Hörl, S. (2017) The IVT Baseline Scenario: Current version and outlook, Presented at the MATSim User Meeting 2017, Haifa, 2017

Animated online version

The IVT Baseline Scenario: Current version and outlook

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11 September 2017



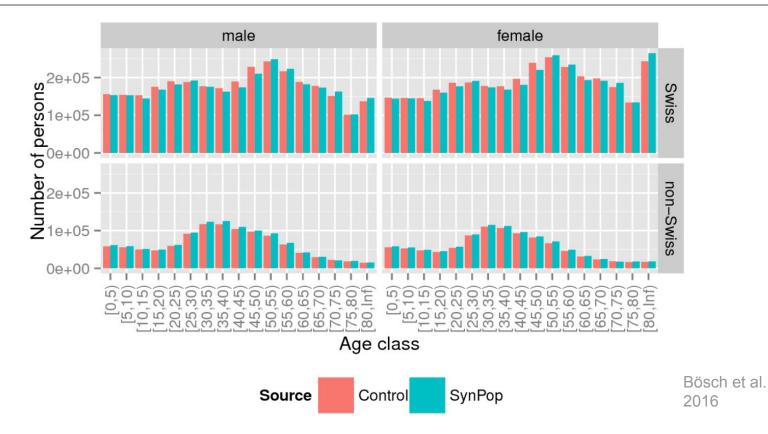


Eidgenössische Technische Hochschule Zürich Swiss Federal Institute of Technology Zurich

Demographics

- Microcensus Mobility and Transport 2010
 - 2015 Version available
- Generalized Ranking
 - Implementation Kirill Müller

Demographics



Activity Chains

- Hot-Deck Matching with certain attributes
 - Sampling from Microcensus
- Long-term behavioural change
 - Input scenario vs. dynamic rescheduling?
 - Activity-based model?

Primary Locations

- Structural Survey 2010 2012
- Enterprise Census 2012
- Sampling from commuters matrices (municipalities)
- Assignment by home workplace distance (consistency with activity chains)
- So far no validation available

Secondary Activity Facilities

- Enterprise Census 2012
 - Conversion: Patrick Bösch
- Capacities
 - Rather undocumented
 - Not used yet

- New sampling approach (Hörl)
- Aim: Location choices that are consistent with activity plans
- No capacity constraints yet
- Iterative process:
 - Generation of feasible "unsnapped" distance chains
 - Discretization of locations

- Construct distribution of distances for 5min bins of travel times for each mode
- 2. Per agent:
 - a. Sample a chain of distances based on travel times in the plan
 - b. Use gravity model to relax locations in \mathbb{R}^2
 - c. If chain is not feasible, continue with (a)
 - d. Abort if maximum number of iterations is reached \rightarrow Infeasible





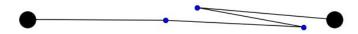


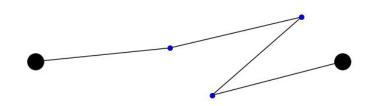
Algorithm 1: Sampling of feasible distances tours

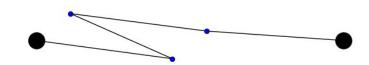


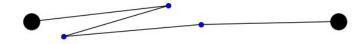
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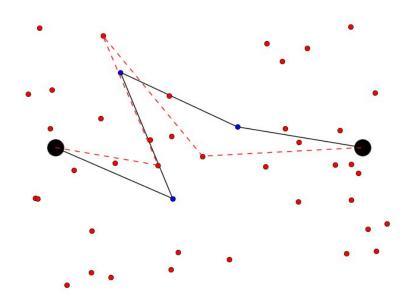
- 1. Sample a continuous chain (Algorithm 1)
- 2. Discretize locations (based on available facilities)
- 3. If discretization error is too large, continue with 1
- 4. Abort if maximum number of iterations is reached

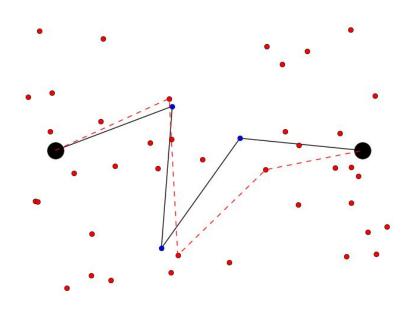


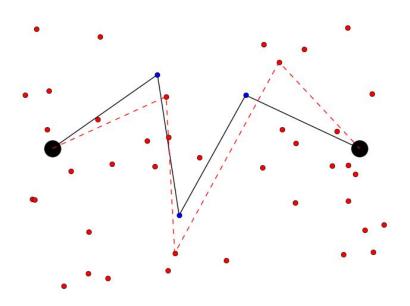


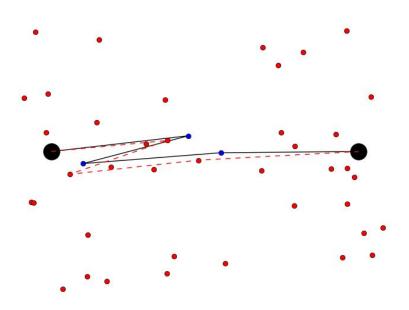


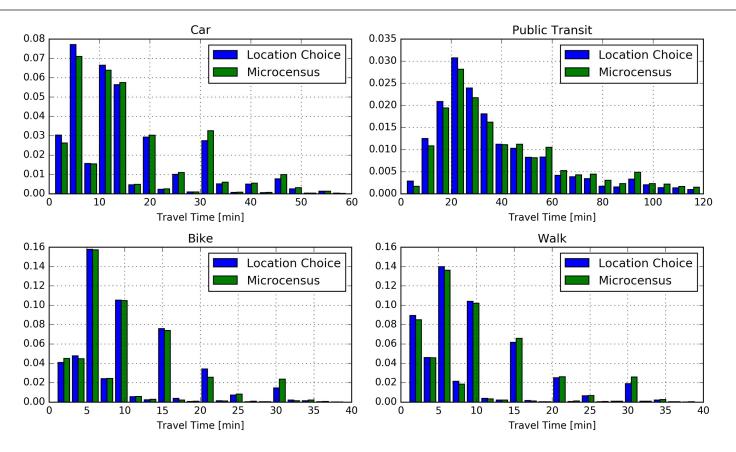


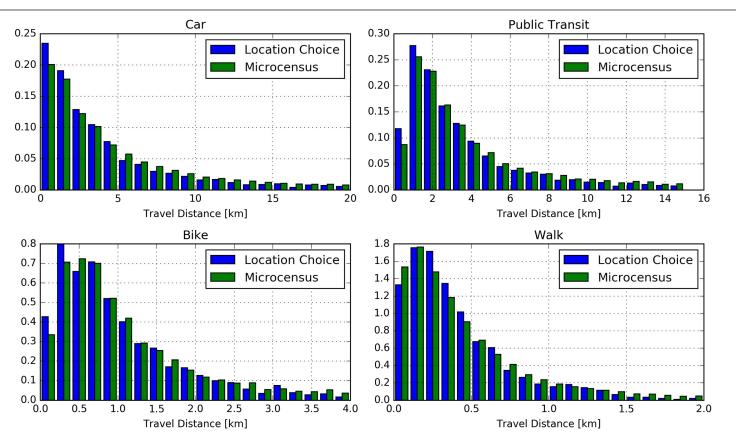












Mode Choice

- Problems
 - Currently: Based on whole subtours
 - One choice per 10% of iterations, long runtime
 - Public Transport can be "walk"
 - Connection between activities and legs?

Mode Choice

- New mode choice model (Hörl & Balac)
 - Choice of complete trip chains (structural constraints)
 - Mode choice model based on Microcensus (Basil Schmid)
 - Mode choice model based on Automated Vehicle survey (Felix Becker)

Algorithm: Mode choice by chain

- 1. Construct all feasible mode chains for an agent
- 2. Compute probability for each trip
- 3. Compute weights / joint probability for each chain
- 4. Perform choice
 - a. Either Select chain with largest weight
 - b. Or Treat as categorical distribution and sample

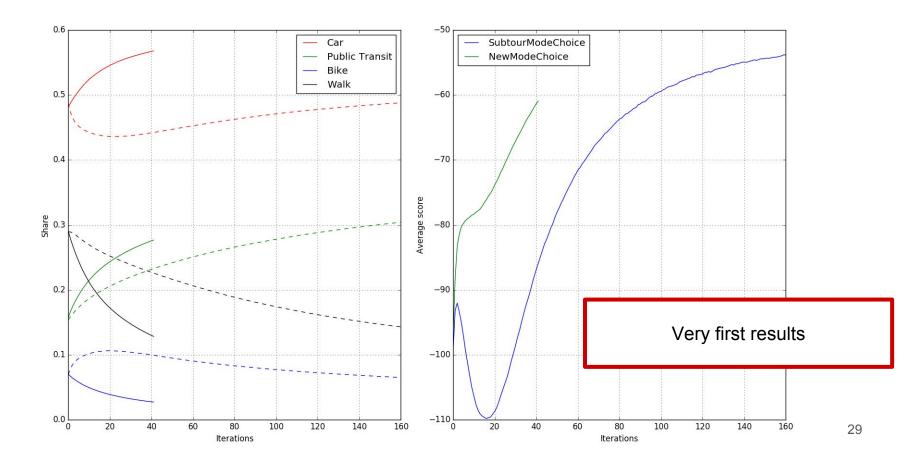
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Icons from the Noun Project (Adrian Coquet, ruliani)

Mode Choice



Additional Remarks

- Temporal shifting of activity plans
- Simulated travel times
- Public Transit (currently fallback to teleportation)

Outlook

- Setup of validation pipeline
 - "Unit tests for scenarios"
- Open Switzerland Scenario
- Future scenarios (ARE, ...)





 Bösch, P., K. Müller, F. Ciari (2015) The IVT Baseline Scenario, Presented at the 16th Swiss Transport Research Conference, May 2016, Ascona.