

@NASA Ames Research Center



Ames Discovery Innovations Solutions

Building Airport Surface HITL Simulation Capability

FutureFlight Central



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Outline

- SimLabs facilities
 - What is FutureFlight Central?
- Features and Capabilities
- Components of a Tower Simulation
- FFC Architecture and Visual Airport Model
- FFC Processes
 - Reconfigurable Image Generator (RiG)
 - Airspace Target Generator (ATG)
 - Ground Pilot Station User Interface
 - Connectivity
 - Out-the-window Image Generation
 - Audio System
- Data Collection
- HITL Simulation Process
- Summary



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Unique facilities capable of a wide range of aerospace systems research

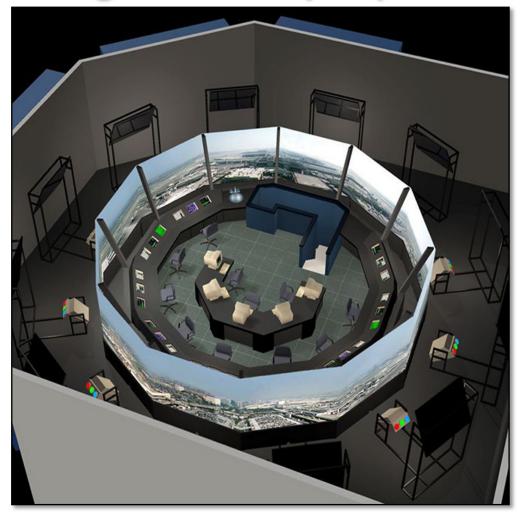
VMS FFC CVSRF





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FutureFlight Central (FFC)











What is FutureFlight Central?

- National Air Traffic Control/Air Traffic Management test facility dedicated to solving the present and emerging challenges facing our national airspace system(NAS)
- Offers full-scale, real-time simulation of an airport where controllers, pilots and airport personnel participate to optimize expansion plans, augment operating procedures, and evaluate new technologies





Features and Capabilities (1)

- Visual Airport Model
 - 3D airport database model displayed on twelve projection screens provides 360-degree out-the-window view of the airport
 - Multiple Views
 - Database supports views of the airport from any location





Features and Capabilities (2)

- Real-time Traffic Simulation
 - Traffic scenarios encompass the terminal air space and airfield surface
- Radar Displays
 - Supports all air and ground positions controlling traffic: ASDE-X, DBRITE
 - Additional displays can be added to meet research requirements
- Built-in Voice Communications System
 - Can be configured to support all radio frequencies operating at an airport control tower





Features and Capabilities (3)

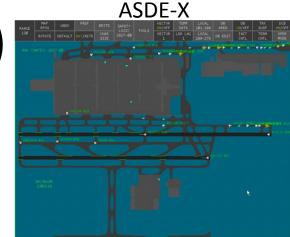
- Data Recording
 - Collect measurements of surface performance for ground vehicles and aircraft, controller/pilot communications, and audio/video observational data
- Aircraft Library
 - Aircraft model database contains over 100 3D aircraft and ground vehicle models containing detailed liveries of airlines represented in the simulation



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Components of a Tower Simulation (1)

- Out the Window (OTW) display
 - Image Generator (IG)
 - Airport database
- Tower Controller Tools
 - Airport Surface Detection Equipment Model X or ASDE-X
 - Digital Bright Radar Indicator Tower Equipment DBRITE
- Target Generator
 - Traffic airborne /surface
- Communication system
- Data collection









Components of a Tower Simulation (2)

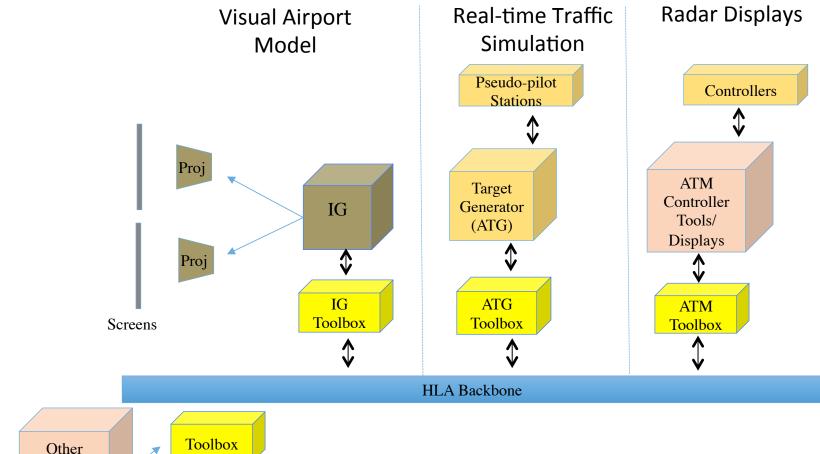
- Human operators:
 - Tower controller
 - TRACON controllers
 - Ramp controllers
 - Pseudo-pilots
 - Engineers to operate the simulation



Simulation **Facilities**

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FFC Architecture



Comm

Comm Station

Comm

System Server

Radio/Communication Backbone

Station





Reconfigurable Image Generator (RiG)

- Provides real time, out-the-window renderings, allowing targets to be visualized in our simulation environment
- Is highly scalable and can run any number of rendering view ports allowing the eye point to change.
- Entities can be followed, tracked, and centered-on for a (non-cockpit) point-of-view matching that of the entity
- Dynamic weather generation:
 - Clouds, Rain, Lightning, sleet, snow
 - Time of Day and Night
- NASA Developed Tool
 - Flexibility and control over development of visual databases



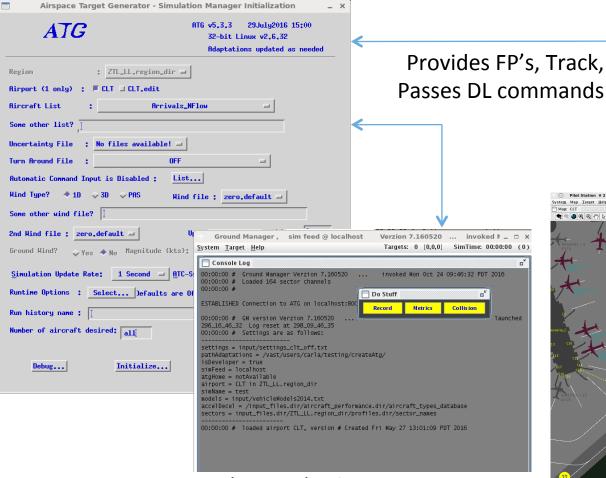
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Airspace Target Generator (ATG) Components

- Simulation Manager
 - The simulation engine to drive targets (airborne and ground dynamics)
 - Configure region and traffic scenario
 - Validates input files and scenario files
 - Controls the activation of targets
 - captures state data for collection
 - Controls the simulation clock
- Ground Manager
 - Serves all the ground pilot stations
 - Performs anti-stacking, anti-collision capability
- Pilot Station
 - Provides GUI for pseudo-pilots to control targets
 - Required for datalink messages to be parsed and passed to targets
 - Provides situational awareness with a variety of state and ground parameters

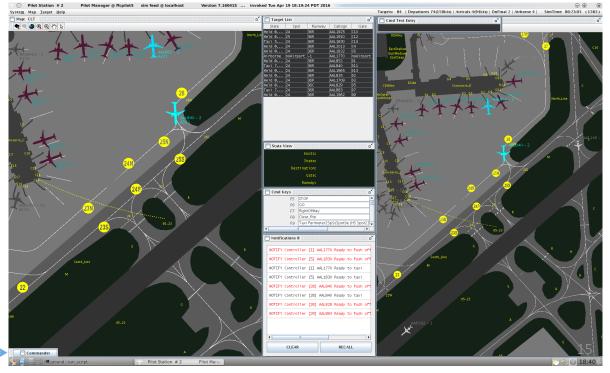






Provides Track, DL commands, Notifications, CD&R

External Decision Support Systems







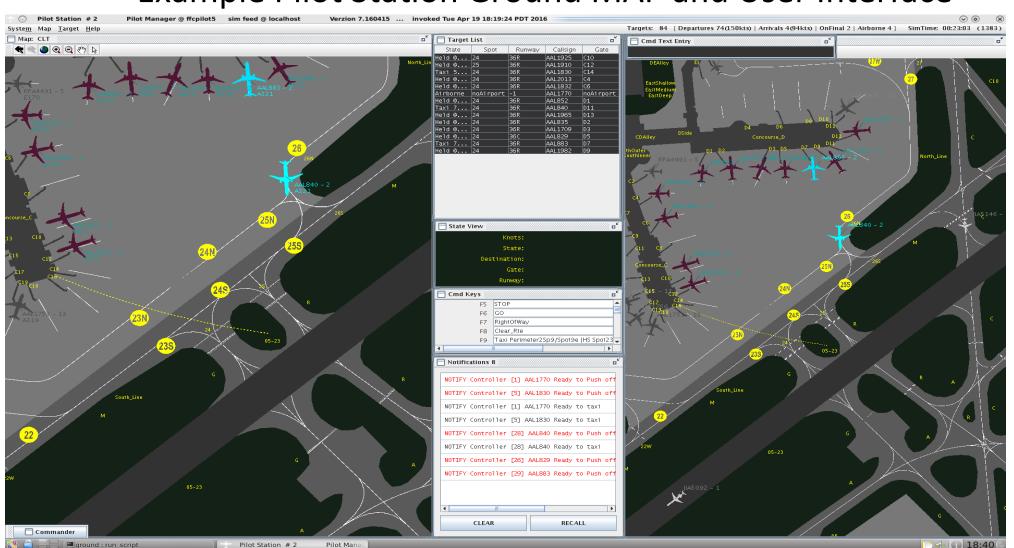
Ground Pilot Station User interface

- Ground maps are tightly coupled to the visual system
- Two different map views are supported for each station
- Configurable set of data per each Flight
 - Flight list
 - Status list for a single flight
 - Icon tags
- Configurable set of panels (location, scale, on/off)
- Variety of ways to input or control targets
 - Commander Panel (buttons, menus)
 - Hot Keys Panel (customizable commands)
 - Text Entry Panel



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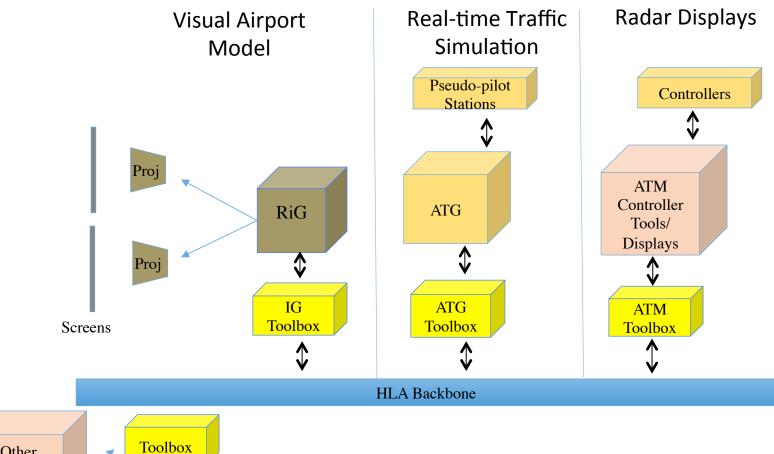
Example Pilot Station Ground MAP and User Interface

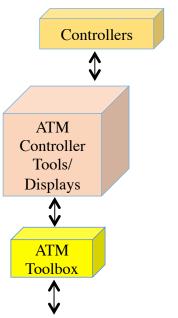




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FFC Architecture





Comm System Server

Radio/Communication Backbone

Comm Station

Comm Station

Other Simulation **Facilities**

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Connectivity (1)

- High Level Architecture (HLA)
 - A technology for developing distributed systems
 - An open international standard, developed by the Simulation Interoperability Standards Organization (SISO) and published by IEEE
 - A document of standards that describes the components of HLA and what interfaces and properties they must have. Anyone can develop any software component of HLA.
 - Its topology is a number of systems that have one single connection to a service bus that is called the Runtime Infrastructure (RTI)





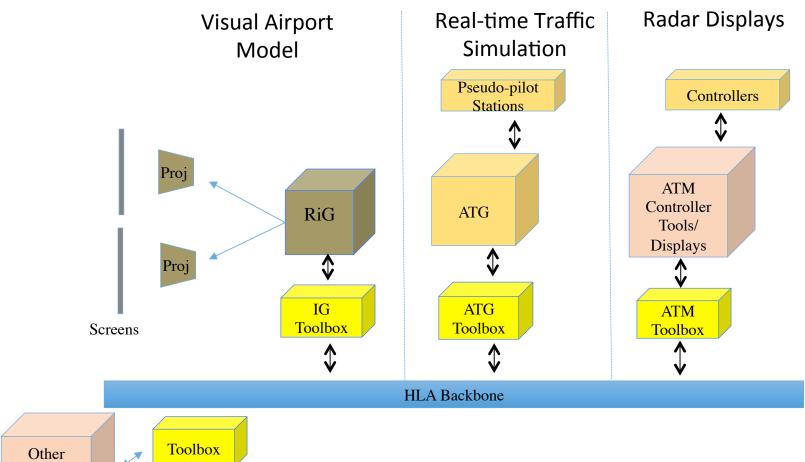
Connectivity (2)

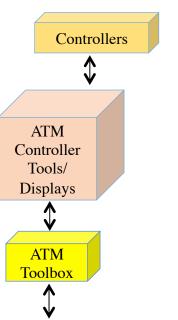
- Pitch RTI
 - Runtime Infrastructure Software that provides the HLA service bus. The RTI provides information, synchronization, and coordination services.
- RiG Toolbox
 - Paired interfaces to connect the RIG to the HLA service bus
- ATG Toolbox
 - Interface between ATG and the HLA service bus



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FFC Architecture





Radio/Communication Backbone

Comm System Server

> Comm Station

Comm Station

Simulation **Facilities**

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Out-the-Window Image Generation (1)

- 3D database/airport map generation
 - 3D sources
 - Computer Aided Design drawings, Google Earth, FAA or researcher supplied
 - Stationary models, Moving models / Aircraft Models
 - 3D database development in "creator"
- Convert 3D model for use in Image Generator(RiG)
- Import 2D map to ATG (Airspace Target Generator)
 - Conversion or layers of 3D database to 2D image for use in Target Generator
 - Generating airport map in ATG
- Ground Route Development in ATG





Out-the-Window Image Generation (2)

- Scenario Development
 - Research airport operations:
 - Number of arrivals, departures, airport operations
 - Fleet mix, airline mix
 - Gate utilization
 - Ground routes
 - <u>Standard Instrument Departure</u> (SID)
 - Standard Terminal Arrival Route (STAR)
- Alignment between ATG and visuals





Audio System

- Voice communication at each station
- Touch screen with multiple frequencies
- Radio, telephone, direct dial, intercom emulation
- Record/playback capability
- Used for communication between pseudo-pilots and controllers
- Separate channel for coordination by FFC staff



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Data Collection

- Airport statistics
- Out-the-window screen capture
- Audio and Video recordings
 - Communications and cameras at the controllers
- Workload assessment
- Surveys
- Other
 - Blood pressure
 - Heart rate





HITL Simulation Process

- 1. Requirements from the researchers
- 2. Design system architecture
- 3. Development and internal testing
- 4. Integration testing
- 5. Train external participants on the simulator and the ATM tools
- 6. HITL simulation
- 7. Data collection





FutureFlight Central

- Test bed for new concepts and technologies
 - Technologies evaluated with realistic air traffic operations in a safe environment
 - Repeatable off-nominal or infrequent cases per research requirements
- Tool for surface operations human factors research
 - Controllers are able to interact with new tools
 - Data capture and analysis demands for human in the loop simulations
- Evaluation of proposed airport physical and procedural modifications
 - New proposed structures such as runways, buildings, or taxiways can be added to the existing visual database of an airport





Airspace Target Generator - Simulation Manager Initialization ATG ATG v5.3.3 29July2016 15:00 32-bit Linux v2.6.32 Adaptations updated as needed : ZTL_LL.region_dir = Airport (1 only) : ■ CLT ■ CLT.edit Aircraft List Arrivals_NFlow Some other list? Uncertainty File : No files available! = Turn Around File : Automatic Command Input is Disabled : List... Mind Type? ◆1D →3D →PAS Wind file : zero.default = Some other wind file? 2nd Wind file : zero.default = Update Wind File Time (sec): Ground Manager, sim feed @ localhost Simulation Update Rate: 1 Second = ATC-System Update Rat 00 # Ground Manager Verzion 7.160520 :00:00 # Loaded 164 sector channels Runtime Options : Select... Defaults are Off

Air Traffic Generator

Provides FP's, Track, Passes DL commands

Verzion 7.160520

Do Stuff

0:00:00 # Settings are as follows:

rport = CLT in ZTL_LL.region_dir

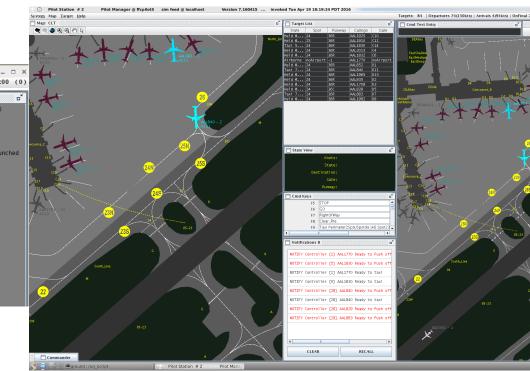
imFeed = localhost

settings = input/settings_clt_off.txt bathAdaptations = /vast/users/carla/testing/createAtg/

accelDecel = /input_files.dir/aircraft_performance.dir/aircraft_types_database sectors = input_files.dir/ZTL_LL.region_dir/profiles.dir/sector_names

:00:00 # loaded airport CLT, version # Created Fri May 27 13:01:09 PDT 2016

External Decision Support Systems



Provides Track, DL commands, Notifications, CD&R

Initialize...

Number of aircraft desired: all



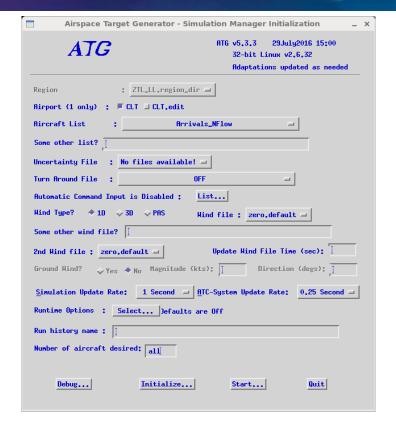


Agenda

- Simulation Manager
- Ground Manager
- Pilot Stations
 - Input files
 - User Interface and Control
 - Edit mode

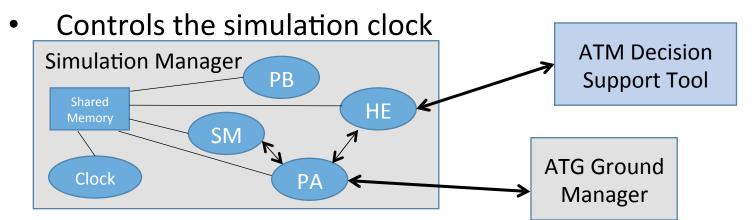






Simulation Manager

- The simulation engine to drive targets (airborne and ground dynamics)
- Configure region and traffic scenario
- Validates input files and scenario files
- Controls the activation of targets
- Captures state data for collection







Dynamics

Airborne

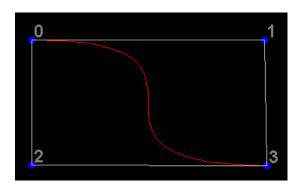
- 4 DOF (x,y,z plus roll for directional control)
- great circle navigation equations
- designed for commercial fleet mix performance characteristics

Ground

- 2 DOF (flat airport, rectangular coordinates)
- Cubic Bezier curves define the path (aircraft ride on a rail)
- Kinematic modeling for speed control (linear)

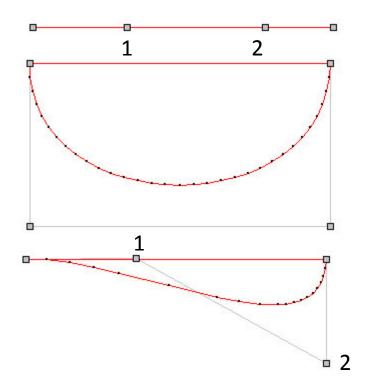




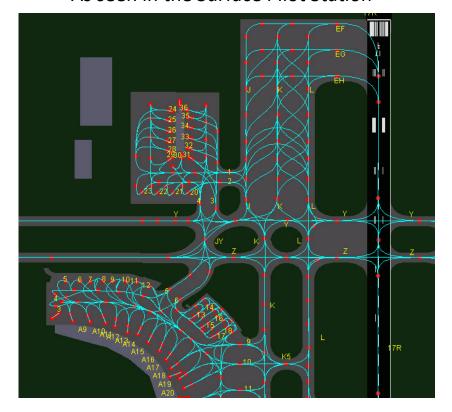


Cubic Bezier Curves

Control Nodes 1 and 2 define the shape of the curve



As seen in the Surface Pilot Station







Files Required for Running

- Adaptation
 - Airport (maps, routes)
 - Airspace (STAR's, SID's, etc.)
 - Sector definitions
- Scenario
 - Aircraft List
 - Turnaround Departure List (optional)
 - Command files (optional)
- Aircraft Performance Files
- Weather (if not selected, then standard day, calm air)





Aircraft List

Column Item	Description	Arrival Example	Departure Example	Req/Opt
flRules	Flight Rules	IFR	IFR	Req'd
flStatus	flight Status	RTE	GRD	Req'd
callsign	Callsign	AAL1733	AAL1889	Req'd
tailNumber	Tail identifier	N201UU	N741UW	Optional
асТуре	Aircraft Type (FAA id)	B752	A319	Reg'd
initAirspeed	Filed or Init	170	280	Reg'd
initAltitude	Filed or Init altitude	40	330	Req'd
depAirport	Departure Airport	PHL	CLT	Req'd
destAirport	Destination Airport	KCLT	LGA	Req'd
depRunway	Departure Airport	NOT_SET	18L	Optional
destRunway	Destination Airport	18R	NOT_SET	Req'd
gate	Gate Assignment	gateB11	gateC19	Optional
spot	Spot Assignment	NOT_SET	Spot26S	Optional
entryTime	Activation Time	P6946	P40	Req'd

Column Item	Description	Arrival Example	Departure Example	Req/Opt
fpSta	Wheels down	7186	NOT_SET	Optional
pbSchedTime	Pushback scheduled	NOT_SET	1390	Optional
pbTime	Pushback Pilot Notification	NOT_SET	1484	Optional
sectorId	Sector Assignment	18CE5	rampS	Req'd
pilotId	Pilot Assignment (1-33)	7	13	Optional
startPoint	Activation Position	HAGUL	gateC19	Req'd
magHeading	magnetic Heading	NOT_SET	NOT_SET	Depends
defaultTaxiSpd	default Taxi Spd	16	17	Optional
defaultRampSpd	default Ramp Spd	8	9	Optional
defaultPushbackS pd	default Pushback Spd	3	4	Optional
spoolUpTime	spool Up Time	42	46	Optional
atgFlightPath	ATG flight plan	HAGULKCLT	KCLT.BARMY1.RDU./. KLGA	Req'd
nasFlightPath	ATC Filed Flight Plan	KPHL./.HVQLNDIZ.P ARQR2.KCLT	KCLT./.KCLT.BARMY1 .RDUHPWKLGA	Optional

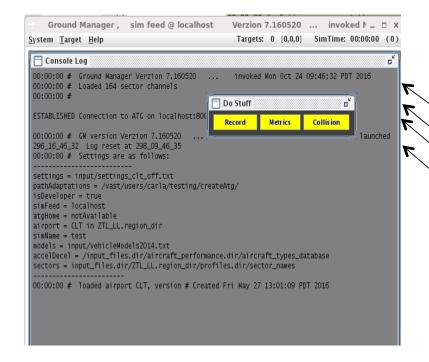


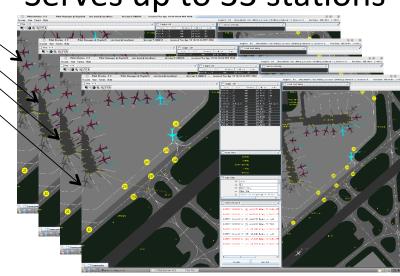


Ground Manager

- Serves all the ground pilot stations
- Performs anti-stacking, anti-collision capability
- Monitors connections
- Ability to record and playback states captured

Serves up to 33 stations







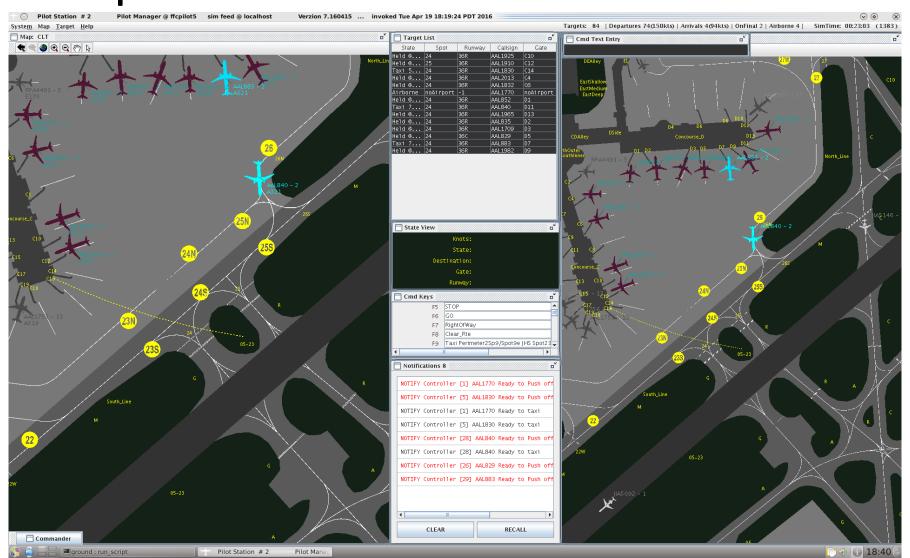


Conflict Detection and Resolution



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Example Pilot Station Ground MAP and User Interface





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Map DXF Layers (Up to 10)

- Buildings
- Runways
- Taxiways
- Ramp
- Center Lines
- Hold Short Lines
- Runway Markings
- Misc.
 - Water, roads, no engine start lines, sector boundary, Outer Markers, etc.



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Ground Route Definition Files

- Vertex
 - Nodes (10 types supported for routes)
 - Labels (type 55, 56)
- Segments
 - Bezier Curve parameters
- Runways
 - name, elevation, true heading, touchdown node
- Ramp
 - pre-defined routes from spot to gate & gate to spot
- Canned Routes
 - All AMA taxiways
 - Runways
 - Custom routes





Super Station vs. Normal Pilot Station

- Ability to control ALL targets
- Sees All notifications
- Can take over control other pilots flights

- Configurable for supporting a sector and pilot assignment
- Only controls those assigned
- Notifications for controlled flights only
- Can "take" an uncontrolled flight



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Ground Pilot Station User Interface

- Ground maps are tightly coupled to the visual system
- Two different map views are supported for each station
- Configurable set of data per each Flight
 - Flight list
 - Status list for a single flight
 - Icon tags
- Configurable set of panels (location, scale, on/off)
- Variety of ways to input or control targets
 - Commander Panel (buttons, menus)
 - Hot Keys Panel (customizable commands)
 - Text Entry Panel
 - Point and click on the Map





Ground

Types of Control

<u>Airborne</u>

- Speed
- Pushbacks
- Full taxi clearances with holds
- Partial taxi clearances
- Stop/Go
- Cleared for Departure
- Adding holds

- Speed
- Heading
- Altitude
- Cleared for Arrival
- Full taxi clearances with holds
- Partial taxi clearances





Datalink Clearances

- Free text format
- Supports most Ground Clearances
 - Taxi
 - Can be short or complete from rwy to gate, rwy to spot, etc.
 - Can include Hold Shorts
 - Cleared for Approach, Cleared for Departure
 - Clear Next Hold
 - Gate change
 - Runway change
- Driven from external ATM processes
- Pilot Station can Auto Accept or Manually Accept



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Aircraft Performance Parameters

- Speed definitions
 - Straight, curves
 - Runway
 - Pushback
 - Ramp
- Accelerations
 - taxiways
 - Runways
- Times
 - On gate before turn around can occur
 - Spool up
- Aircraft length
 - Used for holding short, CD&R, spacing



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Map Tool Bar Control



Back Arrow/Fwd Arrow: Previous View/ Last View

Globe: R-centers the map about the airport

Magnifying Glass: + Zoom in / - Zoom out

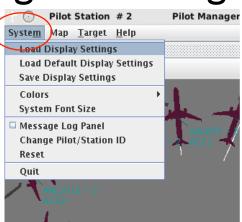
Pointer: Left-Click – Select (aircraft or point on route)

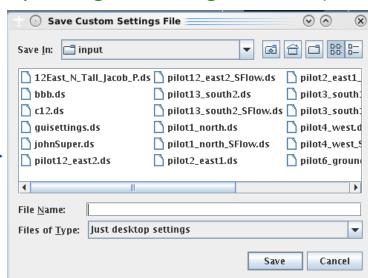
Right-Click – Execute route

Hand: Move viewpoint (right-click to zoom in / zoom out)

Right click on map background to get Arrow (Pointer) back.

Loading and Saving Configurations









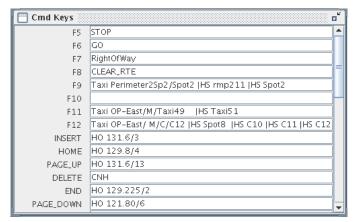
Command Entry Options

Commander Panel

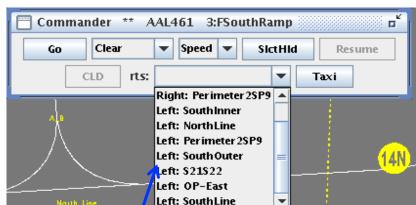
- Stop/Go
- Clear [next/all] holds
- Speed (menu in kts)
- SlctHld (hold point selection)
- Resume (default speed)
- CLD (cleared for departure)
- Rts (menu of canned routes relevant to the location / and orientation of the selected aircraft and its current route)
 - Taxi (executes proposed taxi clearance as does a right click)

AAL1853 taxi spot9e

Command (Hot) Key Panel



Command Text Entry Panel Cmd Text Entry





UnOwned

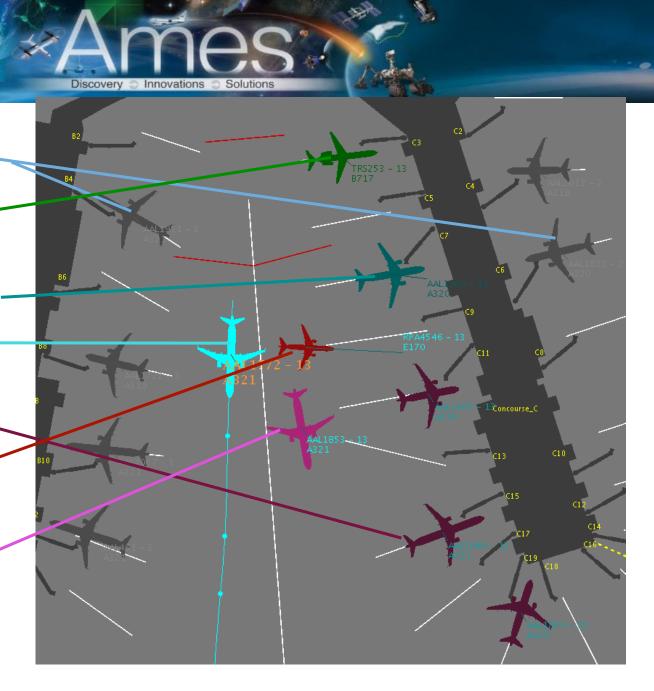
Arrival Owned, Parked

Departure Owned, No Route Departure Moving ——

Departure Held @ Gate

Stopped

Held Enroute



Icon Color Key



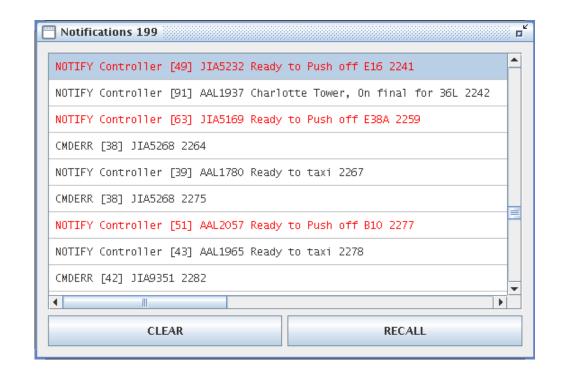


Notifications Panel

Notifications come in top to bottom chronologically and should generally be handled in a FCFS fashion.

Clicking on a notification selects the aircraft to which that notification pertains.

Clear the notification once it is handled. An empty list is a good list. Use the CLEAR button on the Notifications Panel or the "Clear Message" function key.





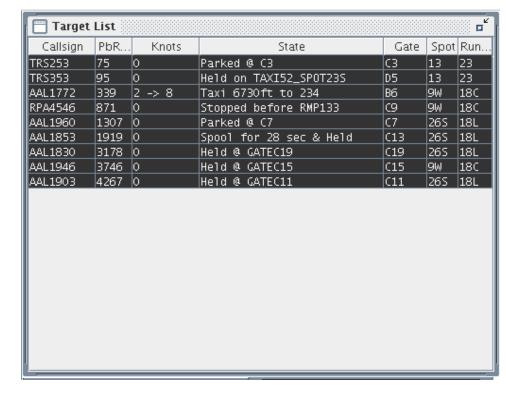


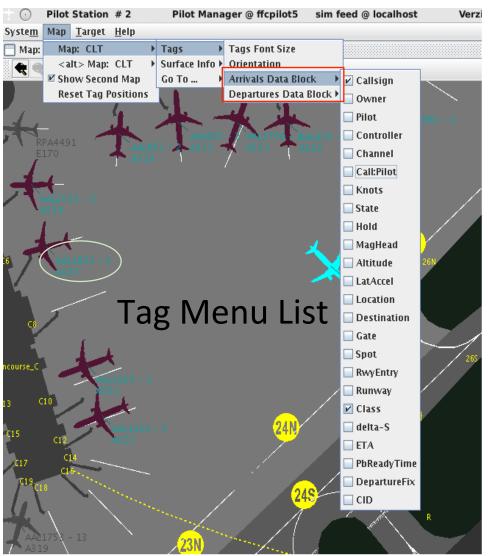
Flight Information Displays

Single Flight Status Panel



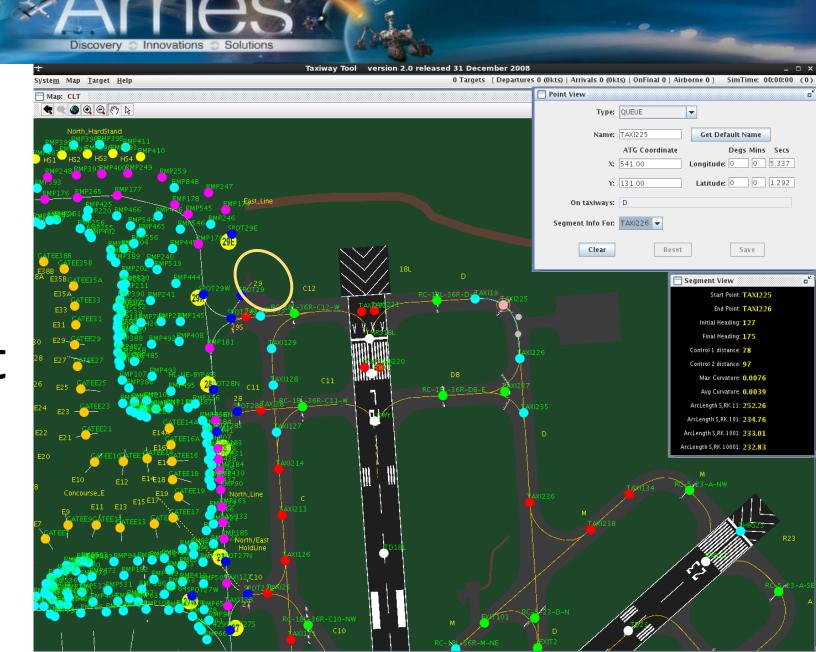
Target List Status Panel

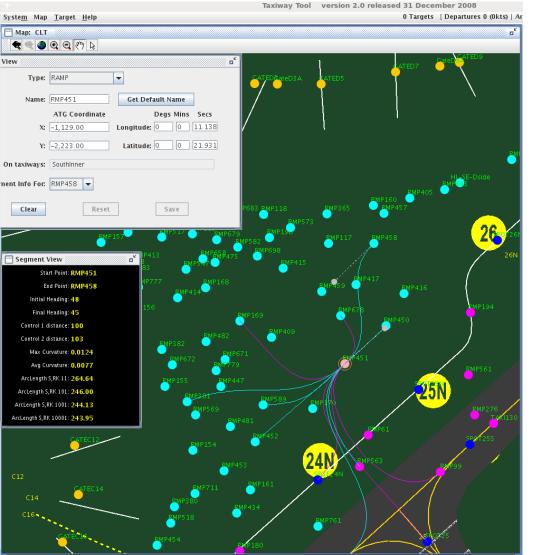




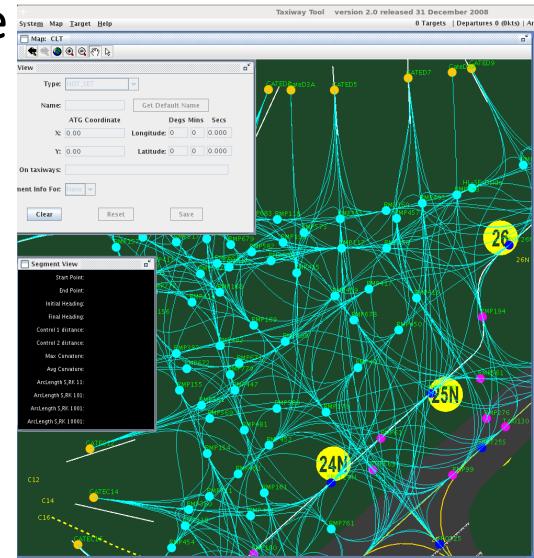


Pilot Station Configured for Edit Mode





Edit Mode







Questions?