



# Naval EW S&T Path to the Fleet

Subsurface



Surface



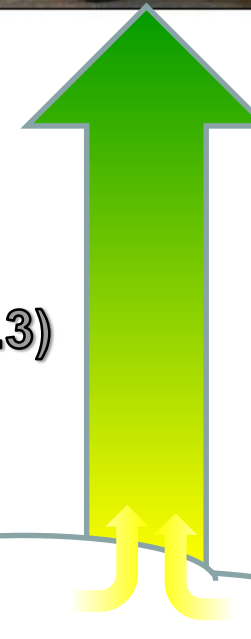
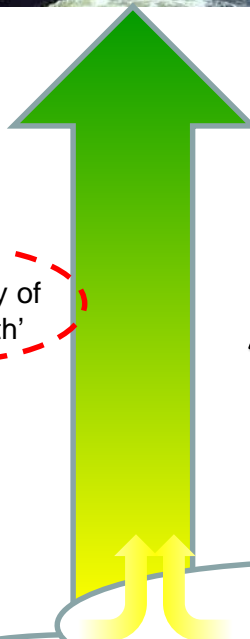
Air



Ground



Acquisition



Acquisition (6.4+)

Applied Research & Integration (6.2/6.3)

Discovery & Invention  
(D&I 6.1/6.2)

Techniques, Components and Subsystems  
improving the science of EW

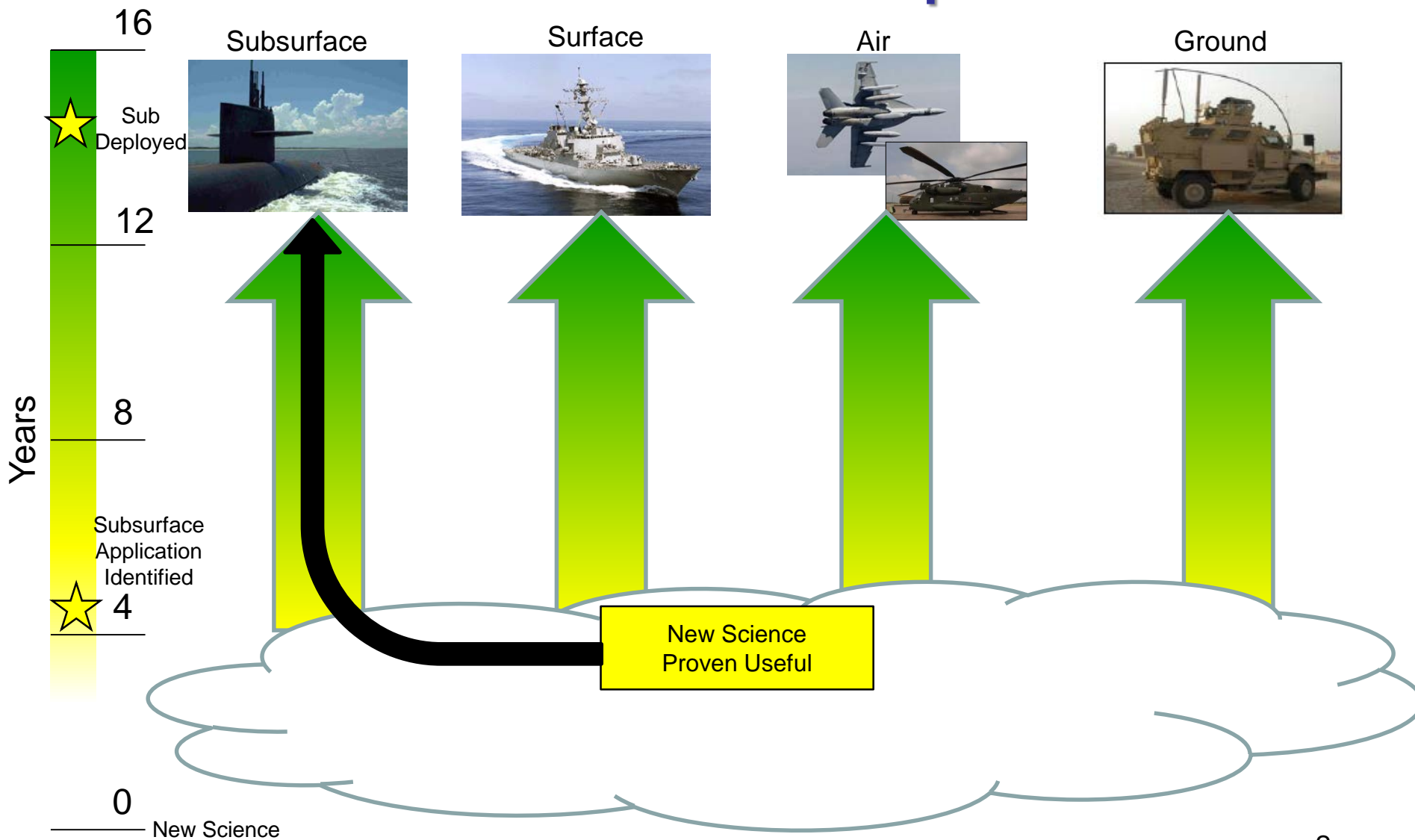
'Valley of Death'

S&T



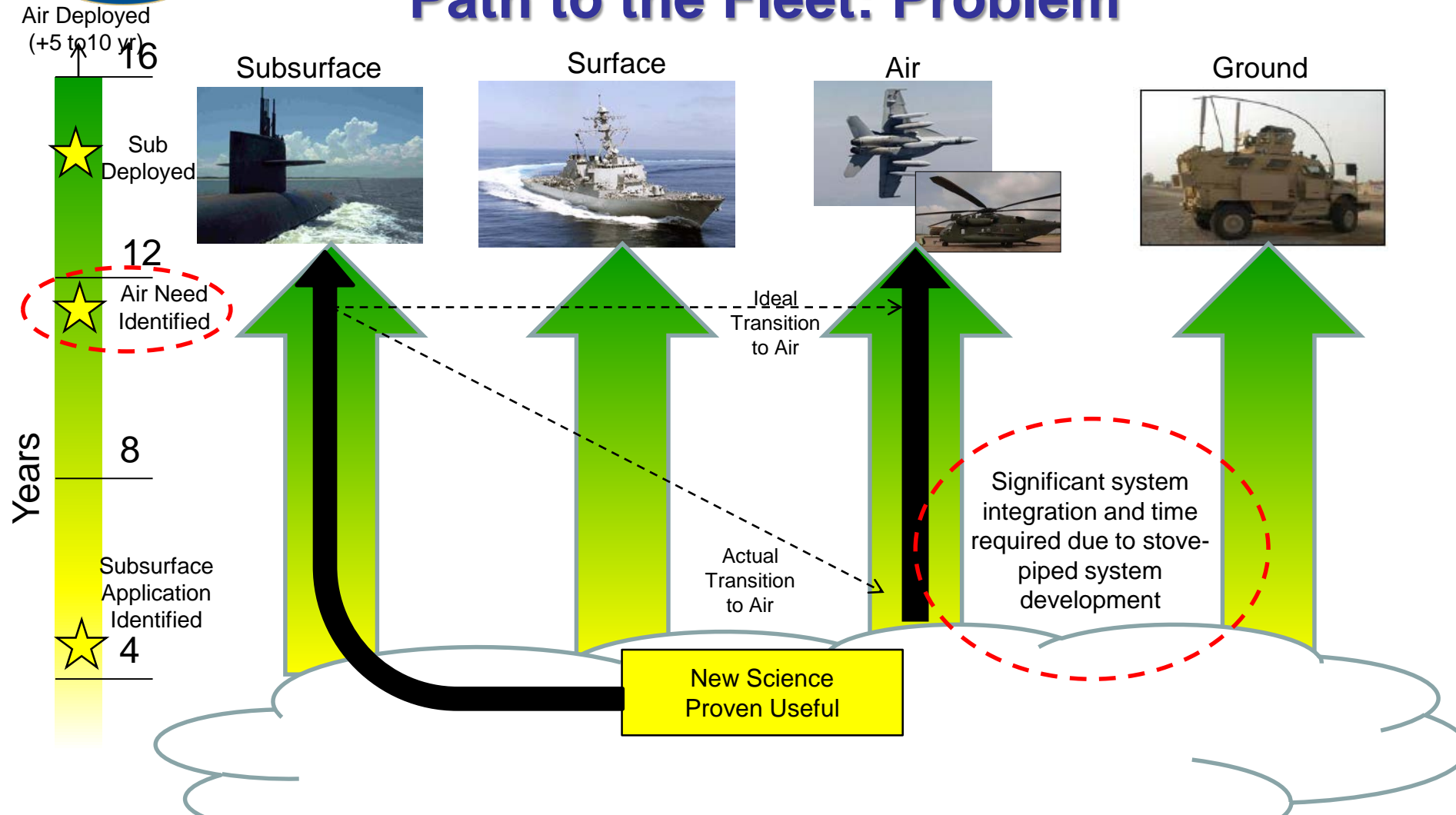
# Naval EW S&T

## Path to the Fleet: Example Timeline





# Naval EW S&T Path to the Fleet: Problem

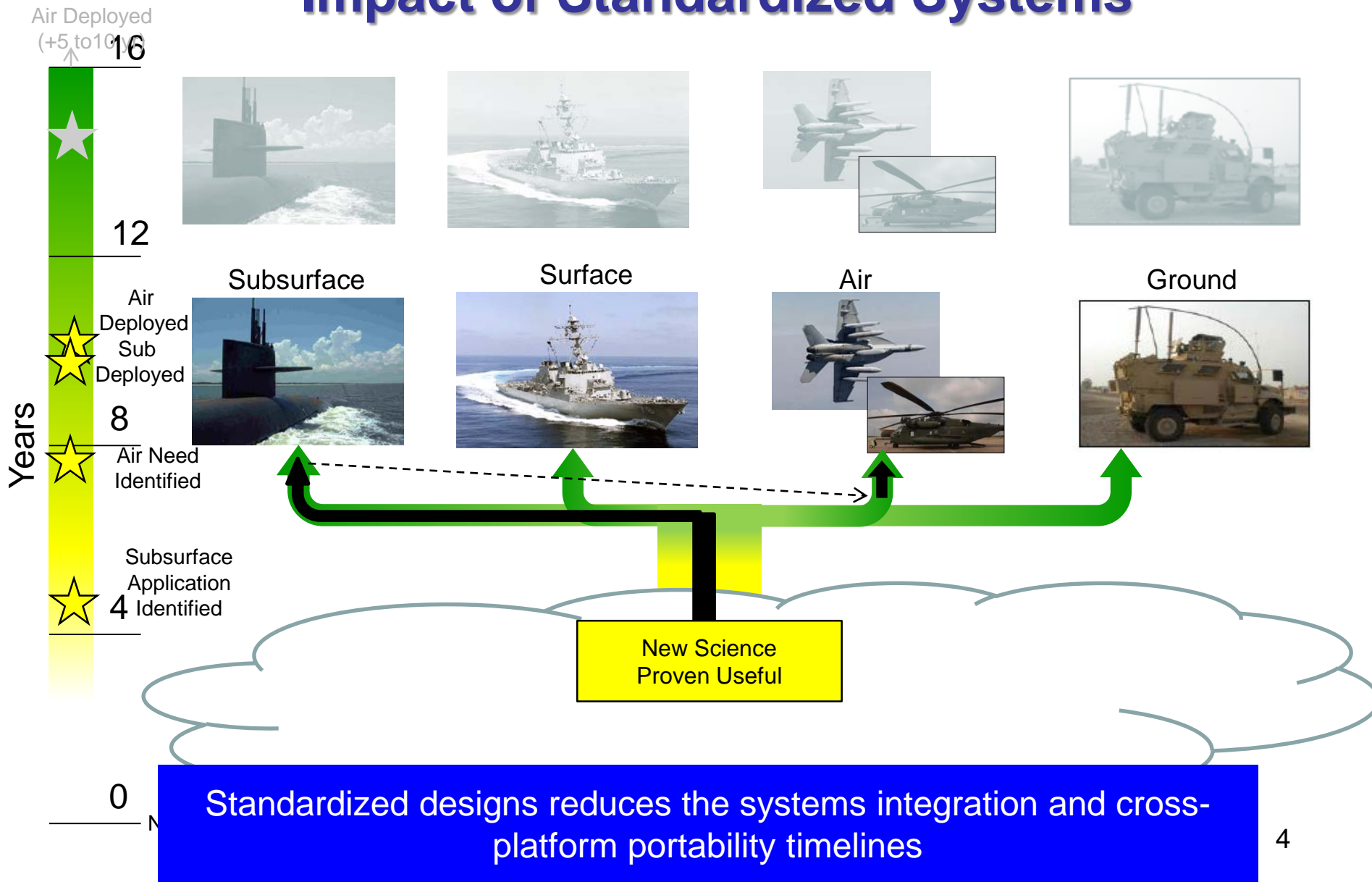


Standardized Architectures, Interfaces and Frameworks can significantly reduce development and upgrade timelines



# Naval EW S&T

## Impact of Standardized Systems





# Naval EW S&T

## Impact of Standardized Systems

- This is nothing new; open interface standards exist for the purpose described
  - Existing standards don't entirely meet the Naval needs for interfaces in hardware and software
- Use of open standards are a principal of DoD Open System Architectures
  - Yes, but modifications to standards to support DoD applications result in non-open interfaces which are only *based on open standards*
  - This continues the stove-piped technology investment obstacle
- Naval EW systems require hardware and software interfaces which more completely support naval EW system requirements
  - Not just a 'Naval EW' Issue: Collaborative efforts across the DoD and IC to improve and incorporate system interface standards are ongoing



# Naval EW S&T Way Forward

- Navy EW S&T is working closely with the Army, as well as other DoD and IC organizations, FFRDCs and UARCs to identify requirements of desired common interfaces and system attributes
- VITA Working Groups have been established to create mechanisms to transition DoD requirements into open standards consortium for review and consideration
- Navy EW S&T programs have been incorporating VITA standards and recommended enhancements into system designs currently being derived
- Continuing collaborations between DoD, IC, FFRDC, UARC, industry developers and standards consortiums to ensure optimal interface definitions