## Message-Passing Thought Exercise

Traffic Modelling


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## Traffic flow

## - we want to predict traffic flow



## Simple traffic model

- divide road into a series of cells
- either occupied or unoccupied
- perform a number of steps
- each step, cars move forward if space ahead is empty

could do this by moving
pawns on a chess board
epcc


## Traffic behaviour

- model predicts a number of interesting features
- traffic lights

average
- congestion
- more complicated $\stackrel{1.0}{ }$ are used in practi申e

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## Traffic simulation

- Update rules depend on:
- state of cell
- state of nearest neighbours in both directions
current value
new value

new value



## State Table

- If $R^{t}(i)=0$, then $R^{t+1}(i)$ is given by:

|  | $R^{t}(i-1)=0$ | $R^{t}(i-1)=1$ |
| :---: | :---: | :---: |
| $R^{t}(i+1)=0$ | 0 | 1 |
| $R^{t}(i+1)=1$ | $?$ | $?$ |

- If $R^{t}(i)=1$, then $R^{t+1}(i)$ is given by:

|  | $R^{t}(i-1)=0$ | $R^{t}(i-1)=1$ |
| :---: | :---: | :---: |
| $R^{t}(i+1)=0$ | $?$ | $?$ |
| $R^{t}(i+1)=1$ | $?$ | $?$ |

## How fast can we run the model?

- measure speed in Car Operations Per second
- how many COPs?
- around 2 COPs
- but what abou hinee beople?
- can they




## Parallel Traffic Modelling



## Pseudo Code: traffic on a roundabout

```
declare arrays old(i) and new(i), i = 0,1,...,N,N+1
initialise old(i) for i = 1,2,...,N-1,N (eg randomly)
loop over iterations
set old(0) = old(N) and set old(N+1) = old(1)
loop over i = 1,...,N
    if old(i) = 1
    if old(i+1) = 1 then new(i) = 1 else new(i) = 0
    if old(i) = 0
    if old(i-1) = 1 then new(i) = 1 else new(i) = 0
    end loop over i
    set old(i) = new(i) for i = 1,2,...,N-1,N
end loop over iterations
```

