

SUMO Based Platform for Cooperative Intelligent Automotive Agents

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Motivations and Aims - Problems of Urban Traffic

- **On Hungarian roads, traffic increased by 400% since 1995**
- **Improper timing of TLSs and frequent change of lanes slows the traffic**
- **Traffic congestion is becoming a permanent state of affairs**

Motivations and Aims - Communication

- **Development of V2X communication is funded and enforced by EU-laws**
 - **Automotive OEMs started R&D projects in the field of V2V and V2I communication**
- These modules can be used to share information and command, to ensure safety or to increase the traffic flow**

Multi-agent Based Approach

Vehicles (*Smart Cars*):

- Sometimes competing (eg. at intersections)
- Sometimes cooperating (eg. when changing lanes or platooning)

Traffic Lights (*Judges*):

- Optimization problems
- Can cooperate with each other

Interesting Aspects of MAS Approach

Regarding smart cars:

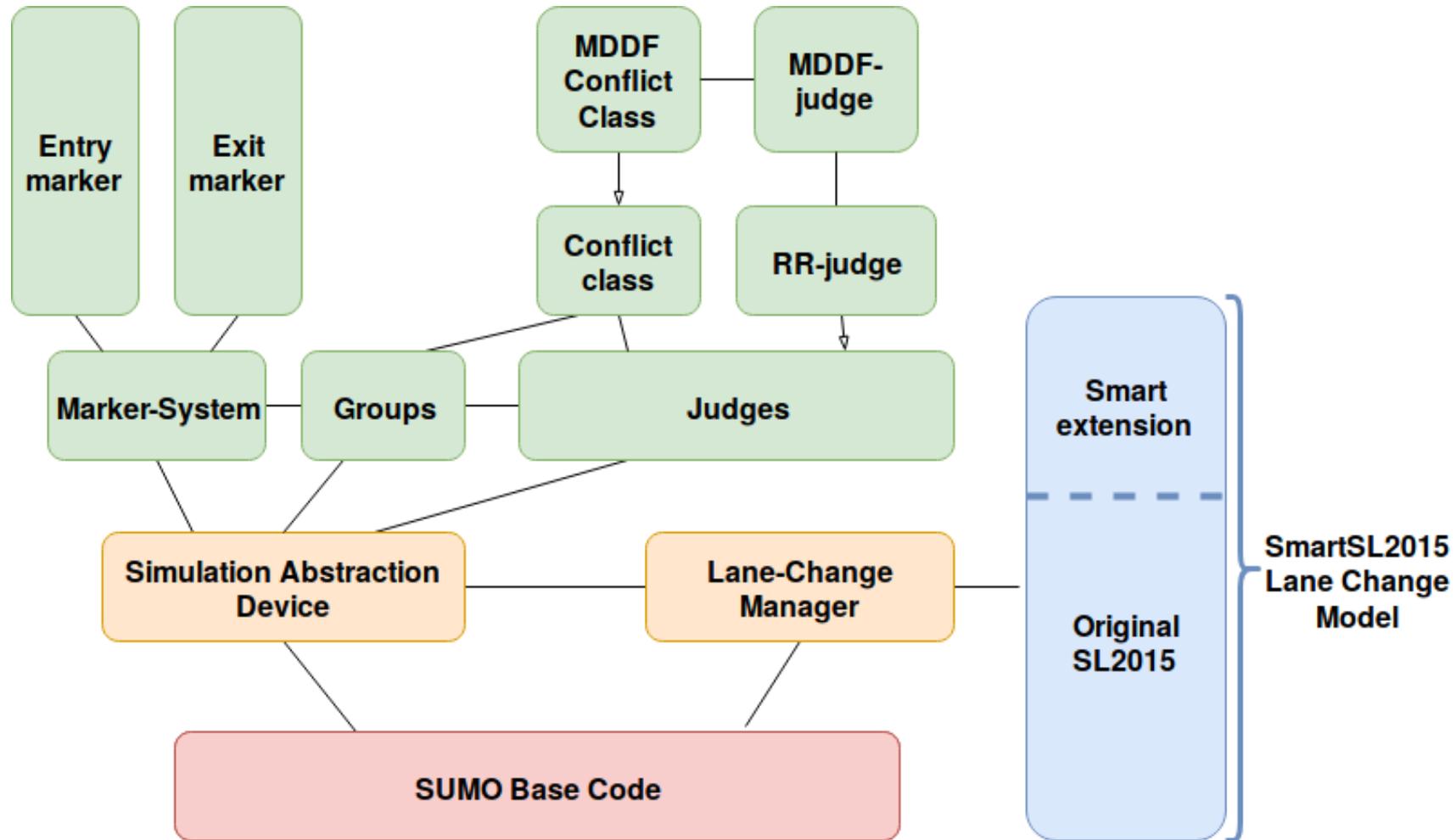
- Ad-hoc platooning in urban traffic

Regarding judges:

- Scheduling theorem
- Game theoretic approaches
- Inter-judge communication and joint scheduling

→ A simulation platform is needed to investigate these issues.

Implementation in SUMO - An Overview



Implementation in SUMO - SAL Device

Simulation Abstraction Device (*SAL Device*)

- Every smart car is equipped with this device
- It connects the basic SUMO simulator to the Intelligent Layer
- It provides a representation of the simulated vehicles to the members of the intelligent layer

Implementation in SUMO – Grouping I.

Ad-hoc platooning (*Grouping*):

- Is formed by smart cars which have exactly the same trajectories through an intersection,
- Cars are duly following each other.
- The number of group members can be limited accordingly.
- **Between markers:**
 - Entry and exit markers
 - Practically the name of the proper edges in SUMO
 - May have additional informations (eg. they provide a pointer to the judge of the intersection)

Implementation in SUMO – Grouping II.

Groups:

- Have 1 group leader (can decide to change lanes)
- Can have many group members (shall follow the group member/leader ahead of them)
- Change lanes together, like a chain to improve traffic flow

→ **New LC-model is needed:**

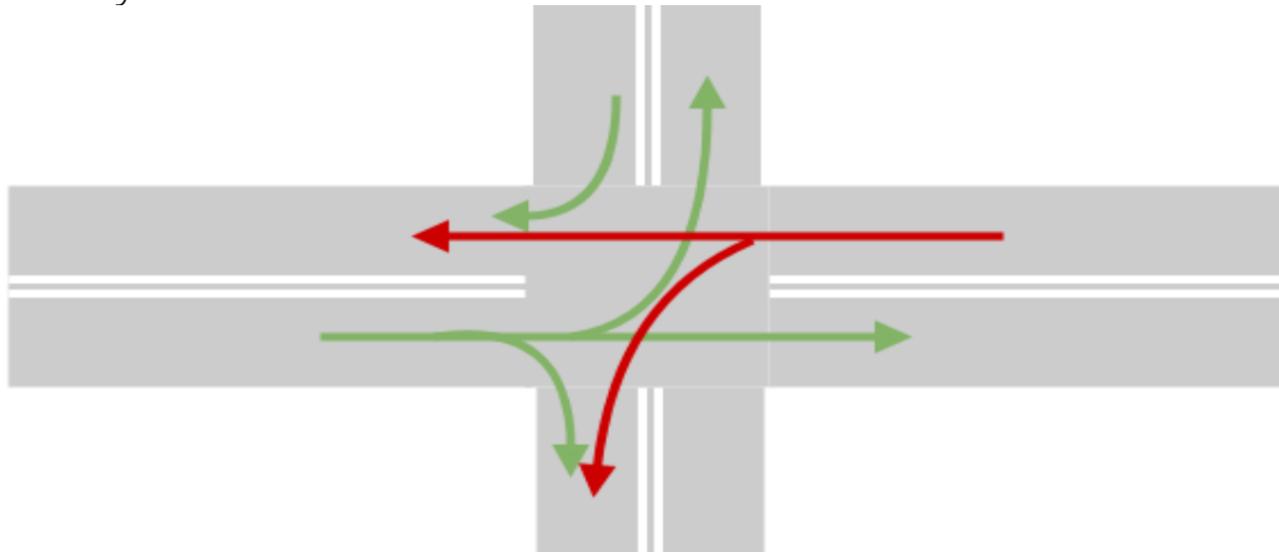
- Extended SL2015
- Lane Change Manager as an abstraction layer

Implementation in SUMO - Judges I.

Intelligent Traffic Lights (*Judges*):

- Analogous to the OS schedulers
- **Schedule Conflict Classes:**

Group of smart cars which can pass through an intersection simultaneously.



Implementation in SUMO – Judges II.

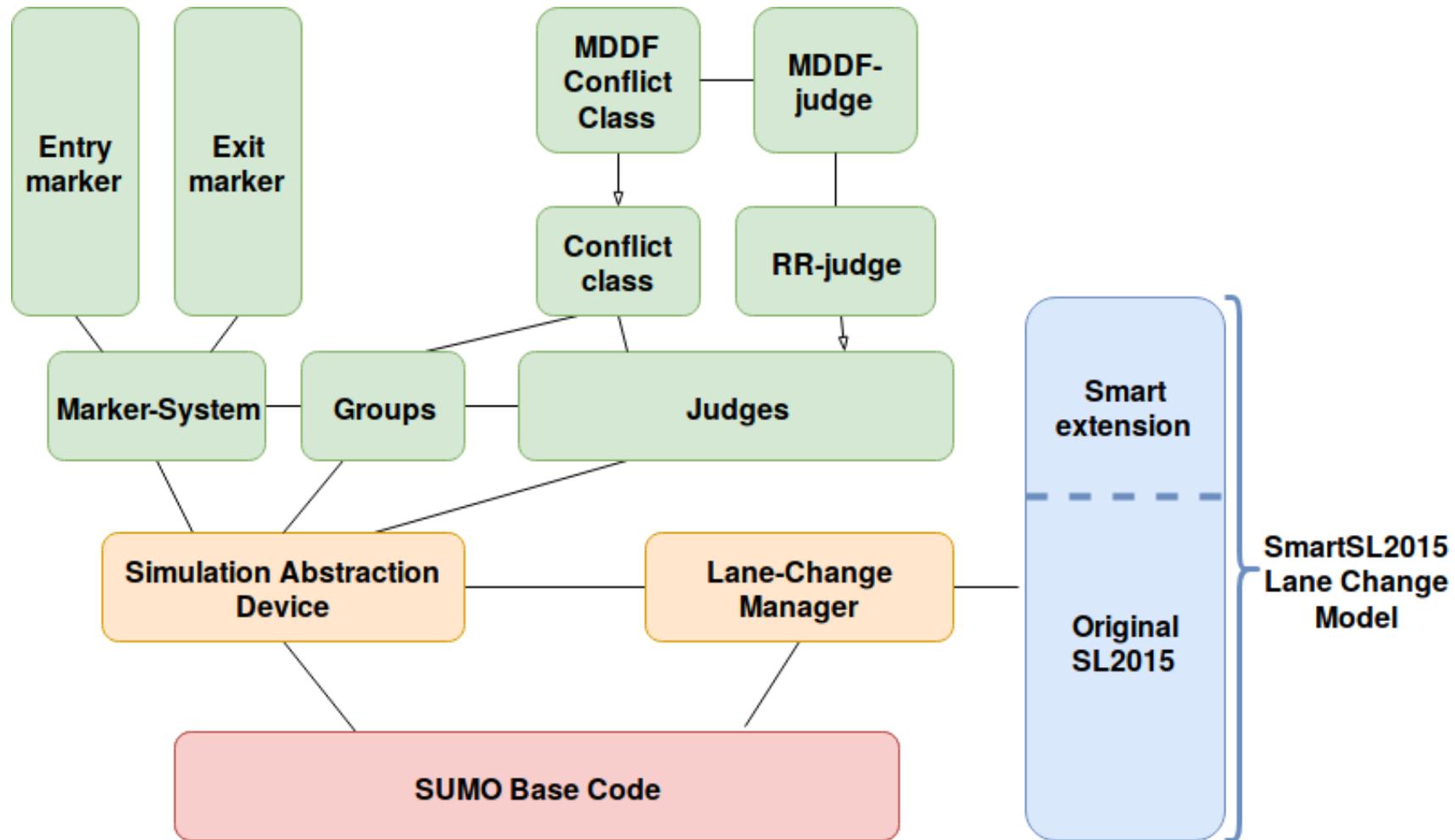
Round Robin (RR) Judge:

- Preemptive (when the time slice has elapsed)
- Predefined order and green phase timing
- Also changes when a conflict class has no more car to go

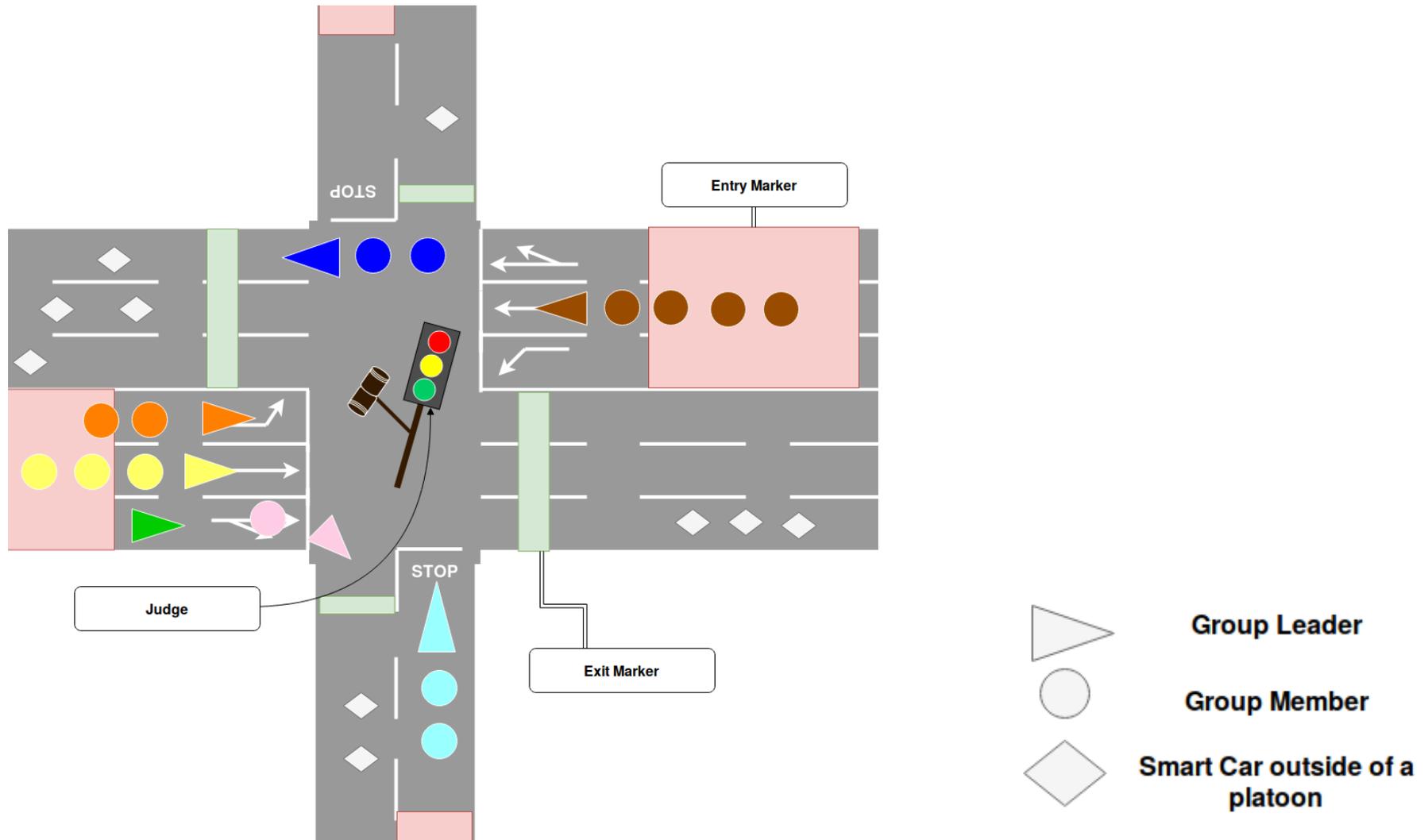
Minimal Destination Distance First (MDDF) Judge:

- Conflict class which has the car nearest to its destination can pass first
- Two decision layers to be fair (RR is of higher priority, Minimal Destination is of lower; change after 90 s of waiting)

Implementation in SUMO - An Overview



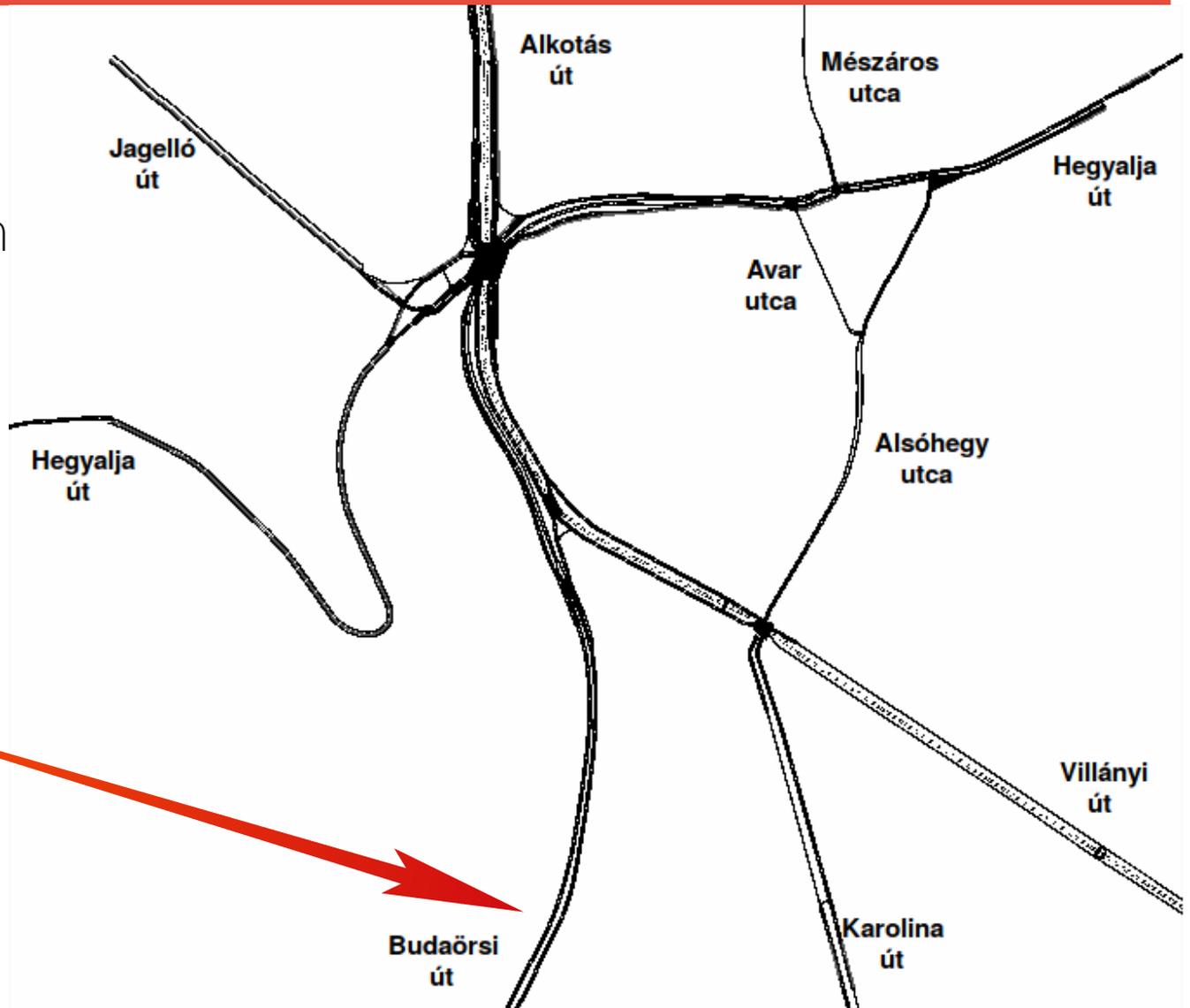
Implementation in SUMO - An Overview



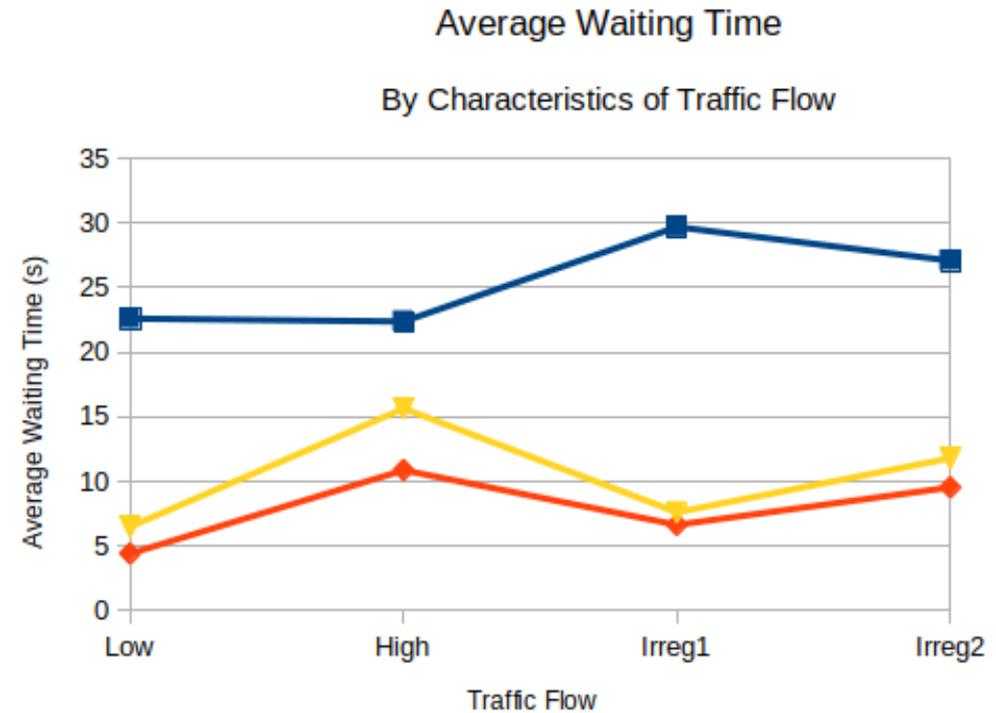
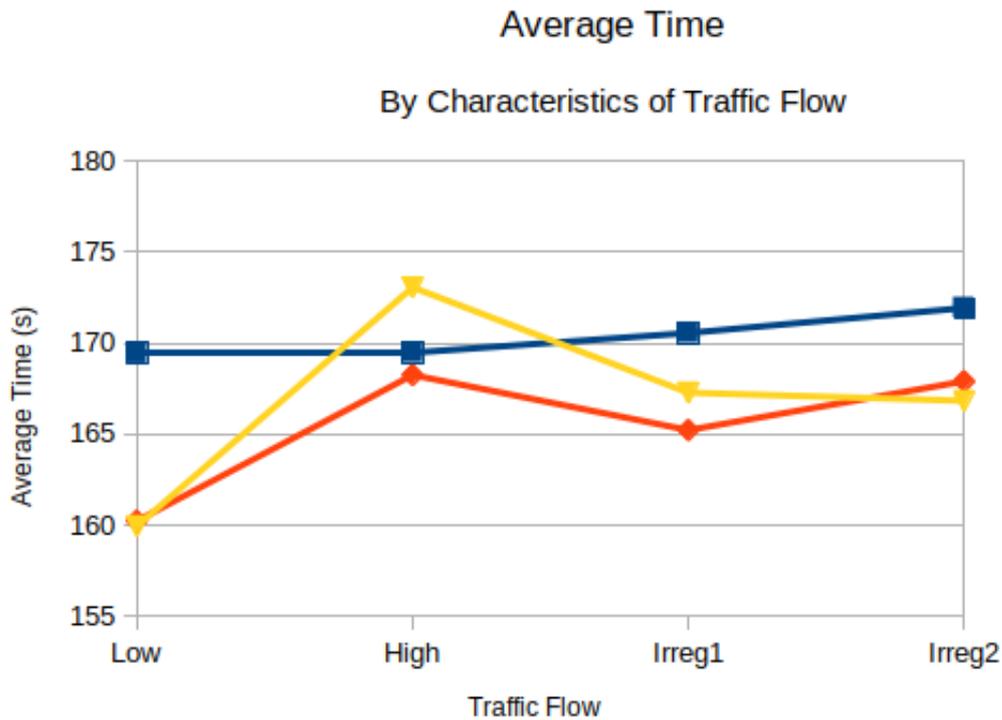
Measurements - Simulated Network

BAH Intersection, Budapest, Hungary

- Regular low and high traffic flow cases
- Irregular cases, Budaörsi út is closed northbound (Irreg1) or southbound (Irreg2)



Measurement Results

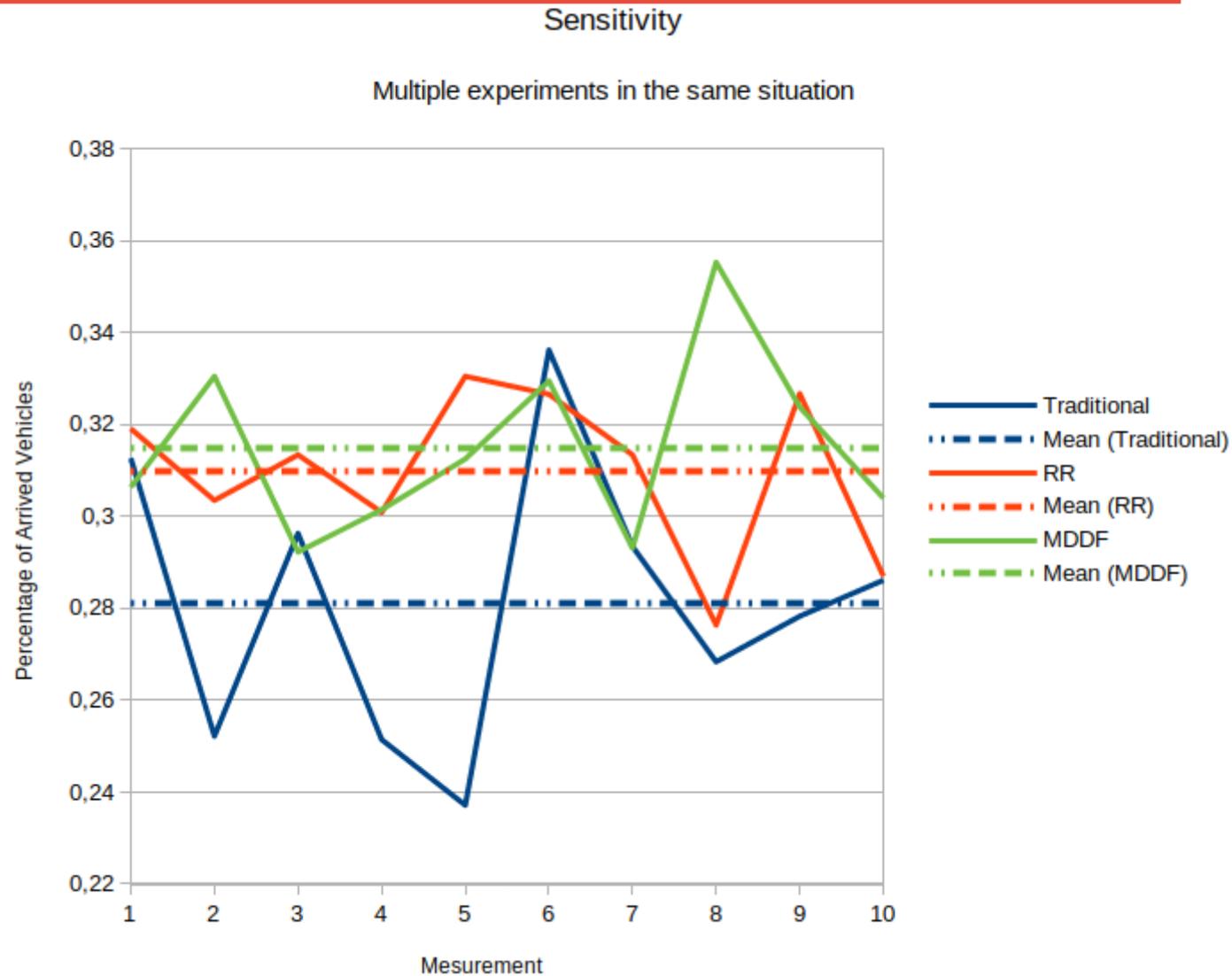


■ Traditional
◆ RR
▼ MDDF

Measurement Results

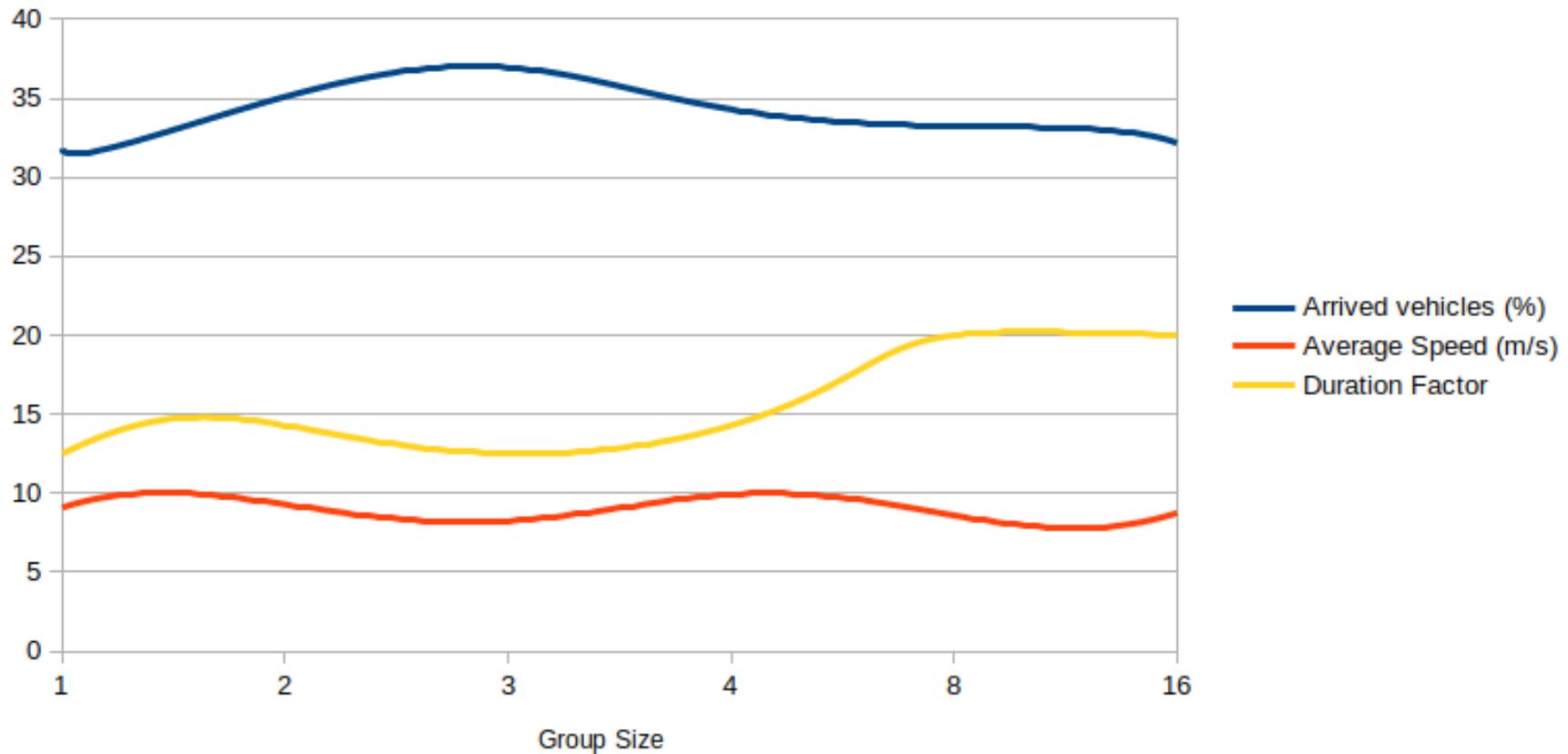
In regular, high traffic flow scenario

- Sensitivity (Rate of Arrived Vehicles) of the proposed intelligent control outperforms the traditional intersection control



Measurement Results

Effects of Maximum Group Size



Summary

- A SUMO-based platform supporting multi-agent systems was implemented
- This platform can be extended according to future's research aims
- The measurement results gained with simulation of a major Budapest intersection seem convincing. Ad-hoc platooning in congestion prone urban intersections is expected to work.
- Further measurements (inter-judge communication) are planned and the platform can be improved to run faster

Thank you for the attention!

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