SATURN User Group Meeting: Leeds March 23 2023

Presentation by Dirck Van Vliet

BATTING ORDER

- An Anniversary video: 1 November 2021
- Major new 11.6 Improvements
- Miscellaneous 11.6 changes
- New 11.7 Additions
- DVV Ideas & Objectives

Ian Wright: 27/3/71 - 29/9/23



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1 November 2021 – An Important Anniversary!

SATURN 11.6: Major Improvements

- Tree Building: CELESTE and LUCIEN
- SATUFE (AKA SATUFC++): Compact reassignment post SATALL
- SATUFF: Incremental trees for analysis

Tree Building Algorithms

- Moore: very small networks
- D'Esopo: medium sized networks
- Dijkstra: large networks (> 1,000 nodes)
- Trade-offs between errors in processing nodes and organising the loose-end table

Full Headingley Tree







Celeste vrs Dijkstra Table

			CPU				Links/No	CPU	Load
Network	Celeste	Dijkstra	Ratio	Nodes	Links	Zones	des	Load	Ratio
SLOHAM	29.14	76.96	0.378	8,868	96,859	2520	10.9	6.96	0.24
LOHAM	54.41	139.06	0.391	17,022	246,172	5411	14.46	22.2	0.41
Oxford	0.863	1.216	0.35	2,681	23,232	822	8.66	0.232	0.27
Derby	3.7	9.51	0.39	2,699	25,405	547	9.41	0.39	0.1
York	0.065	0.135	0.48	299	4339	171	14.5		
Sloham++	25.81	91.97	0.28	15,106	58,125	2520	3.85	5.2	0.2
Oxf++	6.56	22.19	0.28	3,984	15,566	822	3.9	1.63	0.25

LUCIEN

- Tree correction rather than building
- Loose-end table not required order taken from a previous tree build (Dijkstra or Celeste) with d'Esopo-style corrections
- Empirically 70-80% of Celeste CPU times for a wide range of network sizes
- Alternative same-cost versions for (a) adjacent origin, (b) added/deleted node

SATUFC++/SATUFE

- Reconstructing a UFC++ file using "Simplicial Decomposition"
- With thanks to Ben Heydecker and Daniel Luckett for introduction to S.D.
- Re-assignment a la Frank-Wolfe but after each new iteration the existing weights are re-optimised
- Expensive early iteractions are eliminated.

SATUFE Results

- Fewer iterations and/or better convergence.
- E.g., Cambridge network has 56 vrs 203 iterations (speed-up factor of 3.6)

SATUFF

- Reconstructs all OD trees post SATUFE
- Stores a full tree for iteration 1 but then stores differences in trees per iteration.
- Obviates the need to rebuild trees for analysis (e.g., SLA) but does same job
- Useful application of LUCIEN
- Creates large but not ginormous .UFF files

Deleting Wrong-Way Links

- Eureka moment not yet reached!
- Removing links in SATUFF works but takes more CPU than time saved as a result

Improved Analysis CPU Times: 11.6

- Reductions due to:
- (a) Compact UFC++ files: 5 to 10 X
- (b) UFF trees: 10 X maybe
- (c) Multi-core: As before
- End result: SLAs etc. run ~100 times faster.

Added 11.6 Options: Post 05/20

- Zone-to-zone direct connectors
- SATPATH = SATPIG + UFF files
- SLA in P1X effectively rewritten including
- ... X-SLA
- DCF flows created "on the fly" in SATRAP





11.6 TAC Options

- Full set of Analysis (UFC/UFF) options available (e.g., P1X SLA, SATRAP etc.)
- Further checks on TAZ cordon definitions
- Skimmed matrices include blocks to cover different choices of TAC paid
- LUCIEN used in TAC assignments where appropriate

SATNET: 11.6

- DIJKST(ra) replaces NIJKST(ra)
- N.B. Namelist names > 6 characters
- Maximum KNOBS increased to 20
- SAVEIT defaults to F

Simulation: 11.6

- Minor changes to simulation =
- Minor changes to SATALL outputs

P1X: 11.6

- SLA based on full possible sets of user and/or vehicle classes
- Output tables (e.g. Joyrides) in CSV
- Bus routes listed by link
- Trees to/from nodes (not just zones)
- Improved options to display errors at nodes
- Hallmark display by validated timed routes

General Changes: 11.6

- Increased use of "true" direct access files to:
- (a) reduce input/output CPU by storing,e.g., trip matrices within programs (tij.UDM);
- (b) pass data between programs; e.g., link costs from SATUFE to SATUFF(net.UDC)
- New batch files SATURN2E, SATURN2F, SATSKIM ...

New 11.7 Features

- 3 TAC networks: Assign and analysis
- "Blocked" DA arrays to reduce file sizes
- Phase-based display of signal stages
- Pedestrian stages displayed
- Full treatment of Compliant TAC trips



	grind Grind	Upper Grotle	<pre>Finish with Node 10 What next? Choose from x network plot Change node: Up (11) Mouse set > Number set > Go back to x Node 10 Click an ad- jacent node Q- Return x (I.e. finish HIIII edits) + Menu bar! See 11.12.1</pre>
Manor Sq		Node 10	





DVV Ideas & Objectives

- Blocking back at roundabouts
- Distance-based area charges
- Automated CASSINI loops
- 64-bit, MX in particular
- Congested Values of Time
- Assigning TAC trip matrices directly
- P1X backgrounds a la SATVIEW