

Buffer

In this example, the edge (d0, c1) has a buffer.

(d0, c1) buffer

priority:	<input type="text" value="1"/>	
size:	<input type="text" value="24"/>	model unit hour
initial volume:	<input type="text" value="0"/>	model unit hour

Each buffer has a priority, that is a positive natural number. The buffer size and initial volume are expressed in hours of the model's capacity unit. The initial volume holds on the run start date at 00:00.

The virtual buffers at source and sink have fixed priorities 0 and $|\text{buffers}|+1$, respectively. They have infinite size.

Taken together, the buffer priorities must be a permutation of $0 \dots |\text{buffers}|+1$. In the context of the changing network constraints, this permutation fixes the buffer operating tactics:

- the buffers get filled in order of high to low priority; high priority buffers get filled first
- they get emptied in order of low to high priority; low priority buffers get emptied first

The buffer operations are ignorant of the future.

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