

AIRLINE PLANNING ALGORITHM

Oleguer Canal - Fernando Garcia - Federico Taschin - Catherine Weldon
KTH - Royal Institute of Technology



Problem 0: IP vs PDDL vs RL

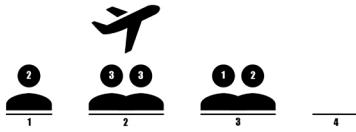


Fig. 1: P0-1

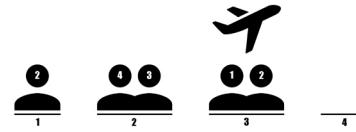


Fig. 2: P0-2



Fig. 3: P0-3

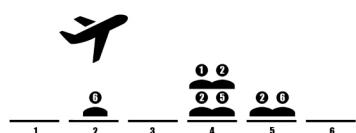


Fig. 4: P0-4

Tab. 1: Score (people dest. - flight cost)

Score	IP	PDDL	RI
P0-1	1	2	2
P0-2	0	1	1
P0-3	1	1	1
P0-4	N/A	1	1

Tab. 2: Iterations

Iterations	IP	PDDL	RI
P0-1	1794	11647	6
P0-2	45	46349	8
P0-3	1422	544	16
P0-4	Constrain Limit	11872177	37

Problem 1: PDDL vs RL



Fig. 5: P1-1

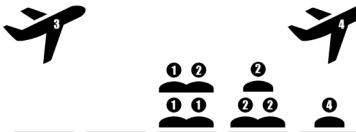


Fig. 6: P1-2

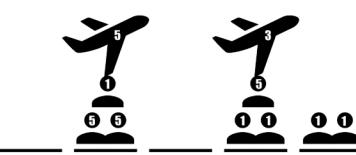


Fig. 7: P1-3



Fig. 8: P1-4

Tab. 3: Score (people dest. - flight cost)

Score	PDDL	RL
P1-1	-1	0
P1-2	3 (with grouping)	2
P1-3	5 (with grouping)	3
P1-4	OutOfMemory	0

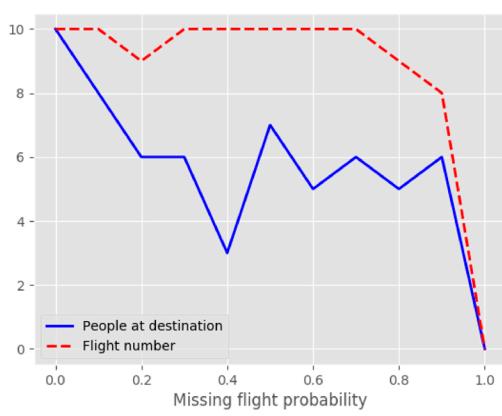
Tab. 4: Iterations

Score	PDDL	RL
P1-1	16816	5087
P1-2	118215	3997
P1-3	2189489	9185
P1-4	OutOfMemory	7555

Note: This experiment has also been done employing distance between cities.

Problem 2: RL

Stochastic effect



We added a probability of a person missing a flight. Results show:

- With low missing probabilities, the RL agent is able to perform at the same level.
- With middle range probabilities, the agent continues doing the same number of flights, though bringing less passengers.
- With high probabilities, the agent realizes its better not to move any plane.

Fig. 9: P1-1