

Preferred citation style for this presentation

Alex ERATH, Michael VAN EGGERMOND, Sergio ORDONEZ, Kay Axhausen (2015) Modelling for Walkability: understanding pedestrians' preferences in Singapore, IATBR 2015, Beaumont Estate, Windsor.

Modelling for Walkability

Understanding pedestrians' preferences in Singapore

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Kay Axhausen

14th International Conference on travel behavior research
23rd July 2015

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实验室

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CENTRE 新加坡-ETH
研究中心

Motivation

Walking is the most basic and prevalent form of transport (in cities).

Long legacy of elaborate planning tools and design guidelines for roads and public transport.

But most cities are just starting to plan for walkability.

Existing research highlights distance as dominant attribute.

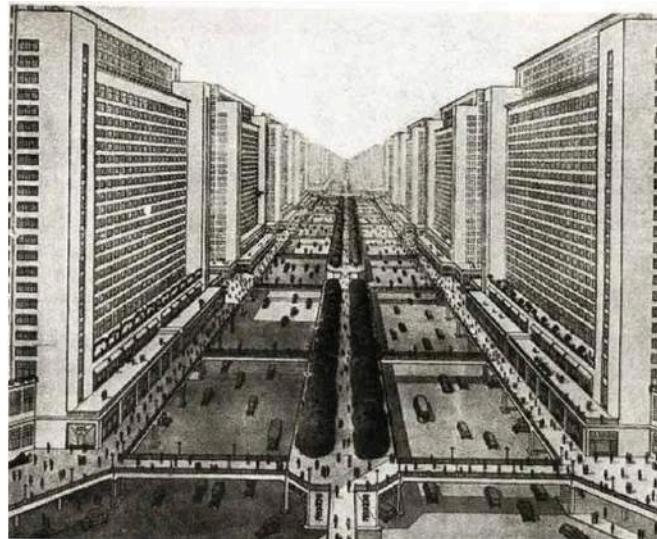
Singapore context

Focus has been on creating an efficient, **modern** transport system.

Very effective (technocratic) civil service.

Walking and cycling are now big topics in Singapore's Masterplan.

What can be measured counts more.



Situations pedestrians face in Singapore



Situations pedestrians face in Singapore



Addressed research questions

Surveying the **physical environment**

- What to measure?
- How to quantify?
- How do we measure it?

Surveying and modelling **behavior**

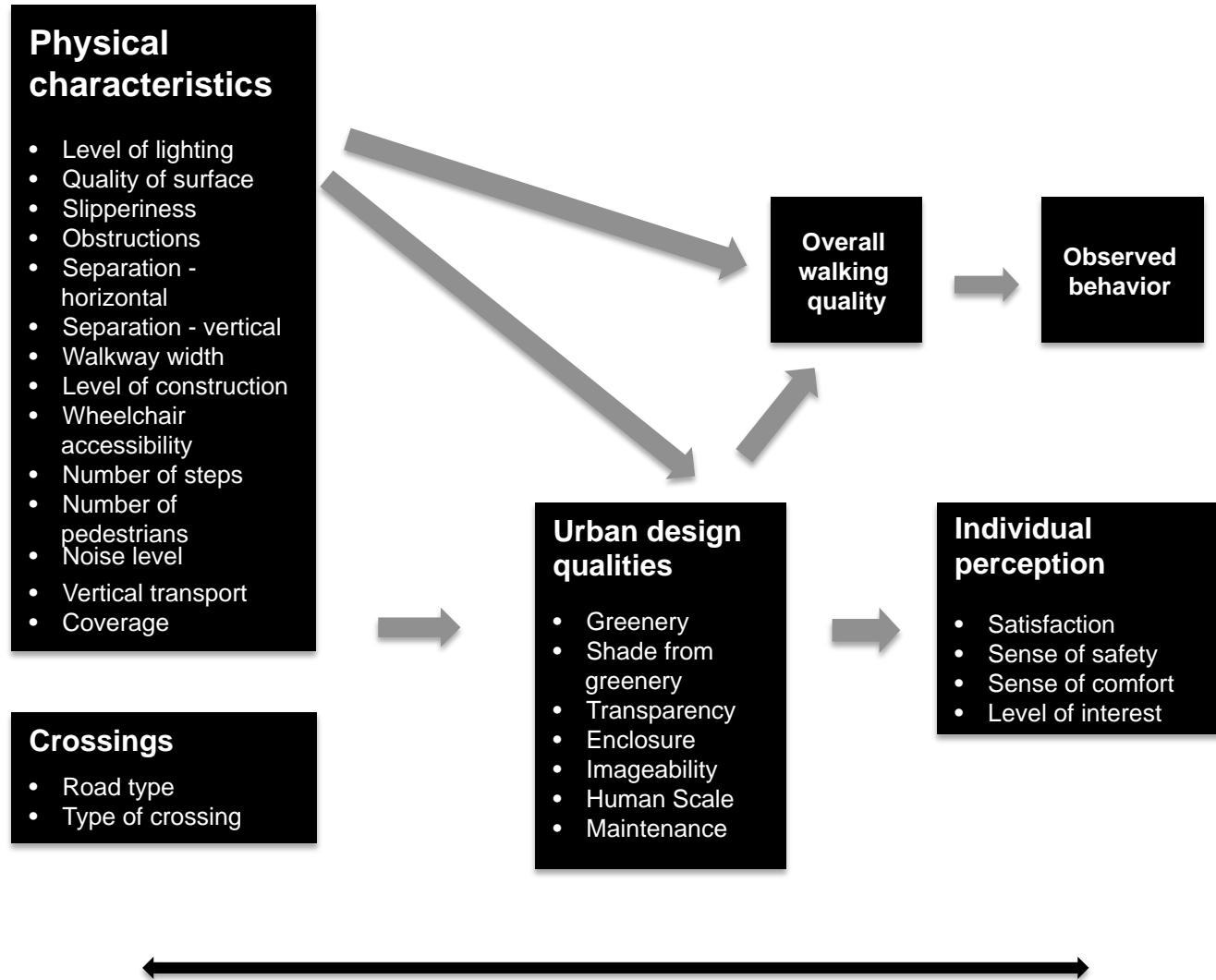
- Based on revealed preference
- Based on stated preference

Developing a software tool for planners

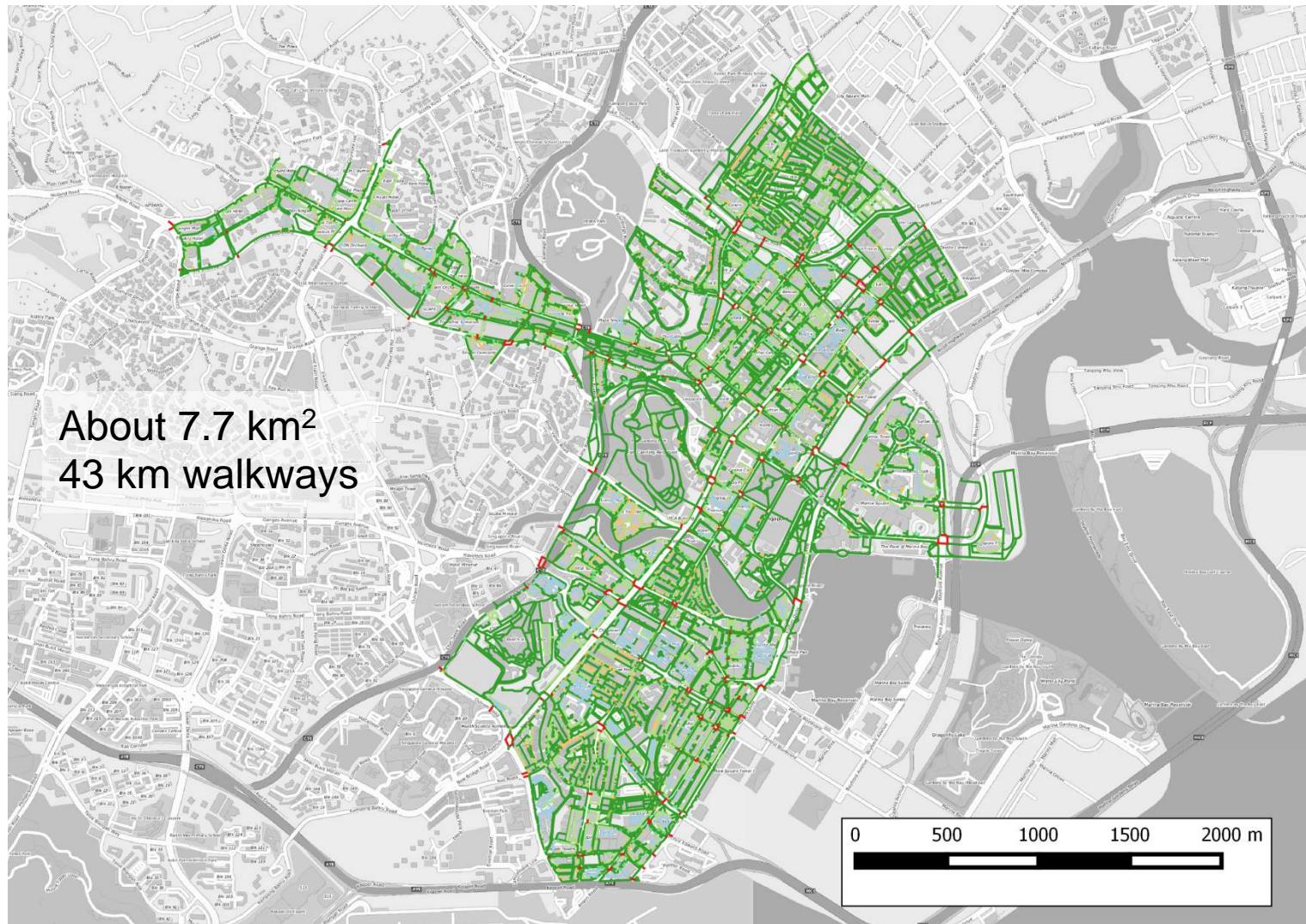
- For planners to assess infrastructure and policy measures
- A new ArcGIS add-in



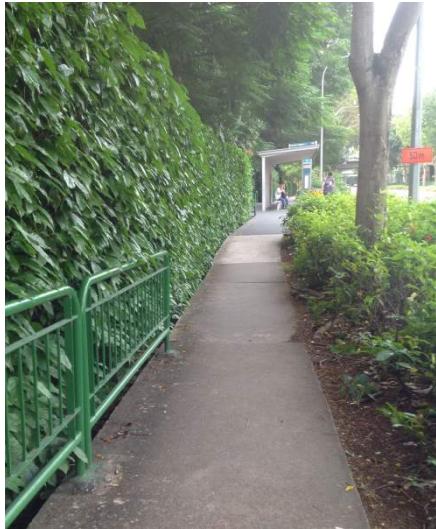
Measurement framework



Extent of the pedestrian network



Beach road



Width open walkway	1-2m
Width covered walkway	n.a.
Separation horizontal	1-3m
Separation vertical	medium high hedge
Noise level	69db
Noise source	Mainly from street
Maintenance	5/5 – no rubbish in sight
Slipperiness	No, no tendency to slipperiness
Greenery	5/5 – lush greenery
Shade from greenery	4/5 - clearly shaded
Obstructions	0 – no obstructions in sight
Construction	0%
Imageability	1 feature
Human scale	1 feature
Enclosure	4/5
Transparency	0/100
Level of lighting	2/5 – small amount
Number of persons	5
Wheelchair	fully accessible
Date	6. July 2014

Sultan Gate



Width open walkway	2 – 3 m
Width covered walkway	1 – 2m
Separation horizontal	1-3m
Separation vertical	grass
Noise level	60db
Noise source	Mainly from street
Maintenance	4/5 – a little rubbish in sight
Slipperiness	No, no tendency to slipperiness
Greenery	3/5 – some greenery
Shade from greenery	1/5 - no shade from greenery
Obstructions	0 – no obstructions in sight
Construction	0%
Imageability	2 features
Human scale	13 features
Enclosure	4/5
Transparency	40/100
Level of lighting	2/5 – small amount
Number of persons	4
Wheelchair	fully accessible
Date	8. July 2014

How people walk in Singapore

... and how they experience it.

Some basic facts

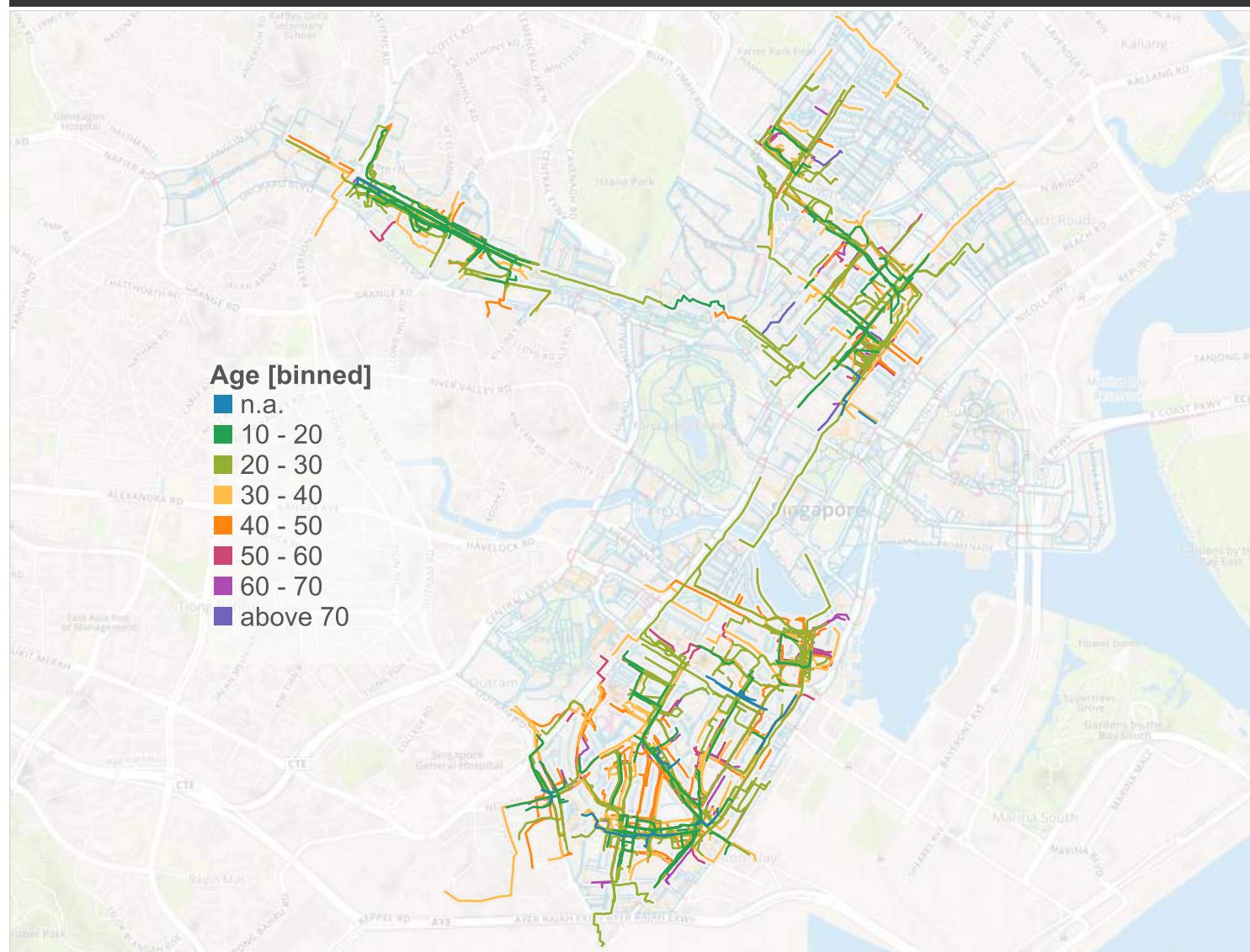
Data collection period	March / April 2015
Number of valid tracks:	1077
Average walking distance:	259 m
Median walking distance:	210 m
Lower quartile:	143 m
Upper quartile:	305 m
Max:	2059 m
Average walking duration	3.96 min
Median walking duration	3.23 min
Average walking speed	4.51 km/h
Median walking speed	3.98 km/h
Comparison of average walking distance in other cities:	
Calgary, city centre (1986):	330m
Portland, city centre / whole city (2014):	790m / 446m
San Jose / Portland, MRT stops (2012)	832m

Seneviratne, P. N. and J. F. Morrall (1985). 'Analysis of Factors Affecting the Choice of Route of Pedestrians', *Transportation Planning and Technology* 10(2): 147–159.
Dill, Jennifer (2015). *Where Do People Prefer to Walk?*, Active Living Research Conference, San Diego.

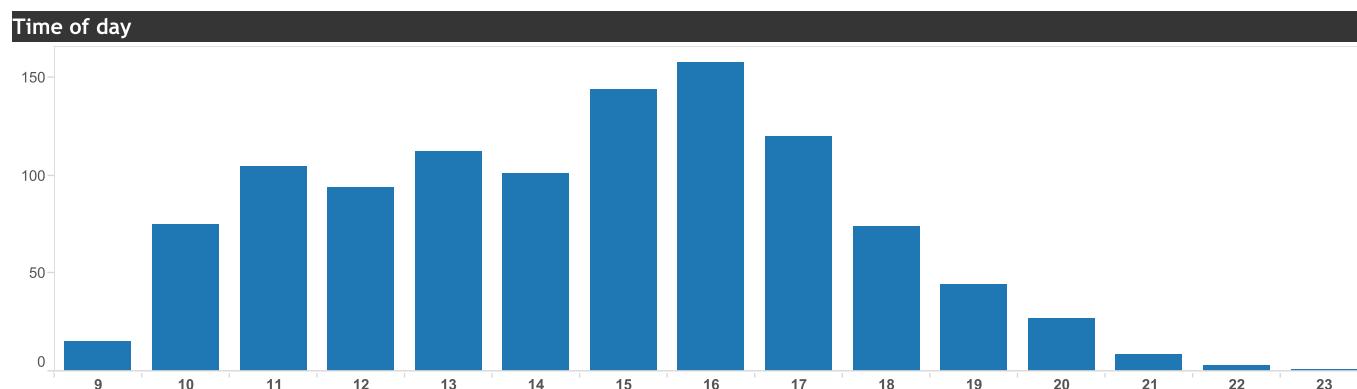
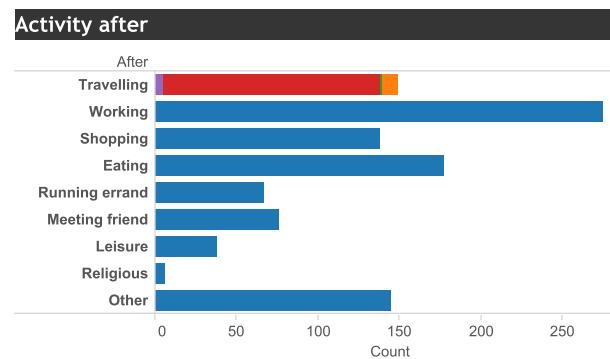
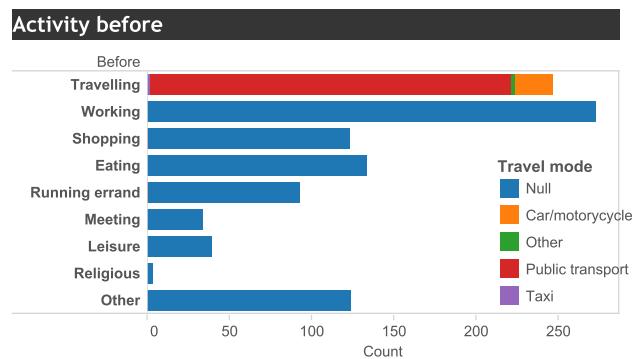
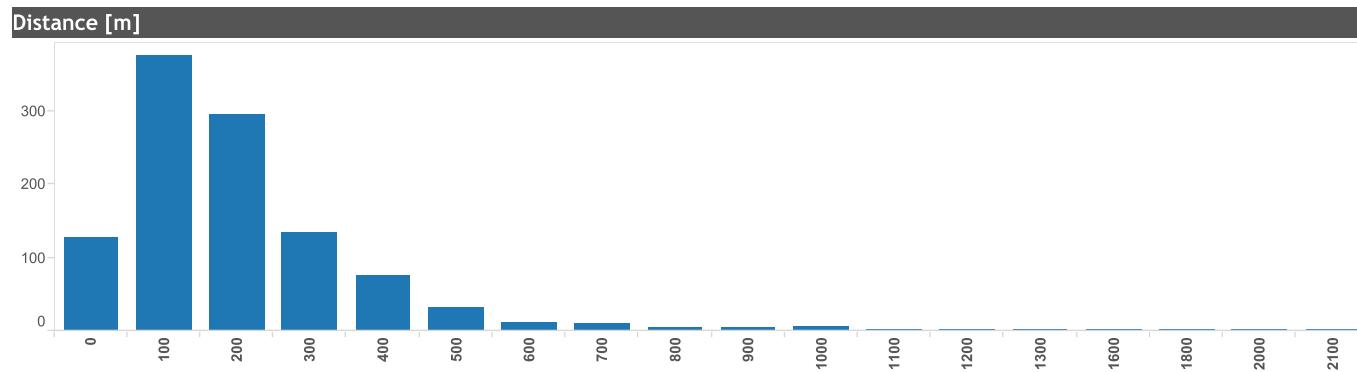
Agrawal, Asha Weinstein, Marc Schlossberg and Katja Irvin (2008). 'How Far, by Which Route and Why? A Spatial Analysis of Pedestrian Preference', *Journal of Urban Design* 13(1): 81–98.

Who walks where?

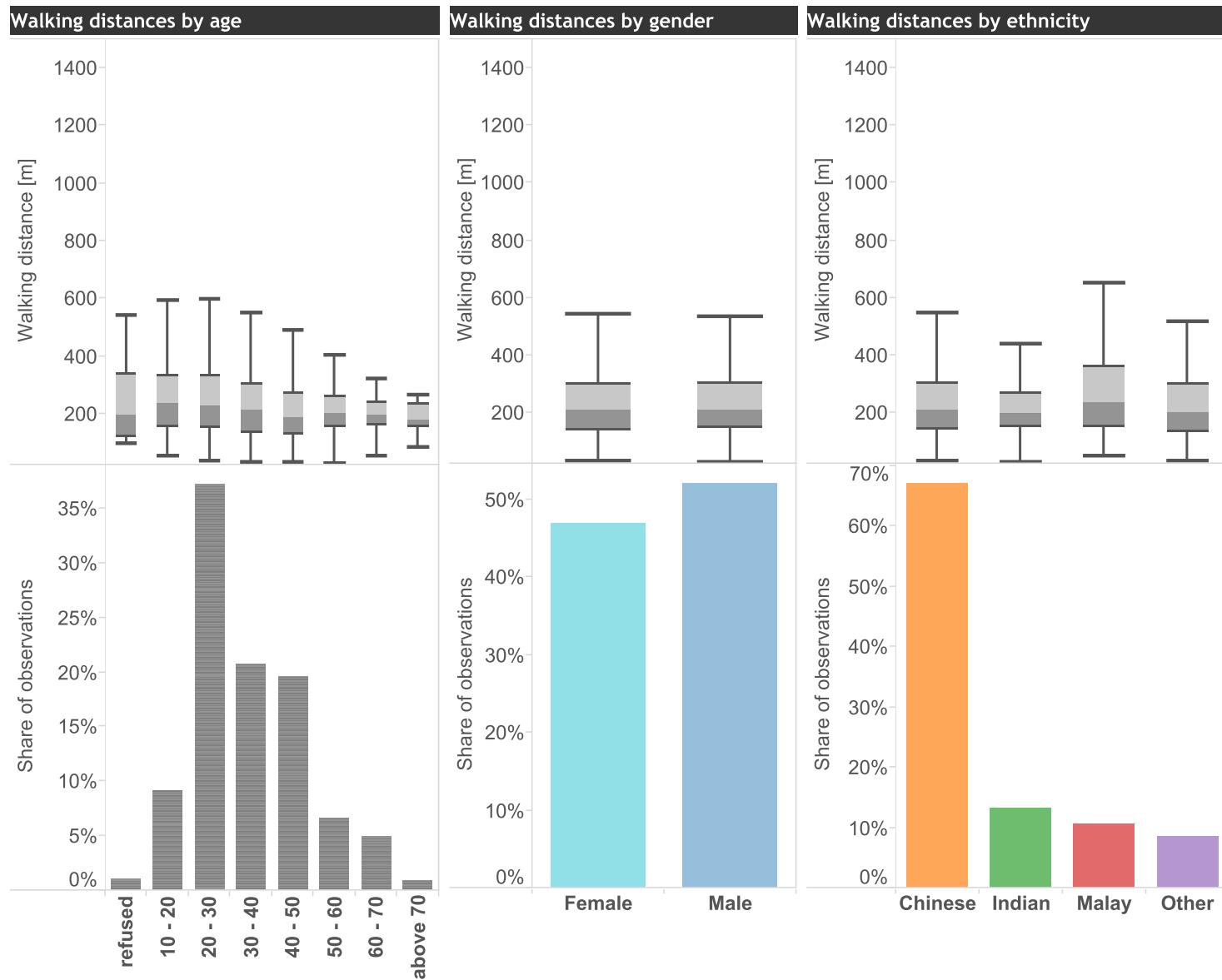
Pedestrian tracks



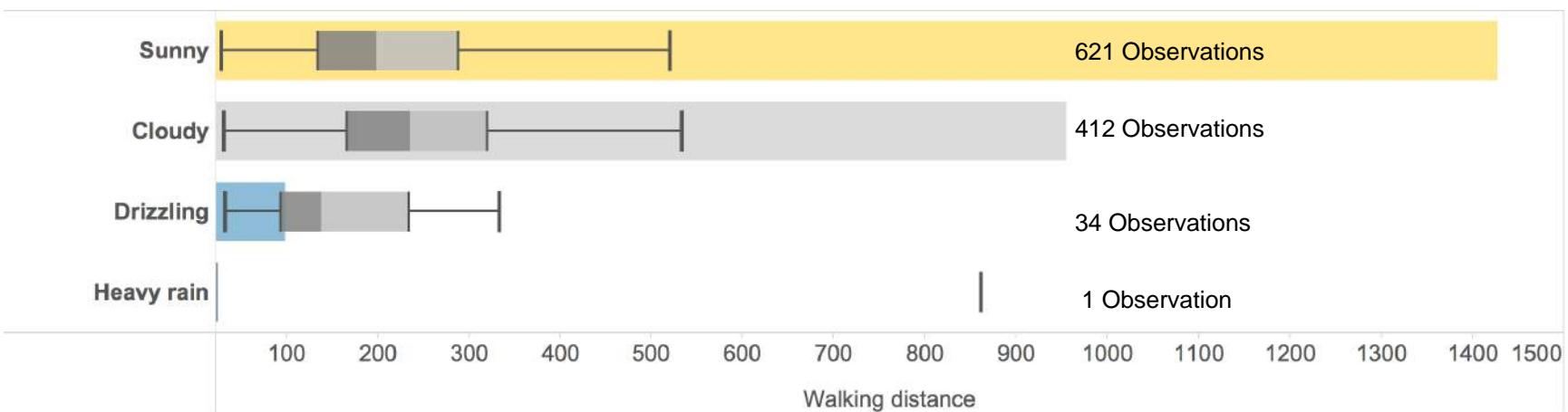
How long, why, when?



Sampling and walking distance by demography



Walking distance by weather

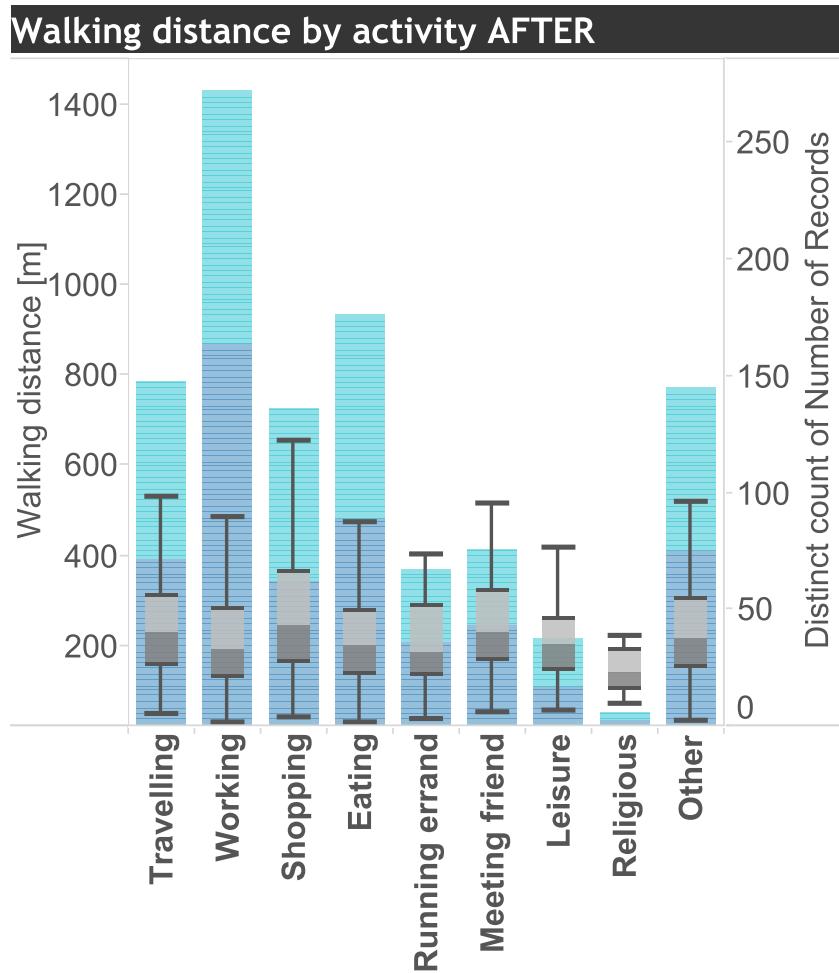
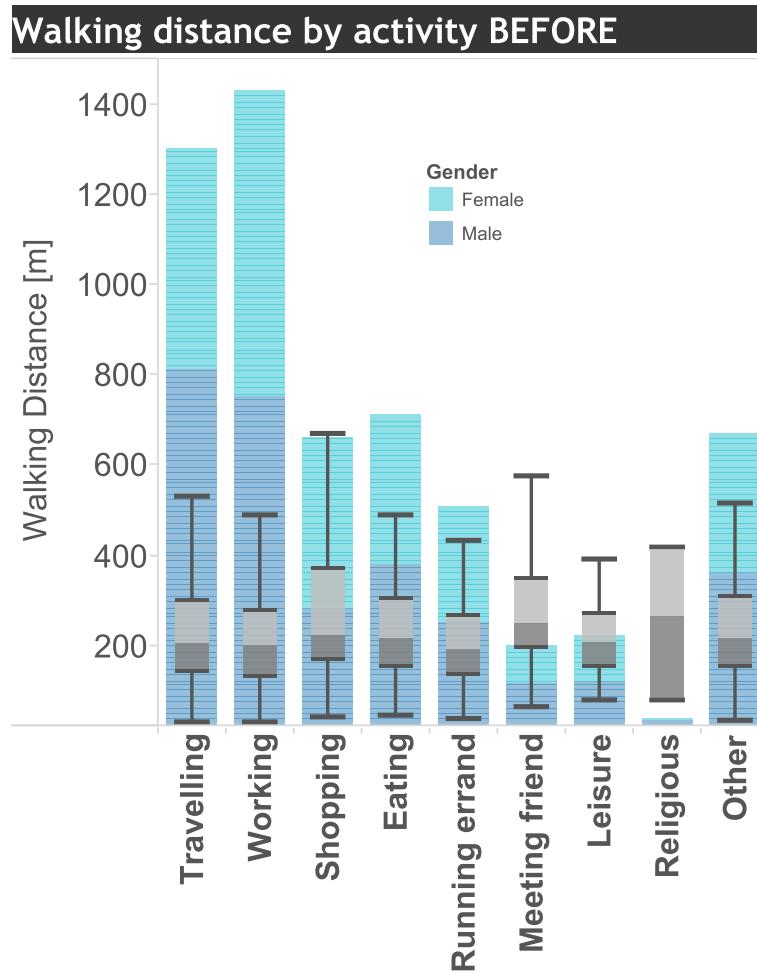


Compared to sunny conditions, people walk:

- Cloudy: +37 meters
- Drizzling: -98 meters

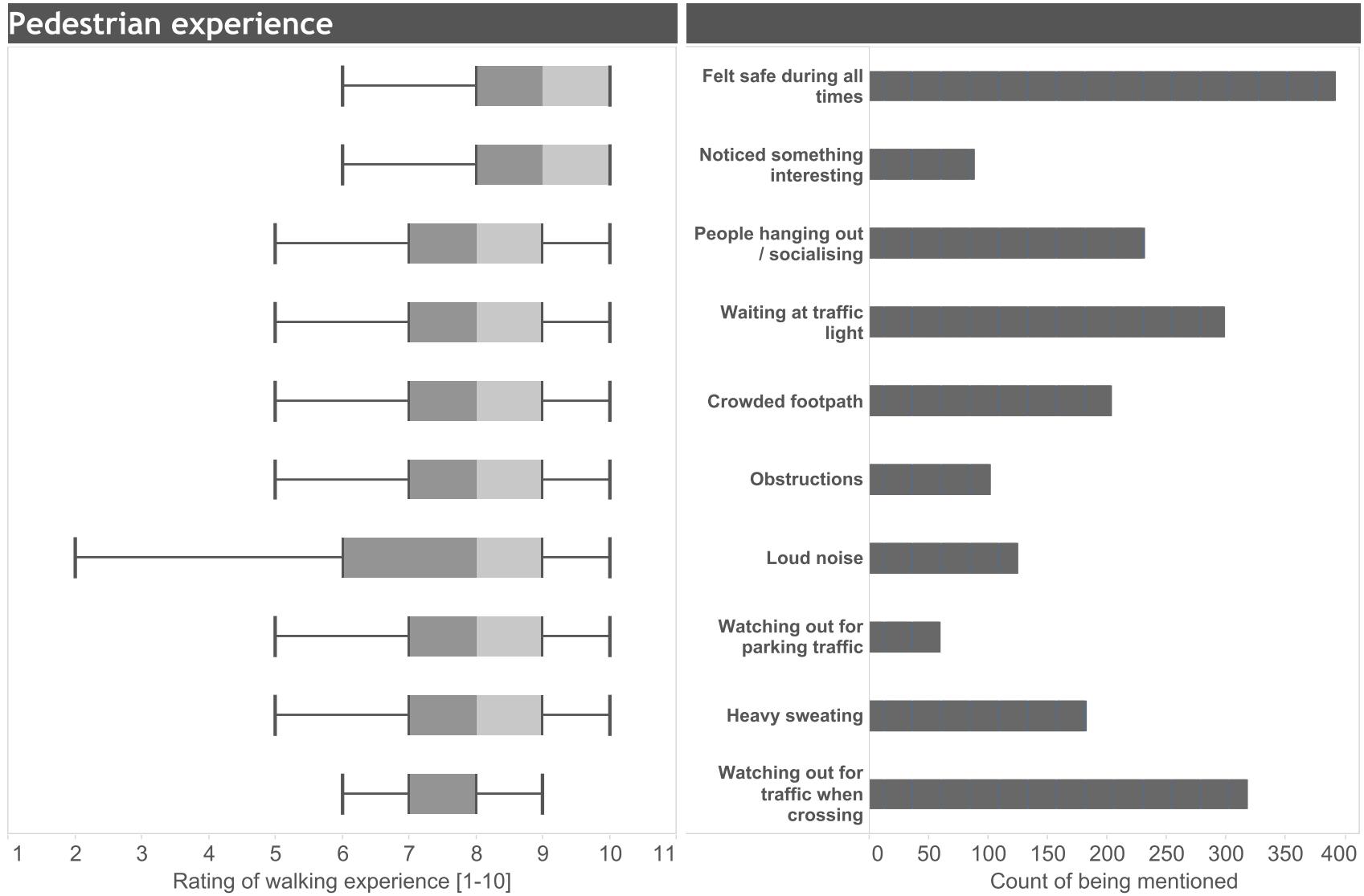
We have too few observation of walks in heavy rain condition to draw a valid conclusion.

Walking distance by activity before and after

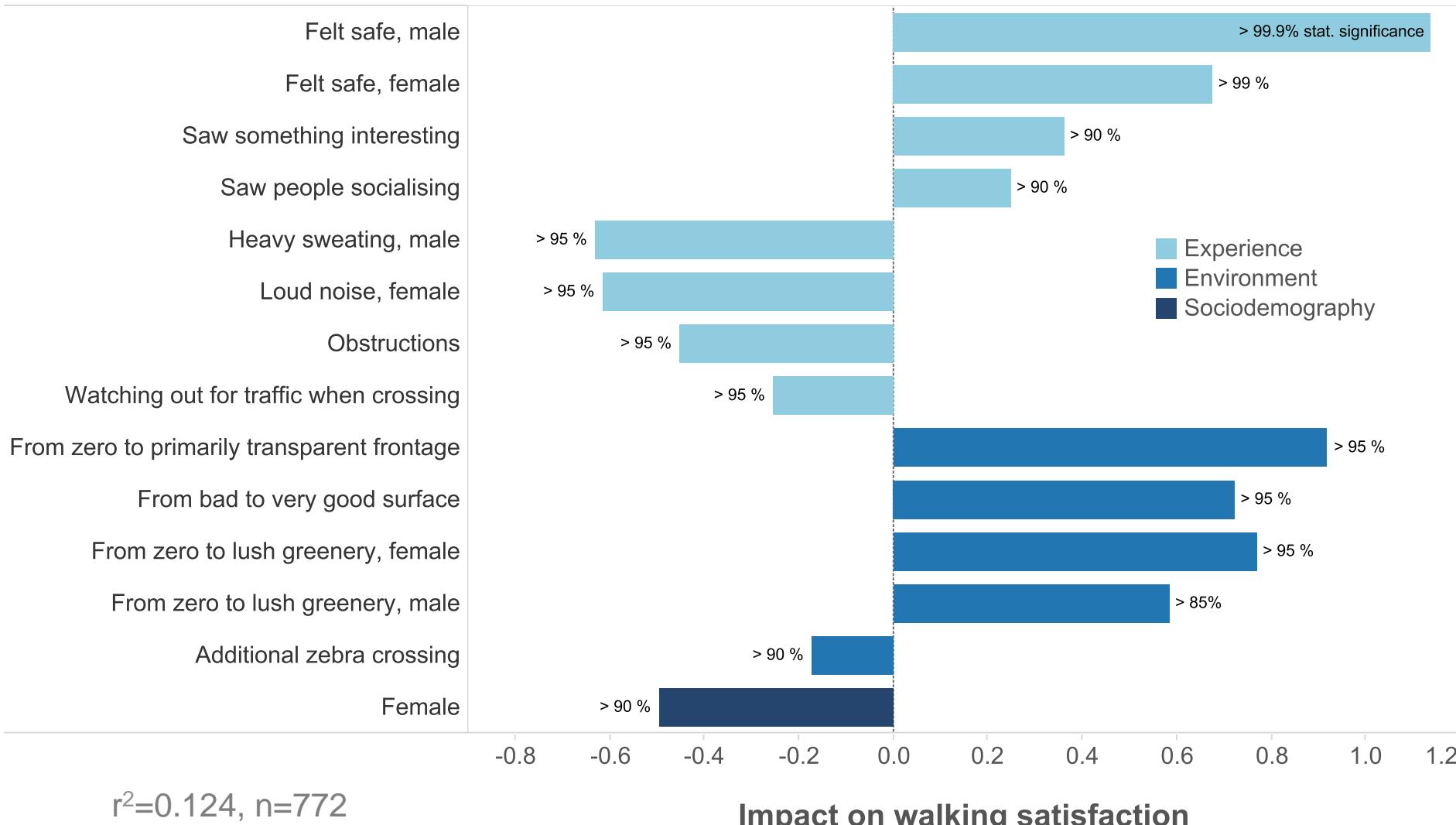


None of the activity types statistically significantly explain walking distance

Pedestrian experience

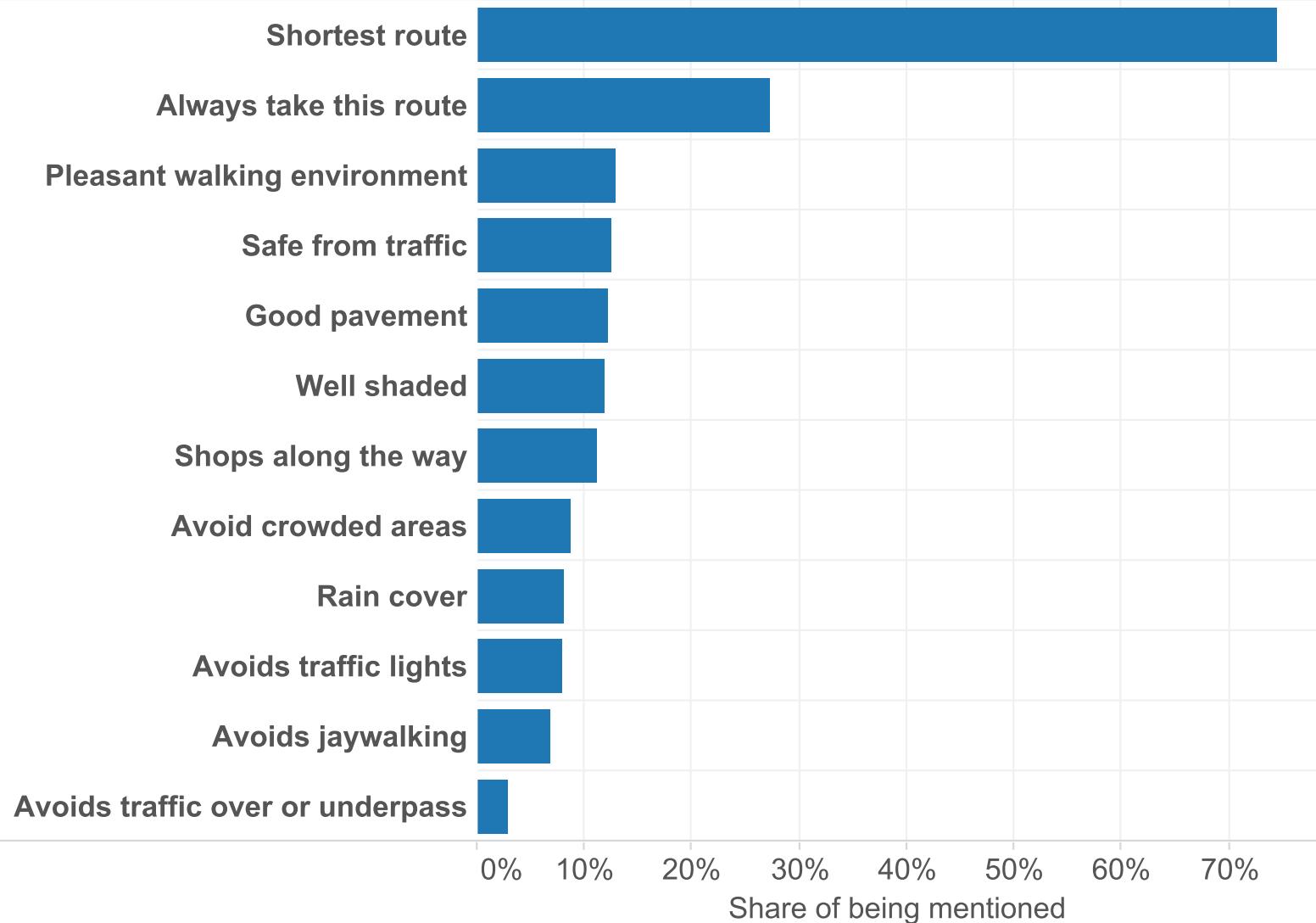


What impacts walking satisfaction?

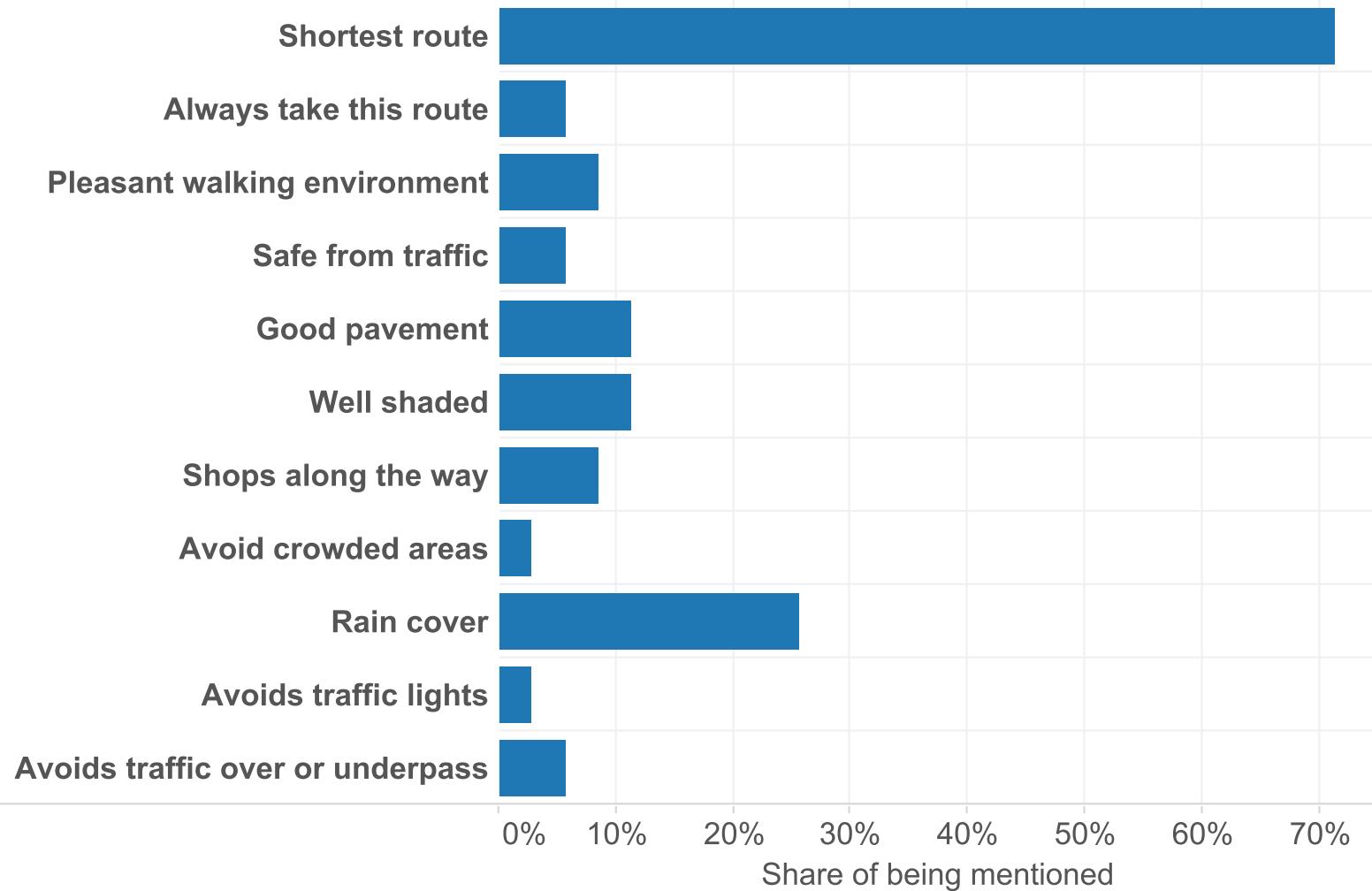


Other variables that have been tested include: walking frequency, ethnicity, age, activity before and after, human scale, imageability, obstruction, , maintenance, width, Enclosure, slipperiness, shade from greenery, availability of cover, horizontal and vertical separation, noise level, constructions site, weather, mode before and after,

Why this route, when it is sunny/cloudy?



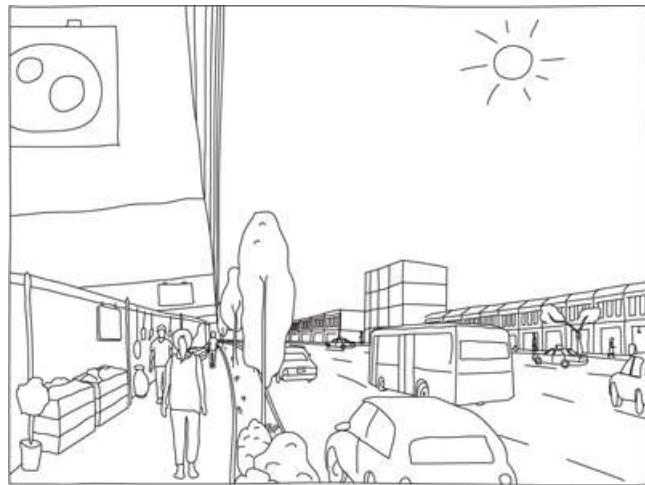
Why this route, when it is rainy?



Stated preference survey

Using illustrations to depict different walking conditions in a choice experiment

An illustration-based stated preference experiment



Some
discussions
at ISTSC



Other typical situations



Through a park



Underground / through block

Experiment design

Walking environment

Road

Traffic

Minor (two way, 2 lanes) /
Major (one way, 4 lanes)

Greenery / horizontal separation

Yes / No

Active frontage

with shops / without

Rain cover

Yes / No

Park

Greenery

Lush / little

Underground

Scenery

With shops / without

Road crossing

Traffic lights

0 / 1 / 2

Overpasses

0 / 1

Inofficial crossing / jaywalk

2 lanes (two way) / 4 lanes (one way)

Underpass (only in subset)

with escalator / stairs

Other factors

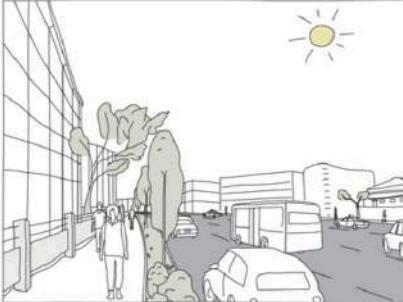
Weather

Sunny / rainy / cloudy

Which route would you prefer?

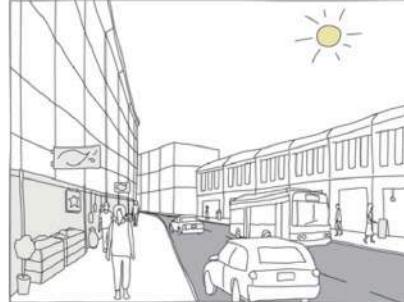
 sunny  1:00 pm

ROUTE 1



major road, no shops, no cover, with trees

ROUTE 2



minor road, with shops, no cover, without trees

6 min walking	2 min waiting
-------------------------	-------------------------

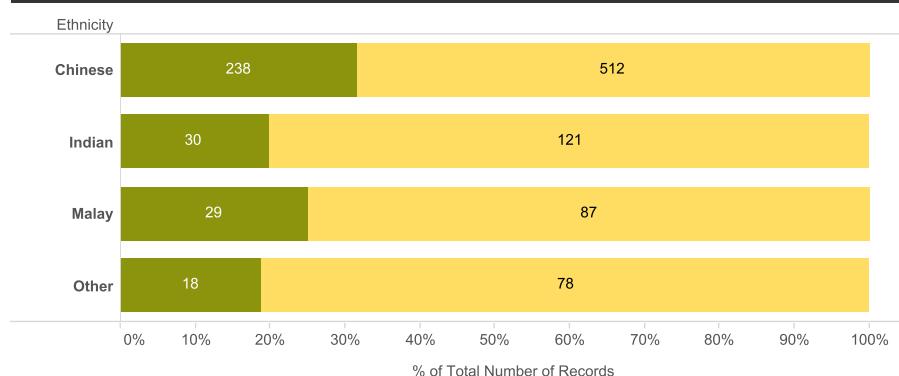
 overhead bridge

12 min walking

 no crossing required

Response rates

Ethnicity



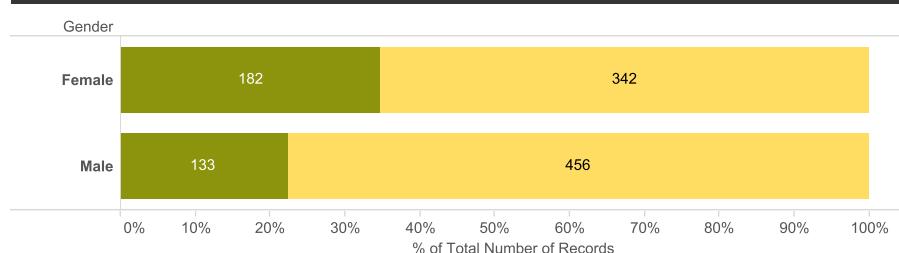
Online survey

No
Yes

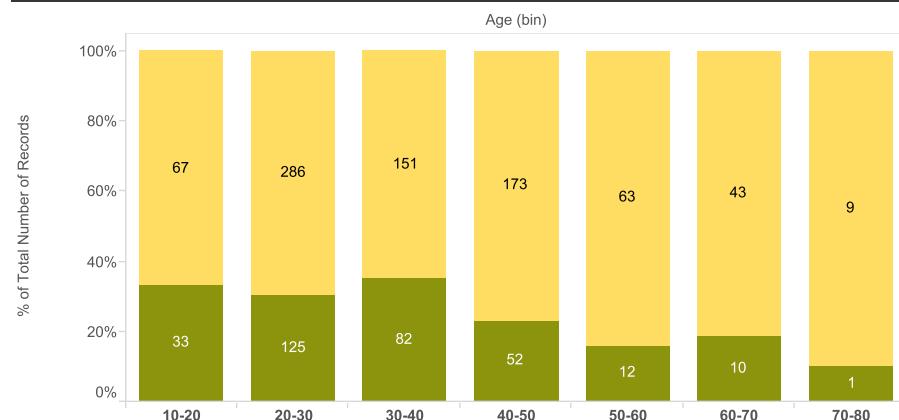
Overall:

315 from 1113 recruited persons
-> 28.3 %

Gender



Age



Specification of web-based route choice model

$$U = \beta_t \cdot time \cdot ($$

$$(1 + \beta_{min} \cdot minor + \beta_{maj} \cdot major + \beta_u \cdot under \cdot (1 + \beta_{u_r} \cdot rainy)) \cdot$$

$$(1 + \beta_g \cdot greenery) \cdot$$

$$(1 + \beta_s \cdot shops) \cdot$$

$$(1 + \beta_c \cdot cover \cdot (1 + \beta_{c_s} \cdot sunny + \beta_{c_r} \cdot rainy)) +$$

$$\beta_o \cdot overpass +$$

$$\beta_{ol} \cdot overpass_{lift} +$$

$$\beta_{j_2} \cdot jaywalk_{2lanes} +$$

$$\beta_{tl} \cdot trafficlight_{wait}$$

Results of choice model

Parameters	Value	Sign.(>95%)
Walking time (through park, cloudy) [min]	-0.019	*
along major road	+59%	*
along minor road	+47%	*
cover	-18%	*
when rainy	-75%	*
when sunny	-51%	*
through block/underpass	-16%	*
when rainy	-66%	*
with greenery	-23%	*
with active frontage	-18%	*
Crossing 2-lane road	-0.015	*
Crossing 4-lane road	-0.094	*
Overpass	-0.082	*
Overpass with lift	-0.043	*
Trafficlight	-0.016	*

$$n = 2451, \rho^2 = 0.131$$

Numerical example

$$U = -0.00193 \cdot 10 \cdot ($$

$$(1 + \mathbf{0.473} \cdot \text{minor} + \beta_{maj} \cdot 0 + \beta_u \cdot \text{under} \cdot (1 + \beta_{ur} \cdot 0)) \cdot$$

$$(1 + -\mathbf{0.228} \cdot \text{greenery}) \cdot$$

$$(1 + -\mathbf{0.175} \cdot \text{shops}) \cdot$$

$$(1 + -\mathbf{0.175} \cdot \text{cover} \cdot (1 + \mathbf{1.9} \cdot \text{sunny} + \beta_{cr} \cdot 0)) +$$

$$\beta_o \cdot 0 +$$

$$\beta_{ol} \cdot 0 +$$

$$\beta_{j_2} \cdot 0 +$$

$$\beta_{j_4} \cdot 0 +$$

$$\beta_{tl} \cdot 0$$

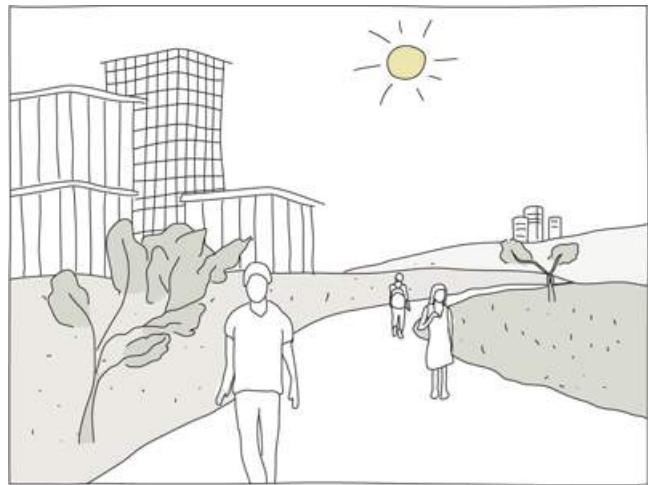
$$= -0.00193 \cdot 10 \cdot \mathbf{0.62}$$



6.2 min

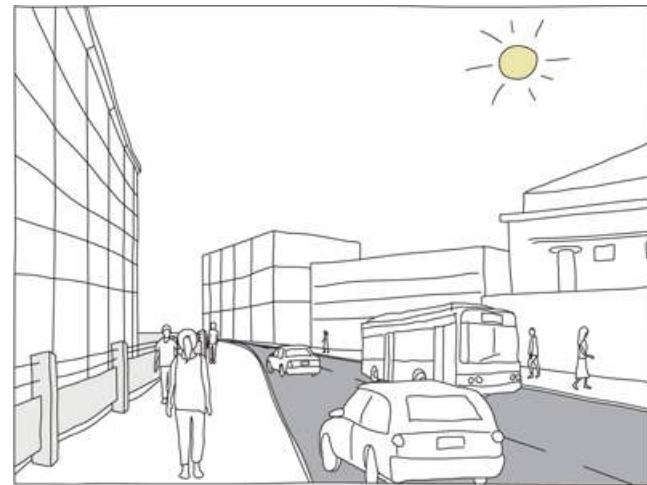
10 min

Interpretation of web-survey results



reference

10.0 min

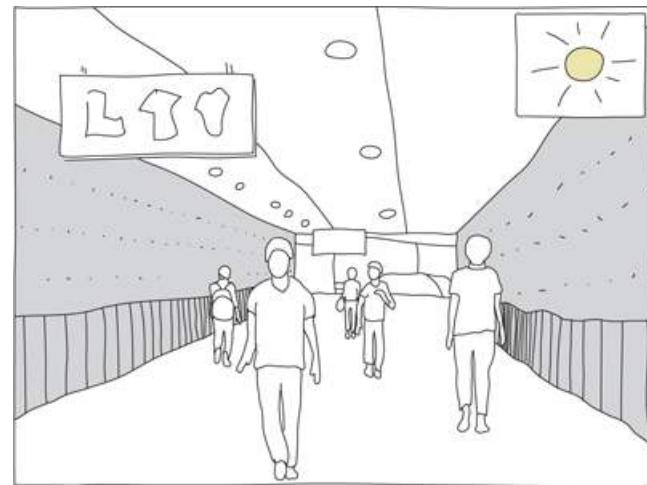


14.7 min

Reference case

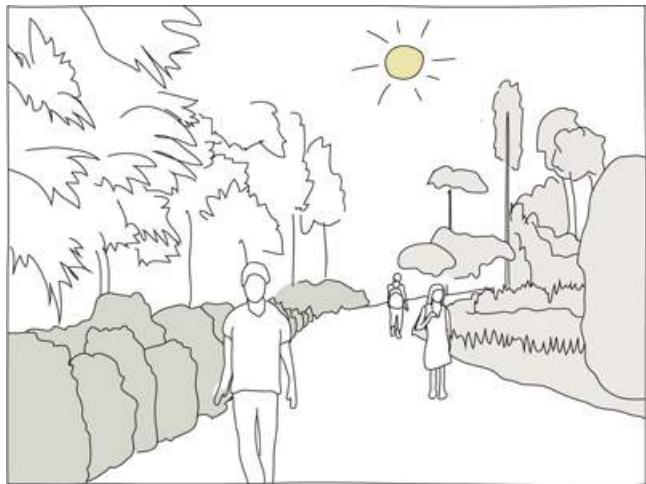


15.3 min



8.4 min

Interpretation of web-survey results



7.7 min



9.3 min

Add greenery (-23%) and shops (-18%)

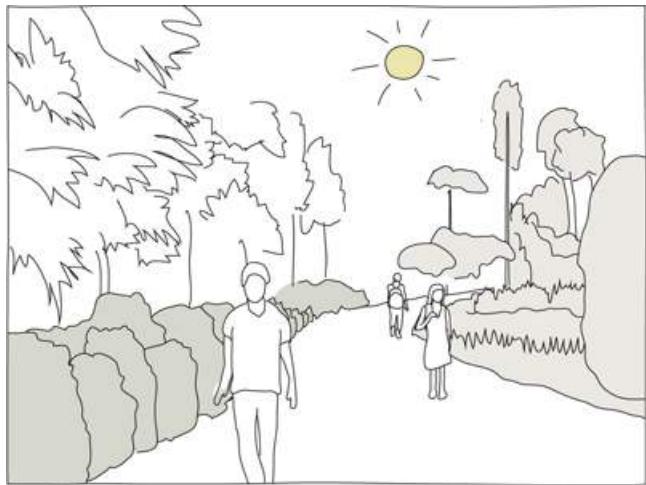


11.9 min



6.6 min

Interpretation of web-survey results

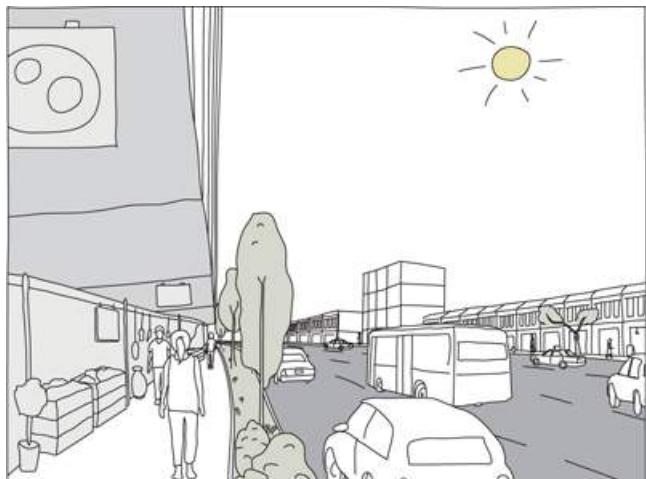


7.7 min



6.2 min

Add cover: -33% perceived walking time

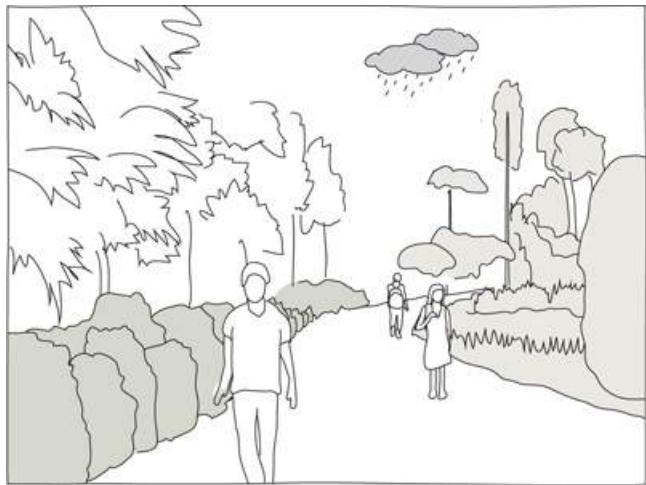


6.8 min



6.6 min

Interpretation of web-survey results



14.8 min

reference



5.6 min

Tropical rain sets in

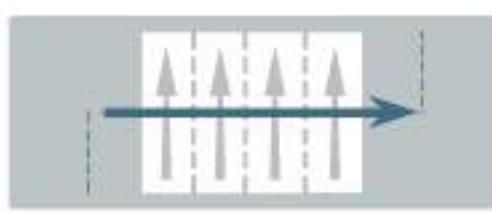


7.4 min

6.1 min

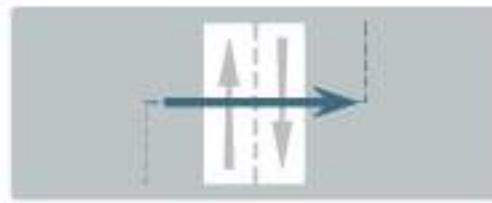


Crossings' equivalent of walking time



Jaywalking, 4 lanes

4.9 min



Jaywalking, 2 lanes



Overpass

4.2 min



Overpass with lift



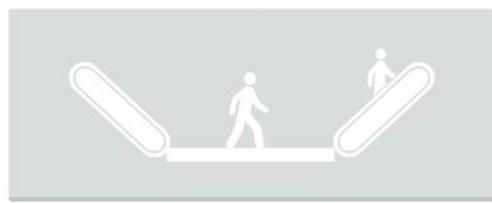
Traffic light

1 min



Underpass with stairs

2.0 min*



Underpass with Escalator

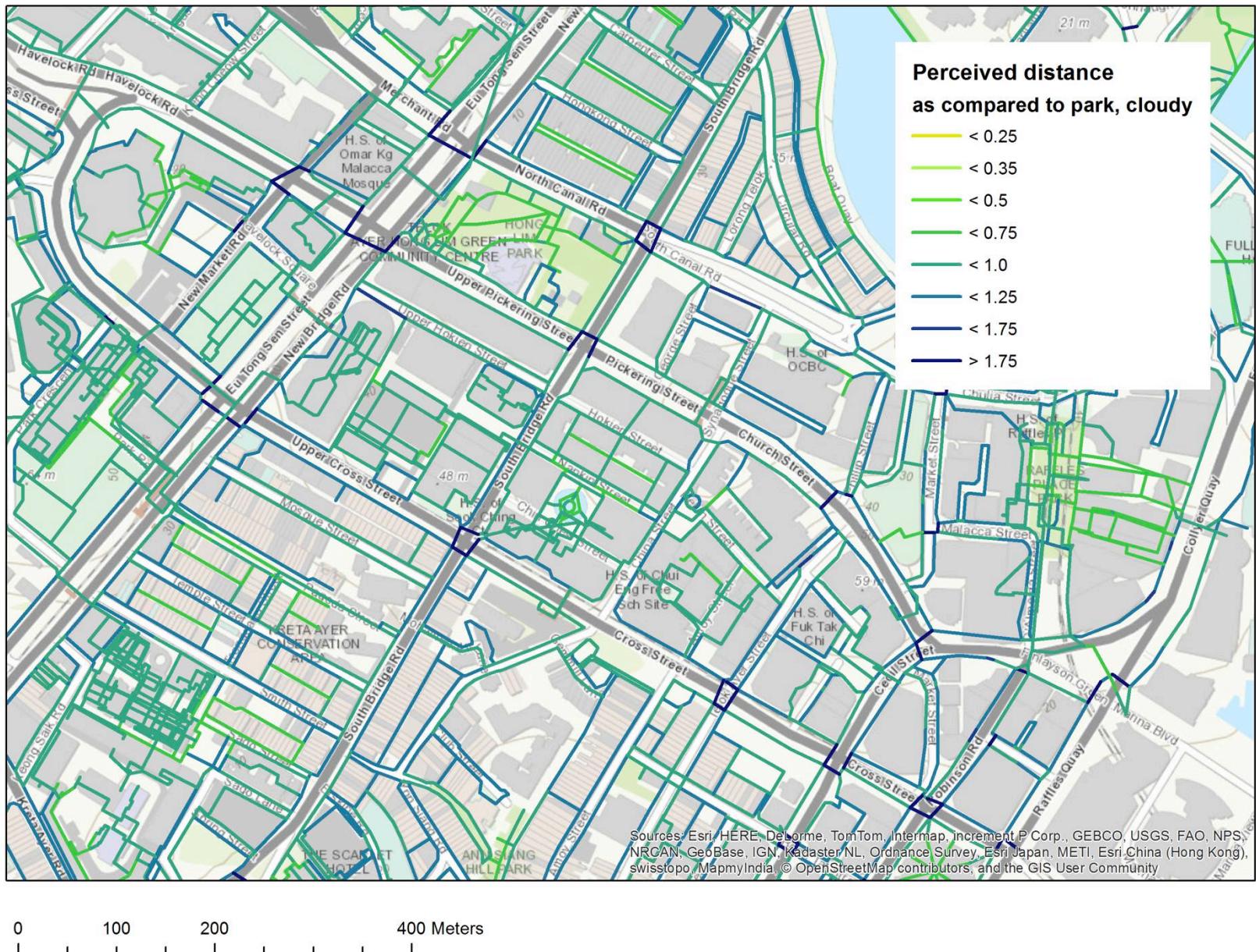
1 min*

*stat. not significant as variable only available
in subsample-> assumed values for walkability tool

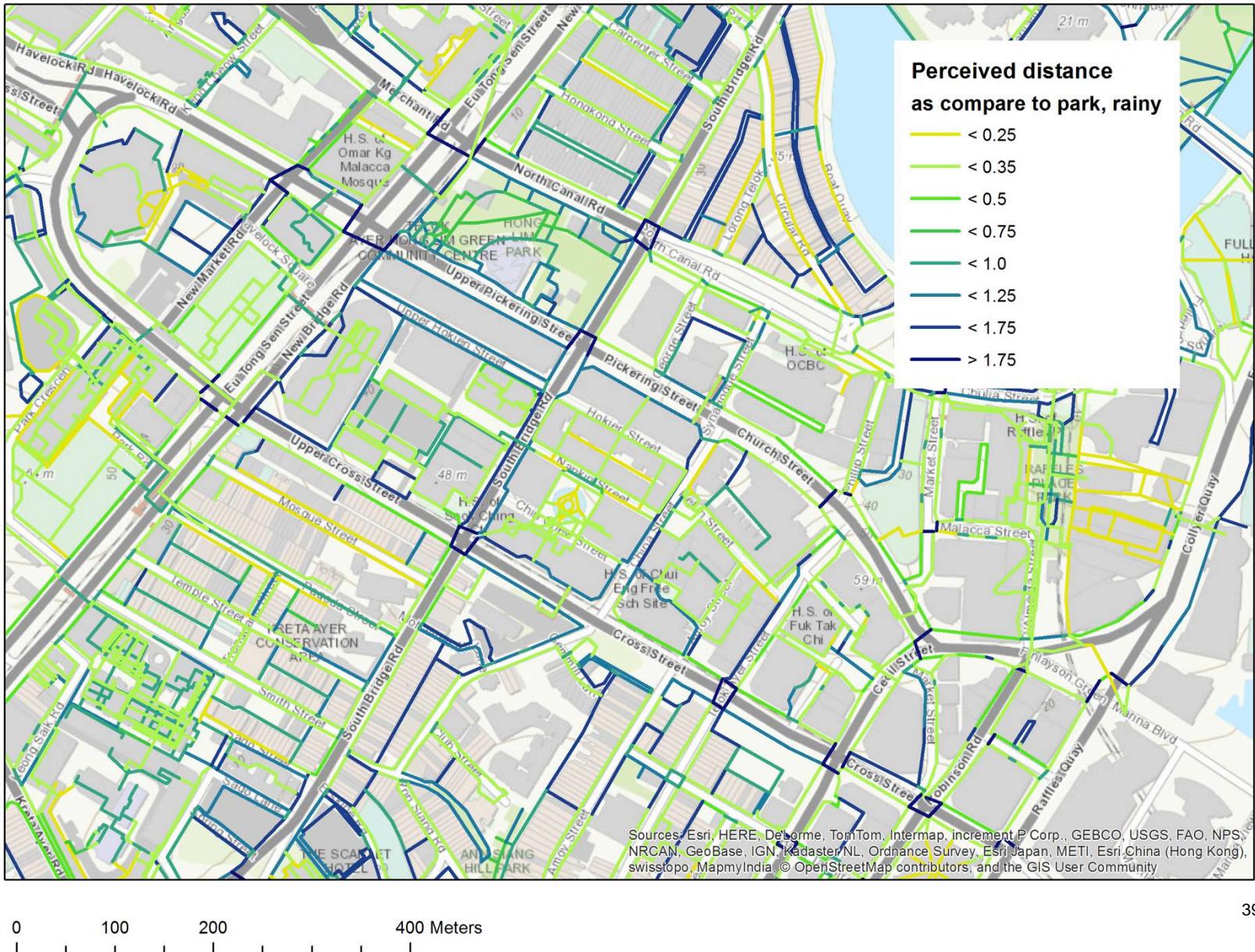
Synthesis

An ArcGIS add-in to plan for walkability

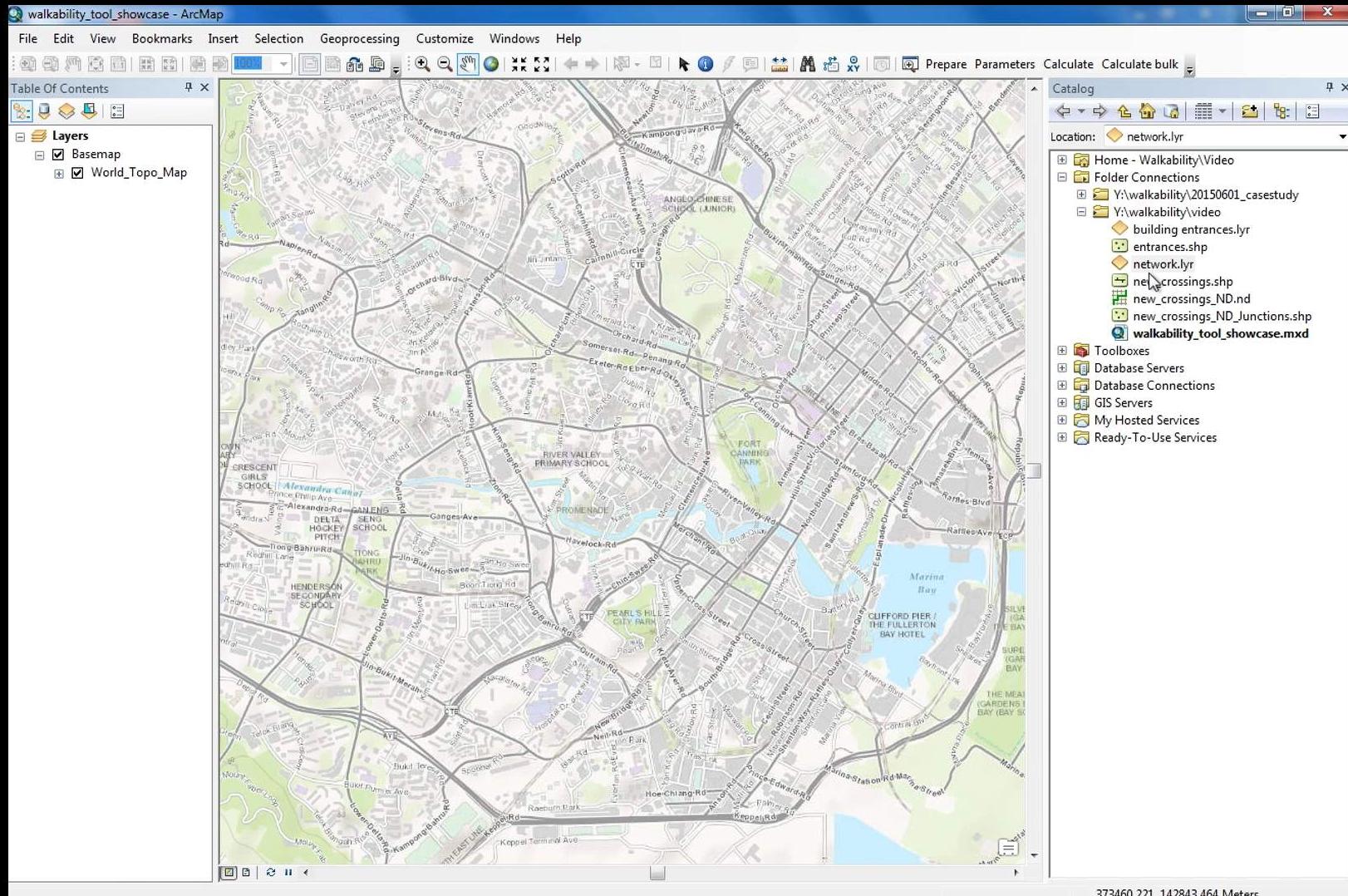
Heterogeneity in perceived distance when it is cloudy...



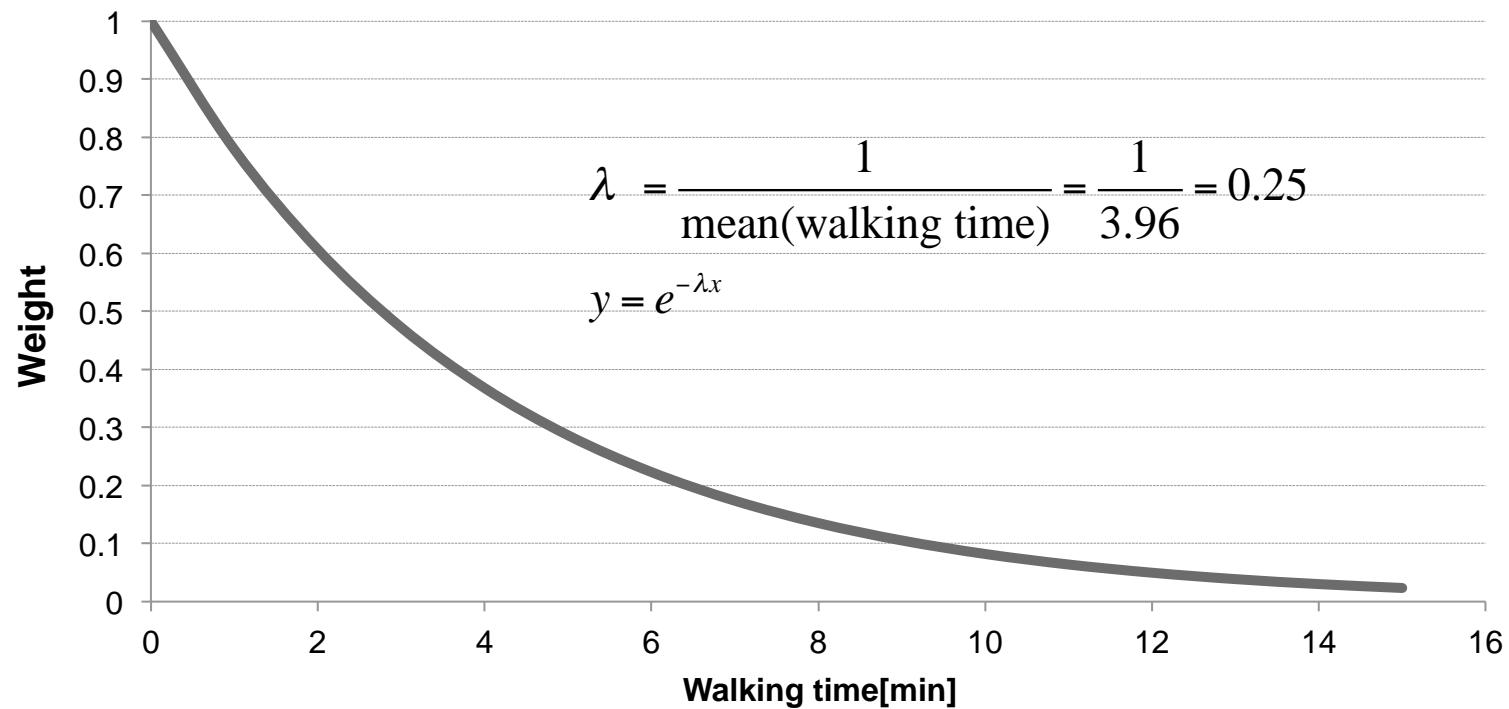
... and rainy.



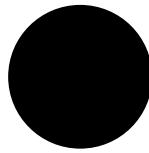
New ArcGIS add-in for planners



Distance weighted accessibility



Weighted impact



100%



28%



8%

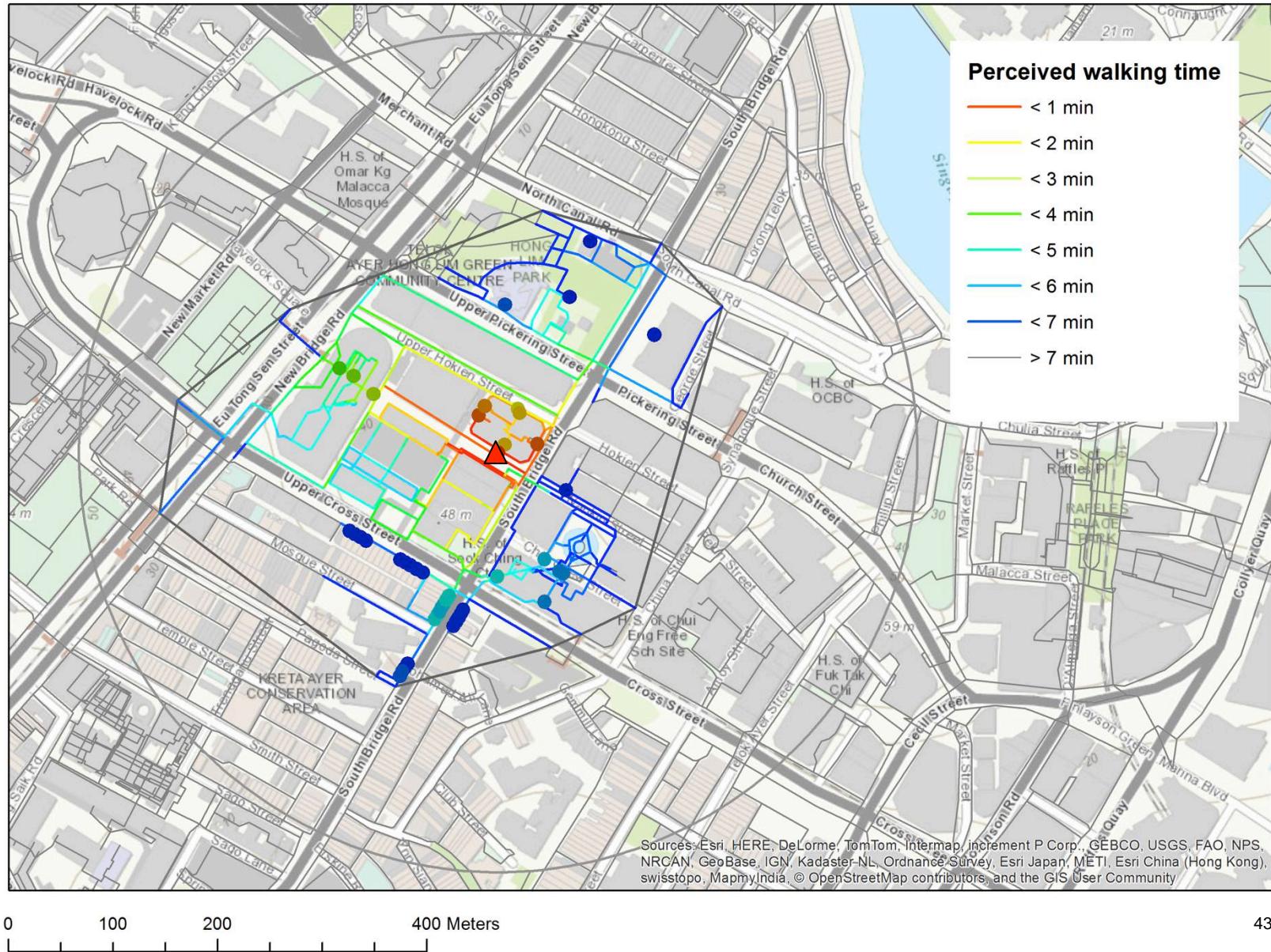


2%

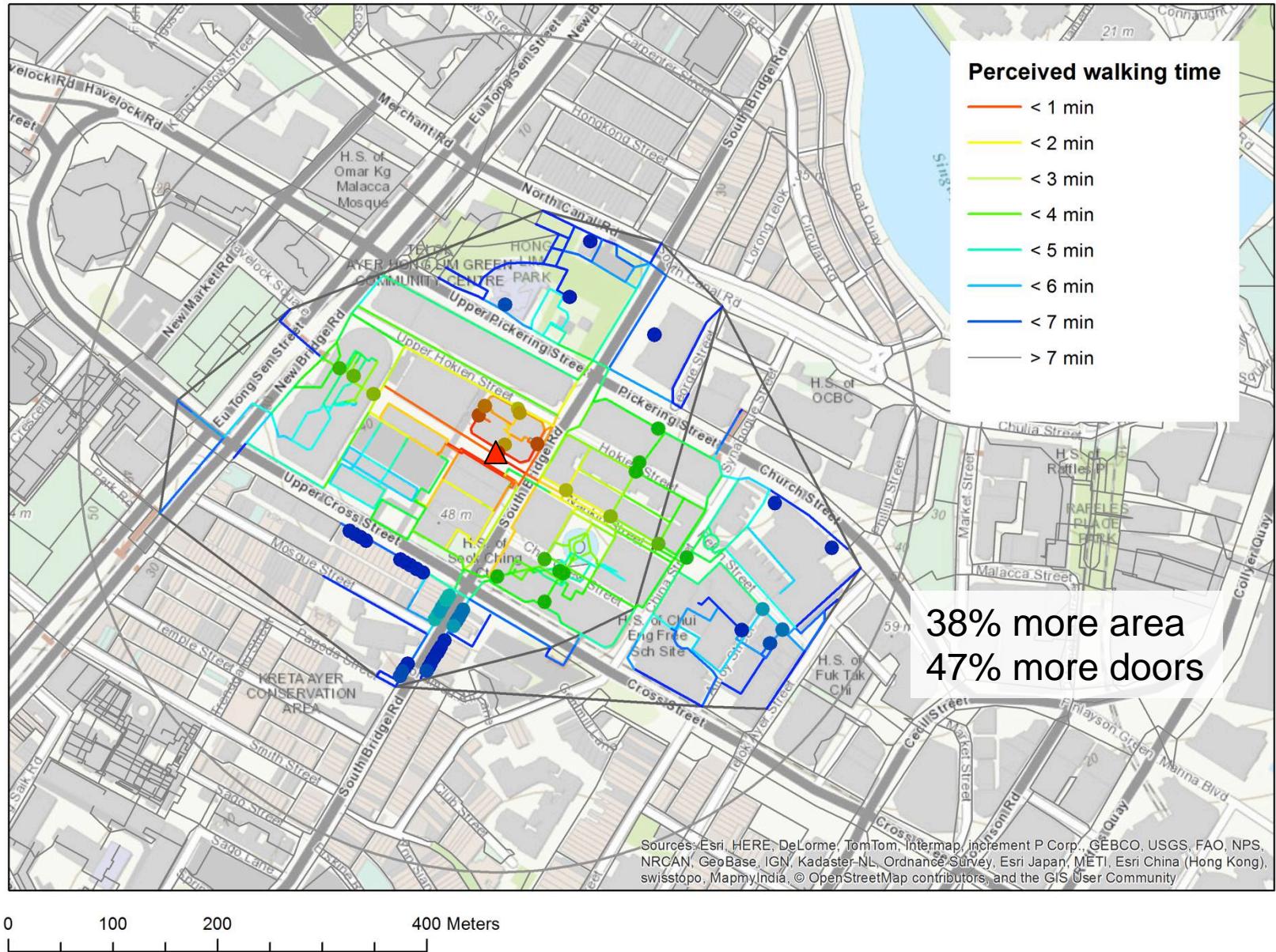
Connecting Hong Lim complex with Nankin Road



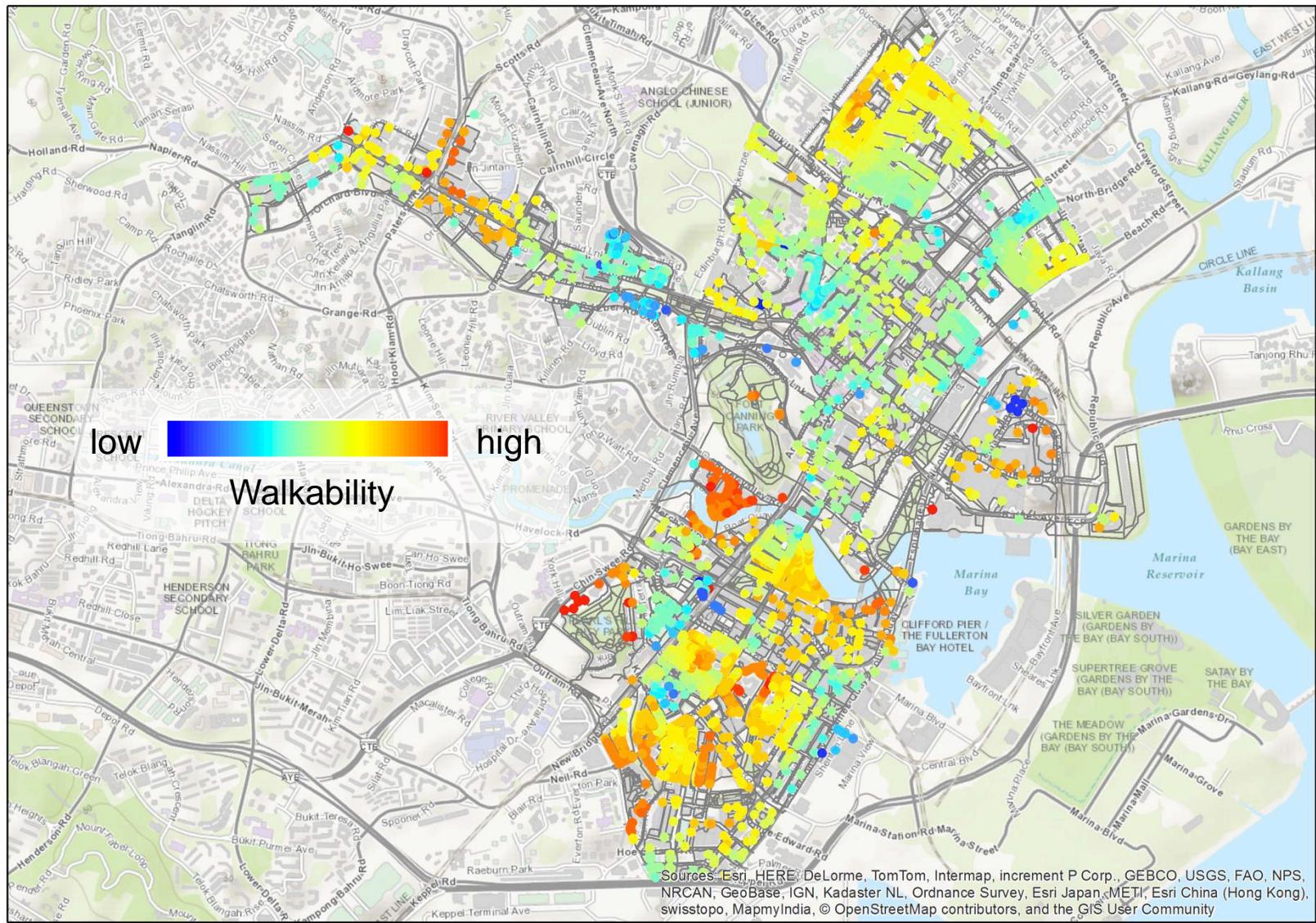
The barrier effect of the overhead bridge



The barrier effect of the overhead bridge



Walkability in Singapore



Remaining tasks and future research

Modelling of revealed preference data:

- Influence of turns, wayfinding
- Traffic lights
- Distance vs built environment attributes based on actual behavior

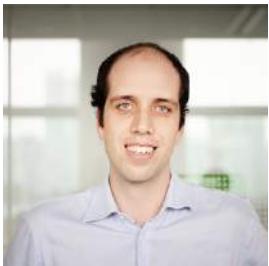
Other possible research avenues:

- Reported vs actual distance
- Structure equation modelling to explain perception of safety, comfort, interest
- Correlation of built environment attributes

Open questions:

- Influence of crowding and width of walkway
- Heterogeneity of built up environment
- Perceived cost of vertical movement
- Wind as a comfort factor

The team to make it happen



Michael van Eggermond
Spatial database,
methodology



Sergio Ordóñez
PhD student
App, ArcGIS add-in



Prof. Dr. Kay Axhausen
PI



Dr. Alex Erath
Survey, modelling,
methodology



Kim Helmersen
Piloting



Atizaz Ali
Survey support,
Network cleaning

Thank you!

Future Cities Laboratory
www.futurecities.ethz.ch

@_fcl
@alex_erath

Case study

Adding zebra crossings around Robinson Road

Conclusion and policy recommendations

Key findings

Key findings

Who walks?

- Primarily public transport users

- No real segmentation by age, sex or ethnicity

- To get to various types of activities

How to plan for a good walking experience?

- Safe walking environment

- Create social, interesting environments

- Provide shelter from sun and rain

Key findings

Most frequently mentioned suggestions for improvement:

- More shade / cover
- Wider sidewalk
- Shorter waiting time at traffic lights
- More direct route

How to make a walk shorter?

Greenery: -23%

Covered walkway: - 17% / - 33 % / -75% (cloudy / sunny / rainy)

Underground: - 17 % (as compared to park)

Active frontage: -18%

Remaining tasks and future research

Model pedestrian route choice to better understand influence of:

- Influence of turns, wayfinding
- Traffic lights
- Distance vs built environment based on actual behavior

Open questions:

- Influence of crowding and width of walkway
- Heterogeneity of built up environment
- Perceived cost of vertical movement
- Wind as a comfort factor

Next steps

Role out of Walkability Tool

- Workshop in August 2015
- Preparation of ArcGIS geodatabase
- Archiving of survey data and models

Topics for potential next phase

- Walkability in new towns
- Understanding of destination choice
- Enhance Walkability tool
 - Link it to spatial databases, e.g. building inventory, MATSim
 - Map pedestrian potential
 - Model pedestrian flows

Appendices

Pedestrian network audit

Collecting information for 43km walkways

Network data collected by URA

At grade

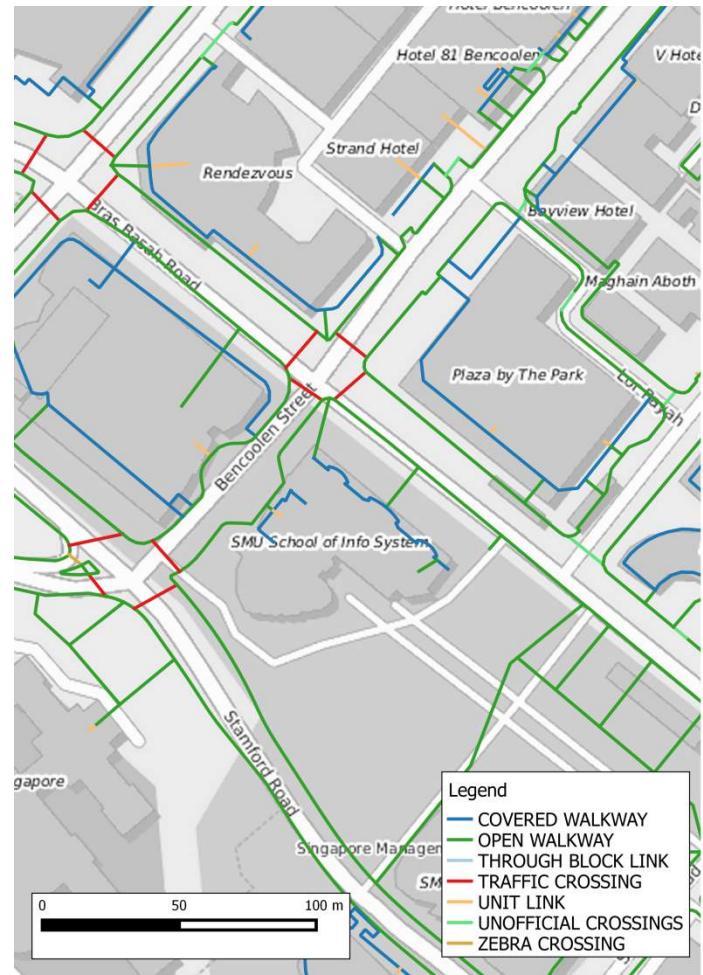
- Open walkway (*14005 features*)
- Covered walkway (*6195 features*)
- Through block link (*829 features*)
- Traffic crossing (*405 features*)
- Unit link (*4538 features*)
- Unofficial crossing (*1175 features*)
- Zebra crossing (*164 features*)

Below grade

Above grade

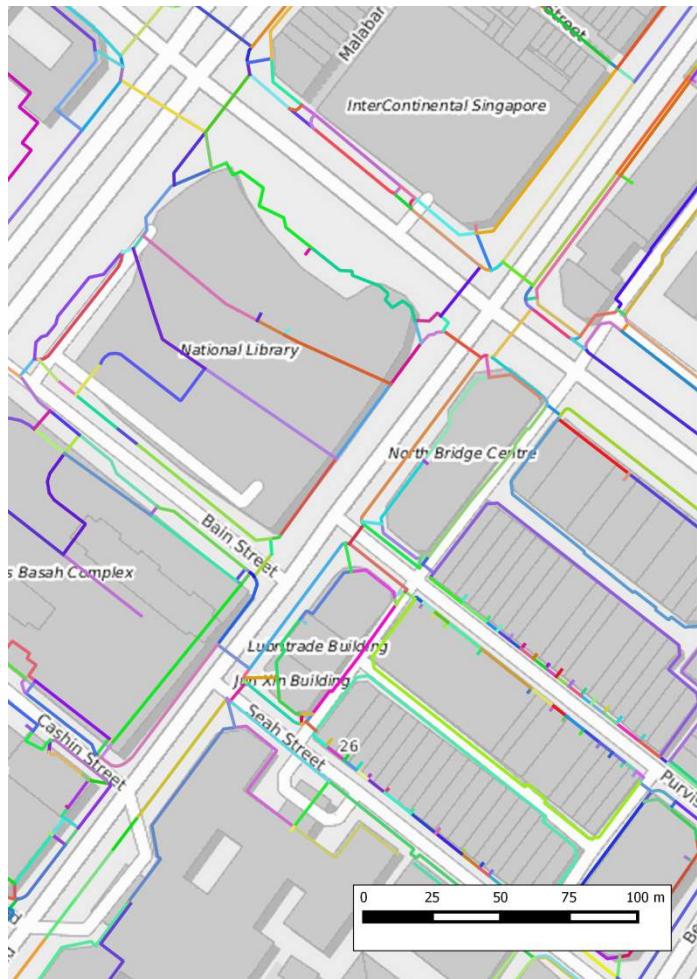
Access points

- Building entrances

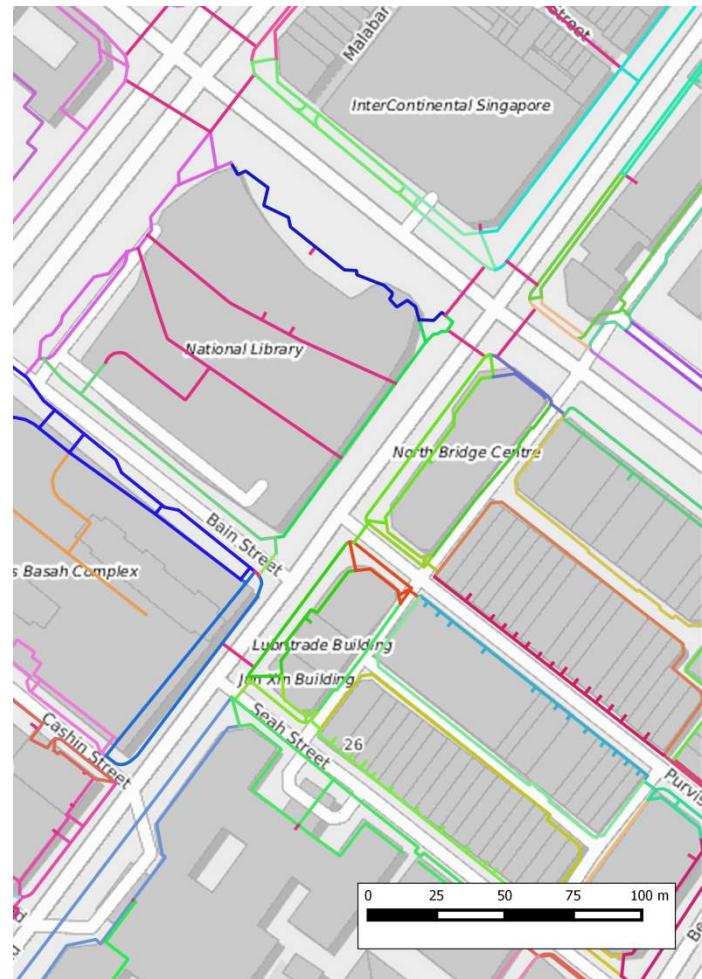


Simplification of network to collect characteristics

At grade network (27311 features);
Each color represents a feature



Link clusters (2833 features);
Each color represents a cluster



Developing a survey manual

The collage includes several photographs: two people walking on a sidewalk, a pedestrian crossing at a traffic light, a person walking on a city street, a row of traditional buildings, a modern building facade, a street view with greenery, and a paved path next to a grassy area.

Walkability in Singapore Pedestrian Network Survey Manual

Greenery

Step 1
Walk along the entire length of the link cluster.

Step 2
As you walk, note the level of greenery on your side of the road. Assess the total level of greenery composed of lawn, hedges, trees, potted plants and vertical planted greenery.

Step 3
Record the level of greenery using your tablet on a scale from 1 to 5.
If there are considerable differences in the level of greenery within a link cluster, use a weighted average and round it to an integer: if about 40% of the area has no greenery at all, and the other 60% features lush greenery this would result in the following calculation: $(0.4 * 1 + 0.6 * 5) = 3.4 \rightarrow 3$

Note
Figures 1 to 5 show examples of the different levels of greenery. The figures show the scope of different types of greenery that you may encounter. Bear in mind that the different types don't directly correspond to a particular level, i.e. level 4 does not necessarily require a hedge and trees. The figures are rather to give you an indication of the amount of greenery that refers to each level.

Urban design qualities

Level 1: No greenery

Level 2: Little greenery

Level 3: Some greenery

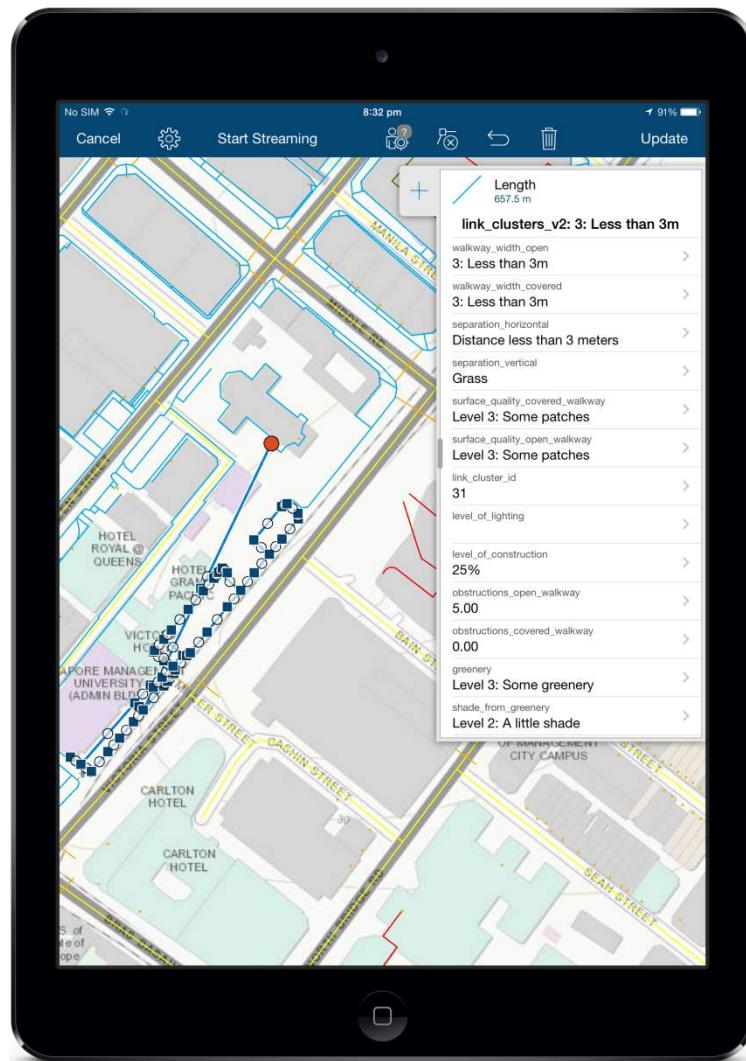
Level 4: Considerable amount of greenery

Level 5: Lush greenery

Collector for ArcGIS

Use your smartphone or tablet to collect and update information in the field, whether connected or disconnected.

Your update can include modifying the feature's attributes and location, as well as adding and deleting photos.



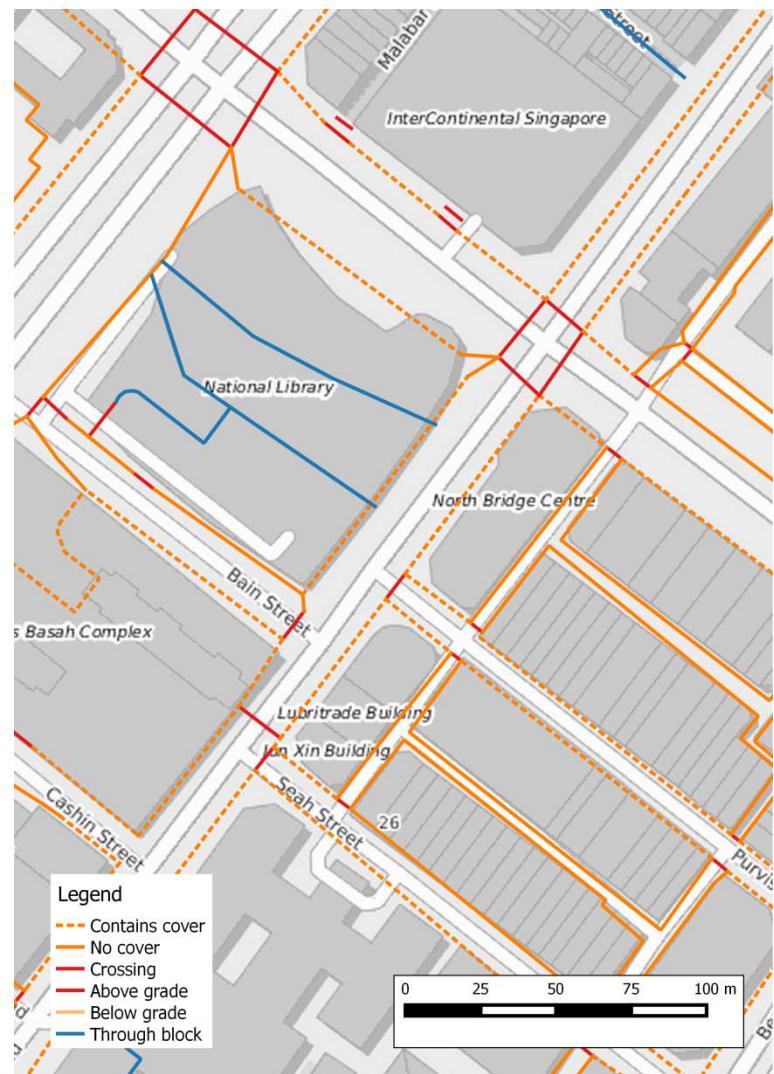
Simplification for analysis

Pedestrians choose their route from a number of distinct routes;

A network containing many links generates many similar route alternatives.

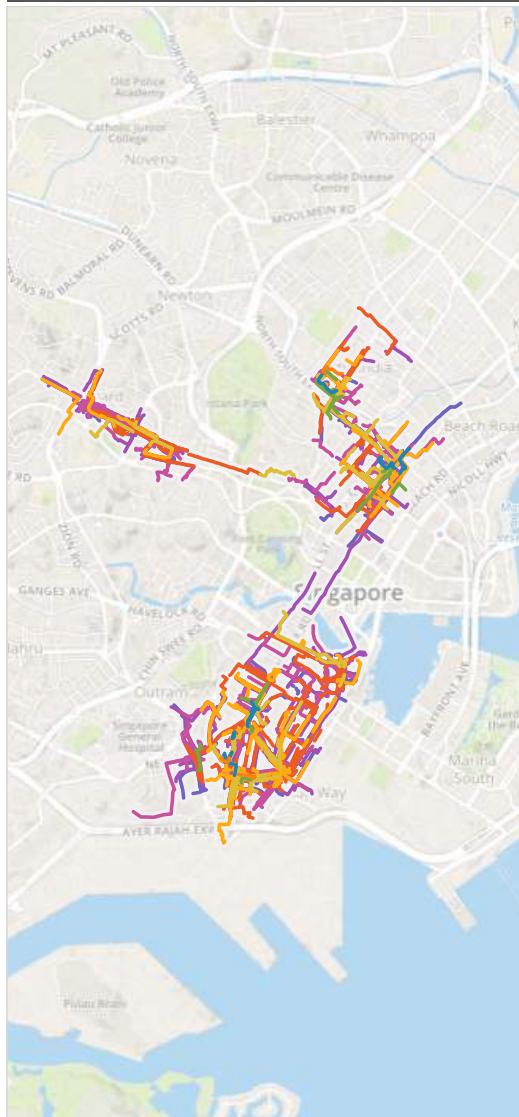
One can envisage this by **enumerating** the **number of routes** possible alongside a row of shophouses, where each covered and open walkway is a separate link.

The initial network is **redrawn** so that it is suitable for network analysis purposes, leading to **faster analysis**, and a network for which it is **easier to collect data** for.

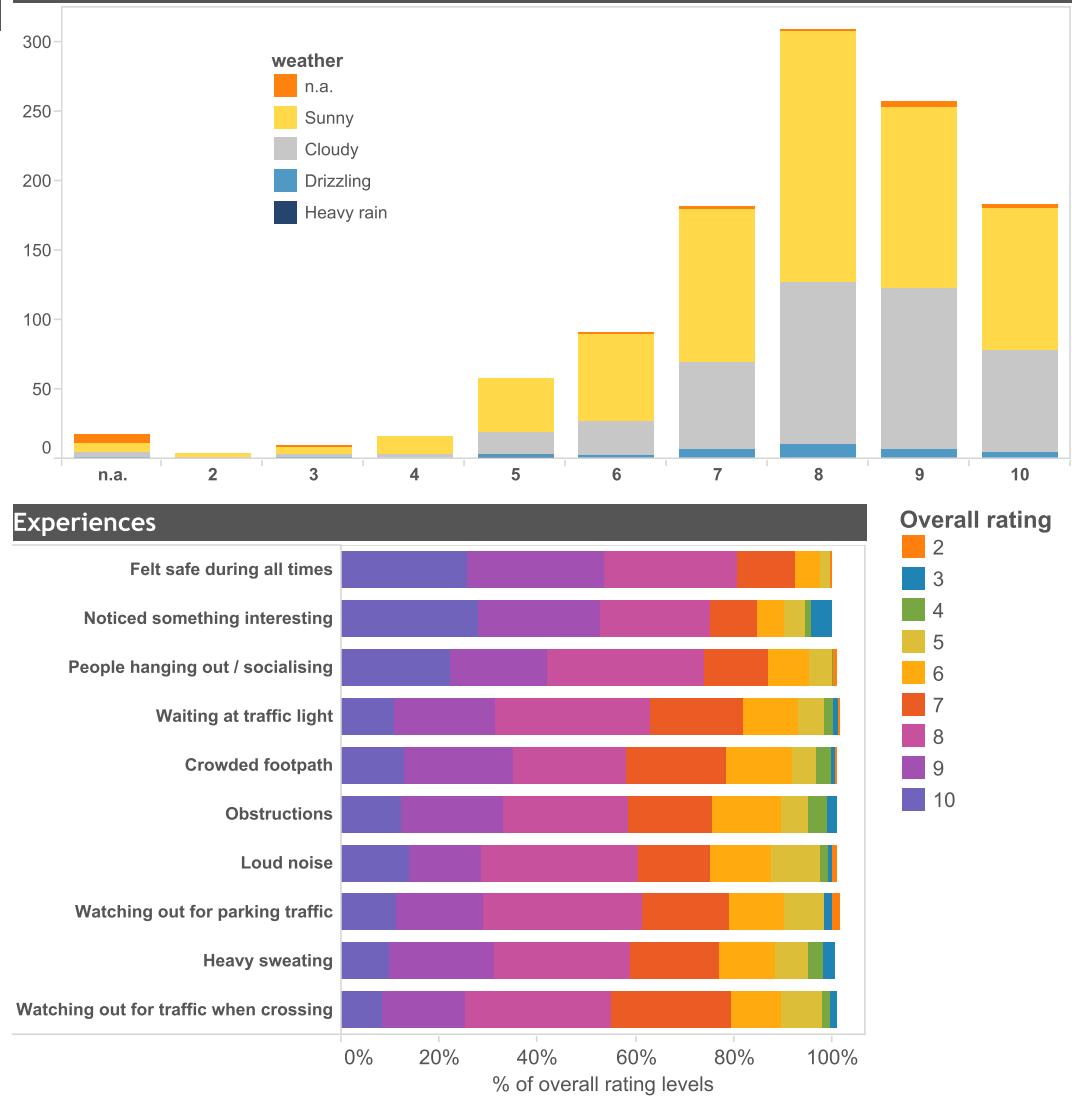


Pedestrian experience

Pedestrian tracks by overall rating of walking experience

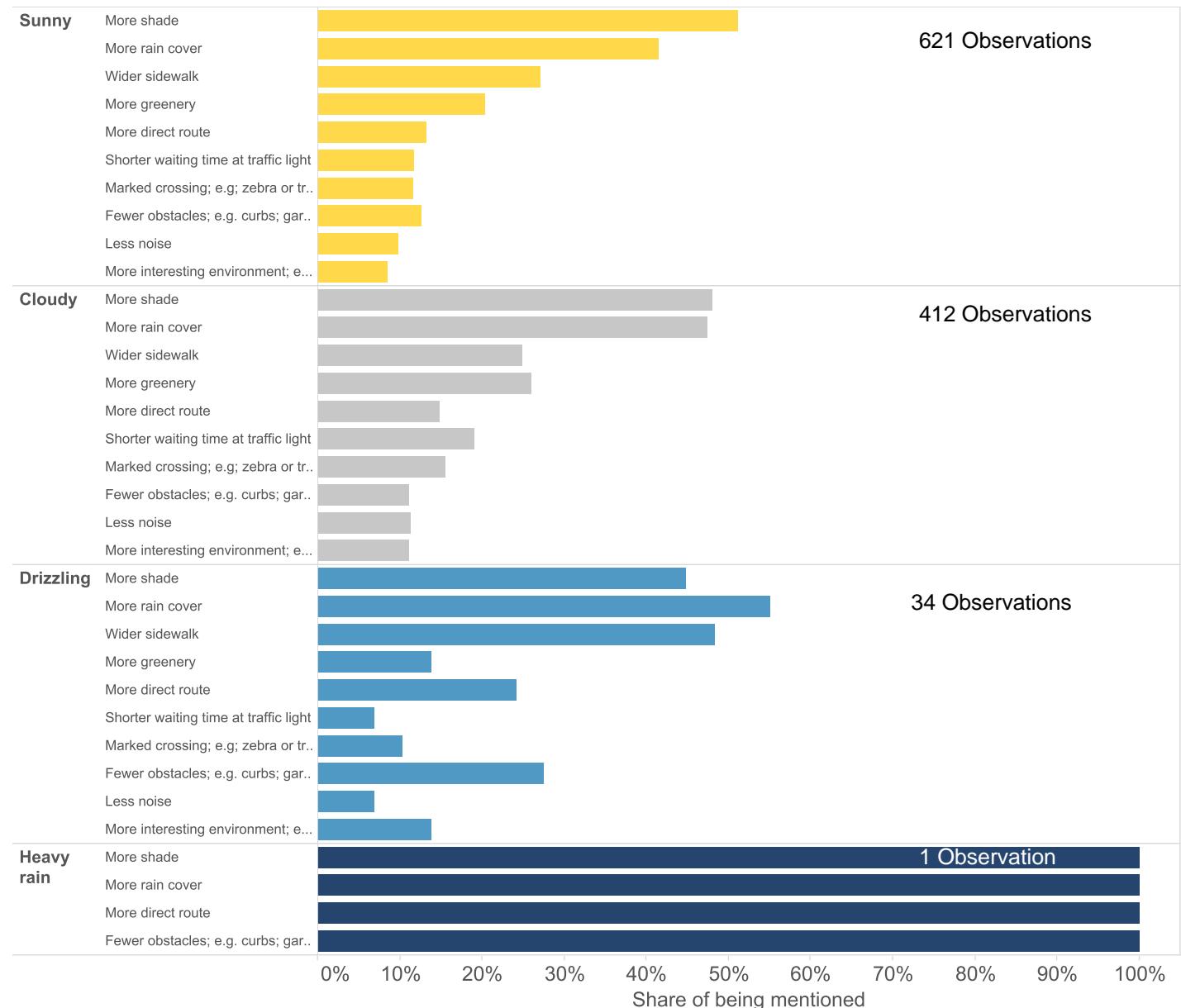


Rating of walking experience [0-10]



Interactive graph available at:
https://public.tableau.com/views/Directorsmeeting/ExperienceMap_1024

And how to improve the experience?



Behavioral models

From actual to perceived distance

Walkability Tool

A new ArcGIS add-in to compute walkability

