



# DARPA: AI Mosaic Warfare And Multi-Domain Battle Strategy

Technocrats at DARPA are racing to apply Artificial Intelligence to engaged warfare, coordinating all battlefield components into a coordinated killing machine. Success depends on engineers and computer programmers. □ TN Editor

[DARPA is automating air-to-air combat, enabling reaction times at machine speeds and freeing pilots to concentrate on the larger air battle and directing an air wing of drones.](#)

Dogfighting will still be rare in the future but it is part of AI and automation taking over all high-end fighting. New human fighter pilots learn to dogfight because it represents a crucible where pilot performance and trust can be refined. To accelerate the transformation of pilots from aircraft operators to mission battle commanders — who can entrust dynamic air combat tasks to unmanned, semi-autonomous airborne assets from the cockpit — the AI must first prove it can handle the basics.

The vision is AI handles the split-second maneuvering during within-

visual-range dogfights and pilots become orchestra conductors or higher level managers over large numbers of unmanned systems.

DARPA wants mosaic warfare. Mosaic warfare shifts from expensive manned systems to a mix of manned and less-expensive unmanned systems that can be rapidly developed, fielded, and upgraded with the latest technology to address changing threats. Linking together manned aircraft with significantly cheaper unmanned systems creates a “mosaic” where the individual “pieces” can easily be recomposed to create different effects or quickly replaced if destroyed, resulting in a more resilient warfighting capability.

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