Using the MOC

U.S. Air Force Simulation Systems Testing in the Cloud

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Air Force C2 training is complex

Typical Large Scale Joint Exercise:

- 600+ aircraft
- ~55,000 personnel
- ~450,000 computer generated entities in a simulation
- 7 days @ 24 Hours, sometimes, more.
SIMULATION SYSTEMS ARE:

- Dated
- Legacy Code Base
- Difficult to Administer
- Many H/W and S/W Issues
- TESTING IS CRITICAL

This is the AFMSTT System (see next page)
“Just” Part of the Air Force System
COMPLEXITY OF SIMULATIONS SYSTEMS REQUIRES EXTENSIVE INTEGRATION TESTING

- Multiple tests monthly using F2F onsite personnel
- No standing integration testing facilities
- Difficulty in establishing a valid test suite
- Models, databases, security, external interfaces
- For Exercises - Real world last minute injects
USAF TESTING AND THE MOC

- Secure
- Accessible - A more effective way to configure and execute
- “Uncloak” the beast
- Capable - Eliminate or decrease the need for personnel
- “Simulation as a Service” capability to be able to conduct exercises when needed
SUMMARY

PLANNING CYCLES TOO LONG
DEAD time, PLANNING conferences
TOO MUCH discussion around things that don’t add value
NO TOOL that is being used to formalize scenarios to simulations
90% of the work happens in the last 10% of the time.

CHALLENGES
Database builds
No standardized provisioning and initialization process
Business challenge to obtain the separate models
Security – Security – Security

VISION
AN EASY TO USE simulation environment that can be provisioned and used by the Air Force