General form of the social force model equations:

$$\frac{d\vec{v}_{x}(t)}{dt} = \vec{f}_{x}(t) + (\vec{\xi}_{x}(t)) + (\vec{\xi}_{x}(t))$$

Where:

Following behaviours need to be added:

- The walking which direction of each person should be circular around a central point, in a counter clockwise direction.
- (2) If the local density around a pedestrian exceeds 6m-2 (measured with a 5-meter radius around that person), an additional social force will act upon that pedestrian away from the central point, in order to seek out a lower density en vironment
- (3) When a pedestrion has completed the seven laps, the person will change their walking direction to be tongentially away from the centre.

  pedestrian ~

Diagram of behaviours:

Kauba:
Fixed position P = (xk, yk)

For behaviours () and (3) the desired velocity needs to be modified:

Va is a constant and so isn't changed. Therefore ex must be changed. This is known as the pedestrion as desired direction and is defined as follows to simulate behaviours (1) and (3):

$$\vec{e} = \begin{cases} (dj,-dj) & D_{\infty} < D_{\text{seven Laps}}, \\ \vec{v}_{\infty} & \\ \vec{v}_{$$

Where:

And:

For behaviour (2), the noise term should be edited to be the following:

$$\vec{\xi}_{1}(\vec{t}) = \begin{cases} (-di, -dj) \\ ||\vec{d}|| \end{cases}$$

$$\vec{\xi}_{2}(\vec{t}) = \begin{cases} (-di, -dj) \\ ||\vec{d}|| \end{cases}$$
otherwise

where P5-metre is the local density in a 5-metre radius around pedestrian or. This is calculated using the pollowing equation:

Where !

$$P \propto \beta = \begin{cases} 1 & \left| \left( \frac{1}{2} - \frac{2}{3} \beta^2 + \left( \frac{1}{3} - \frac{1}{3} \beta^2 \right)^2 \right| < 5 \end{cases}$$
Otherwise