



# Agenda

- Cooperation Sweden USA
- Project
- 6th generation fighter aircraft and loyal wingmen
- Result

# Presentation

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- Hans Einerth
- Ret Lt Col, M Sc Engineering Physics
- JA 37 Viggen 600 fh
- JAS 39 Gripen 1400 fh
- SK 60 400 fh
- Gripen Operational Test and Evaluation unit
- SAAB Test pilot 2013-2019
- Displaypilot SAAB B17
- SAAB Gripen Product Management 2018-2019
- FMV Test Pilot since 2019
- Besides test pilot working with FCASC



# Project

## Background

- Sweden and USA in a valuable project with Ground Collision Avoidance System GCAS
- GCAS now implemented in JAS 39 Gripen and F-16
- MUMCM is a continuation of this successful collaboration
- Manned Unmanned Contingency Management
- Partners
  - AFRL
  - Lockheed Martin contracted by AFRL
  - FMV
  - FOI
  - SAAB contracted by FMV

PROJECT AGREEMENT NO. RDTE-US-SW-AF-19-01

TO THE

MEMORANDUM OF AGREEMENT

BETWEEN

THE DEPARTMENT OF DEFENSE OF THE UNITED STATES OF AMERICA

AND

THE GOVERNMENT OF THE KINGDOM OF SWEDEN

FOR

RESEARCH, DEVELOPMENT, TEST, AND EVALUATION

PROJECTS

DATED

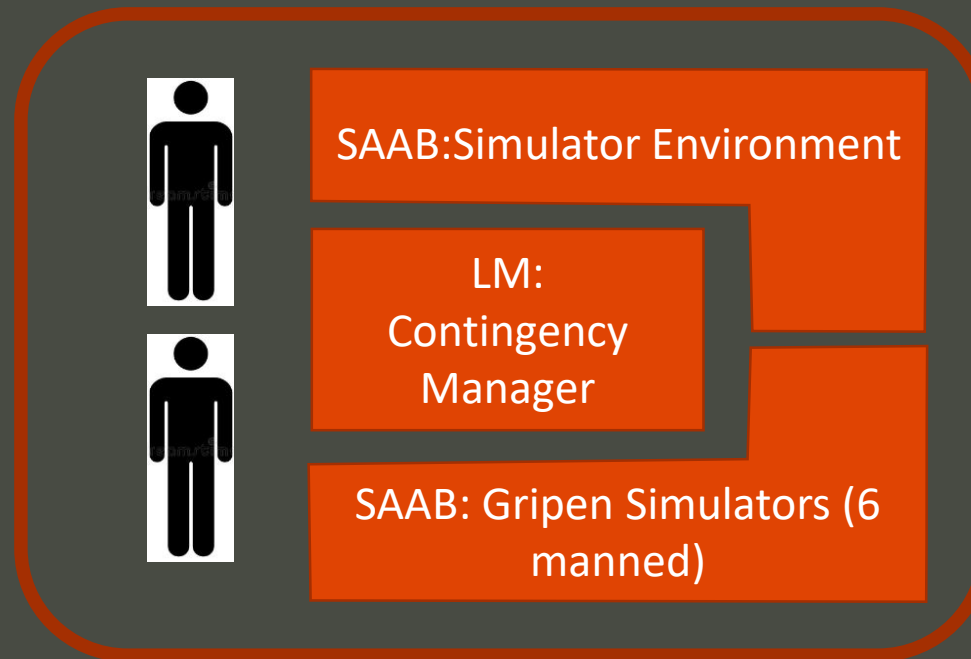
APRIL 18, 2011

CONCERNING

MANNED UNMANNED CONTINGENCY MANAGEMENT (MUMCM)

# The project

- Lockheed Martin coded a Contingency Manager
- Errors in the LW trigger the CM, that suggests actions to Gripen pilot
- Gripen simulator



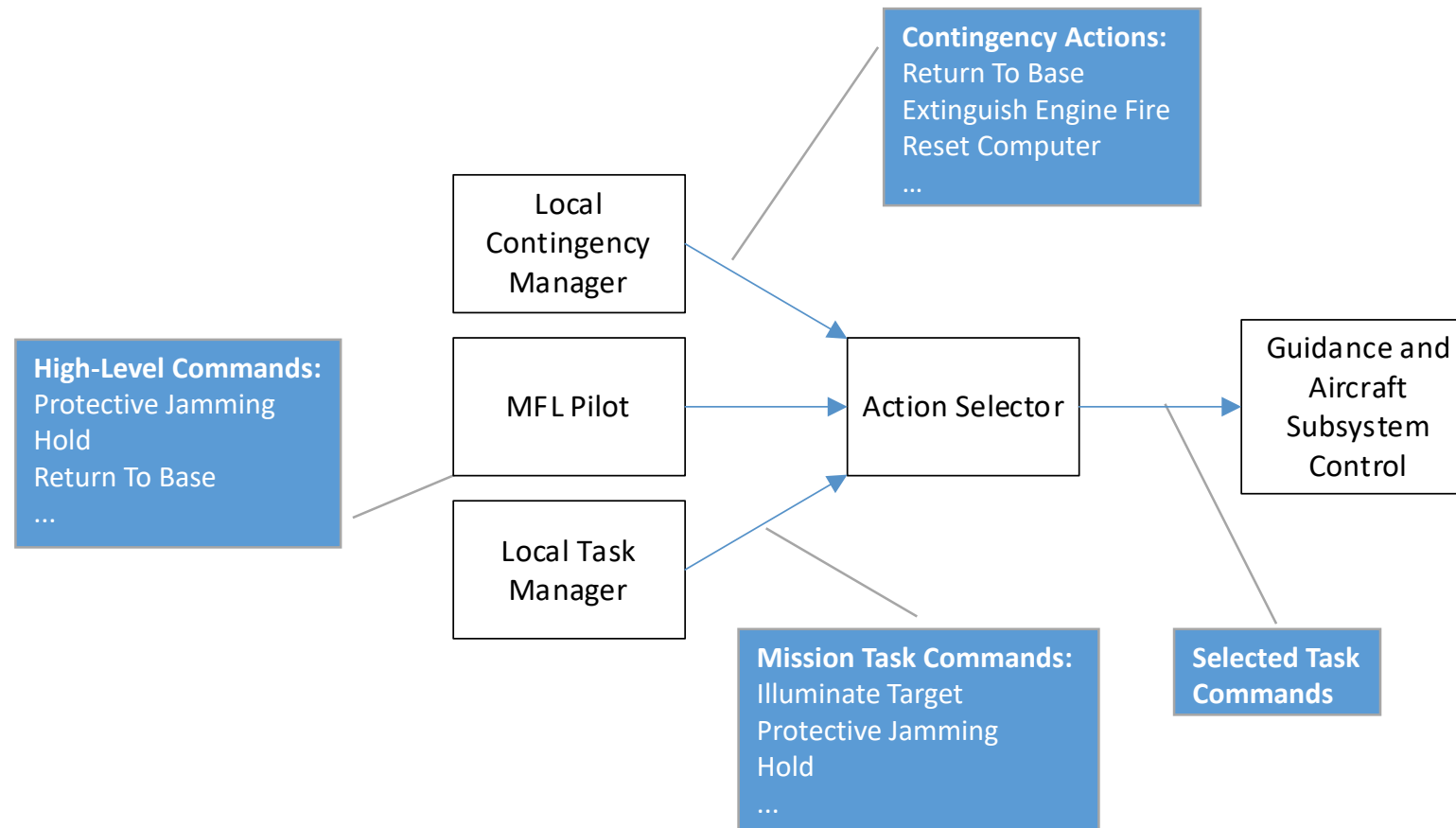
Error Introduced

Contingency Manager

Required Actions

Pilot reaction

# The Action Selector: manages aircraft control from multiple sources

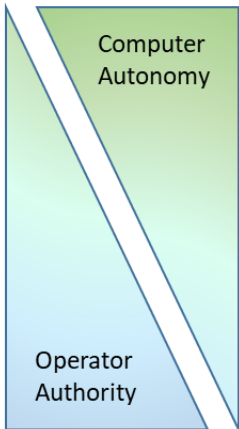


# Chosen Local CM Conditions and Actions

Index	Local CM Condition
1	Engine Fire
2	Engine Degraded
3	Lost Electrical Gen
4	Low Fuel
5	GPS Hardware Failure
6	Datalink Dropout Rate Exceeded
7	Bad Weather
8	Loss of Lead MF
9	Internal Flight Control Failure
10	Mission Manager Failure
11	Off Route
12	Target (Video) Sensor Failure
13	Weapon Manager Failure
14	Icing Detected
15	Angle Of Attack Fail
16	Avionics Computer Failure
17	Mission Updates

Index	Local CM Contingency Action
1	Return to base
2	Land ASAP
3	Controlled crash
3	Self destruct
4	Increase safety distance to group
5	Extinguish Fire
7	Reset subsystem
8	Activate backup power
9	Check for GPS jamming
10	Request coordinates for new route
11	Evaluate mission
12	Request addition of mission task
13	Request removal of mission task
14	Request weather route change (coordinates)
15	Go to new altitude to clear icing
16	Request confirmation of engine fire from pilot
17	Handover to secondary MF as Lead
18	Handover to GCS as Lead

# Definition of Autonomy levels used

Name	Autonomy Level	Operator Authority		Computer Autonomy	Computer Autonomy Indication	Abbreviation
Automatic	5	Interrupt		Full Autonomy	FULL_AUTO	5:FULL_A
Direct Support	4	Revoke action		Action unless revoked	ACTION_UNLESS	4:ACT_UN
In Support	3	Accept advice Authorize action		Advice and if authorized: action	AUTHORIZE_ACTION	3:AUT_AC
Advisory	2	Acceptance of advice		Advice	ADVICE	2:ADVICE
At Call	1	Advice only on request		Advice only if requested	ADVICE_ON_REQ	1:AD_ORQ
Commanded	0	Operator full authority (Action)		Support action	COMMANDED	0:COMMAN

- In the MUMCM project, the autonomy levels 3-5 and 0 was used. 1 and 2 was omitted to reduce the scope, but they should also be included in a complete implementation
- Note that an autonomy-level is not assigned to an aircraft, but is assigned to each *task*. I.e. some tasks may be executed autonomously, while others require the pilot permission to proceed (applies to autonomy level 0, 3-5)



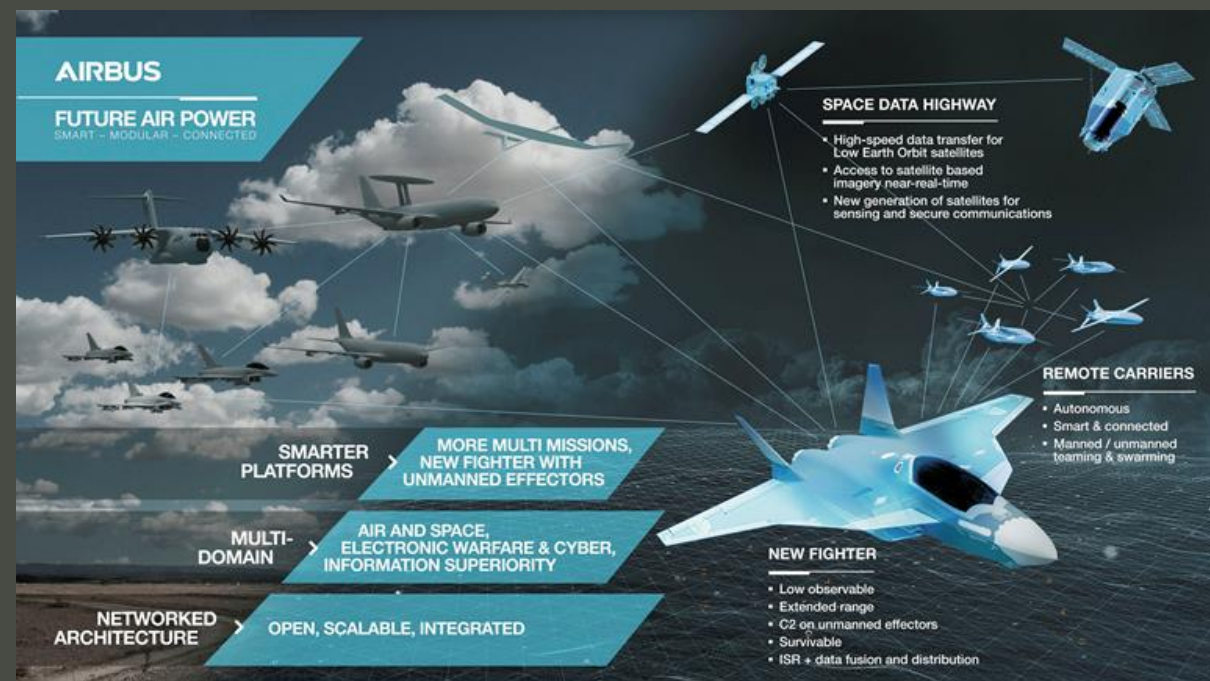
# Cockpit Gripen







FCASC  
UK, Italy, Japan, Saudi



SCAF  
France, Germany, Spain



# NGAD



## NGAD (6th Gen) aircraft requirements

- Stealth (radar, IR, visual)
- Range
- Payload
- Manned-unmanned teaming

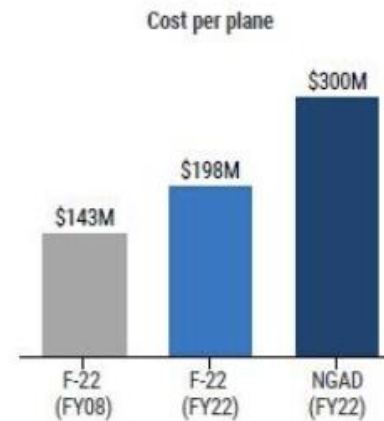


# F-22



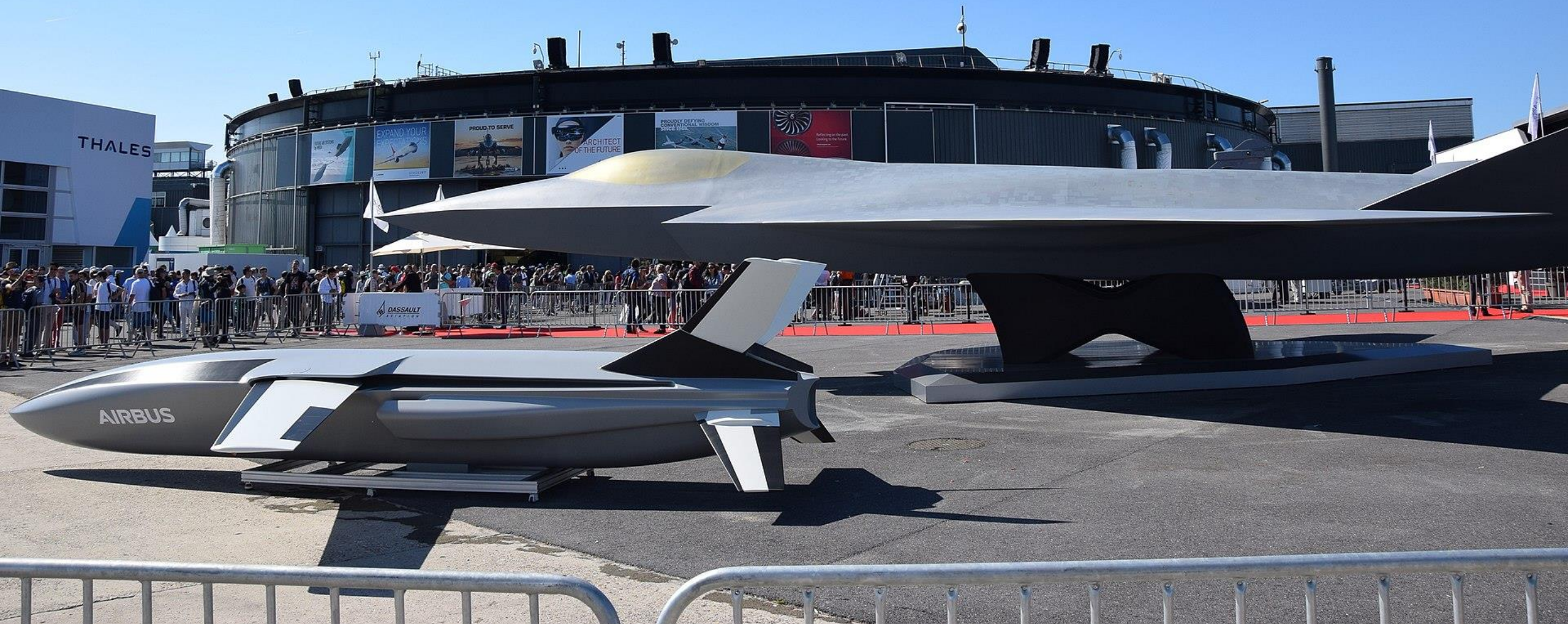
## F-22 (5th Gen) aircraft requirements

- Stealth (radar)
- Supercruise
- Maneuverability
- Sensor fusion



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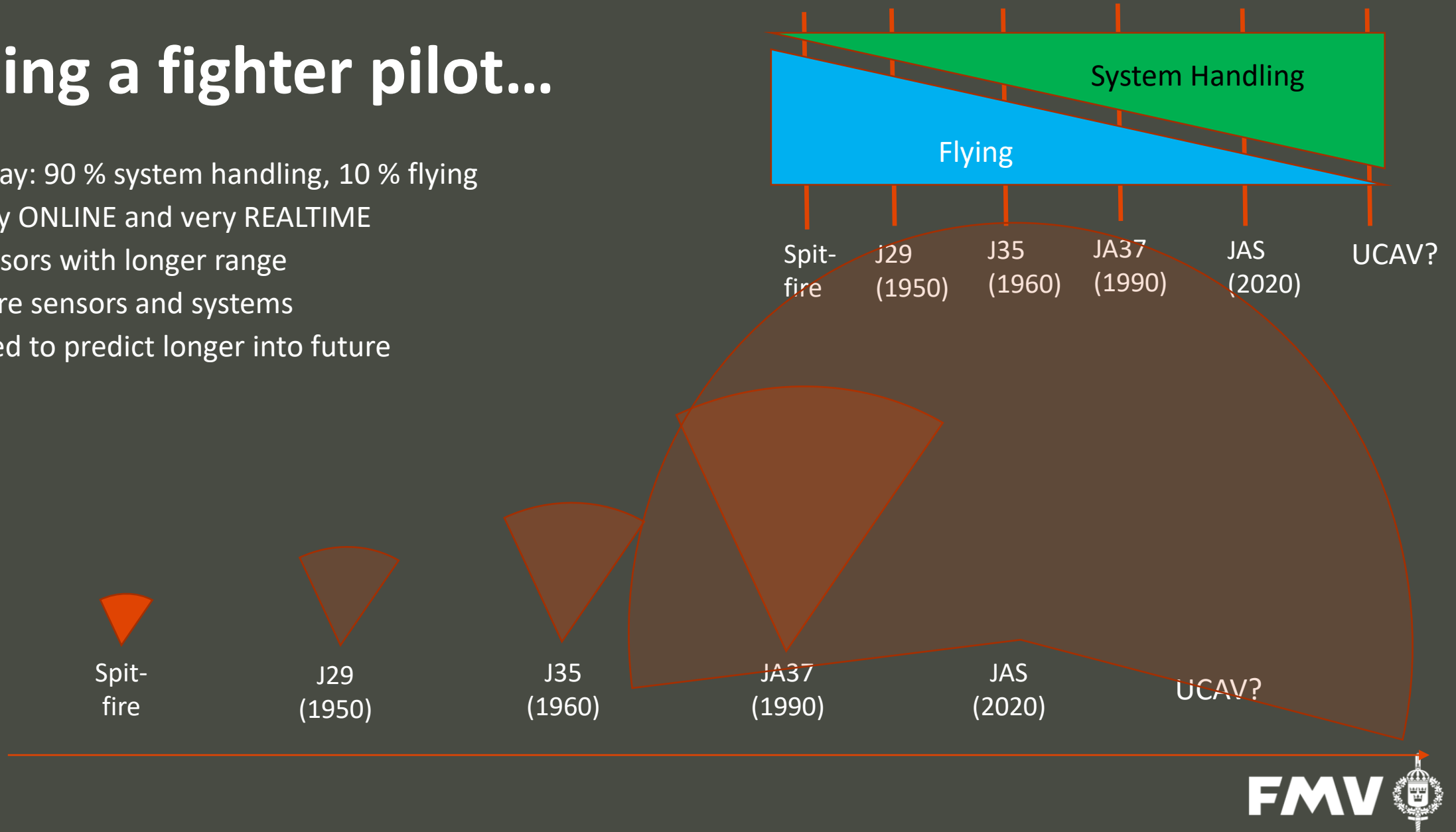




USAF  
2 CCA per 300 F-35 and 200  
NGAD  
= 1000 CCA (Collaborative  
Combat Aircraft)

# Being a fighter pilot...

- Today: 90 % system handling, 10 % flying
- Very ONLINE and very REALTIME
- Sensors with longer range
- More sensors and systems
- Need to predict longer into future



# Why loyal wingman?

- Not enough platforms
- Platforms too expensive
- Education and training prohibits fast growth in numbers
- Many missions dangerous (requires CSAR etc)
- Many long (dull) missions (fighter pilot environment is not suited for long missions)
- In a defensive operation under existential threat and very permissive ROE an autonomous LW is acceptable





# Why crewed fighters

- Still has best flexibility
  - Can perform a variety of roles all over the world without tailoring equipment or software
  - Can be deployed globally without special arrangements around uncrewed aircraft
- Forward deployed human decision-making, without need of broad band datalinks
  - In offensive operations under strict ROE it is desirable to have humans physical in the attacking force
  - In peacetime QRA only crewed platforms are acceptable



# 6th gen fighter

- Full data-to-decision environment in high-traffic, with drones, ground sensors, AI, combat cloud
- Optionally manned
- Variable-cycle engines (high thrust, cruise fuel efficient)
- Engine supplies significant more electricity and cooling than 5 th gen
- Directed Energy Weapons
- Stealth airframe and avionics
- Long range weapons – Not a Close In Fighter
- Long range platform – Large aircraft
- Virtual Cockpits



Large aircraft

2 engines

Small series

Expensive a/c

Not for small  
nations...?

# UF-23 A/B Technical overview



# UF-23 Data sheet

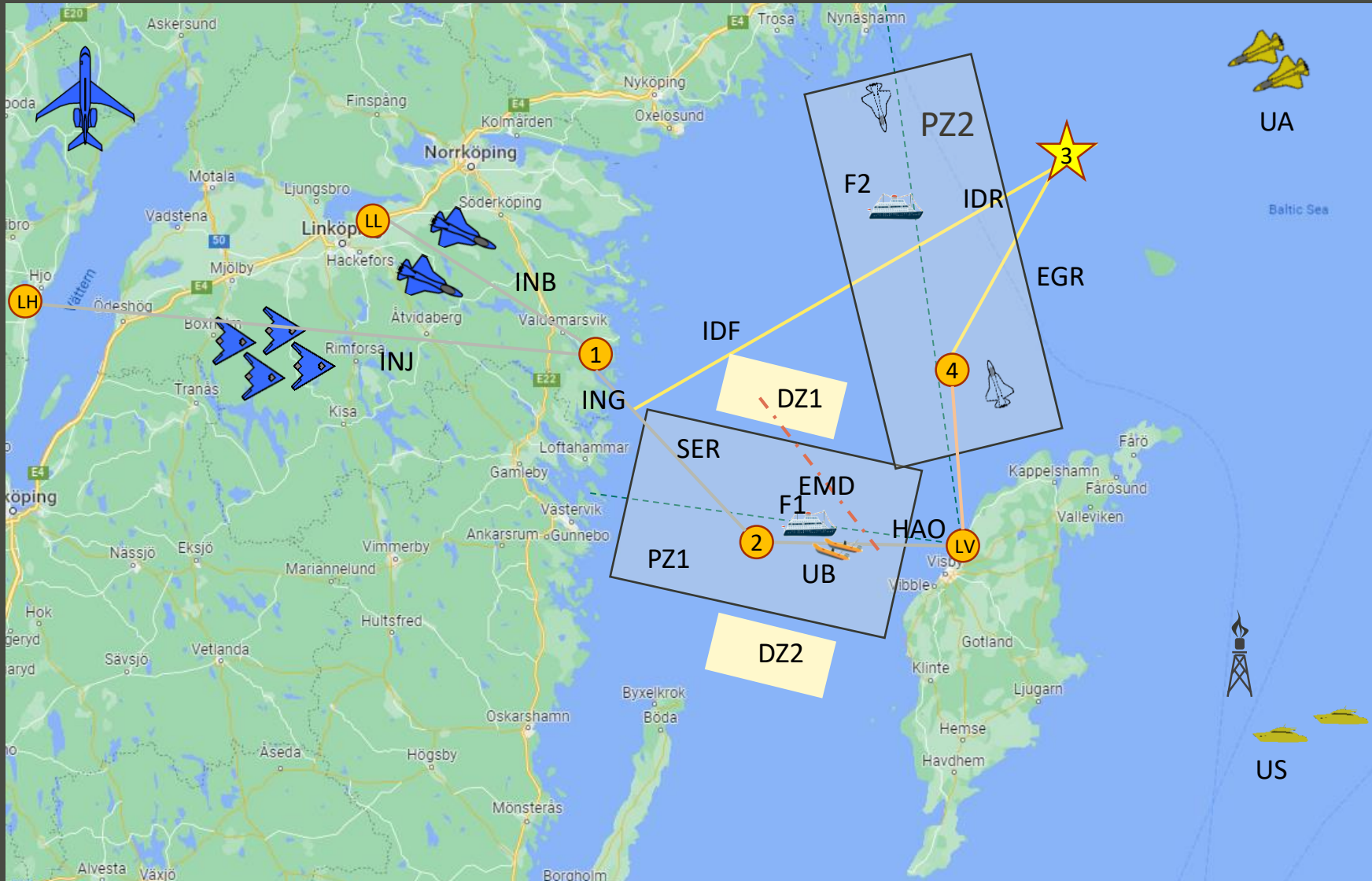
## UF-23A Hydra

- Length 27ft
- Wingspan 36ft
- Empty weight 5500kg
- MTOW 9500kg
- Thrust 36KN
- Maximum speed: M0.92
- Service Ceiling: 45 000ft
- Combat radius: 200nmi
- Max Nz: 7G
- Eco : M0.5/ 28 000ft
- Rwy length: 1500m

## UF-23B Super Hydra

- Length 31ft
- Wingspan 38ft
- Empty weight 6000kg
- MTOW 11 500kg
- Thrust 40KN
- Maximum speed: M0.92
- Service Ceiling: 45 000ft
- Combat radius: 250nmi
- Max Nz: 7G
- Eco : M0.55/ 28 000ft
- Rwy length: 1700m

# Mission/Scenario SimEval#1c/#2 (with variations)



Name	Phase-tag
INB	Inbound
ING	Ingress
SER	Search
HAO	Hand over
INJ	Inbound Join, Flight over land
EMD	Emergency Ditch
<b>New mission phase</b>	
IDF	Ingress A2A
IDR	Identify and Repulse
EGR	Egress
3	Intercept point
4	WP 4
<b>Object</b>	
PZ1-2	Protected Zones
F1	Ferry 1
F2	Ferry 2
UA	Unknown Aircraft
UB	Unknown Boats
US	Unknown Ships



# Cockpit Gripen



# Conclusions

- To begin: The workload in modern fighter is high
- The workload to control Loyal Wingman (especially when things starts to go wrong) was unacceptable high
- We need new ways to communicate with uncrewed aircraft
  - Voice, touch displays
- A high level of autonomy of the uncrewed aircraft is essential
- The overall concept requires a thorough planning process
- Who is Pilot-In-Command of the Loyal Wingman?