

Smart Traffic Lights that Learn !

Multi-Agent Reinforcement Learning Integrated Network of Adaptive Traffic Signal Controllers

M A R L I N



Samah El-Tantawy, Ph.D.

Baher Abdulhai, Ph.D., P.Eng.

Hossam Abdelgawad, Ph.D., P.Eng.

Post Doctoral Fellow, Dept of Civil Engineering

Director, ITS Centre and Testbed, Dept of Civil Engineering

Manager of ITS Centre and Testbed



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Outline

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1. In a Nutshell

2. Theory in Brief

- ▣ Reinforcement Learning and Game Theory

3. Applications

- ▣ City of Toronto Testbed

4. Hardware in the Loop Testing

- ▣ Approach
- ▣ Integration with PEEK ATC-1000

▣ Next Steps

▣ Q&A

In a Nutshell

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□ Grand objective

- Intersections "talk to each other",
- Each is affected by what is happening upstream
- Each affects what is happening downstream –
- Whole network control in one shot from a grand brain is the dream

□ Issue

- Intractable theoretically,
- Too complex practically,
- Requires massive and very expensive communication

□ Solution

- Decentralized,
- Self learning: **agents learn to control** their local intersection, and
- Game theory based: **agents learn to collaborate**

What is MARLIN?

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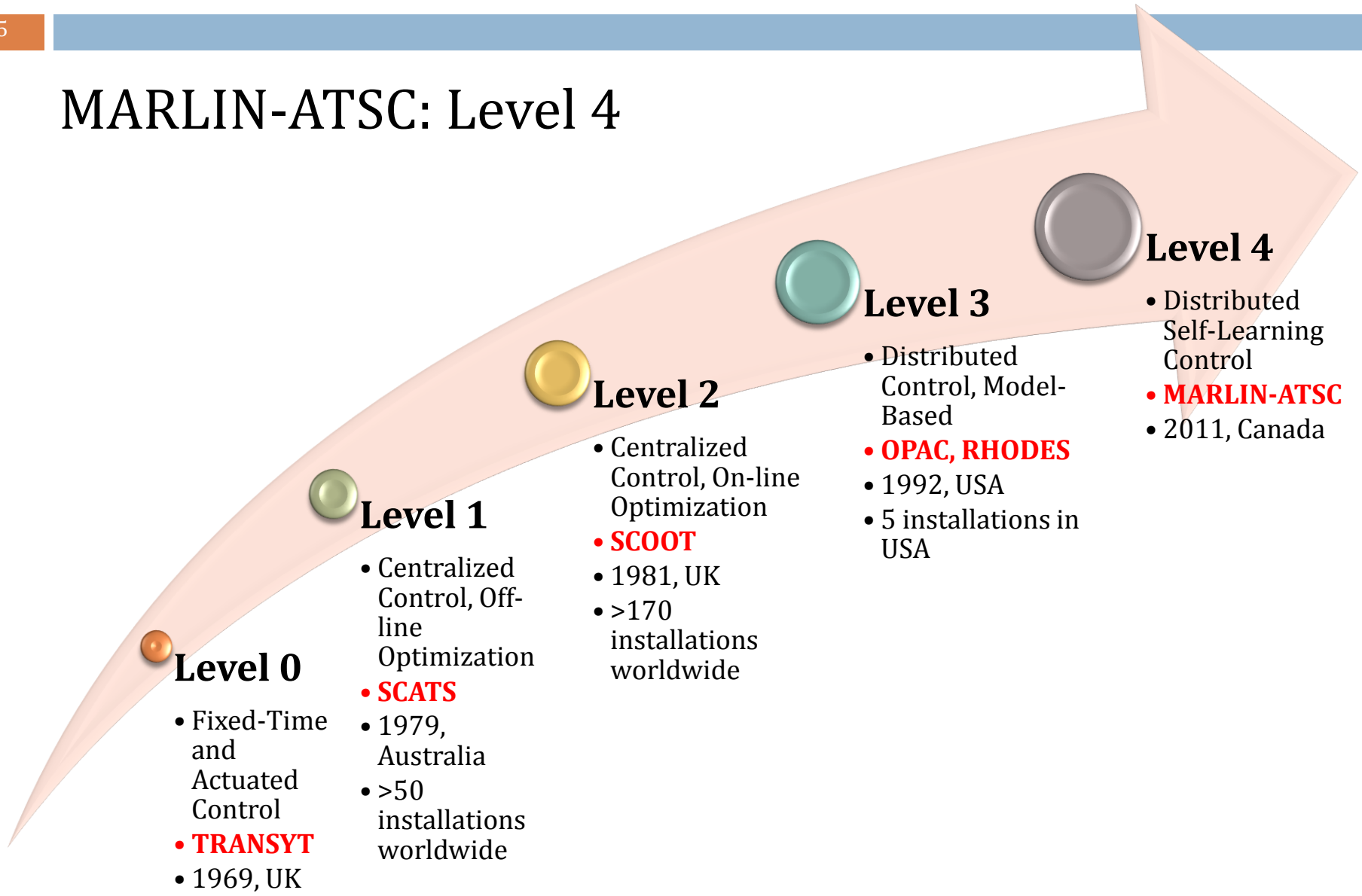
- ❑ Artificial-intelligence-based control software
- ❑ Enables traffic lights to self-learn and self-collaborate with neighbouring traffic lights
- ❑ Cuts down motorists' delay, fuel consumption and the negative environmental effects of congestion
- ❑ Easier to operate (self learning)
- ❑ Less expensive communication if even necessary (less costly)



Evolution of “Adaptive” Signal Control

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MARLIN-ATSC: Level 4



Issues with Leading ATSC Technologies?

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Centralized

- Expensive
- Not scalable
- Not robust

Model-Based

- Relying on an accurate traffic modelling framework
- the accuracy of which is questionable

Curse of Dimensionality

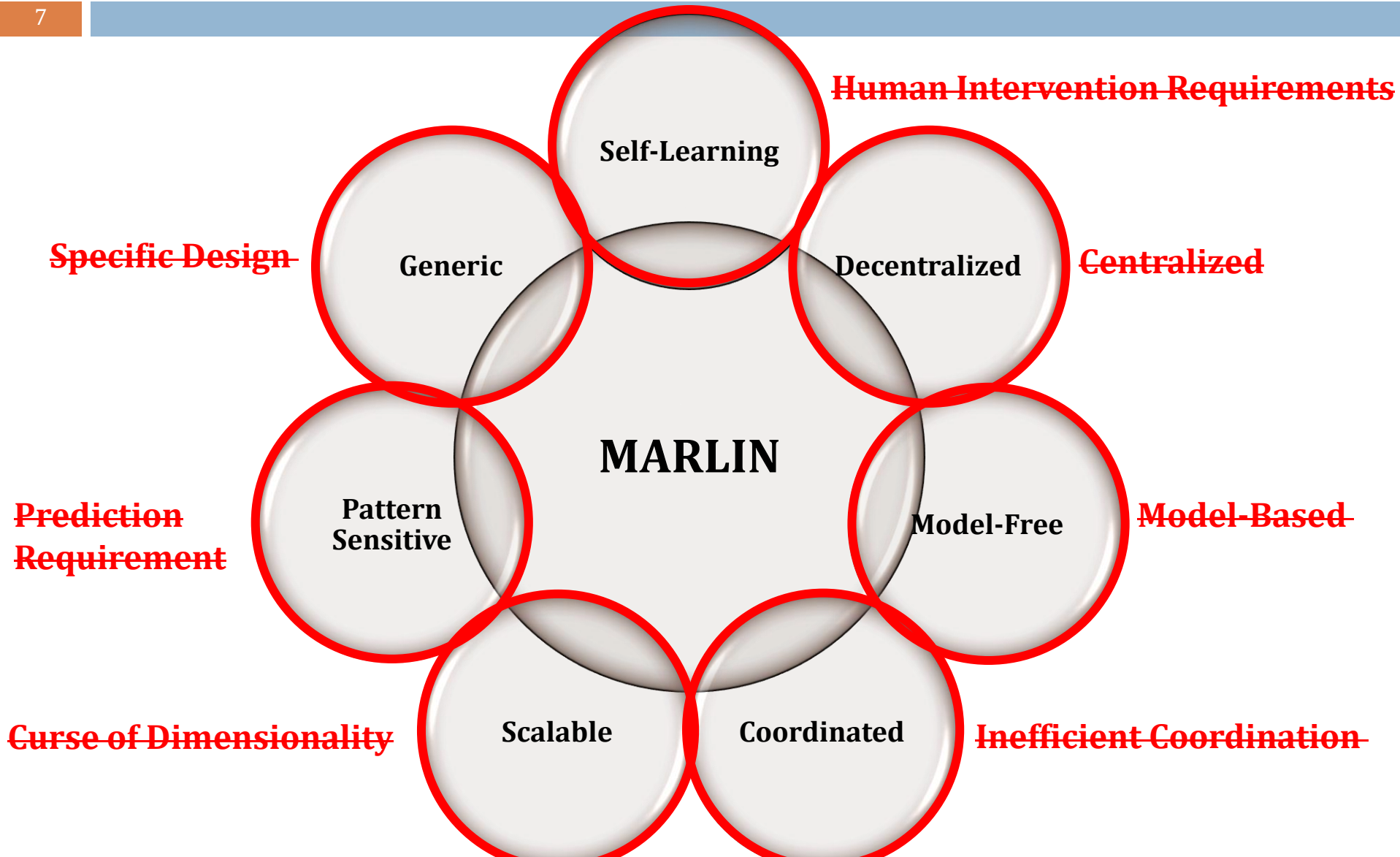
- Increasing the complexity of the system exponentially with the increase in the number of intersections/controllers

Human Intervention Requirements

- Requiring highly skilled labour to operate due to their complexity.

Why is MARLIN Different?

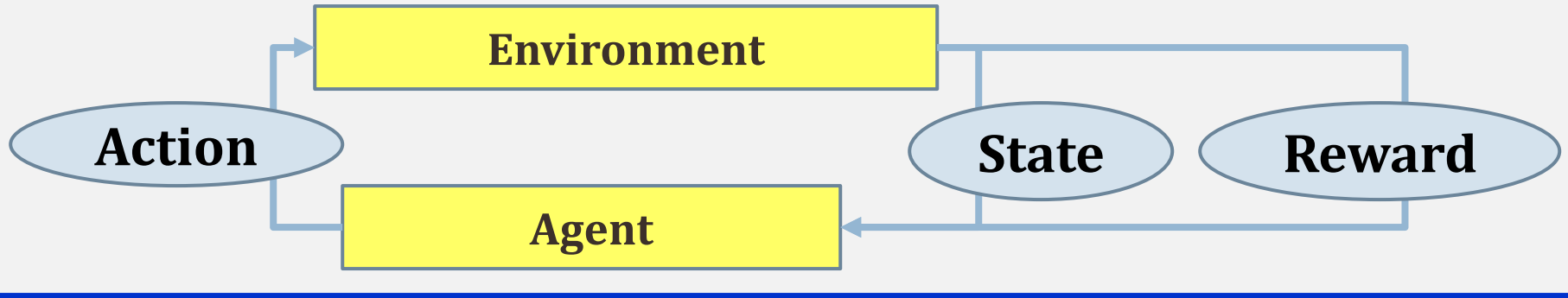
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Learning the Control Law: Reinforcement Learning Architecture

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RL Architecture



Goal: Optimal Control law = mapping between states and actions

$$Q^{k+1}(s^k, a^k) = Q^k(s^k, a^k) + \alpha [r^{k+1} + \gamma \max_a Q^k(s^{k+1}, a) - Q^k(s^k, a^k)]$$

$$a^{k+1} = \arg \max_a Q^k(s^{k+1}, a) \quad \text{Balancing exploration and exploitation}$$

Q Table

Q	a ₁	a ₂
s ₁	-10	-5
s ₂	-3	-15

RL-based ATSC Architecture

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Traffic Simulation Environment

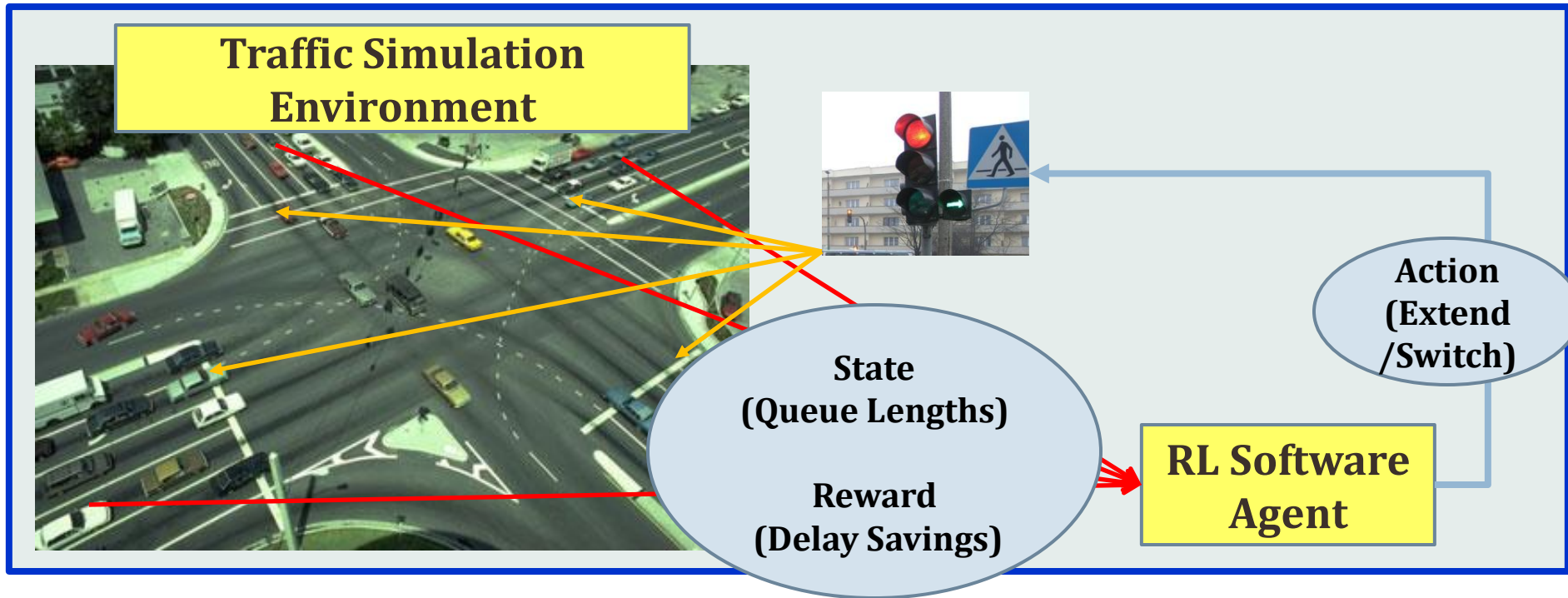


State
(Queue Lengths)

Reward
(Delay Savings)

RL Software Agent

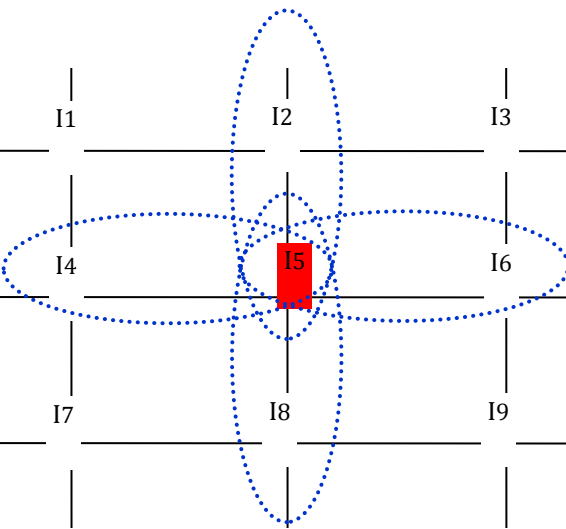
Action
(Extend
/Switch)



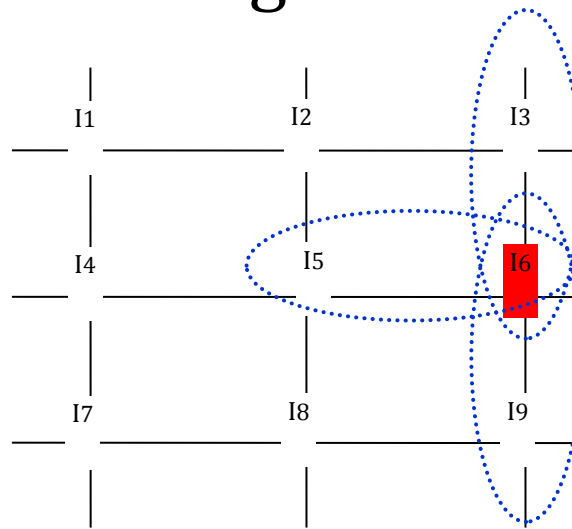
MARLIN- ATSC: Coordination Principle

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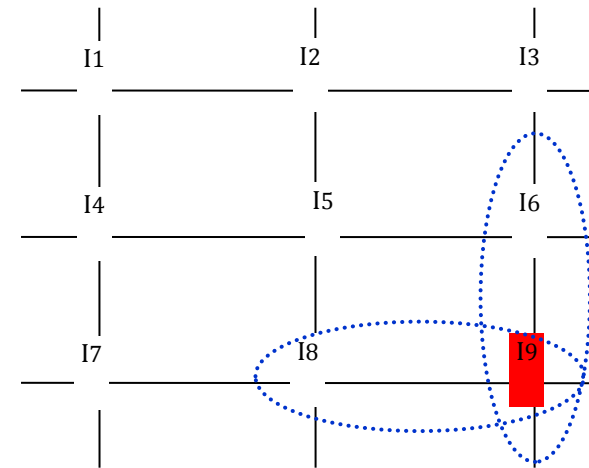
- Each agent plays a game with each adjacent intersection in its neighborhood



Example for Intermediate Intersection
(4 Games)



Example for Edge Intersection
(3 Games)



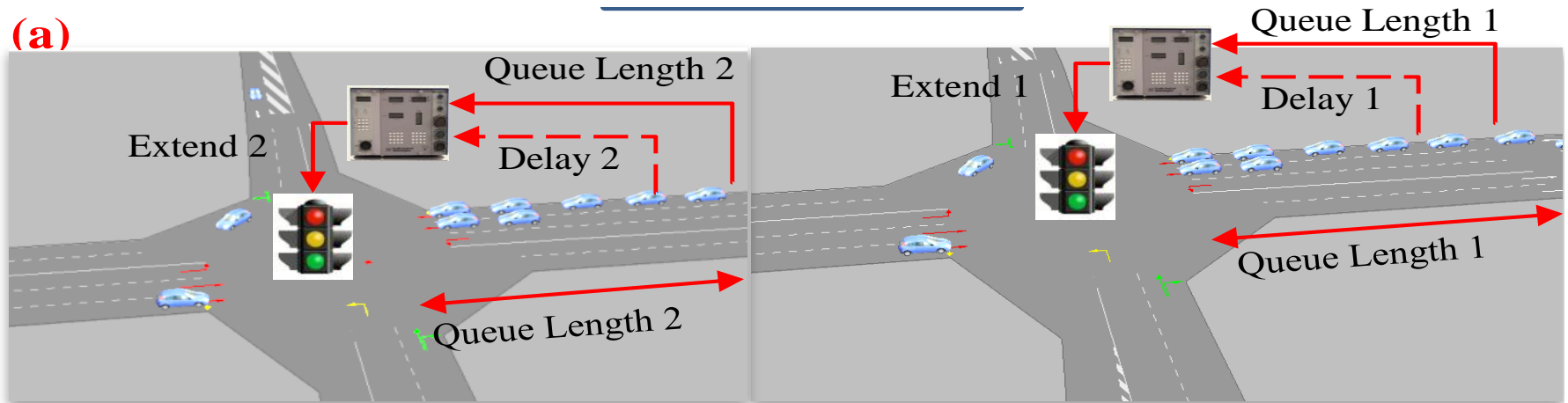
Example for Corner Intersection
(2 Games)

MARLIN-ATSC Available Modes

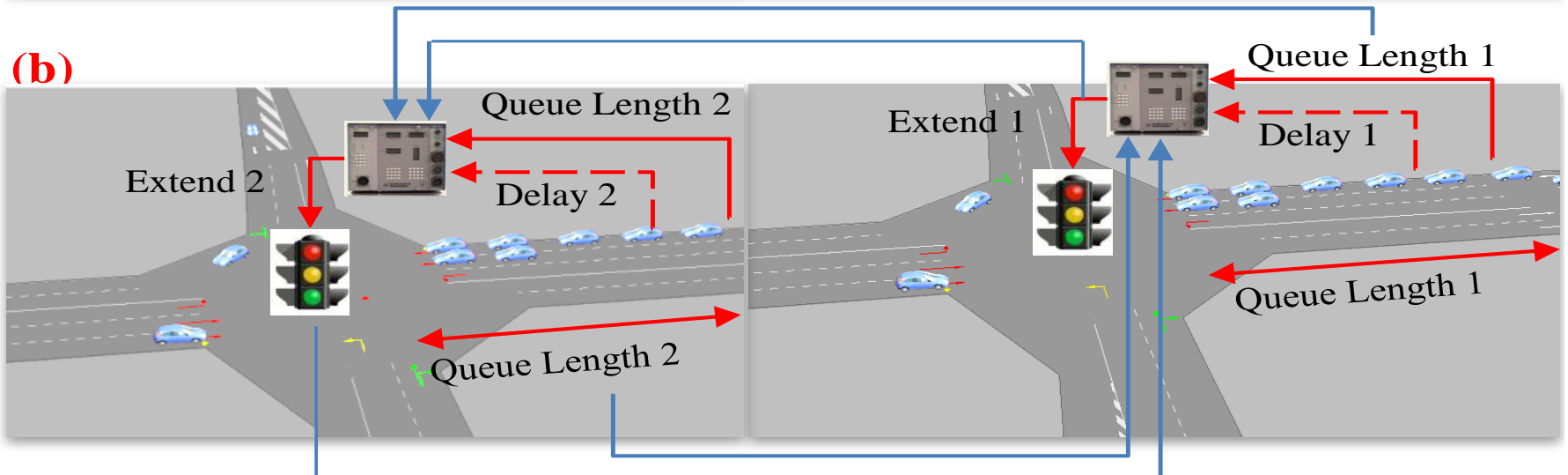
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□ MARLIN-ATSC: (a) Independent Mode, (b) Integrated Mode

(a)



(b)



Large-Scale Application

Network-Wide MOE in the Normal Scenario

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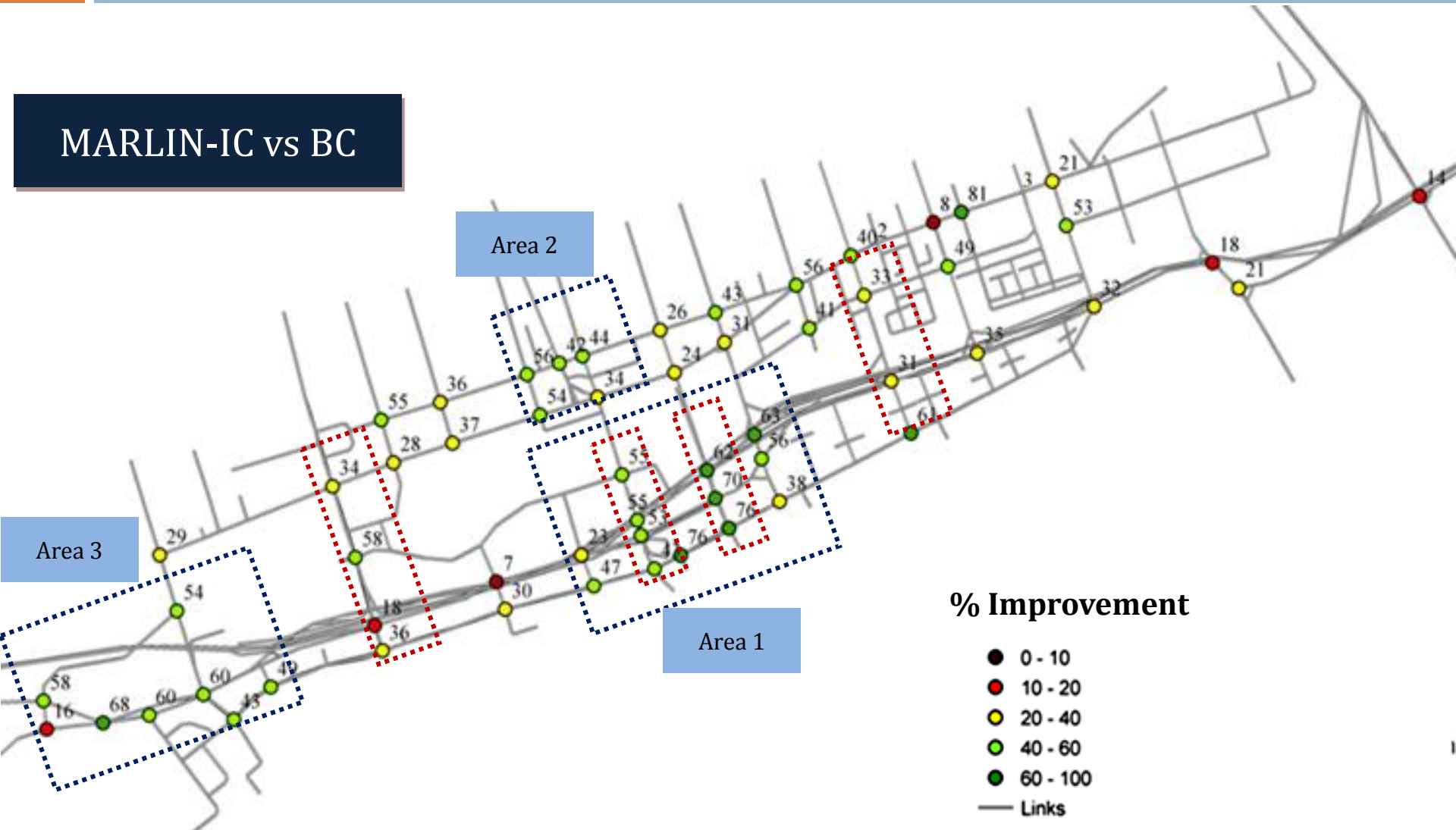
System MOE	BC	% Improvments MARL-TI Vs. BC	% Improvments MARLIN-IC Vs. BC	% Improvments MARLIN-IC Vs. MARL-TI
Average Intersection Delay (sec/veh)	35.27	27%	38%	14%
Throughput (veh)	23084	3%	6%	3%
Avg Queue Length (veh)	8.66	24%	32%	11%
Std. Avg. Queue Length (veh)	2.12	23%	31%	10%

Large-Scale Application

% Improvement in Average Delay

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MARLIN-IC vs BC

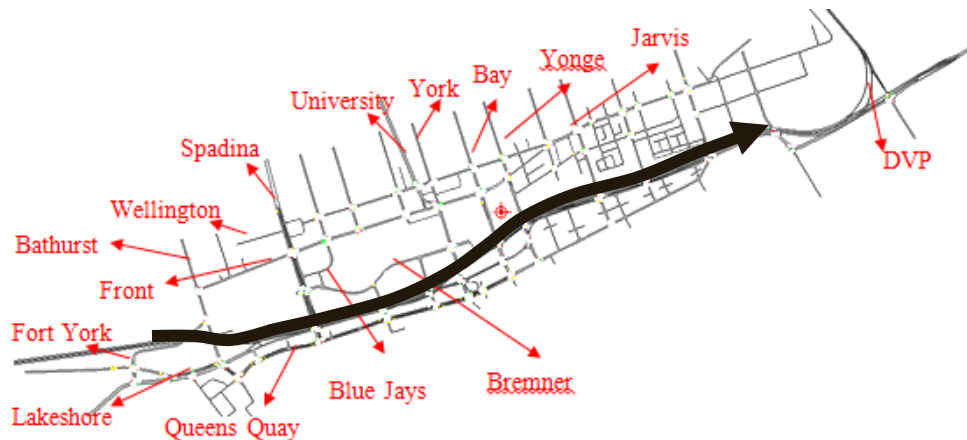
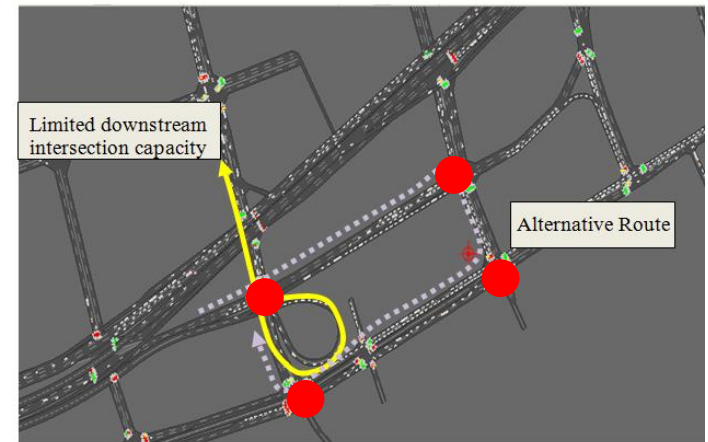
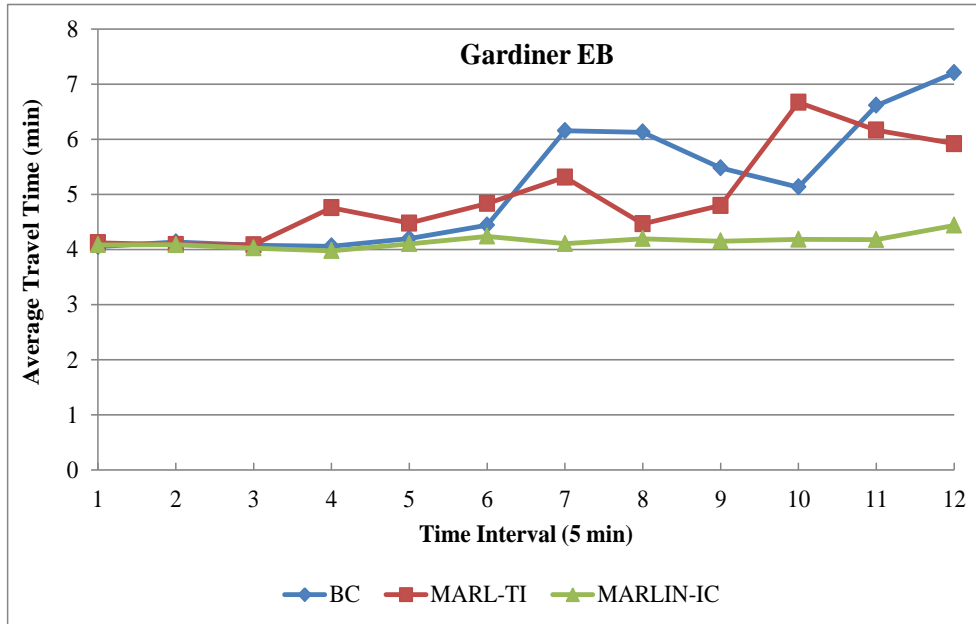


Large-Scale Application

Average Route Travel Time for Selected Routes

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Freeway

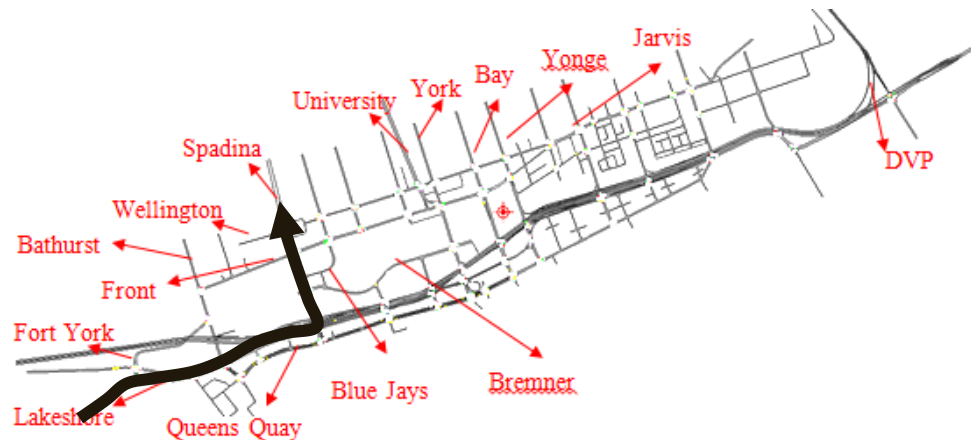
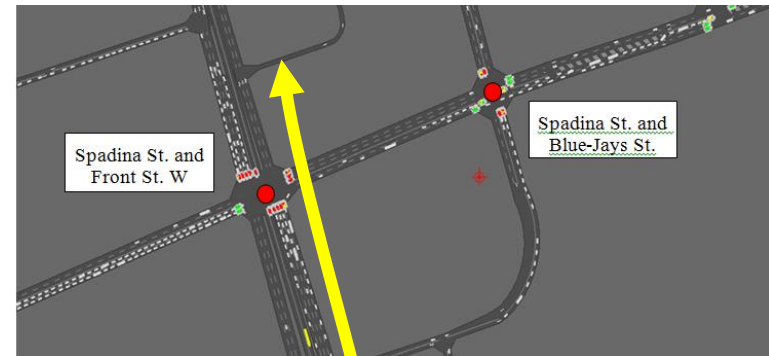
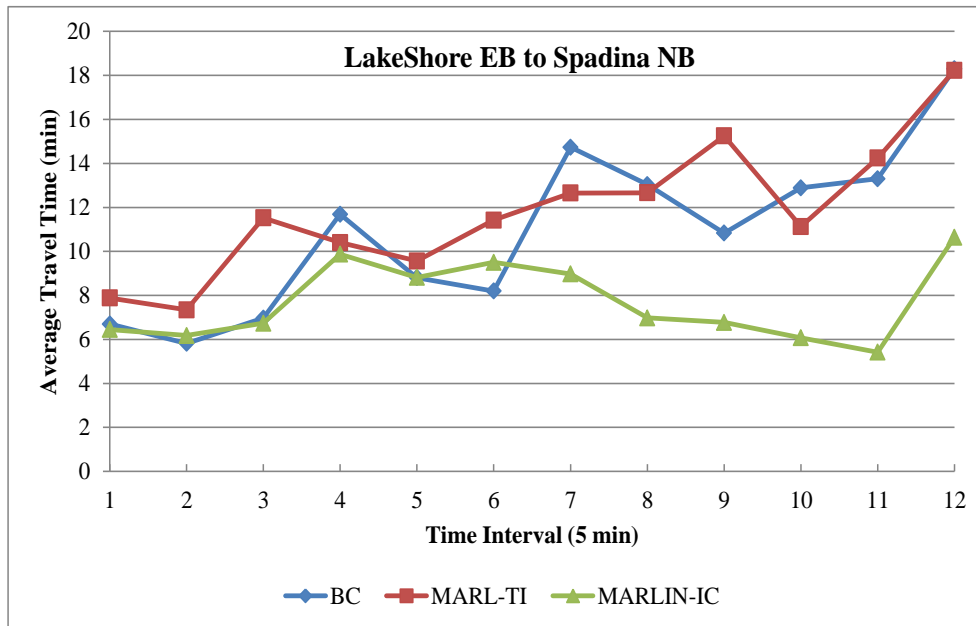


Large-Scale Application

Average Route Travel Time for Selected Routes

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Major Arterial



MARLIN-HILS Architecture

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Controller Interface Device(CID)
RS485 to USB



RS485 -
SDLC protocol



Traffic Signal Controller



USB -
SDLC protocol



Paramics
Modeller

Ethernet -
NTCIP protocol



Industrial Computer



HILS Setup: Demo

Conclusion

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- MARLIN state of the art gen4+
- Thoroughly developed and tested
- Patent Pending Status
- On going:
 - ▣ HILS & PEEK ATC-1000 Integration
 - ▣ Potential Field Operation Test
 - ▣ Productization
- From TSP to People Priority (PSP)



Samah El-Tantawy

samah.el.tantawy@utoronto.ca

Baher Abdulhai

baher.abdulhai@utoronto.ca

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h.abdel.gawad@utoronto.ca



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