

Lockheed Martin Wins Follow-On Contract To Improve And Speed Information To Commanders

PRNewswire-FirstCall
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The Defense Advanced Research Projects Agency (DARPA) awarded Lockheed Martin a two-year, \$1.4-million follow-on contract to develop a Distributed Interactive Command Element (DICE).

DICE is an enabling component of the Dynamic Tactical Targeting (DTT) Tactical Exercise and System Testing (TEST) program. When fully developed, DTT TEST will let geographically dispersed commanders share common sensor resources, define mission-critical information, review tactical targeting plans, and prioritize options for prosecution - all with more speed and accuracy than is currently possible.

As warfare shifts from loosely connected, independent squads of warfighters to highly coordinated and connected network-centric operations, commanders must become a seamless part of a system that optimizes and balances computer automation with their experience and judgment. The tempo of battle and quantity of information available to commanders have increased dramatically through an integrated network of advanced, automated sensors spread across the battlespace.

As part of DTT TEST, Lockheed Martin will develop DICE so commanders can better deal with the flood of information, improve their quality of information and speed their decision-making processes. Lockheed Martin will use artificial intelligence and advanced human-computer interaction concepts as enabling, foundational technologies. The resulting system will automatically resolve conflicting priorities among commanders. It will enable them to quickly grasp critical battlefield information and allow them to interject decisions - such as abort, revise, clarify, augment, or prioritize - into the information management process.

"DICE will integrate and coordinate diverse sensors to detect, lock, and track multiple targets while simultaneously searching for others," said Celeste Corrado, manager, Lockheed Martin Advanced Technology Laboratories. "The system will maintain contact and assign appropriate weapons until a commander authorizes engagement. We are developing critical, enabling technologies so our military will have the tools they need to achieve mission success."

The follow-on contract builds on earlier work that used key subject-matter experts to successfully develop an Intelligence, Surveillance, Reconnaissance Commander's Interface (ISRCI). The ISRCI is the initial prototype that will enable commanders to express high-level mission requirements and interact with the large quantity of data available across the battlespace.

Headquartered in Bethesda, MD, Lockheed Martin employs about 130,000 people worldwide and is principally engaged in research, design, development, manufacture, and integration of advanced technology systems, products, and services.

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