Trusted Artificial Intelligence Challenge for Armaments Systems Engineering

Overview for the AI4SE Workshop

September 17-18, 2024

Principal Investigator: Peter Beling



Purpose

Design and operate systems with AI and autonomy with uncertain performance to provide behaviors that responsible and trustworthy

- Through improved systems engineering methods
- Not through improved AI models

Focus is:

- Assured design of AI and autonomy into systems
- Risk-based monitoring and management of operational use of AI-based capabilities

Seven student teams, over the course of three semesters:

- Explore performance of AI models over a variety of operational conditions
- Design the human-machine team and decision-support system
- Participate in operational simulation of a mission scenario











Clear a safe passage through a minefield using autonomous ground and aerial vehicles, remote sensing, and AI detection models whose accuracy varies based on several factors

Human subject matter expert (SME) can also review imagery

- Better accuracy in some cases
- Results are not as quick as AI detection model

Unmanned ground vehicle is 100 percent effective at detecting and clearing mines

• Lethality becomes a factor in future stages

Primary measures of effectiveness:

- Time to chart and clear a safe passage
- Survivability becomes a factor in future stages



Terrain and Environmental Conditions - Ground Rules & Assumptions

- AI and Human SME ability to detect mines captured during four test events at two locations
 - A variety of terrain conditions across a 10 x 10 grid
 - Rocky, Sandy, Grassy, Wooded, Swampy
 - > Different times of day:
 - Location A: 1000 and 2200
 - Location B: 0900 and 2100

Conditions	
currentDateTime	1000
currentTemperature	70
currentWindSpeed	5
currentVisibility	0.05
currentPreceiptation	5

Al Performan	ce Table (% Aco	curacy)								
	Row Index									
Column Index	1	2	3	4	5	6	7	8	9	10
1	0.95	0.95	0.95	0.73	0.95	0.95	0.73	0.94	0.95	0.96
2	0.95	0.95	0.95	0.70	0.95	0.73	0.73	0.95	0.96	0.96
3	0.95	0.95	0.94	0.72	0.70	0.72	0.56	0.95	0.96	0.96
4	0.95	0.56	0.95	0.70	0.68	0.56	0.57	0.95	0.95	0.96
5	0.56	0.57	0.68	0.62	0.94	0.57	0.95	0.96	0.94	0.96
6	0.57	0.57	0.68	0.64	0.94	0.57	0.95	0.96	0.95	0.96
7	0.96	0.57	0.70	0.65	0.94	0.56	0.57	0.95	0.95	0.96
8	0.96	0.96	0.68	0.65	0.94	0.56	0.57	0.94	0.96	0.96
9	0.96	0.96	0.69	0.67	0.70	0.56	0.56	0.96	0.96	0.95
10	0.96	0.96	0.72	0.95	0.72	0.56	0.56	0.96	0.96	0.95

Human Performance Table (% Accuracy)										
	Row Index									
Column Index	1	2	3	4	5	6	7	8	9	10
1	0.90	0.90	0.90	0.85	0.90	0.90	0.75	0.90	0.90	0.90
2	0.90	0.90	0.90	0.85	0.90	0.75	0.75	0.90	0.90	0.90
3	0.90	0.90	0.90	0.85	0.85	0.75	0.75	0.90	0.90	0.90
4	0.90	0.56	0.90	0.85	0.70	0.75	0.75	0.90	0.90	0.90
5	0.75	0.75	0.75	0.75	0.90	0.75	0.95	0.90	0.90	0.90
6	0.57	0.75	0.75	0.75	0.90	0.75	0.95	0.90	0.90	0.90
7	0.90	0.75	0.85	0.75	0.90	0.75	0.75	0.90	0.90	0.90
8	0.90	0.90	0.75	0.75	0.90	0.75	0.75	0.90	0.90	0.90
9	0.90	0.90	0.75	0.75	0.85	0.75	0.75	0.90	0.90	0.90
10	0.90	0.90	0.85	0.90	0.85	0.75	0.75	0.90	0.90	0.90

Surface Type T	Table									
	Row Index									
Column Index	1	. 2	3	3 4	5	6	5 7	8	9	10
1	Grassy	Grassy	Grassy	Rocky	Sandy	Sandy	Rocky	Sandy	Sandy	Swampy
2	Grassy	Grassy	Grassy	Rocky	Sandy	Rocky	Rocky	Sandy	Swampy	Swampy
3	Grassy	Grassy	Grassy	Rocky	Rocky	Rocky	Wooded	Sandy	Swampy	Swampy
4	Grassy	Wooded	Grassy	Rocky	Rocky	Wooded	Wooded	Grassy	Grassy	Swampy
5	Wooded	Wooded	Rocky	Rocky	Sandy	Wooded	Grassy	Grassy	Grassy	Grassy
6	Wooded	Wooded	Rocky	Rocky	Sandy	Wooded	Grassy	Grassy	Grassy	Grassy
7	Swampy	Wooded	Rocky	Rocky	Sandy	Wooded	Wooded	Grassy	Grassy	Grassy
8	Grassy	Swampy	Rocky	Rocky	Sandy	Wooded	Wooded	Grassy	Grassy	Grassy
9	Swampy	Swampy	Rocky	Rocky	Rocky	Wooded	Wooded	Swampy	Swampy	Grassy
10	Swampy	Swampy	Rocky	Sandy	Rocky	Wooded	Wooded	Swampy	Swampy	Grassy

AI Challenge MBSE Model

https://github.com/tsherburne/aic





Mission Context - Block Definition Diagram (BDD)



Judging Criteria

Key Sponsor Questions:

- SE activities and artifacts best-suited to build trust in AI-enabled systems
- *Infrastructure* needed to validate the trust of AI-enabled systems
- Key workforce skills and abilities required for an Integrated Product Team to successfully develop and manage AI-enabled systems

Other Criteria:

- Design patterns
- Risk-based monitoring and management
- Quantitative methods
- Best practices
- Novel approaches
- Future plans
- Transition



Summer objectives:

- Get acquainted with the challenge, and
- Develop analytic approach for future analyses

Variety of approaches:

- Purdue Evaluate architectures using simulations
 - Arizona Evaluate measures of effectiveness against operational architecture options
- GWU Evaluate effectiveness of different Human-AI system architectures
- Old Dominion Comparative analysis of AI vs. Human SME performance
- Stevens Statistical analysis of AI vs. Human SME performance
- Virginia Tech SE methods for addressing trust in design
- UVA Reinforcement learning to optimize UAV and UGV routing





Purdue UAS Research and Test Facility

Simulation

- Use Python: open-source; familiar to teams
- Use SysML to configure Pythonbased simulator
- Levers for teams:
 - "decision.py": templated code for teams to represent their solutions
 - In-the-loop decision-making: interactive CLI based on SysML + decision problem formulation
- Development simulator to teams at end of September
- Enhanced simulator with new configurations later in fall for evaluation



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