

RWR 4015

# Traffic Simulation for Planning Applications

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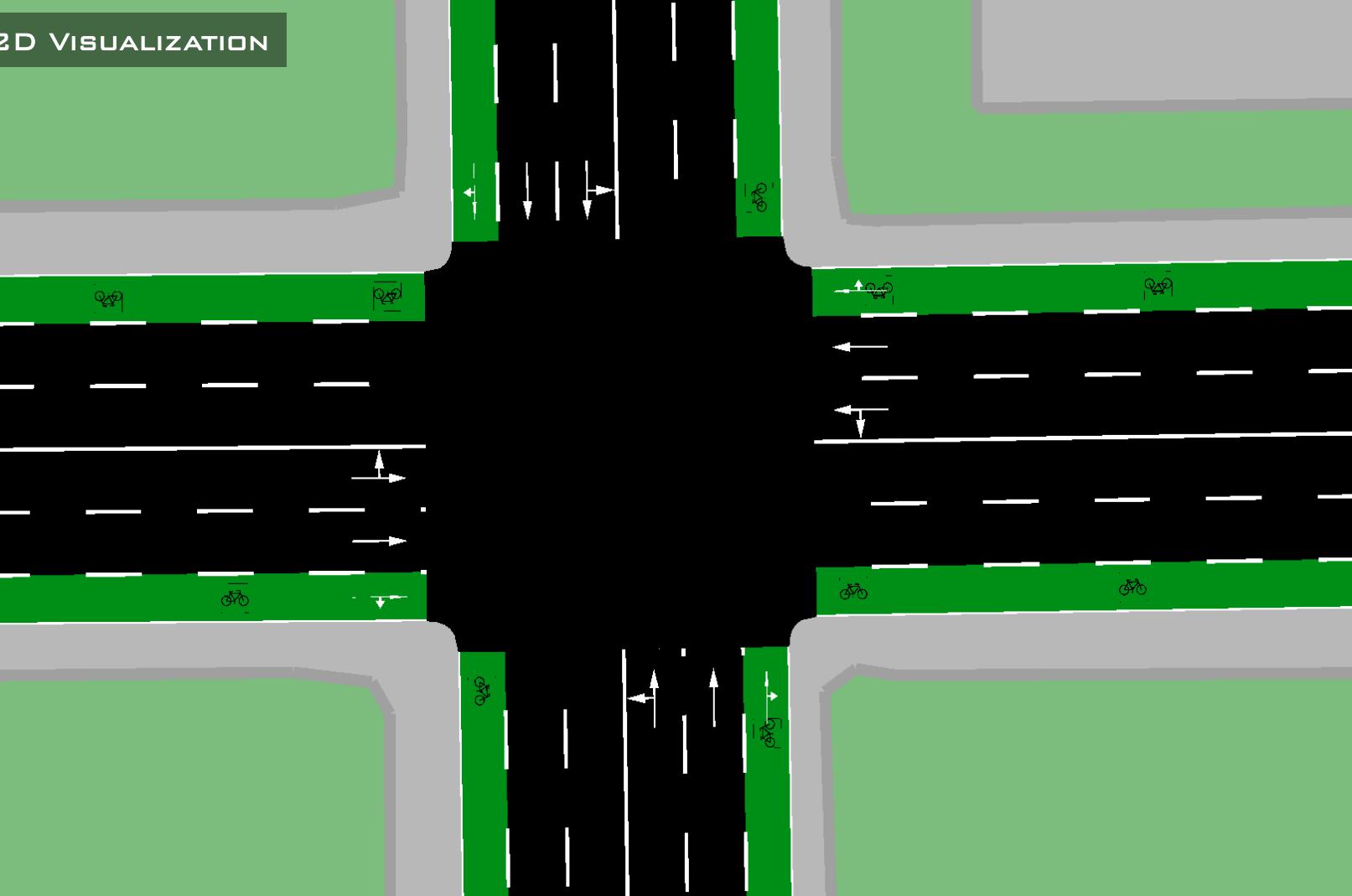
Week 3 | Lecture:  
Network Modelling with GIS

Fall 2026

RoadwayVR



2D VISUALIZATION



3D VISUALIZATION



# Agenda

- Spatial Data
- What is GIS?
- Seven Steps in GIS
- GIS Software Types
- Desktop GIS Comparison
- GIS Layers to Simulation
- Network Elements Required for Simulation



# What is Spatial Data

## Definition:

Data that has a geographic or location component - information linked to specific places on Earth's surface.

## Non-Spatial Data:

Traffic count = 25,000 vehicles/day

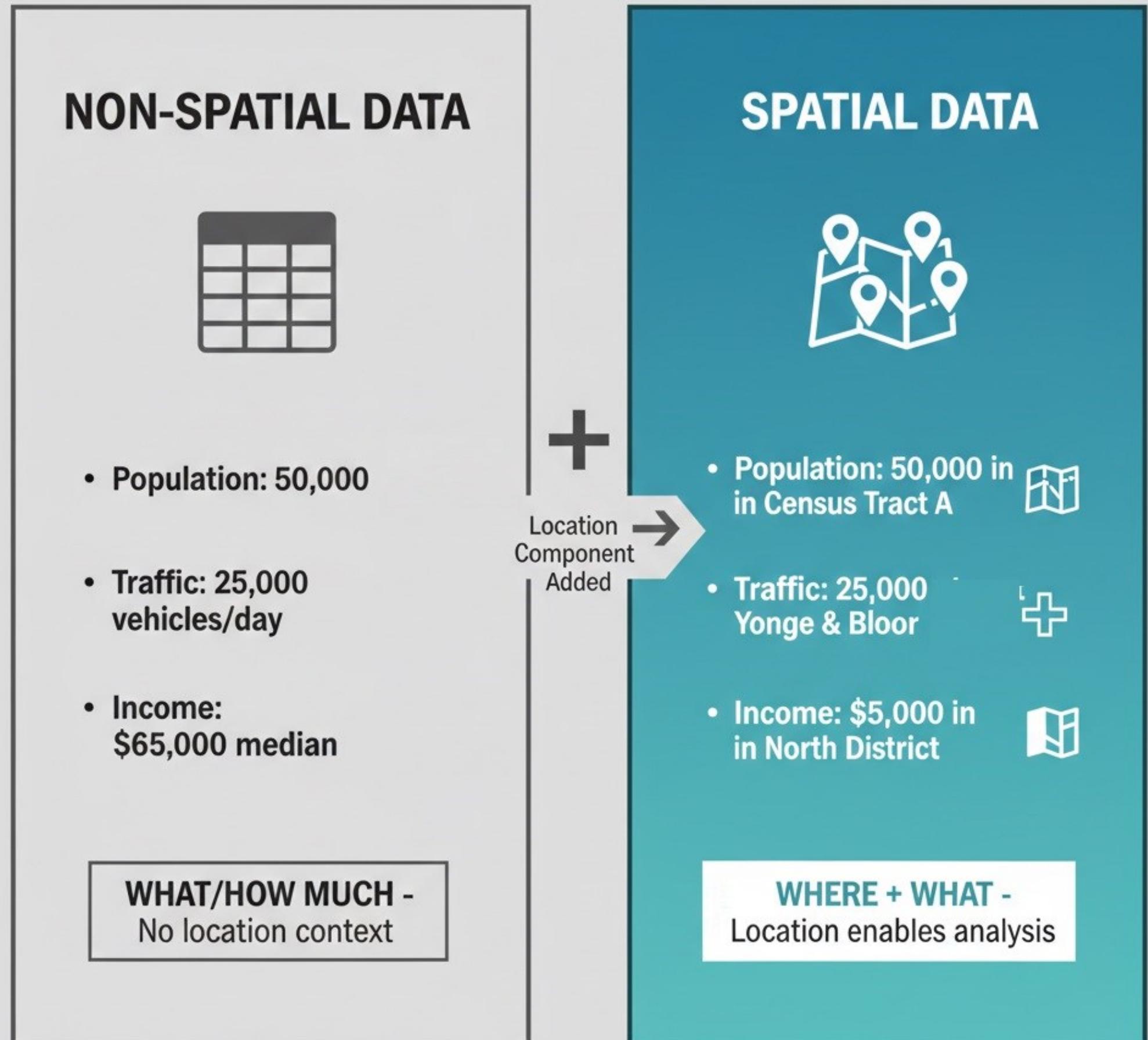
## Spatial Data:

Traffic count = 25,000 vehicles/day at Yonge & Bloor (43.67°N, 79.39°W)

## Key Difference:

**Non-spatial** = Attributes only (what, how much, when)

**Spatial** = Attributes + Location (where)



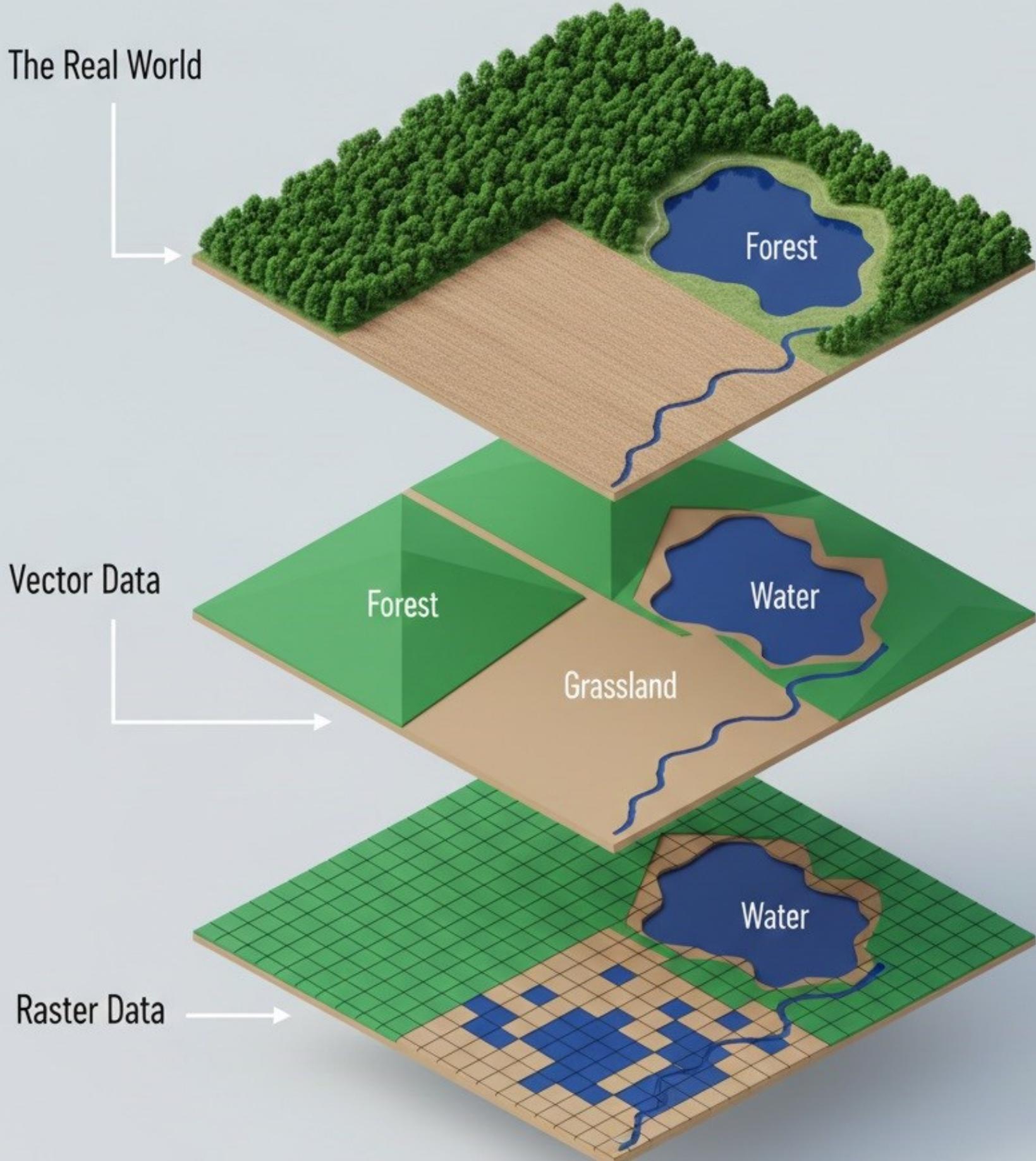
# What is Spatial Data

## Definition:

Spatial Data can be represented in two different data format:

**1. Vector Data:** points, lines, polygons

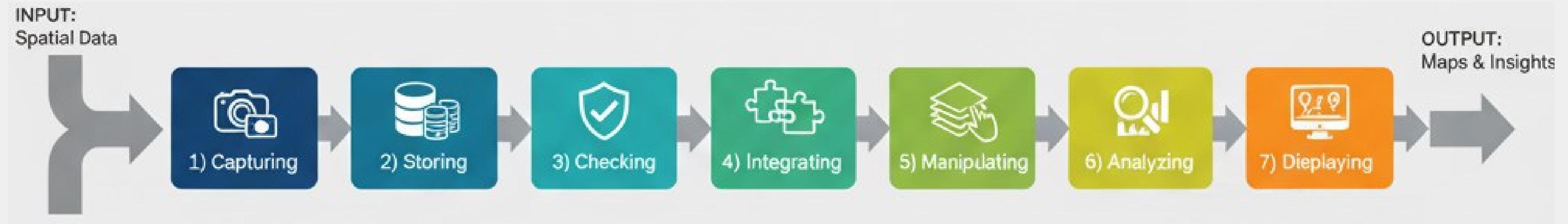
**2. Raster Data:** rows and column matrix



# What is Geographic Information System (GIS)

A system for  
Capturing (1), storing(2), checking (3),  
integrating (4), manipulating (5),  
analyzing (6) and displaying (7)  
spatial data.

# What is Geographic Information System (GIS)



## Satelite Remote Sensing



## Drone/Aerial Photography



# 1. Capturing Spatial Data

### Definition:

The process of collecting geographic information from various sources

### Methods:

Remote Sensing - Satellites and aerial imagery -  
GPS/GNSS - Ground surveys and mobile devices -  
Digitizing etc

### Planning Example:

A transportation planner uses GPS-equipped vehicles to collect road condition data, traffic signals, and pavement marking locations.

## GPS Field Survey



## Map Digitizing



## 2. Storing Spatial Data

### Definition:

Organizing and maintaining spatial data in databases and file systems to ensure efficient access, retrieval, and long-term preservation.

### Files:

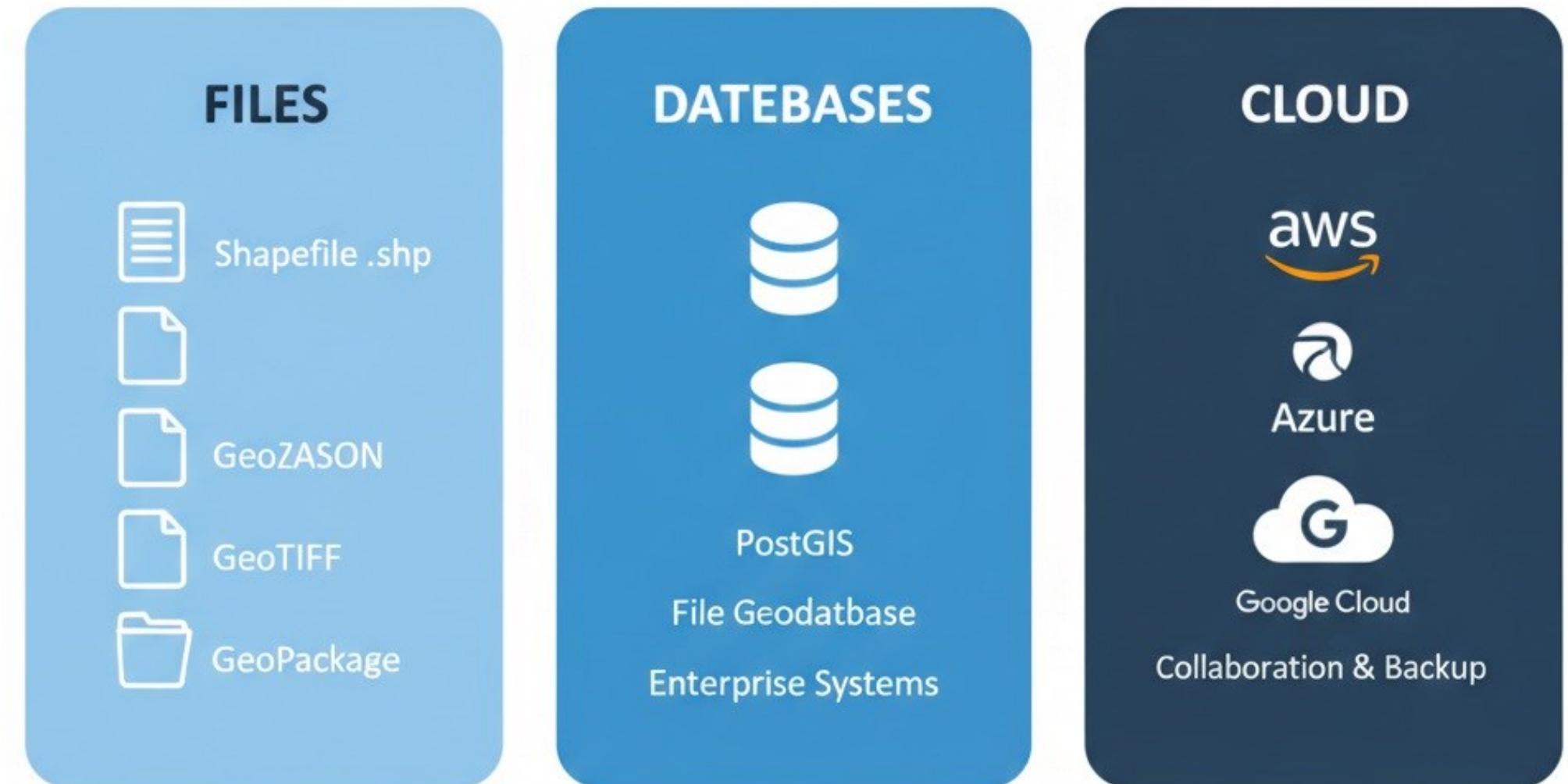
Shapefile, GeoJSON, GeoTIFF, GeoPackage

**Databases:** PostGIS, File Geodatabase, Enterprise systems

**Cloud:** AWS, Azure, Google Cloud - enables collaboration and backup

### Planning Example:

City of Toronto uses File Geodatabase for zoning, PostGIS for property parcels, GeoTIFFs for aerial photos, and GeoJSON for open data.



### 3. Checking Spatial Data

#### Definition:

Verifying the accuracy and consistency of spatial data to ensure quality and reliability for analysis and decision-making.

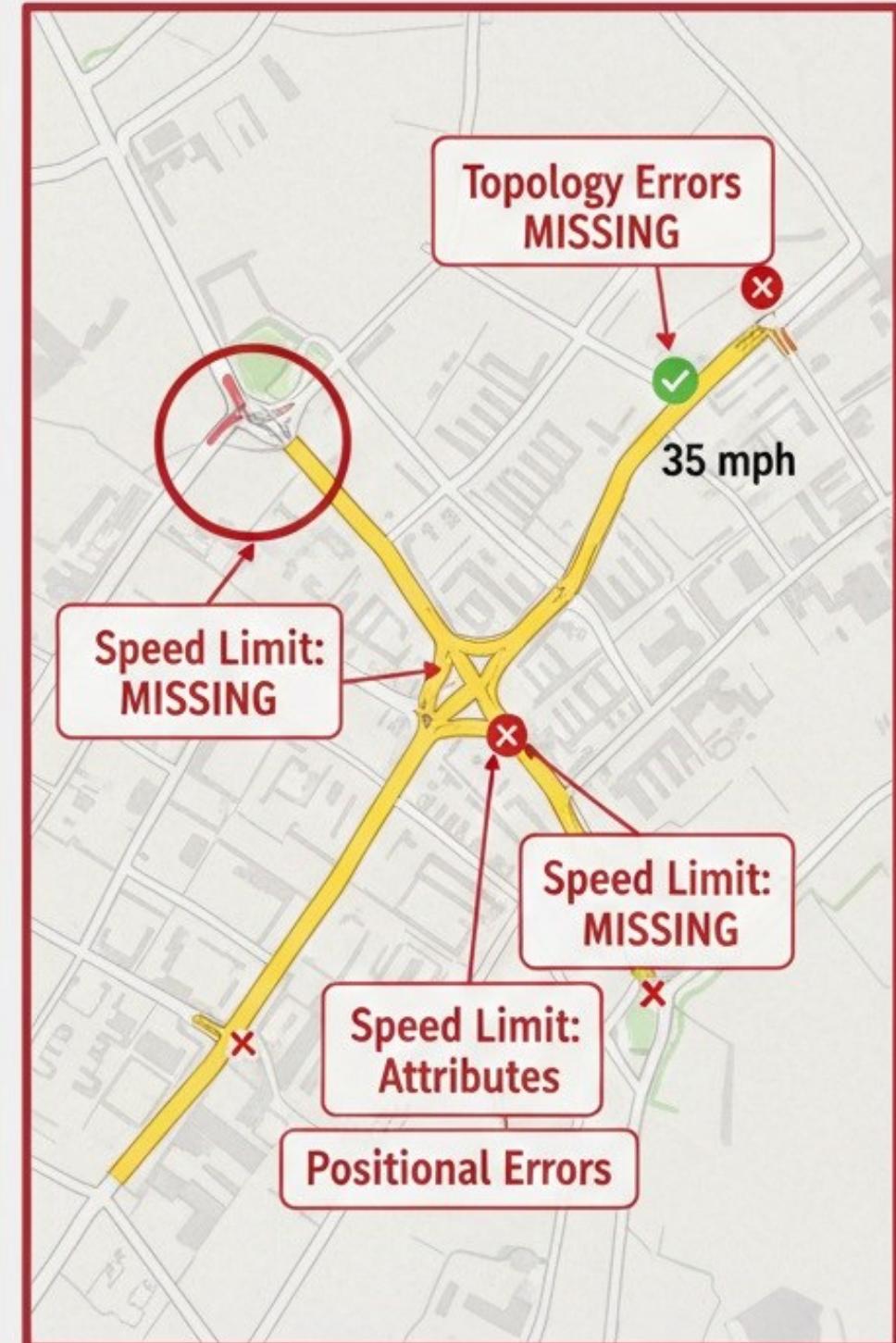
**Accuracy:** Positional coordinates, attribute values, temporal currency

**Consistency:** Topology errors, coordinate system, format standards

#### Planning Example:

Transportation planner validates road intersections connect properly, speed limits are complete, and coordinates align with aerial imagery.

#### BEFORE CHECKING - ERRORS FOUND



#### AFTER VALIDATION - QUALITY APPROVED



# 4. Integrating Spatial Data

**Definition:** Combining multiple spatial datasets from different sources into a unified system for comprehensive analysis.

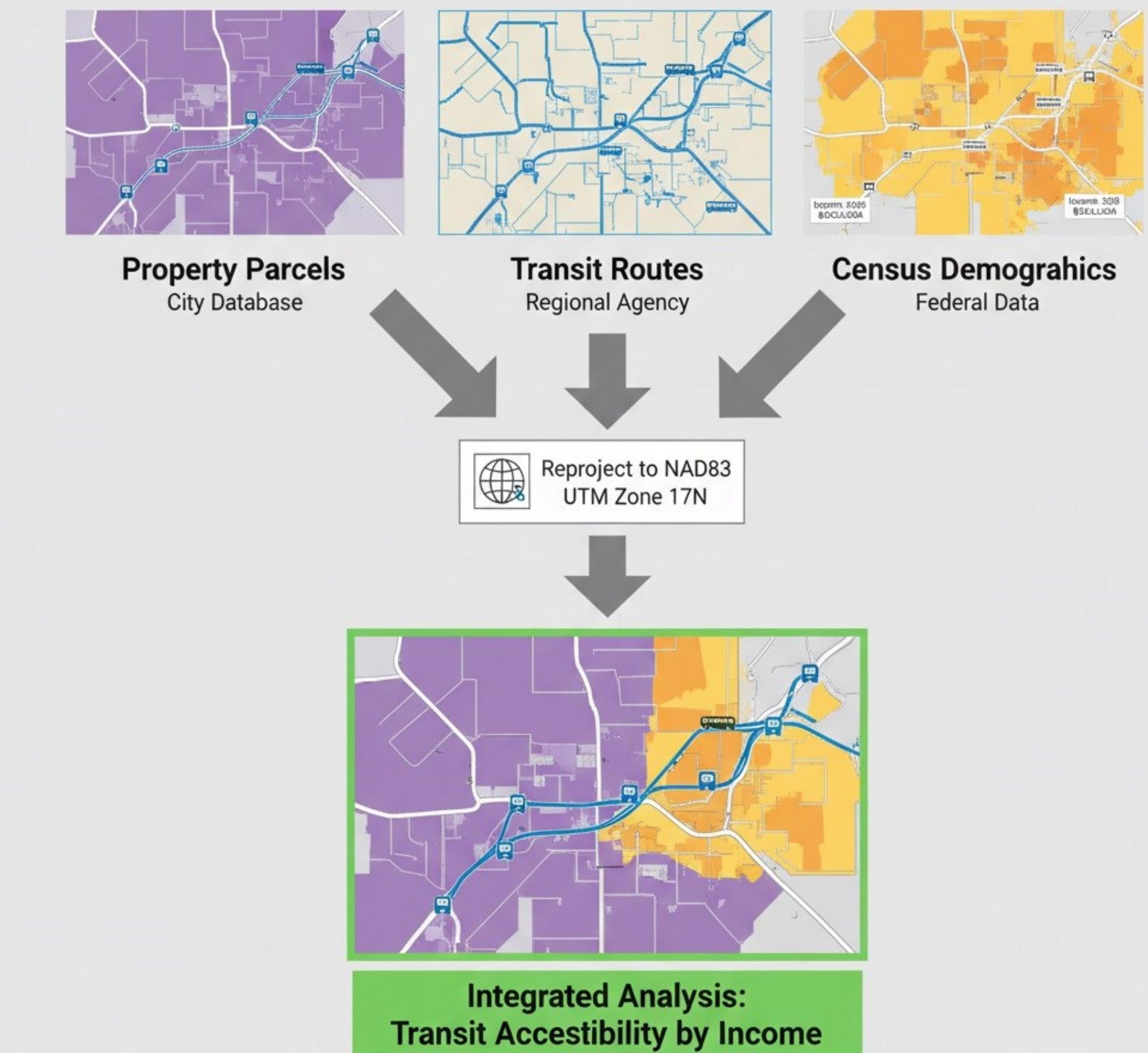
**Layer Overlay:** Stack multiple data layers (zoning, parcels, roads)

**Spatial Join:** Link attributes based on location relationships

**Coordinate Alignment:** Reproject data to common coordinate system

**Data Merging:** Combine datasets with matching geometry or attributes

**Planning Example:** Planner combines property parcels, transit routes, and demographics by reprojecting to common coordinate system and joining by location to analyze transit accessibility.



# 5. Manipulating Spatial Data

**Definition:** Editing, transforming, and preparing spatial data to meet specific analysis requirements.

**Buffer:** Create zones around features (e.g., 500m around transit stops)

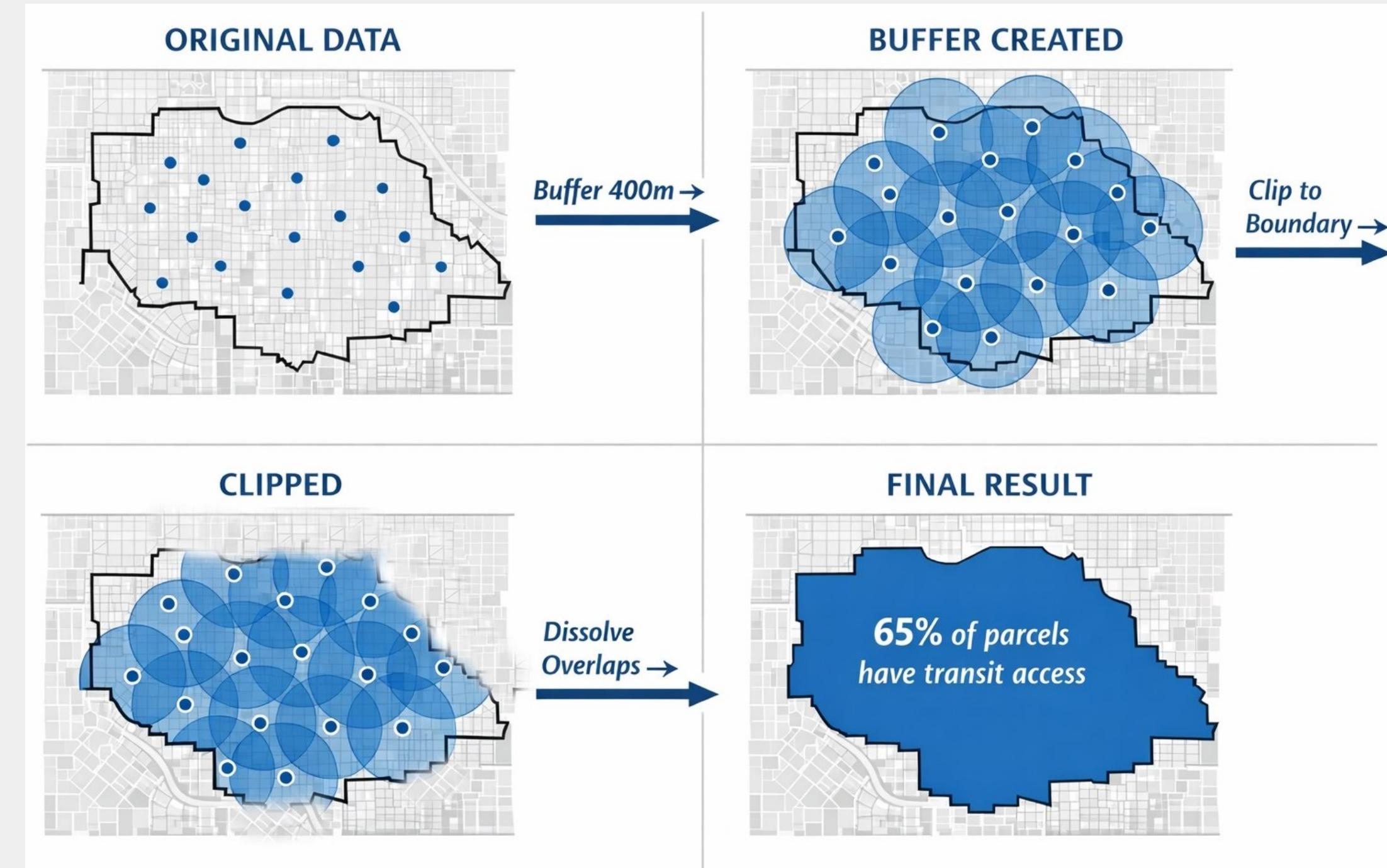
**Clip:** Extract data within study area boundaries

**Dissolve:** Merge adjacent features by common attribute

**Split/Merge:** Divide or combine features as needed

**Attribute:** Update data values, add new fields

**Planning Example:** Planner combines property parcels, transit routes, and demographics by reprojecting to common coordinate system and joining by location to analyze transit accessibility.



# 6. Analyzing Spatial Data

**Definition:** Applying spatial operations to discover patterns, relationships, and insights from geographic data.

**Spatial Query:** Select features by location (e.g., parcels within flood zone)

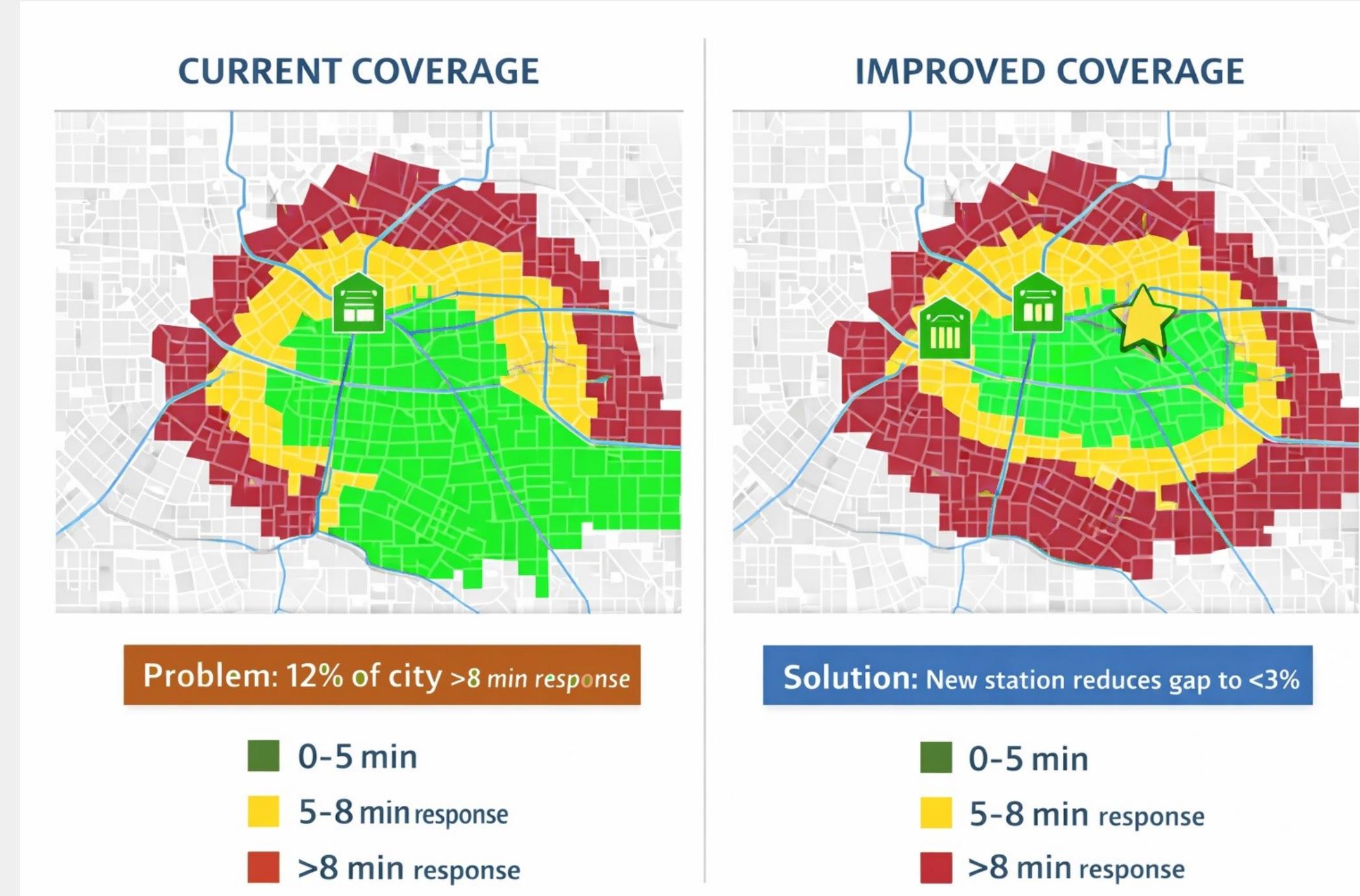
**Proximity Analysis:** Measure distances and nearest features

**Overlay Analysis:** Combine layers to find spatial relationships

**Network Analysis:** Find optimal routes, service areas, shortest paths

**Hot Spot Analysis:** Identify clustering and spatial patterns

**Planning Example:** planner performs network analysis to find shortest emergency response routes from fire stations, calculates 5-minute service areas, identifies neighborhoods with response times  $>8$  minutes requiring new station..



# 7. Analyzing Spatial Data

**Definition:** Visualizing spatial data through maps and graphics to communicate findings effectively.

**Thematic Maps:** Choropleth (color by value), graduated symbols, heat maps

**Cartographic Design:** Color schemes, legends, scale bars, north arrows

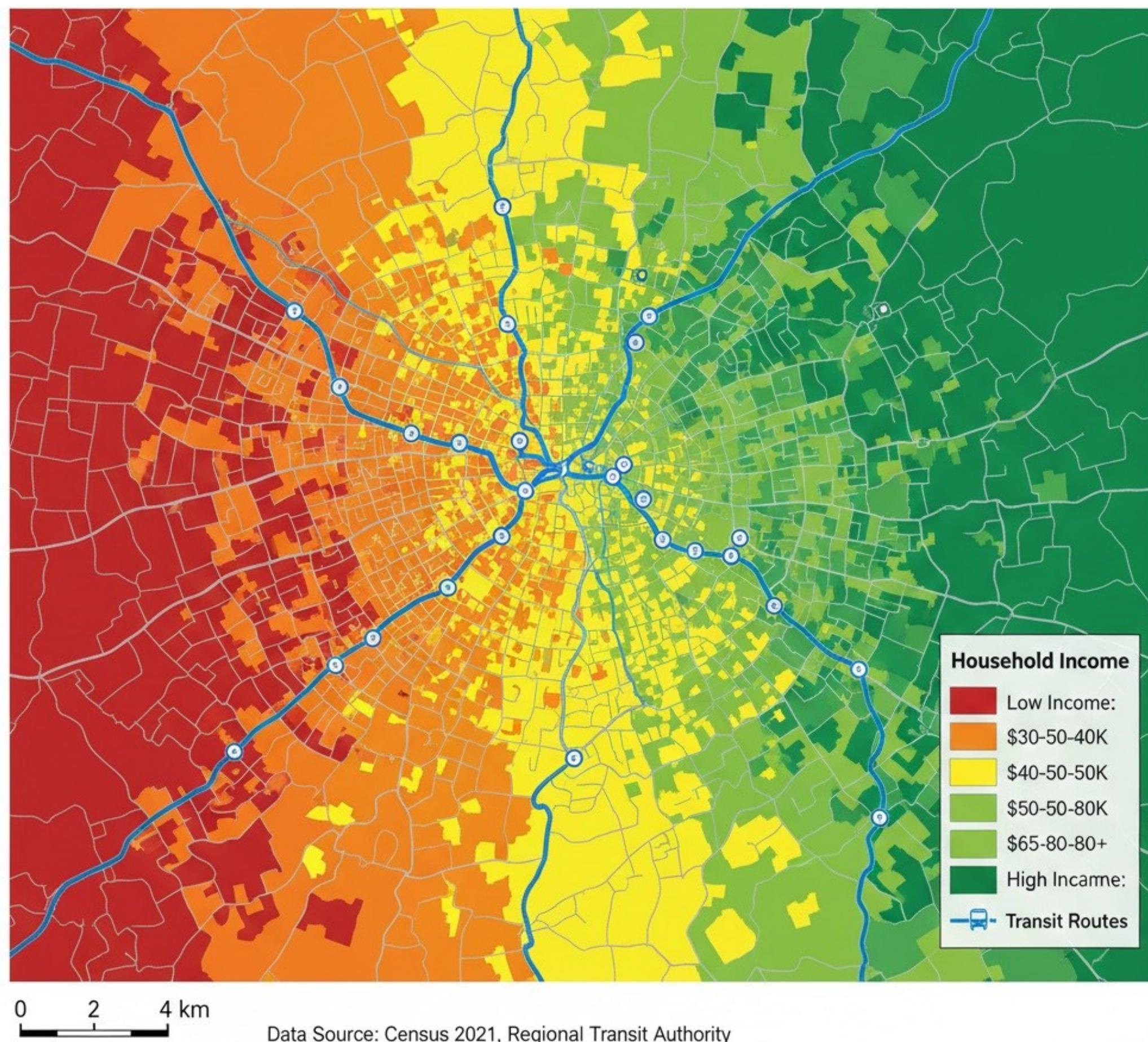
**Labeling:** Feature names, data values, annotations

**Multi-scale Display:** Zoom levels, detail hierarchies

**Interactive Maps:** Web maps, dashboards, story maps

**Planning Example:** Transportation engineer performs network analysis to find shortest emergency response routes from fire stations, calculates 5-minute service areas, identifies neighborhoods with response times >8 minutes requiring new station..

## Transit Access and Household Income Equity Analysis



# GIS Software Types

GIS Platform Type	Analysis Power	Capabilities	Example(s)
Geobrowser	Weak	<ul style="list-style-type: none"><li>• View and navigate</li><li>• Basic search</li><li>• No data upload</li></ul>	Google Maps, Google Earth, Apple Map, OpenStreetMap
Web-based GIS	Medium	<ul style="list-style-type: none"><li>• Upload custom data</li><li>• Customize symbology</li><li>• Basic analysis</li><li>• Online sharing</li></ul>	ArcGIS Online, MapBox
Desktop GIS	Strong	<ul style="list-style-type: none"><li>• Advanced analysis</li><li>• Geoprocessing tools</li><li>• Full data control</li><li>• Custom scripting</li></ul>	ArcGIS Pro QGIS

# Desktop GIS Comparison

Feature	ArcGIS Pro	QGIS
<b>Cost</b>	\$100-700/year (student) \$7,000+ (professional)	Free, open-source
<b>Platform</b>	Windows only	Windows, Mac, Linux
<b>Performance</b>	Resource-intensive	Lightweight
<b>Tools</b>	Comprehensive - all functions	Most functions, some gaps in advanced analysis
<b>Support</b>	Professional (ESRI direct)	Community forums
<b>Training</b>	Extensive official courses	Community tutorials, variable quality
<b>Industry Use</b>	Industry standard	Growing adoption, especially in non-profits and academia
<b>Best For</b>	Professional work, enterprise environments	Learning, cost-sensitive projects, open-source workflows

# GIS as a Foundation for Traffic Simulation

## **The Challenge:**

Creating accurate traffic simulation networks requires precise real-world geometry and spatial context.

## **GIS Provides:**

**Base Imagery:** Aerial photos and satellite imagery for visual reference

**Spatial Reference:** Coordinates and scale for accurate network placement

**Background Layers:** Property boundaries, landmarks for geographic context

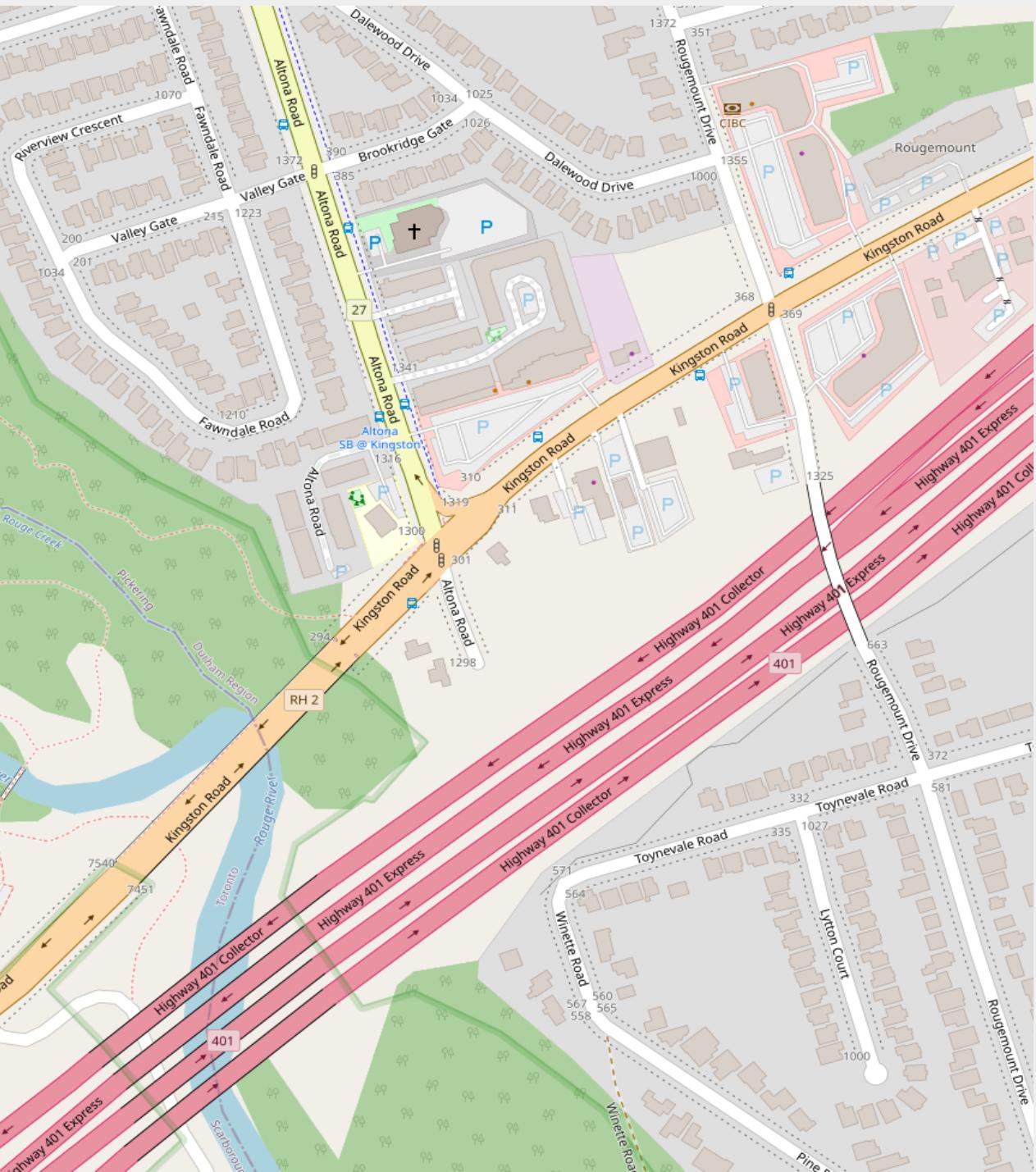
**Attribute Data:** Speed limits, lane counts, signal locations from GIS databases

## **The Process:**

Currently, there is an automatic process of importing GIS into simulation; however, it does not generate road network accurately.

# GIS as a Foundation for Traffic Simulation

GIS



Simulation



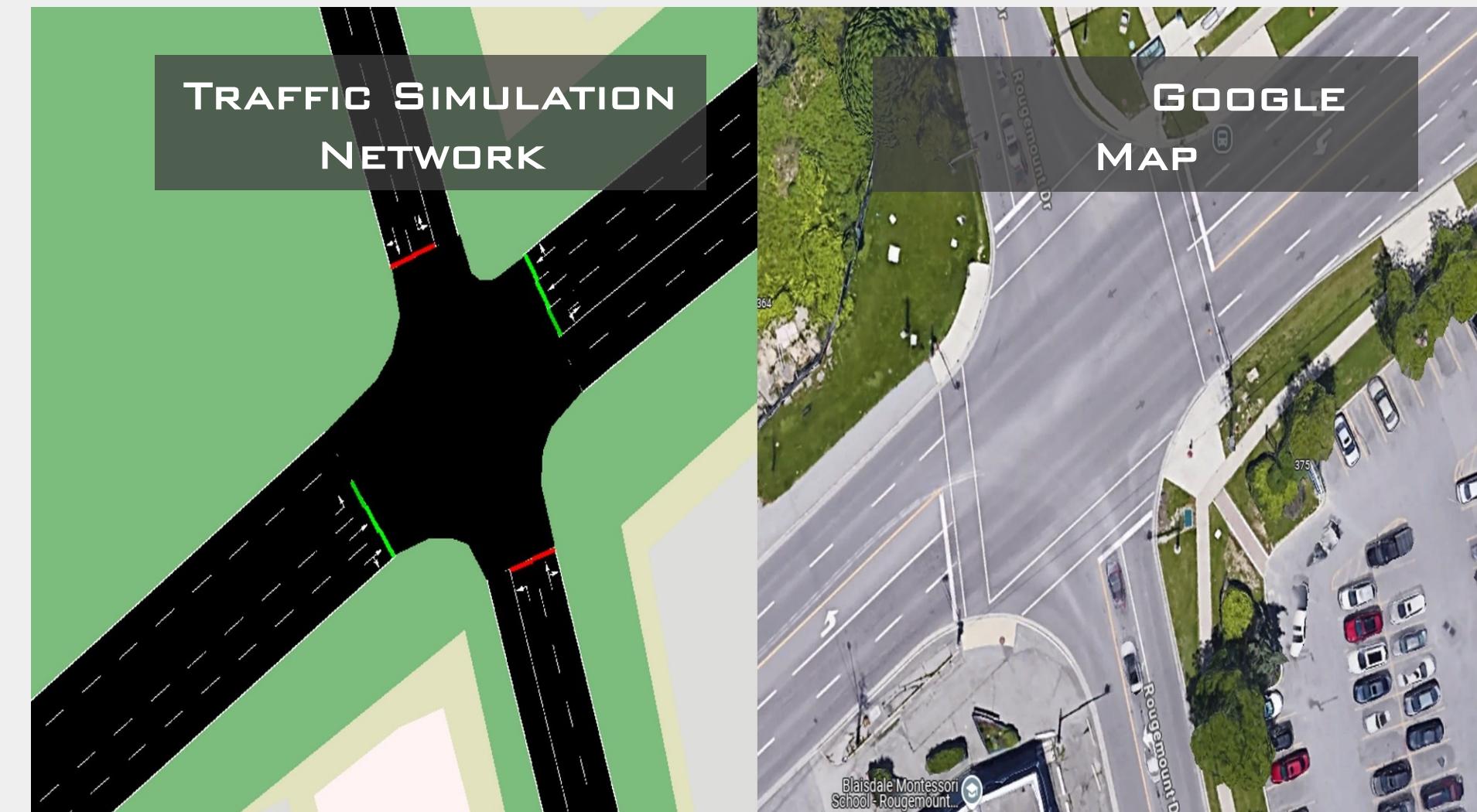
# GIS as a Foundation for Traffic Simulation

## Planner:

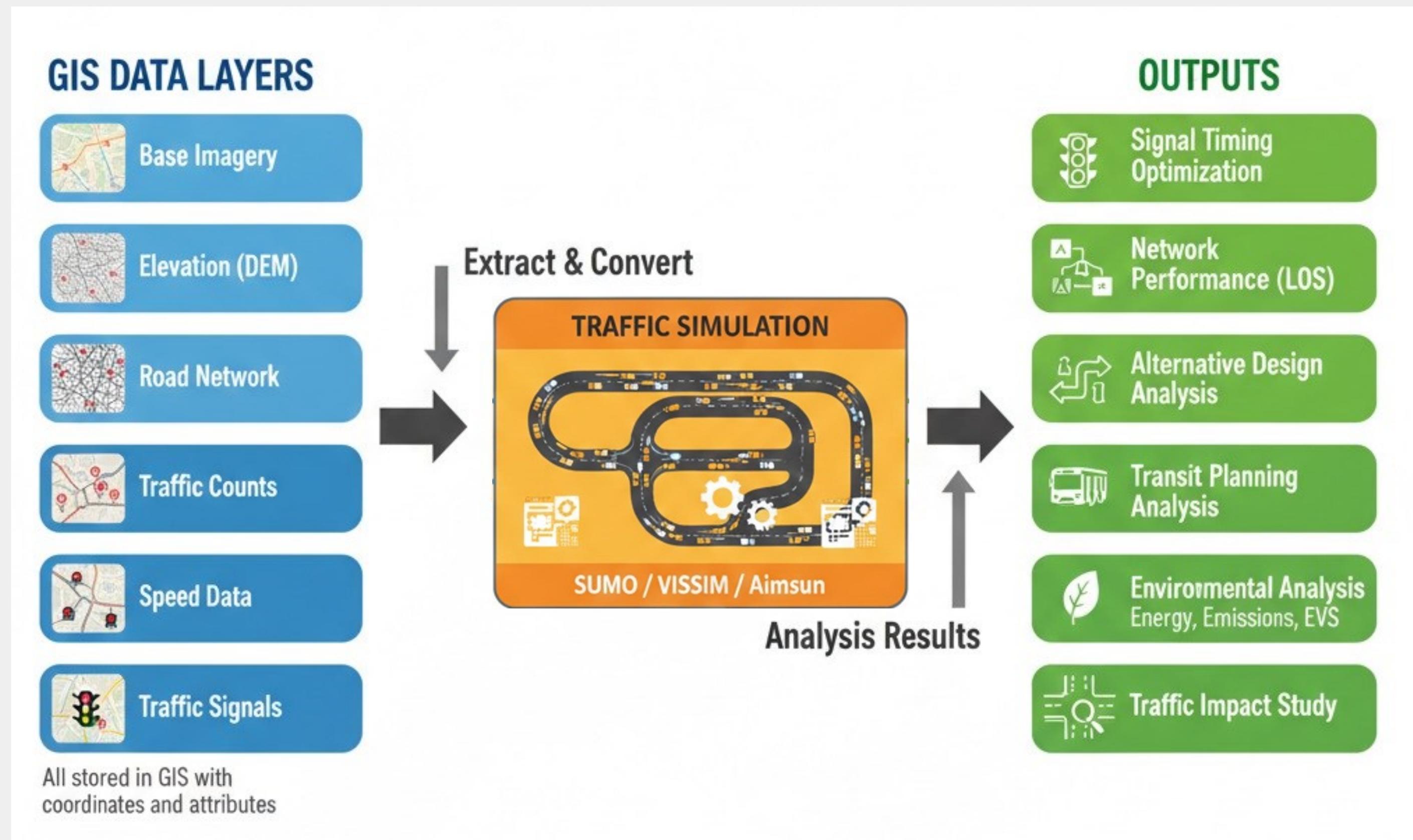
Import GIS imagery into simulation as georeferenced background, then manually trace and build road networks matching real-world geometry, ensuring accurate representation.

## Why:

- ✓ Simulation results depend on network accuracy
- ✓ Understanding geometry impacts traffic flow patterns
- ✓ Real coordinates enable proper distance and speed calculations
- ✓ Visual verification against imagery ensures quality



# GIS Layers to Simulation



# GIS Data Layers in Simulation



<https://youtu.be/rEOmc2tJ9WY>

# Network Elements Required for Simulation

- ✓ Road Geometry Data (Number of lanes, Lane width)
- ✓ Operational Data (Speed limits, Lane restrictions)
- ✓ Traffic Control Data (Traffic Signals, Stop/Yield Control))
- ✓ Traffic Demand Data (Traffic Volumes & Speed)
- ✓ Vehicle and Driver Characteristics (Vehicle Length/Width)

## Traffic Analysis Toolbox Volume III: Guidelines for Applying Traffic Microsimulation Modeling Software

2019 Update to the 2004 Version



April 2019



U.S. Department of Transportation

Federal Highway Administration

PDF:

<https://ops.fhwa.dot.gov/publications/fhwahop18036/fhwahop18036.pdf>

# Road Geometry Data

**Definition:** Physical characteristics of roads and intersections.

## Lane Configuration:

Number of lanes per direction

Lane width (standard: 3.5-3.75m)

Lane assignment (through, left-turn, right-turn, shared)

## Intersection Geometry:

Storage Lane Capacity

Turn radii (affects vehicle speed)

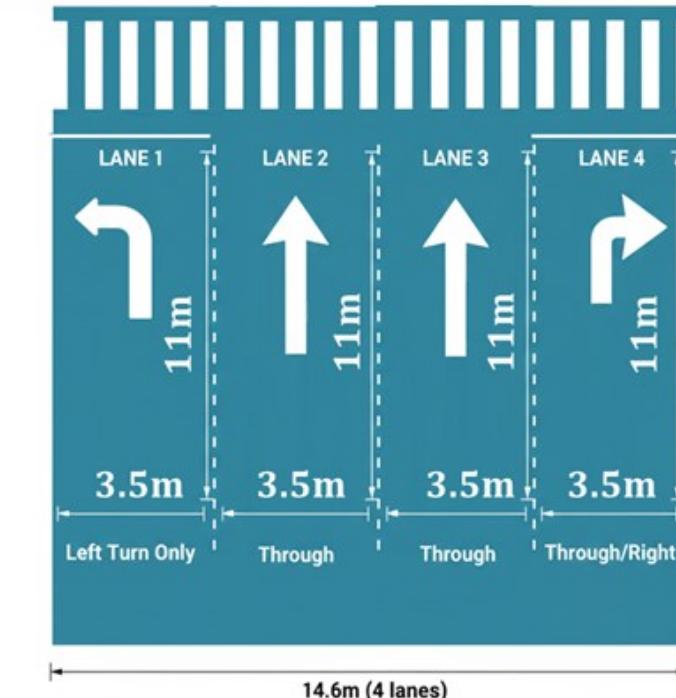
Intersection angles ( $90^\circ$  vs skewed)

## Roadway Alignment:

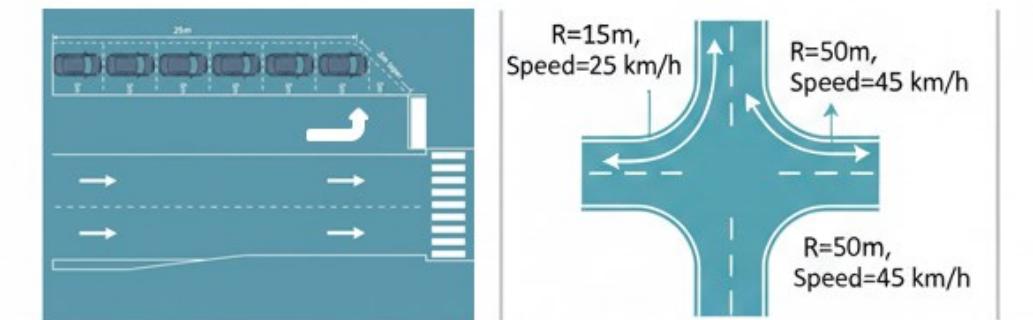
Horizontal curves (how much the road turns)

Vertical slope (going uphill or downhill)

## LANE CONFIGURATION

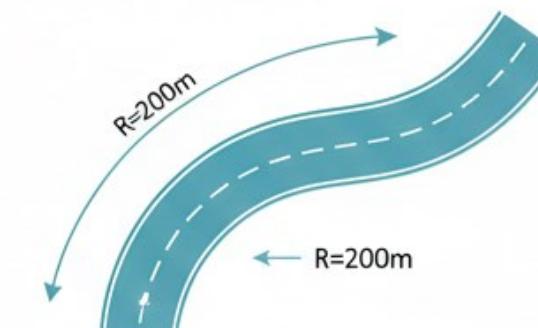


## INTERSECTION GEOMETRY

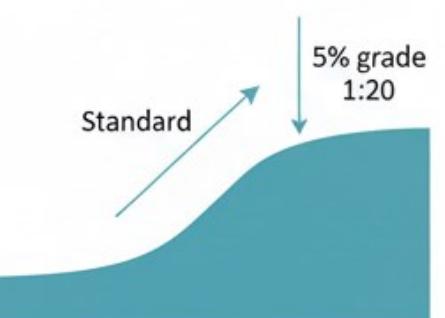


Skewed -  $60^\circ$

## ROADWAY ALIGNMENT



HORIZONTAL CURVE



VERTICAL GRADE

# Operational Data

## Definition:

Rules and regulations that govern how vehicles can use the road network.

## Speed Controls:

Posted speed limits (km/h)

## Movement Restrictions:

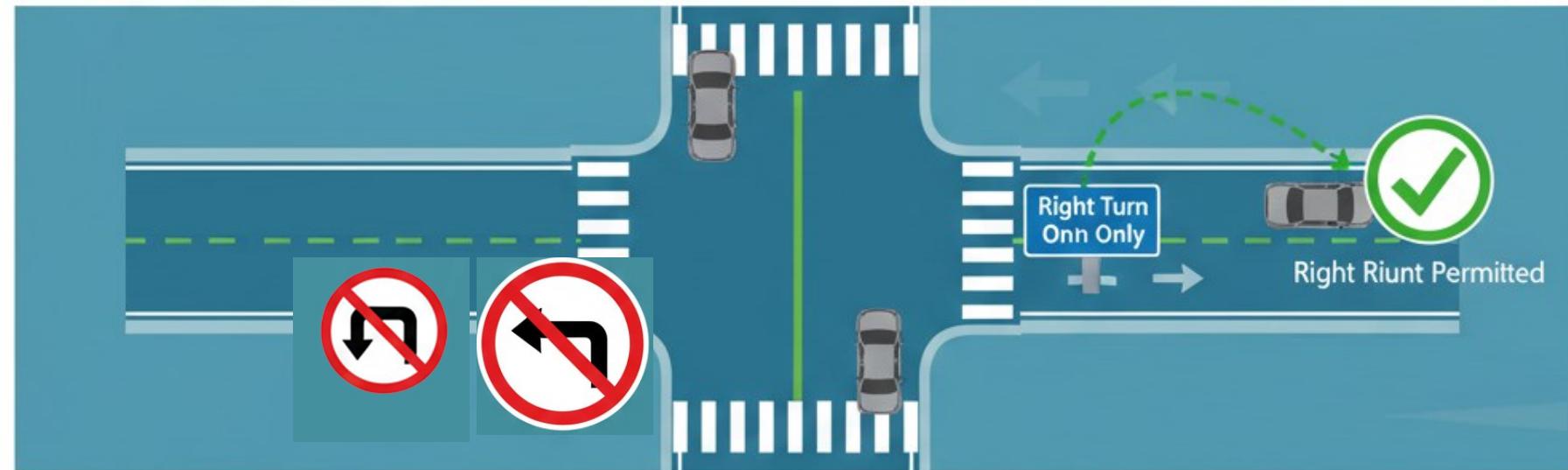
Turn prohibitions (no left turn, no U-turn)

Lane restrictions (HOV lanes, bus-only lanes, truck restrictions)

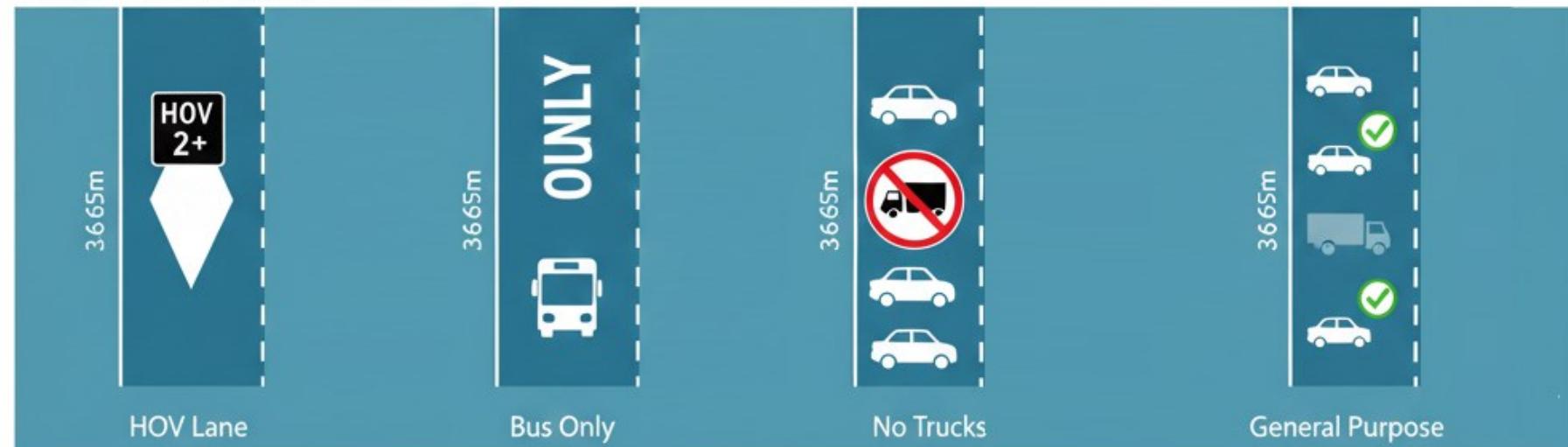
## SPEED CONTROLS



## TURN PROHIBITIONS



## LANE RESTRICTIONS



# Traffic Control Data

**Definition:** Devices and systems that regulate vehicle and pedestrian movements at intersections and along corridors.

## Traffic Signals:

- Signal locations (node IDs)
- Cycle length (e.g., 120 seconds)
- Phase timing (green, yellow, red durations)
- Phase sequence (protected vs permitted turns)
- Coordination (offset between signals)
- Pedestrian phases and clearance times

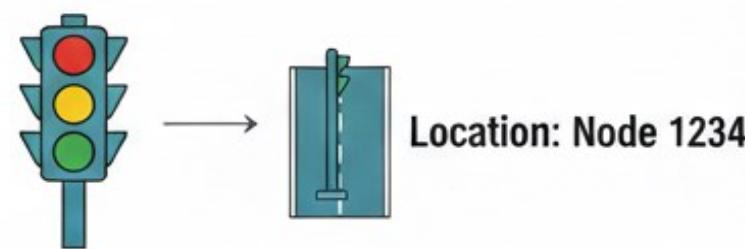
## Stop/Yield Control:

- Stop signs (all-way vs two-way)
- Yield signs
- Priority intersection rules
- Priority rules at roundabouts

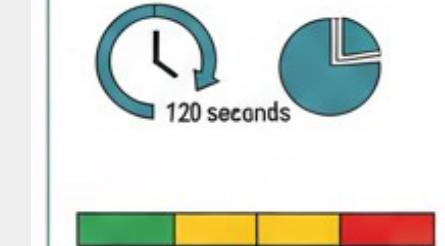
## Pedestrian Crossings:

- Crosswalk locations
- Pedestrian signals and timing
- Crossing distance/time

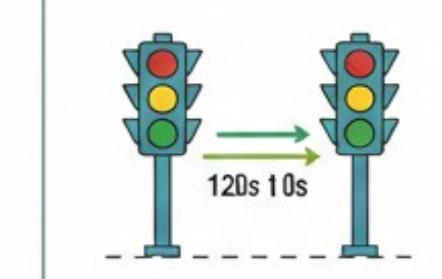
## TRAFFIC SIGNAL CONTROL



Cycle: 120s



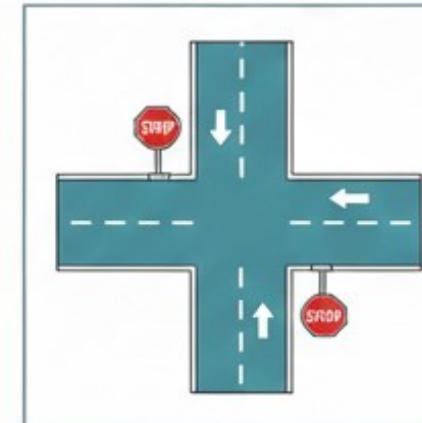
Timing



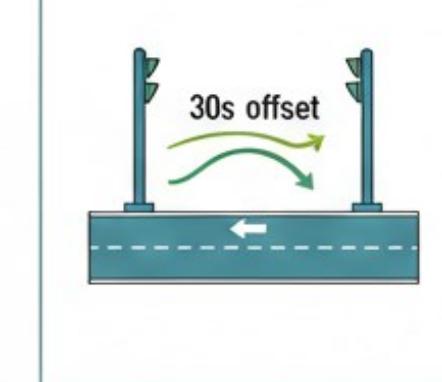
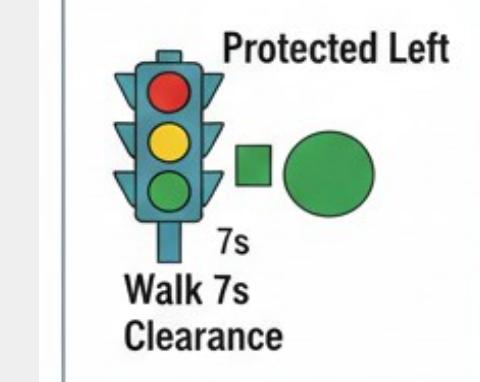
## STOP/YIELD CONTROL



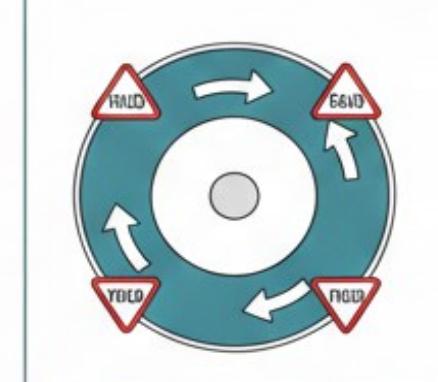
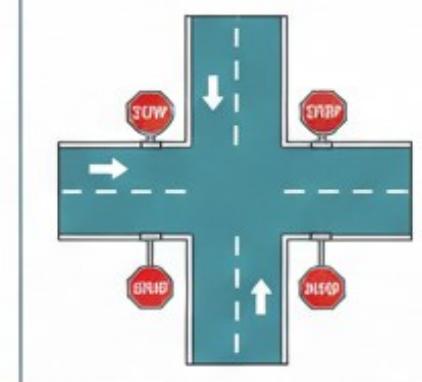
Two-Way Stop



Phases: Protected/Permitted Coordination: 30s offset



All-Way Stop



# Traffic Demand Data

**Definition:** Real-world traffic measurements used to define simulation inputs and validate model accuracy.

## Traffic Data:

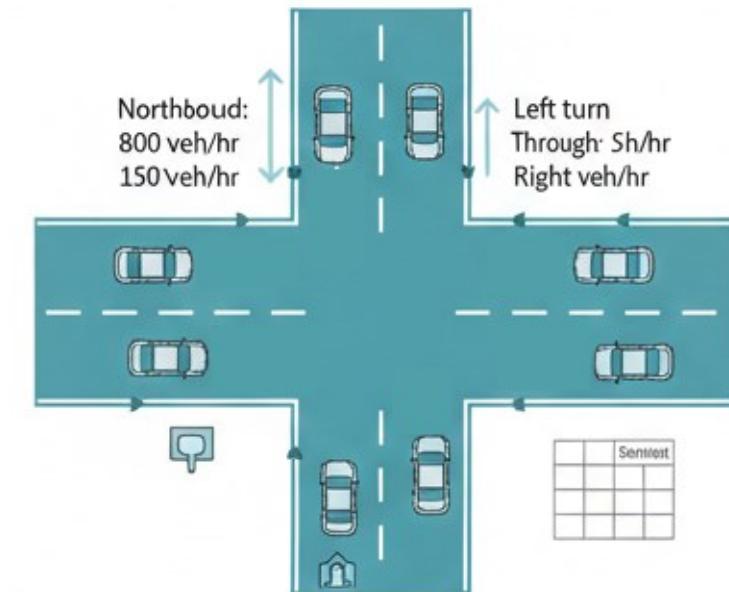
Traffic volumes

Speed data

Origin-Destination matrices

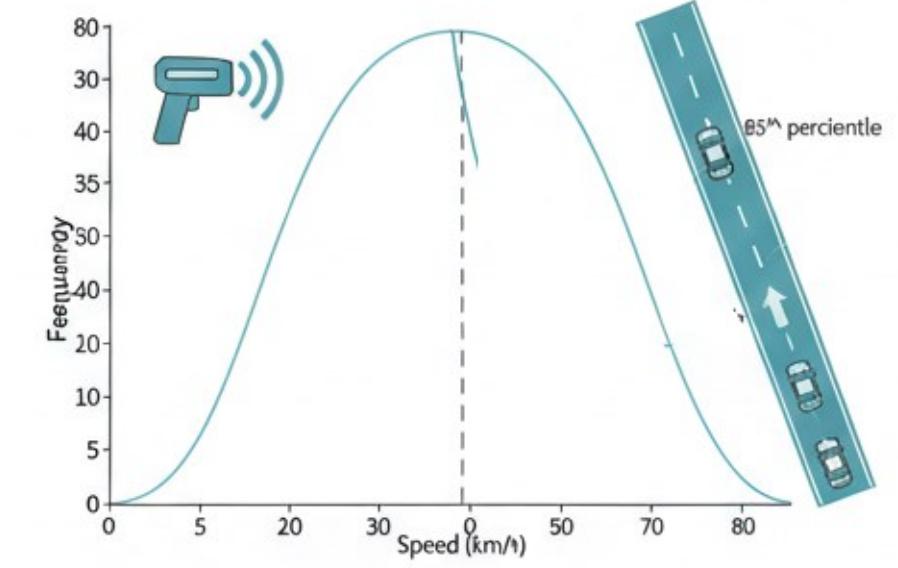
Vehicle classification

## TRAFFIC VOLUMES



Traffic Volume Counts - Vehicles per hour by movement

## SPEED DATA



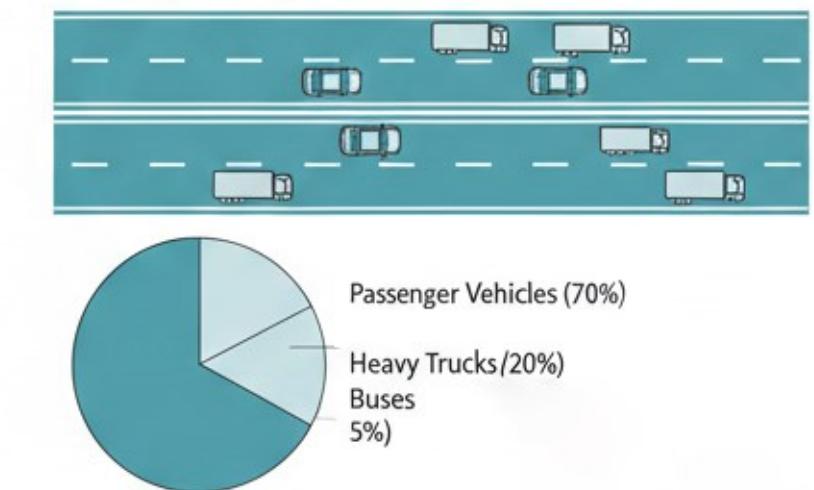
Speed Studies - Free-flow and congested speeds

## ORIGIN-DESTINATION (O-D) MATRIX

From × To	Zone 1	Zone 2	Zone 4
Zone 1	0	300	50
Zone 2	200	100	25
Zone 4	200	150	25
Zone 1	75	50	120
Zone 2	50	0	100
Zone 4	10	40	0

Origin-Desentation Matrix - Trip distribution between zones

## VEHICLE CLASSIFICATION



Vehicle Classffication Counts - Share of each vehicle type

# Vehicle and Driver Characteristics

## Vehicle characteristics:

Length

width

Acceleration

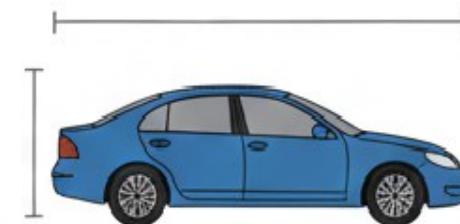
deceleration

## Driver Characteristics:

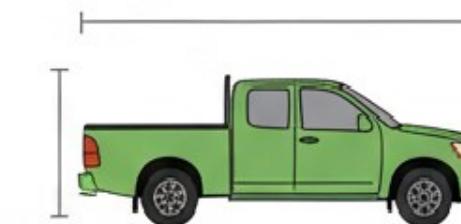
Lane-changing

car-following models

## VEHICLE DIMENSIONS



Passenger Car

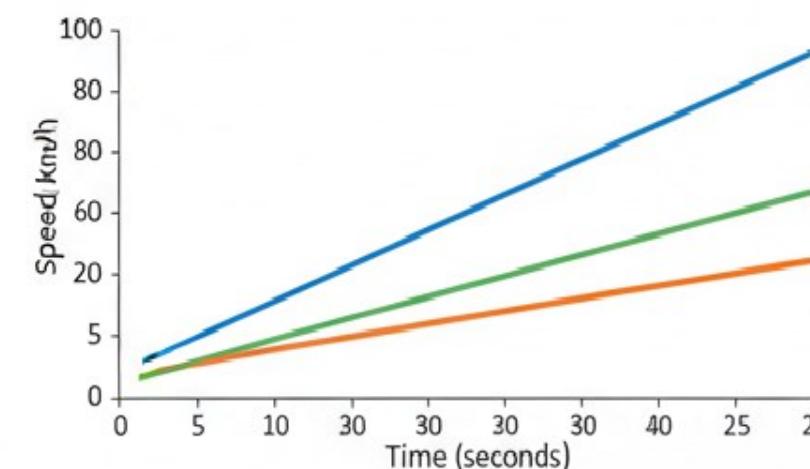


Light Truck



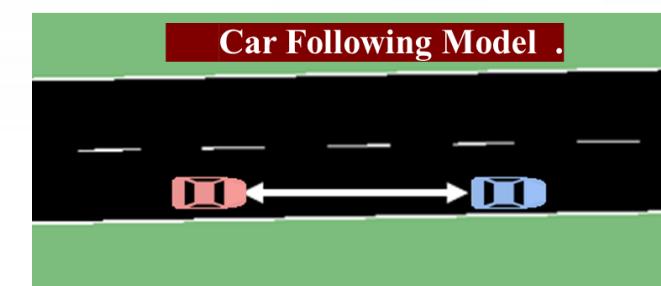
Tractor-Trailer

## ACCELERATION PERFORMANCE



## Driver Characteristics

### Longitudinal Movement



### Lateral Movement



# Lane Configuration and Intersection Geometry

