





Building a Smart City Economy and Information Ecosystem to Motivate Pro-Social Transportation Behavior

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The Big Picture

Mobility Providers

- Incentives
- Pro-Social "rules" (e.g., reduce peak demand)



Travelers

- Realtime Information
- Incentives
- Better Quality of Life
- Realtime Information
- Marketplace for incentives
- User Preferences
- Historical Data
- Predictive Models

Local Businesses

- Incentives
- Redemption rules
 (e.g., no coupons before 5pm)

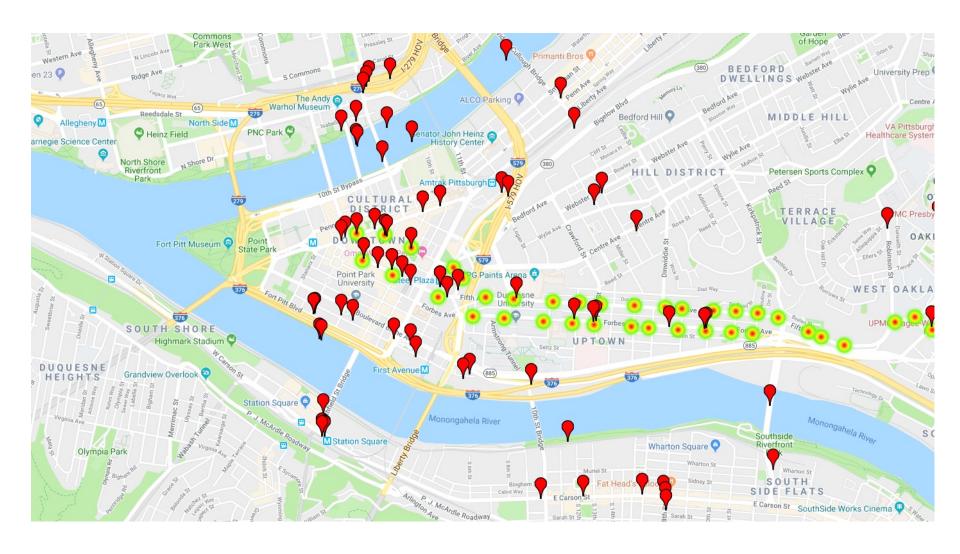
Employers

- Sustainability Incentives
- Redemption "rules" (e.g., verify carpooling)

Understanding Data

- Three types of transit data:
 - public data (e.g., bus schedules in GTFS format),
 - historical data (e.g., bus occupancy levels provided by the Port Authority), and
 - real-time data (e.g., bus arrival times).
- Main activities:
 - Characterizing transit supply
 - Cleaning dirty data
 - Developing predictive models for
 - Bus load estimation
 - Arrival delay estimation

Dirty Data Example

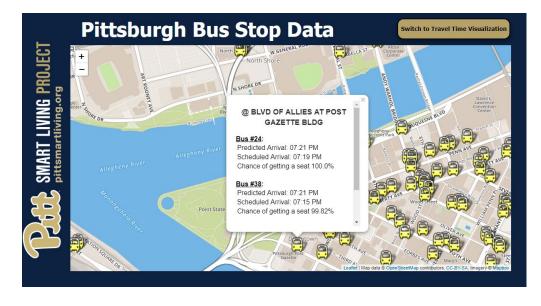


Design, Develop, & Deploy Infrastructure



Experimental displays of real-time transit information, showing arrivals and destination information.

Interactive web sites to better explore and understand available data.



Understanding Human Behavior

- We performed a lab experiment (Fall 2018) and plan a field experiment (Spring 2019) to answer the following questions:
 - (1) How much money would a person need to delay his/her departure by 15 minutes? AND
 - (2) Will this amount be different if they pre-plan?



People

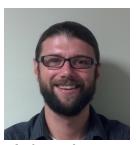
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