



Army Research Laboratory -Orlando TSIS 2017

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U.S. ARMY
RDECOM

Army Science and Technology (S&T)



Timeframe



Window

Quick Reaction: 1-2 Years	Experimental Prototyping: 2-4 Years	Innovate Technology Options: 4-8 Years	Investigate Technology: 6-15 Years	Fundamental Research: 10-30 Years
<ul style="list-style-type: none"> - COCOM Need - Time Critical Gap - Disruptive Opportunity 	<ul style="list-style-type: none"> - Improve Current System - Drive Down Technical Risk - Inform Requirements - Reduce Life Cycle Costs 	<ul style="list-style-type: none"> - Technology Demonstrators - Technology Insertion for PEO / PM - Technology & Operational Concepts for TRADOC 	<ul style="list-style-type: none"> - Technology Opportunity from Science - Technical Challenge for Emerging Concepts - Advanced Models and Methods 	<ul style="list-style-type: none"> - Physics & Chemistry - Biology & Psychology - Math & Analysis - Engineering

Focus examples

Enterprise*



Roles

Transition

Innovate

Discovery

Budget

Advanced Component Development & Prototypes

Advanced Technology Demonstrations

Applied Research

Basic Research

TRL**

7

6

5

4

3

2

1

IRL***

6

5

4

3

2

1

*While all enterprises can operate across the technology and time spectrum, this general linear alignment is representative.

**TRL \equiv Technology Readiness Level. These are common approximations, and not absolute

***IRL \equiv Integration Readiness Level. These are general approximations and not absolute.



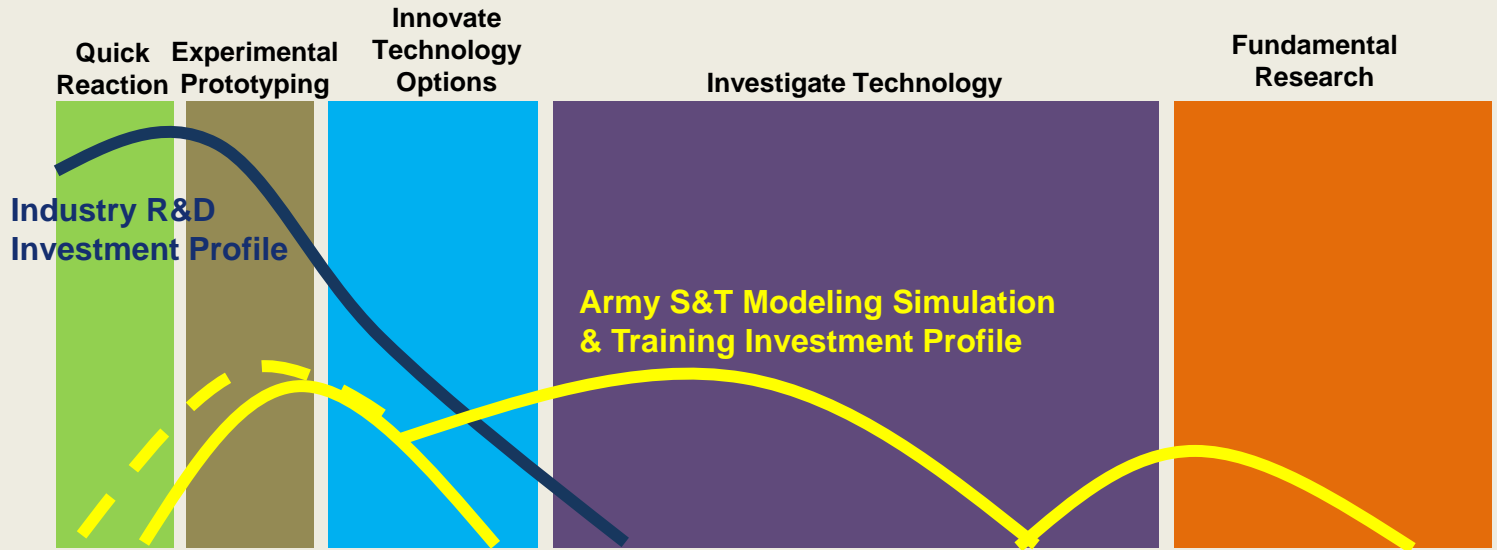
Potential R&D Opportunities



What R&D do we anticipate from Industry?

What R&D do we think will require collaboration?

What R&D do we expect is primarily government?



Technology	Potential Industry Opportunities	Potential Consortium Opportunities
Synthetic Environment	Game Engines and Image Generators	Scaling above Company-level
Reconfigurable Interfaces	Platform Specific Interfaces	Reconfigurable Transportable Engineering
Intelligent Tutoring		Training Effectiveness Measures
Artificial Intelligence	Knowledge Representation	Natural Language Processing, Neural Networks
Augmented & Mixed Reality	Mounted Augmented Reality	Dismount Display Solutions
Virtual Humans	Realistic Expression and Gestures	Realistic Role Playing
Next Generation Live Training		Weapon Pointing and Orientation



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Gartner Hype Cycle



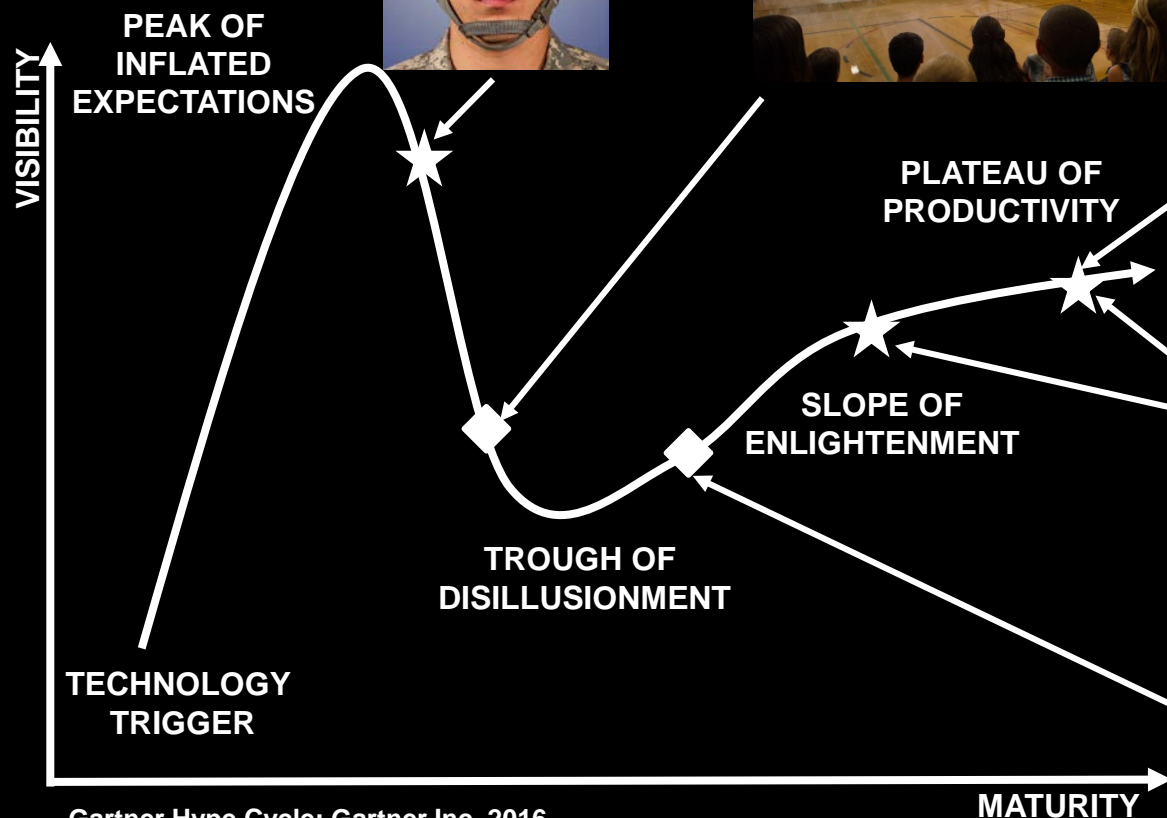
**DISMOUNTED
AUGMENTED REALITY**



**COMMERCIAL
AUGMENTED REALITY**



VIRTUAL REALITY FOR TRAINING



PLATFORM AUGMENTED REALITY



COMMERCIAL VIRTUAL REALITY

Gartner Hype Cycle: Gartner Inc. 2016



Opportunities

ARL

- (1) Broad Agency Announcement (BAA)
<http://www.arl.army.mil/www/default.cfm?page=8>
- (2) Grants (www.grants.gov : CFDA = 12.431)
- (3) Cooperative Agreements <http://www.arl.army.mil/www/default.cfm?page=14>
- (4) Contracts
- (5) Sub-Contracts via Prime Contractor
- (6) Collaborative Technology Alliances
<http://www.arl.army.mil/www/default.cfm?page=93>
- (7) Conferences, Symposia, Open Campus – Open House
- (8) Science, Technology, Engineering, and Mathematics Educational Outreach Funding
- (9) Small Business Innovative Research Proposals
- (10) PEO STRI Procurement Administrative Lead Time (PALT) (Quarterly Meetings)
- (11) Team Orlando, National Center for Simulation, Trade Organizations
- (12) University Affiliated Research Center: Army's Institute for Creative Technologies



S&T Transition

