AI / ML DRIVEN BATTLE MANAGEMENT

IERUS TECHNOLOGIES INC.

Improving the Observe–Orient–Decide–Act Loop Through Modern, Evolvable, and Explainable Man–Machine Partnering.
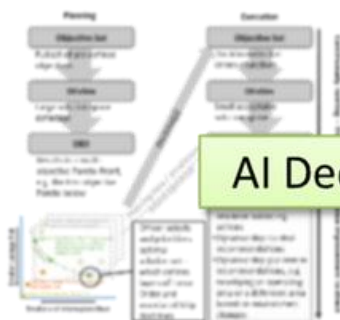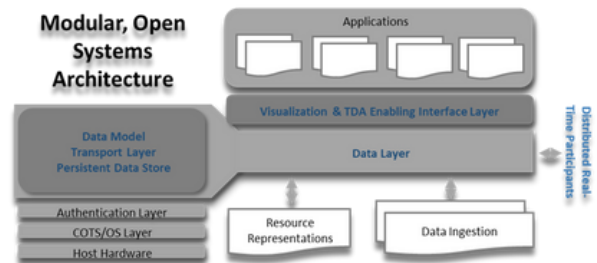
FEATURES

- Modern algorithm constructs for a priority and real-time decision aids
- Modular, Open System Architectures (MOSA) for software and hardware
- Adversarial gaming for next generation Battle Management
- Situational Awareness and system awareness / management modules
- Advanced visualization with MOSA enabled AR, MR, and VR interfaces
- Edge computing enabled bandwidth requirement minimization

Multi-objective, tiered AI decision aid structures supported ML-driven analysis with scalable communications, enabled by an edge-cloud architecture

APPLICATIONS

- Dynamic weapons and asset allocation
- Spectrum warfare
- Complex autonomous system management
- Leader / follower centaur applications