

Mid-Project Review

D.Purnendra Reddy - ME18B131

Guide: Prof. Pallab Sinha Mahapatra

Progress since Sept 22

Progress (estimated)

- **SEP-DEC**

- ▶ Code development & Simulation
- ▶ Validation of model
- ▶ Identification of crowd dense areas near the exit
- ▶ Placement of obstacles and Data collection

Progress (present)

- Completed development of code & Simulation
- Compared model
- Optimised code execution using matlab.



Qualitative comparison -Helbing's social force model

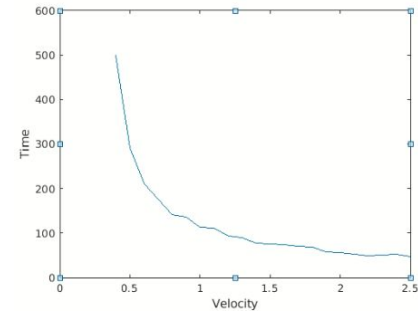
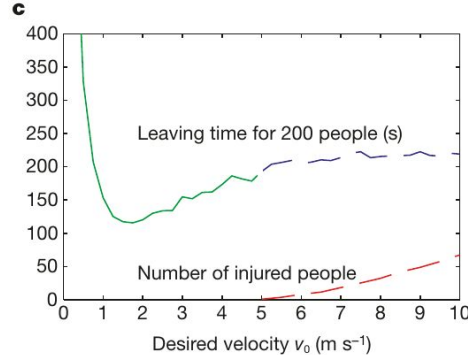
$$m_i \frac{dv_i}{dt} = F_i^{desired} + F_{iw}^{obstacle} + F_{ij}^{pedestrian}$$

$$F_i^{desired} = m_i \frac{[v_{i_{max}}^o(t) - v_i(t)]}{\tau}$$

- Subjective comparison of the model
- Non - deterministic
- No constraint on crowd pressure

$$F_{ij}^{pedestrian} = w e^{\frac{r_{ij}-d_{ij}}{w}} (\lambda + (1-\lambda) \left(\frac{1 + \cos \omega_{ij}}{2} \right) \bar{n}_{ij} + \mu g(r_{ij} - d_{ij}) \Delta \bar{v}_{ij}(t) + w * (r_{ij} - d_{ij}) \bar{n}_{ij})$$

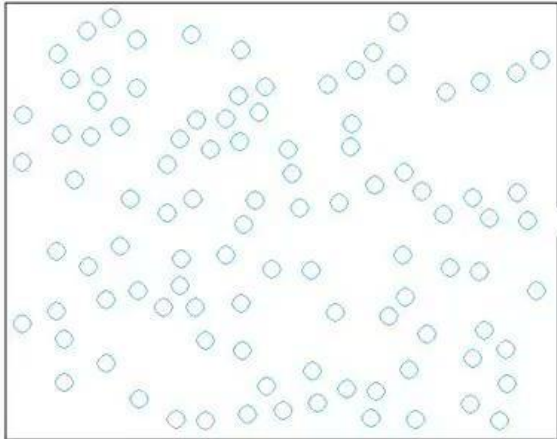
$$F_{io}^{obstacle} = w \cdot e^{\frac{r_i - d_{io}}{w}} \bar{n}_{io} + \mu g(r_i - d_{io}) \Delta \bar{v}_{io}(t) + w * (r_i - d_{io}) \bar{n}_{io}$$



Workings of the model

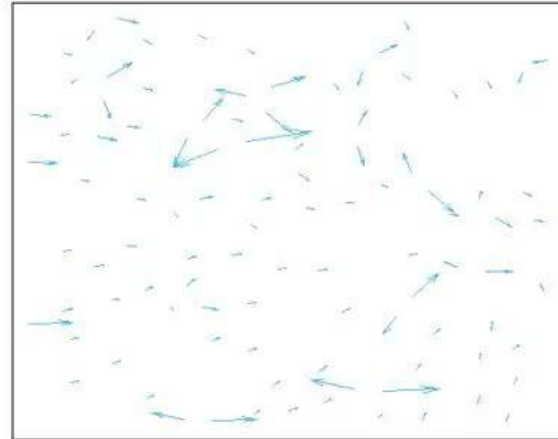
Demonstration

- Crowd agent positions with time



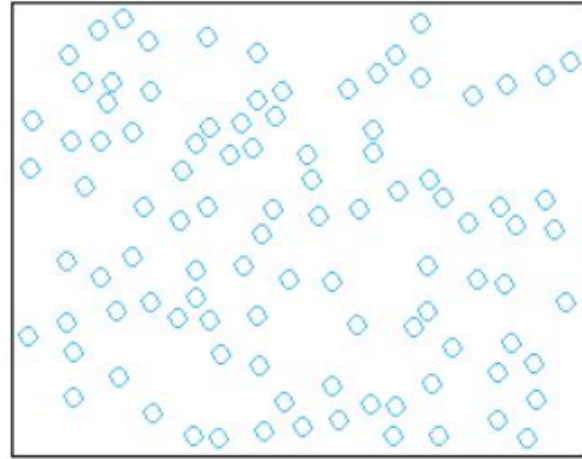
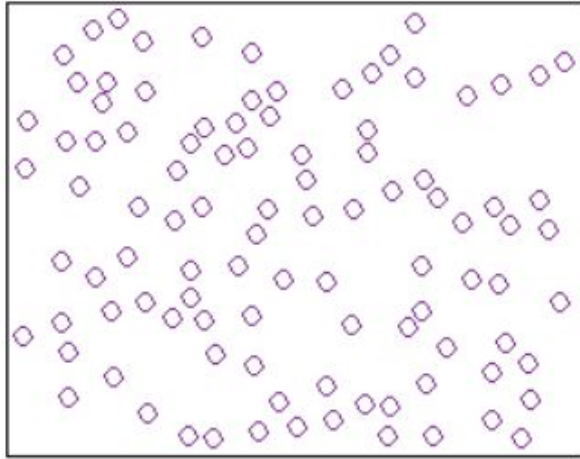
Time series velocity

- Velocities of crowd agents with time
- Changes represent the acceleration due to repulsion forces.



Crowd evacuation dynamics as an optimization problem

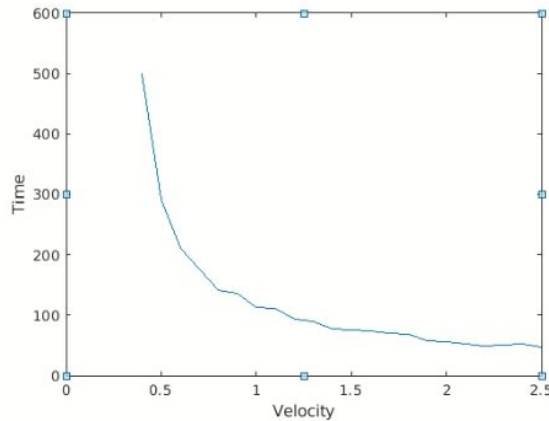
- Best evacuation time? Having no walls
- Trade-off Engineering requirements vs Efficient evacuation



Parametric performance of model & Causal Analysis

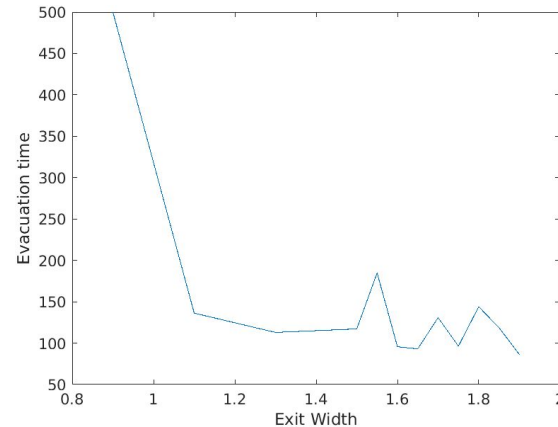
Speed variation

- With increase in agent desired velocity, evacuation time decreases.
- No constraints on crowd pressures.



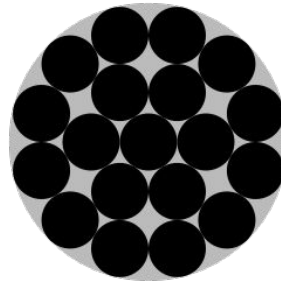
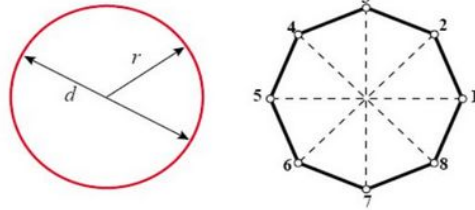
Exit width

- Estimation: Evacuation time decreases with increase in exit width.
- Observation: Oscillation in time for a range of exit width(s).
 - Checked: Random crowd initial positions.
 - Checked: Lowering time steps



Methodology - Obstacle placement

- Simplification of obstacle
- Placement of obstacle at crowd dense locations.
- Defining parameters of placement
 - Distance from exit
 - Lateral shift
 - Size of obstacle
- Curved Objects



Methodology - Sensitivity analysis

Estimation of pressure density

- Division of space into discretized nodes.
- Crowd agents allotted to closest node
- At t , Eulerian approach in treating pressure on the agents within the node.
- Averaged over time: 0, end

Sensitivity Analysis

- Comparison of pressure density maps before and after placement of obstacles.
- Output params: P , time
- Input params: Object placement