



Preempting the Adversary: *The Effects-based Process*

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Overview

Joint Concept Development and Experimentation



- **Two Questions**
- **Theory and Definitions**
- **The Concept**



Two Questions

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- **What's new in EBO?**
- **How do you deal with complex adaptive systems?**



Theory and Definitions



End State

Joint Concept Development and Experimentation



Superior **decision-making capability** with an enduring **interagency focus** on a specified battlespace that enables the immediate **employment of national power** for maximum effect.



Decision-Making

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Levels of Proficiency

Wisdom = Consequence illuminating **knowledge**

Knowledge = Decision enabling **information**

Information = Comprehension contextualizing **data**

Data = Recognition invoking **facts**

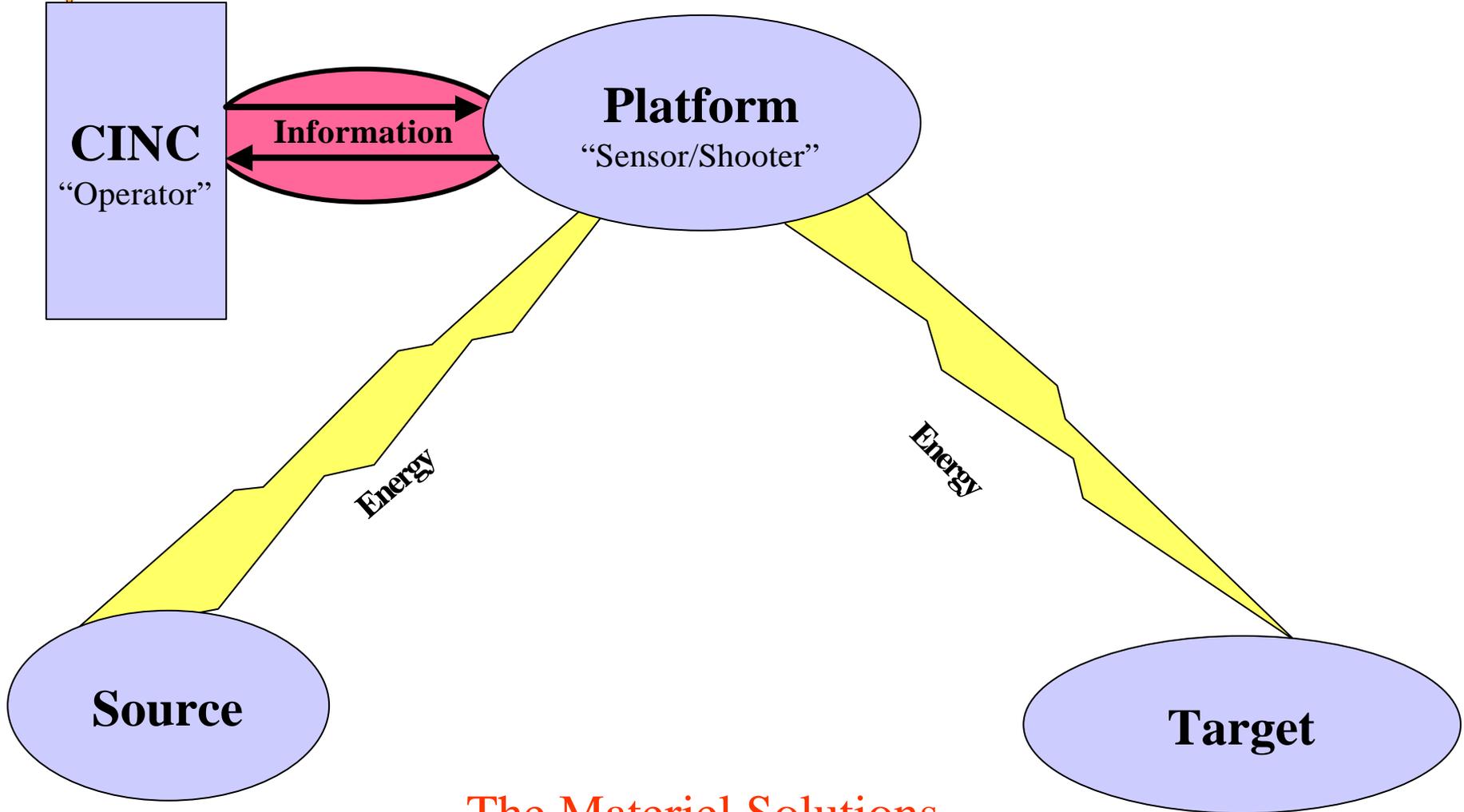


Theory: Military Solutions

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Non-Materiel Solutions



The Materiel Solutions



Definition: “Effects”

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“The physical or behavioral outcome or consequence that results from specific action.”

Physical Effect: death, destruction, disruption, delay, dislocation, denial, degradation, diversion, etc.

Behavioral Effect: disorientation, disintegration, deception, incapacitation, resignation, capitulation, etc.

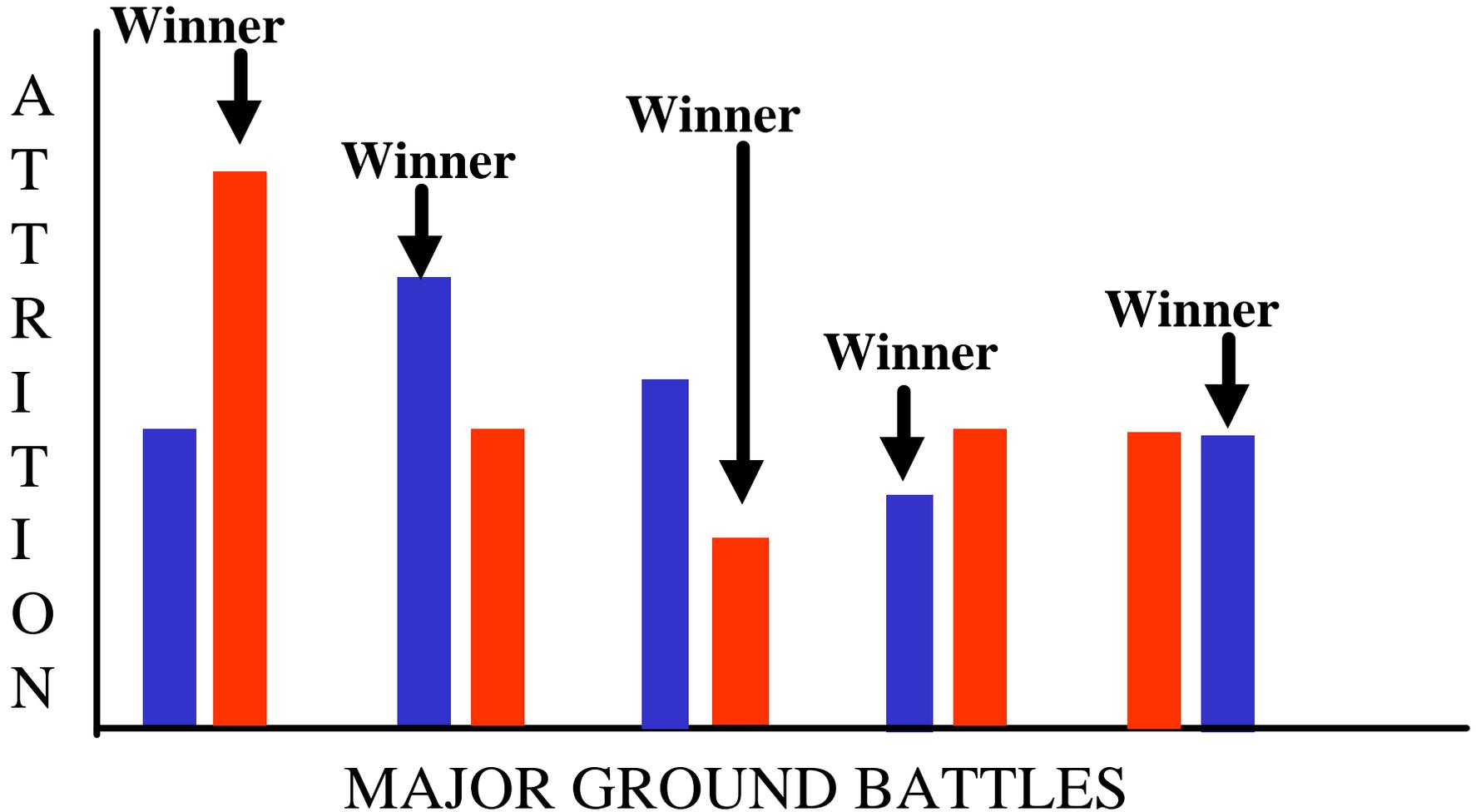


Why Behavioral Effects?

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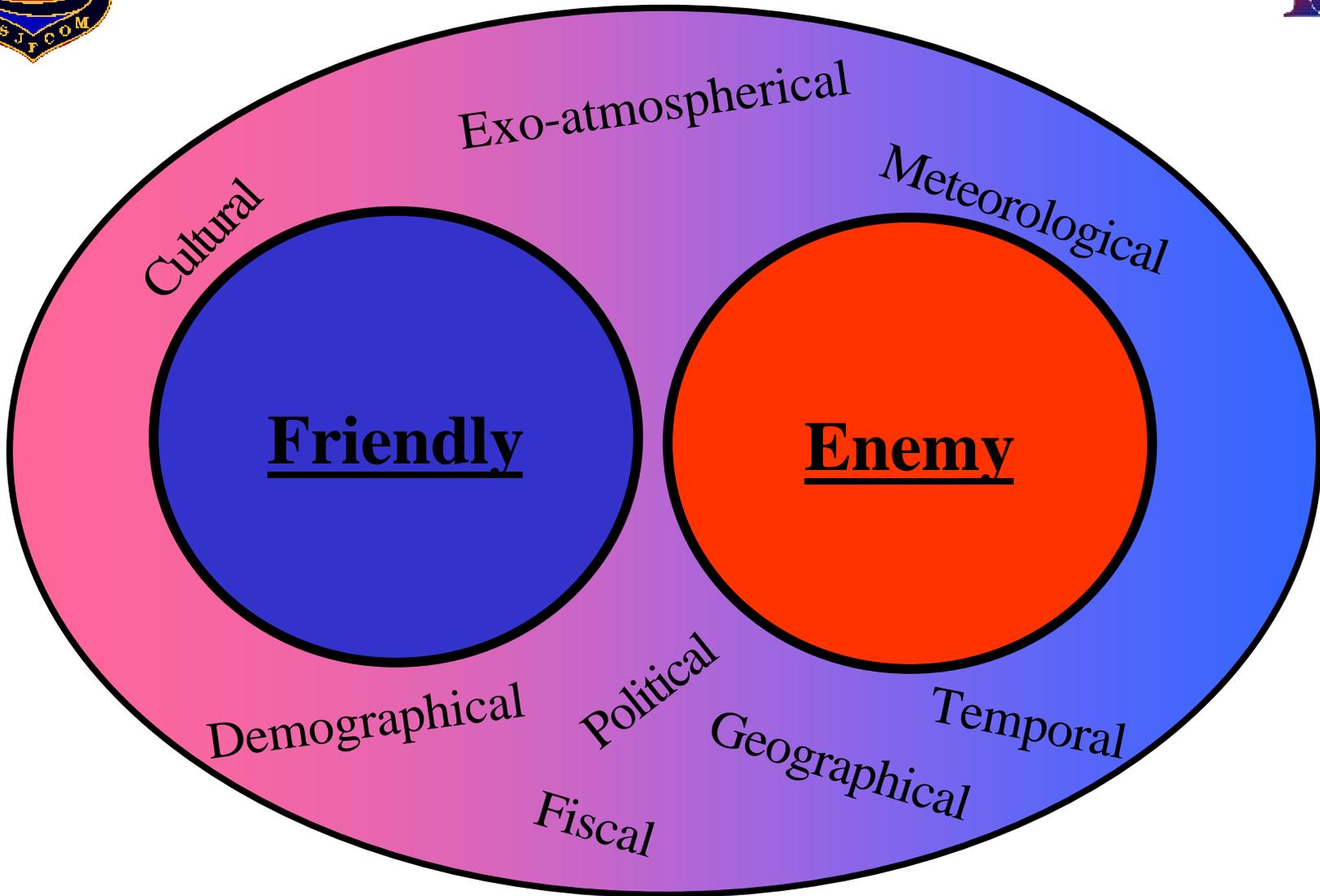
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“Battlespace”

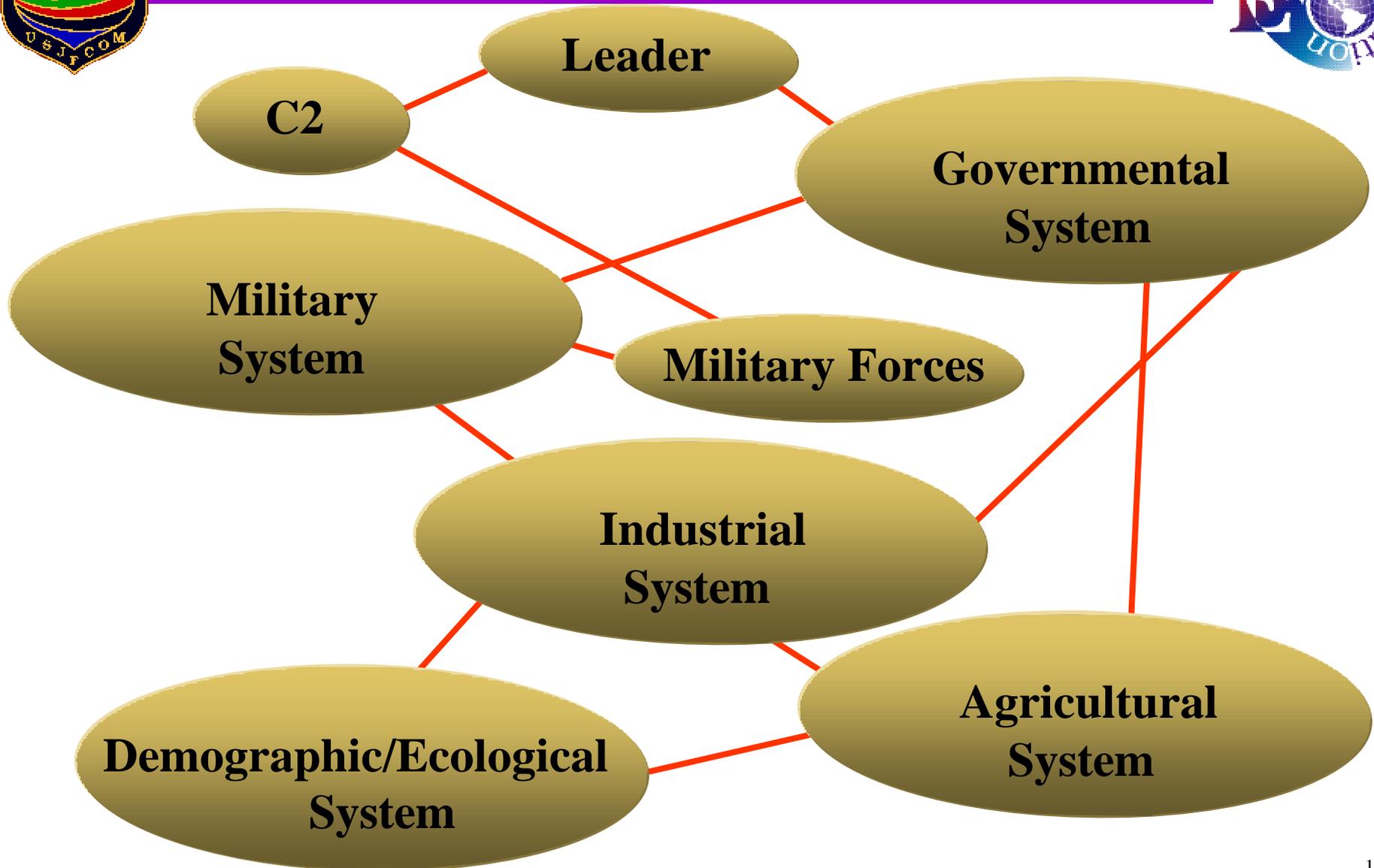
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“System of Systems”

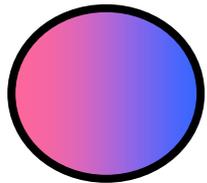
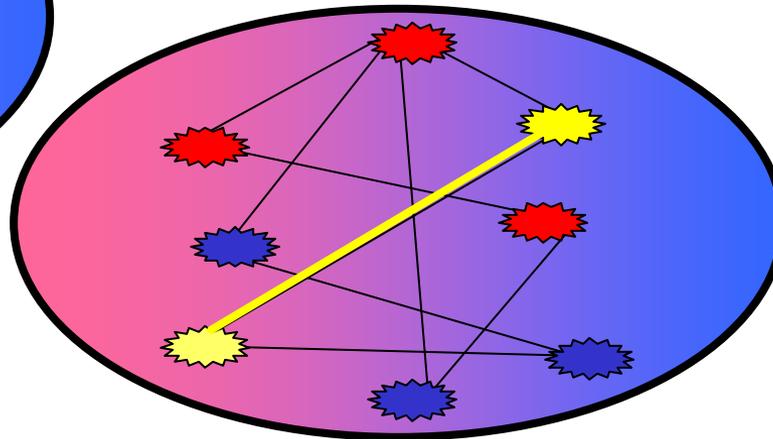
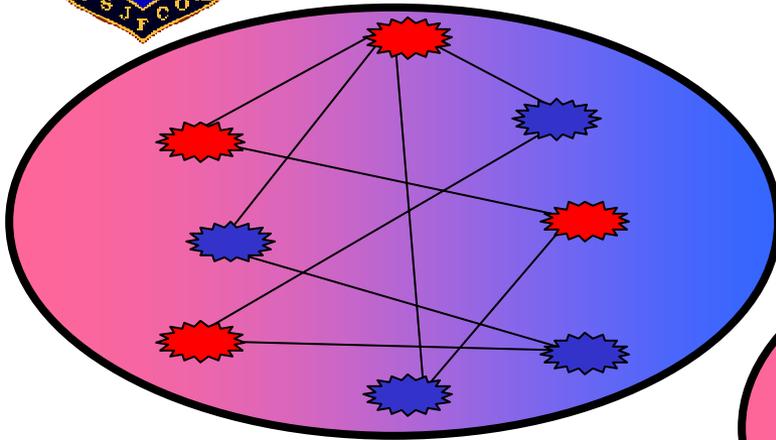
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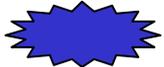


Generating Effects

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= Battlespace



= Friendly Node or System



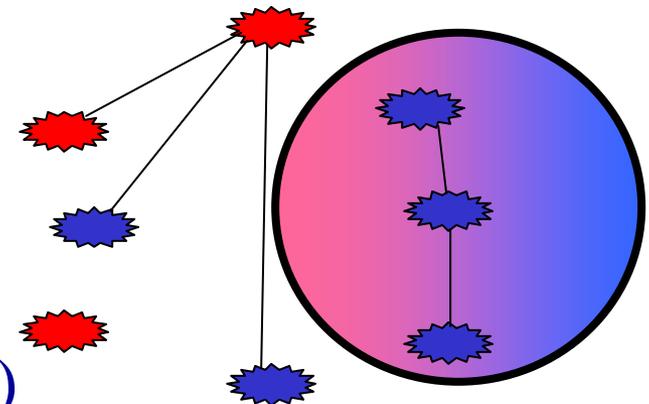
= Enemy Node or System



= Probable Relational Link



= Effect (Physical/Behavioral)





EBO Process

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“A process for achieving desired strategic outcomes within the battlespace by identifying—with sufficient certainty—the causal relationships between physical and behavioral “effects.”

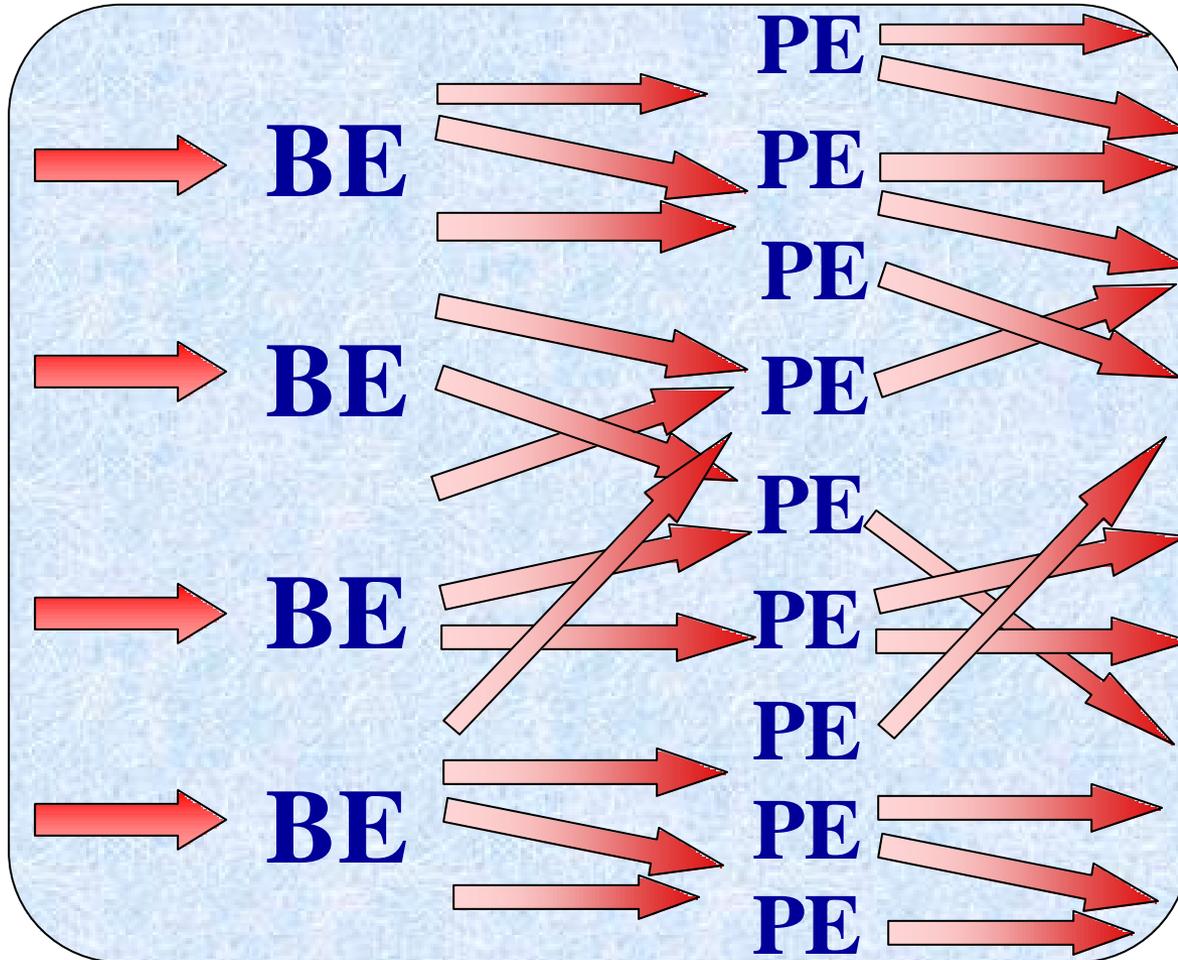


Effects-Based Construct (Planning)

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O



O = Objective BE = Behavioral Effect PE = Physical Effect

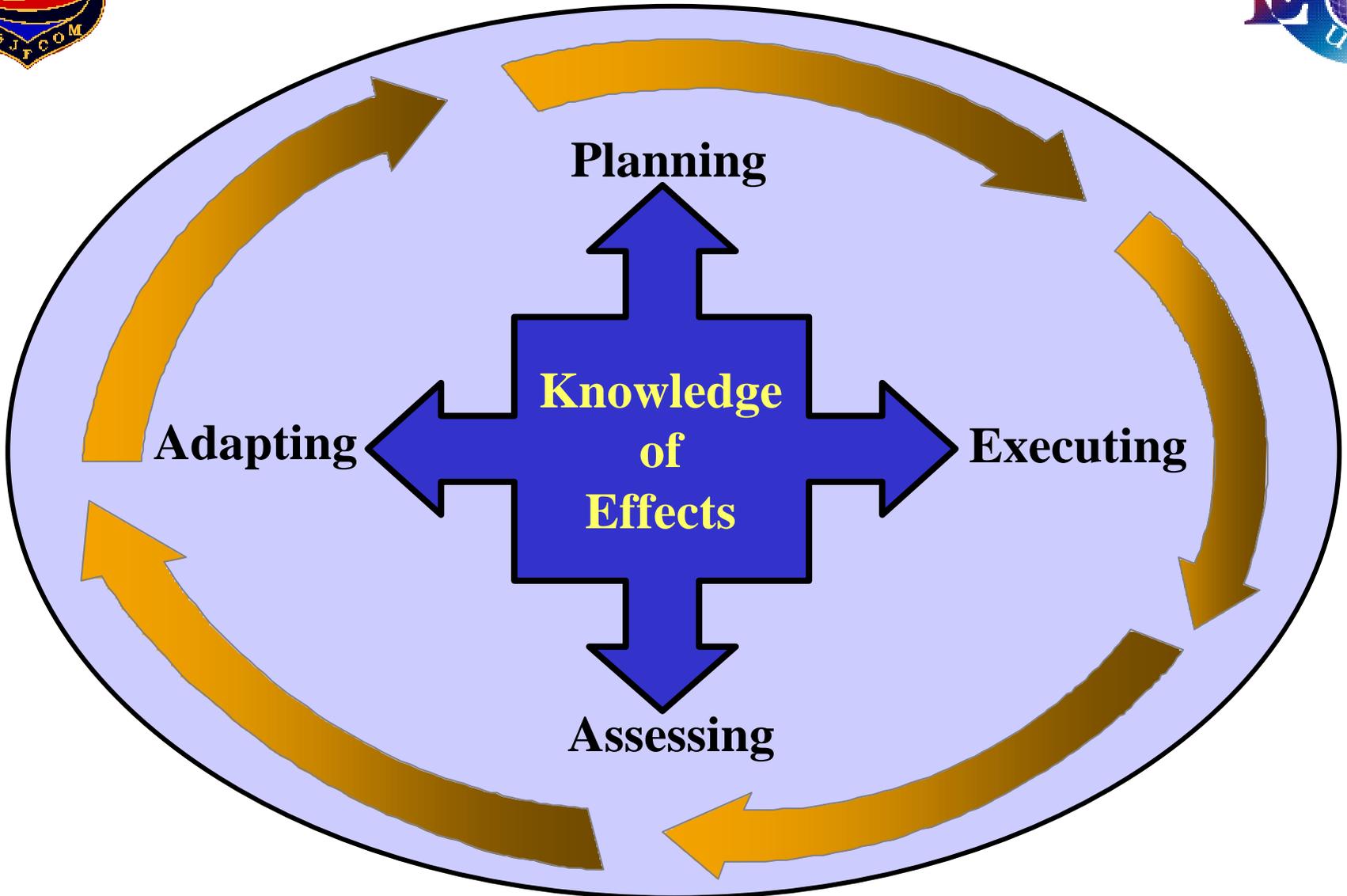
→ = Causal Linkage A = Action



EBO Process Phases



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The Concept



The Concept

Joint Concept Development and Experimentation



Superior decision-making capability with an enduring focus on a specified battlespace that enables the immediate employment of national power for maximum effect.

1. Standing Organizations
2. Interagency Processes
3. Knowledge Source



A Standing Joint HQ's

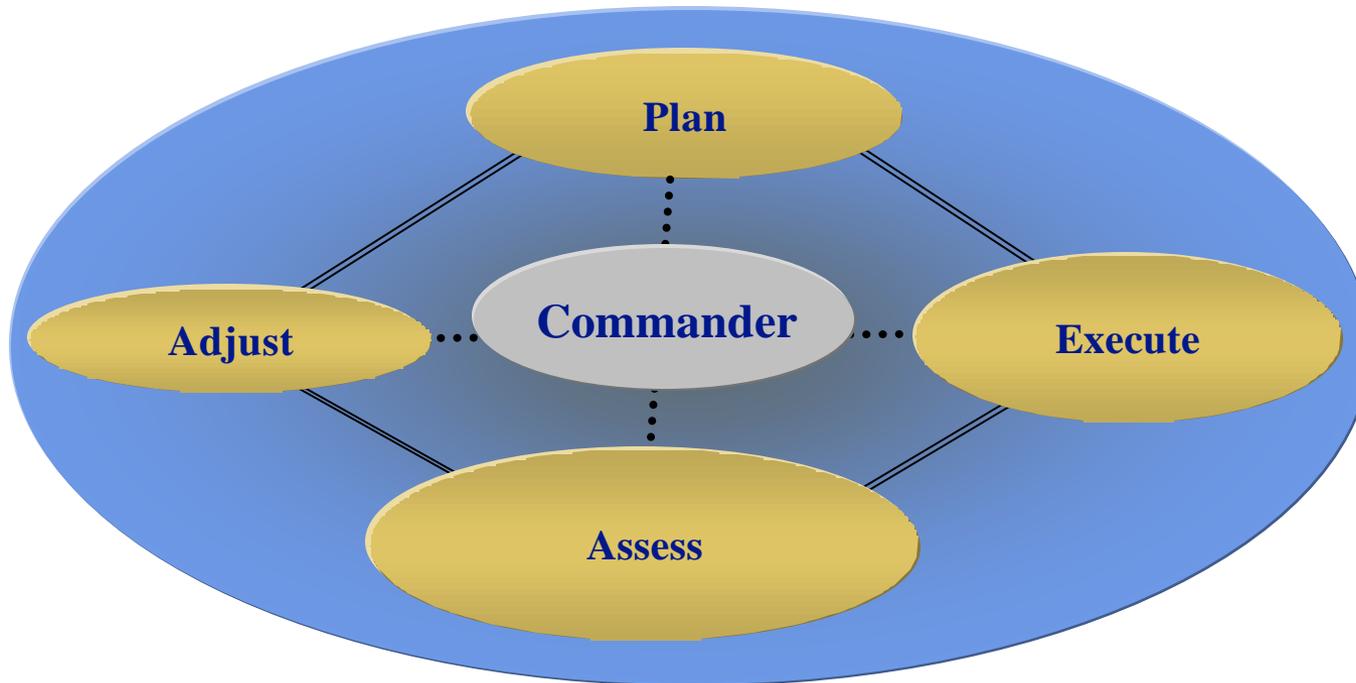
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An in-place capability for seamless operations

- Across the spectrum of conflict*
- Crisis preemption through termination . . .*

Which.... achieves the NCA intent

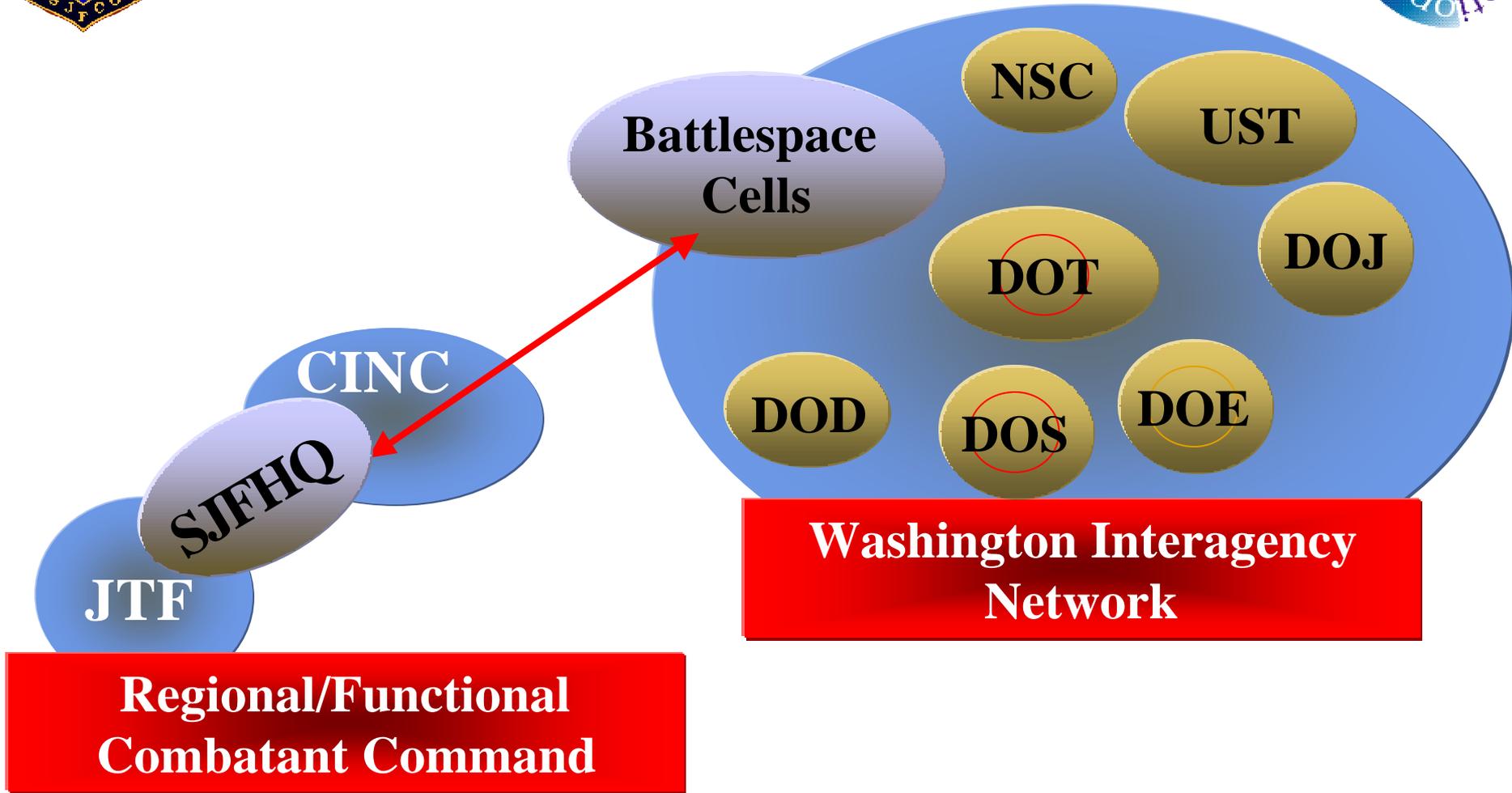


Directs effects-based tasking to Components



Interagency Arena

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Replicating Complex Adaptive Systems

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BATTLESPACE

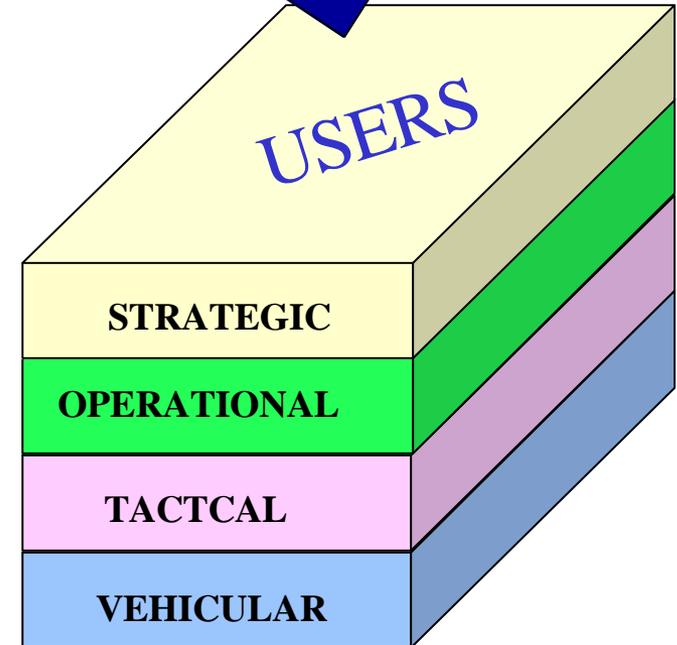
CELLS

linked to

VIRTUAL

WAREHOUSE

Battlespace Effects
&
Behavioral Outcomes





The Way Ahead



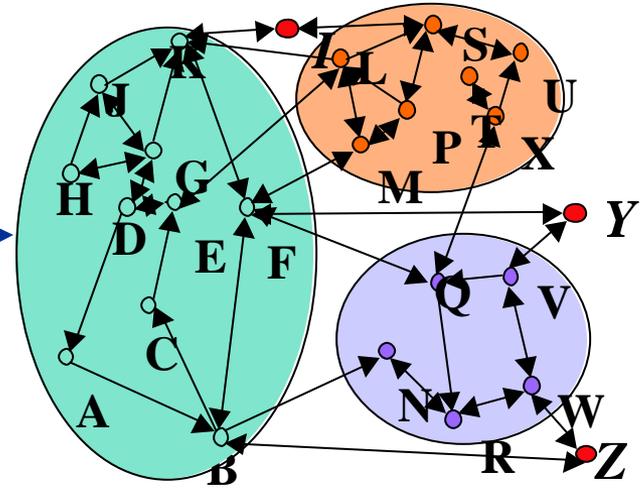
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IF... Standing Organizations



Knowledge Source

Informed by:



Employs

Effects-Based Interagency Process



THEN...



Decision-Making Superiority



Preempting the Adversary: *The*
Effects-based Process

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