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A quadratic time algorithm for computing the optimal landing times of a fixed sequence of planes

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Highlights

- We propose an exact algorithm for computing the optimal landing times of a sequence of aircraft
- The time complexity of the algorithm is quadratic
- The algorithm is tested comparatively to linear programming method used in the literature
- The results show that the algorithm provides important gains in speed
- The gain in speed allows to
  nd quickly good solutions for Aircraft Landing Problem

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