

The role of incomplete information to passengers in railway delays

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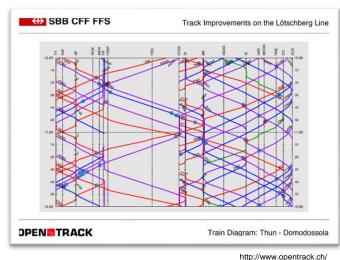
Introduction

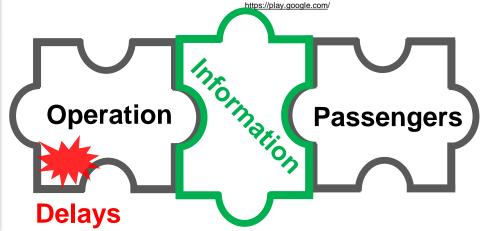
Railway delays

- Operational causes (infrastructure
- Passenger traffic (huge)











https://dribbble.com/

Problem description

Incomplete information

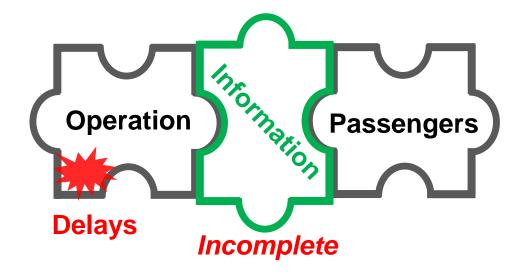
- When and where start to know the information.
- What the information includes
- What if without information

Passengers' belief

Internal, own perspective of future operations

Goal

 To understand the effects of incomplete information to passengers in railway delays.



How to simulate which route choice passengers actually take in case of incomplete information?

Approach

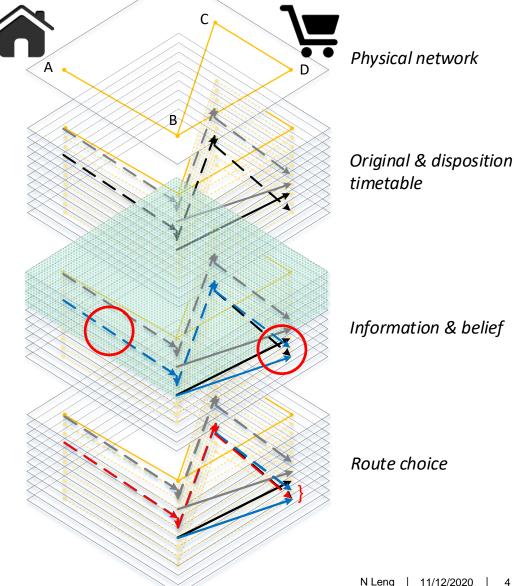
Multi-layer time-space-event graph

Time-extended

- Original timetable
- Disposition timetable —
- Information
- Passengers' thinking (info + belief)
- Actual route choice

Gap (thinking vs. reality)

- Optimality issue: variation
- > Feasibility issue: route doesn't exist





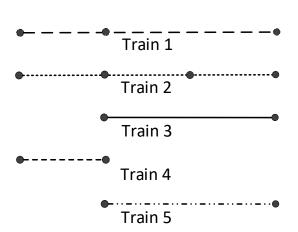
Example – Perfect vs. On-route information

Multi-layer time-space-event graph

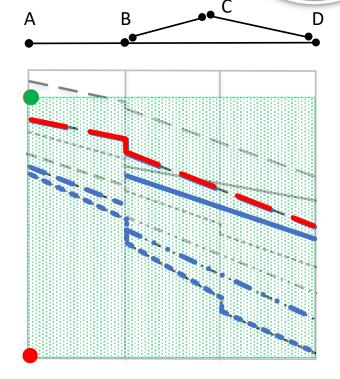
Physical network

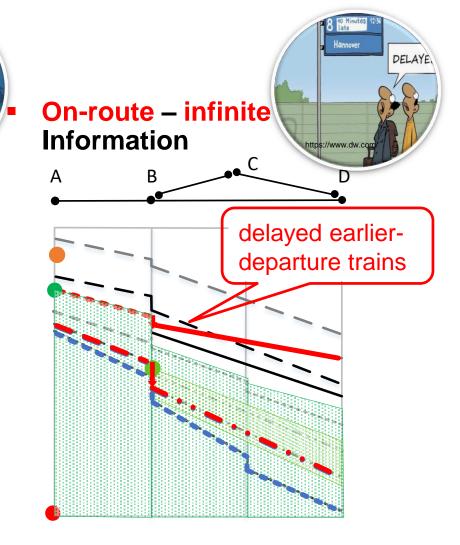


Trains



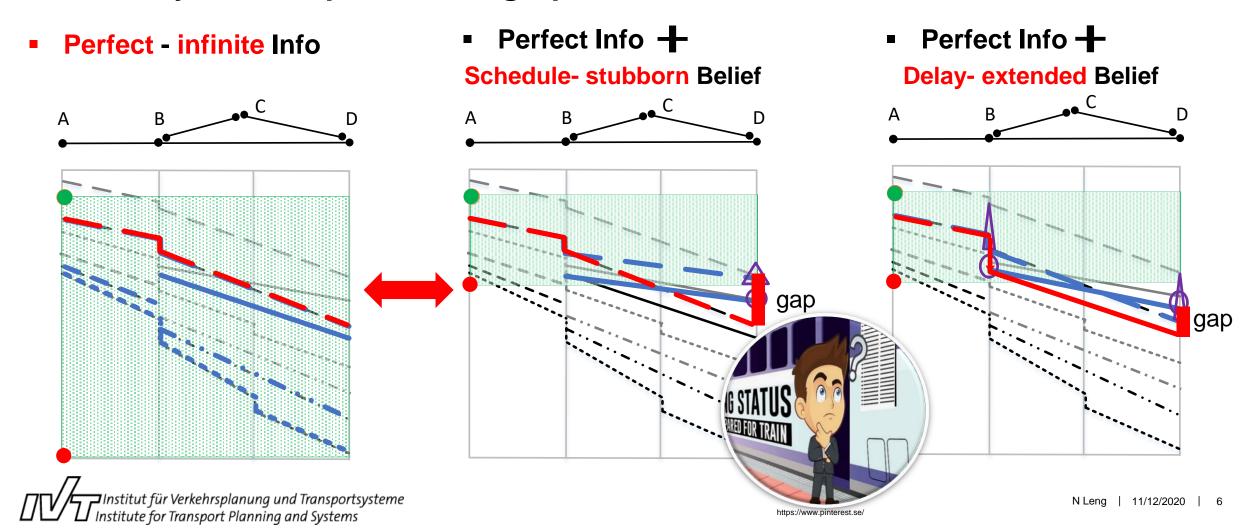
Perfect - infinite Information





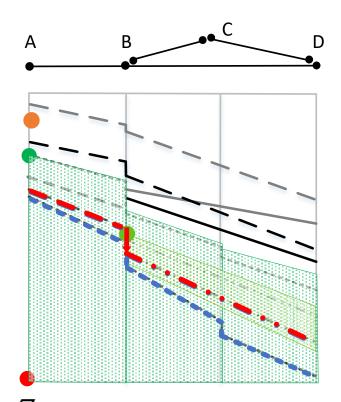
Example – Schedule vs. Delay belief

Multi-layer time-space-event graph

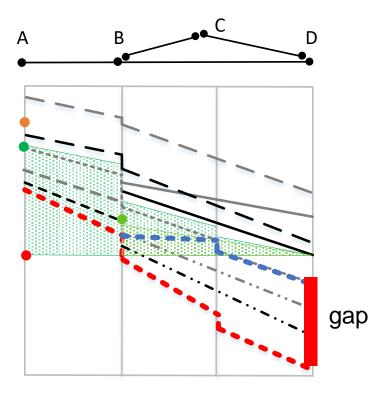


Example – Schedule vs. Delay belief

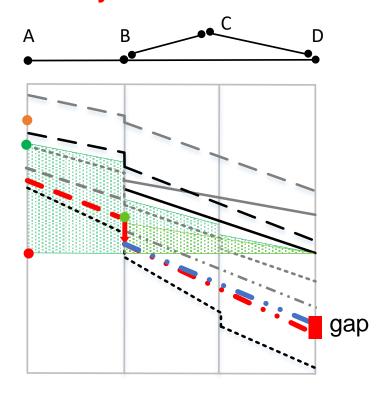
- Multi-layer time-space-event graph
- On-route infinite Info



On-route Info
Schedule- stubborn Belief

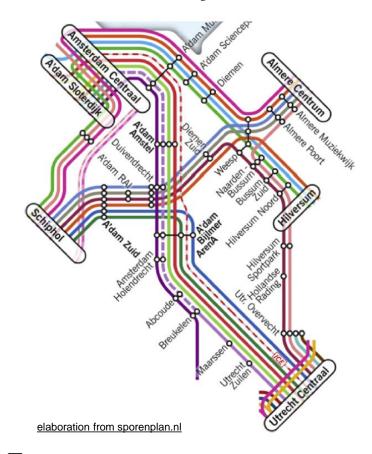


On-route Info
Delay- extended Belief

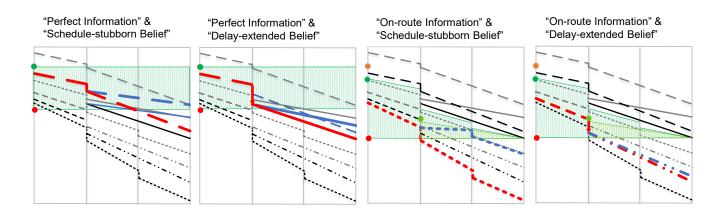


Case study

Dutch railway network



- Train delays:
 - 20 instances
- Passengers:
 - 22 OD pairs with different departure time
- Info & Belief
 - with different time horizon



Results – Route feasibility

Thinking → Reality

2% Infeasible route

Information

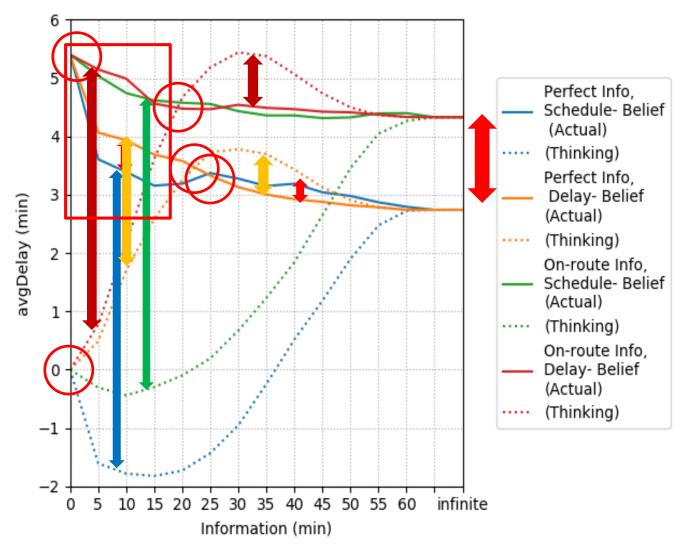
Perfect information (maximum 6.6%) more feasible routes

Belief

Schedule belief (around 0.5%) more feasible routes



Results – Avg. delays (thinking vs. reality)



No information

- Thinking: zero delay
- ➤ Reality: the largest delay (5.4min)

Information affects reality

- Perfect info < On-route info</p>
- Infinite info: the largest gap (1.6min)
- Quick decrease of delay (<15min info)</p>

Info & belief (in reality)

- > On-route info: belief (negligible effect)
- Perfect info:
 - Schedule belief (<25min info)
 - Delay belief (>25min info)

Thinking vs. reality

- Schedule belief:
 - thinking< reality
 - More info, smaller gap
- Delay belief: exists over thinking



Conclusions

- A novel multi-layer time-space-event graph model
 - Incomplete information/ passengers' belief (spatially & temporally).
- Perfect Information > On-route Information
 - More feasible routes.
 - Moreover decreased passengers' delays.
- Information & Belief
 - On-route Information: effects of belief are negligible.
 - Perfect Information: effects of belief depend on the length of provided information.
- Thinking VS. Reality
 - Belief matters (route infeasibility, delay underestimation/ overestimation).
 - The more information, the smaller the gaps.



Future research

- Railway disruptions
 - Infeasible route blockages.
 - Multiple train cancellations.
- Uncertain delays, disruptions
 - Information provided multiple times.
 - Unreliable information.
- Combination with timetable or rolling stock rescheduling
 - Trade off the benefits and costs of information and railway operations.





Thank you for your attention!

