

# ActivitySim

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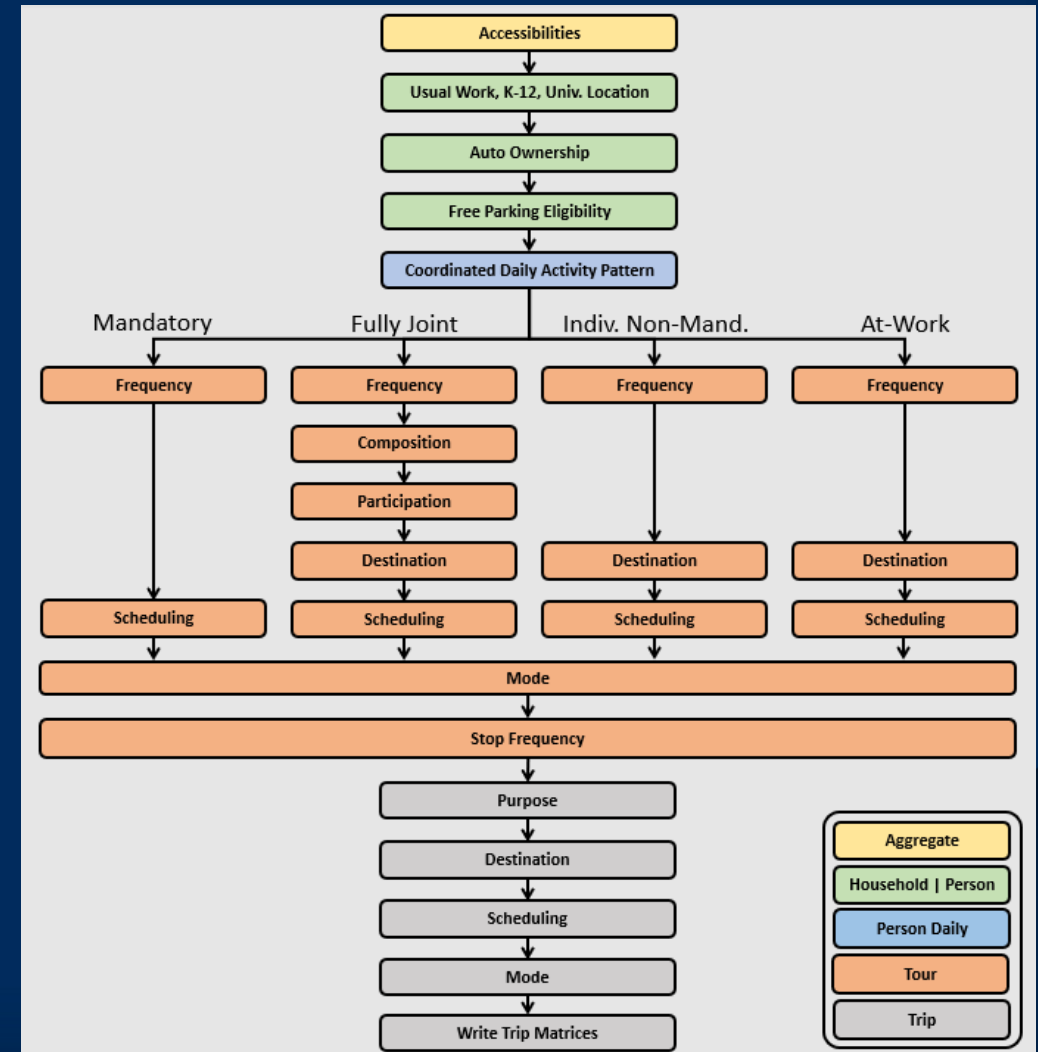
# Topics

- What is ActivitySim?
- Collaboration with other regions
- Project scope and next steps
- Timeline

# Activity Based Modeling

More detailed modeling of:

- Individual travel choices
- Daily time constraints
- Wide range of policies
- Demographics



# Goals for Improving Model

- More frequent updates, improvements
- Greater flexibility
- Avoid “consultant lock”
- Incorporate best practices
- Faster run times

# Solution: ActivitySim

- Open Source
- Extensible, flexible
- Undergoing continuous improvement
- Supported by growing community
- More user-friendly

# ActivitySim Consortium

A group of state/regional transportation planning agencies that pools resources to collaboratively build and maintain an open source traveling modeling software based on best practices



[activitysim.github.io](https://activitysim.github.io)

# E.g. Improvements

- Telecommute model
- Vehicle Type model
- Visualization tools
- Transit pass model
- Optimized model run times

# Model Improvement Overview

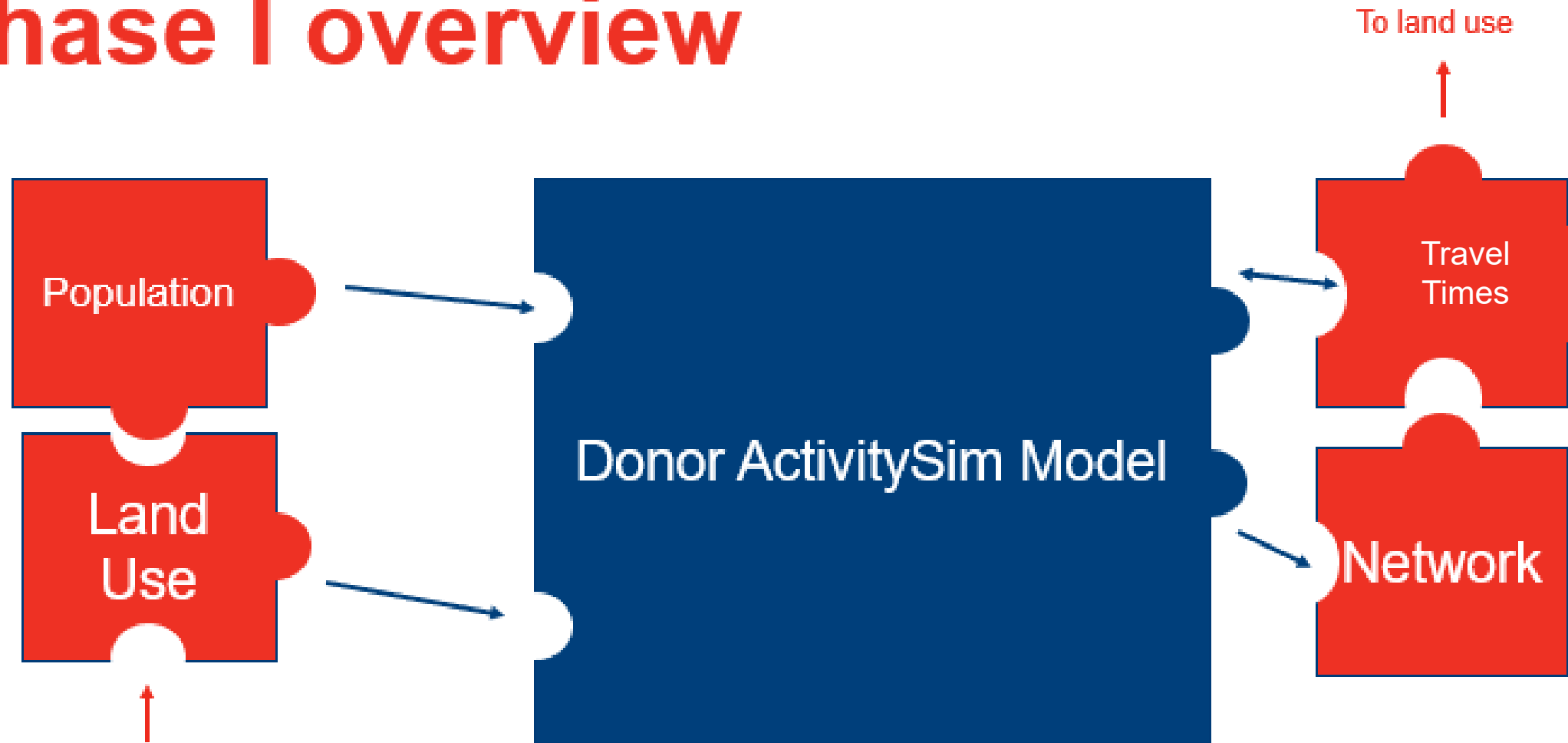
- Continue participation in ActivitySim Consortium
- Phased regional implementation of ActivitySim in the Twin Cities Metro



# Project Plan – Phase I

- Now – April 2022
- Select established ActivitySim model from other region
- Link this model with regional land use, network, and demographic data
- Test and evaluate
- Develop Phase II plan

# Phase I overview



Red = regional data

→ Phase I linkages

# Project Plan – Future Phases

- April 2022 - TBD
- Customize ActivitySim model using regional survey data
- Calibrate the model to local data
- Other improvements identified in Phase I

# Questions

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