Simulation model to find the slack time for schedule of the transit operations in off-peak time on the main terminal of massive transport system

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Abstract

Public transit systems are designed to reduce traffic and time on the way people travel. In many stations it is probably to find high agglomeration of passengers, specially awaiting main routes. It is necessary to find the optimal slack in the buses schedule that minimize passengers expected waiting time or number of waiting passengers. This paper shows the analysis in a bus rapid transit station in Barranquilla-Colombia where different scenarios were analyzed, evaluated which would be the best configuration for inter-arrival times of buses and find the optimal slack in non-rush hour in the main station.

Keywords

Massive transportation system, Simulation, Transportation