



USER INTERFACE ISSUES IN SUPPORTING HUMAN - COMPUTER INTEGRATED SCHEDULING

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OUTLINE

- Introduction
- Background
- Issues
- OMP Interface
- Acknowledgements

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CHARACTERISTICS OF AN OMP SCHEDULE DOMAIN

Resource Allocation Problem

- Over-Subscribed
- Large Numbers of Complex Requests
- Changes in Tasking
- Changes in Environment

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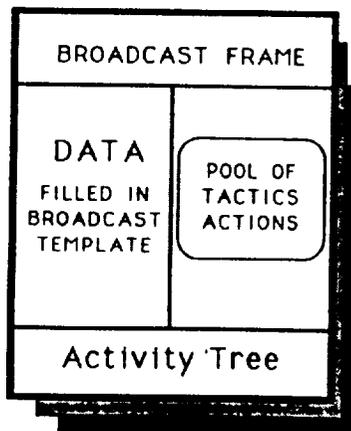
WHAT IS A SCHEDULE?

Request

- Task
- Activity
- Set of Steps
- Frame

Antenna

- Resource
- Timeline
- Chronology
- Temporal Data Base of Steps, Usage, & Direction



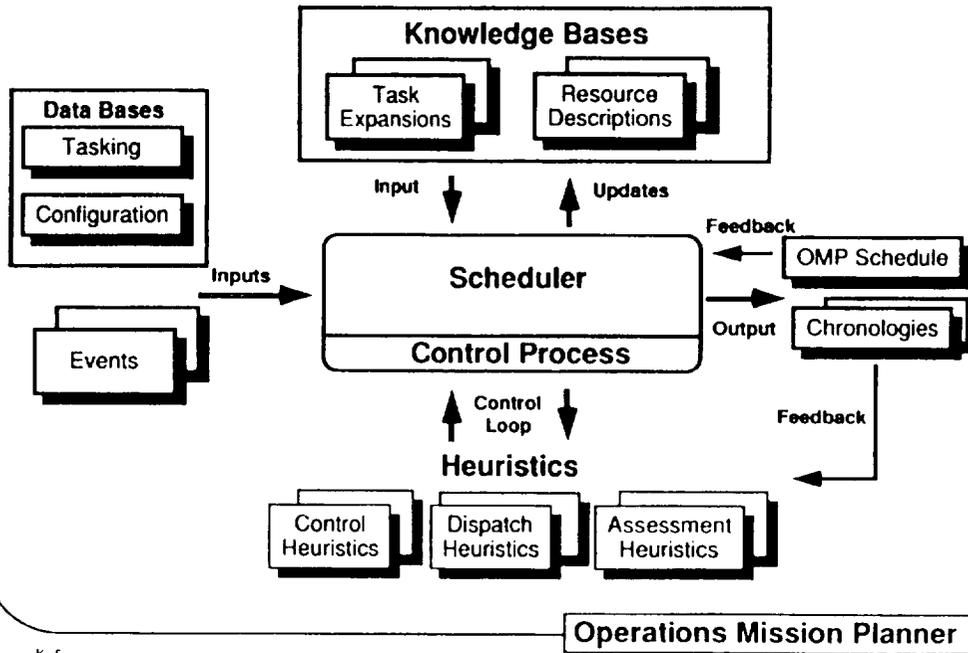
- Broadcast 508
- Broadcast 632
- Direction 53
- Chronogram C-12

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OMP ARCHITECTURE



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Picture of OMP Interface

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ISSUES

OMP Interface Designed as Developmental Interface for Automated Scheduling System

- Information Underload → Strip Charts
- Information Overload → Histograms, Filtered Gantt
- Modifying Tasks → Edit Window
- Events → Command Window
- Assessment of Schedule → Statistics Display
- Development/Modification of Heuristics → Animated Windows
Chronologies
Parameter Setting

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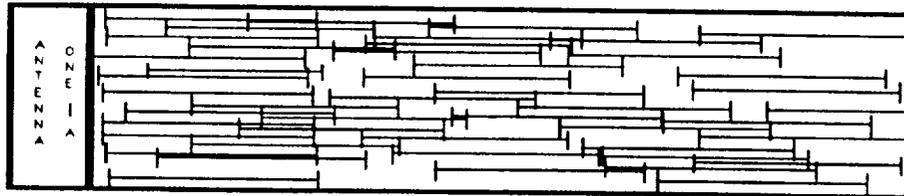
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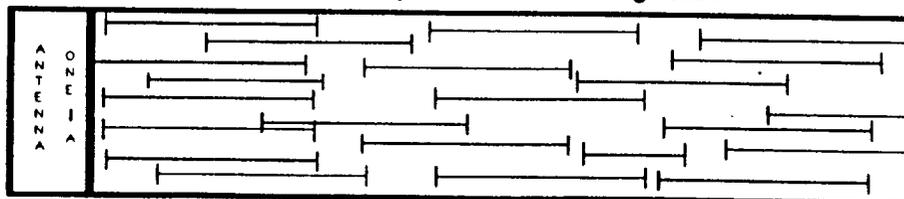
Example: Information Overload

When deleting tasks, show only the lower priority tasks which form the deletion pool

Before Filter: Tasks are indiscernible



After Filter: Show only those tasks pertinent to scheduling action



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USER INTERFACE DIMENSIONS

Two major considerations in specifying a user interface:

- Functional Distribution
- Type of User

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Functional Distribution Example: Operations Mission Planner

Automated Functions

Develop Schedule
Assess Schedule
Modify Schedule

Human Functions

ID New Heuristics
Direct Manipulation of
Schedule
Provide Guidance
"Verify" Schedule
Monitor Schedule
Execution
ID Problems During
Scheduling

Process

Monitor
Create

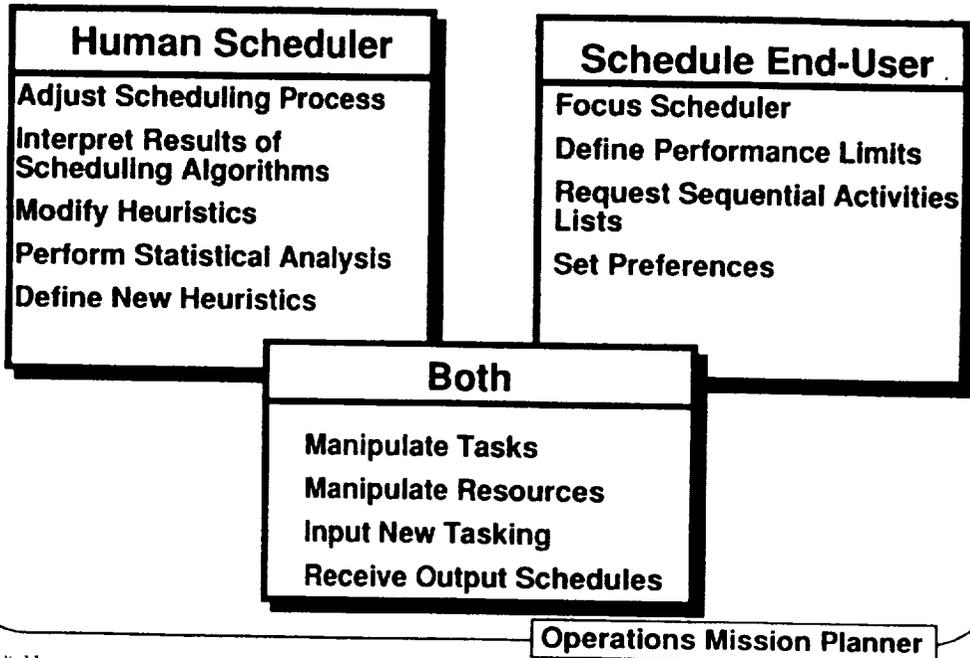
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Types of Users

Different Types of Users Require Different Support from the Interface

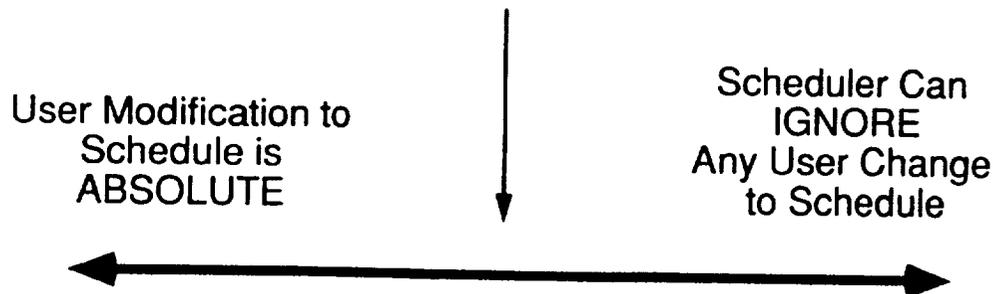


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INTERPRETING USER INTERACTION

Need to interpret user interaction in the development of a schedule somewhere in the middle of the continuum

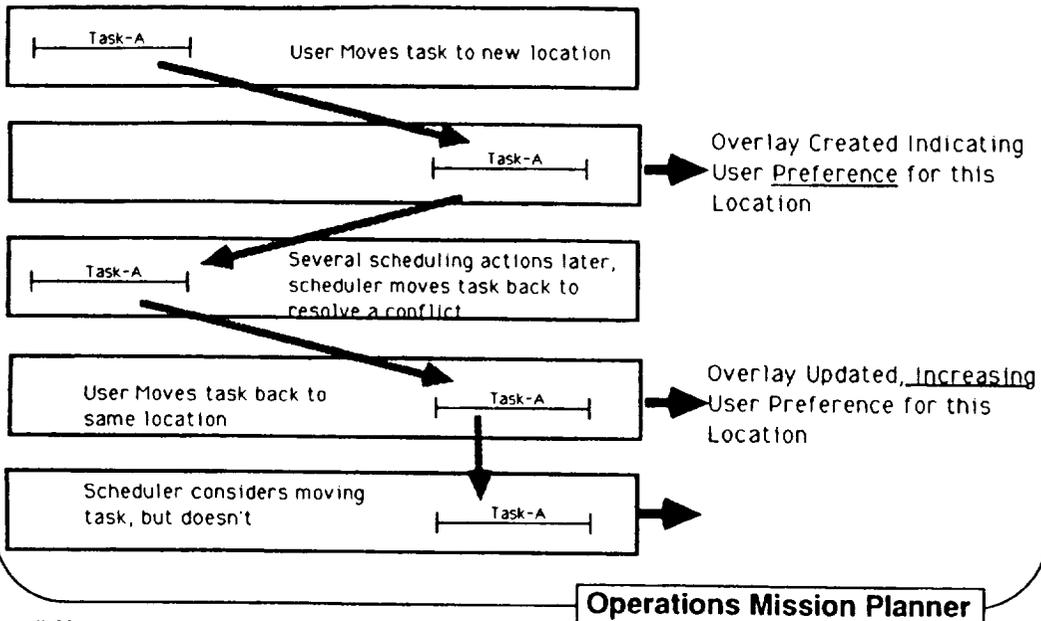


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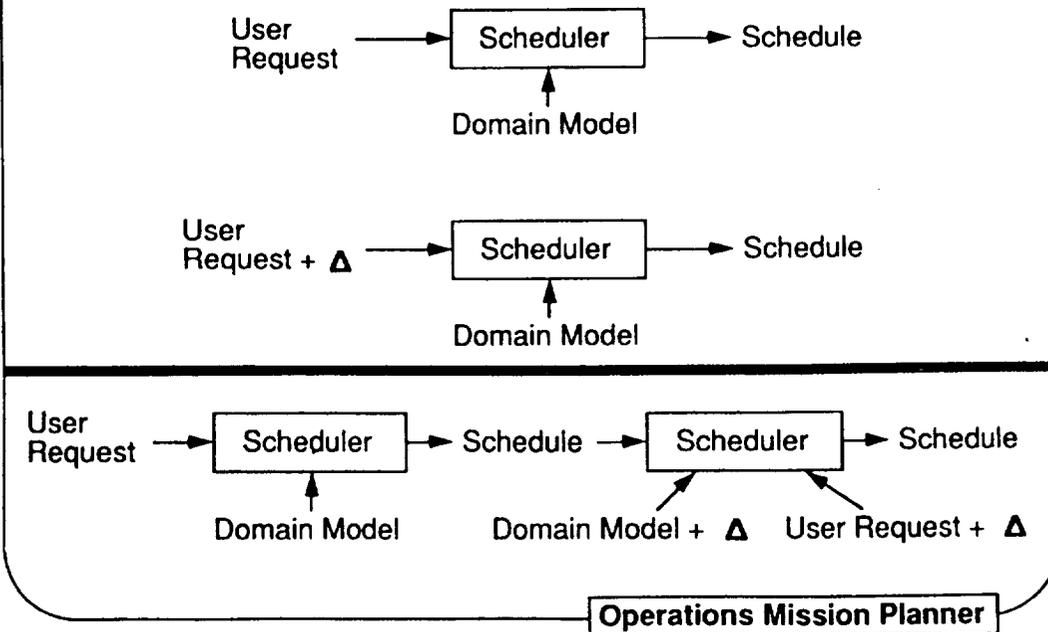
Example: Interpreting User Interaction Using DYNAMIC OVERLAYS



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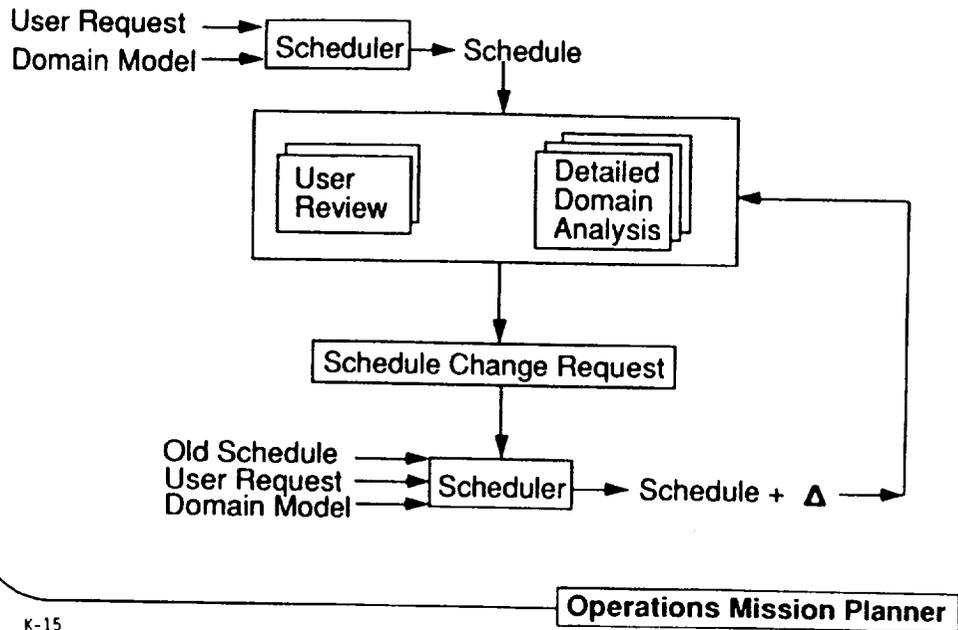
REACTIVE SCHEDULING



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REACTIVE SCHEDULING CONT



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TRANSITIONING THE INTERFACE

OMP is in the process of identifying how to transition from an automated/developmental interface to an integrated/operational interface

	Automated	H-C Integrated
Developmental	<p>OMP</p> <p>Provide user insight into what scheduling actions are being performed and why the scheduler is choosing those actions (DEBUGGING)</p>	<p>Develop heuristics which can be interactive with the user. Provide feedback to the user on how his actions are affecting the schedule (INTERACTIVE DEBUGGING)</p>
Operational	<p>Assist an end-user of the SCHEDULE in the process of input/output for the scheduler (BLACK BOX OPERATIONS)</p>	<p>Assist a human scheduler in providing guidance to the scheduler (INTERACTIVE SCHEDULING)</p>

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