

## Preferred citation style

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Axhausen, K.W. (2009) MATSim-T: An introduction, presentation at the 1<sup>st</sup> MATSim Users' Group Meeting, Berlin, April 2009.

# MATSim-T: An overview

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April 2009

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# Structure

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## Software:

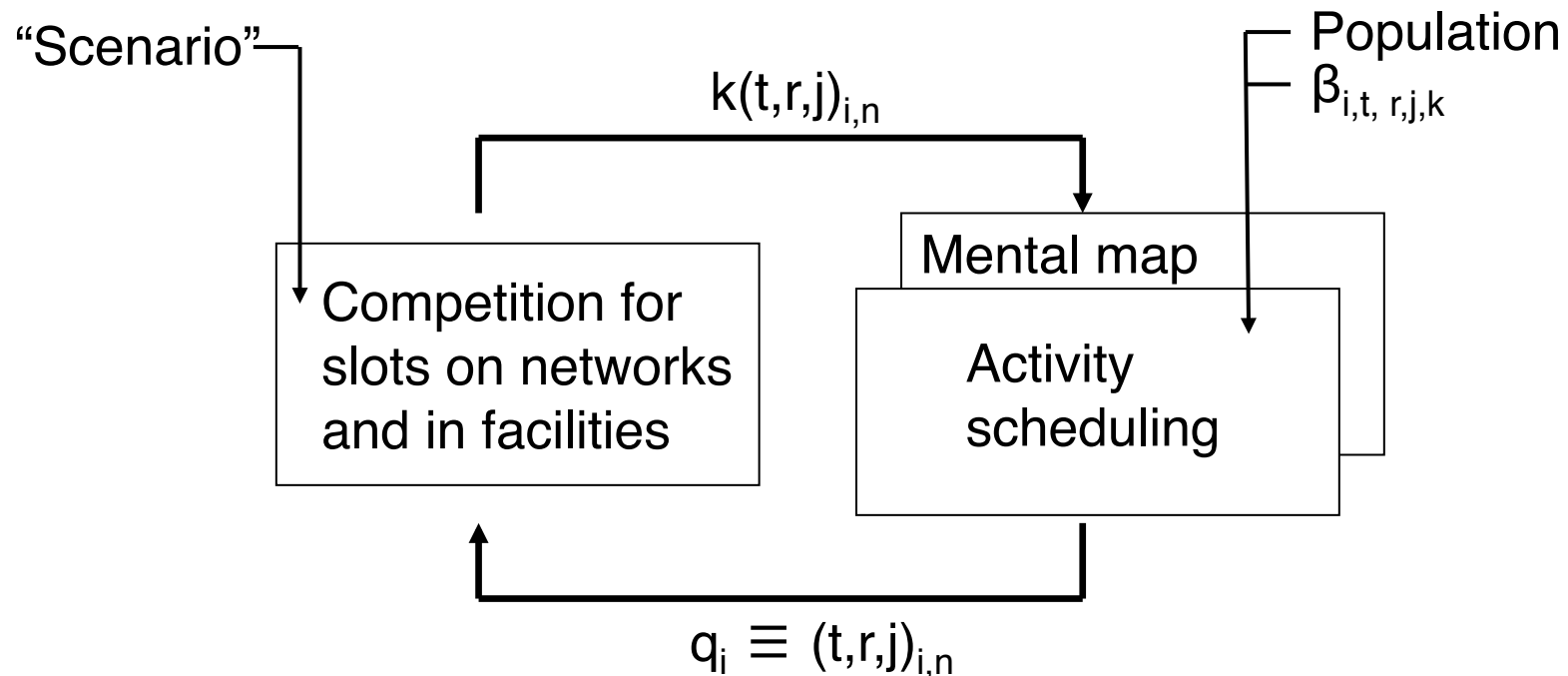
- Open-source project under GNU public licence

## Coordination:

- Kai Nagel, TU Berlin
- Kay Axhausen, ETH Zürich
  
- Michael Balmer, ETH Zürich
- Marcel Rieser, TU Berlin

# What does MATSim-T currently do ?

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Demand  $q$  are the  $i^{\text{th}}$  movements of person  $p$  from the current location at time  $t$  on route (connection)  $r$  to location  $j$ . The resulting generalised costs  $k$  are used to adjust the schedules and to change the capacities  $C$  and prices  $P$  of facilities  $f$

# MATSim-T: Scale and approach

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- Scale:  $10^7$  agents,  $10^6$  facilities,  $10^6$  links and nodes
- Continuous time resolution
- Trip-based resolution of movement
  
- Shared time-of-day dependent generalised costs of travel and activity participation
- Queuing for slots for movement and activities
  
- Best-response/choice models for schedules
  - Best-response models for schedule and route construction
  - Choice models for locations

# Current configuration: Initial demand generation

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- *Number and type of activities*
- *Sequence of activities*
  - (Rough) start and duration of activity
  - Composition of the group undertaking the activity
  - Expenditure division
  - *Location of the activity*
- Connection between sequential locations
  - Location of access and egress from the mean of transport
  - *Vehicle/means of transport*
  - Route/service
  - Group travelling together
  - Expenditure division

# Current configuration: (Iterative) activity scheduling

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- Number and type of activities
- Sequence of activities
  - **Start and duration of activity**
    - Composition of the group undertaking the activity
    - Expenditure division
    - Location of the activity
  - Connection between sequential locations
    - Location of access and egress from the mean of transport
    - **Vehicle/means of transport**
    - **Route/service**
    - Group travelling together
    - Expenditure division

# End of 2009 configuration: (Iterative) activity scheduling

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- Number and type of activities
- Sequence of activities
  - Start and duration of activity
  - Composition of the group undertaking the activity
  - Expenditure division
  - Location of the activity
- Connection between sequential locations
  - Location of access and egress from the mean of transport
  - Vehicle/means of transport
  - Route/service
  - Group (household members) travelling together
  - Expenditure division



## Issues: Getting new users/scenarios started ?

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- Tools for migrating from existing transport models
- Tools to capture diverse land use/parcel information
- Translators/cleaners for navigation networks
- Population generator(s)

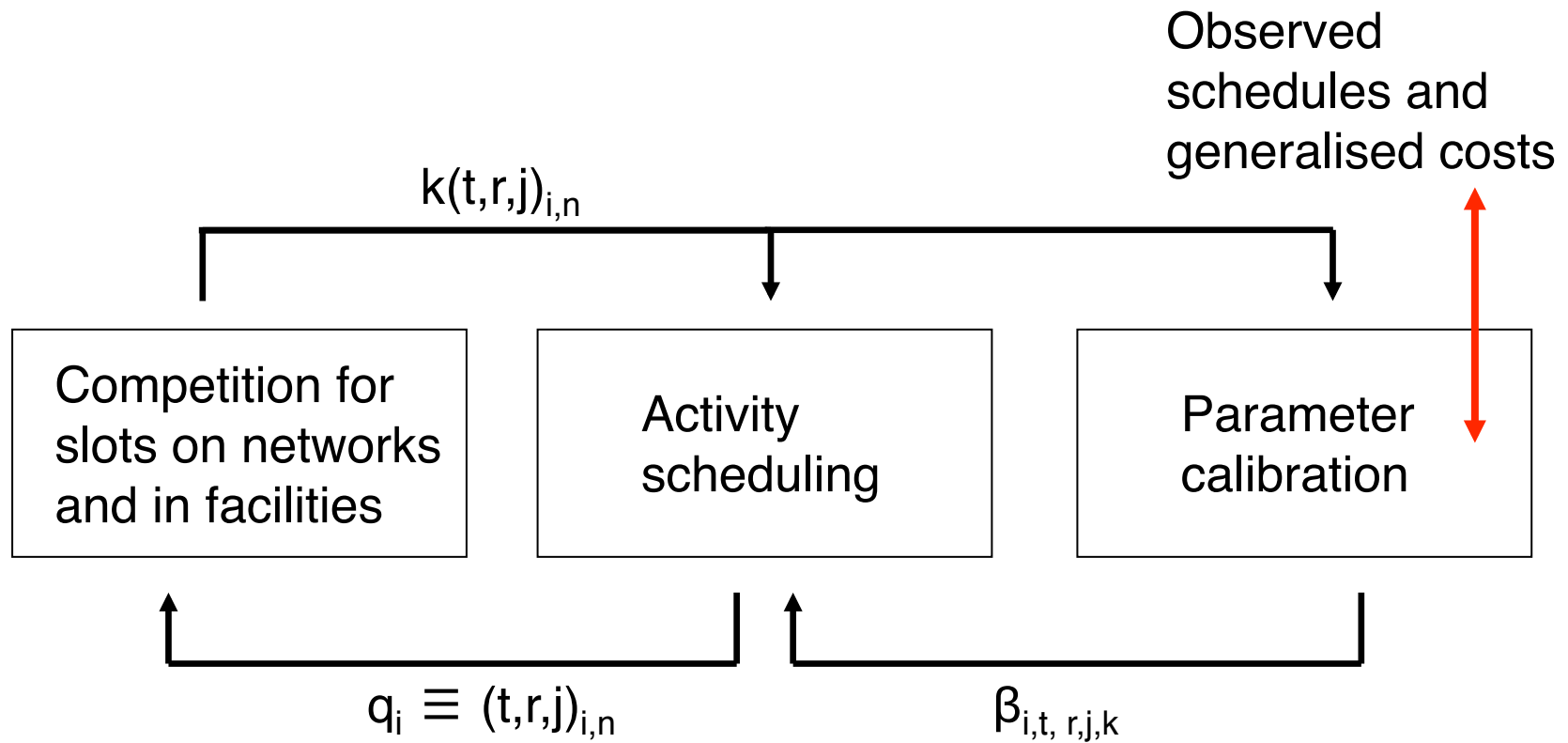
## Issues: Numerical and conceptual questions

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- Equilibrium or development paths ?
- Nature of the equilibrium (“Schedule” inclusive of Wardrop ?)
- Number of iterations to equilibrium
- Quality of the equilibrium
- Uniqueness of equilibrium
- Scalability:  $10^8$  agents,  $10^7$  facilities,  $10^7$  links ?

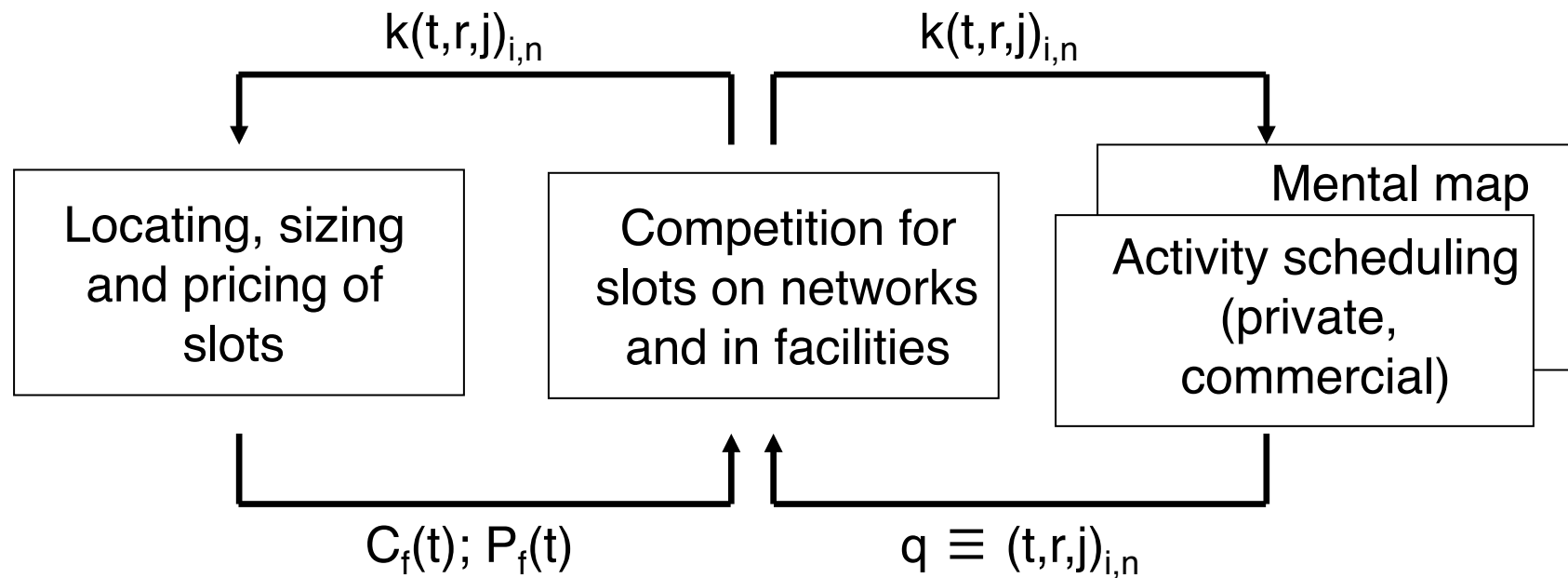
# Issues: Utility function and parameter estimation

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# Issue: Endogenous supply generation

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# Issues: Running MATSim

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- Training for MATSim
- Integration of new actors
  
- Software engineering for loosely coupled developers
- Integration and quality control of new code
- Funding for system integration
  
- (Daily) coordination of the project as whole
  
- Maintaining scenarios (commercially)

More information

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[www.matsim.org](http://www.matsim.org)