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## Self-Organizing Signals: A Better Framework for Transit Signal Priority

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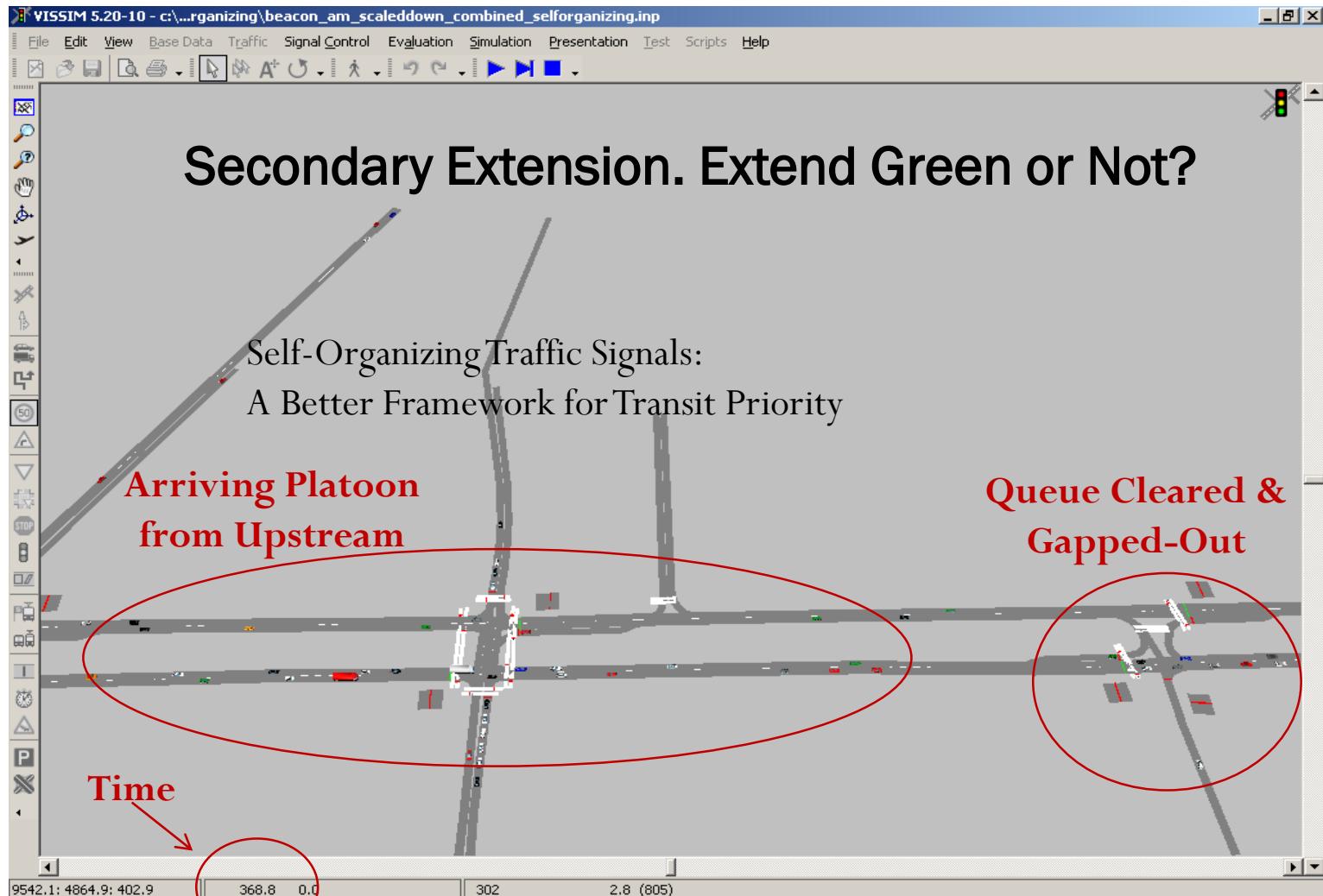
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# Self-Organizing Traffic Signals: A Better Framework for Transit Priority





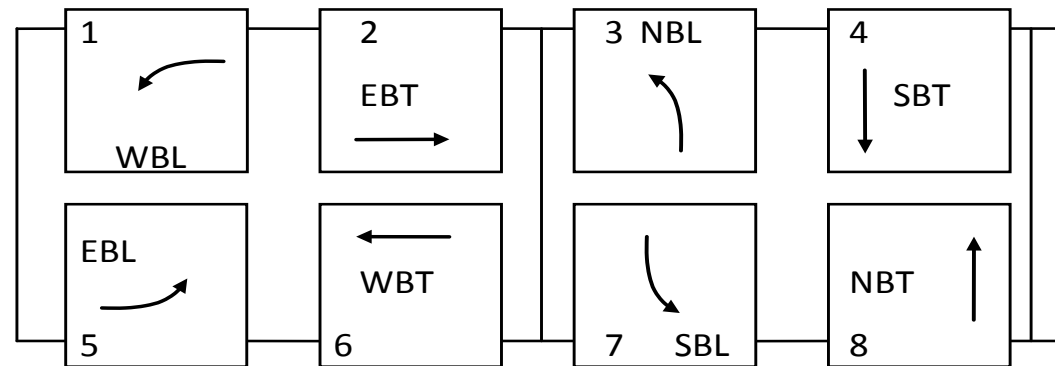
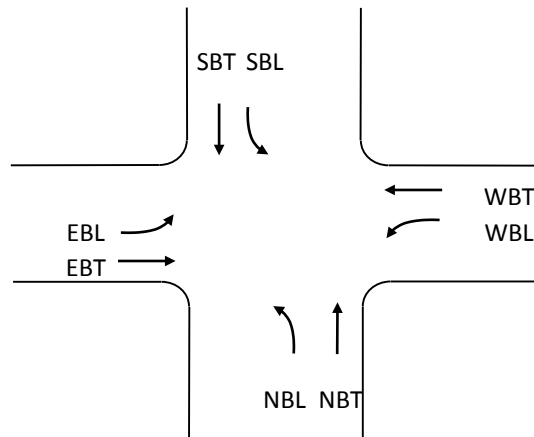
# Self-Organizing Traffic Signals: A Better Framework for Transit Priority

Peter G. Furth

Co-Researcher: Burak Cesme

# Actuated “Free” Control

- Match supply to demand in real time (“Gap-out”, “Skipping”)

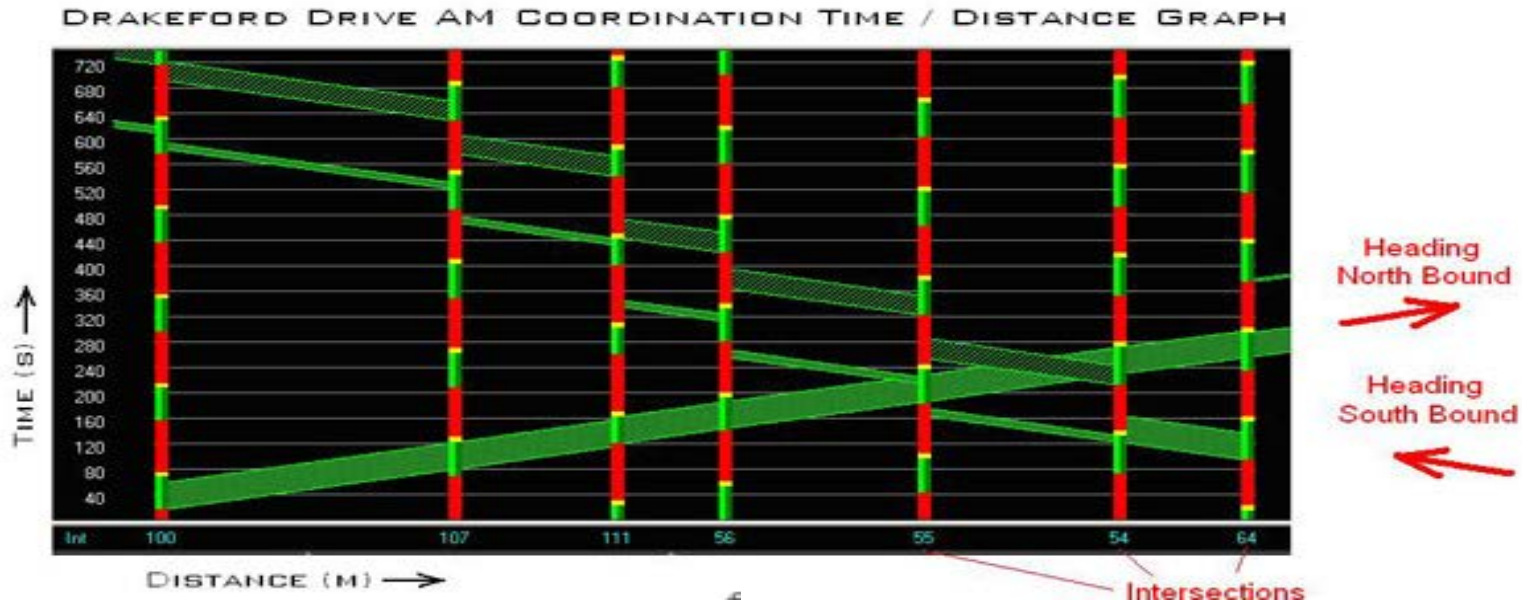


E-W Street

N-S Street

- Offer short cycles – good for transit, pedestrians, minor traffic
- Amenable to transit priority due to built-in *compensation*
- However, makes signal coordination impossible

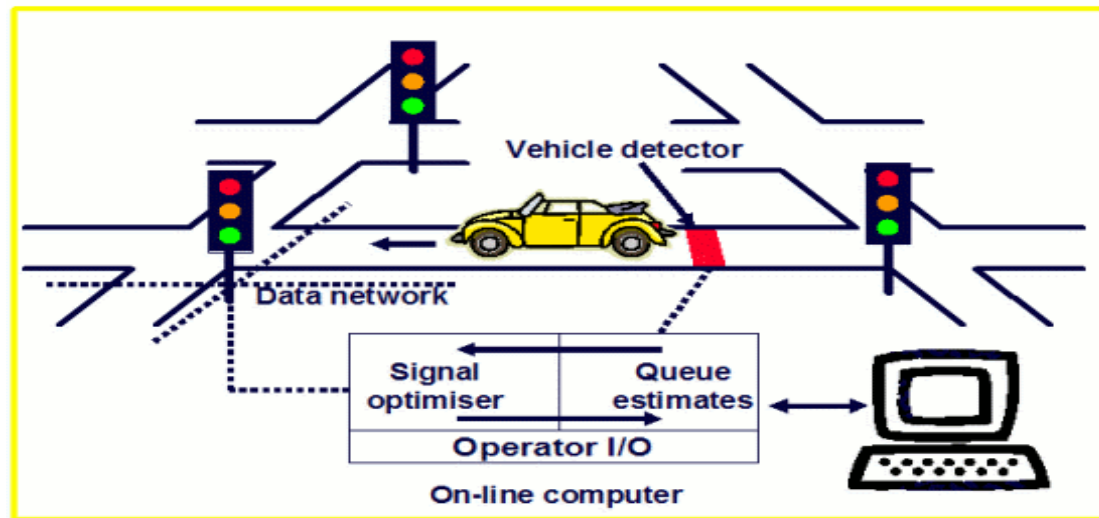
# Fixed Cycle-Coordinated Control



- **Parameters:** Cycle length, splits, and offsets
- **Performance:** Longer cycle at non-critical intersections
  - ❖ Less delay for arterial in the favored direction
  - ❖ Longer cycle lengths – more delay for non-coordinated movements
  - ❖ Long unsaturated green periods – less safe
  - ❖ Lacks compensation mechanisms – Limits application of signal priority.

# Adaptive Control (most)

- *Uses standard fixed-cycle coordination logic.*



- Adaptively updates cycle, split, and offsets every 5 or 10 minutes (e.g., SCOOT and SCATS).
- All the same problems as fixed time coordination



# Cycle-Free Optimizing Control (e.g., RHODES, OPAC)

Not yet proven practical

- Computational complexity
- Inability to predict future arrivals



# Direction of Improvement

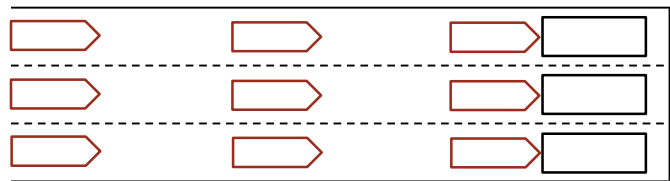
- **Use basic actuated control logic as a base**
- Add coordination mechanisms
- Make signal control “Self-Organizing”

**Actuated control already possesses some self-organizing mechanisms**

- Finds the best cycle length
- Has compensation mechanisms that promote healing after a priority interruption
- Will hold green for a platoon that has arrived



# Incremental Improvement to Actuated Control: Better Gap-Out Logic for Multilane Approaches

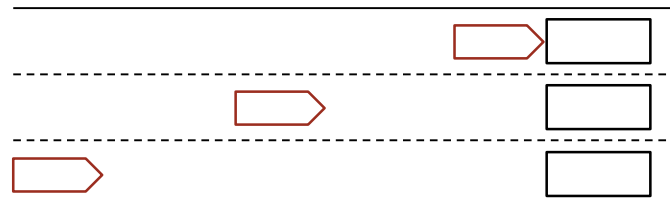


Flow = Saturation Flow

Decision:

Extend Green!

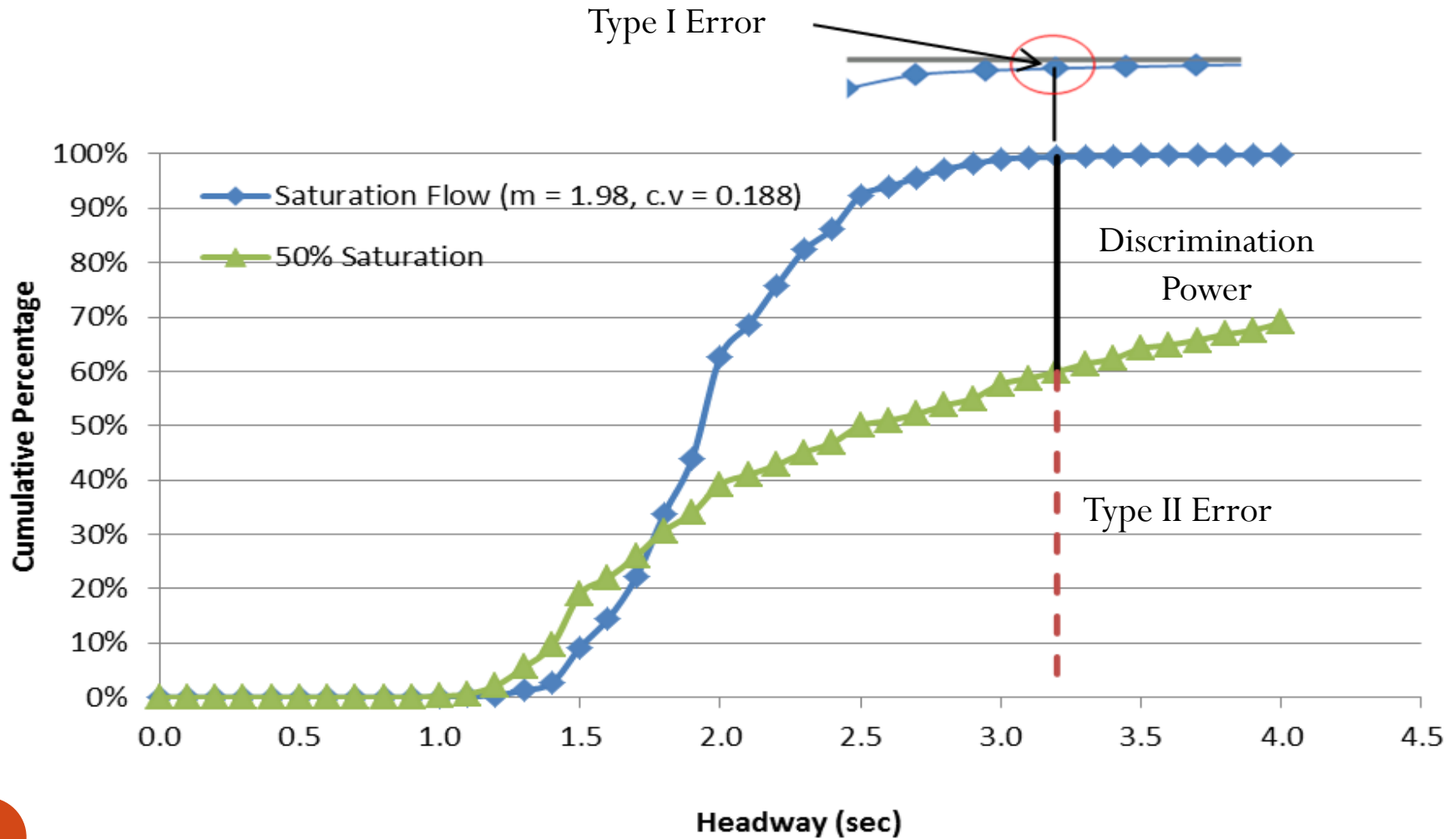
**OR**



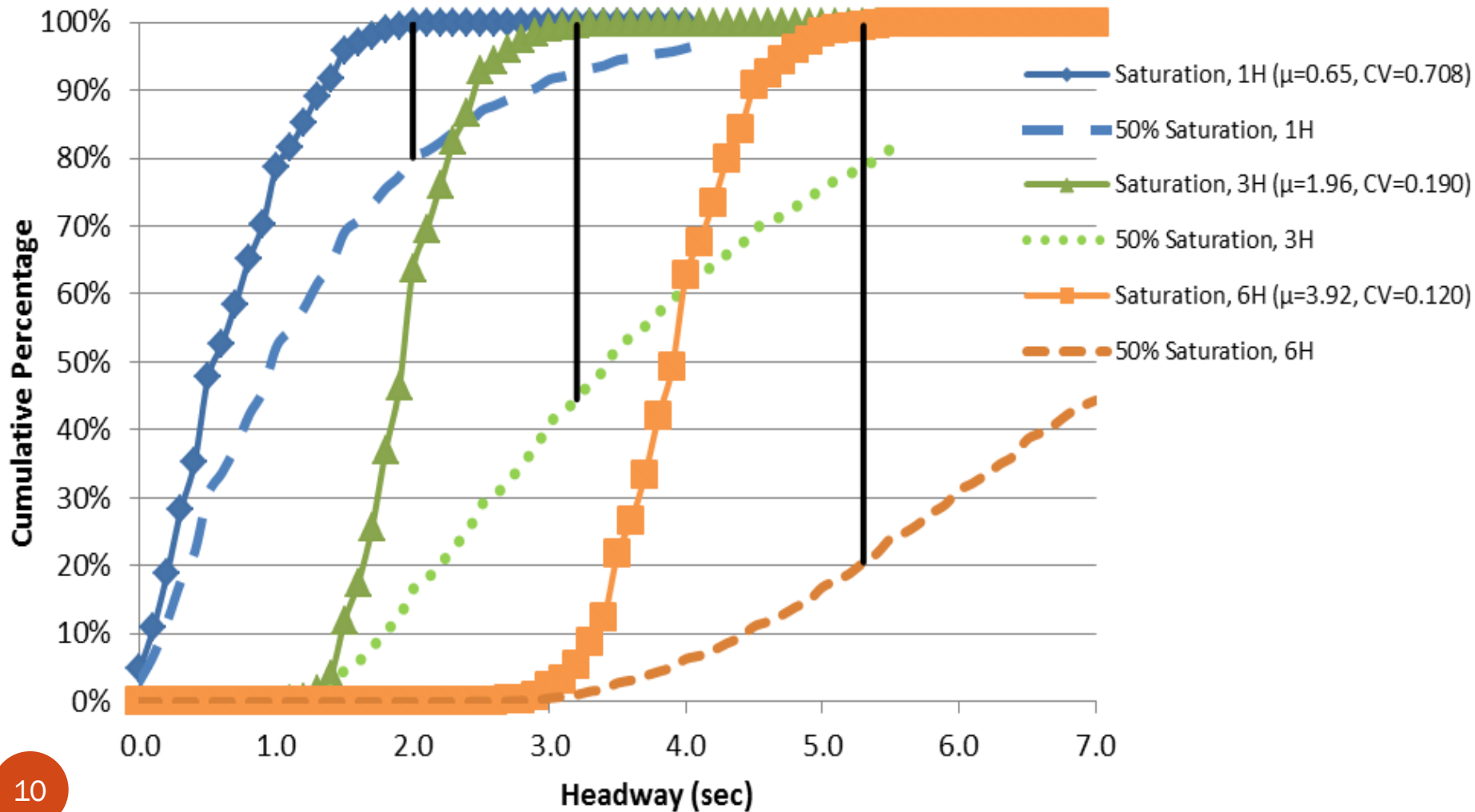
Flow = Saturation Flow / 3

Decision: ???

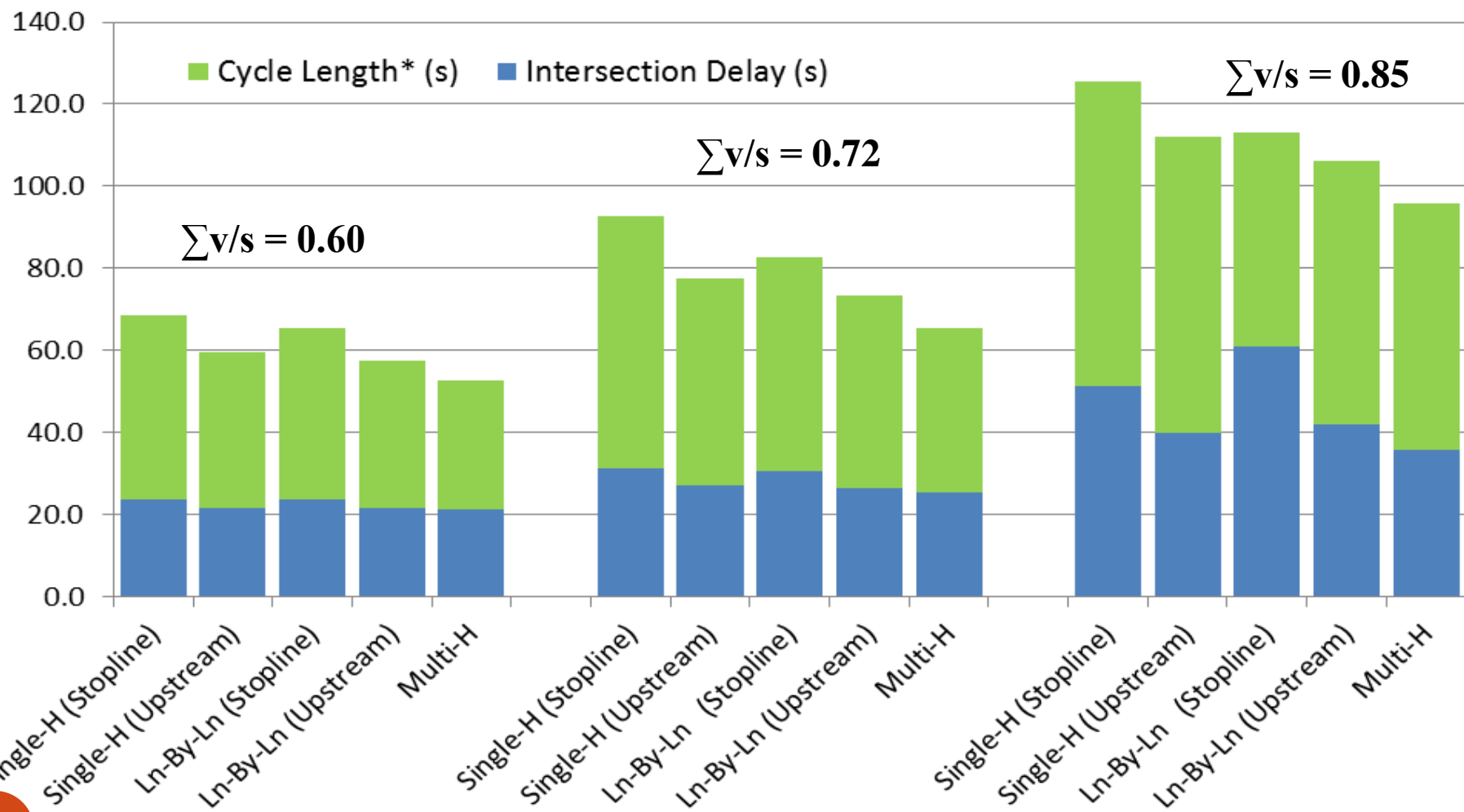
# Headway Distribution: Single Lane



# Headway Distribution: Multi-Lane

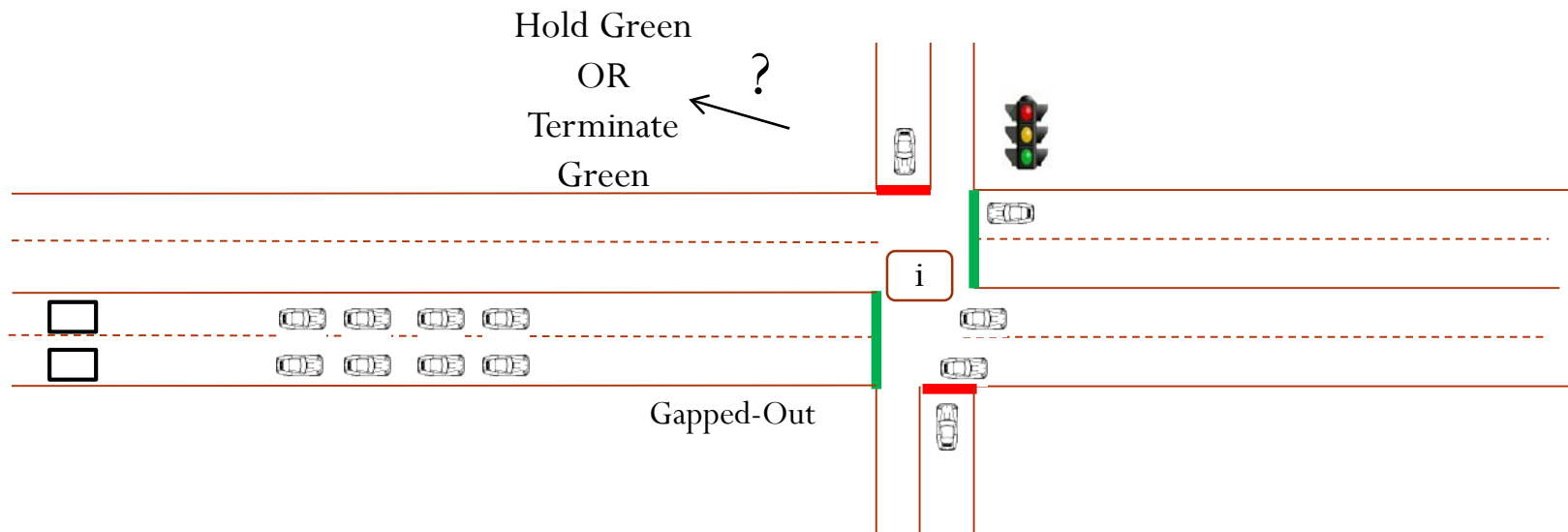


# Multi-Headway Gap-Out Logic Results



# Adding a Progression Mechanism: “Secondary Extension”

- Hold green for an arriving platoon???



- YES if:

- i. There's excess capacity
- ii. Arriving platoon is dense, large, and imminent

# Measure of Platoon Qualification

$$\text{Lost Time Per Vehicle} = \frac{\text{Holding Time} - n * h_{\text{sat,approach}}}{n}$$

$n$ : vehicles that benefit from an anticipated extension of length  $t$

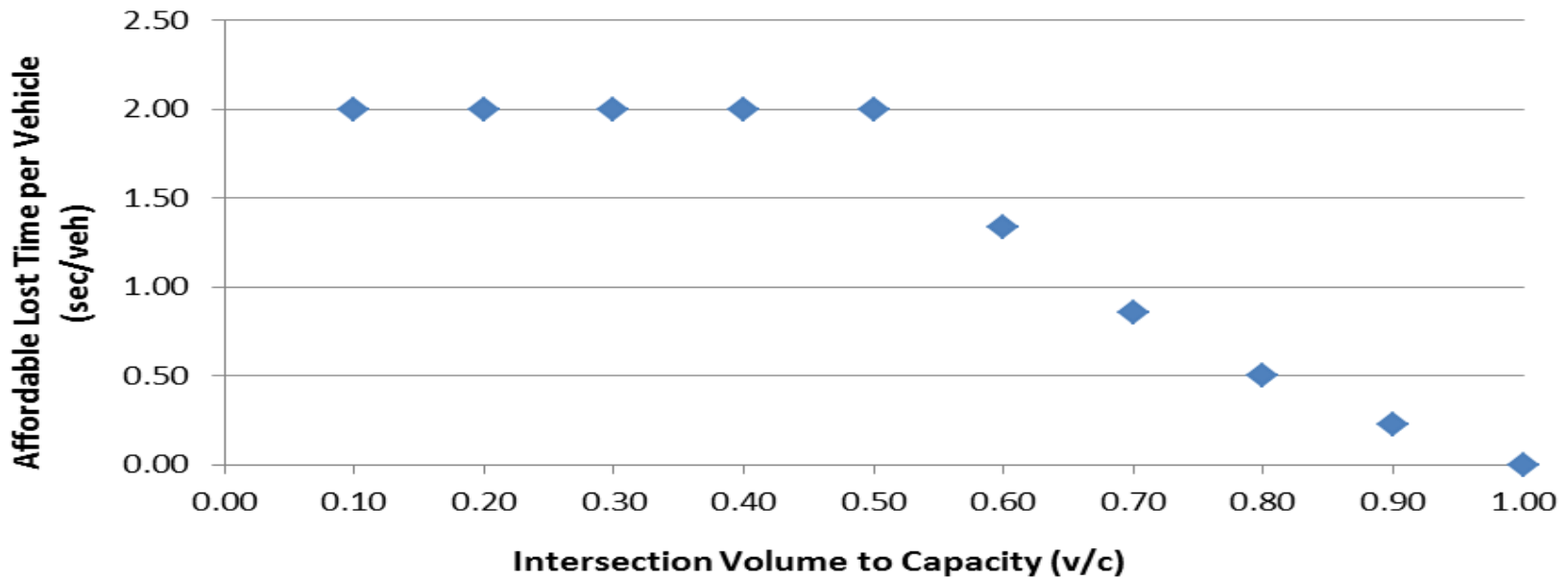
$h_{\text{sat}}$ : saturation headway in seconds

maximized over values of  $t = \{2, 4, 6, \dots, 20\text{s}\}$

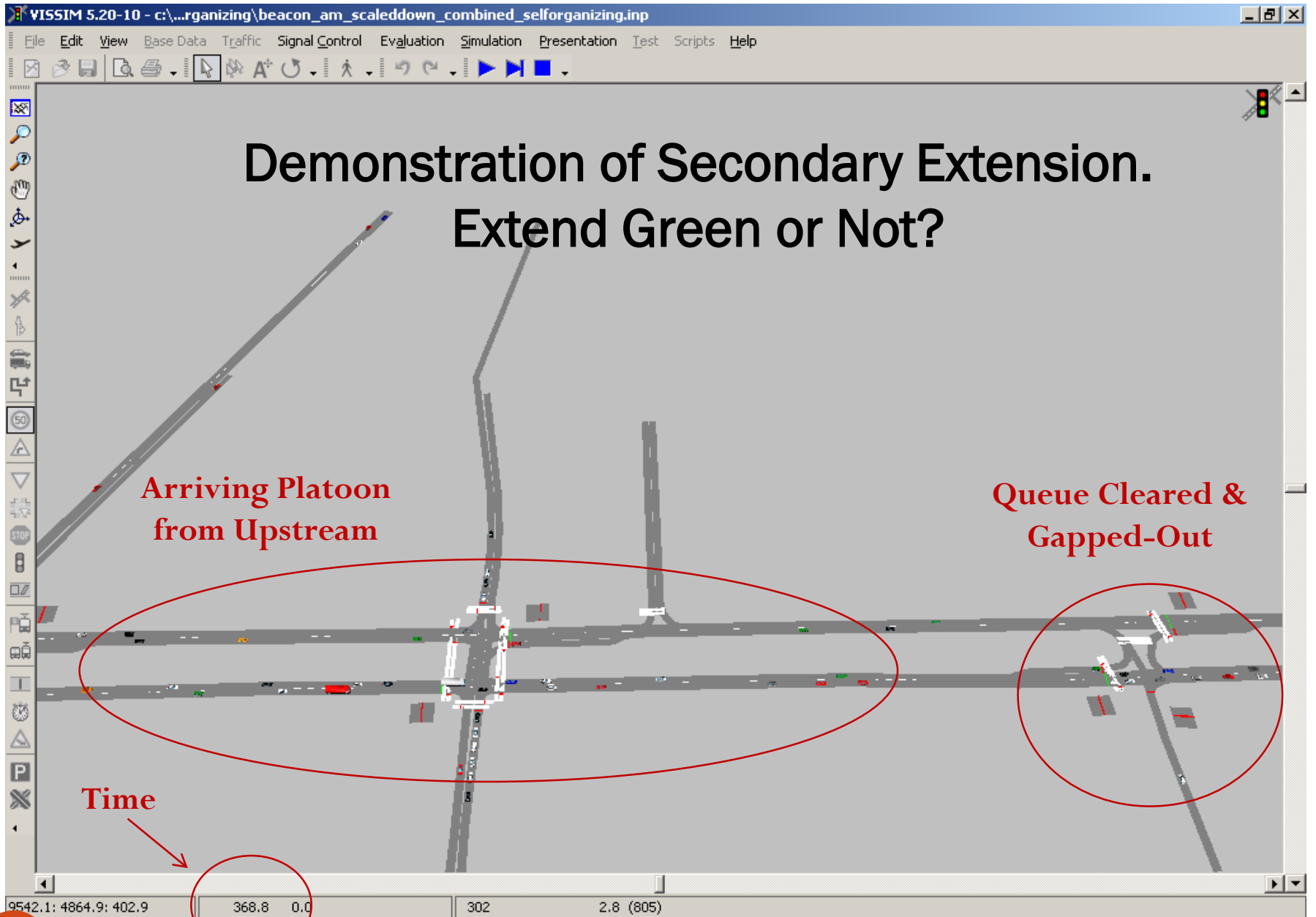
- Smaller if arriving platoon is *dense, large, and imminent*

# Secondary Extension Criterion for the Critical Direction

Extend **IF** Lost Time Per Vehicle  $\leq$  Affordable Lost Time



Limit of one secondary extension per cycle





VISSIM 5.20-10 - c:\...rganizing\beacon\_am\_scaleddown\_combined\_selforganizing.inp

File Edit View Base Data Traffic Signal Control Evaluation Simulation Presentation Test Scripts Help

# Green Is Extended for the Arriving Platoon!

Secondary Extension indicator is green

Time

9542.1: 4864.9: 402.9    368.9   0.0    303    2.8 (805)

VISSIM 5.20-10 - c:\...rganizing\beacon\_am\_scaleddown\_combined\_selforganizing.inp

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# Green Is Held Until Platoon Arrives, then Usual Gap-Out logic terminates green

Green Terminated

Time

399.3 0.0

322 0.3 (102)



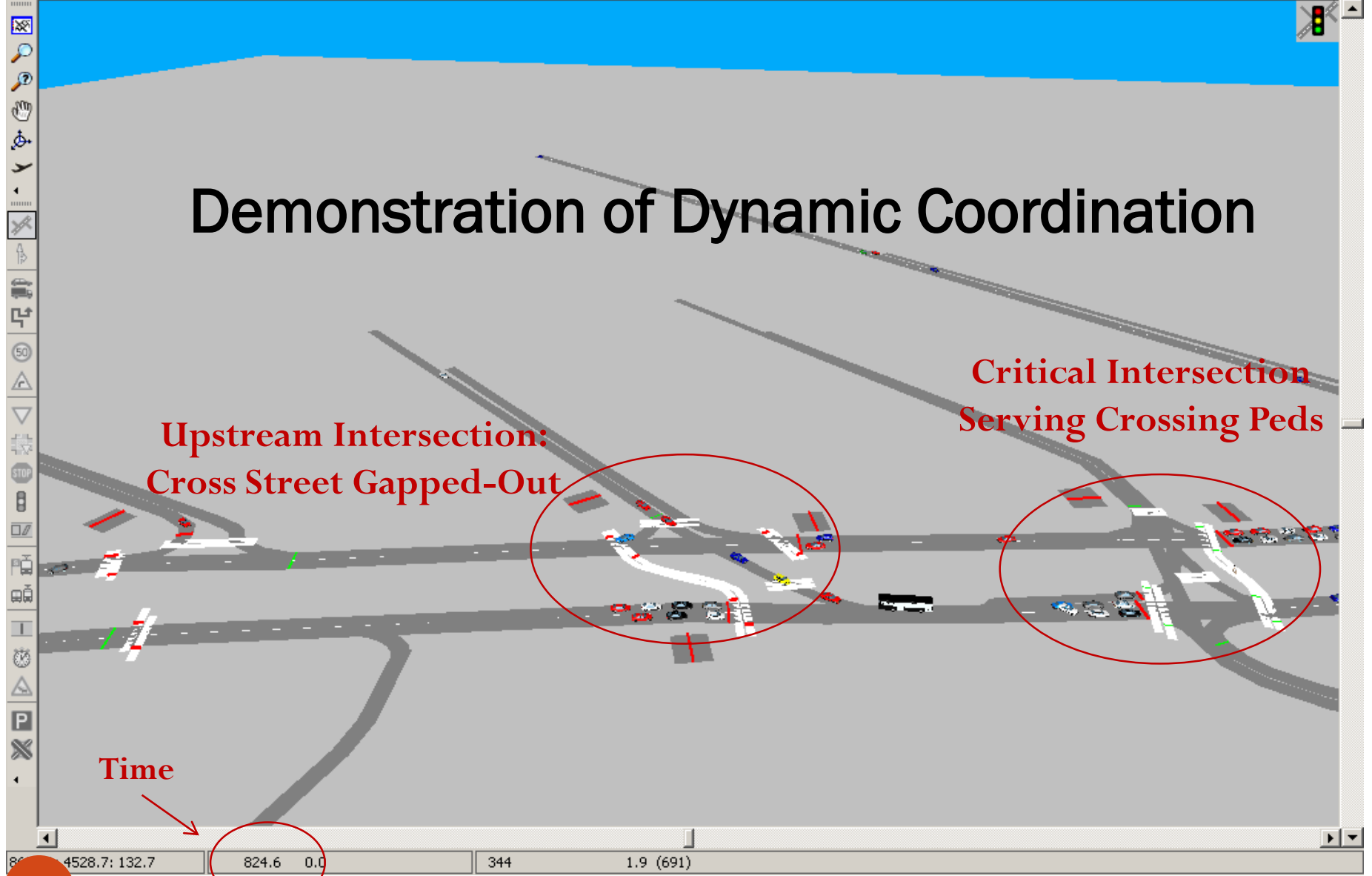
## Secondary Extension for Non-Critical Direction

- Similar criterion, except that maximum anticipated extension is smaller

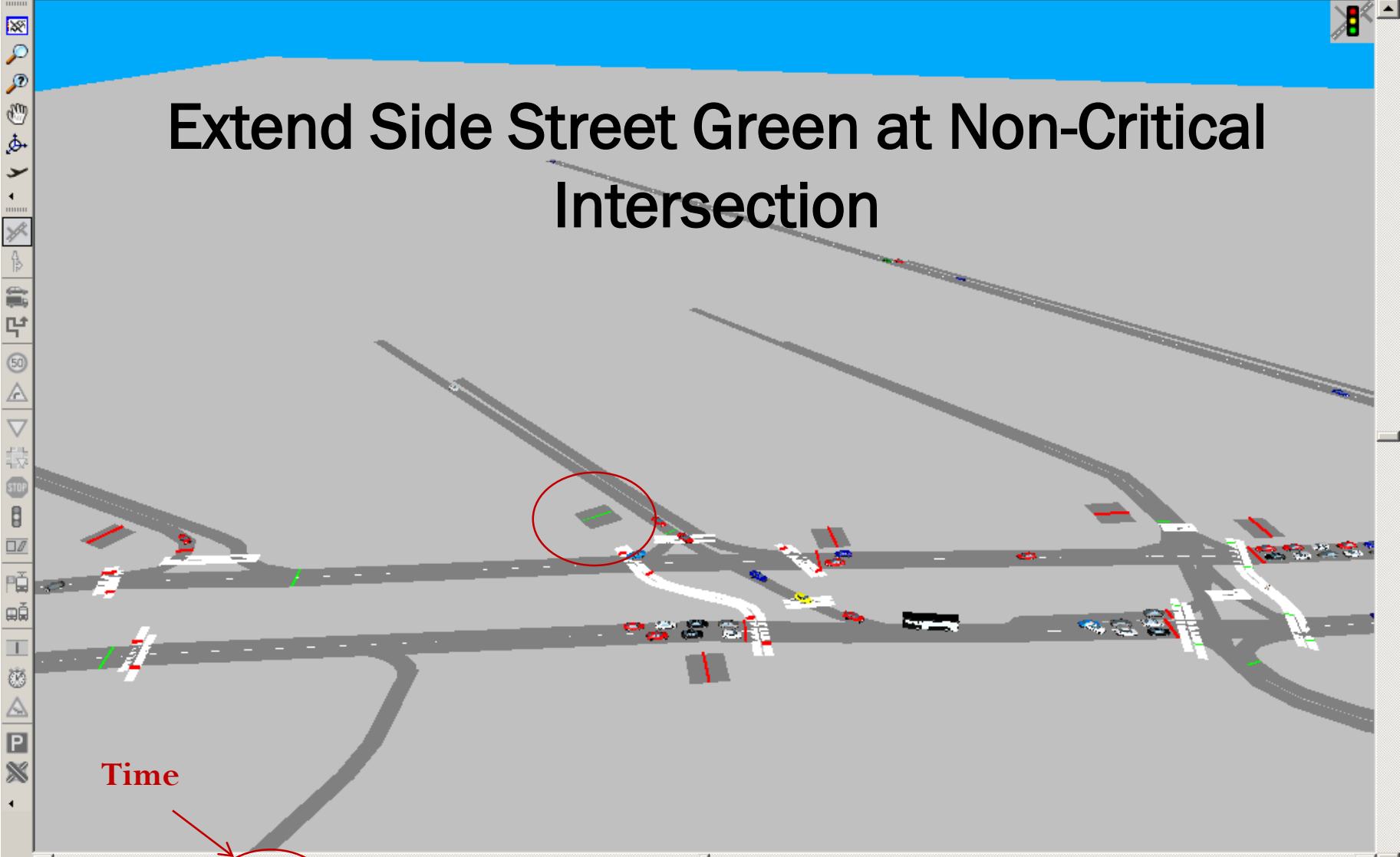


## Coordination Logic for at Closely-Spaced Intersections (i.e., Limited Queue Storage Capacity – about 150 m)

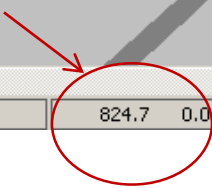
- Dynamic coordination for small zones (2 or 3 intersections )
- Within a zone, critical intersection is the “leader”
  - Non-critical int’ns adjust their green start times based on predicted earliest green start of the critical intersection
  - Cycle length is not pre-determined
- Control tactics aim to avoid spillback or starvation at the critical intersection – maximize *throughput* during periods of oversaturation



# Extend Side Street Green at Non-Critical Intersection



Time



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# Green Terminated at Downstream Intersection

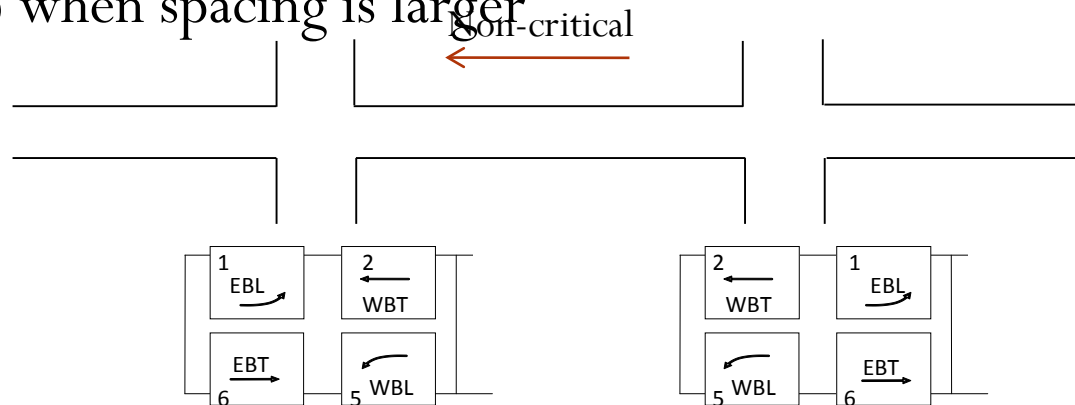
The screenshot shows a 3D perspective view of a multi-lane traffic intersection. A red circle highlights a vehicle at the intersection. Another red circle highlights the time display in the bottom status bar, which shows '896.9 0.0'. The word 'Time' is written in red with an arrow pointing to this circle. The status bar also displays '8005 1: 4528.7: 132.7' and '350 0.3 (99)'. A traffic light icon in the top right corner shows a green light.

Time

8005 1: 4528.7: 132.7    896.9 0.0    350    0.3 (99)

# Coordinate for One Direction or Two?

- May specify lead-lag phasing (through movement leads on entry, lags on exit) when spacing is larger



- For good bi-directional progression when intersections have excess capacity, start both directions simultaneously
- If degree of saturation  $> 0.90$ , progression strictly follows critical direction

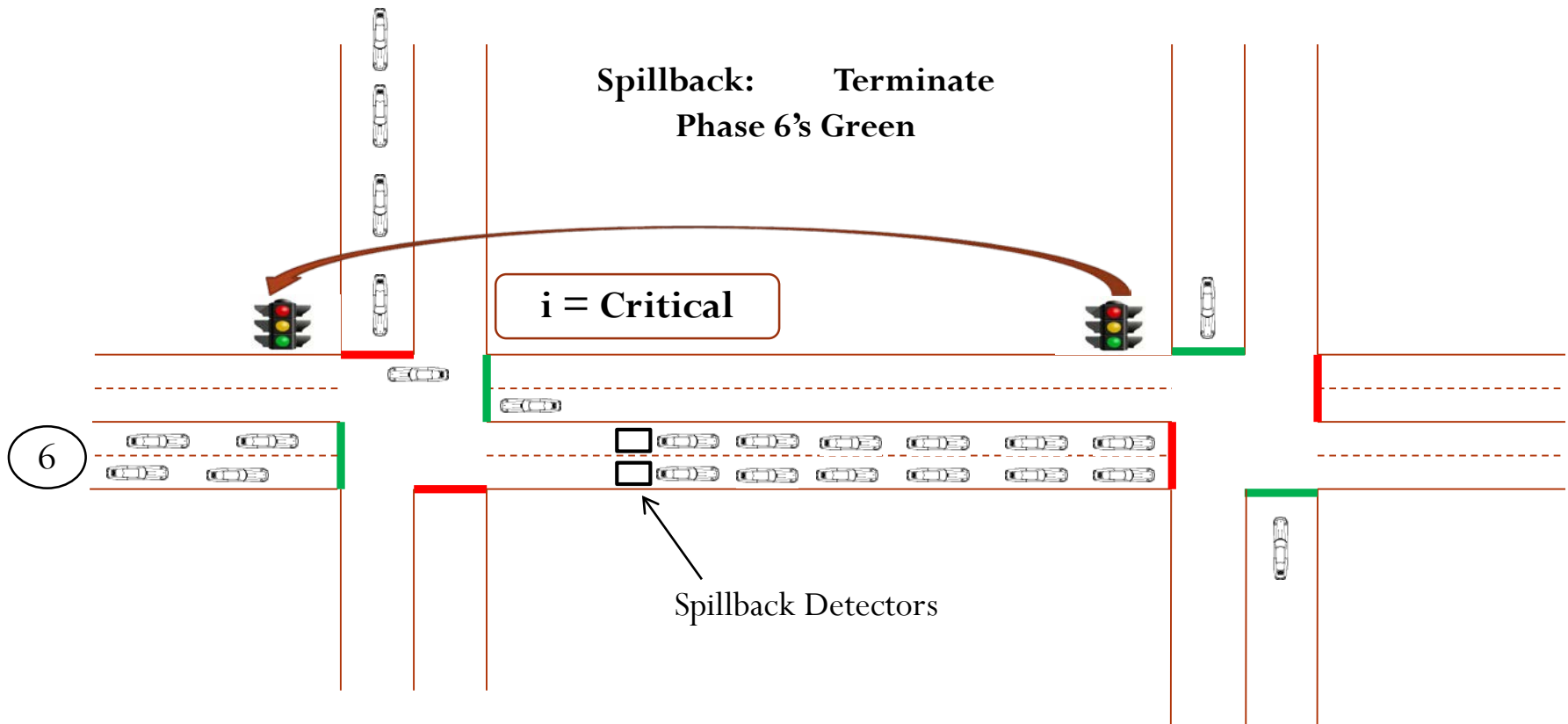




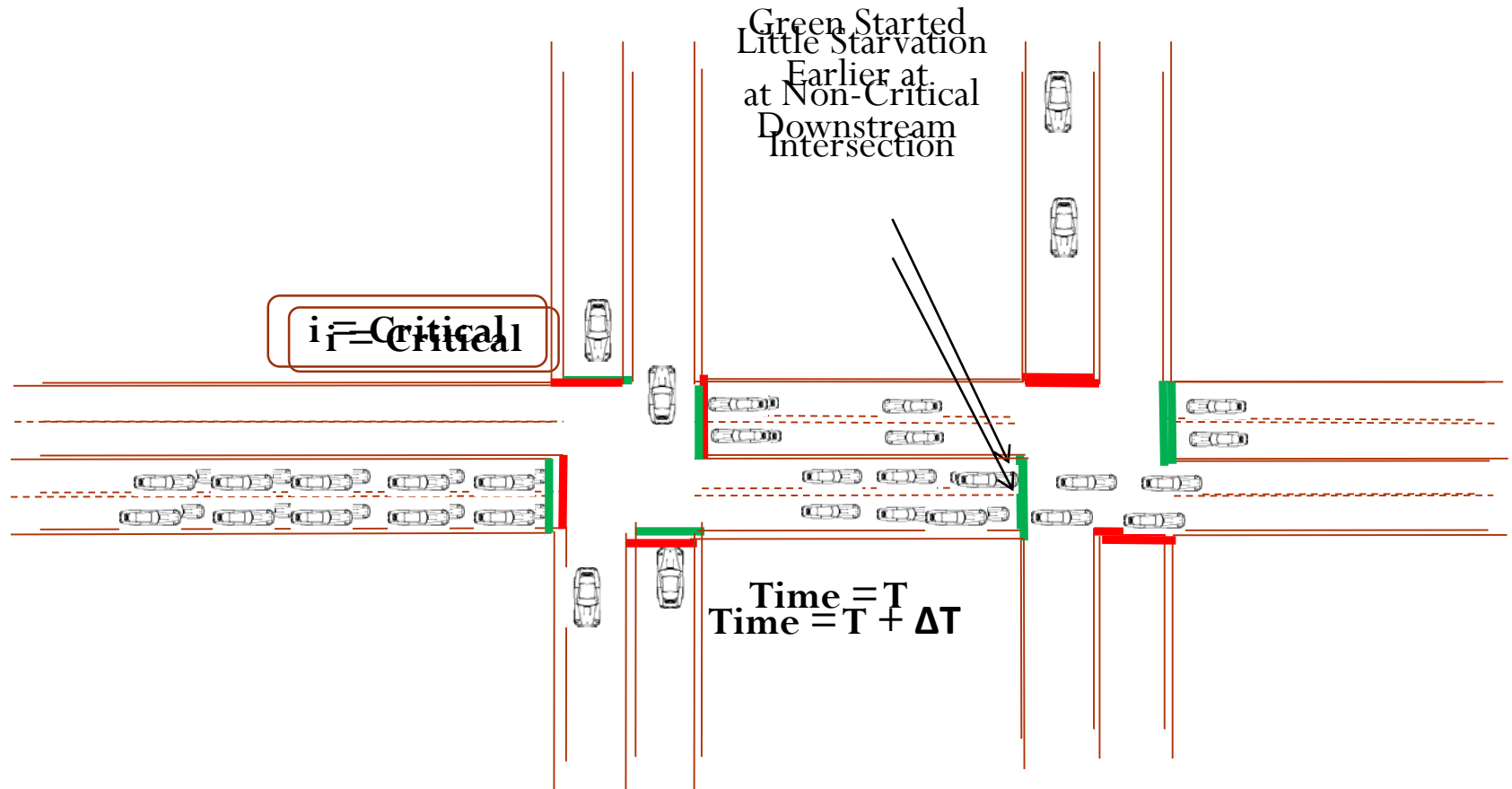
# Throughput Maximization for Oversaturated Arterials in Coupled Zones

1. Prevent spillback from downstream intersection to critical intersection
2. Prevent starvation from upstream intersection
3. Eliminate spillback from turning-bay lane onto through lane.

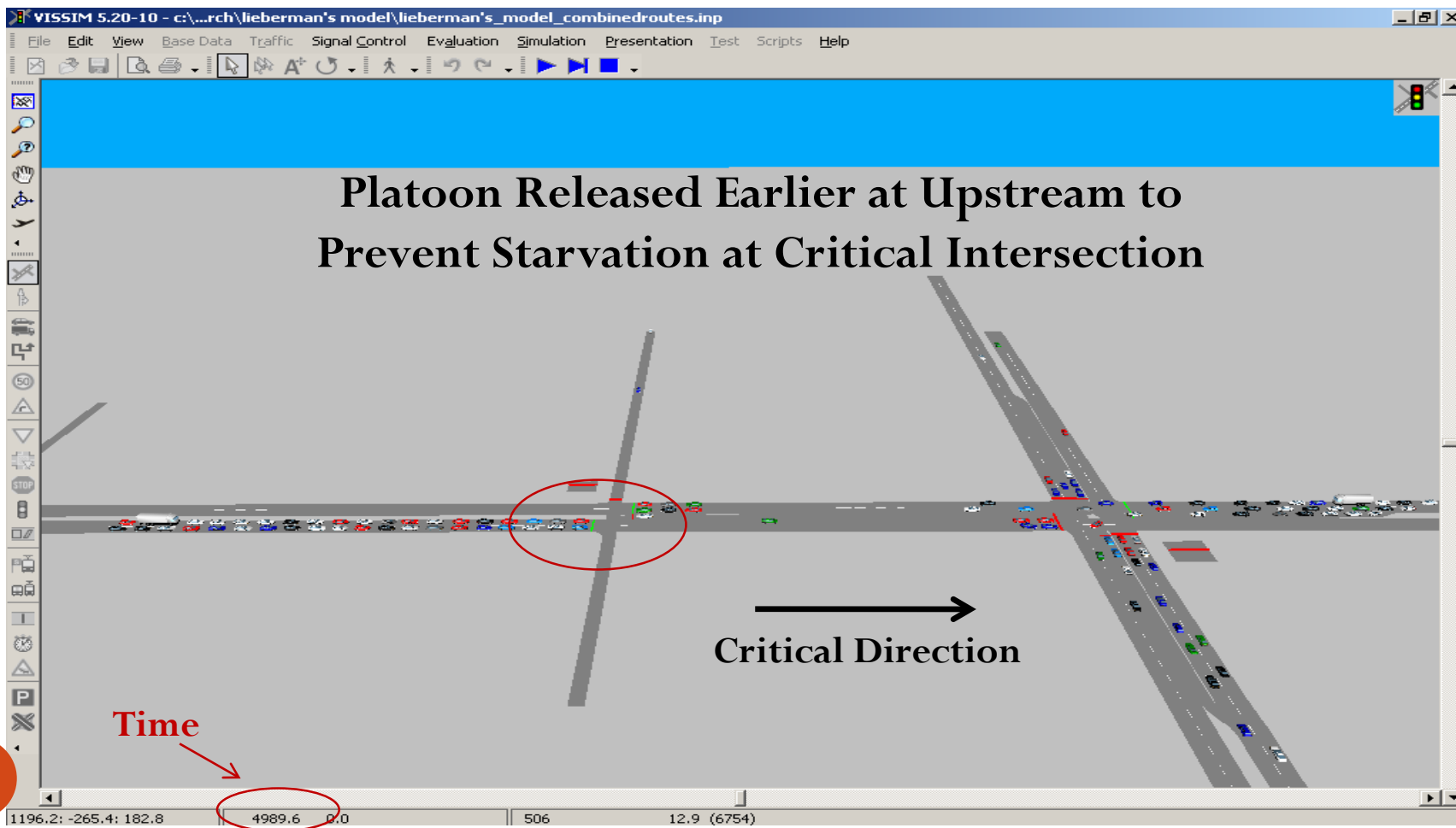
# 1a & b. Use spillback detector to truncate green and to inhibit start of green.

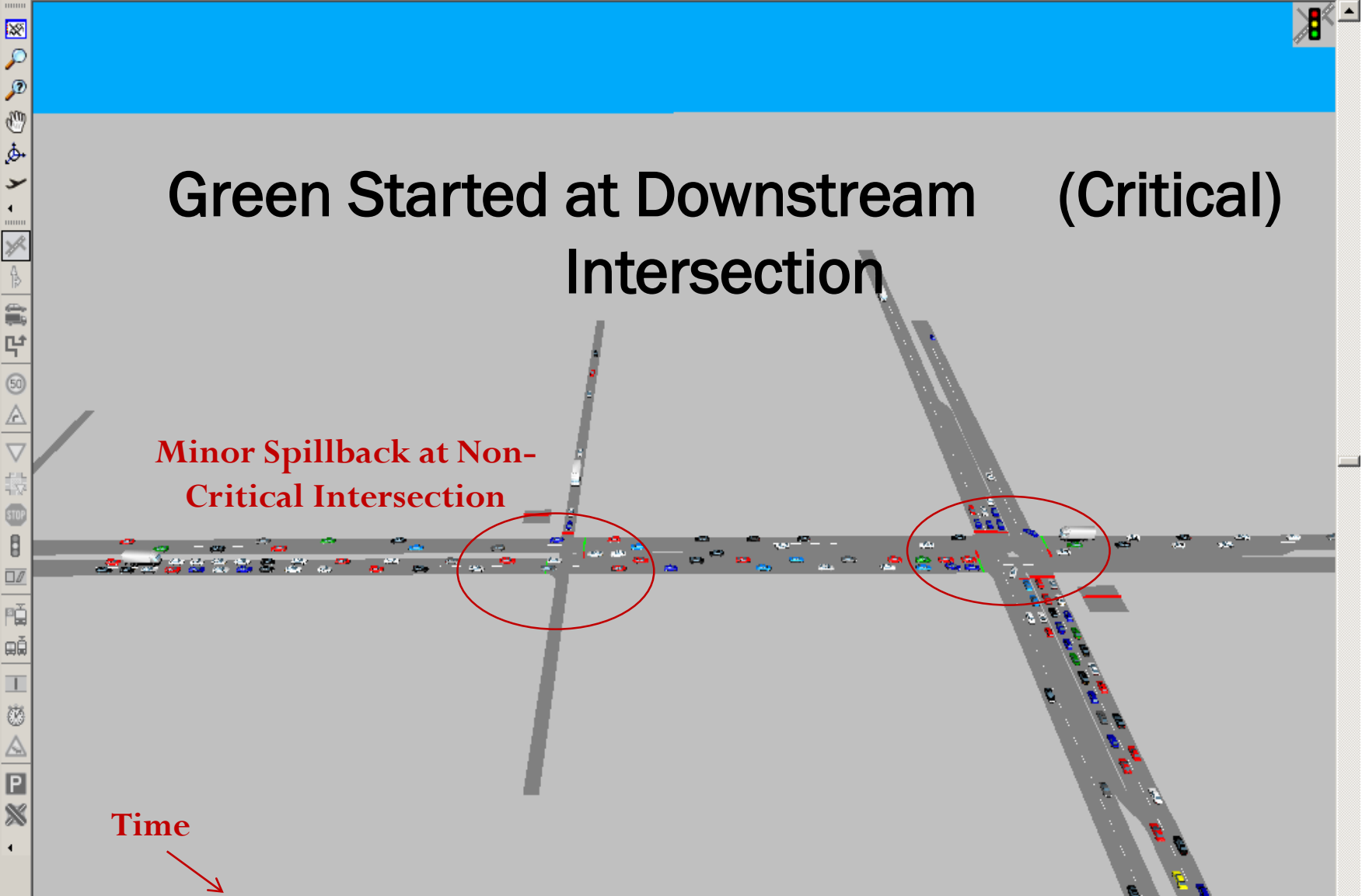


# 1c. Allow a little starvation at downstream intersection to protect against spillback at critical intersection.



# 2a. Allow temporary spillback into upstream intersection to protect against starvation at critical intersection.



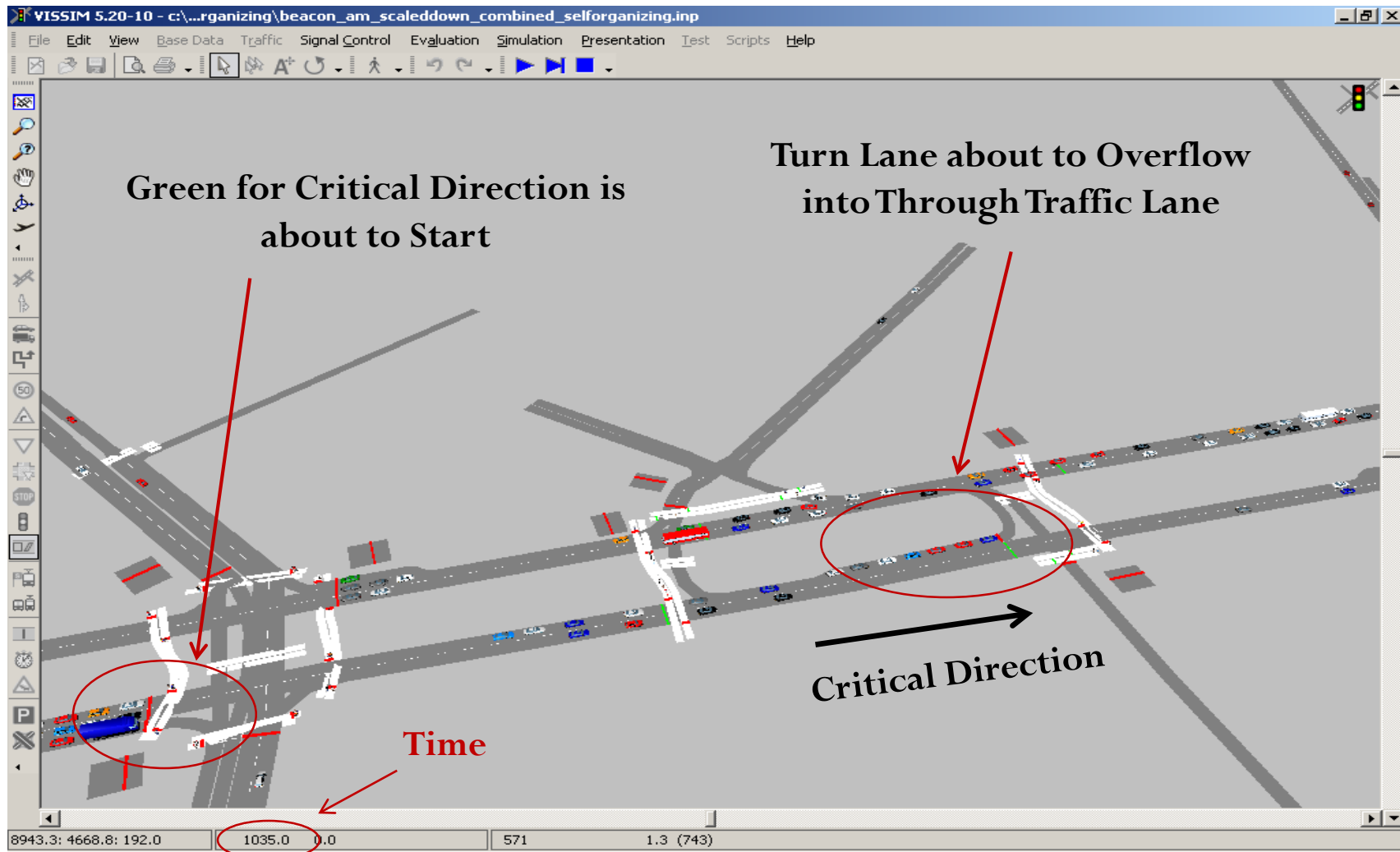


**Green Started at Downstream (Critical) Intersection**

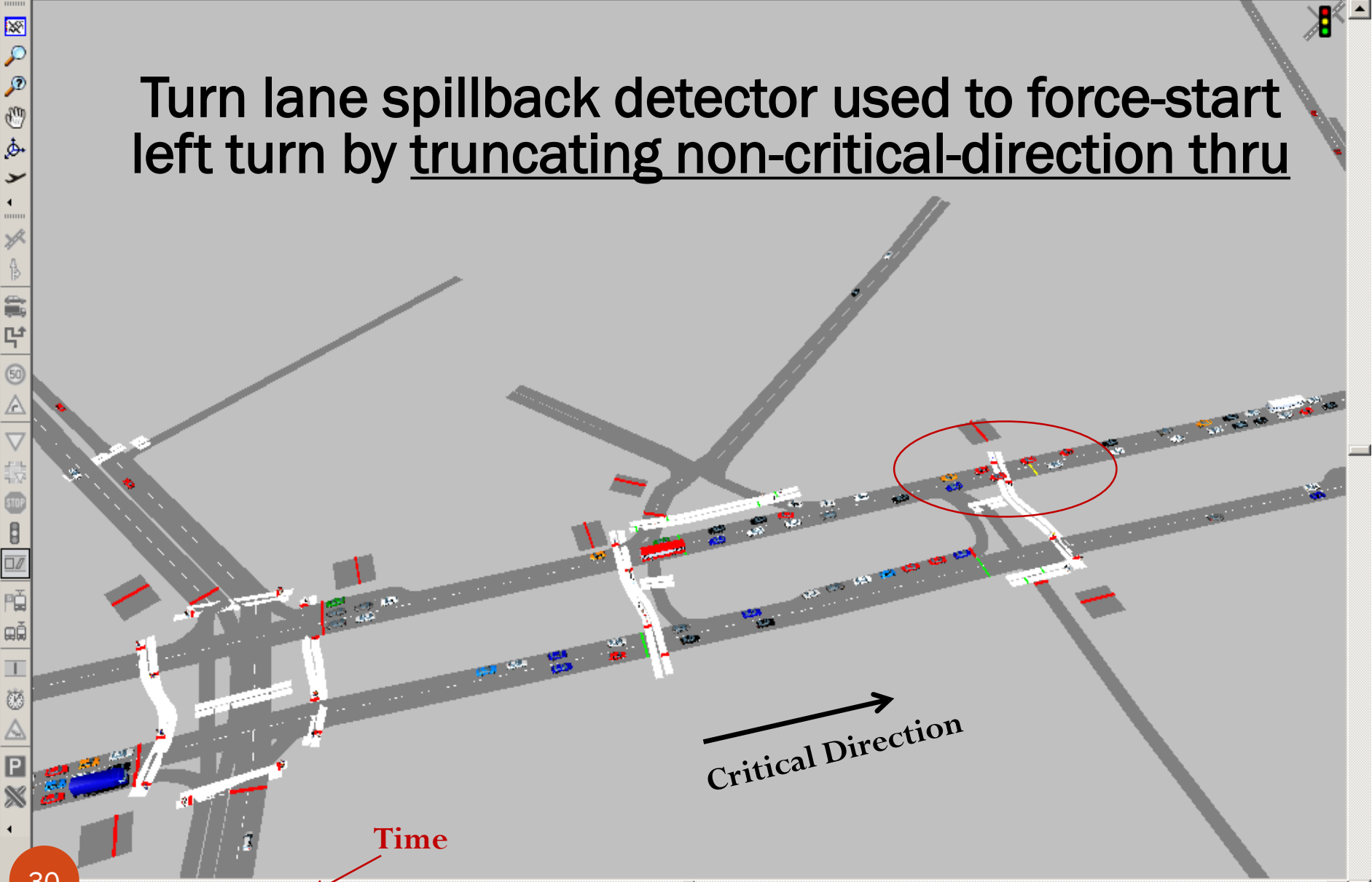
**Minor Spillback at Non-Critical Intersection**

**Time**

### 3. Prevent spillback from turning lane into a critical direction lane



# Turn lane spillback detector used to force-start left turn by truncating non-critical-direction thru



30

Time

1035.1 0.0

572

1.3 (743)

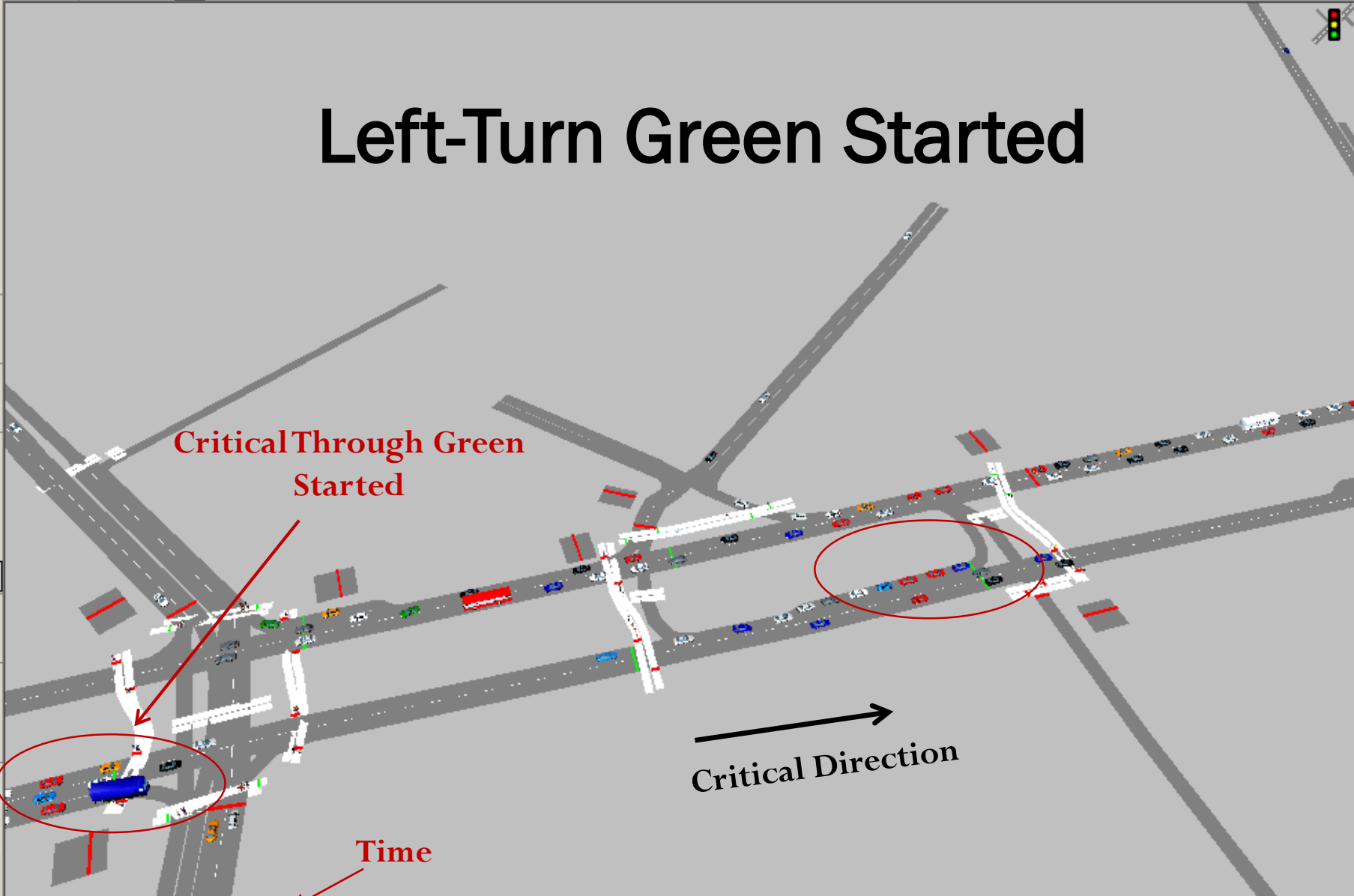
8943.3; 4668.8; 192.0

# Left-Turn Green Started

Critical Through Green Started

Critical Direction

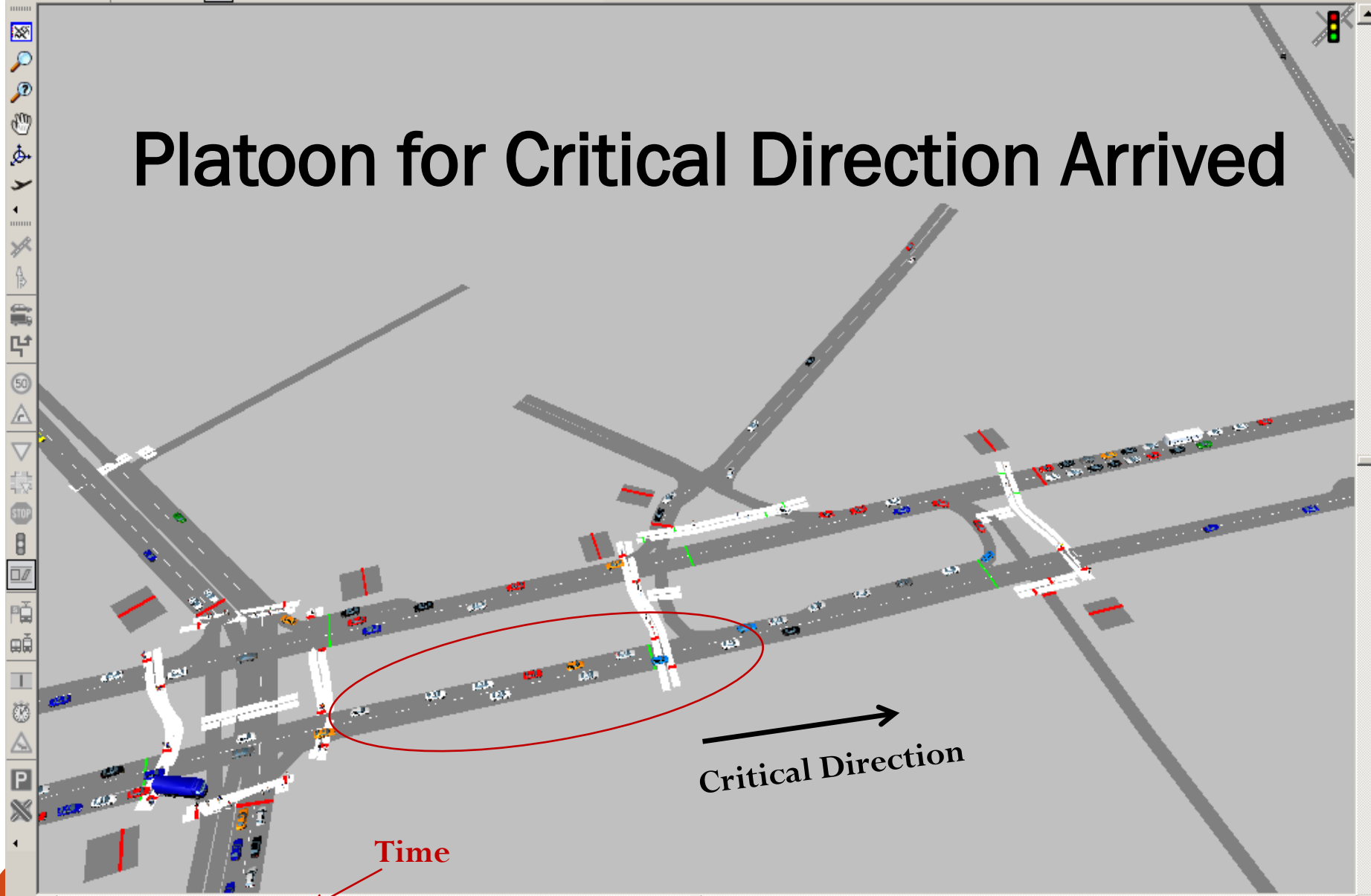
Time





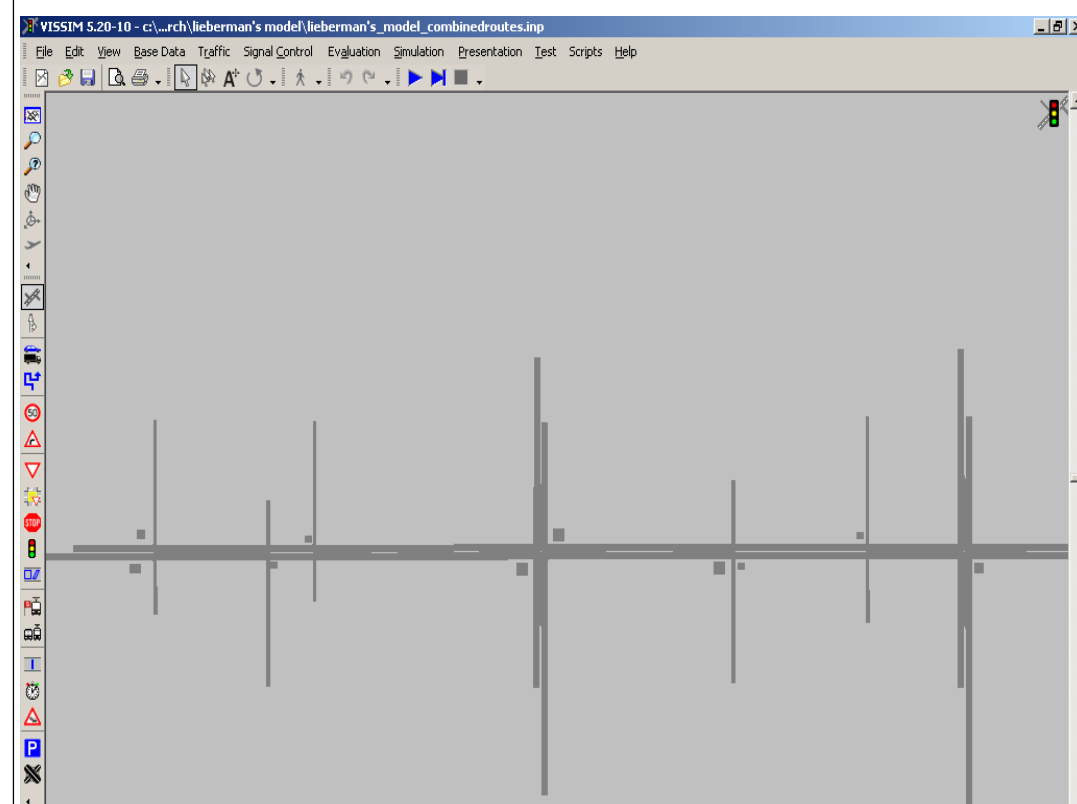


# Platoon for Critical Direction Arrived

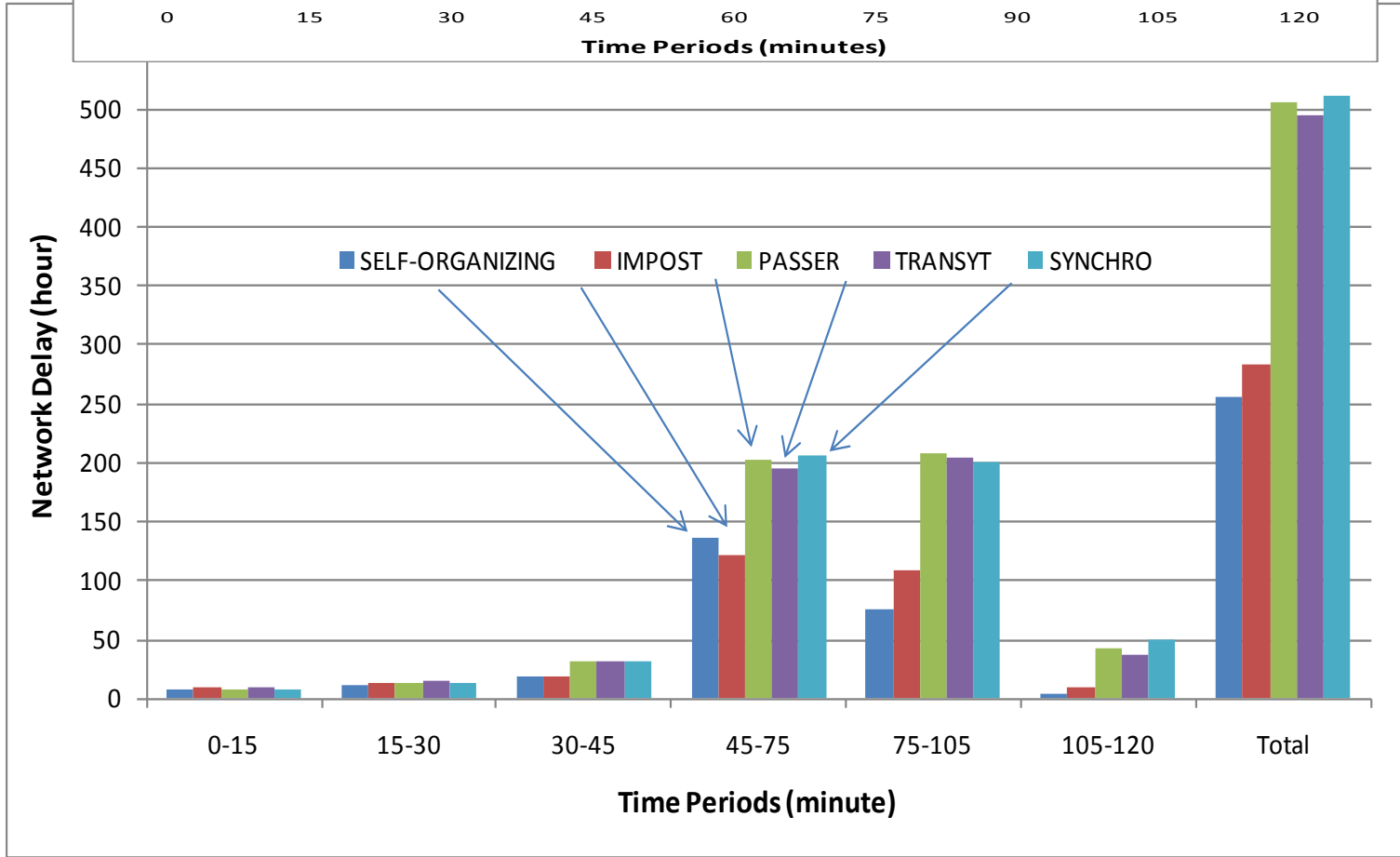
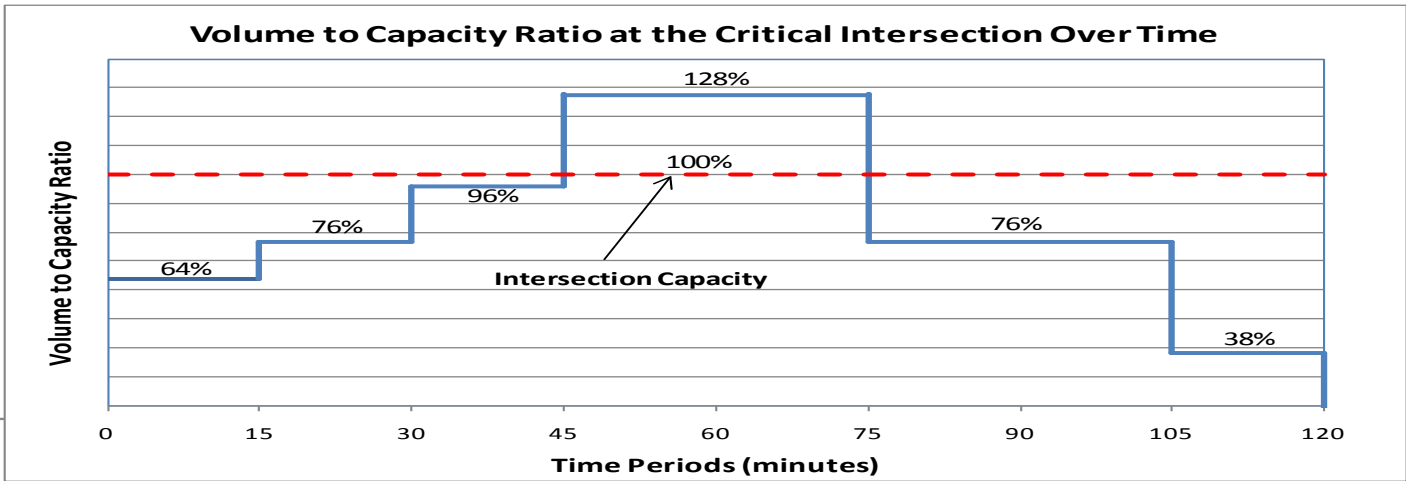


Time

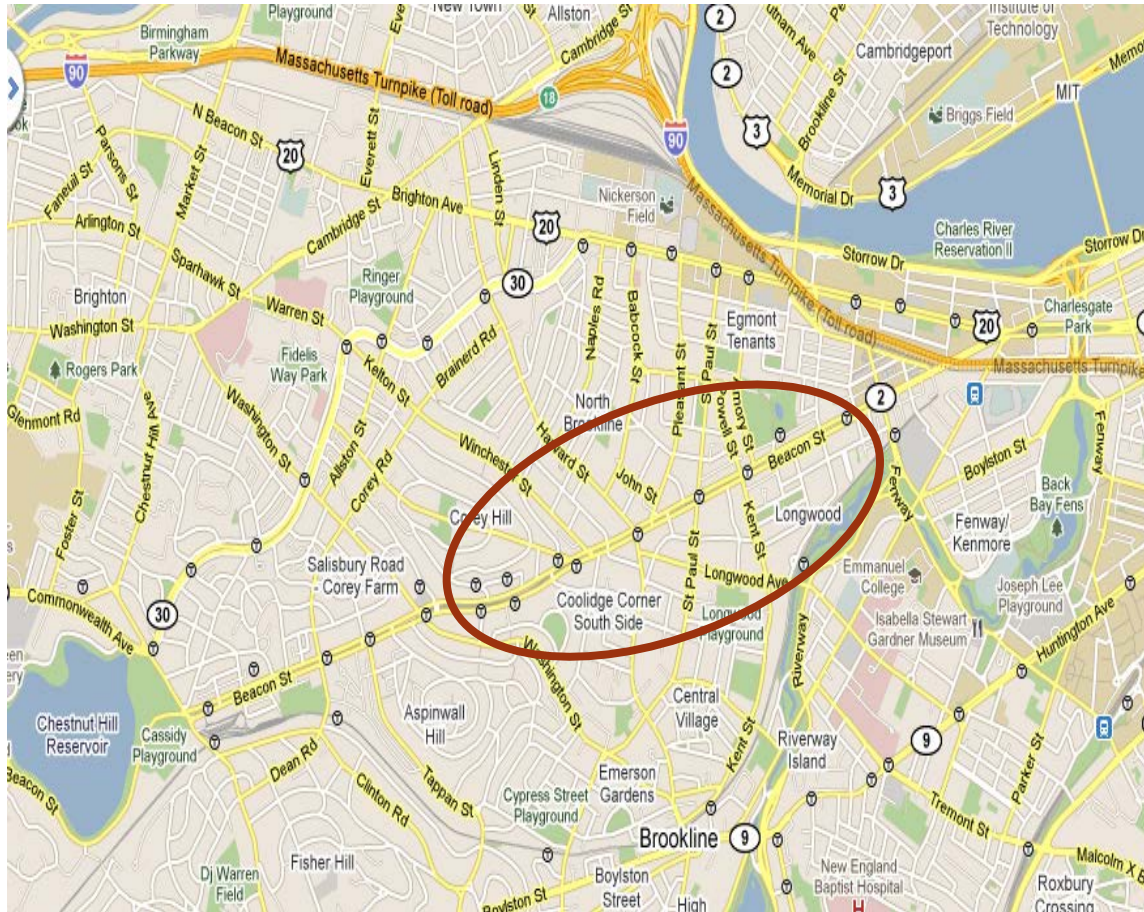
# Testing of Developed Algorithms for Oversaturated Arterials



- 7- intersection arterial in VISSIM
- Various intersection spacing (75 to 350m)
- Control logic written in C++ and interfaced to VISSIM through API
- Calibration to match saturation flow rate
- Comparison with Lieberman's IMPOST and standard software packages for arterial traffic



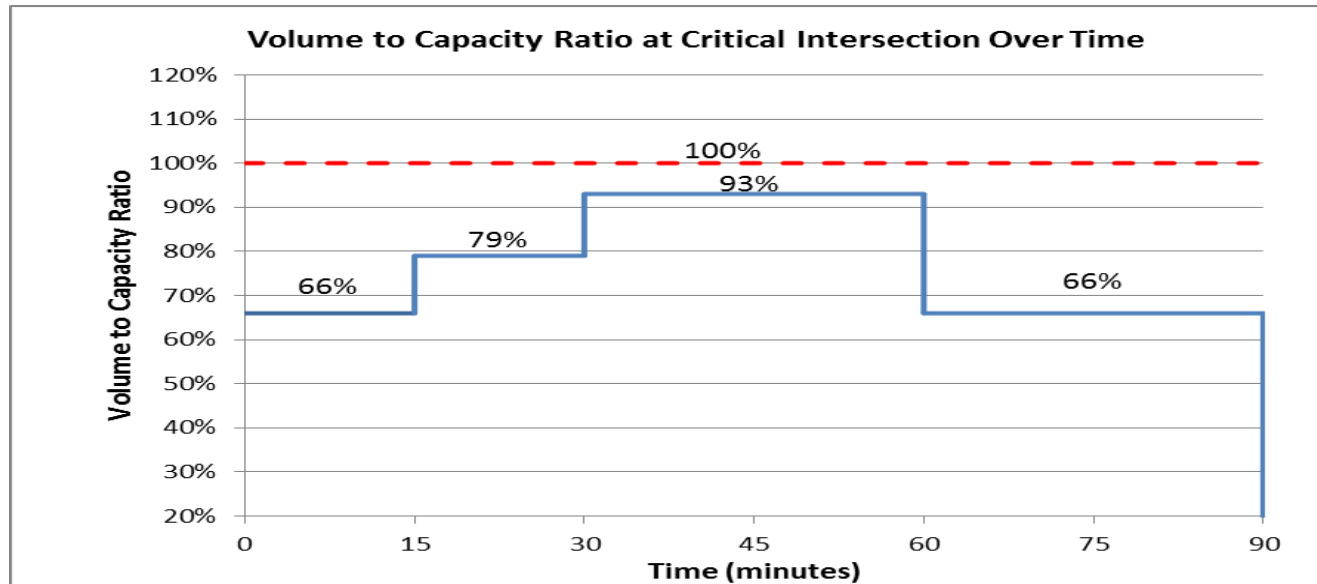
## Case Study of Beacon Street, Brookline, Massachusetts



- 12- signalized intersection arterial in VISSIM
- Various intersection spacing (80 to 450m)
- Very high pedestrian activity
- Frequent transit service  
Light Rail C line:  
Headway = 7 mins  
Bus Route 66:  
Headway = 8 mins



# Simulated Volume Profile



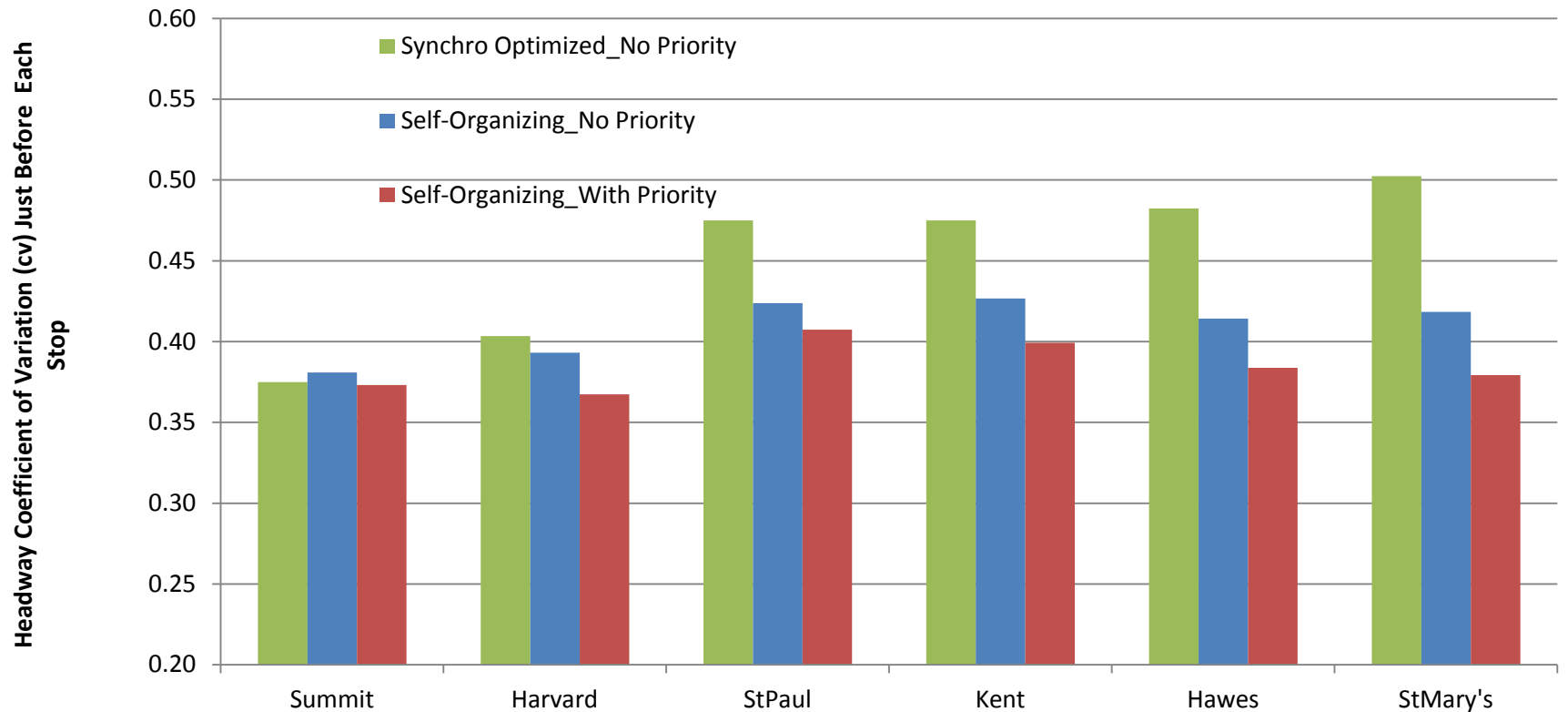
## Transit Signal Priority (H = 7mins, 420s)

- Conditional Priority to Late Trams:
  - ❖ For peak direction:  $H > 315s$  (Impact on Crowding)
  - ❖ For non-peak direction:  $H > 180s$  (Crowding Is Not an Issue)
- Applied Transit Priority Strategies:
  - ❖ Green Extension (Extension as long as 15 seconds)
  - ❖ Early Green
- No Priority for crossing Bus Route 66

	Coordinated - Actuated <sup>1</sup>		Self-Organizing		
	No TSP	TSP	No TSP	TSP	Conditional TSP <sup>2</sup>
<b>Average Network Delay (s/vehicle) and (change)</b>	68.4 <sup>3</sup> (0%)	74.0 (8%)	58.6 (-14%)	67.1 (-2%)	70.5 (3%)
<b>Train Delay per intersection (s) and (change)</b>	20.2 <sup>3</sup> (-)	13.7 (-6.5 s)	21.2 (1.0 s)	7.1 (-13.1 s)	9.9 (-10.3 s)
<b>Percent of Trains Requesting Priority (only late trains request priority)</b>	0%	100%	0%	100%	69%
<b>Average Cycle Length during Base Period (v/c = 0.81)</b>	80 s	80 s	69 s	Not measured	Not measured



# Improvement in Headway Regularity





## Conclusions

- Self-Organizing Traffic Signals outperform the performance of existing signal controllers.
- Actuated control combined with heuristic rules can produce the coordination mechanisms needed through advanced detection and communication.
- Self-Organizing Logic is flexible and highly interruptible, allowing one to apply aggressive TSP with almost no impact to non-transit traffic.



## Future Work

- More efficient use of lagging lefts
  - ❖ Start lagging left so that its queue discharge ends when its parallel phase gaps-out
  - ❖ That way, slack time goes to the leading through phase (with typically higher arrival rate)
- Try to incorporate “look-ahead” or “Predictive priority” logic



ANY  
QUESTIONS??

# “Self-Organizing Traffic Signals”

- **Efficient traffic signal control is a key to**
  - Lessen traffic congestion, fuel consumption and air pollution.
  - Promote public transportation, walking, and reduce auto-dependency**Sustainable Transportation!!!**



- **However, existing signal controllers are**
  - Auto oriented: Large delay to transit and pedestrians.
  - Not able to respond to variations in traffic demand.
  - Not able to recover from interruptions such as transit signal priority (TSP).

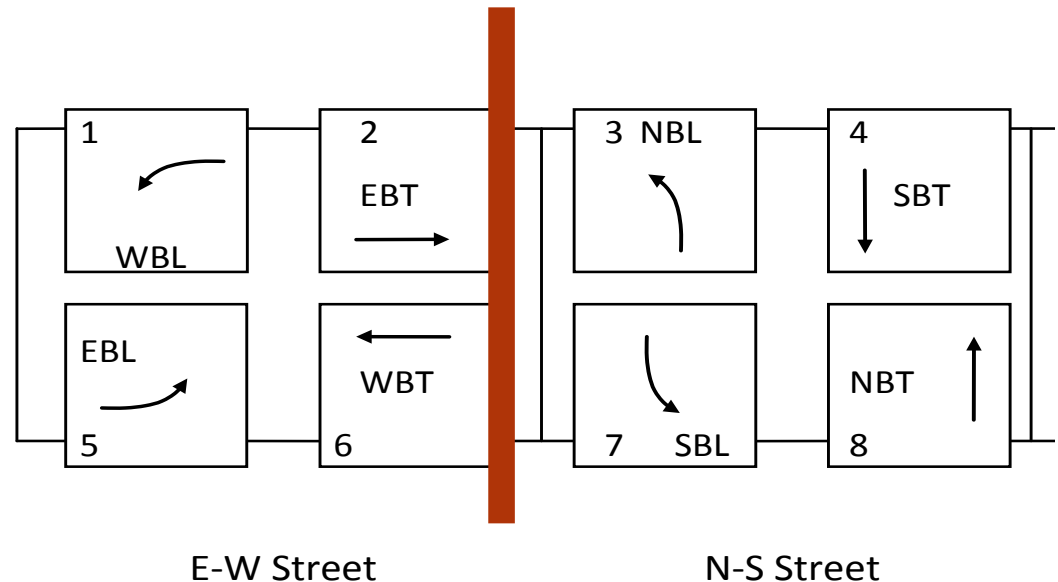
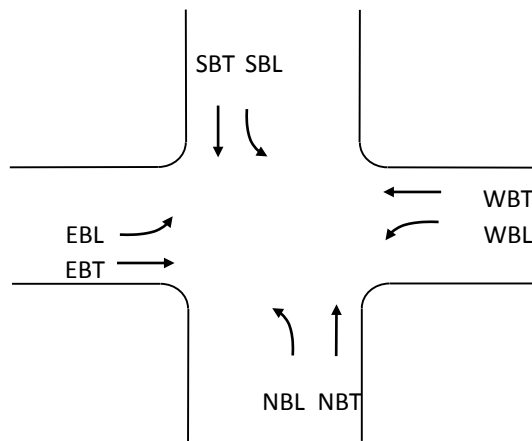


# Overview of Existing Signal Controllers

- Actuated Control
  
- Fixed Cycle Coordinated Control
  - i. Pre-Timed
  - ii. Coordinated-Actuated
  - iii. Adaptive Control
  
- Cycle-Free Optimizing Control

# Coordinated-Actuated Control

- Fixed cycle length.
- Fixed point = End of coordinated phase.
- Uncoordinated phases may run shorter, but not longer.
- Coordinated phases may start earlier.



- Offers relatively low flexibility.



# Carlos Gershenson's Self-Organizing Traffic Lights (SOTL)

- Only local rules: Global solution is obtained dynamically with the intersection of local elements.
- Applies fundamentals of actuated control supplemented with spillback control logic.
- No communication between neighboring intersections.
- <http://turing.iimas.unam.mx/~cgg/sos/SOTL/SOTL.html>

# SOTL, continuing...

- The model outperforms fixed-cycle coordination under different traffic flow rates, Gershenson et. al. (2009).
- However, the model was applied to a very limited network:
  - i. One-way streets.
  - ii. Perfect intersection spacing.
  - iii. No turning traffic.
  - iv. Equal traffic demand.
  - v. No lost time associated with change interval.