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Modelling crowded trains using minority games

This talk illustrates the potential of minority games for practical transport problems: crowded trains. In a minority game a large number of individuals compete in successive rounds between two options with the goals to be in the minority side at each round. This simple game with strong roots in the complex systems community has applications in financial markets, event attendance and transportation, where it can be used to study crowding related interactions between individuals over time. In this talk, the audience is invited to participate in an extension of this game in a railway setting: every round you have to pick a time at which you want to travel to work by train or car, where the train is better than the car if you manage to get a seat, but worse if you don't. In an interactive way, it is discussed how the game develops and how complex systems research can contribute to challenging problems in transport systems.