

# Public Transit Stations

A NetLogo approach  
and methodology

## Group 6

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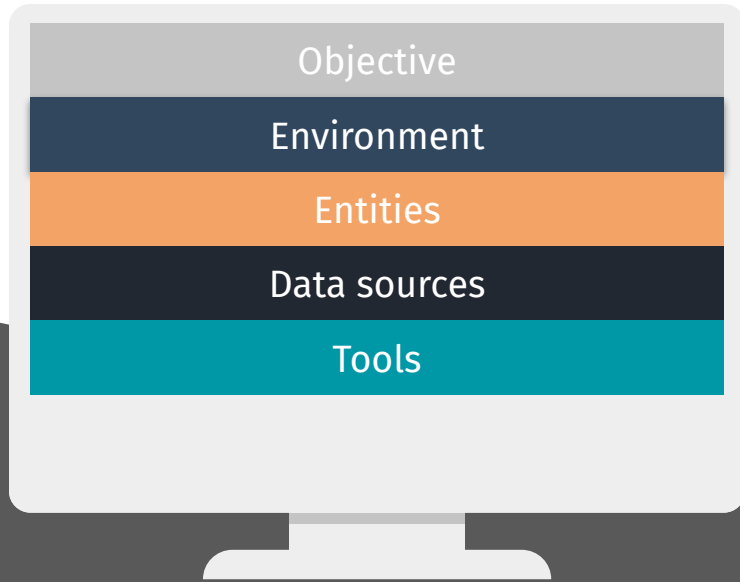
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# Problem Formalisation

Simulate and draw conclusions from the passengers' behavior in a multimodal transit station.



**01** Simulate a multimodal transit station.

**02** Floors; Platforms; Trains;  
Entries/exits; Elevators; Stairs.

**03** Passengers.

**04** Pictures of the layout  
of various stations.

**05** Netlogo.

# Motivation



**01**

Interest in public transportation.

**02**

Learning a new technology and programming paradigm.

**03**

Improvements by considering other environments, scenarios or passenger behavior.

**04**

Conclusions, including practical, real-world applications.

# Goals



## Education

Gain knowledge on simulation paradigms.



## Framework

Develop a NetLogo methodology that can be expanded by the community.



## Solutions

Ideate solutions to possible problems.



## Data

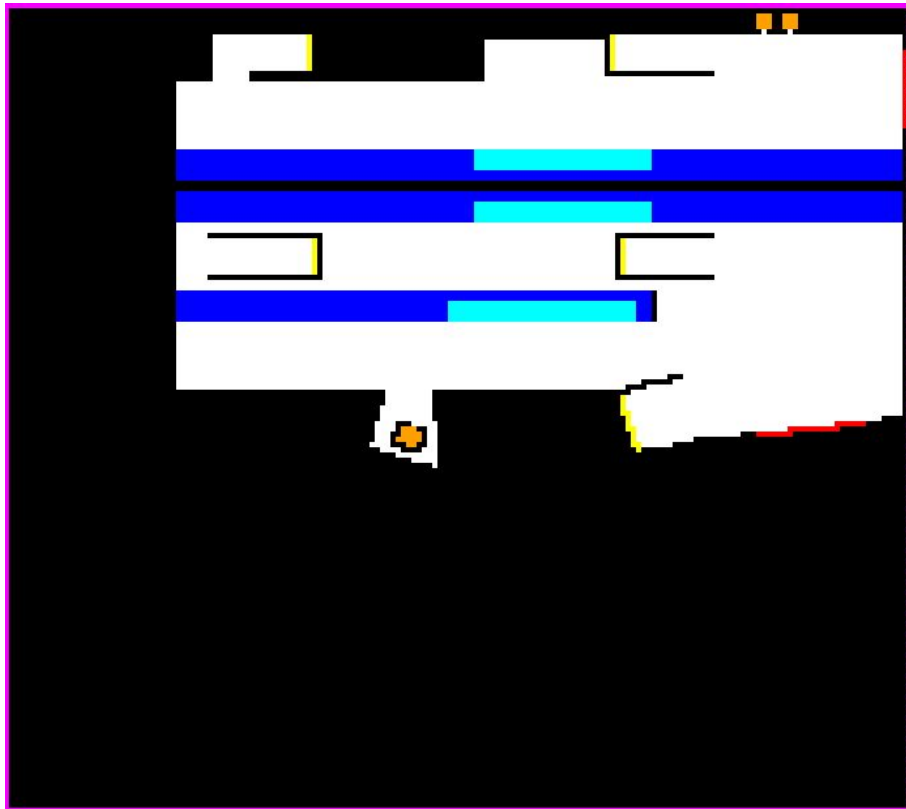
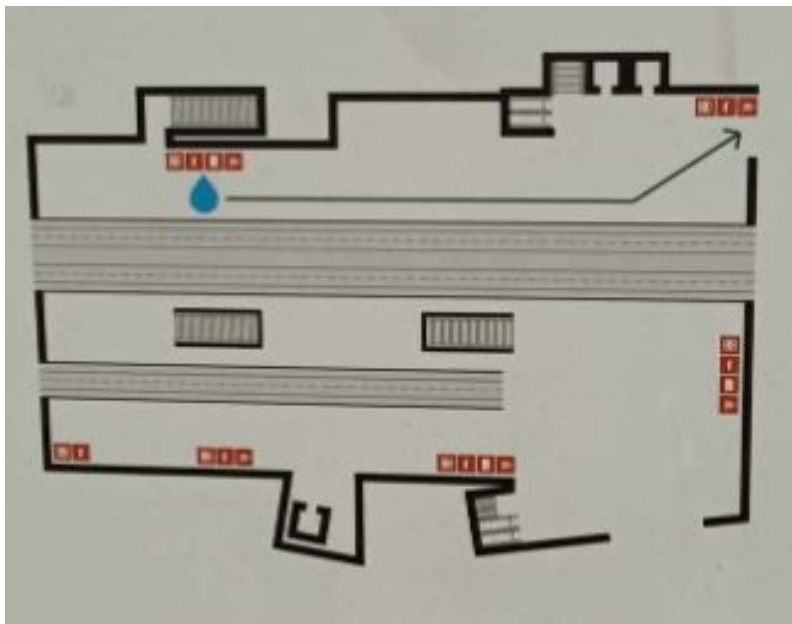
Gather knowledge from the data, specifically behavior patterns.

# Sources

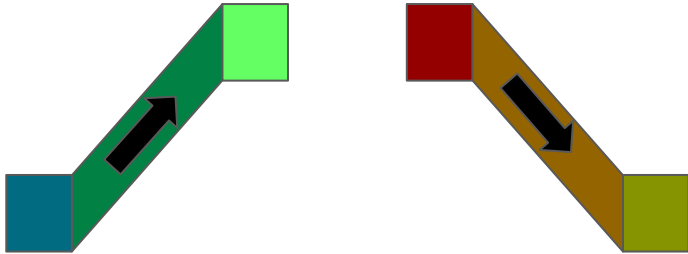
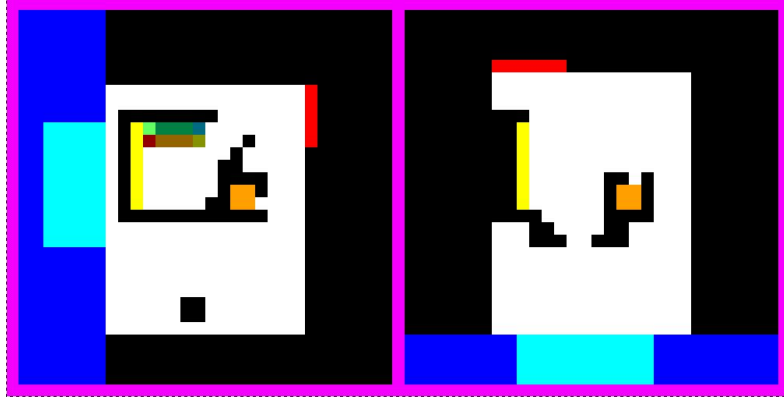


## Real Life Stations

We collected real station plants and recreated them.



# Model



1

Train line

2

Train

3

Stairs

4

Elevator

5

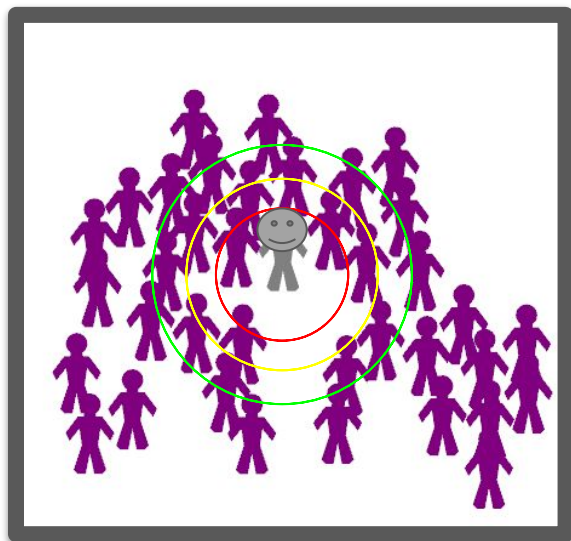
Entries/Exits

# Data



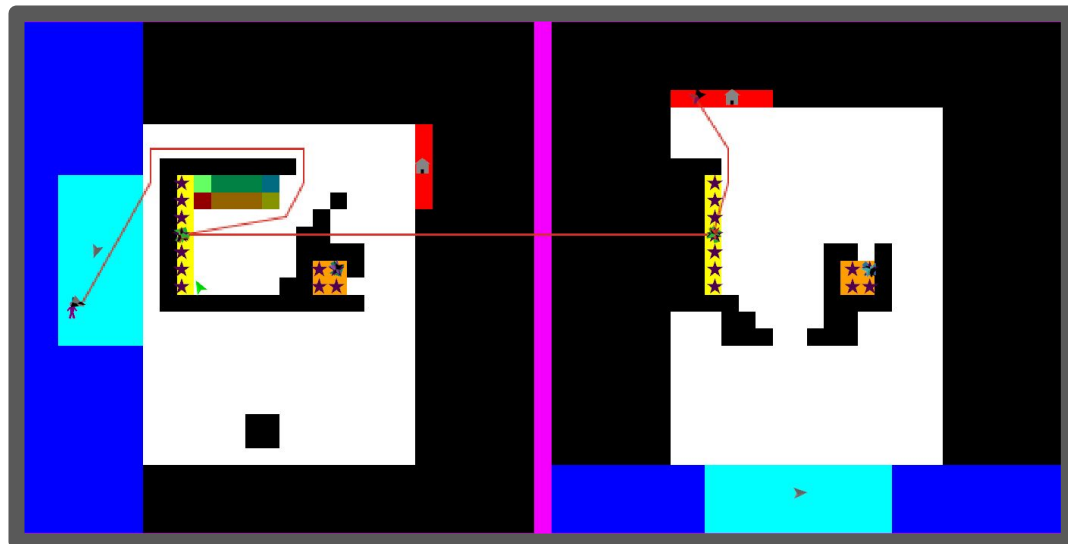
## Crowdedness

The model was trained with simulations of crowdedness.



## Path

Intended path the passenger wants to take.



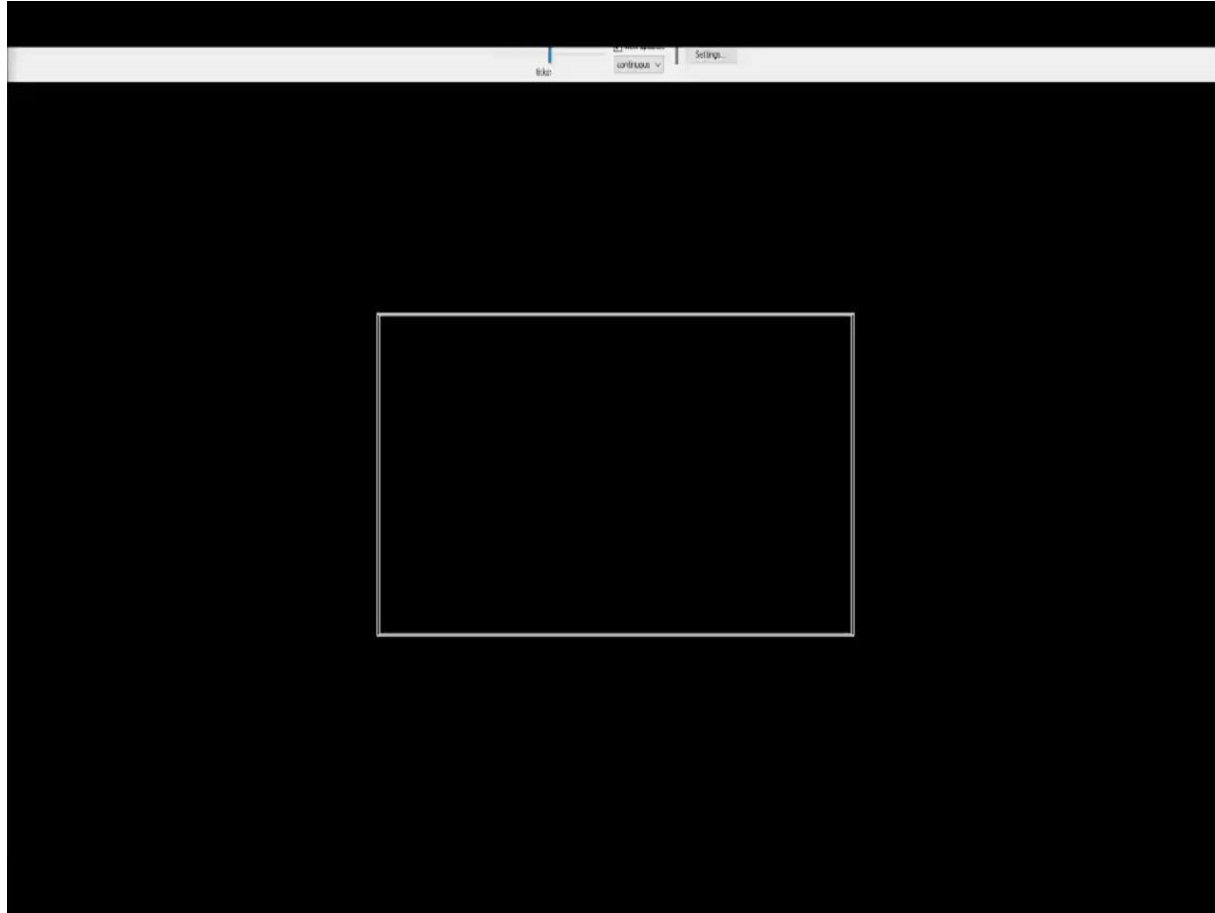
## Trajectory

Subsequent positions the passenger has in each frame.





# Demo





# Results

Metric	ticks	tick_distance	total_distance	Crowdedness			
				0.8	1	1.2	1.4
mean	464.710000	0.297951	138.460790	0.001160	0.203689	0.397329	0.457151
std	204.348647	0.024352	61.119533	0.039845	0.541747	0.739537	0.799496
Min	127.000000	0.000000	38.504057	0.000000	0.000000	0.000000	0.000000
25%	256.750000	0.300000	76.022187	0.000000	0.000000	0.000000	0.000000
50%	479.000000	0.300000	141.865455	0.000000	0.000000	0.000000	0.000000
75%	608.750000	0.300000	182.623531	0.000000	0.000000	1.000000	1.000000
Max	898.000000	0.564923	268.083006	3.000000	5.000000	6.000000	6.000000

# Conclusion

- We are satisfied with our final results. We were able to achieve most of our goals but for the ideation of solutions that could be applied to the scenario;
- Though we've acquired new skills, we have to point out how flawed Netlogo is:
  - Very hard to work with different files;
  - Less flexibility than standard programming languages;
  - Idiosyncrasies (time).
- Nonetheless, we were able to overcome the adversity and deliver what we believe to be a successful project.

