

# STRATEGIC DEFENSE INITIATIVE

## BMD C<sup>3</sup> Approach



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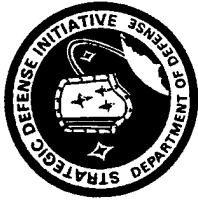
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## **BMD C3 PROGRAM**

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- **USSPACECOM Support Is Required For Effective Defense Against The Full Range Of Theater Threats**
  - Intra-theater
  - Inter-theater
  - Intercontinental
- **BMD C2 Is The Mechanism Through Which USSPACECOM Support Is Provided To Theater CINCs**
- **Challenge Is To Build A BMD C3 System That Supports Near-term TBMD Requirements And Is Extensible To Future Strategic Missions**



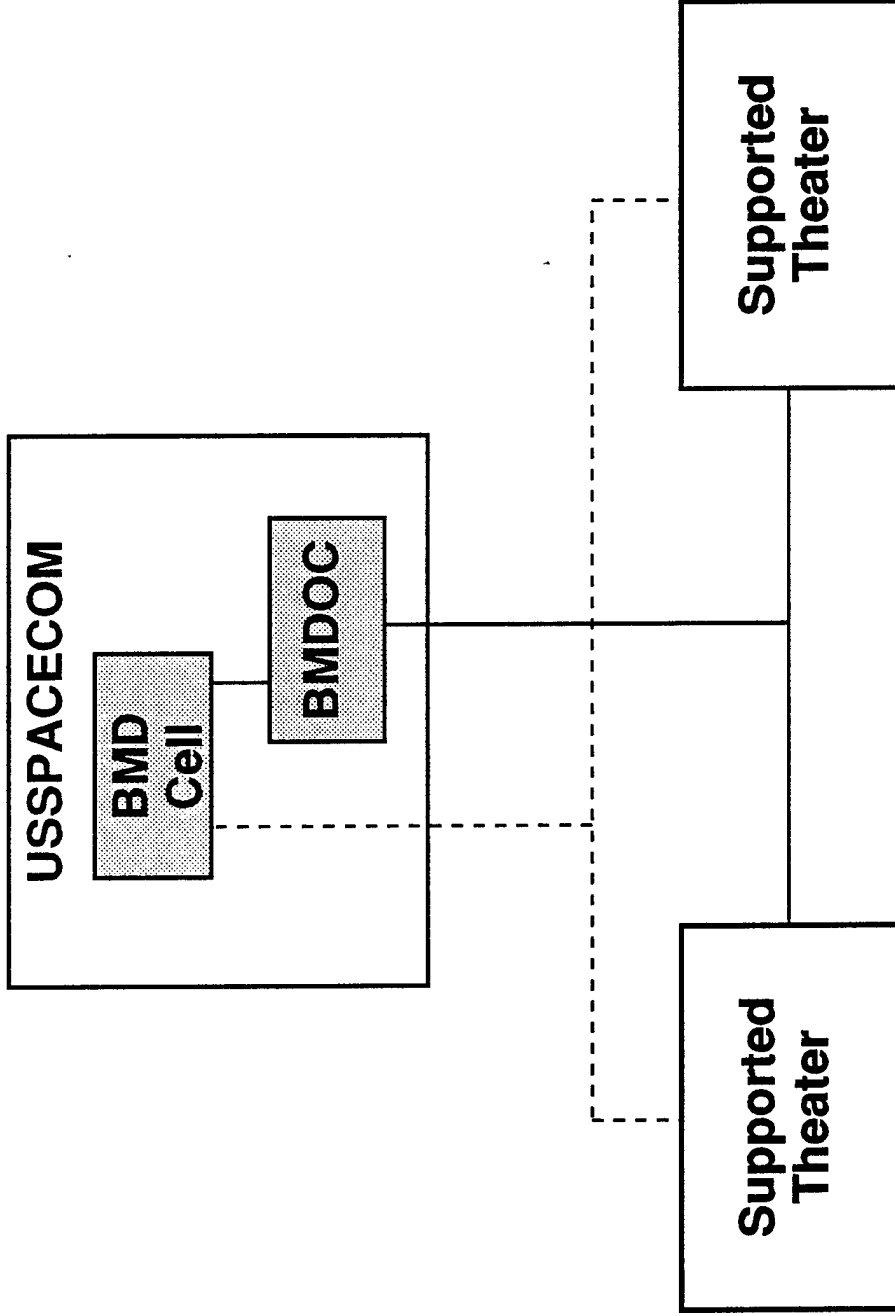
# **BMD C3 MUST SUPPORT**

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- **Deployed Forces / Friends / Allies**
  - **Joint / Combined Structure**
  - **Multinational Assets**
  - **Tailored In Each Theater**
    - **Sensors**
    - **Weapons**
    - **Infrastructure**
- **Defense Of U.S. / North America**
  - **Joint / Combined Structure**
- **Future Missions**



# STRATEGIC-THEATER BMD C<sup>3</sup> INTERFACES



----- Planning Coordination  
———— Execution Coordination



# **BMD C3 CHARACTERISTICS**

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- **Stable In Peacetime**
- **Effective In Wartime**
- **Flexible**
  - **Theater Independent**
  - **Facility Independent**
  - **Accommodate New Sensors And Weapons**
  - **Accommodate Multiple / Varied Command And Control Levels**
  - **Accommodate New Missions**
- **Distributed Functionally And Geographically**



# **BMD C3 DESIGN CHARACTERISTICS**

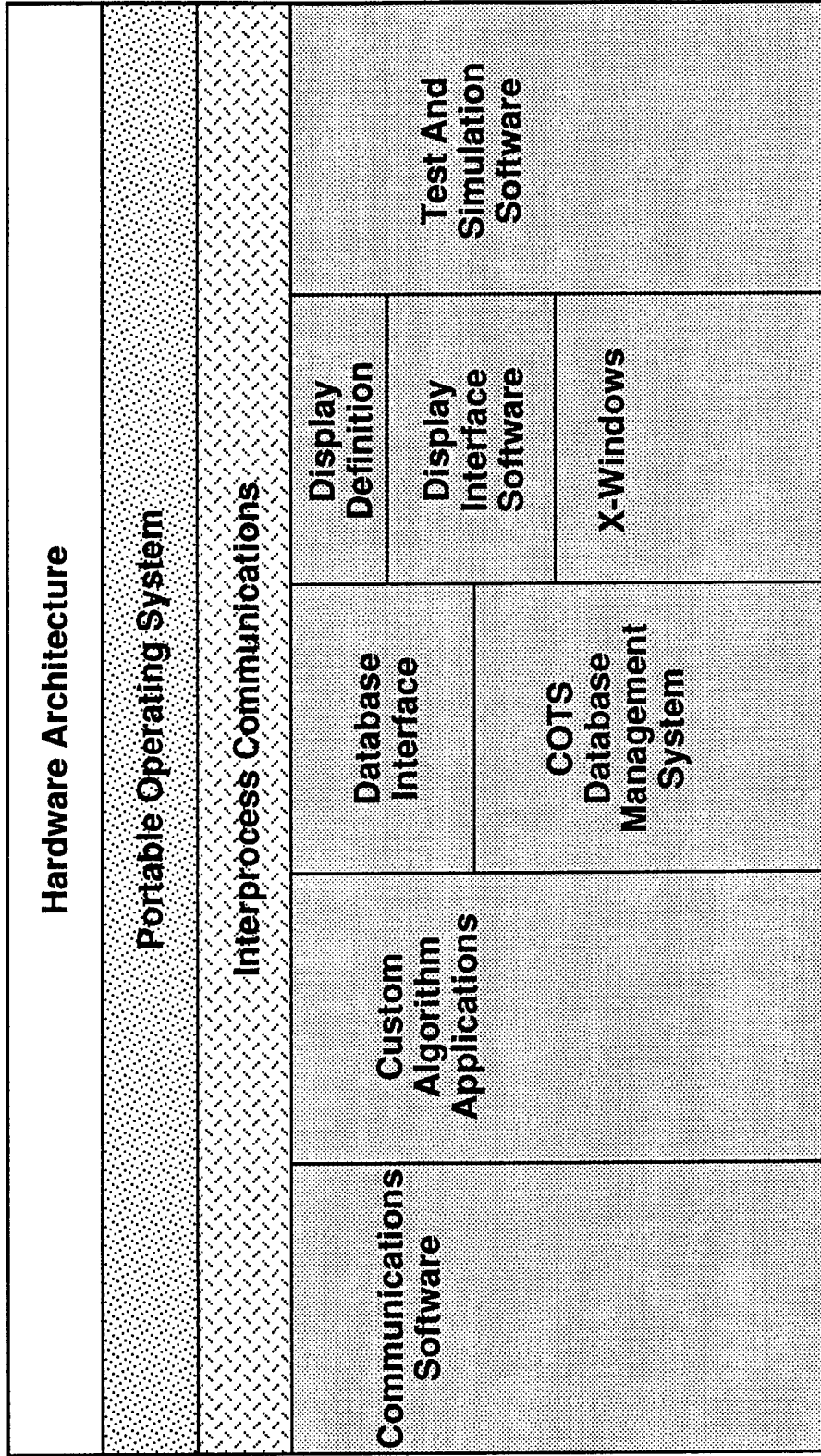
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- **Open System Architecture**
- **Object Oriented Information Architecture**
- **Communication Through Standard Message Sets**
- **Standardized Interfaces**
- **Distributed Processing**
- **Extensive Use Of COTS Hardware And Software**
- **Evolutionary Acquisition Strategy**





# BMD C3 SOFTWARE ARCHITECTURE





## **BMD C3 DESIGN EFFORTS SHOULD CONTINUE**

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- **BM / C3 Identified As "Long Pole In The Tent"**
- **Joint Development Team Established And Effective**
- **Information Architecture Formulation Underway**
- **Software Risk Mitigation Efforts In Progress**
- **Block 0 Facility Established At NTF**
- **BM / C3 Community Momentum Building**



# ISSUES

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- **Who Specifies / Manages Interfaces And Data Formats?**
- **What Is The Role Of Each Service?**
- **How Can Development Proceed Without All Requirements Being Specified?**