Remarks on Traffic Signal Coordination (Progression)

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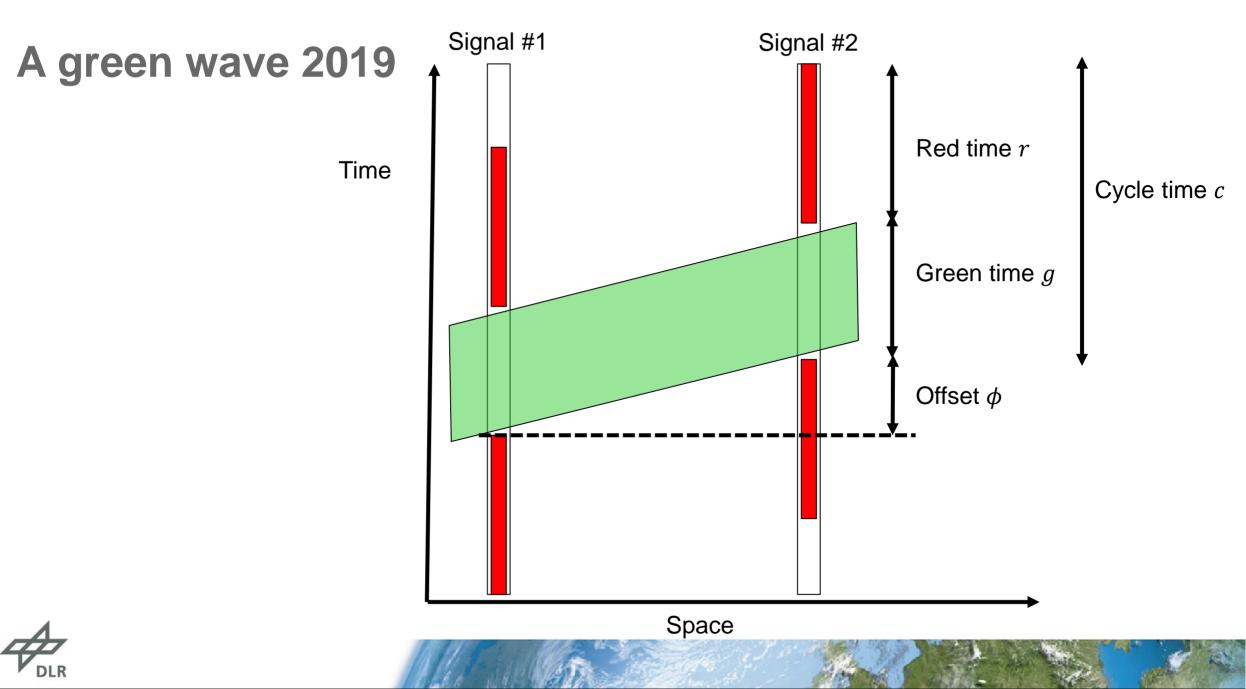
Knowledge for Tomorrow

Introduction: Traffic signals in a network

- Car-drivers: traffic signals do always display red when I arrive there
- To remedy this, traffic signal co-ordination is attempted
- Most famous: the green wave
- Easy to understood: in a space-time diagram, a platoon of vehicles progresses from one traffic light to the next
- Unfortunately easy to understood: one may think that doing the same in networks is simple, too.
- Not true, of course









1929:

https://commons.wikimedia.org/w/index.php?curid=34715929 By City of San Francisco - Public domain (via Eric Fischer), CC BY-SA 3.0,

Extension to a network...

- Is complicated, only in rare special cases (regular grid networks, other preliminaries) this can be done in a simple manner
- In real networks, this runs into a fairly complicated optimization problem which is, as far as I have understood, NP-complete to solve (Little, 1966), (Gartner, Little, & Gabbay 1977)
- In 2004, Gershenson came up with the idea of a self-organized traffic signal system (SOTL)
- There is a lot of additional work on this especially by (Lämmer, 2007)
- Idea is: let these signals alone, together with the appropriate control mechanism they will find some self-organized optimum



The Great Plan

- SOTL draw criticism. Nicely put by Bernhard Friedrich (in German, unfortunately) where he put
- "The Great Plan" versus "the jungle principle" (translation by me, may be inadequate)
- Bernhard's Great Plan is charming: such a plan (has some similarity to a bus schedule) forces traffic flow into a pattern of platoons for which down-stream traffic signals can be timed optimally
- Another kind of self-organization, so to speak, but forced by the plan laid out by the traffic management center



From: <u>https://www.athenstransit.org/lines-5-6/</u>

The Big Question

- What is better?
- The following is a kind of test; one may have other things in mind, and there are some things in SUMO's developer pipeline that can be used to test these ideas more thoroughly.
- Today: stick to the more traditional approach, no i.e. I do not dive into SOTL



Putting these ideas to a test



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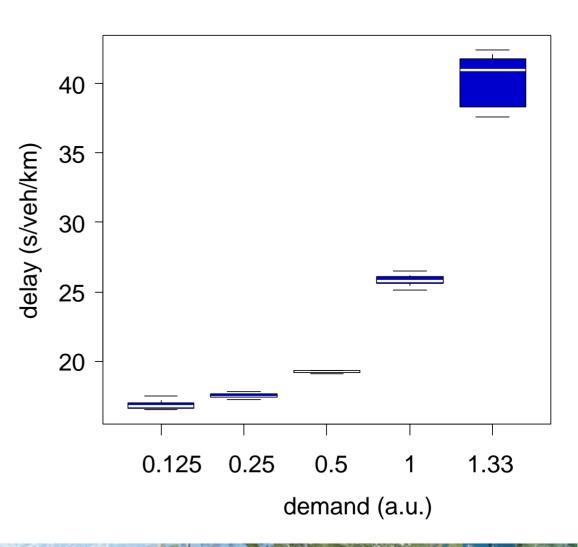
The networks

- Can all being done with SUMO's tool-box:
- Use artificial networks with an artificial demand:
 - netgenerate
 - randomTrips.py
- Exception: used an additional network from Berlin center as well
- Create traffic signals for these networks
 - netconvert this yields the case default (it is bad, but easy to outperform)
- Do the signal planning with:
 - •tlsCycleAdaptation.py (compute cycle time and green splits)
 - •tlsCoordinator.py (compute the offsets between the signals)
 - Actuated signal (well, this might count as SOTL, but...)



The demand

- Generated with randomTrips.py
- All in all 5 levels of demand (randomTrips.py) has a parameter
 p (period) = (8, 4, 2, 1, 0.75),
 which generate vehicles with equidistant
 departure times p seconds apart
- No user-equilibrium computed
- Delay-times depend on demand (of course)





The traffic signal settings

- Base-net created without traffic signals
- netconvert (...) --tls.default-type static -> SUMO's fixed time signals
- netconvert (...) --tls.default-type actuated generates actuated signals
- For fixed time signals, tlsCycleAdaptation.py produces Webster-optimal cycle and green times for each intersection
- From this, the maximum cycle time c_{max} for the network can be picked...
- All signals forced to c_{\max} for co-ordination
- Meanwhile, tlsCycleAdaptation.py has a new option that does this
- Then, tlsCoordinator.py computes a set of good offsets (most likely not optimal)



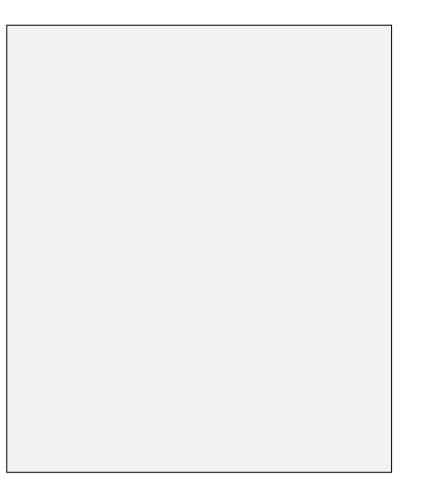
Four scenarios

- Fixed time (SUMO's default) "fix"
- Webster optimized splits and cycle time "fixSC"
- In addition, with co-ordination "fixSCO"
- Actuated "actd"



The most import things last

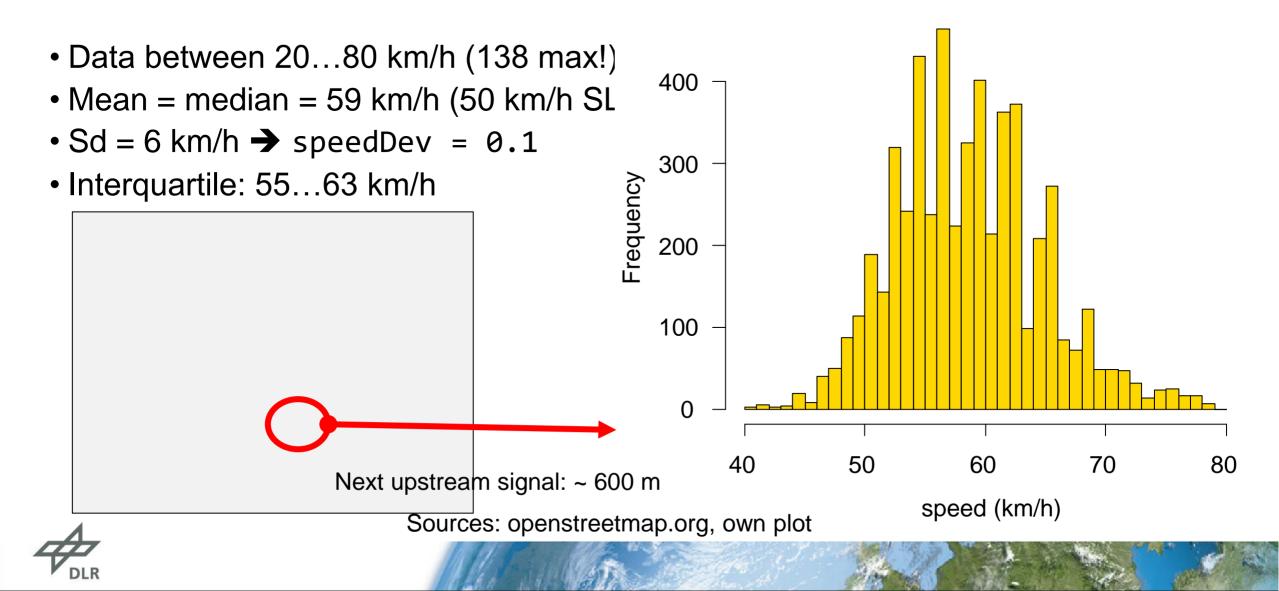
- The networks have two lanes in each direction, that was done intentionally
- Cars are identical (except for the Berlin scenario), but their preferred speed is drawn from a distribution with speedDev = 0.1
- Vehicles drive stochastically, parameter sigma of the SK model is at SUMO's default value (0.5)
- → Strong platoon dispersion, not unrealistic:



Taken from Gartner, Little, & Gabbay



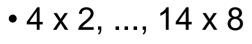
Real-life speed distribution (Ernst-Ruska-Ufer, 2015)



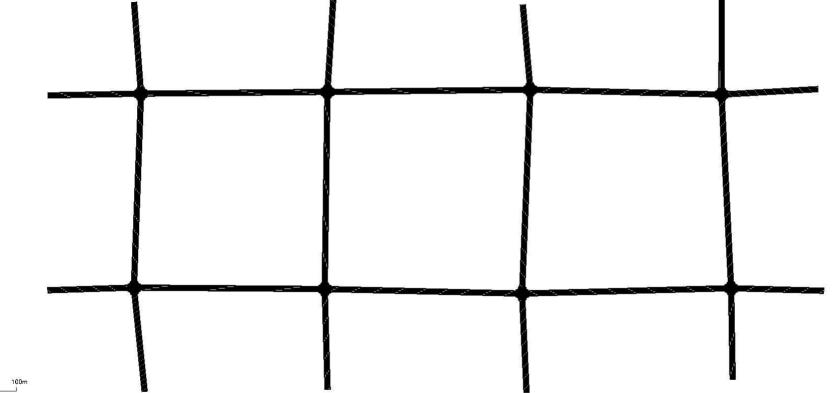
Results

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Example of a network (disturbed grids, 400 m)



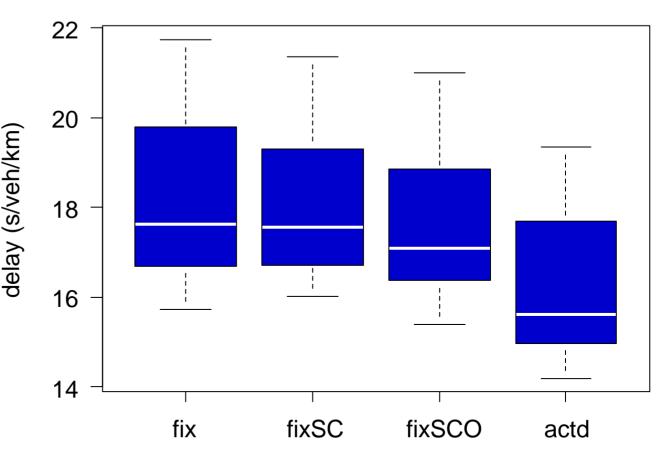
• (4,6,10,14) x (2,4,6,8) x 5 repetitions





Main result

- Webster is slightly better than SUMO's default: it cuts some of the large delay times
- Co-ordination helps Webster: getting slightly better
- But: actuated control is better, despite the fact, that demand is constant during one run
- (Difference might be even bigger for time-varying demand)
- Distribution of 80 mean values





Berlin Center

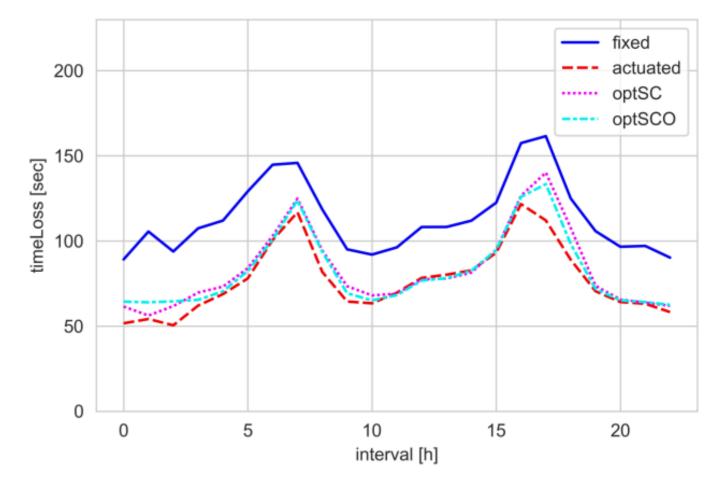
- Real-life network
- 120 traffic signals
- 242 km network length
- 190,000 trips,
- Created by TAPAS + one-shot
- (So far, no check against counts)
- Network is at the border of capacity
- 24 hour simulation, time-dependent demand





Results are similar...

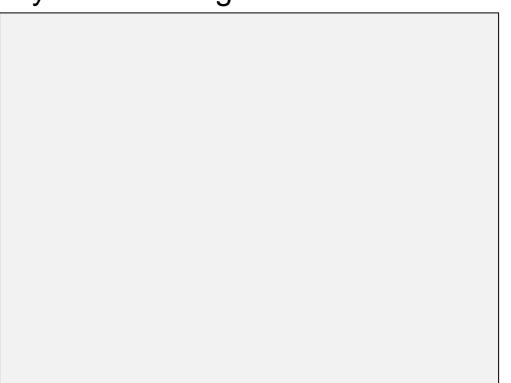
- But not the same.
- Difference between fixed and Webster larger
- Small gains with co-ordination
- Small gains with actuation





Conclusion & Outlook

- In real world chaos, the Great Plan seems to be underperforming
- In the ideal case of small platoon dispersion, it may have an edge
- If results can be transferred to real life, then running all signals actuated is sufficient to yield smooth traffic in a city
- And: from single intersection control it is known that even actuated traffic controllers can be outperformed by something like AGLOSA...
- Which adds a short-term prediction & planning to the objective function

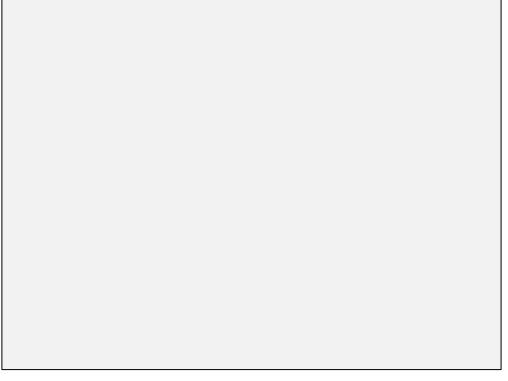




Conclusion & Outlook

- But, you know: if you improve traffic signals, what will happen?
- (Transportation planners curse)

•Thank you for listening!



https://www.scienceabc.com/innovation/readysteady-go-the-evolution-of-traffic-lights.html

