

traffic flow



- we want to predict traffic flow
 - to look for effects such as congestion
- build a computer model



simple traffic model



- divide road into a series of cells
 - either occupied or unoccupied
- perform a number of steps
 - each step, cars move forward if space ahead is empty















could do this by moving pawns on a chess board

traffic behaviour



- model predicts a number of interesting features
- traffic lights







0.0

0%

average

speed

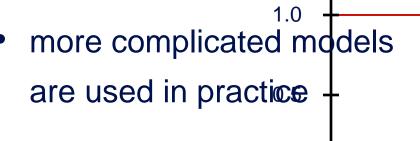


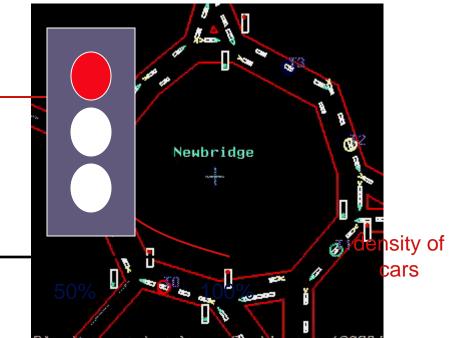












how fast can we run the model?



- measure speed in Car Operations Per second
 - how many COPs?

around 2 COPs

but what about thee p

can they do six COP







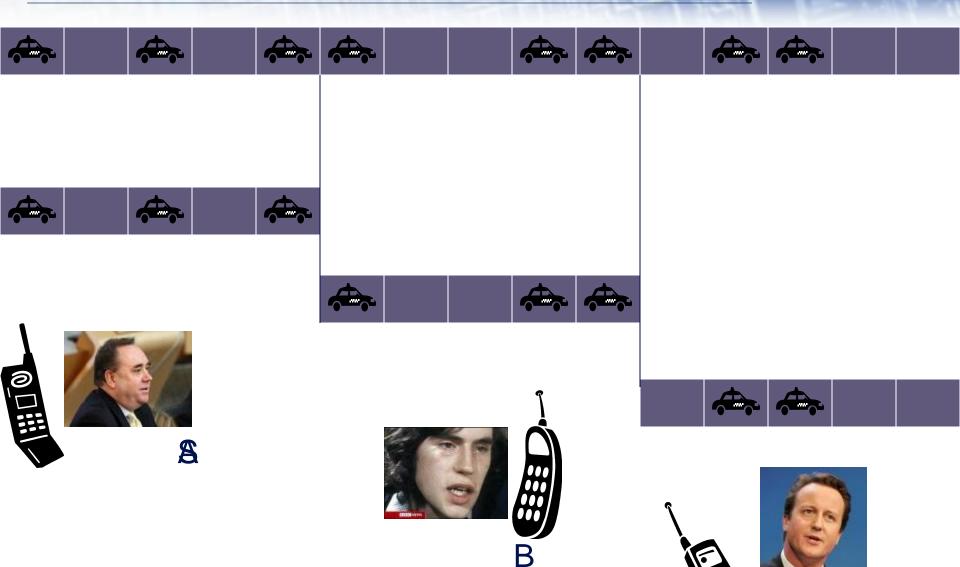






a parallel traffic model





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