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# **Predictive Route Guidance**

## ***An Interesting ITS Application***

Jon Bottom

Charles River Associates

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- Give a sense of what's known

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- Give a sense of what's known
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# Goals of presentation

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- Give a sense of what's known
- Give a sense of what's *not* known
- Identify some of the major issues

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- People have an imperfect knowledge of the network

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# Why travel information?

- People have an imperfect knowledge of the network
  - ◆ Possible 10% savings from better knowledge of paths (Autoguide)

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# Why travel information?

- People have an imperfect knowledge of the network
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  - ◆ Ramming(2003): types of network awareness

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# Why travel information?

- People have an imperfect knowledge of the network
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  - ◆ Ramming(2003): types of network awareness
  - ◆ wayfinding

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# Why travel information?

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  - ◆ Ramming(2003): types of network awareness
  - ◆ wayfinding
- Travel conditions are variable

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- Travel conditions are variable
  - ◆ 40-50% of delays on major U.S. roadways are incident-related (TTI)

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- Travel conditions are variable
  - ◆ 40-50% of delays on major U.S. roadways are incident-related (TTI)
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- Travel conditions are variable
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- By providing better travel information

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  - ◆ **Individuals make better travel decisions (probably)**

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  - ◆ recurrent vs. non-recurrent congestion
- By providing better travel information
  - ◆ Individuals make better travel decisions (probably)
  - ◆ **Network conditions improve overall (maybe)**

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# What is travel information?

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- To give them trip-related data . . .

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- Based on network conditions

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  - ◆ Here we'll use both interchangeably ("messages")
- Based on network conditions
  - ◆ In the past ("historical" guidance)

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- To give them trip-related data . . .
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  - ◆ Travel recommendations ("guidance")
  - ◆ Here we'll use both interchangeably ("messages")
  
- Based on network conditions
  - ◆ In the past ("historical" guidance)
  - ◆ **In the present ("current" guidance)**

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- To give them trip-related data . . .
  - ◆ Travel conditions ("information")
  - ◆ Travel recommendations ("guidance")
  - ◆ Here we'll use both interchangeably ("messages")
  
- Based on network conditions
  - ◆ In the past ("historical" guidance)
  - ◆ In the present ("current" guidance)
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  - ◆ Feel better knowing what's happening

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- Activity-related responses

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# Responses to travel information

- Psychological responses
  - ◆ Feel better knowing what's happening
- Activity-related responses
  - ◆ Call ahead to destination

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# Responses to travel information

- Psychological responses
  - ◆ Feel better knowing what's happening
- Activity-related responses
  - ◆ Call ahead to destination
  - ◆ Rearrange activity schedule

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  - ◆ Feel better knowing what's happening
- Activity-related responses
  - ◆ Call ahead to destination
  - ◆ Rearrange activity schedule
- Trip-related responses

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# Responses to travel information

- Psychological responses
  - ◆ Feel better knowing what's happening
- Activity-related responses
  - ◆ Call ahead to destination
  - ◆ Rearrange activity schedule
- Trip-related responses
  - ◆ **Cancel trip**

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# Responses to travel information

- Psychological responses
  - ◆ Feel better knowing what's happening
- Activity-related responses
  - ◆ Call ahead to destination
  - ◆ Rearrange activity schedule
- Trip-related responses
  - ◆ Cancel trip
  - ◆ Pre-trip: Change departure time, route, mode

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# Responses to travel information

- Psychological responses
  - ◆ Feel better knowing what's happening
- Activity-related responses
  - ◆ Call ahead to destination
  - ◆ Rearrange activity schedule
- Trip-related responses
  - ◆ Cancel trip
  - ◆ Pre-trip: Change departure time, route, mode
  - ◆ En route: Change route, mode

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  - ◆ How they're collected
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- Let's think about:
  - ◆ What data are needed
  - ◆ How they're collected
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  - ◆ How messages are communicated
  - ◆ How network reacts

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- Let's think about:
  - ◆ What data are needed
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# Historical guidance

- Data needed:
  - ◆ Travel conditions (link, subpath, path, O-D) over time

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# Historical guidance

- Data needed:
  - ◆ Travel conditions (link, subpath, path, O-D) over time
- How collected:
  - ◆ Various - no time pressure!

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- Data needed:
  - ◆ Travel conditions (link, subpath, path, O-D) over time
- How collected:
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- How processed:

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# Historical guidance

- Data needed:
  - ◆ Travel conditions (link, subpath, path, O-D) over time
- How collected:
  - ◆ Various - no time pressure!
- How processed:
  - ◆ Used to compute (time-dependent?) minimum paths

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- How communicated:

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- Data needed:
  - ◆ Travel conditions (link, subpath, path, O-D) over time
- How collected:
  - ◆ Various - no time pressure!
- How processed:
  - ◆ Used to compute (time-dependent?) minimum paths
- How communicated:
  - ◆ "Pull" system used for wayfinding

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- How processed:
  - ◆ Used to compute (time-dependent?) minimum paths
- How communicated:
  - ◆ "Pull" system used for wayfinding
  - ◆ Examples: Mapquest, GPS-based in-vehicle gizmos

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- How communicated:
  - ◆ "Pull" system used for wayfinding
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- How network reacts:

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- How processed:
  - ◆ Used to compute (time-dependent?) minimum paths
- How communicated:
  - ◆ "Pull" system used for wayfinding
  - ◆ Examples: Mapquest, GPS-based in-vehicle gizmos
- How network reacts:
  - ◆ Recurrent congestion: save 10%? (depends on participation)

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- How collected:
  - ◆ Various - no time pressure!
- How processed:
  - ◆ Used to compute (time-dependent?) minimum paths
- How communicated:
  - ◆ "Pull" system used for wayfinding
  - ◆ Examples: Mapquest, GPS-based in-vehicle gizmos
- How network reacts:
  - ◆ Recurrent congestion: save 10%? (depends on participation)
  - ◆ Non-recurrent congestion: conditions get worse

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# Historical guidance

- Data needed:
  - ◆ Travel conditions (link, subpath, path, O-D) over time
- How collected:
  - ◆ Various - no time pressure!
- How processed:
  - ◆ Used to compute (time-dependent?) minimum paths
- How communicated:
  - ◆ "Pull" system used for wayfinding
  - ◆ Examples: Mapquest, GPS-based in-vehicle gizmos
- How network reacts:
  - ◆ Recurrent congestion: save 10%? (depends on participation)
  - ◆ Non-recurrent congestion: conditions get worse
- How guidance system reacts:

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# Historical guidance

- Data needed:
  - ◆ Travel conditions (link, subpath, path, O-D) over time
- How collected:
  - ◆ Various - no time pressure!
- How processed:
  - ◆ Used to compute (time-dependent?) minimum paths
- How communicated:
  - ◆ "Pull" system used for wayfinding
  - ◆ Examples: Mapquest, GPS-based in-vehicle gizmos
- How network reacts:
  - ◆ Recurrent congestion: save 10%? (depends on participation)
  - ◆ Non-recurrent congestion: conditions get worse
- How guidance system reacts:
  - ◆ **Update travel condition database**

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# Current guidance

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- How collected:

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# Current guidance

- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)

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# Current guidance

- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)

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# Current guidance

- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:

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# Current guidance

- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:
  - ◆ Fuse data sources located across network ("centralized")

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# Current guidance

- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:
  - ◆ Fuse data sources located across network ("centralized")
  - ◆ Estimate of conditions on complete network or subsystem

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- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:
  - ◆ Fuse data sources located across network ("centralized")
  - ◆ Estimate of conditions on complete network or subsystem
- How communicated:

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- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:
  - ◆ Fuse data sources located across network ("centralized")
  - ◆ Estimate of conditions on complete network or subsystem
- How communicated:
  - ◆ **Non-trivial problem to convey details to drivers**

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- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
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- How processed:
  - ◆ Fuse data sources located across network ("centralized")
  - ◆ Estimate of conditions on complete network or subsystem
- How communicated:
  - ◆ Non-trivial problem to convey details to drivers
- How network reacts:

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- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:
  - ◆ Fuse data sources located across network ("centralized")
  - ◆ Estimate of conditions on complete network or subsystem
- How communicated:
  - ◆ Non-trivial problem to convey details to drivers
- How network reacts:
  - ◆ Depends on time-stability of prevailing conditions

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- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:
  - ◆ Fuse data sources located across network ("centralized")
  - ◆ Estimate of conditions on complete network or subsystem
- How communicated:
  - ◆ Non-trivial problem to convey details to drivers
- How network reacts:
  - ◆ Depends on time-stability of prevailing conditions
- How guidance system reacts:

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# Current guidance

- Data needed:
  - ◆ Prevailing travel conditions (link times, incident presence)
- How collected:
  - ◆ inductive loop detectors; radar (spot speeds, counts)
  - ◆ closed circuit TV; cell phones (incidents)
- How processed:
  - ◆ Fuse data sources located across network ("centralized")
  - ◆ Estimate of conditions on complete network or subsystem
- How communicated:
  - ◆ Non-trivial problem to convey details to drivers
- How network reacts:
  - ◆ Depends on time-stability of prevailing conditions
- How guidance system reacts:
  - ◆ **Update condition estimation algorithms, database**

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# Predictive guidance

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# Predictive guidance

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# Predictive guidance

- Data needed:
  - ◆ Network model
  - ◆ Prevailing travel conditions
  - ◆ **Historical demand information**

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# Predictive guidance

- Data needed:
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  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:

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# Predictive guidance

- Data needed:
  - ◆ Network model
  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:
  - ◆ **Vehicle tracking technologies**

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# Predictive guidance

- Data needed:
  - ◆ Network model
  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures

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# Predictive guidance

- Data needed:
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  - ◆ Prevailing travel conditions
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- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures
- How processed:

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# Predictive guidance

- Data needed:
  - ◆ Network model
  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions

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# Predictive guidance

- Data needed:
  - ◆ Network model
  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ **Generate guidance**

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# Predictive guidance

- Data needed:
  - ◆ Network model
  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary

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# Predictive guidance

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- How collected:
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- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary
- How communicated:

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# Predictive guidance

- Data needed:
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- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary
- How communicated:
  - ◆ Like current guidance

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# Predictive guidance

- Data needed:
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- How collected:
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  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary
- How communicated:
  - ◆ Like current guidance
- How network reacts:

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# Predictive guidance

- Data needed:
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- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary
- How communicated:
  - ◆ Like current guidance
- How network reacts:
  - ◆ Depends on quality of predictions, guidance

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# Predictive guidance

- Data needed:
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- How collected:
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  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary
- How communicated:
  - ◆ Like current guidance
- How network reacts:
  - ◆ Depends on quality of predictions, guidance
- How guidance system reacts:

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# Predictive guidance

- Data needed:
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  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:
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  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary
- How communicated:
  - ◆ Like current guidance
- How network reacts:
  - ◆ Depends on quality of predictions, guidance
- How guidance system reacts:
  - ◆ Track discrepancies between predictions, reality

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# Predictive guidance

- Data needed:
  - ◆ Network model
  - ◆ Prevailing travel conditions
  - ◆ Historical demand information
- How collected:
  - ◆ Vehicle tracking technologies
  - ◆ Image processing; ILD, cell phone signatures
- How processed:
  - ◆ Forecast future demand, conditions
  - ◆ Generate guidance
  - ◆ Reconcile as necessary
- How communicated:
  - ◆ Like current guidance
- How network reacts:
  - ◆ Depends on quality of predictions, guidance
- How guidance system reacts:
  - ◆ Track discrepancies between predictions, reality
  - ◆ **Update algorithms, databases**

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# The key issue - Part I

- Suppose we have a great network prediction model

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:
  - ◆ Some ignore us completely

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:
  - ◆ Some ignore us completely
  - ◆ Some factor what we say into their routing decisions

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:
  - ◆ Some ignore us completely
  - ◆ Some factor what we say into their routing decisions
  - ◆ Some do the *opposite* to "avoid the crowd"

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:
  - ◆ Some ignore us completely
  - ◆ Some factor what we say into their routing decisions
  - ◆ Some do the *opposite* to "avoid the crowd"
- If a significant number of drivers change their decisions in some way

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:
  - ◆ Some ignore us completely
  - ◆ Some factor what we say into their routing decisions
  - ◆ Some do the *opposite* to "avoid the crowd"
- If a significant number of drivers change their decisions in some way
- The effects of their decisions on network conditions

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:
  - ◆ Some ignore us completely
  - ◆ Some factor what we say into their routing decisions
  - ◆ Some do the *opposite* to "avoid the crowd"
- If a significant number of drivers change their decisions in some way
- The effects of their decisions on network conditions
- **Will invalidate our predictions!**

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# The key issue - Part I

- Suppose we have a great network prediction model
- Suppose we can tell drivers our predictions
- Drivers listen to us and do what they do:
  - ◆ Some ignore us completely
  - ◆ Some factor what we say into their routing decisions
  - ◆ Some do the *opposite* to "avoid the crowd"
- If a significant number of drivers change their decisions in some way
- The effects of their decisions on network conditions
- Will invalidate our predictions!
  
- **The Self-Defeating Prophecy!!**

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# The key issue - Part II

- Example of a self-defeating prophecy

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# The key issue - Part II

- Example of a self-defeating prophecy
  - ◆ Suppose we predict congestion on one of two parallel routes

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# The key issue - Part II

- Example of a self-defeating prophecy
  - ◆ Suppose we predict congestion on one of two parallel routes
  - ◆ We tell drivers about it

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- Example of a self-defeating prophecy
  - ◆ Suppose we predict congestion on one of two parallel routes
  - ◆ We tell drivers about it
  - ◆ If enough of them listen to us and shift to the other route

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# The key issue - Part II

- Example of a self-defeating prophecy
  - ◆ Suppose we predict congestion on one of two parallel routes
  - ◆ We tell drivers about it
  - ◆ If enough of them listen to us and shift to the other route
  - ◆ It may congest worse than what we predicted for the original

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# The key issue - Part II

- Example of a self-defeating prophecy
  - ◆ Suppose we predict congestion on one of two parallel routes
  - ◆ We tell drivers about it
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  - ◆ It may congest worse than what we predicted for the original
  - ◆ And leave the original route free-flowing

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  - ◆ Suppose we predict congestion on one of two parallel routes
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  - ◆ It may congest worse than what we predicted for the original
  - ◆ And leave the original route free-flowing
  
- Another possibility:

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  - ◆ And leave the original route free-flowing
  
- Another possibility:
  - ◆ Congestion oscillates from one route to the other

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  - ◆ It may congest worse than what we predicted for the original
  - ◆ And leave the original route free-flowing
  
- Another possibility:
  - ◆ Congestion oscillates from one route to the other
  
- In all these cases, guidance was based on wrong predictions

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- Example of a self-defeating prophecy
  - ◆ Suppose we predict congestion on one of two parallel routes
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  - ◆ Congestion oscillates from one route to the other
  
- In all these cases, guidance was based on wrong predictions
  - ◆ We've probably made network conditions worse

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- Example of a self-defeating prophecy
  - ◆ Suppose we predict congestion on one of two parallel routes
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  - ◆ If enough of them listen to us and shift to the other route
  - ◆ It may congest worse than what we predicted for the original
  - ◆ And leave the original route free-flowing
- Another possibility:
  - ◆ Congestion oscillates from one route to the other
- In all these cases, guidance was based on wrong predictions
  - ◆ We've probably made network conditions worse
  - ◆ **And people will eventually stop listening to us**

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- Guidance is "consistent"

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# The key issue - Part III

- Guidance is "consistent"
- When the network condition predictions

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# The key issue - Part III

- Guidance is "consistent"
- When the network condition predictions
- On which our guidance messages are based

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# The key issue - Part III

- Guidance is "consistent"
- When the network condition predictions
- On which our guidance messages are based
- Turn out to be true (within limits of model accuracy)

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# The key issue - Part III

- Guidance is "consistent"
- When the network condition predictions
- On which our guidance messages are based
- Turn out to be true (within limits of model accuracy)
- After drivers receive the messages and react to them

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# The key issue - Part III

- Guidance is "consistent"
  - When the network condition predictions
  - On which our guidance messages are based
  - Turn out to be true (within limits of model accuracy)
  - After drivers receive the messages and react to them
- 
- How do we compute consistent guidance?

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- If only a small fraction of drivers receive predictive guidance

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- If only a small fraction of drivers receive predictive guidance
- Or react to the guidance messages

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- If only a small fraction of drivers receive predictive guidance
- Or react to the guidance messages
- **Their reactions will not affect network conditions –**

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- If only a small fraction of drivers receive predictive guidance
- Or react to the guidance messages
- Their reactions will not affect network conditions –
- The consistency problem does not arise

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- If only a small fraction of drivers receive predictive guidance
- Or react to the guidance messages
- Their reactions will not affect network conditions –
- The consistency problem does not arise
  - ◆ The individual drivers may benefit

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- If only a small fraction of drivers receive predictive guidance
- Or react to the guidance messages
- Their reactions will not affect network conditions –
- The consistency problem does not arise
  - ◆ The individual drivers may benefit
  - ◆ **But network conditions are unchanged**

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- If only a small fraction of drivers receive predictive guidance
- Or react to the guidance messages
- Their reactions will not affect network conditions –
- The consistency problem does not arise
  - ◆ The individual drivers may benefit
  - ◆ But network conditions are unchanged
- It's possible to make predictions by extrapolation:

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- If only a small fraction of drivers receive predictive guidance
- Or react to the guidance messages
- Their reactions will not affect network conditions –
- The consistency problem does not arise
  - ◆ The individual drivers may benefit
  - ◆ But network conditions are unchanged
- It's possible to make predictions by extrapolation:
  - ◆ Use current conditions, historical trends, other info

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- Their reactions will not affect network conditions –
- The consistency problem does not arise
  - ◆ The individual drivers may benefit
  - ◆ But network conditions are unchanged
- It's possible to make predictions by extrapolation:
  - ◆ Use current conditions, historical trends, other info
- At least one company currently does this

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- Or react to the guidance messages
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- The consistency problem does not arise
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  - ◆ But network conditions are unchanged
- It's possible to make predictions by extrapolation:
  - ◆ Use current conditions, historical trends, other info
- At least one company currently does this
- **Difficult to factor driver response into extrapolations**

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- If only a small fraction of drivers receive predictive guidance
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- Their reactions will not affect network conditions –
- The consistency problem does not arise
  - ◆ The individual drivers may benefit
  - ◆ But network conditions are unchanged
- It's possible to make predictions by extrapolation:
  - ◆ Use current conditions, historical trends, other info
- At least one company currently does this
- Difficult to factor driver response into extrapolations
- **Won't consider further**

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- Rolling horizon approach
  - ◆ Consider a *guidance horizon*

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- Rolling horizon approach
  - ◆ Consider a *guidance horizon*
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- Rolling horizon approach
  - ◆ Consider a *guidance horizon*
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- Generate guidance for each *guidance interval* within guidance horizon

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- Rolling horizon approach
  - ◆ Consider a *guidance horizon*
  - ◆ Say 1-2 hours into the future
- Generate guidance for each *guidance interval* within guidance horizon
  - ◆ Guidance remains fixed over guidance interval

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- Rolling horizon approach
  - ◆ Consider a *guidance horizon*
  - ◆ Say 1-2 hours into the future
- Generate guidance for each *guidance interval* within guidance horizon
  - ◆ Guidance remains fixed over guidance interval
  - ◆ Say 5-10 minutes

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  - ◆ Consider a *guidance horizon*
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  - ◆ Guidance remains fixed over guidance interval
  - ◆ Say 5-10 minutes
  - ◆ **Affects stability of network conditions**

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  - ◆ Guidance remains fixed over guidance interval
  - ◆ Say 5-10 minutes
  - ◆ Affects stability of network conditions
- Generation uses network model over guidance horizon

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  - ◆ Guidance remains fixed over guidance interval
  - ◆ Say 5-10 minutes
  - ◆ Affects stability of network conditions
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  - ◆ Affects stability of network conditions
- Generation uses network model over guidance horizon
- Network model uses continuously collected data inputs
- Each *update interval* guidance is re-computed

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  - ◆ Guidance remains fixed over guidance interval
  - ◆ Say 5-10 minutes
  - ◆ Affects stability of network conditions
- Generation uses network model over guidance horizon
- Network model uses continuously collected data inputs
- Each *update interval* guidance is re-computed
  - ◆ Each update, the process is rolled forward by one period

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- Network model uses continuously collected data inputs
- Each *update interval* guidance is re-computed
  - ◆ Each update, the process is rolled forward by one period
  - ◆ Update interval might be one/several guidance intervals

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  - ◆ Each update, the process is rolled forward by one period
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  - ◆ **Depends on data processing, communication times**

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  - ◆ Consider a *guidance horizon*
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- Generate guidance for each *guidance interval* within guidance horizon
  - ◆ Guidance remains fixed over guidance interval
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- Each *update interval* guidance is re-computed
  - ◆ Each update, the process is rolled forward by one period
  - ◆ Update interval might be one/several guidance intervals
  - ◆ Depends on data processing, communication times
- **If an incident is detected, reset**

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# Conventional network models

- These network models assume drivers have perfect information

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# Conventional network models

- These network models assume drivers have perfect information
  - ◆ If this were true, no need for route guidance!

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# Conventional network models

- These network models assume drivers have perfect information
  - ◆ If this were true, no need for route guidance!
- Only consider dynamic traffic assignment (DTA) models

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# Conventional network models

- These network models assume drivers have perfect information
  - ◆ If this were true, no need for route guidance!
- Only consider dynamic traffic assignment (DTA) models
  - ◆ Needed to reflect changing network realities

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# Conventional network models

- These network models assume drivers have perfect information
  - ◆ If this were true, no need for route guidance!
- Only consider dynamic traffic assignment (DTA) models
  - ◆ Needed to reflect changing network realities
  - ◆ All variables are time-dependent

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# Conventional network models

- These network models assume drivers have perfect information
  - ◆ If this were true, no need for route guidance!
- Only consider dynamic traffic assignment (DTA) models
  - ◆ Needed to reflect changing network realities
  - ◆ All variables are time-dependent
  - ◆ **Key variables are:**

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# Conventional network models

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- Only consider dynamic traffic assignment (DTA) models
  - ◆ Needed to reflect changing network realities
  - ◆ All variables are time-dependent
  - ◆ Key variables are:
    - Time-dependent path flows (departures)  $F$

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  - ◆ All variables are time-dependent
  - ◆ Key variables are:
    - Time-dependent path flows (departures)  $F$
    - Time-dependent path traversal times  $T$

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  - ◆ Key variables are:
    - Time-dependent path flows (departures)  $F$
    - Time-dependent path traversal times  $T$
- DTA model components are

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  - ◆ All variables are time-dependent
  - ◆ Key variables are:
    - Time-dependent path flows (departures)  $F$
    - Time-dependent path traversal times  $T$
- DTA model components are
  - ◆ network loader ( $S$ ):

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# Conventional network models

- These network models assume drivers have perfect information
  - ◆ If this were true, no need for route guidance!
- Only consider dynamic traffic assignment (DTA) models
  - ◆ Needed to reflect changing network realities
  - ◆ All variables are time-dependent
  - ◆ Key variables are:
    - Time-dependent path flows (departures)  $F$
    - Time-dependent path traversal times  $T$
- DTA model components are
  - ◆ network loader ( $S$ ):
    - **inputs path flows ( $F$ )**

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    - outputs path flows ( $F$ )
- Picture!

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# Equilibrium as a fixed point

- Conventional analysis of DTA models is based on

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# Equilibrium as a fixed point

- Conventional analysis of DTA models is based on
- Infinite-dimensional variational inequalities

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# Equilibrium as a fixed point

- Conventional analysis of DTA models is based on
- Infinite-dimensional variational inequalities
- Turns out to be difficult to generalize to guidance problem

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# Equilibrium as a fixed point

- Conventional analysis of DTA models is based on
- Infinite-dimensional variational inequalities
- Turns out to be difficult to generalize to guidance problem
- Fixed point approach more applicable

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# Equilibrium as a fixed point

- Conventional analysis of DTA models is based on
- Infinite-dimensional variational inequalities
- Turns out to be difficult to generalize to guidance problem
- Fixed point approach more applicable

- Fixed point definition

for  $T : X \mapsto X$ ,  $X \subseteq \mathbb{R}^n$  (or  $X$  more general)

find  $x^* \in X$  such that  $x^* = T(x^*)$

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- Conventional analysis of DTA models is based on
- Infinite-dimensional variational inequalities
- Turns out to be difficult to generalize to guidance problem
- Fixed point approach more applicable

- Fixed point definition

for  $T : X \mapsto X$ ,  $X \subseteq \mathbb{R}^n$  (or  $X$  more general)

find  $x^* \in X$  such that  $x^* = T(x^*)$

- Fixed point expresses an equilibrium condition

$$S \circ D(T) = T$$

$$D \circ S(F) = F$$

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- Guidance model components are

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# Consistency as a fixed point

- Fixed point expresses a consistency condition

$$G \circ S \circ D(M) = M$$

$$D \circ G \circ S(P) = P$$

$$S \circ D \circ G(T) = T$$

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- Fixed point expresses a consistency condition

$$G \circ S \circ D(M) = M$$

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- There are heuristic algorithms for solving these, but they are very slow

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  - ◆ the method of successive averages (MSA)

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- There are heuristic algorithms for solving these, but they are very slow
  - ◆ the method of successive averages (MSA)
  - ◆ iterate averaging methods (Polyak averaging)

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- There are heuristic algorithms for solving these, but they are very slow
  - ◆ the method of successive averages (MSA)
  - ◆ iterate averaging methods (Polyak averaging)
- My doctoral research was on this

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- Basic models and components
  - ◆ Real-time dynamic O-D matrix estimation

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# What needs doing

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  - ◆ Real-time dynamic O-D matrix estimation
  - ◆ **Models of driver response to guidance**

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# What needs doing

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  - ◆ Hybrid centralized/vehicle-centric systems (Farver 2005)

**Thank you! – Questions?**

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