

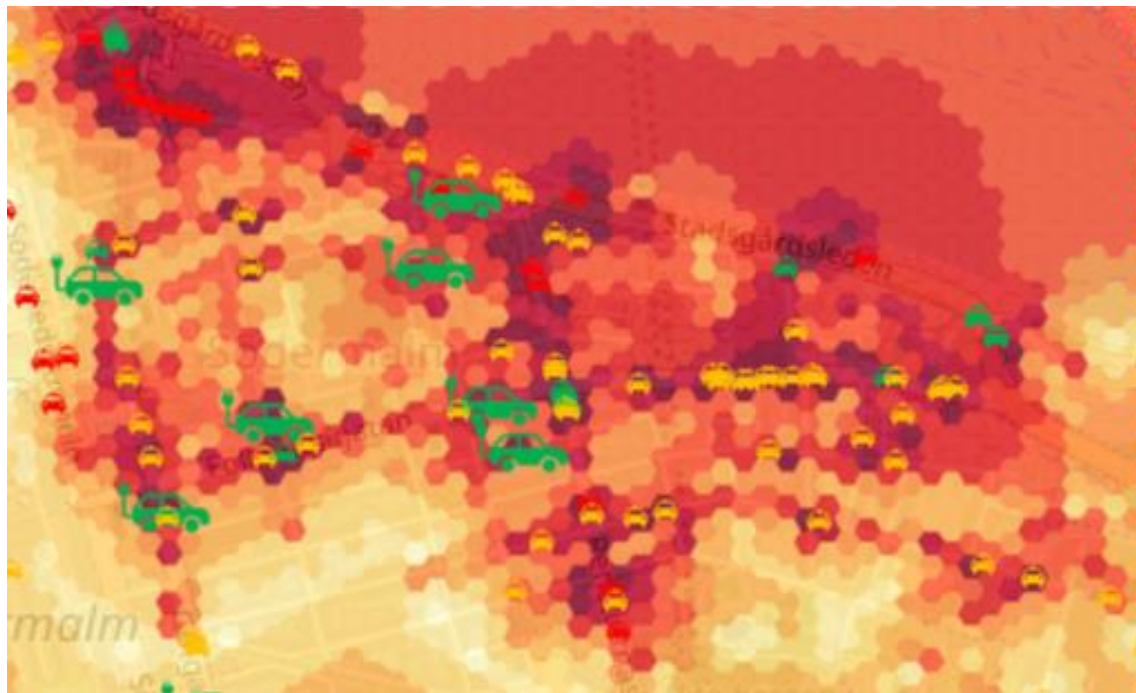
# Traffic Noise Explorer

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AG2417 - Web and Mobile GIS



TRAFFIC NOISE  
EXPLORER

A DYNAMIC WEB MAP APPLICATION

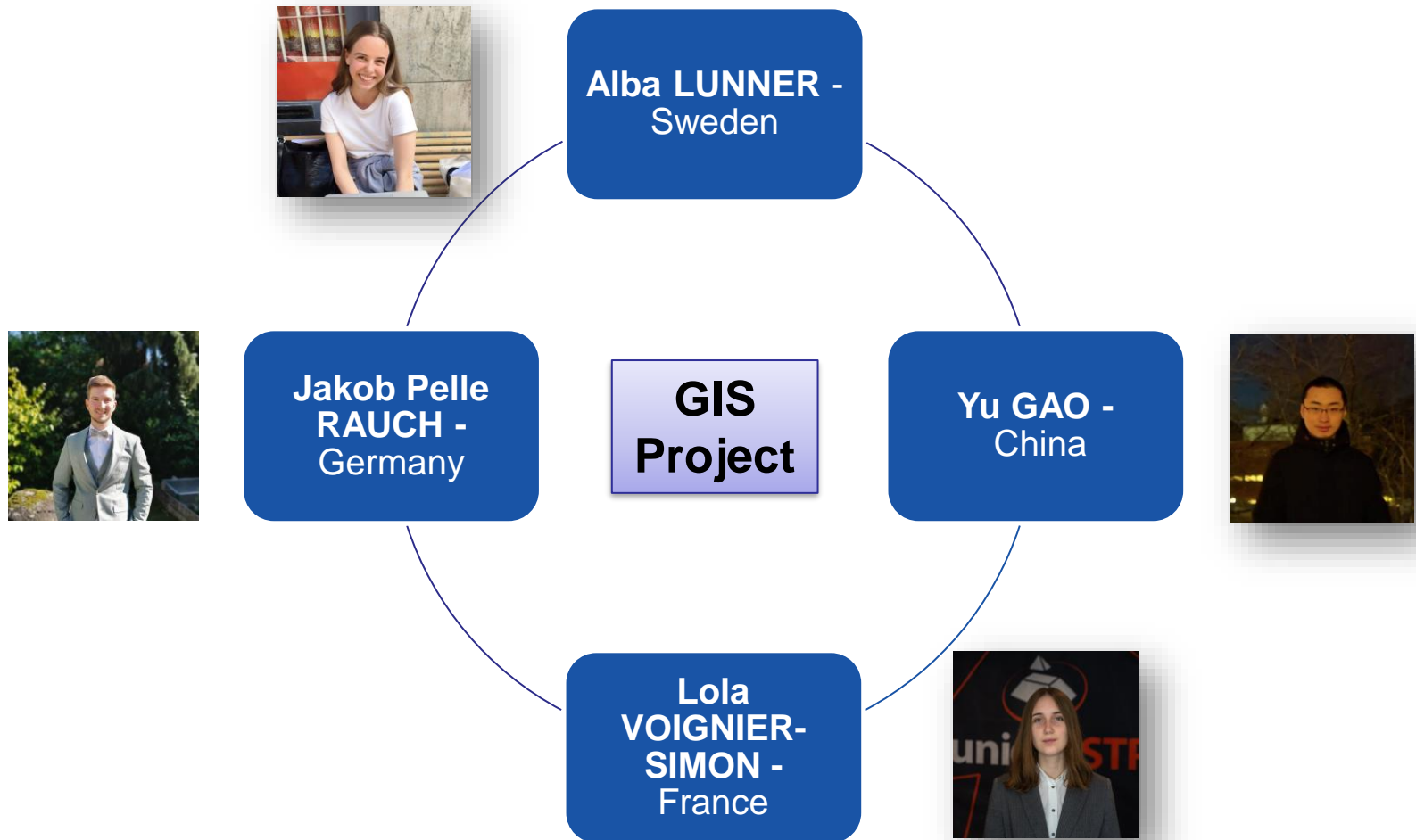


# Agenda

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- ❖ Team members
  - ❖ Application idea
  - ❖ Data provided by the GEOMETRIC Project
  - ❖ Implemented functionalities
  - ❖ Demonstration
  - ❖ Architecture and components
  - ❖ Choice of design
  - ❖ Problems encountered and improvements
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# Team members



# Application idea



*"Noise pollution from road traffic is the second most harmful environmental stressor in Europe."* European Environment Agency, 2020

- Monitor and analyze noise pollution correlated to traffic could contribute to deeper knowledge of its effect and offer solutions on how to lower it

## Our web app allows to

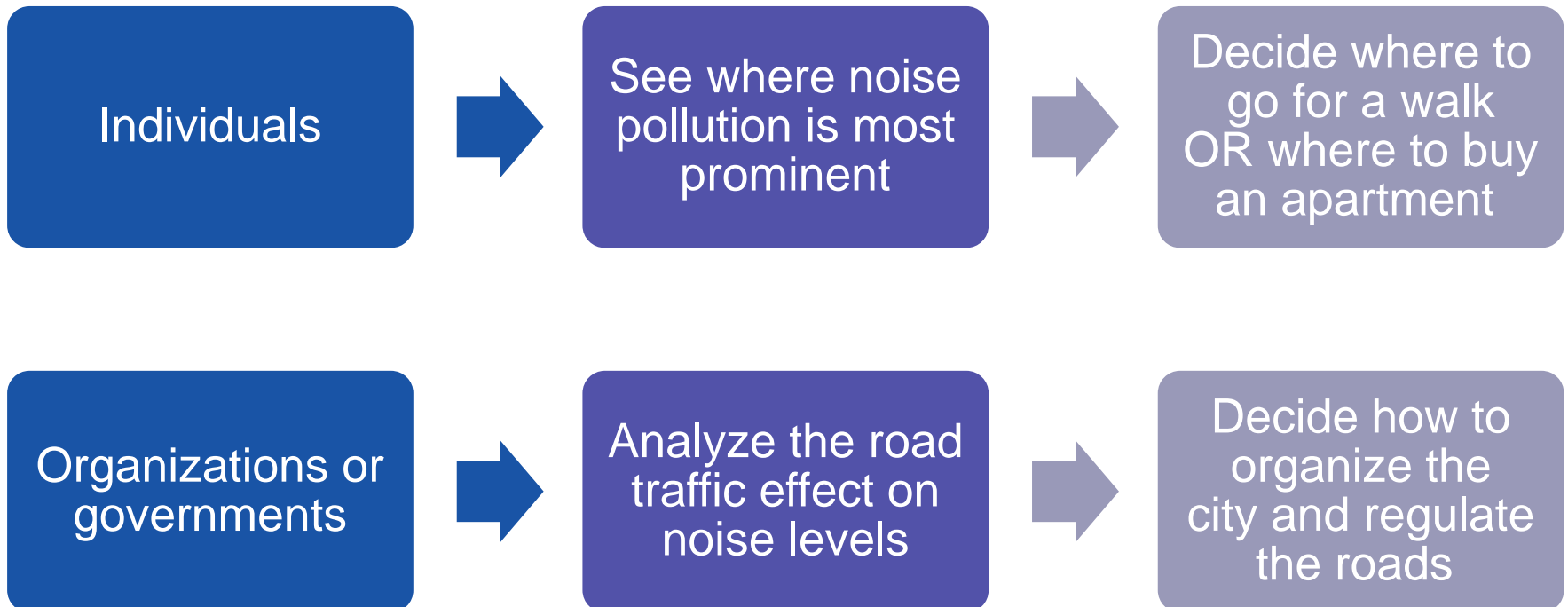
Visualize data  
on traffic and associated noise in  
a neighbourhood of Stockholm

Carry out analyses  
by varying certain parameters of  
the vehicles

# Application idea



## Users



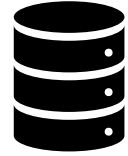
# Data provided by the GEOMETRIC Project

## GEO-based Multi-layer Environmental Modelling of Urban TRaffic

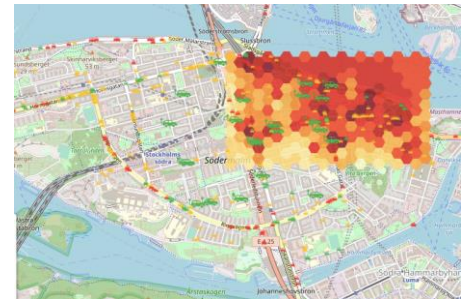


- **Vision:** Framework for dynamically optimized traffic control and reduced footprint
- **Objectives:**
  - ✓ Contribute to quality program of Stockholm City: Smart and connected city
  - ✓ Collect, process, and visualize traffic and emission data
  - ✓ Refine and validate advanced modelling tools

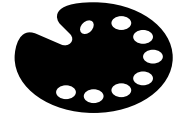
# Data used for our project



- 5 minutes sample: 1 time step = 1 second
- Traffic data (Södermalm)
  - Coordinates x and y in EPSG:4326 (WGS84)
  - Information given: time, acceleration, angle, id, lane, position, slope, speed, vehicle type, x and y coordinates
- Noise data (North-East Södermalm)
  - Projection in EPSG:32633 (UTM Zone 33N)
  - Information given: id receiver, timestep, noise level (in dBA)



# Choice of design



## Back-end:

*Node.js*

*Database: PostgreSQL + PostGIS*

## Front-end:

*HTML, CSS, JavaScript*

*Bootstrap, Leaflet, Turf.js*





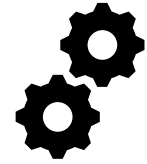
# Implemented functionalities

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- Start/stop simulation
- Access of information about a selected car
- Change in type of car and show noise only for a selected car
- Visualize by speed or by acceleration
- Selection of a cell size of noise grid
- Reduction to noise distribution of a selected car
- Selection of radius of noise influence of a selected car

# Demonstration

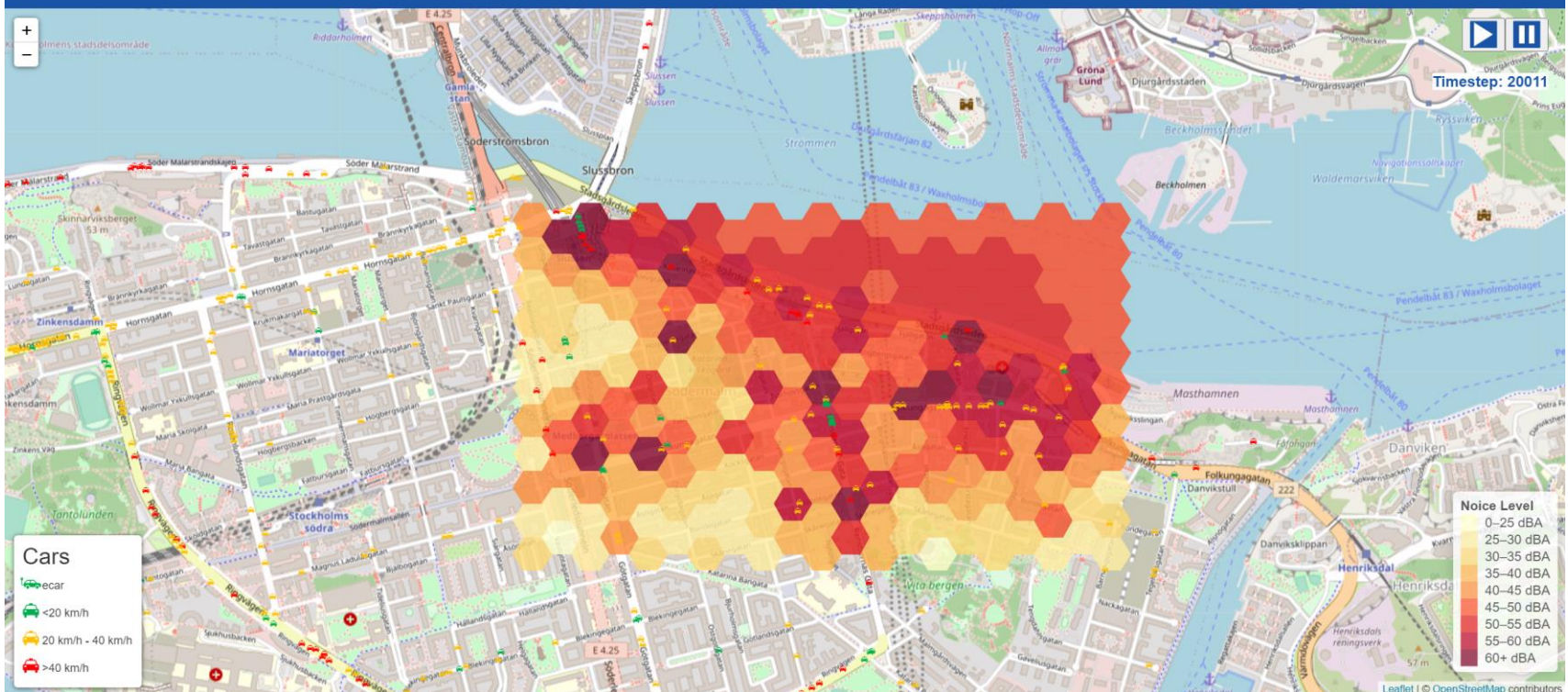


## Traffic Noise Explorer

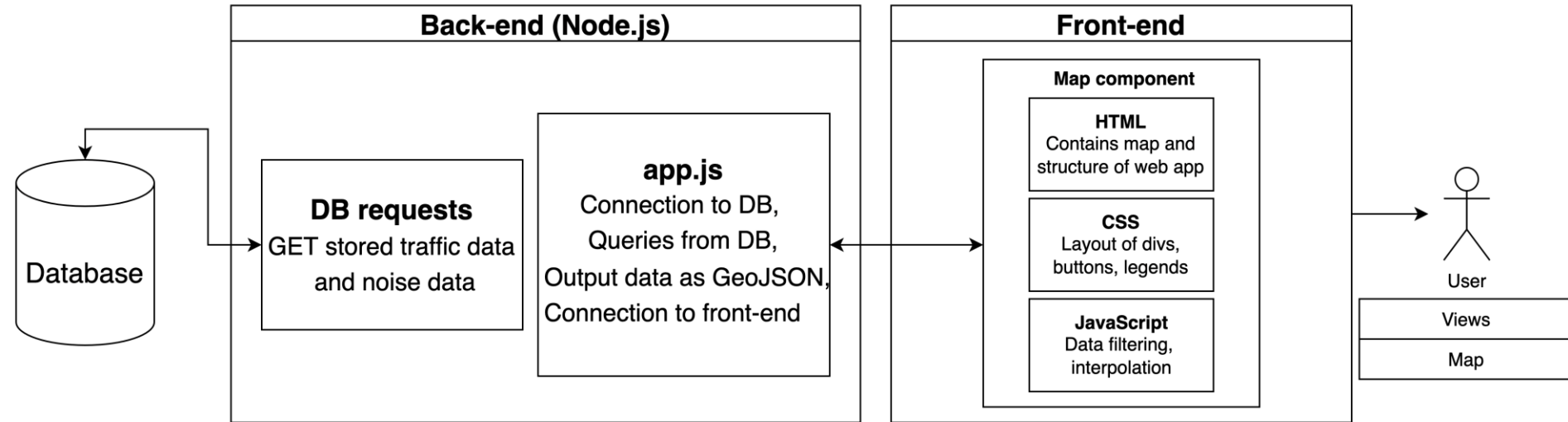
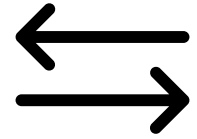
Visualize: Speed Cellsize: 10 m

Show Noise Distribution for Single Car: ☐

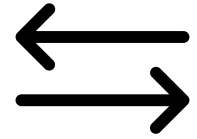
Reduction of Noise: 0% Radius of Noisebuffer: 50 m



# Architecture and components

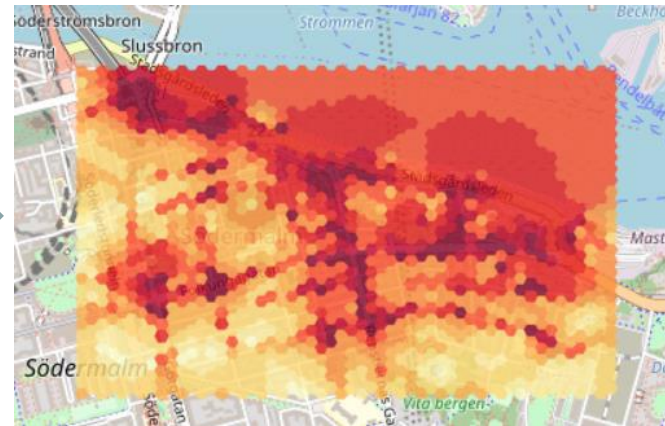
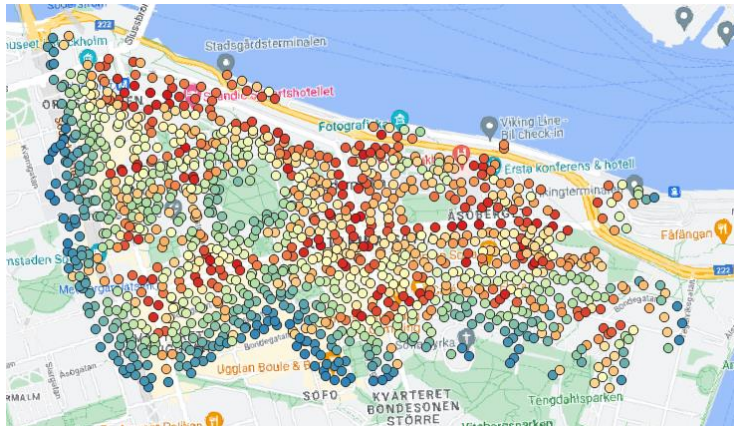


# Architecture and components



## Transform the point noise data into a plane

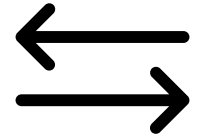
```
var options = {gridType: 'hex', property: 'laeq', units: 'meters', weight: 3};  
n1=turf.interpolate(n.toGeoJSON(), cellsize, options)  
noice=L.geoJSON(n1, {style:style}).addTo(map);
```





Learn more: <https://turfjs.org/docs/#interpolate>

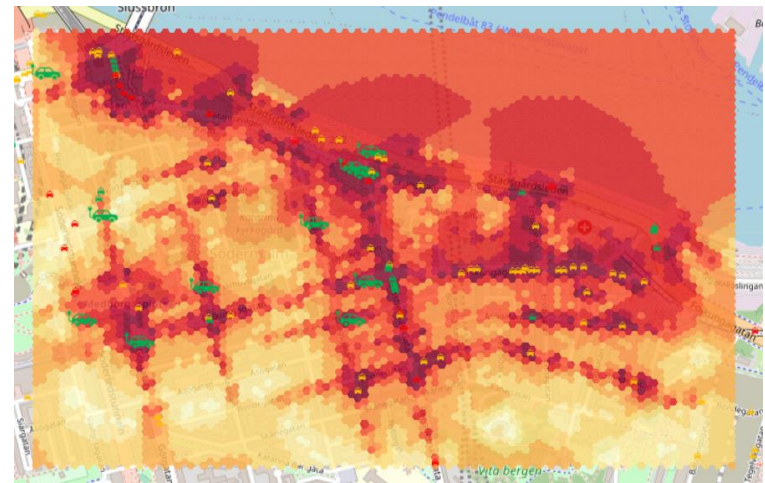
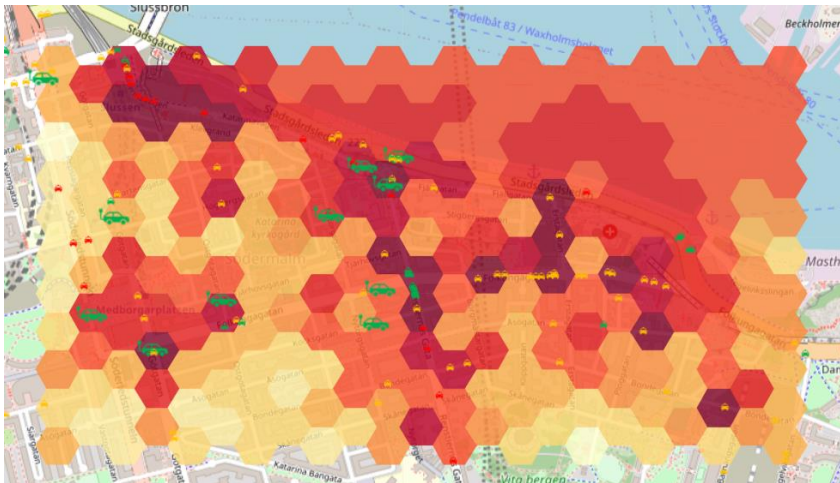


# Architecture and components

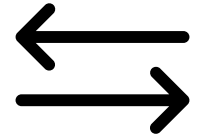


## Display noise maps in different resolutions for different purposes

Cellsize is bigger  Loading faster, apply to dynamic maps  
Cellsize is smaller  More precise, apply to static maps



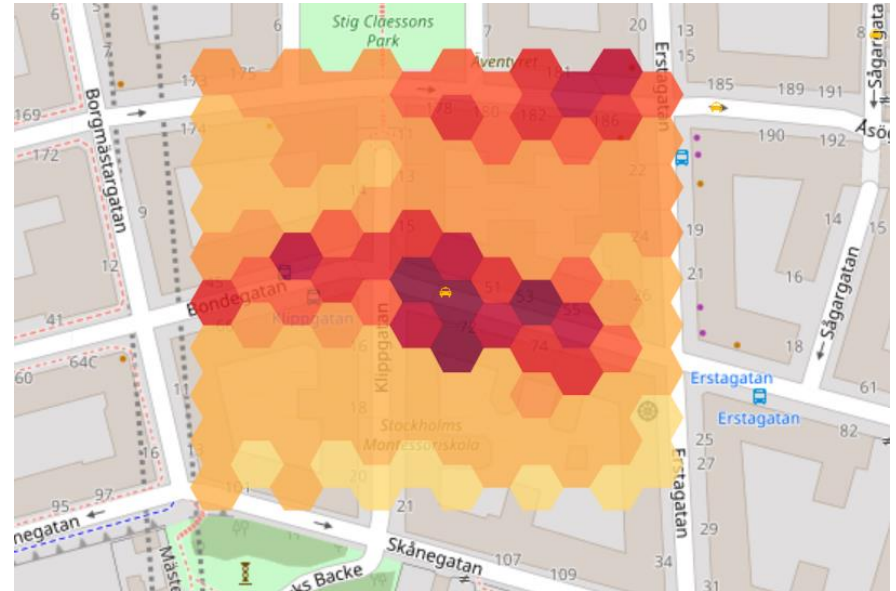
# Architecture and components



Selection of noise distribution of a selected car:

→ Get all Noise Nodes which are in a buffer around the selected Car

Variables: **vehicle ID, buffer radius, time, reduction percentage**



```
1. SELECT a.id, a.geom, a.laeq*reduction, ST_Distance(a.geom::geography,  
2. (SELECT geom from ag2417_22_g1.data WHERE id= veh_id and time=t)::geography) as distance  
3. from (SELECT * from ag2417_22_g1.noise WHERE noise.timestep_t=t) as a  
4. join (SELECT ST_Buffer(geom::geography,r, 'quad_segs=8')::geometry as geom  
5. from ag2417_22_g1.data WHERE id=veh_id and time=t) as b  
6. on st_within(a.geom, b.geom);
```

# Problems encountered and improvements

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- Template integration → Simple CSS design
- Time-lapse and time slider
- Querys faster with spatial indexing

# Questions and comments

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Thank you for  
listening.  
Any questions?