Reminder: Preprocessing of the **Trajectory Data**

Tobias Stollenwerk¹, Bryan O'Gorman², Salvatore Mandrà², Davide Venturelli². Eleanor G. Rieffel²





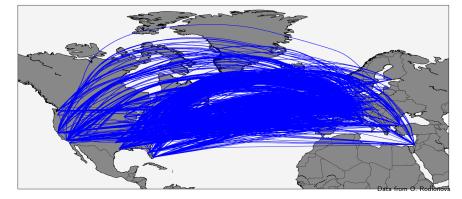
Knowledge for Tomorrow

¹German Aerospace Center (DLR)

²NASA QuAIL

Wind-Optimal Trajectories

• 984 transatlantic flights on a single day







Optimization Problem Formulation

Variables

• Departure delays d_i for each flight i



 Maneuver of flight i to avoid conflict k introduce delay dik



Cost function contribution

Total delay:
$$C = \sum_i d_i + \sum_{ik} d_{ik}$$





Optimization Problem Formulation - Simplifications

• Only pairwise conflicts



· Conflict avoiding maneuvers impact only on delay.

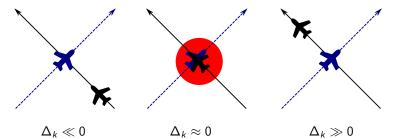




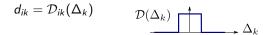


Conflict Avoidance - Arrival Times

• Difference of arrival times at the conflict between flights i and j, $\Delta_k = T_{ik} - T_{ik}$



• Delay resulting from conflict avoidance is function of $\Delta_k = T_{ik} - T_{jk}$:

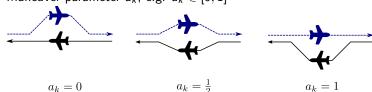




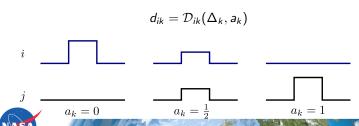


Conflict Avoidance - Maneuver Parameter

• Maneuver parameter a_k , e.g. $a_k \in [0,1]$



• Delay resulting from conflict avoidance depends on maneuver:





Optimization Problem Formulation

Arrival time of flight i at conflict k is delayed by preceding conflicts

$$T_{ik} = t_{ik} + d_i + \sum_{p \le k} d_{ip}$$
 t_{ik} : Wind-optimal arrival time

Optimization problem

$$\underset{d_i,d_{ik},a_k}{\mathsf{minimize}} \ \sum_i d_i + \sum_{ik} \mathcal{D}_{ik}(\Delta_k,a_k)$$

subject to
$$\Delta_k = t_{ik} + d_i + \sum_{p < k} d_{ip} - t_{jk} - d_j - \sum_{q < k} d_{jq}$$
 $d_{ik} = \mathcal{D}_{ik}(\Delta_k, a_k)$





Simplification: Delay-Only Model

Optimization problem

$$\underset{d_i}{\mathsf{minimize}} \; \sum_i d_i$$

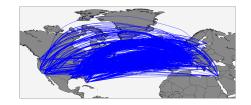
subject to
$$|t_{ik} + d_i - t_{jk} - d_i| < 3$$
 minutes $\forall k$





Precalculating Conflicts

Given the trajectories of all flights *i*



 \Rightarrow How to calculate the *potential* conflicts k?

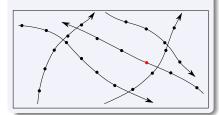




• Spatial conflict, if trajectory points are close (30 NM) to each other.

Brute force algorithm

• Check distance between nearly **all** trajectory points



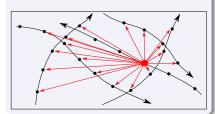




• Spatial conflict, if trajectory points are close (30 NM) to each other.

Brute force algorithm

• Check distance between nearly **all** trajectory points



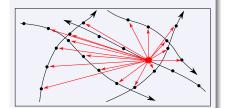




• Spatial conflict, if trajectory points are close (30 NM) to each other.

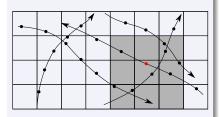
Brute force algorithm

 Check distance between nearly all trajectory points



Coarse grid algorithm

Map trajectory points to coarse grid



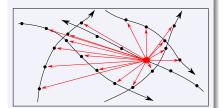




• Spatial conflict, if trajectory points are close (30 NM) to each other.

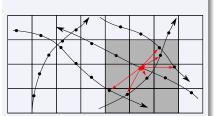
Brute force algorithm

 Check distance between nearly all trajectory points



Coarse grid algorithm

Map trajectory points to coarse grid



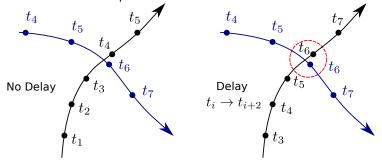
 Check distance only with neighboring cells





Potential Conflicts

· Potential conflict: Spatial conflict which can become real conflict



Spatial Conflict

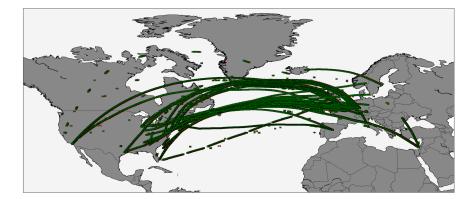
Real Conflict

• First step: Potential conflict, if difference in wind-optimal arrival times $t_{ik} - t_{jk} < 2$ hours.



Potential Conflicts

• How to reduce the huge number of potential conflicts: 6,609,623?



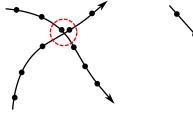




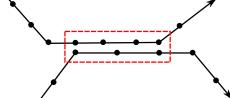
Potential Conflicts - Classification

Reduce the vast number of potential conflicts by categorizing:

- Point Conflict: Isolated in time $N_{point}=265$
- Parallel conflict: Point conflicts consecutive in time $N_{\text{parallel}} = 20867$
- Reduction of 99.7%







Parallel Conflict

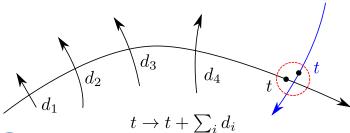




Potential Conflicts - Reduction

Self-consistent algorithm:

- · For each flight, order conflicts in time
- · For each potential conflict, calculate the maximal delay of both flights
- Remove potential conflicts which can not become real conflicts
- Repeat the above steps until convergence (N_{spatial} invariant)







Potential Conflicts - Reduction

