

# Traffic Simulation

## Agent-Based Modelling

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# Traffic Problems

- Road network — critical infrastructure
- Many risks
  - 1 Congestion
  - 2 Noise and Pollution
  - 3 Accidents
- Complex system — risks are difficult to predict

# For example — Congestion

- Congestion increases travel time — **bad**
- Build more roads — increase capacity.
- **What happens?**
  - ① less congestion?
  - ② or more congestions?
- **Could be either...**
- **Risk** may redirect traffic into new bottlenecks
- Risks may manifest far from the proposed reconstruction

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## For example — Speed limits

- How do you maximise road **throughput**?
- What is the effect of speed limits?
  - Higher speed limit  $\Rightarrow$  individual travels faster
  - **Throughput** normally unaffected

# Scenarios — Speed limits

- Steady traffic on straight road
  - distance between vehicles =  $3s$
  - constant throughput
- Intersection
  - 1 Other traffic at high speed = difficult situation
  - 2 Increase safety margins
  - 3 Distance between vehicles is reduced
  - 4 Throughput is reduced
- Varying speeds
  - Difficult to maintain constant  $3s$  distance
  - Erratic flow
  - Likely to decrease throughput

# Traffic Simulation

*When the problem is too complex for analysis, try simulation*

- 1 Agent-based simulation
- 2 Vehicles as **agents**
  - 1 perception: traffic ahead
  - 2 behaviour: brake or accelerate
- 3 Vehicle strategy
  - drivers may be more or less risk seeking
  - drivers may behave more or less randomly
- 4 Landscape
  - roads
  - intersections

# Conclusion

- Traffic and Road Management
  - many complex problems
  - many good cases for simulation
- Project for you:
  - Investigate relationship between a speed and throughput in a roundabout