



2024 ASI Symposium | Speaker: Peter Jackson

ASEAN Network Modeling and Translational Research

Co-authors: Benjamin Tan, Gengling Dai, Rakesh Nandi, Darryl Teo



Aviation
Studies Institute



- **Review of Collaborative Decision Making (CDM) Project**
- Overview of Network Capacity and Network Collaboration Projects
 - Dimensions: Network, Schedules, Routes, Trajectories, Capacities, and Information Regimes
 - Simulation Approaches and Insights
 - Global Optimization
 - Local Optimization
- The Airspace Design Game



Information Sharing & Collaborative Decision Making (CDM)

PI: Karthyek Murthy

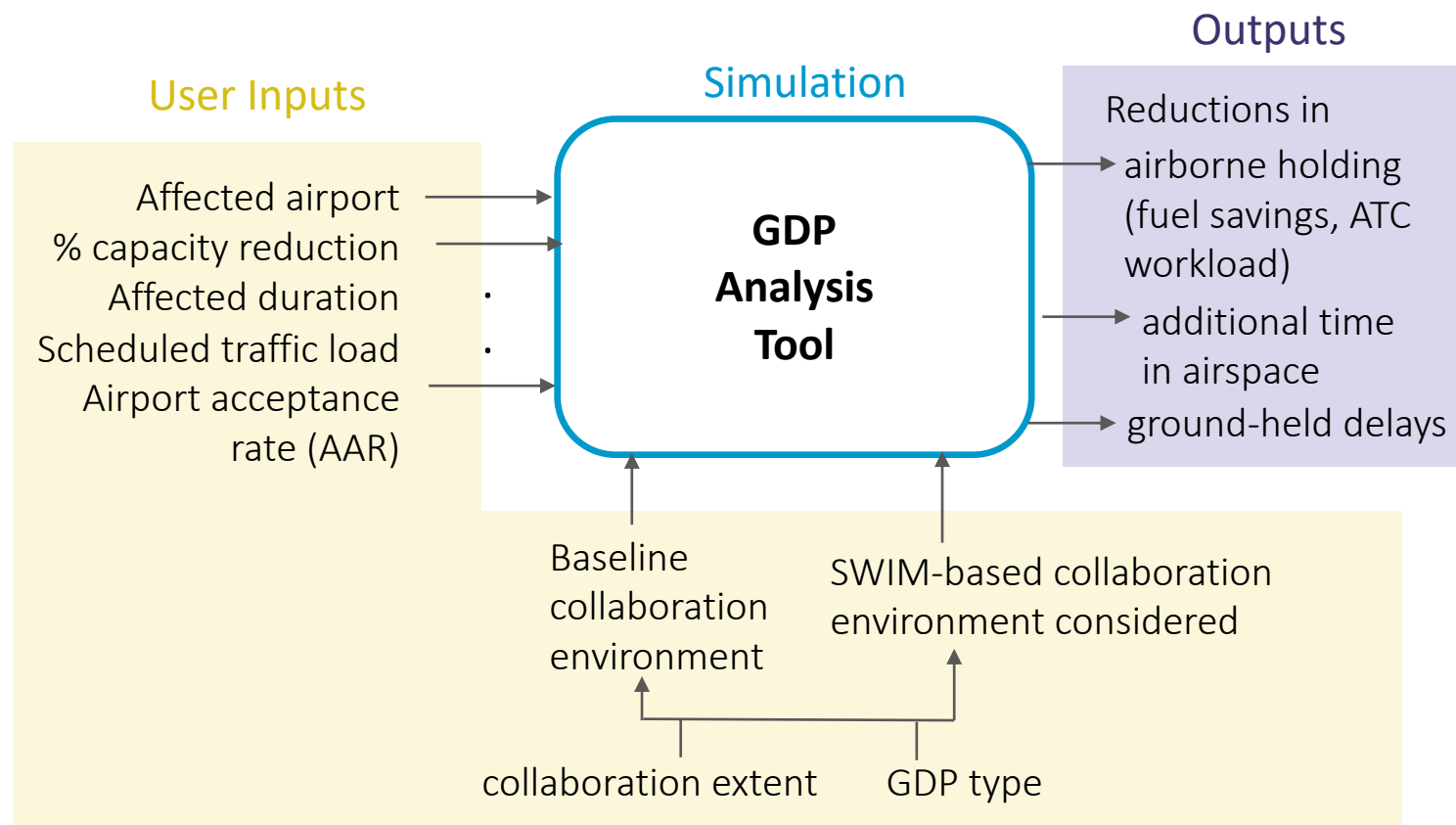
Research Assistants: Lim Chee Chin, Ho Hui Qi

Project Objective and Tool Developed



To quantify the scale of airborne and ground delay savings that can be achieved with the improved predictability and decision-making possible with SWIM-coordinated Ground Delay Programs

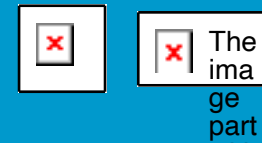
Quantifying Delay Savings with SE Asia GDP Analysis Tool



- Users can inform various capacity reduction scenarios and collaborative environments.
- Users gain an understanding of how increased participation in information sharing translates to decreased airborne holding and savings in fuel consumption, ATC workload, etc.
- Findings can then be used to promote the cooperation necessary for a harmonized ASEAN ATM.

rld2 was not found in the file.

Key Findings



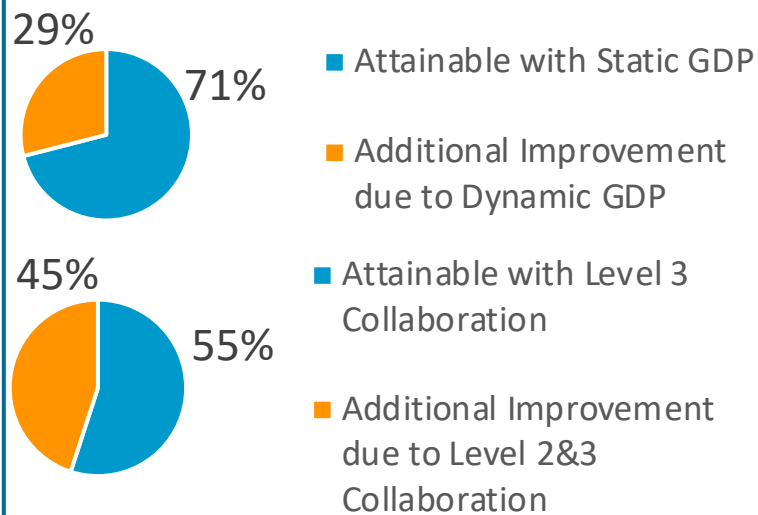
Main takeaways on benefits of SWIM based Ground Delay Program Management:

p
ID

Cumulative airborne holding (fuel savings)



684 fewer minutes (52% of total minutes) for airborne flights when compared to existing multi-nodal arrangement



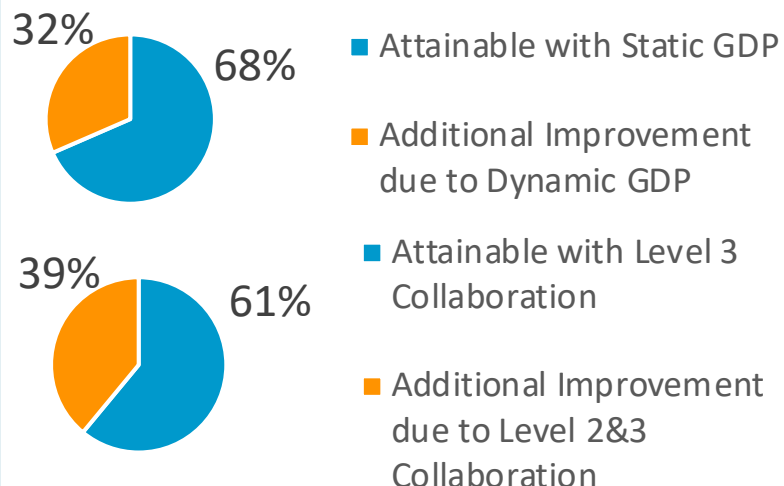
Avg. Additional time in airspace (per flight)



9 minutes fewer in airspace when compared to multi-nodal baseline



29 minutes fewer in airspace when compared to no GDP baseline



Flights airborne per minute (ATC workload)



5 – 6 fewer flights airborne per minute when compared to multi-nodal

- The greater the airport's AAR and extent of GDP collaboration, the greater the reduction in ATC workload

Throughput efficiency

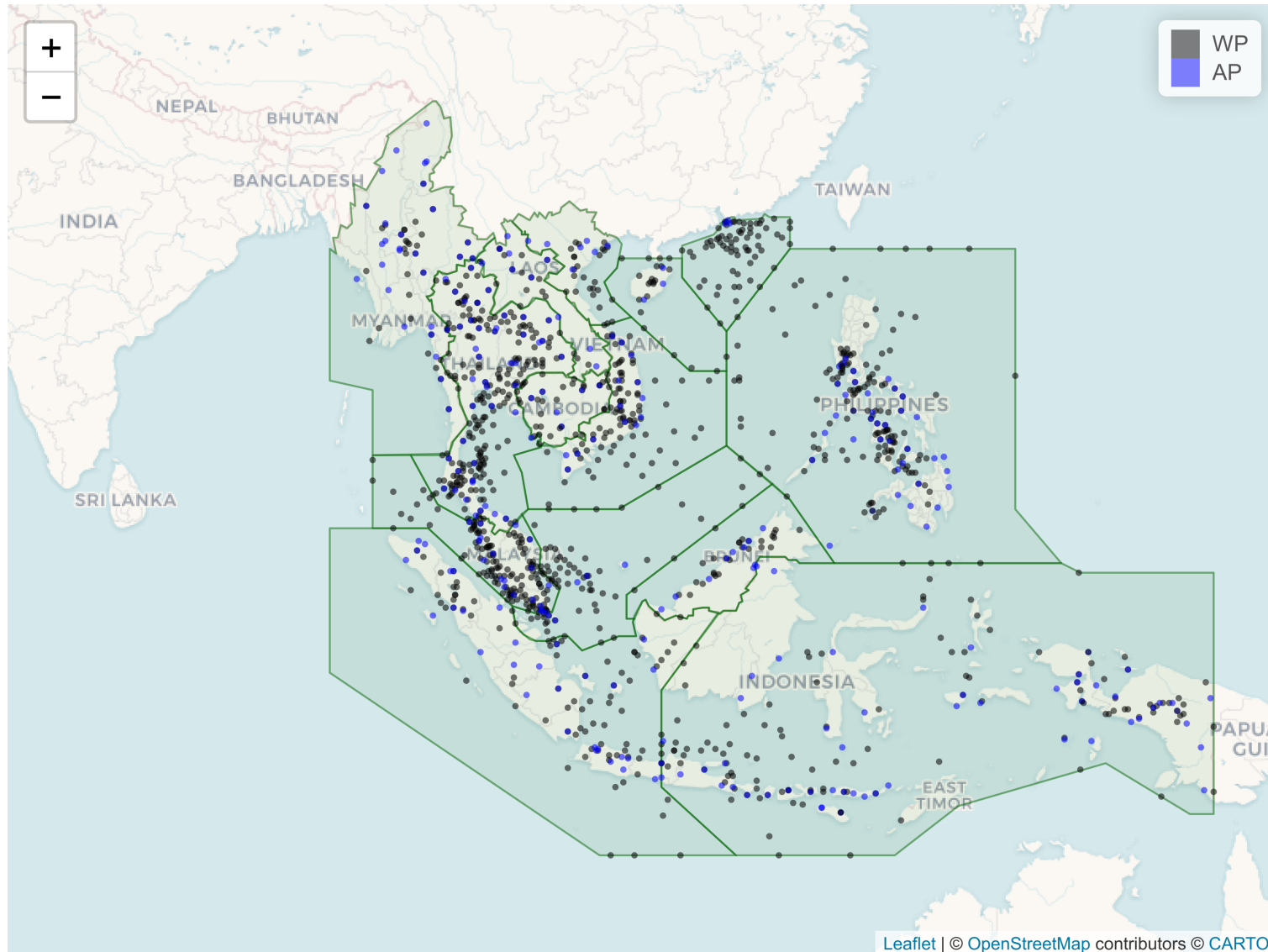


2 percentage points increase in throughput efficiency with dynamic GDP when compared to existing static GDP

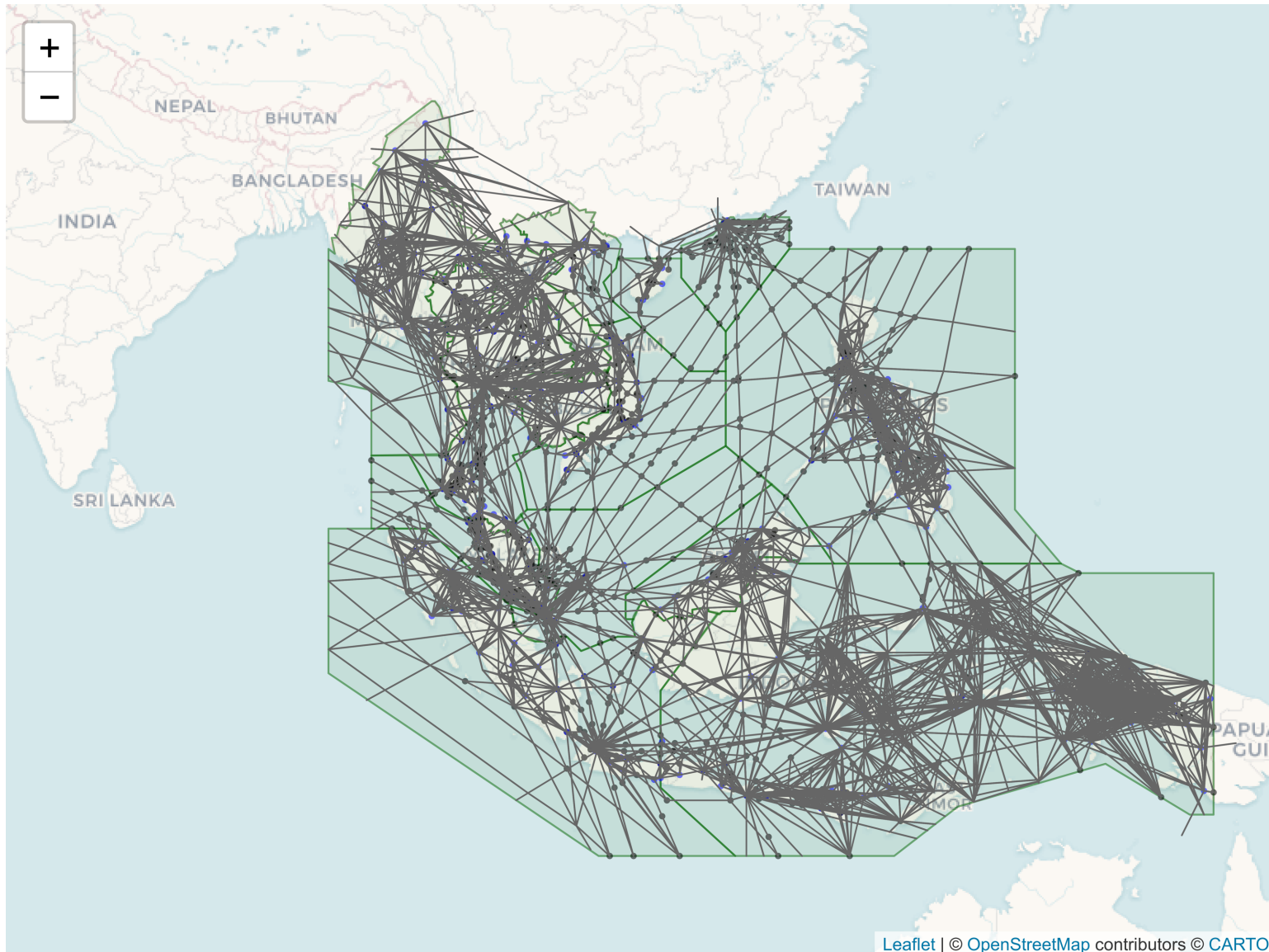
- Review of Collaborative Decision Making (CDM) Project
- **Overview of Network Capacity and Network Collaboration Projects**
 - **Dimensions: Network, Schedules, Routes, Trajectories, Capacities, and Information Regimes**
 - Simulation Approaches and Insights
 - Global Optimization
 - Local Optimization
- The Airspace Design Game

ASEAN(+Sanya & Hong Kong) Airports and Waypoints

298 airports,
14 FIRs, 63
ACCs



ASEAN(+Sanya & Hong Kong) Route Network



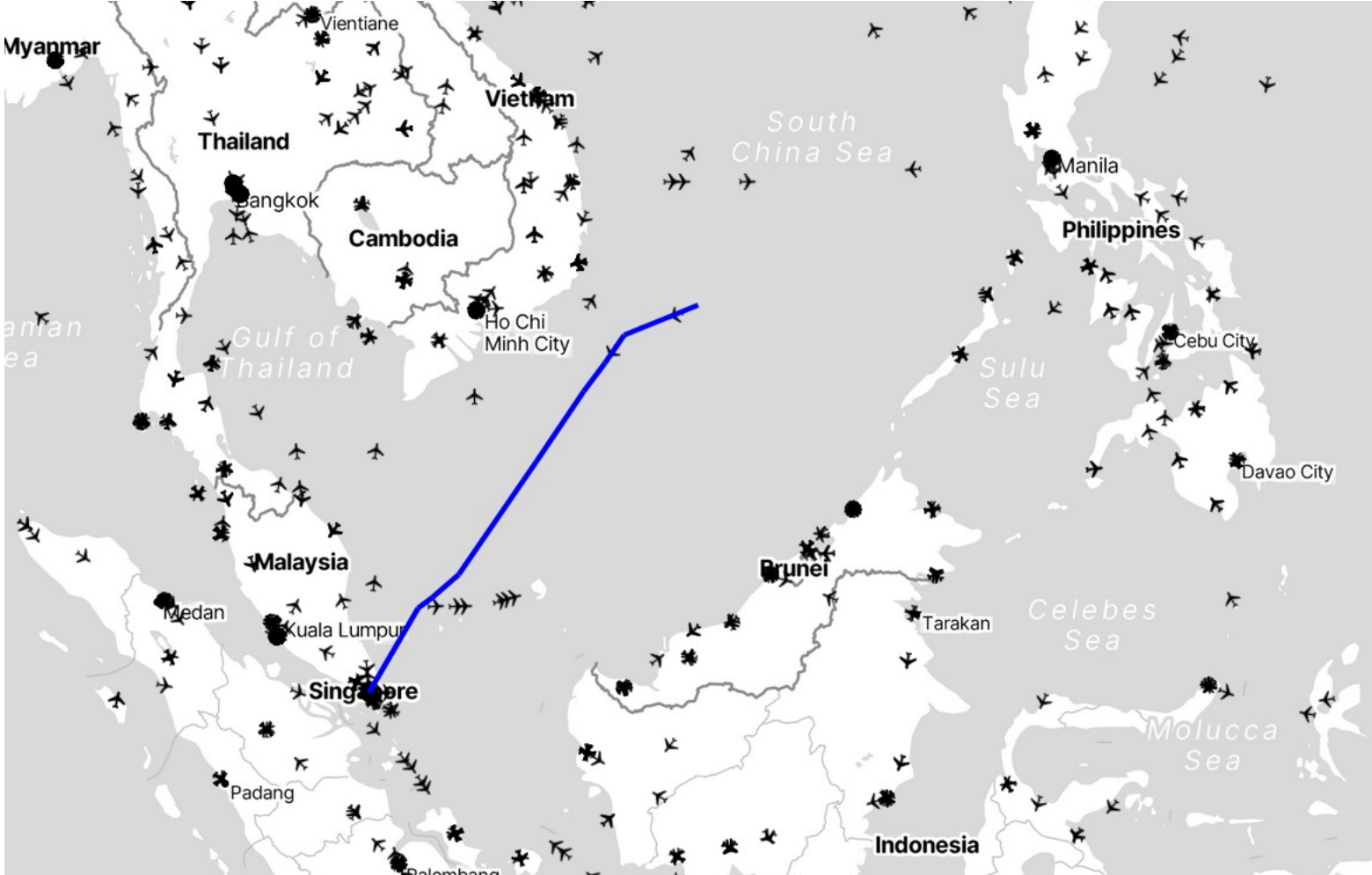
Note the sparsity of the network over the South China Sea

Flight Schedules (OAG)

~10,000 flights per day

| AirlineCode | FlightNumber | fnia | DeplATA | ArrIATA | DepCountry | ArrCountry | SchedDepUtc | SchedArrUtc | TailNumber | AircraftType |
|-------------|--------------|--------|---------|---------|------------|------------|-----------------|-----------------|------------|--------------|
| 3U | 610 | 3U610 | SVO | CTU | RU | CN | 10/8/2019 17:20 | 11/8/2019 0:55 | B5945 | 330 |
| 3U | 8713 | 3U8713 | CTU | HFE | CN | CN | 11/8/2019 12:10 | 11/8/2019 14:25 | B5945 | 330 |
| 3U | 8924 | 3U8924 | NKG | CTU | CN | CN | 12/8/2019 3:45 | 12/8/2019 6:20 | B5945 | 321 |
| 3U | 8925 | 3U8925 | CTU | HKT | CN | TH | 16/8/2019 12:45 | 16/8/2019 16:25 | B5945 | 321 |
| 3U | 8926 | 3U8926 | HKT | CTU | TH | CN | 16/8/2019 17:25 | 16/8/2019 21:20 | B5945 | 321 |
| 3U | 8645 | 3U8645 | CTU | CAN | CN | CN | 12/8/2019 7:30 | 12/8/2019 9:55 | B5945 | 330 |
| 3U | 8646 | 3U8646 | CAN | CTU | CN | CN | 13/8/2019 1:40 | 13/8/2019 4:10 | B5945 | 330 |
| 3U | 609 | 3U609 | CTU | SVO | CN | RU | 13/8/2019 7:15 | 13/8/2019 15:25 | B5945 | 330 |
| 3U | 610 | 3U610 | SVO | CTU | RU | CN | 13/8/2019 17:20 | 14/8/2019 0:55 | B5945 | 330 |
| 3U | 8647 | 3U8647 | CTU | PVG | CN | CN | 17/8/2019 9:25 | 17/8/2019 12:15 | B5945 | 330 |
| 3U | 8645 | 3U8645 | CAN | SPN | CN | MP | 12/8/2019 12:10 | 12/8/2019 17:10 | B5945 | A333 |
| 3U | 8646 | 3U8646 | SPN | CAN | MP | CN | 12/8/2019 18:20 | 12/8/2019 23:35 | B5945 | A333 |
| 3U | 8965 | 3U8965 | CTU | PVG | CN | CN | 14/8/2019 7:35 | 14/8/2019 10:30 | B5945 | 359 |
| 3U | 8966 | 3U8966 | PVG | CTU | CN | CN | 14/8/2019 11:45 | 14/8/2019 15:15 | B5945 | 359 |
| 3U | 8923 | 3U8923 | CTU | NKG | CN | CN | 15/8/2019 0:10 | 15/8/2019 2:30 | B5945 | 359 |
| 3U | 8961 | 3U8961 | CTU | PVG | CN | CN | 16/8/2019 23:40 | 17/8/2019 2:30 | B5945 | 359 |
| 3U | 8647 | 3U8647 | PVG | SPN | CN | MP | 17/8/2019 14:30 | 17/8/2019 18:30 | B5945 | A333 |
| 3U | 8648 | 3U8648 | SPN | PVG | MP | CN | 17/8/2019 20:10 | 18/8/2019 0:45 | B5945 | A333 |
| 3U | 8173 | 3U8173 | CTU | NKG | CN | CN | 18/8/2019 8:50 | 18/8/2019 11:25 | B5945 | 330 |
| 3U | 8271 | 3U8271 | CTU | CPH | CN | DK | 18/8/2019 18:00 | 19/8/2019 4:10 | B5945 | 330 |
| 3U | 8272 | 3U8272 | CPH | CTU | DK | CN | 19/8/2019 11:30 | 19/8/2019 21:00 | B5945 | 330 |
| 3U | 603 | 3U603 | CTU | DXB | CN | AE | 21/8/2019 7:05 | 21/8/2019 14:25 | B5945 | 330 |
| 3U | 604 | 3U604 | DXB | CTU | AE | CN | 21/8/2019 16:55 | 21/8/2019 23:45 | B5945 | 330 |
| 3U | 8295 | 3U8295 | CTU | PRG | CN | CZ | 23/8/2019 18:15 | 24/8/2019 4:50 | B5945 | 330 |
| 3U | 8296 | 3U8296 | PRG | CTU | CZ | CN | 24/8/2019 13:00 | 24/8/2019 22:25 | B5945 | 330 |
| 3U | 8945 | 3U8945 | INC | DXB | CN | AE | 20/8/2019 3:55 | 20/8/2019 12:10 | B5945 | 330 |
| 3U | 8946 | 3U8946 | DXB | INC | AE | CN | 20/8/2019 14:10 | 20/8/2019 21:15 | B5945 | 330 |
| 3U | 8648 | 3U8648 | SPN | PVG | MP | CN | 10/8/2019 20:10 | 11/8/2019 0:45 | NULL | A333 |
| 3U | 8657 | 3U8657 | CTU | LXA | CN | CN | 10/8/2019 22:10 | 11/8/2019 0:35 | NULL | 330 |

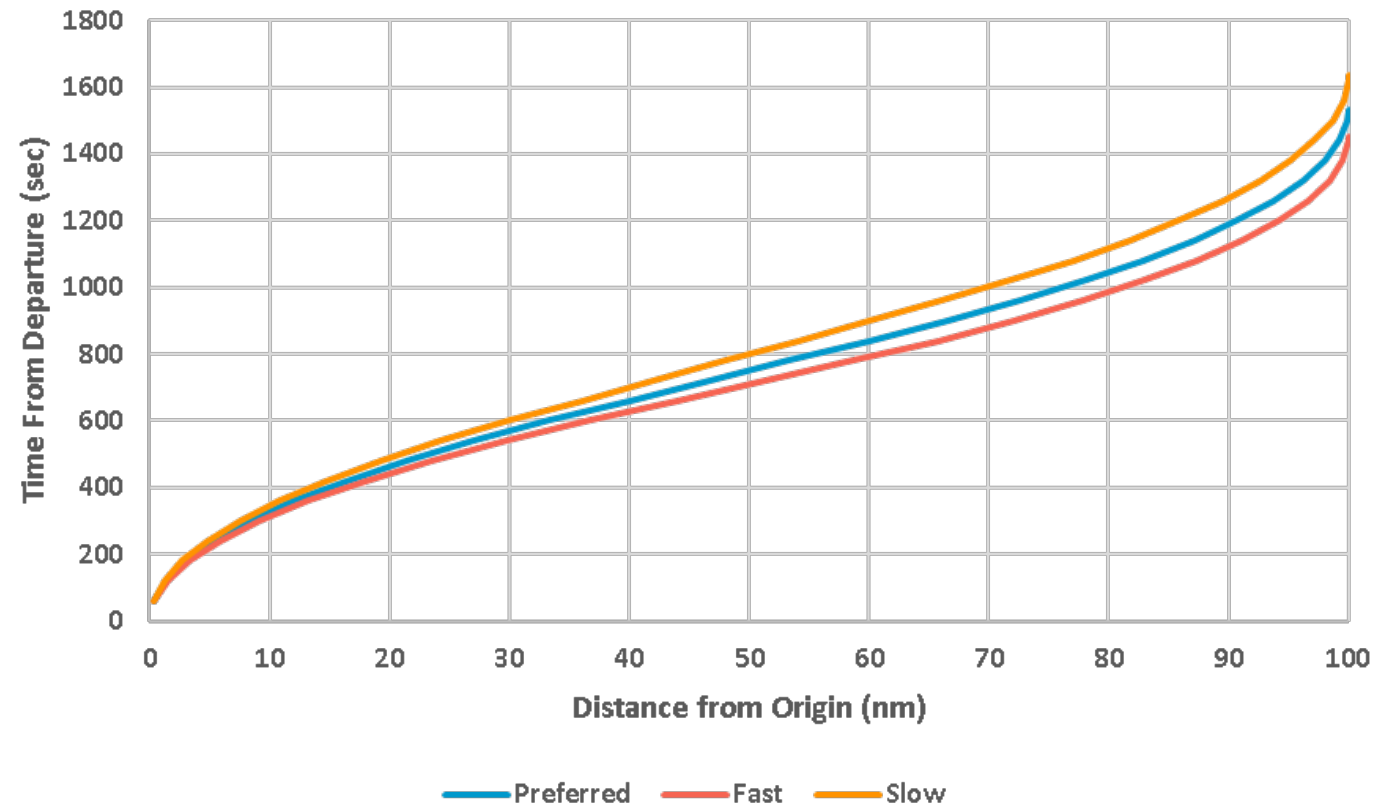
Route Planning



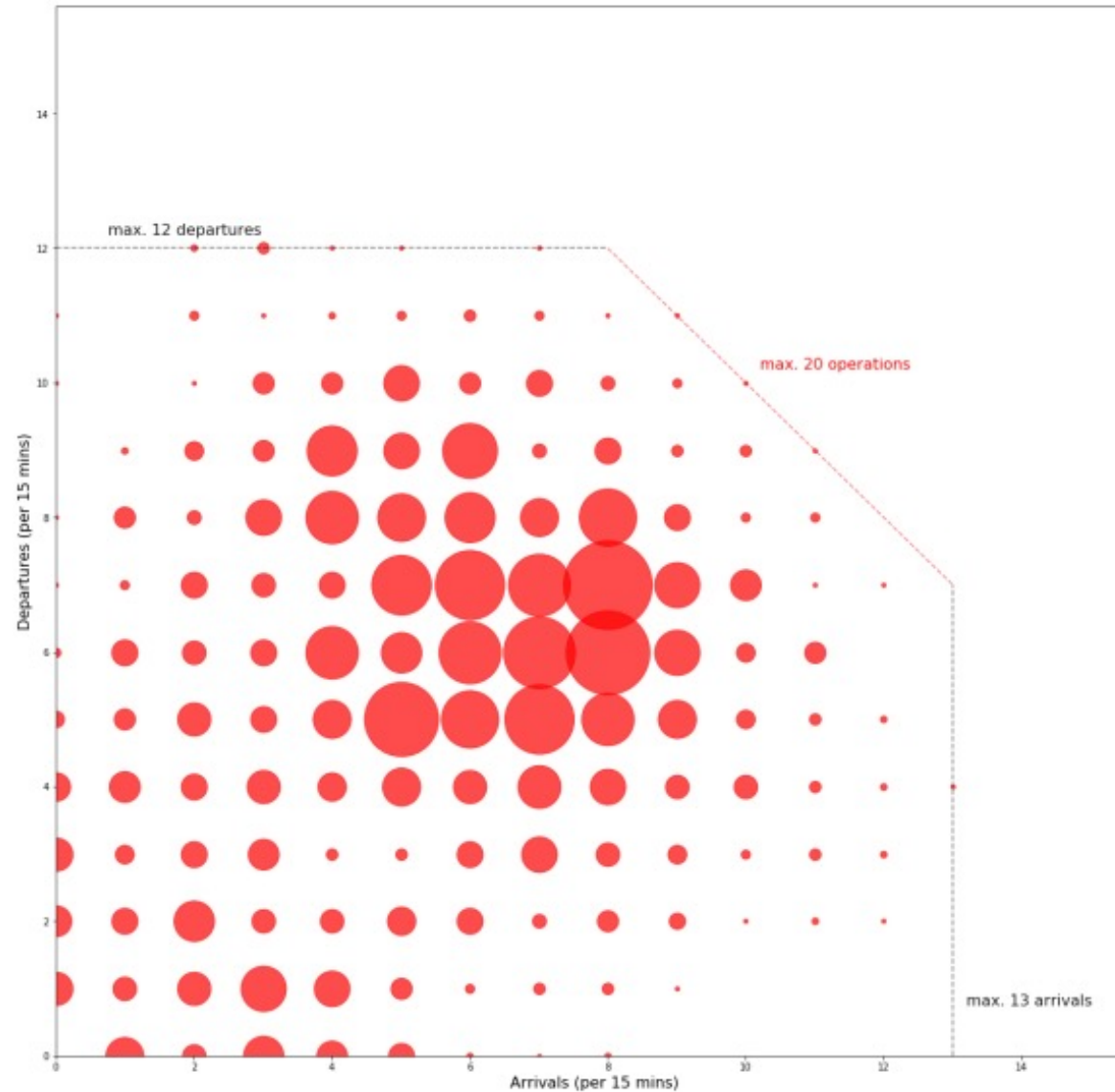
Speed Profiles by Equipment Type

| | | |
|-------------------|-------|--------|
| Cruising Altitude | 30000 | ft |
| Cruising Speed | 400 | nm/hr |
| Rate of Ascent | 50 | ft/sec |
| Rate of Descent | 45 | ft/sec |
| TotalDistance | 100 | nm |
| SecondsPerHour | 3600 | |

Time vs Distance Profiles



Capacity Envelopes



Default Capacities by Airport

| icao | ArrivalsHourly | DeparturesHourly | OperationsHourly |
|------|----------------|------------------|------------------|
| WADD | 32 | 32 | 52 |
| VVDN | 24 | 24 | 40 |
| WALL | 24 | 36 | 40 |
| WIHH | 24 | 20 | 40 |
| VTCC | 24 | 20 | 36 |
| VTSP | 20 | 24 | 36 |
| WAJJ | 20 | 24 | 36 |
| RPVM | 24 | 24 | 32 |
| VDPP | 20 | 20 | 32 |
| VDSV | 24 | 20 | 32 |
| VYYY | 32 | 28 | 32 |
| WAHH | 24 | 20 | 32 |

Default Waypoint Capacities

| Waypoint | Traversals Hourly |
|-----------------|------------------------------|
| AGOBA | 80 |
| AGOSA | 80 |
| AGPOP | 80 |
| AGPOR | 80 |
| AGSAM | 80 |
| AGSIS | 80 |
| AGSON | 80 |
| AGTEL | 80 |
| AGUNG | 80 |
| AGUSI | 80 |
| AGWAT | 80 |

Custom Airport Capacity Events (Overrides)



Capacity Overrides

[Override List](#)

[Airport Overrides](#)

[Waypoint Overrides](#)

The current selected subscenarioid is 1

Override Airport Capacity Envelopes

[Refresh](#)

[Save Changes to Database](#)

| subscenarioid | icao | priority | name | ArrivalsHourl | DeparturesH | OperationsH | DayStart | DayEnd | DailyHourSta | DailyMinuteS | DailyHourEnc | DailyM |
|---------------|------|----------|------|---------------|-------------|-------------|----------|--------|--------------|--------------|--------------|--------|
| 1 | WSSS | 2 | | 10.00 | 10.00 | 20.00 | 1 | 1 | 3 | 0 | 3 | 59 |

FF-ICE 'Information Regime'

Select Regime for Editing

Refresh List of Regimes

Select Regime

Base case (default)

Information Regime Details

Refresh

Save Changes to Database

| regimeid | fircao | releaselevel |
|----------|---------|--------------|
| 1 | RPHI | R0 |
| 1 | UNKNOWN | R1 |
| 1 | VDPP | R0 |
| 1 | VHHK | R0 |
| 1 | VLVT | R0 |
| 1 | VTBB | R0 |
| 1 | VVTS | R0 |
| 1 | VVVV | R0 |
| 1 | VYYF | R0 |
| 1 | WAAF | R0 |
| 1 | WBFC | R0 |
| 1 | WIIF | R0 |
| 1 | WMFC | R0 |
| 1 | WSJC | R0 |
| 1 | ZJSA | R0 |

In the Base Case regime, all FIRs operate at Release Level R0 (no sharing)

Select Regime for Editing

Refresh List of Regimes

Select Regime

All R1

Information Regime Details

Refresh

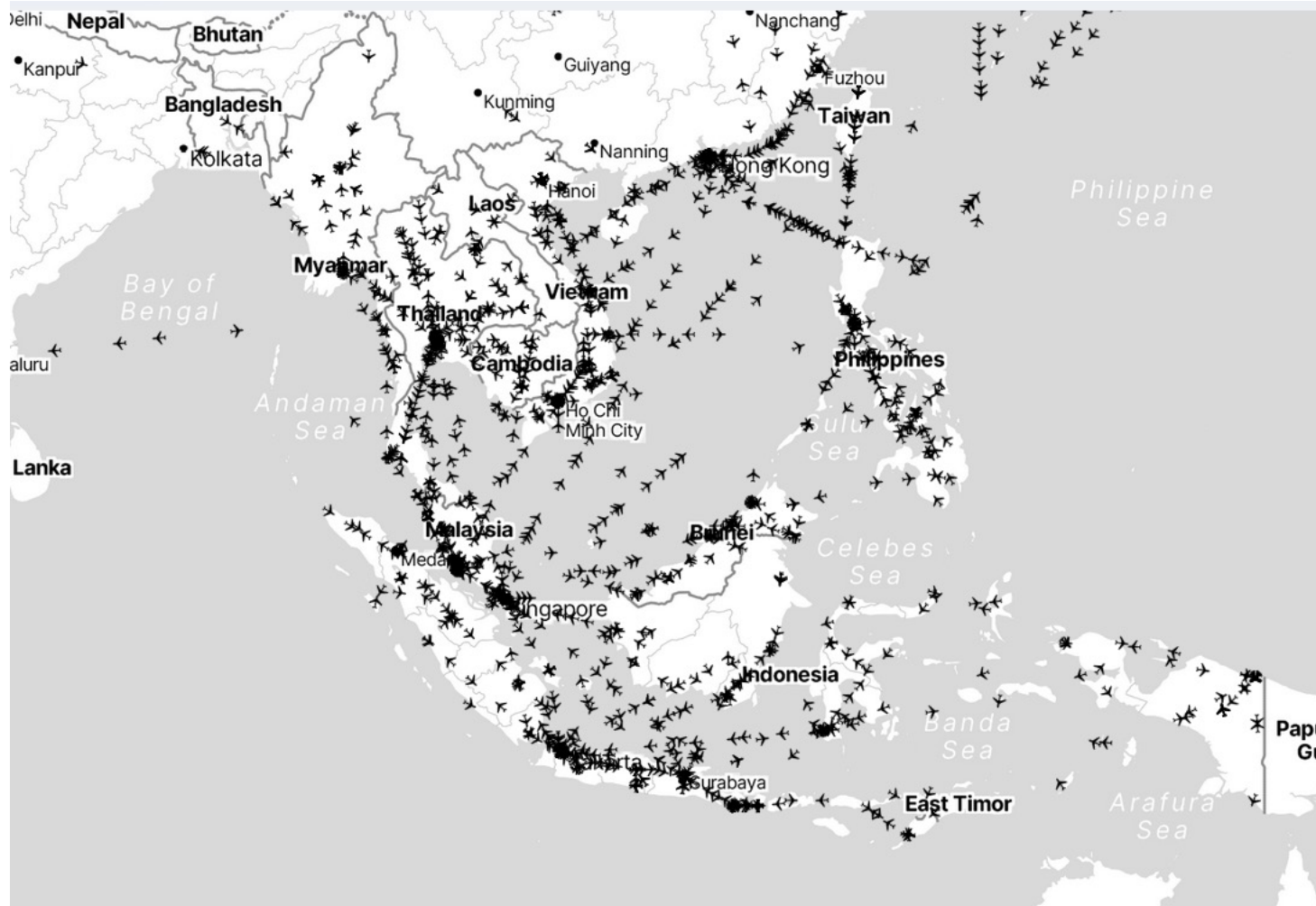
Save Changes to Database

| regimeid | fircao | releaselevel |
|----------|---------|--------------|
| 3 | RPHI | R1 |
| 3 | UNKNOWN | R1 |
| 3 | VDPP | R1 |
| 3 | VHHK | R1 |
| 3 | VLVT | R1 |
| 3 | VTBB | R1 |
| 3 | VVTS | R1 |
| 3 | VVVV | R1 |
| 3 | VYYF | R1 |
| 3 | WAAF | R1 |
| 3 | WBFC | R1 |
| 3 | WIIF | R1 |
| 3 | WMFC | R1 |
| 3 | WSJC | R1 |
| 3 | ZJSA | R1 |

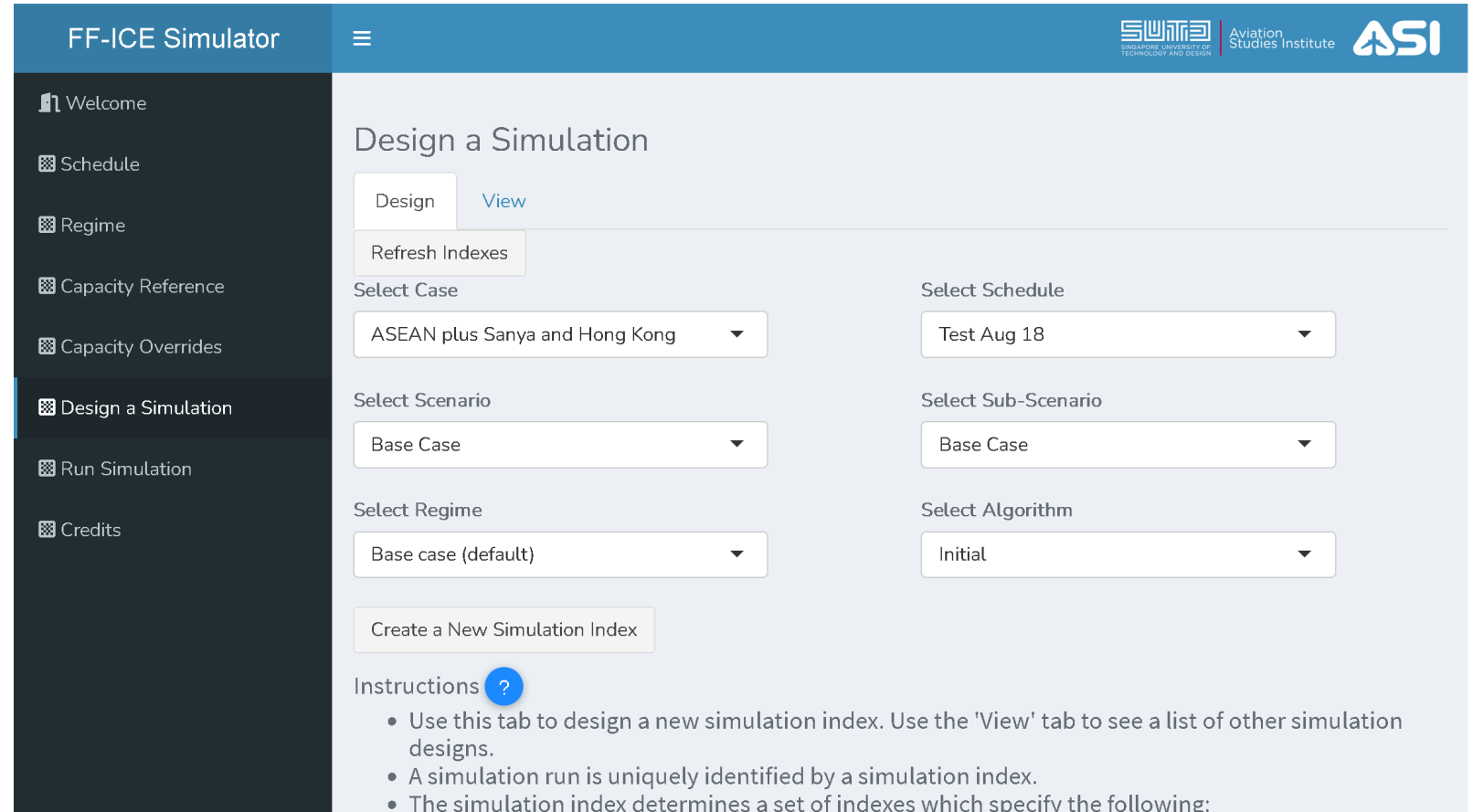
In the 'All R1' regime, all FIRs operate at Release Level R1 (updated departure times)

- Review of Collaborative Decision Making (CDM) Project
- Overview of Network Capacity and Network Collaboration Projects
 - Dimensions: Network, Schedules, Routes, Trajectories, Capacities, and Information Regimes
 - **Simulation Approaches and Insights**
 - Global Optimization
 - Local Optimization
- The Airspace Design Game

Simulate Flight Flow Throughout ASEAN+



- A simulation is defined by a combination of:
 - Case (network)
 - Flight schedule
 - Capacity scenario
 - Override sub-scenario
 - Information regime
 - Algorithm choice
- A simulation index (“simid”) is used to uniquely identify the simulation definition
- This will allow the analyst to compare simulation runs by simulation index



The screenshot shows the 'FF-ICE Simulator' interface. On the left is a dark sidebar with navigation options: Welcome, Schedule, Regime, Capacity Reference, Capacity Overrides, Design a Simulation (highlighted), Run Simulation, and Credits. The main area is titled 'Design a Simulation' and has two tabs: 'Design' (active) and 'View'. Below the tabs is a 'Refresh Indexes' button. The interface contains several dropdown menus: 'Select Case' (ASEAN plus Sanya and Hong Kong), 'Select Schedule' (Test Aug 18), 'Select Scenario' (Base Case), 'Select Sub-Scenario' (Base Case), 'Select Regime' (Base case (default)), and 'Select Algorithm' (Initial). There is also a 'Create a New Simulation Index' button. At the bottom, there is an 'Instructions' section with a question mark icon and a list of three bullet points explaining the simulation design process.

FF-ICE Simulator

Design a Simulation

Design View

Refresh Indexes

Select Case

ASEAN plus Sanya and Hong Kong

Select Schedule

Test Aug 18

Select Scenario

Base Case

Select Sub-Scenario

Base Case

Select Regime

Base case (default)

Select Algorithm

Initial

Create a New Simulation Index

Instructions ?

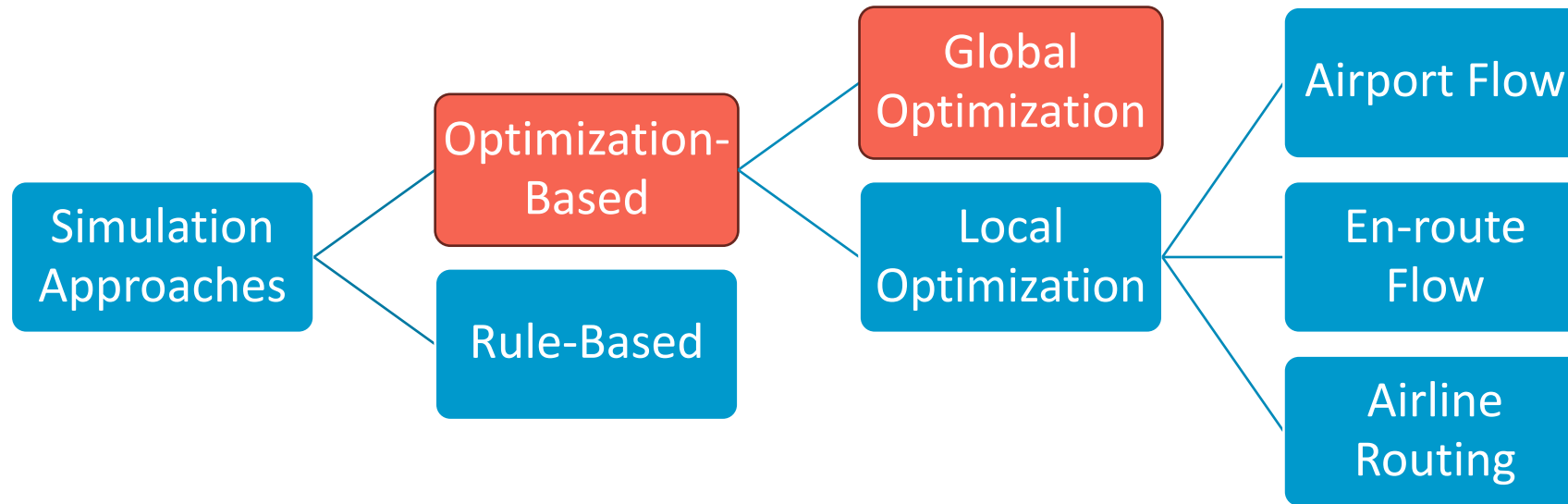
- Use this tab to design a new simulation index. Use the 'View' tab to see a list of other simulation designs.
- A simulation run is uniquely identified by a simulation index.
- The simulation index determines a set of indexes which specify the following:

CANCELLED

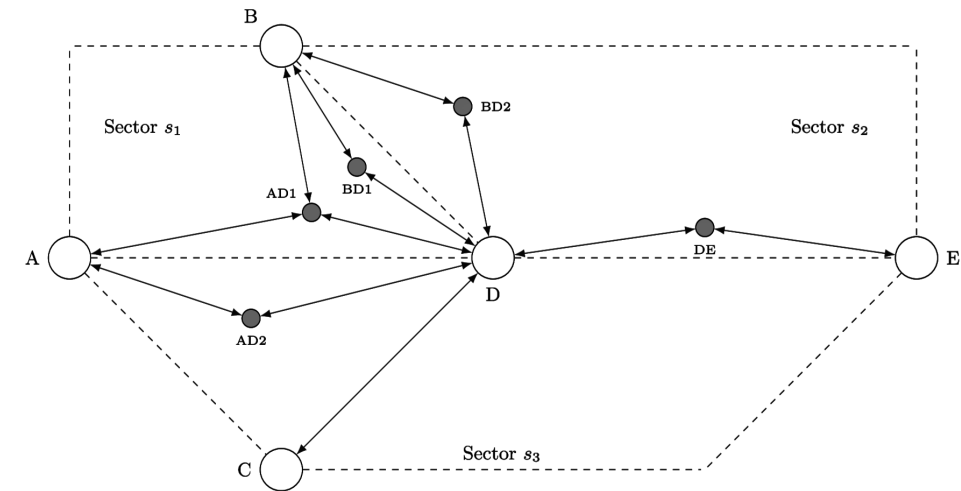


- **Cancelled Flights:** capacity constraints are impossible to meet
- **Arrival Delays:** measured relative to Scheduled Departure Time + Preferred Flight Time
 - Scheduled Arrival Time includes an airline buffer, which we ignore
- **Fuel Efficiency:** Deviations from Preferred Flight Time (speed-up or slow-down)
- **Ground Holding Delays vs Airborne Holding Delays**

- Review of Collaborative Decision Making (CDM) Project
- Overview of Network Capacity and Network Collaboration Projects
 - Dimensions: Network, Schedules, Routes, Trajectories, Capacities, and Information Regimes
 - Simulation Approaches and Insights
 - **Global Optimization**
 - Local Optimization
- The Airspace Design Game

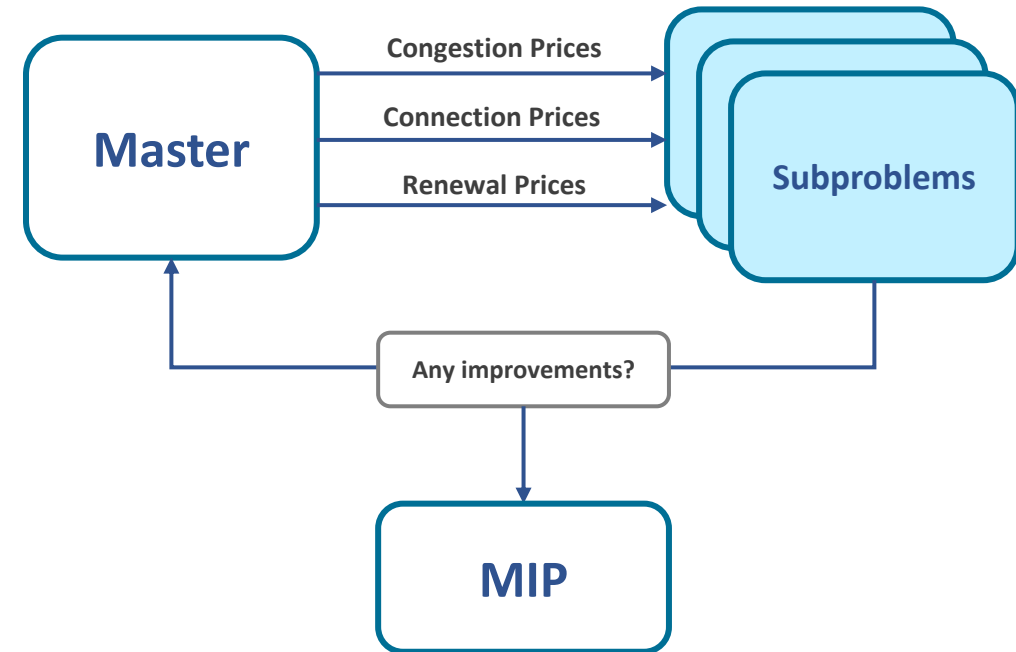


- Based on ATFM model from (Balakrishnan and Chandran, 2014; Tan, 2021)
- Each flight is viewed as a trajectory through **a space-time network**.
- **An ideal central controller** with perfect knowledge of all constraints decides on aircraft trajectories (departure times and speeds) for all aircraft in the region.
- The central controller attempts to **minimize a system-wide objective** (minimal delays) but ensures all **flow and capacity constraints** are met.
- **Use as an ideal**: the best that could be accomplished if everyone worked together for a common purpose.



Solution through decomposition:

- Master program: select trajectories that optimize the system-wide objective
 - Solved over a restricted subset of available aircraft trajectories
 - Constraint 'prices' are stored at each solve
- Subproblems: generate new, improved aircraft trajectories (with **parallel processing**)
 - Each aircraft trajectory is solved over a granular space-time network
 - Determines the exact routings and schedules of flights
 - Accounts for the 'prices' associated with network congestion, passenger connections, renewing trajectories
- Once the master problem is solved (within tolerance):
 - Integer constraints are enforced
 - Systemically-optimal solution is the returned MIP solution on the restricted integer master program



- **Airport shutdowns result in delay propagation**
 - Primarily through ‘tail flight connections’
 - But... airport shutdowns are mitigated by en route speed-up
- **Storm scenarios result in re-routing**
 - Mitigated by en route speed-up
 - New routes reveal how sparse is the ASEAN+ network
- **Giving priority for connecting flights has disparate impacts**
 - Hubbing airlines delay departures of collector flights
 - If ATC prioritizes connections too much, then non-hubbing airlines suffer

Delay Propagation

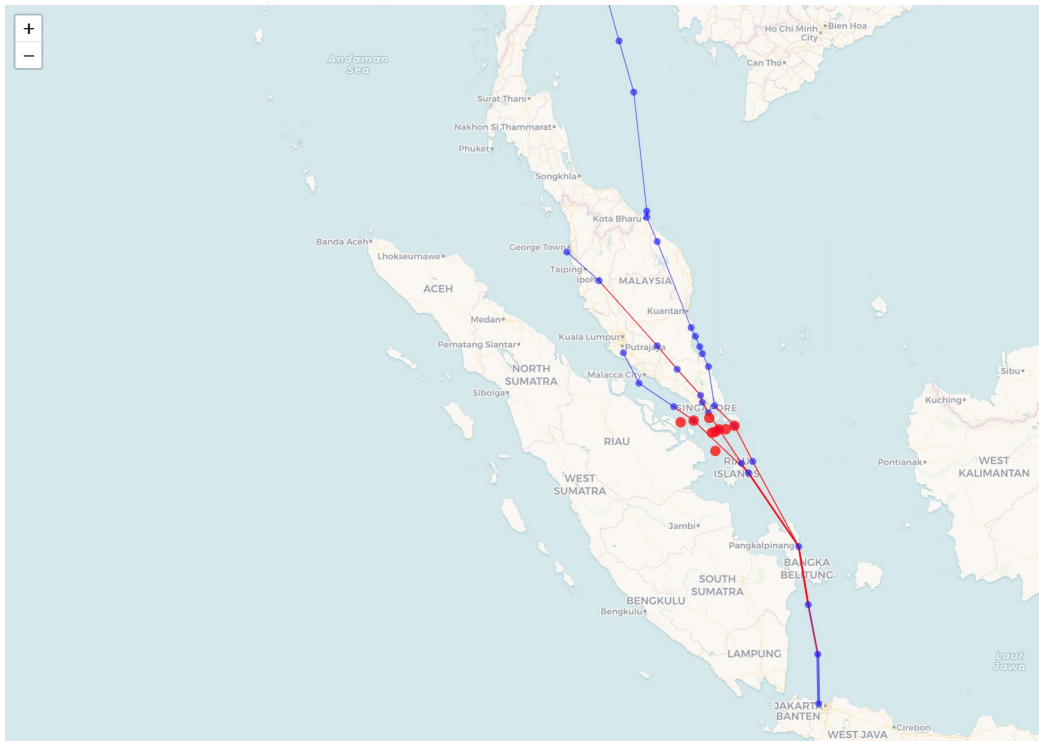
CGK shutdown mostly affects arrivals at CGK and at airports *directly* served from CGK

But the delays also propagate to other airports not served directly from CGK

Flight Excess Delays at Airports



Southbound Flights through Blue Zone



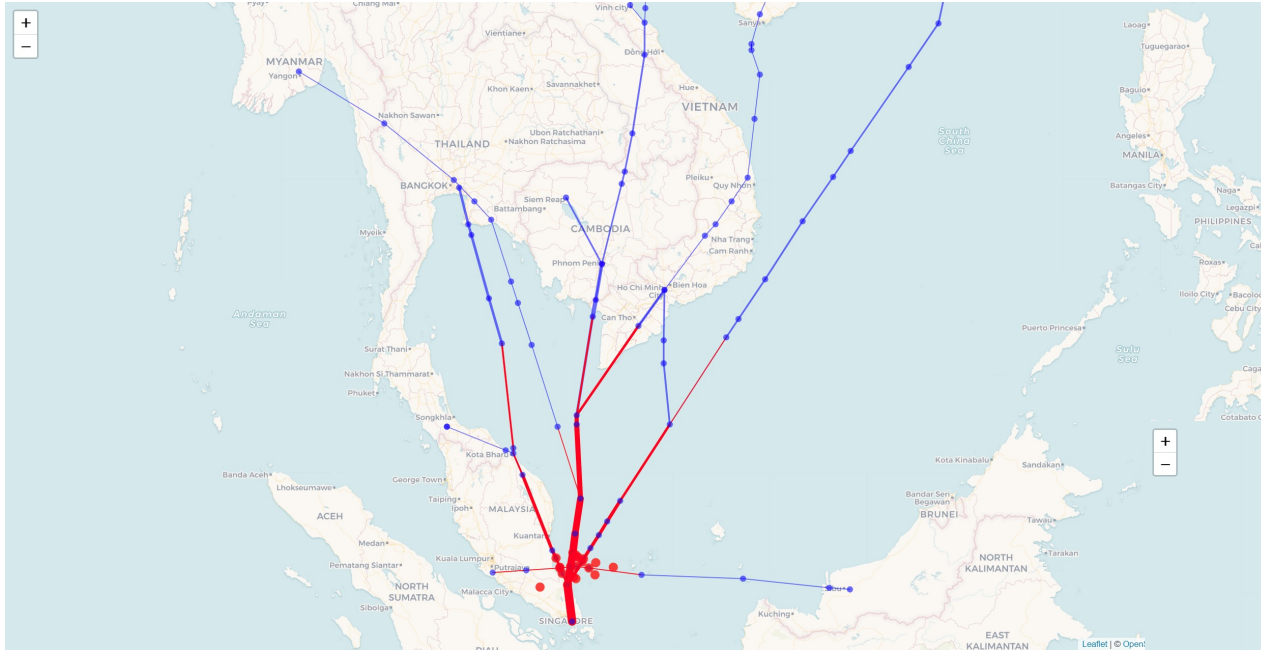
Baseline (no storm)

Optimized solution is mixture of speed changes (to avoid time of storm) and re-routing



Storm

Northbound through Orange Zone



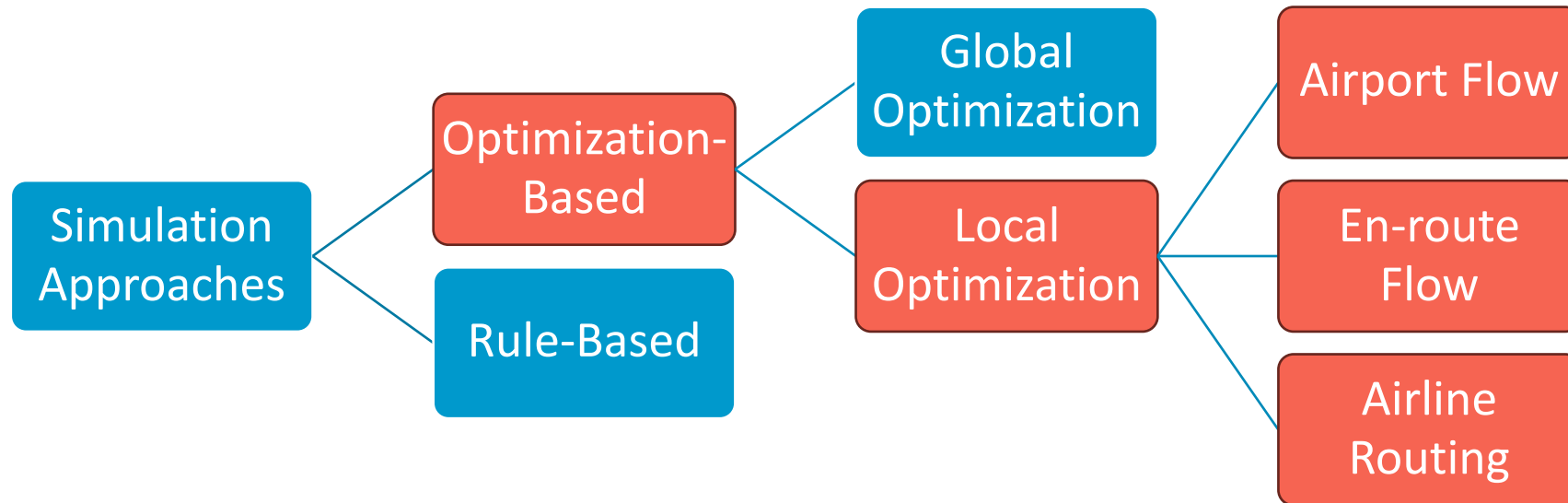
Baseline

South China Sea route network is sparse. Optimization is forced into backtracking solution to avoid storm. In practice, controllers would request free route directly north from LUSMO

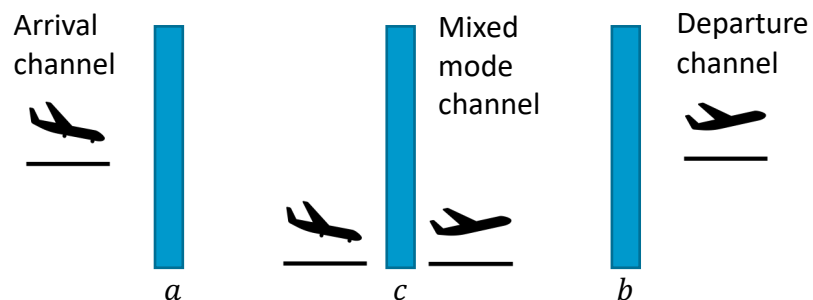


Storm

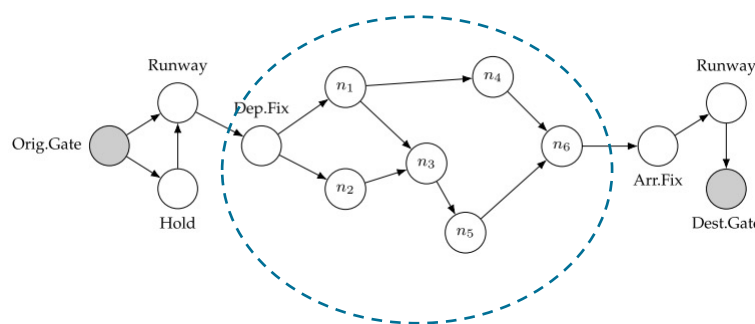
- Review of Collaborative Decision Making (CDM) Project
- Overview of Network Capacity and Network Collaboration Projects
 - Dimensions: Network, Schedules, Routes, Trajectories, Capacities, and Information Regimes
 - Simulation Approaches and Insights
 - Global Optimization
 - **Local Optimization**
- The Airspace Design Game



Airport Flow Manager



En Route Flow Manager



Adaptive Routing (Airline)

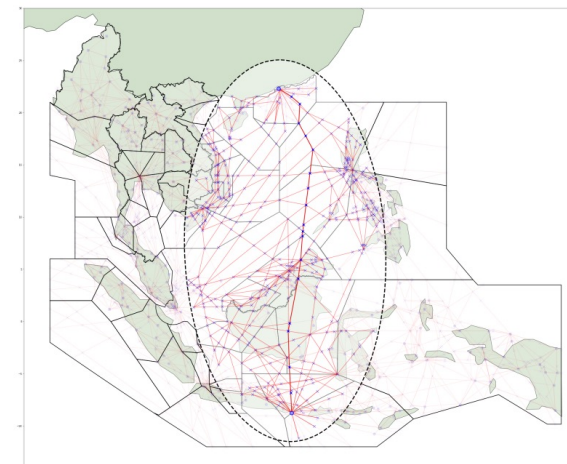


FIGURE 4.12: The rerouting network for a southward-bound HKG-DPS flight, with its corresponding rerouting ellipse. The nominal (shortest) route is marked in dark red.

- One airport at a time
- Given current state of all visible aircraft
- Schedule channel time of each flight
- Enforce separation constraints in each channel consistent with capacity envelope
- Minimize squared error from schedule

- One sector (or FIR) at a time
- Given current location of all visible aircraft
- Given current flight path of each aircraft
- Schedule TTO of each flight at each waypoint/channel in sector
- Enforce separation constraints
- Minimize squared error from schedule

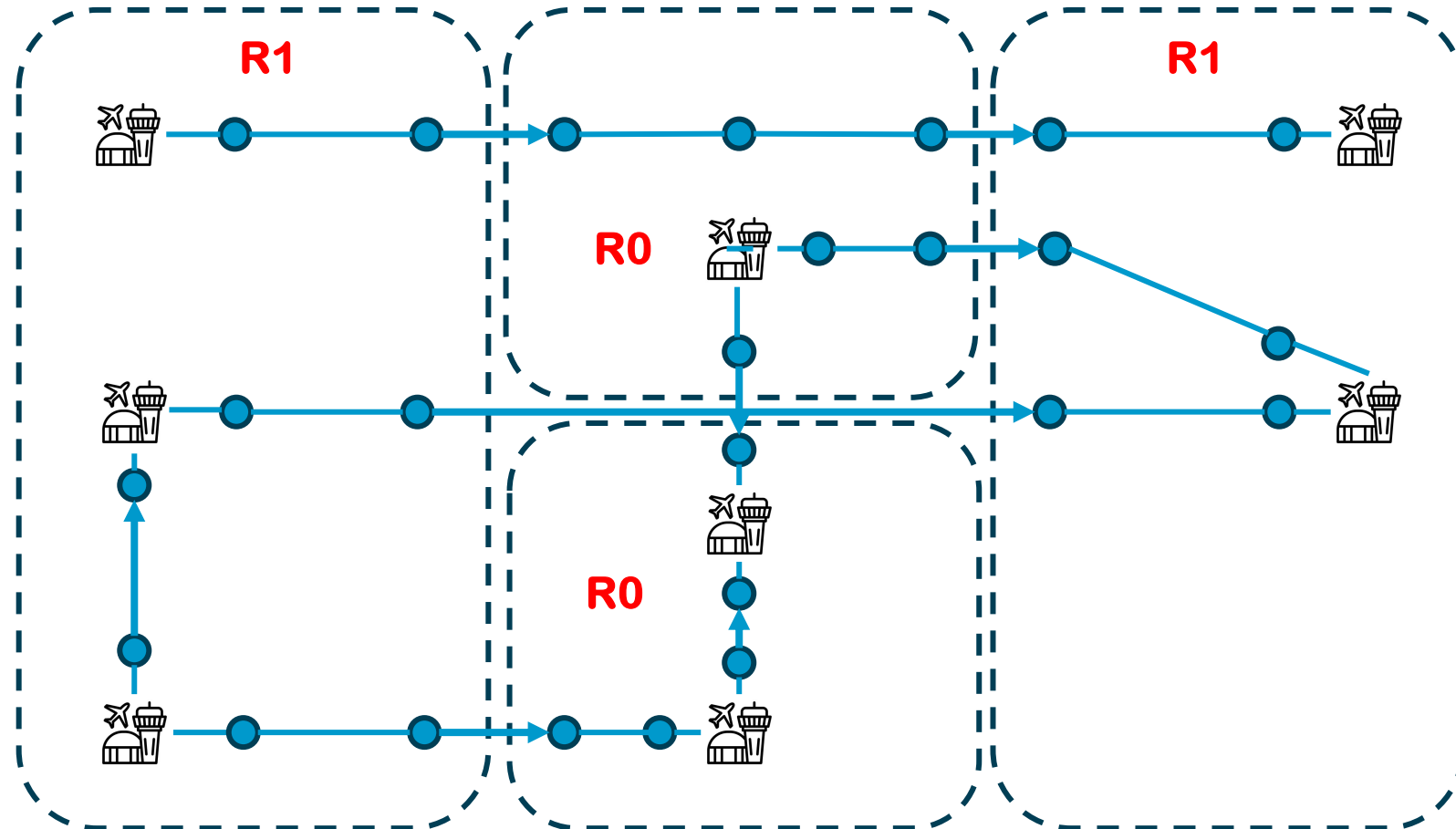


- One flight at a time
- Forecast delays at waypoints
- Choose flight path with least total time

- An information regime defines:
 - **What flights are “visible” for each FIR** to manage arrivals, departures, and en route
 - A flight may be “visible” and available for planning even if it has not yet reached the FIR
 - **What information is available** about a flight to any FIR, depending on release level
 - The original flight plan, or,
 - The flight plan updated by departure and en route changes, and, perhaps,
 - Desired delays from the arrival airport (CTOT's)
- For each flight in the simulation, and each leg of the flight plan **we maintain the following information**
 - The **R0 TTO**: the target time over waypoint (or airport channel) under the original flight schedule (available to all FIR under release level R0)
 - The **R1 TTO**: the target time over waypoint (or airport channel) updated by departure times and en route changes
 - The **R1 BackTTO**: the target time over waypoint (or airport channel) back calculated from the desired arrival time at the destination airport

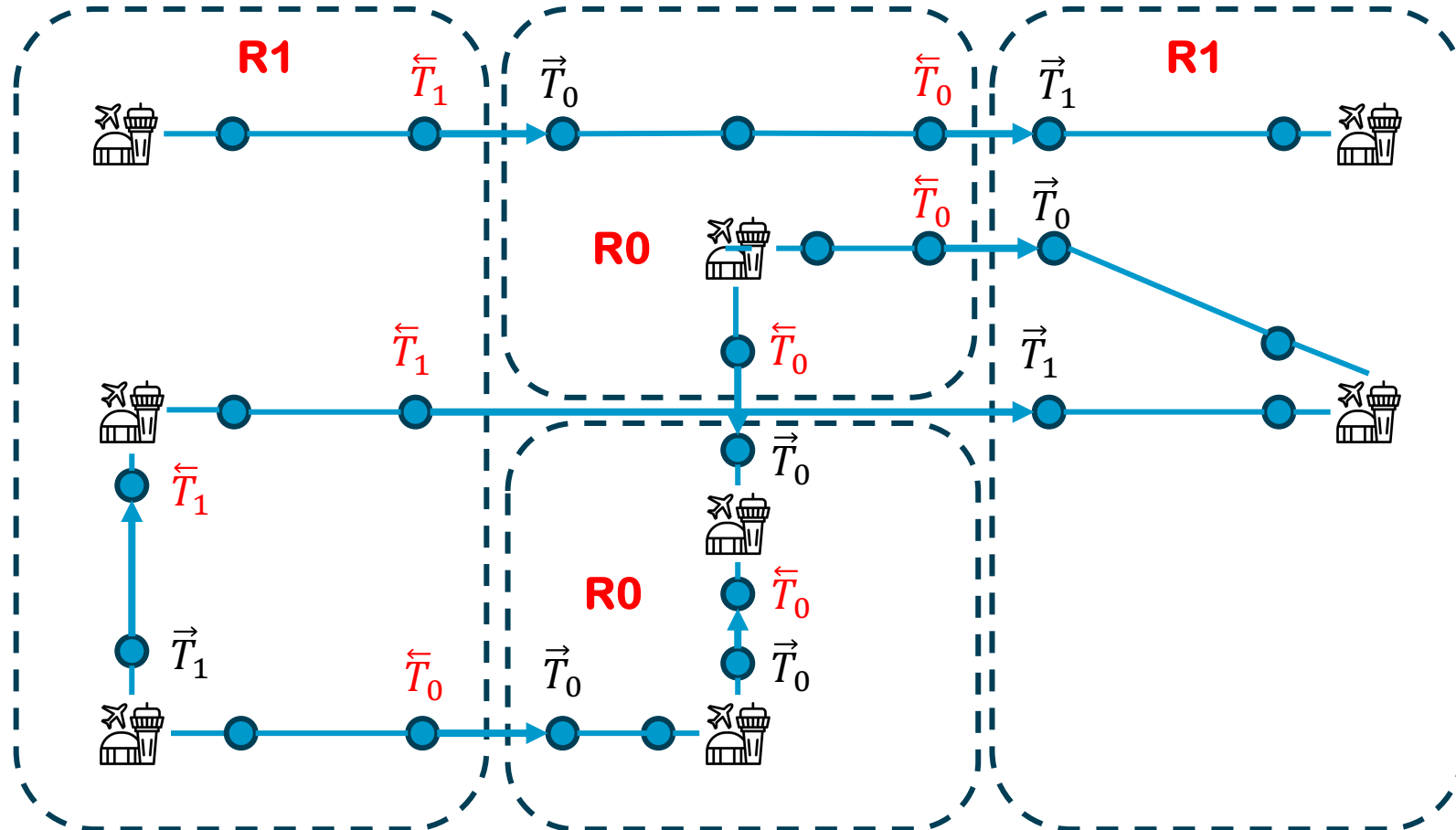
Illustrated Flight Plans Through Release Levels

- R1 → R0 → R1
- R0 → R1
- R1 → R1
- R0 → R0
- R1 → R0
- R0 ↻
- R1 ↻



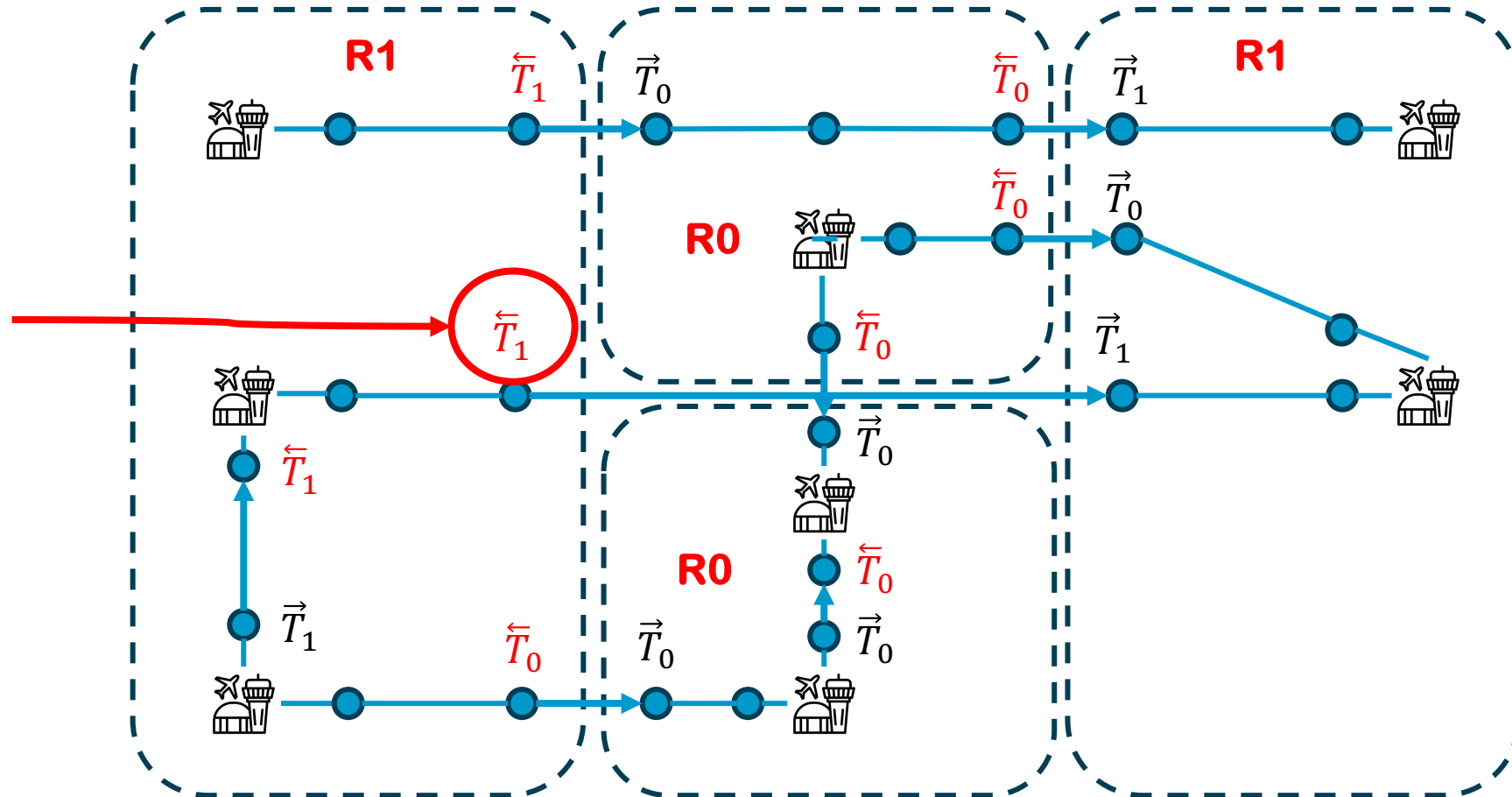
Visible Information by FIR and Flight Plan

- R1 → R0 → R1
- R0 → R1
- R1 → R1
- R0 → R0
- R1 → R0
- R0 ⊙
- R1 ⊙
- Notation:
- \vec{T}_0 TTO forward R0
- \vec{T}_1 TTO forward R1
- \overleftarrow{T}_0 TTO backward R0
- \overleftarrow{T}_1 TTO backward R1



How To Read the Diagram: 1

When planning for this flight, this FIR knows the back TTO at the exit waypoint, based on the destination airport's target arrival time: it will adjust departure and en route times to meet this target as best it can. In this way, delays at the *destination* airport can result in cooperative ground delays at the *origin* airport.



Compare Simulations

FF-ICE Simulator

- Welcome
- Select Index
- Compare Simulations
- Credits

Compare Simulation Runs

Compare simulation runs based on matching completed flights.

Select Simulation Index ('simid') Select Simulation Index ('simid')

9 10

Choose two different simulation indices and then click 'Compare'.

| Simid | Avg Preferred Flight Time | Avg Actual Flight Time | Avg Airborne Slowdown | Avg Airborne Speedup | Avg Actual Ground Delay Time | Conditional Avg Airborne Slowdown | Conditional Avg Airborne Speedup |
|-------|---------------------------|------------------------|-----------------------|----------------------|------------------------------|-----------------------------------|----------------------------------|
| 9 | 133.78 | 137.31 | 3.78 | 0.25 | 4.57 | 13.17 | 1.30 |
| 10 | 133.78 | 138.90 | 5.59 | 0.46 | 11.31 | 9.70 | 1.30 |

Our R1 collaborative ground delay rules do result in longer ground delays and less airborne holding or slowdown

- Review of Collaborative Decision Making (CDM) Project
- Overview of Network Capacity and Network Collaboration Projects
 - Dimensions: Network, Schedules, Routes, Trajectories, Capacities, and Information Regimes
 - Simulation Approaches and Insights
 - Global Optimization
 - Local Optimization
- **The Airspace Design Game**


The Airspace Design Game

Airspace Design

☰

SUT SINGAPORE UNIVERSITY OF TECHNOLOGY AND DESIGN | Aviation Studies Institute ASI

- Welcome
- Game Selection
- 1: 3D View
- 2: Top View
- 3: Side View
- 4: T'put and Score
- 5. Optimize
- 6. 4D View
- Credits



The Airspace Design Game

Developed by the Aviation Studies Institute, 2022

Objectives of Game Development

- Engage students in aviation system design challenge
 - Airspace design is a 3D problem
 - Safety issues come first
 - Fuel efficiency is a rising concern
 - Airports face a trade-off between throughput and timeliness
 - Airspace operation is a 4D problem
- Engage Subject Matter Experts in research problem formulation
 - What are the use cases for airspace design?
 - What are the safety issues?
 - What are the design constraints?
 - What are the appropriate metrics?

Airspace Design Top View

Select Flight Paths

None

Mode

sequence

de-sequence

edit-holding

69%

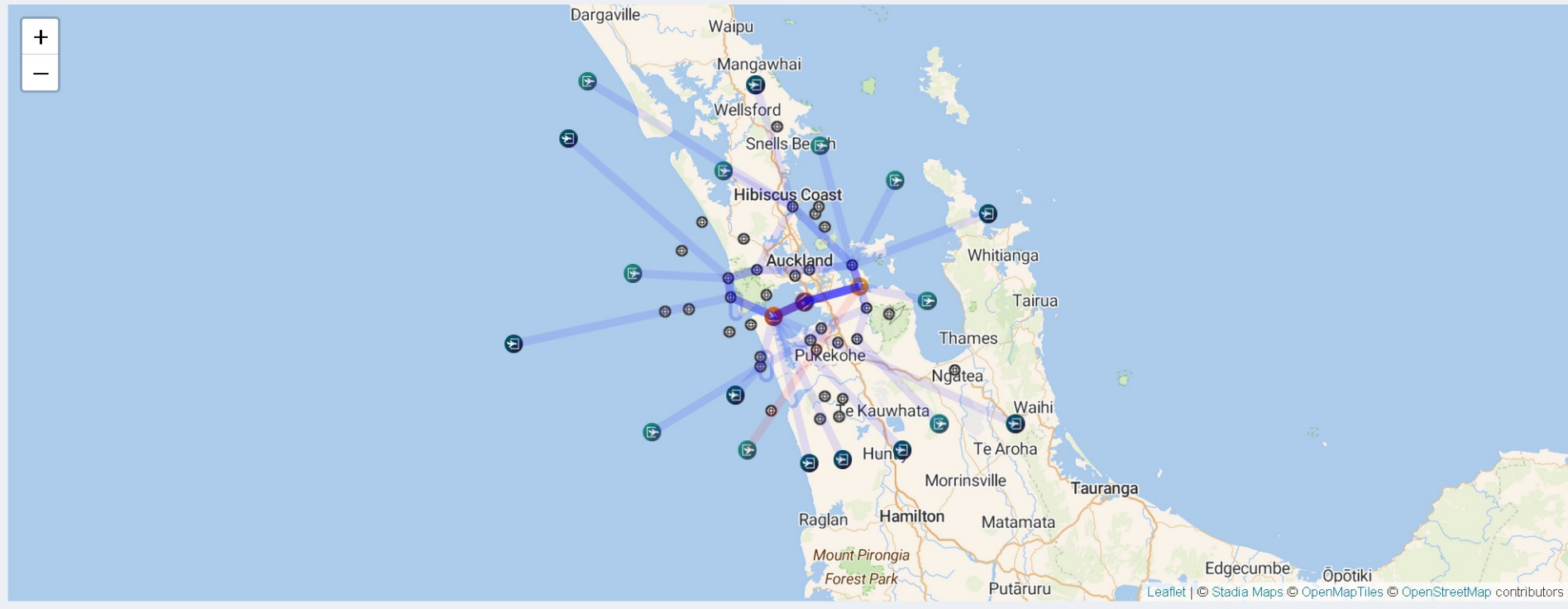
Safety Score



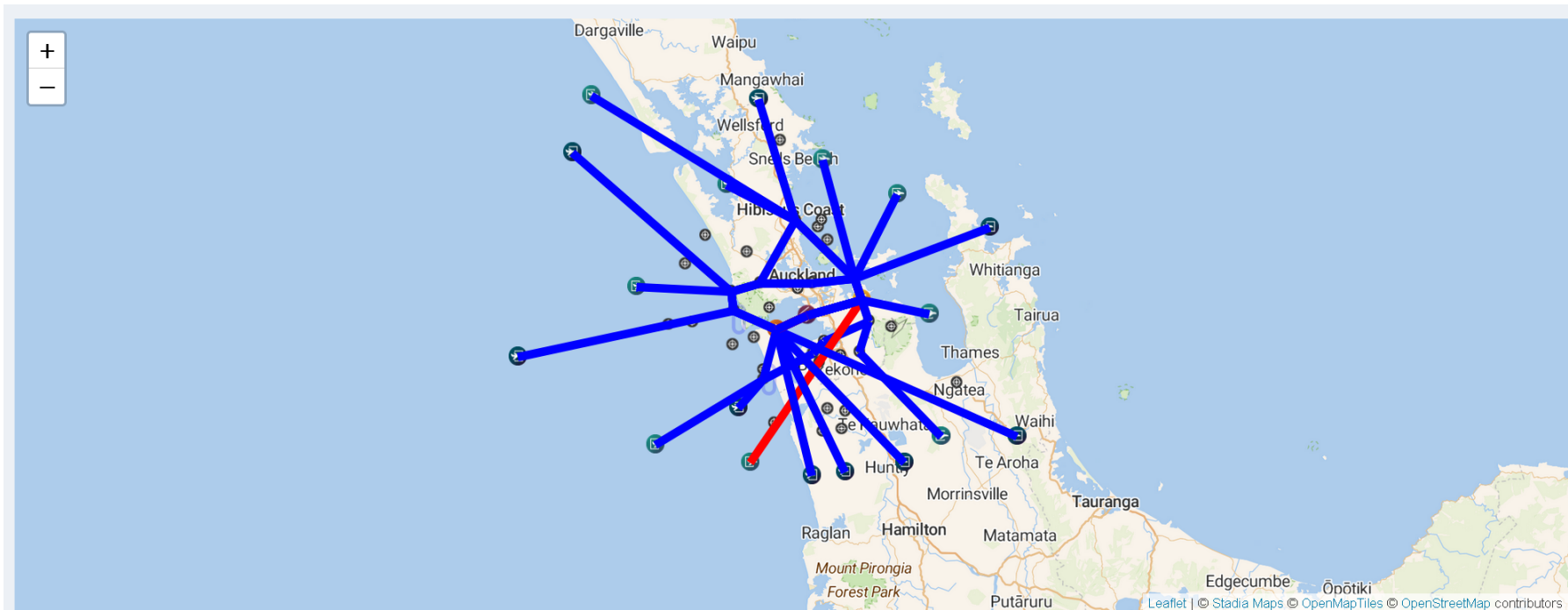
Activate safety score

off

on



Solve Safety Design Issues



Selected Design Issues

- Flight path 'EMRAG to KAPAI' has bearing change (see red line) that is too extreme. Include another waypoint in the sequence to soften the turn.
- Flight path 'NOBAR to IRSIP' has bearing change (see red line) that is too extreme. Include another waypoint in the sequence to soften the turn.
- Flight path 'SKEPY to IRSIP' has bearing change (see red line) that is too extreme. Include another waypoint in the sequence to soften the turn.
- Flight path 'DAVEE to IRSIP' is an arrival path. It must connect with a holding area.
- Flight path 'NOBAR to IRSIP' is an arrival path. It must connect with a holding area.
- Flight path 'PEPPE to IRSIP' is an arrival path. It must connect with a holding area.
- Flight path 'SKEPY to IRSIP' is an arrival path. It must connect with a holding area.
- Flight path 'TAZEY to IRSIP' is an arrival path. It must connect with a holding area.
- Flight path 'APABO to IRSIP' enters a holding area at too sharp an angle. Consider changing the bearing of the holding area.
- Flight path 'BASIV to IRSIP' enters a holding area at too sharp an angle. Consider changing the bearing of the holding area.
- Flight path 'EAGIL to IRSIP' enters a holding area at too sharp an angle. Consider changing the bearing of the holding area.
- Flight path 'NOBAR to IRSIP' crosses path 'EMRAG to IPDIN' at unspecified flight level. Change sequences to cross at a waypoint.
- Flight path 'EMRAG to IPDIN' crosses path 'NOBAR to IRSIP' at unspecified flight level. Change sequences to cross at a waypoint.
- Flight path 'EMRAG to TULMI' crosses path 'NOBAR to IRSIP' at unspecified flight level. Change sequences to cross at a waypoint.

Adjust Flight Levels for Fuel Efficiency

Airspace Design Side View

Select Flight Paths

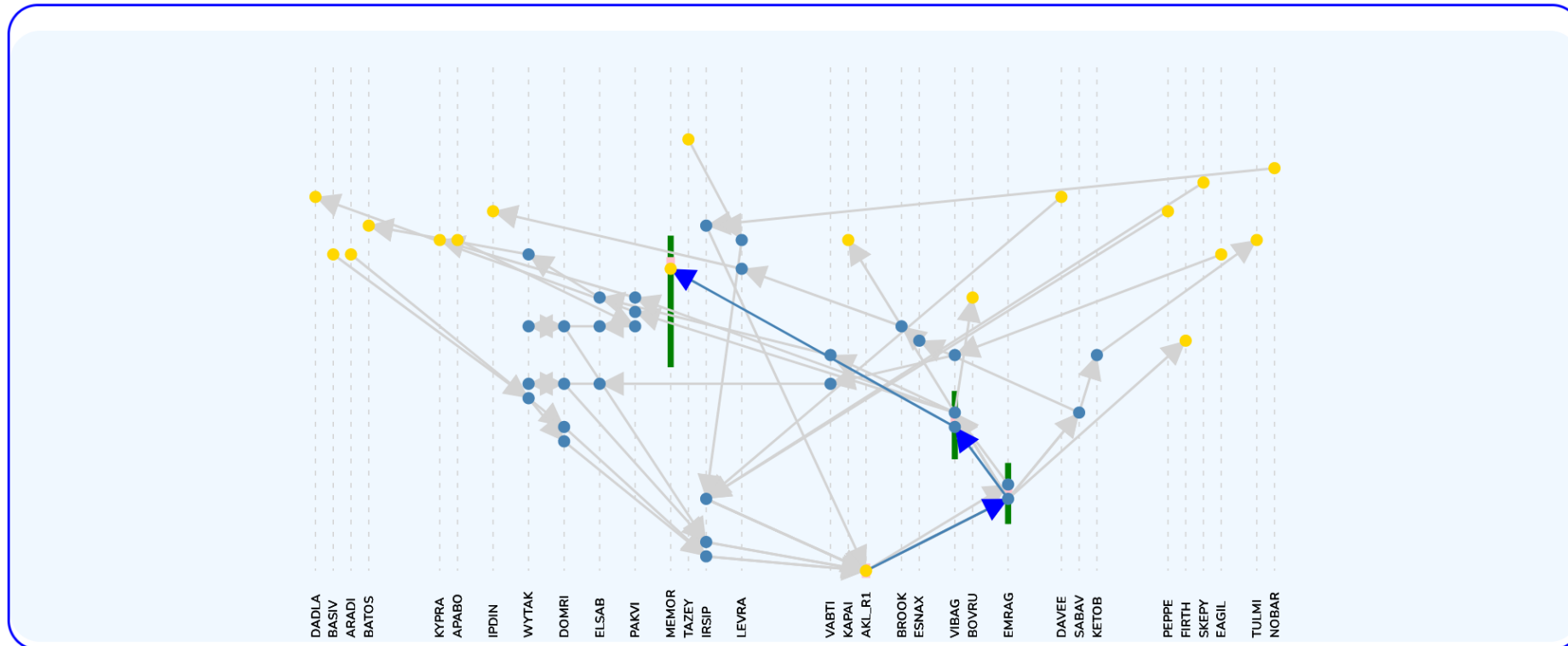
EMRAG to MEMOR

37%

Fuel Cost Score



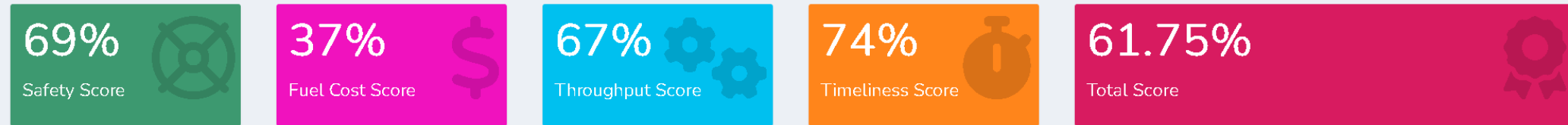
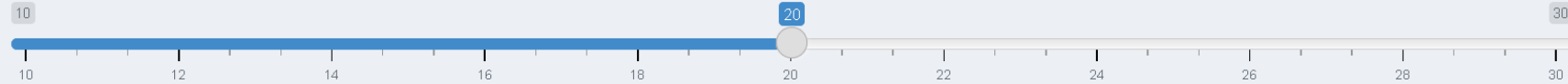
Edit Flight Level Crossings



Tradeoff Throughput with Timeliness

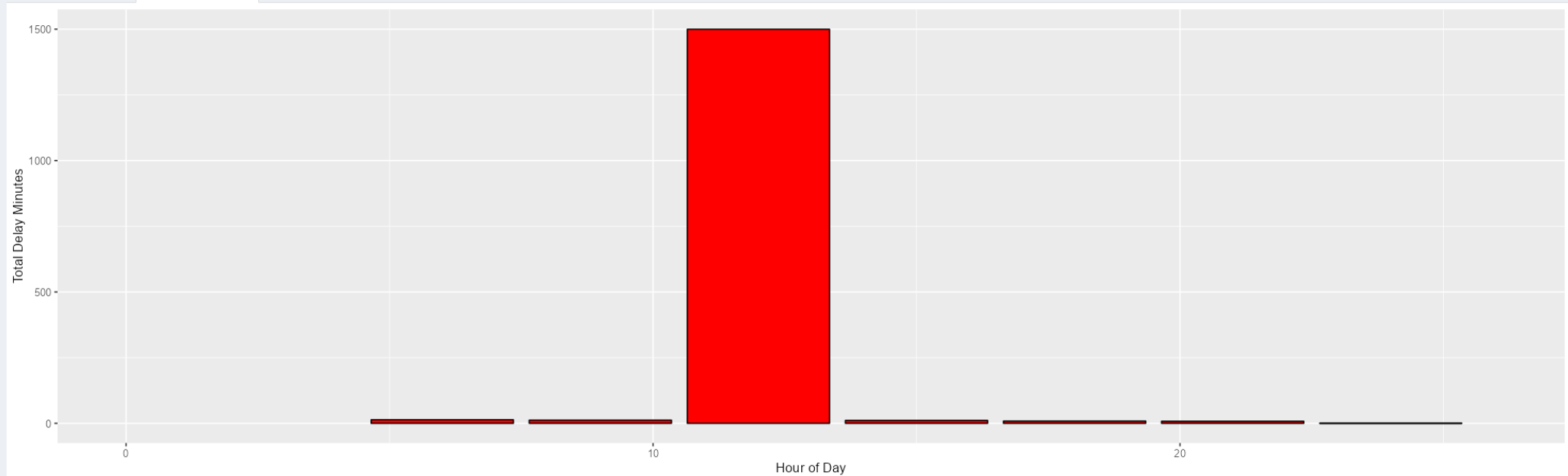
Airspace Throughput and Score

Select flight acceptance rate (flights per hour):

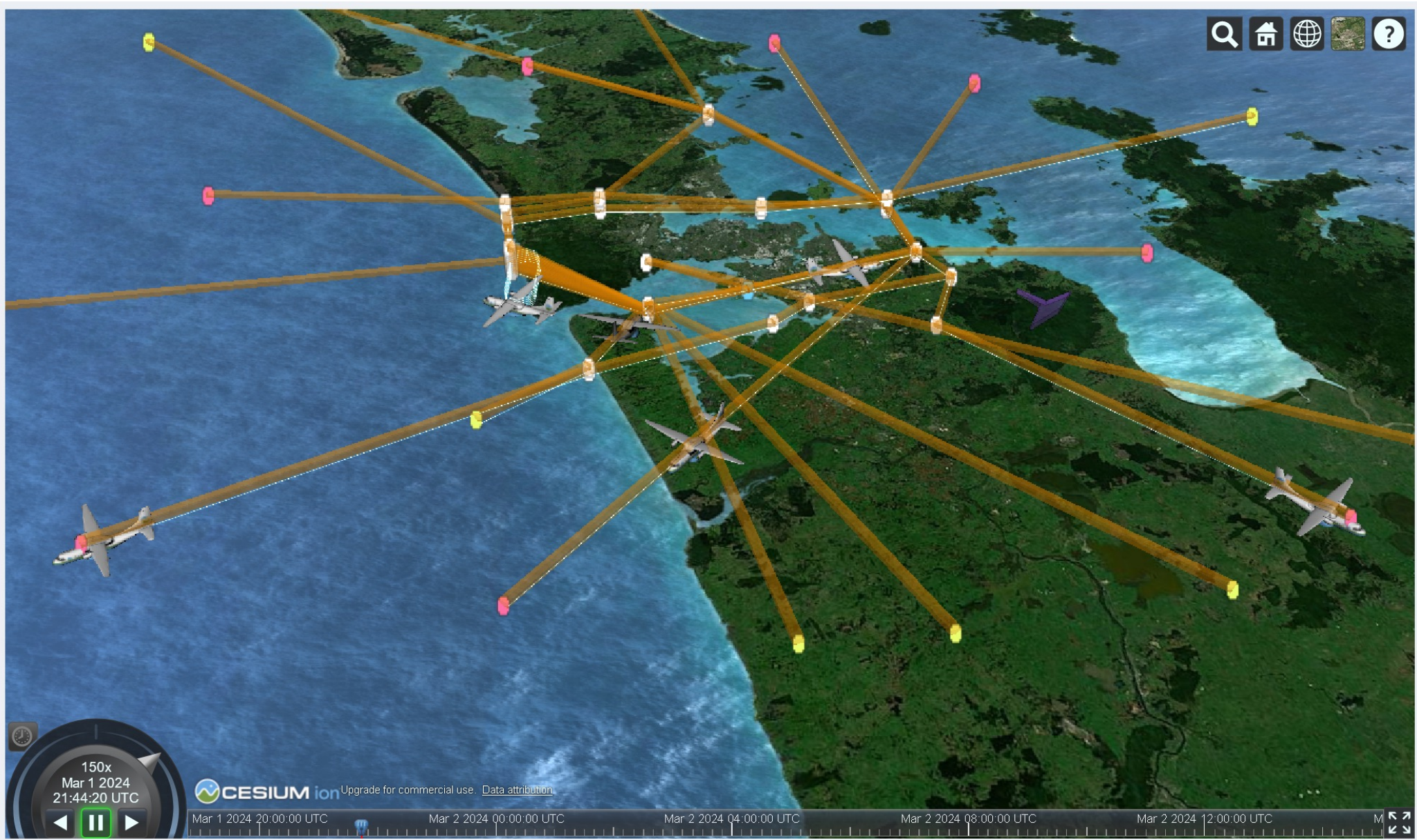


Throughput

Delay Time



View 3D Cesium Animation





Thank You



Aviation
Studies Institute

