A Comparative Illustration of Trip- and Activity-Based Modelling Techniques

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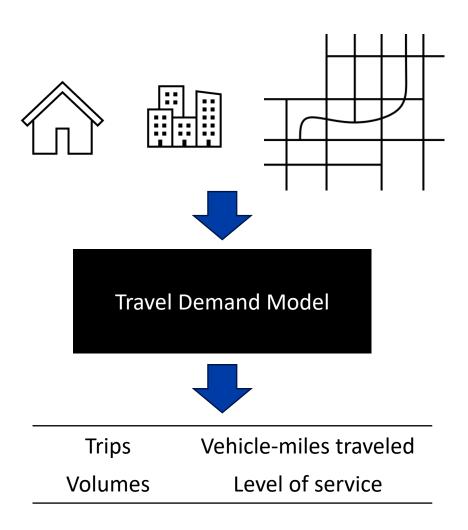
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Travel Demand Models



2 main types:

- Trip-based
 - Aggregate
 - Trips happen
- Activity-based
 - Synthetic population
 - Trips result from decisions

Advantages of Activity-Based Models

Activity-based models thought to be superior:

- Information on individuals
- Trip chaining (tours)
- Conceptually closer to reality
- More detailed analysis
 - Equity analyses

Difficulties with Activity-Based Models BYU Civil & Construction Engineering

- Computational complexity
- Complicated design
- Lack of interoperability
- Staff training

- Things may be changing
 - Open-source models (ActivitySim)
 - General maturity/familiarity

Research Gap

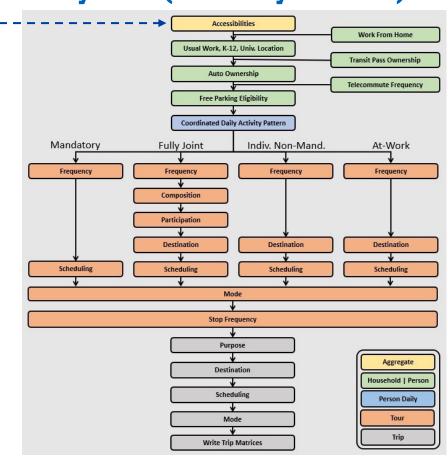
- Comparisons focus on theoretical benefits
- Cited difficulties may be outdated
- Practicality of activity-based models
 - Ease of use
 - Types of analyses
 - Ease of interpretation

Two Models

WFRC Model (trip-based)

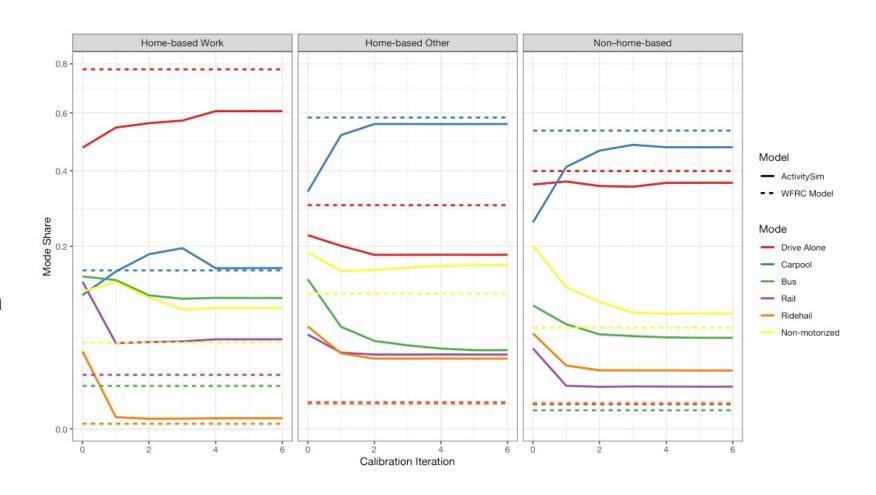
Socioeconomic Data Household Disaggragation & Auto Ownership **Trip Generation** Trip Ends Distribution Feedback Loop **Trip Distribution** Trip Tables Hwy Networks Preliminary Hwy Assignment Preliminary Congested Hwy Skims Hwy Skims Trip Tables by Mode **Mode Choice** Transit Network Transit Ridership Traffic Volumes Hwy Networks **Highway Assignment** Final Hwy Skims

ActivitySim (activity-based)



Model Calibration

- Population
 - Household size
 - Income
- Trips
 - Mode choice
 - Remote work
 - Trip length distribution



Scenarios Overview

Land Use	Transit	Remote Work		
Scenario	Scenario	Scenario		
 New development at old Draper prison site Projected 2050 data for The Point development 	 Increase frequency and speeds of FrontRunner New Frontrunner stations Based on WFRC 2050 plan 	 Higher work-from-home and telecommute Calibrated to WFRC 2050 projections 		

Land Use Scenario

New development (The Point)

WFRC Model:

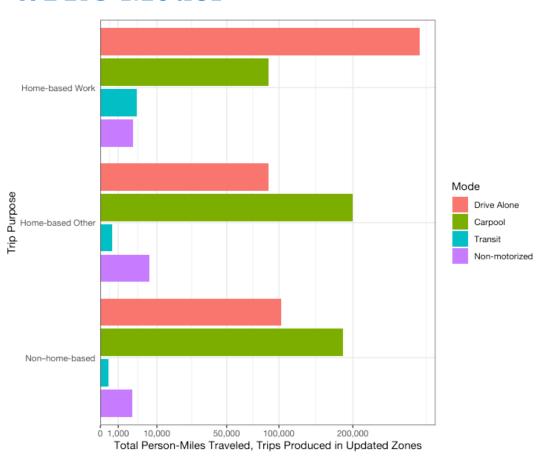
- Change land use data for The Point area
 - Match 2050 data
 - 7,430 new households
 - 22,200 new jobs

ActivitySim:

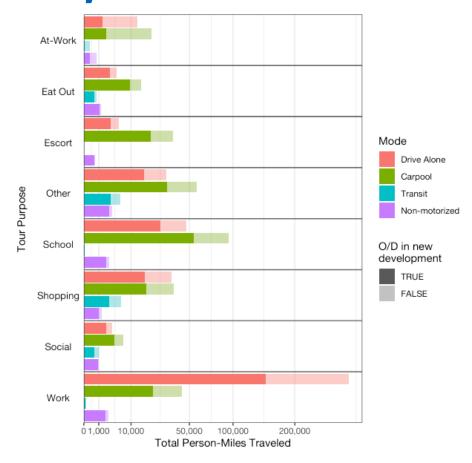
- New synthetic population for The Point area
 - Population modeled on Gateway area (SLC)
 - Joined with baseline scenario population

New Trips

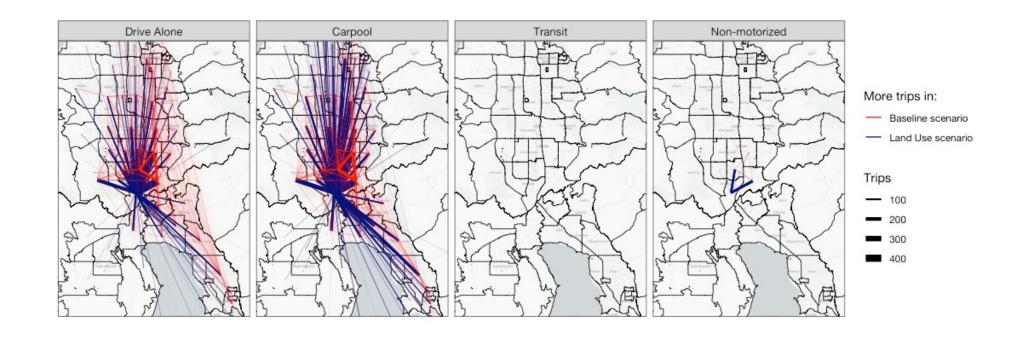
WFRC Model



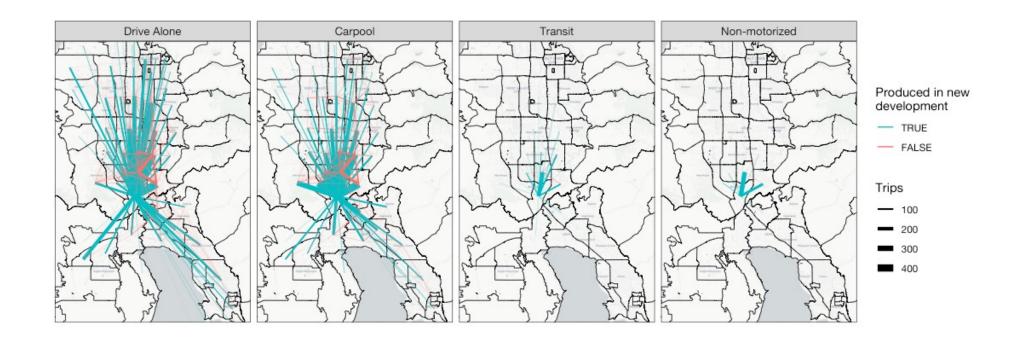
ActivitySim



WFRC: Non-Home-Based Trips



ActivitySim: New Resident Trips



Transit Scenario

Improved FrontRunner

WFRC Model:

- Doubled train frequency
 - Peak: 2 → 4 trains per hour
 - Off-peak: 1 → 2 trains per hour
- Used future speed and track extensions
 - Additional stations in Vineyard, Springville, Spanish Fork, and Payson

ActivitySim

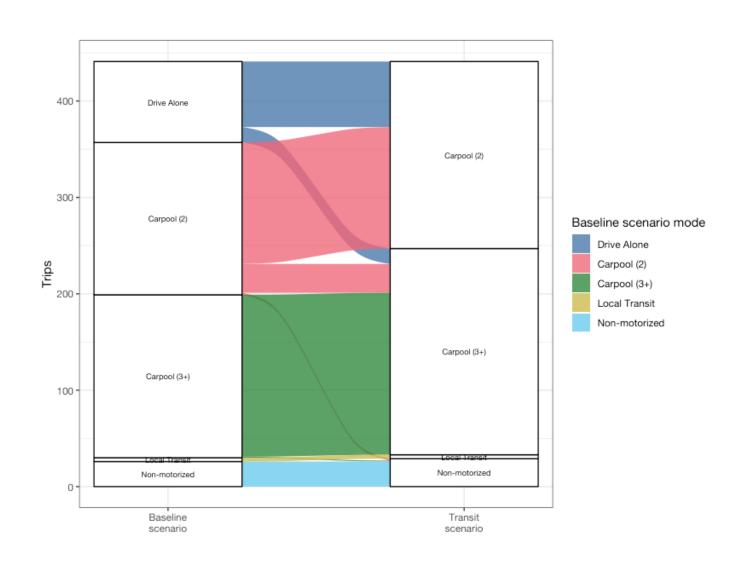
New transit skims from WFRC model

Change in Mode Split

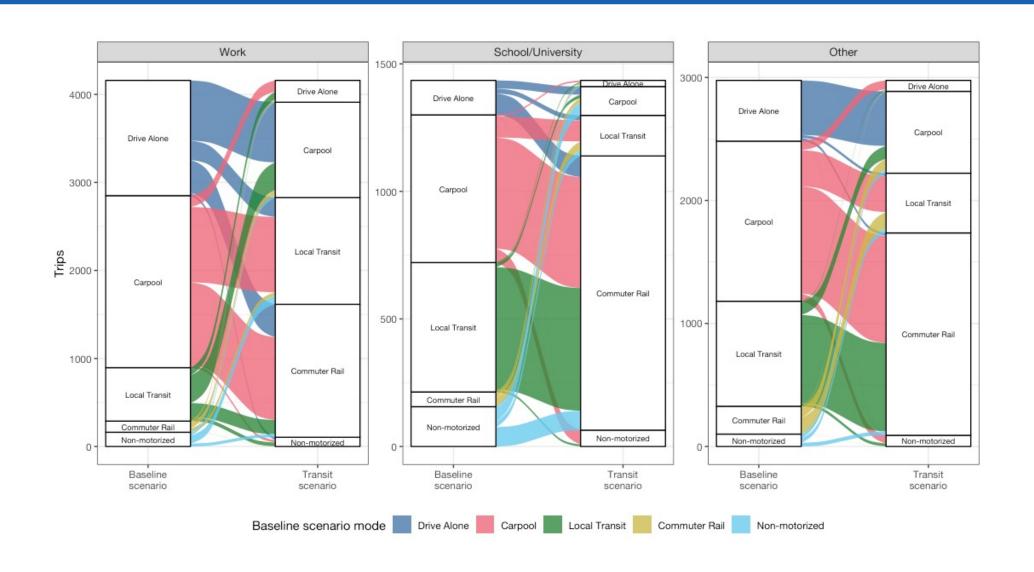
		WFRC Model			ActivitySim			
Purpose	Mode	Baseline Trips	Transit¹ Trips	Change	Baseline Trips	Transit ¹ Trips	Change	
	Drive Alone	1328609	1326191	-0.2%	1012180	1010565	-0.2%	
	Carpool	257783	256654	-0.4%	258459	256550	-0.7%	
Home-based Work	Local Transit	37935	36494	-3.8%	232222	233426	0.5%	
Home-based work	Commuter Rail	10821	15891	46.9%	19846	22265	12.2%	
	Ridehail	_	_	-	1108	1099	-0.8%	
	Non-motorized	76506	76396	-0.1%	145957	145845	-0.1%	
	Drive Alone	1394415	1394095	0.0%	700133	698809	-0.2%	
	Carpool	2702277	2701039	0.0%	2148429	2145135	-0.2%	
Users have d Other	Local Transit	33168	32583	-1.8%	195062	194649	-0.2%	
Home-based Other	Commuter Rail	4180	6332	51.5%	81094	87337	7.7%	
	Ridehail	-	_	-	113624	113538	-0.1%	
	Non-motorized	510143	510103	0.0%	613134	611996	-0.2%	
Non–home-based	Drive Alone	951561	951407	0.0%	716143	714854	-0.2%	
	Carpool	1273279	1272977	0.0%	938056	936408	-0.2%	
	Local Transit	12213	12068	-1.2%	107526	108395	0.8%	
	Commuter Rail	1243	1806	45.3%	12317	13344	8.3%	
	Ridehail	_	_	-	40092	40061	-0.1%	
	Non-motorized	146404	146409	0.0%	156819	156587	-0.1%	

¹ "Transit" here refers to the Transit scenario, not the mode of travel

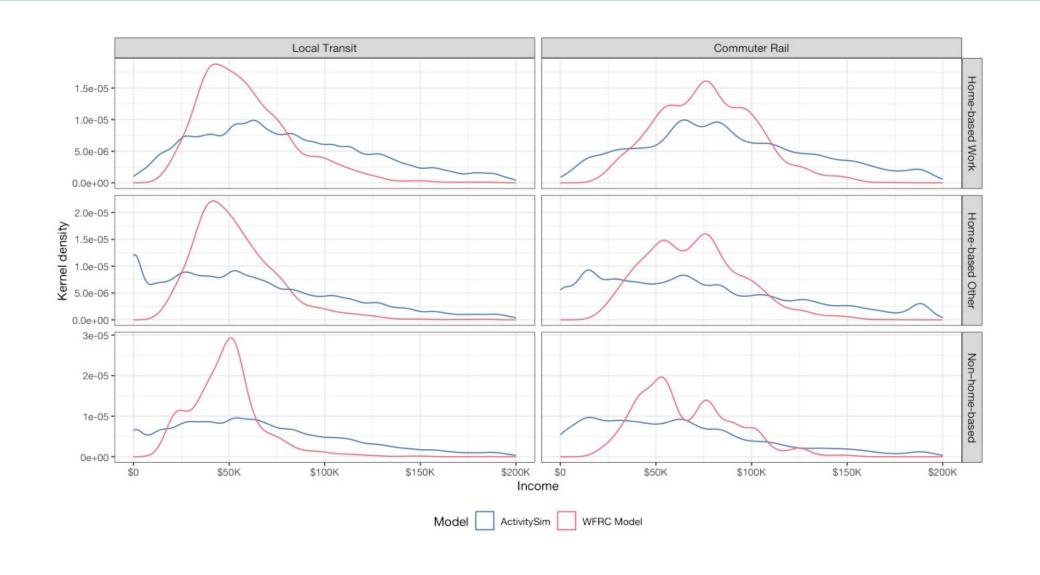
At-Work Mode Switching



Daily Mode Switching



Transit Riders Income Distribution



Remote Work Scenario

Increased remote work rates

WFRC Model:

- Used 2050 remote work rates
 - Work-from-home average increase from 2.9% to 3.5%
 - Telecommute average increase from 3.7% to 10.2%

ActivitySim:

- Recalibrated remote work to WFRC 2050 rates
 - Work-from-home matches WFRC data
 - Telecommute matches % by job type

Remote Work Considerations

- "Rebound effect"
 - Fewer work trips may cause more nonwork trips
- Trip length
 - Longer commute more likely to work remotely
- Household structure
 - Single- vs. dual-parent
 - Age of children

ActivitySim Work-From-Home Model

Description	Coefficient
Constant for Working from home	0.438
Full time worker (1 if true)	-0.812
Female Worker	-0.347
Female worker with a Preschool Child in Household	0.573
Accessibility to workplaces of the home mgra	-0.140
Presence of Non Working Adult in the Household	-0.372
Education Level Bachelors or higher degree	0.285
Household income Less than 30K	-0.393
Age Group - Less than 35 years	-0.574
Age Group - 35 yrs to 45 yrs	0.000
Age Group - 45 yrs to 55 yrs	0.214
Age Group - 55 yrs to 65 yrs	0.452
Age Group - Older than 65yrs	0.584

Change in Number of Trips

		WFRC Model Trips			ActivitySim Trips			
Purpose	Mode	Baseline	Remote Work Scenario	Change	Baseline	Remote Work Scenario	Change	
Home-based Work	Drive Alone	1328609	1244451	-6.3%	1012180	950306	-6.1%	
	Carpool	257805	238669	-7.4%	258459	242497	-6.2%	
	Transit	48752	44977	-7.7%	253176	237881	-6.0%	
	Non-motorized	76506	71063	-7.1%	145957	137684	-5.7%	
Home-based Other	Drive Alone	1394415	1395196	0.1%	700133	709957	1.4%	
	Carpool	2702272	2702625	0.0%	2148429	2171566	1.1%	
	Transit	37346	37359	0.0%	389780	396815	1.8%	
	Non-motorized	510143	508869	-0.2%	613134	617480	0.7%	
Non–home-based	Drive Alone	951561	938653	-1.4%	716143	687935	-3.9%	
	Carpool	1273317	1254548	-1.5%	938056	922662	-1.6%	
	Transit	13453	13199	-1.9%	159935	158366	-1.0%	
	Non-motorized	146404	144126	-1.6%	156819	152688	-2.6%	

WFRC: Trip Count vs Length

		Trips			Person-miles			
Purpose	Mode	Baseline Scenario	Remote Work Scenario	Change	Baseline Scenario	Remote Work Scenario	Change	
Home-based Work	Drive Alone	1328609	1244451	-6.3%	12736970	12070213	-5.2%	
	Carpool	257805	238669	-7.4%	3204552	2945150	-8.1%	
	Transit	48752	44977	-7.7%	547804	500953	-8.6%	
	Non-motorized	76506	71063	-7.1%	132216	122930	-7.0%	
Home-based Other	Drive Alone	1394415	1395196	0.1%	6088804	6122517	0.6%	
	Carpool	2702272	2702625	0.0%	13420596	13448784	0.2%	
	Transit	37346	37359	0.0%	264203	264432	0.1%	
	Non-motorized	510143	508869	-0.2%	591297	590349	-0.2%	
Non–home-based	Drive Alone	951561	938653	-1.4%	4777297	4736979	-0.8%	
	Carpool	1273317	1254548	-1.5%	7650625	7538596	-1.5%	
	Transit	13453	13199	-1.9%	73563	72018	-2.1%	
	Non-motorized	146404	144126	-1.6%	136914	134784	-1.6%	

ActivitySim: Trip Count vs Length

		Trips			Person-miles			
Purpose	Mode	Baseline Scenario	Remote Work Scenario	Change	Baseline Scenario	Remote Work Scenario	Change	
Home-based Work	Drive Alone	1012180	950306	-6.1%	9632251	9021681	-6.3%	
	Carpool	258459	242497	-6.2%	2631886	2463552	-6.4%	
	Transit	253176	237881	-6.0%	2911616	2728897	-6.3%	
	Non-motorized	145957	137684	-5.7%	353246	332978	-5.7%	
Home-based Other	Drive Alone	700133	709957	1.4%	4280006	4332319	1.2%	
	Carpool	2148429	2171566	1.1%	11498994	11624928	1.1%	
	Transit	389780	396815	1.8%	3547052	3583630	1.0%	
	Non-motorized	613134	617480	0.7%	1090176	1098043	0.7%	
	Drive Alone	716143	687935	-3.9%	3984191	3804674	-4.5%	
Non–home-based	Carpool	938056	922662	-1.6%	3962840	3898220	-1.6%	
	Transit	159935	158366	-1.0%	867867	852243	-1.8%	
	Non-motorized	156819	152688	-2.6%	194493	189483	-2.6%	

Conclusions

Cited difficulties with activity-based model:

- Computational complexity
- Complicated design
- Lack of interoperability
- Staff training

Conclusions

- Computational complexity
 - Similar runtime on same hardware
- Complicated design
 - Easier interpretation with activity-based
- Lack of interoperability
 - ActivitySim remote work sub-models taken from SEMCOG
 - Simple to add/edit parameters
- Staff training
 - Similar time/effort between models

Cited difficulties may not be applicable!