



Introduction of Unmanned Airborne Combat Systems into Future Threat Scenarios: Opportunities and Challenges

Marco Weiß, Johannes Haindl, Florian Gräßel Airbus Defence & Space GmbH Military Aircraft Future Projects

{marco.m.weiss, johannes.haindl, florian.graessel} @airbus.com





Introduction



DEFENSE

Sixth-gen Fighters Already on the Drawing Board

Plans for a new sixth-generation U.S. Air Force (USAF) "Penetrating Counter Air" fir advancing, and Boeing, Lockheed Martin, and Northrop Grumman have all unver concepts or artist's impressions. It will, however, be many years before any show debut.

[2]

Paris Air Show

European leaders unveil model of next-gen fighter aircraft at Paris Air Show

By: Sebastian Sprenger 👘 June 17

PARIS — French President Emmanuel Macron and the defense ministers of Germany, France and Spain unveiled the mock-up of a sixth-generation combat aircraft at the T Show on Tuesday, moving forward with a project the aerial weapon within about two?

[3]





6th Generation Airborne Combat System (2035+)

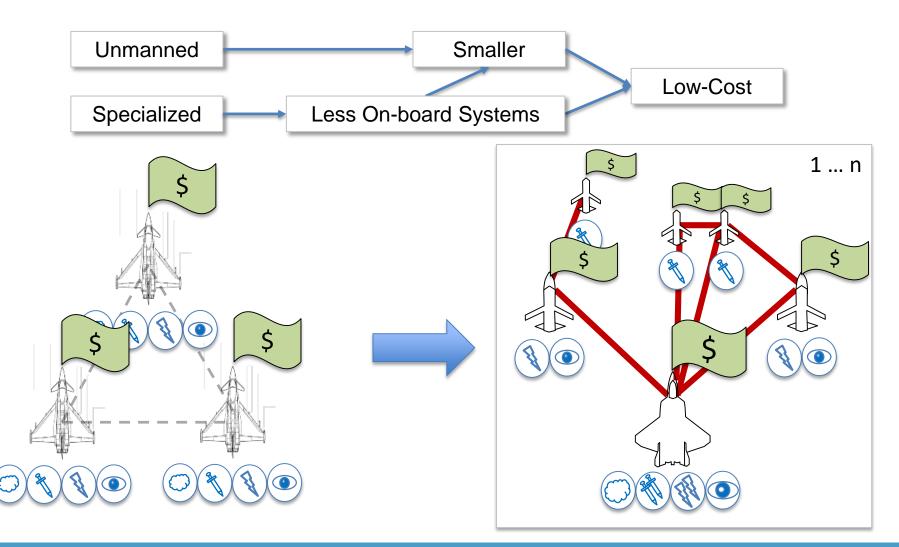
Example: Airbus Future Combat Air System (FCAS)







Unmanned Airborne Combat Systems







Unmanned Airborne Combat Systems

	Opportunities	Challenges
Design & Operation	 Expendable and redundant Perform high-risk tasks Better effectiveness with multiple distributed platforms for certain tasks 	 Aircraft design: Maximize system- of-systems performance in various configurations and scenarios Multi-UAV coordination while keeping crew workload low Others: Communication, Legal, Safety,
Modelling & Simulation	 Support System-of-systems design & analysis Conceptualization of human-machine interaction 	Last section



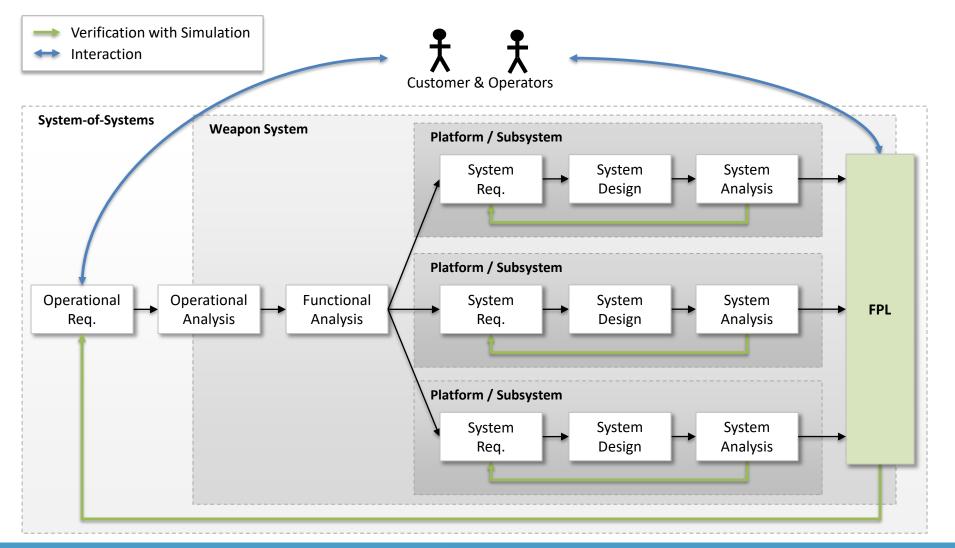


- 1. Introduction
- 2. The FCAS Prototyping Lab
- 3. Flexible and Dynamic Multi-Agent Simulation
- 4. Challenges for M&S and Current Research
- 5. Summary





The FCAS Prototyping Lab (FPL)



NATO

OTAN





The FCAS Prototyping Lab (FPL)

COLLABORATION SUPPORT OFFICE

SCIENCE AND TECHNOLOGY ORGANIZATION

What?

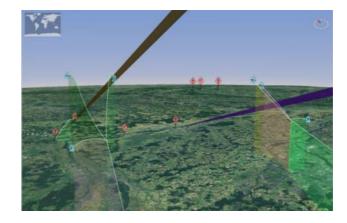
 Analysis tool for conceptual design of aircrafts and their subsystems in a simulated mission environment

Why?

- Early validation of concepts and emerging technologies together with customers and operators
- Fruitful exchange with traceable design decisions
- Successful use in various projects over the last 10 years with cooperation on national and European level

How?

• Next chapter...









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Flexible and Dynamic Multi-Agent Simulation

Dynamic multi-agent mission simulation

- Course of the mission emerges from pre-defined system properties, simulation of physical effects and configurable mission plan and agent behavior
- Real-time: Human-in-the-loop experiments
- Faster-than-real-time: Large scale missions, development, machine learning, ...



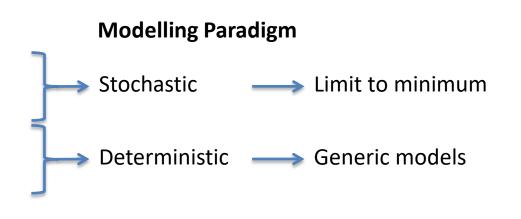




Model Building

Requirements

- Faster-than-real-time capability
- Rapid-prototyping capability
- Extrapolation of future system performance
- Acceptance by operators



Approach

- Simulate operational performance based on physical effects
- Validate generic models with existing systems with known performance
- Future systems: Extrapolate technical system parameters based on expected technological advances
- Same assumptions and level of abstraction on blue and red side

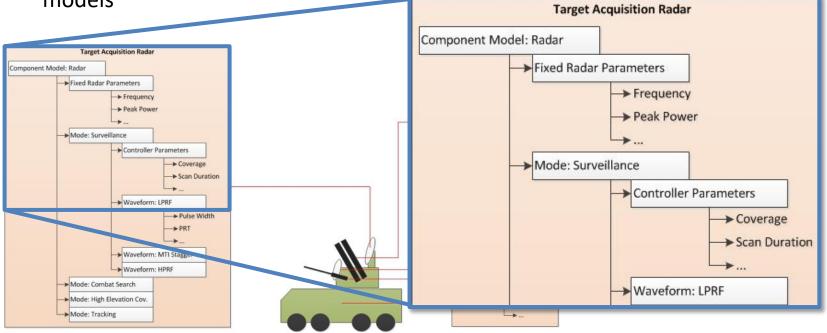




Simulation of Future Threat Environments

Example: Integrated Air Defense System (IADS)

- Consider system-of-systems approach on red side as well
- Large variety from very-short to very-long range systems
- Individual strengths and weaknesses have to be adequately represented by generic models





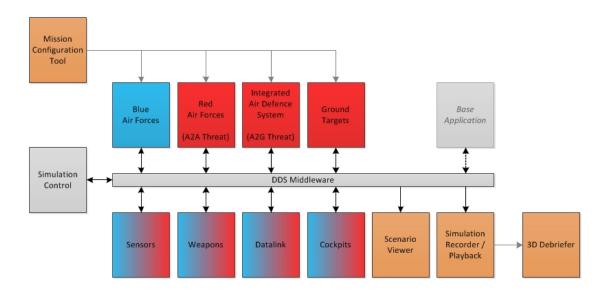


Architecture

Design drivers

- Flexibility through plug-and-play architecture
- Open source middleware to integrate models from partner companies

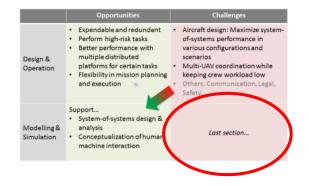
Please refer to the paper for details...







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Challenges for M&S and Current Research

Mission planning...

- highly depends on own systems and capabilities
- needs to be robust against changing systems and behavior on enemy side
- requires experienced operators and time

For an engineering and analysis tool it is desirable to automate the mission planning step







Multi-UAV Mission Planning and Execution Problem

Goal

- Consistent mission plan from start to end including
 - task allocation and sequencing
 - tempospatial multi-agent coordination
 - trajectory planning
- Online re-planning to cope with unforeseeable events (e.g. pop-up threats) at least in real-time
- Optimization: Minimize total mission time, maximize probability of mission success, ...
- Traceable and human-readable output
- Quick and easy adaption of plans and tactics based on high-level language





Multi-UAV Mission Planning and Execution Problem

Challenges

- Kinodynamic and logical constraints (e.g. rules of engagement)
- World is dynamic, partially unknown and can be explored and altered by the agents over time
- Outcome of tasks often depends where it is performed







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Summary

Introduction of unmanned airborne combat systems:

	Opportunities	Challenges
Design & Operation	Force multiplication effect for manned platform	Increased complexity of conceptualizing aircraft and subsystem design
Modelling & Simulation	Support system-of-systems design & analysis	Automated mission planning and execution to speed-up development and analysis cycles





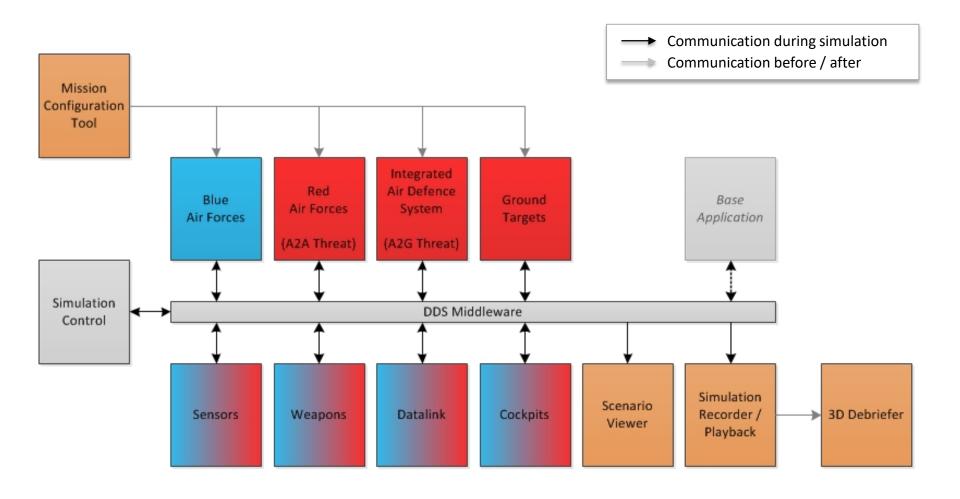
References

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- [3] S. Sprenger, "European leaders unveil model of next-gen fighter aircraft at Paris Air Show", 17 June 2019. [Online]. Available: https://www.defensenews.com/digital-show-dailies/paris-air-show/2019/06/17/european-leaders-unveil-model-of-next-gen-fighteraircraft-at-paris-air-show/. [Accessed 9 October 2019].





Architecture







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Example: Airbus Future Combat Air System (FCAS)

