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AI-Enabled Wargaming to Improve Mission Readiness

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Agenda

- The challenge
- MDO
- The missing piece
- Planning process
- What we discovered
- The requirement
- Conclusion

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The Readiness Challenge

More information does not equal more understanding

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Why MDO is Difficult

Interconnections and interactions

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The Missing Piece

Understanding ‘why’ is key

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1

Data

Decisions be based on evidence not gut instinct

2

Decision Advantage

Converting evidence into understanding, and that understanding into viable options and timely adaptation relative to an adversary

3

Mision Readiness

The ability to repeat this process consistently under pressure

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Planning Process

A gap between understanding and simulation

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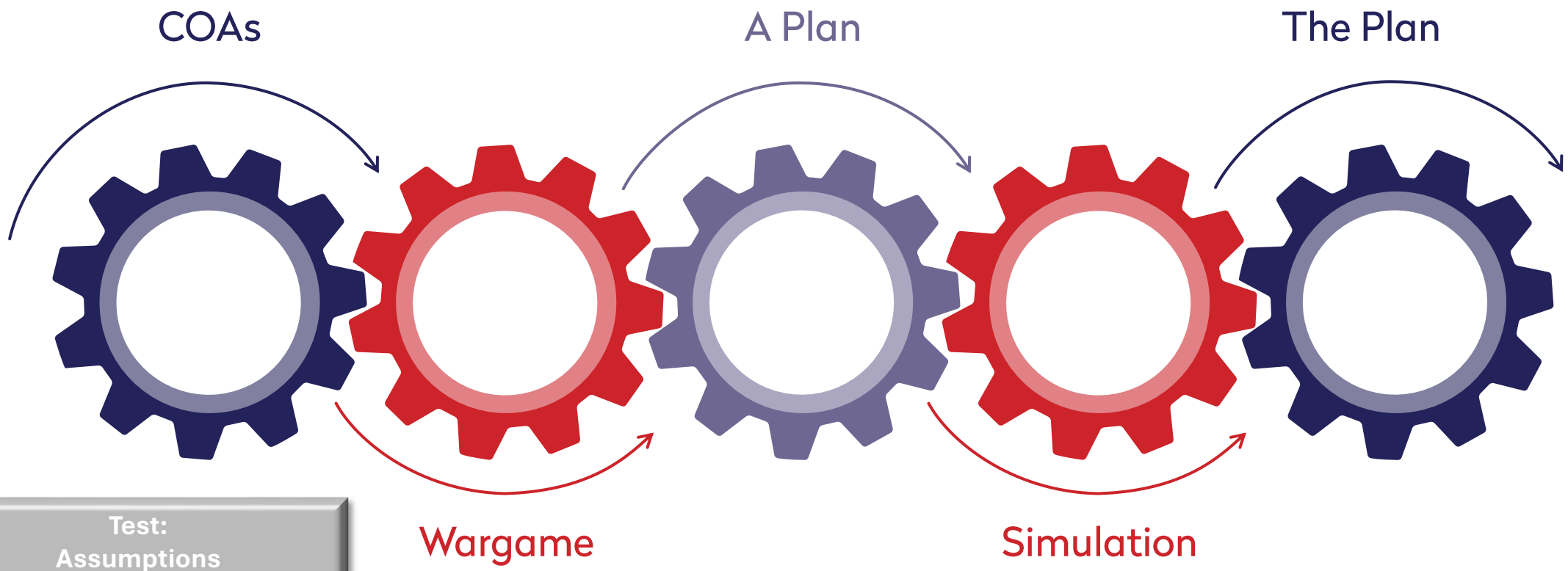

Test:
Assumptions
Adversary actions
Dependencies
Risks

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What we Discovered

Planners told us they really needed

- **Rapid and Repeatable** more relevant than precise
- **Failure and why**, not predicted success
- **Adaptation** verses perfection
- **Transparent** not automation
- **Reasoning** not just outcomes

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The Requirement

Characteristics of an AI enabled wargaming layer

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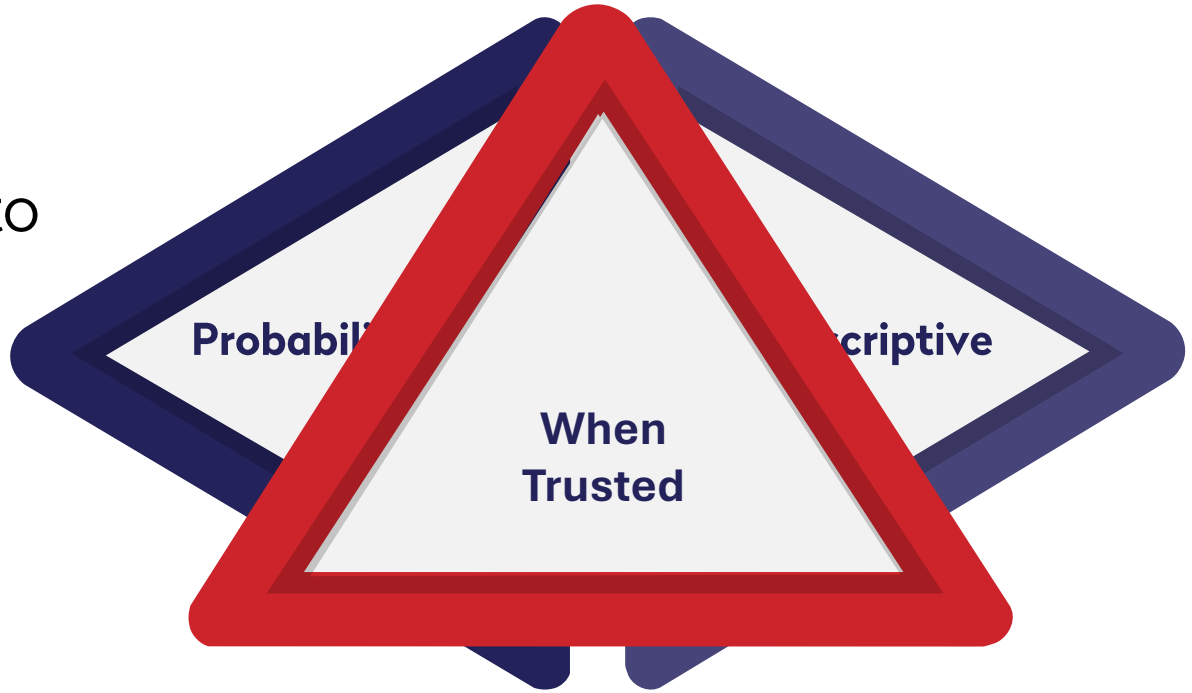
Screen and Develop COAs

Suitable abstraction to allow for rapid and repeatable experimentation



Narrative approach aids understanding
Does not determine outcomes

Transparent Adjudication

Ensures that reasoning follows a plan

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Multi Domain Wargame

Simple abstraction

Sense

Decide

Act

Sustain

Communicate

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Conclusion

Wargame to Readiness

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- Simulation remains essential, but it is not sufficient to bridge the gap
- Understanding must be generated while plans can still change
- An AI-enabled wargame can assist converting planning activity into decision advantage

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Questions?

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