

#### Issue



3s: Button Pressed

1m5s: Pedestrian Green Triggered

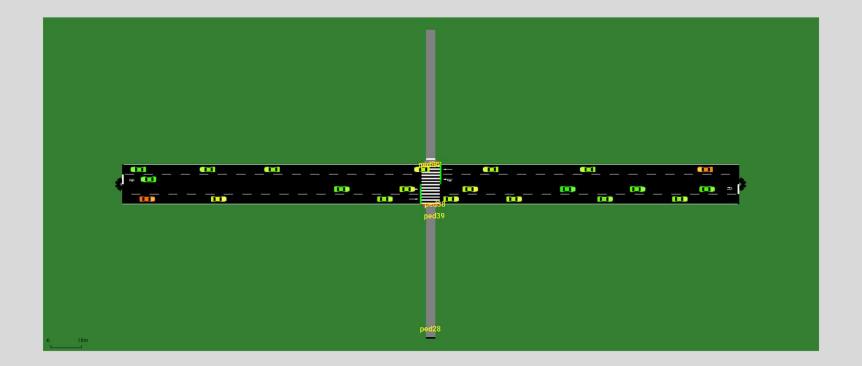
#### **Problem Statement**

- Road users at crosswalks pedestrians + vehicles
- Objective: reduce total delay for all road users





#### SUMO



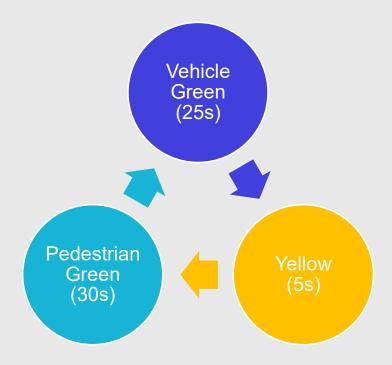
#### **Total Cumulative Wait Time (Delay)**

$$TCWT_t = \sum n_{ped,t} + n_{veh,t}$$

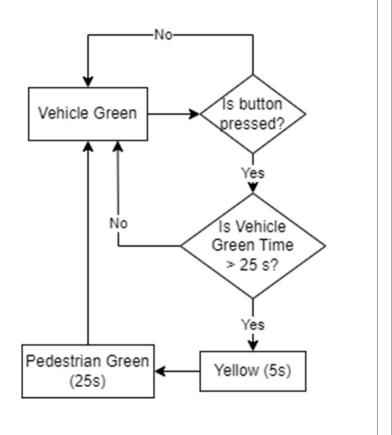
 $n_{ped,t}$ : Number of <u>waiting</u> pedestrians at time t

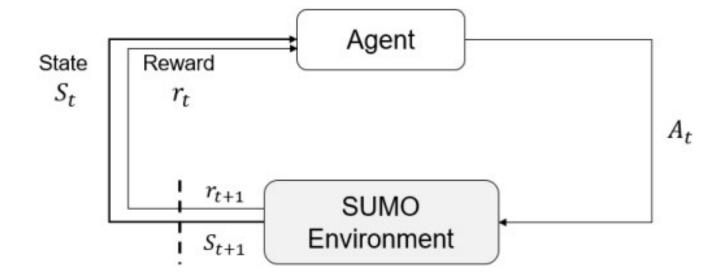
 $n_{veh,t}$ : Number of vehicles in <u>queue</u> at time t

#### **Baseline Fixed Time Control**



# Adaptive Time Control





# Reinforcement Learning Based Control

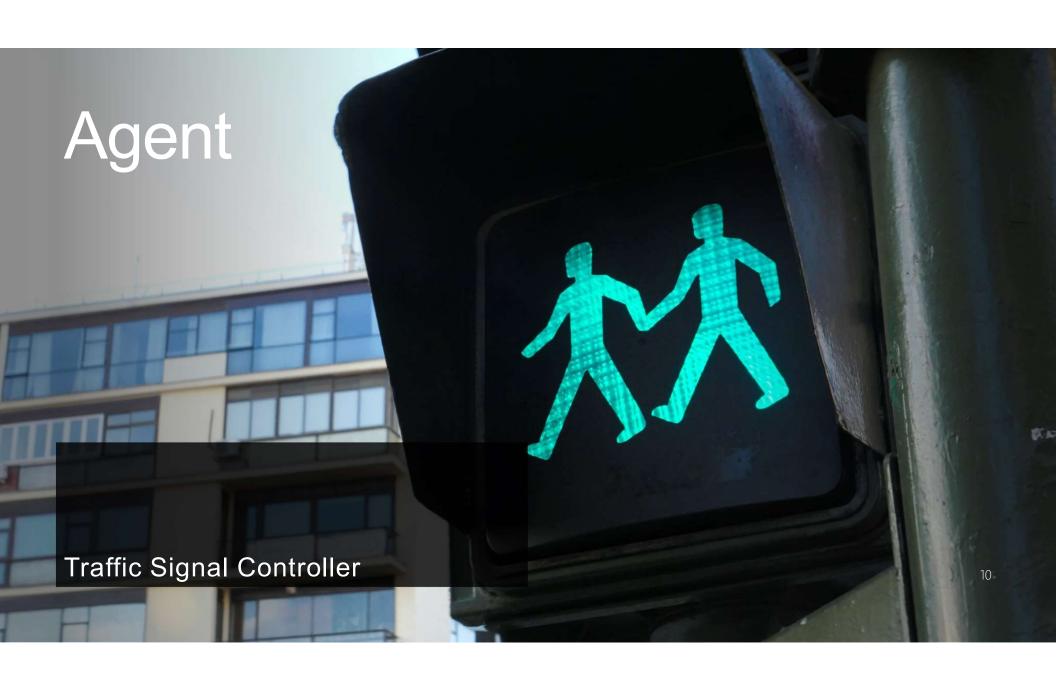
#### Why RL?



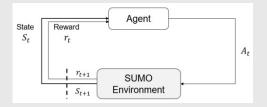
Automate learning based on reward system



Improvement over fixed and adaptive time (rule-based) controls



# State, Action, Reward



#### State

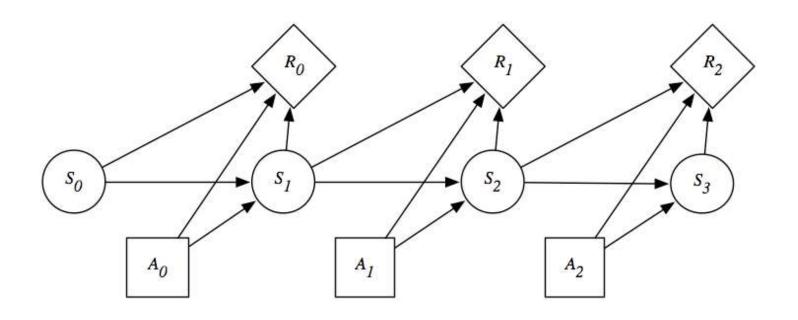
•  $(n_{ped,t}, n_{veh,t})$ 

#### Action

 {Vehicle Green, Pedestrian Green}

#### Reward

Less Delay = More Reward

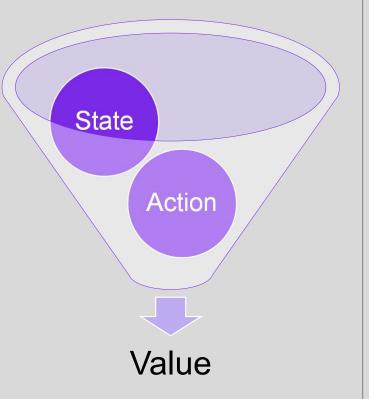


### Markov Decision Process

Next state only depends on <u>current</u> state and action

#### **Q-Value Function**

- $\circ Q \colon S \times A \to \mathbb{R}$
- "How good is taking this action at that state?"
  - Reward-to-go
- Represented by
  - Lookup Table (Q-Table), or
  - Neural Network Deep Q-Network (DQN)



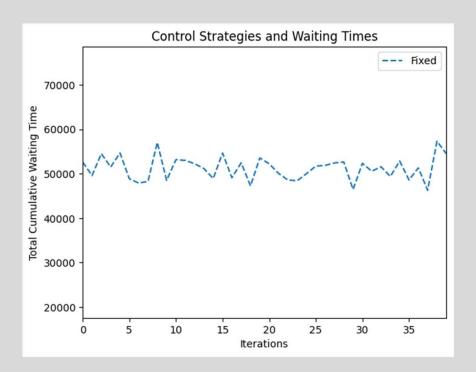


#### **Policy**

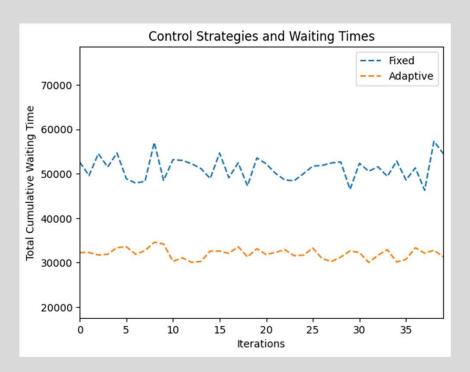
- $\circ \pi: S \to A$
- "Which action should I take at each state?"
- Choose from reward-to-go

$$\pi(s) = \operatorname*{argmax}_{a} Q(s, a)$$

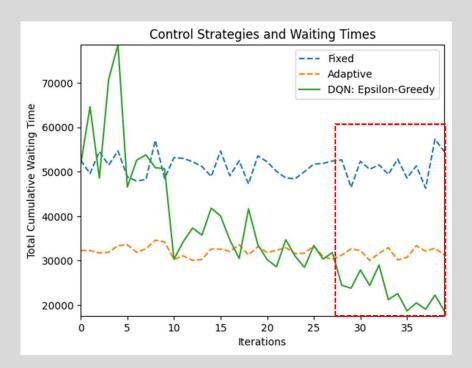
### TCWT (Baseline - Fixed)



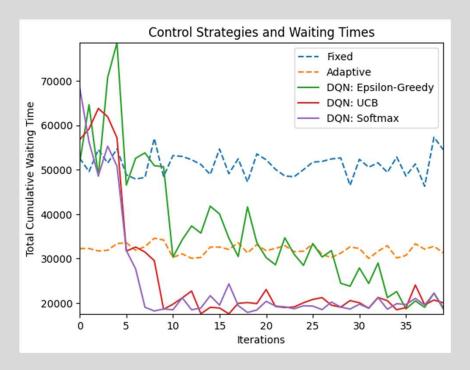
# **TCWT (Adaptive)**



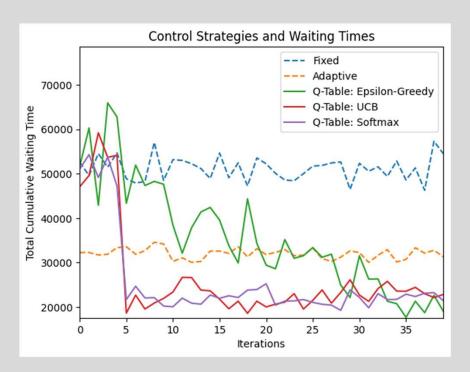
# TCWT (DQN: ε-Greedy)



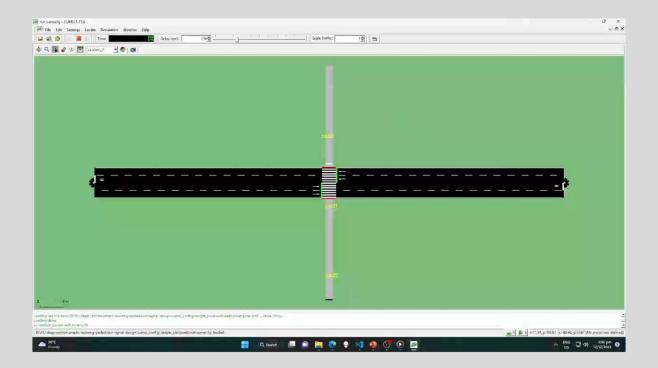
# TCWT (DQN)



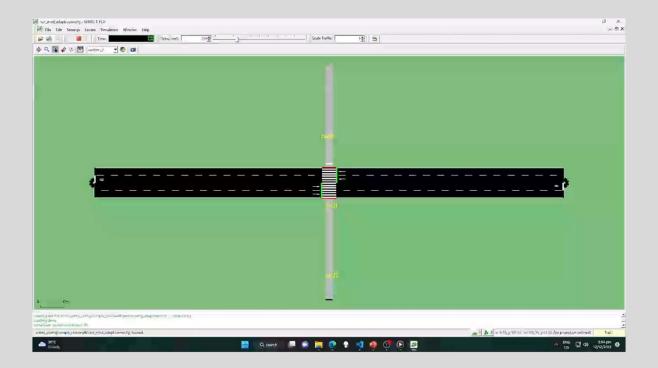
# TCWT (Q-Table)



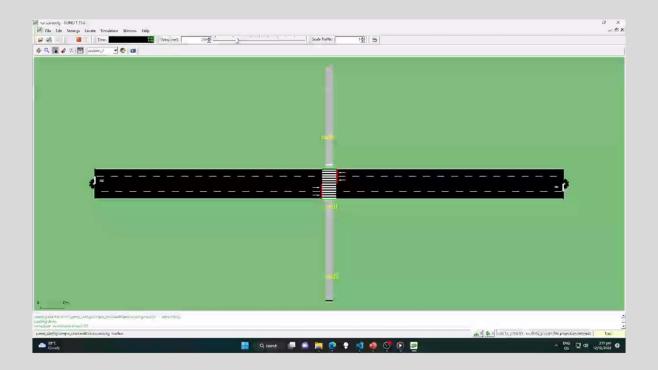
# SUMO (Fixed)



# **SUMO (Adaptive)**



# SUMO (RL)



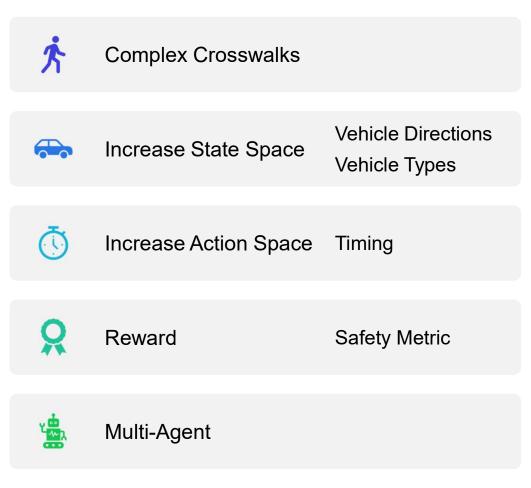
#### **Discussion**

RL improves over rule-based control

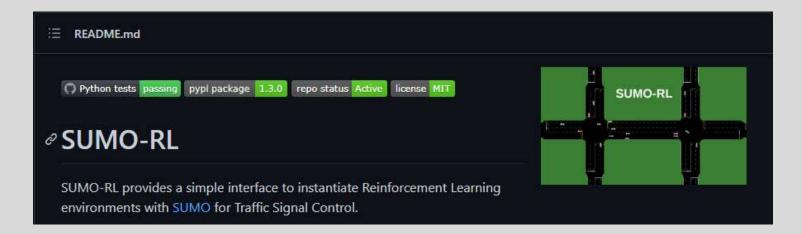
Tabular RL fast but not scalable

Deep RL can scale to larger state space

# Future Directions



#### **SUMO-RL**



<u>LucasAlegre/sumo-rl: Reinforcement Learning environments for Traffic Signal Control with SUMO.</u>

Compatible with Gym, PettingZoo, and popular RL libraries. (github.com)