


# Learning from smart cards: Lessons from Singapore

## **Presentation**

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### **Publication date:**

2017-10-16

### **Permanent link:**

<https://doi.org/10.3929/ethz-b-000197229>

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# Preferred citation style

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Axhausen, K.W. (2017) Learning from smart cards: Lessons from Singapore, Seminar *“Bringing new types of data closer into practice in transport planning and modelling”*, KTH, Stockholm, October 2017.

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# Learning from smart cards: Lessons from Singapore

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October 2017

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**ETH**

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Swiss Federal Institute of Technology Zurich

# Acknowledgments

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Module 8 of FCL, Singapore, but especially:

- A Erath
- P Fourie,
- S Ordonez
- L Sun

# Starting point

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# Current options summarized

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Variable	Diary	GPS (logger or mobile) (no prompted recall)	GSM traces
<b>\$/reported day</b>	High	High-medium	Very low
<b>Duration</b>	1 day (- 6 weeks)	1 day (- 6 weeks)	1 day (Unlimited)
<b>Stage</b>	Yes, underreported	(Yes)	No
<b>Trip</b>	Yes, underreported	Yes	(Yes)
<b>Journey</b>	Yes	Yes	(Yes)
<b>Time</b>	Rounded	Exact	Imputed
<b>Location</b>	Rounded	Exact	Imputed
<b>Mode</b>	Yes	Imputed	Imputed
<b>Purpose</b>	Yes	Imputed	Imputed
<b>Group composition</b>	Yes	No	No
<b>Expenditure</b>	Yes	No	No

# What do smart cards add?

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Variable	Smart cards	Comments
<b>\$/reported day</b>	Very low	
<b>Duration</b>	Unlimited	but for their churn
<b>Stage</b>	Yes	but transit only
<b>Trip</b>	(Yes)	but for long walks or longer activities
<b>Journey</b>	No	unless one makes strong assumptions
<b>Time</b>	Yes	
<b>Location</b>	Yes	but not the true origin of the trip
<b>Mode</b>	Yes	but transit only
<b>Purpose</b>	Imputed	
<b>Group composition</b>	Yes	if everybody uses smart cards
<b>Expenditure</b>	(Transport only)	

# Singapore context

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# Singapore context

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## Objective:

- Build an agent-based model of Singapore using MATSim
- Extend the capabilities of MATSim

## Data available

- National travel diary (HITS)
- EZ-link/Cepas, national smart card (transit, tolls, other services)
- Usual network data
- Usual operational data

# CEPAS data for public transport

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## System:

- Tap in/tap out
- Covering 98% of all stages, even if they are free of charge

## Issues:

- Late tap-in/Early tap-out
- Precision of on-board GPS units
- Time between tap in/out and boarding/egress from MRT trains

# MATSim

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# MATSim

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## Software:

- Open source and well documented
- About 80+ person years development effort
- JAVA

## Approach:

- SUE of the activity schedules of the agent (networks)
- Co-evolutionary search
- User chosen facets: duration, start time, route, mode, location, parking, number/sequence of activities

# MATSim applications around the world



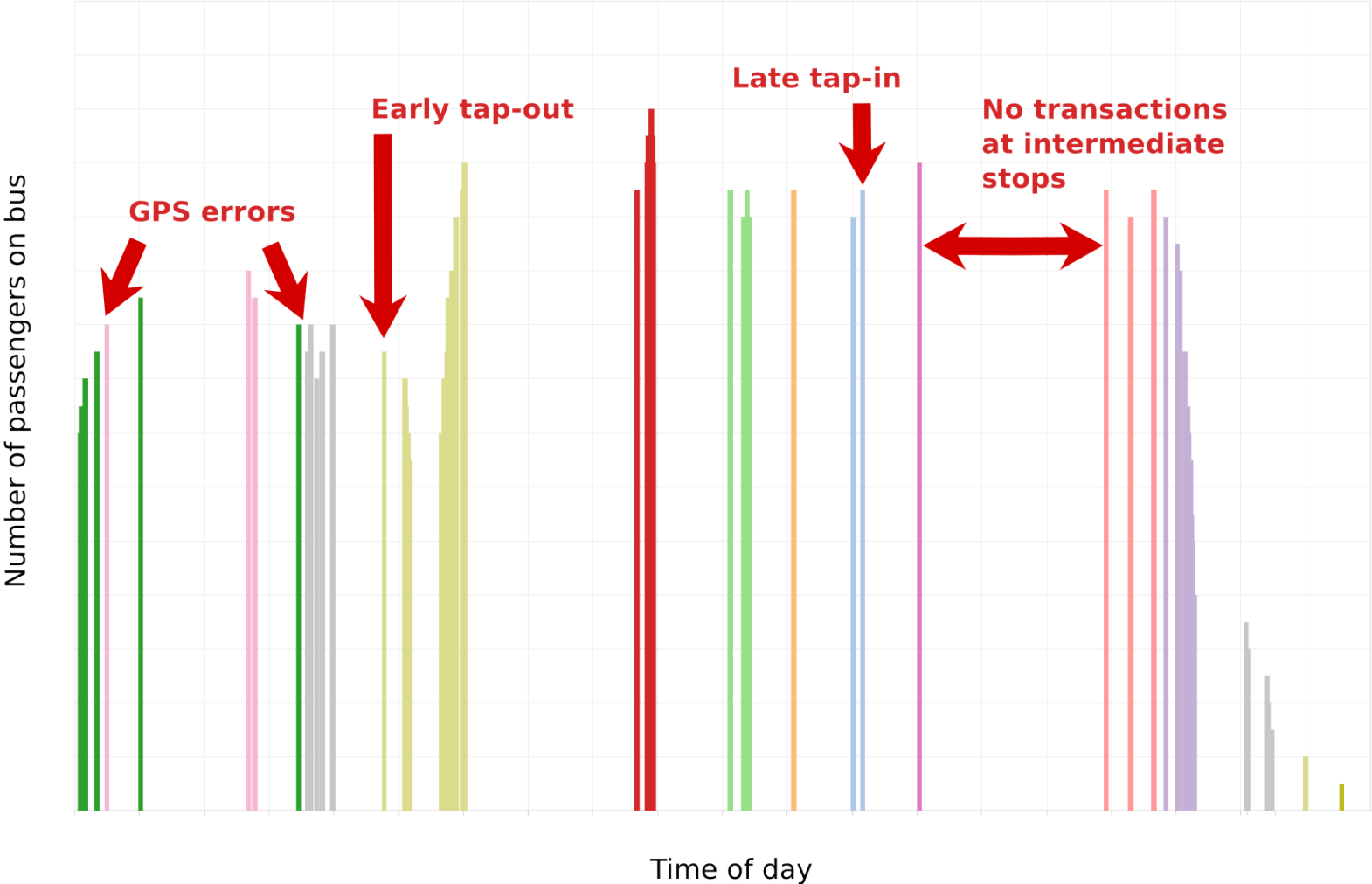
# MATSim Singapura

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# Challenge of using smart card data

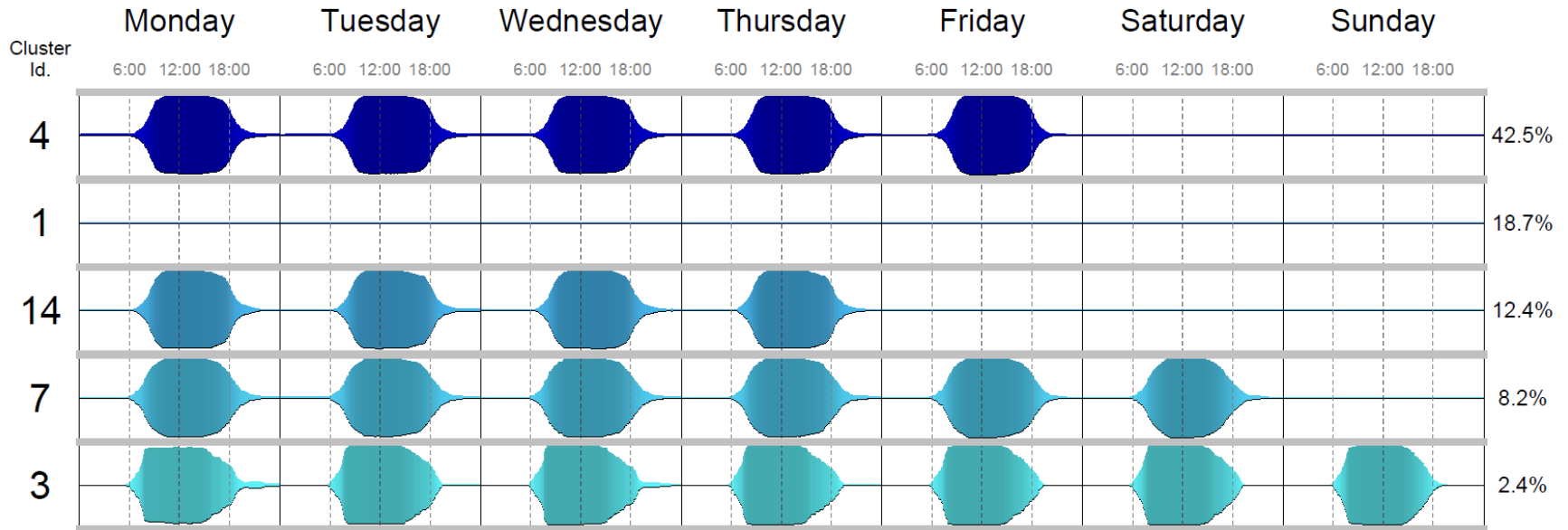
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# Cleaning it





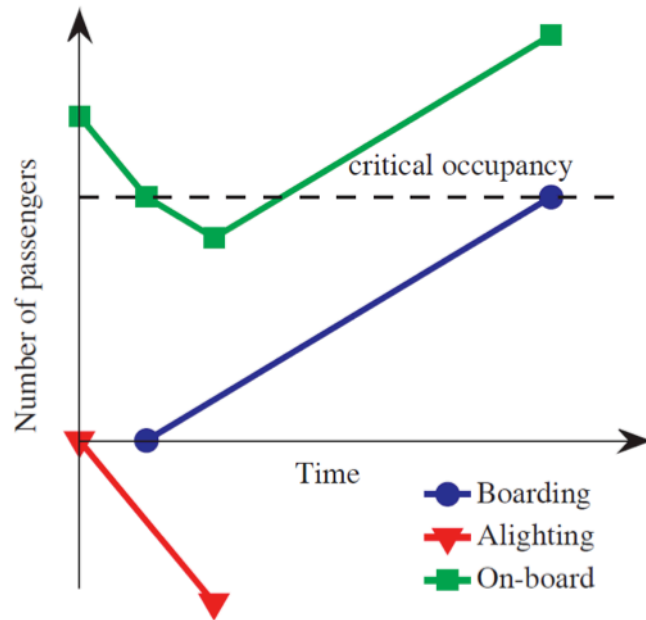
# Clustering weekly work patterns



DBScan based on purpose imputation which integrates HITS data and location

# Dwell time model

## Boarding and alighting process



## Results of statistical model

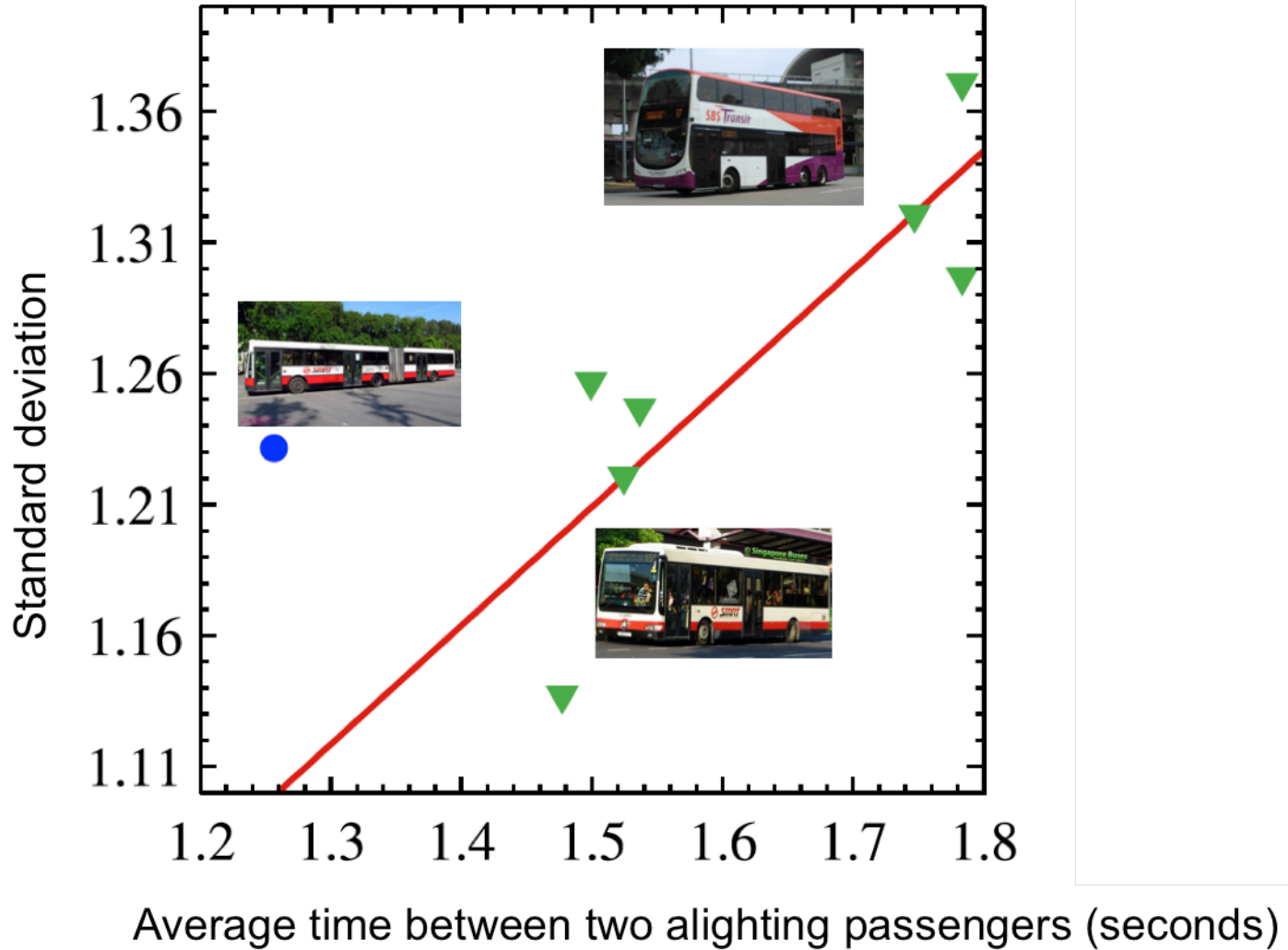
Critical occupancy at 63% of total capacity.

Low floor allows short dwell processes.

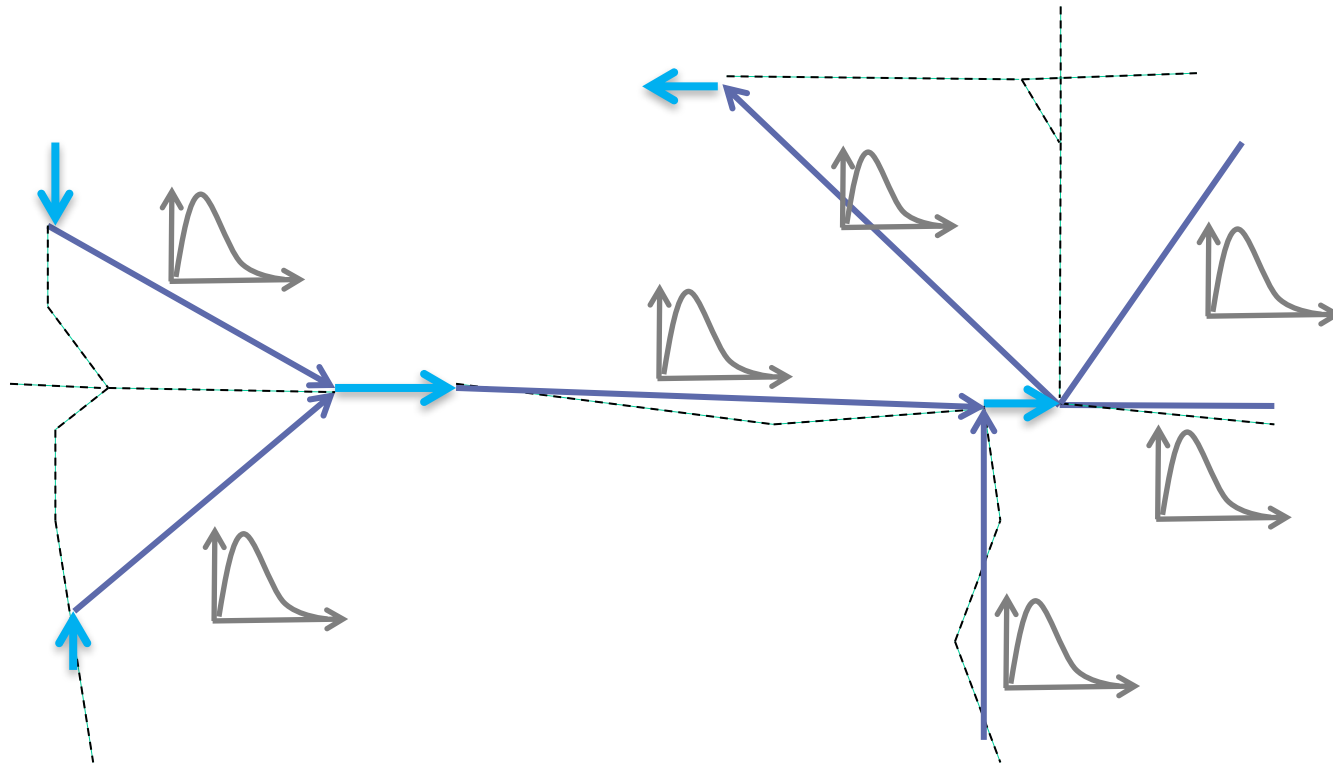
Double decker alighting time per pax 0.285 seconds longer.

With higher occupancy and number of boarding and alighting passenger -> shorter activity time

# Heteroscedasticity of dwell times

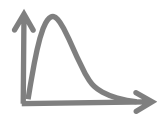


# Accounting for travel time and its variability



----- Road network

—→ Stop to stop link

 Travel time distributions by time of day

—→ Dwell link

# Modelling stop to stop travel times

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Spatial regression of travel times/speeds

Static variables

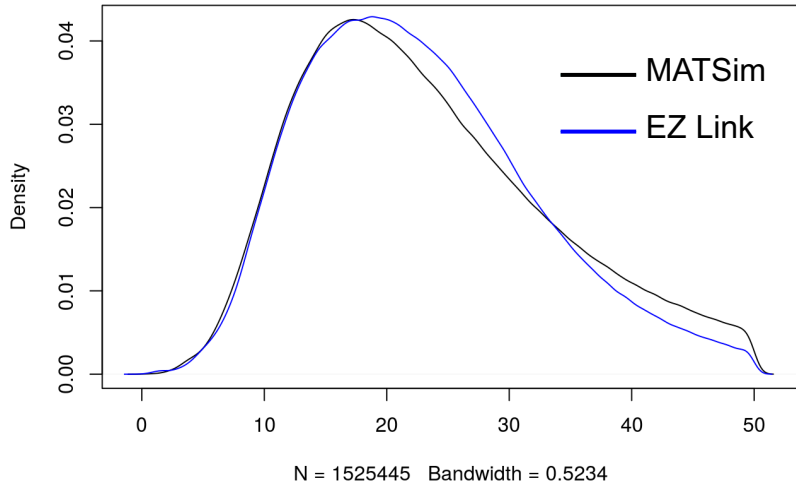
- Availability of bus lane
- Number of intersections
- Number of left/right turns
- Curviness
- Deviation from crowfly distance
- Number of traffic lights
- Intersection density

Time-dependent variables

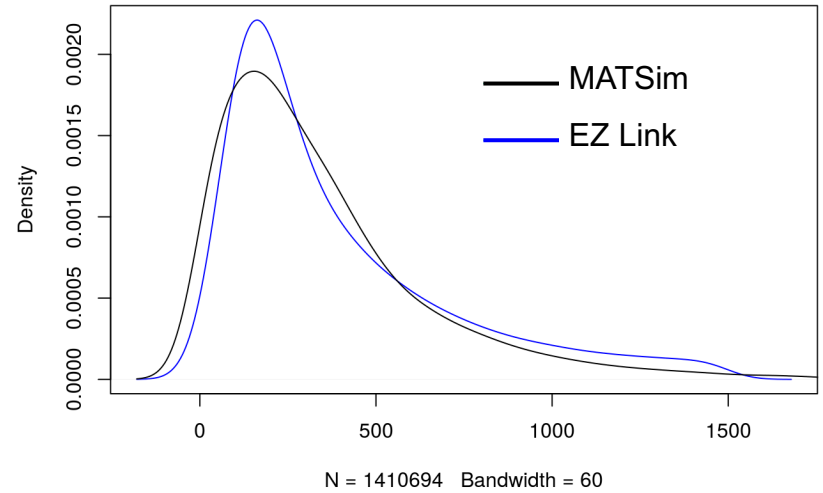
- Boarding/alighting activities in 500m radius

# Validation

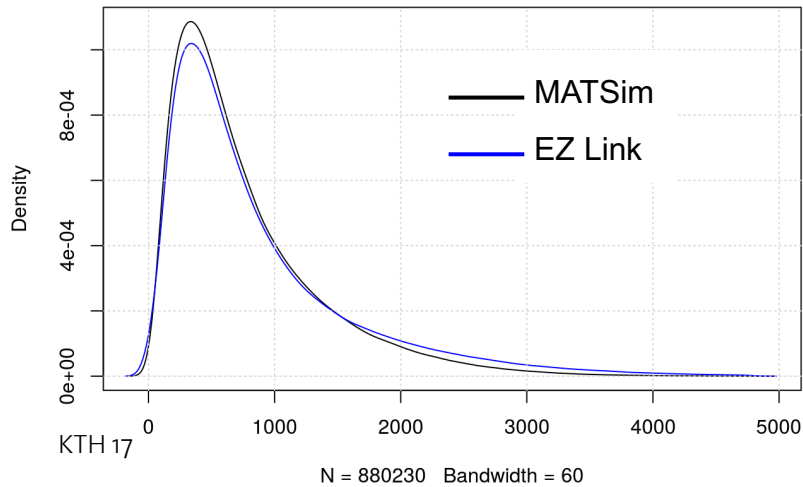
## Bus speed



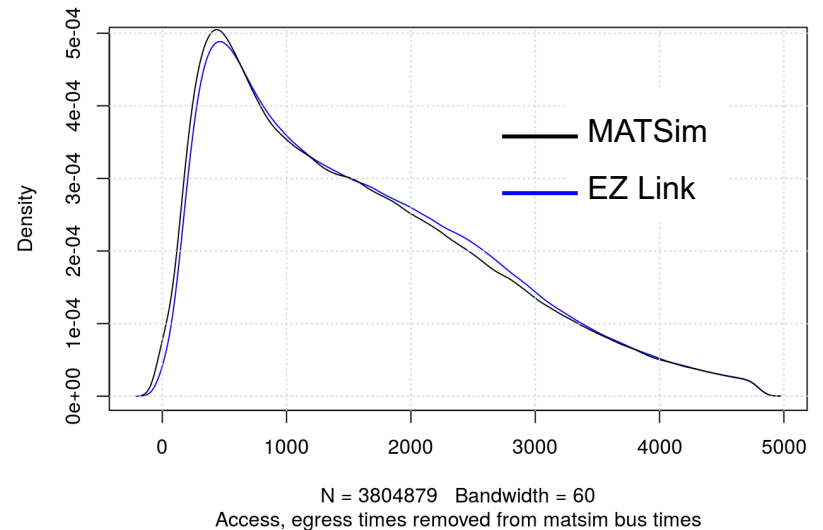
## Transfer times



## Trip duration (Bus)




## Journey duration all modes



# The reliability of a long bus line

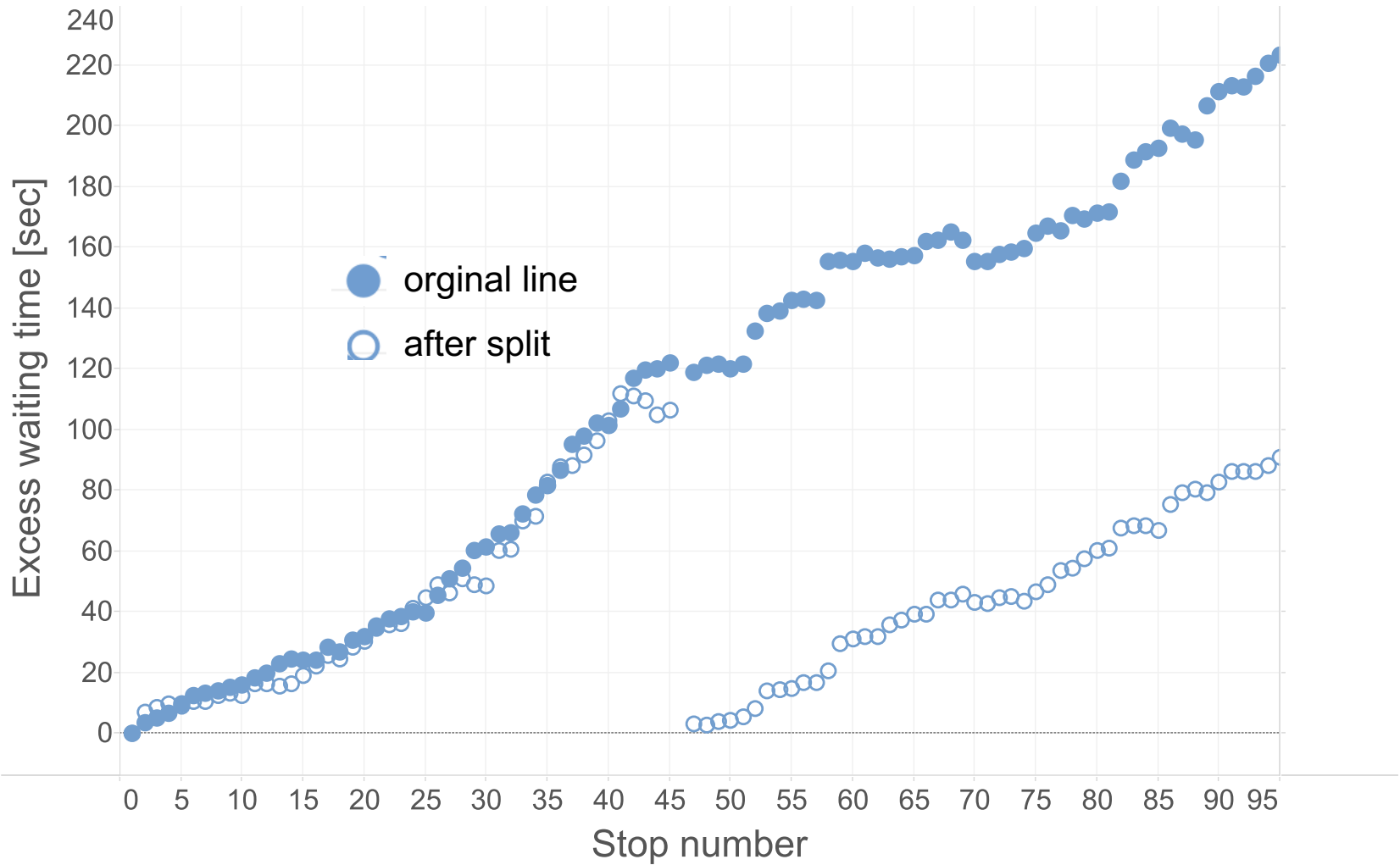
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- seats availab
- all seat
- ve



develop a system that meets their goals.

# Reliability: Excess waiting time along line EW





# Conclusion

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Smart cards are

- Useful supplement, especially if
  - Matched with a domain specific simulation platform

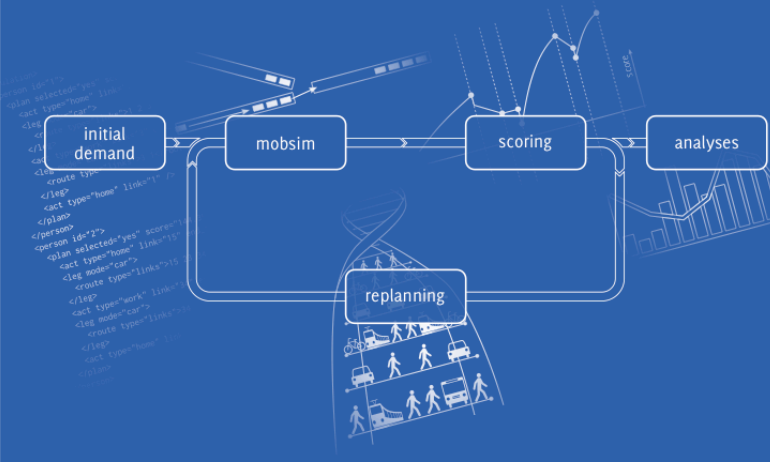
Otherwise

- Sampling issues
- Identification of tours (journeys)
- Identification of leisure/shopping purposes

# Questions?

## The Multi-Agent Transport Simulation MATSim

edited by  
Andreas Horni, Kai Nagel, Kay W. Axhausen



The diagram illustrates the MATSim process flow. It starts with 'initial demand', which leads to 'mobsim'. From 'mobsim', the process moves to 'scoring'. From 'scoring', there are two paths: one leading to 'analyses' and another leading to 'replanning'. 'replanning' then feeds back into 'mobsim', creating a feedback loop. The background features a blue gradient with faint icons of a train, a person, a car, and a bar chart, along with snippets of XML code.

```
graph LR; A[initial demand] --> B[mobsim]; B --> C[scoring]; C --> D[analyses]; C --> E[replanning]; E --> B;
```

**MATSim**  
Multi-Agent Transport Simulation