

#### Decentralized Traffic Signal Control with Deep Reinforcement Learning in a Multi-modal Network: Seeking for a Trade-off between Bus Service and Traffic

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# **Decentralized Traffic Signal Control with Deep Reinforcement Learning in a Multi-modal Network:** Seeking for a Trade-off between Bus Service and Traffic



# **Motivation:**

- Unbalanced bus headway leads to long waiting time for passengers.
- Classical bus holding strategies may not be well-perceived by users.
- Holding can be achieved silently at traffic signals with proper control.

A decentralized Deep Reinforcement Learning (DRL) traffic signal control framework is proposed to increase traffic efficiency and equalize bus headways simultaneously.

### **Model formulation:** Environment Bus stop Agent Bus stop Reward

## State

- Total waiting time  $D_{i,t}$
- Occupancy  $O_{i,t}$  $\bullet$
- Forward and backward bus headways  $h_{i,t}^{f}$ ,  $h_{i,t}^{b}$
- Number of yellow phases in last 10 decision steps  $n_{i,t}^{y}$

## Action

- Predefined phase
- Yellow phase for switch

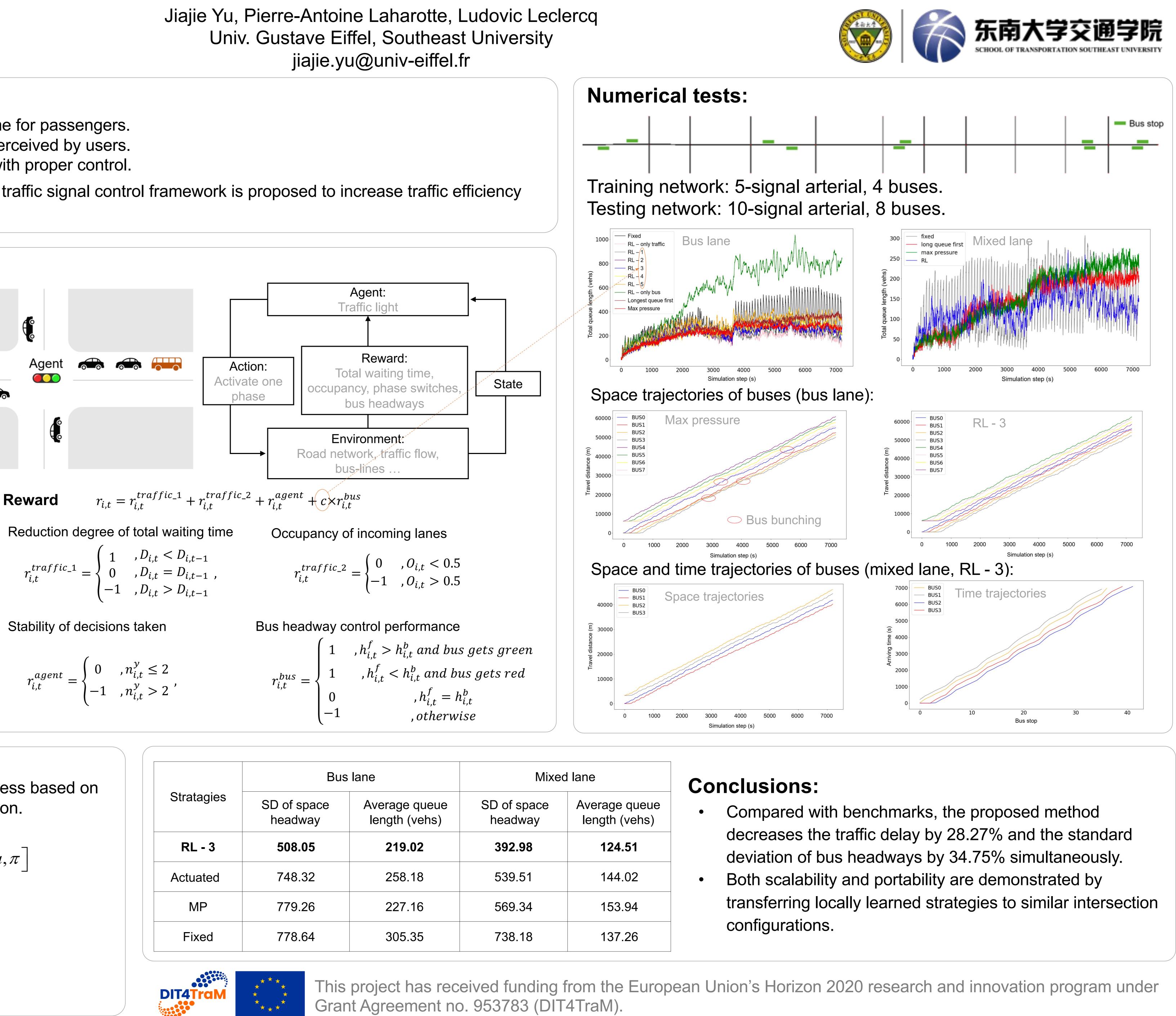
# Value-function approximation:

Since the state-space is continuous, we adopt a process based on Deep Q-Learning to achieve value function approximation. Optimal action value:

 $Q_{i}^{*}(s,a) = \max_{\pi} E\left[r_{i,t} + \gamma r_{i,t+1} + \gamma^{2} r_{i,t+2} + \dots | S_{i,t} = s, a_{i,t} = a, \pi\right]$ Update value function:

$$Q_i(s,a) = Q_i(s,a) + \alpha(r_{i,t} + \gamma \max_a Q(s',a') - Q(s,a))$$
  
Loss function:

$$L_k(\theta_k) = \mathbb{E}_{(s,a,r,s') \sim U(M)} \left[ \left( r + \gamma \max_{a'} Q(s',a';\theta_k^-) - Q(s,a;\theta_k) \right)^2 \right]$$



	Mixed lane	
eue is)	SD of space headway	Average queue length (vehs)
	392.98	124.51
	539.51	144.02
	569.34	153.94
	738.18	137.26
	1	