

Sim2Real Transfer for Traffic Signal Control

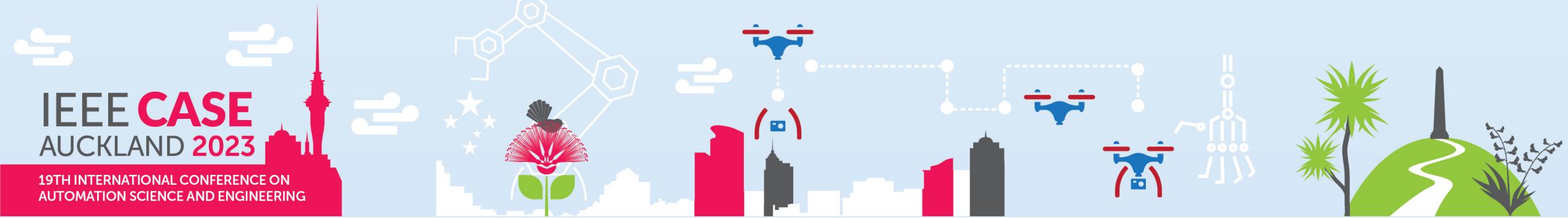
“Mitigate the performance impairment for RL agents!”

Longchao Da^{1,2}, Hao Mei^{1,2}, Romir Sharma³ and Hua Wei^{1,2*}

¹Arizona State University

²New Jersey Institute of Technology

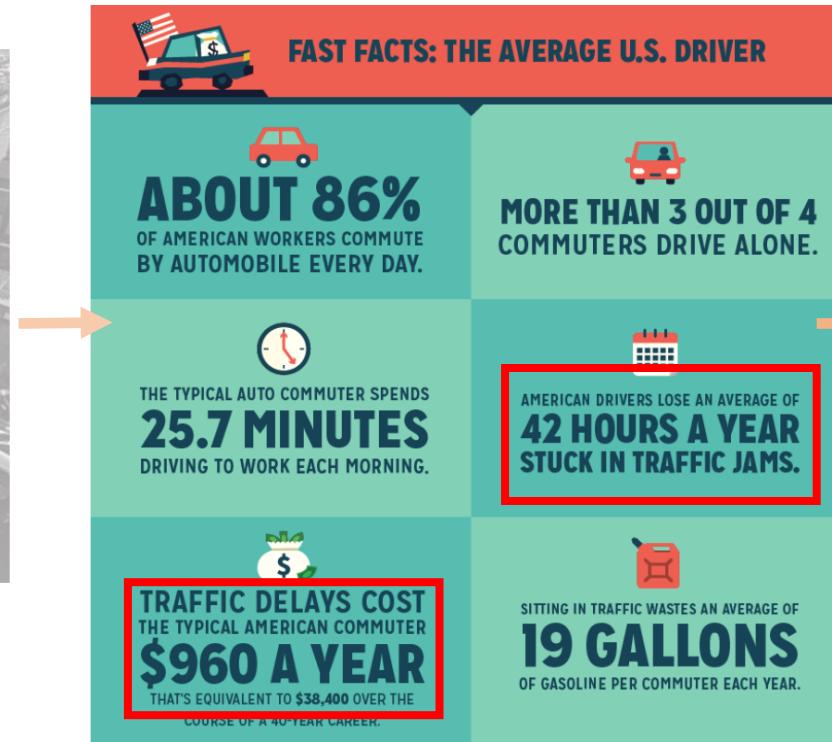
³West Windsor-Plainsboro High School South



Traffic Problems – Cities' headache



Traffic Signal Control



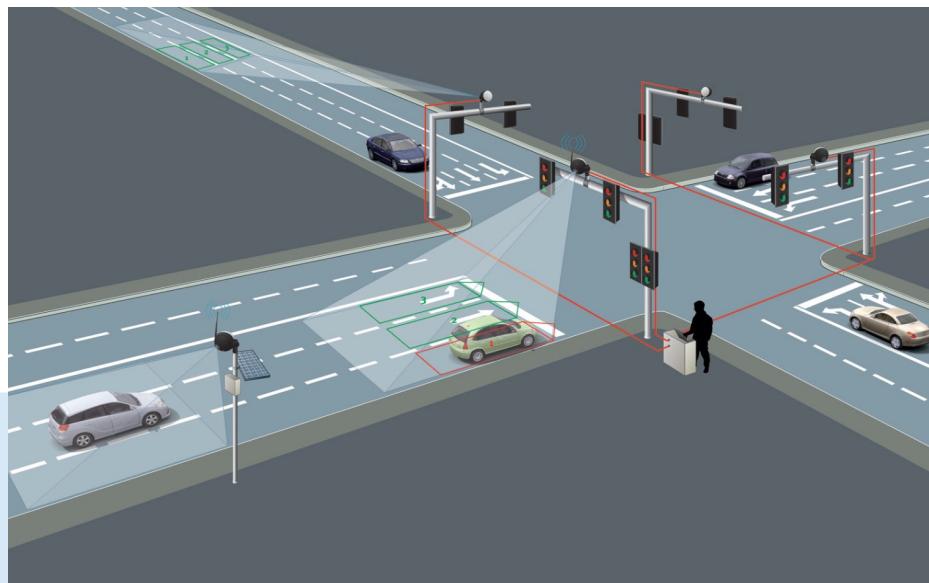
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Traffic Signal Control

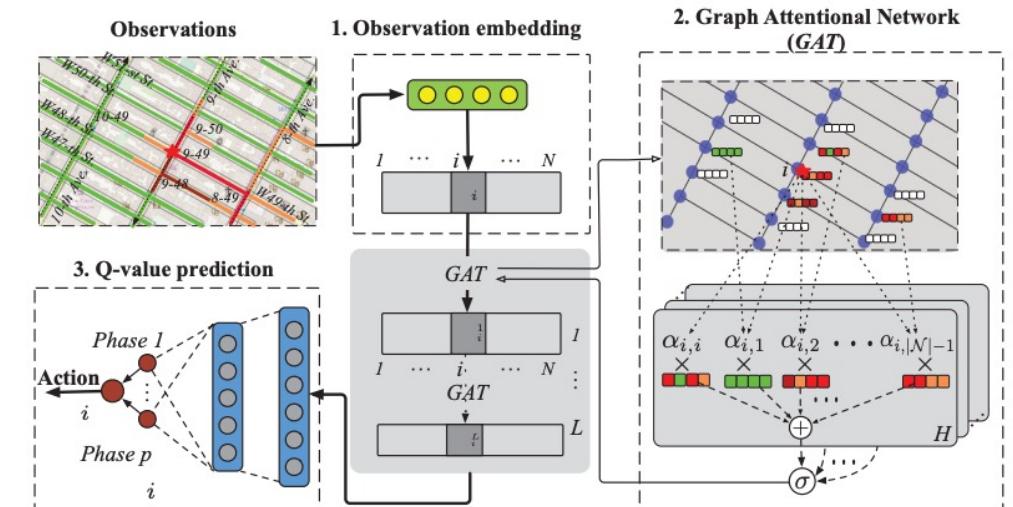
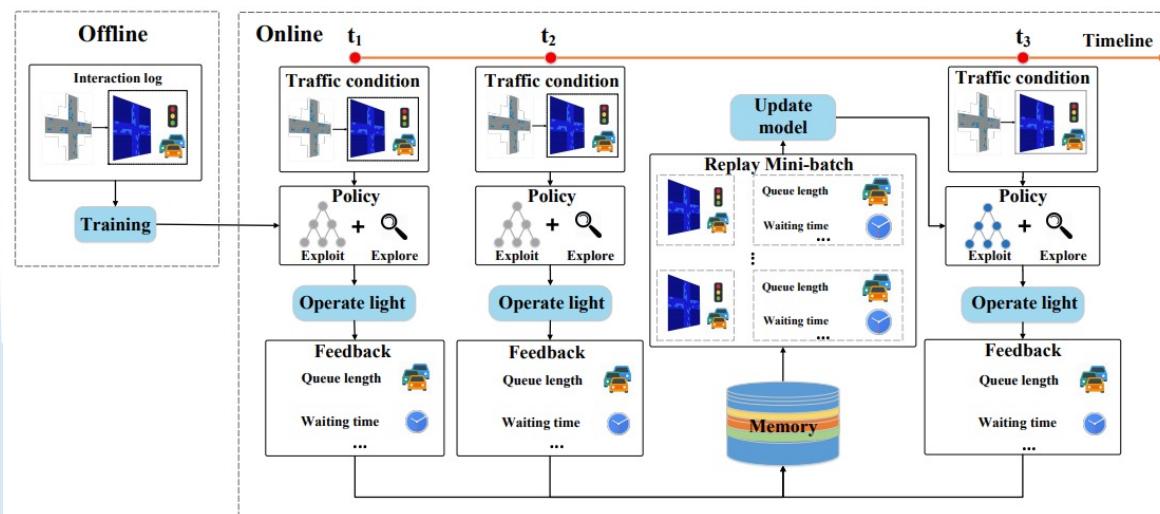
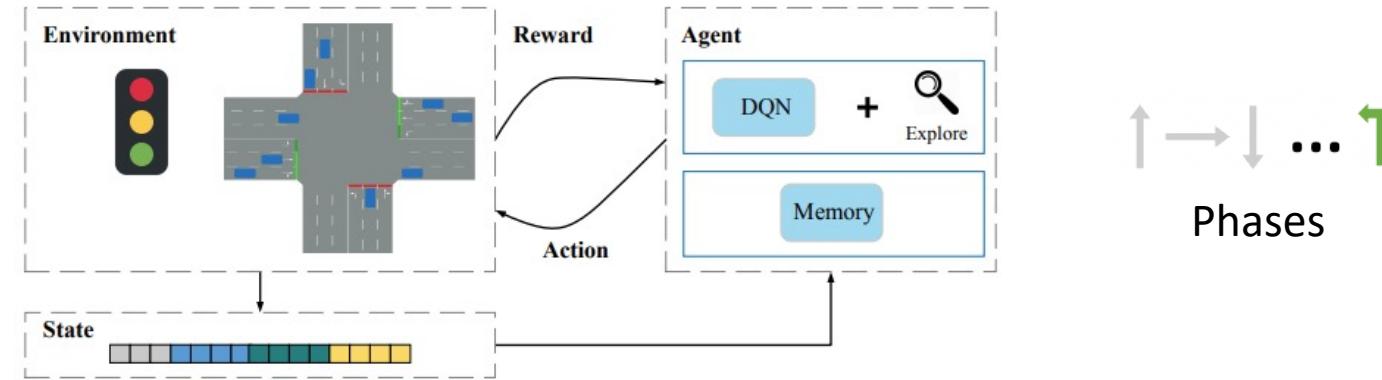


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1. Rule-Based Methods
2. Optimization-Based Methods
3. **Reinforcement Learning Based Methods**

Traffic Signal Control by RL



Single intersection

Multi intersection

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Traffic Signal Control by RL

Very Promising in Simulation Results!

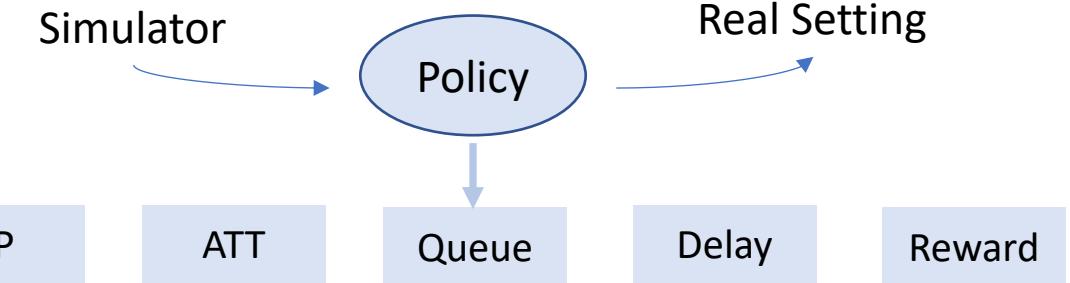
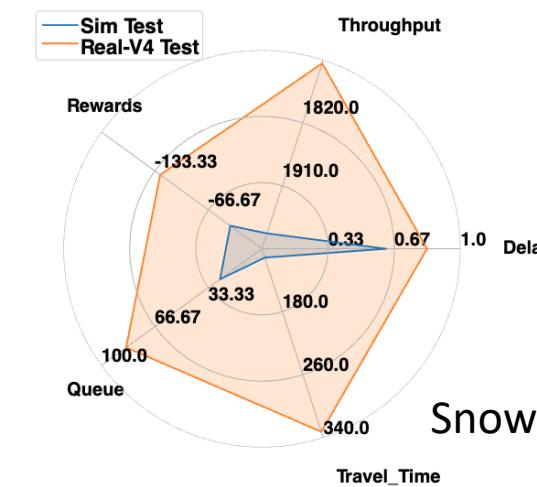
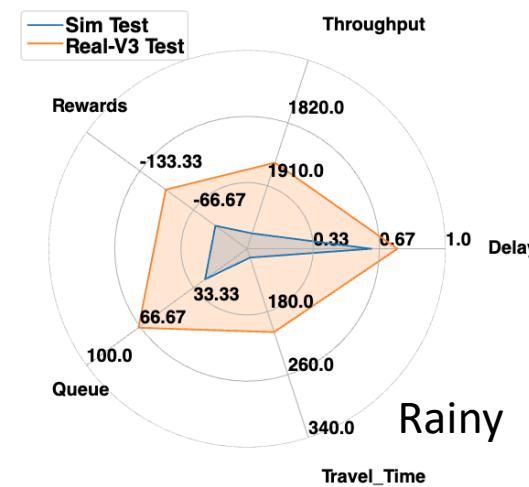
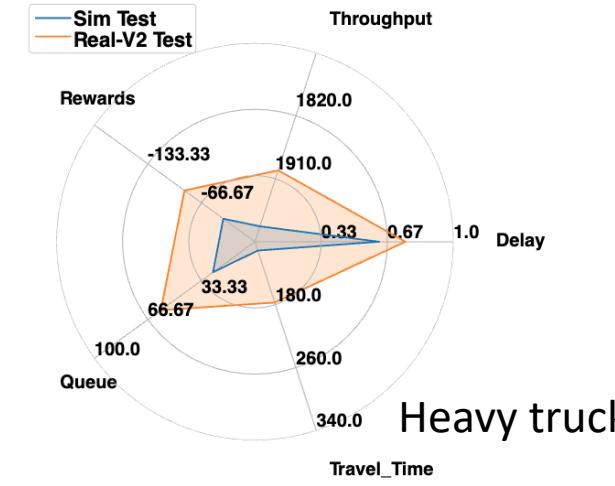
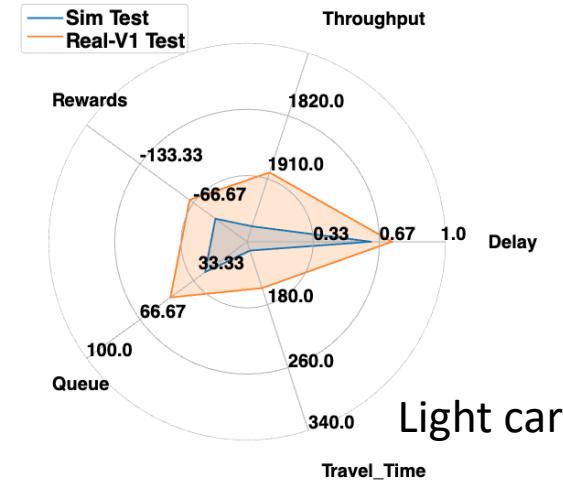


Deploy To Real World?

Not really ideal

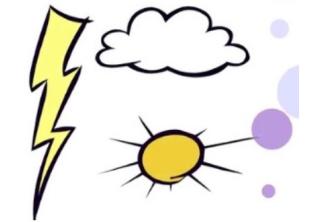
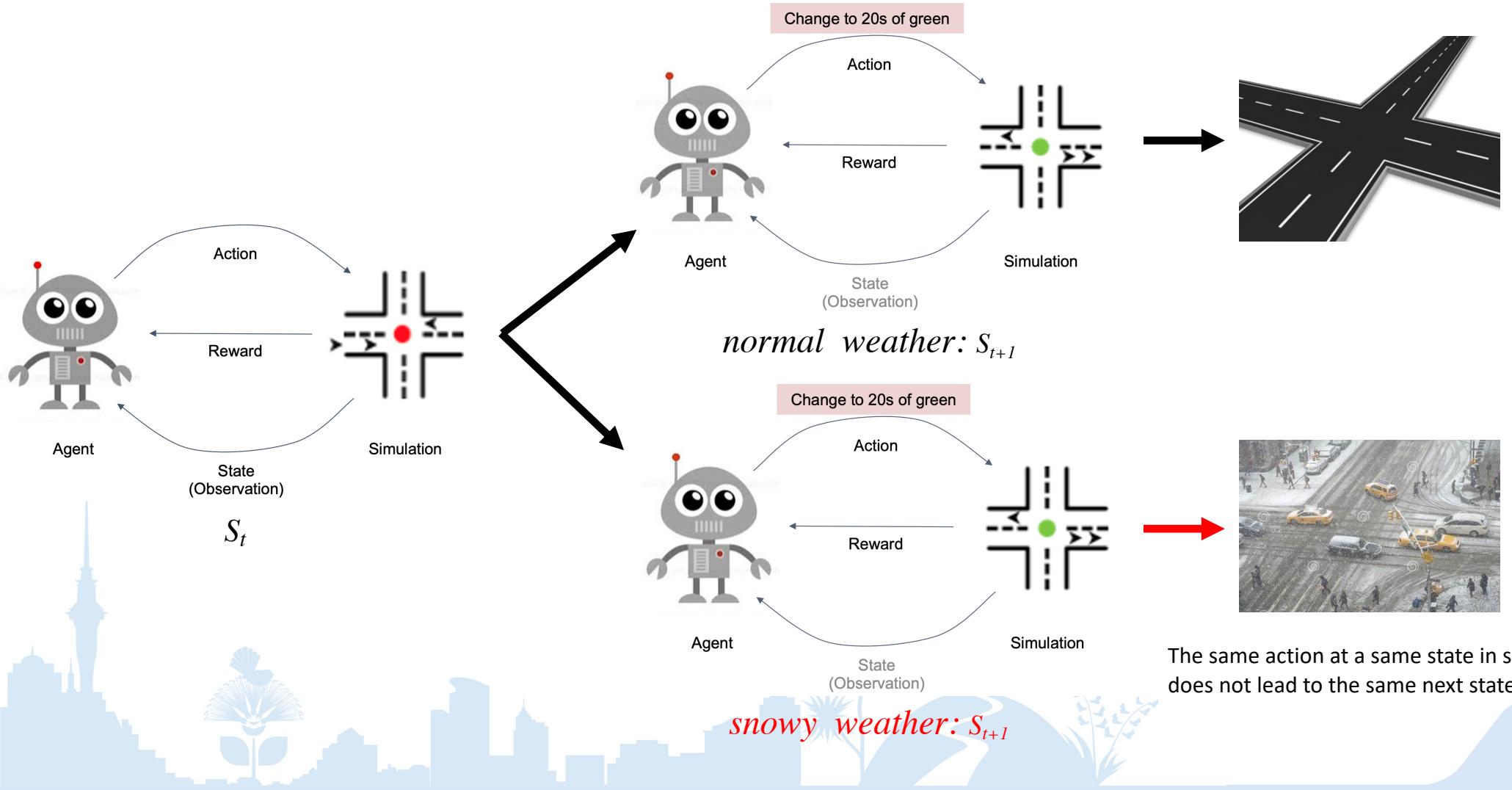


Explore the Sim2Real problem in TSC

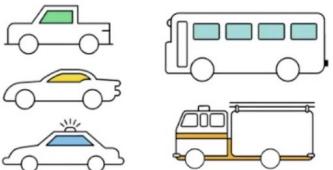


Why is there a Sim2Real gap?

Analysis and Reasoning



Weather changes



Vehicle changes

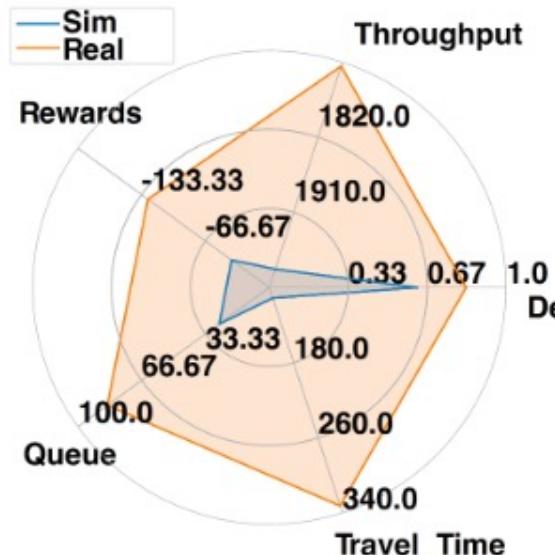


Dynamics change

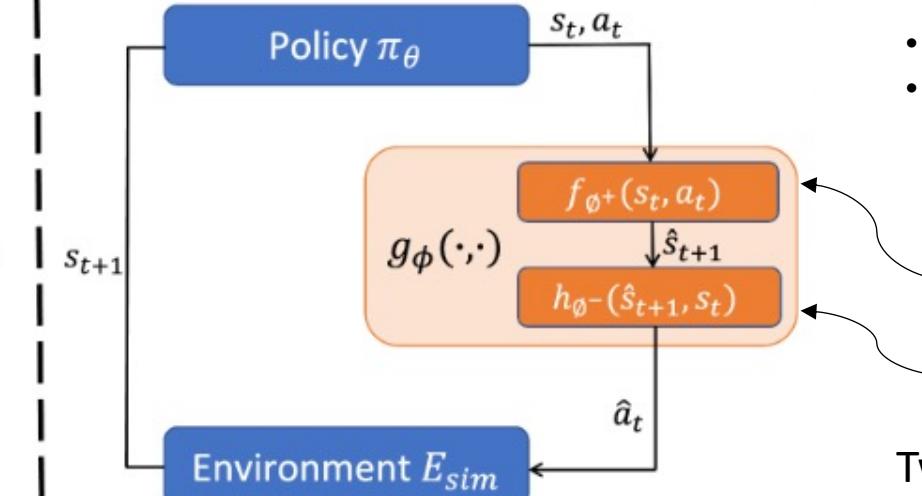


The same action at a same state in sim and real does not lead to the same next states !!!

Grounded Action Transformation (GAT)



Vanilla GAT



Key idea

- Learn the policy using the data generated in simulation
- Even though the data is generated in simulation, the dynamic is similar to the real-world

- Forward model
- Inverse model

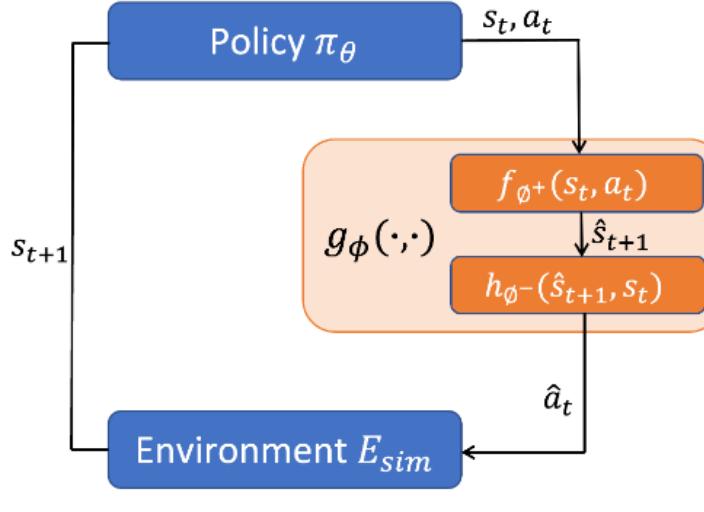
Two key models in GAT

But g_ϕ is likely to have high model uncertainty, may enlarge the performance gap!

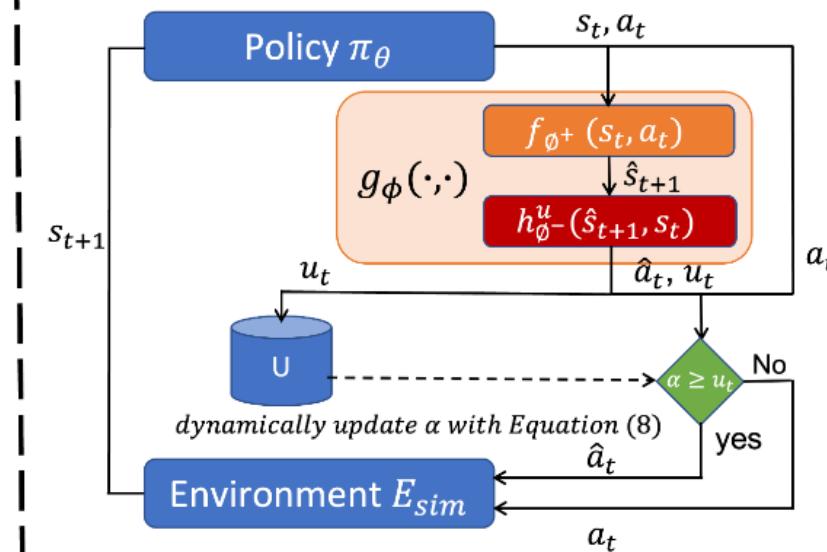
- Early exploration stages in simulation
- Unseen state and action inputs with limited real world data

Uncertainty-aware GAT

Vanilla GAT



UGAT



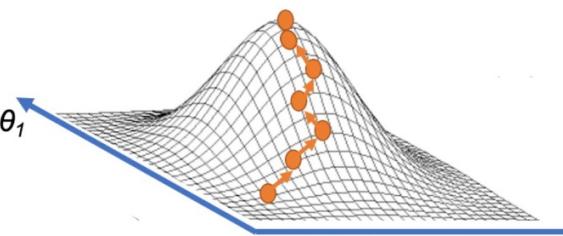
$$\phi^* = \arg \min_{\phi} \sum_{\tau^i \in \mathcal{D}_{real}} \sum_{t=0}^{T-1} d(P^*(s_{t+1}^i | s_t^i, a_t^i), P_\phi(s_{t+1}^i | s_t^i, a_t^i))$$

$$\hat{a}_t, u_t = g_\phi(s_t, a_t) = h_{\phi^-}(f_{\phi^+}(s_t, a_t), s_t)$$

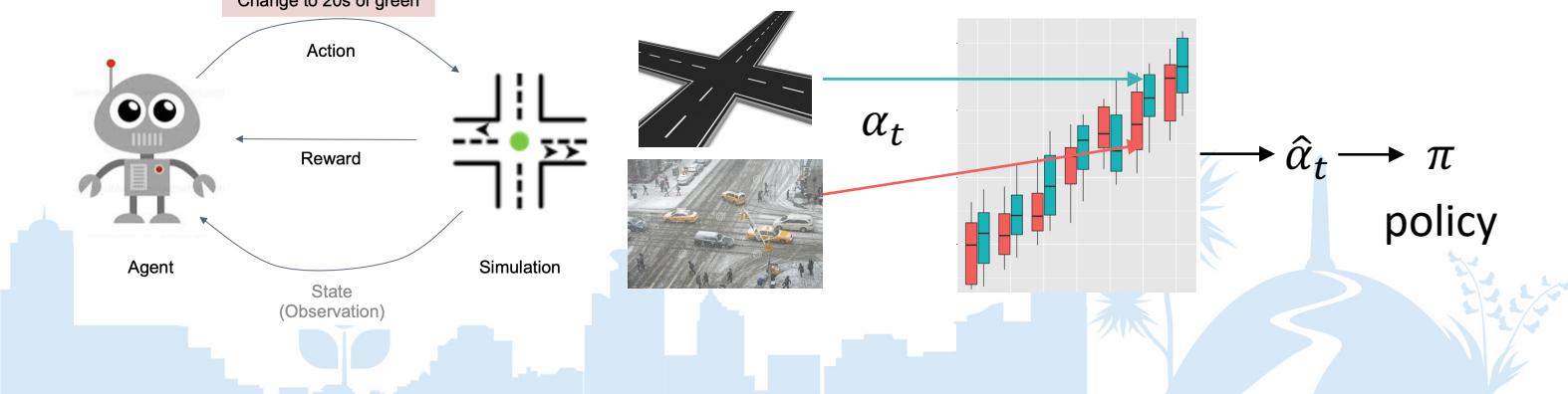
$$\alpha = \frac{\sum_{e=1}^E \sum_{t=0}^{T-1} u_t^e}{T \times E}$$

$$\hat{s}_{t+1} = f_{\phi^+}(s_t, a_t)$$

$$\hat{a}_t = h_{\phi^-}(\hat{s}_{t+1}, s_t)$$



- g_ϕ outputs an additional uncertainty u_t
- dynamic control by adjusting param α



Result analysis

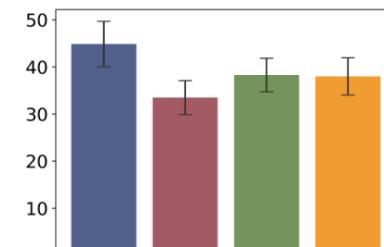
Setting	Direct Transfer					UGAT				
	ATT($\Delta \downarrow$)	TP($\Delta \uparrow$)	Reward($\Delta \uparrow$)	Queue($\Delta \downarrow$)	Delay($\Delta \downarrow$)	ATT($\Delta \downarrow$)	TP($\Delta \uparrow$)	Reward($\Delta \uparrow$)	Queue($\Delta \downarrow$)	Delay($\Delta \downarrow$)
V1	158.93(47.69)	1901(-77)	-71.55(-32.11)	47.71(21.59)	0.73(0.11)	144.72(33.49) \pm 3.61	1925(-52) \pm 4.58	-59.38(-19.94) \pm 3.08	39.58(13.47) \pm 2.04	0.67(0.05) \pm 0.01
V2	177.27(66.03)	1898(-80)	-87.71(-48.27)	58.59(32.47)	0.76(0.14)	164.65(53.52) \pm 12.94	1907(-71) \pm 13.06	-75.18(-35.74) \pm 8.37	50.25(24.14) \pm 5.56	0.72(0.10) \pm 0.01
V3	205.86(94.63)	1877(-101)	-101.26(-61.82)	67.62(41.51)	0.76(0.14)	183.22(71.99) \pm 13.22	1900(-78) \pm 13.08	-82.38(-42.94) \pm 9.11	55.05(28.94) \pm 6.08	0.72(0.10) \pm 0.01
V4	332.48(221.25)	1735(-252)	-126.71(-87.23)	84.53(58.42)	0.83(0.21)	284.26(173.03) \pm 6.67	1794(-184) \pm 12.05	-111.68(-72.24) \pm 7.25	74.54(48.43) \pm 4.82	0.8(0.18) \pm 0.01

Comparison between using Direct-Transfer and UGAT

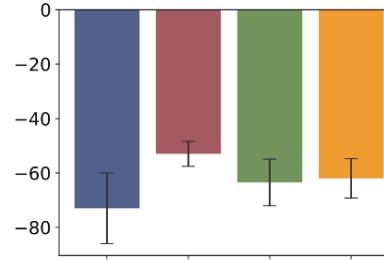
α	ATT_{Δ} ($\Delta \downarrow$)	TP_{Δ} ($\Delta \uparrow$)	$Reward_{\Delta}$ ($\Delta \uparrow$)	$Queue_{\Delta}$ ($\Delta \downarrow$)	$Delay_{\Delta}$ ($\Delta \downarrow$)
dynamic	33.49 \pm 3.61	-52 \pm 4.58	-19.94 \pm 3.08	13.47 \pm 2.04	0.05 \pm 0.01
0.2	68.59 \pm 7.14	-117 \pm 12.53	-40.42 \pm 3.92	27.11 \pm 4.29	0.12 \pm 0.05
0.4	55.87 \pm 7.83	-73 \pm 13.01	-30.69 \pm 4.54	20.30 \pm 3.28	0.12 \pm 0.01
0.5	39.12 \pm 4.21	-72 \pm 7.61	-25.07 \pm 5.71	16.88 \pm 5.11	0.08 \pm 0.01
0.6	47.09 \pm 2.79	-77 \pm 4.68	-34.11 \pm 3.99	21.31 \pm 2.38	0.10 \pm 0.03
0.8	48.53 \pm 6.70	-85 \pm 9.17	-37.85 \pm 6.23	25.60 \pm 2.91	0.11 \pm 0.01

Structure	ATT_{Δ} ($\Delta \downarrow$)	TP_{Δ} ($\Delta \uparrow$)	$Reward_{\Delta}$ ($\Delta \uparrow$)	$Queue_{\Delta}$ ($\Delta \downarrow$)	$Delay_{\Delta}$ ($\Delta \downarrow$)
UGAT	33.49 \pm 3.61	-52 \pm 4.58	-19.94 \pm 3.08	13.47 \pm 2.04	0.05 \pm 0.01
w/o dynamic α	39.12 \pm 4.21	-72 \pm 7.61	-25.07 \pm 5.71	16.88 \pm 5.11	0.08 \pm 0.01
w/o α , uncertainty	44.87 \pm 4.81	-73 \pm 12.99	-30.59 \pm 3.80	20.50 \pm 1.97	0.09 \pm 0.01
w/o Grounding	47.71 \pm 6.73	-77 \pm 10.64	-32.11 \pm 4.24	21.60 \pm 3.12	0.11 \pm 0.02

Dynamic vs Static Control Grounding Action



(a) ATT_{Δ} of 4 methods



(b) TP_{Δ} of 4 methods

Ablation study

Evidential Deep Learning Module
to capture the model uncertainty

Uncertainty investigation across 4 methods (**EDL best**)

Take away

- While RL works for decision making, the sim2real gap exists
- Grounded action transformation is a possible solution to Sim2Real
 - But only conduct grounding when model is certain

Future work for mitigate Sim2Real problems:

- 1) A more realistic simulator by learning internal transitions using real world data
- 2) Same simulator, but how to better rectify policy actions to learn a transferrable policy
- 3) Deploy to real world for testing the effectiveness

Uncertainty-aware Grounded Action Transformation towards Sim-to-Real Transfer for Traffic Signal Control

IEEE CDC 2023 [Singapore] & arXiv

Tutorial on the corss-simulator analysis and experiment IEEE-ITSC – CBLab & LibSignal [Spain]

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Cross-simulator Datasets and Evaluations for Traffic Control Policies

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