



Efficient and Equitable Departure Scheduling in Real-Time: New Approaches to Old Problems

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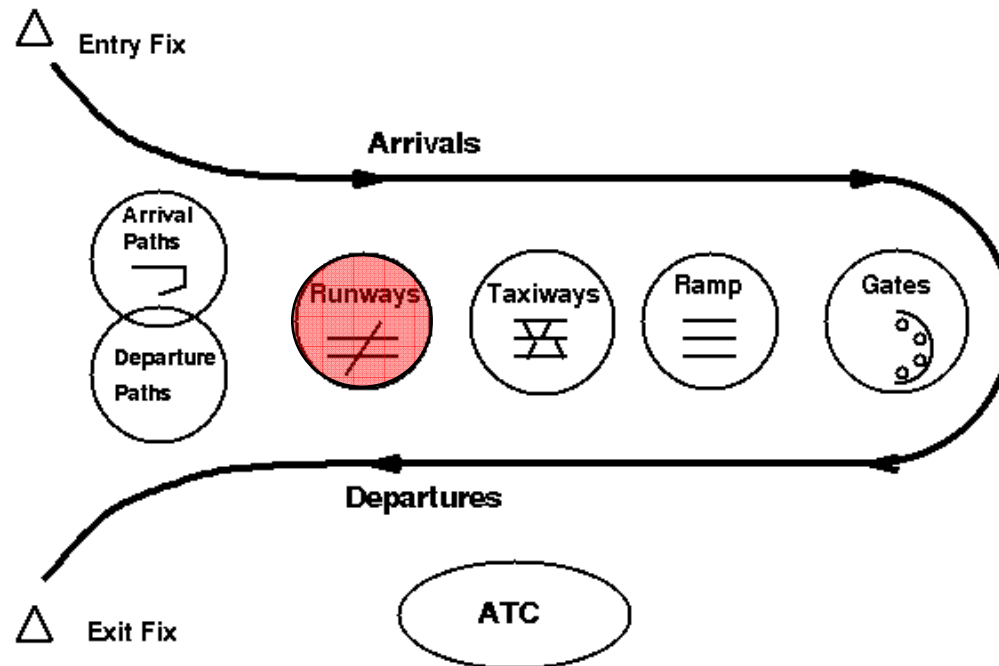
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Motivation: Why schedule runways?

- The runway system is the key constraint in surface operations
- Critical interface between airport surface and airspace: runway operations strongly influenced by downstream constraints (departure flow management, departure fix closures, Ground Delay Programs)





What is a “good” schedule?

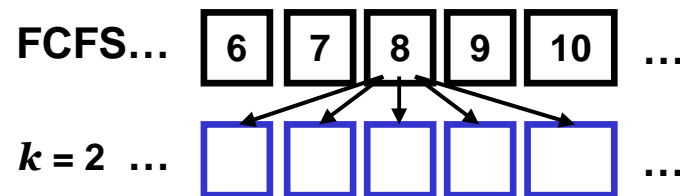
- The real system has many operational constraints
 - Separation requirements for safety
 - Departure fix metering constraints
 - Traffic flow management requirements, etc.
 - Precedence constraints (“aircraft i must depart before aircraft j ”) due to limited overtaking on taxiways, airline bank structures
 - Runway schedules must satisfy operational constraints
 - Equitable treatment of users (airlines)
 - Several potential objective functions
 - Maximum throughput
 - Minimum average delay
 - Minimum sum of aircraft-dependent delay costs
 - Minimum (passenger)-weighted sum of delays
 - Minimum weighted sum of throughput and average delay
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Equitable scheduling: Constrained Position Shifting

- Limits deviation from FCFS or some “nominal” sequence

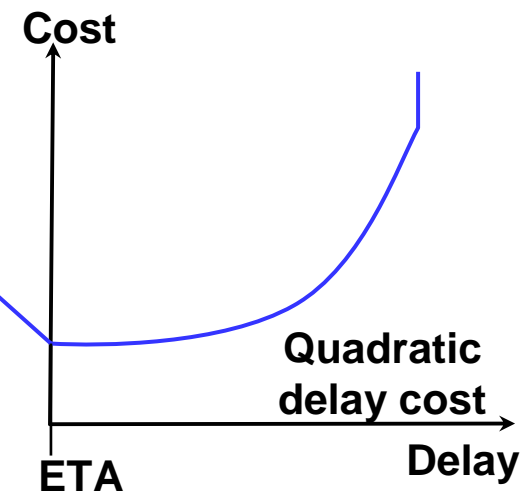
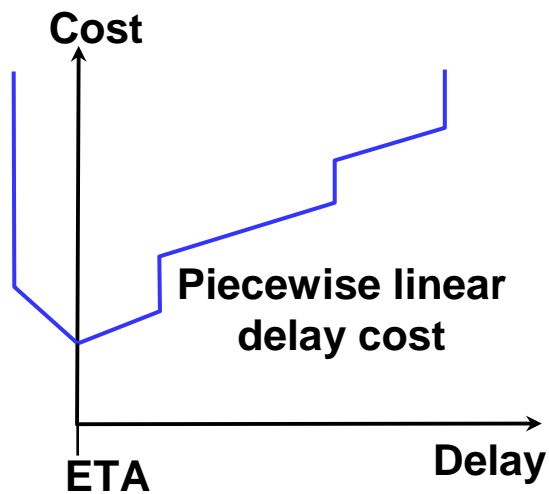
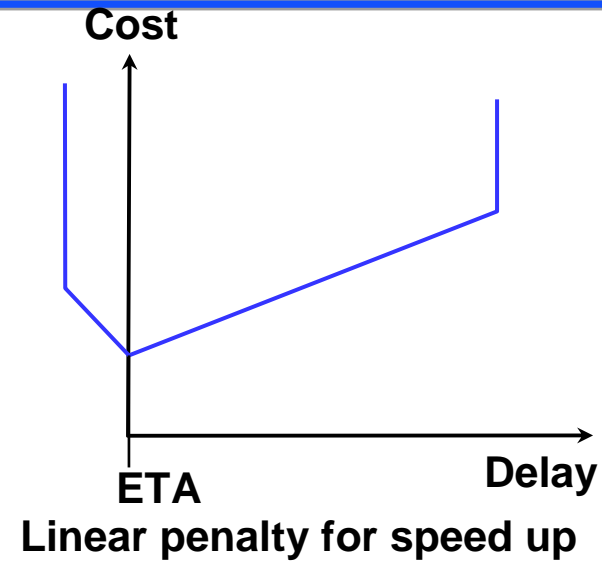
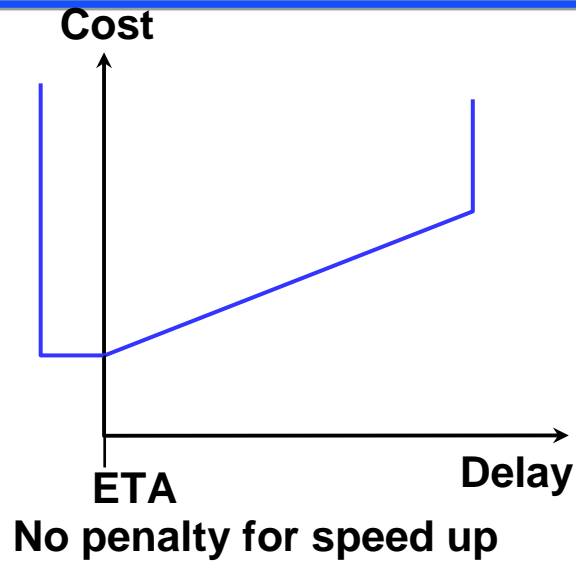
Maximum number of position shifts, k (denoted k -CPS)



- Maintains a sense of fairness
 - Restricted deviation from a nominal or FCFS order
 - Airline perception of equity is maintained
- Easy to implement by controllers
 - Only small, local shifts in position ($k \leq 3$)



Efficiency: Many potential “delay costs”





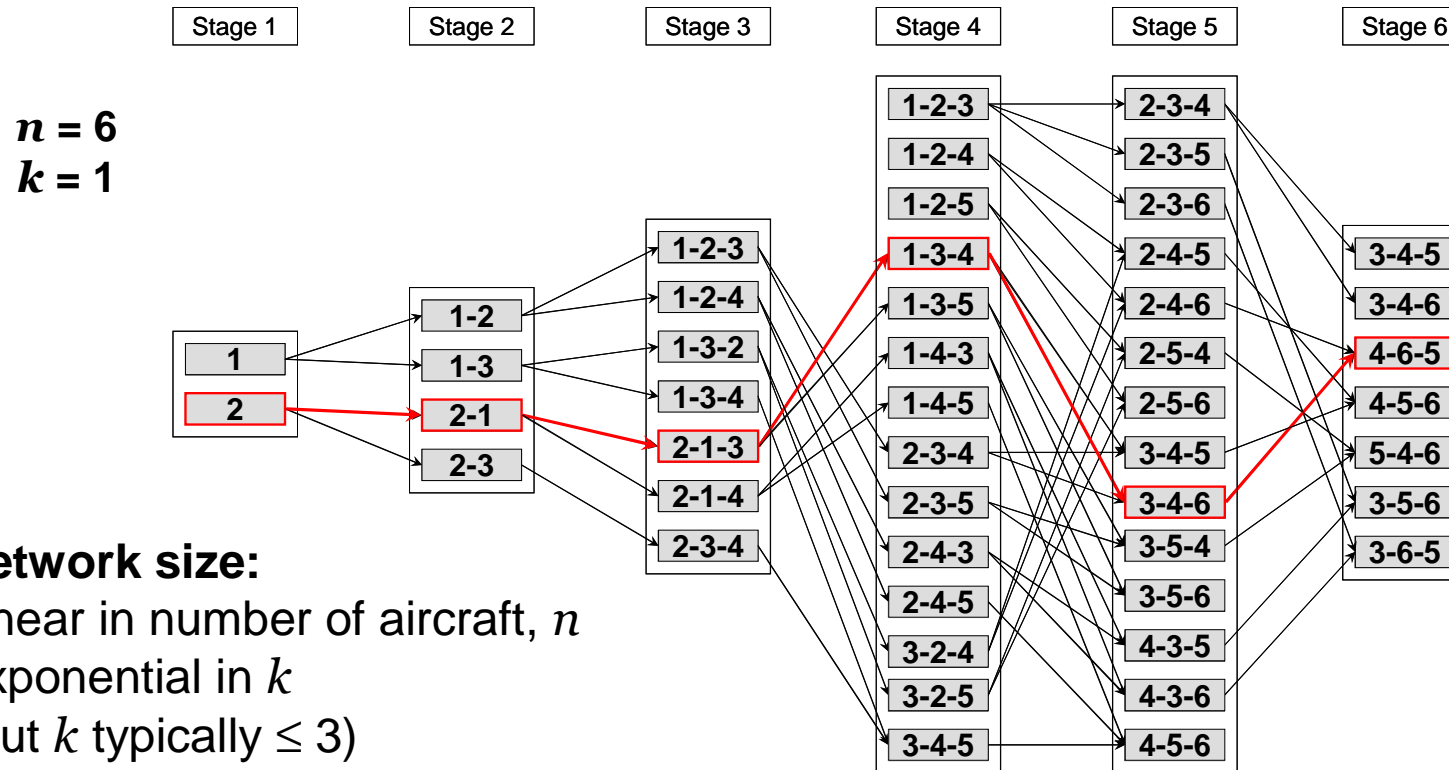
Approaches to departure scheduling

- Different solution approaches have been applied for different objective functions, including
 - Dynamic programming
 - Integer programming
 - Various heuristics
- Scheduling under Constrained Position Shifting (CPS) has been shown to have a solution space that is exponentially large in the number of aircraft in the sequence
 - Scheduling under CPS has been conjectured to have exponential computational complexity
 - We have shown that this is not true!**



A unifying framework for scheduling under CPS

- CPS constraints make the problem *easier* to solve by enabling an efficient representation of the solution space
- All possible sequences are represented as a path in a network





The k -CPS network

- Size (number of nodes and arcs) of the CPS network is **linear in the number of aircraft** and exponential in k
 - Many interesting scheduling problems reduce to a shortest path computation on a variant of the basic k -CPS network, solved by dynamic programming
 - Precedence constraints make the problem *easier* to solve (captured by simply removing certain nodes from the network)
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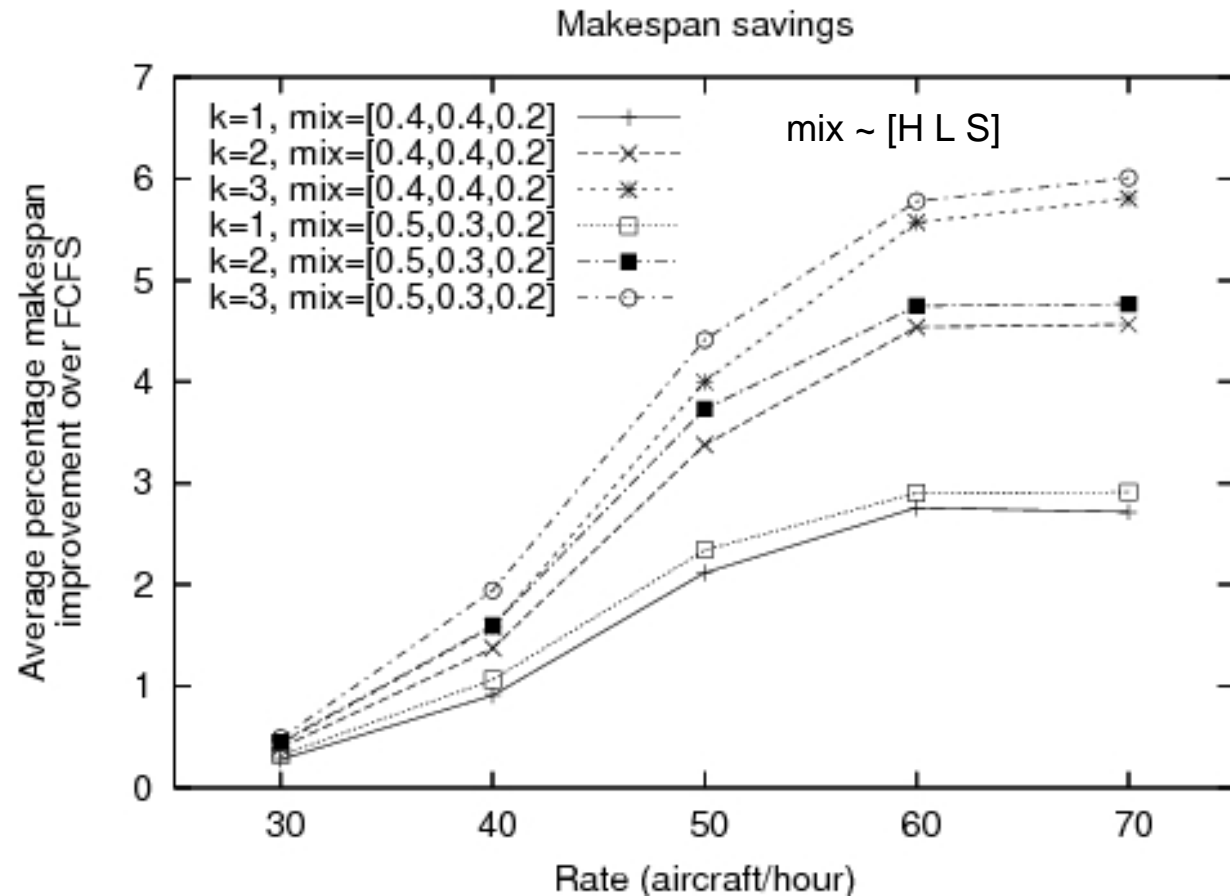
Maximizing Throughput

- Objective: Given a sequence of aircraft, minimize the departure time of the last aircraft in the sequence (makespan)
 - Constraints:
 - CPS
 - Wake-vortex separation requirements
 - Precedence
 - Time windows of possible departure times (not necessarily contiguous)
 - Computational complexity: Linear in number of aircraft
 - Assumes the triangle inequality, *i.e.*, it is sufficient to ensure pairwise separation of successive aircraft in sequence
 - Aircraft i, j, k with minimum separations s_{ij} , s_{jk} and s_{ik}
 - Triangle inequality: $s_{ij} + s_{jk} \geq s_{ik}$
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Monte Carlo Simulations

- Benefit depends on heterogeneity of aircraft types
- 3-CPS beneficial only for high rates
- Marginal benefit decreases as number of position shifts increases





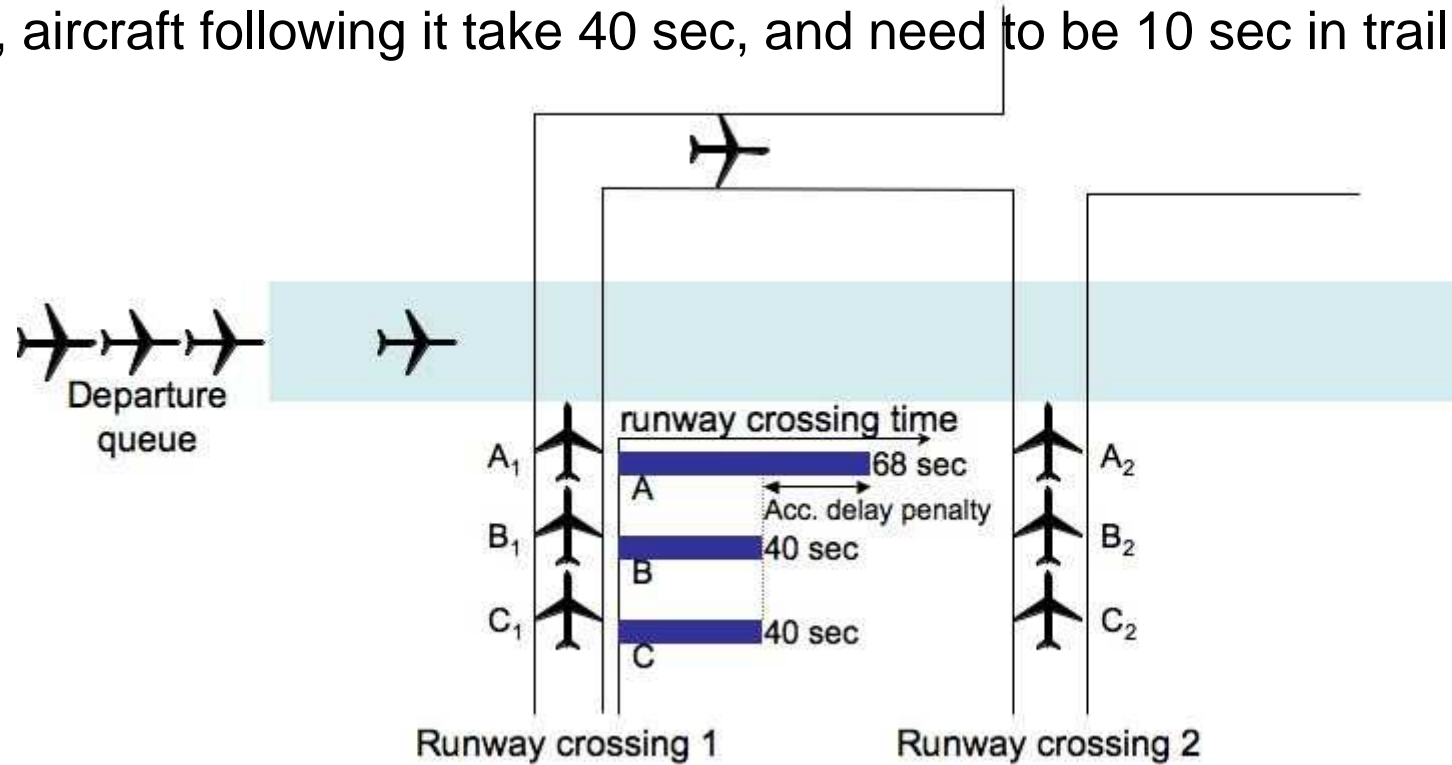
Weighted sum of departure times

- Special cases: Average delay, weighted sum of average delay and throughput, weighted sum of delay costs
 - Objective: Minimize a weighted sum of departure times
 - Constraints:
 - CPS
 - Wake-vortex separation requirements
 - Precedence
 - Arrival time windows
 - Computational complexity:
 - Approach 1: Quadratic in number of aircraft
 - Approach 2: Linear in number of aircraft and quadratic in length of planning period
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Active runway crossings

- Arriving (or departing) aircraft may need to cross an active runway to reach their gates (or departure queue)
- First aircraft to cross after a departure takes 68 sec (acceleration delay penalty), aircraft following it take 40 sec, and need to be 10 sec in trail





Active runway crossings

- Assume each crossing stream maintains FCFS
 - Objective: Minimize time to complete operations, or weighted sum of landing times in the presence of runway crossings
 - Constraints:
 - CPS for departure stream
 - Wake-vortex separation requirements
 - Precedence in departure and crossing streams
 - Maximum wait time restriction on crossing streams
 - Complexity: (Complexity of problem without crossings) $\times c \cdot n_1^{(2c+1)}$
(number of aircraft in the largest runway crossing stream, n_1 and number of crossing streams, c are both typically small)
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Runway crossing example

- Departure stream $n=6$, $k=1$ with optimal schedule (no crossings)

Aircraft	2	1	3	4	5	6
Time (sec)	0	60	150	270	330	390

- Two runway crossing aircraft A and B arrive and must cross in the intervals $[160,340]$ and $[200,480]$, insufficient spacing in current schedule to accommodate crossings

ROT of departures: 55 sec

First aircraft to cross after a departure takes 68 sec (acceleration delay penalty), aircraft following it take 40 sec, and need to be 10 sec in trail

- Naïve solution

Aircraft	2	1	3	A	4	5	6	B
Time	0	60	150	205	273	333	393	448

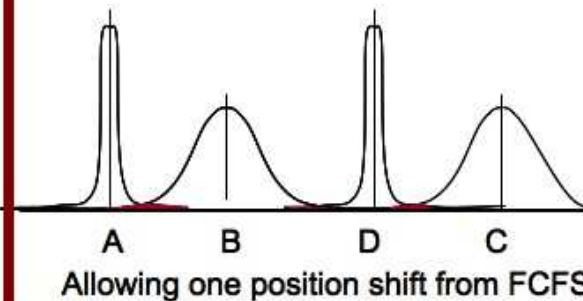
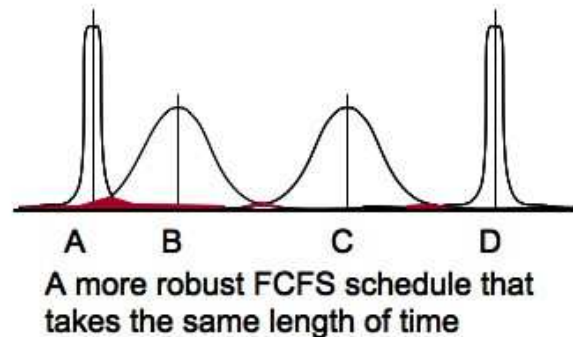
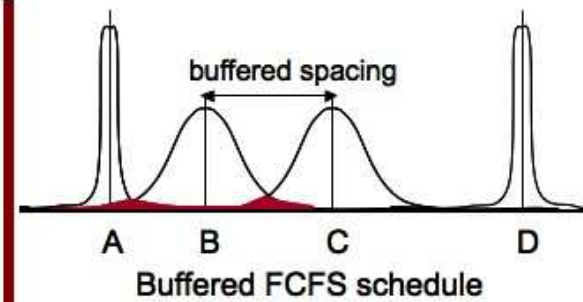
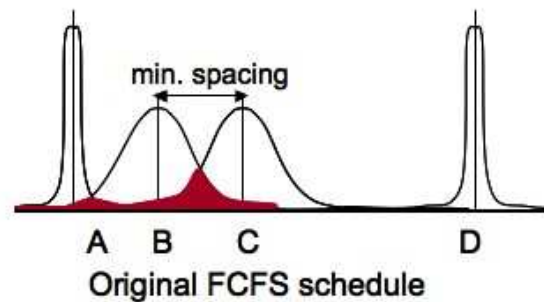
- Optimal solution

Aircraft	2	1	3	A	B	4	5	6
Time	0	60	150	205	243	283	343	403



Robust runway scheduling

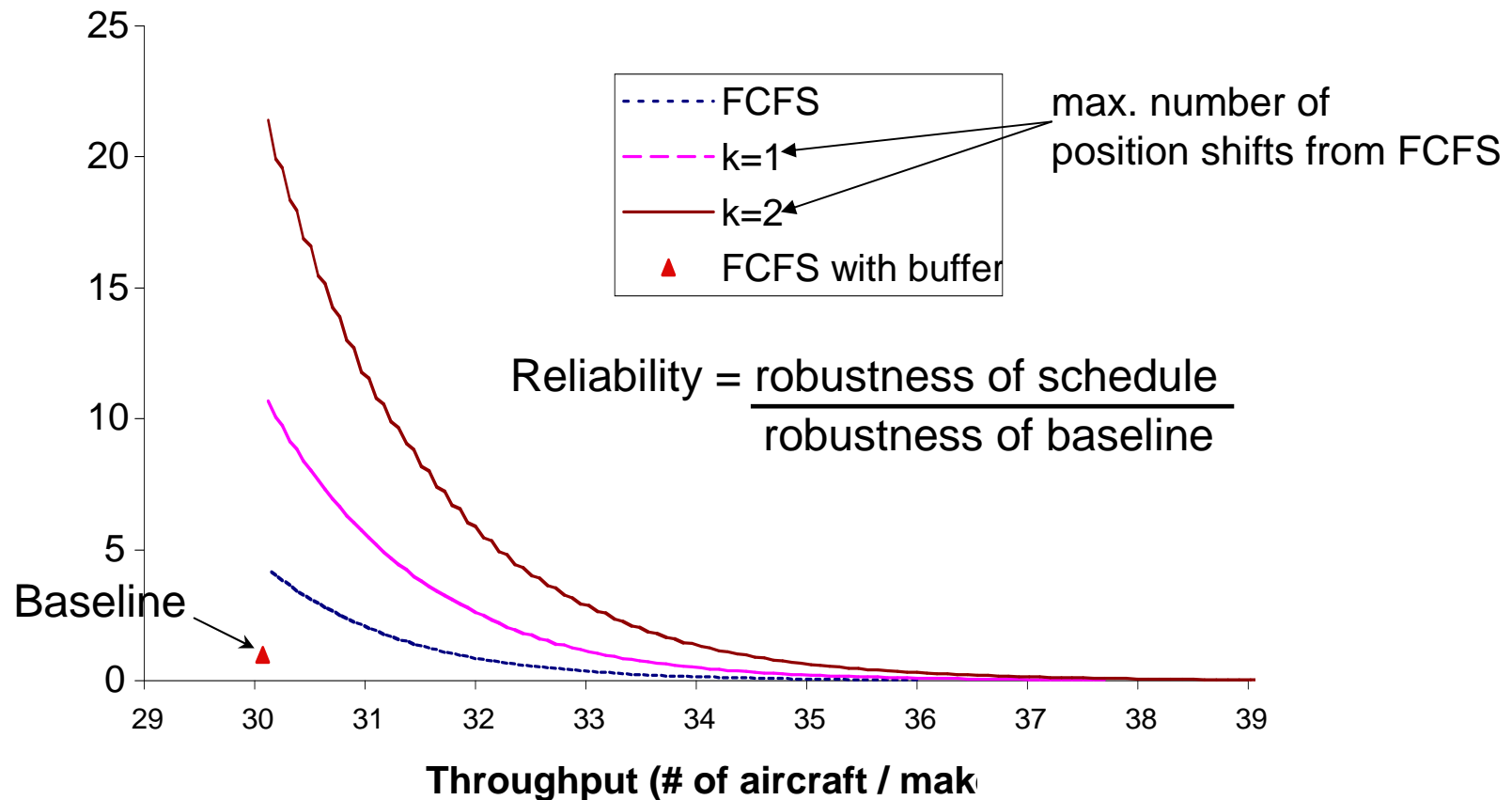
- Aircraft cannot exactly confirm to runway schedules due to uncertainty in taxi times and pushback times
- Different aircraft could have different levels of uncertainty due to precision taxiing, equipage, etc.





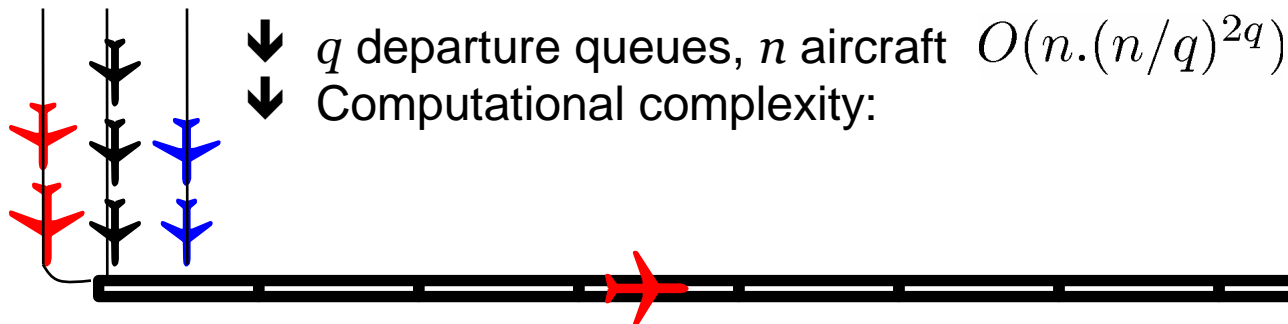
Robust runway scheduling

- Objective is to compute the trade-off between the throughput and robustness (likelihood that the separation requirements are violated)



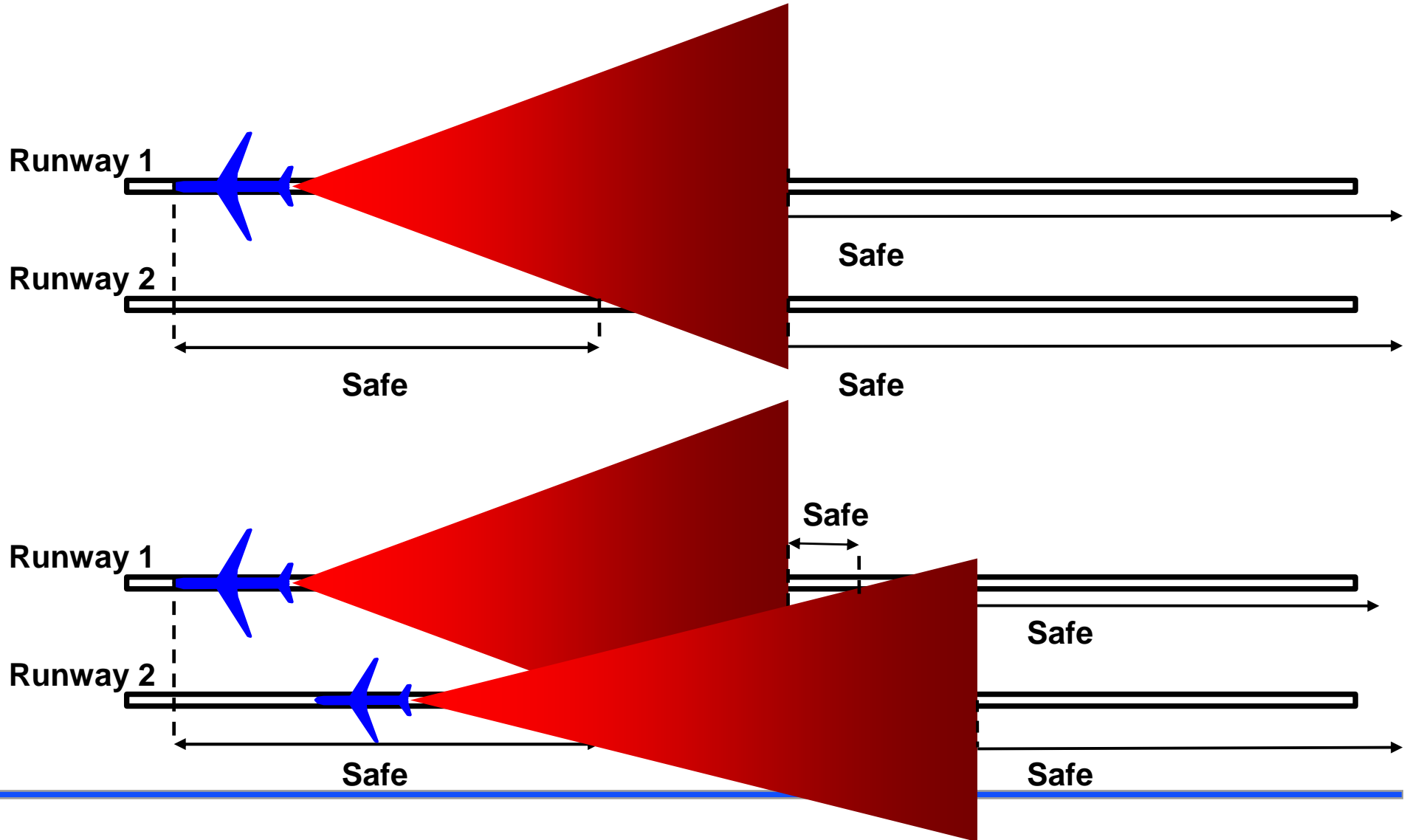
Extensions

- If **triangle inequality is violated**, problem becomes harder to solve
 - Modified network is larger, and its size depends on planning horizon
 - Can handle all previous constraints
 - E.g., downstream Miles-in-Trail constraints, multiple dependent runways
- **Multiple runways**
 - Can handle departures with pre-assigned runways, runway balancing, and scheduling in Closely Spaced Parallel Runways (CSPRs)
 - Computationally more intensive (still linear in number of aircraft but polynomial in the length of planning horizon)
- Multiple departure runway queues (**departure staging areas**)





Arrival side: Closely Spaced Parallel Approaches





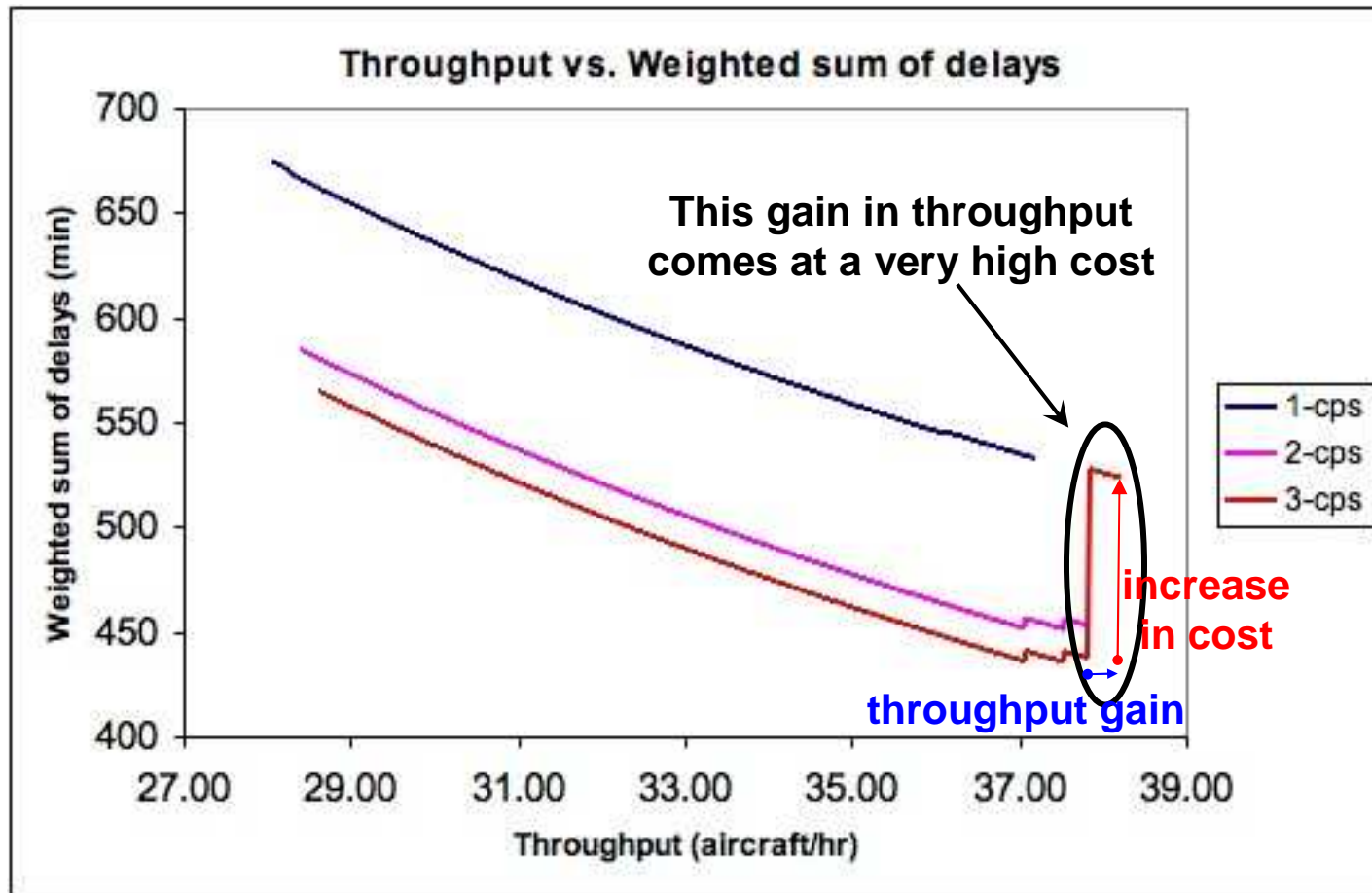
Advantages of this common framework

- Having a computationally efficient framework (CPS network) for solving departure scheduling problems enables real-time implementations
 - CPS framework can handle a variety of objective functions enables tradeoff studies, such as
 - Tradeoffs between robustness and throughput
 - Tradeoffs between average delay and throughput
 - Tradeoffs between weighted sum of delays and throughput
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Tradeoffs between throughput and weighted sum of delays

Randomly generated sequence, 40% Heavy, 40% Large, 20% Small
Delay costs of Heavy and Large are 9 x (Delay cost of Small aircraft)





Summary

- Developed the Constrained Position Shifting (CPS) framework for departure scheduling that can optimize a wide range of objective functions
 - Enables efficient and equitable departure scheduling
 - Computationally efficient solution is amenable to real-time departure planning
 - Single framework for different variants of departure scheduling problem also enables tradeoff studies between different metrics
 - Robustness vs. throughput
 - Fuel burn (emissions) vs. throughput
 - Framework also extends to arrival scheduling, including Closely Spaced Parallel Approaches
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