

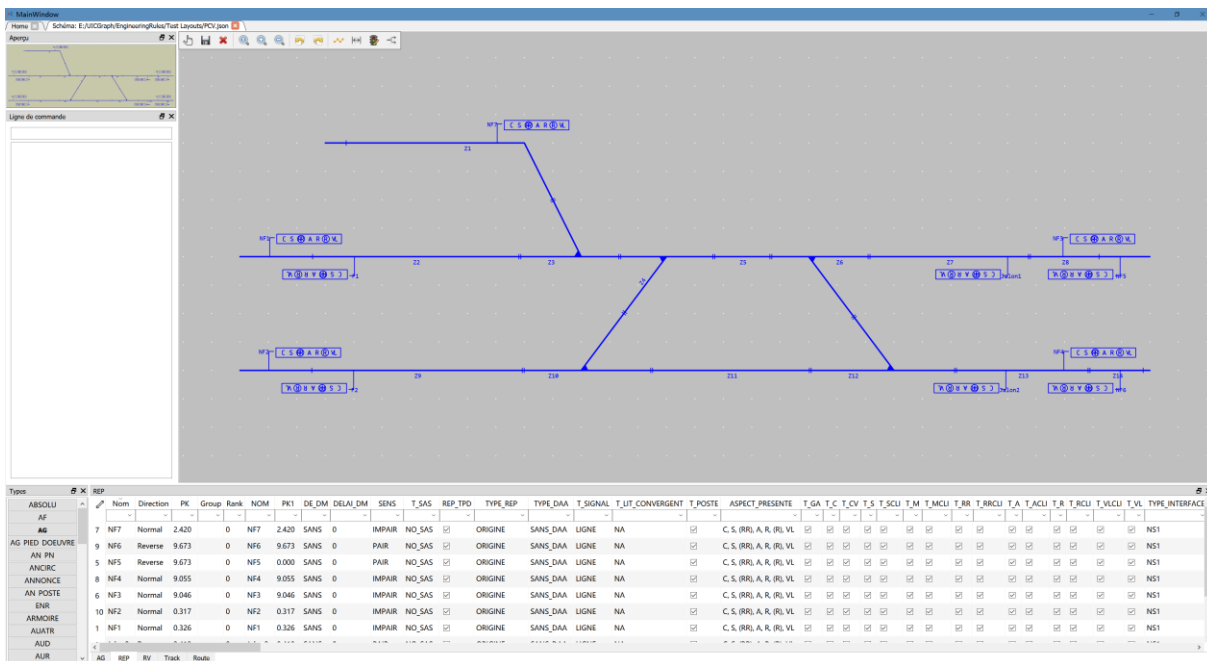


## DEVELOPMENT OF A TOOL USING RTM

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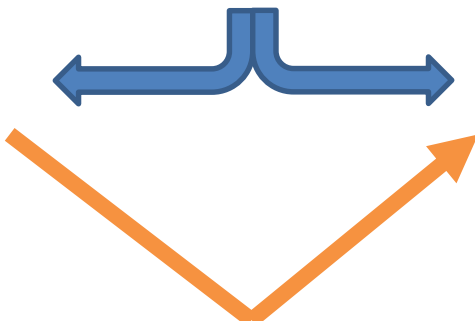
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- SafeRail has been created in 2003.
- 100 persons in 3 geographical sites (Nantes, Paris and Nanjing).
- Railway Control Command and Signalling.
- Engineering, Consulting, Training, Technical Verification, Testing, Maintenance, Design, Build.
- High Speed Lines, Conventional Lines, Metro, Tram-Train, Tramway, Harbour Railways, Industrial Railways.



- Generic tool
- Configurable
- Based on UIC RailTopoModel
- SIL4 certifiable (!)

Technical Plan  
Data Preparation  
Design Schemes



Data Validation  
Scenarios



- RailTopoModel (RTM) → Generic Modeling

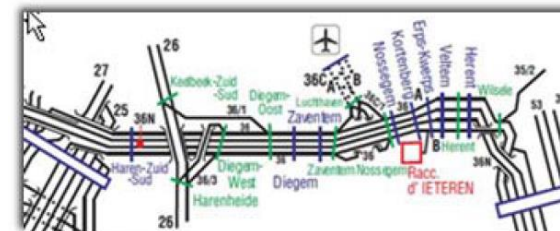
- ✓ Logic modeling

- ✓ Interoperability (IRS 30100)

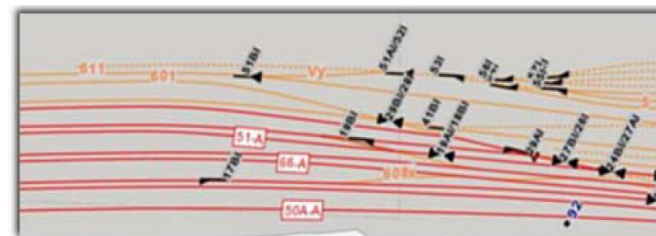
- ✓ 3 levels of modeling



Macro



Meso



Micro

- Project started in 2014.
- Based on version 1.0.
- Level limited in micro for specific use in signaling context :
  - Simplified model.
- The use of RailTopoModel saved our time on topologic modeling.
- The graph part is very stable and effective.
- The modeling is proven working without interlocking output.
- However, we have gone through difficulties on the positioning/location part

- The signaling domain modeling is yet done in RailTopoModel.
  - Expecting the work from Eulynx
- Some common object modeling like switches or crossovers are not defined.

- Some equivalent transformations...
    - **PositionedRelation** is well done in term of decoupling of data, but not as easy to use directly in graph search algorithm under context of OOP.
      - Project solution: two shadow objects which represents A and B end of the same **PositionedRelation** are created for quick querying in search
- ➔ easy to overcome

- Some equivalent transformations...
  - **AreaLocation** and **LinearLocation** are composited by a struct “Segment” which is represented by two boundary **SpotLocationIntrinsic**.
  - ➔ to replace **AssociatedNetElement** with interface compatibility, since we find oriented **SpotLocationIntrinsic** very handy in graph search algorithms and use it a lot, this reduces lot’s of unnecessary conversions and calculation.



- Some problems...
  - Constraint of location not defined, for example:
    - **NetEntity** with N locations in the same level is legal or not?
    - If it's legal, N **AreaLocation** = ?
    - If not, needs to have **NetEntity** with n **SpotLocationIntrinsic** for objects such as switches or level crossing
    - Maybe need of a rule to regulate this.

- Some problems...
  - Needs of **NetEntity** without any location, especially for interlocking concepts and states represented by object.
    - Example: to establish the route X or Y we need to check switch A is on the left -> in route object X and Y we need a state object (A, Left) to represent check
      - => a state object without location
    - Example: to establish the route X we need condition Y that checks TC01 is ordered to down direction and TC02 is not occupied
      - => a conceptual object without any location

- Some problems...
  - Milestone definition not standardized, **LinearPositioningSystem** and **LinearCoordinate** is decimal
    - Example: KM 556 has only 732 meters, KM 780 has 1012 meters, and you can have KM 780+1011 which can't be represented by a decimal number.
    - ➔ Private struct "PK" used to replace decimal numbers.

# Demonstration