

Agent-based Modelling of Parking Choice and Search

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Motivation

Parking Policy

- Manage travel demand
- Sometimes alternative to road pricing
- Minimum/maximum parking requirements
- Influence search traffic (average 30%)
- Influence of new infrastructure projects

Recent developments:

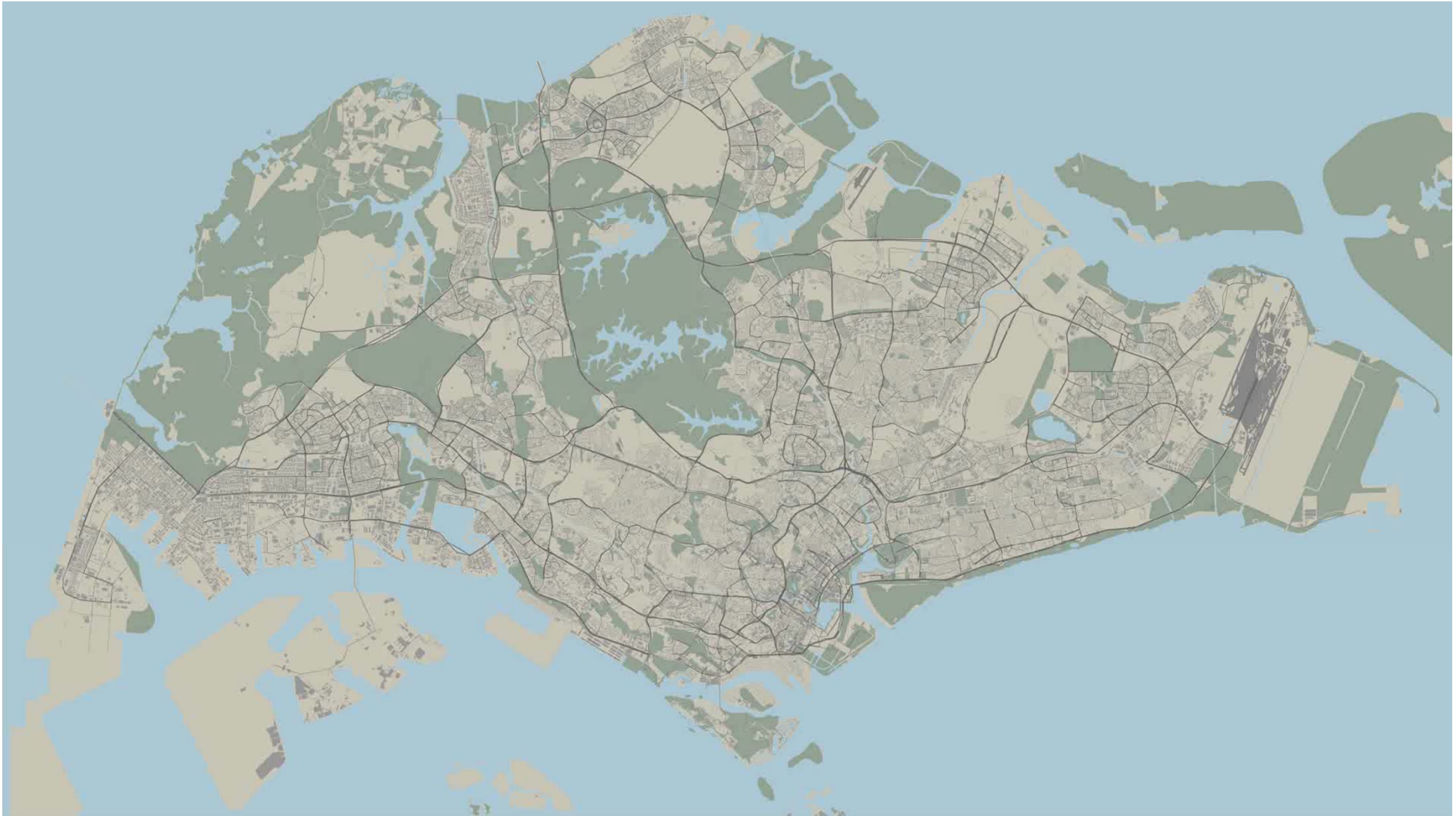
- Renting private parking
- Performance based parking prices
- Promote electric vehicles



Challenges of Current Models

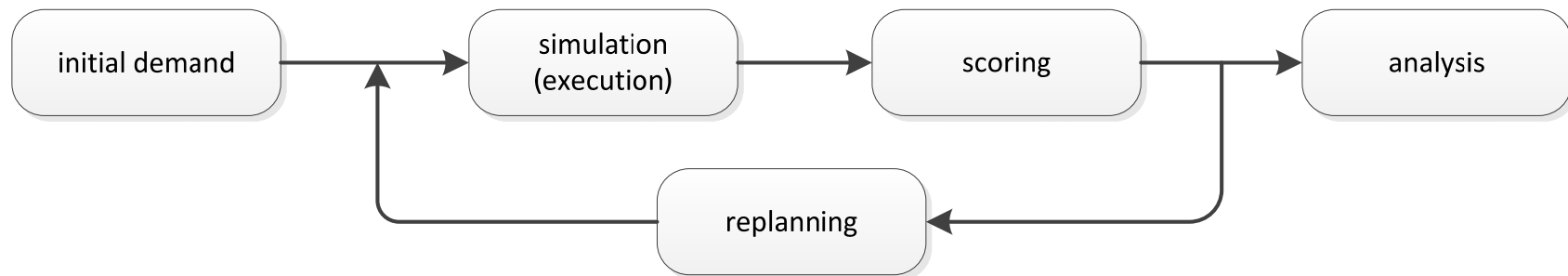
- Mostly aggregated
- Often very coarse time resolution
- Often limited modelling of spatial constraints
- Individual decisions missing or limited
- Integration between parking and traffic model missing
etc.

Agent-based Modelling (Example Singapore – MATSim)

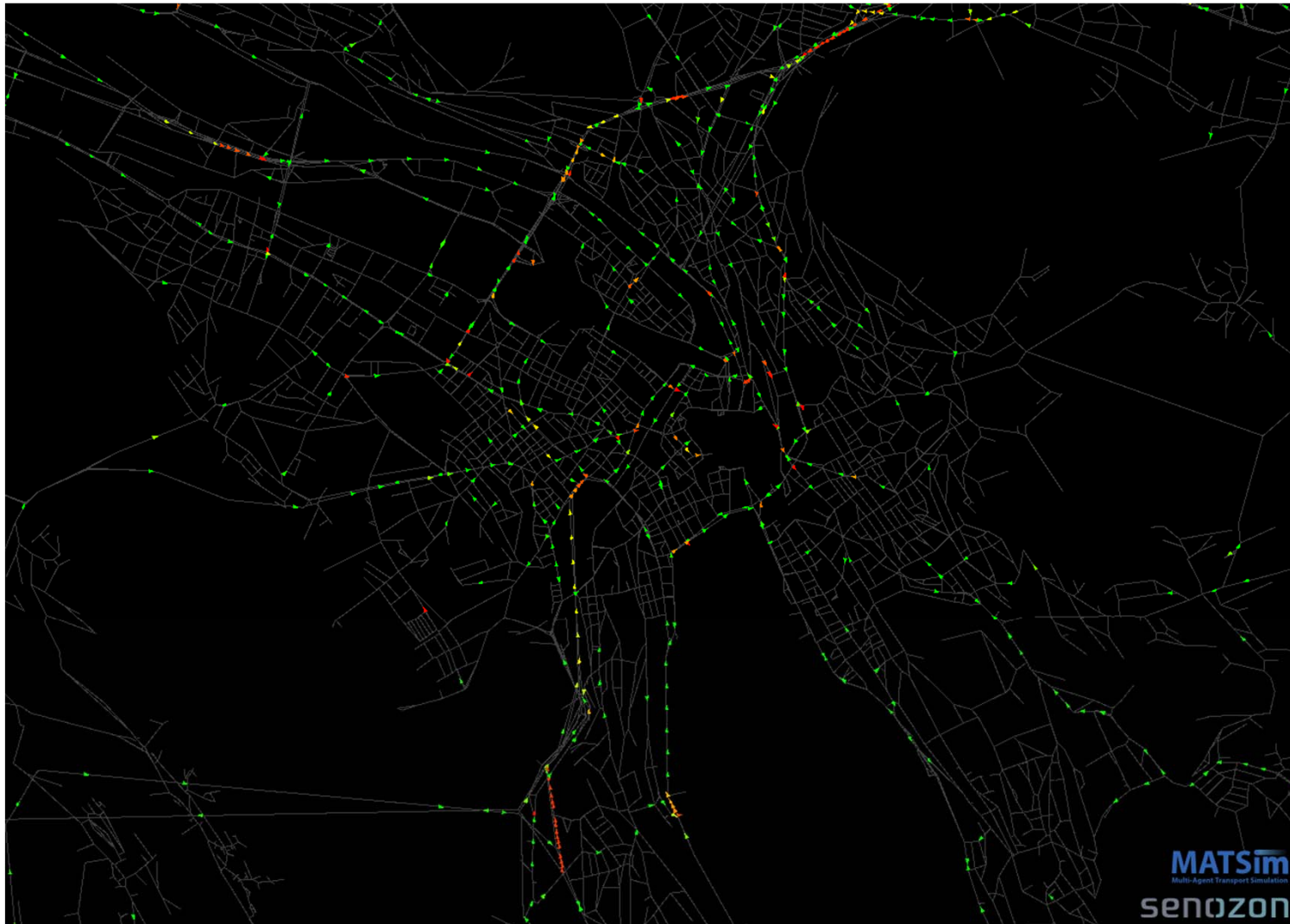


How do we Model Travel Demand?

- MATSim (open source)
- Synthetic population: people -> agents
- Individual preferences (based on survey data)
- Initial plans based on census data/travel diaries
- Plans contain activities (work, shopping, education) and trips
- Several transport modes available (car, walk, public transport and bike)
- Optimization of activity and travel demand for whole day
- First step of optimization: simulation

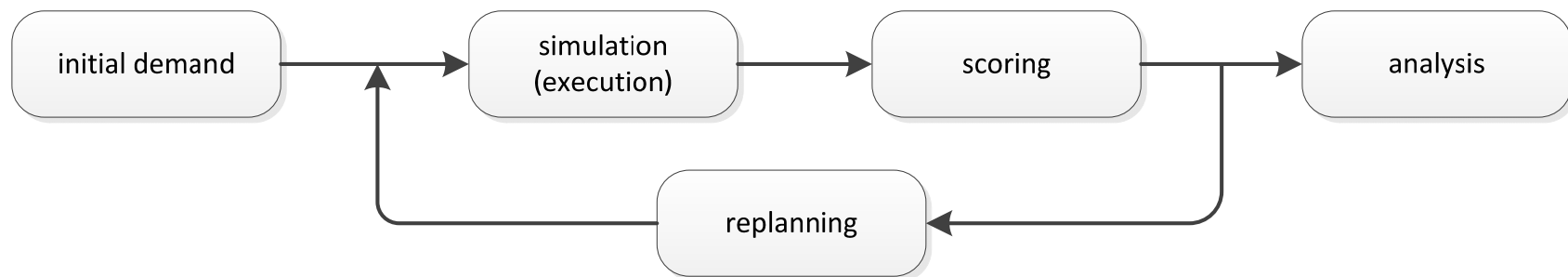


Simulation



MATSim

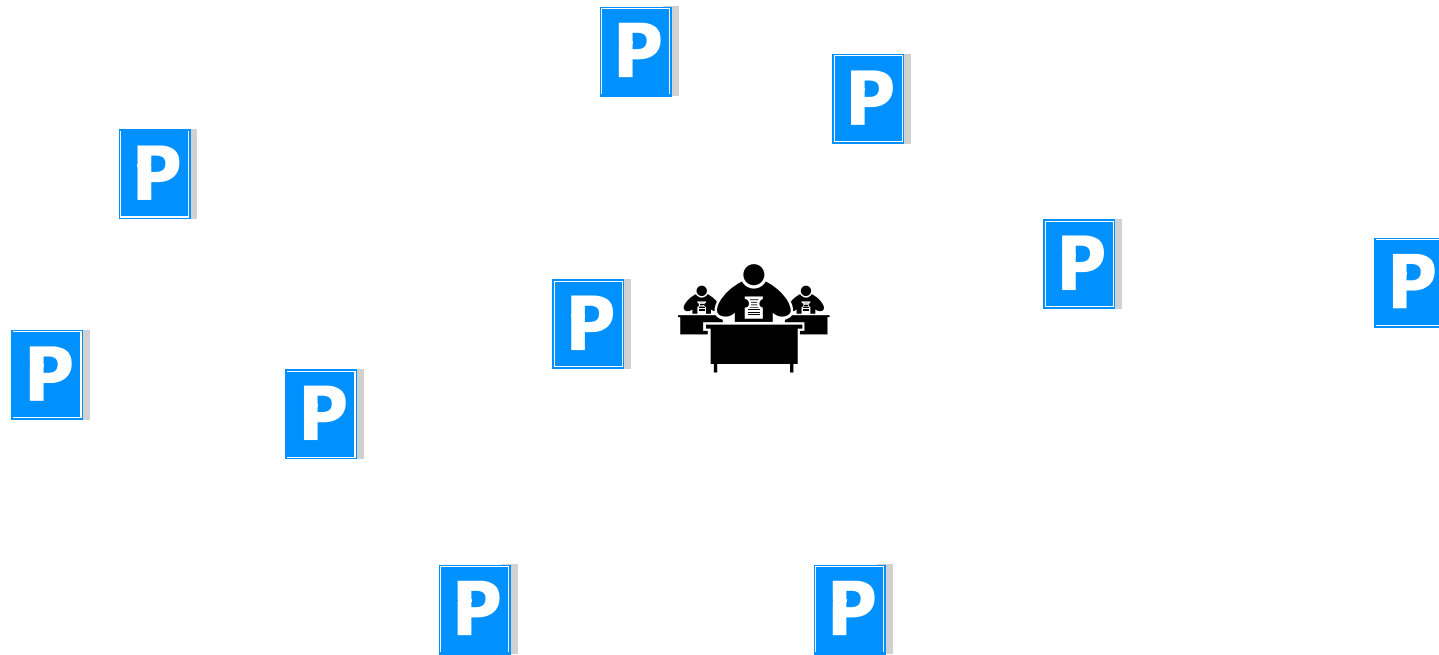
- simulated plans are scored
- Lower travel time and performing activities gives better score
- The goal of each agent is to maximize its score
- Iterative process, based on idea of evolutionary algorithm
- Replanning (change travel mode, route, times, etc.)
- Co-existence of several plans
 - Bad plans deleted over time, good plans have higher chance of getting selected for execution -> survival of the fittest
 - Iteration continues -> optimal plans (“Nash Equilibrium”)



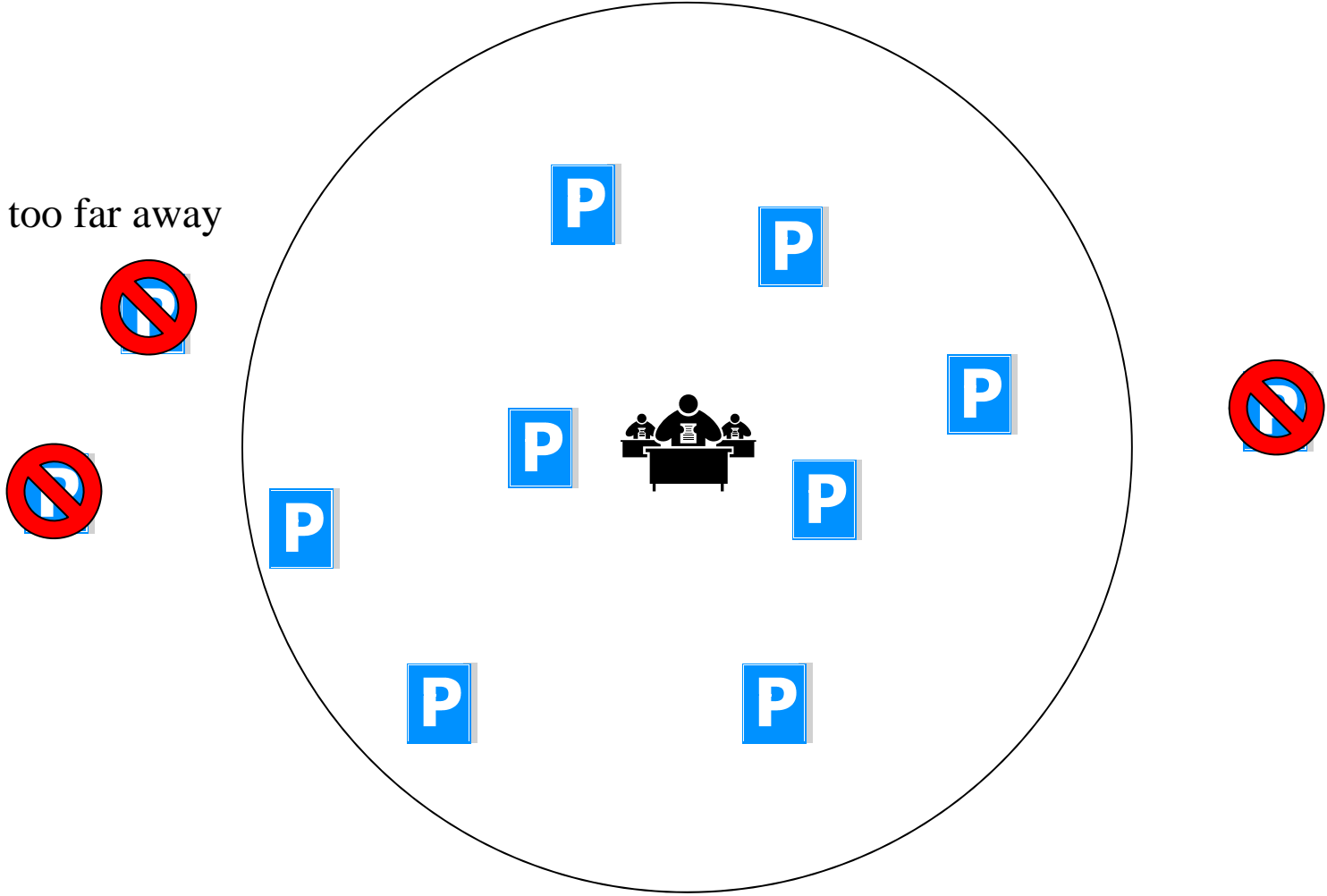
How is Parking Modelled in MATSim

- Parking choice model (very fast)
- Parking search (allows to model missing search traffic)

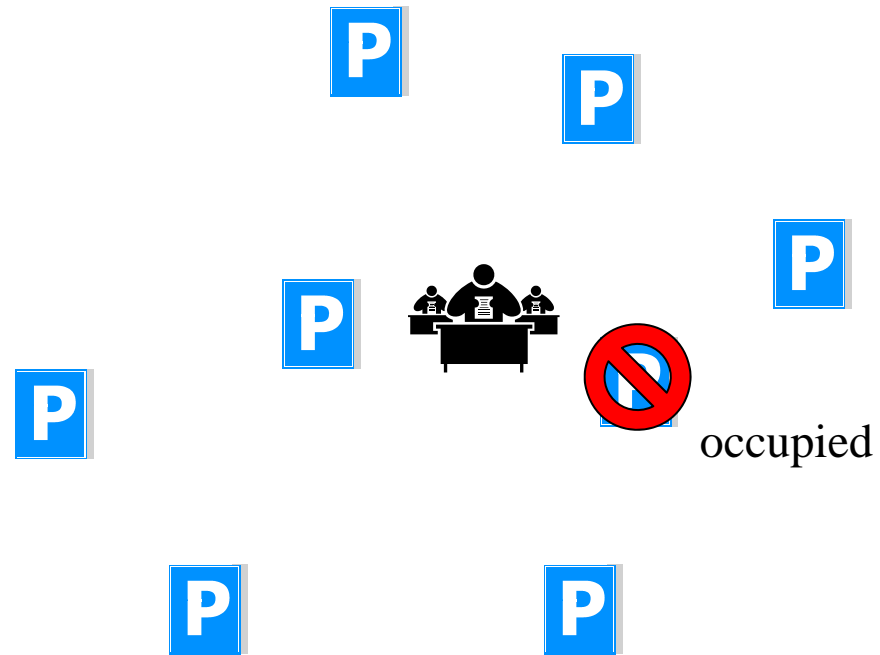
Parking Choice Algorithm



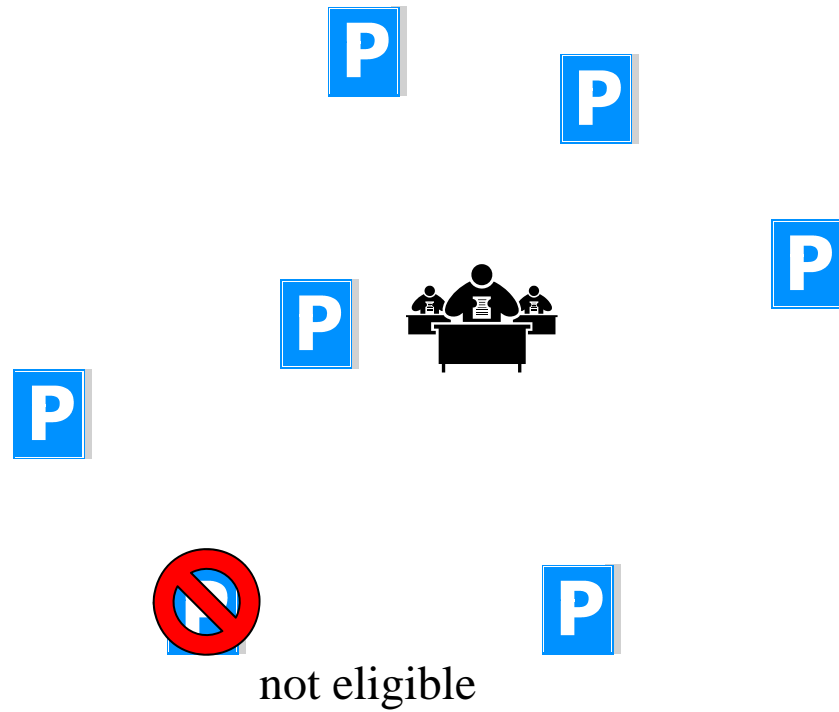
Parking Choice Algorithm



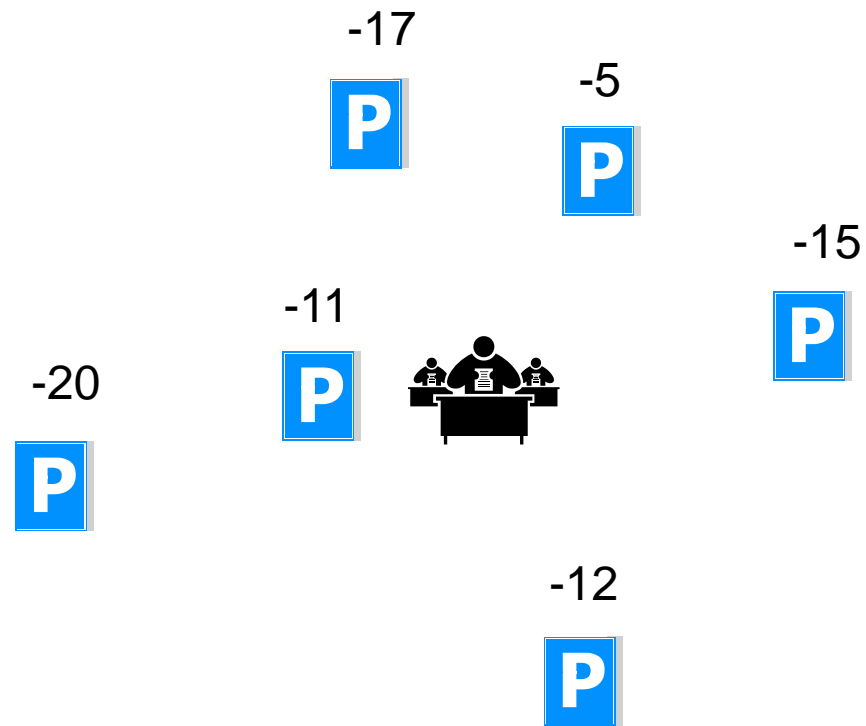
Parking Choice Algorithm



Parking Choice Algorithm



Parking Choice Algorithm



$$U_{parking,i} = U_{P_{cost},i} + U_{P_{searchTime},i} + U_{P_{walk},i} + \dots + \epsilon_i$$

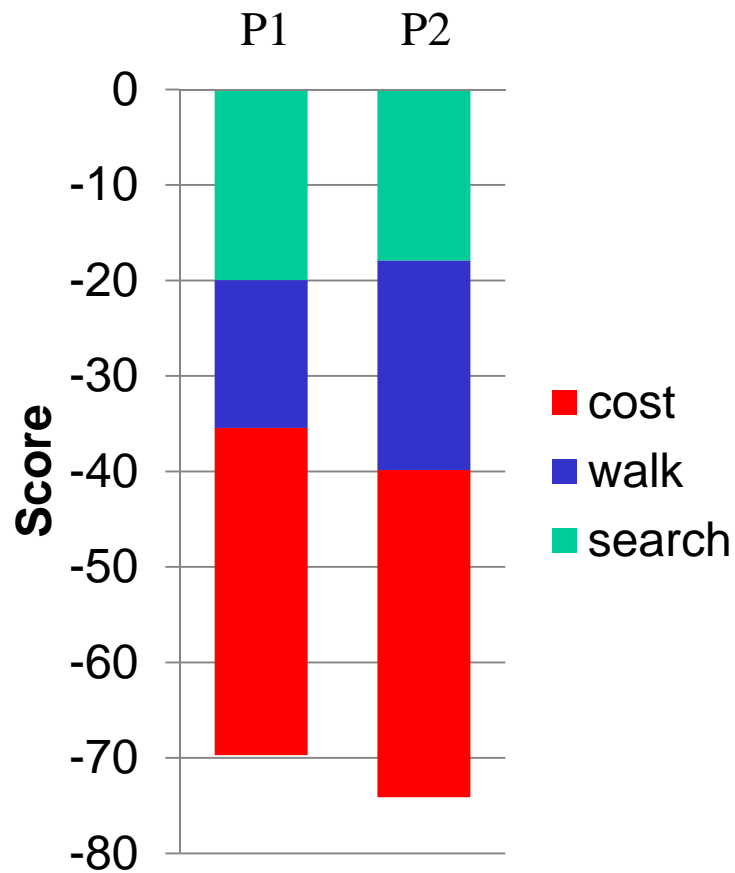
Parking Choice Algorithm



$$U_{parking,i} = U_{P_{cost},i} + U_{P_{searchTime},i} + U_{P_{walk},i} + \dots + \epsilon_i$$

Individual Parking Utility Scores

Parking situation: search time = 3 min; walk time=3min; parking cost=4 CHF;
activity duration ca. 5 hours.



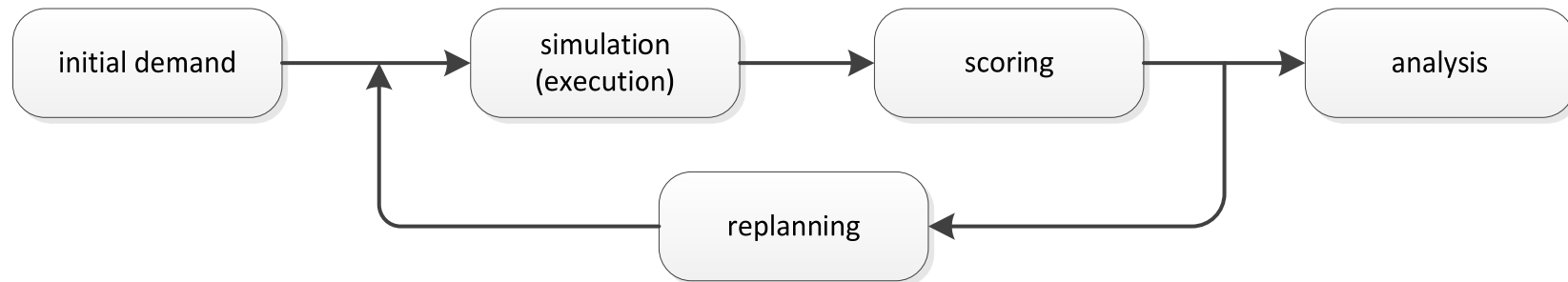
P1: female, age 20

P2: male, age 80

Income both: 4000 CHF/month

MATSim Scoring

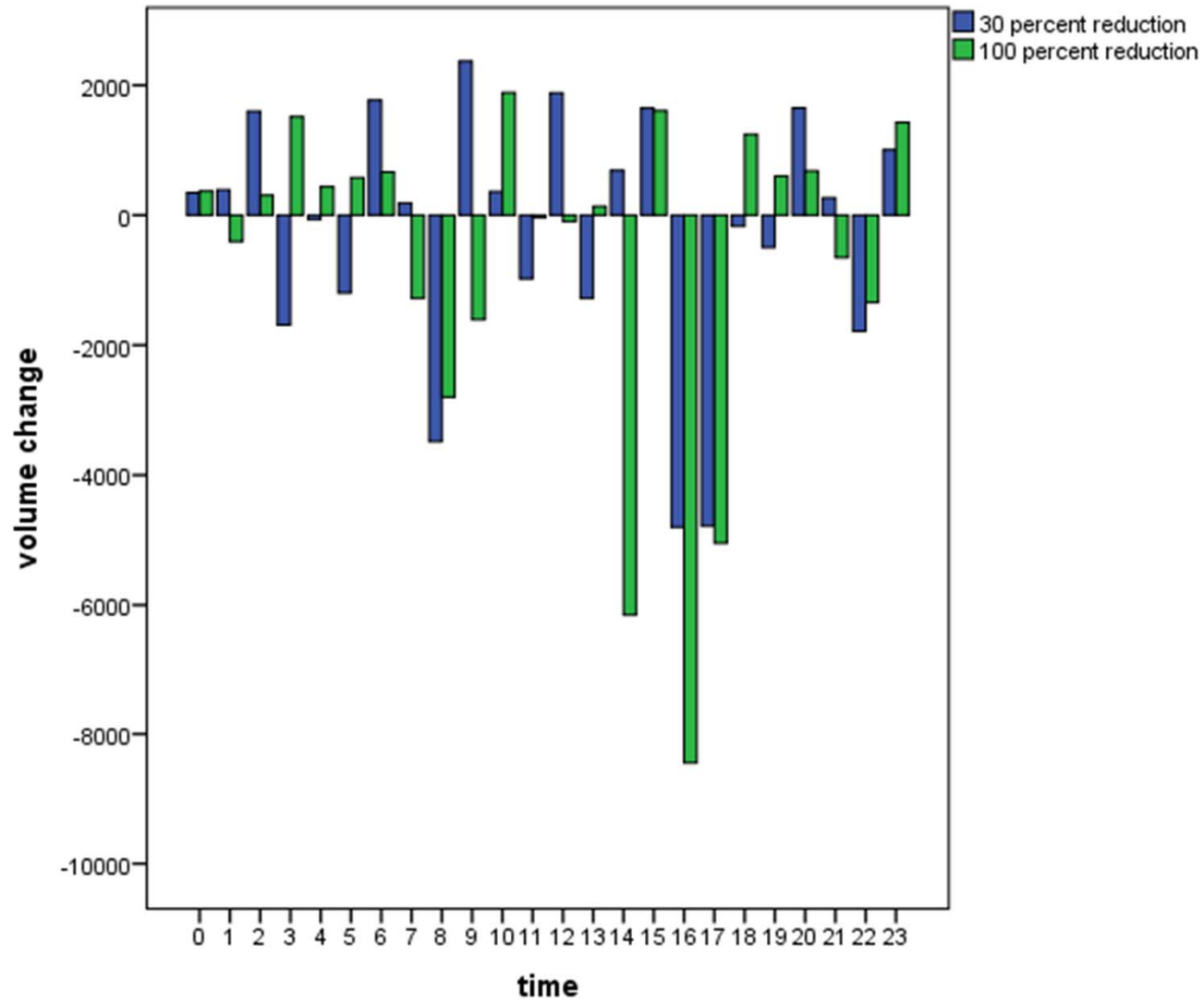
$$U_{plan} = \sum U_{travelTime} + U_{travelCost} + U_{performAct} + \dots + U_{parking}$$



Sample Policy: Reduce Peak Traffic

- Goal: reduce traffic on links with highest traffic volume during evening peak hours (16:00 to 19:00)
- Approach:
 - Identify high volume links (top 10%)
 - Identify agents traveling on these links
 - Identify activity location of previous and next activities
 - Identify clusters of activities
 - Reduce parking capacity in clusters by 30% resp. 100%
- Alternative goal:
 - Select not highest volume, but most congested links during peak hour

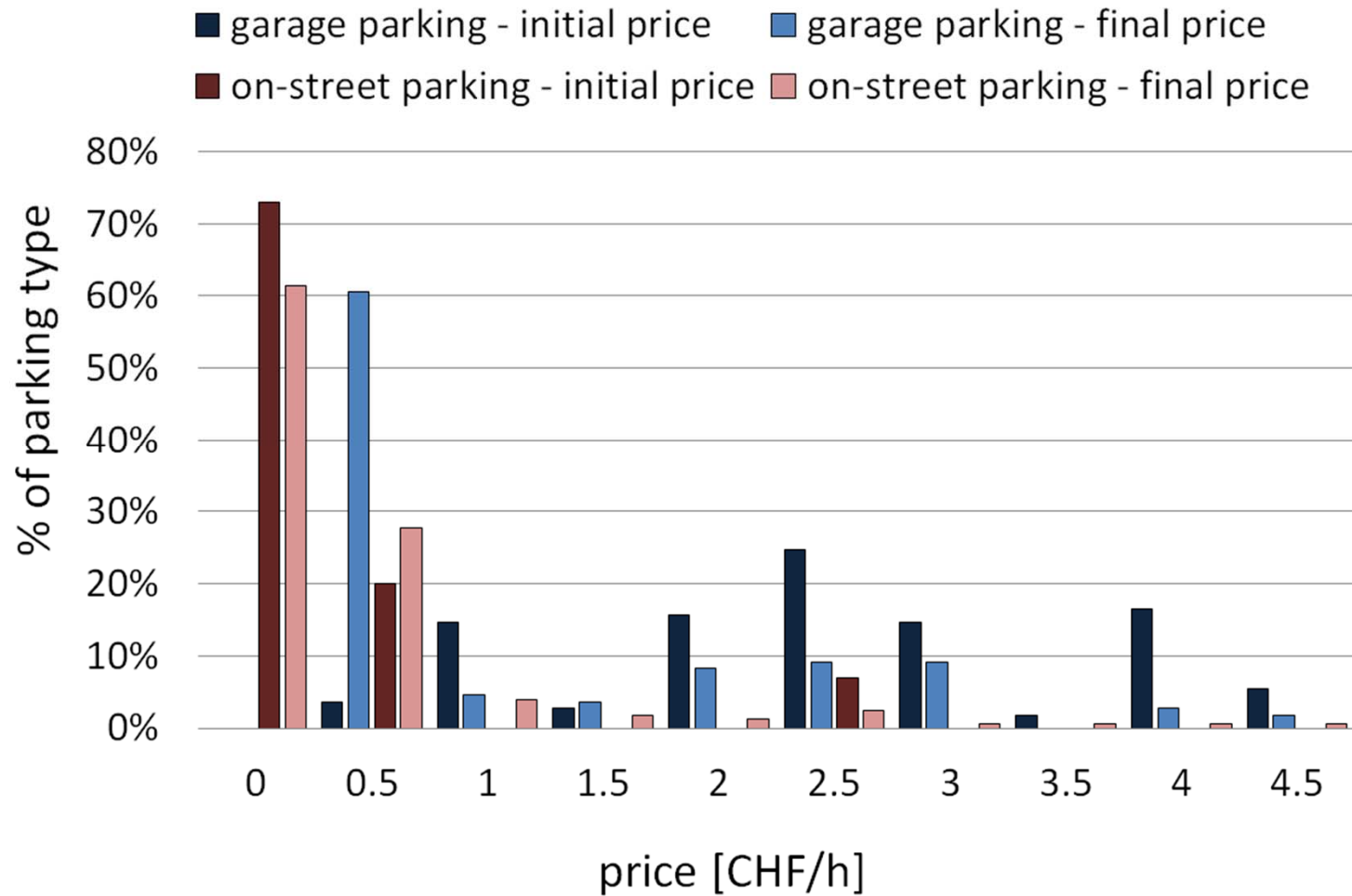
Sample Policy: Reduce Peak Traffic



Performance-based Pricing for Zurich

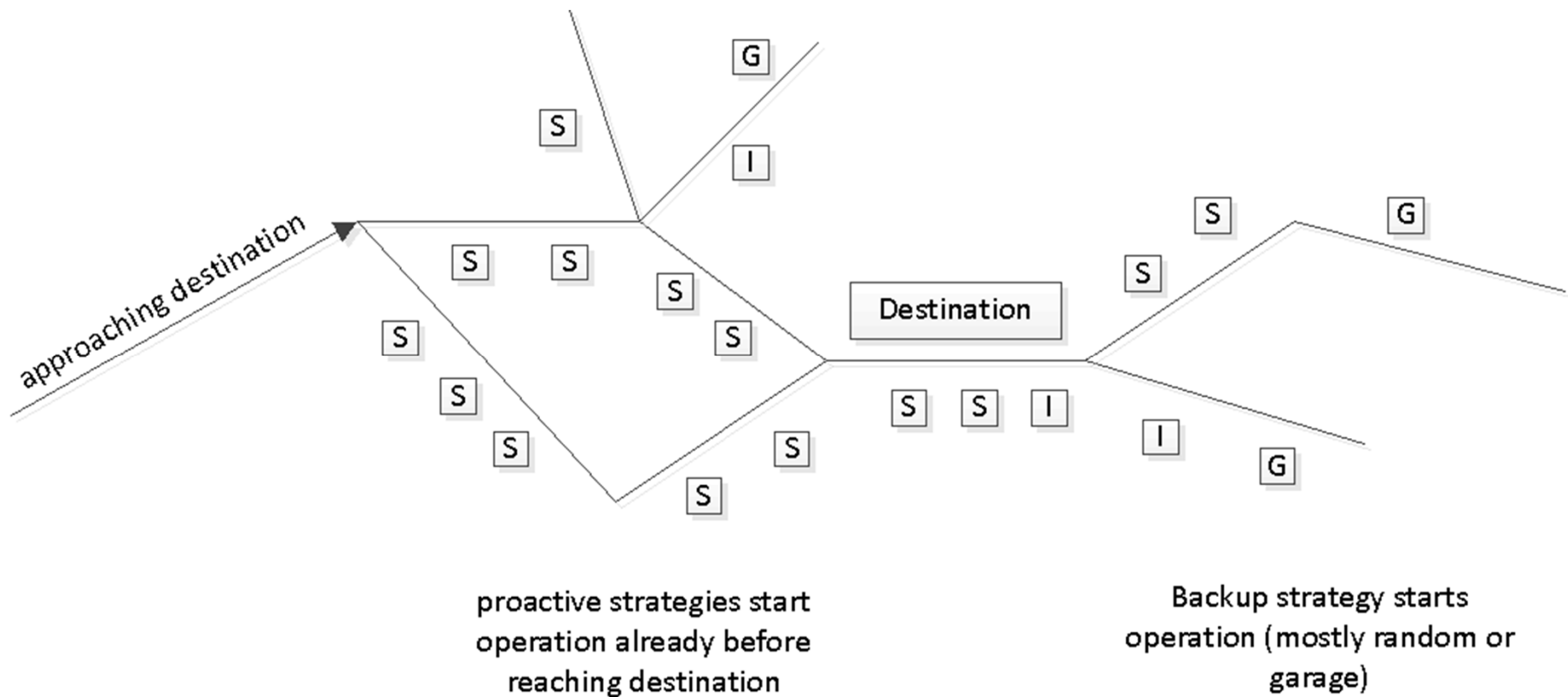
- Currently: High prices for garage parking, low prices for street parking.

Performance-based Pricing for Zurich

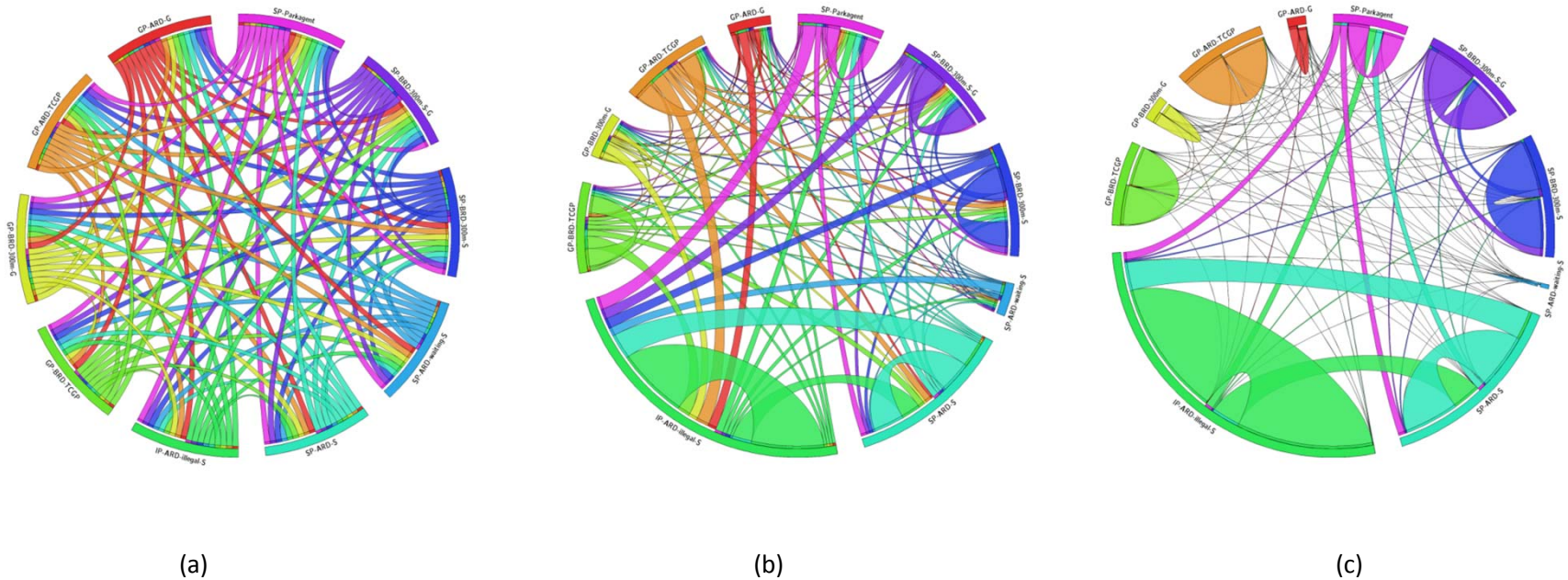


Modelling Parking Search

General Structure of Parking Search Strategies



Strategy Group Switches



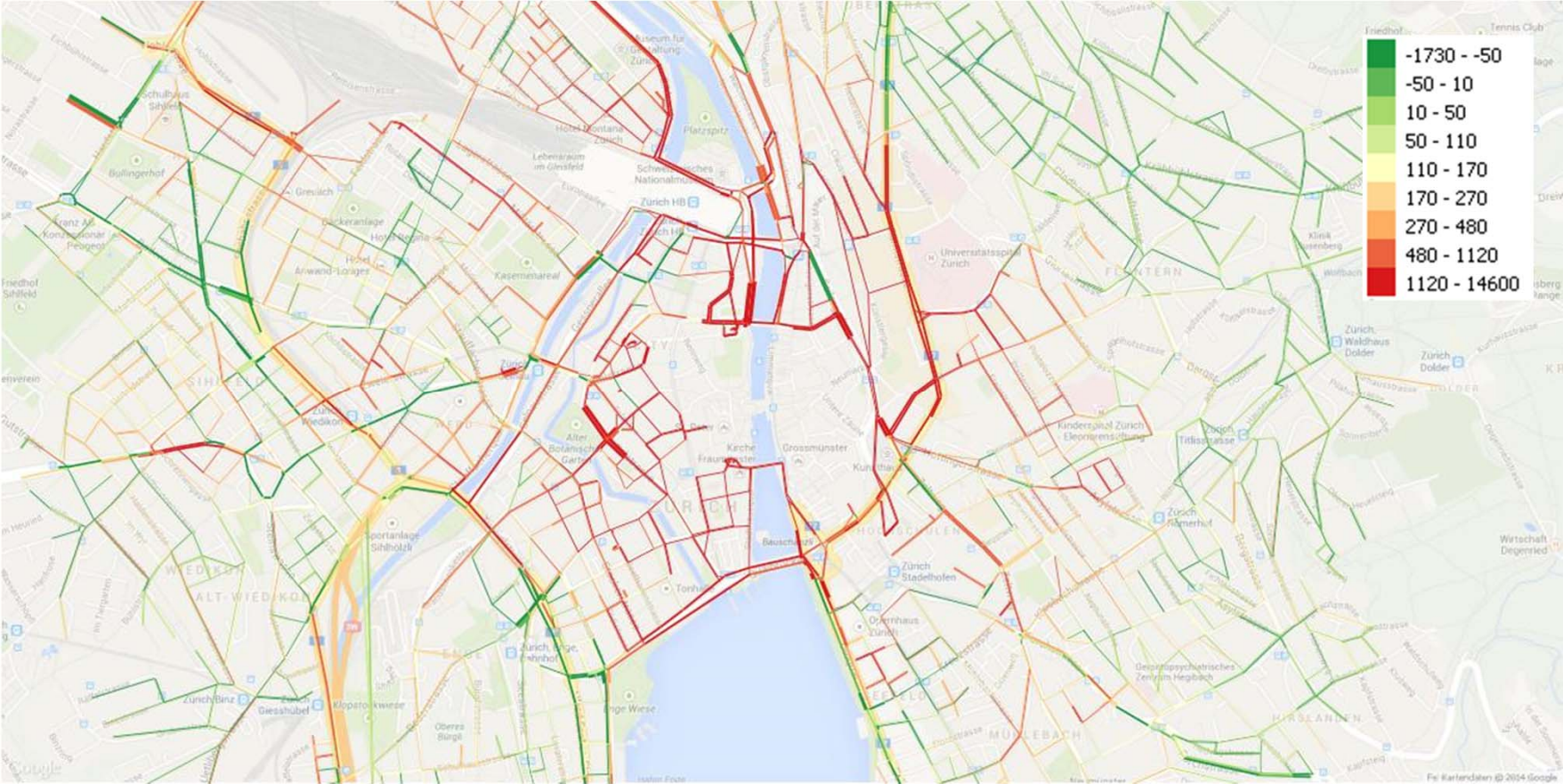
Strategy switches between groups (10 groups)

a) During initialization (10 iterations) => random switches

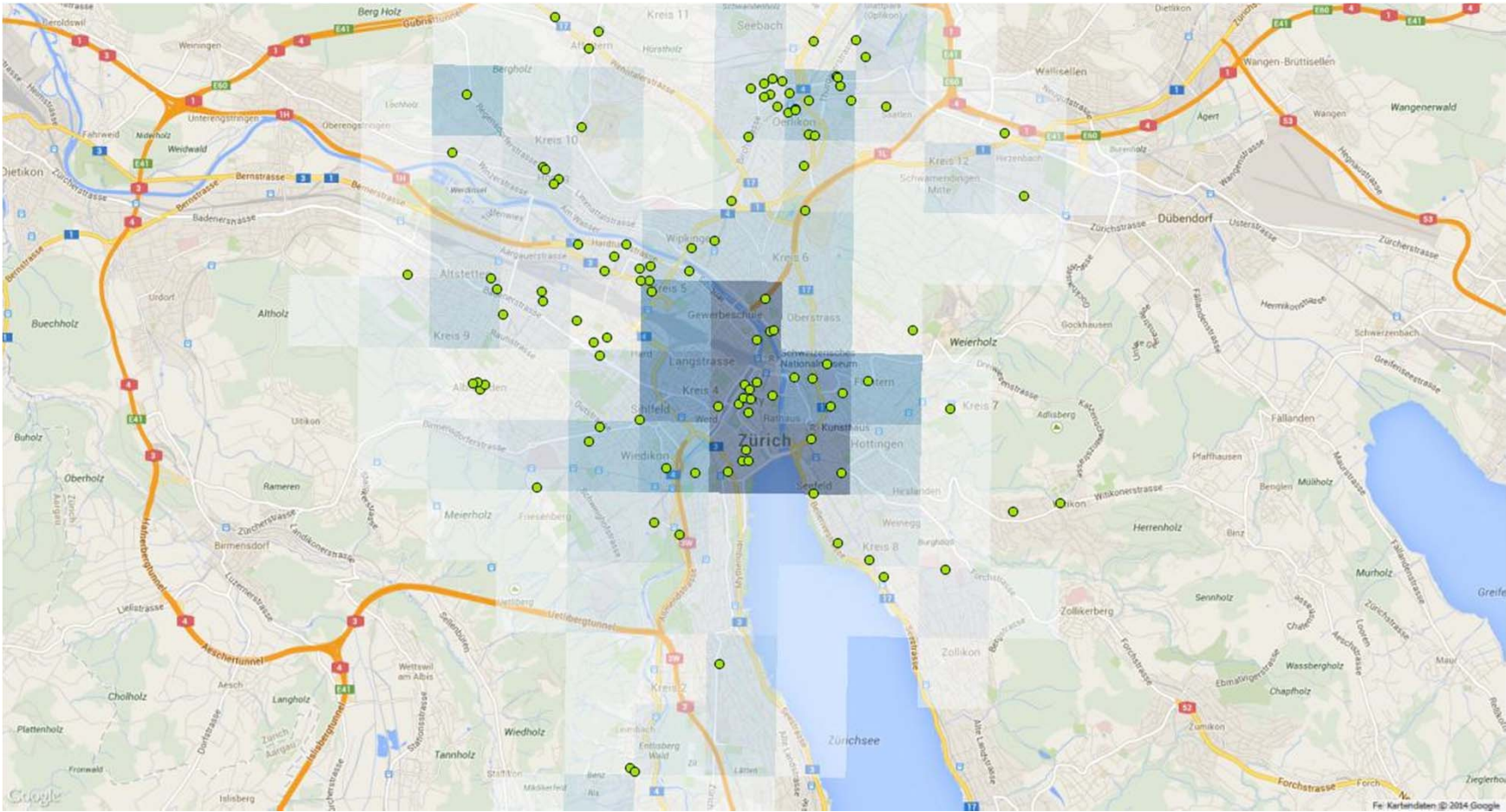
b) At 80%MNL (final last 100 iterations)

c) At full MNL (final 100 iterations) => most agents do not change strategy group or switch within same strategy group

Traffic Counts Difference (Missing Parking Search Traffic)



Usage of Garage Parking Strategies



Conclusions & Future Work

- Modelling parking decisions and traffic
 - Disaggregated
 - Equilibrium model
- Various applications/extend models

Questions
