

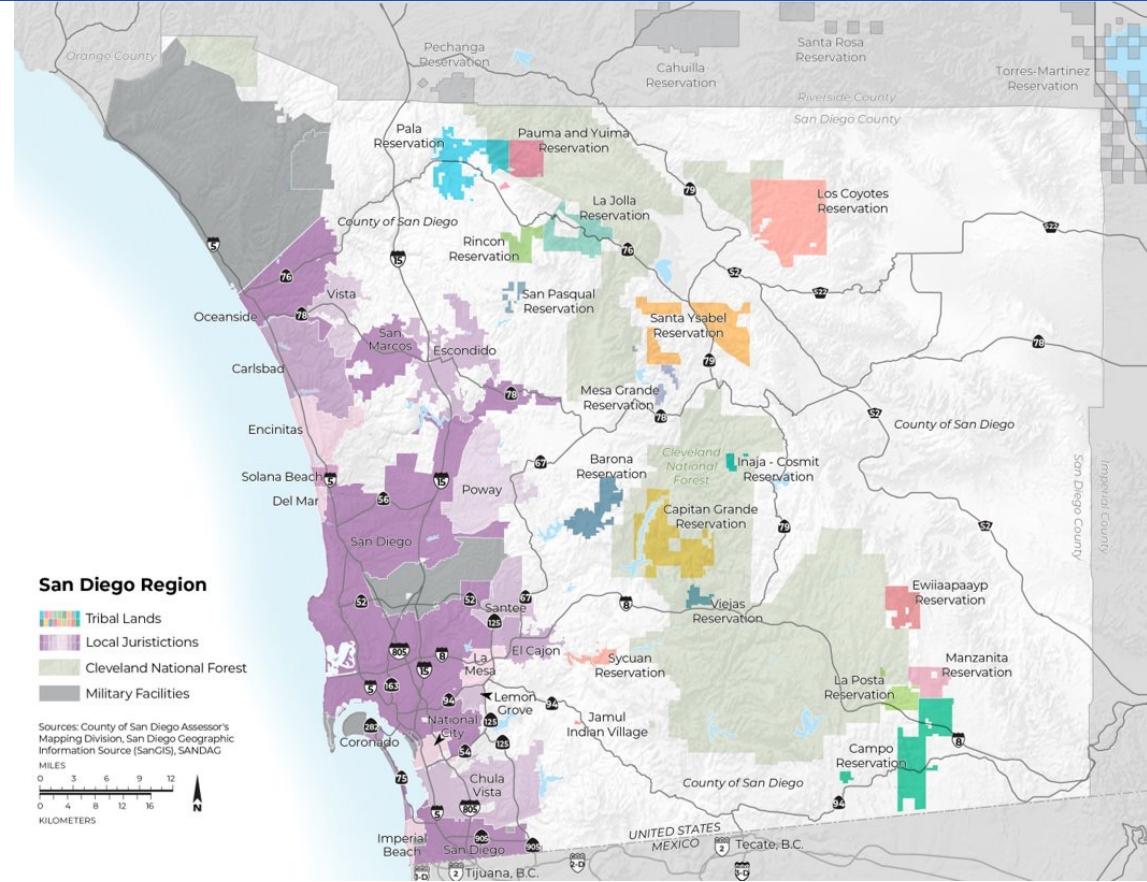


# SANDAG ActivitySim Update

Joe Flood, Senior Modeler and Researcher  
September 14, 2025

# SANDAG Region

- MPO for San Diego County, California
- 4,200 Square Miles — 11,000 km<sup>2</sup>
- 3.3 Million People
- 2.1 Million Jobs
- Includes 17 tribal governments



# Why ActivitySim?

- Founding member
- Collaborative Development
- Python codebase
- Flexible and extensible

# Development Timeline



# Release Schedule

May  
2024

**Initial ABM3  
release**

September  
2024

**Improved  
CVM**

November  
2024

**Miscellaneous  
improvements**

August  
2025

- **ActivitySim 1.4**
- **Settings manager**
- **Unity catalog**

# Technical Specs and Runtime Requirements

- 1 TB RAM Servers
- Memory is tight, but improvements will be made
- 37-40 hours total runtime
  - Resident model takes 3-4 hours
- 4947 zones
  - 24,333 microzones
- Full completed run is 260-270 GB
  - Emme files: ~190 GB
  - Skims: 40-50 GB
  - Resident outputs: ~18 GB

# Future plans

- Airport Model Updates
  - Airport transit connection study
- Sharrow
- Data Model

# Acknowledgements

## RSG

- Joel Freedman
- David Hensle
- Ali Etezady
- Hannah Carson
- Will Alexander
- Andrew Rohne

# Stay connected with SANDAG

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