

Unconventional reinforcement learning on traffic lights with SUMO

Master Degree in Computer Science

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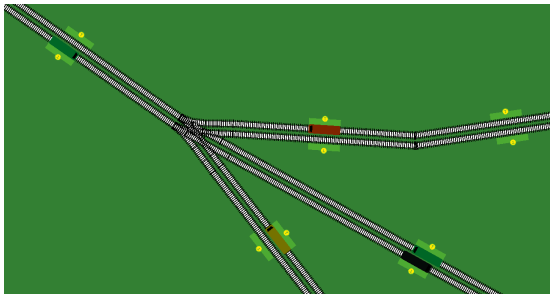
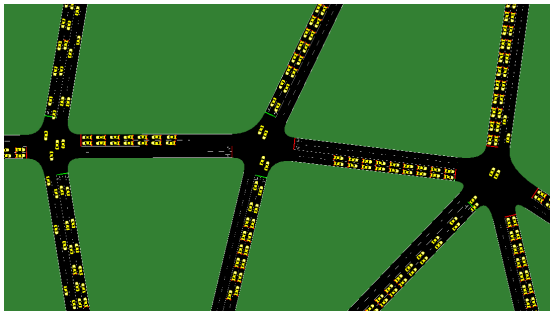
Outline

Research Objectives



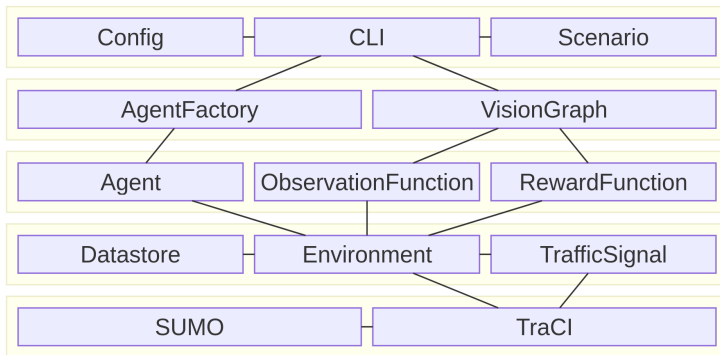
SUMO
SIMULATION OF URBAN MOBILITY

- Free and Open Source microscopic traffic simulator
- Developed at German Aerospace Center (DLR)
- Multimodal: cars, trams, bikes, pedestrians ...
- Highly customizable



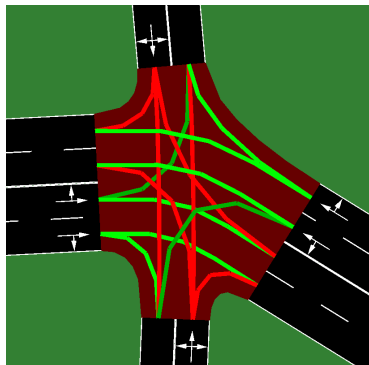
SUMO-RF: SUMO + Reinforcement Learning

A FOSS framework for Reinforcement Learning with SUMO developed as fork of *LucasAlegre/sumo-rl* with a focus on modularity, flexibility and Multi Agent Learning. It also contains several utilities for format conversions, metrics analysis and plot, schematic-based demand generation and more.

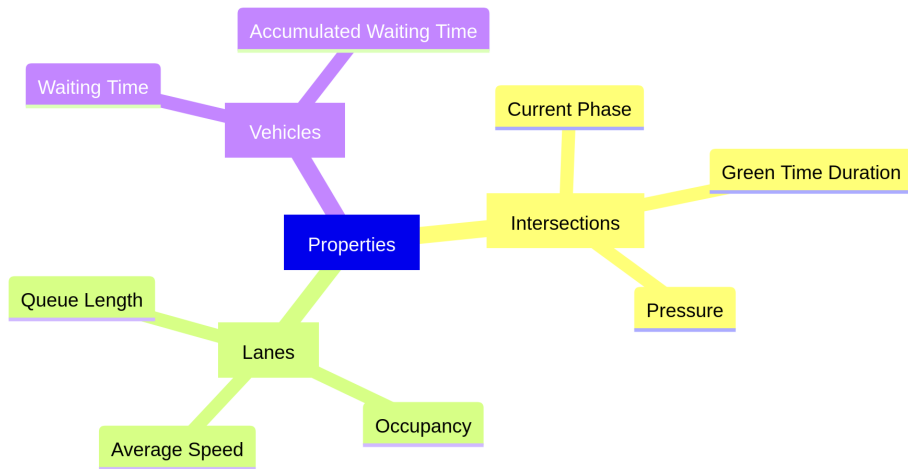


The Agent Model

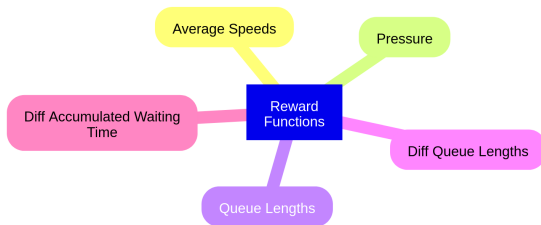
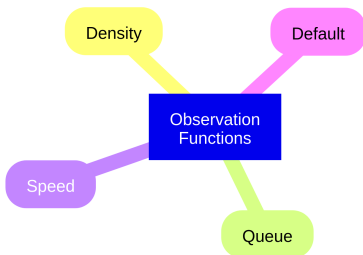
- Each agent can control one intersection and at each step (every 5 seconds) it can choose the next phase of the intersection.
- Every action is automatically enforced by TrafficSignal with also an intermediate yellow phase.
- It receives an observation of the current condition and a reward proportional to the goodness of its behaviour.
- If the agent is "smart", it uses the collected data to improve itself!



The Global State

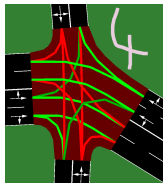
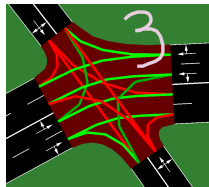
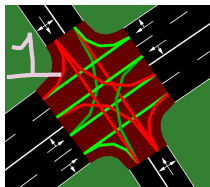


Observing and Rewarding

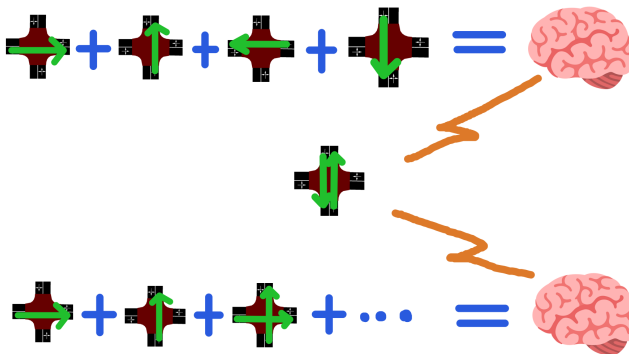


Multi Agent Learning and "Shared-Views"

No agent is isolated, they are all part of a whole and they influence each other with their own behaviour. What if an agent can *sense* its surrounding area by sharing observations with neighbours? What if an agent is *rewarded* for its influence on surrounding area by sharing rewards with neighbours?



Curriculum Learning



Monolithic Approach

Thank You