

Phase 3

```
# sensors/sensor_simulation.py
```

```
import random
```

```
def get_vehicle_count():
```

```
    return {
```

```
        "lane_1": random.randint(0, 10),
```

```
        "lane_2": random.randint(0, 10),
```

```
        "lane_3": random.randint(0, 10),
```

```
        "lane_4": random.randint(0, 10)
```

```
    }
```

```
# vision/vehicle_counter.py
```

```
# Simulated counter – replace with OpenCV logic if using real camera
```

```
Def detect_vehicles():
```

```
    From sensors.sensor_simulation import get_vehicle_count
```

```
    Return get_vehicle_count()
```

```
# ai_model/q_learning.py
```

```
Import numpy as np
```

```
Import random
```

```
Class TrafficQAgent:
```

```
Def __init__(self, state_size, action_size, learning_rate=0.7, discount=0.95, epsilon=1.0, epsilon_decay=0.995):
```

```
    Self.q_table = np.zeros((state_size, action_size))
```

```
    Self.lr = learning_rate
```

```
    Self.gamma = discount
```

```
    Self.epsilon = epsilon
```

```
    Self.epsilon_decay = epsilon_decay
```

```
    Self.action_size = action_size
```

```
Def choose_action(self, state):
```

```
    If random.uniform(0, 1) < self.epsilon:
```

```
        Return random.randint(0, self.action_size - 1)
```

```
    Return np.argmax(self.q_table[state])
```

```
Def learn(self, state, action, reward, next_state):
```

```
    Predict = self.q_table[state][action]
```

```
    Target = reward + self.gamma * np.max(self.q_table[next_state])
```

```
    Self.q_table[state][action] += self.lr * (target - predict)
```

```
    Self.epsilon *= self.epsilon_decay
```

```
# server/controller.py
```

```
From ai_model.q_learning import TrafficQAgent
```

```
From vision.vehicle_counter import detect_vehicles
```

```
Agent = TrafficQAgent(state_size=16, action_size=4) # 4 lanes, 4 actions
```

```
Def get_state():  
    Data = detect_vehicles()  
    Return sum(data.values()) % 16 # Simplified state encoding
```

```
Def optimize_signal():  
    State = get_state()  
    Action = agent.choose_action(state)  
    Reward = 10 - state # Fewer vehicles = higher reward  
    Next_state = get_state()  
    Agent.learn(state, action, reward, next_state)  
    Return action
```

```
# server/app.py
```

```
From flask import Flask, jsonify  
From controller import optimize_signal
```

```
App = Flask(__name__)
```

```
@app.route('/optimize', methods=['GET'])
```

```
Def optimize():  
    Signal = optimize_signal()  
    Return jsonify({"green_signal_for_lane": signal})
```

```
If __name__ == '__main__':
```

```
    App.run(debug=True)
```