

The Traditional Four Steps Transportation Modeling Using Simplified Transport Network: A Case Study of Dhaka City, Bangladesh

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Abstract

The travel forecasting process is at the heart of urban transportation planning. Travel forecasting models are used to project future traffic and are the basis for the determination of the need for new road capacity, transit service changes and changes in land use policies and patterns. Travel demand modeling involves a series of mathematical models that attempt to simulate human behavior while traveling. The models are done in a sequence of steps that answer a series of questions about traveler decisions. Attempts are made to simulate all choices that travelers make in response to a given system of highways, transit and policies. Many assumptions need to be made about how people make decisions, the factors they consider and how they react in a particular transportation alternative. The travel simulation process follows trips as they begin at a trip generation zone, move through a network of links and nodes and end at a trip attracting zone. The simulation process is known as the four step process for the four basic models used. These are: trip generation, trip distribution, modal split and traffic assignments. This paper describes the process of the traditional four steps transportation modeling system using a simplified transport network in the context of Dhaka City, Bangladesh.

Keywords: Travel forecast, travel demand modeling, four steps transportation modeling, trip generation, trip distribution, modal split and traffic assignments.

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1. INTRODUCTION

Travel forecasting models are used to predict changes in travel patterns and the utilization of the transportation system in response to changes in regional development, demographics, and transportation supply. Modeling travel demand is a challenging task, but one that is required for rational planning and evaluation of transportation systems [1].

Transportation planning involves the decision-making process for potential improvements to a community's roadway infrastructure. To aid in the decision-making process, several computer-based and manual tools have been developed. Two of these key tools are [2]:

- a) Travel demand forecasting models for implementing the four-step urban planning process
- b) Travel rate indices for providing congestion and delay information for a community.

The four-step urban planning process is comprised of the following: Trip Generation, Trip Distribution, Mode Split, and Traffic Assignment [1].

The objectives of this paper are to learn about the Urban Transport Modeling System, to gain a better understanding of the behavior of the traffic condition of Dhaka metropolitan area on the zonal basis and to prepare the Network Assignment through the Transport Modeling System.

2. STUDY AREA PROFILE

The 79 wards (the smallest electoral unit) of Dhaka City Corporation area have been selected as the study area for this paper (Figure 1). Then these 76 wards are divided into 10 zones known as TAZ (Traffic Analysis Zone).



Figure 1: Dhaka City Corporation (study area)

Source: Dhaka City Corporation, 2010

3. METHODOLOGY OF THE RESEARCH

The traditional four step transportation modeling system has been taken to achieve the objectives. This is a macro-level working procedure [3]. The following four steps to be performed in the next stage:

3.1. TRIP GENERATION

Trip generation is the first step in the conventional four-step transportation planning process, widely used for forecasting travel demands. It predicts the number of trips originating in or destined for a particular traffic analysis zone [4].

Trip generation uses trip rates that are averages for large segment of the study area. Trip productions are based on household characteristics such as the number of people in the household and the number of vehicles available [1]. For example, a household with four people and two vehicles may be assumed to produce 3.00 work trips per day. Trips per household are then expanded to trips per zone. Trip attractions are typically based on the level of employment in a zone. For example a zone could be assumed to attract 1.32 home based work trips for every person employed in that zone. Trip generation is used to calculate person trips.

Here in this stage, trip production and trip attraction after 10 years (2011) is determined (base year 2001). To do this at first existing trip production and attraction parameters are calculated using growth rates after 10 years (Table 1). These growth rates have been assumed on country aspect [5 and 6]. Now using Table 1, tables 2 and 3 have been generated. For details calculation please go through Appendix A-D (Supplementary File).

Table 1: Growth rates of different variables after 10 years

Variable	Growth Rate
Population	4.50%
Income Level	10%
Land Price	25%
Employment	2.50%

Table 2: Population and average zonal income after 10 years for production

Zone	Existing		After 10 Years	
	Population (X ₁)	Average Zonal Income (X ₂)	Population (X ₁)	Average Zonal Income (X ₂)
Zone 1	116939	1931	181603	5008
Zone 2	473490	2133	735315	5532
Zone 3	376925	1980	585353	5136
Zone 4	451756	4898	701563	12705
Zone 5	484981	4920	753161	12761
Zone 6	284057	3753	441132	9734
Zone 7	467491	3202	725999	8305
Zone 8	525673	3164	816354	8206
Zone 9	325121	5280	504903	13695
Zone 10	193302	4735	300192	12280

Table 3: Employment and land price after 10 years for attraction

Zone	Existing		After 10 Years	
	Employment (X ₁)	Land Price (*Lakh taka/Katha) (X ₂)	Employment (X ₁)	Land Price (*Lakh/Katha) (X ₂)
Zone 1	51200	9.5	65540	25
Zone 2	207202	20.0	265236	52
Zone 3	153789	16.2	196863	42
Zone 4	200848	15.8	257102	41
Zone 5	177655	21.9	227413	57
Zone 6	105783	12.7	135411	33
Zone 7	165183	8.2	211448	21
Zone 8	201377	6.5	257780	17
Zone 9	128368	18.4	164322	48
Zone 10	34699	9.0	44418	23

*1 Lakh = 100000 Bangladesh Taka (BDT) and 1 Katha = 720 ft² of land

Calculation Process: Population after 10 years = Existing population (1 + 0.045)¹⁰

Here, Growth Rate = 4.5% = 0.045; Projected Year = 10

Thus using similar formulas forecasted values for the other trip production and attraction parameters are calculated. From the calculated parameters for trip production and trip attraction after 10 years, two regression equations are found. Here X-inputs for production are considered as population and income after 10 years and Y- input is considered as existing trips. This is also done for attraction parameters. Finally the following two regression equations are found:

Regression Equation for Trip Production:

$$Y_{production} = 49018.116 + 1.7966 \times X_1 - 15.73 \times X_2$$

Where, $a_0 = 49018.116$

$a_1 = 1.7966$ and

$a_2 = -15.73$

Regression Equation for Trip Attraction:

$$Y_{attraction} = -204124.3952 + 3.6887X_1 + 22843.12X_2$$

Where, $b_0 = 204124.3952$

$b_1 = 3.6887$ and

$b_2 = 22843.12$

Using these regression equations now forecasted trips, for both trip production and attraction after 10 years, are calculated (Table 4).

Table 4: Forecasted trips for production and attraction after 10 years

After 10 years		
Zone	Production	Attraction
	Trips/person/day	Trips/person/day
Zone 1	296505	598526
Zone 2	1283072	1961928
Zone 3	1019880	1483197
Zone 4	1109603	1677424
Zone 5	1201413	1934899
Zone 6	688446	1046528
Zone 7	1222716	1060918
Zone 8	1386605	1131867
Zone 9	740705	1491721
Zone 10	395176	492962

Calculation Process [4]:

Trip Production = $a_0 + (a_1 \times \text{Forecasted Population}) + (a_2 \times \text{Forecasted Income})$

Trip Attraction = $b_0 + (b_1 \times \text{Forecasted Employment}) + (b_2 \times \text{Forecasted Land Price})$

Here ends trip generation step after forecasting future productions/origin and attractions/destination. For details calculation please go through Appendix E-G (Supplementary File).

3.2. TRIP DISTRIBUTION

Trip distribution is the second component in the traditional 4-step transportation planning (or forecasting) model. This step matches trip makers' origins and destinations to develop a "trip table" a matrix that displays the number of trips going from each origin to each destination [1]. Trip distribution step is going to be started by introducing an origin-destination matrix for all the 10 zones (Table 5).

Table 5: Origin-Destination (OD) matrix

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10	ΣO
Zone 1											296505
Zone 2											1283072
Zone 3											1019880
Zone 4											1109603
Zone 5											1201413
Zone 6											688446
Zone 7											1222716
Zone 8											1386605
Zone 9											740705
Zone 10											395176
ΣD	598526	1961928	1483197	1677424	1934899	1046528	1060918	1131867	1491721	492962	

Here, total Trip Production=9344120 and total Trip Attraction=12879969; which is greater than trip productions.

But total trip attraction/ destinations must be equal to total trip productions. As trip production is considered to be exact. For this reason the trip attraction for different zones is multiplied by an adjustment factor. The factor can be stated as:

$$\text{Adjustment Factor} = \frac{\text{Total Production}}{\text{Total Attraction}} = 0.73$$

$$\text{Adjusted trip attraction} = \frac{\text{Total Production}}{\text{Total Attraction}} \times \text{Trip attraction of any zone}$$

This process generates Table 6.

Table 6: Adjusted origin-destination matrix

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10	ΣO
Zone 1											296505
Zone 2											1283072
Zone 3											1019880
Zone 4											1109603
Zone 5											1201413
Zone 6											688446
Zone 7											1222716
Zone 8											1386605
Zone 9											740705
Zone 10											395176
Adjusted ΣD	434217	1423334	1076025	1216932	1403725	759232	769671	821143	1082209	357632	9344120

3.2.1. TRANSPORT NETWORK LINK IMPEDANCE OR RESISTANCE TO FLOW

The difficulty of moving from one node to another in a network is the link impedance. Impedance in electrical terms means total resistance and for transport the meaning is the same [3].

For modeling 'Link Impedance' can be expressed as distance but travel time or apparent costs are usually better measures. Arbitrary units that are functions of impedance factors may be more convenient than actual measurable quantities for modeling purposes. Such factors can be determined by calibration of some distribution function such as a Gravity Model with a known distribution pattern obtained from an origin - destination survey [1].

It is essential to the modeling process to obtain the best practical measure of impedance. This is usually done by testing model output against historical information for the same situation. The measures of impedance which give the closest match are used. The measures may be different for different transport activities [2].

Now a cost matrix is assumed (in terms of time), this table 7 is assumed by predicting the zone to zone travel cost.

Table 7: Cost matrix table (C_{ij}) in terms of time

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	8	10	20	15	25	22	28	30	25	35
Zone 2	10	8	12	15	20	17	25	26	22	32
Zone 3	20	12	8	20	12	12	15	25	23	30
Zone 4	15	15	20	8	12	15	20	22	12	20
Zone 5	26	20	10	12	8	10	15	17	15	22
Zone 6	22	17	12	15	10	8	9	12	10	20
Zone 7	28	25	15	20	15	9	8	10	11	17
Zone 8	30	26	25	22	17	12	10	8	9	15
Zone 9	25	22	23	12	15	10	11	9	8	18
Zone 10	15	32	30	20	22	20	17	15	18	8

Using the following formula impedance factor is calculated (Table 8):

$$\text{Impedance factor} = e^{-\beta C_{ij}} [1]$$

Where, Dispersion parameter measuring sensitivity to cost, $\beta = 0.1$ (assumed)

C_{ij} = General cost of travel between zone i to zone j

Table 8: Impedance factor values

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	0.4493	0.3679	0.1353	0.2231	0.0821	0.1108	0.0608	0.0498	0.08208	0.030197
Zone 2	0.3679	0.4493	0.3012	0.2231	0.1353	0.18268	0.0821	0.0743	0.1108	0.040762
Zone 3	0.1353	0.3012	0.4493	0.1353	0.3012	0.30119	0.2231	0.0821	0.10026	0.049787
Zone 4	0.2231	0.2231	0.1353	0.4493	0.3012	0.22313	0.1353	0.1108	0.30119	0.135335
Zone 5	0.0743	0.1353	0.3679	0.3012	0.4493	0.36788	0.2231	0.1827	0.22313	0.110803
Zone 6	0.1108	0.1827	0.3012	0.2231	0.3679	0.44933	0.4066	0.3012	0.36788	0.135335
Zone 7	0.0608	0.0821	0.2231	0.1353	0.2231	0.40657	0.4493	0.3679	0.33287	0.182684
Zone 8	0.0498	0.0743	0.0821	0.1108	0.1827	0.30119	0.3679	0.4493	0.40657	0.22313
Zone 9	0.0821	0.1108	0.1003	0.3012	0.2231	0.36788	0.3329	0.4066	0.44933	0.165299
Zone 10	0.2231	0.0408	0.0498	0.1353	0.1108	0.13534	0.1827	0.2231	0.1653	0.449329

Now, \sum Impedance Factor=22.1239 and

$$\text{Total Trip}=9344120$$

Another factor is calculated for the distribution of trips among the zones.

$$\text{That factor is} = \frac{\text{Total Trip}}{\text{Total Impedance Factor}} = 422354$$

Now trip for each zone to different zones using the following formula is calculated.

$$\text{Trip of any zone} = \frac{\text{Total Trip}}{\text{Total Impedance Factor}} * \text{Impedance factor for this particular zone}$$

Finally trip distribution from one to different zones is found (Table 9).

Table 9: Trip distribution after 10 years for different zones

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10	ΣO
Zone 1	189776	155375	57159	94240	34669	46798	25683	21028	34669	12754	672152
Zone 2	155375	189776	127211	94240	57159	77157	34669	31370	46798	17216	830972
Zone 3	57159	127211	189776	57159	127211	127211	94240	34669	42345	21028	878009
Zone 4	94240	94240	57159	189776	127211	94240	57159	46798	127211	57159	945194
Zone 5	31370	57159	155375	127211	189776	155375	94240	77157	94240	46798	1028702
Zone 6	46798	77157	127211	94240	155375	189776	171716	127211	155375	57159	1202020
Zone 7	25683	34669	94240	57159	94240	171716	189776	155375	140590	77157	1040607
Zone 8	21028	31370	34669	46798	77157	127211	155375	189776	171716	94240	949341
Zone 9	34669	46798	42345	127211	94240	155375	140590	171716	189776	69815	1072535
Zone 10	94240	17216	21028	57159	46798	57159	77157	94240	69815	189776	724589
ΣD	750339	830972	906173	945194	1003837	1202020	1040607	949341	1072535	643103	9344120

Now from Table 6 and Table 9, it is found that there are huge differences in the trip productions and trip attractions than what it should be. Although it is found that total trips are same but there are differences in the total production and attraction into different zones. It means the inter-zonal distribution is not correct. For this purpose iteration by using a program of Microsoft Visual C++, to solve the problem is held (Appendix-H of Supplementary File). After using this program the adjusted trips from different zones are found. This is the final origin-destination matrix for trip distribution among different zones after 10 years (Table 10).

Table 10: Adjusted trip distribution after 10 years for different zones

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10	ΣO
Zone 1	49251	109183	26394	50265	19145	11568	7322	6909	13570	2898	296505
Zone 2	137694	455381	200587	171643	107787	65126	33751	35195	62548	13359	1283071
Zone 3	39434	237636	232956	81046	186750	83591	71422	30281	44060	12703	1019879
Zone 4	66794	180858	72083	276441	191856	63619	44504	41992	135982	35474	1109603
Zone 5	22702	112002	200063	189201	292234	107095	74918	70689	102856	29654	1201413
Zone 6	17691	78975	85563	73216	124981	68329	71308	60880	88583	18920	688446
Zone 7	21604	78964	141049	98817	168684	137577	175364	165465	178361	56831	1222716
Zone 8	22401	90486	65713	102460	174901	129074	181828	255945	275890	87907	1386606
Zone 9	16399	59940	35640	123672	94857	70003	73055	102833	135389	28917	740705
Zone 10	40248	19909	15979	50171	42529	23251	36199	50954	44969	70969	395176
ΣD	434217	1423334	1076025	1216932	1403725	759232	769671	821143	1082209	357632	9344120

3.3. MODAL SPLIT

Mode choice analysis is the third step in the conventional four-step transportation planning model. Trip distribution's zonal interchange analysis yields a set of origin destination tables which tells where the trips will be made; mode choice analysis allows the modeler to determine what mode of transport will be used [1].

Mode choice is one of the most critical parts of the travel demand modeling process. It is the step where trips between a given origin and destination are split into trips using transit, trips by car pool or as automobile passengers and trips by automobile drivers. A utility function measures the degree of satisfaction that people derive from their choices and a disutility function represents the generalized cost that is associated with each choice [3].

The most commonly used process for mode split is to use the 'Logit' model. This involves a comparison of the "disutility" or "utility" of travel between two points for the different modes that are available. Disutility is a term used to represent a combination of the travel time, cost and convenience of a mode between an origin and a destination. It is found by placing multipliers (weights) on these factors and adding them together [4].

Disutility calculations may contain a "mode bias factor" which is used to represent other characteristics or travel modes which may influence the choice of mode (such as a difference in privacy and comfort between transit and automobiles). The mode bias factor is used as a constant in the analysis and is found by attempt to fit the model to actual travel behavior data. Generally, the disutility equations do not recognize differences within travel modes. For example, a bus system and a rail system with the same time and cost characteristics will have the same disutility values. There are no special factors that allow for the difference in attractiveness of alternative technologies [4].

Once disutility are known for the various mode choices between an origin and a destination, the trips are split among various modes based on the relative differences between disutility. The logit equation is used in this step. A large advantage in disutility will mean a high percentage for that mode. Mode splits are calculated to match splits found from actual traveler data. Sometimes a fixed percentage is used for the minimum transit use (percent captive users) to represent travelers who have no automobile available or are unable to use an automobile for their trip [2].

In this step the matrix for travel time and travel cost is given to calculate the utilities for three modes- Car, Bus and Rickshaw (Appendix- I of Supplementary File).

Moreover utility functions for these three modes are also assumed. The utility functions are as follows [7]:

$$U_{Car} = -0.060054 TT - 0.043648 TC$$

$$U_{Bus} = 0.945505 - 0.060054 TT - 0.043648 TC$$

$$U_{Rickshaw} = 1.23213 - 0.060054 TT - 0.043648 TC$$

Where, TT=Travel Time from one Zone to other zone&

TC=Travel cost from one Zone to other zone

The utilities are calculated for different modes of traffic using the matrices shown in the Appendix-I and their respective utility functions. Utility matrix tables for different modes of traffic are shown in Table 11-13.

Table 11: Utility matrix for car

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	-1.5280	-1.9100	-3.8200	-2.8650	-4.7750	-4.2020	-5.3479	-5.7299	-4.7750	-6.6849
Zone 2	-1.9100	-1.5280	-2.2920	-2.8650	-3.8200	-3.2470	-4.7750	-4.9659	-4.2020	-6.1119
Zone 3	-3.8200	-2.2920	-1.5280	-3.8200	-2.2920	-2.2920	-2.8650	-4.7750	-4.3930	-5.7299
Zone 4	-2.8650	-2.8650	-3.8200	-1.5280	-2.2920	-2.8650	-3.8200	-4.2020	-2.2920	-3.8200
Zone 5	-4.9659	-3.8200	-1.9100	-2.2920	-1.5280	-1.9100	-2.8650	-3.2470	-2.8650	-4.2020
Zone 6	-4.2020	-3.2470	-2.2920	-2.8650	-1.9100	-1.5280	-1.7190	-2.2920	-1.9100	-3.8200
Zone 7	-5.3479	-4.7750	-2.8650	-3.8200	-2.8650	-1.7190	-1.5280	-1.9100	-2.1010	-3.2470
Zone 8	-5.7299	-4.9659	-4.7750	-4.2020	-3.2470	-2.2920	-1.9100	-1.5280	-1.7190	-2.8650
Zone 9	-4.7750	-4.2020	-4.3930	-2.2920	-2.8650	-1.9100	-2.1010	-1.7190	-1.5280	-3.4380
Zone 10	-2.8650	-6.1119	-5.7299	-3.8200	-4.2020	-3.8200	-3.2470	-2.8650	-3.4380	-1.5280

Table 12: Utility matrix for bus

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	-0.1246	-0.3921	-1.7298	-1.0610	-2.3986	-1.9973	-2.7999	-3.0674	-2.3986	-3.7363
Zone 2	-0.3921	-0.1246	-0.6597	-1.0610	-1.7298	-1.3285	-2.3986	-2.5324	-1.9973	-3.3350
Zone 3	-1.7298	-0.6597	-0.1246	-1.7298	-0.6597	-0.6597	-1.0610	-2.3986	-2.1311	-3.0674
Zone 4	-1.0610	-1.0610	-1.7298	-0.1246	-0.6597	-1.0610	-1.7298	-1.9973	-0.6597	-1.7298
Zone 5	-2.5324	-1.7298	-0.3921	-0.6597	-0.1246	-0.3921	-1.0610	-1.3285	-1.0610	-1.9973
Zone 6	-1.9973	-1.3285	-0.6597	-1.0610	-0.3921	-0.1246	-0.2584	-0.6597	-0.3921	-1.7298
Zone 7	-2.7999	-2.3986	-1.0610	-1.7298	-1.0610	-0.2584	-0.1246	-0.3921	-0.5259	-1.3285
Zone 8	-3.0674	-2.5324	-2.3986	-1.9973	-1.3285	-0.6597	-0.3921	-0.1246	-0.2584	-1.0610
Zone 9	-2.3986	-1.9973	-2.1311	-0.6597	-1.0610	-0.3921	-0.5259	-0.2584	-0.1246	-1.4623
Zone 10	-1.0610	-3.3350	-3.0674	-1.7298	-1.9973	-1.7298	-1.3285	-1.0610	-1.4623	-0.1246

Table 13: Utility matrix for rickshaw

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	-0.2529	-0.6242	-2.4806	-1.5524	-3.4087	-2.8518	-3.9656	-4.3369	-3.4087	-5.2651
Zone 2	-0.6242	-0.2529	-0.9955	-1.5524	-2.4806	-1.9236	-3.4087	-3.5944	-2.8518	-4.7082
Zone 3	-2.4806	-0.9955	-0.2529	-2.4806	-0.9955	-0.9955	-1.5524	-3.4087	-3.0375	-4.3369
Zone 4	-1.5524	-1.5524	-2.4806	-0.2529	-0.9955	-1.5524	-2.4806	-2.8518	-0.9955	-2.4806
Zone 5	-3.5944	-2.4806	-0.6242	-0.9955	-0.2529	-0.6242	-1.5524	-1.9236	-1.5524	-2.8518
Zone 6	-2.8518	-1.9236	-0.9955	-1.5524	-0.6242	-0.2529	-0.4386	-0.9955	-0.6242	-2.4806
Zone 7	-3.9656	-3.4087	-1.5524	-2.4806	-1.5524	-0.4386	-0.2529	-0.6242	-0.8098	-1.9236
Zone 8	-4.3369	-3.5944	-3.4087	-2.8518	-1.9236	-0.9955	-0.6242	-0.2529	-0.4386	-1.5524
Zone 9	-3.4087	-2.8518	-3.0375	-0.9955	-1.5524	-0.6242	-0.8098	-0.4386	-0.2529	-2.1093
Zone 10	-1.5524	-4.7082	-4.3369	-2.4806	-2.8518	-2.4806	-1.9236	-1.5524	-2.1093	-0.2529

Now using the tables 11-13, the probability of different modes (Table 14-16) are calculated by using the formulas below [7]:

$$\text{Probability}_{\text{Car}} = \frac{e^{U_{\text{Car}}}}{e^{U_{\text{Car}}} + e^{U_{\text{Bus}}} + e^{U_{\text{Rickshaw}}}}$$

$$\text{Probability}_{\text{Bus}} = \frac{e^{U_{\text{Bus}}}}{e^{U_{\text{Car}}} + e^{U_{\text{Bus}}} + e^{U_{\text{Rickshaw}}}}$$

$$\text{Probability}_{\text{Rickshaw}} = \frac{e^{U_{\text{Rickshaw}}}}{e^{U_{\text{Car}}} + e^{U_{\text{Bus}}} + e^{U_{\text{Rickshaw}}}}$$

Table 14: Probability matrix for car

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	0.1156	0.1089	0.0775	0.0927	0.0638	0.0718	0.0563	0.0517	0.0638	0.0413
Zone 2	0.1089	0.1156	0.1023	0.0927	0.0775	0.0865	0.0638	0.0612	0.0718	0.0473
Zone 3	0.0775	0.1023	0.1156	0.0775	0.1023	0.1023	0.0927	0.0638	0.0691	0.0517
Zone 4	0.0927	0.0927	0.0775	0.1156	0.1023	0.0927	0.0775	0.0718	0.1023	0.0775
Zone 5	0.0612	0.0775	0.1089	0.1023	0.1156	0.1089	0.0927	0.0865	0.0927	0.0718
Zone 6	0.0718	0.0865	0.1023	0.0927	0.1089	0.1156	0.1123	0.1023	0.1089	0.0775
Zone 7	0.0563	0.0638	0.0927	0.0775	0.0927	0.1123	0.1156	0.1089	0.1056	0.0865
Zone 8	0.0517	0.0612	0.0638	0.0718	0.0865	0.1023	0.1089	0.1156	0.1123	0.0927
Zone 9	0.0638	0.0718	0.0691	0.1023	0.0927	0.1089	0.1056	0.1123	0.1156	0.0834
Zone 10	0.0927	0.0473	0.0517	0.0775	0.0718	0.0775	0.0865	0.0927	0.0834	0.1156

Table 15: Probability matrix for bus

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	0.4705	0.4970	0.6267	0.5629	0.6863	0.6511	0.7195	0.7403	0.6863	0.7879
Zone 2	0.4970	0.4705	0.5235	0.5629	0.6267	0.5888	0.6863	0.6976	0.6511	0.7602
Zone 3	0.6267	0.5235	0.4705	0.6267	0.5235	0.5235	0.5629	0.6863	0.6631	0.7403
Zone 4	0.5629	0.5629	0.6267	0.4705	0.5235	0.5629	0.6267	0.6511	0.5235	0.6267
Zone 5	0.6976	0.6267	0.4970	0.5235	0.4705	0.4970	0.5629	0.5888	0.5629	0.6511
Zone 6	0.6511	0.5888	0.5235	0.5629	0.4970	0.4705	0.4837	0.5235	0.4970	0.6267
Zone 7	0.7195	0.6863	0.5629	0.6267	0.5629	0.4837	0.4705	0.4970	0.5103	0.5888
Zone 8	0.7403	0.6976	0.6863	0.6511	0.5888	0.5235	0.4970	0.4705	0.4837	0.5629
Zone 9	0.6863	0.6511	0.6631	0.5235	0.5629	0.4970	0.5103	0.4837	0.4705	0.6016
Zone 10	0.5629	0.7602	0.7403	0.6267	0.6511	0.6267	0.5888	0.5629	0.6016	0.4705

Table 16: Probability matrix for rickshaw

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	0.4138	0.3941	0.2958	0.3444	0.2499	0.2771	0.2243	0.2080	0.2499	0.1708
Zone 2	0.3941	0.4138	0.3742	0.3444	0.2958	0.3247	0.2499	0.2412	0.2771	0.1925
Zone 3	0.2958	0.3742	0.4138	0.2958	0.3742	0.3742	0.3444	0.2499	0.2679	0.2080
Zone 4	0.3444	0.3444	0.2958	0.4138	0.3742	0.3444	0.2958	0.2771	0.3742	0.2958
Zone 5	0.2412	0.2958	0.3941	0.3742	0.4138	0.3941	0.3444	0.3247	0.3444	0.2771
Zone 6	0.2771	0.3247	0.3742	0.3444	0.3941	0.4138	0.4040	0.3742	0.3941	0.2958
Zone 7	0.2243	0.2499	0.3444	0.2958	0.3444	0.4040	0.4138	0.3941	0.3841	0.3247
Zone 8	0.2080	0.2412	0.2499	0.2771	0.3247	0.3742	0.3941	0.4138	0.4040	0.3444
Zone 9	0.2499	0.2771	0.2679	0.3742	0.3444	0.3941	0.3841	0.4040	0.4138	0.3150
Zone 10	0.3444	0.1925	0.2080	0.2958	0.2771	0.2958	0.3247	0.3444	0.3150	0.4138

Now modal share is calculated by multiplying the trip making from one zone to other zone (from trip distribution) with the probability. This is calculated by the equation:

$$\text{Modal Share for any Mode} = \text{Trip}_{i-j} \times \text{Probability}_{i-j}$$

Finally the tables 17-19 for modal share for the three vehicles are found. This is the final output of modal choice step (tables 17-19). Here we get how many trips are made between one to another zone by different modes of vehicles.

Table 17: Modal share matrix for car

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	5695	11894	2046	4659	1221	831	412	357	865	120
Zone 2	15000	52659	20526	15908	8354	5631	2152	2154	4492	632
Zone 3	3056	24318	26938	6281	19111	8554	6620	1930	3043	656
Zone 4	6191	16762	5587	31967	19633	5896	3449	3016	13915	2749
Zone 5	1389	8680	21794	19361	33793	11666	6943	6112	9533	2130
Zone 6	1270	6828	8756	6786	13615	7901	8006	6230	9650	1466
Zone 7	1216	5034	13073	7658	15634	15447	20279	18025	18838	4913
Zone 8	1157	5537	4189	7358	15122	13208	19807	29597	30976	8147
Zone 9	1045	4305	2461	12656	8791	7626	7716	11546	15656	2412
Zone 10	3730	942	825	3888	3054	1802	3130	4722	3751	8207

Table 18: Modal share matrix for bus

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	23173	54264	16541	28296	13140	7532	5268	5115	9313	2284
Zone 2	68434	214263	105006	96624	67550	38348	23163	24552	40727	10155
Zone 3	24713	124401	109609	50791	97762	43759	40206	20782	29215	9404
Zone 4	37601	101811	45174	130069	100435	35813	27890	27342	71186	22231
Zone 5	15836	70191	99431	99045	137500	53226	42174	41623	57901	19309
Zone 6	11519	46502	44791	41216	62116	32150	34495	31870	44026	11857
Zone 7	15543	54194	79401	61928	94958	66552	82511	82236	91009	33463
Zone 8	16584	63122	45100	66715	102985	67569	90368	120426	133461	49486
Zone 9	11255	39029	23631	64741	53399	34791	37277	49745	63703	17396
Zone 10	22657	15134	11829	31442	27692	14571	21315	28684	27053	33392

Table 19: Modal share matrix for rickshaw

O-D	Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
Zone 1	20382	43025	7807	17310	4785	3205	1642	1437	3392	495
Zone 2	54261	188458	75054	59111	31884	21148	8436	8489	17329	2572
Zone 3	11665	88917	96409	23974	69877	31278	24597	7568	11802	2642
Zone 4	23003	62284	21323	114405	71787	21909	13165	11634	50881	10493
Zone 5	5476	33131	78838	70794	120940	42203	25800	22954	35422	8216
Zone 6	4901	25645	32015	25214	49251	28278	28807	22780	34908	5597
Zone 7	4845	19736	48575	29231	58092	55578	72574	65204	68513	18454
Zone 8	4660	21826	16424	28387	56795	48296	71653	105922	111454	30274
Zone 9	4099	16607	9547	46275	32667	27586	28062	41543	56031	9109
Zone 10	13861	3833	3324	14841	11783	6878	11755	17548	14165	29370

3.4. TRIP ASSIGNMENT

Trip assignment, traffic assignment or route choice concerns the selection of routes (alternative called paths) between origins and destinations in transportation networks. It is the fourth step in the conventional transportation planning model. Mode choice analysis tells which travelers will use which mode. To determine facility needs and costs and benefits, we need to know the number of travelers on each route and link of the network [1].

Once trips have been split into highway and transit trips, the specific path that they use to travel from their origin to their destination must be found. These trips are then assigned to that path in the step called traffic assignment [4]. The process first involves the calculation of the shortest path from each origin to all destinations (usually the minimum time path is used). Trips for each O-D pair are then assigned to the links in the minimum path and the trips are added up for each link. The assigned trip volume is then compared to the capacity of the link to see if it is congested. If a link is congested the speed on the link needs to be reduced to result in a longer travel time on that link [2]. Changes in travel times mean that the shortest path may change. Hence the whole process is repeated several times (iterated) until there are equilibrium between travel demand and travel supply. Trips on congested links will be shifted to uncontested links until this equilibrium condition occurs. Traffic assignment is the most complex calculation in the travel modeling sequence and there are a variety of ways in which it is done to keep computer time to a minimum [3].

At first a network is assumed and then we calculate the Generalized Travel Cost (GTC) factor for each mode. The procedure for calculating GTC is shown below [1]:

$$GTC = TC + \left(\frac{a_1}{a_2} \right) \times TT$$

Where, TC=Travel Cost

TT=Travel time

a_1 = Co-efficient of the Travel Time factor

a_2 = Co-efficient of the Travel Cost factor

The values a_1 & a_2 come from the utility functions mentioned earlier in the Modal Choice step.

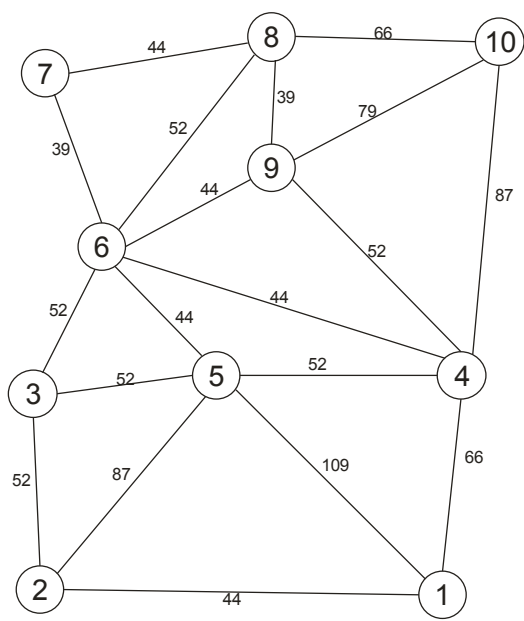
$$\left(\frac{a_1}{a_2} \right) = \frac{0.060054}{0.043684} = 1.37$$

Now using the GTC table (Appendix- I), the calculated values of GTC for different modes are put into the different links of the assumed network (Figure 2).

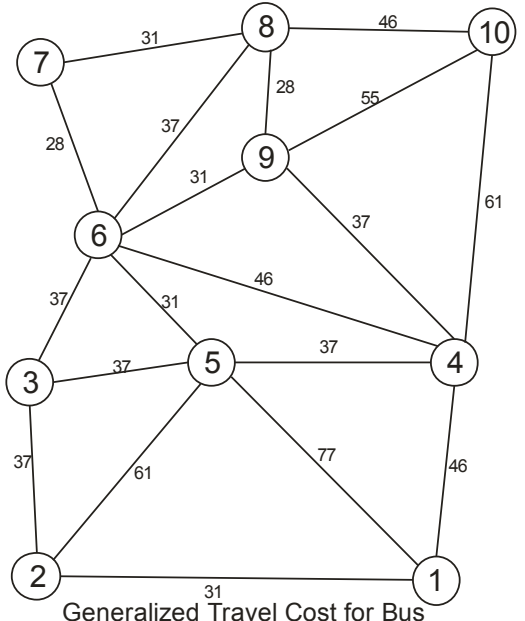
Thus Generalized Travel Time (GTT) can also be measured from the equation below:

$$GTT = (a_2/a_1) * TC + TT$$

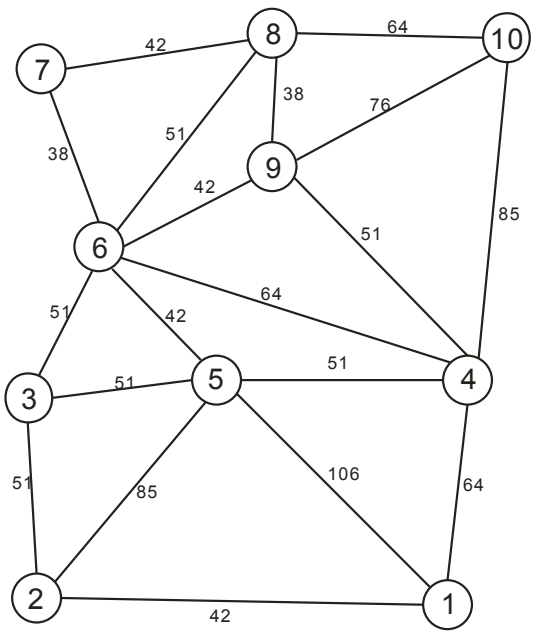
Now using the Dijkstra's Method (Appendix- J) the shortest distance in terms of GTC from one node to the other node for different modes (Appendix- K) is calculated. Here all-or-nothing assignment for calculating the traffic flow for different modes from one node to other node is considered. In highly congested areas, particularly in large urban areas, the finite amount of physical highway capacity results in the spreading of the peak periods. While it is not possible for a roadway to carry an hourly volume of traffic that is greater than its theoretical maximum capacity, the highway assignment algorithms commonly used can produce traffic volumes on roadways that exceed the capacity. In these cases, the volume of traffic assigned during the peak periods must be constrained and change as the capacity of the highway system is reached.



Generalized Travel Cost for Car



Generalized Travel Cost for Bus



Generalized Travel Cost for Rickshaw

Figure 2: Generalized Travel Cost (GTC) for car, bus and rickshaw

Traffic assignment is typically done for peak hour travel while forecasts of trips are done on a daily basis. A ratio of peak hour travel to daily travel is needed to convert daily trips to peak hour travel (for example it may be assumed that ten percent of travel occurs in the peak hour). In this report it is assumed that 15% of travel occurs in the peak hour. For this 15% flow in peak hours total trips per link according to their shortest path is calculated for the all thee modes (Appendix-L).

Table 20 shows the flow of traffic from one node to another for different modes of traffic at peak hours:

Table 20: Total trips in each link for different modes at peak hour

Link	Flow for Car	Flow for Bus	Flow for Rickshaw
1-2	9922	58160	36689
1-4	8400	59513	31602
1-5	390	4347	1539
2-3	12891	90059	48406
2-5	2550	20664	9754
3-5	7428	44648	28915
3-6	12912	101680	49056
4-5	8395	51375	31186
4-6	4120	31011	15619
4-9	6046	40844	22618
4-10	2581	22639	9916
5-6	13094	76268	48485
6-7	15650	95531	58061
6-8	8869	66801	33541
6-9	10296	62068	38163
7-8	8030	39704	29273
8-9	9308	50442	34081
8-10	3843	27096	14473
9-10	923	6668	3492

Occupancy of a vehicle refers to how many people occupy that vehicle in an average [1]. Occupancy for Car, Bus and Rickshaw has been assumed as from DUTP report for car is 1.85, for bus it is 28.5 and for Rickshaw it is 1.63 [8]. Using these values of occupancy the no. of Car, Bus and Rickshaw that flow in the peak period in different links is calculated (Table 21).

Calculation Process:

The total number of vehicles for a particular mode can be calculated from the formula:

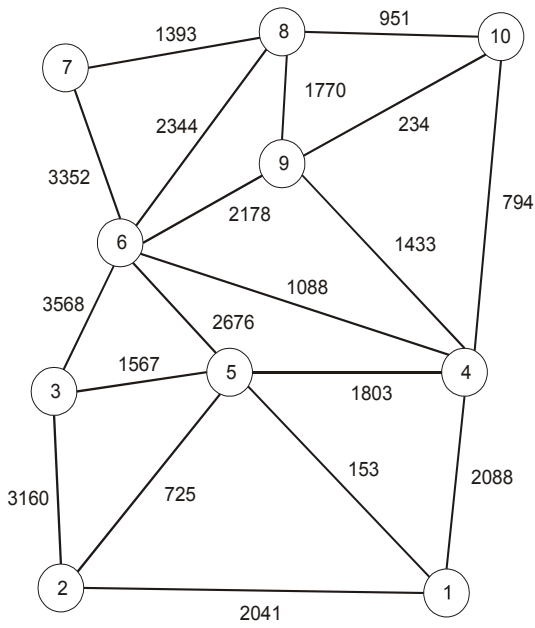
Total No of vehicles= Flow of that vehicle / Occupancy of that vehicle or mode

Table 21: Total number of modes in each link at peak hours

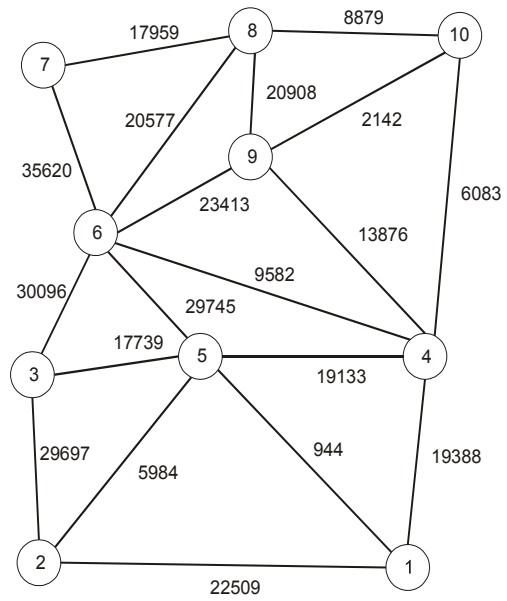
Link	Bus			Car			Rickshaw		
	Flow	Occupancy	Number	Flow	Occupancy	Number	Flow	Occupancy	Number
1-2	58160	28.5	2041	9922	1.85	5364	36689	1.63	22509
1-4	59513	28.5	2088	8400	1.85	4541	31602	1.63	19388
1-5	4347	28.5	153	390	1.85	211	1539	1.63	944
2-3	90059	28.5	3160	12891	1.85	6968	48406	1.63	29697
2-5	20664	28.5	725	2550	1.85	1378	9754	1.63	5984
3-5	44648	28.5	1567	7428	1.85	4015	28915	1.63	17739
3-6	101680	28.5	3568	12912	1.85	6979	49056	1.63	30096
4-5	51375	28.5	1803	8395	1.85	4538	31186	1.63	19133
4-6	31011	28.5	1088	4120	1.85	2227	15619	1.63	9582
4-9	40844	28.5	1433	6046	1.85	3268	22618	1.63	13876
4-10	22639	28.5	794	2581	1.85	1395	9916	1.63	6083
5-6	76268	28.5	2676	13094	1.85	7078	48485	1.63	29745
6-7	95531	28.5	3352	15650	1.85	8460	58061	1.63	35620
6-8	66801	28.5	2344	8869	1.85	4794	33541	1.63	20577
6-9	62068	28.5	2178	10296	1.85	5566	38163	1.63	23413
7-8	39704	28.5	1393	8030	1.85	4341	29273	1.63	17959
8-9	50442	28.5	1770	9308	1.85	5031	34081	1.63	20908
8-10	27096	28.5	951	3843	1.85	2077	14473	1.63	8879
9-10	6668	28.5	234	923	1.85	499	3492	1.63	2142

Traffic assignment results (Figure 3) indicate the amount of travel to be expected on each link in the network at some future date with a given transportation system. Levels of congestion travel times speed of travel and vehicle miles of travel are direct outputs from the modeling process. Link traffic volumes are also used to determine other effects of travel for plan evaluation. Some of the key effects are accidents, and estimates of air pollution emissions. Each of these effects needs to be estimated through further calculations. Typically these are done by applying accident or emission rates by highway type and by speed. Assumptions need to be made of the speed characteristics of travel for non-peak hours of the day and for variation in travel by time of the year.

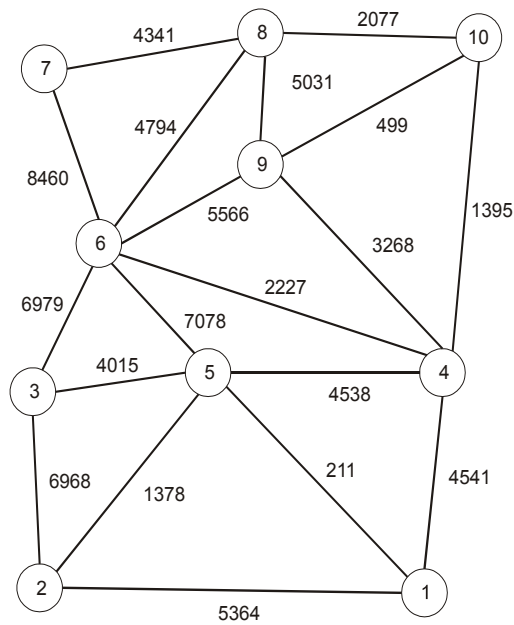
Thus the whole transportation modeling process is performed step by step, which is discussed elaborately in this paper while taking necessary data for the 10 zones of Dhaka City Corporation for study purpose.



Total no of Bus in each link



Total no of Rickshaw in each link



Total no of Car in each link

Figure 3: Total number of vehicles in each link

4. CONCLUSION

Transportation models are being called upon to provide forecasts for a complex set of problems that in some cases can go beyond their capabilities and original purpose. Travel demand management, employer based trip reduction programs, pedestrian and bicycle programs and land use polices may not be handled well in the process. Transportation travel forecasting models use packaged computer programs which have limitations on how easily they can be changed. In some cases the models can be modified to accommodate additional factors or procedures while in other cases major modifications are needed or new software is required.

All models are based on data about travel patterns and behavior. If this data is out-of-date, incomplete or inaccurate, the results will be poor no matter how good the models are. One of the most effective ways of improving model accuracy and value is to have a good basis of recent data to use to calibrate the models and to provide for checks of their accuracy.

Models need to demonstrate that they provide an accurate picture of current travel before they should be used to forecast future travel. Better data, improved representation of bicycle and pedestrian travel, better auto occupancy models, better time of day factors, use more trip purposes, better representation of access, incorporate costs into trip distribution, add land use feedback, add intersection delays- are some important points which should be considered and included in the traditional transport modeling system to make it much more convenient and realistic.

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APPENDIX- A
WARD WISE POPULATION OF DIFFERENT ZONES

Zone	Ward No	Population	Zone	Ward No	Population
1	30	25201	5	52	37624
	75	62368		53	62425
	76	29370		54	36857
2	66	45619		55	55482
	67	34501		56	70501
	68	54044		57	48815
	69	71291	6	39	35285
	70	56072		40	36294
	71	52302		42	21125
	72	46514		43	29137
	73	44282		44	40746
74	68865	45		21963	
3	48	41843		46	31837
	58	50228		47	67670
	59	26025	7	9	74491
	60	71276		10	93565
	61	35672		11	49010
	62	50810		12	76107
	63	26366		13	56267
	64	38880		14	45443
65	35825	16		45201	
4	22	42725		41	27407
	23	43652	8	2	90349
	24	32328		3	109457
	25	33863		4	53564
	26	20221		5	47930
	27	18061		6	52038
	28	43727		7	69434
	29	24165		8	72422
	31	30213		15	30479
	32	55888	9	17	84525
	33	35382		18	20353
	34	26945		19	53337
	35	22992		20	43314
	36	21594		21	59884
5	49	41502		37	39710
	50	46070	38	23998	
	51	85705	10	1	193302

APPENDIX- B
AVERAGE ZONAL INCOME (TAKA/PERSON/MONTH)

Zone	% of Population			Total Population	No of Population			Income Per household	Income per person
	Lower	Medium	Higher		Lower	Medium	Higher		
Zone 1	82	17	1	116939	95890	19880	1169	10620	1931
Zone 2	78	20.5	1.5	473490	369322	97065	7102	11730	2133
Zone 3	81.5	17	1.5	376925	307194	64077	5654	10890	1980
Zone 4	19	76	5	451756	85834	343335	22588	26940	4898
Zone 5	21	72	7	484981	101846	349186	33949	27060	4920
Zone 6	44	52	4	284057	124985	147710	11362	20640	3753
Zone 7	53.5	45	1.5	467491	250108	210371	7012	17610	3202
Zone 8	55	43	2	525673	289120	226039	10513	17400	3164
Zone 9	14	78	8	325121	45517	253594	26010	29040	5280
Zone 10	24	70	6	193302	46392	135311	11598	26040	4735

Here, Average Population; Lower= 47.2%, Middle= 49.05% and Higher= 3.75%
Average monthly income per person (in taka), Lower= 6000, Middle=30000 & higher= 60000
Average persons per household= 5.5

Calculation Process

$$\text{No of population} = \frac{\% \text{ of population} * \text{total population}}{100}$$

$$\text{Income/ household} = \frac{\text{Lower} * 6000 + \text{Middle} * 30000 + \text{Higher} * 60000}{\text{Total population}}$$

$$\text{Income/ person} = \frac{\text{Income/ household}}{5.5}$$

APPENDIX- C
WARD WISE LAND PRICE OF DIFFERENT ZONES

Zone	Ward No	Land Price (In Lakh taka Per Katha)	Zone	Ward No	Land Price (In Lakh taka Per Katha)	
1	30	10.5	5	52	17.5	
	75	14		53	27.5	
	76	12		54	22.5	
2	66	27.5		55	17.5	
	67	27.5		56	22.5	
	68	27.5	57	17.5		
	69	17.5	6	39	20	
	70	22.5		40	13	
	71	25		42	10	
	72	16		43	5.5	
	73	15		44	10	
74	14	45		20		
3	48	6.5		46	11.5	
	58	11		47	11.5	
	59	11.5	7	9	4	
	60	11.5		10	7	
	61	17.5		11	7.5	
	62	21.5		12	11	
	63	27.5		13	6	
	64	27.5		14	11	
65	11.5	16		7.5		
4	22	11		41	11.5	
	23	12.5	8	2	9	
	24	13.5		3	6.5	
	25	7		4	6	
	26	6.5		5	6	
	27	8		6	6	
	28	9		7	8	
	29	8.5		8	5	
	31	32.5		15	5.5	
	32	31		17	12.25	
	33	20		9	18	35
	34	21.5			19	19
	35	17			20	21
	36	22.5			21	9
5	49	37.5			37	15
	50	17.5	38		17.5	
	51	17.5	10		1	9

APPENDIX- D
WARD WISE EMPLOYMENT OF DIFFERENT ZONES

Zone	Ward No	Employment (With Household)	Household Work	Employment (Without Household)
1	30	17153	3598	13555
	75	37043	13211	23832
	76	19763	5950	13813
2	66	37114	11307	25807
	67	21240	6081	15159
	68	38900	7924	30976
	69	42037	14726	27311
	70	31563	11026	20537
	71	32898	7365	25533
	72	28349	9309	19040
	73	25751	7442	18309
	74	38544	14014	24530
	3	48	24627	8273
58		28551	10776	17775
59		14259	5312	8947
60		39500	12546	26954
61		21943	5474	16469
62		34216	9282	24934
63		16859	3450	13409
64		18920	5397	13523
65		22105	6681	15424
4	22	24767	9195	15572
	23	26135	8971	17164
	24	19014	7189	11825
	25	18472	6142	12330
	26	12761	3644	9117
	27	11994	3631	8363
	28	25666	8044	17622
	29	17771	2921	14850
	31	18589	4529	14060
	32	35665	11974	23691
	33	21455	5830	15625
	34	19102	4379	14723
	35	16089	4431	11658
	36	17232	2984	14248
	49	22467	7564	14903
5	50	26047	8850	17197

	51	49145	14030	35115
	52	23318	5896	17422
	53	32860	11799	21061
	54	20586	6450	14136
	55	29441	12227	17214
	56	37500	14916	22584
	57	27704	9681	18023
	39	20926	6475	14451
	40	21338	7314	14024
6	42	12751	4286	8465
	43	16637	6392	10245
	44	27457	8553	18904
	45	11780	4383	7397
	46	18223	6996	11227
	47	35394	14324	21070
	9	40997	14372	26625
	10	50773	19802	30971
7	11	27443	9055	18388
	12	41549	14213	27336
	13	31286	13001	18285
	14	25461	9103	16358
	16	24637	7986	16651
	41	17136	6567	10569
	2	49346	18213	31133
3	68210	27155	41055	
8	4	31710	10780	20930
	5	26758	9920	16838
	6	30923	10736	20187
	7	41578	13004	28574
	8	40815	14802	26013
	15	20639	3992	16647
	17	48091	17045	31046
	18	13106	5049	8057
9	19	32526	11518	21008
	20	28221	6974	21247
	21	32446	12347	20099
	37	25894	8177	17717
	38	14377	5183	9194
10	1	56793	22094	34699

Calculation Process

Employment (without household) = Employment (with household) - Household Work

APPENDIX- E
CALCULATION OF TOTAL TRIPS/PERSON/DAY FOR PRODUCTION

Zone	Population			Trips/person/day			Total trips/person/day
	Lower	Medium	Higher	Lower	Medium	Higher	
Zone 1	95890	19880	1169	181319	33795	1595	216709
Zone 2	369322	97065	7102	698355	165011	9685	873051
Zone 3	307194	64077	5654	580876	108931	7710	697517
Zone 4	85834	343335	22588	162304	583669	30802	776774
Zone 5	101846	349186	33949	192582	593617	46294	832492
Zone 6	124985	147710	11362	236335	251106	15494	502936
Zone 7	250108	210371	7012	472931	357631	9562	840124
Zone 8	289120	226039	10513	546700	384267	14337	945303
Zone 9	45517	253594	26010	86068	431110	35468	552647
Zone 10	46392	135311	11598	87724	230029	15816	333569

Assumed:

Trip Rate	Lower Family	Medium family	Higher family
	10.4	9.35	7.5

Process of Calculation

$$\text{Trips/person/day for Lower Population} = \frac{\text{Lower population} * \text{Lower family trip rate}}{5.5}$$

Here, Average persons per household= 5.5

Total trips/person/day = (Lower + Middle+ Higher) trips/person/day

APPENDIX- F

CALCULATION OF TOTAL TRIPS/PERSON/DAY FOR ATTRACTION

Zone	No of Employment	Trip Rate (for Employment)	Total trips/person/day
Zone 1	51200	3.5	179200
Zone 2	207202	4.5	932409
Zone 3	153789	3.5	538262
Zone 4	200848	6	1205088
Zone 5	177655	5.5	977103
Zone 6	105783	5	528915
Zone 7	165183	3.5	578141
Zone 8	201377	3	604131
Zone 9	128368	5	641840
Zone 10	34699	5.5	190845

Process of Calculation

Here, Trip Rate for Employment is assumed.

Total trips/person/day for production = No. of Employment * Trip Rate for Employment

APPENDIX- G
SUMMARY OUTPUT OF REGRESSION EQUATION FOR TRIP PRODUCTION

SUMMARY
OUTPUT

Regression Statistics	
Multiple R	0.999529933
R Square	0.999060088
Adjusted R Square	0.998791542
Standard Error	8540.365428
Observations	10

ANOVA					
	df	SS	MS	F	Significance F
Regression	2	5.42694E+11	2.71347E+11	3720.252421	2.54569E-11
Residual	7	510564891.5	72937841.64		
Total	9	5.43205E+11			

	Coefficients	Standard Error	t Stat	P-value	Lower 95%	Upper 95%	Lower 95.0%	Upper 95.0%
Intercept	49018.11664	10910.10333	4.492910394	0.002822212	23219.82173	74816.41155	23219.82173	74816.41155
Population	1.796654515	0.020829541	86.2551168	7.41328E-12	1.747400477	1.845908554	1.747400477	1.845908554
Average Zonal								
income	-15.73030646	2.177317697	-7.22462619	0.000173703	-20.87884469	10.58176823	20.87884469	10.58176823

$$Y_{\text{production}} = 49018.116 + 1.7966X_1 - 15.73X_2$$

SUMMARY OUTPUT OF REGRESSION EQUATION FOR TRIP ATTRACTION

SUMMARY OUTPUT

Regression Statistics	
Multiple R	0.914147622
R Square	0.835665876
Adjusted R Square	0.788713269
Standard Error	150146.9581
Observations	10

ANOVA					
	df	SS	MS	F	Significance F
Regression	2	8.02483E+11	4.01242E+11	17.79807193	0.001799066
Residual	7	1.57809E+11	22544109023		
Total	9	9.60292E+11			

	Coefficients	Standard Error	t Stat	P-value	Lower 95%	Upper 95%	Lower 95.0%	Upper 95.0%
Intercept	-204124.3952	153934.5827	1.326046374	0.226454737	-568121.8424	159873.0521	-568121.8424	159873.0521
Employment	3.688785302	0.877037019	4.205963059	0.004005774	1.614922298	5.762648305	1.614922298	5.762648305
Price(Lakh/Katha)	22843.12069	10018.0195	2.280203257	0.056619299	-845.7311646	46531.97255	-845.7311646	46531.97255

$$Y_{\text{attraction}} = -204124.3952 + 3.6887X_1 + 22843.12X_2$$

APPENDIX- H

PROGRAM FOR READJUSTING INTER-ZONAL TRIP DISTRIBUTION

PROGRAM

```
#include<stdio.h>
#define n 10
void main() {
int i, j;
float a[n];
float b[n]={ 1.0000, 1.0000, 1.0000, 1.0000, 1.0000, 1.0000, 1.0000, 1.0000, 1.0000, 1.0000};
float oc[n];
float dc[n];
float diff[n];
int dif[n];
int di[n];
float t[n][n]={ 189776.0555,      155375.4928, 57159.4495, 94240.0002, 34668.9586, 46798.1991,
25683.3962, 21027.7863, 34668.9586, 12753.9971,
155375.4928, 189776.0555, 127210.6943, 94240.0002, 57159.4495, 77157.1863, 34668.9586,   31369.7710,
46798.1991,   17216.0953,
57159.4495,   127210.6943, 189776.0555, 57159.4495, 127210.6943, 127210.6943, 94240.0002,
34668.9586,   42344.7617,   21027.7863,
94240.0002,   94240.0002,   57159.4495,   189776.0555, 127210.6943, 94240.0002, 57159.4495,
46798.1991,   127210.6943, 57159.4495,
31369.7710,   57159.4495,   155375.4928, 127210.6943, 189776.0555, 155375.4928, 94240.0002,
77157.1863,   94240.0002,   46798.1991,
46798.1991,   77157.1863,   127210.6943, 94240.0002, 155375.4928, 189776.0555, 171716.4761,
127210.6943, 155375.4928, 57159.4495,
25683.3962,   34668.9586,   94240.0002,   57159.4495,   94240.0002,   171716.4761,
189776.0555, 155375.4928,   140589.5598, 77157.1863,
21027.7863,   31369.7710,   34668.9586,   46798.1991, 77157.1863, 127210.6943, 155375.4928,
189776.0555,   171716.4761, 94240.0002,
34668.9586,   46798.1991,   42344.7617,   127210.6943, 94240.0002, 155375.4928, 140589.5598,
171716.4761,   189776.0555, 69814.7092,
94240.0002,   17216.0953,   21027.7863,   57159.4495,   46798.1991,   57159.4495,
77157.1863, 94240.0002, 69814.7092,   189776.0555
};
};
float o[n]={296505.25, 1283071.57, 1019880.17, 1109602.95, 1201412.68, 688445.92, 1222715.53,
1386604.88, 740705.07, 395175.82};
float d[n]={434217.04,1423333.76,1076025.19,1216932.14,
1403724.70,759231.74,769671.16,821143.18,1082208.75,357632.20};
again:
for (i=0; i<n; i++) {
    oc[i]=0;
        for (j=0; j<n; j++) {
            oc[i]=oc[i]+t[i][j]*b[j];}
        a[i]=o[i]/oc[i];
        printf("%.2f\t",oc[i]);
        printf("%.4f\t",a[i]);
        printf("\n");
    }
for (j=0; j<n; j++) {
    for (i=0; i<n; i++) {
        t[i][j]=t[i][j]*a[i];}
    }
```



```

}
printf("\n");

for (i=0; i<n; i++) {
for (j=0; j<n; j++) {
        printf("%.2f\t",t[i][j]);
        printf("\t");}
    printf("\n");
}
printf("\n");

for (j=0; j<n; j++) {
    dc[j]=0;
    for (i=0; i<n; i++) {
        dc[j]=dc[j]+t[i][j];}

    b[j]=d[j]/dc[j];

    printf("%.2f\t",dc[j]);
    printf("%.4f\t",b[j]);
    printf("\n");
}

for (i=0; i<n; i++) {
    for (j=0; j<n; j++) {
        t[i][j]=t[i][j]*b[j];}
}

printf("\n");
for (i=0; i<n; i++) {
    oc[i]=0;
    for (j=0; j<n; j++) {
        oc[i]=oc[i]+t[i][j];}

    diff[i]=o[i]-oc[i];
    dif[i]=diff[i]
];
    di[i]=abs(dif[i]);
    printf("%.2f\t",oc[i]);
    printf("%.4f\t",diff[i]);
    printf("%d",dif[i]);
    printf("%d",di[i]);

    printf("\n");
}
if (di[0]>1 || di[1]>1 || di[2]>1 || di[3]>1 || di[4]>1 || di[5]>1 || di[6]>1 || di[7]>1 || di[8]>1 || di[9]>1) goto again;
printf("\n");

for (i=0; i<n; i++) {
    for (j=0; j<n; j++) {
        printf("%.2f\t",t[i][j]);
        printf("\t");}
    printf("\n");}
}

```

OUTPUT OF THE PROGRAM

49252.13	109186.22	26394.76	50266.57
	19145.82	11568.05	7322.35
6909.05	13570.04	2898.33	
137697.61	455393.94	200592.05	171648.3
1	107790.77	65128.02	33751.99
	35196.27	62550.39	13359.72
39435.53	237643.03	232963.03	81049.05
	186755.27	83593.16	71424.88
	30281.80	44061.17	12703.16
66795.81	180863.59	72085.54	276449.5
6	191861.34	63620.49	44505.81
	41993.75	135986.14	35474.87
22701.92	112005.97	200069.09	189206.2
0	292241.91	107098.02	74920.63
	70691.81	102859.28	29655.09
17691.10	78977.68	85564.91	73218.63
	124985.08	68330.56	71310.38
	60882.29	88586.06	18920.50
21604.89	78966.41	141052.61	98820.74
	168688.14	137581.27	175370.19
	165471.59	178365.03	56832.23
22401.28	90488.32	65715.27	102463.4
1	174906.28	129077.52	181834.66
	255954.14	275897.78	87909.01
16399.83	59941.77	35640.54	123675.2
1	94860.06	70004.95	73057.75
	102837.62	135393.20	28917.73
40248.87	19909.25	15979.32	50172.64
	42530.18	23251.68	36200.09
		50955.98	44969.95
			70970.62

APPENDIX- I
NECESSARY TABLES FOR MODAL CHOICE AND NETWORK ASSIGNMENT

Travel Time matrix for different types of modes of traffic from one zone to another zone

O-D	Zone 1			Zone 2			Zone 3			Zone 4			Zone 5			Zone 6			Zone 7			Zone 8			Zone 9			Zone 10		
	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw
Zone 1	8	12	16	10	15	20	20	30	40	15	22.5	30	25	37.5	50	22	33	44	28	42	56	30	45	60	25	37.5	50	35	52.5	70
Zone 2	10	15	20	8	12	16	12	18	24	15	22.5	30	20	30	40	17	25.5	34	25	37.5	50	26	39	52	22	33	44	32	48	64
Zone 3	20	30	40	12	18	24	8	12	16	20	30	40	12	18	24	12	18	24	15	22.5	30	25	37.5	50	23	34.5	46	30	45	60
Zone 4	15	22.5	30	15	22.5	30	20	30	40	8	12	16	12	18	24	15	22.5	30	20	30	40	22	33	44	12	18	24	20	30	40
Zone 5	26	39	52	20	30	40	12	18	24	12	18	24	8	12	16	10	15	20	15	22.5	30	17	25.5	34	15	22.5	30	22	33	44
Zone 6	22	33	44	17	25.5	34	12	18	24	15	22.5	30	10	15	20	8	12	16	9	13.5	18	12	18	24	10	15	20	20	30	40
Zone 7	28	42	56	25	37.5	50	15	22.5	30	20	30	40	15	22.5	30	9	13.5	18	8	12	16	10	15	20	11	16.5	22	17	25.5	34
Zone 8	30	45	60	26	39	52	25	37.5	50	22	33	44	17	25.5	34	12	18	24	10	15	20	8	12	16	9	13.5	18	15	22.5	30
Zone 9	25	37.5	50	22	33	44	23	34.5	46	12	18	24	15	22.5	30	10	15	20	11	16.5	22	9	13.5	18	8	12	16	18	27	36
Zone 10	15	22.5	30	32	48	64	30	45	60	20	30	40	22	33	44	20	30	40	17	25.5	34	15	22.5	30	18	27	36	8	12	16

Travel Cost matrix for different types of modes of traffic from one zone to another zone

O-D	Zone 1			Zone 2			Zone 3			Zone 4			Zone 5			Zone 6			Zone 7			Zone 8			Zone 9			Zone 10		
	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw
Zone 1	24	8	12	30	10	15	60	20	30	45	15	22.5	75	25	37.5	66	22	33	84	28	42	90	30	45	75	25	37.5	105	35	52.5
Zone 2	30	10	15	24	8	12	36	12	18	45	15	22.5	60	20	30	51	17	25.5	75	25	37.5	78	26	39	66	22	33	96	32	48
Zone 3	60	20	30	36	12	18	24	8	12	60	20	30	36	12	18	36	12	18	45	15	22.5	75	25	37.5	69	23	34.5	90	30	45
Zone 4	45	15	22.5	45	15	22.5	60	20	30	24	8	12	36	12	18	45	15	22.5	60	20	30	66	22	33	36	12	18	60	20	30
Zone 5	78	26	39	60	20	30	36	12	18	36	12	18	24	8	12	30	10	15	45	15	22.5	51	17	25.5	45	15	22.5	66	22	33
Zone 6	66	22	33	51	17	25.5	36	12	18	45	15	22.5	30	10	15	24	8	12	27	9	13.5	36	12	18	30	10	15	60	20	30
Zone 7	84	28	42	75	25	37.5	45	15	22.5	60	20	30	45	15	22.5	27	9	13.5	24	8	12	30	10	15	33	11	16.5	51	17	25.5
Zone 8	90	30	45	78	26	39	75	25	37.5	66	22	33	51	17	25.5	36	12	18	30	10	15	24	8	12	27	9	13.5	45	15	22.5
Zone 9	75	25	37.5	66	22	33	69	23	34.5	36	12	18	45	15	22.5	30	10	15	33	11	16.5	27	9	13.5	24	8	12	54	18	27
Zone 10	45	15	22.5	96	32	48	90	30	45	60	20	30	66	22	33	60	20	30	51	17	25.5	45	15	22.5	54	18	27	24	8	12

Generalized Travel Cost (GTC) matrix for different types of modes of traffic from one zone to another zone

O-D	Zone 1			Zone 2			Zone 3			Zone 4			Zone 5			Zone 6			Zone 7			Zone 8			Zone 9			Zone 10		
	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw	Car	Bus	Rickshaw
Zone 1	35	24	34	44	31	42	87	61	85	66	46	64	109	77	106	96	67	93	122	86	119	131	92	127	109	77	106	153	107	149
Zone 2	44	31	42	35	24	34	52	37	51	66	46	64	87	61	85	74	52	72	109	77	106	114	80	110	96	67	93	140	98	136
Zone 3	87	61	85	52	37	51	35	24	34	87	61	85	52	37	51	52	37	51	66	46	64	109	77	106	101	70	98	131	92	127
Zone 4	66	46	64	66	46	64	87	61	85	35	24	34	52	37	51	66	46	64	87	61	85	96	67	93	52	37	51	87	61	85
Zone 5	114	80	110	87	61	85	52	37	51	52	37	51	35	24	34	44	31	42	66	46	64	74	52	72	66	46	64	96	67	93
Zone 6	96	67	93	74	52	72	52	37	51	66	46	64	44	31	42	35	24	34	39	28	38	52	37	51	44	31	42	87	61	85
Zone 7	122	86	119	109	77	106	66	46	64	87	61	85	66	46	64	39	28	38	35	24	34	44	31	42	48	34	47	74	52	72
Zone 8	131	92	127	114	80	110	109	77	106	96	67	93	74	52	72	52	37	51	44	31	42	35	24	34	39	28	38	66	46	64
Zone 9	109	77	106	96	67	93	101	70	98	52	37	51	66	46	64	44	31	42	48	34	47	39	28	38	35	24	34	79	55	76
Zone 10	66	46	64	140	98	136	131	92	127	87	61	85	96	67	93	87	61	85	74	52	72	66	46	64	79	55	76	35	24	34

APPENDIX- J

DIJKSTRA'S METHOD FOR FINDING SHORTEST PATH

PROGRAM

```
#INCLUDE<STDIO.H>
##INCLUDE<CONIO.H>
#define MAX 10
INT PARENT[MAX];
VOID SHOW(INT P)
{
    IF(PARENT[P]!=-1)
        SHOW(PARENT[P]);
    PRINTF("%D ", P+1);
}
VOID MAIN()
{
    //CLRSCR();
    INT I,J,K,V,ADJAN[MAX][MAX],DIST[MAX],N,S[MAX];
    INT START, END, EDGE COST;
    PRINTF("GIVE THE NUMBER OF NODES:");
    SCANF("%D", &N);
    //PRINTF("GIVE THE NUMBER OF EDGES:");
    //SCANF("%D", &N);

    FOR(I=0;I<N;I++)
        FOR (J=0;J<N;J++)
        {
            IF(I==J) ADJAN[I][J]=0;
            ELSE ADJAN[I][J]=32000;
        }

    FOR (I=0;I<N;I++)
        PARENT[I]=-1;
    PRINTF("GIVE THE START, END AND EDGE COST\n");
    SCANF("%D%D%D", &START, &END, &EDGE COST);
    WHILE(START!=0 && END!=0)
    {
        ADJAN[START-1][END-1]=EDGE COST;
        ADJAN[END-1][START-1]=EDGE COST;
        SCANF("%D%D%D", &START, &END, &EDGE COST);
    }
    FOR(I=0;I<N;I++)
    {
        FOR(J=0;J<N;J++)
        {
            PRINTF("%D ", ADJAN[I][J]);
        }
        PRINTF("\n");
    }

    PRINTF("GIVE THE STARTING NODE");
    SCANF("%D", &V);
    WHILE (V!=0)
    {
```

```

V--;
FOR(I=0;I<N;I++)
{
    S[I]=0;
    DIST[I]=ADJAN[V][I];
    IF(DIST[I]<32000)
        PARENT[I]=V;
}
S[V]=1;
DIST[V]=0;
PARENT[V]=-1;

INT NUM, U,W,MIN;
FOR(NUM=2;NUM<=N-1;NUM++)
{
    MIN=32000;
    FOR(I=0;I<N;I++)
    {
        IF(DIST[I]<MIN && S[I]==0)
        {
            MIN=DIST[I];
            U=I;
        }
    }

    S[U]=1;
    FOR (W=0;W<N;W++)
    {
        IF(S[W]==0 && ADJAN[U][W]<32000)
        {
            IF(DIST[W]>DIST[U]+ADJAN[U][W])
            {
                DIST[W]=DIST[U]+ADJAN[U][W];
                PARENT[W]=U;
            }
        }
    }
}

//OUTPUT
//PRINTF("GIVE THE NODE WHOSE SHORTEST PATH IS REQUIRED:");
INT TARGET;
//SCANF("%D",&TARGET);
FOR(TARGET=1;TARGET<=N;TARGET++)
{
    PRINTF("SHORTEST PATH FROM %D TO NODE %D: ",V+1,TARGET);
    SHOW(TARGET-1);
    PRINTF("\n");
}
//GETCH();
PRINTF("GIVE THE NEXT STARTING NODE");
SCANF("%D", &V);
}
}

```

APPENDIX- K

SHORTEST PATHS OF DIFFERENT LINKS

OUTPUT FOR CAR

Give the number of nodes: 10

Give the start, end and edge cost

```
1 2 44
1 5 109
1 4 66
2 3 52
2 5 87
3 6 52
3 5 52
4 5 52
4 6 66
4 9 52
4 10 87
5 6 44
6 7 39
6 8 52
6 9 44
7 8 44
8 9 39
8 10 66
9 10 79
0 0 0
0 44 32000 66 109 32000 32000 32000 32000 32000
44 0 52 32000 87 32000 32000 32000 32000 32000
32000 52 0 32000 52 52 32000 32000 32000 32000
66 32000 32000 0 52 66 32000 32000 52 87
109 87 52 52 0 44 32000 32000 32000 32000
32000 32000 52 66 44 0 39 52 44 32000
32000 32000 32000 32000 32000 39 0 44 32000 32000
32000 32000 32000 32000 32000 52 44 0 39 66
32000 32000 32000 52 32000 44 32000 39 0 79
32000 32000 32000 87 32000 32000 32000 66 79 0
```

Give the starting node1

```
Shortest path from 1 to node 1: 1
Shortest path from 1 to node 2: 1 2
Shortest path from 1 to node 3: 1 2 3
Shortest path from 1 to node 4: 1 4
Shortest path from 1 to node 5: 1 5
Shortest path from 1 to node 6: 1 4 6
Shortest path from 1 to node 7: 1 4 6 7
Shortest path from 1 to node 8: 1 4 9 8
Shortest path from 1 to node 9: 1 4 9
Shortest path from 1 to node 10: 1 4 10
```

Give the next starting node2

```
Shortest path from 2 to node 1: 2 1
Shortest path from 2 to node 2: 2
Shortest path from 2 to node 3: 2 3
```

Shortest path from 2 to node 4: 2 1 4
Shortest path from 2 to node 5: 2 5
Shortest path from 2 to node 6: 2 3 6
Shortest path from 2 to node 7: 2 3 6 7
Shortest path from 2 to node 8: 2 3 6 8
Shortest path from 2 to node 9: 2 3 6 9
Shortest path from 2 to node 10: 2 1 4 10

Give the next starting node3

Shortest path from 3 to node 1: 3 2 1
Shortest path from 3 to node 2: 3 2
Shortest path from 3 to node 3: 3
Shortest path from 3 to node 4: 3 5 4
Shortest path from 3 to node 5: 3 5
Shortest path from 3 to node 6: 3 6
Shortest path from 3 to node 7: 3 6 7
Shortest path from 3 to node 8: 3 6 8
Shortest path from 3 to node 9: 3 6 9
Shortest path from 3 to node 10: 3 6 8 10

Give the next starting node4

Shortest path from 4 to node 1: 4 1
Shortest path from 4 to node 2: 4 1 2
Shortest path from 4 to node 3: 4 5 3
Shortest path from 4 to node 4: 4
Shortest path from 4 to node 5: 4 5
Shortest path from 4 to node 6: 4 6
Shortest path from 4 to node 7: 4 6 7
Shortest path from 4 to node 8: 4 9 8
Shortest path from 4 to node 9: 4 9
Shortest path from 4 to node 10: 4 10

Give the next starting node5

Shortest path from 5 to node 1: 5 1
Shortest path from 5 to node 2: 5 2
Shortest path from 5 to node 3: 5 3
Shortest path from 5 to node 4: 5 4
Shortest path from 5 to node 5: 5
Shortest path from 5 to node 6: 5 6
Shortest path from 5 to node 7: 5 6 7
Shortest path from 5 to node 8: 5 6 8
Shortest path from 5 to node 9: 5 6 9
Shortest path from 5 to node 10: 5 4 10

Give the next starting node6

Shortest path from 6 to node 1: 6 4 1
Shortest path from 6 to node 2: 6 3 2
Shortest path from 6 to node 3: 6 3
Shortest path from 6 to node 4: 6 4
Shortest path from 6 to node 5: 6 5
Shortest path from 6 to node 6: 6
Shortest path from 6 to node 7: 6 7
Shortest path from 6 to node 8: 6 8
Shortest path from 6 to node 9: 6 9
Shortest path from 6 to node 10: 6 8 10

Give the next starting node7

Shortest path from 7 to node 1: 7 6 4 1
Shortest path from 7 to node 2: 7 6 3 2
Shortest path from 7 to node 3: 7 6 3
Shortest path from 7 to node 4: 7 6 4
Shortest path from 7 to node 5: 7 6 5
Shortest path from 7 to node 6: 7 6
Shortest path from 7 to node 7: 7
Shortest path from 7 to node 8: 7 8
Shortest path from 7 to node 9: 7 6 9
Shortest path from 7 to node 10: 7 8 10

Give the next starting node8

Shortest path from 8 to node 1: 8 9 4 1
Shortest path from 8 to node 2: 8 6 3 2
Shortest path from 8 to node 3: 8 6 3
Shortest path from 8 to node 4: 8 9 4
Shortest path from 8 to node 5: 8 6 5
Shortest path from 8 to node 6: 8 6
Shortest path from 8 to node 7: 8 7
Shortest path from 8 to node 8: 8
Shortest path from 8 to node 9: 8 9
Shortest path from 8 to node 10: 8 10

Give the next starting node9

Shortest path from 9 to node 1: 9 4 1
Shortest path from 9 to node 2: 9 6 3 2
Shortest path from 9 to node 3: 9 6 3
Shortest path from 9 to node 4: 9 4
Shortest path from 9 to node 5: 9 6 5
Shortest path from 9 to node 6: 9 6
Shortest path from 9 to node 7: 9 8 7
Shortest path from 9 to node 8: 9 8
Shortest path from 9 to node 9: 9
Shortest path from 9 to node 10: 9 10

Give the next starting node10

Shortest path from 10 to node 1: 10 4 1
Shortest path from 10 to node 2: 10 4 1 2
Shortest path from 10 to node 3: 10 8 6 3
Shortest path from 10 to node 4: 10 4
Shortest path from 10 to node 5: 10 4 5
Shortest path from 10 to node 6: 10 8 6
Shortest path from 10 to node 7: 10 8 7
Shortest path from 10 to node 8: 10 8
Shortest path from 10 to node 9: 10 9
Shortest path from 10 to node 10: 10

Give the next starting node

SHORTEST PATH FOR BUS

Shortest path from 1 to node 1: 1
Shortest path from 1 to node 2: 1 2
Shortest path from 1 to node 3: 1 2 3
Shortest path from 1 to node 4: 1 4
Shortest path from 1 to node 5: 1 5
Shortest path from 1 to node 6: 1 4 6
Shortest path from 1 to node 7: 1 4 6 7
Shortest path from 1 to node 8: 1 4 9 8
Shortest path from 1 to node 9: 1 4 9
Shortest path from 1 to node 10: 1 4 10
Shortest path from 2 to node 1: 2 1
Shortest path from 2 to node 2: 2
Shortest path from 2 to node 3: 2 3
Shortest path from 2 to node 4: 2 1 4
Shortest path from 2 to node 5: 2 5
Shortest path from 2 to node 6: 2 3 6
Shortest path from 2 to node 7: 2 3 6 7
Shortest path from 2 to node 8: 2 3 6 8
Shortest path from 2 to node 9: 2 3 6 9
Shortest path from 2 to node 10: 2 1 4 10
Shortest path from 3 to node 1: 3 2 1
Shortest path from 3 to node 2: 3 2
Shortest path from 3 to node 3: 3
Shortest path from 3 to node 4: 3 5 4
Shortest path from 3 to node 5: 3 5
Shortest path from 3 to node 6: 3 6
Shortest path from 3 to node 7: 3 6 7
Shortest path from 3 to node 8: 3 6 8
Shortest path from 3 to node 9: 3 6 9
Shortest path from 3 to node 10: 3 6 8 10
Shortest path from 4 to node 1: 4 1
Shortest path from 4 to node 2: 4 1 2
Shortest path from 4 to node 3: 4 5 3
Shortest path from 4 to node 4: 4
Shortest path from 4 to node 5: 4 5
Shortest path from 4 to node 6: 4 6
Shortest path from 4 to node 7: 4 6 7
Shortest path from 4 to node 8: 4 9 8
Shortest path from 4 to node 9: 4 9
Shortest path from 4 to node 10: 4 10
Shortest path from 5 to node 1: 5 1
Shortest path from 5 to node 2: 5 2
Shortest path from 5 to node 3: 5 3
Shortest path from 5 to node 4: 5 4
Shortest path from 5 to node 5: 5
Shortest path from 5 to node 6: 5 6
Shortest path from 5 to node 7: 5 6 7
Shortest path from 5 to node 8: 5 6 8
Shortest path from 5 to node 9: 5 6 9
Shortest path from 5 to node 10: 5 4 10

Shortest path from 6 to node 1: 6 4 1
Shortest path from 6 to node 2: 6 3 2
Shortest path from 6 to node 3: 6 3
Shortest path from 6 to node 4: 6 4
Shortest path from 6 to node 5: 6 5
Shortest path from 6 to node 6: 6
Shortest path from 6 to node 7: 6 7
Shortest path from 6 to node 8: 6 8
Shortest path from 6 to node 9: 6 9
Shortest path from 6 to node 10: 6 8 10
Shortest path from 7 to node 1: 7 6 4 1
Shortest path from 7 to node 2: 7 6 3 2
Shortest path from 7 to node 3: 7 6 3
Shortest path from 7 to node 4: 7 6 4
Shortest path from 7 to node 5: 7 6 5
Shortest path from 7 to node 6: 7 6
Shortest path from 7 to node 7: 7
Shortest path from 7 to node 8: 7 8
Shortest path from 7 to node 9: 7 6 9
Shortest path from 7 to node 10: 7 8 10
Shortest path from 8 to node 1: 8 9 4 1
Shortest path from 8 to node 2: 8 6 3 2
Shortest path from 8 to node 3: 8 6 3
Shortest path from 8 to node 4: 8 9 4
Shortest path from 8 to node 5: 8 6 5
Shortest path from 8 to node 6: 8 6
Shortest path from 8 to node 7: 8 7
Shortest path from 8 to node 8: 8
Shortest path from 8 to node 9: 8 9
Shortest path from 8 to node 10: 8 10
Shortest path from 9 to node 1: 9 4 1
Shortest path from 9 to node 2: 9 6 3 2
Shortest path from 9 to node 3: 9 6 3
Shortest path from 9 to node 4: 9 4
Shortest path from 9 to node 5: 9 6 5
Shortest path from 9 to node 6: 9 6
Shortest path from 9 to node 7: 9 8 7
Shortest path from 9 to node 8: 9 8
Shortest path from 9 to node 9: 9
Shortest path from 9 to node 10: 9 10
Shortest path from 10 to node 1: 10 4 1
Shortest path from 10 to node 2: 10 4 1 2
Shortest path from 10 to node 3: 10 8 6 3
Shortest path from 10 to node 4: 10 4
Shortest path from 10 to node 5: 10 4 5
Shortest path from 10 to node 6: 10 8 6
Shortest path from 10 to node 7: 10 8 7
Shortest path from 10 to node 8: 10 8
Shortest path from 10 to node 9: 10 9
Shortest path from 10 to node 10: 10

SHORTEST PATH FOR RICKSHAW

Shortest path from 1 to node 1: 1
Shortest path from 1 to node 2: 1 2
Shortest path from 1 to node 3: 1 2 3
Shortest path from 1 to node 4: 1 4
Shortest path from 1 to node 5: 1 5
Shortest path from 1 to node 6: 1 4 6
Shortest path from 1 to node 7: 1 4 6 7
Shortest path from 1 to node 8: 1 4 9 8
Shortest path from 1 to node 9: 1 4 9
Shortest path from 1 to node 10: 1 4 10
Shortest path from 2 to node 1: 2 1
Shortest path from 2 to node 2: 2
Shortest path from 2 to node 3: 2 3
Shortest path from 2 to node 4: 2 1 4
Shortest path from 2 to node 5: 2 5
Shortest path from 2 to node 6: 2 3 6
Shortest path from 2 to node 7: 2 3 6 7
Shortest path from 2 to node 8: 2 3 6 8
Shortest path from 2 to node 9: 2 3 6 9
Shortest path from 2 to node 10: 2 1 4 10
Shortest path from 3 to node 1: 3 2 1
Shortest path from 3 to node 2: 3 2
Shortest path from 3 to node 3: 3
Shortest path from 3 to node 4: 3 5 4
Shortest path from 3 to node 5: 3 5
Shortest path from 3 to node 6: 3 6
Shortest path from 3 to node 7: 3 6 7
Shortest path from 3 to node 8: 3 6 8
Shortest path from 3 to node 9: 3 6 9
Shortest path from 3 to node 10: 3 6 8 10
Shortest path from 4 to node 1: 4 1
Shortest path from 4 to node 2: 4 1 2
Shortest path from 4 to node 3: 4 5 3
Shortest path from 4 to node 4: 4
Shortest path from 4 to node 5: 4 5
Shortest path from 4 to node 6: 4 6
Shortest path from 4 to node 7: 4 6 7
Shortest path from 4 to node 8: 4 9 8
Shortest path from 4 to node 9: 4 9
Shortest path from 4 to node 10: 4 10
Shortest path from 5 to node 1: 5 1
Shortest path from 5 to node 2: 5 2
Shortest path from 5 to node 3: 5 3
Shortest path from 5 to node 4: 5 4
Shortest path from 5 to node 5: 5
Shortest path from 5 to node 6: 5 6
Shortest path from 5 to node 7: 5 6 7
Shortest path from 5 to node 8: 5 6 8
Shortest path from 5 to node 9: 5 6 9
Shortest path from 5 to node 10: 5 4 10

Shortest path from 6 to node 1: 6 4 1
Shortest path from 6 to node 2: 6 3 2
Shortest path from 6 to node 3: 6 3
Shortest path from 6 to node 4: 6 4
Shortest path from 6 to node 5: 6 5
Shortest path from 6 to node 6: 6
Shortest path from 6 to node 7: 6 7
Shortest path from 6 to node 8: 6 8
Shortest path from 6 to node 9: 6 9
Shortest path from 6 to node 10: 6 8 10
Shortest path from 7 to node 1: 7 6 4 1
Shortest path from 7 to node 2: 7 6 3 2
Shortest path from 7 to node 3: 7 6 3
Shortest path from 7 to node 4: 7 6 4
Shortest path from 7 to node 5: 7 6 5
Shortest path from 7 to node 6: 7 6
Shortest path from 7 to node 7: 7
Shortest path from 7 to node 8: 7 8
Shortest path from 7 to node 9: 7 6 9
Shortest path from 7 to node 10: 7 8 10
Shortest path from 8 to node 1: 8 9 4 1
Shortest path from 8 to node 2: 8 6 3 2
Shortest path from 8 to node 3: 8 6 3
Shortest path from 8 to node 4: 8 9 4
Shortest path from 8 to node 5: 8 6 5
Shortest path from 8 to node 6: 8 6
Shortest path from 8 to node 7: 8 7
Shortest path from 8 to node 8: 8
Shortest path from 8 to node 9: 8 9
Shortest path from 8 to node 10: 8 10
Shortest path from 9 to node 1: 9 4 1
Shortest path from 9 to node 2: 9 6 3 2
Shortest path from 9 to node 3: 9 6 3
Shortest path from 9 to node 4: 9 4
Shortest path from 9 to node 5: 9 6 5
Shortest path from 9 to node 6: 9 6
Shortest path from 9 to node 7: 9 8 7
Shortest path from 9 to node 8: 9 8
Shortest path from 9 to node 9: 9
Shortest path from 9 to node 10: 9 10
Shortest path from 10 to node 1: 10 4 1
Shortest path from 10 to node 2: 10 4 1 2
Shortest path from 10 to node 3: 10 8 6 3
Shortest path from 10 to node 4: 10 4
Shortest path from 10 to node 5: 10 4 5
Shortest path from 10 to node 6: 10 8 6
Shortest path from 10 to node 7: 10 8 7
Shortest path from 10 to node 8: 10 8
Shortest path from 10 to node 9: 10 9
Shortest path from 10 to node 10: 10

