

Minimal Transportation Simulation





# Minimal Transportation Simulation

ALEXIS PIBRAC

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ALEXIS PIBRAC

#### Plan

- 1. Presentation of the study
- 2. The simulation tool
- 3. Some results
- 4. What's next

#### Plan

#### 1. Presentation of the study

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#### The dynamic transportation systems

#### STATIC

- Personal cars
- Metro/subways/bus/train
- Walk/bike

#### **DYNAMIC**

- Taxi
- Uber style
- Ridesharing
- Carsharing
- Driverless car float?





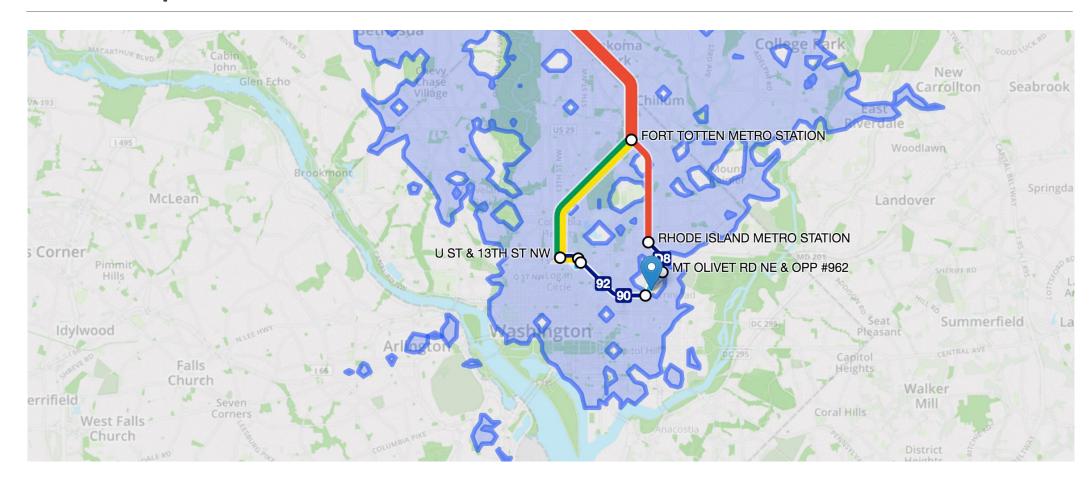








#### Transportation simulations



#### Transportation simulations

- Number of users
- Efficiency
- Price
- Side effects
- Vehicule kilometers travelled saving
- ...

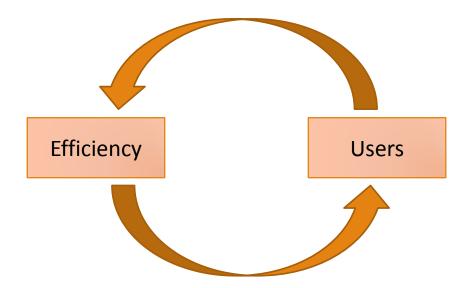
#### Dynamic transportation systems

The efficiency depends on the number of users.



#### Dynamic transportation systems

The installation and efficiency are dynamic.



#### Transportation simulations

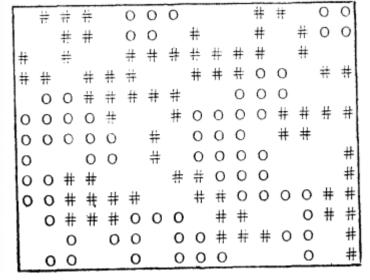
...already exist

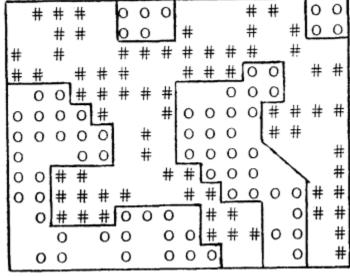


But designed for STATIC modes, can't accept DYNAMIC ones.

#### The Schelling approach

« Dynamic models of segregation », 1971





#### The Schelling approach

#### **SEGREGATION IS**

Analysed at a macroscopic level

Dependant on the network

Dependant on individual behaviors

#### The Schelling approach

**SEGREGATION IS** 

Analysed at a macroscopic level

Dependant on the network

Dependant on individual behaviors

DYNAMIC TRANSPORTATION SYSTEM

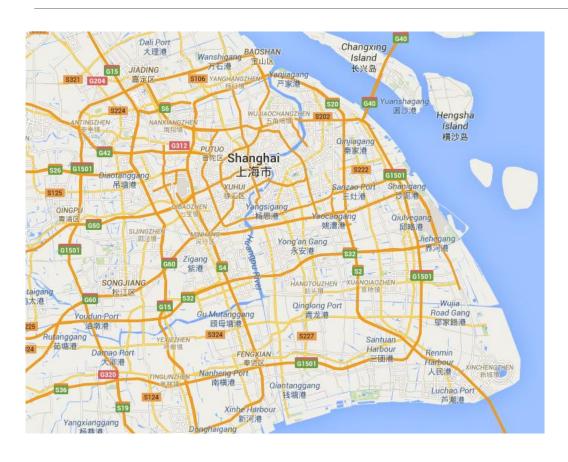
**EFFICIENCY IS** 

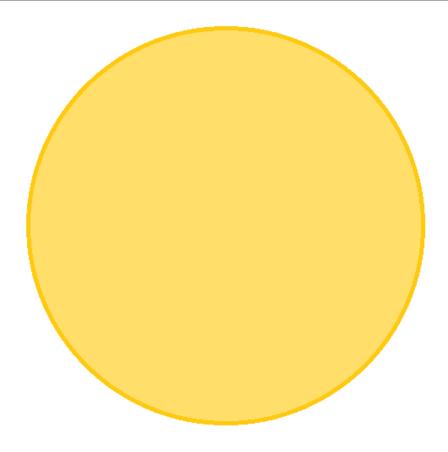
Analysed at a macroscopic level

Dependant on the network

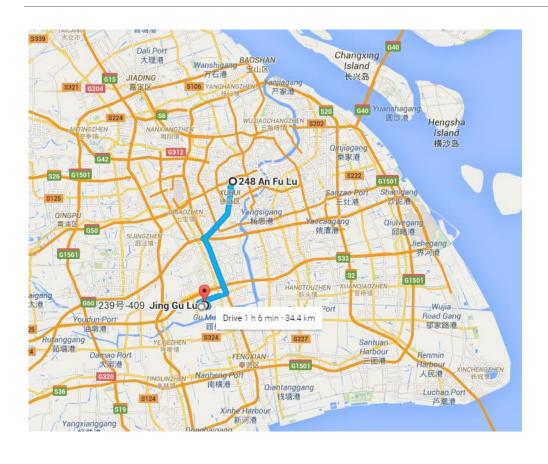
Dependant on individual behaviors

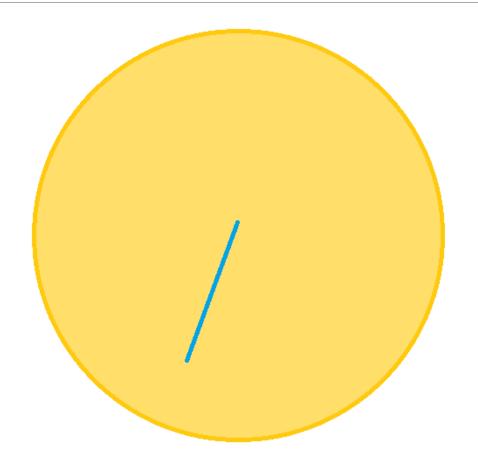
#### Our approach



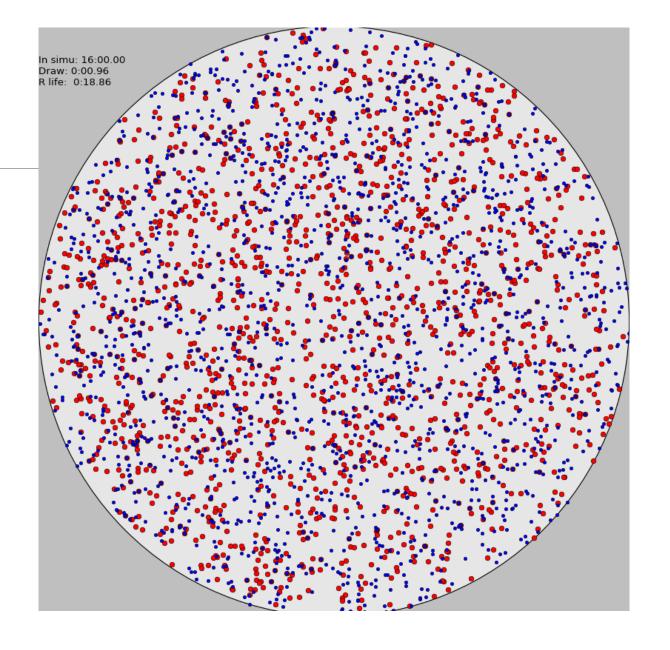


#### Our approach

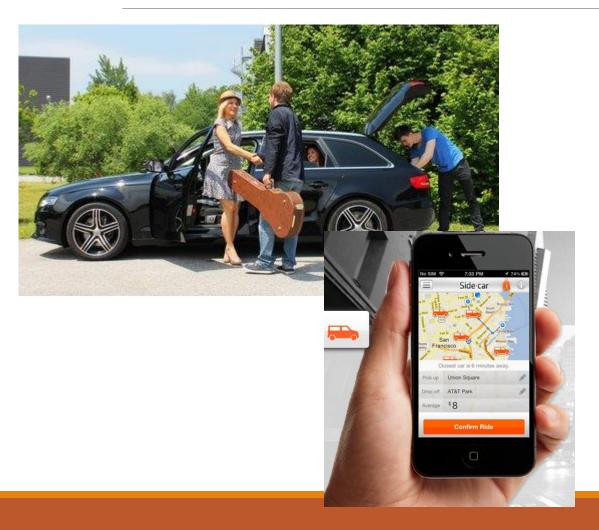


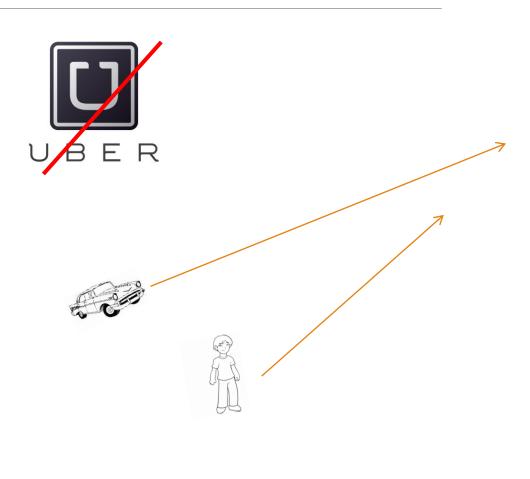


#### Our simulation

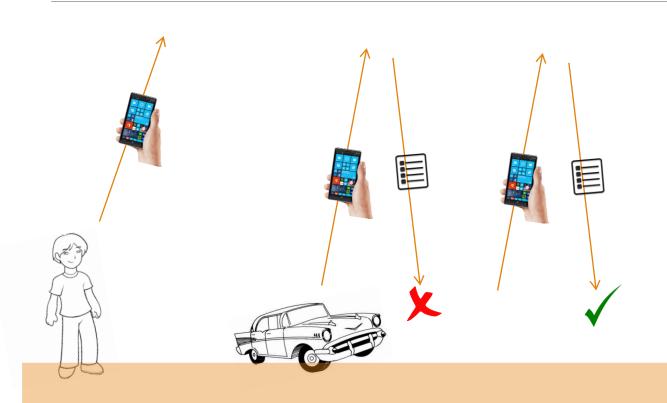


## Chosen transportation system: Dynamic Ride-Sharing





## Chosen transportation system: « Shanghai platform »





#### Plan

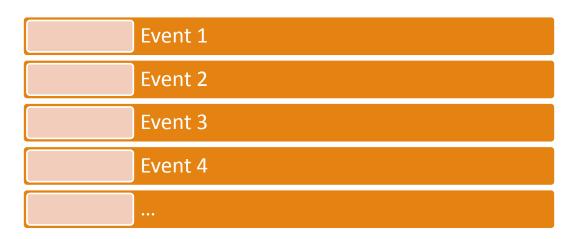
1. Presentation of the study

#### 2. The simulation tool

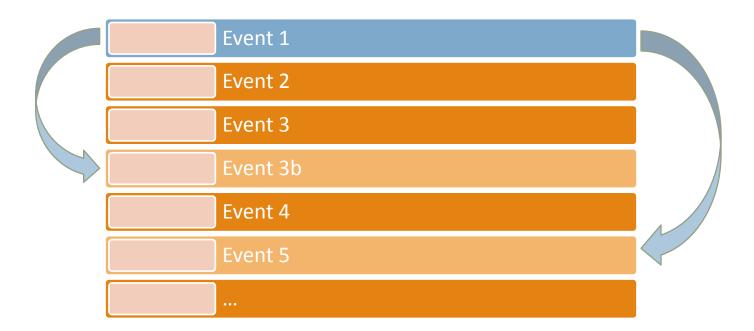
- 3. Some results
- 4. What's next

- In Python
- Agent based
- Discrete event simulation

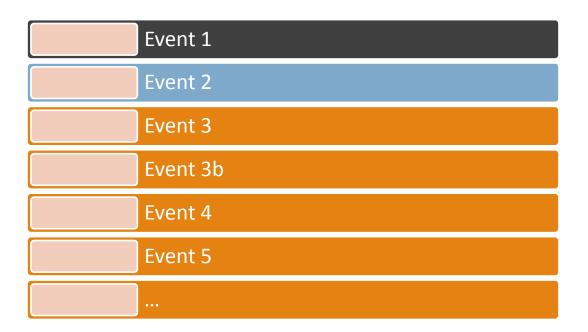
- In Python
- Agent based
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- In Python
- Agent based
- Discrete event simulation



- In Python
- Agent based
- Discrete event simulation



- In Python
- Agent based
- Discrete event simulation



Core

- System's functions
- Graphs and display tools

Matching Platform

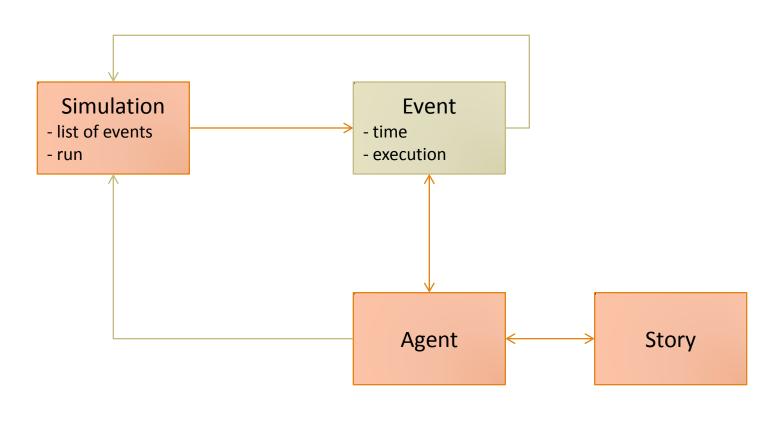
- One kind of dynamic system + description of agents
- Particular functions to prepare the simulation

Execution of Simulations

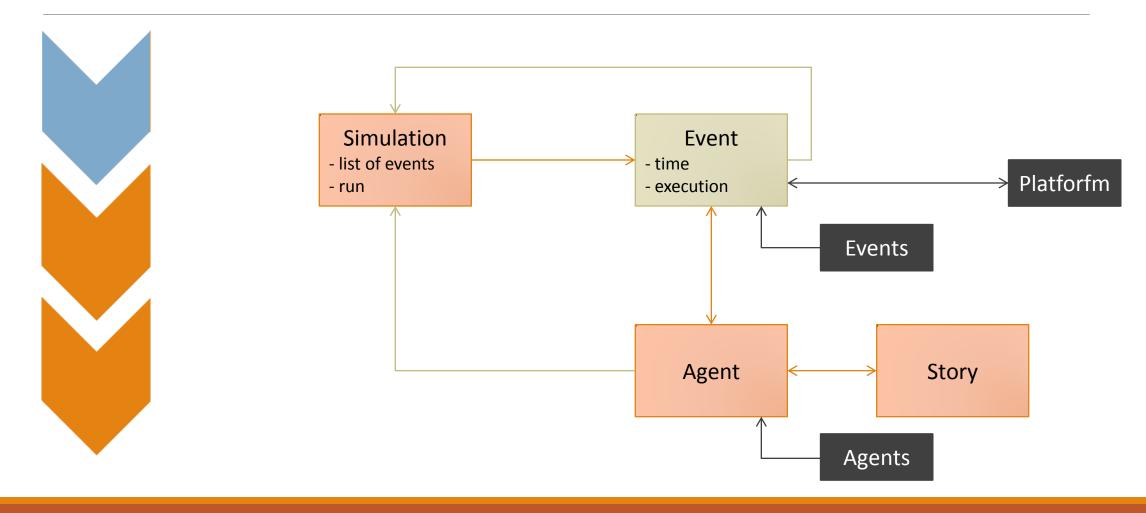
- Config.py (parameters)
- Execution

#### The tool: Core

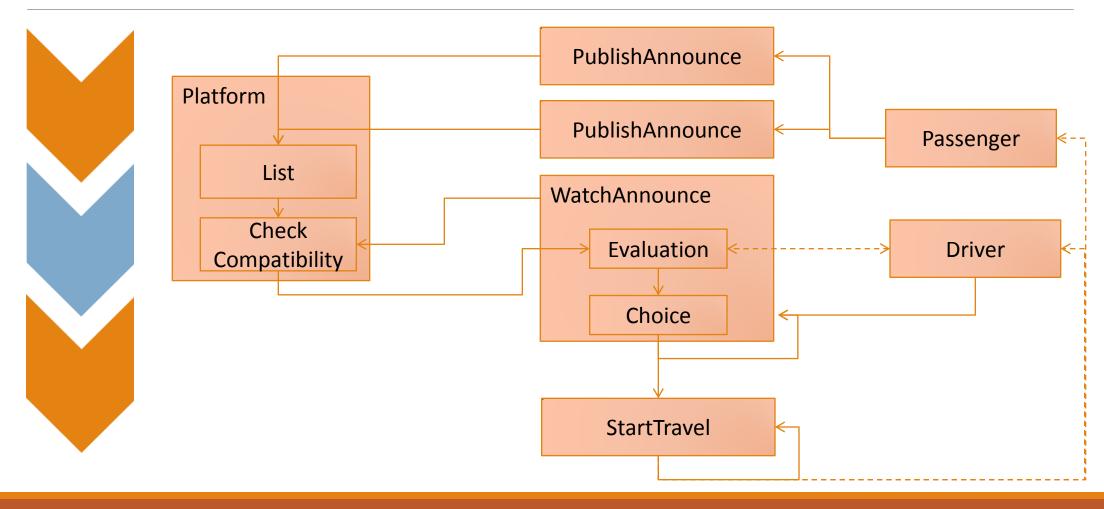




#### The tool: Core



#### The tool: matching platform



#### The tool: Parameters



#### Config.py

```
12 #DIMENSION OF THE NETWORK
13 speed = 25 / 3.6 # 25 km/h
14 radius = 25 * 1000 # 25km
15 end = 3 * 3600 # 3h
17 #GENERAL VALUES
18 N driver=2000# [100000]# [2000,4000,5000]#,6000,7000,8000,9000,10000,20000,30000,50000]
19 N passenger=2000#[100000]# [2000,4000,5000]#,6000,7000,8000,9000,10000,20000,30000,50000]
20
21 #DRIVERS CARACTERISTICS
22 first watching before first departure = 5 * 60
23 window_size_of_departure = 15 * 60
24 time_elasticity = 5 * 60
25 fuel_cost = 0.6/1000#0.5RMB per kilometer
26 watching repetition average = 60 # -> random
27 watching repetition variance = 10
28 time_perception_average = 5/60 # = 24 * 50/100 / 3600 #50% of average income, in second -> random
29 time perception variance = 3/60 #10% percent
31 #PASSENGERS CARACTERISTICS
32 publishing_advance = 20 * 60
33
34 #PLATFORM CARACTERISTICS
35 def benefits(origin,destination,network):
       """Shanghai pricing"""
      distance=network.travel_distance(origin,destination) / 1000 # in meter
    if distance < 3: #3 first km fixprice
39
          return 11#in RMB
    if distance < 20:#until 20km at 1.5RMB / km
          return 6.5 + distance * 1.5 # 11 + (distance - 3) * 1.5
    return 16.5 + distance # 28.5 + (distance - 20) *1 # 28.5 = 3 + (20 - 3) * 1.5
```

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#### Basic simulations

Time = 3h

Radius = 25km

Perceived speed = 25km/h

20 000 drivers

20 000 passengers

Shanghai's fuel cost and ride price

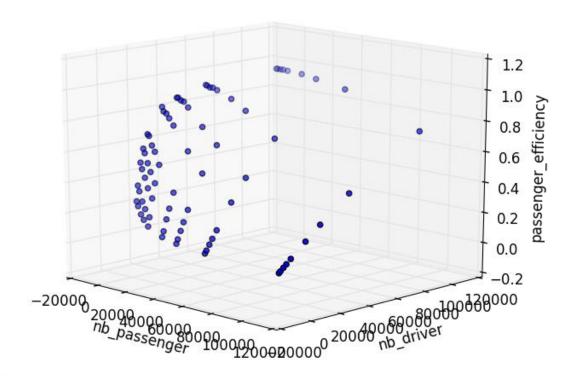
#### Platform reliability and efficiency

Several simulations launched with different parameters

#### Reliability

against

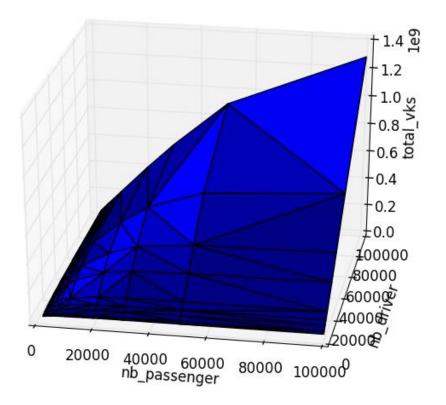
Number of users



## Vehicule kilometers traveled saving

against

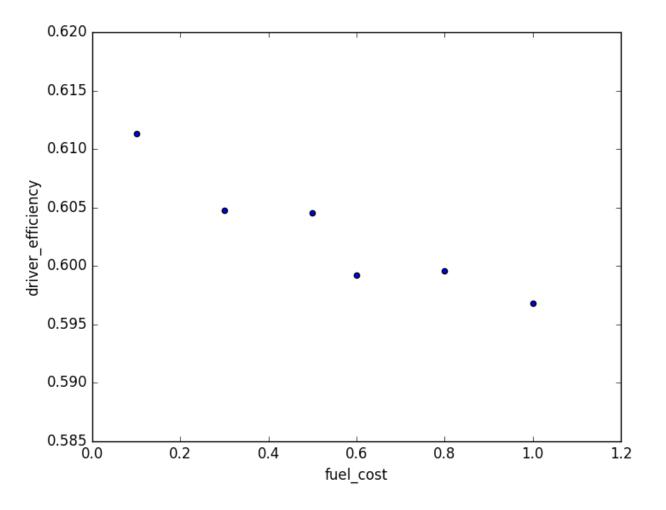
Number of users



#### Reliability

against

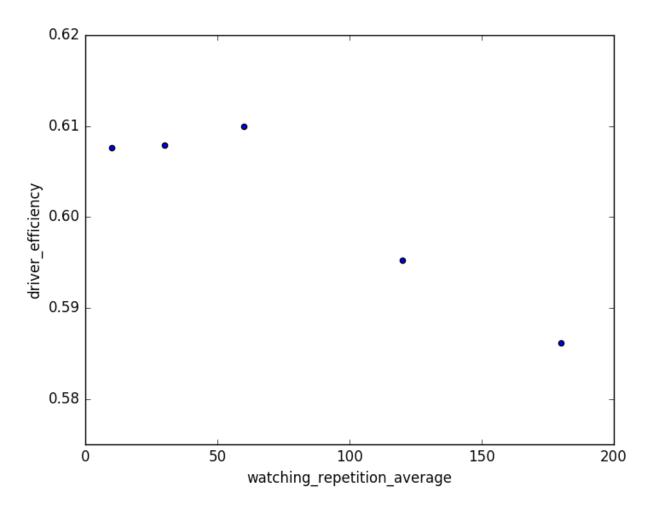
Fuel cost



## Reliability

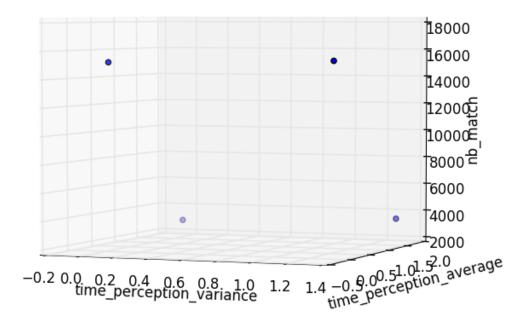
against

Average watching tempo



# Number of matches

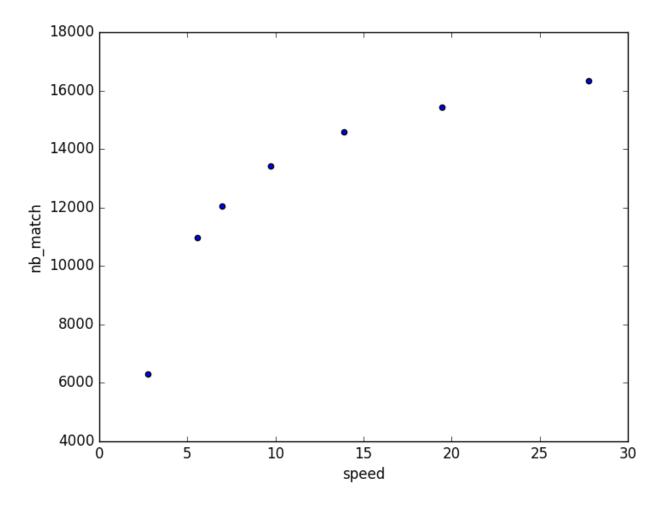
against



# Number of match

against

Average speed



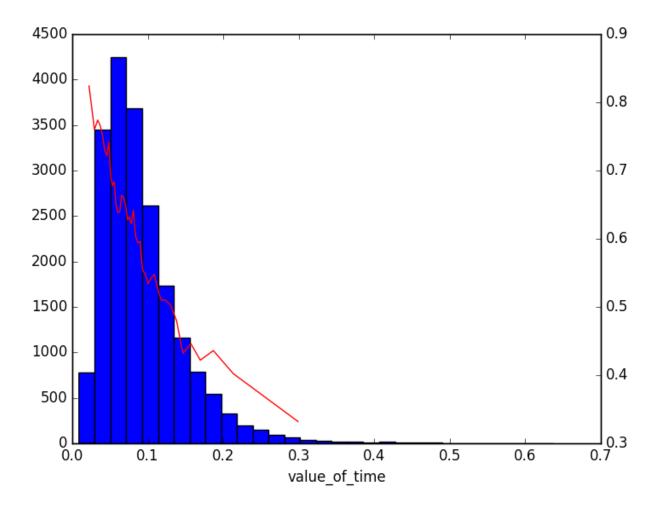
## Customer analysis

One simulation analysed

Different customers are compared

# Reliability for a driver

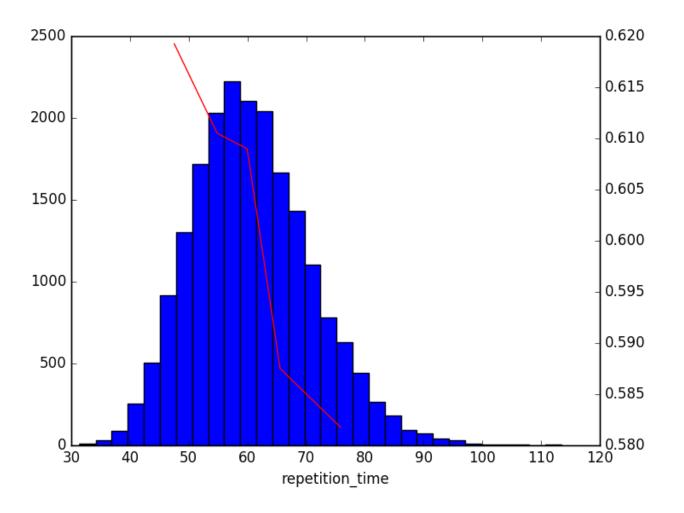
against



# Reliability for a driver

against

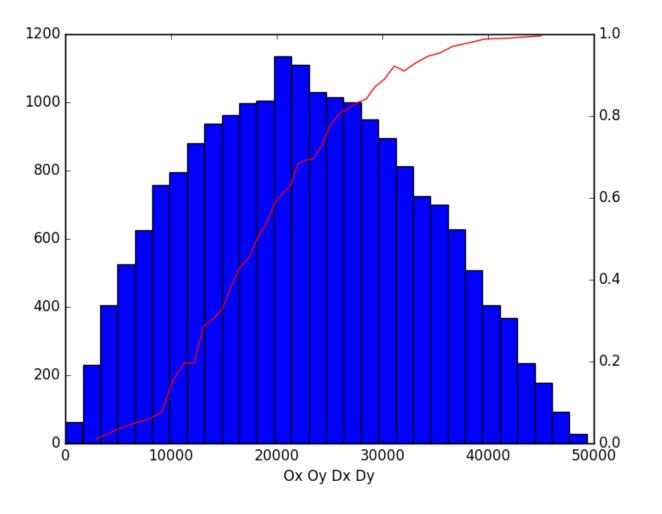
Driver's watching tempo



# Reliability for a driver

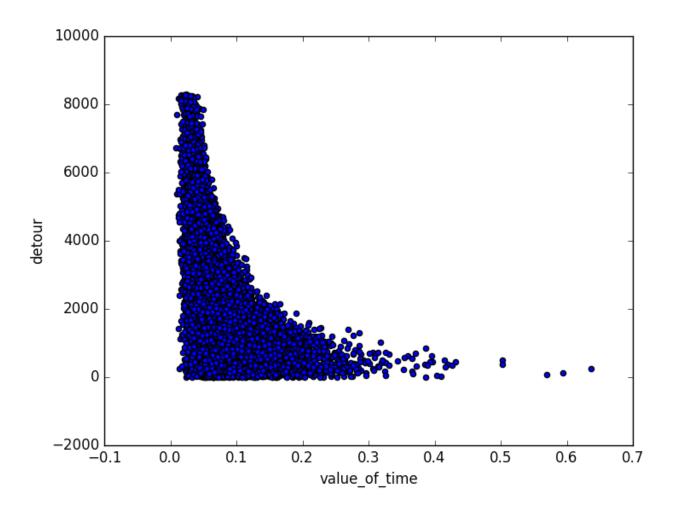
against

Driver's trip length



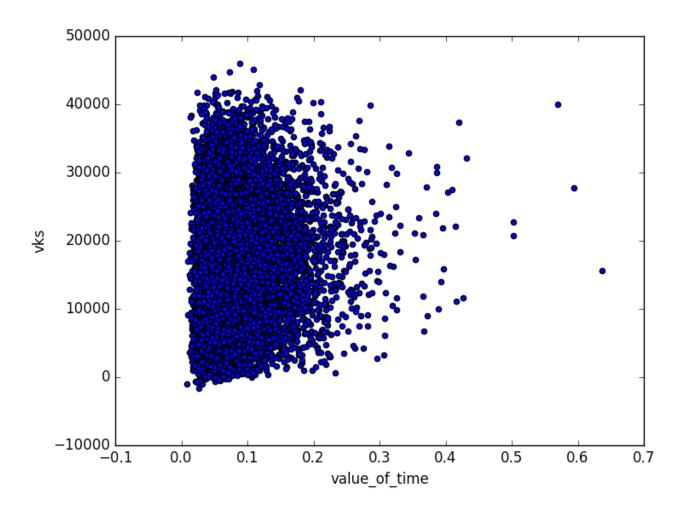
### Detour

against



# Vehicule kilometer traveled saving

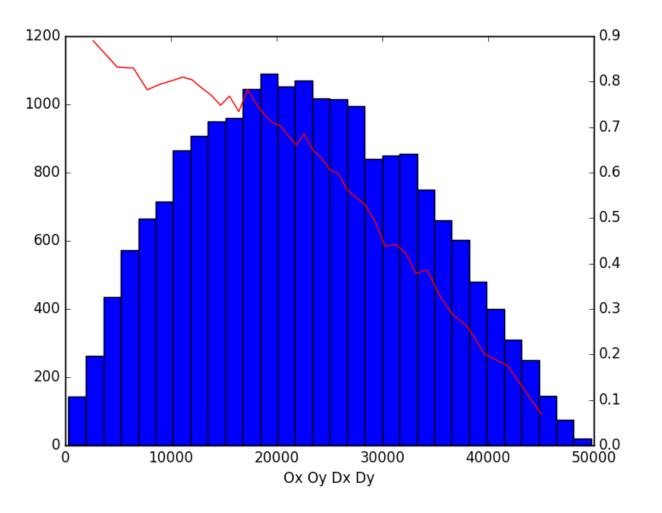
against



# Reliability for a passenger

against

Passenger's trip length

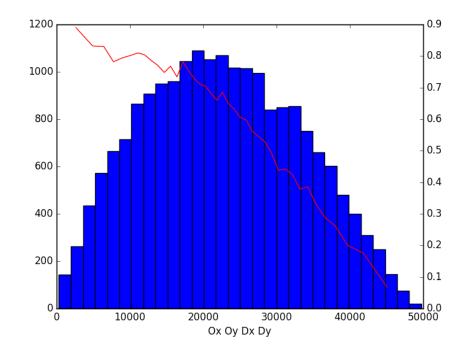


## Reliability against trip length

**DRIVERS** 

#### 1200 1000 0.8 800 0.6 600 0.4 400 0.2 200 50000 10000 20000 30000 40000 Ox Oy Dx Dy

#### **PASSENGERS**

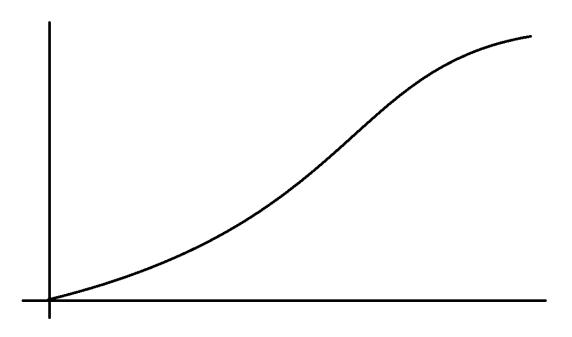


## Interpretation

#### Goal:

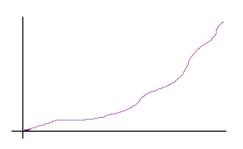
- Efficiency VS number of users
- Efficiency VS incentives

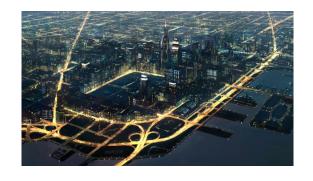
0

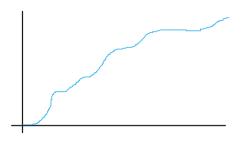


## Interpretation

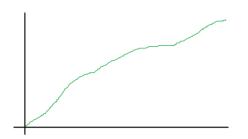
Relation depends on (System + network)



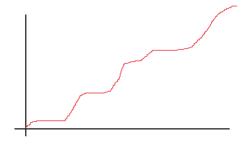








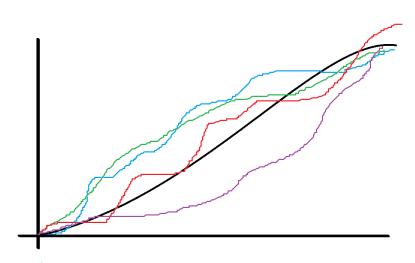






# Interpretation

There is a particular law for the system (using only some average network particularities).





## Plan

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## With the « Shanghai platform »

- More simulations more different scenarios more analysis
- Fit the curves
- Spot and analyse unexpected effects

# New platforms

- Implement and test new platforms
- Improve the realism and utility of the tool



Thank you for your attention





# Thank you for your attention

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