Stausimulation

Nagel-Schreckenberg-Modell

Angewandte Modellierung und Systemsimulation Tamino Lembcke l 21.07.2025

Gliederung

- 1. Projektidee
- 2. Technische Umsetzung
 - 1. Code
 - 2. GUI
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Vehicle-Klasse

```
class Vehicle:
    def __init__(self, position, vehicle_type="car", lane=0):
        self.position = position
        self.fractional_position = 0.0  # Für flüssige Bewegung
        self.speed = 0
        self.vehicle_type = vehicle_type  # "car" oder "truck"

    # Realistische Geschwindigkeitsverteilung
    if vehicle_type == "car":
        self.max_speed = random.randint(MIN_SPEED_CAR, MAX_SPEED_CAR) * KMH_TO_CELLS
    else:
        self.max_speed = random.randint(BASE_SPEED_TRUCK - TRUCK_SPEED_VARIATION, BASE_SPEED_TRUCK + TRUCK_SPEED_VARIATION) * KMH_TO_CELLS

    self.length = 1 if vehicle_type == "car" else 2  # Zellen belegt
    self.lane = lane  # 0 = obere Spur, 1 = untere Spur
    self.lane_change_cooldown = 0  # Verhindert häufige Spurwechsel
    self.preferred_lane = 1  # Alle Fahrzeuge bevorzugen untere Spur
```

```
def update simulation():
    """Ein Schritt des Nagel-Schreckenberg Modells mit Spurwechsel"""
   global step count
   step count += 1
    for vehicle in vehicles:
       other_lane = 1 - vehicle.lane
       if (can change lane(vehicle, other lane) and get lane change benefit(vehicle)):
            vehicle.lane = other_lane
            vehicle.lane change cooldown = 10 # Cooldown setzen
    for vehicle in vehicles:
       vehicle.speed = min(vehicle.speed + 1, vehicle.max_speed)
    for vehicle in vehicles:
       distance = get distance to next vehicle(vehicle)
       if distance <= vehicle.speed:</pre>
            vehicle.speed = max(0, distance - 1)
    for vehicle in vehicles:
       if random.random() < BRAKE PROB:</pre>
            vehicle.speed = max(0, vehicle.speed - 1)
   for vehicle in vehicles:
       vehicle.position = (vehicle.position + vehicle.speed) % NUM CELLS
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    # Schritt 4: Zufälliges Bremsen
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            vehicle.speed = max(0, vehicle.speed - 1)
    for vehicle in vehicles:
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```
def get_lane_change_benefit(vehicle):
    """Bestimmt, ob ein Spurwechsel vorteilhaft wäre"""
    current_distance = get_distance_to_next_vehicle(vehicle)
    other_lane = 1 - vehicle.lane
    other_distance = get_distance_to_next_vehicle(vehicle, other_lane)

# Prüfung ob Fahrzeug erheblich ausgebremst wird
    is_significantly_slowed = vehicle.speed < (vehicle.max_speed * 0.7)

if vehicle.lane == 0 and other_lane == 1: # Rückkehr zur bevorzugten Spur
    return other_distance > current_distance + 2
    elif vehicle.lane == 1 and other_lane == 0: # Überholmanöver
        return (is_significantly_slowed and other_distance > current_distance + 8)

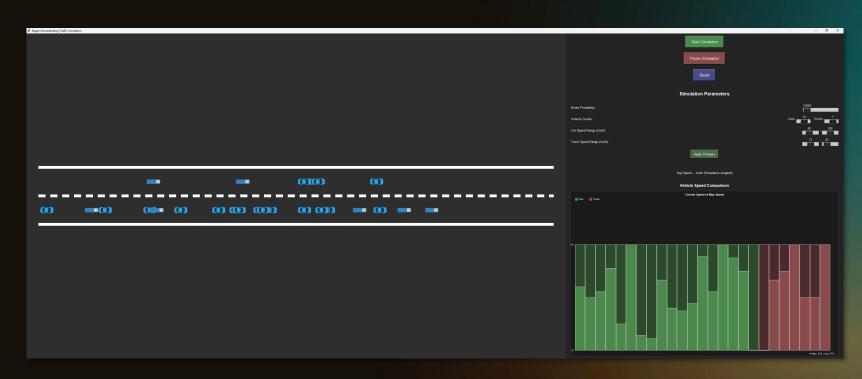
return False
```

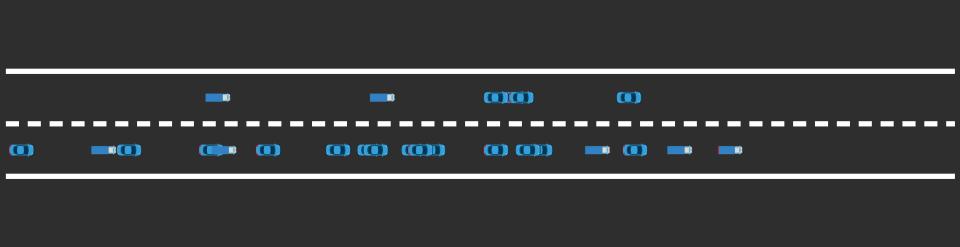
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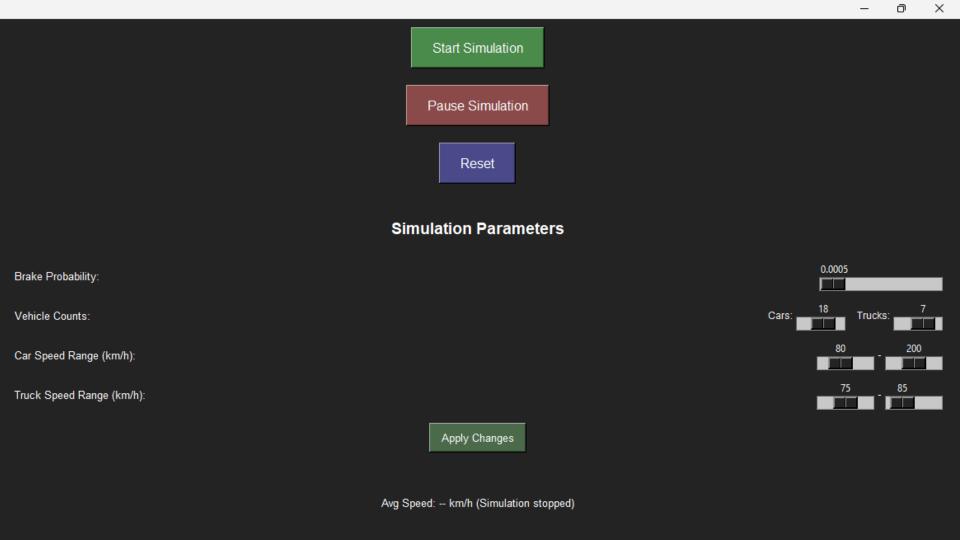
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GUI







Vehicle Speed Comparison Current Speed vs Max Speed Cars Trucks At Max: 4/25 | Avg: 57%

Live Demonstration

Inhaltliche Quellen

- https://de.wikipedia.org/wiki/Nagel-Schreckenberg-Modell (letzter Zugriff 06.07.2025)
- Nutzung von KI:
 - ChatGPT (gpt-40) zur inhaltlichen Zusammenfassung für die Präsentation
 - GitHub Copilot (Agent Mode mit Claude Sonnet 4.0 Preview) zur Unterstützung bei der Implementierung und inhaltlicher Zusammenfassung für die Dokumentation

Sonstige Quellen

- https://slidesgo.com/ (letzter Zugriff 06.07.2025)
- https://www.grcode-monkey.com/de/ (letzter Zugriff 06.07.2025)
- https://images.tagesschau.de/image/d880fb19-6f13-49b7-ad99-2032e094f0f9/AAABlfRzw30/AAABkZLiamM/16x9-1920/stau-muenchen-109.jpg (letzter Zugriff 06.07.2025)
- https://www.esslinger-zeitung.de/media.media.35f2bbe3-ad9e-4995-b3e8-Ofb87f64d056.original1024.jpg (letzter Zugriff 06.07.2025)
- https://cdn.prod.www.spiegel.de/images/c85f4073-0001-0004-0000-00000666442_w960_r1.778_fpx41.4_fpy49.97.jpg (letzter Zugriff 06.07.2025)



Projekt auf GitHub

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