

A FRESH LOOK AT PICKETT'S CHARGE

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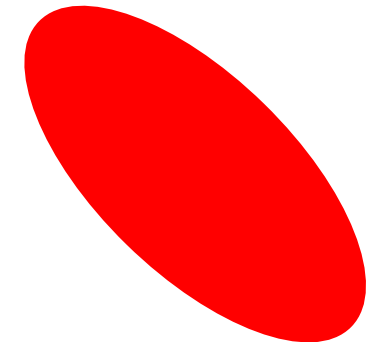
FORCES Initiative, Purdue University



Battle Flow: Alternative Perspective on Battles and Crises

- Conventional models: game pieces
- Discrete units: arbitrary aggregation
- Continuous flow may provide
 - More realistically portray troop motion
 - Intuitive understanding of momentum of conflict
 - Tool for training and decision making

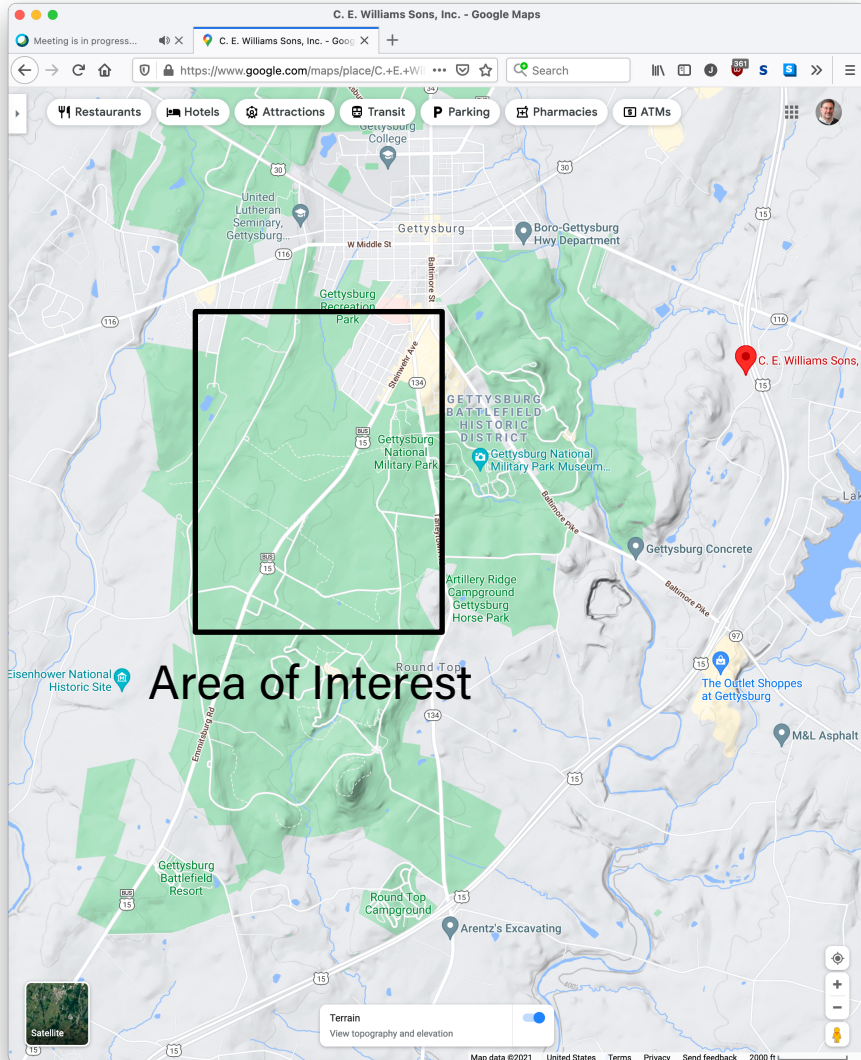
Rigid, Discrete
Game Counter



Continuous Density
Battle Flow Unit

Battle of Gettysburg: July 1-3, 1863

Modern Map

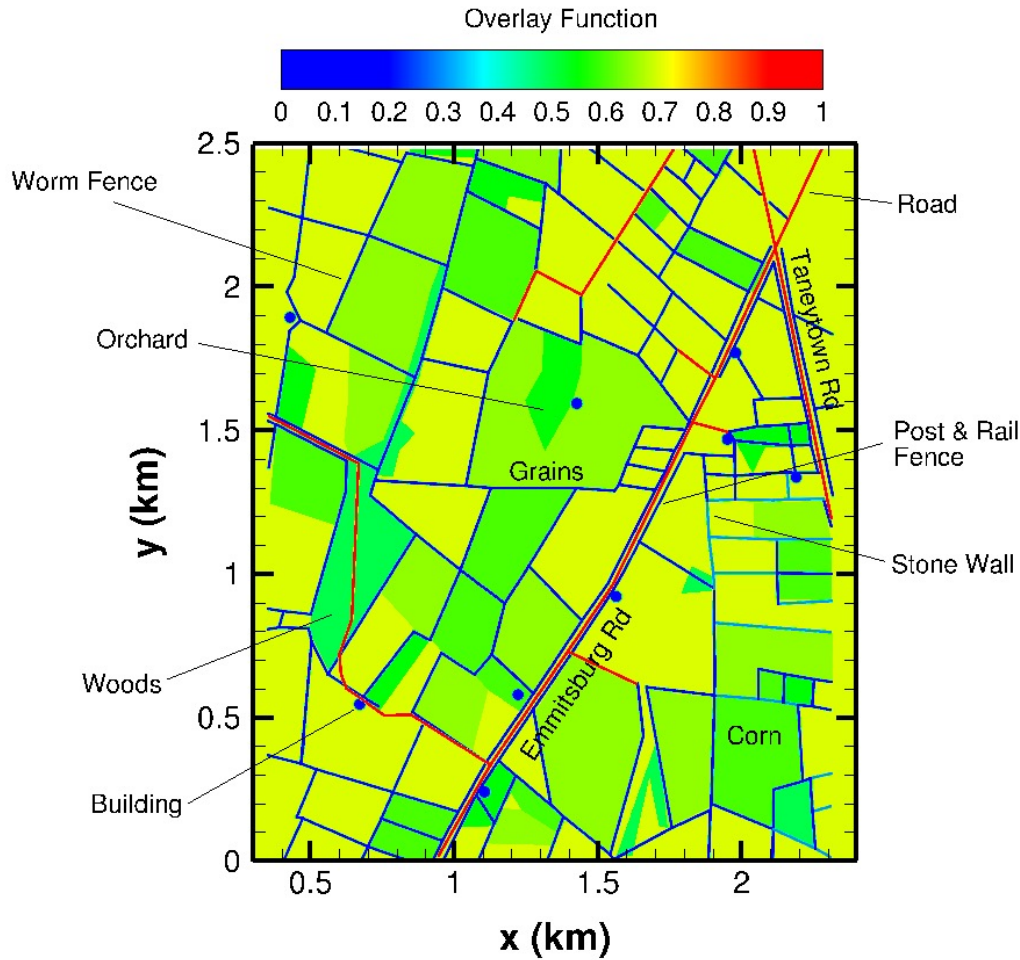


Pickett's Charge:
Day 3 of Battle of Gettysburg
July 3, 1863, about 2:30 PM
About one hour

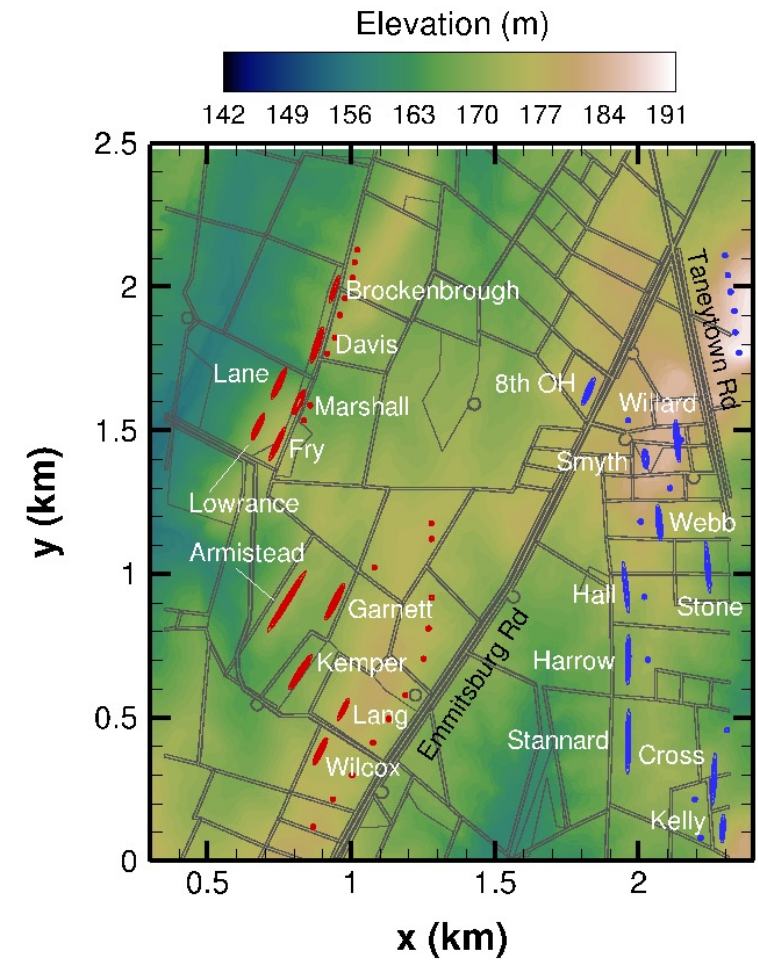
JP Photos



Overlay Layer and Contour Map



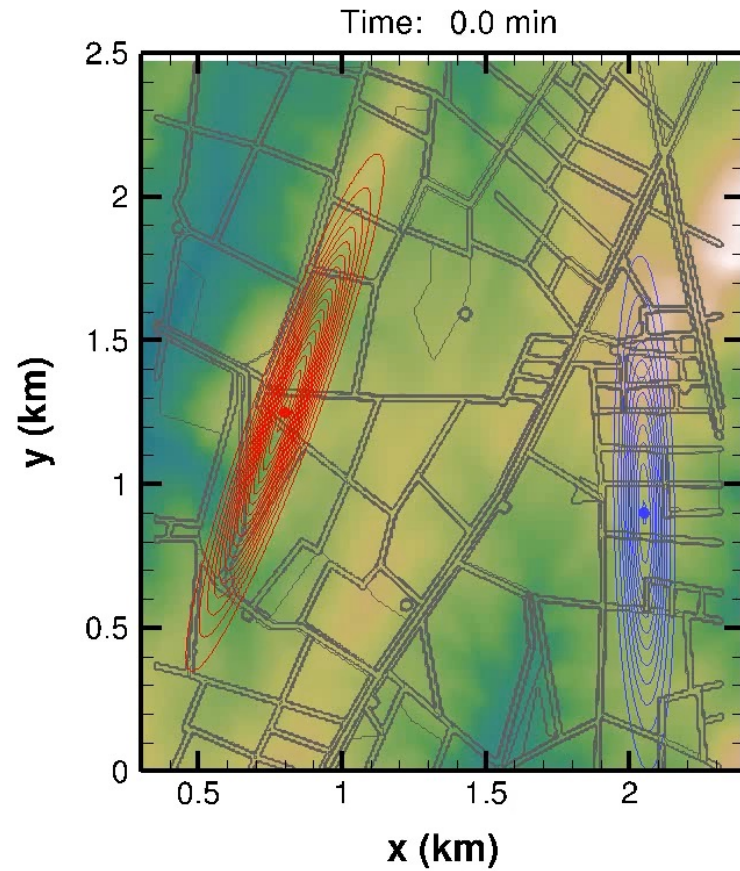
Collin Tofts (undergrad, CS)



Matthew Ellis (PhD student, Poli Sci)

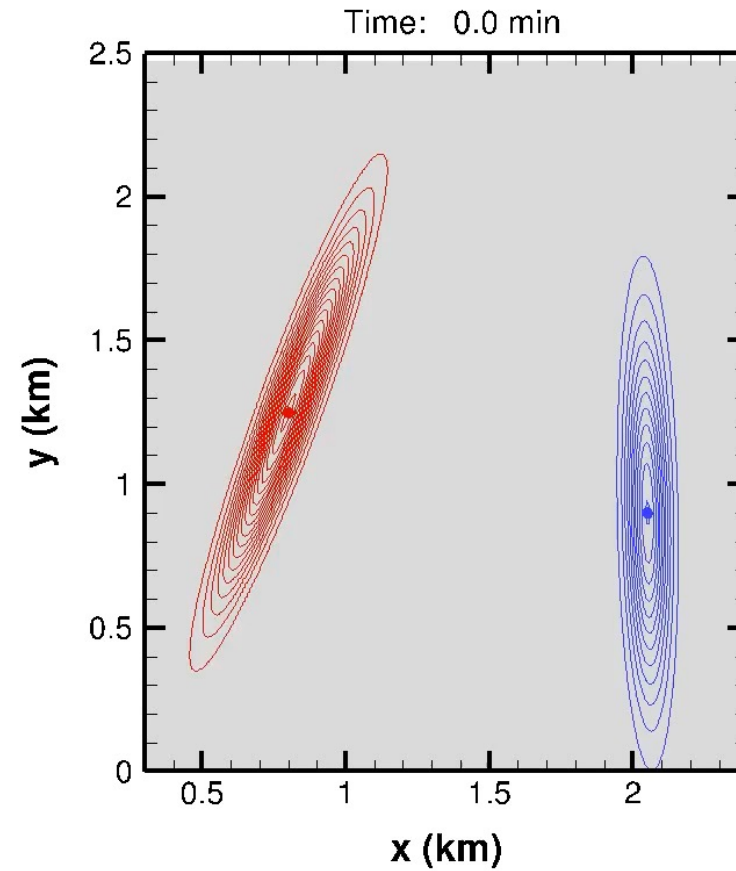
Army Level of Aggregation

Elevation and Terrain Included



https://engineering.purdue.edu/~jpoggie/battle_flow_model/armies.mp4

Perfectly Flat Landscape

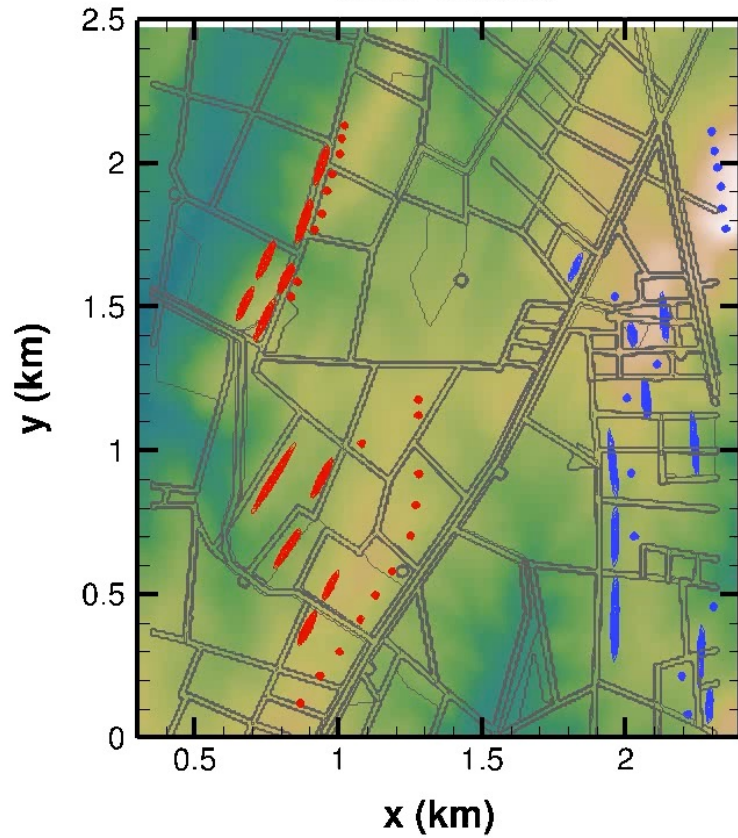


https://engineering.purdue.edu/~jpoggie/battle_flow_model/armies_no_terrain.mp4

Brigade Level of Aggregation

**Continuous Agents
(Our Model)**

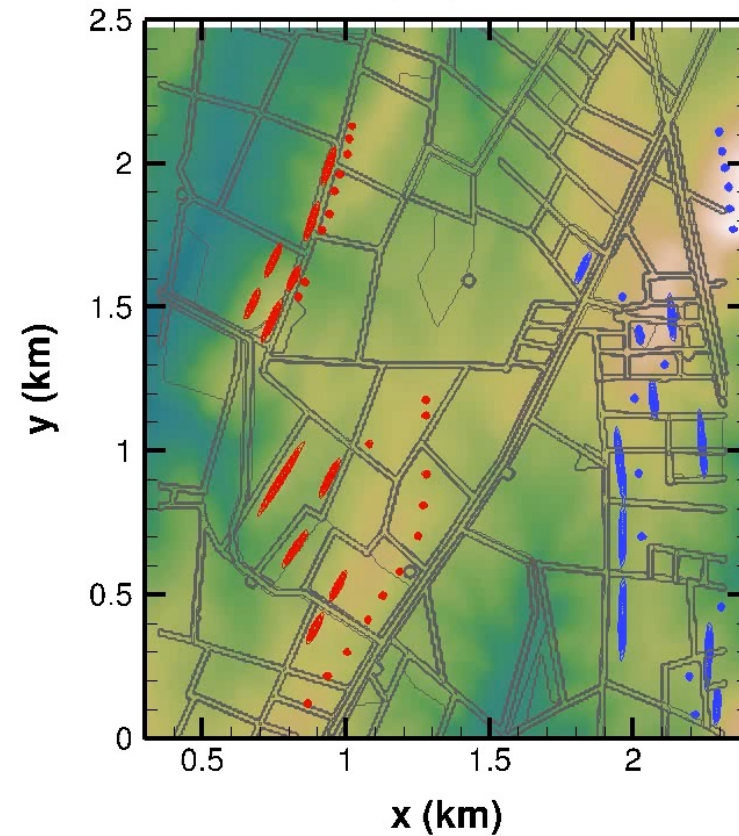
Time: 0.0 min



https://engineering.purdue.edu/~jpoggie/battle_flow_model/brigades_case0.mp4

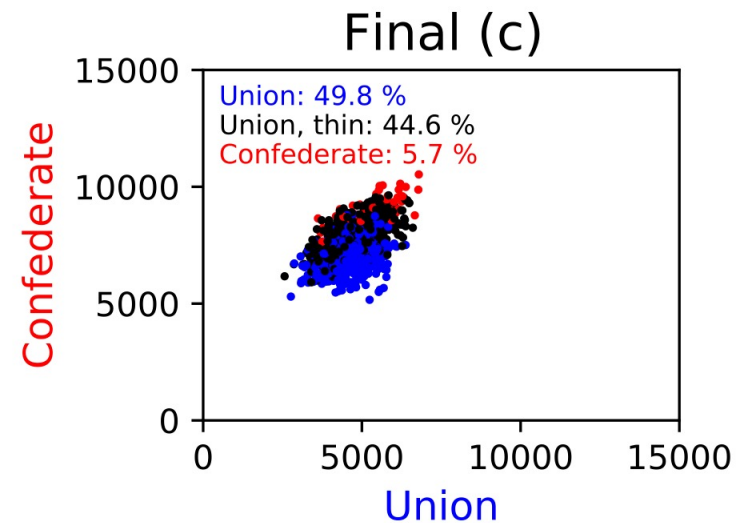
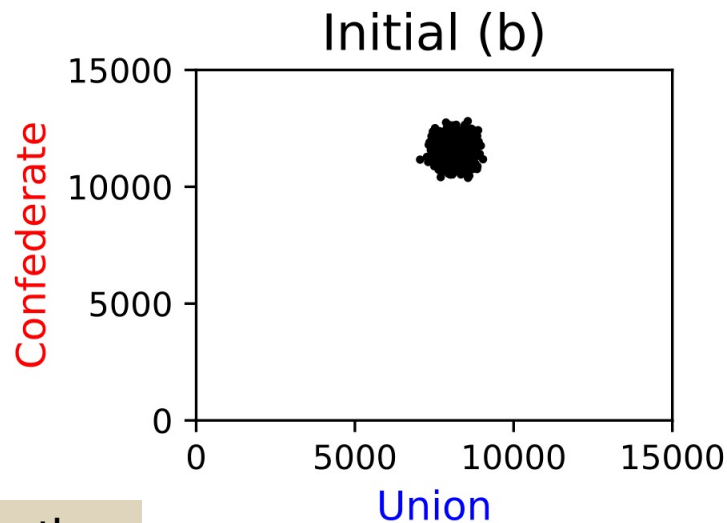
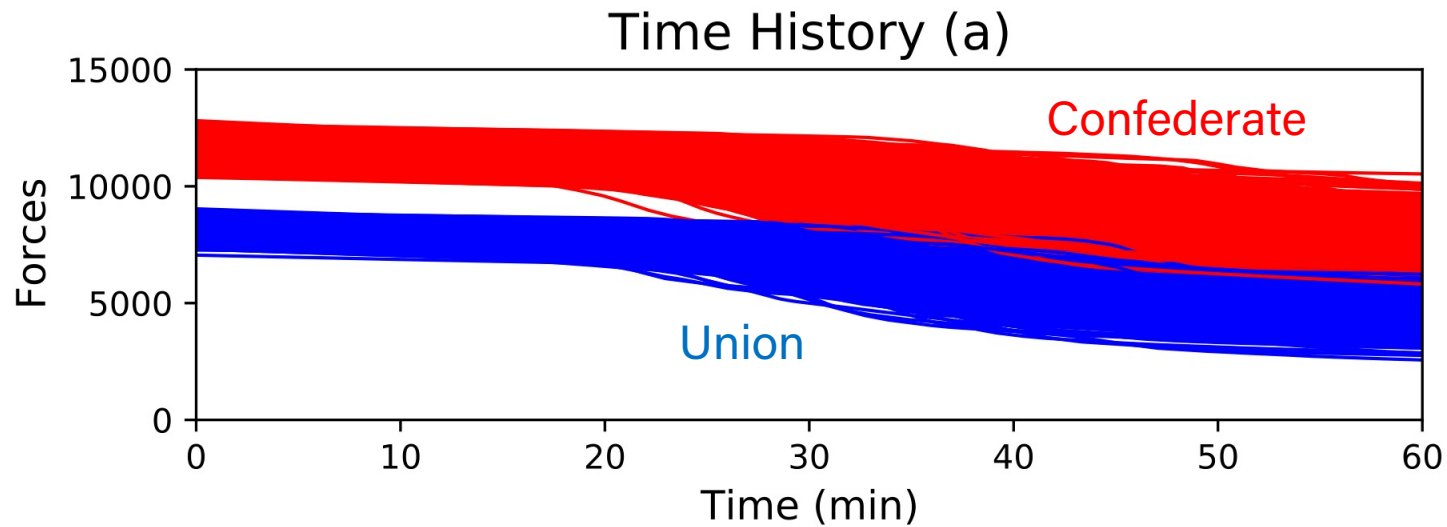
**Discrete Agents
(Traditional Model)**

Time: 0.0 min



https://engineering.purdue.edu/~jpoggie/battle_flow_model/brigades_case0_discrete.mp4

Statistical Analysis



Confederates win only 6% of cases

Random model perturbation
1000 cases

Take Away Points

- Confederates cannot fire effectively while moving
- Terrain slows pace of battle and favors defenders
- Confederate victory in only 6% of cases
- Insufficient Confederate force to break and hold Union lines

THANK YOU

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