



*TOTAL SHIP SYSTEMS
ENGINEERING*

**CAPSTONE DESIGN
PROJECT**

*NAVAL POSTGRADUATE SCHOOL
TEAM 2001*





Presentation Outline

Introduction

Requirements

Analysis of Alternatives

Hull

Propulsion/Electrical

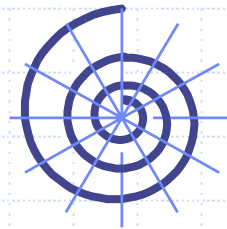
Total Ship Evaluation

Conclusion

Damage Control/
Habitability

Combat Systems

Aviation Systems





Total Ship Systems Engineering Team



Team Leaders

LT Joe Keller, USN

LCDR Rabon Cooke, USN

Damage Control/Habitability

LTJG Mersin Gokce, TN

LTJG Orhan Barbaros Okan, TN

Aviation Systems

LT Scot Searles, USN

Combat Systems

Mr. Ivan Ng, Singapore DSTA

Hull

CDR(sel) James Ivey, USN

LT Antonios Dalakos, HN

Manning/Cost

LT Peter LaShomb, USN

Propulsion/Electrical

LT Ryan Kuchler, USN

LT Brad Stallings, USN



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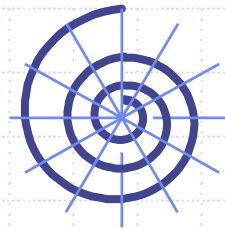
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Mission Needs Statement



◆ REQUIREMENTS

- Ability to “knock down the door”
- Deny enemy's targeting sequence through speed, maneuver, stealth, and distributed counter-targeting

◆ MISSIONS

- Operate primarily in the littoral environment as a complement to the Carrier Battle Group (CVBG)
- Operate independent of the CVBG during certain Military Operations Other Than War (MOOTW)
- Provide a credible force to harass and suppress enemy forces, while awaiting CVBG arrival
- Operate UCAVs, UAVs, and manned aircraft.



Mission Needs Statement (continued)



◆ GUIDELINES

- Significantly increased distribution of aviation assets
- Higher sustained and maximum speeds
- Total ship, aircraft, and weapons system engineering approach
- Technology through 2012, IOC 2021
- Significant manpower reductions



Operational Requirements



Key Performance Parameters

<u>Parameter</u>	<u>Threshold</u>	<u>Objective</u>
Speed	40 kts	60 kts
Manning	150	120
Range	4000 nmi	4500 nmi
Sortie Rate	80 sorties/day	120 sorties/day
Sustainability	7 days Sustained rate ops	7 days Surge rate ops



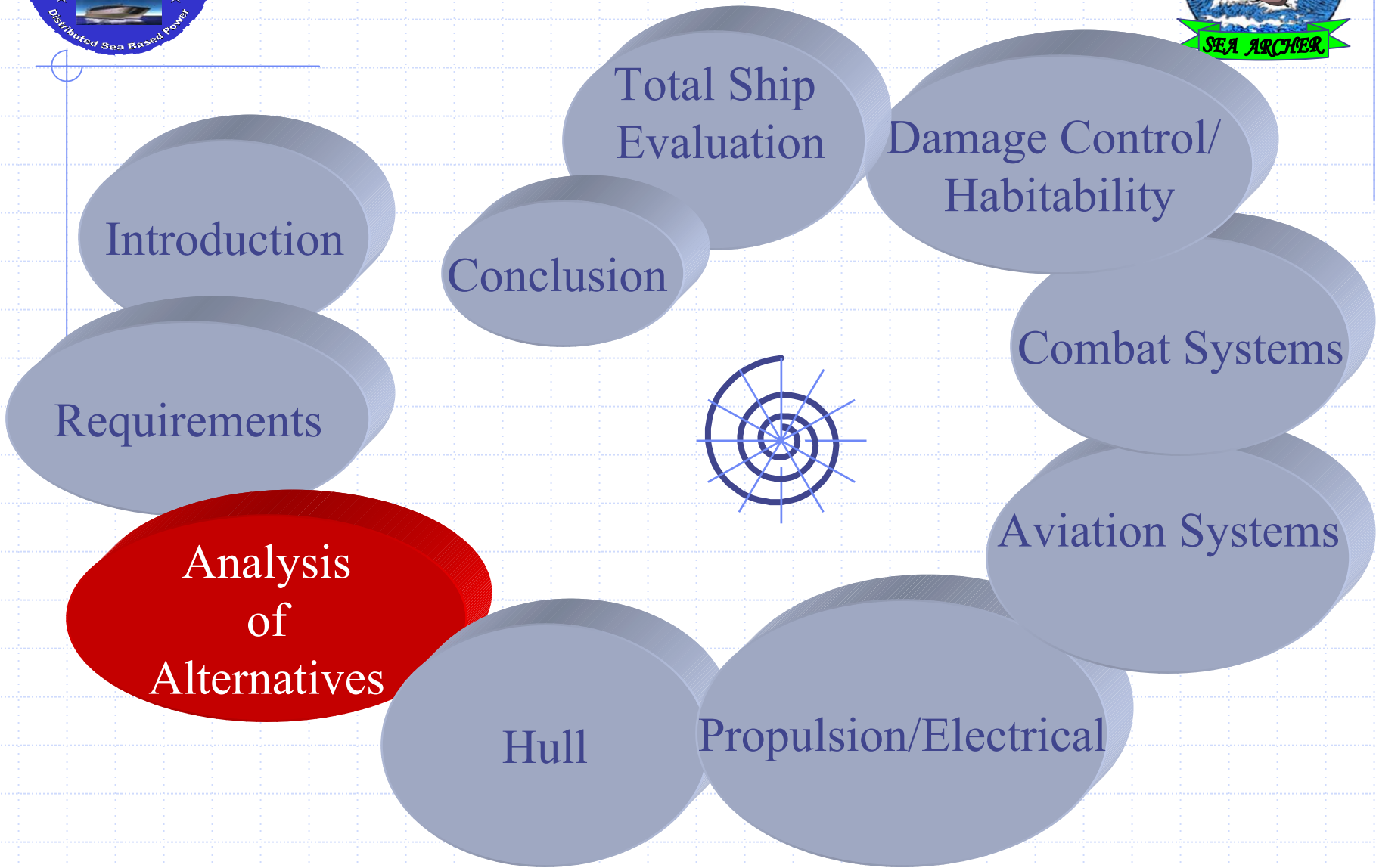
Ship Design Philosophy



- ◆ Survivability
- ◆ Automation
- ◆ Reduced Manning
- ◆ Upgradeability
- ◆ Maintainability
- ◆ Reliability
- ◆ Manufacturability
- ◆ COTS
- ◆ Affordability



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Analysis of Alternatives



- ◆ Consider ship designs to support following options:
 - 1 or 2 Squadrons of aircraft with SEA ARROW
 - 1 or 2 Squadrons of aircraft with JSF replacing SEA ARROW
 - 1 or 2 Squadrons of aircraft with SEA ARROW but w/o SEA QUIVER Support
- ◆ 1 Squadron consists of :

Aircraft Type	# of Aircraft
SEA ARROW or JSF	8
Helicopters	2
UAVs	10
Maneuver Air Support (MAS)	3



Ship Alternatives

(first estimates)



	1 Squadron			2 Squadron		
	w/SEA ARROW	w/JSF	w/o SEA QUIVER	w/SEA ARROW	w/JSF	w/o SEA QUIVER
Total Payload (mT)	1900	3865	2280	3250	7170	3630
Length (m)	160	180	163	175	206	186
Breadth (m)	39	44	40	44	52	47
Displacement (mT)	10500	15100	11100	13600	22100	14500



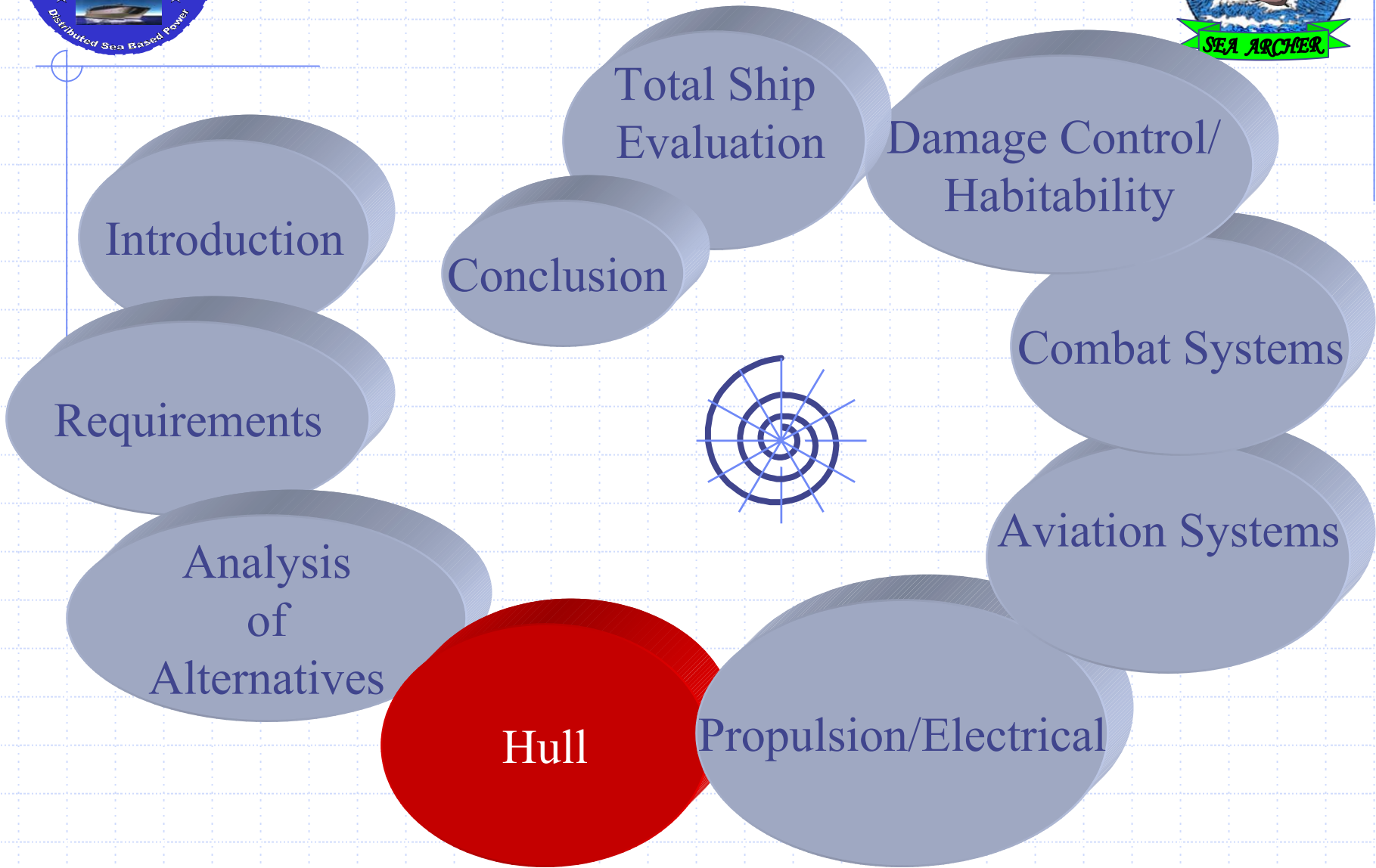
Design Reference Mission



- ◆ Transit legs of 4000 nmi @ 50 kts
 - Refuel 2 SEA LANCES at 2000 nmi
 - 20% fuel remaining
- ◆ 7 days combat operations
 - 2 refuelings of SEA LANCES
 - Normal sortie rate operations
 - 2 days @ 20 kts
 - 1 day @ 25 kts
 - Remaining time at loiter speeds (10-15 kts)



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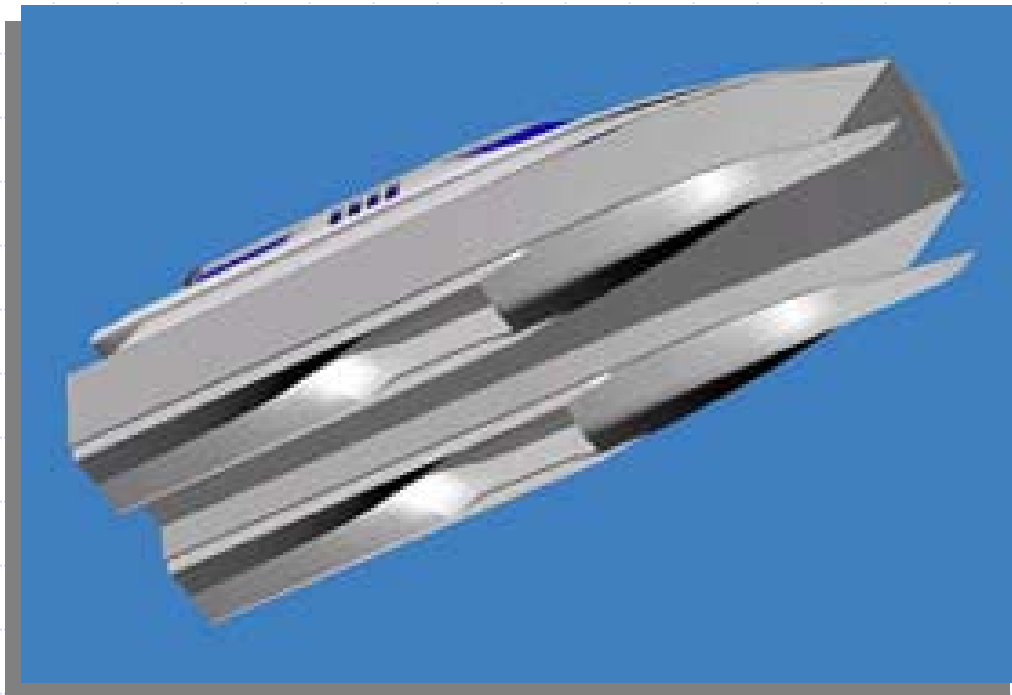
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Hull Form-Harley SES



An Air Assisted Catamaran

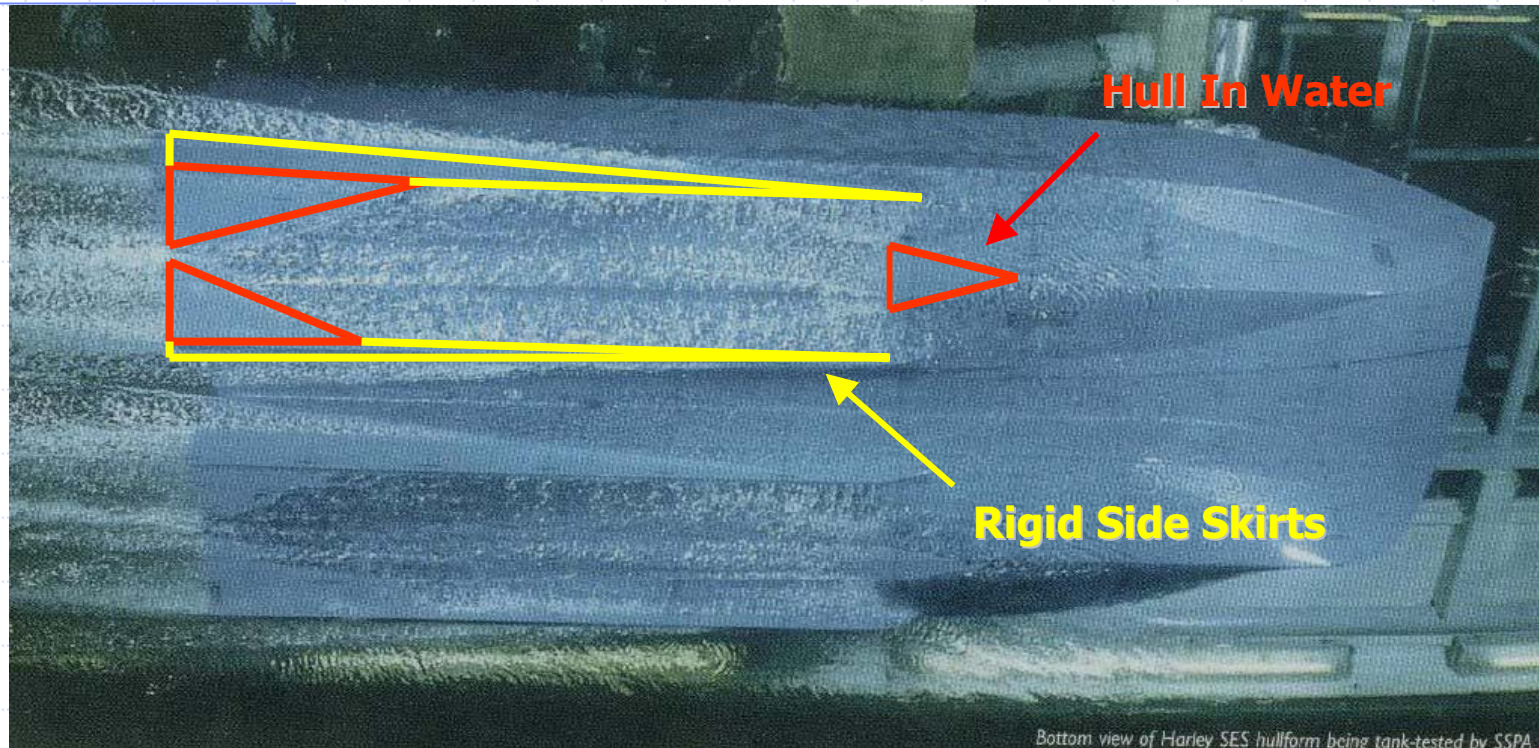
Hull form uses pressurized air to support 85% of the weight

Results in only a small portion of Hull in contact with water thereby

Reduces overall power requirement



Hull Form-Harley SES

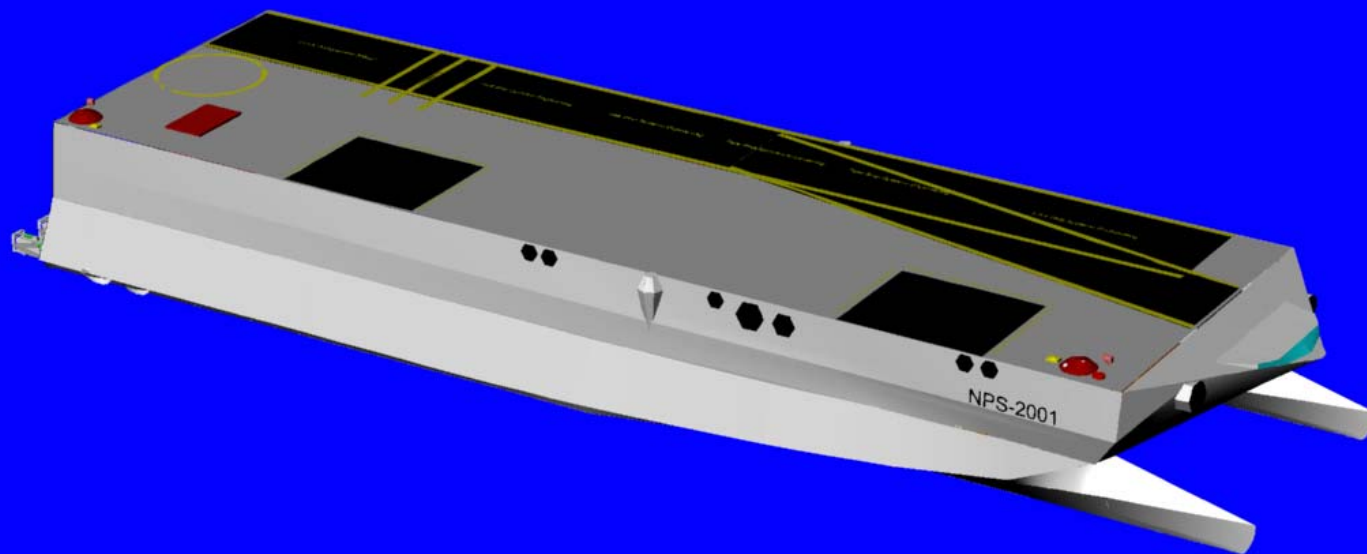


Bottom view of Harley SES hullform being tank-tested by SSPA

***Fisheye view of Vibtech model being tested**

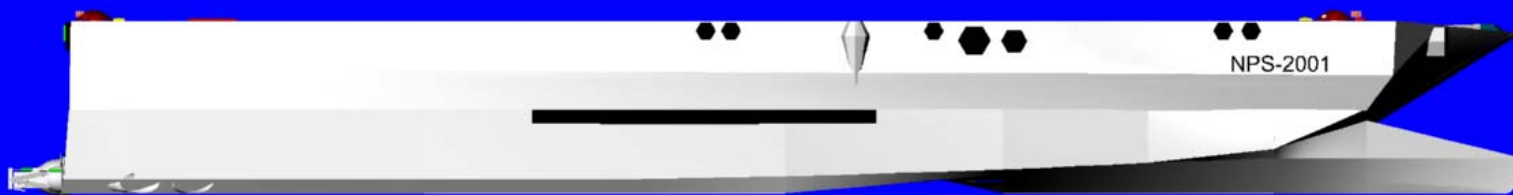


SEA ARCHER





SEA ARCHER





SEA ARCHER Characteristics



◆ Displacement:	13,500	mT
◆ Length:	181	m
◆ Beam:	59	m
◆ Side-hull Beam:	22	m
◆ Range (50 Knots):	4,000	nmi
◆ Draft On/Off Cushion	2 / 4	m
◆ Construction:	Carbon Fiber	



SEA ARCHER Weight Fractions

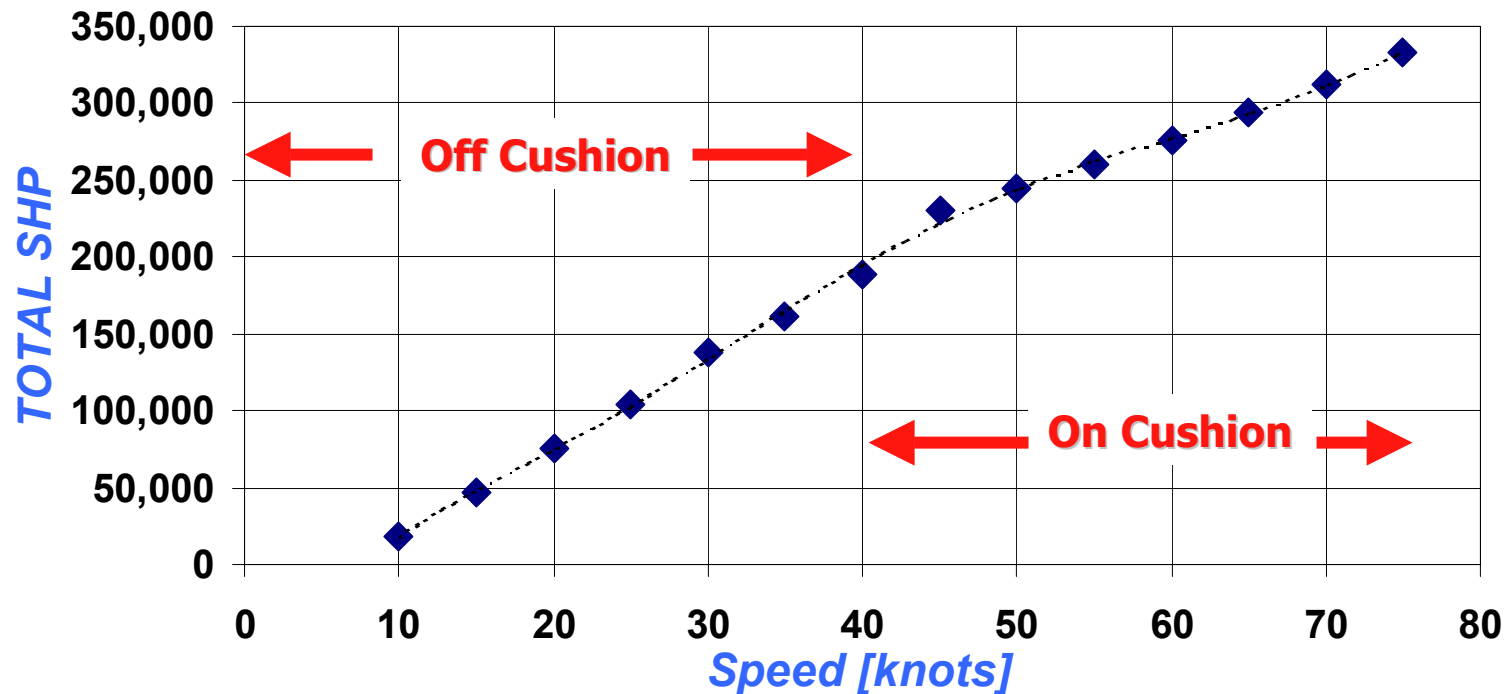
◆ Structural (SWBS 100):	20	%
◆ Machinery (SWBS 200):	11	%
◆ Electrical (SWBS 300):	13	%
◆ Comms (SWBS 400):	<1	%
◆ Auxiliary (SWBS 500):	7	%
◆ Outfit (SWBS 600):	3	%
◆ Armament (SWBS 700):	3	%
◆ Payload :	12	%
◆ Fuel :	31	%



SEA ARCHER Speed/Power

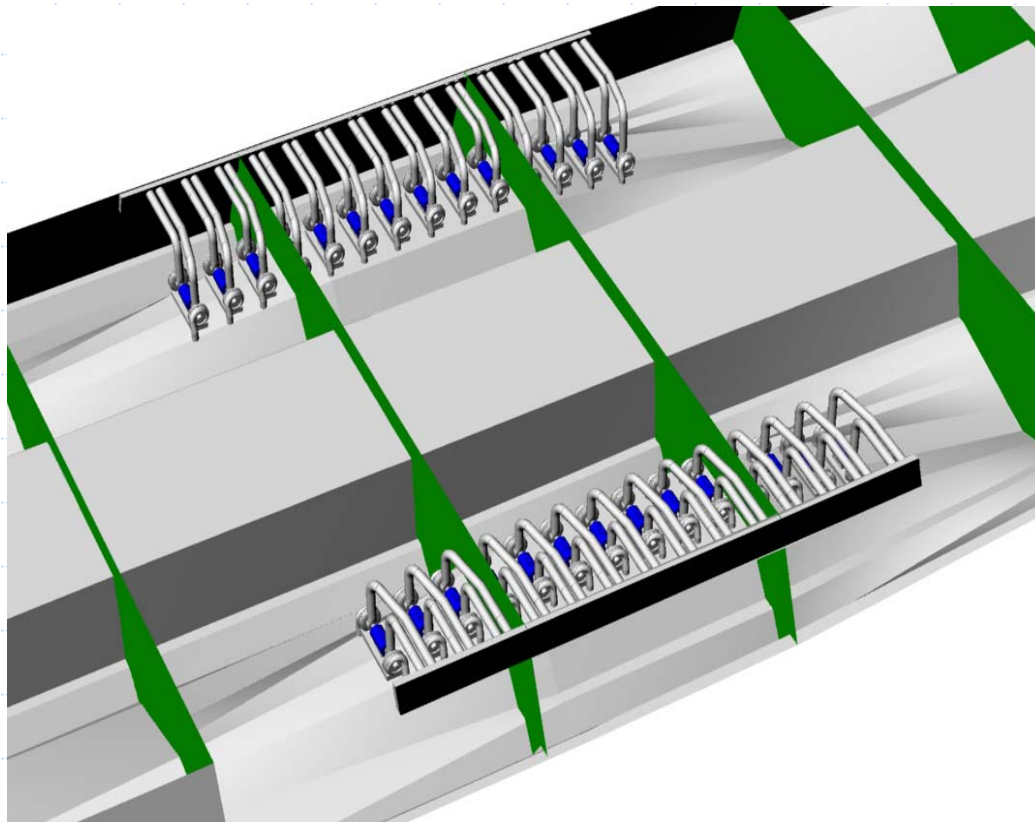


SEA ARCHER





Lift System Requirements



Each sidehull has 14 fan modules

Each fan module consist of a pair of two-stage centrifugal blowers driven by a single AC motor

System is designed to deliver

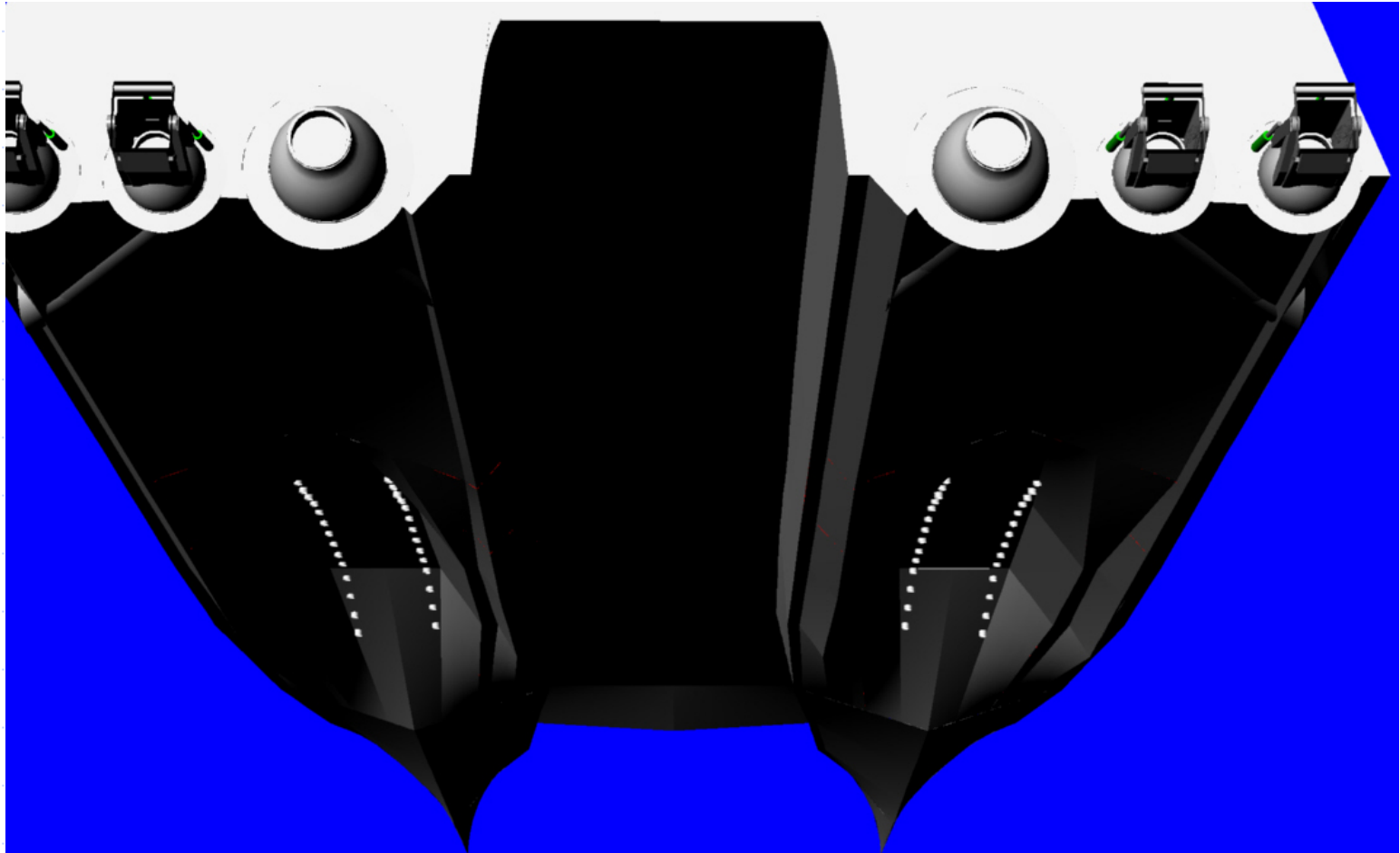
**27,000 m³/min
at 42 KPa**

**Requiring
25,920 HP**

Two fan modules in each sidehull are for redundancy and maintenance

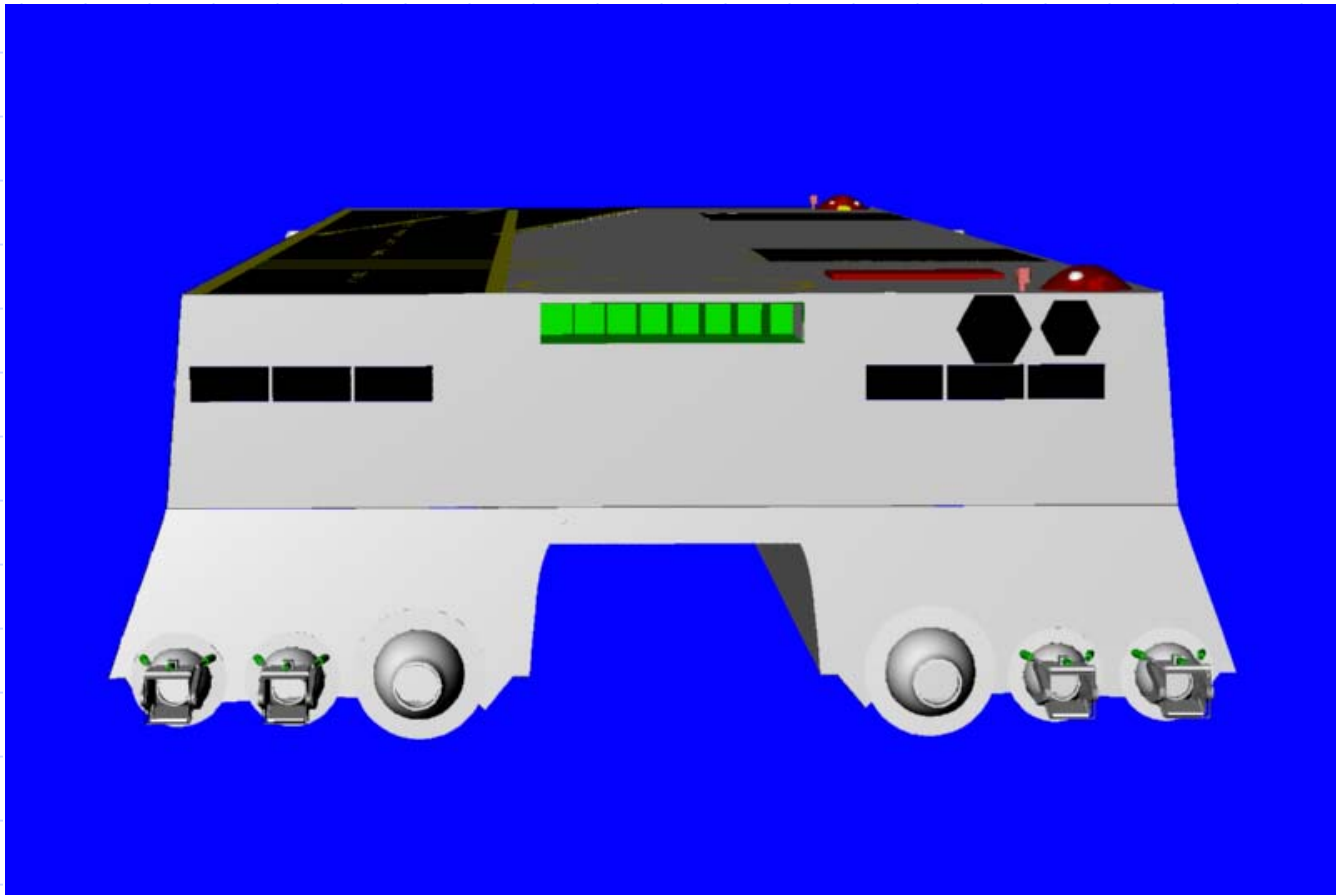


SEA ARCHER Air Cavity





Qualitative Maneuvering Assessment



Does not need assistance when entering port



Qualitative Maneuvering Assessment



Very Maneuverable



Reduced Wake Signature



**Monohull
Chase Boat**

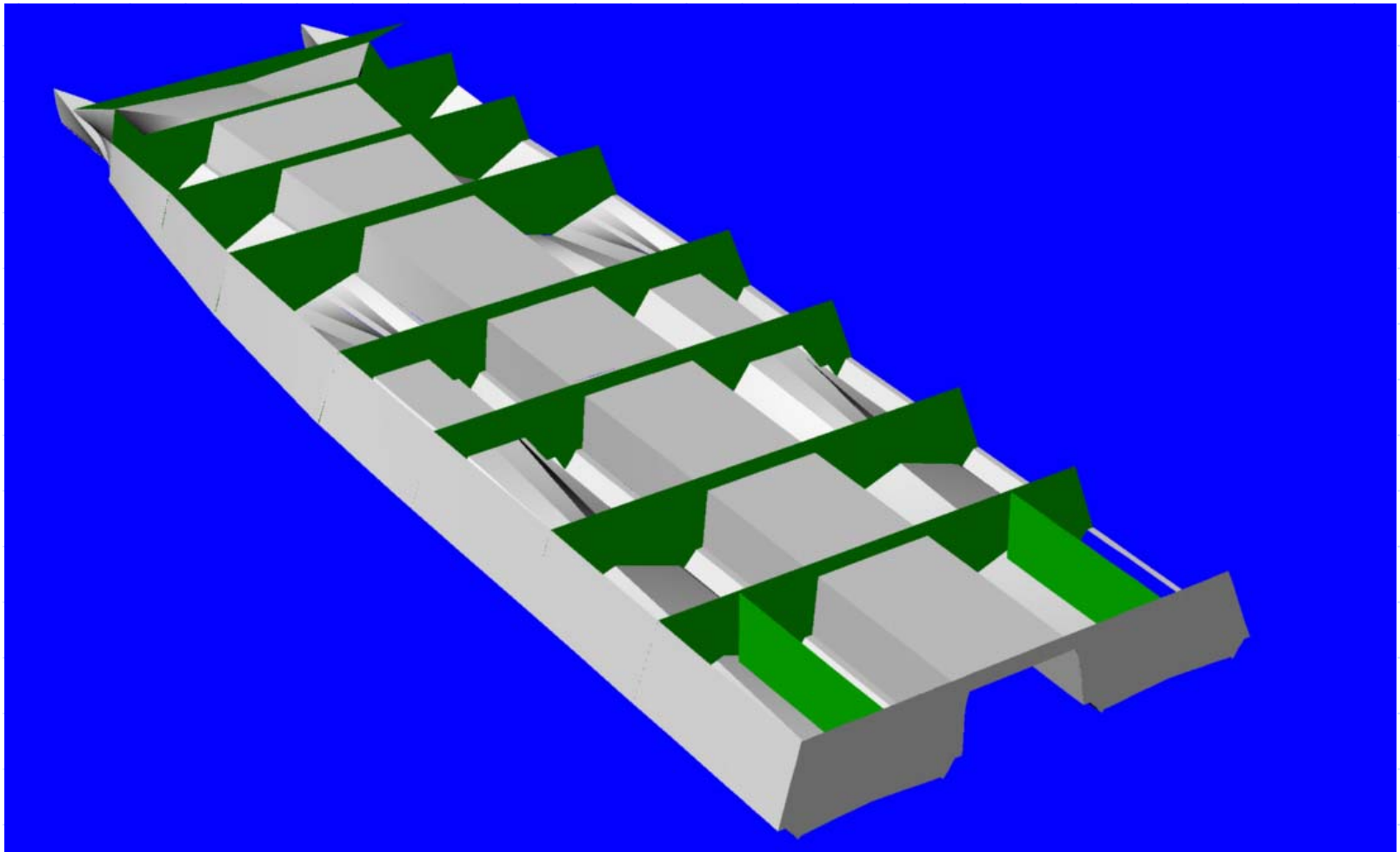


High L/B SES XR-5

Low Wake - reduced detectability

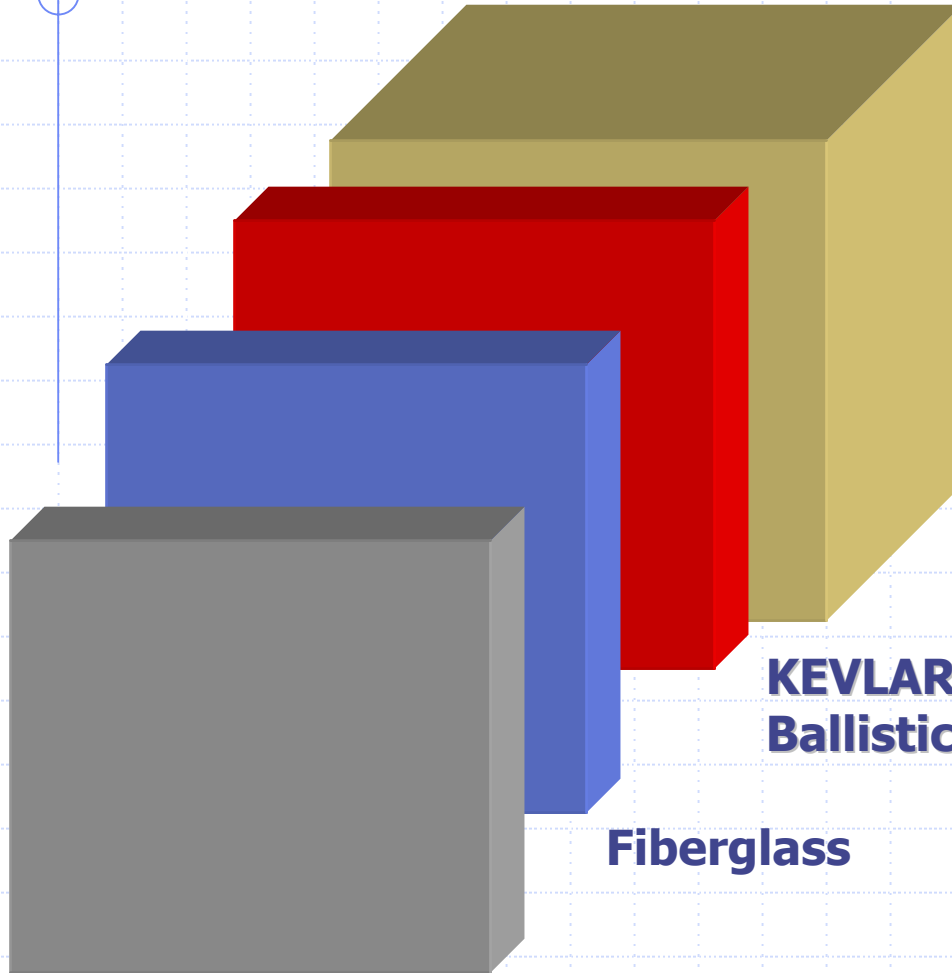


Survivability





Carbon Fiber Construction



Carbon Fiber for Structural Strength

- 1/5 weight for same volume
- 3X stronger for same volume
- Highly corrosive resistant
- Safety factors of 3

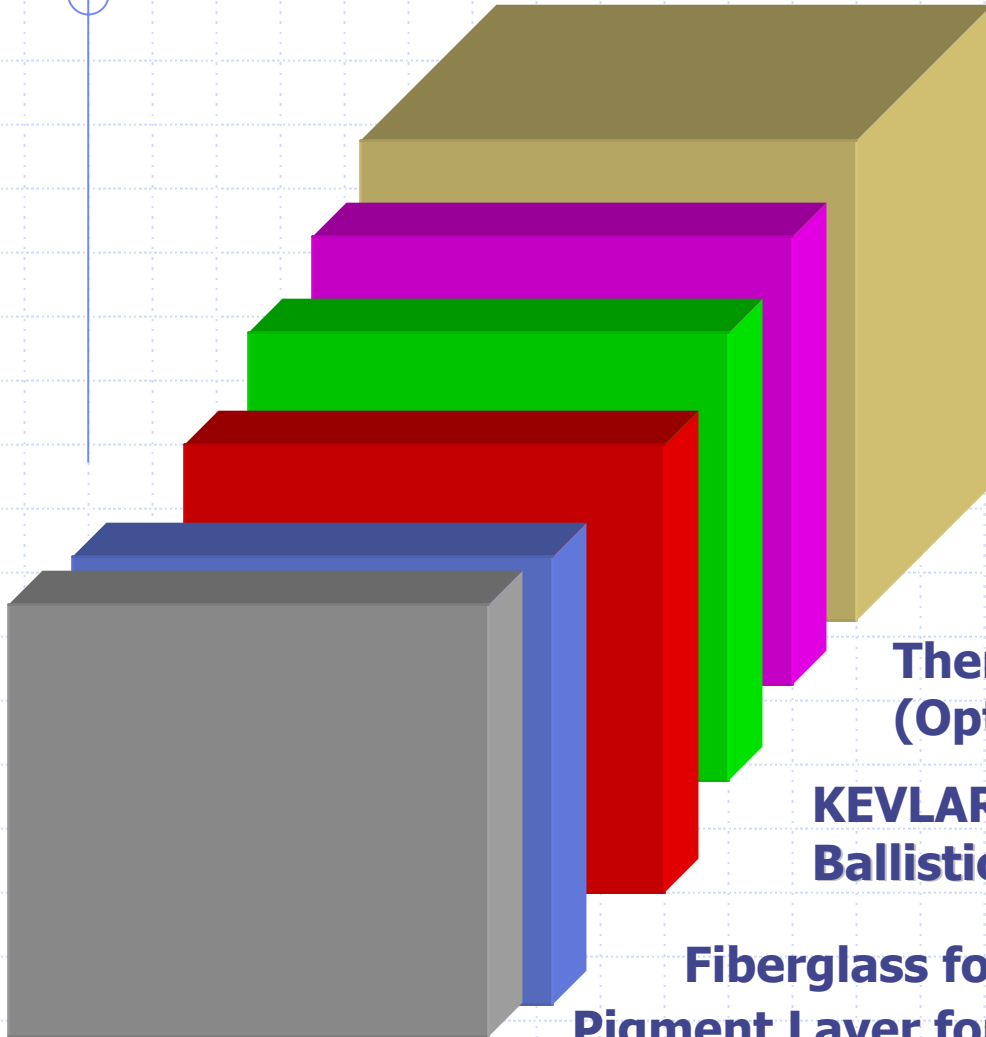
KEVLAR for Impact Resistance and Ballistic Protection (Optional)

Fiberglass

Pigment Layer



Carbon Fiber Construction



Carbon Fiber for Structural Strength

- 1/5 weight for same volume
- 3X stronger for same volume
- Highly corrosive resistant
- Safety factors of 3

Insulator (Optional)

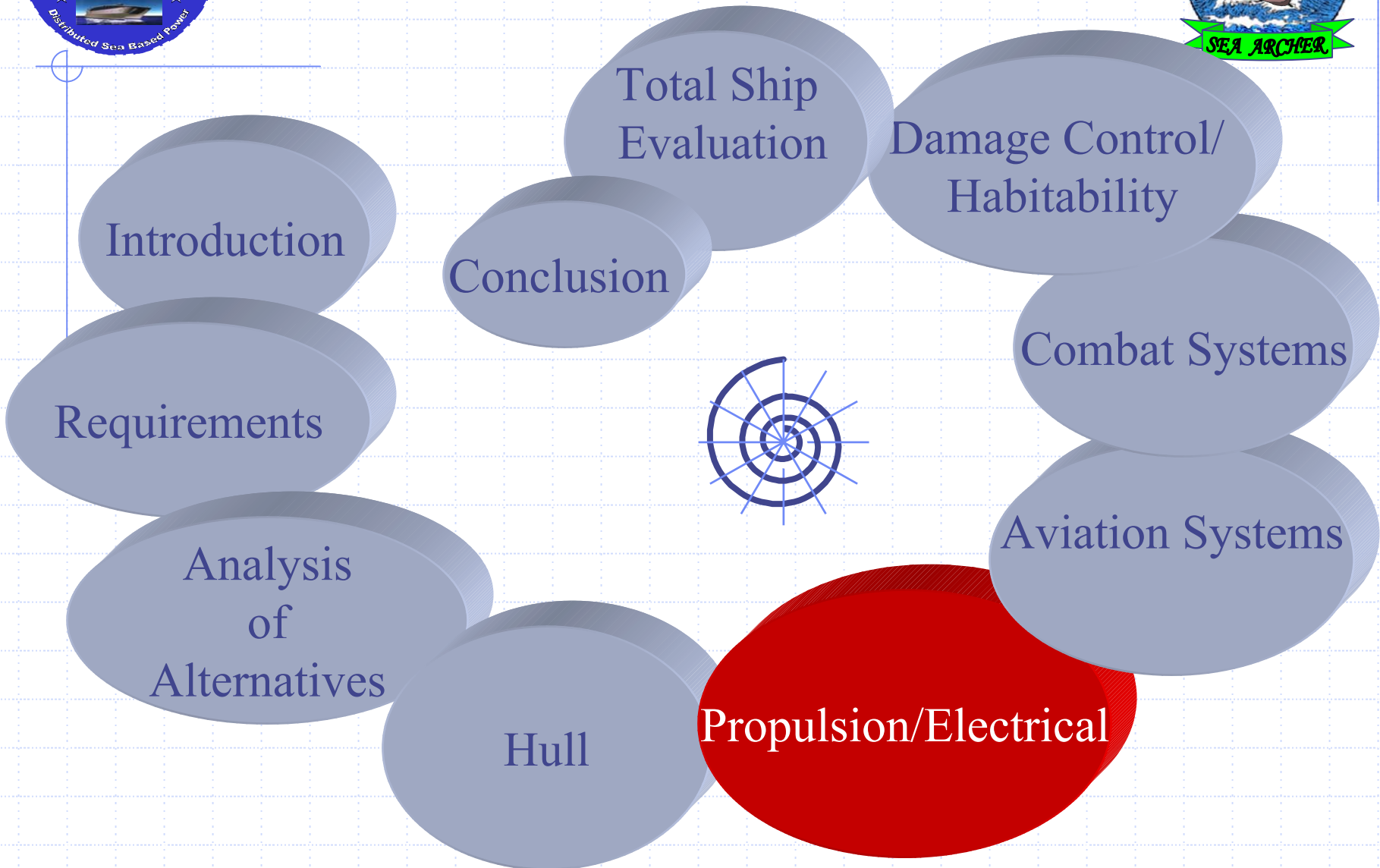
Thermal Shield - Silicon Based Polymer (Optional)

KEVLAR for Impact Resistance and Ballistic Protection (Optional)

Fiberglass for Carbon Fiber UV Protection
Pigment Layer for Life of Ship Color



Presentation Outline





Propulsion



- ◆ **Determine power requirements**
- ◆ **Research Specific Fuel Consumption (SFC) improvement**
- ◆ **Select prime movers**
- ◆ **Select propulsors**
- ◆ **Calculate weight and volume requirements**
- ◆ **Calculate fuel consumption (based on different speed profiles)**
- ◆ **Lay out plant**



Power Requirements



Speed (kts)	Propulsion Horsepower	Power (MW)
10	16,400	12.2
15	42,300	31.5
20	68,200	50.9
25	94,100	70.2
30	125,300	93.4
35	146,700	109
40	171,000	127
45	210,000	156
50	222,400	166
55	236,200	176
60	251,000	187

Ship service power required

**34MW
(~46,000HP)**

**Total power required
(~297,000HP)**



Equipment Selection



◆ Engines

- Trent 50 => 50MW (67,000HP)/eng;
- Trent 30 => 36MW (48,000HP)/eng;

◆ Motors

- 36 MW Induction motor by Alstom

◆ Gears

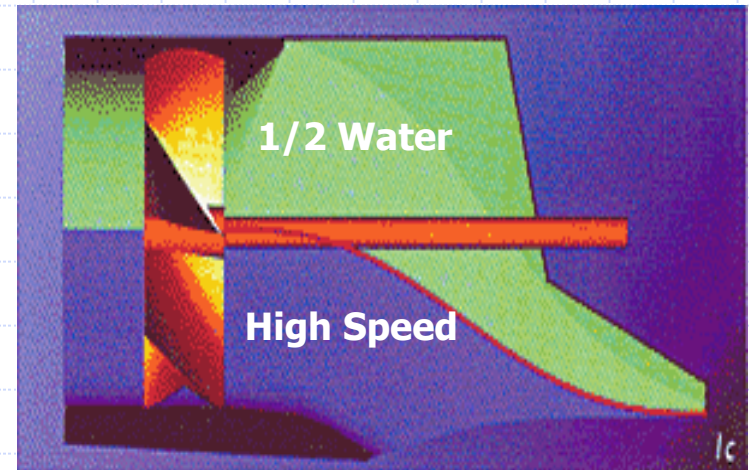
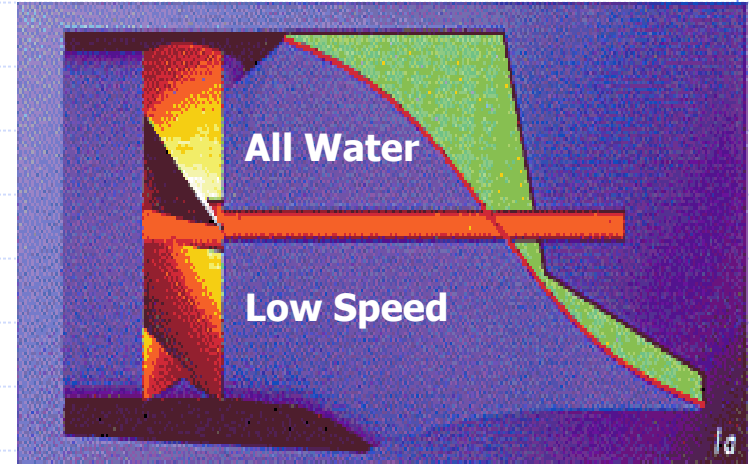
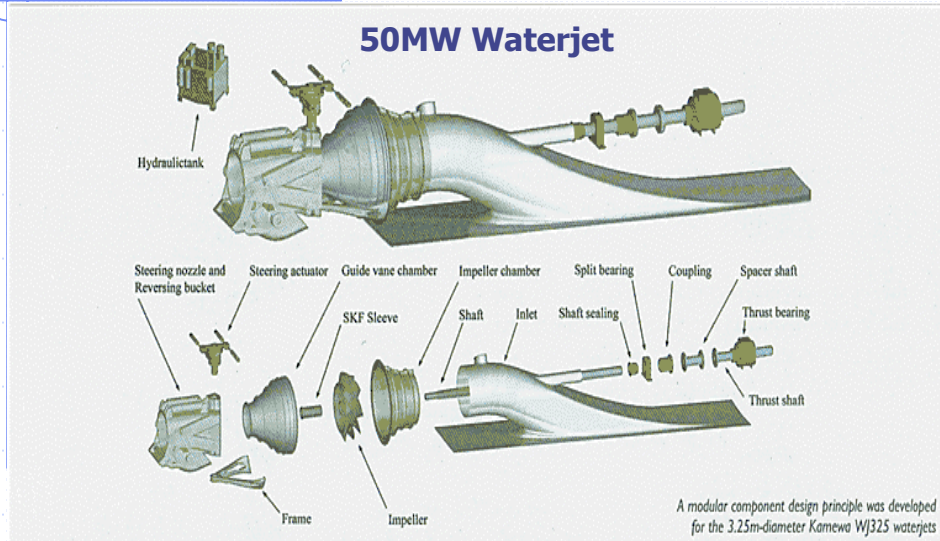
- 36 MW Rolls-Royce
- 50 MW Philadelphia Gear

◆ Propulsors

- 36 MW Waterjet/Hydro-Air Drive
- 50 MW Waterjet/Hydro-Air Drive



Propulsor Selection





Weight/Volume Requirements

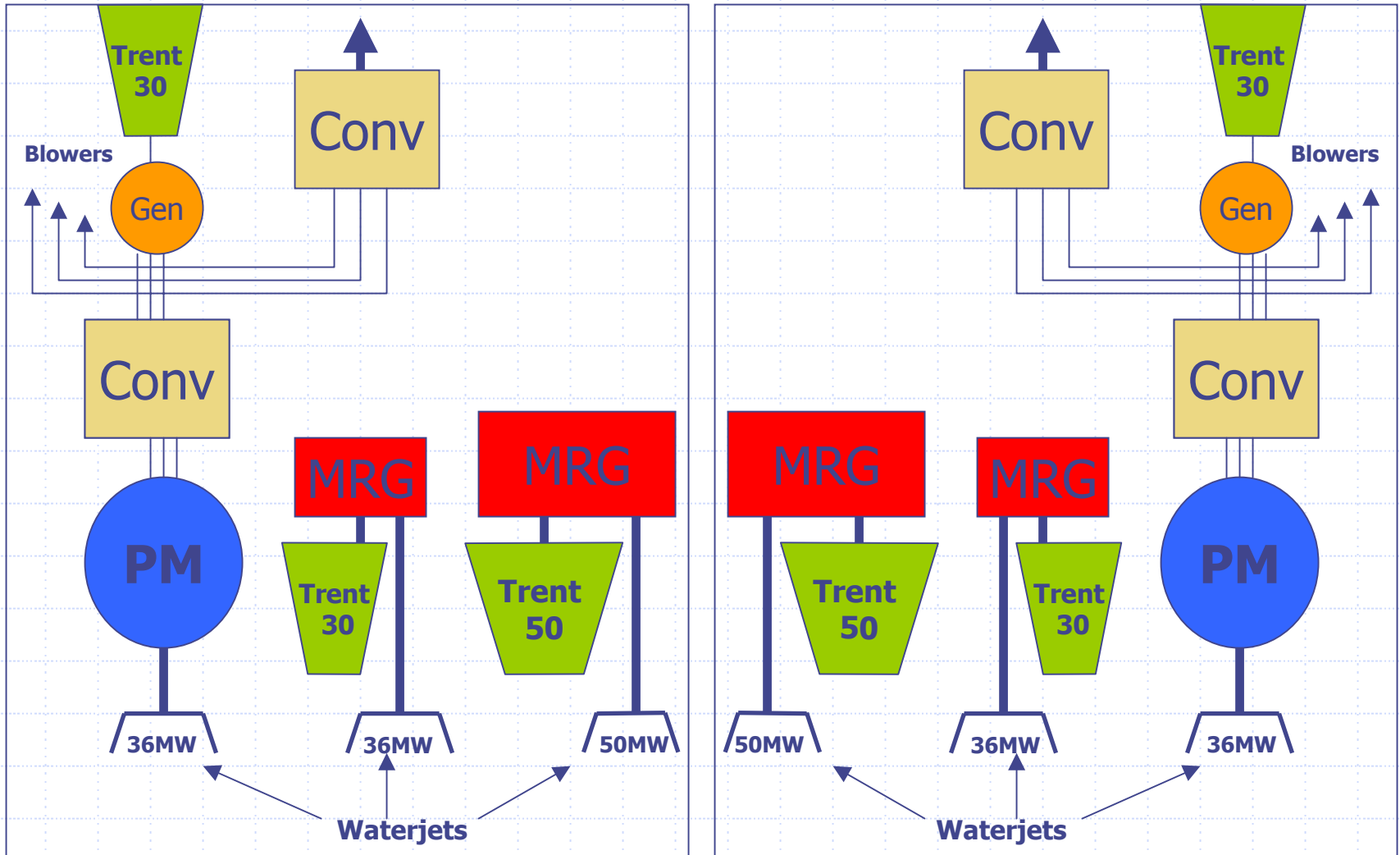


Device	# req'd	Weight (mT)	Volume (m ³)
Trent 50	2	76	490
Trent 30	2	52	245
Motor (36 MW)	2	210	221
Reduction Gear (36MW)	2	50	82
Reduction Gears (50MW)	2	91	117
Waterjets (36MW)	4	464	377
Waterjets (50MW)	2	604	220
Totals		1547	1752



Final Propulsion Option

Total Rated Power available 327,209 SHP (244MW)





Fuel Requirements

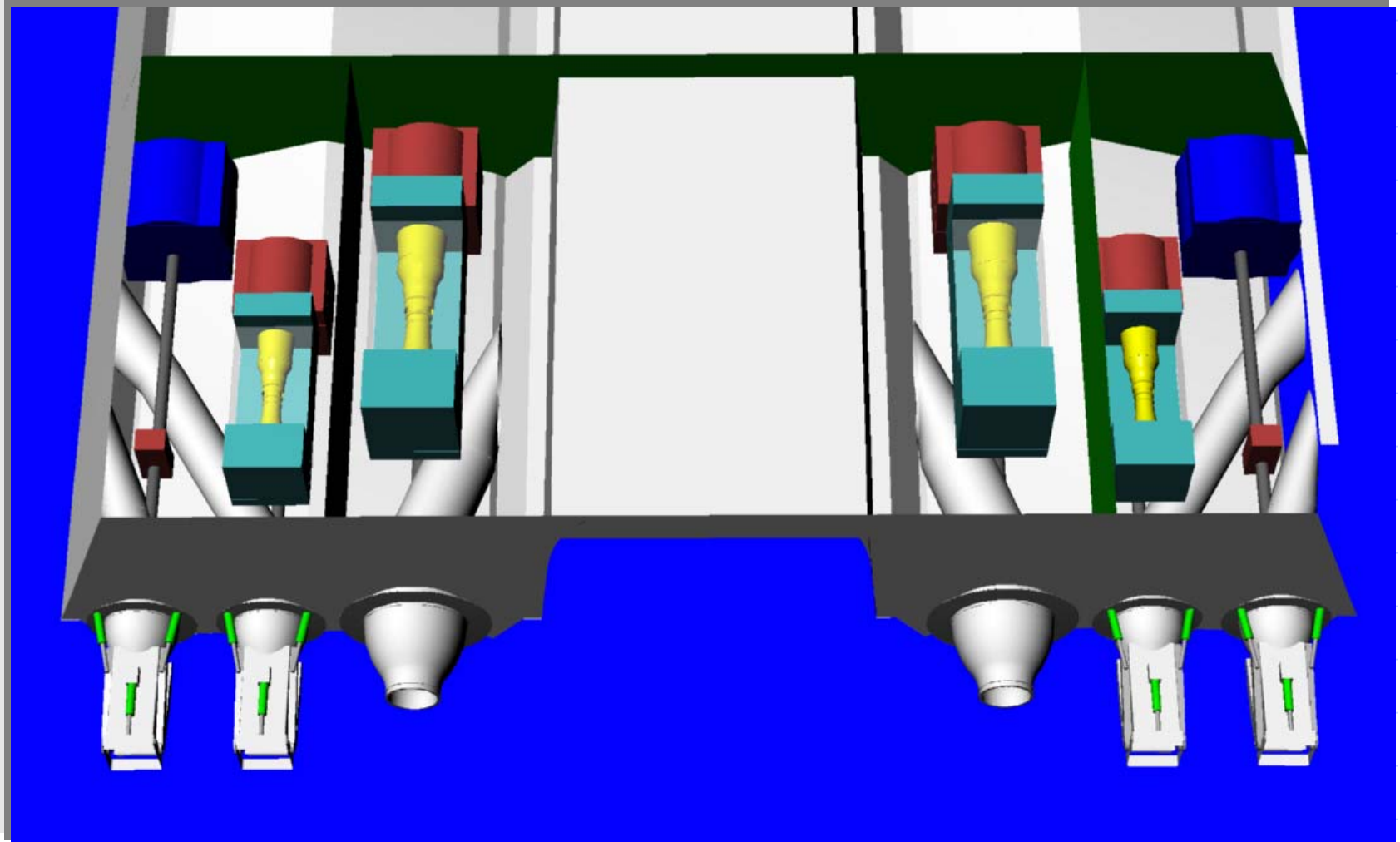


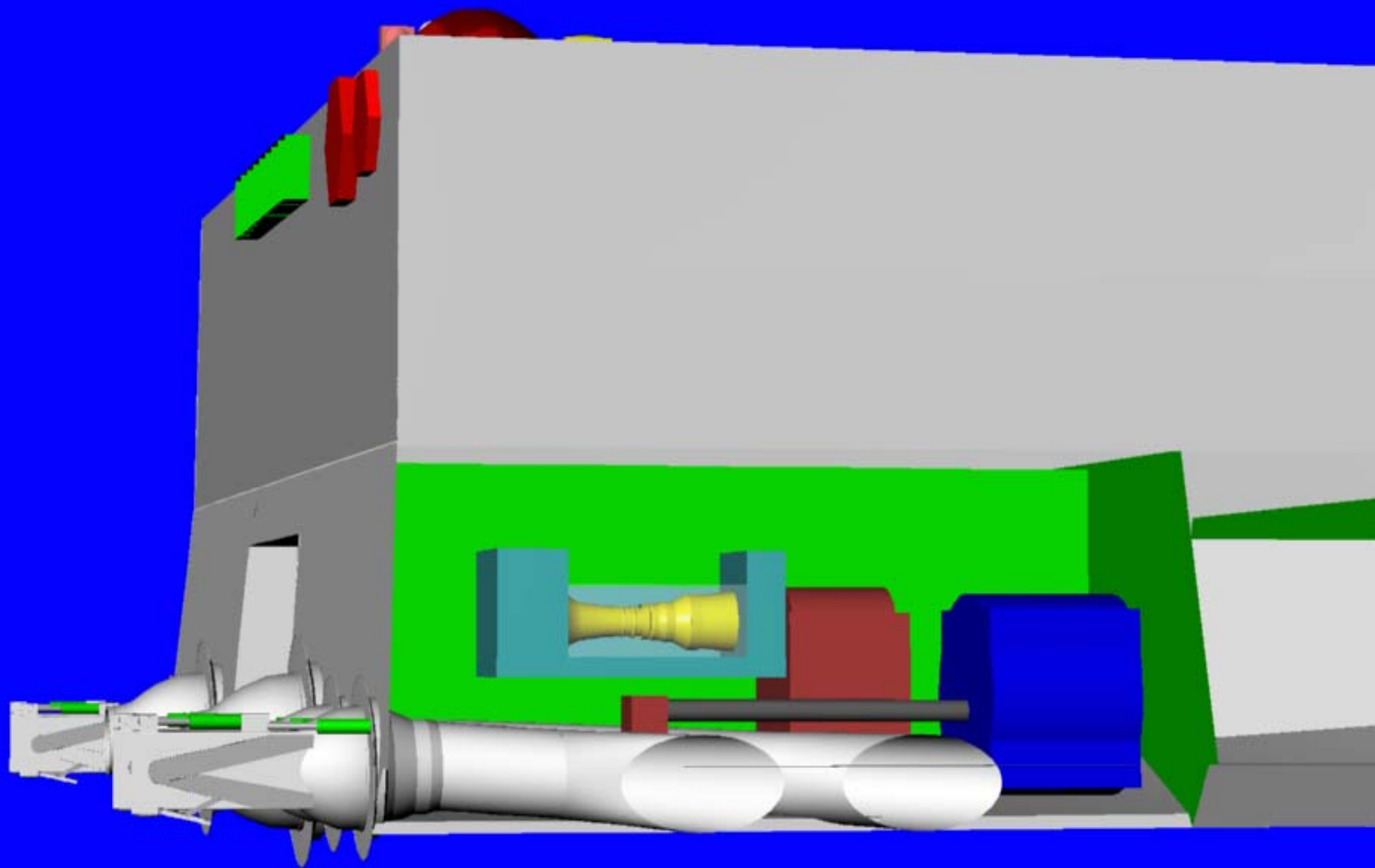
Note: fuel calculations assume constant 34MW ship service load

Speed Profile	Transit Fuel (mT) @ 40kts (threshold)	Transit Fuel (mT) @ 50kts (objective)	Oparea Fuel (mT) @ 15 kt loiter
Fuel burn @ 40kts for 94 hours	2585		
Fuel burn @ 50kts for 94 hours		3198	
Sea Lance Refuel	346	346	692
Refuel @ 20kts for 2 hours	29	29	
Fuel burn @ 20kts for 48 hours			694
Fuel burn @ 25kts for 24 hours			426
Fuel burn @ 60kts for 6 hours			226
Loiter @10 kts for 90 hours			
Loiter @15 kts for 90 hours			1004
Totals Fuel Burn	2960	3573	3042
Total Capacity with 20% remaining	3551	4288	3650



3-D Engine Room



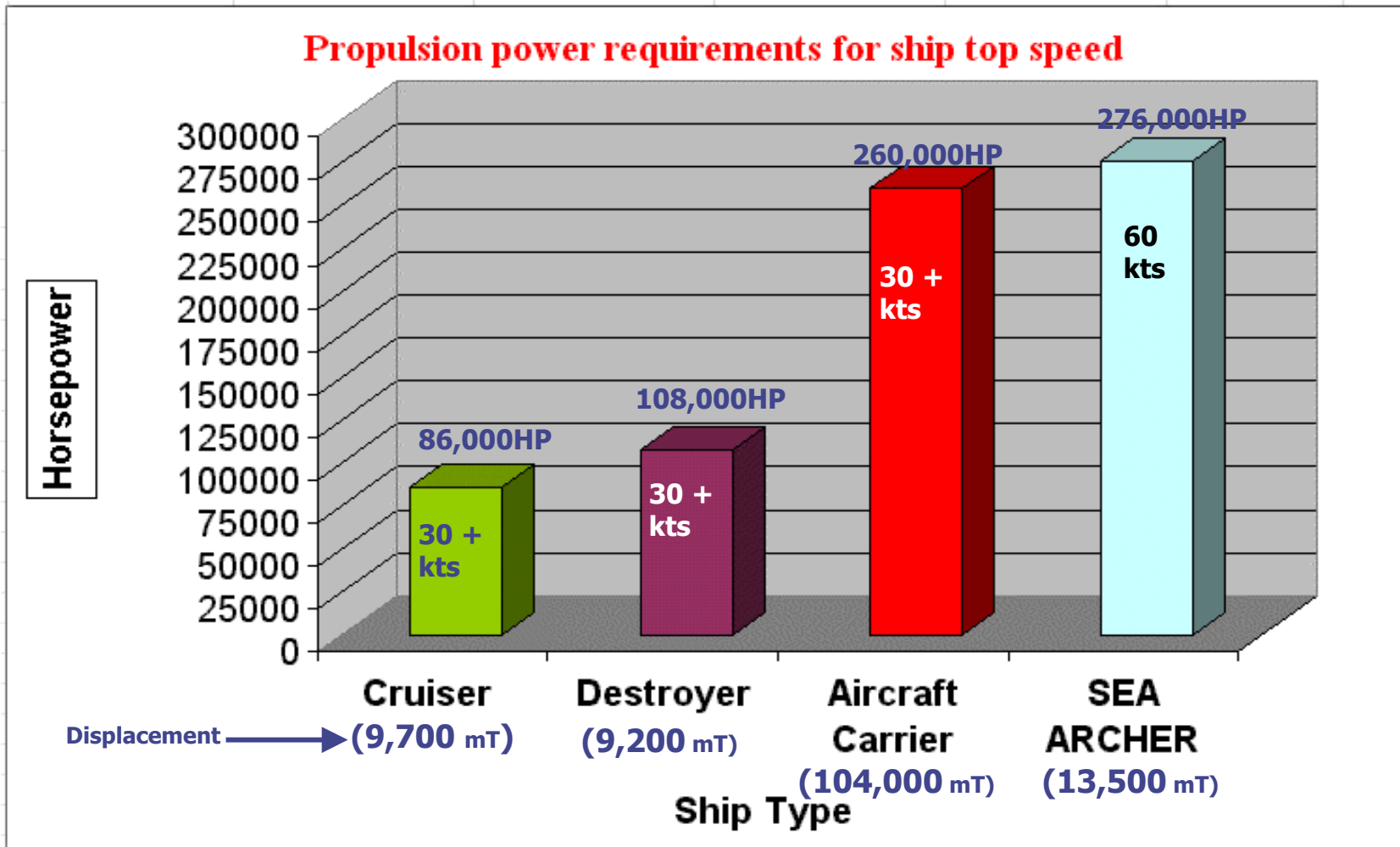




Cost to Go 60 kts



Propulsion power requirements for ship top speed



CG



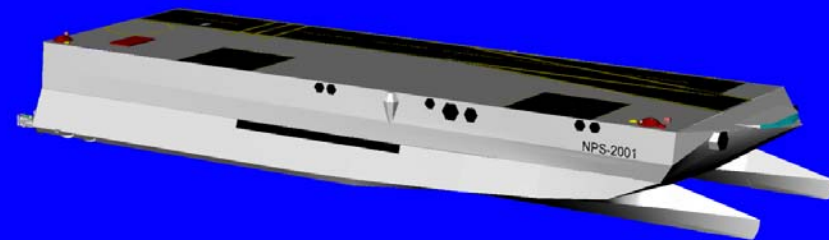
CVN



DDG



SEA ARCHER





Electrical Overview

- ◆ **Installed Electrical Power: 83.2 MW**
 - ◆ 2 Trent 30s: 36 MW each
 - ◆ 1 GE-10: 11.2 MW
- ◆ **Electrical Load: 34 MW**
 - ◆ Up to 46 MW with intermittent loads
 - ◆ Excludes propulsion motor power requirements
- ◆ **Modified AC & DC Zonal Architecture**
 - ◆ Weight Savings
 - ◆ Ship may be fabricated and tested in zones
 - ◆ Fault detection simpler and faster/able to be zone isolated
- ◆ **Hybrid Integrated Electric Drive (Hybrid-IED)**
 - ◆ 2 of 6 propulsors are electric drive
- ◆ **Superior Electrical/Propulsion Casualty Response**
 - ◆ Can lose any 2 propulsion engines and still achieve 40 kts

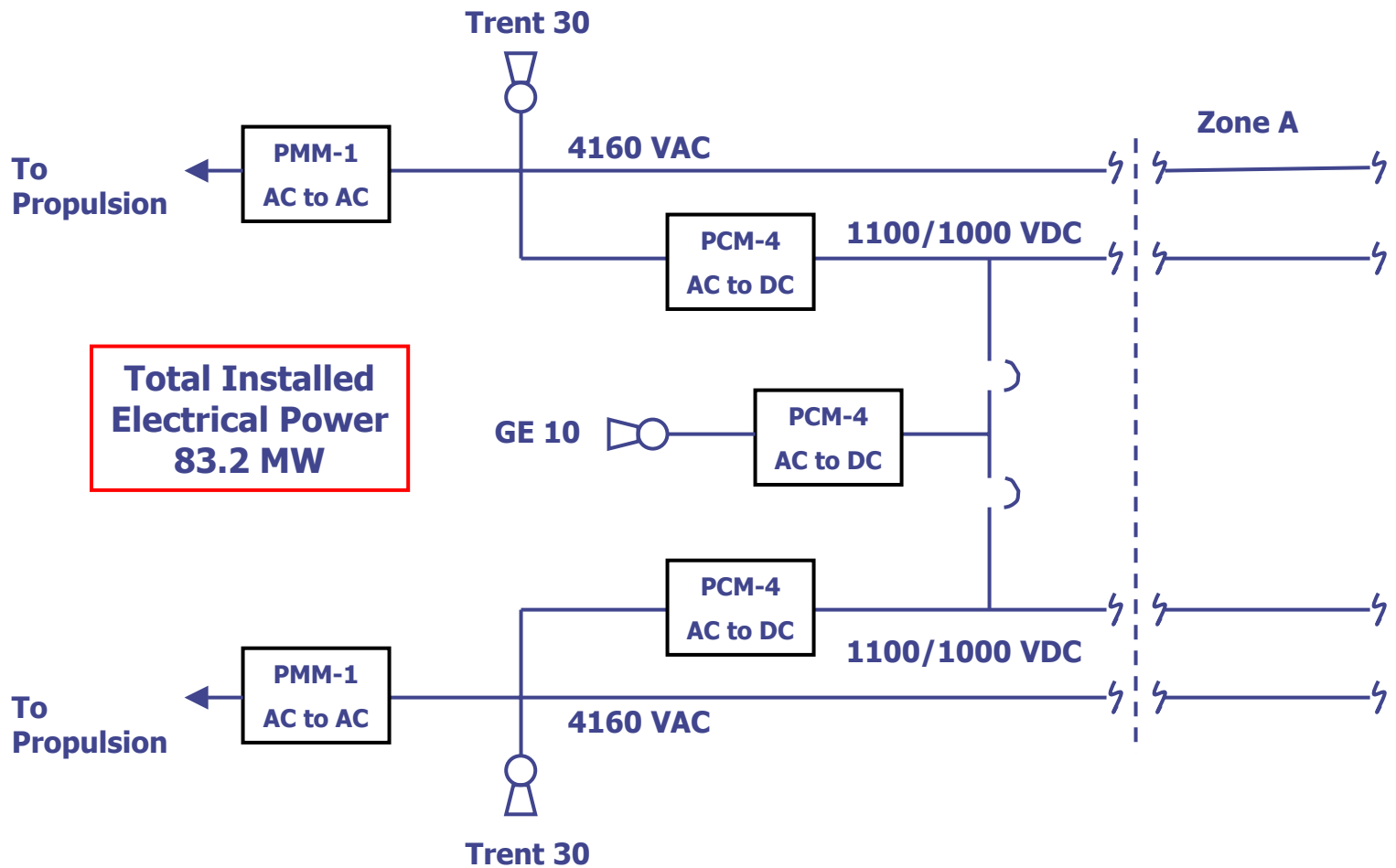


Source Configuration

 : Generator

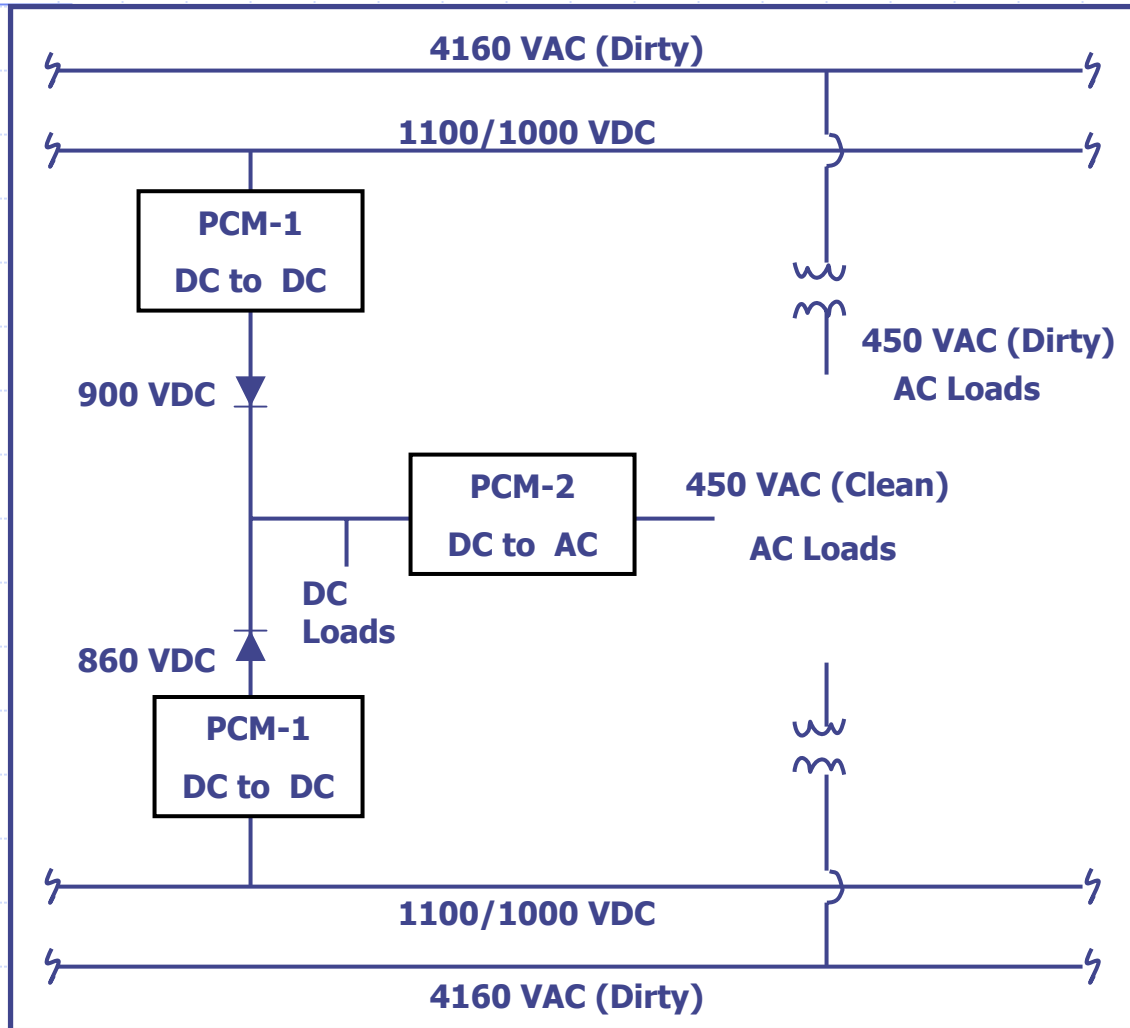
 : Power Converter Module or Propulsion Motor Module

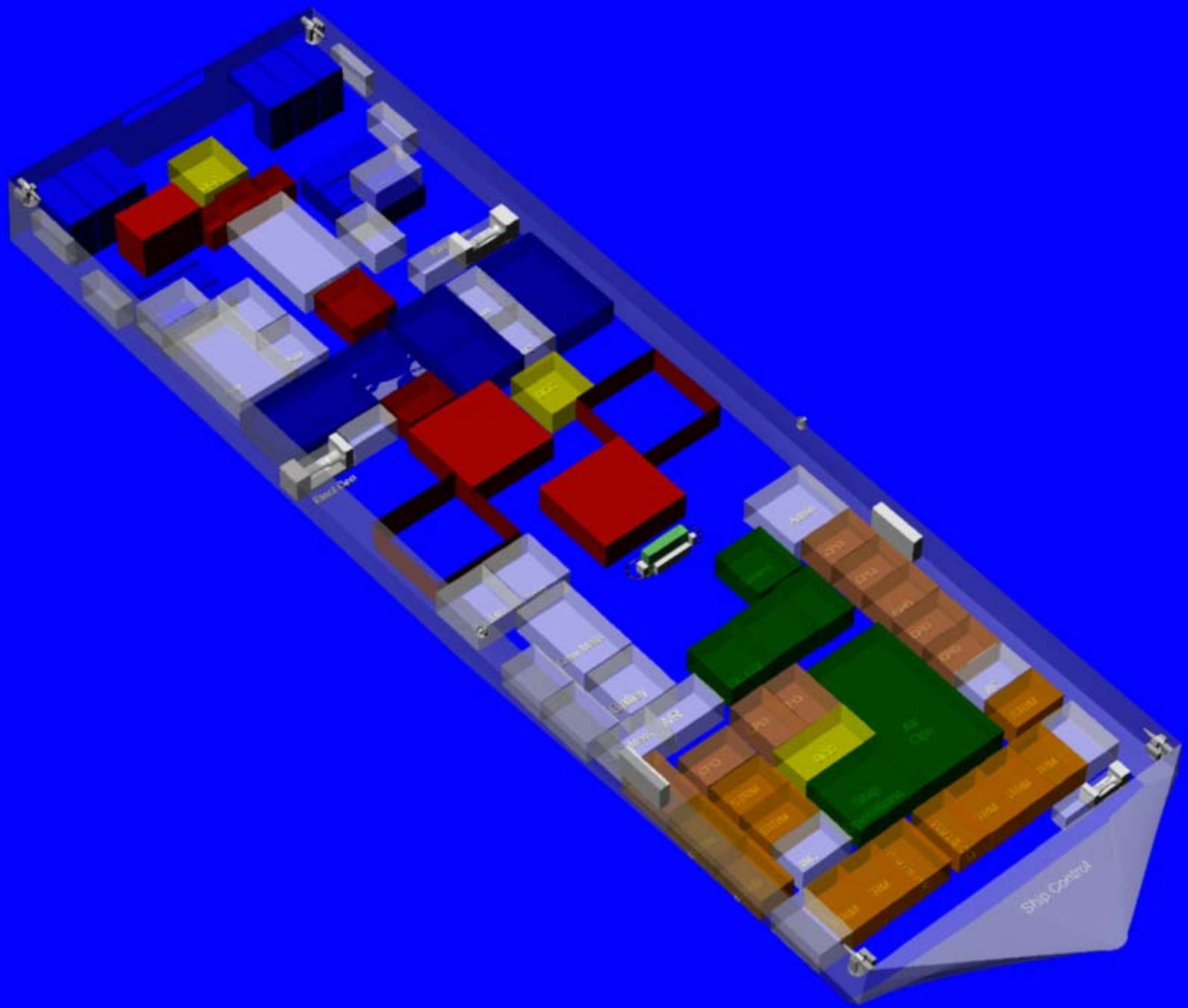
 : Breaker





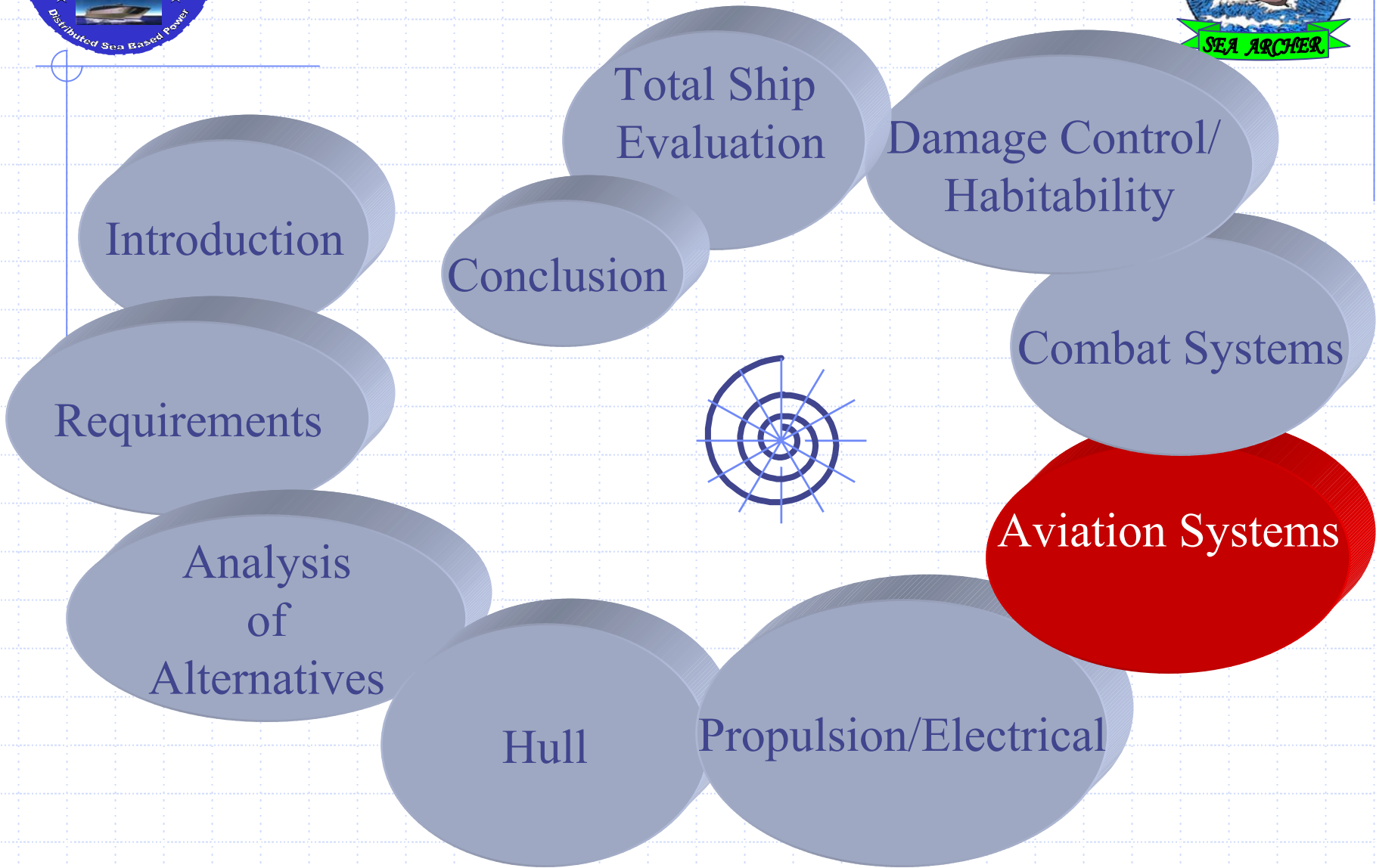
Zonal Configuration







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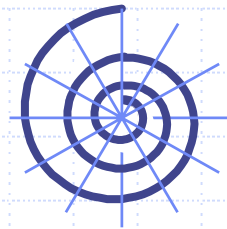
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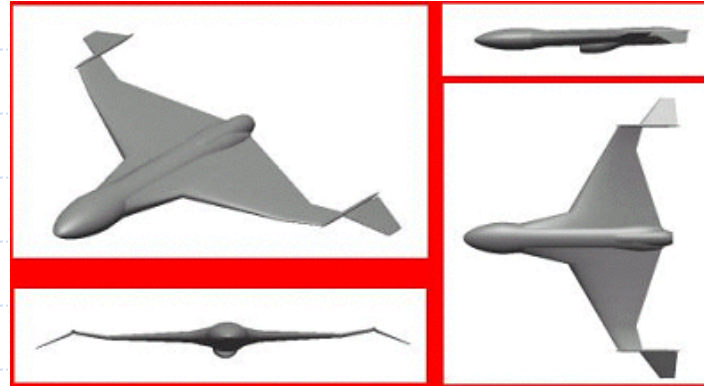




Aviation Assets

◆ 8 - SEA ARROW UCAVs

- Weight - 15,000 lbs
- Range - 465 nm
- Payload - 1,500 lbs



◆ 10 - Reconnaissance UAVs

- Weight 5,000 lbs
- Range - 1200 nm
- Payload - 500 lbs



◆ 2 - SH-60 Helos

- Weight - 23,500 lbs
- Range - 380 nm
- Payload - 4,100 lbs

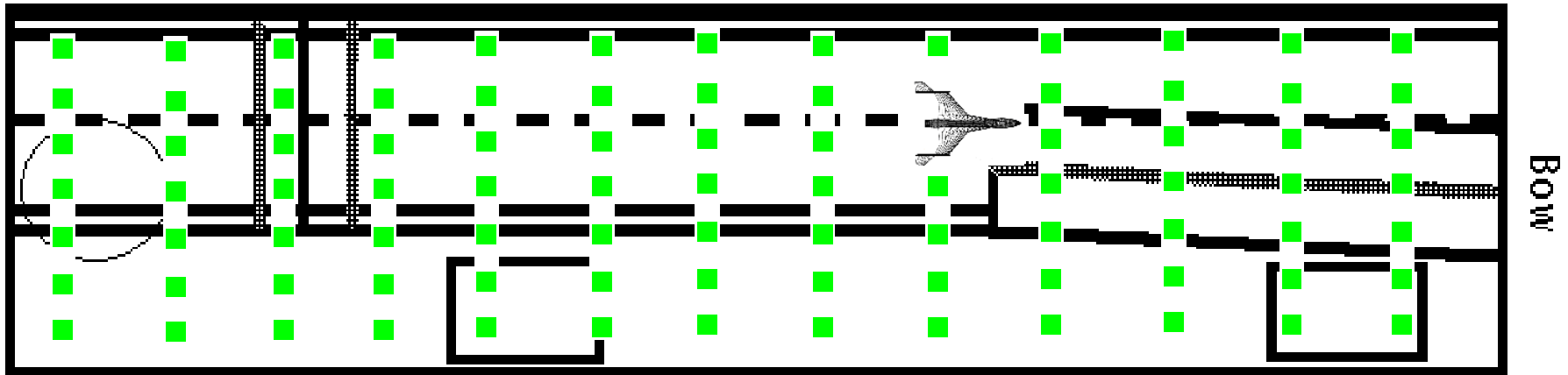




Flight Deck Layout



- ◆ One EMALS catapult
 - Unassisted a/c launch for wind over deck > 40kts
- ◆ Two EARS wires, barricade
- ◆ Two aircraft elevators
- ◆ Jet Blast Collector (JBC)

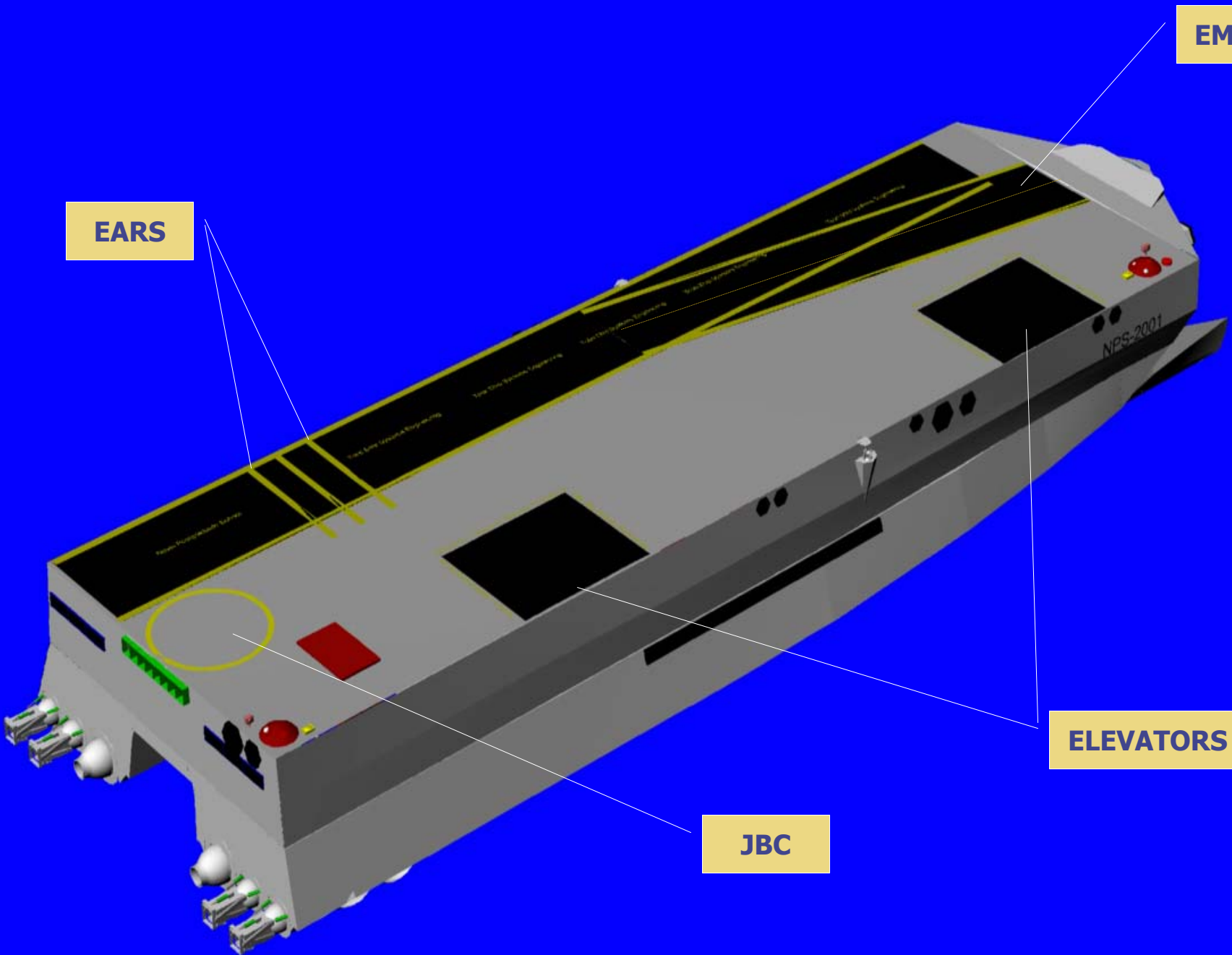


EMALS

EARS

ELEVATORS

JBC





Towbot – Topside A/C Movement



- ◆ Four towbots onboard
- ◆ Diesel-powered, 730 kg
- ◆ Computer-controlled
- ◆ Electromagnetic tie-down capability

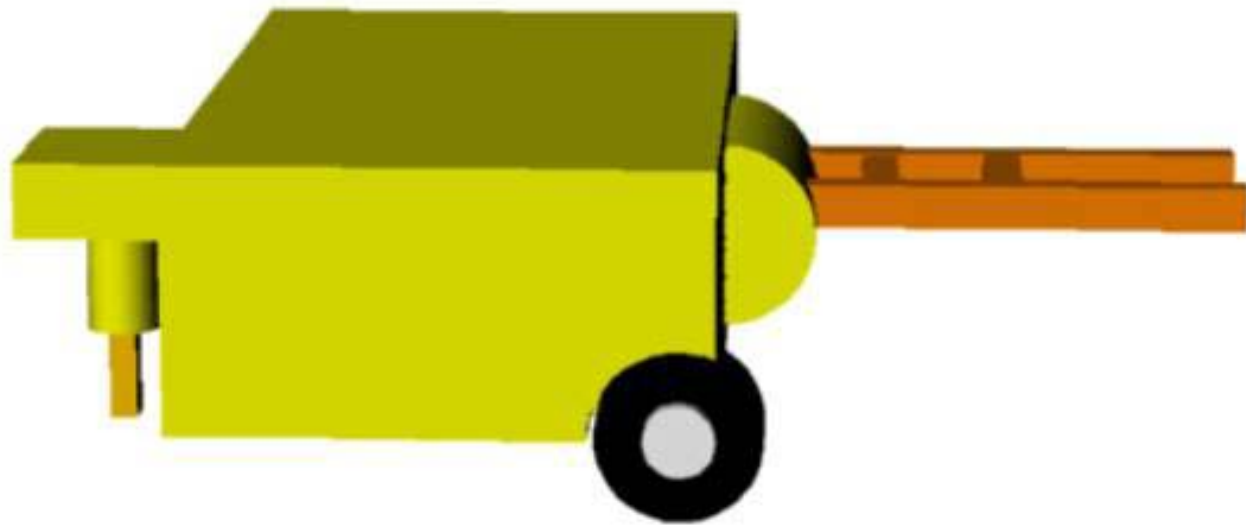




Trackbot – Hangar Bay A/C Movement



- ◆ 22 Trackbots onboard
- ◆ Electric-powered through track, 460 kg
- ◆ Same computer-control & tie-down capability as Towbots





Other Robots



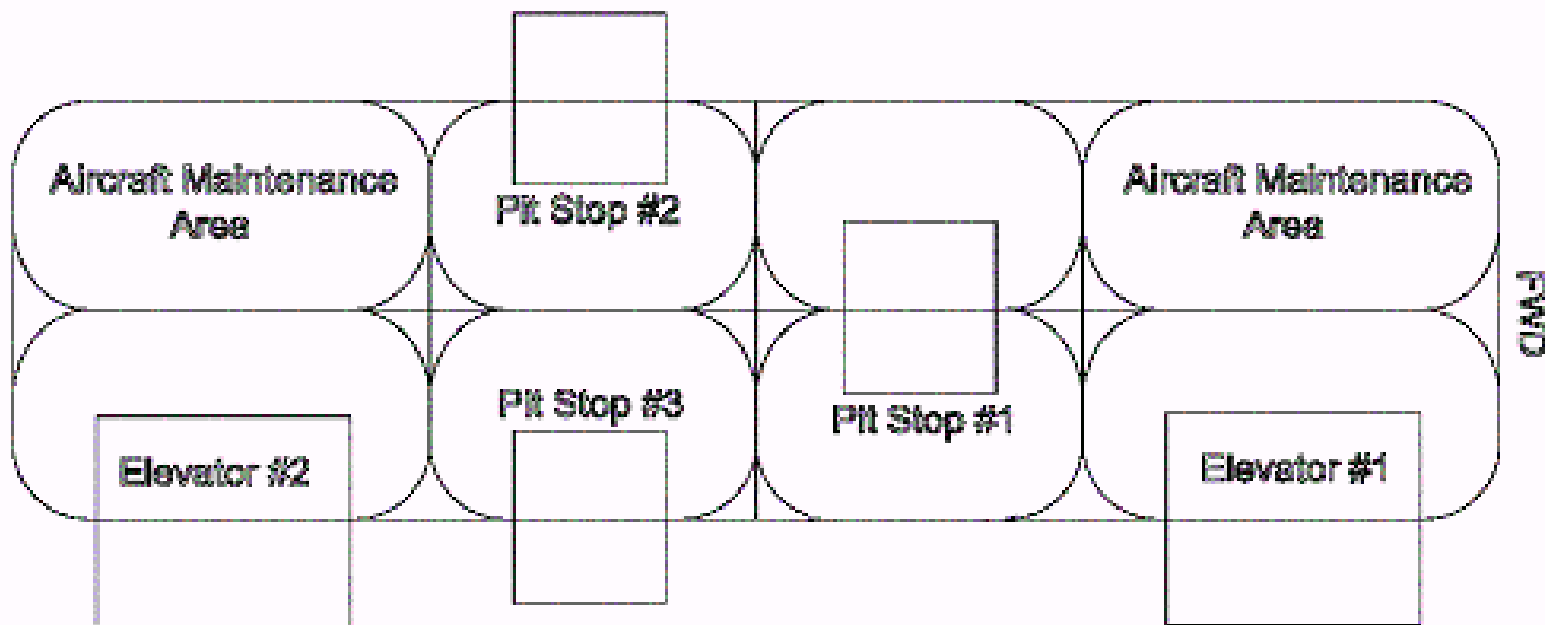
- ◆ Chainbots--secure main gear
 - 44 Chainbots onboard
 - Battery-powered, 115 kg
- ◆ Flight Deck Firefighting Robot
 - One onboard
 - Diesel-powered, 1600 kg
 - Water cannon & 760-liter AFFF tank
 - Bulldozer-type blade on front



Hangar Bay Layout

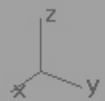
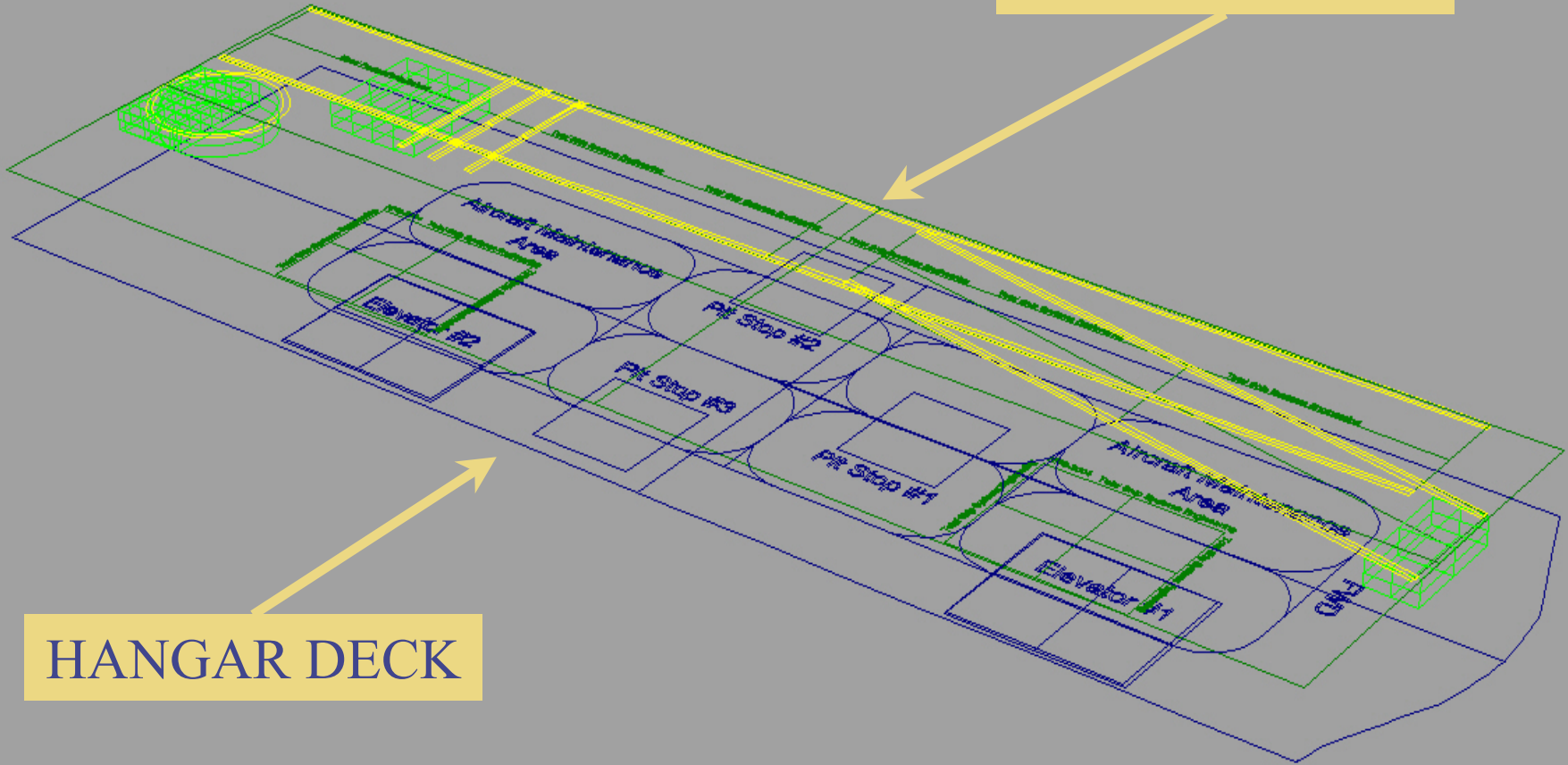


- ◆ Totally enclosed
- ◆ 3 pit stops
 - Overhead refueling rig
 - Automated ordnance mounting from below
- ◆ 2 Maintenance Areas



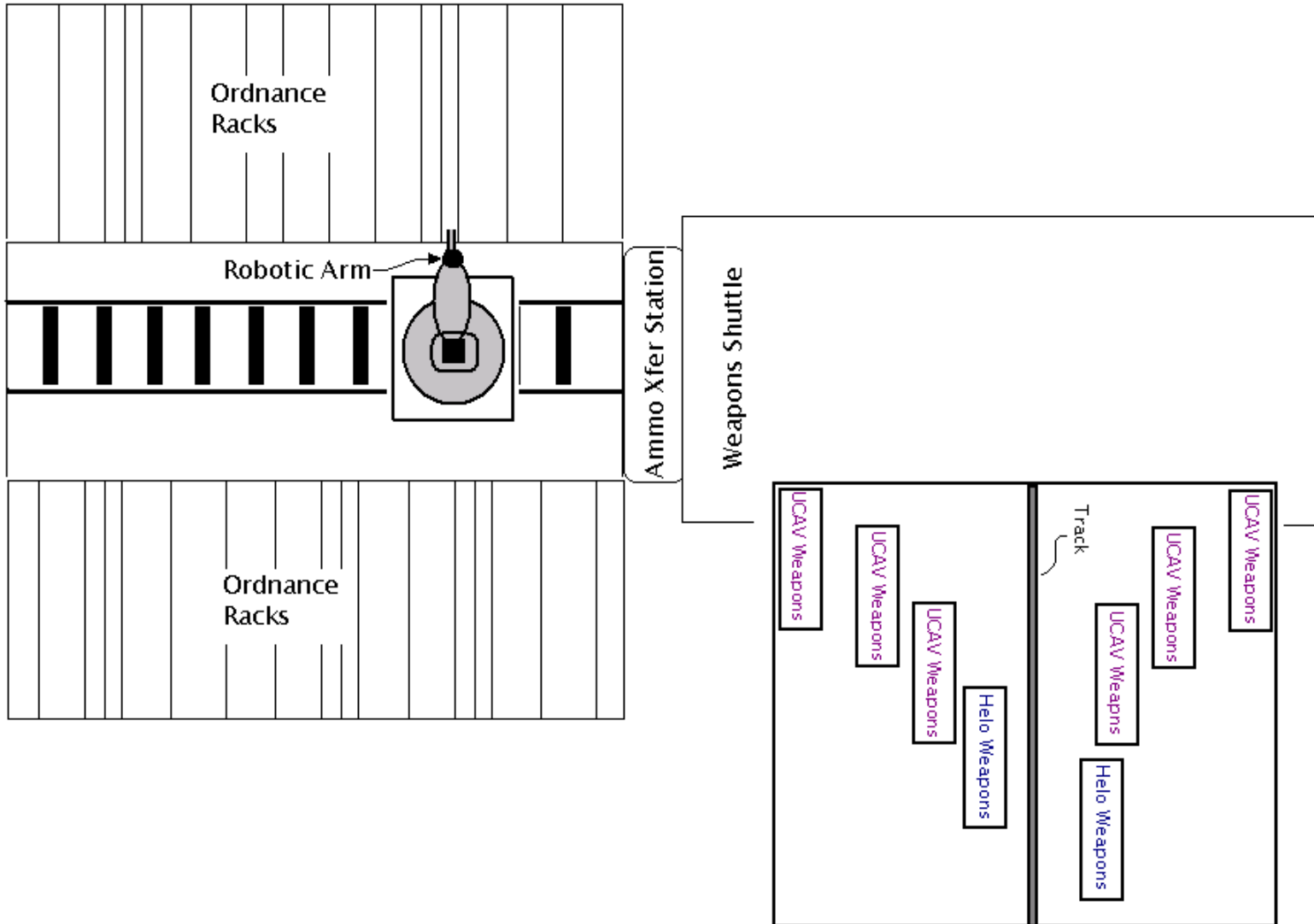
FLIGHT DECK

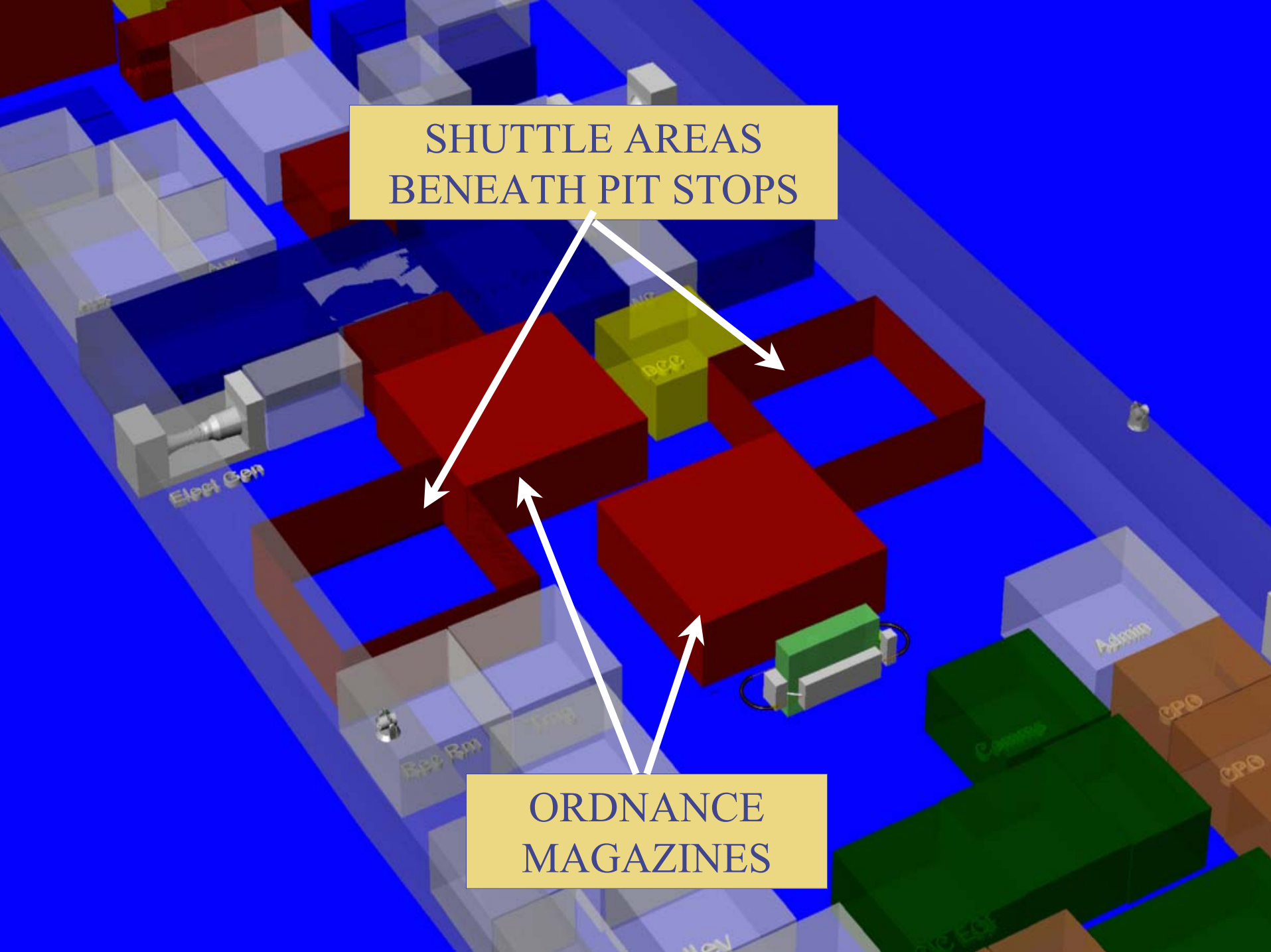
HANGAR DECK





Ordnance Handling System





SHUTTLE AREAS
BENEATH PIT STOPS

ORDNANCE
MAGAZINES



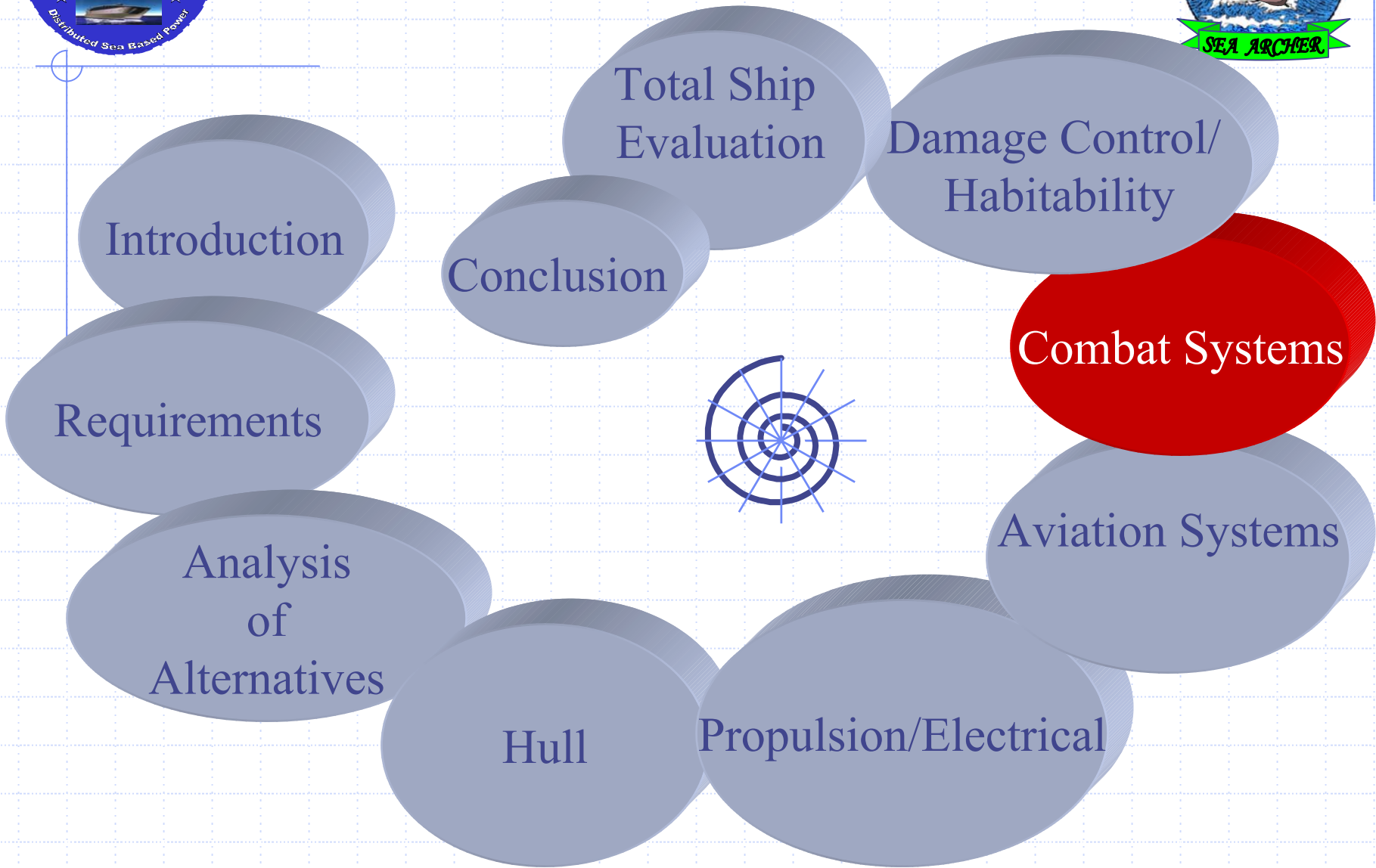
Ordnance Payload –118 mT



% of Missions	Type of Mission	% Ordnance Expended
25%	Multipurpose	75%
20%	Battlefield Interdiction	100%
20%	Suppression of Enemy Air Defenses	100%
15%	Close Air Support	100%
10%	Combat Air Patrol	25%
10%	Marine Patrol	25%



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Combat Systems



"Connectivity must include seamless integration of both organic and off-ship sensor inputs for power projection actions..... In a fully Network Centric Warfare (NCW) environment."

- ◆ Enhanced Cooperative Engagement Capability
- ◆ Enhanced Ship Self Defense System
- ◆ Integrated Weapons Control System



Shipboard Sensors

*"Central to the threat's defensive plan is the early **identification** and rapid **denial** in the littorals"*

◆ Volume Search Radar

- 3-D L-Band
- Search, detect and track aircraft, missiles and UAVs
- Air traffic control for UCAV
- Provide target cueing to the MFR.
- 250 km detection range for aircraft

◆ Multi-Function Radar

- Scaled SPY 3
- 3-D X-Band optimized for air & surface
- Fire control radar capability
- Missile uplink and midcourse guidance
- 70 km detection range for missile



Shipboard Sensors

◆ SLY-2 Advanced Integrated Electronic Warfare System (AIEWS)

- Integrates softkill & decoys
- Active jammer

◆ Infra Red Search & Track System (IRST)

- Early warning for Anti-Ship Cruise Missiles (ASCM)
- Dual band



◆ Electro Optical Systems

- Night & day capable
- TV/thermal imager/LRF
- Secondary weapon director



Offboard Sensors



■ UAV / SEA ARROW

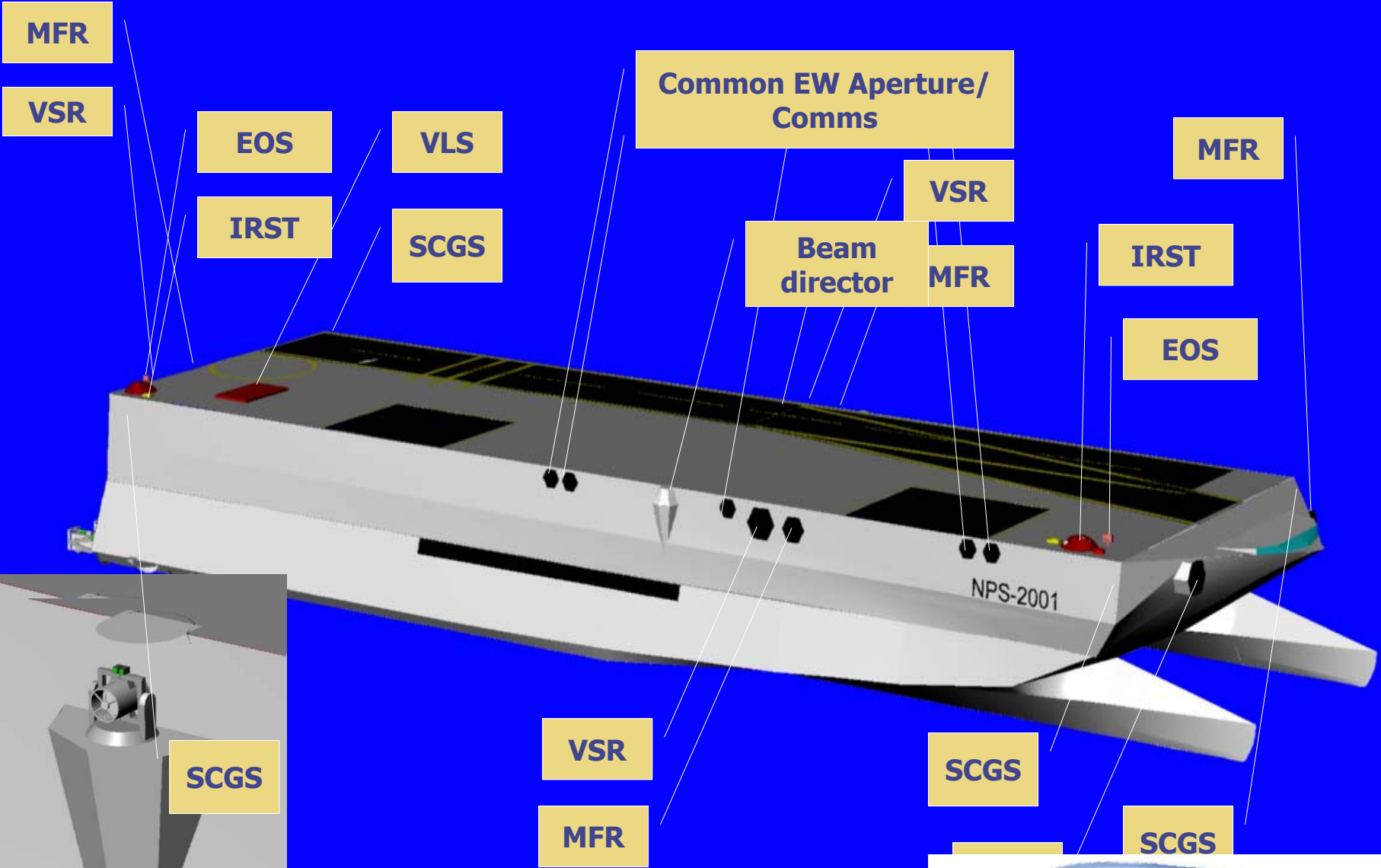
- ◆ Radar
- ◆ Electro Optical Systems

■ Helicopters

- ◆ Light Detection & Ranging (LIDAR) –
Mine Detection
- ◆ Towed sonar suite

■ Unmanned Surface Craft (USC)

- ◆ Mine detection suite
- ◆ Electro optical sensors





Shipboard Weapons



*"Denying enemy's targeting sequence through.. **Enhanced Anti-Ship Missile Defense (ASMD), Cruise Missile Defense, Anti-Submarine Warfare (ASW), and Mine Counter Measure (MCM).**"*

◆ Vertical Launch System

- 16 cell launcher
- Provide 360 coverage

◆ Super Sea Sparrow Missiles

- Quad pack per cell (total 64 missiles)
- Anti-Surface & Anti-Air capable
- 30 km range
- Multimode seeker
 - ◆ Active Radar, IR, Home on Jam (HOJ), Laser Guided
- Dual mode fuse – proximity, delayed impact
- Selectable target point





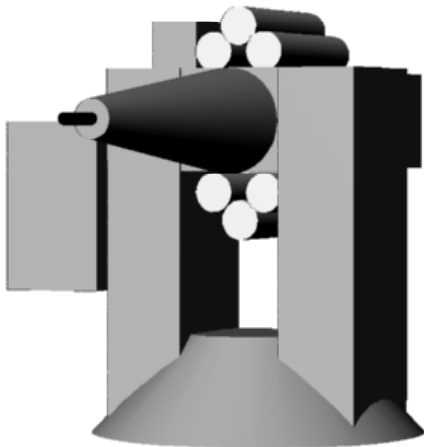
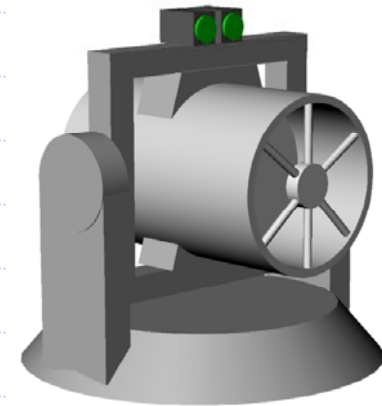
Shipboard Weapons



"Operate primarily in the littoral environment "

◆ Free Electron Laser

- 1 μm wavelength
- 1.5 MW beam
- Maximum effective range 5 to 8 km
- 2 beam directors (port & starboard)
- Up to 20 targets before recharging



◆ Small Caliber Stabilized Gun System

- 30mm Chain Gun
- 200 ready to fire rounds
- Stabilized with auto target tracking
- Decoy launchers attached – Nulka, Chaff, IR
- Electro Optical Sights night & day operation



Offboard Weapons



◆ SEA ARROW

- Air to Air Missiles
- Laser guided bombs
- Anti-Ship missiles

◆ Helicopters

- Rapid Airborne Mine Clearance System (RAMICS)
- Torpedoes
- Penguin Missiles

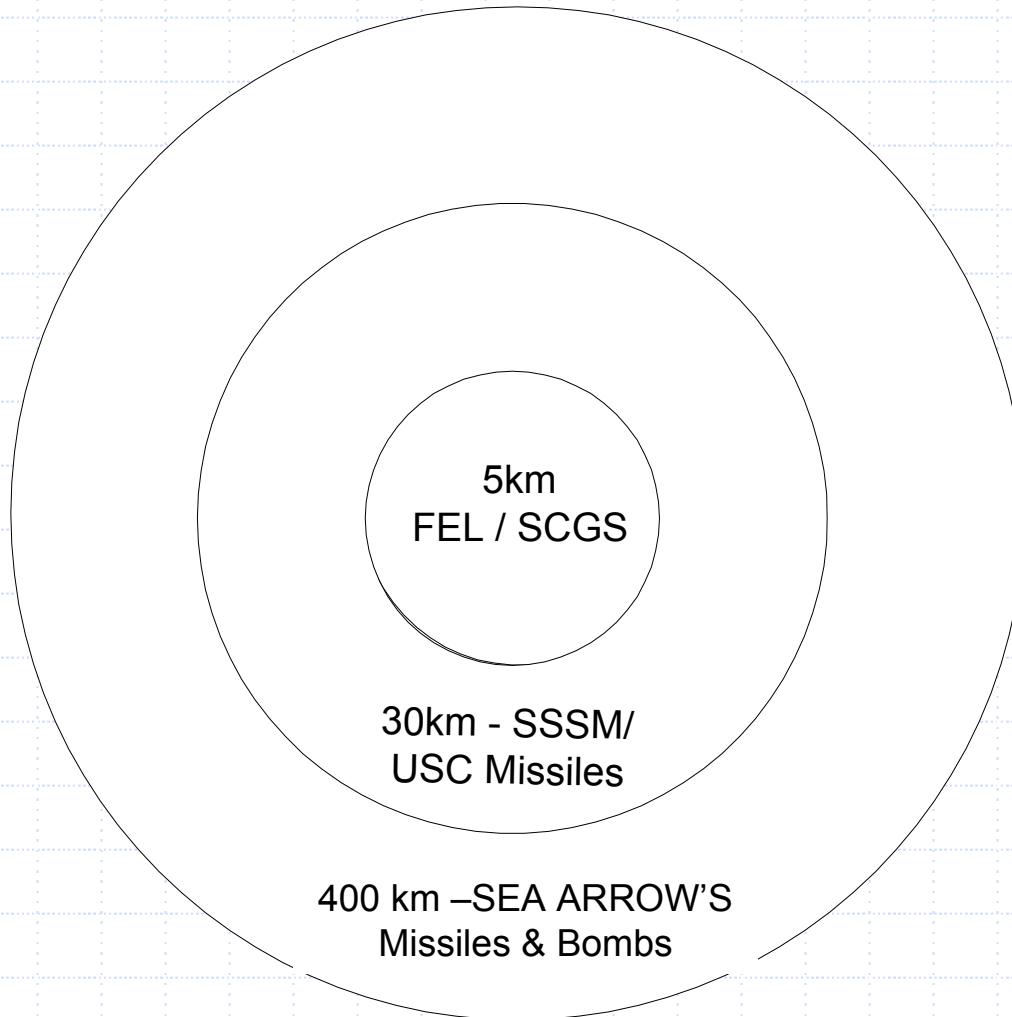
◆ Unmanned Surface Craft

- Anti-Surface/Air capable Stinger missiles



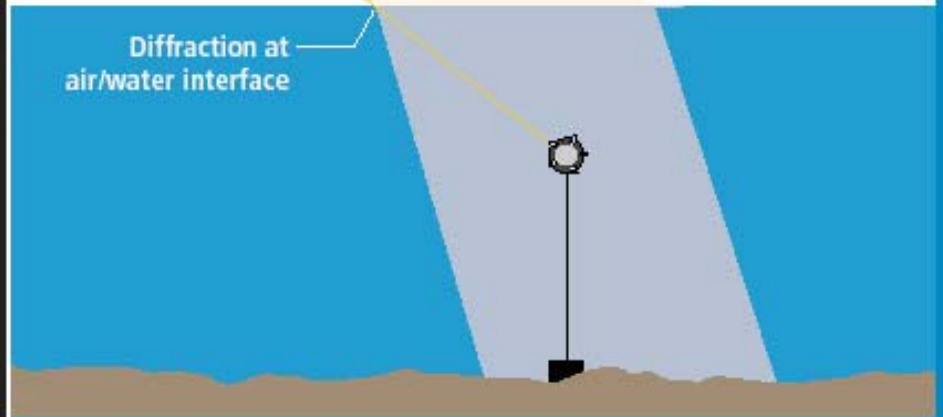
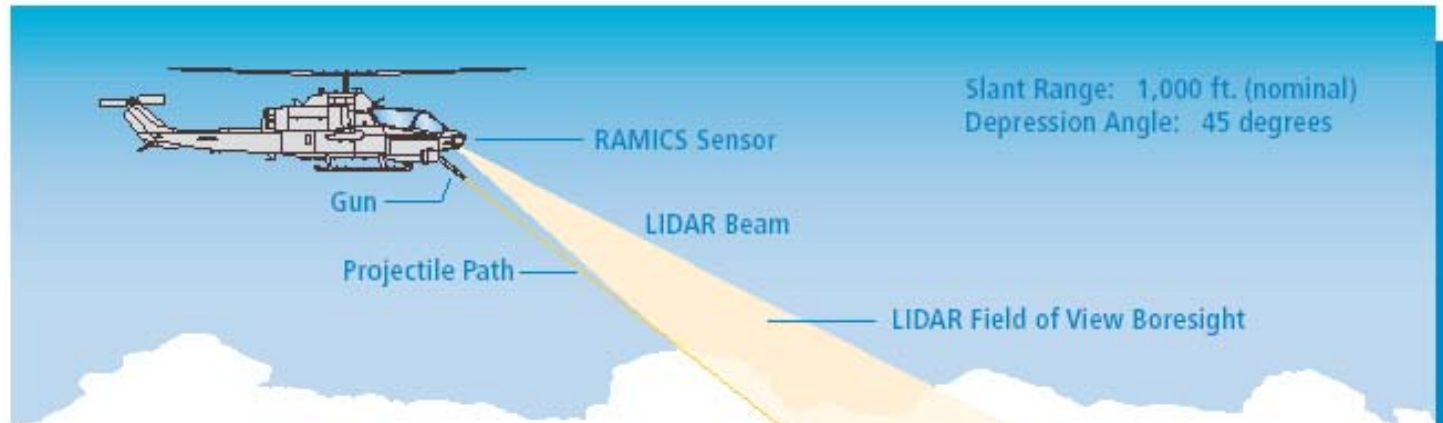


Layered Defense for SEA ARCHER





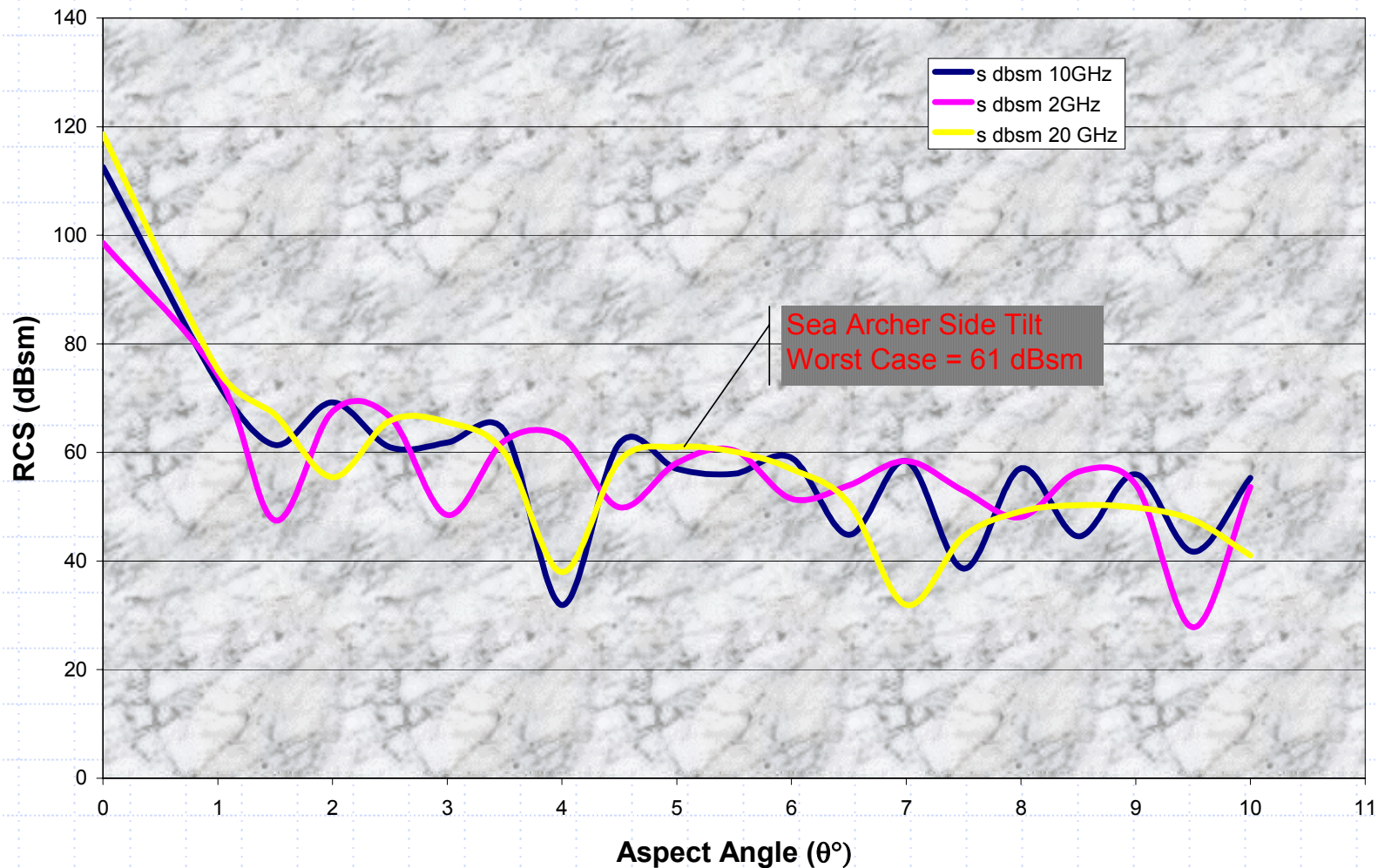
RAMICS Concept





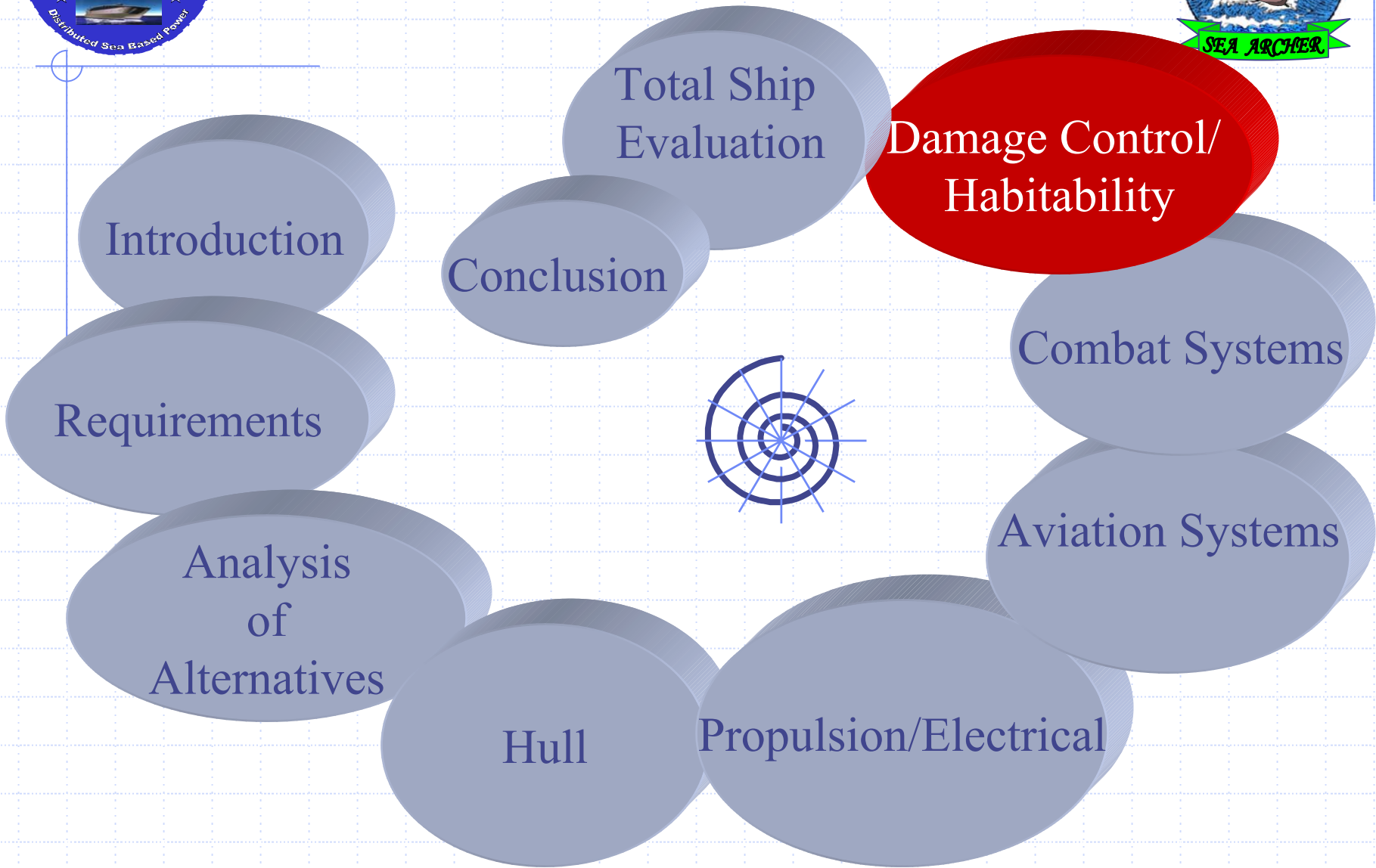
Radar Cross Section

RCS against Aspect Angle





Presentation Outline



Introduction

Total Ship Evaluation

Damage Control/
Habitability

Conclusion

Combat Systems

Requirements

Aviation Systems

Analysis
of
Alternatives

Hull

Propulsion/Electrical



Damage Control



Automated Damage Control System (ADCS) for reduced manning

- ◆ Detection System
- ◆ Data Network, Processing Centers, and Evaluation Tools
 - Personal Locator Device Network
- ◆ Control Station Display and Interface
- ◆ Isolation System
- ◆ Reactive System



Detectors



- ◆ Triple Wavelength Infra-Red Detectors (3IR) for flame detection
- ◆ Closed Circuit Television (CCTV) system for smoke and flame detection
- ◆ Smart Microsensors for determining the composition of the air, gases

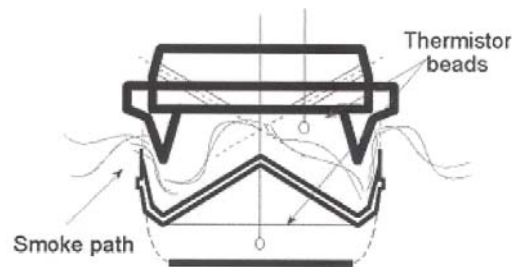


Detectors (continued)



- ◆ Humidity detectors
- ◆ Liquid level detectors
- ◆ Fiber Optical (FO) and High Performance Optical (HPO) detectors for heat detection

High Performance Optical Detector





Detectors Onboard



Compartment	3IR	CCTV	HPO	FO	Smart	Humidity	Liquid Level
Machinery spaces	X	X	X	-	X	-	X
Engine enclosures	X	-	X	-	X	-	-
Magazine areas	-	-	-	X	X	X	X
Electronics equipment rooms	X	-	-	X	X	X	-
Hangar	X	X	-	-	X	-	-
Flight deck	-	X	-	-	-	-	-
CIC	X	-	-	X	X	-	-
Bridge	-	-	X	-	X	-	-
Accommodations	-	-	X	-	X	-	-
Kitchens&Galley	-	-	X	-	X	-	-
Offices	-	-	X	-	X	-	-
Passageways	-	-	-	-	X	-	-
Paint lockers	-	-	-	-	X	-	-
Pump rooms	-	-	-	-	X	X	X
A/C&Refrigeration rooms	-	-	-	-	X	X	-



Fire Suppression Systems



- ◆ FM-200 Fire Suppression System
- ◆ Carbon Dioxide Fire Suppression System
- ◆ Water Mist System
- ◆ Aqueous Film Forming Foam (AFFF) System



Fire Suppression Systems Onboard

Compartment	FM 200	CO ₂	Water Mist	AFFF
Machinery spaces	--	--	X	X
Engine enclosures	--	X	--	--
Magazine areas	--	--	--	--
Electronics equipment rooms	X	--	--	--
Hangar	--	--	X	X
Flight deck	--	--	--	X
CIC	X	--	--	--
Bridge	X	--	--	--
Accommodations	X	--	--	--
Kitchens&Galley	X	--	--	--
Offices	X	--	--	--
Passageways	X	--	--	--
Paint lockers	--	X	--	--
Pump rooms	--	X	--	--
A/C&Refrigeration rooms	--	X	--	--



Personnel Locator Device



◆ PLD

- Bracelet
- Electronic device
- Transmits the identity of the crewmember
- Personnel location
- Personnel paging
- Emergency notification



Damage Control



- ◆ Habitability deck is the DC deck
- ◆ Three damage control zones
- ◆ One DC party for each DC zone and a flight deck damage control party
- ◆ Two fire-resistant curtains in the hangar bay
- ◆ Safety area on the flight deck
- ◆ Fire suppression robot
- ◆ Flooding control and dewatering systems



Probable Fire Fighting Scenario

- ◆ **FIRE**
- ◆ Fire detection by the detectors
- ◆ Display on the monitors
- ◆ Reroute the ventilation and electric power
- ◆ Check if there is any personnel in the compartment via PLD network
- ◆ Open/close the hatches within the fire/smoke boundary
- ◆ Fire suppression by the automated fire suppression system
- ◆ Power the fire main pumps in that zone
- ◆ DC party engagement



Probable Damage Control Scenario

- ◆ Incoming missile detection by the sensors
- ◆ Reroute the ventilation and electric power
- ◆ Close/open the hatches within the fire/smoke boundary
- ◆ Fire suppression by the automated fire suppression system
- ◆ **HIT**
- ◆ DC party engagement
- ◆ Detect which equipments are lost



Chemical Biological and Radiological System (CBR)



- ◆ Capable to launch and recover the aircraft in all types of CBR contaminated environments
- ◆ Long-range detection systems
- ◆ Portable detection systems
- ◆ CBR protective clothes at each damage control locker and hangar bay
- ◆ Collective protection system for the manned areas
- ◆ Decontamination of the aircraft in the elevators



Auxiliary Systems



Will provide:

- ◆ Improved reliability/maintainability of fluid, electrical, and mechanical systems
- ◆ Support for reduced manning through automation of operation and maintenance



Innovation Examples



Magnetic sensor

- On all electrical equipment
- Detect the power consumption
- Provide information if there is any other failure, whether the equipment is damaged or not

Variable speed pumps

- Reduce the weight
- Reduce maintenance
- Reduce power
- Increase efficiency



Habitability



Food service

- ◆ Cook/chill technology
- ◆ One galley for food preparation
- ◆ Reduce trash maintained onboard
 - ◆ Biodegradable meal containers



Habitability



- ◆ Shipboard Wide Area Network (SWAN)
 - All staterooms have LAN (classified access)
- ◆ Self-service crew services
 - Laundry
 - Ship's store, etc.



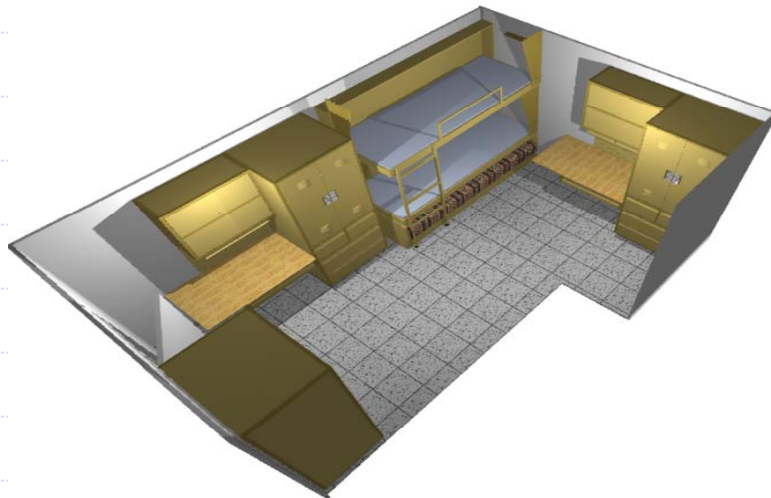
Accommodations



- ◆ Accommodations for mixed-gender crews at sea
- ◆ Workload reductions
 - ◆ Wax-less floors
 - ◆ Endurance paints
 - ◆ Paint-less surfaces



Habitability



Typical Officer Stateroom Arrangement



Sit-up Berth



Typical CPO Stateroom Arrangement



Presentation Outline

Total Ship
Evaluation

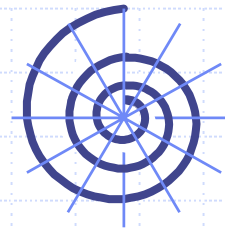
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Ship Systems Integration



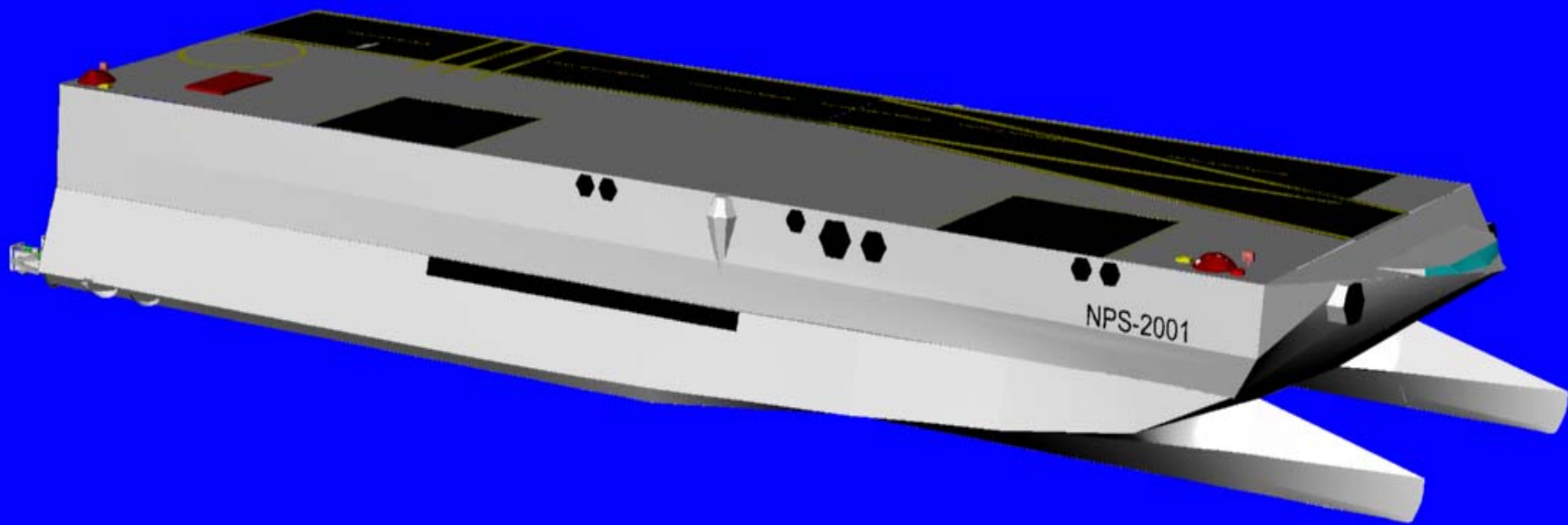
- ◆ Manning
- ◆ Maintenance
- ◆ Logistics
- ◆ Operational functionality
- ◆ Upgradeability
- ◆ Survivability
- ◆ Cost

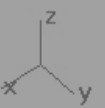
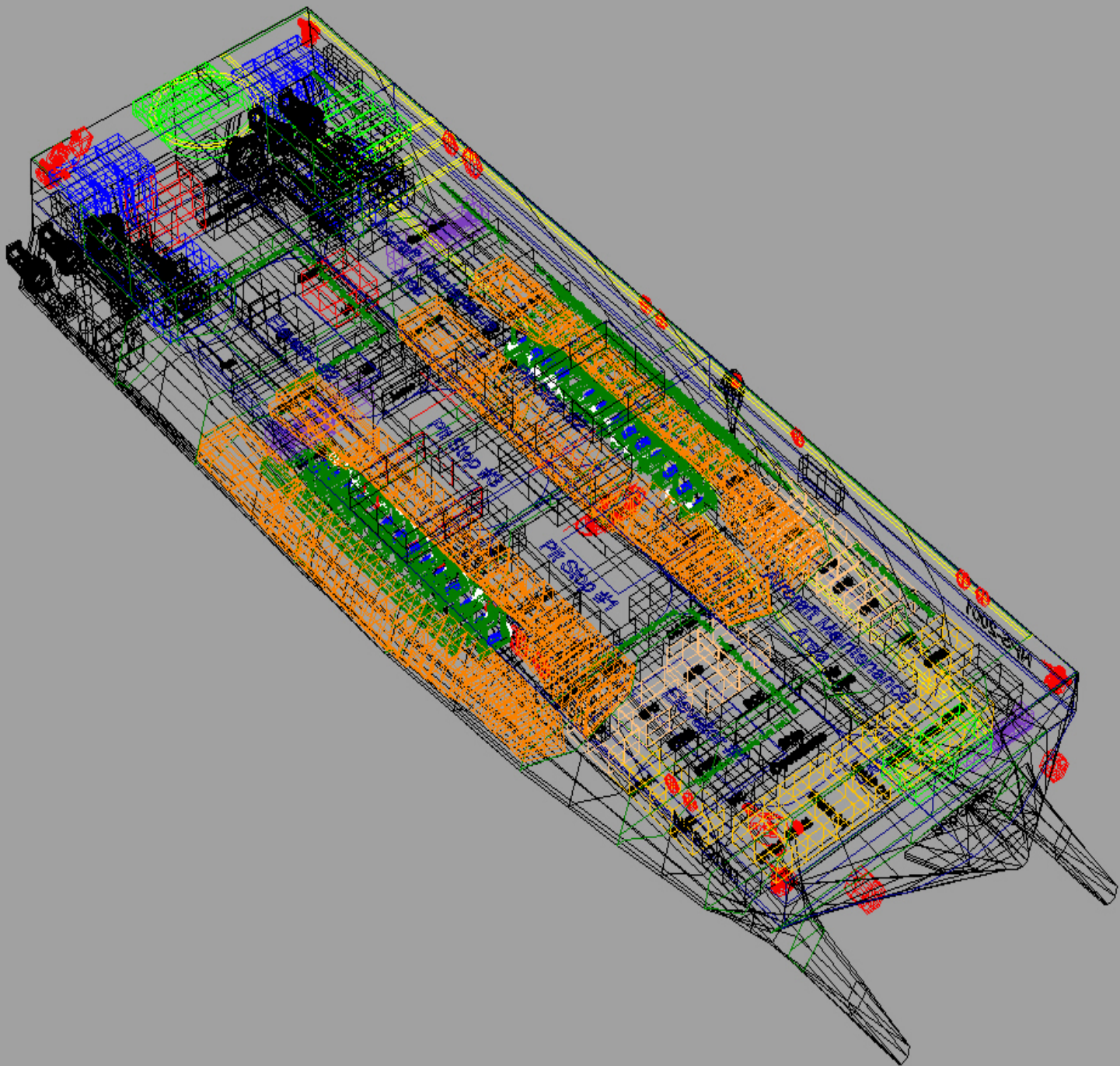


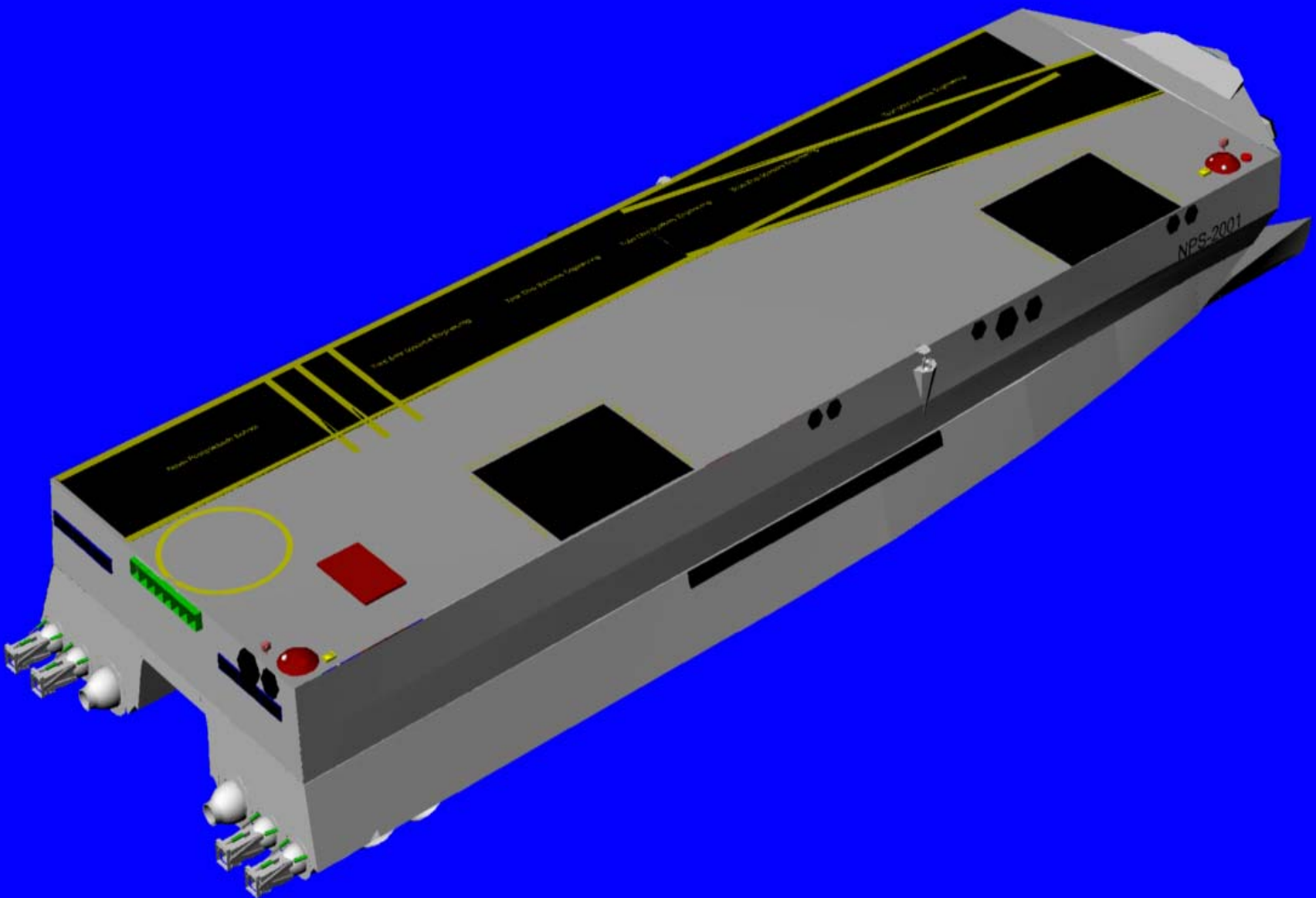
Ship Design Philosophy



- ◆ Survivability
- ◆ Automation
- ◆ Reduced Manning
- ◆ Upgradeability
- ◆ Maintainability
- ◆ Reliability
- ◆ Manufacturability
- ◆ COTS
- ◆ Affordability









Manning



◆ Manning

- [Total – 128; Ships Force – 75; Aviation - 53]
- Officers – 27; CPO – 27; Enlisted – 74

◆ Watch

- [Total – 26; Ships Force – 17; Aviation – 9 (O/C/E)]
- Ops/Combat Systems - 3/3/2
- Engineering – 1/1/4
- Aviation – 2/5/2
- Logistics/Galley – 0/1/2



Maintenance & Logistics



◆ Maintenance

- Ship's force provide operational level maintenance
- Ship shops available for limited repair
- Tiger teams of 50 personnel every 30 days provided from CV, IMA or dedicated tender (ADX)

◆ Logistics

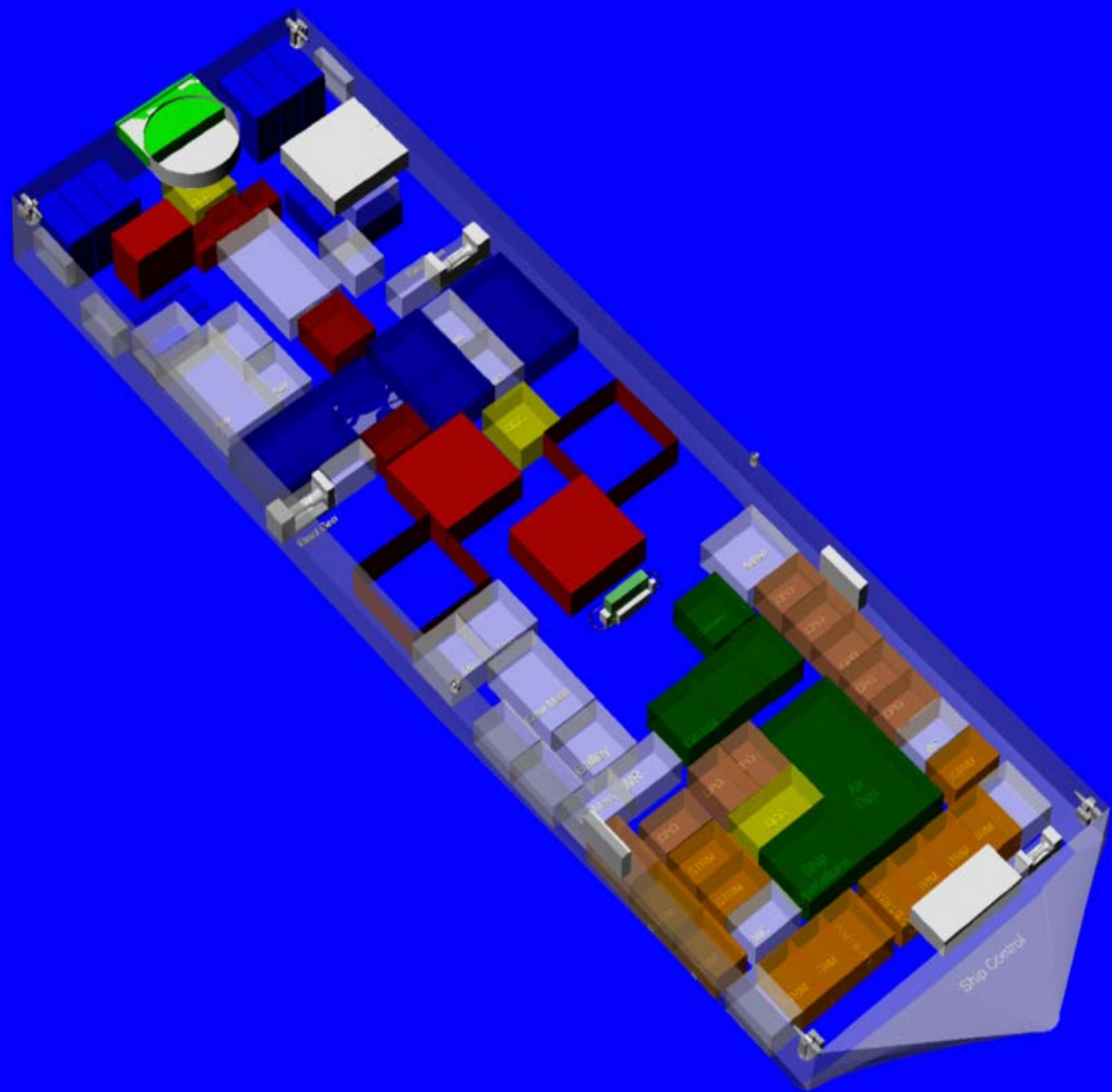
- Provisions for:
 - ◆ Personnel - 90 days
 - ◆ Ship ordnance – 30 days
 - ◆ Aviation ordnance – 7 days
- Compatible with present and future fleet UNREP assets
 - ◆ Vertical replenishment for stores
 - ◆ Traditional alongside replenishment for fuel

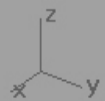
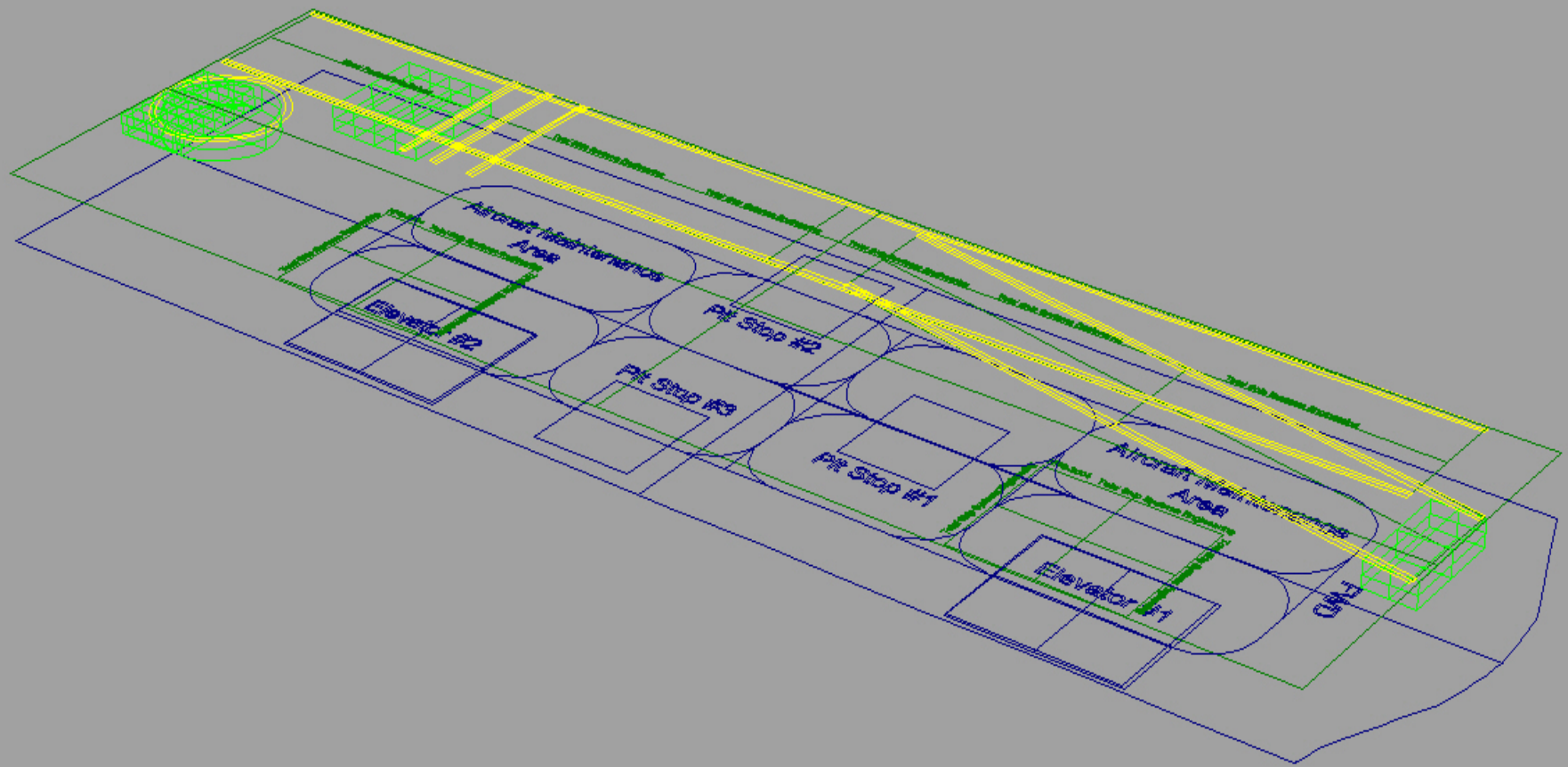


Operational Functionality



- ◆ Distributed aviation capability
- ◆ Crew spaces centrally located
- ◆ All operational spaces collocated along the centerline of the ship
- ◆ Ship control available from either the bridge or the combat operations center



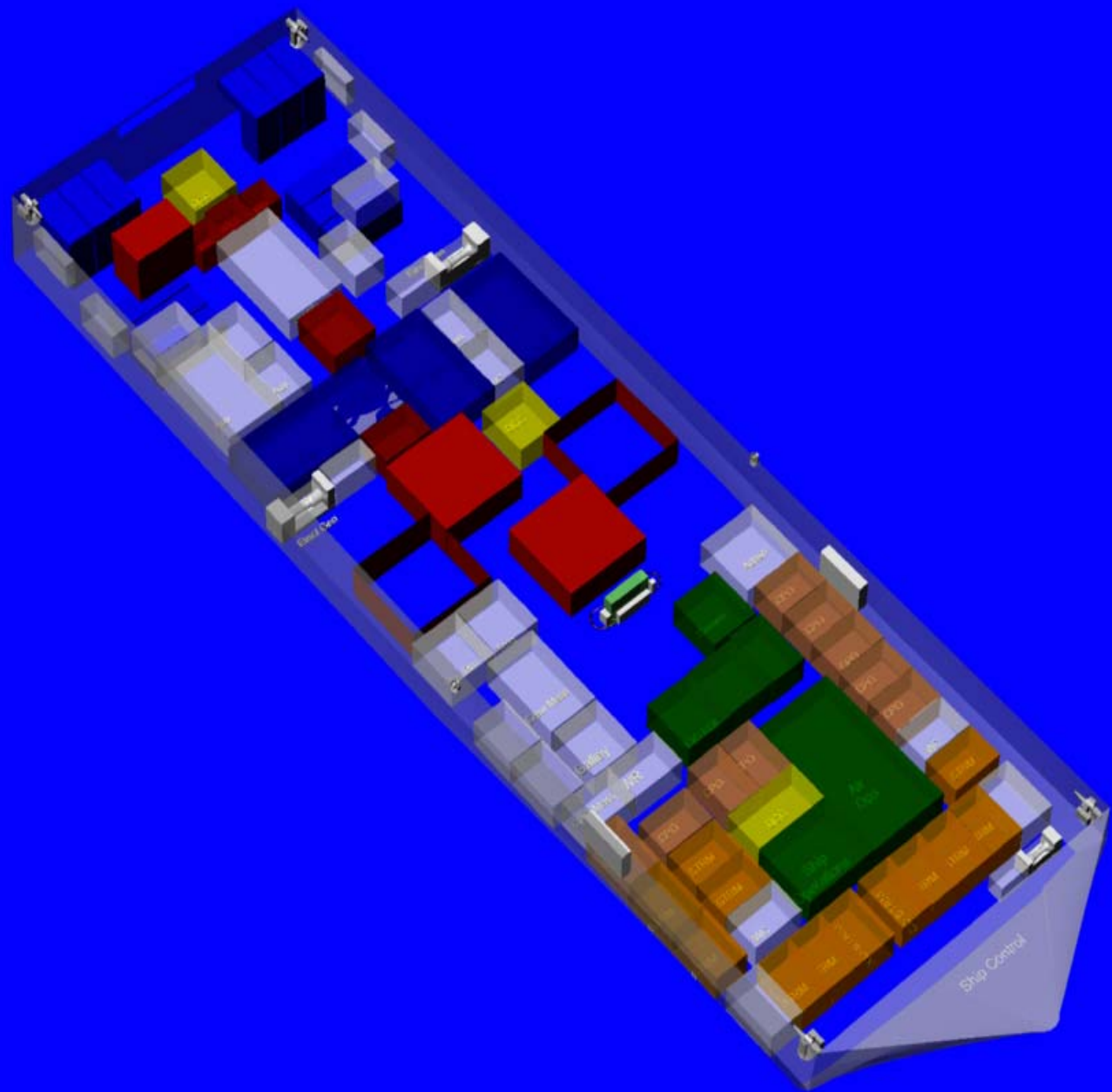


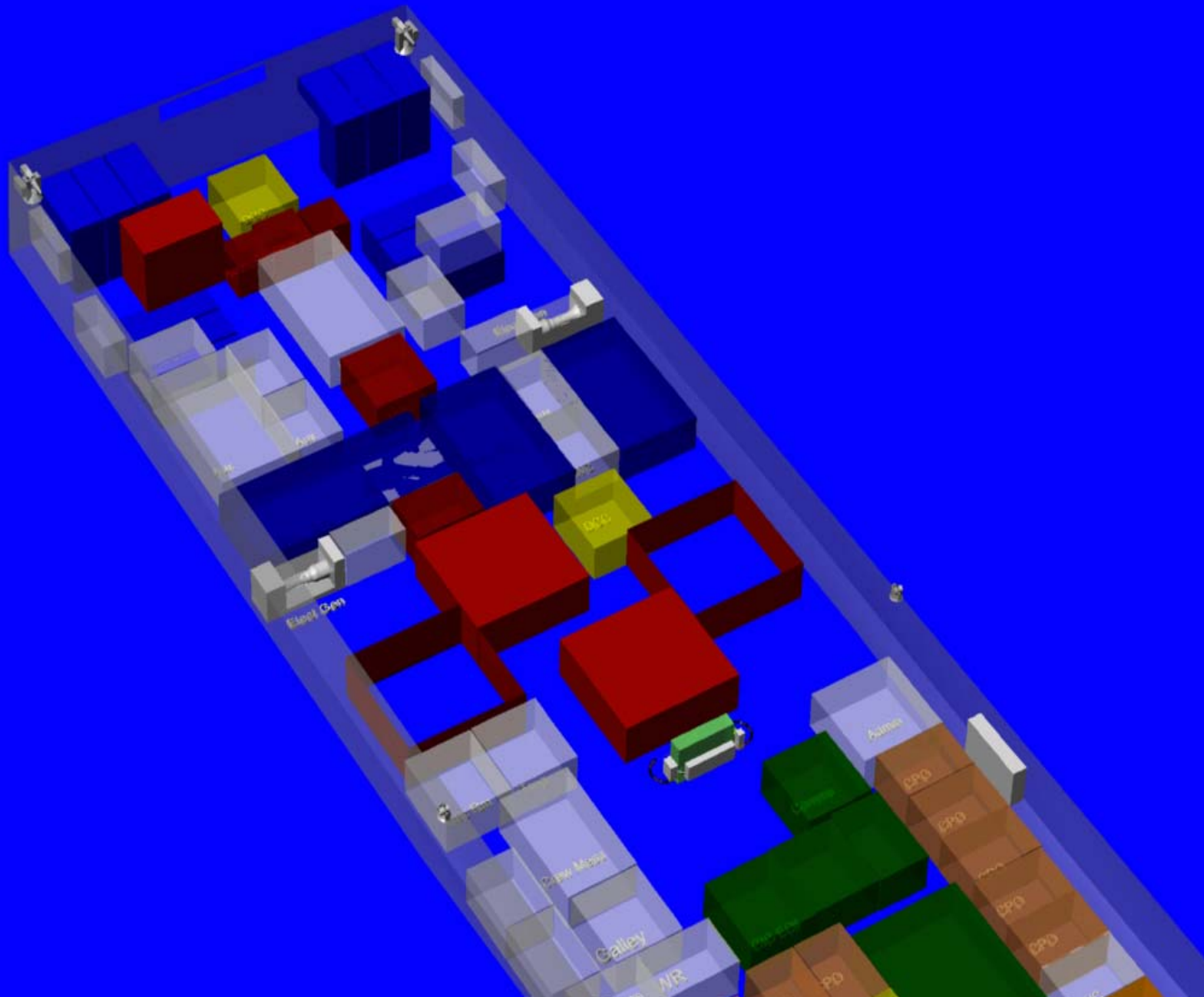


Upgradeability



- ◆ Commercial Off the Shelf (COTS)
- ◆ Modular construction
- ◆ Open access to all systems



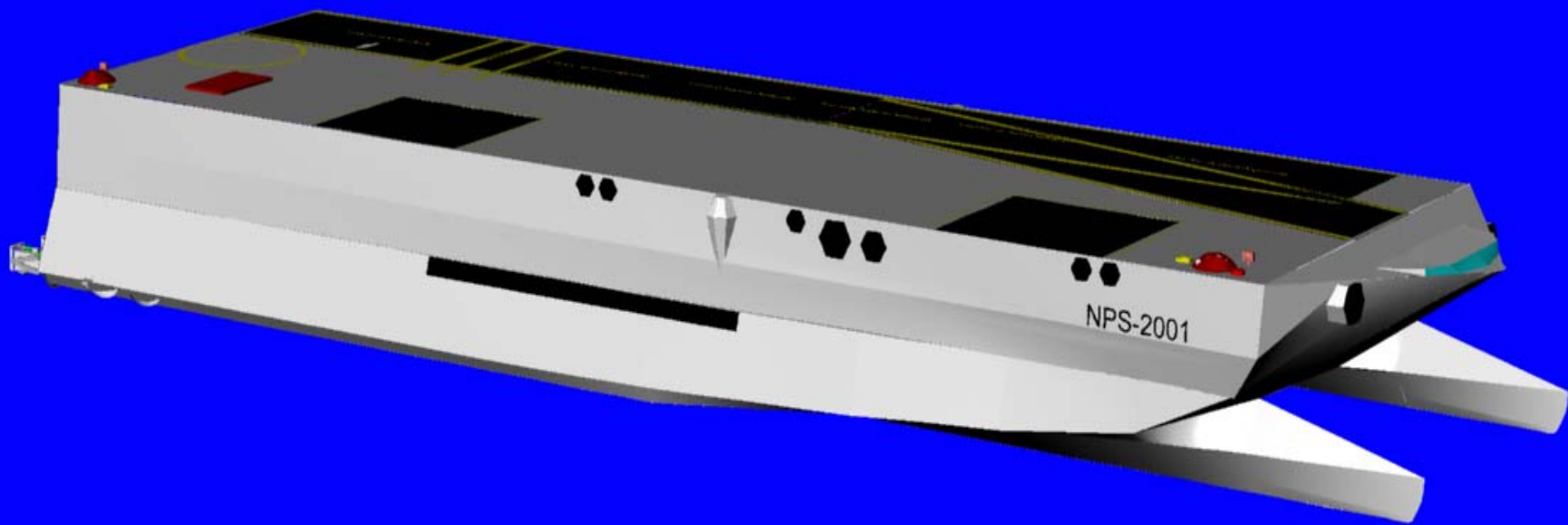




Survivability



- ◆ Reduction of infrared signature
- ◆ Redundant systems
- ◆ Distributed C4I
- ◆ Modularity



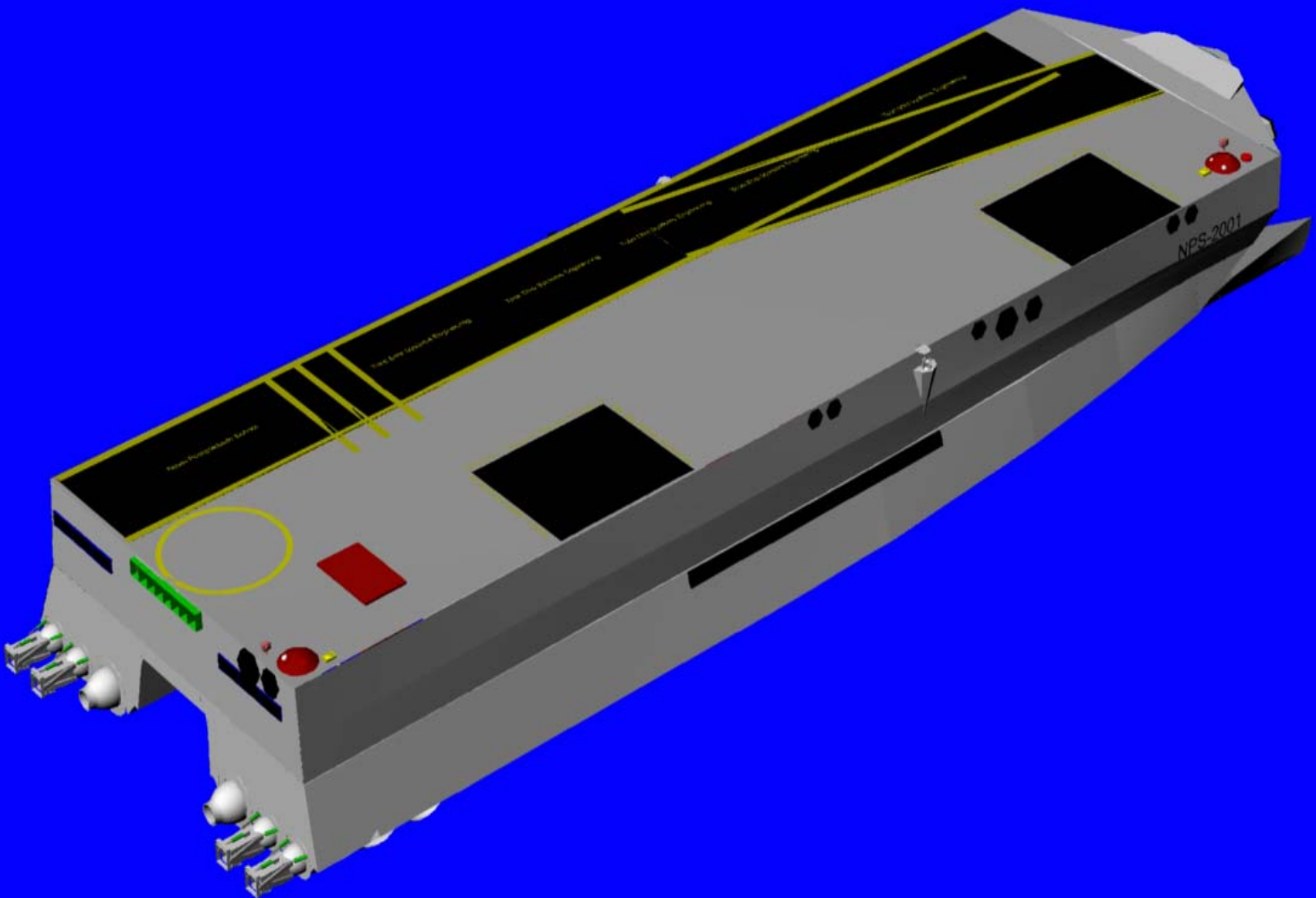


Cost



- ◆ Acquisition Cost
 - Ship – \$1.9B

- ◆ Total Ownership Cost (TOC) Reductions
 - Minimum manning
 - Commercial technology
 - Modular construction/outfitting



NPS-2001

Power Distribution System

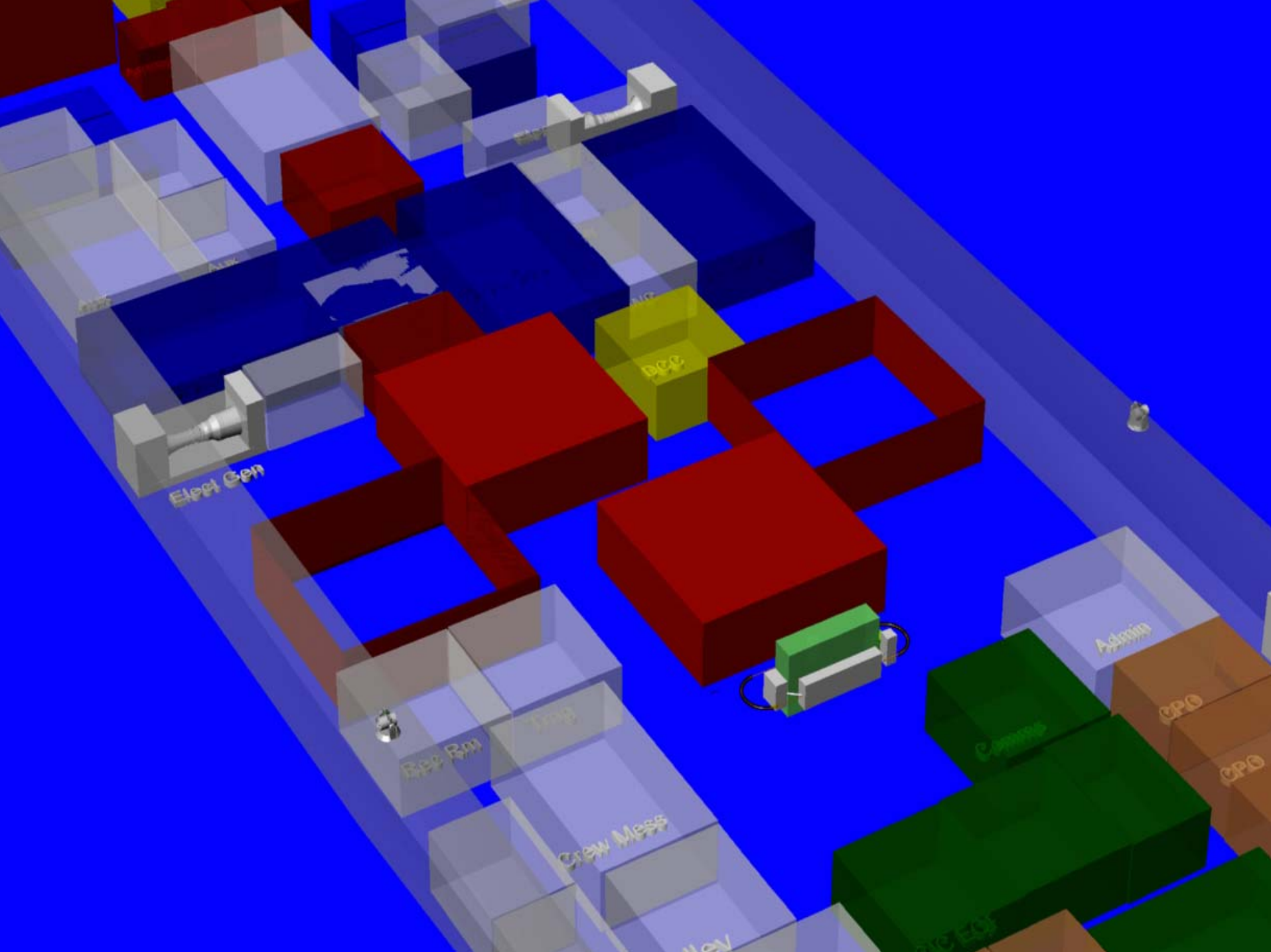
Track Line Control Engineering

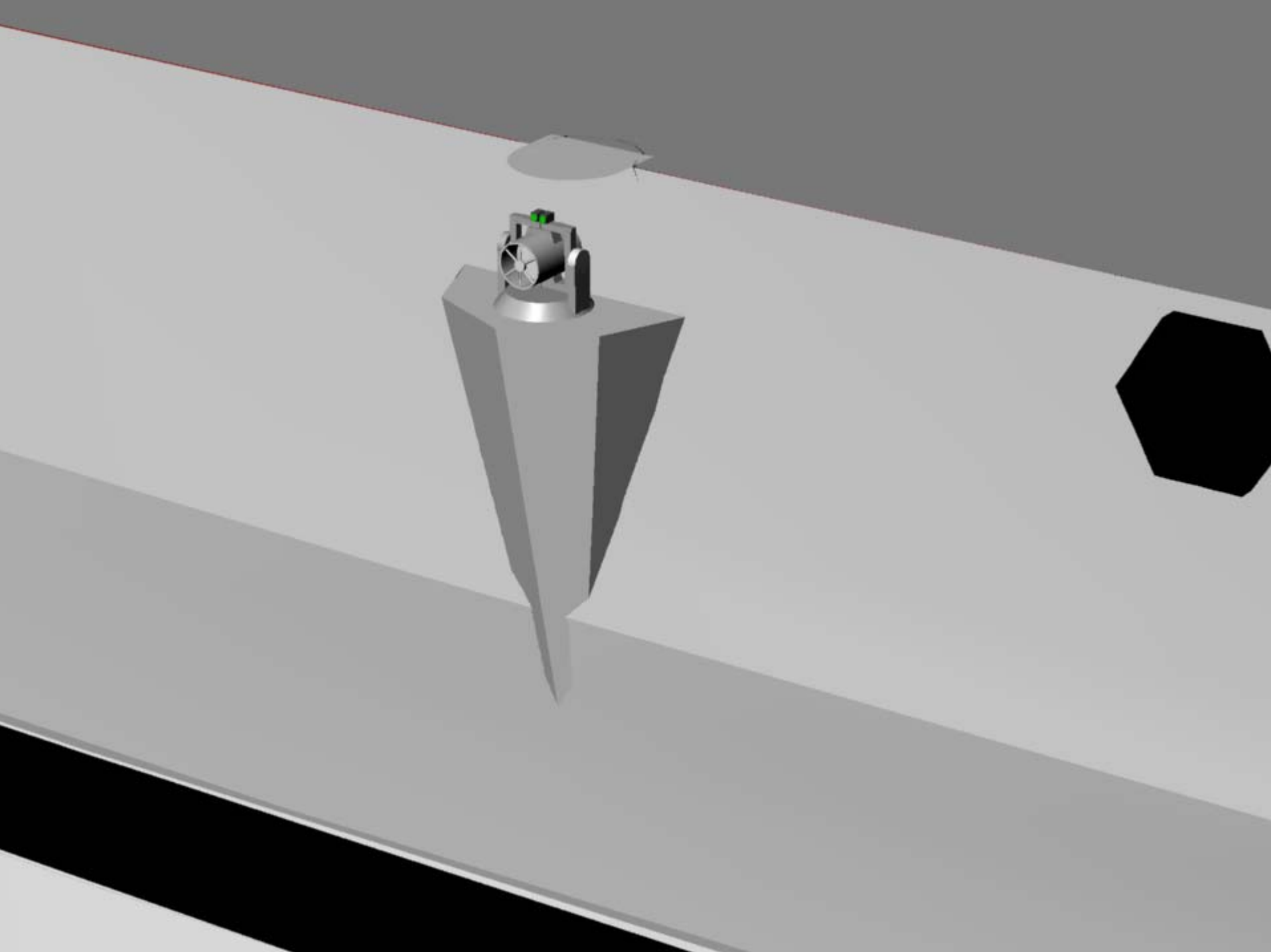
Track Line System Engineering

Track Navigation Engineering

Track Line Control Engineering

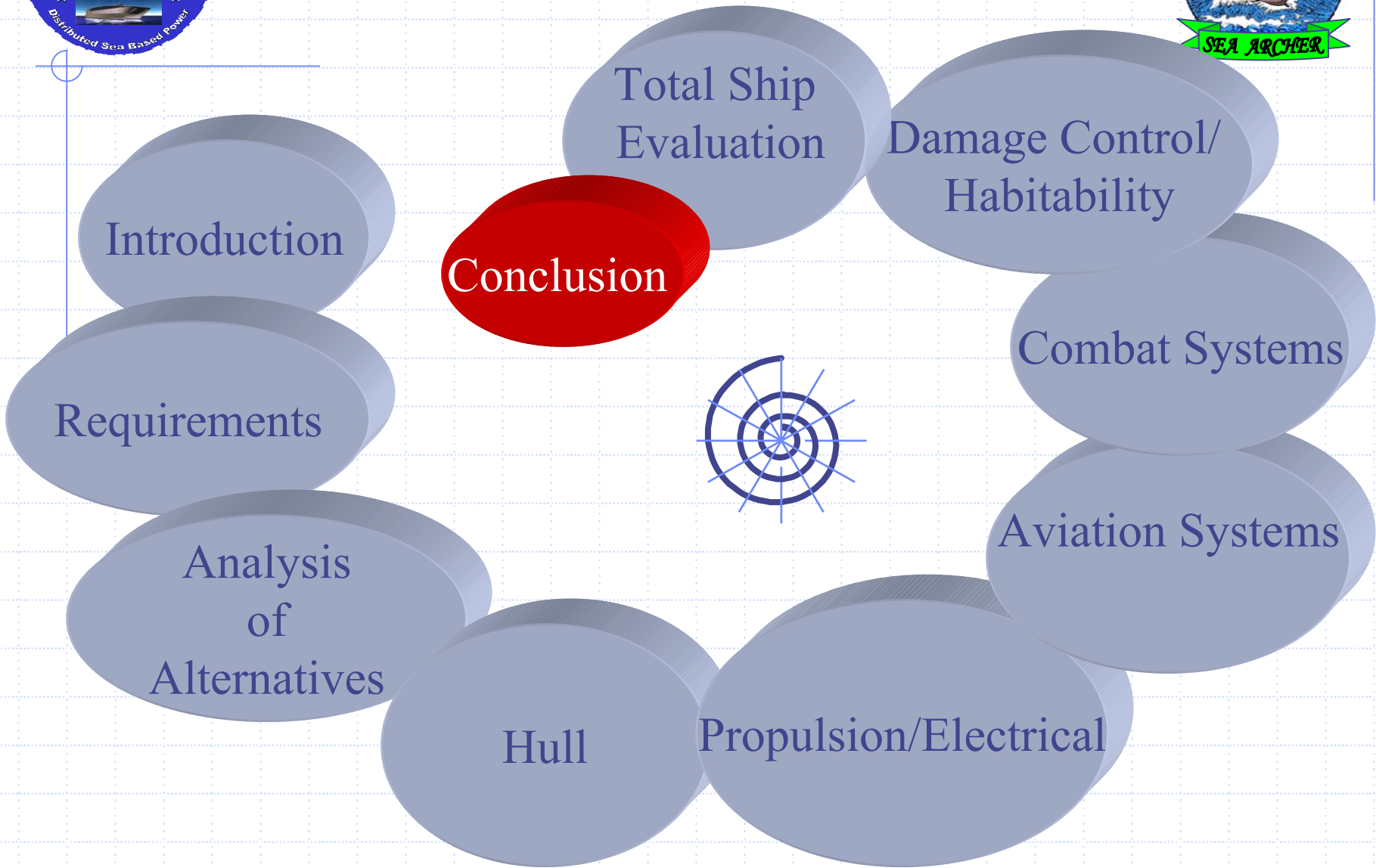
Track Line Control Engineering

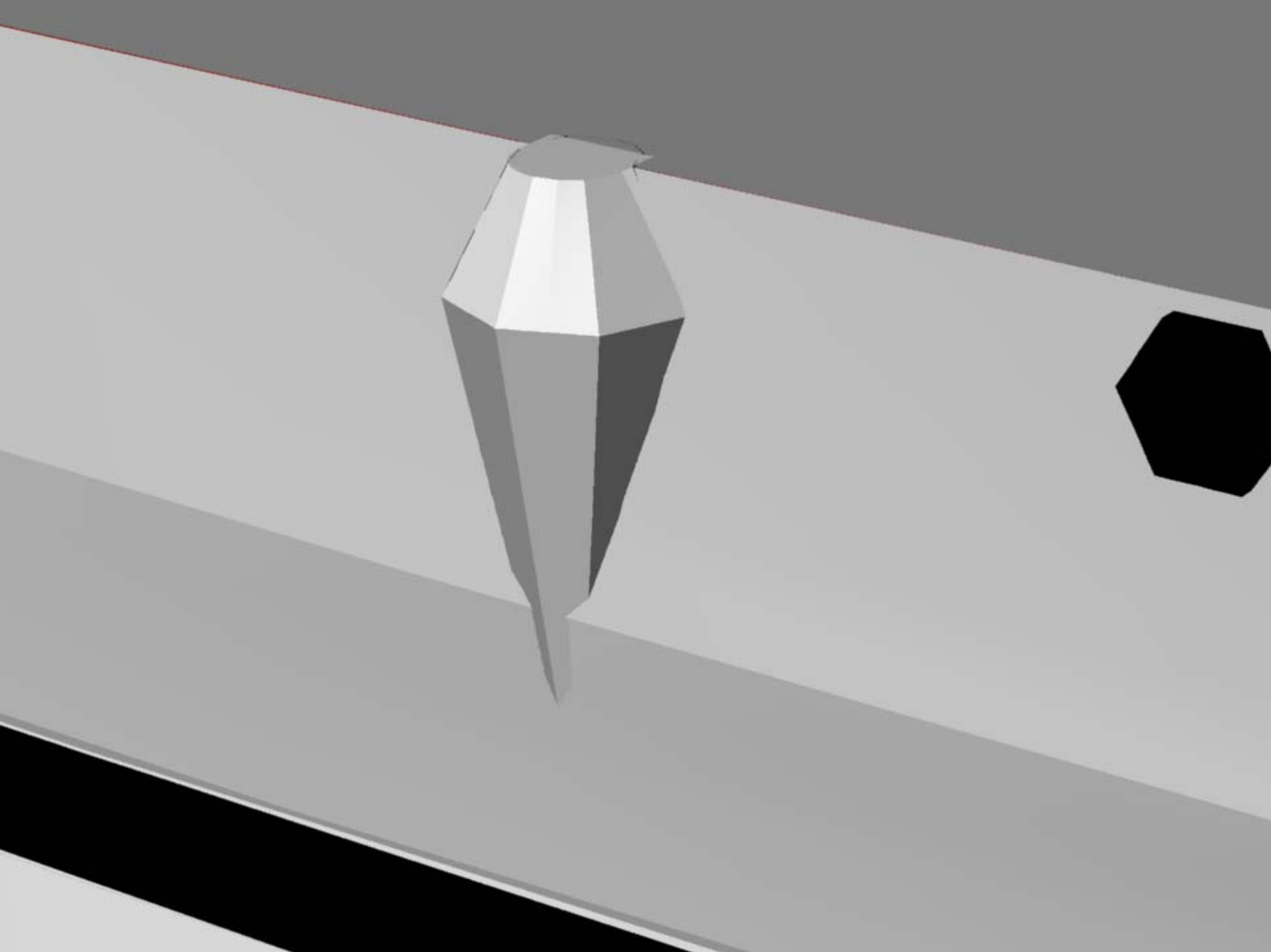






Presentation Outline







Conclusion



- ◆ 1st Iteration Results
 - Speed requirement
 - Large power
 - Large volume
 - Large Costs
- ◆ Refine design to improve volume usage
- ◆ Further research and development
 - Harley SES hull form
 - Hydro air drive propulsors
 - Automation and robotics
 - Free Electron Laser



TOTAL SHIP SYSTEMS ENGINEERING

QUESTIONS?

