

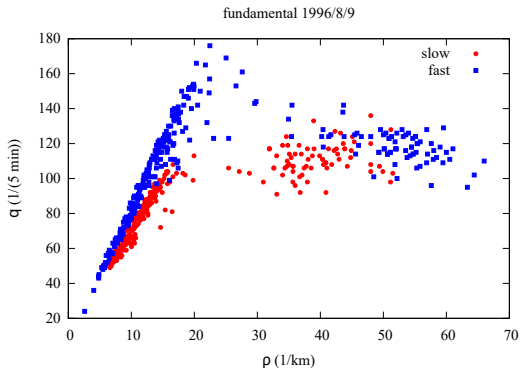
Cellular Automaton Traffic Flow Model

モデル化とシミュレーション特論
2021 年度前期
佐賀大学理工学研究科 只木進一

- 1 Outline of traffic flow phenomena
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- 4 Simulation of Fukui-Ishibashi model
- 5 Nagel-Schreckenberg model
- 6 Simulation of Nagel-Schreckenberg model

Fundamental Diagram: density-flow relations

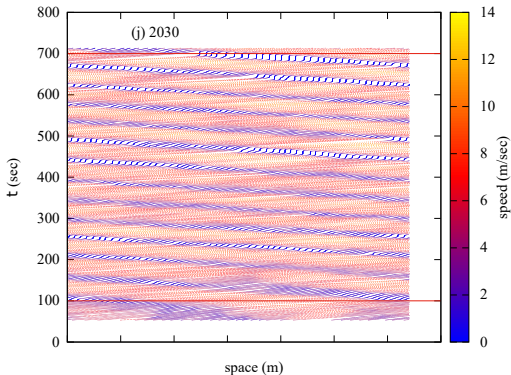
Data observed at Tomei Expressway



- Free and congested flows
- Broad distribution for congested flows

Spacetime Diagram

Data taken at Nagoya Dome Stadium



- Cars run rightward.
- Jam clusters propagate backward.

Discrete model of traffic flow

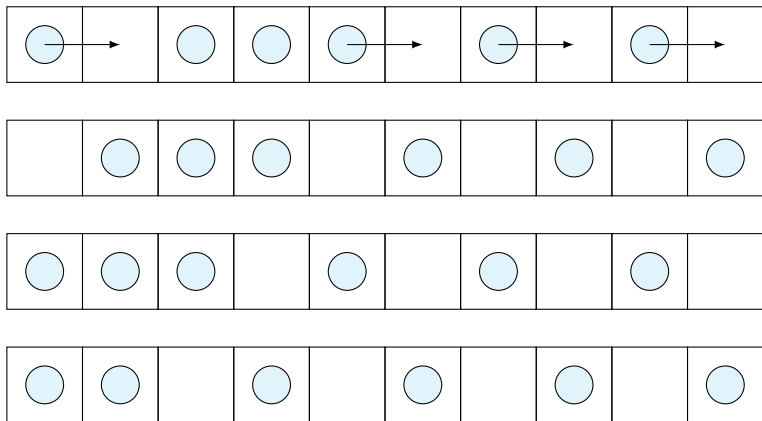
- Cars have **finite length** (3 ~ 4m for passenger cars)
- Any pair of cars can not occupy the same place (volume exclusion effect, 排除体積効果)
- A car follows the motion of the preceding car **with delay**

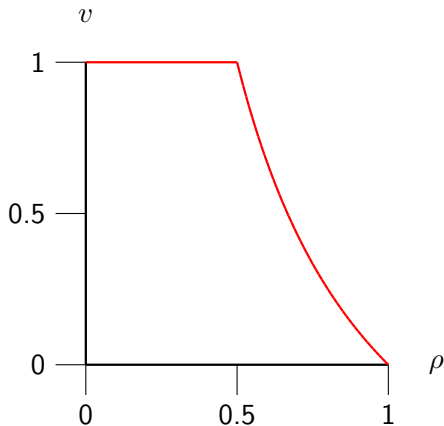
Rule 184: Simplest model

input	111	110	101	100	011	010	001	000
output	1	0	1	1	1	0	0	0

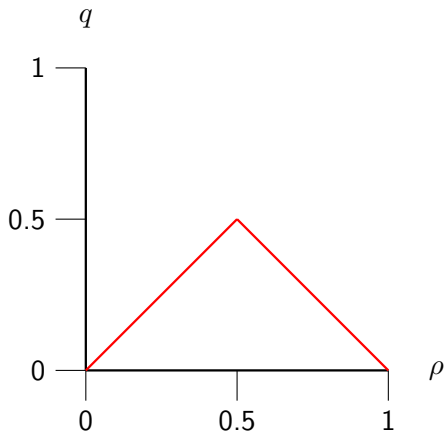
- One car in one cell
- A car can move one cell only if the cell ahead is empty
- All cars move simultaneously

Example of motion



Phase transition at $\rho = 1/2$: Average speed

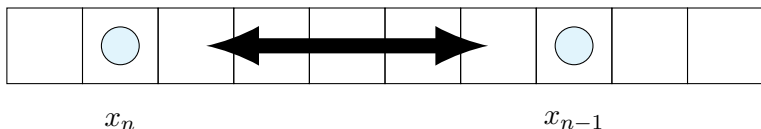
$$v = \begin{cases} 1 & \rho \leq 1/2 \\ \frac{1}{\rho} - 1 & \text{otherwise} \end{cases} \quad (1)$$

Phase transition at $\rho = 1/2$: Flow

$$q = \begin{cases} \rho & \rho \leq 1/2 \\ 1 - \rho & \text{otherwise} \end{cases} \quad (2)$$

Extended model: Fukui-Ishibashi model

$$g_n = x_{n-1} - x_n - 1$$



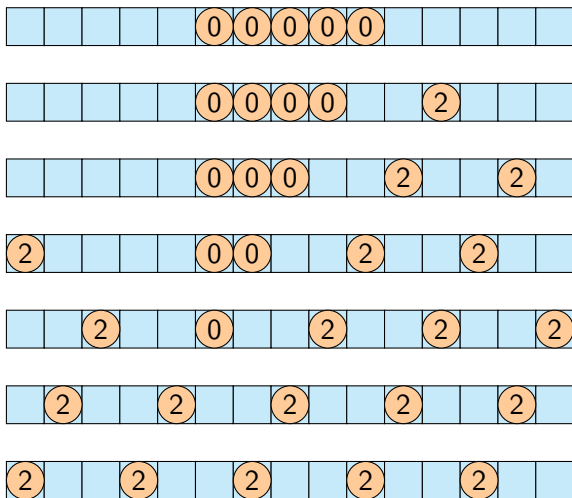
- Maximum speed $v_{\max} \geq 1$
- Move at the maximum speed allowed by the headway distance

$$v'_n = \min(g_n, v_{\max}) \quad (3)$$

- **No acceleration processes!**

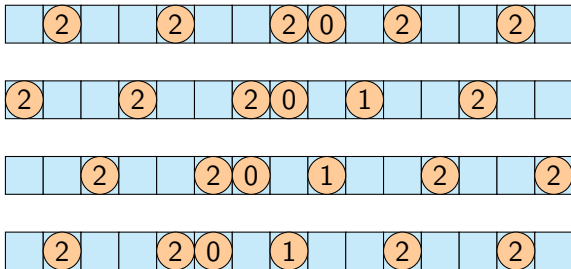
Manual simulation

$$v_{\max} = 2, L = 15, N = 5$$



Manual simulation

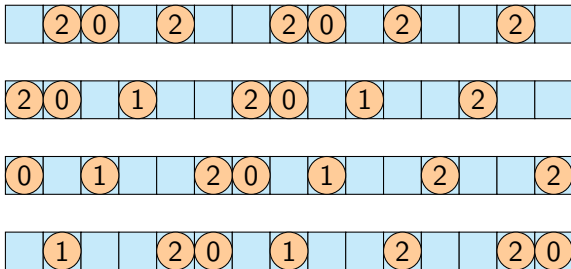
$$v_{\max} = 2, L = 15, N = 6$$



$$\text{Sum of speed: } 9 = 2 \times 6 - 3 = 2N - 3$$

Manual simulation

$$v_{\max} = 2, L = 15, N = 7$$



$$\text{Sum of speed: } 9 = 2 \times 7 - 6 = 2N - 6$$

Theoretical analysis

- $N < 1/3$
 - All cars run at $v = 2$
- $N = L/3 + 1$: Sum of speed: $2N - 3$

$$\rho = \frac{L/3 + 1}{L} = \frac{1}{3} + \frac{1}{L} \quad (4)$$

$$v = \frac{2N - 3}{N} = \frac{2N/L - 3/L}{N/L} = \frac{2\rho - 3\rho + 1}{\rho} = \frac{1 - \rho}{\rho} \quad (5)$$

$$q = 1 - \rho \quad (6)$$

- $N = L/3 + 2$: Sum of speed: $2N - 6$

$$\rho = \frac{L/3 + 2}{L} = \frac{1}{3} + \frac{2}{L} \quad (7)$$

$$v = \frac{2N - 6}{N} = \frac{2N/L - 6/L}{N/L} = \frac{2\rho - 3\rho + 1}{\rho} = \frac{1 - \rho}{\rho} \quad (8)$$

$$q = 1 - \rho \quad (9)$$

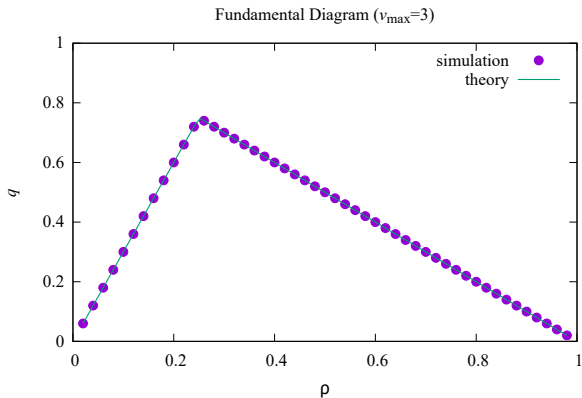
Classes

- Car class
 - Keep position and speed of a car
 - `evalSpeed()`: decide speed depending on gap
 - `move()`
- FI class: Fukui-Ichibashi model
 - `update()`: Calculate speed and move for all cars.
- Flow class: Density-Flow relation

https:

`//github.com/modeling-and-simulation-mc-saga/FukuiIshibashi`

Simulation result



$$q = \begin{cases} v_{\max}\rho & 0 \leq \rho < 1/(v_{\max} + 1) \\ 1 - \rho & \text{otherwise} \end{cases} \quad (10)$$

Nagel-Schreckenberg model

- Update speed by 3 steps
 - Update simultaneously
 - \bar{v} and \tilde{v} are values in the middle of calculations

① Accelerate

$$\bar{v} = \min(v_n^t + 1, v_{\max}) \quad (11)$$

② Adjust speed by headway

$$\tilde{v} = \min(\bar{v}, g_n) \quad (12)$$

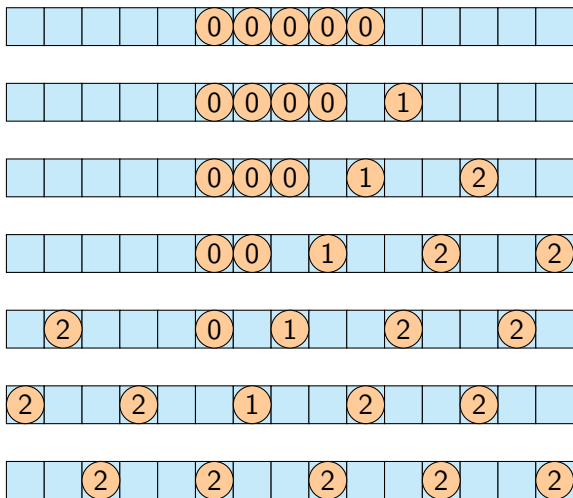
③ Reduce speed by probability p

$$v_n^{t+1} = \max(\tilde{v} - 1, 0) \quad (13)$$

- Not deterministic

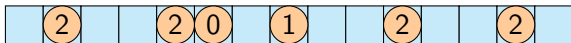
Manual simulation

$$v_{\max} = 2, L = 15, N = 5, p = 0$$



Manual simulation

$$v_{\max} = 2, L = 15, N = 6, p = 0$$



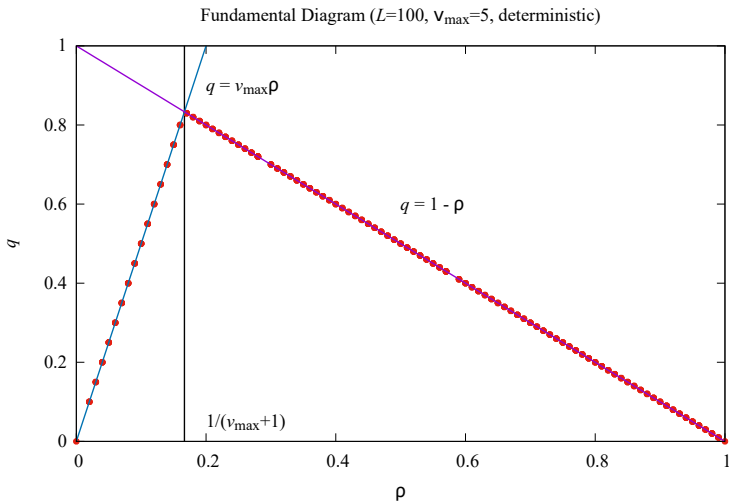
$$\text{Sum of speed: } 9 = 2 \times 6 - 3 = 2N - 3$$

Same values of those in Fukui-Ishibashi model

Classes

- Car class
- NaSch class

<https://github.com/modeling-and-simulation-mc-saga/NaSch>



Same result as Fukui-Ishibashi model

