



**CO<sub>2</sub> reduction**  
due to  
**"topography orientated"**  
**voyage-planning and navigation**

-Prerequisites of ship handling simulators as training tool-

**DST** – Development Centre for  
Ship Technology and Transport Systems

## CO<sub>2</sub> reduction IWT - TopoNav – Training with ship handling simulators

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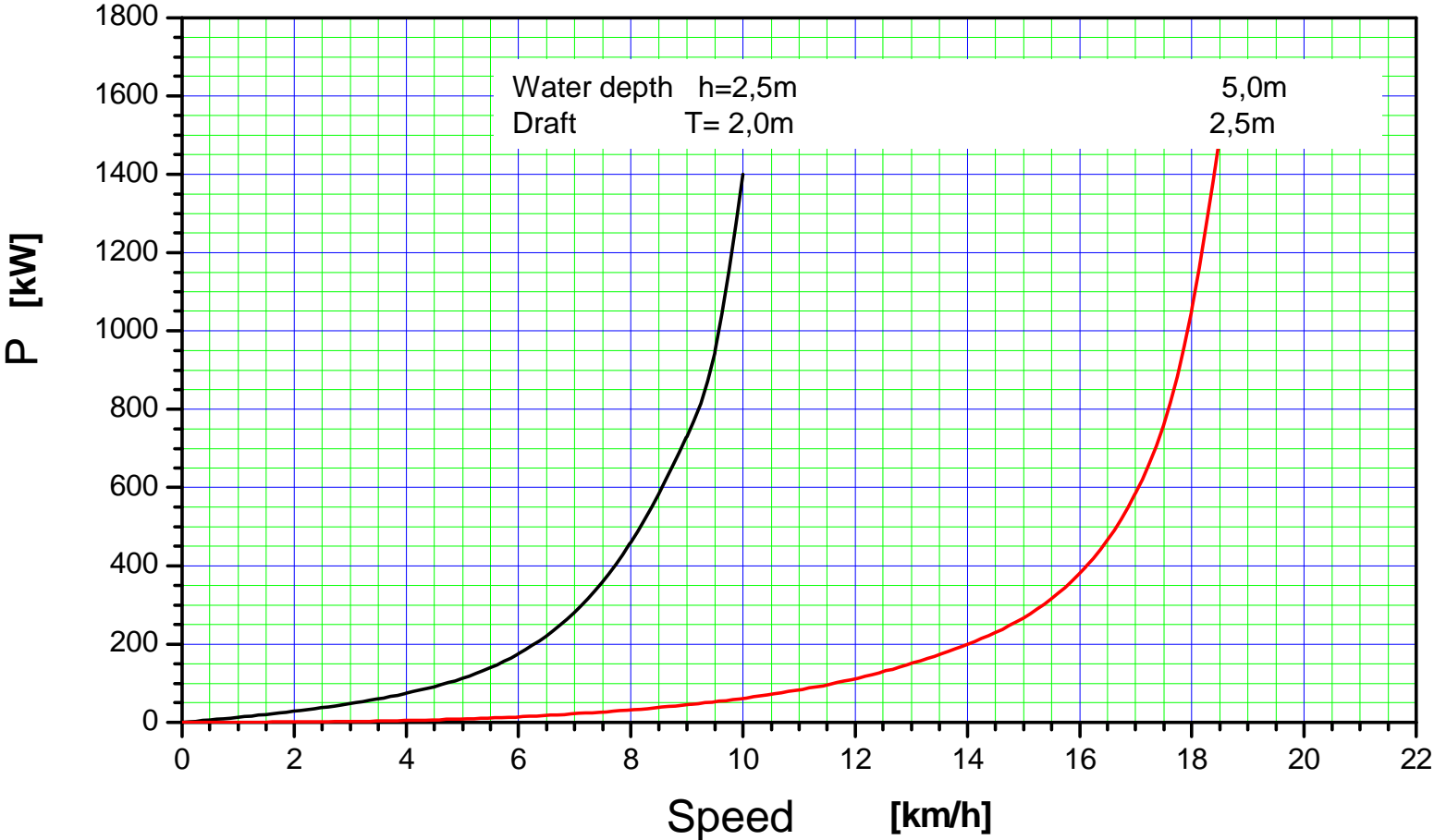
***What matters ?***

**CO<sub>2</sub> emitted per cargo-ton / km  
transported**

## Areas of concern

- ***technical***  
*waterways & ships*
- ***business – company level***  
*selection of ships, fleet-management,  
service design*
- ***nautical – onboard level***  
*navigation, handling of ships*

# CO<sub>2</sub> reduction IWT - nautical aspects



- Speed is a well known predominant driving factor for consumption (all kind of vehicles)
- Design speed can be achieved only with sufficient keel – clearance
- Consumption of ships is largely driven not only by speed but rather by the overriding factor keel - clearance

## **Variability of water depth (soundings) during a voyage generally occurs due to:**

- topographical variance – along a river or along a route (river and / or canal)
- positions in the cross section according to individual navigation
- water-level variance

## **Objective:**

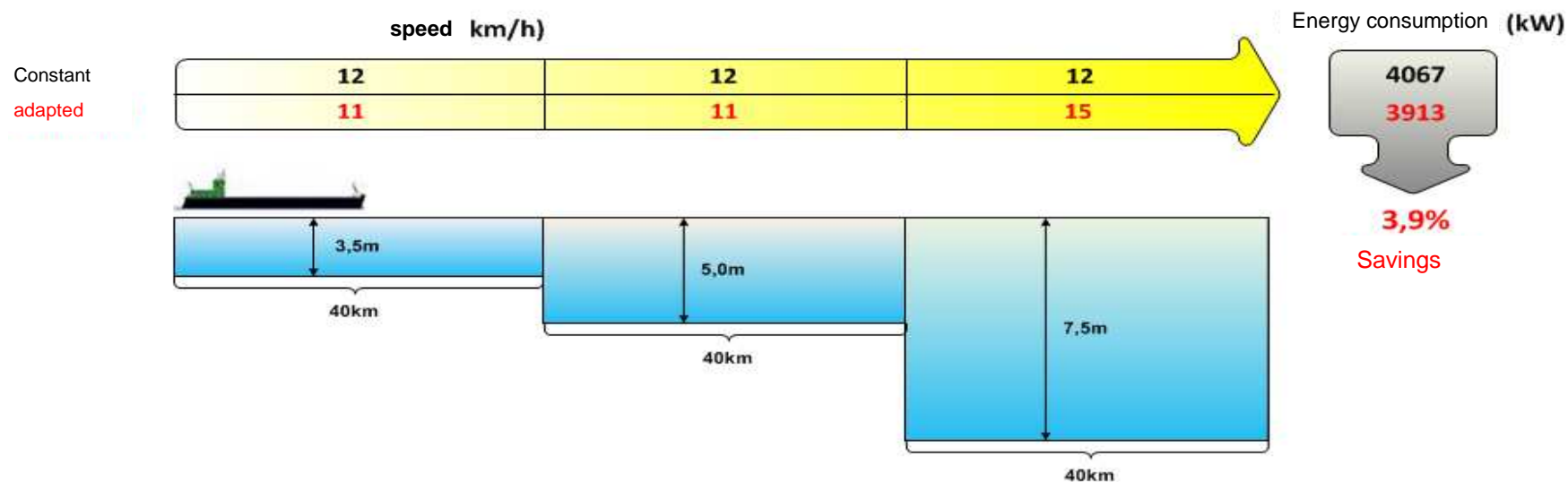
# **Reduction of CO<sub>2</sub>-emission & fuel consumption**

**How to deal with  
expected water depths  
?**



## Example 2\*

length of route: 120 km, duration target: 10 hours



\* Ship: L=110mxB=11,4, draft 2,5m

## CO<sub>2</sub> reduction IWT - nautical aspects

### List of examples\*

Case N°	distance [km]	duration [hour]	speed			consumption	savings [%]
			segment 1 [km/h]	segment 2 [km/h]	segment 3 [km/h]	basic / optimum [kw]	
1	24	2	11	12	14	854 / 800	6,8
2	120	10	11	11	15	4067 / 3913	3,9
3	20	2	9	10	12	506 / 501	1,0
4	28	2	12	15	16	1472/1282	14,8
5	26	2	11	13	17	1280 / 1035	19,1
6	36	12	11	12	13	1179 / 1114	5,8

\*Ship: L=110mxB=11,4, draft 2,5m

## Basic approach to the simulated optimization process

- 3 segments differ in length and water depth
- per segment only one speed
- discretisation – speed interval 1 km/h
- specific & complex mathematical model for optimization

## Findings

- **optimum speed** per segment largely depends on
  - water depth and
  - its length relative to the total distance
- **high saving potential**
  - especially if high average speed is needed and
  - segments differ in water depth and length

**How to deal with  
these findings in practice  
(real life)**

**?**

## Mathematical Solution

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- A solution can be found using numerical methods for tabulated functions

$$P_D = f(Fr_h; T)$$

- By assuming simplified approximation functions such as

$$P_{Di} = P_{D0i} + k_i \cdot (Fr_h - Fr_{hi})$$

or

$$P_D = k(T) \cdot Fr_h^3$$

an analytical solution can be found, **but the approximation error has to be evaluated ?!**

**Common practical situation : *fixed voyage order*.**

- ✓ route (port of departure >>> port of destination)
- ✓ sailing duration-time (time of departure >>> target ETA)
- ✓ ship's draft

**Target-setting: fuel consumption / CO<sub>2</sub>  
reduction ?**

**Basic awareness probably ok  
? but how to deal with it ?**

**Enhancing awareness and experience**  
*by*  
*Simulator based training for concerned persons*

Types of simulation scenarios (examples)

1. Simple scenarios >>> to show effects and to develop general approach to “topography oriented navigation”
2. Close to “real” routing scenarios >>> to show specific “CO<sub>2</sub> – saving potential” along selected routes
3. Close to “real” driving scenarios >>> to develop specific navigation tactics for “topography oriented navigation”

## CO<sub>2</sub> reduction IWT - training aspects





## **Prerequisites of ship handling simulators for close to “real” routing scenarios**

- a minimum of different types of inland-ships
- correctly implemented shallow water effects and other ship-related effects
- correctly implemented topography (ECDIS is not enough)
- correctly implemented river current, wind and other external effects

## **Prerequisites of ship handling simulators for close to “real” routing scenarios**

- possibility to record continuously & sum up speed, positions, keel clearance, rpm or energy or consumption
- possibility to replay
- possibility to generate “stand alone / automatic simulations”

## **Learning targets for specific training with simulators**

- basic understanding concerning shallow water effects related to CO<sub>2</sub> emission
- use of a simplified mathematical model for speed optimization
- rough cascading of ship's energy profile according to speed and keel clearance
- rough segmentation of route into stretches with averaged water depths
- translation of simplified calculation into voyage planning
  - envisaged speed per segment -

**Topography orientated voyage planning and navigation  
appears to be**

**a possible approach to CO<sub>2</sub> -reduction**

- Suitable simulators are useful tools to develop and train appropriate methods
- Suitable training is – amongst others - a solution to enhance awareness, i.e.

**to make CO<sub>2</sub> –reduction happen!**

***Thanks for your attention !***

## CO<sub>2</sub> reduction IWT - simulation aspects

