



Icons and Symbols - MIL-STD-2525 Symbology

Sailor-in-the-Simulation (SITS) Workshop 8 June 2005

Basic Commerce and Industries, Dahlgren, VA

In support of: NSWCDD/PEO IWS

Outline

Background

Symbology principles, MIL-STD-2525 history, other symbol sets

Previous Work

Studies on symbology and situational awareness

Current Work

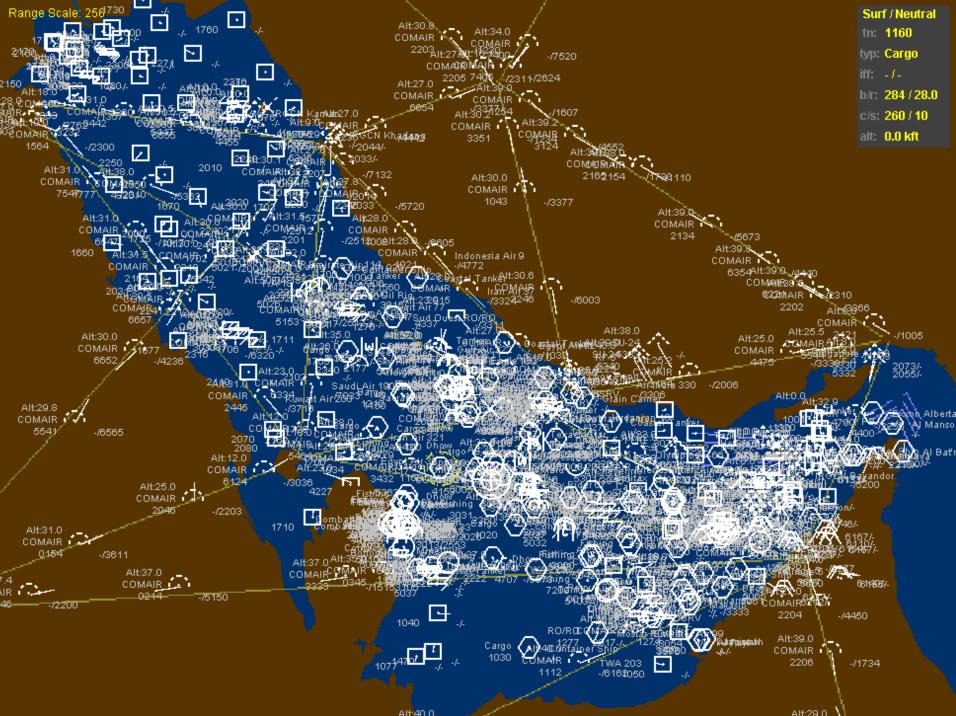
 PEO Integrated Warfare Systems (IWS) project on implementation of MIL-STD-2525 for Littoral Combat Ship (LCS)



What is "Good" Symbology?



- Enable rapid learning
 - Use established conventions
 - Use easy-to-learn conventions
 - Compatible with previous symbology used
- Support user's tasks, decisions, communications
 - Rapidly assess the situation
 - Support visual search and sorting
 - Reduce button actions
 - Allow for useful annotations
 - Allow tailoring or filtering to role or task
 - Commonality across systems
 - Provide the right information platform vs function





History of MIL-STD-2525



- Aug 1993: DISA tasked to take lead in standardizing warfighting symbology
- Sep 1994: MIL-STD-2525 published, drawn from:
 - NATO STANAG 2019 (APP 6), Military Symbols for Land Based Systems
 - US Army FM 101-5-1, Operational Terms and Graphics
 - NATO STANAG 4420, Display Symbology and Colours for NATO Maritime Units
- Dec 1996: MIL-STD-2525A published
- Jan 1999: MIL-STD-2525B published
- Mar 2005: Cut-off date for comments on 2525B
 Change 1
- Future symbol updates to be independent of new versions



MIL-STD-2525 Overview



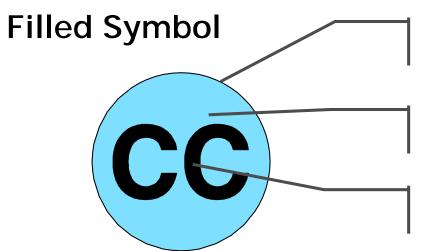
- Compliance does not require use of all symbols
- Applicable to data transmission, but most useful for visual representation
 - Different displays or systems, same symbol
- Primary origin in "Force Domain" application is difficult to "Engagement Domain"
- Intended to provide all useful information in monochrome display



Filled and Unfilled Symbols

Example: Friendly Cruiser

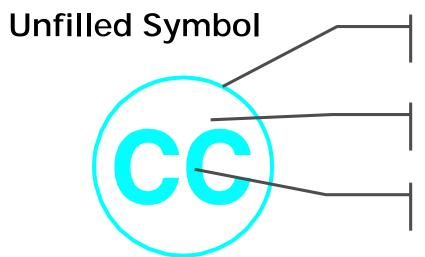




Frame: Shape Identifies both Affiliation and Category

Fill: Color Identifies Affiliation

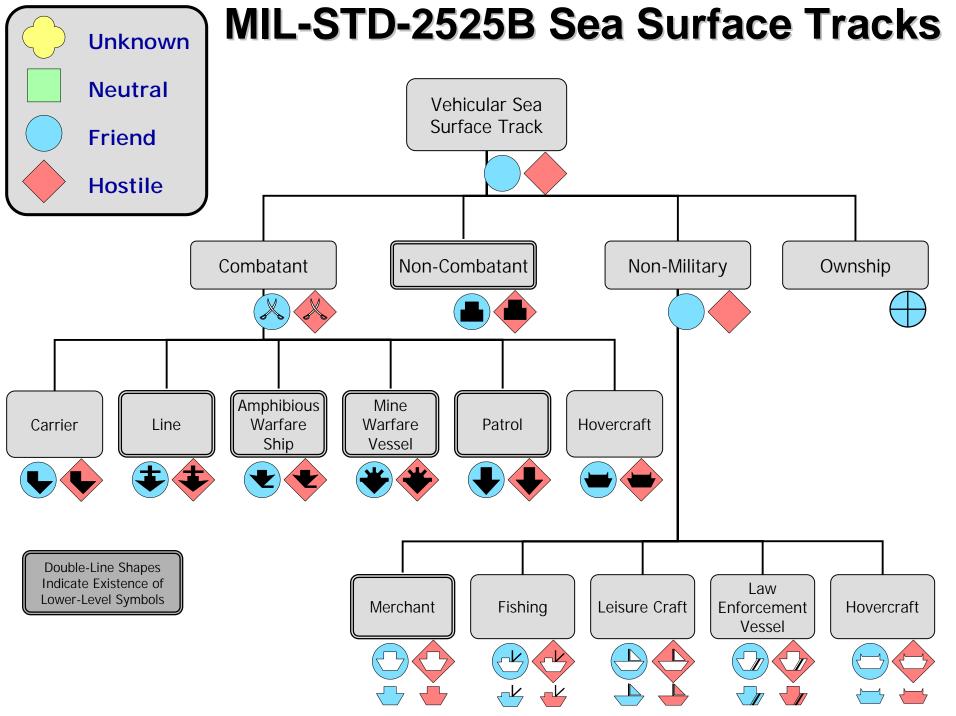
Icon / Letter Code: Identifies Platform Type



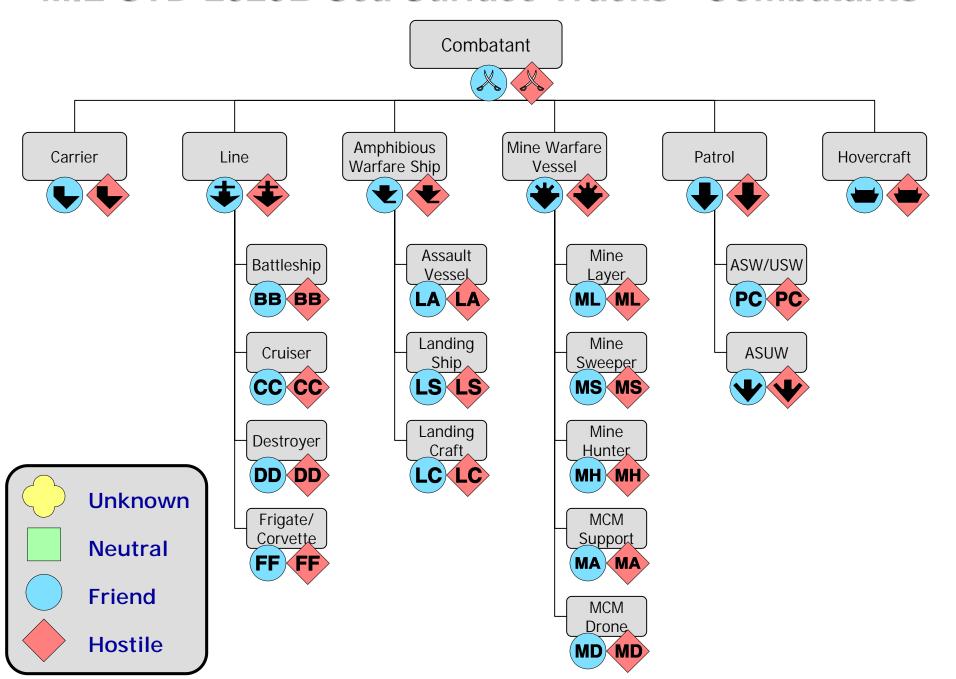
Frame: Colored Shape Identifies both Affiliation and Category

Fill: Not Used

Icon / Letter Code: Identifies Platform Type



MIL-STD-2525B Sea Surface Tracks - Combatants





SSDS Mk 2 Mod 1 Symbology



Categories

Platform Modifiers

	Friend	Assumed Friend	Neutral	Unknown	Pending	Suspect	Hostile
Air	\bigcirc		۲.		?	\sim	\wedge
Surface	\odot	\odot	\bigcirc	•	?	(<u>•</u>)	\odot
Subsurface	\odot	1.0	4.	ٺ	?	W	*

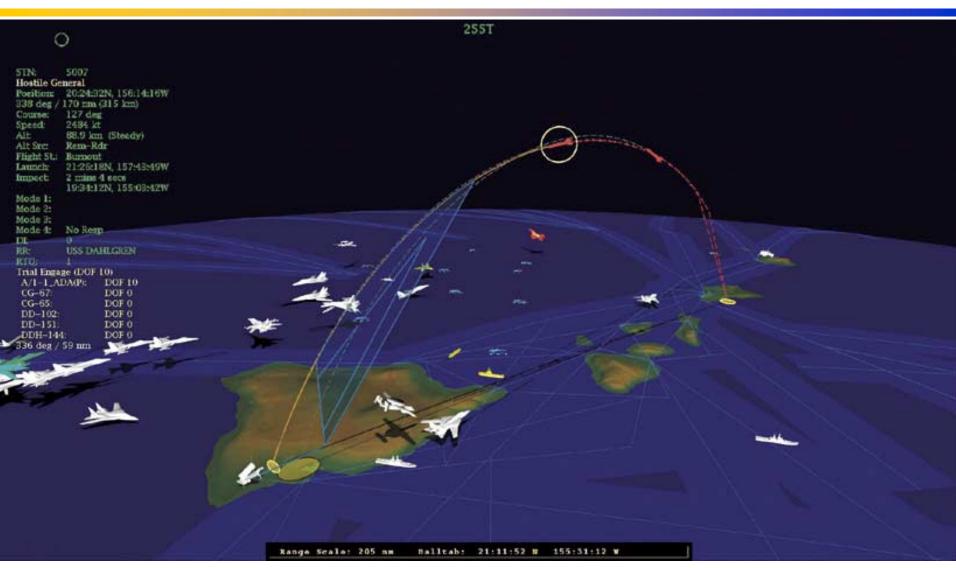
Assumed Unknown Friend Neutral Pending Suspect Hostile Friend Carrier Civilian Missile Р Platform Non-Real (N)Time

	ASW Helo	ASW Aircraft	LAMPS Helo	Helo	Interceptor
Friend	赤	\bigcirc	4	\rightarrow	$ \oplus$

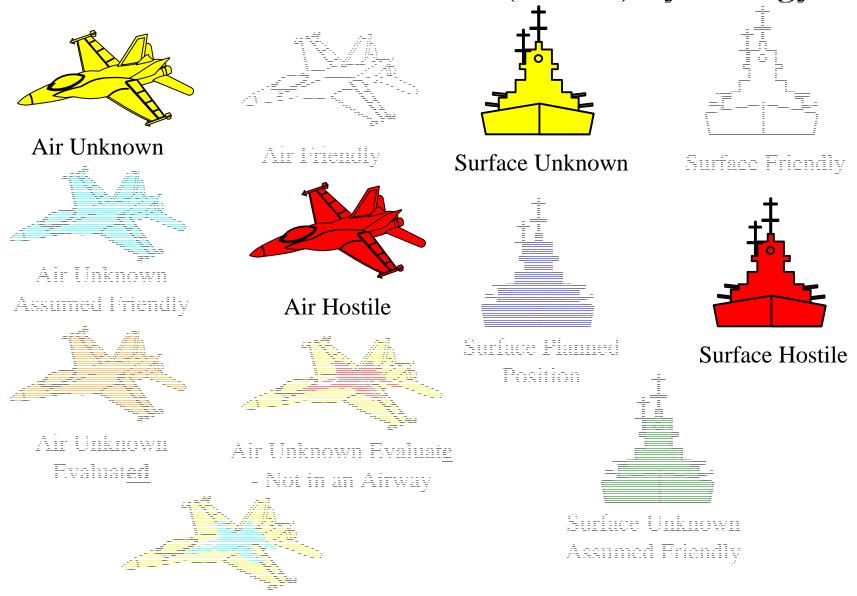


3-D Symbology: Area Air Defense Commander





Area Air Defense Commander (AADC) Symbology



Air Unknown Liveliung - In an Airway **Note**: SUSPECT symbols are Red with embedded yellow symbol

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PEO Integrated Warfare Systems (IWS) project on implementation of MIL-STD-2525 for Littoral Combat Ship (LCS)



Previous Research Symbol Sets and 3D Displays



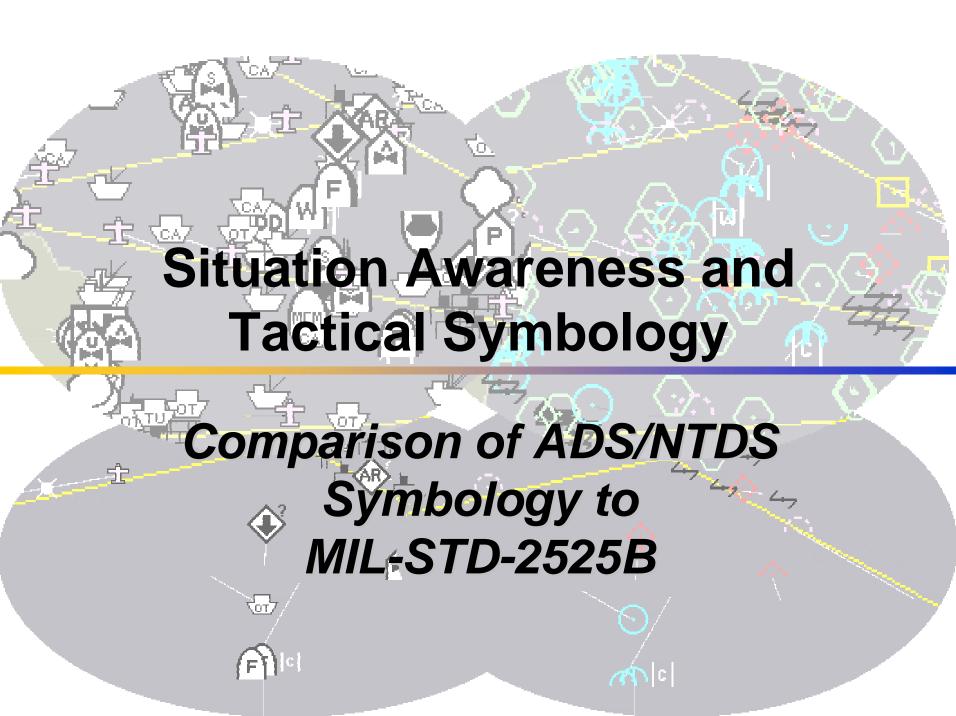
- Symbol Sets
 - Multiple studies comparing operator performance
- 3D Displays
 - Advantages of 3D based on task to be performed
 - Perspective View Technology (ONR/SSC Project)
 - Orient (3D) and Operate (2D)
 - 2525B symbols more easily identified than realistic icons
 - Symbicons abstract, not realistic, icons
 - Perspective displays prevent accurate size or distance estimates in a single dimension



ONR Situational Awareness Study



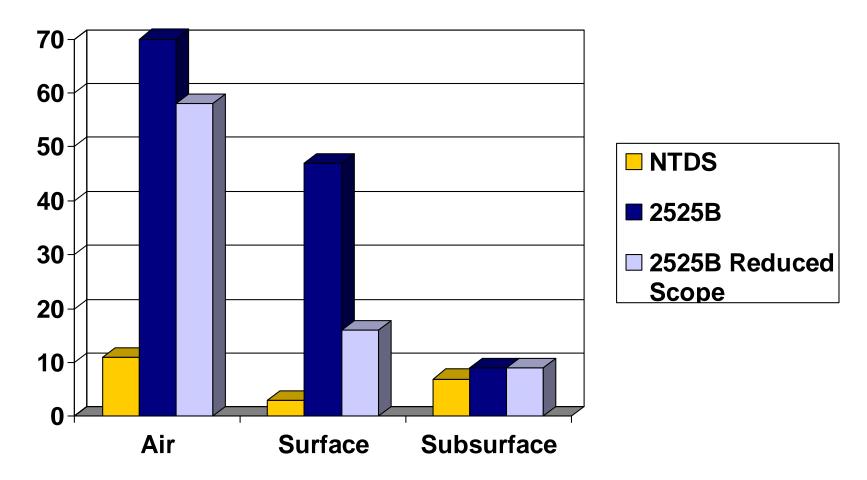
- Supporting the goal of "instant situational awareness" for DD 21
- Three components:
 - Automated support of watch turnover
 - Cognitive agents for operator support
 - Symbology comparison
 - Mapping of MIL-STD-2525 symbols to available Aegis options
 - Subjective operator feedback
 - Objective performance comparison





Symbol Set Sizes Vehicular Tracks





Note: Symbol counts are across ID/affiliation.

MIL-STD-2525B includes ≈ 475 Land Unit and Equipment Symbols.



ADS/NTDS to MIL-STD-2525B Symbol Mapping



Symbol Group	ADS/NTDS Platform Statements	ADS/ NTDS Symbols	MIL-STD- 2525B Symbols	ADS/ NTDS Symbols w/o Match
Air Platform Symbols	30	10	23	3
Surface Platform Symbols	20	2	18	0
Subsurface Platform Symbols	27	6	5	3
Land Platform Symbols	16	2	7	0



ADS/NTDS to MIL-STD-2525B Symbol Mapping



Symbol Group	ADS/NTDS Platform Statements	ADS/ NTDS Symbols	MIL- STD- 2525B Symbols	ADS/ NTDS Symbols w/o Match
Space Category Symbols	1	1	0	1
Miscellaneous Track Symbols	3	3	1	2
Special Symbols	4	4	1	3
Special & Miscellaneous Category Symbols	89	82	52	30



Mapping Results – ADS Platform Statements



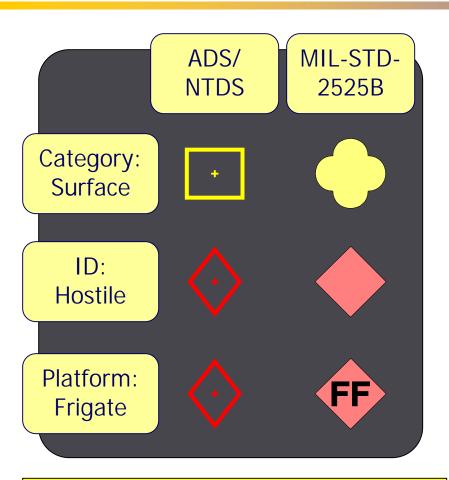
More platform statements have unique symbols in 2525B than in ADS/NTDS

	ADC/NITDC	ADS/NTDS		MIL-STD-2525B	
Track Category	ADS/NTDS Platform Statements	Unique Symbol Pairings	Percent Coverage	Unique Symbol Pairings	Percent Coverage
Air Vehicular Tracks	31	7	23%	22	71%
Surface Vehicular Tracks	21	2	10%	15	71%
Subsurface Vehicular Tracks	27	3	11%	5	19%



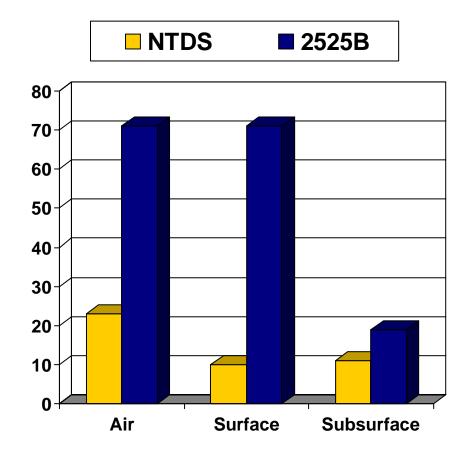
Results – ADS Platform Statements





More information inherent in the symbol

Percent Unique Platform-Symbol Matches





Mapping Results – Unique ADS/NTDS Symbols

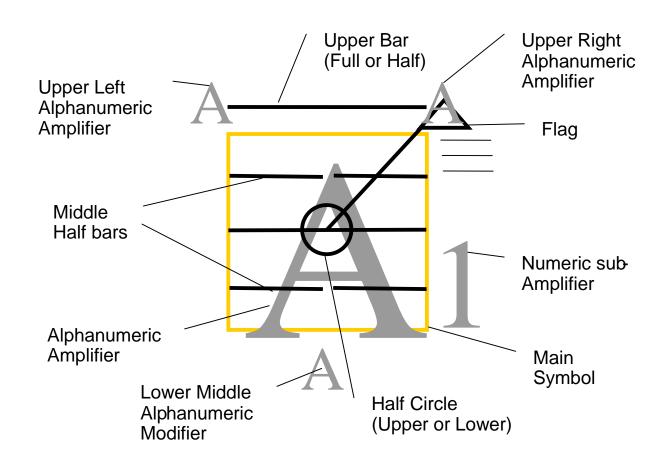


- Nearly all vehicular track symbols have comparable symbols in 2525B, except...
 - Radar processing symbols ("Flying rocks," Tentative Track)
 - Boom/Drogue Tankers, Missile Carrier
 - LAMPS Mk 3
 - POSSUB, PROBSUB, CERTSUB
 - Missile Submarine
- Many Special Point symbols have no match in MIL-STD-2525B
 - Most common symbols have counterparts



Aegis Symbol Modifiers



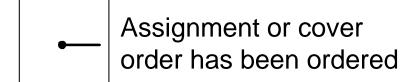


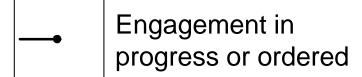


Engagement Symbology



Engagement Modifiers



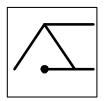


Missile in flight / Target under missile attack

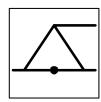
Local engagement indicator

Local Weapon Engagement

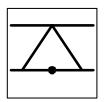
Assign / Cover



Engage



Missile in Flight



Source: SSDS Mk 2 Mod 1/2 HMI SRS



Mapping Results – Symbol Modifiers

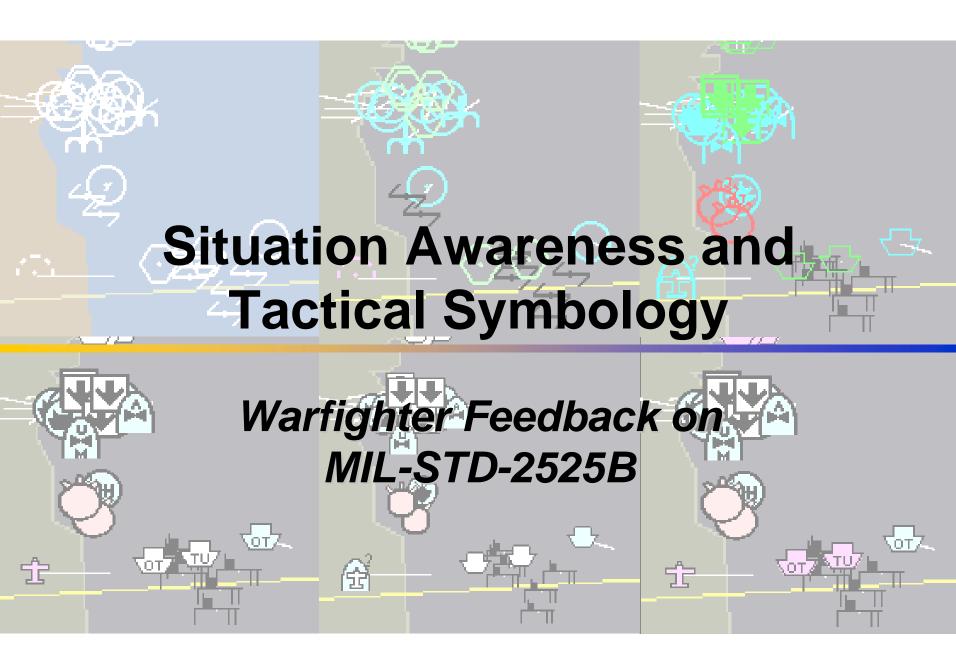


- Few relevant modifiers in MIL-STD-2525B
- Critical modifiers omitted in 2525B
 - TacSig, Non-Real Time, Training tracks
 - Engagement modifiers
- With internal icons in 2525B symbols, modifiers are more difficult to implement









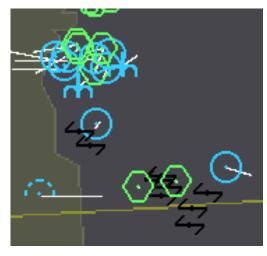


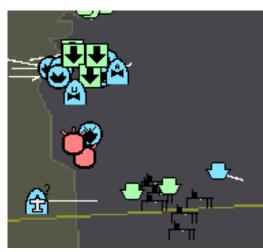
Warfighter Feedback – Symbology Options



MIL-STD-2525 vs. NTDS symbols

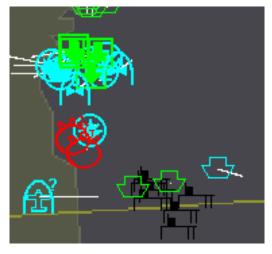
MIL-STD-2525
 preferred over NTDS
 symbols due to
 additional information

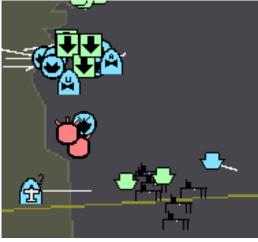




Filled vs. Unfilled symbols

Filled symbols
 preferred to allow
 readability for
 overlapping symbols





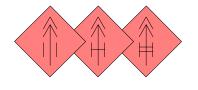


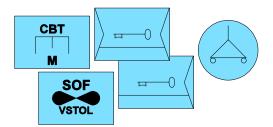
Warfighter Feedback – Symbology Modifications

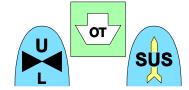


Symbol Size

- Smaller symbols preferred
- 2525B symbols used by most
 Naval operators still identifiable
 at smaller size







Scope

- Full version preferred
- Letter codes easier to understand and recognize than icons







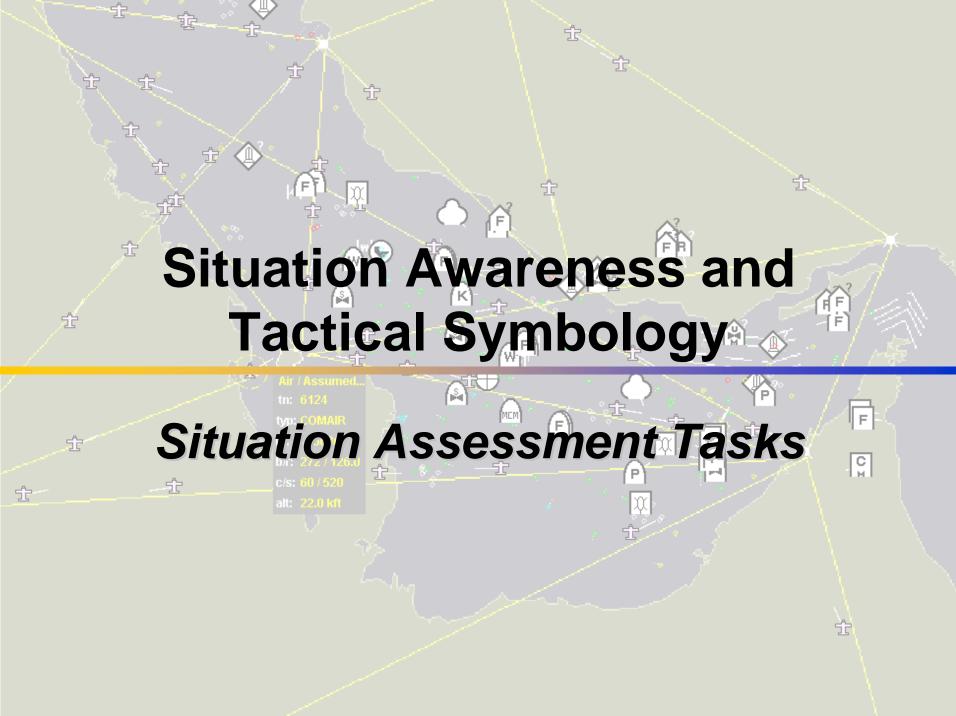
COMAIR

- Preferred purple, no-frame COMAIR symbol
- Size and color make it less obtrusive











Situation Assessment Testing



Three symbol types tested:

- Colorized NTDS
- Adaptation of MIL-STD-2525B (filled)
 - Smaller size, purple frame-off COMAIR
- Realistic 3D icons

Four test tasks used

- Each task addressed a different symbology issue
- Color coding and track filtering was identical across symbol sets
- NTDS and 2525B shown using same software



Background and Constraints



Tactical Scenario:

- Static situation, 296 tracks & special points
- Tracks filtered out based on task requirements
- No display manipulation allowed, 2D or 3D

2D display:

Custom display, changeable symbol sets

3D display:

- PC-based, small symbol library (<20 symbols)
- Only fixed location CRO available in 3D displays

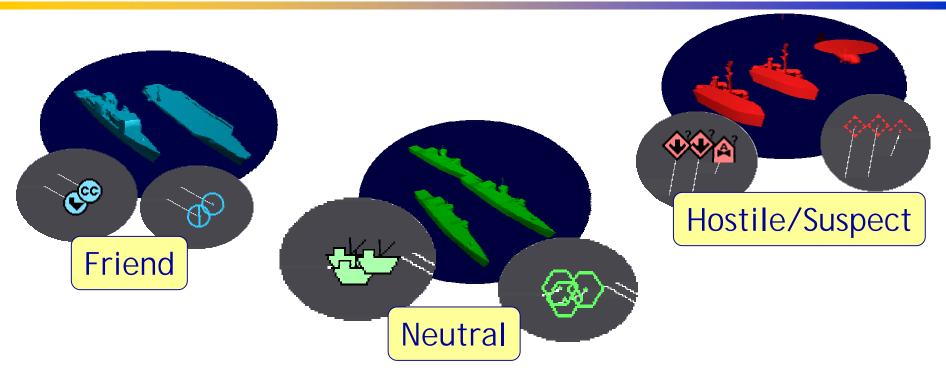
Participants:

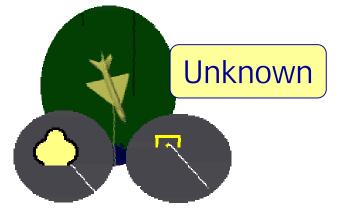
45 total: 25 Active Duty, 10 Navy experienced, 10 non-Navy

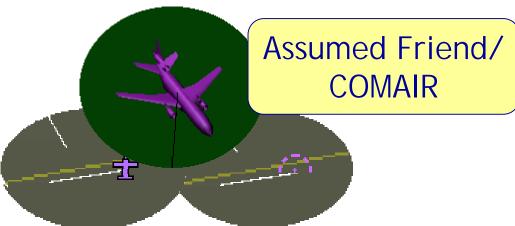


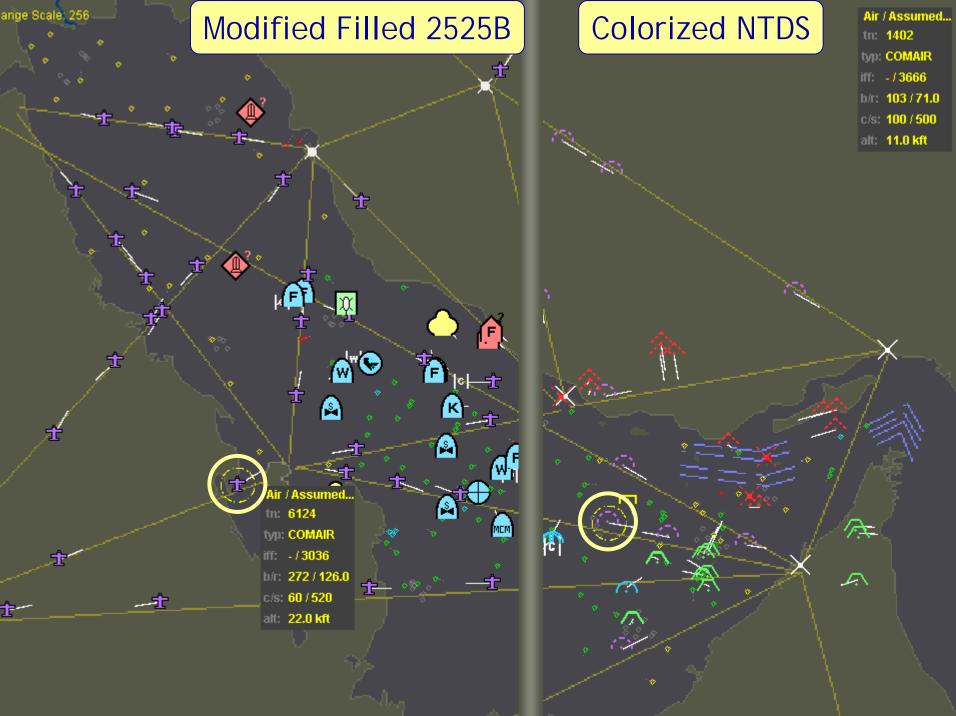
Symbol Sets and Color Codes

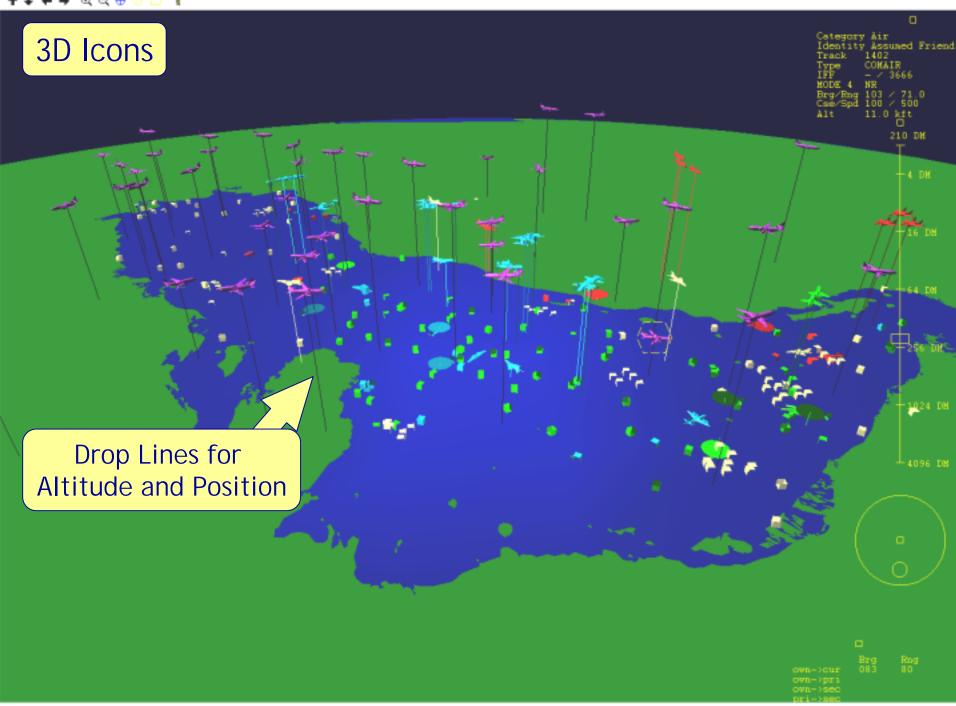














Situation Assessment Test Tasks



Search for specific <u>air</u> tracks

- IFF check of friendly aircraft
- Expect NTDS = 2525B = 3D

Search for specific **surface** tracks

- Locate neutral tankers
- Expect 2525B > NTDS = 3D

Altitude check air tracks

- Locate COMAIR under specific altitude
- Expect 3D > NTDS = 2525B

Recognize specific air tracks

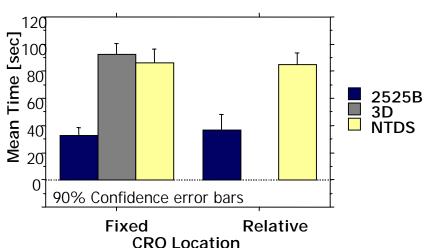
- Count number of threat fighter aircraft
- Expect 2525B > 3D > NTDS



Search Task Results



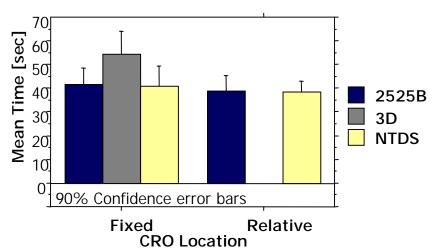
Surface Tracks



2525B faster than NTDS or 3D Icons: 60% less time required

Required information included within MIL-STD-2525B symbols

Air Tracks

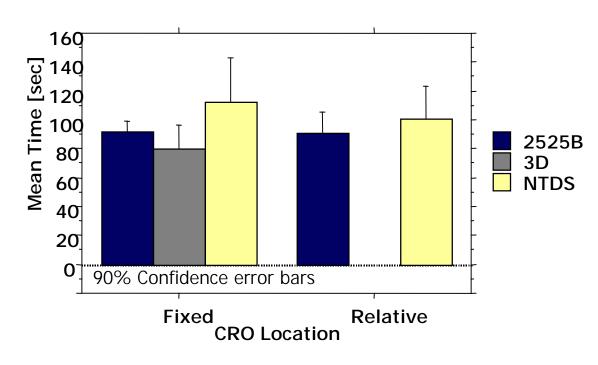


- 3D Display slower than 2D sets: 36% increase
 - More difficult to pick out tracks in 3D display
 - Higher symbol complexity, larger symbol size, and drop lines used in 3D



Altitude Task Results





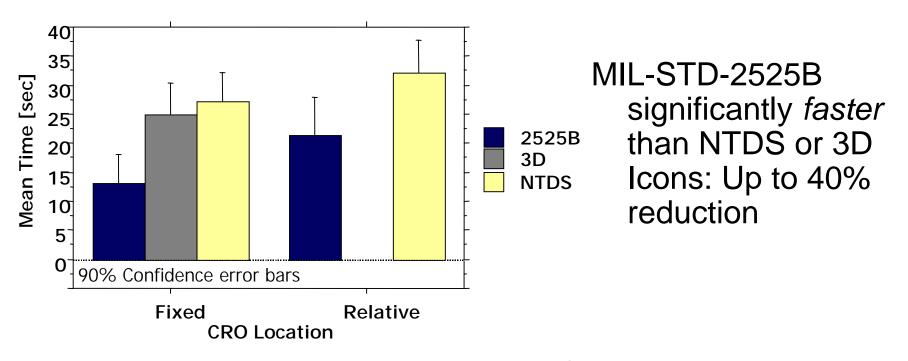
3D marginally faster than 2525B and NTDS, but not significantly

- Drop lines underneath 3D icons allowed altitude estimation without pre-hooking track, but:
 - High track load prevented drop lines from being visible, and
 - Air tracks already shown to be harder to hook in 3D



Track Recognition Task Results





- 2525B symbols include platform/function information
- 3D Icons show airframe, implying function
- Given exact platform to function mapping, performance with 3D would improve



Situation Assessment Test Summary



Search for specific air tracks

- Expected NTDS = 2525B = 3D
- 3D slower than NTDS or 2525B

Search for specific **surface** tracks

- Expected 2525B >> NTDS = 3D
- 2525B faster than NTDS or 3D

Altitude check air tracks

- Expected 3D > NTDS = 2525B
- No significant differences for any symbol sets

Recognize specific air tracks

- Expected 2525B > 3D > NTDS
- 2525B faster, 3D and NTDS equivalent



Situation Assessment Testing – Conclusions



- High track loads may reduce benefits of 3D displays for specific tasks
 - Drop lines hard to pick out with many tracks
- No difference between 2D and 3D displays in hooking surface tracks
- Harder to hook air tracks in 3D displays than in 2D
- Amplifying info in 2525B symbols significantly reduces response time
 - 3D potentially better than NTDS, but not better than 2525B
- Despite strong operator preference, no performance benefit with Relative CRO

Outline

Background

- Symbology principles, MIL-STD-2525 history

Previous Work

Studies on symbology and situational awareness

Current Work

 PEO Integrated Warfare Systems (IWS) project on implementation of MIL-STD-2525 for Littoral Combat Ship (LCS)



PEO IWS MIL-STD-2525 Effort



- Goal is to impact systems for Littoral Combat Ship (LCS)
- Funding cut, but may be restored
- Three components:
 - Conduct evaluations of implementation options and necessary modifications
 - Develop "Implementation Guide"
 - Develop sample symbol filtering capability



Planned Evaluations



- Selection of symbol fill colors
- Selection of default symbol sizes
- Impact of alternative Neutral frame shape on filled symbol discriminability
- Selection of new symbols
- Selection of new symbol modifiers
- Definition of engagement modifiers
- Design of HCI for symbol filtering



Study Summary



Preliminary Study: Results

 COLOR: Saturated "pure" colors have faster search times than standard "pastel" colors

















 ID: Hostiles & Friendlies have faster search times and less errors than Neutrals & Unknowns





VS





- SIZE: Size of symbol from small (16x16 pixels) to large (32x32) had no impact on performance
 - Operators preferred medium (24x24) and large (32x32) icons



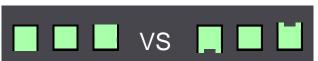
VS



VS



- TYPE: Neutral symbols were difficult to discern type (air, surface, subsurface)
 - Alternate Neutral symbol with a "notched" fill greatly improved search times



Current Study

- NEW 2525B SYMBOLS:
 - Fill in current gaps between AEGIS B/L
 7 and MIL-STD-2525B
 - Create new symbols (i.e., LCS, USV, & Ballistic Missiles)
- NOTCHED FRAME FILL: Determine if performance benefits transcend Neutral tracks
- SPEED LEADERS: Test speed estimation and icon legibility with speed leaders in front or in back of symbols
- SUSPECT & ASSUMED FRIEND MODIFIERS: "?" modifier is standard but may be occluded in high density TACSITs
 - Dotted symbol frame options are being tested in addition to "?" modifier
- COMAIR TRACKS: Determine alternate way to represent commercial air (COMAIR) tracks
 - Test the use of purple fill to denote COMAIR



Planned Content of Implementation Guide



- Recommended symbol set (subset of MIL-STD-2525)
- Recommended symbol sizes and colors
- Default filtering options
- Navy-specific additions
 - Additional symbols
 - Additional symbol modifiers
 - Engagement modifiers





- (1) Change Civil Air symbols to "Frame Optional" (High Priority)
 - Civil Sea Surface symbols currently Frame Optional
 - COMAIR tracks often ID'd as "Assumed Friend," requiring external modifier
 - Removal of frame allows symbols to be less obtrusive
- (2) Add Non-Real Time symbol modifier (High)
 - Visual distinction for NRT tracks is needed
 - Aegis internal alphanumeric modifier can't be carried over to MIL-STD-2525





- (3) Permit use of dashed outline for Assumed Friend and Suspect (High)
 - "Planned" or "Anticipated" positions have little to no utility for Surface Navy
 - Users have strong association for dashed symbols and this use
 - Dashed outline appears to be more easily identified than question mark external to the frame





- (4) Permit use of purple fill for commercial tracks (High)
 - COMAIR tracks may be various Affiliations, but treated similarly
 - Could lose representation of Affiliation if shown "Frame Off"
 - Could reconcile with Icon Outline in Affiliation color, filled with "commercial" color

Assumed Friend Neutral
Civilian COMAIR Civilian COMAIR

THE PROPERTY OF THE PR

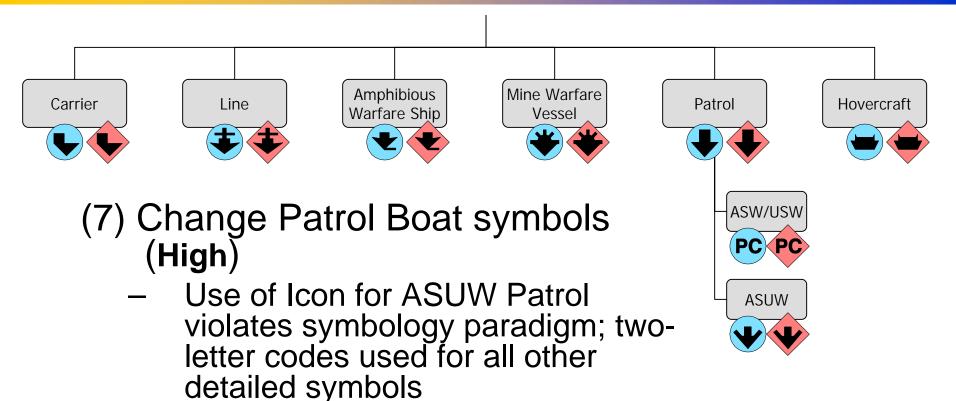




- (5) Add symbology for Littoral Combat Ship (High)
 - New symbol needed for new class of ship
 - Symbol should allow for reconfigurability of ship, much like UAV symbols
 - But designation of the ship class is still TBD (Defense News, 13 Dec 04)
- (6) Add symbology for Unmanned Surface Vehicles (USVs) (High)
 - Current symbols include UAVs and UUVs, but no USVs
 - USVs with different functions are critical part of LCS concept







 Opportunity for consistency with Aircraft codes (N = ASUW, S = ASW)

than ASW/USW

"PC" more appropriate for ASUW





- (8) Add SPACE track for TBM/ICBM (High)
 - "Generic" Space Track would have to be used now
- (9) Add new symbols (Medium Priority)
 - Electronic Counter Measure (ECM) and Surface Decoys
 - Use same basic symbol as Air and Subsurface decoys
 - Command Ship





(10) Add Submarine Modifiers (Medium Priority)

- No modifiers available for certainty of classification (POSSUB, PROBSUB, CERTSUB)
- No modifiers available for submerged/surfaced submarines

(11) Add symbology for missile submarines (Medium Priority)

- Current symbols only account for type of propulsion
- Current Navy symbology provides visual distinction
- Fielding of SSGN may need to be addressed