VisionEval (VE-State) Inputs by Geography

Region (State)

- Vehicles & Fuels (optional)
 - Hvy Truck veh mix (stock)
 - LDV CarService , veh mix (stock)
 - LDV CommService vehicle mix, %Light Trucks (stock)
 - Fuel Carbon Intensity (composites by vehicle group)
- Pricing
 - Carbon Pricing (social cost recovery)

MArea (multiple Metropolitan areas)

- Vehicles & Fuels (optional)
 - Transit vehicles & fuels mix
- Pricing
 - Congestion Fees
- Land Use
 - EPA Smart Location Database Urban Area Name
 - Average MArea Design D adjustment factor
 - Share of households in urban mixed use areas
- Actions
 - Road lane-miles (freeways, arterials)
 - Transit Service (service miles by transit mode)
 - Operations (Ramp metering, Incident response, Signal coordination, Access management)
 - ITS speed smoothing (Freeway ATM, Art Signal optimization)
 - %VMT covered by Drivers in Eco-Drive programs

Azones (typically counties)

- Demographics
 - Population by age (HH & non-institutional Group Quarters)
 - Average Household size, %1-person households
 - Licensure drivers rate (optional)
 - Average Per Capita Income
- Land Use
 - Proportions of households/Group Quarters by location type
 - Proportions of workers by location type and Azone share of MArea jobs
 - Land area by location type and average rural density
- Veh & Fuels (optional)
 - LDV-HH Vehicle Age average
 - LDV-HH % Light Trucks (stock)
 - Electricity Carbon Intensity
- Pricing
 - PAYD insurance participation
 - Fuel & electricity costs
 - Road Cost Recovery Registration Fee, gas taxes, VMT fee
- Actions
 - Car Service costs, substitutability & access time
 - Charging infrastructure (residential and workplace)
 - SOV Diversion (bike, personal electrics, etc.) ("Urban", "Town" Location types)

simBZone Area Type (shares of simBzones: Center, Inner, Outer, Fringe)

- Actions
 - Parking restrictions (residential and work/cash-out) and fees
 - Demand management programs: Work (TDM), home-based (IMP)
 - Car Service availability (Low or High level of service)







