

Naval Postgraduate School



Homework 4

Summer Quarter AY-2021

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MV3500: Internetwork Communications and Simulation

Professor Brutzman

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DIS Specification Review and Feedback

My thesis involved training within interactive synthetic environments (ISE) and therefore it seems as though the *SyntheticEnvironmentFamilyPduType* would be crucial to the execution of the ISE and future interoperability work in the area of my thesis work. On the contrary, I would say that every PDU type has a place for use within the Marine Corps Infantry, as all facets of warfighting can touch USMC infantry operations.

With that in mind, the top three PDU types for my warfare community would be:

1. WarfareFamilyPduType

Important to the infantry community not only for simulations involving small arms but also the integration and capabilities of supporting assets such as artillery and close air support. One of the most effective training elements of an ISE is fires training and my thesis would have been impossible without this PDU type.

2. RadioCommunicationsFamilyPduType

In my thesis discussion I argued that radio communications are integral to the infantryman's training and must be included in ISEs. They offer an interface for which to conduct training, similar to how an aircraft instrument panel or vehicle dashboard allows an interface for pilots and drivers.

3. InformationOperationsFamilyPduType

Although Information Operations (IO) may seem like a far fetch for infantry operations when PDUs such as the entity PDUs should seem to take precedence, they are inherent to infantry operations. Having the IO PDU type allows expansion into the newest USMC warfighting function of IO and allows infantrymen to train in that realm.

A suggestion for an additional PDU family should be specified to UAS controls. While UAS should act as an entity or some sort of signal PDU, it needs to be codified in its own category. This could greatly help facilitate UAS training and streamline the process for PDU controls within UAS fields.