

Introduction to NetLogo

Multi-agent programmable modeling environment

Simulation of road traffic flow



29.04.2015 | Antoine Tordeux³ and Mohcine Chraïbi⁴ | Forschungszentrum Jülich

Wilhelm Dörpfeld Gymnasium

³a.tordeux@fz-juelich.de

⁴m.chraibi@fz-juelich.de

NetLogo simulation module

- ◆ **NetLogo : Agent-based integrated modeling environment**
 - * Authored by **Uri Wilensky** and developed at CCL⁵
 - * **Free and open source software**⁶
 - * Logo **functional and agent-based programming language**
 - * **Assisted** programming and interface graphic

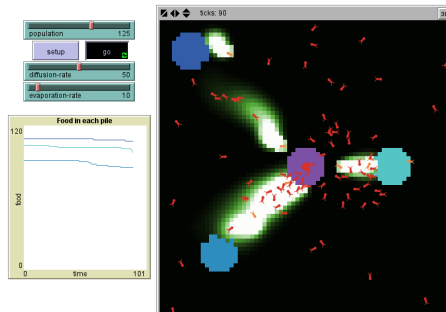
- ◆ **Modelling of agents evolving in a plan**
 - * **Complex collective systems** with many **agents in interaction**
 - * Connection between the **micro-level behavior of individuals** and **macro-level patterns** emerging from their interaction

⁵Northwestern Institute on Complex Systems, Northwestern University

⁶<http://ccl.northwestern.edu/netlogo/download>

Example of NetLogo model⁷

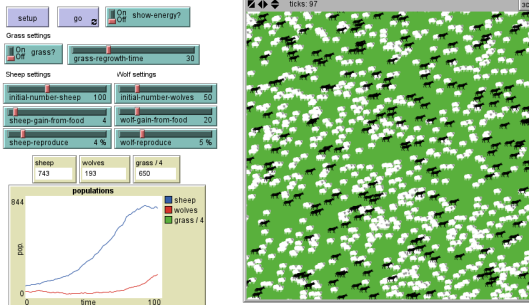
Ants



⁷see NetLogo Models Library

Example of NetLogo model⁸

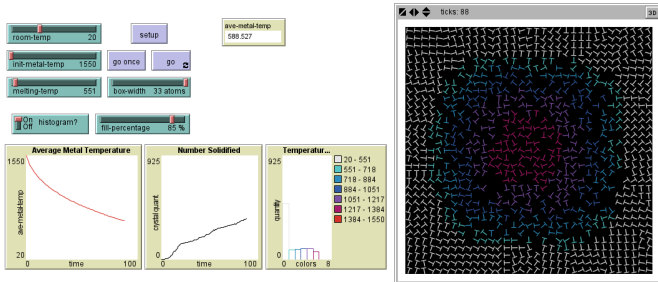
Wolf Sheep Predation



⁸see NetLogo Models Library

Example of NetLogo model⁹

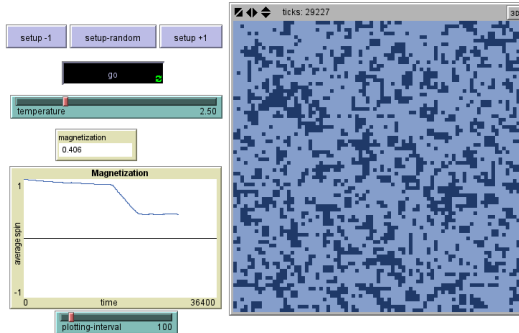
Crystallisation



⁹see NetLogo Models Library

Example of NetLogo model¹⁰

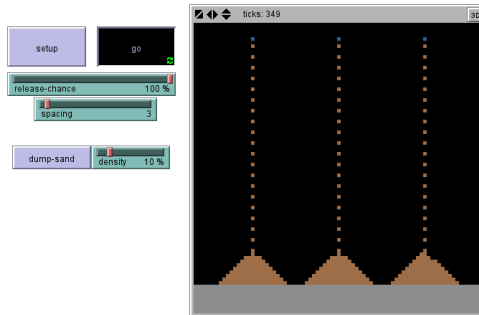
Ising



¹⁰see NetLogo Models Library

Example of NetLogo model¹¹

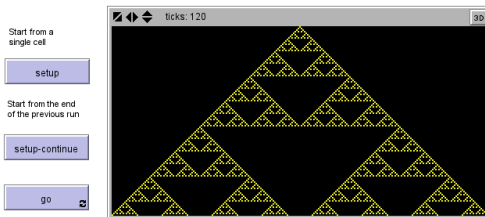
Sand



¹¹see NetLogo Models Library

Example of NetLogo model¹²

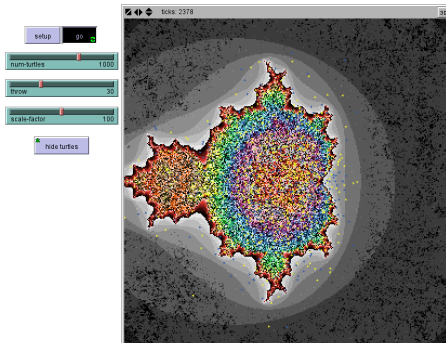
Cellular Automata Rule 90



¹²see NetLogo Models Library

Example of NetLogo model¹³

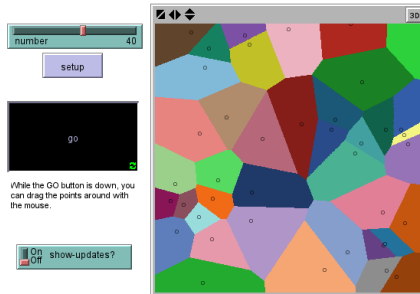
Mandelbrot set



¹³see NetLogo Models Library

Example of NetLogo model¹⁴

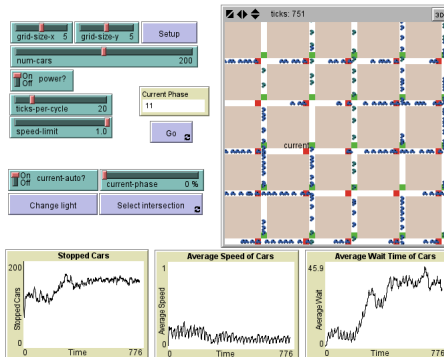
Voronoi set



¹⁴see NetLogo Models Library

Example of NetLogo model¹⁵

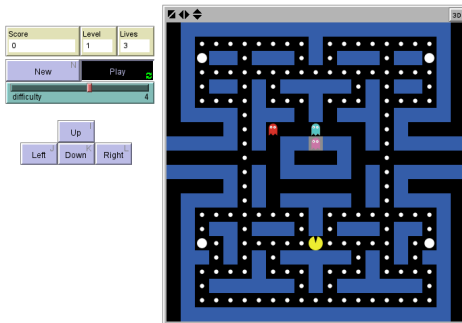
Traffic grid



¹⁵see NetLogo Models Library

Example of NetLogo model¹⁶

Game Pac-Man



¹⁶see NetLogo Models Library

Simulation of a model with NetLogo

◆ Two main windows in NetLogo :

The **interface graphic** / The **code**

- * Variables can be created from the interface or from the code
- * The code is executed from the interface

◆ Two mains **objects** with own features and functions :

- * The **Agents** (initially turtles)
- * The **Patches** (the space is an orthogonal lattice)

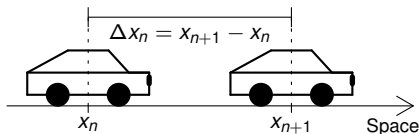
Example: Simulation of road traffic flow

- ◆ **Microscopic uni-directional flow models** can be
 - * **Speed** function (first order)
 - * **Acceleration** function (second order)
- ◆ Simulation of the continuous **acceleration model** (differential equation)

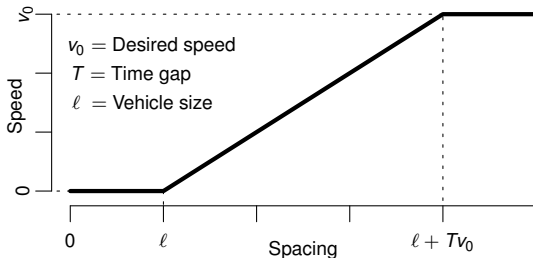
$$\ddot{x}_n(t) = \frac{1}{\tau} [V(\Delta x_n(t)) - \dot{x}_n(t)]$$

↪ Targeted speed $V(\cdot)$ function of the spacing delayed by reaction time τ

x position
 \dot{x} speed
 \ddot{x} acceleration
 Δx Spacing



Example of targeted speed function



- * **Free state** if the spacings are higher than $l + Tv_0$: **Speed equal to desired one** v_0
- * **Congested (or interactive) state** if the spacings are smaller than $l + Tv_0$: Speed proportional to the spacing to keep **constant time gap** T with the predecessor

NetLogo Traffic model

Initialisation

◆ Interface graphic :

- * In Settings : `max-pxcor = 20` `max-pycor = 1` (1D lane)
- * Creation of a button entitled `set-up`

◆ Code :

```
breed [agents agent]           Creation of object 'agent'
globals [time]                 Global variables
agents-own [speed]             Agents-own variables

to set-up                       Function set-up
  clear-all
  create-agents 20 [set heading 90 set xcor random-pxcor]
end
```


NetLogo Traffic model

Distance spacing and speed function

◆ Interface graphic

- * Creation of sliders Desired-speed and Time-gap

◆ Code :

```
to-report dist-gap Function calculating the distance spacing
  let p one-of agents with [xcor > [xcor] of myself] with-min [xcor]
  ifelse p = nobody
    [report world-width + min [xcor] of agents - xcor]
    [report [xcor] of p - xcor]
end

to-report V [d] Speed function of the distance gap
  report max(list 0 min(list Desired-speed (d / Time-gap)))
end
```

NetLogo Traffic model

Programming the model

◆ Interface graphic :

- * Creation of a button `motion`
- * Creation of sliders `dt` and `Reaction-time`

◆ Code :

```
to motion Function for the agent movements
  ask agents [set speed
    speed + dt * (V(dist-gap) - speed) / Reaction-time]
  ask agents [forward(dt * speed)]
  set time precision (time + dt) 5
end
```

→ Repetition of callings to the function `motion` through box `forever`

NetLogo Traffic model

Plotting the trajectories

◆ Interface graphic :

- * Creation of a plot entitled `space-time`
- * Pen `set to point`

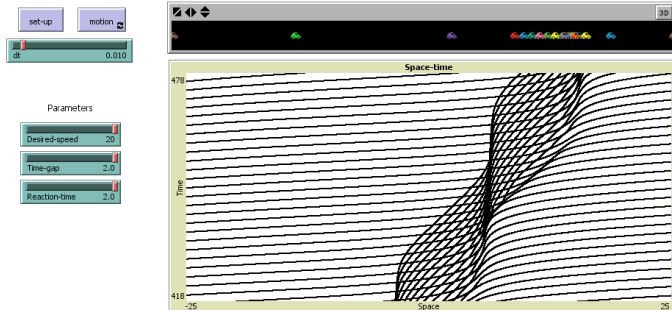
◆ Code :

```
to plot! Function plotting agent positions over the time  
  ask agents [plotxy xcor time]  
  set-plot-y-range round(time - 60) round(time)  
end
```

→ Function having to be called with the `motion` function

NetLogo Traffic model

Interface graphic



NetLogo Traffic model

Global code

```
breed [agents agent]
globals [time]
agents-own [speed]

to set-up
  clear-all
  create-agents 20 [set heading 90 set xcor random-xcor]
end

to-report dist-gap
  let pred one-of agents with [xcor > [xcor] of myself] with-min [xcor]
  ifelse pred = nobody
    [report world-width + min [xcor] of agents - xcor]
    [report [xcor] of pred - xcor]
end

to-report V [d]
  report max(list 0 min(list Desired-speed (d / Time-gap)))
end

to motion
  ask agents [set speed speed + dt * (V(dist-gap) - speed) / Reaction-time]
  ask agents [forward(dt * speed)]
  set time precision (time + dt) 5
end

to plot!
  ask agents [plotxy xcor time]
  set-plot-y-range round(time - 60) round(time)
end
```

Simulation results

◆ **Two types of dynamics** according to **reaction time τ** and **time gap T** values

* **Stop-and-go phenomena** with collisions for **high reaction times** :



* **Homogeneous flows** with constant speeds for **low reaction times** :



◆ **Critical relation for the phase separation** : $\tau < 2T$