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Living Systems

Description of the system.

Interaction Dynamics.

Interactior terms.

Simulations and numerical results.

Un modelo matemático para la dinámica de multitudes

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Some common features of living systems

- Ability to develop a strategy: living entities are able to develop specific strategies and have organization abilities (e.g. for crowds: trend toward the exit, avoiding clusters, avoiding walls and obstacles, perception of signals, etc).
- **Heterogeneity**: the ability to express the said strategy is not the same for all entities
- **Interactions**: living entities interact with other entities and with the surrounding environment in a non-local and non-linear way

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The choice of the scale for crowd dynamics

* **Microscopic**: Pedestrians identified singularly by $\mathbf{x} = \mathbf{x}(t)$ and $\mathbf{v} = \mathbf{v}(t) \rightarrow$ Large systems of ODE's [Helbing et al.: "Social force model", 1995]

* Macroscopic: The crowd is assimilated to a continuum, its state being described by average quantities (density, linear momentum, and energy) regarded as time and space-dependent variables → Systems of PDE's [Hughes: a first order model, 2002]

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Simulations and numerical results. * The mean distance between pedestrians may be small or large, the ratio between the mean free path and the geometrical length scale (Knudsen number) spans a wide range of values in the same computational domain.

* Using the macroscopic representation becomes a complex task because of the breakdown of continuum models in some regions of the physical domain.

* The study of living complex systems always needs a **multiscale approach**, where the dynamics at the large scale need to be properly related to the dynamics at the low scales.





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Simulations and numerical results. Kesoscopic (kinetic): The microscopic state of pedestrians is still identified by position and velocity but the system is represented statistically through a distribution function over such a microscopic state → Integro-differential equations



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Simulations and numerical results. [J.P. Agnelli, F. Colasuonno, D. Knopoff, *A kinetic theory* approach to the dynamics of crowd evacuation from bounded domains, Math. Models Methods Appl. Sci., 25(1) (2015)]

- What: Evacuation of pedestrians from a room with one or more exits.
- How: Development of the kinetic approach by [N. Bellomo, A. Bellouquid, D. Knopoff (2013)] to include

- * interactions with walls



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* flow through exit doors

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Description of the system

- Bounded domain $\Sigma \subset \mathbb{R}^2$, assumed convex (no obstacles)
- $E \subset \partial \Sigma$ outlet zone (exit), E could be the union of disjoint sets

•
$$W = \partial \Sigma \setminus E$$
 wall



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- Pedestrians are viewed as active particles
- Microscopic state (continuous-discrete hybrid features):
 - * Position: $\mathbf{x} = (x, y)$
 - * Velocity : $\mathbf{v} = (v, \theta)$

The velocity direction θ takes values in the discrete set

$$I_{\theta} = \left\{ \theta_i = \frac{i-1}{n} 2\pi : i = 1, \dots, n \right\}$$



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Generalized distribution function We neglect the heterogeneity of pedestrians in changing the velocity modulus

- changes of the velocity direction θ : stochastic
- changes of the velocity modulus v: deterministic

From now on we consider the generalized distribution function

$$f(t,\mathbf{x},\mathbf{\theta}) = \sum_{i=1}^{n} f_i(t,\mathbf{x}) \delta(\mathbf{\theta} - \mathbf{\theta}_i), \quad f_i(t,\mathbf{x}) = f(t,\mathbf{x},\mathbf{\theta}_i)$$

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 $f_i(t, \mathbf{x})d\mathbf{x}$ = number of pedestrians who, at time *t* are in the infinitesimal rectangle $[x, x + dx] \times [y, y + dy]$ and move with direction θ_i

• Local density: $\rho(t, \mathbf{x}) = \sum_{i=1}^{n} f_i(t, \mathbf{x})$

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Velocity modulus and perceived density

Velocity modulus depends on

- (perceived) level of congestion
- quality of the environment, assessed by a parameter $\alpha \in [0, 1]$



In the free flow zone ($\rho \le \rho_c(\alpha) = \alpha/5$) pedestrians move with the maximal speed $\nu_m(\alpha) = \alpha$ allowed by the environment. In the slowdown zone ($\rho > \rho_c(\alpha)$) pedestrians have a velocity modulus which is heuristically modeled by the 3rd order polynomial joining the points ($\rho_c(\alpha), \nu_m(\alpha)$) and (1,0) and having horizontal tangent in such points.

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The mathematical structure

 $\partial_t f_i(t, \mathbf{x}) + \operatorname{div}_{\mathbf{x}}(\mathbf{v}_i[\boldsymbol{\rho}_i^p(t, \mathbf{x})]f_i(t, \mathbf{x})) = \mathcal{J}_i[f](t, \mathbf{x})$ $i = 1, \dots, n$



transport term: net balance of particles in the elementary volume of the space of the microscopic states, moving with direction θ_i , due to transport



interaction term:

net balance of particles in the elementary volume of the space of the microscopic states, moving with direction θ_i , due to interactions

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- Interaction Dynamics.

Un modelo matemático Interaction dynamics para la dinámica de multitudes D. Knopoff We take into account the following effects: the system. Geometrical effects Interaction Dynamics. • Exit Walls **2** "Congestion" effects

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- Stream
- Vacuum

- Interaction Dynamics.

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Optimal geometrical direction

 $\vec{\omega}_G(\mathbf{x}, \theta_h) = (1 - d_E(\mathbf{x}))\vec{v}_E(\mathbf{x}) + (1 - d_W(\mathbf{x}, \theta_h))\vec{\tau}_W(\mathbf{x}, \theta_h)$ whose direction θ_G is the optimal geometrical direction



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$$\vec{\omega}_G(\mathbf{x}, \theta_h) = (1 - d_E(\mathbf{x}))\vec{v}_E(\mathbf{x}) + (1 - d_W(\mathbf{x}, \theta_h))\vec{\tau}_W(\mathbf{x}, \theta_h)$$

whose direction θ_G is the optimal geometrical direction Geometrical transition probability or "table of games"

$$\boxed{\mathcal{A}_h(i) = \beta_h(\alpha)\delta_{s,i} + (1 - \beta_h(\alpha))\delta_{h,i}, \quad i = 1, \dots, n}$$

where
$$s := \underset{j \in \{h-1,h+1\}}{\operatorname{arg\,min}} \{d(\theta_G, \theta_j)\}$$

 $d(\theta_*, \theta^*) = \begin{cases} |\theta_* - \theta^*| & \text{if } |\theta_* - \theta^*| \leq \pi \\ 2\pi - |\theta_* - \theta^*| & \text{if } |\theta_* - \theta^*| > \pi \end{cases}$
 $\beta_h(\alpha) = \begin{cases} \alpha & \text{if } d(\theta_h, \theta_G) \geq \Delta \theta \\ \alpha \frac{d(\theta_h, \theta_G)}{\Delta \theta} & \text{if } d(\theta_h, \theta_G) < \Delta \theta \end{cases}$

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- Interaction Dynamics.

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Optimal interaction-based direction

 $\vec{\omega}_P(\mathbf{x}, \theta_h, \theta_k) = \varepsilon \vec{\sigma}_k + (1 - \varepsilon) \vec{\gamma}(\mathbf{x}, \theta_h)$ $\theta_P \text{ direction of } \vec{\omega}_P$

* ϵ close to $0 \rightarrow$ normal conditions

* ε close to 1 \rightarrow panic conditions

"Congestion" transition probability

$$\mathcal{B}_{hk}(i)[\rho] = \beta_{hk}(\alpha)\rho\delta_{r,i} + (1 - \beta_{hk}(\alpha)\rho)\delta_{h,i}, \quad i = 1, \dots, n$$

where
$$r := \underset{j \in \{h-1,h+1\}}{\operatorname{arg\,min}} \{ d(\theta_P, \theta_j) \}$$

$$\beta_{hk}(\alpha) = \begin{cases} \alpha & \text{if } d(\theta_h, \theta_P) \ge \Delta \theta \\ \alpha \frac{d(\theta_h, \theta_P)}{\Delta \theta} & \text{if } d(\theta_h, \theta_P) < \Delta \theta \end{cases}$$

- Interaction Dynamics.

Some words about panic

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Simulations and numerical results. [Helbing D., Johansson A., *Pedestrian, Crowd and Evacuation Dynamics*, (2009).]

Panic: *Breakdown of ordered, cooperative behavior of individuals due to anxious reactions to a certain event.*

Typical features of panic conditions

- people develop blind actionism
- move considerably faster
- moving and passing of a bottleneck becomes incoordinated

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• herding behavior, i.e. people do what other people do

Interaction terms.

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Simulations and numerical results. Interaction terms

$$\mathcal{I}_i[f](t, \mathbf{x}) = \mathcal{I}_i^G[f](t, \mathbf{x}) + \mathcal{I}_i^P[f](t, \mathbf{x})$$

$$\mathcal{J}_{i}^{G}[f](t,\mathbf{x}) = \mu[\rho(t,\mathbf{x})] \left(\sum_{h=1}^{n} \mathcal{A}_{h}(i)f_{h}(t,\mathbf{x}) - f_{i}(t,\mathbf{x})\right)$$
$$\mathcal{J}_{i}^{P}[f](t,\mathbf{x}) = \eta[\rho(t,\mathbf{x})] \left(\sum_{h,k=1}^{n} \mathcal{B}_{hk}(i)[\rho]f_{h}(t,\mathbf{x})f_{k}(t,\mathbf{x}) - f_{i}(t,\mathbf{x})\rho(t,\mathbf{x})\right)$$

 \mathcal{J}_i^G : difference between the gain and the loss of particles moving with direction θ_i due to geometrical effects

 \mathcal{J}_i^P : difference between the gain and the loss of particles moving with direction θ_i due to interactions among particles

-Simulations and numerical results.

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Case-studies

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The specific case-studies are selected to analyze the **influence on** evacuation time of

- the exit size
- **2** the initial distribution
- **3** the parameter ε

- Simulations and numerical results.

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- the exit size
- **2** the initial distribution
- **3** the parameter ε

In our simulations:

- Σ square domain of side length 10 m
- quality of the environment $\alpha = 1$
- 8 different velocity directions in $I_{\theta} = \left\{\frac{i-1}{8}2\pi : i = 1, \dots, 8\right\}$

- Simulations and numerical results.



- * density referred to $\rho_M = 7 \text{ ped/m}^2$,
- * velocity modulus referred to $v_M = 2$ m/s,
- * time referred to the minimal evacuation time $T_{ev,0} = 13$ s.

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-Simulations and numerical results.



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