

# Mobility and Human Behaviour – Urban Analytics

(Why did we find transmission modelling hard?)

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Modelling to Support Resilience for Pandemics – Open Questions

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  - + virus transmission model
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  - PAM - Pandemic Activity Modifier
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# Arup's City Modelling Lab

Human decision making, simulated

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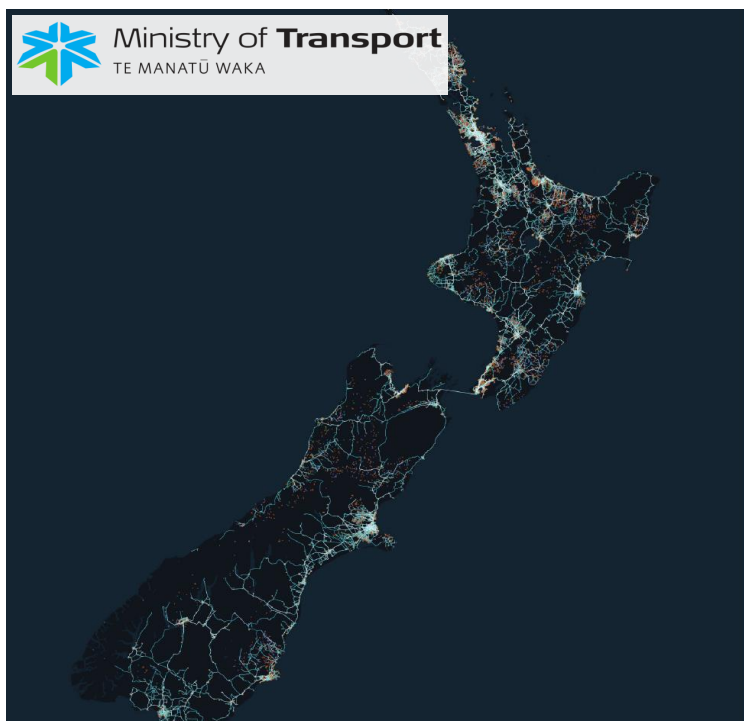
[medium.com/arupcitymodelling](https://medium.com/arupcitymodelling)



# Selected projects

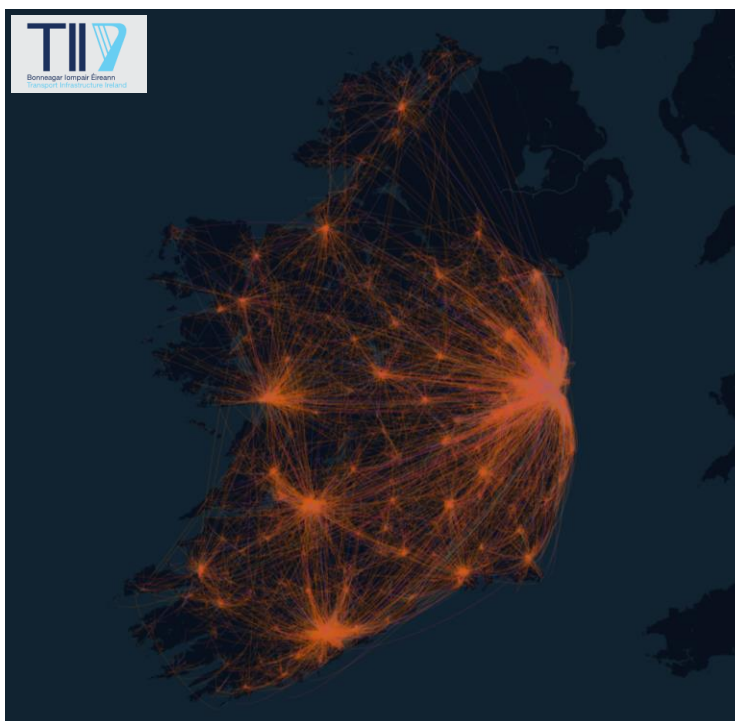
## New Zealand Ministry of Transport

Embedded **simulation capabilities** within the Ministry of Transport. Started with a strategy phase followed by an Alpha model build owned by the client team. The models are helping to determine the effects of **road pricing** on congestion.



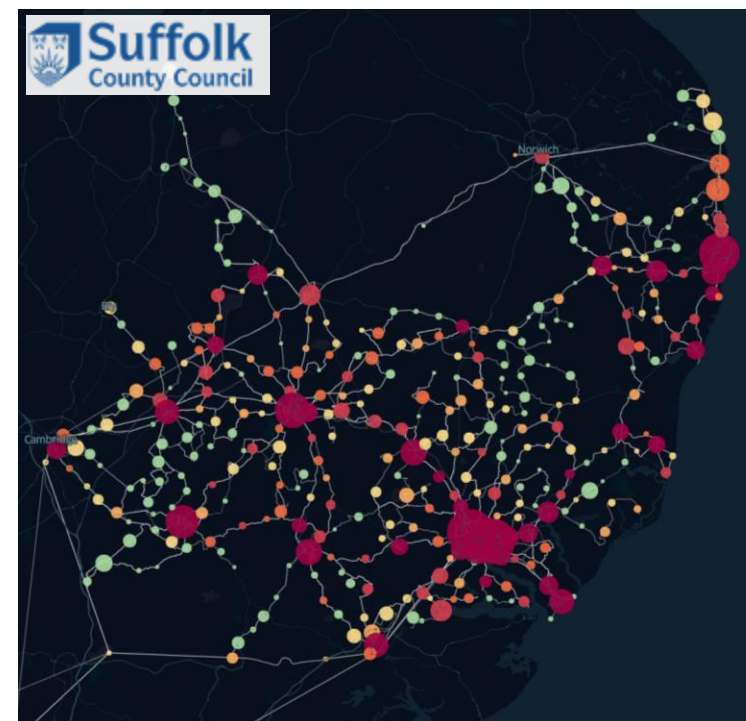
## Transport Infrastructure Ireland

Built an Alpha and Beta model to investigate **road pricing** scenarios and how this might help to fund infrastructure in the future. There was a specific focus on **social equity** when considering road pricing schemes.



## Suffolk County Council, United Kingdom

Built an Alpha model for the Suffolk region, and ran scenarios to inform their **bus strategy**. Carried out a **carbon assessment** which highlighted that additional bus services don't necessarily equate to lower carbon emissions.



# Collaborations, partnerships, and clients

We have strong partnerships to progress R&D and foster innovation across the industry

We have set up a **research partnership** with UCL to bridge the gap between client needs and academic research.



There is a growing international **community** engaging with us and discussing how this simulation capability can be leveraged.



We have carried out **client projects** globally.



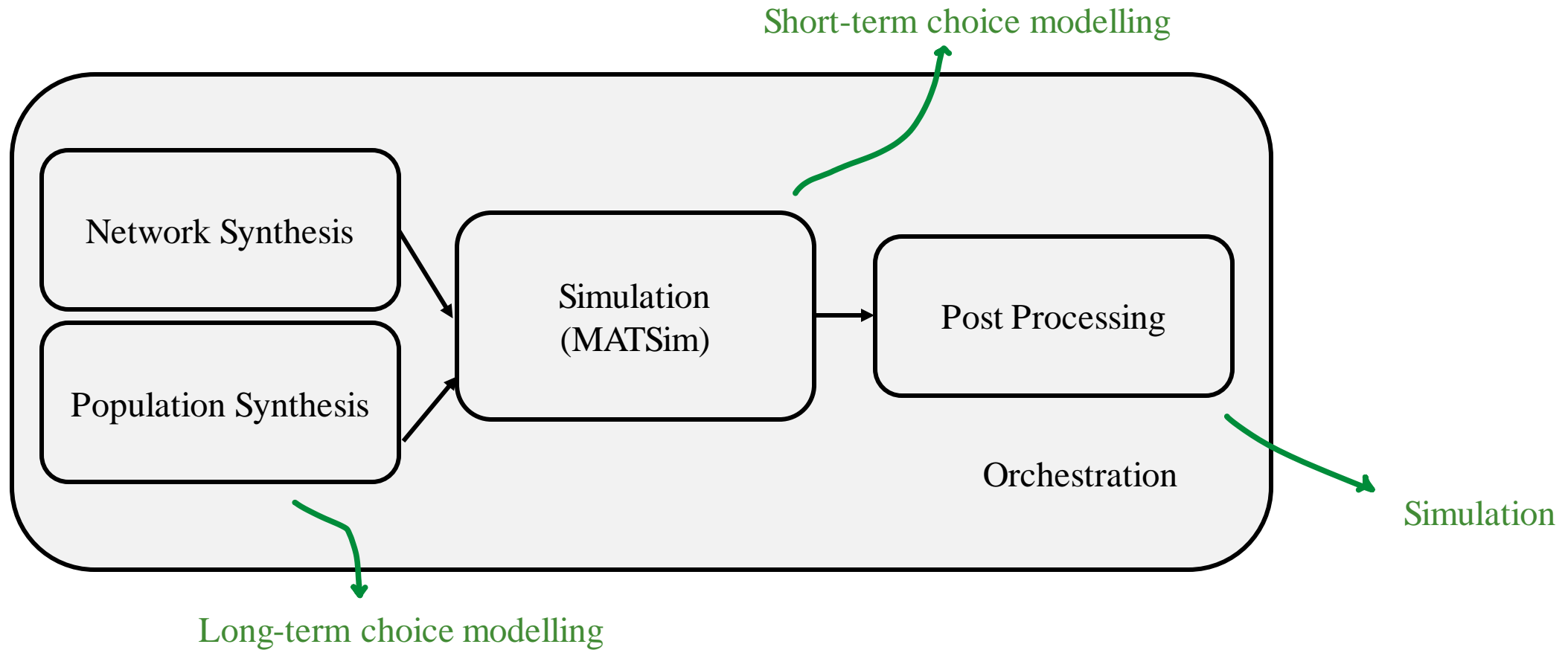
Ministry of **Transport**  
TE MANATŪ WAKA



Innovate  
UK

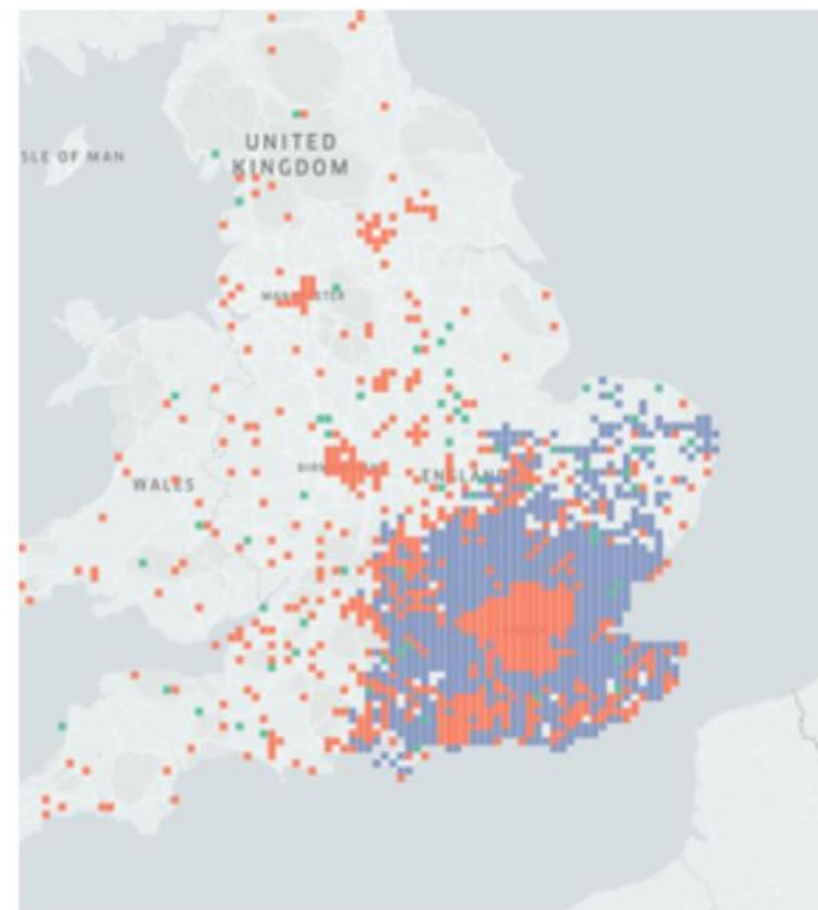
# Components

What did we do? (transport models/simulations)



# Components

London



LoHAM MoTiON LoPopS



# Components

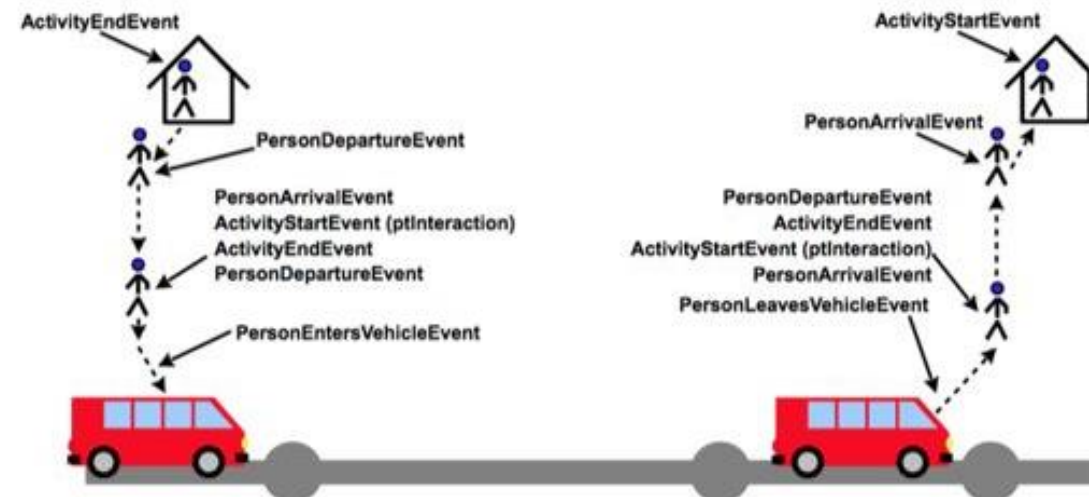
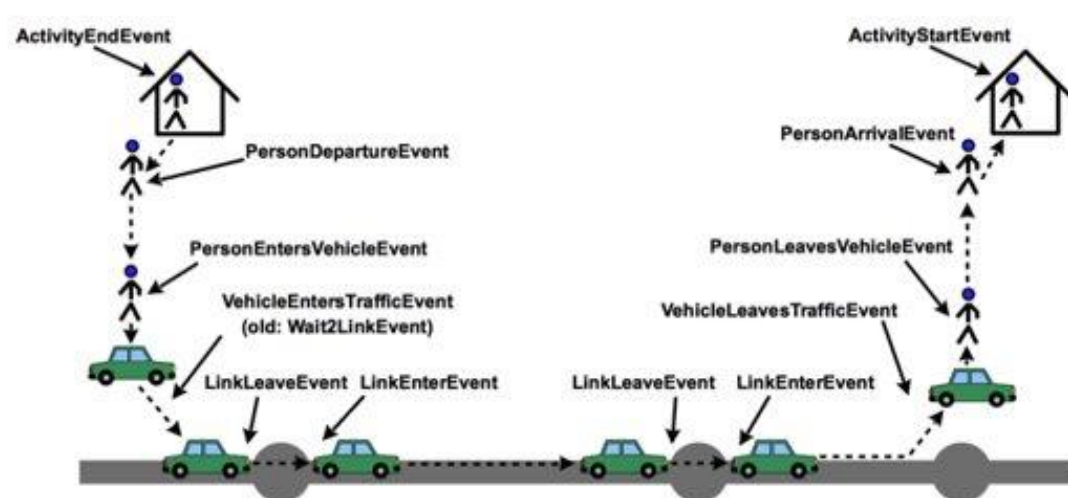
London





# Components

## Output Events



# Components

## What did we do? (transport models/simulations)

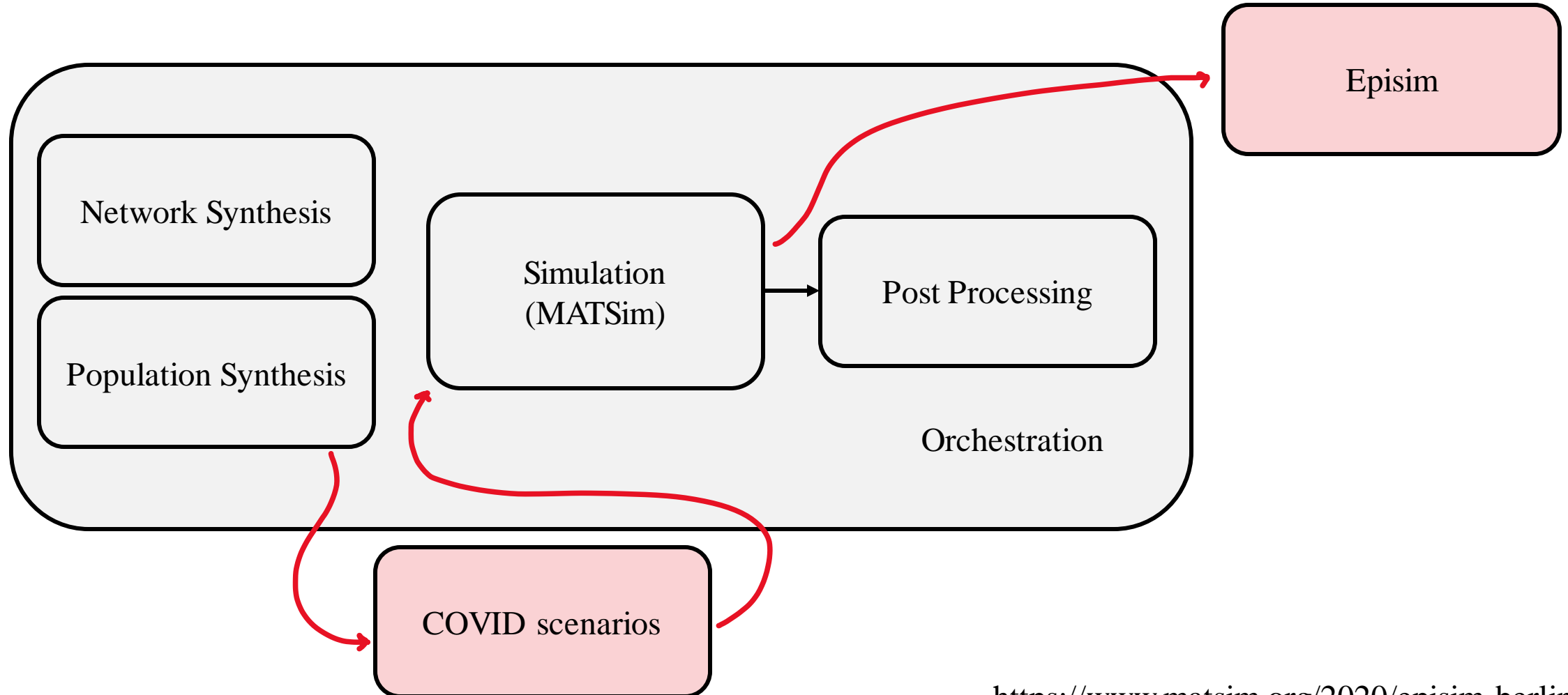
- *Choice modelling*
  - *Where do people live/with who/do they own a car etc...*
  - *Where do people/work/shop/leisure etc...*
  - *When do people travel/how long do they spend at work etc...*
  - *How do people travel/which modes/what routes...*
- *Simulation*
  - *Where/when/who*

## + Transmission risk

- Who?
- Where? (areas/places/lines/vehicles)
- When?
- Transport scenarios not so much 'policy' scenarios

# Components

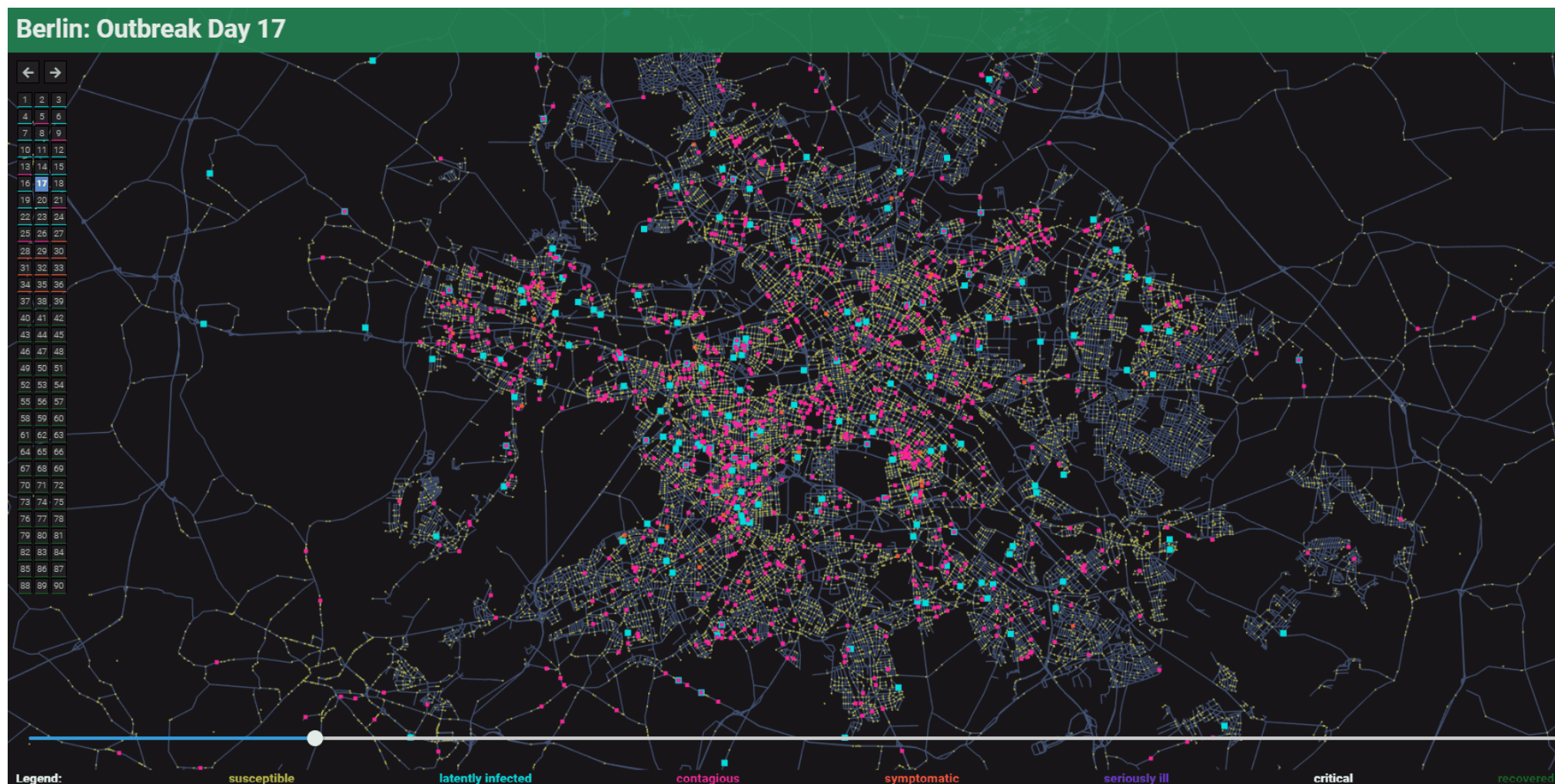
What did we do?





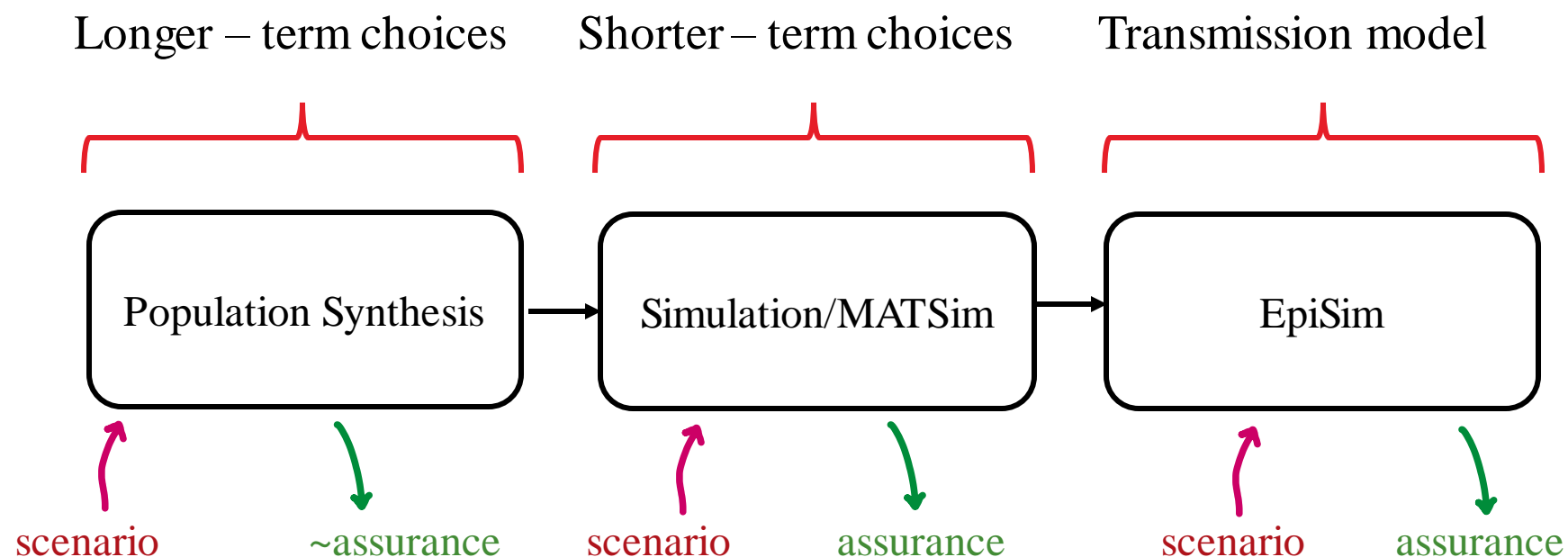
# Components

What did we do?



# Components

What do we do? - as a choice model



# Challenges

## Compute

- "ABMs are slow"
  - Not really
  - If you have the right tools
    - Big computers & parallelised scenarios
    - Staged calibration (no feedback)
    - Focus should more often be on using them faster not running them faster



# Challenges

## Complexity

- "ABMs are too complex/random"
  - Complexity + uncertainty = unstable outputs?
    - Not so much for MATSim
    - Yes for Episim – you have to run it a lot
  - Make uncertainty exogenous
    - "Forecast" → "scenario"
    - "Model" → "modify"
    - (pam)
  - Complexity makes some bits easier (never mind better)
    - Assurance
    - Flexibility

# Challenges

## Assurance & Flexibility

- "It's hard to validate an ABM"
  - More sources of validation data
  - Looks right
    - Too many people at this train station
    - Bus is too slow
    - This person is stuck
  - "Look at all these moving dots" - persuasive
  - "Good code"
    - Behave like computer engineers
    - Open
    - Build components not scripts/stacks
- Flexibility

# Challenges

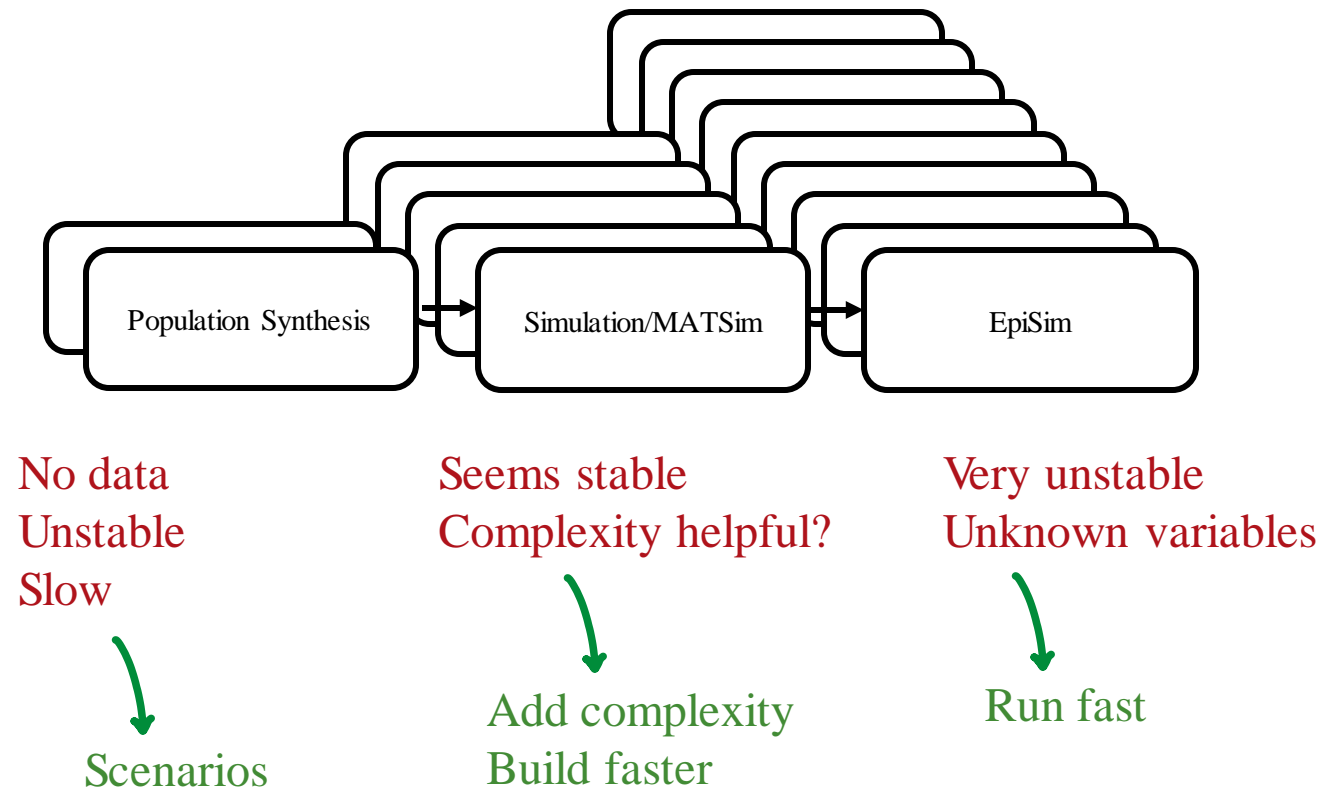
## Calibration

- "It's hard to calibrate an ABM"
  - Yes it is
  - Most research seems to point at some trade-off with the simulation
  - Approach
    - Compartmentalise/sequentially calibrate & validate
    - Restrict unknowns
      - Realistic simulation > abstraction
      - "Scenarios"
      - Be fast
        - Stability / low unknowns / build fast
        - Instability / lot's of unknowns / run fast

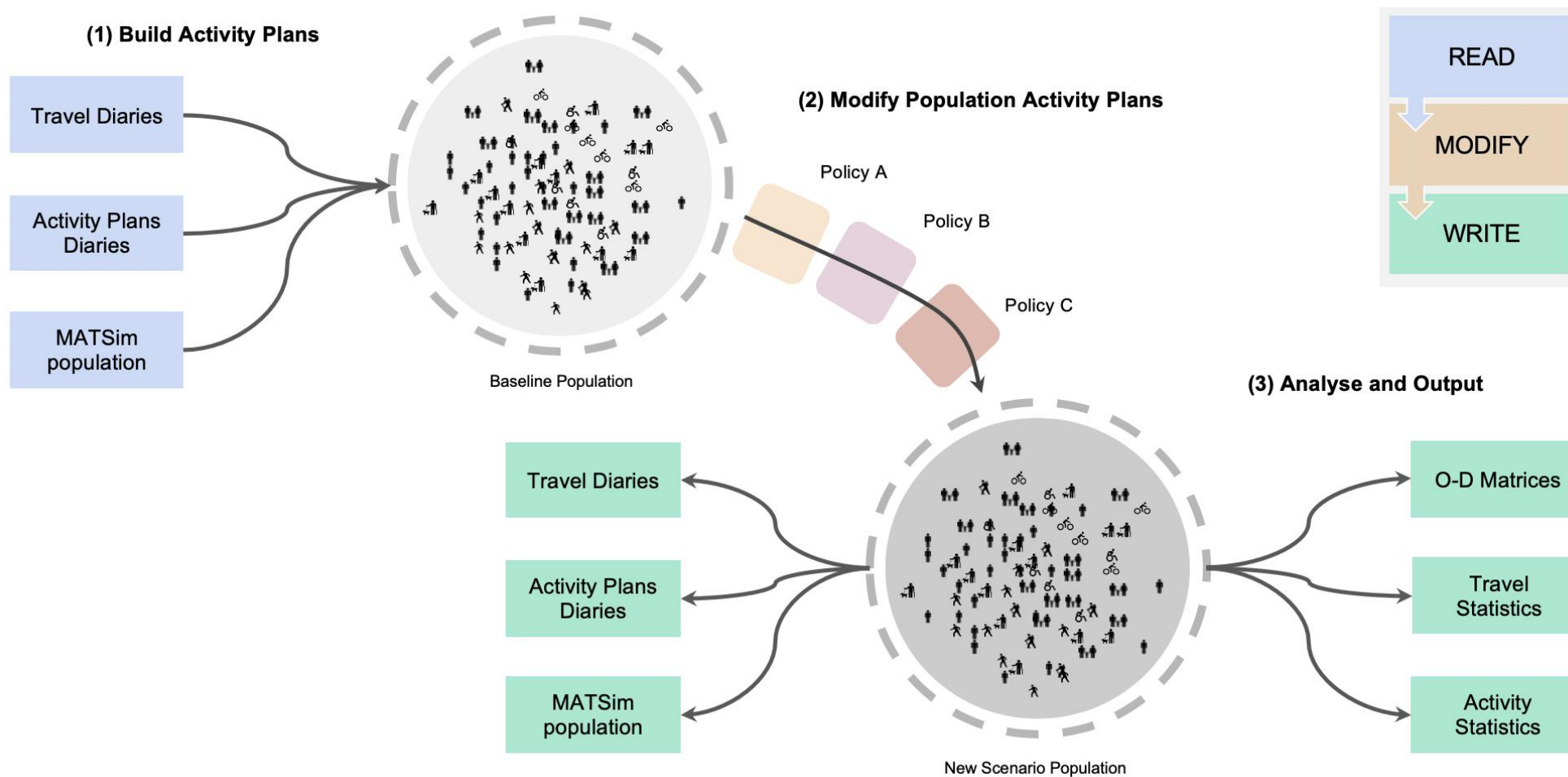


# Challenges

## Different Approaches



# PAM



# PAM

ARUP

Previous Baseline  
Activity Demand

COVID-19 Baseline  
Activity Demand

(1. Quarantine)

(2. Education)

(3. Leisure)

(4. Health)

(5. Work)

(6. Shopping)

Based on rate of infection, apply **household quarantine** (remove all activities & stay at home) with  $p = 1\%$  per person

Remove all higher (~university) education  $p = 100\%$

Remove (remaining) education activities with  $p = 95\%$  per person (including escort trips in household)

Remove all leisure activities  $p = 100\%$

Remove health activities with  $p = 50\%$  per activity, including escorts trips in household

Unemployed/ furloughed (remove all work activities) with  $p = 10\%$  per person

Work from home (remove all work activities) with  $p = 50\%$  per work activity

Remove individual (remaining) work activities with  $p = 20\%$  per work activity

Remove shopping activities with  $p = 50\%$  per shopping activity

Validate changes using Open Google Mobility Data, eg:

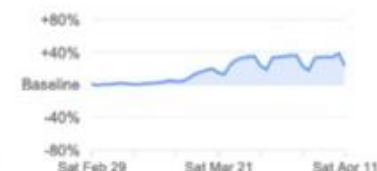
Workplace

-64% compared to baseline



Residential

+23% compared to baseline



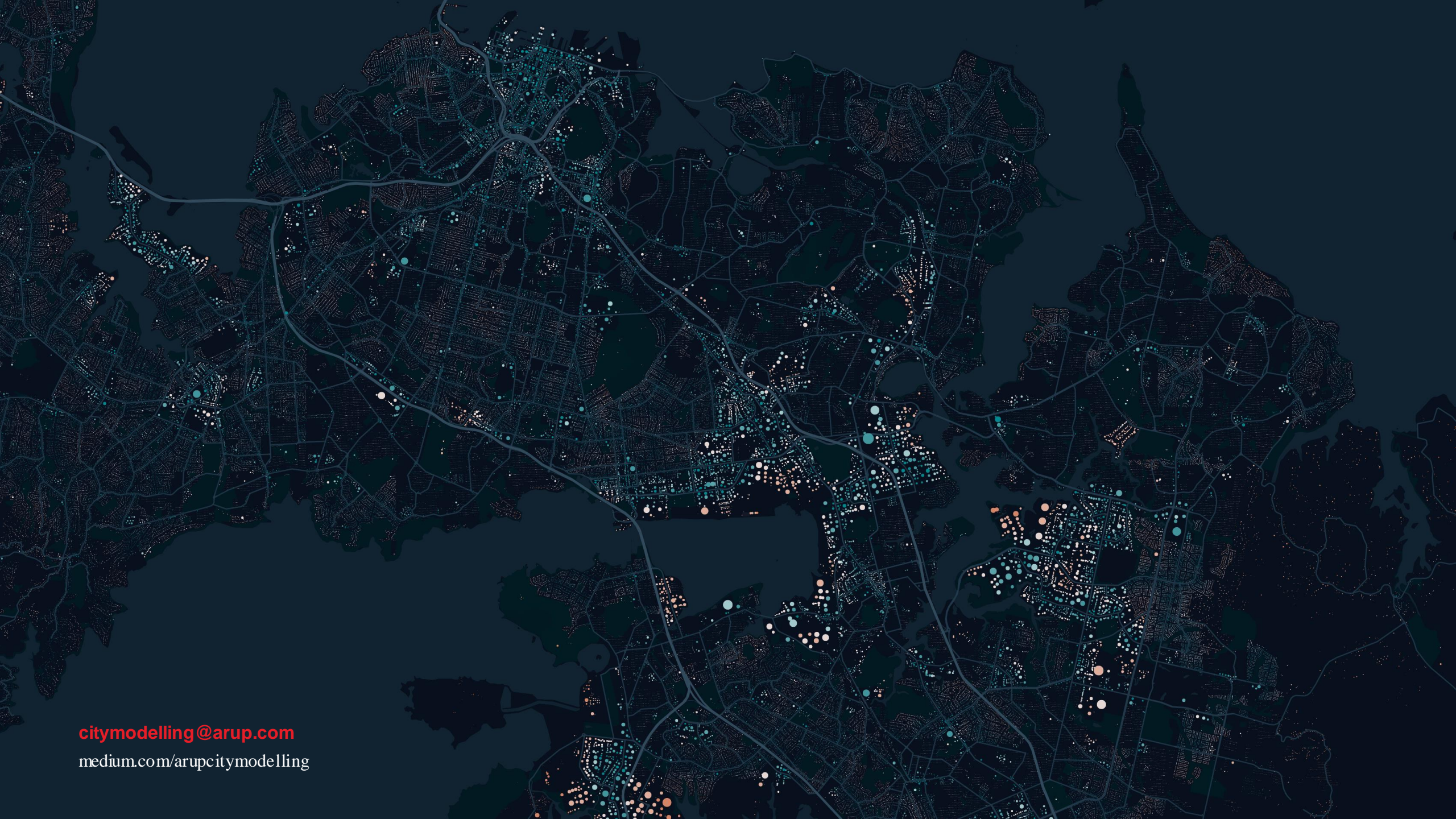
$p = X\%$ : preliminary guess



# Answer the right questions

- Which routes do the most connected people use most?
- What times are busiest?
- If I shut schools/work-places/Pret, who will be affected?
- If I shut this station do people walk or get the bus?
- If I operate a more frequent tube do people become less connected?





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