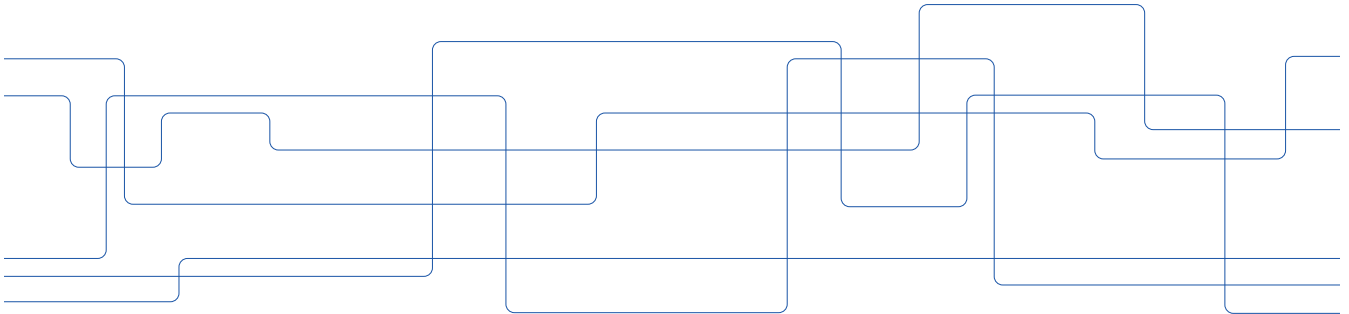




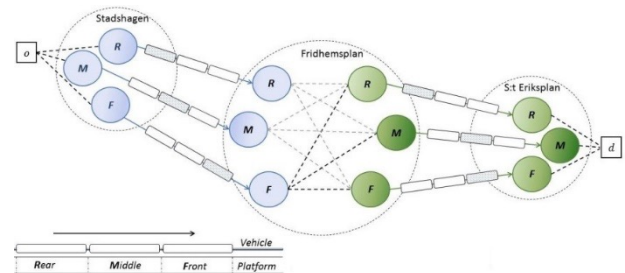
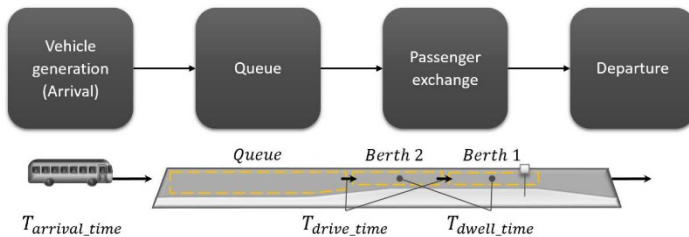
Smarta bytespunkter: Metoder för utformning och drift av bytespunkter i kollektivtrafiken

Soumela Peftitsi, Erik Jenelius och Oded Cats
jenelius@kth.se



Projektet

- Utvecklar metoder och verktyg för att stödja stationsplanering och -drift med avseende på passagerarströmmar, omgivande trafiksystemet och påverkan på trängsel
- 2019-
- Therese Lindberg (LiU/VTI): Bussterminaler
- Soumela Pefitsi (KTH): Tågstationer (tunnelbana)
- Fredrik Johansson (VTI, projektledare), Anders Peterson (LiU), Erik Jenelius (KTH)



Motivation

Uneven passenger distributions

- Travel demand spatial distribution
- Inter-vehicle arrival distribution
- Within-vehicle distribution



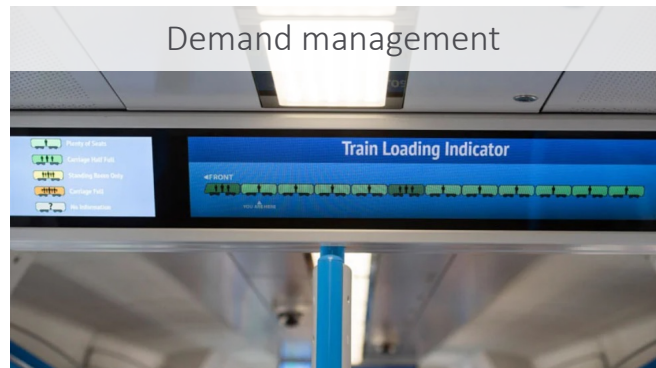
- Inefficient capacity utilization and higher costs for all parties

Analysis and management of uneven passenger distributions

- Rich public transport data
- Analyze passenger distribution based on actual data
- Enhance crowding management

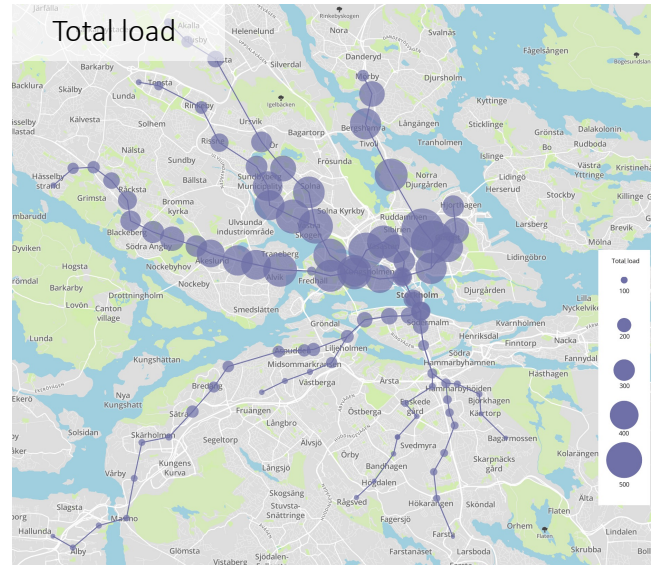
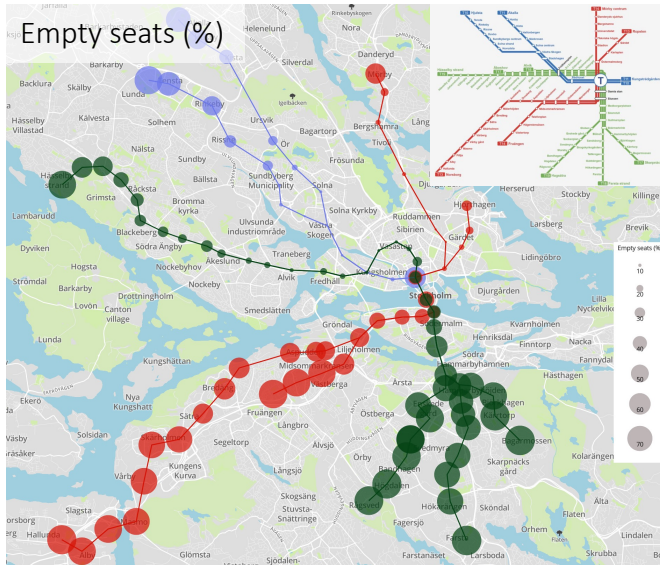


- Direct passenger flows at gates, on platform or through information
- Model and evaluate passengers' access to train-car crowding information



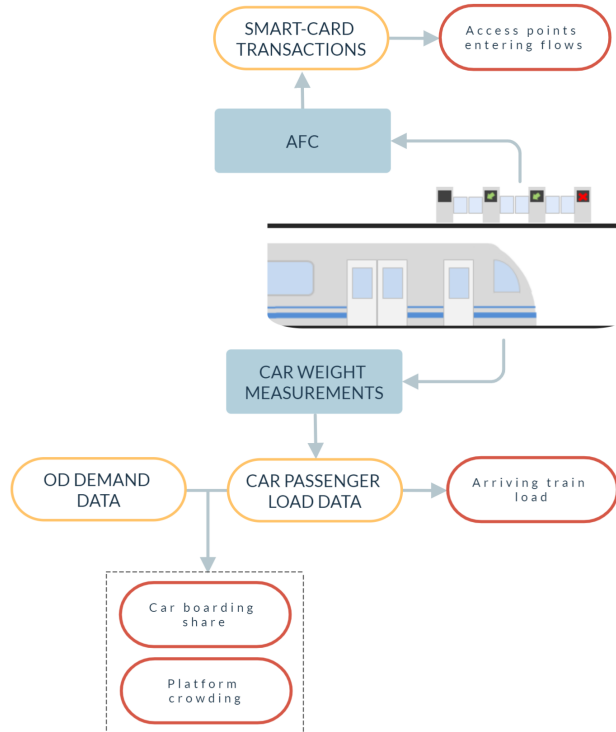
Studied area

Stockholm metro network

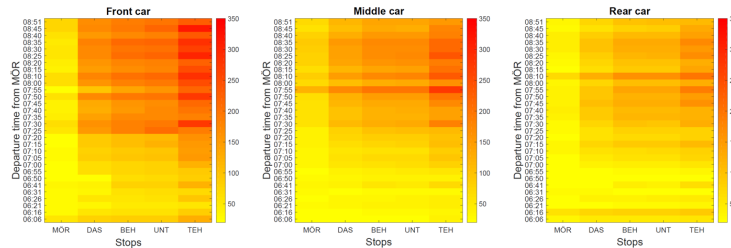
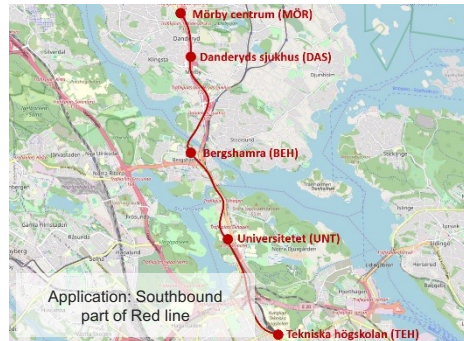


➤ Inefficient capacity utilization even of heavily loaded trains

Determinants of crowding distribution



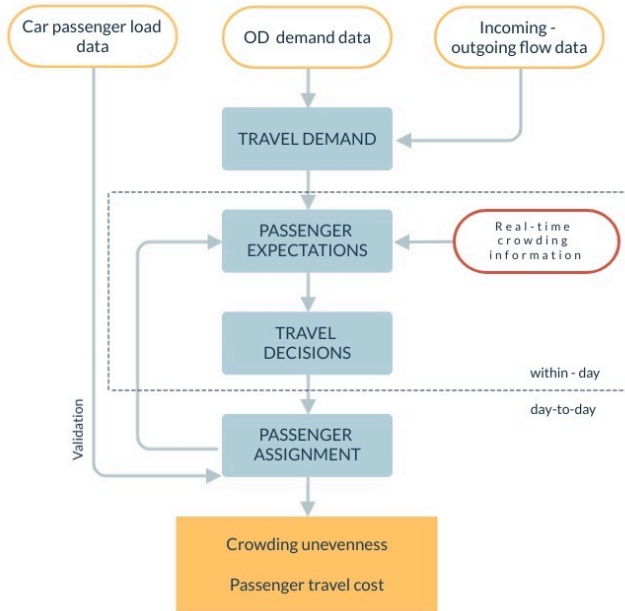
Determinants of crowding distribution



- Avoid **walking time** at the origin
- Avoid **on-board discomfort** and **platform discomfort** in crowded situations

Modeling train-car specific travel decisions

BusMezzo – an agent-based transit assignment model



Car-specific path choices

- Passenger arrival at/destined to different station **entrances/exits**
- **Platform & car selection** (introducing compartments)
- Walking vs. in-vehicle crowding

Day-to-day **experience** and learning

Real-time **information** generation and provision

Modeling train-car specific travel decisions

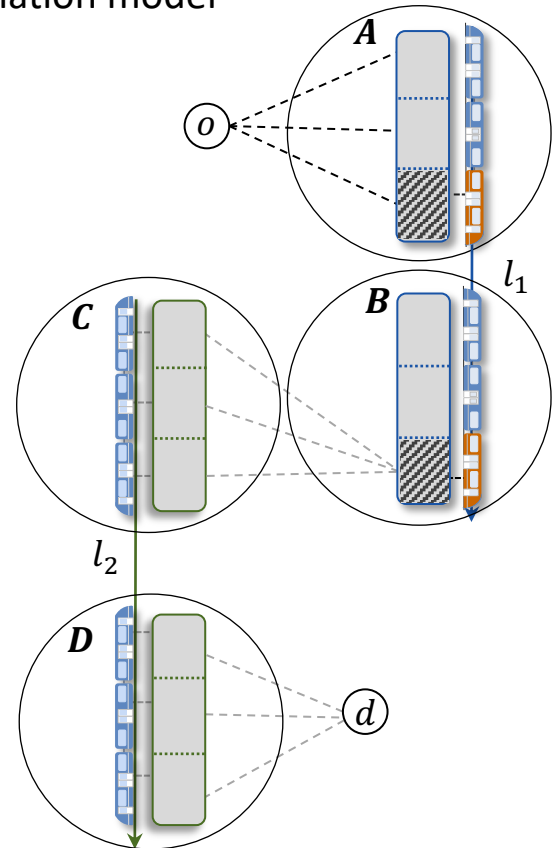
BusMezzo – an agent-based simulation model

Platform section choice:





- Walking time to the platform section
- Expected future travel attributes
- Expected train car crowding (experience, information)

Car choice:

- Selected platform section
- Car capacity

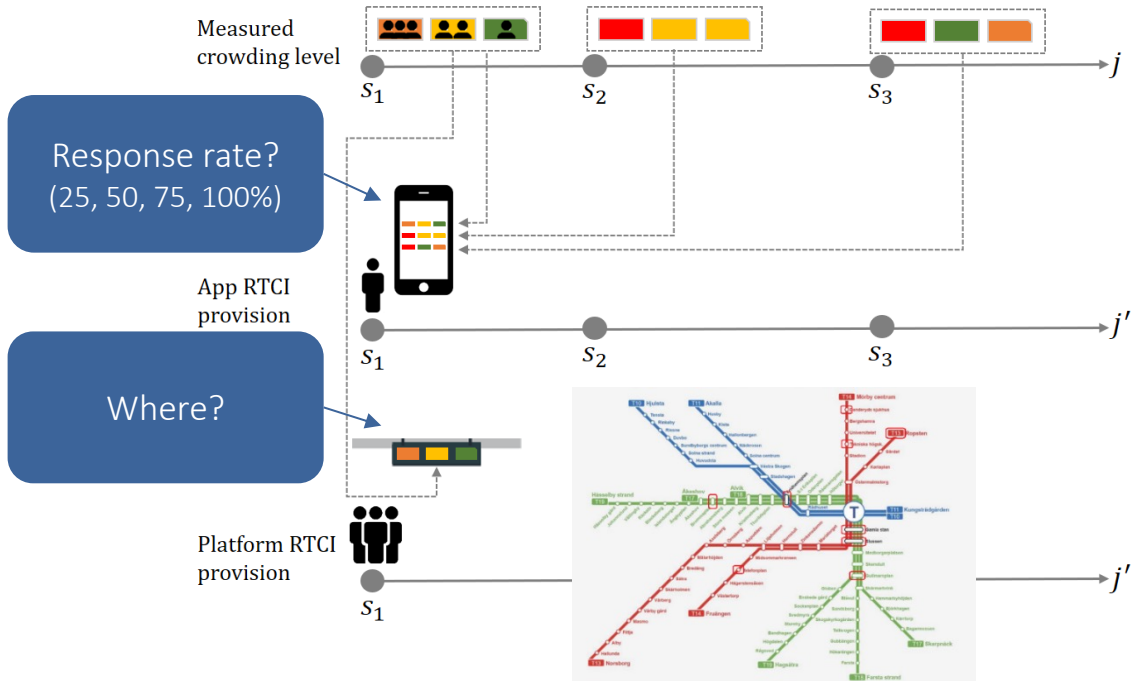


Modeling crowding information

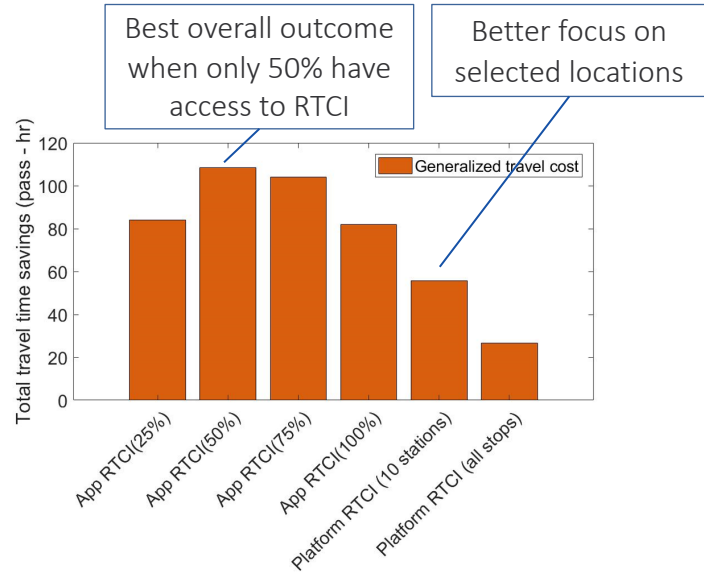
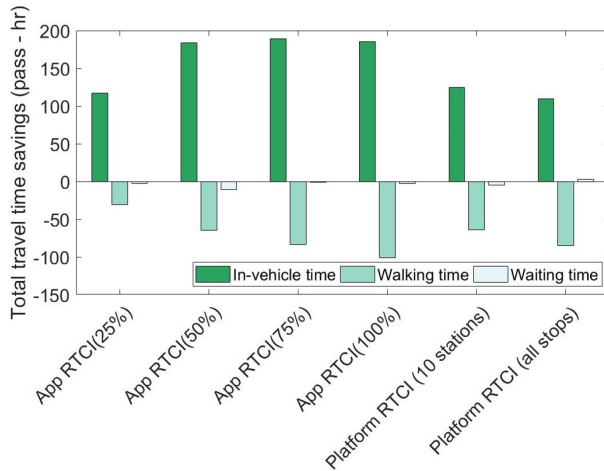
RTCI level	Car capacity utilization	Crowding factor
	$\leq 80\%$ seated capacity	1.0
	$>80\%$ seated capacity $\leq 100\%$ seated capacity	1.3
	$>100\%$ seated capacity $\leq 50\%$ total capacity	1.5
	$>50\%$ total capacity	1.8

- Predict RTCI for each trip segment based on the measured car crowding level of the *most recent train run*.
- Each passenger utilizes the RTCI, as an *in-vehicle time multiplier* of a given trip segment, in the decision making process.

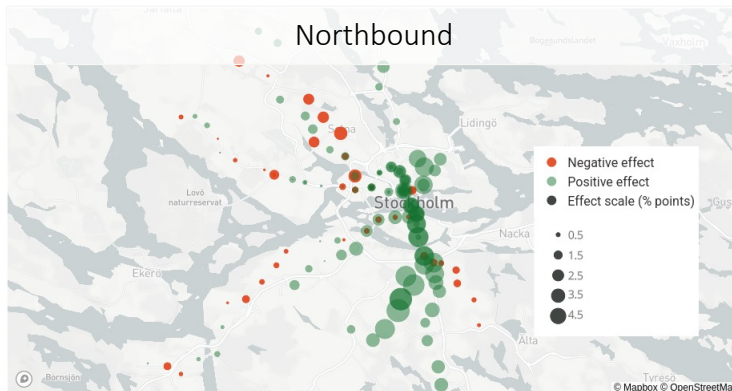
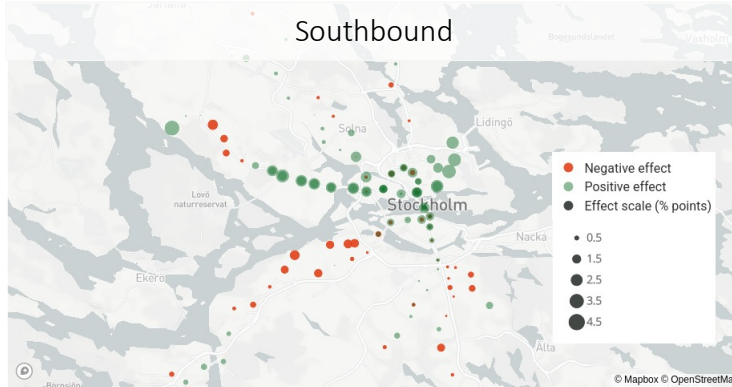
Real-time crowding information provision



The role of information



The role of information



- Lower crowding unevenness upon departure from the most heavily loaded stops (upstream of the city center).
- In anticipation of crowded conditions passengers choose to board less crowded train cars → a better train capacity utilization.
- Some global route choice effects along crowded corridors.



Summary

- Trade-offs between walking and waiting to board a less crowded train car.
- Experienced passengers board less crowded train cars in crowding conditions → improved vehicle capacity utilization and travel cost.
- Best overall outcome of RTCI when only 50% comply to the information.



Contributions

Authorities and
Planners

- Frameworks to support the planning of attractive and sustainable public transport systems with respect to crowding unevenness effects
- Insights on whether, where and how a management strategy should be implemented

Operators

- Benefit from smaller fleet size required due to improved capacity utilization

Users

- Benefit from lower experienced discomfort at the cost of increased walking or waiting



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