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Project 4

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Project 4: Green Line Simulation Data Report

This report details the findings of running a simulation of the Twin Cities Green Light Rail Line. The simulation was created with a few assumptions in mind. First of all, it assumes that passengers concurrently board and depart the train, so that the train is waiting only for whichever process takes longer. Next, it assumes that the train takes three minutes to get from one stop to the next, but, the train doesn't actually leave the old stop until the three minutes is up. This means that a stop will be considered full, even if the train's processes have finished, and because of this the maximum amount of trains on the line is 22. Third, trains will only move to the next stop with that exception that trains that arrive at a full station will skip the stop, and continue on to the next empty stop. Only one train is allowed at each stop. This simulation assumes that passengers arrive at the 10 normal (Furthermore referred to as "other") stops at an average rate of one passenger per 30 seconds, with 10% arriving exactly at 30 seconds, 50% arriving within 6 seconds of the average, 80% arriving within 15 seconds of the average, and with 100% arriving within 23 seconds of the average. At the 10 downtown stops, passengers arrive 10 seconds on average faster than the other stops, and at the 3 UMN Campus stops, passengers arrive 5 seconds faster. When passengers arrive at a stop, their destination is five

times more likely than the other stops to be a downtown stop, and 3 times more likely to be a campus stop.

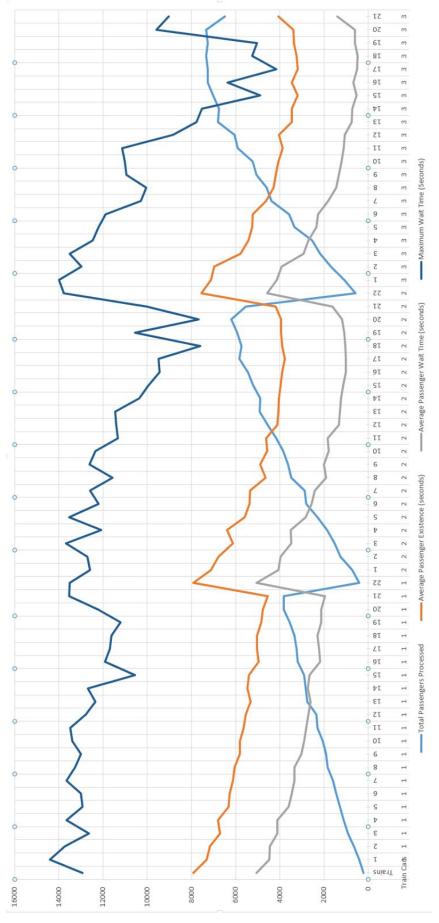
The data recorded here is from the simulation running at 15,000 seconds. The simulation is believed to be in equilibrium, so the graphs should have a similar shape for any amount of time. The raw data collected can be found in the appendix of this report. Figure 1 is a graph depicting the maximum and average passenger wait times, average passenger existence time, and total number of passengers processed. Figure 2 is the table of raw data used to make the graph in figure 1. It also contains columns for the average passengers waiting at the average downtown, campus, and other stops.

The data found has some interesting points. The general shape of each line are either very similar or are very close to the inverse. Each line can be divided into three distinct sections, one for each number of train cars. For one and two train cars, the data reaches a clear maximum/minimum at 22 trains. For three cars, however, the data seems to flatline starting at around 14 trains until 21 trains. The raw numbers themselves are within a few hundred between each of them. This means that 14 trains with three cars performs about the same as 21 trains with three cars. It is also interesting to note the dip in performance at 22 trains with three cars each. A possible cause of this is because at this point only one train can move at a time.

Performance-wise, it can be seen that 22 trains with one car each (22 cars) is similar to 10 trains with two cars each (20 cars), or 6 trains with three cars each (18 cars). Likewise, 22 trains with two cars each (44 cars) is similar in performance to 12 trains with three cars each (36 cars). Three train cars on 14-21 trains outperforms and other combination of train, based when comparing based on the data collected here.

Referring to the average waiting passengers at stops in figure 2, there is another point of interest. It can be seen that, on average, campus stops have the largest amount of waiting passengers, with downtown stops having the next largest, and other stops having the smallest. What is interesting here is that downtown stops have the high rate of passenger arrival, higher than the campus stops, and both are higher than the other stops. A possible reason for this trend is the spread of the downtown stops. Downtown stops are grouped up and located at the beginning and the end of the line, and there are a large number of them. 10 out of every 23 stops that the average train will make will be downtown stops, Downtown stops are usually right next to each other, and the most common destination will be a downtown stop. It is likely for a passenger to be getting on the train to go to a downtown stop, even starting from a downtown stop, meaning that the train will be more likely to be empty at these stops and will pick up passengers.

The average amount of passengers waiting at a stop seems to be more heavily affected by the number of trains rather than the number of cars, but the number of cars does seem to help some. This is because train cars, on average, aren't completely full all of the time. Trains, however, are coming and going, and going in different directions. Passengers only want to get on the train that is going in the same direction as they are. The more trains there are, the more likely that a train that has space that is going in the direction that the passenger is will arrive at the stop.



Appendix

Figure 1 (graph to the right): A graph of the simulation results. Along the x-axis is the parameters of the simulation. It is divided by train and by train car. The y-axis counts both the seconds recorded by passengers and the total amount of passengers. The orange line represents the average time of existence for the passengers. The grey line represents the average waiting time for the passengers. The light blue line represents the total amount of passengers processed in each run. The dark blue line represents the maximum wait time in seconds for the passengers under those parameters. All data should be assumed to be an estimate with a small margin of error. These results were gathered under a run time of 15000 seconds.

Figure 2 (data table below): A data table reporting the data gathered for each train/train car combination. It contains data columns for the total passengers processed, average passenger existence time, average passenger wait time, maximum passenger wait time, and the average passengers waiting at the average downtown, campus, and other stops.

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