Scenario	TAZ (zones of San Francisco) involved wrt event	Traffic generation policy	Traffic speed policy	Driver generation policy	Driver personality policy	Driver acceptance policy based on personality and surge multiplier	Workshift policy	Passenger generation policy	Route length distribution
Normal	All	Min: 3233	Mean: ~40 km/h Min: ~20 km/h Max: ~50km/h	100%	Hurry 21%, Greedy 24%, Normal 55%	Hurry: (-inf,1]: 80% [1,1.2]: 90% [1.2,1.4]: 95% [1.4,+inf): 100% Greedy: (-inf,1]: 5% [1,1.2]: 30% [1.2,1.4]: 40% [1.4,1.6]: 50% [1.6,1.8]: 70% [1.8,2]: 80% [2,+inf): 100% Normal: (-inf,1]: 70% [1,1.2]: 80% [1,2,1.4]: 90% [1,4,1.6]: 95% [1.6,+inf): 100%	Exponentially growing from 0.0001%, when the driver starts working, to 3% after 4 hours (average time)	100%	Short 36%, Normal 22%, Long 18%, Extreme 24%
Underground alarm	All zones	Normal	-90%	-80%	55%-15%-30%	Normal	60% (in 30 min)	-70%	55%-30%- 10%-5%
	Central area	+25%	-80%	-40%	Normal	Dynamic greediness	Normal	Normal	Normal
	City center	+50%	Normal	Normal	5%-80%-15%			+50%	5%-15%- 30%-50%
		+70%	+50%	+60%				+100%	
						1			
Flash mob	All zones	Normal	-90%	-80%	55%-15%-30%	Normal	60% (in 30 min)	-70%	55%-30%- 10%-5%
	Central area	+25%	-80%	-40%	Normal	Dynamic greediness	Normal	Normal	Normal
	City center	+50%	Normal	Normal	5%-80%-15%			+50%	5%-15%- 30%-50%
		+70%	+50%	+60%				+100%	
Wildcat strike	All zones	Normal	-90%	-80%	55%-15%-30%	Normal	60% (in 30 min)	-70%	55%-30%- 10%-5%
	Central area	+25%	-80%	-40%	Normal	Dynamic greediness	Normal	Normal	Normal
	City center	+50%	Normal	Normal	5%-80%-15%			+50%	5%-15%- 30%-50%
		+70%	+50%	+60%				+100%	
Long rides	All zones	Normal	-90%	-80%	55%-15%-30%	Normal	60% (in 30 min)	-70%	55%-30%- 10%-5%
	Central area	+25%	-80%	-40%	Normal	Dynamic greediness	Normal	Normal	Normal
	City center	+50%	Normal	Normal	5%-80%-15%			+50%	5%-15%- 30%-50%
		+70%	+50%	+60%				+100%	
						1			
Greedy drivers	All zones	Normal	-90%	-80%	55%-15%-30%	Normal	60% (in 30 min)	-70%	55%-30%- 10%-5%
	Central area	+25%	-80%	-40%	Normal	Dynamic greediness	Normal	Normal	Normal
	City center	+50%	Normal	Normal	5%-80%-15%			+50%	5%-15%- 30%-50%
		+70%	+50%	+60%				+100%	