

I reviewed the list of PDU family and type from the perspective of both logistics and simulations warfare communities. I chose those purviews because the latter was my former branch specialization while the former is my current functional area. I am investigating thesis topics that deal with the use of simulations to improve wargaming.

PDU's with potential use for thesis and warfare community:

The Simulations warfare community can find value in all available PDU's in the present list. The Entity Information Interaction Family Pdu Type provides scaffolding and a wrapper for many potential use cases that a user base may request to meet their training or analysis requirements. The Entity State, Attribute and Entity State Update PDU's provide an enormous level of flexibility when combined with the Simulation Management Family Pdu Type category to build custom simulations to model concepts that may not be available on the list.

The Logistics Family PDY Types are all relevant to the logistics warfare community. They convey the ability to requisition, track and cancel supply orders as well as the ability to request and update repair status for equipment.

The Warfare Family Pdu Type is relevant to the wargaming community. Regardless of the type of wargame there may be a need to represent damage or conflicting interactions between entities.

Possible message types of interest that may be missing:

The Logistics Family PDU Type may be missing a message that would allow the transport of equipment as opposed to supplies. If I were seeking to create a simulation that models the evacuation and recovery of downed vehicles such as an M1A1 Abrams tank to a depot and model how a new tank would be delivered to the forward line of troops (FLOT) I would have to find a workaround such as treating the end item as a supply or model the equipment moving on its own in some other way.

The Warfare Family PDU Type may be missing a means to represent suppression. While the available choices are good for representing kinetic munitions directing from one entity to another, the effect of these munitions is not clearly represented anywhere in the list. Different munitions may produce different effects based on requirements, The lack of ability to represent suppression may detract from the potential to demonstrate a more realistic simulation.