

# Cabin estimate delay method Data Flow Diagrams

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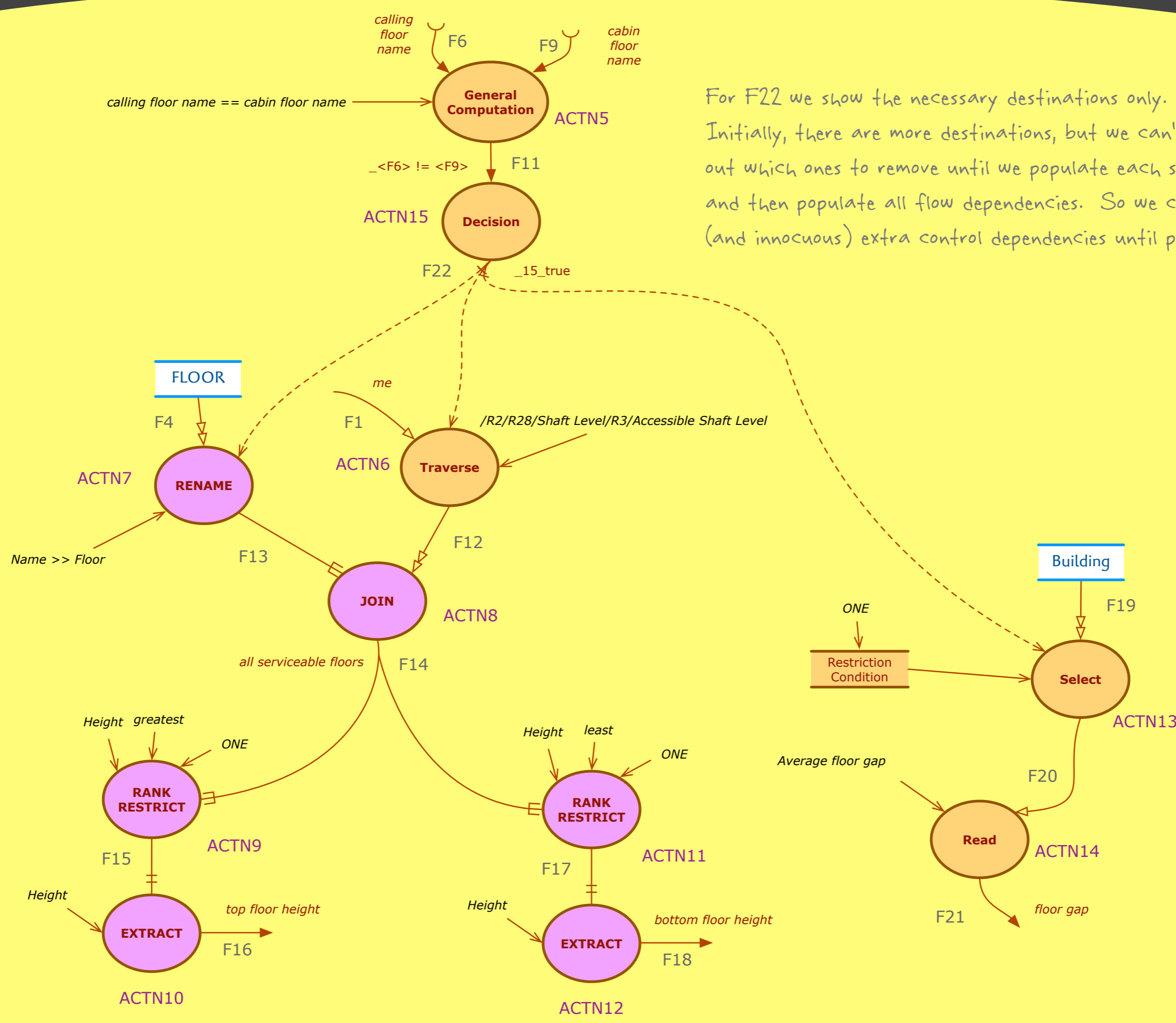


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MODEL INTEGRATION, LLC

A12

```
calling floor name != cabin floor name?  
{  
  all serviceable floors #= /R2/R28/Shaft Level/R3/Accessible Shaft Level ## Floor[Name >> Floor]  
  top floor height = all serviceable floors(1, ^+Height).Height  
  bottom floor height = all serviceable floors(1, ^-Height).Height  
  floor gap = Building(1).Average floor gap  
}
```

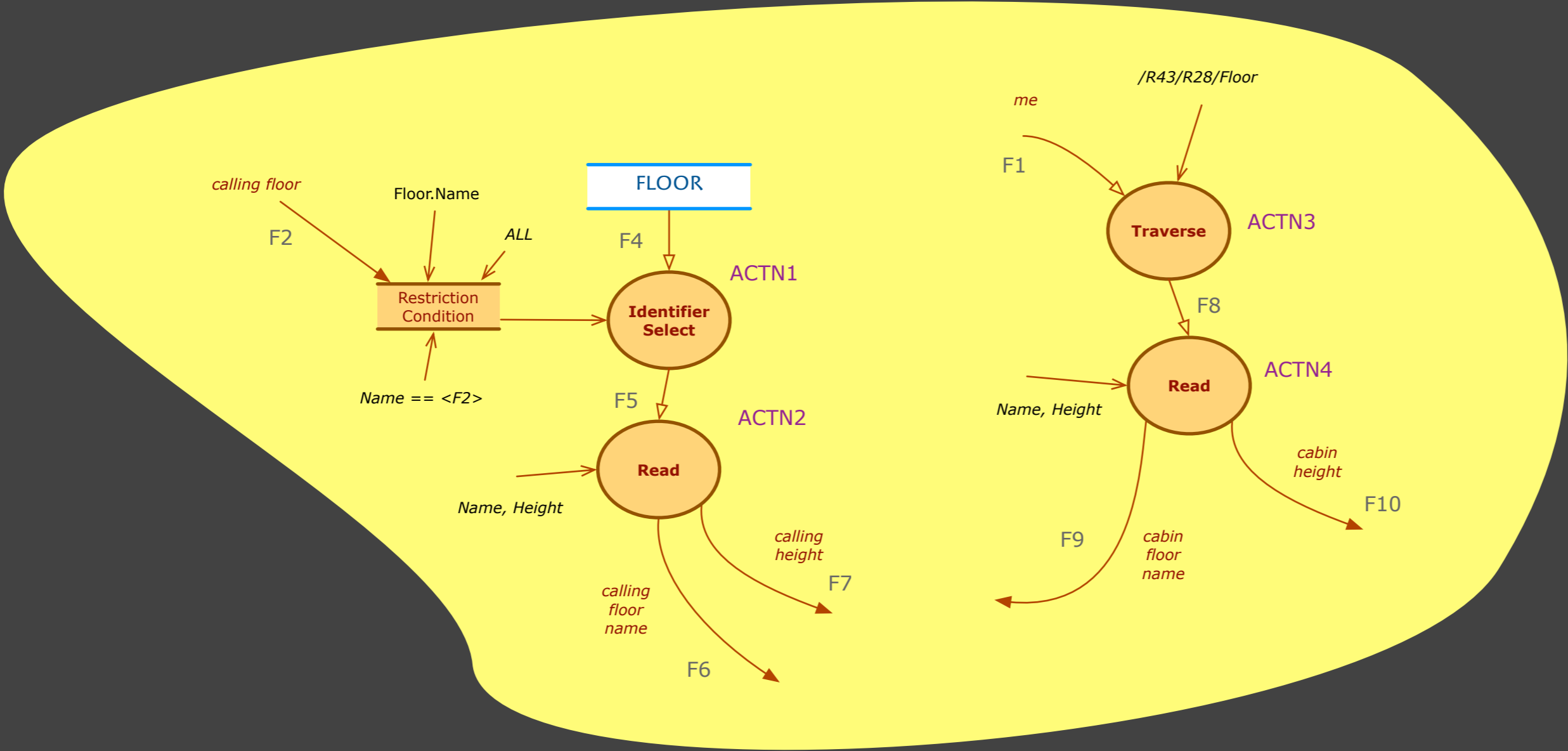


For F22 we show the necessary destinations only. Initially, there are more destinations, but we can't figure out which ones to remove until we populate each statement in the block and then populate all flow dependencies. So we can't remove the superfluous (and innocuous) extra control dependencies until post processing the entire Activity.

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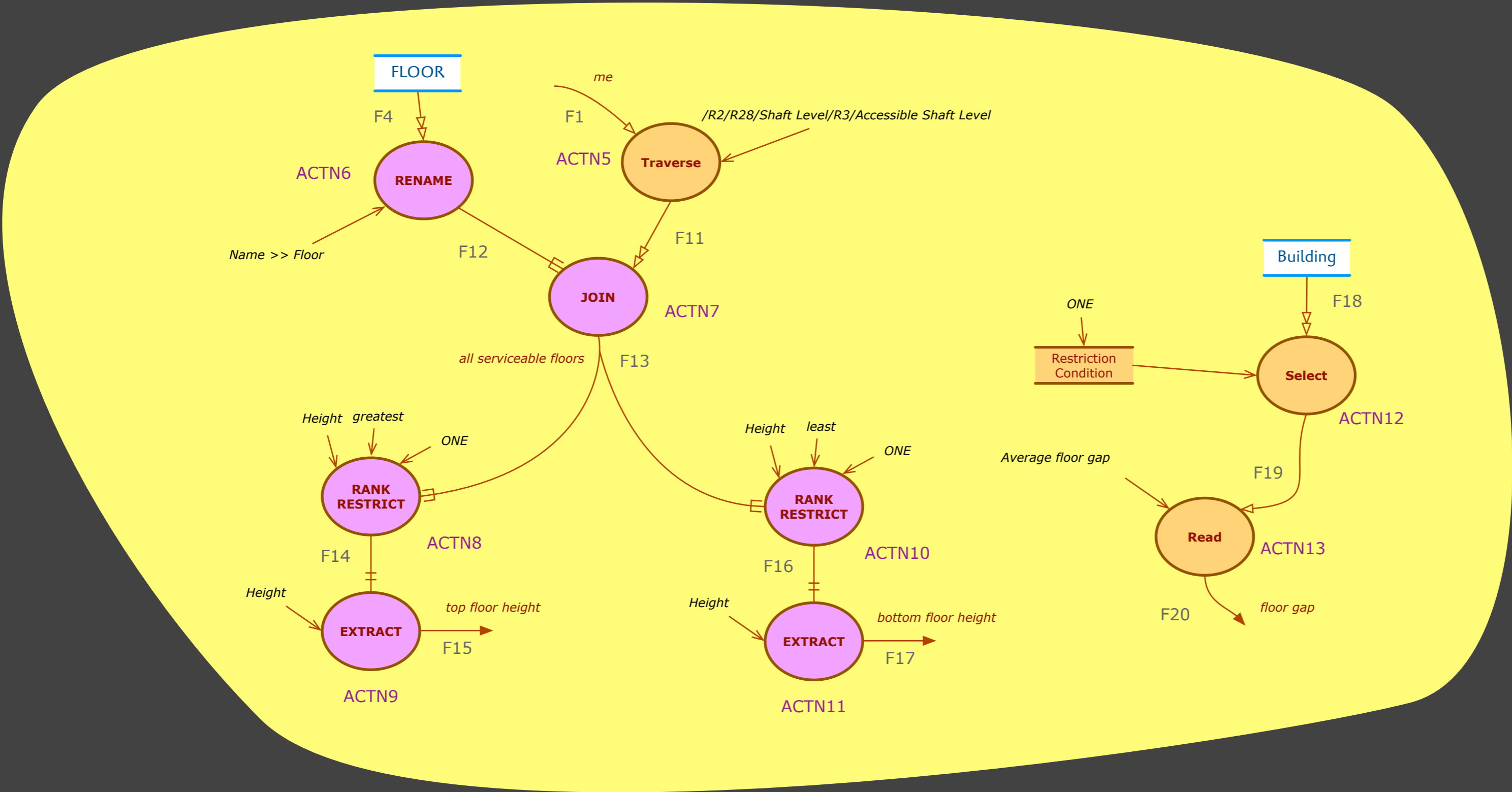
```
--
Cabin.Estimate delay( calling floor : Floor name, call dir : Direction )
--

calling floor name, calling height = Floor( Name: ^calling floor ).(Name, Height)
cabin floor name, cabin height = /R43/R28/Floor.(Name, Height)
```



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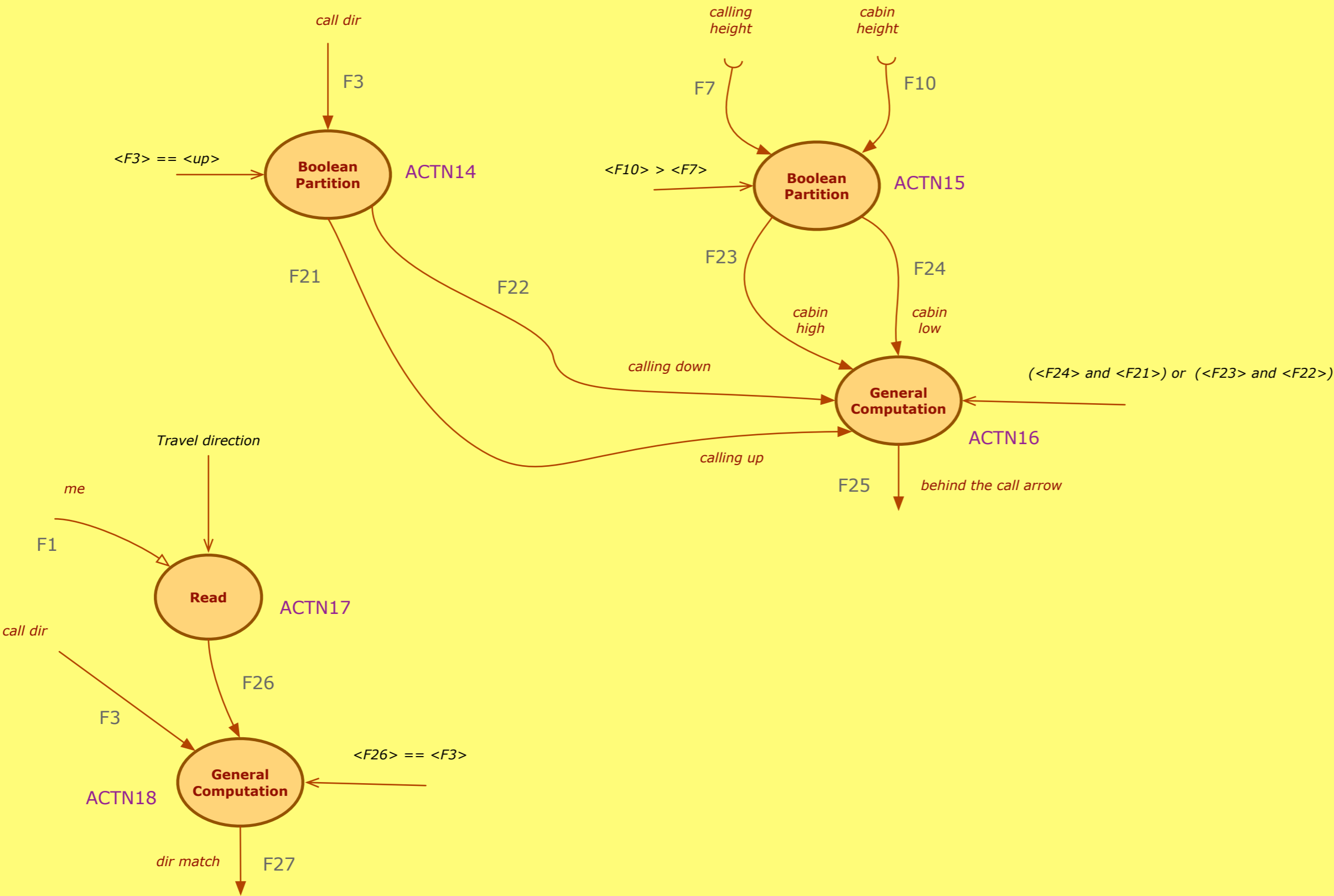
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all serviceable floors #= /R2/R28/Shaft Level/R3/Accessible Shaft Level ## Floor[Name >> Floor]
top floor height = all serviceable floors(1, ^+Height).Height
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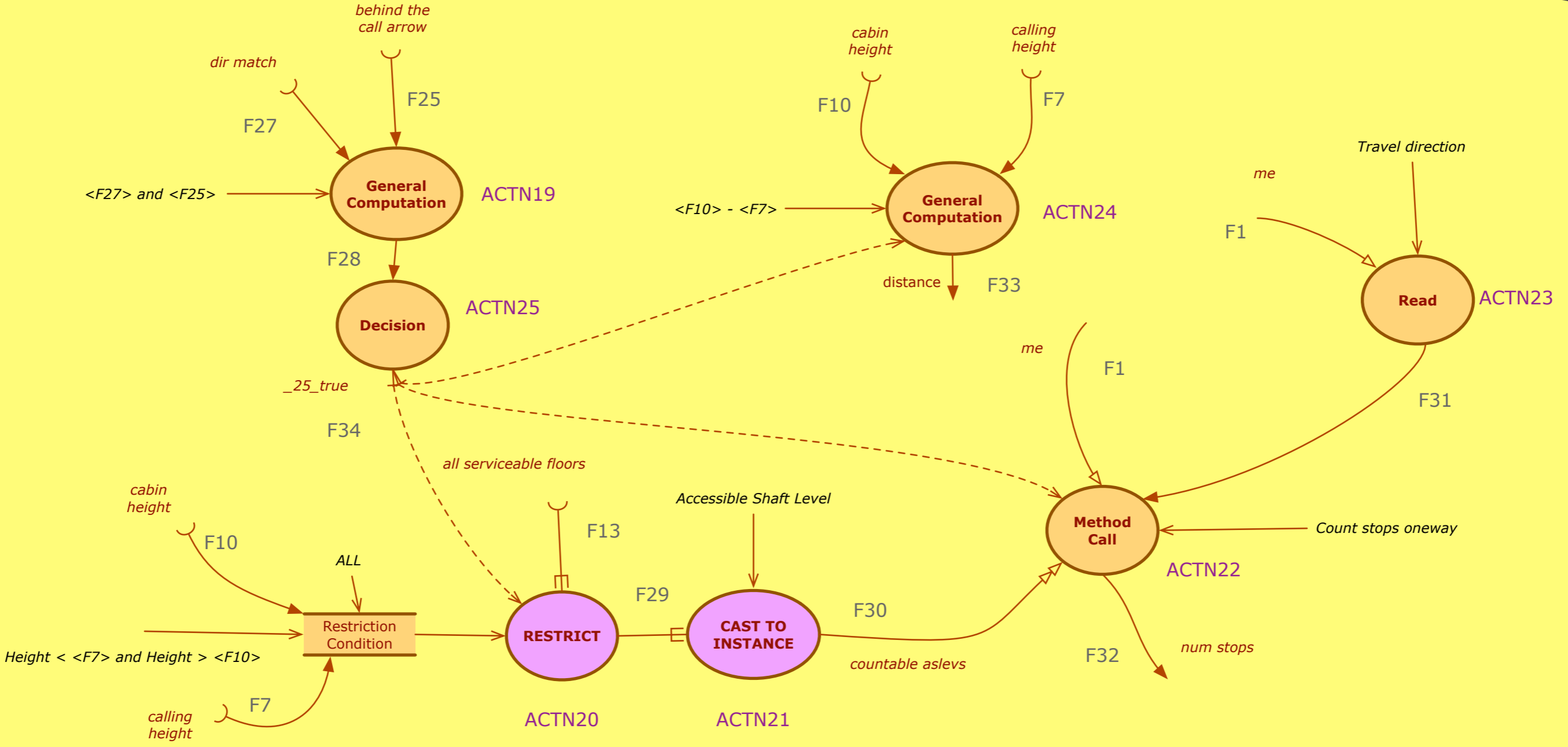
```
calling up, calling down = ^call dir == _up
cabin high, cabin low = cabin height > calling height

behind the call arrow = ( cabin low AND calling up ) OR ( cabin high AND calling down )
dir match = Travel direction == ^call dir
```



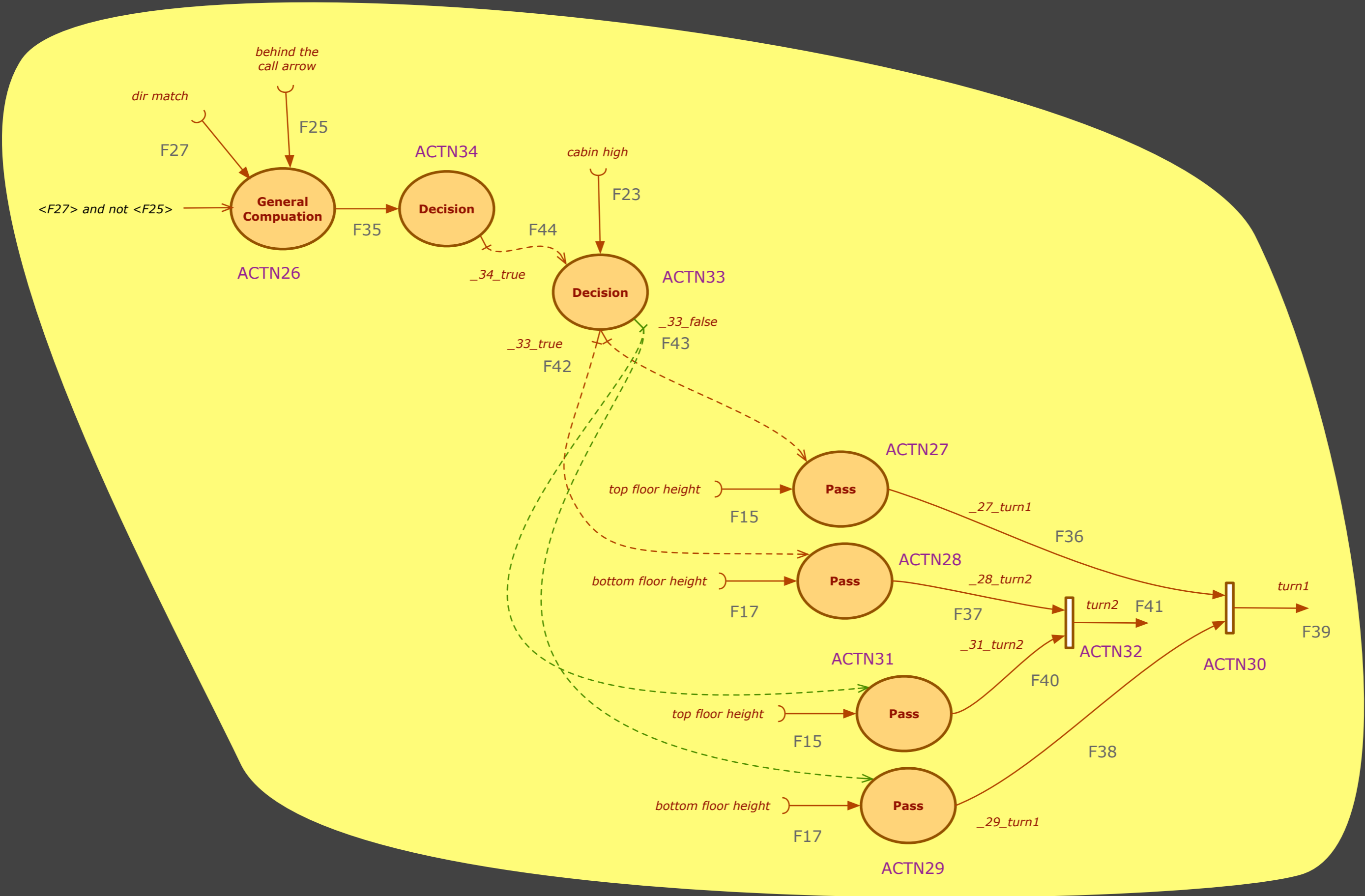
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```
dir match AND behind the call arrow? {
  countable aslevs::Accessible Shaft Level == all serviceable floors(Height < calling height AND Height > cabin height)
  num stops = .Count stops oneway( aslevs: countable aslevs, search dir: Travel direction )
  distance = cabin height - calling height
}
```



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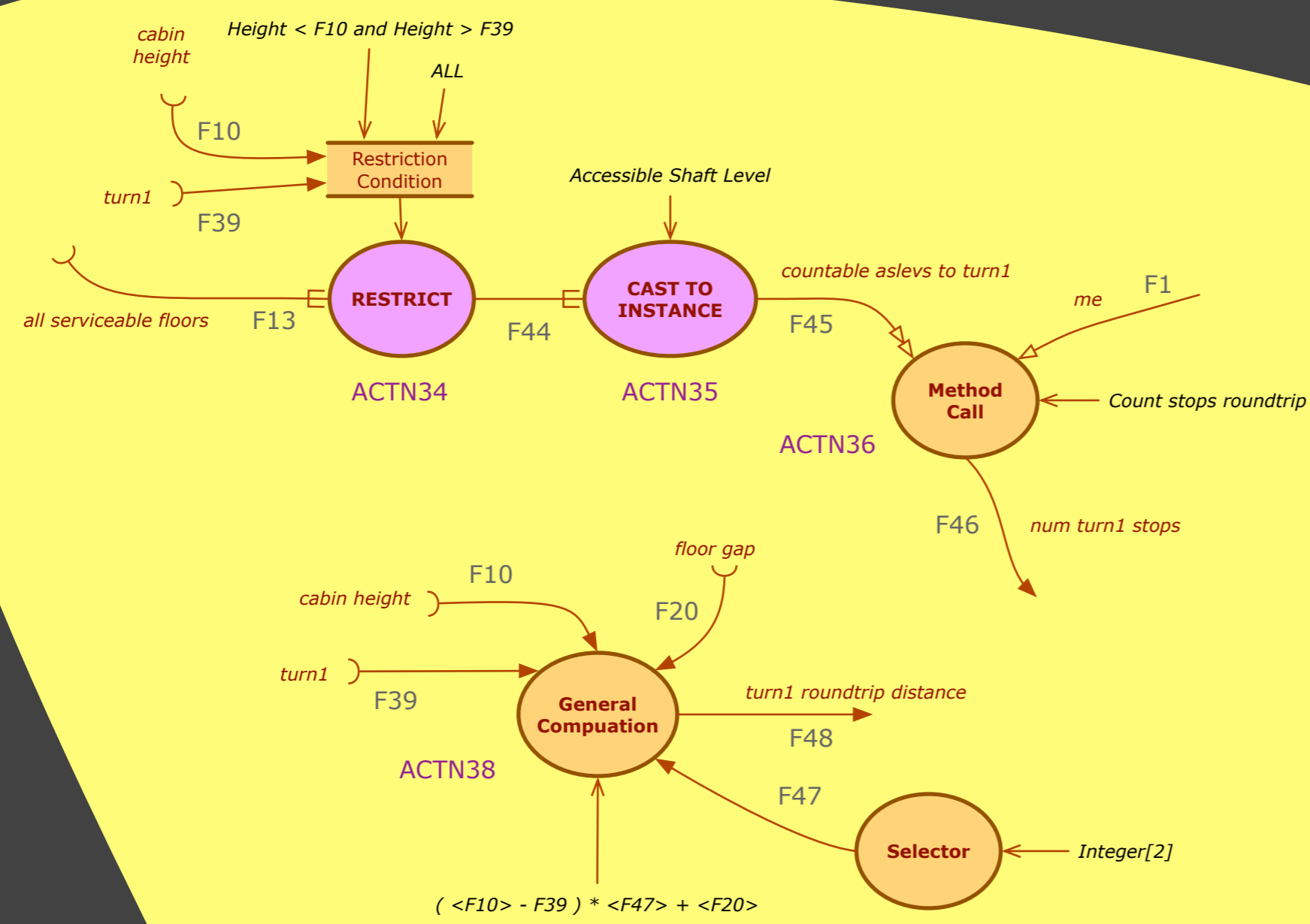
```
dir match AND NOT behind the call arrow? {
  cabin high ? turn1, turn2 = top floor height, bottom floor height :
  turn1, turn2 = bottom floor height, top floor height
```



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```
countable aslevs to turn1::Accessible Shaft Level ..= all serviceable floors(Height < cabin height AND Height > turn1)
num turn1 stops = .Count stops roundtrip( aslevs: countable aslevs to turn1 )

turn1 roundtrip distance = (cabin height - turn1) * Integer[2] + floor gap
}
```



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```
calling floor name != cabin floor name?
```

⋮

```
: ==>> Duration[0]
```

