Waraich, Rashid A. (2010) A Parking Location Choice Model for MATSim, 10th Swiss Transport Research Conference 2010, Ascona, IVT Zurich, September 2010.

A Parking Location Choice Model for MATSim

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September 2010





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Why is parking important?

- Some studies identified 30% to 50% of traffic at central business district as parking search traffic
- Other studies report that parking policy can influence both transportation mode and traffic volumes

Problem definition

For a given activity destination, select from the set of public parkings in the neighbourhood so that the agent's utility is maximized?



Parking Location Choice (not Parking Search!)

MATSim (Multi-Agent Transport Simulation)



Demand Optimization in MATSim



MATSim (Multi-Agent Transport Simulation)



No changes to the MATSim simulation





Parking scoring function for experiments

- Components of the parking scoring function:
 - ParkingPriceScore
 - Parking duration, parking price, income
 - ParkingAccessScore
 - access time, any other access disutility
 - ParkingWalkingScore
 - distance, target activity duration and type
 - ParkingCapacityViolationScore
 - how full is parking at arrival time (this can be explicit or implicit)
- Weightes chosen:
 - Parking gets a total score between 0 and 5
 - ParkingCapacityViolationScore gets 10 times higher weight than other 3 Scores

Select, which parking to replan from all parkings done during the "previous" day:

If (setOfParkingsWithCapacityViolation not empty){
 Select randomly one parking from
setOfParkingsWithCapacityViolation;
} else {
 Select randomly one parking from from all parkings.

}

Parking location choice - replanning (cont.)

Try to find parking with potentially higher score for the selected target activity (based parking statistics/estimates gathered during traffic simulation) in neighbourhood of target activity:



(the parking type choice also happens in this step)

Experiments and sensitivity analysis results

- Using small test scenario
- Run with one million agents on the test network tried out

Scenario layout (chess board)



Does system relax? How many iterations?



— mean — mean+stdDev — mean-stdDev — averageIncreaseInParkingWalkingDistance — averageDecreaseInParkingWalkingDistance

Relaxation measure 1: capacity violation reduction



Relaxation measure 2: walking distance



Scenario layout – grouping of parkings



Parking price and income

- Two groups: one with very high and one with very low income (50% of people belong to each group)
- Parkings close to home and work are MUCH more expensive than the parkings further away.





Parking supply



Introducing parking access constraints



Don't look at single agents!

- System is changing in each iteration (trying to optimize)
- Don't look individual agents but on aggregate values!
- This means, that it may happen that isolated agents may have wrong parking behavior, but average behavior should be right
- Experiment
 - Enumerate agents from 1 to 99 and each agent departs one minute ahead of time than the next agent
 - This means that there is a clear temporal advantage towards the parking for agents departing earlier
 - Even though this advantage can get lost (e.g. agent 32 may get a worse parking than agent 33)
 - Aggregated statistics should be right!

First-group: 1-33, second-group: 34-66, third-group: 67-99



Parking type (in progress)

Working on test cases

- Reserved disabled people parking at shops
- (or reserved electric vehilce parkings)

Future Work

- Integrating into official MATSim release
- Improve replanning algorithm for better optimization

Long term:

- Add parking search into QueueSim (within day replanning)

Questions?