

CIVL6415

TRAFFIC ANALYSIS AND SIMULATION

MODULE 2

Introduction to traffic simulation

Lecture Week 4

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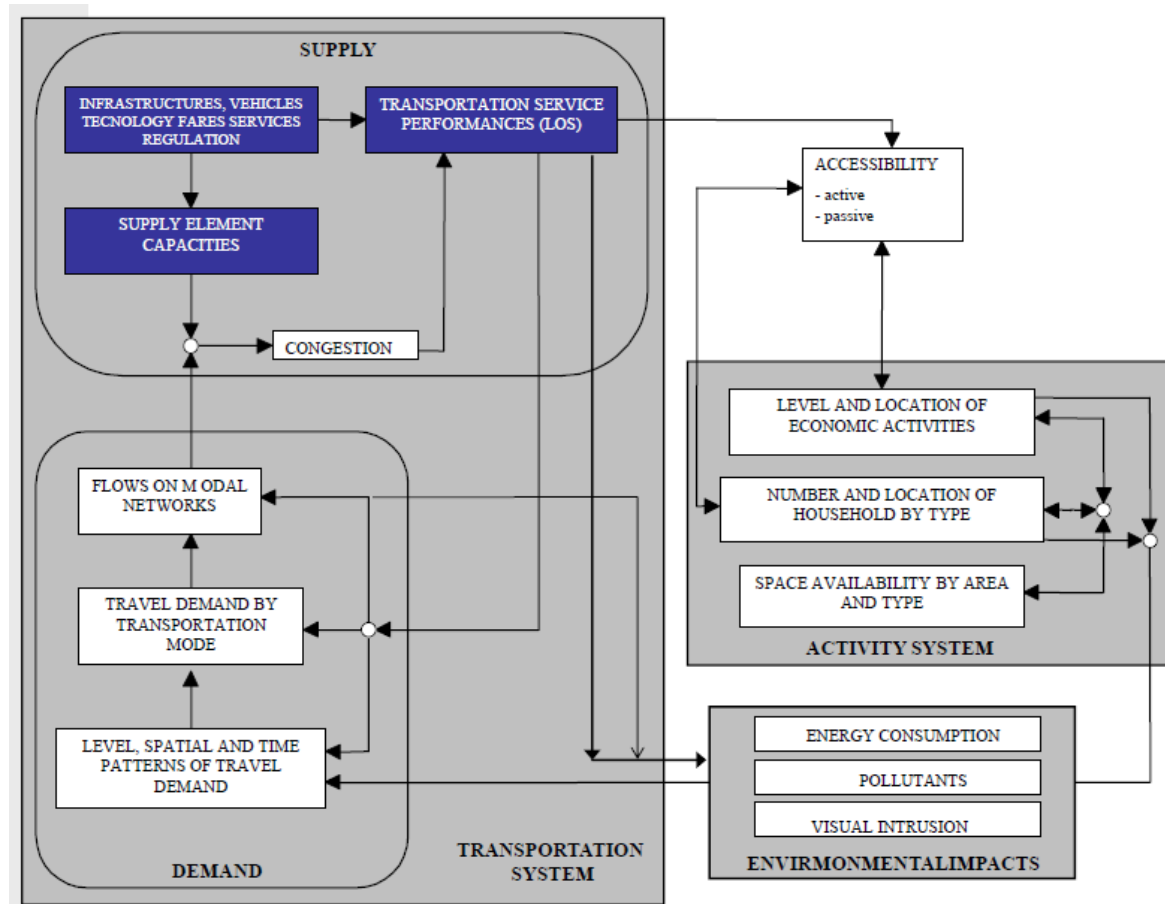
- **Transportation systems**
 - Supply systems
 - Demand modelling
 - Decisions on transportation systems
 - short-term, medium-term, long-term

- **Role and structure of transport models**
 - Time-Space representation
 - Static-Dynamic models
 - Micro-Meso-Macro models

- **Transportation systems**
 - **Supply systems**
 - **Demand modelling**
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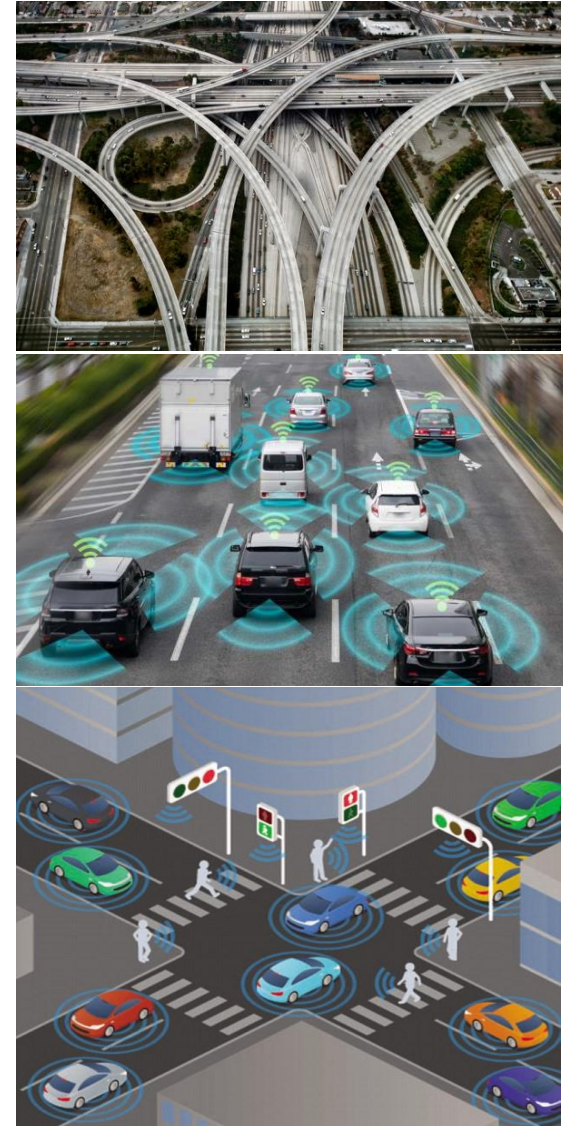
Transportation systems

- Complex relationships
- Supply, Demand, Activity (Land use)

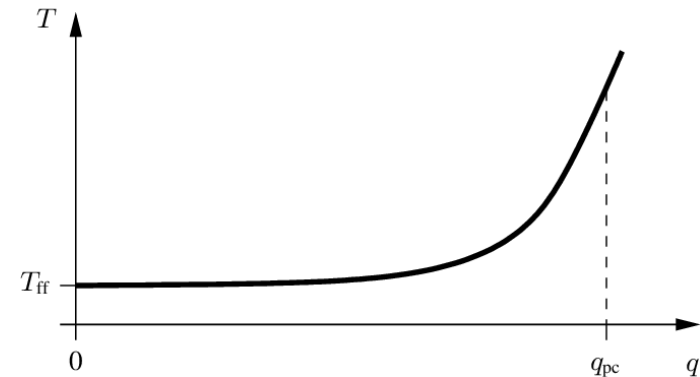


Supply systems

- Infrastructure
 - Roadways, Public transport facilities,
 - Parking, etc.
- Vehicles
 - Private cars, Public transport vehicles
 - Bicycles, Active transport
- Technologies
 - Traffic signals, Smart management
 - Traveller information systems



- Capacity
- Congestion and Travel times
- Congestion influences
 - Travel times
 - Reliability of the system
 - Emissions
 - Wellbeing

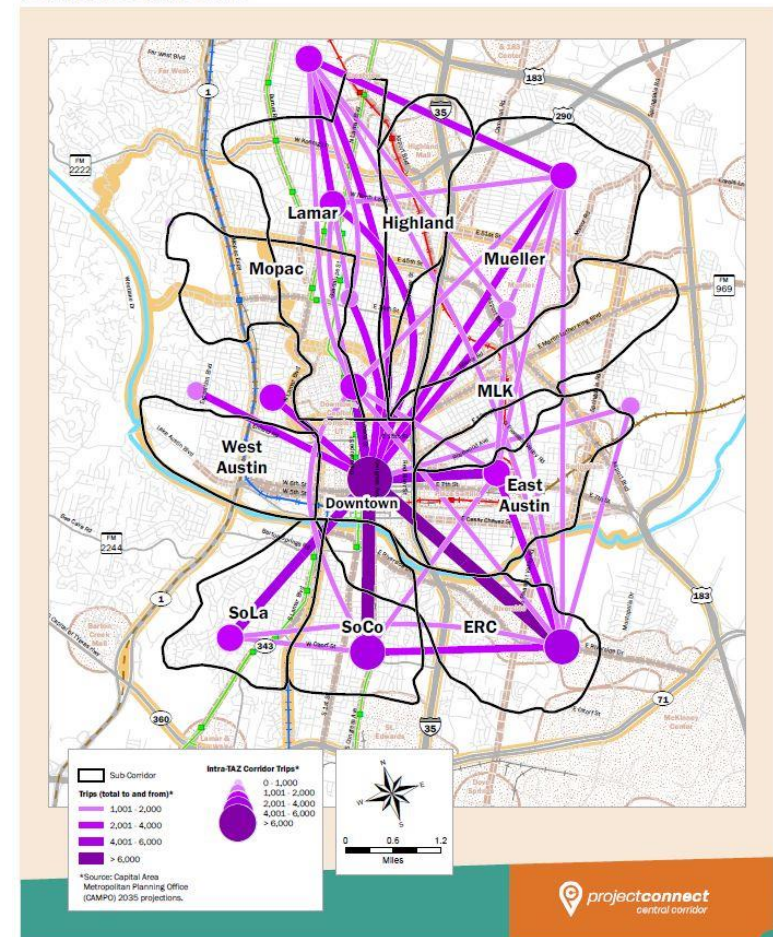


Bureau of Public Roads (BPR)
function – Travel time vs. Volume

Travel demand

- Travel demand is a “derived function” from the participation of people in activities
- Land use (residential and work areas)
- Average number of daily trips
- Mode distribution
- Probabilistic choices
 - Route
 - Departure time
 - Mode

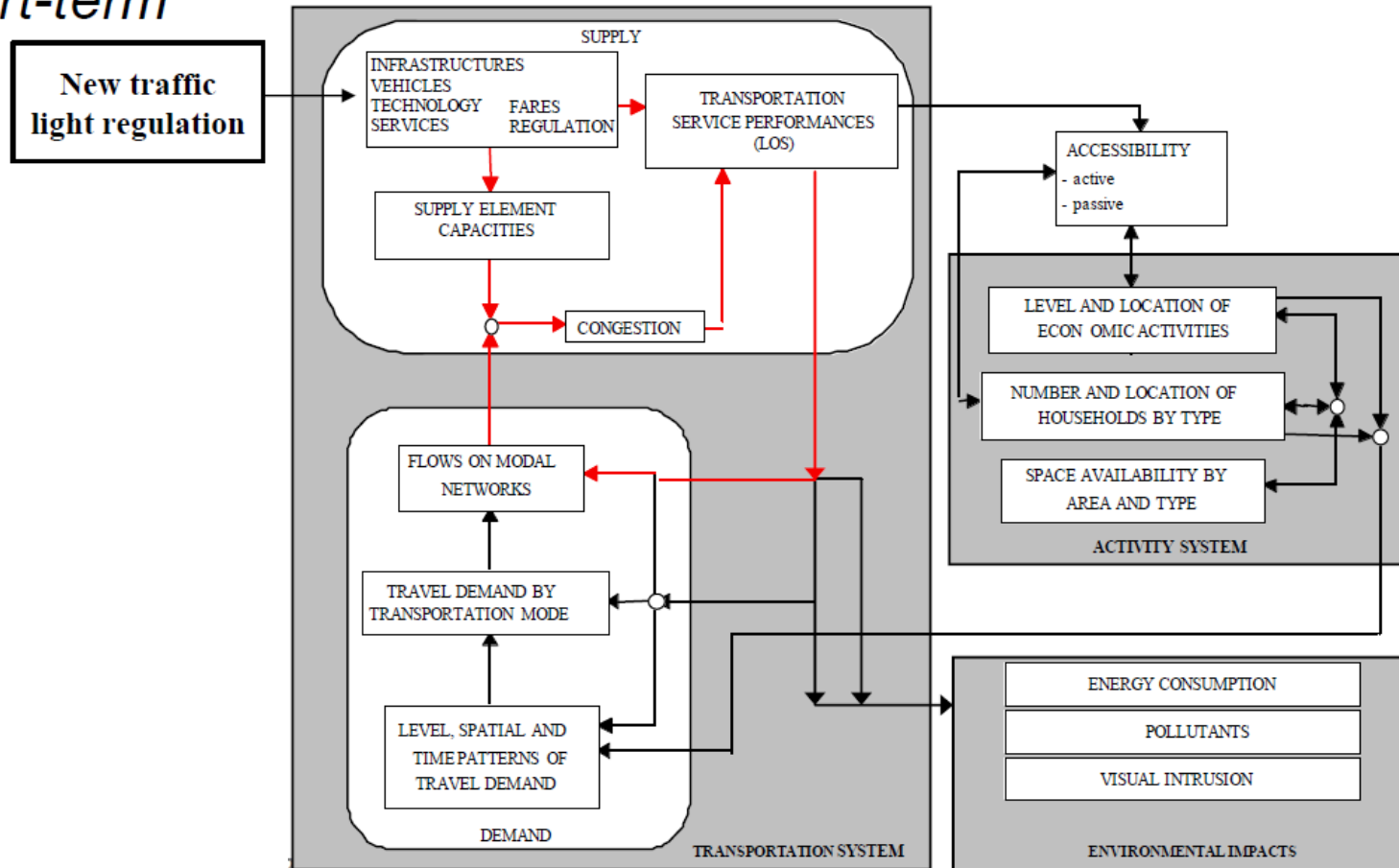
TRAVEL DEMAND MODEL 2035 ORIGIN-DESTINATION TRIPS
(CENTRAL CORRIDOR) B



- **Transportation systems**
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 - **short-term, medium-term, long-term**
- **Role and structure of transport models**
 - Time-Space representation
 - Static-Dynamic models

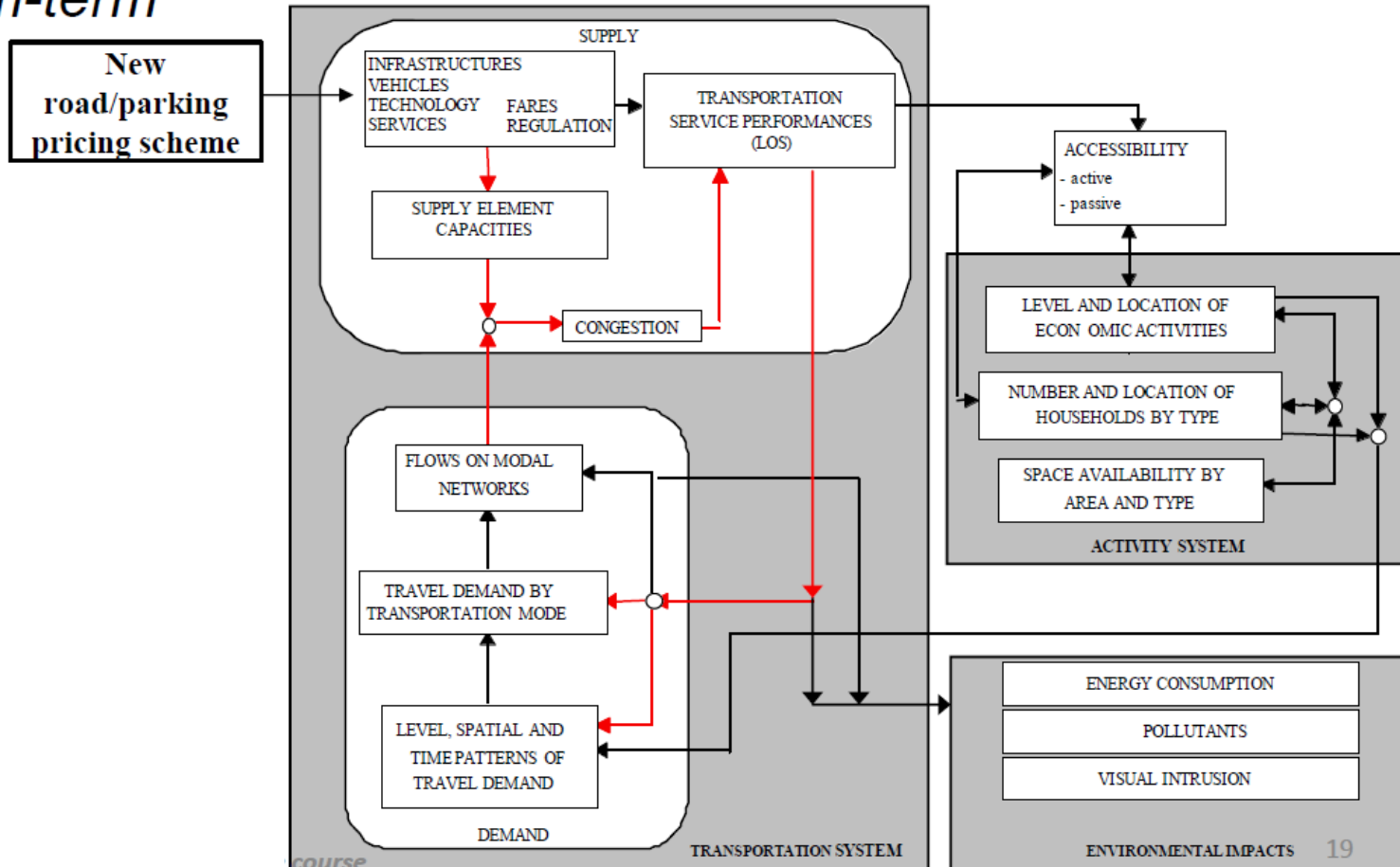
Feedback loops

Short-term



From Cascetta
Introduction to traffic modelling

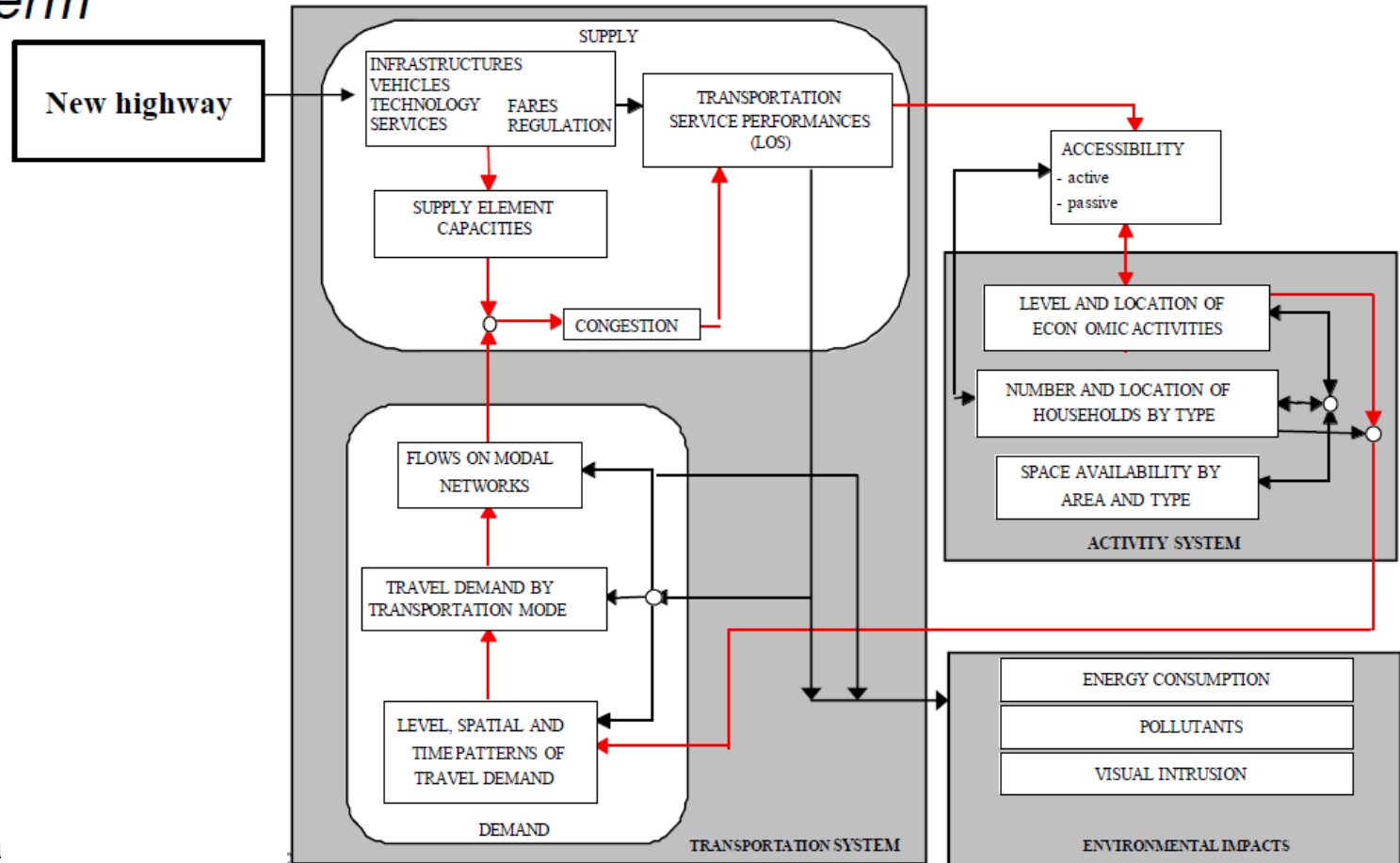
Feedback loops *Medium-term*



From Cascetta
Introduction to traffic modelling

Feedback loops

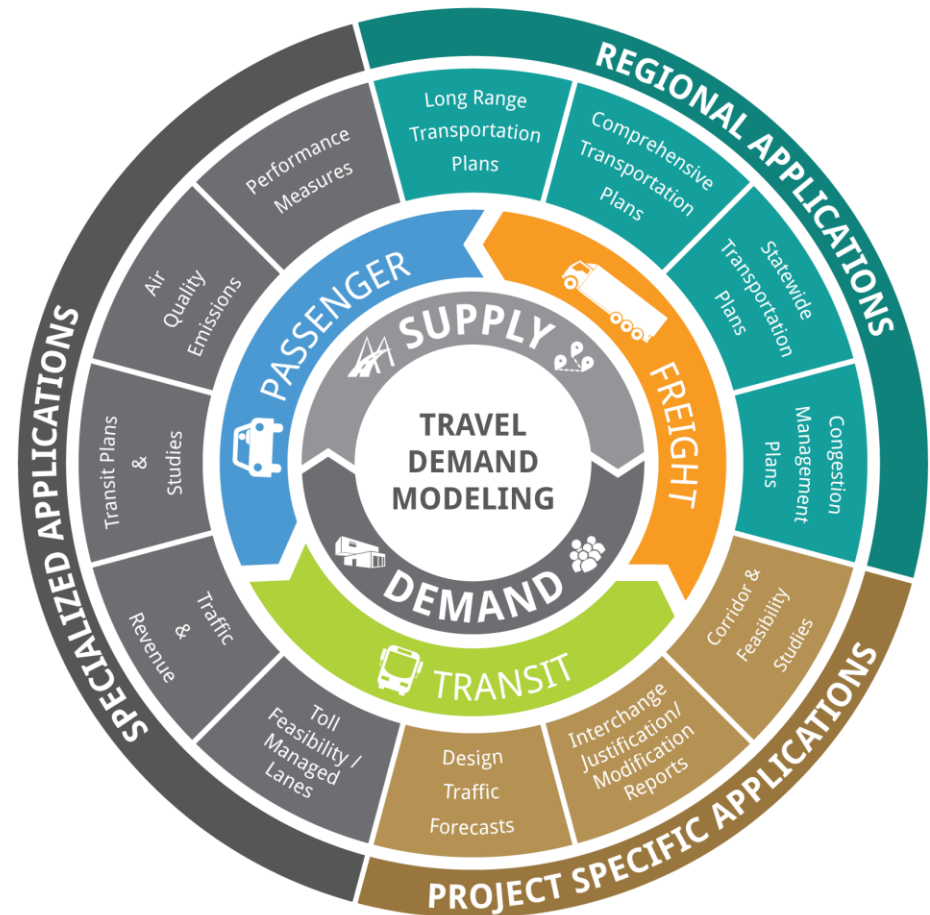
Long-term



From Cascetta
Introduction to traffic modelling

Decisions

- Transport Infrastructure
 - Building new roadways
 - Upgrading existing facilities
- Public Transport
 - Fares, timetables
- Vehicles & Technologies
 - Fleet composition, car-sharing
 - ITS technologies
- Policy / Regulations
 - Parking policy
 - Land use regulations, economic activities

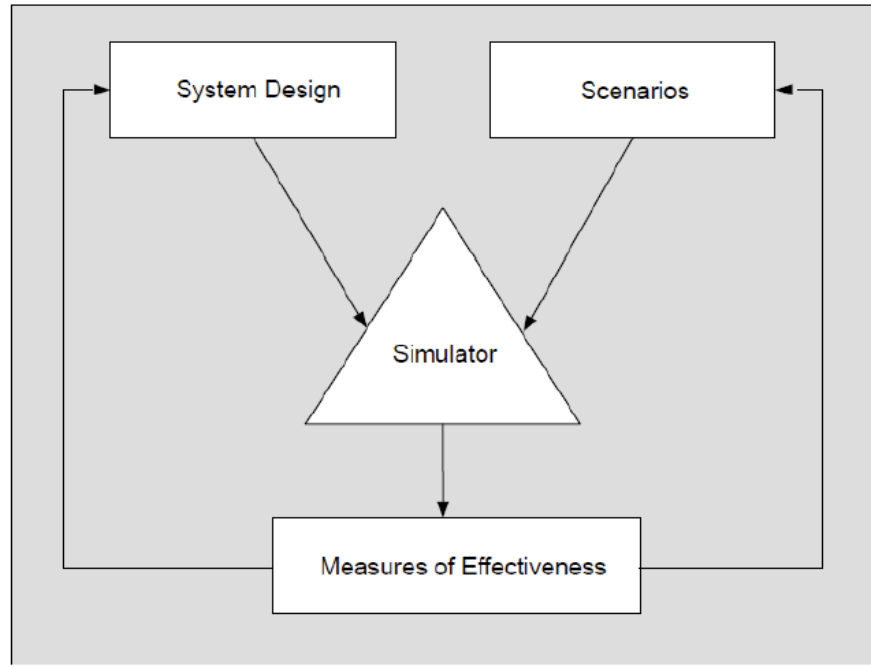


- Off-line evaluation
 - Future system and network modifications
 - Pricing policy changes
 - Before-After comparison

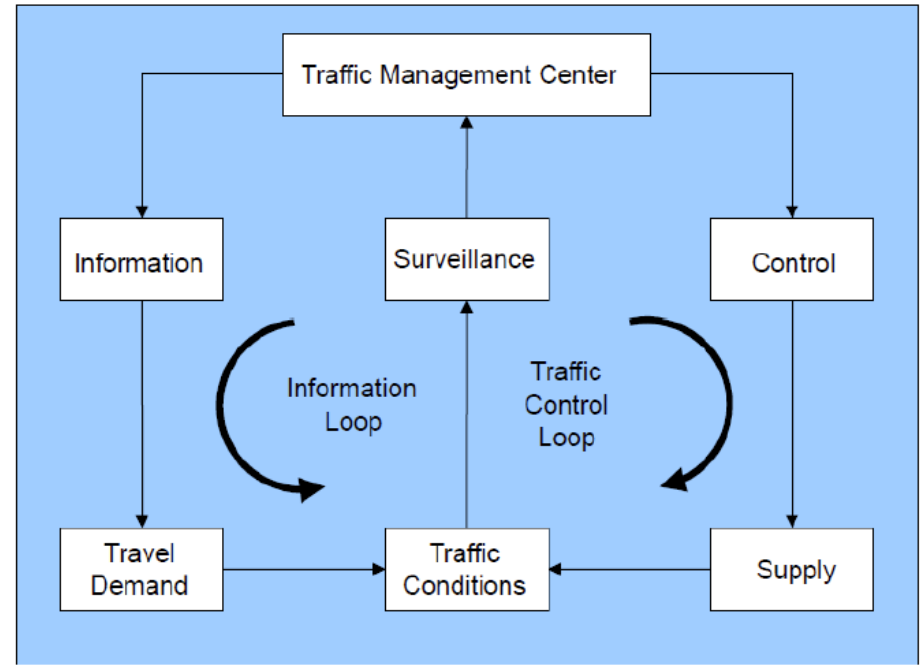
- On-line or Real-time decision support systems
 - Route guidance
 - Adaptive traffic control
 - [Traffic management](#)

Offline vs Online

Offline evaluation



Online decisions

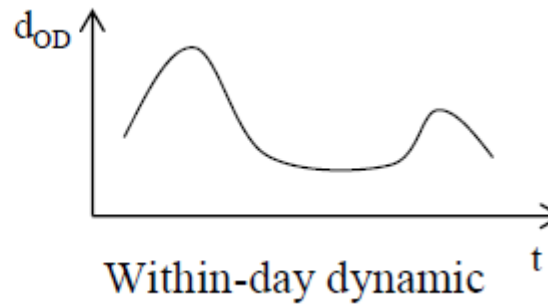
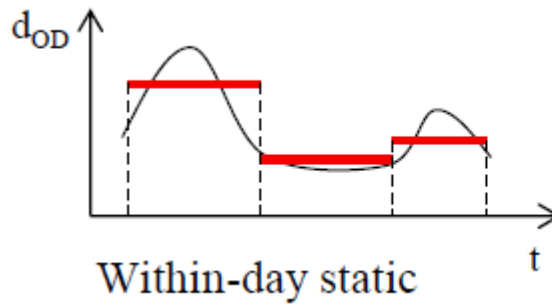


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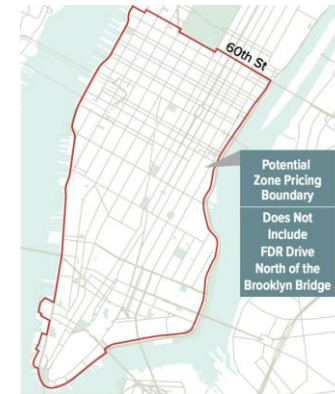
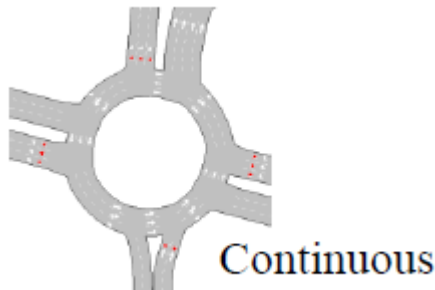
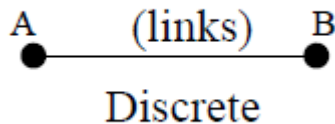
- **Role and structure of transport models**
 - **Time-Space representation**
 - **Static-Dynamic models**

Levels of representation

- Time representation



- Space representation



- User representation

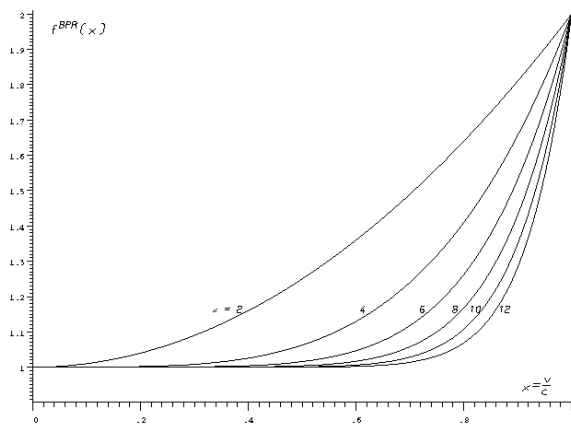
- Discrete particles
- Continuous fluid

STATIC TRAFFIC MODELS

- Off-line evaluation
- Planning purposes

- ***4-Step Modelling***
 - Trip generation (Estimate trips produced and attracted in each zone)
 - Trip distribution (Find O-D flows)
 - Mode split (Consider alternative transport modes)
 - **Traffic assignment (Route choice for O-D car flows)**
 - **Static traffic models with travel time functions**
 - **Equilibrium**

Roadway performance function



Bureau of
Public Roads
(BPR) - travel
time function

- Travel time is assumed to increase with traffic flow
 - Linearly (not realistic)
 - Nonlinearly (e.g., BPR)

$$T_f = T_o * \left(1 + \alpha * \left[\frac{V}{C} \right]^\beta \right)$$

where:

T_f = final link travel time

T_o = original (free-flow) link travel time

α = coefficient (often set at 0.15)

V = assigned traffic volume

C = the link capacity

β = exponent (often set at 4.0)

Graph, Links, Paths

■ GRAPH

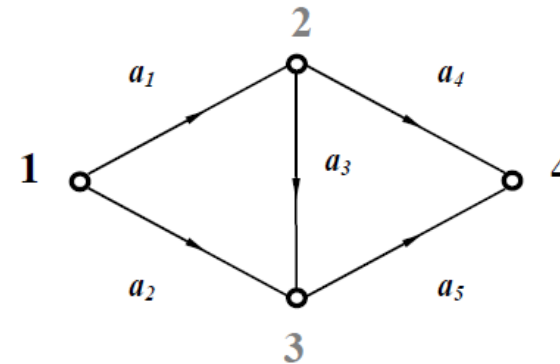
Ordered pair of sets $G(N,L)$ representing network connections

$N = \{1, 2, 3, 4\}$

$L = \{a_1, a_2, a_3, a_4, a_5\}$

Origin centroid: 1

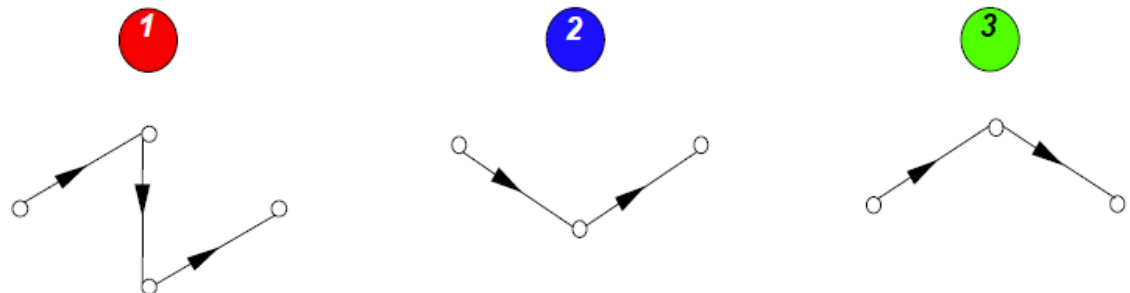
Destination centroid: 4



■ Path k:

Sequence of links representing “typical” trips allowed by the supply system modelled

Path set $K = \{1, 2, 3\}$



Simulation period = simulation life = 1 hour

- PATH FLOWS**

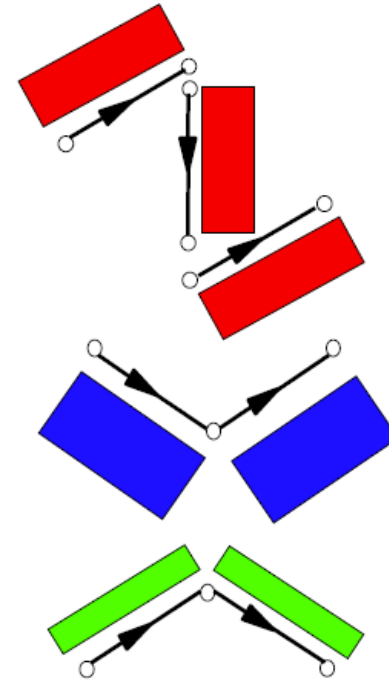
\bar{h}_k : (average) flow along path k during the simulation period T
[veh/h]

$$\Rightarrow \bar{h}_1 = 800 \text{ veic/h}$$

$$\Rightarrow \bar{h}_2 = 1200 \text{ veic/h}$$

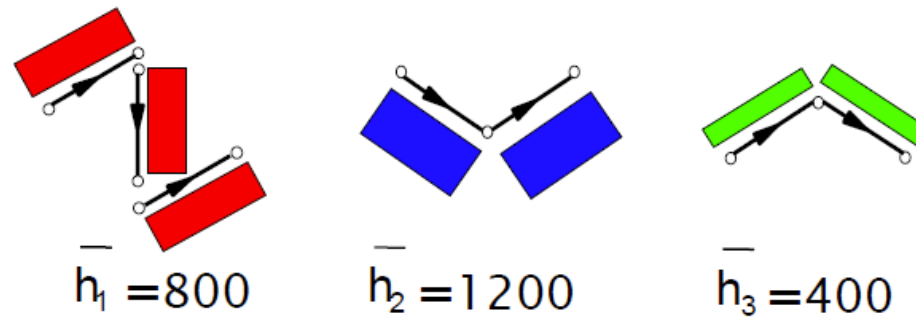
$$\Rightarrow \bar{h}_3 = 400 \text{ veic/h}$$

$$2.400 \text{ veic/h}$$



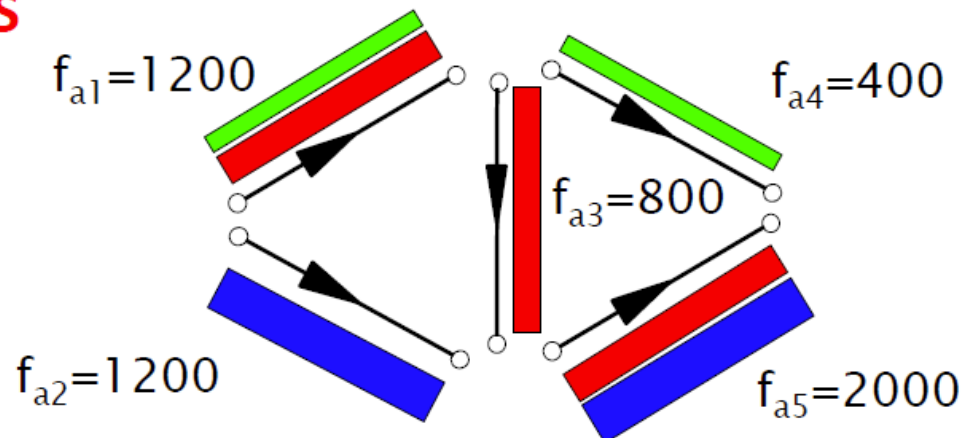
Path flows are propagated simultaneously on each link belonging to the path

Link flows



Network flow propagation

LINK FLOWS

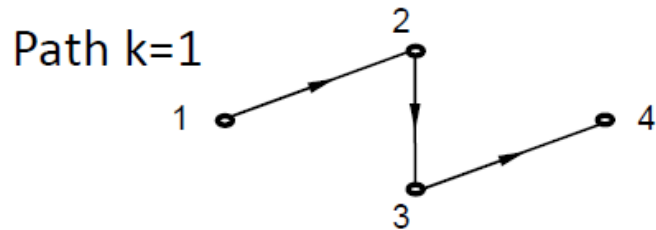


DYNAMIC TRAFFIC MODELS

Time-dependent flows

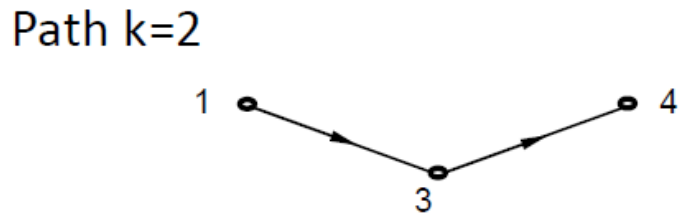
Path flows (time dependent)

(2/2)



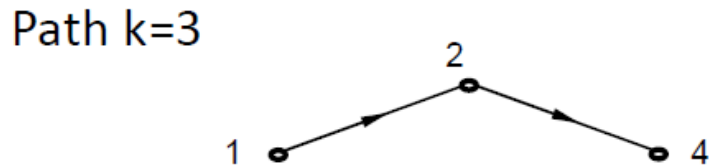
$$h_1 = \begin{bmatrix} 200 \\ 10 \\ 400 \\ 100 \end{bmatrix} \begin{matrix} 1_1 \\ 1_2 \\ 1_3 \\ 1_4 \end{matrix}$$

$$\bar{h}_1 = 800 \text{ veic/h}$$



$$h_2 = \begin{bmatrix} 300 \\ 300 \\ 200 \\ 400 \end{bmatrix} \begin{matrix} 2_1 \\ 2_2 \\ 2_3 \\ 2_4 \end{matrix}$$

$$\bar{h}_2 = 1200 \text{ veic/h}$$



$$h_3 = \begin{bmatrix} 0 \\ 100 \\ 300 \\ 0 \end{bmatrix} \begin{matrix} 3_1 \\ 3_2 \\ 3_3 \\ 3_4 \end{matrix}$$


$$\bar{h}_3 = 400 \text{ veic/h}$$

Each square represents 100 vehicles

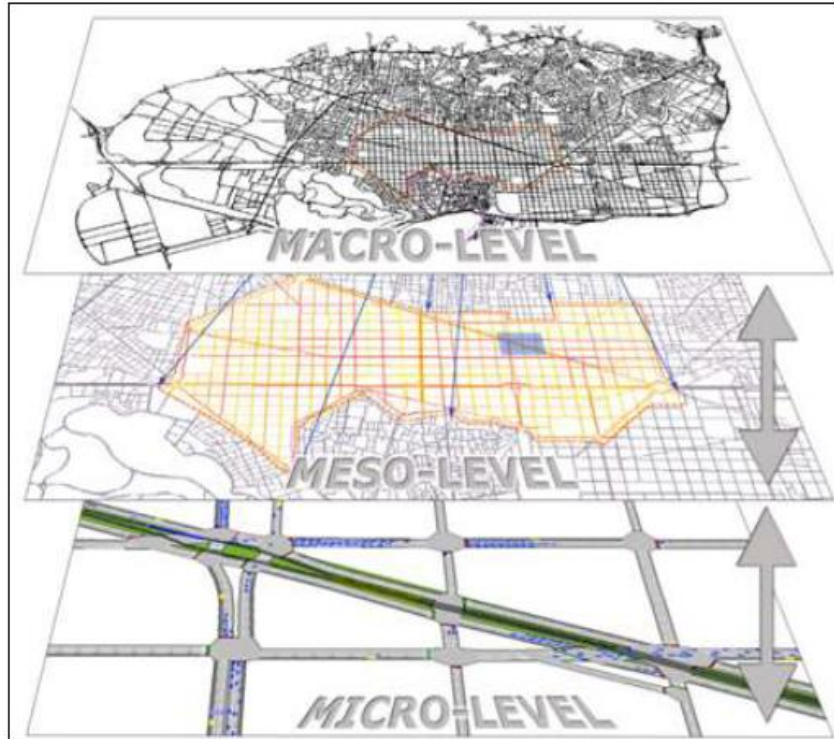
- **User variables** *how vehicles are simulated*
 - AGGREGATE
 - i.e. traffic stream as a continuous fluid
 - DISAGGREGATE
 - i.e. traffic stream composed by single vehicles

- **Speed variables** *how network performance are simulated*
 - AGGREGATE
 - i.e. each link with an average speed for all vehicles on it
 - DISAGGREGATE
 - i.e. each single vehicles with its own speed

Modelling approaches

| <i>Speed variables</i> <i>user variables</i> | Aggregate $u(x,t)$ | Disaggregate $u_i(t)$ |
|---|--|--------------------------|
| Aggregate $q(x,t), k(x,t)$ |  | |
| Disaggregate $x_i(t)$ | MESO scopic | MICRO scopic |

Modelling approaches



Source: Barcelo, J. Casas J, Garcia D & Perarnau J (2005)

❑ Static:

- Large scale, strategic, no detailed representation of congestion.

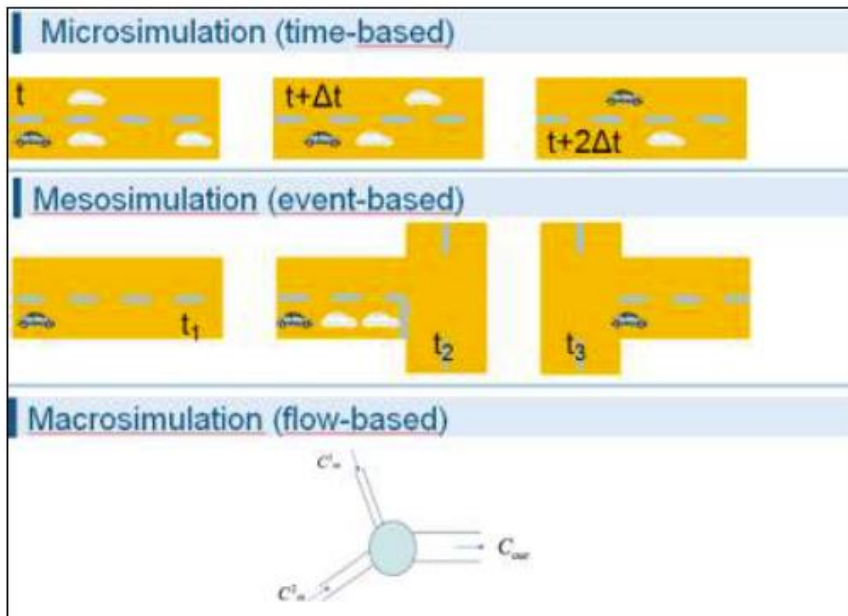
❑ Meso:

- Medium scale, models intersections in detail, capable of dynamic assignment.

❑ Micro:

- Finest level of detail, complex signal operation, models individual vehicle movements.

- True/False questions:
 - All traffic models capture the time dependent nature of traffic.
 - Mesoscopic models are used in the four-step planning framework.
 - Microscopic models build on car following and lane changing models.
 - Static traffic models model individual vehicles in the network.

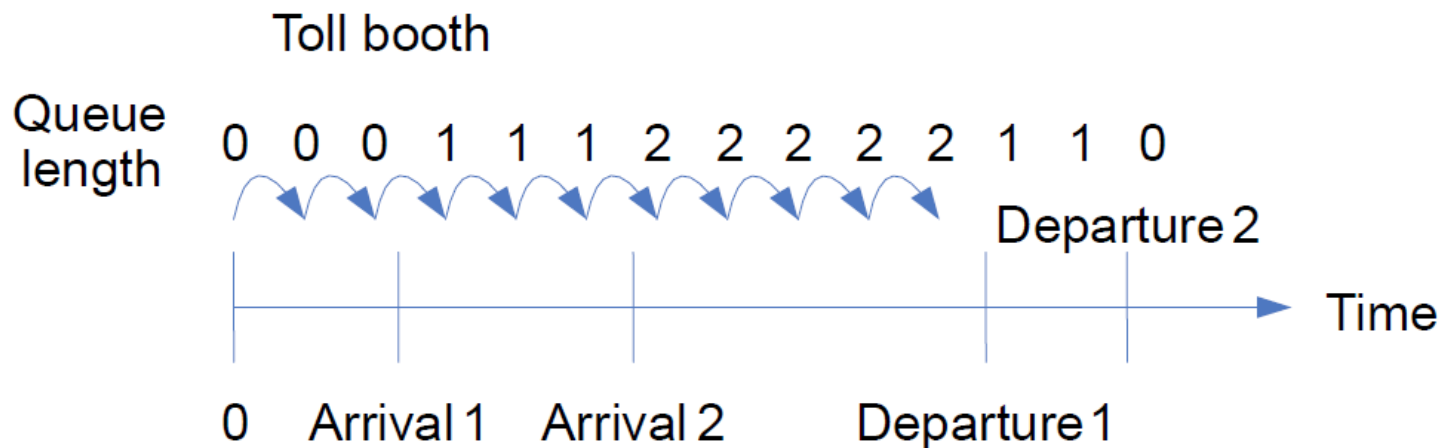


Source: TSS Aimsun 8.1.4 User's Manual 2016

- Discrete event simulation:
Simulation time changes when an event occurs.
 - Vehicle generation, vehicle node movement, traffic signal change.
 - Simplified car-following and gap acceptance model
- Vehicle considered only as it enters and exits a node section.
- Does not consider acceleration/ deceleration or details lane changing behaviour.

Time-based simulation

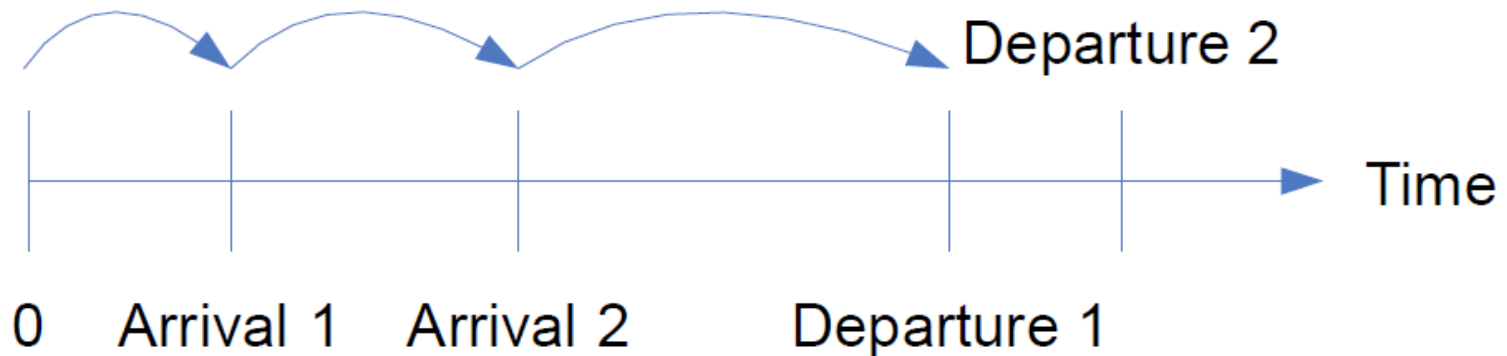
- Pre-defined equal time intervals
 - at each time step update system state
 - process all events occurring at $(t-\Delta t, t]$



Event-based simulation

- Maintain list of upcoming events
- Process events of current time
- Advance clock to time of the next event

Toll Booth



- Inputs, models are probabilistic

Monte Carlo simulation

- Calculate probability of event
- Draw random numbers to realize event

Implications

- Input distributions
- Outputs are random variables

- True/False questions:
 - Event-based simulation requires a list of upcoming events.
 - In time-based simulation, time interval can vary.
 - In time-based simulation, system state has to be updated only when a new event occurs.
 - Static traffic models build on an event-based simulation technique.

- Common for evaluation of freeway corridor operations
- Traffic dynamics
 - Macroscopic traffic flow
- Basic approach
 - Numerical solution
 - Discretization of space and time



- **Objective:** Provide fundamental relationships among macroscopic traffic stream characteristics for uninterrupted flow conditions
 - *Speed-density*
 - *Flow-density*
 - *Speed-flow*
- *Does not consider individual vehicles*
- *Fluid approximation*

Macroscopic models

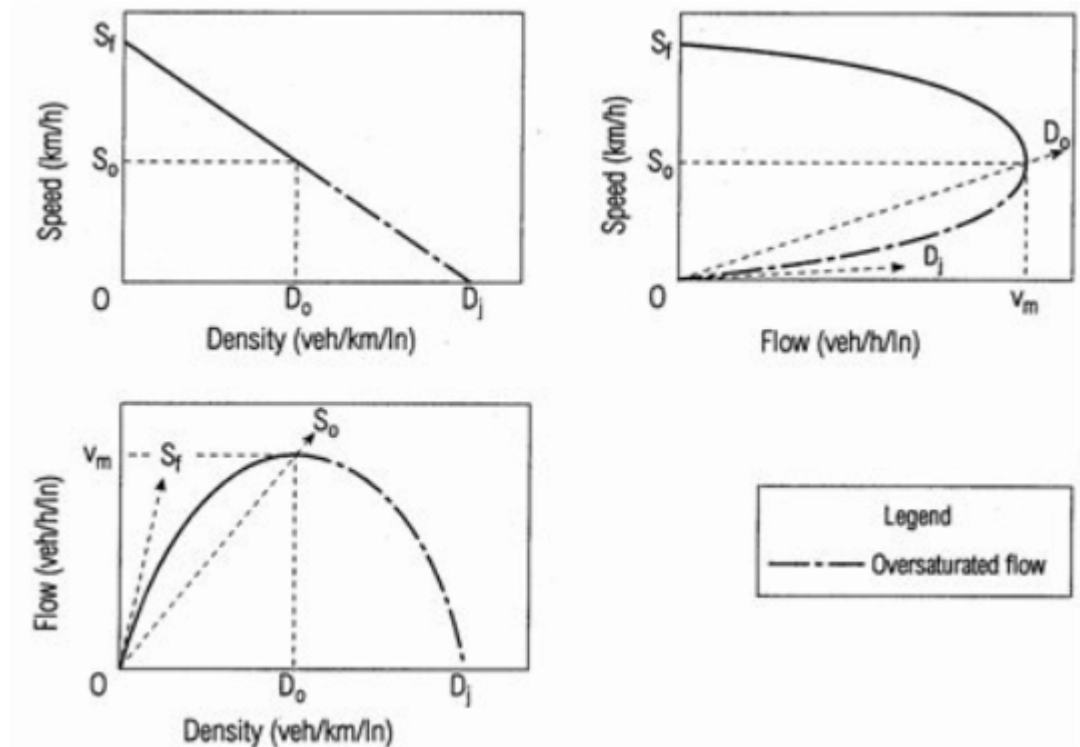
■ Fundamental relationship

$$q = v k$$

q = flow [veh/h]

v = speed [km/h]

k = density [veh/km]



▪ Models to represent the fundamental diagram

Greenshield's model:

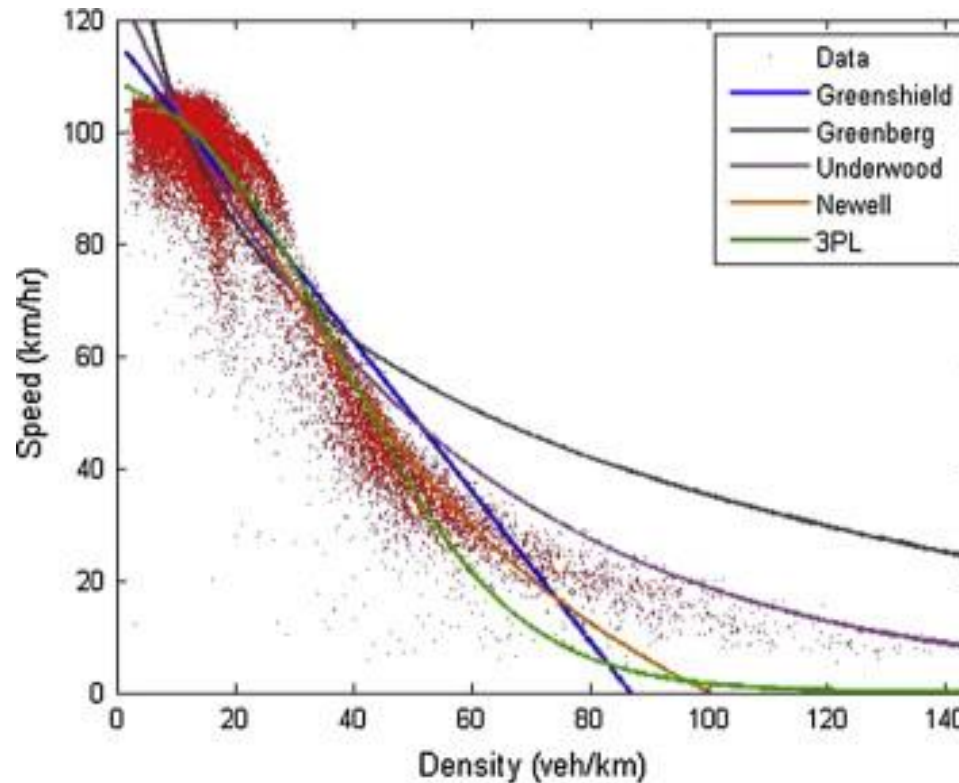
$$u = u_f \left(1 - \frac{k}{k_j} \right) \quad q = uk = ku_f \left(1 - \frac{k}{k_j} \right)$$

Greenberg's model:

$$u = c \ln \left(\frac{k_j}{k} \right) \quad q = uk = k_j u e^{-u/c}$$

u_f k_j are the parameters to be calibrated

■ Models to represent the fundamental diagram

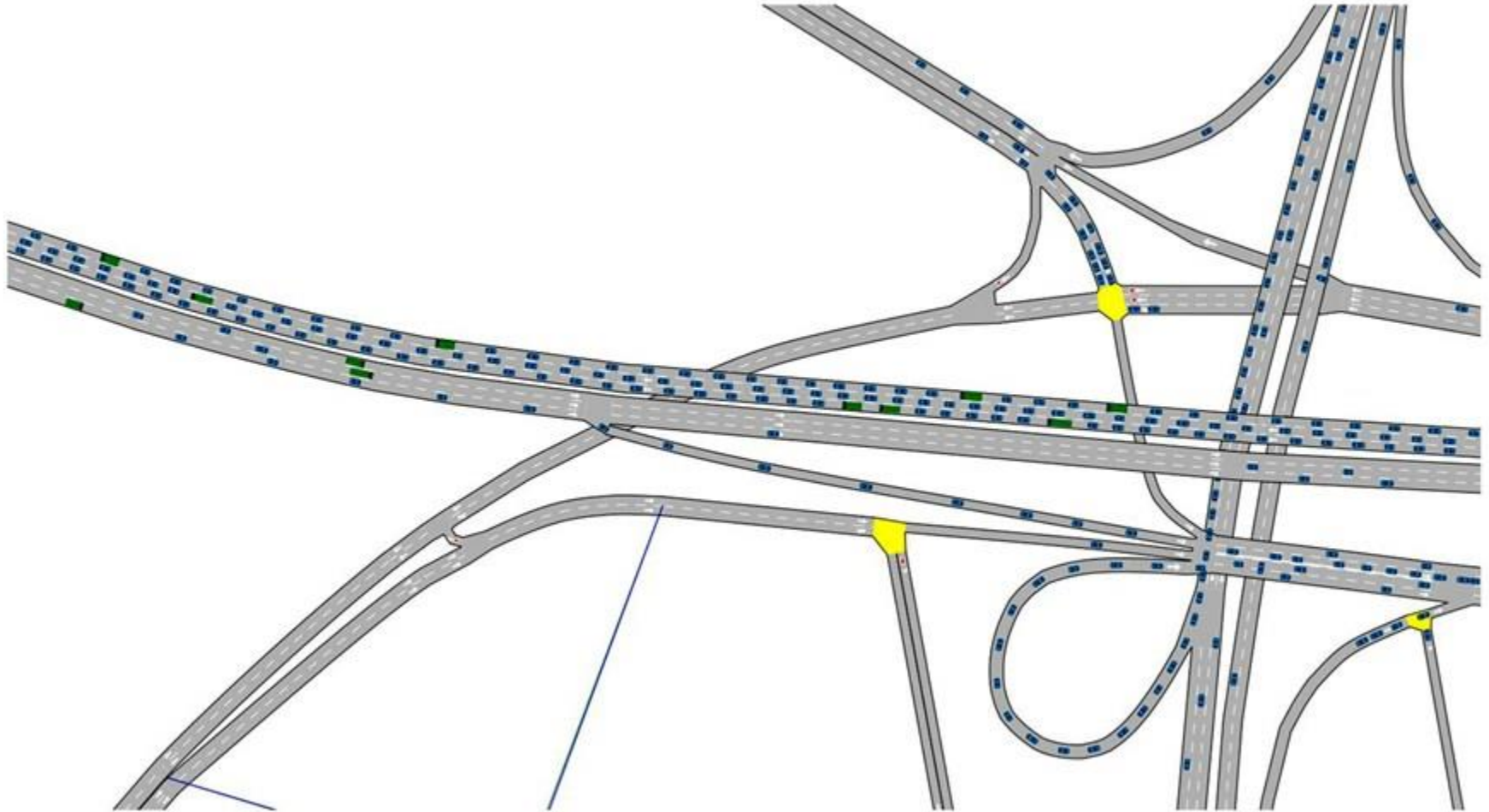


from Qu *et al.* (2015)

All models are wrong, but some are useful!!

- Traffic stream examples
 - FREFLOW (Payne et al, 1973)
 - NETCELL (Daganzo et al., 1994)
 - METANET (Papageorgiou et al., 2006)
- Freeway networks
- Ramp metering strategies
- Traffic control
- **1st order vs 2nd order models**

Microscopic models



- Detailed models
- Synthesis of
 - Driving behaviour (e.g, car following)
 - Control strategies (e.g., traffic signals)
- Time-based simulation (e.g., 0.1-1s)
- Both freeways and urban networks can be modelled
- Multiple driver classes (with different characteristics)
- Stochastic

■ Commercial models

- Aimsun
- Vissim
- Paramics
- Etc.



the mind of movement

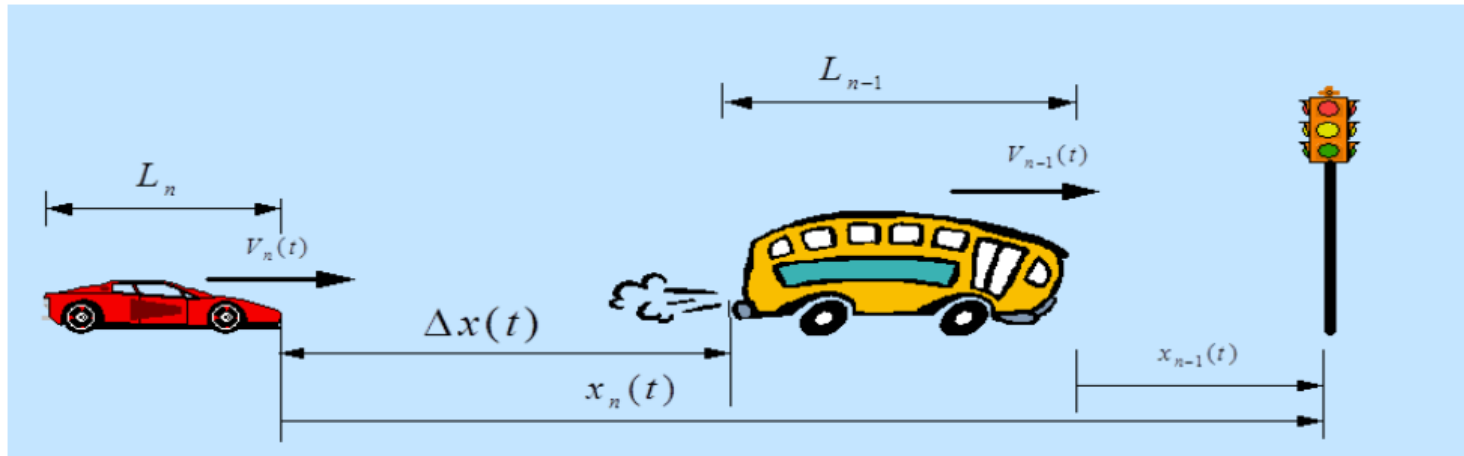
■ Research-oriented

- MITSIMLab
- [SUMO](#) (Open-Source)
- etc.



- Driving behaviour
- Car following (Acceleration)
- Lane changing
- Gap acceptance

■ Car following



Common Model: $Response(t) = sensitivity \cdot stimulus(t-\tau)$

τ : reaction time

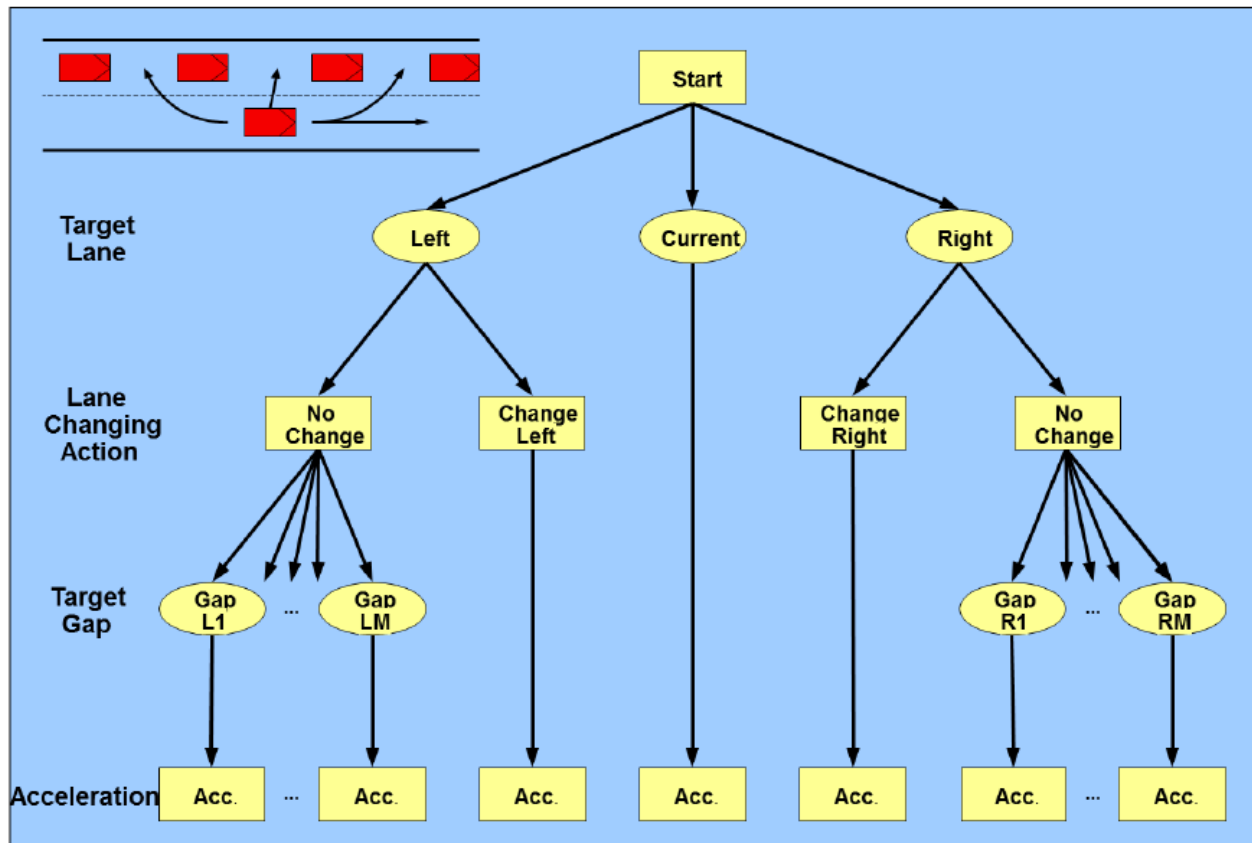
Stimulus: Δv (relative speed), Δx (relative distance)

Sensitivity: function of Δx , speed, traffic conditions

Response: acceleration, speed

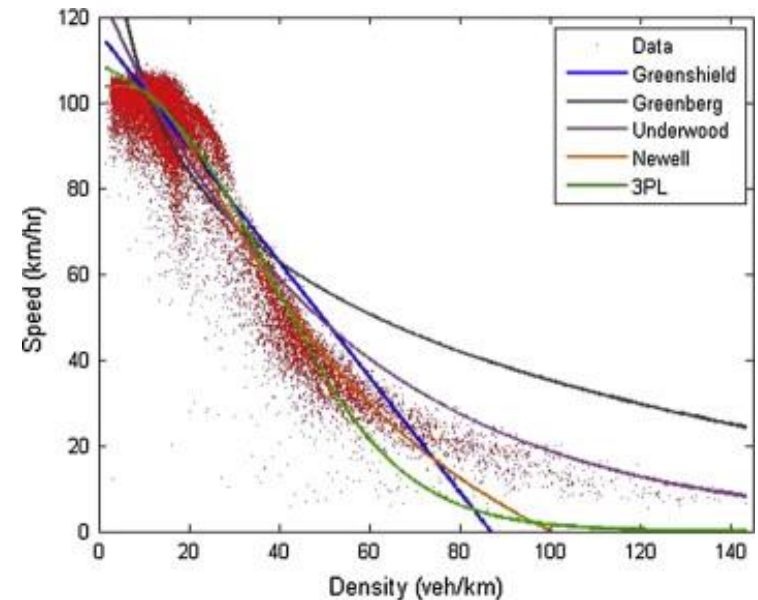
- Lane changing
 - Mandatory and discretionary lane-changing
 - **Mandatory:** getting off the current lane in order to continue on the desired path (e.g. exiting), or to avoid lane closure
 - **Discretionary:** attempting to achieve desired speed, avoid following trucks, avoid merging traffic, etc.

- Integrated model
- Toledo, 2002



Mesoscopic models

- User representation
 - Disaggregate
 - Individual vehicles or packets of vehicles
- Speed representation
 - Aggregate
 - Fundamental relationship
 - Queuing models
- Traffic control
 - Adjusting the capacities (e.g., traffic signals)
- *Event-based simulation*



- **Application**

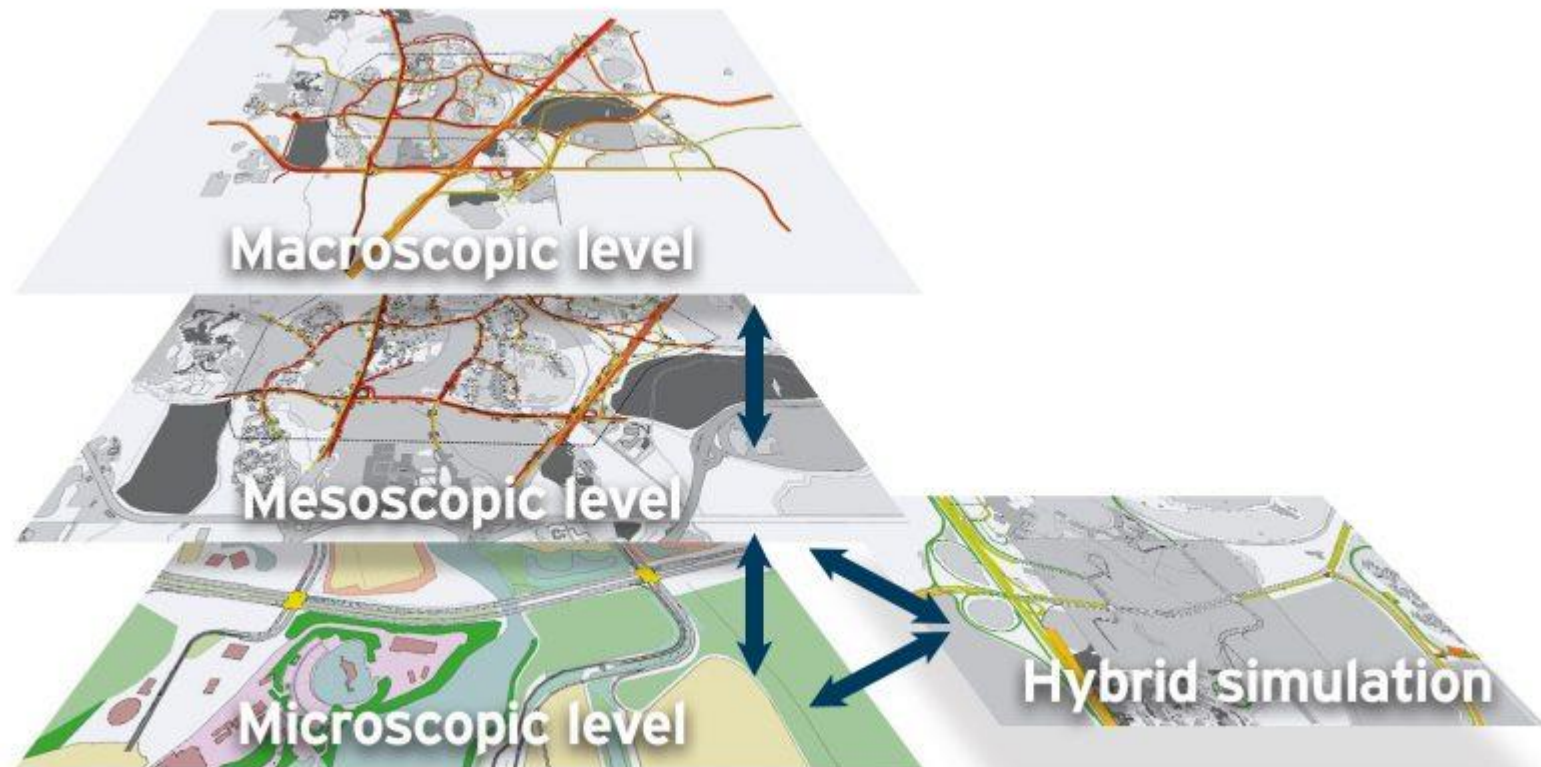
- Dynamic traffic assignment (DTA)
 - Network performance
 - Prediction
 - State estimation
- Planning and policy analysis
- Network design

- **Fast computation!!**

■ Examples

| | | |
|-----------------------|------------------------------------|--|
| CONTRAM | TRRL | Operations evaluation, planning, DTA |
| DYNAMEQ | Mahut, Florian | ITS, DTA, planning |
| DynaMIT | Ben-Akiva, Koutsopoulos, ... | ITS, DTA, evaluation, prediction, short-term planning |
| DYNASMART | Mahmassani | |
| Dynemo | Schwerdtfeger PTV | ITS, prediction |
| INTEGRATION* | Van Arde | ITS, evaluation |
| METROPOLIS | De Palma | Planning |
| Mezzo and BusMezzo | Burghout, Koutsopoulos, Cats | DTA, short-term planning |

Hybrid Models



- Combine different levels of resolution at different parts of the network
 - Microscopic in areas of interest, high congestion
 - Mesoscopic in remaining network
- Many advantages
 - Computational
 - Data preparation
 - Calibration
 - Scope of applications
- [Example](#)

Next

This week

- Tutorial on Thursday
- Computer Exercise 1 will be posted on Thursday

Next week

- A new module on microscopic models
- A/Prof Zuduo Zheng