



# **SUSTAINABLE SYSTEMS OF URBAN PEDESTRIAN ROUTES**

# Part 1: Problem

## **Walkway net drawbacks – misfortune for everyone**



**1.5% - 5%**

**of the lawn is trampled down!**

# What's the problem?



- ▶ **Dirt**
- ▶ **Public environment disruption**
- ▶ **Permanent restoration costs**
- ▶ **Psychological discomfort**

**If walkway is inconvenient  
people will trample the path  
themselves**

# Why it appears inconvenient?

- 1. Network is in the logic of the plan, not in convenience for life**
- 2. Pedestrian routs are not studied**
- 3. Many priorities except pedestrians**
- 4. Designers are drawing plans, not engineers**
- 5. Lack of time and resources**

**A**



**B**

# Comfortable and viable walkway net

**1. All points are interconnected by logical  
and short paths**

**2. Smooth track connections**

# What if people trample the net themselves?

## Advantage

**+ Maximum convenience for pedestrians**

## Disadvantages

- Take long time**
- Will be dirty for some period**
- Redundant network density**
- Increased paths width**

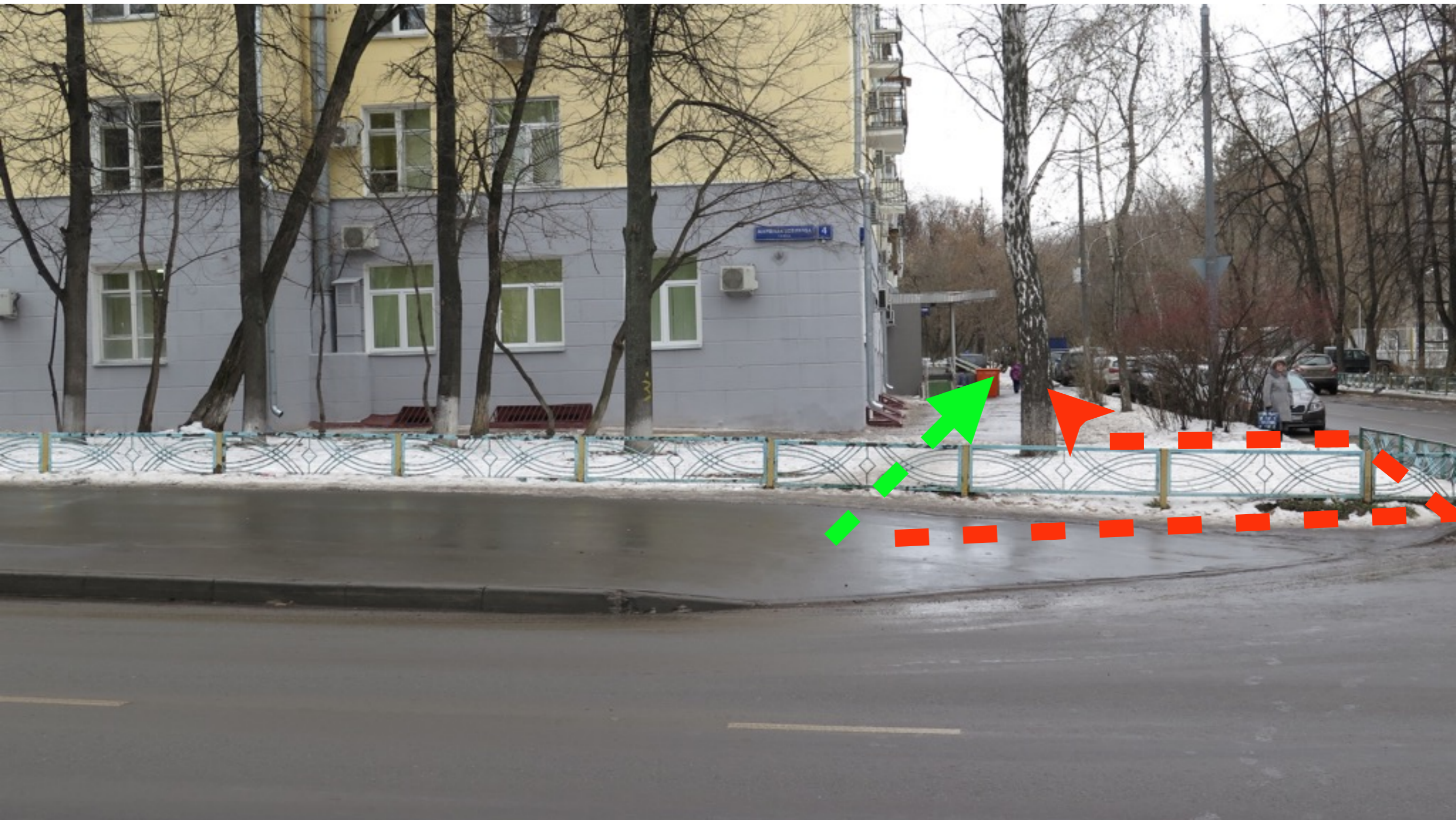
## Part 2: Typical drawbacks

# **Typical drawbacks of walkways**

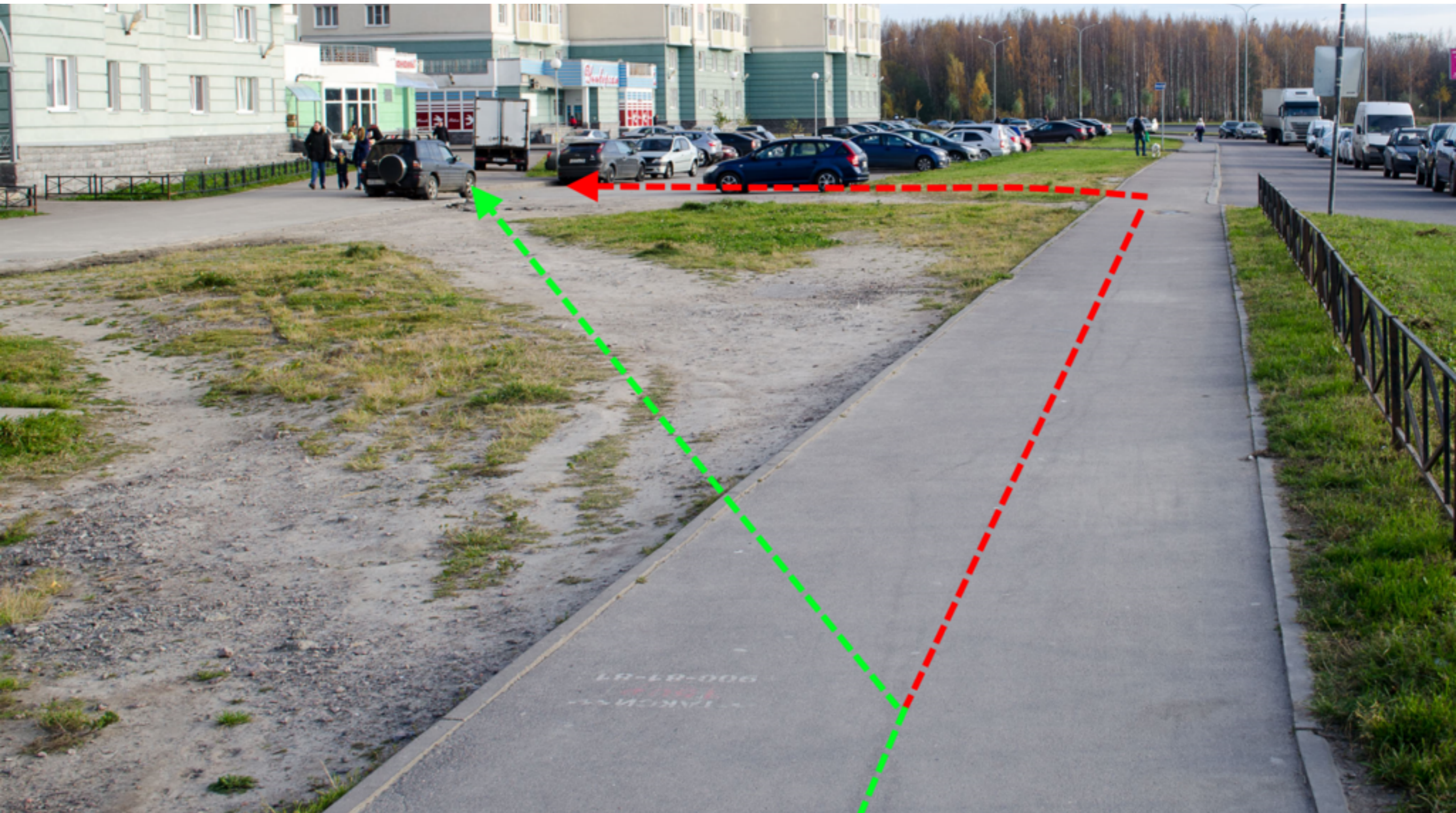


Shortest way  
to bus stop

# Low "connectivity" of the network



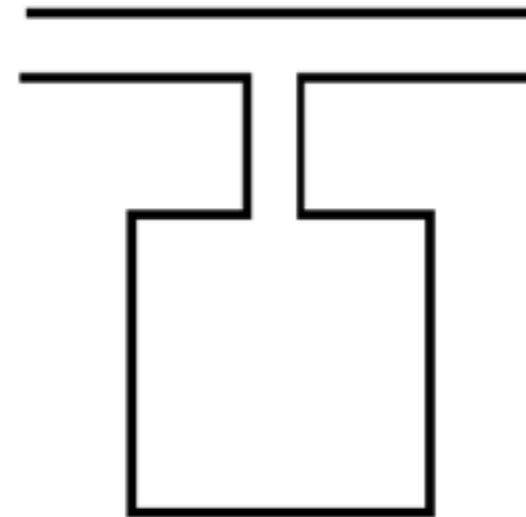
# Turn angle $> 30^\circ$ = path



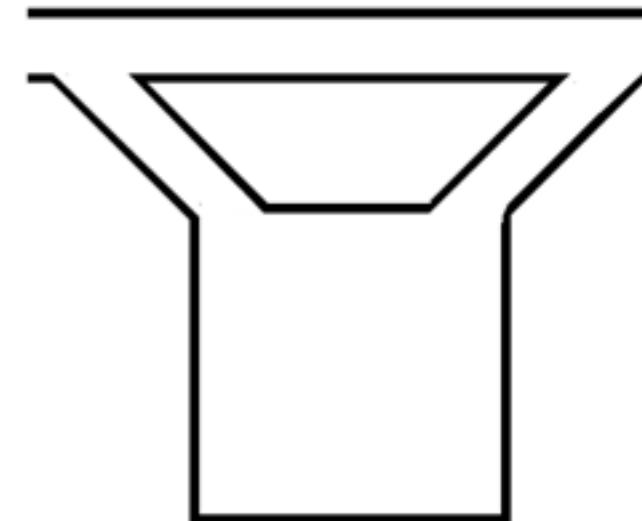
# Entrance to playground



**Inconvenient**



**OK**



# Paths intersection



All answers were  
here all the time

For instance «**Methodical recommendations  
for the design of pedestrian networks**»  
were published CNIIP Gradostroitelstva,  
1987, Russia

## Part 3: Solution

**Manually - long and costly ...**



**Only if we automate it?**



# Algorithm



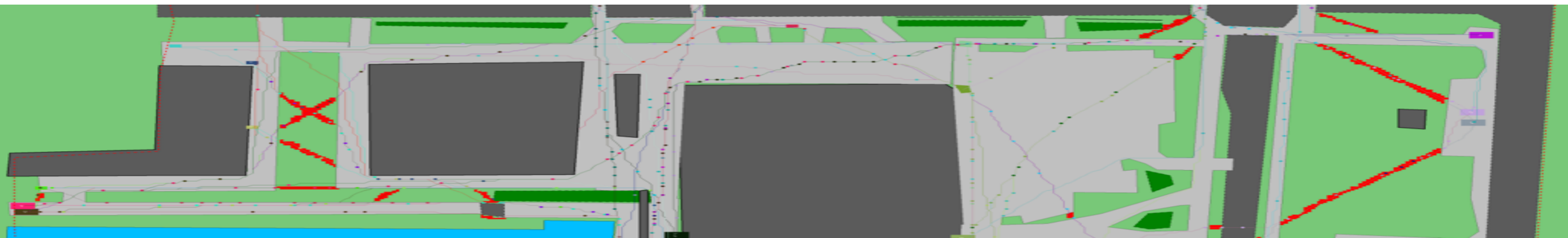
1. User draws a terrain map or loads from CAD
2. The algorithm simulates the pedestrians traffic and indicates places where they walk on the lawn
3. Report is generated

# **Ant Road Planner detects all flaws of the walkways network**

# Result



1. Scheme of trampled lawns
2. Calculation of trampled lawn area
3. Recommendations for arranging the necessary tracks



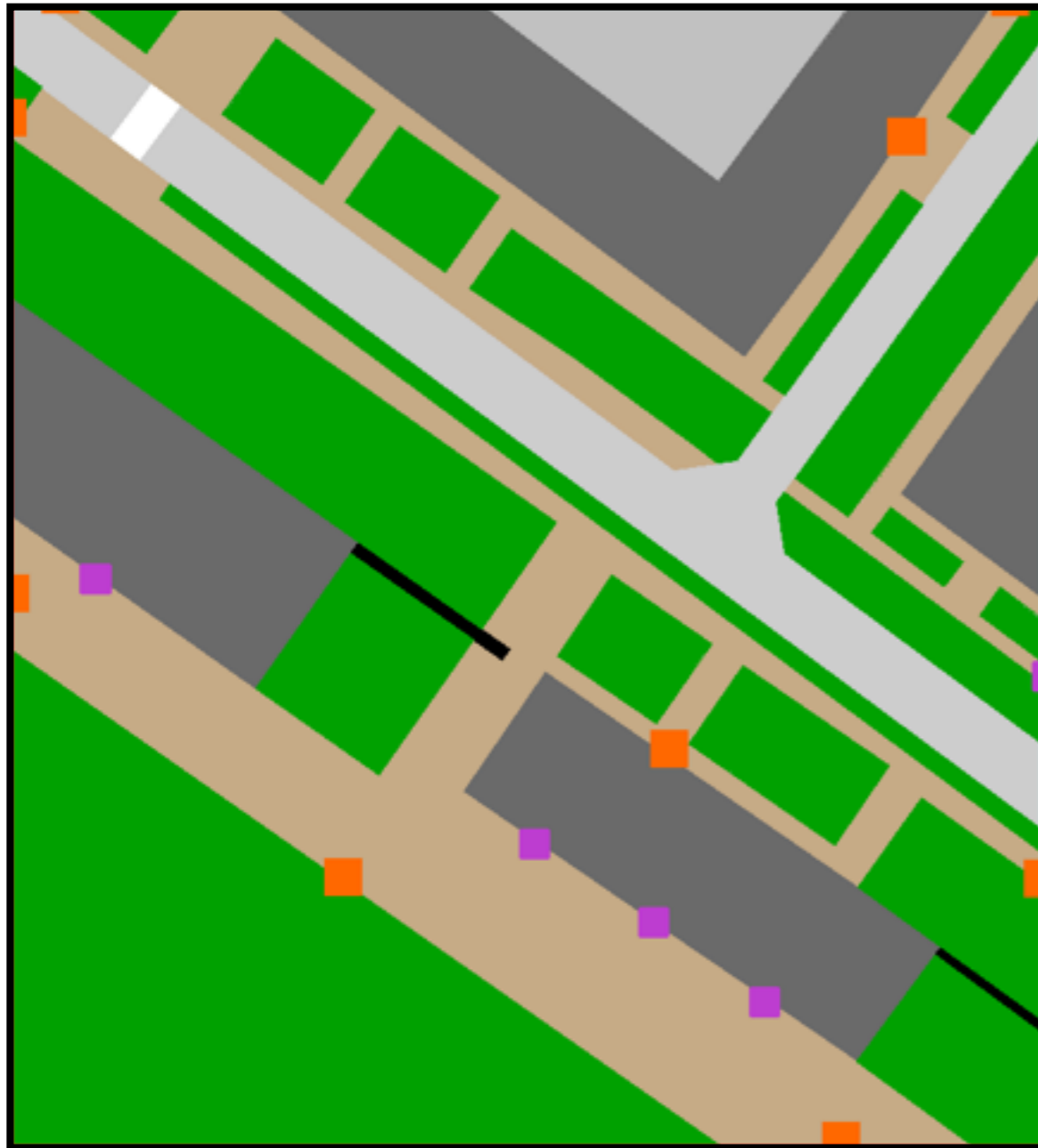
# Part 4: Examples

## Examples

# Example 1: **Existing 40-50-ties quarter**

Moscow

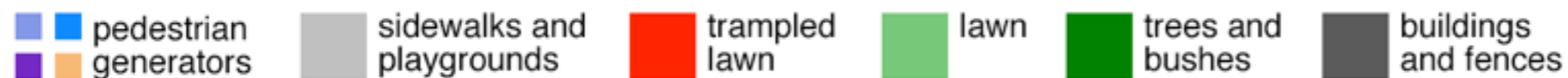
**Map (.DXF)**



**Simulation result**

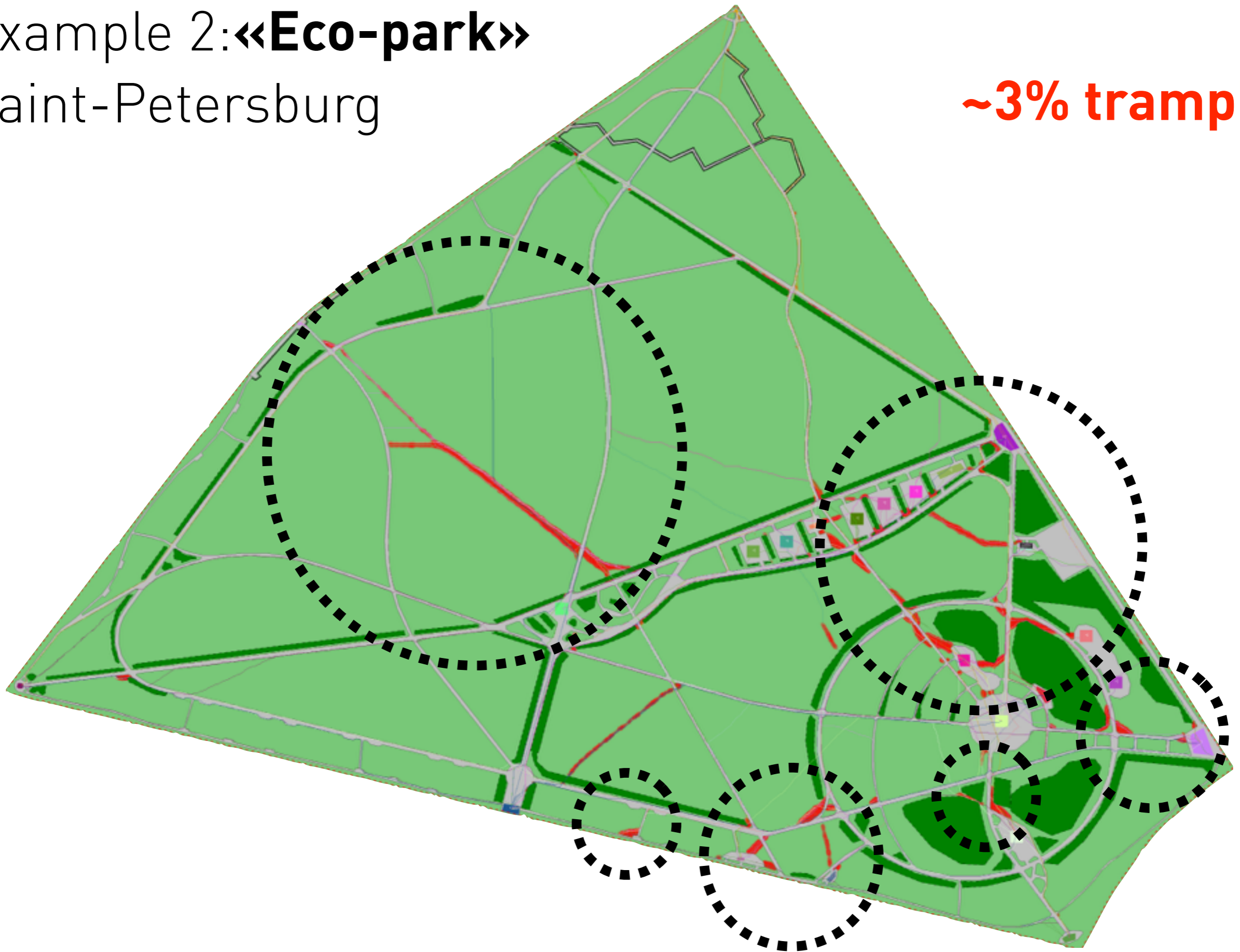


## Legend:



# Example 2: «Eco-park» Saint-Petersburg

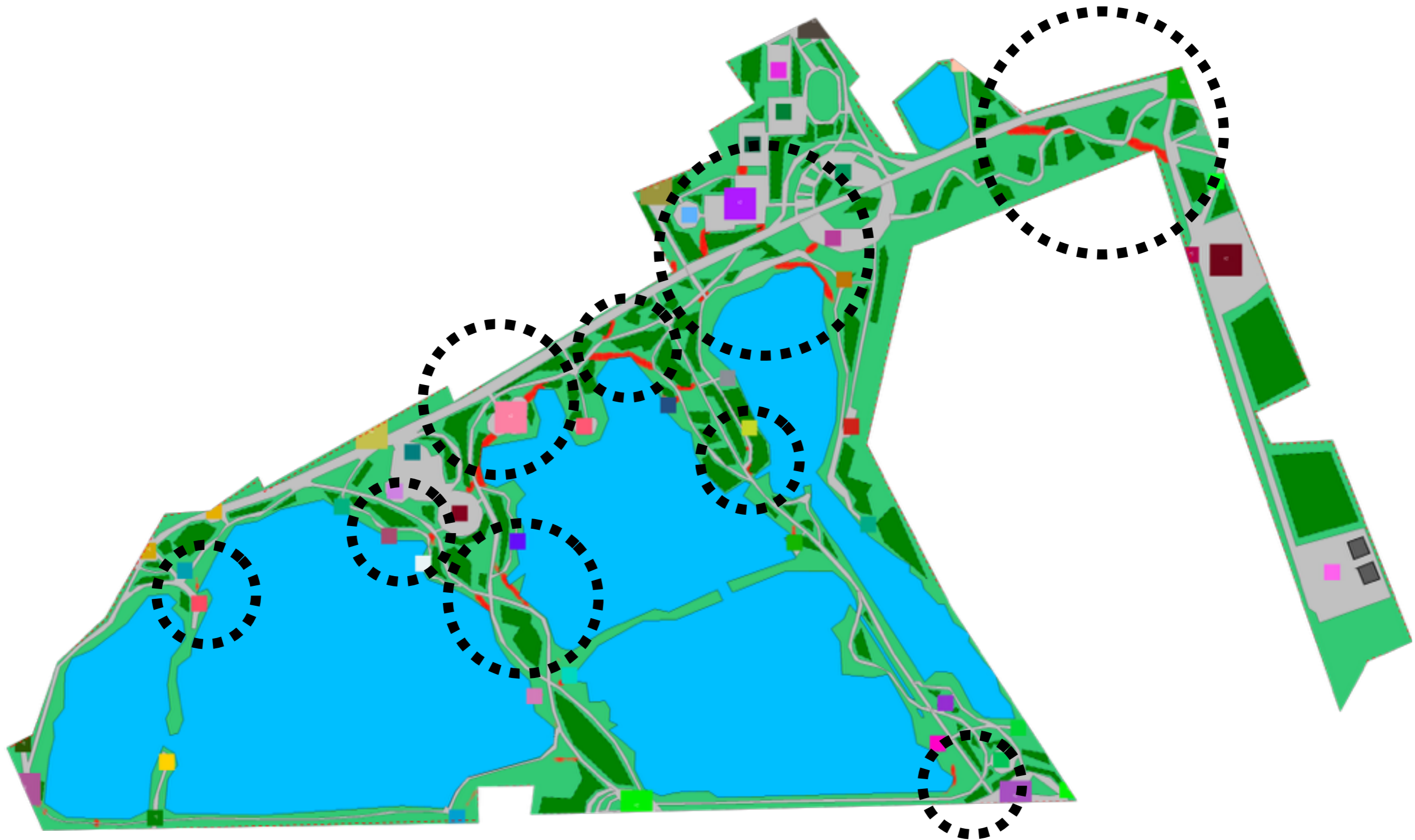
~3% trampled



# Example 3: **Park «Firefighters heroes»**

Saint-Petersburg

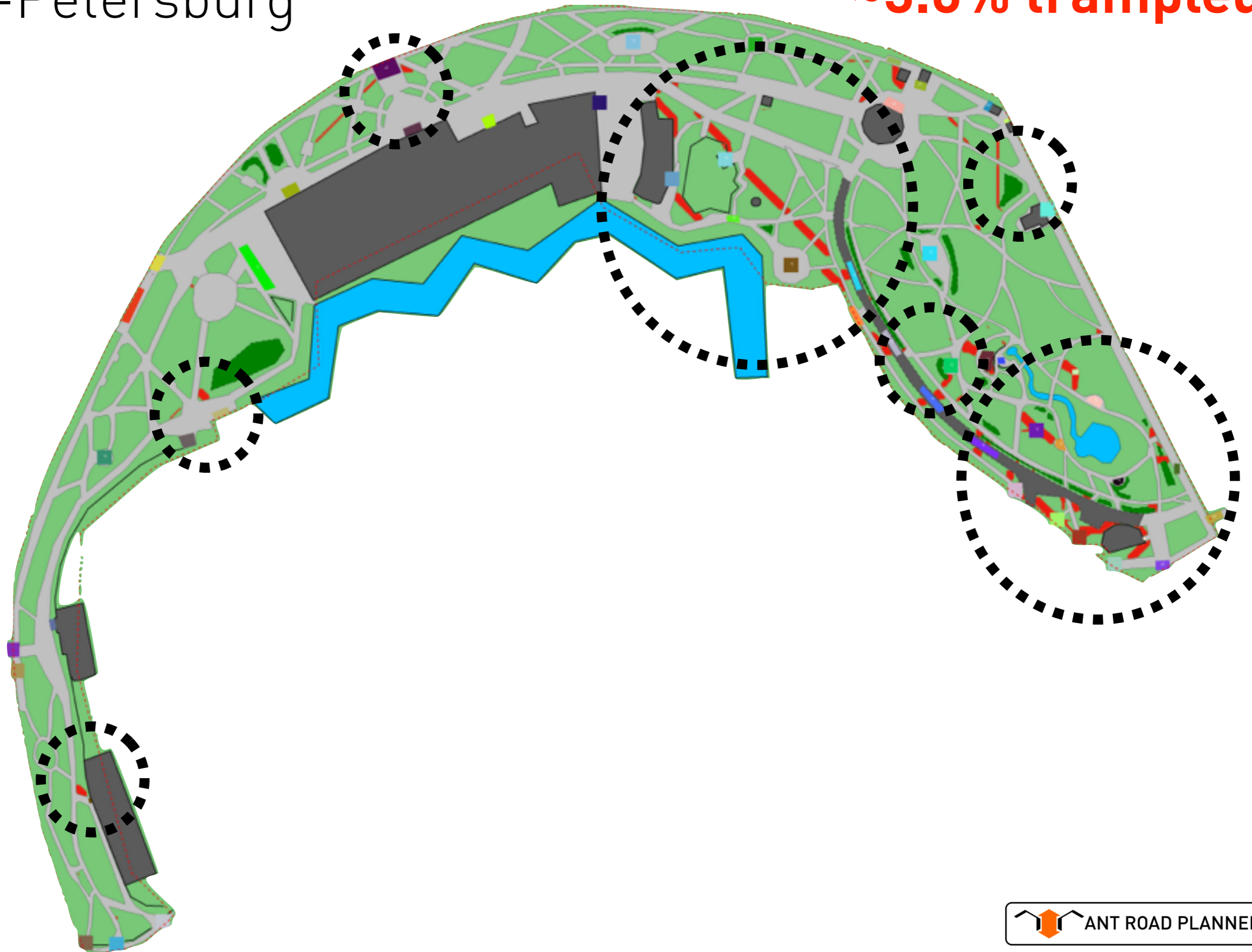
**~1.7% trampled ~ 4000 м2**



# Example 4: «Alexandrovsky Park»

Saint-Petersburg

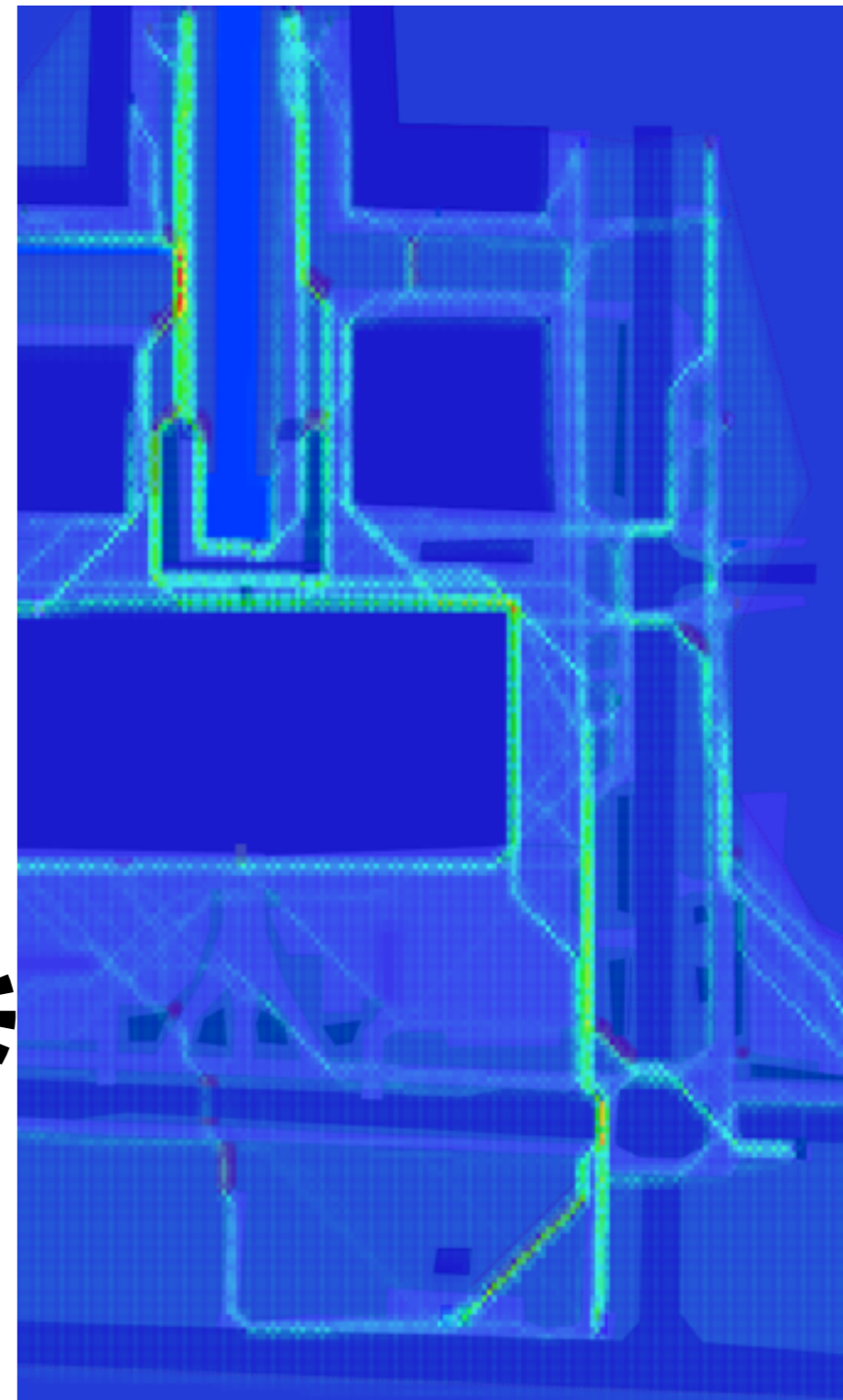
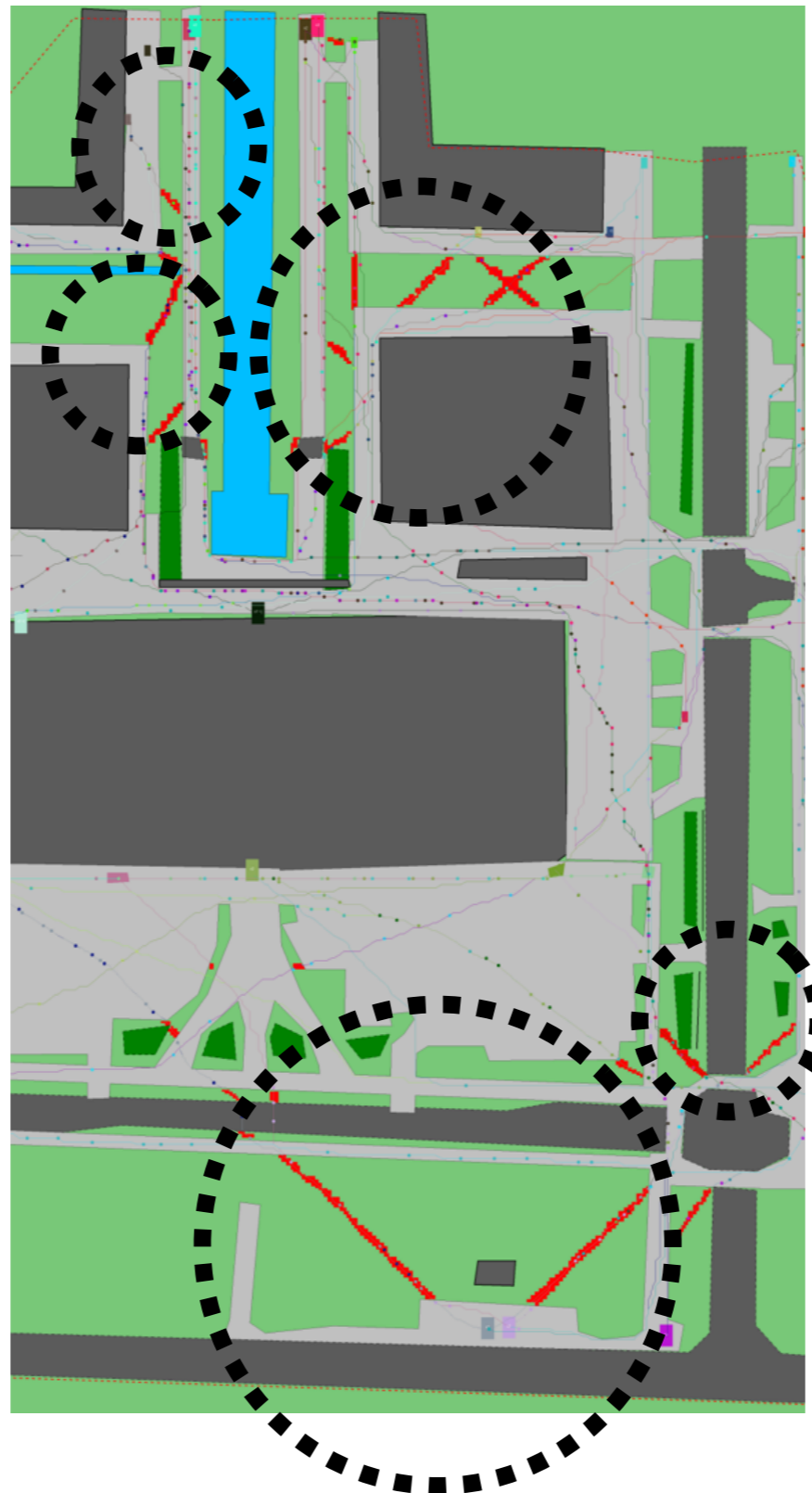
~3.6% trampled



# Example 5: «Jemchuzhnaya Plaza»

Saint-Petersburg

~2% trampled



# Practical benefit



- 1. Critical project errors identification**
- 2. Saving budget**
- 3. Improving the comfort of the pedestrian environment**

# Test your projects with our simulator



[antroadplanner.ru](http://antroadplanner.ru)

Egor Smirnov & Mikhail Gurevich