

Traffic Simulation on a Two-Way Street

Presented by Bertrand Ottino-Löffler

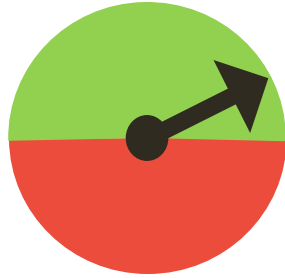
Mentor: Daniel Abrams (Northwestern University)

Associate Mentor: John Doyle (Caltech)

Additional Help from Mark Panaggio

And additional thanks to the Mellon Mays Fellowship

$\varphi_i = 0$ to 180



$\varphi_i =$ Phase of Light i

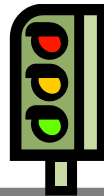


$\varphi_i = 180$ to 360

φ_{i-1}



φ_i



φ_{i+1}



SOME PARAMETERS

T_C = Travel time between lights

T_L = Full period of light

T_d = Time between greens for consecutive lights
(assumed to be constant)

EQUIVALENTLY

$\omega = 2\pi/T_L$ = Angular velocity of lights

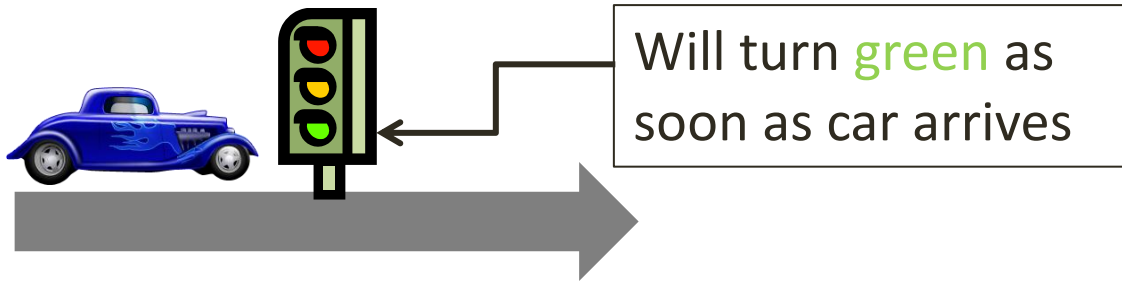
$\Delta\phi = -\omega * T_d$ = Phase difference between consecutive lights

REDUCES TO

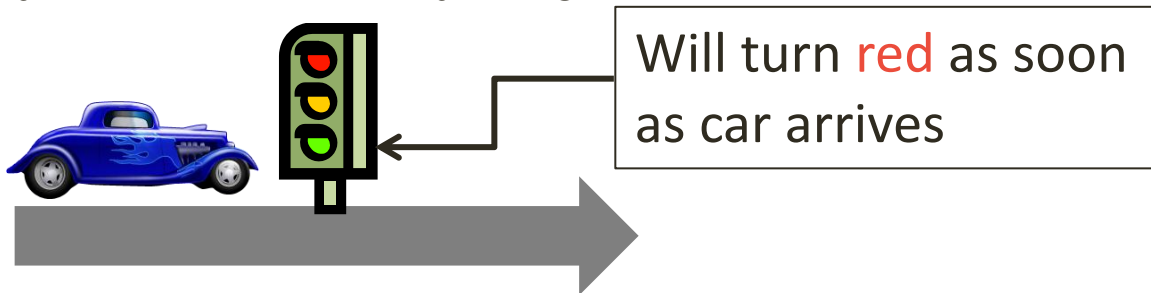
$$r = T_L/T_C$$

$$r_d = T_d / T_c \text{ (so } 0 \leq r_d \leq r \text{)}$$

If $r_d = 1$ (i.e., $T_d = T_C$), “Green Wave”



If $r_d = r/2 + 1$ (i.e., $T_d = T_C + T_L/2$), “Red Wave”



Summary	Green Wave	Red Wave
Forward Direction	$r_d = 1$	$r_d = r/2 + 1$
Reverse Direction	$r_d = r - 1$	$r_d = r/2 - 1$

ANALYTIC SOLUTION

$$\langle \text{Velocity} \rangle = \text{Velocity} * \text{Time Spent Moving} / \text{Total Time}$$

If we let

NLT = Number of lights the car passes between
stopping red lights

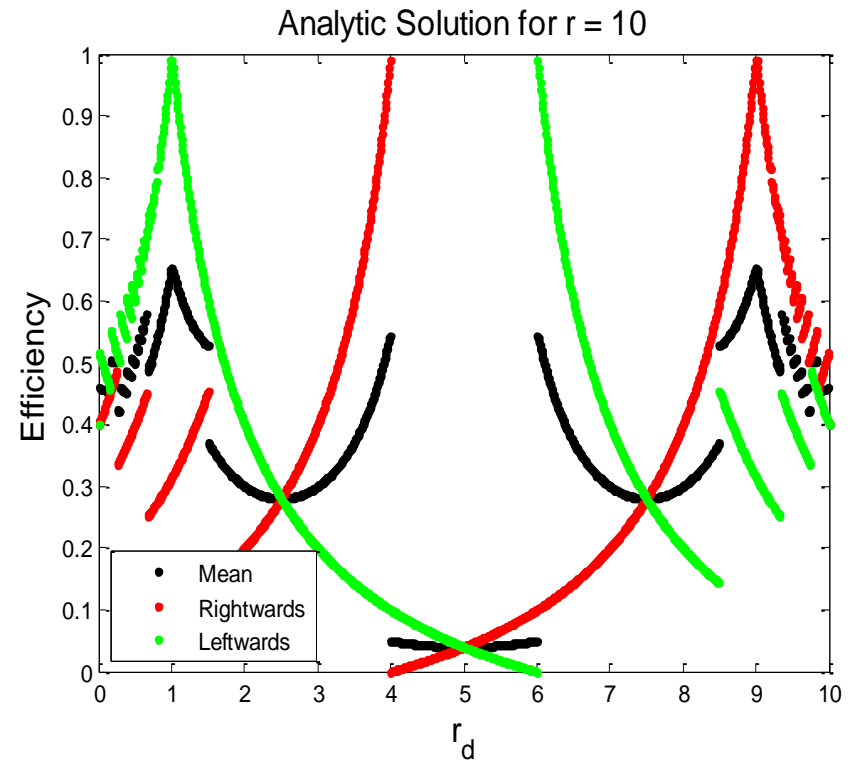
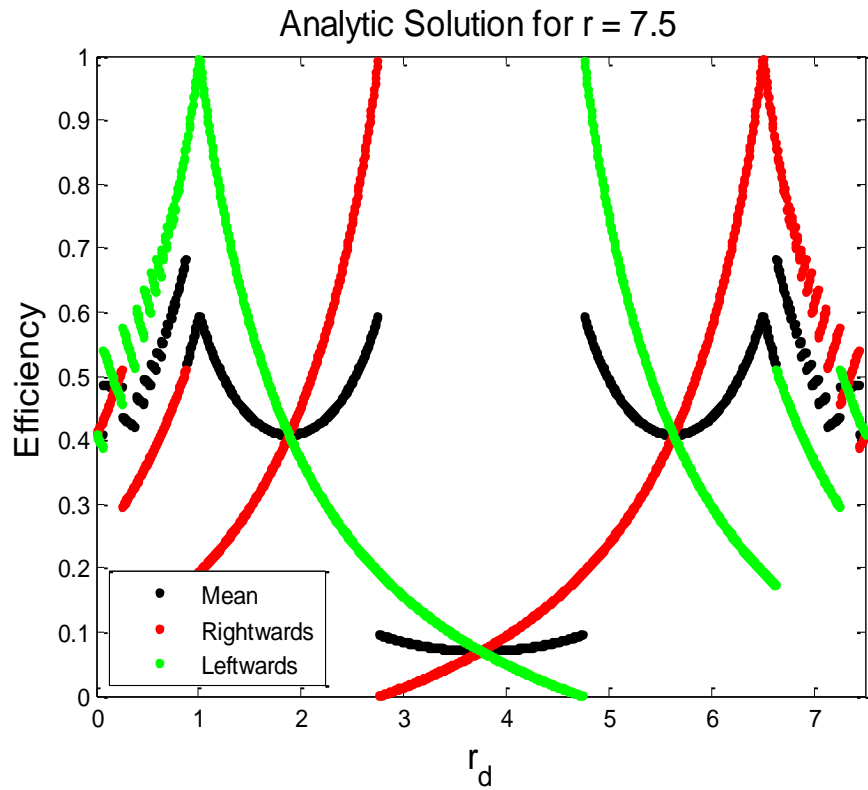
$$M = r / (1 - r_d)$$

Then

$$\langle \text{Velocity} \rangle = \frac{V * NLT}{r * \text{ceil}(NLT/M) + r_d * NLT}$$

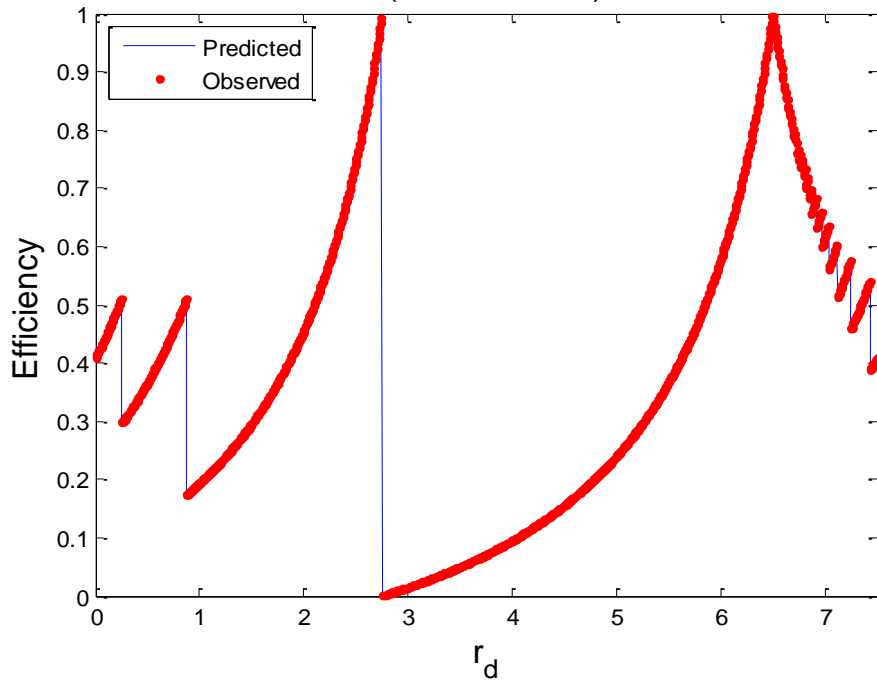
Where NLT is a function of M

Efficiency!

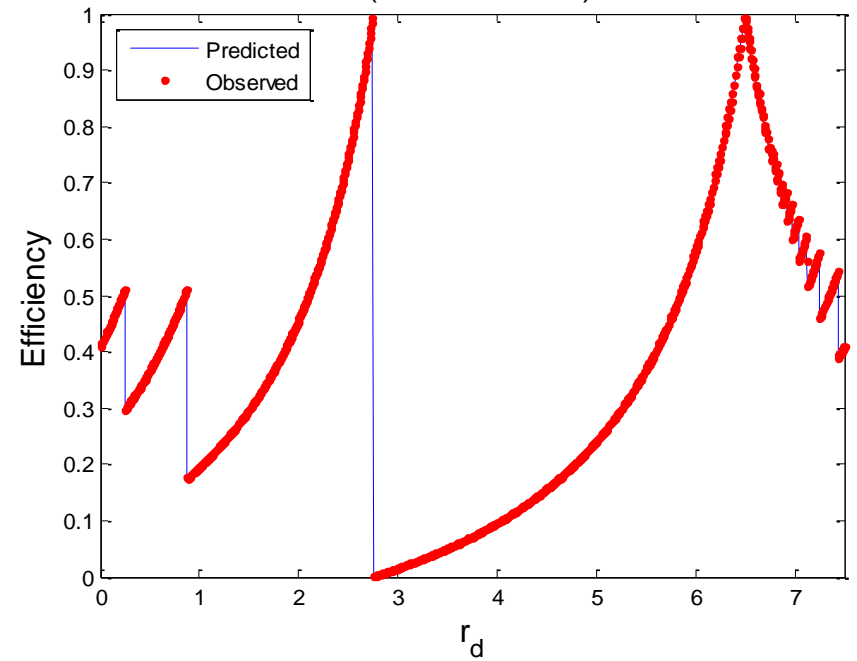


Simulations and Edge Effects?

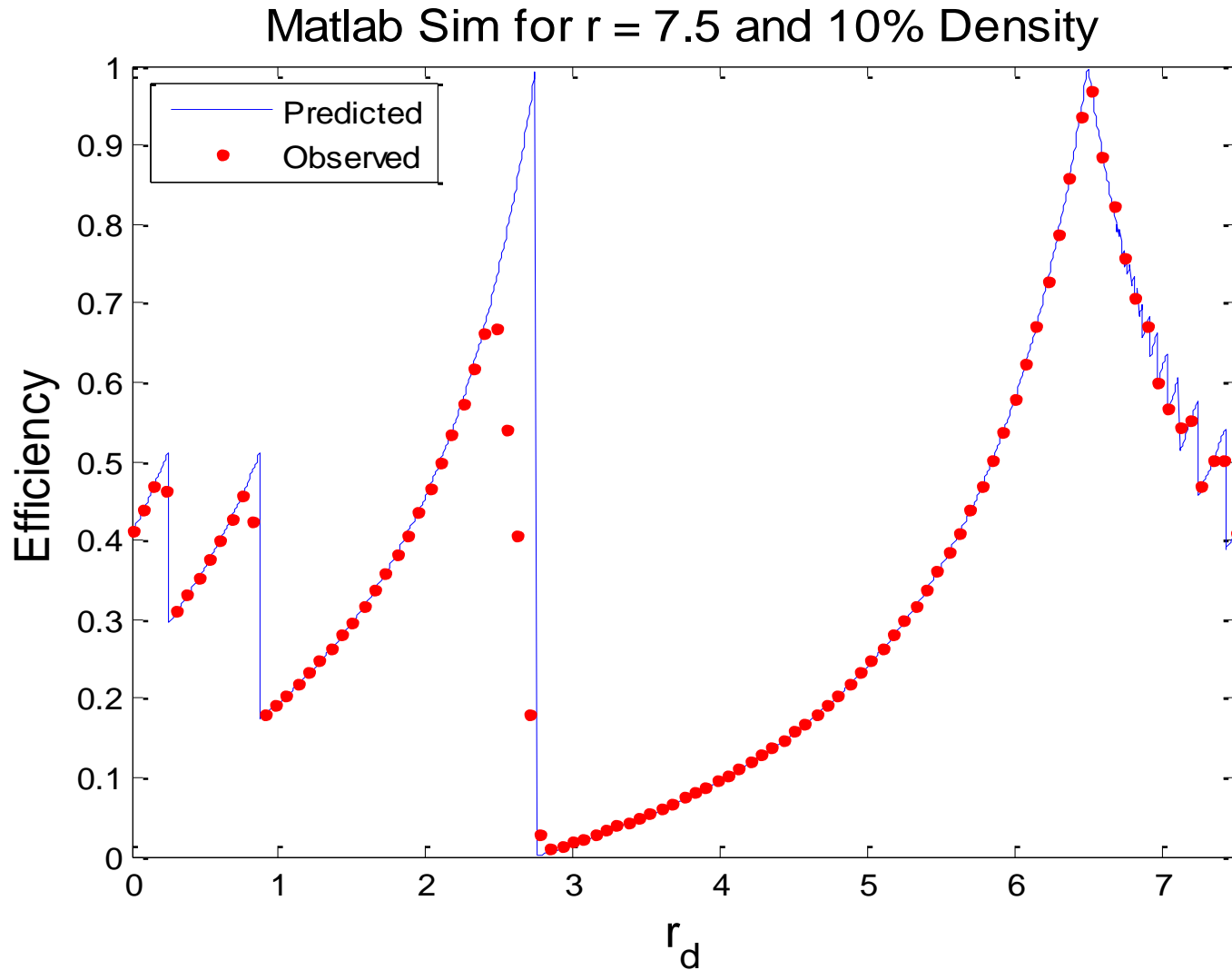
Matlab Sim (no frustration) for $r = 7.5$



Matlab Sim (with frustration) for $r = 7.5$

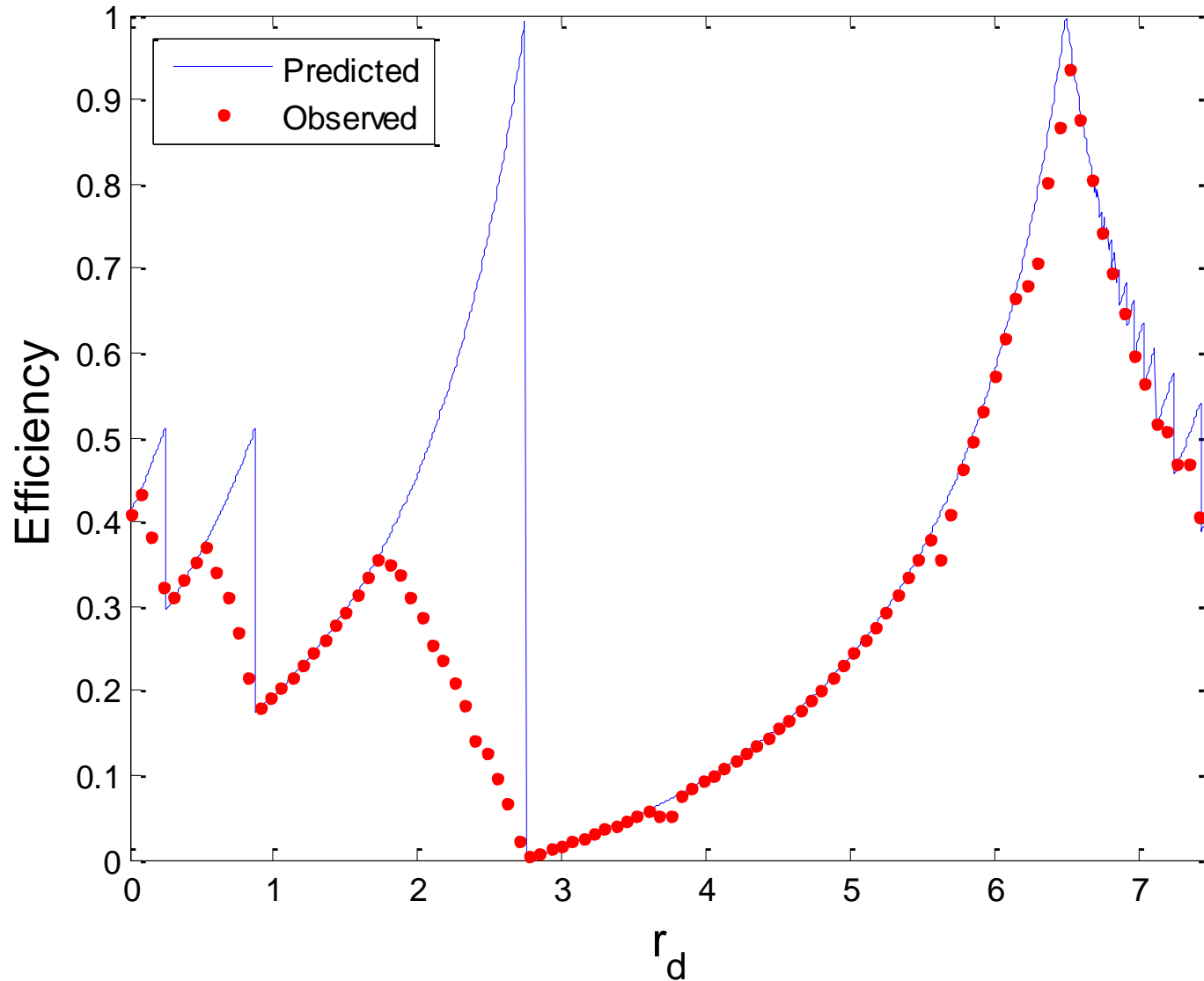


Fermionic Cars?



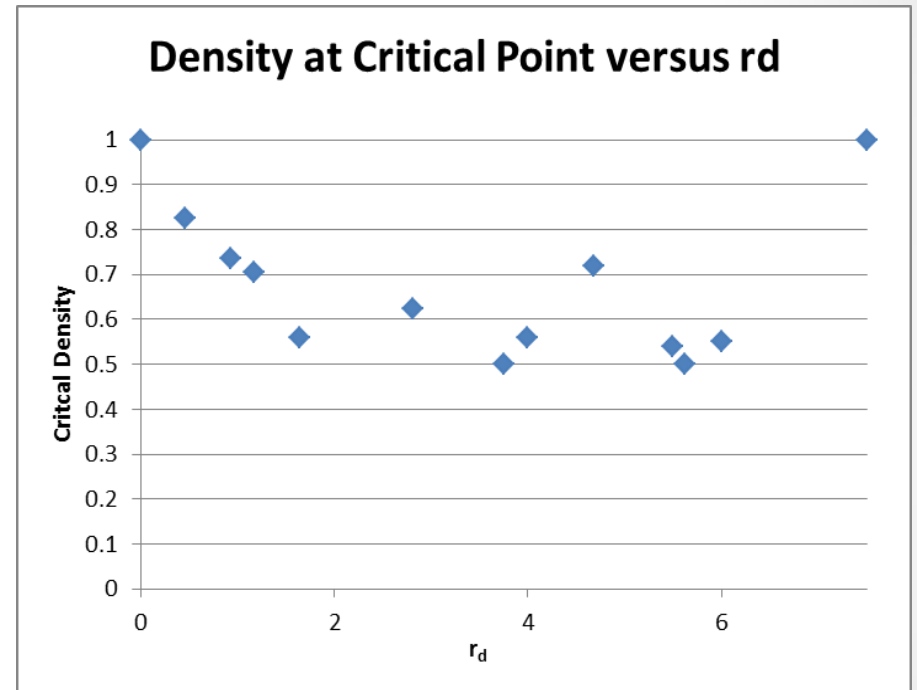
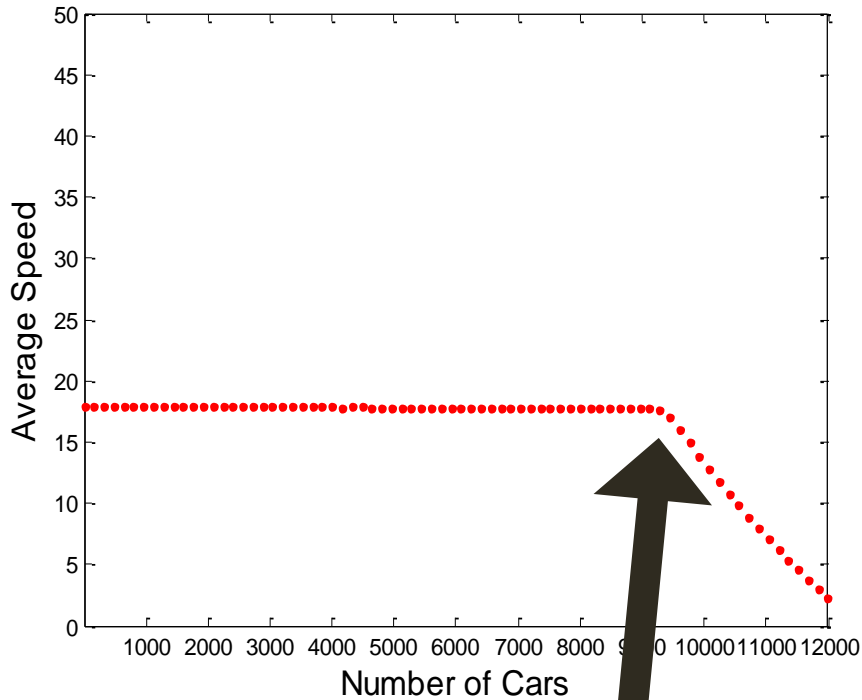
Some Values are More Sensitive.

Matlab Sim for $r = 7.5$ and 52% Density



Varying Density versus Average Speed

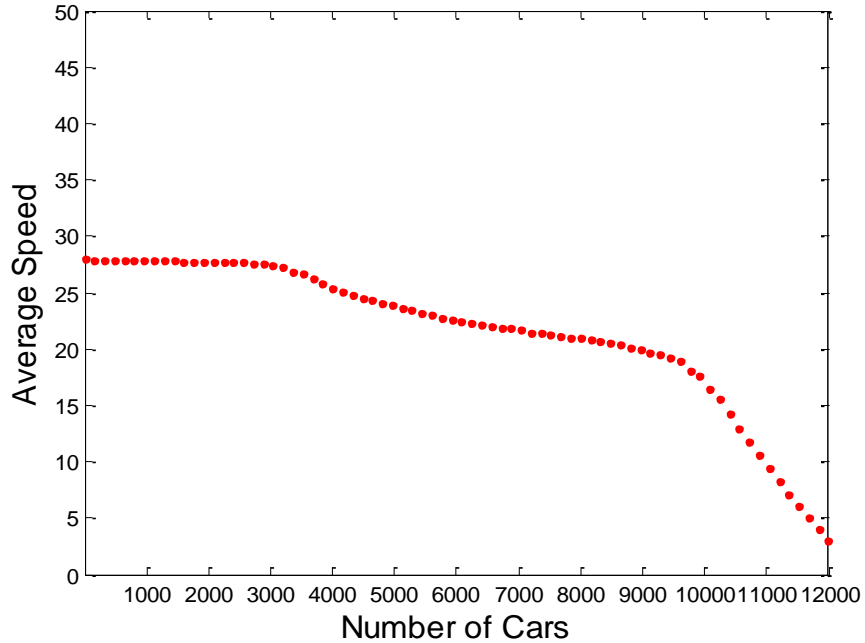
Matlab Sim for $r = 7.5$ and $rd = 0.9375$



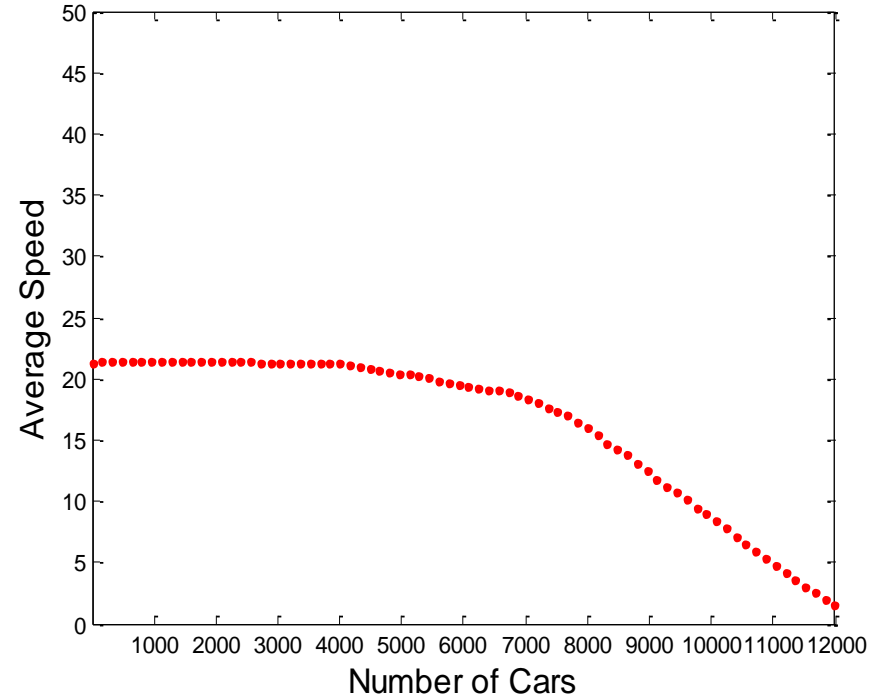
We Find Critical Densities

Critical Points Aren't Dependable

Matlab Sim for $r = 7.5$ and $rd = 0.703125$



Matlab Sim for $r = 7.5$ and $rd = 1.40625$



Something Completely Different

Our lights are oscillators

So why don't we couple them?

Kuramoto Coupling:
$$\frac{d\phi_i}{dt} = \omega_i + \frac{K}{N} \sum_{j=1}^N \sin(\phi_j - \phi_i + \alpha)$$

K = Coupling strength

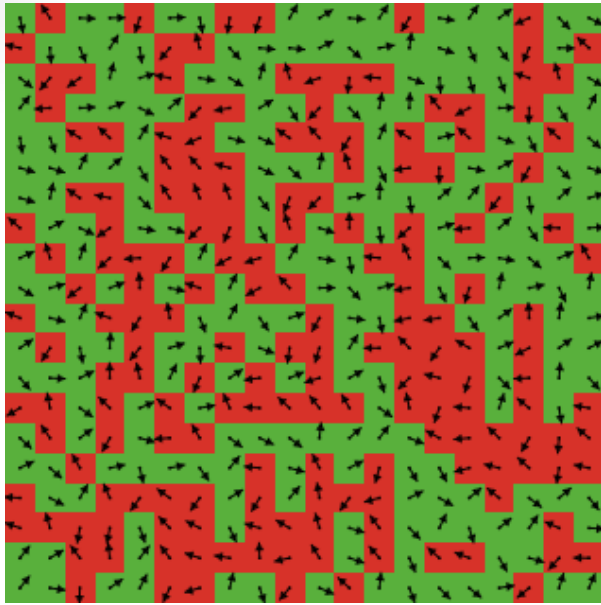
N = Number of lights

α = Phase delay

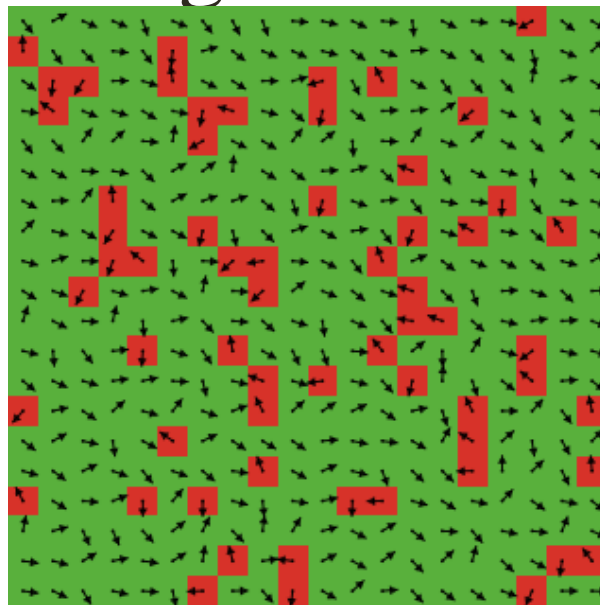
ϕ_i = Phase of light i

ω_i = Angular velocity of light i

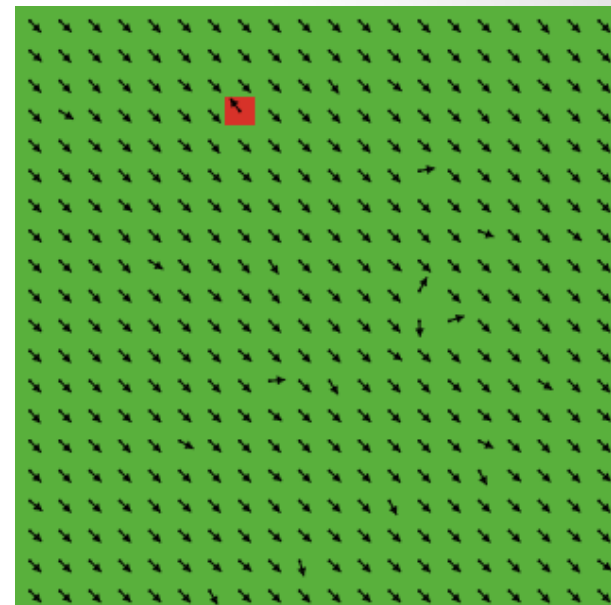
Uniform ω is boring



t = 0



t = 250



t = 500

...But what if we introduce decay factor?

$$\frac{d\phi_i}{dx} = \omega_i + \frac{K}{N} \sum_{j=1}^N \mathbf{G}(\mathbf{x} - \mathbf{x}') * \sin(\phi_j - \phi_i + \alpha)$$

“Chimera States” on a 1D ring

- Coherent population moves as one
- Incoherent population moves (almost) randomly
- In the future, we will apply this to the ring of lights and see what happens.

References

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