) .PercentSuccess			0.60			
22	TT (1,4) .StealthMin			2			
23	TT (1,4) .MultiTarget			-3	1XN = -3, 1X1 = -2, 1XAll = -1		
24							
25	TT (1,5) .Sp						
26	TT (1,5) .PercentSuccess						
27	TT (1,5) .StealthMin						
28	TT (1,5) .MultiTarget				1XN = -3, 1X1 = -2, 1XAll = -1		
29							

Ready

Control Panel Post-Run



Some Performance Observations

Some MOE Performance Data

Data Set	Scheduling Algorithms								
	BE	BEO	Pm $ C_{\max}$			Pm $ \Sigma C_j$		Pm $ \Sigma w_j C_j$	
			SPT	WSPT	LPT	ECT	EST	ECT	EST
Fast Timeout	97.8	99.9	98.9						
Low Success	95.6	92.5	64.4						
Norm Conditions	40.4	55.9	55.9						
Over-loaded	81.7	98.2	98.6						
Priorities	99.1	98.0	95.3				97.2	95.3	97.2
SimData	83.6	83.6	83.4						
Under-allocated	43.3	73.0	71.3						

Observations & Possible Solutions

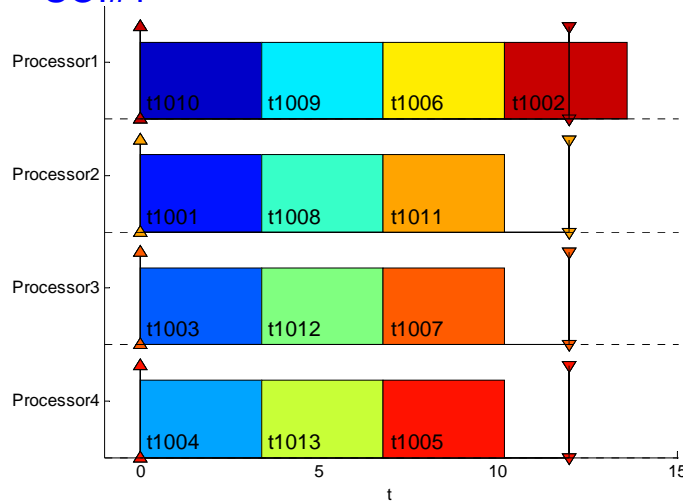
- Some obvious observations present themselves
 - The system can suffer from dead space since the SOI with the longest suppression times will bound the schedule
 - Can EA processors handle more than one SOI to improve techniques coverage?
 - The AIOR is bound by the inability to interleave techniques' bursts
 - What agility can be expected from the Controller?
 - The AIOR variants all behave the same because AI planning always picks the highest rank technique in a memoryless system
 - Employ memory to enable CR notion of learning
 - Hooks are in the code, but haven't validated them
- More can be found using the sim framework
 - Very multi-dimensional

Performance Bound for Single SOI/Proc

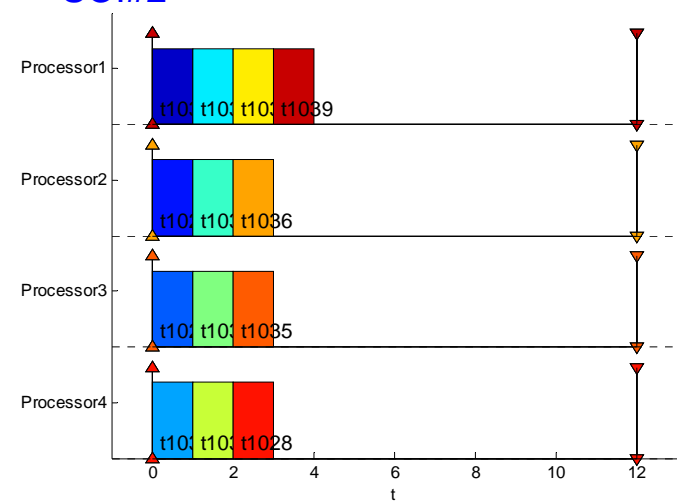
Sim Parameters

- SimData
- SchedDur = 12
- SigGen = [50:100]
- SigMix = 25%/SOI
- Box = 4 x 4
- Stealth Level = 1
- Early AIOR

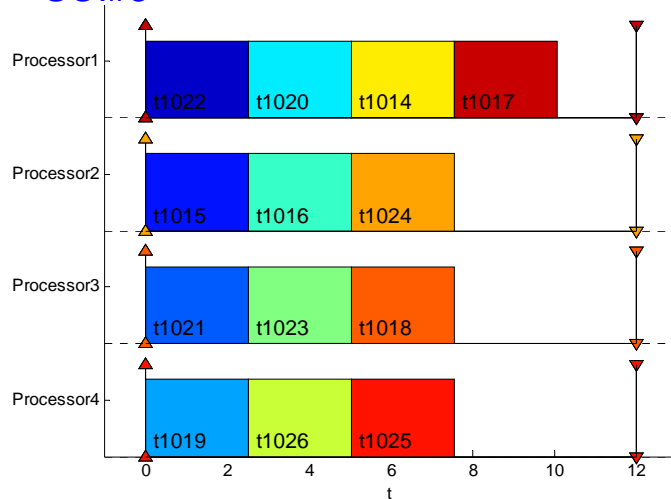
SOI#1



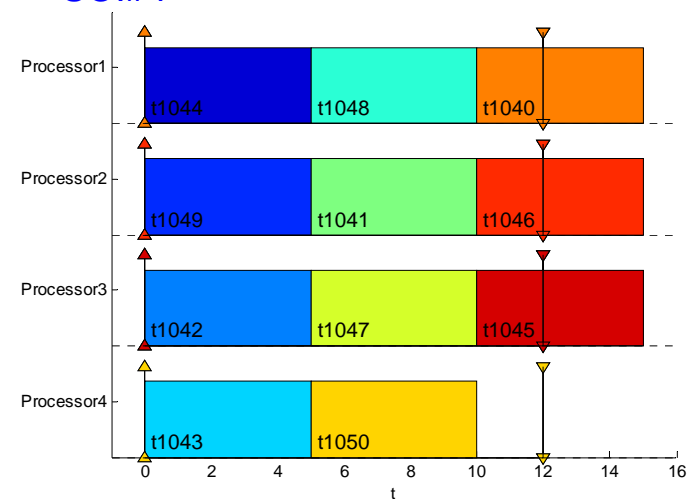
SOI#2



SOI#3



SOI#4



Observations

- Lost EA jobs
SOI#1; Proc1
SOI#4: Procs 1-3
- Idle Procs
SOI#2: Procs 1-4
SOI#3: Procs 2-4

Performance Improvement for Flexible Processor

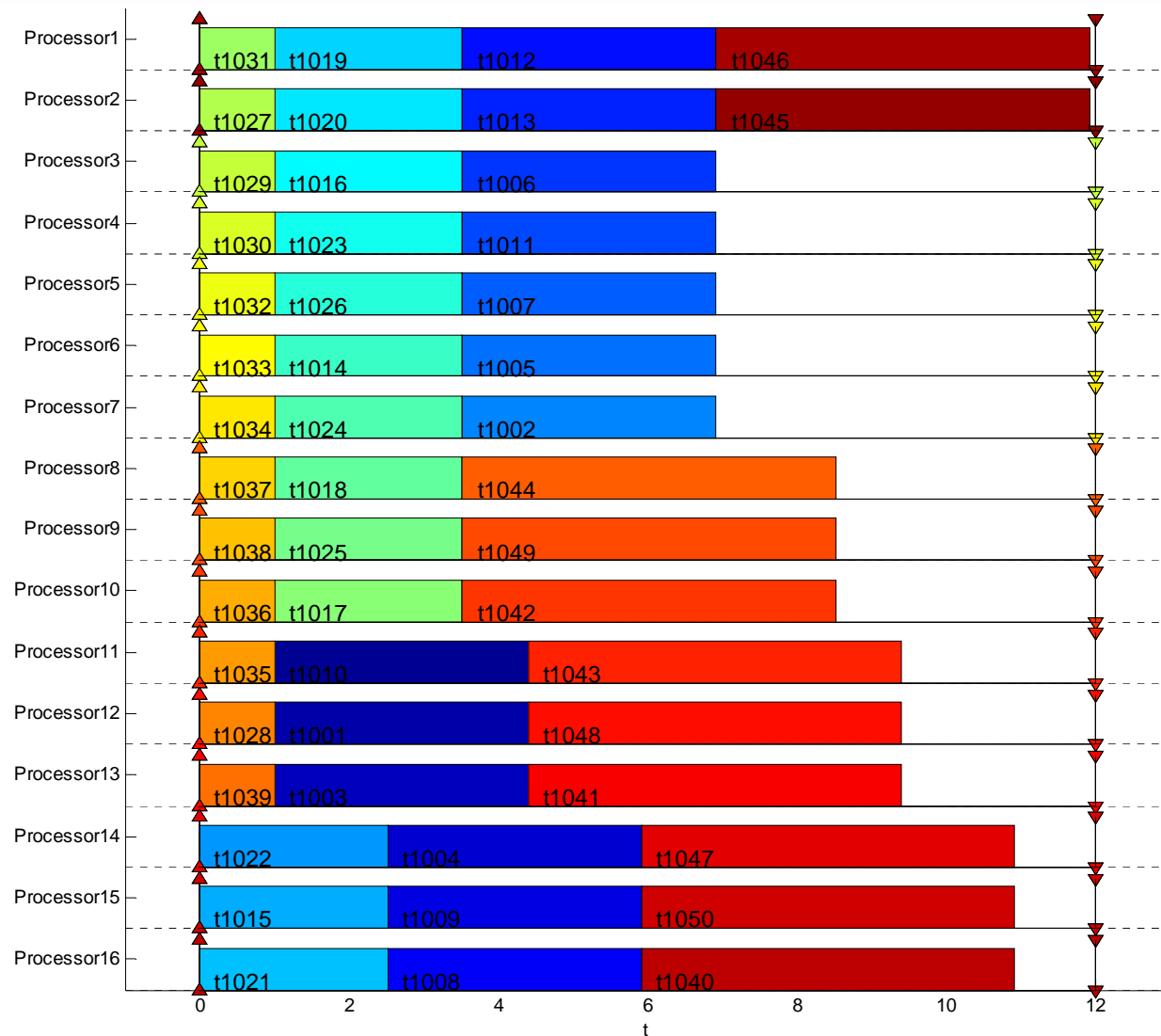
Sim Parameters

- SimData
- SchedDur = 12
- SigGen = [50:100]
- SigMix = 25%/SOI
- Box = 4 x 4
- Stealth Level = 1
- Early AIOR—BUT
all processors are
able to prosecute all
four SOIs

Observations

- NO Lost EA jobs
- Still have some
idle processors

Procs 3-13



Conclusion

Summary

- EW summary
 - Dense & dynamic RF is a demanding comms EW environment
 - May require autonomous ES & EA capabilities
 - Pre-mission policy must be well defined
 - Optimal concurrent ES & EA scheduling & control is a potential answer
 - Pragmatism and robustness are important attributes for the planning & scheduling algorithms
 - System requirements for increasing EA density
 - SDRs must be flexible to support multiple EA techniques
 - Architecture needs to support fine-grained control
- CR summary
 - Next gen EW will require CR notions, techniques and architecture