

# Dynamic Demand-Capacity Balancing Using Constraint-Based Local Search

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# Outline

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Objective &  
Motivation

**1 Objective & Motivation**

Model

**2 Model**

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**3 Experiments**

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**4 Conclusion**



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# Objective & Motivation

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- Tactical planning, in quasi-real-time,
- for the entire European airspace,

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# Objective & Motivation

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- necessary for future flight volumes:

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# Objective & Motivation

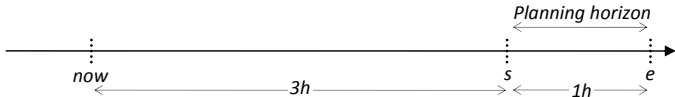
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- minimise the total ground-holding  
(e.g., by maximum 120 minutes per flight),



# Objective & Motivation

- Tactical planning, in quasi-real-time,
- for the entire European airspace,
- necessary for future flight volumes:
- minimise the total ground-holding (e.g., by maximum 120 minutes per flight),
- such that all the capacity constraints are satisfied,
- within a rolling horizon (of, e.g., one hour) that starts, e.g., three hours from now:



- Ideally: also balance demands on portions of airspace.



# European ATM at Present

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- Flight **planning** is done globally, at the strategic and tactical levels:
  - at the Central Flow Management Unit (CFMU),
  - but without achieving optimal global flow, and under almost certainly incorrect data estimates.



# European ATM at Present

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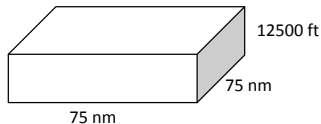
Conclusion

- Flight **planning** is done globally, at the strategic and tactical levels:
  - at the Central Flow Management Unit (CFMU),
  - but without achieving optimal global flow, and under almost certainly incorrect data estimates.
- Flight **control** is done locally, at the operational level:
  - at regional air-traffic control centres (ATCCs),
  - but without a global view when **re-planning** flights, even though much more precise data are available.



# European ATM in the Future?

- Year 2030: 50,000 flights/day (now: 30,000 flights/day)
- The airspace might be partitioned into a 3D-grid of same-sized box-shaped cells (as building blocks for a new sectorisation), e.g.,  $75 \text{ nm} \times 75 \text{ nm} \times 12500 \text{ ft}$ :
  - 4 layers
  - 4,600 cells
  - 700,000 cell entries per day





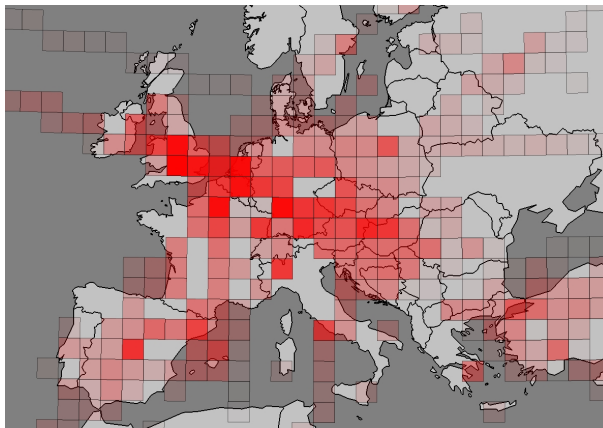
# 3D Cells over Europe

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European  
airspace  
divided into  
cells



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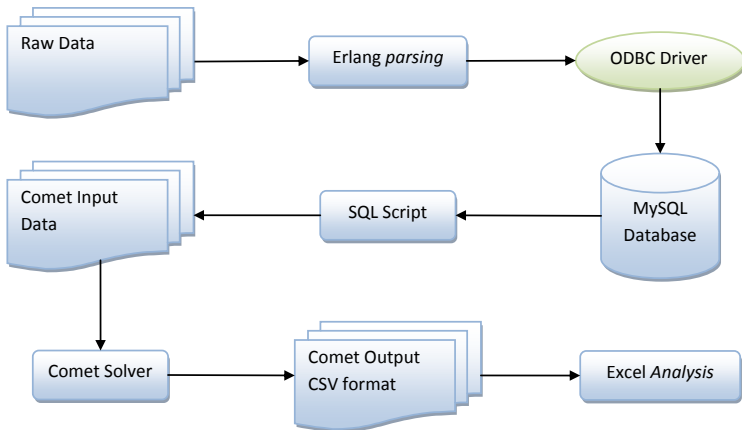
# Dataflow

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# Sliding Windows

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- **Capacity** = max number of entering flights per hour.
- **Constraints:** at any given moment,  
no capacity is exceeded within the last hour.



# Sliding Windows

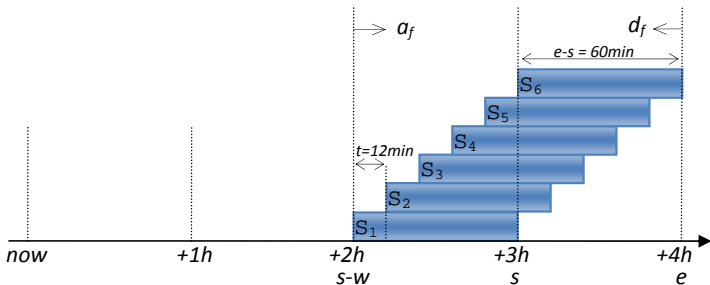
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- **Capacity** = max number of entering flights per hour.
- Constraints: at any given moment, no capacity is exceeded within the last hour.
- In practice, we sample every  $t$  minutes, e.g.,  $t = 12$ :





# Variables, Constraints, and Objective

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- **Decision variables:**  
for each non-airborne flight:  
a ground-holding delay within 0 . . . 120 minutes.



# Variables, Constraints, and Objective

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for each non-airborne flight:  
a ground-holding delay within 0 . . . 120 minutes.
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for each cell and each sliding window:  
 $\# \text{ airborne flights} + \# \text{ re-planned flights} \leq \text{cell capacity}.$



# Variables, Constraints, and Objective

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- **Decision variables:**  
for each non-airborne flight:  
a ground-holding delay within 0 . . . 120 minutes.
- **Constraints:**  
for each cell and each sliding window:  
# airborne flights + # re-planned flights  $\leq$  cell capacity.
- **Objective function**, to be minimised:  
$$\alpha \cdot \text{sum}(\text{all delays}) + \beta \cdot \text{violations}(\text{all constraints})$$
where  $\alpha$  and  $\beta$  are weights.



# Typical Problem Instance

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Horizon 9 to 10 pm, for a projected data-set of year 2030:

- Decision variables: 4,295 (= # non-airborne flights)
- Relevant cells: 2,294
- Cell entries: 51,879
- Constraints: 1,936



# Three-State Heuristic

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- State 1, initially:
  - Select a **delay** based on a probability function.
  - Select a **flight** (that achieves the largest decrease in violations) for the selected delay.



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- State 2, when violations drop below a threshold:
  - Select the most violating **flight**.
  - Select a **delay** (that achieves the largest decrease in violations) for the selected flight.
- State 3, when violations drop below a lower threshold (very close to satisfaction):
  - Select a (**flight, delay**) pair (that achieves the largest decrease in violations).



# State 1 of Heuristic

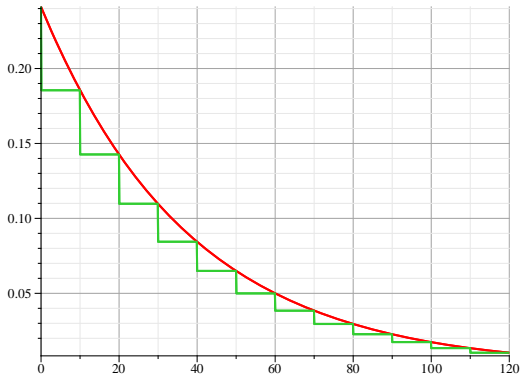
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Select a delay based on a probability function:



Longer delays are less likely than shorter delays.



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# Platform

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- Constraint solver: local-search back-end of **Comet** (available at [www.dynadec.com](http://www.dynadec.com)), which offers a very-high-level language for modelling the constraints and programming search (meta-)heuristics.
- Operating system: Linux Ubuntu 9.04 (32-bit).
- CPU: Intel Core 2 Duo T7300 2GHz, 2MB cache.
- Memory: 4GB (only 2GB available to Comet).



# Planned Cell Demands (Layer 3)

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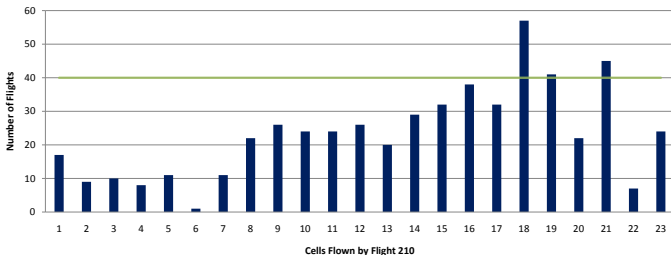
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- Before optimisation, for the 9–10 pm horizon, in layer 3:

|        | Mean | Std Dev | Max |
|--------|------|---------|-----|
| before | 15.7 | 24.6    | 166 |
|        |      |         |     |

- For instance (when all cells have capacity 40):



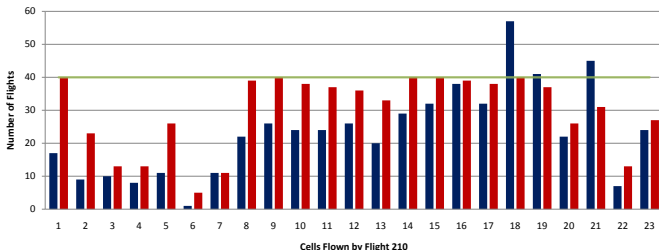


# Optimised Cell Demands (Layer 3)

- After optimisation, for the 9–10 pm horizon, in layer 3:

|        | Mean | Std Dev | Max |
|--------|------|---------|-----|
| before | 15.7 | 24.6    | 166 |
| after  | 11.0 | 12.0    | 40  |

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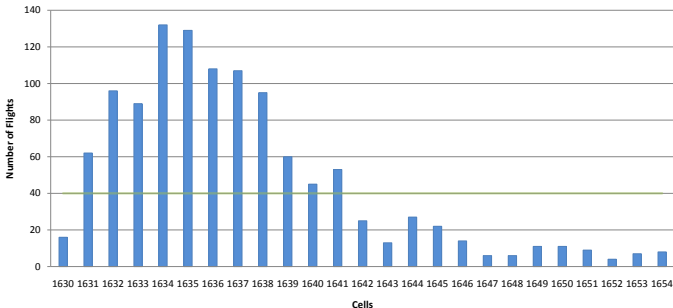


# Planned Cell Demands (All Layers)

- Before optimisation, for the 9–10 pm horizon, all layers:

|        | Mean | Std Dev | Max |
|--------|------|---------|-----|
| before | 12.4 | 22.4    | 235 |
|        |      |         |     |

- For instance (when all cells have capacity 40):



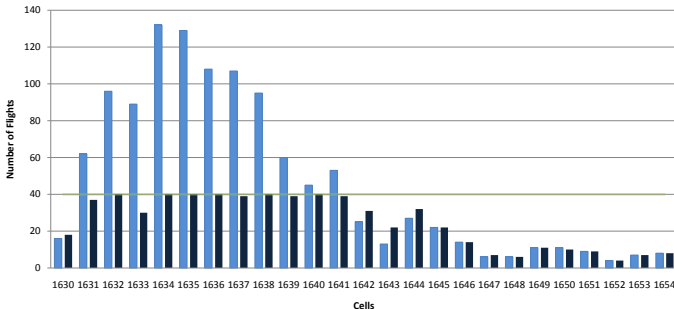


# Optimised Cell Demands (All Layers)

- After optimisation, for the 9–10 pm horizon, all layers:

|        | Mean | Std Dev | Max |
|--------|------|---------|-----|
| before | 12.4 | 22.4    | 235 |
| after  | 8.4  | 10.4    | 40  |

- For instance (when all cells have capacity 40):





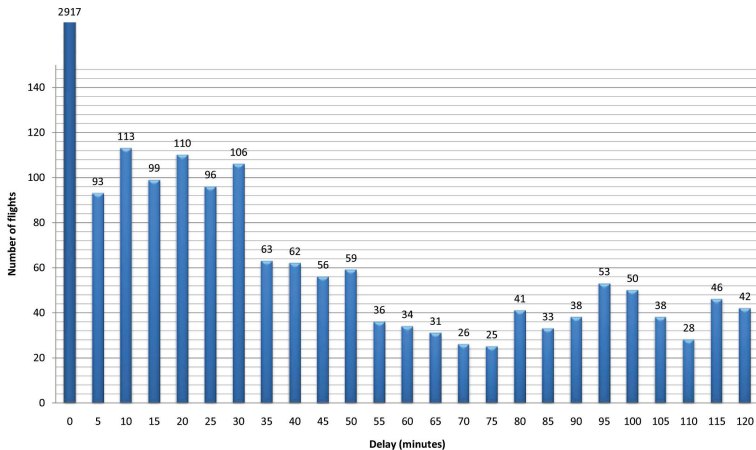
# Distribution of Delays

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# More Results

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- All the capacity constraints can be satisfied.
- By-product:  
standard deviation of cell demands shrinks significantly.
- Quasi-real-time performance.

| Horizon   | Run-time | # Waiting | # Airborne |
|-----------|----------|-----------|------------|
| 9 – 10 pm | 140 sec  | 4,295     | 463        |
| 5 – 6 pm  | 620 sec  | 8,806     | 811        |

| Horizon   | Total Delay | Avg Delay | Demand Dev |
|-----------|-------------|-----------|------------|
| 9 – 10 pm | 65,457 min  | 13.76 min | -35%       |
| 5 – 6 pm  | 246,267 min | 25.61 min | -43%       |



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# Summary and Future Work

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- Constraint programming can be used to model and solve large ATM problem instances efficiently.

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- Constraint programming can be used to model and solve large ATM problem instances efficiently.
- Extensions:
  - Increase realism by adding extra constraints.
  - Enforce a notion of first-scheduled-first-served.
  - Enforce *load* constraints ( $\rightarrow$  less total delay)  
(**load** = max number of flights simultaneously present).
  - Vertical re-routing of flights along the planned 2D route.



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  - Vertical re-routing of flights along the planned 2D route.
- Need for a tight integration of planning and control!  
(Witness huge capacity violations in CFMU plans, and witness our unacceptably high average delays.)
- Need for a dynamic adjustment of capacity to demand, rather than of demand to capacity?



# Acknowledgements

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