

Parking Lot Model Simulation

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This project describes an animated simulation model that will be used to assess several strategies for improving the Parking Lot C system at Kent State University, Kent Campus. Due to insufficient parking at Lot C it has been a chaos for students rushing for morning classes. We decide on building this simulation in Arena as a project topic.

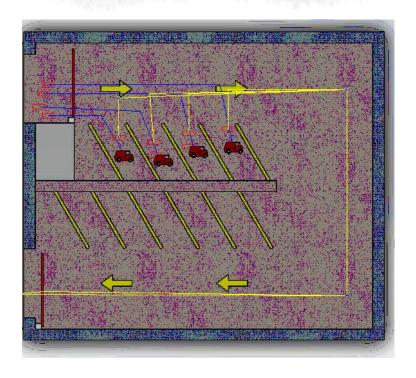
Purpose Of Study

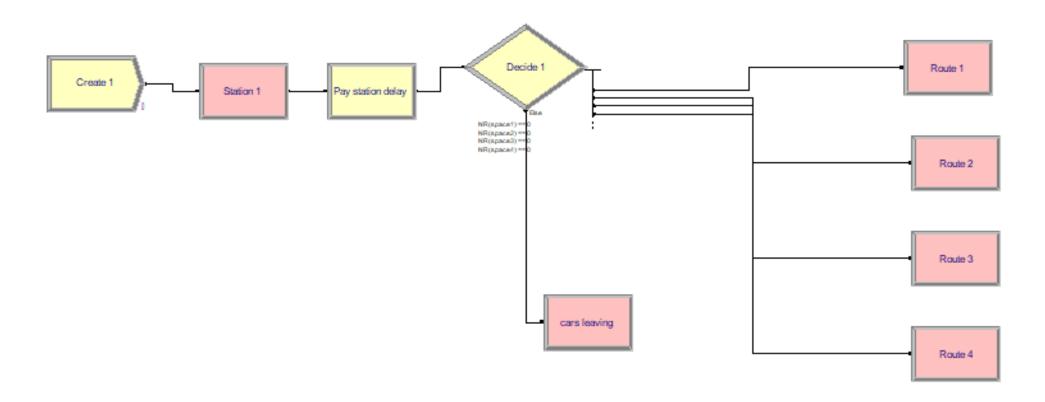
Focus of this project is on Kent State University Parking Lot C, the lessons learned, and concepts used in this project can also be applied on other Campus Parking Lots as well. We assume that this study will help respective managers for Kent campus better address the problem of scarce parking space on parking lot C during the morning hours. Moreover, we want to analyze and provide recommendations for improvement in lot C, possibly reduce parking space challenges during the early hours of the day.

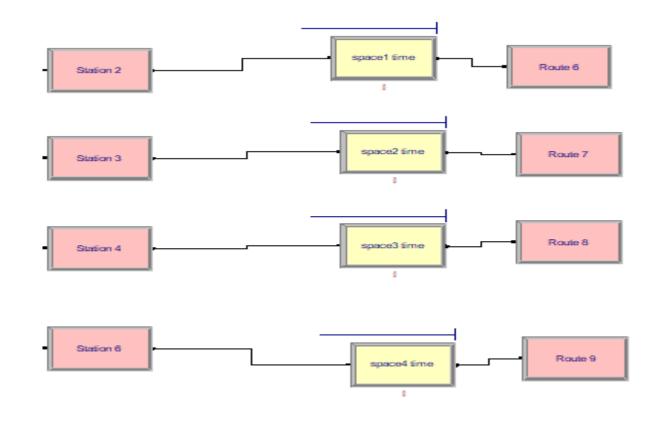
Modelling Setup

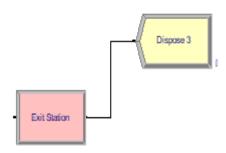
The above animation depicts the Parking C Lot of Kent State University. The details of this model simulation are given below:

- Entities: Cars arrive and depart from a 4-stall parking.
- Resources: Parking spaces defined by Space 1, Space 2..., etc., where it can accommodate parking.



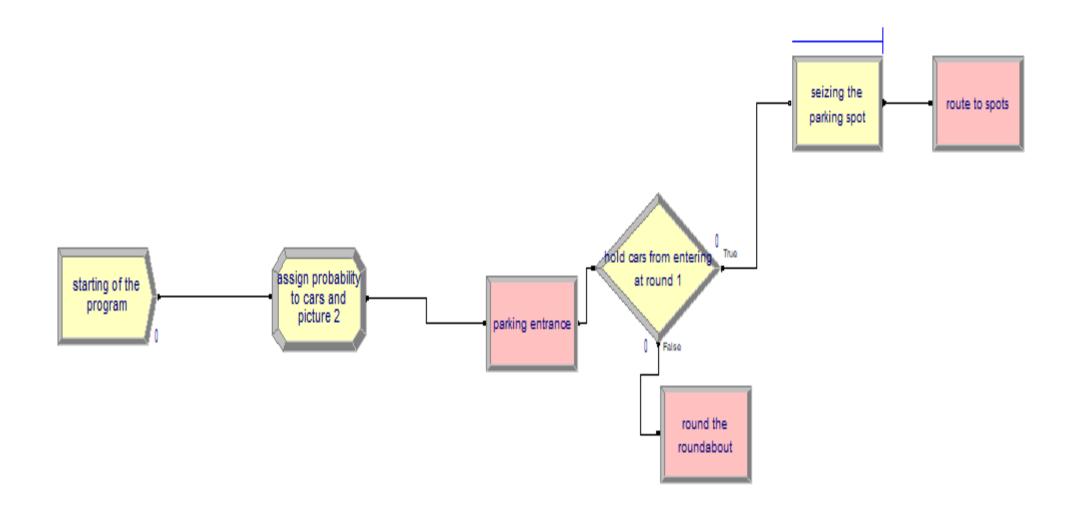


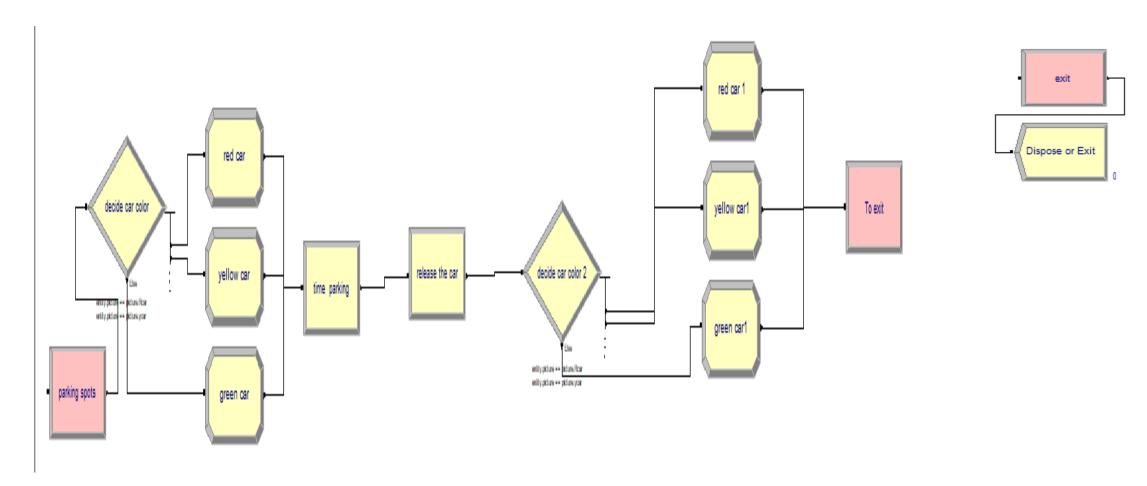




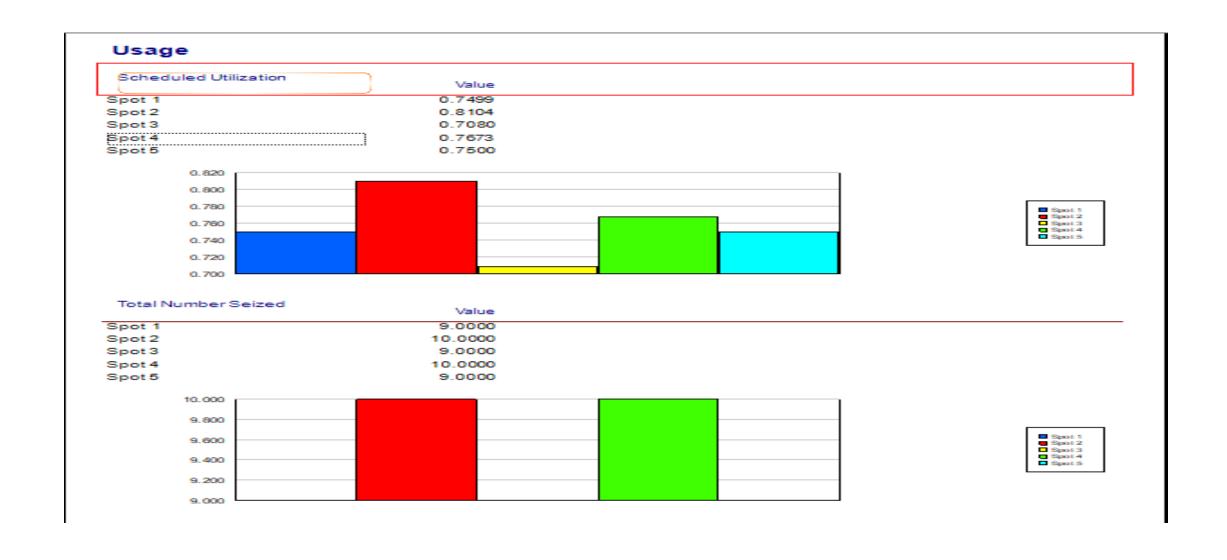
Model Performance







Model Performance





• Model1 Assumptions

The route delays are 5 minutes to each respective space.

We also assumed constant type car space times.

Run setup time is for 8 hours.

Model2 Assumptions

Parking time for each car is constant type with 35 minutes.

Distribution for create module is Norm (10,1) distribution with max arrival value is 100.



The two models simulate the operation of car parking system. Two scenarios were considered one with four parking spaces and another one with 5 parking spaces with different color cars and set module. For the first scenario, total 45 cars are out, average utilization is 65% and second scenario it is 43 cars are out, average utilization is 75%. Using this project as prototype we can also analyze using parking meters and expanding the parking spaces near to real world scenarios.



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