



ERAdiate

Enhancing Research and innovAtion dimensions  
of the University of Žilina in intelligent transport  
systems



# Reasonable Travel Time

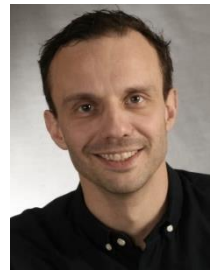
## *The Traveller's Perspective*

Lecture Series "Current Trends and Future  
Perspectives on Sustainable and Smart Mobility"

University of Žilina

Yannick Cornet, PhD – Wednesday 14 March 2018

# Who I am



- Yannick Cornet, PhD, PMP, Eng.
- Thesis on Transport Systems: Sustainability Appraisal and Transition  
*Technical University of Denmark 2013 – 2016*



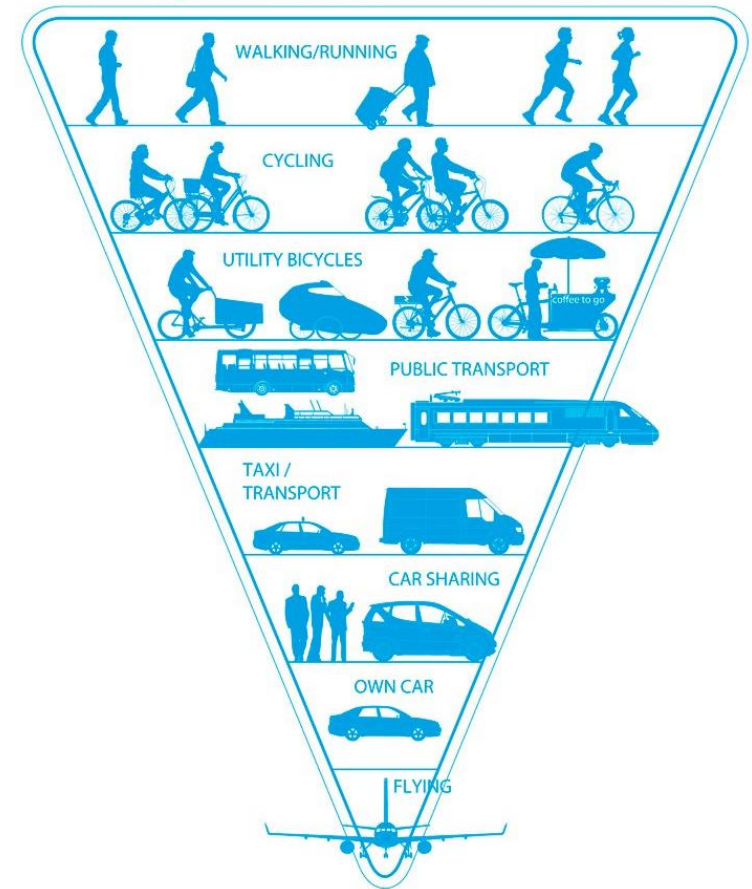
**Cornet, Y.** and Gudmundsson, H. (2015) 'Building a Metaframework for Sustainable Transport Indicators - Review of Selected Contributions', *Transportation Research Record: Journal of the Transportation Research Board*, 2531, pp. 103–112. doi: 10.3141/2531-12

# Presentation plan

- Background: Sustainable Mobility and Travel Time
- The main elements of Reasonable Travel Time
  - Door-to-door travel time
  - Activities at destinations
  - The travel experience
- How to measure them  
... and their equity implications
- Key messages for planning transport

# The Sustainable Mobility Paradigm

Conventional paradigm, transport engineering	Sustainable mobility paradigm
Physical dimension (vehicles, infrastructure)	Physical and Social dimension
Mobility (speed)	Accessibility (proximity)
Traffic and congestion focus	People focus
Street as a road	Street as a space
Motorised transport, particularly the car	Non-motorised transport, walking and cycling at top of hierarchy
Economic evaluation of benefits	Multicriteria analysis incl. social & environmental
Travel as derived demand	Travel as derived demand and valued activity
Travel time minimisation	<b>Reasonable travel time</b> and travel time reliability



**Equity?**

# Reasonable Travel Time

Reasonable Travel Time is the door-to-door journey time that is acceptable to the individual traveller for reaching a particular destination, and its associated activities, given the conditions provided to turn 'lost time' into 'useful time' while travelling.

# Travel Time



- Central to transport planning
  - Journey durations influence travel decisions
- Travel as derived demand
  - Assumption that travel time is 'wasted'
  - Time is money therefore faster is better

## Potential problems:

- Only 24 hours in a day
- Use of resources
- Carbon emissions
- Longer travel distances
- Greater inequality

- Implications: goal of dominant paradigm
  - Promoting speed as clear primary objective to 'save time'
  - Vicious cycle with land use development

# Reasonable Travel Time

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# Door-to-door travel time

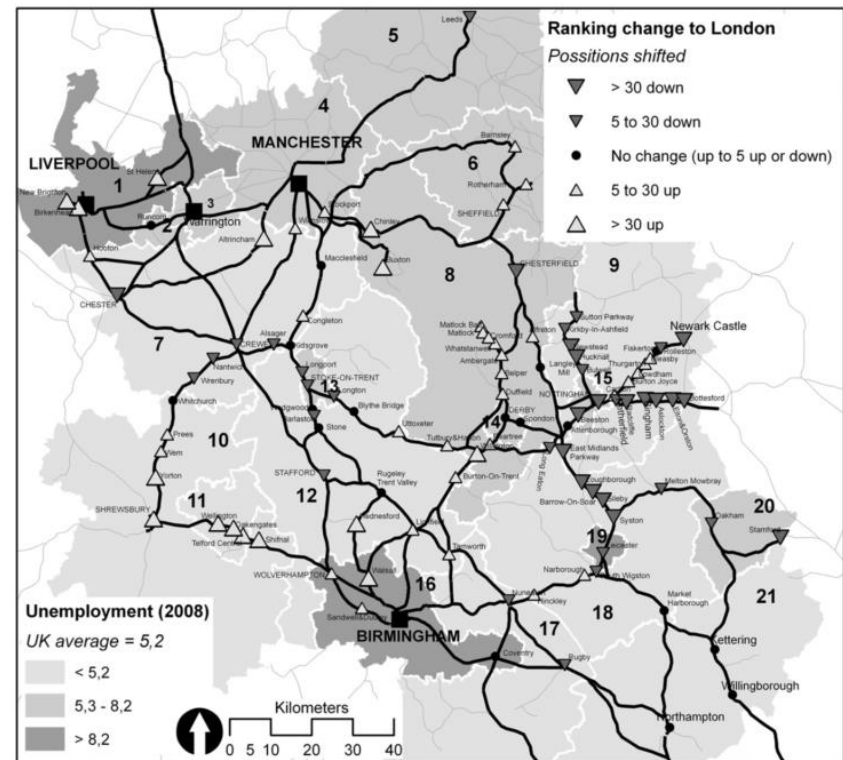
## HS2 Example

- New high-speed rail in the UK
- London to Birmingham
  - Current train travel time 83min
  - New HSR travel time 49min
- London to Coventry
  - Current train travel time 62min
  - New HSR travel time 49min + 25min (by car) + parking time + connection time .. = 74min++
- Lack of integrated planning
- Accessibility impacts not visible



# Equity implications – winners and losers (UK)

- Large transport investments can turn space-time geography upside down
- Number of cities benefiting from HS2 is small and restricted to a few larger cities

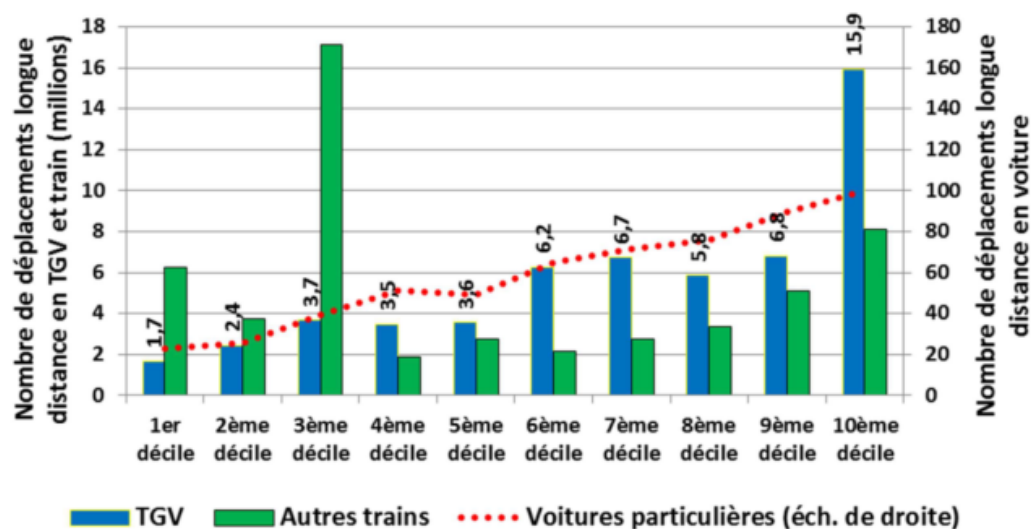


Martínez Sánchez-Mateos, H. S., & Givoni, M. (2012). The accessibility impact of a new High-Speed Rail line in the UK – a preliminary analysis of winners and losers. *Journal of Transport Geography*, 25(December), 105–114. doi: 10.1016/j.jtrangeo.2011.09.004

# Equity implications – winners and losers (FR)

- Paris and cities with >100,000 inhabitants are main users of TGV
- Highest incomes groups vs lower income →

Déplacements en fonction des déciles de revenus pour les trajets longues distances



# How to measure door-to-door travel time?

- Interconnectivity ratio =

$$\frac{\text{Access} + \text{Egress} + \text{Transfer} + \text{Wait}}{\text{Main trunk travel time}}$$

# Reasonable Travel Time

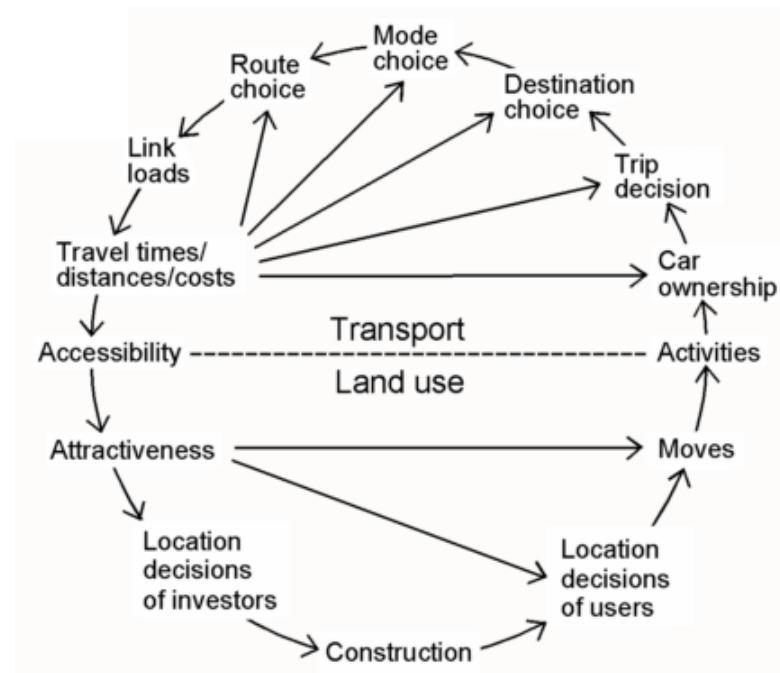
Reasonable Travel Time is the door-to-door journey time that is acceptable to the individual traveller for **reaching a particular destination, and its associated activities,** given the conditions provided to turn 'lost time' into 'useful time' while travelling.

# Destination and multi-activity

- What is 'reasonable' depends on
    - Why we travel (travel purpose)
    - How long we plan to spend at destination
    - Criticality of arriving on time
  - But not all trips  $A \rightarrow B$ 
    - Not all trips for a single purpose
    - We may compensate for long travel time by adding activities
- ➔ Travel time and activity time at destination are interdependent

# Equity implications – housing + transport affordability

- Planning for speed can lead to sprawl, and displacement of lower income families further away from city centres
- Transportation is the second largest expense for families, but few consider these costs when choosing a place to live



Wegener, M., & Fürst, F. (1999). Land-use transport interaction: state of the art. <http://papers.ssrn.com/sol3/Delivery.cfm?abstractid=1434678>

# How to measure activities at destination?

- Travel time ratio = 
$$\frac{\text{Travel time}}{\text{Travel time} + \text{Activity time}}$$

- Mandatory activities have higher TTR
- Most essential to plan for optimal distances between the bases (home, work, school)

Type of activity place	Single trips			Trip chains		
	N	Mean	S.D.	N	Mean	S.D.
Bakery	30	0.53	0.22	128	0.42	0.15
Grocer	18	0.45	0.19	78	0.42	0.16
Market	26	0.46	0.16	75	0.41	0.15
Supermarket	166	0.36	0.18	263	0.38	0.14
Bookseller	10	0.57	0.19	70	0.42	0.14
Warehouse	15	0.51	0.23	112	0.42	0.15
Restaurant	42	0.29	0.25	41	0.29	0.18
Snackbar	21	0.43	0.16	17	0.47	0.17
Garage	11	0.73	0.24	10	0.53	0.19
Sports hall	27	0.18	0.10	10	0.25	0.14
Sports ground	40	0.24	0.11	23	0.27	0.11
Relatives	47	0.22	0.16	43	0.32	0.14
Friends	94	0.18	0.12	45	0.23	0.12
Business call	50	0.30	0.19	34	0.28	0.14
Voluntary job	42	0.28	0.23	39	0.27	0.15
Primary school	172	0.64	0.18	108	0.46	0.19
Nursery	36	0.62	0.17	26	0.39	0.17

# Reasonable Travel Time

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# The Travel Experience

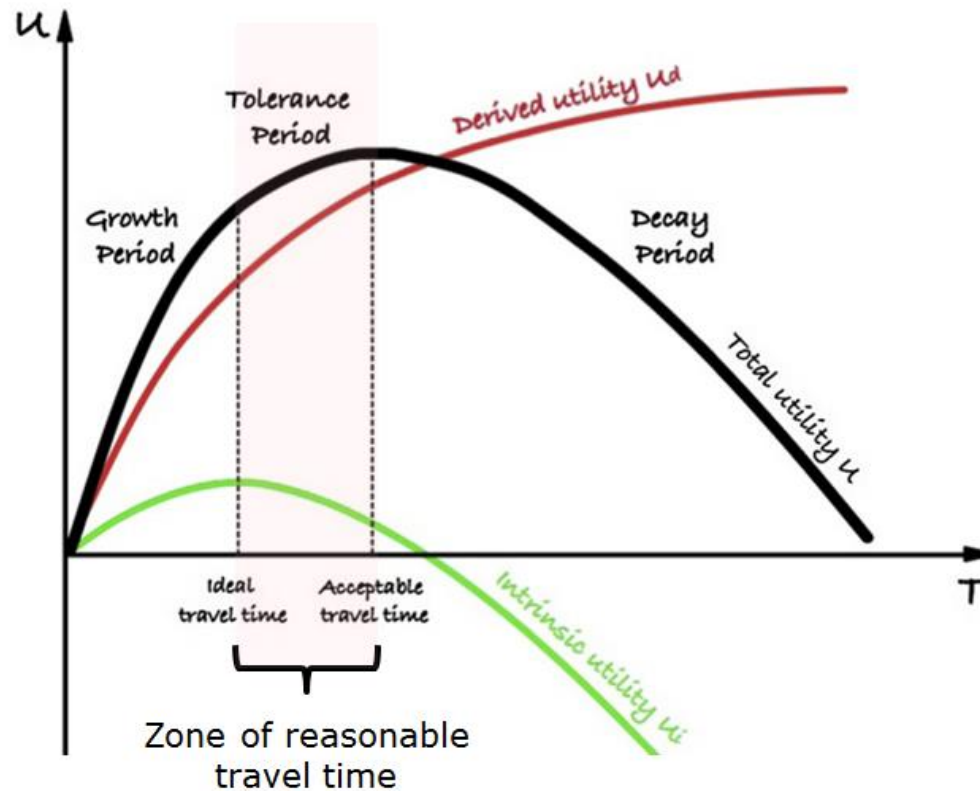
- Not all travel time is necessarily wasted, on the contrary, travel time can be worthwhile



- Key question: how to 'reclaim' lost time?

Wardman, M., & Lyons, G. (2015). The digital revolution and worthwhile use of travel time: implications for appraisal and forecasting. *Transportation*, 43(3), 507–530. doi:10.1007/s11116-015-9587-0

# Reasonable Travel Time and Worthwhile experience



Milakis, D., Cervero, R., van Wee, B., & Maat, K. (2015). Do people consider an acceptable travel time? Evidence from Berkeley, CA. *Journal of Transport Geography*, 44, 76–86. doi:10.1016/j.jtrangeo.2015.03.008

# Travel Efforts (typology)

- Lost time: “*Time that individuals cannot choose to allocate to an activity they need or wish to participate in (apart from travel itself) due to **physical**, **cognitive** or **affective** efforts imposed by the transport system*”
- How to increase ‘free’, ‘usable’ time?
  - By reducing externally imposed efforts..

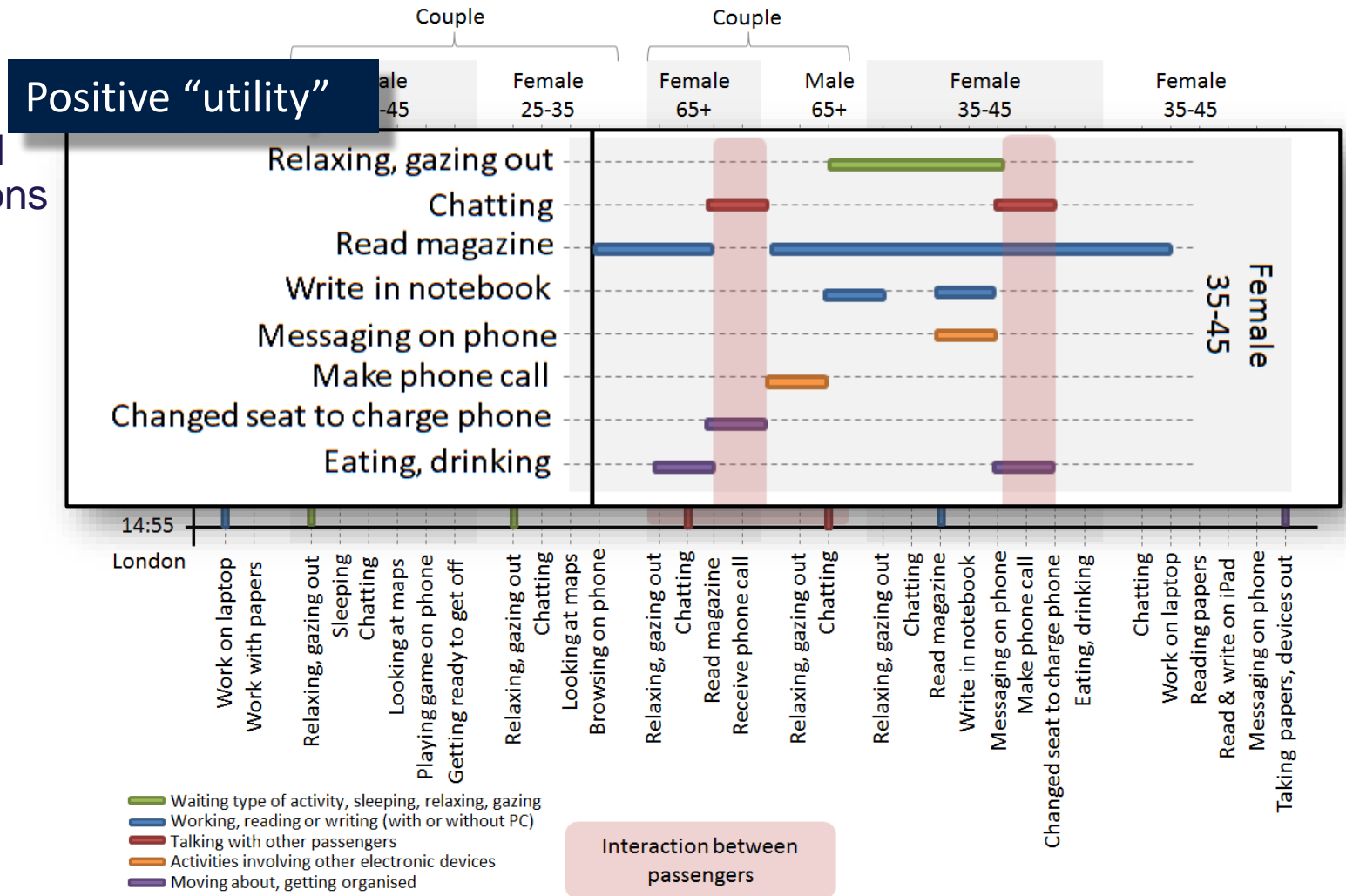
# Transport interventions

Effort	Definition	Example	Intervention
<b>Physical</b>	Effort asked of and imposed on the body in undertaking travel	Standing in a crowded bus	<ul style="list-style-type: none"> <li>Reducing transport connections and 'smoothing' them by integrating the transport networks</li> <li>Improving comfort e.g. seating, personal space, crowding, travel-sickness, travel services (e.g. wifi)</li> </ul>
<b>Cognitive</b>	Mental focus that is needed to execute the journey successfully	Noisy or attention-demanding environment	<ul style="list-style-type: none"> <li>Improving the familiarity with the transport system</li> <li>Improving the ability to plan the journey effectively</li> <li>Reducing unwanted distractions</li> </ul>
<b>Affective</b>	Emotional influence of undertaking the journey	Stressful, unsafe or unreliable	<ul style="list-style-type: none"> <li>Improving the perceived security or pleasantness of travel</li> <li>Improving reliability</li> </ul>

Stradling, S. G. (2006). The Psychology of Travel. Review commissioned for the Foresight "Intelligent Infrastructure Systems" project. *Office of Science and Technology, Department for Trade and Industry*. London. <http://researchrepository.napier.ac.uk/2590/>

# Multitasking is varied and prevalent

Structured observations of multitasking onboard Eurostar (10 min. intervals)

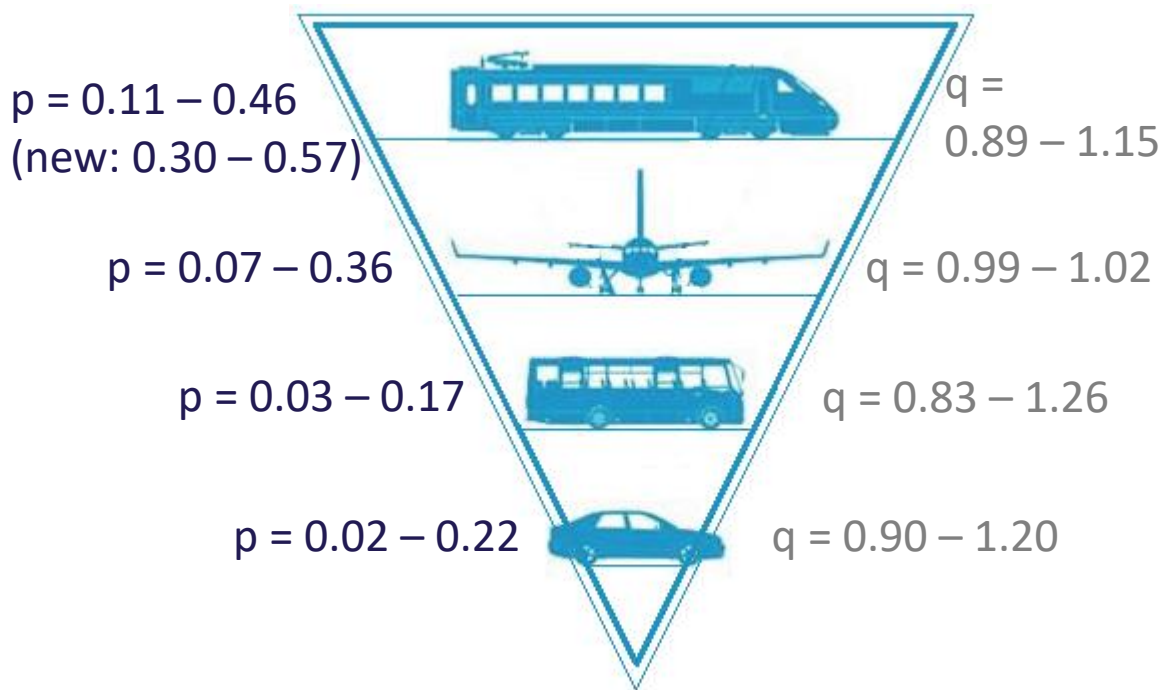


Keseru, I., & Macharis, C. (2017). Travel-based multitasking: review of the empirical evidence. *Transport Reviews*, 38(2), 1–25.  
doi:10.1080/01441647.2017.1317048

# How to measure the travel experience?

## Hensher formula

- $p$  = average amount of time spent working while travelling
- $q$  = relative productivity of work done while travelling compared with in the office



Expressing the above ideas mathematically let;

$MP$  = marginal product of labour

$VL$  = the value to the employee of leisure relative to travel time

$VW$  = the value to the employee of work time in the office relative to travel time

$r$  = proportion of travel time saved used for leisure purposes

$p$  = proportion of travel time saved at the expense of work done while travelling

$q$  = relative productivity of work done while travelling compared with in the office

$MPF$  = value of extra output generated due to reduced fatigue.

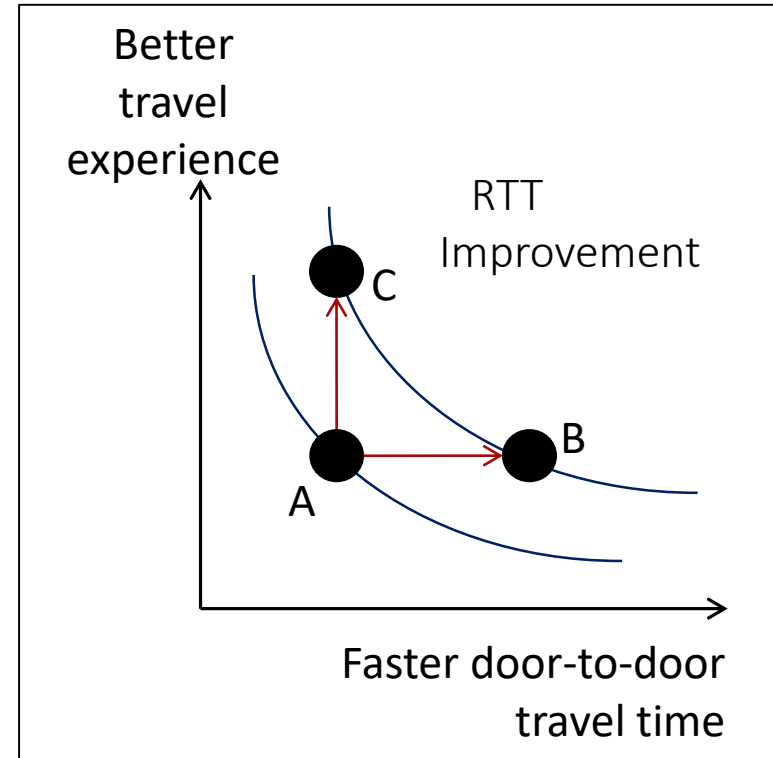
Then the value of savings in (long distance) business travel time (VBTT) is given by:

$$VBTT = (1-r-pq)MP + (1-r)VW + rVL + MPF \quad (1)$$

It is this expression which we would ideally like to measure, and which we call a synthetic value of time. Next we discuss, in turn, issues concerned with the measurement of  $MP$ ,  $VL$ ,  $VW$ ,  $MPF$ ,  $p$ ,  $q$  and  $r$ .

# Conclusion: Implications of RTT for planners

- Minimizing travel time can be costly and counterproductive e.g. environmental impacts
- Transport planning should **aim to improve Reasonable Travel Time** when looking at investing in transport



# Key take-away messages

- ‘Time is money’ and ‘high speed’ dominates transport planning
- From travellers perspective, reality is more complex
- Travellers want to reclaim their time
  - Faster *door-to-door* travel (waste less time)
  - AND better travel (make time useful)
- From planners perspective
  - Focus on slowest segment *and* where most ‘effort’ is required
    - ➔ Improve interconnections and onboard experience



# Thank you

[yannick.cornet@uniza.sk](mailto:yannick.cornet@uniza.sk)





# Thank you

[yannick.cornet@uniza.sk](mailto:yannick.cornet@uniza.sk)

Prof. David  
Banister



Dr. Moshe  
Givoni

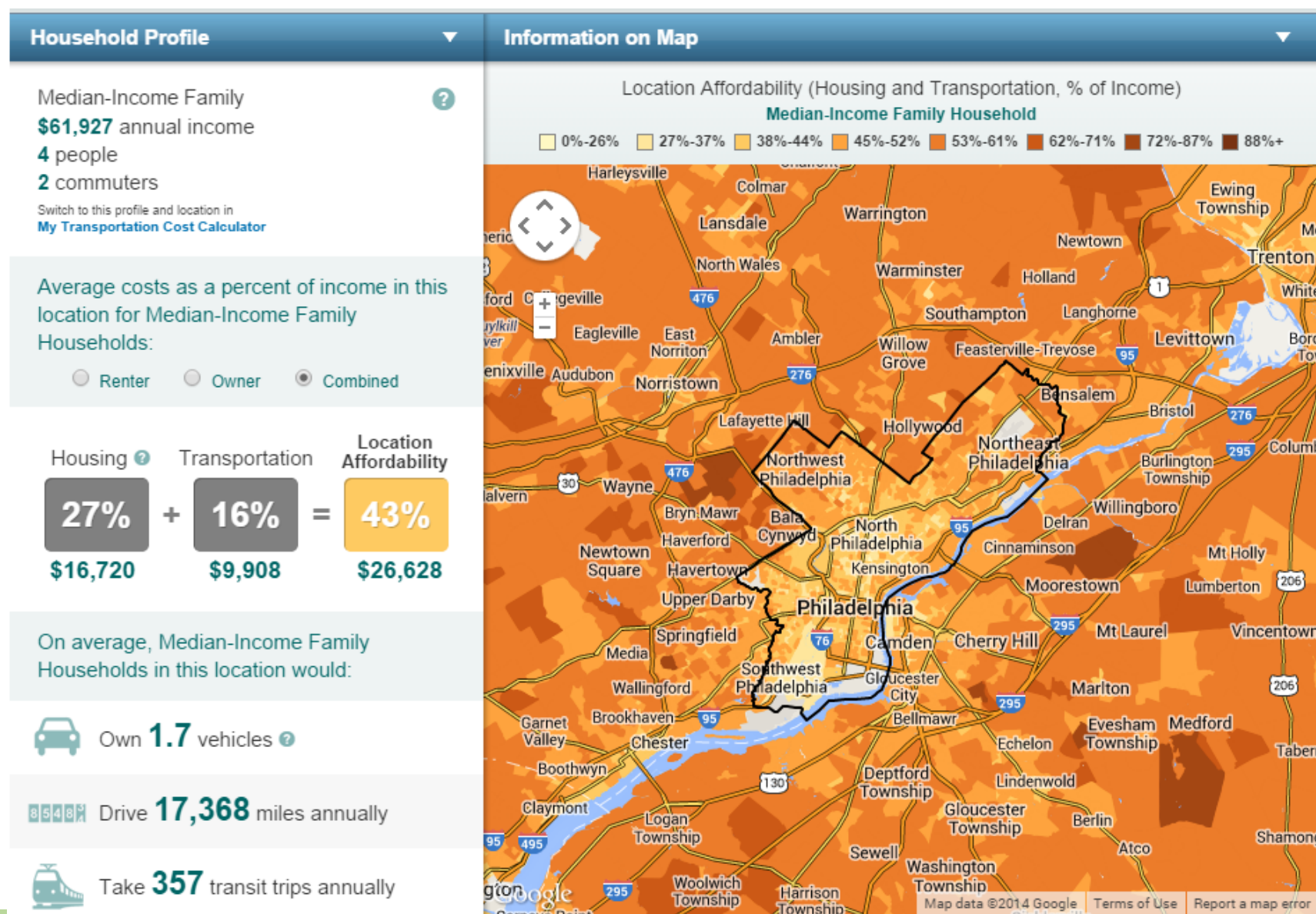


Prof. Glenn  
Lyons

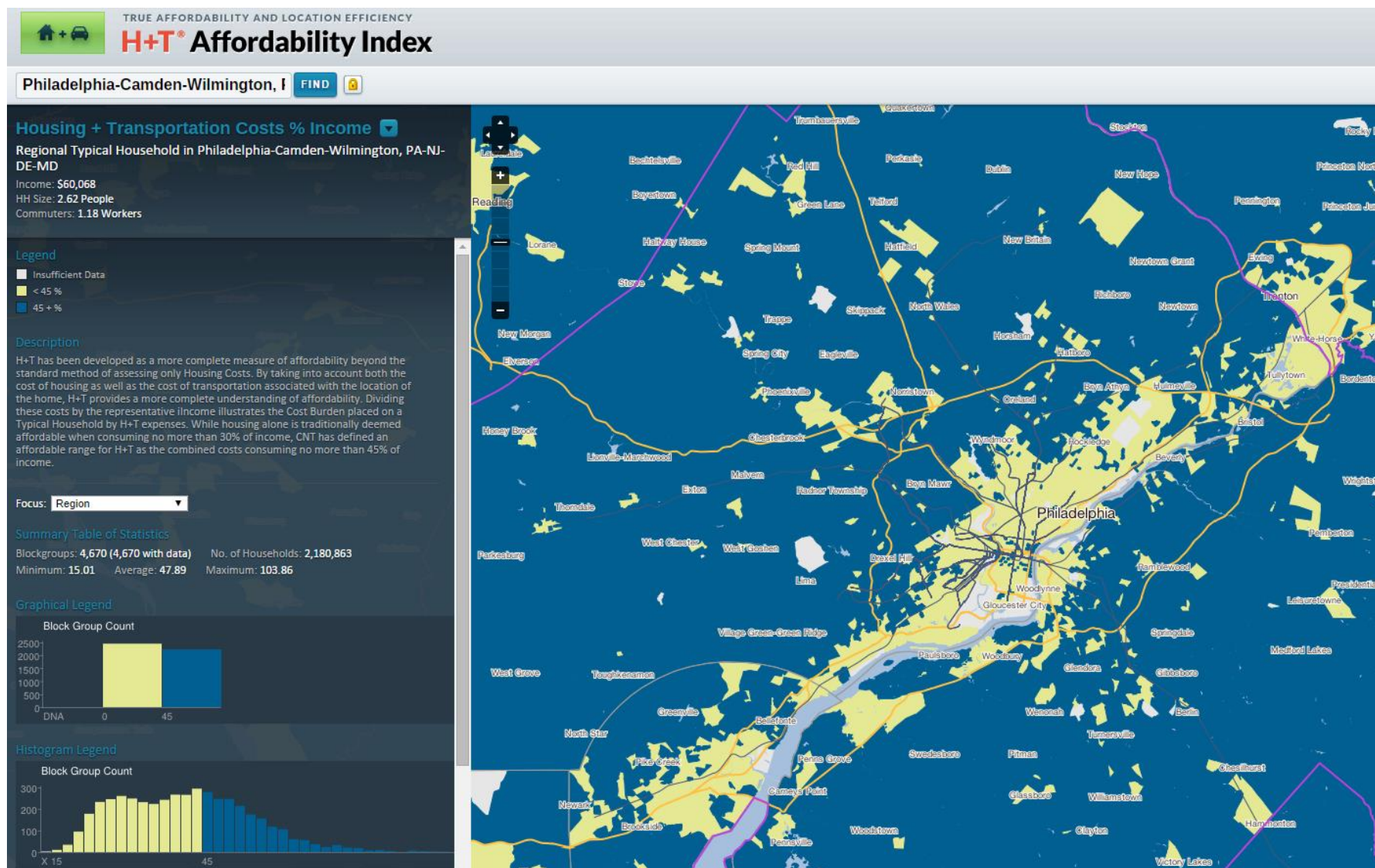


Banister, D., Cornet, Y., Givoni, M., & Lyons, G. (2016). From Minimum to Reasonable Travel Time. In *Transportation Research Procedia, World Conference on Transport Research (WCTR)*. Shanghai. <http://www.wctrs-society.com/conferences/archive-of-world-conferences/shanghai-conference-general-2016/>

# Philadelphia



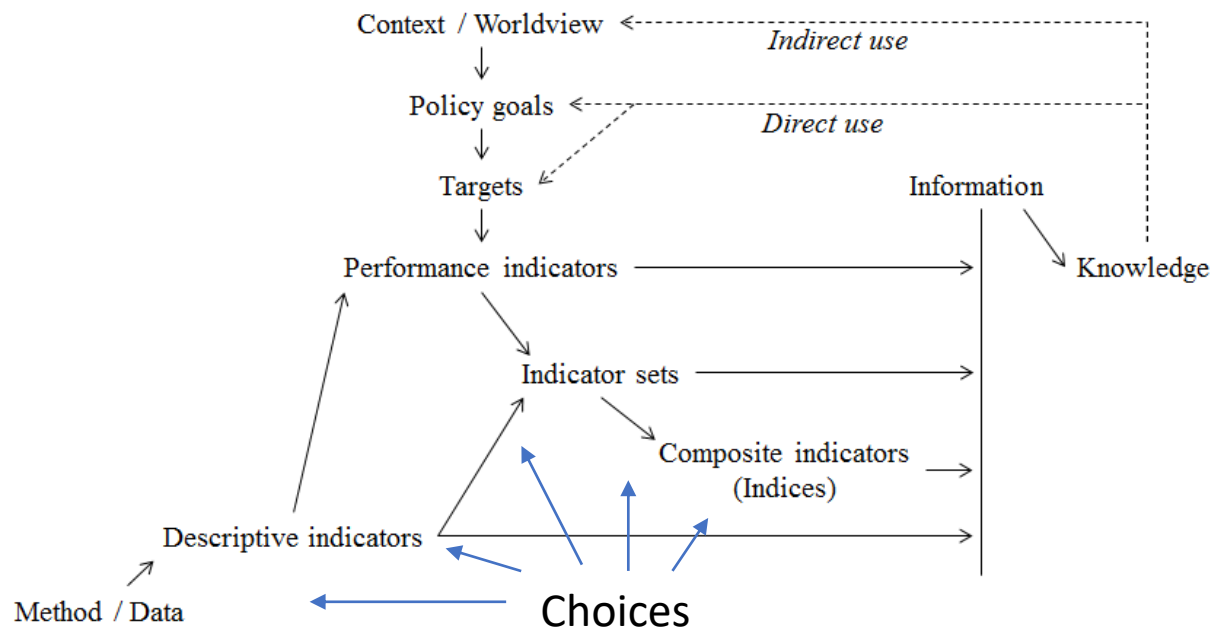
# Philadelphia (45% threshold)



# From data to policy

## "What gets measured gets done"

- Data selection is invariably subject to arbitrary decisions at one stage of the process or another
- Who/what decides what gets measured?



Cornet, Yannick. 2016. "Indicators and beyond: Assessing the sustainability of transport projects". Technical University of Denmark (PhD Thesis)

# HS2 Project

