

# Determination of wheel–rail contact points: comparison between classical and neural network based procedures

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Received: 17 June 2008 / Accepted: 23 February 2009 / Published online: 12 March 2009 © Springer Science+Business Media B.V. 2009

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**Abstract** The multibody simulation of railway dynamics needs a reliable efficient method to evaluate the contact points between wheel and rail. In this work some methods to evaluate position of contact points are presented. The aim is to develop a method which is reliable in terms of precision and can be implemented on-line, assuring a calculation time consistent with real-time calculations of multibody dynamics.