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# Improved Mobility and Operational Performance through Autonomous Technologies - Army Technology Objective

**TARDEC Intelligent Ground Systems  
360° Situational Awareness/ Indirect Vision Driving  
Team**

# Report Documentation Page

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360/90 Day/Night  
Near-Field Sensor Coverage



Advanced Crew Stations



Integration Platform



Occupant Monitoring

## Goals

Develop *Indirect Vision* and *Drive by Wire* Systems that Provide Electro-Optic Indirect Vision Based **Local Situational Awareness** and **Mobility Capabilities** At or Above the Performance Levels of Direct Vision Mechanical Drive Systems and to Enhance High-Definition Cognition Technologies to Dynamically Manage Workload to Increase Operational Performance on Future Platforms.

## Objective

TARDEC-Led IMOPAT ATO Contains CERDEC-NVESD, ARL-HRED, and NSRDEC as Joint Partners to Mature *Visual Sensor Suites*, *Human Integration*, and *Assisted Mobility Technologies* in Three Phases of Evolution:

- Baseline: Establish Initial *Indirect Vision Driving (IVD)* and *360-Degree Local Situational Awareness (LSA)* Capabilities.
- Enhanced: Increase IVD and LSA Capabilities.
- Advanced: Integrated State-of-the-Art IVD and LSA System that Provides "Secure Mobility Capability".

- To Transition 360 SA Systems to the Field, Operationally Relevant Requirements Must Be Developed
  - Systems must also be affordable and sustainable
- 360 SA Requirements Must Be Based Upon Evaluation Parameters in the Following Areas:
  - Vehicle-Mounted Visual Sensors
  - Data Transmission Systems
  - In-Vehicle Displays
  - Intelligent Cuing Technologies
  - Human Factors Considerations



- IMOPAT ATO Established to Develop Cost-Effective 360 SA System for Ground Combat Vehicle (GCV)
  - **Objective:** Limit Per-Unit Cost to Ease Transition into the Field
  - Included Capabilities:
    - High-Resolution Sensors and Displays
    - Advanced Warfighter-Machine Interfaces (WMI)
    - Automated Control and Threat Cuing Algorithms
    - Occupant Workload Management Systems

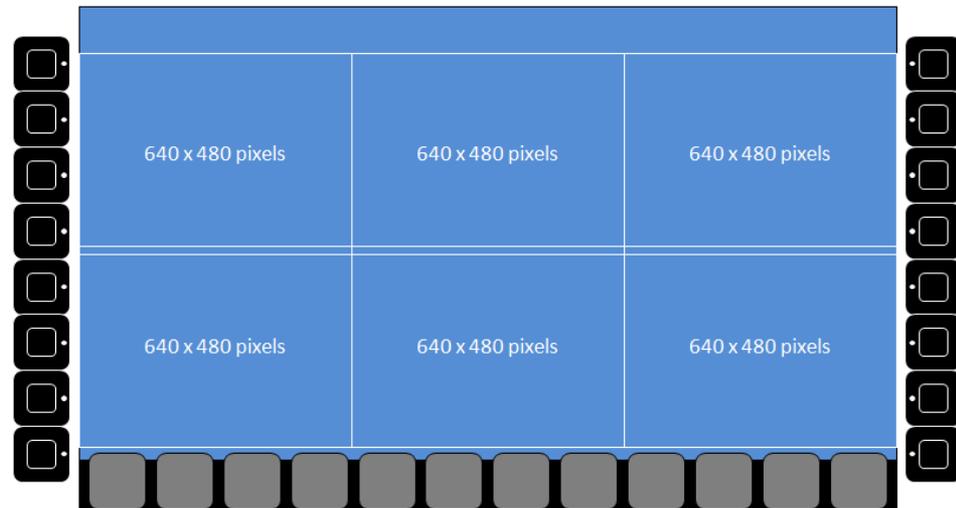
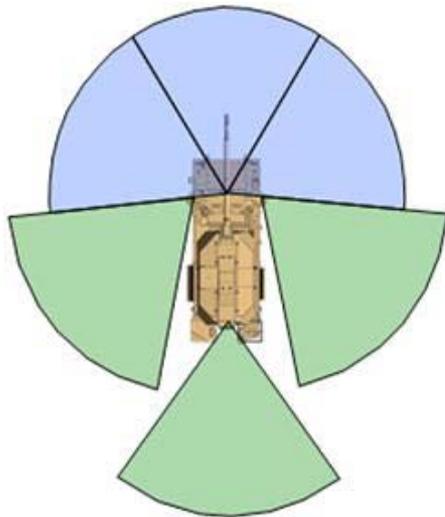


Experimental Platforms

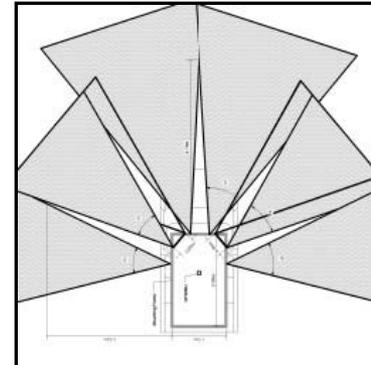


Fielded Systems

- 360 SA Systems Upon Other Vehicle Platforms Have Similar *Designs, Characteristics, and Requirements*
  - Yet Generally, Development Efforts Are **Largely Independent**
- Years of Trial and Experimentation Have Promoted *Standard 360 SA Design Practices*
  - Increased Collaboration Between Technical and Military Operational Experts Now Required to Develop Standard Requirements



- Visual Sensors Are Fundamental Components of 360 SA
  - *Detect, Recognize, and Identify* Threats from Safe Distance
  - Used to Augment Other Sensors Upon Vehicle
- A Single Sensor Cannot Tend to Sometimes-Conflicting Requirements of Complete 360 SA System
  - Thus, Vehicle-Mounted 360 SA Systems Are *Designed in Layers* to Account for Conflicting Requirements



- **Detection Layer**
  - Set of Fixed, Wide FOV Sensors That Offer Simultaneous 360-Degree Coverage of Surrounding Environment
- **Interrogation Layer**
  - Set of High-Resolution, Narrow FOV Sensors That Interrogate Threats Discovered in Detection Layer
- **Broad-Area SA Layer**
  - Video Communication with Unmanned Aerial Systems (UASs), Unmanned Ground Vehicles (UGVs), and Other Assets



# Vehicle-Mounted Visual Sensors

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- ***Simultaneous Field of View***: The FOV That a 360 SA System Concurrently Obtains Across All Sensors Upon Vehicle
- ***Sensor Field of View***: FOV of Single Sensor in 360 SA System
  - Fundamental Trade-Off Between *Sensor FOV* and *Range Performance*
- ***Range Performance***: The Maximum Distance of a Target from Imager At Which an Observer Can Conduct Discrimination Task
- ***Ground Intercept***: The Nearest Intercept of a Sensor's Cone of Vision with the Ground

- Data Transmission Systems Transfer Information from One Component of 360 SA System to Another
  - Example: *Visual Sensor to In-Vehicle Display*
- Analog Systems Provide Acceptable *Reliability, Ease of Integration, and Latency*
  - Drawbacks: Limited *Resolution & Video Processing Capabilities*



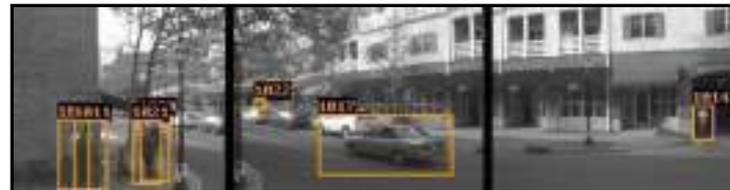
- 360 SA Systems Aim to Adopt Digital Video Architectures
  - New Limitations: Greater *Bandwidth* and *Latency* Constraints
- Despite Limitations, Digital Video Offers Opportunities to Provide Advanced Capabilities:
  - Discriminate Threats via Intelligent Cuing Technologies
  - Identify Potential Improvised Explosive Devices
  - Record Visual Sensor Information for Future Analysis
  - Share Video Information with Other Battlefield Resources

- In-Vehicle Displays Are Vital Components of 360 SA
  - Display Warfighter-Machine Interface to Vehicle Occupants
  - Provide Interface to 360 SA Video Sensor Imagery
  - Provide Interface to Vehicle Diagnostic and Management Functions
- Display Resolution Must Match or Exceed Sensor Resolutions
  - Advanced Sensors Cannot Be Fully Utilized Without Adequate Displays



- **Screen Size:** The Physical Dimensions of the In-Vehicle Display
  - Constrains the Capabilities of the Warfighter-Machine Interface
- **Screen Resolution:** The Number of Pixels within the Vertical and Horizontal Components of the In-Vehicle Display
  - Must At Least Match the Resolution of Vehicle-Mounted Sensors
- **Brightness and Contrast:** Must Be Chosen to Maximize Warfighter Ability to Visualize Sensor Imagery
  - Brightness: The Maximum Luminance of In-Vehicle Display
  - Contrast: The Ratio of Brightest to Darkest Color That Display May Produce

- Intelligent Cuing Technologies Aim to Minimize Cognitive Load Upon Warfighters:
  - Draw Warfighters' Attention to Potential Enemy Combatants, Improvised Explosive Devices, and Other Battlefield Threats
  - Classify the *Threat Level* of Detected Objects
  - Identify Road Edges or Traversable Off-Road Terrains



- **Probability of Correct Detection:** The Probability That a System Correctly Detects the Event for Which It Was Designed
  - *Perfect Detection Unrealistic*
  - Yet, Cannot Be So Low As to Render System **Ineffective**
- **False Alarm Rate:** The Rate at Which a System Misrepresents a Non-Event as an Event for Which It Was Designed
  - *Perfect False Alarm Rate Unrealistic*
  - Yet, Cannot Be So High As to Render System **Unreliable**
- **Computational Load:** The Computational Capabilities Required to Drive Intelligent Cuing Algorithm
  - Must Minimize Burden on *Support Systems* and Maintain *Latency Requirements*



- **Probability of Correct Identification:** Represent the User's Ability to Correctly Identify a Target in a Given Environment
  - Constraints: Environmental Stressors, Visual Display Characteristics, Decision Aids, and User Training Modules
- **Glance Time:** The Time a User Needs to Visually Sample a Scene through the WMI
- **Movement Time:** The Time a User Needs to Manipulate a Control Within the WMI
- **Reaction Time:** The Time Elapsed Between the Onset of Warfighter Stimulus and His Response



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## Questions?