

Cluster of simulations

The European project 4DCo-GC

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retour sur innovation

4D Contracts – Guidance and Control

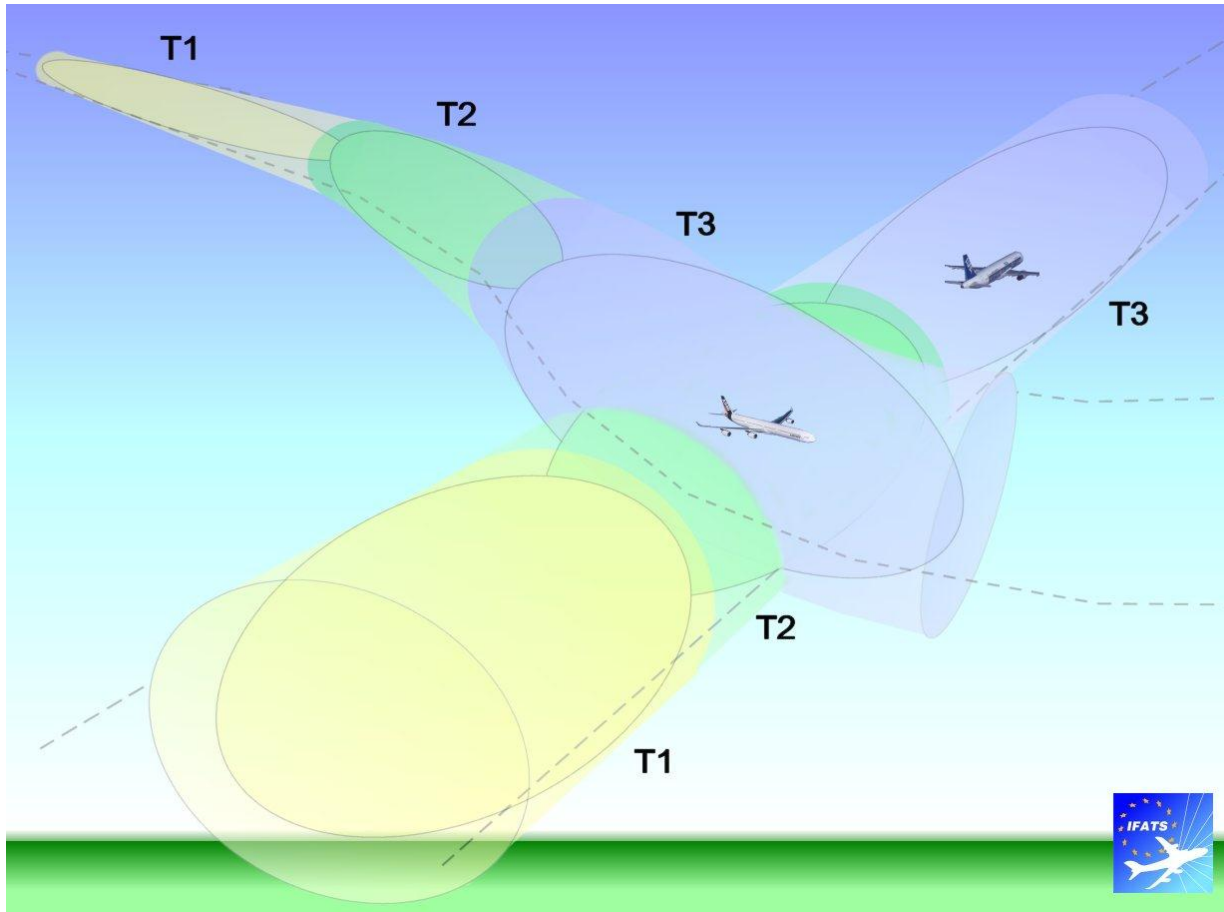
- **7th Framework Programme, 3rd call**
- **Budget: 5.5 M€ (3.9 M€ from EC)**
- **Duration: 36 months**
- **Start date: 1st of November, 2010**
- **Participants**
 - *ONERA, ENAC, Erdyn Consultants, Thales Comm*
 - *Alenia Aeronautica, CIRA*
 - *DLR*
 - *IAI, Technion*
 - *TsAGI, Monitor Soft*
 - *NLR*
 - *University of Patras*

Project objectives

- **Refining the 4D contracts concept definition**
- **Modeling the 4D contracts concept**
 - According to simulation capabilities
- **Simulating a large 4DCo traffic over Europe**
 - 4DCo generation
 - 4DCo execution
- **Assessing the 4D contract concept of operations viability**

THE 4D CONTRACT CONCEPT

“4D tubes” in a “4D airspace”



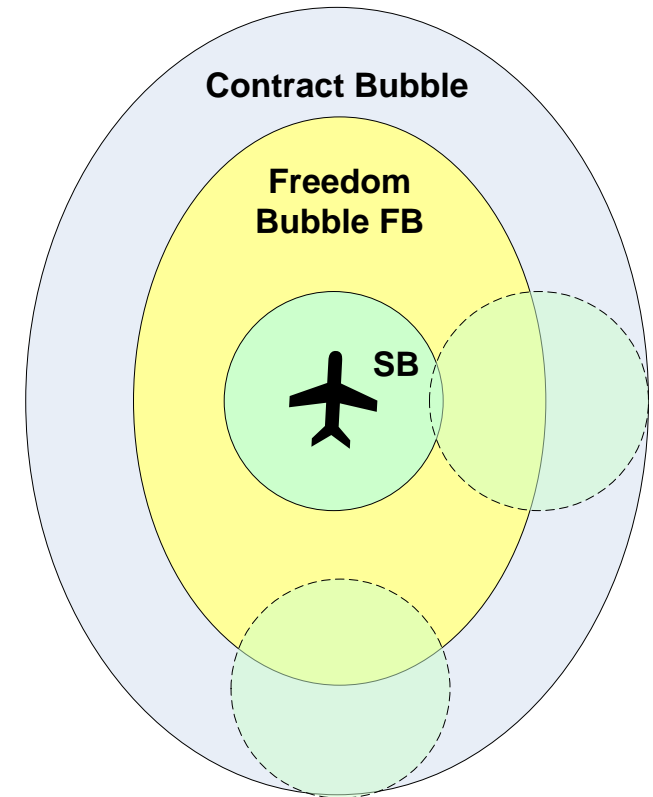
4D contracts are arranged to avoid any “same time at same position” situation by speed and trajectory adjustments

Bubbles

- **En route, aircraft fly in 4D bubbles**
 - Allowing to modify trajectory without asking for a new contract
 - Allowing ground speed variation
 - In order to follow the optimal Mach number
 - Ensuring separation with other traffic
- **Conflict free traffic is guaranteed as long as all aircraft remain within their bubbles**
 - This means that 4D contracts are respected both by aircraft and ATM
 - The aircraft asks for a new contract only when it knows it will fly out of its bubbles
- **Bubble shape and size are function of the neighboring traffic**

4D contract

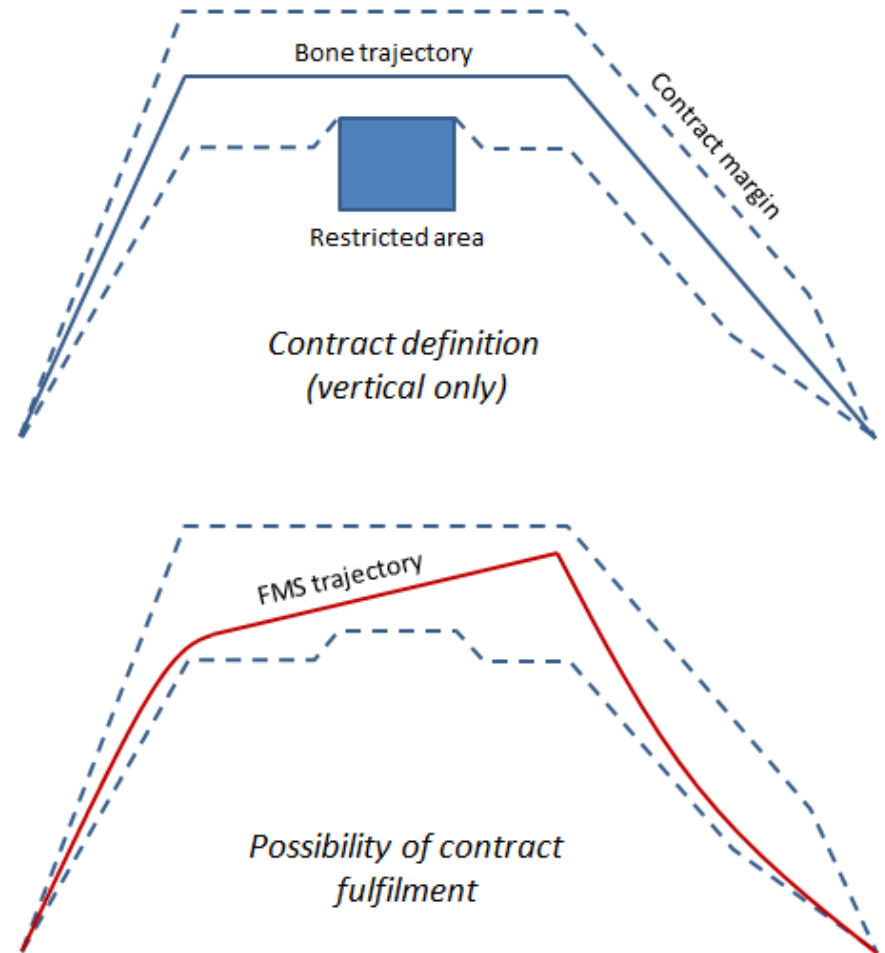
- **Bone trajectory**
- **Margins around the aircraft**
 - Safety Bubble
 - Linked to the aircraft
 - At any time, 2 SB must not intersect
 - Contract Bubble
 - Calculated by the ATSM to have conflict-free 4D contracts
 - At any time, 2 CB should not intersect
 - Freedom Bubble
 - Calculated by the FMS from CB and SB
 - Area where the CoG of the aircraft can be



4D contract = Bone + SB + CB

Trajectory management

- **4D contract is assigned to the aircraft by the ATSM**
- **But the trajectory is calculated by the FMS**
 - To comply with the 4D contract
 - To fit the airline priorities



“4D flight” overview

- **4D contracts generation**

- At a continental scale, based on airlines demand and airports capacity

- **Departure**

- 4D contract updated just before the flight
- Take off sequence optimized (aircraft size, weight, performance)

- **En route**

- Aircraft follow 4D contracts as much as possible
- If needed 4D contract update requested
 - Computation of a new 4D contract, according to the overall traffic

- **Arrival**

- Maximized runway throughput

SIMULATION

Simulation high level requirements

▪ Modules

- 4D contracts generation
- Global traffic 4D contracts execution
- Contracts compliance monitoring
- 4D contract replanning
- Scenarios management
- Single aircraft model

▪ Constraints

- Multiple languages (C++, Matlab, Simulink, Python)
- Remote simulation (for testing)

Simulation modules

Off-line

- **4DCo calculation**
 - Realistic demand, from DDR
 - City pairs + time of departure
 - Optimized 3D trajectories
 - Deconflicted 4D trajectories
 - 4D contracts

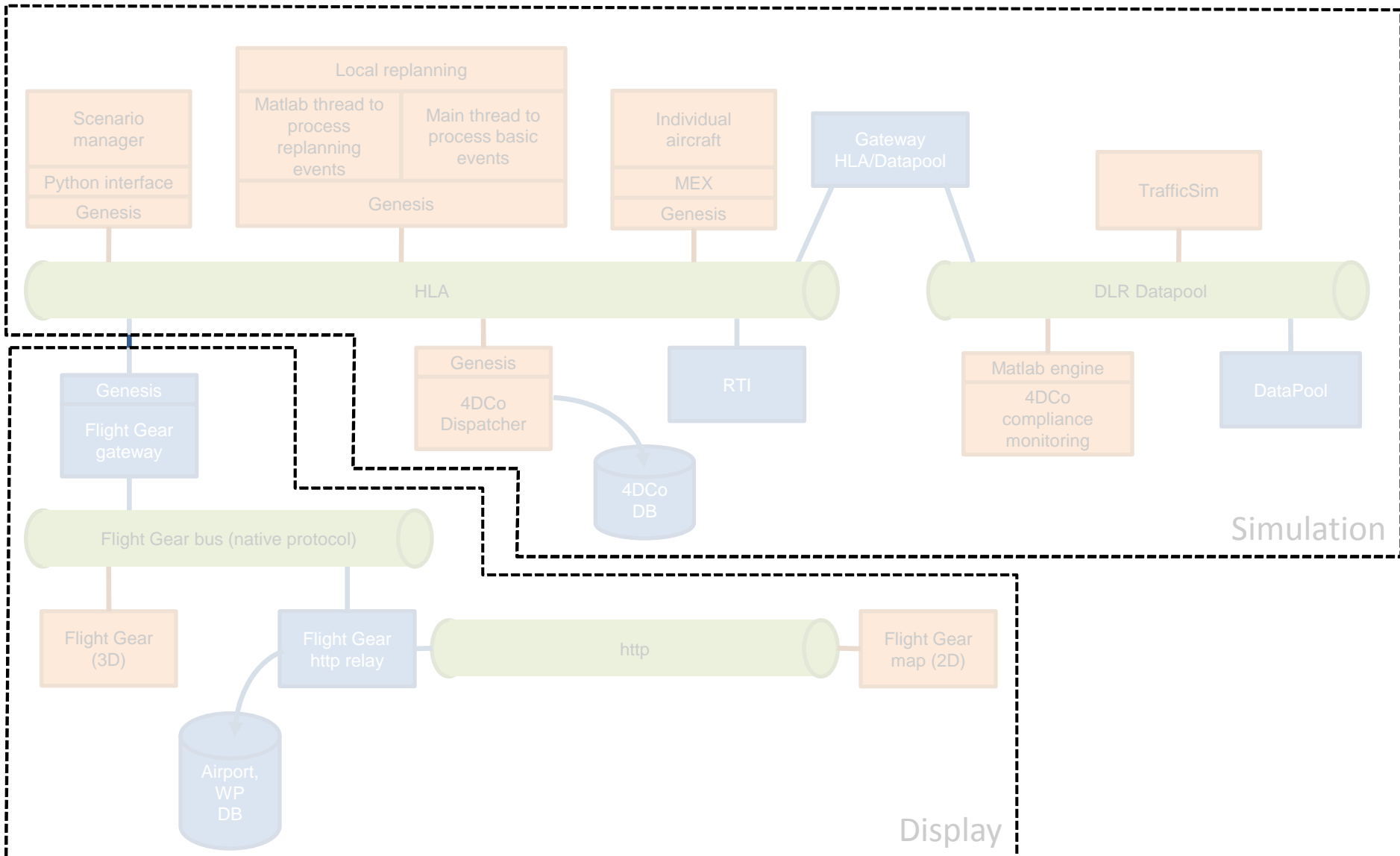
On-line

- **4DCo dispatching**
- **Scenarios management**
- **Overall traffic**
- **4DCo compliance monitoring**
- **Replanning**
- **Individual aircraft**

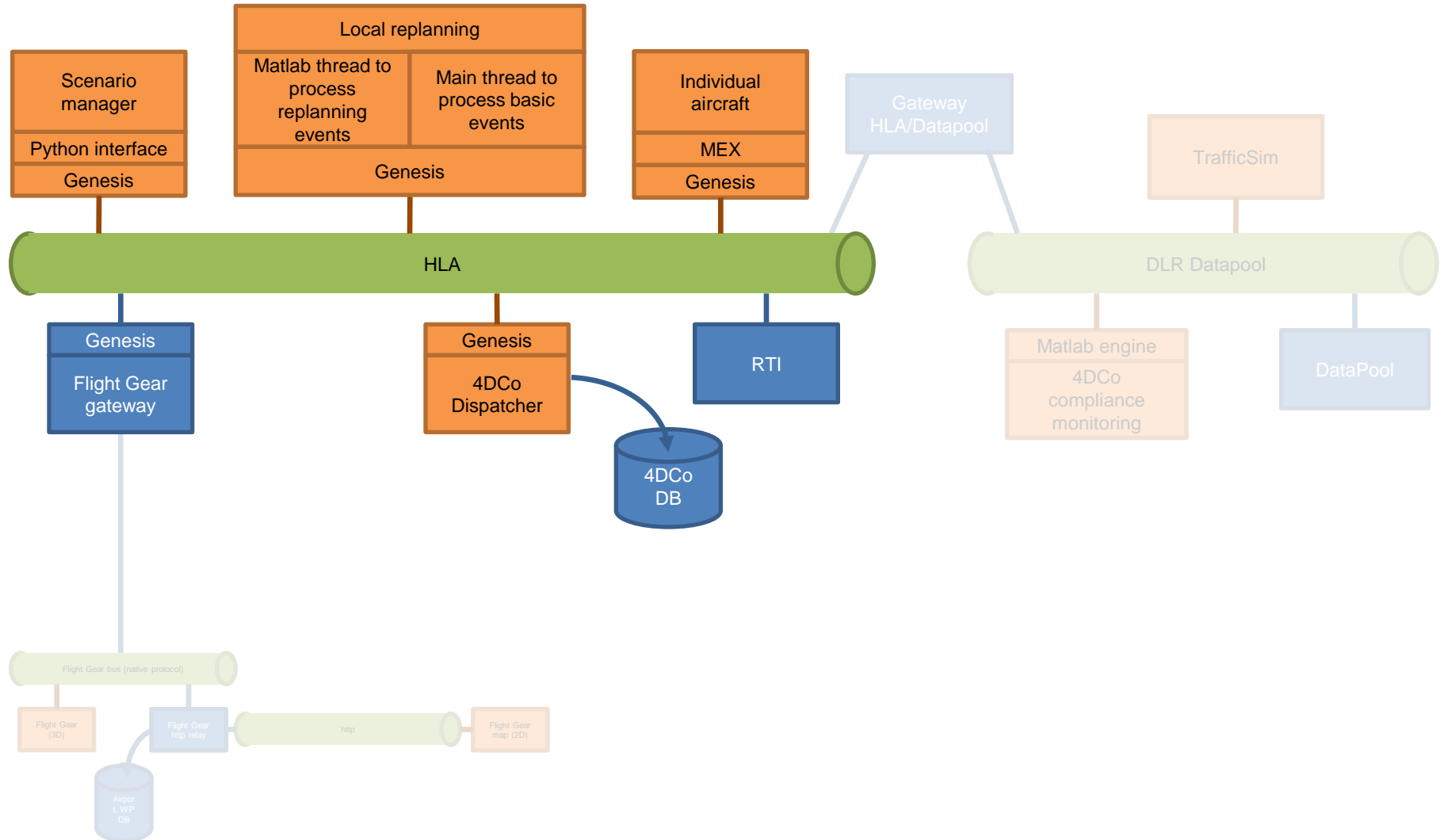
Simulation frame

- **2 simulation infrastructures**
 - IESTA/HLA at Onera
 - TrafficSim/Datapool at DLR
- **Modules plugged to one of the infrastructures**
- **Need for a gateway**

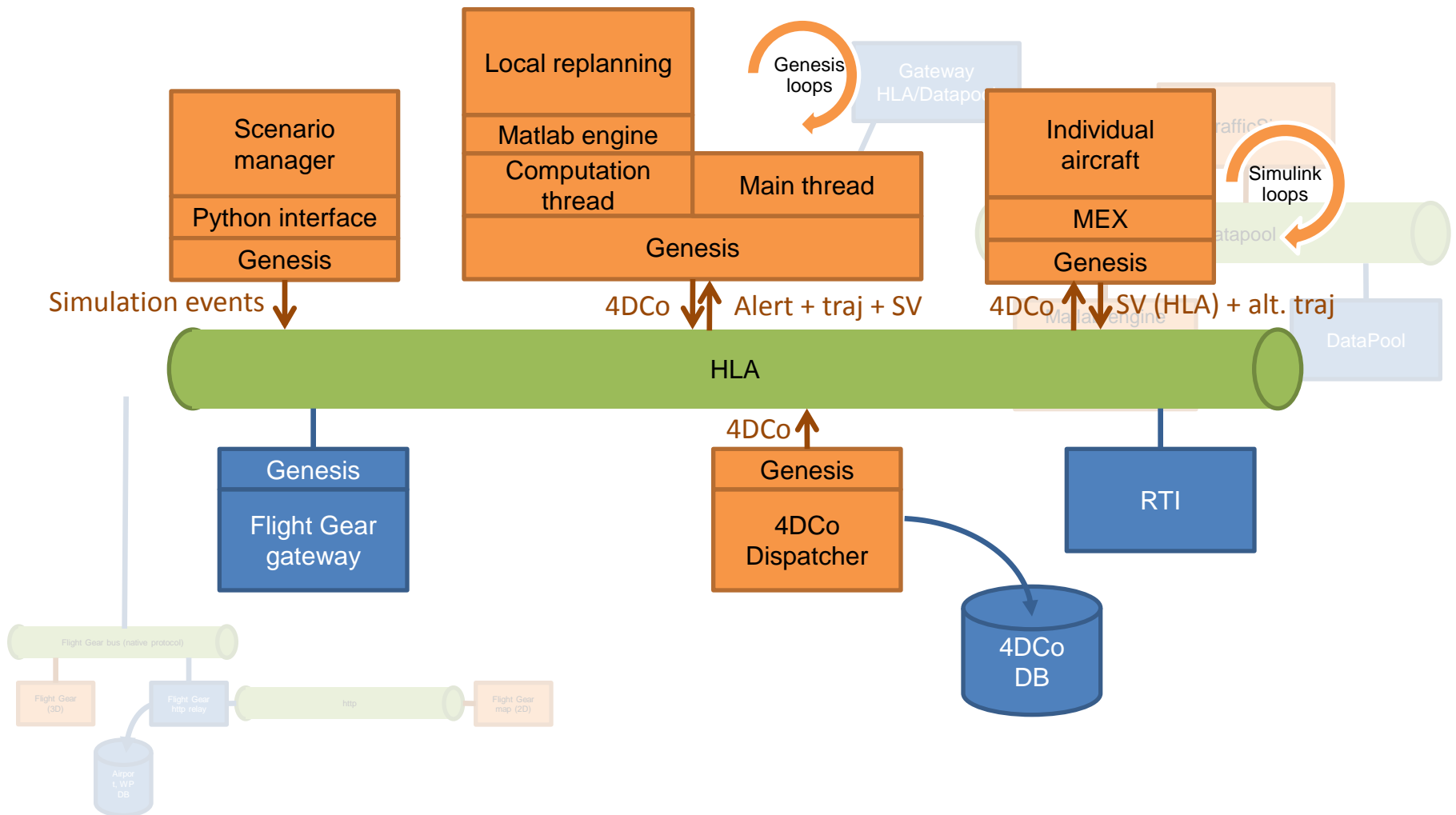
On-line simulation layout



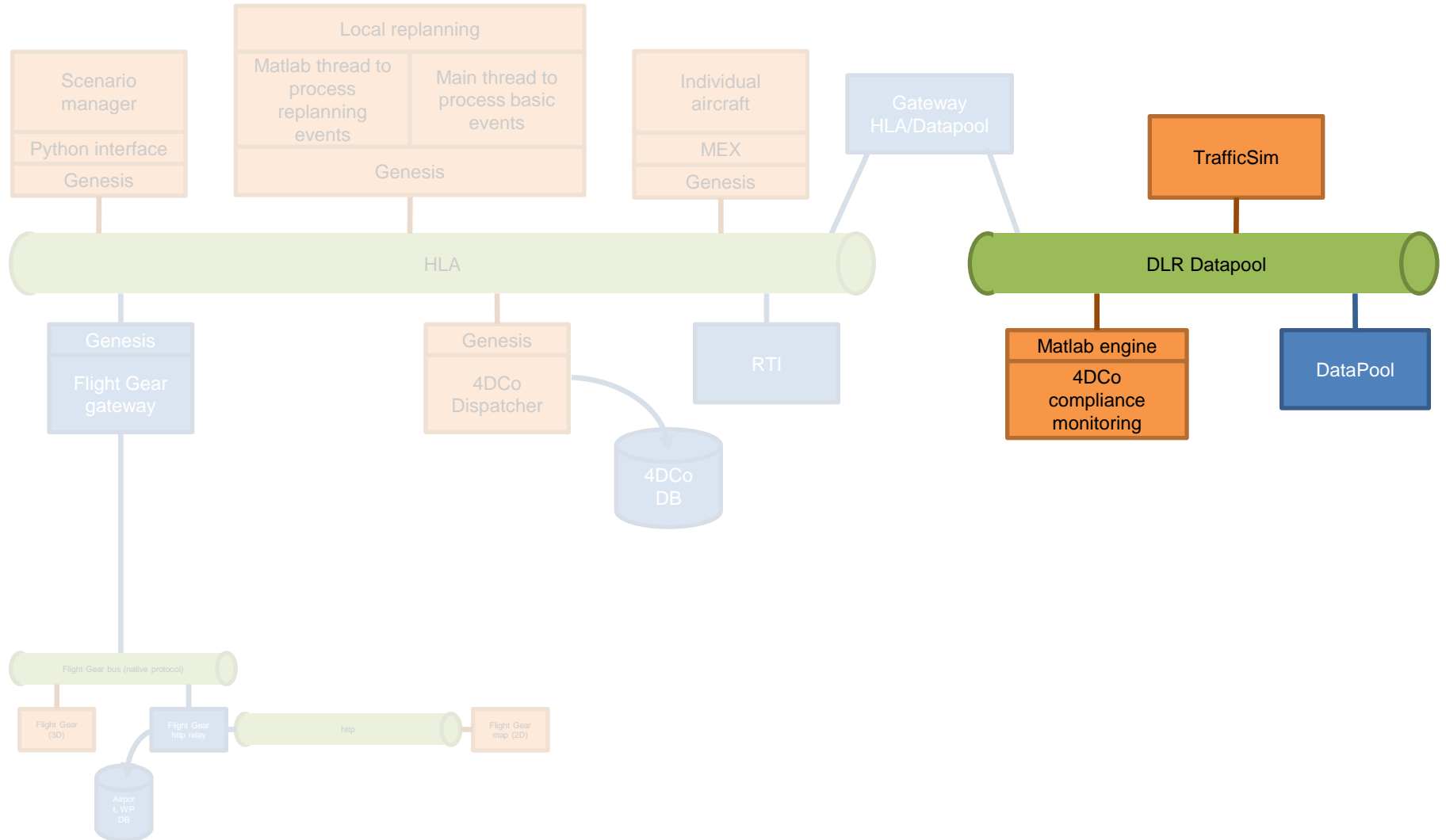
HLA infrastructure



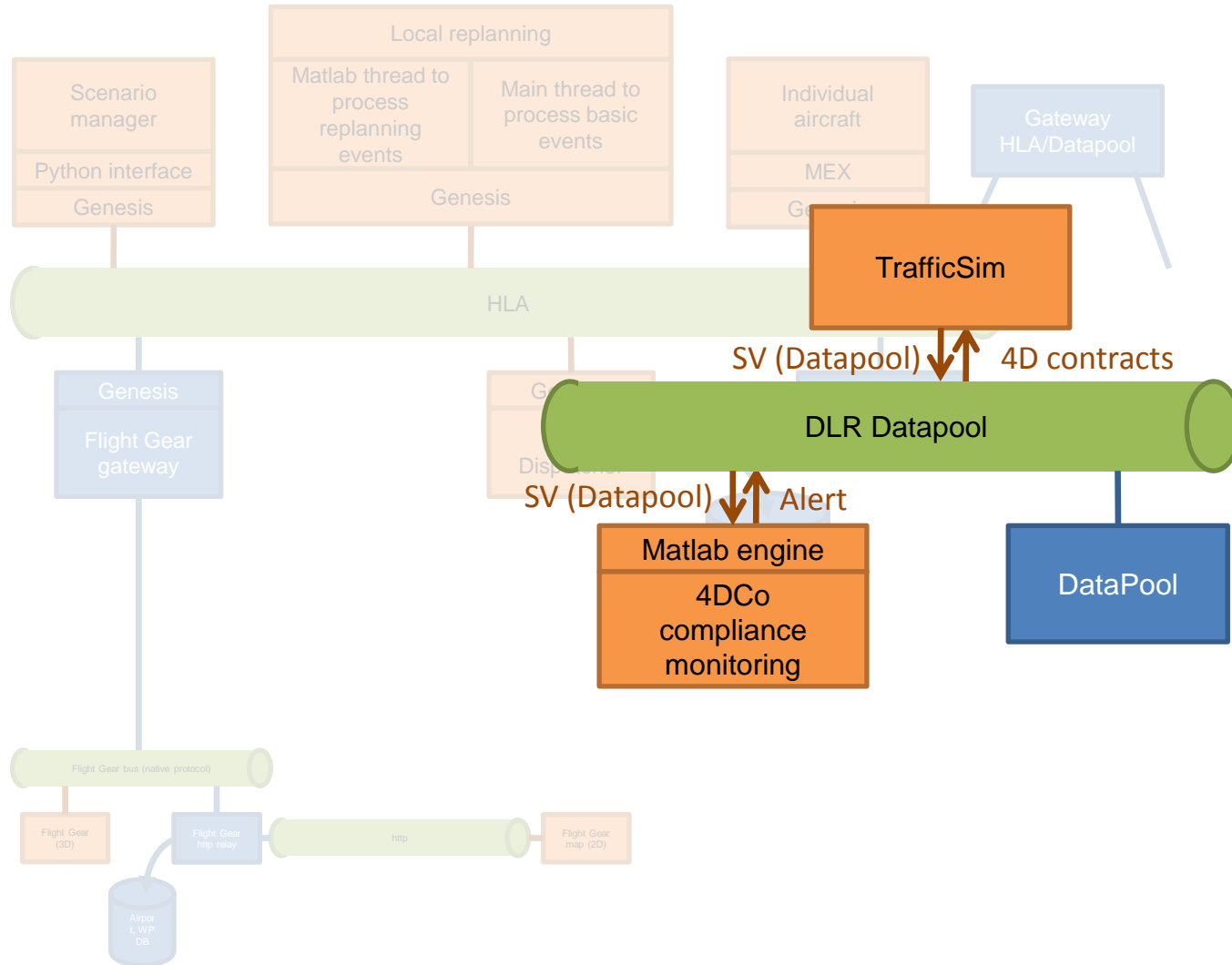
HLA infrastructure



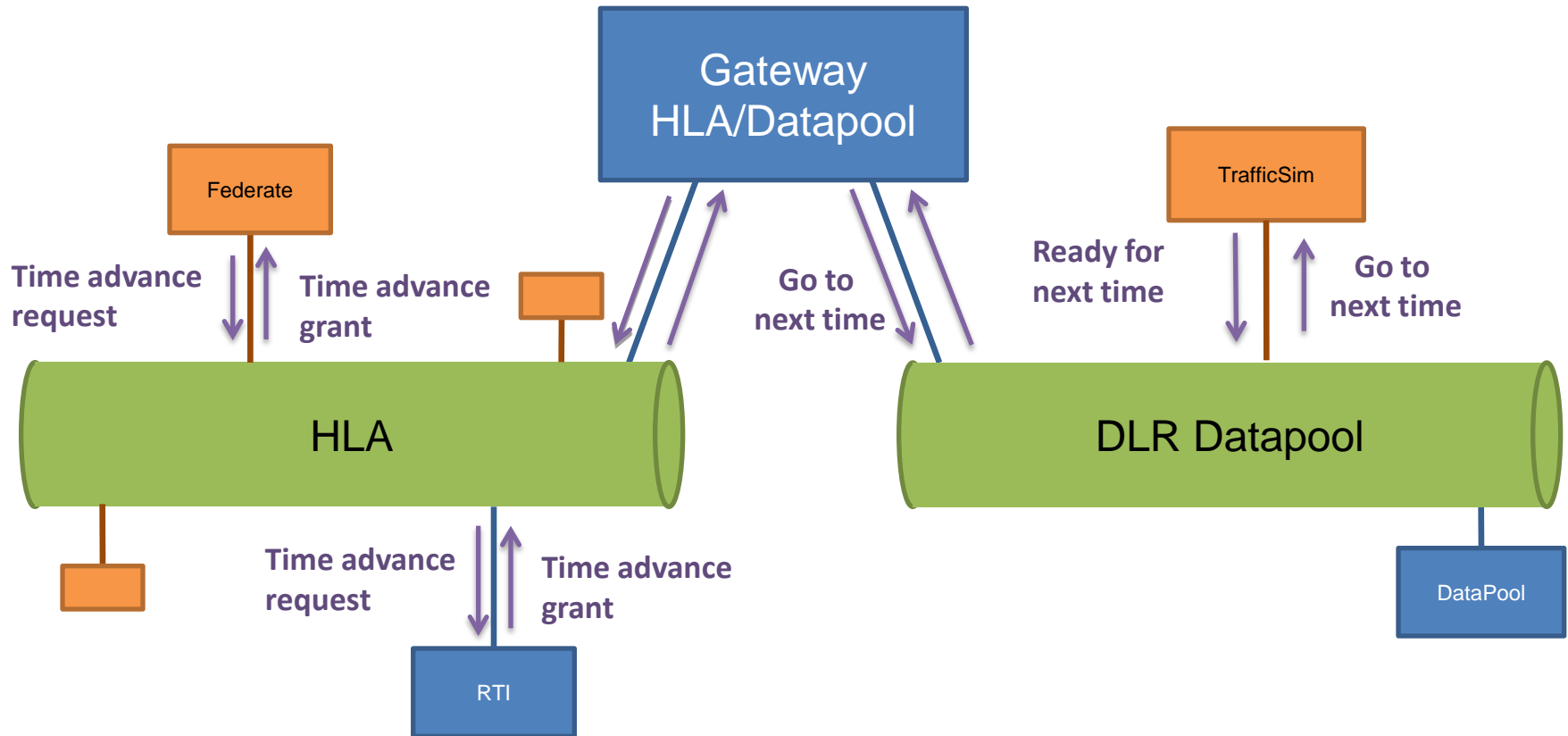
DLR Datapool infrastructure

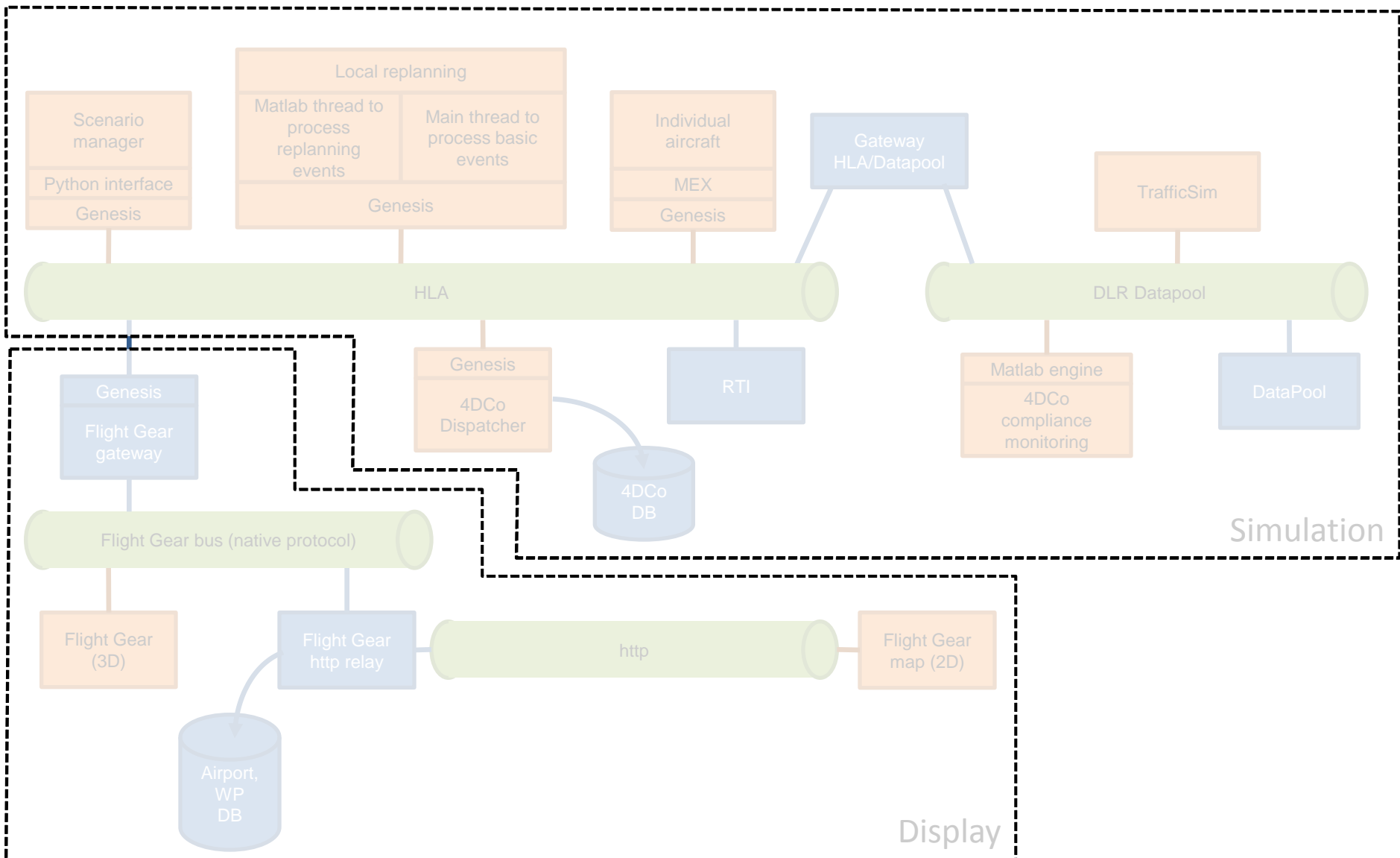


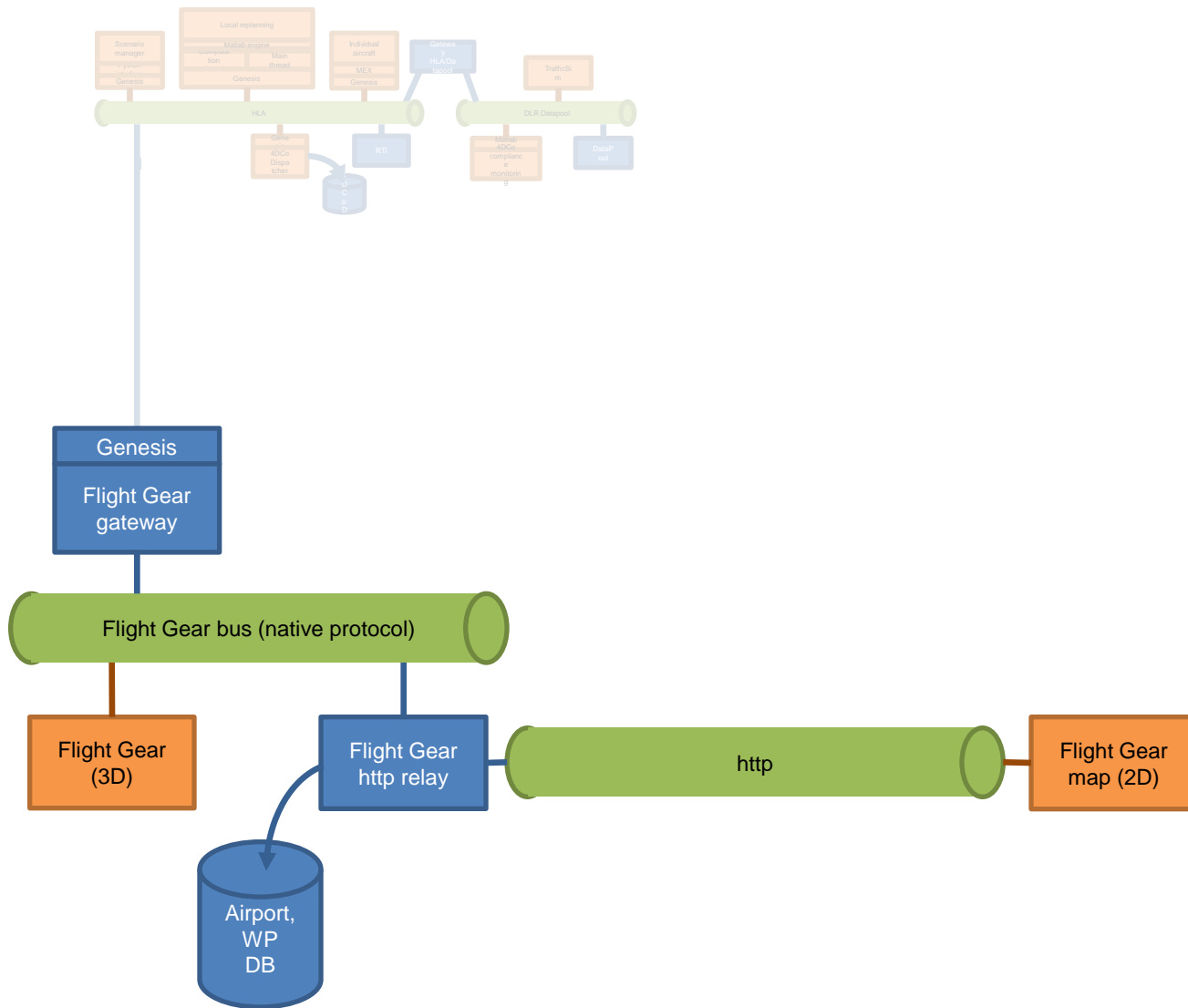
DLR Datapool infrastructure

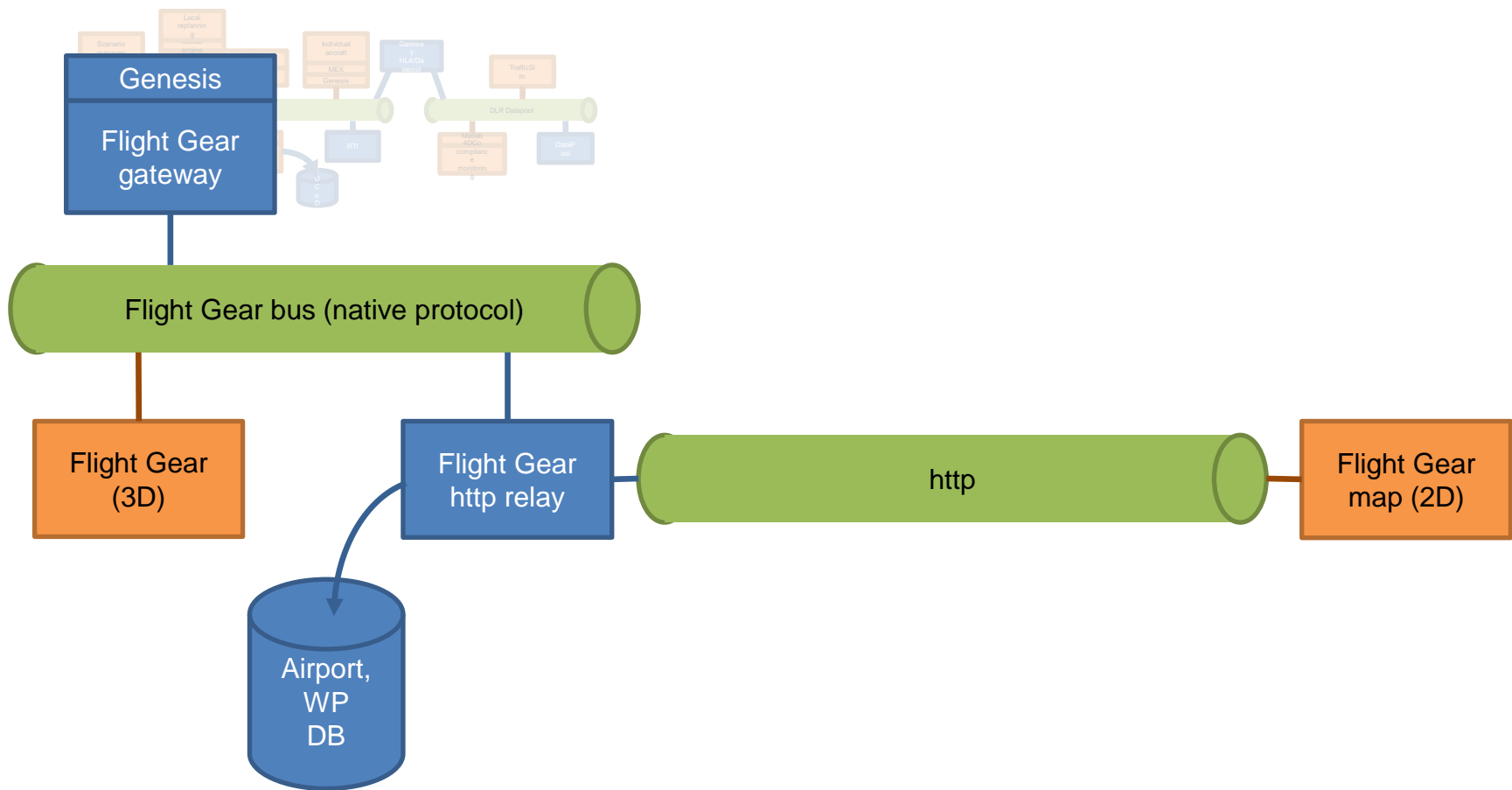


Time stepped simulation









Flight Gear Display



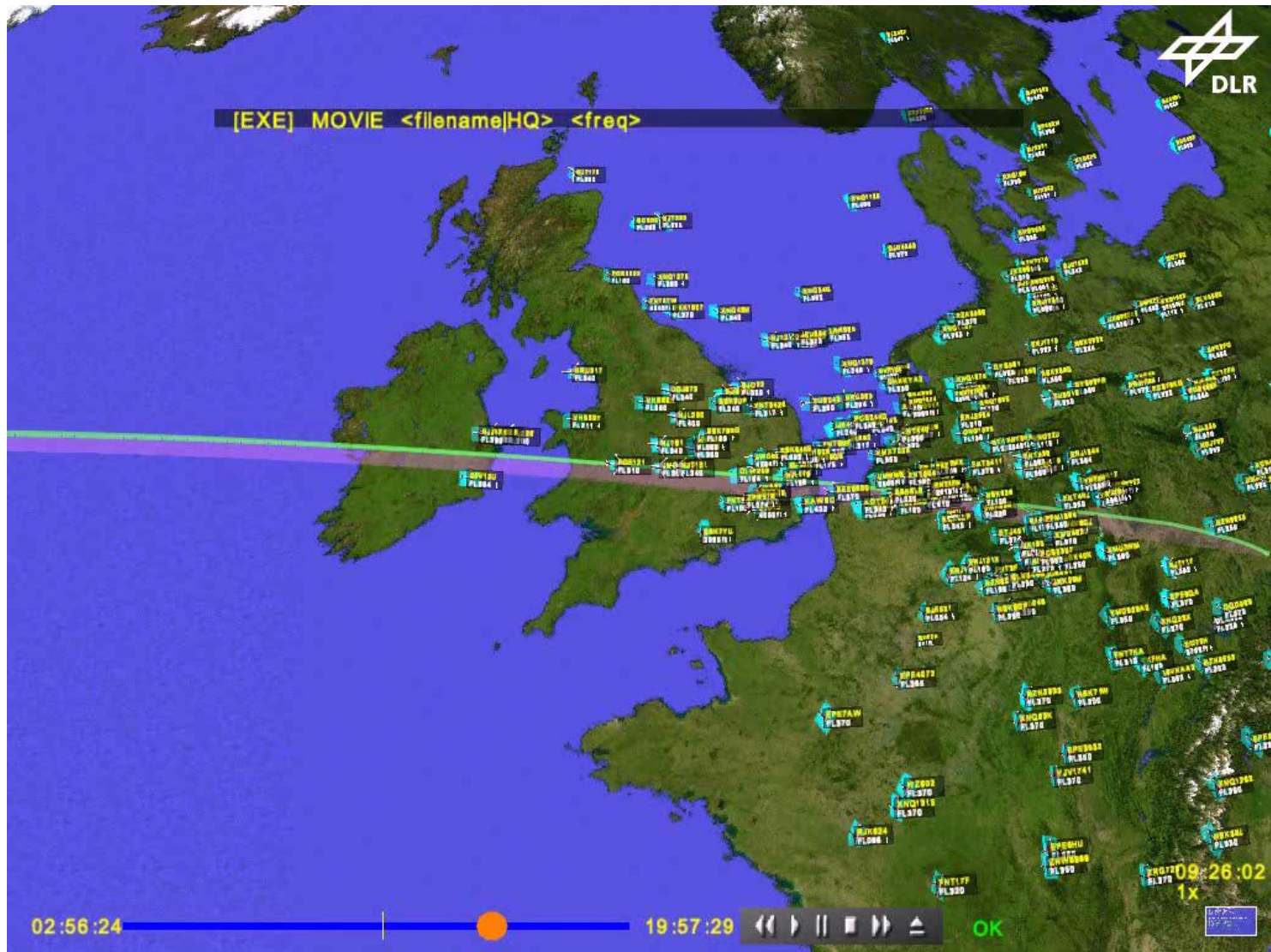
Results, nominal scenario



Results, airport closure



Results, emergency



**THANK YOU
FOR YOUR ATTENTION!**

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