Building Large Simulations using Physics-Based Models

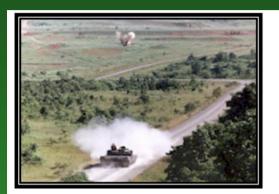
Joseph Collins
Naval Research Lab, Washington, DC
Doug Clark, DMSO (CTR)

Introduction

- The role of M&S within the Department of Defense is changing, today M&S can be, or is, a critical element in:
 - training
 - acquisition, analysis, T&E
 - technology can be an enabler across many domains
- M&S serves to support many goals:
 - Efficiency, planning, conceptualization
 - interoperability
 - re-use across , "domains", components, functions
- There is almost certainly no technology that is exclusive to M&S
- There is almost certainly no technology that can't help M&S

Examples of Embedded and Cross-Discipline uses of M&S

Simulation Domains



Live



Virtual



Constructive

Functional Areas



Acquisition





Experimentation



Training

Operations

M&S Technology Applies in many Domains

- Information Environments & Infrastructures
 - Automated Software Development
 Environments
 - Integrated Data Environments
 - Integrated Product Data Environment
 - Digital System Model
 - Smart Product Model
- Tools
 - Engineering Tools
 - Program Management Tools
 - Technical Management Tools
 - Manufacturing Tools
 - Simulation Support Tools

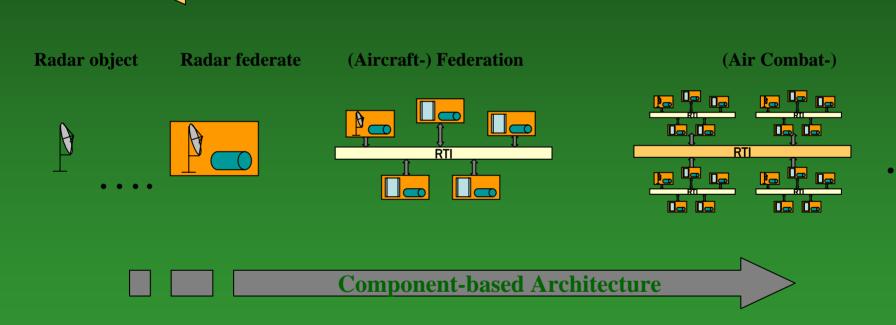
- Databases
- Models & Simulations
 - Environmental Model
 - Combat Models (next chart)
 - Logistics Model
 - Engineering Design, Manufacturing Models
 - Virtual 3D layout / Mock up
 - Virtual Manufacturing Plant Simulation
 - Constructive Engineering Models
 - Constructive manufacturing Process Models
 - Training Models
 - Onboard Training Systems
 - Virtual Crew Simulators

M&S Technology Applies in many Domains (cont)

Combat Model

- Constructive Mission Models
- Constructive Campaign & Theater Models
- Constructive Engagement Models
- Virtual Prototypes
- Hardware in the Loop (HWIL) Test Tools
- Constructive Threat Models
- Man in the Loop (MIL) Test Tools
- Combat Simulation
 - Live Simulations

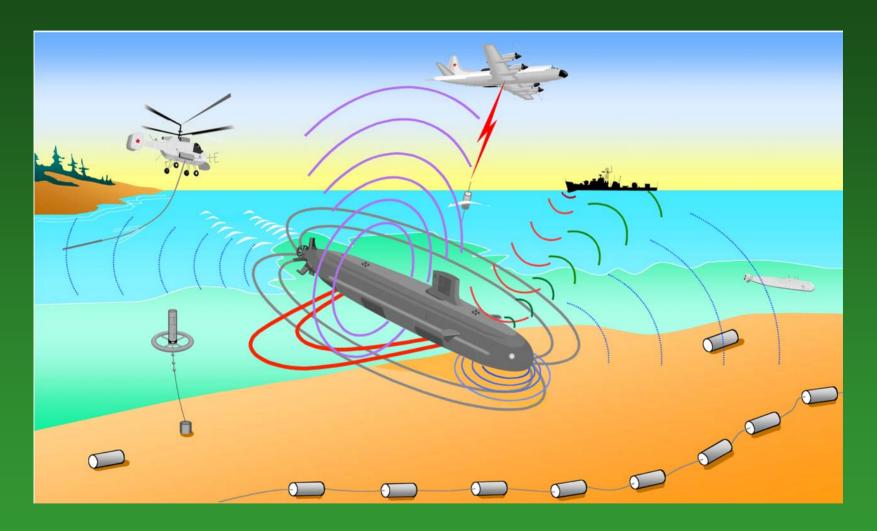
Component-based M&S



Model Development

Composability, one of the key issues and main challenges

Context



Fidelity, real/non real-time, resolution, bandwidth, frequency range etc are all a part of the context

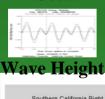
Maritime Environment for FBEs

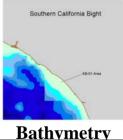
Assemble Archived Data Sources





Ocean





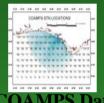
Weeks before FBE

Sources: NAVO, NRL/SSC, MEL

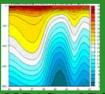
Initialize Model

Assimilate near Real time data





Buoy Data



MODAS and POM For water column

Days/hours before FBE

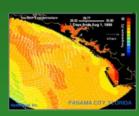
Sources: NAVO, NRL/SSC, any

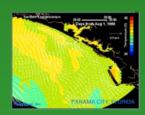
Daily Forecast/Nowcast Process Creates Data for JSAF Simulation

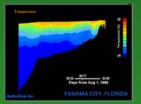
0000: Receive COAMPS Forecasts **Receive Ocean Forecasts**

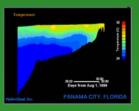
0600: SERVE Maritime Environment to FBE

2330: Prepare to repeat process





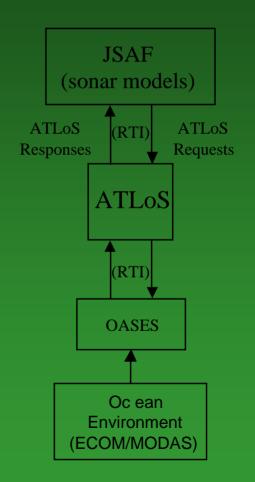




Daily during FBE

ATLoS / OASES / JSAF Dataflow

- JSAF models: Northrup Grumman (Logicon)
- ATLoS: NRL, Anteon, Lockheed Martin-LMIS
- OASES Server: Northrup Grumman (TASC)
- Ocean Environment
 - MODAS, NCOM, (NAVY)ECOM (HydroQual)



A Service Oriented Architecture (SOA) (Contract-Context) **Distributed registries** 0 0 С Searchable " "metadata" Details? **Discovery-Mediation** (GIG Enterprise Services) **Communicate using WSDL** and **SOAP** with **XML** User **Service**

Role of MetaData in Web Services and SOAs

- Support for loose coupling
 - Declarative Description vice Imperative Specification
- Building Registries and Repositories
 - Giving adequate description of what's available
 - How much description is enough to decide what to use?
 - Support Discovery
 - Giving "complete" description of a model
 - Is one person's registry another's repository?
- Supporting Composability, Decomposition
 - Metadata must allow components to "know" if they match
 - Component building specs must match human talents
 - Can specified components be readily built?

Types of Metadata

Resource Metadata Structure Metadata

- Describes <u>individual</u> resources (datasets, simulations, services ...)
- Example: MSRR catalog entries
- Necessary for the <u>discovery</u> of resources
- Resides in COI Metadata Catalogs
- Based on the DoD Discovery Metadata Specification (DDMS)
- Focus of the M&S COI <u>Metadata Focus</u> <u>Group</u>

- Describes the semantics and syntax for types of resources
- Examples: XML schemas, data models, etc.
- Necessary for the <u>understanding</u> of resources
- Resides in the <u>DoD Metadata</u> <u>Registry</u>
- Typically defined in XML, but not limited
- Necessary to facilitate the work of the M&S COI <u>Mediation Focus</u> <u>Group</u>

What's Needed?

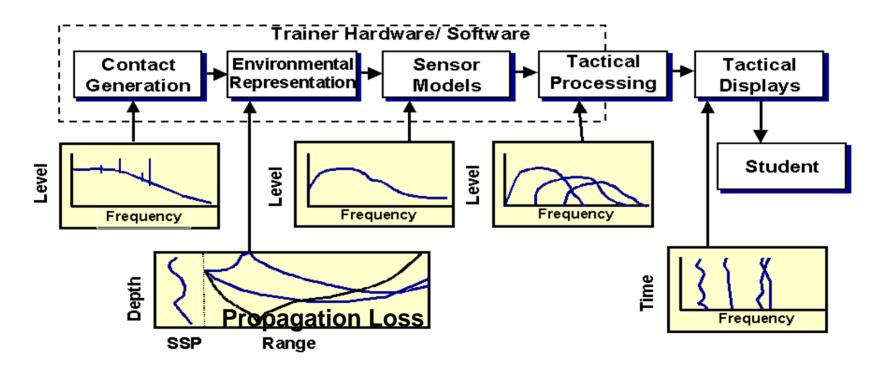
- Many tools identified
 - Are they adequate?
- Need use cases to identify capabilities and inadequacies
 - E.g.Model Definition
 - Equations provide sentences, a model is a collection of equations
- Need libraries -> at different levels

Benefits

- Support for Warfighter in building simulations, wargames
- Open access to models by non-experts
 - Search and retrieval
- Use of automation in model documentation
- Decision aids for simulation builders
 - Anticipate environmental effects in sim
- Animation engines and dead-reckoning
- Approach to true composability
 - Plug and play (not quite)

Use Case

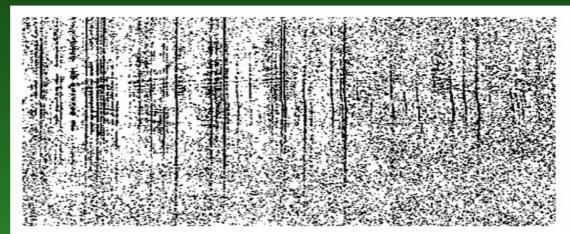
Train a sonar operator to detect a submarine

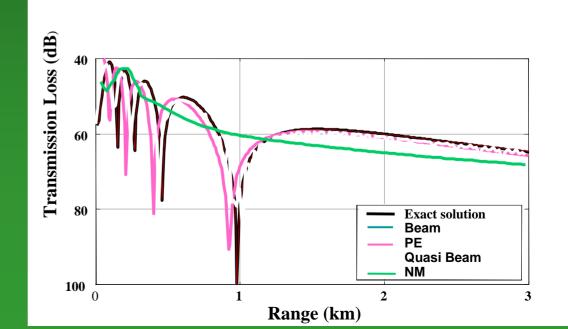


Training System

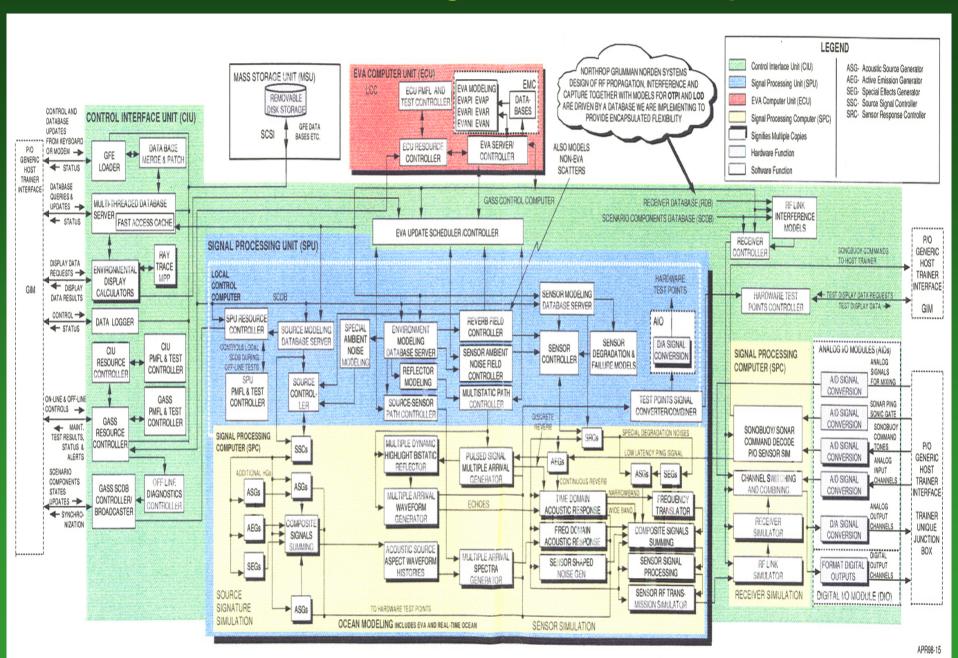
Real Time ASW Trainer Requirements/Context

- Arrival Structure
- Number of channels (contact-sensor pairs)
- Speed and timeliness
- Spatial Coverage
- Temporal Characteristics
- Accuracy and fidelity
- Computational fitness
- Interoperability
- Real time operation





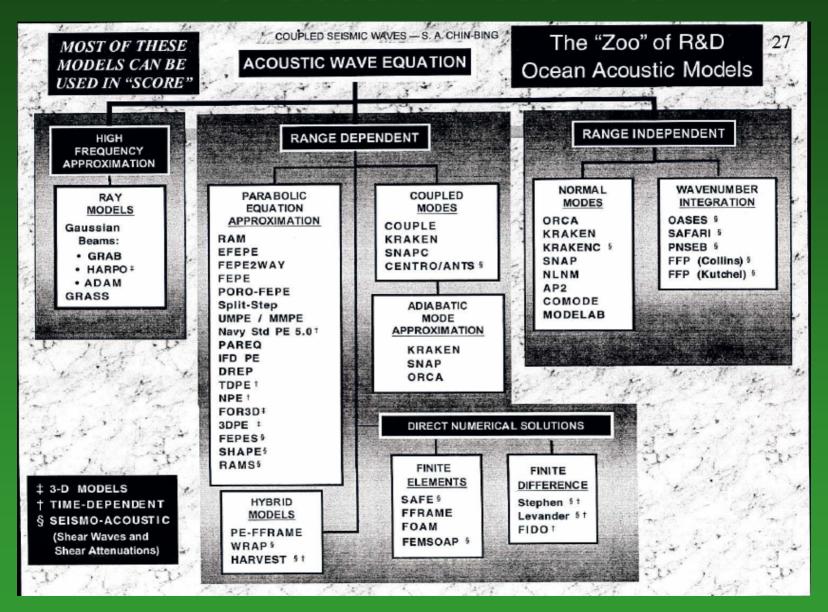
GASS Functional Block Diagram from Northrup Grumman



Assume the only unknown in the block diagram is the Propagation Loss Model

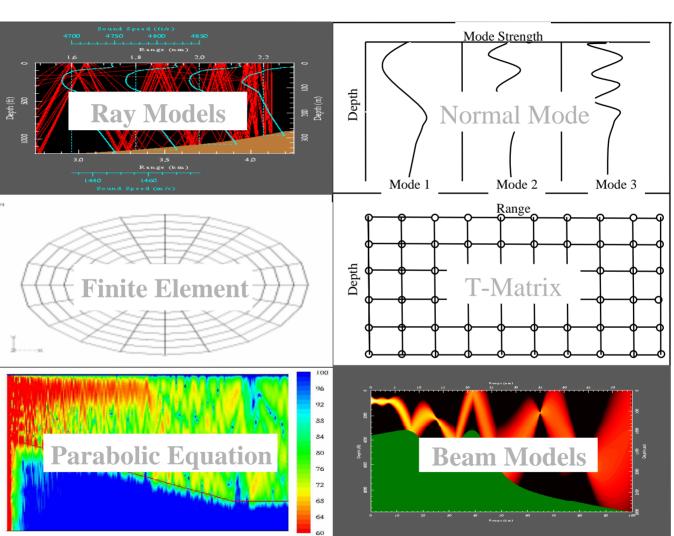
- How do we choose the mathematically and physics based based model (service/component)?
- What are our alternatives?
- What are the necessary metadata needed to help make the decision?
- How are the metadata, ontologies, and mathematics related

The Acoustic Model Zoo



Model Characteristics Summarized





The Propagation Model/service/component is physics, mathematically based

- What are the underlying equations?
- Why assumptions are important
- What metadata are needed to represent mathematically based? models/services/components?
- Is resource metadata enough?

Sample Model Metadata?

Ray-	Gaussian	PE	Normal	T M atrix	Finite
Trace	Beam		M ode		Element
Fast	Fast	Slow ^{1,2}	Slow 1,2	Very slow 1,2	Very
				·	slow 1,2
y e s	y e s	n o (?)	y e s	n o	n o
Very fast	Very fast	N/A	Fast	N/A	N/A
Mod.	Mod.	N/A	Large	N/A	N/A
Low	Low	Very high ³	Low to	Very high ³	Very high ³
			moderate		
High	M id to high	Low freq ⁶	Low to	Low freq 6	Low freq 6
freq ⁴	freq ⁵		mid freq ⁷		
Yes	Y e s	N o 8	N o 8	N o 8	N o 8
Yes	Yes	Yes	Y e s	Yes	Yes
No, N/A	No, N/A	Not Req'd ⁹	Not	N o	N o
		-	Req'd ⁹		
Good	Good	Poor	Good	Good	Good
Good	Good	P o o r 10	Poor ¹⁰	Good	Excellent
N o	Partial	Yes	Yes	Yes	Yes
Yes	Y e s	Yes	Yes	N o	N o
	Trace Fast yes Very fast Mod. Low High freq ⁴ Yes Yes No, N/A Good No	Trace Fast Fast yes yes Very fast Wery fast Mod. Low Low High freq 4 Yes Yes Yes Yes Yes No, N/A No, N/A Good Good No Partial	Trace Beam Fast Slow 1,2 yes no(?) Very fast N/A Mod. N/A Low Very high 3 High freq 4 Mid to high freq 5 Yes Yes Yes Yes No, N/A Not Req 'd 9 Good Poor Good Poor 10 No Partial Yes	Trace Beam Mode Fast \$\script{Slow}^{1,2}\$ \$\script{Slow}^{1,2}\$ yes yes yes Very fast \$\script{N/A}\$ \$\script{Fast}\$ Mod. \$\script{N/A}\$ \$\script{Large}\$ Low \$\script{Very high}^3\$ \$\script{Low to moderate}\$ High freq freq freq freq freq freq freq freq	Trace Beam Mode Fast Slow 1,2 Very slow 1,2 yes no(?) yes no Very fast N/A Fast N/A Mod. Mod. N/A Large N/A Low Low Very high 3 Low to moderate Very high 3 High freq 4 Mid to high freq 5 Low freq 6 Low to mid freq 7 Low freq 6 Yes Yes Yes Yes Yes No, N/A No 8 No 8 No 8 Yes Yes Yes Yes No, N/A No t Req'd 9 No t Req'd 9 No Req'd 9 Good Good Poor 10 Good Good No Partial Yes Yes Yes

- 1 Run time increases in proportion to the number of discrete frequencies required.
- 2 Run time increases in proportion to the frequency.
- 3. Model produces complex pressure field, requiring beam former, inverse beam former implementation on a per sensor basis.
- 4. Model becomes inaccurate when feature size approaches several wave-lengths of sound.
- 5. Beam approach tends to compensate for weakness in ray-trace approach.
- 6. Limits primarily due to long run times.
- 8. Accuracy degrades with increasing frequency and water depth, unless number of modes used in the calculation increases. This degrades run times.
- 8. Broadband performance is achieved by making multiple runs at defined frequencies, and then inverse transforming on the signal (or construction a filter).
- 9. Both adiabatic approximation and coupled modes implementations exist. The later runs significantly slower than the former.
- 10. An overlay mode (e.g., ray-trace) model is often used to provide close in performance. Otherwise computational cost rise exponentially

Why Ontologies?

- An Ontology provides a framework for metadata to describe models
- Meaningful interoperability requires machine readable metadata, expressing modeling concepts
 - Intelligent Agents need ontologically based metadata
- Example: HLA does not support metadata
 - HLA supports executable-to-executable communication
 - Limited semantics are expressed in the computer
 - Agreements and assumptions stored primarily in human memory, accessible only to a few

A Physics-Based Model Ontology Layercake

The thing modeled
 The Physics
 Language of physics
 The easier solution
 Let's get an answer!
 The next guy's grid
 Physical object
 Physical object
 Mathematical Expr.
 Discretized approx
 Interpolation

Each layer to layer, downward transition is **informal**, **one-to-many**

Can we infer the Physical Concept from the last layer? **No!**

Web-Based = XML Applications

- XML is the emerging baseline for knowledge representation on the Web
- Content MathML and OpenMath are XML applications for specification of mathematical content
- DocBook-MathML and OMDoc are XML applications capable of representing mathematical documents

MathML

- Two Flavors specified
 - Presentation MathML and Content MathML
- Provides concept names for basic math
- Provides a construct for extension
- Many current web-browsers display it
- Reasonably mature (the first!) W3C
 Recommendation

Presentation vs. Content: Example

What does a superscript mean?

$$x^i = \pi$$

Exponent, label, element? What content?

```
<apply>
<eq/>
<apply>
<apply>
<power/>
<pi><pi><xi>x</ci>
<ii><ci>i</ci>
</apply>
<cn type="constant">&pi;</cn>
</apply>
</apply>
```

```
<apply>
<eq/>
<apply>
<apply>
<selector/>
<ci type="vector">x</ci>
<ci>>i</ci>
</apply>
<cn type="constant">&pi;</cn>
</apply>
</apply>
```

Differential Equations

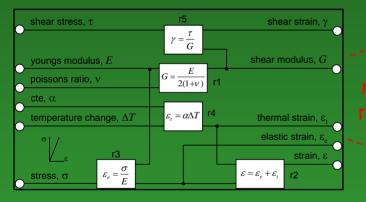
```
\nabla^{2}G - \frac{\nabla \rho}{\rho} \bullet \nabla G + \frac{1}{c^{2}} \frac{\partial^{2}G}{\partial t^{2}} = -\delta(r - r')\delta(t - t')
<apply>
  <divergence/>
  <apply>
     <gradient/>
     <ci type="function">G</ci>
                                                                                               <apply>
  </apply>
                                                                                                 <multiply/>
</apply>
                                                                                                 <apply>
                                     <apply>
                                                                                                    <power/> <ci type="function">c</ci>
                                        <scalarproduct/>
                                                                                                    <cn>-2</cn>
                                          <apply>
                                                                                                 </apply>
                                            <divide/>
                                                                                                 <apply>
                                            <apply>
                                                                                                    <partialdiff/>
                                               <gradient/>
                                                                                                    <br/><br/>degree><cn>2</cn></degree>
                                               <ci type="function">&rho</ci>
                                                                                                       <ci>t</ci>
                                             </apply>
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                                        <apply>
                                                                                                 </apply>
                                          <gradient/>
                                                                                               </apply>
                                          <ci type="function">G</ci>
                                        </apply
                                     </apply>
```

COB-based Libraries of Analysis Building Blocks (ABBs) Material Model and Continuum ABBs - Constraint Schematic-S

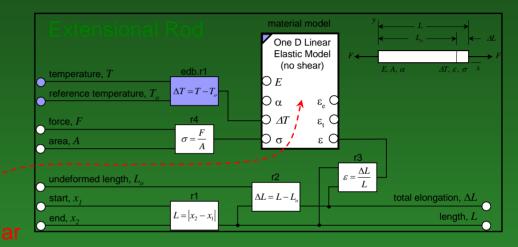
Continuum ABBs

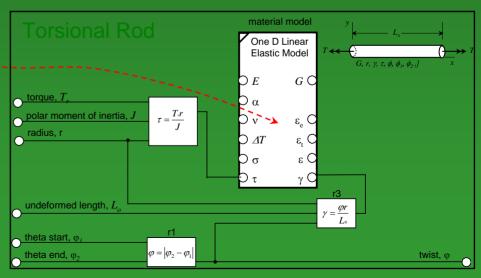
Material Model ABB

1D Linear Elastic Model



Prof. Russell Peak, GA Tech http://eislab.gatech.edu/projects/n asa-ngcobs/ -2005-06-01





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