

DEFINING STREET NETWORKS FOR THE STUDY

In order to evaluate the effects of adding or removing signals in coordinated signal networks, it was necessary to define the range of representative conditions under which such a modification might be considered practicable. It was recognized that different combinations of signal spacings have different effects on system performance. The distance between signals had to be reasonable; it could be neither too short nor too long. Street geometrics and vehicular volumes needed to be representative, also. The rationale used in selecting and quantifying the factors used in the simulation studies are discussed below.

Signal Spacing

Limits had to be set on the range for spacing between adjacent signalized intersections. Three-hundred feet was chosen as the shortest spacing to be considered in the study. This is not the shortest spacing in the real world, but it is a reasonable lower limit for general analysis. There is no actual upper limit for distance between two signals, but in a coordinated system, the distance can not be too large, otherwise the advantages of platooning and of the progressive band will be lost. Figure 2-4 is a time-space diagram for traffic passing through a single intersection. This figure shows how a platoon of vehicles is formed in front of an intersection on the red indication and then moves through the intersection on the green indication. In a coordinated signal system, the platoons which are formed at the first signal can move within the progression band through the network without further stops so long as the platoon does not disperse or dissipate. As the distance beyond the intersections increases, the platoon normally starts to dissipate. Figure 2-5 shows the extent of dissipation with respect to distance. At a point 1/8 mile beyond

