

Agenda

- Nadi RNP-AR RWY 20 Approach Design (v1)
- Flight Validation
- Simulator Validation
- Airline Validations
- EGPWS
- Next steps/collaboration
- Approach Changes (v2)
- Questions/Experience from other countries





Background

- Nadi International Airport, Fiji
 - No instrument approach for RWY 20
 - Straight in approach RWY 20 doesn't work due terrain
 - Visual circling is discouraged by airlines
 - Aircraft land on RWY 02 with tailwind
 - When tailwind is too strong = diversion \$\$

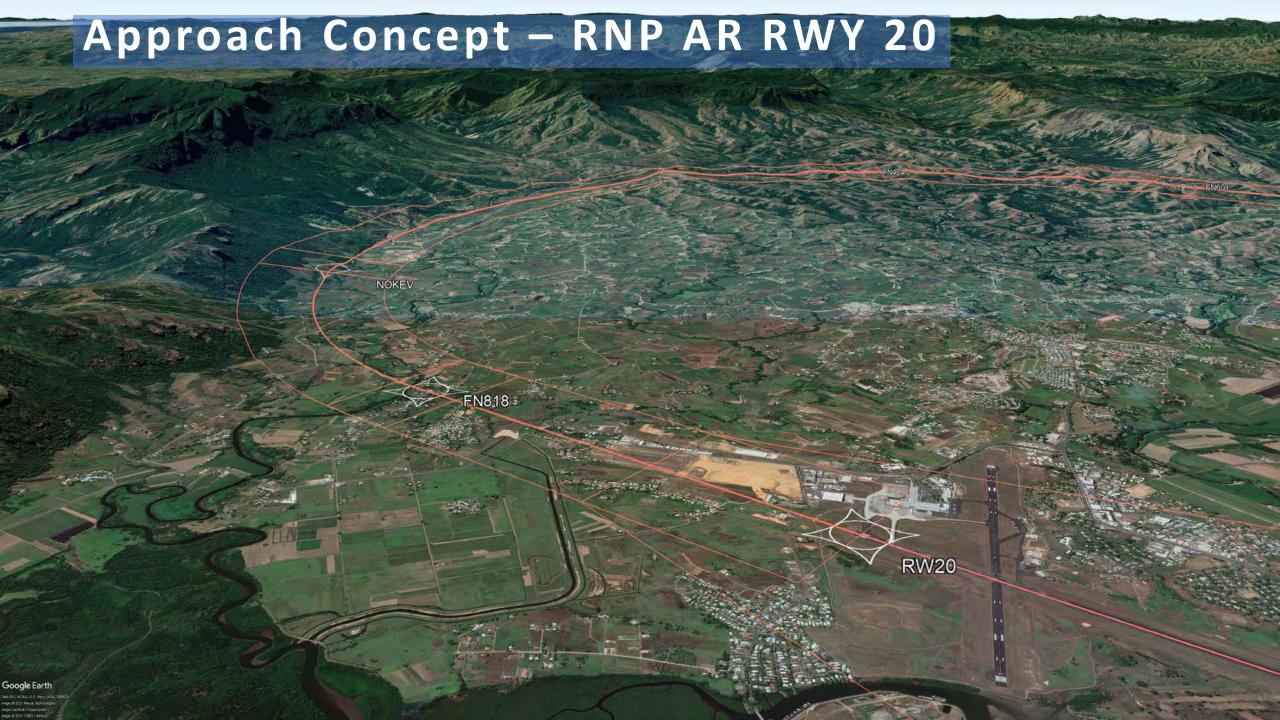






Terrain Challenges - Nadi International





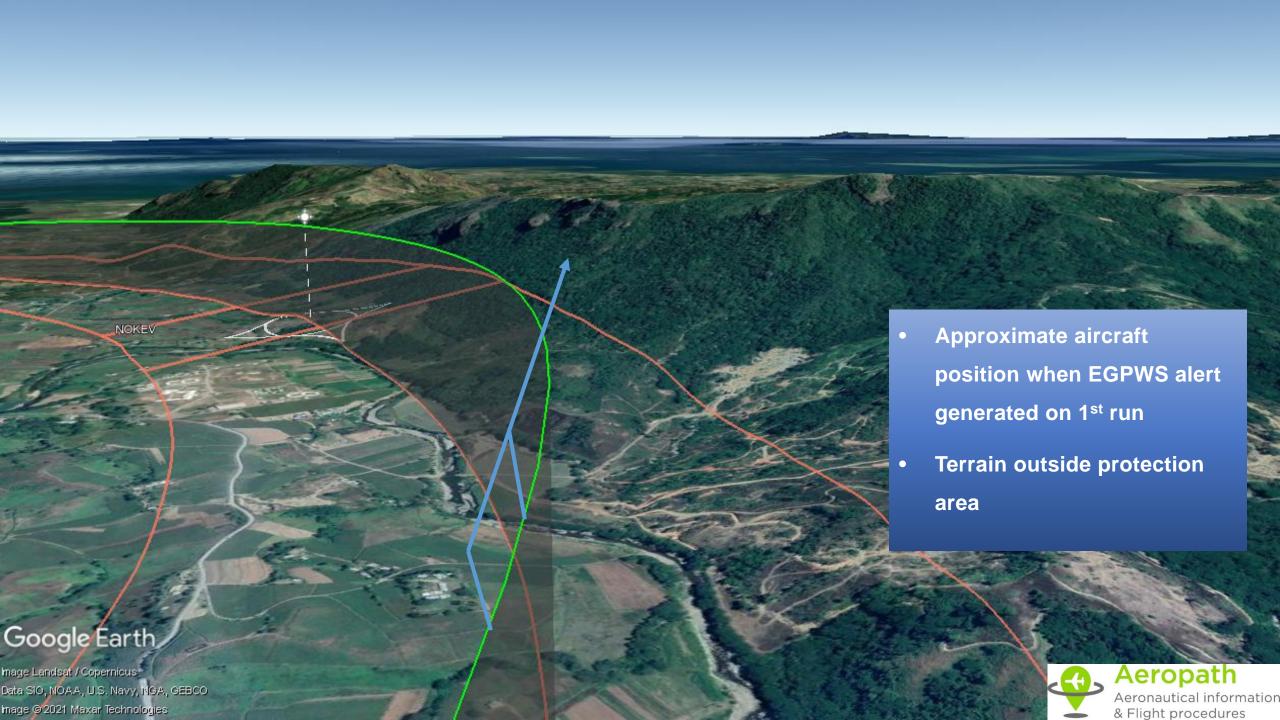


Flight Validation

- Ref. Doc 9906 Vol 5
- Flight Inspection Aircraft Piper Cheyenne 400LS Turboprop
- First run Partial flap setting, gear down
 - EGPWS Caution 'Terrain Ahead' 1nm before FAF while pointing towards terrain
- Second run Full flap, gear down
 - No EGPWS alerts
- Approach satisfactory







Flight Validation – ICAO Doc 9906

- ICAO Doc 9906 Vol 5 gives some guidance on EGPWS alerts
- Can be generated when flying over irregular or steep rising terrain
- EGPWS checks to be flown in proper configuration for phase of flight
- If repeated alerts received, flight crew to document location, speed, aircraft config.
- Designers can consider speed reduction, altitude constraints or moving waypoints





Simulator Validation – B787

- Coded procedure, flyability, handling check, human factors etc in accordance with ICAO Doc 9906 Vol 5
- Aircraft type for check representative of actual types likely to fly
- B787 ZFT simulator used, based on airline requirements





Simulator Validation – B787

- Tech Crew Briefing
- Initially to be flown under normal conditions, speeds, configurations, weather etc
- Progressively more adverse weather conditions and higher speeds (within design spec) to 'stress test' procedure
- Special attention to EGPWS system





Simulator Validation – B787

- Initial runs using normal approach speeds, calm winds – <u>No terrain alerts</u>
- More adverse winds (tailwind on base while aircraft pointing towards terrain) to stress test procedure – <u>No terrain alerts</u>
- Flight at maximum speeds (170kts at FAF) –
 No terrain alerts
- Satisfactory procedure
- Side note: Received terrain warning only when flown outside design spec (fast on final approach)





Approach Signoff

- Successful flight validation
 - Terrain caution noted but subsequent satisfactory run
- Successful simulator validation in B787
- Procedure certified
- Publishing!









- Data sent to database houses for coding
- Airlines begin internal validation process prior to effective date
- Simulator runs completed on each fleet type by various airlines
- Procedure coded into FMS
- Tested under varying conditions, tailwinds, aircraft speeds





Airline 1

Aircraft Type	Comments	
B777	EGPWS terrain alerts experienced on approach	
B787	Approach satisfactory	
A320/321 NEO	Approach satisfactory	
A320/321 CEO EGPWS terrain alerts experienced on approa		

Airline 2

Aircraft Type	Comments
B777	EGPWS terrain alerts experienced on approach
B787	Approach satisfactory
B737-800	EGPWS terrain alerts experienced on approach
A320 CEO	EGPWS terrain alerts experienced on approach

Airline 3

Aircraft Type	Comments
B777	EGPWS terrain alerts experienced on approach
B737-800	EGPWS terrain alerts experienced on approach

Airline 4

Aircraft Type	Comments	
B787	Approach satisfactory	
A320 CEO	EGPWS terrain alerts experienced on approach	



- Common threads from simulator testing
- Aircraft types
 - B787, A320 NEO good
 - B777, B737-800, A320 CEO terrain alerts
- Location of alerts
 - Same as first flight validation run, approaching final approach fix pointing towards terrain
- Airlines report configuring aircraft early during testing, speed back to final approach but terrain still generating alerts.





• 1st Lesson

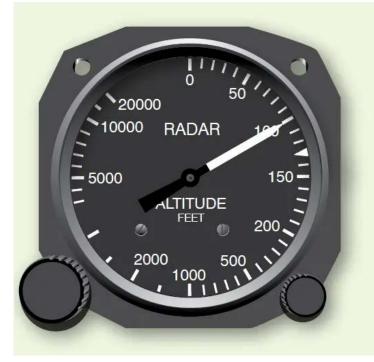
- Consider the aircraft type used when conducting simulator validation. Perhaps the most modern aircraft type in the fleet isn't the best choice...!
- Aircraft like B787 take programmed RF turns into account for the EGPWS system alerting, older aircraft do not





EGPWS

- Enhanced Ground Proximity Warning System
- Operates in two ways
 - 1st using radar altimeter to measure closure rate with terrain directly below
 - 2nd using GPS position and onboard database to predict aircraft position relative to terrain







EGPWS

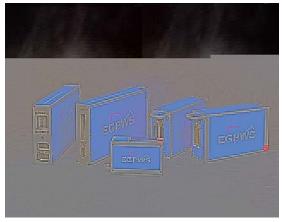
Basic Functions:

- Mode 1 Excessive Descent Rate
- Mode 2 Excessive Closure to Terrain
- Mode 3 Altitude Loss After Takeoff
- Mode 4 Unsafe Terrain Clearance
- Mode 5 Excessive Deviation Below Glideslope
- Mode 6 Advisory Callouts
- Mode 7 Windshear Alerting

Enhanced Functions:

- Terrain Clearance Floor
- Terrain Look-ahead Alerting
- Predictive Windshear

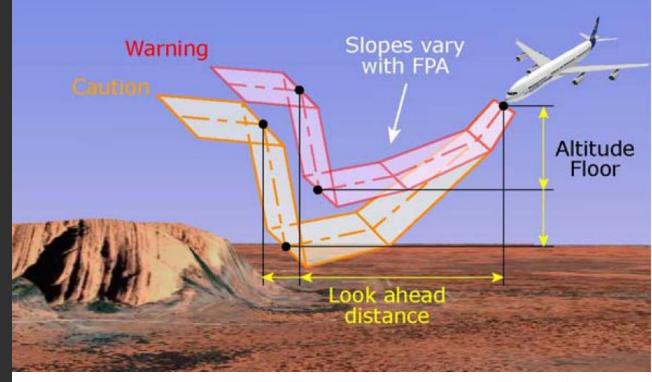


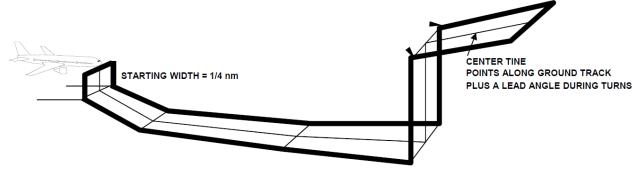




EGPWS

- How does it work?
 - 'Ribbons' project ahead of aircraft
 - Project down, forward then up
 - Starting width ¼ mile and 3° either side
 - Slope varies with FPA
 - Points along A/C ground track
 - Lead angle inside turns
- Caution time to impact approx. 60 sec
- Warning time to impact approx. 30 sec
- Envelope size varies, based on pilot handling
 - Ground speed IAS, tail/head winds
 - Configuration Flaps
 - Distance to RWY

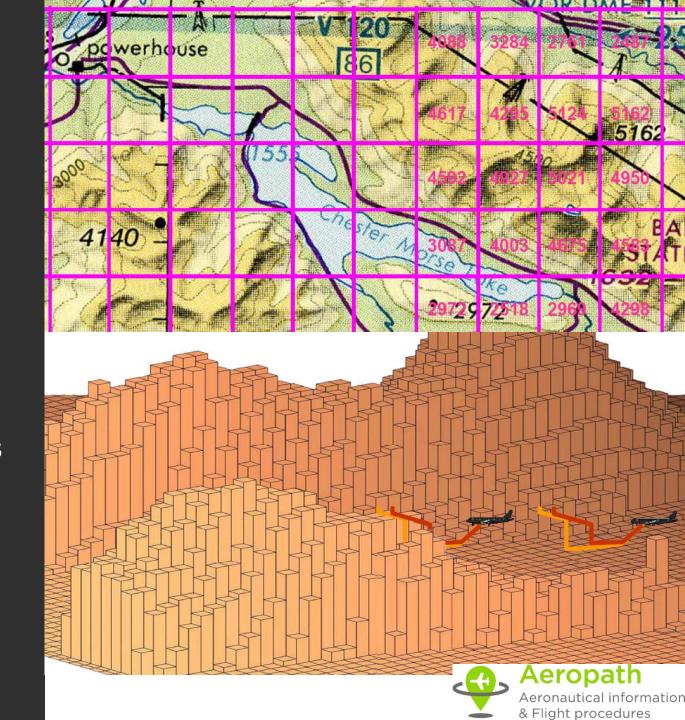






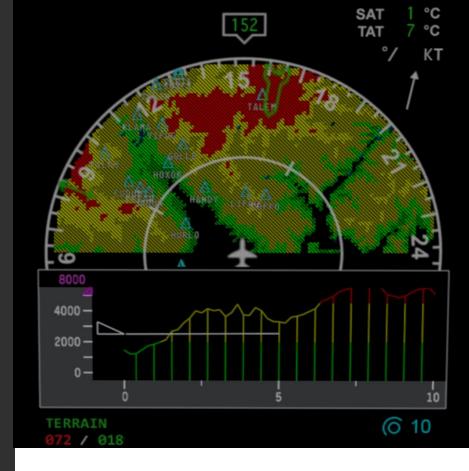
EGPWS - Database

- Internal database contains worldwide terrain data of varying resolution
- Land area divided into grid
- Each cell has a constant altitude defined by maximum altitude within that area
- Normal resolution 30 x 30 arc seconds
- Can be increased to 15 x 15 arc seconds (mountainous area airport)



EGPWS – Envelope Modulation

- Nuisance alerts can be generated during normal operations
- Works by desensitizing various modes of operation at well identified locations
- Handled by FMS manufacturer and settings are stored in the database
- New approach procedures for places with not much jet traffic more likely to experience nuisance alerts





Next Steps - Collaboration

- Airlines contact FMS manufacturer for support
- Problem Different aircraft types within fleet sometimes have different FMS providers
- Checking of sim database vs aircraft database (can be different)
- Improved accuracy of terrain data requested from FMS manufacturer (designated mountainous area airport)
- Some airlines found Nadi not included in Envelope Modulated Database





Further Testing

- New EGPWS database for testing delivered to airlines with higher terrain resolution
- Several airlines retested procedure in simulator and received terrain alerts
- Live flight flown in A321 NEO in VMC, terrain alerts generated
- No choice but to redesign...
- Interesting finding; one airline noted terrain alerts varied with temperature in sim (effective VPA)





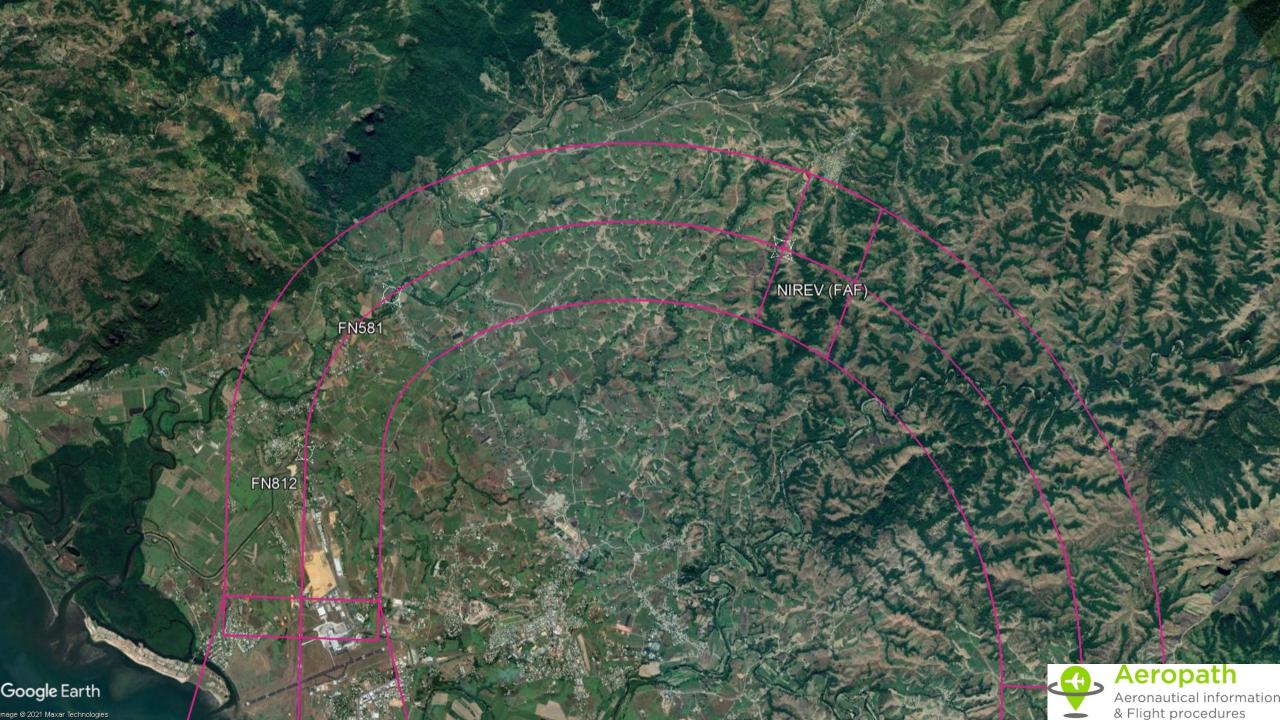
Approach Changes (v2)

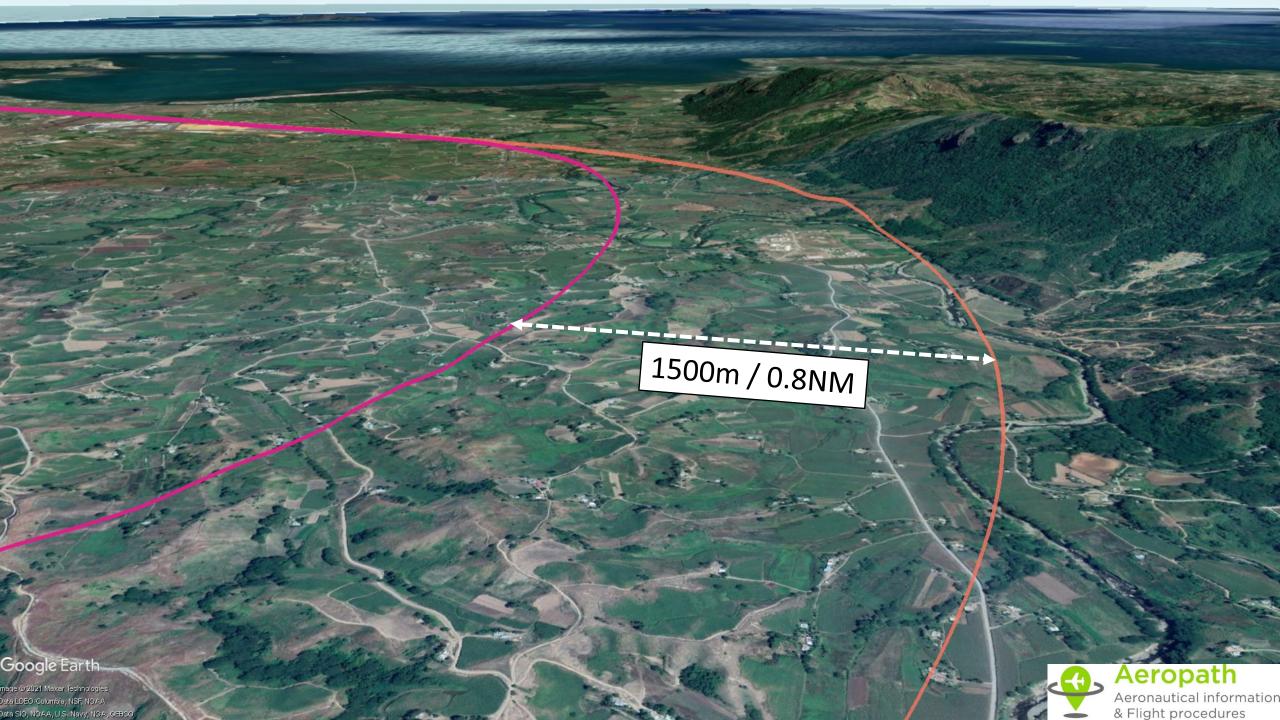
- Requirement for greater clearance from terrain to the north
- Final approach speed further restricted (160 kts)
- Tighter turn radius, 25 degrees AOB
- FROP moved closer to RWY (1.3nm, 500ft)
- Bonus = Increased RNP value to 0.3 due to flight path further away from terrain

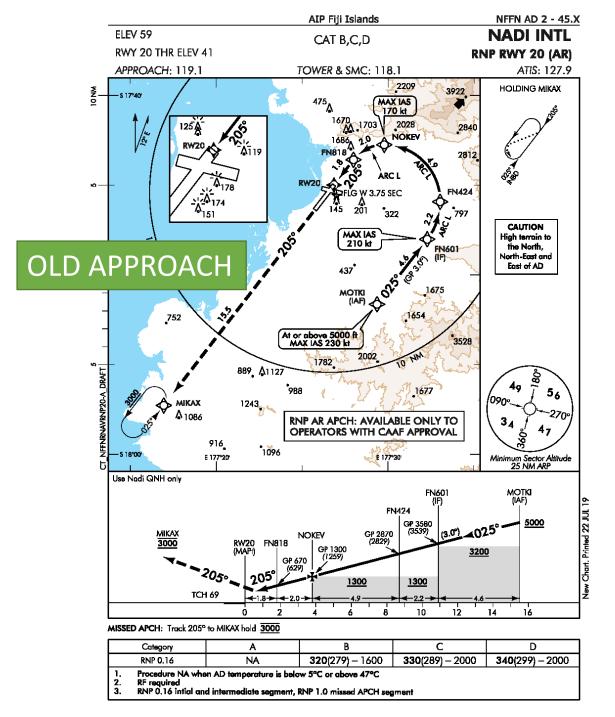


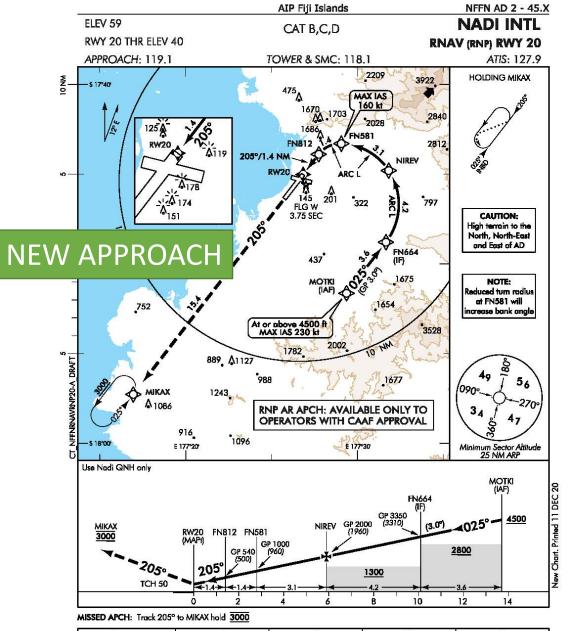












Category	Α	В	С	D
RNP 0.30	NA	320 (280) - 1600	330 (290) - 2000	340(300) - 2000

- Procedure NA when AD temperature is below 10°C or above 46°C
- 2. RF required
- RNP 0.30 between MOTKI and RW20, RNP 1.0 missed APCH segment

Approach Changes (v2) – Sim/Flight Testing

- Data sent to airlines to obtain test database
- Further sim testing carried out
- Positive results reported across different aircraft types/airlines including previous types which had terrain alerts
- Successful 'live' flight in VMC by B787
- Approach published, awaiting airlines to complete fleet validation





Approach Changes (v2) – Sim/Flight Testing

• 2nd Lesson

- Send approach data to airlines early to enable simulator testing to prove concepts, perhaps before flight validation
- Ideally have different airlines test procedure in multiple aircraft types





What can we do as Procedure Designers?

- Design away from terrain as much as possible
 - Tight turn radius, AOB, speed reduction
 - Possibly steeper GPA
 - Roll out on finals as late as possible
- Avoid designing over rapidly rising terrain/ridges
- Envelope modulation/terrain data tweaks can help
- Be prepared for iterations after testing





