Subject: Re: Definition of track/stoppingPlace/platform infrastructure vs. timetable
Posted by Thomas Langkamm on Fri, 13 Dec 2019 14:16:46 GMT
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We had some discussions in the SCTP groups regarding the track definition, and agree that we should have no hard restriction regarding the end of the track. We do want to allow "long tracks" that extend over several operational points.

Thus, we suggest to change the definition to "A track is a railway section that can be traversed by a train in a continuous motion."

Additional documentation in the wiki could be:
A track may contain switches and signals. A track is an object with a mandatory type and optional attributes, typically a name, a main direction and a reference to an infrastructure manager. It may also have an associated linear positioning system (kilometrization). A track may be defined locally, where tracks start and end at buffer stops, switches, signals or the boundaries of an operation point, or globally, where tracks may continue over long distances and contain switches.

And to elaborate further, here's something for best practices:
In a microscopic model, a track is typically defined on one netElement or on a collection of netElements. If a track is defined as a collection of netElements, they must be connected and circle free in a graph theoretical sense.

We have discussed whether we should give a more restrictive definition but found use cases we might not have an infrastructure element at all, for example in a timetable environment where we care only about tracks and not about switches or signals.