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```
function result = idm_final(t,x,guideMap,disMatrix,triggerDis)
```

```
%IDM function used in simulate.m
```

Parameter definitions

```
%Simulation Parameters
L = 1000000; %Length of the highway in m
lcar = 0; %Length of the cars in m
%Model Parameters
%desired speed in free traffic
s0 = 0.5; %minimum distance to next car
T = 1; %desired time headway to vehicle in front
a = 0.3; %maximum acceleration of a car
b = 3; %comfortable braking deceleration
delta = 4; %exponent used in equation
sStar = @(va,dva,dval) s0 + va*T + va*dva/2/sqrt(a*b); %influence of the following car
v0=30; %Max. speed
```

Memory Allocation

```
result = zeros(length(x),1);
Ncars = floor(length(x)/2);
```

Application of different models

```
for ii = 1:Ncars
   if ii > 1 %All but first car
        dva = (x(ii+Ncars) - x(ii-1 + Ncars));

        sa = x(ii-1) - x(ii) - lcar;

else %First car
        dva = x(ii+Ncars);
        sa = L - x(ii);
        dval = 0;

end

%State Space Equation
   if ~guideMap(ii) %"Normal" cars
        result(ii) = x(ii+Ncars);
        result(iii+Ncars) = min(a*(1 - (x(ii+Ncars)/v0)^delta - (sStar(x(ii+Ncars),dva,dval)/sa)^2),a);

else %Guide Cars
```

```
result(ii) = x(ii+Ncars);
                                               %Determine preceding guide car
                                              k = ii-1;
                                              while k>0 && ~guideMap(k)
                                                                      k=k-1;
                                              end
                                              if k \le 0 %if it is the first guide car
                                                                      va1)/sa)^2),a);
                                             else
                                                                     result(ii+Ncars) = min(a*(1 - (x(ii+Ncars)/v0)^delta - (sStar(x(ii+Ncars), dva, d))^delta - (sStar(x(ii+Ncars), dva, d))
val)/sa)^2 - (sa<triggerDis)*(x(ii+Ncars)-x(k+Ncars))),a);%(x(ii+Ncars)>x(k+Ncars))*
                       end
                       %Introducing a disturbance
                       if disMatrix(ii,1) ~= 0
                                              disLoc = disMatrix(ii,1);
                                              disLength = disMatrix(ii,2);
                                              disV = disMatrix(ii,3);
                                              v02 = @(x) max(v0 - (x-disLoc)*(v0-disV)/400,disV);
                                              if x(ii) > disLoc && x(ii) < disLoc + disLength</pre>
                                                                      result(ii) = x(ii+Ncars);
                                                                      result(ii+Ncars) = min(a*(1 - (x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii))))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))^delta - (sStar(x(ii+Ncars)/v02(x(ii)))
s),dva,dva1)/sa)^2),a);
                                               end
                       end
                       if result(ii)<0</pre>
                                               result(ii) = 0;
                       end
end
```

end

Published with MATLAB® R2016b