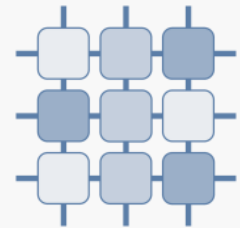


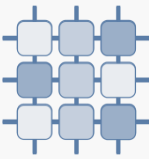
NAS-WIDE SIMULATION OF AIR TRAFFIC WITH ATC BEHAVIOR MODEL



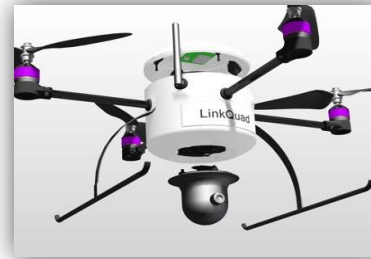
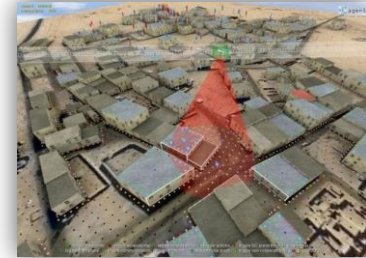
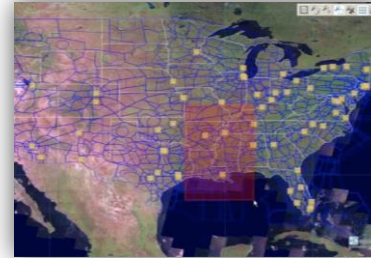
Přemysl Volf



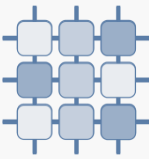
Agent Technology Center
Department of Computer Science
Czech Technical University in Prague
<http://agents.cz>



- ▶ Size: 35 researchers, PhD/MSc students & CTU faculty members
- ▶ Objective: fundamental/applied research, empirical evaluation & tech transfer
- ▶ Core competences:
 - » multiagent modeling and simulation
 - » multiagent planning and coordination
 - » multiagent data analysis
 - » adversarial reasoning & game theory
- ▶ Application domains:
 - » air traffic, ground transportation
 - » cyber security, privacy, steganalysis
 - » UAV robotics, ground robotics
 - » physical security (maritime)

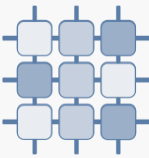


AgentFly Introduction



- ▶ AgentFly is a complex multi-agent system developed as a result of multiple research activities since 2006
- ▶ Funded by the US Air Force, FAA (NextGen), US Army, ONR, Czech Government
- ▶ Cooperation with other universities
 - » Drexel (US, Philadelphia), Bradley (US, Peoria), Linkoping (Sweden), TU Dresden (Germany)
- ▶ Industrial cooperation
 - » NASA (US), BAE Systems (UK), SAAB (Sweden), CS SOFT (Czech), DSTO (DoD Australia)





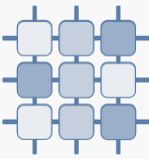
- ▶ Distributed fast-time large-scale air-traffic simulation platform
 - » Civil piloted air-traffic
 - » Various UAS (RPAS) models

- ▶ Simulation of air-space environment, airplane physics and human operators

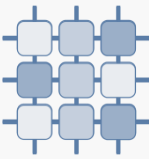
- ▶ Enable to study global effects using micro actors / actions
 - » Modeling individual airplanes up to thrust, drag and lift forces
 - » Modeling air traffic controllers using atomic actions (radio communication, keyboard typing)

 - » Simulation of individual airplane including flight envelope and basic pilot actions
 - » Simulation of ATC's behavior to model cognitive load, reaction delays, air traffic control

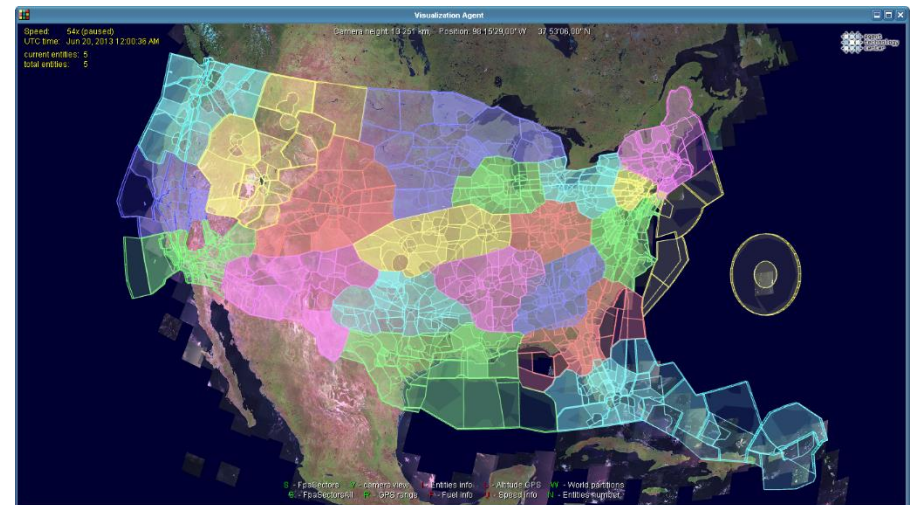
 - » Study of global flow management, interaction between sectors, spreading of changes in non-planned situations



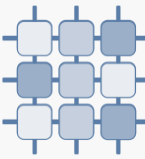
- ▶ Runway-to-Runway simulation of airplanes
 - » BADA performance model and specific models for UAS / RPAS
- ▶ Trajectory planning
 - » Constructed using fixes, routes, and vertical profiles with respect to special use airspaces
- ▶ Simulation of en-route (TMA) sectors using cognitive model of ATC's behavior
- ▶ Integration with other systems
 - » Traffic flow management, real data feed
- ▶ Distributed fast-time large-scale simulation to minimize running time
 - » tens of thousands of airplanes, hundreds of sectors / ATCs
- ▶ Detailed configuration
 - » Fast setup of scenarios, airspace reconfiguration, ATC's behavior, or airplanes trajectories
- ▶ Modularity of the system to easily replace specific components
- ▶ Detailed logging
 - » raw and processed data for further analysis
- ▶ Visualization tools for global overview as well as local state information



- ▶ Flights – definition by flight plan, filed altitude and speed
 - » PDARS, ASDE-X, CMS, FPX
 - » BADA family 3
- ▶ Sector definitions
 - » ERAM, FPA, FAV
- ▶ Fixes, Routes, SID, STAR
 - » ERAM, FPA and similar
- ▶ Special Use Airspaces
 - » ASP
- ▶ Weather
 - » PGB (wind), GRIB (complex data)
- ▶ Airports
 - » Initial internal format



Air Traffic Controller Model



▶ VCAP model (visual, cognitive, auditory, psychomotor)

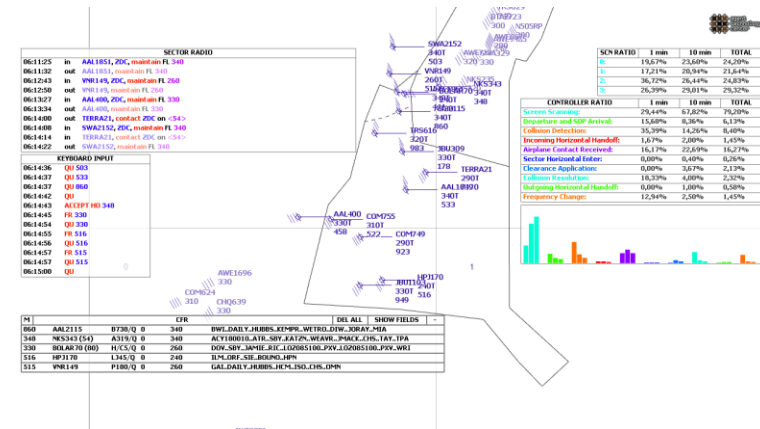
- » Based on Multiple Resource Theory (MRT)
- » Controller duties are modeled as activities (e.g. hand off) composed from actions (e.g. radio)
- » Each action defines which components from VCAP it requires, its duration and priority
- » Action can be performed if its VCAP resources are available

▶ Supported En-route ATC procedures

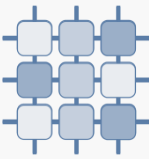
- » Handoff (both lateral and vertical)
- » Conflict detection and resolution (vertical, lateral and speed changes)
- » Application of Standard Operating Procedure (SOP)
- » Point-outs
- » Miles-in-trail
- » Tactical conflict probe

▶ Ghost ATC (unlimited capacity)

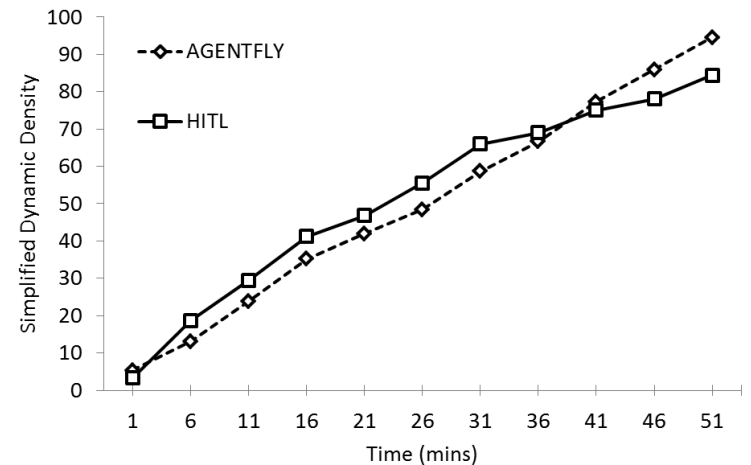
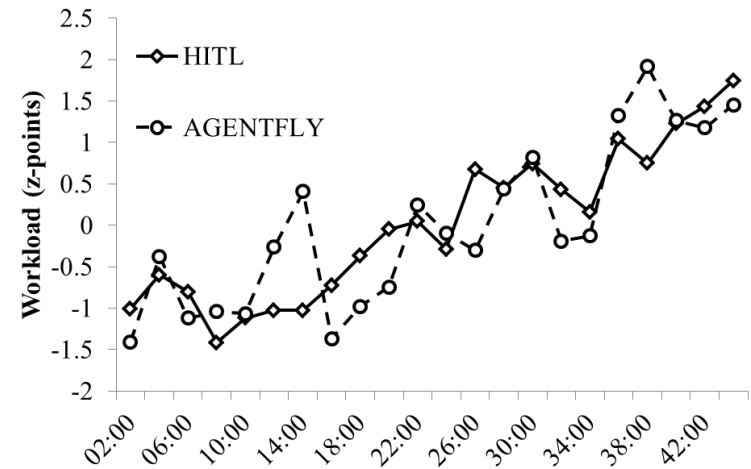
- » Covers air space around simulated sectors
- » Limited ATM functionality: handoffs, provides initial clearances

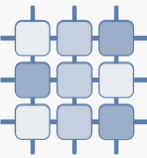


Validation of ATC Behavior Model

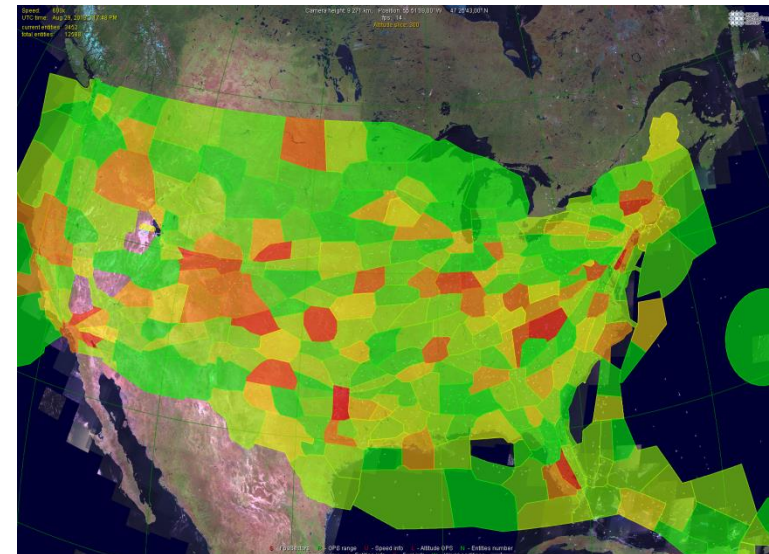


- ▶ Cooperation with FAA, TASC, Drexel University
- ▶ Comparison of Human-in-the-loop (HITL) experiment and AgentFly simulation using same input data
- ▶ Human performance metrics:
 - » Workload
 - » Simplified Dynamic Density (SDD)
 - » Aircrafts under control, handoffs
 - » Flight Level (FL) occupancy
 - » Aircraft mix, climbing, descending
- ▶ System performance metrics:
 - » Average sector flight time
 - » Minimum separation distance

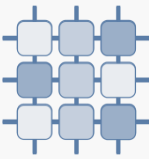




- ▶ Large-case studies focused on behavior changes according to input data
 - » What-if analysis when changing e.g. flights amount, wind, ATC behavior, adding/changing ATC duties, etc.
- ▶ Increasing safety and efficiency when developing new tools / features for current / future systems
 - » Possibility to test new tools using thousands of configurations and settings
- ▶ Providing better interaction for HITL experiments
 - » Improving interaction between human controlled and surrounding environment
- ▶ Integration of UAS / RPAS into shared airspace
- ▶ Allows to study future concepts

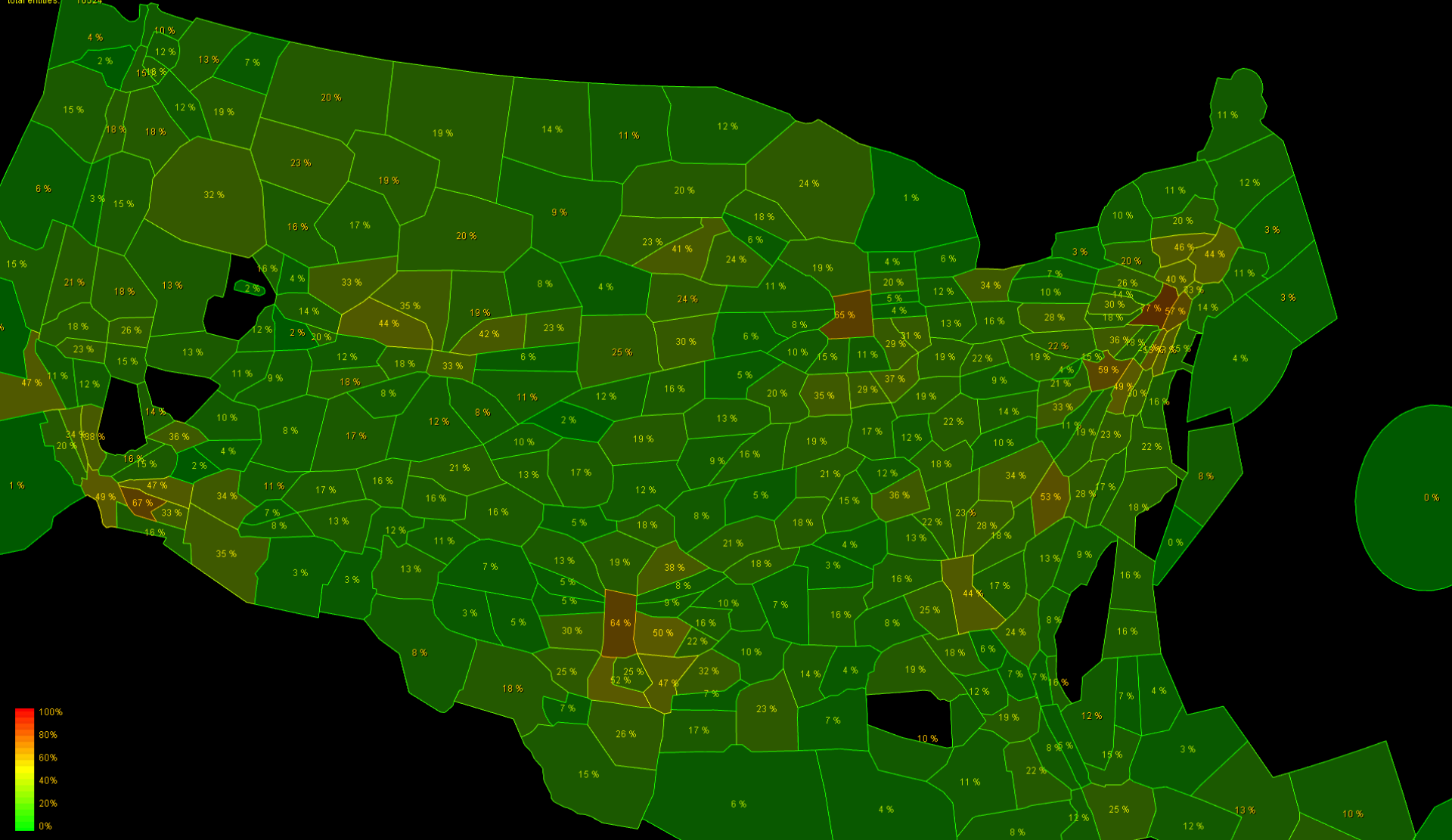


Real Air Traffic

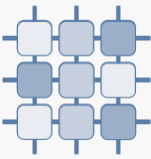


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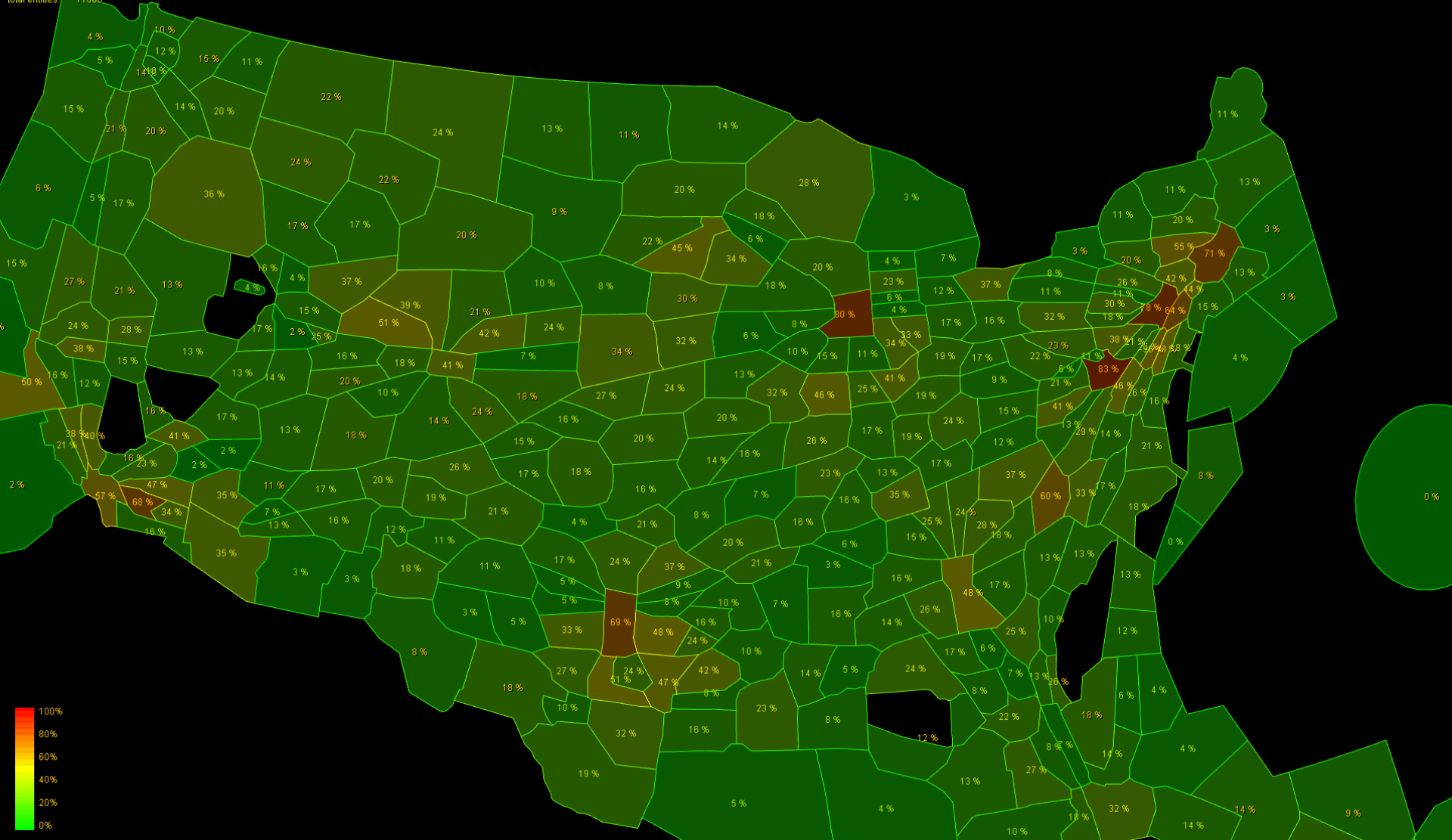
fps: 15
Altitude slice: 300



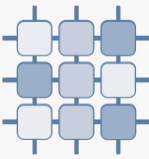
Air Traffic Increased by 10%



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fps: 8
Altitude slice: 300

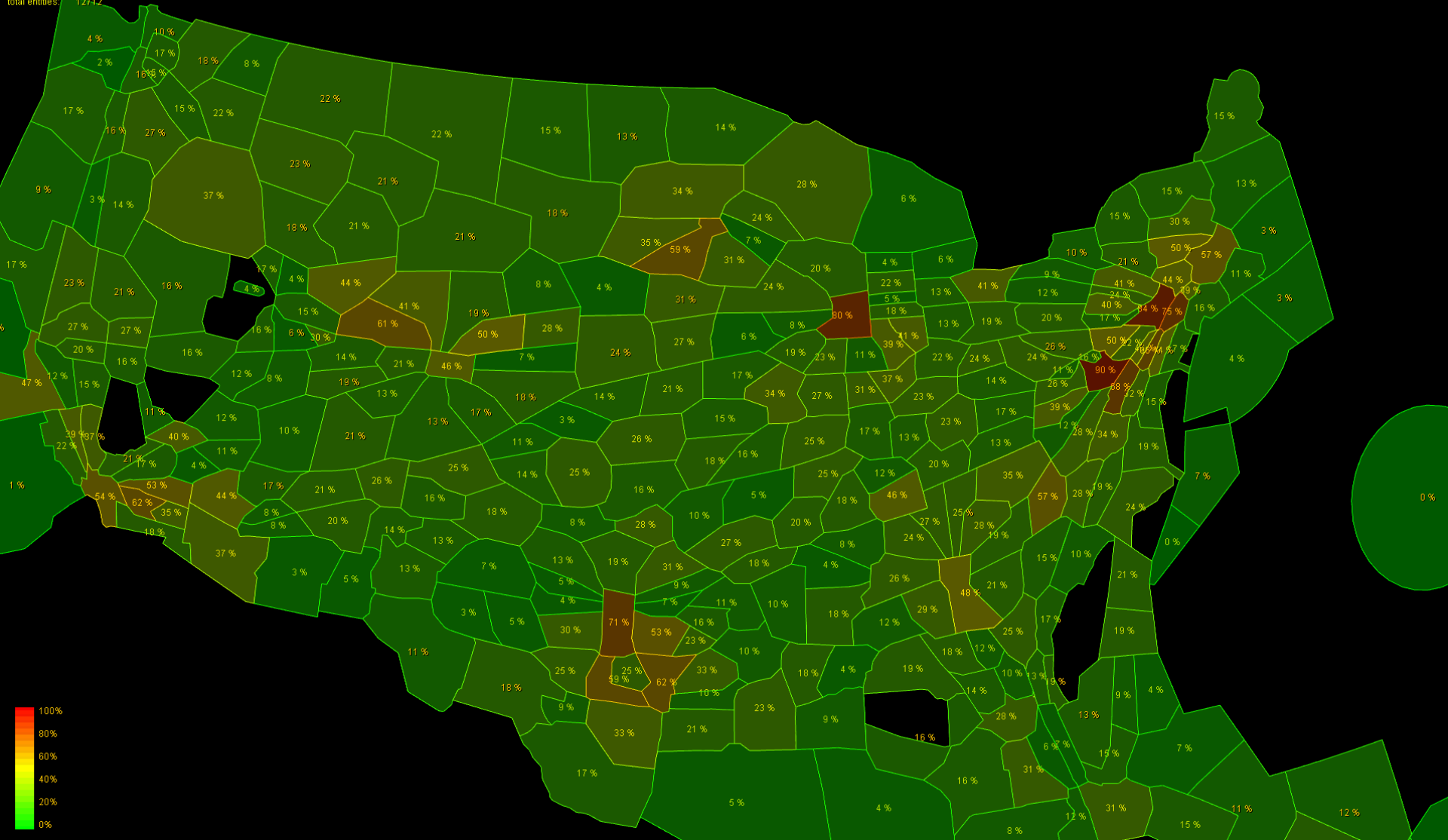


Air Traffic Increased by 20%

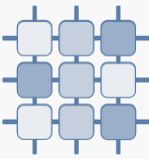


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total entities: 12742

fps: 18
Altitude slice: 300



Air Traffic Increased by 30%



Speed: 600x
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current entities: 4466
total entities: 13929

fps: 16
Altitude slice: 300

