

Urban Signal Control Using Intelligent Agents*

Mohammad Amin Alipour, and Saieed Jalili

Abstract

Problem of traffic jams is common in large cities. Urban traffic control systems aim to solve this problem. The major difficulty in urban traffic is large number of variables for representing the state of traffic, such as traffic flow, speed, and density. Lack of precise relations between these variables is another problem. In this paper, we present a new model for traffic flow and introduce a traffic control systems based on that.

Keywords: Traffic, Intelligent Agents, Resource Mangement

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the approximate speed.

characteristics which online games offer to environments which online games create in the future, are suitable for them and AI research. Developed game-prototype, Screaming artificially train agents using different their results. The final results of the useful in bringing driving agents to able to outperform human players.



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URBAN SIGNAL CONTROL USING INTELLIGENT AGENTS

MOHAMMAD AMIN ALIPOUR

*Department of Computer Engineering, University of Kashan
Kashan, Isfahan 87317-51167, Iran*

SAIEED JALILI

*Department of Computer Engineering, Tarbiat Modarres university
Tehran, Tehran, Iran*

The urban traffic jams is daily problem in large cities. Urban traffic control system aims to solve this problem. The major difficulty in urban traffic is great number of variables in order to present the traffic state such as flow, speed, density. Another bothering characteristic of urban traffic is lack of precise relation between these variables. These problems make researchers to develop several traffic models to describe the traffic behavior and build control on them. In this paper, we present a new model of traffic flow and introduce a control for this model that helps agents to control traffic autonomously.

1. Introduction

Urban road networks serve a significant part of traffic demand. For example in Germany 30% of some 600 billion car kilometers per annum are traveled within metropolitan road networks. Because of the high demand many urban road facilities are frequently oversaturated and respectively congested. Through congestion the capacity of the road infrastructure is in fact reduced and particularly during rush hours when the maximum capacity is most urgently needed the performance deteriorates considerably [1].

Three approaches may be considered to solve this problem:(1) reduction of urban population by making citizens to migrate to other less populated areas, and eventually decrease demands for urban traffic, (2) development of infrastructures and (3) better use of infrastructures. First approach looks somehow silly because the problem is delegated to other areas, so let it be discarded. The second proposal is hard to be applied in some high density areas like downtown. The most favorable option is third approach. One of prescription for third approach is better control of urban area traffic flows in order to achieve efficient use of urban transportation.

Traffic control management is generally subdivided into two different classes [2]: (1) direct control measures using traffic lights and variable message signs and (2) indirect control measures like recommendations for the drivers by

means of VDS (variable direction signs and text panels), warning messages (via broadcast, RDS/TMC or handy-based services), pre-trip information (e.g. via Internet) and individual driver information systems. In subsequent sections we advocate a new method traffic light control for an urban network that has been described in section 2 and in subsections 2.1 and 2.2 the underlying formulations and control algorithm is described. The proposed methods were simulated and the results are presented in section 3.

2. Traffic Control via Resource Scarcity Measurement

In fact traffic control is problem of allocating scarce resources (i.e. streets) among users (i.e. drivers), fairly, the thing that economics tries to do. But, what is the meaning of "fair" in an economy? In economical view, every good in an economy have a real price (shows scarcity of good) and each customer of good has a valuation for it (essentiality of use). The good must be allocated to the user with most valuation. In economics and more especially market science several types of mechanisms (e.g. several auction types) and theoretical foundations have been provided for this allocation. Many other allocation problems in engineering environments have been used the idea of building a market, in order to achieve optimal resource allocation [3,4]. But could urban traffic make use of market initiatives.

2.1. Resource Scarcity Measure

All efforts in economics are around two question 'how scarce is a resource' and 'where this scarcity going to go? Or trend of its scarcity'.

Although, in urban traffic, no market mechanisms have been proposed but, if a comparable criterion for resource scarcity could be presented; control can operate based on it. Let us call this criterion 'price'. Price of a resource should explain the state of scarcity of resource. In urban traffic, two parameters shows the dynamism of scarcity of a resource, i.e., street. These parameters are 'load of the street; (ls)' and 'normalized mean speed of street; (nss)'. In which

$$ls_i = \frac{\text{Current no. of cars inside street}_i}{\text{Capacity street}_i}$$

$$nss_i = \frac{\text{Average of all cars velocity in street}_i}{\text{Desired max. velocity in street}_i}$$

We developed function (1) for price of street_i:

$$price_i = 1000 * \log\left(\frac{ls + \varepsilon}{nss + \varepsilon}\right) \quad (1)$$

in which $0 < \varepsilon \ll 1$.

Eq. 1 forces the price to rise sh gives the a clear indication of the " time encouraging a relatively high u

Fig. 1.helps to inspect correctn equivalent loads but differ in locati street. Obviously, this bulk is bot increase of velocity will remove the 3 will decrease if velocity of bulk is

In fig. 1b the cars bulk is neith delay at next intersection. If the increase and if it is increasing the pr

In fig. 1c cars bulk is at the end of intersection use granted to it. I sharply. It seems that proposed eq. and trend of it.

2.2. Greedy Control with Scarcity

By having the price function quest order to control the traffic?'. In urba level. Traffic control decisions mak flows in connecting to the intersectio

- Bettering changes
- Worsening changes

State of the environment has been categorized by relation 3.

$$\text{State Change} = \text{Min}\{\Delta price_{open}$$

$$\text{Max}\{\text{Max}\{\Delta price,$$

$$\left\{ \begin{array}{l} \text{if } StateChang e \leq 0 \longrightarrow B \\ \text{if } StateChang e > 0 \longrightarrow W \end{array} \right.$$

and text panels), warning messages (e.g. services), pre-trip information (e.g. navigation systems). In subsequent sections control for an urban network that has sections 2.1 and 2.2 the underlying mechanism is described. The proposed methods were presented in section 3.

Measurement

allocating scarce resources (i.e. streets) that economics tries to do. But, what from an economical view, every good in an economy (of good) and each customer of good must be allocated to the user. There are especially market science several models (types) and theoretical foundations. Many other allocation problems in economics have the idea of building a market, in order to solve it. But could urban traffic make use of

question 'how scarce is a resource' and 'how to measure its scarcity'.

Several mechanisms have been proposed but, a scarcity measure could be presented; control can be implemented on 'price'. Price of a resource should be determined in urban traffic, two parameters shows the scarcity of street, these parameters are 'load of street, (nss)'. In which

n_i : cars inside street_i

l_i : length of street_i

v_i : cars velocity in street_i

v_{max} : maximum velocity in street_i

ϵ :

$$\left(\frac{l_i + \epsilon}{nss + \epsilon} \right) \quad (1)$$

Eq. 1 forces the price to rise sharply as we approach high l_i and nss . This gives a clear indication of the "dangerous zone" to avoid, while at the same time encouraging a relatively high utilization.

Fig. 1 helps to inspect correctness of eq. 1. All three cases in fig. 3 have equivalent loads but differ in location. In fig. 1a the cars bulk is at beginning of street. Obviously, this bulk is bottleneck for arrival cars to the street. The increase of velocity will remove the bottleneck. In this case the price due to eq. 1 will decrease if velocity of bulk is increasing. Else, it will be unchanged.

In fig. 1b the cars bulk is neither bottleneck for coming cars nor prone to delay at next intersection. If the bulk velocity is decreasing the price will increase and if it is increasing the price will decrease.

In fig. 1c cars bulk is at the end of street and will wait until the permission of intersection use granted to it. If the bulk is stopping, price will increase sharply. It seems that proposed eq. 1 is good criterion for scarcity of resource and trend of it.

2.2. Greedy Control with Scarcity Measure (GCSM)

By having the price function question is 'how to use this scarcity measure in order to control the traffic?'. In urban traffic, the control applied at intersection level. Traffic control decisions make changes in state of environment (traffic flows in connecting to the intersection). The changes can be divided into

- > Bettering changes
- > Worsening changes

State of the environment has been defined in eq. 2 and the changes are categorized by relation 3.

$$\text{State Change} = \text{Min} \left\{ \left| \Delta \text{price}_{\text{open streets}} \right| \right\} - \text{Max} \left\{ \text{Max} \left\{ \left| \Delta \text{price}_{\text{open streets}} \right| \right\}, \text{Max} \left\{ \left| \Delta \text{price}_{\text{downstream streets}} \right| \right\} \right\} \quad (2)$$

$$\left\{ \begin{array}{ll} \text{if } \text{StateChange} \leq 0 & \longrightarrow \text{Bettering change} \\ \text{if } \text{StateChange} > 0 & \longrightarrow \text{Worsening change} \end{array} \right. \quad (3)$$

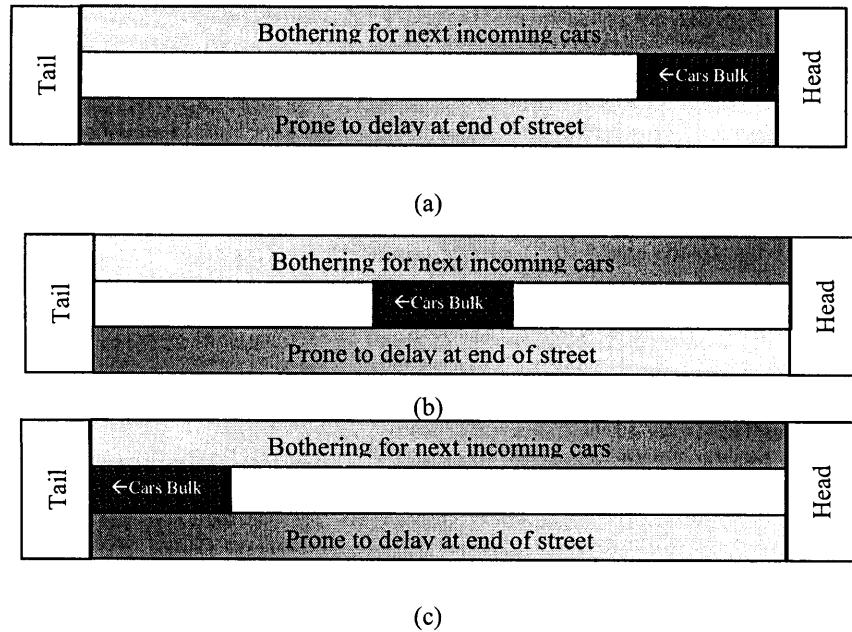


Fig. 1. Resource scarcity behavior

Also intersection control should obey the environment control restrictions. The restrictions are as follows:

- 1- The street lights changes to green in a pre-defined order
- 2- The street green light length must be in interval of [min green time, max green time].

GCSM control algorithm prohibits the control agents to do worsening changes. Here a question may be raised: "How the changes will be measured when the price is a maximum value of itself (i.e. $l_s=1$ and $n_{ss}=0$)?". In this case, whenever the streets reaches the maximum price. Its last biggest change in few minutes ago will be considered as worsening change.

3. Results

GCSM has been compared with pre-timed intersection control (PIC) in which they always have same green time length. The controls have been applied in urban traffic micro-simulator based on [5]. Fig. 2a and fig. 3a show the simulated urban network topologies and respectively, diagrams in fig. 2b and fig 3b show the average delay per car in both control strategies GCSM and PIC. In

PIC two timing has been considered. The results shows that GCSM is superior to PIC.

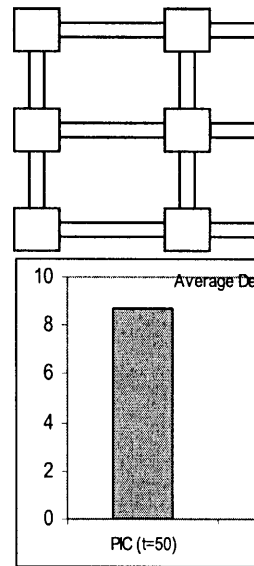


Fig. 2. (a) evaluation

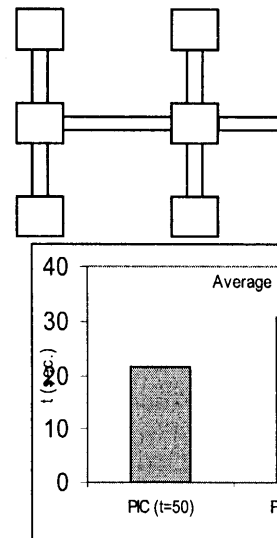
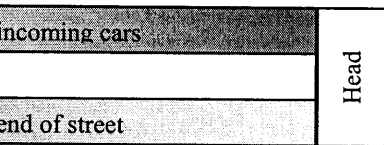
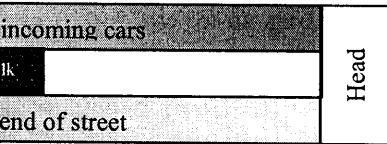
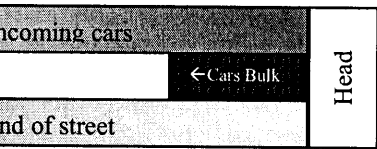


Fig. 3. (a) evaluation



city behavior

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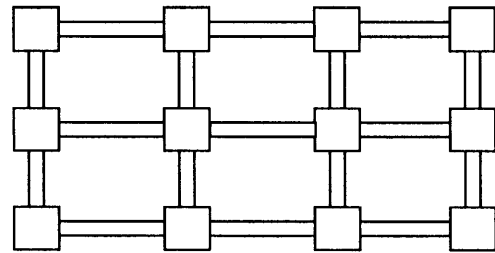
The controls have been applied in

Fig. 2a and fig. 3a show the

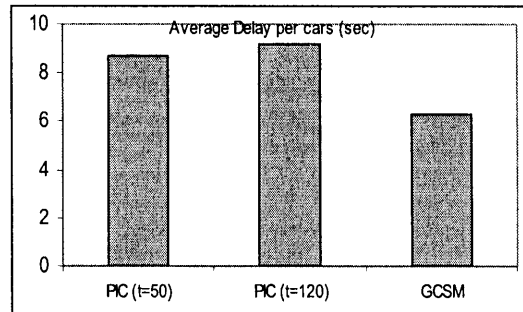
respectively, diagrams in fig. 2b and fig

control strategies GCSM and PIC. In

PIC two timing has been considered $t=50$ sec. and $t=120$ sec. inspecting the results shows that GCSM is superior to PIC with both timings.

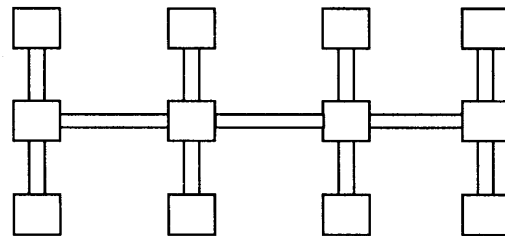


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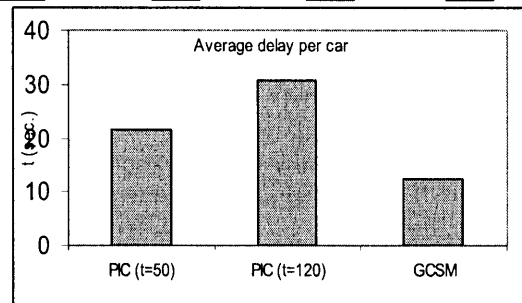


(b)

Fig. 2. (a) evaluated topology, (b) evaluation results



(a)



(b)

Fig.3. (a) evaluated topology, (b) evaluation results

4. Conclusion

Here, in this paper, a control algorithm for urban traffic was presented. Our GSCM algorithm is similar to control methods via feedback. The feedback in context of GSCM is a quantized value of resource scarcity. GSCM knows that its actions make changes in its environment, hence classifies changes to bettering changes and worsening changes. It assumes that prohibiting worsening changes is itself a bettering change and it tries always to do bettering changes. So, the used algorithm in GSCM is somewhat greedy. As other greedy algorithms, it is time efficient but it may be unable to reach the optimal control if it trapped in local price fluctuations.

Another feature of GSCM is reduction of decision making parameters to one parameter (price). In computer networks a variation of this method has been used [6]. But it is not formally proved in which environments control could be made by quantizing resource scarcity.

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CONSIDERATIONS ON REASONING IN

JUN LIU, JUAN C

School of C

University

Newtownabbey

E-mail: [j.liu, j

Smart Homes are the subject of which they can be used to provide to patients and other vulnerable Current studies of Smart Homes and networks) but little effort has of these kind of systems, that is of interest and advise or act to th investigates the importance of spa in the design of Smart Homes. Ac referred as *Rule-base Inference* conjunction with Smart Home fr human activities monitoring is o

1. Introduction

Smart Homes is aimed to help venting hazards and by assisting services from the health syste cant advances in developing ser of different environments, prog technologies has been slow.

Spatio-temporal reasoning ing of a desirable Smart Home a concept of uncertain spatio- the confluence can improve the to improve health care. Then a *Rule-base Inference Methodolo* can be combined with an activ