

SCENARIOMorningLunchLunch ReturnEnd DayStressFull Day Cycle

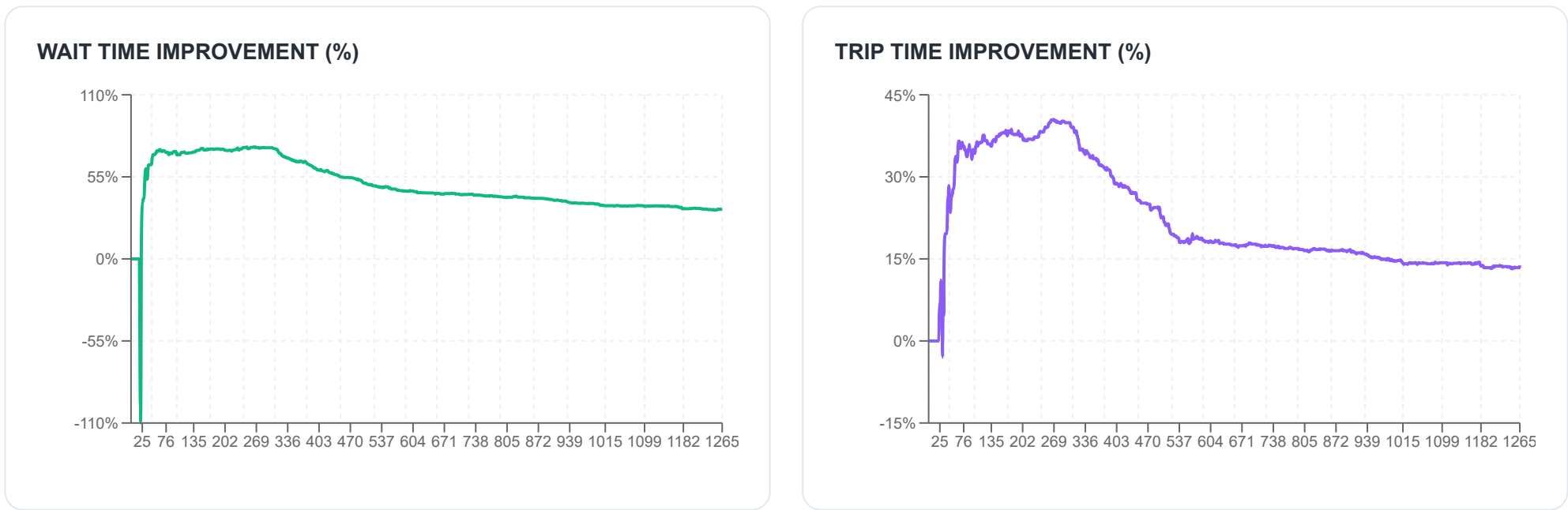
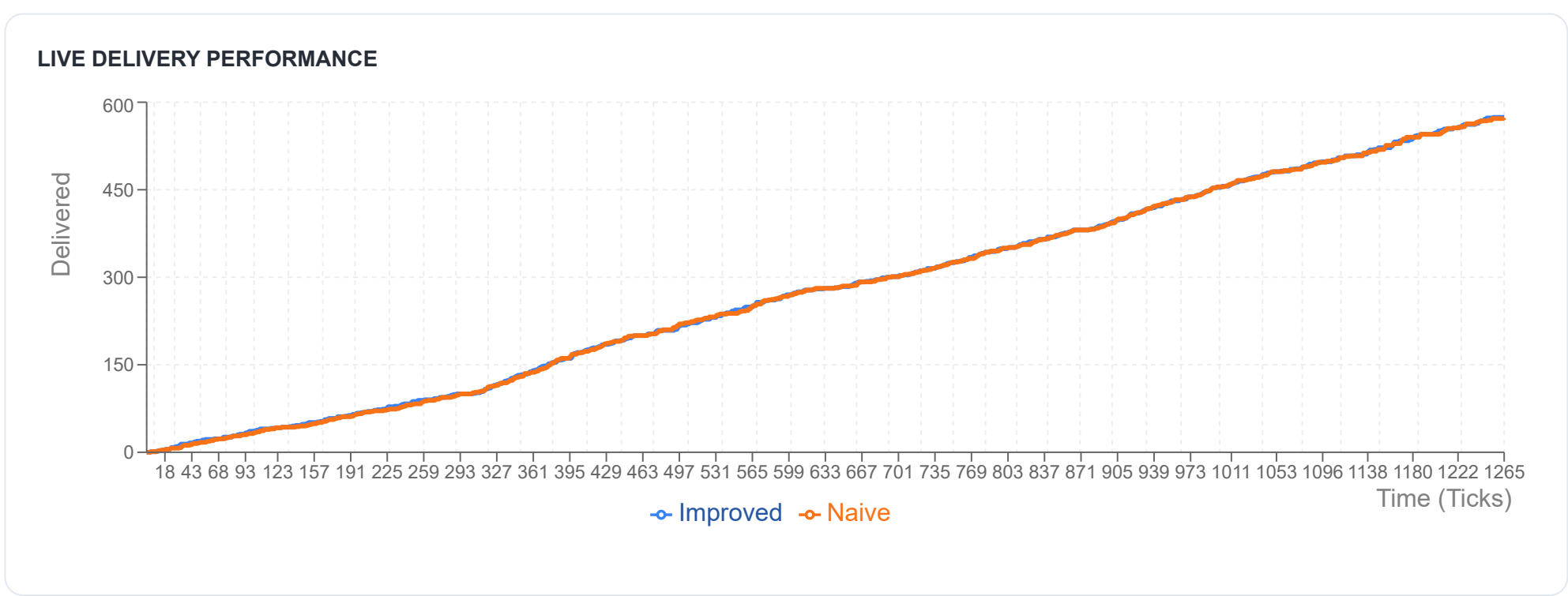
Simulation Report

Scenario: Phase 6: End of Day | Duration: 1265 Ticks

FULL SCENARIO PERFORMANCE (CUMULATIVE)

Total Wait Time Improvement	+33.3%	Total Trip Time Improvement	+13.8%
Whole Scenario: Naive		Whole Scenario: Improved	
Total Delivered:	574	Total Delivered:	574
Avg Utilization:	68.8%	Avg Utilization:	80.8%
Avg Wait Time:	4.2s	Avg Wait Time:	2.8s
Avg Trip Time:	11.4s	Avg Trip Time:	9.8s

LIVE DELIVERY PERFORMANCE (CUMULATIVE)



PHASE-BY-PHASE ANALYSIS

PHASE 1: MORNING RUSH	
<p>WAIT TIME IMPROVEMENT (%)</p>	<p>TRIP TIME IMPROVEMENT (%)</p>
Phase Wait Time	+74.5%
Phase Trip Time	+39.9%
PHASE 2: STRESS TEST #1	
<p>WAIT TIME IMPROVEMENT (%)</p>	<p>TRIP TIME IMPROVEMENT (%)</p>
Phase Wait Time	+20.7%
Phase Trip Time	+6.2%
PHASE 3: LUNCH TIME	
<p>WAIT TIME IMPROVEMENT (%)</p>	<p>TRIP TIME IMPROVEMENT (%)</p>
Phase Wait Time	+9.3%
Phase Trip Time	+0.7%
PHASE 4: LUNCH RETURN	
<p>WAIT TIME IMPROVEMENT (%)</p>	<p>TRIP TIME IMPROVEMENT (%)</p>
Phase Wait Time	+27.6%
Phase Trip Time	+12.4%
PHASE 5: STRESS TEST #2	
<p>WAIT TIME IMPROVEMENT (%)</p>	<p>TRIP TIME IMPROVEMENT (%)</p>
Phase Wait Time	+4.4%
Phase Trip Time	+2.7%
PHASE 6: END OF DAY	
<p>WAIT TIME IMPROVEMENT (%)</p>	<p>TRIP TIME IMPROVEMENT (%)</p>
Phase Wait Time	+21.5%
Phase Trip Time	+12.0%

