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1 Introduction

1.1 Transit right now

- Ridership is increasing, but small
- Strong financial support from
- Trends in modal split
 - Auto is above 80%
 - Transit 2-3%
 - Biking and walking are the same as transit

1.2 Funding

- In North America, it's divided into capital and operating expenses
- Fares only pay ~1/3 of operational expenses
- Lots of federal support for capital expenses - almost 40%
 - Since operating expenses are funded less, this encourages more building and less maintenance
- Fuel taxes in NA are 10-20% of what they are in Europe

1.3 Traditional Arguments Supporting Transit

- Equity: travel for those who can't drive
- Congestion
 - Not such a good argument, papers don't support it. The capacity released it quickly filled again
- Better for the environment
 - Actually, effort it better spent making cars cleaner since they're like 80% of transport

1.4 Critical assessment

- Transport has been stabilized
- Success stories (NYC, Houston(?), Seattle)
- Institutional changes are occurring slowly

1.5 Future influences

- Urban form
- More old people
- Better tech to improve performance
- Public has higher expectation (you know exactly when the bus is coming)

1.6 Ingredients for future success

- Maintain supportive coalition
- Expand the definition of public transport
- Greater private sector involvement
- Aggressive implementation of new technology

2 Data Collection Techniques and Program Design

2.1 Summary of current practice

- Used to be manual
- Now is collected with IoT devices
- **Automated Data Collection Systems (ADCS)**
 - **Automated Fare Collection Systems (AFC)**
 - * Tapping your card on/off the vehicle
 - **Automatic Vehicle Location Systems (AVL)**
 - * GPS tracking for buses, train tracking based on circuit occupancy
 - **Automatic Passenger Counting Systems (APC)**
 - * Sensors in bus doors
 - Use break beam sensors to tell if you're getting on or off (out of 2 beams which do you break first)
 - * Counts from fare barriers
 - * Load weight calculators on trains
 - In trains the brakes apply force proportional to the load in each car (lighter cars need less braking, heavier cars need more, so they don't run into each other)

2.2 Passenger counting techniques

- Manual - checker (a person)
 - Ride check (on the bus, on/off counts and running time)
 - Point check (load on board, headway - time between buses)

2.3 Sampling

- **Simple random sampling**
- **Systematic sampling** - every 6 days, etc
- **Cluster sampling** - do as much data collection as possible
- **Ratio estimation/Conversion factors**
- **Stratified sampling** - sample sizes for each thing separately
 - E.g. you want information about students: get a large sample size on routes that serve universities


2.4 Tolerance and confidence level

- Accuracy has 2 dimensions
 - Relative tolerance: $\pm 10\%$
 - Absolute tolerance: ± 3.3

3 Modal Characteristics and Roles

3.1 Spectrum of services

Increasing vehicle capacity & passenger flows



<div>Vehicle Type</div> <div>Operating Arrangements</div>	Car	Van	Minibus	Bus	Light Rail	Heavy Rail	
Drivers	Free		Low Cost		High Cost (conventional transit)		Low Cost (automated)
Right of way	Shared				Dual Mode		Dedicated
Routing and Scheduling	Flexible		Hybrid		Fixed		

3.2 Transit categories

- Rights of way - degree of separation
 - Surface with mixed traffic (light rail/buses)
 - Longitudinal separation by at grade crossing (light rail/bus rapid transit)
 - Full separation (at grade/tunnel/elevated)
- Technologies
 - Support (how they contact the groups)
 - * Rubber tire on concrete (cars, buses, some rail like Paris Metro)
 - * Steel wheel on steel rail
 - * Maglev
 - * Suspended cars
 - * Water
 - * Others
 - Guidance (lateral control)
 - * Steered by driver
 - * Guided by track
 - * Others
 - Energy and propulsion
 - * Combustion engine
 - * Electric
 - * Compressed natural gas (CNG)
 - * Hybrid
 - * Others
 - Control (longitudinal)
 - * Manual/visual
 - * Manual/signal
 - * Automatic

3.3 Basics of train control

- Divide the system into blocks
 - If a train is occupying a section, do not let any trains in the section immediately before
 - For each block further, slowly increase speed limit in that block from nothing (0, 10, 25, 40, ...)
- Block system constrains the frequency of service
- Moving block system increases capacity, usually used with automatic driving systems

3.4 Levels of automated protection

- None - advisory way signals
- Manual setting of speed below speed limit - train will be automatically braked if over speed limit
- Automatic train supervision/regulation
- Full automation - sometimes has operators, needs to have platform screen doors to keep people off of track
- Capacity increased through moving block or communication based train control

3.5 What is a bus?

- Vehicle size - 10-250 passengers
- Floor height (high floor/low floor)
 - Low floor is better for accessibility, has lower dwell time
- Right of way - all options available
- Guidance - often manual, sometimes systems
- Propulsion - all options available
- Fare payment - pay outside, or pay in the bus

3.6 Examples of bus systems

- Bi-articulated buses are a thing
- In Curitiba, bi-articulated buses have high floors, and have to be boarded at specific stations with fare gates
- The Cambridgeshire Guided Busway has buses operating on dedicated “tracks” of pavement



- Buses can also be optically guided, following a line on the floor with a camera

3.7 Light Rail

- Vehicle design
 - High/low floor
 - Articulated or not
- Right of way
 - All options available
- Operation
 - Automated or manual
- Power
 - Overhead catenaries
 - Third rail
 - * On street rails, the third rail is electronically controlled and is only powered when the train is coming

3.8 Heavy Rail

- Length
 - Limited by station length
 - In some cases (like in London) they allow the last door of the last car to stay in the tunnel
- Turning radius

- Right of way
 - At-grade
 - Elevated
 - Tunnel
- Station spacing
- Control
- Power

3.9 Commuter Rail

- Vehicles operating in trains with long station spacing
- Fare collection strategies
- Line length
- Through routing in CBD [central business district] (cross through city or go there and back)
 - Where to put trains when you're done
- Station spacing
- Parking capacity

3.10 Traditional and new service concepts

- Traditional
 - Bus on shared right of way
 - Streetcar on shared right of way
 - Heavy rail on exclusive ROW
 - Commuter/regional rail on semi-exclusive ROW
- New
 - Bus rapid transit
 - Light rail on exclusive ROW

3.11 Increasing diversity

- Driver arrangements
 - Part timers (cover peaks), 10 hour day (to cover peaks that are 8 hours apart), payment by vehicle type
- Routing and scheduling
- Vehicle types
- control options
- Priority options
- Dual mode operation

3.12 Bus vs rail comparison

- Rail advantages
 - Higher capacity
 - Lower unit operating cost
 - Better service quality
 - Stronger land use influence
 - Fewer negative externalities
- Bus advantages
 - Low capital costs
 - Wide network coverage
 - Single vehicle trips
 - Flexibility
 - Dual mode nature

4 Short Range Planning

4.1 Public transit planning

- Long range (>3 years)
 - Major capital investments, infrastructure
 - Usually in collaboration with government
- Medium range (1-3 years)
 - Fleet size, network size, fare policy
 - Usually in collaboration with government
- Short range (<1 year)
 - Route structure, service frequency
 - Incremental changes
 - Can be handled only by the transit authority
- Control (real time)
 - Revise schedule and route of specific vehicle

4.2 Operational planning process

- Right of way + demand \Rightarrow bus route design \Rightarrow routes and stops
- Service + demand \Rightarrow set timetables \Rightarrow departure times
- Travel time constraints \Rightarrow scheduling vehicles \Rightarrow vehicle schedules
- Operator and union constraints \Rightarrow scheduling drivers \Rightarrow crew schedules

4.3 Transit service guidelines

- Goals \Rightarrow objective \Rightarrow measures \Rightarrow standards
- Early arrivals are not considered on time, because it may still cause people to miss connections
- Purpose
 - Communicate to the public and their representatives how decisions are made on changes in the transit network and the allocation of resources
 - Ensure acceptable level of service quality
 - Provide a consistent and fair bases for
 - * Evaluating existing services
 - * Considering new services
 - Balance improvements with efficient use of resources

4.4 Aspects covered by service guidelines

- Service design
 - Factors that are important to riders:
 - * Frequency
 - * Waiting time
 - * Reliability

- * Access
 - Why are frequency and waiting time both here?
 - * Waiting time can be independent of waiting time - if a bus comes early, it will change waiting time
- Operating performance
 - Service quality

4.5 Service design: schedule

- Two main components
 - Maximum (policy) headways
 - Maximum passenger crowding
 - * Usually for peak corridors

5 Short Range Planning, con't.

5.1 Service reliability

- Walk up service
 - Schedule free
 - Headway-based, <10 minutes
 - Performance based on headway
- Scheduled service
 - ≥ 10 minute headway
 - Performance measurement based on punctuality

5.2 Alternative benefit measures

- Revenue
 - Relevant to financial concerns and willingness to pay, discounts reduced fare trips and favors higher income passengers
- Passengers
 - Reflects number of people who benefit, values each passenger equally, but doesn't reflect trip length or linked trips
- Passenger miles
 - Weights longer trips more, but hardest to measure since most systems don't have an exit
- Net cost
 - Usually most directly constrained, but hardest to estimate (if you're planning a new service, you won't know revenue)
- Cost
 - Also directly constrained, but hard to estimate
- Vehicle miles
 - Easy to measure, only reflects ~30% of bus costs and penalized fast service

- Vehicle hours
 - Easy to measure, related to $>50\%$ bus costs, but doesn't reflect cost differences between peak and off-peak

6 Modal Capacities and Costs

6.1 Simple calculation analysis

- Given
 - P_c = population density at CBD
 - dP = rate of decrease of population density with distance from CBD
 - θ = angle served by corridor
 - r = distance from CBD
 - L = corridor length
 - t = number of one-way trips per person per day
 - c = share of trips inbound to CBD
 - m = transit market share for CBD-bound trips
 - p = share of CBD-bound transit trips in peak hour
- Then
 - Population in corridor = $\int_0^L r\theta(P_c - dPr)dr$
 - Peak passenger flow = $L^2\theta(\frac{P_c}{2} - \frac{dPL}{3})tcmp$
 - Maximum access distance to transit line = $\frac{L\theta}{2}$

6.2 Theoretical capacities

- Rail
 - 10 car trains
 - 200 passengers per car
 - 2 minute headway
 - = 60,000 passengers/hr
- Bus
 - 70 passengers/bus
 - 30 second headway
 - = 8,400 passengers/hr
- BRT
 - 200 passengers/bus
 - 20 second headways
 - = 36,000 passengers/hr
- Light Rail
 - 2 car trains
 - 150 passengers/car
 - 1 minute headway
 - 18,000 passengers/hr

6.3 Capital costs

- In the US, \$18.2 billion was spent in capital costs in 2013
 - By type
 - * 25% for vehicles
 - * 59% infrastructure and facilities
 - * 16% other
 - By mode
 - * 25% bus
 - * 34% heavy rail
 - * 17% commuter rail
 - * 19% light rail
 - * 5% other (mostly paratransit)
 - Capital costs don't vary as much as you would expect year to year, because a) there are a lot of cities with new projects and b) the projects are gradual and can span years

	Bus	Heavy Rail	Commuter Rail	Light Rail
Vehicles	52%	10%	17%	7%
Infrastructure, facilities, and other	48%	90%	83%	93%
Total (billion USD)	4.5	6.2	3.0	3.5

6.4 Infrastructure cost

- Type of construction (increasing in cost)
 - at grade
 - elevated
 - subway
 - * shallow tunnel (cut and cover)
 - * deep tunnel (tunnel boring machine)
- Land acquisition and clearance
- Number, size, complexity and length of stations
- Systems complexity

6.5 Typical capital costs per passenger mile

- For all modes
 - Vehicle cost per pass. mile: \$0.05-0.10
 - Infrastructure cost per pass. mile: \$0.01-1.00i (because there are so many different ways of doing it)

6.6 Operating costs

- In the US, \$42.2 billion was spent on operating costs in 2013
 - By type
 - * 44% for vehicle operations
 - * 16% for vehicle maintenance
 - * 11% for non-vehicle maintenance
 - * 16% for administration
 - * 14% for purchased transportation (hiring third parties, mostly for paratransit)
 - By mode
 - * 49% for buses
 - * 19% for heavy rail
 - * 13% for commuter rail
 - * 4% for light rail
 - * 12% for paratransit
 - * 3% for other modes