

# High Performance Traffic Assignment Based on Variational Inequality

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XIAO Yujie, SHI Zhenmei

Mentor: Dr. LIU Cheng, Dr. WONG Kwai

# Agenda

## Introduction

- Traffic Assignment Problem
- Variational Inequality

## Progress

## Objective

- GPU Implementation
- DTA by dVI



# Introduction

# Traffic Assignment Problem

Node

Link

Origin-Destination Pair

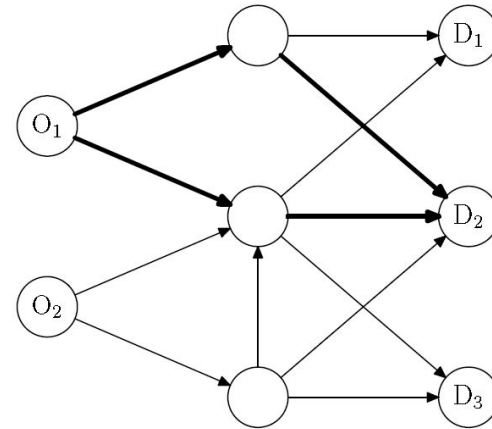
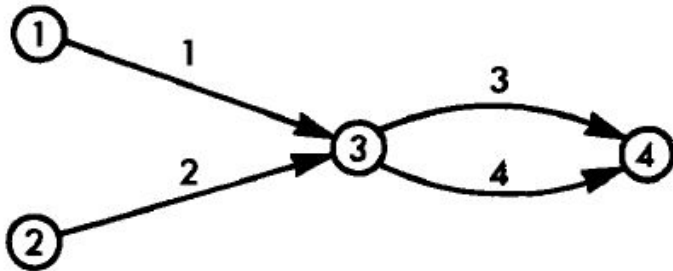


Figure 1.5: An illustration of the traffic equilibrium problem.

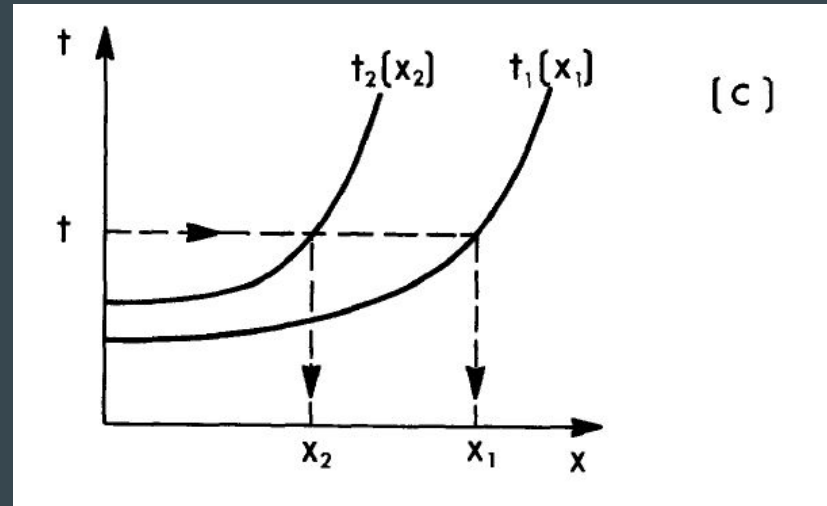
Time Cost

# Traffic Assignment Problem

## Optimization

- System equilibrium
- User equilibrium

## Time Cost Function



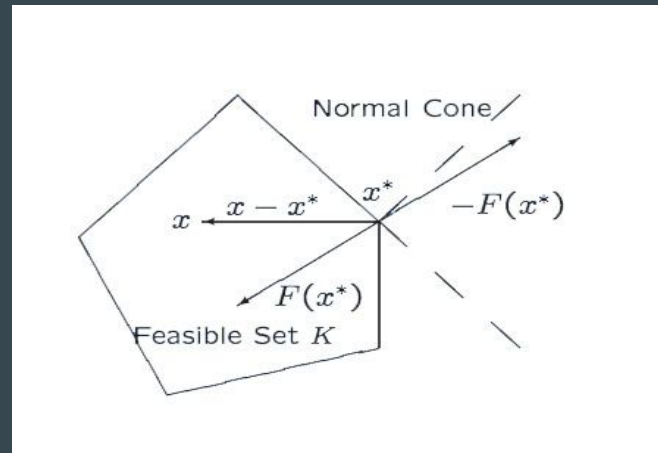
$$t_a = t_a^0 \left(1 + \frac{x_a}{k_a}\right)^4, \forall a \in A.$$

# Variational Inequality

- ❖ What?
  - definition

$$(y-x)^T F(x) \geq 0, \quad \forall y \in K$$

- Graphically



# Variational Inequality

## ❖ Category

VI  $(K, q, M)$

↑

VI  $(K, F)$

↓

CP  $(K, F)$

⇒

⇒

linearly constrained VI

↕

MiCP  $(F)$

↓

NCP  $(F)$

⇒

⇒

VI  $(K, q, M)$

↓

AVI  $(K, q, M)$

↕

MLCP

↓

LCP  $(q, M)$ .



# Variational Inequality

- ❖ Why?
  - Intuitive: Either scenario A or scenario B
  - closely related to equilibrium
- ❖ Application
  - Nash Equilibrium Problem
  - Economic Equilibrium Problem
  - Pricing American Options
  - Frictional Contact Problem
  - Traffic Equilibrium Problem

# Progress

# Traffic Assignment Problem

## ❖ Category

- Static Traffic Assignment
- Dynamic Traffic Assignment (continuous or discrete)

# VI on Static Traffic Assignment Problem (STA)

$$\sum_{k \in R_w} f_k^w = q_w,$$

$$C_k^w = \sum_{a \in A} \delta_{ak}^w t_a(x),$$

$$x_a = \sum_{w \in W} \sum_{k \in R_w} \delta_{ak}^w f_k^w,$$
$$u_w \geq 0.$$



$$0 \leq f \perp C(\Delta f) - \Lambda^T u \geq 0$$

$$\Lambda f - q = 0$$

$$u \geq 0$$

$$F(f, u) = \begin{pmatrix} C(\Delta f) - \Lambda^T u \\ \Lambda f - q \end{pmatrix}$$

Traffic Problem

Nonlinear complementarity problem

# VI on Static Traffic Assignment Problem (STA)

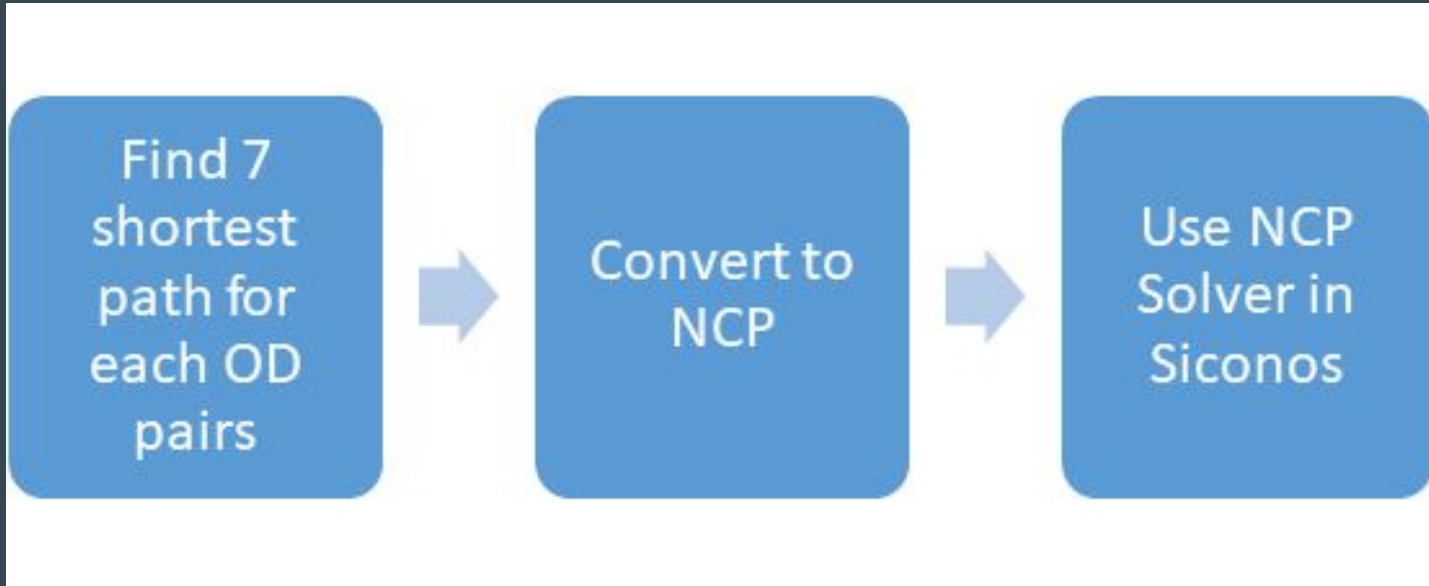
## ❖ Limitation

- Unrealistic to find all path

## ❖ Solution

- Find 7 nonsimilar path for each OD-pair to reduce Matrix size
- Use Shortest Path Algorithm
- Get approximate Optimization

# Sequential Code



# Sequential Code

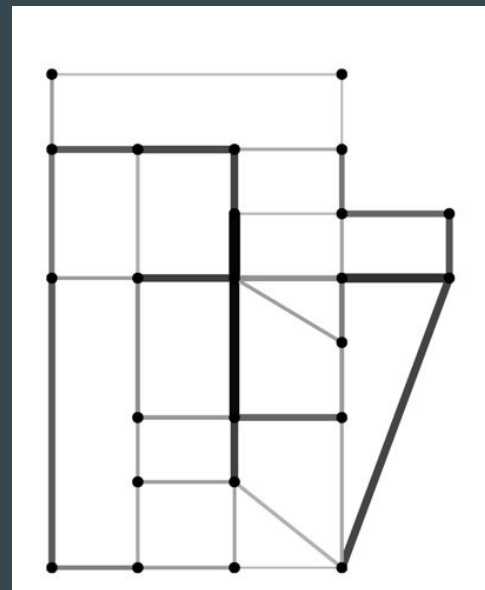
## Sample Input

```
<LINKS>
~ Init node | Term node | Capacity | Length | Free Flow Time | B | Power | Speed limit | Toll | Type
1 2 25900.200640 6.000000 6.000000 0.150000 4.000000 0.000000 0.000000 1
1 3 23403.473190 4.000000 4.000000 0.150000 4.000000 0.000000 0.000000 1
2 1 25900.200640 6.000000 6.000000 0.150000 4.000000 0.000000 0.000000 1
2 6 4958.180928 5.000000 5.000000 0.150000 4.000000 0.000000 0.000000 1
3 1 23403.473190 4.000000 4.000000 0.150000 4.000000 0.000000 0.000000 1
3 4 17110.523720 4.000000 4.000000 0.150000 4.000000 0.000000 0.000000 1
3 12 23403.473190 4.000000 4.000000 0.150000 4.000000 0.000000 0.000000 1
4 3 17110.523720 4.000000 4.000000 0.150000 4.000000 0.000000 0.000000 1
4 5 17782.794100 2.000000 2.000000 0.150000 4.000000 0.000000 0.000000 1
4 11 4908.826730 6.000000 6.000000 0.150000 4.000000 0.000000 0.000000 1
5 4 17782.794100 2.000000 2.000000 0.150000 4.000000 0.000000 0.000000 1
5 6 4947.995469 4.000000 4.000000 0.150000 4.000000 0.000000 0.000000 1
5 9 10000.000000 5.000000 5.000000 0.150000 4.000000 0.000000 0.000000 1
6 2 4958.180928 5.000000 5.000000 0.150000 4.000000 0.000000 0.000000 1
6 5 4947.995469 4.000000 4.000000 0.150000 4.000000 0.000000 0.000000 1
6 8 4898.587646 2.000000 2.000000 0.150000 4.000000 0.000000 0.000000 1
7 8 7841.811310 3.000000 3.000000 0.150000 4.000000 0.000000 0.000000 1
7 18 23403.473190 2.000000 2.000000 0.150000 4.000000 0.000000 0.000000 1
8 6 4898.587646 2.000000 2.000000 0.150000 4.000000 0.000000 0.000000 1
8 7 7841.811310 3.000000 3.000000 0.150000 4.000000 0.000000 0.000000 1
8 9 5050.193156 10.000000 10.000000 0.150000 4.000000 0.000000 0.000000 1
8 16 5045.822583 5.000000 5.000000 0.150000 4.000000 0.000000 0.000000 1

Origin 1
1 : 0.0; 2 : 100.0; 3 : 100.0; 4 : 500.0; 5 : 200.0;
6 : 300.0; 7 : 500.0; 8 : 800.0; 9 : 500.0; 10 : 1300.0;
11 : 500.0; 12 : 200.0; 13 : 500.0; 14 : 300.0; 15 : 500.0;
16 : 500.0; 17 : 400.0; 18 : 100.0; 19 : 300.0; 20 : 300.0;
21 : 100.0; 22 : 400.0; 23 : 300.0; 24 : 100.0;
```



## Output



# VI on Dynamic Traffic Assignment Problem (DTA)

Solve for dynamic cost function

Solve dVI

$$\frac{dx_{a_1}^p(t)}{dt} = h_p^{\tau,k}(t) - g_{a_1}^p(t) \quad \forall p \in \mathcal{P}$$

$$\frac{dx_{a_i}^p(t)}{dt} = g_{a_{i-1}}^p(t) - g_{a_i}^p(t) \quad \forall p \in \mathcal{P}, i \in [2, m(p)]$$

$$\frac{dg_{a_i}^p(t)}{dt} = r_{a_i}^p(t) \quad \forall p \in \mathcal{P}, i \in [1, m(p)]$$

$$\frac{dr_{a_1}^p(t)}{dt} = R_{a_1}^p(x, g, r, h^{\tau,k}) \quad \forall p \in \mathcal{P}$$

$$\frac{dr_{a_i}^p(t)}{dt} = R_{a_i}^p(x, g, r) \quad \forall p \in \mathcal{P}, i \in [2, m(p)]$$

$$x_{a_i}^p((\tau - 1) \cdot \Delta) = x_{a_i}^{p,0} \quad \forall p \in \mathcal{P}, i \in [1, m(p)]$$

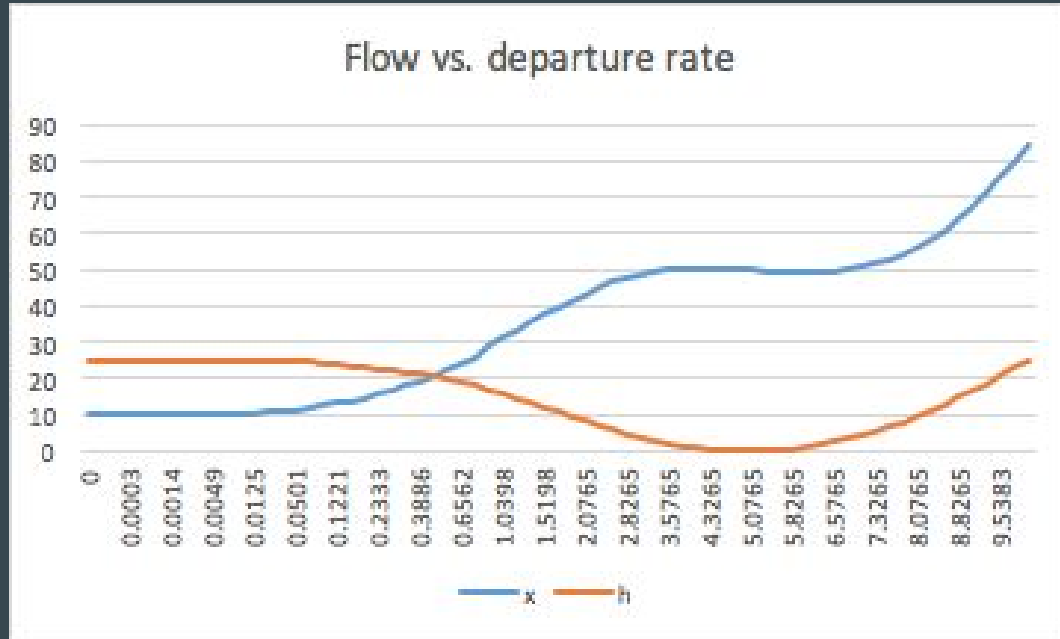
$$g_{a_i}^p((\tau - 1) \cdot \Delta) = 0 \quad \forall p \in \mathcal{P}, i \in [1, m(p)]$$

$$r_{a_i}^p((\tau - 1) \cdot \Delta) = 0 \quad \forall p \in \mathcal{P}, i \in [1, m(p)]$$

$$\begin{aligned} & \text{find } h^* \in \Lambda \text{ such that} \\ & \sum_{p \in \mathcal{P}} \int_{t_0}^{t_f} \Psi_p(t, h^*) (h_p - h_p^*) dt \geq 0 \\ & \forall h \in \Lambda \end{aligned}$$



# DTA Cost function



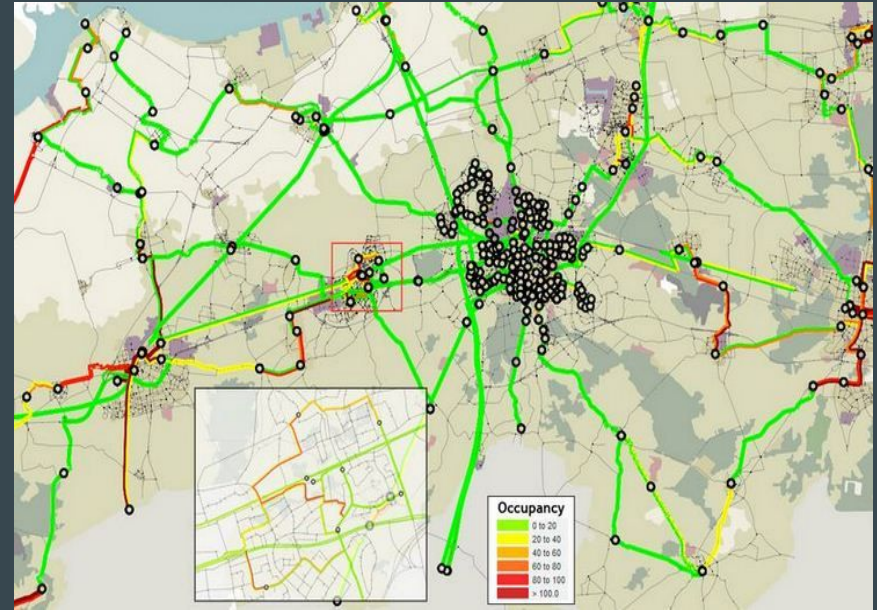
# Objective

# GPU Implementation

- ❖ In Shortest Path Algorithm
  - Use GPU to Implement
- ❖ In NCP Solver
  - Use GPU to direct calculate Sparse Matrix

# DTA(dynamic traffic assignment)

$$\text{find } h^* \in \Lambda \text{ such that}$$
$$\sum_{p \in \mathcal{P}} \int_{t_0}^{t_f} \Psi_p(t, h^*) (h_p - h_p^*) dt \geq 0$$
$$\forall h \in \Lambda$$



END