

Seattle Occupies List of World's Worst Traffic Cities

(Here a rollover crash blocks all southbound lanes of
Interstate 5, causing long traffic backups)

Predicting Traffic Collision Severity In Seattle, Washington, USA

WHAT ARE THE CHANCES YOU WILL BE INJURED OR KILLED IN A SEATTLE TRAFFIC ACCIDENT?

Author

Jerry W. Hedgepath

INTRODUCTION/BUSINESS PROBLEM STATEMENT

SEATTLE TRAFFIC BACKGROUND

Seattle ranks as #20 of "cities with the worst traffic in the world" Ahead of Dallas and St Petersburg, Russia, and just behind Chicago and Boston

Top 5 - Los Angles, Moscow/New York City(tied), Sao Paulo, Brazil, San Francisco, CA

Seattle's ranking is a product of three "G's – Geography, Growth and Guilt.

Seattle, long known as the Emerald City for lush forests surrounding the city, is squeezed between two bodies of water, Elliott Bay and Lake Washington. It has just two major north-south highways, Interstate 5 and State Route 99.

It also features world-class examples of engineering ineptitude, such as drivers coming off state Route 520 (the Evergreen Point Bridge), joining southbound I-5 in the left lane, and having less than a mile to cross four lanes of freeway to exit on Mercer. And vice versa.

Seattle has gained more than 100,000 new residents in the past eight years. Cities north, south and east are growing as well.

The guilt? Seattle-area voters twice turned down, in the late 1960's, a proposed rail system. Sen. Warren Magnuson had secured federal money to pay the bulk of the bill. Sadly, the city's construction unions were addicted to concrete, and led the opposition.

On average, Seattle drivers each lost 55 hours to traffic during peak times.

PROBLEM STATEMENT

With the traffic problems outlined above, the ability to accurately analyze and model traffic accident data becomes increasingly important. A baseline ability to predict the "seriousness" of a future accident is key along with drawing insights into traffic patterns based on time of day, day of week, weather, lighting and road conditions, and other attributes. Additionally, a variety of insights may be derived to benefit urban planning efforts and improving transportation infrastructure.

DATA SOURCES

SEATTLE DEPARTMENT OF TRANSPORTATION TRAFFIC DATA

The homepage of the Seattle Department of Transportation traffic data is:

http://data-seattlecitygis.opendata.arcgis.com/datasets/5b5c745e0f1f48e7a53acec63a0022ab 0.csv

TRAFFIC DATA MFTADATA

Meta-data of the dataset can be viewed at https://www.seattle.gov/Documents/Departments/SDOT/GIS/Collisions OD.pdf

TRAFFIC DATA ANALYSIS

The labelled dataset contains 221,389 data rows. The dataset was last updated on September 5, 2020 and accessed on September 18, 2020. The dataset covers the time frame from 2004 to last update date. The dataset contains 40 attributes some of which may not be useful for modeling.

Because the dataset it updated frequently and to provide a stable basis for analysis, a copy of the dataset was uploaded to IBM Cloud Storage. This copy of the dataset was used in the following analysis.

INSIGHTS

- ❖ Almost 69% of collisions involved property damage only, no injuries or fatalities
- ❖ Almost 65% of collisions occurred within city block limits
- ❖ Higher collision counts occurred during the winter months of October through January
- Traffic collisions occurred at a higher rate during Thursday-Saturday period
- ❖ Almost 59% of collisions occurred during clear weather
- Over 65% of collisions occurred during dry road conditions
- Over 61% of collisions occurred during daylight
- ❖ Almost 25% of collisions involved hitting a parked car
- Less than 5% of collisions had speeding as a contributing factor
- ❖ Over 95% of collisions did not involve a driver under the influence of drugs or alcohol

METHODOLOGY SECTION

DATA ANALYSIS & CLEANSING

At the start of this process, the dataset contain 221,389 rows with 40 attributes. There are a number of attributes which are not useful for further analysis. The following table lists the attributes which were dropped.

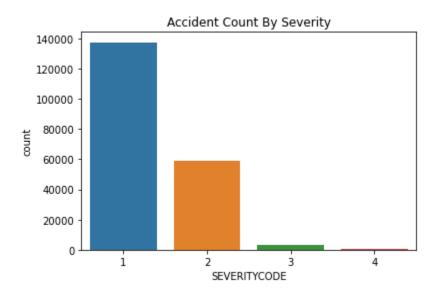
| Dropped Attributes | | | | | | | |
|-----------------------|--|--|--|--|--|--|--|
| Attribute Description | | | | | | | |
| OBJECTID | ESRI Unique Identifier | | | | | | |
| INCKEY | Unique key for the incident | | | | | | |
| COLDETKEY | Secondary key for the incident | | | | | | |
| REPORTNO | Description not available | | | | | | |
| STATUS | Description not available | | | | | | |
| INTKEY | Collision intersection key | | | | | | |
| SDOT_COLCODE | SDOT collision code | | | | | | |
| SDOT_COLDESC | SDOT collision description | | | | | | |
| ST_COLCODE | Washington State collision code | | | | | | |
| ST_COLDESC | Washington State collision description | | | | | | |
| SEGLANEKEY | Lane segment key | | | | | | |
| CROSSWALKKEY | Crosswalk key | | | | | | |
| SDOTCOLNUM | SDOT collision number | | | | | | |

- SEVERITYCODE=0 Unknown have no value in our analysis, 21,595 rows were identified and deleted. After these deletions, 199,794 rows with 27 columns remained for further processing.
- SEVERITYCODE now contains the following values: 1-property damage only, 2-injury, 2b-serious injury, 3-fatality. In order to allow for further analysis, SEVERITYCODE was realigned so that 3 --> 4, and 2b --> 3.

• Once this realignment is complete, SEVERITYCODE breakdown is:

| Code | Description | Percent |
|------|-----------------------------|---------|
| 1 | Property Damage Only | 68.9 |
| 2 | Injury | 29.4 |
| 3 | Serious Injury | 1.6 |
| 4 | Fatality | 0.2 |

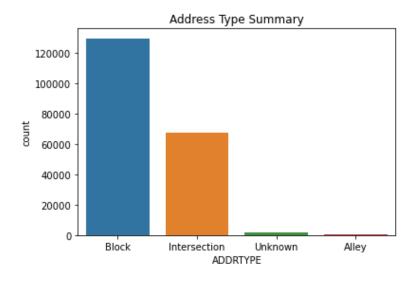
Almost 69% of collisions involved property damage only, no injuries or fatalities.



The ADDRTYPE column contains many blank rows. They were cleaned and set to "Unknown". The ADDRTYPE breakdown is:

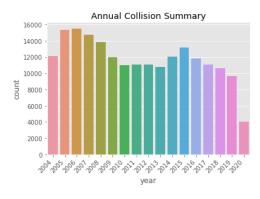
| Address Type | Percent |
|--------------|---------|
| Block | 64.9 |
| Intersection | 33.7 |
| Unknown | 1.0 |
| Alley | 0.4 |

Almost 65% of collisions occurred within city block limits.

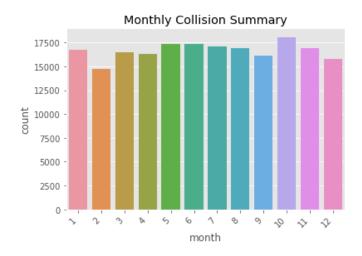


NCDATE and INCDTTM columns were changed to datetime format. Which led to the ability to extract year, month, and weekday from INCDTTM and add them as columns to the dataframe.

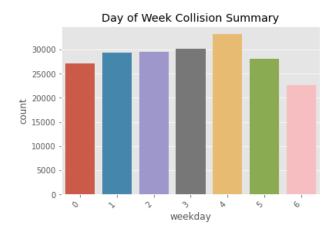
Let's look at the distribution over years, months, and weekdays.



2020 shows a large decrease in collisions. It is reasonable to assume this is due to the Covid-19 pandemic which had Seattle drivers sheltering in place for several weeks, thereby reducing traffic volumes and collisions. Additionally, 2020 contains only 9 1/2 months of data, since data was pulled on September 17, 2020.



Graph indicated higher collision count during the winter months of October through January.

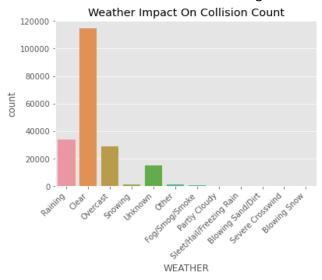


0 = Monday; 1 = Tuesday; 2 = Wednesday; 3 = Thursday; 4 = Friday; 5 = Saturday; 6 = Sunday Graph indicates increased traffic collisions during Thursday-Saturday period.

How do weather conditions impact collisions.

| Weather Condition | Percent |
|--------------------------|---------|
| Clear | 58.8 |
| Raining | 17.5 |
| Overcast | 14.6 |
| Unknown | 7.8 |
| Snowing | 0.5 |
| Other | 0.4 |
| Sleet/Hail/Freezing Rain | 0.1 |
| Blowing Sand/Dirt | 0.0 |
| Severe Crosswind | 0.0 |
| Partly Cloudy | 0.0 |
| Blowing Snow | 0.0 |

Almost 59% of collisions occurred during clear weather.

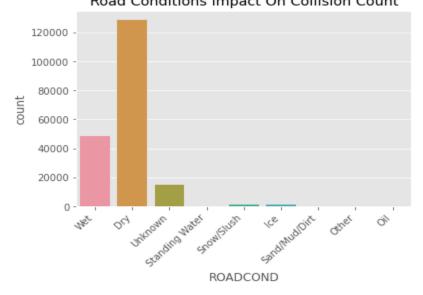


How did road conditions impact collisions?

| Road Condition | Percent |
|-----------------------|---------|
| Dry | 65.9 |
| Wet | 25.0 |
| Unknown | 7.8 |
| Ice | 0.6 |
| Snow/Slush | 0.5 |
| Other | 0.1 |
| Standing Water | 0.1 |
| Sand/Mud/Dirt | 0.0 |
| Oil | 0.0 |

Over 65% of collisions occurred during dry road conditions.

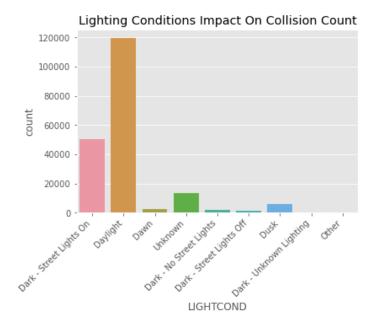
Road Conditions Impact On Collision Count



What was the impact of light conditions on collisions?

| Light Conditions | Percent |
|------------------------|---------|
| Daylight | 61.3 |
| Dark-Street Lights On | 25.7 |
| Unknown | 6.9 |
| Dusk | 3.1 |
| Dawn | 1.3 |
| Dark-No Street Lights | 0.8 |
| Dark-Street Lights Off | 0.6 |
| Other | 0.1 |
| Dark-Unknown Lighting | 0.0 |

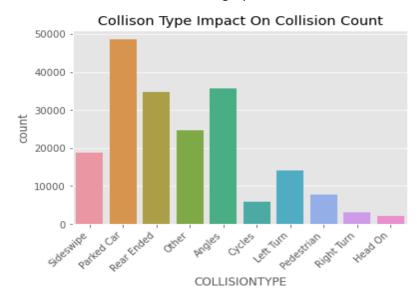
Over 61% of collisions occurred during daylight.



Let's look at Collision Type.

| Collision Type | Percent |
|----------------|---------|
| Parked Car | 24.9 |
| Angles | 18.2 |
| Rear Ended | 17.8 |
| Other | 12.6 |
| Sideswipe | 9.7 |
| Left Turn | 7.2 |
| Pedestrian | 3.9 |
| Cycles | 3.0 |
| Right Turn | 1.5 |
| Head On | 1.1 |

Almost 25% of collisions involved hitting a parked car.

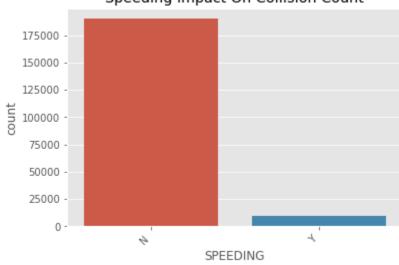


How often was speeding a contributing factor to a collision?

| Speeding | Percent |
|----------|---------|
| No | 95.03 |
| Yes | 4.97 |

Less than 5% of collisions had speeding as a contributing factor.

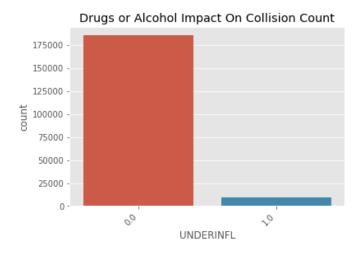
Speeding Impact On Collision Count



Let's look at Under the Influence (UNDERINFL). After cleaning up the data and setting UNDERINFL = 1, driver was under the influence; and 0 = driver was not under the influence of drugs or alcohol.

| Under the Influence | Percent |
|-----------------------|---------|
| 0=Not under influence | 95.07 |
| 1=Under the influence | 4.93 |

Over 95% of collisions did not involve a driver under the influence of drugs or alcohol.



In order to utilize the LabelEncoder module, certain attributes need to be cleaned (i.e. handle missing values, handle NaN values). These attributes include WEATHER, ROADCOND, LIGHTCOND, COLLISIONTYPE, and UNDERINFL.

The following table lists the original attributes processed with the LabelEncoder module and the related new columns added to the dataframe.

| LabelEncoder | | | | | | |
|---------------|--|------------------|--|--|--|--|
| Attribute | LabelEncoder Name | | | | | |
| ADDRTYPE | Collision address type | le_addr | | | | |
| WEATHER | Weather conditions | le_weather | | | | |
| ROADCOND | Road conditions | le_roadcond | | | | |
| LIGHTCOND | Lighting conditions | le_lightcond | | | | |
| COLLISIONTYPE | Collision type | le_collisiontype | | | | |
| SPEEDING | Speeding a collision factor | le_speeding | | | | |
| UNDERINFL | Driver under the influence of drugs or alcohol | le_underinfl | | | | |

- The dataset is severely unbalanced with SEVERITYCODE=1 (Property damage only) greatly outnumbering the other SEVERITYCODE counts
- ❖ Use SMOTE to correct the dataset imbalance. SMOTE(Synthetic Minority Oversampling Technique) uses the K-Nearest Neighbors algorithm to synthetically generated examples for the minority classes (SEVERITYCODE 2-3-4). We sample up to generate minority classes examples in line with the majority class, as indicated here:

| SEVERITYCODE | Before SMOTE | After SMOTE | Test Set |
|-------------------------|--------------|-------------|----------|
| 1 -Property Damage Only | 137,596 | 137,596 | 110,048 |
| 2- Injury | 58,747 | 137,596 | 110,042 |
| 3-Serious Injury | 3,102 | 137,596 | 109,931 |
| 4-Fatality | 349 | 137,596 | 110,286 |
| TOTALS | 199,794 | 550,384 | 440,307 |

Split the collision data, utilizing the datetime fields and LabelEncoder fields added to the dataframe; SEVERITYCODE is our target variable.

```
X = df[['le_addr', 'year', 'month', 'weekday', 'le_weather', 'le_roadcond', 'le_lightcond', 'le_collisiontype', 'le_speeding', 'le_underinfl']]
y = df['SEVERITYCODE']
X_train, X_test, y_train, y_test = train_test_split (X, y, test_size=0.2, random_state=1)
print ('Train set:', X_train.shape, y_train.shape)
print ('Test set:', X_test.shape, y_test.shape)

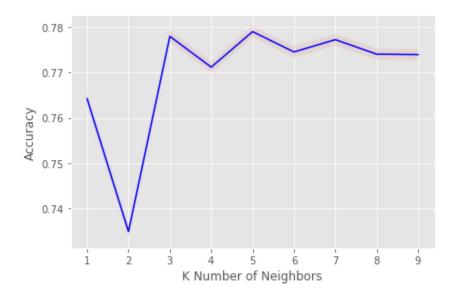
Train set: (440307, 10) (440307,)
Test set: (110077, 10) (110077,)
```

RESULTS SECTION

K-NEAREST NEIGHBORS

Let's start the analysis with K-Nearest Neighbors. With Ks=10, the following results array is generated:

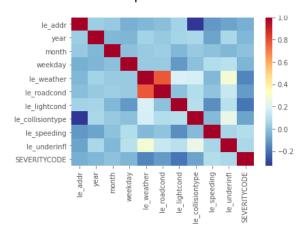
When mapped:



In this example, K=5, with an accuracy of 77.9 %.

HEAT MAP

Let's examine a heatmap which illustrates the correlation between certain variables.



In the map above, red indicate a positive or strong correlation between the two variables; while blue indicates a negative or weak correlation.

The map shows little positive correlation and a large amount of negative correlation.

RESULTS

Logistic Regression, Decision Tree Analysis, and Random Forest Classifier algorithms were executed . The three Classification reports are summarized in the following table:

| SEVERITYCODE | Logistic Regression | | Decision Tree | | | Random Forest | | | |
|------------------------|---------------------|--------|---------------|-----------|--------|---------------|-----------|--------|----------|
| | Precision | Recall | F1-score | Precision | Recall | F1-Score | Precision | Recall | F1-Score |
| 1-Property Damage Only | 0.37 | 0.47 | 0.42 | 0.60 | 0.49 | 0.54 | 0.76 | 0.64 | 0.70 |
| 2-Injury | 0.30 | 0.21 | 0.25 | 0.44 | 0.58 | 0.50 | 0.69 | 0.70 | 0.70 |
| 3-Serious Injury | 0.32 | 0.30 | 0.31 | 0.47 | 0.08 | 0.14 | 0.85 | 0.93 | 0.89 |
| 4-Fatality | 0.38 | 0.44 | 0.41 | 0.41 | 0.72 | 0.52 | 0.94 | 0.99 | 0.96 |
| | | | | | | | | | |
| accuracy | | | 0.35 | | | 0.46 | | | 0.81 |
| macro avg | 0.35 | 0.35 | 0.34 | 0.48 | 0.46 | 0.43 | 0.81 | 0.81 | 0.81 |
| weighted avg | 0.35 | 0.35 | 0.34 | 0.48 | 0.46 | 0.42 | 0.81 | 0.81 | 0.81 |

Given the data utilized in training and testing the various models, the Random Forest Classifier provides the most accurate predictions, especially collisions involving Serious Injury and Fatalities. On average, The Random Forest Classifier is 2.3 times more accurate than Logistic Regression and 1.7 times more accurate than Decision Tree Analysis in predicting the seriousness of a collision.

CLOSING COMMENTS

The data attributes, tools, and techniques used in this report produced valuable insights into predicting the seriousness of a collision. That is not to say, that utilizing other data attributes, tools, and techniques would produce better results.