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*Technical Note*

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# COMPUTER SIMULATION OF STREET TRAFFIC



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U. S. DEPARTMENT OF COMMERCE  
NATIONAL BUREAU OF STANDARDS

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# NATIONAL BUREAU OF STANDARDS

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NOVEMBER 1961

### COMPUTER SIMULATION OF STREET TRAFFIC

M. C. Stark

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# COMPUTER SIMULATION OF STREET TRAFFIC

Martin C. Stark

## ABSTRACT

This Technical Note describes a digital computer simulation of vehicular traffic on a section of city street. The study was made for the Bureau of Public Roads by the Data Processing Systems Division, National Bureau of Standards, over a period of three years, from July 1958 to June 1961. The narrative of the report is presented first, followed in order by the three summary Tables, the Figures, and the Appendices. The latter contain text which goes into greater detail and which, in many instances, also refers to the Figures.

An element-by-element computer simulation of the volume and movement of traffic on a nine-block section of 13th Street N. W., in Washington, D. C. is described. A stochastic process is used, in which the input parameters defining the operating and physical characteristics of the cars are controllable within narrow ranges. The computer reviews each simulated car every quarter second and moves it according to rules for movement which are applied by 37 main routines and sub-routines of the computer program.

The simulation run on the computer produces two outputs: The quarter-second car positions are plotted on an oscilloscope and photographed, which result in a moving picture like an animated cartoon, so they can be seen in real time. The effect is comparable to viewing the traffic flow from a helicopter. The other output is a series of tables issued by the computer. These tables catalog all vehicles as they enter the model, clock and count them as they pass a key intermediate point, and finally, check them out at the end of the course, counting them again and noting their individual running times. Other information is also furnished, such as type of vehicle, speed, and lane use. The tables thus furnish an abundance of quantitative data for measuring and evaluating the performance of the model.

Arbitrarily changing the input parameters in the simulation model will permit predictions of the resultant running times and capacities if the proposed changes were really made on the street.

With the completion of this initial, specialized, working model a solid groundwork has been laid for further research effort through refinements, extensions and generalizations of the ideas and methods presented.

## 1. PURPOSE OF THE STUDY

The purpose of the work reported here was to simulate the volume and movement of cars with a digital computer, using as the test site a real location where abundant field data were available for control and checking purposes. The test course selected was a nine-block section of 13th Street, N. W., Washington, D. C., from Euclid Street to Monroe Street.

A standard computer-simulation technique involving the use of random numbers "generates" cars at each entering lane in such a manner that the total number entering at each point over a period of time has an assigned expected value. Each car is moved every quarter second according to detailed "rules of the road" built into the computer program.

Successive car positions have been plotted on an oscilloscope and photographs taken so that the simulated operation can be viewed from moving pictures. The effect is comparable to the observation of traffic over a stretch of several blocks as if by helicopter. Printout tables furnish detailed quantitative data about the volumes, running times and characteristics of the cars involved.

To the extent that the simulation model can be made to resemble the known real conditions, we may infer that if the volumes and characteristics of traffic and the operating rules were changed in the model, the results of a run would represent a prediction of what would happen on the street if the indicated changes were really made. The quantitative operational values to be sought relate to delays, running times, and capacities which can be handled within prescribed levels of delay.

It should be borne in mind that a single run represents only a sample of results derived from the situation being simulated. If the run is for four minutes, the reliability of the results would have the same limitations as taking only a 4-minute count on the street. The strength of the results can be improved by lengthening the run or by having multiple runs and consolidating the output data.

The immediate area of application of this simulation device relates to the use and timing of traffic signals. Simulation runs can be made to study the sensitivity of the traffic flow to altered signal settings, to measure the effect of changed offsets, cycle length and splits with a view to arriving at optimal timing and to explore the capacity of the signal system to handle different patterns or increased volumes of traffic.

The use of a generalized model can be extended to many other traffic engineering situations such as use of one-way streets, banning of left turns, location of bus stops, and restriction of parking.

## 2. HISTORY OF THE PROJECT

The late Professor H. H. Goode of the University of Michigan was one of the first persons to stress the possibilities of digital computer simulation as an aid to engineers in solving traffic engineering problems<sup>(1)</sup>. A simple model constructed under his direction was based on the crossing of a pair of north-south streets by a pair of east-west streets. Each street carried a single lane of traffic in each direction.

When cars moved they all moved at the same speed. When moving, a constant minimum space was required between them. When stopped, the cars could be close together. The four intersections were signalized. In the moving picture display, a symbol adjacent to each intersection indicated the signal message (a bar in a straight position for Go, in a cross position for Stop, at a 45° angle for Amber).

Cars would turn right, left or go straight by reference to a random number comparison at the moment the car entered the intersection. A left turner would wait in the intersection if necessary, blocking its followers, until opposing traffic offered a certain gap.

In the computer model each of these cars was represented by a single bit. Thus all cars were regarded as alike and were processed uniformly.

### Concept of More Sophisticated Model

It was Goode's idea that instead of describing each car by only one bit it would be possible to represent each car by a whole computer word. In this way the car could be assigned individual characteristics as to speed, type and destination.

The Bureau of Public Roads entered into an initial agreement with the National Bureau of Standards in July 1958 under which NBS would develop a considerably more advanced simulation model, utilizing several of Goode's concepts. For control and checking purposes it was desired that a real location be selected for which abundant field data were already available.

### Selection of 13th Street Site

The test site selected was a section of 13th Street, N. W., Washington, D. C., from Euclid Street to Monroe Street. The length of the course is 3,240 feet, including nine blocks. Seven of the intersections are controlled by traffic lights, three by stop signs.

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(1) Goode, H. H., and Pollmar, C. H., and Wright, J. B., "The Use of a Digital Computer to Model a Signalized Intersection," Proceedings of Highway Research Board, vol. 35, 1956, pp 548-557.

(See Fig. 1.) The operation relates to the peak hour of the afternoon rush, when the four lanes of 13th Street are operated one-way northbound.

By early 1960, the NBS effort had produced a first model, complete with a movie but lacking printout tables for quantitative evaluation. This model, which we refer to as NBS Simulation I, carried out most of the original objectives. It was, however, incomplete in various respects. Principally, it generated no cross traffic. (Traffic turning onto cross streets however was carried away.) A flaw in the program permitted cars at one location to be swallowed up by other cars. Some cars trapped behind slow moving leaders fluttered wildly from one lane to another attempting vainly to overtake. Other correctible defects were observed.

The second work program by NBS was begun in July 1960 and was completed a year later. The effort resulted in the present, greatly improved Simulation II, which is the principal subject matter of this report.

### Phase Completed

The phase of the work now terminated has considered all the items that were formally presented and has successfully carried out nearly all of them. It is believed that for practical purposes we now have a specialized model that is, or can be readily made to be, a solid basis for further research effort.

## 3. DESCRIPTION OF THE METHOD

### Use and Numbering of Unit Blocks

Each lane of each street is divided into 12-foot sections called unit blocks. Computer storage reserves a place for information about each unit block (abbreviated UB). If there is a car in a UB, full information about its exact location and its physical characteristics is stored. Another portion of the storage word furnishes any necessary information about the road at that point. This dual role of the UB is extensively described in Appendix G.

The UBs are numbered consecutively wherever possible. This facilitates a systematic search of successive UBs for cars to be processed as well as an orderly movement of each car from one UB to the next higher numbered UB. Fig. 2 shows the basic numbering plan for UBs. Turns use diagonal UBs superimposed on the basic grid. The turn UB layout is shown in several other figures, especially Figs. 6 & 7 relating to 13th and Girard Streets. (See also Fig. 18.)

## Quarter Second Review Cycle

The time cycle for searching all UBs for cars, moving the cars, generating new cars and preparing any outputs is one quarter second of simulated real time.

Traffic inputs are generated (using random numbers) to represent assumed input volumes. Every quarter second, the IBM-704 program moves the cars according to "rules of the road" built into the computer program. The coordinates of the car positions and the traffic signal settings are written onto a magnetic tape output. This tape is later fed into SEAC (a specialized NBS computer), which is equipped with attachments and facilities for projecting the coordinates onto an oscilloscope and actuating the trigger of a camera in order to produce a series of photographs capable of being processed into a real-time moving picture film.

## Printout Tables

The 704 program which moves the cars also prints out detailed data which describe the generated cars, count and clock the cars as they pass an intermediate check point along the course and finally check out the cars as they finish the test course. These three tables (Appendices A, B and C) furnish a full "case history" of the cars involved. Cars can be traced through the course; their physical characteristics are noted; their individual running times and performances are recorded.

The moving picture provides an overall view of the general performance of the fleet of cars. The tables provide specific, detailed, quantitative data by which to measure and judge the performance.

## 4. ANALYSIS OF RESULTS

Several simulation runs have been made. (See Appendix P for a list of the runs.) Run No. 3, of four-minute real-time duration (three complete 80-second signal cycles), has been selected as typical and will be described in considerable detail in later sections of this report. A moving picture was made of the oscilloscope display. The computer produced printout sheets furnishing detailed numerical data to permit analysis of the behavior of the simulated cars. From this information three summary tables have been made which are described below.

Table 1 summarizes the count of cars generated during each cycle for each of the generation points. The figures are shown by each cycle, summed for the four minutes and expanded to an hourly volume. It will be noted that the volume of simulated cars entering the model at the Euclid Street entrance to the 13th Street test section is 2,910 cars per hour. This compares with a field volume of 3,050.

(See Fig. 9.) The principal cross streets, Harvard Street, Columbia Road and Park Road, carried 330, 600 and 780 simulated cars per hour compared to the field values of 708, 668 and 670, respectively. The poor correspondence for Harvard Street presumably is due to the smallness of the sample. In the long run the number of simulated cars, by design, should tend to equal the field values. Because of concern about the Harvard Street generated volume, Run No. 4 was scrutinized as an essentially parallel run in the Monte Carlo method. While not otherwise summarized in detail, Run No. 4 showed generated traffic, expanded to an hourly rate, of 780, 720 and 585 cars, respectively, on the three principal cross streets, Harvard Street, Columbia Road, and Park Road.

The field data are traffic counts made over a period of time in 1954-55 by the District of Columbia Department of Highways and the Bureau of Public Roads, and documented in an article entitled "Capacities of One-Way and Two-Way Streets with Signals and with Stop Signs", by Alexander French, February 1956, Vol. 28, No. 12, PUBLIC ROADS.

It is assumed that care was exercised in sampling the traffic at that time and that the results set forth are reasonably representative of the then-existing conditions. Nevertheless, a general note of warning should be sounded to the effect that any deficiency in the representation of a prototype situation being simulated will be carried over into the simulated model and will introduce error into the results of any analytic or predictive simulation runs. Simulation can never be a substitute for sound basic data. In the present study the problem of validation may be even more difficult because of the passage of time. Validation of the model for 1955 traffic conditions may be indicative, but is no guarantee, of validation under present-day traffic conditions.

The significance of Table 1 is that it provides a rough check on the "car generating" procedure. Table 1 represents the traffic "inputs". Tables 2 and 3 (to be described) represent "outputs" and are the means for measuring the performance of the simulation. These tables provide a verification that traffic moves through the model in reasonable correspondence to the known situation in the field.

Table 2 shows the results of a count at Station B which is on 13th Street just north of Lamont Street. (See Fig. 3.) This is the heaviest point of the test course. In the model, the expansion of the four-minute count at Station B produced an hourly volume of 3,330 simulated cars. This is comparable to the field volume of 3,168 cars per hour.

Table 3 relates to cars leaving the end of the 13th Street test course north of Monroe Street. Again, the simulated cars are counted by cycles and by lanes, and are expanded to an hourly rate of 2,400. The field figure at this point is 2,691 cars per hour. Table 3 also records the running times of those cars which have traversed the

full length of the test course from Euclid Street. In the first cycle when the model contained somewhat fewer cars, the average running time was 364 quarter seconds. In cycle 2 it was 444 and in cycle 3, 464. The average time over the three cycles was 437 quarter seconds.

Incidentally, the traffic signals on 13th Street, during the P. M. rush hour, are set for a speed of 26.8 miles per hour. The average running time of the simulated cars of 437 quarter seconds reflects an average speed of 20.2 mph. A running time of 330 quarter seconds is required to stay in pace with the signal progression.

Tables 1, 2 and 3 are summaries of full computer printouts which are photographically reduced as Appendices A, B and C, respectively. The basic printout sheets identify individual vehicles, thus making it possible to trace through the movement of any particular vehicle.

## 5. CONCLUSIONS

A working simulation model of a particular, fairly complex traffic location has been constructed. A computer program causes the cars to behave in what seems to be a realistic manner. The cars stop at red lights; they yield the right of way at stop signs; they maneuver into correct positions for turns; they move at different speeds; they accelerate and decelerate; faster cars shift lanes to overtake slower cars; they form queues; and they do most of the definable things that cars can be expected to do in city traffic.

The results in no sense indicate a rigorous validation of the model. Up to the present point, reasonableness is the only criterion for judging the performance. Approximately the correct number of cars are accounted for at key points; their characteristics as to speed category, type of vehicle and intended turns correspond with known input data; their average running times are expectedly somewhat slower than that required to keep up with the progressively timed traffic lights.

It may be significant that the speeds and running times become slower as the simulation progresses from cycle 1 to cycle 2 to cycle 3. Although the model was "filled" with cars before the beginning of the run, it had been filled just prior. The lengthening of the running times may be caused by the fact that the full effect of congestion takes a little while to set in.

To get more information bearing on the validity of the model, two steps may still be taken. One is to study the movie display carefully to see whether a "helicopter" view of the cars verifies that they are performing correctly. The other is to compare the simulation running times with actual running times from the field, perhaps by a field check of license numbers of cars traversing the course or by a series of runs through the course using the "floating car" method.

(In the latter method, a test car is driven through the course a number of times with the driver trying to drive neither faster nor slower than the average car in the traffic stream.)

A point worth bearing in mind is that even though the simulated running times may not be entirely valid in total, a difference in running time to reflect a changed parameter may be highly significant. The reverse is also true. A particular detail of the simulation may not check completely with reality and yet the total result can still furnish a useful measure. Ideally the simulation would correspond with reality both in detail and in total, but it has value even if one of these objectives is not immediately accomplished.

## 6. AREAS FOR FURTHER RESEARCH

The question remains: What constitutes validation of the model? So far the test of reasonableness is the only criterion that has been applied. When the performance of the model is accepted as corresponding reasonably closely with actual field conditions, it will be possible to change the parameters and study the new results. From a practical point of view it is the ability to test untried conditions and to make predictions of likely results that will be the real payoff of simulation as a tool for traffic engineers.

Beyond the immediate objective of getting practical answers for 13th Street are several broader objectives. Study should be made of how to generalize the model in various ways. A model should be made where the main street is two-way rather than one-way. Additional features should be added such as random delay factors, standing vehicles, bus stops, wider range of speeds and acceleration rates, pedestrians and additional count stations.

Study should be made of what is required to make the model applicable to other locations by plugging in different basic data at key points in the program.

An output editing routine is an important future requirement. A computer is capable of putting out a vast amount of paper. The present program is no exception. In order to facilitate an expeditious use of the model to develop useful results, a routine should be written that will summarize the output data at several levels of detail. In the present study the important answers center around running times, delays, and street capacities.

Another area of study is the question of how fine the model needs to be in order to furnish good answers. The present model is very fine. The basic time unit is one quarter second and the basic distance unit is one-hundredth part of 12 feet (1.44 inches). These small units lead to an enormous number of computations even for a high-speed digital computer. To what extent, if at all, would the usefulness of the results be jeopardized if the model used larger time and



distance units? In order to answer this important research question, it is necessary to use a model which is capable of a fine breakdown. To seek an answer to this question using a coarse model would be impossible. The usual technique in solving this kind of problem is first to try a gross unit, then try a unit half as large, and then halve it again. This method will fairly quickly locate the general area where the optimal value lies.

In looking ahead to further applications, proposed tasks may be considered in three categories: Those that can be done practically immediately, those that will require some changes and rewriting of the computer program and those of longer-range nature that may require fairly extensive changes in the program.

Representative tasks for future research effort are listed below arranged in the three categories of required time and effort:

#### A. Immediate Results

1. Change volumes, turn ratios, lane distributions, traffic signal settings, desired speeds, percent of trucks, acceleration rates, for the specific 13th Street course.
2. Modify certain rules of behavior (such as those involving clearances, lane preferences, acceptable gaps, response to amber signal, overtaking).
3. Plant cars to depict a study condition such as the following:
  - a. Plant a stalled car and see what happens.
  - b. Set up a solid line of cars to study the wave action.
  - c. Set up a conflicting turn situation.

#### B. Intermediate Results

1. Prepare an editing routine that will summarize the computer output data at several levels of detail.
2. Substitute signalized control for stop sign control (or vice versa) at any intersection, and study the results.
3. Change any cross street from one-way to two-way (or vice versa).
4. Substitute a yield sign for a stop sign.
5. Put in additional count stations to measure volumes and delays at more points.

6. Provide for buses which would stop at prescribed bus stops.
7. Interject random delay factors into the performance of the cars.

### C. Longer-Range Tasks

1. Make 13th Street two-way (as it is in non-rush hours).
2. Study problem of generalizing the computer model so that, by merely "plugging in" proper data regarding physical layout, it can be made applicable to another set of streets.
3. Study the effect of making the model less fine (by using larger space and time units).

In addition to the representative specific tasks listed above, further effort should be accompanied by a broadening of the scope of the work with the purpose of promoting an interchange of information, acquainting traffic engineers and administrators with what has been done to date, learning what additional problem areas lend themselves to treatment by simulation techniques, and creating a wider interest and challenge for further research.

## 7. THE COMPUTER PROGRAM

The basic working program for the IBM-704, including the working constants and the input parameters, contains about 6000 words. In addition, the "A" layout (two words for each of about 1800 UBs) uses about 3600 words and the "B" layout another 3600. (The "A" and "B" layouts are defined in Chapter 8.) A table look-up of the coordinates of each UB and traffic signal for presentation by SEAC on the oscilloscope uses about 3700 words. The total requirement thus is about 16,900 words. The 704 installation at NBS has 32,768 words of primary core storage so that no effort to conserve space was necessary. The computer program was assembled using the SAP assembly program.

The final production run representing four minutes of real time required 60 minutes of 704 time. Thus the ratio of computer time to real time was 15 to 1.

In order to display all of the 13th Street test course simultaneously in as much detail as possible on the oscilloscope it was found desirable to break 13th Street into two pieces. The first piece, from Euclid Street to Irving Street, appears in the left half of the display and the second piece, from Irving Street to Monroe Street, in the right half. (See Fig. 4.)

## 8. DETAILS OF THE PROGRAM

### Search Routine

The program searches methodically for cars to be processed. Starting at UB0, the first UB in lane 1, the search continues through lanes 1, 2, 3 and 4 of 13th Street, then the lanes of all the cross streets and finally the diagonal UBs (for turns).

### "A" Layout and "B" Layout

The cars are found on what has been called the "A" layout. To keep matters straight, because it is impossible to process all the cars simultaneously, each car as it is processed is moved to its new position on the "B" layout. For the remainder of the review cycle the car continues to appear on the "A" layout in its old position.

When all the cars found in the "A" layout have been moved to new positions in the "B" layout, the scanning is completed. Then the "A" layout is erased and the "B" layout becomes the starting point for the next scan.

### Generation

At the end of each cycle the car generation routine is performed. If a car is generated, its characteristics are also determined including its destination or "exit". (See Fig. 3 for key to exit numbers.) A newly generated car will be launched if this can be done safely. Otherwise it will be retained on a backlog list for the particular generation point in question until it can be safely launched. (See Fig. 2 for map of generation points.)

### SEAC Display

The edit routine notes the positions of the cars and the settings of the traffic signals, looks up the coordinates and writes the information on the output tape to be used later for the SEAC display. Finally the clocks are advanced one quarter second and the program is ready to repeat the cycle.

### Permissible Speed

When a car is found for processing, virtually the first task of the program is to consider the car's desired speed in relation to its present speed (last quarter second jump) and its allowable acceleration rate. Each car carries with it an information package describing various physical characteristics and details. The word format is pictured in Fig. 5 and described in detail in Appendix G.

## Sight Distance

When the permissible speed has been determined (in terms of unit point jump per quarter second), the equivalent of required sight distance is determined by a table look-up, Fig. 15. The program then probes ahead attempting to achieve the "goal points" necessary to satisfy the sight distance requirement.

Two prime considerations are whether there is a car ahead and whether there is any irregularity about the roadway (such as a traffic signal or a turn). In every case the key to the information appears in the UB word format (Fig. 5) and can be found by systematic checking of every UB involved (ahead, behind, right or left as required).

The considerations to this point are described in more detail in a later section, Appendix E, entitled the Basic Forward Move which utilizes Fig. 10.

If the goal points can finally be verified, the stated jump can be made (onto the "B" layout). If the goal points are not adequate, then a table (Fig. 15) is consulted to determine what reduced jump can be made safely.

## Irregular Unit Blocks

During the processing, the program is constantly on the alert to comply with the requirements of any of the roadway "irregularities". If a UB is responsive to a traffic signal, the program must check the signal indication. If there is a turn ahead, the program must test whether our car is intending to turn. If our car passes a count station, it must be properly tallied and clocked. If our car reaches the end of a lane, it must be checked out. A number of other special situations may occur, singly or together. In general, each situation has one or more sub-routines which can be called upon to determine the proper move. Some of the routines are specific to traffic on the main street, some relate to cross traffic only, some handle cars in the diagonal unit blocks (on turns), some are generalized. The scope of the routines can be realized by reference to Appendix F which lists and defines briefly 37 main routines, sub-routines and table look-up routines. The use of many of these routines is illustrated by later references.

## Turns

An intersection is basically the crossing (usually at right angles) of two sets of consecutively numbered UBs. The various possible turns are represented conceptually by the superposition of appropriate diagonal unit blocks to connect the lanes involved in each turn. In the model, turns from 13th Street are always made from the nearest lane. Thus turns from northbound to eastbound are made from lane 1 of 13th Street and turns from northbound to westbound are made from lane 4.

Turns from cross streets into 13th Street, however, may be made into either lane 1 or lane 4. The rules, built into the program, are as follows: If a turning car is destined to make a later right turn (odd exit), it will turn into lane 1 without exception. Similarly, if it is destined to turn left later (even non-zero exit), it will always turn into lane 4. This rule applies to both right and left initial turns into 13th Street.

### Lane Preference

For those cars turning into 13th Street which will stay on 13th Street (zero exit), each car carries with it a lane preference (bit No. 34, see word format, Fig. 5) which was randomly determined at the time the car was generated. The car will turn into the lane of its preference except for one situation. If it is trying to turn left into lane 4 and must yield to opposing traffic (assuming the cross street is two-way), it will relinquish its preference and proceed to the position for turning into lane 1. It will of course wait, there, until it can turn safely. These points are illustrated in Appendix I entitled "Left Turn Exercise", and in Fig. 8.

It is seen that at an intersection where the cross street is two-way, six turns are possible, two from 13th Street and four into 13th Street. The diagonal unit blocks are conceptually superimposed. For clarity, they are shown separately in Figs. 6 and 7. See also Fig. 14.

### Simple Turn

Appendix H illustrates a simple turn at 13th & Harvard Streets. The numbering of the UBs at the turn is shown. The information package for the specific turn is reproduced. The general approach to the task is outlined.

### Turn Bias and Last Chance

Cars are coaxed to get into the correct lane for an approaching turn by the "turn bias" routine (XL) which causes a car to keep trying to shift when within 1200 feet of the turn. If, because of continued congestion, the car cannot shift, it finally reaches a last chance block beyond which it cannot proceed without shifting lanes. The pattern of last chance blocks is illustrated in Fig. 12.

### Traffic Signals

Appendix J describes the traffic signal information package and outlines how the program reads the signal indication and makes a decision. The traffic signal subroutine (LL2) is generalized. Main street traffic reads the signal directly; cross street traffic, in effect, reads the same data but draws the opposite conclusion. The signal timing diagram for the real situation and for the model is shown in Fig. 11. Page 1 of Fig. 11 is the diagram itself, page 2 gives the

timing data on which the diagram is based, page 3 explains the diagram and defines special terms.

### Stop Signs

The minor cross streets, Fairmont, Girard and Lamont, are controlled by stop signs. A car approaching 13th Street from one of these streets will be subject to control by the stop sign routine. A flow chart for this routine is shown in Appendix M, page 1. First, our car will be required to come to a complete stop. (When stop is completed, a "1" will be inserted in bit 18.) Before our car can proceed across the intersection, a check is made of the 20 approaching UBs on 13th Street for each of the four lanes. If an opposing car is present or moving at all in the nearest UBs our car cannot proceed. If the opposing car is found in UBs farther away, the critical speed is higher. Page 2 of Appendix M shows a table of progressively higher critical speeds corresponding to the 20 UBs located correspondingly farther from the intersection. If the speed is exceeded, our car cannot proceed. The critical speeds have been computed on the basis of an "acceptable gap" of four seconds.

### Move Routine

In general the penciled flow charts for the 37 routines have not been reproduced because they are voluminous and would require vast detailed explanation to be of even dubious value. Reference has already been made to the stop sign routine (SG2) which, for illustrative purposes, has been reproduced and is explained in Appendix M.

One further example of a flow chart is the move routine (M1). (See Appendix N.) This routine makes the actual move after many other routines have determined the effective clear distance ahead. If the full clear distance sought has been achieved, the move routine is entered at M2 which accepts and performs the previously determined, tentative quarter second jump. (Refer again to paragraphs on Permissible Speed and Sight Distance on pages 11 and 12.) If the clear distance has been compromised, the move routine is entered at M1 which uses the limited clear distance to determine a reduced jump. In the extreme case, the jump may be zero.

The move routine moves the car onto the "B" layout and makes any appropriate entry in either the Station B or Vehicle Retirement printout tables (Appendices B and C). If the car is a "marked car", the routine also prints out its quarter second position on a chronological list. (Refer to Appendix L.)

### Additional Details

Appendix K outlines the conditions that must be met when a car makes a turn in the face of opposing traffic. Considerable additional

details are available in the appendices, particularly Appendix G on the "Two-Word Format", Appendix F listing the routines, and Appendix O defining terms.

## 9. IMPROVEMENTS IN NBS SIMULATION II OVER SIMULATION I

Work on NBS Simulation I was stopped in February 1960. Some features were not completed, others were omitted or found defective. The current Simulation II has been completed, improved and expanded in a number of respects. Below are listed noteworthy items of improvement:

1. Simulation I generated no cross traffic (although cars turning onto cross streets from 13th Street were carried away). Simulation II is complete with full handling of both 13th Street and cross street traffic.
2. On the film display of Simulation I, the Irving Street intersection was duplicated in the hope of facilitating observation. It proved to have the opposite effect. Simulation II eliminates this confusing overlap.
3. In Simulation I cars reaching Monroe Street disappeared immediately after reaching the center line of Monroe Street. The new model carries these cars a short distance beyond the intersection.
4. When the project was started, Irving and Kenyon Streets were two-way streets. Now they are one-way streets. The revised model incorporates this change.
5. Observation of the Simulation I film indicated a couple of undesirable performance characteristics. At one location, when cars were stopped at a traffic light succeeding cars disappeared into them. This flaw in the program has been corrected.

Some cars trapped behind slower leaders bobbed around excessively trying in vain first one lane and then another in an attempt to overtake. In the revised model, an attempt has been made to promote greater stability in this situation by not allowing a lane shift unless significant gain in net clear distance ahead can be achieved. This differential was set at 18 feet whereas formerly a car would shift if it could gain any advantage at all.

6. The earlier program would search ahead no farther when finding a leader. The movement of our car would then be governed solely by the performance of the leader. This approach was subject to the criticism that a car could "ride on the coat tails" of its leader and thereby go through an

amber light or approach an intended turn without slowing down. The new program makes an independent check ahead of a leader to assure proper consideration of road factors that may not be applicable to the leader. This improvement should improve the realism of the model.

7. In Model I, a car desiring to overtake would always try the left side first. In Model II, a "coin is tossed" to determine which side is tried first. The second procedure is thought to be more realistic since 13th Street is operated one-way with each lane tending to move independently.
8. In Model I, the moving picture was thought to be virtually the sole end product. It is realized now that means of analyzing the results quantitatively are required. In Model II, the movie is still a valuable, visual guide for judging the performance but the real output is the series of tables that record volumes and running times. These are discussed elsewhere.
9. In Simulation I, a single word was used to identify a UB. In Simulation II two words are used. The principal addition is the launch time which requires 11 bits. In the first model, putting all the information into one word was a tight squeeze. In the revised model there is room for expansion if desired (additional categories and additional characteristics).
10. Simulation I starts with an empty layout. After three minutes the formal run stops, at just about the time the layout is filled with cars. Simulation II is prefaced by an earlier "unofficial" run which has filled the model. The entire 4-minute run of Simulation II displayed in the moving pictures and analyzed in the output tables is based on a full-of-cars model.
11. Simulation I permitted a constant clearance distance between successive cars. Simulation II provides for an increasing clearance as speed increases. (See Fig. 15.)

## 10. ASSUMPTIONS AND PARAMETERS

In many instances, in the absence of specific answers from field data, it was necessary to make certain assumptions or to assign arbitrary values or distributions to parameters. In most cases these can be readily changed if desired. These assumptions in general relate to one of two areas: the characteristics of the car or the rules governing the movements. Figure 16 relating to characteristics of vehicles shows a number of these judgment values. Other arbitrary values and rules have been used as listed below:

1. Cars generated on 13th Street have been originally distributed 20, 30, 30, 20 per cent across lanes 1, 2, 3 and 4 respectively.



2. Cars are launched on 13th Street only if they can be launched safely at their full desired speed. Generated cars which cannot be launched immediately are saved until they can be launched.
3. Cars are launched on cross streets if they can be launched safely at speeds greater than 15 miles per hour.
4. When a car is considering shifting lanes because of a slow leader, the car will not abandon its own lane unless it can gain an advantage of at least 18 feet in net effective sight distance.
5. Figure 9 shows the volumes assumed at each generation point. For the principal streets authentic volumes had been furnished from field data. For the remainder arbitrary figures were used. Certain minor movements were given a token value of 10 cars per hour.
6. Car speeds are reduced to 15 miles per hour for turns. A moderate deceleration rate of 5 unit points per  $1/4$  second per  $1/4$  second is used, beginning as soon as the car driver "sees" the turn in looking ahead for adequate sight distance.
7. The correct probability distribution that should govern generation of cars is not known. The available field data give (in effect) only the mean or "expected value" of this distribution, which is not enough to determine other important parameters of the distribution (e. g. , its variance). Although the (binomial) distribution used in the simulation was chosen to have the correct mean value, it may nevertheless distort some aspects of the real situation. If field data to describe completely the distribution were available or were to be gathered, the significant parameters could be incorporated into the generating mechanism.

## 11. ACKNOWLEDGMENTS

While the final results were due principally to the sustained effort of the project leader, Martin C. Stark, supporting credit should go to L. Garrett, who wrote the auxiliary program for the oscilloscope display; L. Cahn, who engineered and operated the special camera attachment for making the moving pictures; and L. Riches, who assisted in an important phase of writing the main program. Credit should also go to John Warmę for drawing the figures, Helen Grantham for typing the manuscript for the final report and Anna K. Smilow for her careful processing of the final copy for publication.

Table 1  
1 of 2

SUMMARY OF CARS GENERATED  
By Street and by Hourly Rate

	<u>Cycle 1</u>	<u>Cycle 2</u>	<u>Cycle 3</u>	<u>Total Period</u>
13th Street	3060	3105	2565	2910
Fairmont Street	90	90	45	75
Girard Street	45	90	90	75
Harvard Street	270	630	90	330
Columbia Road	540	630	630	600
Irving Street	360	360	180	300
Kenyon Street	450	180	90	240
Lamont Street	0	90	0	30
Park Road	1035	630	675	780
Monroe Street	135	315	45	165

Note: The signal cycle length is 80 seconds. Cycle 1 represents 320 quarter seconds from simulation-run time 1036 to 1355; cycle 2, from time 1356 to 1675; and cycle 3, from time 1676 to 1995.

Table 1  
2 of 2

SUMMARY OF CARS GENERATED  
By Generation Point and by Cycle

			<u>Generation Point</u>	<u>Cycle 1</u>	<u>Cycle 2</u>	<u>Cycle 3</u>	<u>Total</u>
13th Street	Lane 1	Green	1	17	15	9	41
		Red	2	2			2
	Lane 2	Green	3	19	23	15	57
		Red	4	1		2	3
Lane 3	Green	5	19	18	16	53	
	Red	6					
Lane 4	Green	7	10	13	15	38	
	Red	8					
Fairmont	Lane 1*		9	1	2	1	4
	Lane 2		10	1			1
Girard	Lane 1		11			1	1
	Lane 2		12	1	2	1	4
Harvard	Lane 1		13	3	8	1	12
	Lane 2		14	3	6	1	10
Columbia	Lane 1		15	4	7	8	19
	Lane 2		16	8	7	6	21
Irving	Lane 1		17	3	5	1	9
	Lane 2		18	5	3	3	11
Kenyon	Lane 1		19	6	1	2	9
	Lane 2		20	4	3		7
Lamont	Lane 2		21		2		2
Park	Lane 1		22	13	8	11	32
	Lane 2		23	10	6	4	20
Monroe	Lane 1		24	1	3		4
	Lane 2		25	2	4	1	7

Table 2

## SUMMARY OF STATION B COUNTS

	Cars Passing Station B			
	<u>Cycle 1</u>	<u>Cycle 2</u>	<u>Cycle 3</u>	<u>Total</u>
Lane 1	20	22	23	65
Lane 2	13	18	24	55
Lane 3	11	15	21	47
Lane 4	18	17	20	55
	<hr/> 62	<hr/> 72	<hr/> 88	<hr/> 222
Hourly rate	2790	3240	3960	3330

Notes: Station B is located on 13th Street just north of Lamont Street.  
 Cycle 1 is from simulation-run time 1036 to 1355; cycle 2, from time 1356 to 1675; and cycle 3, from time 1676 to 1995.

Table 3

SUMMARY OF VEHICLE RETIREMENT DATA  
(Volumes and Running Times)

Cars Retiring at End of 13th Street

	<u>Cycle 1</u>	<u>Cycle 2</u>	<u>Cycle 3</u>	<u>Total</u>
Lane 1	4	20	11	35
Lane 2	6	16	13	35
Lane 3	11	17	17	45
Lane 4	11	17	17	45
	<hr/>	<hr/>	<hr/>	<hr/>
	32	70	58	160
Hourly rate	1440	3150	2610	2400

Distribution of Running Times  
(Of Cars Traversing Entire 13th Street Course)

<u>Running Times</u> (in 1/4 sec.)	<u>Cycle 1</u>	<u>Cycle 2</u>	<u>Cycle 3</u>	<u>Total</u>
200-249				
250-299	4			4
300-349	3	3	2	8
350-399	12	12	15	39
400-449	2	23	9	34
450-499	3	9	7	19
500-549		7	5	12
550-599		4	11	15
600-649		2	2	4
650-699				
	<hr/>	<hr/>	<hr/>	<hr/>
Total cars	24	60	51	135
Average running time	365	444	464	437

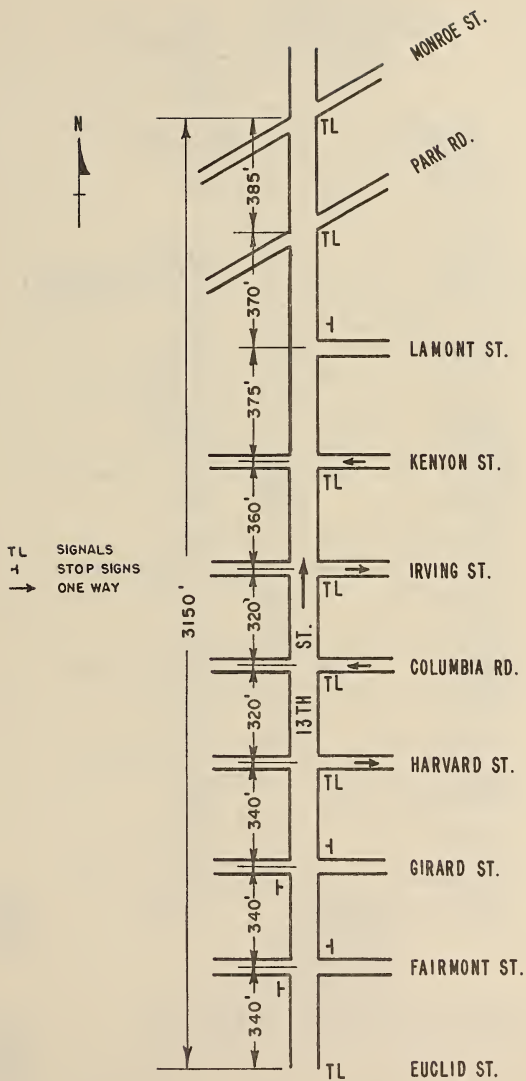
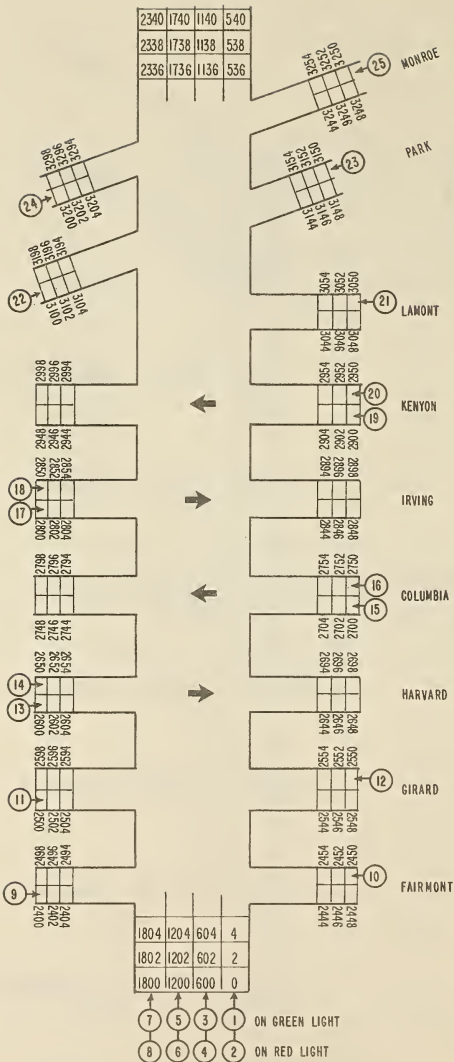


FIGURE I. 13TH STREET LAYOUT



CIRCLED FIGURES ARE GENERATION POINTS. ATTACHED ARROW SHOWS UNIT BLOCK FED BY GENERATION POINT.

ALL LANES ARE DIVIDED INTO 12 FT. UNIT BLOCKS. FOR SIMPLICITY, DIAGRAM SHOWS THE NUMBERING OF ONLY THE FIRST AND LAST THREE UNIT BLOCKS OF EACH LANE.

FIGURE 2. GENERATION POINTS AND UNIT BLOCK NUMBERING



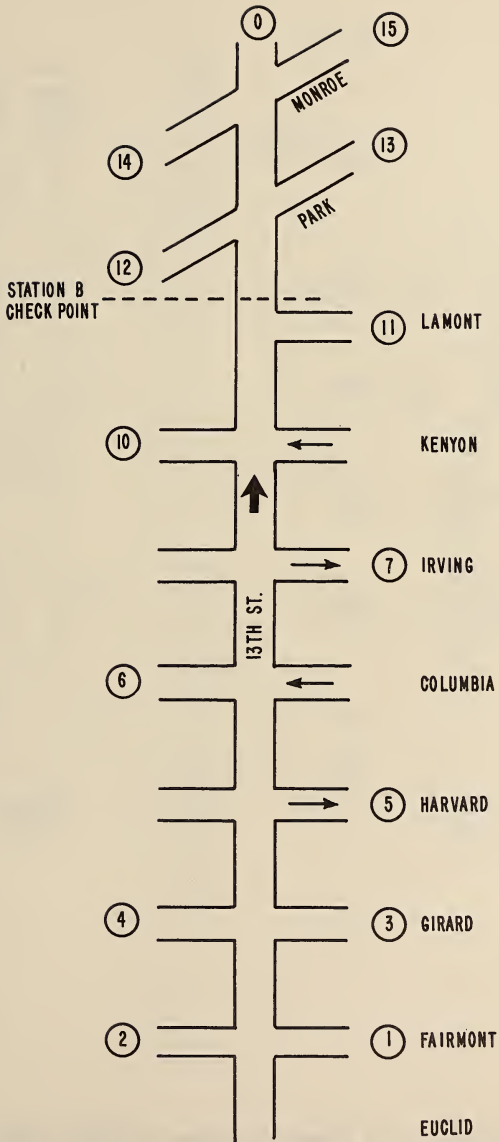


FIGURE 3. EXIT NUMBERS AND STATION B CHECK POINT

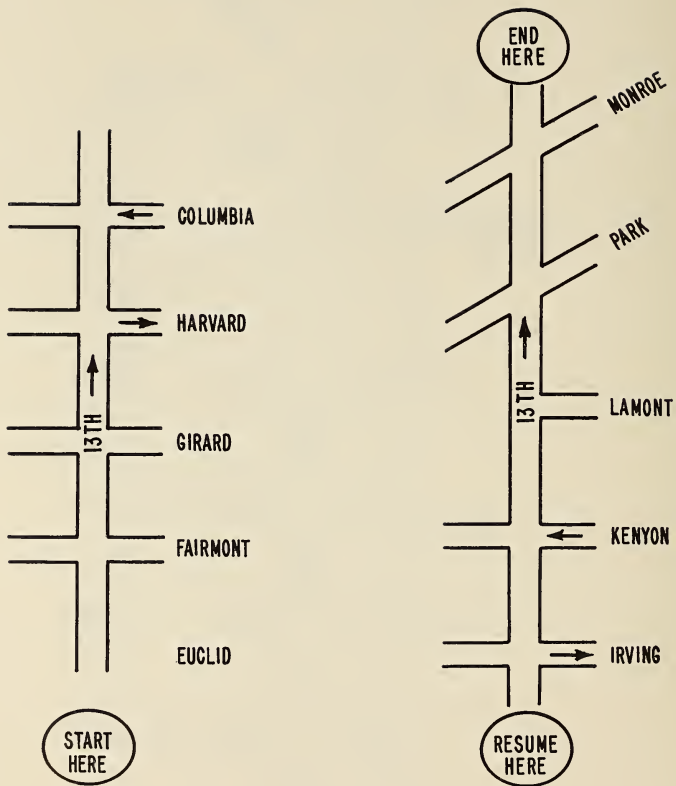
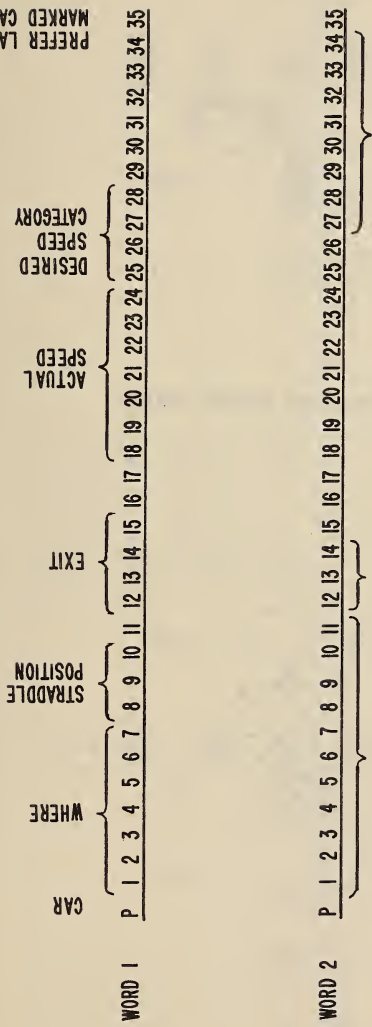


FIGURE 4. 13TH STREET AS SHOWN ON OSCILLOSCOPE

PREFER LANE 4  
MARKED CAR



GATE 1-8      LAUNCH TIME      TYPE      HAS STOPPED      STATION B      VARIOUS IRREGULARITIES      IRREGULAR

- IRREGULARITY - BIT # 35
- BEGINNING 34
  - END 33
  - TRAFFIC LIGHT 32
  - SIMPLE TURN 31
  - CROSS FLOW 30
  - LAST CHANCE 29
  - STOP SIGN 28
  - LEFT TURN 27

FIGURE 5. THE TWO-WORD FORMAT

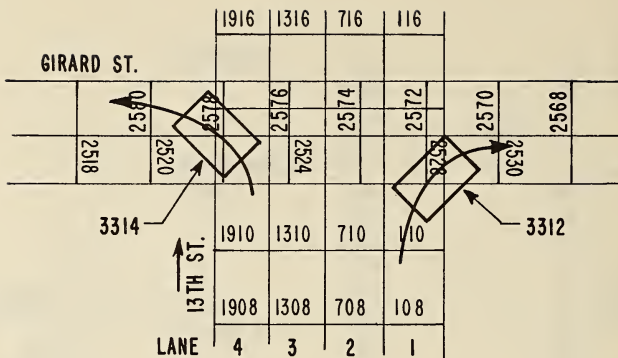


FIGURE 6. TURNS FROM 13TH STREET INTO GIRARD STREET

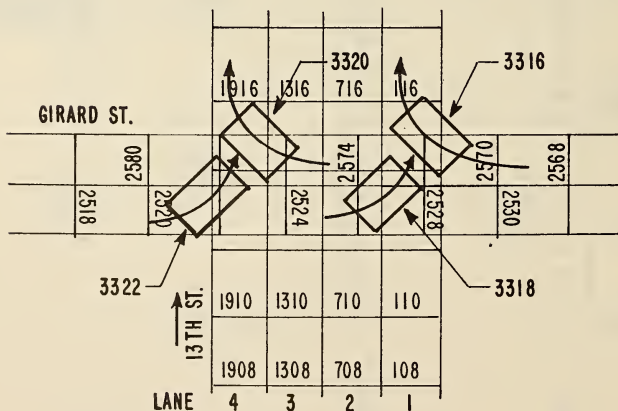


FIGURE 7. TURNS FROM GIRARD STREET INTO 13TH STREET

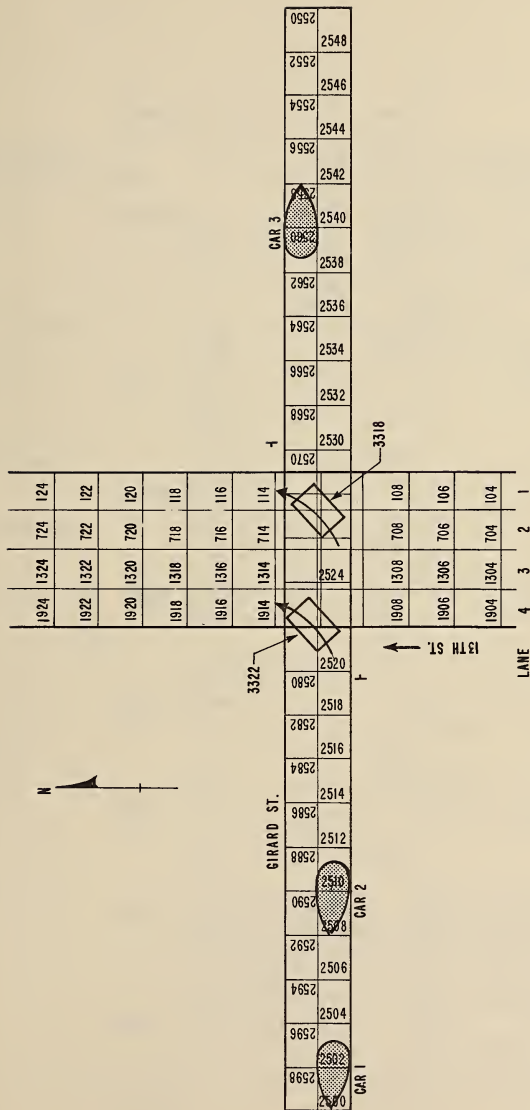


FIGURE 8. LEFT TURN EXERCISE AT 13th AND GIRARD STREETS

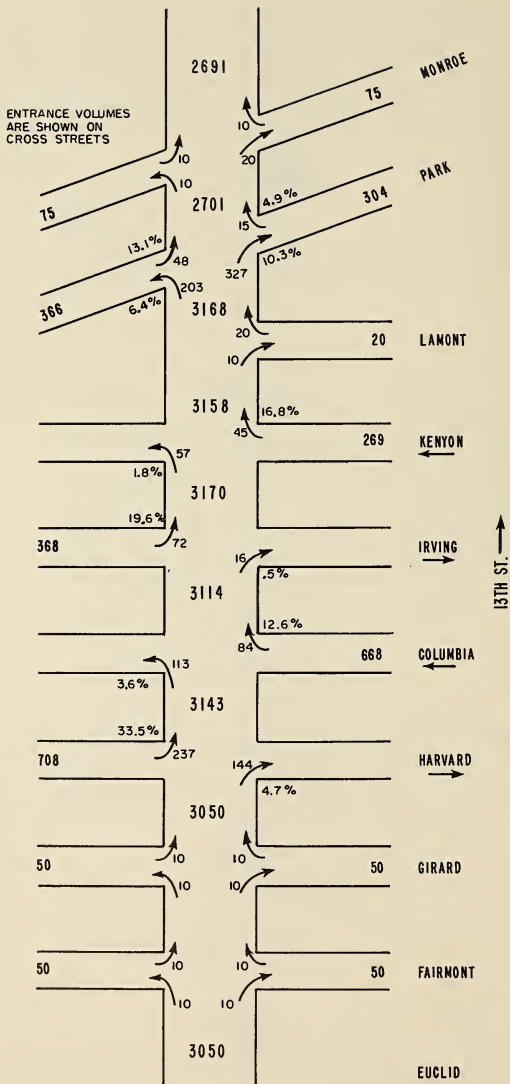


FIGURE 9. DESIGN VOLUMES

<u>Entrance Street and Lane</u>		<u>Hourly Rate</u>	<u>Probability Value (A)</u>
13th	Lane 1	610	4.24
	2	915	6.36
	3	915	6.36
	4	610	4.24
Fairmont	E/B	50	.35
	W/B	50	.35
Girard	E/B	50	.35
	W/B	50	.35
Harvard	E/B (So.)	354	2.46
	E/B (No.)	354	2.46
Columbia	W/B (So.)	334	2.32
	W/B (No.)	334	2.32
Irving	E/B (So.)	184	1.28
	E/B (No.)	184	1.28
Kenyon	W/B (So.)	135	.94
	W/B (No.)	134	.93
Lamont	W/B	20	.14
Park	E/B	366	2.54
	W/B	304	2.11
Monroe	E/B	75	.52
	W/B	75	.52

Note A      Percent of time car should be generated per quarter second. Every quarter second, each probability value is compared with a newly generated random number in the range 0.00 to 99.99. If random number is less than probability value, a car is generated at the entrance indicated.

Fig. 9. Summary of Design Volumes for Entrance Into Model

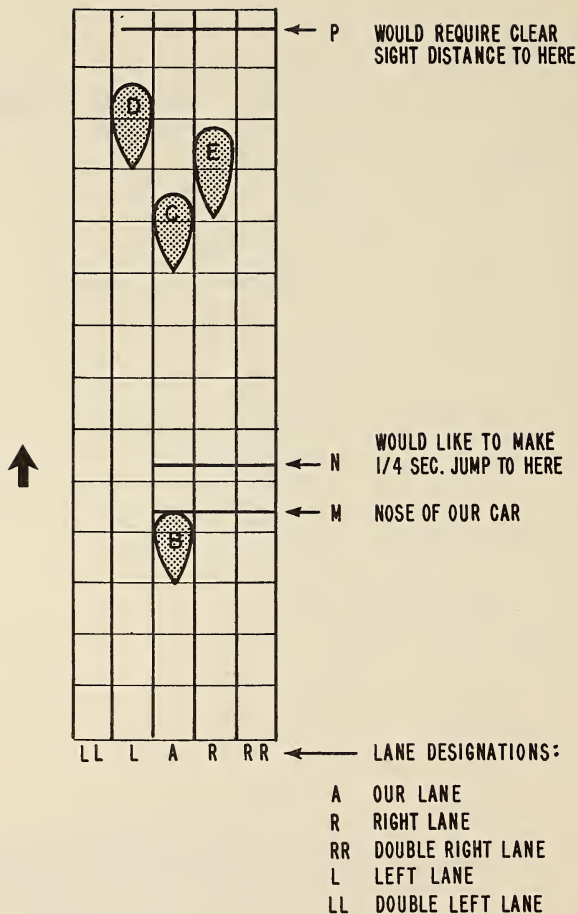


FIGURE 10. THE BASIC FORWARD MOVE



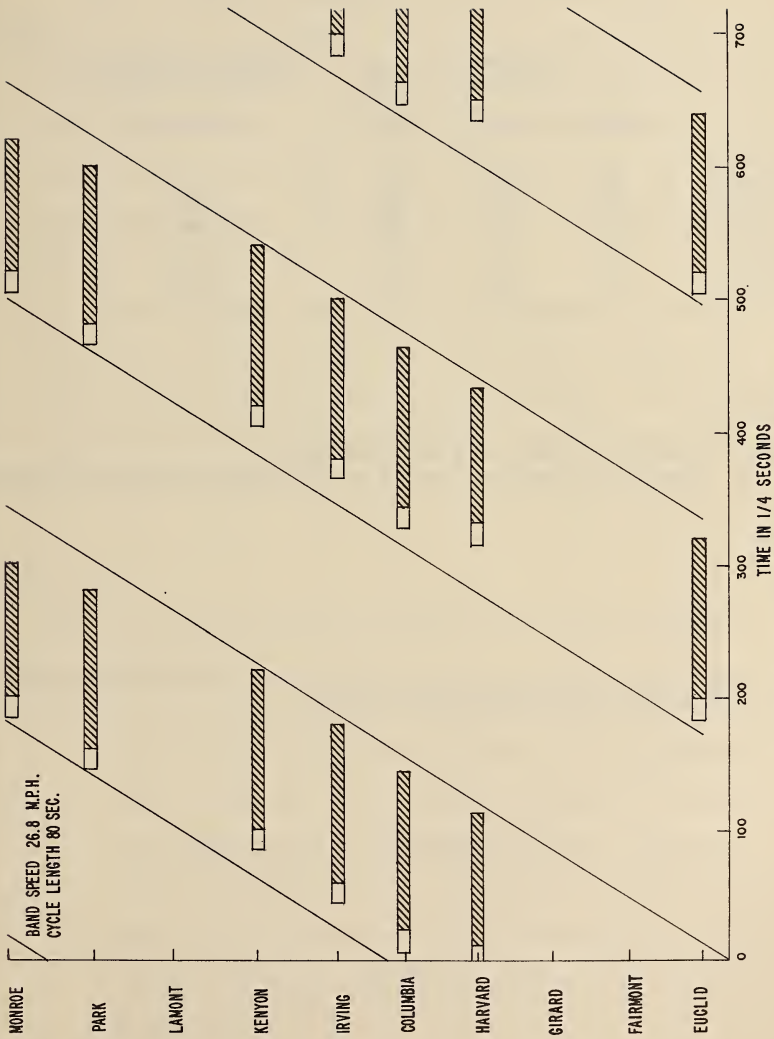


FIGURE 11. 13TH STREET SIGNAL TIMING DIAGRAM

	Seconds		Begin. 13th Green Absolute Scale (1/4 sec.) <sup>B</sup>
	13th Green <sup>A</sup>	13th Red <sup>A</sup>	
Offset			
Euclid	0	50	0
Harvard	28	55	112
Columbia	36	50	144
Irving	45	50	180
Kenyon	55	50	220
Park	70	50	280
Monroe	75	55	300

## Notes:

A - Splits shown include 4-second amber.

B - Simulation clock goes from 0 to 319 quarter seconds and repeats.

Basic data taken from records of District of Columbia Department of Highways and Traffic April 9, 1959.

Fig. 11. Signal Timing Data for 13th Street

## Fig. 11. SIGNAL TIMING DATA FOR 13TH STREET

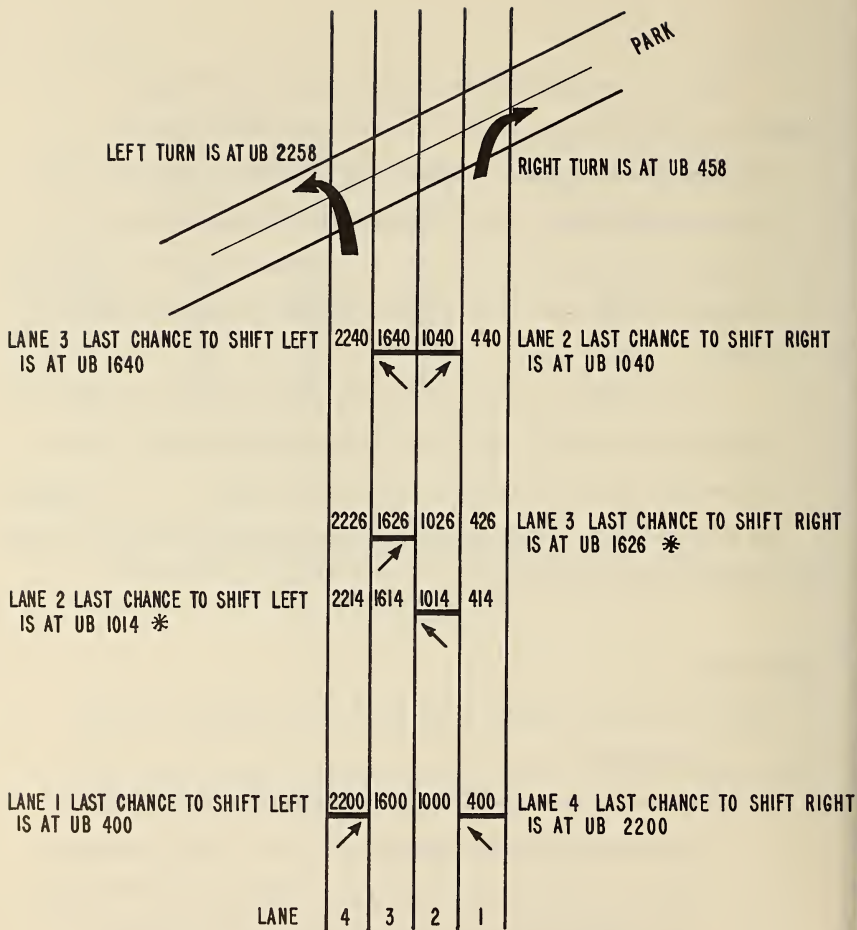
Explanation of diagram on page 1: Green on the main street is indicated by the absence of any marking. Red is indicated by the cross-hatched areas. Amber (at the end of 13th Street green) is indicated by an open outline. The cycle length is 80 seconds (or 320 quarter seconds). The diagram shows several (repeating) cycles.

The broad open bands progressing diagonally up the page represent the bands of traffic which can progress up the street in unison with the (green) timing of the traffic signals. The signals on this section of 13th Street are set for a smooth flow of 26.8 mph in the P. M. rush period.

## Definitions:

**Split:** The apportionment of the total cycle to different signal indications.

**Offset:** The means of defining the linkage of signal indications at interconnected signalized intersections. The beginning of green on the main street is taken as the point of reference. In the table on page 2, Euclid Street, with a 0 offset, is used as the datum location. The 28-second offset shown for Harvard Street, for example, means that 13th Street green begins at Harvard Street 28 seconds later than it begins at Euclid Street.



\* NECESSARILY OFFSET FROM ITS COUNTERPART TO AVOID THE POSSIBILITY OF A STALEMATE.

FIGURE 12. PATTERN OF LAST CHANCE UNIT BLOCKS

<u>Time</u>	<u>Car 1</u>	<u>Car 2</u>	<u>Car 3</u>	<u>Time</u>	<u>Car 1</u>	<u>Car 2</u>	<u>Car 3</u>
1	2502	2510	2560	26	2520	1916	2576
2	2504	2512	2562	27	2520	1918	2578
3	2506	2514	2564	28	2522	1918	2578
4	2508	2516	2566	29	2522	1920	2580
5	2508	2516	2566	30	2522	1920	2580
6	2510	2518	2568	31	2522	1922	2582
7	2512	2518	2568	32	2524	1924	2582
8	2514	2518	2568	33	2524	1924	2584
9	2514	2518	2568	34	3318	1926	2586
10	2514	2518	2568	35	3318	1928	2586
11	2516	2518	2568	36	112	1928	2588
12	2516	2520	2570	37	112	1930	2590
13	2516	2520	2570	38	114	1932	2590
14	2518	2520	2570	39	114	1934	2592
15	2518	2520	2570	40	116	1936	2594
16	2518	3322	2570	41	116	1938	2596
17	2518	3322	2570	42	118	1940	2598
18	2518	3322	2572	43	120	1942	
19	2518	3322	2572	44	120	1944	
20	2518	1912	2572	45	122	1946	
21	2520	1912	2572	46	124	1948	
22	2520	1912	2574	47	126	1950	
23	2520	1914	2574	48	128	1952	
24	2520	1914	2574	49	130	1954	
25	2520	1916	2576	50	130	1956	

Fig. 13. Table of Successive Car Positions in Left-Turn Exercise  
(Quarter Seconds and Unit Blocks Occupied)

Fig. 14 Unit Block Turn Sequences at 13th & Girard Streets

Right from Lane 1	108-110-3312-2528-2530
Left from Lane 4	1908-1910-1912-3314-2578-2580
Right into Lane 1	2568-2570-3316-114-116
Right into Lane 4	2568-2570-2572-2574-2576-3320- 1914-1916
Left into Lane 1	2518-2520-2522-2524-2526-3318- 112-114-116
Left into Lane 4	2518-2520-3322-1912-1914-1916

Fig. 14. Unit Block Turn Sequences at 13th and Girard Streets

<u>M. P. H.</u>	<u>Quarter- Second Jump</u>	<u>Stopping Distance</u>	<u>Clearance</u>	<u>Goal Points</u>
0	0	0	40	390
2 1/2	8	8	60	418
5	15	15	80	445
7 1/2	23	26	100	476
10	31	48	120	518
12 1/2	38	72	140	562
15	46	106	160	616
17 1/2	53	140	180	670
20	61	186	200	736
22 1/2	69	238	220	808
25	76	289	240	879
27 1/2	84	353	260	963
30	92	423	280	1053
32 1/2	99	490	300	1140
35	107	573	320	1243

Distances are in unit points (100 unit points = 12 feet)

Goal points = stopping distance + clearance + 350 (maximum possible length of leader)

Fig. 15. Jump-Stopping Distance-Goal Points Table

Fig. 16 Characteristics by Type of Vehicle

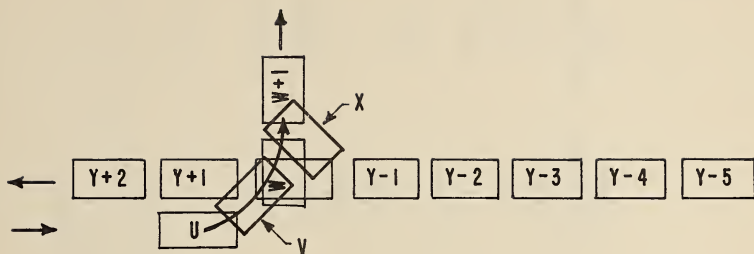
<u>Category</u>	<u>Desired Speed M. P. H.</u>	<u>Passenger Car</u>	<u>Truck A</u>	<u>Truck B</u>
0	35	15%		
1	30	35	20%	15%
2	25	35	60	35
3	20	15	20	35
4	15			15
Length (feet)		18	30	42
Acceleration (unit points per 1/4 sec. per 1/4 sec.)		3	2	2
Deceleration (unit points per 1/4 sec. per 1/4 sec.)		10	10	10

Type of Vehicle by Street

	<u>13th Street</u>	<u>Irving- Kenyon</u>	<u>Park</u>	<u>All Other</u>
Passenger car	99.0%	92.0%	97.0%	99.0%
Truck A	0.5	4.0	1.5	0.5
Truck B	0.5	4.0	1.5	0.5

Fig. 16. Characteristics by Type of Vehicle





<u>When In</u>	<u>Cannot Enter</u>	<u>Condition</u>
U	V	If any car in X If any car in Y + 2 If any car in Y + 1 If any car in Y If any car in Y - 1 moving > 0 If any car in Y - 2 moving > 10 If any car in Y - 3 moving > 20 If any car in Y - 4 moving > 30
V	W	If any car in X
Y	X	If any car in V moving > 0 If any car in W
X	W + 1	No restriction

Note: Stated speeds are in unit points per quarter second.

Fig. 17 Conditions for Conflicting Turn

	Right From Lane 1	Left From Lane 4	Right Into Lane 1	Left Into Lane 1	Right Into Lane 4	Left Into Lane 4
Fairmont	3300	3302	3304	3306	3308	3310
Girard	3312	3314	3316	3318	3320	3322
Harvard →	3324	--	--	3330	--	3334
Columbia ←	--	3338	3340	--	3344	--
Irving →	3348	--	--	3354	--	3358
Kenyon ←	--	3362	3364	--	3368	--
Lamont	3372	--	3376	--	3380	--
Park	3384	3386	3388	3390	3392	3394
Monroe	3396	3398	3400	3402	3404	3406

Fig. 18. Numbering and Location of Diagonal Unit Blocks

Note: Lane 1 and Lane 4 are the east and west lanes of 13th Street, respectively.

## VEHICLE GENERATION TABLE

APPENDIX A  
1 OF 7

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKEO	LANE PREF
1037	10	1	20	0	0	1
1039	13	0	22	0	0	1
1048	10	2	3	0	0	1
1048	0	1	5	0	0	0
1048	5	0	13	0	0	0
1051	0	3	5	0	0	1
1051	0	1	7	0	0	0
1057	12	1	23	0	0	0
1058	6	2	15	0	0	0
1060	0	2	5	0	0	0
1060	10	2	19	0	0	1
1060	12	0	23	0	0	0
1062	6	3	16	0	0	1
1063	7	1	18	0	0	1
1064	0	2	3	0	0	0
1065	10	2	19	0	0	0
1070	0	2	3	0	0	1
1070	6	3	16	0	0	0
1074	0	2	1	0	0	0
1078	0	2	5	0	0	1
1079	15	1	24	0	0	0
1084	0	0	1	0	0	1
1086	0	2	1	0	0	d
1087	5	1	3	0	0	1
1087	0	2	20	0	0	1
1088	12	2	23	0	0	0
1089	6	2	15	0	0	0
1091	7	3	17	0	0	0

## VEHICLE GENERATION TABLE

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKEO	LANE PREF
1094	0	2	3	0	0	0
1097	0	0	5	0	0	1
1098	0	3	3	0	0	1
1100	1	2	9	0	0	1
1101	13	1	1	0	0	0
1103	10	0	20	0	0	0
1104	0	3	1	0	0	0
1107	0	2	5	0	0	1
1117	13	0	5	0	0	1
1117	13	2	16	0	0	0
1119	0	3	5	0	0	0
1119	10	3	19	0	0	0
1126	14	0	25	0	0	1
1127	0	1	3	0	0	0
1132	6	2	5	0	0	1
1135	12	0	23	0	0	0
1138	0	2	5	0	0	0
1142	0	1	1	0	0	0
1144	10	2	5	0	0	0
1145	11	2	7	0	0	0
1148	0	2	3	0	0	0
1149	13	2	22	0	0	0
1151	0	2	5	0	0	1
1153	0	1	7	0	0	0
1154	13	2	22	0	0	0
1156	0	1	3	0	0	1
1160	0	2	2	0	0	1
1162	5	2	13	0	0	1

## VEHICLE GENERATION TABLE

APPENDIX A  
2 OF 7

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1162	12	3	23	0	0	1
1167	0	1	4	0	0	0
1171	13	3	22	0	0	0
1174	10	0	19	0	0	1
1179	13	2	22	0	0	0
1181	10	1	19	0	0	1
1184	13	0	22	0	0	1
1189	13	2	22	0	0	0
1194	13	2	22	0	0	0
1199	13	1	22	0	0	0
1203	13	3	22	0	1	0
1209	12	0	23	0	1	0
1213	6	1	15	0	1	1
1217	13	0	22	0	1	0
1222	0	2	14	0	1	1
1229	7	2	17	0	1	0
1229	10	3	19	0	1	1
1236	10	3	20	0	1	0
1236	12	0	23	0	1	0
1242	6	2	16	0	1	0
1247	0	1	12	0	1	0
1248	13	1	18	0	0	1
1250	14	2	25	0	0	0
1249	12	2	23	0	0	0
1256	6	1	14	0	0	0
1257	12	2	23	0	0	1
1264	13	1	22	0	0	1
1267	13	0	22	0	0	0

## VEHICLE GENERATION TABLE

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1269	12	2	23	0	0	0
1275	5	3	2	0	0	1
1277	6	0	16	0	0	0
1280	12	1	3	0	0	1
1280	12	1	5	0	0	0
1280	0	0	7	0	0	1
1282	13	3	7	0	0	0
1283	12	2	3	0	0	1
1283	13	2	5	0	0	1
1283	5	2	13	1	0	1
1284	13	2	1	0	0	0
1287	0	3	5	0	0	1
1289	13	2	3	0	0	1
1292	7	0	18	0	0	1
1293	0	1	1	0	0	1
1293	0	3	3	0	0	1
1296	6	2	16	0	0	1
1298	0	1	1	0	0	0
1302	13	2	3	0	0	0
1303	0	0	5	0	0	1
1304	12	1	7	0	0	0
1305	0	1	1	0	0	1
1305	0	2	5	0	0	1
1310	7	1	18	0	0	1
1311	7	1	17	0	0	0
1313	0	0	3	0	0	1
1315	13	0	1	0	0	0
1315	15	3	3	0	0	1

## VEHICLE GENERATION TABLE

APPENDIX A  
3 OF 7

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PEF
1316	0	3	5	0	0	0
1318	0	1	1	0	0	0
1321	0	1	16	0	0	1
1324	13	2	7	0	0	0
1326	0	3	3	0	0	0
1327	0	0	1	0	0	0
1327	0	3	18	0	0	1
1330	0	1	1	0	0	0
1332	0	3	3	0	0	1
1333	0	3	1	0	0	1
1334	0	0	7	0	0	1
1337	0	1	7	0	0	0
1337	5	1	14	0	0	1
1339	0	3	1	0	0	0
1340	0	0	16	0	0	0
1341	0	0	5	0	0	1
1341	2	3	10	0	0	1
1343	12	3	7	0	0	1
1350	0	1	1	0	0	0
1351	6	3	15	0	0	1
1354	0	1	3	0	0	0
1356	0	1	1	0	0	1
1356	7	0	18	0	0	1
1357	0	2	3	0	0	1
1359	13	1	16	0	0	1
1360	0	2	1	0	0	1
1361	0	2	5	0	0	1
1365	12	1	7	0	0	1

## VEHICLE GENERATION TABLE

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PEF
1366	0	1	3	0	0	1
1368	0	2	7	0	0	0
1369	10	2	3	0	0	1
1369	6	1	15	0	0	0
1371	13	0	5	0	0	0
1371	5	1	13	0	0	1
1374	7	2	18	0	0	0
1376	0	3	14	0	0	1
1379	0	1	3	0	0	0
1379	0	2	18	0	0	0
1382	0	2	3	0	0	1
1382	7	3	17	0	0	0
1386	0	2	16	0	0	1
1388	0	2	3	0	0	0
1388	0	3	5	0	0	1
1388	0	2	7	0	0	0
1391	0	2	1	1	0	1
1396	0	1	3	0	0	0
1397	0	2	5	0	0	1
1397	13	2	14	0	0	1
1398	0	0	7	0	0	0
1399	5	2	13	0	0	0
1400	15	2	24	0	0	0
1401	0	1	3	0	0	0
1404	0	2	1	0	0	0
1404	13	1	22	0	0	1
1406	0	1	5	0	0	0
1407	0	1	3	0	0	1

## VEHICLE GENERATION TABLE

APPENDIX A  
4 OF 7

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1408	13	0	22	0	0	0
1409	0	3	5	0	0	1
1410	0	3	3	0	0	1
1418	6	2	7	0	0	1
1419	0	2	3	0	0	1
1420	5	3	13	0	0	1
1422	0	1	21	0	0	1
1426	6	2	15	0	0	0
1428	0	2	1	0	0	1
1428	0	1	3	0	0	0
1429	10	2	20	0	0	0
1431	0	1	5	0	0	0
1433	15	1	3	0	0	1
1440	0	0	5	0	0	0
1440	0	2	14	0	0	0
1441	0	1	1	0	0	1
1444	12	0	3	0	0	1
1444	6	1	16	0	0	1
1447	0	0	5	0	0	1
1456	13	1	22	0	0	0
1456	12	3	23	0	0	0
1458	0	1	1	0	0	1
1460	13	3	22	0	0	1
1461	5	0	13	0	0	0
1464	12	0	23	0	0	1
1468	13	1	22	0	0	1
1471	0	2	14	0	0	0
1471	12	1	23	0	0	1

## VEHICLE GENERATION TABLE

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1476	5	1	3	0	0	0
1477	0	3	21	0	0	0
1486	7	3	17	0	0	0
1494	7	1	17	0	0	0
1503	13	1	22	0	0	0
1506	6	1	15	0	0	1
1519	13	1	16	0	0	1
1520	10	0	19	0	0	0
1522	6	2	16	0	0	0
1524	7	3	17	0	0	0
1528	6	2	15	0	0	0
1549	0	2	24	0	0	1
1552	14	2	25	0	0	0
1561	6	1	15	0	0	0
1562	1	2	9	0	0	0
1566	14	1	25	0	0	1
1569	7	2	17	0	0	0
1585	12	0	23	0	0	1
1587	12	0	23	0	0	0
1589	4	2	12	0	0	0
1590	0	1	22	0	0	1
1594	6	2	16	0	0	1
1600	0	2	1	0	0	0
1600	0	3	3	0	0	1
1600	0	2	5	0	0	0
1600	4	1	7	0	0	0
1602	14	0	22	0	0	1
1603	0	2	7	0	0	1

## VEHICLE GENERATION TABLE

APPENDIX A  
5 OF 7

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PEF
1606	0	2	5	0	0	1
1606	0	2	25	0	0	1
1607	15	1	24	0	0	0
1608	0	1	1	0	0	1
1610	0	3	5	0	0	0
1611	0	3	1	0	0	0
1611	0	1	3	0	0	1
1617	0	1	3	0	0	1
1618	0	2	25	0	0	0
1620	5	2	1	0	0	0
1620	1	0	9	0	0	0
1624	5	1	3	0	0	1
1625	6	1	7	0	0	0
1627	0	2	3	0	0	1
1628	5	2	13	0	0	0
1629	5	1	1	0	0	1
1630	0	1	7	0	0	0
1630	10	1	20	2	0	0
1632	0	1	5	0	0	1
1633	5	1	13	0	0	0
1633	0	1	14	0	0	1
1635	0	1	3	0	0	0
1637	5	1	1	0	0	0
1638	0	1	5	0	0	1
1639	6	3	15	0	0	1
1639	6	3	16	0	0	0
1640	0	3	7	0	0	1
1644	0	1	5	0	0	0

## VEHICLE GENERATION TABLE

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PEF
1645	6	3	15	0	0	1
1648	0	2	22	0	0	1
1650	0	1	5	0	0	1
1651	5	0	13	0	0	0
1654	0	2	5	0	0	0
1655	0	1	3	0	0	0
1657	10	0	20	0	0	0
1659	0	1	1	0	0	1
1660	13	2	7	0	0	0
1661	13	1	3	0	0	1
1662	0	2	1	0	0	1
1666	0	2	7	0	0	0
1666	0	1	14	0	0	0
1666	12	2	23	0	0	0
1667	0	1	5	0	0	0
1669	5	1	13	0	0	0
1670	0	3	7	0	0	0
1683	0	1	3	0	0	1
1686	0	2	3	0	0	1
1692	0	1	7	0	0	1
1694	0	1	3	0	0	2
1695	0	2	7	0	0	0
1697	0	2	5	0	0	1
1704	0	1	7	0	0	1
1707	7	1	18	0	0	0
1710	0	1	7	0	0	1
1713	0	2	7	0	0	1
1714	0	1	3	0	0	0

## VEHICLE GENERATION TABLE

APPENDIX A  
6 OF 7

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1717	6	1	5	0	0	1
1717	4	3	7	0	0	0
1724	10	2	19	0	0	0
1725	13	1	14	0	0	0
1727	0	3	1	0	0	0
1728	0	2	5	0	0	1
1729	6	1	16	0	0	1
1729	13	2	22	2	0	1
1730	7	2	7	0	0	1
1734	0	1	3	0	0	1
1734	0	2	5	0	0	0
1739	12	2	7	0	0	1
1747	0	1	5	0	0	1
1752	0	1	3	0	0	0
1752	0	1	5	0	0	1
1757	0	1	5	0	0	1
1758	0	1	7	0	0	0
1764	0	0	5	0	0	1
1765	5	2	1	0	0	1
1765	6	0	15	0	0	0
1766	0	2	5	0	0	1
1773	12	2	3	0	0	1
1779	12	3	23	0	0	1
1781	0	1	5	0	0	1
1781	5	3	13	0	0	1
1784	7	3	18	2	0	0
1788	0	1	9	0	0	1
1791	13	0	22	0	0	1

## VEHICLE GENERATION TABLE

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1800	13	0	4	0	0	0
1802	0	3	4	0	0	0
1804	12	2	23	0	0	0
1815	13	3	22	2	0	0
1816	4	2	12	0	0	1
1819	6	0	15	0	0	1
1820	10	0	19	0	0	1
1821	0	0	16	0	0	0
1826	13	2	22	0	0	1
1832	13	1	22	0	0	1
1843	6	3	16	0	0	1
1847	0	1	23	0	0	1
1852	0	2	16	0	0	0
1854	13	3	22	0	0	1
1860	6	0	15	0	0	1
1864	7	2	18	0	0	0
1872	6	2	15	0	0	1
1885	13	3	22	0	0	0
1893	13	1	22	0	0	0
1898	13	2	22	0	0	1
1899	14	2	25	0	0	0
1903	13	2	22	1	0	0
1905	7	1	17	0	0	0
1920	13	3	1	0	0	0
1920	0	1	3	0	0	0
1920	0	2	5	0	0	1
1920	0	1	7	0	0	0
1923	0	3	3	0	0	1



## VEHICLE GENERATION TABLE

APPENDIX A  
7 OF 7

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1923	10	2	7	0	0	1
1926	5	3	1	0	0	0
1928	6	1	5	0	0	0
1936	12	1	23	0	0	0
1937	0	1	1	0	0	1
1940	0	3	1	0	0	0
1943	0	2	7	0	0	1
1945	0	1	3	0	0	0
1948	0	2	5	0	0	1
1949	0	2	1	0	0	1
1951	0	1	3	0	0	1
1955	0	2	1	0	0	1
1956	0	1	5	0	0	1
1960	6	3	7	0	0	1
1960	6	3	15	0	0	1
1961	12	1	5	0	0	1
1965	12	1	1	0	0	1
1973	0	1	3	0	0	1
1973	6	2	16	0	0	1
1977	12	2	23	1	0	1
1978	12	3	5	1	0	0
1978	6	2	15	0	0	1
1980	0	0	3	0	0	0
1982	0	1	7	0	0	1
1983	6	1	15	0	0	0
1985	0	0	3	0	0	1
1988	6	2	15	0	0	0
1989	0	1	3	0	0	0

## VEHICLE GENERATION TABLE

TIME	EXIT	SP CAT	GEN PT	TYPE	MARKED	LANE PREF
1989	6	2	16	0	0	0
1993	0	3	7	0	0	1
1994	3	1	11	0	0	1



## STATION B CHECK

APPENDIX B  
I OF 4

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1037				768
1041	785			
1047	802			
1052		777		
1061		830		
1063	764			
1068	781			
1087				818
1088	817			
1100				830
1103	808			
1163				1087
1220				819
1225	839			
1230				1019
1235				790
1236		776		
1239			884	
1241		814		
1253			794	
1258	922			
1258				829
1259		960		
1263				965
1268	1024			
1268			960	
1269		808		
1271				981

## STATION B CHECK

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1276	1011			
1282	995			
1291	972			
1298				821
1299		972		
1300	960			
1303			877	
1305	1002			
1305		977		
1305				984
1310			960	
1311		966		
1311				965
1316			979	
1317	1003			
1318		985		
1323	1013			
1323			991	
1325		1024		
1325				963
1329	1084			
1329			1011	
1331				968
1332		977		
1334	1019			
1337			1030	
1337				998
1343			1048	

## STATION B CHECK

APPENDIX B  
2 OF 4

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1344				1004
1346	989			
1346		993		
1349			991	
1351				1028
1352	1004			
1359			1051	
1361	1028			
1361		1060		
1364				1097
1366	1022			
1369				1127
1372			1007	
1373		1142		
1377	976			
1378				1086
1381		1035		
1387	1117			
1388				1074
1393	1101			
1393				1070
1396		1064		
1403		1078		
1408		1094		
1414			1020	
1419		1148		
1420			1107	
1425		1151		

## STATION B CHECK

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1425			1138	
1430		1167		
1432				1051
1434	1098			
1440	1104			
1464				1422
1517	1477			
1545		1153		
1556	1248			
1556			1156	
1561			1321	
1562	1340			
1563		1386		
1569	1293			
1573			1222	
1574	1379			
1580	1247			
1581		1160		
1581				1327
1586	1117			
1588		1298		
1589			1280	
1589				1119
1591	1359			
1596				1283
1602				1280
1606			1305	
1607	1284			

## STATION B CHECK

APPENDIX B  
3 OF 4

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1609				1280
1610		1283		
1611			1318	
1612	1289			
1616		1327		
1616				1304
1618	1315			
1618			1330	
1622		1303		
1625			1334	
1627	1354			
1632		1366		
1637			1313	
1637				1379
1652	1282			
1658				1305
1659	1302			
1659		1337		
1665	1324			
1666				1365
1670			1287	
1671				1341
1679		1293		
1684				1357
1685	1333			
1685		1326		
1692	1339			
1692			1350	

## STATION B CHECK

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1699	1371			
1699		1356		
1706			1332	
1708				1343
1711		1368		
1714	1407			
1716				1388
1719			1396	
1721		1398		
1722			1447	
1726	1315			
1728				1431
1729		1401		
1732	1391			
1732			1316	
1733				1441
1735		1361		
1741	1419			
1746	1428			
1747		1360		
1753				1410
1754			1388	
1755		1404		
1759				1409
1873				1444
1876	1458			
1876		1406		
1882			1382	

## STATION R CHECK

APPENDIX B  
4 OF 4

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1884		1440		
1887				1428
1888	1433			
1893	1519			
1893			1397	
1894				1617
1900		1440		
1900			1633	
1905	1397			
1905			1608	
1908		1630		
1910			1600	
1910				1388
1911	1471			
1914		1638		
1916			1606	
1917	1600			
1917				1666
1919		1655		
1922	1650			
1922			1635	
1925				1376
1927			1667	
1930		1627		
1931				1611
1933			1683	
1934	1692			
1937				1632

## STATION R CHECK

TIME	LANE 1	LANE 2	LANE 3	LANE 4
1938			1644	
1941		1654		
1942	1600			
1944			1659	
1944				1603
1947		1694		
1949	1611			
1949			1714	
1950				1666
1953		1710		
1955	1661			
1959		1734		
1960				1686
1961	1667			
1962			1610	
1966		1704		
1966				1697
1971	1660			
1971		1747		
1976		1752		
1977	1764			
1977			1695	
1983			1713	
1986				1640
1991	1800			
1994		1758		

## VEHICLE RETIREMENT TABLE

APPENDIX C  
1 OF 3

LANE	EXIT	ACT SP	LAUNCH TIME	RE-TIRE TIME	RUN TIME
3	0	92	743	1037	294
3	0	107	797	1050	253
3	0	107	802	1056	254
4	0	61	735	1059	
3	0	76	720	1076	356
3	0	76	726	1082	356
4	0	107	804	1084	280
1	0	61	650	1094	444
2	0	76	740	1096	356
4	0	107	774	1101	327
3	0	76	747	1103	356
3	0	76	755	1112	357
3	0	92	777	1124	347
4	0	76	768	1124	356
2	0	61	683	1127	444
3	0	92	830	1133	303
1	0	76	764	1150	386
1	0	76	781	1155	374
3	0	107	819	1283	
1	0	75	817	1285	468
4	0	75	818	1285	467
2	0	92	1019	1302	
2	0	92	776	1308	
4	0	76	830	1308	478
2	0	92	814	1313	
4	0	94	884	1313	
3	0	76	1087	1315	
4	0	92	829	1330	

## VEHICLE RETIREMENT TABLE

LANE	EXIT	ACT SP	LAUNCH TIME	RE-TIRE TIME	RUN TIME
2	0	92	960	1331	371
4	0	92	965	1335	370
4	0	92	981	1343	362
4	0	76	960	1355	395
3	0	61	794	1361	567
1	0	76	1024	1367	
3	0	107	977	1375	398
2	0	61	808	1378	570
2	0	76	972	1386	414
1	0	107	1002	1392	390
2	0	76	966	1398	432
1	0	92	1024	1402	378
4	0	76	984	1404	420
2	0	76	985	1405	420
1	0	92	960	1412	452
3	0	61	877	1412	535
4	0	76	979	1412	433
1	0	92	1013	1417	404
4	0	76	991	1417	426
2	0	76	977	1419	442
1	0	107	1084	1422	338
2	0	76	1030	1424	394
3	0	76	1011	1424	413
1	0	92	1048	1428	380
3	0	91	1019	1429	410
4	0	61	963	1433	470
2	0	76	989	1436	447
3	0	76	991	1436	445

## VEHICLE RETIREMENT TABLE

APPENDIX C  
2 OF 3

LANE	EXIT	ACT SP	LAUNCH TIME	RETIRE TIME	RUN TIME
4	0	61	968	1439	471
3	0	76	1028	1441	413
1	0	76	1004	1442	438
2	0	92	1051	1443	392
4	0	79	998	1445	447
1	0	91	1028	1446	418
3	0	92	1142	1449	307
4	0	87	1004	1450	446
1	0	100	1022	1452	430
3	0	92	1035	1454	419
4	0	93	1097	1455	358
2	0	61	993	1456	463
1	0	76	1060	1458	398
4	0	92	1127	1460	333
3	0	76	1086	1465	379
4	0	76	1074	1475	401
3	0	61	1007	1480	473
4	0	76	1070	1480	410
2	0	76	1064	1483	419
1	0	61	976	1485	509
2	0	76	1078	1490	412
1	0	75	1549	1606	
2	0	76	1094	1627	533
1	0	76	1151	1628	477
3	0	76	1020	1628	608
4	0	76	1107	1628	521
4	0	92	1167	1633	466
2	0	76	1148	1637	489

## VEHICLE RETIREMENT TABLE

LANE	EXIT	ACT SP	LAUNCH TIME	RETIRE TIME	RUN TIME
4	0	92	1422	1618	
3	0	76	1138	1639	501
1	0	92	1156	1642	486
3	0	91	1321	1644	
4	0	107	1340	1645	
1	0	61	1098	1650	552
3	0	76	1386	1650	
4	0	107	1280	1653	373
1	0	61	1104	1656	552
2	0	61	1051	1656	605
1	0	79	1153	1661	508
4	0	76	1222	1661	
3	0	92	1298	1662	364
2	0	61	1477	1664	
1	0	87	1293	1666	373
2	0	76	1379	1669	
1	0	92	1247	1671	
3	0	76	1160	1671	511
3	0	92	1305	1677	372
3	0	92	1318	1683	364
4	0	61	1327	1689	
3	0	92	1330	1690	360
2	0	107	1303	1691	388
3	0	107	1334	1694	360
4	0	61	1119	1698	579
3	0	107	1313	1699	386
2	0	92	1354	1705	351
1	0	92	1366	1710	344



## VEHICLE RETIREMENT TABLE

APPENDIX C  
3 OF 3

LANE	EXIT	ACT SP	LAUNCH TIME	RETIRE TIME	RUN TIME
3	0	92	1379	1714	335
3	0	107	1327	1720	393
2	0	92	1337	1731	394
3	0	107	1341	1736	395
4	0	76	1305	1744	439
4	0	76	1357	1770	413
4	0	92	1356	1776	420
3	0	61	1287	1778	491
4	0	88	1350	1782	432
2	0	61	1293	1787	494
2	0	61	1326	1793	467
1	0	61	1333	1794	461
3	0	92	1396	1798	402
2	0	76	1368	1799	431
1	0	61	1339	1801	462
2	0	92	1401	1805	404
1	0	79	1407	1806	399
4	0	76	1388	1806	418
1	0	82	1398	1811	413
4	0	90	1431	1811	380
3	0	61	1332	1815	483
4	0	76	1606	1828	
1	0	75	1618	1835	
1	0	75	1447	1925	478
4	0	75	1590	1925	
2	0	76	1648	1929	
3	0	92	1847	1929	
4	0	92	1441	1941	500

## VEHICLE RETIREMENT TABLE

LANE	EXIT	ACT SP	LAUNCH TIME	RETIRE TIME	RUN TIME
2	0	76	1361	1948	587
2	0	76	1419	1958	539
4	0	76	1388	1958	570
3	0	61	1316	1959	643
4	0	76	1360	1963	603
2	0	76	1391	1965	574
3	0	76	1428	1968	540
1	0	76	1404	1971	567
2	0	76	1382	1973	591
4	0	61	1410	1976	566
1	0	92	1406	1977	571
3	0	76	1397	1980	583
4	0	79	1428	1981	553
1	0	92	1458	1982	524
2	0	61	1409	1985	576
3	0	91	1608	1985	377
1	0	107	1440	1987	547
4	0	90	1617	1987	370
3	0	92	1630	1990	360
4	0	92	1633	1992	





1265	522	1004	1054	1704	2168	2222	2276	2322	2570	2766	2718	2766	2818	2912	2968	3146	3168	0
1266	522	1006	1056	1706	2170	2224	2278	2322	2570	2766	2718	2766	2818	2912	2968	3146	3168	0
1267	522	1008	1058	1708	2172	2226	2280	2322	2570	2766	2718	2766	2818	2912	2968	3146	3168	0
1268	522	1006	1060	1710	2172	2228	2282	2322	2616	2718	2766	2818	2912	2968	3168	3316	0	0
1269	524	1010	1062	1712	2174	2230	2282	2324	2616	2718	2766	2818	2912	2968	3168	3316	0	0
1270	524	1012	1064	1714	2174	2232	2284	2324	2616	2718	2766	2818	2912	2968	3168	3316	0	0
1271	524	1012	1066	1716	2176	2234	2286	2324	2616	2718	2766	2818	2912	2968	3168	3316	0	0
1272	114	526	1012	1066	1718	2178	2236	2288	2326	2616	2718	2766	2818	2912	2968	3168	0	0
1273	114	526	1014	1068	1720	2178	2238	2288	2326	2616	2718	2766	2818	2912	2968	3168	0	0
1274	116	528	1016	1070	1722	2180	2240	2290	2328	2616	2718	2766	2818	2912	2968	3168	0	0
1275	116	528	1016	1072	1724	2182	2240	2292	2328	2616	2718	2766	2818	2912	2968	3168	0	0
1276	118	530	1018	1074	1726	2182	2242	2294	2330	2616	2718	2766	2818	2912	2968	3168	0	0
1277	118	530	1018	1076	1728	2184	2244	2294	2330	2616	2718	2766	2818	2912	2968	3168	0	0
1278	120	532	1020	1078	1730	2184	2246	2296	2332	2616	2718	2766	2818	2912	2968	3168	0	0
1279	120	532	1022	1080	1732	2186	2248	2298	2332	2616	2718	2766	2818	2912	2968	3168	0	0
1280	122	534	1022	1082	1736	2188	2250	2300	2334	2616	2718	2766	2818	2912	2968	3168	0	0
1281	122	536	1024	1084	1738	2188	2252	2302	2336	2616	2718	2766	2818	2912	2968	3168	0	0
1282	124	536	1024	1086	1740	2190	2254	2302	2336	2616	2718	2766	2818	2912	2968	3168	0	0
1283	126	540	1026	1088	2190	2256	2304	2308	2616	2718	2766	2818	2912	2968	3168	0	0	0
1284	126	540	1028	1088	2192	2258	2306	2310	2616	2718	2766	2818	2912	2968	3168	0	0	0
1285	128	1028	1090	2194	2260	2308	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1286	130	1030	1092	2194	2262	2308	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1287	130	1030	1094	2196	2262	2310	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1288	132	1032	1096	2196	2264	2312	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1289	134	1034	1098	2198	2266	2314	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1290	136	1034	1100	2200	2268	2314	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1291	138	1036	1102	2200	2270	2316	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1292	140	1038	1104	2202	2272	2318	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1293	142	1038	1106	2202	2274	2320	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1294	144	1040	1108	2204	2276	2320	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1295	146	1040	1110	2206	2278	2322	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1296	146	1042	1112	2206	2280	2324	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1297	148	1044	1112	2208	2282	2326	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1298	150	1044	1114	2210	2284	2326	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1299	152	1046	1116	2210	2286	2328	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1300	154	1046	1118	2212	2286	2330	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1301	156	1048	1120	2212	2288	2332	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1302	158	1050	1122	2214	2290	2332	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1303	158	1050	1124	2216	2292	2334	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1304	160	1052	1126	2216	2294	2336	2616	2718	2766	2818	2912	2968	3168	0	0	0	0	
1305	160	1052	1128	2218	2296	2338	2616	2720	2766	2818	2912	2968	3168	0	0	0	0	
1306	160	1054	1130	2218	2298	2340	2616	2720	2766	2818	2912	2968	3168	0	0	0	0	
1307	162	1056	1132	2220	2300	2340	2616	2720	2766	2818	2912	2968	3168	0	0	0	0	
1308	162	1056	1134	2222	2302	2616	2720	2766	2818	2912	2968	3168	0	0	0	0	0	
1309	162	1058	1134	2222	2304	2616	2720	2766	2818	2912	2968	3168	0	0	0	0	0	
1310	162	1060	1136	2224	2306	2616	2720	2766	2818	2912	2968	3168	0	0	0	0	0	
1311	162	1060	1138	2224	2308	2616	2722	2766	2818	2912	2968	3168	0	0	0	0	0	
1312	162	1062	1140	2226	2308	2616	2722	2766	2818	2912	2968	3168	0	0	0	0	0	
1313	162	1062	2228	2310	3125	2722	2766	2818	2912	2968	3168	0	0	0	0	0	0	
1314	162	1064	2228	2312	2722	2766	2818	2912	2968	3168	3316	0	0	0	0	0	0	
1315	162	1066	2230	2314	2724	2766	2818	2912	2968	3168	3316	0	0	0	0	0	0	
1316	162	1066	1142	2232	2316	2724	2768	2818	2912	2968	3168	0	0	0	0	0	0	
1317	162	1068	1142	2232	2318	2726	2768	2818	2912	2968	3168	0	0	0	0	0	0	
1318	162	1068	1142	2234	2320	2726	2768	2818	2912	2968	3168	0	0	0	0	0	0	
1319	162	1070	1144	2234	2322	2728	2770	2818	2912	2968	3168	0	0	0	0	0	0	
1320	162	1072	1144	2236	2324	2728	2770	2818	2912	2968	3168	0	0	0	0	0	0	
1321	162	1072	1146	2238	2326	2730	2770	2818	2912	2968	3168	0	0	0	0	0	0	
1322	162	1074	1146	2238	2328	2730	2772	2818	2912	2968	3168	0	0	0	0	0	0	
1323	162	1074	1148	2240	2330	2732	2772	2818	2912	2968	3168	0	0	0	0	0	0	
1324	162	1076	1148	2240	2332	2732	2774	2818	2912	2968	3168	0	0	0	0	0	0	
1325	162	1078	1148	2242	2332	2734	2774	2818	2912	2968	3168	0	0	0	0	0	0	
1326	162	1078	1150	2244	2334	2736	2776	2818	2912	2968	3168	0	0	0	0	0	0	
1327	162	1080	1150	2244	2336	2736	2776	2818	2912	2968	3168	0	0	0	0	0	0	
1328	162	1082	1150	2246	2338	2738	2778	2818	2912	2968	3168	0	0	0	0	0	0	



1393	162	2016	2914	2976	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1394	162	2016	2914	2976	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1395	162	2016	2914	2978	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1396	162	2016	2916	2978	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1397	162	2016	2916	2980	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1398	162	2016	2916	2980	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1399	164	2016	2918	2982	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1400	164	2016	2918	2982	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1401	164	2016	2920	2984	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1402	166	2016	2920	2986	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1403	166	2016	2922	2986	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1404	166	2016	2922	2988	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1405	168	2016	2924	2988	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1406	168	2016	2926	2990	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1407	170	2016	2926	2992	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1408	170	2016	2928	2992	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1409	172	2016	2928	2994	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1410	172	2016	2930	2996	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1411	174	2016	2932	2996	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1412	176	2016	2932	2998	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1413	176	2016	2934	2998	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1414	178	2016	2934	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1415	180	2016	2936	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1416	180	2016	2938	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1417	182	2016	2938	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1418	184	2016	2940	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1419	186	2016	2940	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1420	188	2016	2942	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1421	190	2016	2944	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1422	190	2016	2944	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1423	192	2016	2946	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1424	194	2016	2948	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1425	196	2016	2948	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1426	198	2016	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1427	200	2016	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1428	202	2016	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1429	204	2016	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1430	206	2016	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1431	208	2016	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1432	210	2016	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1433	210	2018	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1434	212	2018	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1435	214	2018	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1436	216	2018	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1437	216	2018	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1438	218	2018	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1439	218	2018	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1440	220	2020	3168	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1441	222	2020	3170	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1442	222	2020	3170	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1443	224	2020	3170	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1444	224	2022	3170	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1445	226	2022	3170	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1446	226	2024	3170	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1447	228	2024	3172	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1448	230	2026	3172	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1449	232	2026	3172	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1450	232	2028	3172	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1451	234	2028	3174	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1452	836	2030	3174	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1453	838	2030	3176	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1454	838	2032	3176	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1455	840	2034	3178	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1456	842	2034	3178	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0



1521	330	1532	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1522	330	1534	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1523	332	1534	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1524	332	1536	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1525	332	1538	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1526	334	1538	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1527	334	1540	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1528	336	1542	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1529	336	1542	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1530	338	1544	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1531	338	1546	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1532	340	1546	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1533	340	1548	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1534	342	1550	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1535	344	1552	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1536	344	1552	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1537	346	1554	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1538	348	1556	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1539	350	1558	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1540	350	1560	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1541	352	1560	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1542	354	1562	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1543	354	1564	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1544	356	1566	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1545	358	1566	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1546	358	1568	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1547	360	1570	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1548	362	1572	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1549	362	1572	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1550	364	1574	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1551	366	1576	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1552	368	1578	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1553	368	1578	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1554	370	1580	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1555	372	1582	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1556	374	1584	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1557	374	1584	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1558	376	1586	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1559	378	1588	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1560	380	1590	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1561	382	1590	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1562	382	1592	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1563	384	1594	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1564	386	1596	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1565	388	1598	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1566	388	1598	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1567	390	1600	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1568	392	1602	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1569	394	1604	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1570	394	1604	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1571	396	1606	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1572	398	1608	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1573	400	1610	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1574	400	1610	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1575	402	1612	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1576	404	1614	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1577	406	1616	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1578	406	1616	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1579	408	1618	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1580	410	1620	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1581	412	1622	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1582	412	1622	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1583	414	1624	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1584	416	1626	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0







## THE BASIC FORWARD MOVE

(Refer to Fig. 10)

Ours is vehicle B. After considering our present speed (last jump) and acceleration rate, it is determined we may hope to jump as far as N. We must, however, have an adequate clear (sight) distance ahead. For a first try, if we can probe ahead unit block by unit block and find no car as far as P, a distance taken from a table, we may proceed to jump to N as desired, without further ado.

Suppose however, we find an obstacle in car C. We now do a "second approximation" which takes into consideration the length of leader C, the leader's speed and the required clearance at that speed. A new comparison is made. If C is going fast enough, the "credit" for C's momentum will still give us an effective clear distance to P and we can move to N as desired.

Let us assume that the revised sight distance is still less than P. Now we "toss a coin" to determine on which side we will try first to overtake (on this 1-way street). Suppose we will try left first. We will probe behind us a sufficient distance in the L lane to determine whether we can pull out safely. Then we will probe forward in the L lane in the same manner as we did in the A lane. We will also check the LL lane to make sure someone in that lane is not also attempting to shift into the L lane.

When our check of the L lane is completed, we will proceed to shift into the L lane if our effective clear distance achieves P. Otherwise we will try the R lane. Ultimately we may have to compare the effective clear distances in the L, A and R lane tries. We will select the best. To the extent that our best effective clear distance is still less than the desired P, we will scale down our actual jump to a point short of N.

The general case involves five lanes. Actually, 13th Street has only four lanes. Before testing a side lane, a test is made to ensure that such a lane exists.

Superimposed on the basic maneuver described in the preceding paragraphs is a constant check to see whether any unit block is irregular. The "irregular routine" will take over to do the necessary in case a significant irregularity is encountered. The irregularities have been described elsewhere and include such items as the following: traffic lights, turns, check points, cross flow.

LIST OF ROUTINES

- SQ4      Sequence Control. Handles the order of the principal routines.
- L2      Generation. Generates cars, including their characteristics, at 25 gates and launches them.
- B7      13th Street Master Routine. Searches for a car on 13th Street and supervises the processing of it.
- XL      Turn Bias. Checks each 13th Street car to see if "turn bias" is in effect. (If car is within 100 UBs of an intended turn, it must try continually to shift into correct lane for turn.)
- C2      Lane Control. Supervises the trying and selection of the "A", "R" and "L" lanes.
- TA1      Try "A" Lane. Subroutine for trying to achieve goal points in "A" lane of 13th Street.
- TL1      Try "L" Lane. Subroutine for trying to achieve goal points to overtake on left.
- TR1      Try "R" Lane. Subroutine for trying to achieve goal points to overtake on right.
- ST2      Straddle. If car is in "straddle" position, this subroutine continues the lane switch already started.
- D2      13th Street Diagonal Routine. Main routine for processing cars found half way around turns off 13th Street.
- XT1      Cross Street Master Routine. Main routine for processing traffic on nine cross streets.
- TY2      Cross Traffic Turn. Supervises right turns and unopposed left turns from cross streets.
- LTU2      Left Turn. Starts the left turn from cross street when subject to opposing traffic.
- XD2      Cross Street Diagonal Routine. Main routine for processing cars found halfway around turns off cross streets.
- LTV2      Left Turn Diagonal Routine. Diagonal routine for completing left turn in face of opposing traffic.

- M1      13th Street Move. Subroutine for using previously determined clear distance and making actual move for 13th Street car.
- DM1     13th Street Diagonal Move. Subroutine for using previously determined clear distance and making actual move when car is found in diagonal block turning off 13th Street.
- XM1     Cross Street Move. Subroutine for using previously determined clear distance and making actual move for cross traffic.
- XDM1    Cross Street Diagonal Move. Subroutine for using previously determined clear distance and making actual move when car is found in diagonal block turning off cross street.
- IR2     Irregular. Generalized master subroutine for handling "irregularities" on both 13th Street and cross streets (traffic signal, cross flow, turn, end block, etc.).
- F6      13th Street Cross Flow. Subroutine under IR2 applicable to 13th Street traffic for testing for road block by cross traffic.
- KF2     Cross Street Cross Flow. Subroutine (under IR2) applicable to cross street traffic for testing for road block by 13th Street traffic.
- K3      13th Street Turn. Subroutine for heading into a turn off 13th Street.
- LL2     Traffic Light. Generalized subroutine to evaluate traffic signal indication..
- SG2     Stop Sign. Requires cross-street car to stop and then checks main street for sufficient gap to proceed.
- LC1     Last Chance. Subroutine for imposing last chance restriction (on 13th Street cars intending to turn).
- TLT1    Traffic Light and Turn Special Routine. Checks for significant irregularities independent of car ahead (on 13th Street).
- XTLT1   Traffic Light and Turn Special Routine for Cross Traffic. Checks for significant irregularities independent of car ahead (on cross street).
- 2PX2    2nd Approximation. Subroutine for rechecking effective clear distance ahead in light of speed and length of leader and clearance at particular speed.

- GP2      Goal Points. Subroutine which considers present speed, desired speed and allowable acceleration and sets up goal points (clear distance ahead) needed to permit desired move.
- SS1      Stopping Distance. Subroutine for computing stopping distance from jump.
- SL1      Slow. Subroutine for slowing cars to 15 m. p. h. for turns.
- CLC1     Clearance. Subroutine for selecting the proper clearance for a particular speed.
- SB1      Backward Goal Points. Subroutine for computing required clear distance behind, in adjacent lane, to permit pulling out of lane to overtake.
- SA1      Backward Stopping Distance Adjustment. Subroutine for determining own stopping distance and applying it in computation of "backward goal points. "
- P2        Preparation. One-time routine for (1) spotting bits in appropriate UBs to identify irregularities (traffic light, turn, end block, etc.) and (2) adjusting the vehicle probability figures to conform with a binary number system.
- EDIT     Edit. Assigns coordinates to car and signal positions and writes the information on magnetic tape to be used later by SEAC for plotting points on oscilloscope display.

## THE TWO-WORD FORMAT

(Refer to Fig. 5)

Two words of information are assigned to each UB. The first word and the first part of the second word describe the characteristics of a car, if there is one in the UB. The last part of the second word describes the roadway at that point by noting the presence of one or more "irregularities", if any exist. When a significant irregularity is noted, the program is alerted to go to a table stored in memory where the necessary, detailed additional information is on file for that UB.

As the car moves, all the information describing the car is "lifted" and is transferred to the new UB to which the car progresses. The information in the last part of word 2 describing the roadway is stationary. It is masked and remains always with the UB to which it refers.

There follows a basic explanation of the information content of the bits in the two words used to describe the car and the roadway:

P-bit in word 1: A bit here, where it can be easily checked, indicates that the UB contains (the nose of a) car.

Bits 1 to 7: These indicate the exact position of the car within the UB in terms of unit points (100 unit points = 12 feet).

Bits 8 to 10: A non-zero straddle position means that the car is in the process of shifting lanes. Values of 1, 2 or 3 indicate progressive intermediate positions in a right shift. Values of 5, 6 or 7 indicate progressive intermediate positions in a left shift.

Bits 12 to 15: Sixteen exits (or destinations) are possible. For convenience, 0 exit is straight out 13th Street, odd non-zero exits are to the right and even non-zero exits are to the left.

Bits 18 to 24: Actual or present speed is shown here by the "last jump" expressed in terms of unit points per quarter second.

Bits 25 to 28: Desired speed is shown by category. The format allows for 16 categories. Actually only 5 are presently used (corresponding to 35, 30, 25, 20 and 15 m. p. h.). The program refers to a table to find the speed corresponding to the category number.

Bit 34: A bit here indicates a preference for lane 4. This has meaning only to cross traffic turning into 13th Street where the turning car is destined straight out 13th Street and has no real preference between lane 1 or lane 4. At the time of generation a bit is entered here, or not, on a random basis.

Bit 35: A bit here indicates that this is a "marked car". The computer printout sheets have provision for tracing the quarter-second movements of a small number of cars. These cars are the so-called "marked cars" and cannot at any one time exceed 18, which is the number of columns on the printout sheet. It should be clear that this device in no way limits the number of cars simulated, or treated in the summary tables and in the moving picture. It is useful for sampling car performance and for recording detailed movements of specific cars as an aid in debugging or analyzing a special situation.

P-bit in word 2: A bit here indicates that the car originated at the base of 13th Street. Running times are computed only for those cars which traverse the entire 13th Street course.

Bits 1 to 11: The launch time is the time when the car enters the model. Expressed in quarter seconds, it is nearly always specific to a single car and thus serves to identify the car so that the specific car can be spotted as it passes later check points.

Bits 12 to 14: These three bits can identify eight possible vehicle types. At present only three are used: passenger car, truck A and truck B. The program will refer to a table to find the vehicle length and acceleration rate applicable to each type.

Bit 18: A bit here indicates that the car has stopped at a stop sign. The stop sign routine will not clear a car for proceeding until it has stopped.

Bit 24: A bit here tells the program that this UB is the Station B check point.

Bit 35: A bit here is the general alert for an irregularity in the UB. The program must then check in detail through bits 27 to 34 (shown below) to determine the specific irregularity or irregularities applicable to the UB in question.

Bit 27, left turn: A bit here calls the routine which will guide car into left turn in the face of opposing traffic (necessarily cross traffic in this model because 13th Street is one-way).

Bit 28, stop sign: The stop sign routine will perform here.

Bit 29, last chance: A car cannot go past this point without shifting lanes, to be in the correct lane for an intended turn. If necessary a car will actually halt in a last-chance UB until it can shift to the next lane. However, this seldom happens because for 100 UBs (1200 feet) in advance of an intersection an intending turner will keep "trying" to get into the correct lane for the turn and usually succeeds.



Bit 30, cross flow: The program will check all UBs in the intersection crossing the path of the car being processed, for a possible road block.

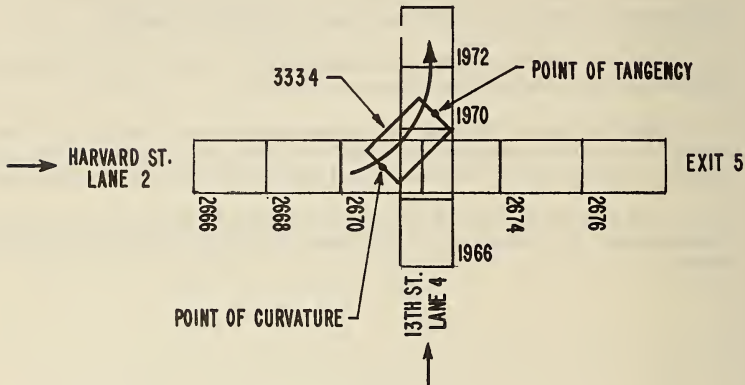
Bit 31, turn: This indicates an unopposed, simple turn as distinguished from the "left turn under conflict" (bit 27).

Bit 32, traffic light: The traffic light routine will read the signal indication and control the car accordingly.

Bit 33, end: The last UB in each lane is marked as an "end block". A car reaching this point is "in the clear" and can be retired. Also, the program is alerted to set up for searching the next lane.

Bit 34, beginning: For purposes of stabilizing the send-off, no lane shifting is permitted in the first 10 UBs of the four 13th Street lanes.

ILLUSTRATION OF A SIMPLE TURN



When car reaches UB 2670, the program seeks out an "information package" filed for turn block 2670. The package is shown at the left below, with a brief explanation of each item:

- 2670 - The turn block which identifies the package.
- 5 - The straight-through exit.
- 54 - The location of point of curvature (unit points).
- 3334 - The identity of the diagonal block.
- 1970 - The identity of the tangent block.
- 21 - The location of point of tangency (unit points).
- 4 - Turn is into lane 4 of 13th Street.
- 0 - No opposing lane.

In making the turn the car would progress through UBs 2666-2668-2670-3334-1970-1972. When the program has searched out the special information package for UB 2670, it will first check the exit of our car. If it is not "5", our car is interested in turning into 13th Street. Further checks are made to determine whether we should turn into lane 4 or lane 1 of 13th Street. If lane 4 is desired, the information package provides the necessary information regarding the movement from one UB to the next. The package also notes (in item 8) that there is no opposing lane to hamper the turn (that is, turn is from a one-way street). Had there been an opposing lane a more complicated routine would be used which would identify and check the opposing UBs.

## LEFT TURN EXERCISE

Three cars were planted on Girard Street. A diagram (Fig. 8) shows the numbering of the 12-foot unit blocks involved in turning left from Girard Street into 13th Street. The numbering steps by two (because of two-word information packages for each unit block). It may be noted that each of the four lanes on 13th Street is progressively numbered and differs from adjacent lanes by 600.

The unit block numbering on the cross streets also follows a simple system. The eastbound lane of Girard Street starts at unit block 2500 and progresses 2502, 2504, . . . up to 2548. The westbound lane is numbered 50 higher, starting at 2550 and progressing (by twos) to 2598. The two diagonal blocks 3322 and 3318 are special blocks out of sequence which serve as transition links between the Girard Street series and the 13th Street series for those cars making left turns into lane 4 and lane 1, respectively, of 13th Street.

The three cars were planted as follows: (nose of) car 1 in unit block 2502 desiring to make a left turn, car 2 in UB 2510 also desiring to turn left and car 3 in UB 2560 symmetrically opposed to car 2 intending however to go straight.

Let us turn our attention to Fig. 13 which traces through the movement of these three cars. The data have been extracted directly from a computer printout sheet showing how the simulation program processed the cars. The first column represents time in terms of quarter seconds. In the second column the successive positions of car 1 are followed through. Similarly columns 3 and 4 describe the movement of cars 2 and 3.

At the start each car is moving at a speed of about 30 mph (the assigned "desired" speed) and thus traverses about one 12-foot unit block each quarter second. The computer retains the exact position of each car within the unit block although the printout shows only the identity of the UB. Thus if the printout shows a car spending two time intervals in the same UB, conceptually the car is in the tail of the UB in the first interval and at the head of it in the second interval.

The movement of the three cars can be visualized by reference to the diagram simultaneously with noting in what UB each car is after each quarter second. Comments on the vehicle behaviors are given below referenced to the applicable time interval:

Time 4: The cars are beginning to slow up because of Stop signs in UBs 2518 and 2568.

- Time 10: Cars 2 and 3 are coming to a complete stop at the Stop signs. Car 1 is crawling. An incidental note is that to this point the behavior of cars 2 and 3 has been exactly symmetrical.
- Time 12: Having completed their stops, cars 2 and 3 now proceed because no traffic was found on 13th Street.
- Time 16: Car 2 quickly swings into its turn (diagonal UB 3322) before car 3 becomes a hazard.
- Time 20: Car 2 completes its turn into lane 4 of 13th Street (UBs in 1900 series).
- Time 22: Car 1 is moving up and would like to make the same turn but car 3 is too close.
- Time 25: Car 1 will give up its aspiration to turn into lane 4, will settle for lane 1. The rules governing this situation are described in the paragraphs entitled "Turns" and "Lane Preference" in Chapter 8.
- Time 34: Car 1 now turns into lane 1. Had there been opposition, car 1 would have waited until it could turn.
- Time 42: Car 3 reaches the last UB on Girard Street and retires from the display. Note that car 2 has resumed its desired speed and that car 1 is rapidly picking up speed having completed its turn into lane 1 (UBs in 100 series).

## TRAFFIC SIGNAL PACKAGE

The information package for a traffic signal UB is shown at the left below, with explanations:

- 272 - Irving Street traffic light UB
- 30 - Unit point location of stop line
- 44 - End of green alone on 13th (quarter sec.)
- 60 - End of green-amber on 13th
- 164 - End of green alone on cross street
- 180 - End of green-amber on cross street

When the irregularity for a traffic signal is noted, the program first finds the information package (like the above) relating to the UB in question (272 in the example). The clock (0 to 319) is consulted to determine whether signal is green, red or amber. If it is green, the effect is as though there were no signal, and control is returned to the main scan routine which will continue to check successive UBs in attempting to achieve a required clear (sight) distance ahead. If signal is red, the confirmed points from car to stop line are determined, and the car will prepare to stop accordingly. If signal is amber, car's stopping distance is computed (from a look-up table). If car can stop, it will. Otherwise it will "run" the amber light.

The same information package is used for all four 13th Street lanes by utilizing the "modulo 600" feature of the numbering of the 13th Street lanes. Thus when the traffic signal UB in lane 1 is 272, in lane 2 it is 872, in lane 3, 1472 and in lane 4, 2072. Cross traffic also uses the same information package through reference to a cross index which notes that for Irving Street traffic signal UB 2718, the program should refer to the data for UB 272 (with green and red indications properly reversed, of course).

The timing of the signal can be easily modified by merely changing the values in the information package, once the desired offsets have been calculated referenced to the Euclid Street zero point and expressed in quarter seconds.

## CONDITIONS FOR CONFLICTING TURN

The diagram and table of conditions (See Fig. 17) indicate the general procedure involved in moving a car into a turn when there may be opposing traffic that will block or interfere with the movement of our car.

In the diagram, three lanes are depicted at an intersection: an eastbound lane, westbound and northbound. A car turning from eastbound to northbound must cross the westbound through lane as well as avoid any car turning from westbound to northbound. Also, a car turning from westbound to northbound must be on its guard for a car turning from eastbound to northbound. The condition table spells out these "right of way" priorities that have been built into the program. It is axiomatic (and not mentioned in the table) that no car can ever move into the next UB if another car is already in the next UB. Also, cross flow (at 90°) is routinely checked at intersections and is not covered in the table.

Appendix D is a reduction of the chain printout sheets as they came off the computer after the simulation run. On these sheets are charted the paths of the "marked cars". The first column represents time in ascending quarter seconds. The computer run began at time 1036, but the portion shown begins at time 1201.

Other columns show the successive unit block positions of marked cars referenced to the quarter second. Thus it is possible to trace through the movement of a marked car from beginning to end. For illustrative purposes, we will consider a car generated in time 1222 and launched in UB 2650. A connecting line has been superimposed on the printout sheet to link the successive quarter-second positions of this car.

The launch time is unique and will serve as an identification of the car for tracing purposes. The Generation Table (Appendix A) shows this car, noting that the exit is 0 (13th Street), the desired speed category is 2 (25 mph), it is type 0 (passenger car), it is a marked car (otherwise we could not follow it), and it has a "1" lane preference (prefers lane 4 of 13th Street; "0" would indicate Lane 1).

If we follow the car's progress, we see it moving east along the north lane of Harvard Street. (See Fig. 2 for orientation on UB numbers.) It slows for the 13th Street intersection and stops at time 1233 in UB 2666 to wait for a red light. Zigzags in the connecting line are of no consequence. They are caused by the fact that cars are processed in ascending order of their unit block number. Furthermore, newly generated cars enter the list last and must then be rearranged in numerical order for their next processing.

Our car (No. 1222) waits until time 1307, when it starts up slowly. At time 1313 it swings into diagonal UB 3334 for the turn. It proceeds into UB 1970 which is lane 4 of 13th Street. It gradually builds up speed until it approaches the next cross street (Columbia Road) where it meets a red light at UB 2016. At time 1433, the light changes and the car again accelerates toward its desired speed.

At time 1465, our car shifts from 13th Street lane 4 to lane 3. This is indicated by the change in UB number of 600. The 13th Street lanes are numbered "modulo 600". An increase of 600 means a shift to the left; a decrease of 600 means a shift to the right.

The reason for the lane shift is presumably another car in the way. We do not know what car because it is not a marked car.

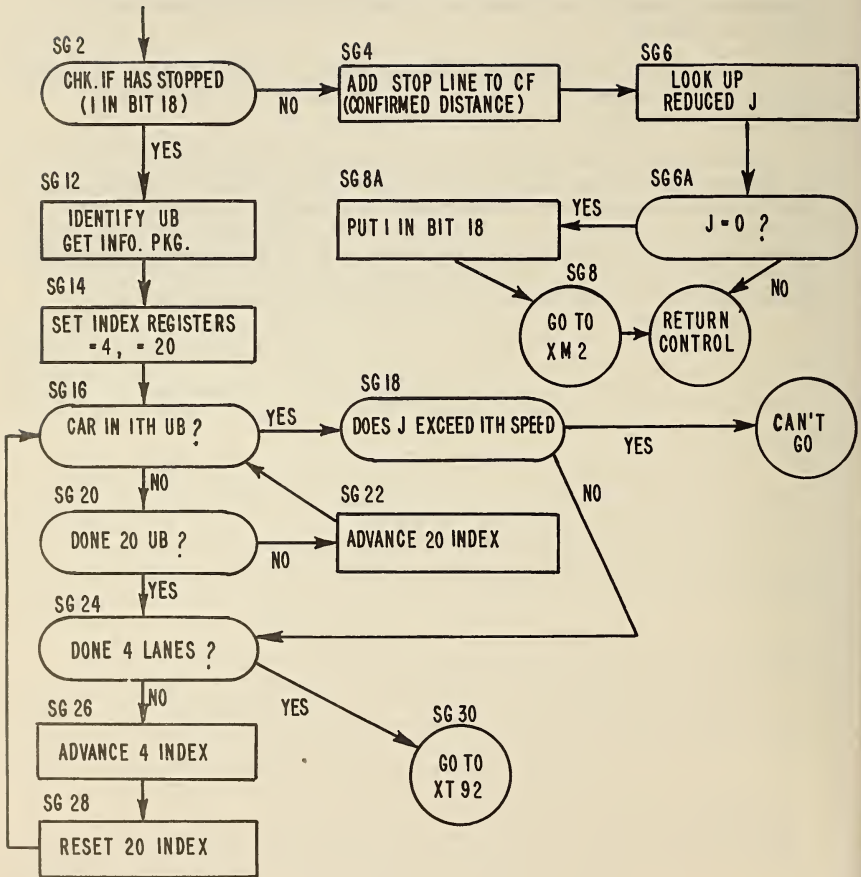
At time 1573 our car enters UB 1610, the Station B check point. The Station B Count (Appendix B) can be referred to. We note our car No. 1222 passing in time 1573 in lane 3. We note also that there are



various other cars in the immediate vicinity which might be considered "ghost" cars because we have no other information as to their movements.

Our car No. 1222 continues up the street. At time 1600, it shifts back to lane 4 because of a ghost car. It finally reaches the last UB 2340 and retires.

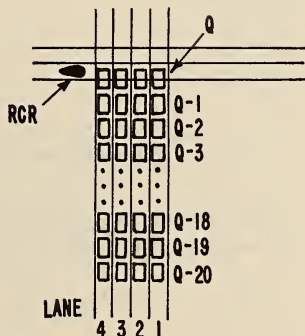
If we look in the Vehicle Retirement Table (Appendix C), we verify that our car No. 1222 was retired at time 1661. We note also that its actual speed was 76 unit points per quarter second. When converted (for approximation divide by 3) the speed is 25 mph which is the original desired speed of No. 1222. Appendix C does not enter a running time in the last column because No. 1222 did not traverse the full course of 13th Street. (It entered from Harvard Street.)



FLOW CHART OF SG 2 STOP SIGN ROUTINE

## Critical Speed for Stop Sign Routine

No. of Unit Block	Critical J
Q - 0	0
- 1	0 A
- 2	0 A
- 3	0 A
- 4	0 A
- 5	Q A
- 6	38
- 7	44
- 8	50
- 9	56
- 10	62
- 11	69
- 12	75
- 13	81
- 14	88
- 15	94
- 16	100
- 17	106
- 18	112
- 19	119
- 20	125



J = jump in terms of unit points  
per 1/4 sec.

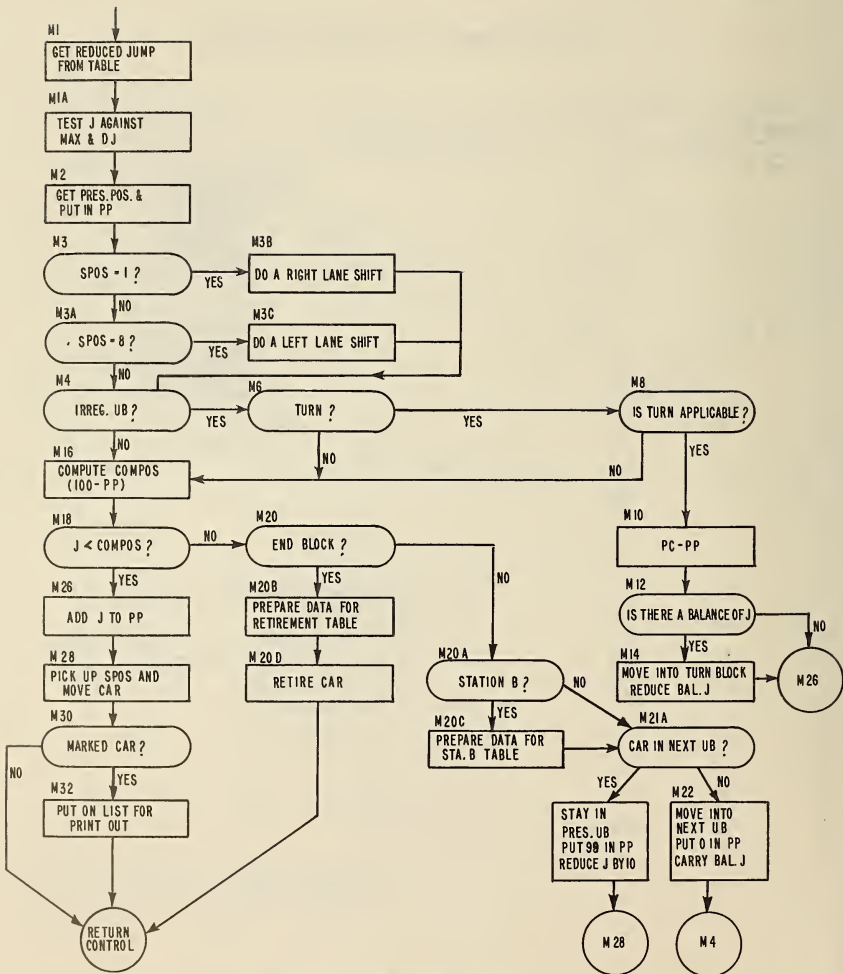
Critical J is based on "acceptable gap"  
of 4 seconds (16 quarter-second  
time intervals).

Sample computation

$$\frac{6 \times 100}{16} = 38$$

$$\frac{7 \times 100}{16} = 44$$

A: Arbitrarily set at 0 as a  
safety factor.



FLOW CHART OF M1 MOVE ROUTINE

## TERMS

(Accompanied by Symbolic Notation Used in Program)

- A lane: Our own lane.  
L lane: Lane to the left of ours.  
LL lane: Lane two lanes to left of ours.  
R lane: Lane to right of ours.  
RR lane: Lane two lanes to right of ours.

Unit block (UB): All lanes are divided into consecutively numbered sections 12 feet long.

Unit points: Each unit block is divided into 100 unit points. Thus one unit point represents a distance equal to the hundredth part of 12 feet, or 1.44 inches.

Our car (RCR): The car that is being processed.

Leader (LDR): The car ahead of our car.

Follower (FLW): The car behind our car.

Present position (PP): Precise location of (nose of) car within the unit block, expressed in unit points.

Straddle position (SPOS): Refers to the lateral position of a car with respect to its lane. When a car shifts lanes it passes through a series of intermediate lateral positions before the shift is completed. The successive intermediate positions and their designations are described in Appendix G on the "Two-Word Format". (Refer to bits 8 to 10 in word 1.)

Generation point: Cars are generated by random numbers and enter the model at the beginning of each lane. If a generated car cannot be safely launched it is saved in the "gate". Furthermore a backlog is kept in case additional cars are generated which cannot be launched.

Exit (EXIT): The exits are determined initially from a probability distribution so set up as to produce the required volumes and percentages of right-turn, left-turn and through movements at each intersection to correspond with the stated field counts at key points.

Desired speed (DJ): That speed at which a car will try to go. If a car starts from rest and has a clear sight distance ahead, it will

accelerate at its permissible rate as determined by its type until it attains its desired speed. Obstructions will of course hold down the speed of the car but it will constantly strive to attain its desired speed whenever it can. The desired speed is determined at the time the car is generated, according to an assigned probability distribution. (See Figure 16.)

**Desired speed category (SPCAT):** Car's desired speed is expressed by a category designation. Five categories are included ranging from 15 mph to 35 mph in 5 mph increments.

**Present speed (LJ):** Expressed by the "last jump" (in unit points per quarter second) and carried in the information about the car.

**Acceleration (ACL):** A car's acceleration rate is keyed to its type. (See Fig. 16, for assumed acceleration and deceleration rates.)

**Move (J):** Every quarter second each car is processed and makes a quarter second "jump" which can be translated into a mph speed. (For approximate result, divide by 3.)

**Goal points (GP):** Total net effective clear distance ahead that must be achieved (analogous to sight distance) in order to permit a particular move.

**Confirmed points (CF):** Those unit points that have been cleared ahead (by inspecting successive unit blocks) counting toward the required goal points.

**Sight distance:** Unobstructed space in front of a moving vehicle. If a vehicle is moving at any specified speed, safety requires enough clear road ahead to permit the driver to react in case of an unexpected obstruction and to stop before collision, staying within the physical limitations of a realistic deceleration rate. (Fig. 15 is a table of stopping distances for different speeds.)

**Net clear distance ahead:** Clear distance ahead (sight distance) after adjustment for the speed and length of a car ahead. If our leader is going at least as fast as our car and is ahead of our car by at least the minimum clearance dictated by the leader's speed, then he will not be an obstruction to our car even though he is fairly close.

**Clock:** The simulation has two clocks. One (known as CLK) starts over every time it reaches 320 quarter seconds. This is the length of traffic signal cycle. This clock is consulted to determine signal indications. The other clock (known as ABCLK), also in quarter seconds, goes on indefinitely, and is used to define car running times and the duration of the simulation run.

- Launch time:** The time at which a car is safely launched on the street. The car carries its launch time with it. Being expressed in quarter seconds it is almost always unique and serves as an identification of the car thereafter comparable to a license number.
- Turn bias:** When a car is within 1200 feet (100 unit blocks) of an intended turn, it will persist in trying to get in the correct lane for the turn (right lane for right turn, left lane for left turn). The first try will be to shift; if that is impossible it will proceed in the A lane; under no circumstances will it shift lanes in the wrong direction.
- Last chance block:** If a car with a turn bias is long enough unsuccessful in shifting lanes, it will ultimately reach a last chance block which serves as a barrier beyond which the car cannot proceed without shifting lanes. If necessary, the car will actually stop and wait for a gap.
- Point of curvature:** The geometric point at which a turning vehicle leaves its original lane to begin a turn.
- Point of tangency:** The geometric point at which a turning vehicle completes its turn and resumes a straight course.
- Lane preference:** The specialized meaning of this term is explained in the paragraphs headed "Turns" and "Lane Preference" in Chapter 8, "Details of the Program".

## LIST OF SIMULATION RUNS

Run No. 1: From Time 0 to Time 637. The computer halted after 637 quarter seconds of simulated time because of an error in processing one of several hundred cars. At the beginning the layout was empty of cars.

Run No. 2: From Time 637 to Time 1036. This was a test run of 400 quarter seconds to verify that the program error described above had been corrected and to ensure that the model was full of correctly performing cars. It utilized the final positions of cars in Run No. 1 as starting positions for Run No. 2.

Run No. 3: From Time 1037 to Time 1996. This run was the "production run" of the desired 960 quarter seconds of simulated time (covering three full 80-second traffic signal cycles) to which the result figures in this report refer and which was used to make the movie. Initial car positions were taken from the final output of Run No. 2.

Run No. 4: Later it was possible to repeat Run No. 3 using as the starting positions the final output positions of the original Run No. 3 instead of those of Run No. 2. This run in essence represented another "throw of the dice" in the Monte Carlo method. Also it possibly reflected a more "mature" full layout of cars. Since the layout was entirely empty of cars at Time 0, the passage of several traffic signal cycles after initial fullness might be advisable to produce stability.

Run No. 5: This run was similar to Run No. 4. It utilized the same initial positions of cars (from output of Run No. 3) but the traffic signal setting at Columbia Road was altered by 5 seconds.

Run No. 6: Rerun of Run No. 5 using as initial car positions the output positions of original Run No. 5.

Runs No. 1 and 2 were preliminary runs the principal purpose of which was to fill the model with cars.

Run No. 3 was the "production run" used for the basis of this report.

Runs No. 4, 5 and 6 were made later to demonstrate the use of stochastic inputs and the facility for varying specific parameters. There were no apparent errors in these additional runs. However, no statistical examinations of the results were made because the purpose at this stage was to demonstrate a working device rather than to derive statistically significant output values.



U. S. DEPARTMENT OF COMMERCE  
Luther H. Hodges, *Secretary*

NATIONAL BUREAU OF STANDARDS  
A. V. Astin, *Director*



## THE NATIONAL BUREAU OF STANDARDS

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### WASHINGTON, D.C.

**Electricity.** Resistance and Reactance. Electrochemistry. Electrical Instruments. Magnetic Measurements. Dielectrics. High Voltage.

**Metrology.** Photometry and Colorimetry. Refractometry. Photographic Research. Length. Engineering Metrology. Mass and Scale. Volumetry and Densimetry.

**Heat.** Temperature Physics. Heat Measurements. Cryogenic Physics. Equation of State. Statistical Physics. **Radiation Physics.** X-ray. Radioactivity. Radiation Theory. High Energy Radiation. Radiological Equipment. Nucleonic Instrumentation. Neutron Physics.

**Analytical and Inorganic Chemistry.** Pure Substances. Spectrochemistry. Solution Chemistry. Standard Reference Materials. Applied Analytical Research.

**Mechanics.** Sound. Pressure and Vacuum. Fluid Mechanics. Engineering Mechanics. Rheology. Combustion Controls.

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**Metallurgy.** Thermal Metallurgy. Chemical Metallurgy. Mechanical Metallurgy. Corrosion. Metal Physics. Electrolysis and Metal Deposition.

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**Applied Mathematics.** Numerical Analysis. Computation. Statistical Engineering. Mathematical Physics. Operations Research.

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**Atomic Physics.** Spectroscopy. Infrared Spectroscopy. Solid State Physics. Electron Physics. Atomic Physics.

**Instrumentation.** Engineering Electronics. Electron Devices. Electronic Instrumentation. Mechanical Instruments. Basic Instrumentation.

**Physical Chemistry.** Thermochemistry. Surface Chemistry. Organic Chemistry. Molecular Spectroscopy. Molecular Kinetics. Mass Spectrometry.

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**Cryogenic Engineering.** Cryogenic Equipment. Cryogenic Processes. Properties of Materials. Cryogenic Technical Services.

**Ionosphere Research and Propagation.** Low Frequency and Very Low Frequency Research. Ionosphere Research. Prediction Services. Sun-Earth Relationships. Field Engineering. Radio Warning Services. Vertical Soundings Research.

**Radio Propagation Engineering.** Data Reduction Instrumentation. Radio Noise. Tropospheric Measurements. Tropospheric Analysis. Propagation-Terrain Effects. Radio-Meteorology. Lower Atmosphere Physics.

**Radio Standards.** High Frequency Electrical Standards. Radio Broadcast Service. Radio and Microwave Materials. Atomic Frequency and Time Interval Standards. Electronic Calibration Center. Millimeter-Wave Research. Microwave Circuit Standards.

**Radio Systems.** Applied Electromagnetic Theory. High Frequency and Very High Frequency Research. Modulation Research. Antenna Research. Navigation Systems.

**Upper Atmosphere and Space Physics.** Upper Atmosphere and Plasma Physics. Ionosphere and Exosphere Scatter. Airglow and Aurora. Ionospheric Radio Astronomy.

