L3 Node Interactions

Description

The L3 Node Interactions view addresses operational information exchanges between nodes. Information exchanges provide further detail of the interoperability requirements associated with the operational capability of interest. The focus is on information exchanges that cross the capability boundary.

Although the primary purpose of this view is to specify information exchanges, an L3 may also list flows of materiel, energy and human resources.

The L3 view may be used to:

- · Define operational concepts.
- Elaborate capability requirements.
- Define collaboration needs.
- · Associate capability with a location.
- Define Problem space.
- Operational planning.
- Analyze Supply chain.
- Secure models e.g. domain-based security & entity trust models.

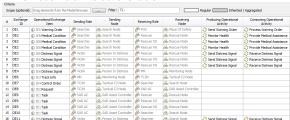
Implementation

The L3 view can be represented using:

• An L3 Node Interactions table.

#	Operational Exchange Item	Sending Node	Receiving Node	Producing Operational Activity	Consuming Operational Activity
1	(i) Request	🚓 Tactical C2 Node	🚓 SAR Asset Controller		
2	(i) Control Order	🐣 Tactical C2 Node	🐣 Rescue Node		
3	(i) Control Order	🚓 Tactical C2 Node	🖧 Search Node		
4	(i) Warning Order	🐣 Search Node	🐣 Place Of Safety	Send Warning Order	Process Warning Order
5	 Medical Condition 	🕰 Search Node	🕰 Rescue Node	Monitor Health	Provide Medical Assistance
6	(i) Task	🚓 SAR Asset Controller	🖧 Search Node		
7	(i) Task	🐣 SAR Asset Controller	🐣 Rescue Node		
8	(i) Distress Signal	🚓 Person In Distress	🖧 Search Node	Send Distress Signal	⇔ Receive Distress Signal
9	(i) Distress Signal	🐣 Person In Distress	🐣 Rescue Node	Send Distress Signal	Receive Distress Signal
10	(i) Distress Signal	🕰 Person In Distress	🕰 Monitoring Node		
11	(i) Track Info	A Monitoring Node	🖧 Tactical C2 Node		

• An L3 Node Role Interactions table.



An L3 spreadsheet report.

Related elements

- Node
- Node Role
- Operational Exchange
- Exchange Element
- Energy
- Materiel
- Operational Activity

Related procedures

 Creating L3 Node Interactions table