



***DARPA*Tech**

2002 Symposium

Transforming
Fantasy

Wargaming the Asymmetric Environment (WAE)



Program Overview

**Wargaming the
Asymmetric
Environment
(WAE)**

▶ Vision

- Predict future terrorist behavior
- Identify influence points

▶ Approach

- Combine behavioral prediction theory with computer-based reasoning techniques

▶ Products

- Baseline I&W & influence environments

▶ Metric

- Validate against historical and simulated real-time information



Current Analytical Process

Manual Inference Process



People, Money, & Logistics

Capability

Link Discovery

Evidence Extraction

Information Discovery

Semantic Level

Attack

Information Space

Attack

Attack

Attack

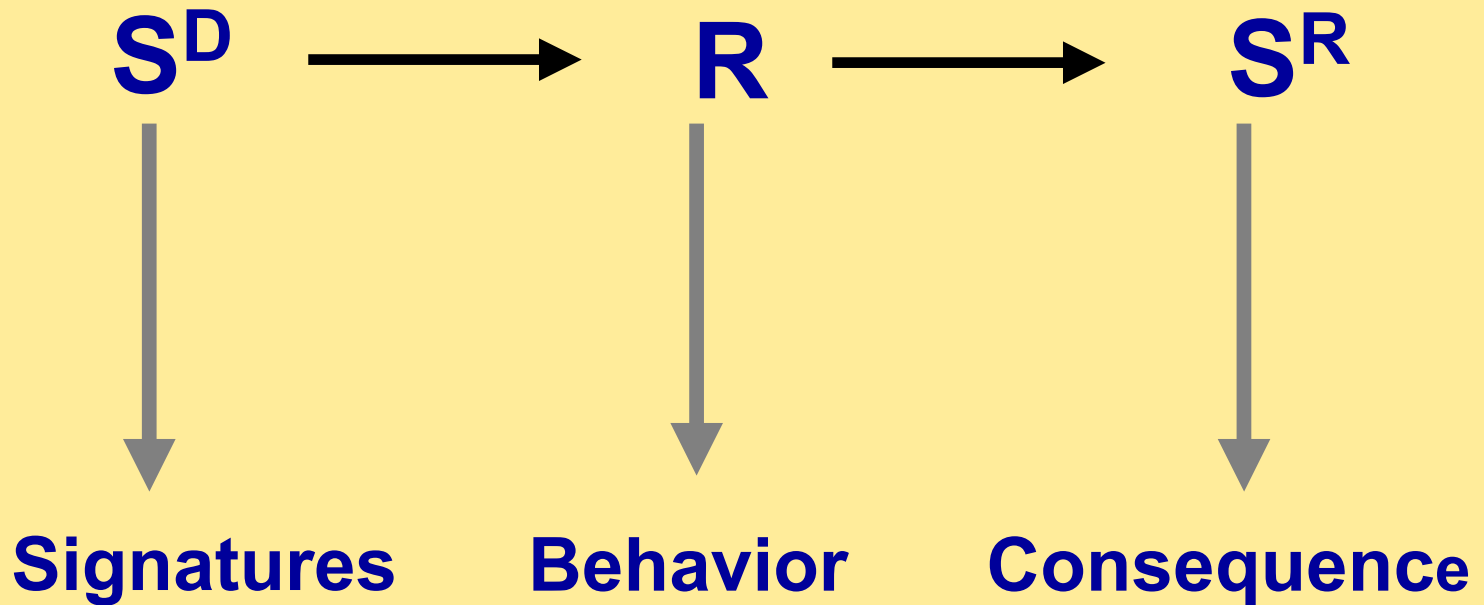
Time

WAE Analytical Process

- ▶ Select behaviors
 - E.g., Attack behaviors
- ▶ Deriving predictive patterns from high level information
- ▶ Deriving signatures to influence adversary's behavior
- ▶ Computer based reasoning techniques

Underlying Theory

Operant Paradigm



Predictive Results

- ▶ European Guerrilla Warfare Model
- ▶ Testing
- ▶ Results

Next Attack

	True +	True -
Attack	99%	93%
No Attack	93%	99%

Next Target

Civilian	100%	100%
Military	100%	100%
Private	89%	80%
Public	80%	89%

Next Direction of Interest

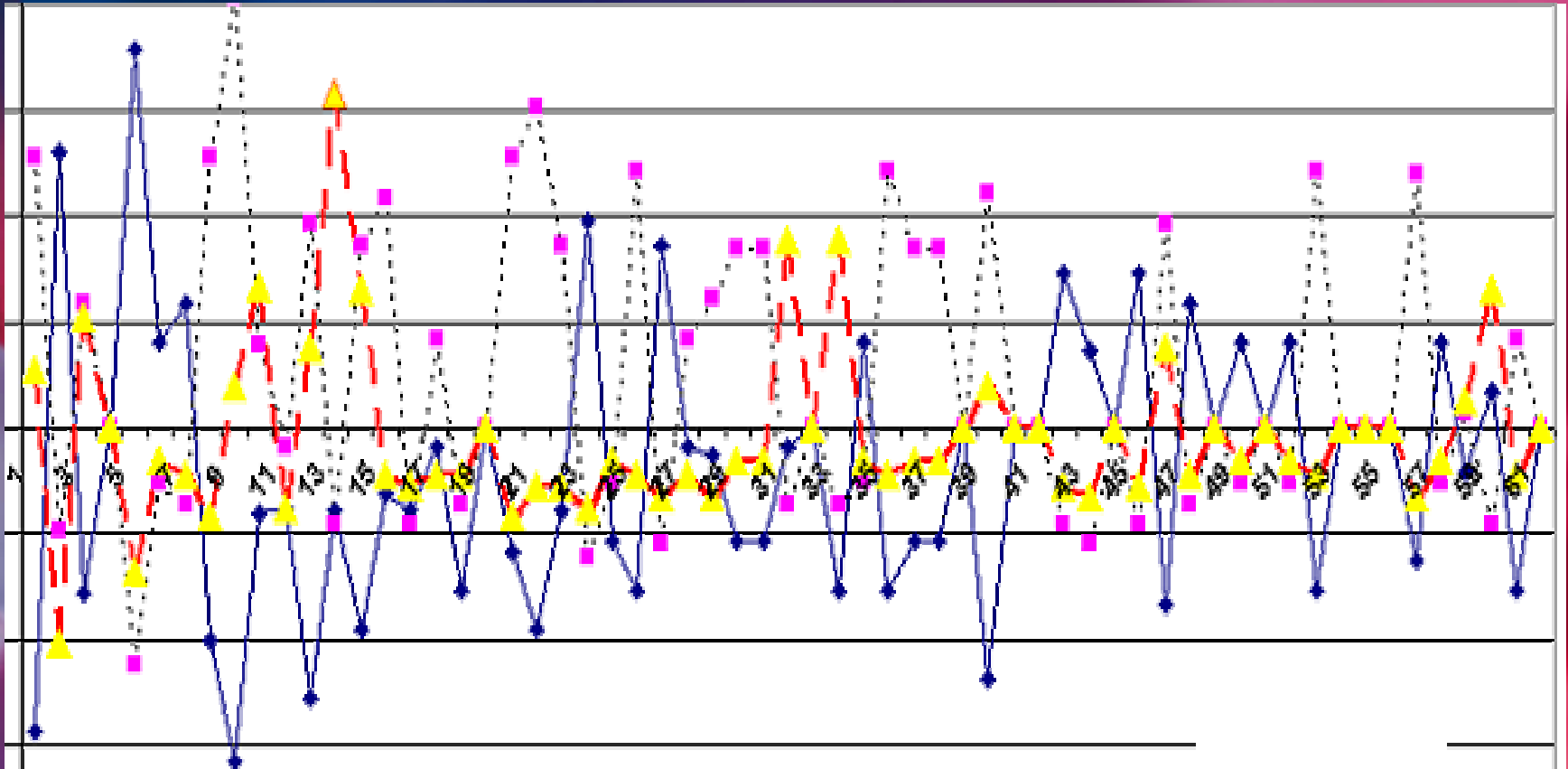
U.S.	86%	93%
NATO	67%	95%
Other	93%	100%

Next tactic

Direct Fire	78%	88%
Indirect Fire	46%	82%
Bombing	68%	73%



Correlation Graph



Future Research

- ▶ Technology to increase predictive capability
- ▶ Enabling behaviors that precede an attack
- ▶ Hybrid reasoning technologies to derive predictive signatures

Operational Benefits

- ▶ Automated technologies to augment the analytical process with predictive models
 - Continuous indication and warning assessments
 - Earlier, more specific warnings
 - Both general and group specific warnings
 - Intervention environment
 - Group specific points of influence
 - Group specific action – reaction models
- ▶ Automated prediction and influence modeling tools
 - Allow users to develop models for new asymmetric groups



***DARPA*Tech**

2002 Symposium

Transforming
Fantasy