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# Practical Considerations for Use of Mobile Apps at the Tactical Edge

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### **IDA** | Summary of Main Points

- DoD has strong interest in using mobile electronics and mobile apps at the tactical edge
  - Multi-function, size, weight, power
- Desire to take advantage of rich Mobile App environment
- Simple adoption of commercial apps at tactical edge is not feasible due to technical and market differences in the ecosystems
- Changes are needed in software development practice, customization, communications infrastructure, design of Apps, and deployment of Apps

# **IDA** Overview

- Mobile App Mass Market
- Commercial Mobile App Ecosystem
- DoD Mobile App Environment
- Challenges for DoD Mobile Apps
- Recent efforts at DoD
- Identification of Areas for Further R&D
- Conclusions

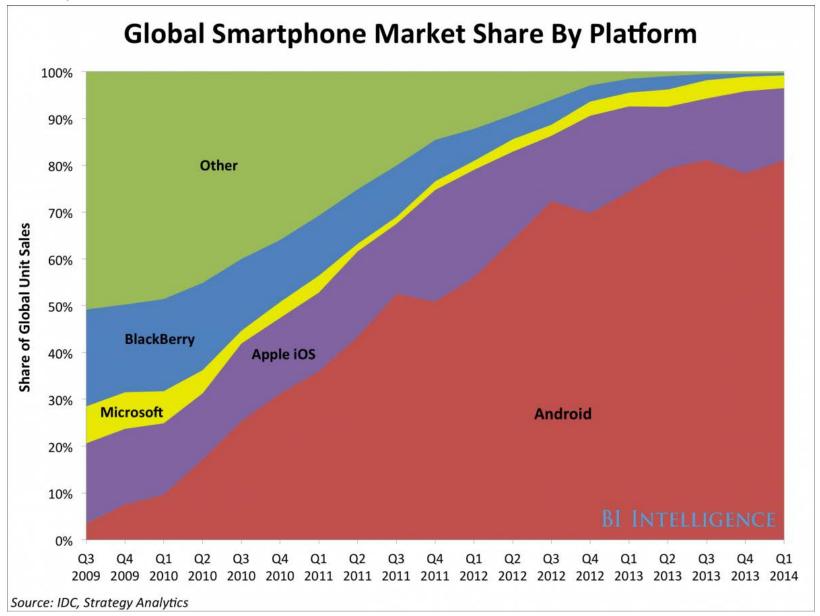


### **Mass Market for Mobile Apps**

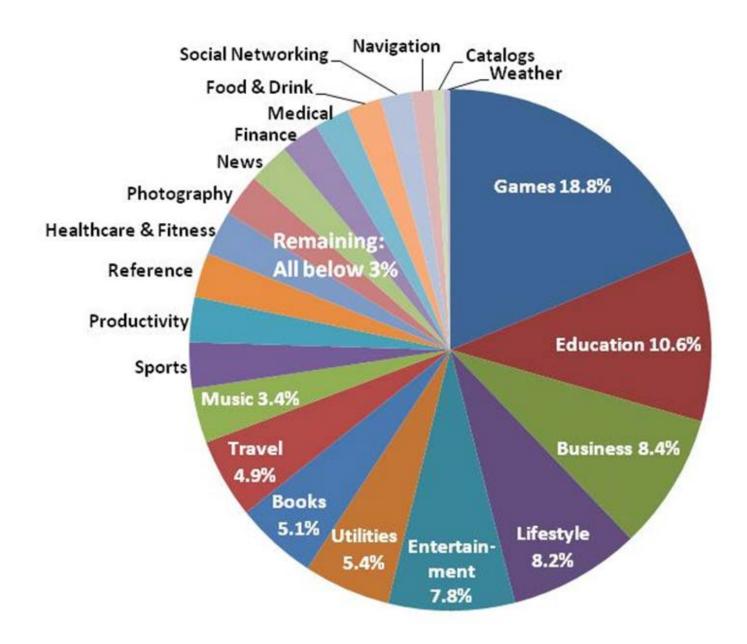
- Increasing use of smart mobile electronics
  - In 2013 more smart phones sold than conventional phones
- Huge market in Apps for mobile electronics
  - 2013 Global revenue from app stores is expected to rise 62% this year to \$25 billion, according to Gartner

iPhones sold	500 million
iOS devices sold	800 million
Active iTunes accounts	800 million
Countries represented	155
Active iOS apps	1.1 million
iOS downloads	60 billion
Registered iOS developers	300,000
Payments to iOS	\$13 billion
developers	





### **Categories of Mobile Apps in iTunes App Store**





# **IDA** Common Usage and Military Analogs

Fraction of Users Who Engaged in Activity		7T . 1 TO 1 A 11 1 11.		
Activity	Smartphone Tablet		Tactical Edge Applicability	
Sent text message to phone	90.50%	*	Command, Control, and Communications (C3)	
Took photos	83.40%	*	Intelligence, Surveillance, Reconnaissance (ISR)	
Used email	77.80%	73.60%	C3	
Accessed weather	67.10%	64.60%	Situation Awareness	
Accessed social networking	65.30%	67.50%	Collaboration	
Accessed search	58.70%	73.90%	Situation Awareness	
Played games	52.90%	66.30%	Training	
Accessed maps	51.20%	*	Situation Awareness	
Accessed news	49.20%	58.80%	Situation Awareness	
Listened to music on phone	48.00%	*	Training	
Accessed photo/video sharing site	*	51.50%	ISR	
Read books	*	51.20%	Training	
Watched video	*	50.90%	ISR; Training	
Accessed retail	*	49.80%	Logistics	

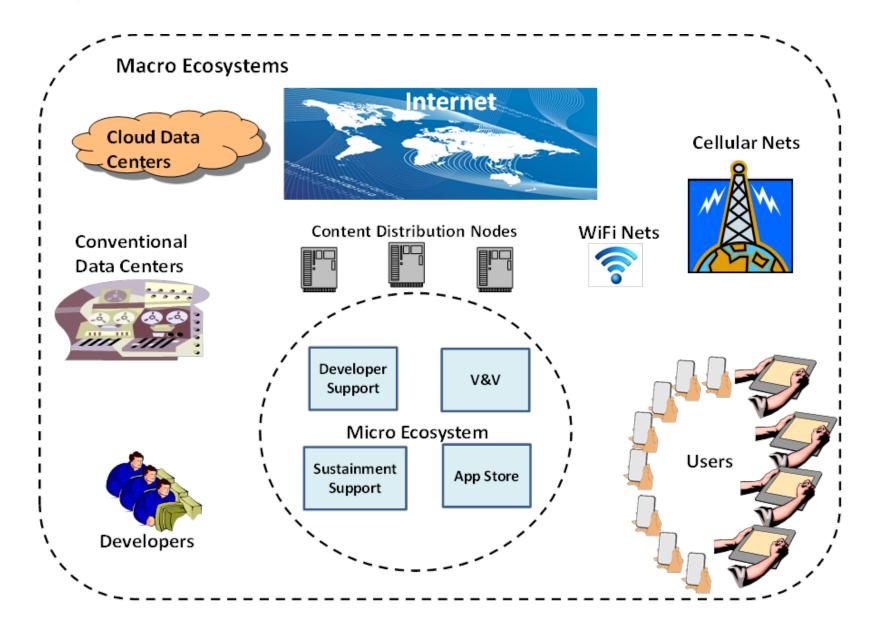


# **IDA** | Military Capabilities and Commercial Apps

Military Capability	Similar Commercial Smartphone/Tablet Apps	
Command and Control	Chat/IM, SMS, MMS, voice call, video call, Twitter,	
	email, Skype	
Mission Planning and Execution	Electronic Flight Bag	
Situation Awareness (Blue Force	WAZE, Google Maps/Earth, StarChart, Location-	
Tracking)	based Apps, News feeds	
Streaming Video	YouTube, Hulu, Crackle	
ISR	Home Monitoring, Friends Tracking, Picture tagging	
Soldier as a Sensor	WAZE, Ratings	
Biometrics	Face, Voice, Keystroke, IRIS Recognition, fingerprint	
	matching, browsers	
Secure, Hands-Free	WICKR, Speech-to-text, Siri	
Communications		
Information Sharing, Access	Dropbox, browsers, Splashtop Whiteboard	
Document and Media Exploitation	Google Translate, iTranslate, Mobile OCR	
(DOMEX)		
Education, Training	YouTube, Wikipedia, Dictionary,	
Personal applications	Alerts, financial, social media, shopping, games, etc	



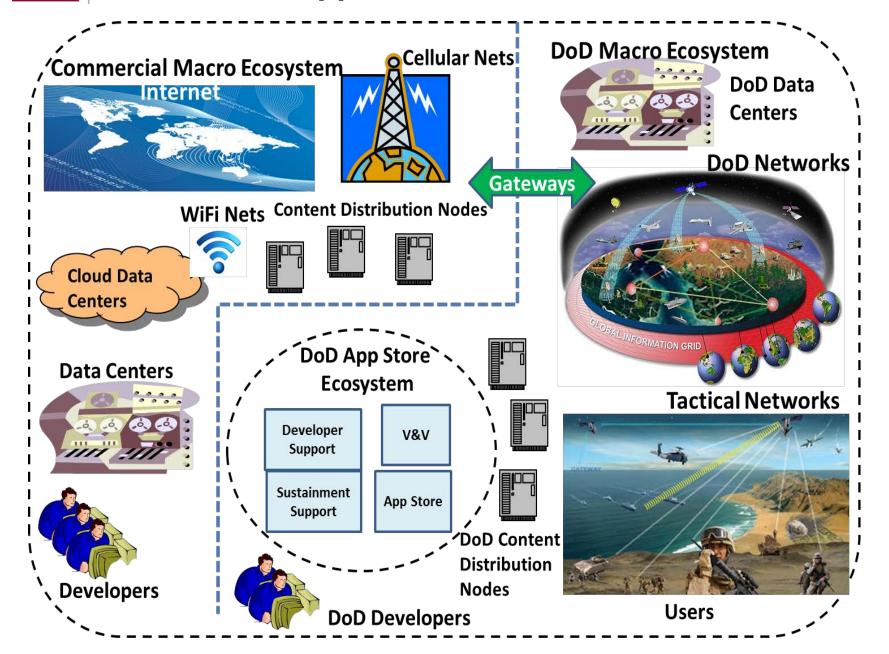
### **IDA** Commercial Mobile Apps Ecosystem



### **IDA** | Main Functions of App Store Deployment

- Interact with App Store App
- Secure efficient hosting of Apps
- Identification of user platforms, correct versions
- Efficient downloads
- Authentication and access control
- Attestation of the Apps
- Support for updates and maintenance functions
- Support for upgrades
- Display of Apps, ratings, search
- Support for accounting functions payments
- Deliver user data to developer activities, location...

### **DoD Mobile App Environment**





# Comparison of DoD and Commercial App Ecosystem

	Commercial	DoD
Complexity of Application	Low, single function	Low to High (integrated functions)
<b>Software Development</b>	Rapid, Evolutionary, User Driven	Traditional, slow, requirements driven
Communication Environment	Robust, high data rates	Disconnected, intermittent, Limited
V&V	Basic, App store provided	Complex, DoD provided
Security/Access Control	Basic	Mission critical
Privacy	Basic, Developer controlled	Critical, DoD controlled
<b>Developer Motivation</b>	70% of sales	Contract
Crowd-based feedback	High (>1 Billion users)	Low (< 3 Million users in all DoD)
Monetization	In-App, Selling data	None

#### **Recent DoD Activities**



- 2010 Apps4Army
  - 53 Apps submitted, 25 vetted and made available on DoD Storefront
  - 50% failed certification, legal review was long, DoD Cloud had problems
- 2010 DARPA Transformative Apps Project
  - App Store Architecture, Middleware, Secure Android
- 2012 New Army Software Marketplace
  - Listed 25 Apps iTunes on App store (some from Apps4Army)
- 2012 DOD CIO Mobile Device Strategy and Implementation Plan (2013) includes enterprise App Store
- 2014 DISA Offer enterprise MDM service (unclassified)
  - Allows Android and iOS phones in addition to Blackberry
  - Includes support for App Store, PKI, directory and email
  - App store currently has 16 Apps

### **Research and Development**

- Motivate, sustain developers for supporting DoD ecosystem
- Apps adapted to DIL networks and for Mobile Ad Hoc Networks
- Methods to reduce reachback
  - Content Delivery Nodes at tactical edge (DARPA)
  - Other forms of edge processing
- Secure Conversations over mobile devices (NSA)
- Methods to modify COTS software
  - Modified off the shelf (MOTS) software development to keep up with product cycles

### IDA Conclusions



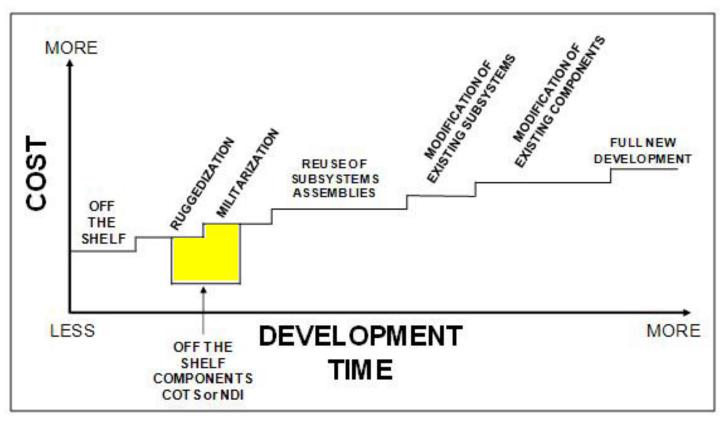
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Further R&D is needed to leverage commercial Mobile Apps to increasingly realize goals of Net-Centric operations

# **IDA** Backup



### **Spectrum of Development Strategies**



MOTS – Modified-off-the-shelf Modifications to COTS for military purposes that retains ability to keep up with COTS product evolution



# **IDA** Issues with COTS and the Tactical Edge

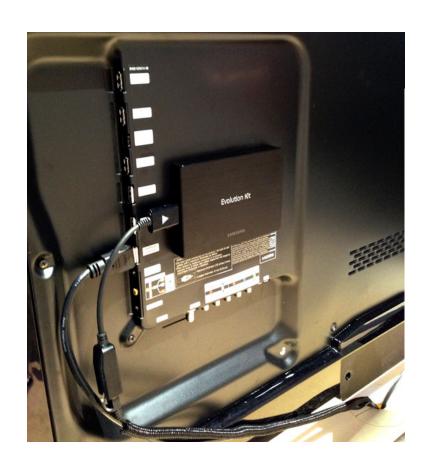
Interoperability/Integration	With the IP-based GIG and with existing tactical network equipment – JTRS, WIN-T (JNN) and WIN-T INC 2	
Disconnected, Intermittent,	Delay Tolerance	
and Limited (DIL)	Mobile Ad Hoc Networks (MANETs)	
Communications	Loss of infrastructure	
	Cyber Offense/Defense methods	
	Encryption for data at rest/data in transit	
S:	LPI/LPD, Antijam, Anti-spoof	
Security	Authentication – 2 factor, biometrics	
	Cross domain	
	Patching	
E	Rugged, water proof	
Environmental Factors	User interface -sun glare, night vision mode, low light, touchable with glove	
Acquisition	Supply-chain considerations	
	Spectrum	
	AAA	
Network Operations and	Monitoring, Remote auditing	
Management		
	Capture of equipment (remote wipe)	
	Remote peripheral control	
Size, Weight, and Power	Power requirements, battery life, battery type	
(SWAP) Constraints	Portability	
App Management	App ecosystem	



### Selected R&D Areas That Can Impact Tactical Networks

- Software Defined Networking (SDN)
- Autonomic Networks (ANs)and Self Organizing Networks (SONs)
- Cognitive radio spectrum sharing
- Hands-free operation
  - Face recognition, gesture-based inputs, speech recognition
- Software engineering methods to address MOTS

### **MOTS Example: Samsung Evolution Kit TV**





Replace modular box to upgrade TV