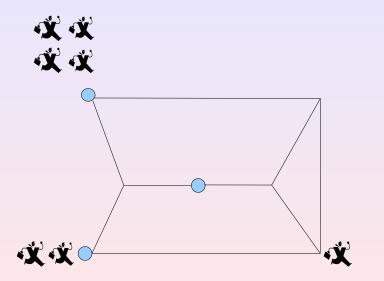
#### Deux problèmes sur les réseaux

1er octobre 2008

Ecole des Ponts, France

Affectation dynamique du trafic : il y a un équilibre ! avec Nicolas Wagner.

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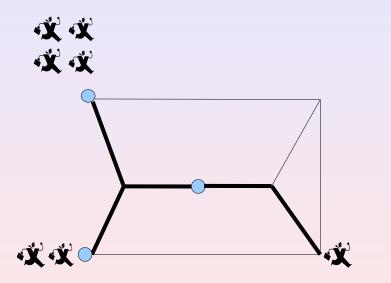


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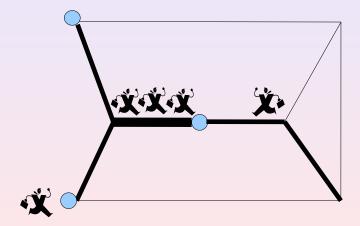
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Equilibrium Whenever  $\pmb{r}, \pmb{r}' \in \pmb{R}_{\pmb{o},\pmb{d}}$ , we have

$$\mathbf{x}(\mathbf{r}) > \mathbf{0} \Rightarrow \sum_{\mathbf{a} \in \mathbf{r}} \mathbf{c}_{\mathbf{a}}(\mathbf{x}_{\mathbf{a}}) \leq \sum_{\mathbf{a} \in \mathbf{r}'} \mathbf{c}_{\mathbf{a}}(\mathbf{x}_{\mathbf{a}}),$$

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where  $\mathbf{x}_a := \sum_{\mathbf{r} \in \mathbf{R}: a \in \mathbf{r}} \mathbf{x}(\mathbf{r})$  (Wardrop).

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where  $x_a := \sum_{r \in \mathbf{R}: a \in r} x(r)$  (*Wardrop*).

#### Theorem

There is always an equilibrium. Moreover, the values  $c_a(\sum_{r \in \mathbf{R}: a \in \mathbf{r}} \mathbf{x}(r))$  at equilibrium are unique.

Formulation as a convex program  $\rightarrow$  computable.

This model has a limited significance :

the time needed to travel along the route is not modelled. Each user occupies the whole route continuously.

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 $\rightarrow$  need of *dynamic traffic assignment model*.

Since the 70's, several models has been proposed, for instance :

- Vickrey (1969)
- Merchant and Nemhauser (1978)
- Friez and al. (1989)
- 90's : Leurent (LADTA), Bellei, Gentile and Papola, Akamatsu and Kuwahara

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Roughly speaking, the models are such that

Time interval I = [0, H].

Users are *dynamic flows* :  $\mathbf{x} : \mathbf{R} \times \mathbf{I}$ . The quantity  $\mathbf{x}(\mathbf{r}, \mathbf{h})$  is the number of users choosing the route  $\mathbf{r}$  at time  $\mathbf{h}$ .

 $y_a: I \to \mathbb{R}_+$ . The quantity  $y_a(h)$  is the number of users entering the arc *a* at time *h*.

Useful notation :

$$X_r(h) := \int_{h'=0}^h x(r, h')$$
 and  $Y_a(h) := \int_{h'=0}^h y_a(h')$ 

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(cumulated flow).

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Realization  $\sum_{r \in R_{o,d}} x(r, h) = b(o, d, h)$  for all  $(o, d) \in V \times V$ and  $h \in I$ .

Equilibrium Whenever  $r, r' \in R_{o,d}$ , we have

 $\mathbf{x}(\mathbf{r},\mathbf{h}) > \mathbf{0} \Rightarrow t_{\mathbf{r}}(\mathbf{\vec{X}})(\mathbf{h}) \leq t_{\mathbf{r}'}(\mathbf{\vec{X}})(\mathbf{h}),$ 

where for  $r = a_1 \dots a_n$ , we have  $t_r(\tilde{X})(h) := \sum_{i=1}^n t_{a_i}(Y_{a_i})(h_i)$ with  $Y_{a_i} := \phi_{a_i}(X)$  and  $h_1 := h$  and  $h_{i+1} := h_i + t_{a_i}(Y_{a_i})(h_i)$  for  $i = 1, a_i, a_i, a_i$ ,  $a_i, a_i \in 1$ ,  $a_i \in 2$ , and

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 $\mathbf{x}(\mathbf{r},\mathbf{h}) > \mathbf{0} \Rightarrow \mathbf{t}_{\mathbf{r}}(\mathbf{\vec{X}})(\mathbf{h}) \leq \mathbf{t}_{\mathbf{r}'}(\mathbf{\vec{X}})(\mathbf{h}),$ 

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## The $Y_a$ can be computed from the $t_a$ knowing all $X_r$ (under some assumptions).

Existence of an equilibrium?

In general, it is an open question.

- Zhu and Marcotte prove an equilibrium for Friez's model (with a stronger assumptions on travel time).
- Ladta : Unknown.
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Our result

- a general model with minimal assumption : continuity, fifoness (in a weak form), causality, no infinite speed.
- existence of an equilibrium that contains all previous results.

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R : set of *routes*, I := [0, H] time interval.

 $\mathcal{M}(\mathbf{R} \times \mathbf{I})$ : set of measures on  $\mathbf{R} \times \mathbf{I}$  (choice of time departure allowed).

 $\mathcal{T}_r$ : set of continuous maps  $\mathcal{M}(\mathbf{R} \times \mathbf{I}) \to \mathcal{C}(\mathbb{R}, \mathbb{R})$  ( $t_r \in \mathcal{T}_r$  is such that  $t_r(\vec{X})(h)$  gives the time needed to traverse the route r).

*user* : characterized by a function  $\boldsymbol{u} : (\bigcup_{r \in \boldsymbol{R}} \mathcal{T}_r) \times \boldsymbol{R} \times \boldsymbol{I} \to \mathbb{R}$  (that is upper semicontinuous in  $\boldsymbol{r}$  and  $\boldsymbol{h}$ , and continuous in the travel times, (the *utility-function*) :  $\boldsymbol{u}(\vec{t}, r, h)$  : a choice  $(r, h) \mapsto$  the payoff, when route travel times are  $\vec{t} := t_{r_1}, t_{r_2}, \ldots,$ .

 $\mathcal{U}$  : space of users  $\boldsymbol{u}$ .

A *traffic game* is a measure U on  $\mathcal{U}$ . Number of users :  $N := U(\mathcal{U})$ .

A *realization* of the traffic game is a measure on  $\mathcal{U} \times \mathbf{R} \times \mathbf{I}$ . Denote  $\mathbf{t}_{r_1}, \mathbf{t}_{r_2}, \dots$  by  $\mathbf{\vec{t}}$ .

Given a traffic game U, a realization D is a *Cournot-Nash* equilibrium if we have  $D_{\mathcal{U}} = U$  and

$$D \quad \{(u, r, h): \text{ for each } (r', h') \in \mathbb{R} \times I, \\ u(\vec{t}(D_{\mathbb{R} \times I}), r, h) \ge u(\vec{t}(D_{\mathbb{R} \times I}), r', h') \} = \mathbb{N}$$

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 $D_{R \times I}$  is exactly the cumulated flows **X**. Set  $X_r(J) := D_{R \times I}(\{r\} \times J).$ 

Khan-Mas-Colell's theorem tells us that there is a Nash equilibrium, provided that the utility function are continuous in the realization of the game (=here the travel times).

For traffic assignement :  $D_{R \times I} \mapsto u(\overline{t}(D_{R \times I}), \cdot, \cdot)$  must be continuous.

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#### Given *t<sub>a</sub>*, the *arc exit time* function is

 $H_a(Y)(h) := h + t_a(Y)(h)$  for  $Y \in \mathcal{M}(\mathbb{R})$  and  $h \in \mathbb{R}$ 

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#### Continuity $H_a : \mathcal{M}(\mathbb{R}) \to \mathcal{C}(\mathbb{R})$ is continuous.

Limited speed there exists  $t_{\min} > 0$  such that for all  $Y \in \mathcal{M}(\mathbb{R})$  and all  $h \in \mathbb{R}$ , we have  $H_a(Y)(h) > h + t_{\min}$ . Fifo Let  $h_1 < h_2$  in  $\mathbb{R}$  and let  $Y \in \mathcal{M}(\mathbb{R})$ . Whenever  $Y[h_1, h_2] \neq 0$ , we have  $H_a(Y)(h_1) < H_a(Y)(h_2)$ . Causality For all  $h \in \mathbb{R}$  and  $Y \in \mathcal{M}(\mathbb{R})$ , we have  $H_a(Y|_h)(h) = H_a(Y)(h)$ .

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Let  $\vec{Y}_a$  be in  $\mathcal{M}(\mathbf{R} \times \mathbb{R})$ ; the flow of users following route  $\mathbf{r}$  and leaving the arc  $\mathbf{a}$  on the time subset  $\mathbf{J}$  is :

$$\psi_a^r(\vec{Y}_a)(J) := \psi_a(\vec{Y}_a)(\{r\} \times J) := \begin{cases} Y_a^r(H_a(Y_a)^{-1}(J)) & \text{if } a \in r \\ 0 & \text{if not.} \\ (1) \end{cases}$$

An *outflow* of  $\vec{X}$  is a measure  $Y_a := \sum_r Y_a^r$  on  $\mathbb{R}$  such that for every  $r = a_1 a_2 ... a_n$ :

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• 
$$Y_{a_1}^r = X_r$$
  
•  $Y_{a_i}^r = \psi_r^{a_{i-1}}(\vec{Y}_{a_{i-1}})$  for  $i = 2...n$   
•  $Y_a^r = 0$  if  $a \notin r$ 

#### Uniqueness and continuity of the outflow

#### Proposition

Given  $\vec{X}$ , there exists a unique outflow  $Y_a$ . Moreover, the map  $\phi_a : \vec{X} \mapsto Y_a$  is continuous.

## Continuity of $t_r$ is proved.

Indeed

$$t_r(\vec{X})(h) := \sum_{i=1}^n t_{a_i}(Y_{a_i})(h_i)$$

with  $h_1 := h$  and  $h_{i+1} := h_i + t_{a_i}(Y_{a_i})(h_i)$  for i = 1, ..., n-1 can be rewritten :

 $t_r(\vec{X})(h) = \left(H_{a_n}\left(\phi_{a_n}(\vec{X})\right) \circ \ldots \circ H_{a_1}\left(\phi_{a_1}(\vec{X})\right)\right)(h) - h$  for all  $h \in I$ 

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## Continuity of the $t_r \Rightarrow$ continuity of the utility function $u(t_r, \cdot, \cdot) \Rightarrow$ we can apply the theorem.

#### Theorem

Given a directed graph  $\mathbf{G} = (\mathbf{V}, \mathbf{A})$  with arc travel time functions  $(\mathbf{t}_a)_{a \in \mathbf{A}}$  satisfying assumptions of causality, fifoness, limited speed and continuity and given a measure  $\mathbf{U}$  on the set of possible users (identified with their utility function), there is a Nash equilibrium.

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The model is really versatile and contains previous models. Playing with the map  $u(\vec{t}(\vec{X}), r, h)$ ,

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