

Sappo 알고리즘 확장 수정(안)

(SappoEnv.py, SappoActionMgmt.py, SappoRewardMgmt.py)

- YJLEE 제안 내용 구현에 Sappo* 활용 가능성 검토
- YJLEE 검토 의견 반영을 위한 수정(안)
- Action 적용 관련 코드 설명

2023. 03.

YJ.Lee's idea 검토 : 교차로별 주기가 달라지면 SappoEnv에 적용 불가

동일 SA(Sub-Area, 교차로 그룹)에 속하는 교차로들의 주기는 동일하다.

Proposed I

❖ 63:24:37:26(주기 150)

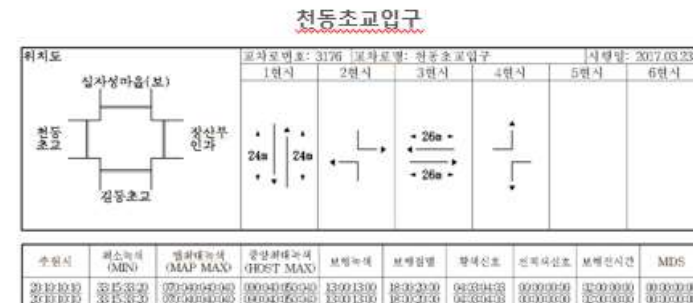


발췌 : Action Space 코드 수정 (v20230302, 이용진) 2p

	Phase 1	Phase 2	Phase 3	Phase 4	Total
Min	33.0	15.0	33.0	20.0	101.0
Median	51.5	27.5	36.5	30.0	145.5
Max	70.0	40.0	40.0	40.0	190.0
Action	$-1 \leq a_1 \leq +1$	$-1 \leq a_2 \leq +1$	$-1 \leq a_3 \leq +1$	$-1 \leq a_4 \leq +1$	$101 \leq T \leq 190$

$$T = (51.5 + a_1 \times 18.5) + (27.5 + a_2 \times 12.5) + (36.5 + a_3 \times 3.5) + (20.0 + a_4 \times 10.0)$$

- For each intersection, #Action outputs = #Phases
 - 신호 조합이 아닌, #Phases에 선형 비례로 증가.
- Action space를 4차원 vector로 표현
 - 모든 action 조합을 표현할 수 있음.
 - 비슷한 action vector는 실제로도 유사한 제어 신호임.
- 제약 조건
 - 최소/최대 녹색 시간 만족
 - 주기 (T=150)는 만족하지 않음.
 - Penalty 추가 (추후 고려)



SAPPO는 동일 SA(교차로 그룹)에 속하는 모든 교차로의 주기가 변경되지 않음을 가정하고 있기에 적용 불가



새로운 Env, ActMgmt, RewardMgmt 만들어야

Env.sa_obj 객체 :: YJ.Lee's comment

SappoEnv.py #0

발췌 : Action Space 코드 수정 (v20230302, 이용진) 12p



sa_obj 객체 생성 후에 사용하는 부분

https://github.com/etri-city-traffic-brain/traffic-signal-optimization/blob/master/atasc-rl/multiagent_tf2/env/SappoEnv.py#L151

```
150
151 1 ##-- initialize reward related things
152 2 ## reward mgmt : gather the reward related information and calculate reward
153 3 ## only needed to train/test target SA
154 4 # self.reward_mgmt = SaltRewardMgmt(args.reward_func, args.reward_gather_unit, self.sa_obj, self.sa_name_list, len(self.target_sa_name_list))
155 5 # self.reward_mgmt = SaltRewardMgmtV2(args.reward_func, gather_unit, self.action_t, self.reward_info_collection_cycle, self.sa_obj, self.tl_obj, self.sa_name_list)
156 6 self.reward_mgmt = SaltRewardMgmtV3(args.reward_func, args.reward_gather_unit, self.action_t, self.reward_info_collection_cycle, self.sa_obj, self.tl_obj, self.sa_name_list)
157
158 7 ##-- initialize action related things
159 8 ## action mgmt : make phase array, convert model output into discrete action, apply action to env
160 9 ## all SA need action (mgmt)
161 10 self.action_mgmt = SaltActionMgmt(self.args, self.sa_obj, self.sa_name_list)
162
163 11 # Index for SA where action must be determined through model inference
164 12 self.idx_of_act_sa = []
165
166 13 ##-- initialize state(observation) related things
167 14 ## All SA need State(Observation)
168 15 self.observations = []
169 16 for sa_name in self.sa_name_list:
170 17     self.observations.append([0] * self.sa_obj[sa_name]['state_space'])
171 18     #todo 아래를 달리하는 방법을 고민해 보자... 여기서 하는 것이 올바른가?
172 19     # get_obj()에 action_size, state_size 추가하면 어떨까?
173 20     self.sa_obj[sa_name]['action_space'] = spaces.Box(low=np.array(self.sa_obj[sa_name]['action_min']),
174 21                                                         high=np.array(self.sa_obj[sa_name]['action_max']),
175 22                                                         dtype=np.int32)
```

• sa_obj 변경에 따라, 영향을 받지 않는지 확인 필요.

안1 순서 변경 : 3 → 1 → 2
SA 별 action_space 설정 후
ActionMgmt, RewardMgmt 객체 생성

안2 sa_obj 생성시 관련 정보도 생성
getSaRelatedInfo()@SaltEnvUtil.py
(SaltEnvUtil.py, SappoEnv.py 수정)

Env.sa_obj 객체 : 수정

SaltEnvUtil.py

```
def getSaRelatedInfo(args, sa_name_list, salt_scenario):
    if args.action=='gro':
        # todo should check correctness of value : 0..1,
        # for offset
        self.sa_obj[sa_name]['action_space'] 값
        초기화/갱신 삭제
        sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_min'].append(0)
        sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_max'].append(target_tl_obj[tl_obj]['action_space'] - 1)

        # for green ratio
        sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_min'].append(0)
        sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_max'].append(target_tl_obj[tl_obj]['action_space'] - 1)

    else:
        sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_min'].append(0)
        sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_max'].append(target_tl_obj[tl_obj]['action_space'] - 1)

    sa_action_min = sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_min']
    sa_action_max = sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_max']
    sa_obj[target_tl_obj[tl_obj]['signalGroup']][ 'action_space'] = spaces.Box(low=np.array(sa_action_min),
        high=np.array(sa_action_max), dtype=np.int32) 값 할당 추가
```

SaltEnv.py

```
def __init__(self, args):
    ##-- initialize reward related things
    ## reward mgmt : gather the reward related information and calculate reward
    ## only needed to train/test target SA
    # self.reward_mgmt = SaltRewardMgmt(args.reward_func, args.reward_gather_unit, self.sa_obj, self.sa_name_list, len(
    # self.reward_mgmt = SaltRewardMgmtV2(args.reward_func, gather_unit, self.action_t, self.reward_info_collection_cyc
    self.reward_mgmt = SaltRewardMgmtV3(args.reward_func, args.reward_gather_unit, self.action_t, self.reward_info_coll

    ##-- initialize action related things
    ## action mgmt : make phase array, convert model output into discrete action, apply action to env
    ## all SA need action (mgmt)
    self.action_mgmt = SaltActionMgmt(self.args, self.sa_obj, self.sa_name_list)

    # Index for SA where action must be determined through model inference
    self.idx_of_act_sa = []

    ##-- initialize state(observation) related things
    ## All SA need State(Observation)
    self.observations = []
    for sa_name in self.sa_name_list:
        self.observations.append([0] * self.sa_obj[sa_name]['state_space'])
        self.sa_obj[sa_name]['action_space'] 값 할당 삭제

    self.simulation_steps = 0
```

Env Encapsulation : YJ.Lee's comment

Side-note

발췌 : Action Space 코드 수정 (v20230302, 이용진) 21p



Action 적용을 위한 함수 호출 순서

run.trainSappo()

https://github.com/etri-city-traffic-brain/traffic-signal-optimization/blob/8ac45baeedda25f78d5343223ac2e7dee7aa44ee8/atssc-rl/multiagent_tf2/run.py#L433

```
430
... 431     ###-- convert action : i.e., make discrete action
432     sa_name = env.sa_name_list[i]
433     discrete_action = env.action_mgmt.convertToDiscreteAction(sa_name, actions[i])
434     discrete_actions[i] = discrete_action
435
436     # apply all actions to env
437     new_states, rewards, done, _ = env.step(discrete_actions)
```

SappoEnv.step()

https://github.com/etri-city-traffic-brain/traffic-signal-optimization/blob/master/atssc-rl/multiagent_tf2/env/SappoEnv.py#L401

```
399
400
401     else:
402         self.action_mgmt.changePhaseArray(self.simulation_steps, i, actions[i])
```

• Encapsulation

- env의 action_mgmt. → action 수정 → env.step() → action_mgmt.
- agent와 env와 통신은 reset(), step() 만으로 이루어지도록 정리 필요.
- Transfer Learning할 때, 병렬화하기 어려움.

SappoEnv 변경
훈련/추론 코드에서
Env.reset(), Agent.getAction(),
Env.step() 만 보일수 있도록 수정

Env Encapsulation : 현재

```

272 def trainSappo(args):
    # collect current state information
    cur_states = env.reset()

    for t in range(trial_len):
        # 새로운 action을 적용할 시기가 된것들만 모델을 이용하여 action을 만든다.
        idx_of_act_sa = env.idx_of_act_sa

        for i in idx_of_act_sa:
            observation = cur_states[i].reshape(1, -1) # [1,2,3] ==> [ [1,2,3] ]

            ##-- obtain actions from model
            actions[i], logp_ts[i] = ppo_agent[i].act(observation)
            actions[i], logp_ts[i] = actions[i][0], logp_ts[i][0]

            ##-- convert action : i.e., make discrete action
            sa_name = env.sa_name_list[i]
            discrete_action = env.action_mgmt.convertToDiscreteAction(sa_name, actions[i])
            discrete_actions[i] = discrete_action

        # apply all actions to env
        new_states, rewards, done, _ = env.step(discrete_actions)

        # Memorize (state, next_state, action, reward, done, logp_ts) for model training
        # 새로이 action 추론하여 적용할 리스트가 갱신되었다.
        # 이들에 대한 정보를 메모리에 저장한다.
        idx_of_act_sa = env.idx_of_act_sa

        for i in idx_of_act_sa:
            if env.sa_name_list[i] not in env.target_sa_name_list:
                continue

            ppo_agent[i].memory.store(cur_states[i], actions[i], rewards[i], new_states[i],

```

Action
가공

Env 객체에서 Action 가공하고 관리(discrete_actions)

- 멤버 변수로 유지
- reset()에서 초기화
- step()에서 가공 & 활용

➔ 수정 범위 최소화 (run.py, SappoEnv.py)

```

582 def testSappo(args):
    # collect current state information
    cur_states = env.reset()

    # do traffic simulation which are controlled by trained model(agent)
    # 1. infer & convert into action
    # 2. apply actions
    # 3. gather statistics info
    for t in range(trial_len):

        # agent들에게 현재 상태를 입력하여 출력(추론 결과)을 환경에 적용할 action으로 가공한다.
        # 1. infer by feeding current states to agents
        # & convert inferred results into discrete actions to be applied to environment
        # do it only for the SA agents which reach time to act
        idx_of_act_sa = env.idx_of_act_sa

        for i in idx_of_act_sa:
            observation = cur_states[i].reshape(1, -1) # [1,2,3] ==> [ [1,2,3] ]

            if DBG_OPTIONS.PrintState:
                print(f"DBG in testSappo() observation={observation}")

            # obtain actions : infer by feeding current state to agent
            actions[i], _ = ppo_agent[i].act(observation)
            actions[i] = actions[i][0]

            if DBG_OPTIONS.PrintAction :
                print(f"DBG in testSappo() actions_{i}={actions[i]}")

            # convert inferred result into discrete action to be applied to environment
            sa_name = env.target_sa_name_list[i]
            discrete_action = env.action_mgmt.convertToDiscreteAction(sa_name, actions[i])
            discrete_actions[i] = discrete_action

            if DBG_OPTIONS.PrintAction:
                print(f"DBG in testSappo() discrete_actions_{i}={discrete_actions[i]}")

        # 2. apply actions to environment
        new_states, rewards, done, _ = env.step(discrete_actions)

        # 3. gather statistics info
        for i in idx_of_act_sa:
            # update observation
            cur_states[i] = new_states[i]
            episodic_reward += rewards[i]

```

Action
가공

Env Encapsulation : 수정

SappoEnv::__init__()

```
175         # initialize discrete actions
176         self.discrete_actions = list()
```

SappoEnv::step()

```
373         ##-- convert action : i.e., make discrete action
374         sa_name = self.sa_name_list[i]
375         discrete_action = self.action_mgmt.convertToDiscreteAction(sa_name, actions[i])
376         self.discrete_actions[i] = discrete_action
377
378         if DBG_OPTIONS.PrintAction:
379             print(f"DBG in SappoEnv.step() discrete_actions_{i}={discrete_action}")
380
381         if DBG_OPTIONS.RichActionOutput:
382             offset_list, duration_list = self.action_mgmt.changePhaseArray(self.simulation_steps, i, self.discrete_actions[i])
```

SappoEnv::reset()

```
685         ##-- make dummy actions to write output file
686         self.discrete_actions.clear()
687
688         for i in range(len(self.sa_name_list)):
689             target_sa = self.sa_name_list[i]
690             action_space = self.sa_obj[target_sa]['action_space']
691             action_size = action_space.shape[0]
692             self.discrete_actions.append(list(0 for _ in range(action_size)))
693             # zero because the offset of the fixed signal is used as it is
```

trainSappo()/testSappo() at Run.py

```
424         for i in idx_of_act_sa:
425             observation = cur_states[i].reshape(1, -1) # [1,2,3] ==> [ [1,2,3] ]
426
427             ##-- obtain actions from model
428             actions[i], logp_ts[i] = ppo_agent[i].act(observation)
429             actions[i], logp_ts[i] = actions[i][0], logp_ts[i][0]
430
431
432         # apply all actions to env
433         new_states, rewards, done, _ = env.step(actions)
```

Action의 신호 적용 : 모델 출력의 PhaseArray로 변환 개념

Phase array
생성

Duration = [10, 5]

InitialPhaseArray

0 0 0 0 0 0 0 0 0 0 1 1 1 1 1

10

5

Offset 적용

Duration = [10, 5], offset = 4

InitialPhaseArray

0 0 0 0 0 0 0 0 0 0 1 1 1 1 1

OffsetAppliedPA

1 1 1 1 0 0 0 0 0 0 0 0 0 0 1

녹색 시간 조정

Duration = [10, 5], offset = 4, action=[1, -1], add_time=1
→ Duration = [10+1*1, 5+(-1)*1] = [11, 4]

InitialPhaseArray

0 0 0 0 0 0 0 0 0 0 1 1 1 1 1

greenRatioAppliedPA

0 0 0 0 0 0 0 0 0 0 0 1 1 1 1

Offset 적용

1 1 1 1 0 0 0 0 0 0 0 0 0 0 0

Action의 신호 적용 : 모델 출력의 PhaseArray로 변환 주요 코드 설명(1/2)

```
80 def __getGreenRatioAppliedPhaseArray(self, curr_sim_step, an_sa_obj, actions):
81     ...
82     get green-ratio actions applied phase array list
83
84     :param curr_sim_step: current simulation step
85     :param an_sa_obj: object which holds information about an SA
86     :param actions: actions to apply
87     :return:
88     ...
89     tlid_list = an_sa_obj["tlid_list"]
90     # sa_cycle = an_sa_obj["cycle_list"][0]
91
92     phase_sum_list = []
93     phase_list = []
94     phase_array_list = []
95
96     if DBG_OPTIONS.RichActionOutput:
97         duration_list=[]
98
99     for tlid_idx in range(len(tlid_list)):
100         tlid = tlid_list[tlid_idx]
101         green_idx = an_sa_obj["green_idx_list"][tlid_idx][0]
102         # min_dur = an_sa_obj["minDur_list"][tlid_idx]
103         # maxDur = an_sa_obj['maxDur_list'][tlid_idx]
104         currDur = an_sa_obj['duration_list'][tlid_idx]
105
106         if DBG_OPTIONS.RichActionOutput:
107             new_duration = currDur.copy()
108
109         mpv = libsalt.trafficsignal.getCurrentTLSScheduleByNodeID(tlid).myPhaseVector
110         mpv = list(mpv)
```

용도 없다?

tlid = "cluster_563103641_563103889_563103894_563103895" # 원골 네거리

green_idx = [0, 2, 4, 6]
currDur = [26, 72, 17, 51]

[(26, 'rrrrgrGgrrrrrGGG'), (4, 'rrrrryrrrrrryyg'), (72, 'GGGGrrrrrGGGGrrrrG'), (3, 'yyyyrrrrrrrrrrrr'),
(17, 'rrrrGgrrrrrrGrrr'), (3, 'rrrryyrrrrrrrrrr'), (51, 'rrrrrGGrrrrrrGrrr'), (4, 'rrrrrrrrrrrrrrrrr)']

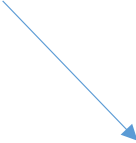
Action의 신호 적용 : 모델 출력의 PhaseArray로 변환 주요 코드 설명(2/2)

[illegible]

Action의 신호 적용 : Phase Array 활용 변환된 신호 적용 코드 설명

SappoEnv:: Step()

```
411 #-- apply signal pahse, increase simulation step, and gather reward related info
412 for i in range(inc_step):
413     # 1. apply signal phase
414     self.action_mgmt.applyCurrentTrafficSignalPhaseToEnv(self.simulation_steps)
415
416     # 2. increase simulation step
417     libsalt.simulationStep()
418     self.simulation_steps += 1
419
420 #3. gather reward related info
421 if self.simulation_steps % self:
422     # self.reward_mgmt.gatherRei
423     self.reward_mgmt.gatherReward
```



```
254 def applyCurrentTrafficSignalPhaseToEnv(self, current_sim_step):
255     '''
256     apply actions for all Tls : offset, gr, gro
257
258     :param current_sim_step:
259     :return:
260     '''
261     num_sa = len(self.sa_name_list)
262
263     for sa_i in range(num_sa):
264         sa = self.sa_name_list[sa_i]
265         tlid_list = self.sa_obj[sa]['tlid_list']
266
267         tlid_i = 0
268         sa_cycle = self.sa_obj[sa]['cycle_list'][0]
269         phase_arr = self.apply_phase_array_list[sa_i]
270
271         for tlid in tlid_list:
272             #t_phase = int(phase_arr[tlid_i][current_sim_step % sa_cycle])
273             t_phase = int(phase_arr[tlid_i][(current_sim_step-1) % sa_cycle])
274             scheduleID = libsalt.trafficsignal.getCurrentTLSScheduleIDByNodeID(tlid)
275             libsalt.trafficsignal.changeTLSPHase(current_sim_step, tlid, scheduleID, t_phase)
276             tlid_i += 1
277
278     return 0
```

다음 step에서 적용할 신호 페이즈 설정

Backup slides