## **Prometheus Unbound**

Releasing Naval Innovation in the 21<sup>st</sup> Century

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NPS-ARP Symposium 7-9 May 2025











# Terminology

Invention

# Adoption

## Adaptation

# **Revolution in Military Affairs** (RMA)



"[The Department of Defense] does not have an invention problem; it has an innovation adoption problem."



Eric Schmidt, Google's former Chief Executive Officer and the Chair of the Defense Innovation Board, testifying before Congress, April 2018.

# n novate t

## 1794: Audacious new US Navy designs and builds six innovative, high technology Frigates. Most powerful Frigates in the world.

Frigate USS Constitution (Official US Navy Photo)

In **1861-1862**, the US Navy produced three ironclad ships in four months

WON THE CIVIL WAR

**100** Days

Between **1881 and 1891**, the US Navy produced five warship designs

**10 Years** 

24 Years

WON THE SPANISH-AMERICAN WAR AND WON WORLD WAR I

### Between 1921 and 1941, the US Navy produced

62 airplane designs, including:

22 fighter designs

21 seaplane designs

Eight dive bomber designs

## WON WORLD WAR II

Since **2000**, the US Navy has produced **Two new Warship Designs** One new Fighter design One new Submarine design

## 20 Years

Between **1955 and 1961**, the US Navy

produced

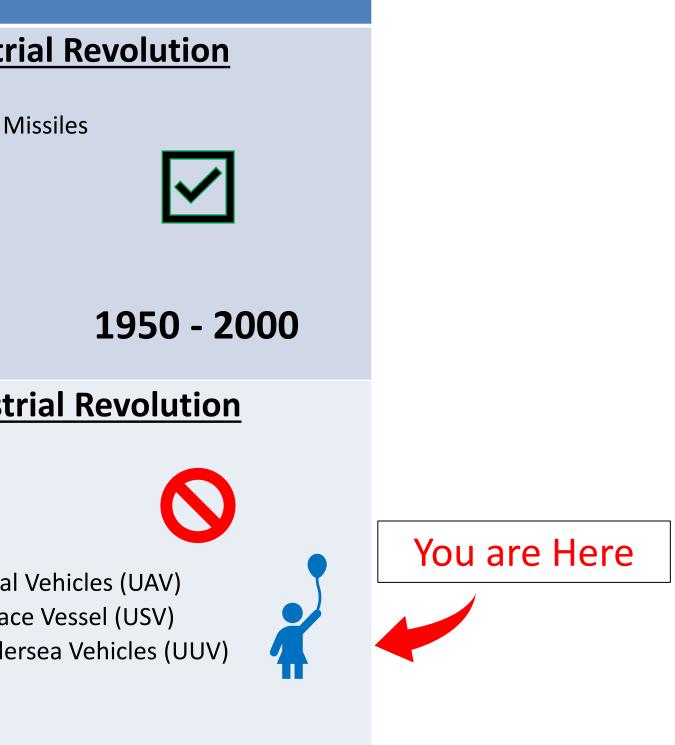
11 nuclear submarine class designs (Including two missile submarines) One nuclear-powered cruiser One nuclear-powered aircraft carrier

## WON THE COLD WAR

## **Seven Years**

## **Industrial Revolutions and Naval Use Cases**

| First Industrial Revolution  |                    | <u>Third Industria</u>   |
|--|--------------------|--|
| Steam Propulsion   |                    | Nuclear power  |
| Shell  |                    | Submarine-launched Ballistic Mi  |
| Rifled Ordnance  |                    | Data Networks  |
| Armor  |                    | Digital Radar  |
| Screw Propellors   |                    | Guided Missiles  |
|  |                    | Digital Computers  |
|  | 1776 - 1870        | Outer Space  |
|  | T//0 - T0/0        | Modularity   |
| Second Industrial Revolution   |                    | Fourth Industri  |
|  |                    |  |
| Steel hulls  |                    | Edge to Cloud  |
| Steel hulls<br>Naval Rifles & Fire Control System  | S                  | Edge to Cloud<br>Virtualization  |
|  | S                  |  |
| Naval Rifles & Fire Control System   | S                  | Virtualization   |
| Naval Rifles & Fire Control System<br>Torpedoes  | S                  | Virtualization<br>Autonomy<br>Drones:<br>> UAV – Uncrewed Aerial V   |
| Naval Rifles & Fire Control System<br>Torpedoes<br>Submarines<br>Naval Combatant Design<br>Radio                   | s                  | Virtualization<br>Autonomy<br>Drones:<br>> UAV – Uncrewed Aerial V<br>> USV – Uncrewed Surface   |
| Naval Rifles & Fire Control System<br>Torpedoes<br>Submarines<br>Naval Combatant Design<br>Radio<br>Naval Aviation | s                  | Virtualization<br>Autonomy<br>Drones:<br>> UAV – Uncrewed Aerial V<br>> USV – Uncrewed Surface<br>> UUV – Uncrewed Unders  |
| Naval Rifles & Fire Control System<br>Torpedoes<br>Submarines<br>Naval Combatant Design<br>Radio                   | S                  | Virtualization<br>Autonomy<br>Drones:<br>> UAV – Uncrewed Aerial V<br>> USV – Uncrewed Surface<br>> UUV – Uncrewed Unders<br>Artificial Intelligence             |
| Naval Rifles & Fire Control System<br>Torpedoes<br>Submarines<br>Naval Combatant Design<br>Radio<br>Naval Aviation | s                  | Virtualization<br>Autonomy<br>Drones:<br>> UAV – Uncrewed Aerial N<br>> USV – Uncrewed Surface<br>> UUV – Uncrewed Unders<br>Artificial Intelligence<br>Big Data |
| Naval Rifles & Fire Control System<br>Torpedoes<br>Submarines<br>Naval Combatant Design<br>Radio<br>Naval Aviation | s<br>I 1870 - 1950 | Virtualization<br>Autonomy<br>Drones:<br>> UAV – Uncrewed Aerial V<br>> USV – Uncrewed Surface<br>> UUV – Uncrewed Unders<br>Artificial Intelligence             |



ons **2000 - Present** 



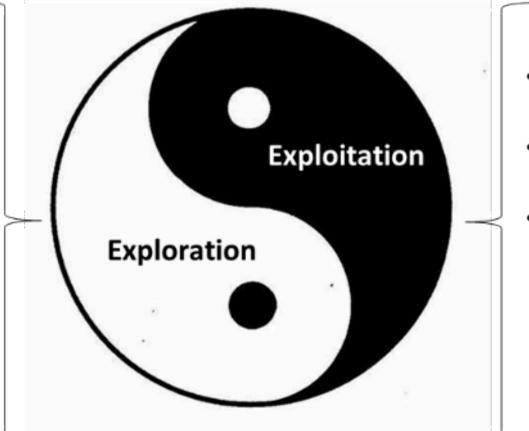
former Congressional Representative, recently wrote:

"The Defense Department must make the rapid adoption of new technologies a priority, particularly in the commercial sector. This will require Pentagon bureaucrats to overcome the aversion to risk that permeates their agency and to leverage the expertise of academia and the private sector. The goal will be to build a defense innovation ecosystem in which the brightest minds in technology, strategy and defense can collaborate without constraint" (Panetta and Gallagher, 2024).

## The Yin and Yang of Exploration and Exploitation of Organizational Learning (York, 2020)

## **Considerations**

- Search efforts pursue new possibilities and knowledge to remain viable and foster future growth
- Fosters Renewal
- Stresses research and an organization's learning processes or the acquisition such capabilities or outputs.
- Concerns situate in the reality that a firm predominantly exploring suffers from its inability to reap the rewards of its knowledge and maintain viability from such returns



## **Exploration:** Adopting New Technologies

**Exploitation:** Improving Known Technologies

## **Considerations**

- Emphasizes the advancement and utilization of established knowledge or certainties
- Is essential for the firm to commercialize their knowledge capabilities and technologies
- issues exist for firms that excessively exploit, which become outdated or are surpassed by innovation because such activity fails to generate new offerings or novelties to sustain a competitive advantage

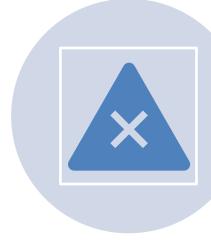
## **Brooks' Design Models**

## The rationalist believes

that man is inherently sound (and reasonable), subject to mistakes, perfectible by education.

After the right education, maturing experience, and sufficient careful enough thought, a designer can make a flawless design.

The design methodology task, then, is to learn how to reason a design into flawlessness.

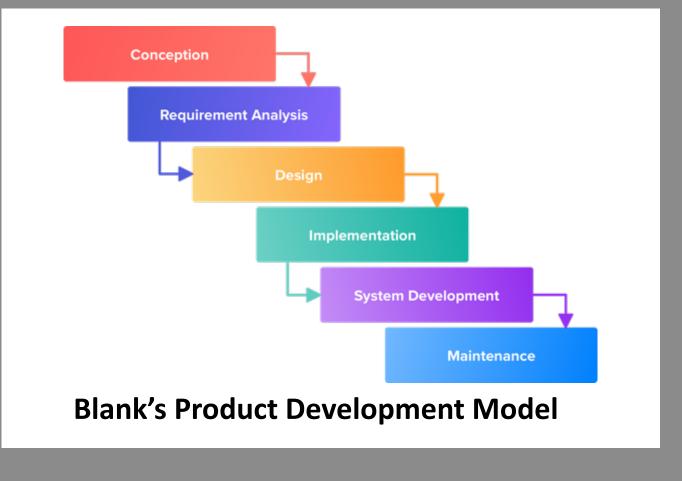


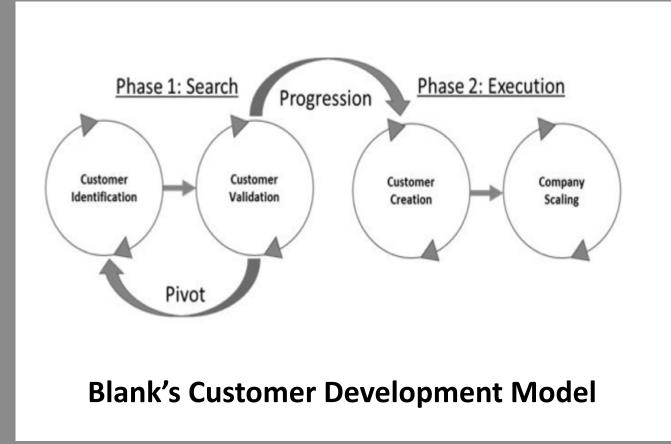
## **The empiricist** believes that man is inherently flawed and subject repeatedly to temptation and error.

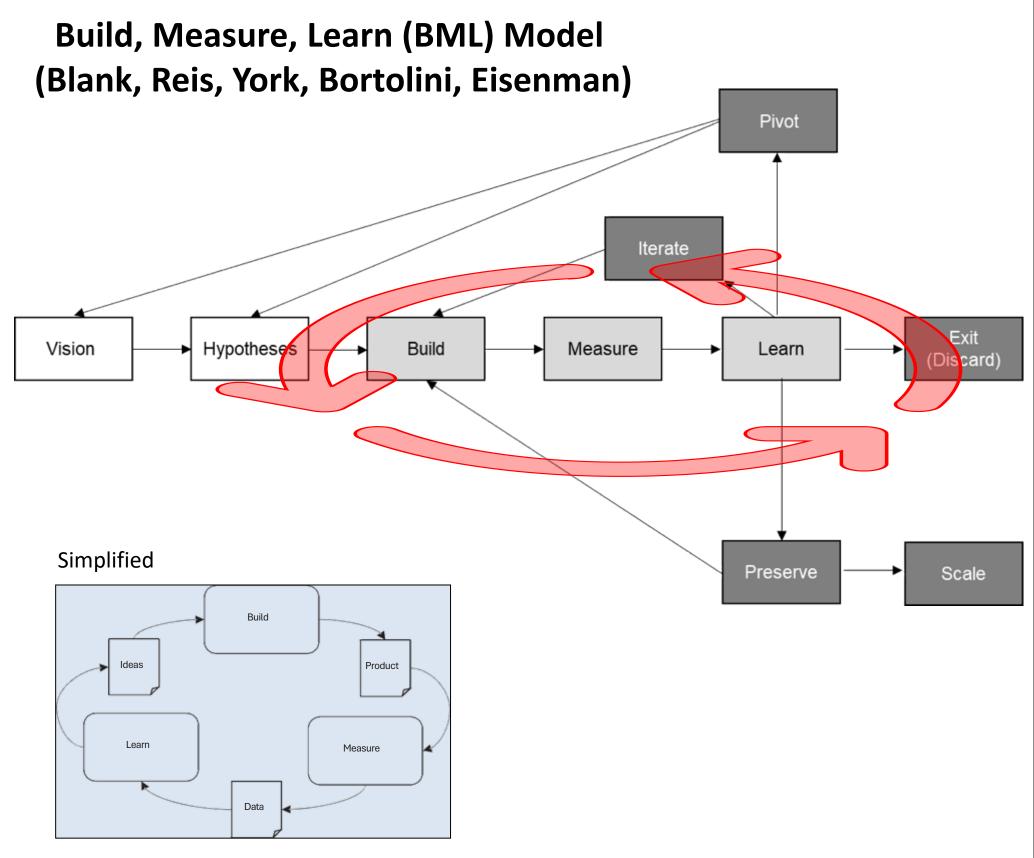
Anything he makes will be flawed.

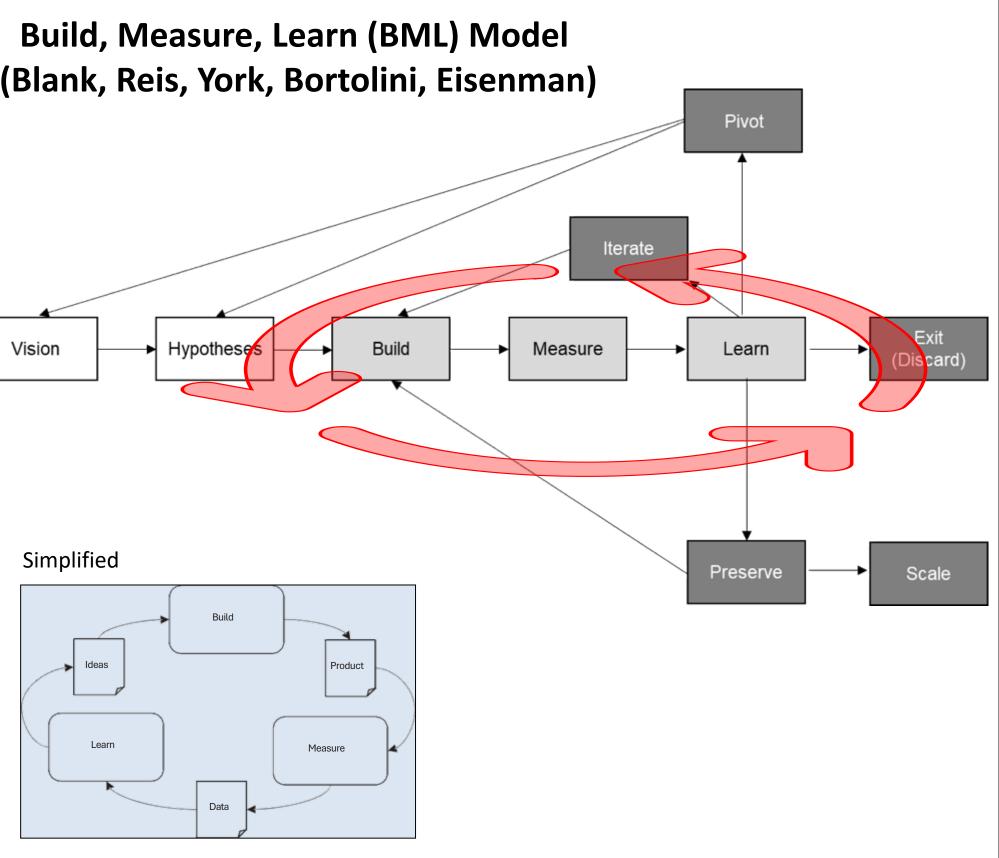
The design methodology task, therefore, is to learn how to determine the flaws by experiment, so that one can iterate on the design.

## **Product Development Conceptual Models**









The Four Steps to the Epiphany by Steve Blank

Denning & Dunham's novel 2010 structure provides a robust methodology and conceptual framework through their definitive, systematic approach to the adoption process.

**Denning & Dunham define a** *Prime Innovation Pattern* 

Phase I: The Main Work of Invention

- 1. Sensing
- 2. Envisioning

## **Phase II: The Main Work of Adoption**

**3.** Offering 4. Adopting **5.** Sustaining

Phase III: The Environment for the Other Processes 6 Executing 7. Leading 8. Embodying

**Executing.** Requires domain-specific and conversational skills. Effectiveness depends on completing actions within a domain as promised in conversations.

**Leading.** "The point of innovation leadership is adoption and integration of new practices in a community, not sustaining the power of a leader"

**Embodying.** "The innovator's challenge is to get the members of a community to embody a new practice"

The Innovator's Way by Denning & Dunham, 2020

## **Prime Innovation Pattern Conceptual** Framework



## "Prometheus Watches Athena Endow Mankind with Knowledge"





Build, Measure, Learn

Development Model



Leading, Executing, Embodying





## Exploring Organizations



China has been improving every aspect of its military capability...The West must respond by procuring more advanced weaponry...and rebuilding the defense industrial base.

Peace through strength works.

-- Niall Ferguson and Condoleezza Rice

