Integrated Microsimulation Modelling of Crowd & Subway Network Dynamics for Disruption Management Support

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Background

- Understanding the impact of crowd dynamics on transit systems is becoming increasingly important
- Particularly true in the case of disruption situations
- Ad hoc disruption management methods currently used with manual intervention
- Network level analysis difficult with existing tools



Research Objectives

Computing

Nexus: Transit Network-Crowd Dynamics Simulation Platform

Pedestrian Modelling

Platform Operations

Passenger Behaviour at Level-Change Bottlenecks

Disruption Management: TTC Case Study

Analysis of Network & User Impact of Disruptions Proof of Concept of Response Strategy Testing

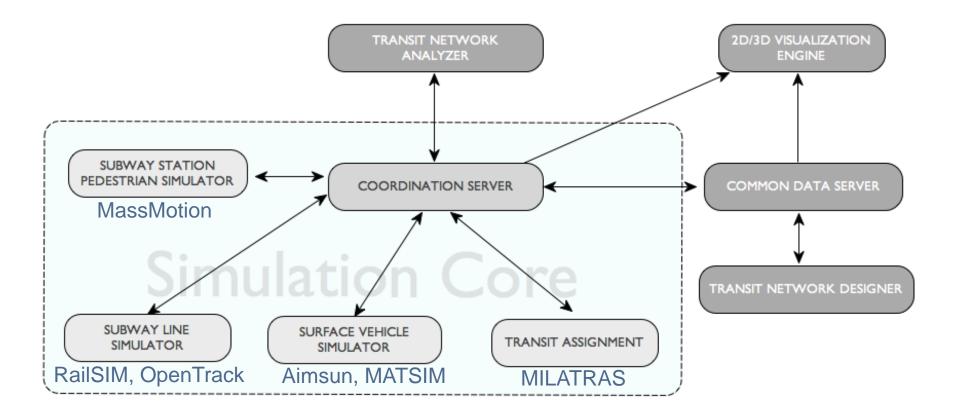


The Nexus Platform

- Connected platform to link existing separate simulators (surface transit, separated rail, stations) in a network
- Pedestrians are agents, passing between simulators as they travel
- Permits simulation to be run across multiple computers to handle large crowds
- Platform for future transit research



Nexus Framework





Nexus Prototype

- Built to show proof-of-concept
- Network structure built automatically using GTFS data
- Stand-in simulators for each component
 - MassMotion integrated for modelling key stations
- Visualization of vehicles, graphs of metrics
- Incorporated two passenger models



Modelling Level Transitions

- Passenger choice between adjacent stairs and escalators
- Used standard binary and mixed-logit models
- Factors considered
 - mobility group of pedestrian
 - facility physical characteristics
 - conditions at time of choice (queuing, existing use of stairs and escalators, opposing flow on stairs)





Modelling Level Transitions

- Estimated using field data from several stations
- Incorporated within MassMotion
- 90% success rate in predicting 10-sec flows



Passenger Distribution on Platforms

- The main interface between stations and lines
- Passenger distribution key input into boarding/alighting models
- Developed a model of the process of dispersion of passengers along a subway platform
 - Considers entrance flows and positioning, relative to the arrival time of trains
 - Accounts for awareness of layout of destination platform for commuters



Passenger Distribution on Platforms

- Used a diffusion-inspired approach for spacing of passengers as they enter the platform
 - Movement based on density gradient caused by surrounding pedestrians
- Also incorporated waiting-section preference for a sub-population of aware commuters
- Calibrated model against Toronto survey data and field data collected at several stations

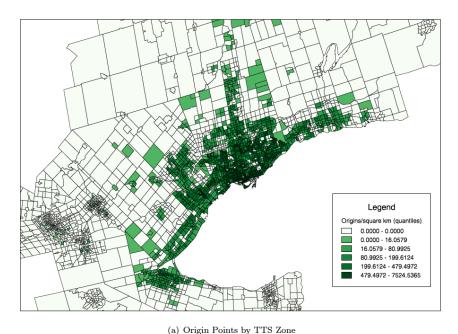


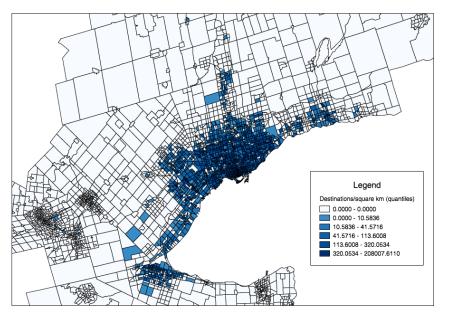
• Skeleton network constructed in the prototype

- Show proof-of-concept of examining impact of disruptions, resulting crowding
- Simulated testing of response strategies
- Also modelled connecting transit
 - GO Rail, Brampton, Mississauga, York
- Transit assignment not calibrated



 Agent population for morning peak commute synthesized using 2011/2012 TTS data fused with land-use data

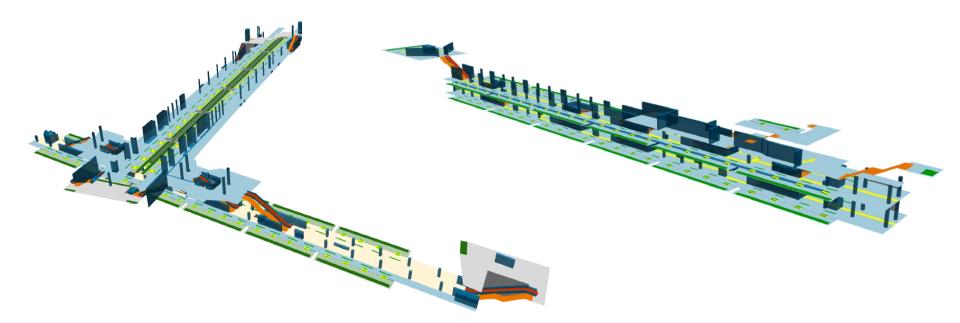




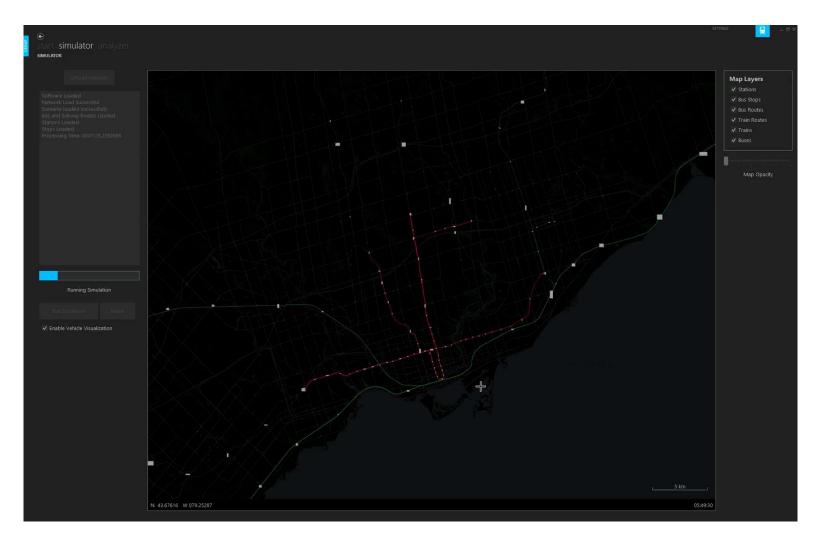
(b) Destination Points by TTS Zone



Bloor/Yonge and St George stations built within MassMotion

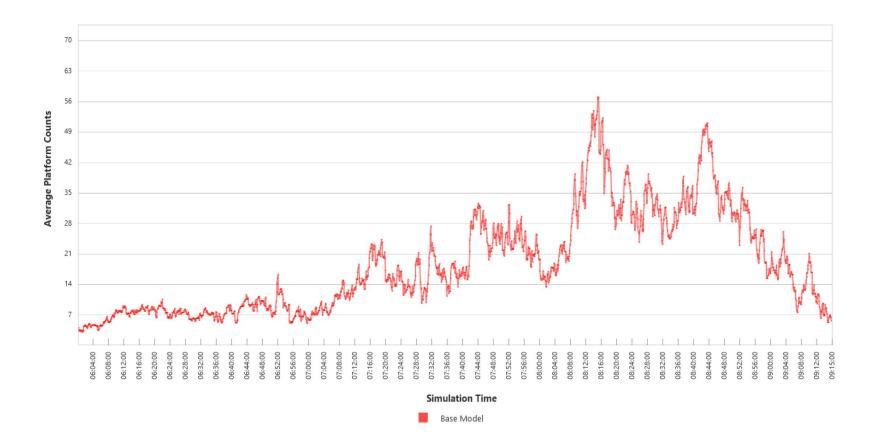






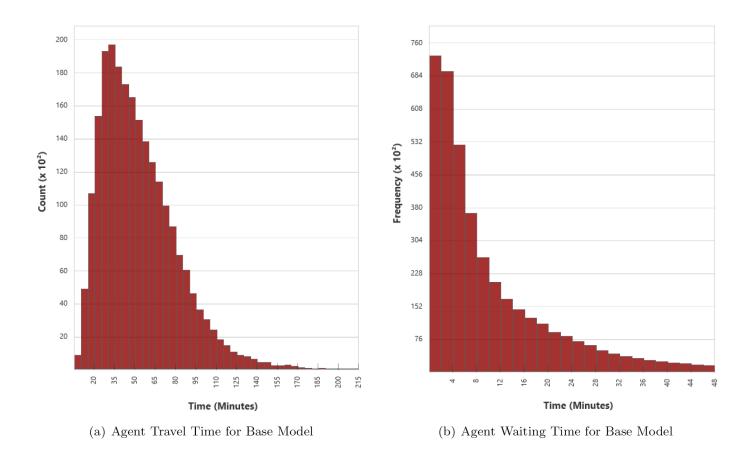


Network Performance



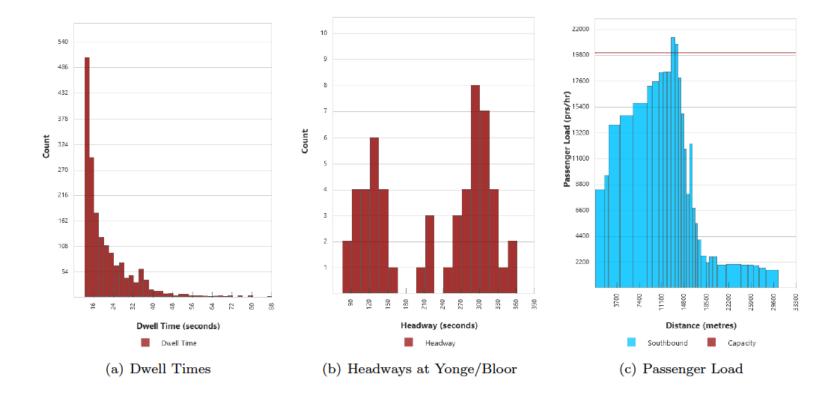


Agent Performance





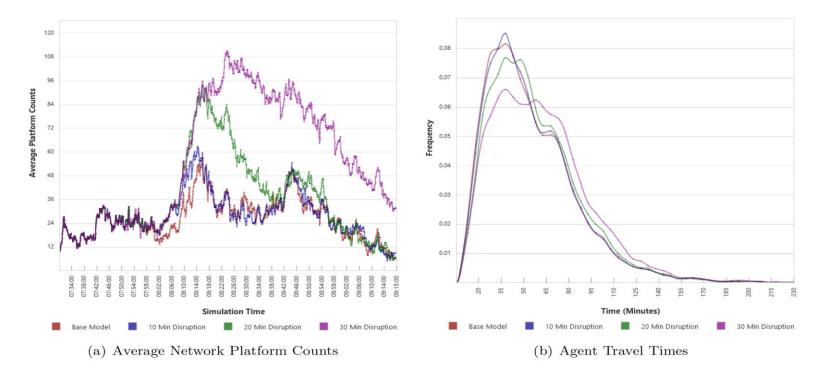
Yonge-University-Spadina





Disruption Impact Study

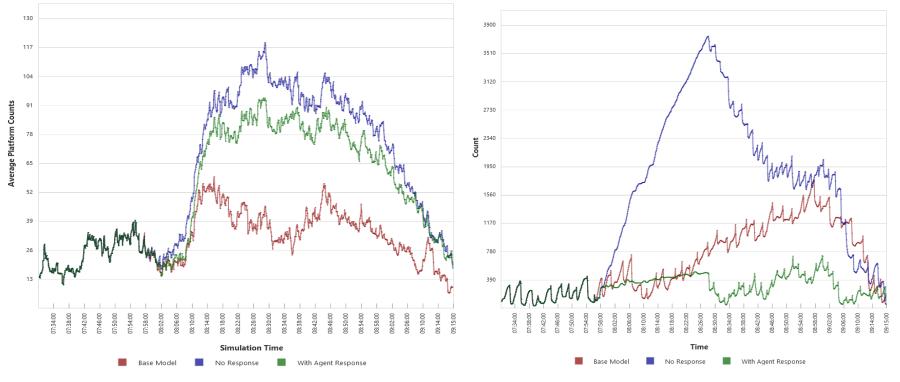
 Held southbound train at Yonge/Bloor station starting at 7:55 AM





Response with Agent Re-routing

• With 30 min disruption, announcement made for agents on connecting line to avoid transfer at Bloor/Yonge



Average Counts at all Platforms

Southbound platform at Bloor/Yonge



Moving Forward

- Expansion of prototype to a commercial product and usable research platform
 - Used for projects/studies that require largescale crowd and transit network simulation
- Full model of the GTHA transit network







