

VEHICLES ON NETWORKS IN DISCRETE EVENT SIMULATION

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ABSTRACT

It is no mystery that mobility is one of the challenges society and industry have to face. Mobility is not only a issue for people. It is also a necessity for goods and any piece of material inside and outside factories. Without movement, no production. One of the most flexible way to move people or goods from one place to another is using Vehicles moving on networks. Sometimes the vehicle is just a human transporting an object. Yet, this essential function : calling a vehicle located in C to transport an object from A to B on a navigation network (often shared with other vehicles you don't want to collide) is not always present out of the box in standard discrete event simulation packages. ExtendSim, a great, affordable and flexible simulation toolbox is a good platform to develop such fundamental function. 1Point2 present its generic Vehicle on network ExtendSim library.