

Waypoint analysis for command and control

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Abstract

Command and Control (C2) is a broad field, providing a wide variety of options for research in statistical methodology and application. A basic problem in C2 is the ability to track an enemy object in the battlespace and to forecast its future position. The problem changes fundamentally if one is able to assume that the moving object is headed for an (unknown) location, or waypoint. This article is concerned with estimation of such a waypoint using Bayesian statistical prediction.