

# Urgency-aware Routing in Single Origin-destination Itineraries through Artificial Currencies

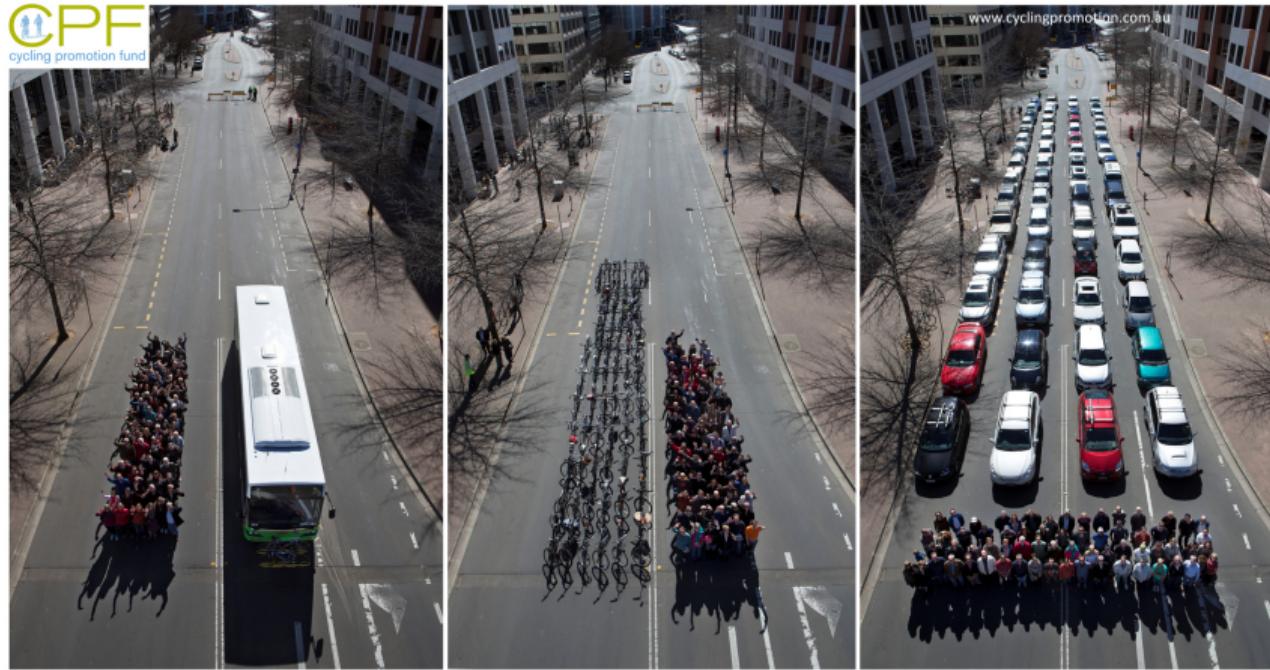
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# Introduction

## Motivation



**Figure 1:** 69 people in bus, bikes, and cars. (Cycling Promotion Fund, 9th September 2012 [C.P.F., 2012])

# Introduction

## Opportunity

- ▶ Vehicle autonomy
- ▶ Car sharing
- ▶ Public transport
- ▶ Connectivity



**Figure 2:** New opportunities. [Raysonho CC0,Dullu CC BY-SA 4.0]

**Centralized controlled intermodal mobility → system's optimum performance!**<sup>1,2</sup>

<sup>1</sup>Salazar, Rossi, Schiffer, Onder, Pavone. "On the interaction between autonomous mobility-on-demand and public transportation systems." ITSC, 2018. [Salazar et al., 2018]

<sup>2</sup>Wollenstein-Betech, Salazar, et al.. "Routing and rebalancing intermodal autonomous mobility-on-demand systems in mixed traffic." IEEE T-ITS, 2021. [Wollenstein-Betech et al., 2021]

# Literature Review

Self-interested behavior



Societal Welfare

## Monetary Tolls<sup>1</sup>

- ✓ Easy to implement
- ✓ Easy to use
- ✗ Unfair



## Artificial Currencies<sup>2</sup>

- ✓ Fair
- ✗ Bidding
- ✗ Uncertainty

Idea: Bridge the gap<sup>3</sup>

Payment-transaction of artificial currency → urgency-aware system's optimum

<sup>1</sup>[Pigou, 1920, Morrison, 1986, Bergendorff et al., 1997, Fleischer et al., 2004, Paccagnan et al., 2019]

<sup>2</sup>[Prendergast, 2016, Gorokh et al., 2019, Censi et al., 2019, Eloka et al., 2022]

# Problem Statement

Repeated game-framework



User choice:  $\mathbf{y}^i(t) \in \{0, 1\}^n$



Traveling probability:  $P_{\text{go}}$



Each arc has a **price**:

$$k^i(t+1) = k^i(t) - \mathbf{p}^\top \mathbf{y}^i(t)$$



**Aggregate** flows of  $M$  users:

$$\mathbf{x}(t) = \frac{1}{M} \sum_i \mathbf{y}^i(t)$$

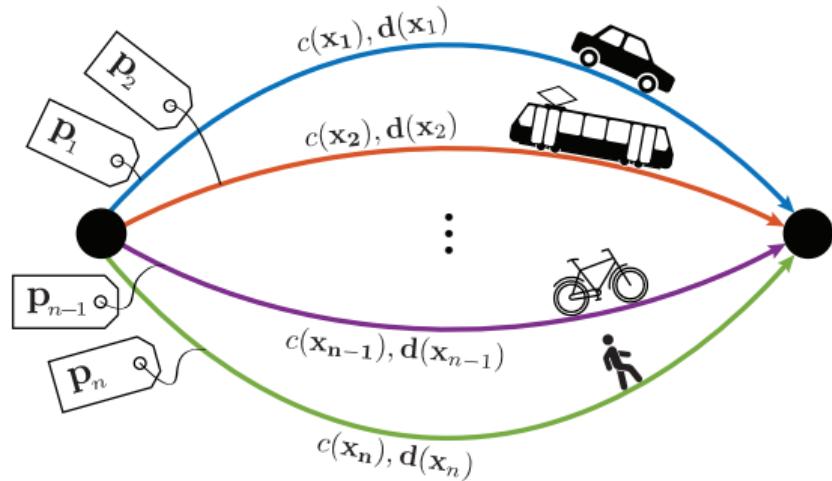


Figure 3: Parallel-arc network.

**Self-interested** at a cost

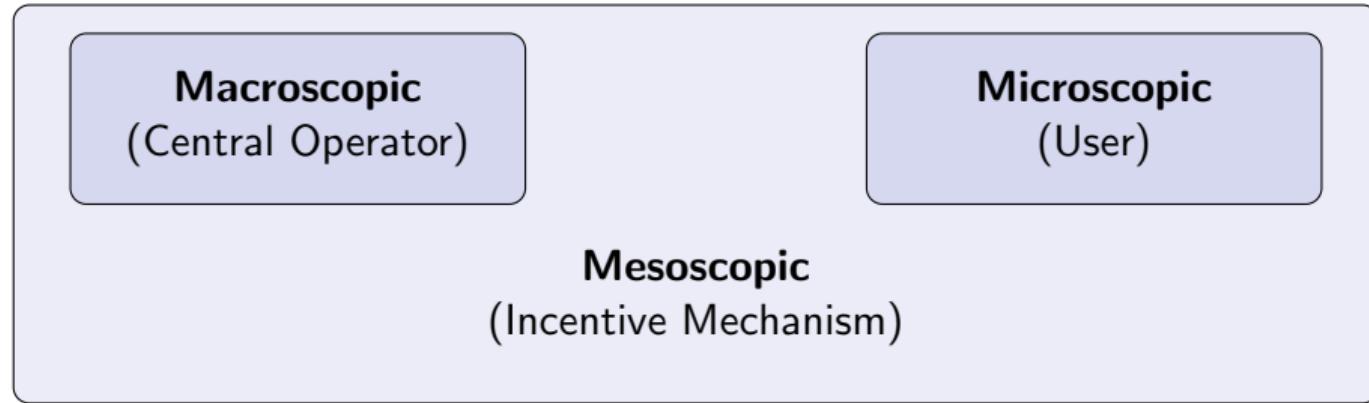


**Altruistic** for a reward

# Problem Statement

## Three-level Analysis

### Three-level Analysis



# Problem Statement

Three-level Analysis: Macroscopic



**Social** cost of arc  $j$ :  $\mathbf{c}_j(\mathbf{x}_j)$



Minimize overall social cost:  $\mathbf{c}^\top \mathbf{x}$

## Problem (Central Operator's Problem)

The **central operator** aims at routing customers so that the **aggregate flows** are

$$\begin{aligned}\mathbf{x}^* \in \arg \min_{\mathbf{x} \in [0,1]^n} & \mathbf{c}(\mathbf{x})^\top \mathbf{x} \\ \text{s.t.} & \quad \mathbf{1}^\top \mathbf{x} = P_{\text{go}}.\end{aligned}$$

# Problem Statement

Three-level Analysis: Microscopic



**Discomfort** of arc  $j$ :  $\mathbf{d}_j(\mathbf{x}_j)$



Daily **sensitivity** to discomfort:  $s^i$



Min. **daily perceived** discomfort + average **future** discomfort over  $T$  days

## Problem (Individual User's Problem)

A traveling user with Karma level  $k \geq 0$ , reference  $k_{\text{ref}}$ , and sensitivity  $s$  will choose his/her route as  $\mathbf{y}^*$  resulting from

$$\begin{aligned} (\mathbf{y}^*, \bar{\mathbf{y}}^*) &\in \underset{\mathbf{y} \in \mathcal{Y}, \bar{\mathbf{y}} \in \bar{\mathcal{Y}}}{\operatorname{argmin}} s \mathbf{d}(\mathbf{x})^\top \mathbf{y} + T \bar{s} \mathbf{d}(\mathbf{x})^\top \bar{\mathbf{y}} \\ \text{s.t. } k - \mathbf{p}^\top \mathbf{y} - T \mathbf{p}^\top \bar{\mathbf{y}} &\geq 0 \\ \mathbf{p}^\top \mathbf{y} &\leq k, \end{aligned}$$

# Problem Statement

Three-level Analysis: Mesoscopic



**Infinite-user** population:  $M \rightarrow \infty$



Users achieve daily **Wardrop Equilibrium** (WE):  $\mathbf{x}^{\text{WE}}(t)$



Design **prices**  $\mathbf{p}$

## Problem (Pricing Problem)

Given a desired system optimum  $\mathbf{x}^*$ , select  $\mathbf{p} \in \mathbb{R}^n$  so that

$$\lim_{t \rightarrow \infty} \mathbf{x}^{\text{WE}}(t) = \mathbf{x}^*.$$

# Best-response strategy

## Closed-form Solution

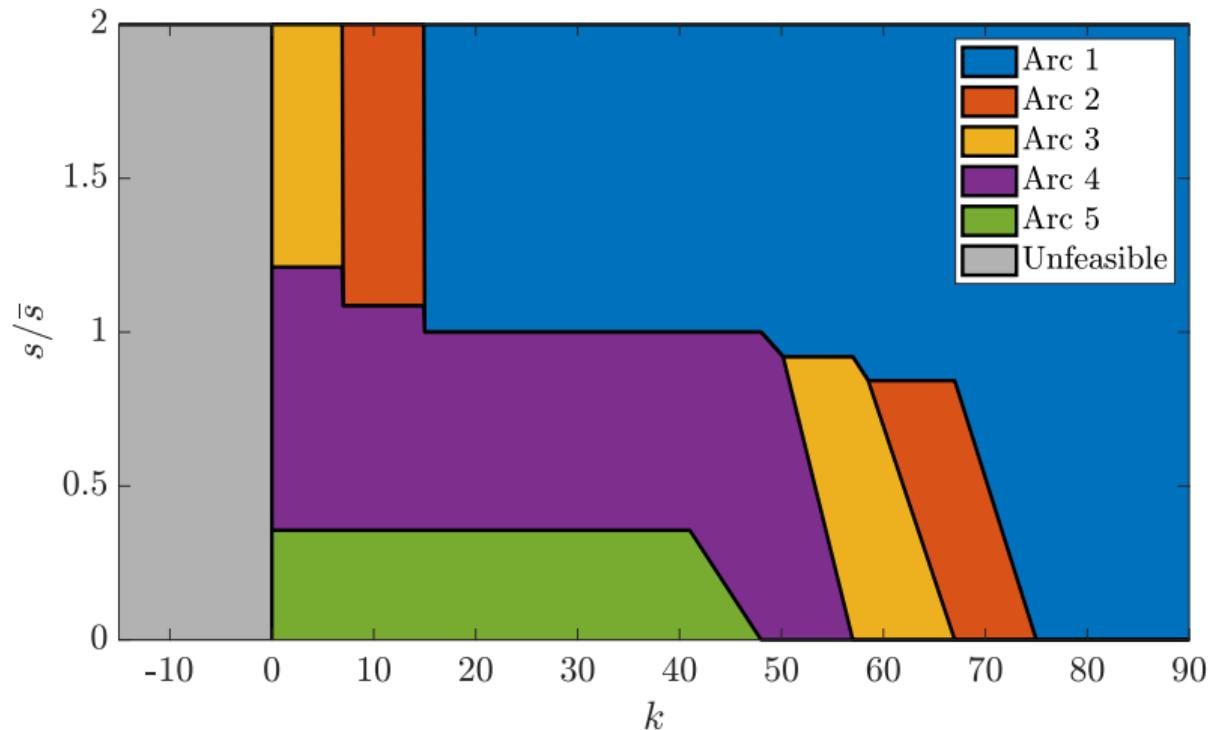
### Theorem (User's Best Response Strategy)

An **optimal response strategy** of  $a$  with Karma  $k$ , sensitivity  $s$ , and Karma reference  $k_{\text{ref}}$  is  $\mathbf{y}^* = \mathbf{e}_{j^*}$  iff

$$\bar{\gamma}_{j^*} \geq \underline{\gamma}_{j^*} \quad \text{and} \quad \gamma_{j^*} \leq s/\bar{s} \leq \gamma_{j^*-1}$$

# Best-response strategy

Closed-form Solution



**Figure 4:** Decision landscape of individual user's problem.

# Pricing Design Problem



At **steady-state** in  $x^*$

- ▶ **Total Karma** remains constant:  $\mathbf{p}^\top \mathbf{x}^* = 0$



For  $n = 2$  arcs<sup>1</sup>

- ▶  $\mathbf{p}^\top \mathbf{x}^* = 0$  **alone** defines the **optimal prices**



For  $n$  arcs

- ▶ Much more intricate

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<sup>1</sup>Salazar, Paccagnan, Agazzi, Heemels. "Urgency-aware optimal routing in repeated games through artificial currencies." European Journal of Control 62 (2021). [Salazar et al., 2021]

# Pricing Design Problem: $n$ arcs



Markov chain

- ▶  $P(j^*|k^i, \mathbf{p}, \mathbf{x}^*)$  from the **best response strategy**
- ▶ Stationary **Karma distribution**  $\pi_\infty(\mathbf{p}, \mathbf{x}^*)$



Aggregate of Markov chains

$$\mathbf{x}_j^* = \sum_{k=k_{\min}}^{k_{\max}} P(j^* = j | k, \mathbf{p}, \mathbf{x}^*) [\pi_\infty(\mathbf{p}, \mathbf{x}^*)]_k, \quad j = 1, \dots, n$$



Challenge for  $n > 2$

- ▶ The support of the chain depends on  $\mathbf{p}$
- ▶ **Gradient-free** optimization

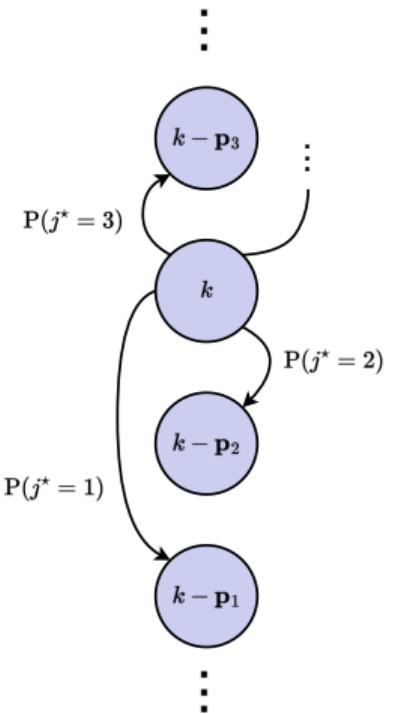
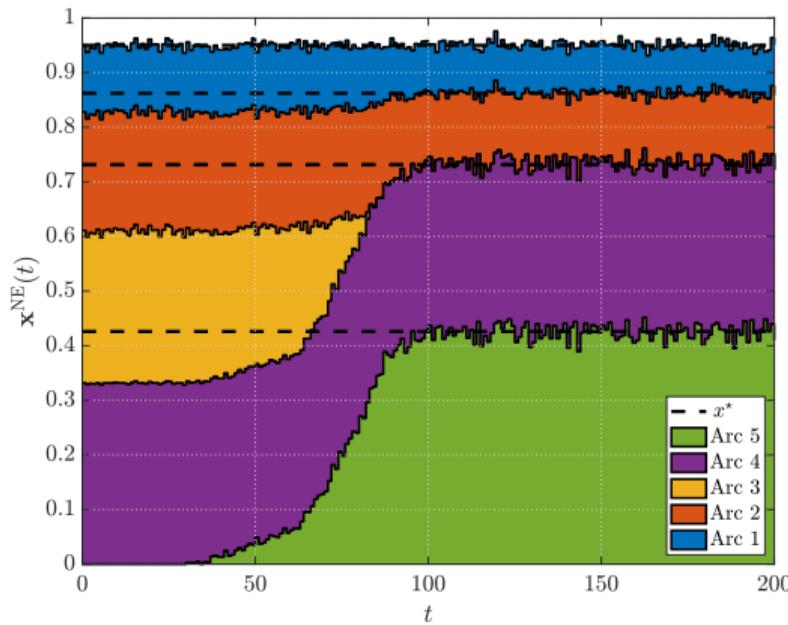
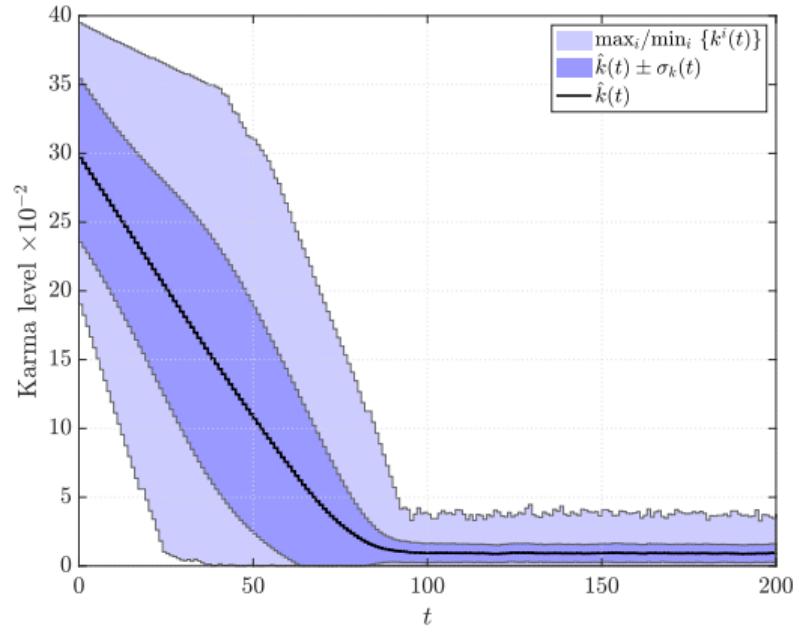


Figure 5: Markov chain.

# Numerical Results

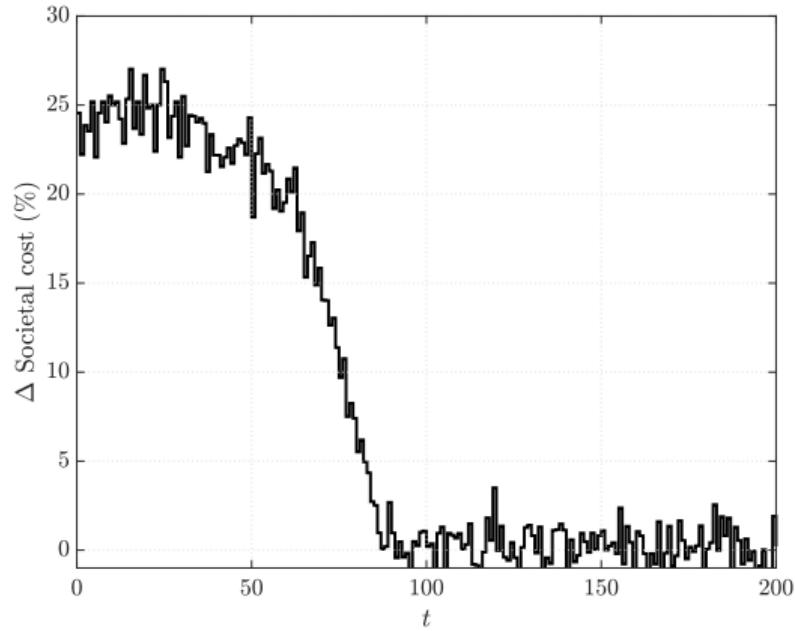


**Figure 6:** Aggregate flows.

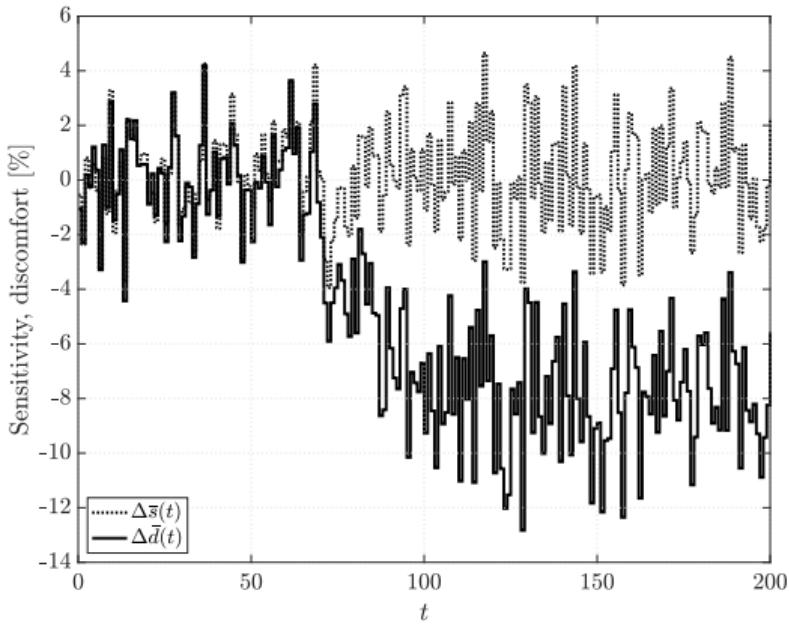


**Figure 7:** Karma level.

# Numerical Results



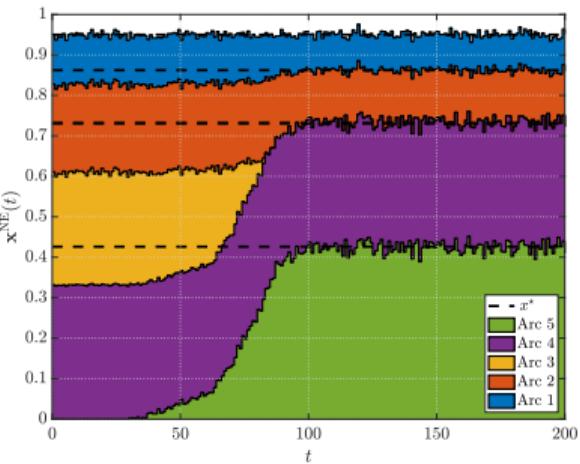
**Figure 8:** Societal cost.



**Figure 9:** Sensitivity w.r.t. urgency-unaware.

# Conclusion

-  Incentive scheme: **fair** and **urgency-aware**
-  Solution for the **user's best response strategy**
-  **Pricing design** procedure for  $n$  arcs
-  Aggregate decision achieves **system's optimum**
-  8% **improvement** w.r.t. urgency-unaware policy



<http://fish-tue.github.io>

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