





A MATSim model for a low carbon future mobility in the UK context

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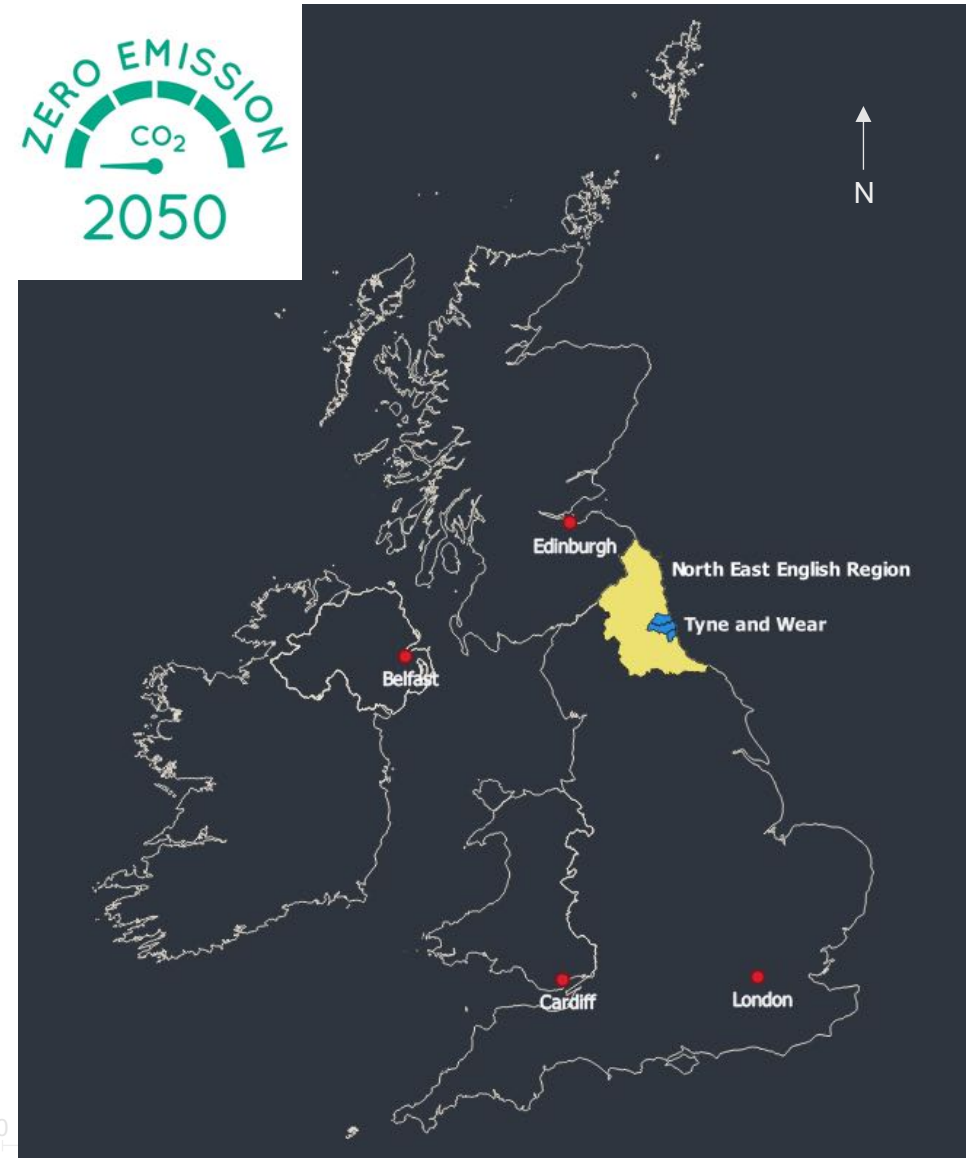
1. PhD project aims

To identify

- infrastructure interventions
- changing human behaviour



to **reduce GHG emissions** in urban areas in the Tyne and Wear region of England (**blue area on the map**) and enable the agents the use of **active modes**.



1. PhD project aims

To identify

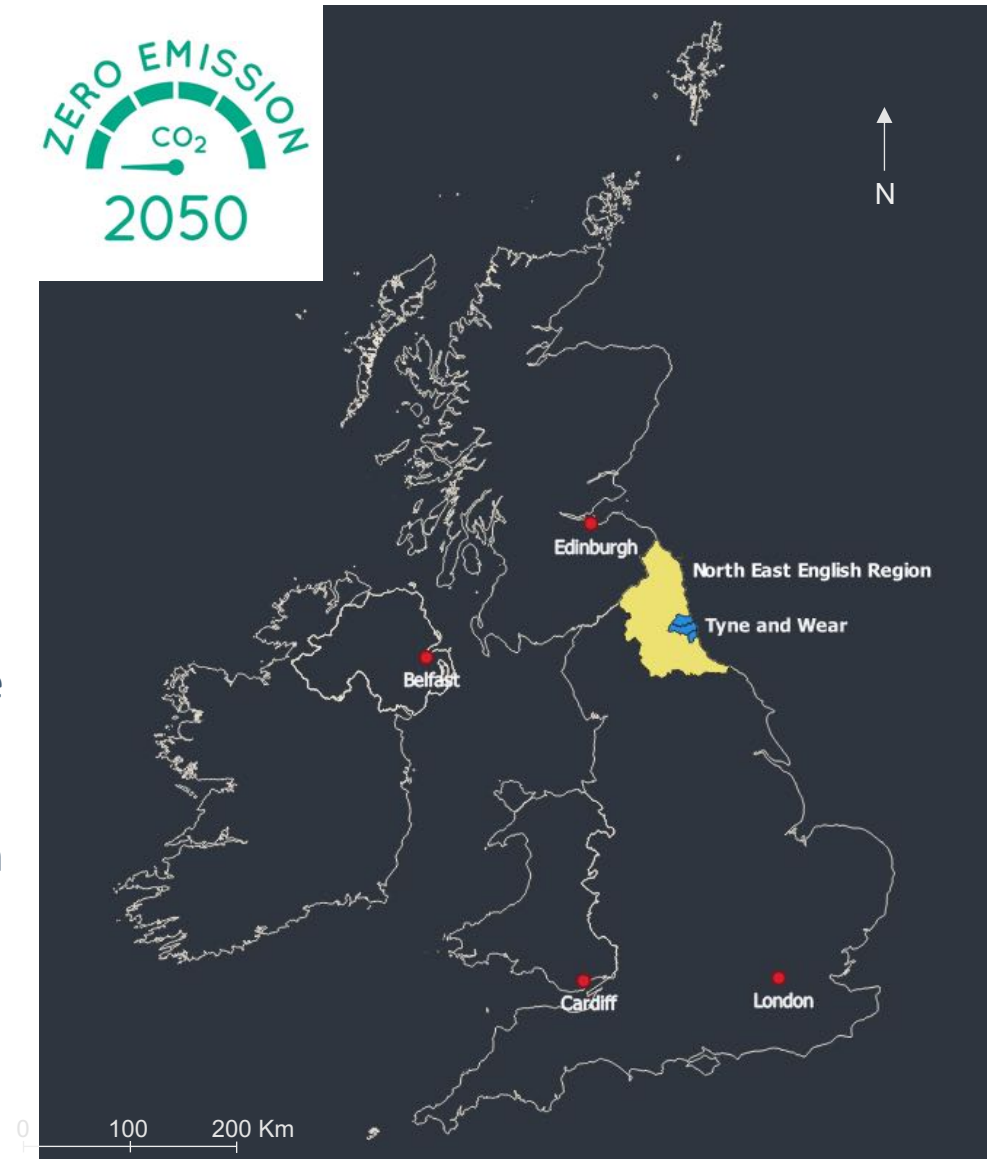
- infrastructure interventions
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to **reduce GHG emissions** in urban areas in the Tyne and Wear region of England (blue area on the map) and enable the agents the use of **active modes**.

Four innovations to simulate transport scenarios with MATSim in the UK context:

- 1) a new, open-access and very detailed synthetic population methodology for any region in the UK;
- 2) an additional network attribute (“quietness”)
- 3) a bicycle contribution code update
- 4) tailored “stick” and “carrot” scenarios



2. Synthetic population

Demand

Synthetic population

Socio-demographic

Activity plan

Tools:

SPENSER platform (UoL)
Own developed codes (NU)
PAM (Arup)
OSMOX (Arup)

Datasets:

Census 2011
ONS 2019
National Travel Survey
OpenStreetMap

A simplified digital twin of the actual population (**2019**).

2.6 million inhabitants in
area of study

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Individual characteristics

Person ID

Household ID

Age

Sex

Family dependencies

Marital status

Children dependency

Mobility access

Driving licence

Car access

Bike access

Spending power

Economic activity

Occupation

Annual Gross Income

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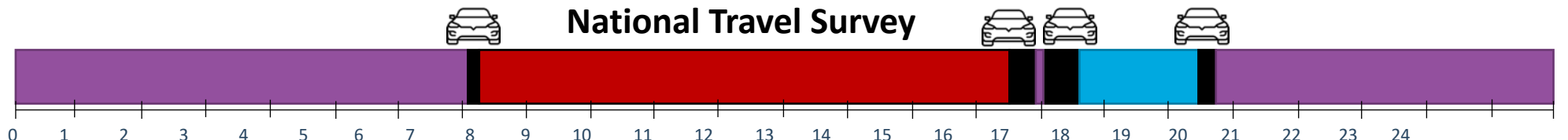
Spending power

Economic activity

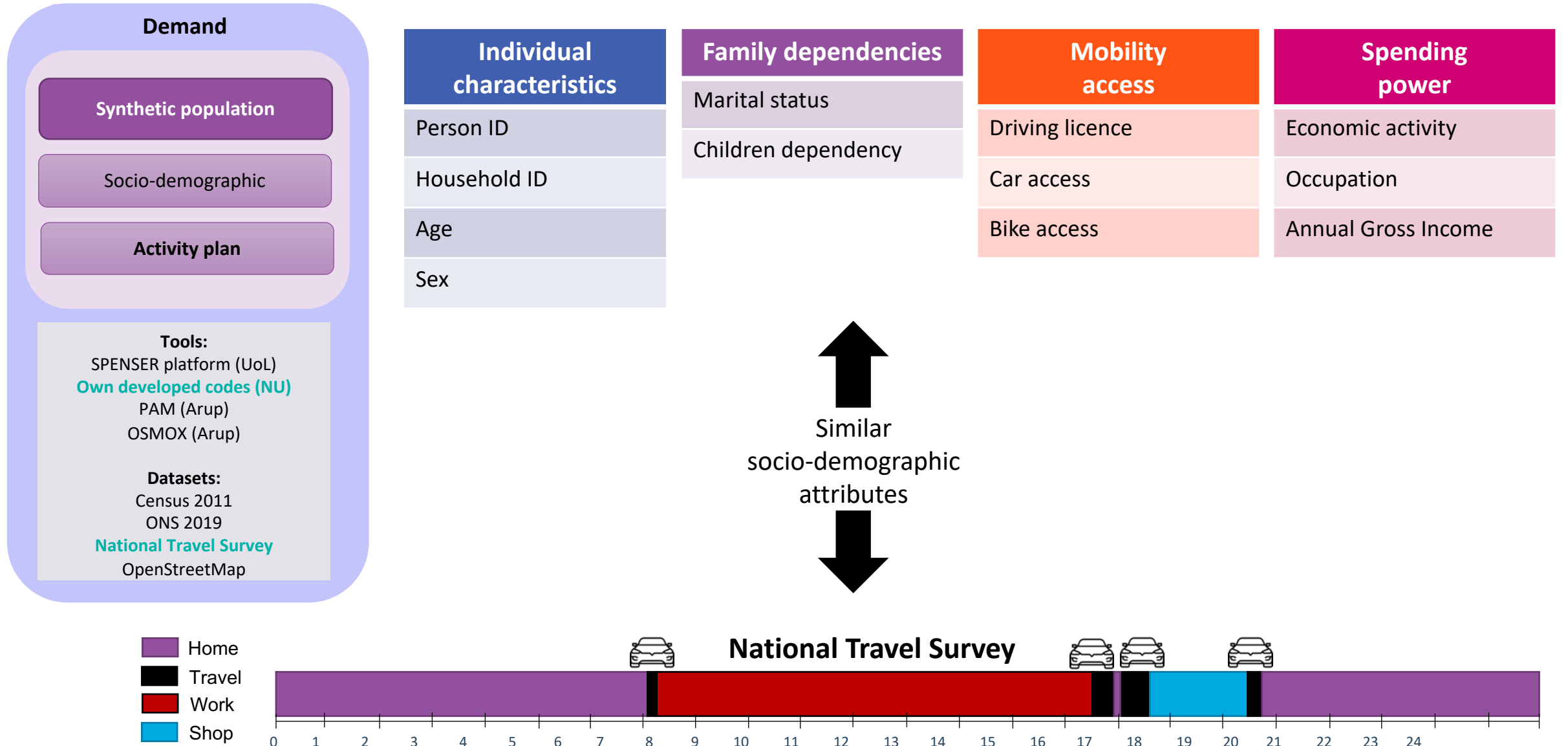
Occupation

Annual Gross Income

Home
Travel
Work
Shop



2. Synthetic population



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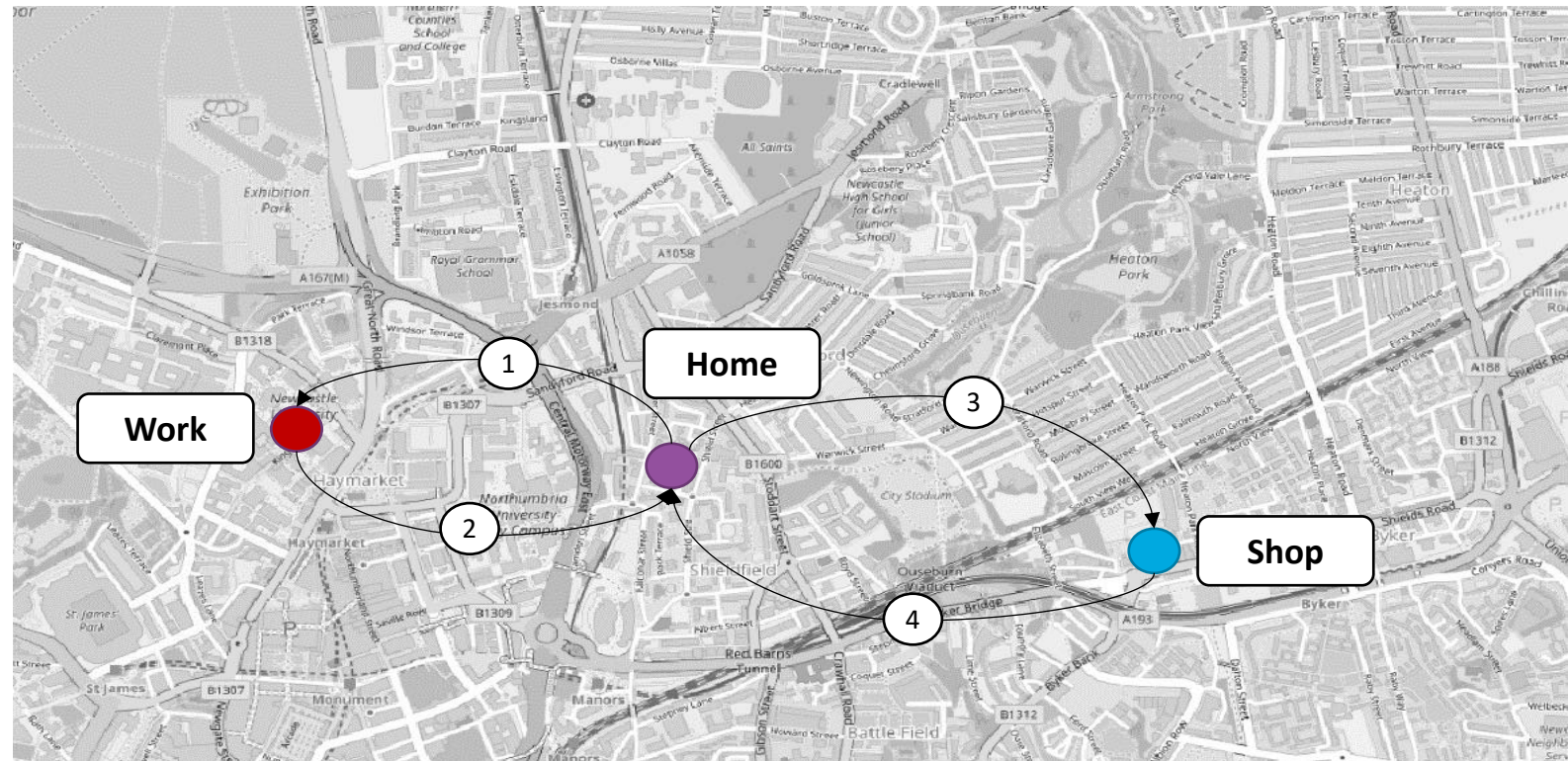
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Individual
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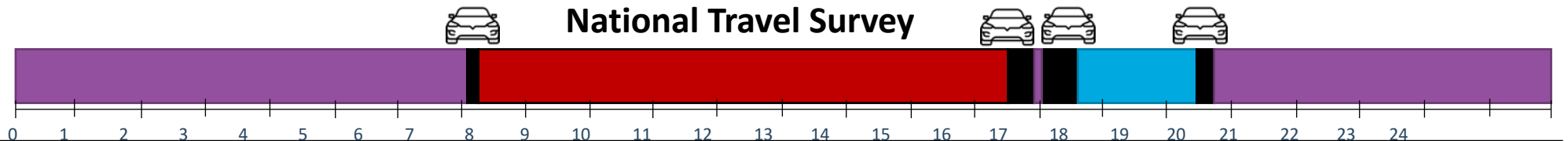
Family dependencies

Mobility
access

Spending
power



Home
Travel
Work
Shop



3. Network

Supply

Network

Tools:

Osmium,
UK2GTFS,
PUMA (Arup),
GeNet (Arup)

Datasets:

OpenStreetMap
UK GTFS
Defra DEM
Cyclestreet

A simplified digital representation of the road and public transport network

3. Network

Supply

Network

Tools:

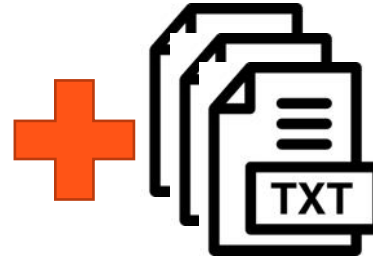
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Roads



GTFS

3. Network

Supply

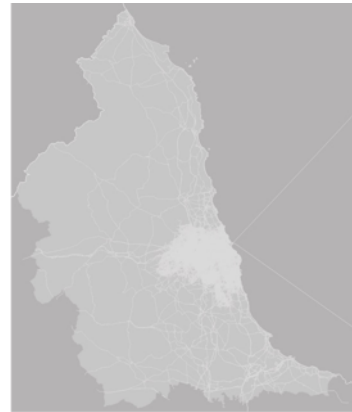
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Roads



GTFS



Altitude and
gradient

3. Network

Supply

Network

Tools:

Osmium,
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PUMA (Arup),
GeNet (Arup)

Datasets:

OpenStreetMap
UK GTFS
Defra DEM
[Cyclestreet](#)



Roads



GTFS



Altitude and
gradient



Cycleability
rating

3. 1. Cycleability rating



Cycleability
rating

Factors included:

- Road type
- Cycle infrastructure
- Path widths/quality
- Barriers, obstructions
- Land ownership
- Surface type and quality
- Kerbs



```
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    <attribute name="osm:way:highway" class="java.lang.String">residential</attribute>
    <attribute name="osm:way:maxspeed" class="java.lang.String">20 mph</attribute>
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  </attributes>
</link>
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Values between 0.0 and 1.0

0.0: very poor

1.0: excellent

Demand

Synthetic population

**Population
+
Network**

Supply

Network

4. Bicycle contribution extension update

Bicycle contribution (Ziemke et al, (2019))

Extension of the agent-based transport simulation framework MATSim for bicycle traffic.

- Road comfort (OSM tags: surface, highway, smoothness)
- Road infrastructure type (OSM tag: highway)
- Road gradient (DEM)

4. Bicycle contribution extension update

Bicycle contribution (Ziemke et al, (2019))

Extension of the agent-based transport simulation framework MATSim for bicycle traffic.

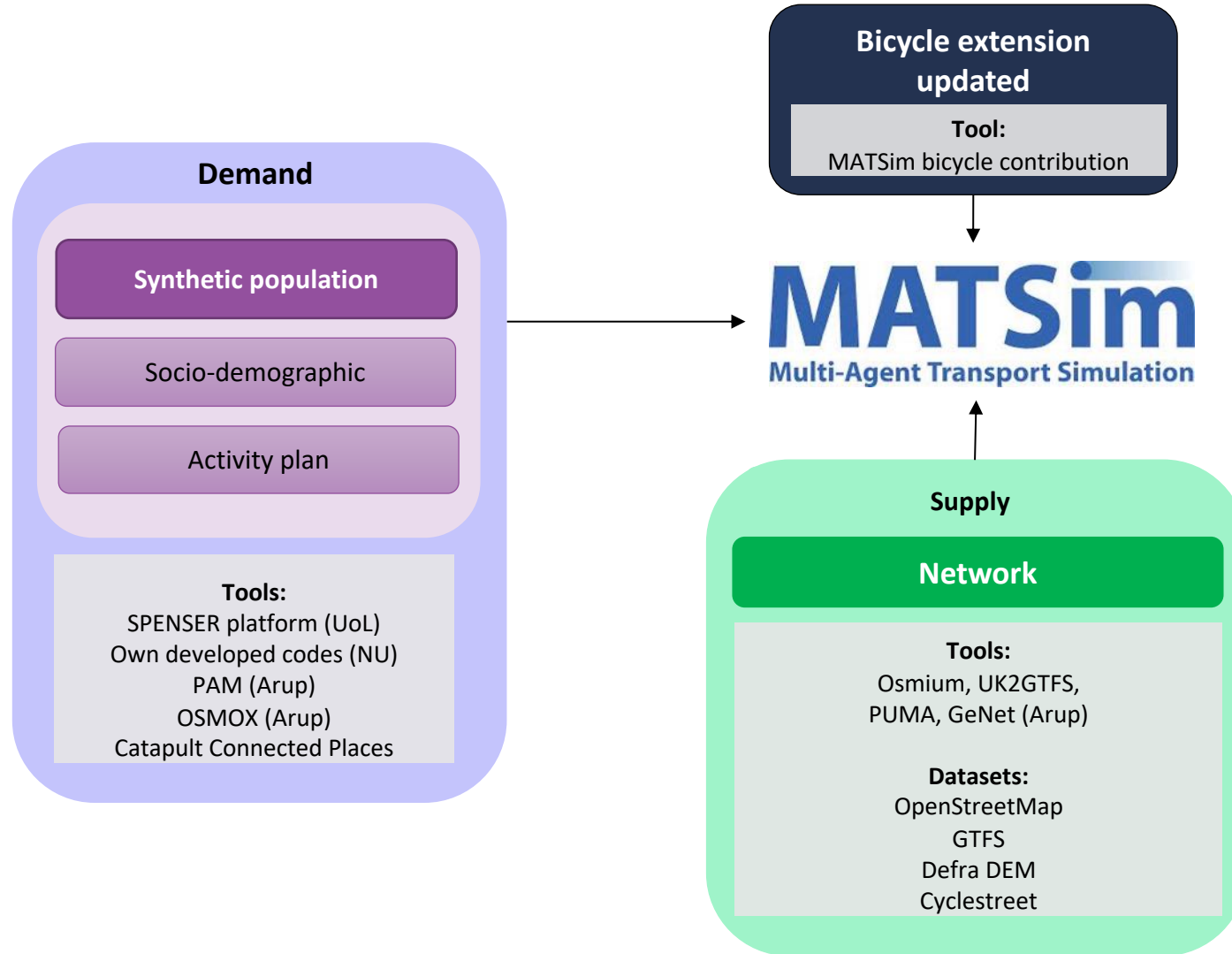
- Road comfort (OSM) (surface, highway, smoothness)
- Road infrastructure type (OSM) (highway)
- Road gradient (DEM)
- Road quietness (Cyclestreets)



Marginal utility of quietness

$$\beta_{\text{quietness}(a)} = \beta^{\text{max quietness}(a)} \cdot (1 - \text{quietness}(a))$$

5. MATSim simulation

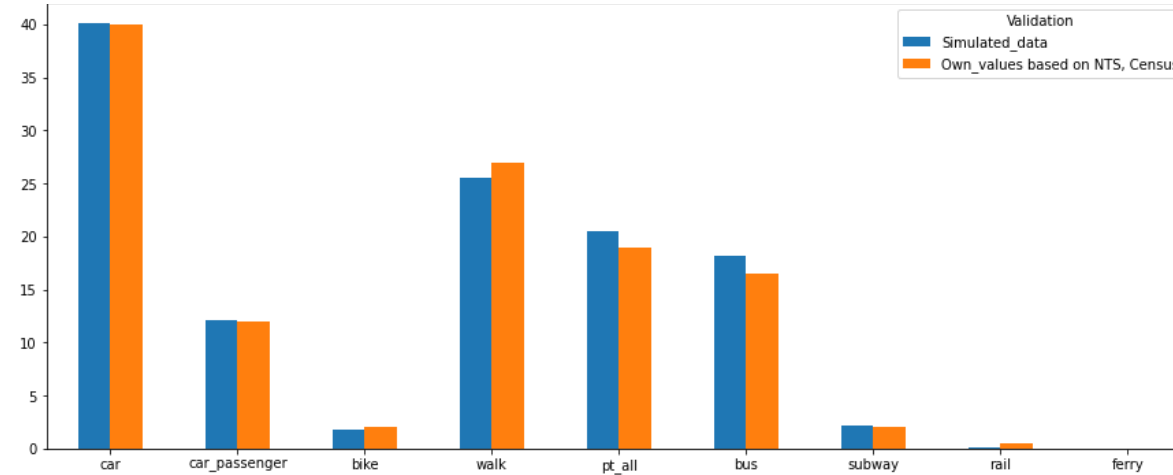


5. MATSim simulation. Calibration

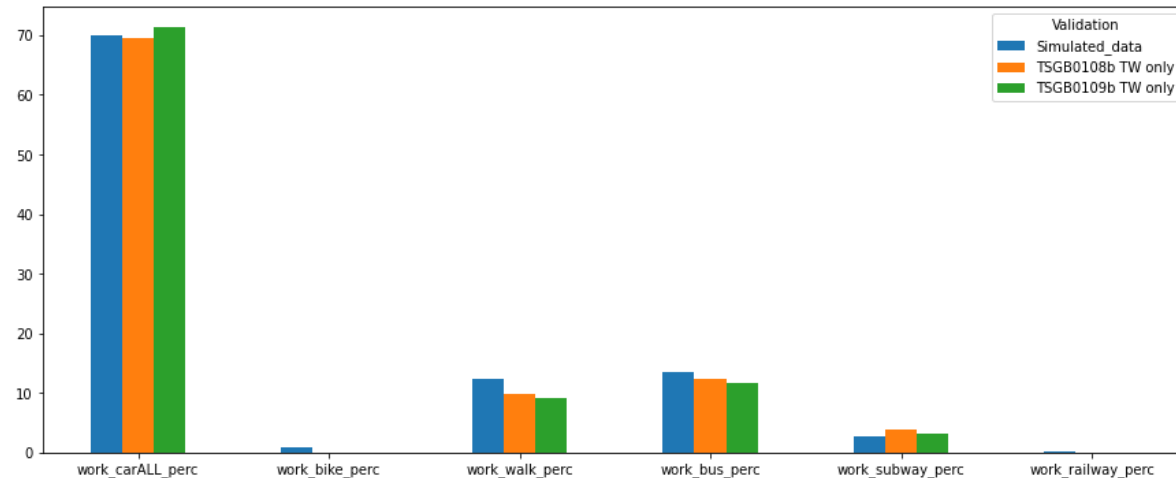
Parameter	Values
Population sample	20%
Number of iterations	1,500
Controler	Qsim
Modes	car, car passenger, bike, walk, PT (bus, rail, metro, ferry)
Car use	Only by those with access to car: considerCarAvailability (true)
PT	Deterministic, SwissRailRaptor, SBBPt, useCapacityConstraints (false), access and egress (walk)
Bicycle extension	Marginal utility of comfort (0.0), infrastructure (0.0), gradient (-0.02), quietness (-0.035)
Strategies	80%, ReRoute (0.1), TimeAllocationMutator (0.1), SubtourModeChoice (0.1), ChangeExpBeta (0.7)
ASC	Car: -0.37 Car_passenger: -1.7 Bike: -1.1 Walk: 0.0 Bus: -7.2 Rail: -0.001 Subway: -0.001 Ferry: -0.001

5. MATSim simulation. Validation results

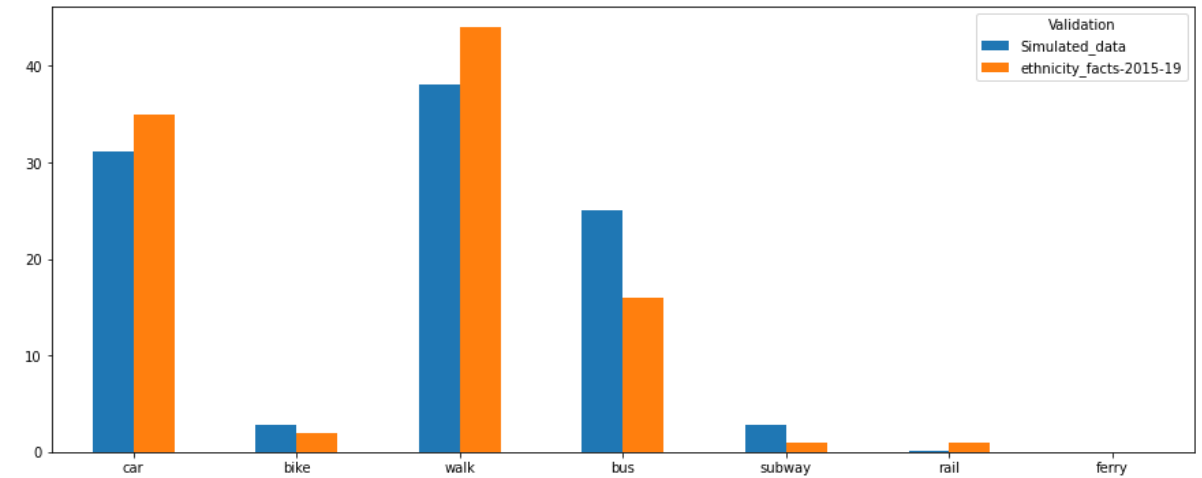
% of transport modes used



% of transport modes used (commuting only)

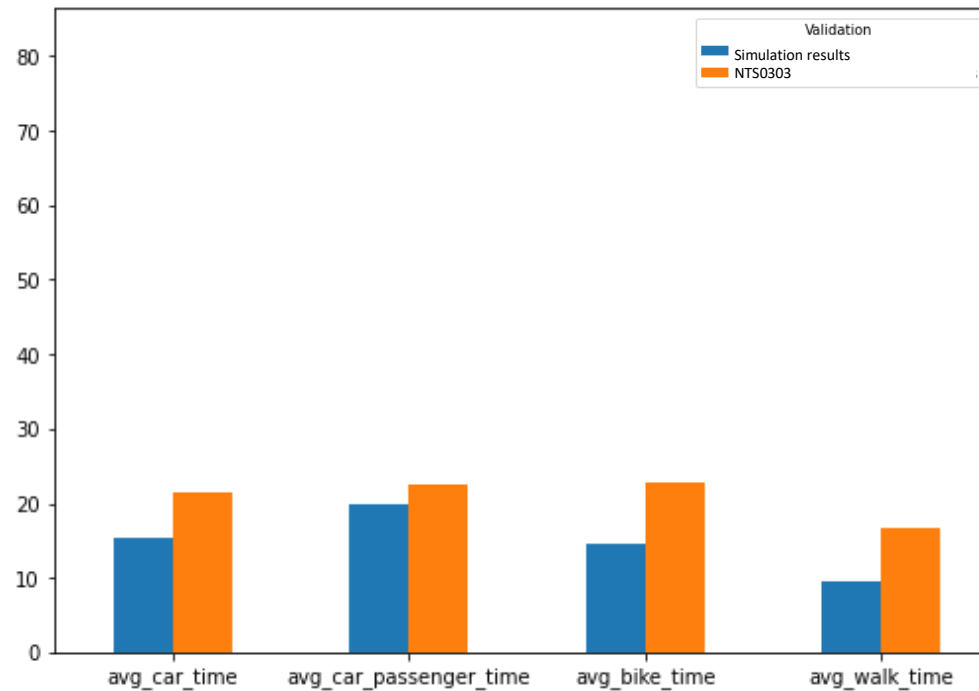


% of transport modes used (school trip only)

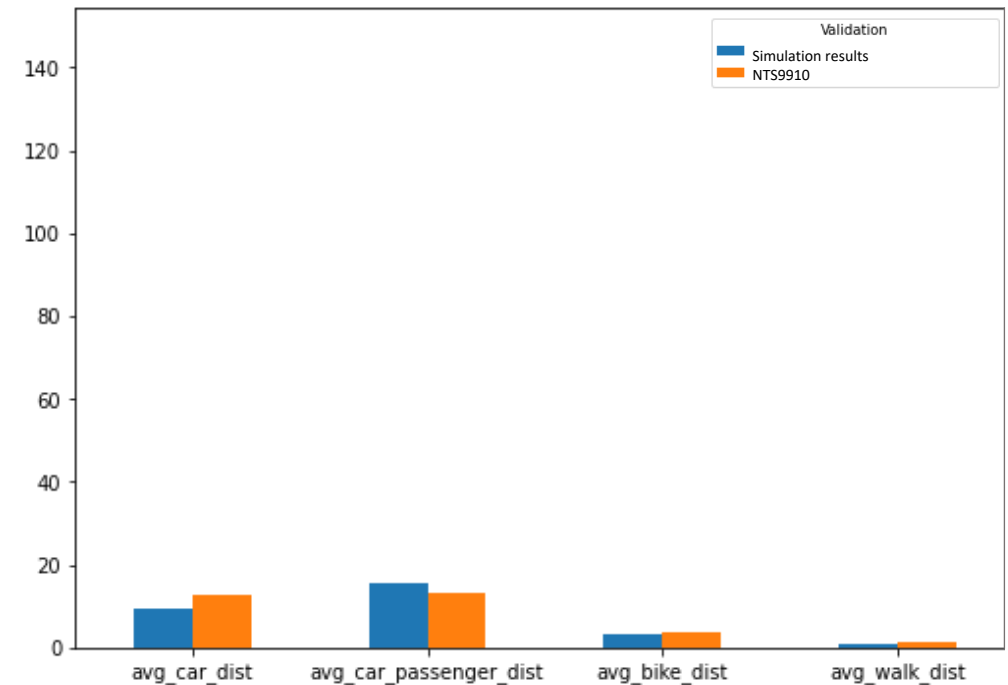


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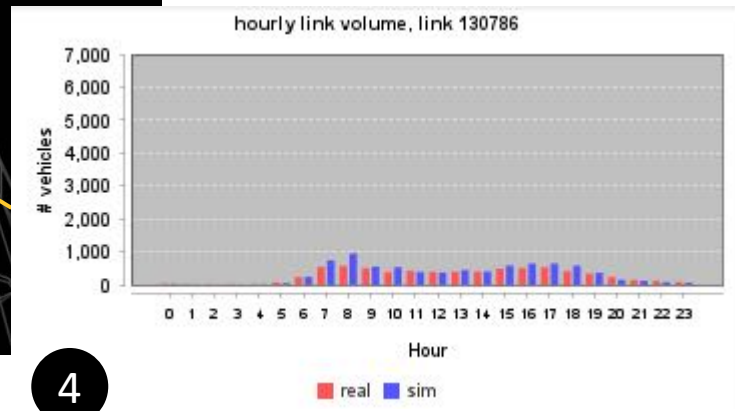
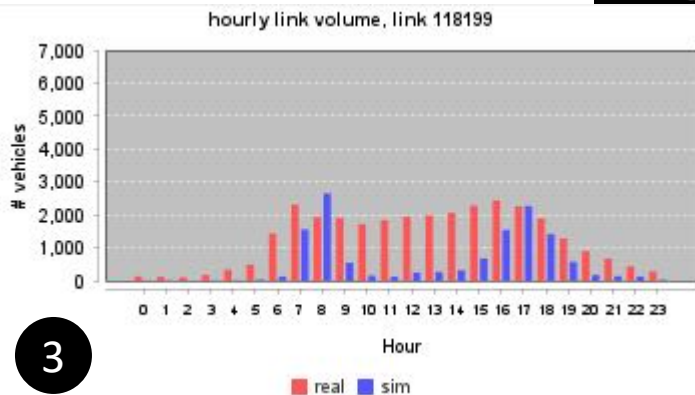
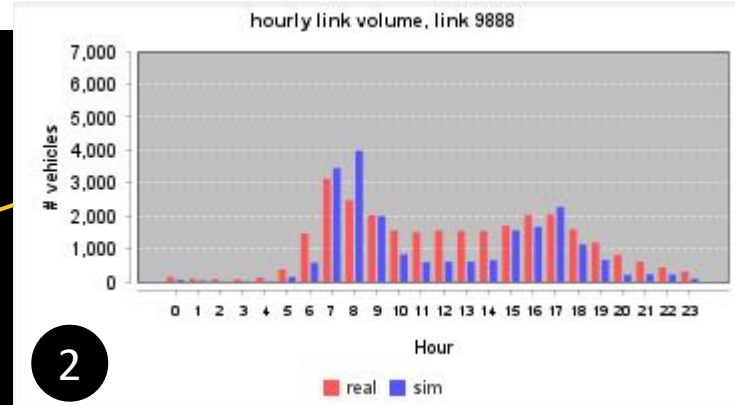
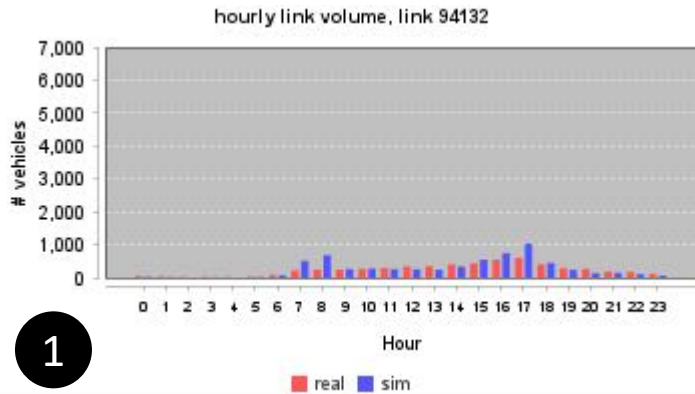
Average trip time (min) per transport mode



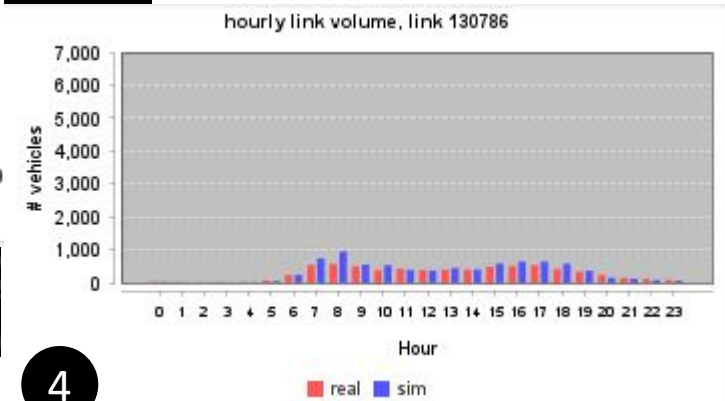
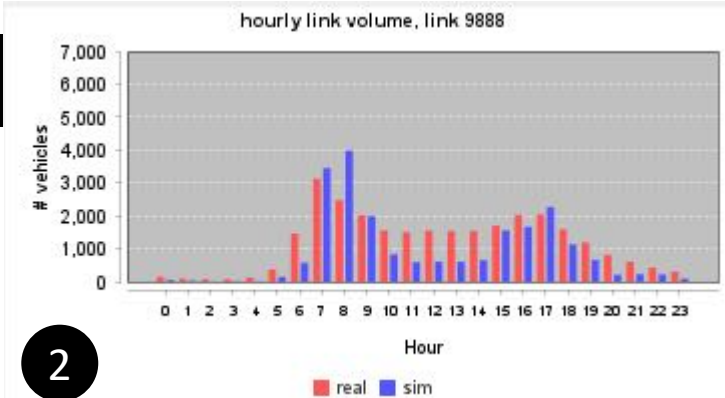
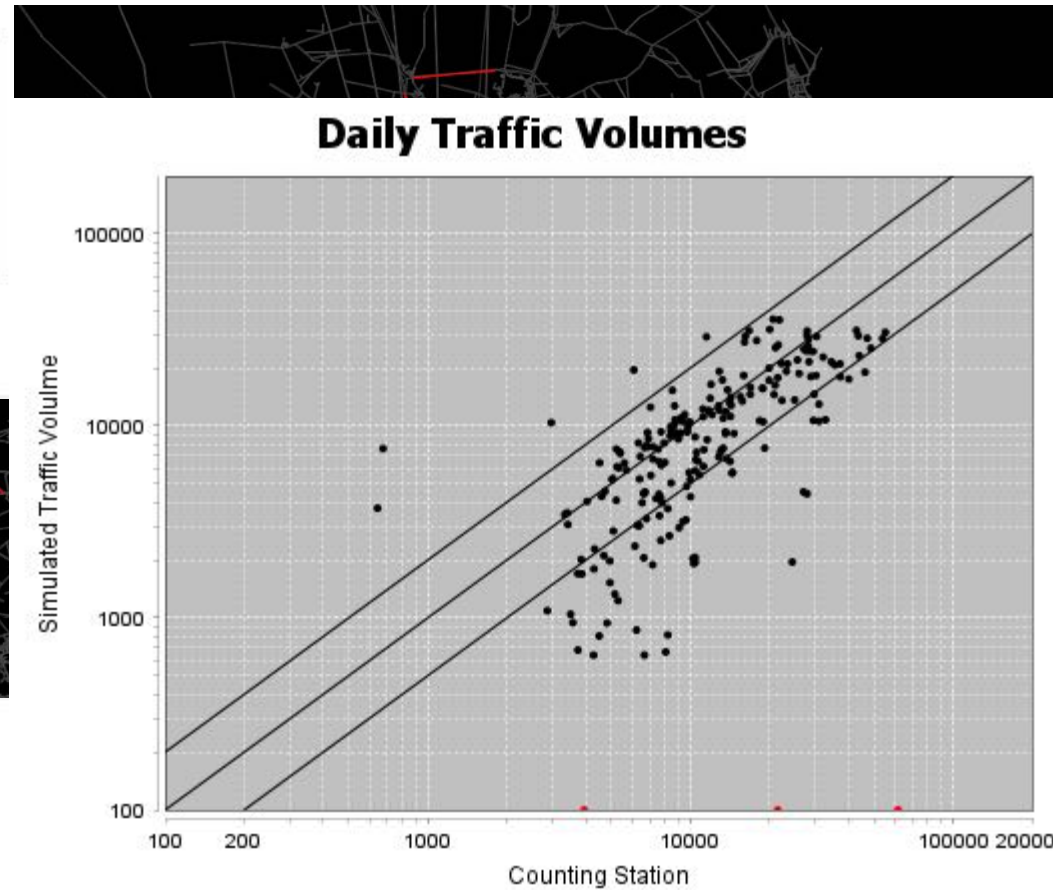
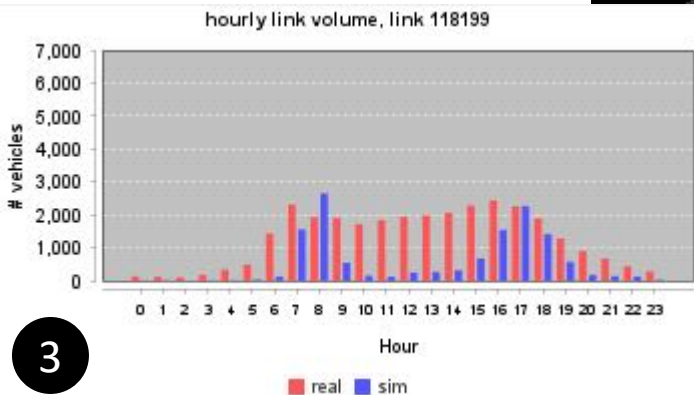
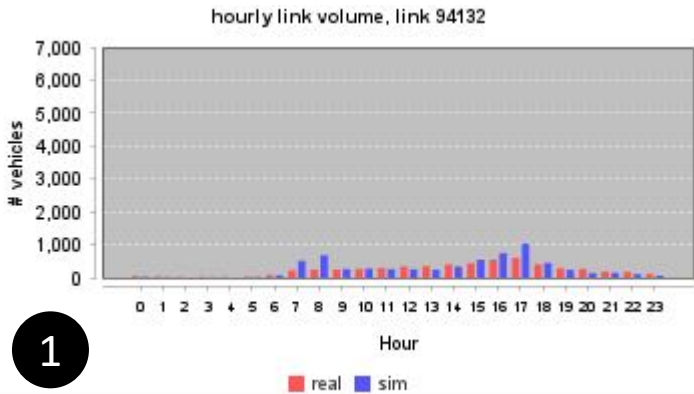
Average trip distance (km) per transport mode



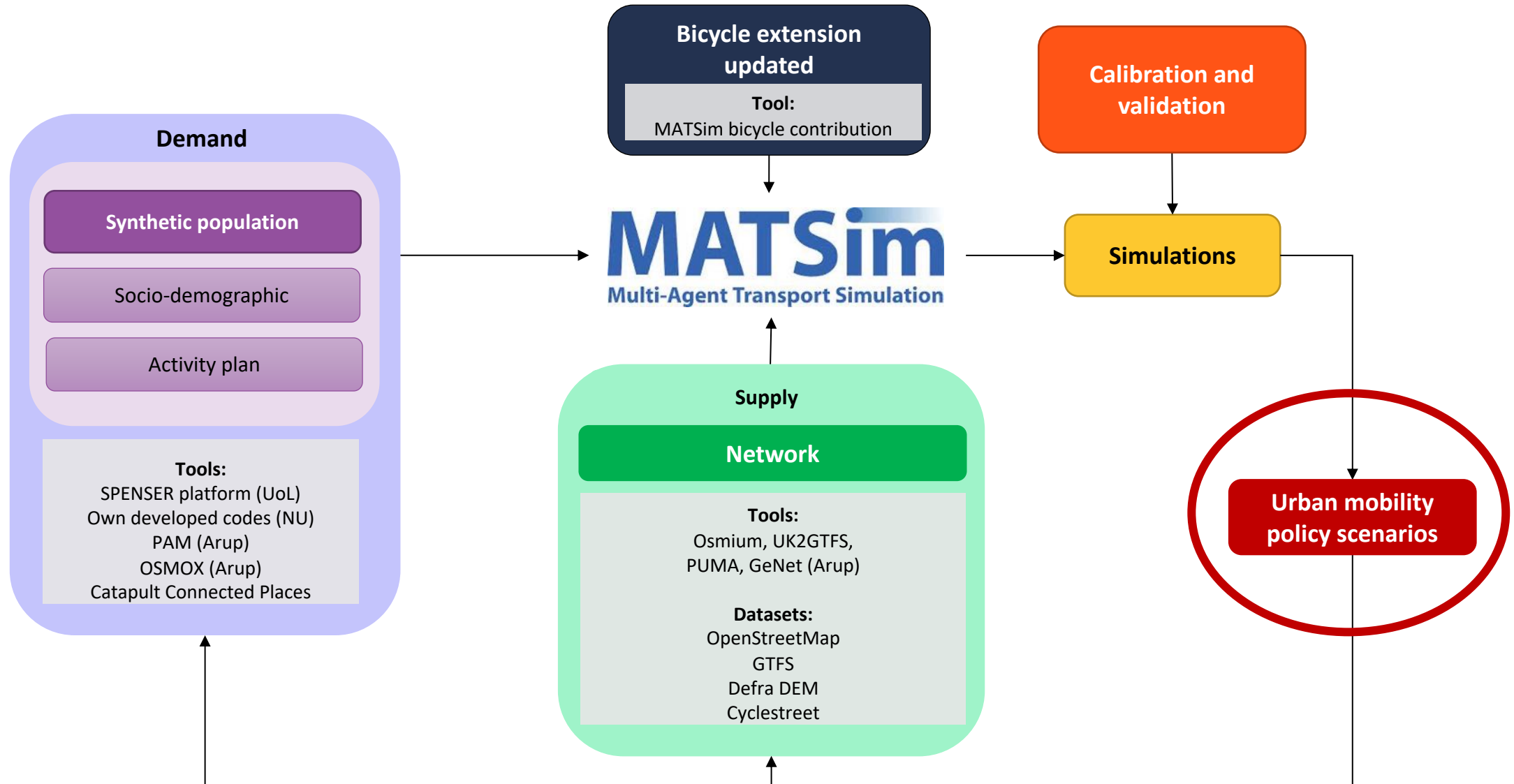
5. MATSim simulation. Validation results



5. MATSim simulation. Validation results



6. Full PhD project methodology



7. Tailored “stick” and “carrot” scenarios



The phrase “**stick and carrot**” is a metaphor for the use of a combination of reward and punishment to induce a desired behaviour (Wikipedia).

7. Tailored “stick” and “carrot” scenarios

Preliminarily results



1. Ultimate cycle network scenario

Carrot scenario:



Duplicated network only
allowed for bikes

Quietness = 1.0 (fully safe and
segregated cycle paths)

Transport mode	Change
Car (all)	- 0.52 %
PT	+ 0.37%
Walk	- 0.59%
Bike	+ 0.74%

7. Tailored “stick” and “carrot” scenarios

Preliminarily results



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Transport mode	Change
Car (all)	- 0.52 %
PT	+ 0.37%
Walk	- 0.59%
Bike	+ 0.74%

Stick + carrot scenario:



Carrot scenario

+

**Flow capacity reduced
proportionally** (no. of lanes)
to transfer road car space to
cycle paths

Transport mode	Change
Car (all)	- 1.94%
PT	+ 1.21%
Walk	- 0.32%
Bike	+ 1.06%

7. Tailored “stick” and “carrot” scenarios

Preliminarily results



Stick scenario:



Cars only allowed in motorway, trunk, primary, secondary and tertiary links (red links in the image)

Quietness = 1.0 (fully safe and segregated cycle paths) in the other links

2. Low Traffic Neighbourhoods scenario



Transport mode	Change
Car (all)	- 3.24%
PT	+ 2.95%
Walk	+ 0.98%
Bike	- 0.7%

7. Tailored “stick” and “carrot” scenarios

Preliminarily results



Stick scenario:



Car users (drivers and passengers) pay a daily penalty

£10

3. Pay as you drive scenario

Transport mode	Change
Car (all)	- 8.9%
PT	+ 5.5%
Walk	+ 1.89%
Bike	+ 1.51%

7. Tailored “stick” and “carrot” scenarios

Preliminarily results



Stick scenario:

Car users (drivers and passengers) **pay a daily penalty**

£10

Stick scenario:

Car users (drivers and passengers) **receive a monetary penalty per km driven.**

£0.50 per km

3. Pay as you drive scenario

Transport mode	Change
Car (all)	- 8.9%
PT	+ 5.5%
Walk	+ 1.89%
Bike	+ 1.51%

Transport mode	Change
Car (all)	- 6.43%
PT	+ 4.72%
Walk	+ 0.6%
Bike	+ 1.0%

7. Tailored “stick” and “carrot” scenarios

Work in progress



4. Active travel reward scenario

Carrot scenario:



Active travel users receive a
monetary reward per km
walked/cycled

£0.50 per km

£0.20 per km

7. Tailored “stick” and “carrot” scenarios

Work in progress



5. Cycle Hubs scenario (PT + AT)

Carrot scenario:



Cyclist are allowed to access
and egress metro stations.

New cycle hubs set up next to
metro stations.

Agents can leave the bicycles in
a secure and safety place

7. Tailored “stick” and “carrot” scenarios

Work in progress

Global stick and carrot scenario:

Combination of previous single policies to enable the agents to use more active travel modes instead of private motor vehicles



**Suggestions and comments
to improve the model and scenarios are
very welcome!**

**Thank you
for your attention**



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