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Urgency-aware Routing in Single Origin-destination Itineraries through Artificial Currencies

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Introduction

Motivation

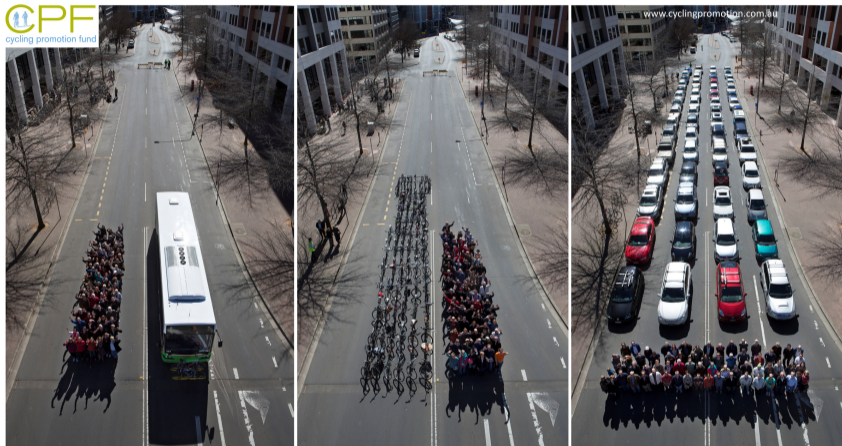


Figure 1: 69 people in bus, bikes, and cars. (Cycling Promotion Fund, 9th September 2012 [C.P.F., 2012])

Introduction

Opportunity

- ▶ Vehicle autonomy
- ▶ Car sharing
- ▶ Public transport
- ▶ Connectivity



Figure 2: New opportunities. [Raysonho CC0,Dullu CC BY-SA 4.0]

Centralized controlled intermodal mobility → **system's optimum performance**^{1,2}

¹Salazar, Rossi, Schiffer, Onder, Pavone. "On the interaction between autonomous mobility-on-demand and public transportation systems." ITSC, 2018. [Salazar et al., 2018]

²Wollenstein-Betech, Salazar, *et al.*. "Routing and rebalancing intermodal autonomous mobility-on-demand systems in mixed traffic." IEEE T-ITS, 2021. [Wollenstein-Betech et al., 2021]

Self-interested behavior



Societal Welfare

Monetary Tolls ¹

- ✓ Easy to implement
- ✓ Easy to use
- ✗ Unfair



Artificial Currencies ²

- ✓ Fair
- ✗ Bidding
- ✗ Uncertainty

Idea: Bridge the gap³

Payment-transaction of artificial currency → urgency-aware system's optimum

¹[Pigou, 1920, Morrison, 1986, Bergendorff et al., 1997, Fleischer et al., 2004, Paccagnan et al., 2019]

²[Prendergast, 2016, Gorokh et al., 2019, Censi et al., 2019, Elokda et al., 2022]

Problem Statement

Repeated game-framework



User choice: $\mathbf{y}^i(t) \in \{0, 1\}^n$



Traveling probability: P_{go}



Each arc has a **price**:

$$k^i(t+1) = k^i(t) - \mathbf{p}^\top \mathbf{y}^i(t)$$



Aggregate flows of M users:

$$\mathbf{x}(t) = \frac{1}{M} \sum_i \mathbf{y}^i(t)$$

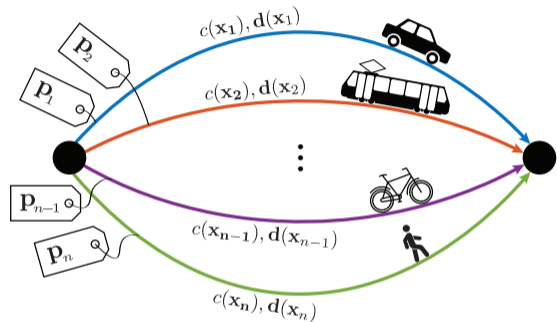


Figure 3: Parallel-arc network.

Self-interested at a cost

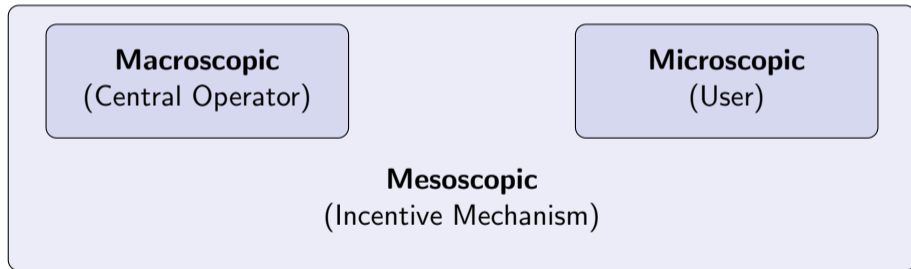


Altruistic for a reward

Problem Statement

Three-level Analysis

Three-level Analysis



Problem Statement

Three-level Analysis: Macroscopic



Social cost of arc j : $\mathbf{c}_j(\mathbf{x}_j)$



Minimize overall social cost: $\mathbf{c}^\top \mathbf{x}$

Problem (Central Operator's Problem)

The **central operator** aims at routing customers so that the **aggregate flows** are

$$\begin{aligned} \mathbf{x}^* \in \arg \min_{\mathbf{x} \in [0,1]^n} \mathbf{c}(\mathbf{x})^\top \mathbf{x} \\ \text{s.t.} \quad \mathbf{1}^\top \mathbf{x} = P_{\text{go}}. \end{aligned}$$

Problem Statement

Three-level Analysis: Microscopic



Discomfort of arc j : $\mathbf{d}_j(\mathbf{x}_j)$



Daily **sensitivity** to discomfort: s^i



Min. **daily perceived** discomfort + average **future** discomfort over T days

Problem (Individual User's Problem)

A traveling user with Karma level $k \geq 0$, reference k_{ref} , and sensitivity s will choose his/her route as \mathbf{y}^* resulting from

$$\begin{aligned} (\mathbf{y}^*, \bar{\mathbf{y}}^*) \in \operatorname{argmin}_{\mathbf{y} \in \mathcal{Y}, \bar{\mathbf{y}} \in \bar{\mathcal{Y}}} s \mathbf{d}(\mathbf{x})^\top \mathbf{y} + T \bar{s} \mathbf{d}(\mathbf{x})^\top \bar{\mathbf{y}} \\ \text{s.t. } k - \mathbf{p}^\top \mathbf{y} - T \mathbf{p}^\top \bar{\mathbf{y}} \geq 0 \\ \mathbf{p}^\top \mathbf{y} \leq k, \end{aligned}$$

Problem Statement

Three-level Analysis: Mesoscopic



Infinite-user population: $M \rightarrow \infty$



Users achieve daily **Wardrop Equilibrium** (WE): $\mathbf{x}^{\text{WE}}(t)$



Design **prices** \mathbf{p}

Problem (Pricing Problem)

Given a desired system optimum \mathbf{x}^* , select $\mathbf{p} \in \mathbb{R}^n$ so that

$$\lim_{t \rightarrow \infty} \mathbf{x}^{\text{WE}}(t) = \mathbf{x}^*.$$

Best-response strategy

Closed-form Solution

Theorem (User's Best Response Strategy)

An **optimal response strategy** of a with Karma k , sensitivity s , and Karma reference k_{ref} is $\mathbf{y}^* = \mathbf{e}_{j^*}$ iff

$$\bar{\gamma}_{j^*} \geq \underline{\gamma}_{j^*} \quad \text{and} \quad \gamma_{j^*} \leq s/\bar{s} \leq \gamma_{j^*-1}$$

Best-response strategy

Closed-form Solution

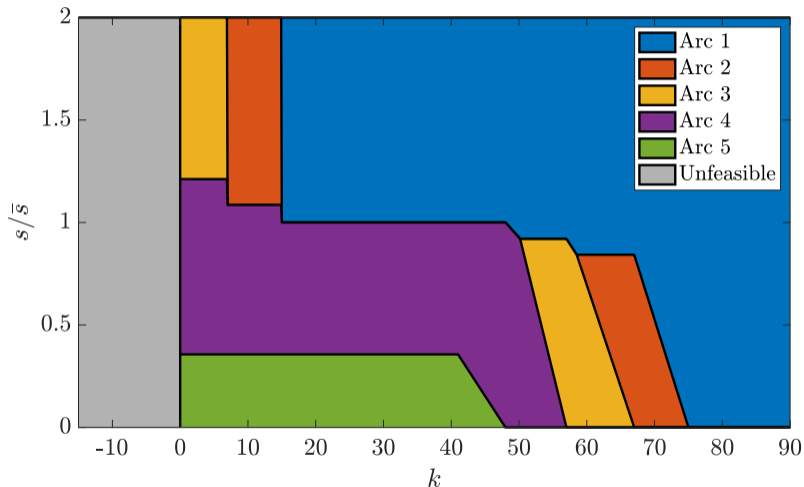


Figure 4: Decision landscape of individual user's problem.

Pricing Design Problem



At **steady-state** in \mathbf{x}^*

▶ **Total Karma** remains constant: $\mathbf{p}^\top \mathbf{x}^* = 0$



For $n = 2$ arcs¹

▶ $\mathbf{p}^\top \mathbf{x}^* = 0$ **alone** defines the **optimal prices**



For n arcs

▶ **Much more intricate**

¹Salazar, Paccagnan, Agazzi, Heemels. "Urgency-aware optimal routing in repeated games through artificial currencies." European Journal of Control 62 (2021). [Salazar et al., 2021]

Pricing Design Problem: n arcs



Markov chain

- ▶ $P(j^*|k^i, \mathbf{p}, \mathbf{x}^*)$ from the **best response strategy**
- ▶ Stationary **Karma distribution** $\pi_\infty(\mathbf{p}, \mathbf{x}^*)$



Aggregate of Markov chains

$$\mathbf{x}_j^* = \sum_{k=k_{\min}}^{k_{\max}} P(j^* = j|k, \mathbf{p}, \mathbf{x}^*)[\pi_\infty(\mathbf{p}, \mathbf{x}^*)]_k, \quad j = 1, \dots, n$$



Challenge for $n > 2$

- ▶ The support of the chain depends on \mathbf{p}
- ▶ **Gradient-free** optimization

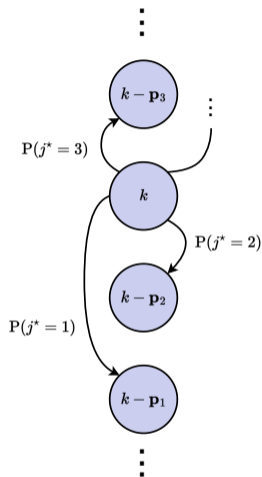


Figure 5: Markov chain.

Numerical Results

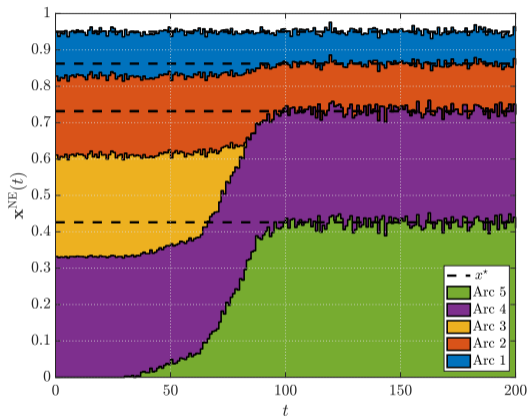


Figure 6: Aggregate flows.

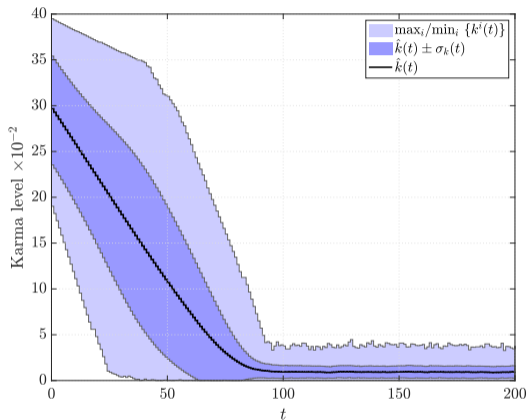


Figure 7: Karma level.

Numerical Results

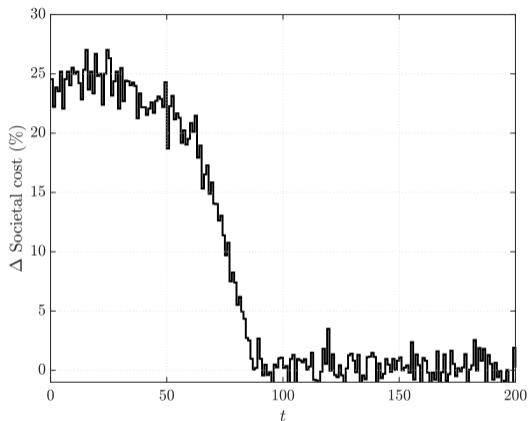


Figure 8: Societal cost.

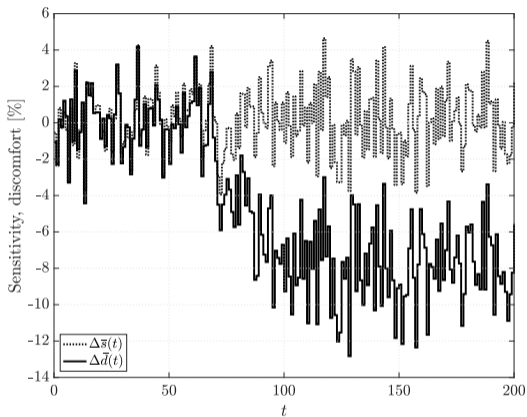


Figure 9: Sensitivity w.r.t. urgency-unaware.

Conclusion



Incentive scheme: **fair** and **urgency-aware**



Solution for the **user's best response strategy**



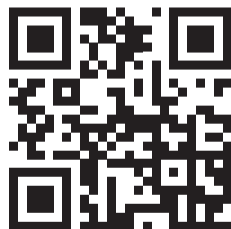
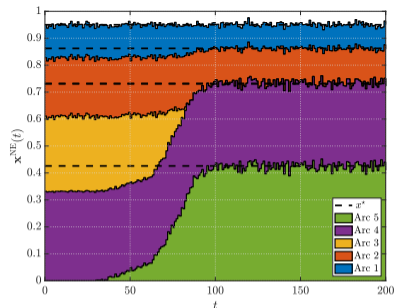
Pricing design procedure for n arcs



Aggregate decision achieves **system's optimum**



8% improvement w.r.t. urgency-unaware policy



<http://fish-tue.github.io>

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Dllu.

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