## Real-Time Modeling of Millions of Pedestrians

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## Outline

- Motivation
- Pedestrian Motion: Empirical/Experimental Data
- Modeling Options
- PedFlow
- Large-Scale, Real-Time Computing
- Examples
- Coupling CFD-CCD / Biomed
- Conclusions and Outlook
- References

# Motivation

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### Why Pedestrian Flow Simulation ?

- Situations With Many Individuals:
  - Airports/Train/Bus Stations/Ports
  - Sport/Music/Cinema/Theater
  - Museums/Conferences/Conventions

### – Pilgrimage Centers

Demonstrations

### Why Pedestrian Flow Simulation ?

- Simulations of Interest For:
  - Comfort/Event Experience
  - Traffic Management
  - Evacuation
  - Avoidance of Injury/Death
  - Spread of Disease

# Large Gatherings...

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## Number of Pilgrims /Yr

- Hindu Mela, India
- Ayyappan Saranam, India
- Our Lady of Guadalupe, Mexico
- Amritsar (Sikh)
- Tirupati, India
- . Arba'een, Karbala, Iraq
- Our Lady of Aparecida, Brazil
- . Lourdes, France
- Hajj, Makkah

O(10-70M) O(20M) O(13M) O(10M) O(10M) O(8M) O(8M) O( 7M) O( 2M)

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### Visitors to Religious Sites/Yr

- Notre Dame, Paris: O(
- Makkah & Medina:
- St. Peters, Rome:
- Western Wall, Jerusalem:
- Bethlehem, Palestine:

- O(13M)
- O(10M)
- O( 7M)
- O( 3M)
- O( 2M)

## Airports (2014)

- Atlanta:
- Beijing:
- Heathrow:
- Tokyo:
- . Los Angeles:
- Dubai:
- Chicago:

O(96M) [0.25M/Day !] O(86M) O(74M) O(73M) O(71M) O(70M) O(70M)

## Train Stations (2014)

O(1,260M) [>3M/Day !]

O(910M)

- Shinjuku, Tokyo:
- Shibuja, Tokyo: O(1,090M)
- Ikebukuro, Tokyo:
- Umeda, Osaka: O( 820M)
- · Yokohama, Kanagawa:O( 760M)
- Gare du Nord, Paris: O( 120M)

# Pedestrian Motion: Empirical Data

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### Predtetschenski & Milinski

МОСКОВСКИЙ ОРДЕНА ТРУДОВОГО КРАСНОГО ЗНАМЕНИ ИНЖЕНЕРНО-СТРОИТЕЛЬНЫЙ ИНСТИТУТ ИМ. В. В. КУЙБЫШЕВА

Доктор техн. наук В. М. ПРЕДТЕЧЕНСКИЙ, канд. техн. наук А. И. МИЛИНСКИЙ

#### ПРОЕКТИРОВАНИЕ ЗДАНИЙ С УЧЕТОМ ОРГАНИЗАЦИИ ДВИЖЕНИЯ ЛЮДСКИХ ПОТОКОВ

"Донущено Министерством высшего и среднего специального образования СССР в качестве учебного пособия для студентов архитектурной и строительных специальностей высших учебных заведений"

ИЗДАТЕЛЬСТВО ЛИТЕРАТУРЫ ПО СТРОИТЕЛЬСТВУ Москва Prof. Dr. sc. techn. Wsewolod Michailowitsch Predtetschenski Dr.-Ing. Anatoli Iwanowitsch Milinski

#### Personenströme in Gebäuden

— Berechnungsmethoden für die Projektierung —



Verlagsgesellschaft Rudolf Müller

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### **Empirical Data**

- Predtetschenski & Milinski
  - German Edition: 1971 !
  - Large Compilation of Empirical Data
  - Standard Reference for Pedestrian Traffic Design
- Fruin
- Many Other Smaller Reports

### **Empirical Data**

- Current Work
  - Seyfried (Jülich)
    - Measurements and Modeling
  - Torrens (Arizona, Maryland)
    - Extensive Review of Physiological and Psychological Data/Measurements
  - Manocha et al. (UNC Chapel Hill) <u>http://gamma.cs.unc.edu/LARGE</u>
    - Visualization, GPS-based Tracking, Photo-Realism
  - INRIA, Others...

### We Are Not Machines...



Abb. 14:

Ergebnisse praktischer Messungen der Bewegungsgeschwindigkeit von Personenströmen über Treppen aufwärts

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### We Are Not Machines...



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## Hajj 2014 Data

- Done by Prabhu Dambalbarth and Britto Muhammad (SLR)
- Aim: Fill Data Gap for High Density Flows
- Video Data
  - Need Video to Ensure Correct IDs
- Cover Region with 10sqm Cells
- Tag Individual, Measure Velocity / Density
- Total of 350 Data Points
  - From 20,500 Individual HR Photos

## Hajj 2014



### **Evaluation of Images**

At Time 0 sec



m

~3.8 m

At Time ~6.0 sec

At Time 8.8 sec



Grid Name: C2	
Nr. of Pilgrims	: 55 Persons
Cell area	: 10 sqm
Density	: 5.5 p/m²
Time	: 8.83 sec
Distance	: 3.3 m
Velocity	: 0.37 m/s

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Average Flux distribution on 04.10.14 - 10<sup>th</sup> Dhu al-Hijjah

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on 04.10.14 - 10<sup>th</sup> Dhu al-Hijjah



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### Other Empirical Data

- Memory Map of Planned Route / Stations
- Visual Horizon
  - 2.5 5.0 m
  - 120 Deg Perception
- `Personal Comfort Zone'
  - Dependent on Culture

# Modeling Options

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## Pedestrian Flow Simulation (1)

- Discrete Space Model
  - Cellular Automata
  - Pedestrians at Nodes of (Adaptive) Grid
  - Allow Motion to One Neighbouring Cell/Place
  - Integrate in Time (Discrete/Fixed Intervals)
  - Schadschneider, Blue & Adler, ... Pedestrian and Evacuation Dynamics (2002)
- Current Shortcomings
  - Motion Limited by Underlying Grids
  - Max Density Prescribed by Underlying Grid

### Pedestrian Flow Simulation (2)

- Social Force Model
  - Treat Every Individual
  - Model Forces Influencing Motion
  - Integrate in Time
  - Helbing-Molnar-Farkas-Viczek (HMFV) Nature (2002)
  - Improvements by Lakoba et al. Simulation (2005)
- Current Shortcomings
  - Forces Symmetric [Removed in Some Models]
  - One Influences All / Too Many
  - Forces Difficult to Tune

### Pedestrian Flow Simulation (3)

- Gas/Fluid Analogy
  - Viscosity, Forces as Functions of Density
  - Write `Euler/Navier-Stokes Like' Equations
  - Integrate in Time
  - Helbing Complex Systems (1992)
  - Others...Recent: Hughes Ann. Rev. of Fluid Mech.
- Current Shortcomings
  - No Proper Set of Equations in 2-D
    - Most of the Work 1-D
  - No Realistic Examples in 2-D
  - Difficult to Implement Crossing Streams

### Pedestrian Flow Simulation (4)

- Agent-Based Simulations
  - High-Level: Finite State Machine
    - Physical State, Behaviour State, Property Set
    - FSM Transitions: Spatial, Property, Temporal, Stochastic
  - Low-Level: Local Collision Avoidance (LCA)
    - Reciprocal Velocity Obstacles (RVOs)
  - Integrate in Time
  - Manocha, Torrens, Others
- Current Shortcomings
  - Does Not Get Inter-Pedestrian Forces (Safety)
  - Expensive (CPU)

## **Discrete Models**

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### **Discrete Models**

- Any Pedestrian Flow Simulation:
  - Global Movement: Strategic, Tactical
  - Local Movement: Operational
- Global Movement
  - Targets (Regions/Lines/…) → Will Force
- Local Movement
  - Collision Avoidance
    - Social Force/ Contact Models
  - Local Geometry Info
    - Walls, Paths, Roughness, ...

### PEDESTRIAN MOTION

• Newton's Law:

```
m \mathbf{v}, t = \mathbf{f}
\mathbf{x}, t = \mathbf{v}
```

- m: Mass
- v: Velocity
- **x**: Position
- f: Sum of All Forces
- Modeling Effort: f

# PEDFLOW

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### PEDESTRIAN FORCES

- Internal Forces
  - Will Force (Get There (in Time))
  - Pedestrian Collision Avoidance Forces: Intermediate Range
  - Pedestrian Collision Avoidance Forces : Near Range
  - Wall/Obstacle (Collision) Avoidance Forces
- External Forces

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- Contact: Other Pedestrians
- Contact: Walls/Obstacles
### PEDESTRIAN FORCES: Will Force

### • Given:

- **v**<sub>d</sub>: Desired Velocity
- v: Current Velocity

$$\mathbf{f}_{will} = \mathbf{g}_{w} (\mathbf{v}_{d} - \mathbf{v})$$

- Modeling Effort: g<sub>w</sub>
  - Fitness
  - Desire to Reach a Goal
  - Climate
  - Signals
  - Noise, ...

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### PEDESTRIAN FORCES: Will Force

• Suppose Only Will Force, From Rest:

$$\begin{array}{l} \mathbf{m} \ \mathbf{v}_{,t} = \mathbf{g}_{w} \left( \ \mathbf{v}_{d} - \mathbf{v} \right) \\ \bullet \quad \bigstar \\ \mathbf{v} = \mathbf{v}_{d} \left( \ 1 - \mathbf{e}^{-\alpha t} \right) \quad ; \quad \alpha = \mathbf{g}_{w} \ / \ \mathbf{m} = 1 \ / \ t_{r} \\ \mathbf{v}_{,t}(t=0) = \mathbf{v}_{d} \quad ; \quad \alpha = \mathbf{v}_{d} \ / \ t_{r} \end{array}$$

- $\rightarrow$  Can Define  $g_w$  Via Relaxation Time  $t_r$
- Typical Values:  $\mathbf{v}_d = 1.35 \text{m/sec}$ ;  $t_r = O(0.5 \text{sec})$

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## Ellipticity

- Ellipticity:
  - Required to Achieve Higher Densities
  - Done With 5 Circles [Faster Contact]
  - e=0.0 → Circle; e=1.0 → Ellipse
  - Elliptical:
    - $x_{1,5} = 1/1.8 [ -/+ 1.3 + 0.5 sin(t) ; 0.5 cos(t)$
    - $X_{2,4}=1/1.8$  [ -/+ 0.8 + 0.8 sin(t) ; 0.8 cos(t)
    - $X_3 = 1/1.8$  [ 1.0 sin(t) ; 1.0 cos(t)
  - Circular
    - $x_{1,5} = 1/1.8 [ -/+ 1.3 + 0.5 sin(t) ; 0.5 cos(t)$
    - $X_{2,4}=1/1.8$  [-/+ 0.8 + 1.0 sin(t); 1.0 cos(t)
    - $X_3 = 1/1.8$  [ 1.8 sin(t); 1.8 cos(t)





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# Hajj-Related Studies

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### **Temporary Mataf**



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### **Temporary Mataf**



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### Time : Laylat al-Qadr - 25th July 2014 - TAWAF



### Sahn Level; Flux=5.0p/sec



### Velocity: Left: With Columns, Right: No Columns

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### Sahn Level; Flux=5.0p/sec

![](_page_44_Figure_1.jpeg)

### Density: Left: With Columns, Right: No Columns

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### Temporary Mataf 06/13

![](_page_45_Figure_1.jpeg)

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### **Detailed Simulation of Sahn Area**

- Compute Normal Tawaf With Influx 5.0 p/sec
- Define Prayer Rows Emanating from Kaaba
- Restart from Steady State, Resetting Time=0
- Time: [ 0: 1.75] min
  - Additional People Stream in to Pray (8.0 p/sec)
  - People in Tawaf Continue as As Before
- Time: [ 1.75: 9.08] min
  - Rows Form From Outside (some from Kaaba [Film])
  - People Try to Find a Prayer Location
- Time: [ 9.08:12.42] min
  - Close Ranks and Move Forward If Free
- Time: [12.42:17.42] min: Prayer Time
- Time: [17.42:25.75] min:
  - People That Came in to Pray: Exit from Entry
  - People in Tawaf: Continue Ritual

![](_page_47_Figure_0.jpeg)

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![](_page_48_Figure_0.jpeg)

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### Prayer Simulation: Sahn Level

![](_page_49_Figure_1.jpeg)

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### Barcelona: Area Considered (1)

![](_page_51_Picture_1.jpeg)

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### Barcelona: Area Considered (2)

![](_page_52_Picture_1.jpeg)

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### **Raction Time / Evacuation Delay**

• Some Empirical Data; Used Here: Lord Data

![](_page_53_Figure_2.jpeg)

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![](_page_54_Figure_1.jpeg)

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![](_page_55_Figure_1.jpeg)

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![](_page_56_Figure_1.jpeg)

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![](_page_57_Figure_0.jpeg)

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Number of Pedestrians: 1.2 MIntegration Time: 1.0 hr

ndomn	nprol	ncore	runtime	run/real time
128	4	512	3379	0.94
256	2	512	3492	0.97
128	8	1024	2461	0.68

# Photo-Realistic Rendering Based on PEDFLOW Calculations

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### Rendering via 3-D Studio Max

![](_page_60_Picture_1.jpeg)

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# Coupling of CFD and CCD

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## Coupling of CFD and CCD

- Flow May Influence Motion of Pedestrians
  Smoke, Toxic Materials, Fire, …
- Motion (Presence) of Pedestrians May Influence Flow
  - Narrow Passages in Subways
- Flow May Also Influence Spread of Diseases
  Flu, SARS, Coronavirus, …
- → Need Coupled CFD/CCD

![](_page_63_Figure_0.jpeg)

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### **Metro Evacuation**

![](_page_64_Figure_1.jpeg)

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### Metro Evacuation

![](_page_65_Figure_1.jpeg)

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### Pedestrians in Passage

![](_page_66_Picture_1.jpeg)

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# **Conclusions and Outlook**

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## Conclusions and Outlook (1)

- Developed Efficient Code for the Simulation of Pedestrian Flows and Crowd Dynamics
- Basis:
  - Global (Overall) Direction: Desired Location/Time
  - Local Obstacle / Pedestrian Avoidance
- Results Obtained to Date:
  - Correct Crowd Dynamics, Lane Forming, Overtaking, Avoidance of Obstacles, ...
- Results Promising
- Validation, Validation, Validation ...
  - Video Footage

## Conclusions and Outlook (2)

- Incorporate More Realism
  - Queing in Certain Locations
    - Tellers, Train Stations, Bus Stops, ...
  - Moving in Walkways and Escalators
  - In/Outflow Behaviour
    - Elevators
    - Trains/Subways
  - Panic Behaviour
  - Fallen Pedestrians

— ...

## Conclusions and Outlook (3)

- Link to Other Disciplines:
- PEDPRESS: Asphyxia, Collapse, ...
  - Ongoing Experiments
- CFD: Smoke/Comfort
  - Working
- CFD: Spread of Diseases
  - Need Medical Data / Spread Factors
- CSD: Loading of Structures
  - Working

## Conclusions and Outlook (4)

- Ongoing Theoretical Studies
  - Entry Into Incoming Crowd (Emergency Personnel)
  - Density-Velocity Diagrams (PM/Helbing/Seyfried/...)
- Overall: Young Discipline, Exciting Area !
- Lots of Work to be Done !
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