

Data Science, AI and HPC

Big Data Solutions for Mobility Planning

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Lawrence Berkeley National Laboratory

October 2019



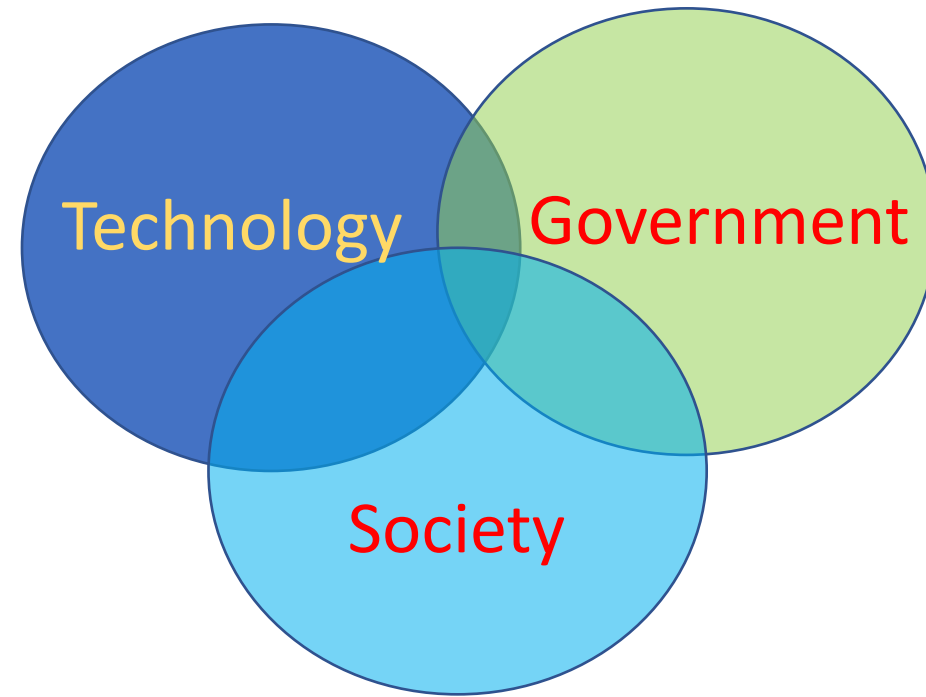


Cyber-Physical Transformation





Convergence of bandwidth, network ubiquity, mobile devices/IoT, big data analytics



Fundamentally changing our social contracts

On Demand Society



Movement =>
geospatial, temporal data

Smart phones
Vehicles
IoT Devices

GPS
Lidar
Images

Big Data

Images courtesy of HERE Research



THE COMING FLOOD OF DATA IN AUTONOMOUS VEHICLES

RADAR
~10-100 KB
PER SECOND

SONAR
~10-100 KB
PER SECOND

GPS
~50KB
PER SECOND

CAMERAS
~20-40 MB
PER SECOND

LIDAR
~10-70 MB
PER SECOND

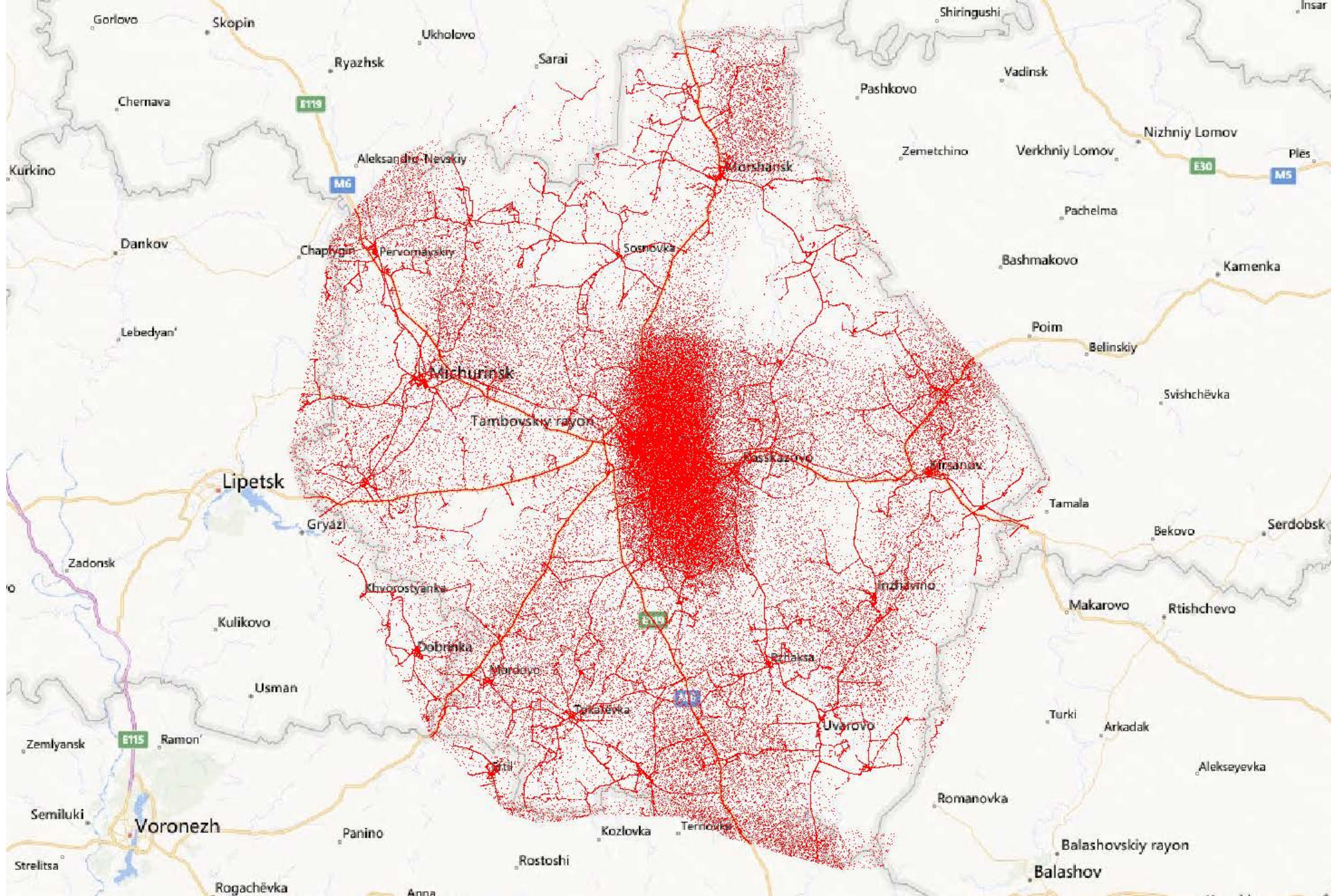
AUTONOMOUS VEHICLES
4,000 GB
PER DAY... EACH DAY

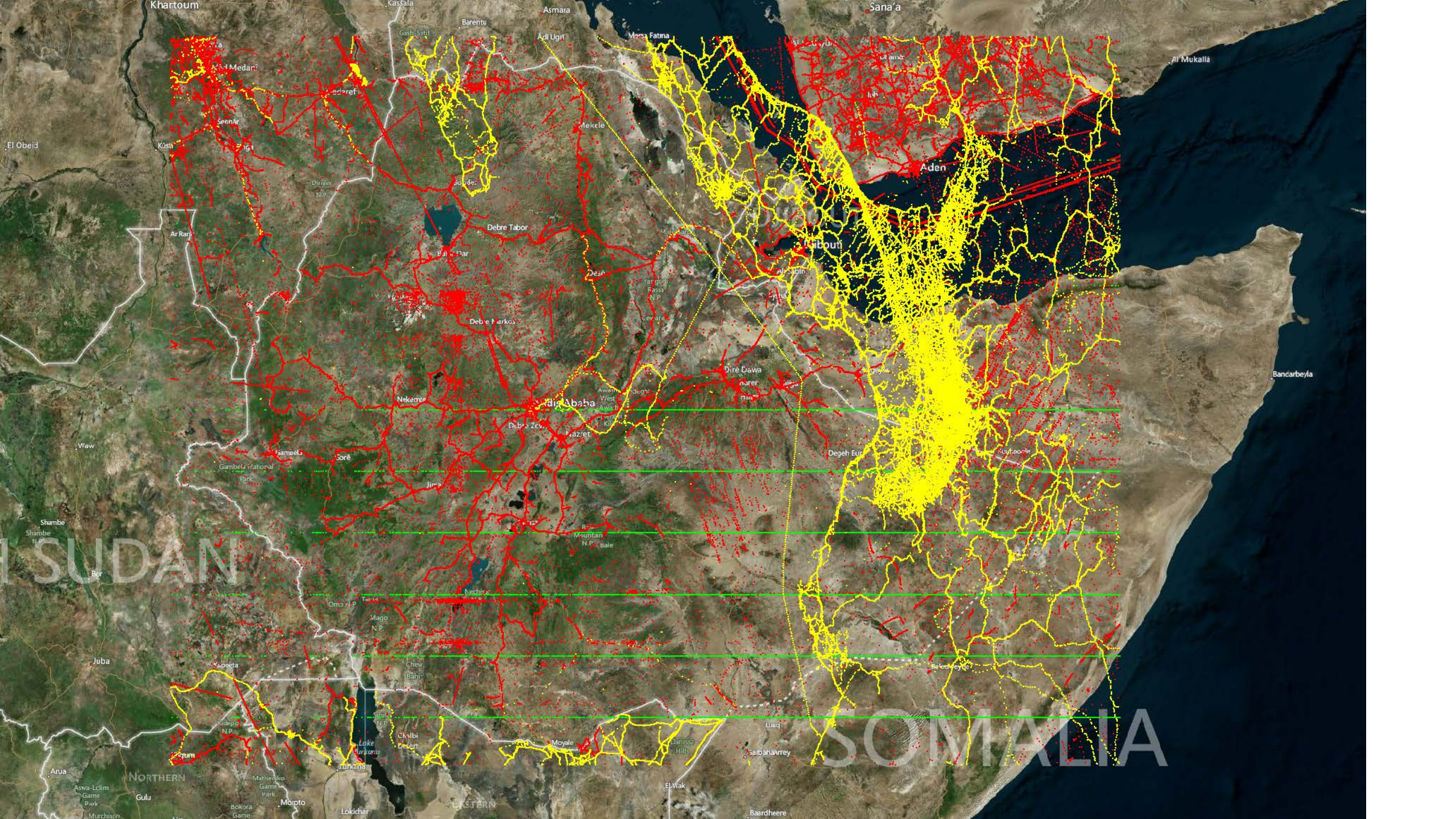


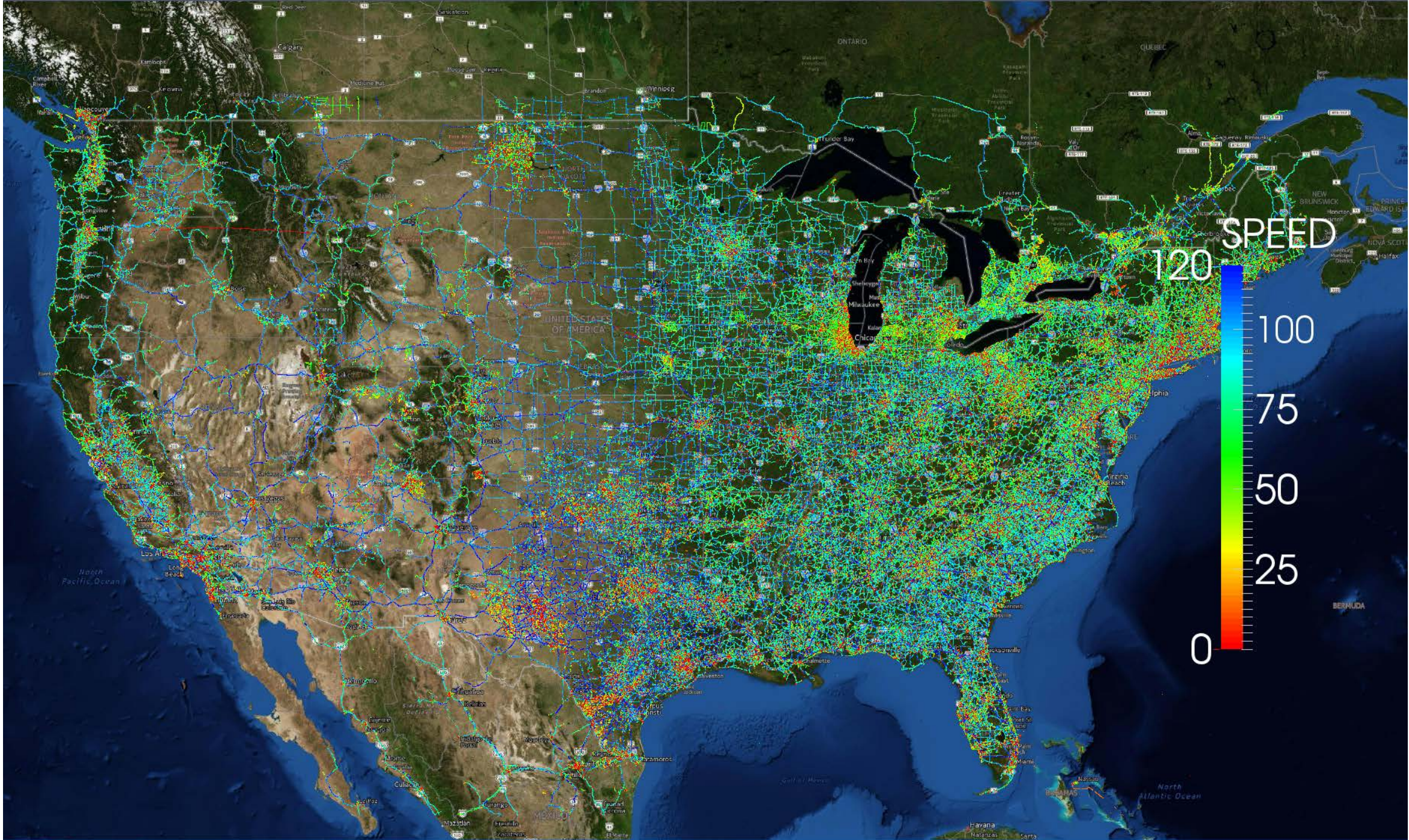


Figure Courtesy
of Here Research











Speed (km/h)

200.

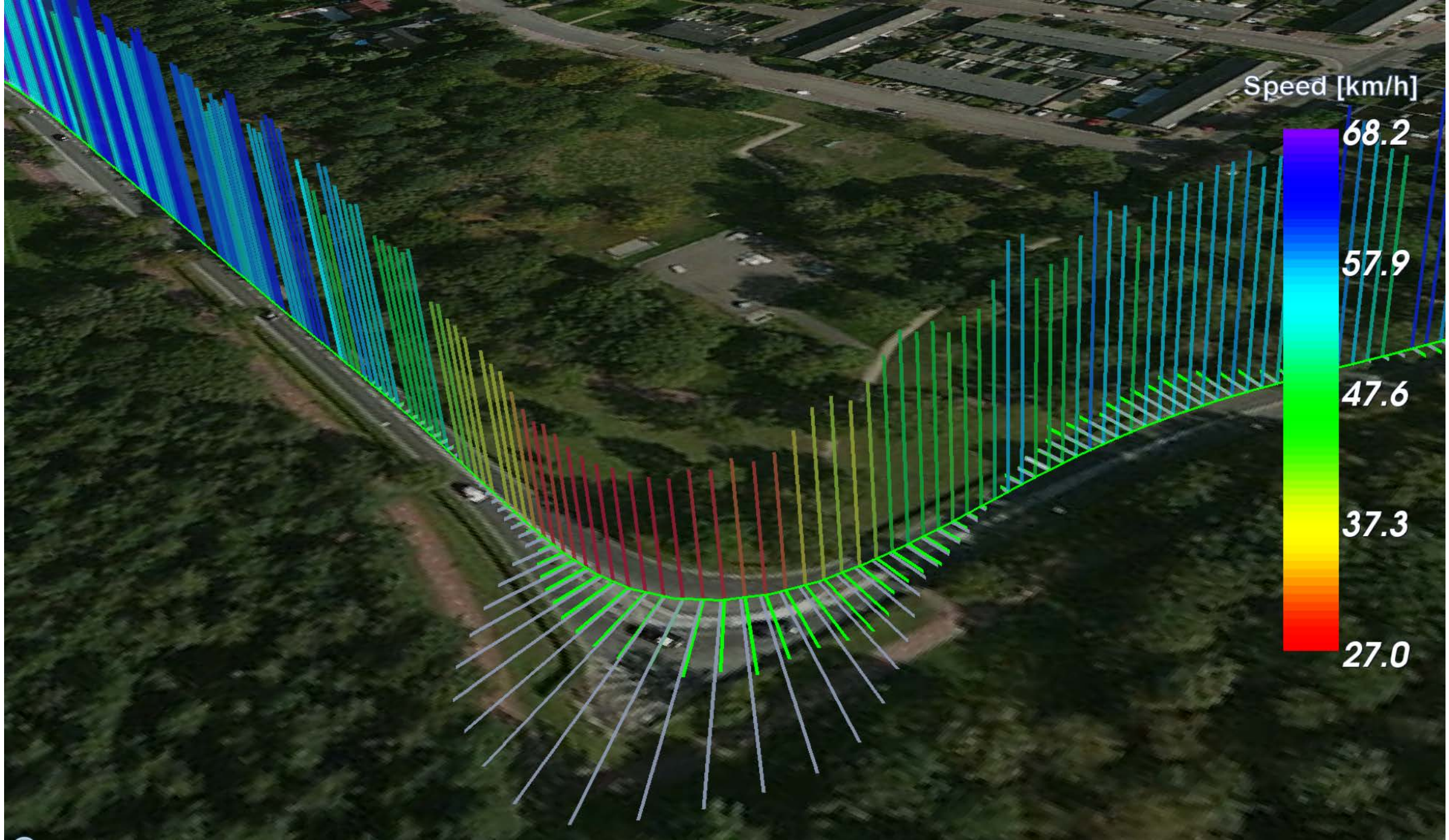
150.

100.

50.0

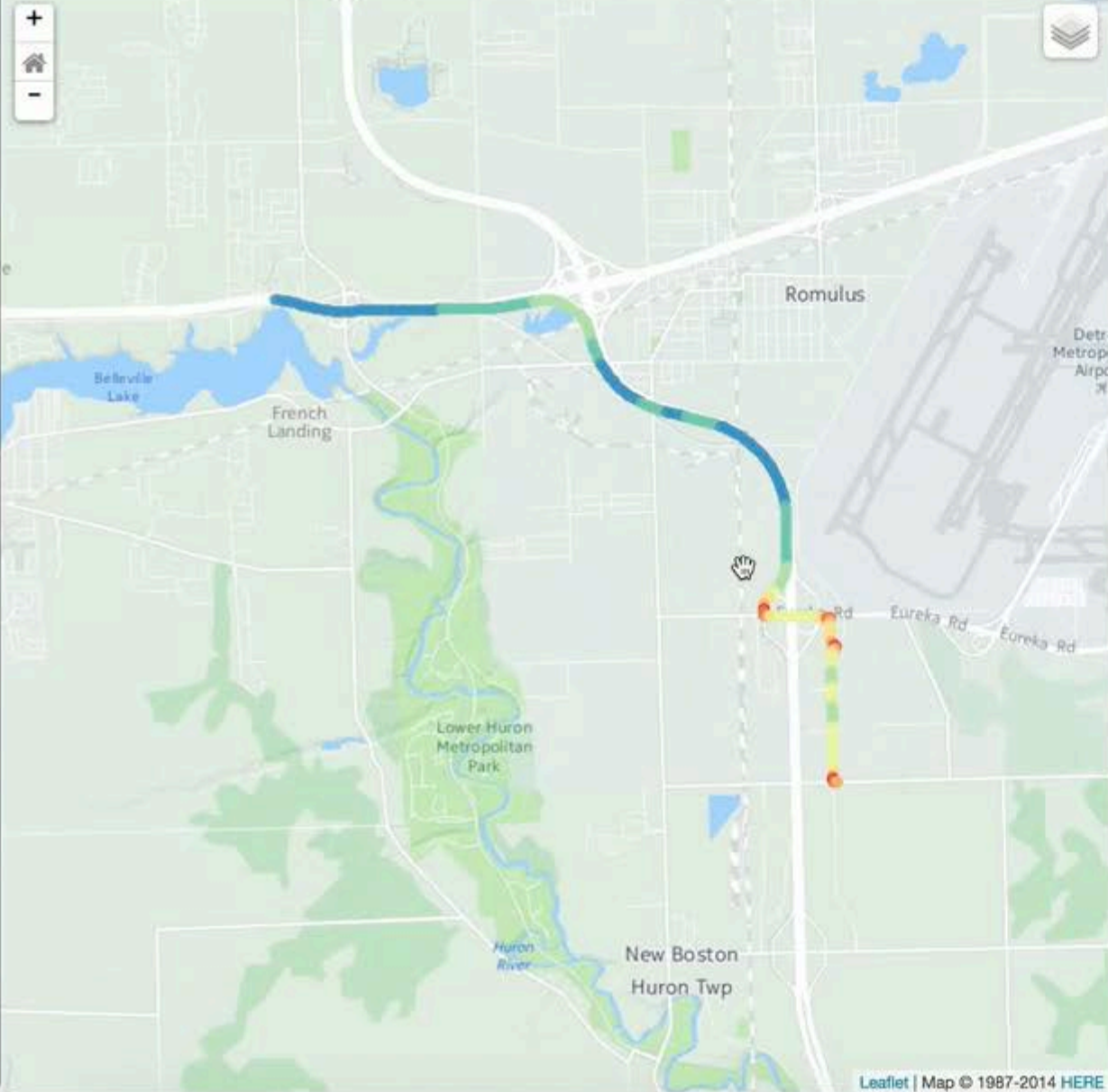
0.000

2013-03-20



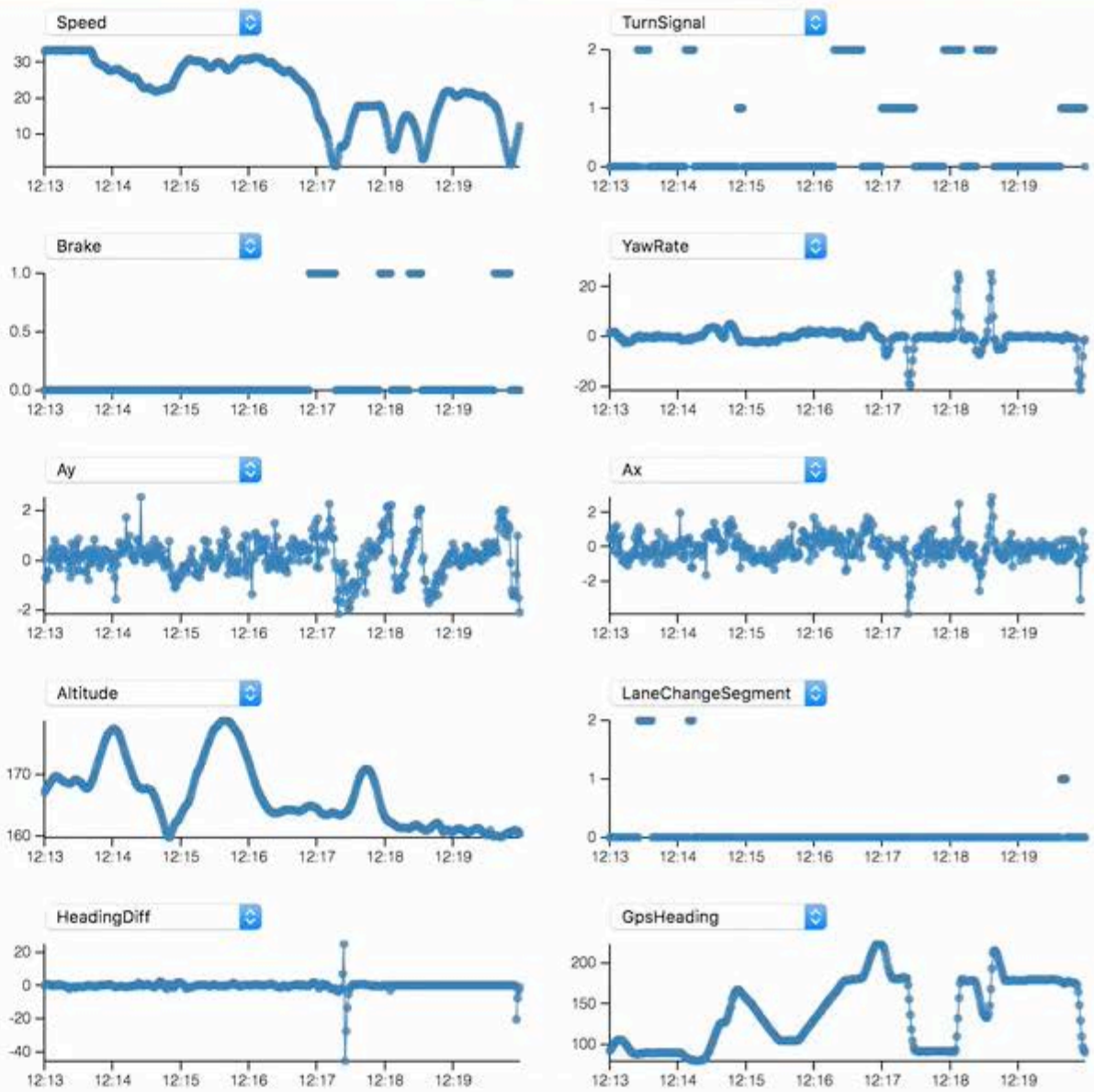
Size Opacity Color Speed

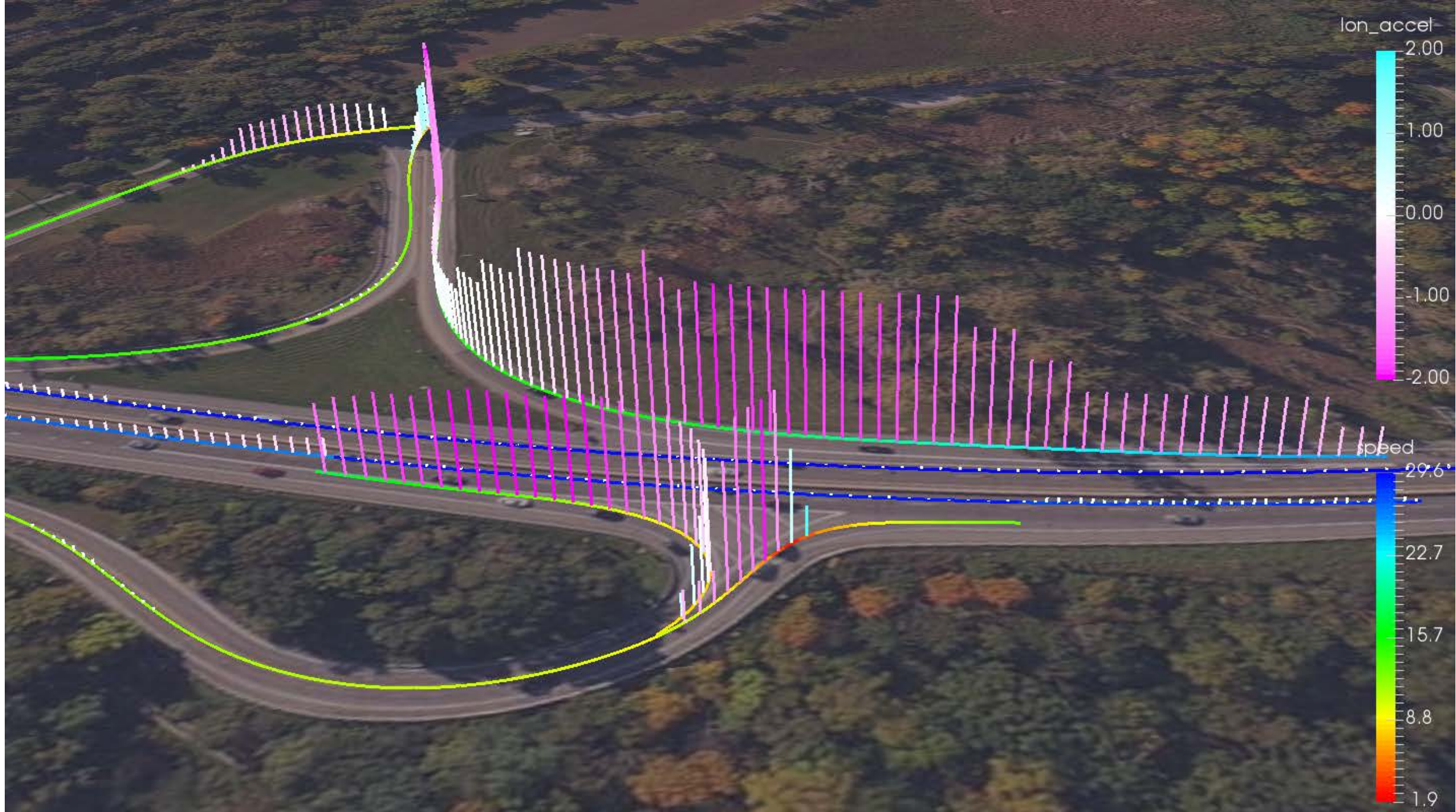
Probe ID: 10579_220

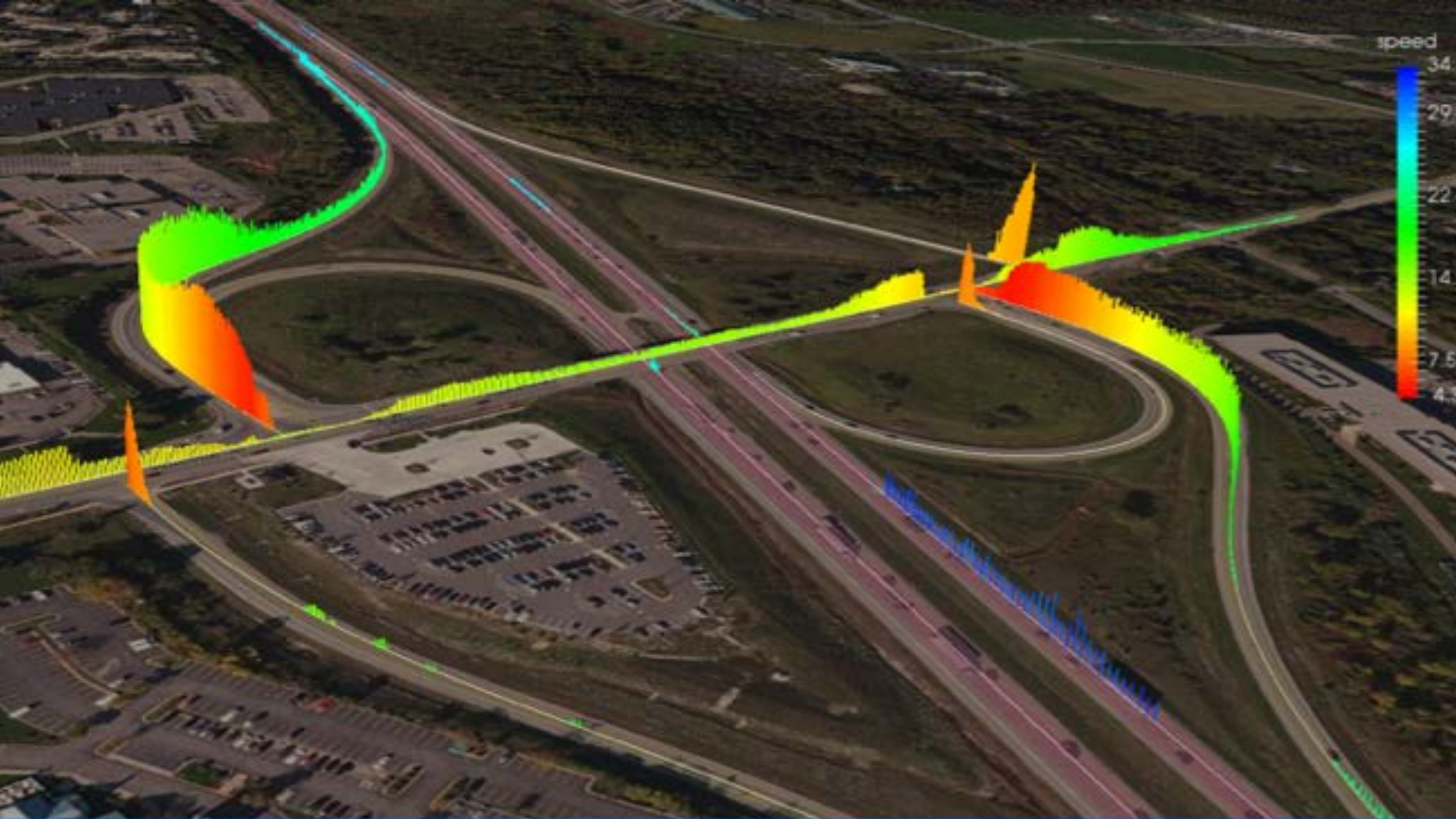


Point Size Point Opacity Line Width

Clear





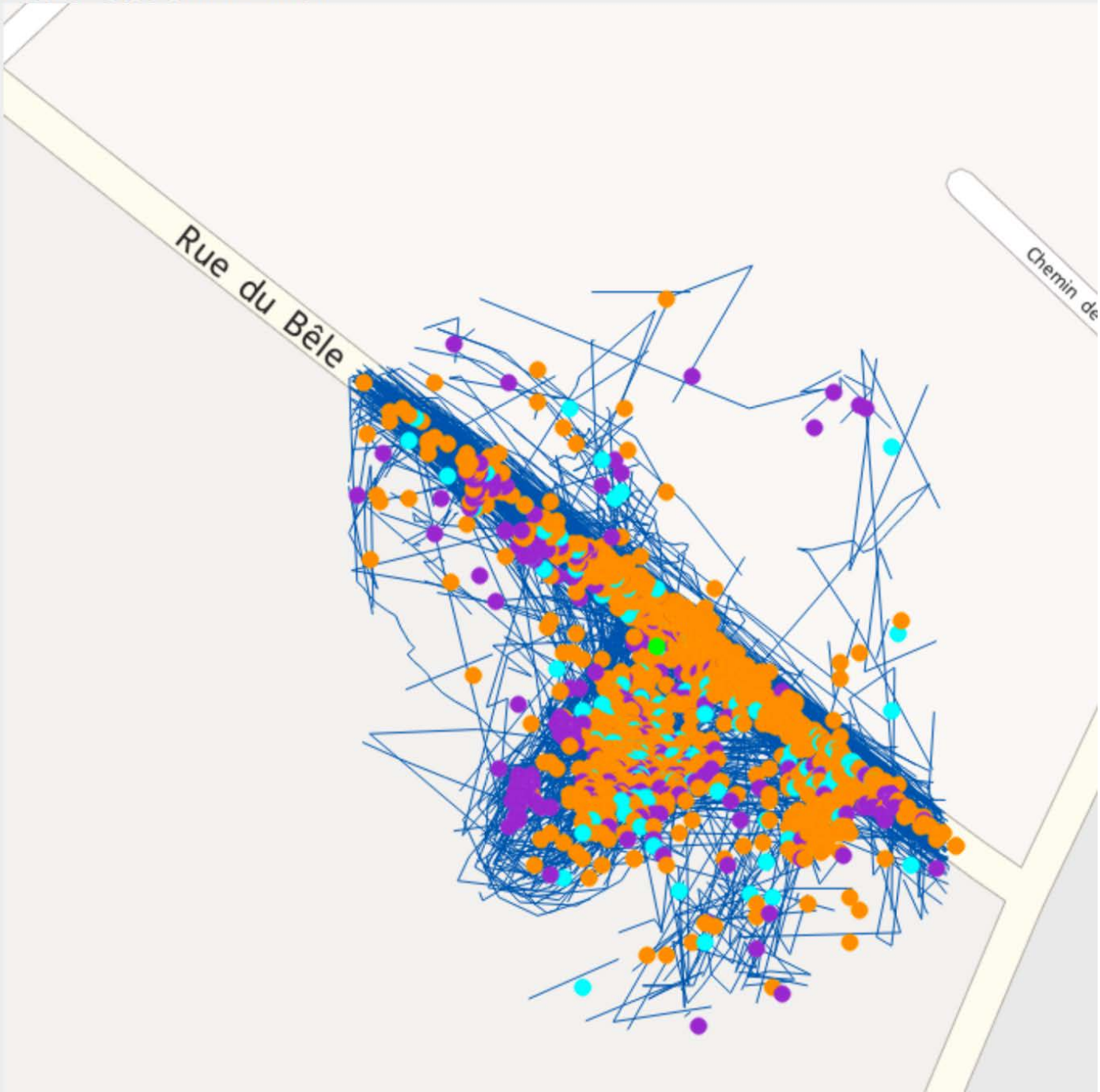


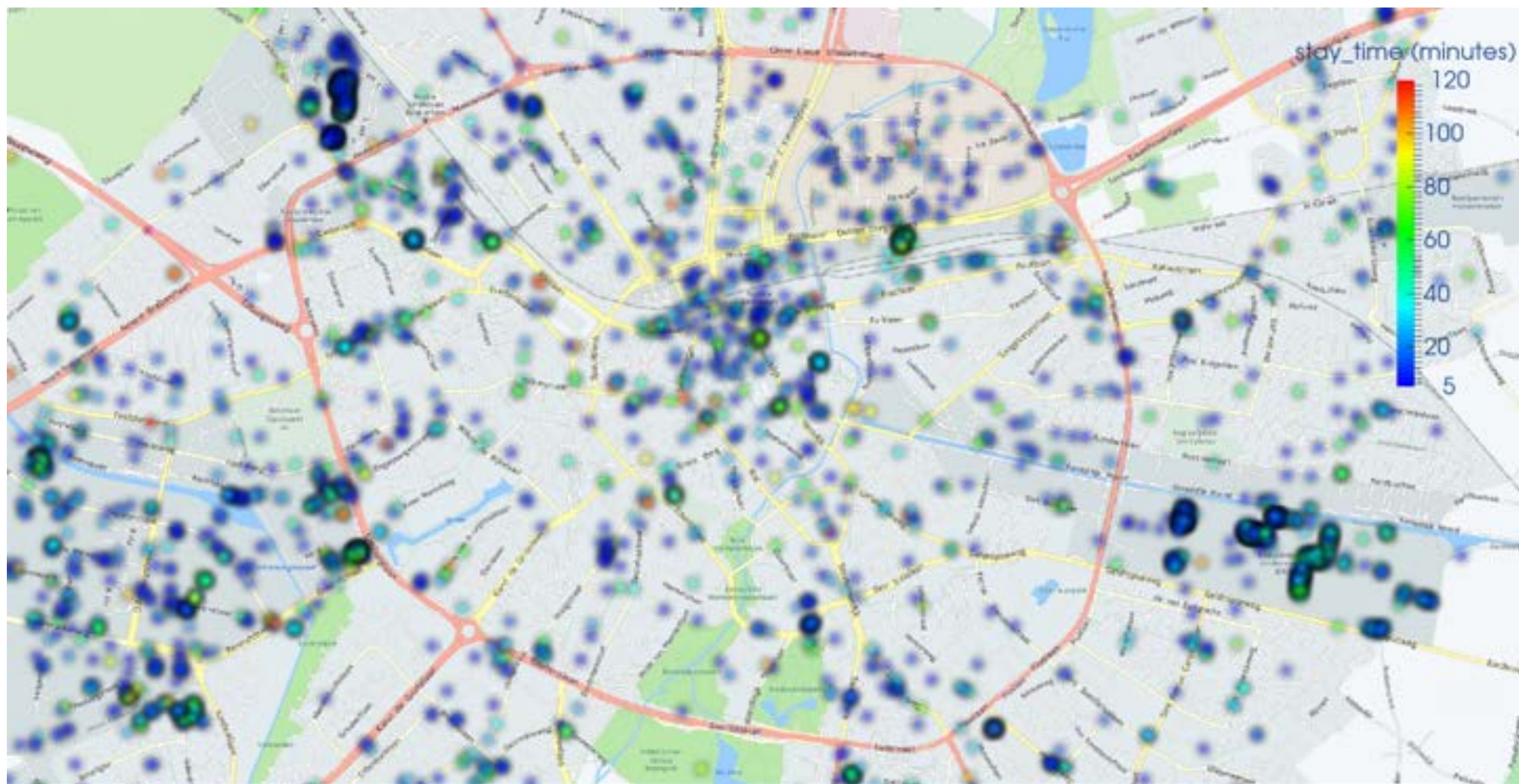


Eindhoven



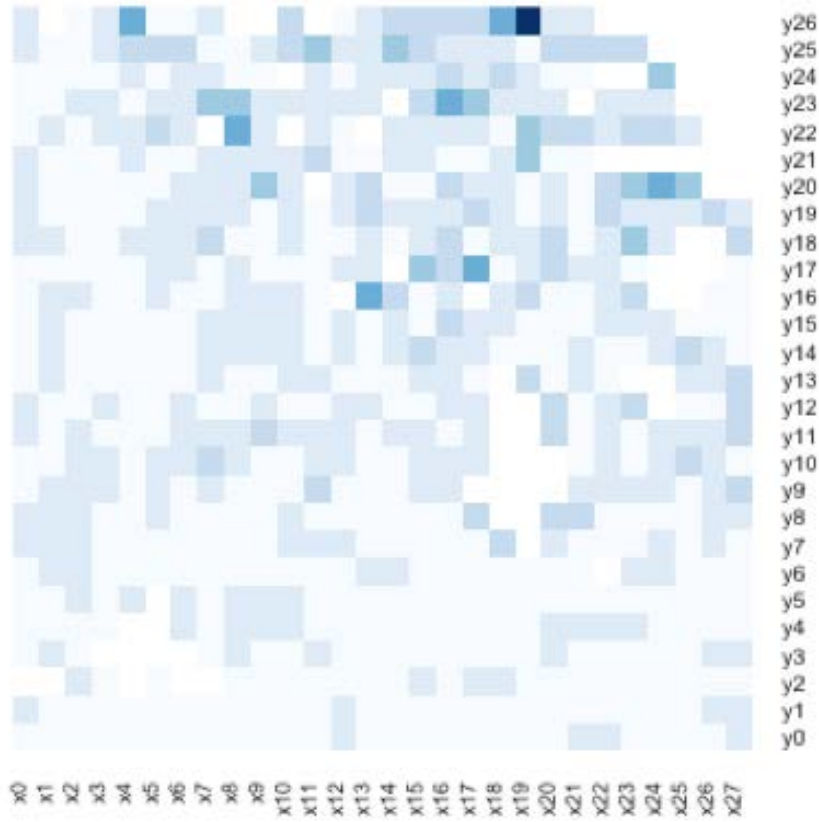
Petrol Station 2: EXIST







Map matching
to a “known”
representation of the
world

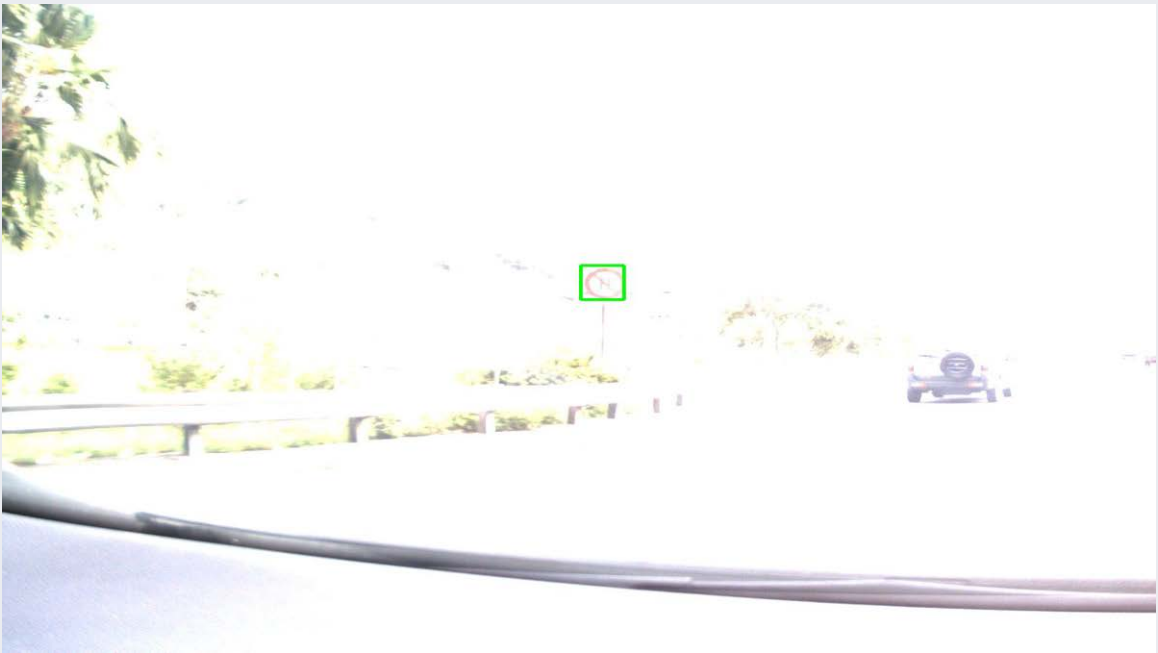


Does the big data have to be big?



Veracity

image
analytics

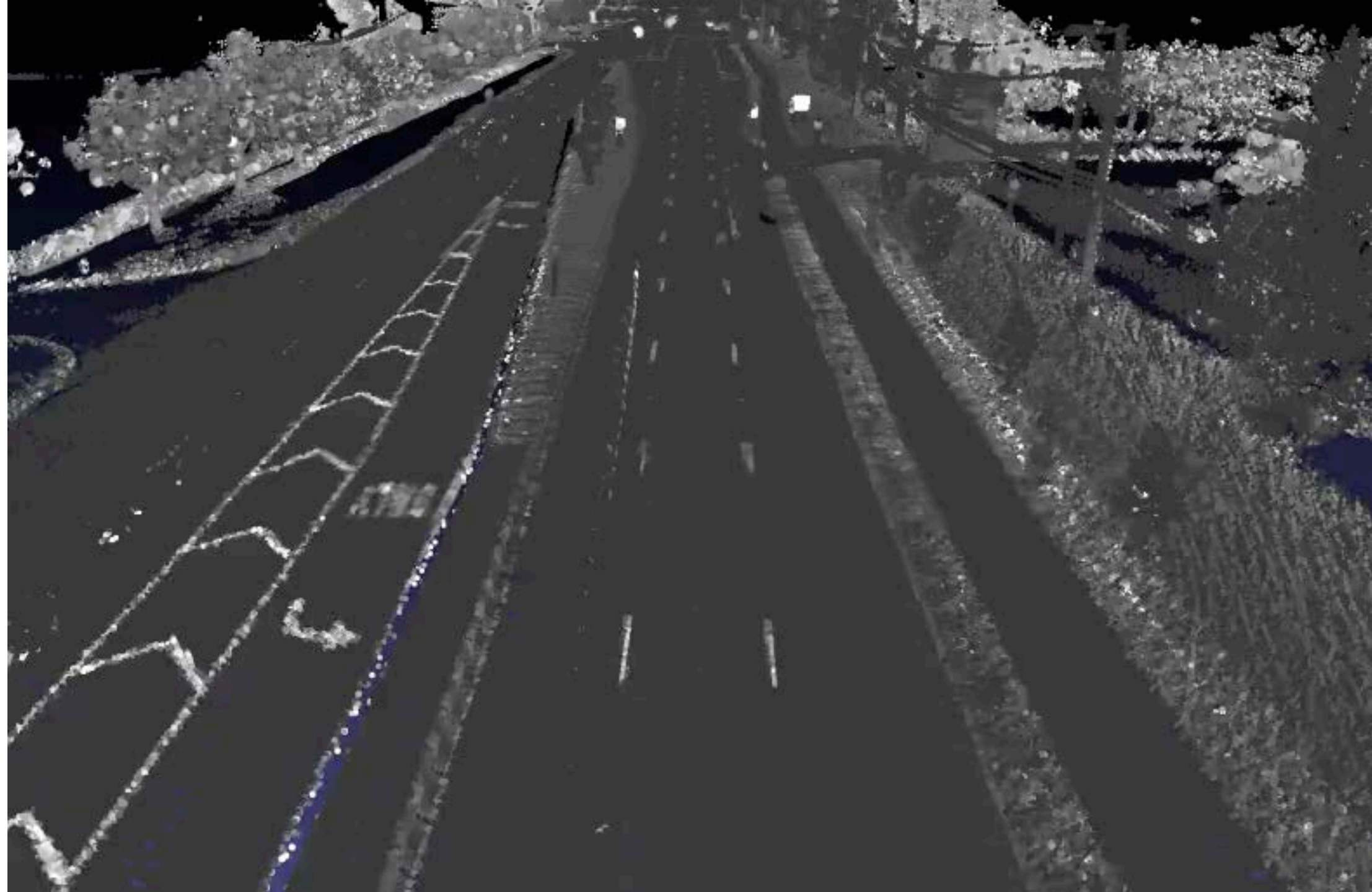


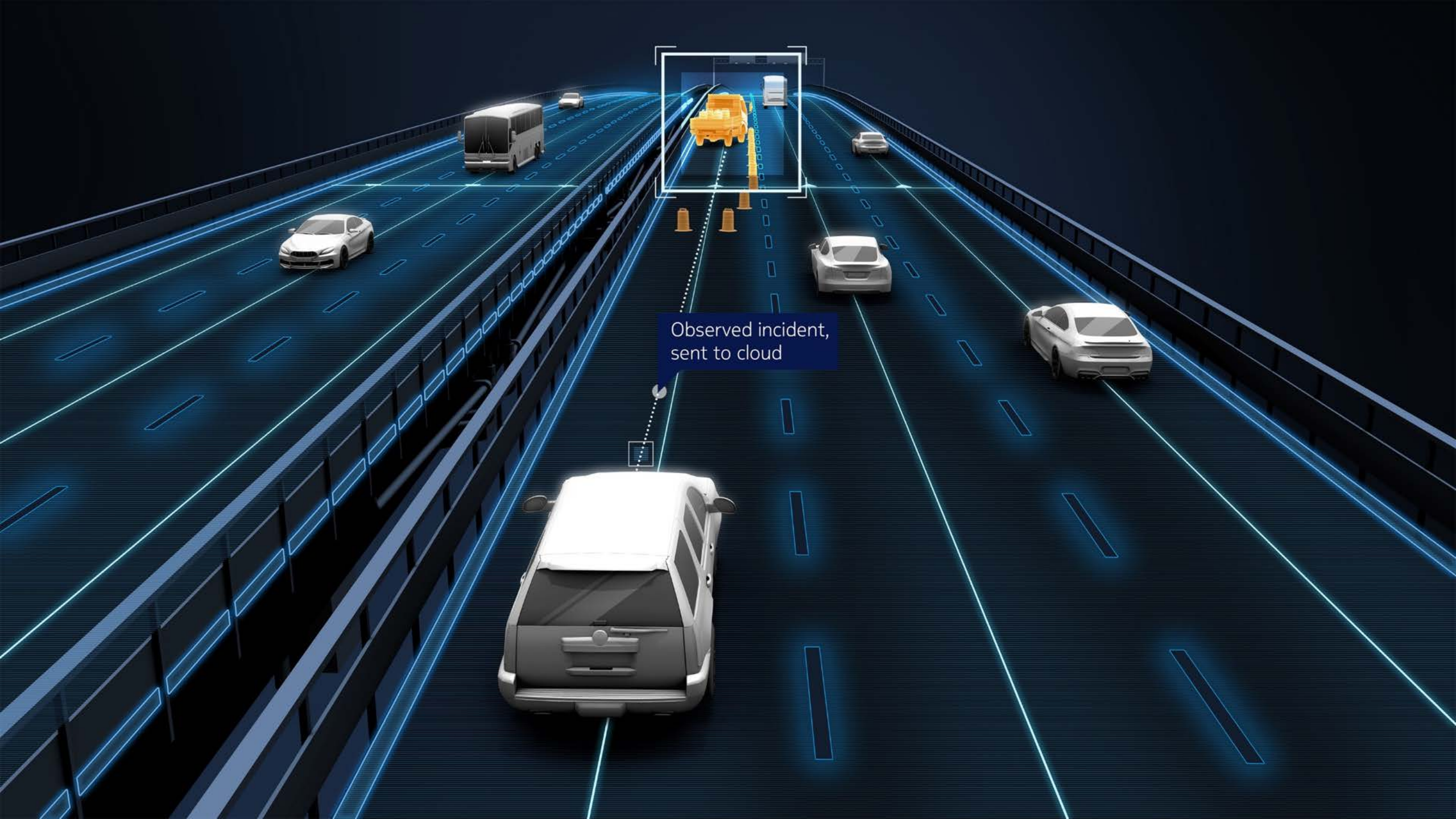


Feature Extraction

point in space @ cm accuracy
& intensity

Building facades, curbs, lane markings, traffic signage





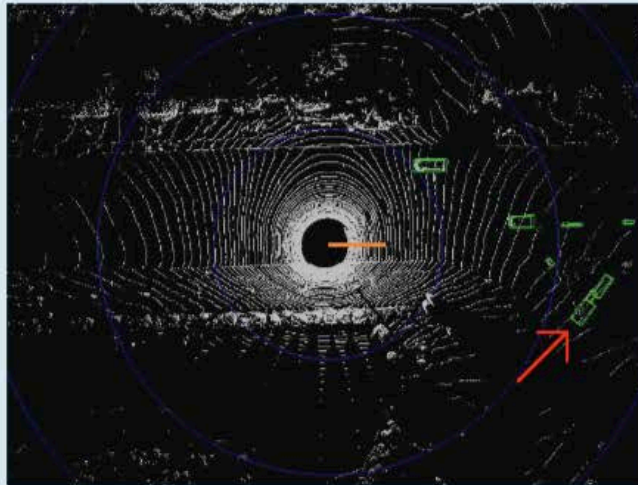
Observed incident,
sent to cloud

billions of investment

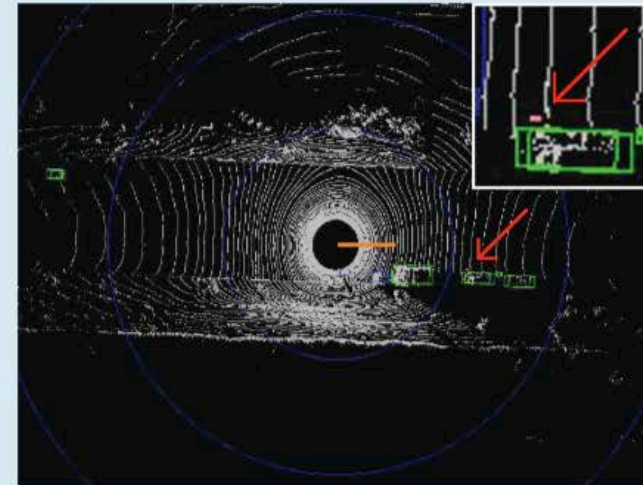


disruption

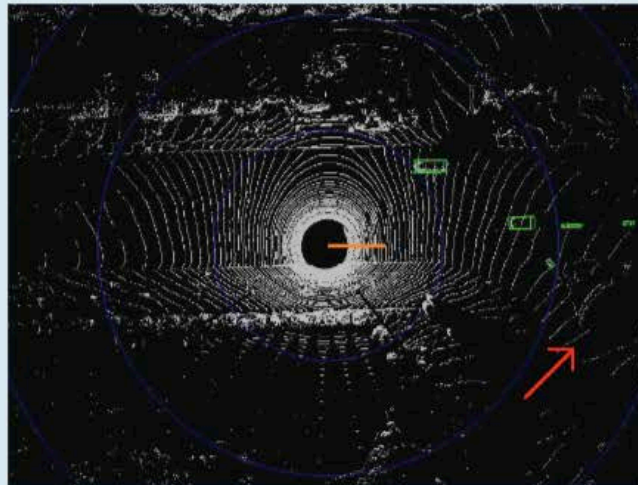
Figure 4. MT detected real-life fatal errors in LiDAR point-cloud data interpretation in the Apollo "perception" module: three missing cars and one missing pedestrian.



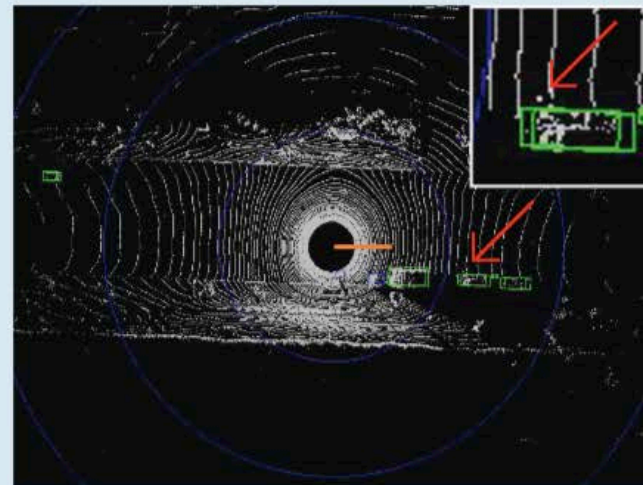
(a) Original: 101,676 LiDAR data points; the green boxes were generated by the Apollo system to represent the detected cars.



(c) Original: 104,251 LiDAR data points; the small pink mark was generated by the Apollo system to represent a detected pedestrian.



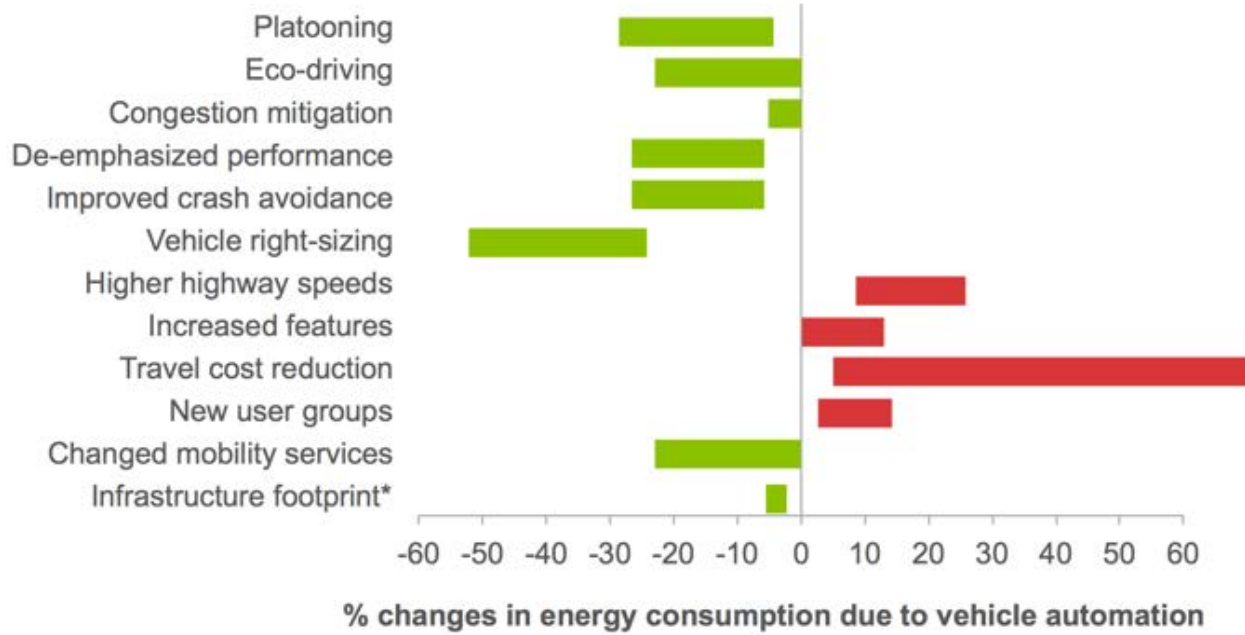
(b) After adding 1,000 random data points outside the ROI, the three cars inside the ROI could no longer be detected.



(d) After adding only 10 random data points outside the ROI, the pedestrian inside the ROI could no longer be detected.

Impact?

Impact?





Tipping Points

Transportation/Mobility

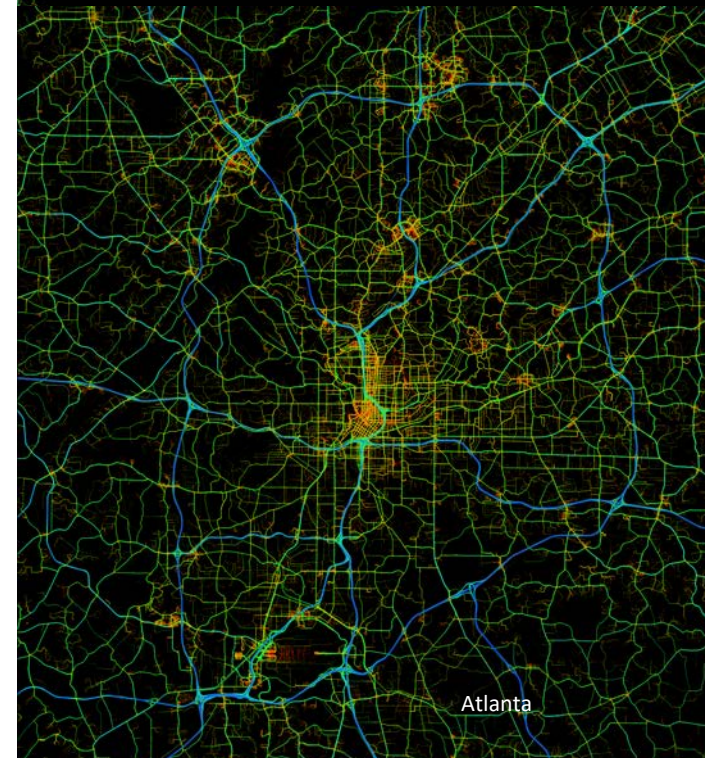
Big Data/Privacy/Cyber Security

In 2035, approximately 40 percent of NHS roadways will approach or exceed capacities, and 25 percent of roadway links will exceed their capacities. Source: FHWA.



Challenge:

**geospatially distributed,
temporal data analytics**



High Performance Computing

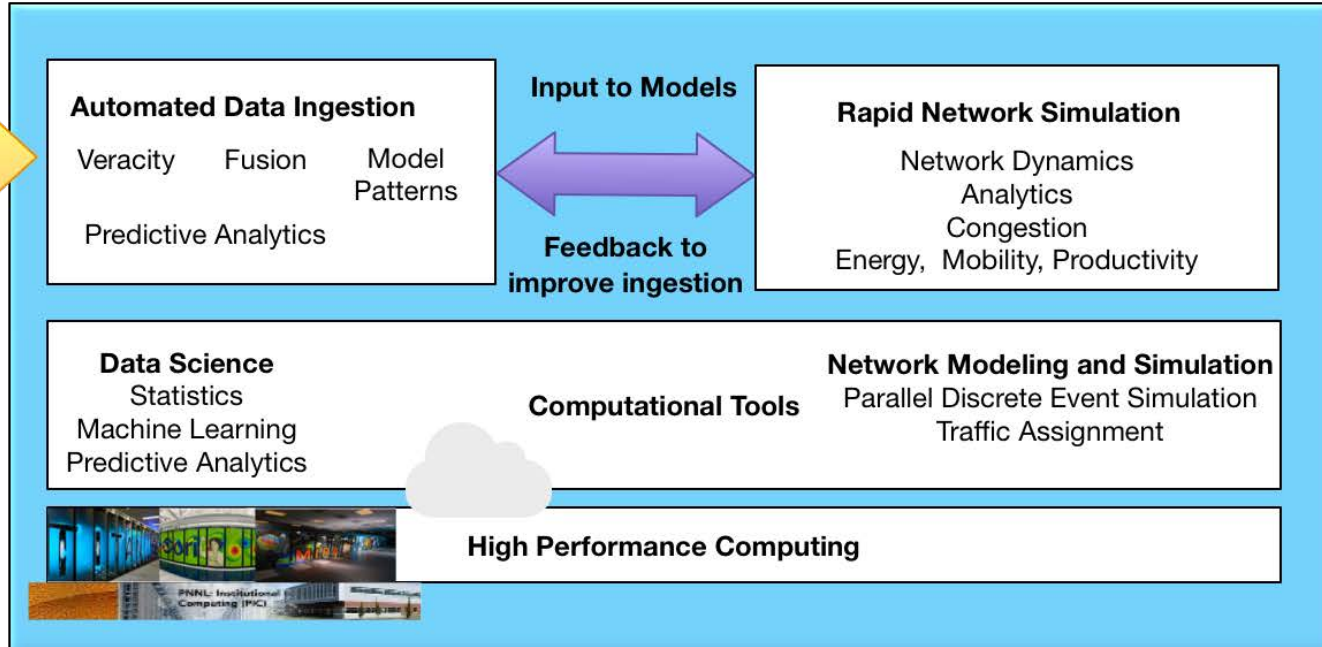
Big Data Solutions for Mobility



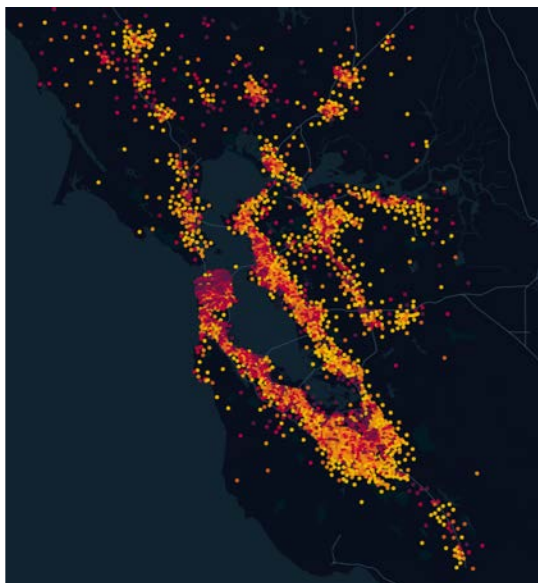
Develop high-speed HPC enabled tools that will create actionable control predictions at the network level



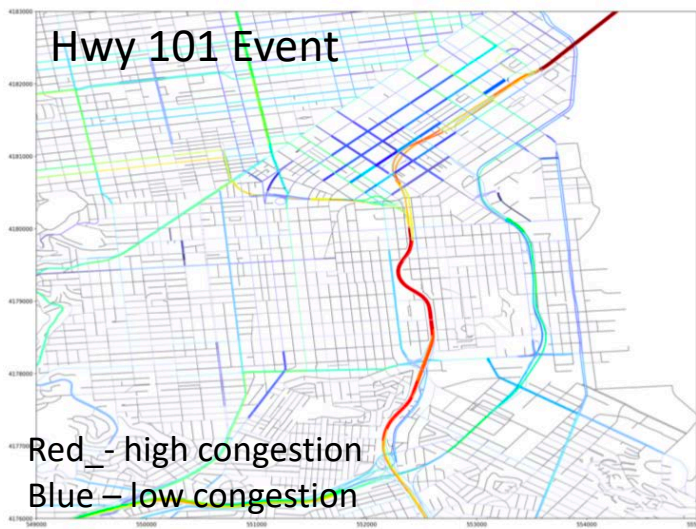
Connected Corridor,
Los Angeles
UC Berkeley
CalTrans
LA Metro



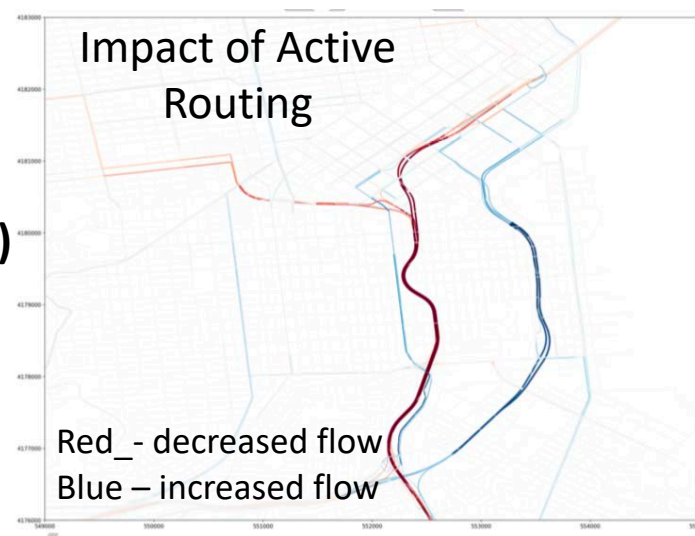
Urban-scale simulation, 22 Million trips with active routing in 3 minutes



Demand



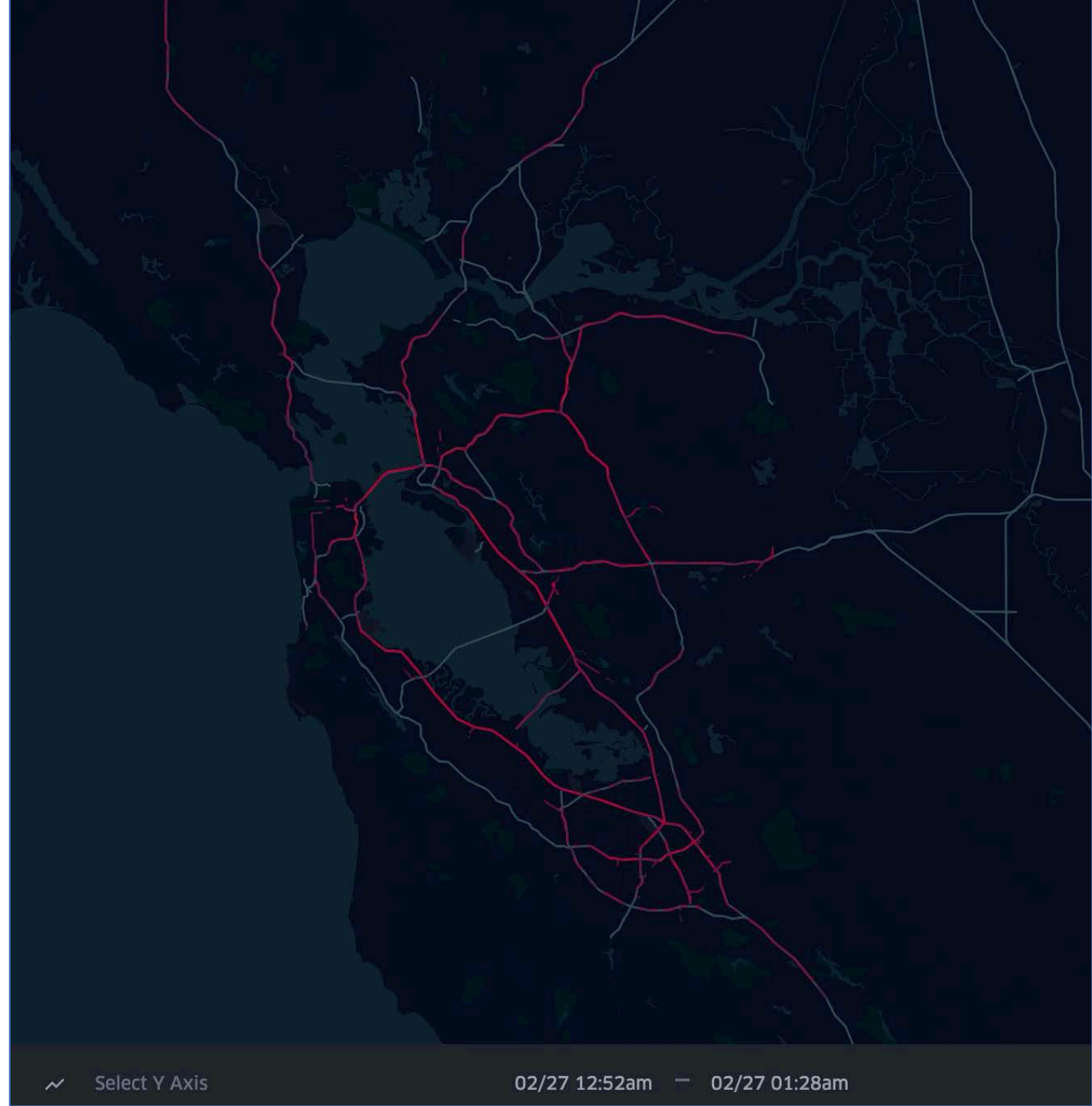
166K travel time hours
64K gallons of fuel
(with 25% vehicle modeled)
At cost of
368K extra vehicle km



Active control requires examination of the dynamics of our cities

- Mobiliti
- LBNL SuperComputer
- 22M trip legs
- ~2M link, 1M node road network
- With dynamic routing
- **3 minute run time**

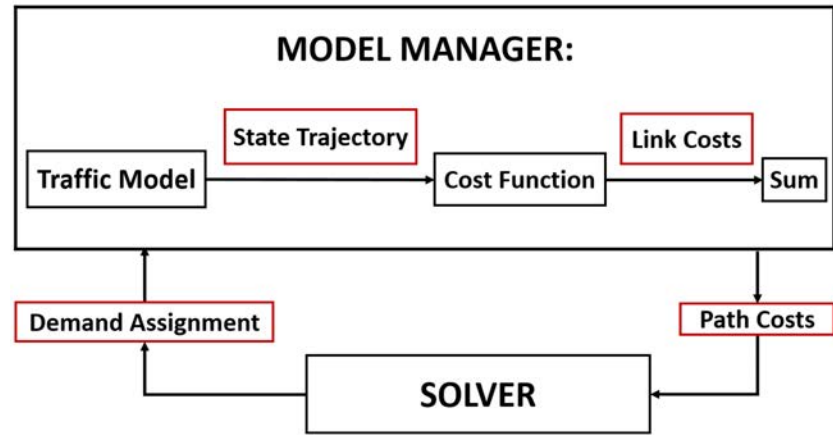
- Surrogate models



High-Performance Computing (HPC) Enabled Computation of Demand Models at Scale to Predict the Energy Impacts of Emerging Mobility Solutions



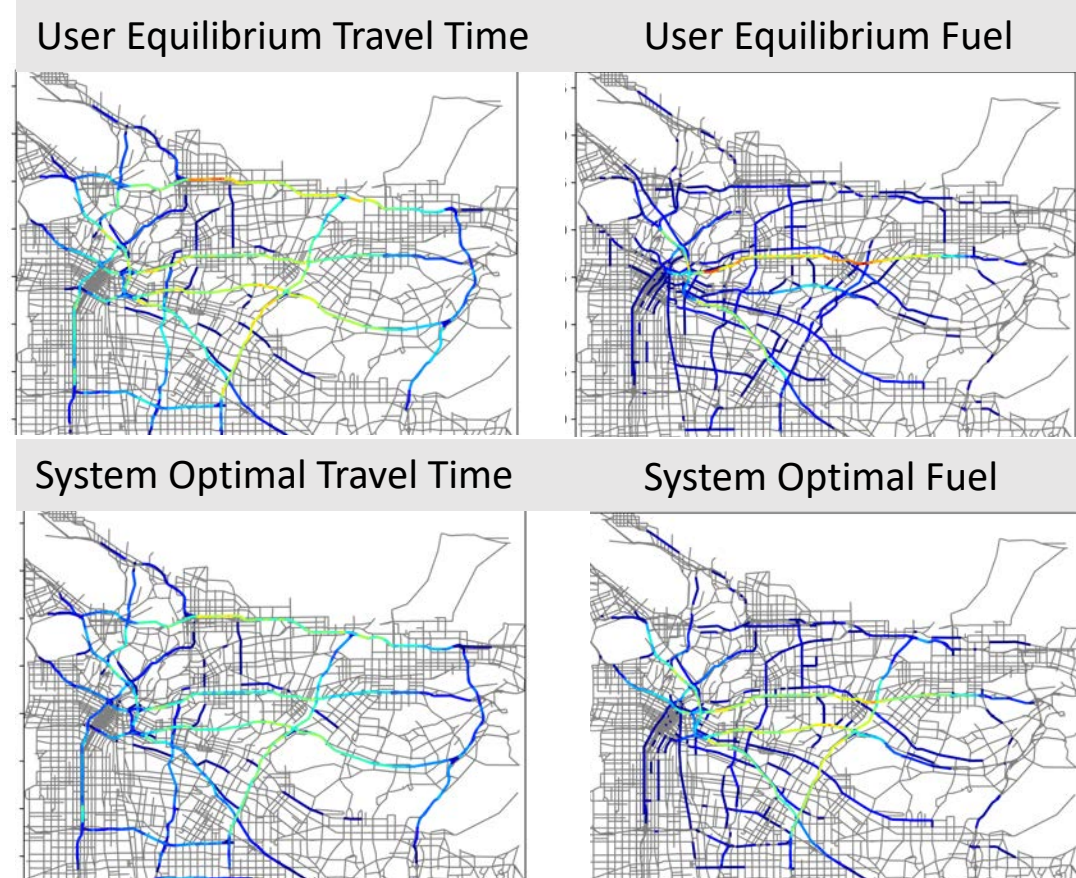
Traffic Assignment :



- Optimize Travel Time for User
- Optimize Travel Times Systems Level
- Optimize Fuel for User
- Optimize Fuel System Level

Given the window size=4h, the average leg duration of SOT is 192 s (8.47%) less than the UET case.

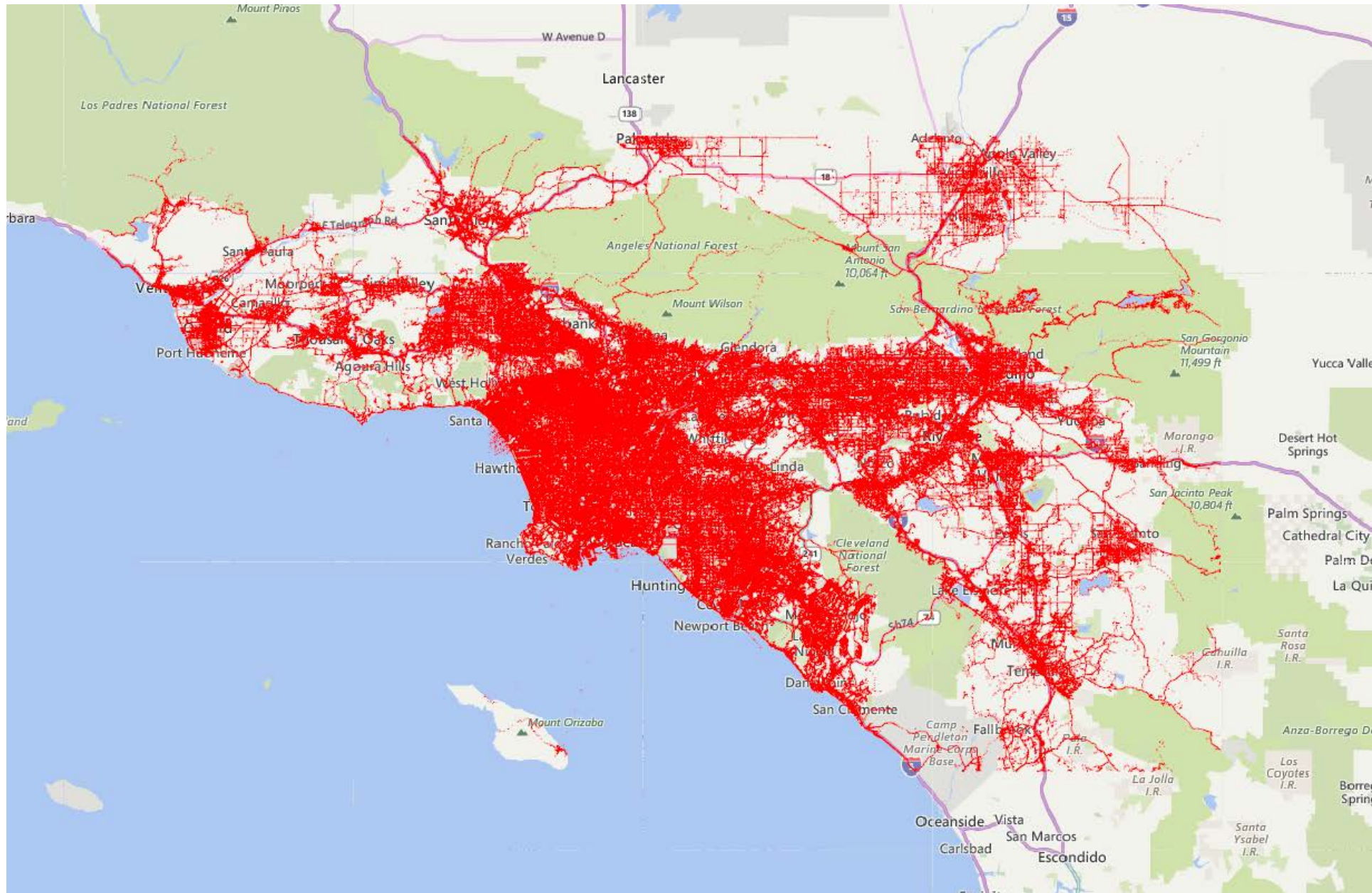
The average leg fuel consumption of SOF is 34 ml (3.59%) less than the UEF.



Compute time 5 hours

Parallelized on 16 nodes of Cori (32 processes x 31 threads per process). assigning 40 million trip legs for 12 (2 hour) time segments

Run time : ~10 minutes



Advance <https://github.com/doctorjane/advance>

- **Advance is a framework for building data transformation pipelines.** Advance allows you to concisely script your data transformation process and to incrementally build and easily debug that process. Each data transformation is a step and the results of each step become the input to the next step.
- **The artifacts of each step are preserved in step named directories.** When the results of a step are not right, just adjust the Advance script, delete the step directory with the bad data and rerun the script. Previously successful steps are skipped so the script moves quickly to the incomplete step. Similarly, when steps fail the results are preserved in directories prefixed with "tmp_". This isolates incomplete step data and ensures that the step is re-processed when the problem is resolved.
- Your project utilizing Advance contains, which we will call "your Advance script." a **primary ruby script that imports Advance and includes your data transformation steps** Each step describes a command to be run on your data. These **commands can be one of the prepackaged Advance scripts, unix commands (like split, cut, etc), or scripts/commands that you create in whatever language is convenient for you.** Advance invokes these scripts one by one much like you would at the command line. Advance logs the exact command that is invoked so that you can run it yourself to check the output manually and to debug failures.

Steps in Advance

- Advance steps are composed of a step processing type function, followed by a slug for the step, followed by the command or script. For example:

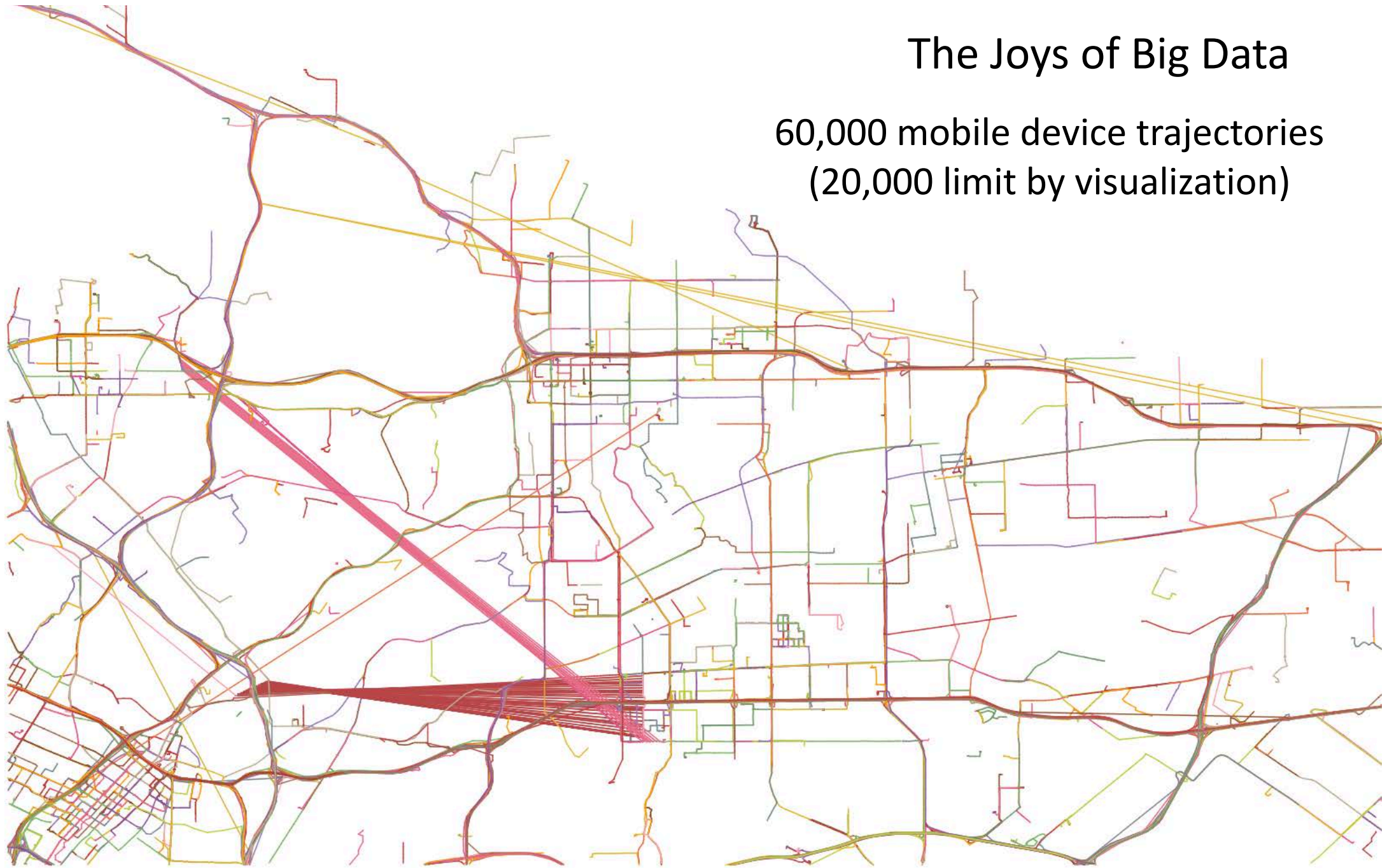
```
single :unzip_7z_raw_data_file, "7z x {previous_file}"
```

```
single :split_files, "split -l 10000 -a 3 {previous_file} gps_data_"
```

```
multi :add_local_time, "cat {file_path} | add_local_time.rb timestamp  
local_time US/Pacific > {file}" # ...
```

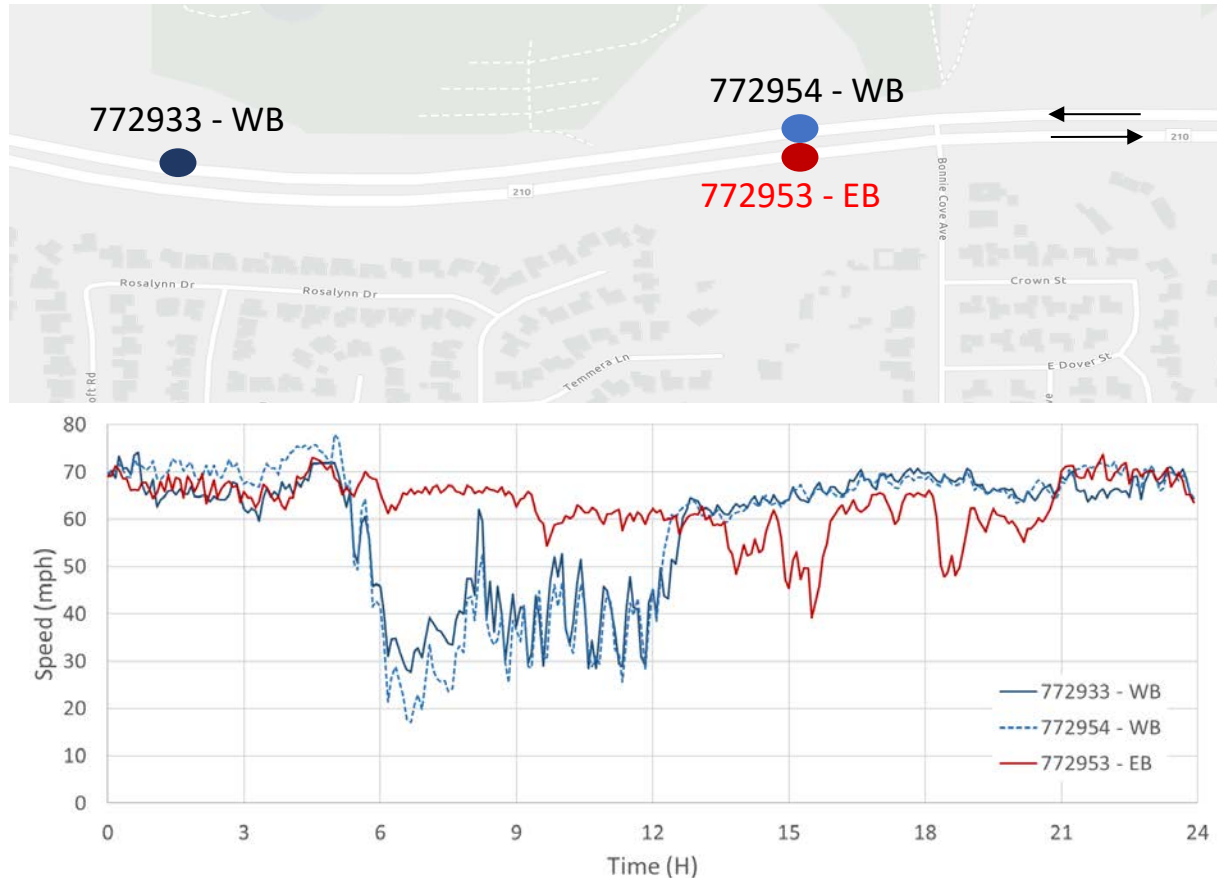

The Joys of Big Data

60,000 mobile device trajectories
(20,000 limit by visualization)



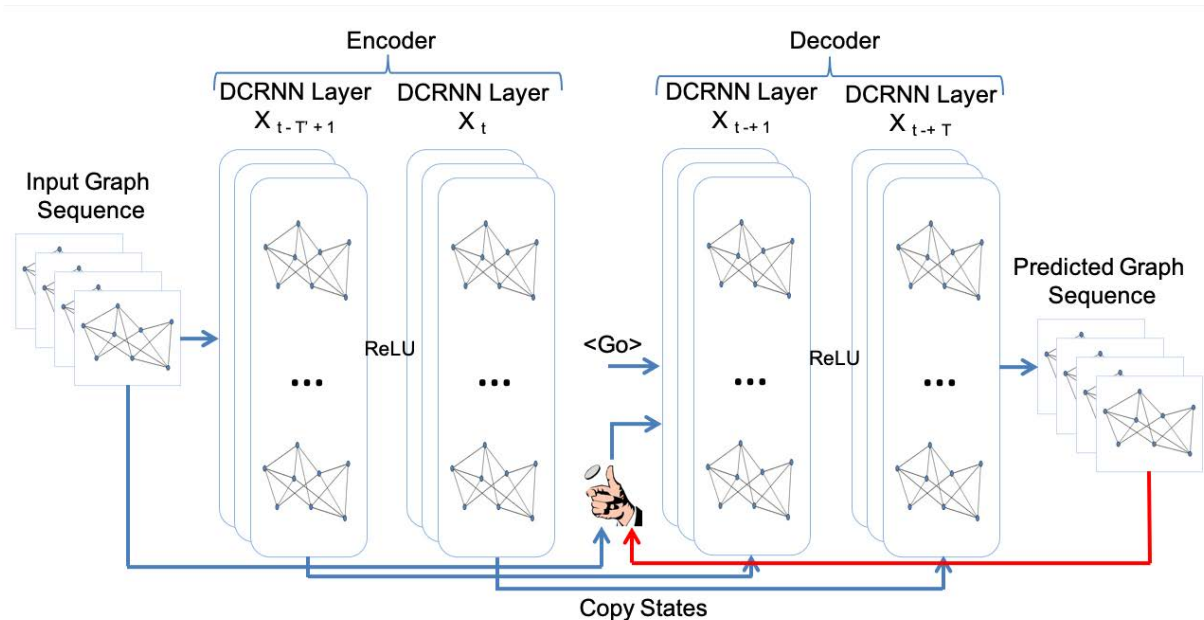
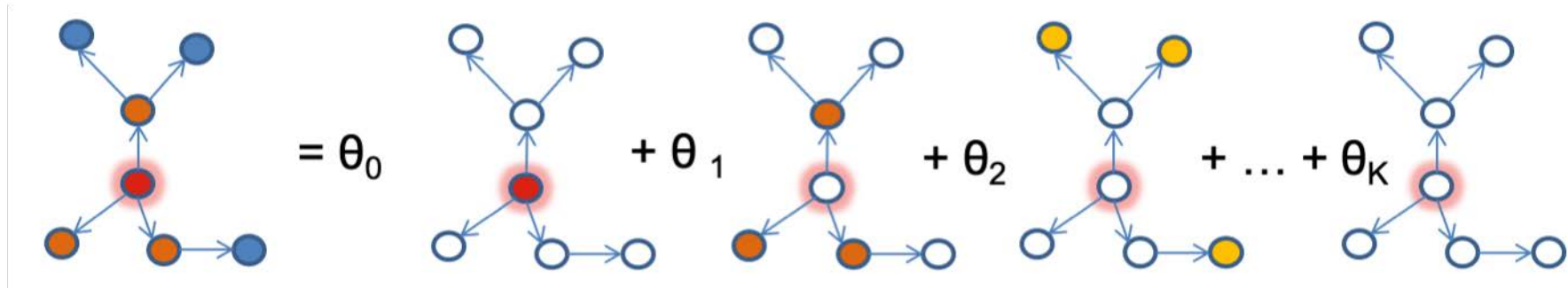
Challenges with Sensor Data Modeling

PeMS Data : Inductive loop sensors in major highways



- Complex spatial dependency
- Non-stationary temporal dynamics
- Non-Euclidean spatial geometry
- Modelling each sensor independently fails to capture the spatial correlation

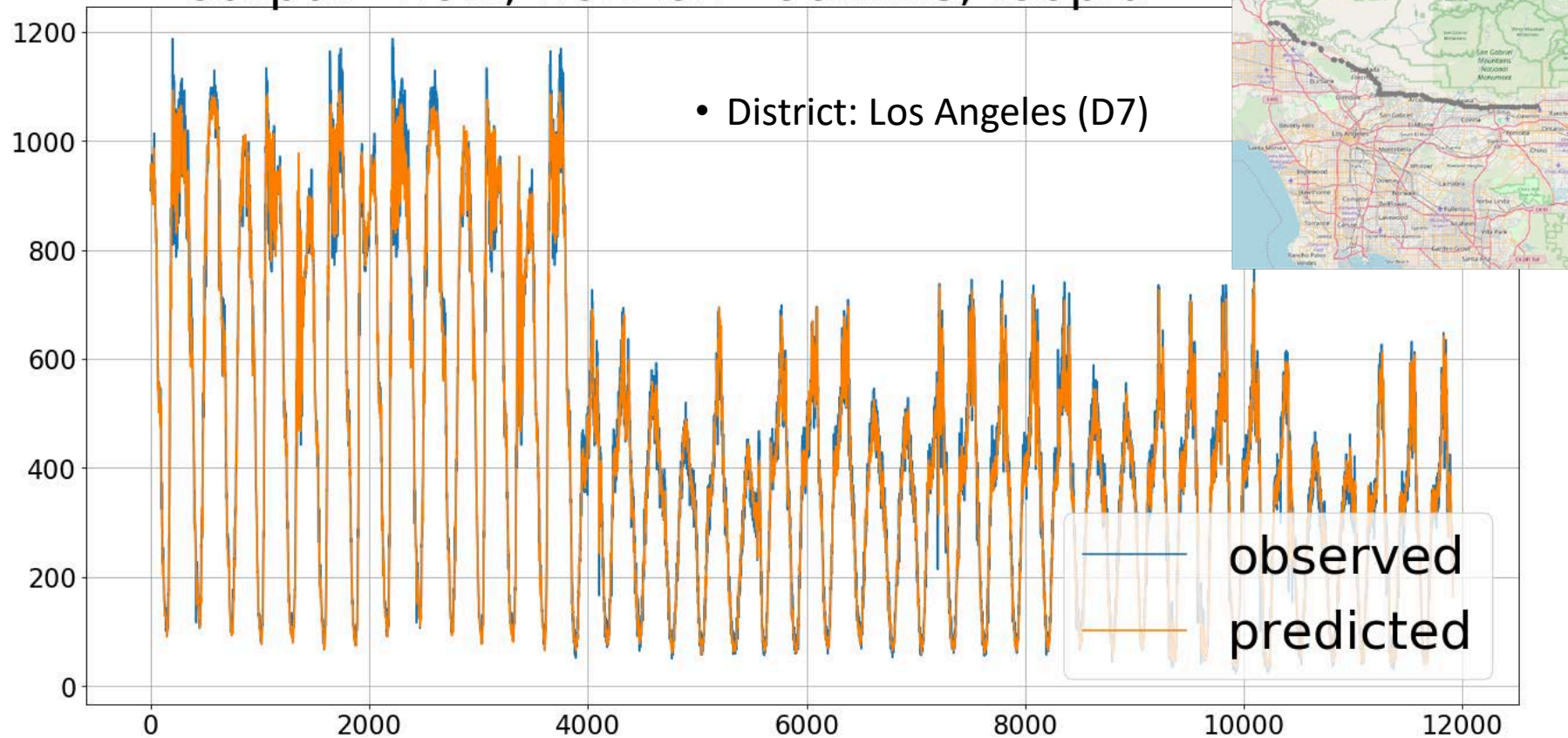
Forecasting Vehicle Dynamics Using DCRNN



Combining the Diffusion Convolution with a Recurrent Neural Network into a Diffusion Convolutional Recurrent Neural Network (DCRNN) allows for predicting speeds and flows from inductive loop sensors.

Flow Prediction : 162 loop detectors

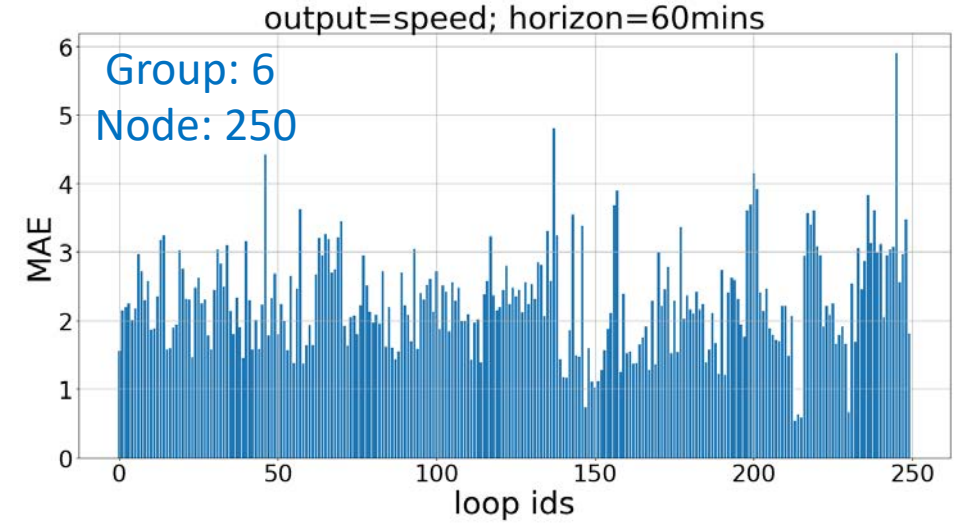
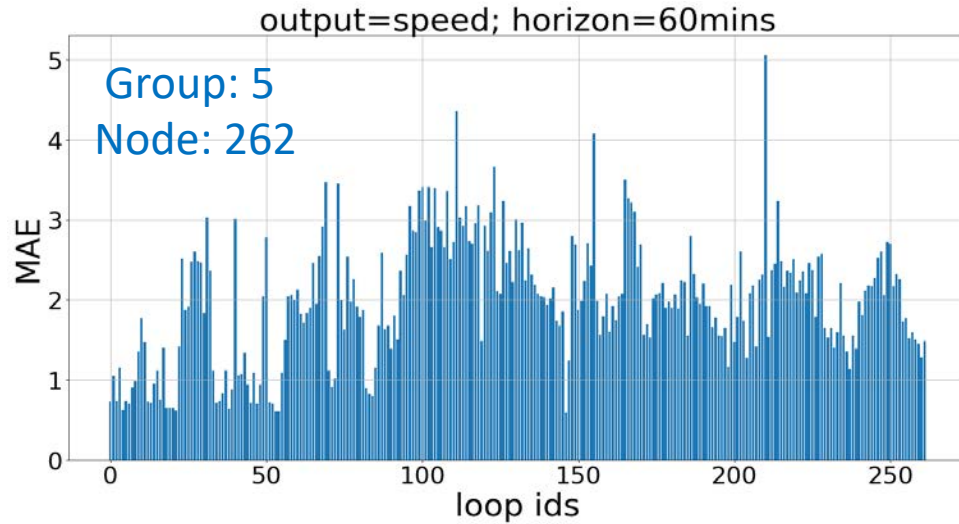
output=flow; horizon=60mins; loopid =



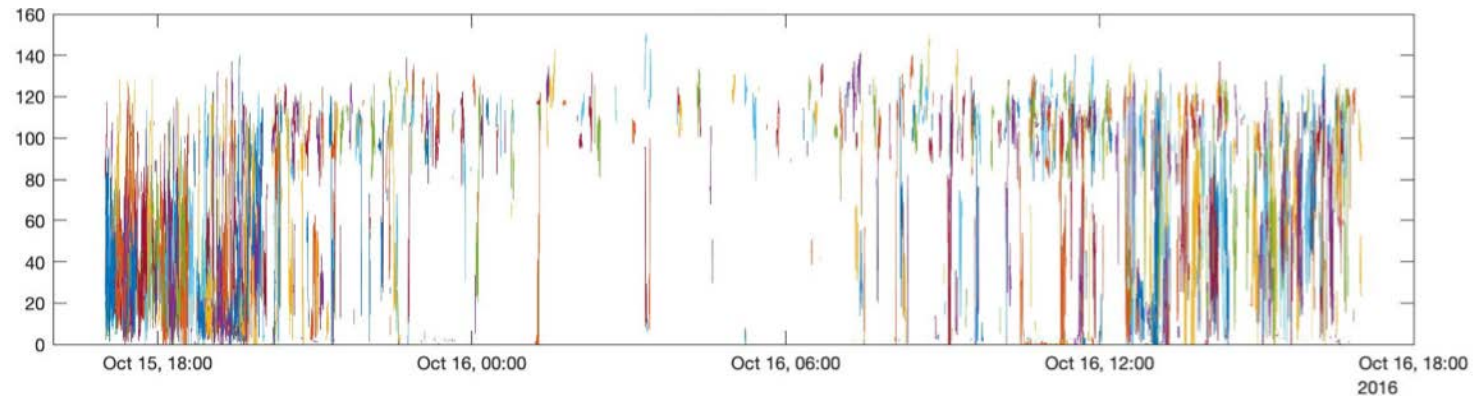
DCRNN tracks the real-world flows

DCRNN Results : Next Step Mobile Device Integration

11,160 detectors

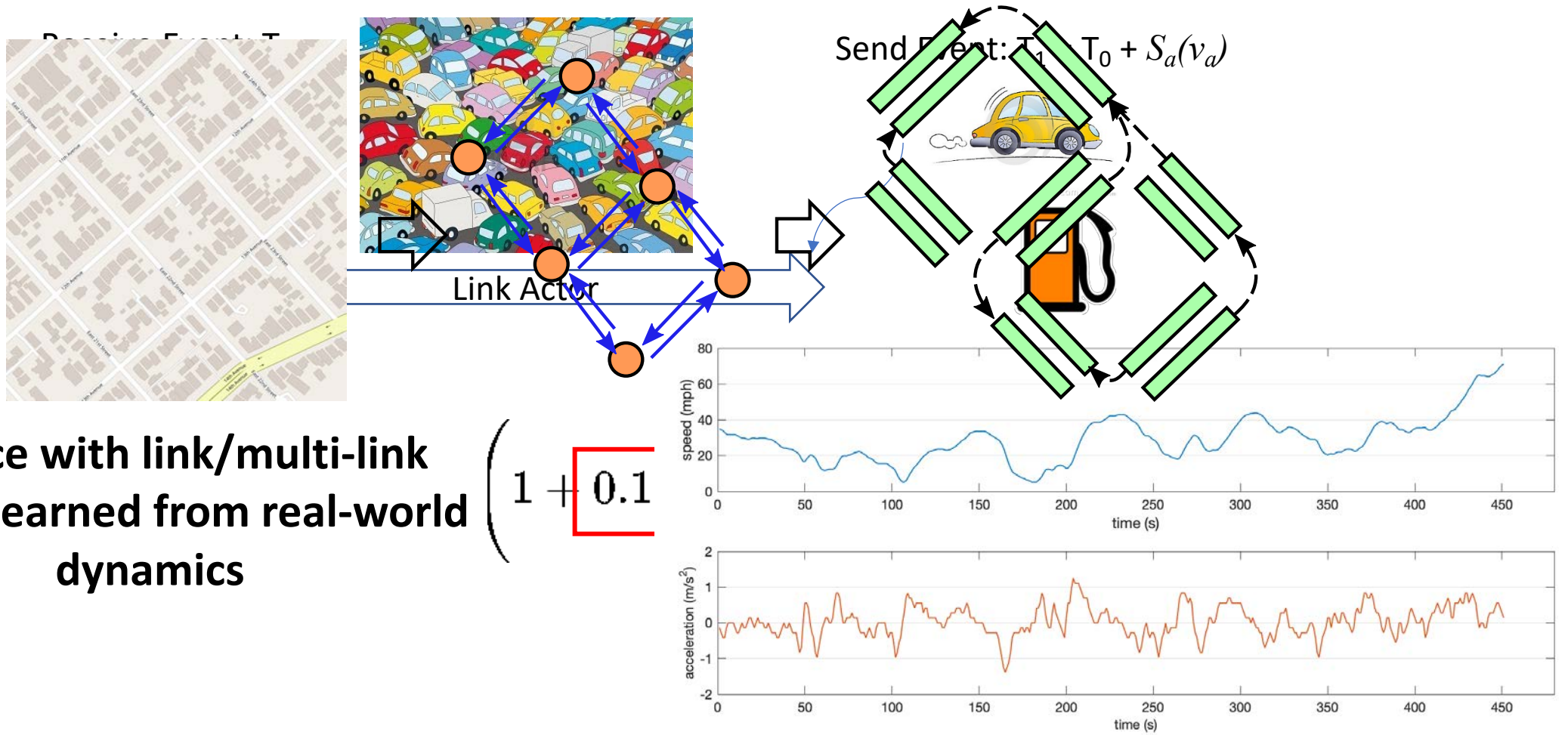


MAE is usually under 3 miles per hour

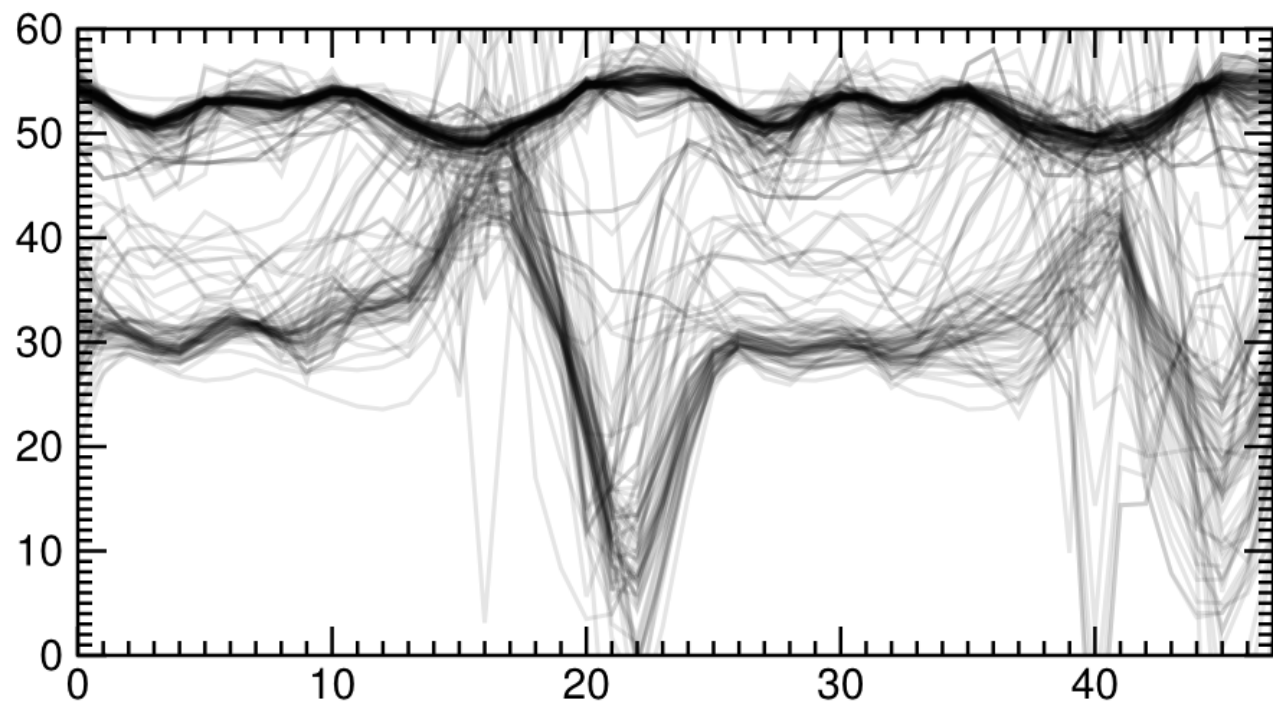
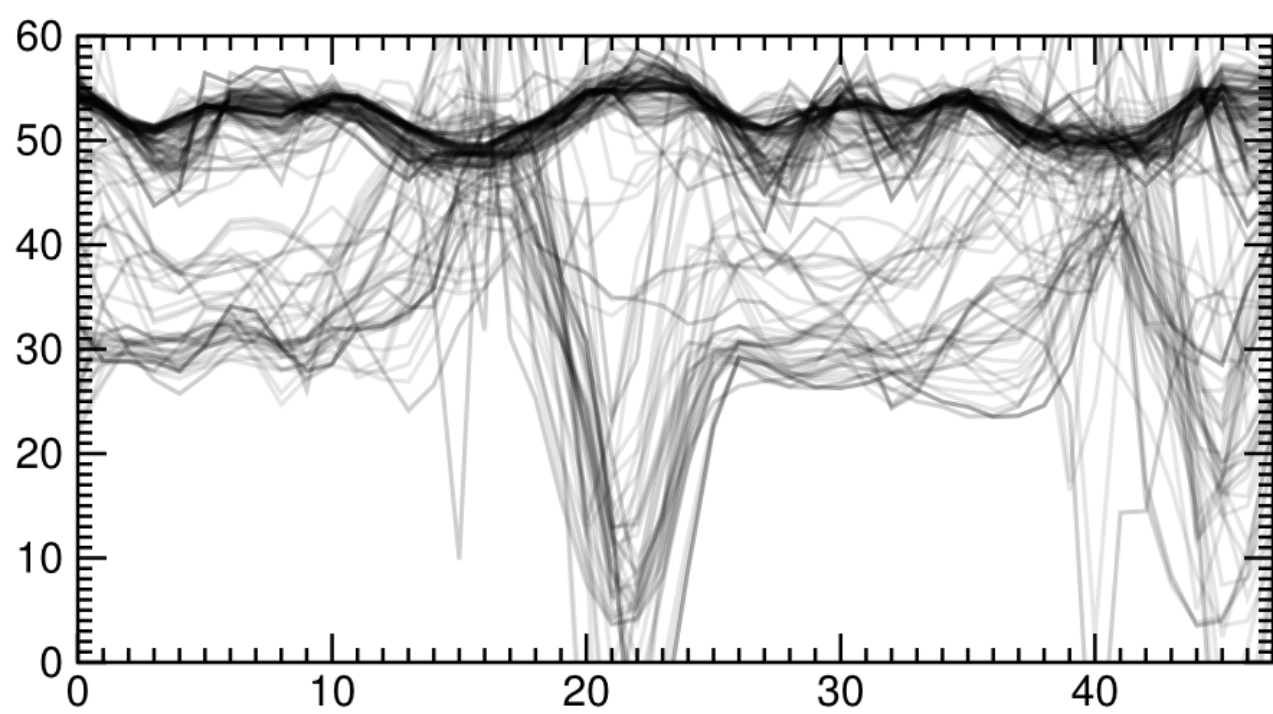


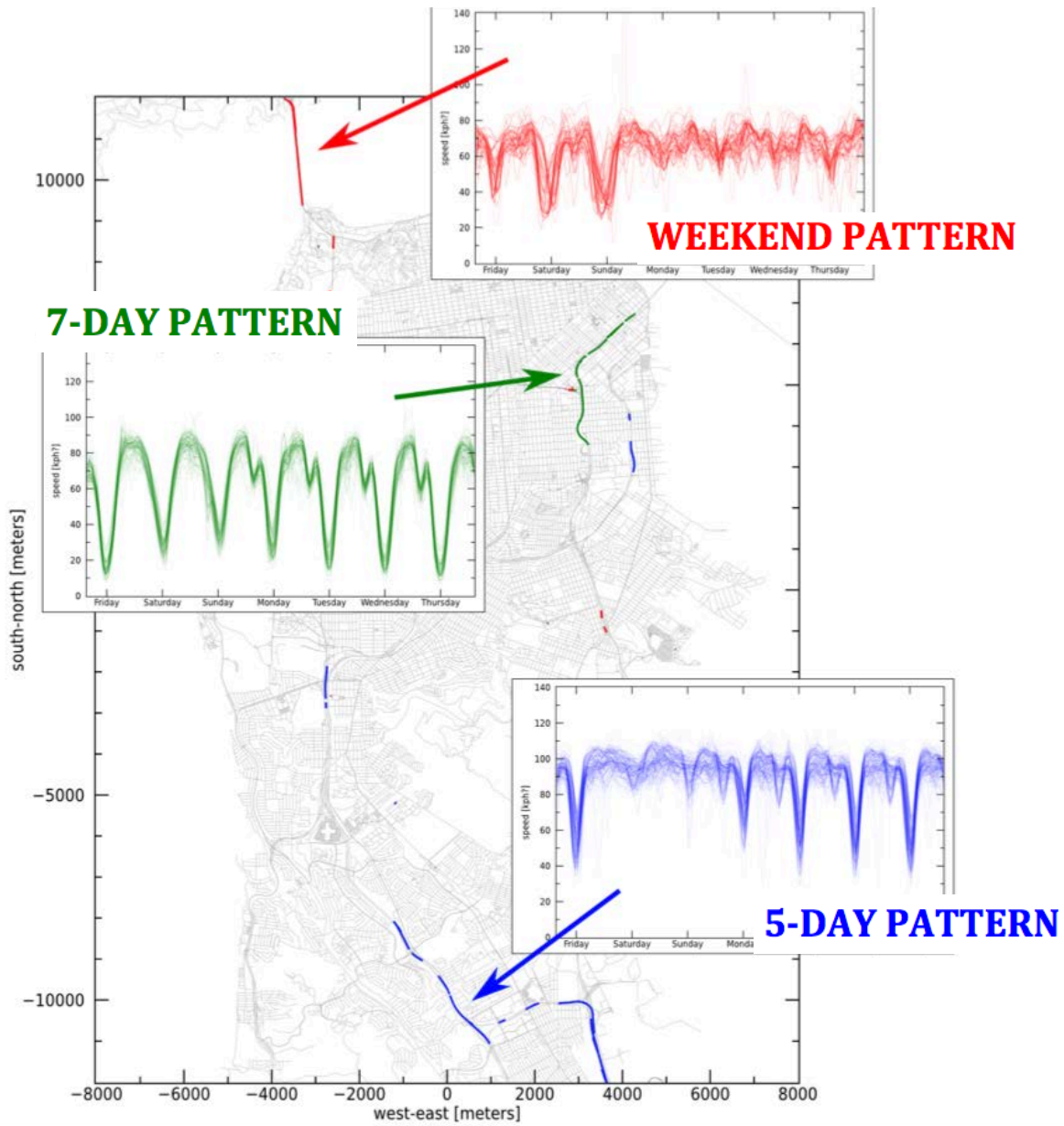
Mobile device trajectories for 1210 segment

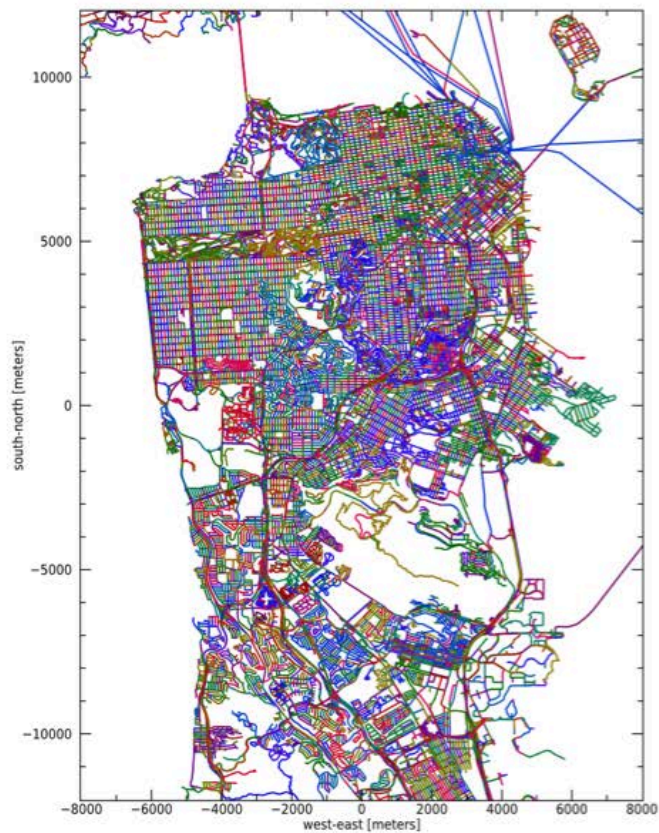
Link Actor Model Provides Foundation



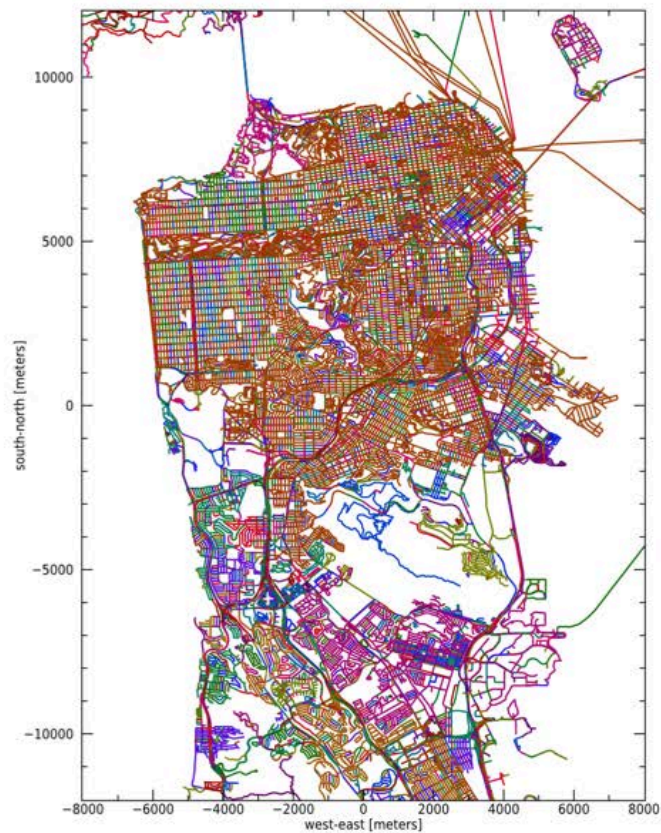
- Focused on the dynamic evolution on traffic networks – we are not modeling demographics, choice of transit over personal vehicle, lane level dynamics



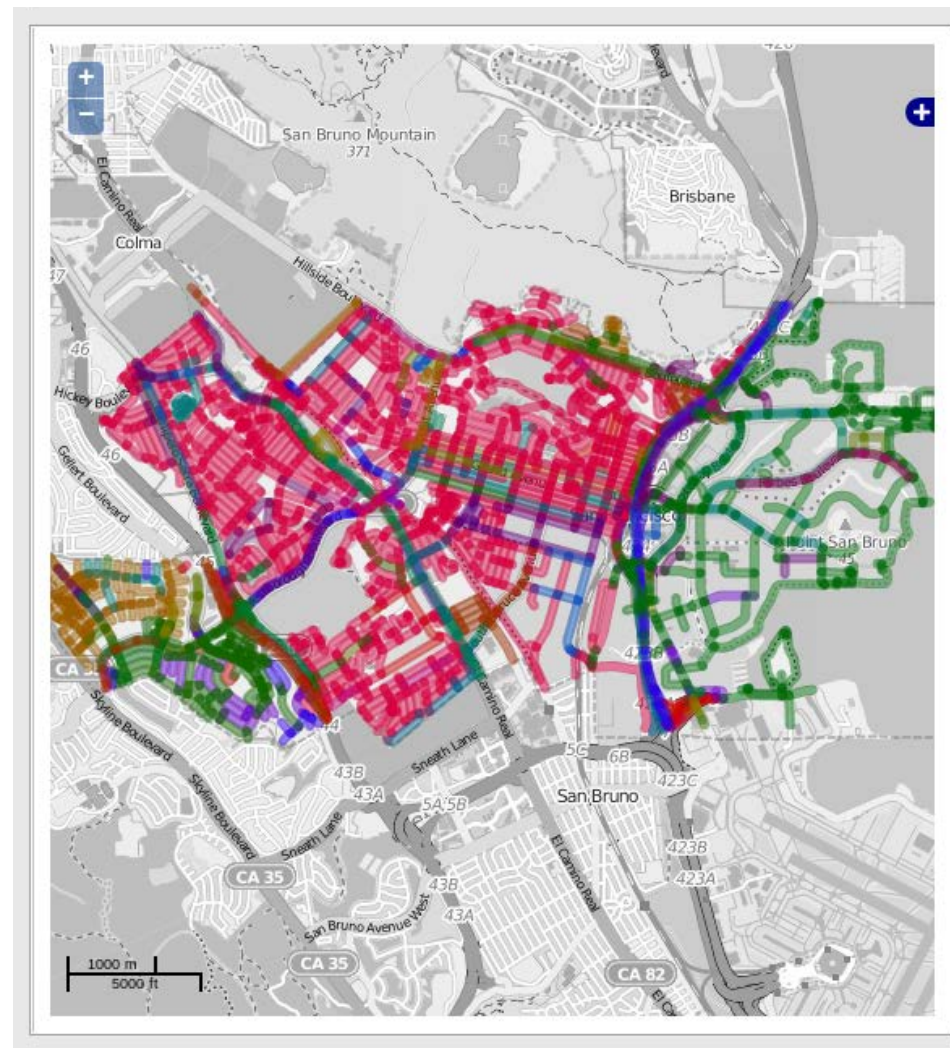




(a) $\chi^2 < 1000$



(b) $\chi^2 < 2500$

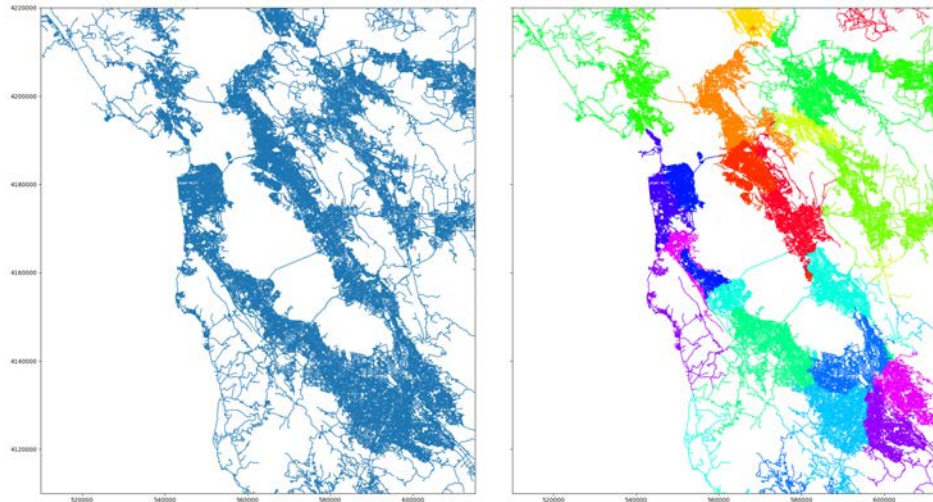


Optimistic Parallel Discrete Event Simulation

- Simulation is parallelized by splitting links across multiple computer nodes/processes/threads to logical processors (LPs)
- Vehicles traverse between LPs and must be communicated between ranks
- Leverages GASNet-Ex and Devastator (PDES engine)
- Avoids synchronization through optimistic asynchronous execution

Conservative (window-based) PDES:

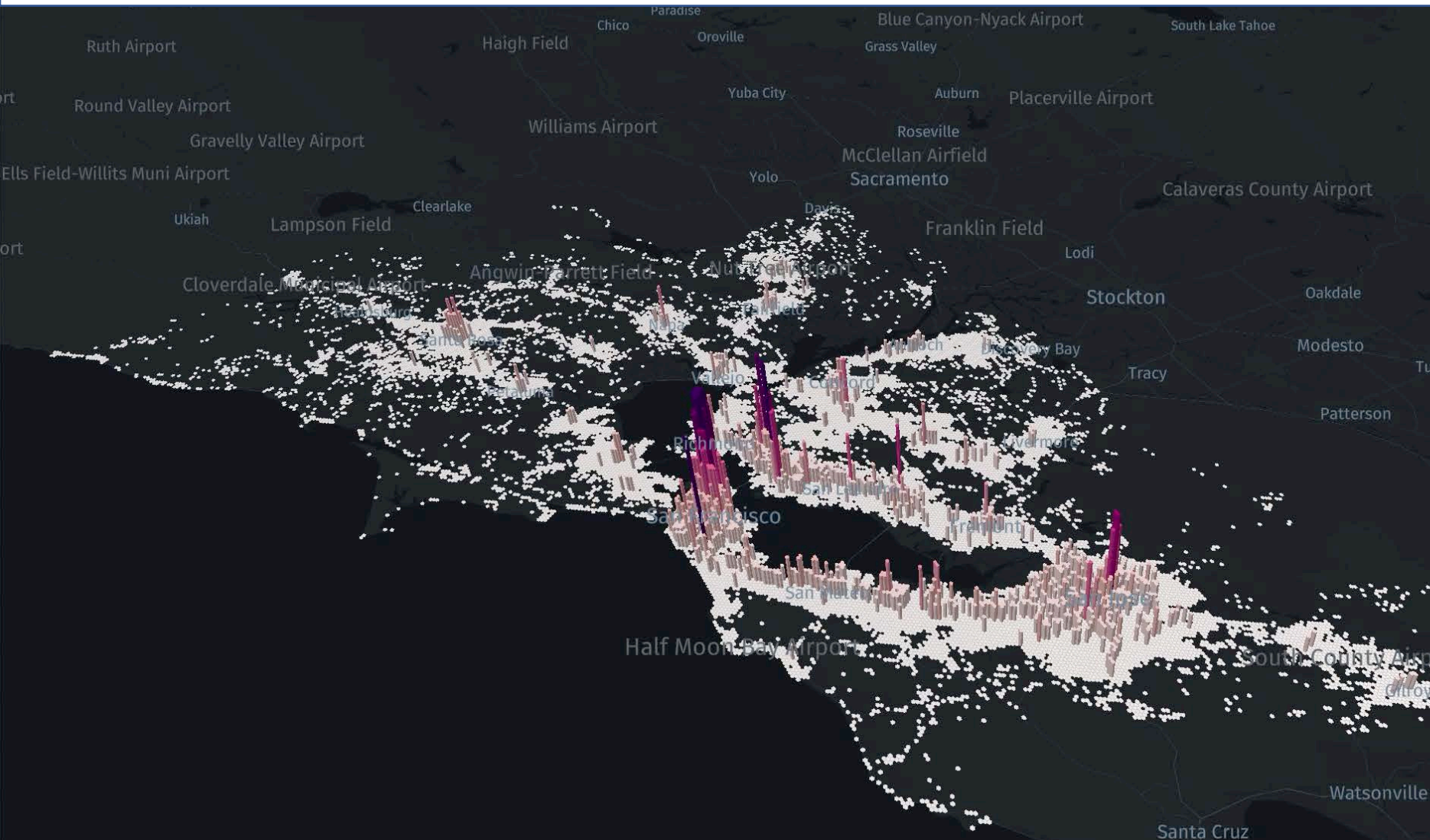
Requires every rank to be synchronized to a global time step
Global time step determined by fastest possible agent interaction



Geospatial Partitioning of the Network to support Distributed Memory Computation

Optimistic PDES:

Allows ranks to execute without synchronization and enforces causality by rolling back mis-speculatively executed events. Reduce simulation overheads by multi-objective partitioning of actors based on loads and interaction.



Bay Area Large-Scale Traffic Simulation

Origin locations of the 21.6 million trips taken on the Bay Area road network during an average weekday.

Berkeley Labs is simulating the vehicle flow rates and resulting congestion on each of the 2.2 million road links in the system.

Legend

The greater the height of the hexbin, the larger the number of origins points.

0K+ 4K+ 9K+ 13K+ 18K+ 22K+ 27K+ 31K+ 36K+

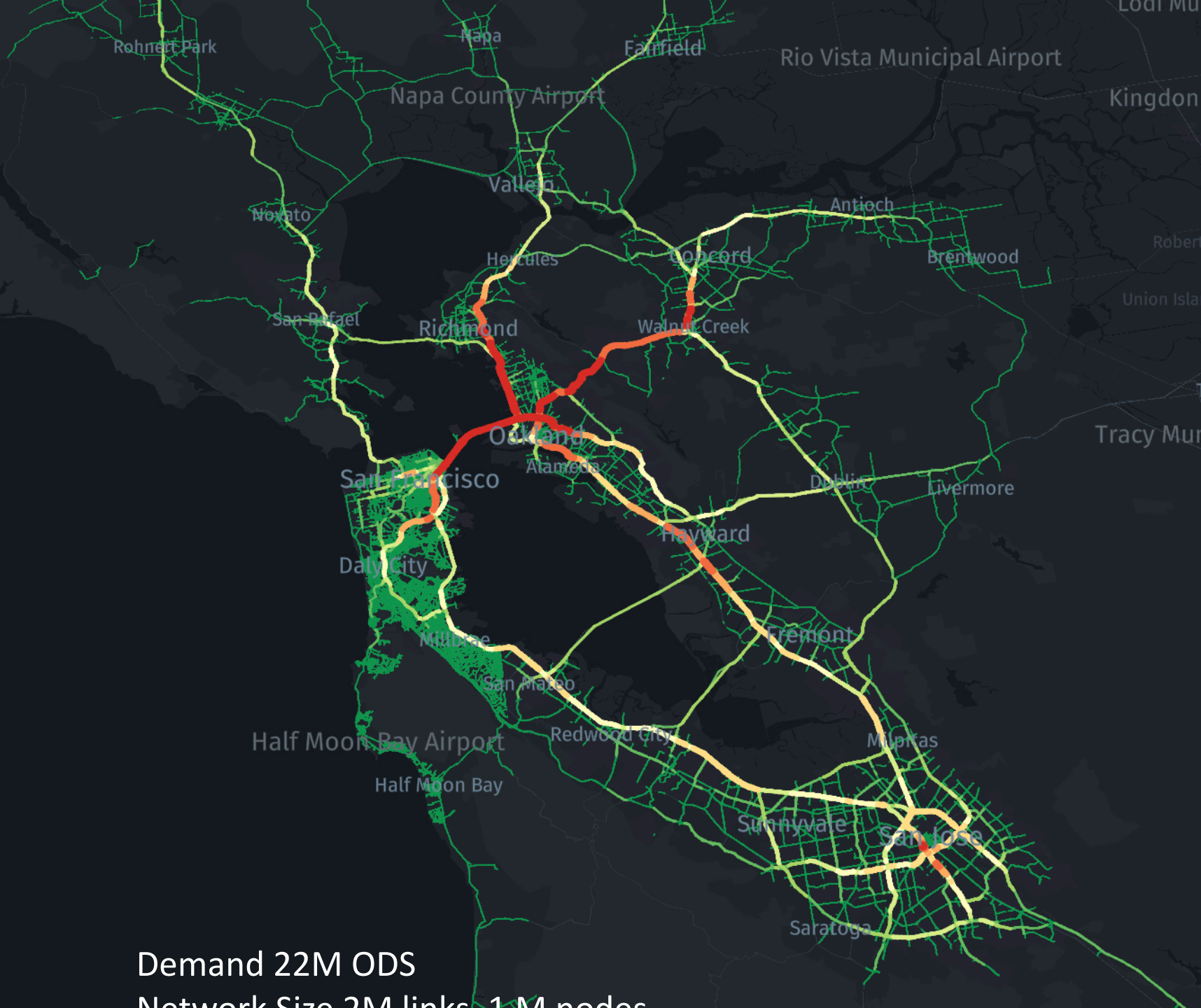
Map View

Static Rotating

Choose between a static view or rotating 3D view.

Attribution

Traffic simulation data, Berkeley Lab. Base map, © 2019 HERE Technologies. Made with HERE harp.gl and XYZ.

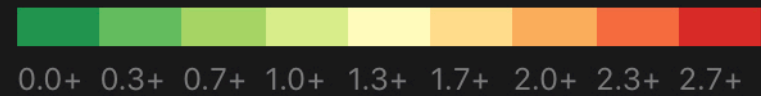


Bay Area Large-Scale Traffic Flows

Description TBD

Berkeley Labs is simulating the vehicle flow rates and resulting congestion on each of the 2.2 million road links in the system.

Legend



Map View

Choose between a static view or rotating 3D view.

Attribution

Traffic simulation data, Berkeley Lab. Base map, © 2019 HERE Technologies. Made with HERE harp.gl and XYZ.

Demand 22M ODS

Network Size 2M links, 1M nodes

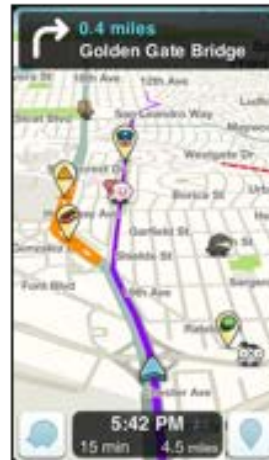
Active Control?

Emerging Bottom Up Solutions

Active Control

Unregulated
impacts the quality
of life of the city

Waze



Google



Apple



INRIX



Control Systems View

Infrastructure Control



Knowledge Based
Routing

Dynamic
Routing

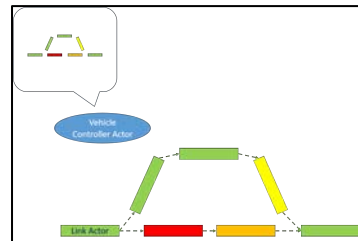
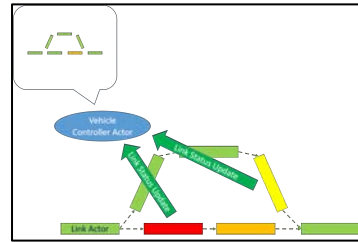
Connected
(Automated?)
Routing



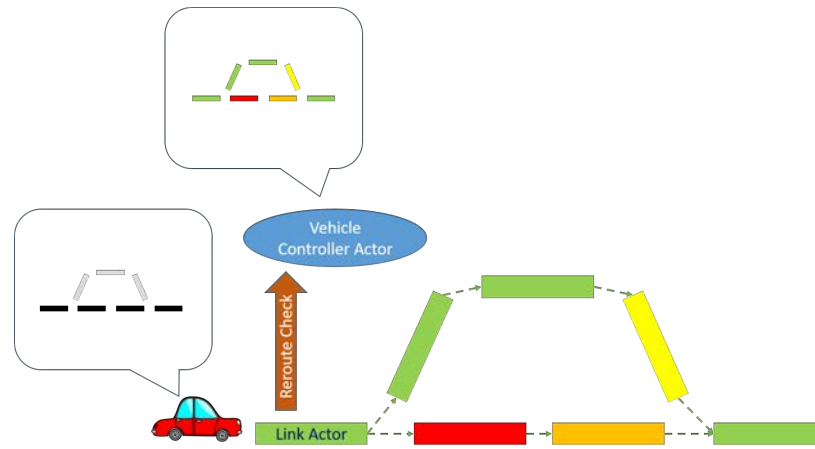
Individual Control



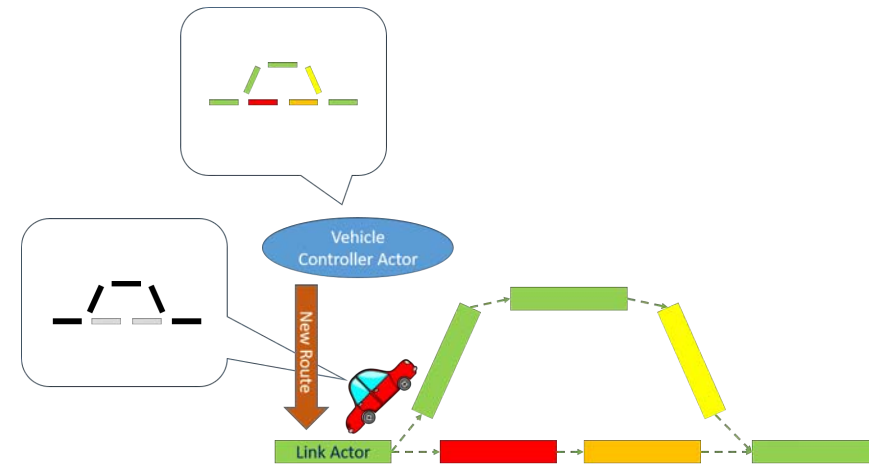
Estimating Impact of Dynamic Rerouting



Link status updates



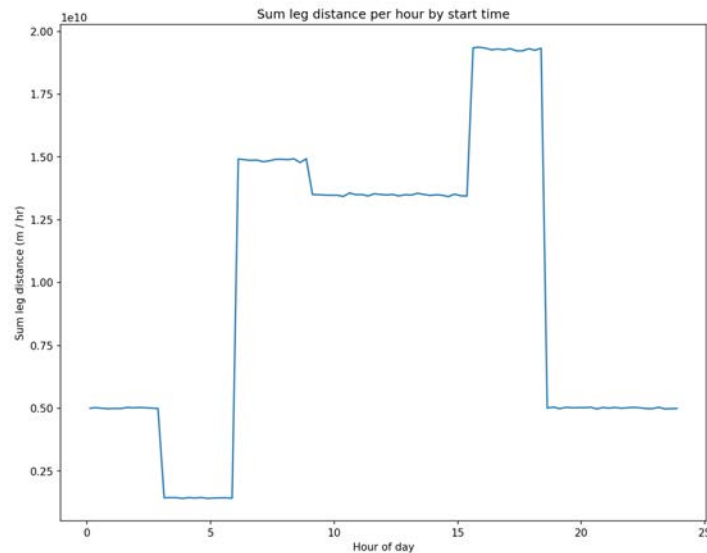
Vehicle checks with controller before traversing congested links



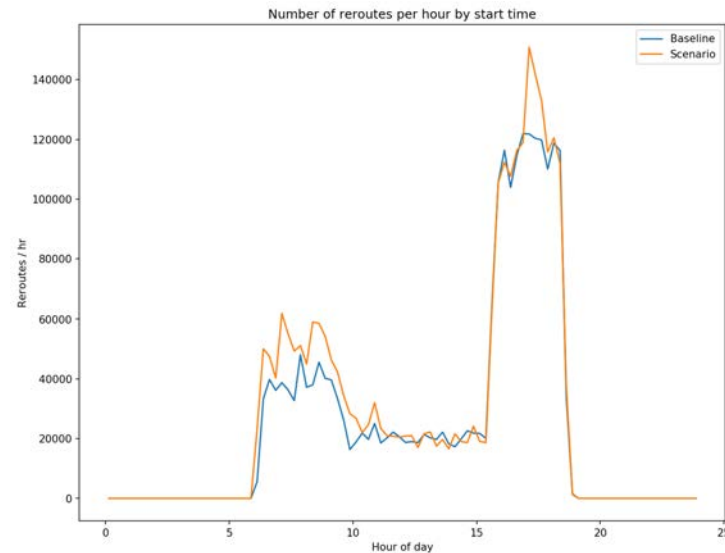
New route avoids congested links

- Through the addition of vehicle controller actors, we can enable a parameterized fraction of vehicles to dynamically reroute around congestion
- This is a key capability to allow the prediction of emergent behavior in response to unexpected changes in the road network or demand
- Example: optimize government response to major traffic incidents or evacuation scenarios

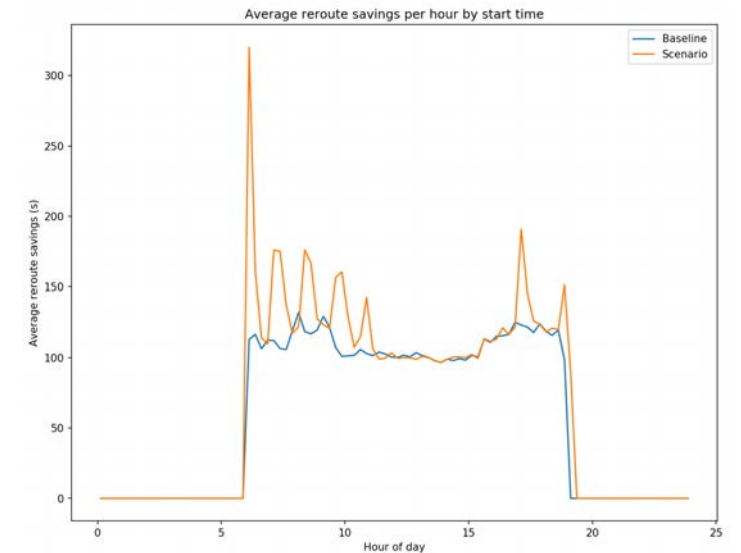
Temporal Distribution of Vehicle Rerouting



System-wide traffic demand



Reroutes per hour

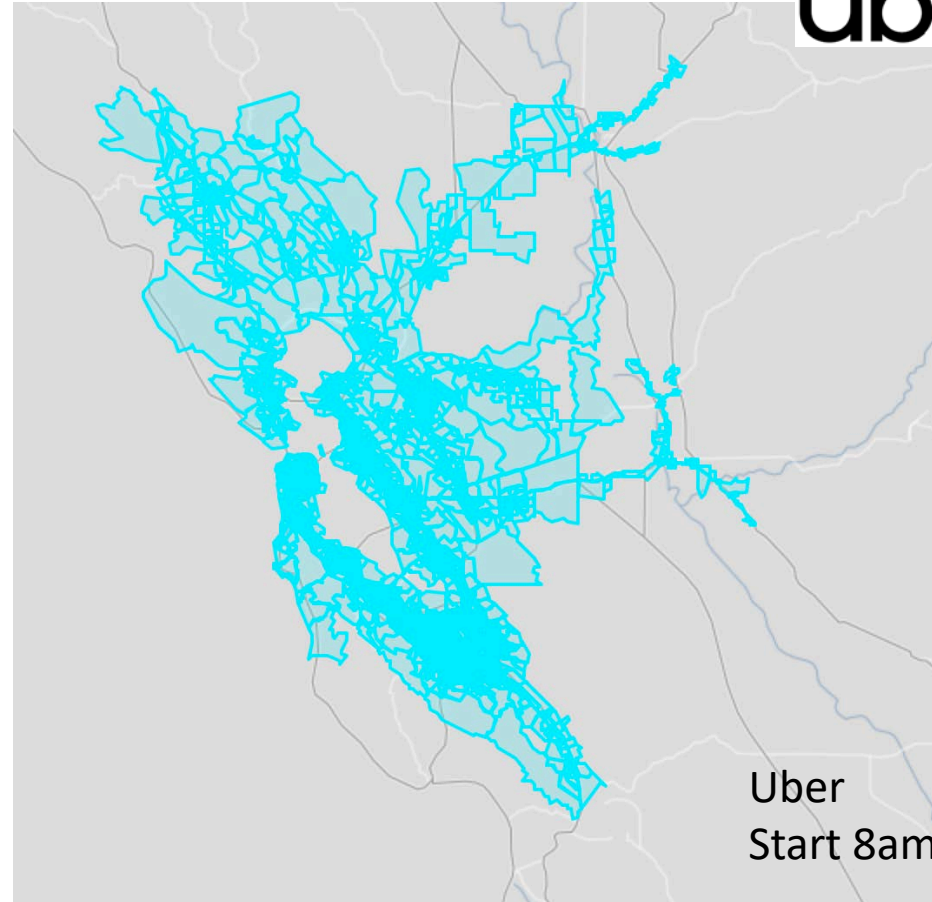
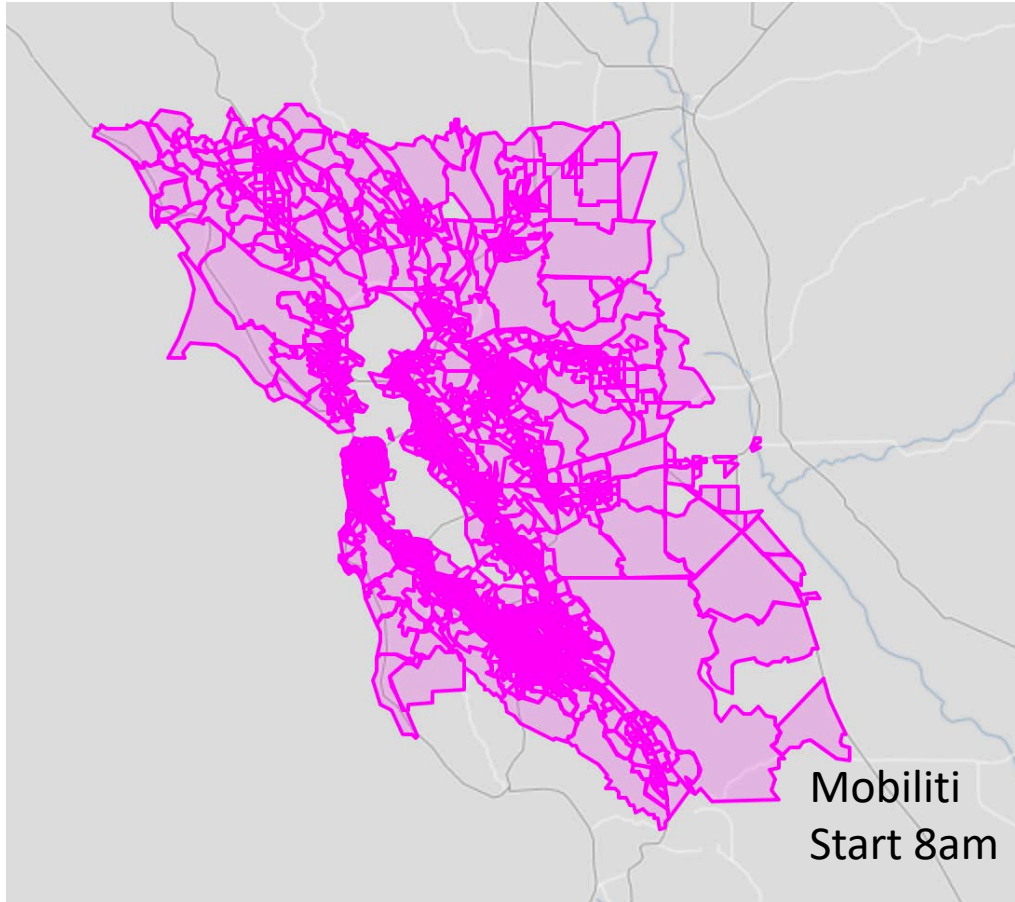


Average time saved per reroute

- We observe the time dependence of vehicle rerouting depends on the demand profile on the traffic system as well as timing of the incident scenario
- Reroutes peak during morning and evening peaks, as well as during the induced congestion due to incident scenario
- Value of rerouting (average time saved) dramatically increases during a major road network incident

Validation

Simulation Validated with Relevant Real World Data



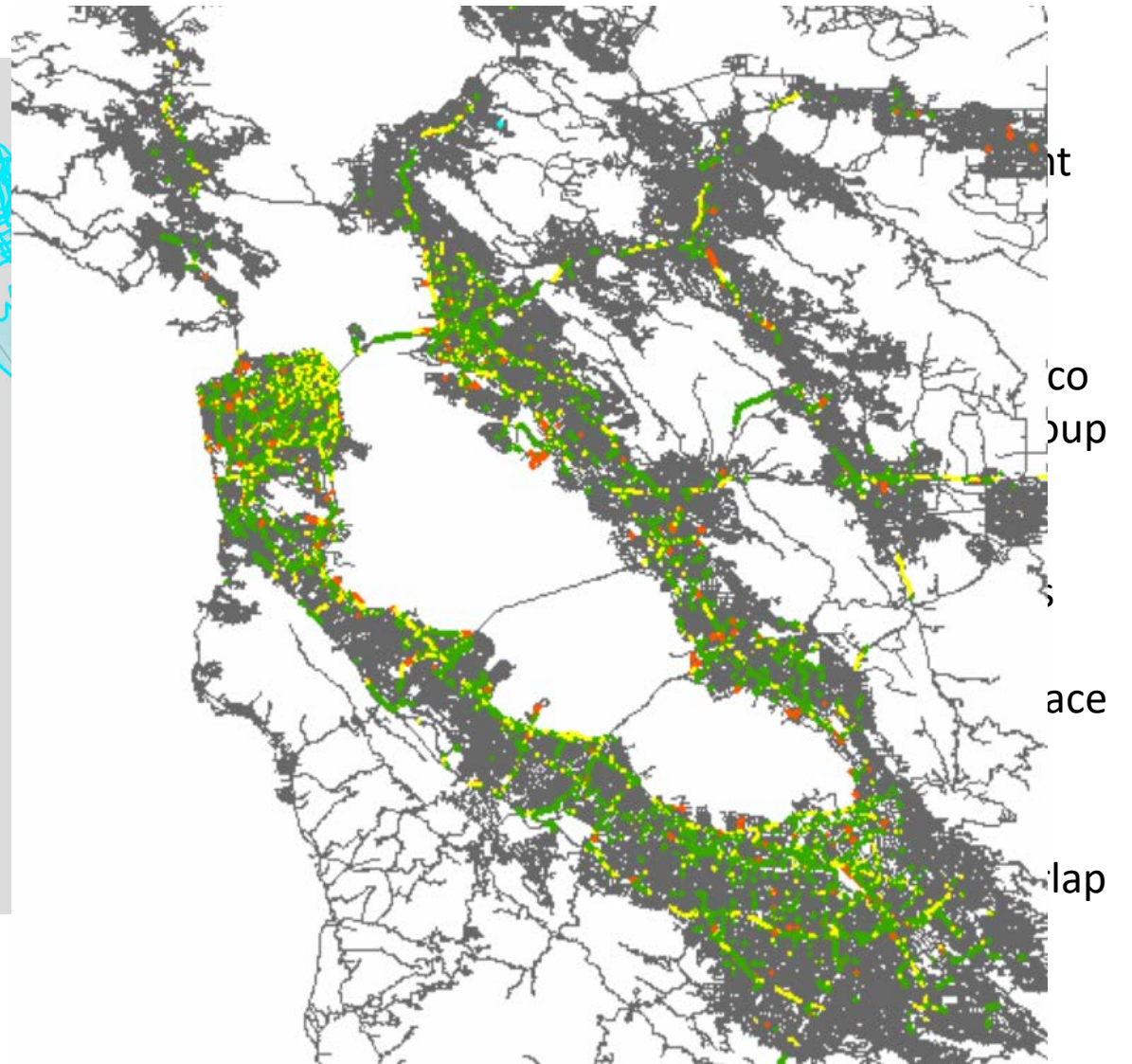
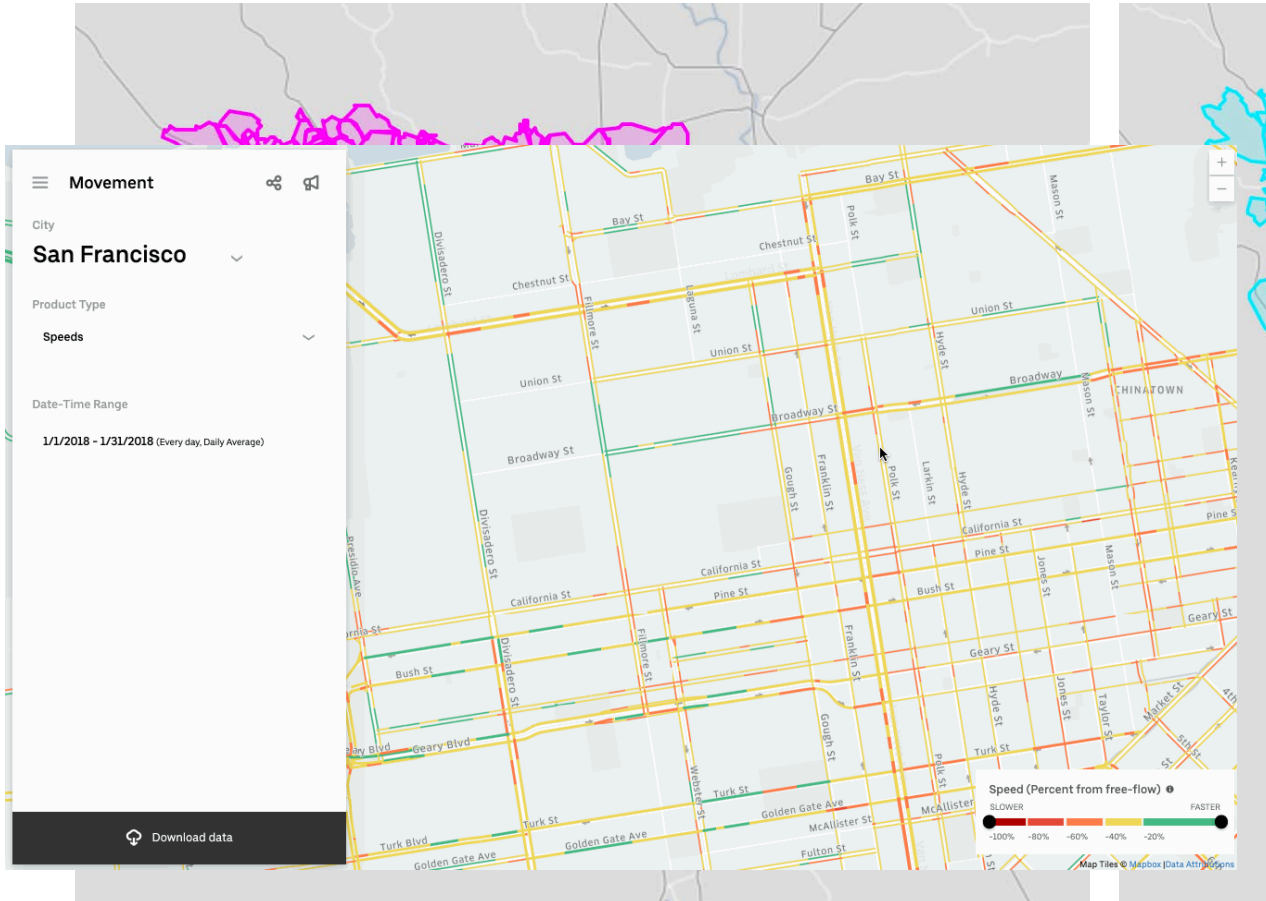
Uber
Movement
Travel
Times

San Francisco
Planning Group
Demand
Model
22M OD's

Problem Space
719M

8 M overlap

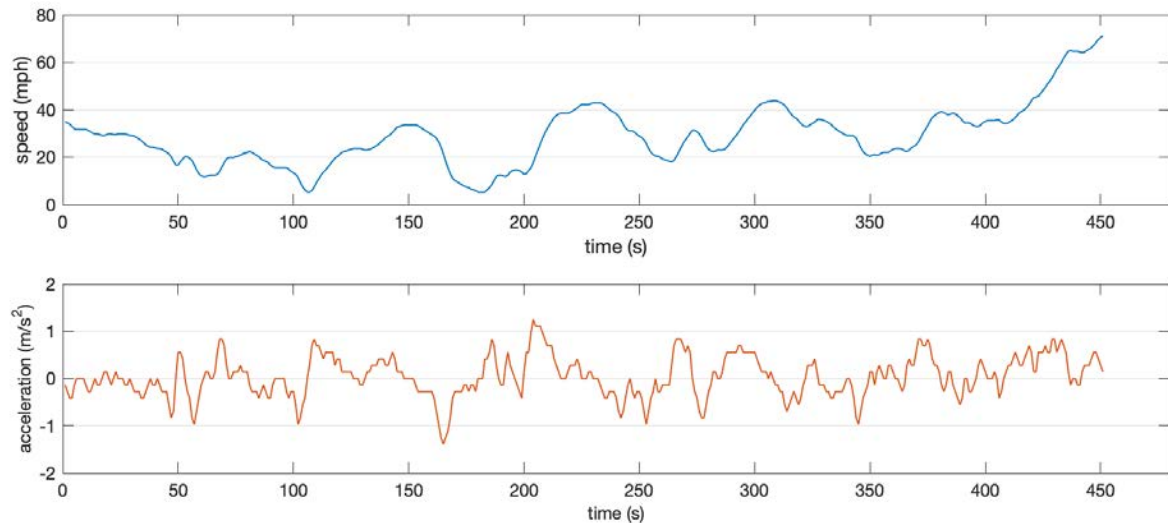
Simulation Validation



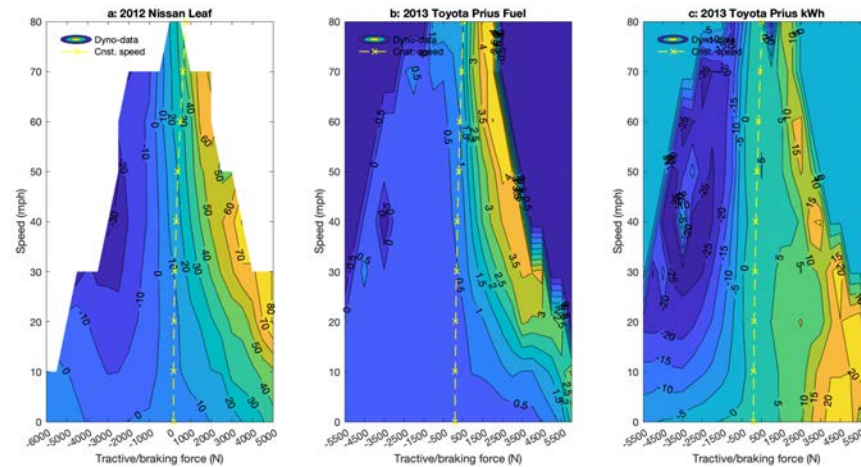
Energy Budget?

Energy Consumption Estimates from Real-World Devices

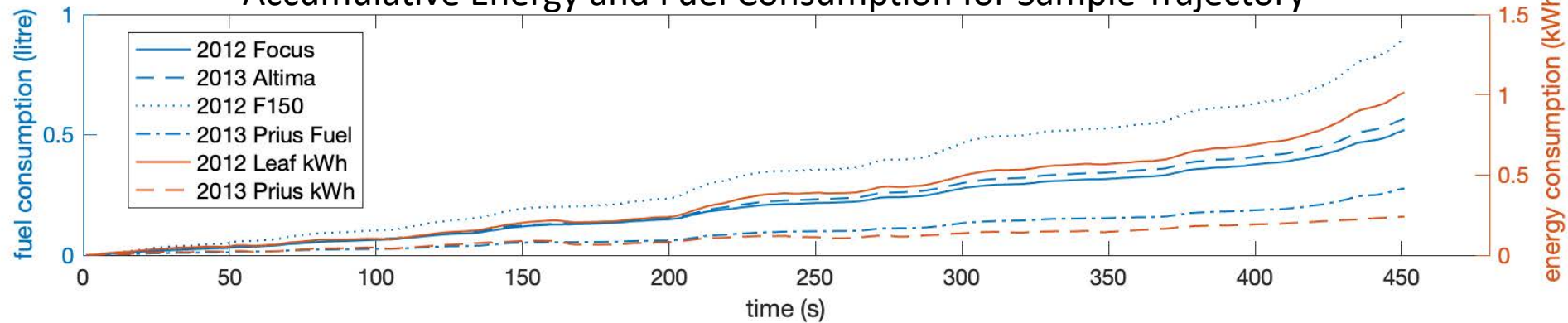
Sample Trajectory in Congestion



ML Derived Fuel and Energy Consumption Rates for Plug-In Hybrid Vehicles from ANL D3 Datasets



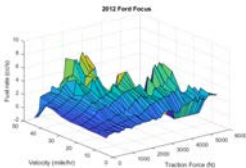
Accumulative Energy and Fuel Consumption for Sample Trajectory



Prediction of Instant Fuel Consumption Rate

- Data-driven approach to combine the D3 dynamometer datasets with real-world speed trajectories from HERE probe data
- Long short-term memory network (LSTM) provides the prediction capability

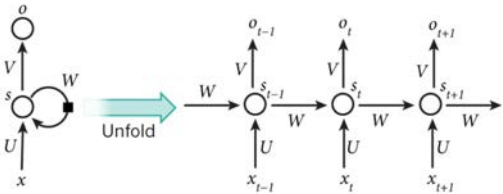
$$c(t) \leftarrow \text{Fuel_map}(F_T(t), V(t))$$



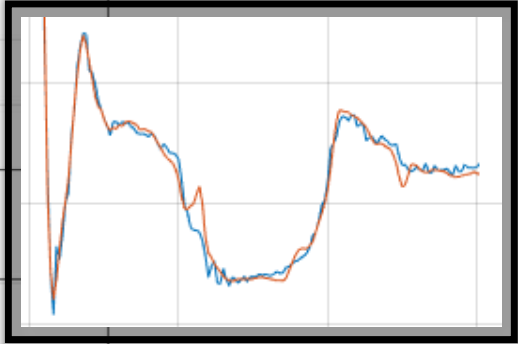
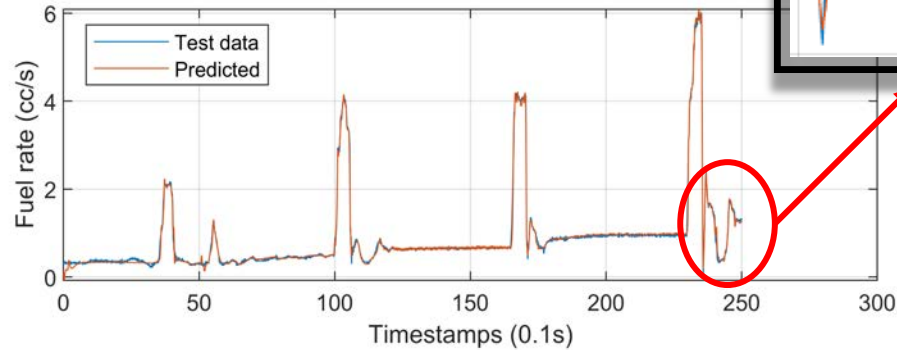
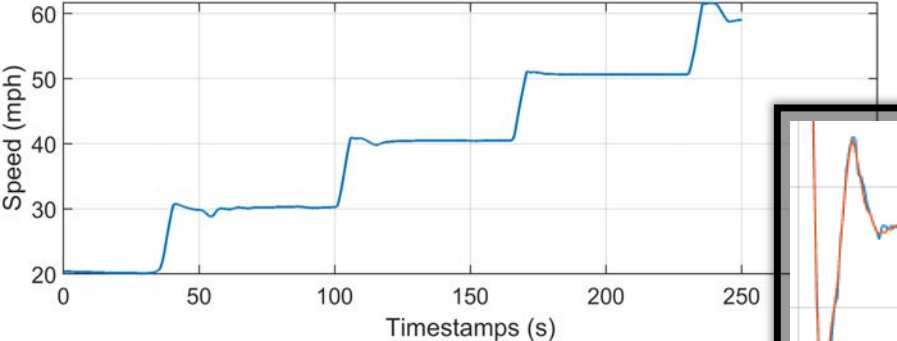
$$c(t) \leftarrow \mathbf{F}[F_T(t), F_T(t-1), \dots, F_T(t-N), \\ V(t), V(t-1), \dots, V(t-N), \\ RPM(t), RPM(t-1), \dots, RPM(t-N), \\ T(t), T(t-1), \dots, T(t-N), \\ \vdots \\ c(t-1), c(t-2), \dots, c(t-N-1)]$$



F: Recurrent Neural Networks (RNN)



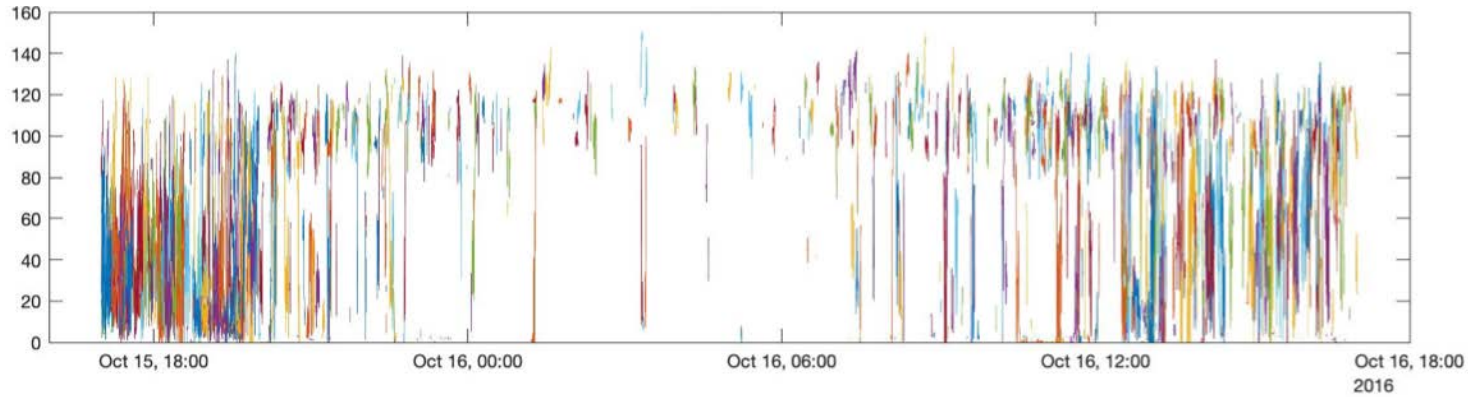
recurrent neural network and the unfolding in time of the computation involved in its forward computation. Source: Nature



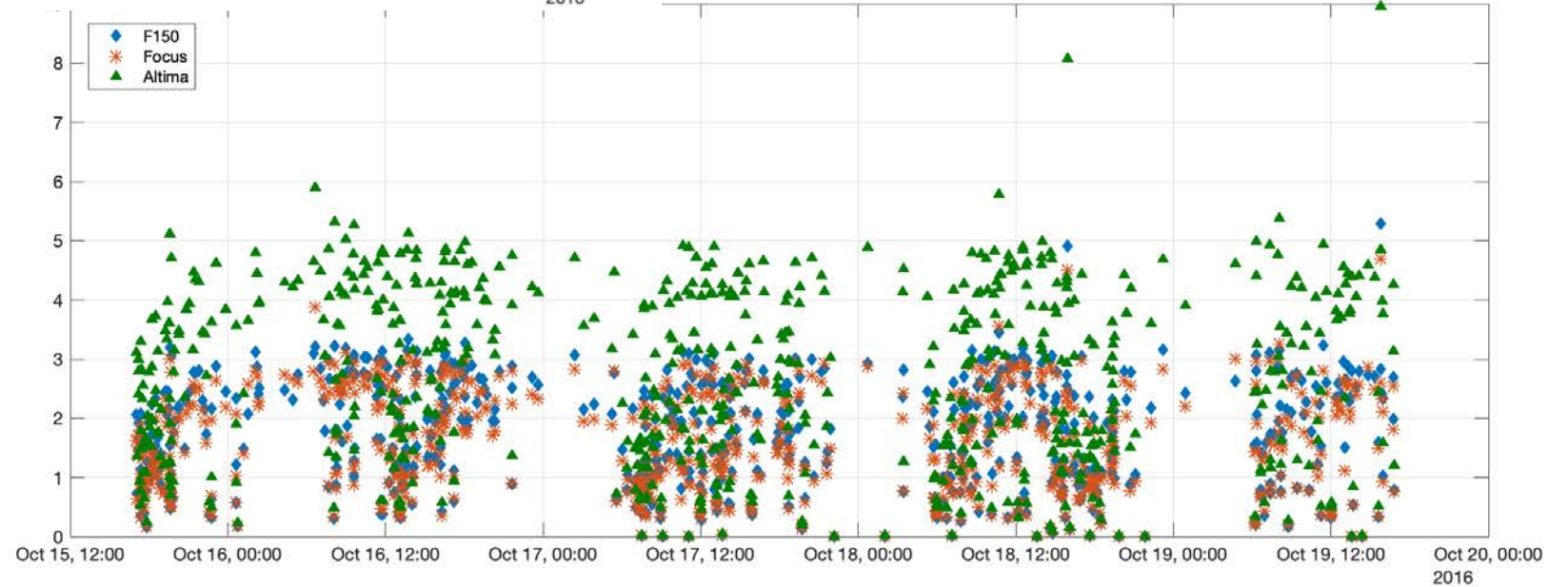
ML Models for Energy Consumption sample I210

trajectories

Trajectories from Mobile Devices on I210



Energy Consumption
Sample for Three Vehicles
Types

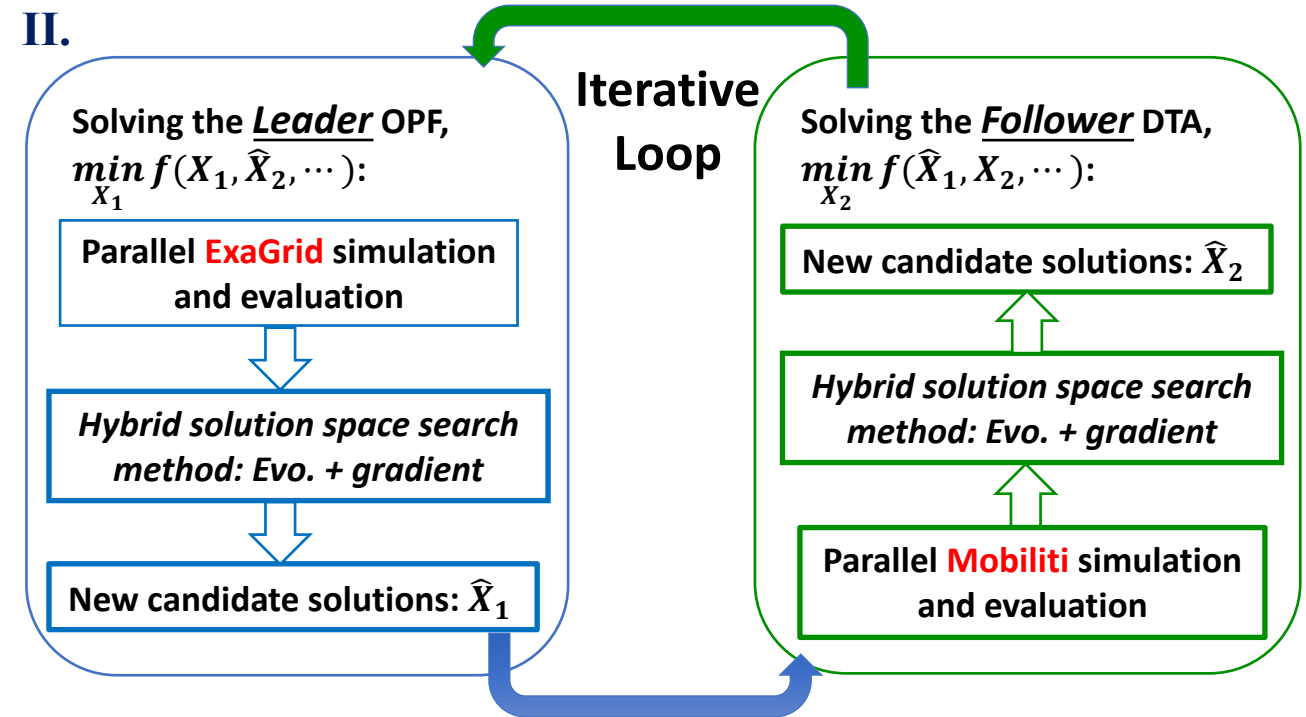


Grid

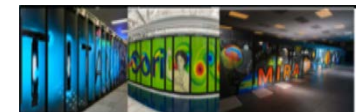
- Develop *intelligent, scalable and computationally efficient* solutions for coupled grid-transportation co-optimization

- Reduction and decomposition;
- Bi-level optimization Stackelberg game;
- Massively-parallelization;
- Hybrid solution space method: evolutionary + gradient methods;

$$\begin{array}{lll}
 \mathbf{P} & & \mathbf{p}_1 \quad \mathbf{p}_2 \\
 \text{I. } \min_{X_1, X_2} f(X_1, X_2, \dots) & \longrightarrow & \min_{X_1} f(X_1, \hat{X}_2, \dots) \quad + \quad \min_{X_2} f(\hat{X}_1, X_2, \dots) \\
 \text{Subject to:} & & \text{Subject to:} \quad \text{Subject to:} \\
 g(X_1, X_2, \dots) \leq b & & g(X_1, \hat{X}_2, \dots) \leq b \quad + \quad g(\hat{X}_1, X_2, \dots) \leq b \\
 h(X_1, X_2, \dots) = c & & h(X_1, \hat{X}_2, \dots) = c \quad \quad \quad h(\hat{X}_1, X_2, \dots) = c
 \end{array}$$



High-performance Computing (HPC)



Thank you!

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