

Incorporating Infrastructure Characteristics and Vehicular Interactions into an Agent-Based Transport Simulation Framework for a Realistic Simulation of Bicycle Traffic

Dominik Ziemke and Amit Agarwal | Technische Universität Berlin 7th Innovations in Travel Modeling Conference | Atlanta | 26 June 2018

# Cycling

- Inexpensive
- Fast
- Healthy
- Quiet
- Energy-efficient
- Less land-consuming
- Enjoyable



- Societal, environmental, economic, and public health problems of motorized vehicle traffic
- Cities promote cycling for everyday use
- Increasingly included into plans for travel behavior change



# Need for appropriate infrastructures











# Need for appropriate infrastructures





# Cycling

- Benefits of cycling as a mode of transport
- Need for appropriate conditions for cycling



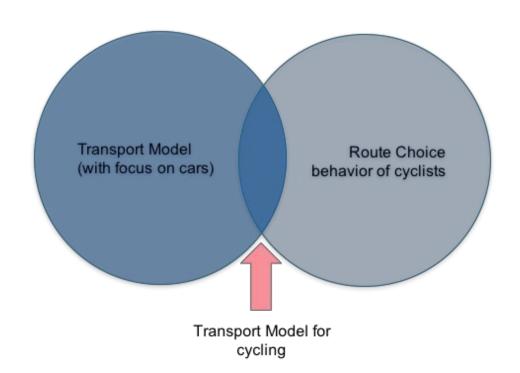
# Transport (Planning) Models

- Important tool for effective planning of transport systems
- A means to evaluate proposed policies in a structured and systematic fashion
- State-of-the-practice for motorized individual transport and public transport



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# Modeling cyclists' behavior and choices realistically



# People are different





# People are different



- ... but less so when traveling by car
- Minimize travel time





## How do cyclists choose their routes?

- Travel time
- Route length
- Slopes
- Comfort
  - Smoothness / Surfaces
- Infrastructure
  - Bicycle lanes
  - Intersections
- Volumes of motorized traffic
- •



#### **MATSim Basics**

#### Traffic Simulation

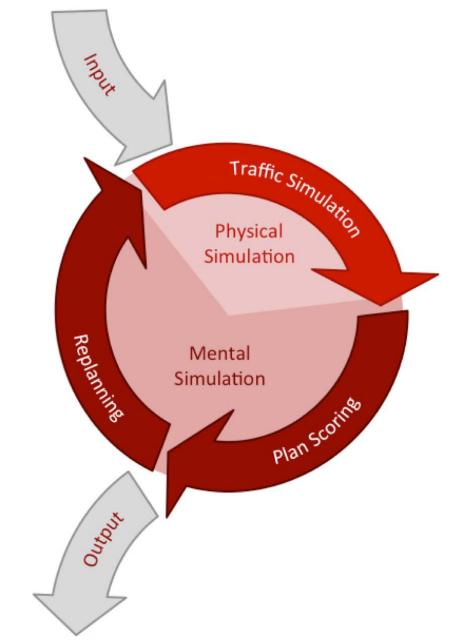
 Agents travel on the network

#### Plan Scoring

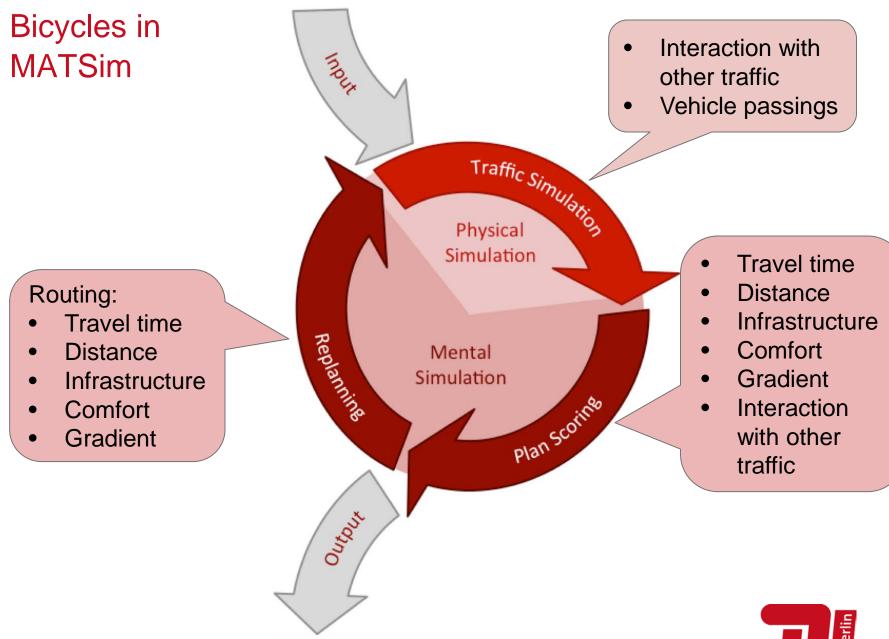
 Agents score their activities and trips

#### Replanning

- Agents modify plans
- Agents select a plan







Bicycle traffic in an agent-based transport simulation | D. Ziemke, A. Agarwal | ITM | Atlanta | 26 June 2018 Slide 13

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# Bicycles in MATSim Routing:

- Travel time
- Distance
- Infrastructure
- Comfort
- Gradient

- Interaction with other traffic
- Vehicle passings

Physical Simulation • Travel time

- Distance
- Infrastructure
- Comfort
- Gradient
- Interaction with other traffic

Replanning Mental Simulation

 $S_{trav,q} = C_b + \beta_{trav,b} \cdot t_{trav,q} + \beta_{d,b} \cdot d_{trav,q}$ 

$$+\sum_{a \in q} \left( \beta_{inf(a)} + \beta_{comf(a)} + \beta_{grad(a)} \right) \cdot \ell_a$$

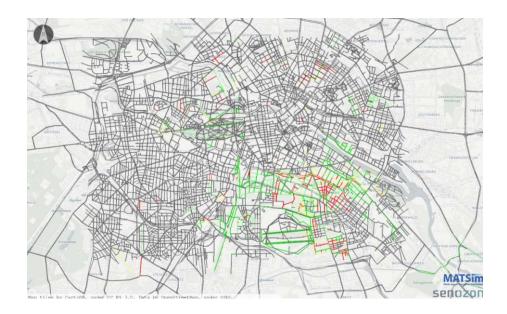


Outon

Imput

# "Smoothness"

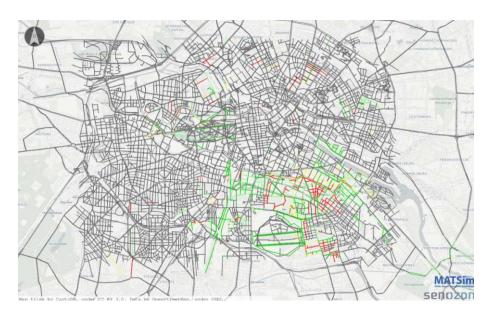
- Evaluation of the surface
- "Impassable" ... "excellent"
- Only 12% of all links in Berlin





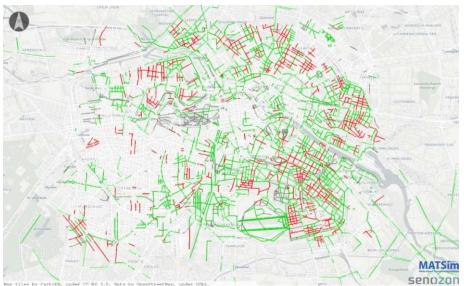
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#### "Surface"

- Type of surface
- "Asphalt", "cobblestone", ...
- Use as proxy for "smoothness"
- 58% of all links in Berlin
- Additionally, some highway types are assigned with defaults (e.g. primary highways are by default asphalt roads).



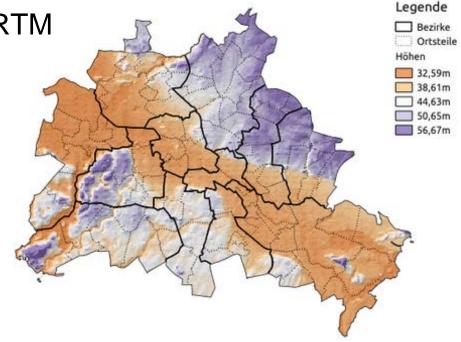


## Slopes from EU-DEM

- European Digital Elevation Model
- Hybrid of
  - SRTM (Shuttle Radar Topography Mission, by NASA) and
  - ASTER (Advanced Spaceborne Thermal Emission and Reflection Radiometer, also by NASA)

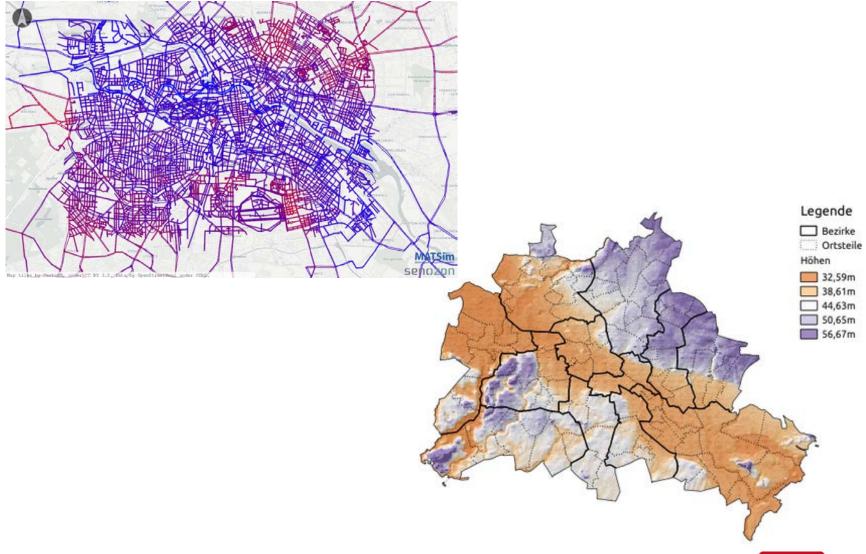
Less artifacts than "pure" SRTM

- Free to download
- Resolution of 25m

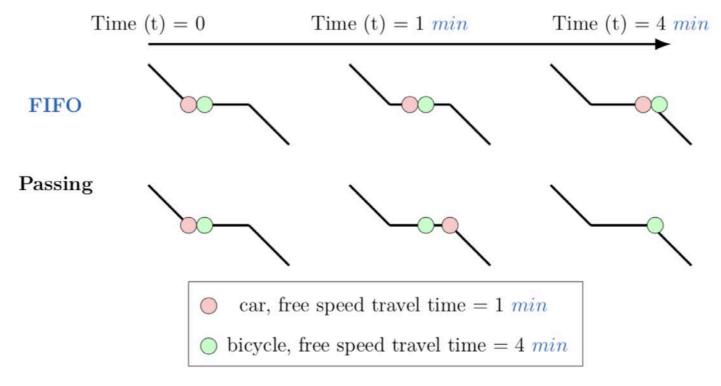




# Slopes from EU-DEM

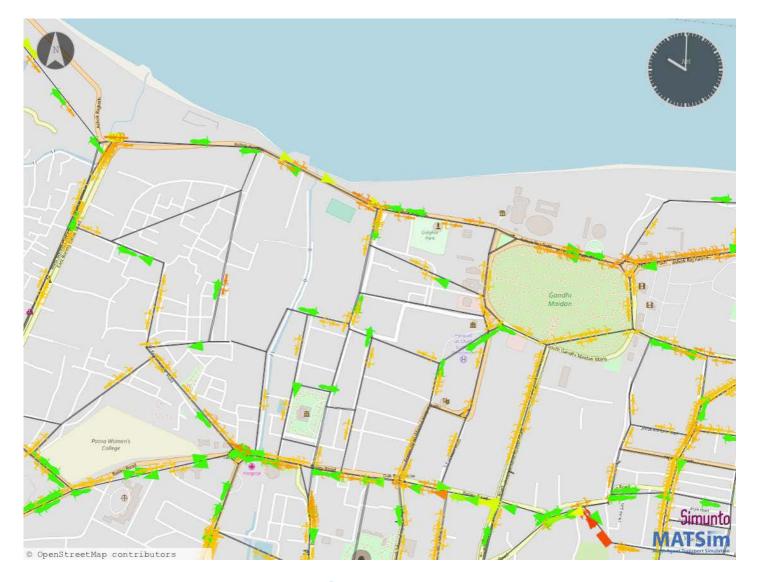


# **Passing**



- PCU equivalent assigned to each vehicle type
   → Consume right flow and storage capacities
- Link queue data structure sorted based on the earliest link exit time → Allows passing





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