

Design and Implement a Web-Based Training Management Platform for Army Simulator Systems

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ABSTRACT

The present study redesigned the training management platform for the Taiwanese Army Simulator System by adding new functions, revising extant interfaces, and digitizing the basic information, teaching plan information, and usage analysis information of various simulation training systems (STSs); the training efficiency of the Taiwanese Army was subsequently improved. In addition, the data was uploaded onto the Internet to enhance management efficiency and save labor and costs. The present study considered the costs saved through STSs and their influences on training safety to fully elucidate the usage conditions of the STSs in the Taiwanese Army. The results were then used to design and implement a web-based platform. The findings obtained in the present study can be provided to relevant personnel as a reference for subsequent analysis and application.

Keywords: Simulator, Web-Based platform, Training and usage management.

1. Introduction

In recent years, the training capabilities of the Taiwanese Army have progressively deteriorated following continual army organization downsizing. Budget cuts, inadequate training grounds, and other factors hinder the execution of combat training missions. Currently, the Taiwanese Army is experiencing a transition period from conscription to full voluntary enlisting. This raises the problem of carrying out combat missions with limited human and financial resources. By implementing simulation training systems (STSs), fuel and ammunition consumption can be effectively controlled, equipment use can be fully understood, equipment operation safety can be successfully improved, and budget restrictions can be significantly reduced [1, 2, 11-13].

The Taiwanese Army currently possesses seven major STSs (i.e., infantry, artillery, armored reconnaissance, aviation, communication, engineering, and battalion) that provide 34 training items. Users of all ranks (e.g., recruits in recruit training centers and regular and reserved commissioned/noncommissioned officers) have previously used the STSs. Thus, the importance of the simulation training system is evident. However, assessing the performance of STSs is extremely difficult because of several variables, such as different implementation times (e.g., implementation of the Artillery/mortar observation STS in 1993 and the UH-60M utility helicopter STS and AH-64E helicopter attack training STS now), functions (e.g., laser rifle STS for individual soldiers, OH-58D cockpit procedure trainer for pilots, and combined tank STS for combined training), and user traits.

Conventional performance assessment methods are based on statistical analysis, necessitating various assessment attributes and accurate simulator information. A review of the performance assessment results of extant army STSs indicated that infantry, artillery, armored reconnaissance, aviation, communication, engineering, and battalion STSs could not reflect the overall state of army STSs. Therefore, performance assessment methods based on statistical analysis may fail to register a portion of valuable information, resulting in biased conclusions [3, 6].

The Army calculates the saved fuel, ammunition, and human resources by applying yearly STSs. However, these statistics are based on cost conservations and do not consider training safety. Therefore, the present study developed a web-based platform by implementing comprehensive scientific and statistical methods (i.e., integrated analytic hierarchy process while simultaneously considering the influences of cost saving and training safety) [8]. The web-based platform was then used to fully elucidate the current usage status of extant army STSs and prevent the wastage of training resources caused by low system usage or idle systems [7]. The results of the present study can serve as a reference for subsequent analyses and applications to improve the functions and training efficiency of extant STSs, thereby effectively maximizing investment benefits [5, 9, 10].

In Section 2, we discuss the design and construction of the web-based platform. In Section 3, we introduce various functional interfaces of the web-based platform. Section 4 presents the security analysis of the web-based platform, and Section 5 presents research suggestions, improvements, and conclusions.

2. Design and Construction of the Web-Based Platform

The web-based platform was based on WAMP Server 2.5 and installed on Windows 2008 SP1. Apache 2.4.9 was adopted as the server software, MySQL 5.6.17 as the database, and PHP 5.5.12 as the coding language. Code Ignite was used as the framework for web-based development to enhance maintainability. Moreover, readability and navigation of the web-based platform were enhanced by applying Bootstrap, a framework based on JavaScript and CSS. Finally, the web-based platform was optimized for IE 9.0 because IE 9.0 and higher were the mainstream browser versions used by the internal staff.

3. Main Results

The web-based platform contains five sub-platforms, precisely "Demographic Information" and "Back-End Maintenance and Management" (of various simulators), "Training Management," "Personnel Management," and "Document Management" (of various training command centers). The functions and content of each sub-platform are described below:

- (1) *Basic information*: This sub-platform contains information concerning building times, building costs, and building statuses of current simulators. This information is accessible to

relevant units and operators.

- (2) *Training management*: This sub-platform contains the annual training schedules of various training units and feedback about simulator usage provided by various building units. This information is accessible to relevant units and operators. In addition, training performance and value analysis can be accessed in this sub-platform.
- (3) *Back-end maintenance and management*: This sub-platform contains information concerning simulator availability statistics, maintenance providers, budget statistics, and other relevant maintenance logs and statistics. This information is accessible to relevant units and operators.
- (4) *Personnel management*: This sub-platform contains information on the simulator administrators in various building units. It also manages the information of educators and trainers and the account details of relevant units using the platform.
- (5) *Document management*: This sub-platform contains implementation plans and regulations, technical manuals of individual simulators, and other relevant documents.

3.1 Basic Information

A login system was incorporated into the web-based platform to effectively build the basic information of various simulators based on military branches and make the information accessible to users and training/management units. The data stored in the platform can be updated in real-time. In addition, permissions can be set so that only administrators with the highest permissions can access and modify the basic information of various simulator building units. Basic information can be characterized into two sections, namely, "Basic Simulator Information" and "Current Simulator Building Status," as illustrated in Figures. 3 and 4. The two sections are separately discussed below.



Figure 1. System architecture



Figure 2. List of all army simulators



Figure 3. Simulators categorized by military branch



Figure 4. List of Artillery Simulators

3.1.1 Basic simulator information

This section contains information on currently active army simulators (Figure 1). The data is organized into "Military Branch," "Tactics," and "Combat" (Figure 2).

When selecting "Military Branch," the STSs are ordered based on infantry, armored reconnaissance, artillery, aviation, communication, engineering, transport, political warfare, and combined arms, as illustrated in Figure 3. By clicking on a branch, the system displays the names of all simulators in the specific branch. Figure 4 illustrates a screenshot of the simulators in the "Artillery Simulators" category.

The system displays information about the selected simulator by clicking on a specific simulator. Figure 5 illustrates the essential information for the "Avenger Anti-Air Missile STS." The "Modify" button can be chosen to modify simulator information, as illustrated in Figures. 6 and 7.



Figure 5. Basic Simulator Information (using the Avenger anti-air missile STS as an example)

裝備料號	6920YETV06977、8
獲得方式	委中研院
訓練對象	"1.專業軍官班(步兵隊、機步隊)、義務役預官班(步兵隊、機步隊、120砲隊、反裝甲隊)、體幹班、政戰學校隨前訓練班、國防大學暑期訓練班、體幹班、考選、自選預備士官班(步兵隊、機步隊)、考選、自選預備士官班(偵搜、60砲、81砲、120砲、車裝42砲、車裝120砲、40榴彈砲、托飛、標飛、觀測)、儲備士官班 2.本軍所屬戰鬥部隊與勤務支援部隊之編制步槍人員"
運用構想	"1.培養官校步兵、班及步訓部步兵班、排官兵對抗訓練並滿足專精管道班戰鬥教練官兵對抗訓練，使部隊能夠汲取實戰經驗，並銜接基地排、連教練、虛測與實兵對抗需求。 2.藉以培養單兵射擊基礎訓練，以成為一合格射手，可銜接實彈射擊需求"
修改	修改

Figure 6. Modifying basic information

陸軍模擬系統 - T91射擊訓練模擬器 基本資料	
核撥文令	<input type="text" value="Test001"/>
類別	步兵
單價	24478190
建案單位	教準部
作需單位	步訓部
建案案號	TT97003Y、TT98009Y

Figure 7. Modifying basic information (using T91 as an example)

3.1.2 Current simulator building status

This section contains building information categorized into "Overall Army Simulator Building Status," "Training Command Centers," and "Battalion," as shown in the Figures. 8 and 9. A screenshot of the options for the "Training Command Centers" category is illustrated in Figure 8.

By clicking "Overall Army Simulator Building Status," the system displays the current building status of the Army. As illustrated in Figure 9, this page shows the building units and locations.

When viewing the information in "Training Command Centers" or "Battalion," the user must select the desired training command center or battalion to view the corresponding simulator building status. Figure 10 illustrates the building statuses for simulators owned by the 10th Army.



Figure 8. Building Status

陸軍訓練模擬器管理系統 基本資料 訓用管理 後維管理 人員管理 文件管理

全軍模擬器建置現況

全軍模擬器建置情形

模擬器名稱	建置單位	建置地點	備註	修改
T91射擊訓練模擬器	教訓營	高雄鳳山金福營區模擬館	94・97年遠東獲得	修改
T91射擊訓練模擬器	269旅旅部連	泰山頂營區中正堂下一樓健身房	981207解庫(2)	修改
T91射擊訓練模擬器	542旅機步營步1連	湖口三義區月津湖修教室	1010329解庫(12)	修改
T91射擊訓練模擬器	21砲指部622群砲5營	中壢雙連坡軍區砲5營營部	1011114解庫(16)	修改
T91射擊訓練模擬器	蘭指部本部連	后山營區	1010302解庫(11)	修改
T91射擊訓練模擬器	153旅步4營	宜蘭金六結營區(砲場)	1011219自新訓901旅接收	修改

Figure 9. Overall Army Simulator Building Status

陸軍訓練模擬器管理系統 基本資料 訓用管理 後維管理 人員管理 文件管理

十軍團模擬器建置現況

十軍團模擬器建置情形

模擬器名稱	建置單位	套數	建置地點	備註	修改
T91射擊訓練模擬器	58砲指部目標連	1	圳邊營區106號餐廳	981110解庫(1)	修改
T91射擊訓練模擬器	52工兵群部部屬群部連	1	光隆營區112餐廳	990723解庫(3)	修改
T91射擊訓練模擬器	586旅旅部連	1	七聖南營區020綜合庫房	1000425年解庫(7)	修改
拖式飛彈訓練模擬器(PGTS)	586旅反甲連	3	台中后里南營區客貨價值庫房	室內3 03004,000007, 000010 室外2 01-134639, 01-134636, 01-134640	修改

Figure 10. Simulator Building Status (using the 10th Army as an example)

3.2 Basic Information

Training units can be requested to submit their schedules via the "Training Management Platform" for review to help the Army Education, Training, and Doctrine Development Command ensure that the training units implement the STSs allocated to them by the items, content focus, training intensity, and methods stipulated in the annual training plans. When training units fail to comply with training plans, their immediate authorities are notified to facilitate the control and

arrangement of remedial training. This platform also provides information concerning training performance, which can be used to assist administrators in organizing training outcomes (Figures. 11 to 14).

Figure 15 illustrates the yearly, monthly, and daily training conditions of the training units for each simulator. Figure 16 illustrates annual training performance. In addition, monthly training performance is similar to Figure 16.

Figure 11. Training Standard Settings

Figure 12. Annual Training Plan

Figure 13. Monthly Implementation of the Training Plan

陸軍訓練模擬器管理系統 基本資料 訓用管理 後端管理 人員管理 文件管理

輸入每日訓用成效

模擬器名稱: A、O、T型機教室系統訓練器(CST) ▼

部隊: 航特部 ▼

單位: 第1中隊 ▼

時間: 2015-07

關係: 本軍、友軍、民用

時數: 00

人次數: 100

簽證人次數: 100

安器數: 100

新增

Figure 14. Daily Training Performance Entry

陸軍訓練模擬器管理系統 基本資料 訓用管理 後端管理 人員管理 文件管理

模擬器列表

步調部

T91射擊訓練模擬器 拖式飛彈訓練模擬器(PGTS) 標槍飛彈訓練模擬器 履帶型中車駕駛訓練模擬器

南測中心

戰場心理抗壓模擬系統 部隊簡易型戰車射擊、駕駛訓練模擬器 雷射接戰系統

Figure 15. Simulator List

陸軍訓練模擬器管理系統 基本資料 訓用管理 後端管理 人員管理 文件管理

全年度計畫使用單位名稱、時數及人數統計

使用班隊/單位	模擬器訓練時數(A)	開班次數(B)	全年應訓練時數(A*B)	全年規劃召訓人數(C)	全年實際訓練人數
564旅機步2營	24	1	24	240	0
564旅戰車1營	24	1	24	240	0
564旅反甲連	7	1	7	70	0

Figure 16. Training Performance Preview

3.3 Back-End Maintenance and Management

This section provides summaries for training expenses and simulator usage conditions. The information can be provided to relevant units or personnel to manage back-end maintenance estimations, as shown in the Figures. 17 and 18.

陸軍訓練模擬器管理系統 基本資料 訓用管理 後端管理 人員管理 文件管理

模擬器維護商源清單

公司名稱	服務項目	聯絡人	聯絡電話
順航	戰車模擬器	于凱	0916453276
鴻宇		黃宗義經理	02-22621234
博宇		蔡益宏工程師	03-5785821
開拓		王復榮顧問	0917924376
惠騰	雷射接戰系統	黃經理	02-27466863

Figure 17. List of Back-End Maintenance Service Providers



需求單位	設備名稱	數量	金額	備考
航特部	AH-1V 直升機模擬器	2	5,000,000	
航特部	TH-67 直升機模擬器	2	8,700,000	
航特部	OH-58D 直升機模擬器	2	1,000,000	
航特部	UH-60 直升機模擬器	8	10,132,000	
步訓部	T91 步槍訓練模擬器	18	15,444,000	
步訓部	甲軍突擊訓練模擬器	30	9,000,000	
步訓部	標準飛彈訓練模擬器	11	1,000,000	
步訓部	砲兵飛彈訓練模擬器	48	2,069,000	
步訓部	40 榴彈訓練模擬器	1	2,000,000	

Figure 18. Cost Estimations for the Back-End Maintenance of the Simulators

3.4 Personnel Management

"Account Management" can be categorized into administrator accounts and user accounts. Administrators can create new users, perform modifications, and browse various simulator administrator information. Users are only authorized to change their password and modify personal details. Figure 19 illustrates the personnel management interface.

The "Account Management" section lists the information about all current simulators and their administrators. This function lets supervisory units view each simulator's current administrators, responsible units, and locations, as shown in Figure 20. New administrators can be appointed when previous administrators have been transferred, as shown in Figure 21.

The "Simulator Trainers" section lists all trainers using simulators in their training programs. Similarly, transferred or retired trainers can be modified in the system, as shown in Figures. 22 and 23.

The Figures show that the "Account Management" section enables administrators to modify personnel-related authorization. 24 and 25. This section lists all administrators and the names of the simulators managed by each administrator.



Figure 19. Personnel Management Information section



模擬器名稱	建置單位	建置地點	管理人員	修改
T91 射擊訓練模擬器	教團營	高雄鳳山金華營區模擬器	測試人員1	修改
T91 射擊訓練模擬器	269 旅旅部連	高山頂營區中正堂地下一樓健身房	測試人員2	修改
T91 射擊訓練模擬器	542 旅旅部連	湖口三營區月津湖保衛教室	測試人員3	修改
T91 射擊訓練模擬器	21 砲指部622 野砲5營	中壢雙連坡營區砲5營營部	測試人員4	修改
T91 射擊訓練模擬器	蘭指部本部連	后山營區	測試人員5	修改

Figure 20. Personnel management



Figure 21. Administrator modification

陸軍訓練模擬器管理系統			
基本資料 ▾ 訓用管理 ▾ 後維管理 ▾ 人員管理 ▾ 文件管理 ▾			
模擬器師資			
模擬器名稱	師資	修改	
T91射擊訓練模擬器	測試人員1	修改	
拖式飛彈訓練模擬器 (PGTS)	測試人員2	修改	
部隊簡易型戰車射擊、駕駛訓練模擬器	測試人員3	修改	
標槍飛彈訓練模擬器	測試人員4	修改	
履帶型甲車駕駛訓練模擬器	測試人員3	修改	

Figure 22. Trainer list

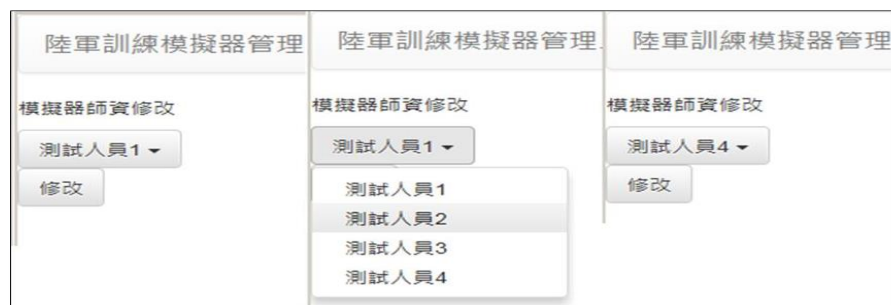


Figure 23. Trainer modification



Figure 24. Test Personnel Account Management

陸軍訓練模擬器管理系統 基本資料 訓用管理 後維護

測試人員1

單位: 校準部
 姓名: 測試人員1
 軍線: 3345678
 級職: 少尉
 代理人: 測試人員4
 管理模擬器列表:
 T91射擊訓練模擬器
 標槍飛彈訓練模擬器

Figure 25. Test Personnel details

3.5 Document Management

This set of system functions enables users to browse and modify simulator execution plans, regulations, technical manuals, building documents, and relevant agreements. Figure 26 illustrates the options in "Document Management."

This section also allows users to download relevant execution plans, browse regulations, or create and upload new information, as shown in Figures. 27 and 28, using the "T91 Shooting STS" example. Simulator documents can be downloaded, modified, or uploaded in "Building Document," as shown in Figure 29. Agreements can be viewed and uploaded in "Commission (Modification) Agreement (Contract)," as shown in Figure 30.

陸軍訓練模擬器管理系統 基本資料 訓用管理 後維護管理 人員管理 文件管理

訓練指揮部 部隊

步訓部 砲訓部 裝訓部 飛訓部 工訓中心 通訊中心

實施計畫與規定
 技術手冊
 建築文件
 委(修)製協議書(合約)

Figure 26. Options in document management.

陸軍訓練模擬器管理系統 基本資料 訓用管理 後維護管理 人員管理 文件管理

實施計畫與規定

A、O、T型機教臺系統訓練器(CST)	OH-58D直昇機座艙程序訓練器(CPT)	OH-58D系統修護訓練器(ASMT)
OH-58D綜合修護訓練器(CMT)	AH-1W綜合修護訓練器(CMT)	AH-1W直昇機武器系統訓練器(WST)
AH-1W電腦輔助學科訓練器(CBT)	TH-67直昇機全功能飛行模擬器	銳鷹飛行模擬器(UAV)
銳鷹修護教學系統	AH-64E直昇機座艙程序訓練器(LCT)	AH-64E直昇機修護訓練器
UH-60M通用直昇機訓練器	拖式飛彈訓練器(PGTS)	履帶型甲車駕駛訓練器
標槍飛彈訓練器	T91射擊訓練器	40公厘轉軸式榴彈發射器訓練系統
M109A2自走砲車修護訓練器	DMST雙聯裝制式飛彈訓練器	復仇者飛彈訓練器
復仇者飛彈桌上型訓練器	砲兵/迫砲觀察訓練器	雷霆2000多管火箭系統「教學修護訓練器」

Figure 27. Execution Plans and Regulations.



Figure 28. Download and Modify Execution Plans and Regulations (using the T91 Shooting STS as an example)



Figure 29. Building Documents

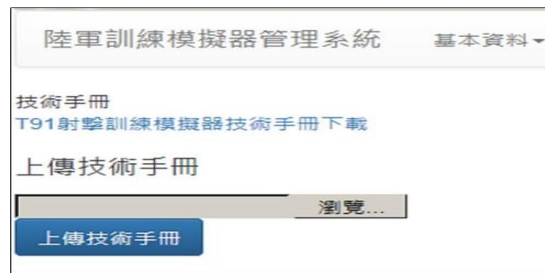


Figure 30. Agreement Upload.

The white box and black box scanning are required to set the simulation system online. After the scanning is completed and the weaknesses or vulnerabilities are fixed, the simulation system will be online [4, 5]. This sector will discuss the scanning results and process of fixing the vulnerabilities.

4. Security Analysis

4.1 Result of Black Box Scanning

The result of black box scanning is shown in Table 1. The scanning tool for black box scanning is Acunetix, and the first scanning shows the websites are at high risk, as shown in Figure 31.

Table 1. Result of Black Box Scanning

Vulnerability Type	Risk
Host Header Attack	High
Weak Password	High
Form without CSRF protect	Medium
User credentials are sent in clear text	Medium
Login page password-guessing attack	Low

Session Cookie without Secure flag set

Low

Source: By authors.

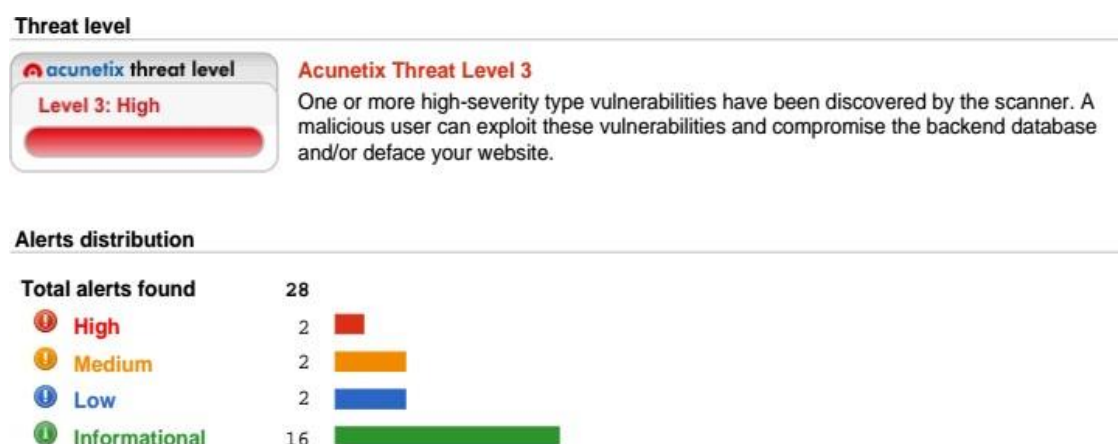


Figure 31. Black box scanning report

4.2 Fixing Process of Black Box Scanning

According to the scanning results, there are six vulnerabilities in the simulation system, with two high risks, two medium risks, and two low risks.

Host Header Attack: Host header attack means malicious users can modify the host field of the header. Simulation systems use the framework Code Ignite to build the primary web, and Code Ignite_SERVER ['HOST'] can be set to a fixed string rather than default "NULL." After setting a fixed string, this kind of attack is fixed.

Weak Password: At the beginning of establishing the system, the developer set an easy password to decrease the process of entering a password. The password was not modified while executing the scanning process.

Form without CSRF protection: The simulation system is used by administrators to upload the training data. Input forms are required for entering the data and are also a good way for hackers to use SQL injection and cross-site scripting. In the development stage, such vulnerabilities are fixed. However, Cross-site request forgery (CSRF) attacks are not. After adding a CSRF token, the attack is fixed.

User credentials are sent in clear text: The original simulator system was not using security transfer. Every data was sent clearly since the simulator system uses HTTP. To solve this problem, the administrator applies a certification for security transfer.

Login page password-guessing attack: When users input the wrong password several times, the system should apply a detection mechanism for brute force attacks. Otherwise, malicious users can enter the system after huge tries and errors. This issue was solved by using Captcha and locking the IP after entering the wrong password.

Session Cookie without Secure flag set: This vulnerability was fixed after using security transfer. As shown in Figure 32, the vulnerabilities were fixed.

4.3 White Box Scanning

The white box scanning result is shown in Figure 33 and Table 2. The white box scanning tool is Chekmarx.



Figure 32. Fixed black box scanning report

	高風險	中風險	低風險	資訊	總共
To Verify	0	5	34	98	137
Not Exploitable	0	0	0	0	0
Confirmed	0	0	0	0	0
Urgent	0	0	0	0	0
總共	0	5	34	98	137

Figure 33. White box scanning report.

Table 2. Results of White Box Scanning.

Vulnerability Type	Numbers of Vulnerabilities	Risk
Privacy Violation	3	Medium
Stored Code Injection	2	Medium
Use of Broken or Risky Cryptographic Algorithm	28	Low
Information Exposure Through an Error Message	4	Low
Information Leak Through Persistent Cookies	2	Low

Source: By authors.

4.4 Fixing Process of White Box Scanning

Opposite to online black box scanning, offline white box scanning, such as source code analysis tools, can examine the possible risks in source codes.

Privacy Violation: The developer set a variable \$password in the PHP files, and the attribute for the variable was public. After reconstructing the codes, the vulnerability was wiped out.

Stored Code Injection: The simulator system uses echo () and eval () functions to calculate and combine the strings. The functions are viewed as dangerous and need artificial examination—the white box scanning. After modifying the code and artificial verification, the risk was fixed.

Use of Broken or Risky Cryptographic Algorithm: The simulator system used MD5 as the default hash function. MD5 was regarded as a more dangerous hash function. After changing the hash function, the vulnerability was fixed.

Information Exposure Through an Error Message: When the error occurs, the error message will show the reason why the error occurs. This is friendly information for both developers and malicious hackers. Although the system turned off the error message, the white box scanning still detects the risk and reminds the developers.

Information Leak Through Persistent Cookies: User information was stored in the cookies, and the persistent cookies are stored on the user side. This can cause security and privacy problems. The vulnerability was fixed after modifying the code and store type of cookies, as shown in Figure 34.



Figure 34. Fixed white box scanning report

5. Conclusions

With advanced and modern technological combats, digitization of combat environments, and developing high-technology weapons and equipment, the Taiwanese Army will require high-quality and long-serving professionals to effectively enhance the quality and specialization needed to create an elite army. By upholding the guidelines of "maintaining basic combat ability and permanently developing asymmetric combat ability," modern weapons that conform with the future combat requirements of the Army can be secured, essential techniques can be self-developed, and various weapons systems can be researched and manufactured. In addition, under the principles of "defense,

no self-production, and replacement" proposed by the Ministry of Defense, the Taiwanese Army shall continue to procure advanced weapons systems externally to foster modernized combat capabilities that conform with the defense requirements of Taiwan and establish "three-dimensional, digitized, and automated" ground combat capabilities.

The present study re-designed a web-based training management platform for the Taiwanese Army Simulation System by compiling the usage conditions of various users as well as revising the interface and adding new functions based on user demands, thereby information and networking the "basic information," training management," "back-end maintenance and management" "personnel management," and "document management" of various STSs. Administrators and users can interact online through the proposed web-based system, enhancing army training efficiency. Subsequently, compiling multiple pieces of information into a web-based platform enhances management efficiency and saves labor and cost.

In the future, researchers can add new user interfaces or modify extant interfaces to enhance operations and satisfy customization requirements. Moreover, because information is stored in a database, extensive data analysis methods can be adopted following a period to provide even more information, facilitating the subsequent usage conditions and development of simulators.

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