



# USER INTERFACE ISSUES IN SUPPORTING HUMAN - COMPUTER INTEGRATED SCHEDULING

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K-1

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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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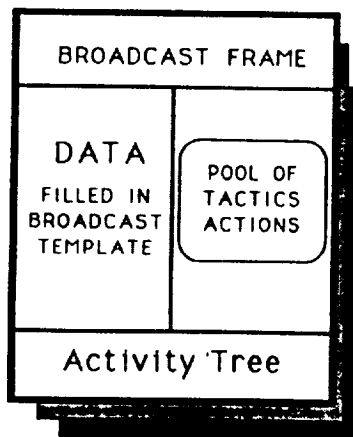
# WHAT IS A SCHEDULE?

## Request

- Task
- Activity
- Set of Steps
- Frame

## Antenna

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



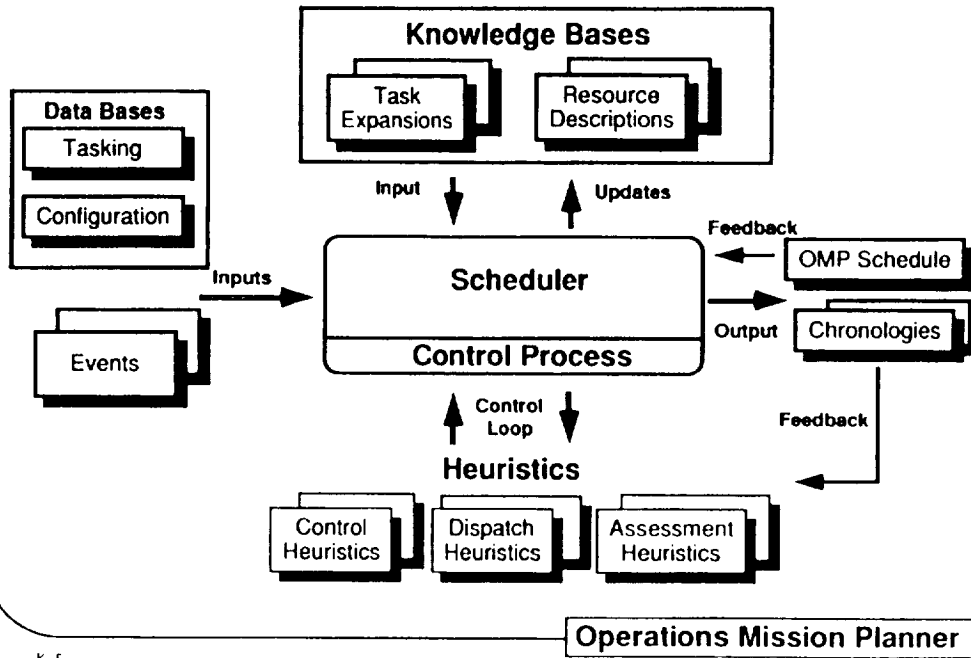
- Broadcast 508
- Broadcast 632
- Direction 53
- Chronogram C-12

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# OMP ARCHITECTURE



K-5

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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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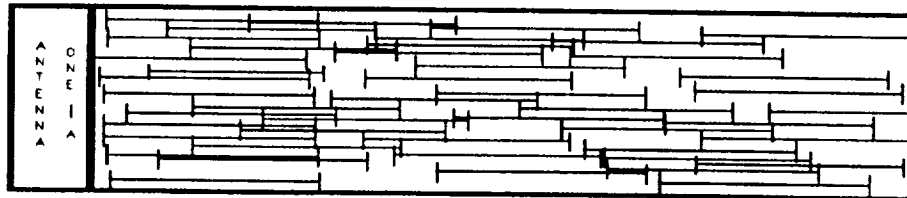
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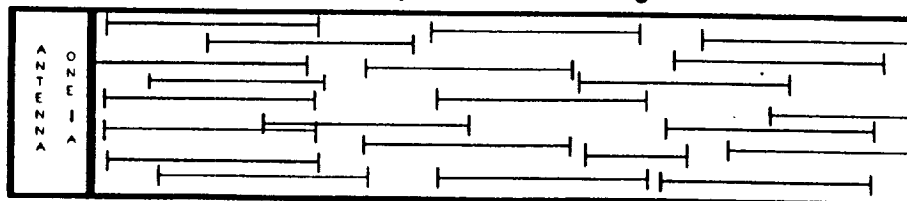
## Example: Information Overload

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**

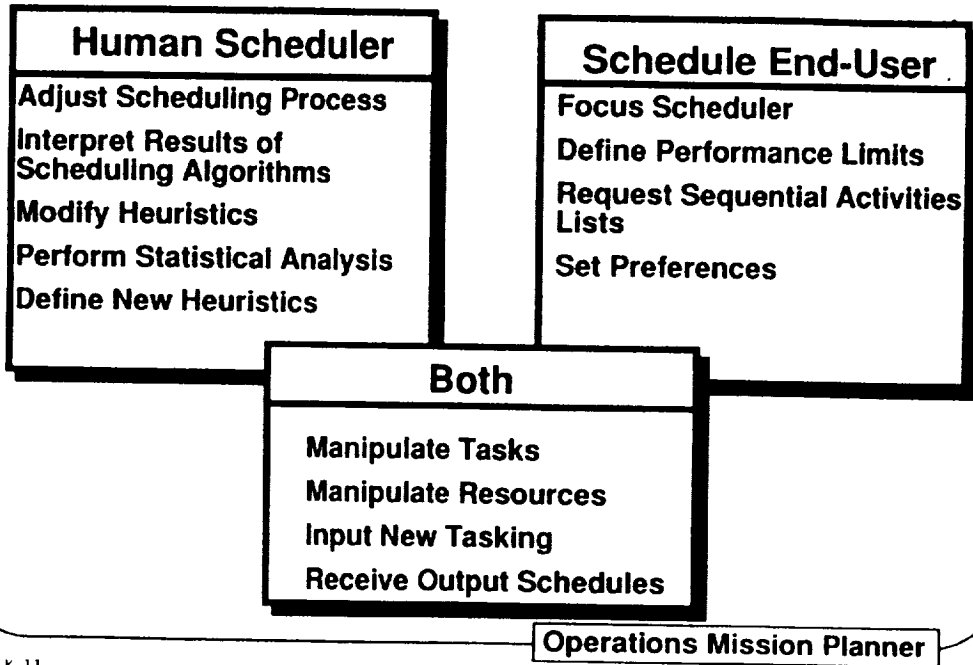
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# Types of Users

Different Types of Users Require Different Support from the Interface

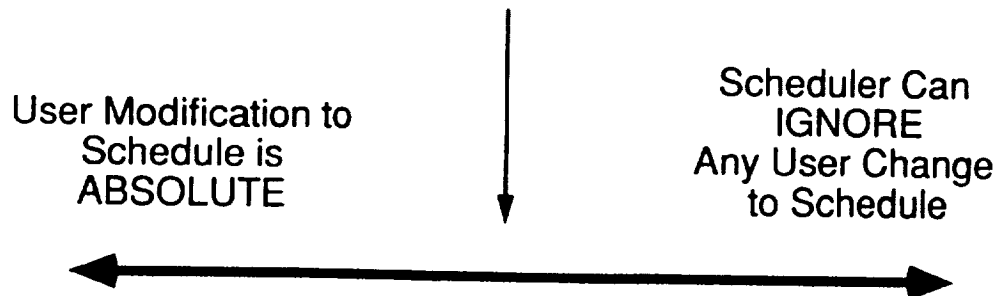


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# INTERPRETING USER INTERACTION

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

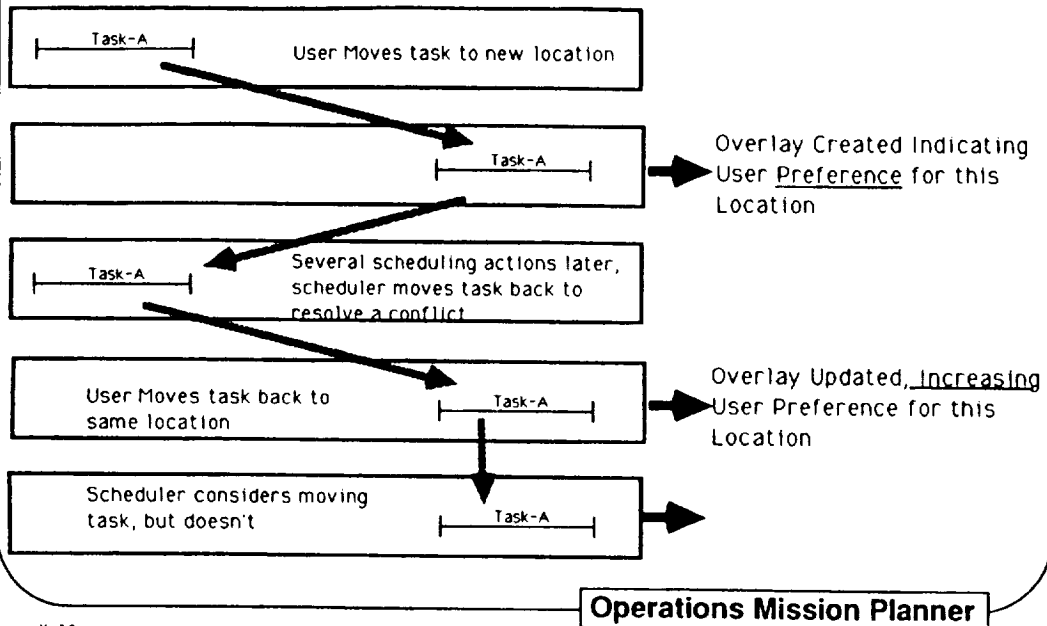


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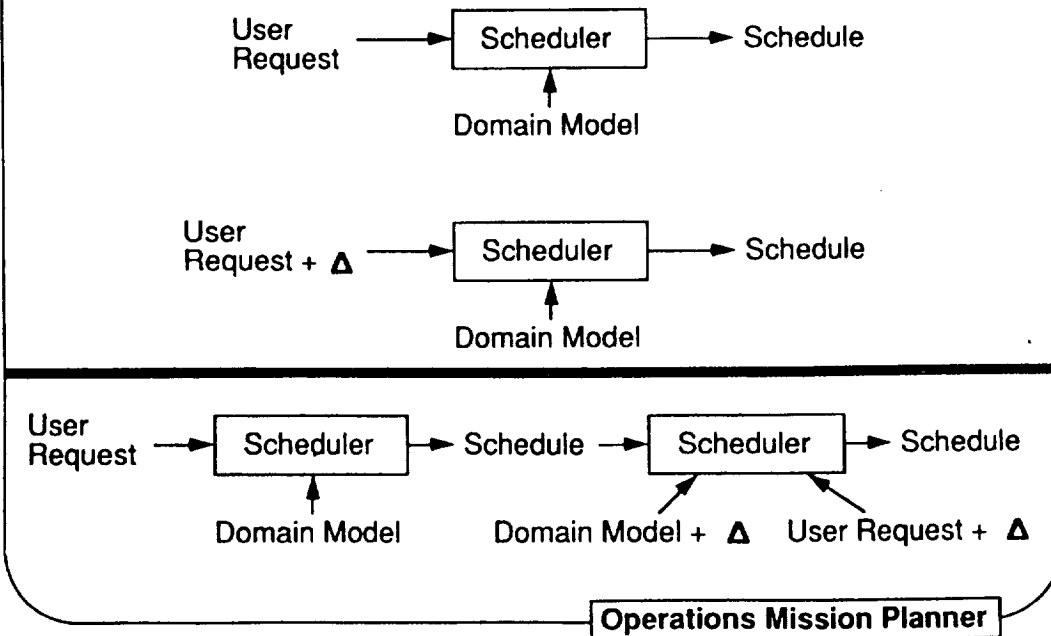
## Example: Interpreting User Interaction Using DYNAMIC OVERLAYS



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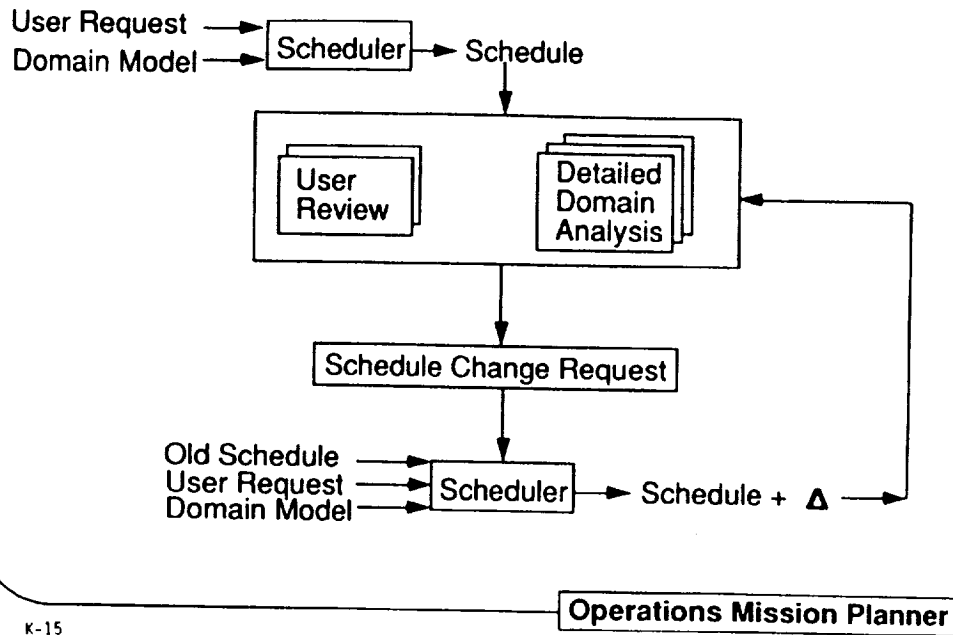
## REACTIVE SCHEDULING



K-14

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# REACTIVE SCHEDULING CONT



K-15

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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><b>OMP</b></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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K-16

SOAR/GFSC 14





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K-17

SOARGESC 15

