

The background image is a detailed, futuristic cityscape. It features a complex, multi-level highway system with numerous overpasses and ramps. A train is traveling on an elevated track that winds through the city. The scene is illuminated by a warm, golden light, suggesting a sunset or sunrise. The overall aesthetic is one of advanced urban infrastructure and transportation.

# Integrating Paratransit with Scheduled Services

## A Singapore Simulation Case Study

**Pieter J. Fourie**

Hiroshima University, Keio University (specially appointed assistant professor)

Agency Simulation Research Pte. Ltd, Singapore (founder)

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The background image depicts a futuristic, golden-hued transportation system. A sleek, high-speed train is shown moving along a track that curves and loops through a complex, multi-level structure. The scene is bathed in a warm, golden light, suggesting a sunrise or sunset. The overall aesthetic is one of advanced technology and efficient urban mobility.

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# The MATSim Singapore team (2011-2015)



Dr. Alex Erath  
PI,  
Project Leader



Prof. Dr. Kay Axhausen  
Co-PI,  
Project advisor



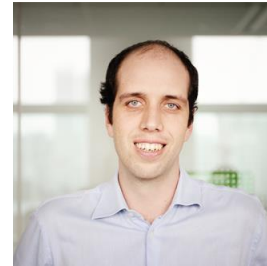
Pieter Fourie  
PhD student  
Operations Research,  
transport and land-use  
modelling



Sergio Ordonez  
PhD student  
Computer Scientist



Dr. Basil Vitins  
Transport modelling  
and simulation expert



Michael van Eggermond  
Phd student  
Modelling and data  
warehouse



Artem Chakirov  
PhD student  
Electric Engineer



Dr. Lijun Sun  
Data scientist

# The MATSim Singapore team (2016-2020)



**Dr. Pieter Fourie**  
Project Leader  
Simulation



**Prof. Dr. K. Axhausen**  
Co-PI



**Dr. Michael v. Eggermond**  
Project Coordinator  
Senior Researcher



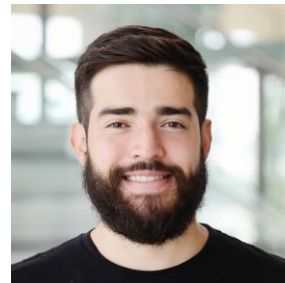
**Dr. Sergio Ordonez**  
Senior Researcher  
Computer Science



**Tanvi Maheshwari**  
PhD Researcher  
Urban Design



**Biyu Wang**  
MATSim developer



**Cuauhtémoc Anda**  
PhD Researcher  
Data Scientist



# MATSim Singapore

- 2011: Weighted sampling of 2008 Household Interview Travel Survey (HITS) travel/activity schedules, scraped GTFS for transit, Navteq navigation network
- 2012: Population synthesis, gravity-based work & school location assignment, activity schedule sampling, work start time + duration clustering, work location capacity inference from transit smart card data and HITS, road pricing
- 2013-2015: Data-driven transit simulation
- 2015-2016: Re-implementation with URA, LTA data – Bayesian network-based population synthesis, full choice modelling stack informed by micro- and macro-based accessibility, machine learning for activity chains
- 2017: Application for feasibility study of e-scooter deployment
- 2017-2020: Application for autonomous transit-on-demand deployment, integration with scheduled services in 2030

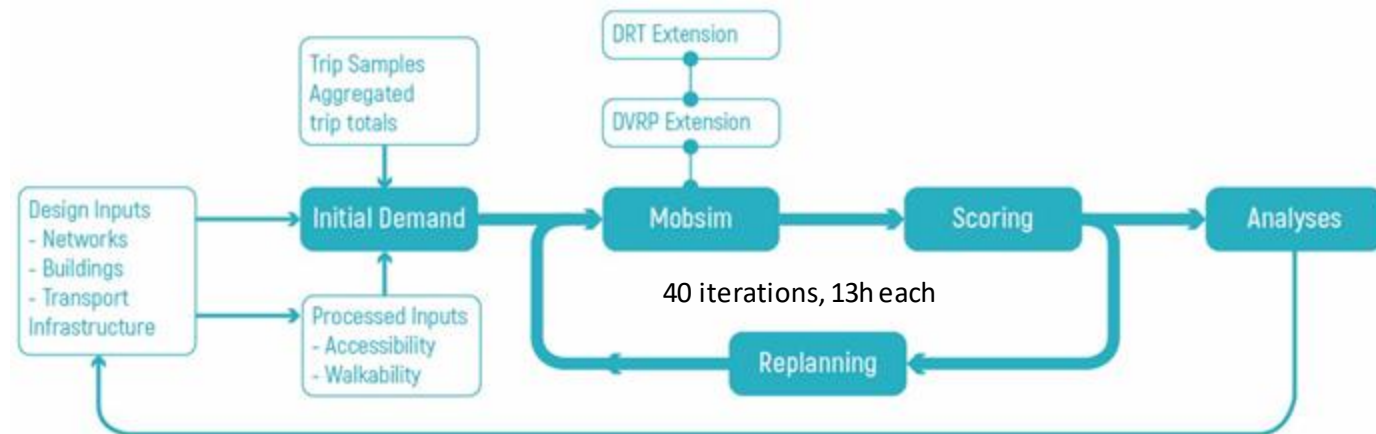
# Design. Simulate. Repeat.

## AN URBAN DESIGN RESPONSE TO THE TECHNOLOGICAL SHIFT IN TRANSPORTATION

How to conduct urban design with vehicle automation, sharing and connectivity



Translating designs into agent-based traffic simulations allows a co-evolution of urban form and resulting flows.



# Simulation extensions

## Evaluation of spatial restrictions

Don't build more parking.

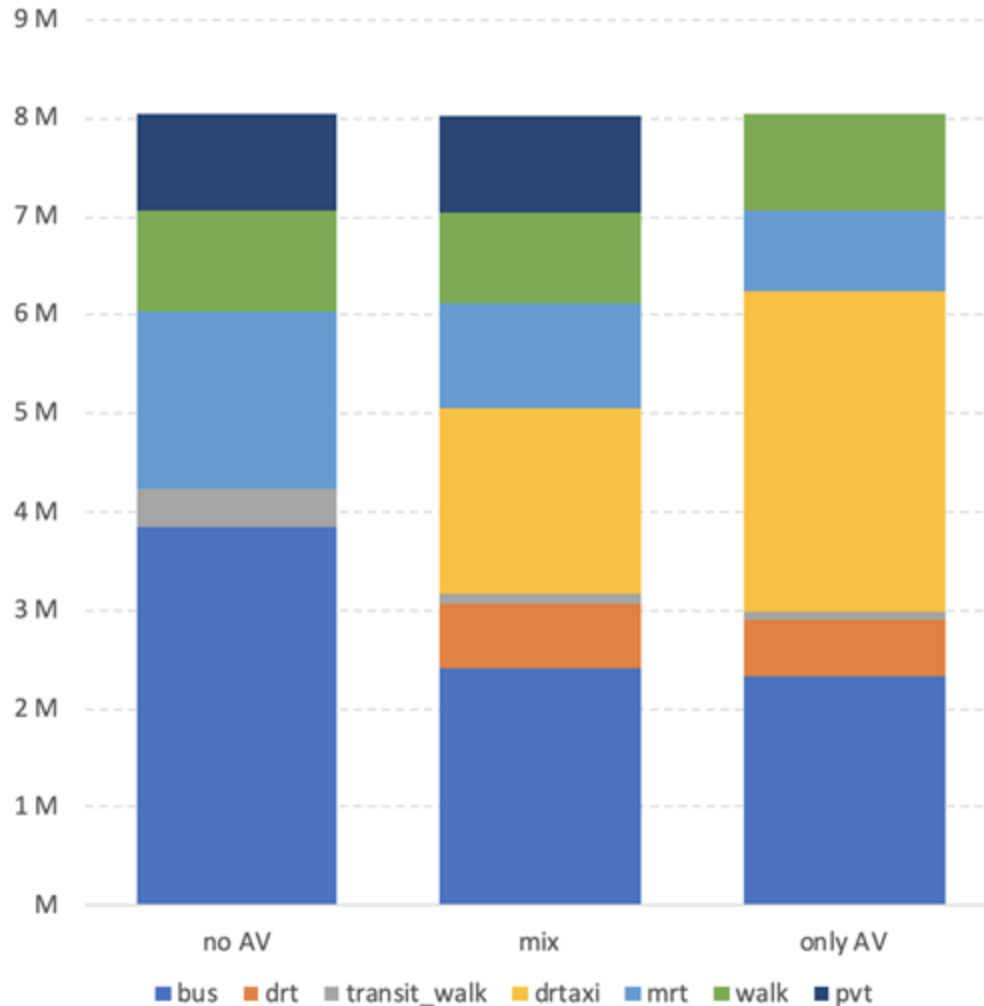


We built several extensions to MATSim AMOD, including several parking strategies.

As the map shows, AVs can park in HDB lots (orange), dedicated depots (black) and on unused streets (purple).

Avg:  
HDB: 3.7  
depot:  
80.5  
street: 2.5

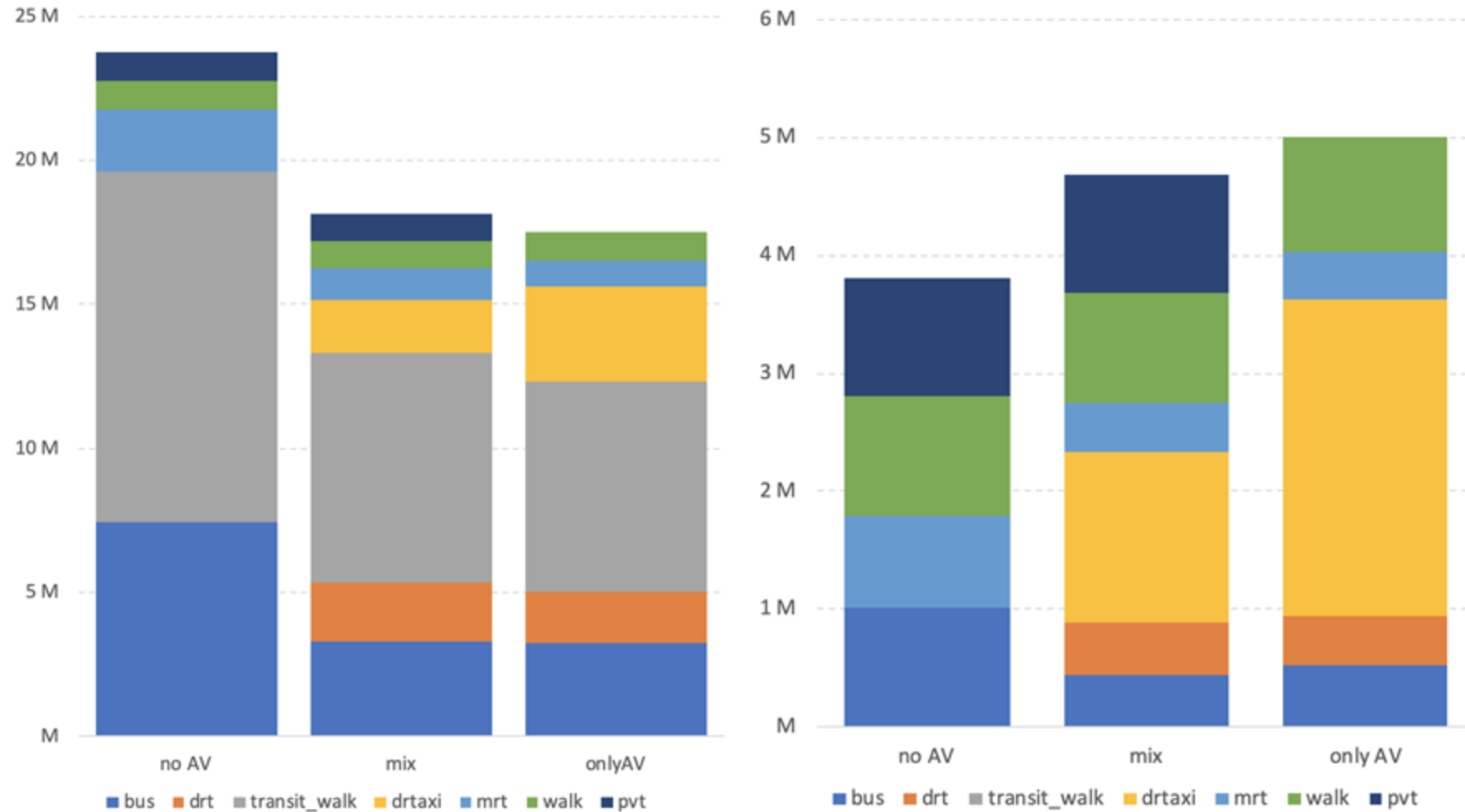
# Car users will switch to AV taxis, unless there are bus stops.



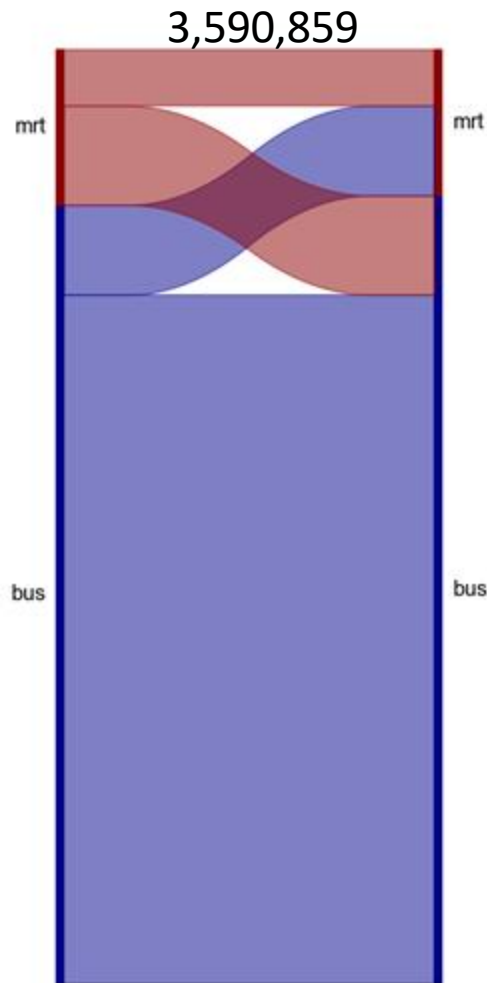
- The graph shows mode share by main mode of travel (mode longest distance traveled)
- transit\_walks eliminated due to fewer transfers.
- drtaxi (door-to-door) replaces car, typically as there are no bus stops around for drt.
- drt is primarily a connecting mode (first/last mile)
- Walkers tend to be short trips, where taking transit doesn't make sense.
- Hundreds of thousands of bus trip stages are eliminated, especially where the user previously needed to switch buses in the no AV scenario.
- Direct trips for non-car owners increase by ~30% when AVs are introduced.

# More direct trips, fewer transfers.

Fewer trip stages (left) and more direct trips (right) mean less PKT.

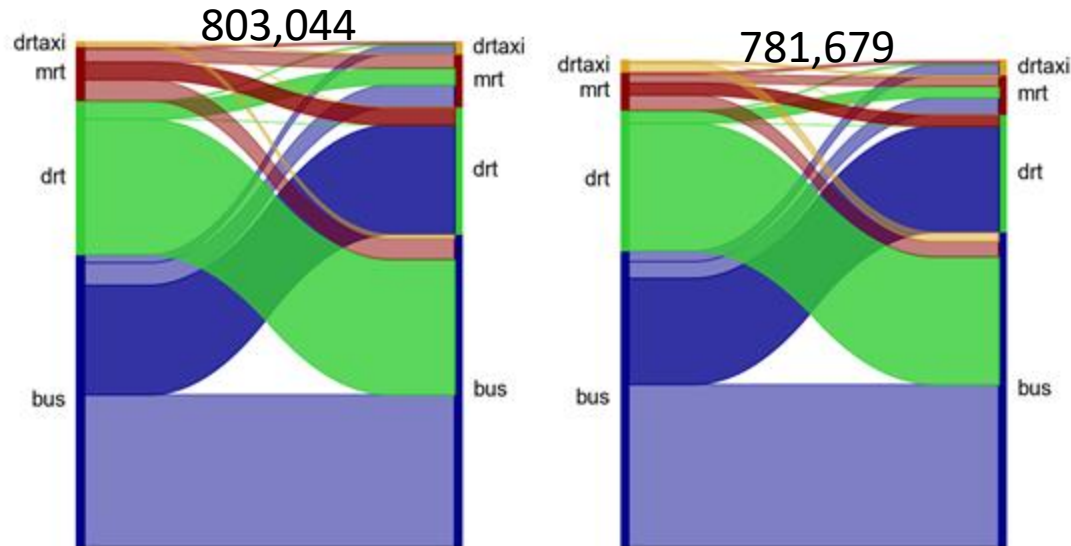


# It's all about first mile/last mile.



No AVs

- The graph represents the transfer volumes between transit modes for the 3 scenarios. First mile last mile are highlighted.
- When AMOD is introduced the total number of transfers decreases dramatically due to drtaxi and because direct bus services become more reliable.
- Buses see elimination of denied transfers, bus bunching, bus-to-bus transfer boardings/alightings.



Car and AVs

Only AVs

# Router structure

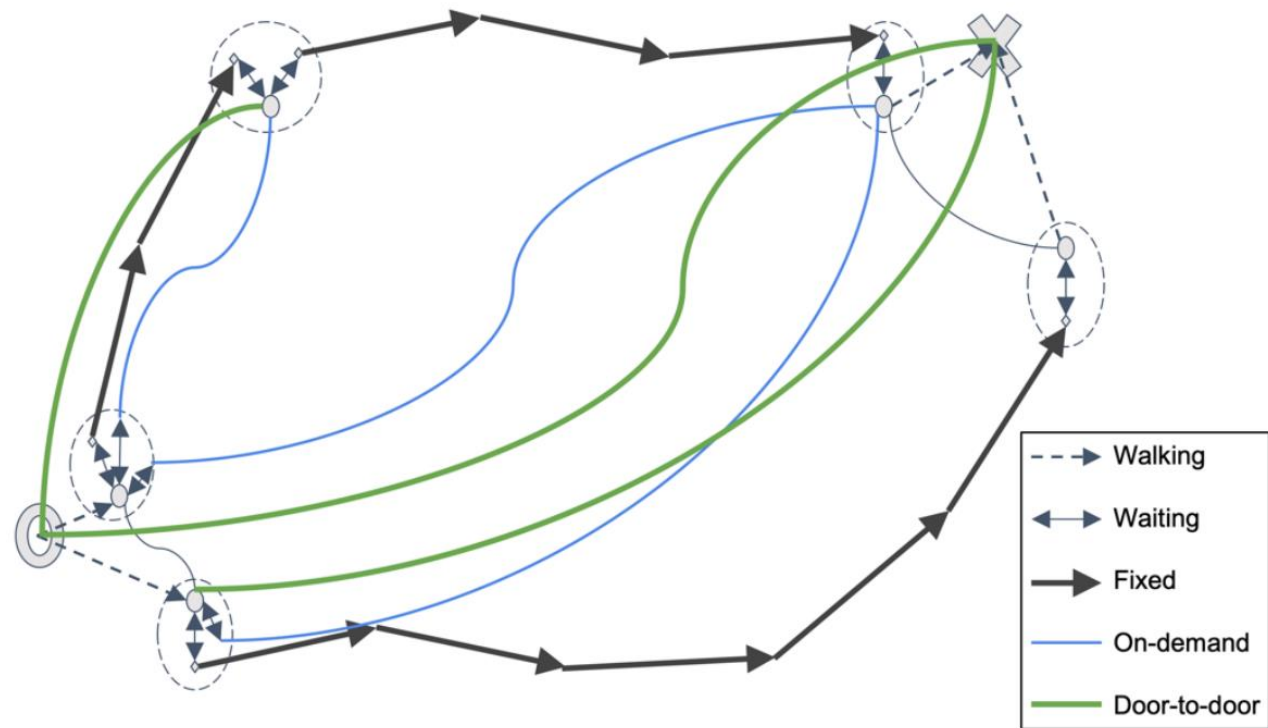
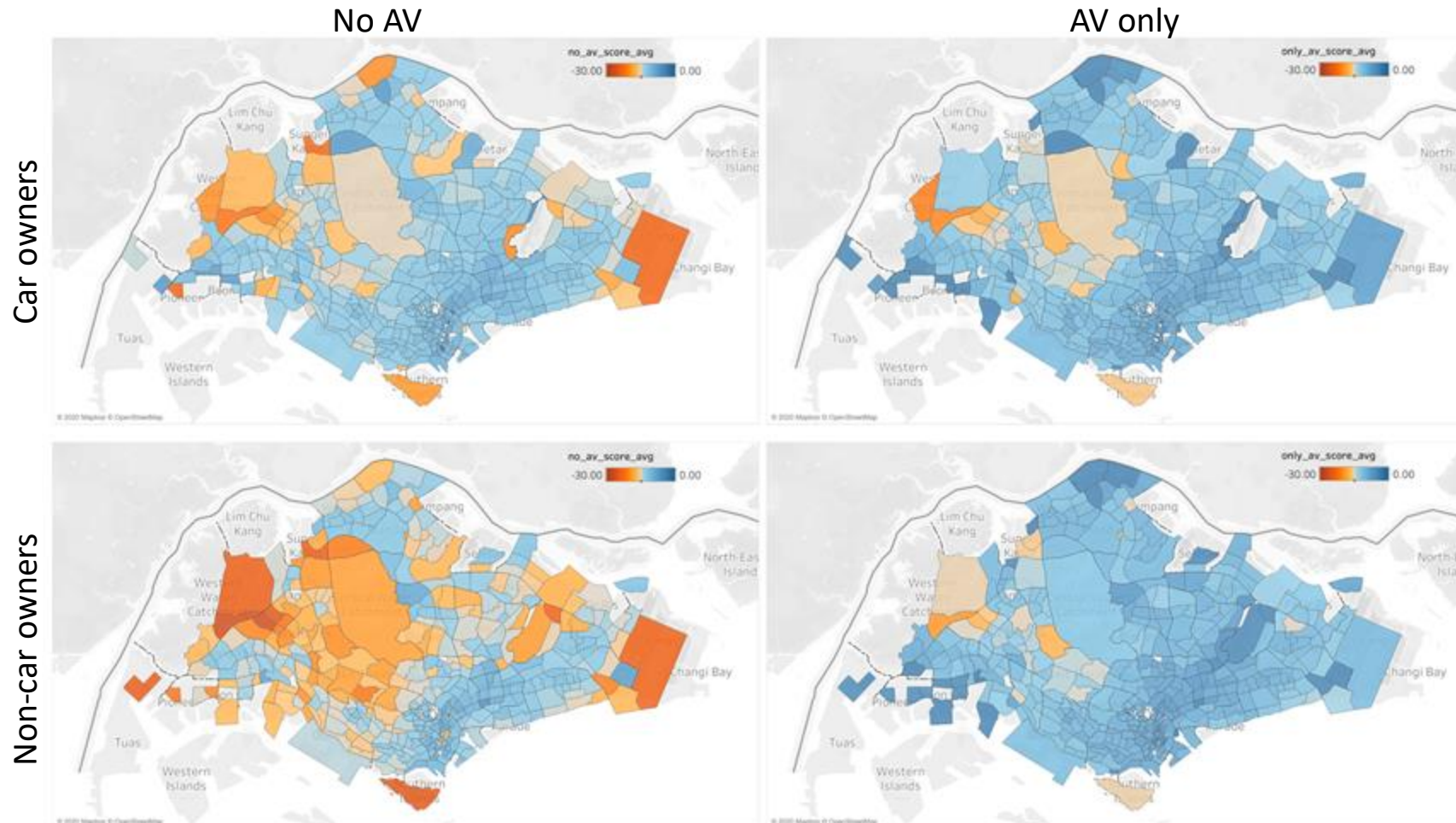


Figure 16 Router network structure for an origin and a destination

# Integrated AMOD/transit = more equitable, reliable, accessible SG.

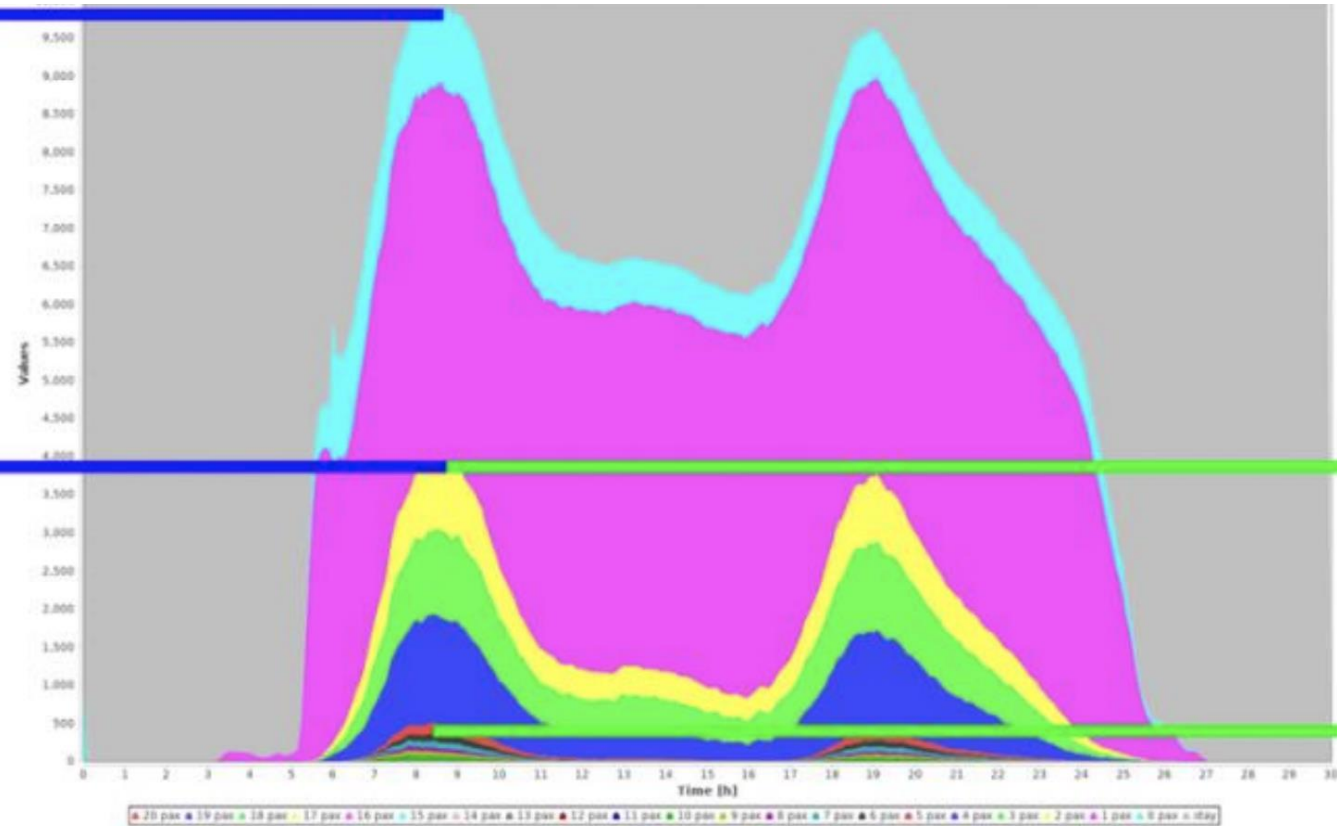


Blue is better. When cars are eliminated, agent full day scores improve. This means, overall, agents spend less time and money travelling, spend more time at activities, and are punctual - an agent's score is the sum of generalised costs of activity participation (positive), travel (negative) and arriving late (very negative). Less variation in colour means higher equity - agents' plans are equally realisable without incurring penalties. When we plot the variation in score (annex), AV-only scenario also performs better, meaning overall system reliability is higher as agents' experience is more uniform.



# Fleet size

1-seaters  
4-seaters  
10-seaters  
20-seaters



4-seaters  
10-seaters  
20-seaters