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# Innovative Airside Simulation using PTV Vissim

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### **Presentation Structure**

### Study Background

- ✓ Project Scope
- ✓ Study Objective
- Study Approach and Methodology
  - ✓ Parameters/Assumptions
  - ✓ Apron GSE Travel Pattern and Stand Circulation

### GSE Simulation model

- ✓ Network Preparation
- ✓ PT Lines and Schedules
- ✓ Model runs and results

### \* Key Takeaways

- ✓ Modelling Challenges
- ✓ Potential Improvements





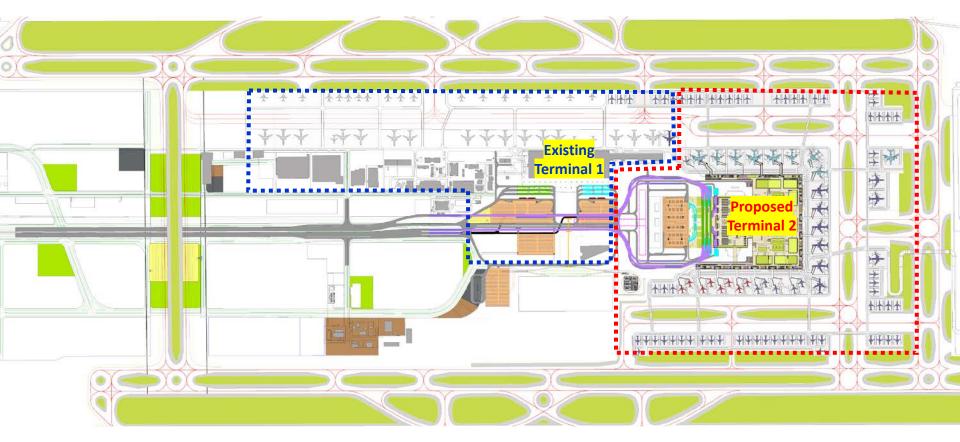








- ✓ Air Traffic at Bengaluru Airport growing exponentially during 10 years
- Existing Terminal 1 with 20 MPPA running soon at capacity and Airport is developing new Terminal 2 with more than double of the existing capacity in two phases
- ✓ Preliminary plans have been developed and detailed plan preparation is under progress



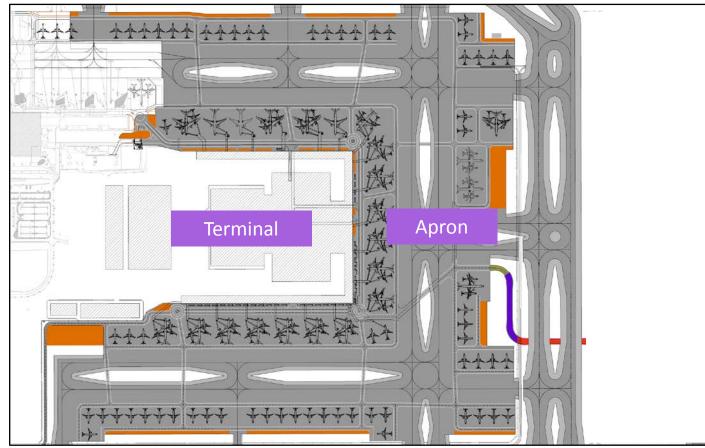


- CH2M recently conducted a major simulation study for Bengaluru Airport for this new Terminal 2 with associated aircraft stands and landside access.
- ✓ CH2M developed simulation models for landside traffic, terminal passengers and airside Ground Service Equipment (GSE) vehicle movements to validate designs
- ✓ Vissim has been used for Landside Traffic and Airside GSE simulation.



### \* Objective

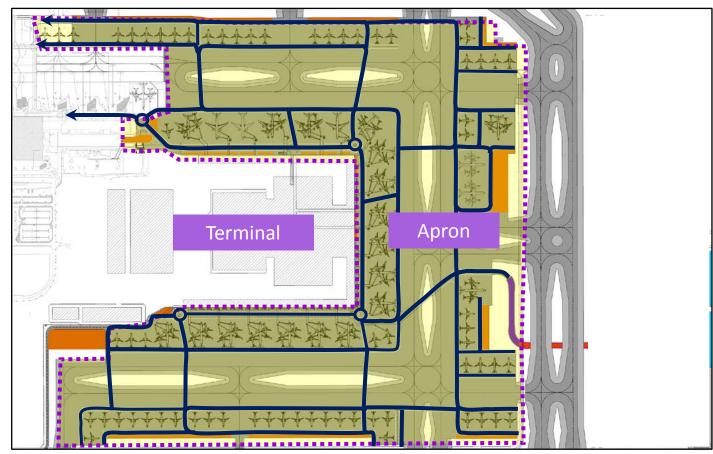
- ✓ Objective is to visualize and analyse GSE operations on apron roads to identify the capacity reserves and future bottlenecks to inform design changes or future operation management
- Actual vehicle flow on each aircraft stand and the aircraft movement modelling are outside the scope, but the impact is to be considered on apron roads
- $\checkmark$  Limited study duration of about 12 weeks for draft report





### \* Scope

- Study network includes all proposed terminal apron roads along with connections to existing/future terminals and landside access roads
- ✓ GSE flow on apron during combined apron peak hour for different phases of terminal development is modelled. Final phase details (i.e. the most demanding case) are discussed under current context.





# Study Approach and Methodology

### Study Approach



#### GSE on Apron

- Simulation models developed for peak period with applicable GSE flows at contact and remote stands
- ✓ Different vehicle categories decided based on GSE operations and servicing requirements

#### Peak Period and ATMs

- Design Day Flight Schedules (DDFS) analyzed to identify peak hours and corresponding Air Traffic Movement (ATMs)
- ✓ Peak ATMs are identified by arrival/departure at contact and remote stands for modelling

#### GSE for Staging and Servicing

- ✓ GSE movement is schedule-based depending on flight schedules (arrival/departure times)
- ✓ Deployment of various GSE for each ATM for servicing based on type of aircraft and stand location
- ✓ Stand flow in line with positioning of GSE on either side of aircraft
- ✓ Service times at stands include staging/waiting time and actual servicing time for each ATM

#### Travel Pattern and Assignment

- ✓ GSE is deployed from/to different stand locations, GSE areas, terminal bus bays, baggage handling locations and other parking/operational areas
- Traffic assignment is done assuming likely routes and restrictions to generate GSE flows on apron roads

### GSE Vehicle Physical Dimensions

- ✓ 19 GSE vehicle categories are identified based on likely operations at apron
- ✓ Physical parameters are taken from standard GSE equipment dimensions



S No	Vehicle Type	Vehicle	e Size
3 100	venicie rype	Length (m)	Width (m)
1	Tow Truck	9.99	4.50
2	Mobile Ground Power Unit	3.50	1.95
3	Catering Truck	9.42	2.49
4	Lower deck cargo loader	9.20	4.30
5	Fuel Pumping Truck	8.17	3.10
6	Conveyor Belt	7.88	2.09
7	Potable Water Vehicle	4.68	3.07
8	Baggage Bulk Train - Tractor	4.57	1.46
ð	Baggage Bulk Train - Trailer	3.16	1.32
9	Lavatory Vehicle	6.98	2.49
10	Belly Cargo ULD - Tractor	5.04	2.60
	Belly Cargo ULD - Trailer	3.16	1.32
11	Air Conditioning Unit	7.03	2.60
12	Passenger Stairs	11.20	2.91
13	Line maintenance car	4.40	1.80
14	Crew vehicle	4.96	2.05
15	Dispatcher/supervisor	3.65	1.64
16	PRM lift	8.50	2.55
17	PRM vehicle	4.96	2.05
18	Cleaning Truck	4.96	2.05
19	Remote Buses	13.92	3.00



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# Study Methodology

### Peak ATMs

✓ Flight schedules are taken from Design Day Flight Schedules (DDFS) developed by CH2M airport planners and agreed with client

Aircra	craft Type Stand		ind	ATM during	Actual Flight Sc	Stand	
Aircraft	ICAO Code	Туре	Number	Peak Period	Arrival time	Departure time	Duration
Code C							
320	С	С	V14	Dep	8:25	9:00	0:35
73G	С	С	V14	🞸 Arr	10:15	11:05	0:50
737	С	С	V16	Dep	8:35	9:00	0:25
738	С	С	VSAI	Arr/Dep	9:20	9:55	0:35
DH8	С	С	V16	Arr	10:20	10:50	0:30

- Peak hour ATMs by type of aircraft and stand considered are related to combined peak hour on apron.
- ✓ Airport wide ATMs are close to 130 (T1-37 and T2 93).

Air Craft		Contact ATM	S		Remote ATMs		Total ATMs			
Туре	Arrival	Departure	Total	Arrival	Departure	Total	Arrival	Departure	Total	
Code C	17	20	37	23	22	45	40	42	82	
Code E	5	4	9	0	1	1	5	5	10	
Code F	1	0	1	0	0	0	1	0	1	
Total Peak Hour	23	24	47	23	23	46	46	47	93	



### Flights for Modelling

- Stand allocation details at contact and remote stands during peak hour are developed by airport planners based on expected demand
- All ATMs impacting peak GSE flow even outside peak hour are considered in the model





#### GSE Vehicle Deployment

13

- Each GSE required for arrival/departure sequence decided based on type of aircraft (Code C, E or F) and servicing requirements
- o Cargo loader and belly cargo ULDs required for Code E & F aircraft only
- Ground power, Air conditioning unit, Passenger stairs, PRM lift/vehicle, remote buses required only for remote stands
- $\,\circ\,$  Rest of the vehicles required at both contact and remote stands

				Remote Stands					
S No	Vehicle	Со	de C	C	ode E	Co	de F	Co	de C
		Arrival	Departure	Arrival	Departure	Arrival	Departure	Arrival	Departure
1	Tug - without tow bar	-	1	-	1	-	1	-	1
2	Mobile Ground Power Unit	-	-	-	-	-	-	1	-
3	Catering Truck	1	-	2	-	3	-	1	-
4	Lower deck cargo loader	-	-	2	-	2	-	-	-
5	Fuel Pumping Truck	-	1	-	1	-	2	-	1
6	Conveyor Belt	2	-	-	-	-	-	2	-
7	Potable Water Vehicle	-	1	-	1	-	1	-	1
8	Baggage Bulk Train	2	2	3	3	4	4	2	2
9	Lavatory Vehicle	-	1	-	1	-	1	-	1
10	Belly Cargo ULD	-	-	3	3	4	4	-	-
11	Air Conditioning Unit	-	-	-	-	-	-	1	-
12	Passenger Stairs	-	-	-	-	-	-	2	-
13	Line maintenance car	-	1	-	1	-	1	-	1
14	Crew vehicle	1	1	1	1	1	1	1	1
15	Dispatcher/supervisor	1	1	1	1	1	1	1	1
16	PRM lift (not always)	-	-	-	-	-	-	0.3	0.3
17	PRM vehicle (not always)	-	-	-	-	-	-	0.3	0.3
18	Cleaning Truck	1	-	1	-	1	-	1	-
19	Remote Buses	-	-	-	-	-	-	3	3



#### GSE Stand Service Times

- GSE vehicle average stand service are considered based on standard servicing operations
- Service times are different for different types of aircraft
- ✓ Waiting time at bus bays near terminal
  - Departure bays : 5 minutes
  - o Arrival bays : 2 minutes

C N -	Makida.	Service Time (Minutes)						
S No	Vehicle	Code C	Code E	Code F				
1	Tow Truck - with tow bar	10	10	10				
2	Ground Power Unit	45	60	90				
3	Catering Truck	20	30	50				
4	Lower deck cargo loader	30	40	60				
5	Fuel Pumping Truck	15	25	40				
6	Conveyor Belt	30	40	90				
7	Potable Water Vehicle	10	18	30				
8	Baggage Bulk Train	15	15	15				
9	Lavatory Vehicle	15	15	25				
10	Belly Cargo ULD	10	10	10				
11	Air Conditioning Unit	45	60	90				
12	Passenger Stairs	45	60	90				
13	Line maintenance car	10	10	10				
14	Crew vehicle	5	5	5				
15	Dispatcher/supervisor	10	10	10				
16	PRM lift (not always)	7	7	7				
17	PRM vehicle (not always)	7	7	7				
18	Cleaning Truck	20	45	90				
19	Remote Buses	10	10	10				



### GSE Stand Schedule

 Scheduling and deployment of GSE done based on flight arrival and departure times and service times required for service including staging

#### GSE Stand Sequence

- Arrival and Departure sequence for each type of aircraft at Contact and Remote Stands
- ✓ Code C aircraft total stand time : 45 min
  - Arrival 15 min

○ Departure – 30 min

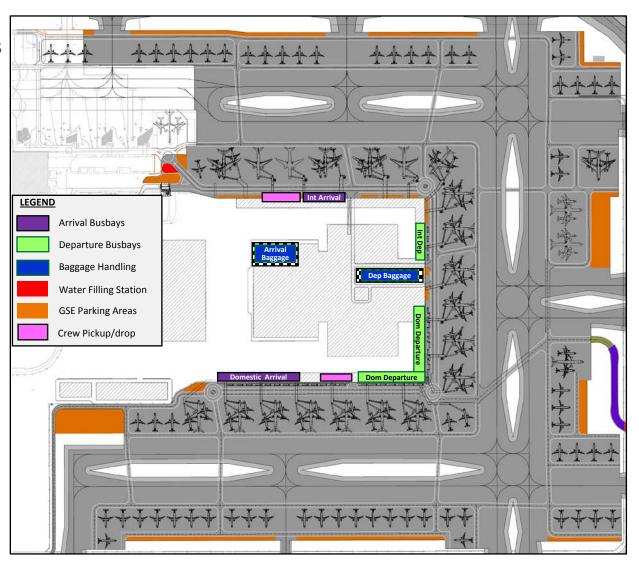
	Vehicle	Stand Type	A.	E per TM	Staging	Time After Arrival (min)			Aircraft Parked Period (Varies)	C	Time Departu	Before ure (mi		PUSHBack
			Arr	Dep	-5	0	5	10		-20	-15	-10	-5	0
1	Tug	Contact	0	1									5 min	5 min
т	Tug	Remote	0	1									5 min	5 min
2	Mobile Ground Power Unit	Contact	0	0			Ν	lot req	uired as fixed po	_	provide	ed		
2	Mobile Ground Power Onit	Remote	1	0					On stand for du	ration				
2	Catering Truck	Contact	0	1							20	min		
3		Remote	0	1							20	min		l
4	Lower deck cargo loader	Contact	0	0				Not	required for Cod	le C air	craft			
4	Lower deck cargo loader	Remote	0	0				Not	required for Cod	le C air	craft			l I
-	Fuel Pumping Truck	Contact	0	1							15 mir	ı		
2		Remote	0	1							15 min	1		l I
6	Conveyor Belt	Contact	2	0					On stand for du	ration				
0	Conveyor Beit	Remote	2	0					On stand for du	ration				
7	Potable Water Vehicle	Contact	0	1							10	min		
'	Potable water vehicle	Remote 0		1							10	min		
	Persona Bulk Train	Contact	2	2	5 min		15 mir	۱			15 min	۱		
ð	Baggage Bulk Train	Remote	2	2	5 min		15 min	1		15 min				
•	Levete mi Vehiele	Contact	0	1						<b>V</b>	15 mir	۱		
9	Lavatory Vehicle	Remote	0	1							15 min	1		
10		Contact	1	1	5 min	10	min			10	min			
10	Bulk Baggage Train	Remote	1	1	5 min	10	min			10	min			l I
11	Air Conditioning Unit	Contact	0	0			Not req	uired a	s fixed pre-condi	tioned	air is p	orovide	d	
11	Air Conditioning Unit	Remote	1	0					On stand for du	ration				
4.2	De se a marce Chailma	Contact	1	0					On stand for du	ration				
12	Passenger Stairs	Remote	2	0					On stand for du	ration				
12		Contact	0	1						10	min			l
13	Line maintenance car	Remote	0	1							10	min		
14	Crew vehicle	Contact	1	1	5 min	5 min				5 min				
14	Crew vehicle	Remote	1	1	5 min	5 min				5 min				
15		Contact	1	1	5 min	10	min			10	min			
15	Dispatcher/supervisor	Remote	1	1	5 min	10	min			10 ו	min			
10	DDM lift (not always)*	Contact	0	0		N	lot requ	uired as	s passenger boar	ding br	idge is	availa	ble	
10	PRM lift (not always)*	Remote	0	0.3		7	min					7	min	
47		Contact	0	0		N	lot requ	uired as	s passenger boar	ding br	idge is	availa	ble	1
1/	PRM vehicle (not always)*	Remote	0	0.3		71	nin					7	min	
4.0	Classica Travela	Contact	1	0							20	min		
18	Cleaning Truck	Remote	1	0			1				20	min		
40	Downsto Downs	Contact	0	0		N	lot requ	uired as	s passenger boar	ding br	idge is	availa	ble	
19	Remote Buses	Remote	3	3	5 min	10	min		-	10	min			1

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# Study Methodology

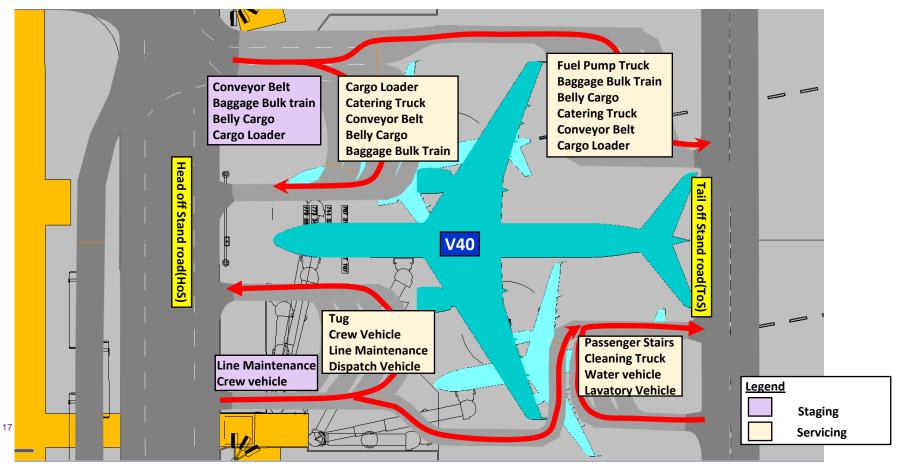
### Apron Travel Pattern

- ✓ GSE flow mainly happens between aircraft stands and the following locations:
  - o GSE parking areas
  - Remote/contact stands
  - o Bus bays at terminal
  - Baggage handling at terminal
  - o Airside/landside Gate
  - Other parking/facilities on apron
  - o Alternate terminal areas





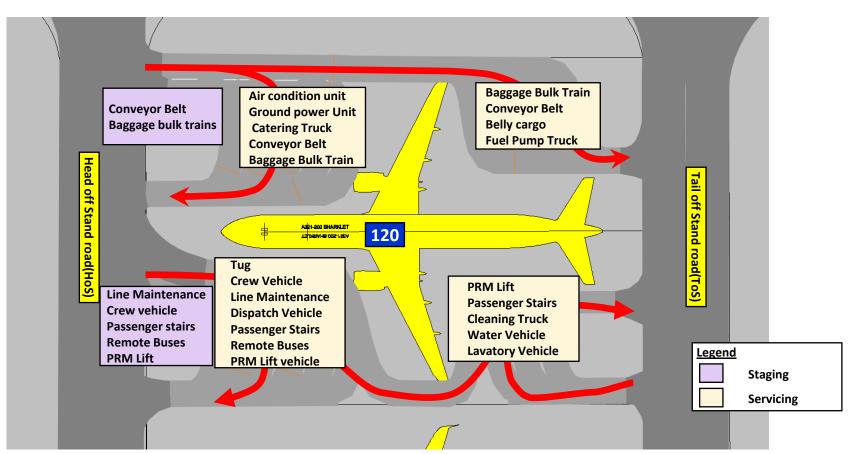
- Stand Circulation GSE flow at Contact Stand
  - One set of bulk baggage, conveyor belt, belly cargo and cargo loader, crew and line maintenance vehicles are added as staging
  - ✓ One set of bulk baggage, conveyor belt, belly cargo, cargo loader and catering truck enter from HoS and exit to ToS. Rest enter and exit from either HoS/ToS roads





Stand Circulation - GSE flow at Remote Stand

- One set of passenger stairs, bulk baggage, conveyor belt, remote buses, crew and line maintenance vehicles are added as staging
- ✓ Buses, PRM vehicles, One set of bulk baggage and conveyor belt, Lavatory and Water vehicles enter from HoS and exit to ToS. Rest enter and exit from either HoS/ToS roads

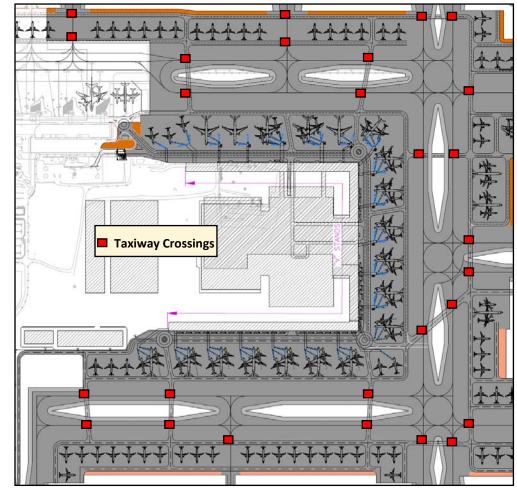


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# Study Methodology

### Other Assumptions

- ✓ Apron Speeds
  - Buses are assumed to travel at 15 kmph on the apron
  - Baggage trains/tugs at 10 kmph on average
  - Rest of the vehicles would travel in the range of 10-20 kmph
  - No vehicle would travel above 25 kmph
- ✓ GSE Flow across Taxiways
  - Limited only to critical remote buses, baggage trains, catering trucks, crew, dispatch and supervision vehicles to minimize delays to aircrafts
  - Average waiting time of 30 seconds for crossing taxiways/lanes for each vehicle



# **GSE Vissim Simulation Model**



#### Modelling Period

- ✓ Primarily one hour including necessary warm up and cool off periods
- ✓ All flights with likely GSE movement during peak hour considered in modelling
- ✓ Actual modelling period is up to 4.5 hours to consider all GSE vehicles required for flights within the actual aircraft movement peak hour

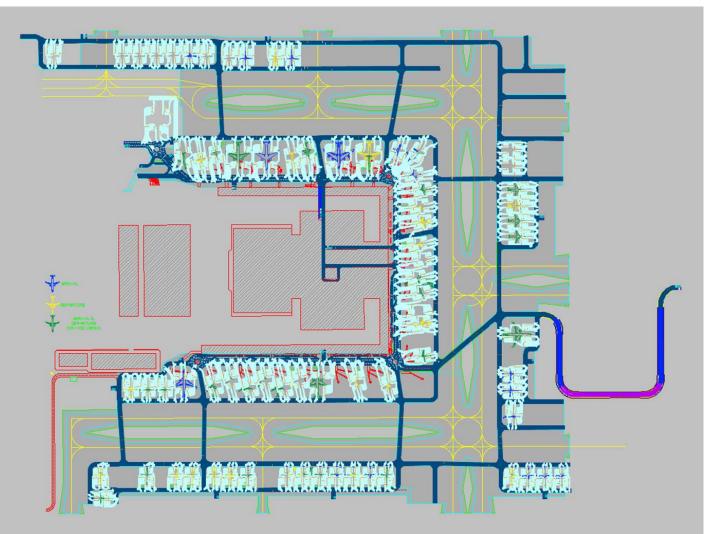
#### Network Coding

- ✓ All apron roads are coded as normal road links
- Stand flow assigned to series of exclusive links and connectors to allow each GSE movement without any waiting
- ✓ Stop signs put on links to make each GSE wait for applicable service time
- ✓ Staging is done by stopping applicable GSE before aircraft arrival
- PT lines are considered separately for all stands for each GSE to move on apron as per schedule



### Simulation Network – Apron Roads

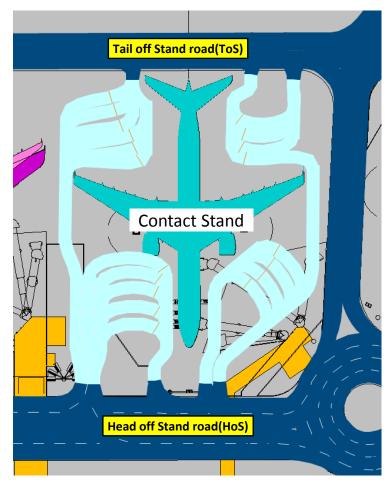
 $\checkmark~$  Apron roads are coded as normal road links

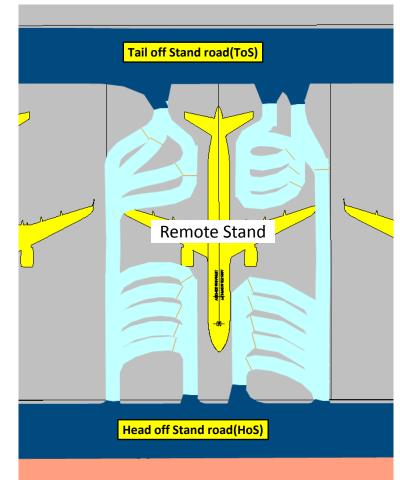




#### Simulation Network – Stand Connections

✓ Stand connections allow waiting of GSE at flight and movement between ToS/HoS roads at contact and remote stands







#### **\*** GSE Vehicle Characteristics

✓ GSE vehicle characteristics and relevant 3D models are selected based on physical size and dimensions

ect layou	es E to	l : 😹 «Sir		8 . BB					Driving B Select ta		Triving Behavior Parameter Set	
oun No	Name		Model2D3DDistr		OccupDistr	Capacity	Vehicle Type		Cou No		No. 1 Name: Manimoz	inted
	101 Car Small				1: Occupancy 1.00	0			• 1	1 Uiban (motorized)	Following Lane Change Lateral Se	anal Control
	102 Car Utility				1: Occupancy 1.00	99999	No.: 101	Name: Car Small	2	2 Right-side rule (motonzed)	Look ahead distance	Car following model
	103 PRM Bus	Bus			1: Occupancy 1.00	99999			3	3 Freeway (free lane selection)	min: 0.20 m	Windemann 74
4	LO4 Remote Bus	Bus			1: Occupancy 1.00	99999	Static Functions & D	istributions Special External Driv ( )	4	4 Footpath (no interaction) 5 Cycle-Track (free overtaking)		
5	201 Water	HGV	21: WaterTruck	4: Catering	1: Occupancy 1.00	99999			2	S Cycle-Flack (tree overtaking)	max: 250.00 m	Model parameters
6	202 Lavatory	HGV	22: LavatoryTruck	5: Cleaning	1; Occupancy 1.00	99999	Category:	Car			8 Observed vehicles	Average standstill distance: 080
7	203 Fuelpump	HGV	23: Fuelpump	7: FuelPower	1: Occupancy 1.00	9999	Vehicle Model:	11: Car •			Look back distance	Additive part of safety clistence: 1.00
8 3	204 Cleaning	HGV	24: CleaningTruck	5: Cleaning	1: Occupancy 1.00	0						Multiplic part of safety distance: 170
9	205 Catering	HGV	25: CateringTruck	4: Catering	1: Occupancy 1.00	9999	Length:	4.72 m			min. 0.00 m	
10	206 Bulk Baggage	HGV	26: Bulk Baggage	6: Baggage	1: Occupancy 1.00	9999	Width:	2.46 m			max: 150.00 m	
11	207 Belly Cargo	HGV	27: Belly Cargo	6: Baggage	1: Occupancy 1.00	9999		2.40 m				
12	301 Ground Power	HGV	31: GroundPower	7: FuelPower	1: Occupancy 1.00	9999	Colors				Temporary lack of attention	
13	302 Air Conditionin	HGV	32: AirConditioni	7: FuelPower	1: Occupancy 1.00	9999	Color 1:	2: Passenger Car			Duration: 0.00 s	
14	303 Conveyor Belt	HGV	33: ConveyorBelt	9: HeavyGSE	1: Occupancy 1.00	99999					Probability: 0.00 %	
15	304 PRM Lift	HGV	34: PRMLift	8: LightGSE	1: Occupancy 1.00	9999	Color 2:	None				
16	305 Passenger Stair	HGV	35: PassengerStai	9: HeavyGSE	1: Occupancy 1.00	9999	Color 3:	None			E Smooth closeup behavior	
		HGV	36: CargoLoader	9: HeavyGSE	1: Occupancy 1.00	0	color s.	TNOTIC			Standstill distance for 0.50 m	
18	307 Towbar Tug	HGV	37: Towbar Tug	9: HeavyGSE	1: Occupancy 1.00	0	Color 4:	None •			static obstacles	
19	400 Rail	Tram	S0: Rail	1: Default	1: Occupancy 1.00	9999						
20	500 Cycle			1: Default	1: Occupancy 1.00	9999	1					
	500 Pedestrian	Pedestria	70: Pedestrian	1: Default	1: Occupancy 1.00	0		OK Cancel				

			s / Vehicle Type									
Sele	ect I	ayout	- <b>€</b> ≩	🕴 🥈 🗱 Vehi	cle types 👻 🖣	1a 🛢 💾 📑	~	Ž † X	† 🐳	-		
Coι	int	No	Name	VehTypes	UseVehTypeColor	Color	Co	ount: 2	No	Name	Category	Model2
Þ	1	11	Car/SUV	101,102	✓	(255, 255, 216, 0		1	101	Car Small	Car	11: Car
	2	12	Mini Bus	103	~	(255, 0, 127, 14)	Þ	2	102	Car Utility	Car	12: SUV
	3	13	Stand. Bus	104	~	(255, 0, 127, 70)						
	4	21	Mini Truck	201,202	~	(255, 0, 255, 255						
	5	22	Light Truck	203,204	~	(255, 0, 148, 255						
	6	23	MediumTruck	303,305,306	~	(255, 0, 0, 0)						
	7	24	Heavy Truck	205,307	~	(255, 0, 38, 255)						
	8	25	Tractor	304	<ul> <li></li> </ul>	(255, 255, 0, 220						
	9	26	Tractor-Trailer	206,207,301,	~	(255, 255, 0, 220						
	10	30	Rail	400	~	(255, 0, 0, 0)						
	11	40	Cycle	500	<ul> <li></li> </ul>	(255, 0, 0, 0)						
	12	50	Pedestrian	600	<ul> <li></li> </ul>	(255, 0, 0, 0)						
	13	60		101	<ul> <li></li> </ul>	(255, 0, 0, 0)						
	14	70		101	~	(255, 0, 0, 0)						
	15	80		101	~	(255, 0, 0, 0)						

#### **3D Vehicle Models**











#### PT Lines and Schedules

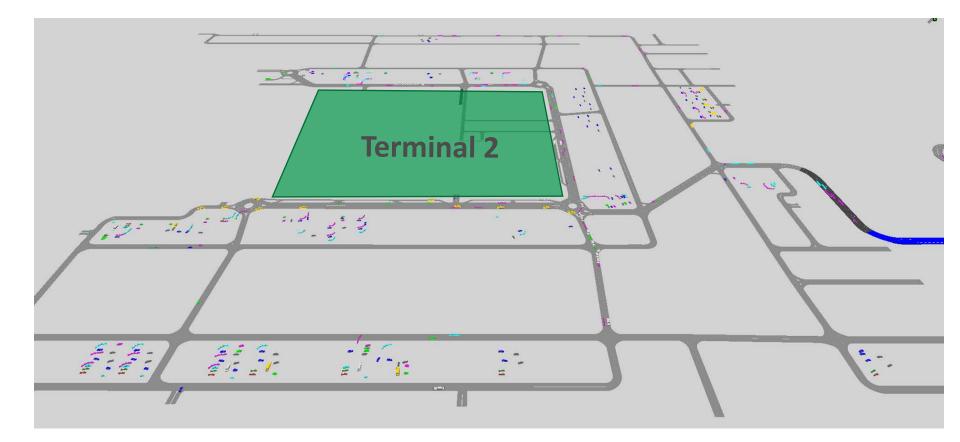
✓ Each stand requires about 20-25 PT lines along with time schedule for staging and serving aircraft

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t layout	- ▶ 罪 ● ∪ № ◎ ● ペ 図 및 ♀ ◆ ⇒ ● ♪ ズ 奴 み	Select layout	· & 24 %	t 🞜 Departi	ure times	• • • • • •		F 14 It a 🖪		
		Coun No Name	EntryL	ink DestLink	DestPos I	EntTm VehType	DesSpeedDistr	Count: 33 PTLine	Dep	Occup
		19 258 V62DepBa	1 48	49	152.978	0.0 206: Bulk Baggage	10: Taxiway Crossing	▶ 1 271: V57Crew	5880.0	0
Down U	The Section of Section Section Section 1	19 259 V62DepBa		49	158.558	0.0 206: Bulk Baggage	10: Taxiway Crossing	2 271: V57Crew	8460.0	0
1.24		19 260 V62BellyC1		87	2.810	0.0 207: Belly Cargo	10: Taxiway Crossing	3 272: V57LineM	8460.0	
1.1		19 261 V62BellyC2		87	3.925	0.0 207: Belly Cargo	10: Taxiway Crossing	4 273: V57Dispatch	5880.0	
- arrest		19 262 V62Caterin		130	48.229	0.0 205: Catering	15: ToS Road	5 273: V57Dispatch	8460.0	
		19 263 V62Caterin		130	45.267	0.0 205: Catering	15: ToS Road	6 274: V57PasStair	5640.0	
		19 264 V62CleanT		130	50.046	0.0 204: Cleaning	15: ToS Road	7 275: V57ConBelt1	5640.0	
	197279	20 265 V62Water	33	34	15,207	0.0 201: Water	15: ToS Road		5650.0	
	(1) 出资	20 266 V62Lavato	v 129	130	47.869	0.0 202: Lavatory	15: ToS Road	8 276: V57ConBelt2		
	and the second se	20 267 V62FuelPu	mp 86	87	4.294	0.0 203: Fuelpump	15: ToS Road	9 277: V57CargoL1	5640.0	
	2.121 年	20 268 V62Tug	86	87	3.397	0.0 307: Towbar Tug	10: Taxiway Crossing	10 278: V57CargoL2	5650.0	
	A DOWN THE WAY AND	20 269 V62BellyC1		219	8.439	0.0 207: Belly Cargo	10: Taxiway Crossing	11 279: V57ArrBag1	5760.0	
		20 270 V62BellyC2		219	13.035	0.0 207: Belly Cargo	10: Taxiway Crossing	12 279: V57ArrBag1	6000.0	
		> 20 271 V57Crew	84	85	14.804	0.0 101: Car Small	20: HoS Road	13 280: V57ArrBag2	5880.0	
		20 272 V57LineM	84	85	16.080	0.0 101: Car Small	20: HoS Road	14 280: V57ArrBag2	6120.0	0
		20 273 V57Dispate	h 84	85	15.924	0.0 101: Car Small	20: HoS Road	15 281: V57DepBag1	8460.0	0
		20 274 V57PasStai		87	3.544	0.0 305: Passenger Stair	10: Taxiway Crossing	16 281: V57DepBag1	8700.0	0
		21 275 V57ConBel		87	2.766	0.0 303: Conveyor Belt	10: Taxiway Crossing	17 282: V57DepBag2	8580.0	0
		21 276 V57ConBel	2 86	87	4.123	0.0 303: Conveyor Belt	10: Taxiway Crossing	18 282: V57DepBag2	8820.0	0
		21 277 V57CargoL	1 86	87	3.222	0.0 306: Cargo Loader	10: Taxiway Crossing	19 283: V57BellyC1-Dep	8460.0	0
		21 278 V57CargoL		87	4.545	0.0 306: Cargo Loader	10: Taxiway Crossing	20 283: V57BellyC1-Dep	8700.0	
		21 279 V57ArrBag		1	79,433	0.0 206: Bulk Baggage	10: Taxiway Crossing	21 284: V57BellyC2-Dep	8580.0	
		21 280 V57ArrBag		1	79.433	0.0 206: Bulk Baggage	10: Taxiway Crossing	22 284: V57BellyC2-Dep	8820.0	
		21 281 V57DepBa		49	159.405	0.0 206: Bulk Baggage	10: Taxiway Crossing	23 285: V57Catering1	8460.0	
		21 282 V57DepBa		49	159.732	0.0 206: Bulk Baggage	10: Taxiway Crossing	24 286: V57Catering2	8580.0	
		21 283 V57BellyC1		87	2.810	0.0 207: Belly Cargo	10: Taxiway Crossing	25 287: V57CleanTruck	6060.0	
		21 284 V57BellyC2		87	3.925	0.0 207: Belly Cargo	10: Taxiway Crossing			
		22 285 V57Caterin		130	48.229	0.0 205: Catering	15: ToS Road	26 288: V57Water	8460.0	
		22 286 V57Caterin		130	45.267	0.0 205: Catering	15: ToS Road	27 289: V57Lavatory	8460.0	
		22 287 V57CleanT	uck 129	130	50.046	0.0 204: Cleaning	15: ToS Road	28 290: V57FuelPump	8460.0	
		22 288 V57Water	33	34	15.207	0.0 201: Water	15: ToS Road	29 291: V57Tug	11760.0	
		22 289 V57Lavator	y 129	130	47.869	0.0 202: Lavatory	15: ToS Road	30 292: V57BellyC1-Arrivals	5760.0	
		22 290 V57FuelPu	mp 86	87	4.294	0.0 203: Fuelpump	15: ToS Road	31 292: V57BellyC1-Arrivals	6000.0	
		22 291 V57Tug	86	87	3.397	0.0 307: Towbar Tug	10: Taxiway Crossing	32 293: V57BellyC2-Arrivals	5880.0	
		22 292 V57BellyC1	-Arri 86	219	11.966	0.0 207: Belly Cargo	10: Taxiway Crossing	33 293: V57BellyC2-Arrivals	6120.0	0
		22 293 V57BellyC2	-Arri 86	219	10.018	0.0 207: Belly Cargo	10: Taxiway Crossing			
	And the second sec	22 294 V55Crew	84	85	14.804	0.0 101: Car Small	20: HoS Road			
		23 295 V55LineM	84	85	16.080	0.0 101: Car Small	20: HoS Road			
		23 296 V55Dispate	h 84	85	15.924	0.0 101: Car Small	20: HoS Road			
		23 297 V55PasStai	r 86	87	3.544	0.0 305: Passenger Stair	10: Taxiway Crossing			
		23 298 V55ConBel		87	2.766	0.0 303: Conveyor Belt	10: Taxiway Crossing			
		23 299 V55ConBel	2 86	87	4.123	0.0 303: Conveyor Belt	10: Taxiway Crossing			
		23 300 V55CargoL	1 86	87	3.222	0.0 306: Cargo Loader	10: Taxiway Crossing			
6		23 301 V55CargoL	2 86	87	4.545	0.0 306: Cargo Loader	10: Taxiway Crossing			
		23 302 V55ArrBag		1	79.433	0.0 206: Bulk Baggage	10: Taxiway Crossing			
	and the second s	23 303 V55ArrBag	2 86	1	79.433	0.0 206: Bulk Baggage	10: Taxiway Crossing			
20		23 304 V55DepBa	1 48	10157	10.704	0.0 206: Bulk Baggage	10: Taxiway Crossing			
1.00		24 305 V55DepBa		87	5.086	0.0 206: Bulk Baggage	10: Taxiway Crossing			
		24 306 V55BellyC1	-Dep 220	87	2.810	0.0 207: Belly Cargo	10: Taxiway Crossing			
		24 307 V55BellyC2		87	3.925	0.0 207: Belly Cargo	10: Taxiway Crossing			



#### \* Model Runs and Results

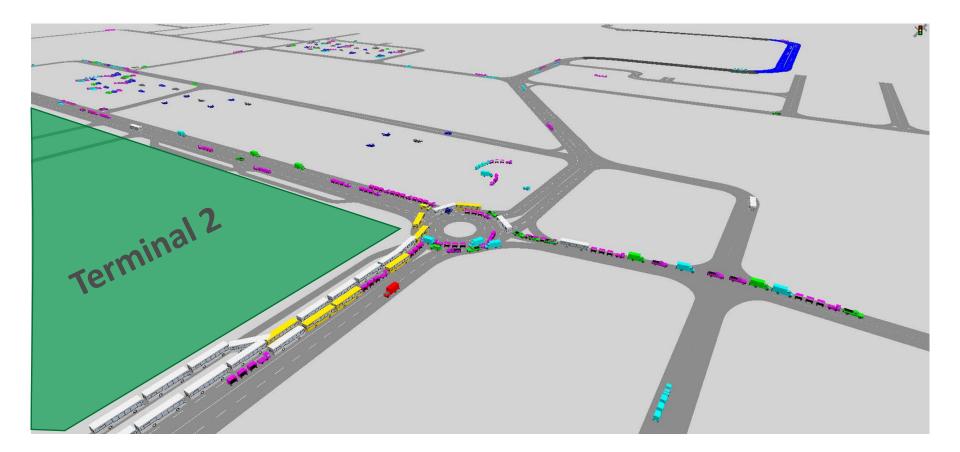
✓ Peak period simulation for <u>entire apron area</u>





#### Model Runs and Results

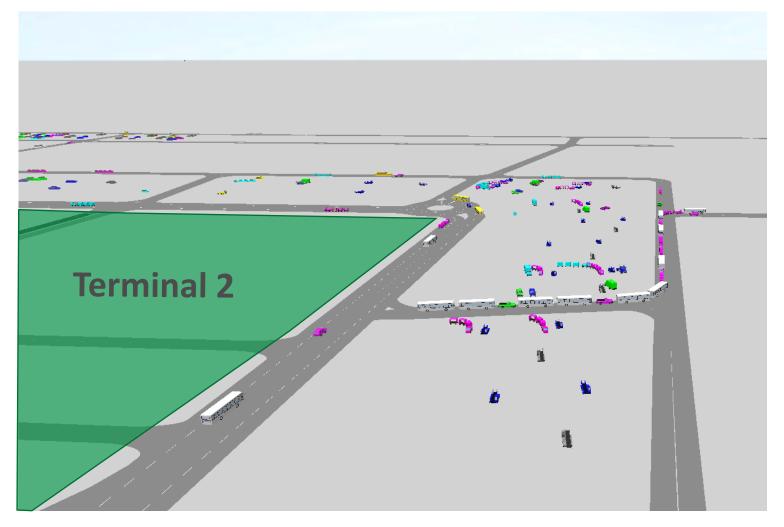
✓ Identification of GSE flow issues on HoS road near terminal





#### Model Runs and Results

✓ Identification of other potential bottle necks



# Key Takeaways

### Key Takeaways

# ch2m:

#### Modelling Challenges

- ✓ Network Coding
  - o Many connectors at frequent interval from/to apron roads causing critical conflict areas
  - $\circ$  Maintaining too many PT lines and stop signs with different schedules
  - Adjusting GSE schedules in line with flight arrival/departure times and GSE parking locations
- ✓ Stand Networks
  - Network coding for different flights in the same stand (one aircraft after another)
  - $\circ~\mbox{Restriction}$  of links to same stand to avoid overlap of links and connectors
- ✓ Scenario Testing
  - o Cumbersome process to test alternate scenarios

#### Potential Improvements

- Vehicles need to detect other vehicles/aircrafts in the stand areas as entire stand area (excluding aircraft parking area) can be used by GSE
- GSE modelling at stands to be done as in pedestrian modelling. Vehicles should behave as pedestrians on stand areas in line with restricted objects around flights/other GSE vehicles
- Overlapping of short links and connectors need to be managed with efficient conflict management.

# Thank You

### Contributed by Team of Airport and Transport Planners at CH2M

- Sikander Jain Managing Director/Airport Operations Expert
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and

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