

## **railML<sup>®</sup>: The use of interlocking data for engineering and for simulation**

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## Use Cases

### Simulation

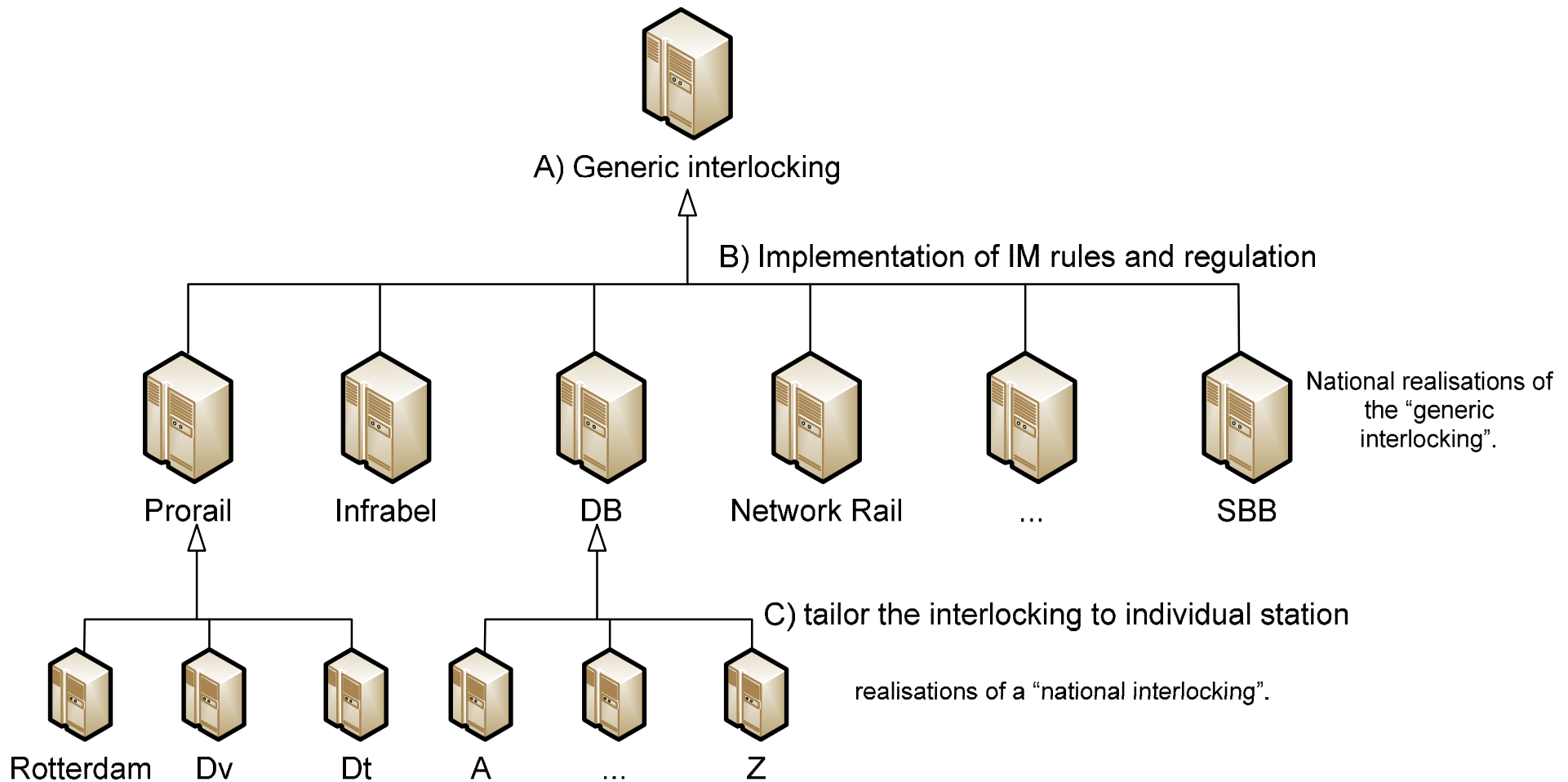
- Design timetables
- Test timetables
- Test scenarios

### Engineering

- Unified data exchange
- Automated data input
- Humanless tool chain

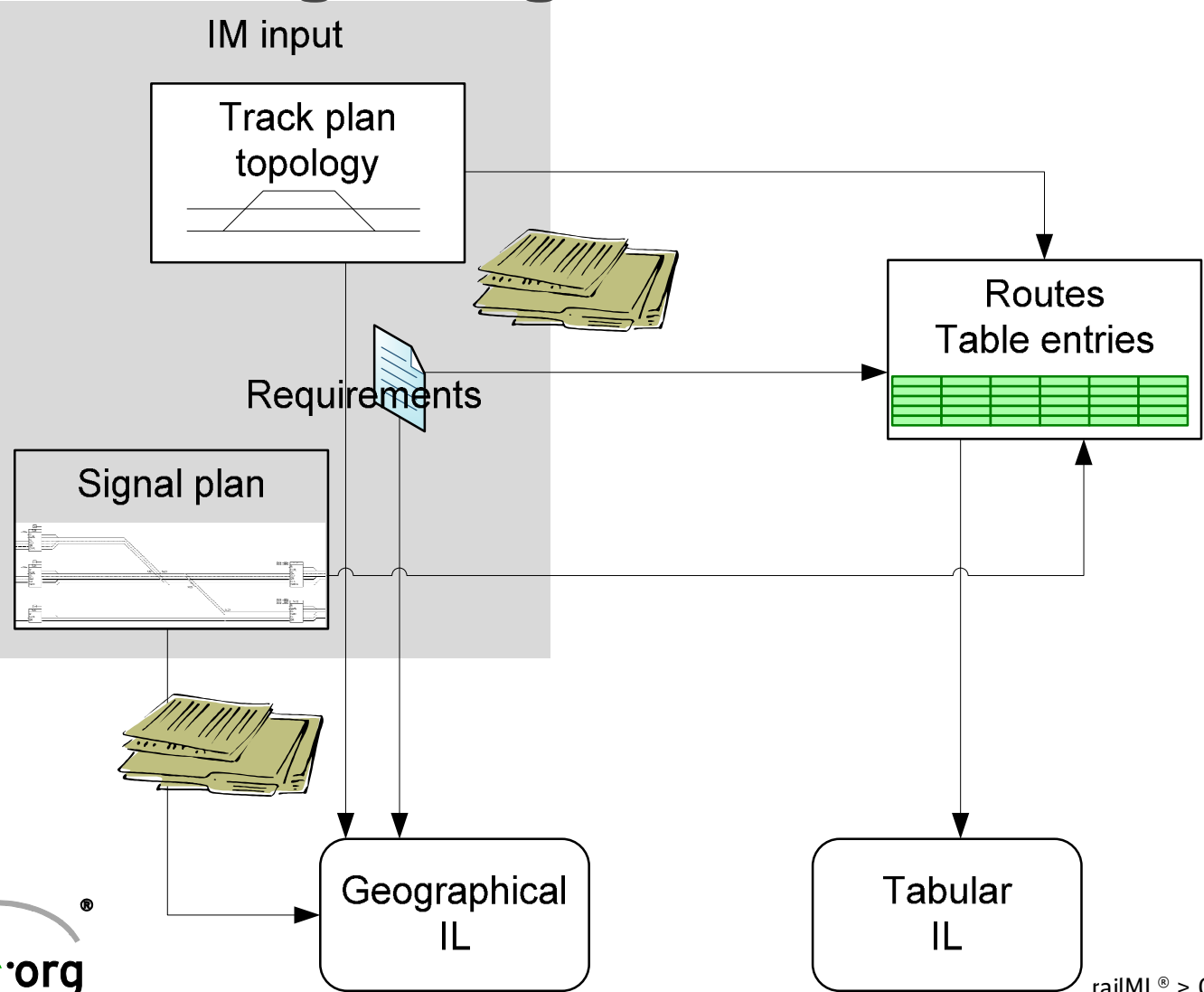


# The making of an interlocking



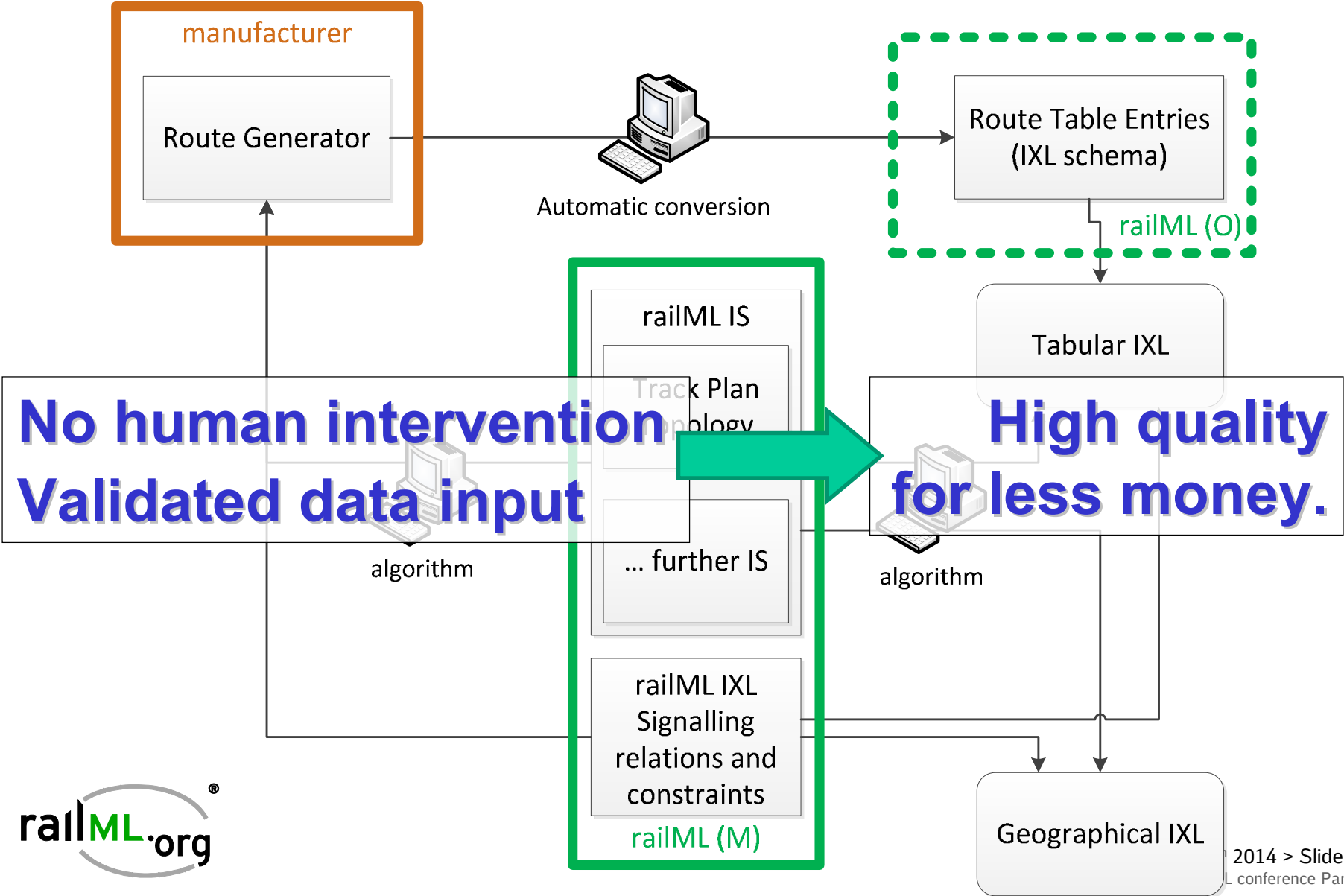


# Present engineering workflow





# Future engineering workflow





## Interlocking families

### Route tables

- Route is sequence of track elements
- Track elements are in a given state

### Geographical

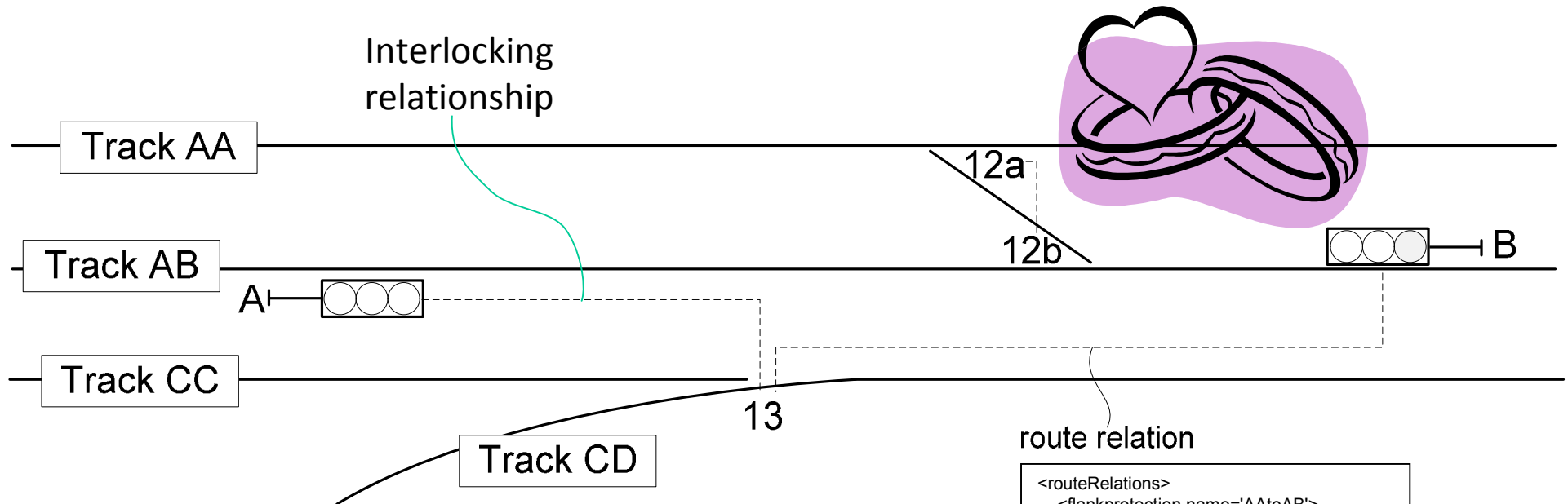
- Route is path through a network of track elements

**Common to both families and defined in IS**





# Interlocking is all about relations



Two tastes of flank protection

- Trivial : signals A, B and points 12a, 12b interlock
- Non-trivial: signals A, B and point 13 interlock

```

<routeRelations>
  <flankprotection name='AtoAB'>
    <point refId='12a'>
    <point refId='12b'>
  </flankprotection >

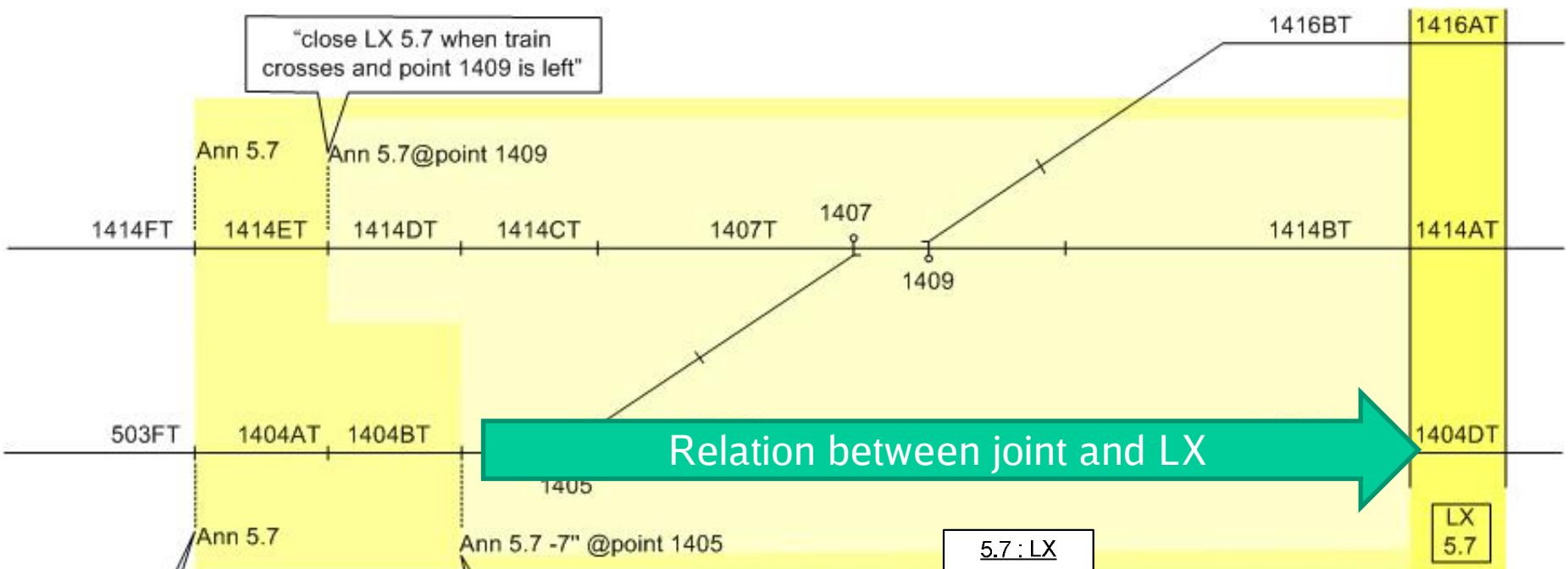
  <flankprotection name='overSpeedCD1'>
    <signal refId='A'>
    <point refId='13' status='Right'>
  </flankprotection >

  <flankprotection name='overSpeedCD2'>
    <signal refId='B'>
    <point refId='13' status='Right'>
  </flankprotection>
</routeRelations>

```



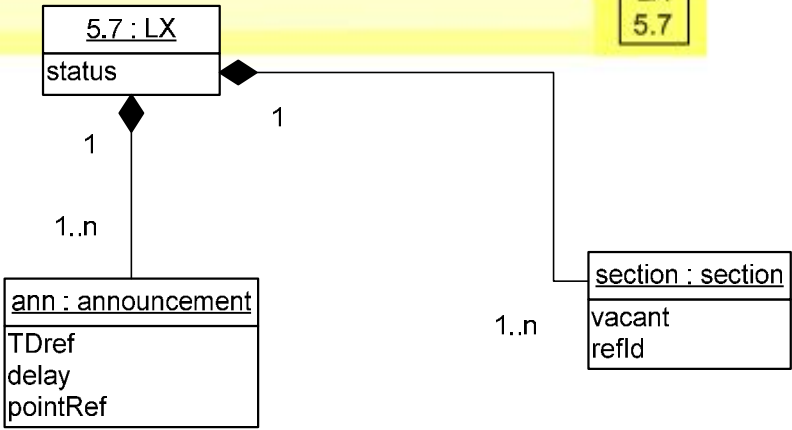
# Level Crossing relations



"close LX 5.7 when train crosses"

"close LX 5.7 seven seconds after train crosses and point 1405 is left"

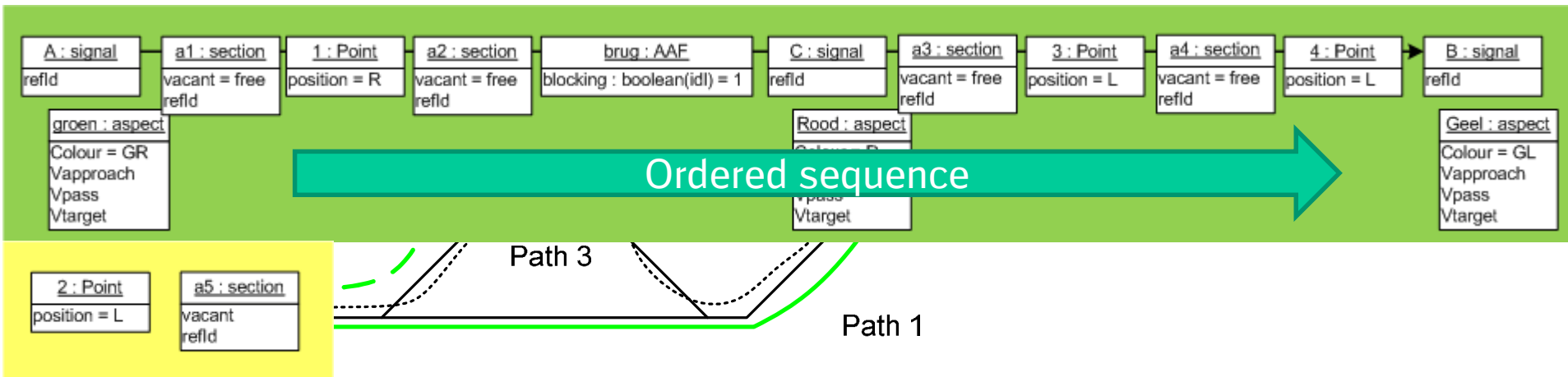
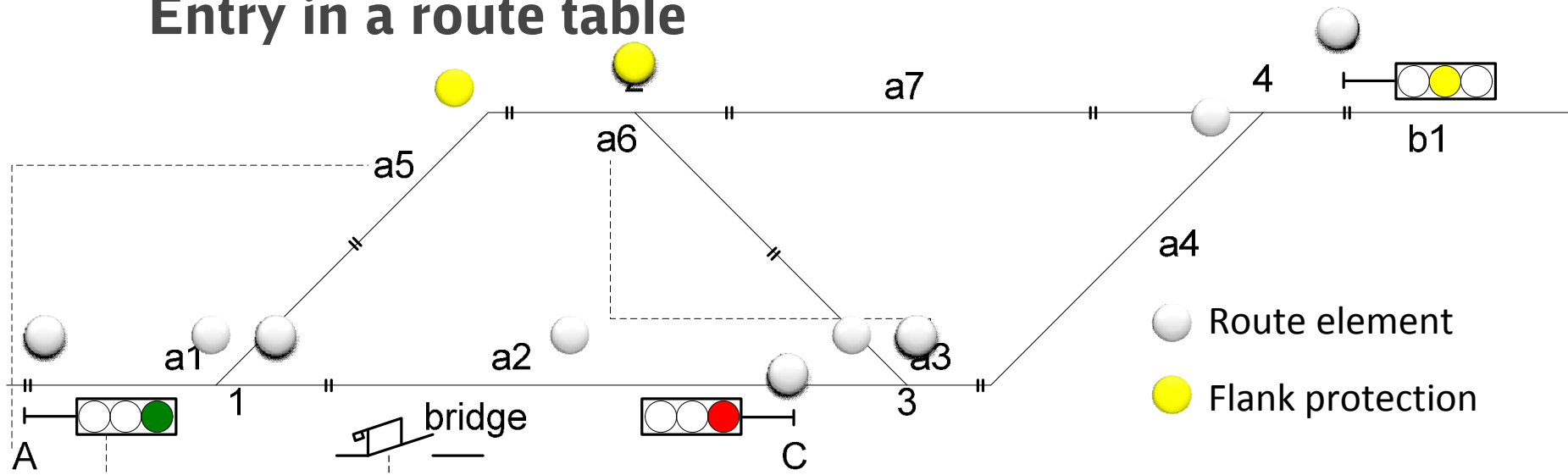
LX is a set of relations between a barrier, signals and train detection





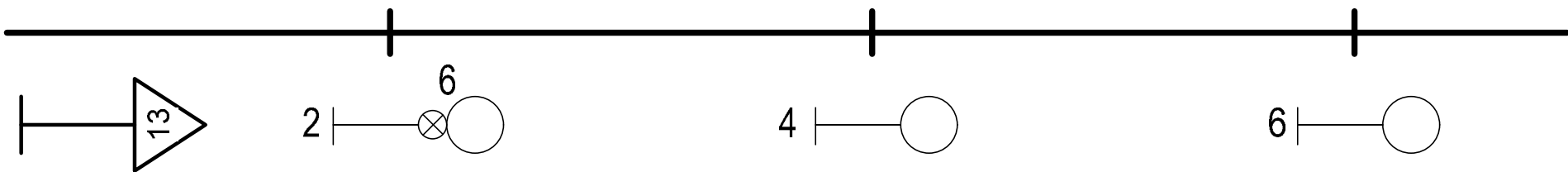


# Entry in a route table

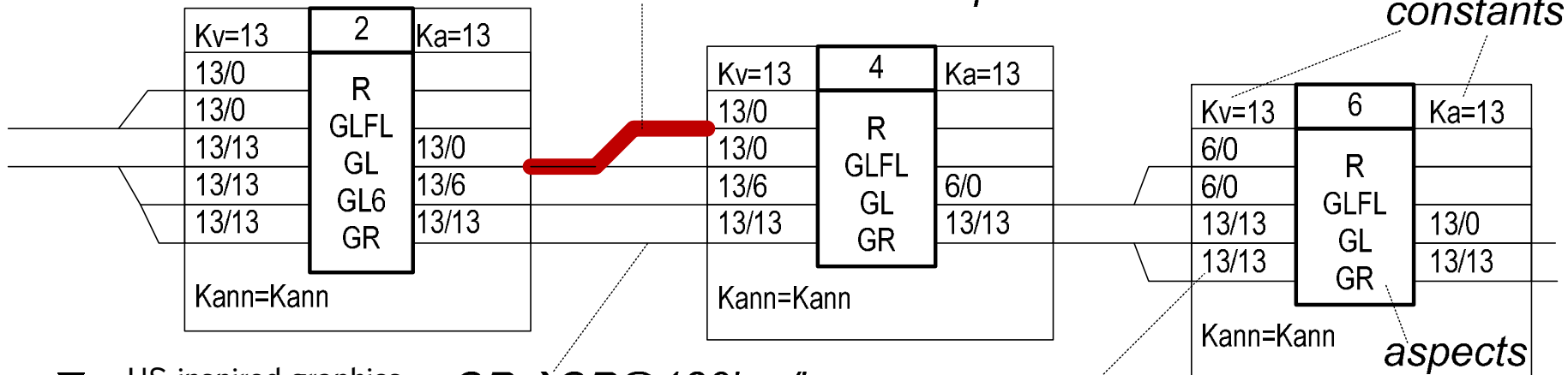




# How to model a signal plan



*GL → R from 130 to stop*



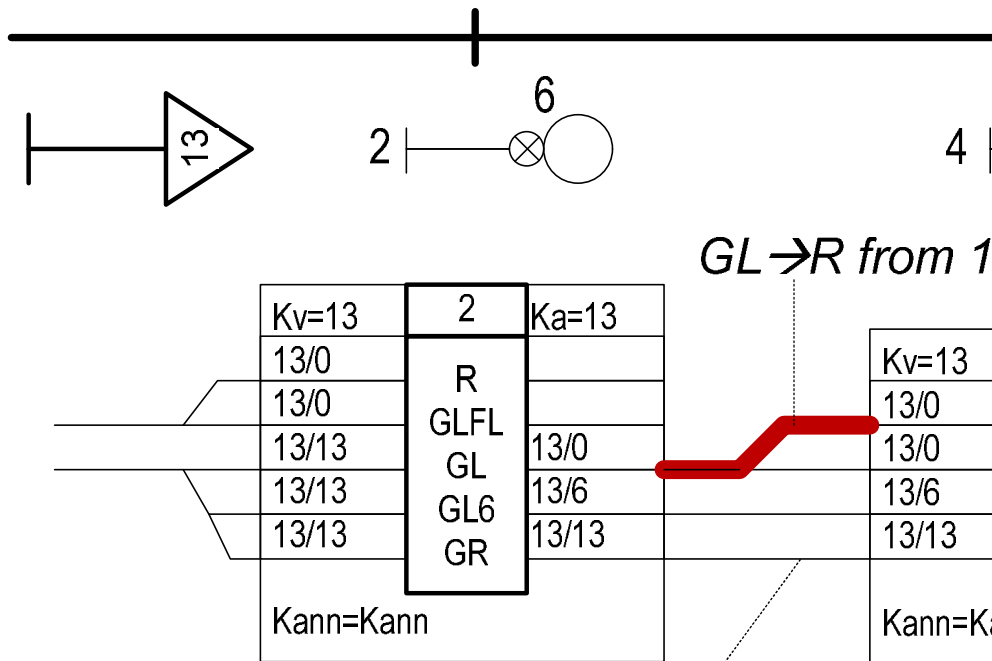
- US-inspired graphics
- Signals are objects
- Attributes are signal aspects, speeds and *links to next signal*
- Model the signal plan as a linked list

*GR → GR@130km/h*

$V_p/V_a$



# RailML model of a signal plan



GL → R from 130 to stop

Kv=13	2	Ka=13
13/0	R	
13/0	GLFL	
13/13	GL	13/0
13/13	GL6	13/6
13/13	GR	13/13
Kann=Kann		

Kv=13	4	Ka=13
13/0	GL	
13/0	GL	
13/6	GL6	
13/13	GR	
Kann=Kann		

GR → GR@130km/h

railML® shall represent the relations between signals, aspects, speed profile and links between signals



```

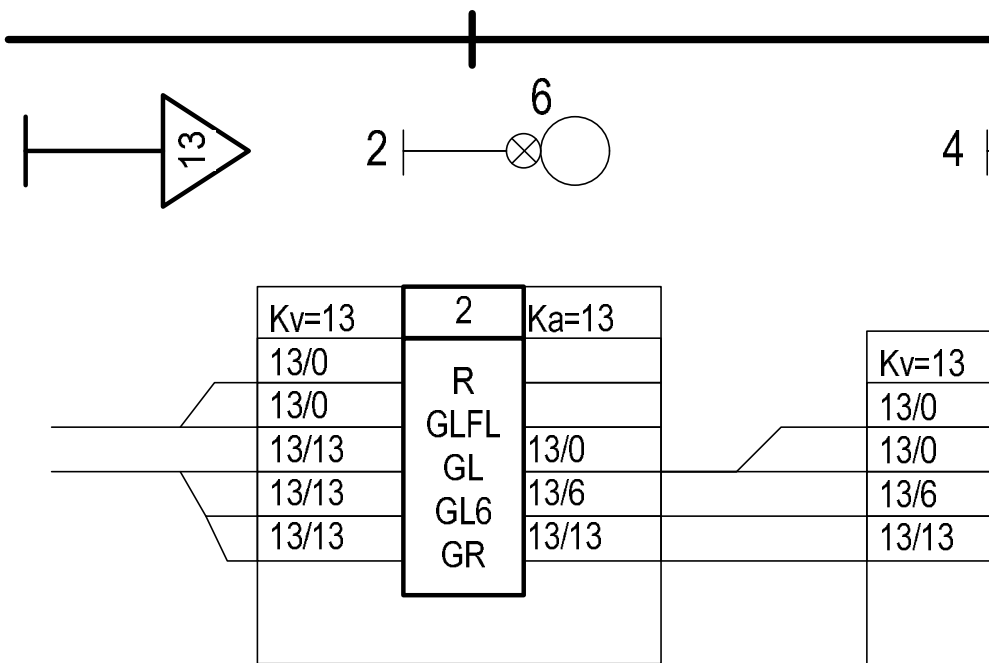
<signalRelations>
  <signal refId='2' Kv='13' Ka='13'>
    <aspect code='R' Vp='0'/>
    <aspect code='GLFL' Vp='0'/>
    <aspect code='GL' Vp='13' Vz='0'>
      <target refId='4'/>
    </aspect>
    <aspect code='GL6' Vp='13' Vz='6'>
      <target refId='4'/>
    </aspect>
    <aspect code='GR' Vp='13' Vz='13'>
      <target refId='4'/>
    </aspect>
  </signal>
  <signal refId='4' Kv='13' Ka='13'>
    <aspect code='R' Vp='0'/>
    <aspect code='GLFL' Vp='0'/>
    <aspect code='GL' Vp='6' Vz='0'>
      <target refId='6'/>
    </aspect>
    <aspect code='GR' Vp='13' Vz='13'>
      <target refId='6'/>
    </aspect>
  </signal>
  <signal refId='6' Kv='13' Ka='13'>
    <aspect code='R' Vp='0'/>
    <aspect code='GLFL' Vp='0'/>
    <aspect code='GL' Vp='13' Vz='0'>
      <target refId='8'/>
    </aspect>
    <aspect code='GR' Vp='13' Vz='13'>
      <target refId='8'/>
    </aspect>
  </signal>
</signalRelations>
  
```

constants

aspects



# Power to XPath

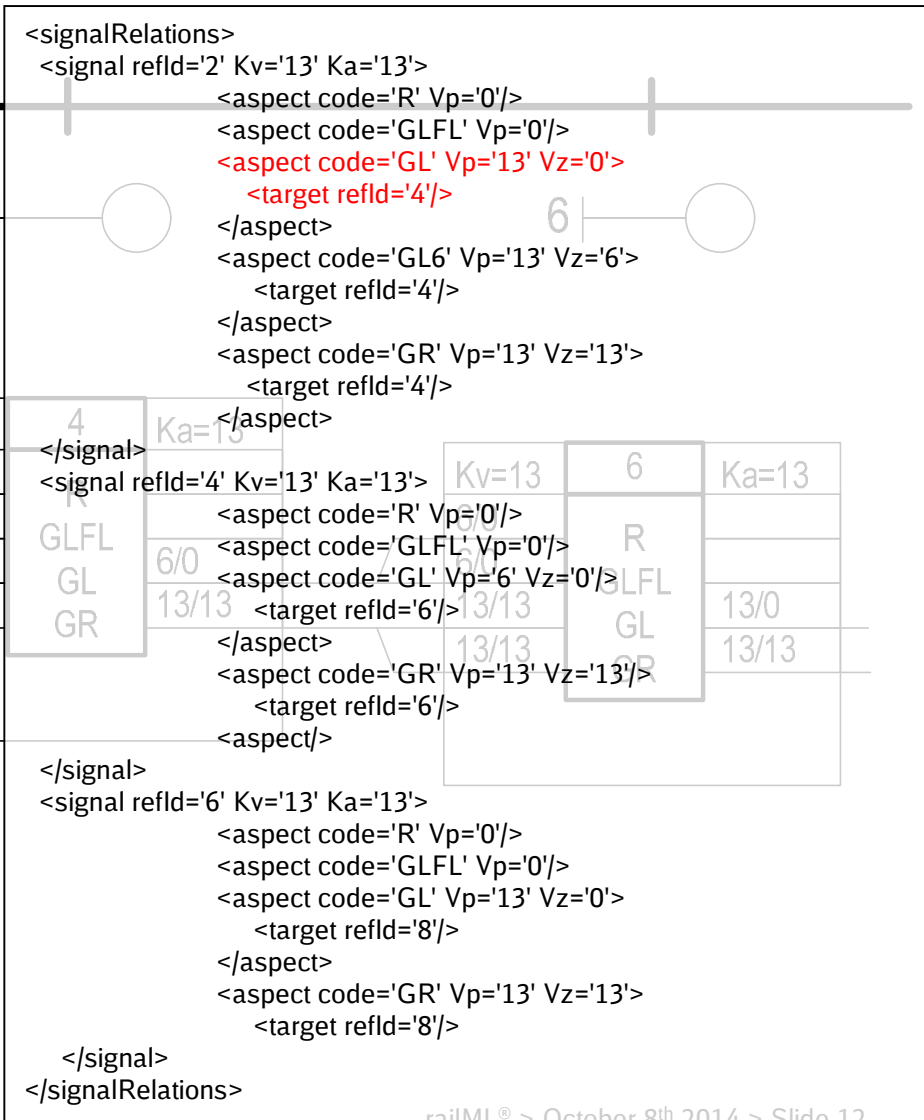


Query: where can we go  
when signal 2 shows yellow?

Xpath=//signal[@refId='2']/aspect[@code='GL']

Result=

```
<signal refId='2'>
  <aspect code='GL', Vp='13', Vz='0'>
    <target refId='4'>
  </signal>
```





## Conclusions

- IS models topological relationships
- IL models interlocking relationships
- Route tables are best modelled as ordered sequences with required states.
- Interlocking relationships are modelled as associations between elements.
- Searching routes through railML<sup>®</sup> is trivial.
- Visual representation of railML<sup>®</sup> IL is needed.