From moving vehicles to moving people: mobility as a service

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April 9, 2018



Outline

Back to the future

- Mobility as a service
- 3 Transport and Mobility Laboratory @ EPFL
- 4 Timetables
- 5 Choice models and optimization
- 6 Accelerating moving walkways





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Google Scholar: "transportation systems" 1960–1970

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What has changed?





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What has changed?

Technology



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What has changed?

Behavior



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Mobility as a service



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Mobility as a service

[Hietanen, 2014]

A mobility distribution model that deliver users' transport needs through a single interface of a service provider.



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Integration of transport modes

- Multi-modal
- Encourage public transportation
- Beyond the city boundaries: flights, ferries, etc.

Tariff options

- Mobility package
- Pay as you go

One platform

- Digital platform
- All services available: planning, booking, tickets, payment, real-time information

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Multiple actors

- Travelers
- Mobility suppliers
- Platform owners
- Local authorities

Use of technologies

- Smartphones
- 3G, 3G, WiFi
- GPS
- e-ticketing, e-payment
- IoT
- Data management

Demand orientation

- User-centric paradigm
- Best from customer's perspective
- Demand responsive

Registration requirement

- Individual or household
- Necessary for payment
- Service personalization



Personalization

- Every user has different needs
- Tailor-made solutions

Social network

Customization

- Modify the options
- Increases loyalty and satisfaction



Mobility as a service

Key challenges [Jittrapirom et al., 2017]

- Demand-side modeling
- Supply-side modeling

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• Governance and business model to match supply and demand

Image: Image:

Demand responsive transportation systems



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Demand responsive transportation systems

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- [Vitt et al., 1970] Determining the importance of user-related attributes for a demand-responsive transportation system
- [Howson and Heathington, 1970] Algorithms for Routing and Scheduling in Demand-Responsive Transportation Systems
- [Canty, 1970] The demand-responsive jitney: a socially-oriented transportation system design study
- [Hall, 1970] Results of a personalized transit study

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Demand responsive transportation systems



Behavior

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Research avenues

- Operations research
- Demand models
- Transportation systems

Research team

- 5-10 PhD students
- 3–5 postdocs

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Timetables Source: Bradshaw's Guide

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Timetables

Definition

Set of arrival and departure times of each train at each of its stopping stations.

Input

- Train lines
- Stopping patterns
- Train frequency



Timetables

Cyclic timetables

- Difference between the departure times of two consecutive trains is constant.
- Typically, cycle is 30 or 60 minutes.

Non-cyclic timetables

- No constraint on departure times
- Just buffer time for safety and robustness



Cyclic timetables

Advantages [Graffagnino, 2014]

- attractiveness for the passengers
- gain of efficiency for the overall system
- difficulty to manage a non-cyclic tailor made timetable

Issues

- Costs
- Empty trains



Non-cyclic timetables

Advantages

- Flexibility
- Possibility to adjust to the demand

Issues

- Difficult to implement in practice
- Rolling stocks and crew management more complicated
- Lack of robustness



Hybrid Cyclicity [Robenek et al., 2017]

Motivation

- Combine the advantages of both types
- Passenger-centric design

Definitions

- θ shifted cyclic timetable
- ξ partially cyclic timetable
- Hybrid cyclic timetable



Hybrid Cyclicity [Robenek et al., 2017]

$\boldsymbol{\theta}$ shifted cyclic timetable

- Inspired by [Caimi et al., 2011]
- Allow small deviations from strict cyclicity
- If t is the cyclic departure time, values within $[t \theta, t + \theta]$ are allowed
- $\theta \leq c/2$
- $\theta = c/2$: non-cyclic, $\theta = 0$: cyclic



Hybrid Cyclicity [Robenek et al., 2017]

ξ partially cyclic timetable

- A proportion (ξ %) of trains on a given line can be non-cyclic.
- Decisions to make: what trains are cyclic and what are not?
- Let η be the number of trains on the most used line (say, 16).
- If $\xi = 50\%$, we impose cyclicity on $\eta \xi = 8$ trains per line.
- $\xi = 0$: non-cyclic, $\xi = 100$: cyclic.



Hybrid cyclic timetable

Motivation

Parametric relaxations (θ and ξ) generate complicated timetables, similar to the non-cyclic ones.

Principle

- Schedules non-cyclic trains only in the cycles were there is already a cyclic train being scheduled.
- Same level of service as a cyclic timetable.
- With more flexibility.



Passenger satisfaction

Generalized travel time

- in-vehicle-time
- waiting time at transfers (2.5 min. [Wardman, 2004])
- number of transfers (10.0 min. [de Keizer et al., 2012])
- schedule passenger delay: early arrival (0.5 min. [Small, 1982])
- schedule passenger delay: late arrival (1.0 min. [Small, 1982])

Generalized cost

Use the value of time to transfer travel time into cost.



Case study: Israeli railways



θ -hybrid [Robenek et al., 2017]



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ξ -hybrid [Robenek et al., 2017]



Passenger satisfaction [Robenek et al., 2017]



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Beyond timetabling

[Robenek et al., 2018]

Integrate:

- Timetabling
- Demand forecasting
- Pricing

Methodology

Integrate discrete choice models into optimization



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Example: the taxi driver

Context

- A taxi driver has two categories of regular customers:
 - students (2/3 of his clients)
 - business (1/3 of his clients)
- Uber has started to operate in the city.
- How to re-design his prices to optimize his revenues?





Demand model

Discrete choice model

- Two alternatives: the taxi (i = 1) and Uber (i = 2)
- Two types of customers: students (n = s) and business (n = b)



Optimization problem



Price: 20€



Price: ???



Demand



Demand and revenues



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Optimization

Difficult problem

- Non linear
- Non convex/concave
- Multiple local optima

Idea: [Pacheco et al., 2017]

Transform the choice model into a MILP formulation



The main idea

Linearization

- Hopeless to linearize the logit formula (we tried...)
- Anyway, we want to go beyond logit.





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First principles

Each customer solves an optimization problem





The main idea

Linearization

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- Anyway, we want to go beyond logit.

First principles

Each customer solves an optimization problem

Solution

Use the utility and not the probability



A linear formulation

Utility function

$$U_{in} = V_{in} + \varepsilon_{in} = \sum_{k} \beta_k x_{ink} + f(z_{in}) + \varepsilon_{in}.$$

Simulation

- Assume a distribution for ε_{in}
- E.g. logit: i.i.d. extreme value
- Draw R realizations ξ_{inr} , $r = 1, \dots, R$
- The choice problem becomes deterministic



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Scenarios

Draws

- Draw R realizations ξ_{inr} , $r = 1, \ldots, R$
- We obtain R scenarios

$$U_{inr} = \sum_{k} \beta_k x_{ink} + f(z_{in}) + \xi_{inr}.$$

- For each scenario r, we can identify the largest utility.
- It corresponds to the chosen alternative.



Good news



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Good news

- It works!
- For any type of choice model
- We tried it on a mixture of logit model from the literature





Good news

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Not so good news

- Large scale problem: many draws, many individuals
- Only small instances can be solved with standard software
- We are working on dedicated algorithms (decomposition methods)



Good news

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Not so good news

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Extensions

- Behavioral game theory
- Revenue management

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Image: Image:

Accelerated Moving Walkways





Accelerated Moving Walkways



Click here for the video



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Conclusion

Mobility as a service

- Modern concept
- Integrated system
- Relies on recent technologies
- Demand driven

Research challenges

- Technology
- Behavior

Dank u wel!



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Conclusion

Dank u wel!

Key contributors

- Bernard Gendron
- Virginie Lurkin
- Yousef Maknoon
- Meritxell Pacheco
- Tomas Robenek
- Riccardo Scarinci
- Shadi Sharif Azadeh



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Online course edX.org

Introduction to discrete choice models



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