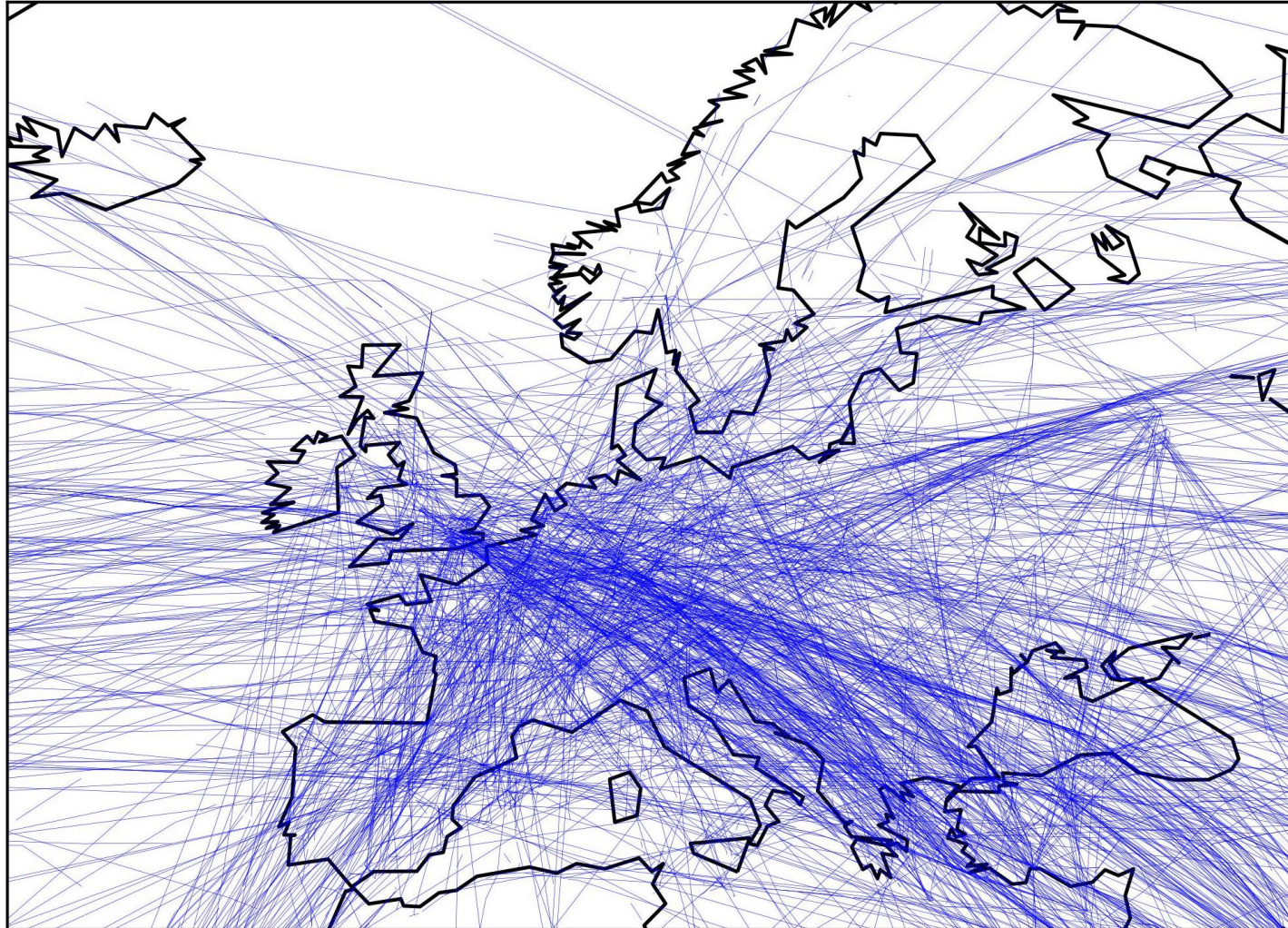


# Network-wide robust and resilient metaheuristic trajectory optimization under thunderstorm disruptions

Julien Lavandier, Daniel Delahaye, Daniel Gonzalez-Arribas, Javier Garcia,  
Manuel Soler, Emre Koyuncu, Muhammmet Aksoy, Andr es Munoz, Jordi Pons,  
Xavier Prats, Raymund Zoop, Alex Kuenz

# European air traffic

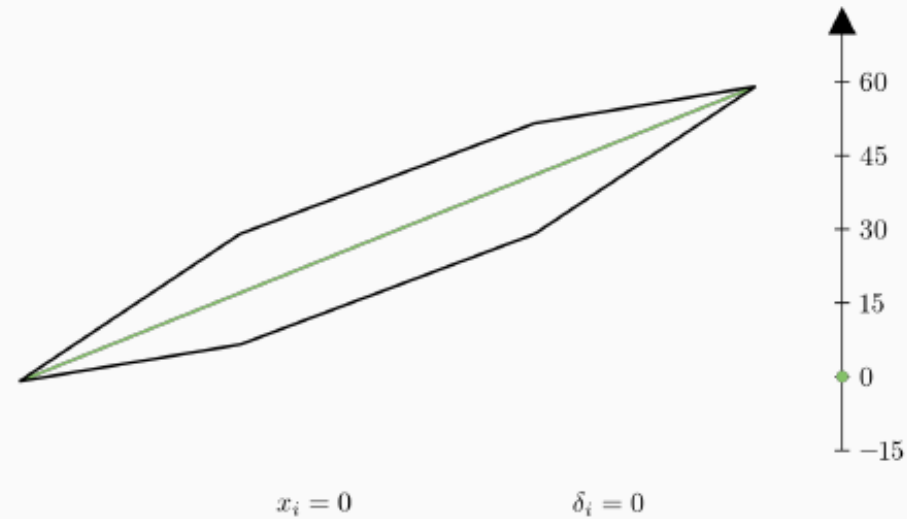
12,000 flights / 4 hours



# Problem

- Goal: organize air traffic
- Why? Airspace capacity limited and increasing demand
- How? Change time of departure and route

# Decision variables

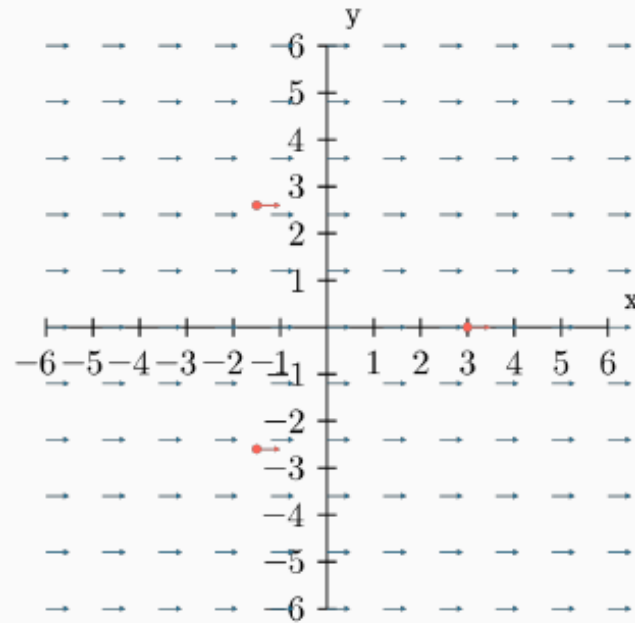


**Objective:** minimize

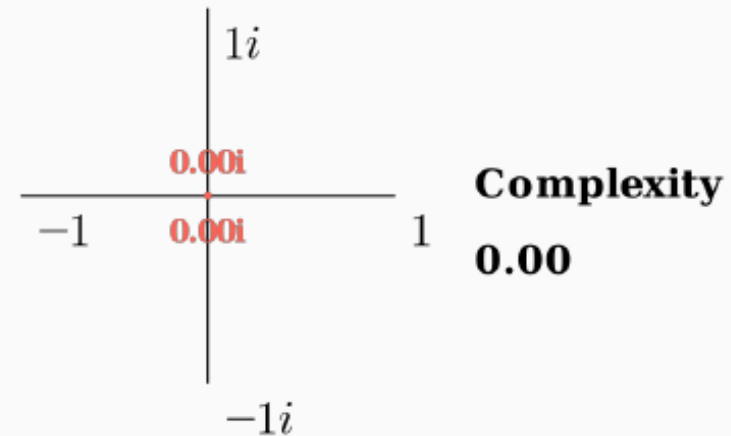
$$\sum_{\text{flights}} \text{complexity}(\text{flights}) + \overbrace{\mathbf{w}}^{\text{trade-off weighting parameter}} \sum_{\text{flights}} \text{deviation cost},$$

# Complexity metric

Toy example 1: 3 Parallel flights



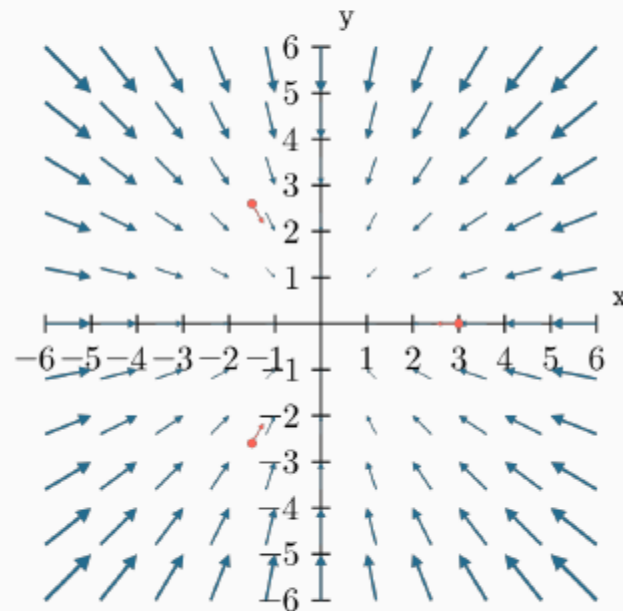
$$X = \begin{bmatrix} 300 & -150 & -150 \\ 0 & 260 & -260 \\ 100 & 100 & 100 \end{bmatrix} \quad V = \begin{bmatrix} 25 & 25 & 25 \\ 0 & 0 & 0 \end{bmatrix}$$



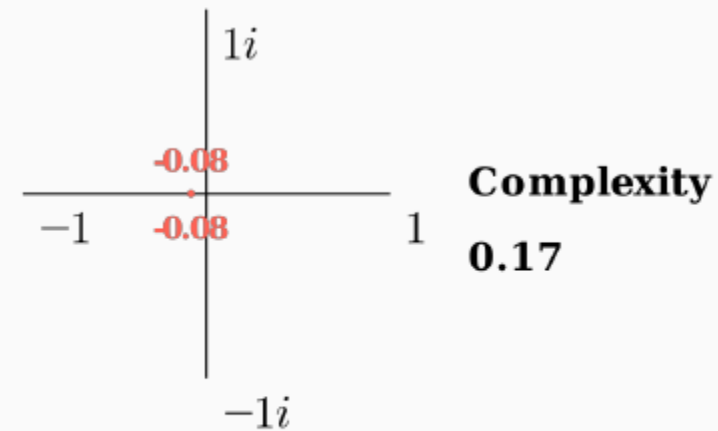


# Complexity metric

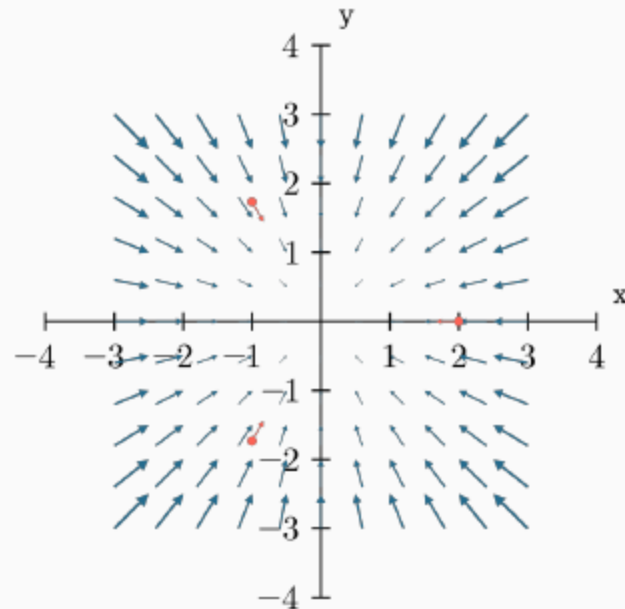
Toy example 2: 3 Converging flights



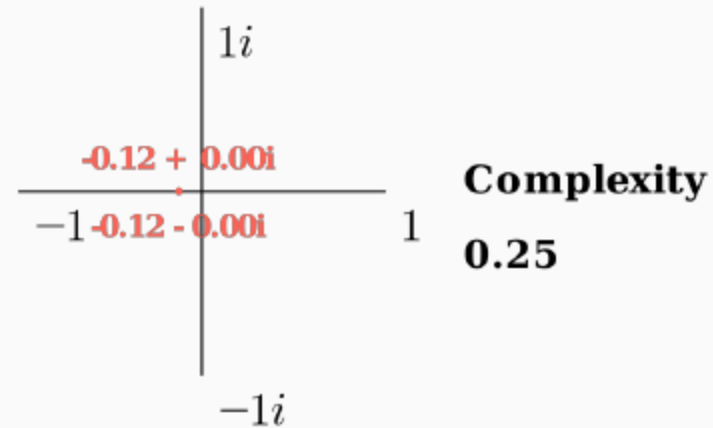
$$X = \begin{bmatrix} 300 & -150 & -150 \\ 0 & 260 & -260 \\ 100 & 100 & 100 \end{bmatrix} \quad V = \begin{bmatrix} -25 & 12 & 12 \\ 0 & -22 & 22 \end{bmatrix}$$



# Complexity interdependence

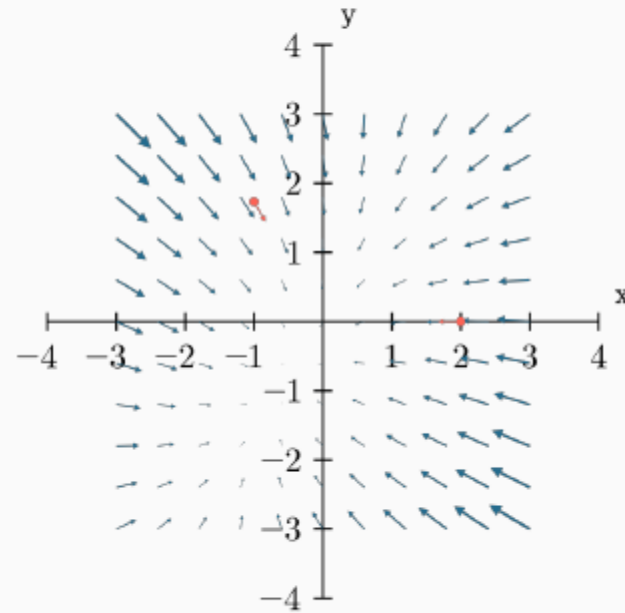


$$X = \begin{bmatrix} 2.00 & -1.00 & -1.00 \\ 0.00 & 1.73 & -1.73 \\ 1.00 & 1.00 & 1.00 \end{bmatrix} \quad V = \begin{bmatrix} -0.25 & 0.12 & 0.13 \\ 0.00 & -0.22 & 0.22 \end{bmatrix}$$

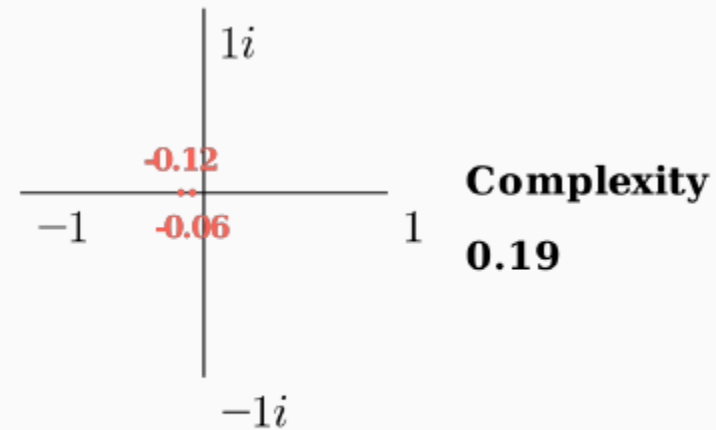


# Complexity interdependence

Change decision of one flight



$$X = \begin{bmatrix} 2.00 & -1.00 \\ 0.00 & 1.73 \\ 1.00 & 1.00 \end{bmatrix} \quad V = \begin{bmatrix} -0.25 & 0.12 \\ 0.00 & -0.22 \end{bmatrix}$$





# Problem difficulty

- High combinatorics:
  - $x \in \{1, \dots, 5\}^{12000}$
  - $\delta \in \{-15, 14, \dots, 59, 60\}^{12000}$
- Objective function
  - High computation time of the complexity (for each trajectory point of each flight)
  - Complexity interdependence

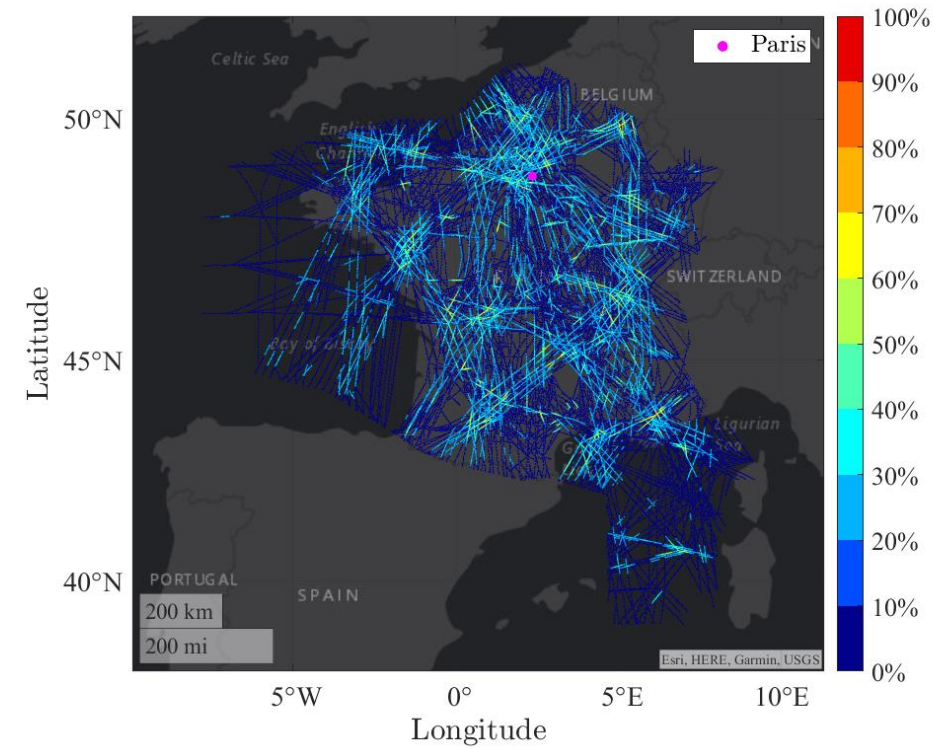
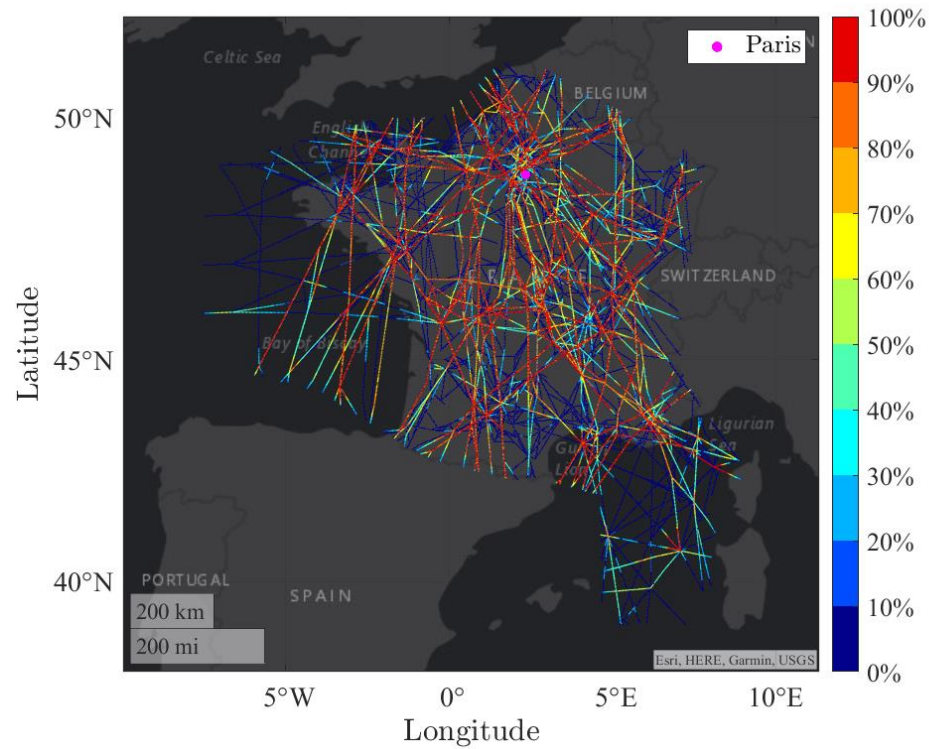
# Simulated annealing

Algorithm (iteration  $t$ ):

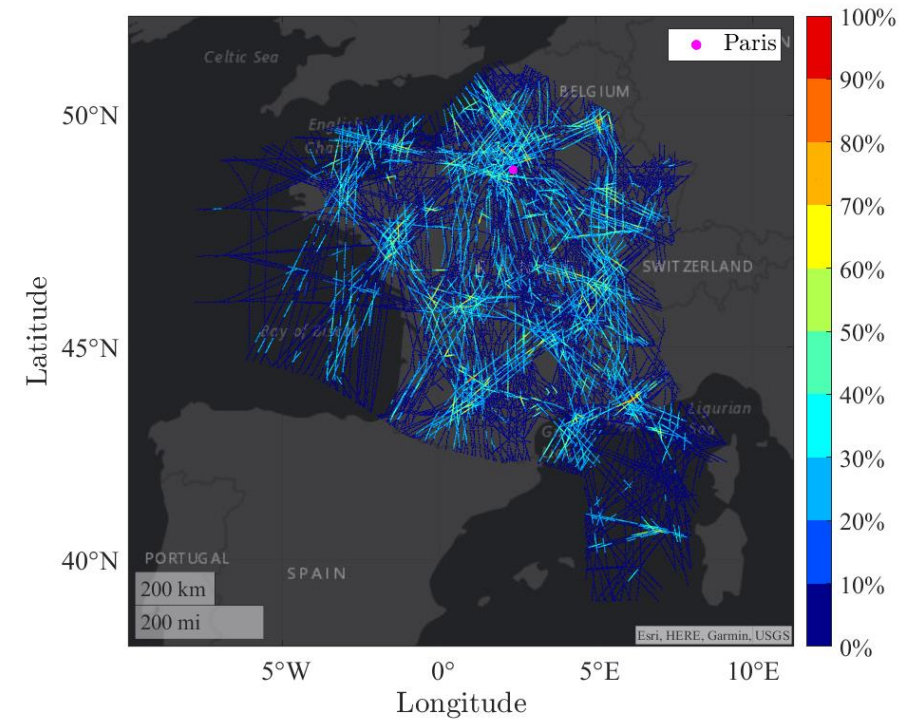
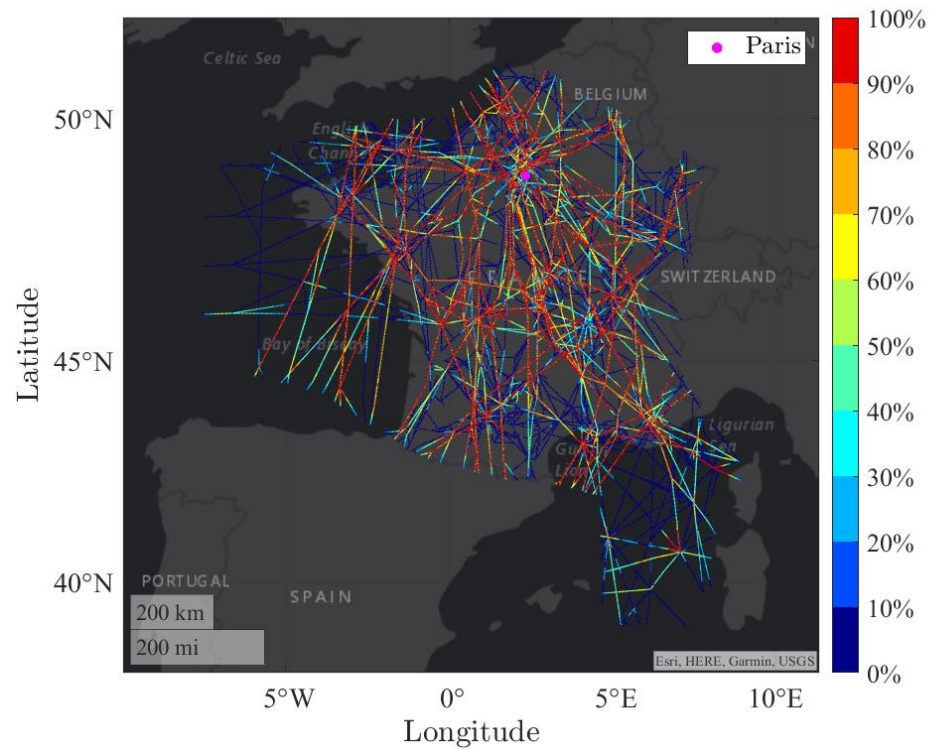
1. Randomly **choose**  $s' \in N(s)$
2.
  - If  $f(s') \leq f(s)$ ,  $x_T(t+1) =: s'$
  - else,  $x_T(t+1) =: \begin{cases} s' & \text{with probability } e^{\frac{f(s)-f(s')}{T(t)}} \\ s & \text{otherwise} \end{cases}$



# France air traffic before and after CPU optimization



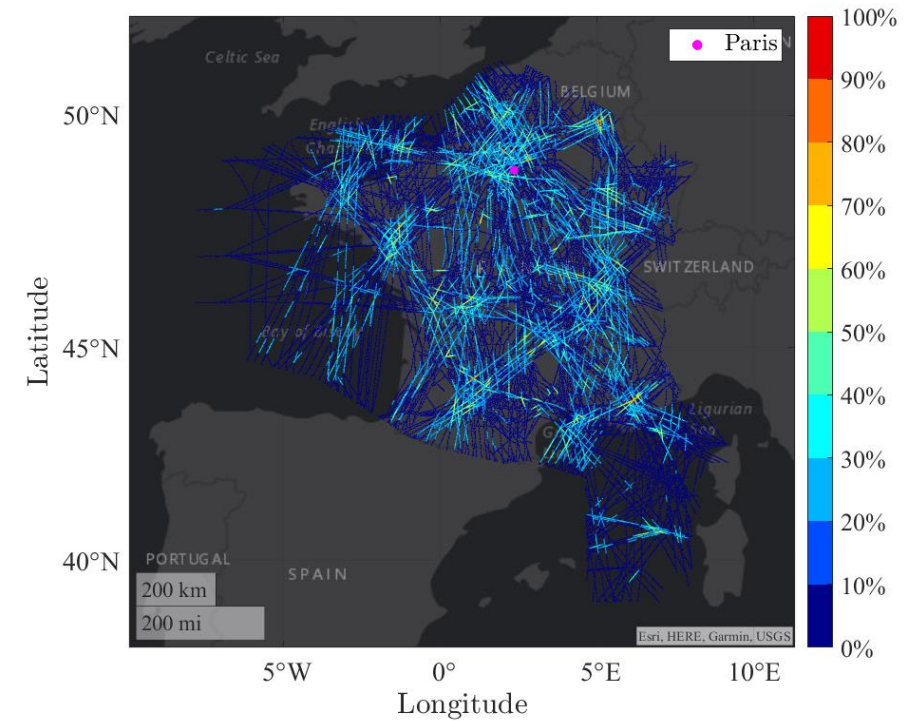
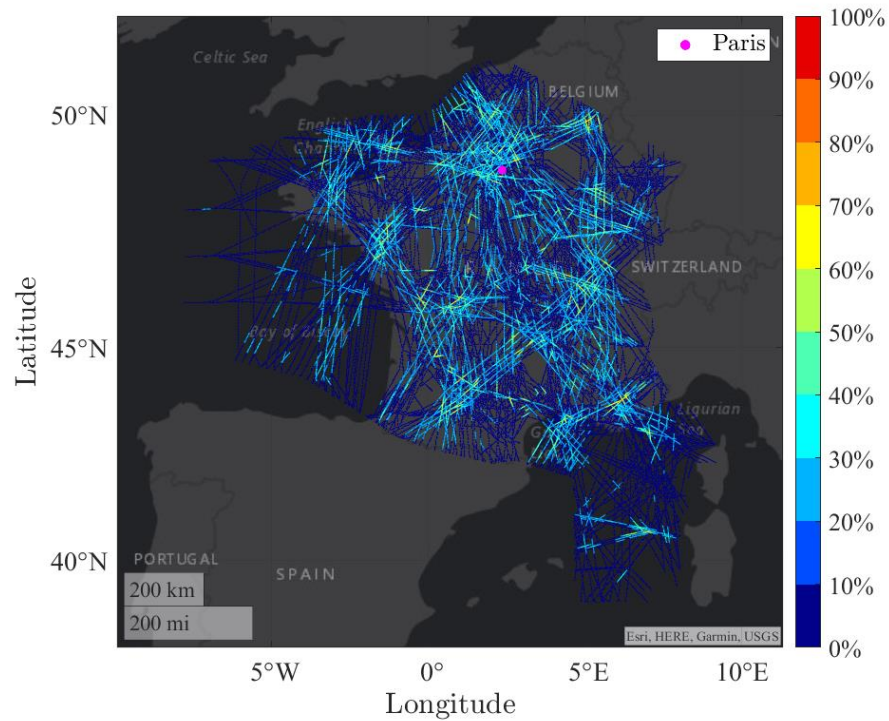
# France air traffic before and after GPU optimization



# CPU vs GPU air traffic complexity

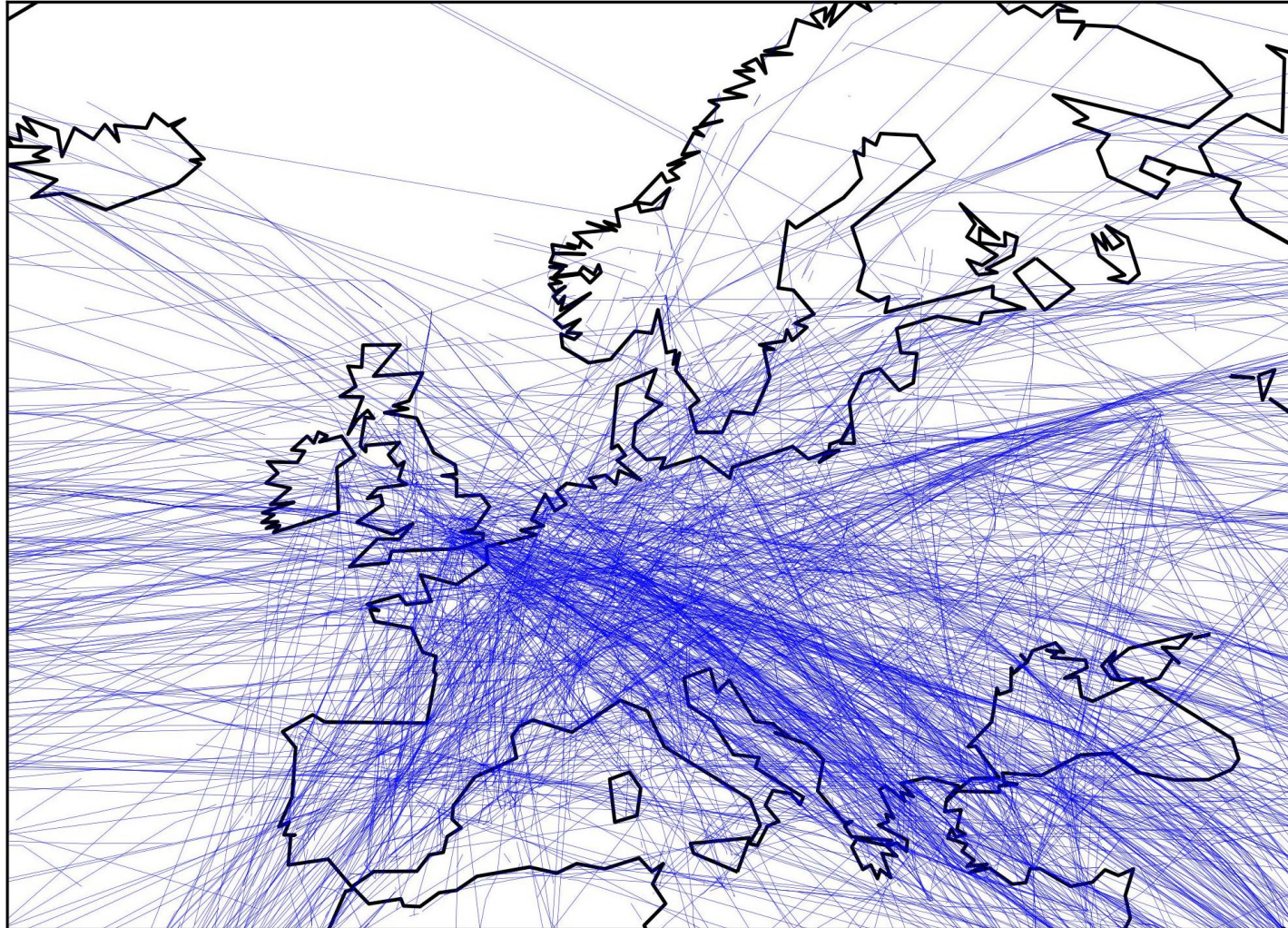
**CPU implementation ( $12 \pm 2$  minutes)**

**GPU implementation ( $20 \pm 8$  minutes)**



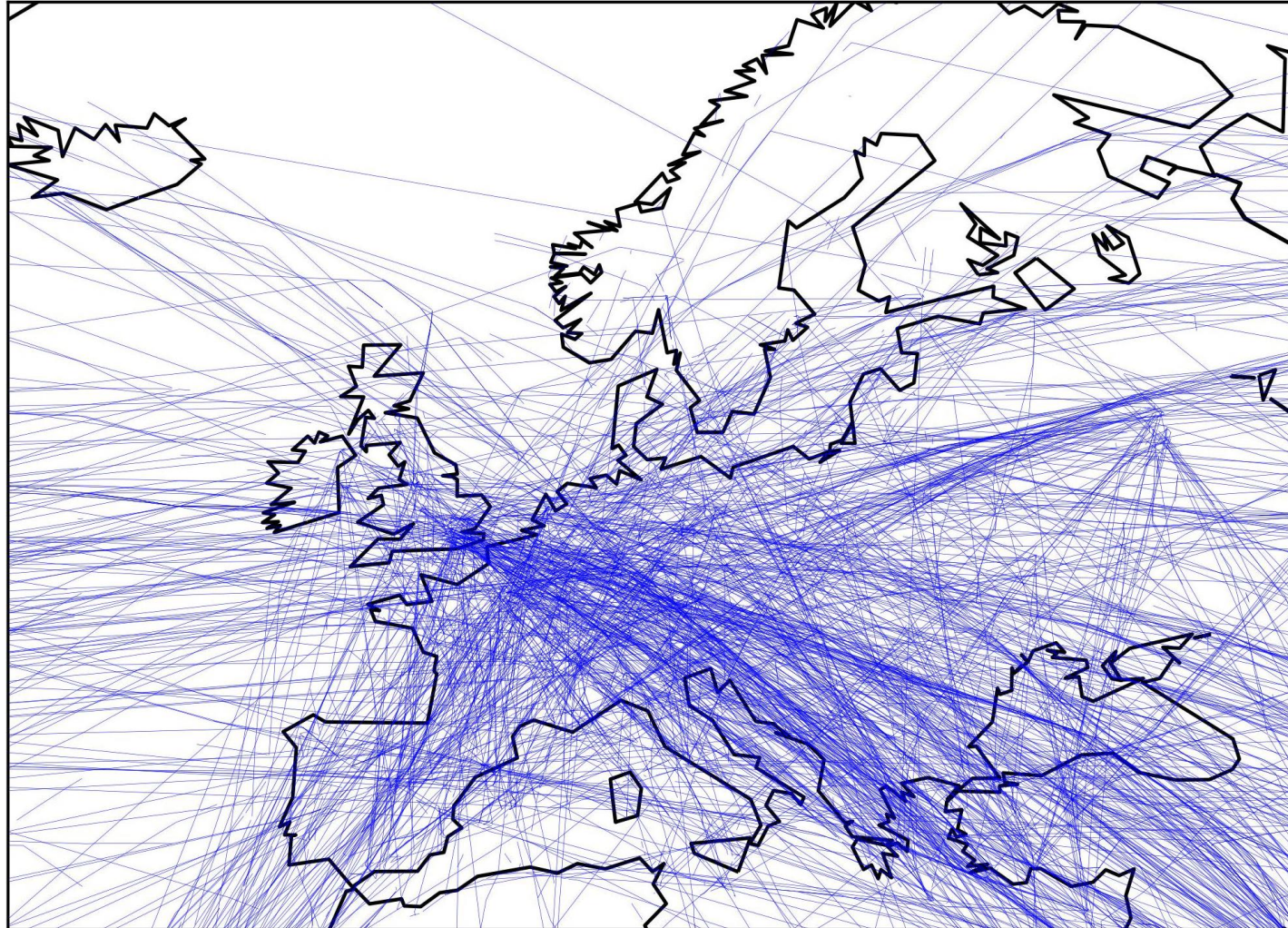


# European air traffic before optimization



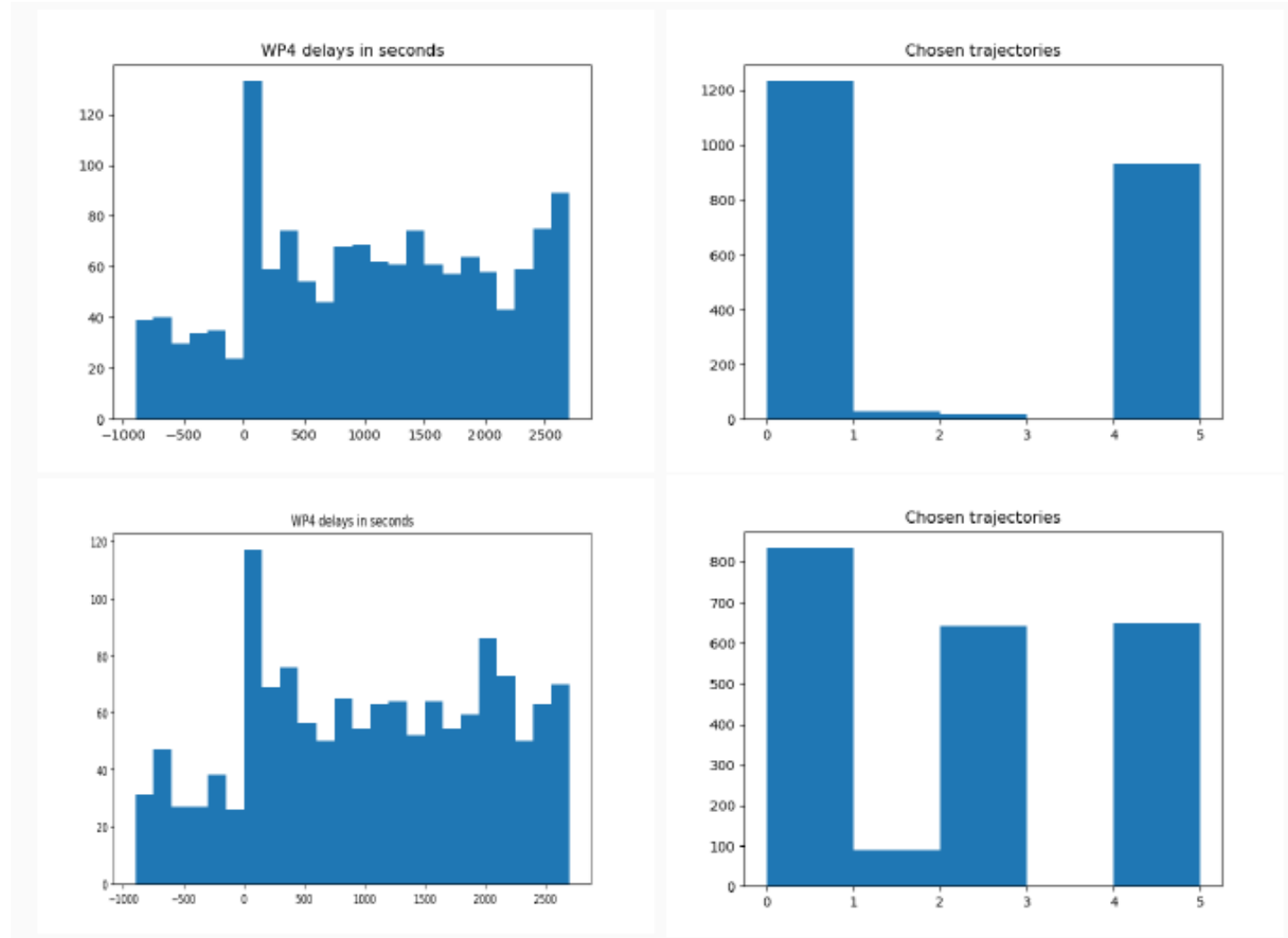


# European air traffic after optimization





# European airspace study case: 07<sup>th</sup> and 10<sup>th</sup> of June 2018



# Conclusion

- GPU complexity calculation requires hardware in 64 bit architectures,
- Different neighborhood search using the selection of complex flights.

THANK YOU FOR  
YOUR ATTENTION