

DATE: 12/19/24

PROJECT OVERVIEW

Simulating Traffic Impacts in San Francisco:

Powered by

MATSim

BY ADRIAN VASQUEZ



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INTRODUCTION

My Connection





LATE AUGUST PROPOSITION K IS ANNOUNCED

As voting season rolled around, one proposition on the ballot stuck out to me the most: Proposition K, a proposition to permanently close the Great Highway, a long stretch of road along Ocean Beach.

PROPONENTS

I spoke with many supporters of the ballot, who argued that it would create a beautiful beachfront promenade, give more public spaces to enjoy, and help disincentivize the usage of cars.

OPPONENTS

Many opponents, who lived much closer to the Great Highway, said that it would not be completed soon, and that it would significantly worsen traffic.

SF-CHAMP

A very well documented traffic modeling software designed by the SFMTA specifically for forecasting travel demand, possible traffic volumes, and how they adapt to changes in the system. Has SF's transit system, SF residents' travel patterns, and population and employment data all built into it.

It is closed source and not available for public use.

DTA (Dynamic Traffic Assignment)

An open source traffic modeling system that has an even more fine-grained view of the traffic patterns in San Francisco. It has also been used by the SFMTA, and was even used in the planning of a few city projects.

It runs on a platform called Dynameq, which was recently purchased by Bentley Systems, who bundled it into their OpenPaths software. It now costs \$11,500 to license and use.

[Home](#) > [Software](#) > [Mobility Simulation](#) > [OpenPaths](#)



OpenPaths

USD 11,550.00

Taxes not included. Purchase includes 2 Keys ?

Choose One *

USD 11,550.00 - OpenPaths Ultimate



Qty

1

ADD TO CART


 **ADD TO COMPARE**

Transportation modeling and simulation software

- ✓ **OpenPaths Advanced** | All the essential capabilities needed for multimodal transport modeling and classic travel demand modeling

MATSim

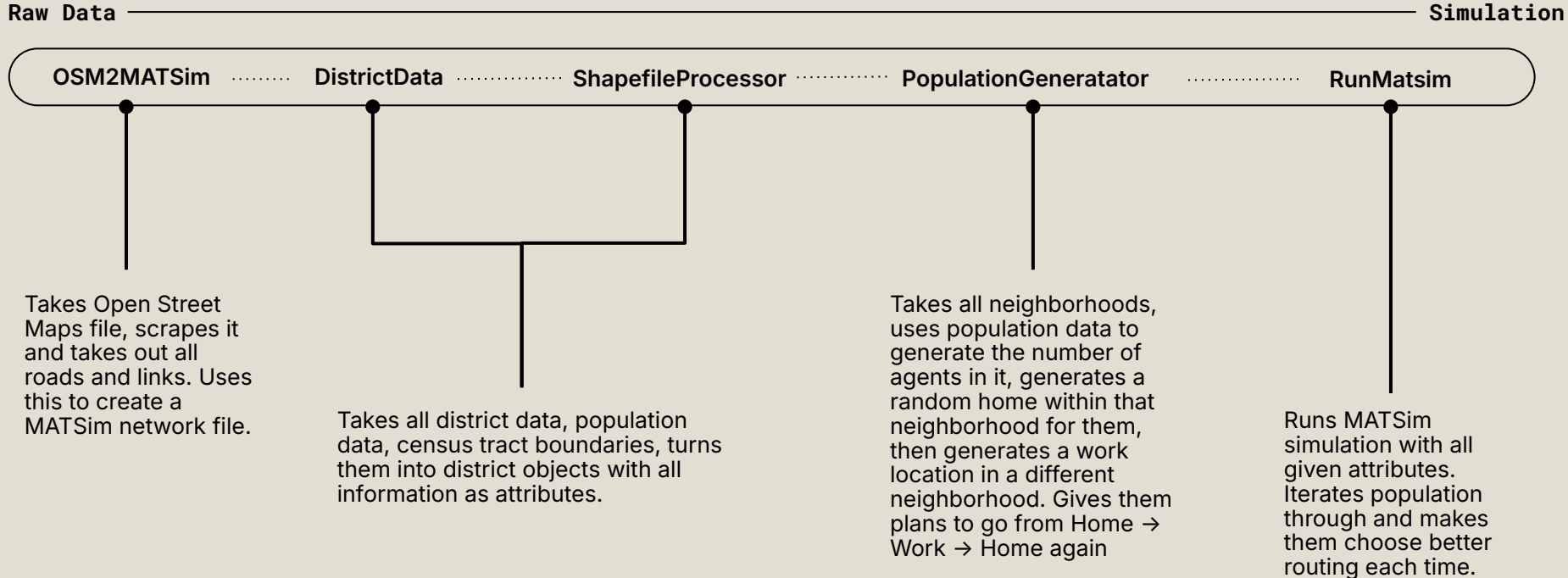
To the rescue! Kind of...



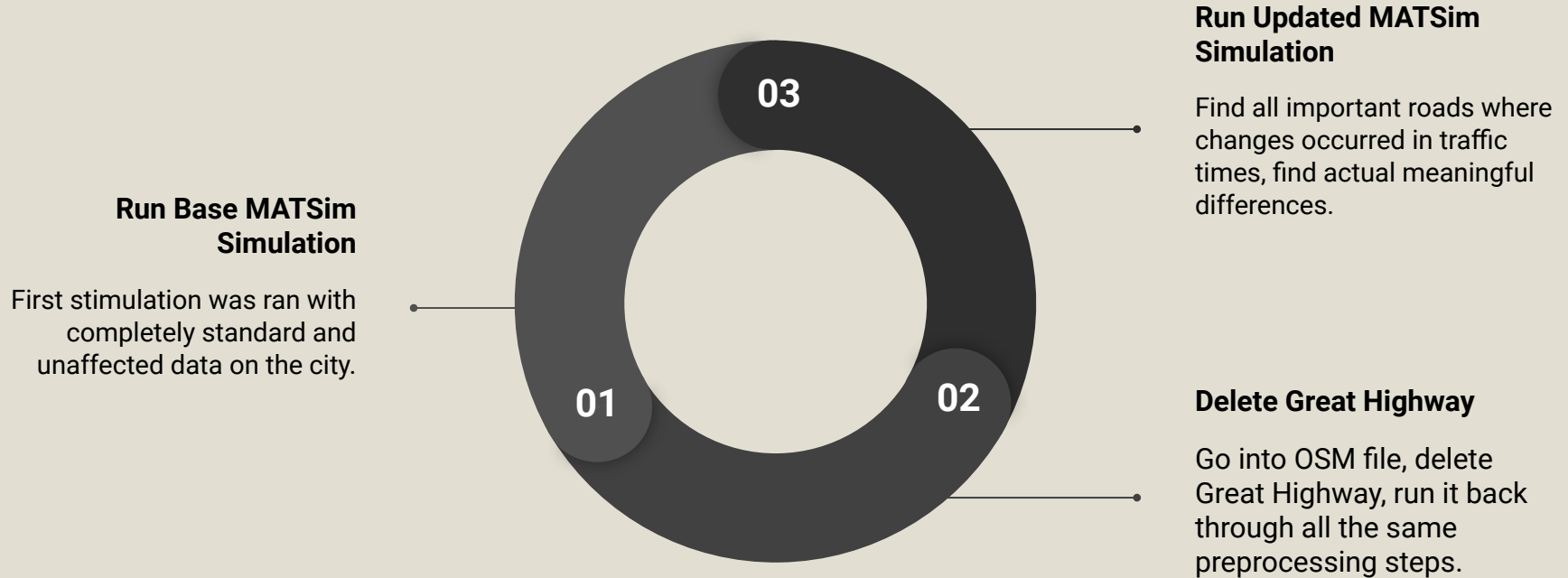
MATSim is an open-source
framework for large-scale agent-
based transport simulations.

PROJECT OVERVIEW

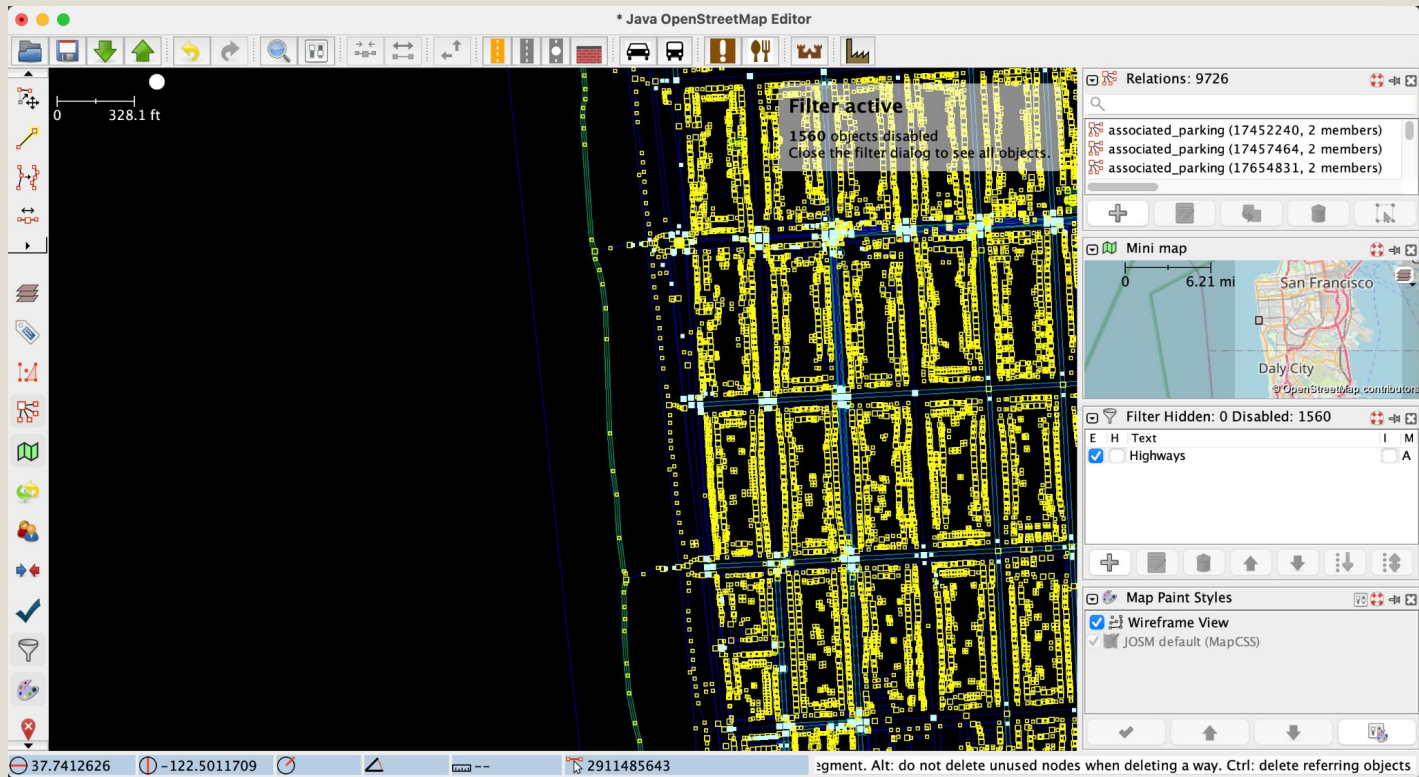
CODE PIPELINE



PROJECT PIPELINE

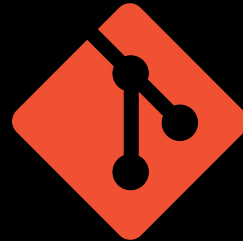


Delete Great Highway



TOOLS AND SKILLS USED

- Learned MATSim (of course)
- Learned Java for this project.
- Learned how to use cloud computing, specifically Oracle Cloud. Had to use a 16GB RAM and 16 Core CPU VM to run code.
- Learned how to use OSM tools
- Learned/used git for project management and version control



**PROBLEMS
FACED**

TECHNICAL HURDLES

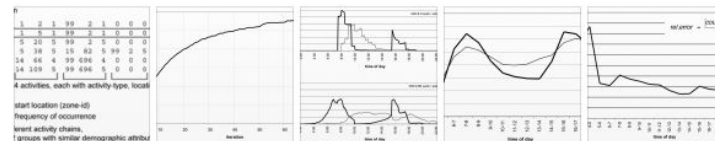
- ❑ Learning Java, setting up cloud computing and git was very difficult.
- ❑ Debugging MATSim (total: 10 hours)
 - ❑ Fairly sparse documentation, mainly example-based.

RESEARCH

- ❑ Most documented examples are by teams of researchers, or city governments commissioning MATSim research.
- ❑ Ex: Transportation Research Record Journal of the Transportation Research Board

Abstract and Figures

The typical method to couple activity-based demand generation (ABDG) and dynamic traffic assignment (DTA) is time-dependent origin-destination (O-D) matrices. With that coupling method, the individual traveler's information gets lost. Delays at one trip do not affect later trips. However, it is possible to retain the full agent information from the ABDG by writing out all agents' plans, instead of the O-D matrix. A plan is a sequence of activities, connected by trips. Because that information typically is already available inside the ABDG, this is fairly easy to achieve. Multiagent simulation (MATSim) takes such plans as input. It iterates between the traffic flow simulation (sometimes called network loading) and the behavioral modules. The currently implemented behavioral modules are route finding and time adjustment. Activity resequencing or activity dropping are conceptually clear but not yet implemented. Such a system will react to a time-dependent toll by possibly rearranging the complete day; in consequence, it goes far beyond DTA (which just does route adaptation). This paper reports on the status of the current Berlin implementation. The initial plans are taken from an ABDG, originally developed by Kutter; to the authors' knowledge, this is the first time traveler-based information (and not just O-D matrices) is taken from an ABDG and used in a MATSim. The simulation results are compared with real-world traffic counts from about 100 measurement stations.



The structure of activity... The agents' average sco... of trip... The number of average... A comparison of average... Average relative erro...

TECHNICAL HURDLES

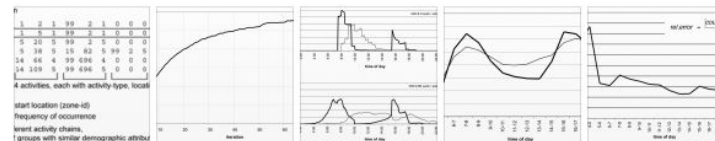
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The structure
of activity...

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average sco...

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Average
relative erro...

Debugging



The transport simulation data visualizer from TU Berlin.

Local Folders

equil Local folder	equil Local folder	equil Local folder	equil Local folder
run_20241218_032300 Local folder	run_20241218_051102 Local folder	run_20241218_200234 Local folder	run_20241218_205219 Local folder
run_20241218_205219 Local folder	run_20241218_205219 Local folder	run_20241218_205219 Local folder	run_20241218_223511 Local folder
run_20241218_232051 Local folder	run_20241219_020457 Local folder	run_20241219_075035 Local folder	

Open local folder...

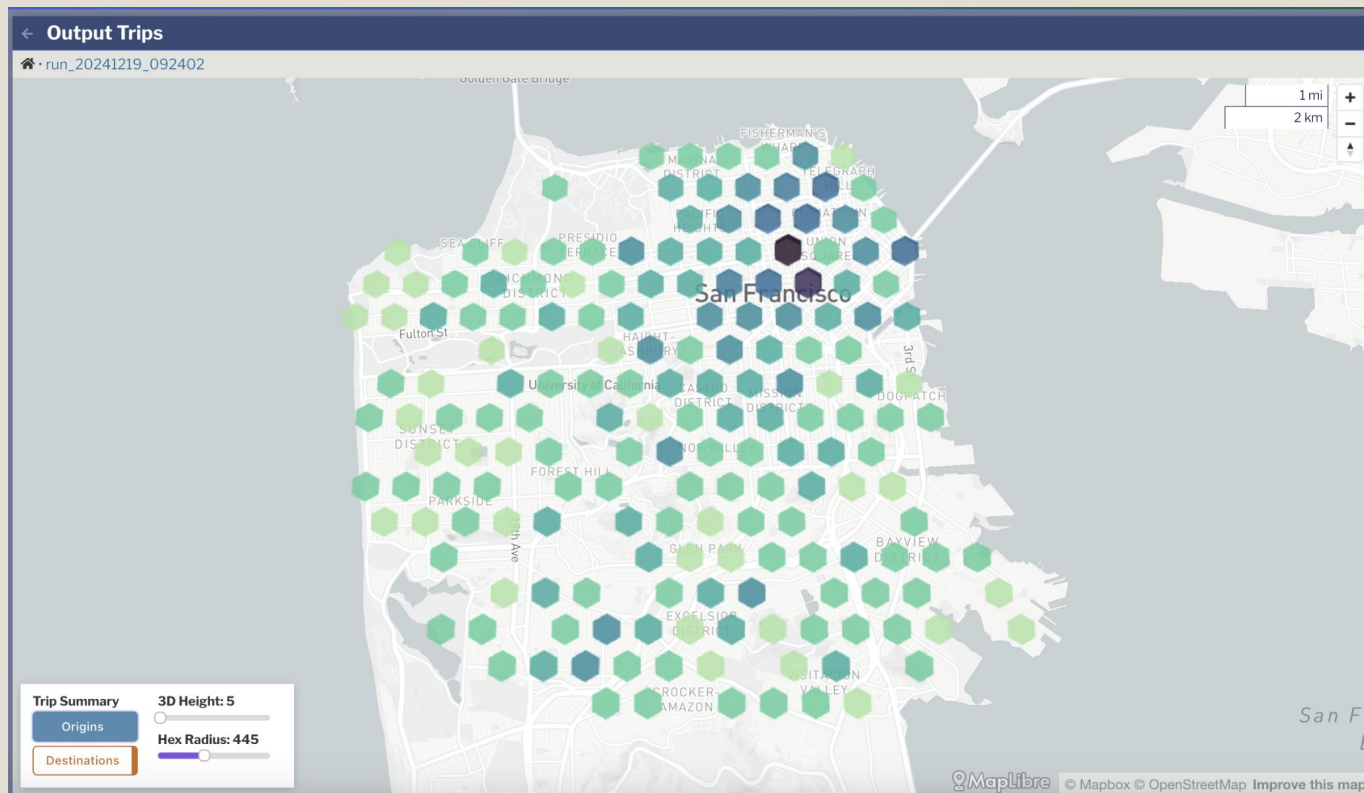
WHAT ARE YOU WORKING ON?

TRYING TO FIX THE PROBLEMS I
CREATED WHEN I TRIED TO FIX
THE PROBLEMS I CREATED WHEN
I TRIED TO FIX THE PROBLEMS
I CREATED WHEN...

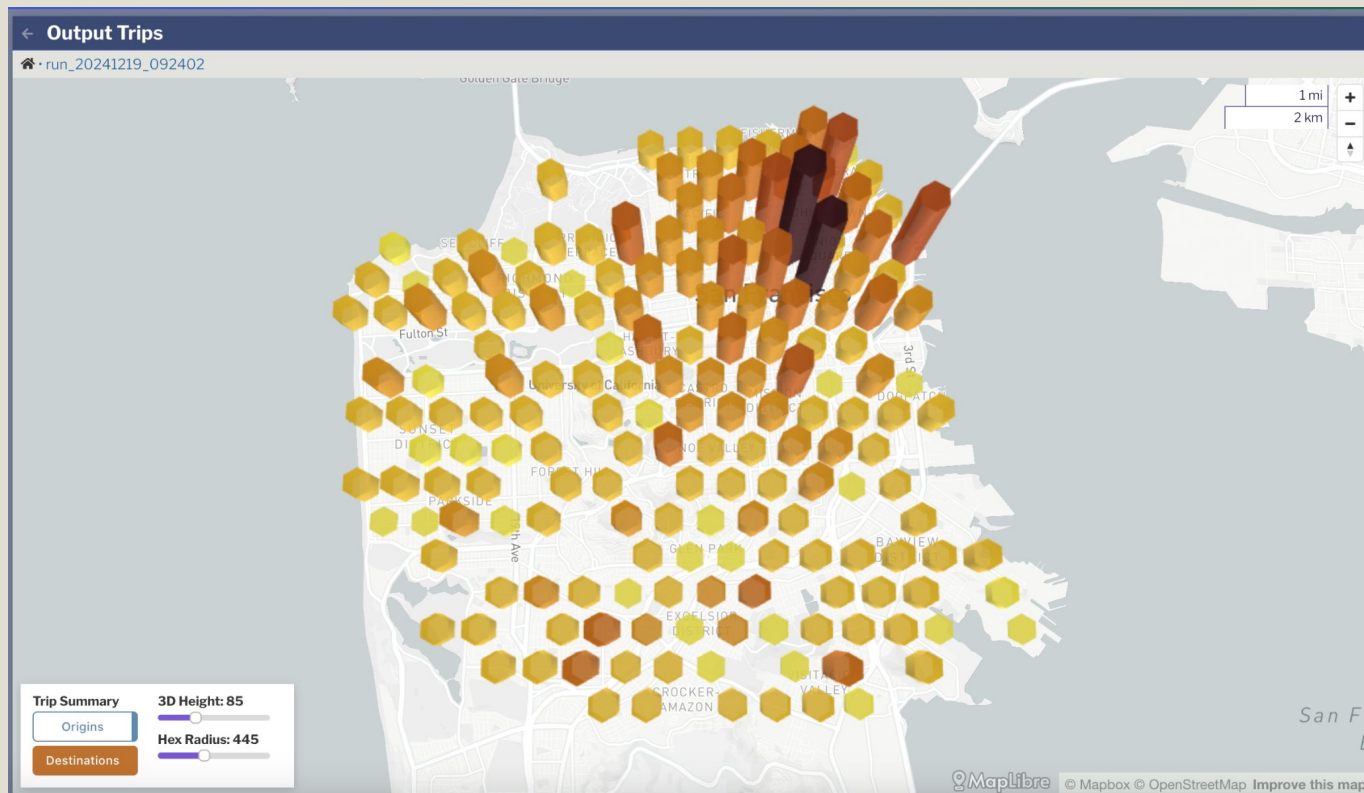


RESULTS

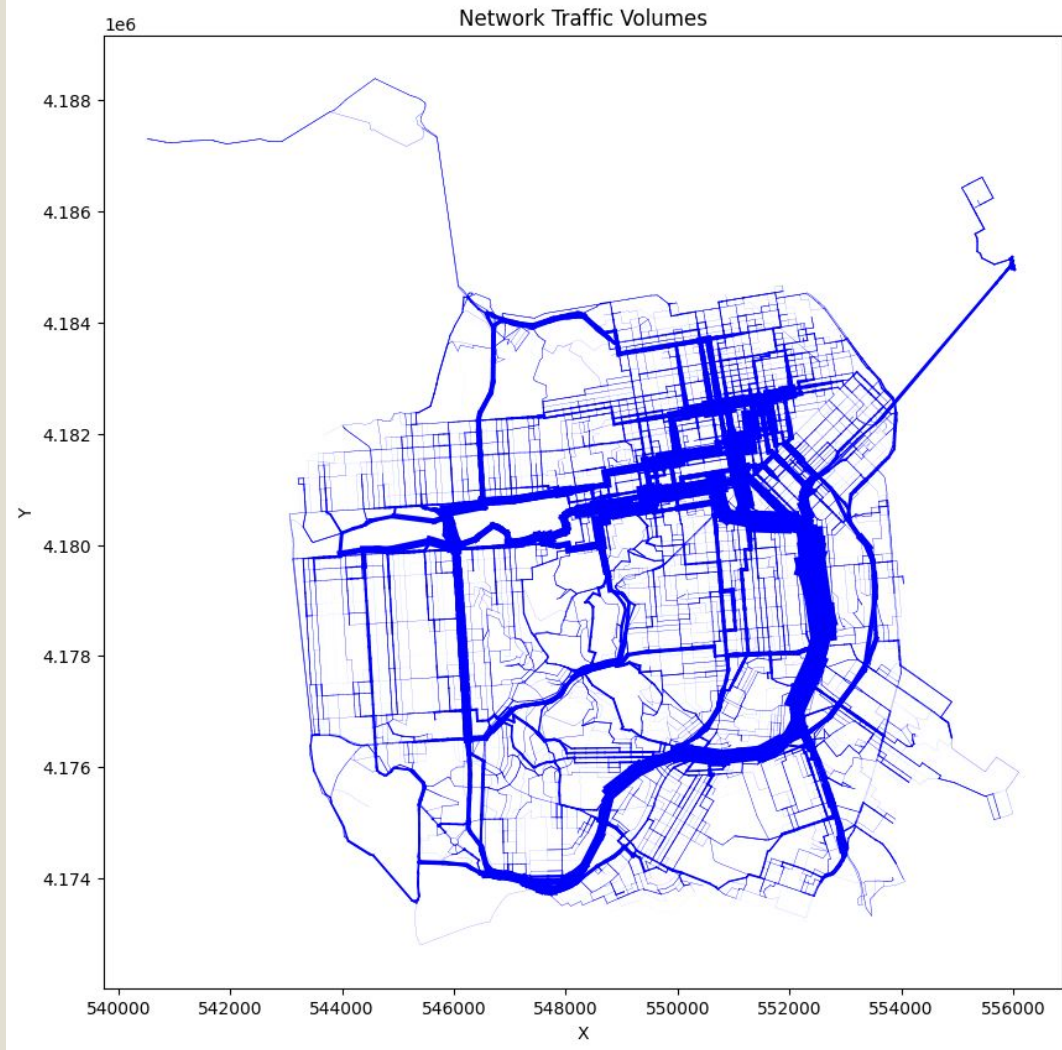
Home and Work



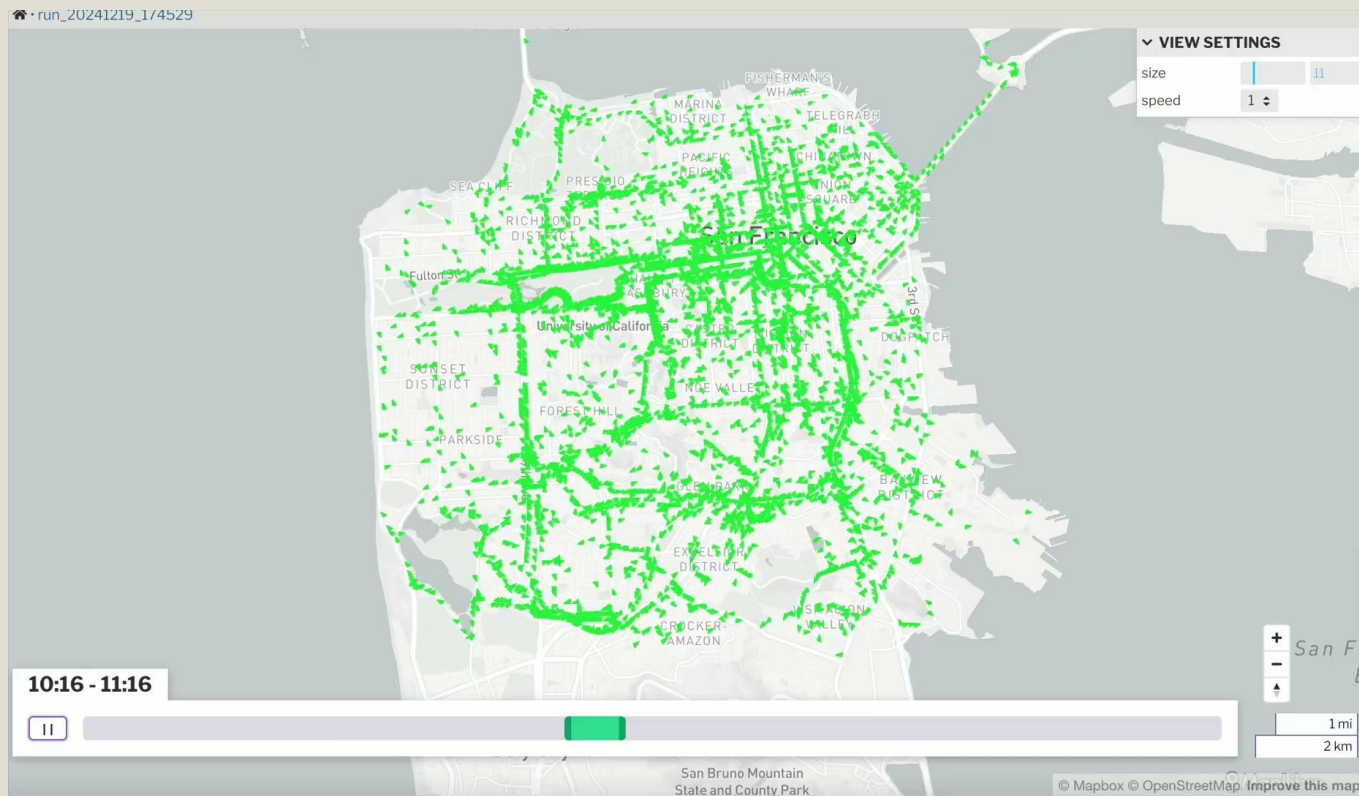
Home and Work



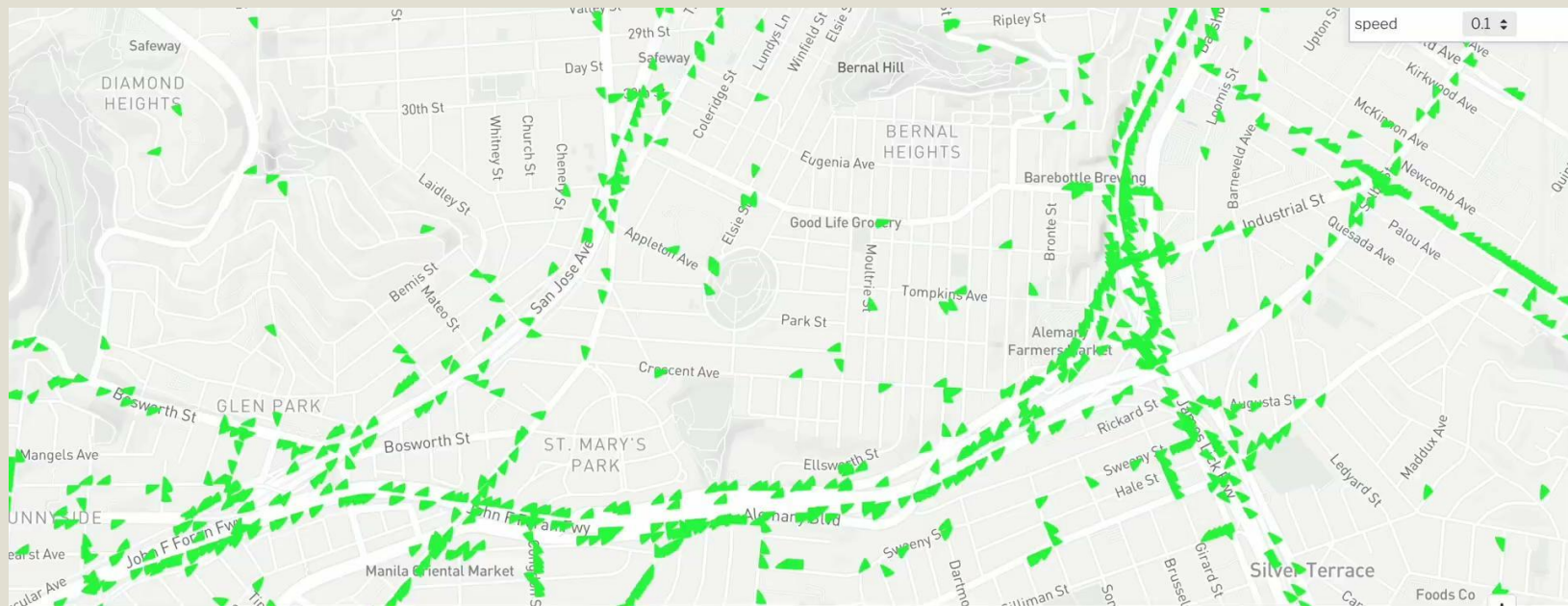
Traffic Volume



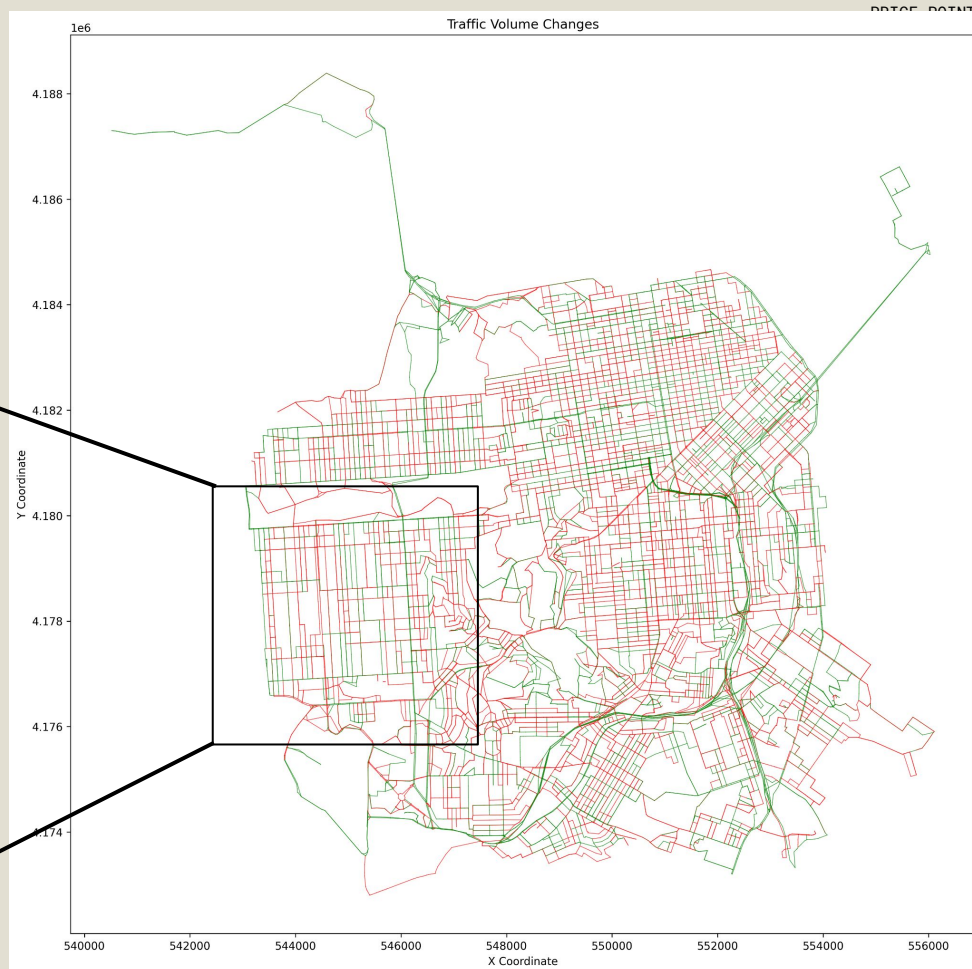
MATSim in Action



Detail

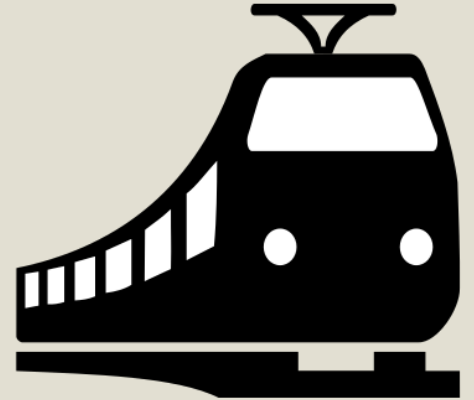


Final Result: Did anything change?



Next Steps

If I had more time, what could I have done?



**Please feel free to reach out with any
Questions, compliments, or concerns.**

→ Email: adrian.vasquez@berkeley.edu → SID: 3035671105

**THANK
YOU !**