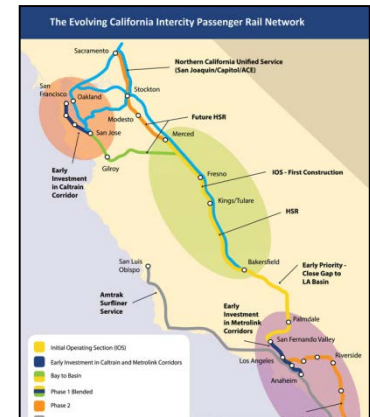


William W. Hay Railroad Engineering Seminar

Speaker #1 *"Shared-use Passenger Corridors in California: HSR and the Peninsula Corridor"*

Sam Levy - Massachusetts Institute of Technology



#2 *"Capacity Allocation in Vertically Integrated Railway Systems: A Sequential Bargaining Game Approach"*

Ahmadreza Talebian - University of Illinois at Chicago



Date: Friday, April 17, 2015
Time: Seminar Begins 12:20

Location: Newmark Lab, Yeh Center, Room 2311
University of Illinois at Urbana-Champaign

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Capacity Allocation in Vertically Integrated Railway Systems: A Sequential Bargaining Game Approach with Focus on the US Context

Ahmadreza Talebian, Bo Zou
University of Illinois at Chicago

Hay Seminar
April 17, 2015

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AT
CHICAGO**



Outline

- Background
- The model
 - Preprocessing
 - Bargaining game with complete information
 - Bargaining game with incomplete information
- Numerical analysis
- Concluding remarks

Background

- Passenger
- High
- Speed
- Network
- Union

Total Ridership

32,0
31,0
30,0
29,0
28,0
27,0
26,0
25,0
24,0
23,0
22,0
21,0
20,0



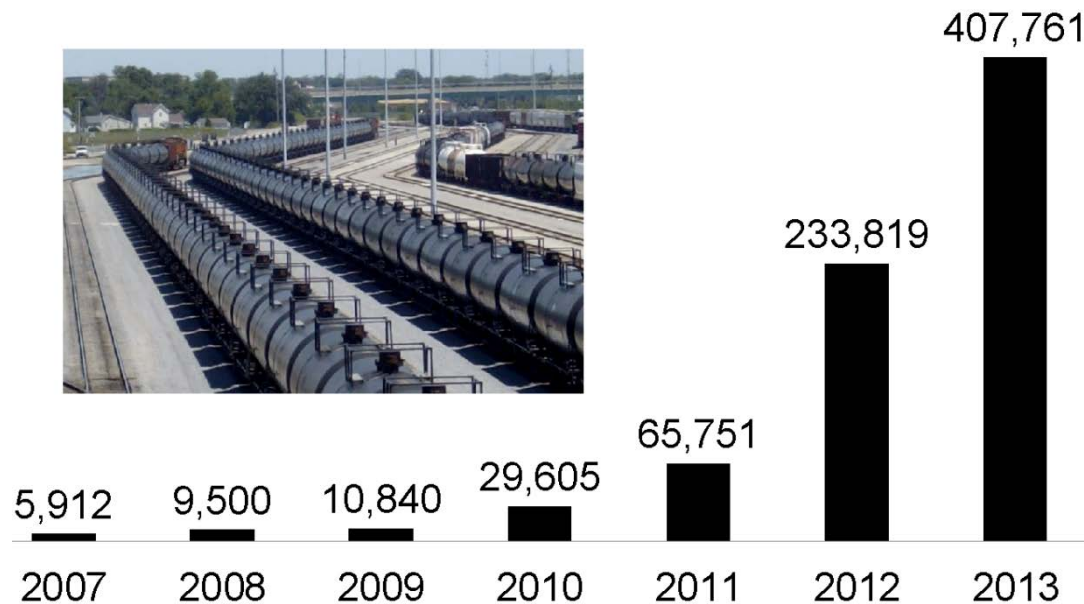
31.6 million

in AMERICA



Background

- Freight side:
 - 15% increase in Class I Railroads' revenue ton-miles between 2001 and 2011
 - About 6800% increase in originated carloads of crude oil on Class I Railroads



Background

- Challenges of Higher Speed Rail lines

- Single tracks with siding (meets and overpasses)

- Shared capacity

- High speed (on-time)

impacts on

0 mph



It is important to develop a capacity allocation mechanism taking into consideration different characteristics of the US railway market. The first sequential bargaining approach to capacity allocation in US rail system

The model

- Issues to be considered:
 - Complementary feature of rail tracks
 - Endogenous capacity
 - Amtrak's priority (Public Law 110-432)
 - Temporal variations in passenger demand
 - Train schedule inconvenience to passengers
 - Freight railroads keep their operating and financial information confidential

The model

- **Preprocessing stage**

Module 1: Passenger delay components calculation

Module 2: Freight train schedule generation

Module 3: Establishing utility and cost values

- **Equilibrium determination stage**

Module 4: Complete information gaming

Module 5: Incomplete information gaming

The model

Preprocessing stage

Module 1: Computing **passenger delay components**

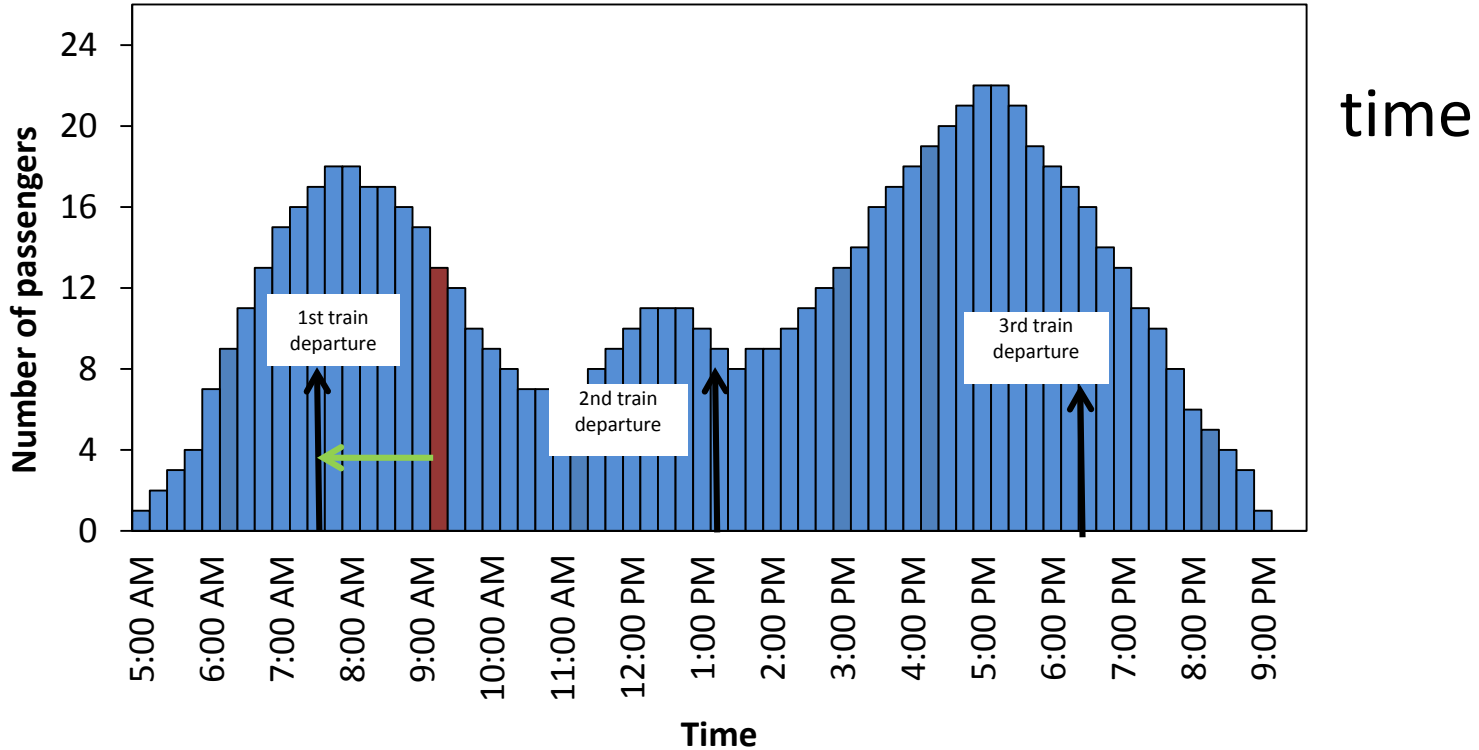
- A set of feasible passenger train schedules is given
- Constant fare
- An initial schedule (the most preferred) and associated travel demand are given
- Delay components:
 - Schedule delay
 - En-route delay

The model

Preprocessing stage

Module 1: Computing **passenger delay components**

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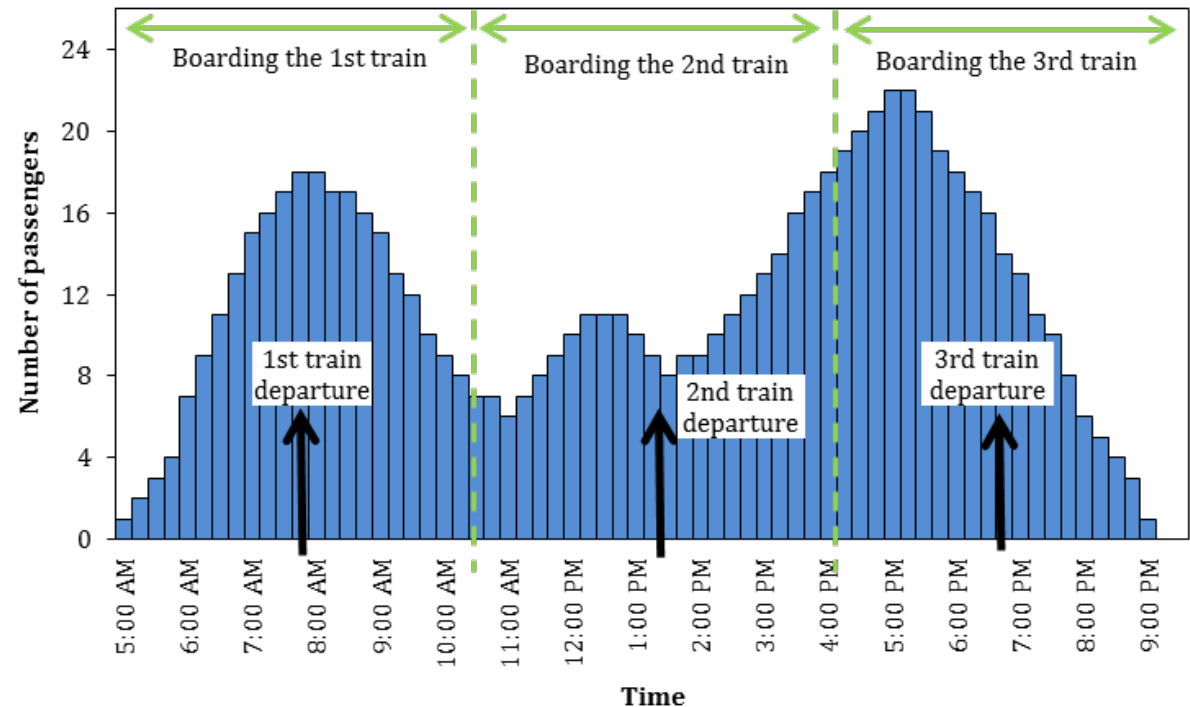


The model

Preprocessing stage

Module 1: Computing **passenger delay components**

- Each O-D pair has a passenger demand profile (Preferred Departure Time)
- Passengers are served by a predetermined number of trains



The model

Preprocessing stage

Module 1: Computing **passenger delay components**

- Passenger demand is elastic w.r.t. schedule delay
- Find the number of passengers departing the origin of station pair w at each time period s :

$$q_{s_i}^{w,m} = Q^{w,m} \left(1 - e_{d/w} \left(1 - \frac{S_{s_i}^{w,m}}{S_{int}^{w,m}} \right) \right)$$

The model

Preprocessing stage

Module 2: Solving the **freight train scheduling** problem

- Freight train scheduling is less precise and stringent in the US
- Freight trains are inserted among passenger trains (scheduling priority is granted to passenger trains)
- Minimize total freight side cost, which consists of foregone demand cost, train en-route delay cost, and train departure delay cost

Talebian, A., Zou, B., 2015. Train planning on a single track shared-use passenger and freight corridor with demand considerations: a focus on the US context. Submitted to Transportation Research Part B: Methodological.

The model

Preprocessing stage

Module 3: Establishing **utility and cost values**

$U_{\text{passenger}}$ = operator revenue – (passenger schedule delay cost + operating cost of stopping status + passenger en-route delay cost)

C_{freight} = Lost demand cost + track maintenance cost + departure delay cost + en-route delay cost + operating cost

Equi Solv

Step 1



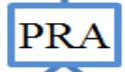
(s_1, SDP_1)

Step 2



AC_1

Step 3



Reject

Accept

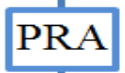
Step 4



$(u_{s_1}^P + SDP_1 - AC_1, AC_1 - SDP_1 - C_{s_1}^F)$

(s_2, AC_2)

Step 5



SDP_2

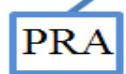
Step 6



Reject

Accept

Step 7



$(\delta_P(u_{s_2}^P + SDP_2 - AC_2), \delta_F(AC_2 - SDP_2 - C_{s_2}^F))$

⋮

e



The model

Equilibrium determination

Solving **complete information bargaining game**

- Stationary structure of the game is employed to solve the game
- Equilibrium: a schedule maximizing the PRA's utility minus FRR's cost (independent of the player initiating the game)
- Net transfer from FRR to PRA:

$$SDP_1 - AC_1 = \frac{1}{1 - \delta_F \delta_P} \left((1 - \delta_P) u_{S^*}^P + (\delta_P - \delta_F \delta_P) C_{S^*}^F \right)$$

The model

Equilibrium determination

Solving **incomplete information bargaining game**

- Class I freight railroads consider their operating and financial information highly critical to profitability and thus confidential
- A simplification: **two-level bargaining**
 - Upper level: price bargaining for each passenger train schedule
 - Lower level: schedule bargaining given the price for each schedule

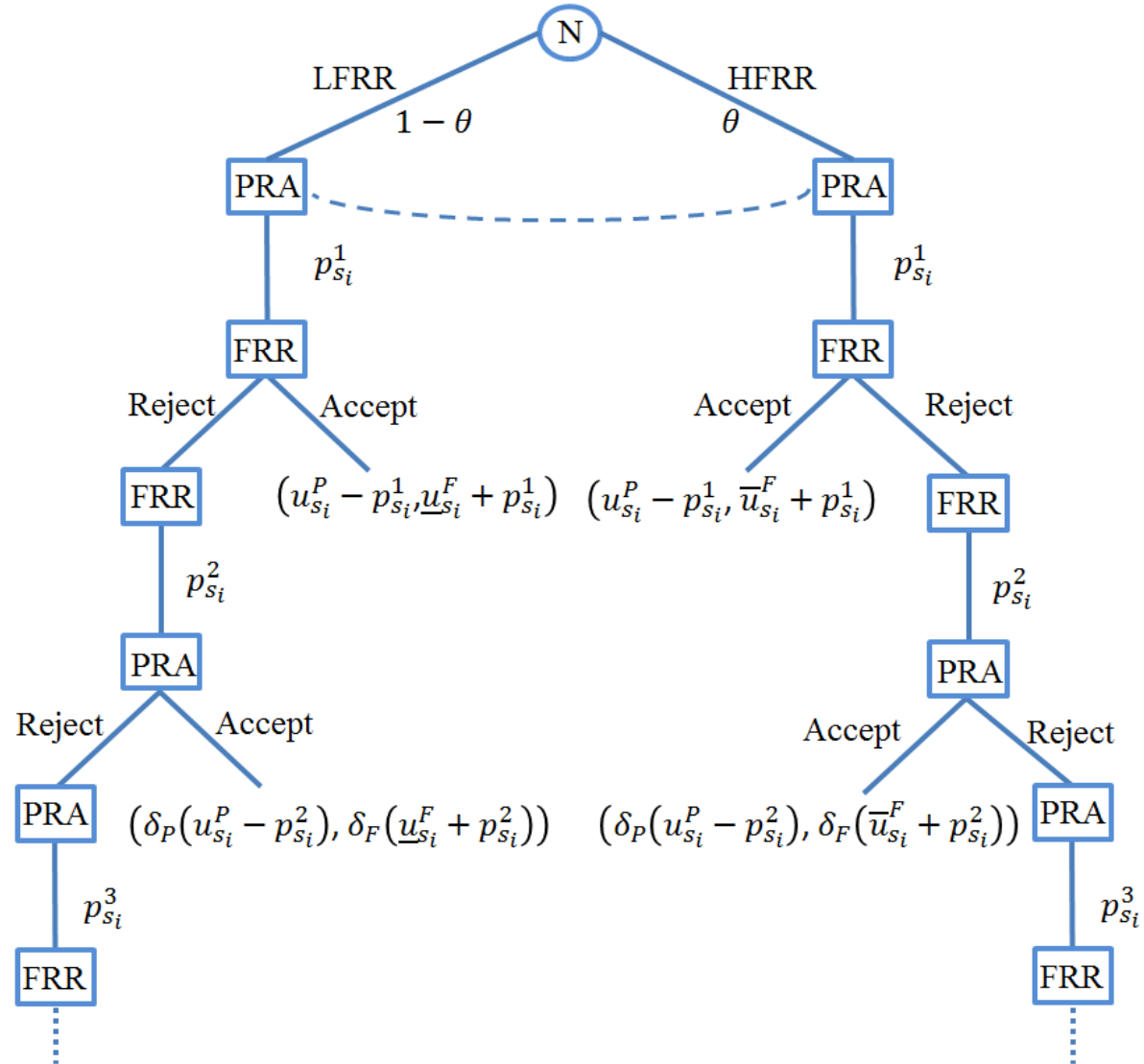
The model

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Step 1
Step 2
Step 3
Step 4
Step 5
Step 6
Step 7



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The model

Equilibrium determination

Solving **incomplete information bargaining game**

- Upper-level: **price bargaining**

$$p_{S_i}^{1*} = \begin{cases} \frac{1}{1 - \delta_F \delta_P} \left((\delta_F - \delta_F \delta_P) u_{S_i}^P + (1 - \delta_F) \bar{C}_{S_i}^F \right) & \theta > \hat{\theta} \\ \frac{1}{1 - \delta_F \delta_P} \left((\delta_F - \delta_F \delta_P) u_{S_i}^P + (\delta_F \delta_P - \delta_F^2 \delta_P) \bar{C}_{S_i}^F + \underline{C}_{S_i}^F (1 - \delta_F - \delta_F \delta_P + \delta_F^2 \delta_P) \right) & \theta \leq \hat{\theta} \end{cases}$$

where

$$\hat{\theta} = \frac{(\bar{C}_{S_i}^F - \underline{C}_{S_i}^F) (1 - \delta_F \delta_P)}{u_{S_i}^P - \underline{C}_{S_i}^F (1 - \delta_F \delta_P) - \bar{C}_{S_i}^F (\delta_F \delta_P)}$$

The model

Equilibrium determination

Solving **incomplete information bargaining game**

- Lower-level: **schedule bargaining**
 - Given the price of each schedule, PRA and FRR bargain to determine an equilibrium schedule
 - The schedule bargaining is a game with complete information as the price of each schedule is already determined

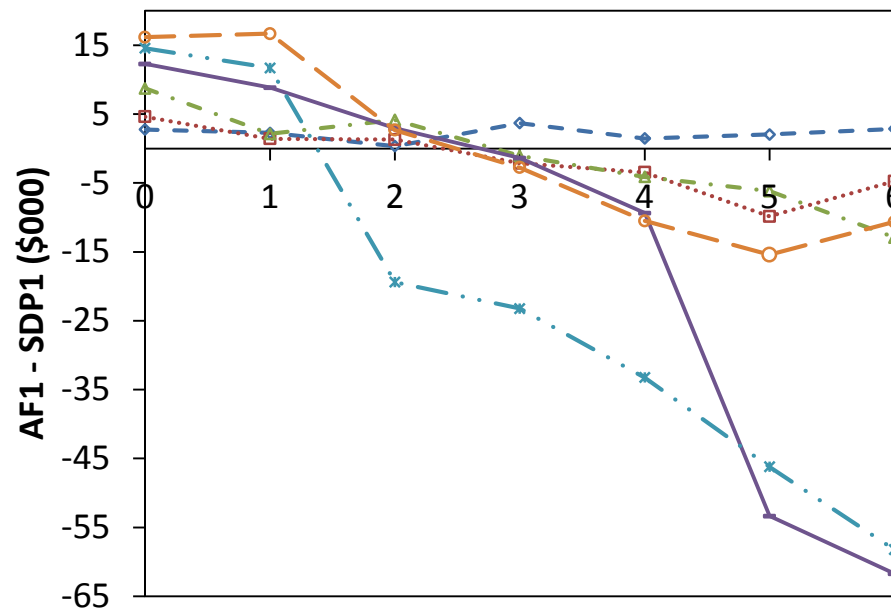
Numerical analysis

- Set up:
 - 11 blocks: 6 track segments and 5 sidings
 - 2 O-D pairs (one in each direction)
 - Each track segment 18 miles long
 - Sidings evenly distributed along the corridor, each 2 miles long
 - Total corridor length: 120 miles
 - Operating speed
 - Freight trains: 60 mph
 - Passenger trains: 120 mph

Numerical analysis

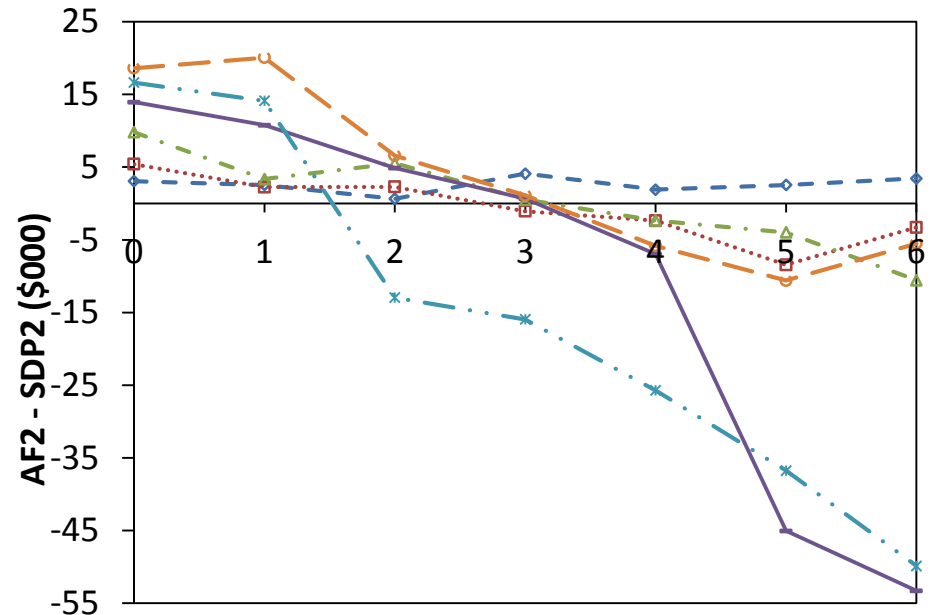
- Set up (cont'd)
 - Consider daily service frequency of 1-6 trains
 - Elastic passenger demand (elasticity: 0.4, based on Adler et al. (2010))
 - Parameter values are obtained from the literature
 - $\delta_P = 0.9, \delta_F = 0.85$

Numerical analysis



Maximum buffer time (time periods)

—◆— 1 Pax
 ···■··· 2 Pax
 -△- 3 Pax
— 4 Pax
 -·-* 5 Pax
 -○- 6 Pax

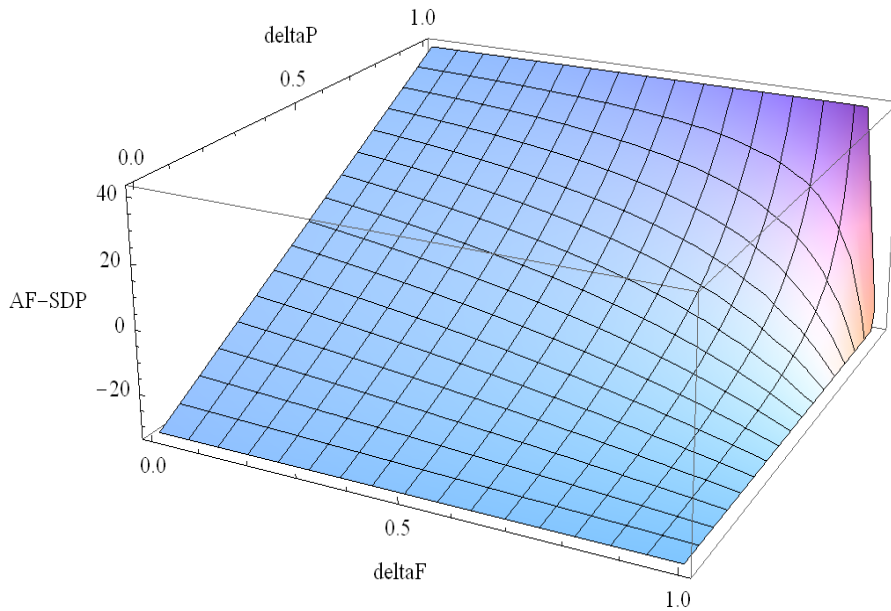


Maximum buffer time (time periods)

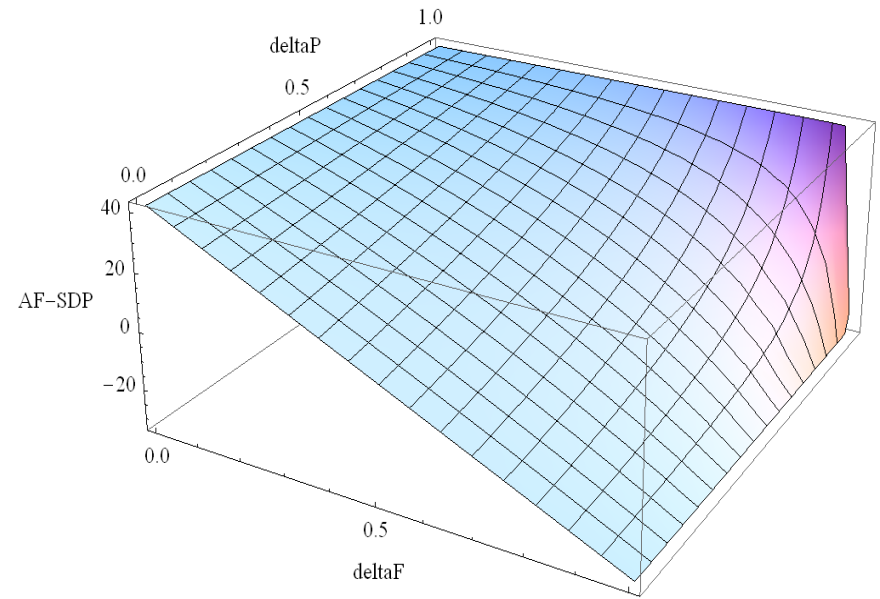
—◆— 1 Pax
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 -△- 3 Pax
— 4 Pax
 -·-* 5 Pax
 -○- 6 Pax

- Net internal transfers is greater if FRR initiates the game
- Net internal transfer could be negative (FRR should pay to PRA)

Numerical analysis



PRA initiates the game



FRR initiates the game

- Discount factors significantly impact the net internal transfer between agents

Concluding remarks

- Proposed the **first sequential bargaining game model** to identify capacity shares and associated charges on shared use rail corridors in the US context
- Bargaining game with complete information:
 - A schedule maximizing the utility of the passenger rail agency minus the cost of the freight railroad is the equilibrium solution
 - The equilibrium schedule is independent of the player initiating the game
- Two-level price and schedule bargaining extension for incomplete information
- On-going research: numerical analysis

Thank you!

Questions and comments

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