# DEALING WITH CONFLICTING TRAINS

Effectively avoiding and resolving conflicts while shunting

#### AUTHORS

Mees Gribnau

m.gribnau@student.tudelft.nl

AFFILIATIONS

EEMCS, Delft University of Technology, The Netherlands

<b>01</b> BACKGROUND	02 OBJECTIVE	<b>Ø3</b> METHODOLOGY	<b>04</b> DOMAIN EXTENSIONS
• Excess trains at a train station have to be stored in a	Extend a PDDL model and optimize a planner to effectively	Portfolio planner:	Both planners:

shunting yard overnight

trains overnight

- Midnight constraint: First departure after last arrival • A shuffleboard shunting yard consists of Last-In-First-Out (LIFO) tracks connected in a tree-like configuration
- A conflict arises when a train is obstructed from departing • In LIFO tracks: earlier arriving train has to depart earlier
- Can often be resolved with expensive re-allocations • Planning Domain Definition Language (PDDL) is used to model a planning problem

avoid and resolve conflicts effectively in a shuffleboard shunting yard

- First planner does not allow reallocations
- Second planner does allows for a single re-allocation per train

Should quickly find solution without re-allocations if one exists

- Add direction
- Add driver
- Condense trainstation
- Without re-allocation:
- Disallow trains from entering tracks if it creates a conflict

#### With re-allocations:

• Driver can switch to other trains Add re-allocation phases







canPark canPark

### **05** PLANNER OPTIMIZATION WITHOUT RE-ALLOCATION

 $\begin{pmatrix} t^2 \\ d=1 \end{pmatrix} \begin{pmatrix} t^5 \\ d=1 \end{pmatrix}$ 

 $\left(\begin{array}{c}t4\\d=2\end{array}\right)\left(\begin{array}{c}t\\d=1\end{array}\right)$ 

#### ALLOCATION DURING PLANNING

#### Heuristic

- Balance progress against chance of conflict • Progress = amount of trains parked • Expected depth = map of trains in departing
- order to the depth of all track parts sorted on depth
- Chance of conflict is estimated by difference expected depth and actual depth

#### ALLOCATION WITH A PREPROCESSOR

First allocate the trains to tracks, then look for a plan which accommodates this allocation

#### Set partitioning

- Generate all possible assignments for each track • Pick a combination of track assignments covering every train
- Start with the tracks which are most likely to cause a conflict
  - Compare connectivity between tracks

## Constraint programming

• Define an array • each cell represents a track part assigned value represents train • Add an all different constraint over all cells • For each connected track-part in the same track: • Add a constraint for arrival order • Add a constraint for departure order • Add constraints between tracks of equal size to reduce symmetries

#### **06** RESULTS

• Domain extension without re-allocation improved execution time significantly

- Domain extension with re-allocation has not been tested
- An implementation of the heuristic showed a small improvements in small problems
- An implementation of the constraint programming approach performed well across problems of all sizes.

	Trains	Baseline	New domain	New domain + CP
_	5	1238ms	4ms	201ms
	15	DNF	204 ms	215ms
	25	DNF	57152 ms	228ms
	40	DNF	DNF	708ms
	50	DNF	DNF	1064ms



 $\begin{pmatrix} t3 \\ d=2 \end{pmatrix}$   $\begin{pmatrix} t1 \\ d=1 \end{pmatrix}$ 

 $\begin{pmatrix} t4 \\ d=2 \end{pmatrix} - \begin{pmatrix} t2 \\ d=1 \end{pmatrix}$ 





Table 1: Execution time of planners

#### **07** CONCLUSION AND FUTURE WORK

• Building a preprocessor using constraint programming worked well • Provided model for re-allocations should be implemented and tested • Research into optimizing planner using this model can be performed

• Set partitioning can be formulated an SAT, MILP or CP problem • PDDL is good for planning research, but can be limiting factor in specific problem research

- After finding an allocation, a path-finding algorithm can be used instead of the PDDL planner
- Model can be extended by including: train lengths, train types, other shunting yard layouts, mixed-traffic, servicing actions and temporarily blocked tracks.