

Marginality

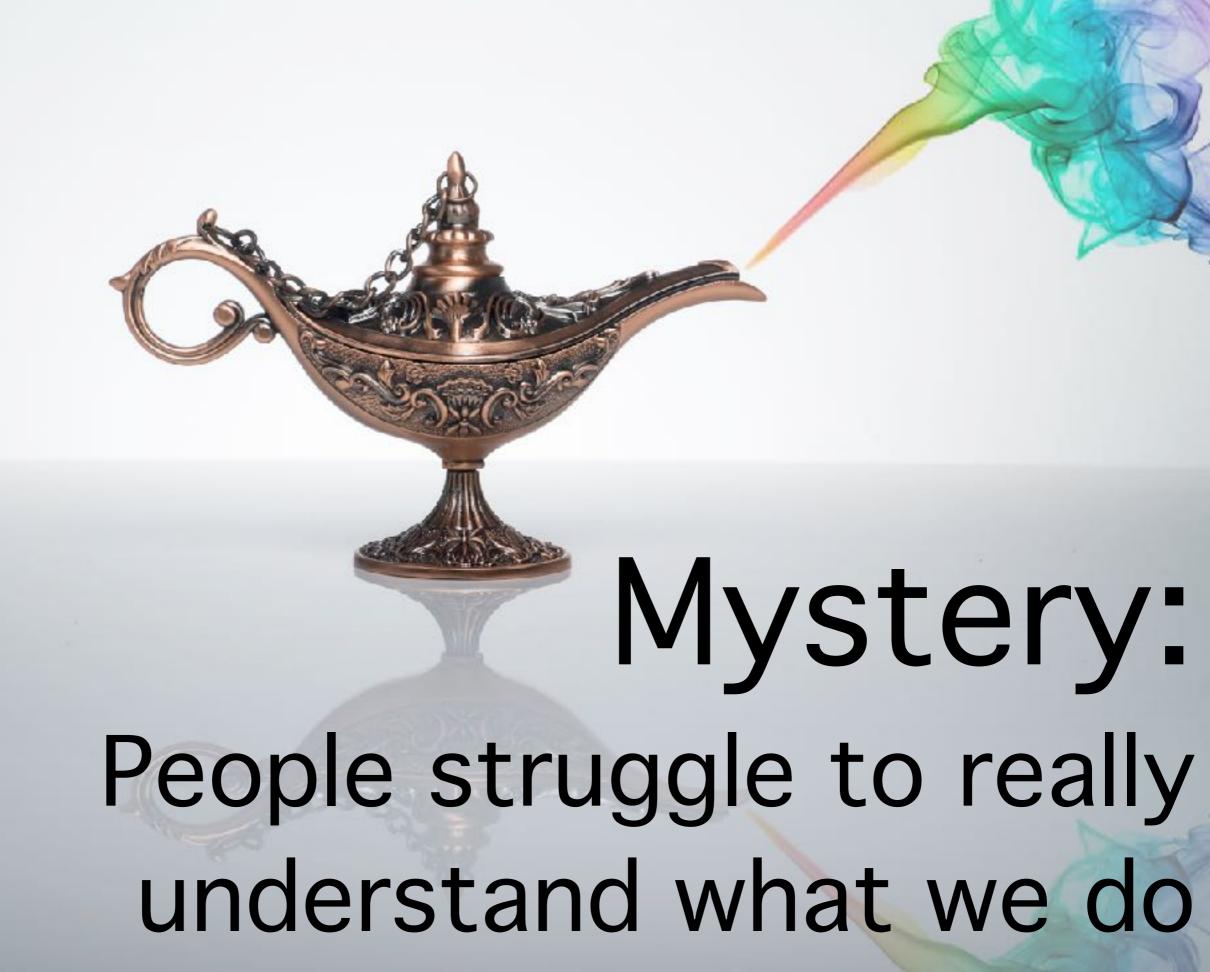
Mystery



## Marginality:

Perception that we are tangential to the core work of the organization

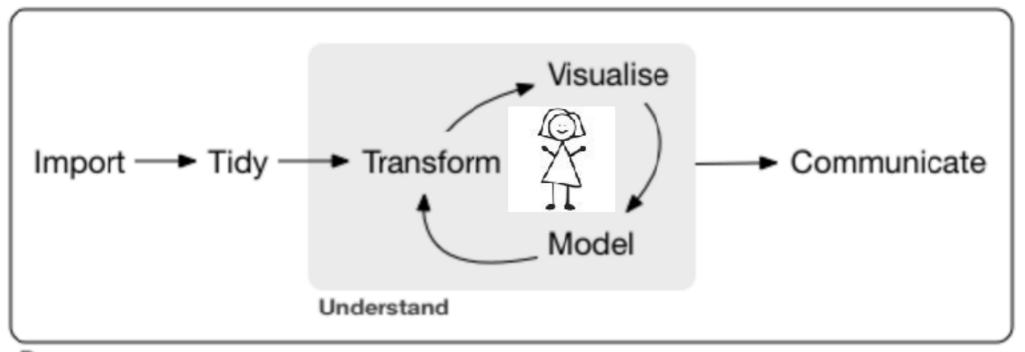












Program

R for Data Science, Grolemund/Wickham

## Agile:

Iterative process focused on delivering maximum value to the end user

### **Marginality**

**Mystery** 

#1: User Stories

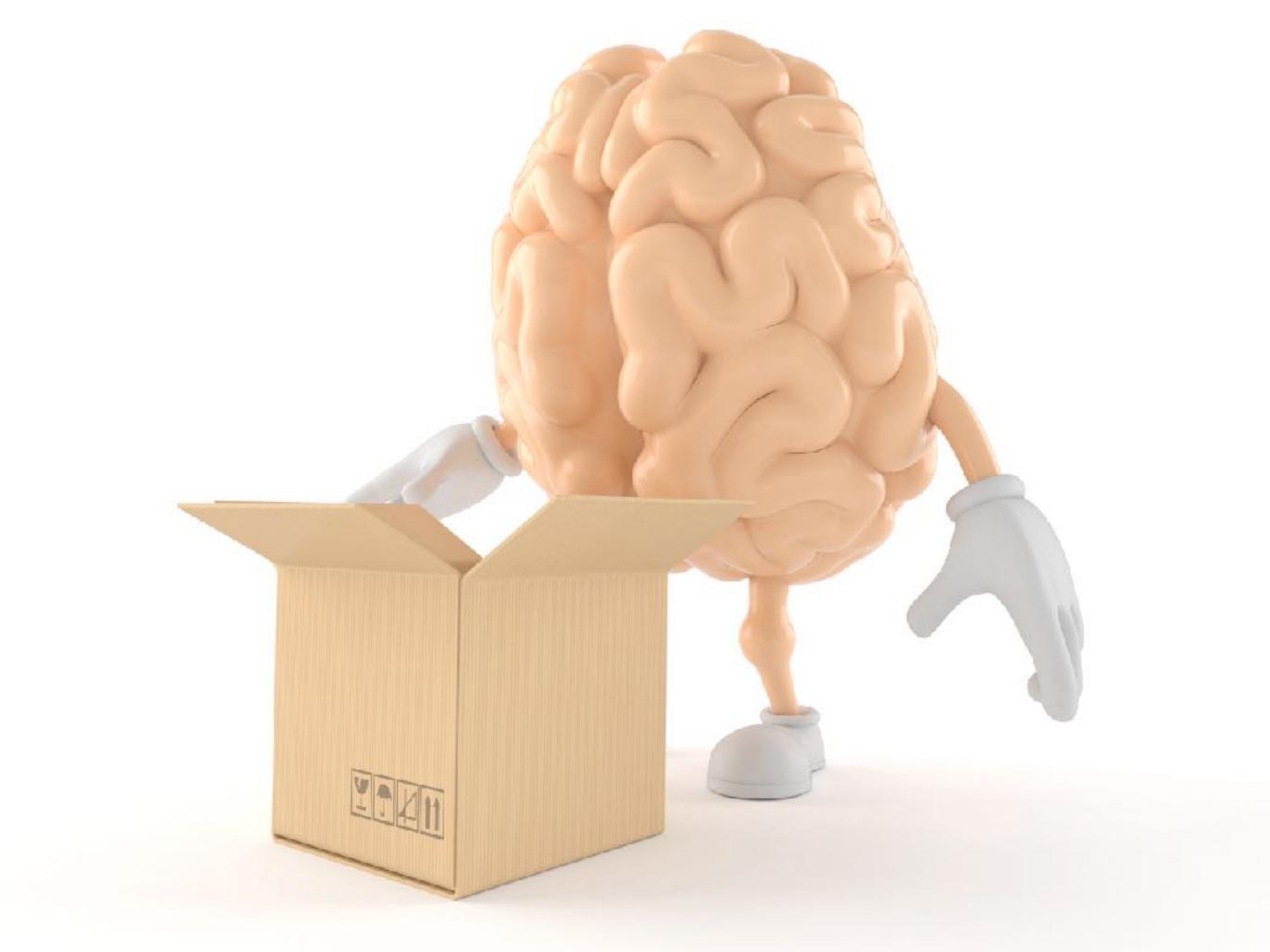
Develop a shared understanding



We will simulate ride requests and algorithmic vehicle-trip assignments to produce a service schedule and metrics



As a transit planner,
I need to understand
how a microtransit
system will perform in
my region, so that I
can assign the
appropriate number of
vehicles at launch





**Marginality** 

Shared Value Articulation

**Mystery** 



#2:
Thinnest
Vertical
Slice

Maximize the work not done

# **Report Transit System Metrics Calculate Transit System Metrics Get Simulated Schedule Run Simulated Transit Service Build Simulation Tools Around Scheduling Algorithm Create Simulated Transit Inputs**

% Ride Sharing	Wait Time (min)	Rides	Vehicles
36	17	300	10
21	11	300	15

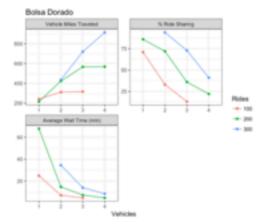
### Download:

CSV Excel

Ride ID	Vehicle	Request time	Mins. until pickup	Pickup lat.	Pickup long.	Pickup time	Dropoff time	Mins. on vehicle	Drope
3	1	06:22	4	33.734	-117.999	06:26	06:34	8	33.7
9	1	06:52	4	33.723	-118.041	06:56	07:10	14	33
11	1	06:56	6	33.748	-118.037	07:02	07:16	14	33.7
17	1	07:12	10	33.73	-117.991	07:22	07:36	14	33
18	1	07:12	10	33.73	-117.991	07:22	07:36	14	33
19	1	07:12	10	33.73	-117.991	07:22	07:34	12	33
20	1	07:16	10	33.735	-117.999	07:26	07:36	10	33
21	1	07:16	10	33.735	-117.999	07:26	07:40	14	33
22	- 1	07:16							

### Service-Performance Tradeoffs

The graphs below show data from the above tables side-by-side to compare tradeoffs in service (wait times) and performance (vehicle miles traveled). Steep parts of the curves show where adding more vehicles can have a strong effect on the outcome.



### Appendix

### Trip Origins and Destinations

The map below shows trip origins (in black), the transit hubs (large blue markers) and other common destinations (large orange markers) for the simulation with 300 ride requests. Simulations with 100 and 200 rides were subsets of this data.



### Example schedule results

Below are example results from the simulation with 300 ride requests per day and 3 vehicles.

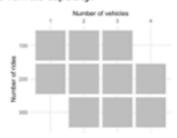
### Service Design

Each simulation requires service parameters including number of vehicles, vehicle capacity, vehicle origin, time of service, and service type.

- Number of Vehicles: Simulations were run with combinations of 1, 2, 3, and 4 vehicles. We added the 4 vehicle scenarios for high ridership after examining the initial results.
- Vehicle Capacity: All vehicles were assumed to have a maximum of 9passenger capacity.
- Vehicle Origin: At the beginning of the service period, all vehicles were assumed to be coming from 7301 Center Avenue, Huntington Beach, CA 92647.
- Time of Service: Ride requests were accepted for pickup times from
- Service Type: Ride requests were simulated as on-demand, meaning that the ride would be scheduled for pickup as soon as possible after being requested.

### Ride and Vehicle Combinations

We omitted the results with 300 rides and 1 vehicle because this combination had low quality results (only 52% of the rides were served and average wait times were over 1 hour) due to a backlog of requests and insufficient vehicle capacity.



### Results

ributions

for that simulation a

able below shows: ed (% Ride Sharing).

vehicles when occu

les (% Time w/ 7+ R

% Time

7+ R

Average

Load

1.7

1.1

1.1

4.5 1.6

1.2 1.1

3.1

1.5

1.2

All

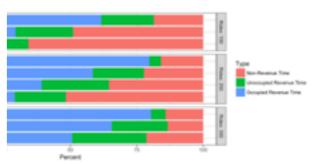
The results for the daily service period in each case are below.

Operating Efficiency



tion is the number of rides served per vehicle hour.

a different number of rides, for comparisons across the



Time is idle time where vehicles are not in use. venue Time is time when vehicles are en-route to pick

nue Time is time with riders (loading and driving).

1	Served (%)	Wait Time (min)	Wait Time (min)*	Ride Duration (min)	Ride Duration (min)*	Total Trip Time*
	100	24.9	66.3	10	28.1	35
	100	7	14.1	6.5	12.2	13.4
	100	4.6	8.1	5.6	10	10.2
	90	67.8	232.4	22.4	66.2	90.1
	100	117	**	000 050 0100		23.8
				888.959.3120	PARE STAR B	ULDER

SOLUTIONS -

RESOURCES.

AB10.7

23.8

16



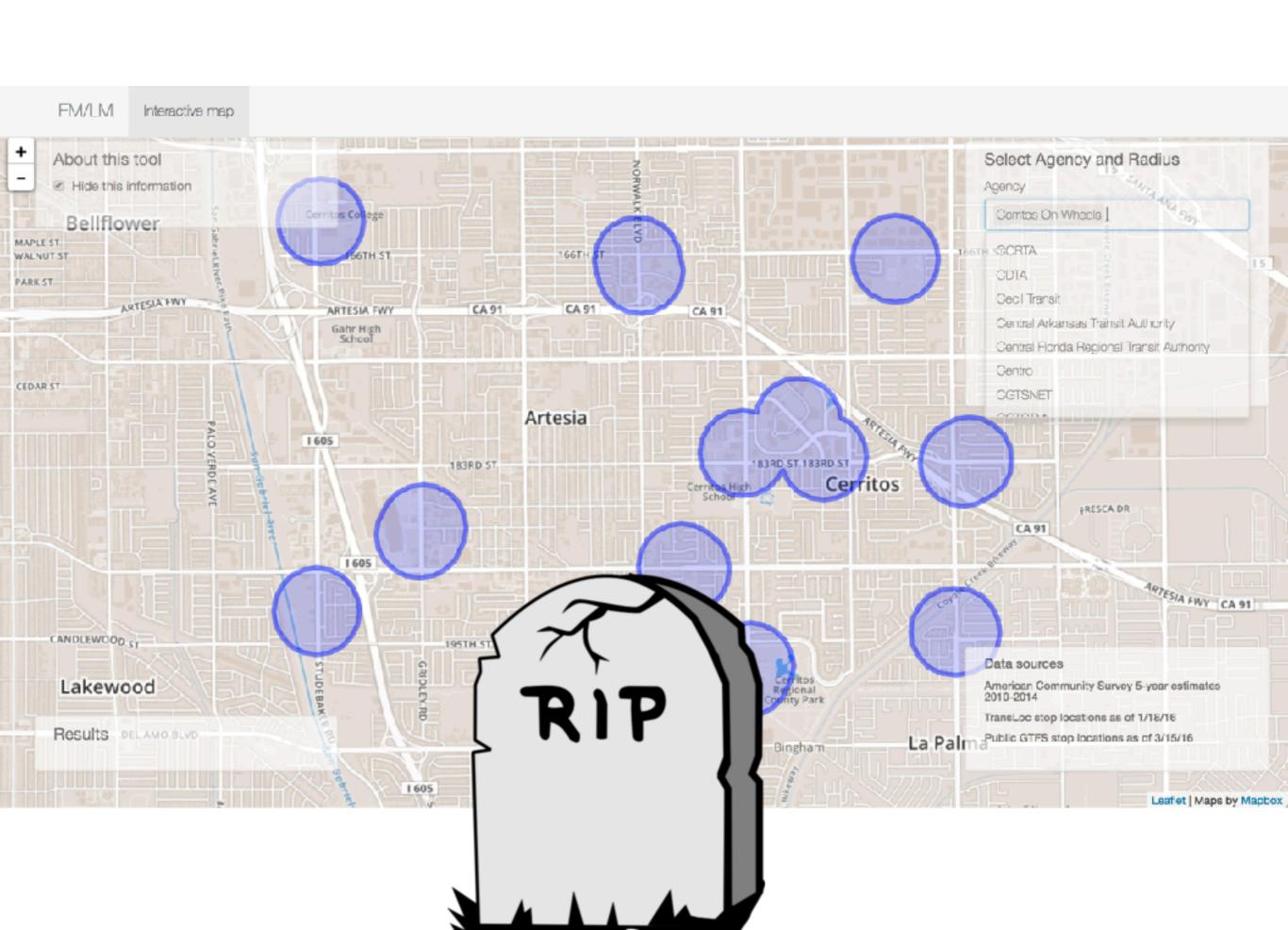
Discover the most successful demand-response transit solutions for your municipality. Custom simulations are the quickest, risk-free way to deliver the ultimate rider experience.

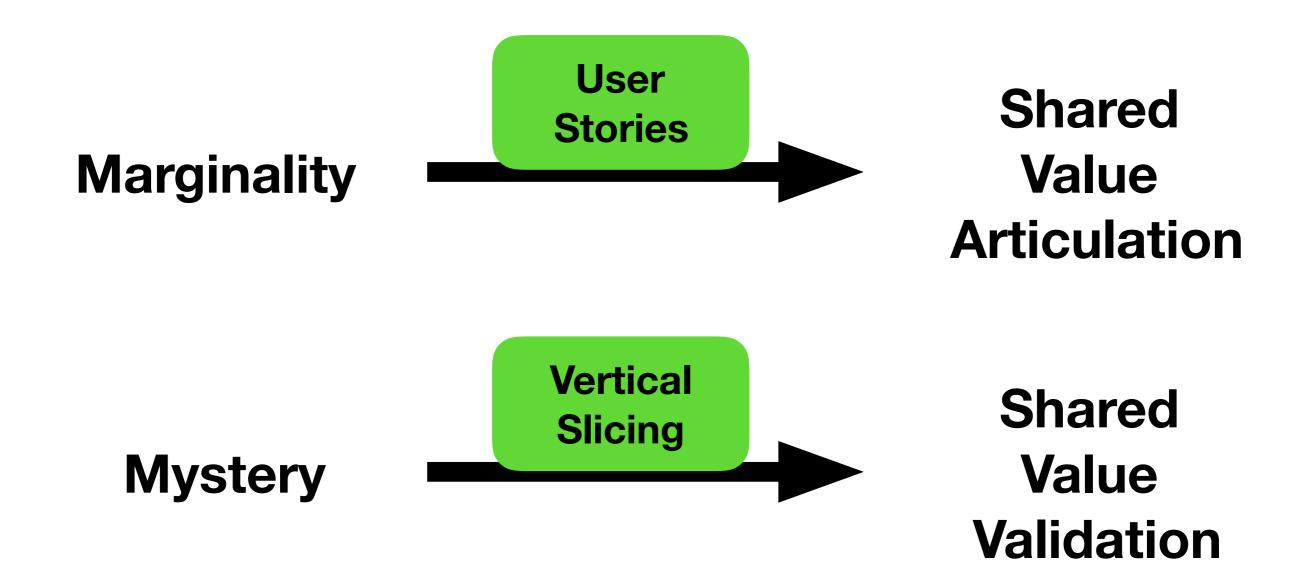
MICROTRANSIT ...

GET STARTED NOW









### #3: Stakeholder Review

Collective resolution of competing priorities



- 1) What we did (and why)
- 2) What we propose to do next (and why)
- 3) Let's chat

