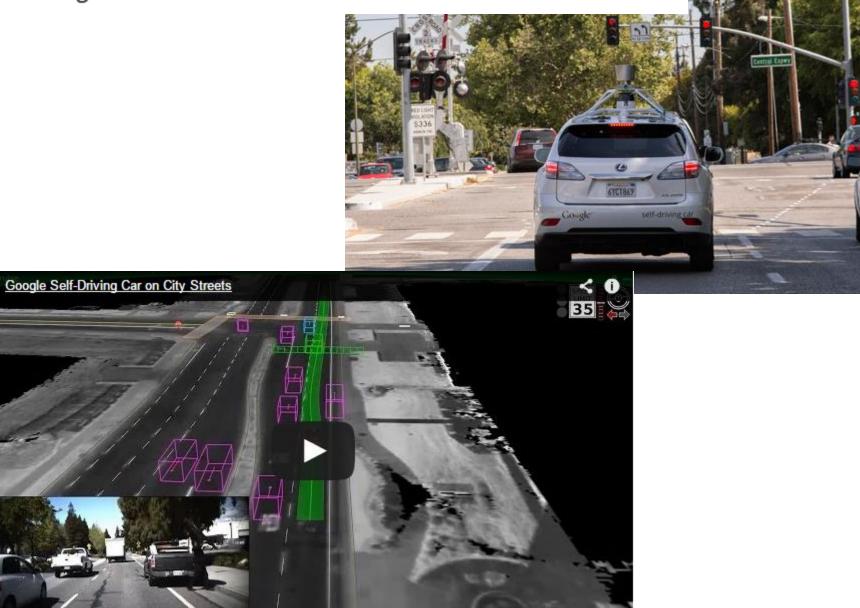
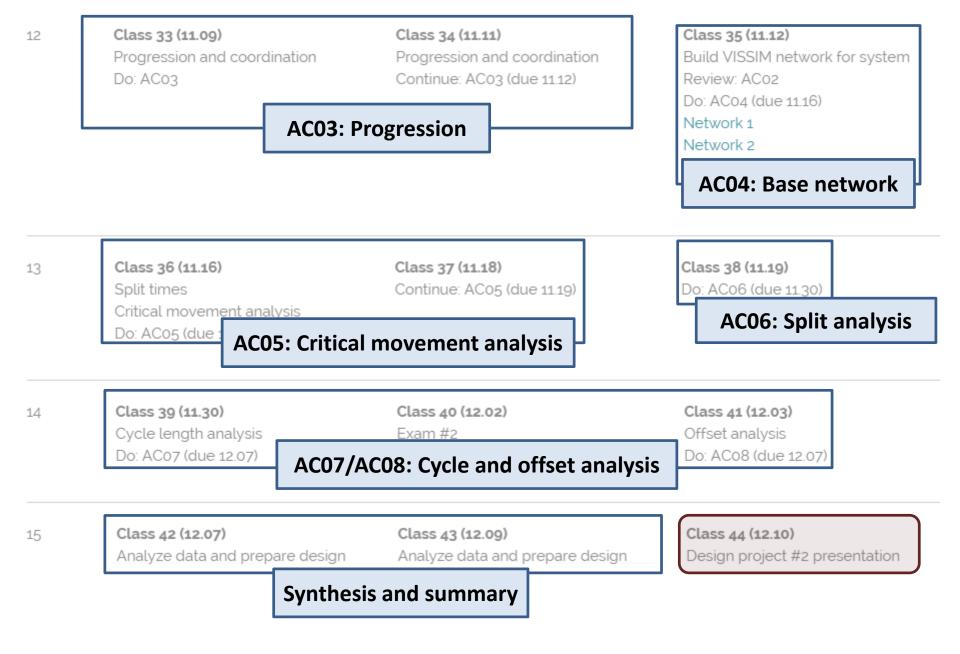
CE 474

Class 34 11 November 2015

The latest chapter for the self-driving car: mastering city street driving





| Activity | Work Tasks |
|--------------------------------------|--|
| AC02 | Field workLearn about parameters to describe quality of progression |
| AC01 AC03 | Spreadsheet tool Learn about options for coordination Experiment with offsets and cycle length |
| AC04 AC05 AC06 AC07 AC08 | VISSIM microsimulation model Optimize phase splits, cycle length, and offsets Predict travel times and delay |

AC03 – Due 11.12

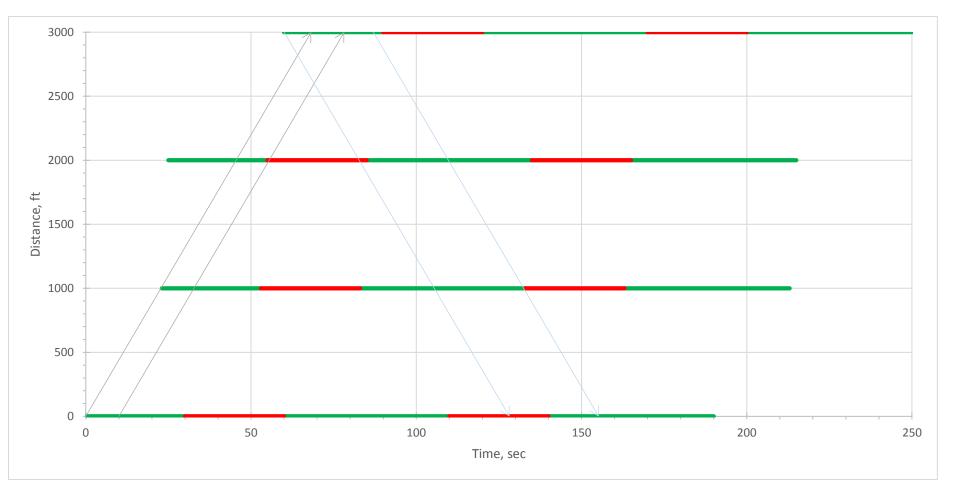
Tasks

- 2. Find the optimal offsets for the following cases based on the travel times between intersections, using the base conditions of a 100 sec cycle length and even green splits.
 - a. The up direction only
 - b. The down direction only
- Using the same base conditions as in task 2, experiment with different offset combinations to find the best progression in both directions. Document your two "best" solutions.
- 4. Change the cycle length to 60 secs and maintain even green splits. Find the two offset combinations that yield the "best" two-way progression.
- 5. Prepare one slide in PowerPoint that shows your recommended signal timing for twoway operation using a cycle length of 100 sec.

AC03 – Due 11.12

Critical Thinking Questions

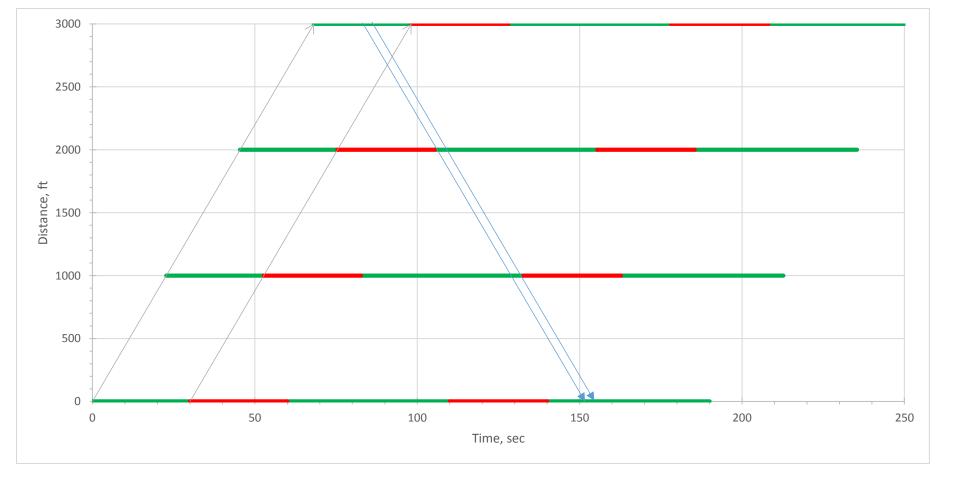
- 1. Describe the results of the signal coordination analysis from task 2 where you considered only one-way progression.
- 2. Describe the results of the signal coordination analysis from task 3, where you considered two-way progression. Is progression possible in both directions? Why or why not?
- 3. Considering the results from task 3, what opportunities and limitations for progression do you envision for your design project?
- 4. Discuss what goal you might set for your design project based on your answer to question 3.
- 5. How will a queue that is still clearing at the downstream intersection affect the offset to achieve progression for an arriving platoon?
- 6. Does the change in cycle length from 100 sec to 60 sec affect your progression results? What is the change in the bandwidth when this cycle length change is made?



Quality of progression

- Up = Good
- Down = Average to poor
 Bandwidth
- Up = 10 sec
- Down = 27 sec (partial)

What are your goals? What can you accomplish?



Quality of progression

- Up = Excellent
- Down = Poor
 Bandwidth
- Up = 40 sec
- Down = 5 sec

What are your goals? What can you accomplish?