

IMPLEMENTATION OF ATTITUDES AND WELL-BEING IN MATSIM

MATSim User Meeting 2022 - Leuven

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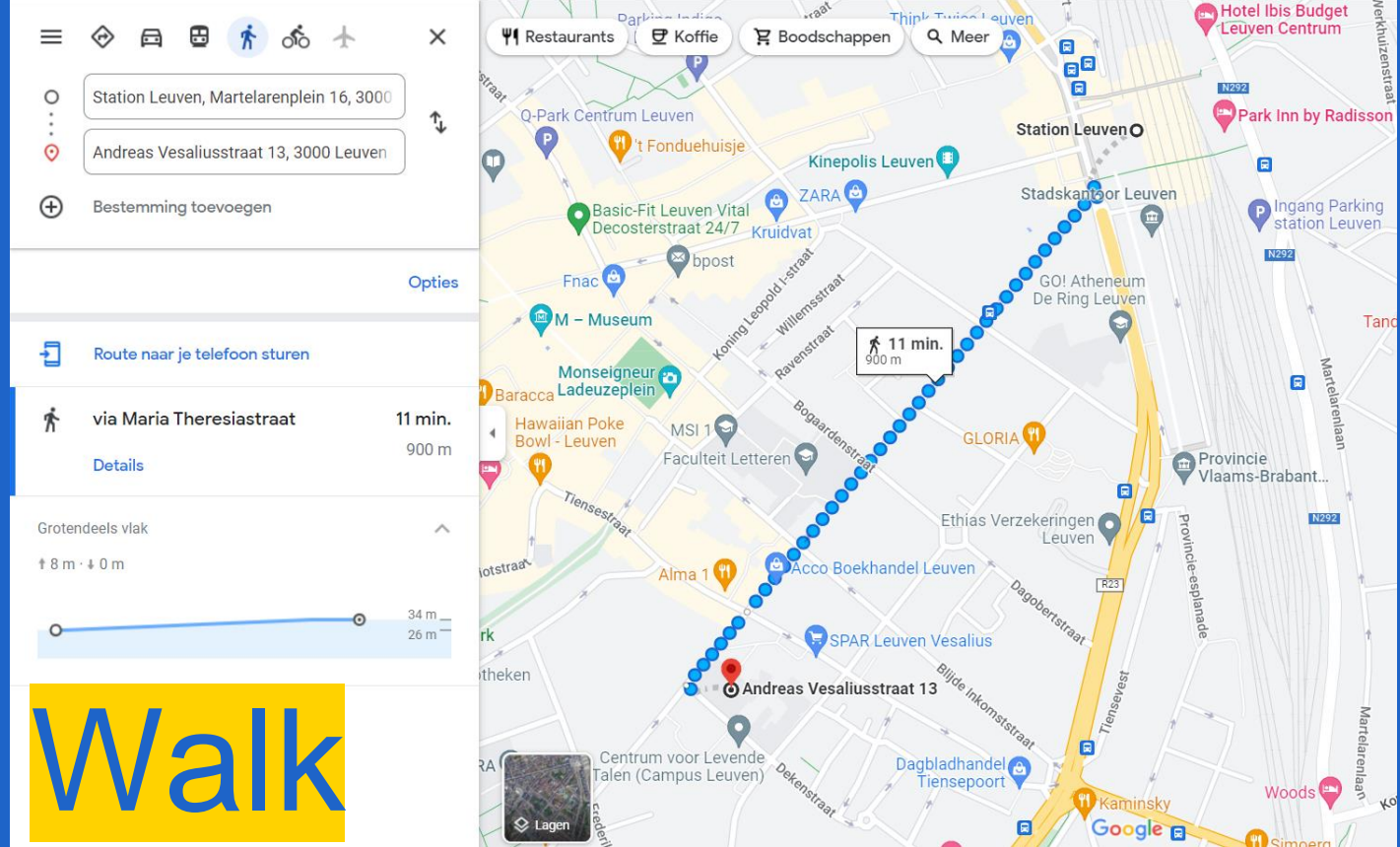








Shared bike



Walk



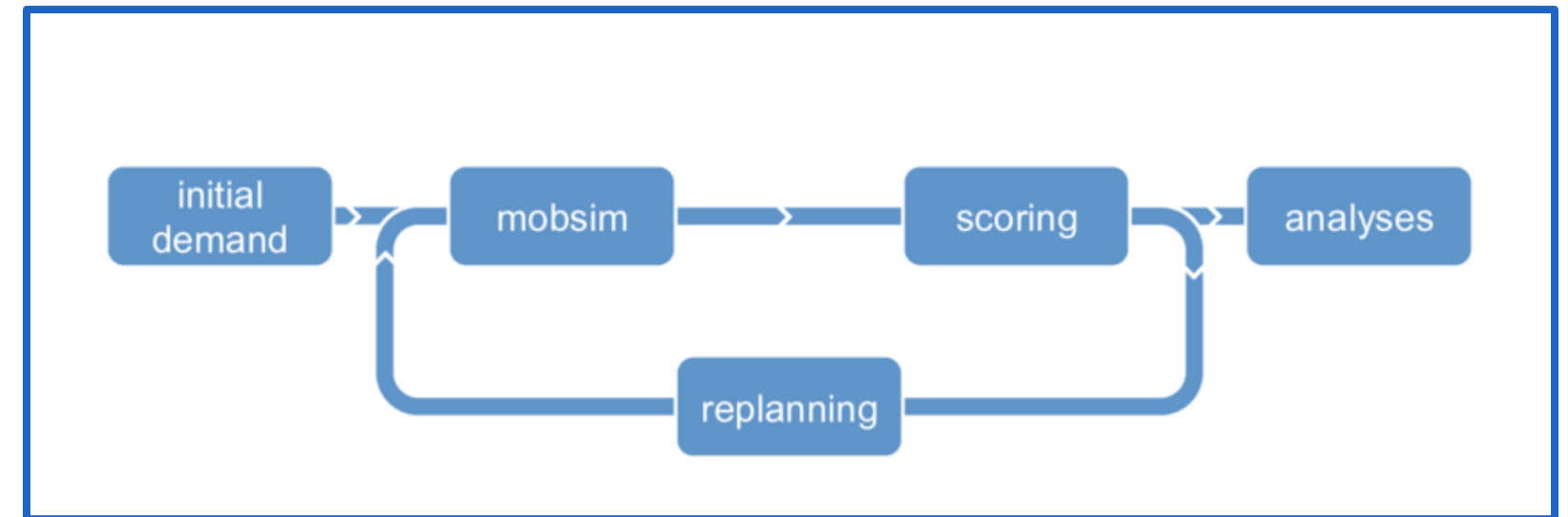
Car



Bus



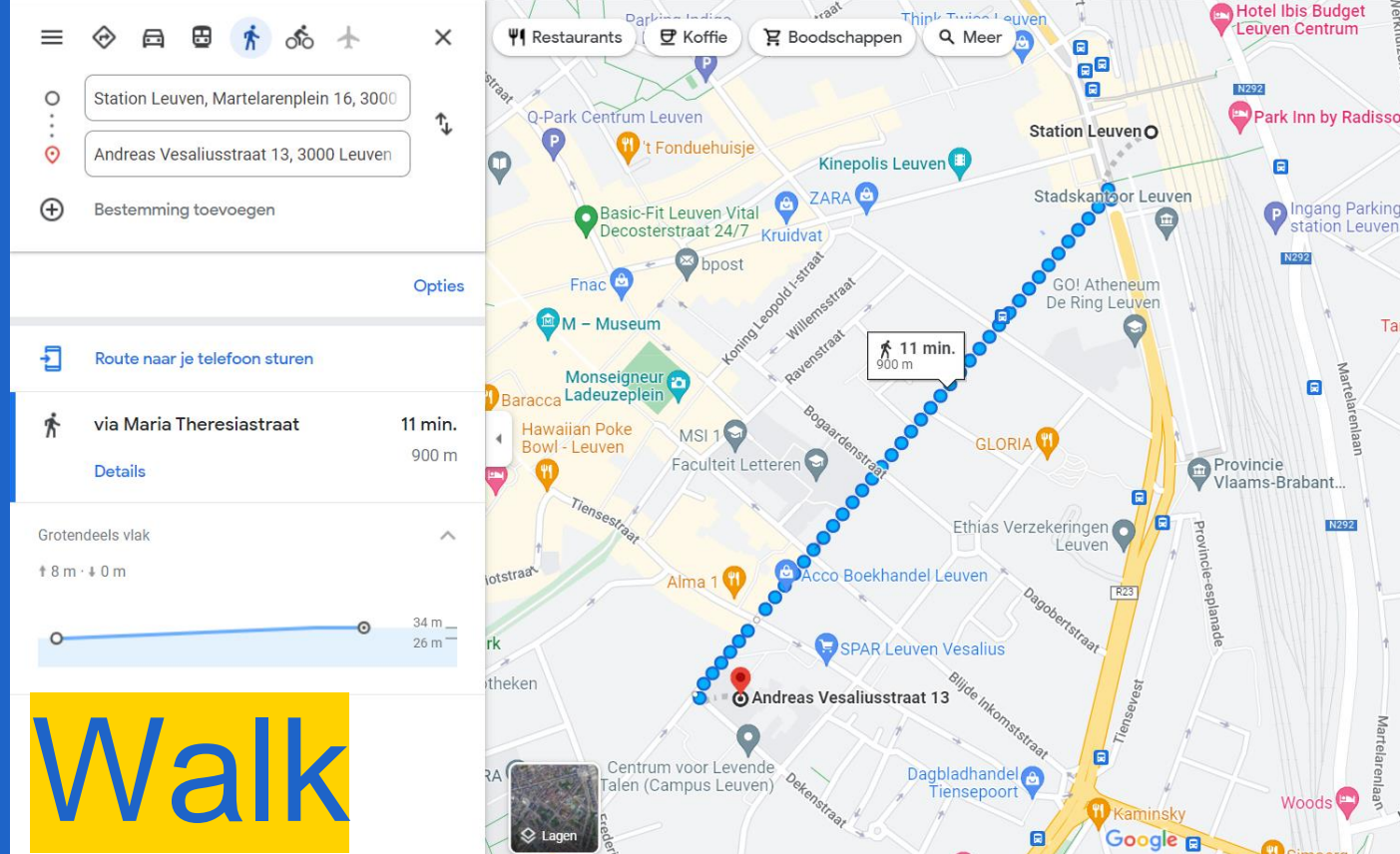
HOW WOULD MATSIM SOLVE MY PROBLEM?



Main Replanning strategies

- Departure time choice
- Destination Choice

- Route choice
- Mode choice



MATSIM WORKFLOW

– Utility based

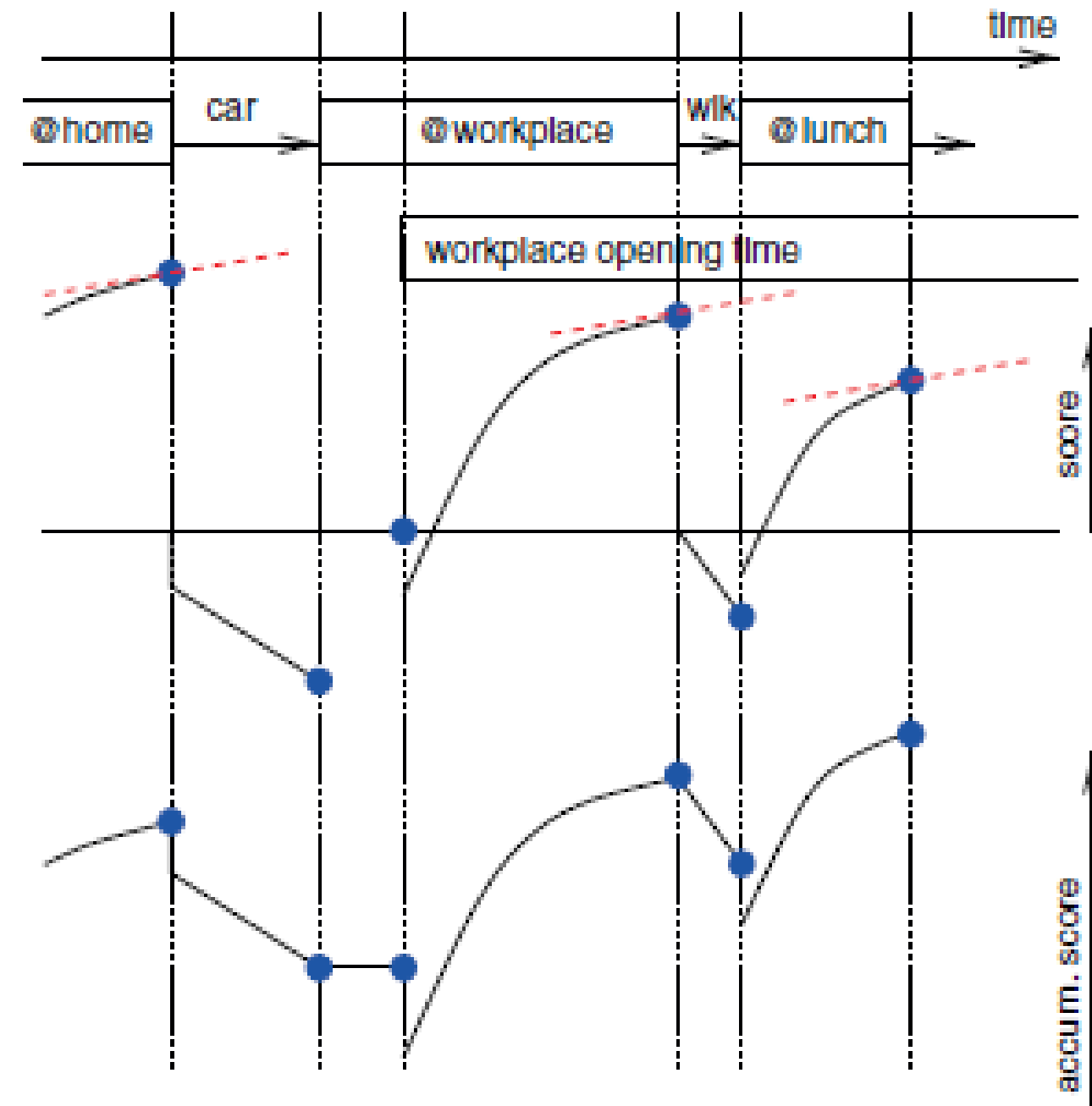
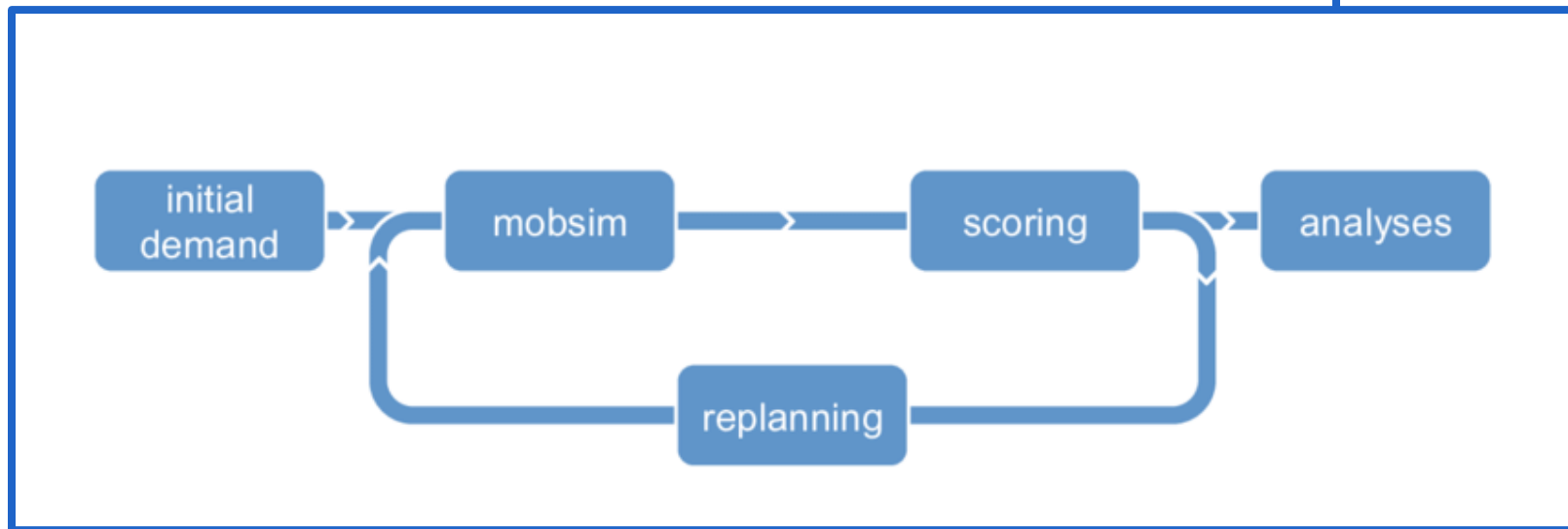
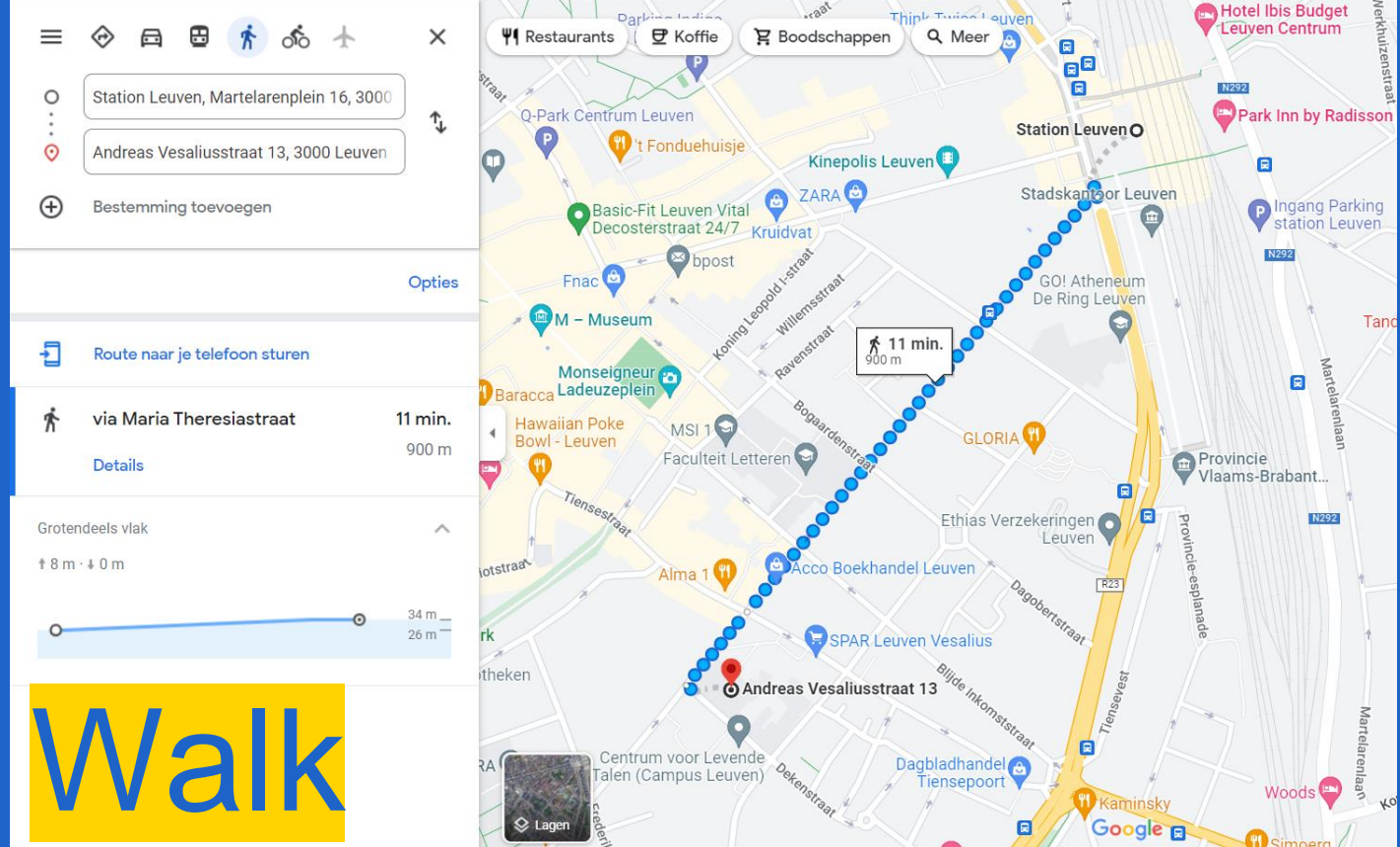


Figure 3.1: Illustration of the scoring function. TOP: Individual contributions of activities and legs. BOTTOM: Score accumulation over a day.

Nagel, K., Kickhöfer, B., Horni, A., & Charypar, D. (2016). A closer look at scoring. In W Axhausen, K., Horni, A., & Nagel, K. (Eds). *The multi-agent transport simulation MATSim* (p. 23-33). London: Ubiquity Press.



Shared bike



Walk



Car



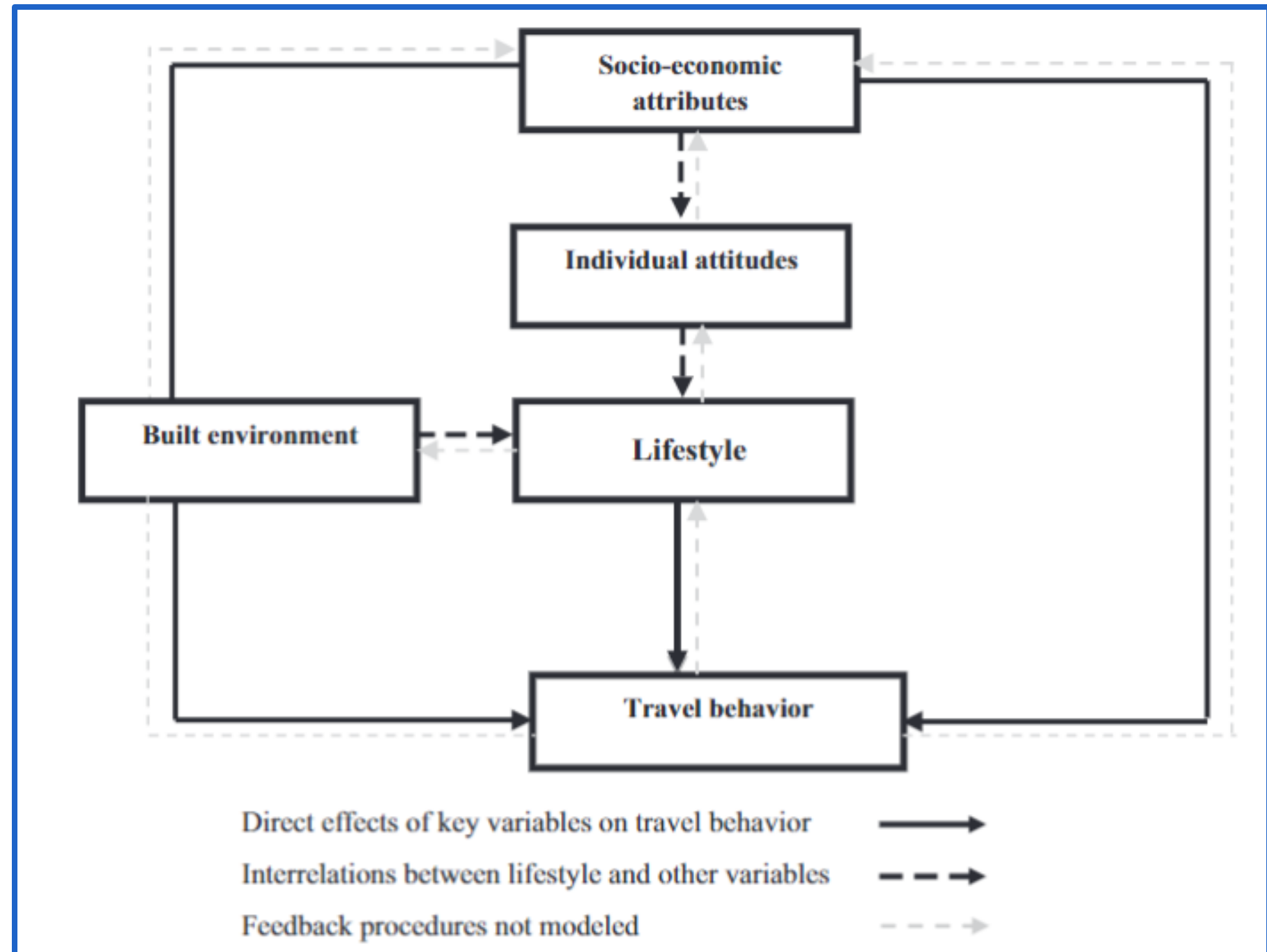
Bus

HOMO ECONOMICUS

- Perfect rationality
- Seldom possible
- Self-interested
- Maximize utility

TRAVEL BEHAVIOUR RESEARCH

- Attitudes
- Emotions
- Well-being
- Travel satisfaction

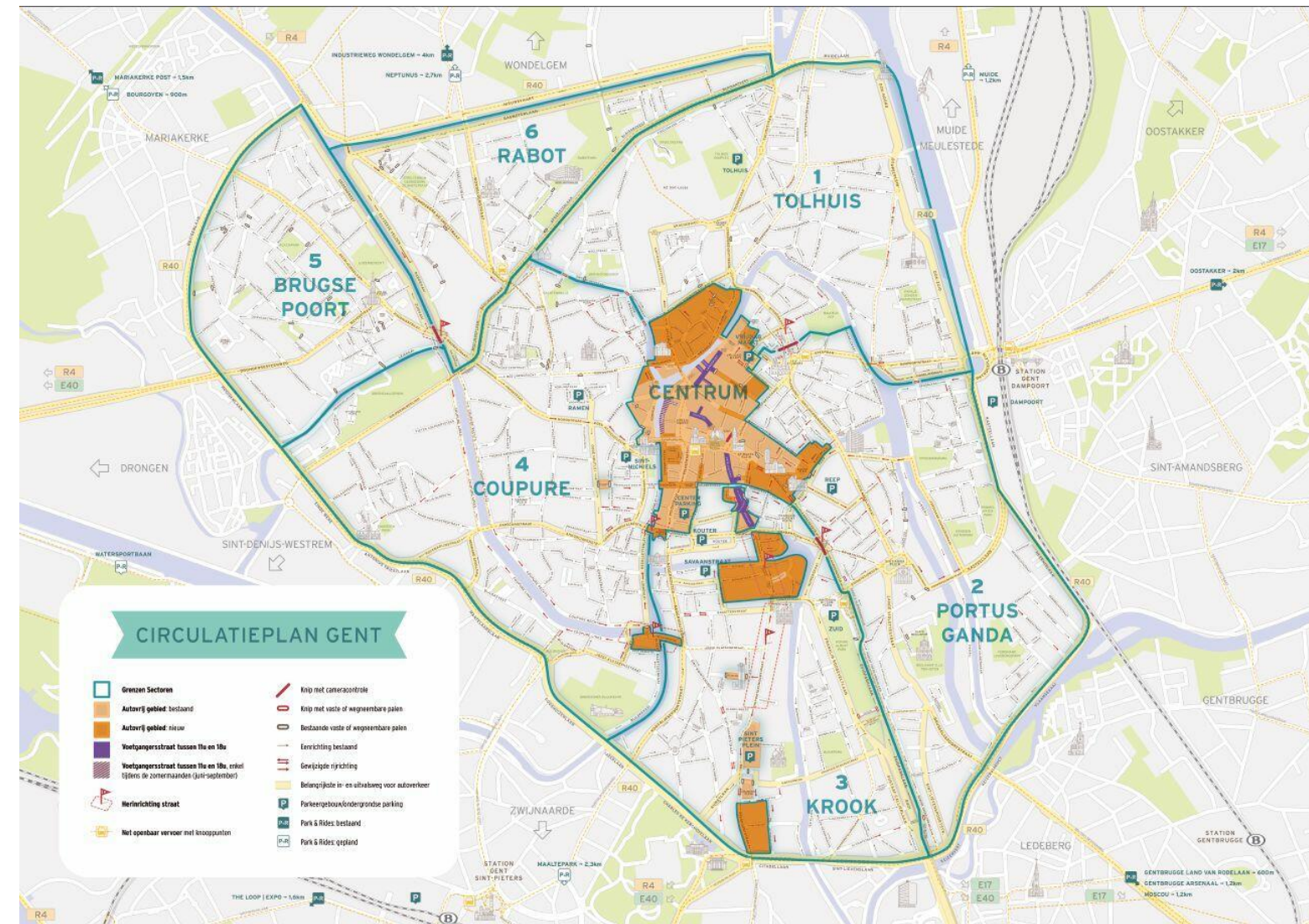


Etmnani-Ghasrodashti, R., & Ardeshiri, M. (2015). Modeling travel behavior by the structural relationships between lifestyle, built environment and non-working trips. *Transportation Research Part A: Policy and Practice*, 78, 506-518.

- Focus on **Mode choice**
- Focus on **scoring mechanism**
- Incorporating/Implementation of **personal attitudes** in
MATSim

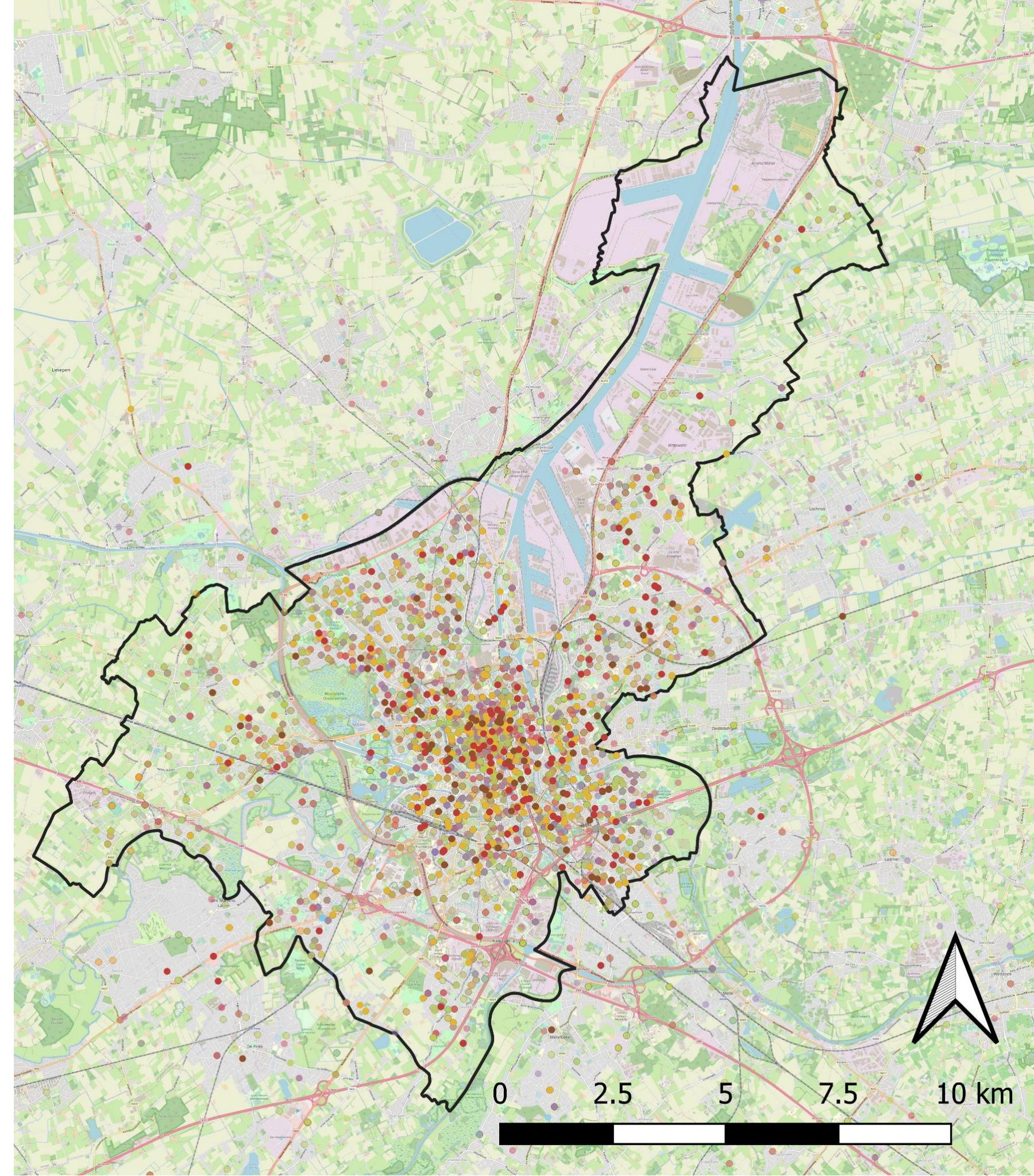
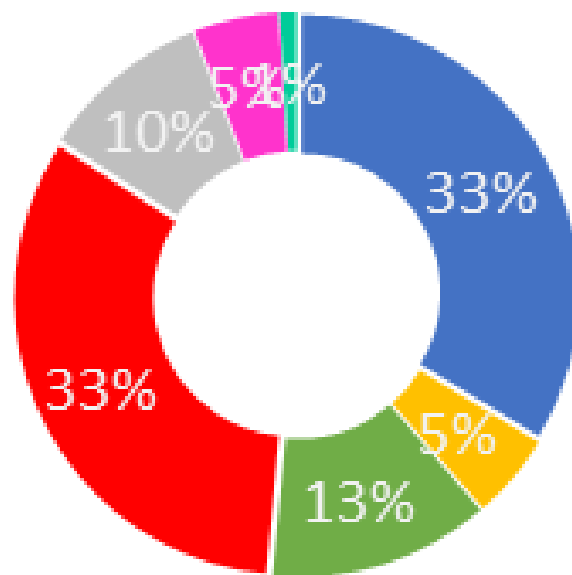
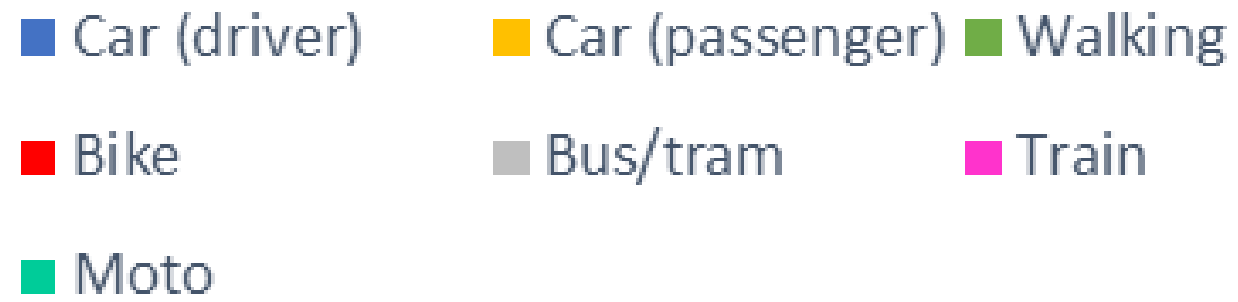
STUDY AREA

- City of Ghent
- Travel diary survey
- 2012 – 2015 – 2018 – 2021 – ...
- Travel diaries
- Inhabitants of Ghent
- SE-variables + daily schedule of activities



GHENT

Modal Split Ghent (2018)



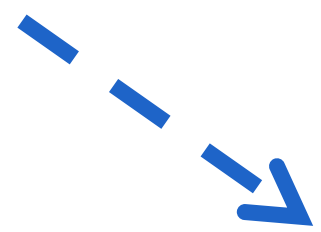
TRAVEL DIARY SURVEY

- City of Ghent
- 2013 – 2015 – 2018 – 2021 – ...
- Inhabitants of Ghent
- SE-variables + daily schedule of activities

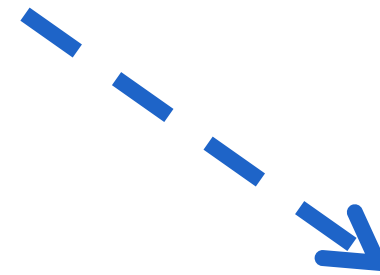
+ information on how they perceive mobility measures in
Ghent – – – – – → Attitudes

GOAL

Dataset of Ghent



Attitudes of agents

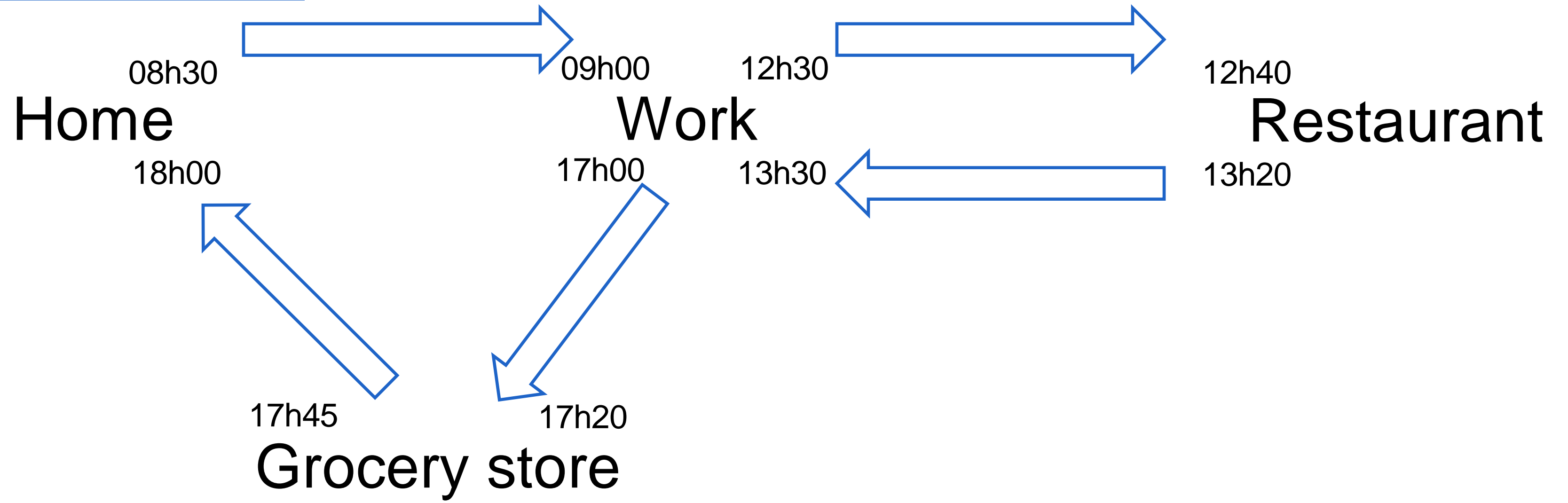


impact on travel behaviour

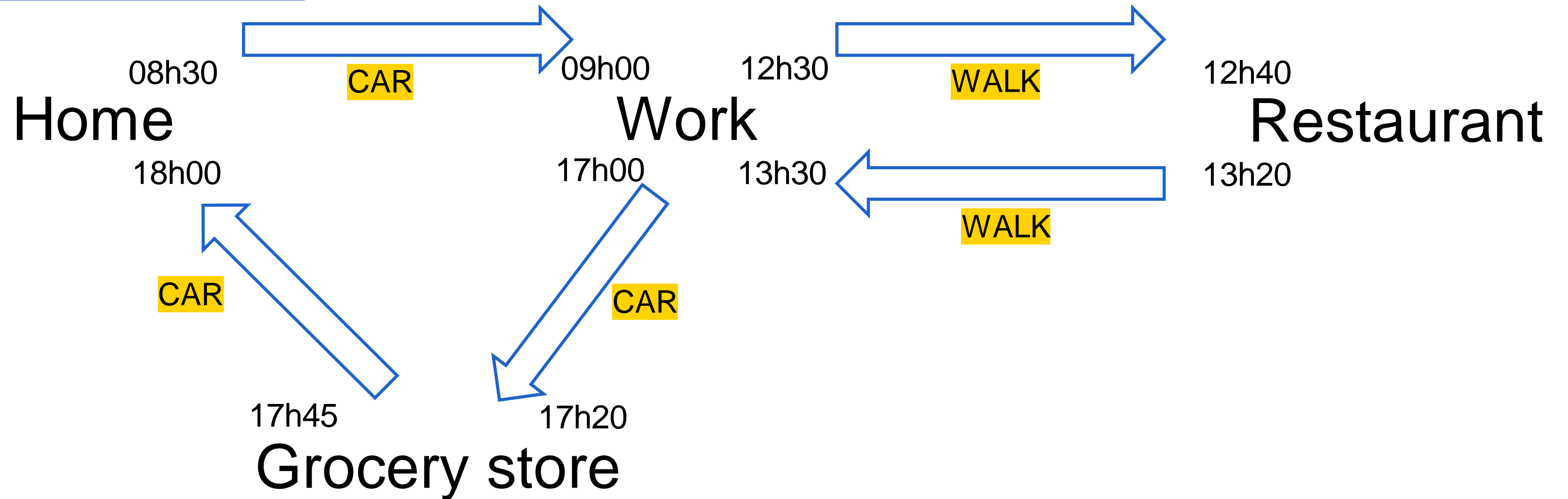
Penalty for 'non-preferred' travel mode

Bonus for 'preferred' travel mode

EXAMPLE



EXAMPLE



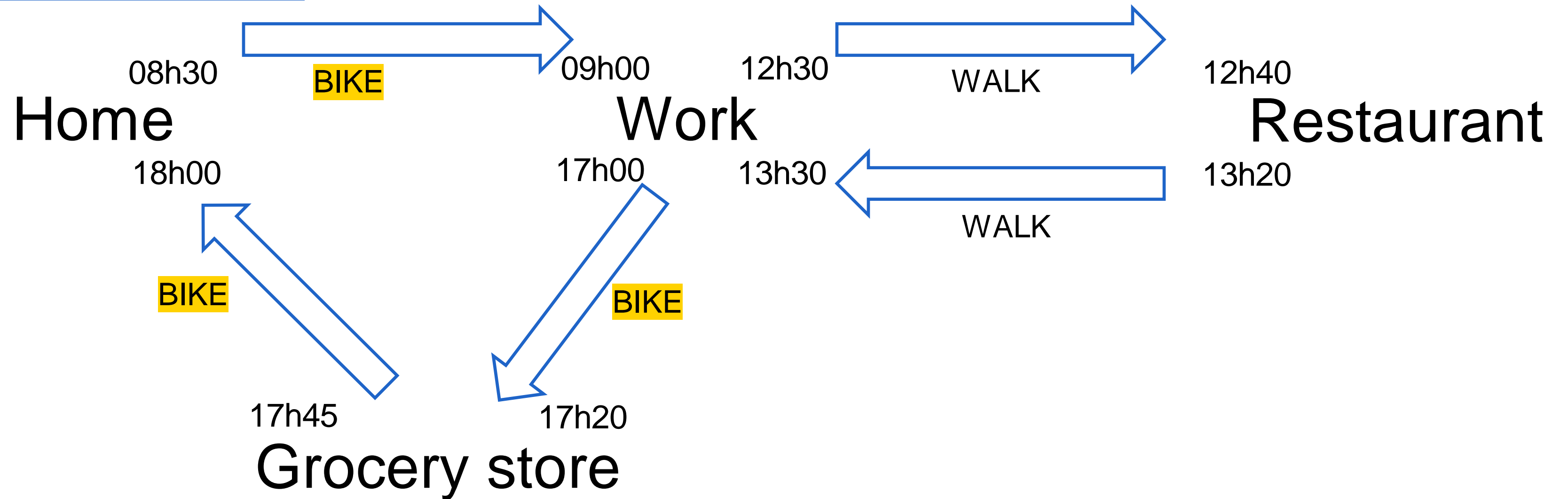
Plan 1 → Score = 40

CURRENT REPLANNING STRATEGIES

Main strategies

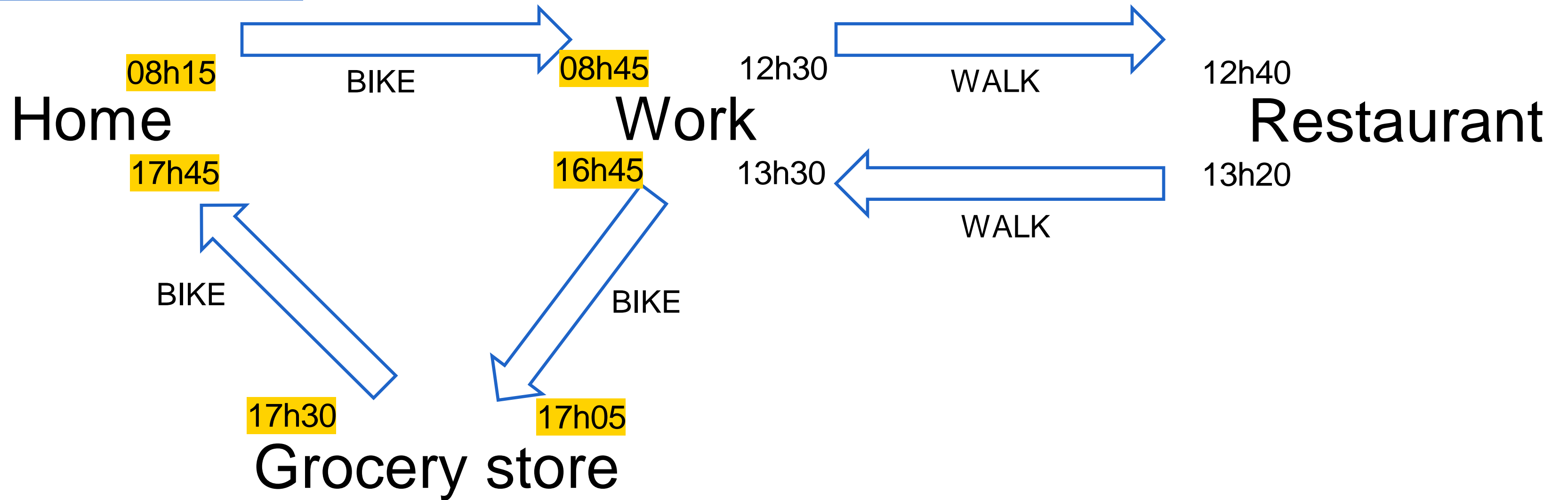
- Departure time choice
- Route choice
- Mode choice
- Destination Choice

EXAMPLE



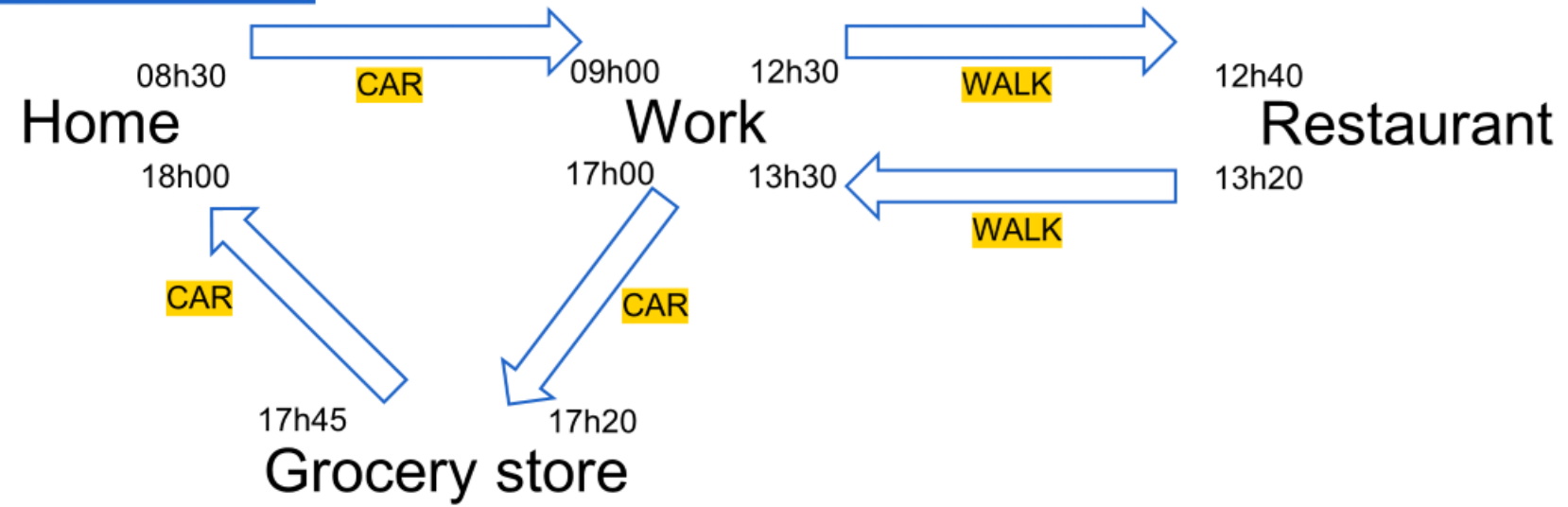
Plan 2 → Score = 60

EXAMPLE



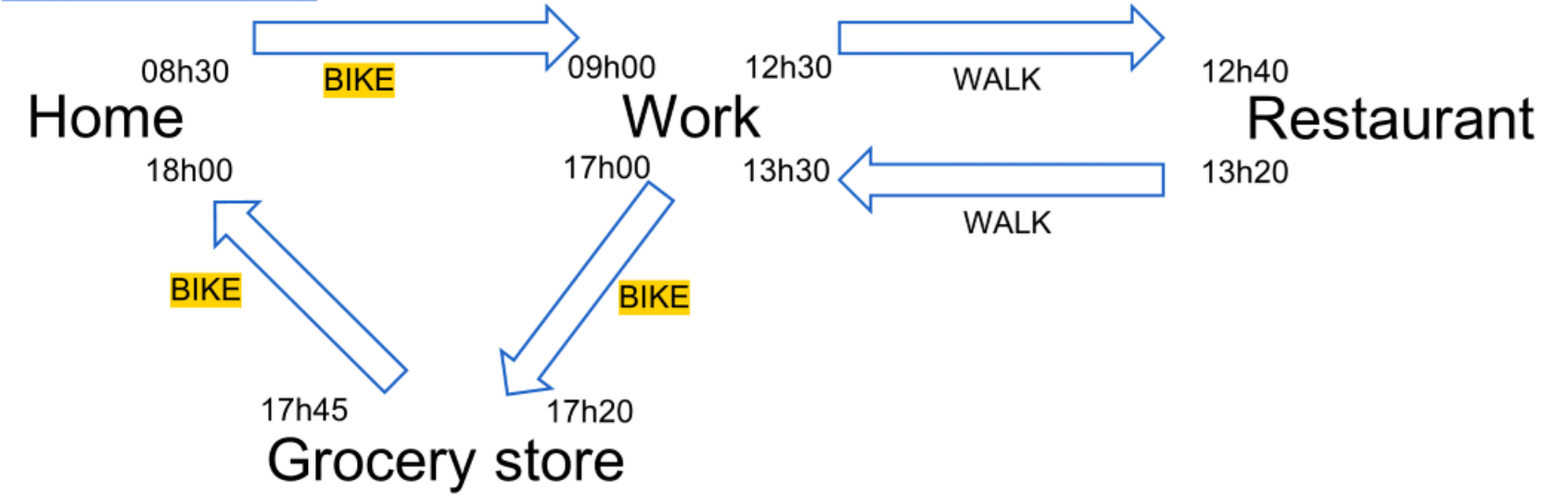
Plan 3 → Score = 70

EXAMPLE



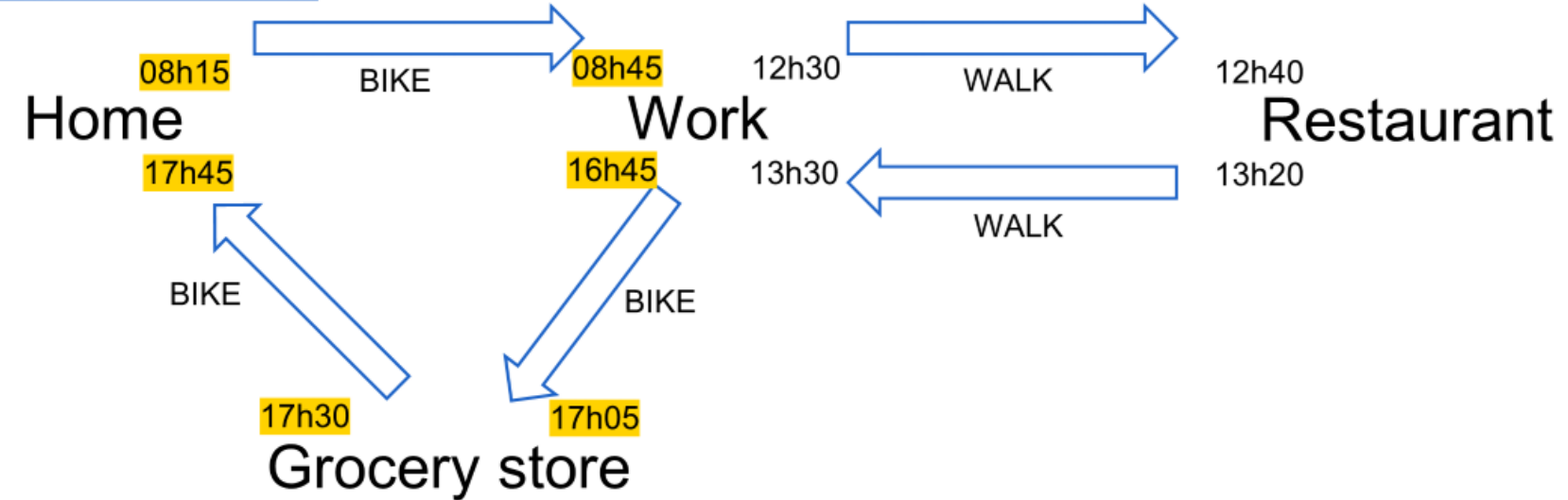
Plan 1 → Score = 40

EXAMPLE



Plan 2 → Score = 60

EXAMPLE



Plan 3 → Score = 70

What if this person is a petrol-head?

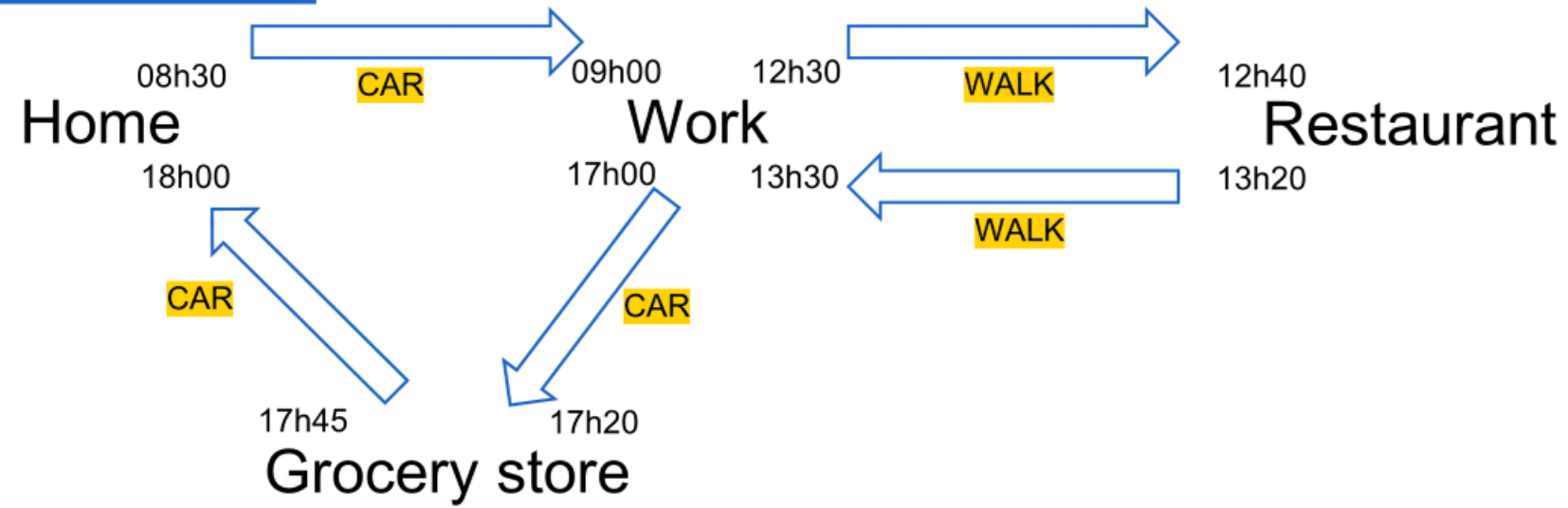
Personal travel satisfaction?

Well-being?

Effect on scoring algorithm

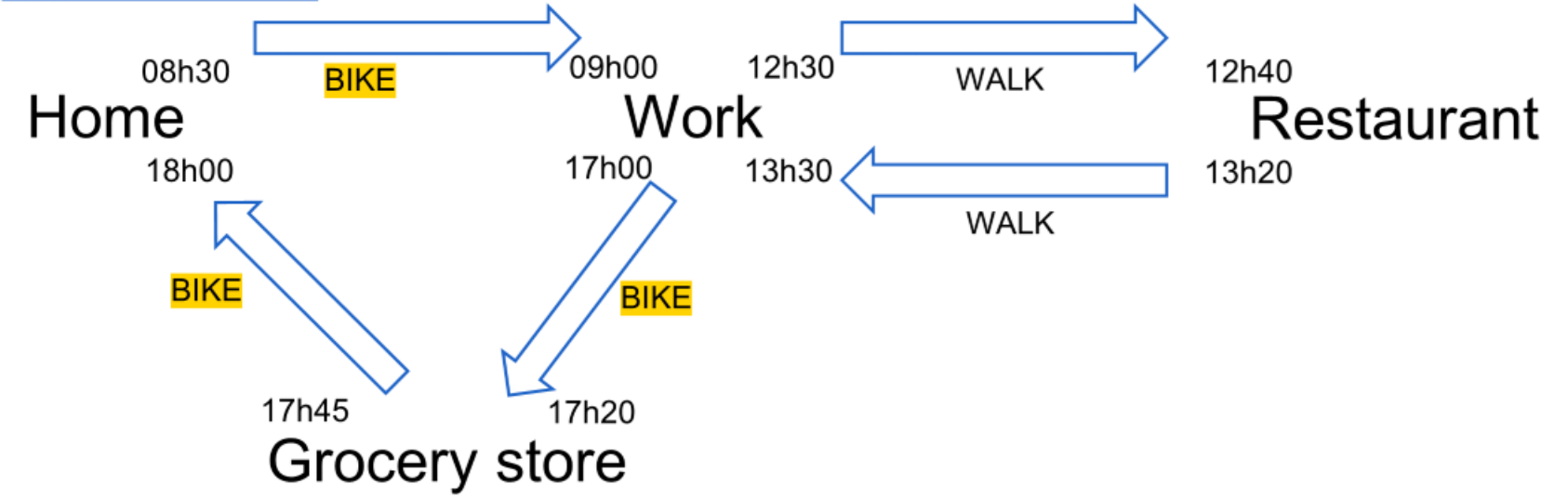
Effect on score of a plan

EXAMPLE



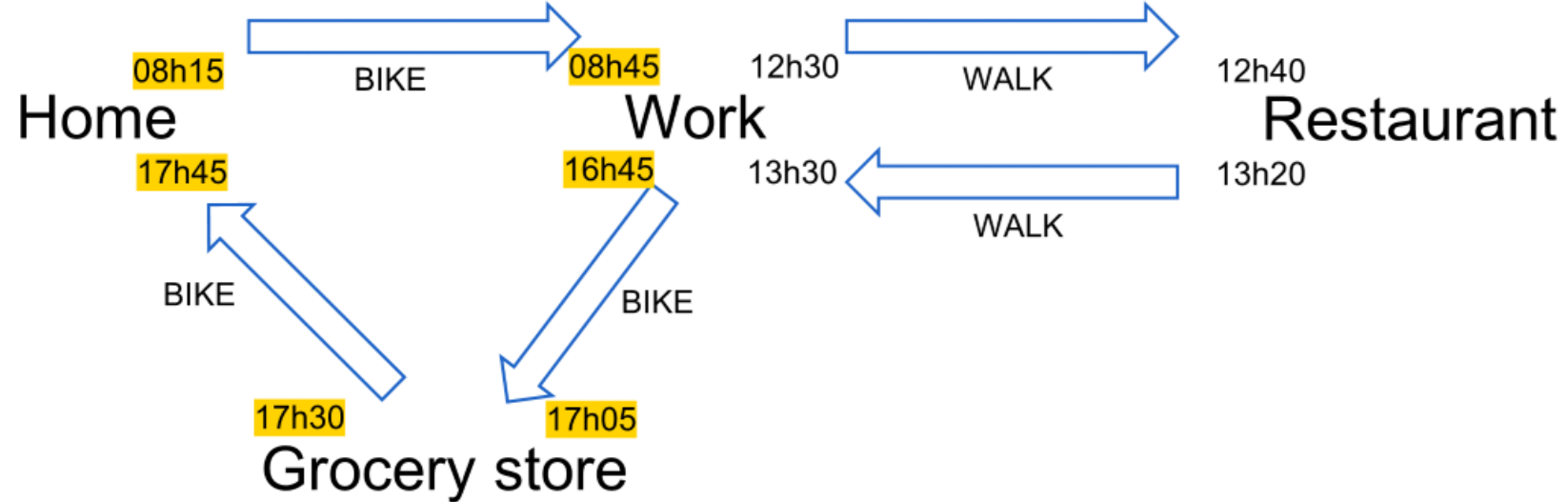
Plan 1 → Score = 40

EXAMPLE



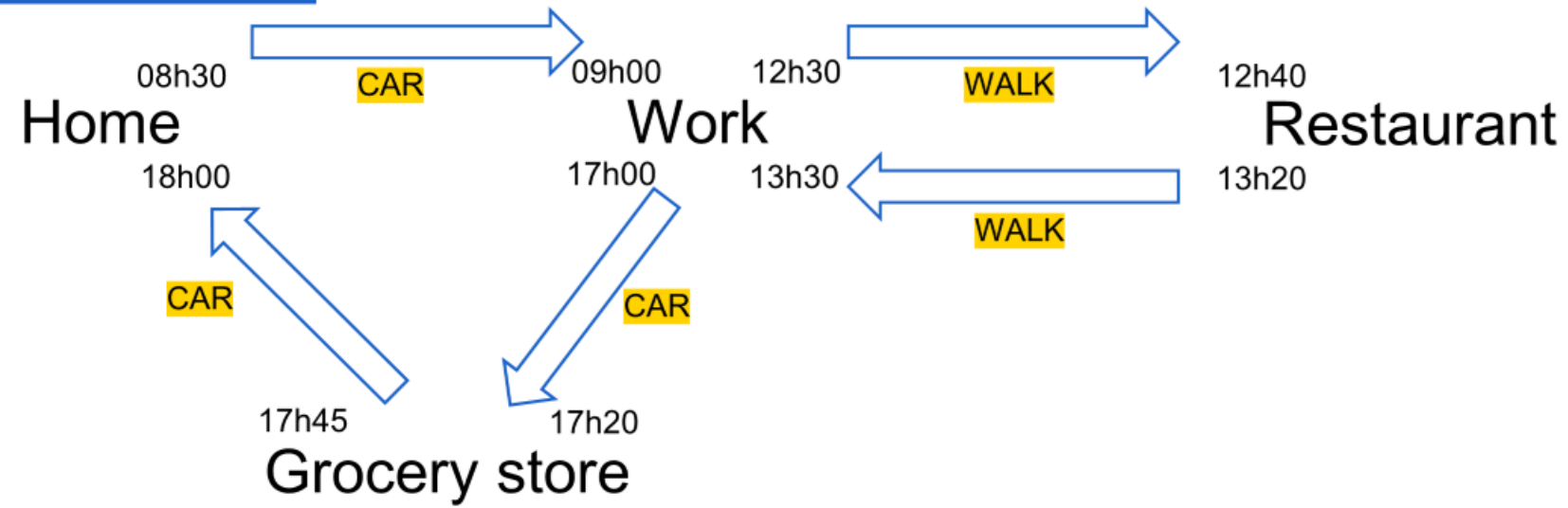
Plan 2 → Score = 60

EXAMPLE



Plan 3 → Score = 70

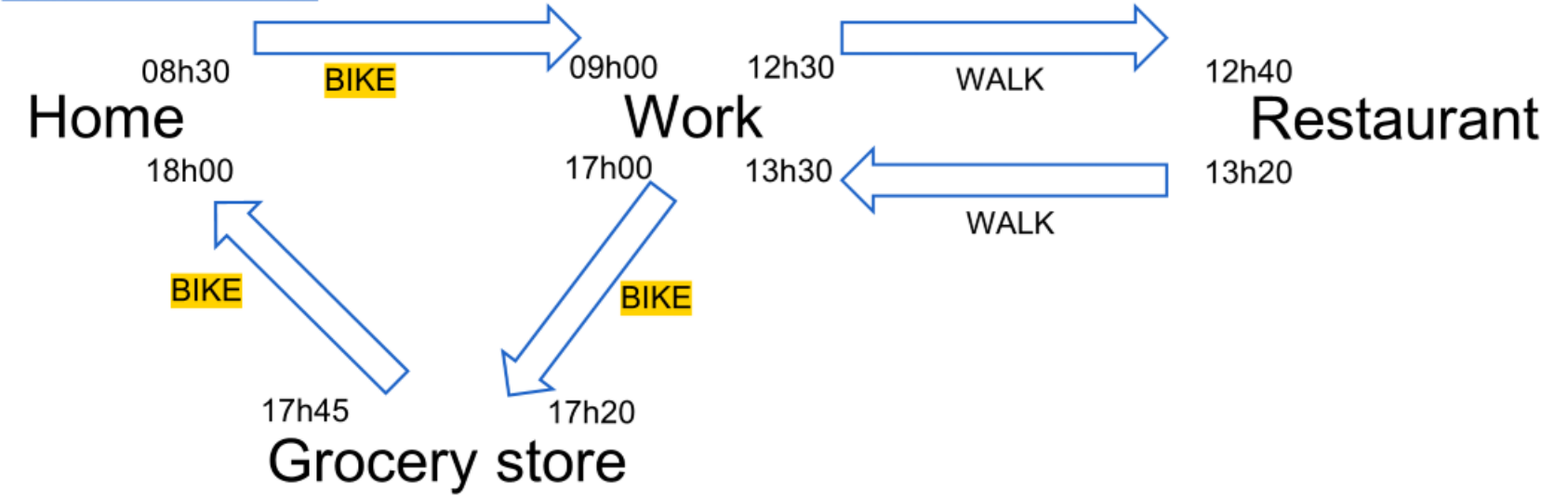
EXAMPLE



Plan 1 → Score = 40

Score Plan → Score = 40

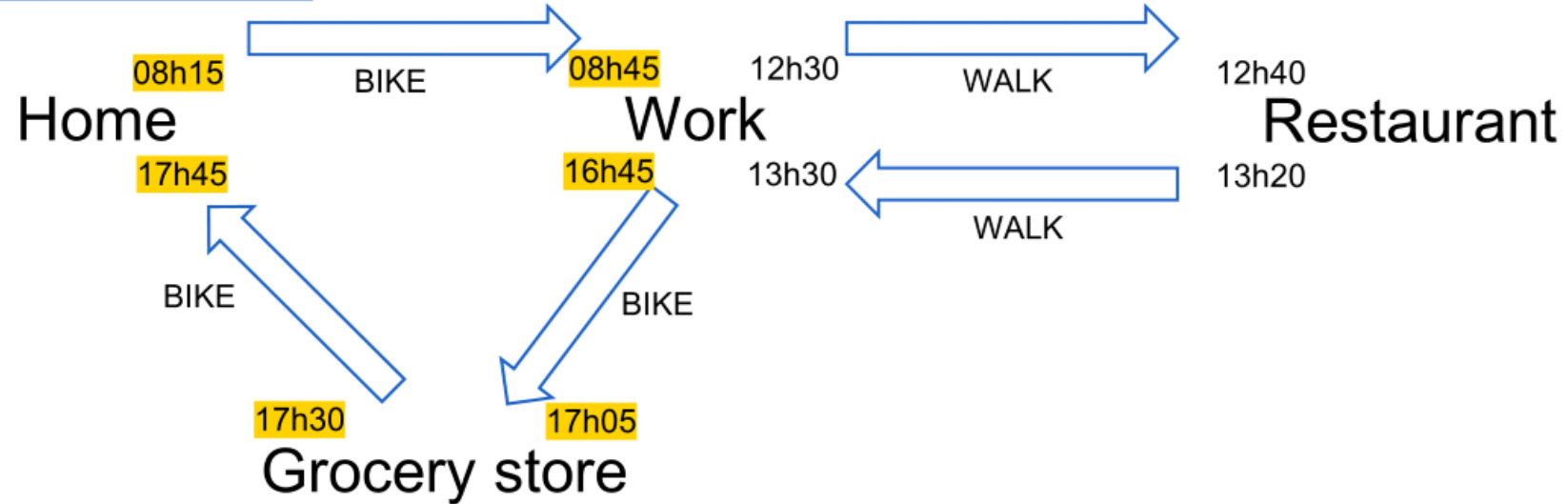
EXAMPLE



Plan 2 → Score = 60

Score Plan → Score = 20

EXAMPLE



Plan 3 → Score = 70

Score Plan → Score = 25

UPCOMING TASKS

Define attitudes

Define effect of attitudes on scores of different plans

Implementation in MATSim

THANK YOU FOR
YOUR ATTENTION