

# Simulation-based method of a dynamical on-demand transportation problem

German Aerospace Center (DLR), Institute of Transportation Systems  
Qinrui Tang, Eric Neidhardt



Knowledge for Tomorrow



## 背景介绍

### INTRODUCTION

- 对公共交通的需求并不是稳定的  
Inconstant requirements for public transportation
- 满足运力的新形式：汽车共享和以需求为导向的公共交通  
New concepts for fulfilling the mobility: car sharing and demand-oriented public transportation
- 应用场景 Applicable scenario:
  - 高峰期 Peak time
  - 异常天气影响 Exceptional weather
  - 当地活动 Local events
  - 交通需求过少的郊区 Rural areas

# 背景介绍

## INTRODUCTION

- 之前的研究更加侧重于优化  
Previous research: optimization
- 仿真的优点 Benefit of simulation:
  - 对按需交通有更加直接的理解 Direct understanding the on-demand transportation
  - 更好地评估按需交通系统 Better assess the on-demand transportation systems
- 德国项目HubChain的初步阶段  
Early stage of the project HubChain in Elde region, Germany
- 会对论文原文做一些更新  
Some updates after the submission of this paper



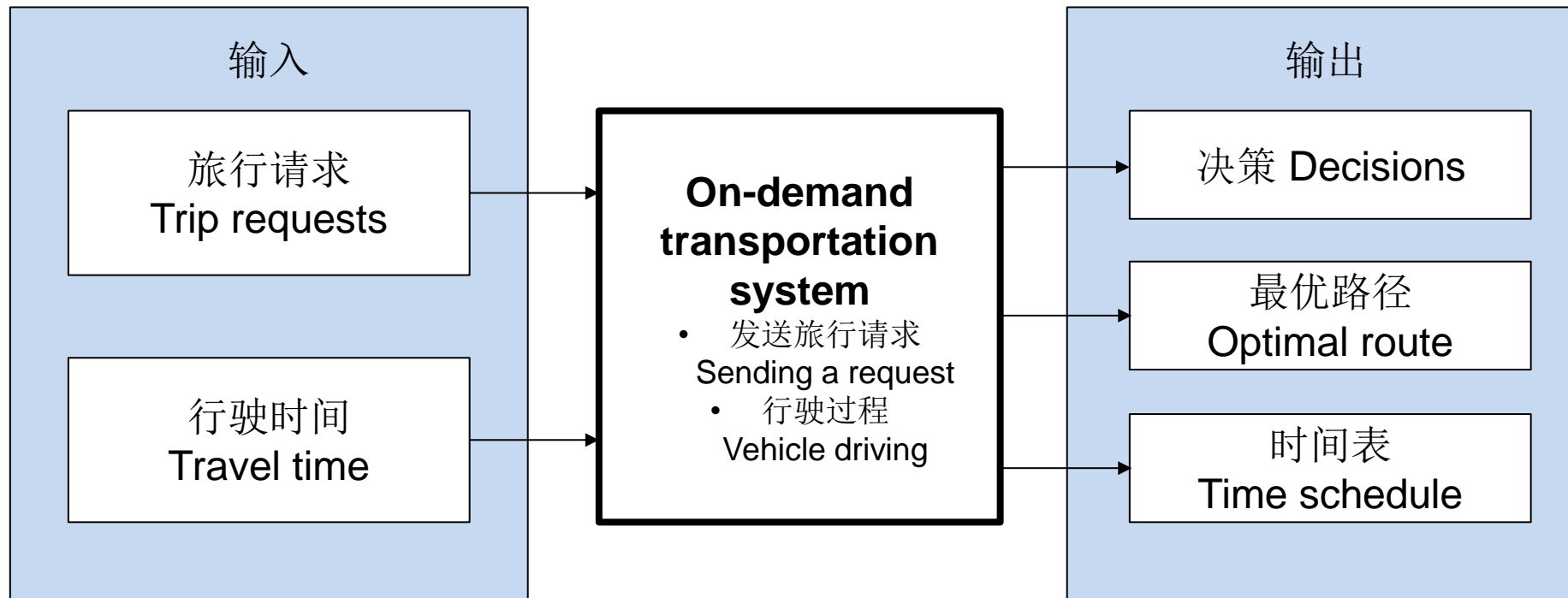
# 提纲

## OUTLINE

- 仿真过程 Simulation process
- 路径优化算法 Routing algorithm
- 仿真验证 Verification and validation
- 实验准备 Experiment setup
- 系统分析与评估 System analysis and evaluation
- 项目最新进展 Updates
- 结论 Conclusion

# 仿真过程 SIMULATION PROCESS

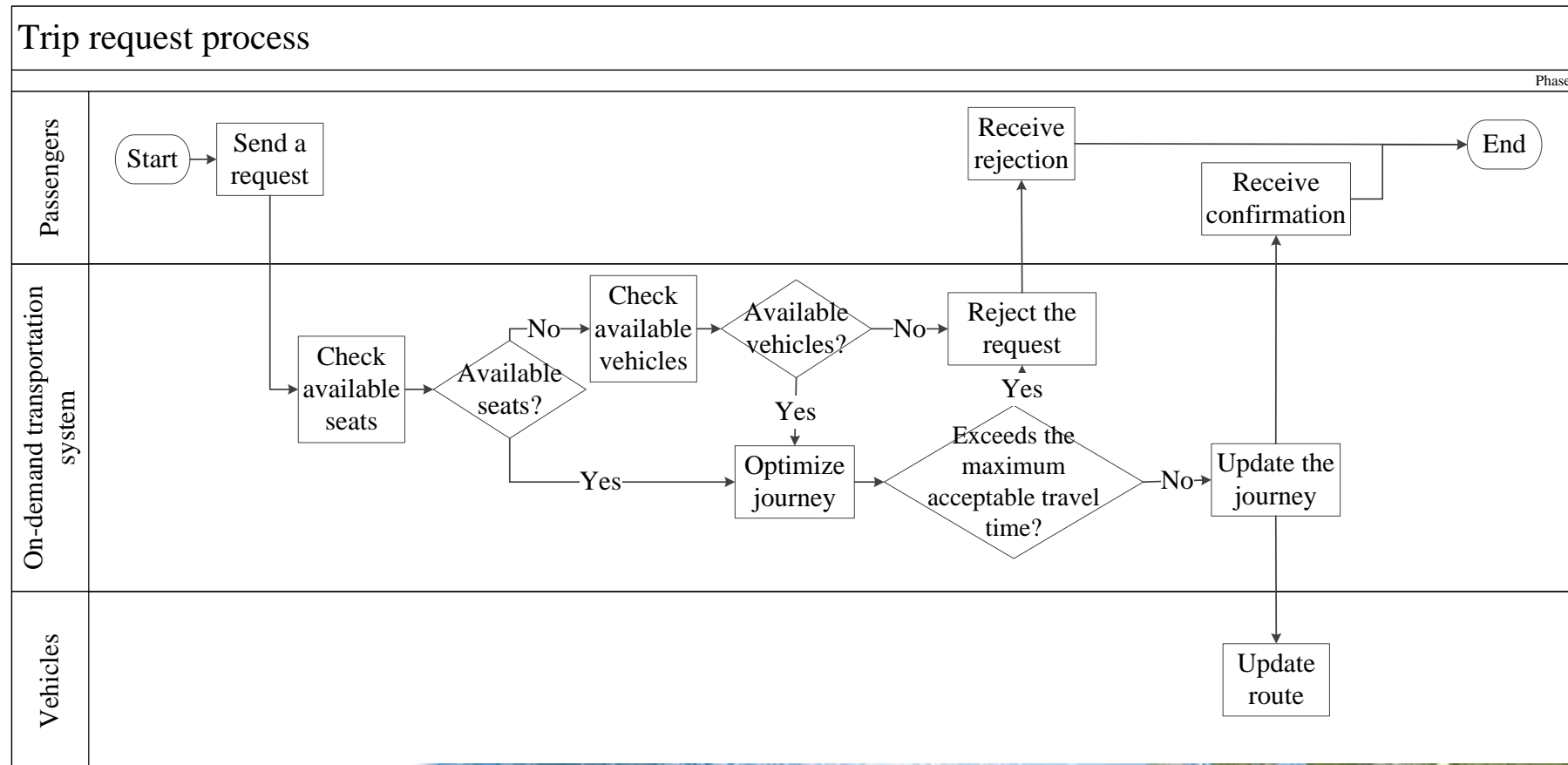
- 系统的整体结构 Overall structure of the system



# 仿真过程

## SIMULATION PROCESS

- 乘客发送请求过程 Sending a trip request by passengers

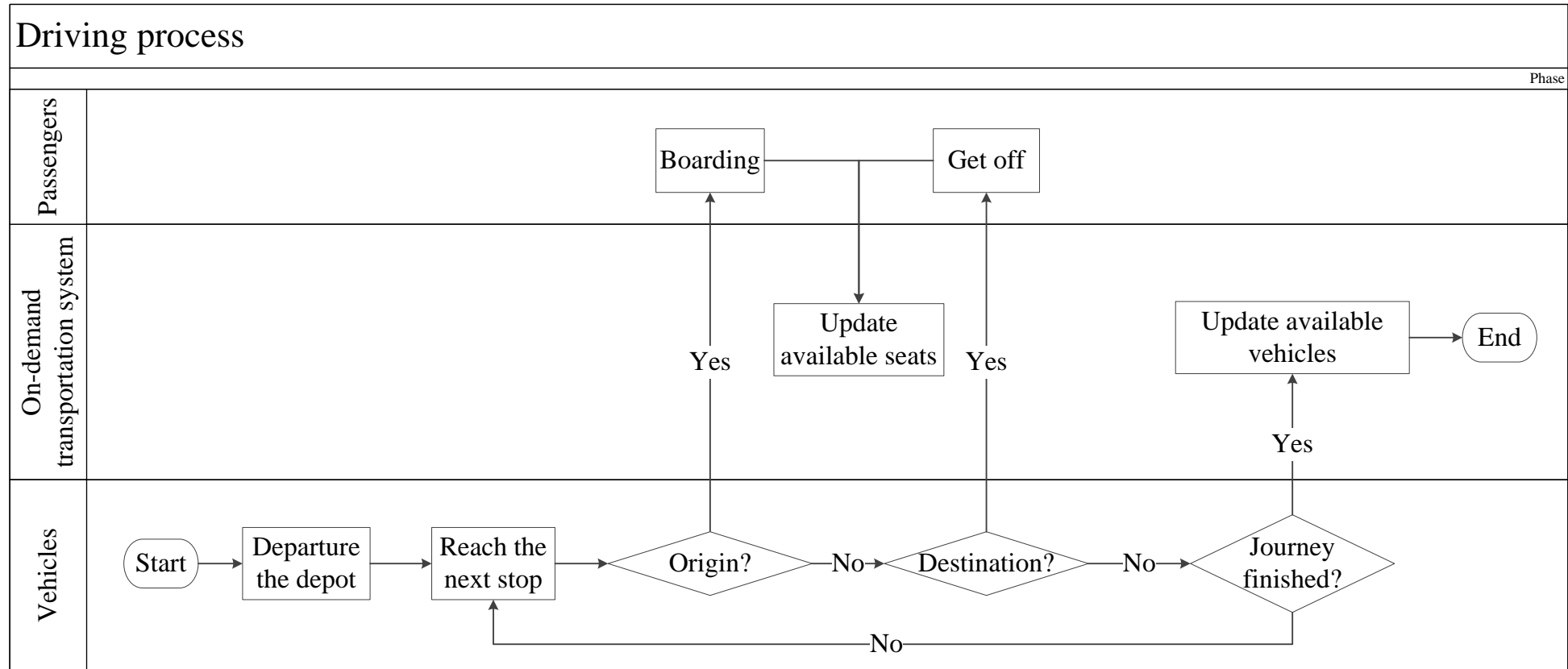




# 仿真过程

## SIMULATION PROCESS

- 车辆行驶过程 Vehicle driving



# 提纲

## OUTLINE

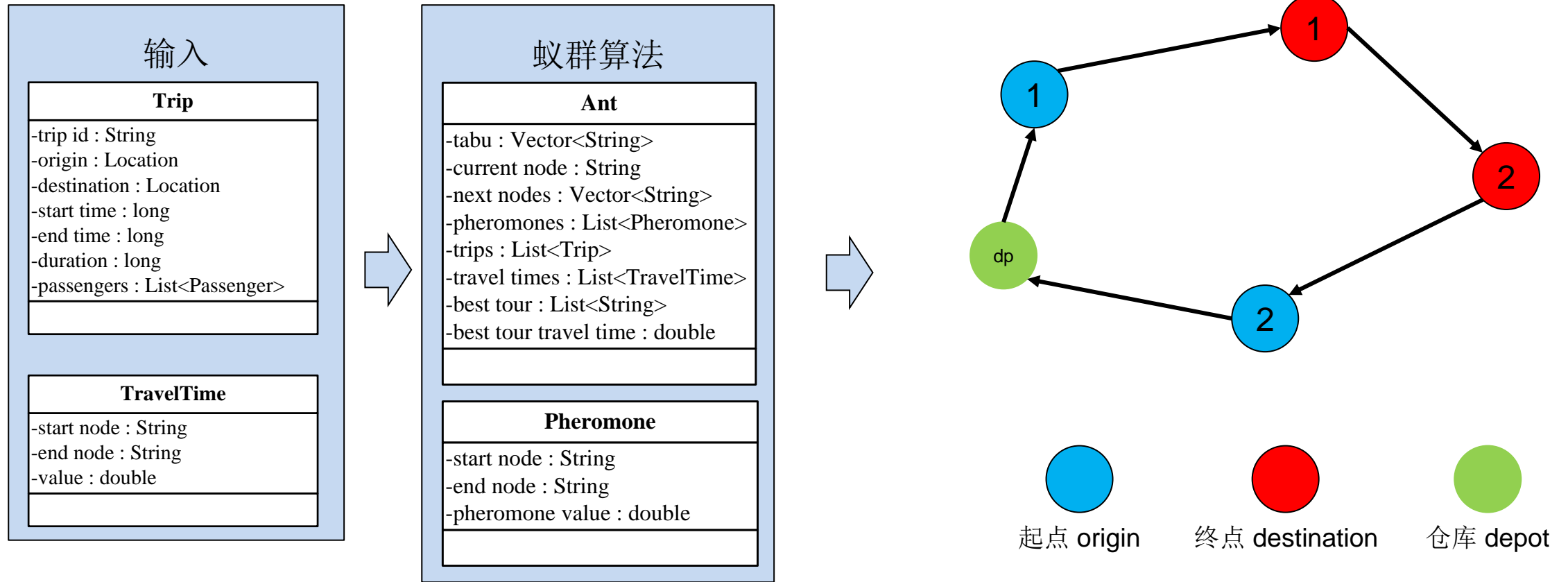
- 仿真过程 Simulation process
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# 路径优化算法

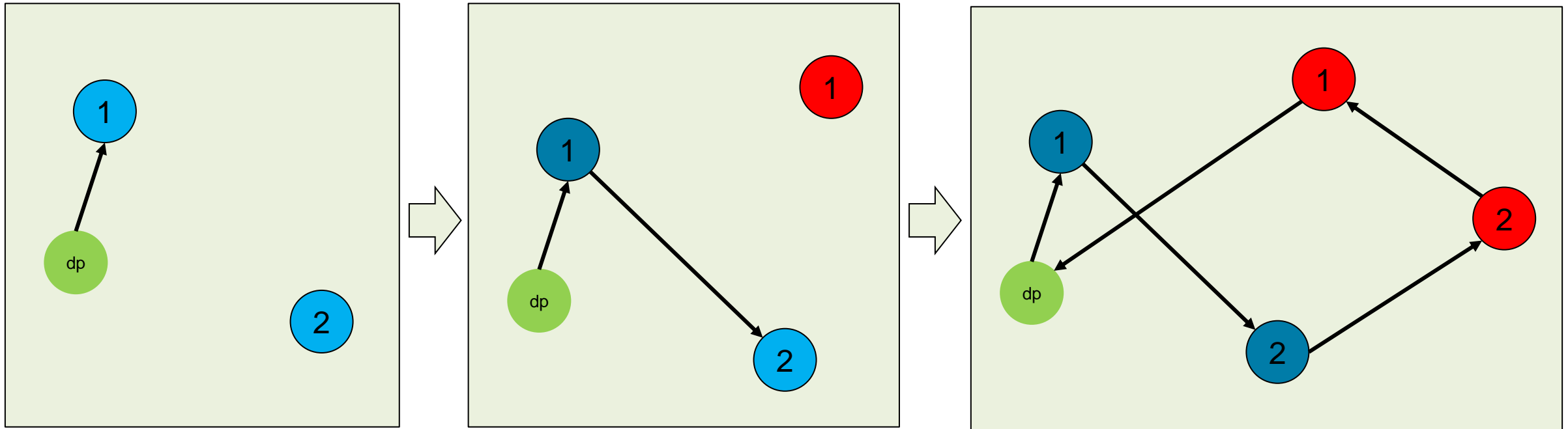
## ROUTING ALGORITHM

- 蚁群算法 Ant Colony algorithm



# 路径优化算法 ROUTING ALGORITHM

- 改进蚁群算法 Improved Ant Colony algorithm



# 提纲

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# 仿真实验

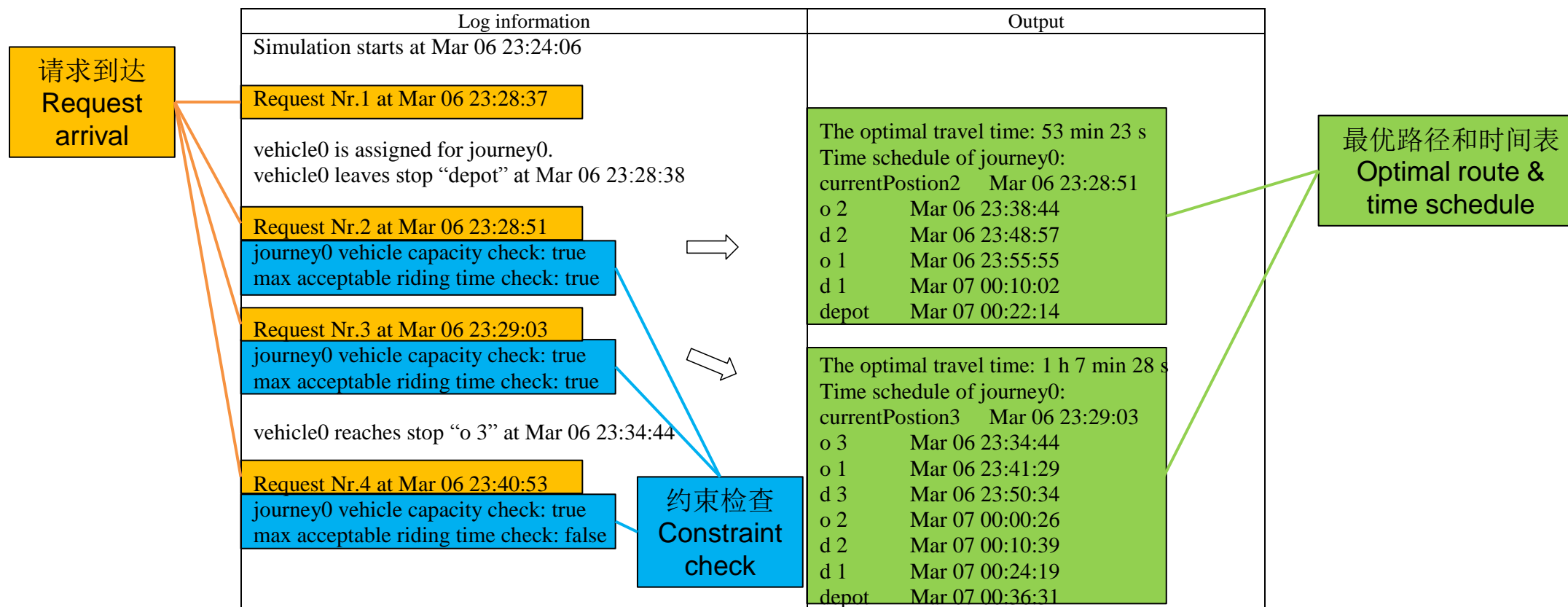
## VERIFICATION AND VALIDATION

- 任务： 检查仿真模型是否正确描述了所有流程并且获得正确的结果  
Task: check whether the simulation model can be fit for the processes and work out correct results
- 验证过程的运行参数 Configurations in verification and validation:
  - 仿真时间： 1800秒                      Simulation period: 1800 s
  - 仿真运行次数： 1                      Simulation run: 1
  - 旅行请求分布： P(10)                      Trip request distribution: P(10)
  - 行驶时间分布： U(5, 15) 分                      Travel time distribution: U(5, 15) min
  - 2辆四座车                      Two vehicles with 4 seats
  - 最大可接受行驶时间： 30分钟                      The maximum acceptable riding time: 30 min

# 仿真验证

## VERIFICATION AND VALIDATION

- 验证结果 Verification and validation results:



# 仿真验证

## VERIFICATION AND VALIDATION

- 验证结果 Verification and validation results:

Log information	Output
<p>vehicle1 is assigned journey1.</p> <p>vehicle1 leaves stop "depot" at Mar 06 23:40:54</p> <p>vehicle0 reaches stop "o 1" at Mar 06 23:41:29</p> <p>vehicle0 reaches stop "d 3" at Mar 06 23:50:34</p> <p>## trip o 3 -&gt; d 3 is finished at Mar 06 23:50:34</p>	
<p>vehicle1 reaches stop "o 4" at Mar 06 23:52:32</p>	
<p>Request Nr.5 at Mar 06 23:52:47</p> <p>journey0 vehicle capacity check: true max acceptable riding time check: false</p> <p>journey1 vehicle capacity check: true max acceptable riding time check: true</p>	<p>The optimal travel time: 44 min 15 s</p> <p>Time schedule of journey1:</p> <p>currentPostion5 Mar 06 23:52:47</p> <p>o 5 Mar 07 00:03:35</p> <p>d 5 Mar 07 00:15:42</p> <p>d 4 Mar 07 00:28:43</p> <p>depot Mar 07 00:37:02</p>
<p>Request Nr.6 at Mar 06 23:52:53</p> <p>journey0 vehicle capacity check: true max acceptable riding time check: false</p> <p>journey1 vehicle capacity check: true max acceptable riding time check: false</p>	
<p>No vehicles can be assigned for the new trip</p> <p>The request is rejected.</p>	

车辆到站  
Vehicle  
actions

约束检查  
Constraint  
check

最优路径和时间表  
Optimal route &  
time schedule

# 提纲

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# 实验准备

## EXPERIMENT SETUP

### • 运行参数 **Configurations**

- 仿真时间：7200秒
- 仿真运行次数：50
- 旅行请求分布：P(20) - P(80)
- 行驶时间分布：U(5, 15) 分
- 车的数量：6 -18 辆
- 座位数：4 – 12 座
- 最大可接受行驶时间：20 – 60 分钟

Simulation period: 7200 s

Simulation run: 50

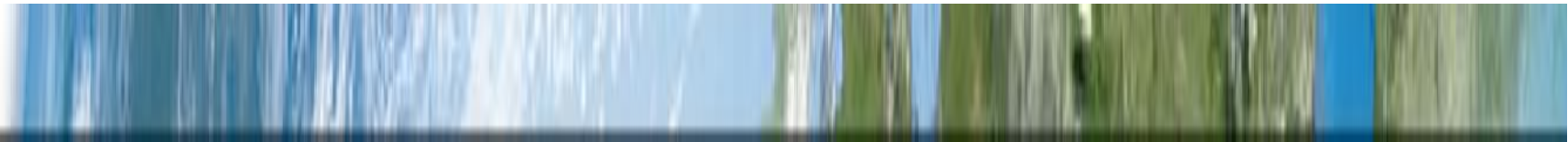
Trip request distribution: P(20) - P(80)

Travel time distribution: U(5, 15) min

The number of vehicles: 4 – 18 vehicles

Vehicle capacity: 4 – 12 seats

The maximum acceptable riding time: 20 - 60 min



# 提纲

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# 系统分析与评估

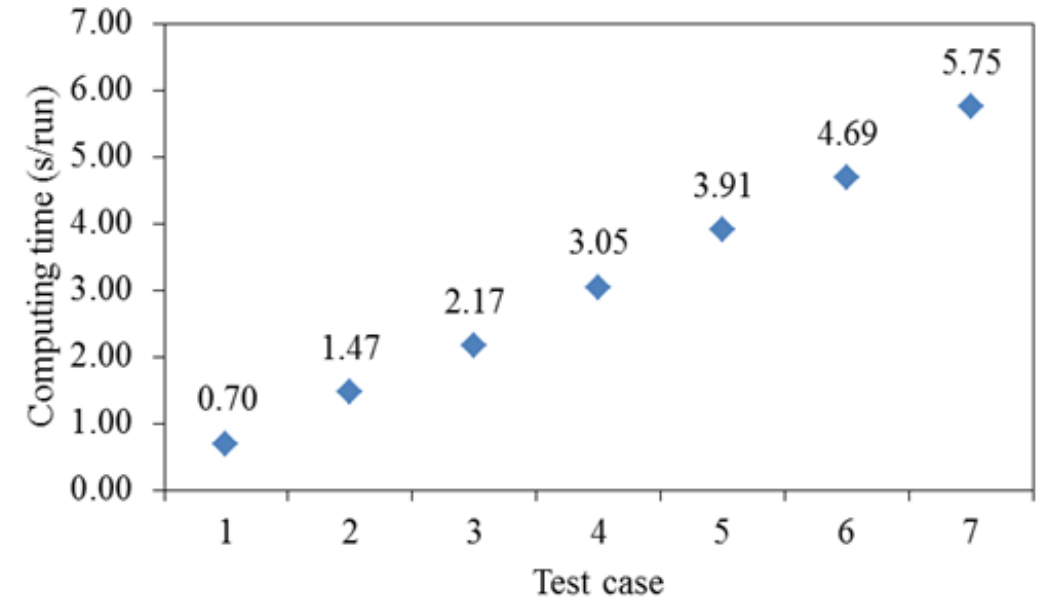
## SYSTEM ANALYSIS AND EVALUATION

- 运行时间 Computing time
  - 80% - 94% 的请求被接受  
80% - 94% of trip requests are accepted
  - 400 次优化的时间约为5.75秒  
The computing time of 400 times of routing optimization is 5.75 seconds

表：运行时间测试设置

Table: Settings of computing time test

Test case	Number of vehicles	Trip request (request/h)
1	8	30
2	16	60
3	24	90
4	32	120
5	40	150
6	48	180
7	56	210



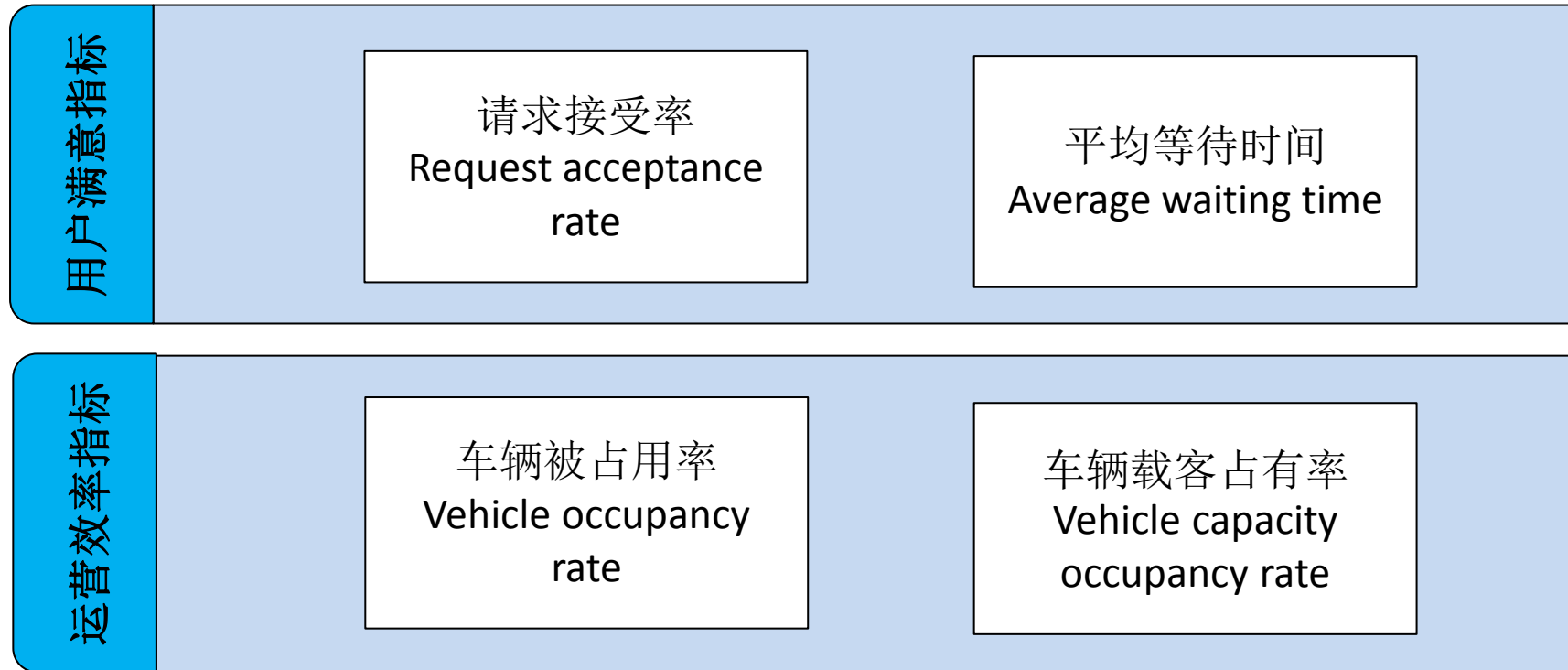
图：每次仿真运行的平均运行时间(秒)

Figure: Average computing time per simulation run

# 系统分析与评估

## SYSTEM ANALYSIS AND EVALUATION

- 测量指标 Measures



# 系统分析与评估

## SYSTEM ANALYSIS AND EVALUATION

- 请求到达率增加对测量指标的影响

### Trip request arrival rate

- 8辆四座车，最大可接受行驶时间是30分钟

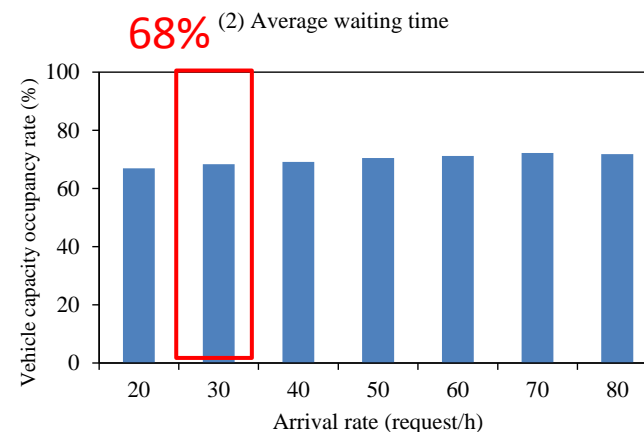
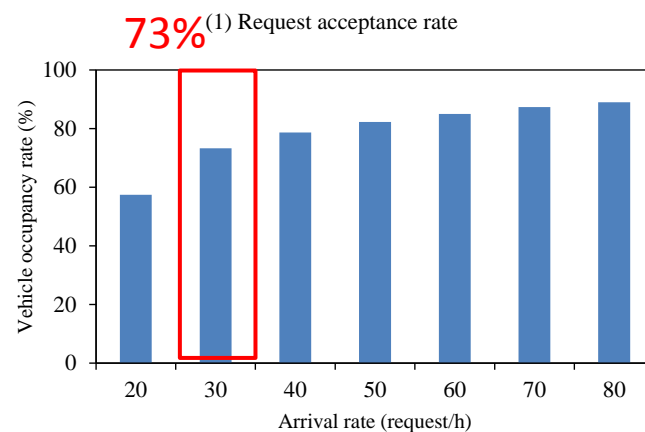
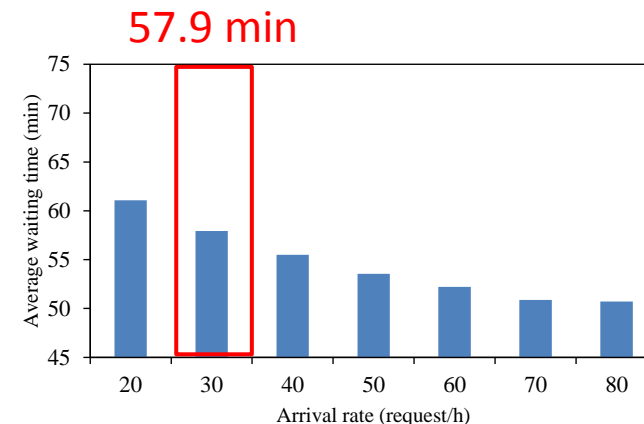
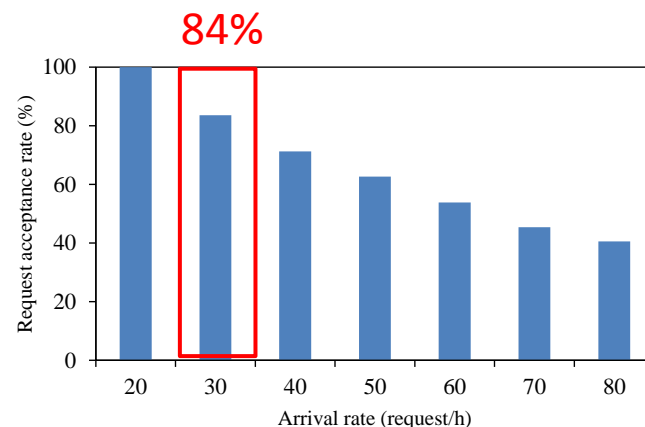
Eight vehicles with four seats, the max acceptable riding time is 30 min

- 直接行驶时间均值9.7分钟，按需车辆行驶均值14.6分钟

The direct travel time has a mean value 9.7 min, and the travel time of on-demand vehicles has a mean value 14.6 min

- 最佳案例：请求到达率30请求每小时

The best case is arrival rate 30 request/h



(3) Vehicle occupancy rate

(4) Vehicle capacity occupancy rate

# 系统分析与评估

## SYSTEM ANALYSIS AND EVALUATION

- 车辆数量增加对测量指标的影响

### Number of vehicles

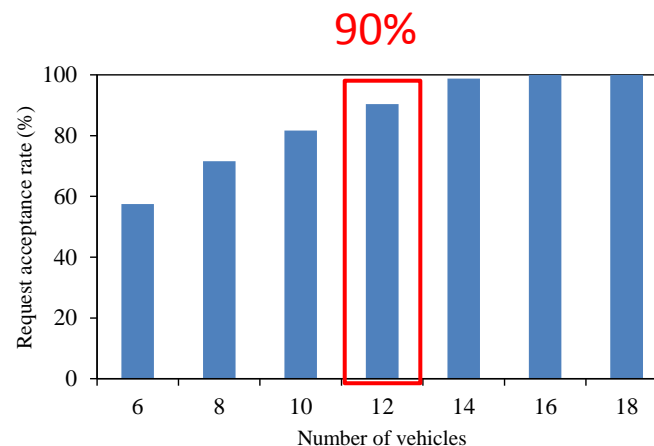
- 请求到达率40次每小时，车辆载重4座，最大可接受行驶时间是30分钟

Trip request rate is 40 request/h, each vehicle with four seats, the max acceptable riding time is 30 min

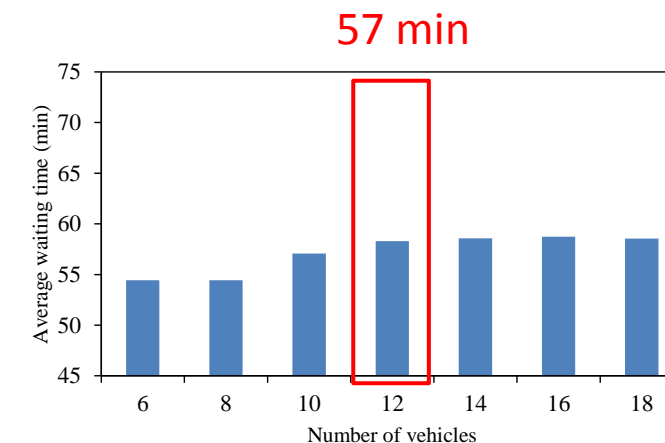
- 直接行驶时间均值9.8分钟，按需车辆行驶均值14.8分钟

The direct travel time has a mean value 9.8 min, and the travel time of on-demand vehicles has a mean value 14.8 min

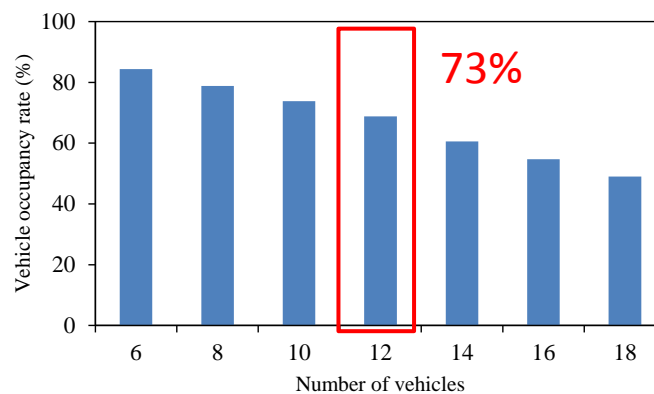
- 最佳案例：车辆数量12辆  
The best case is 12 vehicles



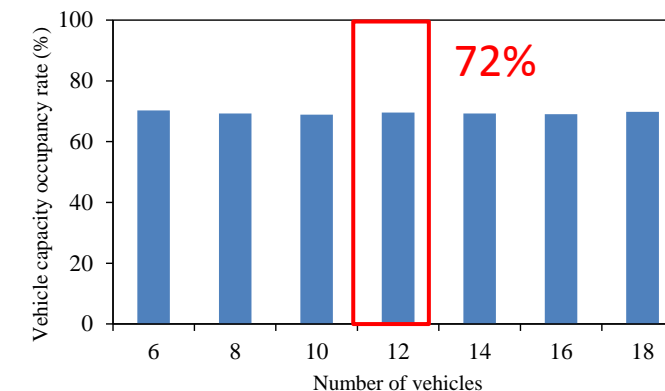
(1) Request acceptance rate



(2) Average waiting time



(3) Vehicle occupancy rate



(4) Vehicle capacity occupancy rate

# 系统分析与评估

## SYSTEM ANALYSIS AND EVALUATION

- 车辆载客人数增加对测量指标的影响

### Vehicle capacity

- 请求到达率40次每小时，10辆车，最大可接受行驶时间是40分钟

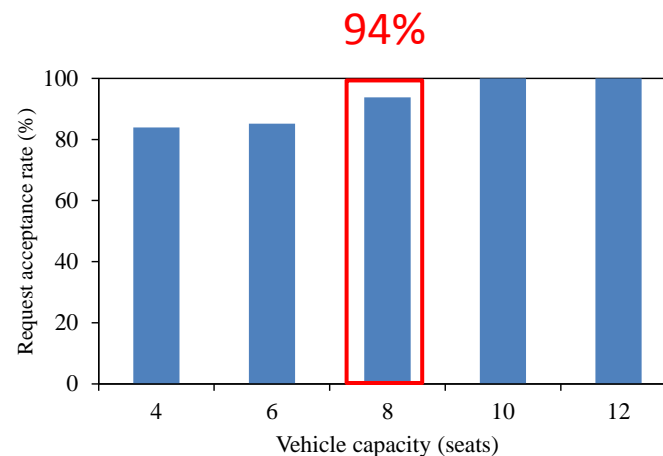
Trip request rate is 40 request/h, 10 vehicles, the max acceptable riding time is 40 min

- 直接行驶时间均值9.4分钟，按需车辆行驶均值17.9 – 13.0 分钟

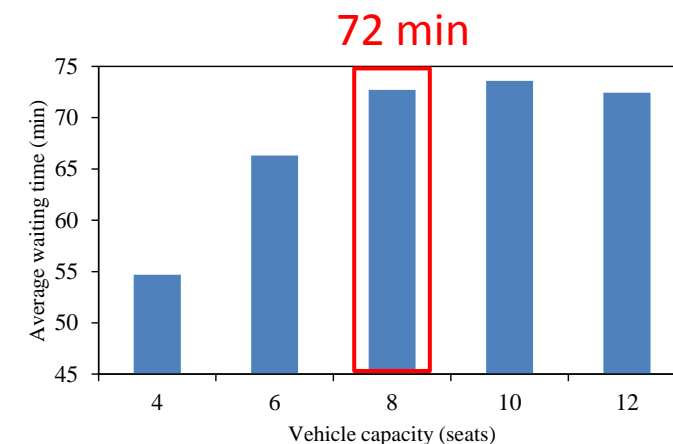
The direct travel time has a mean value 9.4 min, and the travel time of on-demand vehicles varies with the mean value 17.9 – 13.0 min

- 最佳案例：8 座车

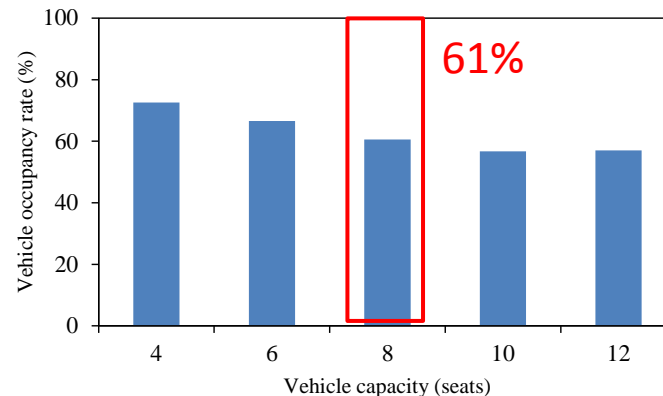
The best case is 8 seats



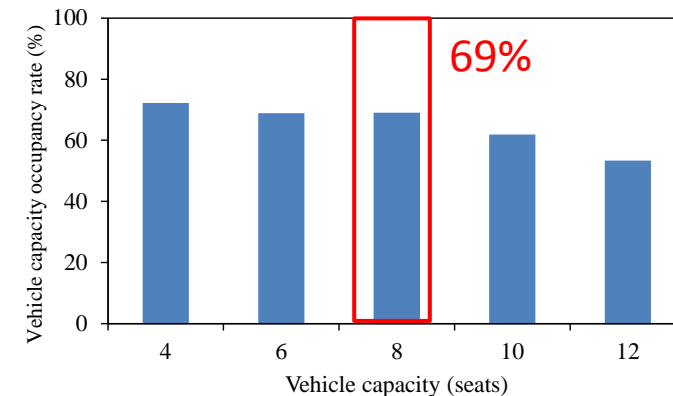
(1) Request acceptance rate



(2) Average waiting time



(3) Vehicle occupancy rate



(4) Vehicle capacity occupancy rate



# 系统分析与评估

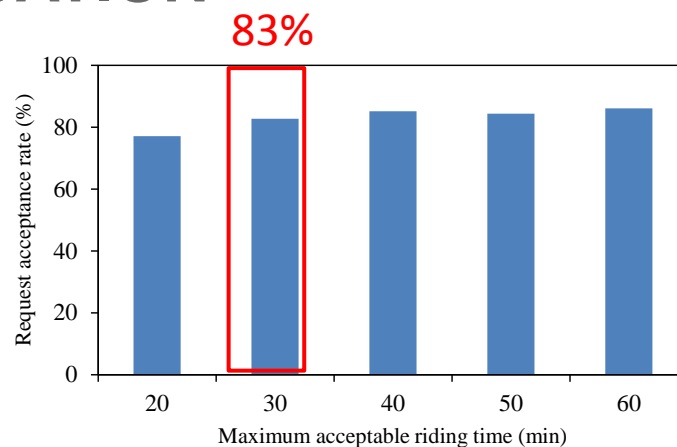
## SYSTEM ANALYSIS AND EVALUATION

- 最大可接受行驶时间增加对测量指标的影响  
**Maximum acceptable riding time**

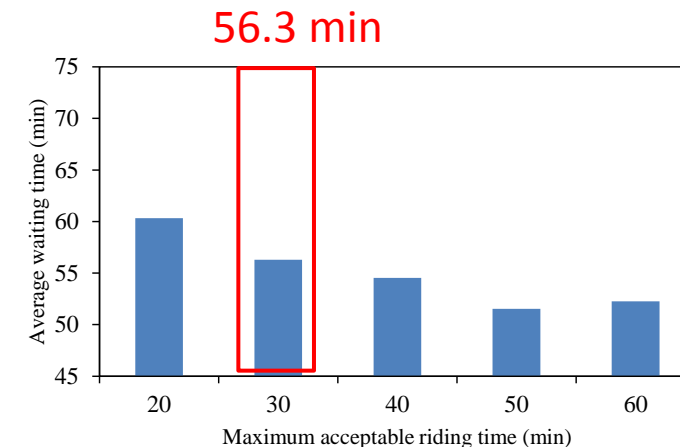
- 请求到达率40次每小时，10辆车，每车4座  
Trip request rate is 40 request/h, 10 vehicles with 4 seats

- 按需车辆行驶均值从11.5分钟增加到19.4分钟  
The direct travel time has a mean value 9.4 min, and the travel time of on-demand vehicles increases from 11.5 min to 19.4 min

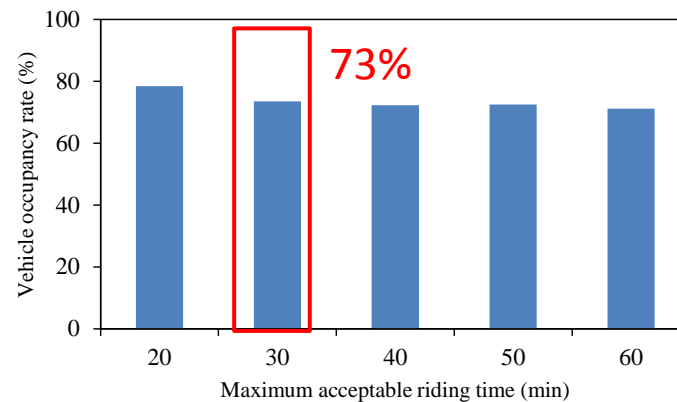
- 最佳案例：30 分钟  
The best case is 30 min



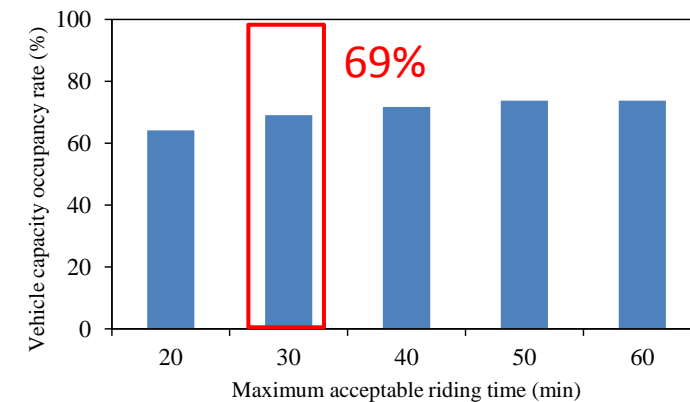
(1) Request acceptance rate



(2) Average waiting time



(3) Vehicle occupancy rate



(4) Vehicle capacity occupancy rate

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# 项目最新进展 UPDATES

- 行驶时间来自于真实的路径搜索模块

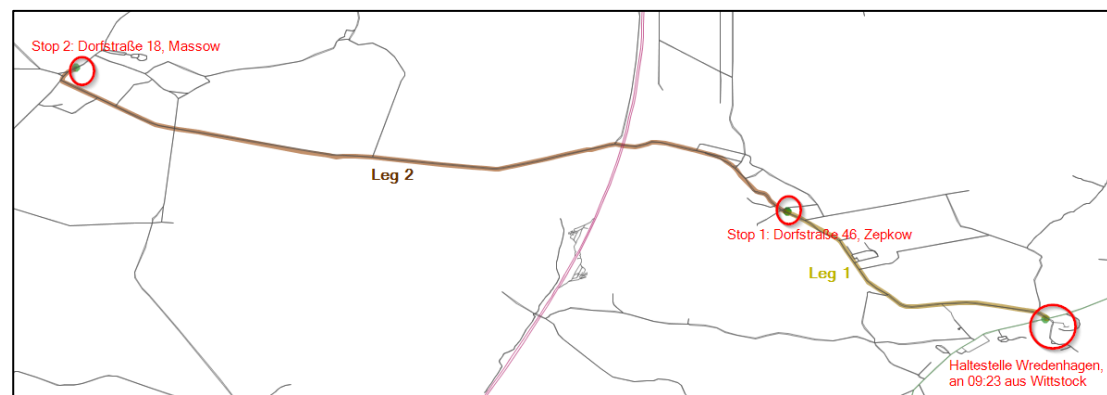
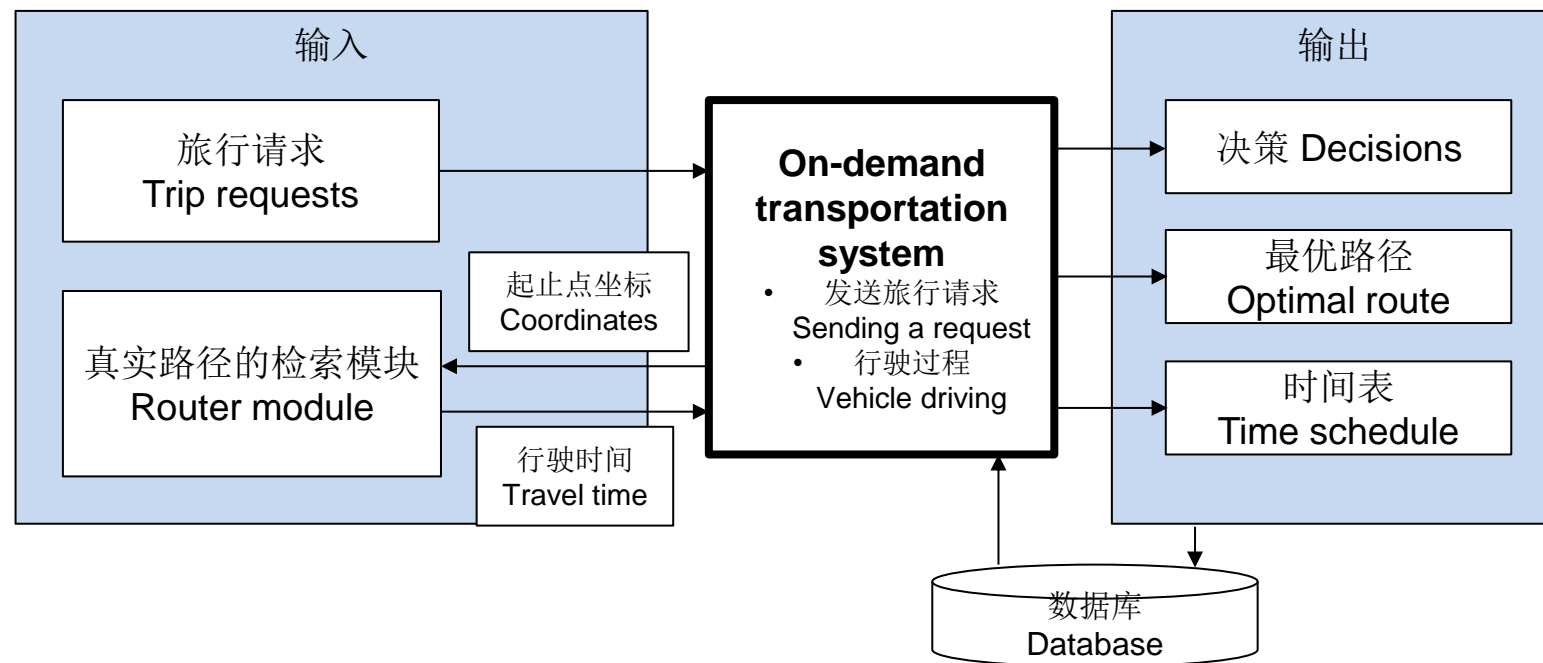
Travel times are enquired from a router module with real routes

- 按需交通系统与数据库相连接，便于存取数据和数据共享

This on-demand transportation system connects to a database for data read, write and exchange

- 车辆载重的检查变为时间依赖性

Vehicle capacity check is time-dependent



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# 结论

## CONCLUSIONS

- 本文讲述了一种用仿真来分析和评估按需交通系统的方法
- A simulation-based method which can analyse and evaluate an on-demand transportation system
  
- 路径优化采用了蚁群算法  
Routing is optimized with an ant colony algorithm
  
- 评估的结果可以提供决策支持  
Provide support for decisions
  - 车的数量投入 Number of vehicles
  - 不同载客人数的选择 Vehicle capacities
  
- 建议 Suggestions
  - 最好是投入载客人数少的车，车的数量可以多  
Vehicles with low capacity and large number of vehicles
  - 乘客最好是提前一小时发送请求  
Passengers send their requests one hour before their trip

## Thank you & Questions

唐琴蕊 Qinrui Tang  
[qinrui.tang@dlr.de](mailto:qinrui.tang@dlr.de)



# 路径优化算法

## ROUTING ALGORITHM

- 蚁群算法伪代码 Pseudocode of the Ant Colony algorithm

---

**Algorithm:** Improved Ant Colony Algorithm – routing part

---

**Require:** *travel times, trips*, parameters

**Ensure:** *bestTravelTime, bestTour*

```

1:   function AntColonyAlgorithm
2:       for iteration <MAX_ITERATION do
3:           for ant < ANT_NUMBER do
4:               currentNode  $\leftarrow$  pheromones
5:               nextNodes.remove(currentNode)
6:               if currentNode is an origin then
7:                   nextNodes.add(currentTrip.getDestination)
8:               end if
9:               tabu.add(currentNode);
10:              if ant.getTourLength < bestTravelTime then
11:                  bestTravelTime  $\leftarrow$  ant.getTourLength
12:                  bestTour  $\leftarrow$  ant.getBestTour
13:              end if
14:          end for
15:          Update pheromones
16:          Initialize ants
17:      end for
18:      return bestTravelTime, bestTour
19:  end function

```

---