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Improved UTMC through GPU-Accelerated Microscopic Road Network Simulation

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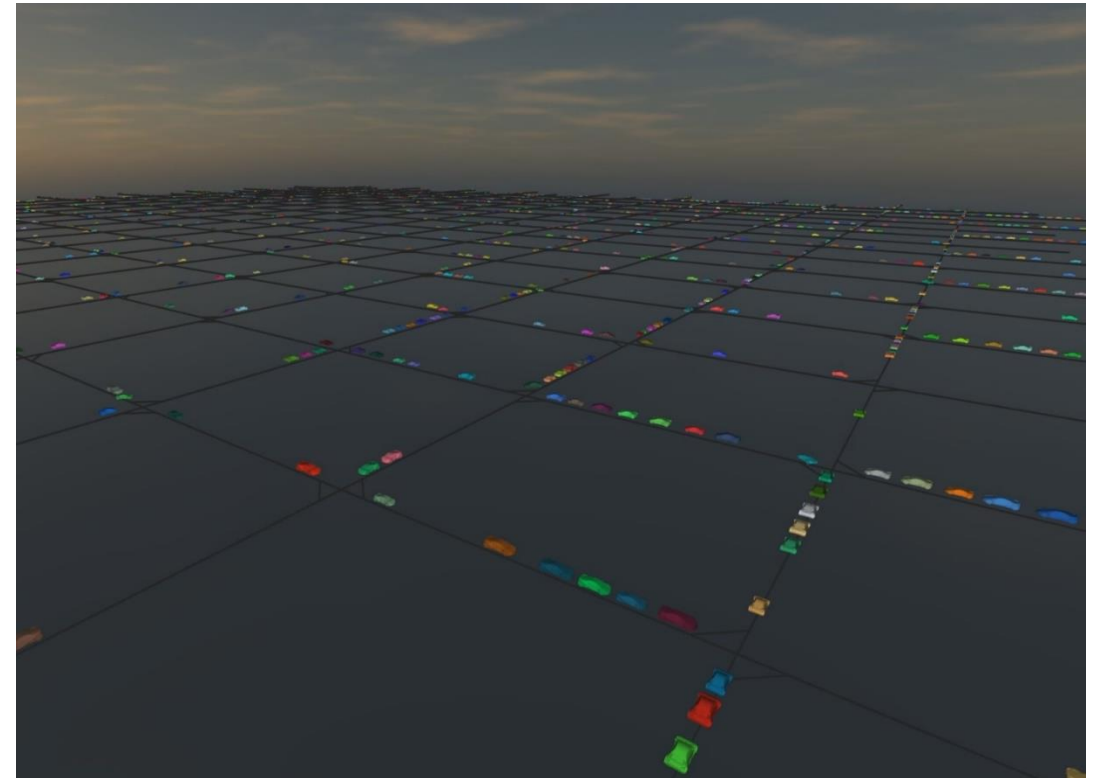
High-performance simulation for UTMC

- Based on real-time data
- Minimise human intervention
- Predictive City-Scale Simulation requires:
 - **Many Simulations**
 - Permutations, replications, parameters
- Performance is crucial



What have we done so far?

- Demonstrated a step-change in transport simulation performance and scalability
- Macrosimulation
 - Collaboration with Atkins on SATGPU
 - 12x faster for regional-scale models (so far)
- Microsimulation
 - PoC for DfT collaborating with Aimsun
 - Up to 40x faster than commercial tools



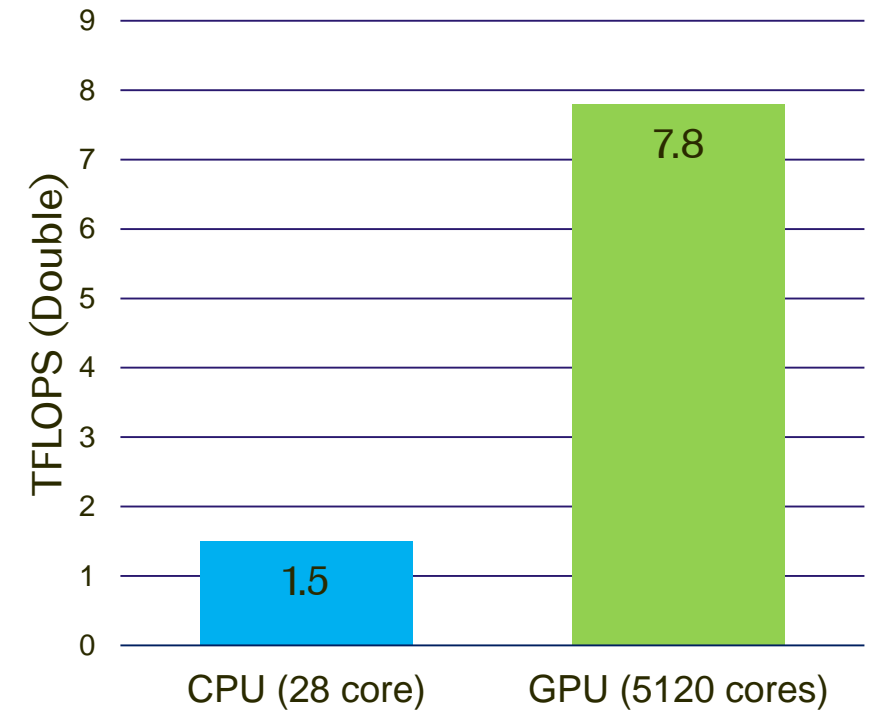


How have we achieved this?

- Graphics Processing Units (GPUs)
- Massively parallel co-processors
 - Thousands of processing cores
 - High levels of Performance
- **Difficult to access performance**



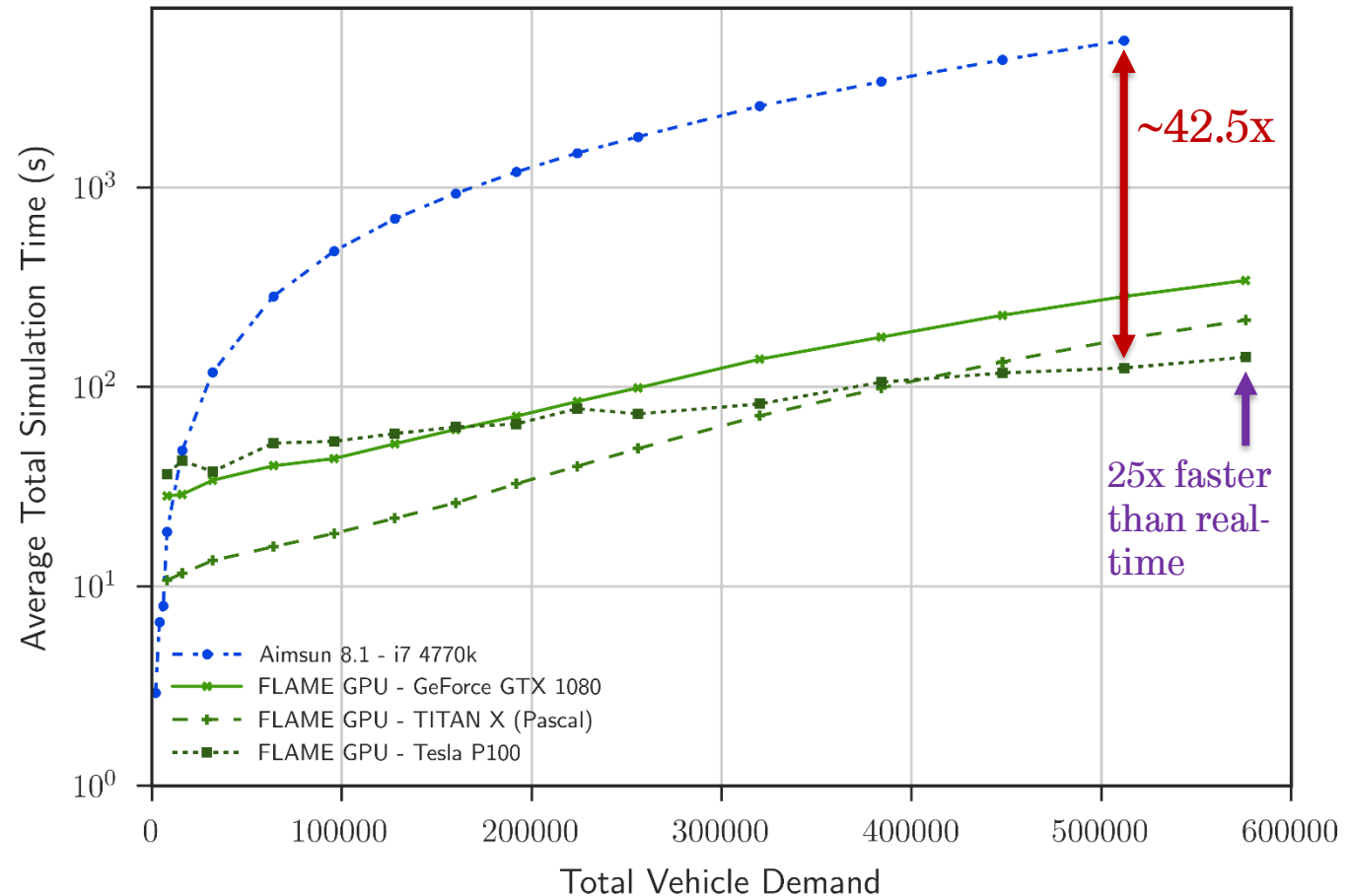
Theoretical Peak Double-Precision Floating-point Performance



GPU Accelerated Micro-simulation

- Collaboration with Aimsun
- Implemented and cross-validated a *subset* of Aimsun models and features
- Benchmarked on artificial model
- Up to **40x faster** than Aimsun 8.1
- 576,000 vehicles at 25x faster than real time.

Time Required to Simulate 1 Hour of a Procedurally Generated Road Network





Our Proposal

- Compliment UTMC tools by optimising control strategies through GPU accelerated microsimulation
- Option 1) Real-time simulation to predict the output of control strategies
- Option 2) Train a machine learning system using both real-world data and vast amounts of predictive data

Any Questions?

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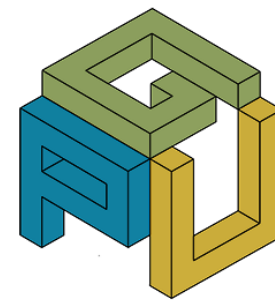
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Backup Slides

CPU Microsimulation Performance Scaling

- Aimsun 8.1
- 1 hour simulation of 25,000 vehicles
- No performance improvement beyond 6 physical cores
- Additional CPU cores offer diminishing returns

Average Total Simulation Time Against Number of Threads

