

# FInest – Future Internet enabled optimisation of transport and logistics networks



#### D7.4

# Prototypical Implementation of the Transport Planning Component

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Lead Beneficiary MARINTEK

Editor Marianne Hagaseth MARINTEK Contributors Christian Steinebach MARINTEK

Marianne Hagaseth MARINTEK
Agathe Rialland MARINTEK
Åsmund Tjora MARINTEK

Jan Arve Hoseth T&F

Reviewers Bülent Erbaş, KOC

Rene Fleischhauer, SAP

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#### **Abstract**

This report from FInest work package 7, "Transport Planning and Replanning" contains the description of the prototypical implementation of the Transport Planning Module. It is the fourth deliverable from this work package.

This report completes the task T7.4 – "Prototypical Implementation of the Transport Planning Component" together with the provided prototype implementation.

The intention of the prototype is to show some of the main ideas for the "Transport Planning and Replanning" work, and demonstrate how the proposed Transport Planning Module is intended to work together with the other parts of the FInest project. Together with the prototypes from other work packages in FInest, the prototype has been used in a demonstrator showing how planning, execution and replanning of a fish transport can be done in a Future Internet environment.

The report contains a description of the prototype and its main functionality. The report also includes the technical specifications for the system needed to run the prototype, and a description of the demonstrator setup.



#### **Document History**

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V1.0	30.03.2013	Final version



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#### Acronyms

Acronym	Explanation	
BCM	Business Collaboration Module	
CRUD	Create, Read, Update, Delete (basic operations on data e.g. in a database)	
ECM	E-Contracting Module	
EPM	Event Processing Module	
GE	Generic Enabler	
GII	Goods Item Itinerary	
LSC	Logistic Service Client	
LSP	Logistic Service Provider	
TBD	To Be Defined	
ТСР	Transport Chain Plan	
TEP	Transport Execution Plan	
TP	Transport Plans	
TPM	Transport Planning Module	
TSD	Transport Service Description	
UBL	Universal Business Language containing a library of standard electronic XML business documents such as purchase orders and invoices. It is developed by OASIS.	



#### 1. Introduction

This deliverable contains a description of the prototypical implementation of the transport planning module (TPM) in FInest. The work was conducted during M19-M24 of the project and has been based on the TPM design reported in [1], [2], and [3]. This deliverable is of type Prototype, and thus, the main deliverable is the prototype itself. Access to the prototype and technical details on this are described in Section 3.

## 1.1. Brief description of the Transport Planning Module

The Transport Planning Module (TPM) is a Future Internet module offering services for planning transport chains and services, including finding transportation services matching the demand, making use of existing contract details, and setting up bookings. Its functionality is roughly divided into three parts:

First, the module offers functionality for describing transport demands as well as transport services, so that they can be used in the later planning process. This also includes functionality to publish transport demands and services on other systems, e.g. marketplaces and information sites.

Second, the module offers functionality to keep track of transport services matching a demand. In a standard FInest setup, the module will cooperate with the E-Contracting Module (ECM) in order to find services from long-term contracts and spot market that can be used to fulfil the demand.

Third, the module offers functionality to generate and configure a Transport Chain Plan (TCP) consisting of several Transport Execution Plans, based on the service and demand descriptions, as well as the functionality for negotiation on the services between the logistics service provider (LSP) and the logistics service client (LSC) and booking of the services. When a plan changes status from "under development" to "ready for execution", it will be transferred to the Business Collaboration Module (BCM).

The main outputs of the TPM are the Transport Chain Plan (TCP) describing the whole planned transport chain and the Transport Execution Plans (TEP) containing details on the individual parts of the chain. There will also be options for using the TPM for publishing transport demands (in the form of Transport Service Description Requests (TSD-requests) and Transport Service Descriptions (TSDs) on external systems. The messages used will conform to the Common Framework model [4]. The Common Framework messages are also used in other EU transport projects, e.g. e-Freight [5], FreightWise [6], iCargo [7], DiSCwise [8] and others.

Some of the functionalities from the design of the TPM are demonstrated in the prototypical implementation, as described in this deliverable.



#### 1.2. Structure of this Deliverable

The rest of the deliverable is structured as follows:

- Section 2 gives a brief overview of the TPM prototype
- Section 3 summarizes the FInest story line and the notion of roles and user access that is relevant for the TPM prototype.
- Section 4 lists the technical requirements to run the prototype
- Section 5 walks through the main parts of the demonstrator to show its core functionalities.
- Section 6 describes the supporting functionality that is needed to simulate the interaction with the EPM, ECM, and BCM.

## 2. TPM Prototypical Implementation: Overview

The purpose of the TPM prototype is to show some of the features described in the TPM design and to show how the transport planning module can interact with the other FInest modules. Figure 1 shows a simplified picture of the TPM interaction with the other modules.

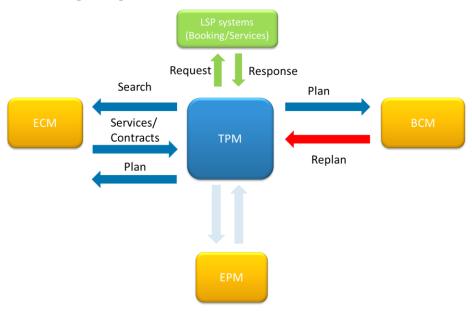


Figure 1 TPM Interaction with other Finest Modules

The first step in the interaction is to search for services and contracts in the ECM that matches the transport demand. The TPM sets up the search request to the ECM, receives the answer from the ECM, and present the result to the user, based on the transport demand given by the user. As a result of the search, a list of possible services based on contracts and available services are listed. This is shown in the prototype by the possibility to plan a transport after a transport demand has been entered, Figure 11.



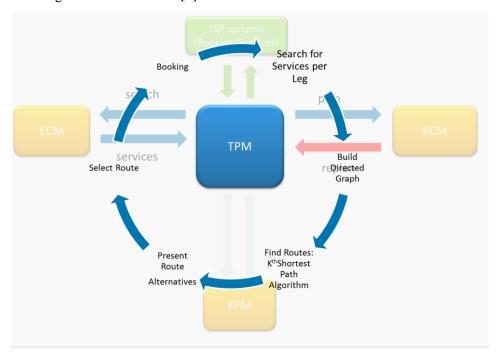
The booking part from Figure 1 is shown in the prototype as the possibility to select a certain route that is found by the TPM, Figure 13 and Figure 14. All bookings related to a TCP are handled by the TPM, and the result is presented to the user. During the booking, some interaction with the user may be needed, dependent on the actual contract or dependent on the response received from the LSPs. After the finished Transport Chain Plan (TCP) together with all referenced Transport Execution Plans (TEP) is built, the set of documents is sent to BCM for execution and to the ECM for them to update service usages. This is not shown in the prototype, but is something to be done in the background.

The interaction with the EPM is simulated by letting the user send an event to a transport plan, as described in Section 6.4.

Figure 2 shows an overview of the TPM internal tasks during the building of the transport plan consisting of the following tasks:

- 1) Search for Services per Leg
- 2) Build Directed Graph
- 3) Find Routes using K<sup>th</sup> Shortest Path Algorithm
- 4) Present Route Alternatives
- 5) Select Routes
- 6) Do Booking

As stated in [2], integration of service and contract search during transport planning is more important than the optimization of the transport plan. However, in the prototype, the K<sup>th</sup> Shortest Path Algorithm is used to find the K numbers of shortest paths in a directed graph based on the algorithm described in [9].

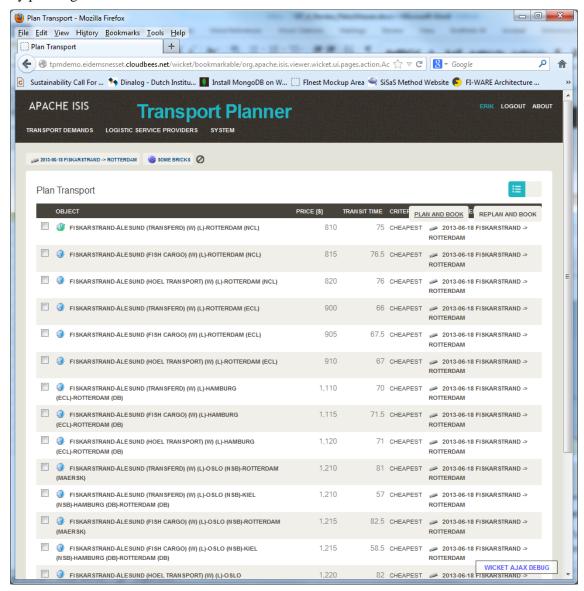


**Figure 2 TPM Prototype Internals** 



The next step is to present the actual services in the TPM prototype to let the user choose among the possible transport routes, Figure 3. The actual services are presented automatically based on the transport demand given by the LSC, and based on the services and contracts fetched from the ECM.

Then, the LSC must select the actual services he wants, and then he starts the booking process by pressing the "Plan and Book"-button.



**Figure 3 View and Select Transport Plan Alternatives** 



## 3. Finest Story Line and TPM Prototype Roles

The demonstrator can be used to show different kinds of operational planning, and how the TPM relates to the other FInest modules. One example is the fish case, Figure 4, describing a transport of dried fish from Fiskarstrand (close to Ålesund) to Rotterdam. This story line is further described in [10]. The fish is transported in two containers filled with pallets of dried fish. The transport from the fish producer in Fiskarstrand to the terminal in Ålesund is done by truck. This is planned by the fish producer or the fish exporter (shipper). The handling and transport of the fish from Ålesund to Rotterdam is done by a forwarder working as a cargo agent. The cargo agent plans a warehousing and a loading operation in Ålesund, and a feedering transport from Ålesund to Rotterdam.

The cargo agent itself changes role from being a LSP to be a LSC, and in the service client role, they plan for three different services: Storage in Ålesund, loading on board the ship in Ålesund, and feeder transportation using a container vessel from Ålesund to Rotterdam. A more general description of TPM roles is found in [11].

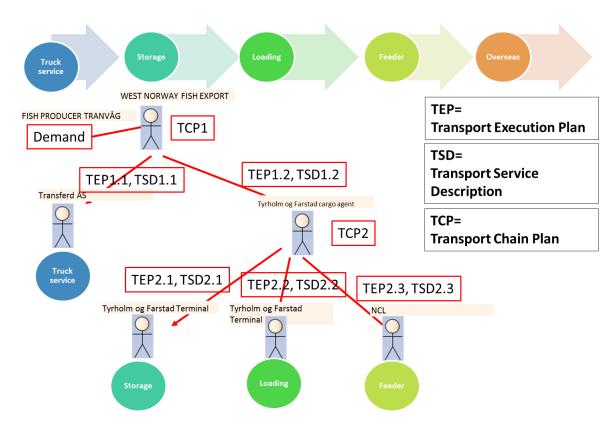
The following specific roles are used in the story line for the TPM:

- Shipper
- Forwarder
- Carrier

A possible usage of these roles in the TPM prototype is as follows:

- 1) The shipper is the fish producer Tranvåg creating the transport demand related to TCP1 in the TPM having the Owner role with full access to the transport demand, Figure 6.
- 2) The fish producer transfers the owner rights of the transport demand to the fish exporter West Norway AS. The fish producer gets contributor rights to the transport demand. West Norway AS does the planning of truck transport from Fiskarstrand to Ålesund (TEP1.1), and they enter the transport demand covering transportation from Ålesund to Rotterdam. However, they leave it to the forwarder to do the actual planning from Ålesund to Rotterdam (TEP1.2). West Norway AS gets owner rights to TCP1, TEP1.1 and TEP1.2.The carrier Transferd AS has owner rights to TSD1.1, and forwarder Tyrholm and Farstad has owner rights to TEP1.2 and TSD1.2.
- 3) When the forwarder Tyrholm and Farstad creates the transport plan for the transportation from Ålesund to Rotterdam, they get owner rights for TCP2, TEP2.1, TEP2.2 and TEP2.3
- 4) Tyrholm and Farstad Terminal gets owner rights to TEP2.1 and TEP2.2
- 5) The carrier NCL gets owner access to TEP2.3 and TSD2.3 making it possible to do the booking negotiation.





**Figure 4 Fish Case and TPM Roles** 

# 4. TPM Prototype Technical Fact Sheet

Fact	Description
Key Features	• Enable LSCs to define a Transport Service Demand
	Specify cargo details
	<ul> <li>Specify pick-up and destination locations</li> </ul>
	<ul> <li>Define a time window for pick-up and delivery</li> </ul>
	<ul> <li>Allow Logistics Service Providers/Forwarders to plan and re-plan transports.</li> </ul>
	• Select possible transport paths using either <i>maximum price</i> , <i>maximum transit time</i> and/or one of the following strategies:
	• Cheapest
	• Fastest
	Cheap and fast
	• Enable both clients and providers to follow the transportation status based on simulated events received from the ECM module
Implementation Technologies	Frontend



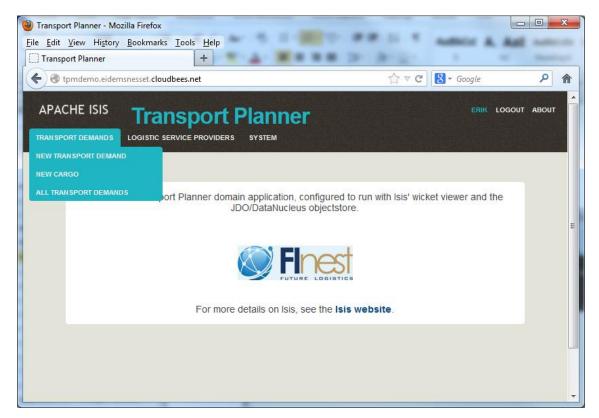
	• ISIS (http://isis.apache.org/)	
	Backend	
	• Java EE 6	
	Others	
	Dependency Management: Maven	
	• Application Server: Apache Tomcat 7	
Hosting & Access	Prototype is deployed on cloudbees and directly available through:	
	http://tpmdemo.eidemsnesset.cloudbees.net/	
	Example Users:	
	• Arne Rost (Shipper) user = erik; password = pass	
	• Erik Farstad (Forwarder T&F) user = erik; password = pass	
	Both users have different roles.	
Requirements	Use of modern and standard compliant browser:	
	Mozilla Firefox (recommended)	
	Google Chrome (not tested)	
	Safari (not tested)	

## 5. Main TPM Prototype Functionality

The main functionality of the TPM prototype is found in the "Transport Demands" main menu item, Figure 5. A new transport demand can be added, a new cargo item can be added, and all demands can be viewed, updated, and planned.

Different users will have different (possibly several) roles as described in Section 3. As described in Section 4, the prototype has two different users: "Arne", representing the shipper, which can enter the transport demand, and "Erik", representing the forwarder, which can do the planning in addition to entering a transport demand.





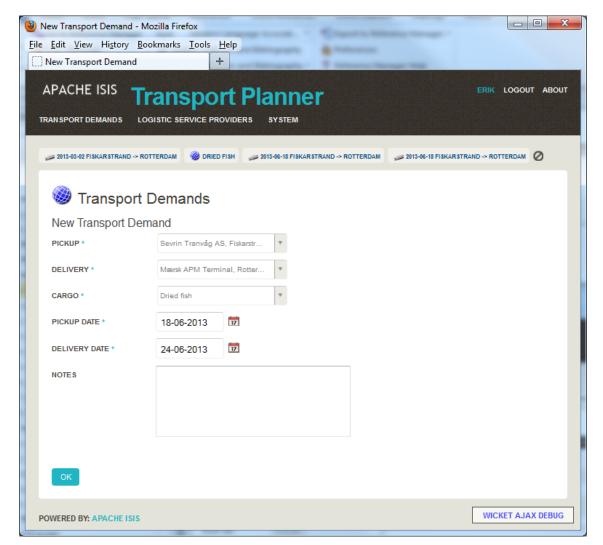
**Figure 5 TPM Prototype Main Functionalities** 

# 5.1. Enter and Update Transport Demand

The initial details of a transport demand are entered through the screen shown in Figure 6. Here, the pickup and delivery locations and time intervals are added, and also the actual cargo to be transported. This screen can be used by shippers who have owner access rights to the transport demand, and the right to pass the access rights on to other users, Section 3, and [11]. In the fish case, it is the Fish Exporter or the Fish Producer that enters the demand, having the shipper role.

After the shipper has entered the demand, the demand will be ready for the cargo agent to do the planning part.





**Figure 6 Enter Transport Demand** 

Figure 7 shows the main screen where the transport demand can be updated, and where the planning and replanning is done. The actual demand definition is shown in the left part of the screen. In the upper, right part the transport path (the actual schedule) for the transport plan fulfilling this transport demand is shown. Each leg or service of the transport plan is shown in one line. The price, status (booked, cancelled, completed), transit time, service provider and type of service is shown for each leg. This information is statuses that are relevant for the planning process. It is either generated by the TPM or fetched from the BCM (from the replanning trigger).

In the lower, right part of the screen a map showing the actual waypoints are given. This screen is also where information related to the bookings is shown, since it shows the booking status of the transport leg. The booking statuses are related to the different third party systems that the bookings are done in, and they are shown in a single view. The BCM has to be used to get the execution status of the transport.

The screen also includes the possibility to do replanning of a transport plan. The "Send Event" functionality is used to simulate events received from the EPM, Section 6.



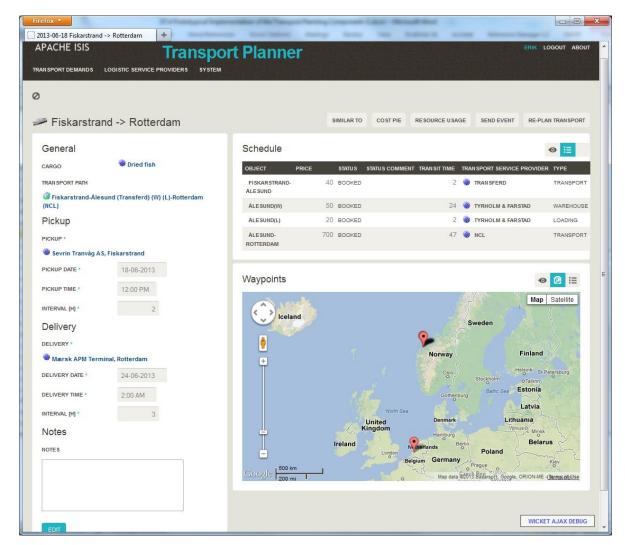
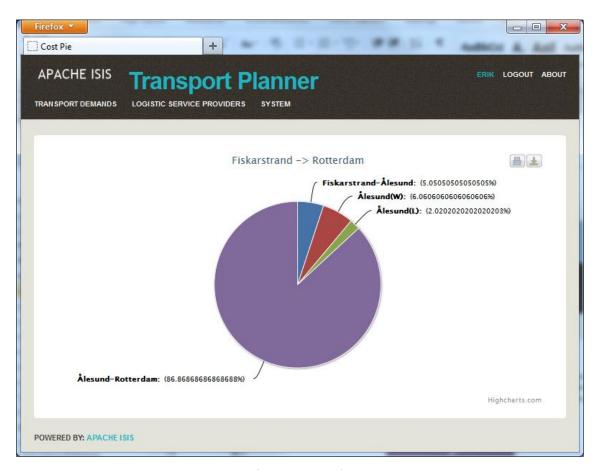


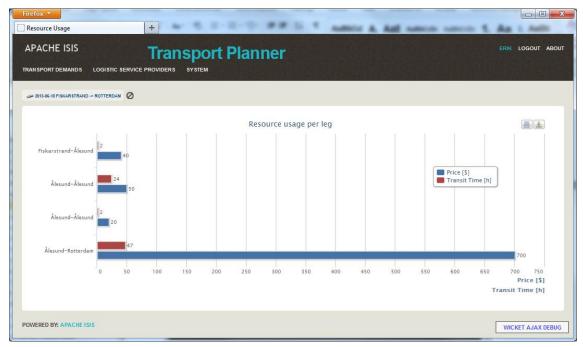
Figure 7 Main Transport Plan Screen

The cost distribution for this transport plan can be shown as a "cost pie", Figure 8, or by using the "Resource Usage" functionality to show the time usage and costs in a bar graph, Figure 9. This gives a clear and direct view on how much of the transport that is spent on each leg, being the time usage or the money spending. This will give an indication of which leg it is most useful to have a closer look at, if you what to improve the overall picture.





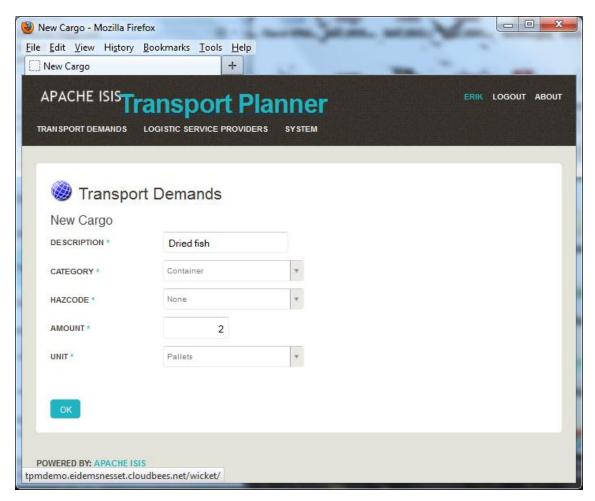
**Figure 8 Cost Pie** 





#### Figure 9 Resource Usage for Transport Plan

New Cargo details can be entered as shown in Figure 10.



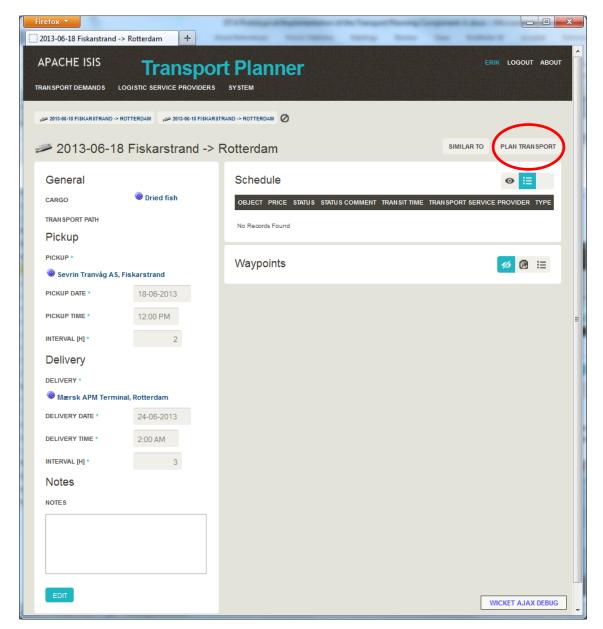
**Figure 10 Enter Cargo Details** 

This screen also has the possibility to add a new transport demand for this cargo directly.

#### 5.2. Search for Services

The search for services and contracts matching the transport demand is done from the main transport demand screen, Figure 11. In a real world implementation of the TPM, the search is covering all services and contracts stored in the ECM or a similar tool. It will therefore present available services based on up to date information from the service providers, and it will also modify the information based on contracts between the LSC and the LSP.





**Figure 11 Search for Services and Contracts** 

Figure 12 shows that the searching of services and contracts can be prioritized based on various criteria, for instance fastest routes or cheapest routes. The choice made here decides how the alternative routes are presented in the screen in Figure 13 and Figure 14. A maximum price and a maximum time can also be set to limit the search result.



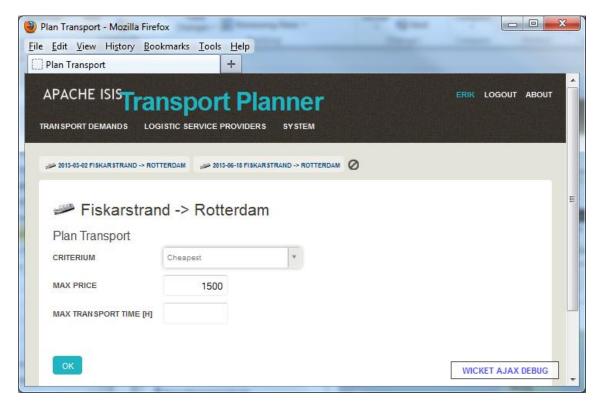


Figure 12 Select Priority for Service and Contract Search

## 5.3. Build Graph

When building a directed graph forming possible routes from the pickup location to the destination location, the route information given in Figure 29 is used. In a real world implementation of the TPM, this information will be fetched from the ECM or a similar module, and the values will be up to date. From this information, we know where we can possibly head from each location. Each arc in the graph has costs associated with it, both time and price. Additionally, each arc consists of one provided service between two locations, or at one location. If the user enters a maximum price, a maximum time usage or a maximum number of legs, the building of a certain route can stop when at least one of these requirements are no longer fulfilled. In [11] more details on the two different route building algorithms used in the TPM are described.

#### 5.4. Find Routes

All possible routes from the pickup to the destination location in the directed graph are sorted using the  $K^{th}$  shortest path routing algorithm. Not only the single cheapest or fastest route must be found, but rather a list of routes that are prioritized according to end user specification (typically price, time, number of legs etc.). The  $K^{th}$  shortest path routing algorithm first finds the



shortest path through the directed graph. Then this route is removed from the search, and the algorithm is run once more until all possible paths are found.

#### 5.5. Present Routes

The actual routes are sorted according to the criteria selected in Figure 12, and they are presented as shown in Figure 13 (sorted on price) and Figure 14 (sorted on time).

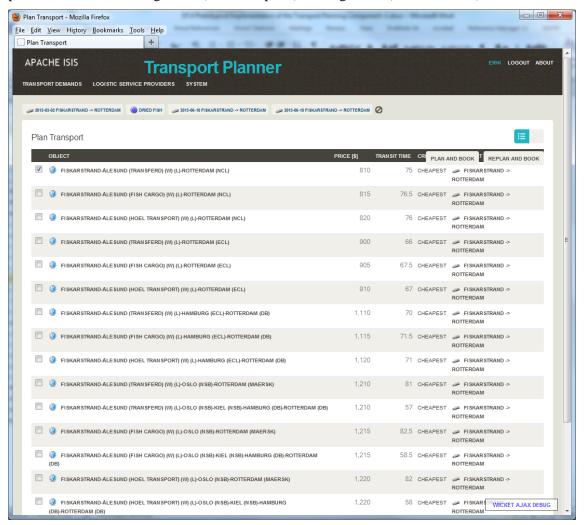


Figure 13 List of Route Alternatives sorted by Price



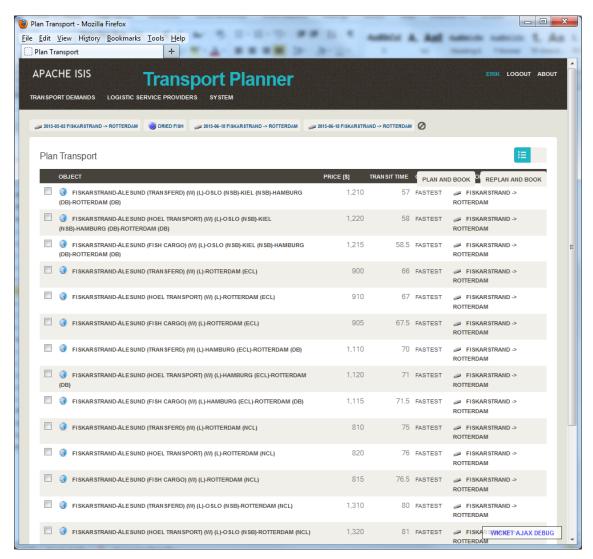


Figure 14 List of Route Alternatives sorted by Time Usage

#### 5.6. Select Route

The wanted route is selected as shown in Figure 15 and "Plan and Book" is done.



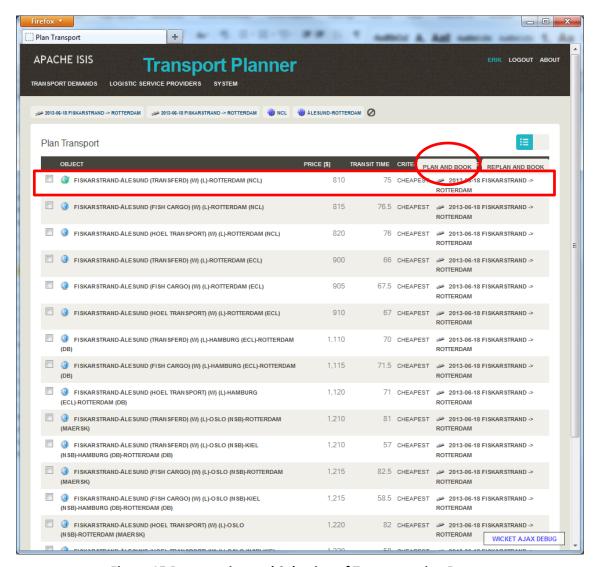


Figure 15 Presentation and Selection of Transportation Routes

Then, booking of the actual services towards LSPs booking systems should be done, and the service is listed as "Booked" in Figure 7. In the prototype, the finalized booking is marked with a green hook at the beginning of the selected route, Figure 15. The TPM will handle bookings against all involved LSP booking systems and present the result uniformly to the LSC in onw single screen, Figure 7. In a real world implementation of the TPM, booking negotiations between the LSC and the LSPs also must be added.

The updated plan is presented as shown in Figure 7.



## 5.7. Replanning

Events are simulated as described in Section 6.4. If a "Missing Import Licence" event is simulated on the loading service for the transportation of containerized dried fish from Fiskarstrand to Rotterdam, the front end user will get a picture of the transport plan as shown in Figure 16 and an overview in Figure 18. This means that actual events related to a transport plan are shown directly in the transport planning tool. The TPM notifies the planner about the event, states which legs have completed OK, and which have failed, and it leaves it to the planner to do replanning covering the remaining transport legs.

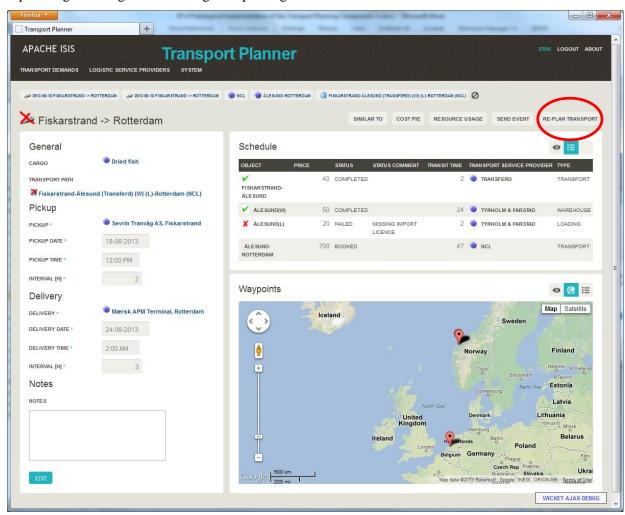


Figure 16 Transport Plan Updated with Run time Information

Figure 16 shows that the truck transport from Fiskarstrand to Ålesund has been completed OK, and also that the warehousing in Ålesund is completed. It states that the loading in Ålesund has failed due to a missing import licence. The execution status is automatically received from the BCM, and it is automatically shown in the plan, meaning that the user/planner gets a good overview of what the current situation is, and what has to be done. It leaves the end user with



the possibility to do replanning. By selecting the "Replan Transport" button, the screen in Figure 17 is shown.

When the "Re-plan transport" button in Figure 16 is selected, a list of routes is presented as shown in Figure 17. The transport demand is automatically updated to reflect the fact that the first part of the transport has been completed successfully. In our example, the presented routes cover alternatives from Ålesund to Rotterdam only, not from Fiskarstrand, since the first leg already has been completed, and therefore not need to be replanned. The routes are based on up to date information from the ECM regarding available services and contracts, meaning that a different list than in the initial planning may be given here. The list of available services is updated automatically based on the results received from the ECM.

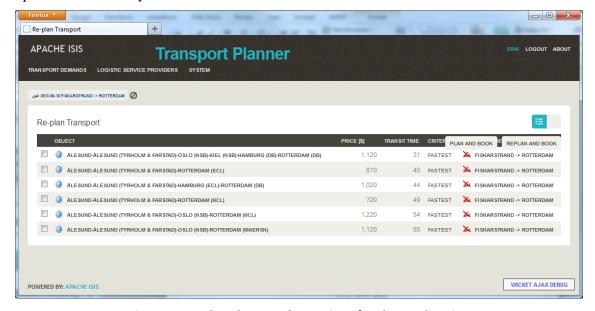
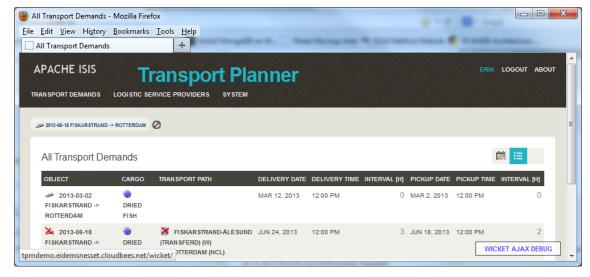


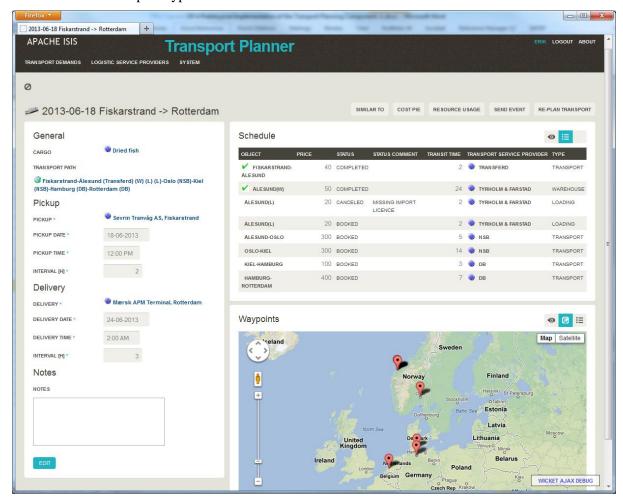
Figure 17 Updated route alternatives for the Replanning



**Figure 18 Overview of Updated Transport Plans** 



When the end user has selected "Re-plan and Book", the replanned transport in our example looks as shown in Figure 19. During this step, the booking process is repeated for the services that need rebooking. It is optional whether the existing bookings are cancelled automatically or not. The user has to choose whether he wants to cancel the booking and then make new reservations, or whether he wants to change the existing reservations. This interaction is not shown in the current prototype.



**Figure 19 Completed Replanning of Transport** 

## 5.8. Transport Demand and Plan Overview

Figure 20 shows the screen giving an overview of actual transport demands and transport plans. According to the various user roles, only those demands and plans accessible to a user should be visible here.

A red mark on a plan means that some failure has occurred and that an event has been sent from the EPM to the BCM, and that the BCM has sent a replanning trigger to the TPM.



A green mark on a plan means that the plan has been successfully booked, and also that the execution so far is completed correctly.

A missing transport path means that this demand is added to the TPM, but that the planning has not yet been done.

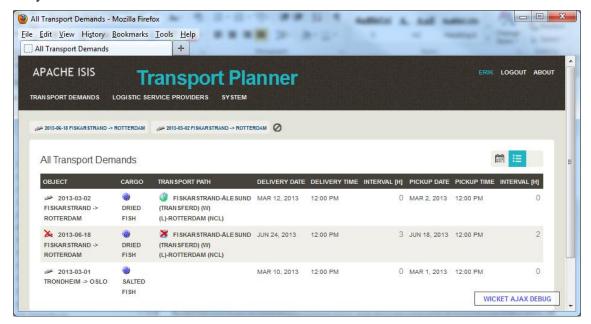


Figure 20 Transport Demand and Plan Overview

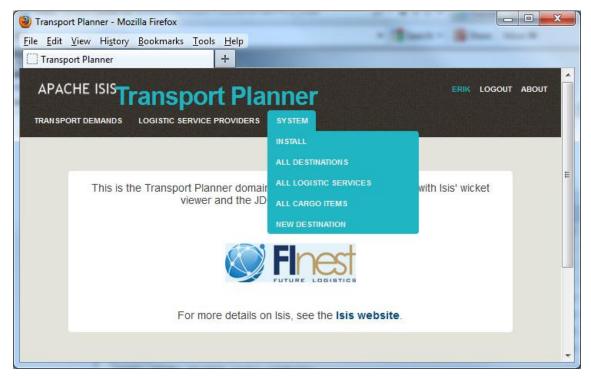
## 6. Supportive TPM Prototype Functionality

Some functionality provided in the prototype is not part of the TPM itself, but it is still needed to be able to show the core of the TPM.

## 6.1. Prototype Initializing

Figure 21 shows the "Install" menu item which is used to set up some useful, predefined data in the TPM prototype. This can be run before starting the actual transport planning demonstration in the prototype.



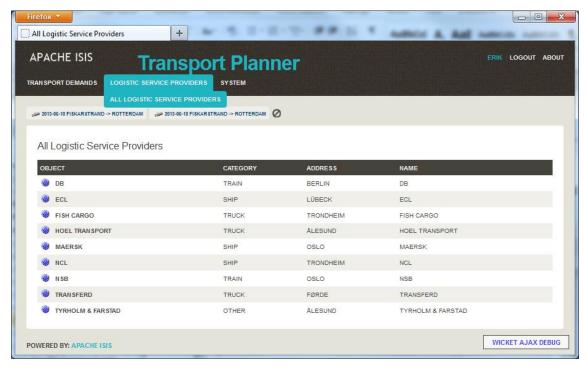


**Figure 21 TPM Prototype Initialization** 

# 6.2. Simulating Service Provider Data

Figure 22 shows which service providers are added as background data in the TPM. This is done to simulate the functionality provided by the ECM and backend systems.





**Figure 22 Showing Logistics Service Providers** 

By selecting one line in Figure 22, the information about one service provider can be viewed and updated, Figure 23.



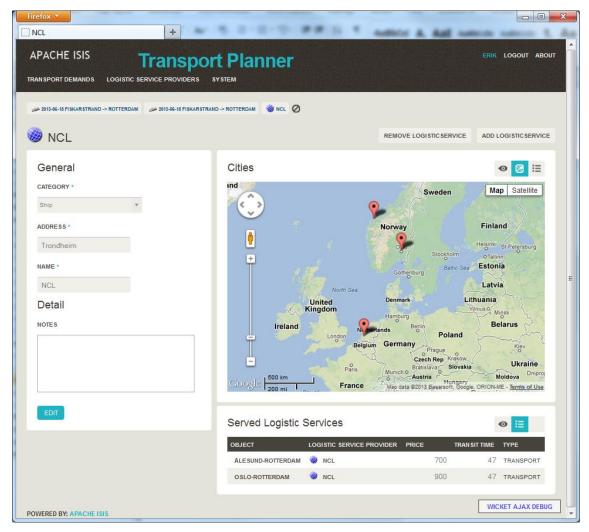
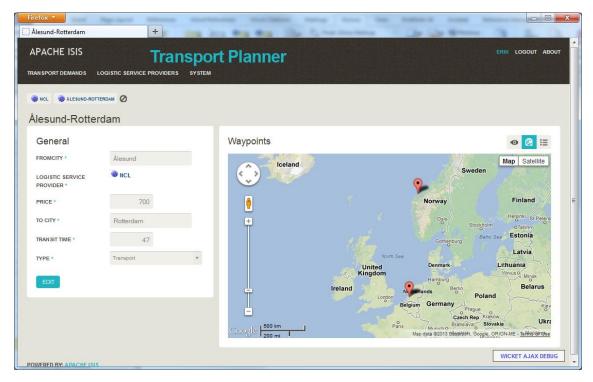


Figure 23 Information about one Service Provider

The screen shows details about the service provider, which cities it serves and also which routes it operates. Details on the services provided for a certain route are found by selecting the actual route in the lower, right part of the screen, Figure 24.

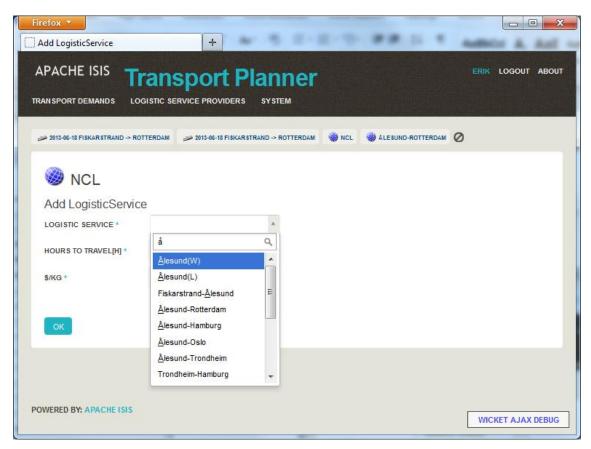




**Figure 24 Logistics Service Overview** 

The services offered by a logistics service provider, together with the price and time usage, can be added as shown in Figure 25. Likewise, a route can be removed from a service provider, Figure 26.





**Figure 25 Adding Service to Service Provider** 



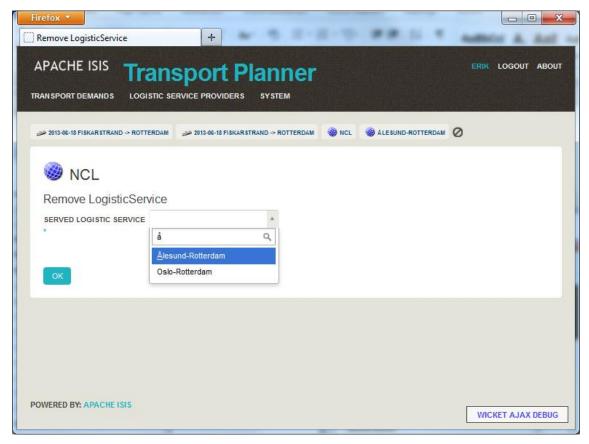


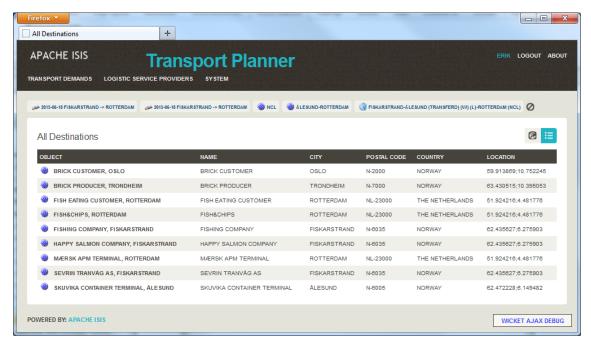
Figure 26 Removing Service from Service Provider

# 6.3. Simulating Other Systems Data

The "System" menu item in Figure 21 shows background information that is used by the TPM to be able to build up graphs of services and routes, and to select and sort routes. This information would normally come from the ECM or third party booking systems.

Figure 27 shows a list of all destinations that can be used as pickup and delivery locations.





**Figure 27 All Destinations** 

The details of each destination is shown as in Figure 28.



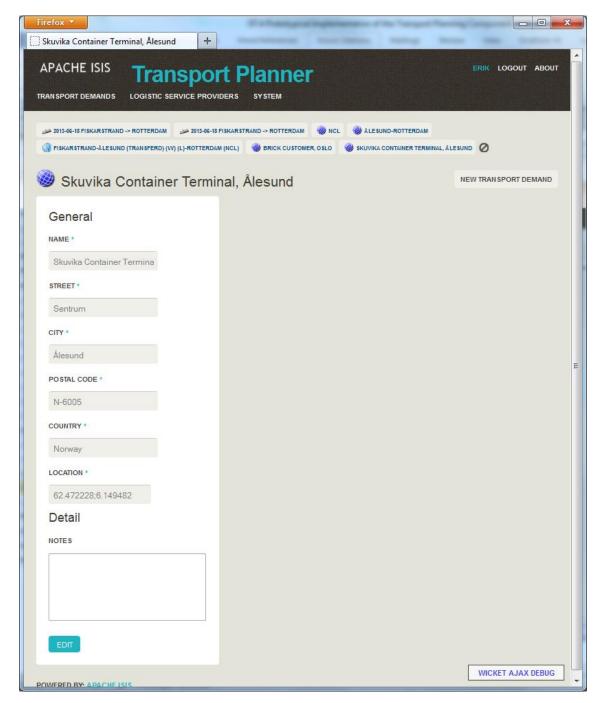


Figure 28 Information on one Destination

A list of all service routes are shown in Figure 29 and information about one route is shown as in Figure 30. Each of these routes can be related to a service provider together with a price and a time usage and forming a "Served Logistic Service" as shown in Figure 23 and Figure 24.



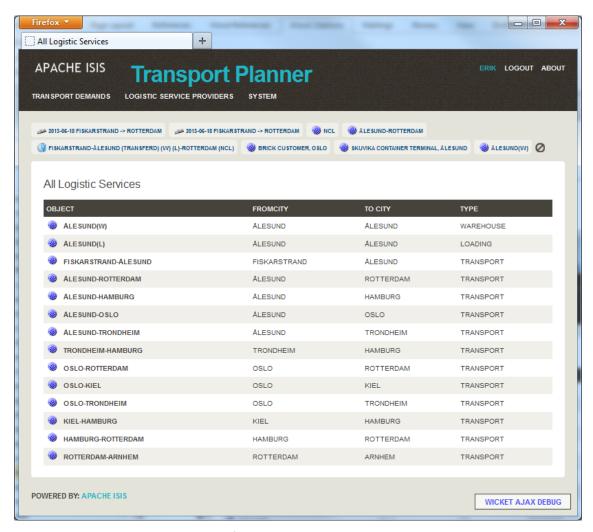


Figure 29 Information on all Logistics Services



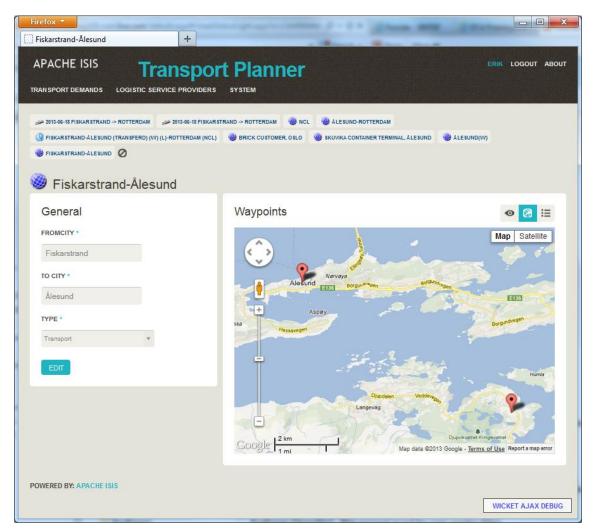


Figure 30 Information on one Route

# 6.4. Simulating EPM Events

Figure 31 shows how receiving a replanning trigger from BCM (and thus an event from EPM) can be simulated in the TPM. Events of various types (*Executing*, *Completed*, *Failure*) can be attached to a certain leg, and a comment can be added.



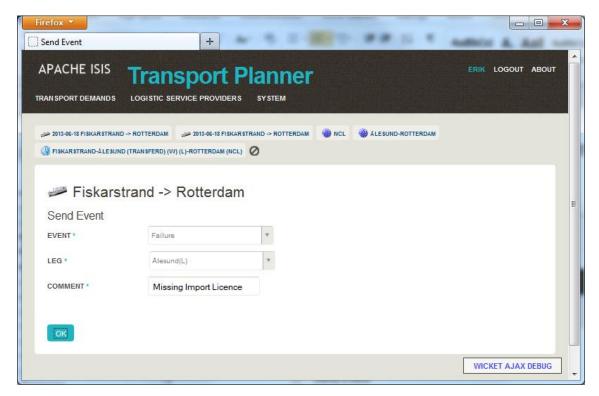


Figure 31 Simulating Event from EPM

## 7. Summary

The prototype delivered as D7.4 of the FInest project shows some of the functionality we believe that a Future Internet Transport Planning Module should have, and it also demonstrates how such a module can cooperate with other modules developed in the FInest project.

The prototype in its current state functions as a demonstrator of some of the ideas for a transport planner resulting from the work in WP7 (proof of concept), as well as its place in the FInest environment. It is, however, still far from a complete "production ready" system; there are still many parts of the TPM described in the other WP7 deliverables that are not in place, and that has to be implemented in follow-up projects. We do believe that the demonstrator can give an "end-user-friendly" impression of what the Module is intended to be, while the technical specifications described in D7.5 will work as a guide for how this can be realized.

The work from WP7 will be continued in the work on the Logistics Planning Application in the follow-up project cSpace, and it is believed that this work will result in a more complete version of the described system. Plans for development of the Logistics Planning Application can be found in D7.5.



This report is intended as a user guide to and description of the prototype of the Transport Planning Module that has been developed in WP7 of the FInest project. In addition to a walk-through of the prototype, it also describes the demonstrator setup where all prototypes from the project were demonstrated together using the "Fish export scenario" from the Use-Case work package. It also gives technical data of the prototype, including the URL to an instance of the prototype, so that the reader can "try out" the prototype functionality.

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