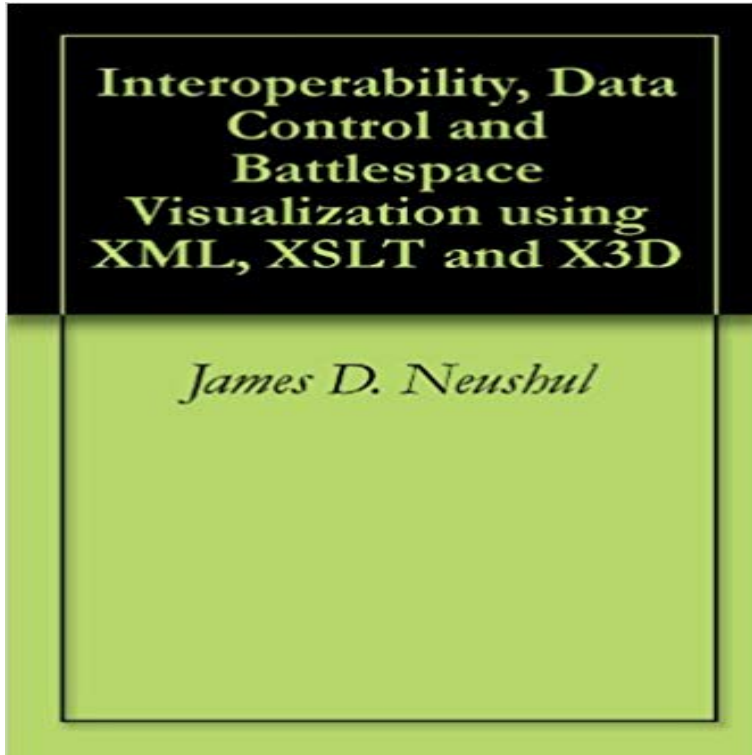


Interoperability, Data Control and Battlespace Visualization using XML, XSLT and X3D



This work represents the realization of Network-Centric goals of interoperability, information management, systems integration and cohesive battlespace visualization using networked computer technology. The application of structured data methodologies using the Extensible Markup Language (XML) allows organizations and systems to exchange and process battlespace information cooperatively. The practical application of this technology is demonstrated. Governance of information systems using structured data and the rejection of proprietary, application specific solutions is a leadership responsibility that is defined as Data Control. XML is presented as a leadership control measure that can be used to achieve Network-Centricity on the battlefield. The fundamental principles of XML application development are presented in the context of warfighting. Exemplars address a cross-section of battlespace applications. The visualization of the physical battlefield is demonstrated with network delivered 3D terrain views. Geodesy and position reporting is addressed using an XML defined data structure to enforce interoperability. An XML expression of the Battlespace Generic Hub is applied to joint and multilateral interoperability and information exchange. An approach to the effective employment of multiple different, but cooperative, autonomous systems in the battlespace uses XML to define parameters that determine artificial intelligence multi-agent behavior and environmental factors. This thesis combines a critical analysis of the priorities of Network-Centricity and interoperability with practical and functional exemplars that demonstrate the efficacy of extensible architectures. The pragmatic approach is directed at the warfighter, and leadership challenges are identified.

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