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Future Strategic Issues/Future Warfare [Circa 2025]

 Capabilities of the "Enemy After Next"

 Ongoing Worldwide Technological Revolutions

-Economic Trends

• Potential Nature of Farther Term Warfare



This is the "Readers Digest" version of a 2-hour Presentation put together at the request of the Army War College/SSI

Presentation has been written up by Bill Stryker of DIA/Futures as the Future Threat for Global War Games etc., available on INTELNET

THIS PRESENTATION BASED UPON "FUTURES" WORK FOR/WITH

- USAF NWV
- USAF 2025
- National Research Council
- Army After Next
- ACOM Joint Futures
- SSG of the CNO
- Australian DOD

- DARPA, SBCCOM
- DIA, AFSOC, EB
- CIA, STIC, L-M
- APL, ONA, SEALS
- ONI, FBI, AWC/SSI
- NSAP, SOCOM
- MSIC, TRADOC
- JWAC, NAIC, IDA
- JFCOM, TACOM
- SACLANT

Utilization/Application of 2025+ Projections

- Inputs to Future Warfighting Concepts Development(s) (Enemy After Next & Blue)
- Inputs to New Procurement Decision (15+ years to Produce, 40+ years in Inventory
- "Heads Up" for Intel Community ("Watches and Warnings")
- Inputs to DOD R&D Planning



"Going In" Assumptions

- Politics can/does change "overnight" (e.g. Russia, Iran, Iraq, Pakistan, etc.), Potential CAPABILITIES is the future warfare issue, not Who but WHAT
- Order of 10+ years required to develop/field new systems, in inventory for 30+ years, should be designed for middle of inventory period, hence 2025 time period



CURRENTLY

- Order of 70% of Worlds Research conducted outside of U.S. (to first order, a % of GDP, U.S. produces order of 18% of worlds GDP)
- Order of 70% of U.S. Research now "Commercial" (as opposed to Government sponsored)



Technological Ages of Humankind

- Hunter/Killer groups [Million BC~10K BC]
- Agriculture [10K BC~1800 AD]
- Industrial [1800~1950]
- IT [1950~2020]
- Bio/NANO [2020-?]
- Virtual



- Hunter-Gatherer "Nature Provided"
- Agriculture <u>Controlled</u> Nature (Plants/Animals)
- Industrial <u>Mechanized</u> Agriculture
- IT/BIO/Nano <u>Automating</u> Industry/Agriculture
- Virtual <u>Robotization</u> of IT/Bio/Nano/Industry/Agriculture



Worldwide IT Revolution

- Comms/Computing/Sensors/Electronics
- U.S. Commercial IT R&D ~ \$100B/yr.
- Factor of 1 Million further improvement [Silicon,Molecular,Quantum,Bio,Optical]
- Beyond Human AI?
- Automatics/Robotics "in the large"
- Immersive multi-sensory VR/"Holodecks"
- Ubiquitous multi physics/hyperspectral sensors [land/sea/air/space]
- Micro/Nano sats/GNC/sensors,etc.



[Worldwide] Impacts of Ongoing IT Revolution Upon Society

- Tele-commuting
- Tele-shopping
- Tele-entertainment
- Tele-travel
- Tele-Education
- Tele-medicine
- Tele-commerce
- Tele-politics
- Tele-socialization

Inexpensive Motivational Asynchronous Web-Based Distance Education Enables:

- Demise of the U.S. "underclasses"
- Wealth Creation from enabled "Invention"
- Stabilization of World Population
- [Even More] Rapid Technology Diffusion
- Equalization of "Haves" and "Havenots"
- Altered Political/military outlooks Worldwide -I.E. Changes "Everything"



IT Status

- 10E6 improvements in Computing since '59, 10E8 further possible next 30 years (10E3 provides "better than Human" capabilities)
- 100 Million Telecommuters Worldwide NOW (expected to at least double in 15 years)
- India graduates three times more software engineers than the U.S., More software written in Bangalore than Southern CA
- IW effectively constitutes a 4th WMD

"In this [Worldwide] economy our ability to create wealth is not bounded by physical limits/resources but by our ability to come up with new ideas"

> [However,even "universal wealth" will not obviate the other causes of warfare which include Politics,"Face",Religion, Megalomania and Territorial Disputes]



Current Competitive Landscape

- U.S. produces only 18% of Worlds GDP
- ~70% of Research conducted offshore
- \$300B/yr trade deficit
- 32 other nations devote a larger % of their GDP to Research
- 5th in No of R&D personnel/labor unit
- 3% savings rate vs. 30% in Asia
- Proliferation of IT,bio,nano,Space Technology etc.

Bio Revolution Applications

- "Pharm Animals" [drugs, spare parts]
- Fast Growing plants on/near sea surface & sea water irrigated plants for biomass energy/closed CO2 cycle
- Polymer growing plants
- Spider genes in goats allow spider silk spinning from goat milk for "Biosteel",
 3.5X strength of aramid fibers for Armor
- Binary Bio-weaponry

Advantages of Shallow Sea/Desert Production of Biomass (Via Seawater Irrigation)

- Closed CO2 Cycle (Obviates Global Warming)
- Food
- Petro-chemical feedstock
 - Materials/clothing, etc.
 - ENERGY (end reliance on Middle East)
- Terraforming, alter desertification etc.
- Preservation/Production of Fresh Water
- Rich Mineral source (Seawater)
- Utilization of "Wastelands" (Sahara, etc.)



Carbon Nanotubes

- C1,000,000, Buckminister Fullerine Carbon
- 100X strength, 1/6 weight of steel
- 8X better Armor
- Low energy Molecular/Petaflop Computing
- Ultra Capacitor/High Temperature SC
- Non-Cryo H2 storage



Free Form Fabrication

- Powder/Wire Metallurgy using robotic magnetically steered electron beams to create accreting local melts - GROW instead of CUT
- No fasteners, no strong backs for fasteners
- Nearly infinite fatigue life, excellent metallurgy
- (Repairable) metals at lower weight than far more expensive composites

Aluminum/Vortex Combustor

- Micro powdered Aluminum fed into a vortex combustor "burns" SEAWATER
- Provides AIP with high energy density/efficiency for:
 - -inexpensive SS with "near SSN" perf.

-Transoceanic UUV's

 Would allow "Enemy After Next" to AFFORDABLY Threaten CONUS via Multitudinous in-shore short-time-offlight "popups"



(Sample) New(er) Sensors

- Lidar w/ 50% efficiency via S-C optical Amplifiers, Also Fempto-second Lasers
- Molec./Bio Sensors
- Nanotags
- Smart Card Sensors
- Sensors implanted during Manuf./Servicing
- Nano IR (10E-6 Sensitivity)
- Smart Dust



Some Sensor "Swarms"

- SMART DUST
 - Cubic mm or less
 - Combined sensors, comms and power supply
 - Floats in air currents for up to 2 years
- NANOTAGS
 - Placed on everything/everywhere
 - Identification and Status Info
- Co-opted INSECTS

"Givens" (Now-to-"Soon")

- Gb data transfer rates, optical comms
- Terraflop-to-petaflop computing
- Exceptional AI (from Bioinfomatics, biomimetics)
- Wonderous/Ubiquitous land/sea/air/space multiphysics/hyperspectral sensor swarms (military/commercial/scientific)
- Survival requires dispersion/size reduction and concealment
- Robotic/swarm technologies primarily commercial/endemic worldwide

(Agreed Upon) Assumption, Combat in 2025

- Proliferation of TBM's, IT, Precision strike/targeting, ubiquitous micro sensors, camo/spoofing, robotics, bio/chem munitions
- Logistic assets highly vulnerable in or out of theater
- In and near theater ports/airfields possibly unusable
- Beam weapons increasingly prevalent



"Volumetric" Weaponry [Alternatives to HE]

- EMP
- Info/Net/Psy warfare
- Miniature brilliant sensor/mine combo's
- Fuel/air & dust/air
- **RF**
- Chem/bio Antifunctionals/antifauna
- Isomers, Strained Bond Energy Release, etc.
- Carbon fibers/Acoustics etc.



Some Interesting "Then Year" BW Possibilities

- Aflatoxin ("natural," parts-per-billion, carcinogen)
- Airborne varieties of Ebola, Lassa, etc.
- Binary agents distributed via imported products (Vitamins, Clothing, Food)
- Genomicaly (individual/societal) targeted pathogens
- Long term/fingerprintless campaign (as opposed to "shock and awe" BW)

NASA

Blast Wave Accelerator

- Global Precision Strike "On the Cheap"
- No barrel, ~100 ft. notched rails, sequentially detonated Distributed HE
- Mach 27 or less as desired, up to 3000 lb
- Base anywhere, ~\$200/lb of projectile
- Excellent stealth [no plume], affordability, ferocity, reaction time, survivability, recallability, effectiveness
- Being worked at Aberdeen and NASA MSFC for lofting of Fuel and Nanosats



"Slingatron" for Global Precision Strike

- 10Kg projectiles, up to thousands/minute
- Global, or less, range
- \$20M/device
- Mechanical "on-the-ground" propulsion via Gyrating Spiral Guide Tube (a multiple "hula hoop"
- "Poor Mans" Global Precision Strike/"Takedown Weapon"



Then Year Targeting/ Connectivity etc.

- <u>MILITARY</u> overheads/systems
- Ubiquitous <u>COMMERCIAL</u> overheads/systems
- **SCIENTIFIC** overheads/systems

IN the context of:

- Inexp. Reconstitution via micro/nano sats
- Optical comms /GPS etc.
- Ubiquitous inexp. UAV/HALE adjuncts



Summary - Major Influences of IT/Bio/Nano Upon Future Warfare

- Ubiquitous miniaturized/networked multi physics, hyperspectral sensors
- Robotics/Automatics "in the large"
- Long range precision strike/targeting
- Info/net Warfare
- Mini/micro/nano Sats, Cruise, UAV's
- Binary Bio Weaponry
- Miniature/ubiquitous "smart mines"

Potential Future "Orders of Magnitude" Increases in Overall Weapon Effectiveness/Availability at Orders of Magnitude Reduced Cost(s)

- Bio/Chem/Molec./Nano Computing (E6)
- Ubiquitous Optical Comms (E4)
- Micro/Nano/Ubiquitous Sensors (E4)
- BioWeaponry (EN)
- Co-operative Swarms of Cheap/Small Weapons/Sensors - (E4)
- Volumetric Weaponry (E4)
- Cyber/Artificial Life (Beyond AI) (E?)



Potential En-route Logistic Vulnerabilities

Logistic surface ships and aircraft are <u>non-LO</u> and <u>undefended</u>, could be targeted and attrited inside the continental shelf by:

- -"Eggs" [subsurface floating encapsulated missiles implanted by freighters/SS/air]
 - -SS [torps/missiles/subsam]
 - -Transoceanic UUV's, UAV's
 - -Blast wave accelerator
 - -Cruise, TBM's
 - -MINES

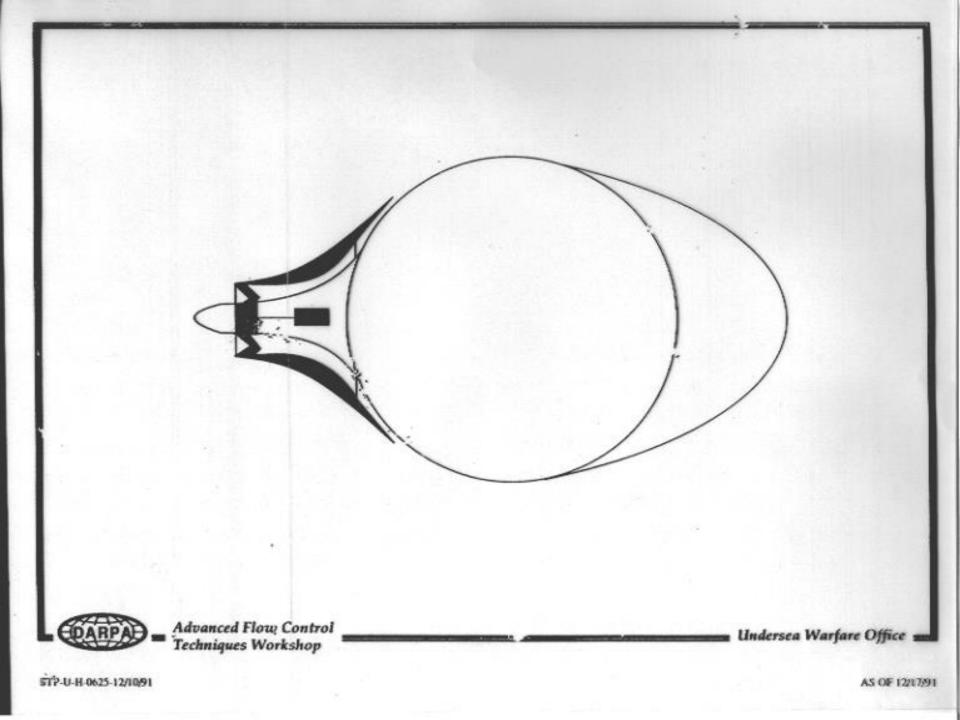


Fundamental Problem With Future U.S. Power Projection

- "EAN" can have "country sized magazines" filled with hordes of inexpensive Precision strike "Munitions" - Area Denial
- U.S. Forces run out of "bullets" and die [Beam weapons not panacea, inexpensive workarounds available]
- Deep Water Subs with large loadout/"swimin" weaponry only survivable "Close-in" platform

THE INSHORE DETECTION VULNERABILITIES (+ ACTIVE) ACOUSTICS

- Visual, lidar, IR, bio-lum, turbidity
- Press. pertub. effects on water column chem., H₂ bubbles, salinity, chem. releases
- Internal waves/surface waves--surfactant layer mods, in situ turb./wakes, atmos. mods
- Magnetics, coms, periscope/radar, neutron flux





An ALTERNATIVE? "<u>A Spherical Submarine</u>"

- Obviate wave drag via submergence
- Optimal structural configuration
- Optimal (Goldschmeid) Propulsion Integration
- Minimal wetted area/volume (large radius)
- Onboard Polymer plant for TDR
- Minimal Interference & "controls" drag (thrust vectoring)

Example 'Then Year" Direct Conus Attack Capabilities

- [~80% of CONUS population/infrastructure within ~ 50 Miles of a "coastline"]
- Inexp. Transoceanic UUV's/UAV's/Cruise
- Inexp. Blast Wave Accelerators
- Inexp. Info/Net/Psywar
- Inexp. Inshore AIP SS [mines/torps/SLCM]
- Inexp. Binary Bio into Food Supply
- Inexp. Semi-submerged Missile "eggs"
- Inexp. 'Trojan Horse" "civilian" systems [Above in addition to ICBM/TBM]



Future Warfare "On The Cheap"

- Info/net warfare
- Binary bio [anti-functional/fauna]
- Non-lethals
- Miniature brilliant sensor-mines
- Micro/Nano Sats
- LO/Long leg/precision UUV's/UAV's/Cruise
- Inexp./Superb/survivability ISR/comms
- Blast wave accelerator



"Then Year" "Peer Competitors"

Peer Competitor no longer defined by "megatonnage" of obsolescent Industrial age steel and aluminum Artifacts. The **Drastically reduced entry investment** enabled by "Warfare on the Cheap" ensures almost any nation or sizable organization can be a very worrisome Military "peer."



Fundamental Military Issues/Metrics

• Affordability ["Warfare on the Cheap"]

• <u>Survivability</u> ["Can see everything, Anything you can see you can kill"]

- <u>Effectiveness</u> [Lethality of Precision and Volumetric weaponry]
 - I.E. Simultaneous ongoing Revolutions in all three of the major Warfare Metrics



Given the Superb/Ubiquitous World Wide Sensor Suites and Precision Strike Capabilities "Then Year" the Following <u>WILL NOT BE SURVIVABLE</u>

- APODS/SPODS
- Runways
- Surface Ships
- Manned (logistic/combat) Aircraft
- Manned (logistic/combat) Ground Vehicles
 Due to their size & (multi-physics)
 signatures



Trends Summary

- Tele-everything
- U.S. just "one of the crowd" economically
- "Warfare on the cheap," many potential "peers"
- Warfare Increasingly Robotic
- Survivable/Affordable power projection via deep water subs and Blast Wave Accelerators
- CONUS and Logistics Defense increasingly worrisome



"Circa 2025"

- Machines as creative/"smart" as humans "Robotics" the "norm"
- Zeroth order "warstopper" Binary bio into nation's agric./food distrib. system (every home/fox hole)
- Next level of concern: Ubiquitous/Cheap micro-to-nano EVERYTHING (sensors, munitions, weapons swarms/hordes)
- Battlefield attrition/CNN syndrome forces
 U.S. Army to look/act like SOCOM



(Suggested) Major U.S. Future (2025) Warfare Issues

- CONUS Defense (Requirement(s) for, potential approaches)
- Logistics Defense/Protection (in/out of theater)
- Survivability/Effectiveness of U.S. Forces on/near the "Killing Ground" in an era of affordable ubiquitous multiphysics hyperspectral sensors, precision strike, volumetric weaponry, "swarms" and hardened munitions



- "Non-explosive Warfare" (psywar, biowar IT/net war, "anti-operability war," Beam weaponry including RF, Spoofing/Cammo
- Robotic Warfare "in the large"/better than human AI/"Cyber life"
- Alternative Power Projection Approaches (e.g. Deep Water depth/death sphere, blast wave accelerator, etc.)



Future "Power Projection"?

- Humans "hold" instead of "take" ground (go in after "Sanitization")
- Sanitization via:
 - IW/Psywar
 - Global Reach "Guns" (BWA/Slingatron)
 - Deep water/large loadout Subs w/"swimins"
 - "Robotic Everything" w/Volumetric weaponry non-explosive warfare



Changing Nature of Warfare

Hunter/ Ga t he rer	Hunt ing Grounds	T nbal Bands	Hand Held/ Thr own
A gricultur al	Farm lands	Prof.Armies	Hand Held/ Thr own
Indust nal	Nat ıra l Res aırces	Mass E vee	Mech./ Chem.
IT/Bio/N ano	Societ a l Di srupt i a	Everyone	IT /Bi o 'Bot s



RMA Planning "Shortfalls" (NPS)

- "Indications of the innovative paths adversaries might take or how they might adapt technologies from the civilian world" (Being worked in the "Technical War
 - Games")
- "The path from todays systems and capabilities to those hypothesized for the future (2020+)"

What is needed is a "Then Year" (~2030) Serious/Holistic Vision of Warfare Changes Resulting from the On-going IT/Bio/Nano/Virtual Technological Revolutions

- Such does not exist, "bumper sticker" attempts extant.
- All are agreed, warfare will become increasingly robotic and probably more affordable, swarms of sensors/shooters are a given.
- A longer term "Vision" of these changes would enable "mapping" from the present, NOT AT ALL CLEAR HOW TO "Get There From Here" as do not know where "there" is!