

# Burlington Northern Santa Fe Corporation

## Improving Railroad Network Routing Roger Baugher, Director, Service Design

April 13, 2007



# The BNSF Network



Copyright © and (P) 1999–2006 Microsoft Corporation and/or its suppliers. All rights reserved. <http://www.microsoft.com/maps/>  
Portions © 1990–2005 IntelMap Software Corporation. All rights reserved. Certain mapping and direction data © 2005 NAVTEQ. All rights reserved. The Data for areas of Canada includes information taken with permission from Canadian authorities, including: © Her Majesty the Queen in Right of Canada, © Queen's Printer for Ontario. NAVTEQ and NAVTEQ ON BOARD are trademarks of NAVTEQ. © 2005 Tele Atlas North America, Inc. All rights reserved. Tele Atlas and Tele Atlas North America are trademarks of Tele Atlas, Inc.

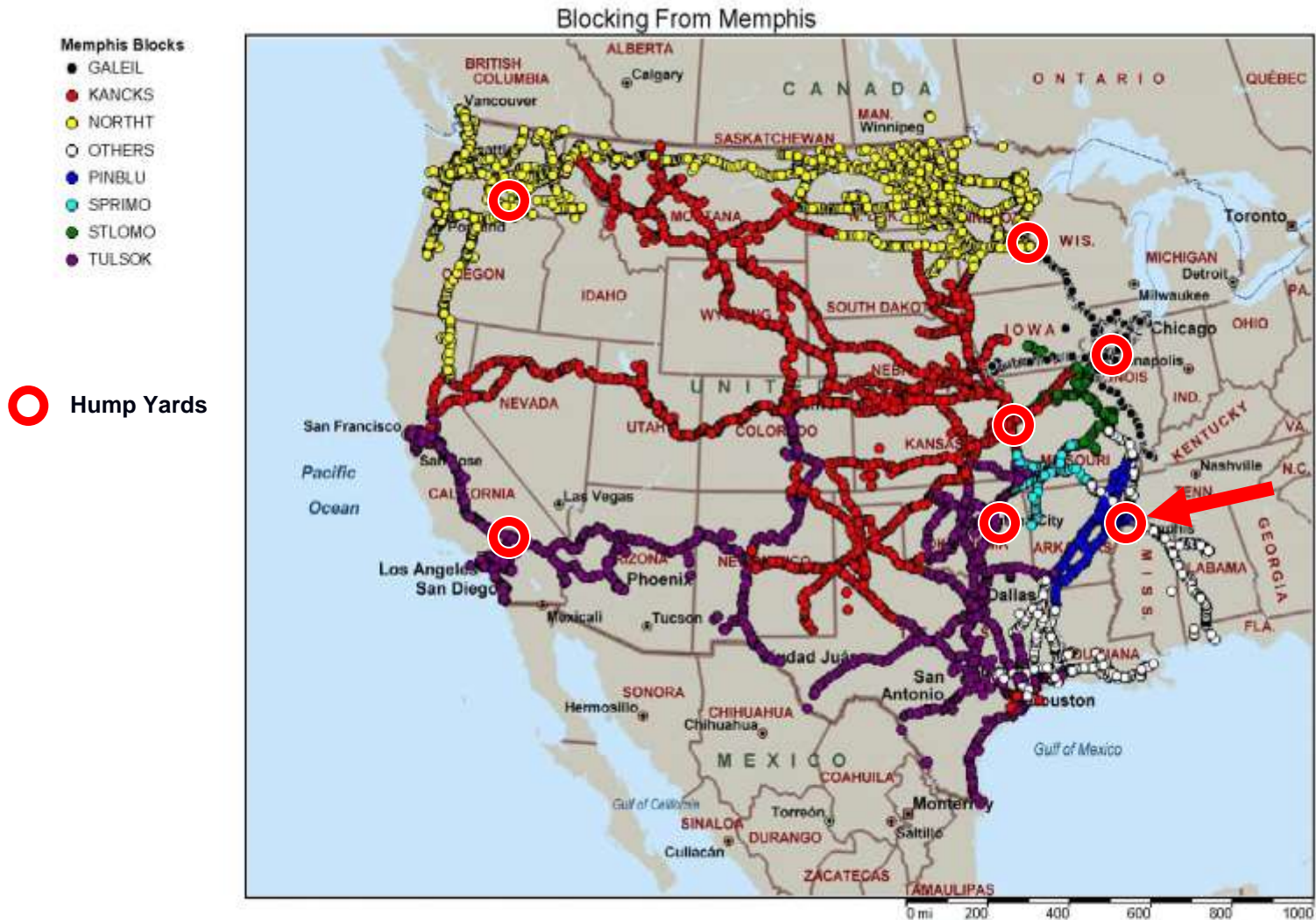


# The Car Routing Puzzle



Copyright © and (P) 1998-2006 Microsoft Corporation and/or its suppliers. All rights reserved. <http://www.microsoft.com/maps/>  
Portions © 1990-2005 IntelMap Software Corporation. All rights reserved. Certain mapping and direction data © 2005 NAVTEQ. All rights reserved. The Data for areas of Canada includes information taken with permission from Canadian authorities, including: © Her Majesty the Queen in Right of Canada, © Queen's Printer for Ontario. NAVTEQ and NAVTEQ ON BOARD are trademarks of NAVTEQ. © 2005 Tele Atlas North America, Inc. All rights reserved. Tele Atlas and Tele Atlas North America are trademarks of Tele Atlas, Inc.

# One Routing Solution



# Maintaining the Routing Rules

## A Local Perspective

### Traditional System

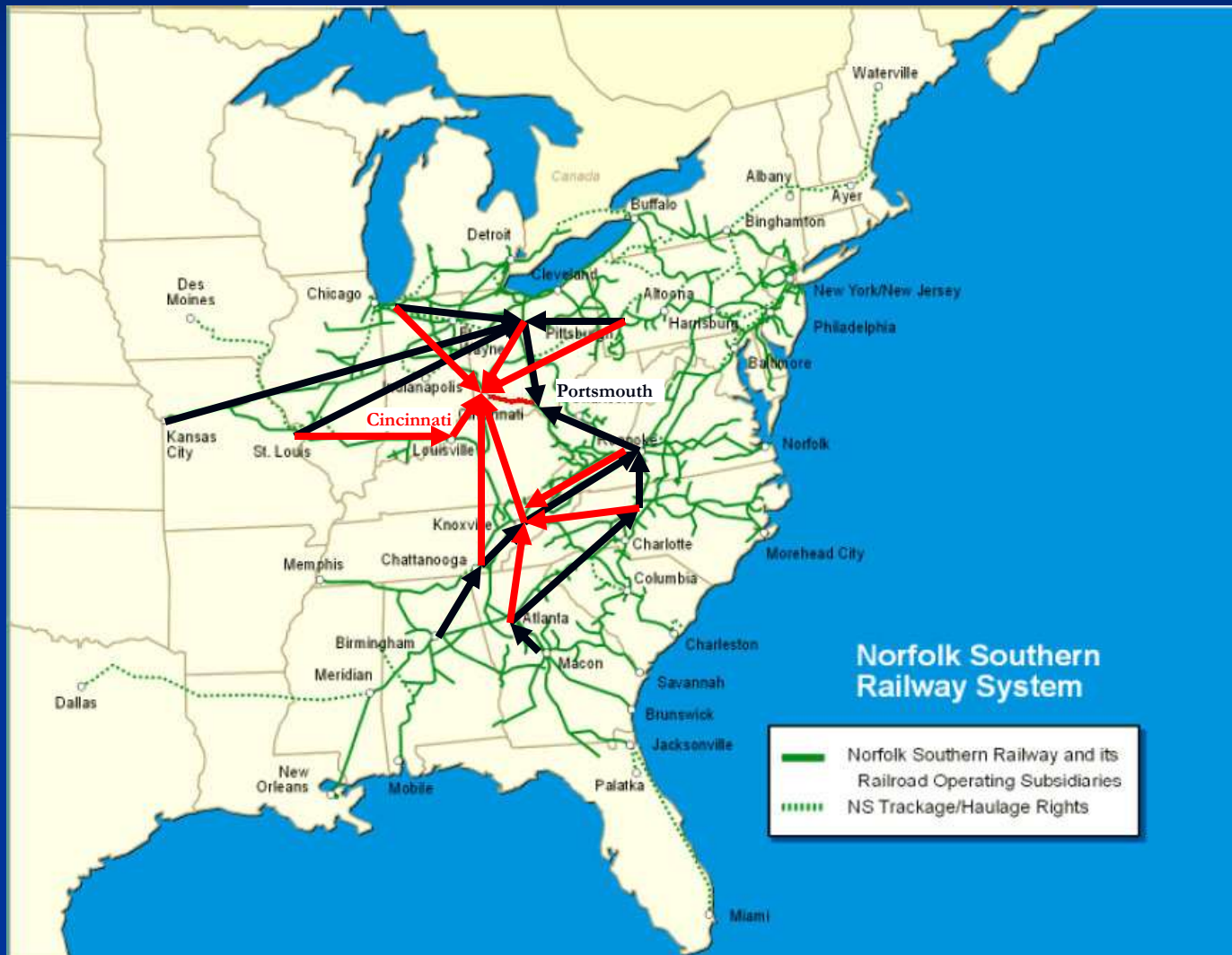
- Block from Memphis
- Block to Kansas City
- General Merchandise
- Includes
  - Thornton, Delpaso, Plegrove, Marysvill, Mounkes, Craig, Rocklin, Newcastle, Bowman, Colfax, Caphorn, Golrun, Dutflat, Alta, Towle, Midas, Blucanon, Emigap, Cisco, Troy, Norden, Truckee, Oroville, Elsey, Poe, Pulga, Merlin, Camrodger, Belden, Virgilia, Paxton, Sprgarden, Quijct, Sloat, Blairsdan, Portola, Hawley, Floriston, Verdi, Mogul, Lawton, Chilcoot, Renjct, Scotts, Doyle, Redhouse, Reno, Sparks, Vista, Hafed, Patrick, Herlong, Flanigan, Sanpass, Sano, Reynard, Wunotoo, Clark, Thisbe ...
- Total of 1823 Stations in this block





# Maintaining the Routing Rules

## A Network Perspective



# Creating a New Paradigm Using A Shortest Path Algorithm

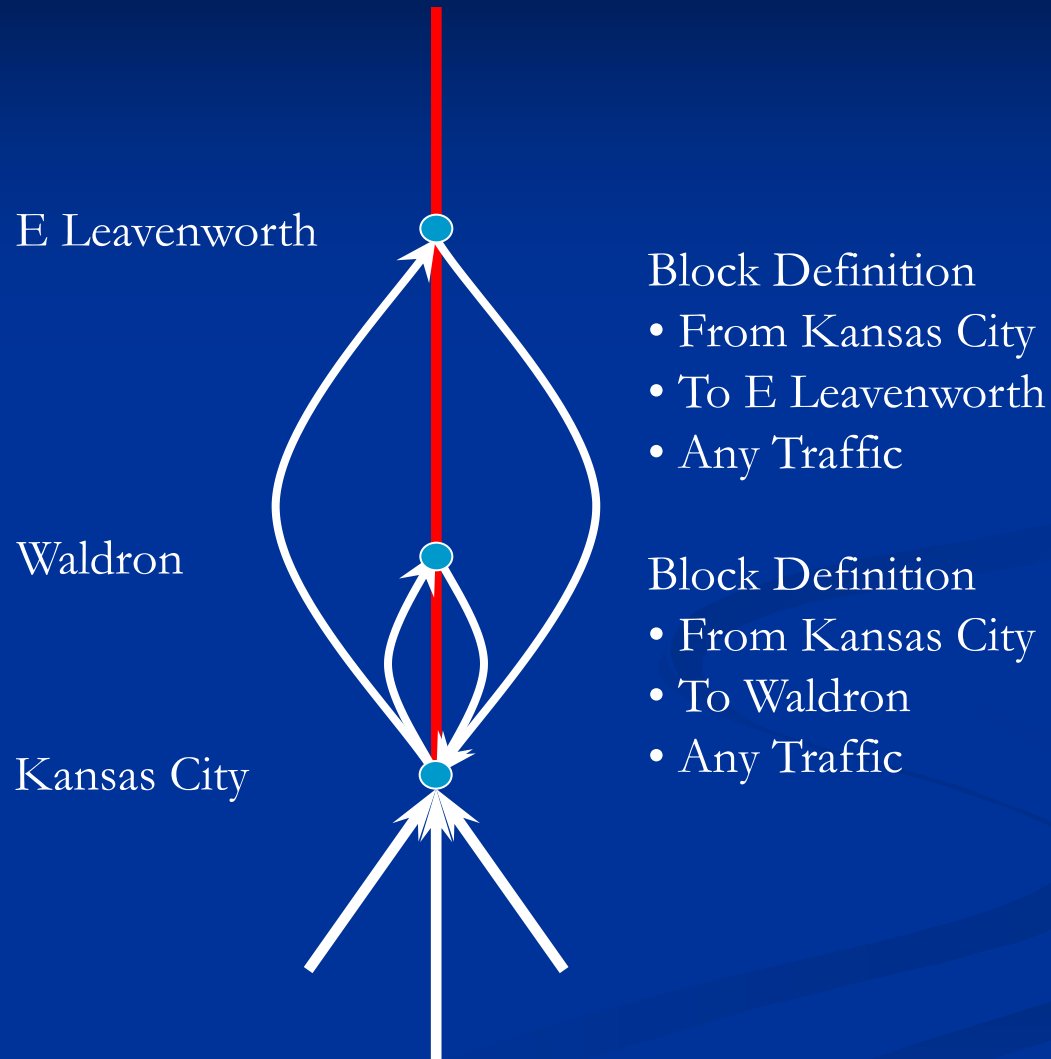
## ■ Traditional Blocking

- Design manager must completely specify routing manually; computer adheres to specified routing
- Routing preferences hard coded into rules
- Routing changes, even minor local ones, may require network-wide revision of rules

## ■ Algorithmic Blocking

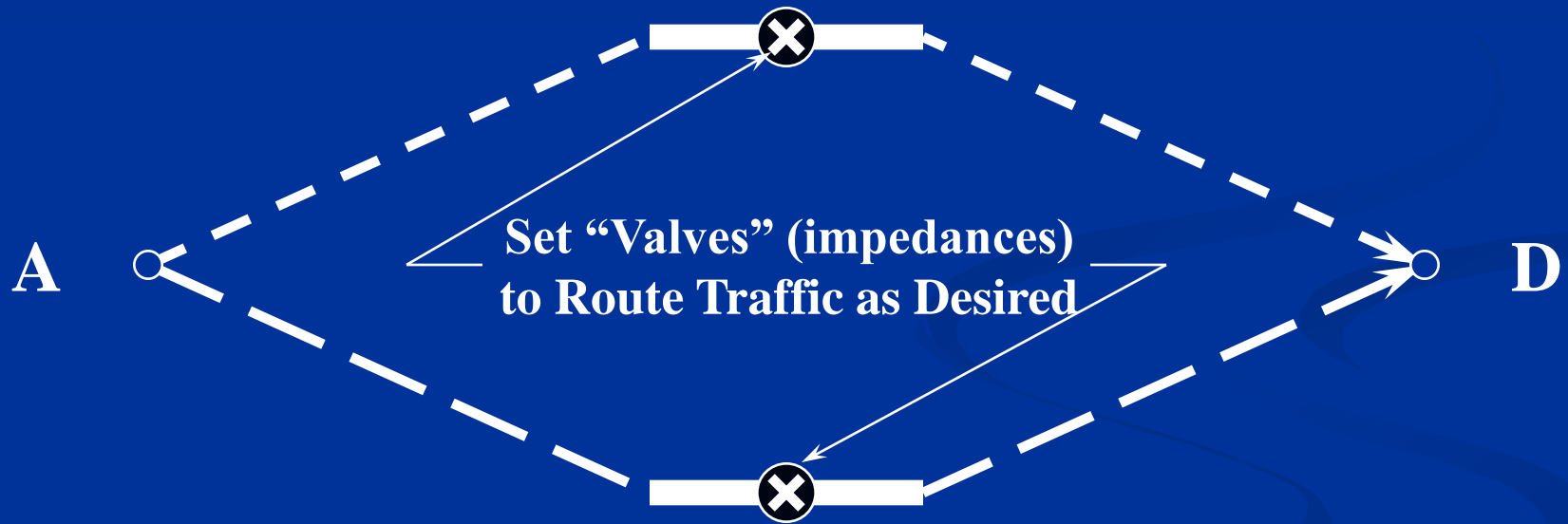
- Design manager manually specifies routing options using skeletal block definitions; computer logic selects routes
- Routing preferences reflected in “impedances”
- Routing changes of any size may be implemented quickly and their impacts predicted with models

# Setting Up Algorithmic Blocking



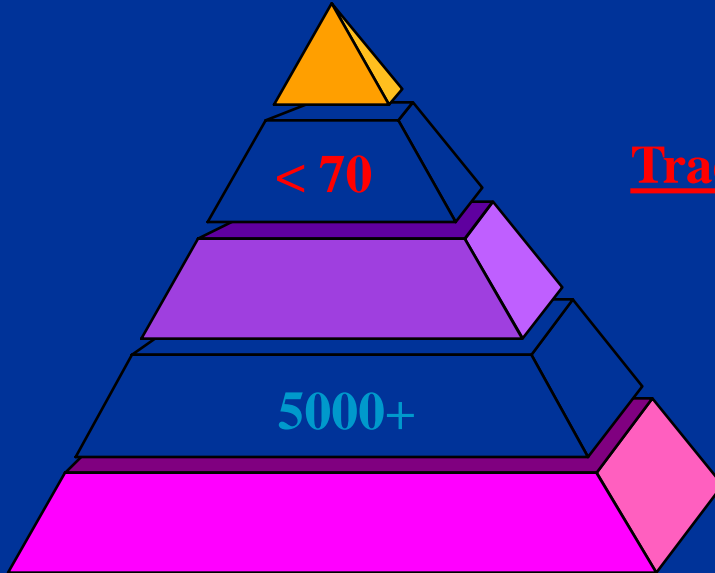


# Changing Routes with Algorithmic Blocking



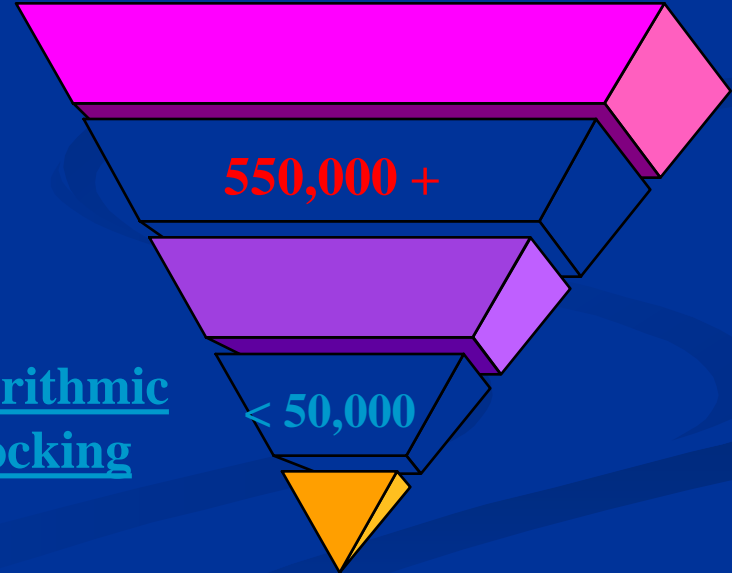
# Rule Maintenance Simplification with Algorithmic Blocking

Stations  
Covered



Traditional

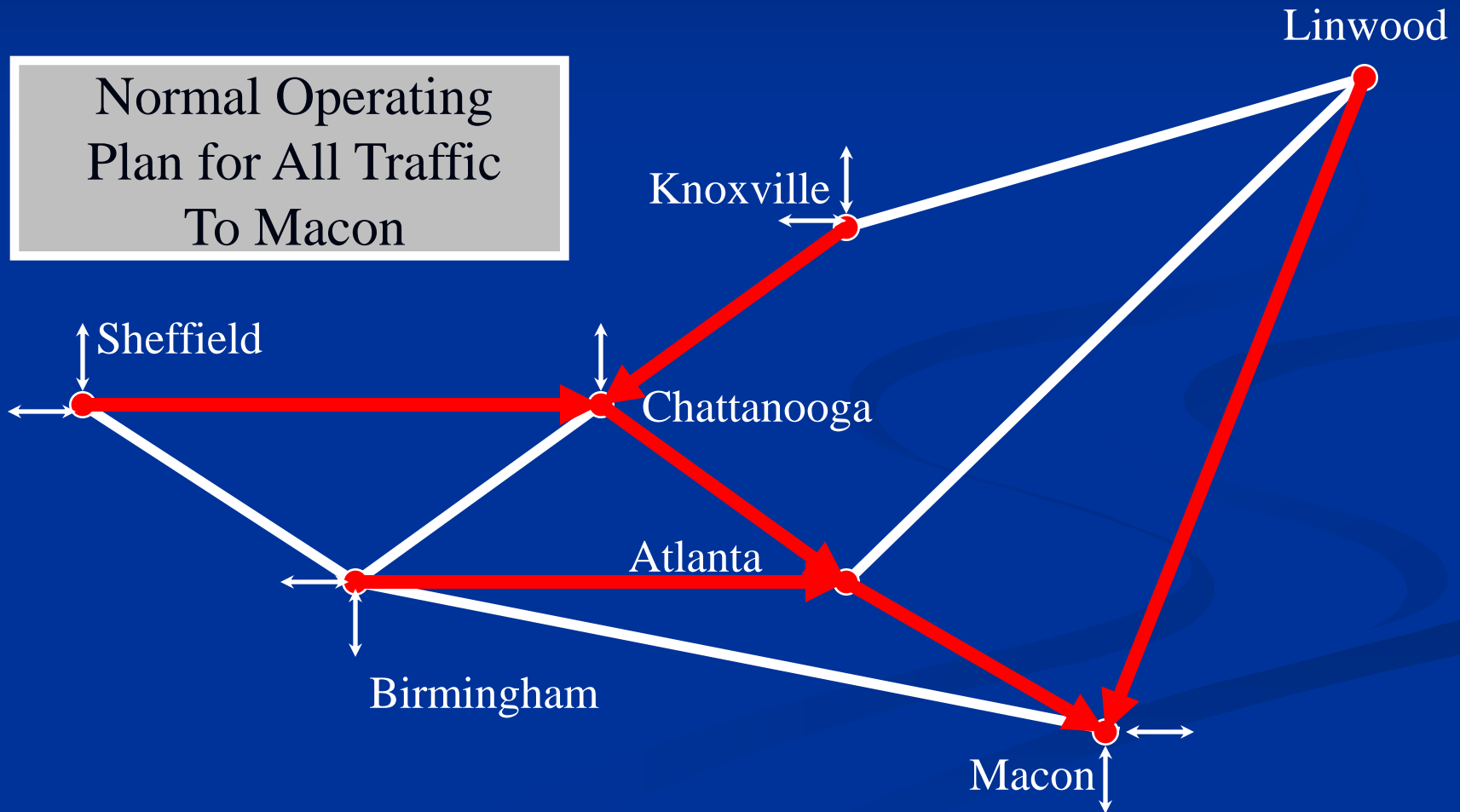
Table  
Entries



Algorithmic  
Blocking

# Real-Life Rerouting Problem

## 1996 Atlanta Olympics





# 1996 Atlanta Olympics

# Olympics required rerouting of hazardous material Atlanta - Macon



# Real-Life Rerouting Problem

## 1996 Atlanta Olympics



# 1996 Atlanta Olympics

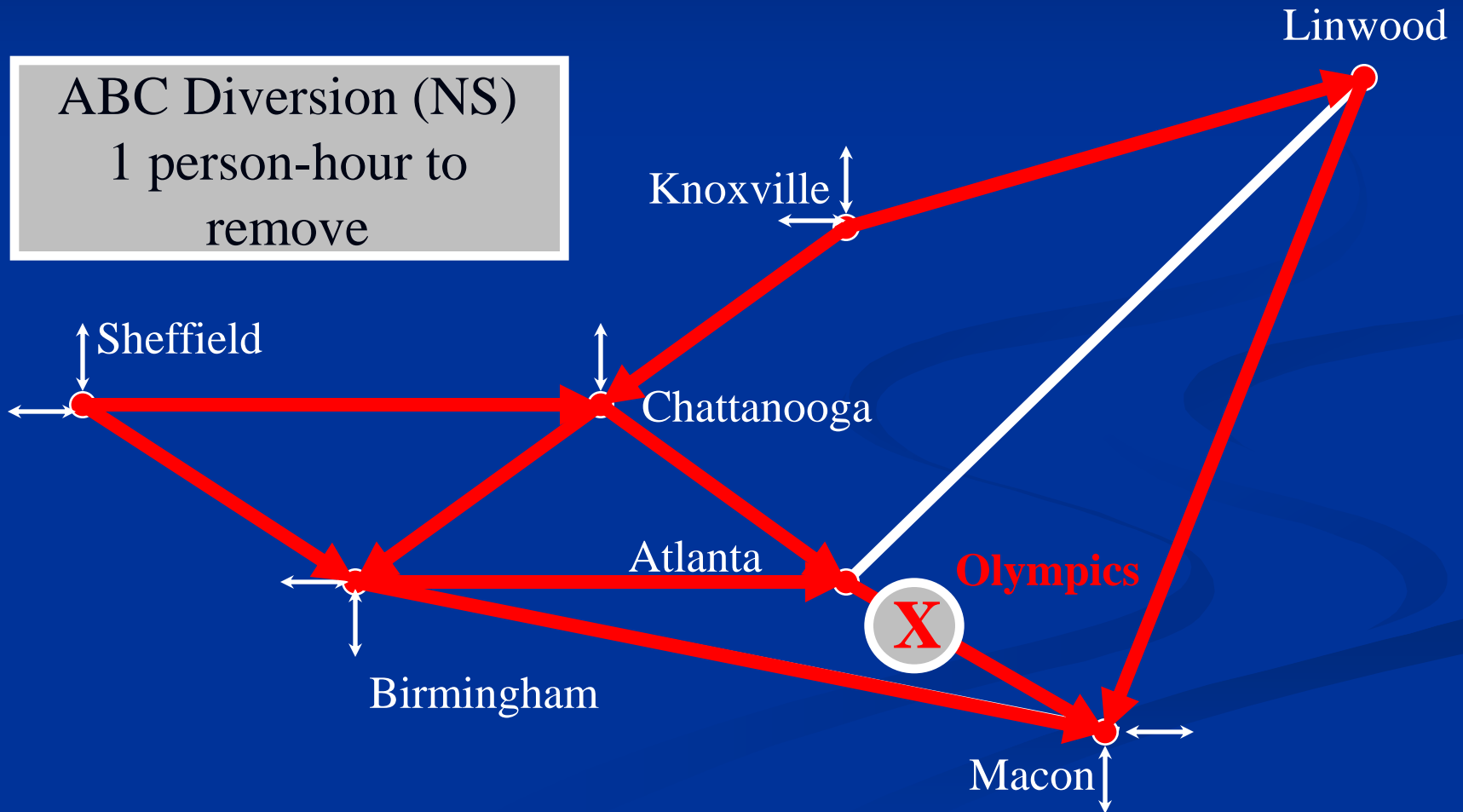
## ABC Diversion (NS)

1 person-day to plan  
and install





# 1996 Atlanta Olympics



# The Fundamentals of Algorithmic Blocking

**Find blocks which can carry traffic (feasible blocks)**

Feasible blocks -- AB, AC, BD, CD

Infeasible blocks -- AD (weight restriction)

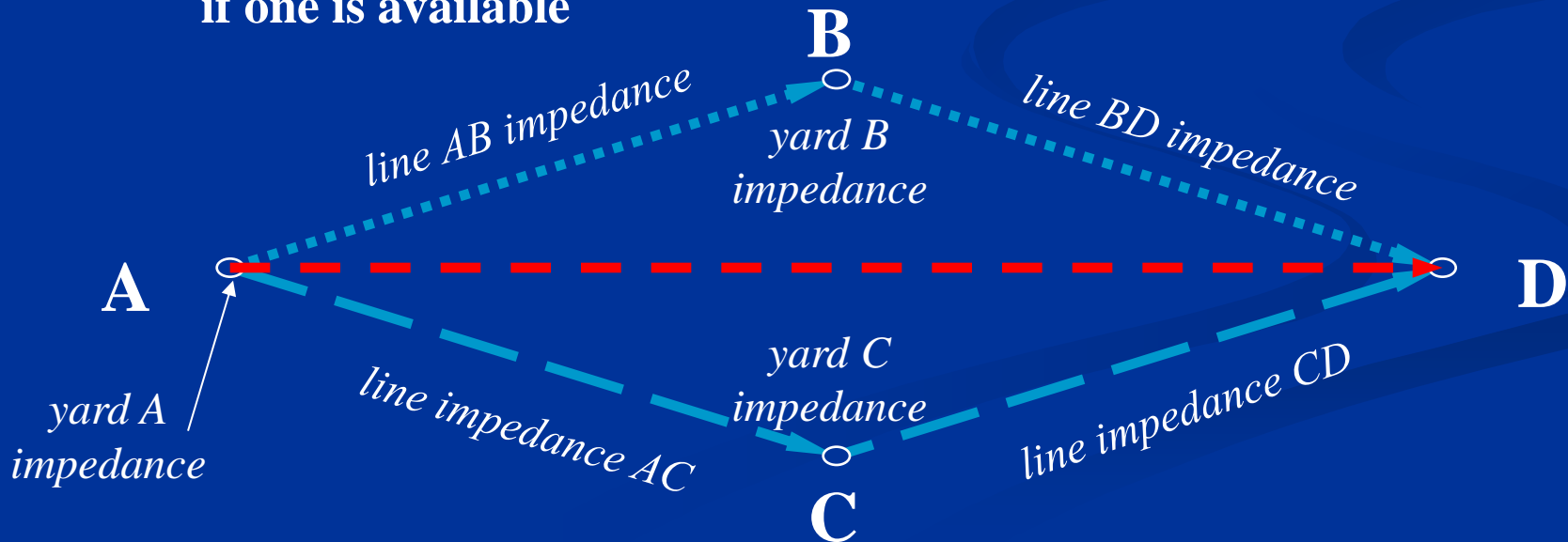
**Find “lowest impedance” route over feasible blocks**

Impedance ABD = Yard A Impedance + Line AB Impedance +  
Yard B Impedance + Line BD Impedance

Impedance ACD = Yard A Impedance + Line AC Impedance +  
Yard C Impedance + Line CD Impedance

Lower impedance route is chosen

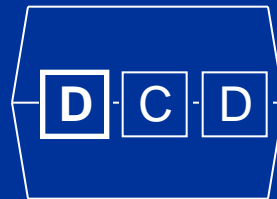
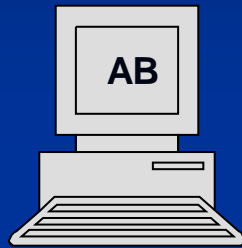
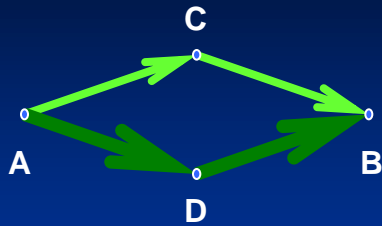
**If a route is blocked, Algorithmic Blocking will find another,  
if one is available**



# Limitations of Algorithmic Blocking

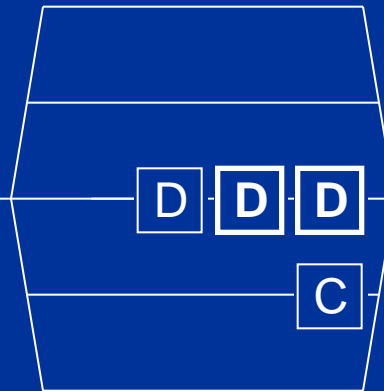
- Routes across a sequence of blocks
  - No consideration of trains and train connections
  - No consideration of time
- No ability to consider capacity constraints
  - Blocks do not have capacity constraints – trains do
  - Capacity is a function of time, so failure to consider time prevents capacity planning
- Some traffic should be routed to minimize costs, others to minimize transit time





Arrival  
Yard

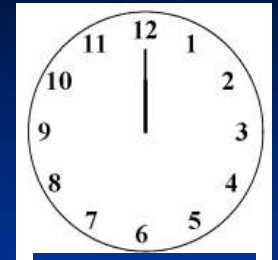
# A Look at a Terminal Cars At Yard A Algorithmic Blocking



Class  
Bowl



Departure  
Yard

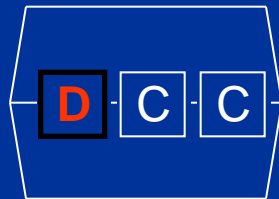
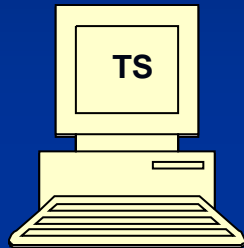
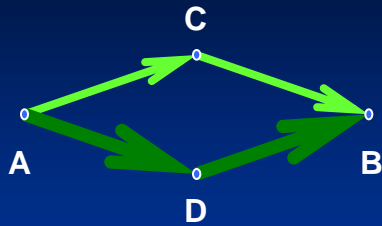


Next PM

Dpt 1200  
Today

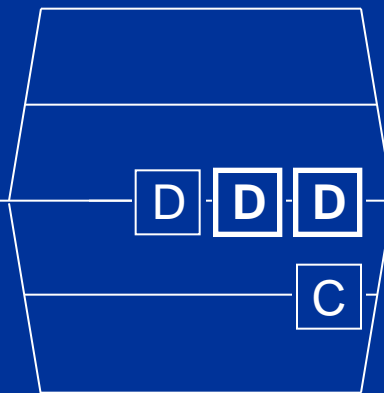
Dpt 1800  
Today

Dpt 1200  
Next Day

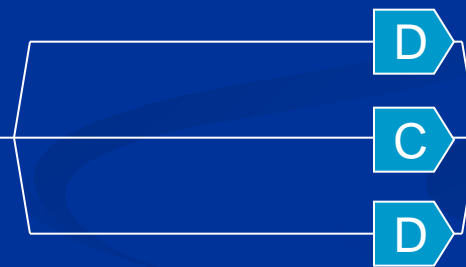


Arrival  
Yard

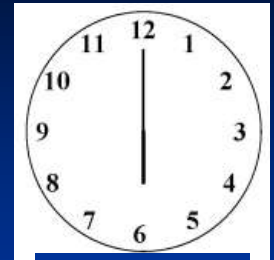
# A Look at a Terminal Cars At Yard A Time-Space Solution



Class  
Bowl



Departure  
Yard



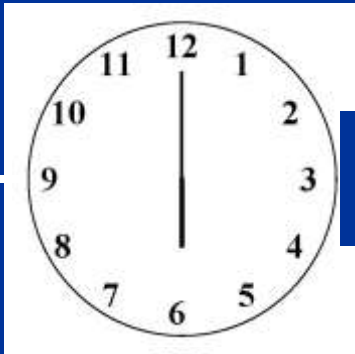
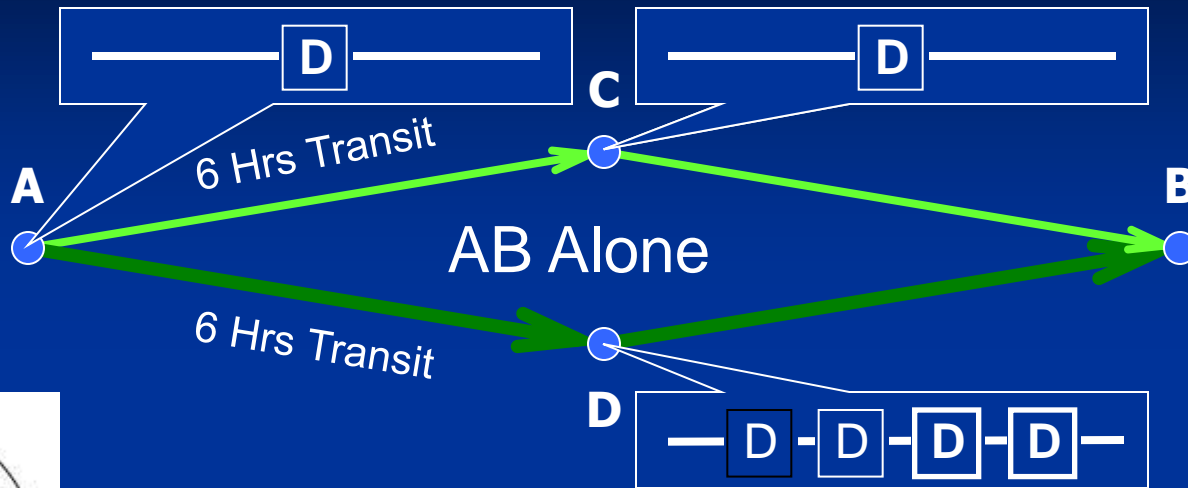
This PM

Dpt 1200  
Today

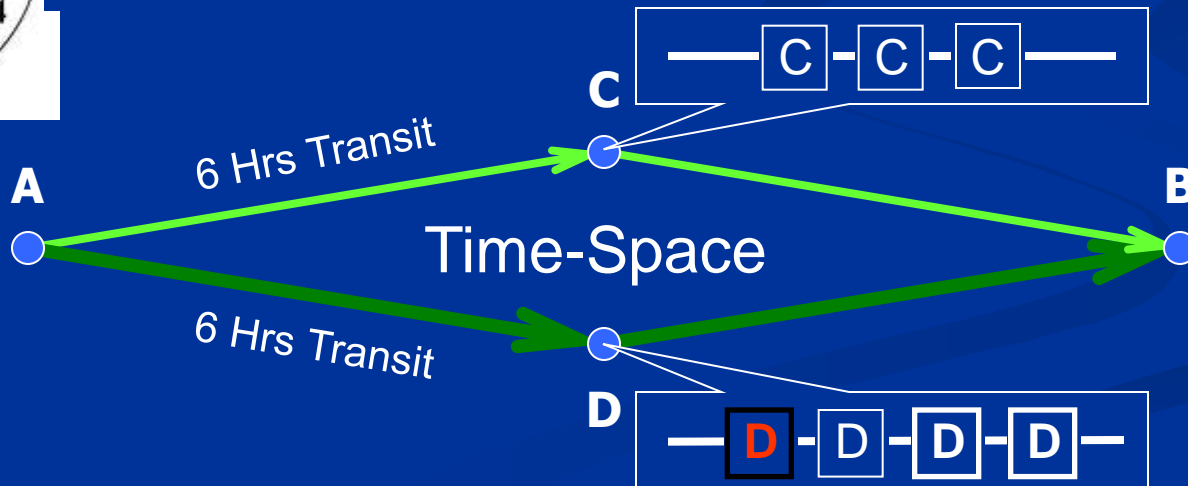
Dpt 1800  
Today

Dpt 1200  
Next Day

# Another Look at the Network

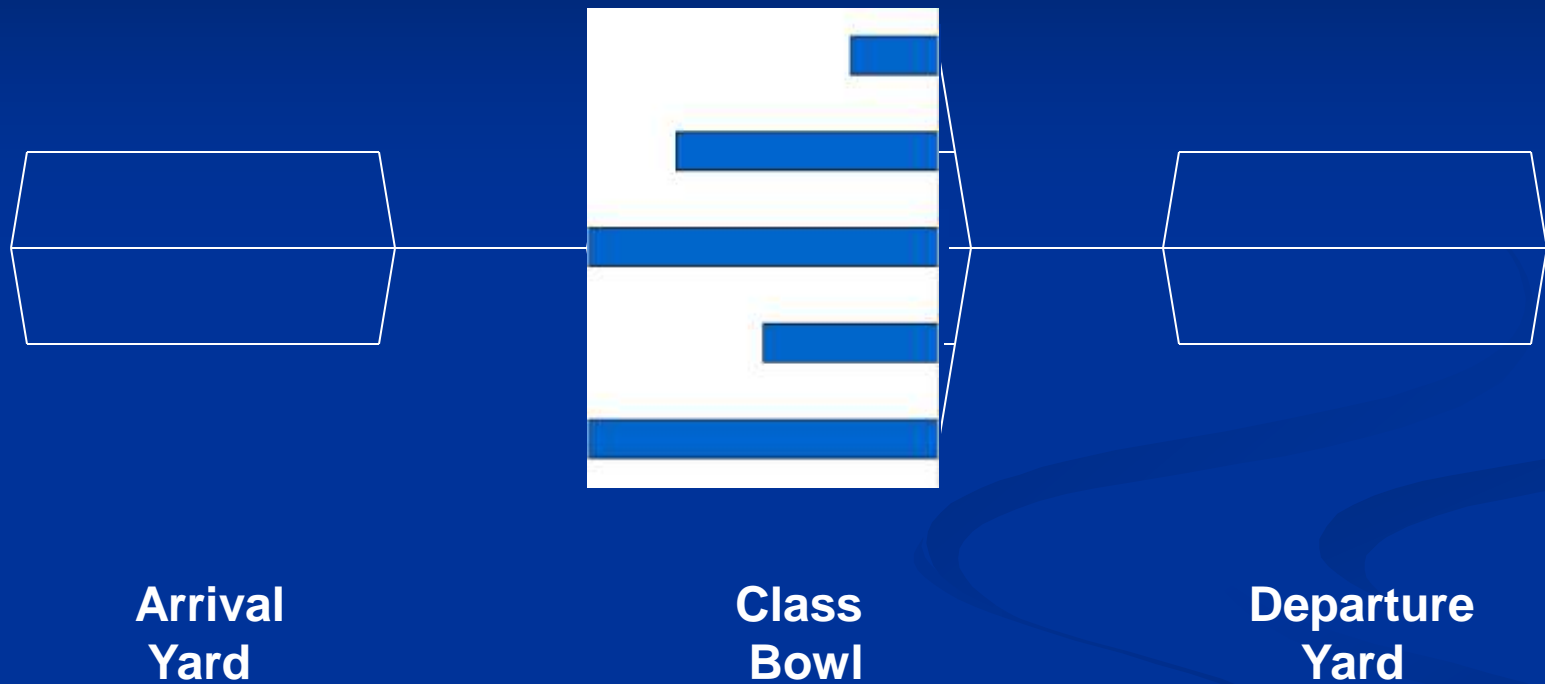


Next  
PM

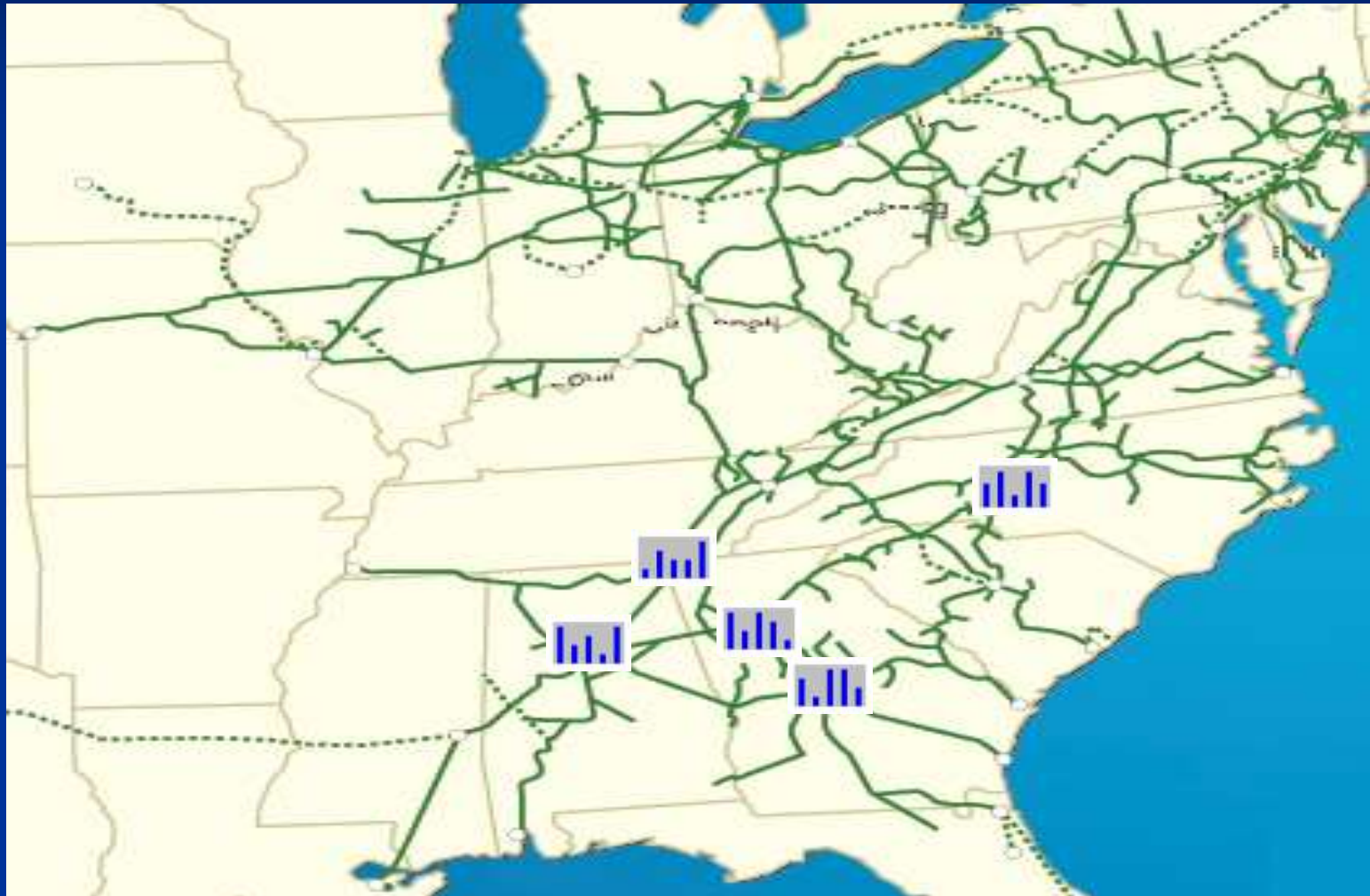




# Convergence of Terminal and System Views



# Convergence of Terminal and System Views



# Where Do We Go From Here?

- Some form of algorithmic blocking in place or being implemented at four North American railroads.
- BNSF has a form of time-space algorithm without algorithmic blocking.
- Much work within and between railroads will be needed if railroads are to become more scheduled and their service more predictable.

