



TRAIN DISPATCHING -THE IRON ORE LINE

Lukas Bach, Oddvar Kloster, Carlo Mannino

Agenda

1 Case description

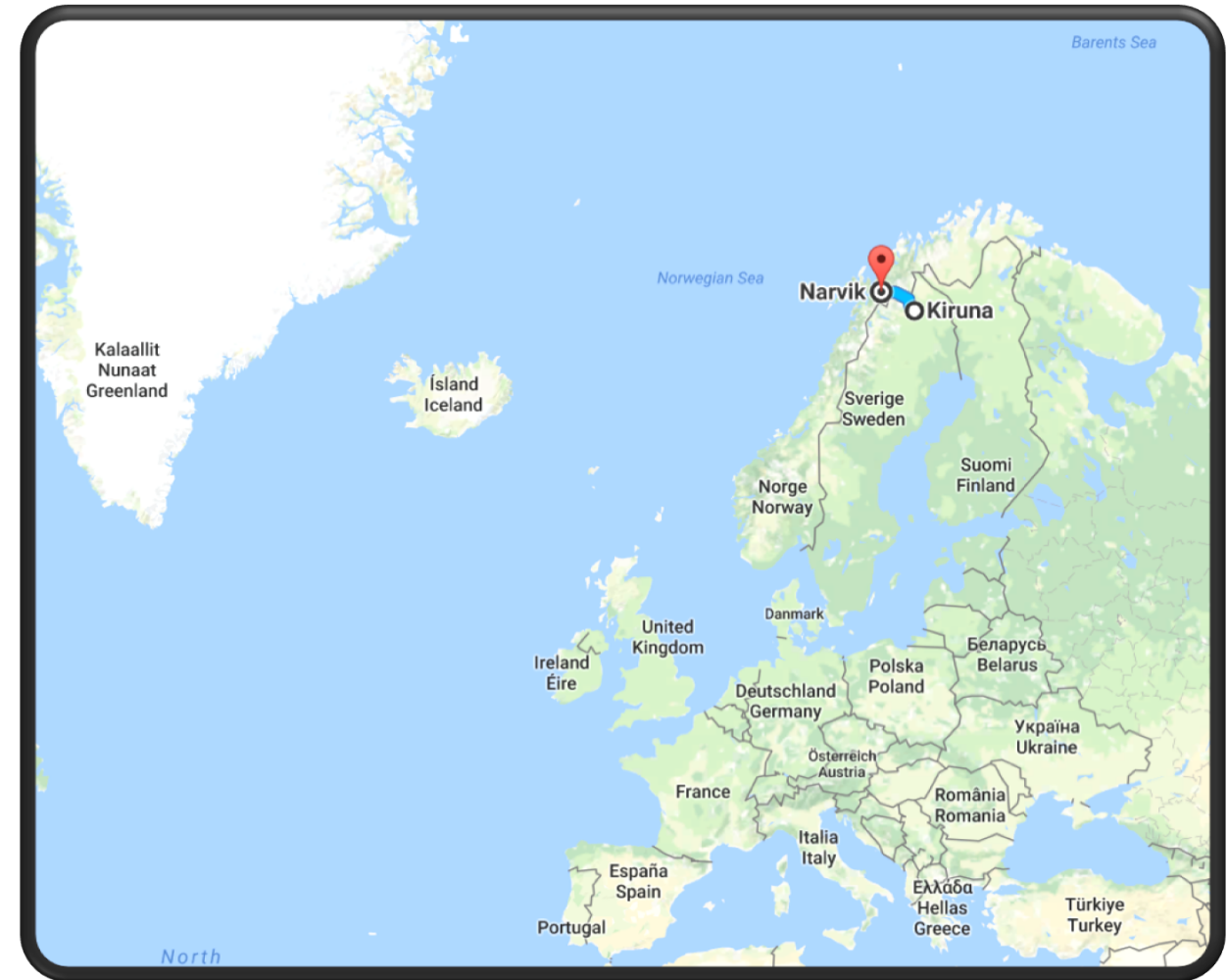
2 Dispatching

3 Algorithm

4 Status and demo

Case description

- Approximately 170 km. single track railway line.
- Mainly used for iron ore.
- Limited capacity, high and increasing demand.
- Mountainous region.



Traffic

- Iron ore trains: Approx. 20/day
- Passenger trains: 4/day, will be 6/day
- Freight trains
- Service trains

LKAB shunting yard



Meeting trains



What is train dispatching?

- Train dispatching is done by human operators (*dispatchers*) located at various dispatching centrals.
- Dispatchers control railway traffic by switches, traffic lights, phone calls etc.
- When trains deviate from the official timetable, dispatchers must take re-routing and re-scheduling decisions.
- The target is to alleviate overall delays, knock on effects and to return to the official timetable as soon as possible.

How has train dispatching traditionally been done?

- Each dispatching central is responsible for the train movements in a region.
- Each dispatcher is responsible for a line or parts of a line that is under the control of the given central.
- Train dispatching typically follows predetermined rules.
- A dispatcher can deviate from the rules if he/she thinks that is the best way of solving the problem.

Iron Ore Line – current state

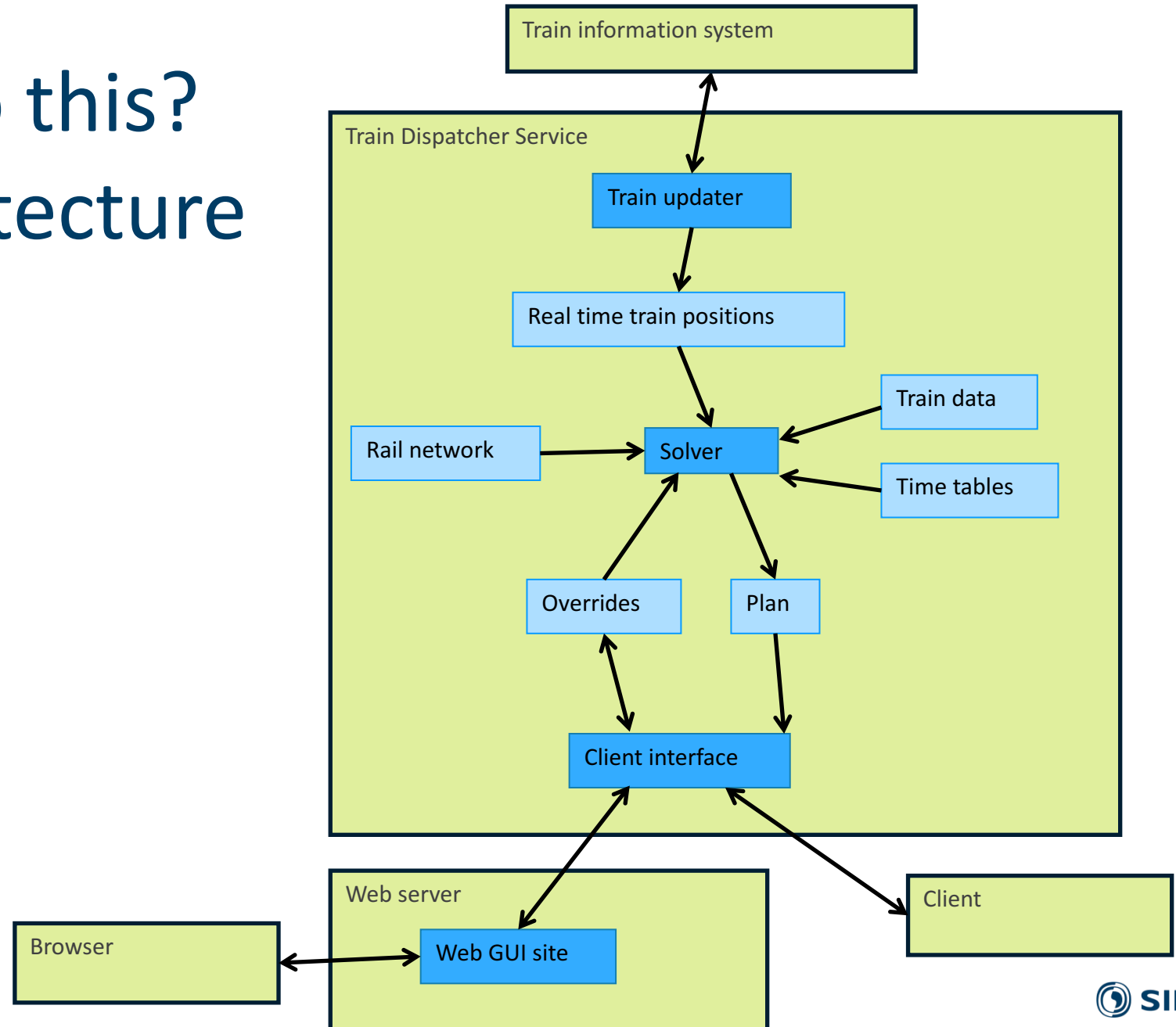
- Crossborder dispatching
- Swedish dispatching in Boden
 - Serves larger part of Sweden
- Norwegian dispatching in Narvik
 - Dedicated to the Norwegian part of the line (approx 40 km.)
- LKAB
 - Dispatches trains onto the line in Kiruna and Narvik

Decision support for dispatching

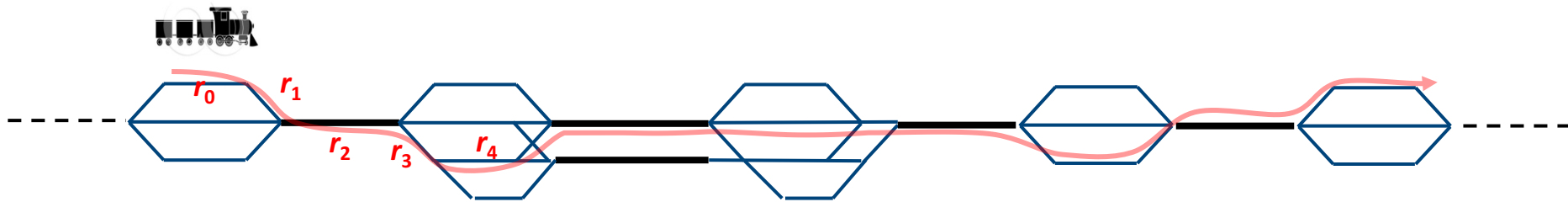
- Our tool receives real-time information on the network and the trains
- Considers the whole geographical area
- Takes optimal dispatching decisions
 - Minimize total cost (primarily delays)
- Show the suggested schedule

How do we do this?

-Current architecture

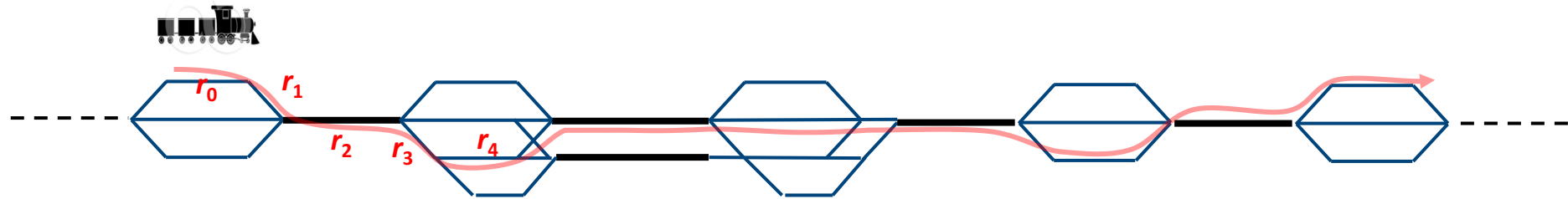


Modelling train movements

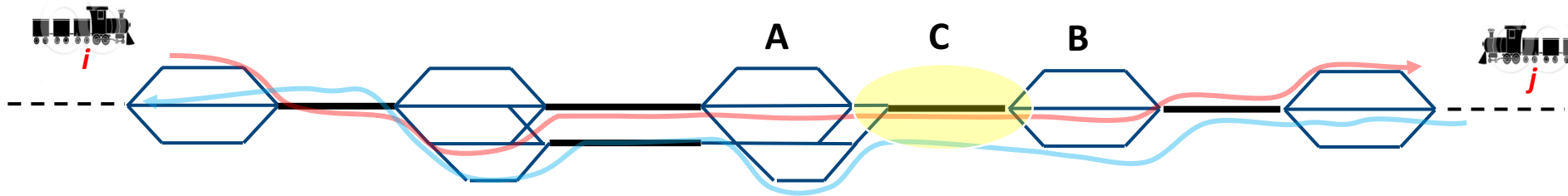


- **Atomic movement** $u = (i,r)$: occupation of rail resource r by train i
- t_u time train i enters resource r ($u = (i,r)$)

The route and competing trains



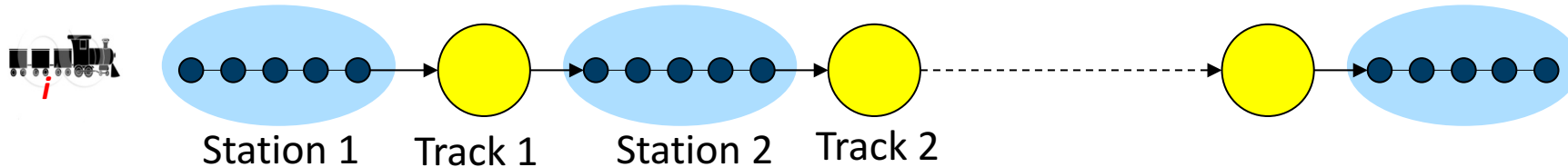
- Successive movements: $t_v \geq t_u + l_{uv}$ *Simple precedence*



- Distinct trains, incompatible or non-sharable resources:

$$t_u - t_w \geq l_{wu} \vee t_z - t_v \geq l_{zv} \quad \text{Disjunctive precedence}$$

A Big-M formulation



$\min c(t_1)$

$$\begin{bmatrix} At_1 \\ \vdots \end{bmatrix} \leq b - My_1$$

scheduling on the line

$$0 \leq \begin{bmatrix} \vdots \\ Dt_2 \end{bmatrix} \leq d - My_2$$

scheduling in stations

$$\dots \leq \dots$$

routing in stations

$$y \in \{0, 1\}^n, t \in \mathbb{R}^m,$$

Disjunctions are modeled with binary variables and big-M constraints

Benders' Decomposition

$\min c(t_1)$

$At_1 \leq b - My_1$ scheduling on tracks

MASTER

The *Line Dispatching* problem (each station shrinks to a single node)

Find a *schedule* t minimizing $c(t)$ so that trains only meet in stations.

Output: arrival and departure times in stations (timetable!)

$Dt_2 \leq d - My_2$ scheduling in stations

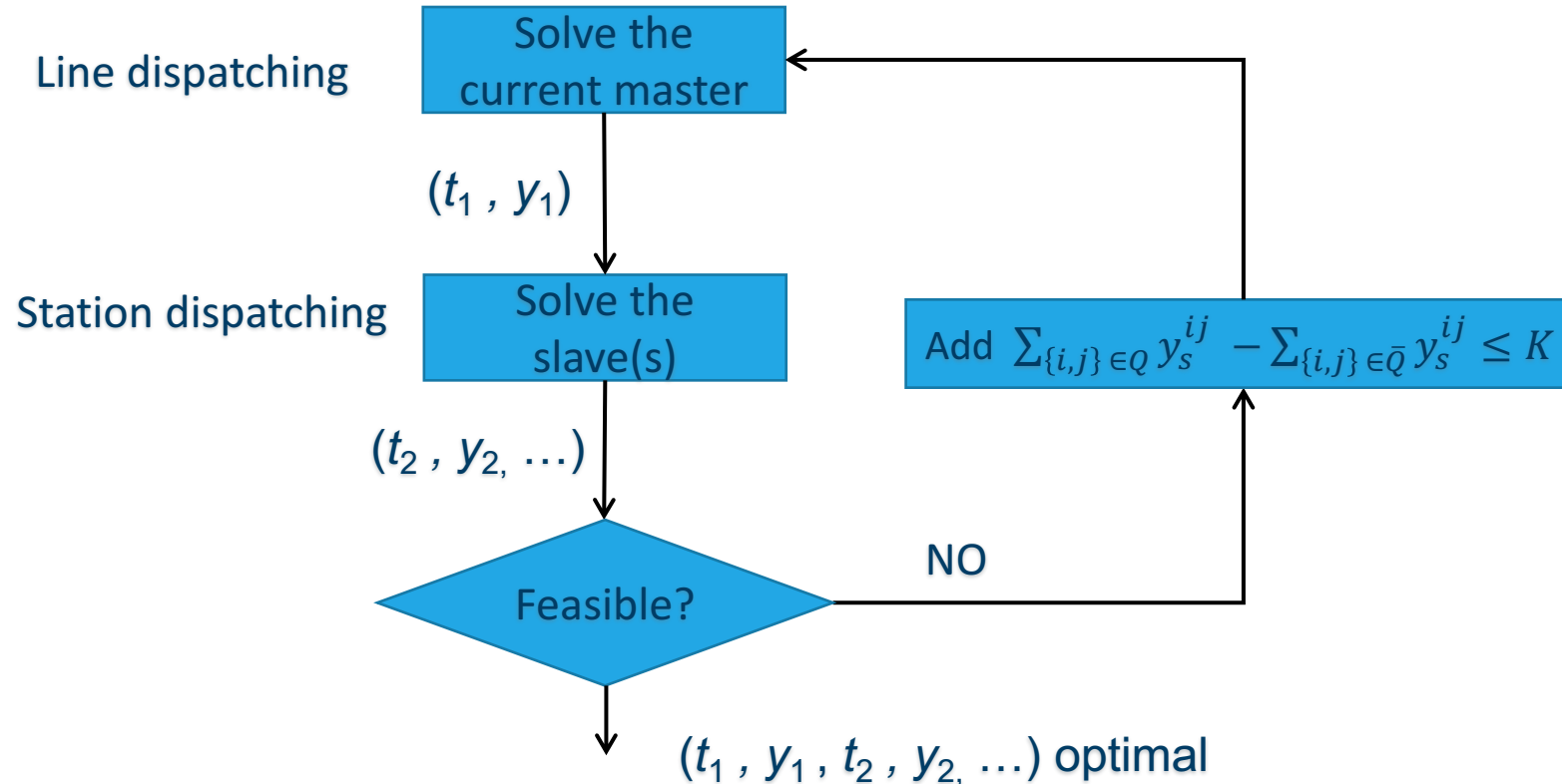
$\dots \leq \dots$ routing in stations

SLAVE(s)

Station Dispatching problem (feasibility): Given a timetable for trains in a station.

Find routes and a conflict-free schedule, or prove problem not feasible.

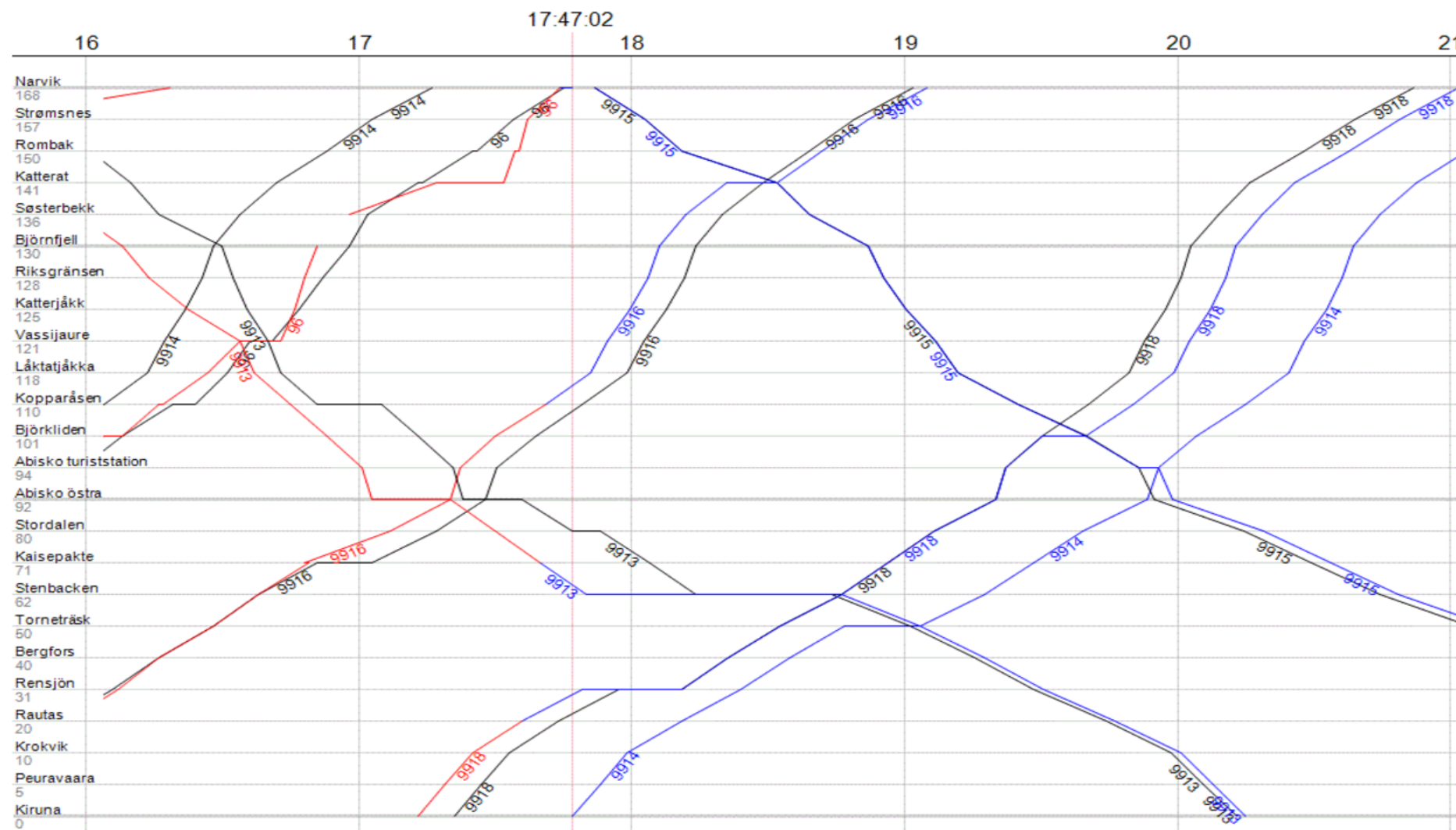
Solving the Train Dispatching problem



Status

- Iron ore line modelled
- Tool deployed online
- Real time data from Trafikverket and BaneNor
- In use by dispatchers in Narvik from February

Demo



Thank you for attending!
-questions?



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