CHALMERS
UNIVERSITY OF TECHNOLOGY

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Simulation of traffic flows and road network analysis

A tool for simulating road networks

Bachelor's thesis in Computer science and engineering

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Cover: Description of the picture on the cover page (if applicable)

Typeset in LaTeX
Gothenburg, Sweden 2023

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Abstract

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Acknowledgements

If you want, you can here say thank your supervisor(s), company advisors, or other people that supported you during your project.

Martin Blom, Felix Jönsson, Hannes Kaulio, Marcus Schagerberg, Jakob Windt
Gothenburg, February 2023

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Glossary

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Introduction

Make sure you have read the abstract of this template. This chapter presents the section levels that can be used in the template.

1.1 Section levels

The following table presents an overview of the section levels that are used in this document. The number of levels that are numbered and included in the table of contents is set in the settings file `settings.tex`. The levels are shown in Section 1.2.

Name	Command
Chapter	\chapter{*Chapter name*}
Section	\section{*Section name*}
Subsection	\subsection{*Subsection name*}

1.2 Section

1.2.1 Subsection

2

Theory

In the following sections, examples of a figure, an equation, a table and a source code listing are shown.

2.1 Figure

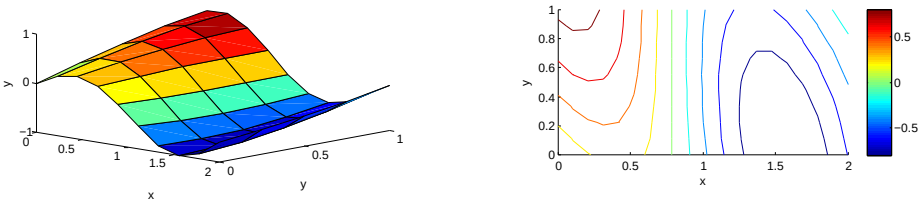

Figure 2.1: Surface and contour plots showing the two dimensional function $z(x, y) = \sin(x + y)\cos(2x)$.

2.2 Equation

$$f(t) = \begin{cases} 1, & t < 1 \\ t^2 & t \geq 1 \end{cases} \tag{2.1}$$

2.3 Table

Table 2.1: Values of $f(t)$ for $t = 0, 1, \ldots 5$.

t	0	1	2	3	4	5
$f(t)$	1	1	4	9	16	25

2.4 Source code listing

```
% Generate x- and y-nodes
x=linspace(0,1); y=linspace(0,1);
```

```
% Calculate z=f(x,y)
for i=1:length(x)
 for j=1:length(y)
  z(i,j)=x(i)+2*y(j);
 end
end
```

3
Methods

Text ...

4
Results

Text ...

5

Conclusion

Text ...

Bibliography

A

Appendix 1

Figure A.1: Unity logo

B

Appendix 2

This is where we will place appendix 2