

Adaptive Traffic Signal Control Using Multi-Agent RL

Problem Formulation

- Environment = Whole traffic Network
- Every junction is an Agent, working in a common environment.
- Every agent can experience a part(local data) of environment.

Agent Description

- State:
 - Congestion at each incoming lane
 - Congestion at immediate Neighbors incoming lanes
 - Current Phase
- Action : Green signal duration {20,25,30,...65,70}
- Reward : Change in congestion at its lanes and neighbors lanes after performing action
- Objective : Maximize discounted sum of rewards

Data For Training:

- PTV Vissim Simulation for modelling Traffic behaviour
- Queue Counters for getting congestion in a lane at particular time
- Self Designed Network

Algorithm Used

- PPO, Advantage Actor critic
- Entropy Loss included as well
- Buffer of 100 latest samples

$$r_t(\theta) = \frac{\pi_{\theta}(a_t|s_t)}{\pi_{\theta_{old}}(a_t|s_t)}$$

$$L^{CLIP}(\theta) = E_t[\min(r_t(\theta)\hat{A}_t, \text{clip}(r_t(\theta), 1 - \epsilon, 1 + \epsilon)\hat{A}_t)]$$

$$H(\theta) = \sum_a -\pi_{\theta}(a_t|s_t)\log(\pi_{\theta}(a_t|s_t))$$

$$\max [L^{CLIP}(\theta) + \alpha H(\theta)]$$

Algorithm

Start Simulation

For every Agent that needs to take action

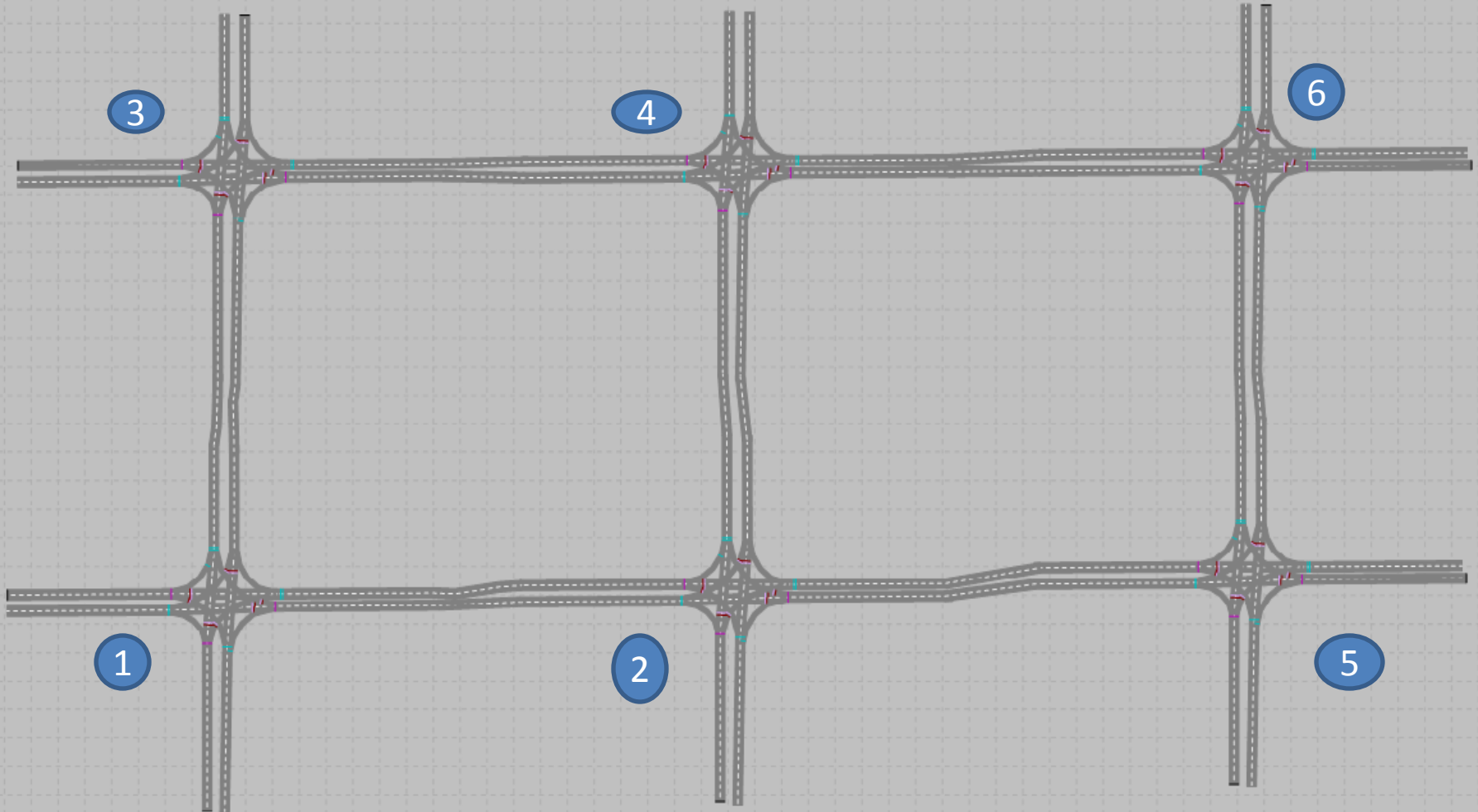
1. Get s, a, r, s' . put into buffer
2. if buffer has enough samples
3. K times:
 4. Sample minibatch(32) from buffer
 5. Train actor(current_policy) on this data
 6. Train Critic on whole buffer
 7. Set old_policy = current_policy
 8. Empty buffer

Actor Critic Network Details

- Both are simple Dense Network, 2 Hidden layers (64 nodes each)
- PPO loss epsilon = 0.2
- Entropy loss coefficient = 0.01
- Two actor networks(old, new), 1 critic network for every agent

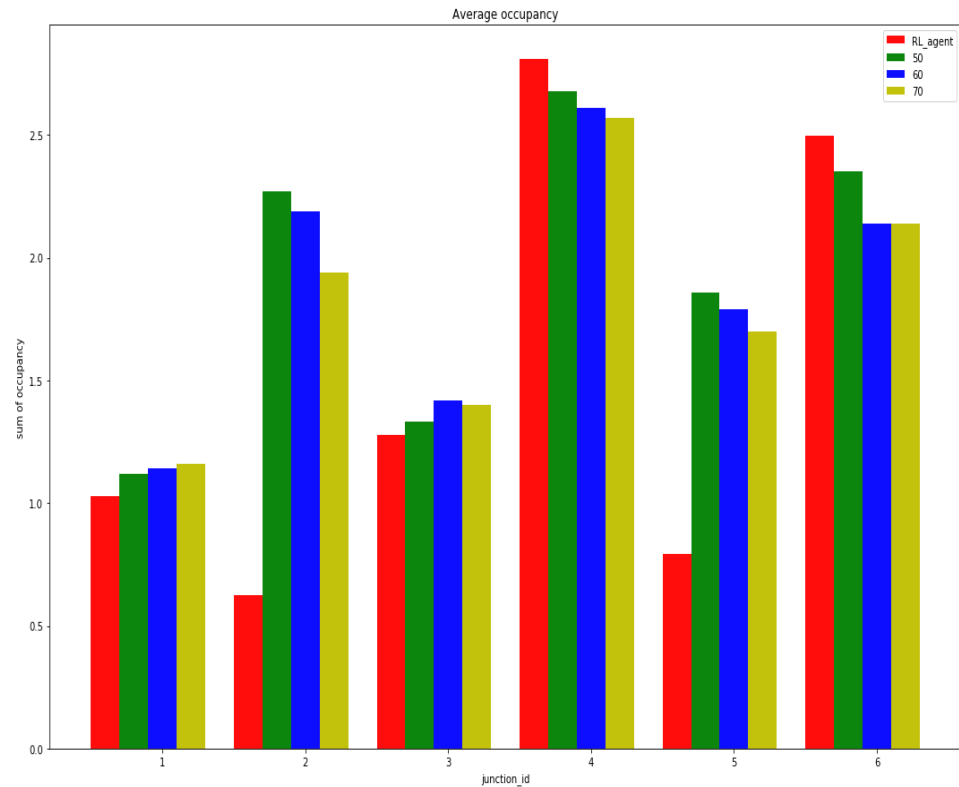
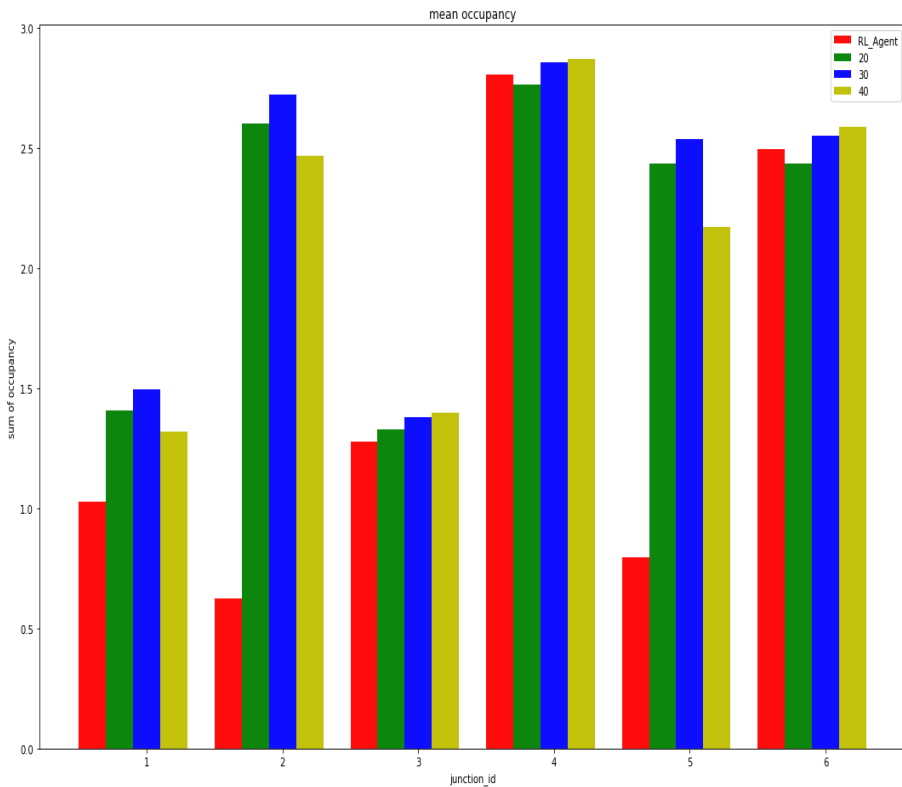
Traffic Network for experimentation

- 6 junctions, 8 signals(queue_counters) per junction
- 10 Vehicle Input points
- Left, Straight, Right = 0.25, 0.50, 0.25



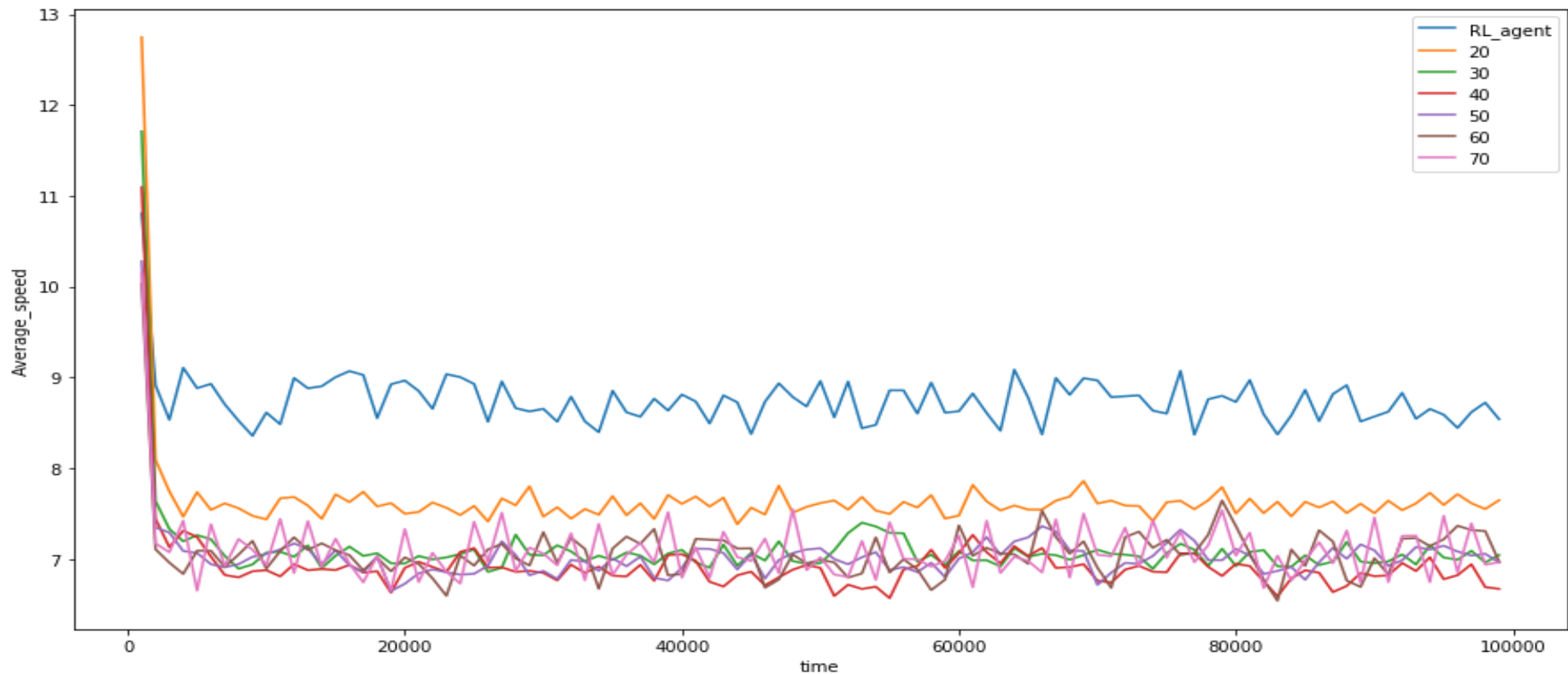
Experimentation and Results

- 1k vehicles per hour at every incoming lane
- Avg Occupancy Comparison with fixed time algorithms



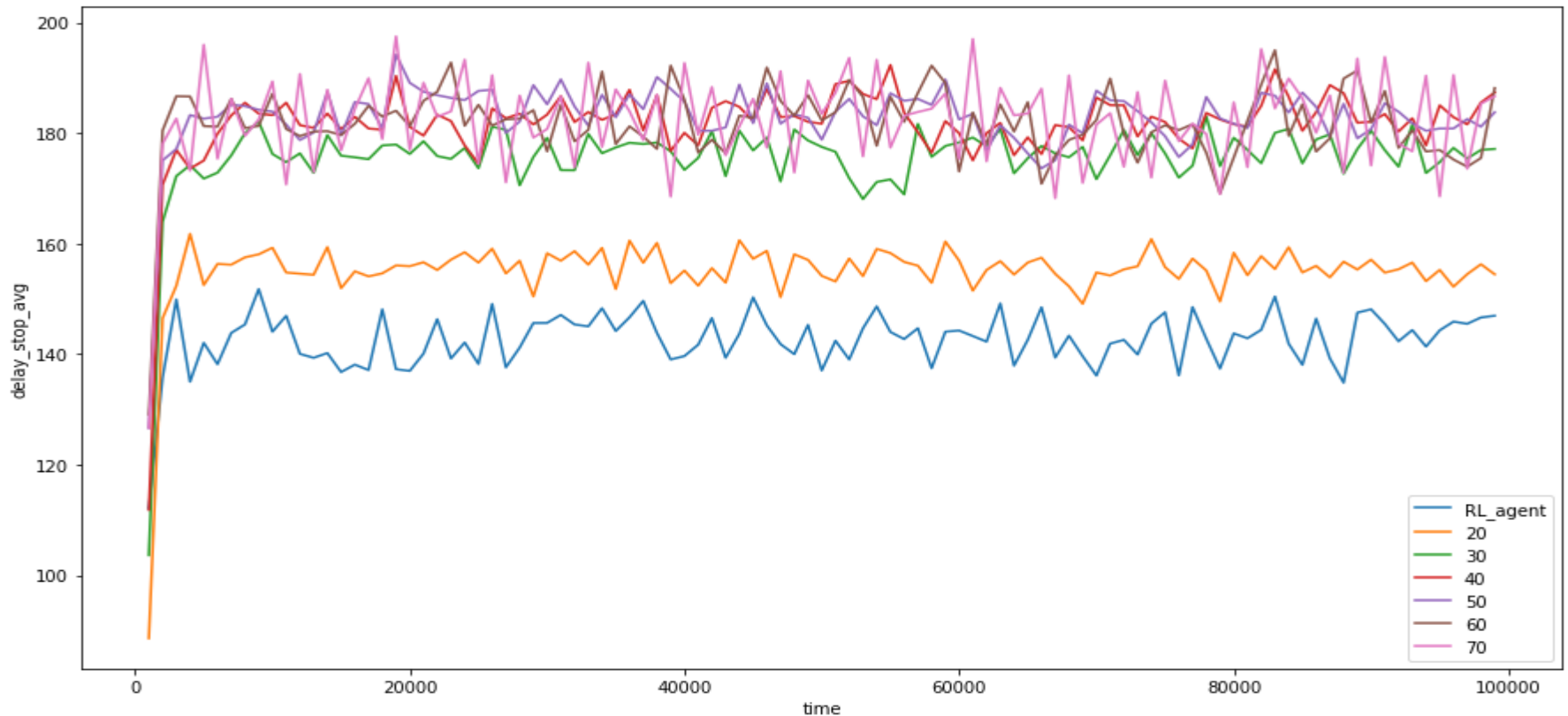
Experimentation and Results

- 1k vehicles per hour at every incoming lane,
- Avg Speed Comparison, calculated in 1000secs interval



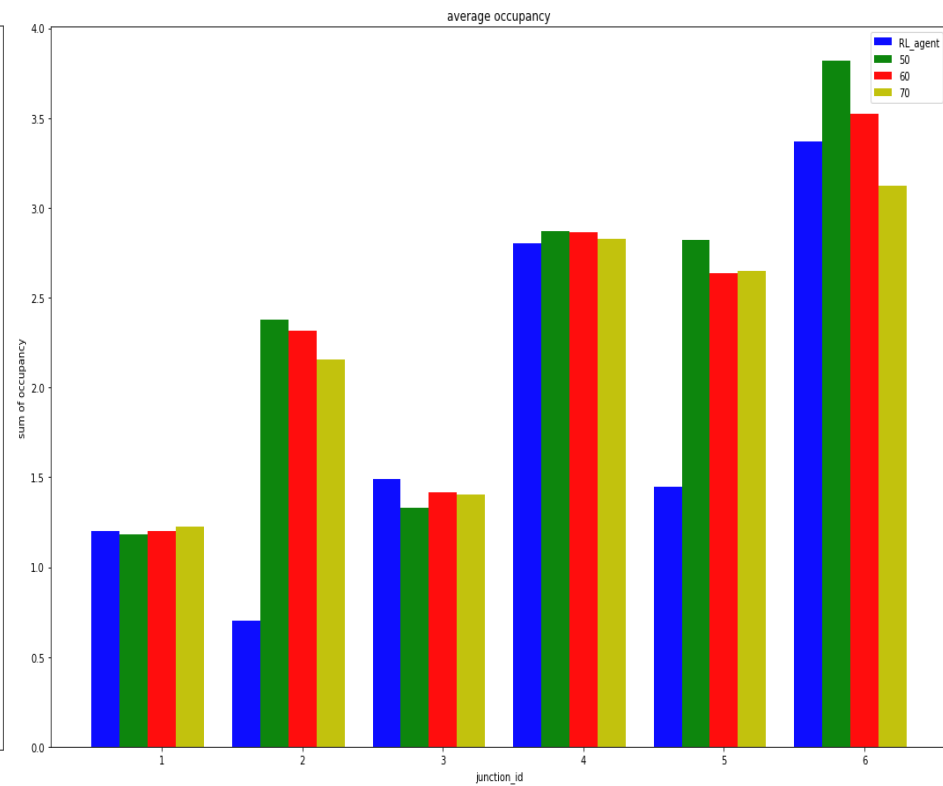
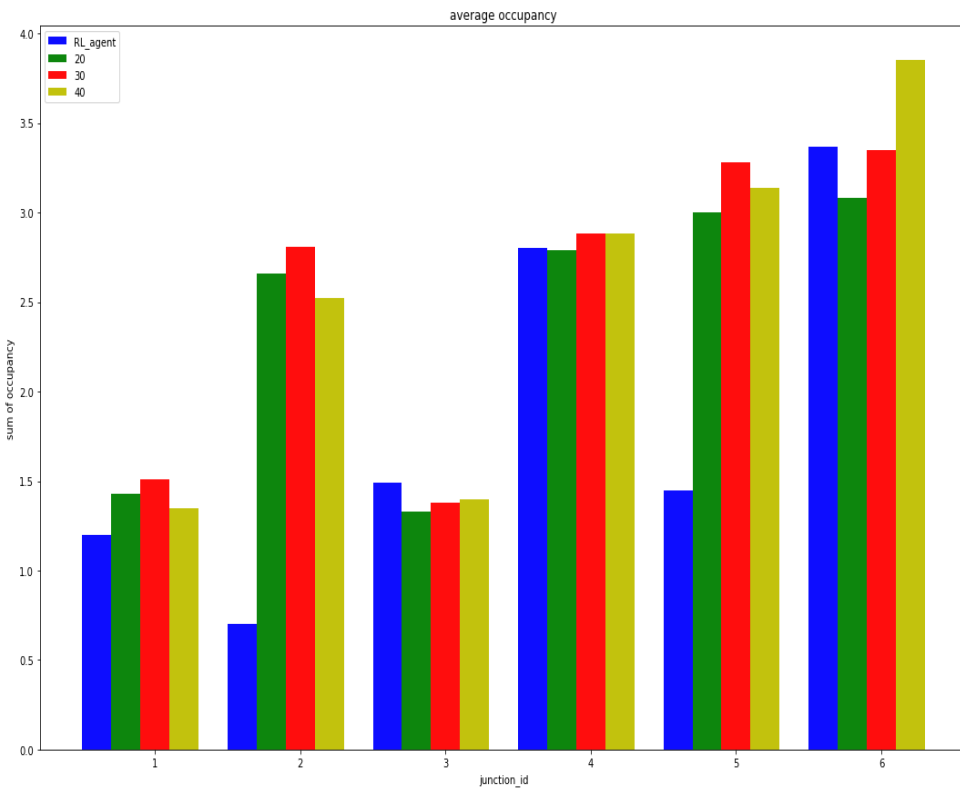
Experimentation and Results

- 1k vehicles per hour at every incoming lane,
- Delay Stop Avg, calculated in 1000secs interval



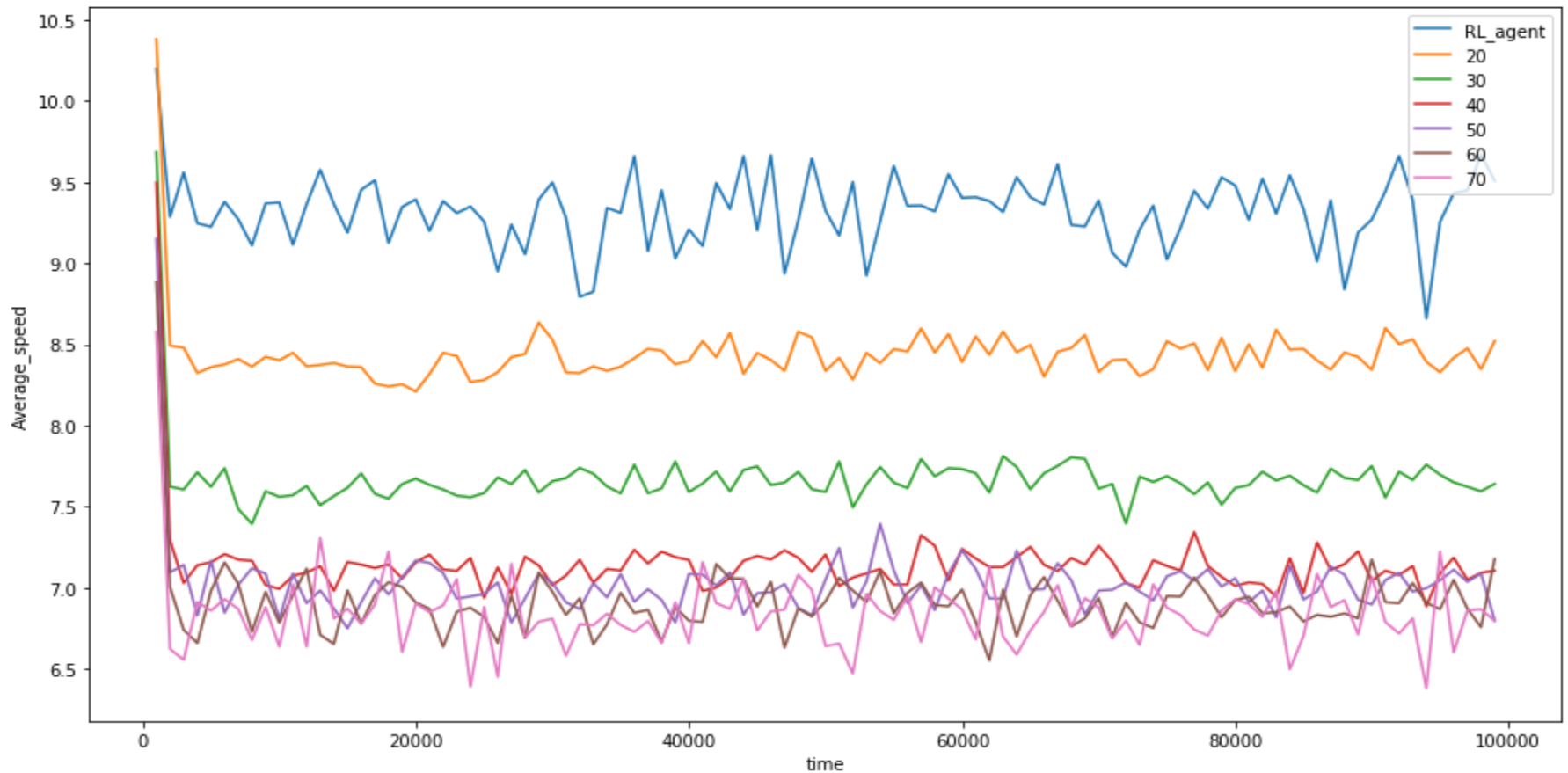
Experimentation and Results

- 2k vehicles per hour at every incoming lane
- Avg Occupancy Comparison with fixed time algorithms



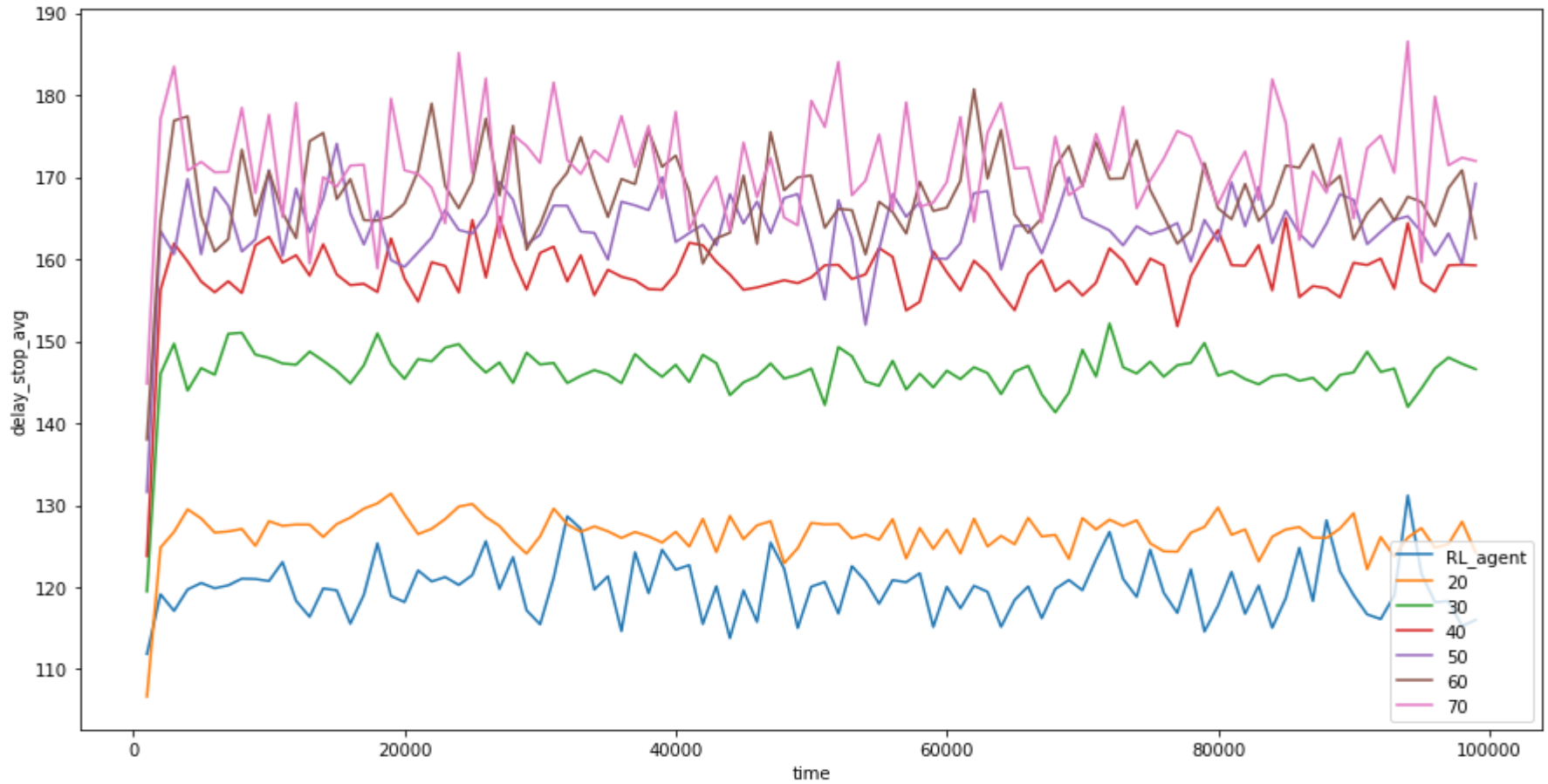
Experimentation and Results

- 2k vehicles per hour at every incoming lane,
- Avg Speed Comparison, calculated in 1000secs interval



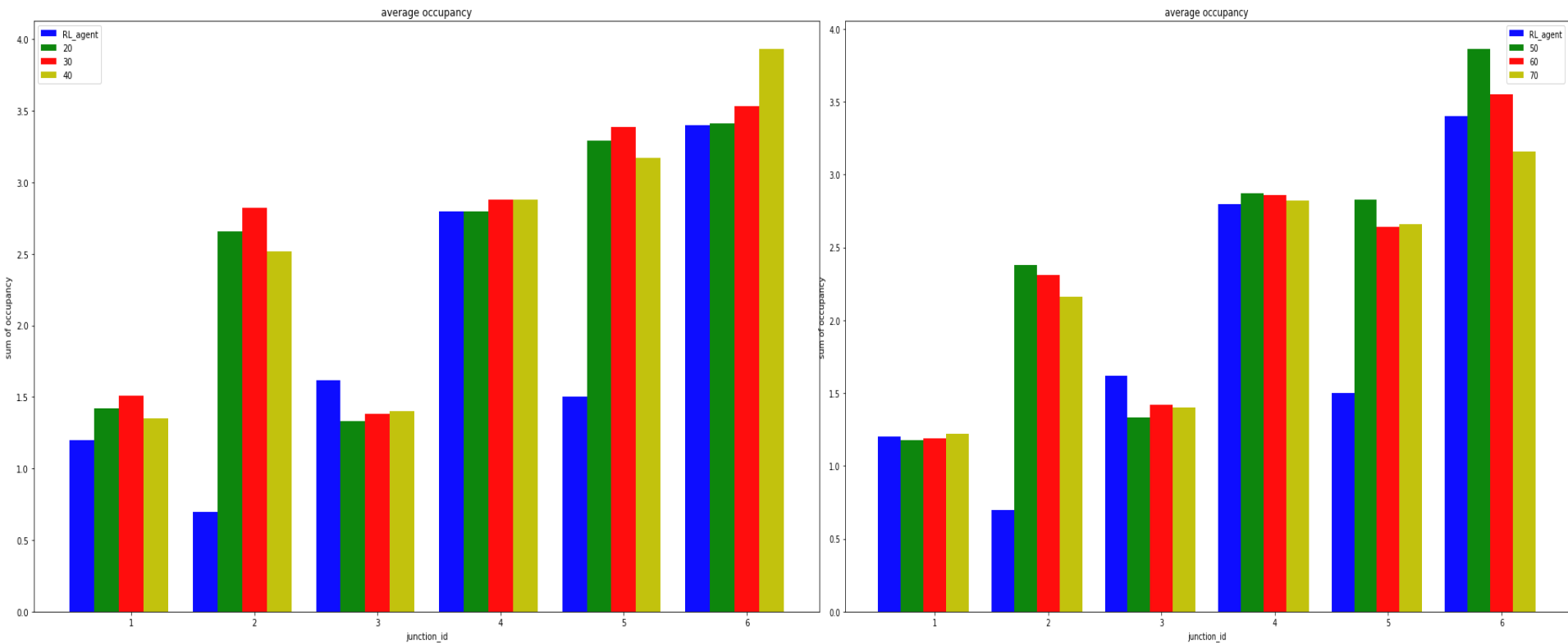
Experimentation and Results

- 2k vehicles per hour at every incoming lane,
- Delay Stop Avg, calculated in 1000secs interval



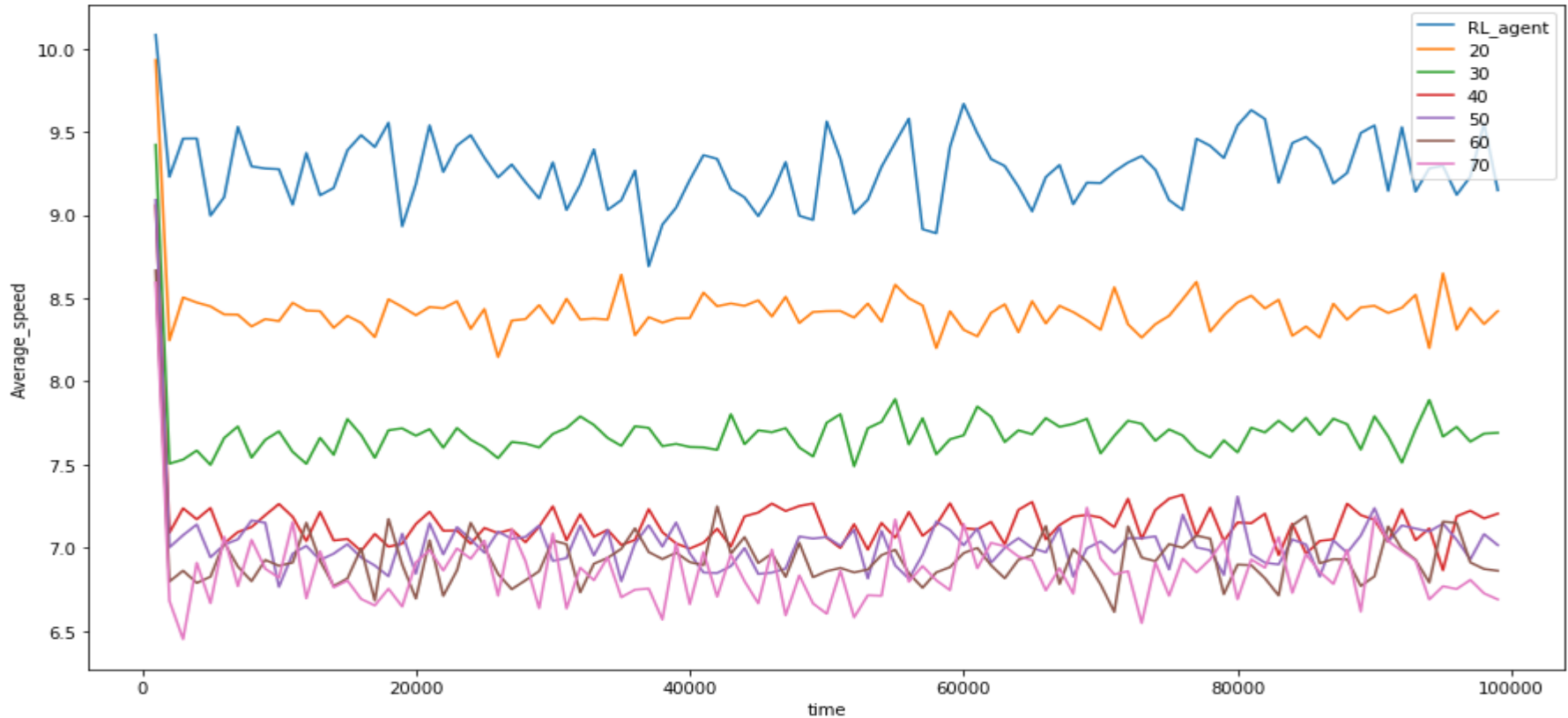
Experimentation and Results

- 3k vehicles per hour at every incoming lane
- Avg Occupancy Comparison with fixed time algorithms



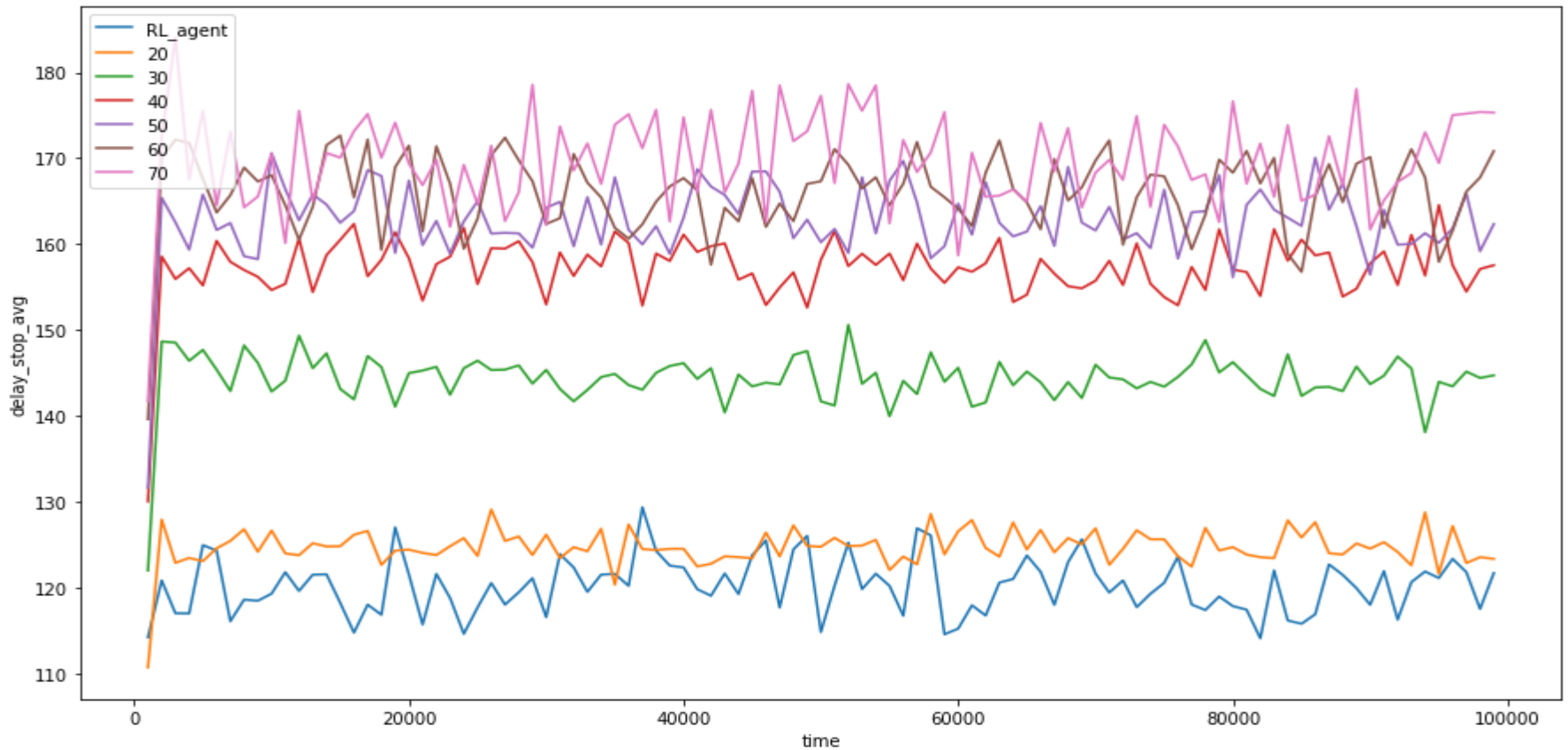
Experimentation and Results

- 3k vehicles per hour at every incoming lane,
- Avg Speed Comparison, calculated in 1000secs interval

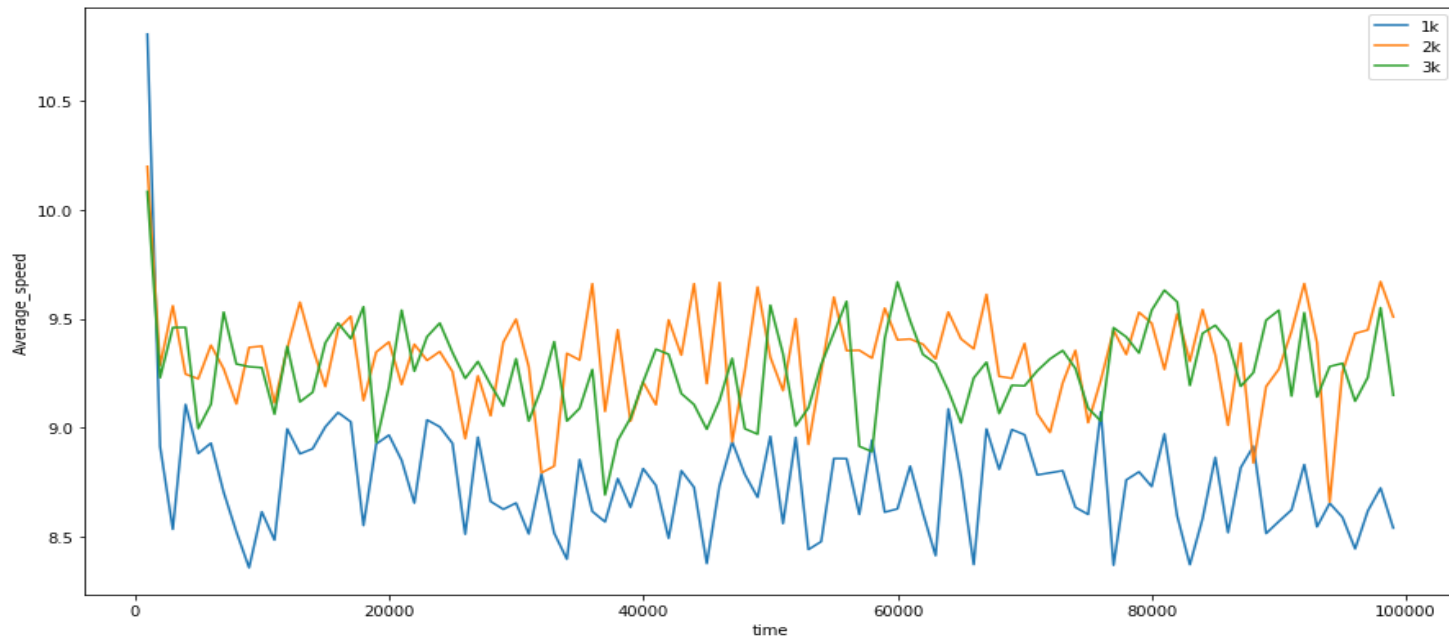
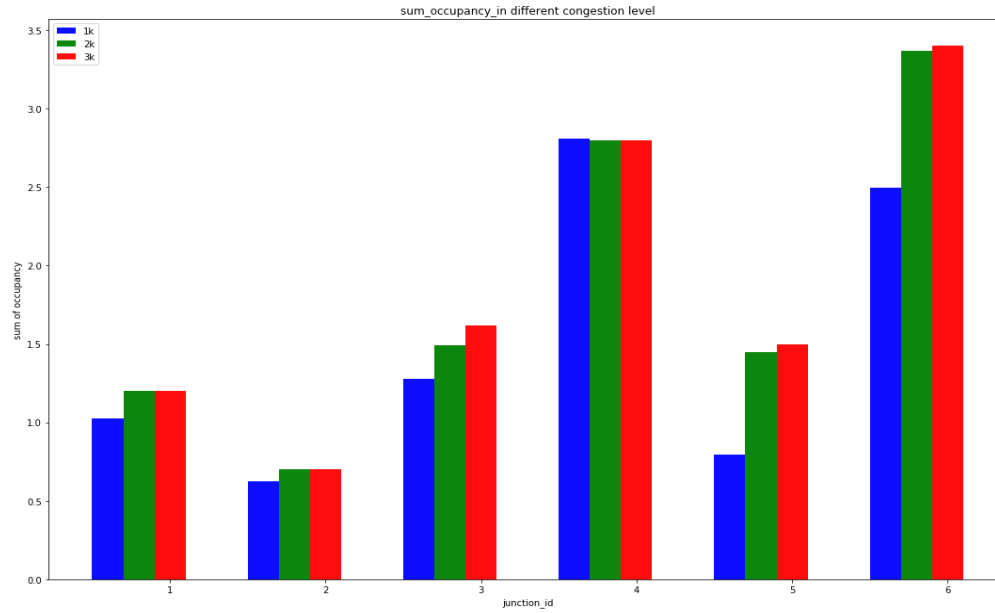


Experimentation and Results

- 3k vehicles per hour at every incoming lane
- Delay Stop Avg, calculated in 1000secs interval



RL Agent Performance Comparison at different vehicle incoming density

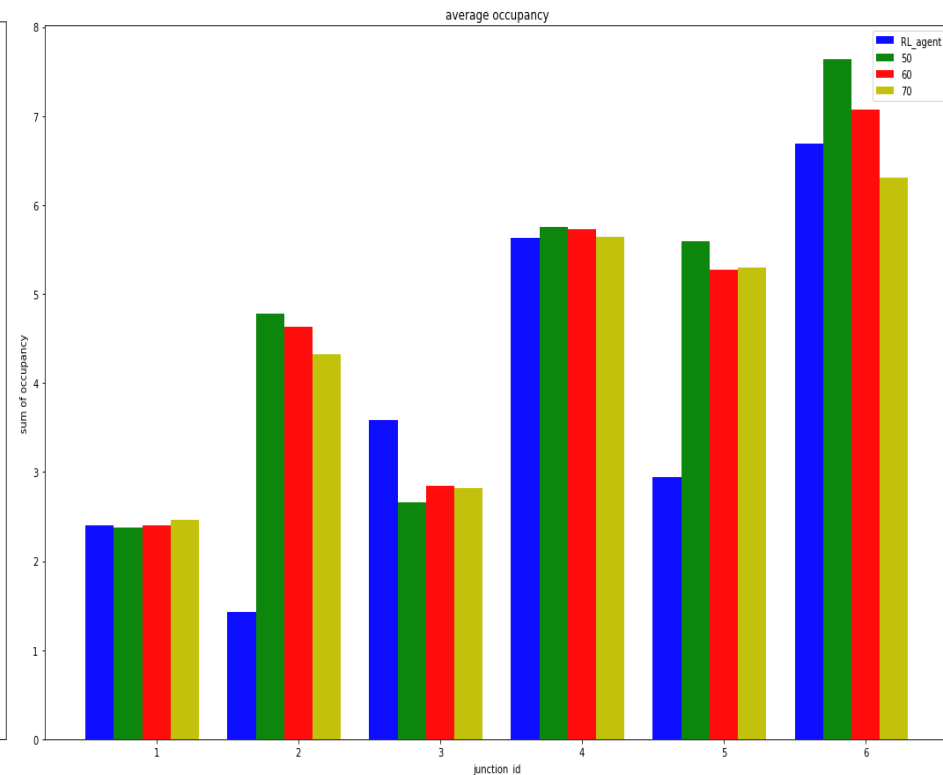
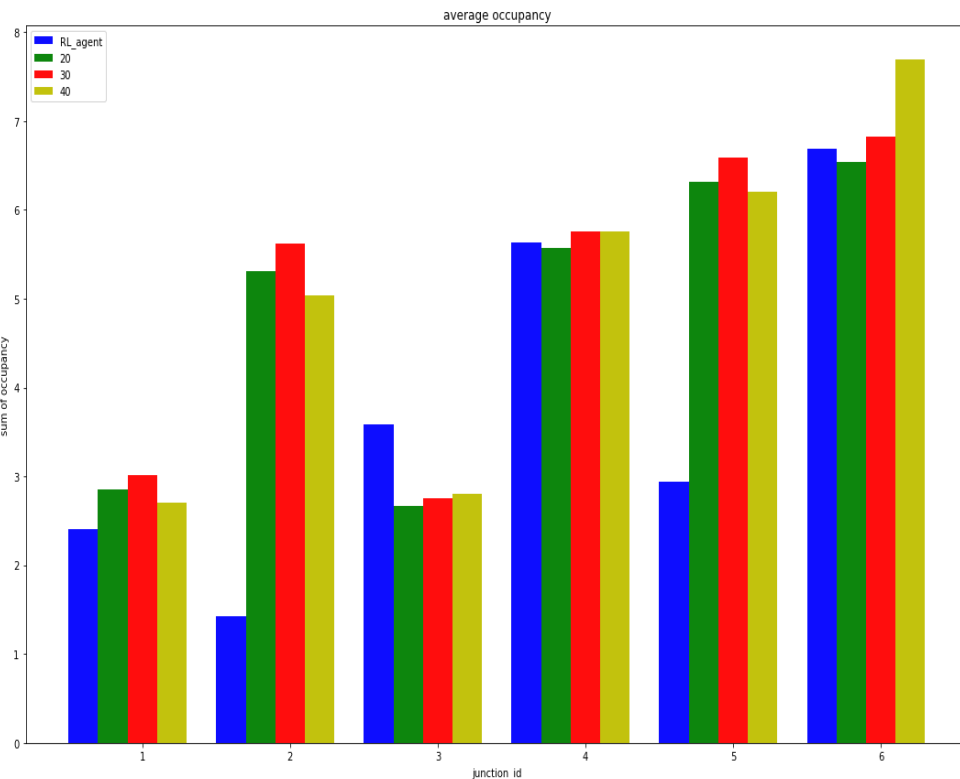


RL Agent Performance Comparison at different vehicle incoming density



Experimentation and Results

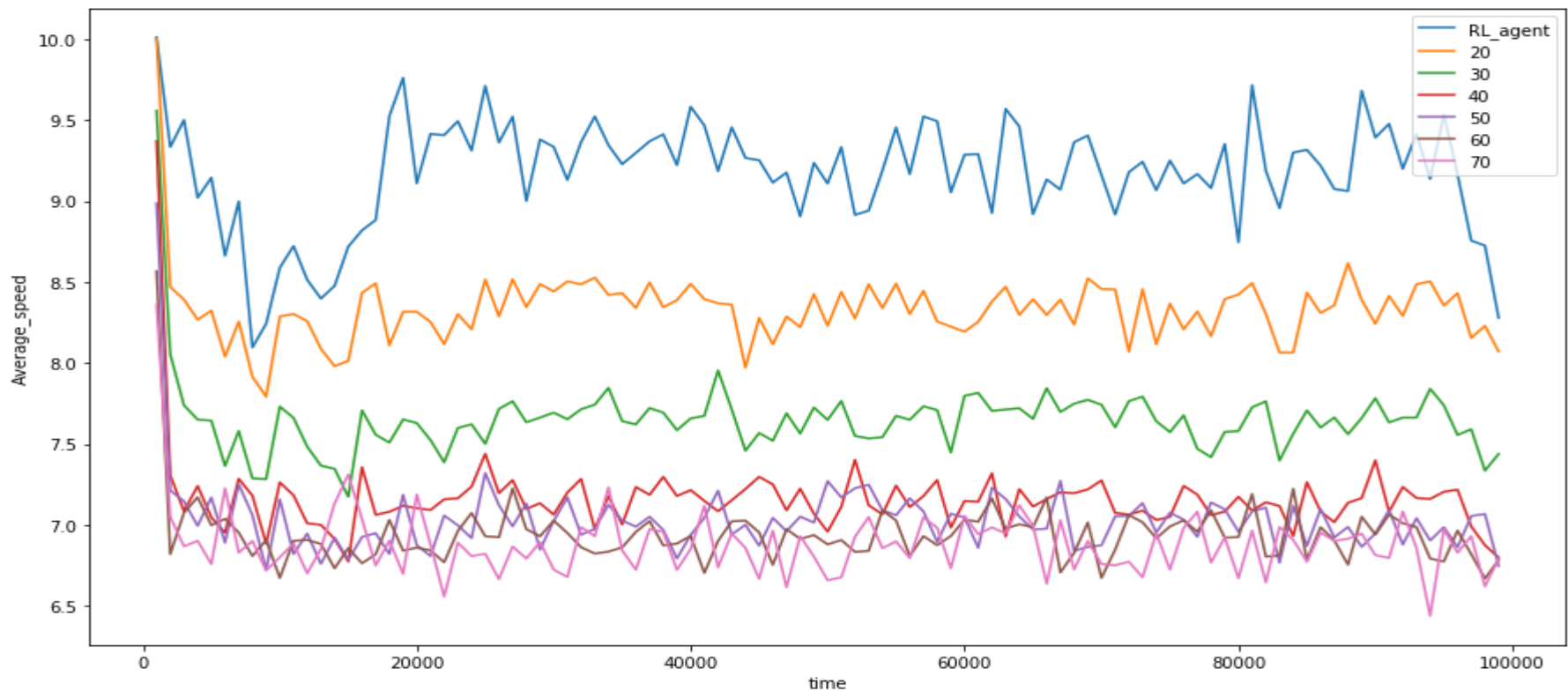
- Random vehicle input density:
Changing after every 50 minutes
Selected in range {500,1000,.....,3000,3500} vehicles per hour
Asymmetric vehicle incoming density at every junction
- Avg Occupancy Comparison with fixed time algorithms



- Agent was never trained in this kind of changing environment.
- Still it has generalized reasonably well.

Experimentation and Results

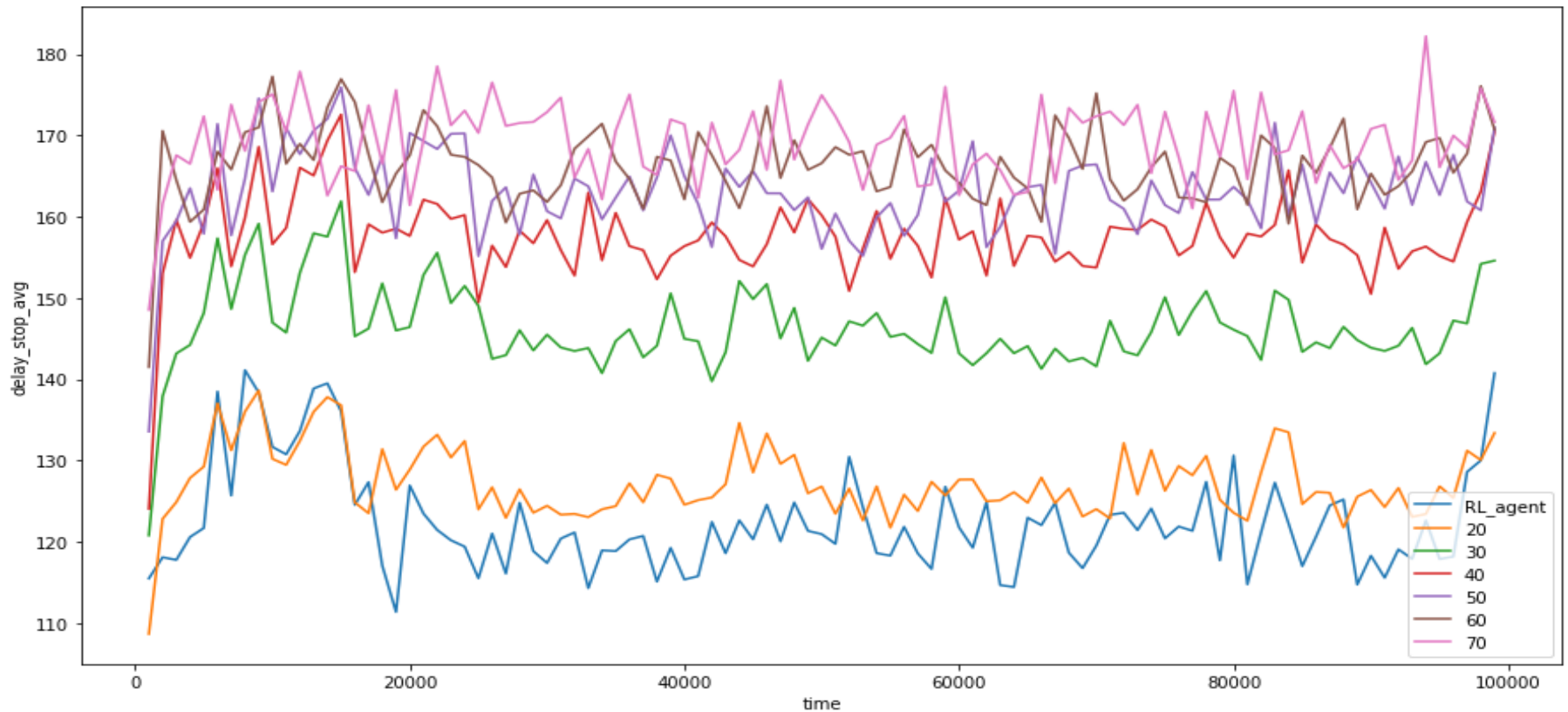
- Random vehicle input density:
Changing after every 50 minutes
Selected in range {500,1000,.....,3000,3500} vehicles per hour
Asymmetric vehicle incoming density at every junction
- Avg Speed Comparison with fixed time algorithms



- Agent was never trained in this kind of changing environment.
- Still it has outperformed all fixed time algorithms.

Experimentation and Results

- Random vehicle input density:
Changing after every 50 minutes
Selected in range {500,1000,.....,3000,3500} vehicles per hour
Asymmetric vehicle incoming density at every junction
- Avg Delay Stop time Comparison with fixed time algorithms



➤ Agent was never trained in this kind of changing environment.

Phasing Analysis

- For Asymmetric Network simple phasing performs better.

References

- **Proximal Policy Optimization Algorithms** (John Schulman, Filip Wolski, Prafulla Dhariwal, Alec Radford, Oleg Klimov)
- **Multi-agent reinforcement learning for traffic signal control**, [Prabuchandran K.J.](#), [Hemanth Kumar A.N.](#), [Shalabh Bhatnagar](#)