

# Overview FAA's *NAS Strategy Simulator*

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CENTER FOR AIR TRANSPORTATION SYSTEMS RESEARCH



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# Trends in Air Transportation Operations



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**Optimized  
Stochastic,  
Capacity-limited  
Networked  
Operations**

**Air Transportation**

- Flexible Airline Business Models
- Low Cost Carriers/Regional Jet Airlines
- Network configurations (Hub, point-to-point)

**Air Traffic Control**

- Collaborative Decision Making
- Revenue/Cost Synchronization
- Aircraft Self-separation
- Facility Resizing
- Safety/Capacity Tradeoff

**Optimized  
Networked  
Operations**

**Air Transportation**

- Deregulation
- Hub monopolies
- Schedule/Network optimization
- Overscheduling
- Yield Management
- Fuel Management airlines

**Air Traffic Control**

- Radar
- Precision Approach

**Networked  
Scheduled  
Operation**

**Air Transportation**

- National/International Network airlines
- Civil Aviation Board

**Air Traffic Control**

- Radar
- Precision Approach
- 

**Point-to-Point  
Scheduled  
Operations**

**Air Transportation**

- National Air Carriers
- Point-to-Point Service
- Inter-modal

**Air Traffic Control**

- En-route Air Traffic Control
- Terminal Area Traffic Control

**Barnstorming  
Operations**

**Air Transportation**

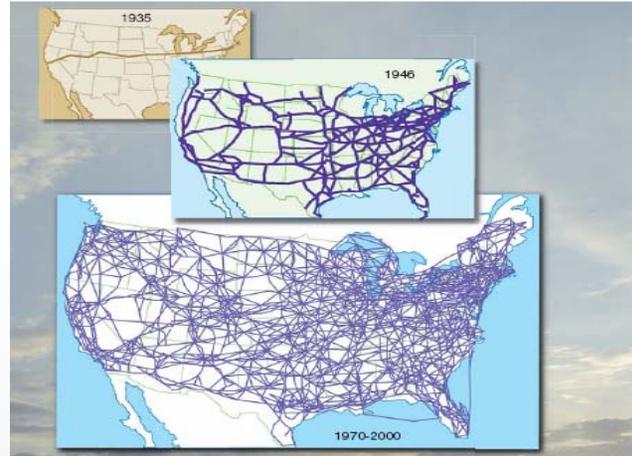
- Air Transportation - Mail

**Air Traffic Control**

- Basic Airport Traffic Control

**Aircraft**

- Basic Aero
- Propulsion



Complexity of Interactions in Network of Distributed Agents



1920

1940

1960

1980

2000



# Air Transportation System



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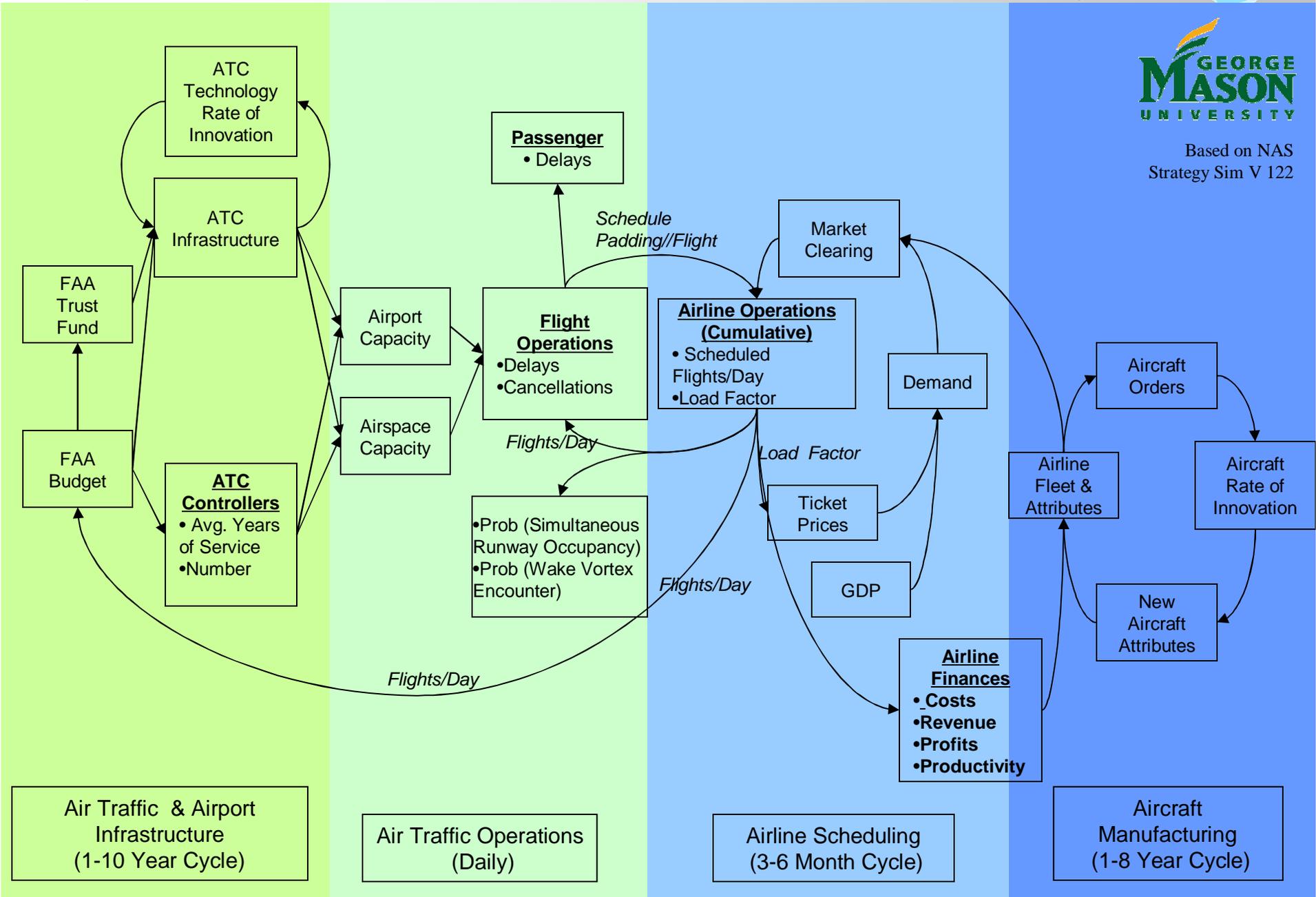
- Air Transportation System is ...
  - Layers of networks
  - Networks composed of agents
    - Distributed, Autonomous
  - Agents operated by private and public entities
- Networks and agents:
  - capacity limited
  - exhibit stochastic behavior
  - operate in non-equilibrium state (both economics and system performance)
  - **operate with conflicting objective functions**
- Brining Networks and Agents into synchronicity
  - Collaborative Decision Making
  - Economic *and* Technology controls

<u>Layers of Networks in ATS</u>	<u>Objective Functions</u>
<b>Air Traffic Control (Federal)</b> <ul style="list-style-type: none"> <li>• Command and Control (1)</li> <li>• Centers (20)</li> <li>• Terminal Radar Controllers (170+)</li> <li>• Towers (400+)</li> </ul>	<ul style="list-style-type: none"> <li>• Service all aircraft in the air</li> <li>• Safety (through Procedures and Certification)</li> <li>• Promote aviation</li> </ul>
<b>Airports (Municipal/State)</b> <ul style="list-style-type: none"> <li>• Terminals, Ramps, Taxiways, Runways</li> <li>• Access Roads, Parking, ...</li> <li>• Security, Passenger processing ...</li> </ul>	<ul style="list-style-type: none"> <li>• Revenue Neutral</li> <li>• Passenger flow, security</li> <li>• Passenger experience</li> </ul>
<b>Airline Operations (Private Sector)</b> <ul style="list-style-type: none"> <li>• Dispatch, Flightplanning, Weather</li> <li>• Maintenance, ...</li> </ul>	<ul style="list-style-type: none"> <li>• On-time</li> <li>• Minimize costs</li> </ul>
<b>Airline Planning (Private Sector)</b> <ul style="list-style-type: none"> <li>• Fleet selection and purchase</li> <li>• Marketing, Scheduling, Pricing</li> <li>• Sales, Ticket Processing, ...</li> </ul>	<ul style="list-style-type: none"> <li>• Marketshare in super-competitive marketplace</li> <li>• Profit (sometimes)</li> </ul>
<b>Aircraft Manufacturers</b> <ul style="list-style-type: none"> <li>• Design, Production</li> <li>• Training, Support, ...</li> </ul>	<ul style="list-style-type: none"> <li>• Marketshare in duopoly</li> <li>• Profit (someplaces)</li> </ul>

# Objective Functions Reinforce/Undermine Agents



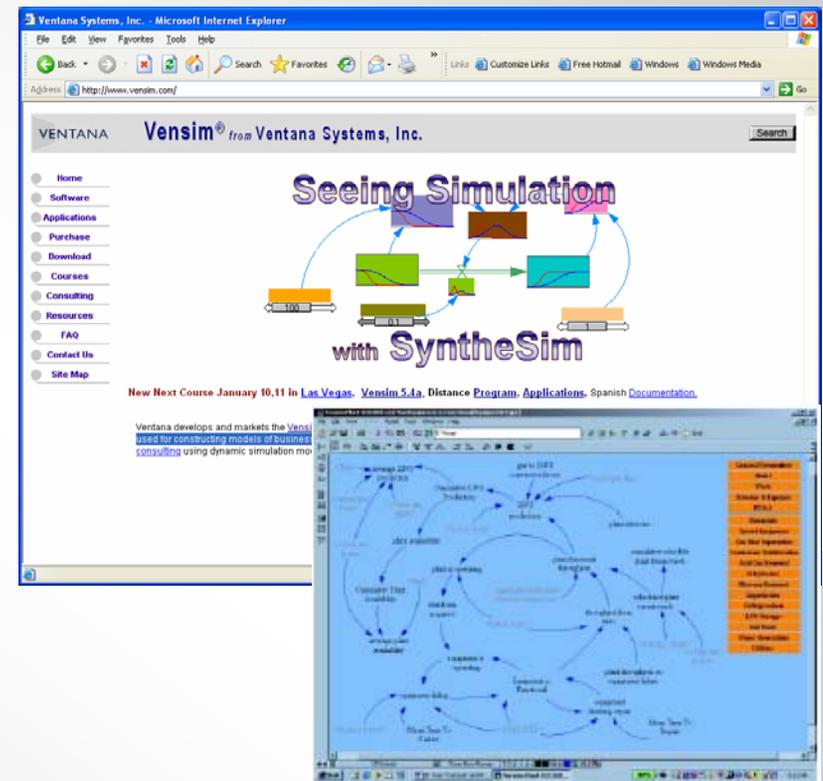
Based on NAS  
Strategy Sim V 122



# FAA NAS Strategy Simulator



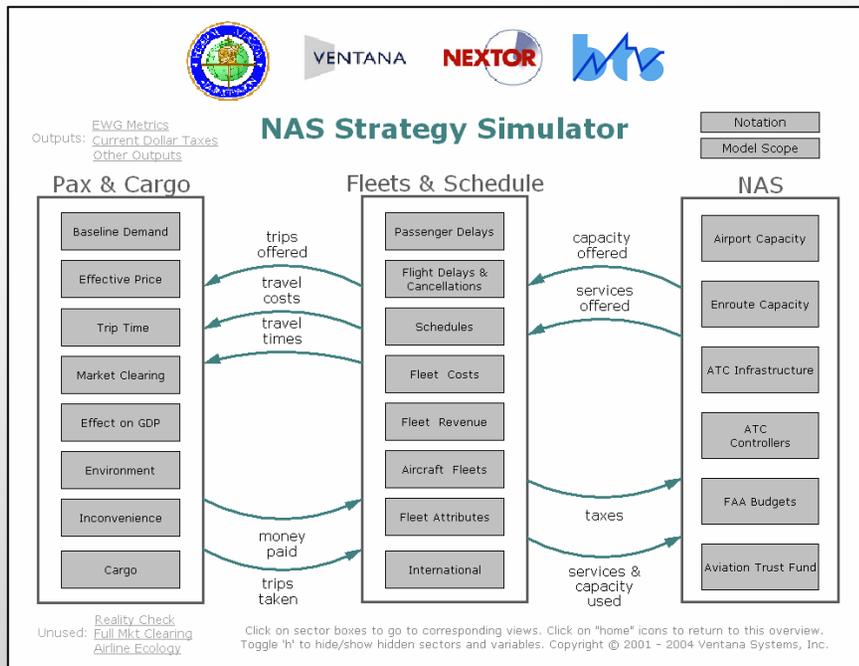
- Dynamical System Modeling (Jay Forrester, circa 1950)
- Used for studying and managing complex feedback systems, such as one finds in business, scientific, environmental, social systems.
- Tool - Vensim
  - Ventana Systems product
  - <http://www.vensim.com/>



# FAA NAS Strategy Simulator



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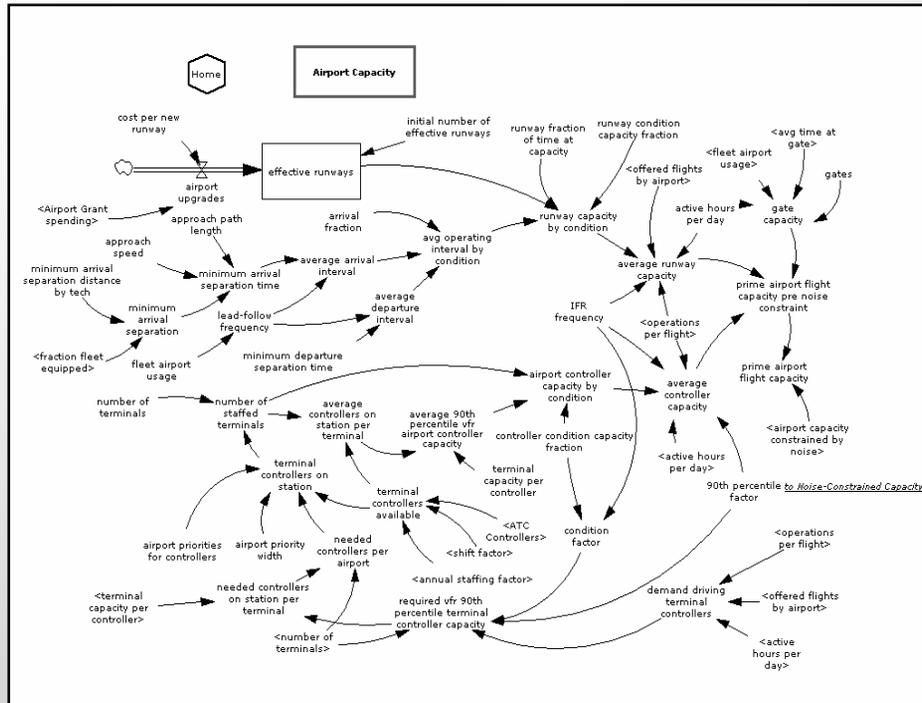
- Number of runways in NAS = 132
  - 35 major airports (US DOT Form 41 Airports)
- Number of Airports Gates = 10000
- Schedule
  - Number of Part-121 Ops per day = 24000
  - Price = \$150/trip
- Fleet = 8500 aircraft
  - Average cruise speed = 330 knots
  - Aircraft size = 103 person/flight

Top-level View of NAS Strategy Simulator (V117c)

# FAA NAS Strategy Simulator



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Airport Capacity Module

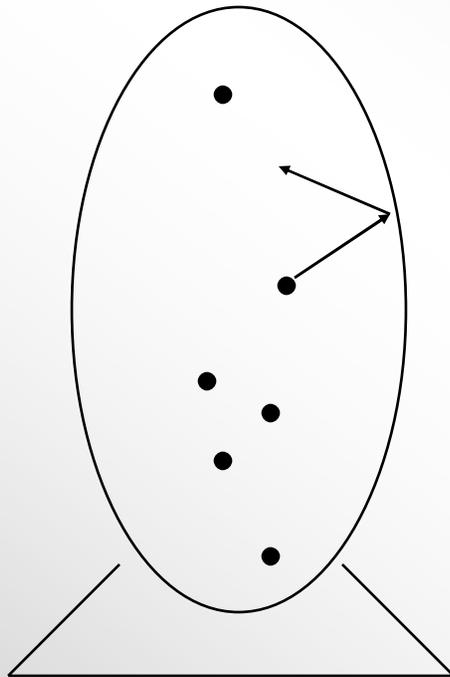
- Calculates variables from 1965 – 2025
  - Variables calculated annually (e.g. FAA operating costs in \$B/year)
- Total Variables and Parameters = 634
  - Fixed Parameters - 122
  - Historical inputs – 44
    - Historical time series from industry data-bases
  - User Controls – 62
  - Input (Look-up) Tables – 25
  - Definitions and Conversion factors - 36
  - Internal Equations - 345



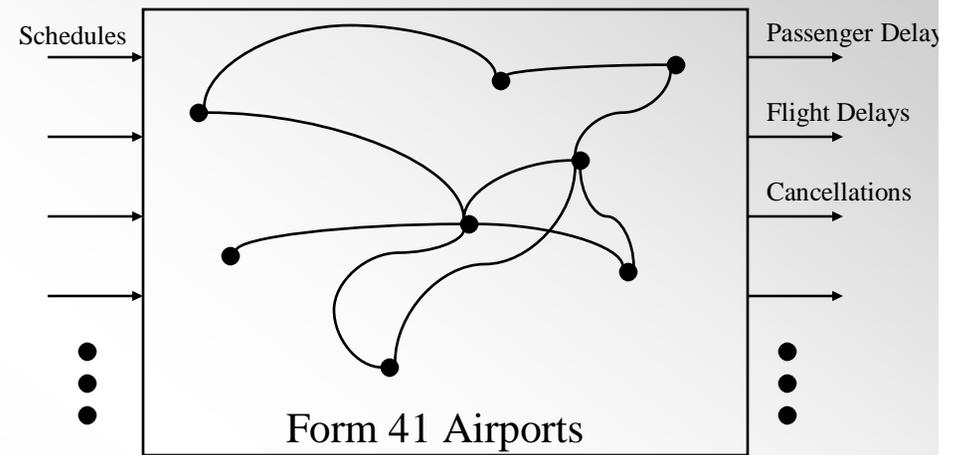
# Way to Think About Strat Sim



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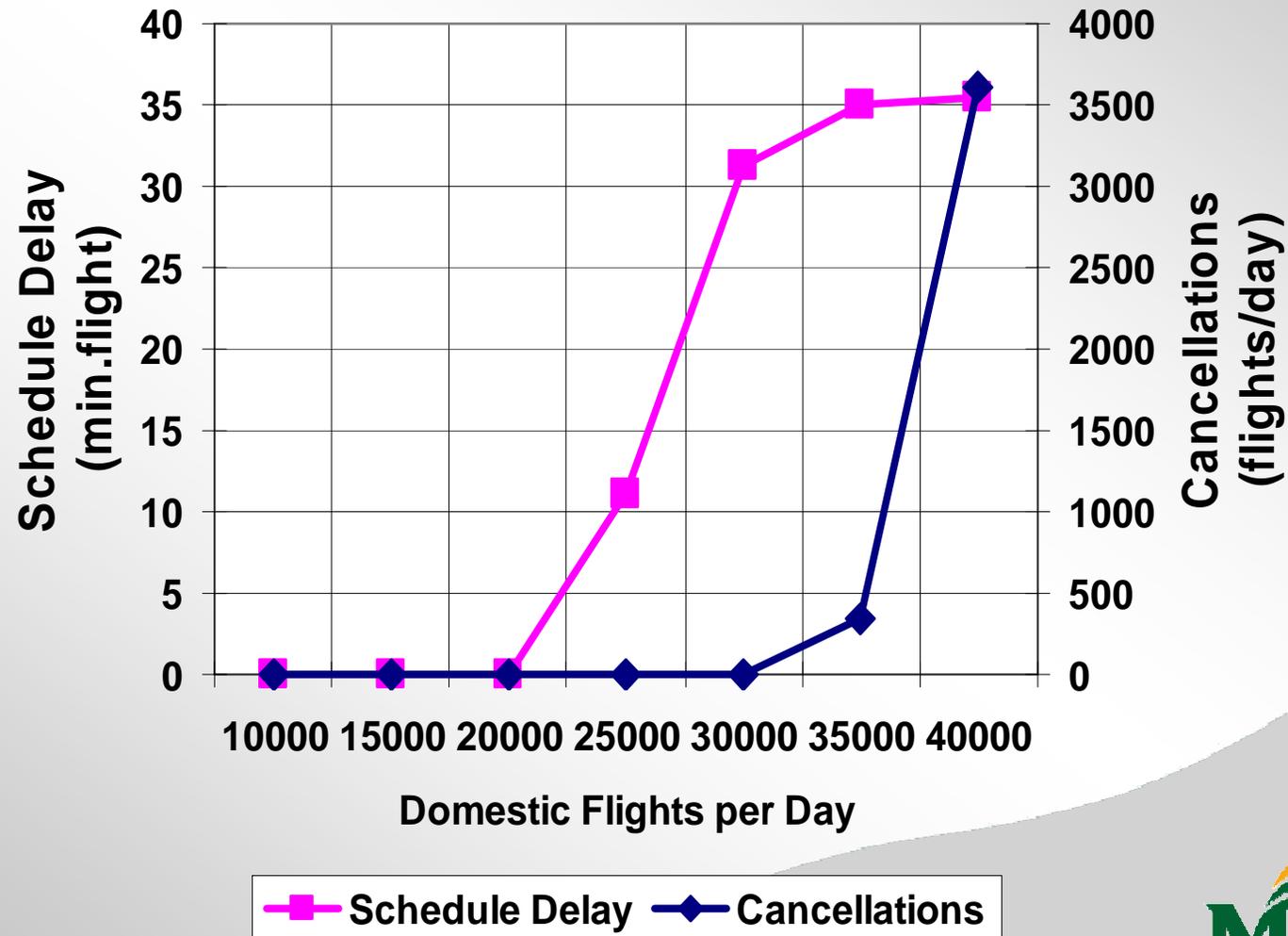


Measure Pressure of gas on vessel by  $PV=nRT$  (not by solving equations of motion for all molecules)



Understand behavior of NAS through macro-model (not by solving equations for network)

# Delays and Cancellations Function

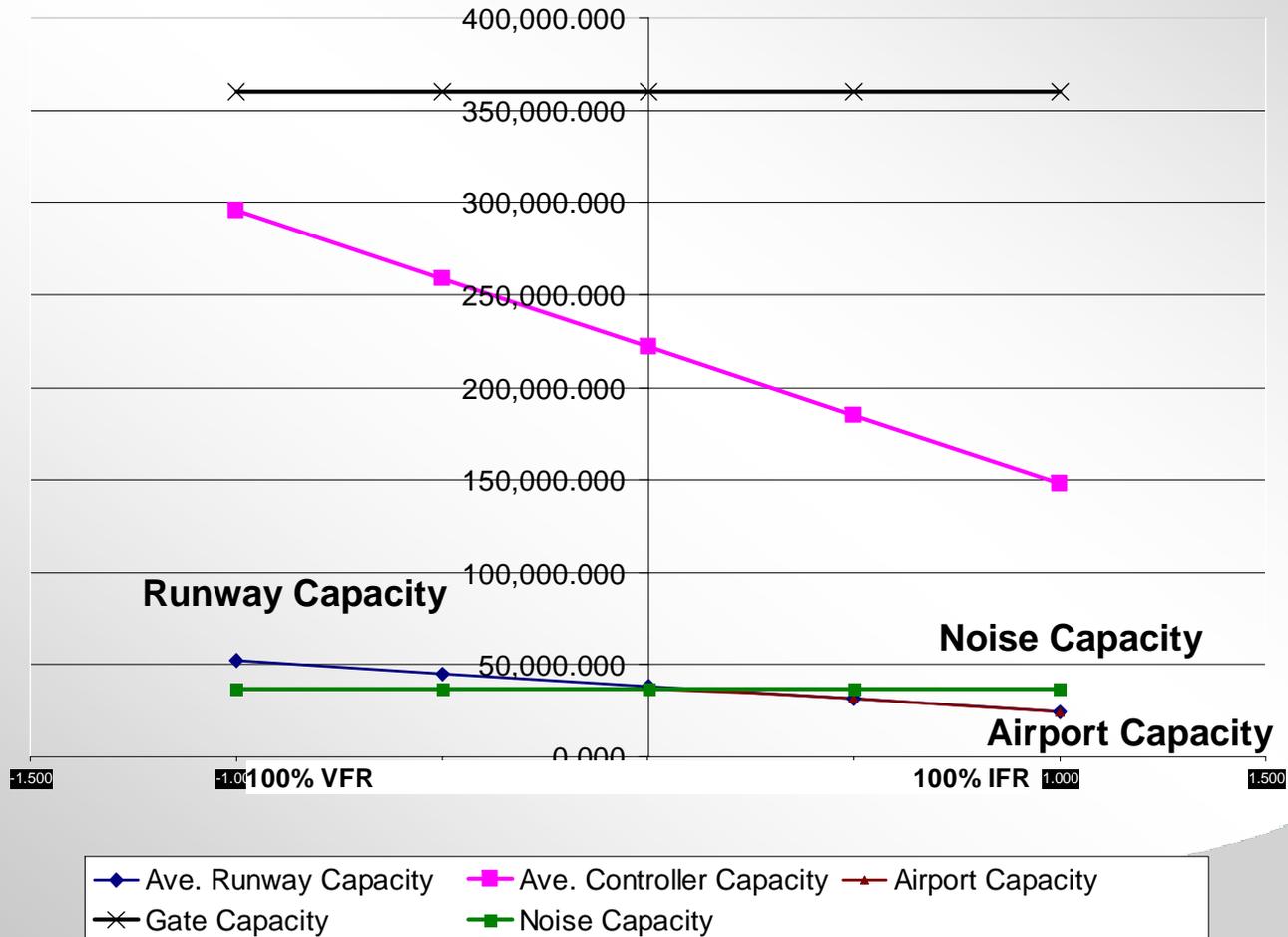


# Airport Capacity



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## Airport Capacity (Flights per Day)



# Case Study –Revenue/Costs of Air Traffic Operation



- FAA – Air Traffic Operations funded through Excise Tax (also known as User or Benefit Tax)
- 1990s- 10% tax on ticket price
  - generated \$4 - \$5 billion in tax revenue annually
  - airlines with lower ticket prices carried lower tax burden
- 1996 legislative authorization expired - Congress passed the Tax Relief Act of 1997
  - lowered ticket tax from 10% to **7.5%** of the ticket price
  - added **\$3** fee for each leg of travel
- Problem with Tax scheme
  - FAA Revenue based on *cost of travel* (i.e. ticket price)
  - FAA Costs still based on *cost of operations* (i.e. number of flights per day)
- Not *robust* to changes in demand for travel, airline business models

# Assumptions



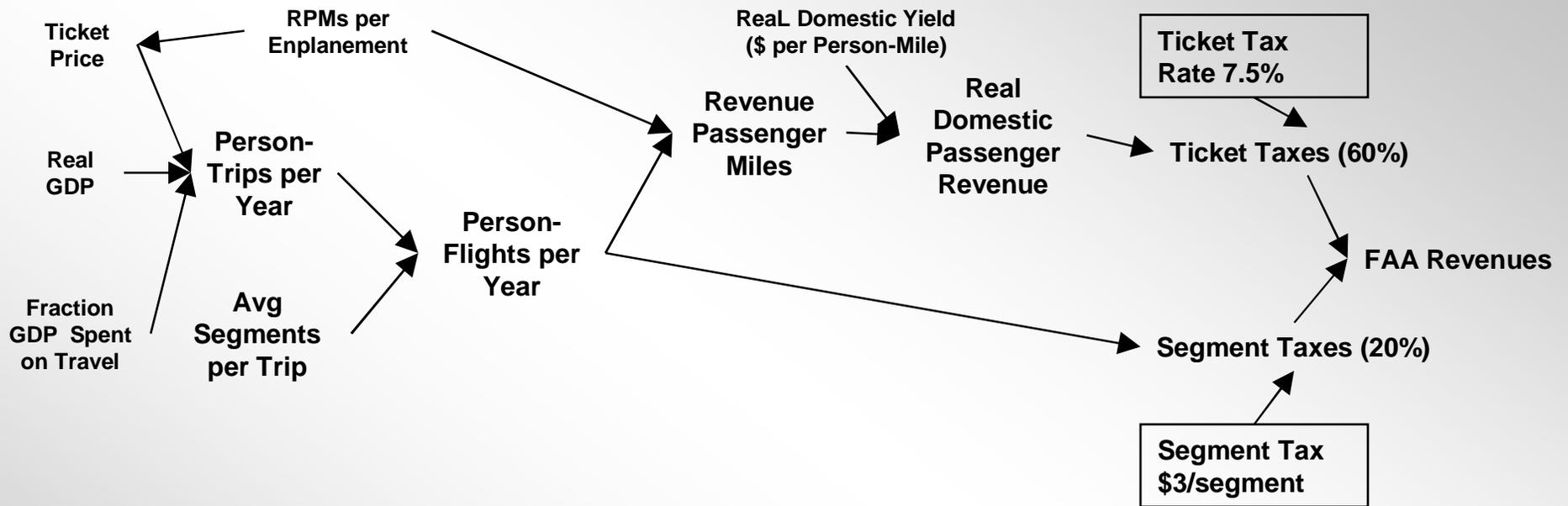
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- Existing (major) airport and ATC infrastructure
  - No new airports
- Existing route structure
  - No new origin/destinations, routes
- Airlines can change frequency and fleet mix (seats per aircraft)
- Fixed ticket prices
- Fixed costs of ATC operations
- Fixed costs of airline operations

# FAA Revenues and Costs



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**Airline Business Model:**  
 • Fleet Mix  
 • Seats per Aircraft

**Domestic Flights per Year**

**ATC Capacity:**  
 • Efficiency under Constraints

**FAA Fixed Costs \$3.3B/Year**

**FAA Costs per Operation = \$270**

**FAA Costs**

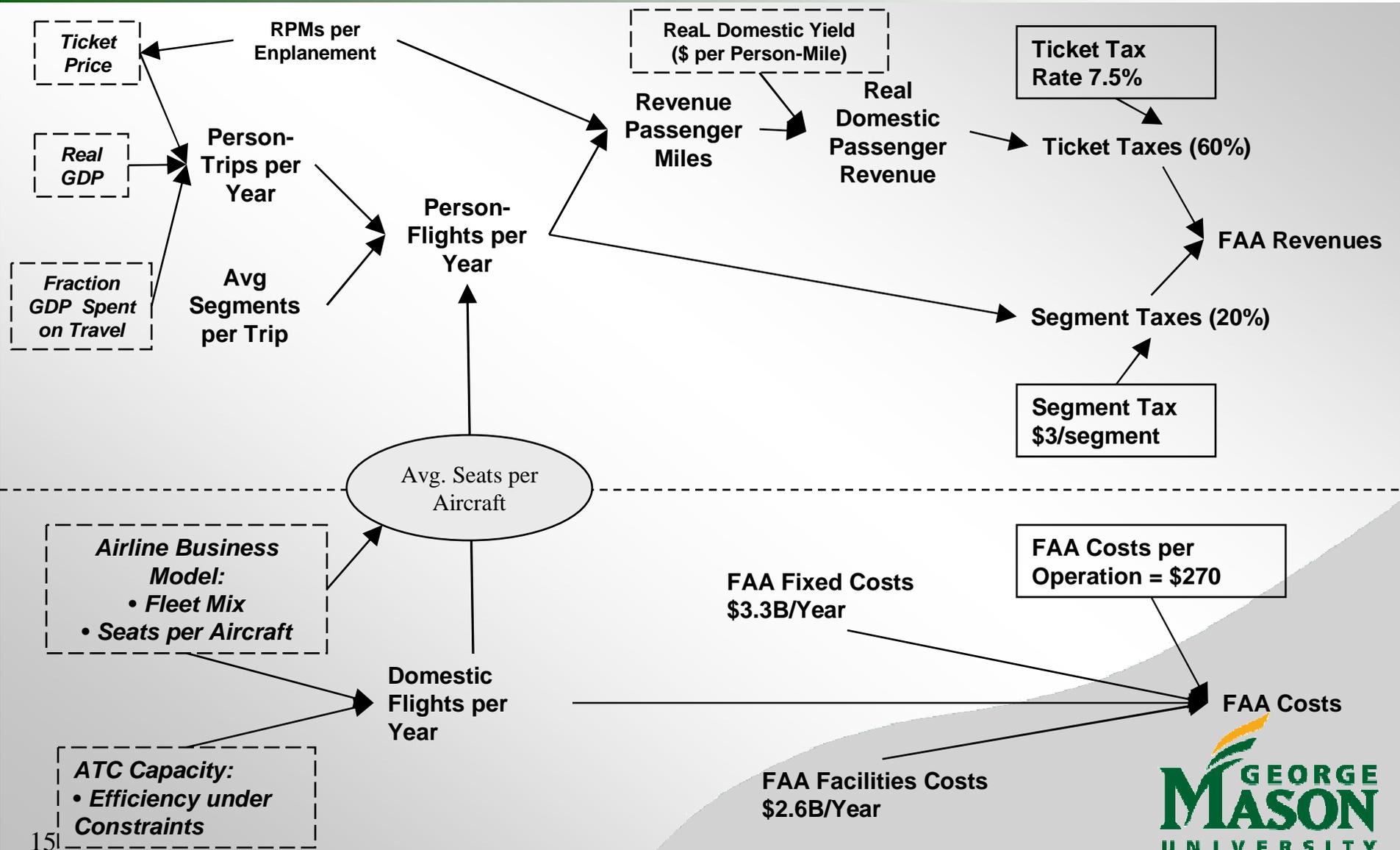
**FAA Facilities Costs \$2.6B/Year**



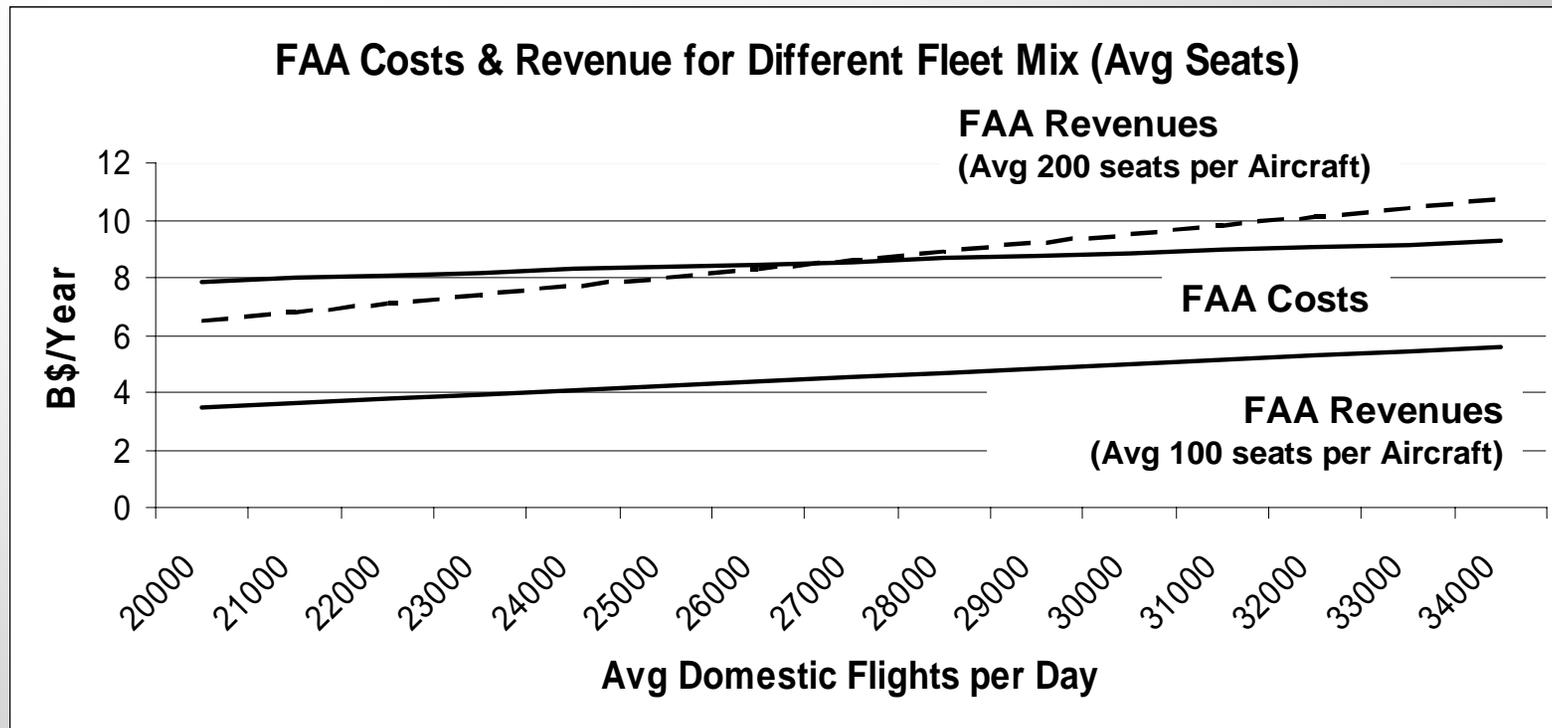
# FAA Revenue/Cost Drivers



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# Impact of Fleet Mix on FAA Revenue



- Motivations under existing tax scheme:

- Airlines

- Compete for marketshare
- Use frequency of service as competitive advantage
- drive down ticket prices (and operating costs)

- ATO

- Set policies to drive airlines to up-guage to increase passengers per operation
- only fund capacity upgrades when economically solvent

# Conclusions



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- FAA policy, procedure and technology decisions must take dynamical behavior of system into account
  - Robust to perturbations
  - Robust to changes in economy, business models
- NAS Strategy Simulator provides the basis for the analysis
- Business Opportunities:
  - Under existing capacity constraint:
    - Reduce variance in process (delays, cancellations, ...etc.)
    - Maximize use of resources (e.g. up-guage in profitable manner)
  - Increase capacity
  - Modify taxation scheme to be more robust to perturbations and plausible future airline business models