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# Traffic simulation with the GAMA platform

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## ABSTRACT

These last years have seen the multiplication of traffic agent-based frameworks (MATSim, SUMO...). If these frameworks are well-fitted for the study of normal traffic conditions, it is often complex to adapt them - in particular for non-computer scientists - for more specific application contexts such as the study of impacts of uncommon events (e.g. car accidents, technological hazards). In this paper, we present a new open-source (GPL) tool, integrated into the GAMA modeling and simulation platform, allowing to easily define new microscopic traffic simulations, easily tunable, with a detailed representation of the driver operational behaviors. In particular, it allows to take into account the road infrastructures and traffic signals, the change of lanes of the drivers and their respects of norms. Moreover, the tool allows to run simulations at city level with tens of thousands of driver agents. We illustrate the use of this plug-in through an example for the traffic simulation of the Rouen city (France).

## Categories and Subject Descriptors

I.2 [Artificial Intelligence]: Distributed Artificial Intelligence

## General Terms

Design

## Keywords

Agent-based Modeling, Traffic Simulation, GAMA Platform

## 1. INTRODUCTION

Traffic simulations have proved their interests for urban planners. Many models have been developed these last years. These models are often grouped according to their levels of representation: macroscopic [9], mesoscopic [17], microscopic [12] and nanoscopic [4].

A modeling approach that is particularly well-fitted for micro-simulation is the agent-based modeling. It allows to consider the heterogeneity of the driver behaviors and to take into account the global impact of local processes. This

modeling approach is in particular adapted to the study, at fine scale (spatial and temporal), of the impacts of uncommon events such as car accidents or technological hazards (see for example [16]). In this context, being able to simulate the traffic in a realistic way while taking into account the road infrastructure (crossing, traffic signals...), the properties of the cars (length, max speed...) and the personality of the drivers (tendency to respect the norms) is mandatory.

Even if there are nowadays many frameworks dedicated to the development of agent-based traffic models, many models are still developed from scratch or with a generic platform (e.g. [6, 3, 16]). Indeed, if the existing frameworks are most of the time well-fitted to the simulation of normal traffic conditions, they cannot be easily tuned by domain experts that are often not computer scientists.

In this paper, we present a new plug-in integrated in the open-source GAMA modeling and simulation platform [5] dedicated to the development of fine scale traffic simulations. GAMA provides modelers - which are not, most of the time, computer scientists - with tools to develop highly complex models. In particular, it offers a complete modeling language (GAML: Gama Modeling Language) and an integrated development environment that allows modelers to quickly and easily build models. Indeed, the GAML language is as simple to use and to understand as the Netlogo modeling language [15] and do not requires high level programming skills. The plug-in developed allows GAMA user to easily define traffic simulation at fine scale, with a detailed representation of the driver operational behaviors.

The paper is organized as follows: Section 2 presents the related works, in particular the existing agent-based traffic simulators and frameworks. Section 3 is dedicated to the presentation of the driving GAMA plug-in. Section 4 gives an example of a model developed with the plug-in. At last, Section 5 concludes and presents some perspectives.

## 2. RELATED WORKS

Many open source traffic simulation frameworks have been developed these last years.

One of the most famous is MATSim [2] (Multi Agent Transport Simulation Toolkit). MATSim is an open-source (GPL) Java application that consists of several modules which can be combined. MATSim proposes many advance features dedicated to traffic simulations that can be enrich by users through the definition of new modules in JAVA.

Another famous open-source framework is SUMO [10]. SUMO is a suite of applications which help modelers to prepare and to perform traffic simulations. Like MATSim, it



proposes many advance features dedicated to traffic simulation. AgentPoli is another open source framework dedicated to traffic simulations. In comparison to the two previously cited frameworks, AgentPoli adopts a fully agent-based modeling approach. Drivers are represented as autonomous agents with asynchronous control modules and the ability to interact freely with the environment and other agents. AgentPoli is implemented in JAVA and can be enriched using the JAVA programming language.

These three frameworks are powerful and propose many advance features. However, for modelers without high level programming skills, adapting these platforms to specific application contexts is out of reach as they require to write code in JAVA or C++.

Concerning the generic modeling and simulation platforms, only few propose tools that can be used to develop traffic simulations. One of them is Repast Symphony [13] that proposes interesting features concerning GIS loading and graphs. However, using this platform to develop complex models require to write code in JAVA. Note that for simple models, modelers can use the ReLogo modeling language.

The GAMMA platform [5] provides as well different features that can be used by modelers to develop traffic models. In particular, GAMMA allows to simply load GIS data (shape files, OSM data...), to define graphs from polyline geometries, to compute shortest paths and to move agents on a polyline networks. If these features are well-suited for the development of traffic simulations at large time scale (see for example the MIMO project [3] - time scale: 10 minutes per step), they do not allow to simply account the driver behaviors at fine scale: his/her change of lanes, the effect of traffic signals...

In this context, we have developed a new driving plug-in for the GAMMA platform. The goal is to offer to modelers a tool that is at the same time easy to use for all application contexts and that allows to build realist traffic simulations.

### 3. DRIVING GAMMA PLUG-IN

#### 3.1 Presentation of the plug-in

The developed tool is integrated in the GAMMA platform as a plug-in. It provides modelers with new GAMMA instructions allowing to support the definition of traffic simulation. GAMMA is an agent-oriented language, in which modelers define species of agents, i.e. archetype of agents, their characteristics (variables), behaviors and aspects. The behaviors of agents are defined through actions and reflexes. An action is a block of instructions executed when called. A reflex is a block of instructions executed at each simulation step when its optional attached condition is true. An aspect represents how an agent can be displayed. The richness of GAMMA comes from the numerous optimized operators it integrates. In particular, GAMMA provides modelers with a native integration of GIS data and allows to easily load shapesfiles, OSM data and to use databases. It integrates as well many graph operators.

Concerning our tool, we chose to represent all the road infrastructures (road, traffic signals) as agents. The main interest of this is to give the modelers the possibility to simply add dynamics to these infrastructures: e.g. to add a deterioration dynamic to roads.

Our tool takes the form of three GAMMA skills. A skill

is a built-in module that provides a set of related built-in variables and built-in actions (programmed in JAVA) to the species of agents that declare them. In particular, we define 3 new skills:

- *Advanced driving skill*: dedicated to the definition of the driver species. It provides the driver agents with variables and actions allowing to move an agent on a graph network and to tune its behavior.
- *Road skill*: dedicated to the definition of roads. It provides the road agents with variables and actions allowing to registers agents on the road.
- *RoadNode Skill*: dedicated to the definition of node. It provides the node agents with variables allowing to take into account the intersection of roads and the traffic signals.

#### 3.2 Structure of the network: road and roadNode skills

A key issue for our tool is to be versatile enough to be usable with most of classic road GIS data, in particular OSM data. We choose then to use a classic format for the roads and nodes (See Figure 1). Each road is a polyline composed of road sections (segments). Each road has a target node and a source node. Each node knows all its input and output roads. A road is considered as directed. For bidirectional roads, 2 roads have to be defined corresponding to both directions. Each road will be the *linked\_road* of the other. Note that for some GIS data, only one road is defined for bidirectional roads, and the nodes are not explicitly defined. In this case, it is very easy, using the GAMMA language, to create the reverse roads and the corresponding nodes (it only requires few lines of GAMMA).

A lane can be composed of several lanes (Figure 2) and the vehicles will be able to change at any time its lane. Another property of the road that will be taken into account is the maximal authorized speed on it. Note that even if the user of the plug-in has no information about these values for some of the roads (the OSM data are often incomplete), it is very easy using the GAMMA language to fill the missing value by a default value. It is also possible to change these values dynamically during the simulation (for example, to take into account that after an accident, a lane of a road is closed or that the speed of a road is decreased by the authorities).

The *road skill* provides the road agents with several variables that will define the road properties:

- *lanes*: integer, number of lanes.

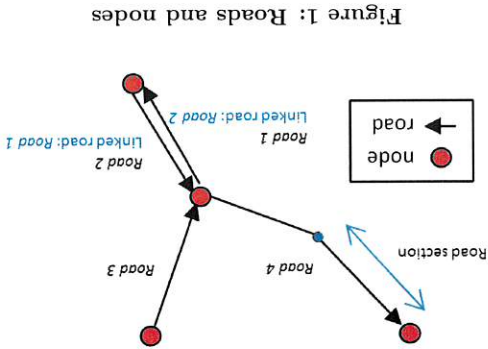


Figure 1: Roads and nodes

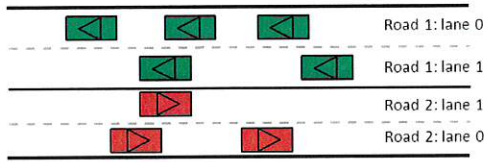


Figure 2: Roads and lanes

- *maxspeed*: float point value; maximal authorized speed on the road.
- *linked\_road*: road agent; reverse road (if there is one).
- *source\_node*: node agent; source node of the road.
- *target\_node*: node agent; target node of the road.

It provides as well the road agents with one read only variable:

- *agents\_on*: list of list (of driver agents); for each lane, the list of driver agents on the road.

The *roadNode skill* provides the road agents with several variables that will define the road properties:

- *roads\_in*: list of road agents; the list of road agents that have this node for target node.
- *roads\_out*: list of road agents; the list of road agents that have this node for source node.
- *stop*: list of list of road agents; list of stop signals, and for each stop signal, the list of concerned roads.

It provides as well the road agents with one read only variable:

- *block*: dictionary (map): key: driver agent, value: list of road agents; the list of driver agents blocking the node, and for each agent, the list of concerned roads.

### 3.3 Advanced driving skill

Concerning the driver agents, we propose a driving model based on the one proposed by [16]. In the model proposed by [16], each driver agent has a planned trajectory that consists in a succession of edges. When the driver agent enters a new edge, it first chooses its lane according to the traffic density, with a bias for the rightmost lane. The movement on an edge is inspired by the Intelligent Driver Model [8]. A difference with our driving model is that in our model the drivers have the possibility to change their lane at any time (and not only when entering a new edge). In addition, we have defined more variables for the driver agents in order to give more possibilities for the modelers to tune the driver behavior.

The *advanced driving skill* provides the driver agents with several variables that will define the car properties and the personality of the driver:

- *final\_target*: point; final location that the agent wants to reach (its goal).
- *vehicle\_length*: float point value; length of the vehicle.
- *max\_acceleration*: float point value; maximal acceleration of the vehicle.

- *max\_speed*: float point value; maximal speed of the vehicle.
- *right\_side\_driving*: boolean; do drivers drive on the right side of the road?
- *speed\_coef*: float point value; coefficient that defines if the driver will try to drive above or below the speed limits.
- *security\_distance\_coef*: float point value; coefficient for the security distance. The security distance will depend on the driver speed and on this coefficient.
- *proba\_lane\_change\_up*: float point value; probability to change lane to a upper lane if necessary (and if possible).
- *proba\_lane\_change\_down*: float point value; probability to change lane to a lower lane if necessary (and if possible).
- *proba\_use\_linked\_road*: float point value; probability to take the reverse road if necessary (if there is a reverse road).
- *proba\_respect\_priorities*: float point value; probability to respect left/right (according to the driving side) priority at intersections.
- *proba\_respect\_stops*: list of float point values; probabilities to respect each type of stop signals (traffic light, stop sign...).
- *proba\_block\_node*: float point value; probability to accept to block the intersecting roads to enter a new road.

It provides as well the driver agents with several read only variables:

- *speed*: float point value; speed expected according to the road *max\_value*, the car properties, the personality of the driver and its *real\_speed* (see Equation 1 for more details).
- *real\_speed*: float point value; real speed of the car (that takes into account the other drivers and the traffic signals).
- *current\_path*: path (list of roads to follow); the path that the agent is currently following.
- *current\_target*: point; the next target to reach (sub-goal). It corresponds to a node.
- *targets*: list of points; list of locations (sub-goals) to reach the final target.
- *current\_index*: integer; the index of the current goal the agent has to reach.
- *on\_linked\_road*: boolean; is the agent on the linked road?

Of course, the values of these variables can be modified at any time during the simulation. For example, the probability to take a reverse road (*proba\_use\_linked\_road*) can be increased if the driver is stucked for several minutes behind a slow vehicle.

In addition, the *advanced driving skill* provides the driver agents with several actions:





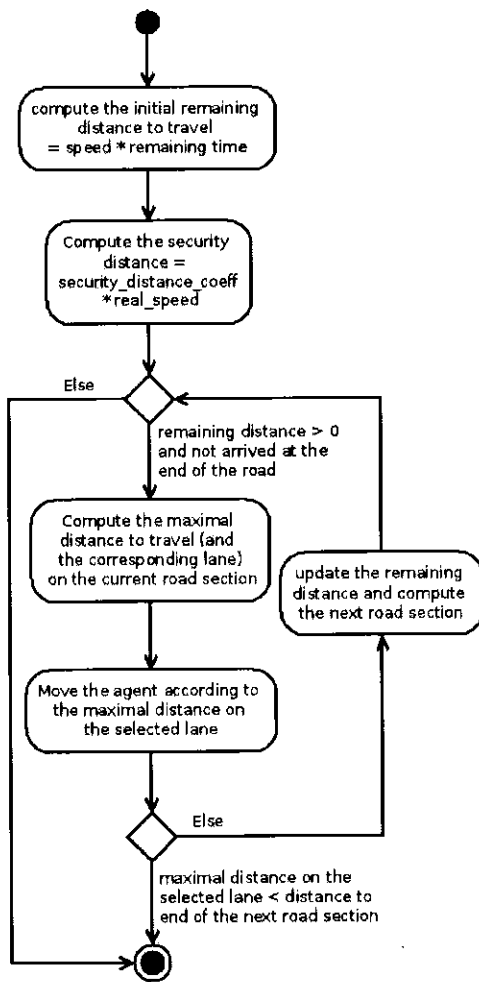


Figure 5: Move on the current road

tion according to the maximal distance that the agent can moves (that will depend on the remaining time). For each road section, the agent first computes the maximal distance it can travel according to the remaining time and its speed. Then, the agent computes its security distance according to its speed and its *security\_distance\_coeff*. While its remaining distance is not null, the agent computes the maximal distance it can travel (and the corresponding lane), then it moves according to this distance (and update its current lane if necessary). If the agent is not blocked by another vehicle and can reach the end of the road section, it updates its current road section and continues to move.

The computation of the maximal distance an agent can move on a road section consists in computing for each possible lane the maximal distance the agent can move. First, if there is a lower lane, the agent tests the probability to change its lane to a lower one. If it decides to test the lower lane, the agent computes the distance to the next vehicle on this lane and memorizes it. If this distance corresponds to the maximal distance it can travel, it chooses this lane; otherwise it computes the distance to the next vehicle on its current lane and memorizes it if it is higher than the cur-

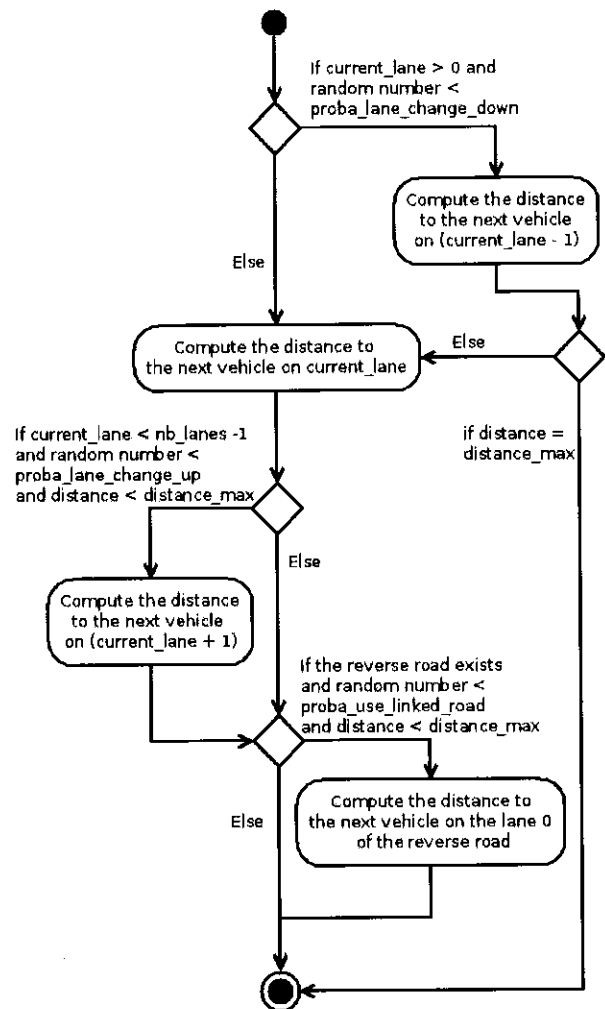


Figure 6: Define the maximal distance possible to travel and the corresponding lane (case where *right\_side\_driving* is true)

rent memorized maximal distance. Then if the memorized distance is lower than the maximal distance the agent can travel and if there is an upper lane, the agents tests the probability to change its lane to a upper one. If it decides to test the upper lane, the agent computes the distance to the next vehicle on this lane and memorizes it if it is higher than the current memorized maximal distance. At last, if the memorized distance is still lower than the maximal distance it can travel, if the agent is on the highest lane and if there is a reverse road, the agent tests the probability to use the reverse road (linked road). If it decides to use the reverse road, the agent computes the distance to the next vehicle on the lane 0 of this road and memorizes the distance if it is higher than the current memorized maximal distance.

### 3.4 Discussion

As presented above, the plug-in allows to simplify the work of modelers for the definition of traffic simulations with the GAMA platform. Of course, the plug-in does not



enter the node; if the traffic light was red (i.e. there is at least one road concerns by this stop sign), the list of block roads is set to an empty list.

The following code shows the definition of driver species:

```
species driver skills: [advanced_driving] {
  reflex time_to_go when: final_target = nil {
    current_path <- compute_path(
      graph: road_network, target: one_of(node));
  }
  reflex move when: final_target != nil {
    do drive;
  }
}
```

In order to use our driving plug-in, we just have to add the *advanced\_driving* to the *driver* species. For this species, we defined two reflexes:

- *time\_to\_go*: activated when the agent has no final target. In this reflex, the agent will randomly choose one of the nodes as its final target, and computed the path to reach this target using the *road\_network* graph. Note that it will have been possible to take into account the knowledge that each agent has concerning the road network by defining a new variable of type map (dictionary) containing for each road a given weight that will reflect the driver knowledge concerning the network (for example, the known traffic jams, its favorite roads....) and to use this map for the path computation.
- *move*: activated when the agent has a final target. In this reflex, the agent will drive in direction of its final target.

We describe in the following code how we initialize the simulation:

```
init {
  create node from: file("nodes.shp") with: [
    is_traffic_signal::read("type")="traffic_signals"];

  create road from: file("roads.shp")
  with: [lanes::int(read("lanes")),
    maxspeed::float(read("maxspeed")),
    oneway::string(read("oneway"))]
  {
    switch oneway {
      match "no" {
        create road {
          lanes <- myself.lanes;
          shape <- polyline(reverse
            (myself.shape.points));
          maxspeed <- myself.maxspeed;
          linked_road <- myself;
          myself.linked_road <- self;
        }
      }
      match "-1" {
        shape <- polyline(reverse(shape.points));
      }
    }
  }
}
```

```
map general_speed_map <- road as_map
  (each::(each.shape.perimeter/(each.maxspeed)));

road_network <- (as_driving_graph(road, node)
  with_weights general_speed_map;

create driver number: 10000 {
  location <- one_of(node).location;
  vehicle_length <- 3.0;
  max_acceleration <- 0.5 + rnd(500) / 1000;
  speed_coeff <- 1.2 - (rnd(400) / 1000);
  right_side_driving <- true;
  proba_lane_change_up <- rnd(500) / 500;
  proba_lane_change_down <- 0.5 + (rnd(250) / 500);
  security_distance_coef <- 3 - rnd(2000) / 1000;
  proba_respect_priorities <- 1.0 - rnd(200/1000);
  proba_respect_stops <- [1.0 - rnd(2) / 1000];
  proba_block_node <- rnd(3) / 1000;
  proba_use_linked_road <- rnd(10) / 1000;
}
```

In this code, we create the node agents from the node shapefile (while reading the attributes contained in the shapefile), then we create in the same way the road agents. However, for the road agents, we use the *oneway* variable to define if we should or not reverse their geometry (*oneway* = "1") or create a reverse road (*oneway* = "no"). Then, from the road and node agents, we create a graph (while taking into account the *maxspeed* of the road for the weights of the edges). This graph is the one that will be used by all agents to compute their path to their final target. Finally, we create 10000 driver agents. At initialization, they are randomly placed on the nodes; their vehicle has a length of 3m; the maximal acceleration of their vehicle is randomly drawn between 0.5 and 1; the speed coefficient of the driver is randomly drawn between 0.8 and 1.2; they are driving on the right side of the road; their probability of changing lane for a upper lane is randomly drawn between 0 and 1.0; their probability of changing lane for a lower lane is randomly drawn between 0.5 and 1.0; the security distance coefficient is randomly drawn between 1 and 3; their probability to respect priorities is randomly drawn between 0.8 and 1; their probability to respect light signal is randomly drawn between 0.998 and 1; their probability to block a node is randomly drawn between 0 and 0.003; their probability to use the reverse road is randomly drawn between 0 and 0.01;

We carried out a simulation of 1000 simulation steps (1000 seconds) on a i7 computer using only one of the computer cores. The duration of the simulation (without taking into account the time taken by the displaying of the simulation) was 1 second per step if we take into account the time spent by the shortest path computation by the Dijkstra algorithm or 0.3 second per step if we do not. Figure 8 shows a snapshot of the simulation. We can observe the emergence of traffic jams, driver agents stopping at a red traffic light and using the different lanes of the roads.

## 5. CONCLUSION

In this paper, we presented a new plug-in for the GAMA platform dedicated to the development of traffic simulations. This plug-in allows to define new traffic simulations with a detailed representation of the driver operational behaviors.



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traffic lights. A particular attention will be brought on traffic signals and agent network (with its infrastructure and traffic signals). automatically fill the missing attributes, and to create a consistent network (OSM are often incomplete) to from incomplete OSM data (OSM are often incomplete) to prepare their data. The goal will be to offer the possibility to last, we plan as well to develop new tools to help people a BDI architecture that can be based on [14, 11].

For this, we plan to give the driver agents current context. For this, we plan to give the driver agents their choice of path and their adaptation to the current context. In particular, we plan to enrich the driving skill in order to make the driver agents more cognitive, in particular concerning their choice of path and their adaptation to the current context. For this, we plan to give the driver agents a BDI architecture that can be based on [14, 11].

As last, we plan as well to develop new tools to help people to prepare their data. The goal will be to offer the possibility to from incomplete OSM data (OSM are often incomplete) to automatically fill the missing attributes, and to create a consistent network (with its infrastructure and traffic signals). A particular attention will be brought on traffic signals and traffic lights.

Figure 8: Snapshot of the simulation (simulation step: 1000): The driver agents are represented by the rectangles with a triangle on top; the traffic lights are represented by the sticks with a red/green sphere on top

