



Transportation Behavioral Modelling: An Introduction

Arnab Jana, PhD

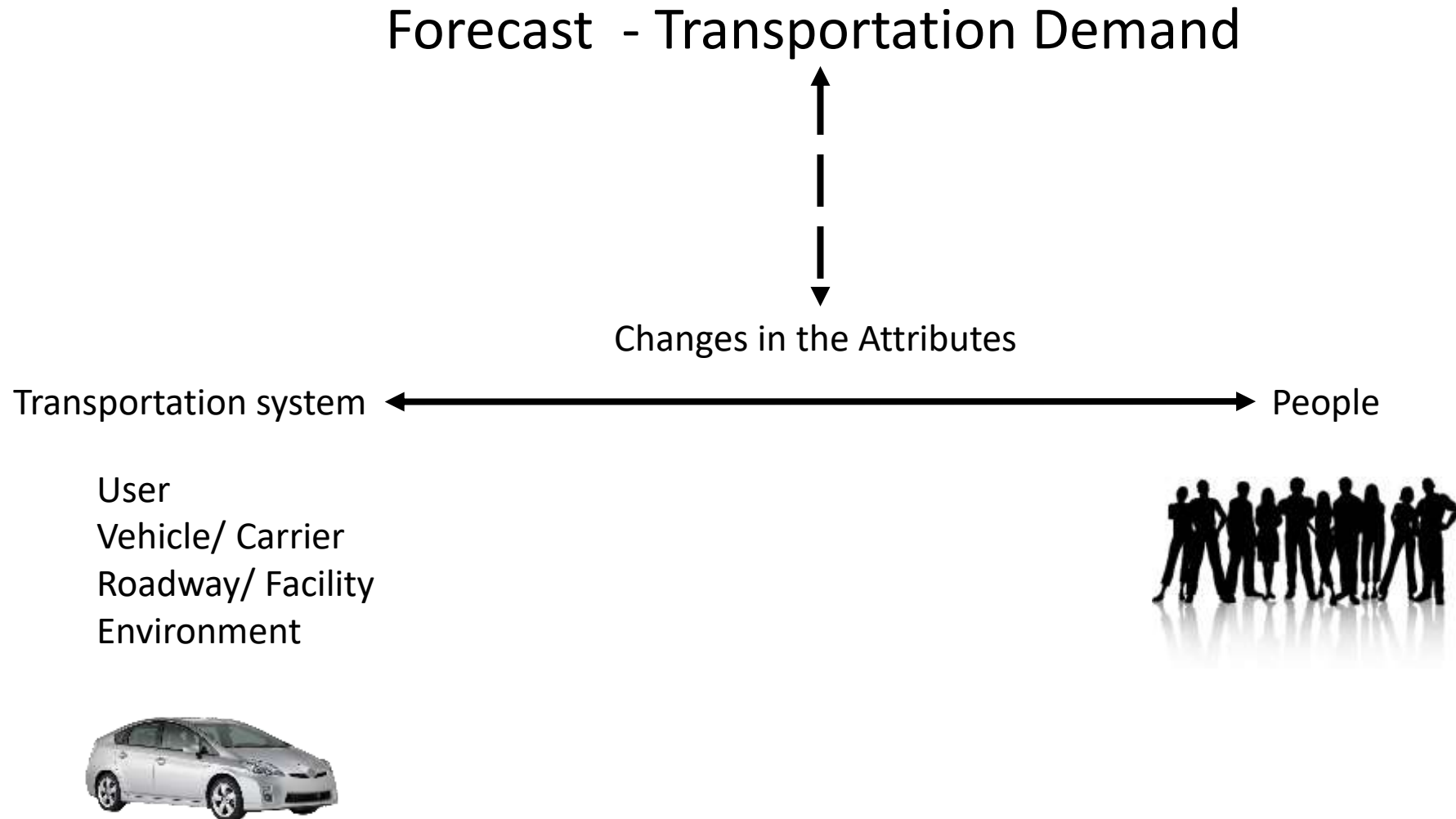
Assistant Professor

Centre for Urban Science & Engineering

Indian Institute of Technology Bombay

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Why are we interested in Travel Demand Modelling?



Contents

- Introduction to four step model
- Choice Models
- Activity Based Modelling Approach



Introduction

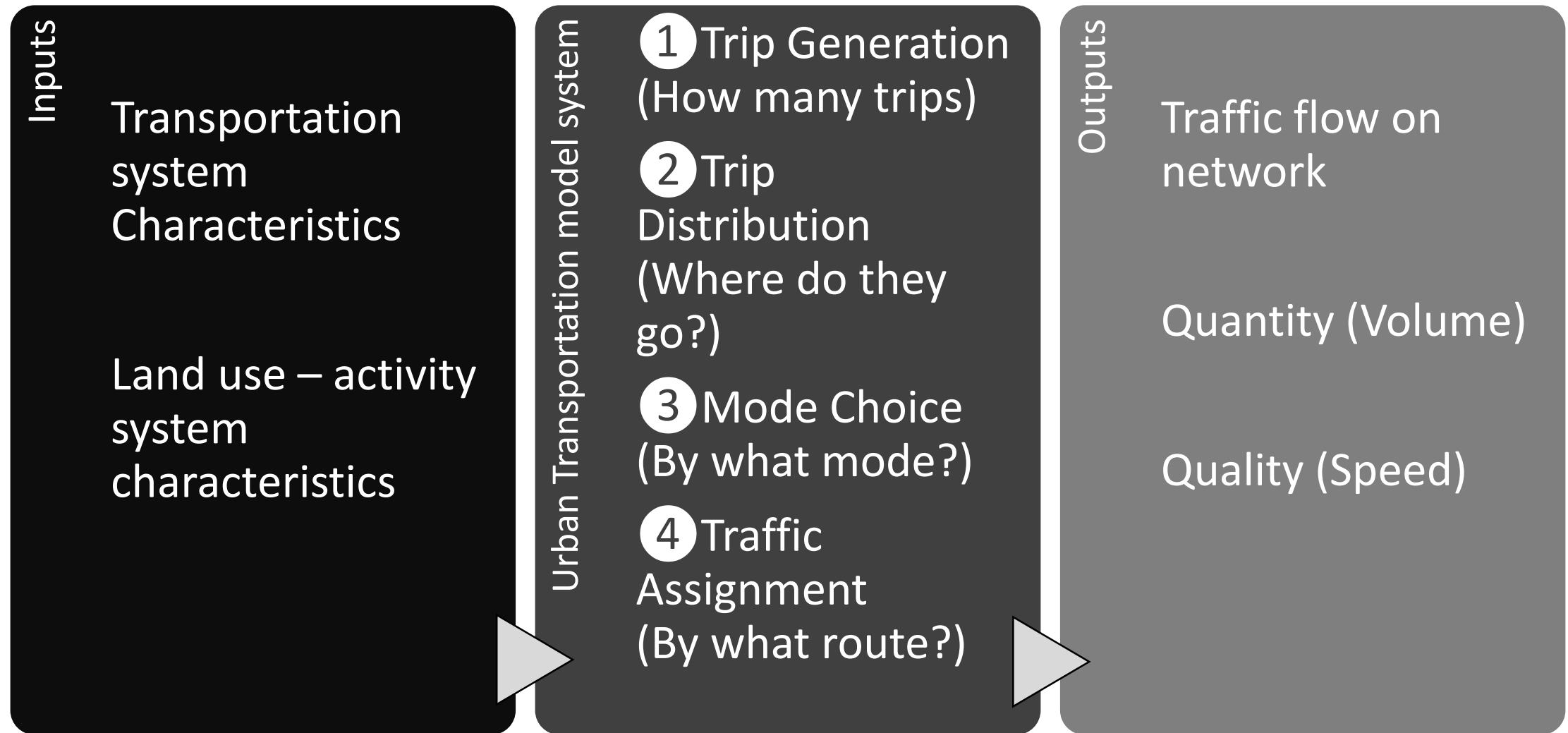
- Travel is considered as a derived Demand
- Components of Transportation System
 1. User
 2. Vehicle/ Carrier
 3. Roadway/ Facility
 4. Environment
- Transportation systems problems
 1. Congestion
 2. Pollution
 3. Safety
 4. Parking



Four step model



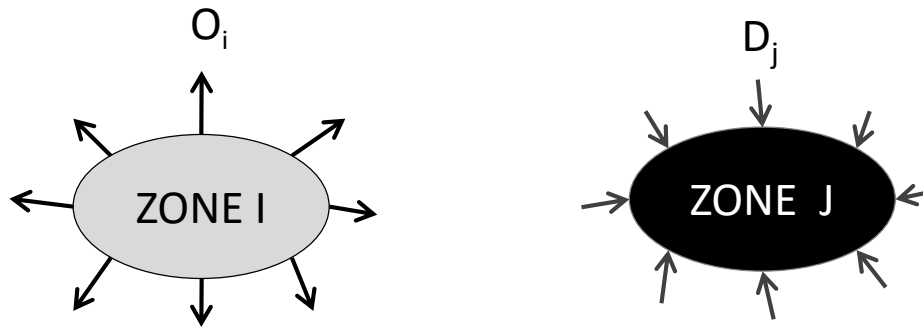
Four step model



Four step model

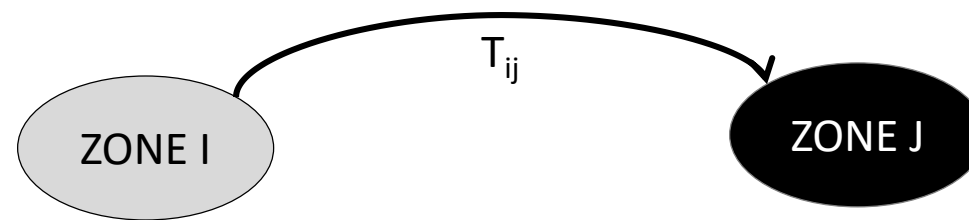
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Trip generation



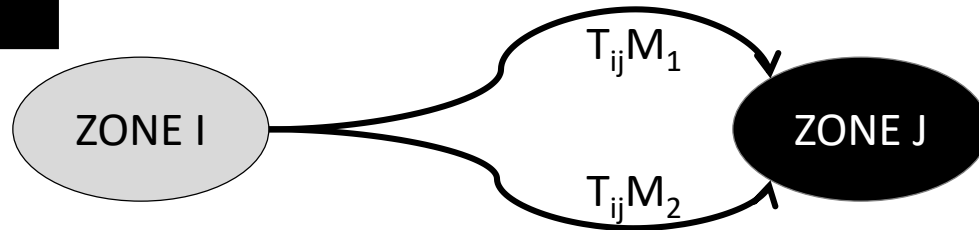
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Trip distribution



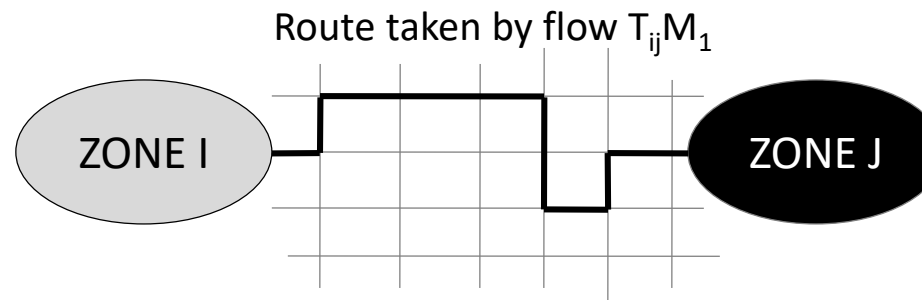
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Modal split



4

Assignment



Example

- ZONE 1
P_i: 47;
A_j: 45
- ZONE 2
P_i: 66;
A_j: 90
- ZONE 3
P_i: 110;
A_j: 88

P_i

Production	
1	47
2	66
3	110

A_j

Attraction	
1	45
2	90
3	88

From Zones	To Zones				
		1	2	3	
	1	10	18	19	47
	2	30	32	4	66
3	5	40	65	110	
	45	90	88	223	

T_{ijmrsp}

Study	2
Work	6
Other	1
	9

T_{ijmrs} (Income)

High	3
Medium	5
Low	9
	17

T_{ijm}

Mode I	25
Mode II	15
	40

T_{ijmrp}

Trip Purpose	
Education	3
Work	12
Other	2
	17

T_{ijmr}

Route A	5
Route B	17
Route C	3



① Trip Generation

- Aims at predicting the total number of trips generated by (O_i) and attracted to (D_j) each zone of the study area
- **Trip or Journey:** This is a one-way movement from a point of origin to a point of destination
- **Home-based (HB) Trip** This is one where the home of the trip maker is either the origin or the destination of the journey
- **Non-home-based (NHB) Trip** This, conversely, is one where neither end of the trip is the home of the traveler



Classification of Trips

- Travel to work
- Travel to school or college (education trips)
- Shopping trips
- Social and recreational journeys
- Escort trips (to accompany or collect somebody else)
- Other journeys



② Trip Distribution

- The purpose of the trip distribution is to estimate 'zone to zone' movements, i.e., trip interchanges

Gravity Model

- Probability that a trip of a particular purpose k produced at zone i will be attracted to zone j , is proportional to the attractiveness or 'pull' of zone j , which depends on two factors.
- One factor is the magnitude of activities related to the trip purpose k in zone j , and the other is the spatial separation of the zones i and j .



2 Trip Distribution: Gravity Model

- The gravity model assumes that the trips produced at an origin and attracted to a destination are directly proportional to the total trip productions at the origin and the total attractions at the destination.
- The calibrating term or "friction factor" (F) represents the reluctance or impedance of persons to make trips of various duration or distances.
- The general friction factor indicates that as travel times increase, travelers are increasingly less likely to make trips of such lengths.

Standard form of gravity model

$$T_{ij} = \frac{A_j F_{ij} K_{ij}}{\sum_{all\ zones} A_r F_{rj} K_{rj}} \times P_i$$

Where:

T_{ij} = trips produced at I and attracted at j

P_i = total trip production at I

A_j = total trip attraction at j

F_{ij} = a calibration term for interchange ij, (friction factor) or travel time factor ($F_{ij} = C/t_{ij}^n$)

C = calibration factor for the friction factor

K_{ij} = a socioeconomic adjustment factor for interchange ij

i = origin zone

n = number of zones



3 Mode Choice

- Relates the probability of transit usage to explanatory variables in mathematical form

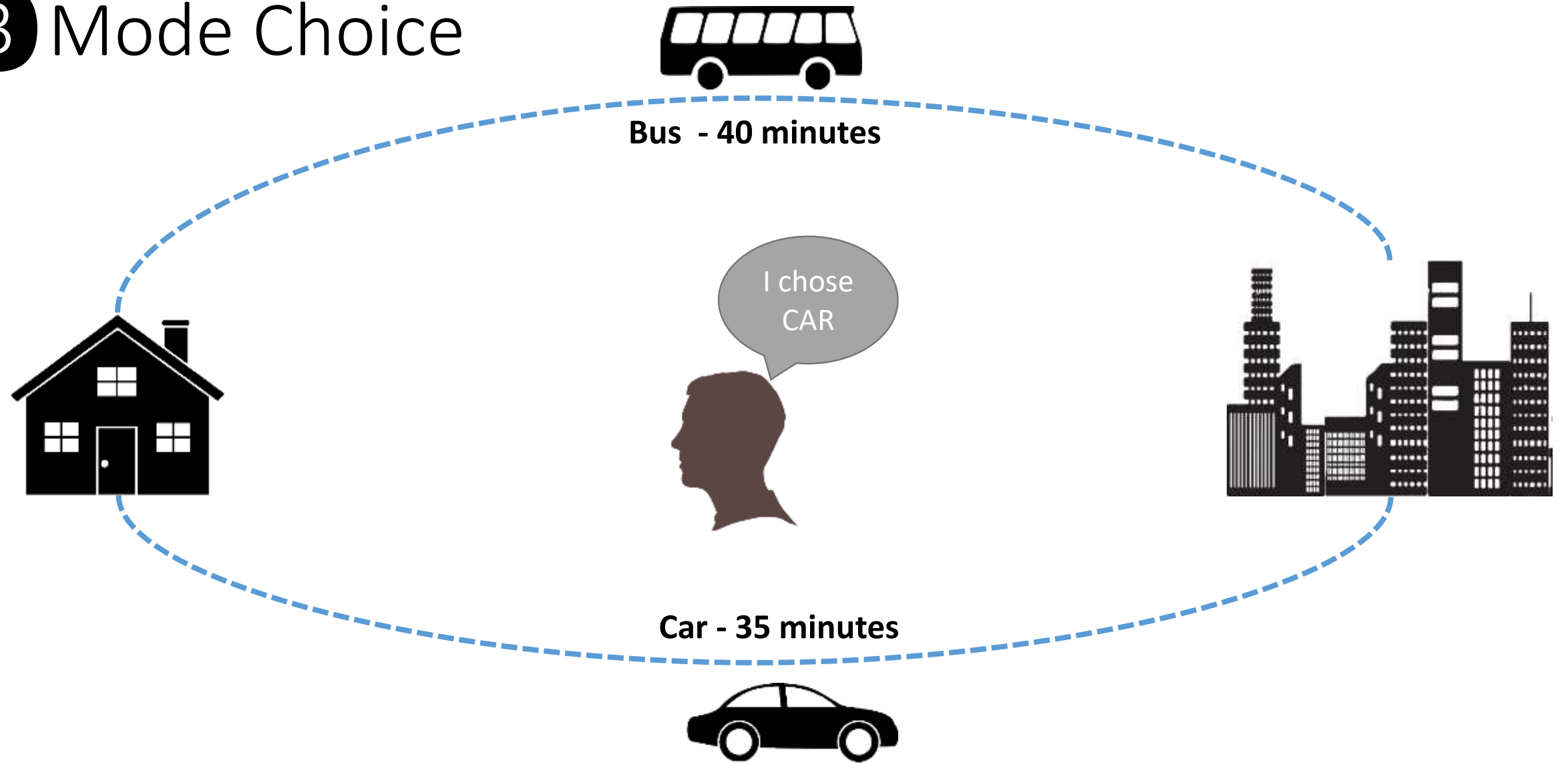
Factors Affecting Mode Choice

Factors that may explain a trip maker's choosing a specific mode of transportation for a trip are grouped commonly as follows:

- **Trip Makers Characteristics:**
 - Income
 - Car-Ownership
 - Car Availability
 - Age
- **Trip Characteristics:**
 - Trip Purpose - work, shop, recreation, etc.
 - Destination Orientation - CBD vs. non-CBD
 - Trip Length
- **Transportation Systems Characteristics**
 - Waiting time
 - Speed
 - Cost
 - Comfort and Convenience
 - Access to terminal or transfer location



3 Mode Choice



Actual Behavior – Revealed Preference (RP) Data



3 Mode Choice



Bus - 40 minutes



A new service introduced
Metro - 15 minutes



Car - 35 minutes



If new service is introduced, I will chose Metro



3 Mode Choice

- $P_{Metro} = \frac{\exp(v_{Metro})}{\exp(v_{Metro}) + \exp(v_{EM})}$

$$V_{Metro} = \alpha WT_{Metro} + \beta TT_{Metro} + \gamma TC_{Metro} + \phi DC_{Metro} + CONST$$

$$V_{EM} = \alpha WT_{EM} + \beta TT_{EM} + \gamma TC_{EM} + \phi DC_{EM}$$

$Pr (Metro/EM)$ = probability of shifting to Metro

V_{Metro} = deterministic component of utility of Metro mode

V_{EM} = Utility of Existing Mode

WT = waiting time

TT = travel time

TC = travel cost

DC = discomfort

$\alpha, \beta, \gamma, \phi$ = parameters to be estimated using SP data

$CONST$ = constant that explains the unobserved effects



4 Traffic Assignment

- Allocates the trips between each zone pair to the links comprising the most likely travel routes.
- The trips on each link are accumulated and the total trips on each link are reported at the end of the assignment process
 - All or Nothing Assignment
 - User Equilibrium



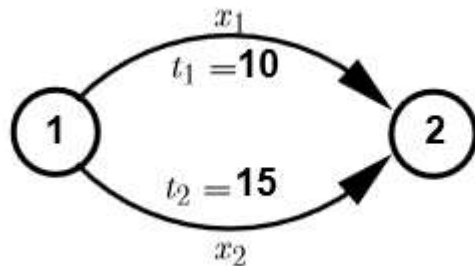
4 Traffic Assignment

All or nothing

- Trips from any origin to any destination is loaded into a single, minimum cost path between them

Limitations:

- Unrealistic as only one path is utilized
- No consideration for capacity or congestion – travel time is a fixed input



Two Link Problem with constant travel time function

and total flows from 1 to 2 is given by. $q_{12} = 12$

Since the shortest path is Link 1 all flows are assigned to it : making $x_1 = 12$ and $x_2 = 0$.

User Equilibrium (UE)

- The user equilibrium assignment is based on Wardrop's first principle, which states that no driver can unilaterally reduce his/her travel costs by shifting to another route.
- UE conditions can be written for a given O-D pair as

$$f_k(c_k - u) = 0 : \forall k$$

$$c_k - u \geq 0 : \forall k$$

where f_k is the flow on path k , c_k is the travel cost on path k , and u is the minimum cost.

Equation labelqueue2 can have two states.

1. If $c_k - u = 0$, from equation 10.1 $f_k \geq 0$. This means that all used paths will have same travel time.
2. If $c_k - u > 0$, then from equation 10.1 $f_k = 0$.

This means that all unused paths will have travel time greater than the minimum cost path. where f_k is the flow on path k , c_k is the travel cost on path k , and u is the minimum cost.



Choice models



Choice Models

- Choice modelling is based primarily on the utility theory.
- Characteristics of the alternatives defines its attractiveness for a particular user
- Utility is a subjective concept but it can be useful for comparison between given alternatives.



Utility Theory

- Each alternative has attractiveness or utility associated with it
- Decision maker is assumed to choose that alternative which yields the highest utility
- Utilities are expressed as sum of measured attractiveness and a random term
- Measured attractiveness is a function of the attributes of the alternative as well as the decision maker's characteristics

$$U_{ji} = V_{ji} + \varepsilon_{ji}$$

$$V_{ji} = \beta' Z_{ji} \quad Z_{ji} = (X_{ji}, S_i)$$

Where,

U_{ji} = utility of alternative j for individual i

V_{ji} = measured attractiveness of alternative j for individual i

ε_{ji} = random part

Z_{ji} = column vector of characteristics of the individual i and attributes of the alternative j

β = column vector of parameters



Utility Theory

- The alternative j is chosen by i when

$$U_{ji} > U_{li} \quad \text{for all } l \neq j$$

- The probability P_{ji} for the j^{th} alternative to be chosen is

$$\begin{aligned} P_{ji} &= \Pr[V_{ji} + \varepsilon_{ji} > V_{li} + \varepsilon_{li}] \quad \text{for all } l \neq j \\ &= \Pr[(\varepsilon_{li} - \varepsilon_{ji}) < (V_{ji} - V_{li})] \end{aligned}$$



Utility Theory

$$V_{Car} = -0.023 * TIME - 0.021 * COST + 0.003 * INCOME - 0.001$$

$$V_{Bus} = -0.023 * TIME - 0.021 * COST - 0.001 * INCOME$$

$$V_{Train} = -0.023 * TIME - 0.021 * COST + 0.003$$

TIME and *COST* are generic variables

INCOME is alternative specific variable



Variables ...

- **Generic Variable** - Variable that appears in the utility functions of all alternatives in a generic sense and has same coefficient estimate for all the alternatives
- **Alternative Specific Variable** - Variable that appears only in the utility function of those alternatives to which it is specific and has different coefficient estimate for each of the alternatives
- **Alternative Specific Constant** - Takes care of unexplained effects



Some Limitations of 4-step TDM

- Traditional travel demand models ignore travel as a demand derived from activity participation decisions
- Does not incorporate the reason for traveling – the activity at the end of the trip
- Trips treated as independent and ignores their spatial, temporal, and social interactions
- Heavy emphasis on commuting trips and Home-based trips
- Limited policy sensitivity (TAZs are hard to use in policy analysis)



Activity Based Modelling



Necessity of Activity Based Travel Demand Modelling

- Development of ABM due to poor forecasting results achieved in the trip based aggregate demand models
- Introduce - road pricing
- New technologies - (Internet and mobile phones)
- For solving urbanization problems, understanding behavioural changes of people in developing countries is necessary



Activity Based Modelling – Historical

- ABM belongs to the 3rd generation of travel demand models
 - Trip based 4-step models
 - Disaggregate trip based models (1980's & 1990's)
 - Activity based models
- In ABM the basic unit of analysis is the activities of individuals/households
- Activity Based Models (ABM) predict travel behavior as a derivative of activities (i.e., derived demand)
- Travel decisions are part of a broader process based on modeling the demand for activities rather than merely modeling trips
- ABM are based on the theories of Hägerstrand (1970) and Chapin (1974)
 - Hägerstrand focused on personal and social constraints
 - Chapin focused on opportunities and choices
- Theory is that activity demand is motivated by basic human desires for: survival, ego gratification, and social encounters



ABM Approach

- Travel demand is derived from activities that individuals need/wish to perform
- Sequence/patterns of behavior, not individual trips, are the unit of analysis
- Household and other social structures influence travel and activity behavior
- Spatial, temporal, transportation, and interpersonal interdependencies constrain activity/travel behavior
- Activity based approaches aim at predicting which activities are conducted *where, when, for how long, with whom, by mode*, and ideally also the implied *route* decision



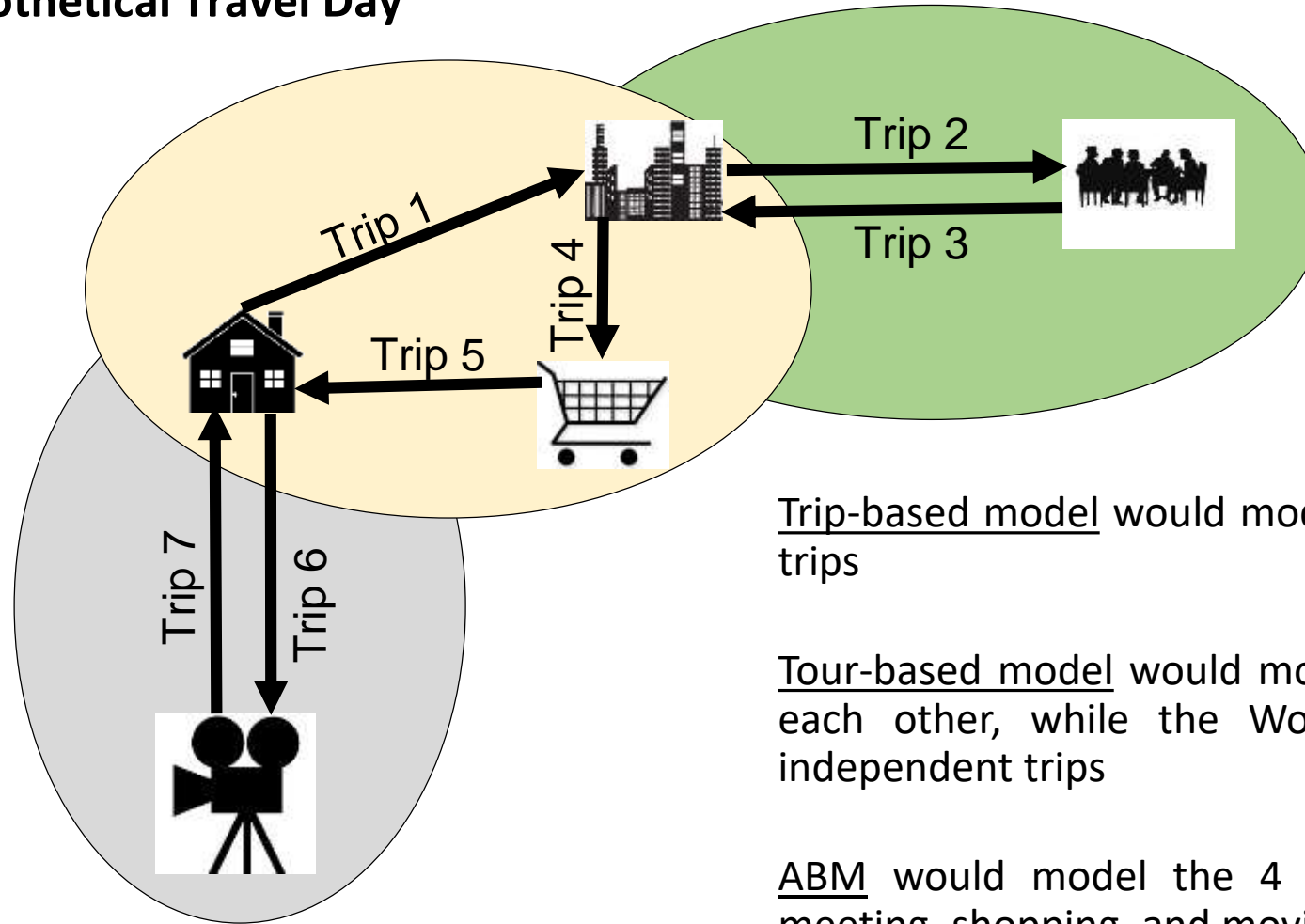
ABM Paradigms

- ABM rely on the following 5 paradigms:
 - Travel derived demand from activity participation
 - Focus is on the sequence of activities
 - Activities are planned within the context of the household
 - Activities are spread over a 24-hour
 - Travel choices are limited in time, space, and by personal constraints



Modelling Trips

Hypothetical Travel Day



- Trip-based model
- Tour-based model
- ABM

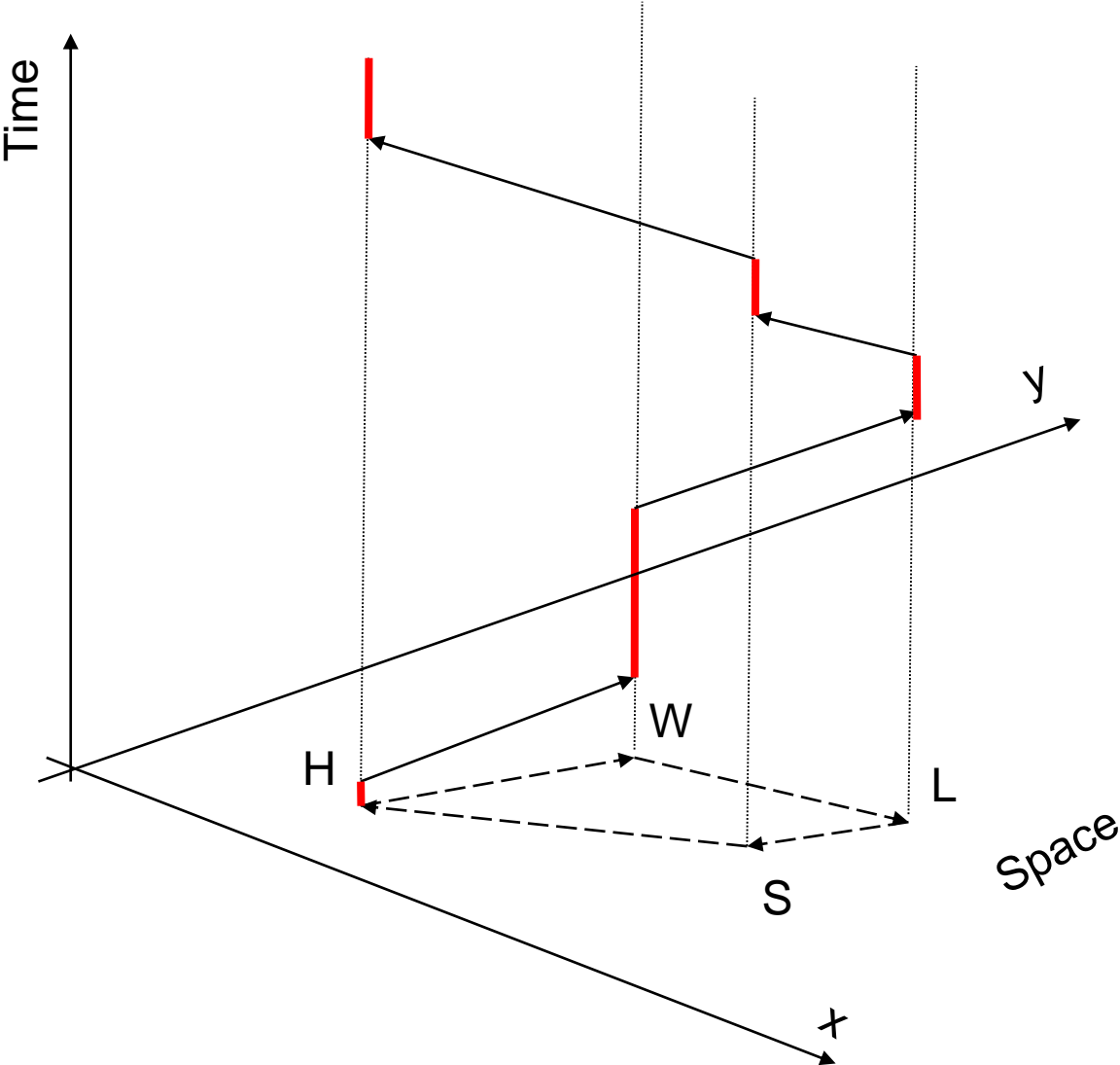
Trip-based model would model all 7 trips independent of the other trips

Tour-based model would model Tour 1 and Tour 2 independent of each other, while the Work Tour would be modeled as two independent trips

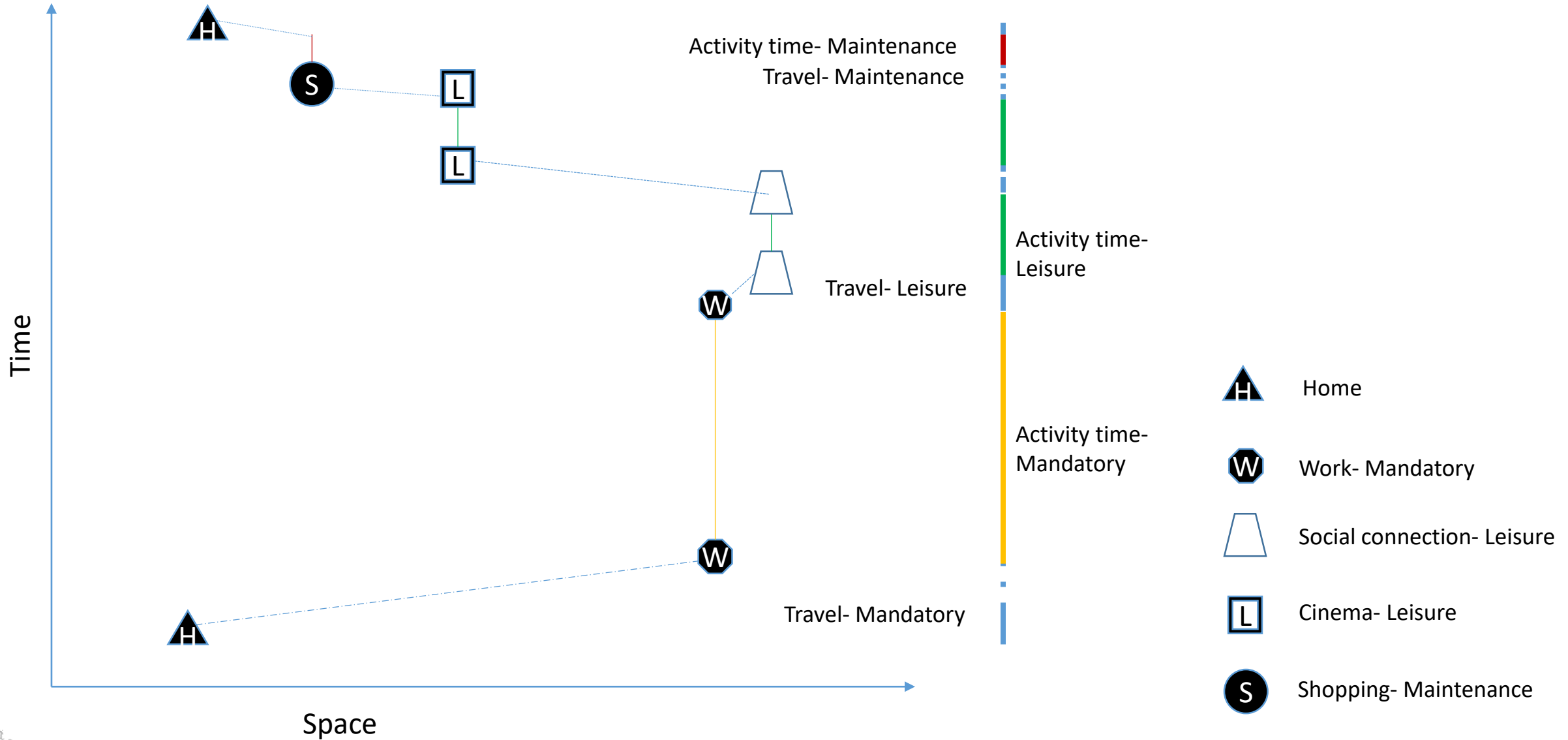
ABM would model the 4 activities and associated trips (work, meeting, shopping, and movie) as part of the same decision process

Activities in Time and Space

Activities:
H ... Home W ... Work L ... Leisure S ... Shopping



Activities in Time and Space



Criticism of Trip and Tour Based Models

Modelled as independent and isolated trips

- No-connection between the different trips
- No-time component
- No-sequential information
- No-behavioural foundation
- No-data efficient

Modelled as independent and isolated tours

- No-temporal dimension
- Independent tours, model is not capable of making the integration



Advantages of ABM

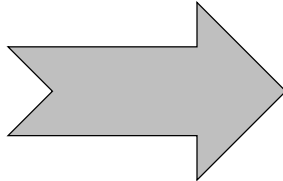
- Theoretically based on human behavior
- Better understanding and prediction of traveler behavior
- Based on decision-making choices present in the “real-world”
- Use of disaggregate data
- Inclusion of time-of-day travel choices



Activity Patterns (Schedule)

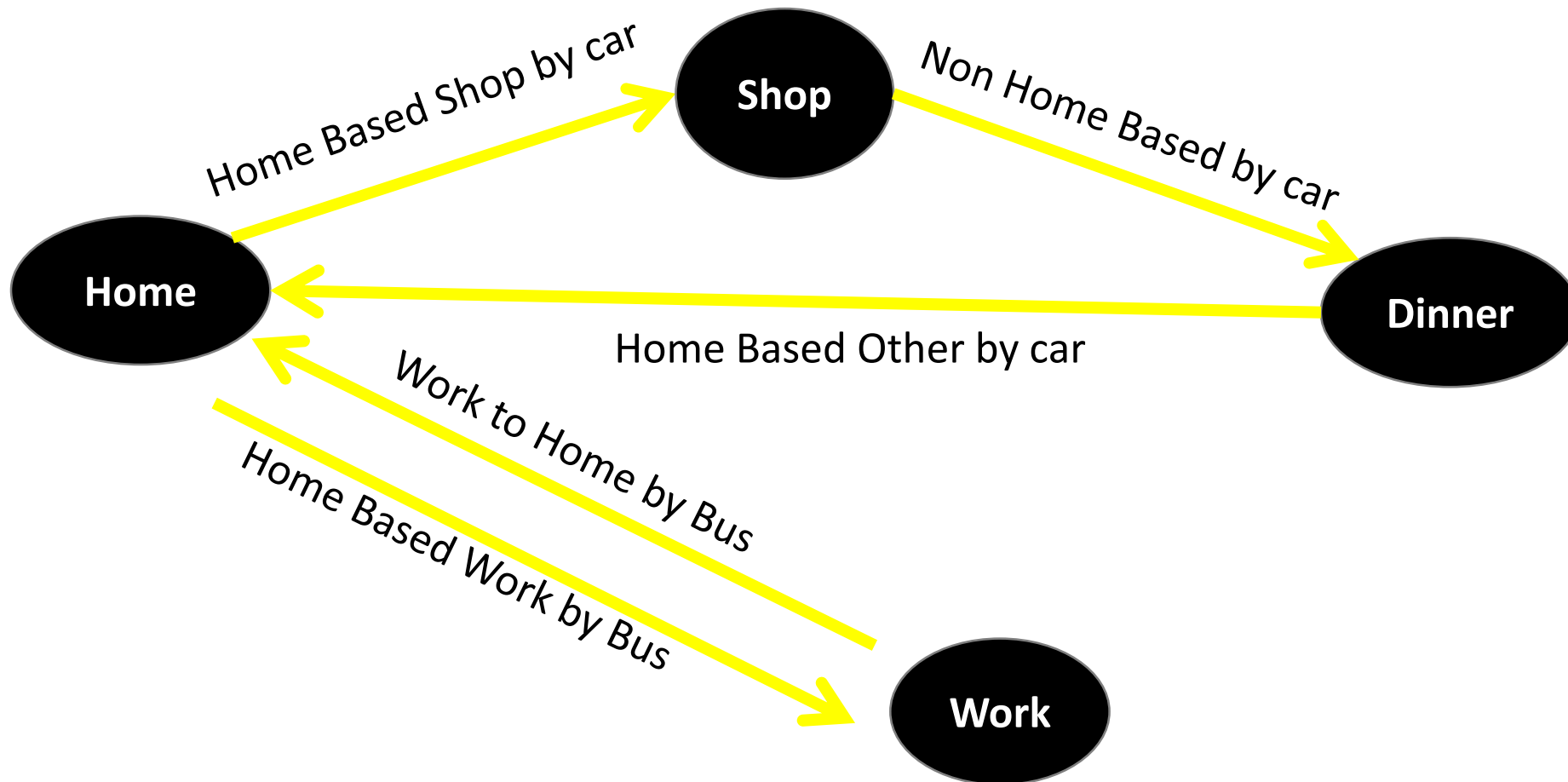
A sequence of activities, or a schedule, defines a path in space and time

What defines a person's activity pattern?

- Total amount of time outside home
 - Number of trips per day and their type
 - Allocation of trips to tours
 - Allocation of tours to particular HH members
 - Departure time from home
 - Arrival time at home in the evening
- 
- Activity duration
 - Activity location
 - Mode of transportation
 - Travel party



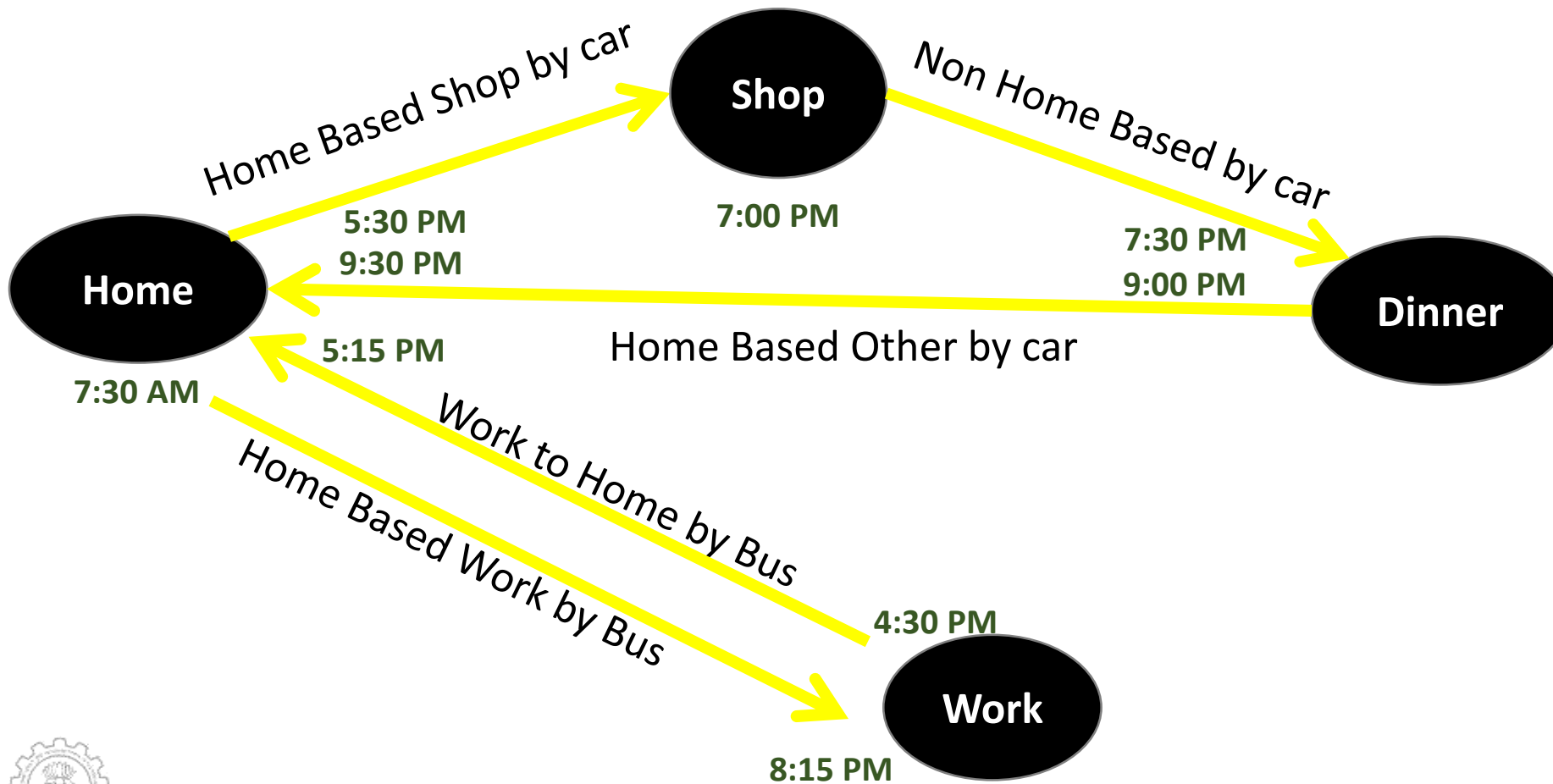
A Person's Daily Travel Pattern (conventional model)



TRIPS:
-2 HBW
-1 HBS
-1 HBO
-1 NHB



A Person's Daily Travel Pattern (activity based model)

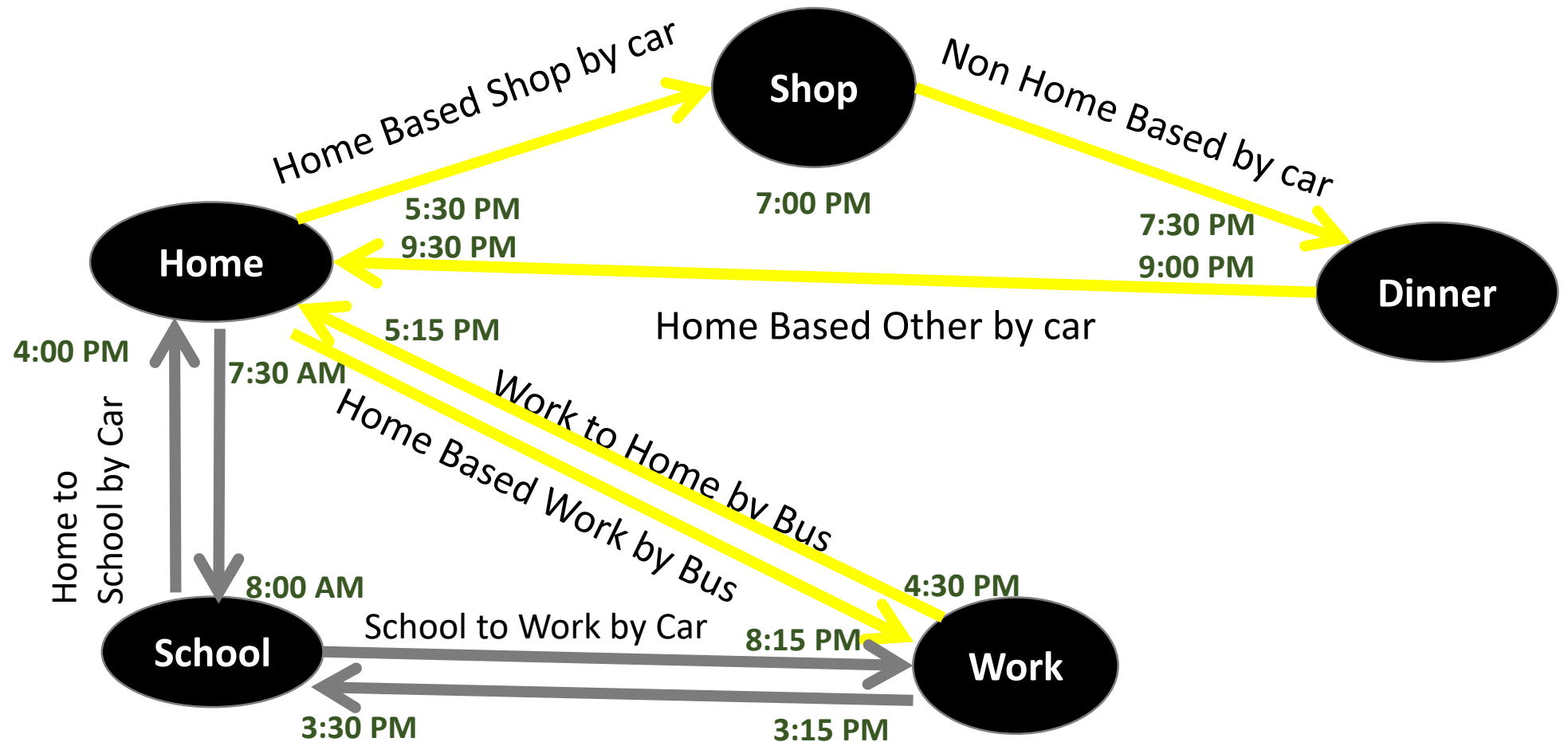


TRIPS:
-2 HBW
-1 HBS
-1 HBO
-1 NHB

-2 Home based tours (chains)
-Timing of all trips
-Duration of activity at each location



All Household Members' Travel Pattern (activity based model)



Some Key Aspects of Activity Based Models

- Trips are linked for each person in a day
- Timing and durations are included
- Entire daily travel patterns are linked
- Car use is associated to needs (take child to school, drive together to shop & dine and back)



Survey Instrument

- Household Information
- Person Information
- Activity Information

Activity Diary

Activities classified:

- Work related activities
- Maintenance activities
- Leisure activities



Modelling approaches

- Econometric modelling
- Rule based modelling
- Markov models
- Microsimulation modelling



CONCLUSION

- Conventional four stage-planning models for travel demand forecasting includes the lack of behavioral foundation, over dependence on trips, and insensitivity to policy changes.
- There is a need to develop the models which will take into account above criteria's to improve the travel demand.
- The new modeling approach i.e. activity based travel demand modeling has good scope in developing countries due to its more focus on behavioral aspect of people.



Best wishes !!

CEP

Continuity Education Programme

All participants will be given
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Advances in Urban Planning: Needs of 21st Century Cities

Course Co-ordinator: Prof. Arnab Jana

Date: 22/11/2019-23/11/2019 : 02 days

Registration last date: 08/11/2019

Challenges in urban planning and management have evolved considerably over time. Ineffectiveness in integrating sustainable and efficient planning principles with traditional school of thoughts while considering the dynamics of human settlement has often plagued our city life. With smart city initiatives, the impact of ICT could be a phenomenon. This course would encompass the holistic development of urban planning initiatives globally and nationally with a focus on micro-to-macro level analyses. Several state-of-the-art concepts and their implementation strategies in different facets of the urban planning field would be discussed with respect to the current socio-economic challenges of the city. While the cities also connoted as 'urban systems' grow or shrink based on their economic attractiveness, the course would discuss the policies and practices that emerged as best practices across the globe. The second part of the course would encompass hands-on exposure to the GIS environment to deal with location-allocation models to have better service delivery with respect to the catchment. The course would encompass several multi-sectoral examples to elucidate the concepts of efficient and seamless planning.

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arnabjana@gmail.com
ahana.sarkar@iitb.ac.in

Course Outline

Day 01: Urban Planning for modern India

Concept of Urban Planning
Basics of Population Projections
Compact city development
Land use transport interaction
Planning for recreational open spaces
Housing and Policy planning
Planning for public health infrastructure
Environment sensitive urban planning
Urban planning with effective emergency responses

Day 02: Computer based simulation training

GIS
Application of Open-data
Location-allocation modelling
Network analysis

Venue: IIT Bombay campus



1st International Conference on Urban Science and Engineering

- Date: 28-29 February 2020
- Venue: VMCC, IITB
- All are welcome to submit paper and participate
- See you in India!