

# Post-Wardropian Urban Mobility Games with Connected Autonomous Vehicles

## findings and outlook for future

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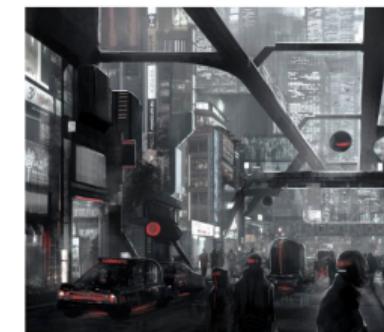
<https://rafalkucharskilab.pl/>



# Playing Urban Mobility Games With Autonomous Vehicles

## Agenda

- Autonomous Vehicles AD 2026  
**Waymo and others**
- Research Gap  
**What are we missing?**
- Methodology  
**How to look into the future?**
- Findings  
**What we found?**
- Insights  
**What's next?**



machine-dominated  
dystopia



or  
synergy of human-machine  
**COEXISTENCE**

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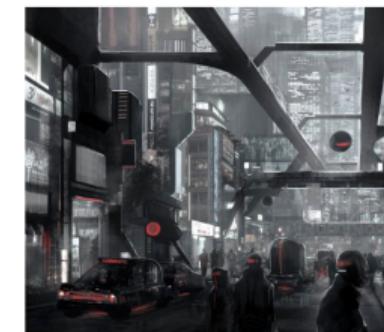


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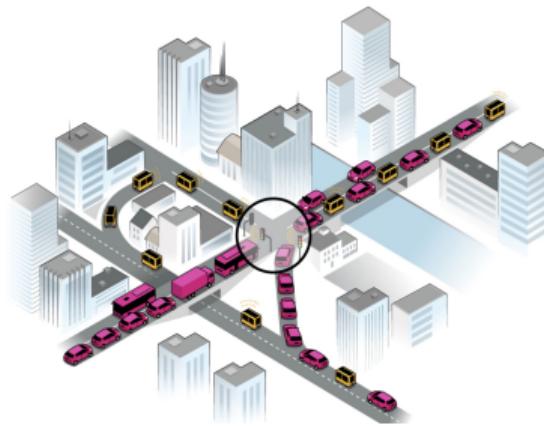


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Autonomous Vehicles AD 2026 - where we are?



# Connected autonomous vehicles

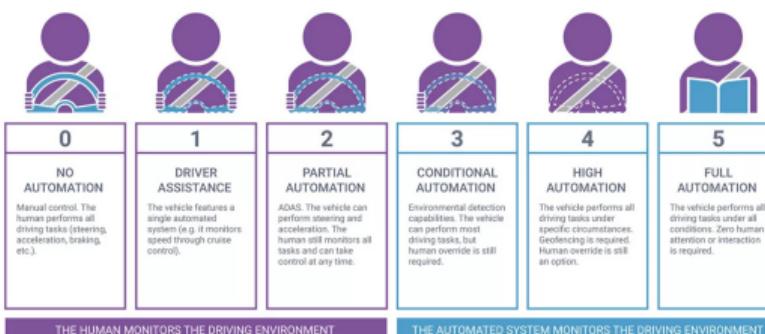
## CAVs

### Autonomous car

a car that is capable of travelling without human input

### SYNOPSIS®

#### LEVELS OF DRIVING AUTOMATION



# Autonomous Vehicles

## AD 2026

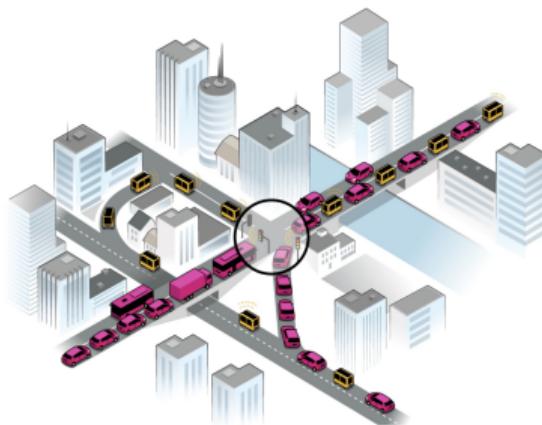
**Summary:** Unprecedented progress in AV capabilities, operations, safety, and reliability.

**The Analogy:** We are currently teaching the machine **how to walk** (avoiding obstacles, following rules).

**The Success:** You can **be driven**.



## Research Gap



CAV

decision maker

## Autonomy

Now the focus is on making them capable to drive

but the challenge is even bigger beyond that

## Decisions

Now CAVs are 3yo kids and we teach them how to walk and not to get lost. The real problems come when they are teenagers and they start making decisions



## The Research Gap

Gap

What will be the impact of collective actions of **Autonomous Vehicles** on the

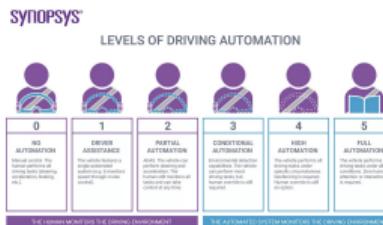
- 1 individuals
  - 2 transport systems
  - 3 cities
  - 4 external (environment, equity, accessibility)

# Advantages

not digital-twins

Machines (unlike humans):

- are designed to behave optimally, i.e. use all the data and computational power to make optimal decisions;
- can collaborate, i.e. share information and cooperatively reach synergy;
- may understand human behaviour: predict it and anticipate our decisions;
- are automated and thus controllable by design;

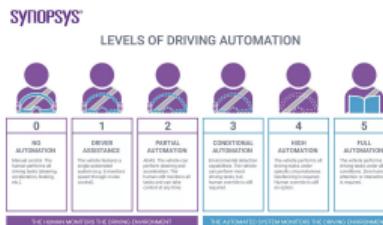


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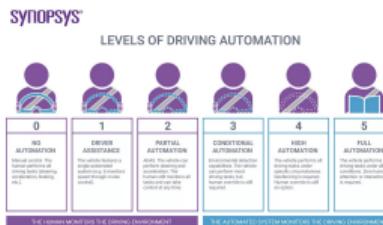


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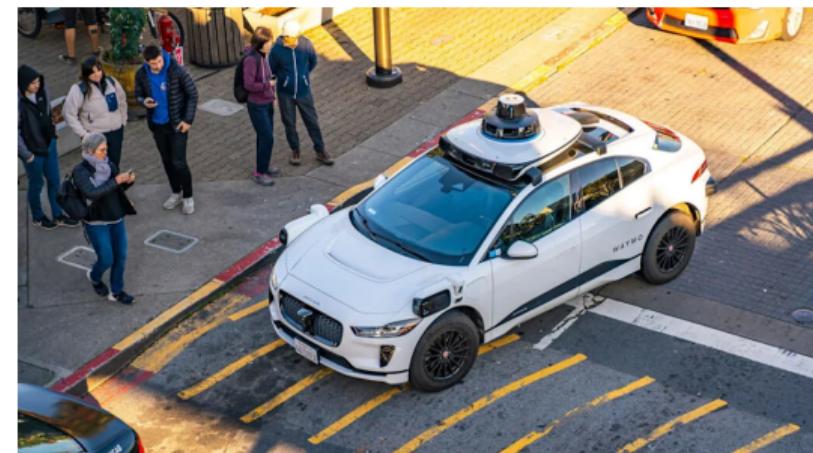
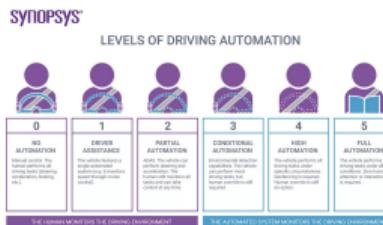


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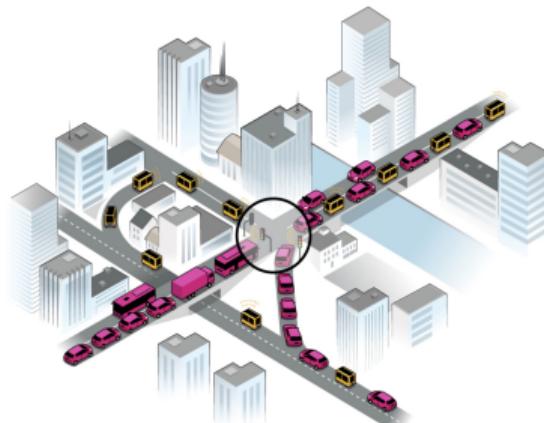
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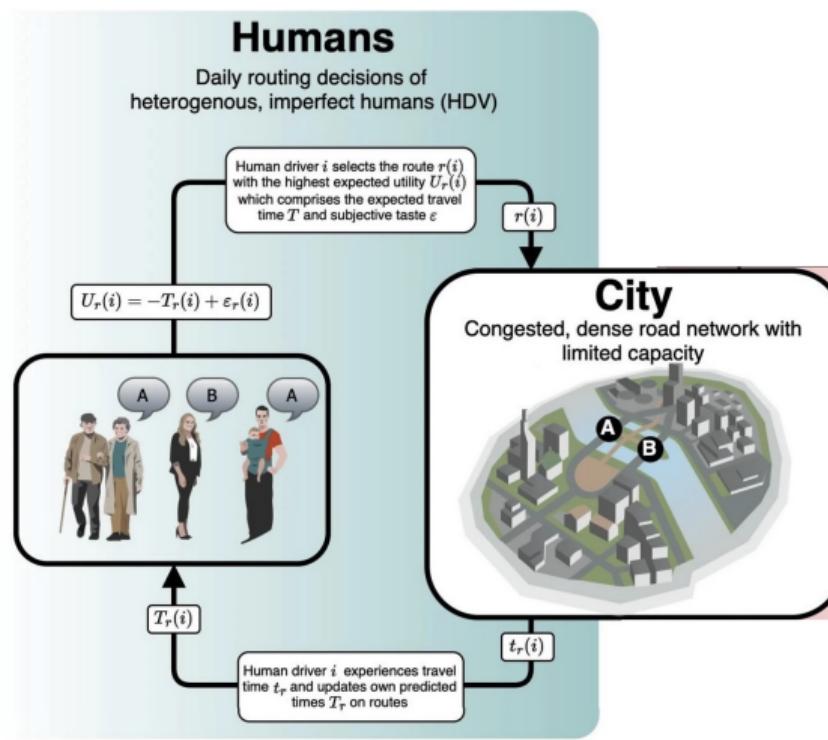


## Methodology



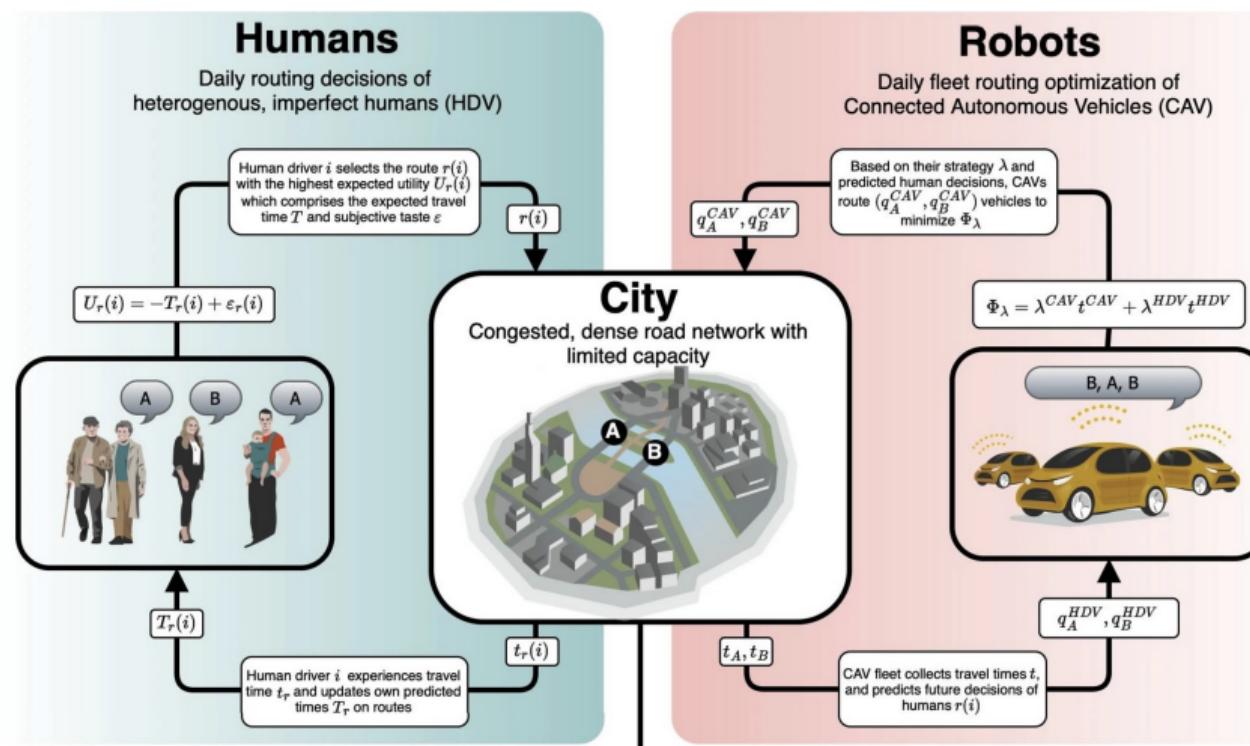
# The Urban Routing Game

Day-to-day repeated route-choice problem aka morning rush hour



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## Day-to-day repeated route-choice problem aka morning rush hour



# The COeXISTENCE Framework

We create a multi-agent virtual environment to simulate the daily-repeated **Urban Routing Game** on limited resource (**capacity**) between:

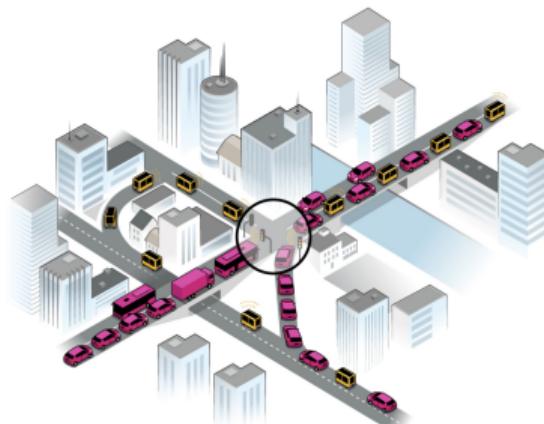
**Human Drivers (HDVs):** choosing subjectively optimal route for themselves based on experience (~ Nash Equilibrium).

**Machine Fleets (CAVs):** Can follow any strategy, from purely selfish to collectively optimized.

## Tools used:

- Transportation Science (Traffic Assingment, Traffic Flow Models)
- Game Theory (Nash vs. System Optimum).
- Machine Learning (Reinforcement Learning (RL) for fleet routing)
- Agent-Based Modelling (Large-scale urban network simulations).
- Assessment (Equity, Welfare, Efficiency, Sustainability, Inclusiveness).

## Findings



## Team credits



## **Big** thanks to the team:

- Onur Akman
  - Anastasia Psarou
  - Grzegorz Jamroz
  - Michał Hoffman
  - Zoltan Varga
  - Paweł Gora
  - Łukasz Gorczyca
  - Michał Bujak
  - Sylwia Polak
  - ...

# General alarming

Studying the simplest two-route bottleneck macroscopic network, we discover<sup>1</sup> that:



- The choices of CAVs that replace a given share of HDVs **differ significantly** from the choices of the remaining HDVs.
- In different scenarios the average travel time of both HDVs and CAVs may increase or decrease.
- If the fleet of CAVs applies the selfish strategy, it may improve its collective travel time at a cost to human drivers when the share of CAVs is small.

<sup>1</sup> Jamróz, G., Akman, A. O., Psarou, A., Varga, Z. G. & Kucharski, R. Social implications of coexistence of CAVs and human drivers in the context of route choice. *Scientific Reports* 15, 6768 (2025).

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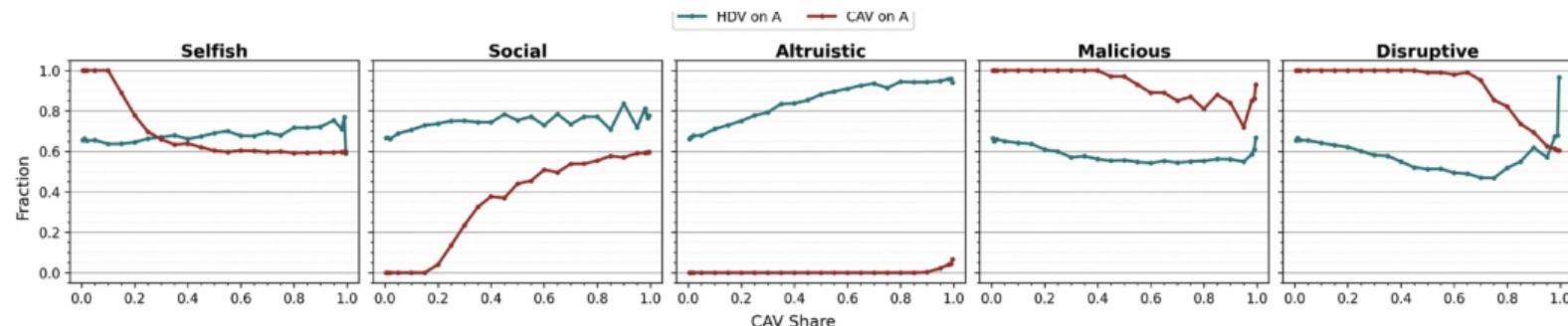
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# Different choices

Studying the simplest of the two-route bottleneck macroscopic network, we discover<sup>2</sup> that

The choices of CAVs (**blue-ish**) that replace a given share of HDVs (**brown-ish**) differ significantly from the choices of the remaining HDVs.



it depends on the market share (x-axis) and the **strategy** (panels).

<sup>2</sup>Jamróz, G., Akman, A. O., Psarou, A., Varga, Z. G. & Kucharski, R. Social implications of coexistence of CAVs and human drivers in the context of route choice. *Scientific Reports* 15, 6768 (2025).

# Fleet strategy controls the overall system performance

alarming<sup>3</sup>

### AV Behaviors

- We define six behaviors for the AVs with different reward formulations:
 

|  |   |
|--|---|
| <b>SELFISH</b><br><br>Minimize self travel time.                    | <b>ALTRUISTIC</b><br><br>Minimize everyone's travel time.        |
| <b>SOCIAL</b><br><br>Minimize self and everyone's travel time.      | <b>COLLABORATIVE</b><br><br>Minimize the AV fleet's travel time. |
| <b>COMPETITIVE</b><br><br>Minimize own, maximize human travel time. | <b>MALICIOUS</b><br><br>Maximize human travel time.              |
- The reward function is a linear combination of the mean travel times of different subsets of agents, weighted by the behavioral coefficients.
- In each experiment, all AVs uniformly adopt a selected behavior.

Defining the objective of fleet operations (presumably different from human behaviour) drives the system performance.

- Humans:

$$U_i \approx \gamma^i t_i + \varepsilon$$

- Machines:

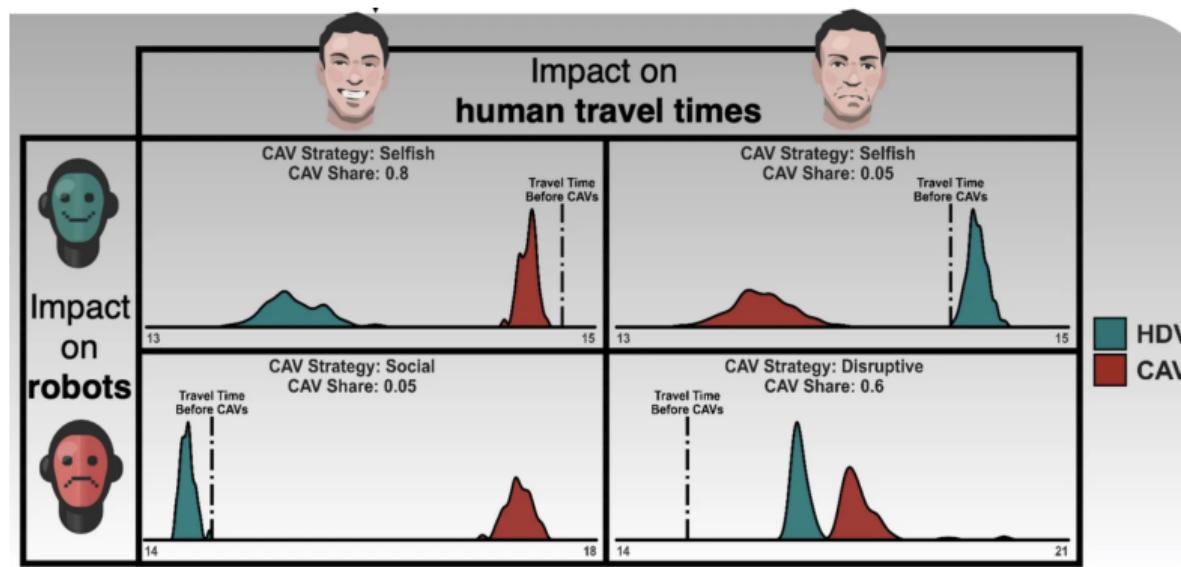
$$U_i = \gamma^i t_i + \gamma^{\text{CAV}} T_F + \gamma^{\text{HDV}} T_{\text{HDV}}$$

<sup>3</sup>Akman, A. O., Psarou, A., Varga, Z. G., Jamróz, G. & Kucharski, R. Impact of collective behaviors of autonomous vehicles on urban traffic dynamics: A multi-agent reinforcement learning approach. *arXiv preprint arXiv:2509.22216* (2025).

# Fleet strategy controls the overall system performance

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In different scenarios the average travel time of both HDVs and CAVs may increase or decrease<sup>4</sup>.



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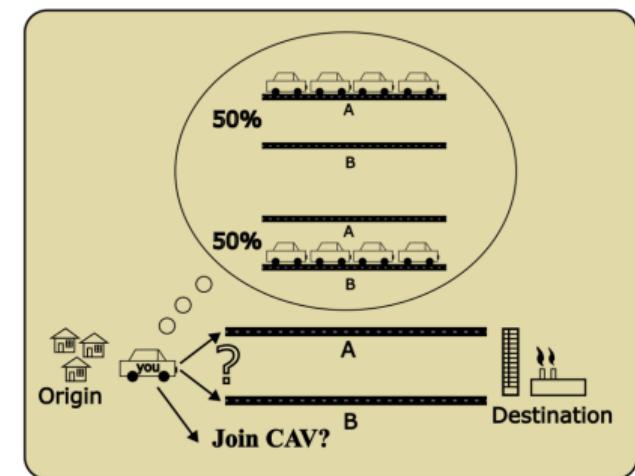
# Disequilibrating is a good strategy to maximise fleet market share

alarming

What to expect from a capitalist, big-tech players?<sup>5</sup>

- A fleet operator seeking market share may benefit from **controlled chaos**.
- **Travel-time oscillations** can be predictable for the operator, but not for humans.
- Frustration can push drivers to **switch to the fleet**.
- Presumably amplified when **multiple fleets compete aggressively**.

Your perspective in traffic:



I

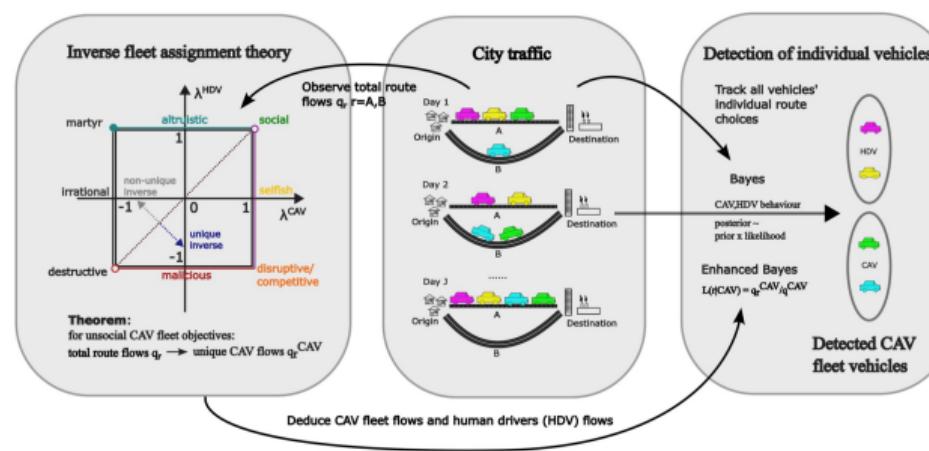
<sup>5</sup> Jamróz, G., Kucharski, R. & Watling, D. Market share maximizing strategies of CAV fleet operators may cause chaos in our cities. [arXiv preprint arXiv:2512.03524 \(2025\)](https://arxiv.org/abs/2512.03524).

# Unsocial fleet behaviours can be detected.

promising

- Can we infer **fleet flows** on routes given totals + fleet size/behaviour?
- Can we **identify fleet vehicles** from repeated route-choice observations?

**Finding:** detection/identification is feasible for **antisocial** fleet objectives<sup>6</sup>.

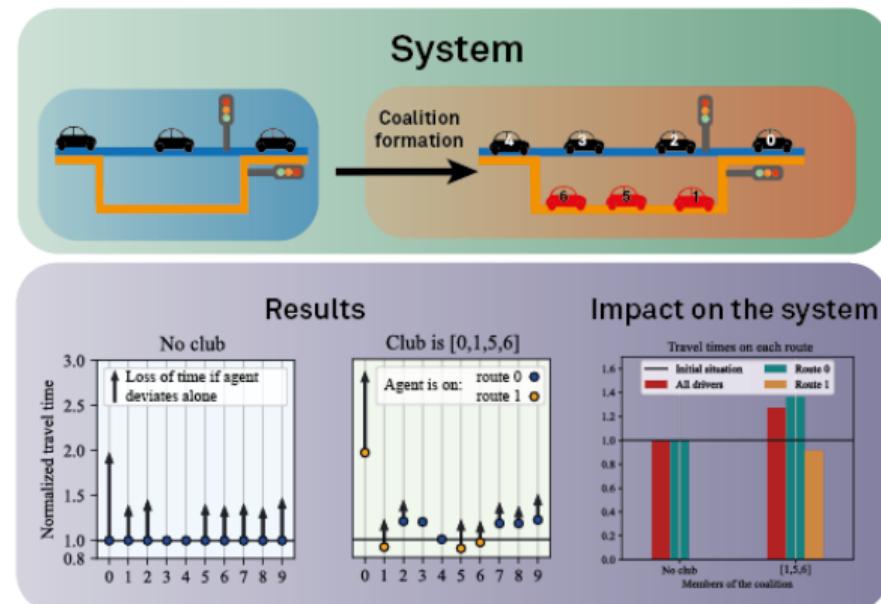


<sup>6</sup> Jamróz, G. & Kucharski, R. Detection of coordinated fleet vehicles in route choice urban games. Part I. Inverse fleet assignment theory. [arXiv preprint arXiv:2506.22966 \(2025\)](https://arxiv.org/abs/2506.22966).

# CAVs may form exclusive clubs

alarming<sup>7</sup>

- CAVs can break away from Nash equilibrium by coordinating as a coalition.
- Coalitions reduce their travel times.
- With limited road capacity, faster arrivals for the coalition come at the expense of others.
- Coalitions remain efficient only up to a size  $\Rightarrow$  exclusive clubs.
- CAV elite? Premium users of public space?



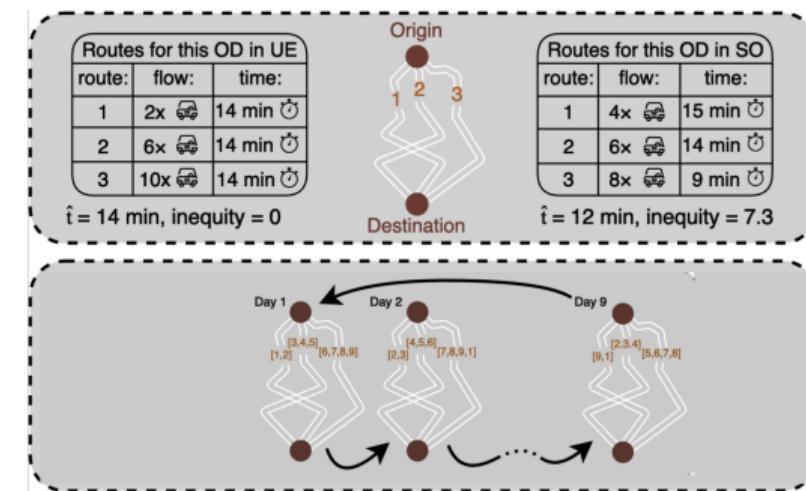
<sup>7</sup> Kucharski, R., Psarou, A. & Descormier, N. Equilibria in routing games with connected autonomous vehicles will not be strong, as exclusive clubs may form. [arXiv preprint arXiv:2510.12862 \(2025\)](https://arxiv.org/abs/2510.12862).

# Traffic can be both optimal and fair with CAVs

promising

We may break the long term dychotomy between Optimality and Fairness (Nash Equilibrium)<sup>8</sup>

- With compliant CAV routing, **system-optimal** assignment becomes attainable.
- System optimum is **unfair**.
- Wardrop Cyclical Equilibrium** via day-to-day cycles.
- Cycles **equalize average travel times** across travelers (fairness) while keeping **daily path flows optimal** (efficiency).
- In Barcelona **670 vehicle-hours of Price-of-Anarchy** are eliminated daily



<sup>8</sup> Hoffmann, M., Bujak, M., Jamróz, G. & Kucharski, R. Wardropian Cycles make traffic assignment both optimal and fair by eliminating price-of-anarchy with Cyclical User Equilibrium for compliant connected autonomous vehicles. *arXiv preprint arXiv:2507.19675* (2025).

# How to include state of the art Machine Learning in the loop? tool

pip install routerl

## RouteRL:

### MARL framework for urban route choice with autonomous vehicles

AVs are soon to make routing decisions in our cities.

**When you become a passenger in your car, what happens to:**



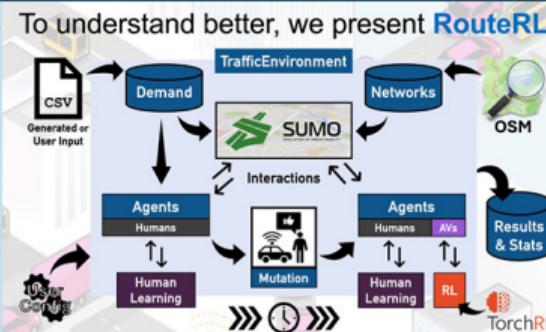
Traffic Efficiency



Human Drivers



You & Other AV Users



COeXISTENCE

RouteRL provides:



A tool to derive practical insights into future traffic dynamics.



A highly customizable experimental ground for scientific validation.



A challenging testbed for evaluating RL solutions.

Ahmet Onur Akman\*, Anastasia Psarou\*, Łukasz Gorczyca, Zoltán György Varga, Grzegorz Jamróz, Rafał Kucharski



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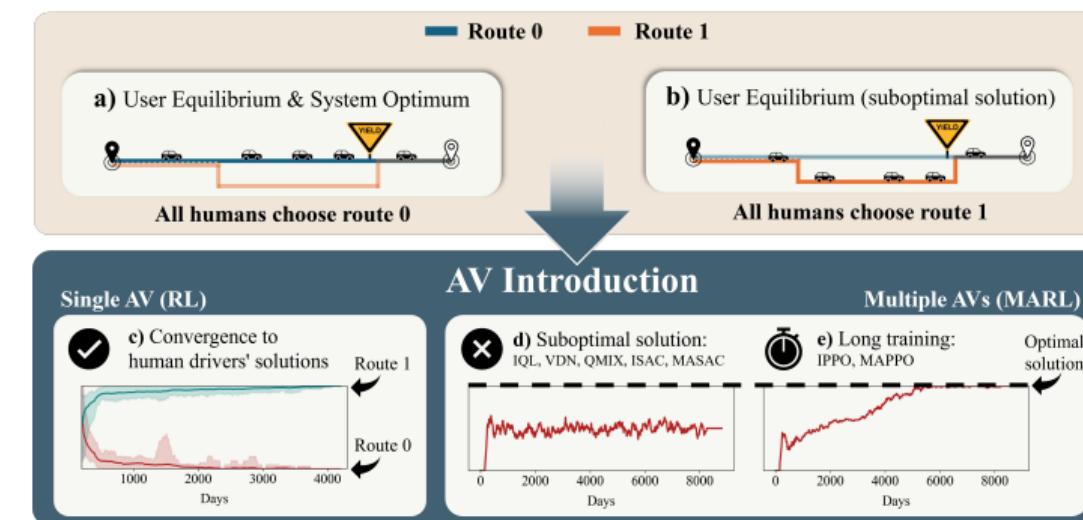
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<sup>9</sup> Akman, A. O., Psarou, A., Gorczyca, Ł., Varga, Z. G., Jamróz, G. & Kucharski, R. RouteRL: Multi-agent reinforcement learning framework for urban route choice with autonomous vehicles. *Software: Practice and Experience*, 31, 102279. ISSN: 2352-7110. doi:<https://doi.org/10.1002/j.softx.2025.102279> (2025).

# State-of-the-art RL algorithms fail even on trivial routing tasks.

alarming

Reinforcement Learning seems to be best suited for this task, naturally fitting candidate for this repeated (episodes), non-differentiable, non-stationary problem<sup>10</sup>.  
 (which already won in GO, Starcraft and breakthrough in AlfaFold).



## Reinforcement Learning

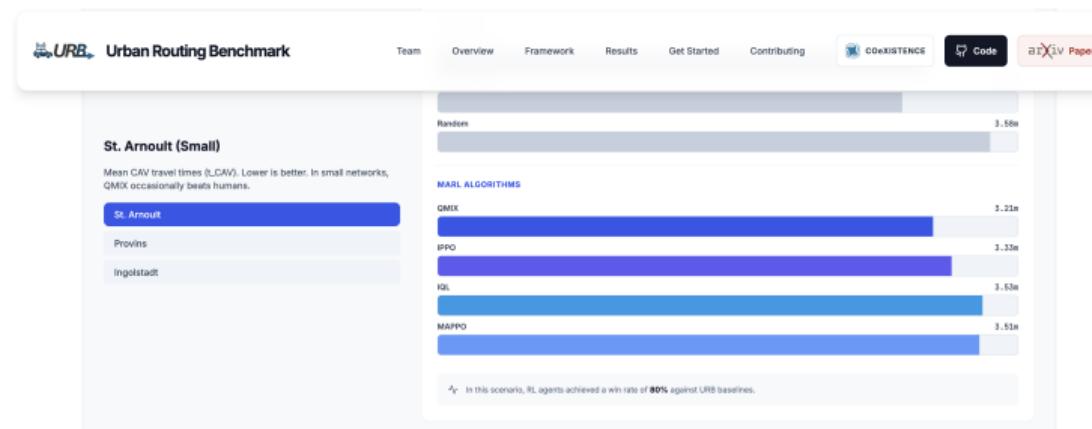
Even in a **trivial setting**(e.g., two routes, small fleet), only few state-of-the-art RL methods reach optimal routing reliably.

<sup>10</sup> Psarou, A., Kucharski, R. *i in*. Autonomous vehicles need social awareness to find optima in multi-agent reinforcement learning routing games. *AAMAS 2026, short paper* (2026).

# The ML community shall compete to develop efficient algorithms

tool/benchmark [www.urbenchmark.com](http://www.urbenchmark.com)

- URB (Urban Routing Benchmark)<sup>11</sup> for fleet routing with MARL. With: multiple real-world networks + demand, predefined tasks, baselines, metrics.
- **Goal:** standardize evaluation and build a **leaderboard** for progress.
- In future: Monitor and verify algorithms used by fleets (?)



<sup>11</sup> Akman, A. O., Psarou, A., Hoffmann, M., Gorczyca, Ł., Kowalski, Ł., Gora, P., Jamróz, G. & Kucharski, R. URB - Urban Routing Benchmark for RL-equipped Connected Autonomous Vehicles. NeurIPS 2025. eprint: <https://doi.org/10.48550/arXiv.2505.17734> (2025).

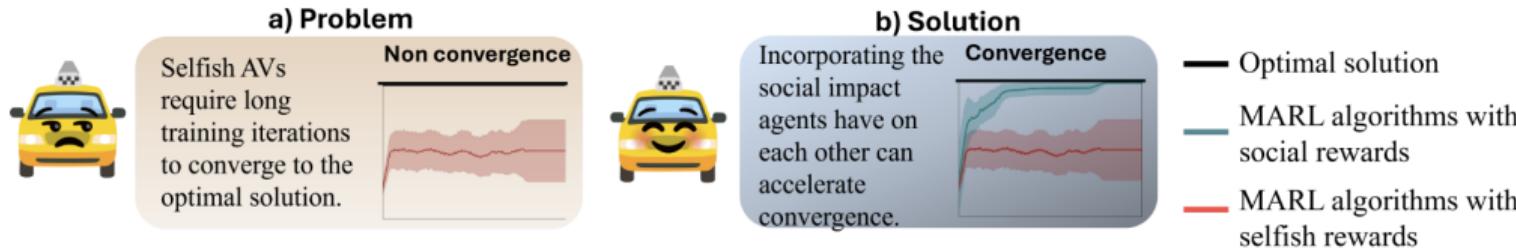
# It is better to be a good socially aware CAV than selfish promising

Let's make CAVs care also for others:

- Adding **social awareness** in rewards (e.g., marginal-cost-based impact on the system) can improve learning<sup>12</sup>.

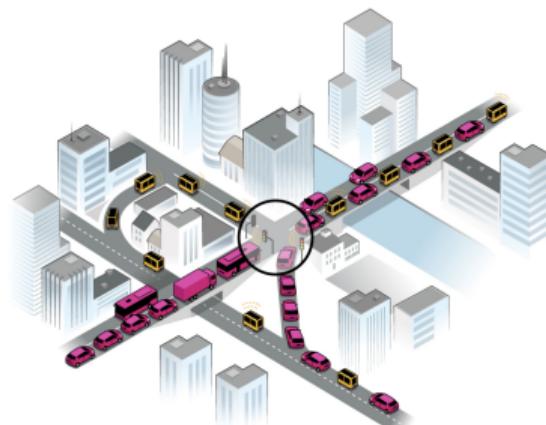
$$\frac{\partial T}{\partial a_i}$$

- Effect: **reduced training time** and **more reliable convergence**.
- Impact: can benefit both **system-wide performance** and **individual agents**.



<sup>12</sup> Psarou, A., Kucharski, R. *i in*. Autonomous vehicles need social awareness to find optima in multi-agent reinforcement learning routing games. *AAMAS 2026, short paper* (2026).

## Conclusion



# COEXISTENCE

**framework to discover how machine intelligence may take-over our urban mobility and how to avoid it**

$$\text{URBAN MOBILITY} = \text{SUPPLY} + \text{DEMAND}$$



## sustainability efficiency



### infrastructure



people

+ INTELLIGENT  
MACHINES



COEXISTENCE

anticipate  
demonstrate  
resolve

## **paradigm shift in urban mobility**

# Insights

Things can always get worse

- Delegating strategic decisions to CAVs (effectively to big-tech) will have consequences.
  - It may change our cities.
  - Making them better or worse.
  - ... inclusive or exclusive.
- Harsh battlefield with *winner takes it all* competition (remember Uber?)

## Call for action

We need to report this, understand, simulate, demonstrate and get ready before it comes.

The policymakers shall look ahead and prepare our public spaces into what's coming.

Society needs to participate, before exploited.

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# COEXISTENCE

Future of cities with autonomous vehicles.

Thank you for your attention,  
welcome to discuss

Rafał Kucharski

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[www.rafalkucharskilab.pl](http://www.rafalkucharskilab.pl)

