Simulation-based Dynamic Traffic Assignment for Planning Applications

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Context: Motivation

- Technical
 - Many transportation planning problems require dynamic models
- Practical
 - Effective transportation planning solutions require consensus/buy-in

Context: Technical Motivation

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- Dynamic Traffic Assignments are needed for analyzing pricing strategies, capacity improvements, and ITS
- Congested travel times form the basis for crucial planning model estimation and application
- Static assignments produce biased travel times and biased models and forecasts
- These compromises are no longer necessary or justifiable

Context: Technical Motivation (cont.)

- Operational fidelity needed for traffic engineering work
- Many projects and traffic management measures have impacts that cannot be estimated with planning models
- These require detailed microsimulation in which lane level behavior is captured

Context: Practical Motivation

- Effective deployment hinges on usability, robustness
- DTAs lend themselves better to dynamic visualization and animation
- A more compelling tool for engaging stakeholders and the public



Context: Background

- Early experiments with macro DTA
- TRANSIMS & MITSIM
- Meso models-Integration, Dynasmart, & DYNAMIT
- Microsimulation thought to be impossible at the regional scale
- The TransModeler hybrid approach: Macro, Meso, and Micro in any combination on the same network
- 4-D lane level GIS for efficiency in simulation development

Context: Wide Area Micro DTA Successes

- Eureka, CA
- Burlington, VT
- Phoenix, AZ
- Lake County, CA
- Jacksonville, FL
- Virginia Beach, VA
- Ukiah, CA
- Practical, calibrated, validated, and deployed Microscopic DTA models
- Hybrid models neither needed nor warranted for any reason

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Context: Corridor Microscopic DTA Successes

- 495 Express Lanes (Northern VA)
- 95 Express Lanes (Miami)
- 95 Express Lanes (Northern VA)
- I-4 (Orlando)
- C-470 (Denver)
- I-70 Mountain Corridor (West of Denver)
- Purposes varied: from practical applications to T&R to research
- Dynamic pricing a theme

- Dynamic shortest paths based upon departure times
- Realistic route choice incorporating VOT, willingness to pay
- Queue build-up and dissipation
- Short time intervals for travel time measurement
- Dynamic User Equilibrium condition- Temporal extension of Wardrop's principle that all used paths between each OD pair, have the same minimum cost for a given departure time interval and that there are no lower cost routes
- Iterative computation to achieve convergence

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- Microscopic in level of detail
 - Referenced to ground truth with accurate geometry
 - Lane level and intersection area representation
 - Temporal dynamics (as low as 0.1-sec)
 - 2-d and 3-d dynamic visualization
- Microscopic in modeling accuracy
 - Microscopic (car following, lane changing)
 - Employs realistic route choice models
 - Handles complex network infrastructure (Signals, variable message signs, sensors, etc.)
 - Simulates multiple modes, user classes, vehicle types

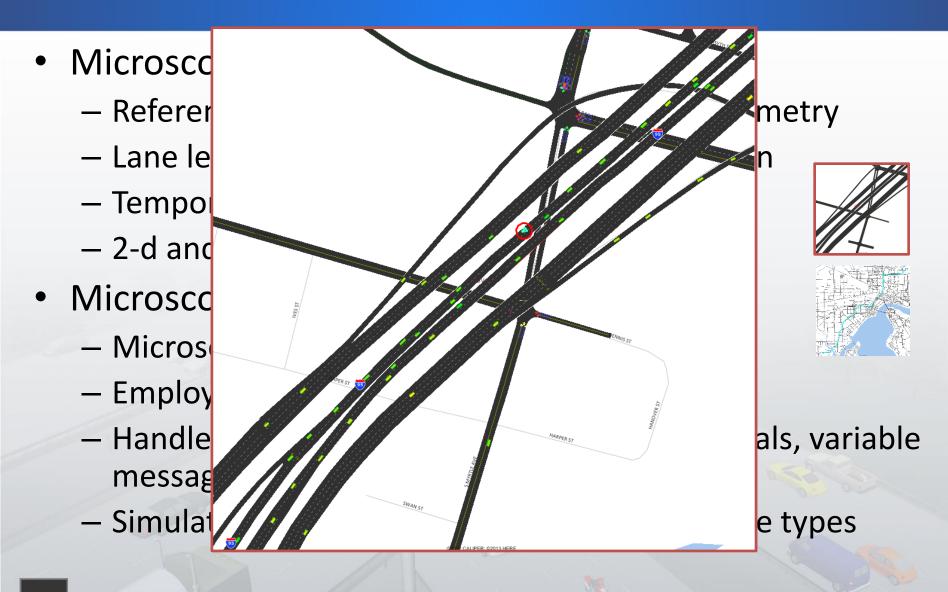




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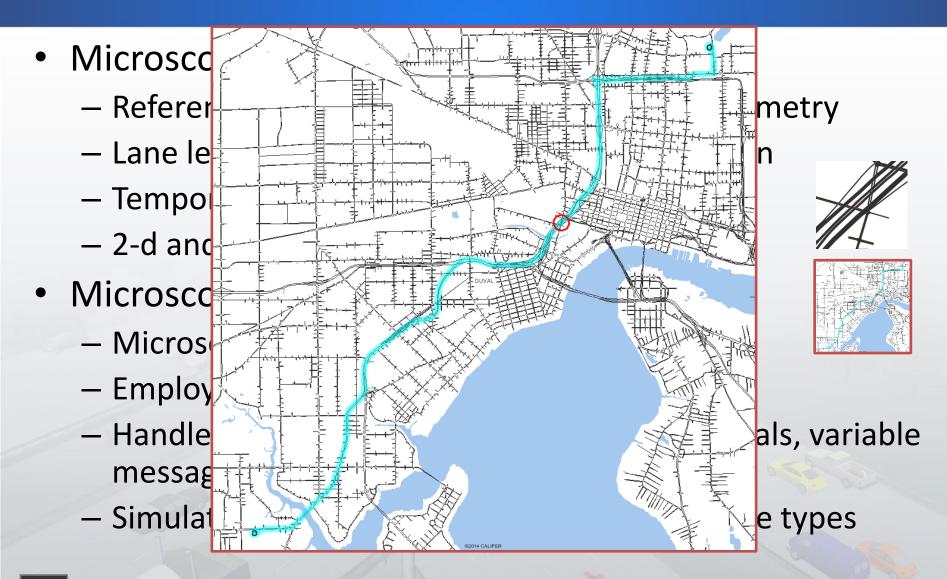


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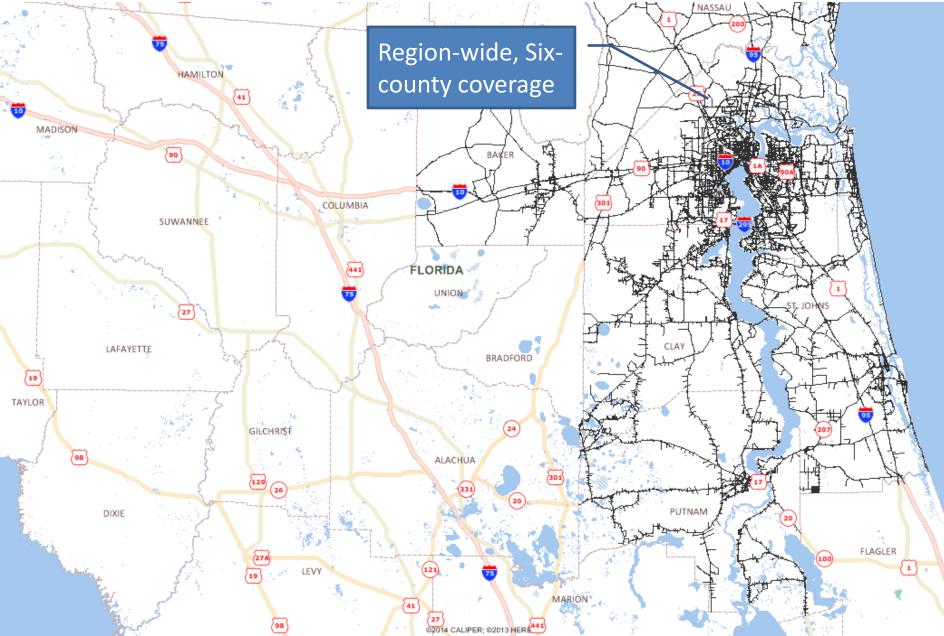




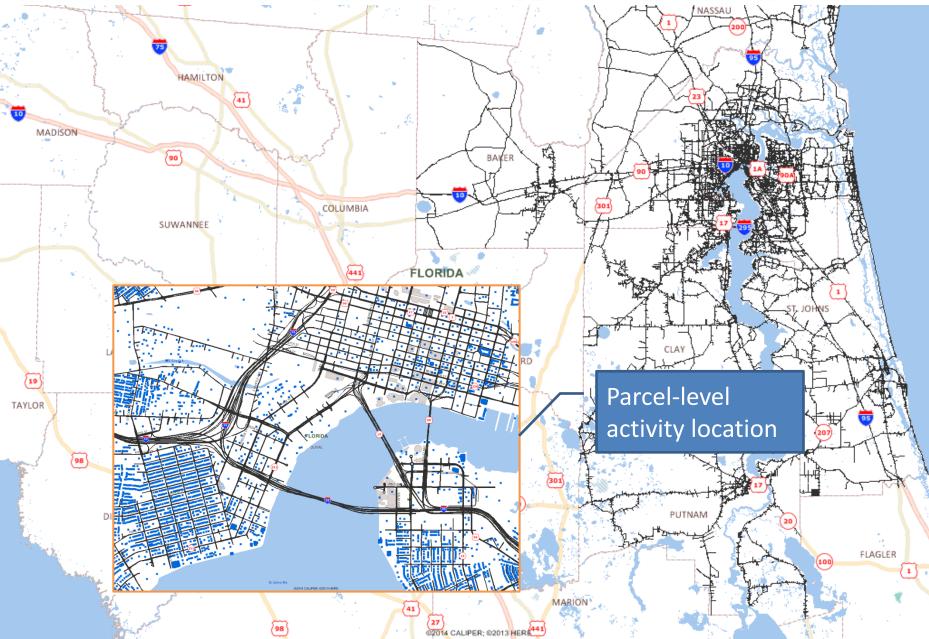
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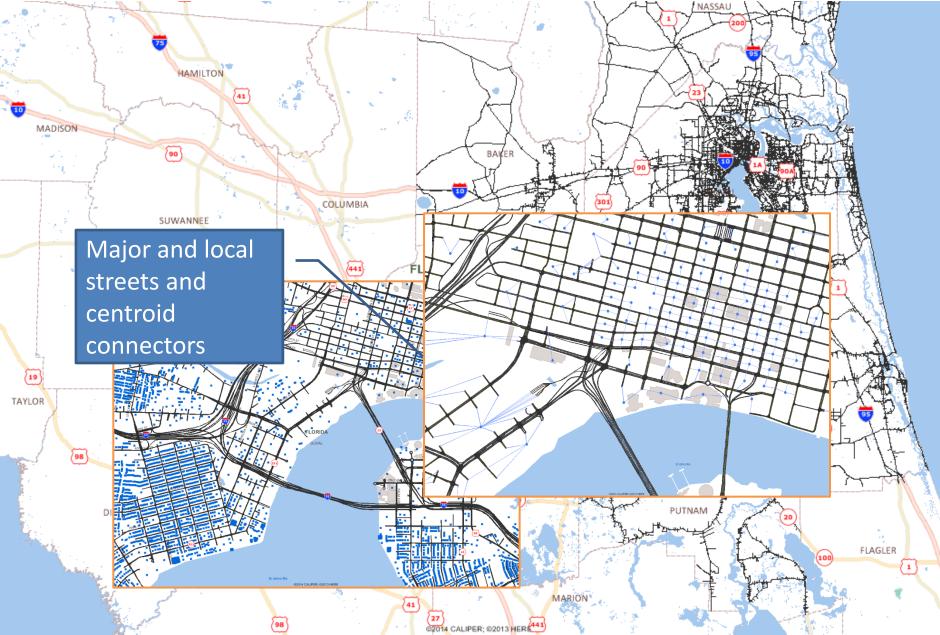




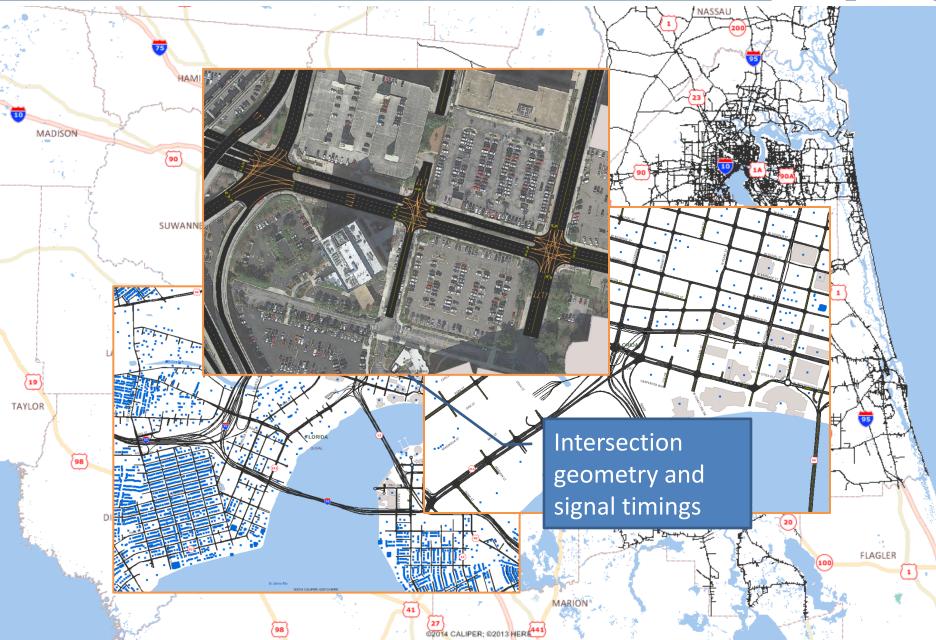












Implementation: Framework

- Parcel-level origins and destinations
 - 492,684 parcels
 - Point-to-point route choice
 - Trips produced by DAYSIM
- Zonal truck and external traffic
 - 2,578 TAZs
 - Zone-to-zone route choice
 - Matrices produced by CUBE
- Integration/Linkage
 - DAYSIM
 - CUBE











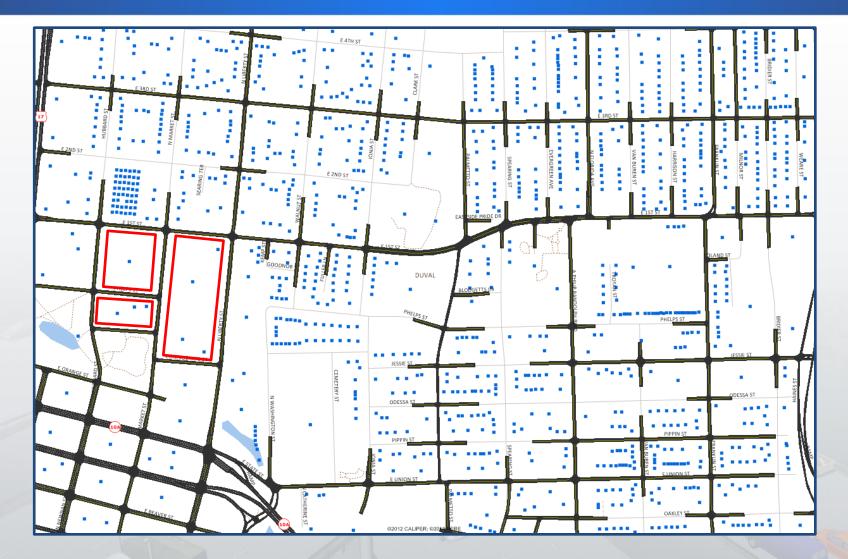




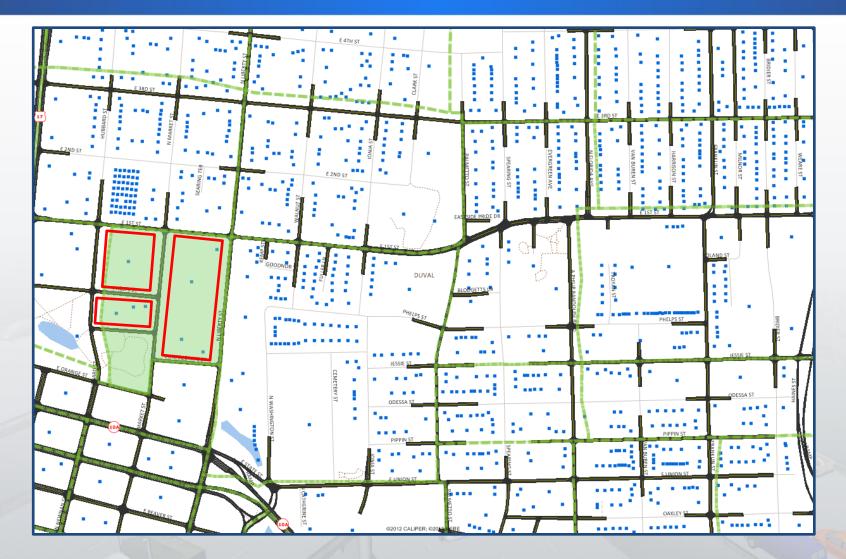




















Implementation: Features

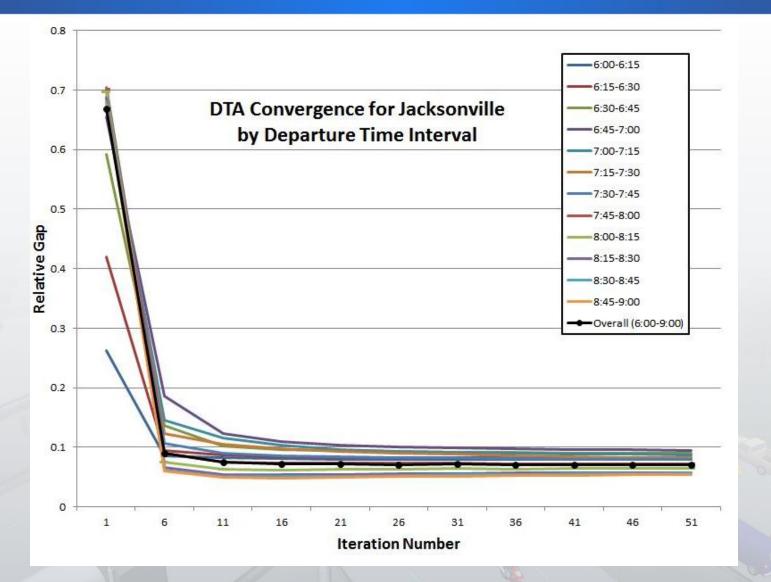
- Read DAYSIM trips without temporal aggregation
- Handle parcel locations without spatial aggregation
- Use dense street network
 - Realistic accessibility, connectivity
- Simulate multiple travel modes
- Possess practical running times

Implementation: Input

- Demand: Disaggregate trip tables
 - Detailed demographic and trip information
 - Approximately 650K trips in 3-hour AM peak [6:00-9:00]

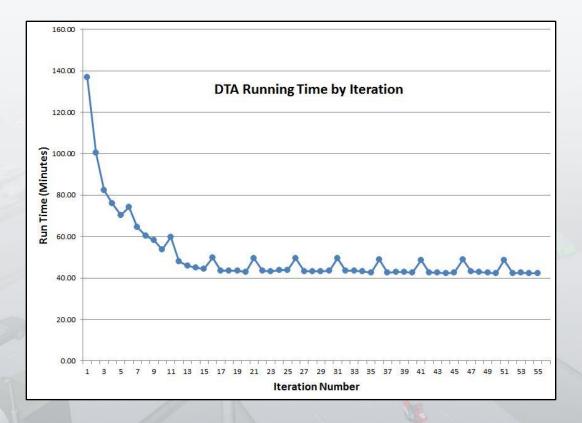
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7	57995	10220 Link	+ Link	+	92	90 PC2+ Uninformed	- None	- 0 1	7.50 Na+ N		No 🖵	No - No	+ No	🗕 En route 🚽	57995	313	10220	21600.0	
8	-57995	13386 Link	+ Link	-	8	36 PC2+ Informed	- None	- 0 1	15.00 No. N		No -	No - No	+ No	- En route -	-57995	361	13386	21600.0	
9	13482	13469 Link	→ Link	-	93	19 PC3_ Uninformed	- None	- 0 1	7.50 Na+ N	0 +	No 🖵	No - No	+ No	+ En route +	13482	382	13469	21600.0	
10	10633	10897 Link	→ Link	-	64	0 PU 🖵 Informed	- None	- 0 1	15.00 Na+ N	.0 .	No 🖵	No - No	- No	- En route -	10633	415	10897	21600.0	
11	13957	13482 Link	🖵 Link	+	72	93 PC2_ Uninformed	- None	- 0 1	7.50 No. N	0 -	No 🖵	No - No	+ No	🗕 En route 🚽	13957	438	13482	21600.0	
12	-57995	13575 Link	+ Link	+	8	45 PC1_ Uninformed	- None	- 0 1	7.50 Na+ N	0 -	No -	No - No	- No	+ En route +	-57995	465	13575	21600.0	
13	50504	1557 Link	- Link	-	51	89 PC2 Informed	- None	-0 1	15.00 Ye N	0 -	No -	No - No	+ No	+ En route +	50504	490	1557	21600.0	
14	57964	431 Link	→ Link	-	62	34 PC1+ Uninformed	- None	- 0 1	7.50 Na+ N		No 🖵	No ₊ No	+ No	- En route -	57964	511	431	21600.0	
15	13951	-50390 Link	🚽 Link	+	20	44 PU - Uninformed	- None	- 0 1	7.50 Na+ N	0 -	No -	No - No	- No	- En route -	13951	539	-50390	21600.0	
16	-57995	-50390 Link		+	8	44 PC2+ Informed	- None	- 0 1	15.00 No. N	0 -	No -	No - No	- No	- En route -	-57995	576	-50390	21600.0	
17	57966	9201 Link	🛨 Link	4	94	92 PC3, Uninformed	- None	-0 1	7.50 Na+ N	0 +	No -	No - No	+ No	+ En route +	57966	625	9201	21600.0	
18	-57995	57985 Link	- Link	-	8	25 PC2_ Uninformed	- None	- 0 1	7.50 No. N	0 -	No -	No _ No	- No	- En route -	-57995	663	57985	21600.0	
19	8887	12359 Node	🚽 Link	+	0	0 PC3_ Uninformed	- None	- 0 1	7.50 Na+ N	0 -	No -	No - No	- No	- En route -	10456	694	12359	21600.0	
20	9891	9902 Link		+	24	11 PC1, Uninformed	- None	- 0 1	7.50 Ye - N	0 -	No -	No - No	- No	- En route -	9891	720	9902	21600.0	
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24	50494	57985 Link	+ Link	-	75	25 PC2+ Uninformed	- None	-0 1						- En route -	50494	800	57985	21600.0	
25	57993	9557 Link	and the second second	+	90	93 PC3+ Uninformed	- None	- 0 1	7.50 Na. N	0 -	No -	No - No	- No	- En route -	57993	856	9557	21600.0	
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29	50498	10645 Link		+	75	31 PC1+ Uninformed		- 0 1						- En route -	50498	1203	10645	21600.0	
30	-50536	10220 Link		+	12	90 PC2+ Informed	- None		15.00 Na+ N						-50536	1284	10220	21600.0	
31	-50498	46297 Link	+ Link	+	25	78 PC1_ Uninformed		- 0 1	7.50 Na. N	0 -	No 🚽	No - No	+ No	- En route -	-50498	1329	46297	21600.0	
32	50430	57985 Link	- N.	-	43	25 PC2+ Uninformed		-0 1						- En route -	50430	1377		21600.0	
33	58000	57989 Link	and the second sec	+	67	84 PC2- Uninformed		- 0 1	7.50 Na. N	0 -	No -	No - No	- No	- En route -	58000	1396	57989	21600.0	
34	50494	7616 Link		+	50	27 PC1+ Informed			15.00 Na+ N						50494	1446		21600.0	
35	50430	13450 Link		-	43	85 PC2- Uninformed	•	v 0 1	7.50 Na. N			No .No		- En route -	50430	1483		21600.0	
36	-50498	9807 Link	200 million and a second	-	25	39 PC1+ Uninformed		-0 1	7.50 Na+ N		<u>.</u>	No - No		- En route -	-50498	1531		21600.0	
37	-50498	310 Link	Link	ар. Г	25	61 PC1 Informed	None		15.00 No. N		1000 To 1000	No No		En route	-50498	1632		21600.0	

Implementation: Convergence



Implementation: Running Time

- DTA running time per iteration
 - Approx. 50 minutes overall
 - 3.1 GHz Intel Xeon Dual-Core 64-Bit CPU, 64 GB RAM



Implementation: Next Steps

- Model Development Review
 - Testing
 - Signal timings validation
 - Running time performance evaluation
- Model Calibration
 - Compare DTA volumes with counts
- Software integration/linkage
 - Refine
 - Deliver
 - Support