



# Developing Next-Generation Work Zone Merge System Enabled by Connected/Autonomous Vehicle Technologies

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Majeed Algomaiah

Department of Civil & Environmental Engineering

University of Louisville

# Introduction

- The Problem
- Proposed Solution
- Benefits
- Objectives
- Methodology
- Expected Results

# The Problem

- Work Zone
- Early Merge



# The Problem

- Late Merge



# The Problem



- Compliance Rate!
- Trust!



The Problem

**COMMUNICATION!**

# Promising Technology

- Connected Vehicles (CV)
  - Vehicle-to-Infrastructure (V2I)
  - Vehicle-to-Vehicle (V2V)
- Autonomous Vehicles (AV)
- Cooperative Late Merge
- Zipper Merge

# Benefits

- Utilizes closed lane
- Reduce the length of traffic backup by
- Reduces differences in speeds between lanes
- Increases throughput



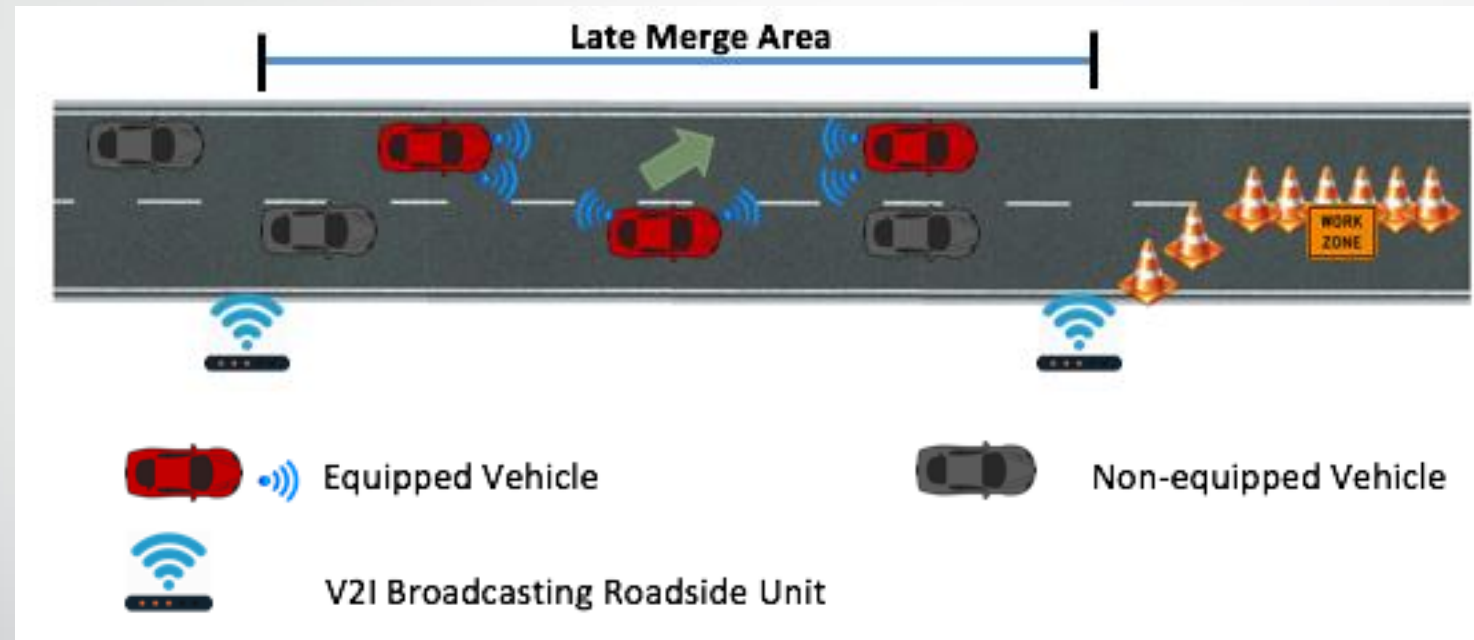
# Objectives

- Develop late merge system that implements CAV and updated lane-changing and car-following microscopic models
- Test different compliance rate and market penetration rate to identify the sweet spots

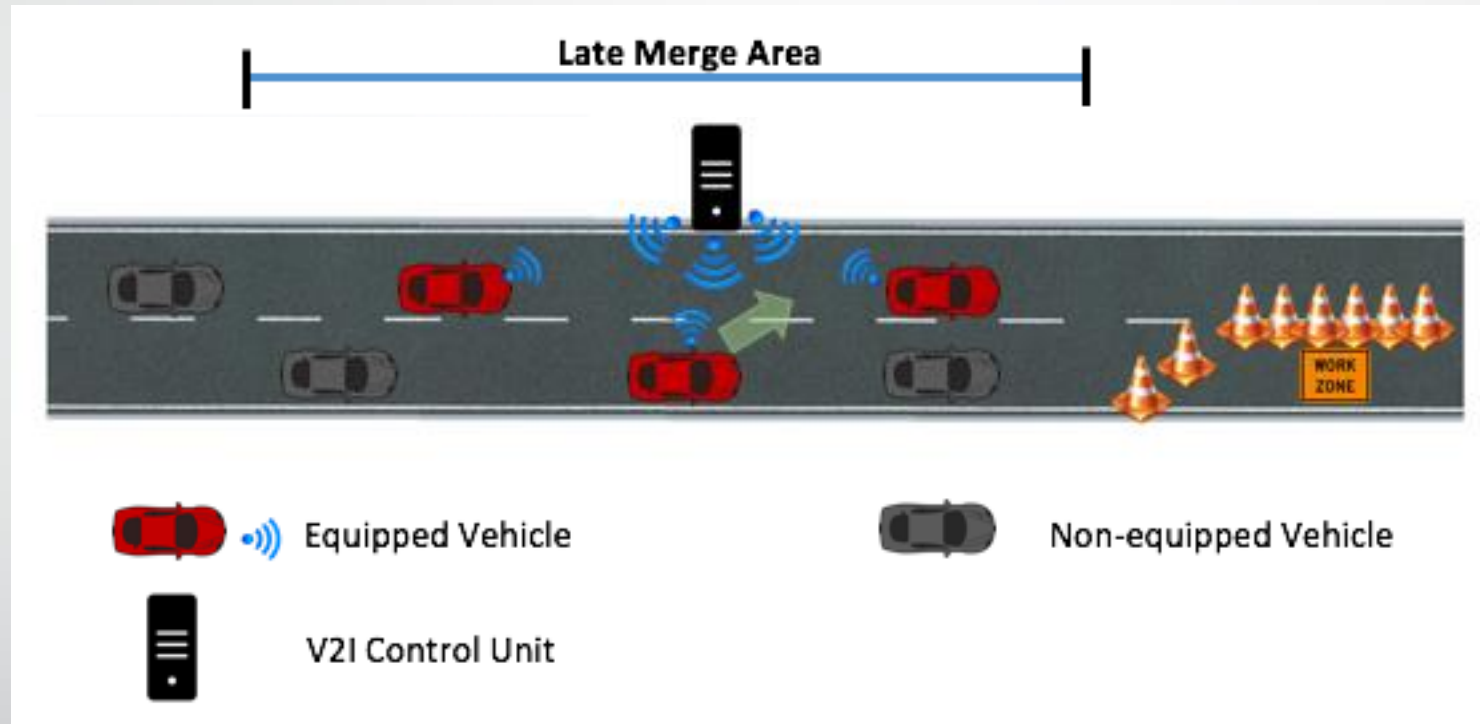
# Considered Control Systems

1. Decentralized control via V2I broadcasting and V2V
2. Centralized control via V2I
3. Centralized control via V2I and V2V

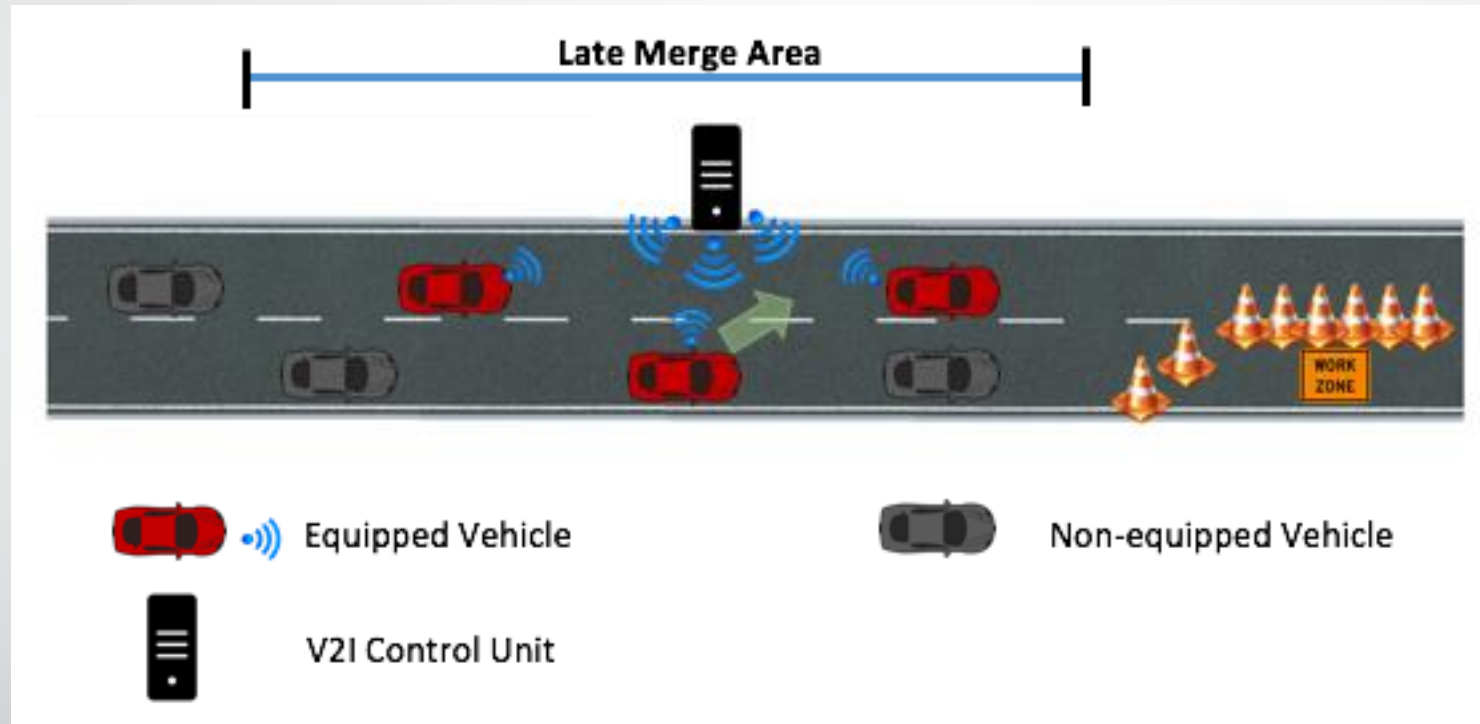
# 1. Decentralized control via V2I broadcasting and V2V



## 2. Centralized control via V2I



### 3. Centralized control via V2I and AV

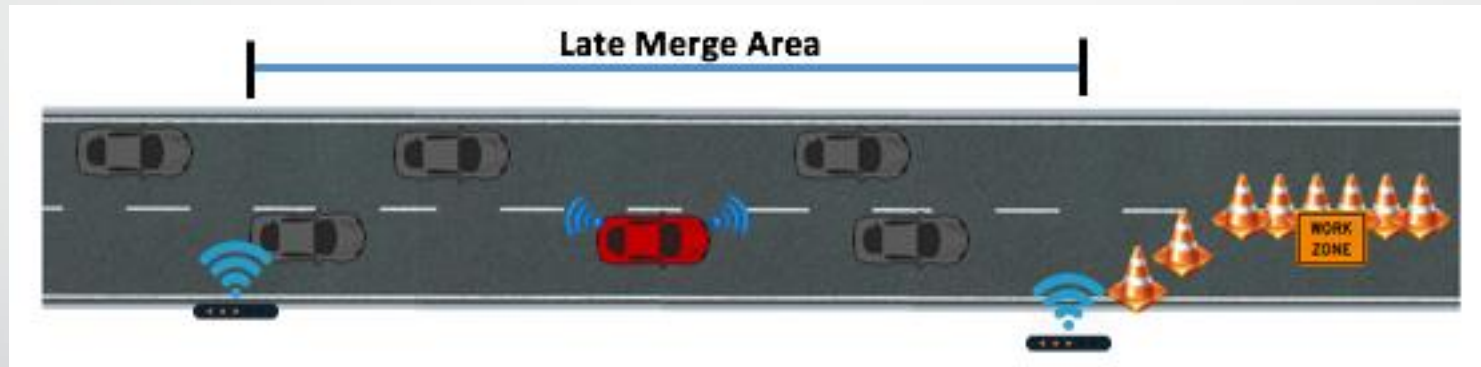


### 3. Centralized control via V2I and AV

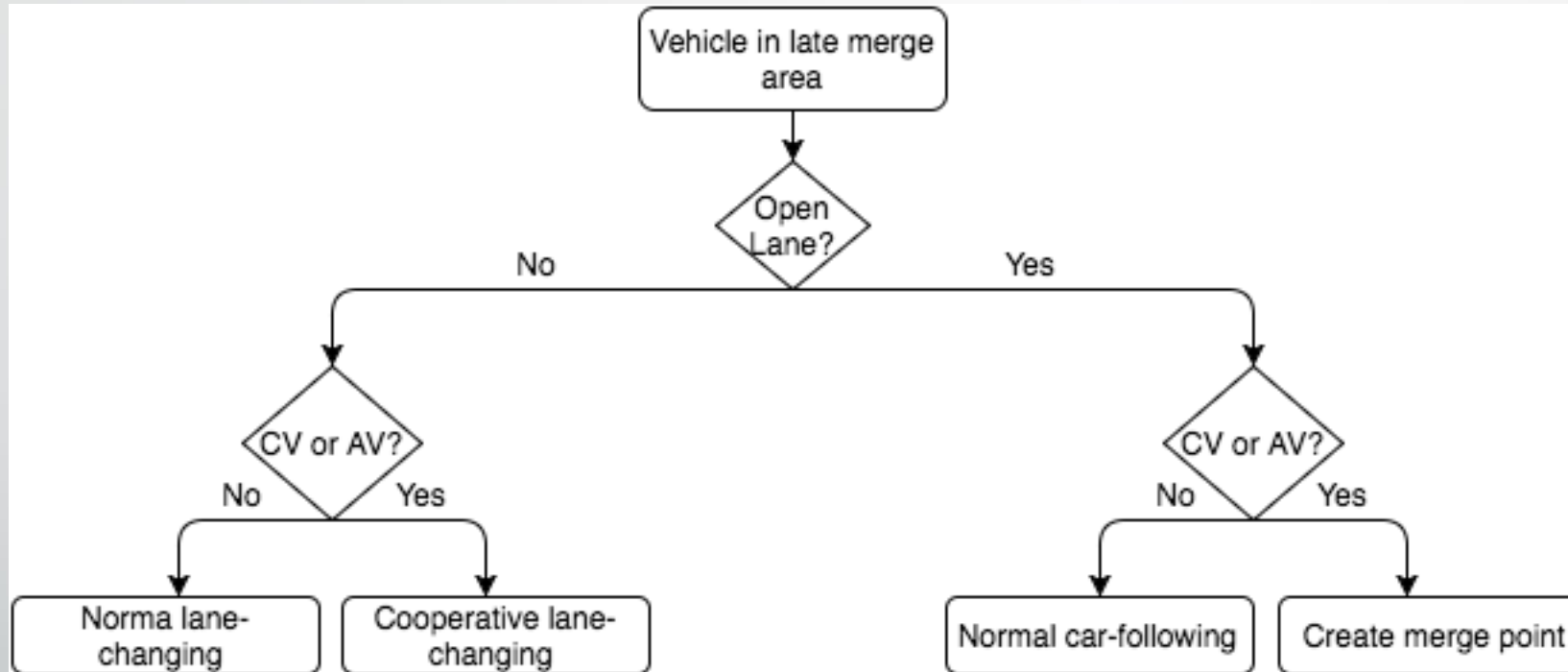
- 100% Compliance Rate
- Perception-reaction time (PRT)
- Control of speed and headway
- Cooperative Adaptive Cruise Control (CACC)

# Challenges

- Unequipped Vehicles!
- Compliance Rate!
- Market Penetration Rate!



# General Framework





# Modeling

- Time-to-collision (TTC)

$$TTC = \begin{cases} \frac{s}{\Delta V}, & v_L < v_S \\ \infty, & \text{otherwise} \end{cases}$$

Gettman et al. (2008)

- Time-to-end-of-lane (TEOL)

$$TEOL = \frac{s}{v_S}$$

# Modeling

- Lane-changing

Hidas (2006)

$$g_l \geq g_{l,min} \quad \text{and} \quad g_f \geq g_{f,min}$$

$$g_{l,min} = g_{min} + \begin{cases} c_l(v_s - v_l) & \text{if } v_s > v_l \\ 0 & \text{otherwise} \end{cases}$$

$$g_{f,min} = g_{min} + \begin{cases} c_f(v_f - v_s) & \text{if } v_f > v_s \\ 0 & \text{otherwise} \end{cases}$$

# Modeling

- Lane-changing

Hidas (2006)

$$g_l = g_{0l} - \left( v_s D_t - \frac{b_s}{2D_t} \right) + (v_l D_t)$$

$$g_f = g_{0f} - \left( v_f D_t - \frac{b_f}{2D_t} \right) + (v_s D_t)$$

$$D_t = D_v / b_{f,s}$$

# Modeling

- Perception-reaction time (PRT)

Adel et al. (2011)

$$PRT_D = \begin{cases} PRT_1 = PRT_0 \left( 1 - 0.1 - 0.4 \frac{\sigma}{100} \right), & t < \Delta t_1 \\ PRT_2 = PRT_1 + (PRT_0 - PRT_1) t - \frac{\Delta t_1}{\Delta t_2}, & \Delta t_1 \leq t < \Delta t_1 + \Delta t_2 \\ PRT_0 & \text{otherwise} \end{cases}$$

# Modeling

- Desired Speed (DS)

Adel et al. (2011)

$$DS_D = \begin{cases} DS_1 = DS_0 + (V_{CV} - DS_0) \frac{\sigma}{100}, & t < \Delta t_1 \\ DS_2 = DS_1 + (V_{CV} - DS_0) \frac{t - \Delta t_1}{\Delta t_2}, & \Delta t_1 \leq t < \Delta t_1 + \Delta t_2 \\ DS_0 & \text{otherwise} \end{cases}$$

# Modeling

- Desired Headway (DH)

Adel et al. (2011)

$$DH_D = \begin{cases} DH_1 = DH_0 + (HW_{CV} - DH_0) \frac{\sigma}{100}, & t < \Delta t_1 \\ DH_2 = DH_1 + (DH_0 - DH_1) \frac{t - \Delta t_1}{\Delta t_2}, & \Delta t_1 \leq t < \Delta t_1 + \Delta t_2 \\ DH_0 & \text{otherwise} \end{cases}$$

# Modeling

- Car-following

(Treiber, 2006)

$$\dot{v}(t) = a \left[ 1 - \frac{v(t)^\alpha}{DS_D} - \frac{s^*(v(t), \Delta v(t - PRT_D))^\beta}{s(t - PRT_D)} \right]$$

$$s^*(v, \Delta v) = s_0 + \max(0, v \cdot DH_D + \frac{v\Delta v}{2\sqrt{ab}})$$

# Simulation

- Using VISSIM
- Microscopic Simulation
- Combinations of different scenarios:
  - Compliance Rates (e.g. 90%, 75%, 50% and 25%)
  - Market Penetration Rates (e.g. 90%, 75%, 50% and 25%)



# Simulation

- Simulation running example



# Expected Results

- Increased throughput
- Optimal parameters
- A sweet spot of market penetration rate and compliance rate among 3 control systems



**The End**

**Any Questions?**