

Traffic Flow Pattern in Road Network Using Clustering

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Abstract:- Wireless communication has become important in location-based services. The enormous amount of data is extracted for useful information to solve the real world problem. Global positioning system, is used to captures the position of an object at specific time period. The scheme is finding the congested route by considering the number of vehicles in a road segment. It consists of two methods, firstly it finds the group of points based on consistency of route points and second it arranges the groups in sequence of values for each route.

Keywords:- Trajectory points; Location Based Service (LBS); Traffic Pattern; pattern-mining.

I. INTRODUCTION

The moving object data is available with the help of GPS and mobile communication. One of the spatiotemporal data mining is to analyze data sets for detecting interesting patterns. Trajectory objects of moving objects can provide useful information for high quality location-based services (LBS). The work is divided in two methods firstly, where in it groups the points based on consistency of route and secondly, it arranges the groups in sequence of values for each route.

II. PROBLEM DEFINITION

Let $DT = T_1, T_2, T_3, \dots, T_n$ be a database of route, where in each T_i is a sequence of triples (x_i, y_i, t_i) for $i = 1, 2, \dots, n$. (x_i, y_i) gives a position of an object with instance of time t_i . It groups the route points in same direction, in such a way that the route points inside each group must be density reachable from their respective group. Groups with the number of route points exceeding the minimum traffic threshold are removed.

III. ALGORITHMIC FRAMEWORK

➤ *Algorithm: Disc-Cluster*

In this algorithm, $DT = T_1, T_2, \dots, T_n$ be a database of route, where each T_i is a sequence of triplets (x_i, y_i, t_i) for $i = 1, 2, \dots, n$ such that (x_i, y_i) gives a position of a moving object at any instance of time t_i . Group starts with $C_0 = \{(x_{0i}, y_{0i}, t_{0i})\}$ where (x_{0i}, y_{0i}, t_{0i}) is the randomly selected trajectory T_i in a randomly selected path.

Here, (x_i, y_i, t_i) is compared with the other route points of the group and also with the points of same trajectories T_i except the point (x_{0i}, y_{0i}, t_{0i}) , such that $\sqrt{(x_j - x_{0i})^2 + (y_j - y_{0i})^2} \leq \sigma$.

➤ *Arranging Clusters:*

The *Disc-Group* algorithm provides all the possible groups in each route. These groups represent the regions where the traffic flow is very high.

➤ *Algorithm 1: Disc-Group (DT, σ , α)*

• *Group discovering algorithm.*

The route database $DT = \{T_1, T_2, T_3, \dots, T_n\}$ where trajectory $T_i = \{(x_{i1}, y_{i1}, t_{i1}), (x_{i2}, y_{i2}, t_{i2}), \dots, (x_{im}, y_{im}, t_{im})\}$ and id and $routeid$ are the id of the vehicle that generated route and its adjacent route.

Begin:

1: Arrange and sort T_i according to temporal values

2: $k \leftarrow -1$

3: $s \leftarrow 0$ { s is a group number}

4: for all $T_i \in DT: 1 \leq i \leq n$ do

5: for points $pt (x_{ip}, y_{ip}, t_{ip}) \in T_i: 1 \leq p \leq m$ do

6: if pt is not in any cluster formed then

7: $k \leftarrow k + 1, s \leftarrow k$ and add P_t to C_s .

8: else

9: $s \leftarrow$ group number which contains P_t

10: end if

11: for all $T_j \in DT: 1 \leq j \leq n$ do

12: if $routeid$ and dom of T_i, T_j are same then

13: for all points $pt (x_{jq}, y_{jq}, t_{jq}) \in T_j: 1 \leq q \leq m$ do

14: if $\sqrt{(x_{jq} - x_{ip})^2 + (y_{jq} - y_{ip})^2} \leq \sigma$ and $|t_{jq} - t_{ip}| \leq \epsilon$ then

15: Add point (x_{jq}, y_{jq}, t_{jq}) to cluster C_s .

16: else

17: exit for

18: end if

19: end for

20: end if

23: end for

24: end for

• *Pattern-Mining*

Pattern-mining separates the group of each route and directions and mean of time values is calculated for each group.

➤ *Algorithm 2: Pattern-Mining(C, routeids, dom)*

An Algorithm for mining traffic flow patterns.

Set of groups $C = \{C_1, C_2, \dots, C_n\}$ obtained through algorithm *Disc-Clusters*, where $C_i = \{(x_1, y_1, t_1), \dots, (x_p, y_p, t_p), \text{routeid}_j, \text{dom}_j\}$.

Begin:

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1: for all routeid, routeidj  $\in$  routeids;  $1 \leq j \leq m$  do
2: for all direction of movements,  $\text{dmk} \in \text{dom}$  ;  $1 \leq k \leq 2$  3:
for all clusters  $C_i \in C$ ;  $1 \leq i \leq n$  do
4: if  $\text{routeid}_i = \text{routeid}_j$  and  $\text{dom}_i = \text{dmk}$  then
5:  $\text{tmean}_i \leftarrow \sum_{l=1}^p t_l$ 
6: end if
7: end for
8: for all cluster  $C_i \in C$ :  $1 \leq i \leq n$  do
9: if  $\text{routeid}_i = \text{routeid}_j$  and  $\text{dom}_i = \text{dmk}$  then
10: Arrange and sort groups according to  $\text{tmean}_i$ 
11: end if
14: end for
15: end for
16: end for

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IV. CONCLUSION

In this paper we presented a traffic flow pattern in a road network which will remove the heavy traffic regions using the group clustering algorithm and the arrange the groups in a particular sequence for different routes.

In this paper, as the algorithm identifies the heavy traffic regions in network, it groups the route points rather than the routes which give more information about the traffic area. This work can be planned with the route to each destination based on the traffic. This algorithm can also be explored with the large traffic real dataset.

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