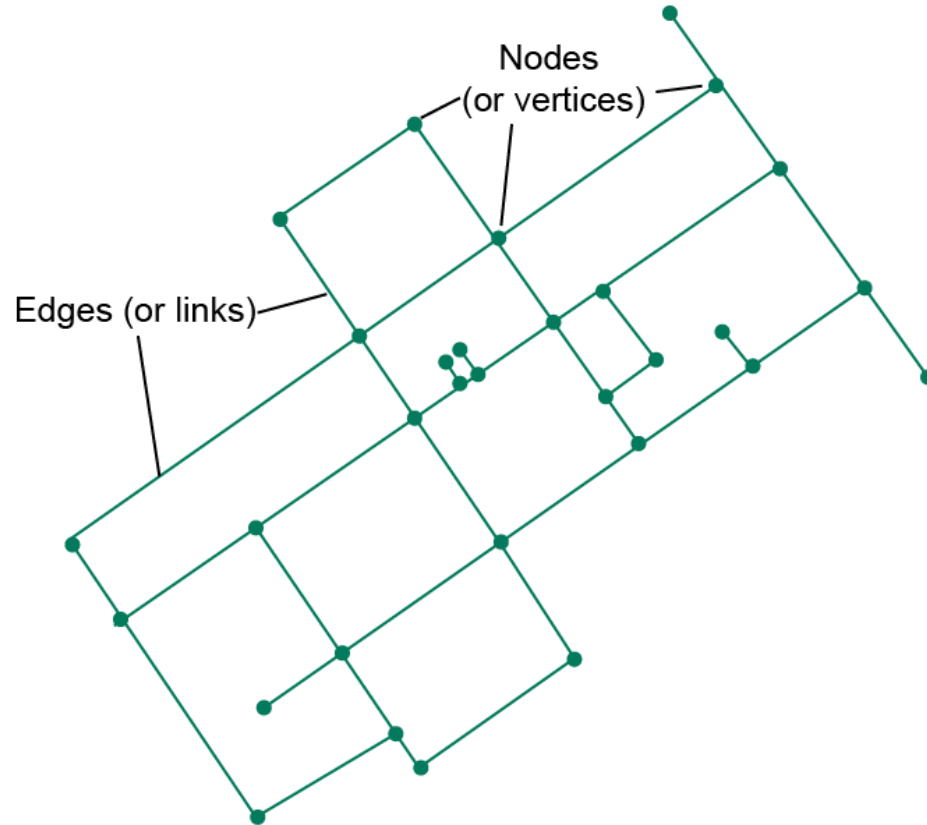


# **General Active Transportation Infrastructure Specification**

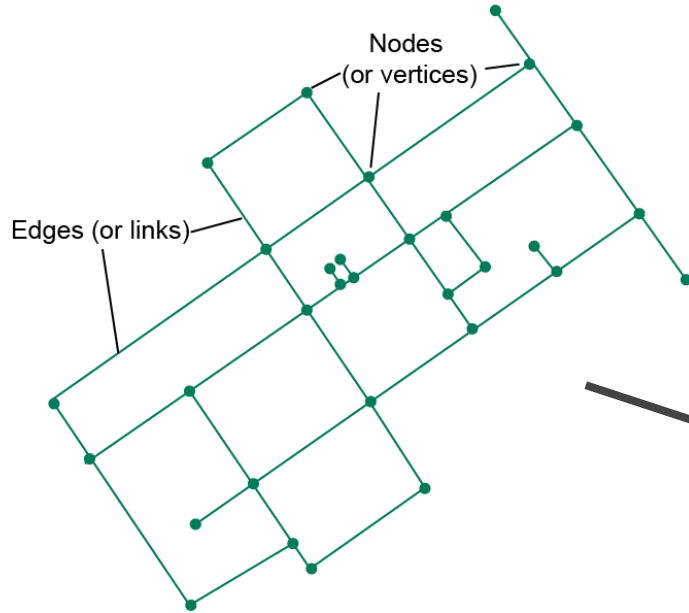
Version 1.0



# What is a routable network?



# What is a routable network?



# Tier Model

	Tier 1	Tier 2	Tier 3	Tier 4
<b>Features</b>	Sidewalk/ crosswalk centerlines or road centerlines; curb ramps nodes; bikeways	Sidewalk/ crosswalk centerlines; curb ramps (as nodes); bikeways; multi-use paths; trails, traffic islands	+ steps, escalator, elevator, object, transit stop, traffic calming, counter, pushbutton, detector	+ issue, sign, bike parking
<b>Routability</b>	May be routable	Routable with some user pre-processing	Routable via spatial topology	Routable spatial topology or metadata
<b>Attributes</b>	Small defined set; Likely to have gaps	Larger attribute set; Complete or mostly complete across most attributes	Many recommended attributes, with mostly complete rows	Even more recommended attributes, near-perfect completeness
<b>Geospatial Precision</b>	Lower	Medium	Higher	Highest
<b>Use Cases</b>	Bike: Basic facility mapping Ped: Basic mapping	Bike: Road inventory / basic segment LTS Ped: Basic routability, basic accessibility info	Bike: Routable LTS analysis Ped: Accessibility profile routing	Bike & ped: Door-to-door routing to points of interest based on mobility profiles

# Data Management

- GATIS data will be available in the feed-based GATIS Registry.
- GeoJSON and JSON format
- No requirement on how frequently to update.
  - “Freshness” may become part of tier model
- Tools to help:
  - Schema in JSON and geodatabase formats
  - Playbook
  - GATIS Validator
  - Sample datasets
  - Sample Python scripts and ArcGIS tipsheets



# Field Testing

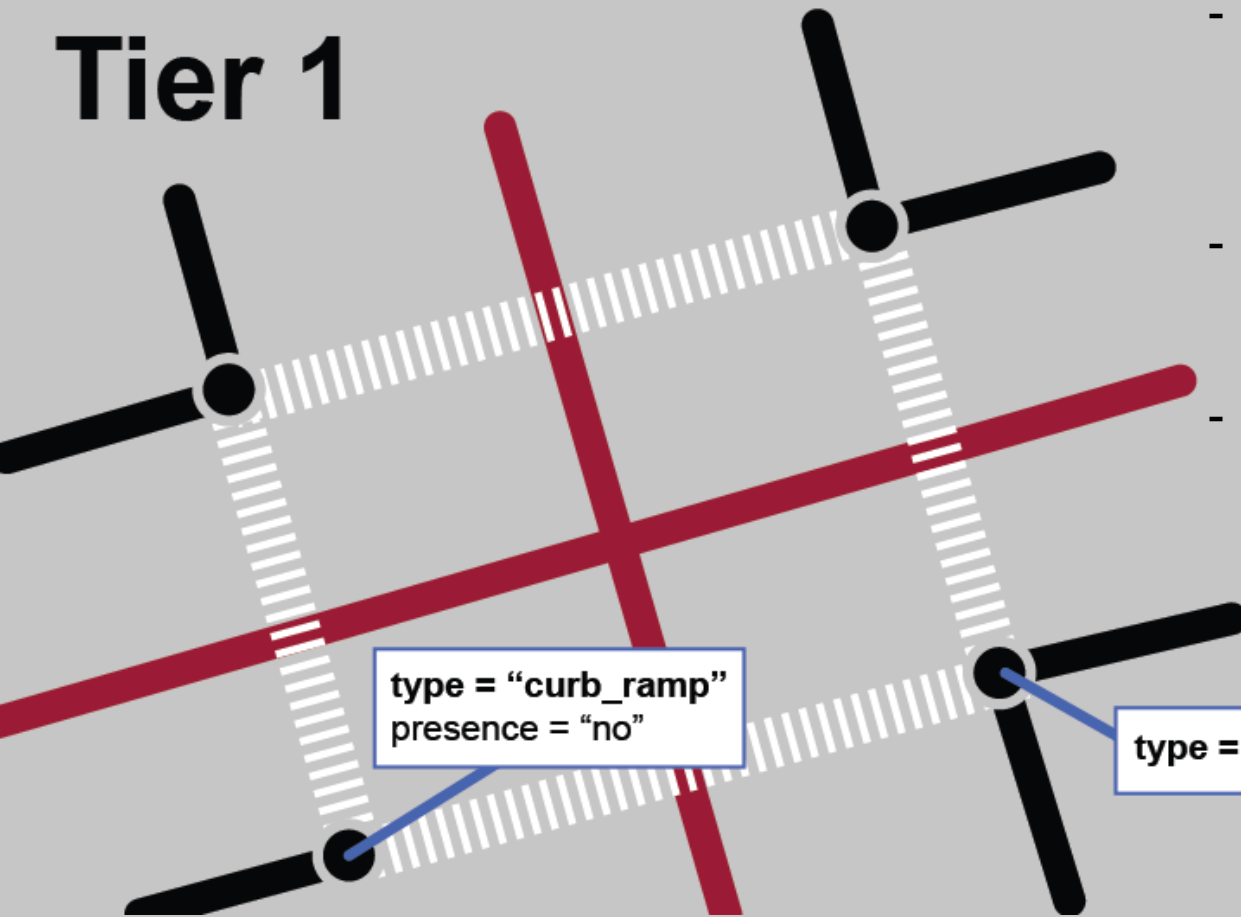
- More than 30 completed field tests
- Five state DOTs, ten cities, three regional governments, seven research institutions, a handful of for profit companies and transit agencies.
- Two-thirds data producers and one-third data consumers.



**Thank you to all the field testers for  
a ton of great feedback!**

# **Pedestrian Network Overview**

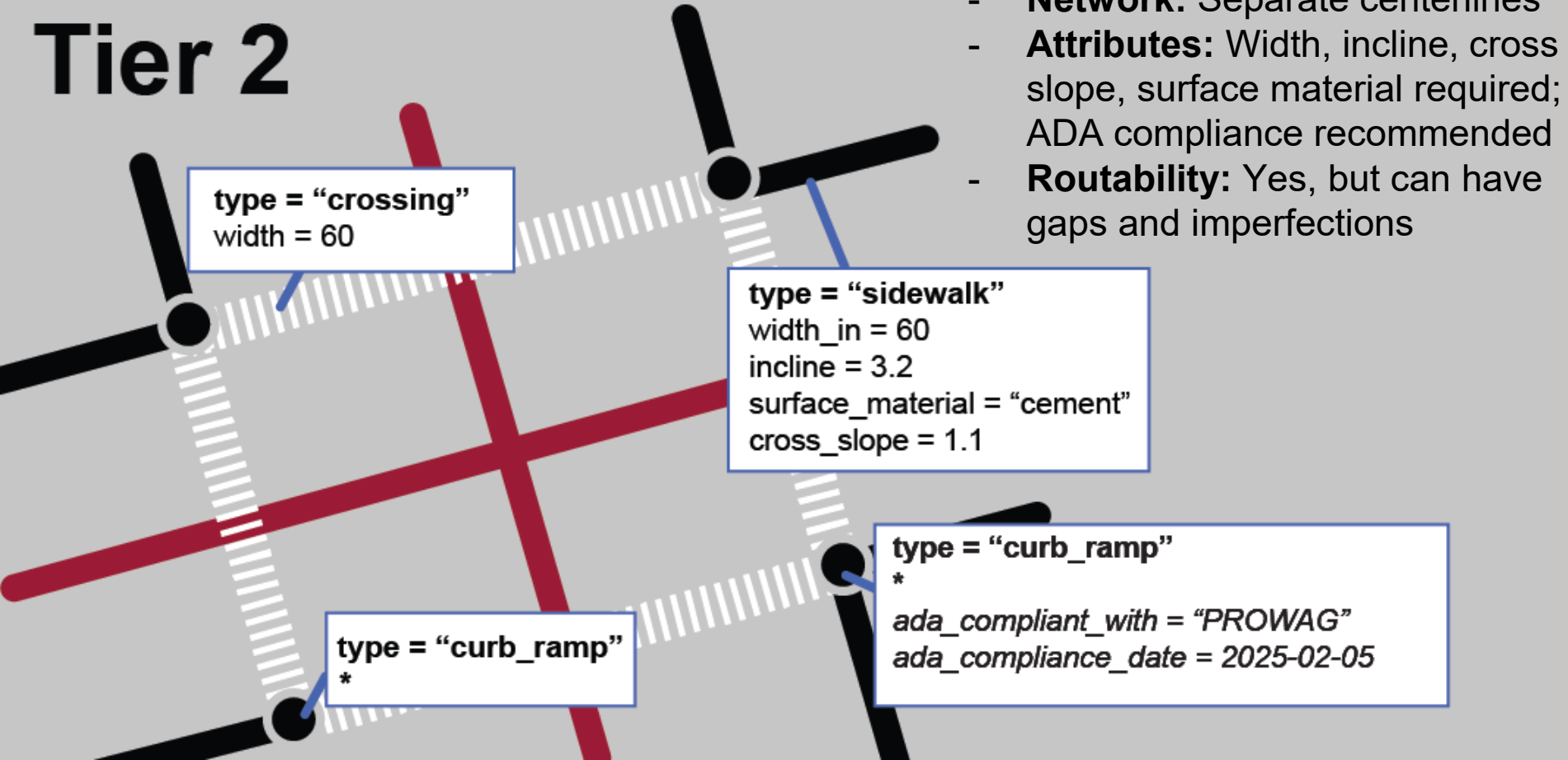
# Tier 1



- **Features:** Sidewalks, crossings and curb ramps
- **Network:** Sidewalks modeled on road edges as attributes or as separate centerlines
- **Attributes:** minimal; node/edge id and type required
- **Routability:** Optional



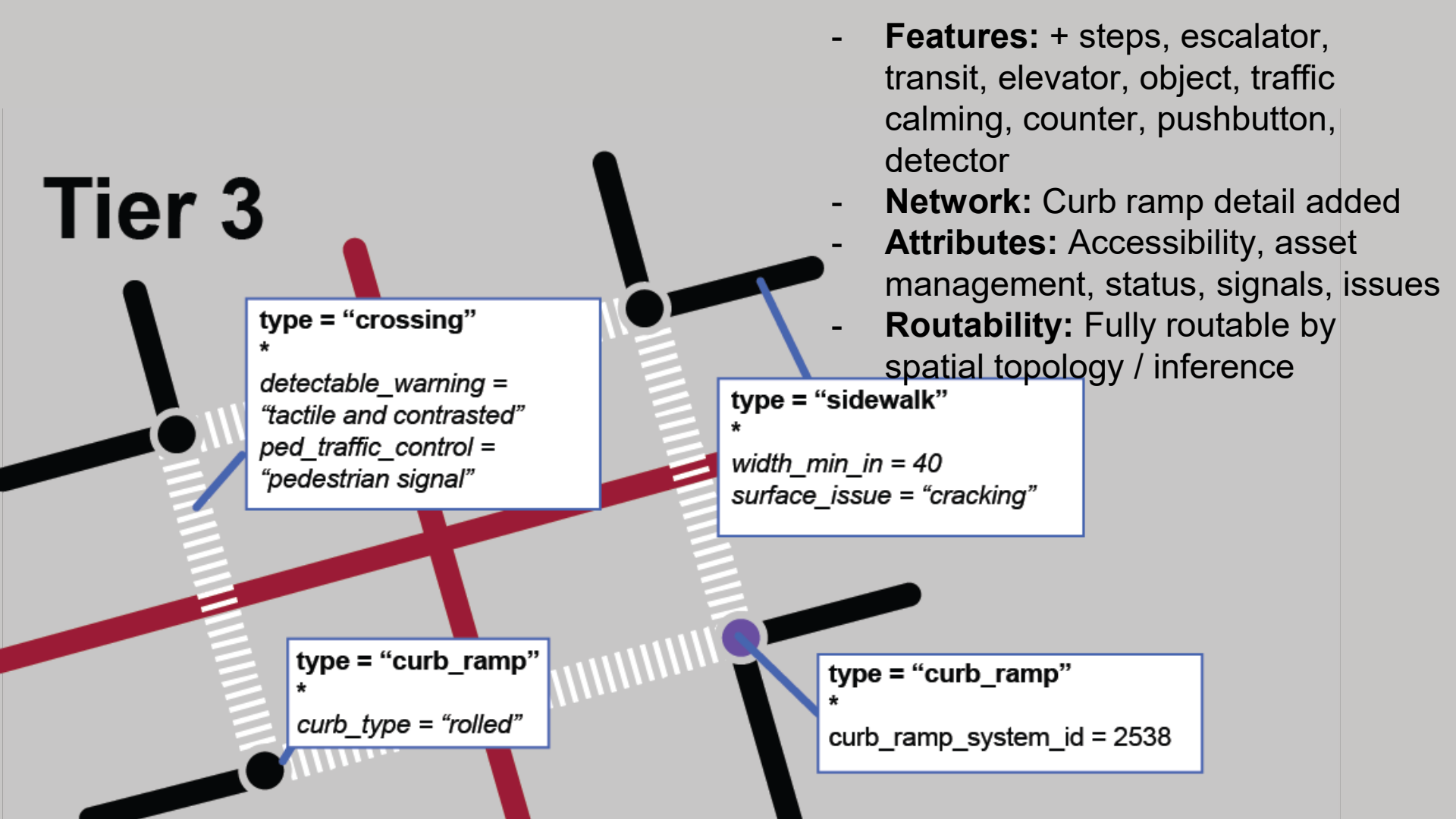
# Tier 2



- **Features:** + trails, multi-use paths, traffic islands
- **Network:** Separate centerlines
- **Attributes:** Width, incline, cross slope, surface material required; ADA compliance recommended
- **Routability:** Yes, but can have gaps and imperfections

# Tier 3

- **Features:** + steps, escalator, transit, elevator, object, traffic calming, counter, pushbutton, detector
- **Network:** Curb ramp detail added
- **Attributes:** Accessibility, asset management, status, signals, issues
- **Routability:** Fully routable by spatial topology / inference



The diagram shows a street intersection with four callout boxes. A red line represents a main road, and a black line represents a crossing road. A white dashed line indicates a crossing. A blue line points from the crossing to the first callout box. A black line points from the crossing to the second callout box. A black line points from the crossing to the third callout box. A black line points from the crossing to the fourth callout box.

**type = "crossing"**

\*

*detectable\_warning =  
"tactile and contrasted"*  
*ped\_traffic\_control =  
"pedestrian signal"*

**type = "sidewalk"**

\*

*width\_min\_in = 40*  
*surface\_issue = "cracking"*

**type = "curb\_ramp"**

\*

*curb\_type = "rolled"*

**type = "curb\_ramp"**

\*

*curb\_ramp\_system\_id = 2538*

# Tier 4

- **Features:** + sign, issue, bike parking
- **Network:** Curb ramp detail improved
- **Attributes:** Same as T3, but with more recommended attributes included
- **Routability:** Fully routable by spatial topology and metadata; include connections to points of interest

type = "crossing"

\*

*ped\_protection = "no right on red for motor vehicles"*

type = "issue"

*impediment = "fixed vertical obstruction"*

type = "curb\_ramp"

\*

type = "sidewalk"

\*

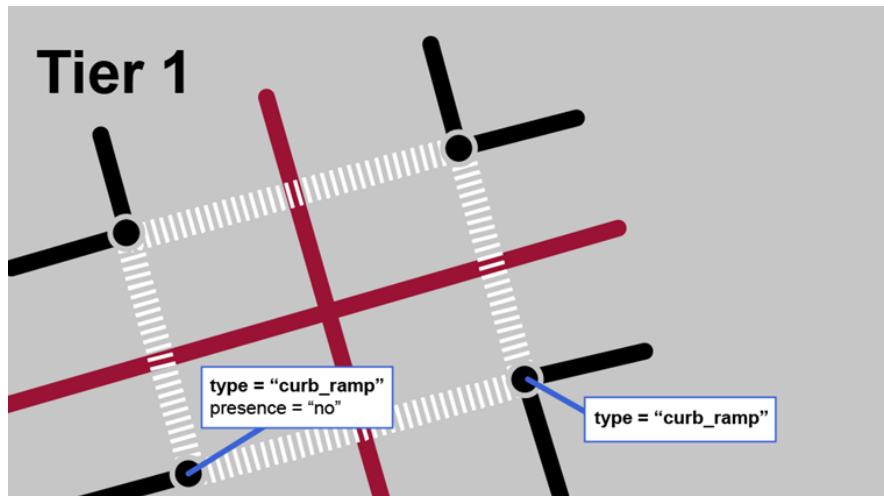
*cross\_slope\_max = 1.7*

type = "curb\_ramp"

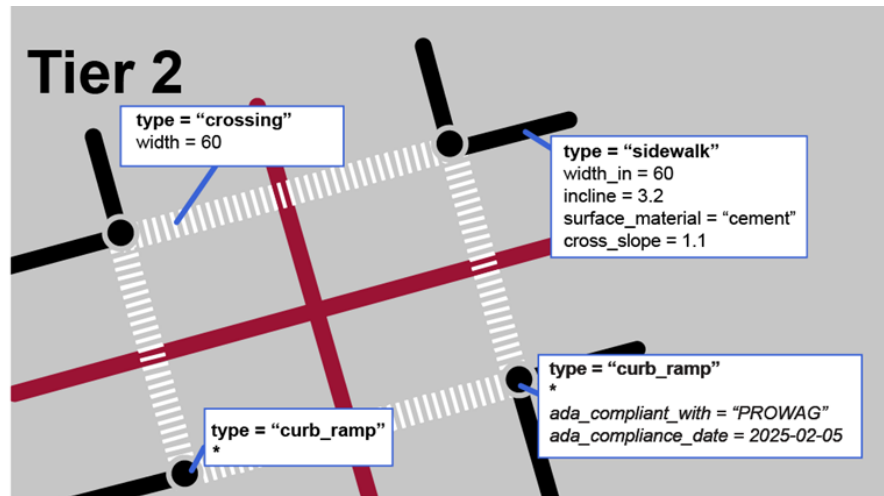
\*

*curb\_ramp\_system\_id = 2538*

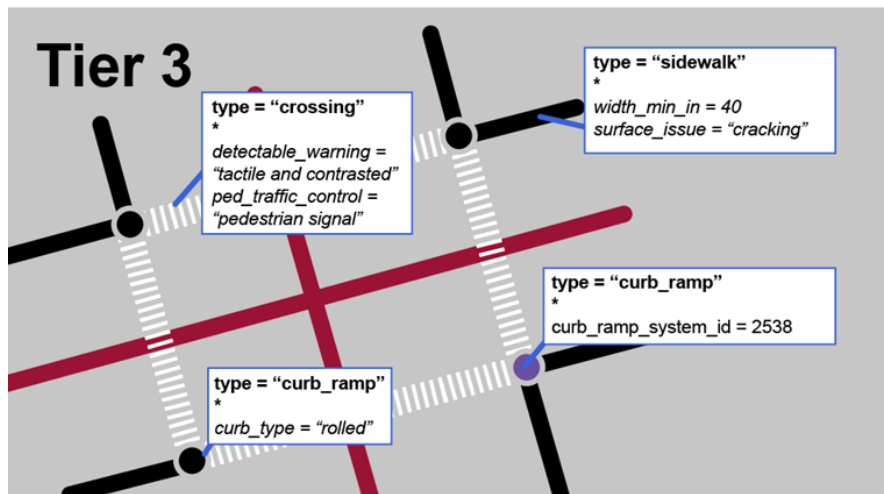
## Tier 1



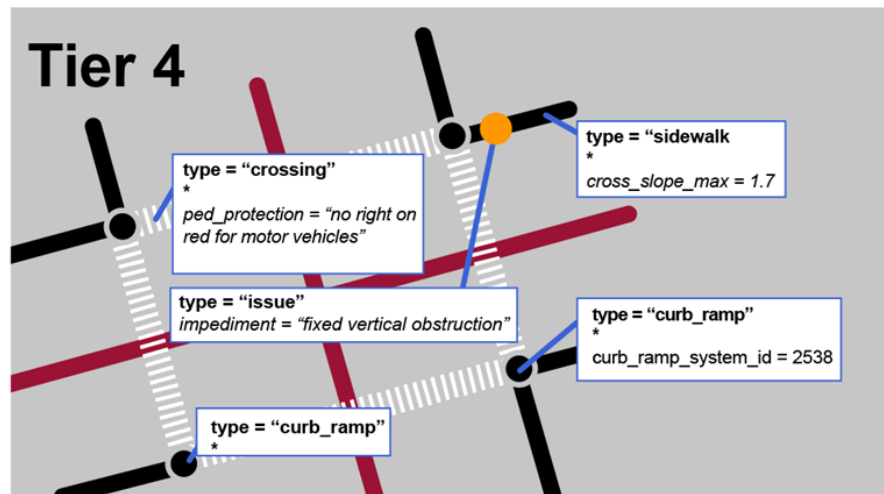
## Tier 2



## Tier 3



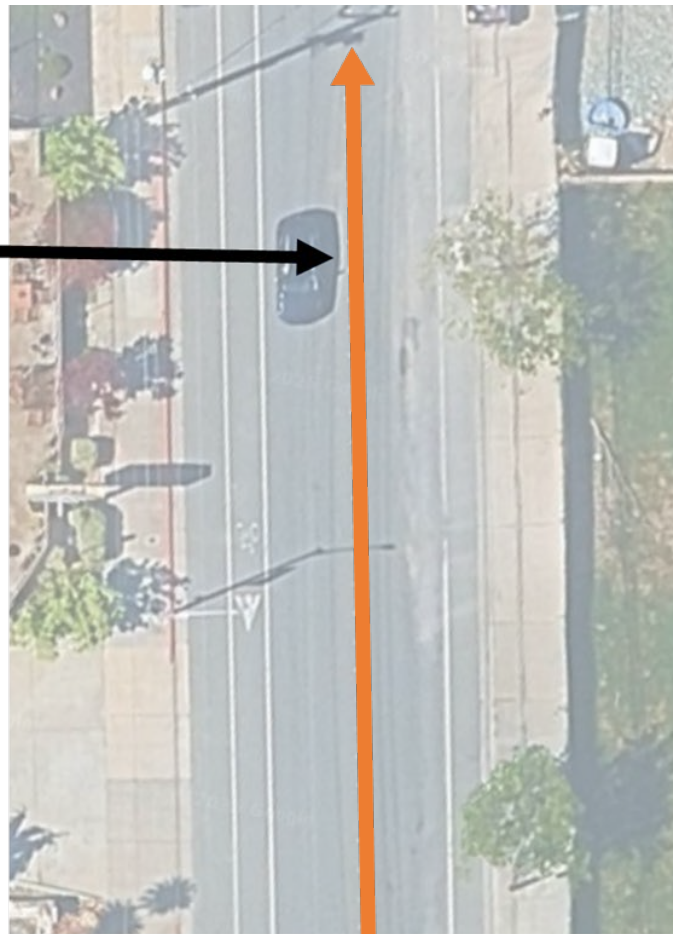
## Tier 4



# **Bicycle Network Overview**

# Road Centerline Representation

Name	Value
edge_type	road
bikeway:left:presence	yes
bikeway:right:presence	yes



Road with bike lanes

# Network Representation

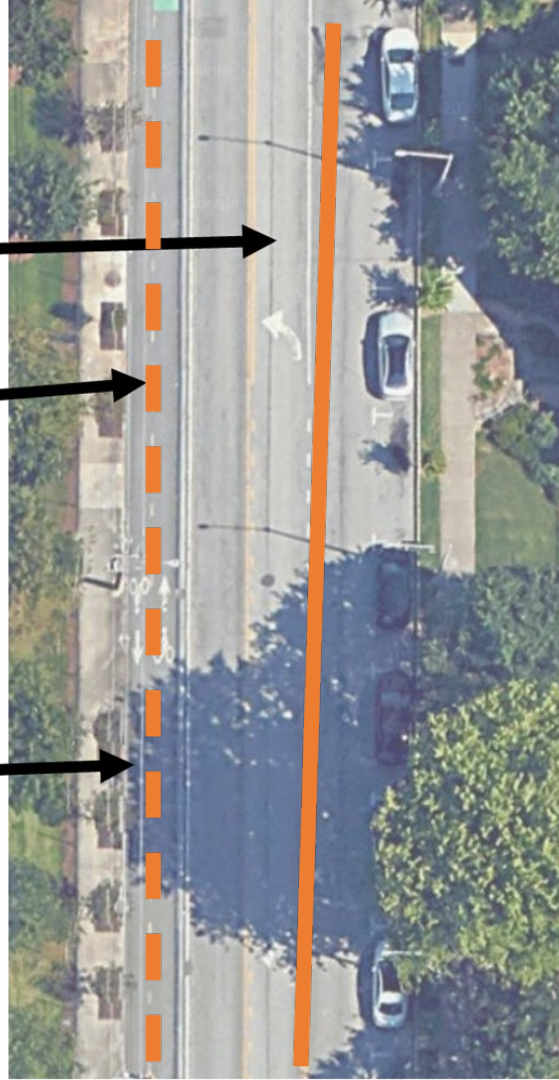
Name	Value
edge_type	road

Name	Value
edge_type	bikeway



Road with a two-way  
separated bike lane  
([Google Maps](#))

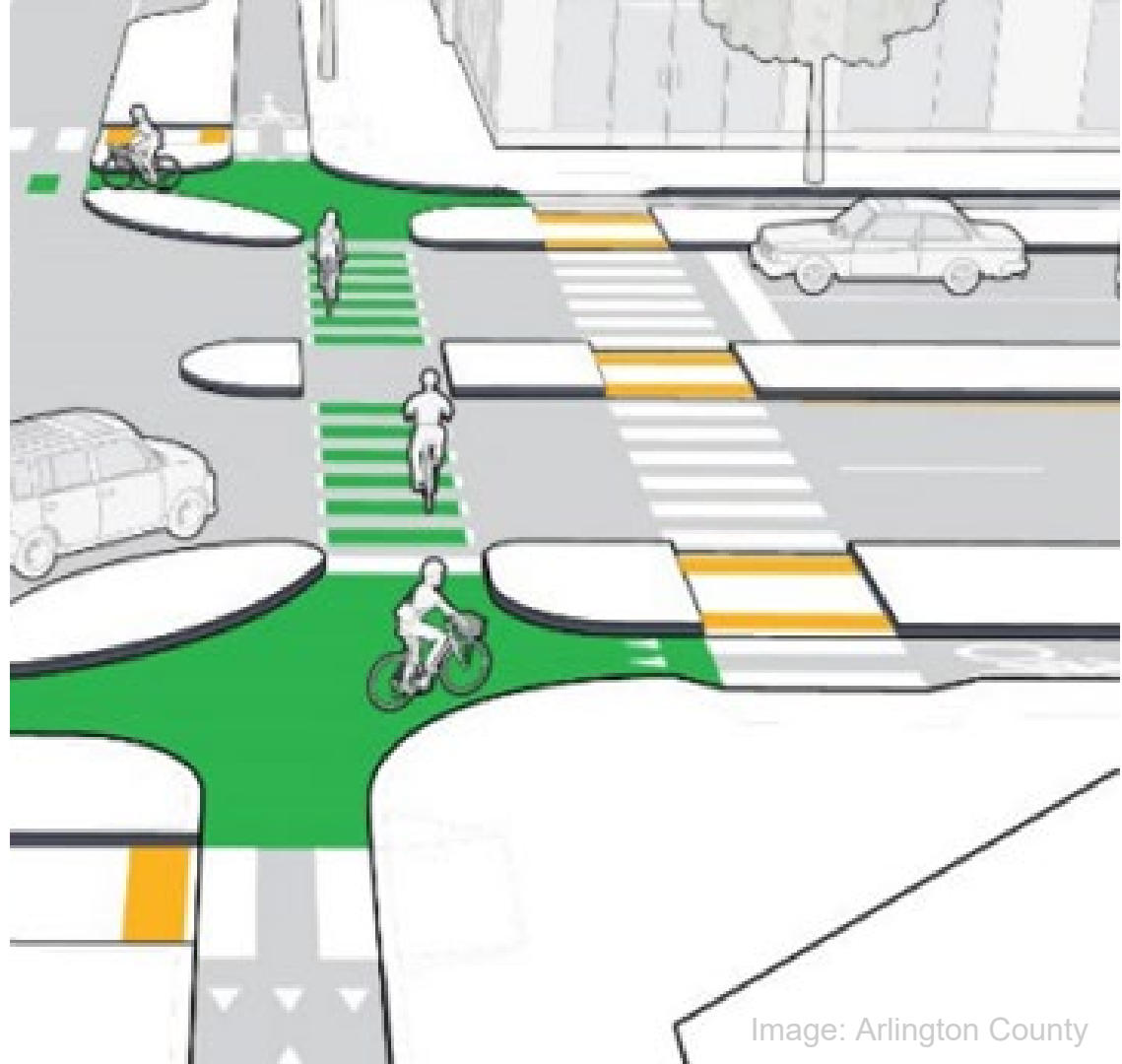
Road   
Separated Bike Lane 





# Tier 1

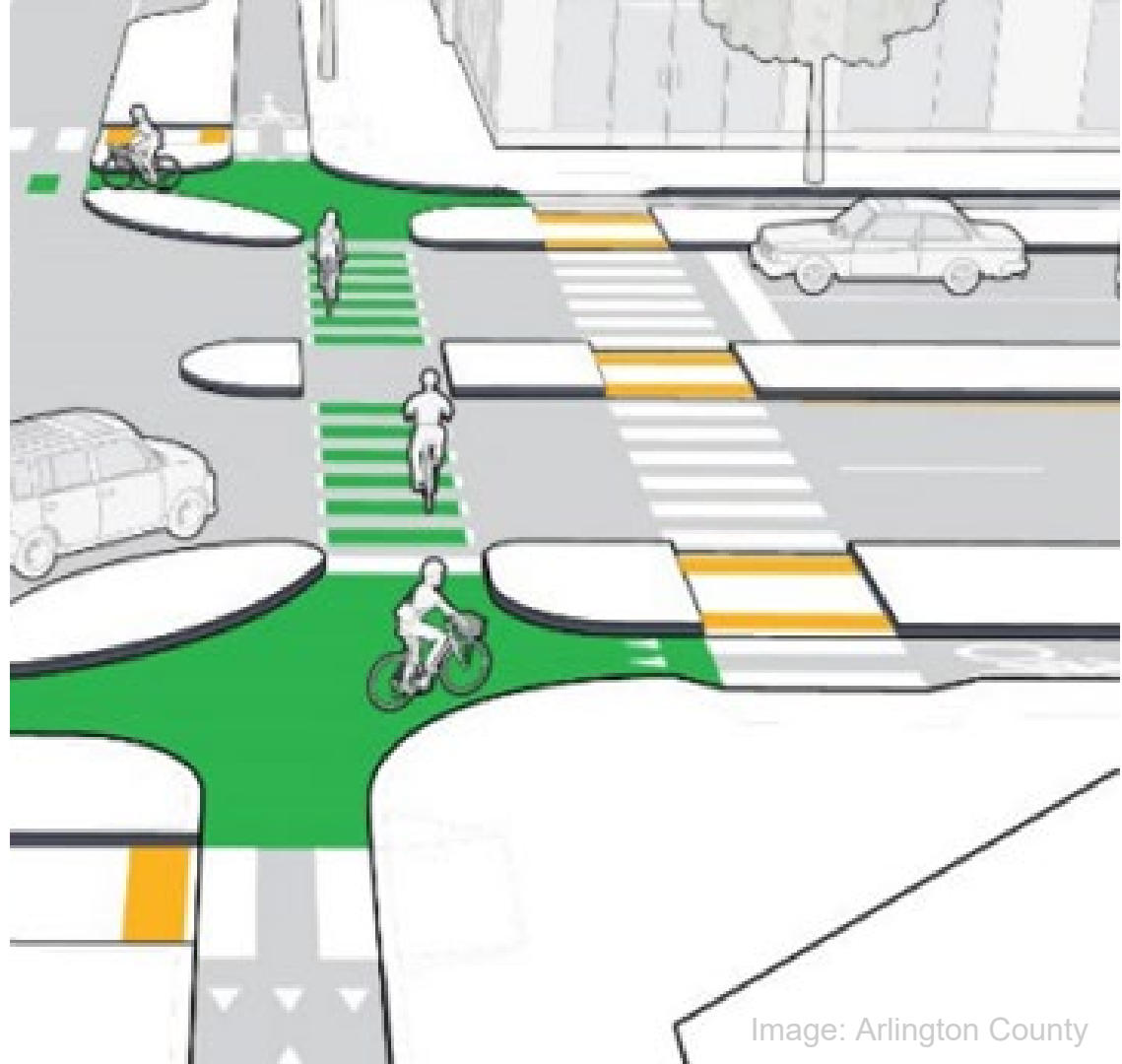
- **Features:** Bikeway, road
- **Network:** Roadway centerlines or separate centerlines
- **Attributes:** Edge id, edge type, directionality and bikeway type required; separation elements and permeability recommended.
- **Routability:** Optional





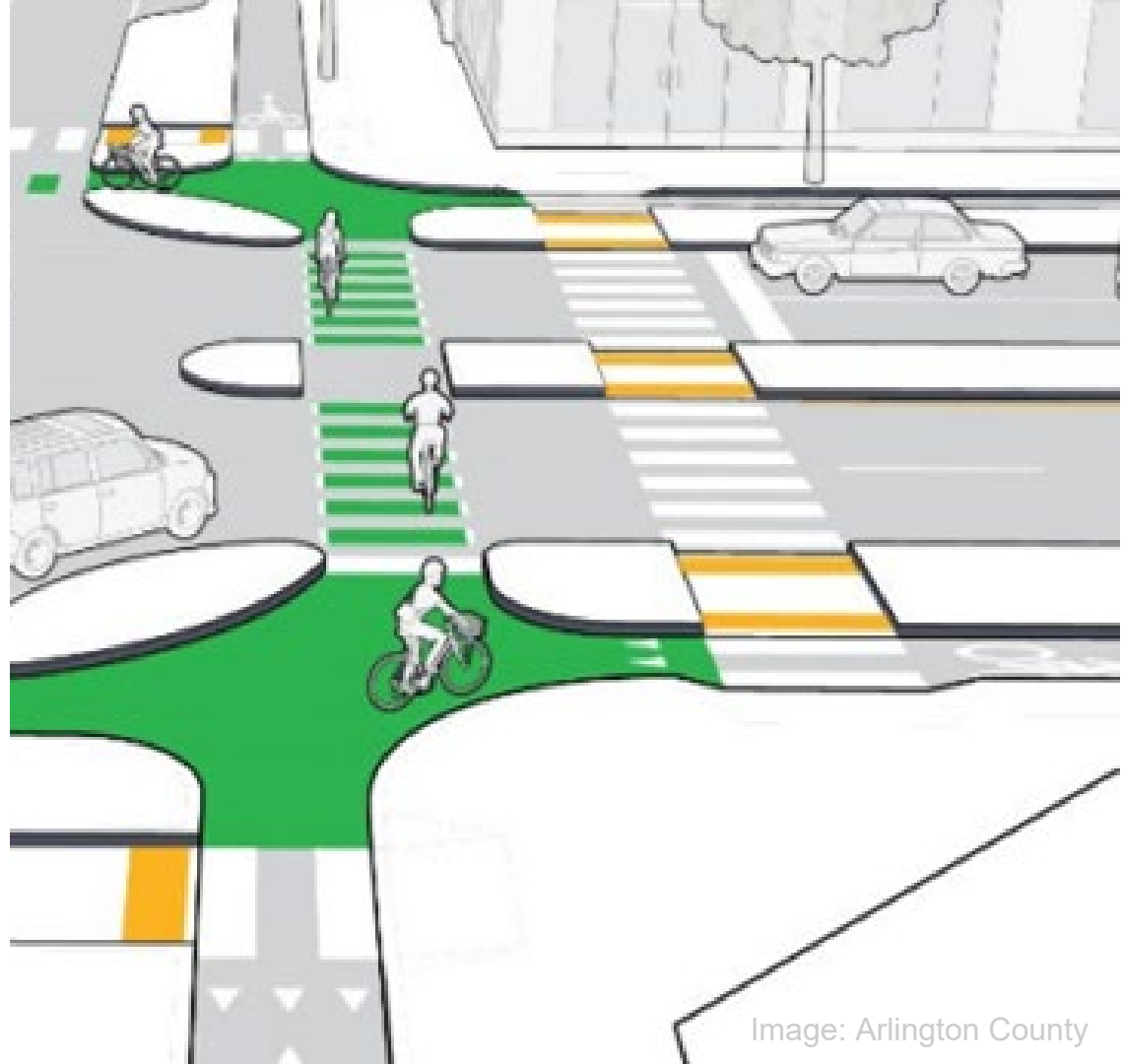
# Tier 2

- **Features:** + generic node
- **Network:** Road centerlines if unseparated, separate centerlines if separated
- **Attributes:** Left/right/both tags; width, separation, permeability, surface material, incline, “from node” / “to node” required; street & facility name, status, grade separation, street parking buffer
- **Routability:** Yes, but can have gaps & imperfections



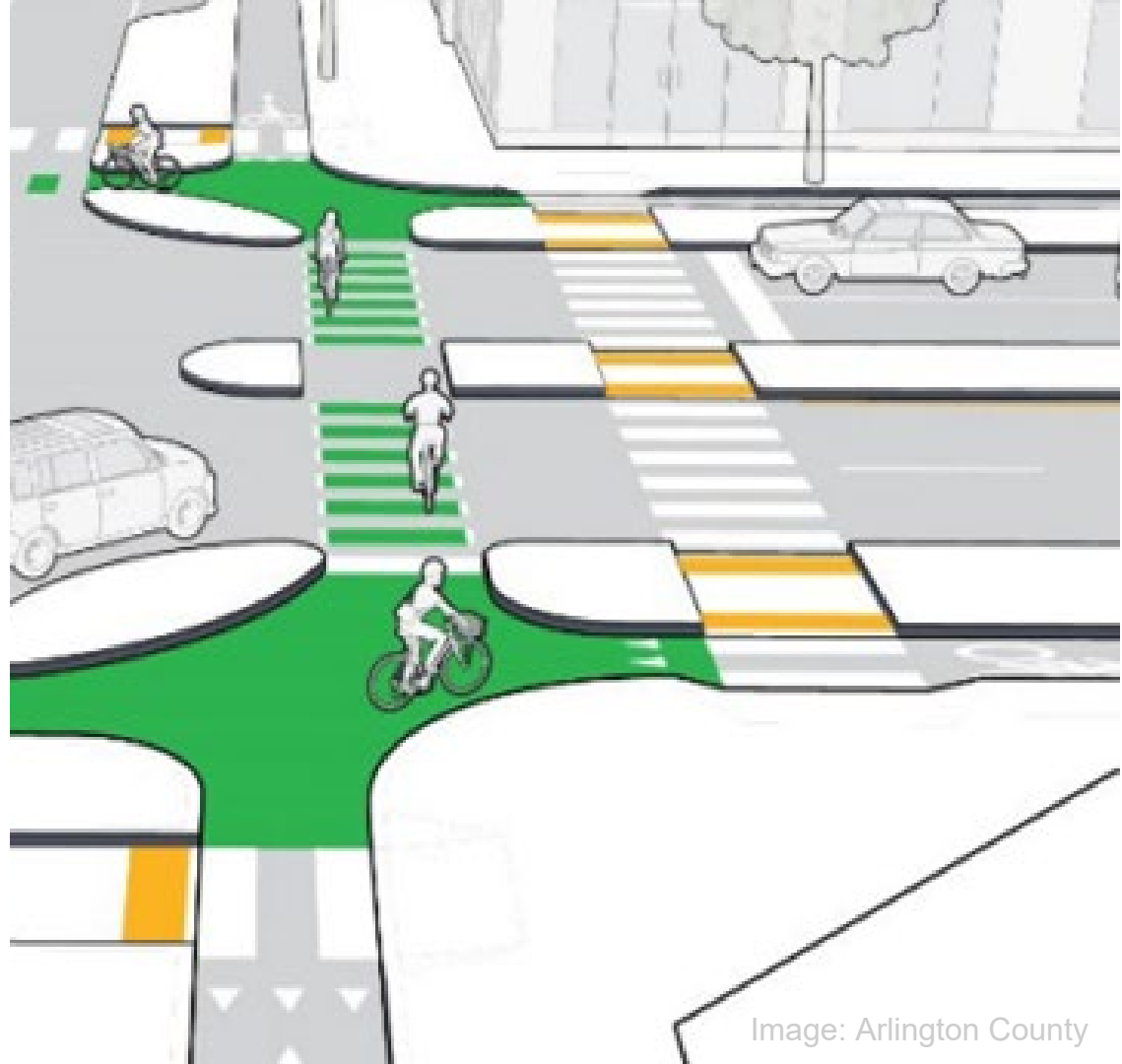
# Tier 3

- **Features:** Same
- **Network:** Same
- **Attributes:** Status, grade separation, traffic info required; date built & inspected, buffer width, street parking, asset management, lighting, centerline, max/min passable recommended.
- **Routability:** Fully routable by spatial topology / inference



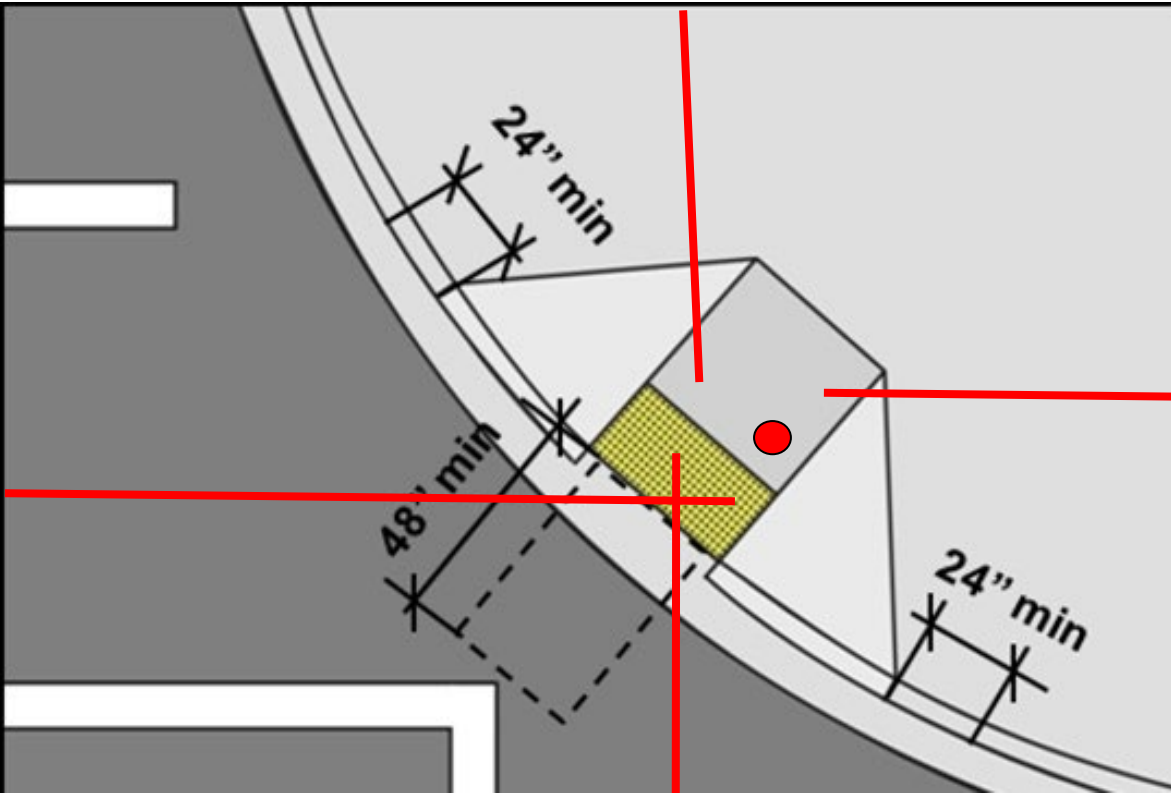
# Tier 4

- **Features:** Same
- **Network:** Same.
- **Attributes:** Same, but with more recommended attributes included.
- **Routability:** Fully routable by spatial topology/inference and metadata; intersections and relation tables; better door-to-door coverage for points of interest; better local roads data.



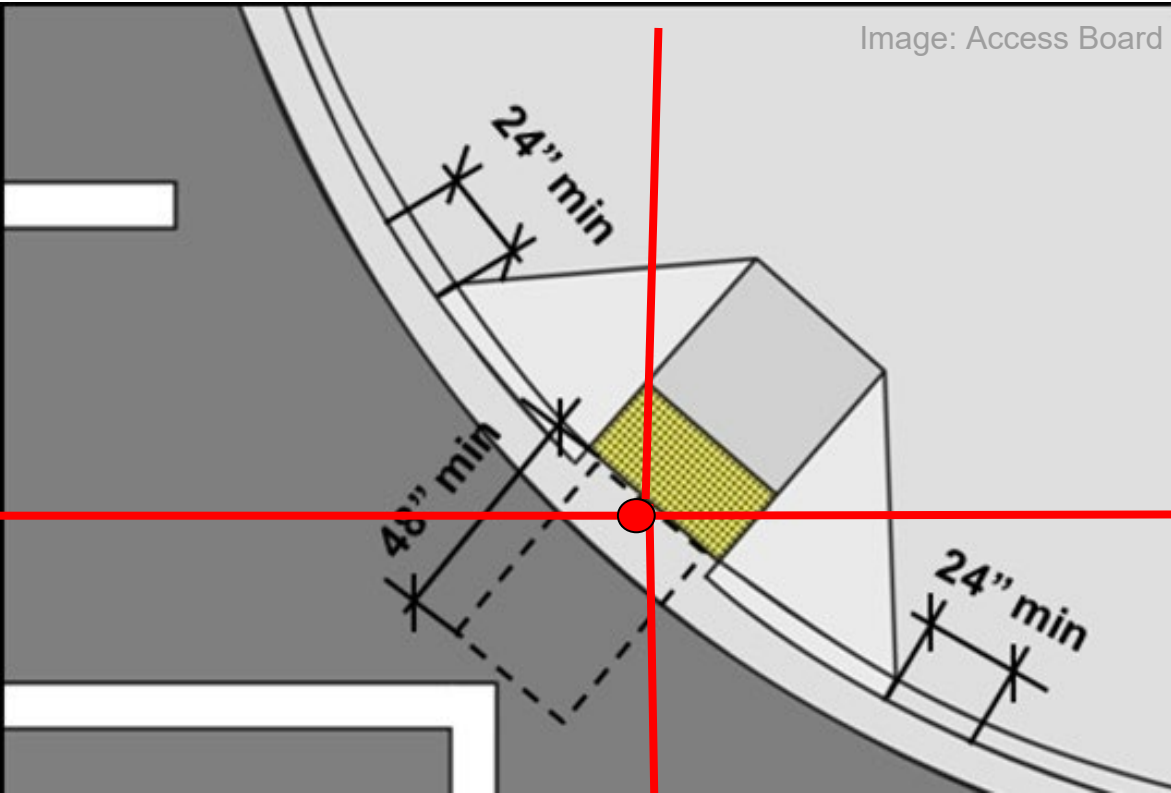
# **Revisions Since Draft #2**

# Curb Ramps - Tier 1



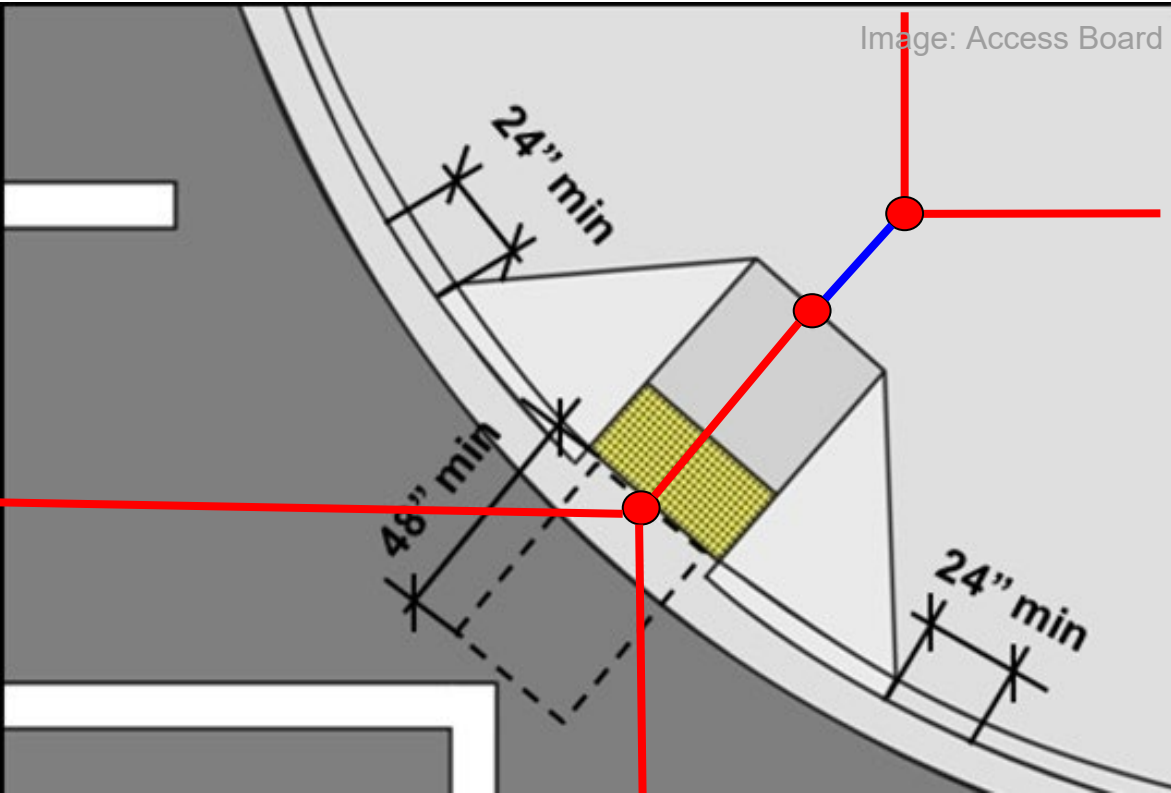
- Not geospatially precise
- May not be fully connected
- Curb ramp node can be anywhere in the curb ramp space

# Curb Ramps - Tier 2



- Mostly connected
- Curb ramp node moves towards the transition point
- Generic nodes and footways can fill in connections

# Curb Ramps - Tiers 3&4



- More spatial precision
- Fully routable
- Transition points identified
- Landing area(s) identified

# Driveways

- Didn't need new features or attributes
- GATIS maps larger / high volume commercial driveways. Smaller / residential may be mapped if desired.





# New Extensions

## Events Table

- Captures asset maintenance, construction, removal, ADA, planning history.
- Each row is an event.

## LRS Extension

- Simple crosswalk aligning GATIS features with milepoints of an LRS system

## Relation Table

- Two main use cases: Turning movements & associating signals w/ crossings.
- Simple mapping of attribute connections, with detail on turning movements.

event_id	event_type	gatis_id	event_location	description	costs	downtime	funding_source
4920	repair	49580	POINT (-77.0947 38.9838)	repaint faded crosswalk paint	2000	4 hours	General Maintenance Fund

# Signs & Signals

## Signs

- Optional; geospatial point. Captures sign content and accessibility features.

## Signals

- Two points: pushbutton and detector.
- Attributes for tracking verbiage, how pedestrian interacts, accessibility. Integrates with MUTCD types. In tier 4, map edges to these points.
- Attributes related to ped protection & nearby vehicle traffic clarified.

point_id	button	tactile_message	auditory_message	actuation_type	crossing_time_sec
56893	yes	vibration walk signal	auditory walk signal	pedestrian actuated	45

# Point and Node Changes

- Node types reduced, point types increased
- Having less nodes simplifies the network graph and speeds up computation.
- Points can be converted to nodes.

<b>nodes:</b>	generic, curb_ramp (tiers 1-2), sidewalk_to_ramp_transition and ramp_to_street_transition (tiers 3-4)
<b>points:</b>	object, sign, transit_stop, issue, counter, bike_parking, traffic_calming, pushbutton, detector

# Other Changes

- Added geospatial data precision, which increases by tier.
- Added “\_in” and “\_ft” to attribute names to show units.
- Introduced ways to track grade separated infrastructure.
- Minimized use of “virtual” node and “virtual” edge.
- ADA compliance reduced to two fields; focused on conveying the standard met and the date.
- Cleaned up issue attributes: impediment, surface, and other.
- Shifted traffic calming into point and polygon features based on the shape of the feature.



**Huge thanks to our  
subgroup leads!**

Jeff Maki

Paul Moser

Ryan Westrom

Bahar Dadashova

Jonah Chiarenza

Krista Nordback

Josh Roll

Ellwood Hanrahan

Ximon Zhu

**Q&A**

# **Voting on V1.0**

# Voting Process

- Vote online and asynchronously
  - Quorum not required
- Supermajority vote - 75% of those voting must vote yes for specification to be approved
- Only voting members may vote.
- **Not sure if you're a voting member? Vote anyway!**
- See Approval Types in the Collaboration Framework for more information





# How to Vote

- We will email you the voting form.
- 4-week period, from 2/2 through 2/27
- Draft will not be changed during voting.
  - Form allows feedback; minor feedback may be incorporated, major feedback roadmapped
- You will be voting on the specification:
  - Features, attributes and tiers on GATIS Explorer
  - Front matter and other materials
- You will NOT be voting on the playbook draft yet. You can review and suggest edits.



# After the Vote

## **If approved:**

- Specification will be fully published to the GATIS Explorer as V1.0.
- Playbook will be completed and released on GATIS Explorer.
- GATIS registry will be built and opened.
- Adoption can begin.



## **If not approved:**

- Specification will go back into revisions. New plan for development will be created.

