1. Perception of Emotions from Crowd Dynamics
2. Collision Avoidance in an Agent System for Crowd Simulation
3. Intelligent Agent Simulator in Massive Crowd
4. **A time‐based global path planning strategy for crowd navigation**
5. Taking Less Detour When Avoiding The Collisions

MTurk citation:

1. (*Haved*): Demographics and dynamics of mechanical Turk workers.
2. Labour market effects of crowdwork in the US and EU: an empirical investigation

@article{ozcan2019time,

title={A time-based global path planning strategy for crowd navigation},

author={Ozcan, Cumhur Yigit and Akcapinar Sezer, Ebru and Haciomeroglu, Murat},

journal={Computer Animation and Virtual Worlds},

volume={30},

number={2},

pages={e1864},

year={2019},

publisher={Wiley Online Library}

}

< **A time-based global path planning strategy for crowd navigation**>

Ozcan proposed a new crowd navigation method, which can record the density information of time-based crowd according to the flow direction, and then use this information to create the best global path plan to use computer learning methods, such as ANN, PR and SVR.

(XXX 提出了一种新的人群导航方法，该方法可以根据流向去记录基于时间的人群的密度信息，然后利用这些信息来创建最佳的全局路径计划来使用计算机学习的方法，比如ANN，PR和SVR。)

<Collision avoidance in an agent system for crowd simulation>

He sets a rectangle or circle around it. When an obstacle enters a certain range around it, it will respond to the obstacle. 他在它周围設定一個矩形或圆形。当障碍物进入它周围的某个范围时，它會对障碍做出响应。

< Perception of Emotions from Crowd Dynamics>

*This paper* focuses on detections of the crowd emotions from the crowd behaviors that involved dynamic interactions arising among different agent.

<Taking Less Detour When Avoiding the Collisions>

Blabla已cited

<Intelligent Agent Simulator in Massive Crowd>

Simulate intelligent agents to move in the crowded environments in various intersections by implementing two components: training of intelligent agent and decision-making capability. In this approach, agent will adjust itself and make decision based on the environment situation.<2020 June 18>

< Dynamic collision avoidance for crowd simu-lation over structured paths that intersect at waypoints>

已用.

< On-line adaptive side-by-side human robot companion in dynamic urban environments >

XXX presented an approach which achieves adaptive human-robot side-by-side walking in dynamic urban environments.

已用.

# < MARL-Ped: A multi-agent reinforcement learning based framework to simulate pedestrian groups>

Xxx also divided the pedestrian simulation into three layers. But this approach addressed the situation as a whole. Agents in the simulation learn navigation in the virtual environment with the Reinforcement Learning (RL) algorithm.

# < Collision avoidance in dynamic environments: An ICS-based solution and its comparative evaluation >

Xxx demonstrated an efficient collision avoidance scheme to handle dynamic environmental factors such as the future movement of objects.