

Induced demand: Dutch evidence and models

Theo Arentze
Eindhoven University of Technology



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Technische Universiteit
Eindhoven
University of Technology

Outline of the talk

- **Dutch evidence – empirical perspective**
 - **Spatial - policy context**
 - **The influence of built environment**
 - **Response to pricing policies**
- **Models – theoretical perspective**
 - **Activity generation - conceptual developments**
 - **Travel choices - multistate supernetwork approach**

Dutch evidence

Empirical perspective

Netherlands – urban density and population

Omgevingsadressendichtheid 1 januari 2004

per gemeente

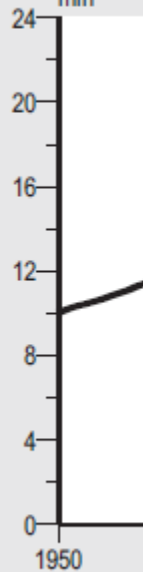
Gemiddeld aantal adressen in
de omgeving van ieder adres

- minder dan 50
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- 1500 - 2500: s
- 2500 of meer:



Bevolkingsomvang

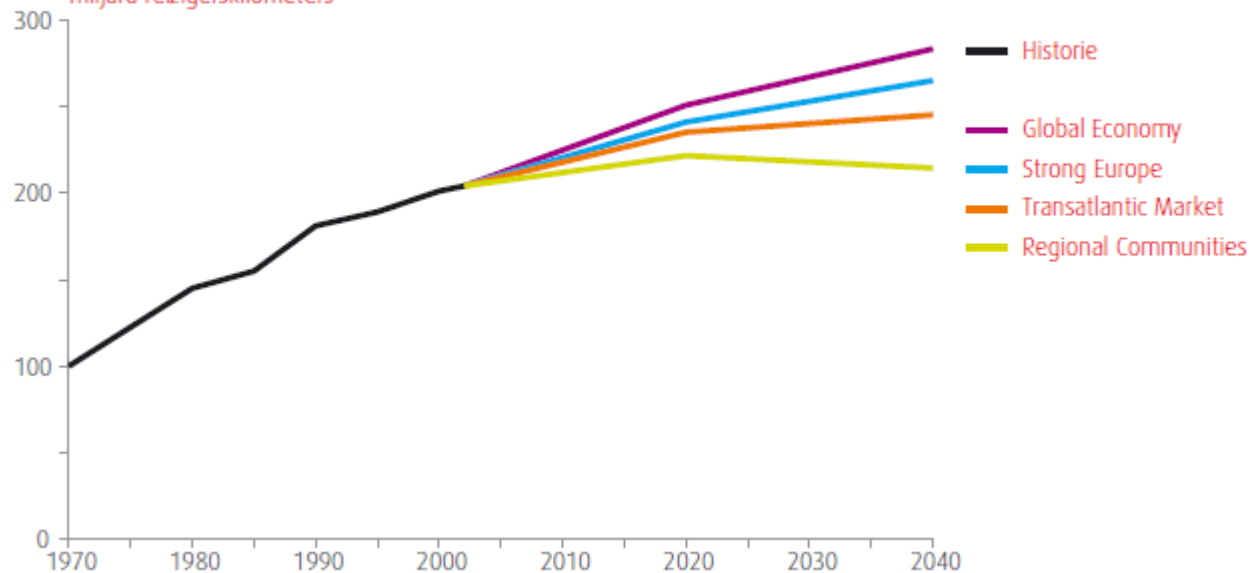
mln



- Historie
- Prognose

Personenmobiliteit

miljard reizigerskilometers



Bron: CBS-StatLine

Netherlands – characteristics (Maat et al. 2008)

- **Compact neighborhoods and city centers**
- **Many facilities for bicycle use**
- **Large-scale out of town shopping centers are discouraged**
- **Ratio of cars per 1,000 inhabitants is relatively low (427) compared to Belgium (464), Germany (546) and UK (466)**
- **22 % of the households own 2 cars and 2.3 % more than 2 cars**
- **Public transport only 5 % of trips**

Netherlands – spatial policy

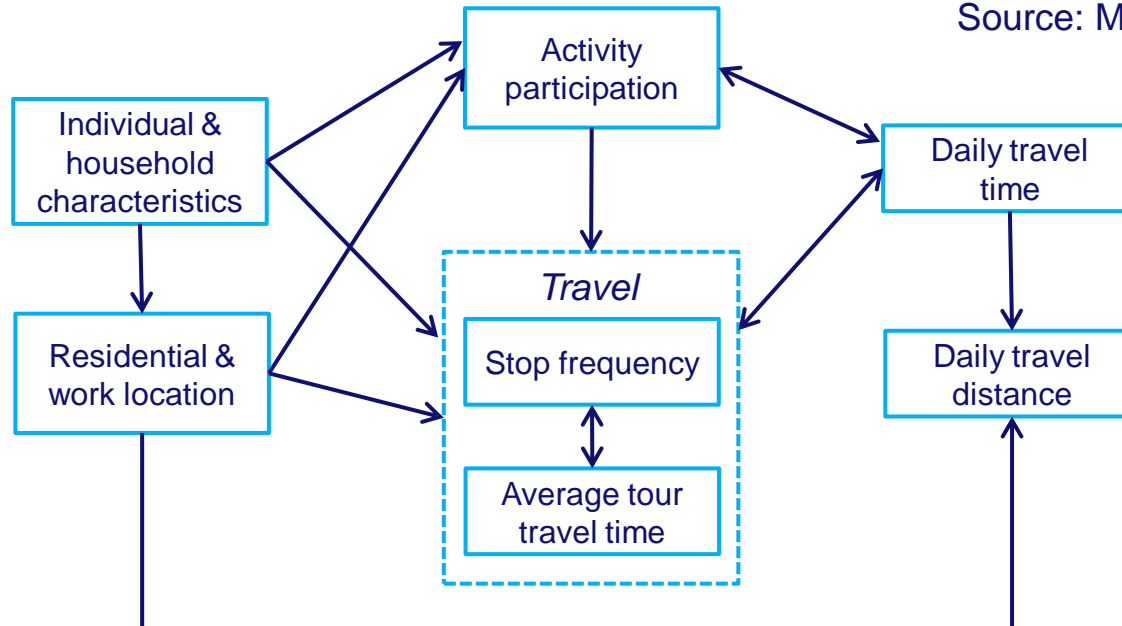
- **Urban and transport planning has long tradition**
- **Since 80's policy aimed at reducing growth car use**
 - **Compact city**
 - **City designs with high density and mixed land-use**
- **Recent years, national policy**
 - **Urban networks concept with more emphasis on facilitating travel rather than reducing it**
 - **Accommodating growth in existing built environment**
- **All in all a consistent focus on concentrated urban development (Wee and Maat, 2004)**

Influence of built environment

- **Study by Maat (2008) is very comprehensive**
 - Uses activity diaries of a large sample of households
 - Sample is stratified on density and accessibility of public transport
 - Accounts for an extensive set of spatial variables
 - Mixed land-use (employment and retailing)
 - Urban density
 - At residential AND work location
 - Structural equation modeling is used to account for direct and indirect effects
- **Findings are largely consistent with other Dutch studies** (e.g., Schwanen et al. 2004; Snellen and Hilbers 2007)

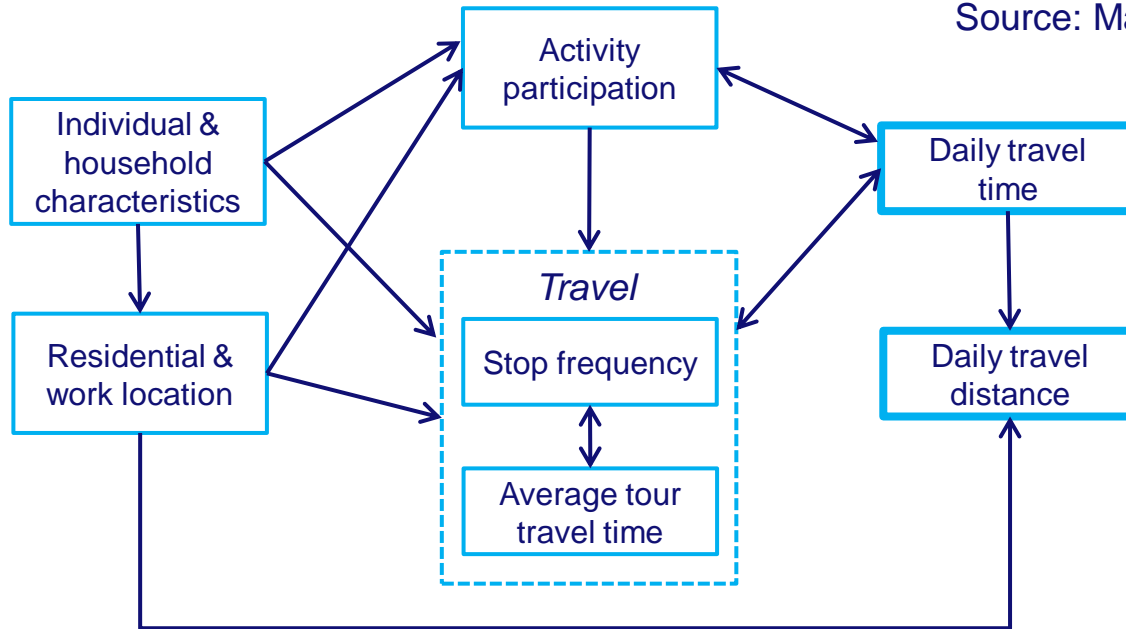
Conceptual scheme

Source: Maat and Timmermans (2007)



Some findings

Source: Maat and Timmermans (2007)

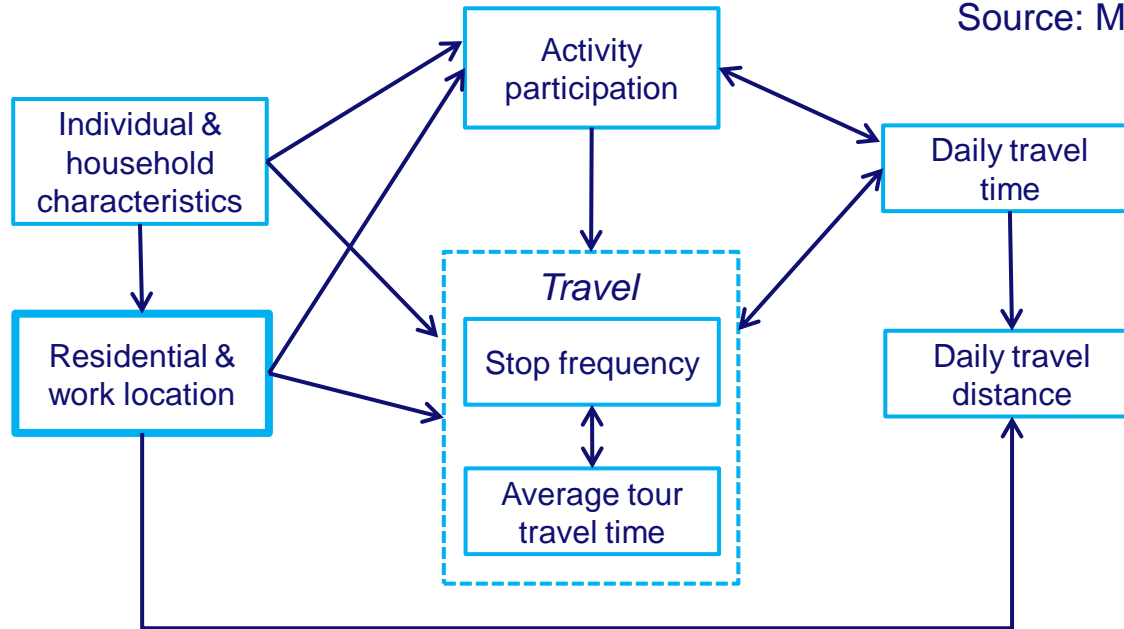


Travel distance / time

- Predominantly explained by activity participation
- Only small direct effects from household characteristics
- Urban form has an impact, but impact is small

Some findings

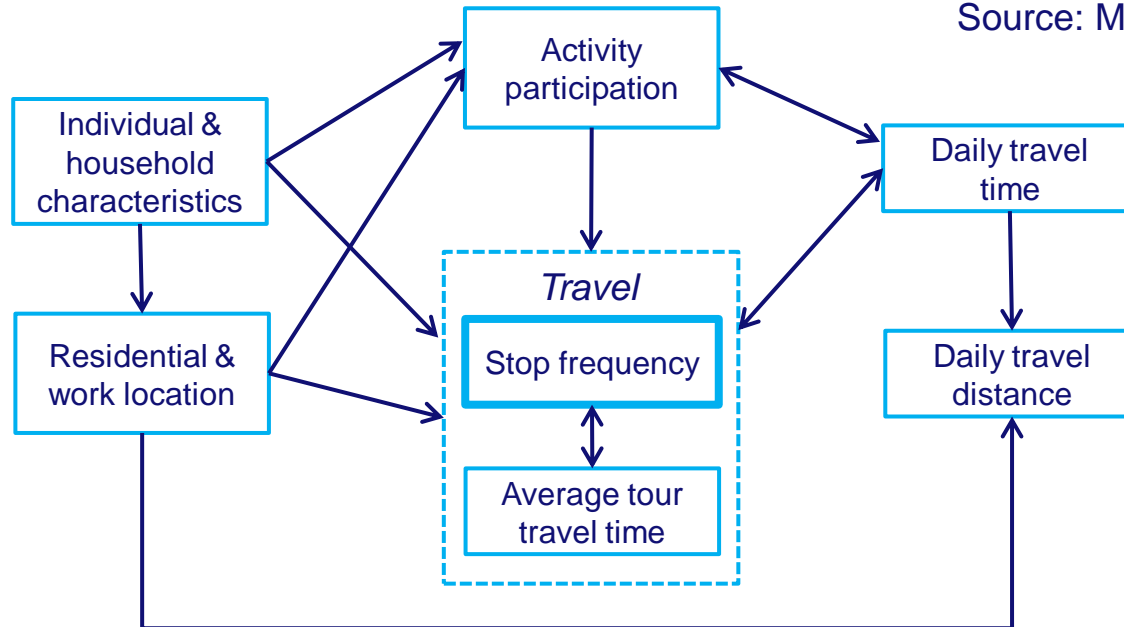
Source: Maat and Timmermans (2007)



- **High residential density**
 - Extra activities
 - Shorter distances
 - Slightly less travel
- **High density and mix at work**
 - Slightly more trips
 - Shorter distance
 - Slightly less travel
- **Urban form effects are largest for car travel**

Some findings

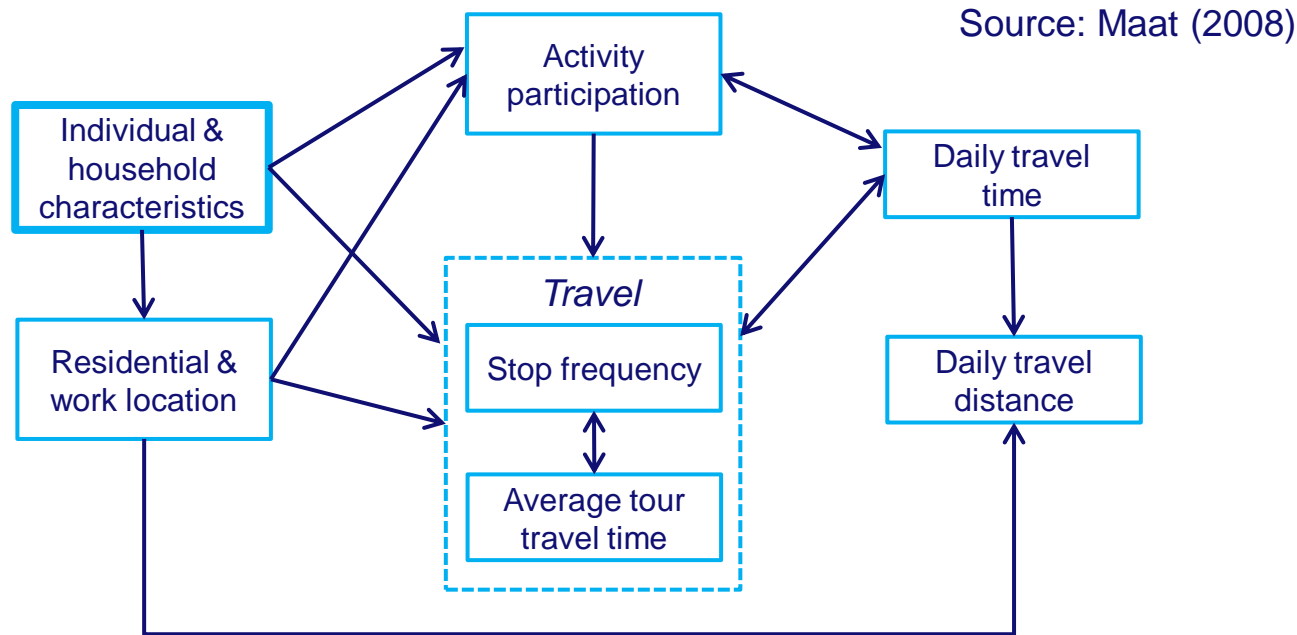
Source: Maat and Timmermans (2009)



Trip chaining

- Families with children make less complex tours
- High residential density leads to more trip-chaining

Some findings



Car ownership

- High residential density reduces household car ownership
- High household income correlates with low residential density
 - This suggests that households tend to prefer low density neighborhood + car
- High density at work also reduces household car ownership

Conclusions (Maat 2008)

- **High density leads to shorter travel distances, but more activities**
- **High density reduces car ownership also dependent on density of the work environment**
- **Car ownership rather than urban form is the major determinant of car use** (see also Bischoff and Kerkman 2008)
- **Separate effect of residential environment on car use is very small**
- **Work environment appears to have significant impacts on travel and mobility choices**

ALBATROSS prediction: road pricing scenario

Activity choice

	m0	m1	m1-m0 (%)	sign
Work	3948	3913	-0.89	**
Business	1331	1270	-4.59	**
Bring or get	1487	1481	-0.45	
Shop one store	4802	4760	-0.88	**
Shop multiple stores	948	938	-1.06	
Service	1112	1110	-0.17	
Social	2630	2507	-4.65	**
Leisure	2779	2697	-2.95	**
Touring	1723	1684	-2.28	**
Other	326	301	-7.48	**
Total (activities)	21086	20661	-2.02	**

Decrease of activities especially in social-leisure category

ALBATROSS prediction: road pricing scenario

Trip chaining

	m0	m1	m1-m0 (%)	sign
Single stop	13315	13121	-1.46	**
After stop	3285	3198	-2.66	**
Before stop	3285	3198	-2.66	**
Between stop	1201	1145	-4.68	**
Total (activities)	21086	20661	-2.02	**

A modest decrease of trip-chaining

ALBATROSS prediction: road pricing scenario

Activity location

	m0	m1	m1-m0 (%)	sign
home zone	6263	6372	1.73	**
home municipality	6023	6104	1.34	**
municipality order 1	2947	2760	-6.36	**
municipality order 2	2202	2066	-6.19	**
municipality order 3	1347	1250	-7.23	**
municipality order 4	1051	959	-8.69	**
municipality order 5	1228	1125	-8.38	**
Total (activities)	21086	20661	-2.02	**

A slight shift to destinations closer to home

ALBATROSS prediction: road pricing scenario

Transport mode				
	m0	m1	m1-m0 (%)	sign
Car driver	8014	7270	-9.29	**
Slow mode	6284	6576	4.64	**
Public transport	587	714	21.63	**
Car passenger	1661	1706	2.71	**
Total (tours)	16600	16318	-1.70	**

A relatively big shift from car to public transport mode

ALBATROSS prediction: road pricing scenario

Mobility indicators				
	m0	m1	m1-m0 (%)	sign
Total travel time (min)	504786	486323	-3.66	**
Number of tours	14905	14673	-1.56	**
Number of trips	33798	33213	-1.73	**
Ratio trips-tours	2.268	2.264	-0.18	**
Ratio single stop tours - all tours	0.803	0.806	0.29	**
Total travel distance (km)	362863	313715	-13.54	**
Distance car driver (km)	278451	218188	-21.64	**
Distance car passenger (km)	48510	53861	11.03	**
Distance slow (km)	21108	22286	5.58	**
Distance public transport (km)	14794	19381	31.01	**

A substantial decrease of car kilometers – price elasticity of roughly 0.20

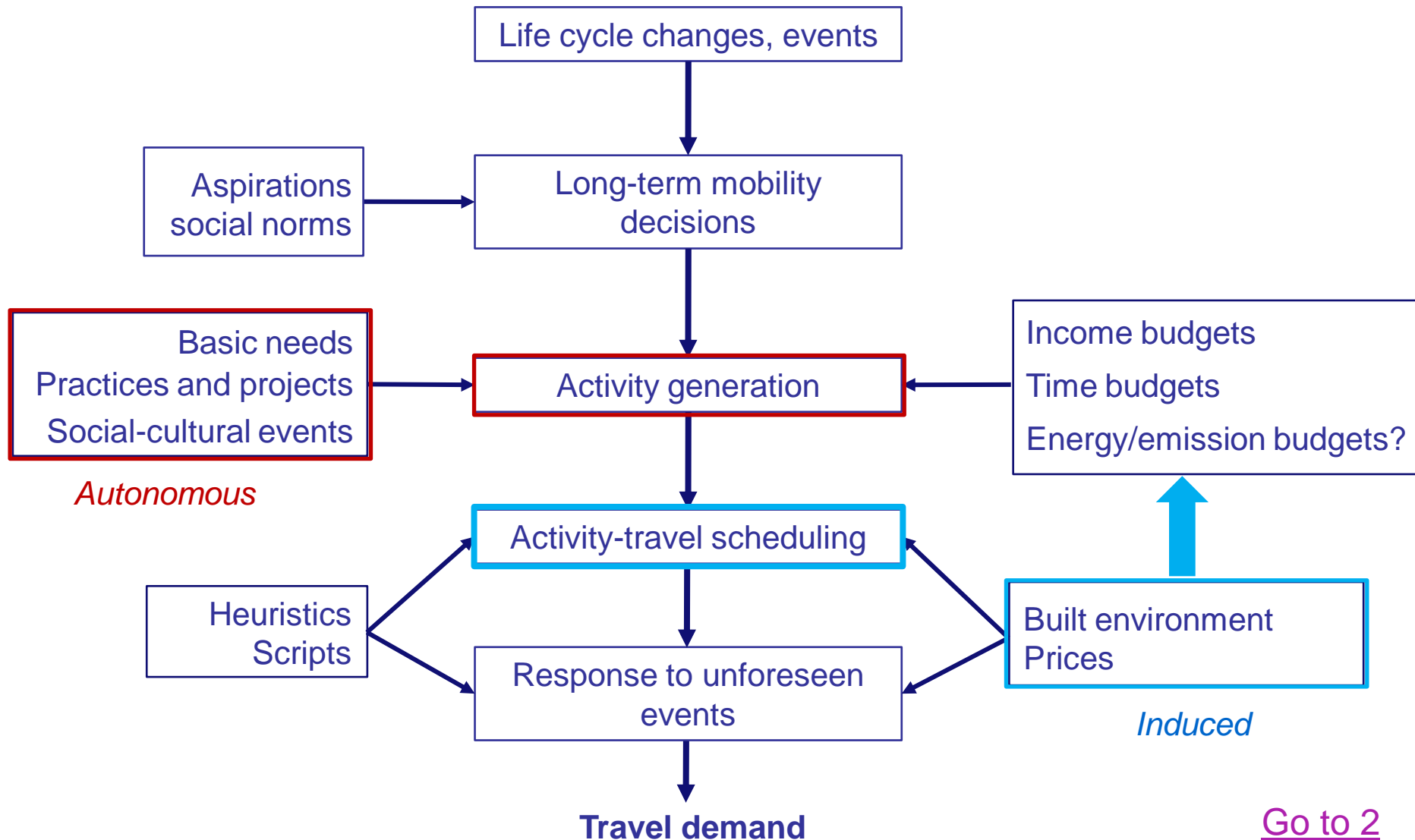
Summary of findings

- **Sensitivity to road price pertains to**
 - **Activity choice**
 - **Trip-chaining choice**
 - **Destination choice**
 - **Transport mode choice**
- **Secondary effects are taken into account**
- **Predicted price elasticity of travel demand is in line with evidence from other studies**

Models

Theoretical perspective

Travel demand generation – long, mid, short term



Activity generation

Concepts

Activity generation

- **Activity-based approach**
 - Travel demand is induced by activities
- **Early concepts**
 - Households and individuals conduct activities to satisfy a set of needs within a set of constraints
- **Annual regimes and clusters in activity sequences**
 - **Project-based theories** (Axhausen 1998, Miller 2005)
 - **Event-based theories** (Arentze and Timmermans 2009a)
- **Daily and weekly rhythms in activity-travel patterns**
 - **Need-based theories** (Arentze and Timmermans 2009b)

Projects



- A project ties together a set of activities
- Activities can only be understood in the context of a project
- An example of a project is reconstruction of one's house
- Concept is appealing but, to date not materialized in a model

Social-cultural events



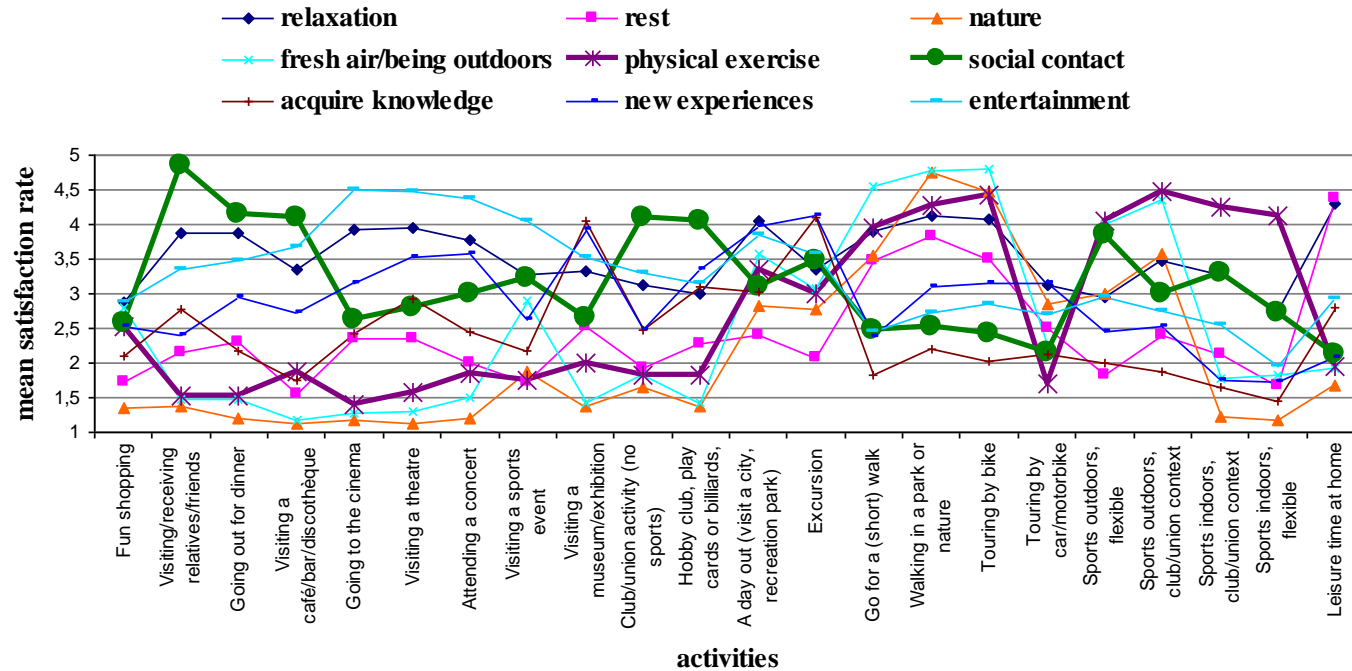
- Individuals belong to a social system that is sustained through social-cultural events
- Examples of events are Birthday, Christmas, Big concert, etc.
- Events generate activities before, during and after the event

Survey in Eindhoven region: events appear to be responsible for a substantial proportion of travel demand

Basic needs

	Housekeeping	Daily goods	Physical exercise	Green recreation	Social	Entertainment	Rest
Housekeeping	↓		↓			↑	↑	
Daily shopping		↓	↓		↓	↓	↑	
Fitness			↓	↓		↓	↑	
Visit a park				↓			↓	
Visit a friend					↓	↓	↑	
Work			↑		↓	↑	↑	
....								
Travel by car						↓		
....								

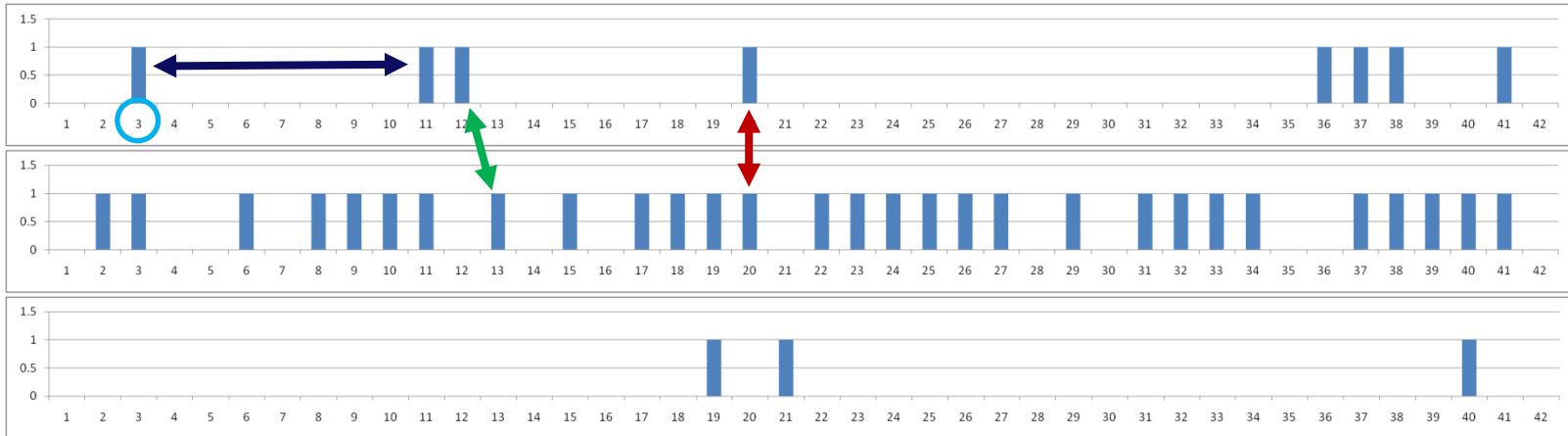
Survey results (Nijland et al. 2010)



- There is a limited number of needs
- There is a many-to-many correspondence between activities and needs
- Substitution relationships between activities

Time dependencies between choices

Example: observed activities in 42 days time frame



Need rebuild time

Cross generation effects

Combining activities

Day varying conditions

**We need multi-days time frames
for analysis and prediction of activity
choices**

Built environment

Travel choices

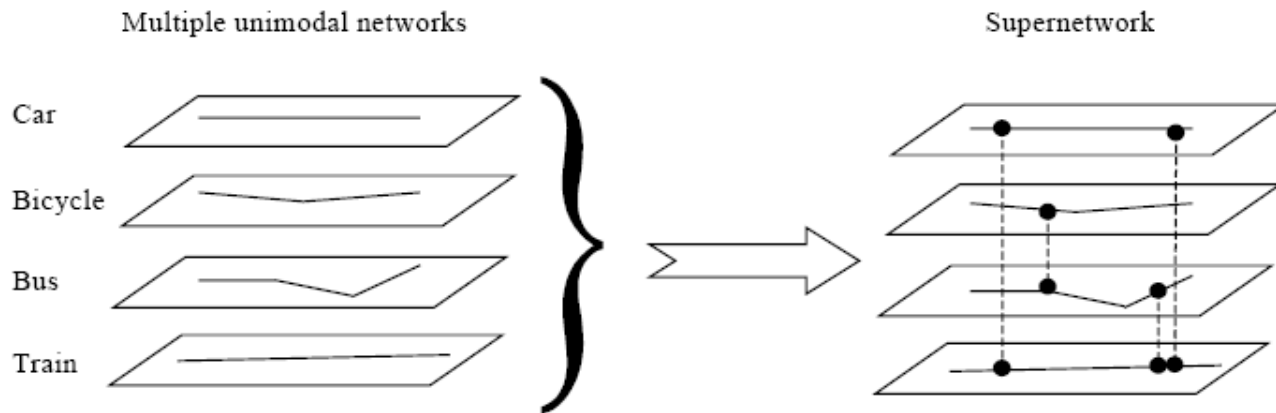
Supernetworks

Travel choices – supernetwork approach

- **Philosophy**
 - Integrated view on land-use and transportation system
 - Look at ways to
 - Reduce travel demands induced by activity agendas
- **Hypothesis**
 - Activity induced travel demand can be reduced by better synchronization of
 - Transport networks of different modalities
 - Transport networks and activity locations
 - Transport networks and ICT

Supernetworks = multi-modal networks

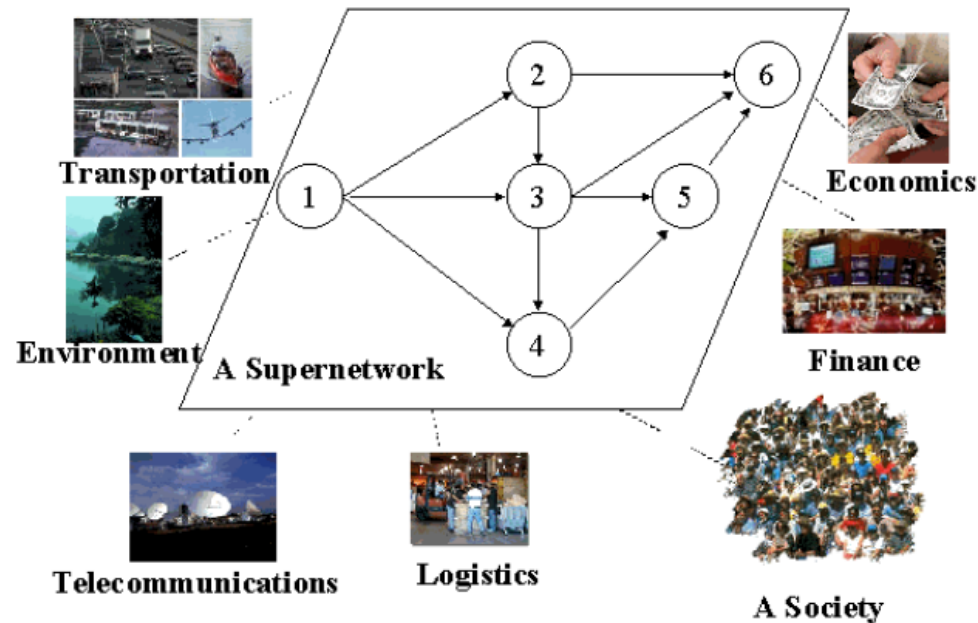
Basic concept by Sheffy (1985) and Carlier et al. (2002)



➡ Shortest-path algorithms can be used for multi-modal routing

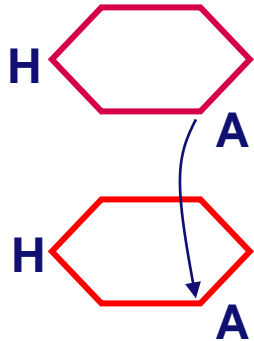
Supernetworks = transport + transactions

Extensions by Nagurney et al. (2003)

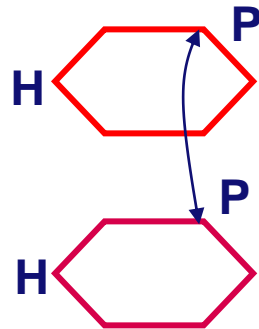


Supernetworks = transport + activities

Extensions by Arentze and Timmermans (2004)



Activity state transition links



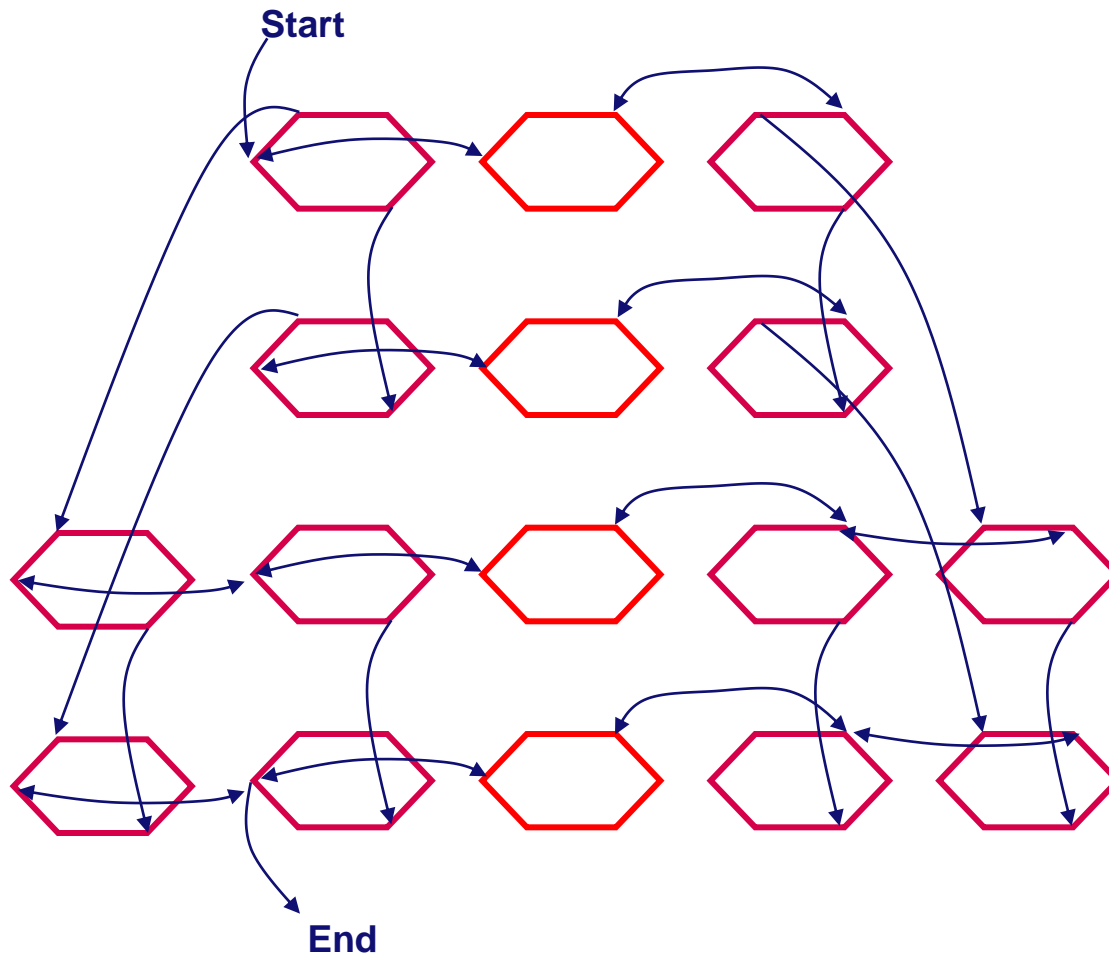
Parking state transition links

Link costs are state-dependent

$$c_j = (\varpi_{m,s}(\mathbf{x}_j) + \pi_s)t_j + \delta_m d_j + \chi_{m,s}(\mathbf{x}_j)$$

Supernetwork – transport + activities

Car at home I carry bags	Car at home	Car on the road	Car parked at <i>i</i>	Car parked at <i>i</i> I carry bags
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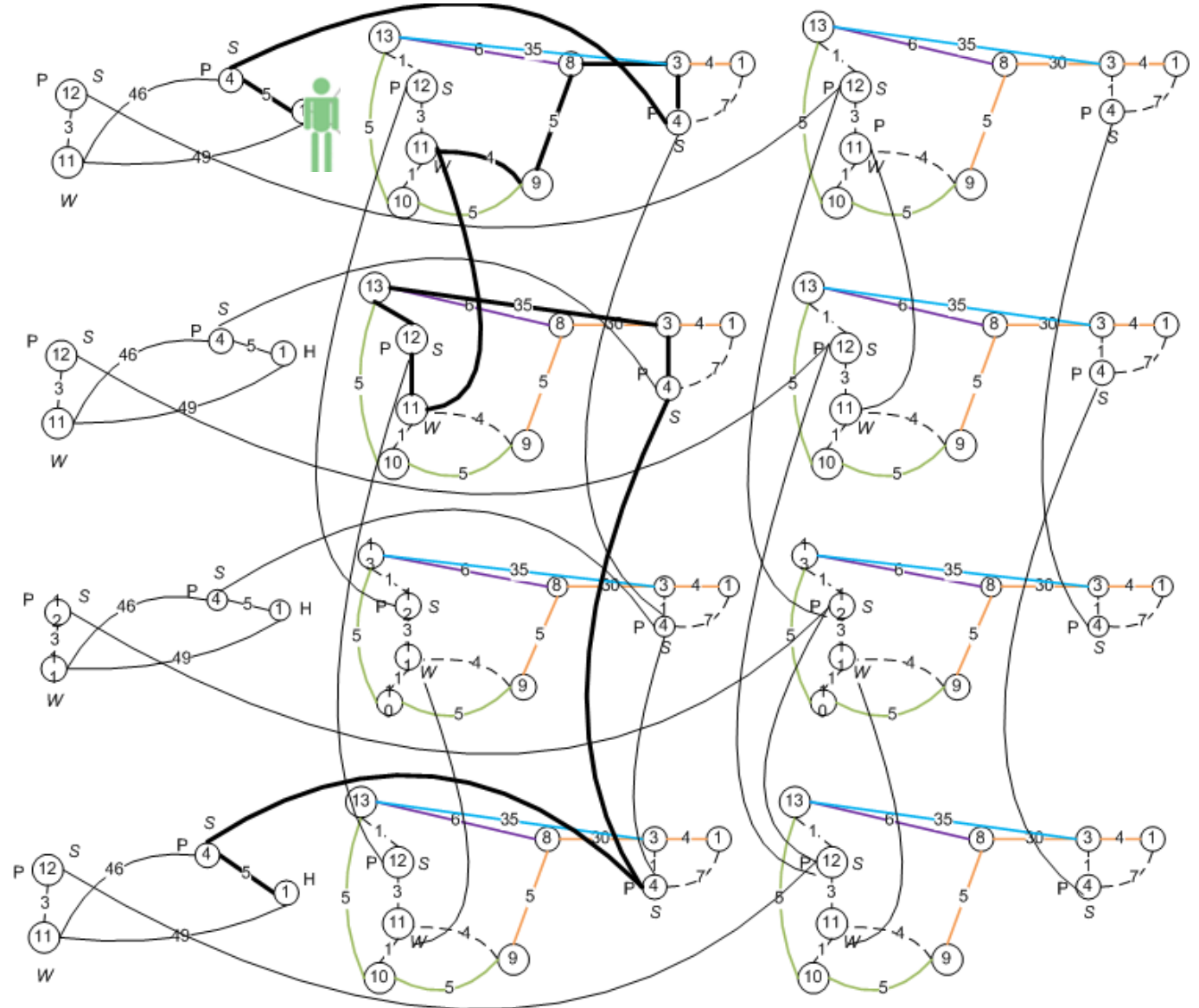
Shopping to do
Work to do

Shopping to do
Work done

Shopping done
Work to do

Shopping done
Work done

Further development by Liao et al. (2009)



Example of a path

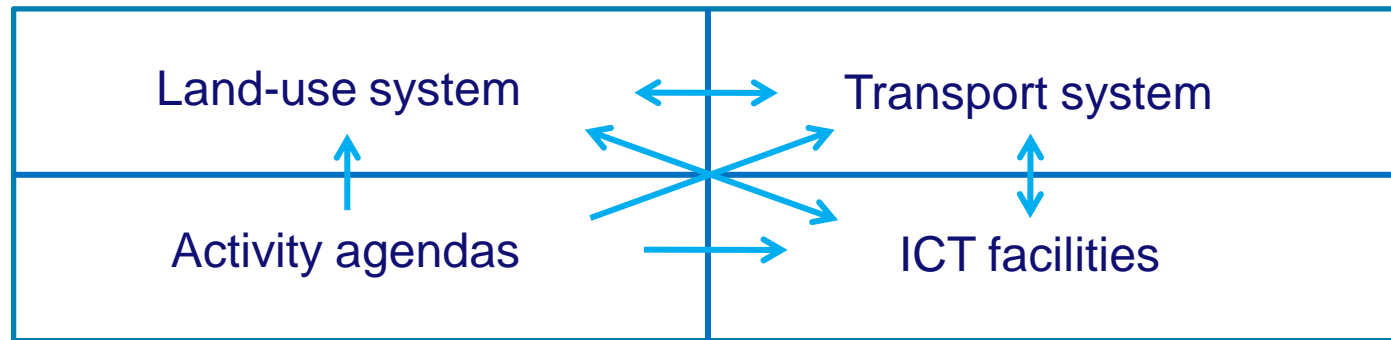
Mode	From	To	Line	Car_at	Bike_at	Worked	Shopped	Carry	Time
bike from home	1	1	0	home	0	no	no	no	0
bike	1	4	0	home	0	no	no	no	20
bike	4	3	0	home	0	no	no	no	2
park bike	3	3	0	home	3	no	no	no	0
board	3	3	1	home	3	no	no	no	8
transit	3	8	1	home	3	no	no	no	18
transit	8	9	1	home	3	no	no	no	3
transfer	9	9	3	home	3	no	no	no	3
transit	9	10	3	home	3	no	no	no	5
alight	10	10	0	home	3	no	no	no	4
walk	10	11	0	home	3	no	no	no	8
work	11	11	0	home	3	yes	no	no	0
walk	11	10	0	home	3	yes	no	no	8
board	10	10	3	home	3	yes	no	no	4
transit	10	9	3	home	3	yes	no	no	5
transfer	9	9	1	home	3	yes	no	no	6
transit	9	8	1	home	3	yes	no	no	3
transit	8	3	1	home	3	yes	no	no	18
alight	3	3	0	home	3	yes	no	no	8
get bike	3	3	0	home	0	yes	no	no	0
bike	3	4	0	home	0	yes	no	no	2
park bike	4	4	0	home	4	yes	no	no	0
shop	4	4	0	home	4	yes	yes	yes	0
get bike	4	4	0	home	0	yes	yes	yes	0
bike	4	1	0	home	0	yes	yes	yes	20
bike to home	1	1	0	home	home	yes	yes	no	0

Conclusion

- **Simultaneous modeling of all choices for implementation of an activity program**
 - **Sequence of activities**
 - **Location of activities**
 - **Transport mode(s) and transfers**
 - **Route choice**
 - **Use of ICT (including multitasking)**

Hypothesis – revisited

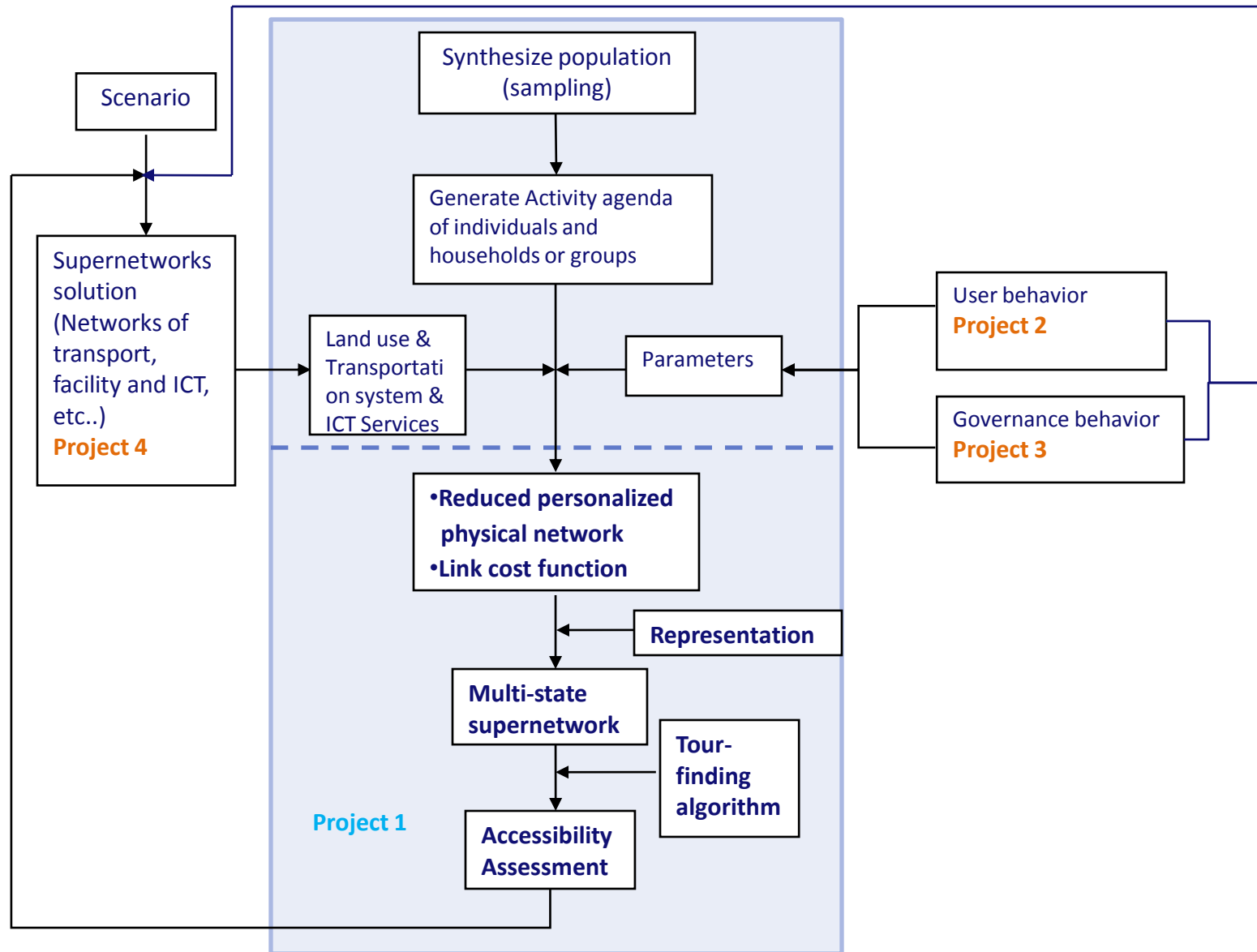
By synchronizing subsystems



Travel demands can be reduced

This hypothesis is currently under investigation in a broader research program (Molin et al. 2009)

A tool for policy evaluation (Molin et al. 2009)



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