



# ParkingProxy

Matsim User Meeting 2024

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senozon

# Why is parking important?

- ➡ Searching for a parking spot takes time and nerves
- ➡ A significant amount of inner-city traffic is parking search traffic
- ➡ Sometimes people have to walk long distances between their parking spot and their activity location



Let's simulate it!

- ➡ But... how?

# Direct Simulation - The Good

- ➞ Real traffic to real parking spots
- ➞ Influences jam patterns
- ➞ Shows up in traffic counts
- ➞ Very accurate depiction of what happens in real life

# Direct Simulation - The Bad

- ➡ Real traffic takes real computation time (a lot of it)
- ➡ Not quite clear with which method the agent should explore the surroundings for a free parking spot
- ➡ Being first or second at a free parking spot can have big influences on travel time and score - Tiny causes with huge effects

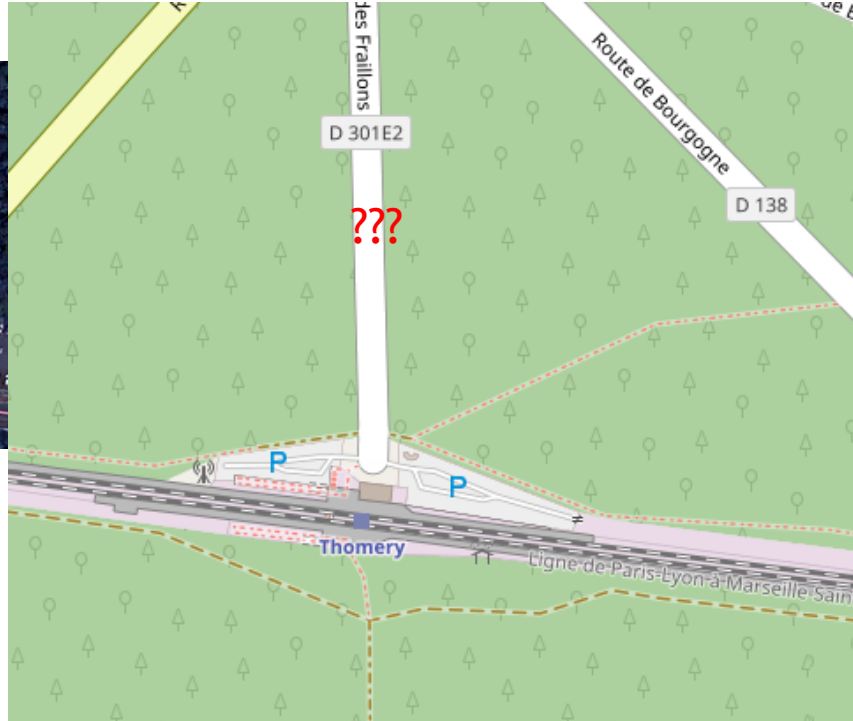
# Direct Simulation - The Ugly

- ➞ What real parking spots are we talking about exactly?
- ➞ Can I park on the street? Does my home have a private driveway? How many cars fit into this parking lot? How many levels does that underground garage have?

# Example: Train Station Thomery, Thomery, France



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# Direct Simulation - The Ugly

- ➡ What real parking spots are we talking about exactly?
- ➡ Can I park on the street? Does my home have a private driveway? How many cars fit into this parking lot? How many levels does that underground garage have?
- ➡ Way too little reliable data to consistently simulate realistic behavior

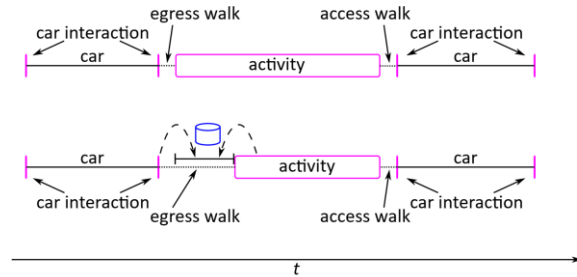


# Finding a different way

- ➞ Direct Simulation too knowledge and time demanding
- ➞ Idea: Account for the approximate effect of parking search without actually simulating it
- ➞ Be agnostic towards parking infrastructure because no data is better than partial data
- ➞ Apply a time penalty to arriving cars based on how many cars already are parked in the area

# The core principal

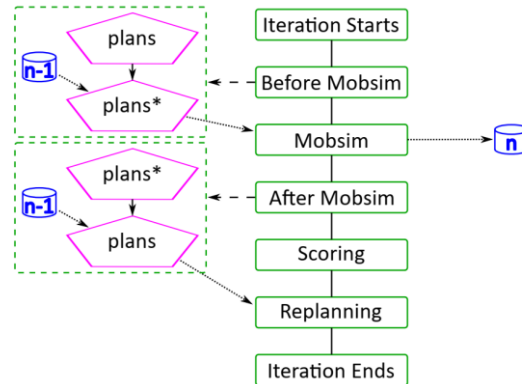
- ➡ Modify the egress walk from the car interaction to the real activity:



- ➡ Time penalty dependent on load in discrete time-space-cells (here: 15 minutes x 500 meters x 500 meters) of previous iteration
- ➡ Zero additional computation times during mobsim

# The core principal

- ➔ Adhere MATSim rule: Plans are the intention, events/mobsim are the truth
- ➔ We want the penalty to be executed in the mobsim, but not show up in the plans (similar to how traffic jams would work)
- ➔ Change the egress leg before the mobsim and change it back directly after



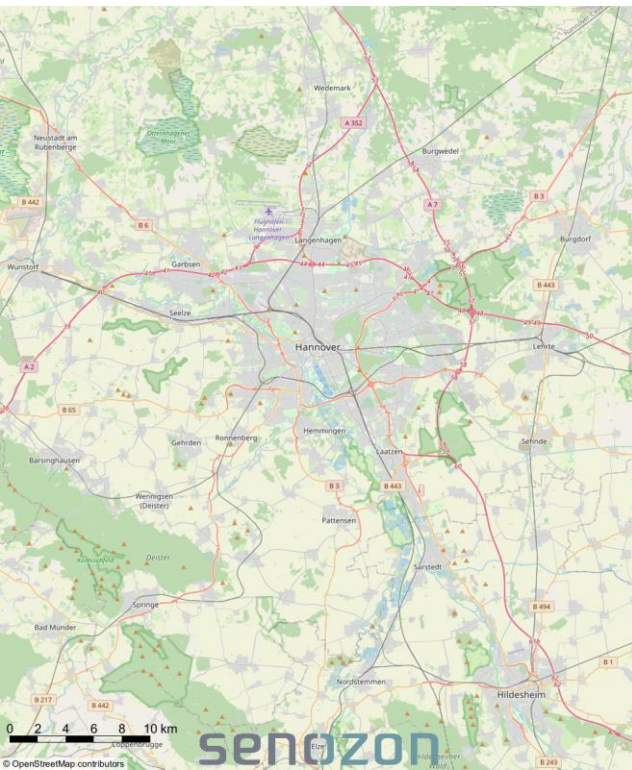
# The Hanover Case

- ➞ Based on the current Senozon Model of Germany 2024
- ➞ 100pct Sample of the Hanover Region
  - 1.9E06 agents with complete daily schedules
  - 0.7E06 additional cross-border agents with a single trip and fixed transport mode
- ➞ Three setups
  - No Parking Penalty
  - Moderate Parking Penalty
  - High Parking Penalty

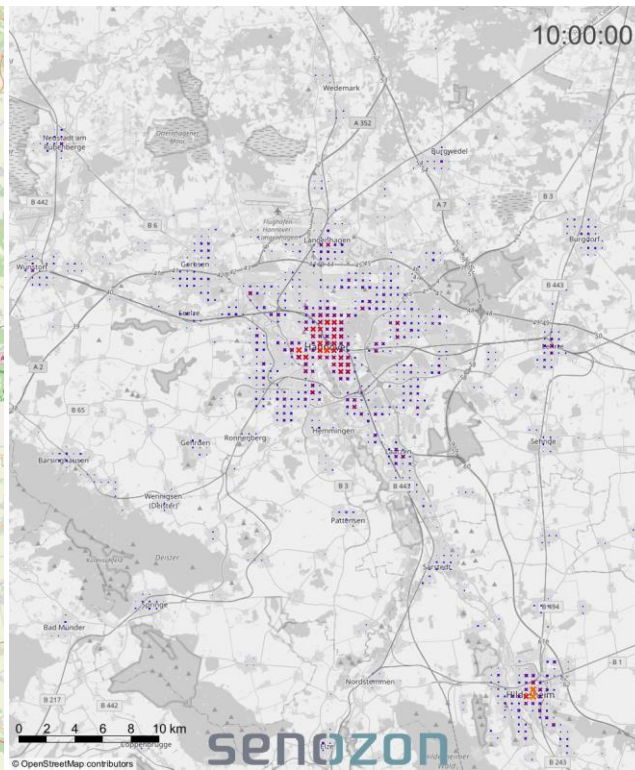
# Applied penalty at 10 AM



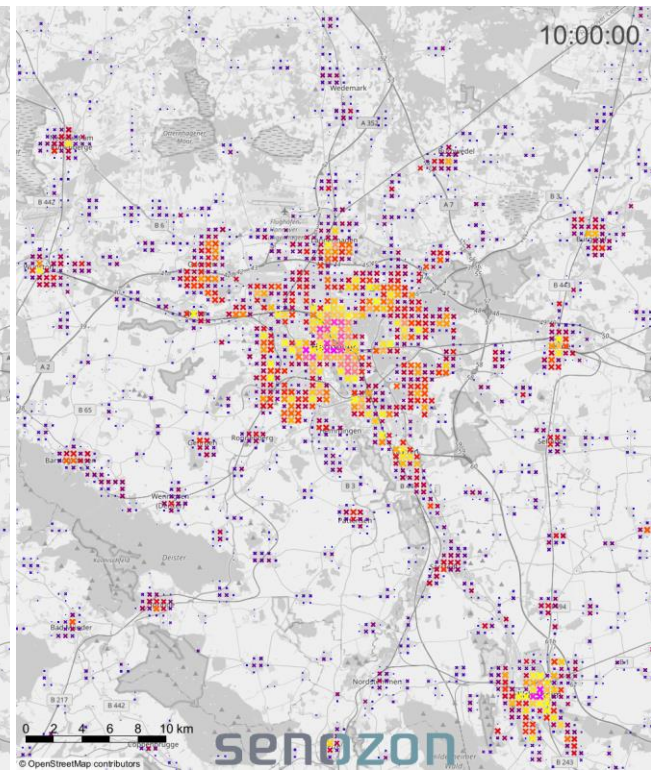
None



Medium

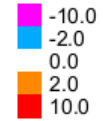


High





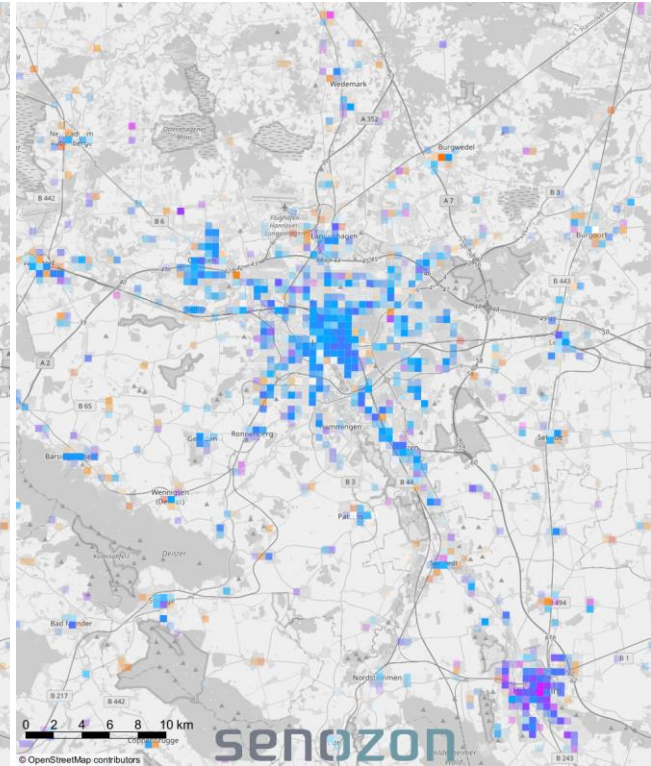
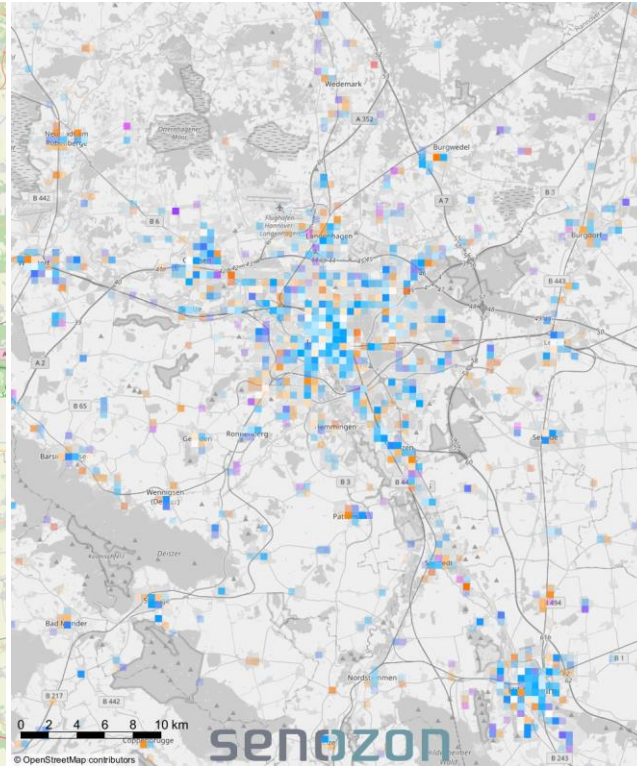
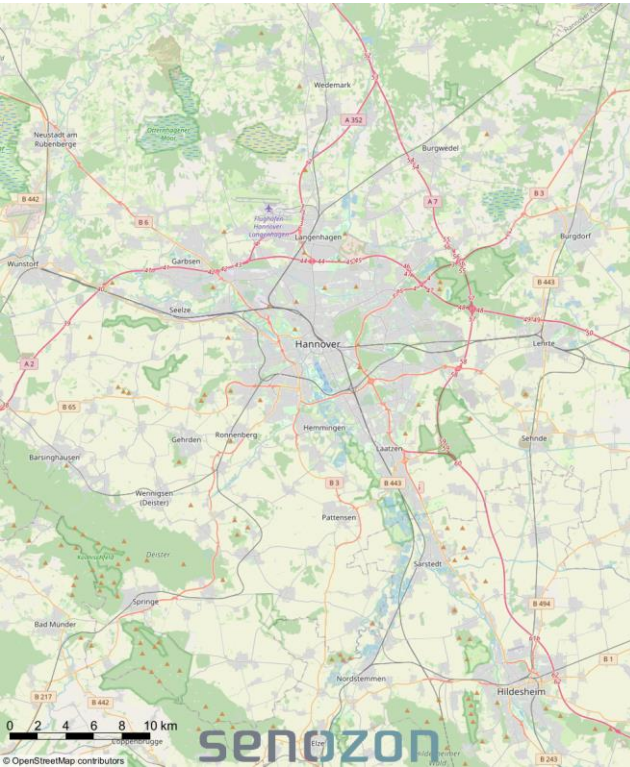
# Reduction in car share between 9 and 11



None

Medium

High



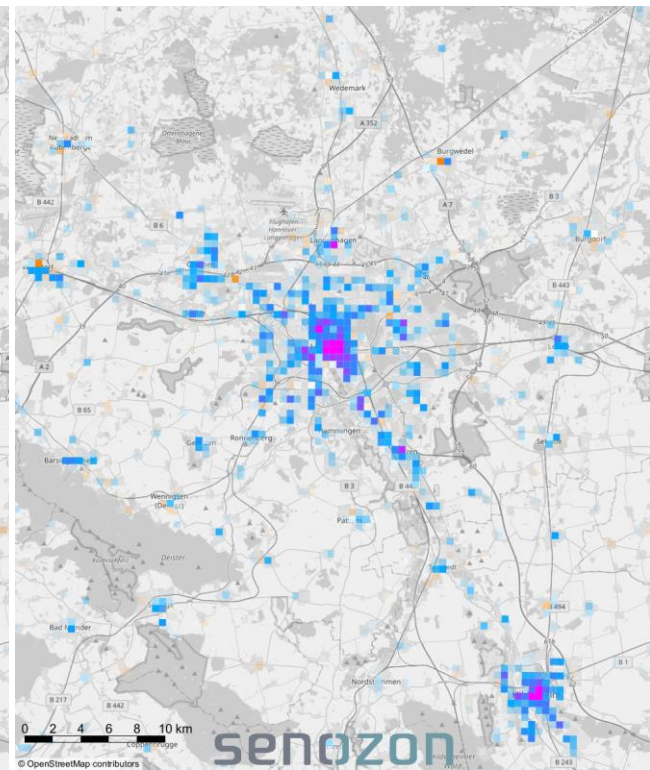
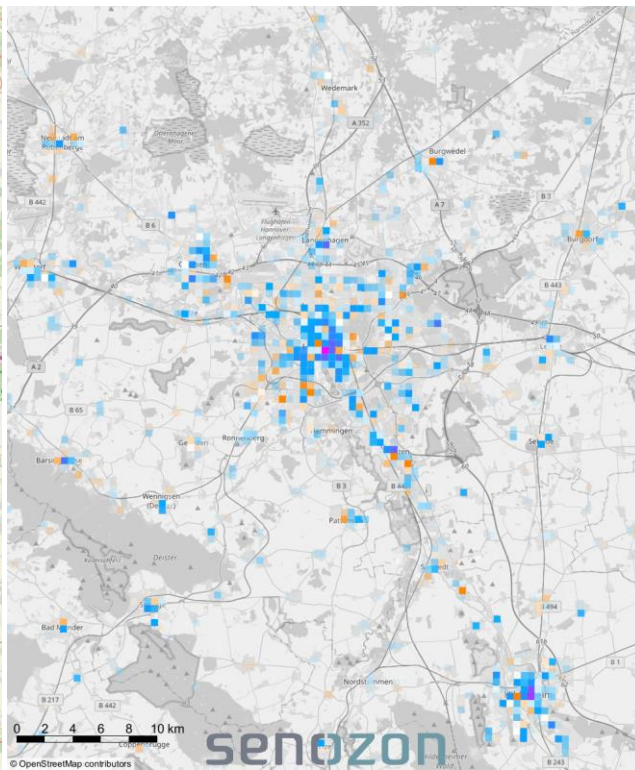
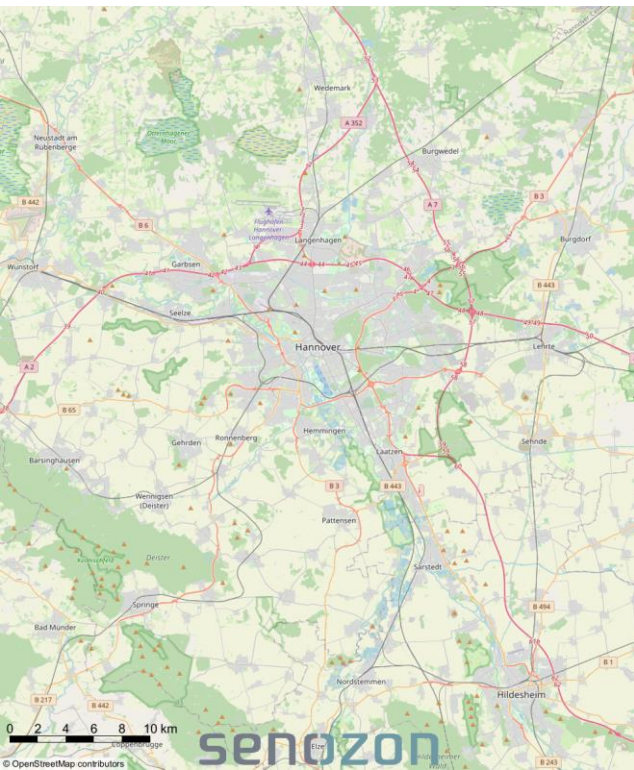
# Reduction in car trips between 9 and 11



None

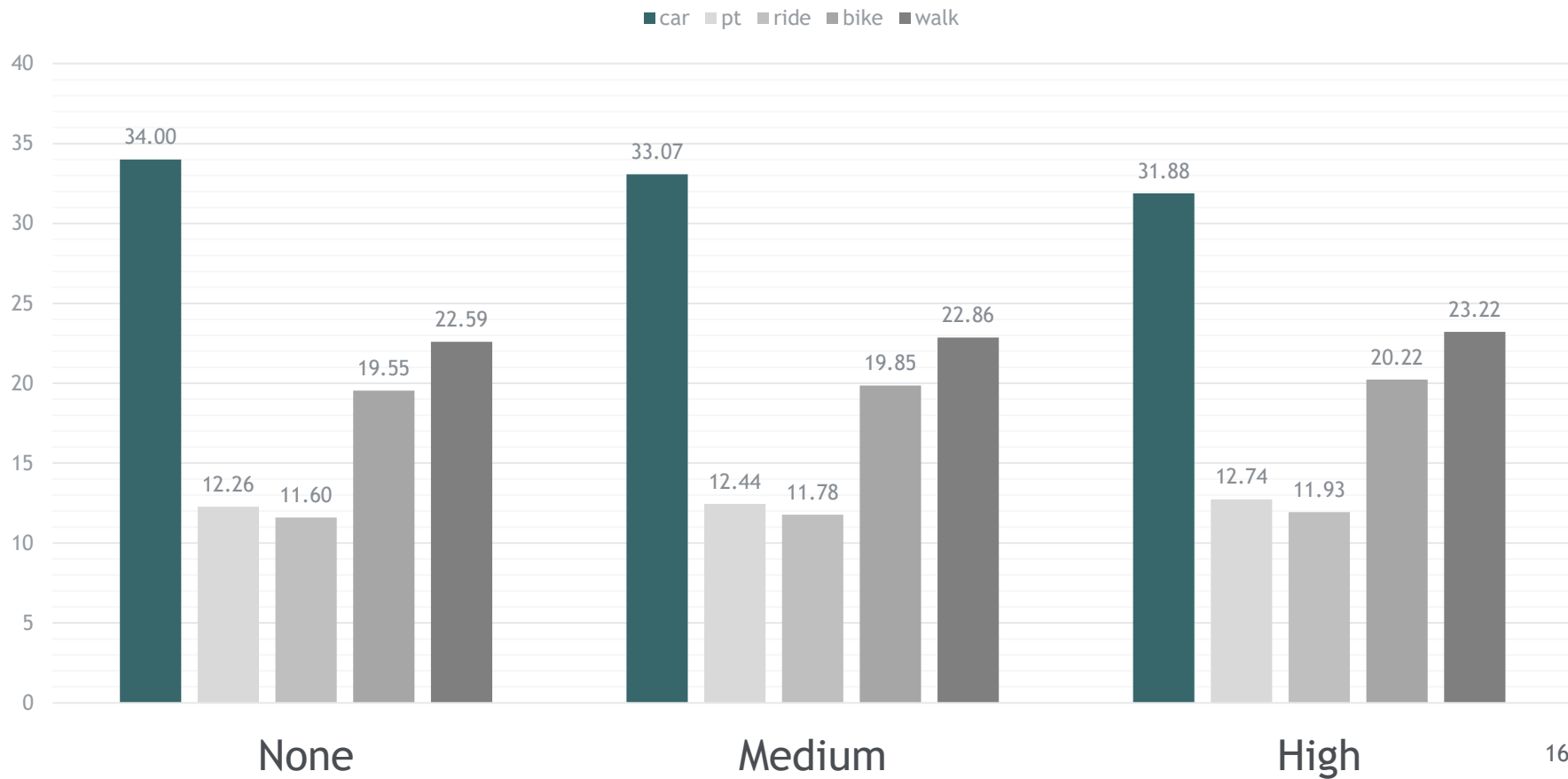
Medium

High





# Global modeshare



# Final thoughts

- ➞ ParkingProxy helps if you...
  - Want to change the car modeshare in dense areas compared to rural ones
  - Want to further penalize peak hour car traffic
  - Want to increase your travel times for parking search
  - Have no spare computing resources
- ➞ ParkingProxy is not suitable if you...
  - Need actual park search traffic
  - Want to use detailed parking infrastructure information
- ➞ ParkingProxy is available in the parking contrib

# Contact

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