

CAPABILITY BRIEF

Modeling, Simulation and Training (MS&T)

ADVANCING OPEN ARCHITECTURE TECHNOLOGIES TO POWER TRANSFORMATIONAL MS&T SYSTEMS

HIGHLIGHTS

Rapid simulation integration using open architecture technologies

Integrates HLA, DIS and TENA simulation standards, along with Unity® and Unreal Engine® gaming engines

Integration of live, real-time data with hardware-in-the-loop (HIL) simulation systems, digital twins, and deployed systems

Standards-based architecture supporting multiple security domains

Efficient technology insertion, maintainability and extensibility capabilities

Robust safety, security, interoperability, scalability and resiliency

Training for today's military threats requires secure, simulated environments that can be quickly integrated, assembled and reconfigured from a diverse set of proprietary and open solutions. RTI Connex[®] provides a proven platform that brings distributed simulation assets together in a secure and scalable high-performance network environment. Connex has the required security and interoperability capabilities for cross-vendor, cross-branch and cross-ally simulations.

DEVELOPING NEXT GENERATION MS&T SYSTEMS

Next-generation Modeling, Simulation and Training (MS&T) systems require real-time access to authenticated, secured data from both training assets and live real-time operational data to enable multi-national participation. Meeting these vital operational demands for MS&T requires three core capabilities:

1. Develop, acquire and consolidate unique MS&T functions from a diverse pool of assets, integrating both industry standards and proprietary solutions according to specific training mission requirements.
2. Continually improve simulation value by integrating and evolving simulation, gaming and actual deployed systems to increase fidelity and effectiveness.
3. Enable global participation in implementing sensitive assets with appropriate levels of authentication and encryption for situational awareness data, in order to protect simulation intellectual property and mission confidentiality, while enabling the highest fidelity in MS&T scenarios.

Above all, today's MS&T systems require a next-generation data connectivity platform in order to prepare warfighters for future missions with live real-time data from the field of operations. These systems must protect against cybersecurity threats, while optimizing the flow of multi-domain data in real-time with millisecond precision to support high-fidelity simulations.

A SECURE, SCALABLE AND HIGHLY-RELIABLE MS&T PLATFORM

Connex supports open architecture MS&T systems by providing fast, scalable, reliable and secure connectivity within and between all forms of real and simulated land, sea, air, space and cyber systems. Based on the Data Distribution Service (DDS™) standard, Connex is the first solution to comply with the DDS Security (DDS-SECURITY™) Specification. Its security plug-ins provide authentication, access control, encryption, data tagging and event logging, without modifying the existing DDS network infrastructure. This ensures data confidentiality and integrity, while protecting information across multiple security domains from unauthorized access and tampering.

Connex integrates with key MS&T and A&D industry standards, including:

- High-Level Architecture (HLA)
- Distributed Interactive Simulation (DIS)
- Robot Operating System 2 (ROS 2)
- The Open Group Future Airborne Capability Environment (FACE™)
- The Open Group Sensor Open Systems Architecture (SOSA™)
- U.S. DoD / SAE AS-4UCS Unmanned Systems (UxS) Control Segment (UCS) Architecture and data model

THE MULTI-SUPPLIER MS&T INTEGRATION CHALLENGE

The optimal way to prove interoperability is through the actual integration of disparate MS&T assets built on multiple standards. Over the years at I/ITSEC, RTI has demonstrated integrations with Epic Games® Unreal Engine®, Kratos training platforms, L3Harris™ cockpit displays, MAK aircraft simulators, Microsoft Flight Simulator, National Instruments, and Unity gaming engine using Connex. These demonstrations created an integration of multiple simulation standards, including HLA and DIS simulation platforms containing different data formats. These were then integrated with a FACE Technical Standard avionics platform using actual avionics hardware. Additional components were the Microsoft Flight Simulator for hands-on interaction, the L3Harris FliteScene® and the SimBlocks.io One World SDK for Unity gaming platform.

This demonstration proved that military training scenarios can be rapidly assembled and reconfigured in an agile, ad hoc manner from ready-made, commercial-off-the-shelf (COTS) components. Systems based upon the Connex connectivity framework can integrate a wide range of real-time simulation environments to

efficiently deliver Live, Virtual and Constructive (LVC) training. These integrated multi-vendor training and simulation systems reduce risk and drive down costs, and vastly improve training fidelity using proven methodologies and components.

PROVEN IN UNIQUE DESIGNS

RTI is the market leader in DDS technology, with systems deployed in simulation environments such as:

Kratos

The Reconfigurable Virtual Collective Training System (RVCTS) incorporates the latest mixed reality technology to deliver the highest immersive fidelity of any collective training system. By leveraging Connex in their RVCTS, Kratos can ensure reliable backend communication among hardware and software real-time systems. It has subsequently been deployed under real-world conditions as the UH-IMP-AVET Mixed Reality trainer.

CAE Sim XXI Full-Flight Simulator

Pilots around the world consider CAE's Sim XXI full-flight simulator as the closest simulation of the true experience of flight. It delivers breakthrough visual realism, precise cockpit replication, high-fidelity avionics simulation, and flight and ground-handling characteristics indistinguishable from the aircraft. Connex helps to achieve this level of full-flight simulation, which involves a variety of complex subsystems sharing and processing data in real-time.

U.S. Navy HiPer-D

The Naval Sea Systems Command (NAVSEA) Dahlgren Division needed to investigate how to apply advanced technologies and concepts to the Naval Surface Ship AntiAir Warfare (AAW) problem domain. Connex was used by the U.S. Navy High Performance Distributed Computing Project (HiPer-D) to create test bed demonstrations based fully on COTS technology. This enabled NAVSEA to investigate technologies supporting real-time, distributed, scalable, fault-tolerant, heterogeneous computing systems to be used in combat systems.

COMPLIANCE

DUNS: 797735883
CAGE: 03FH8

NAICS Codes:

- 511210 Software Publishers
- 541511 Custom Computer Programming Services
- 541512 Computer Systems Design Services

ABOUT RTI

Real-Time Innovations (RTI) is the largest software framework company for autonomous systems. RTI Connex® is the world's leading architecture for developing intelligent distributed systems. Uniquely, Connex shares data directly, connecting AI algorithms to real-time networks of devices to build autonomous systems.

RTI is the best in the world at ensuring our customers' success in deploying production systems. With over 1,800 designs, RTI software runs over 250 autonomous vehicle programs, controls the largest power plants in North America, coordinates combat management on U.S. Navy ships, drives a new generation of medical robotics, enables flying cars, and provides 24/7 intelligence for hospital and emergency medicine. RTI runs a smarter world.

RTI is the leading vendor of products compliant with the Object Management Group® (OMG®) Data Distribution Service (DDS™) standard. RTI is privately held and headquartered in Sunnyvale, California with regional offices in Colorado, Spain and Singapore.

Download a free 30-day trial of the latest, fully-functional Connex software today: www.rti.com/downloads.

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