

CIFE Seed 2011-12 Projects

A Computational Framework for Egress Analysis with Realistic Human Behaviors



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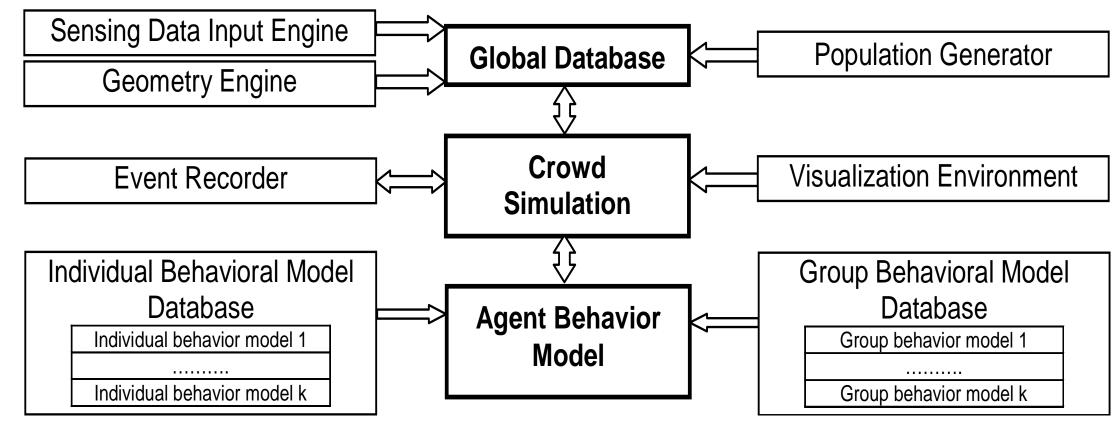
Motivation

- behaviors Human and social play an important role in emergency evacuations.
- Oversimplified assumptions in current computational models.
- There is a dire need to "improve the realism and accuracy of crowd behavior movement, in addition to improvising visual aesthetics [in existing commercial tools]."¹

Research objectives

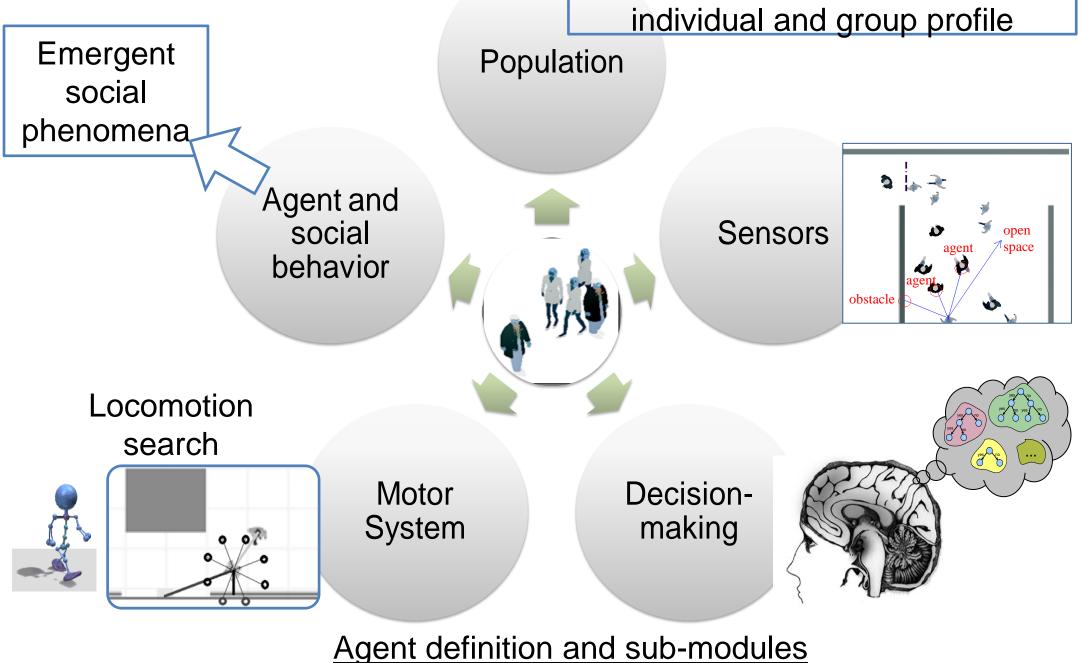
- 1. Establish a **theoretical framework** to study and represent egress related theories.
- 2. Develop a computational framework using a multi - agent based simulation paradigm.

System architecture



Overall architecture of the framework

Agent representation and sub-modules



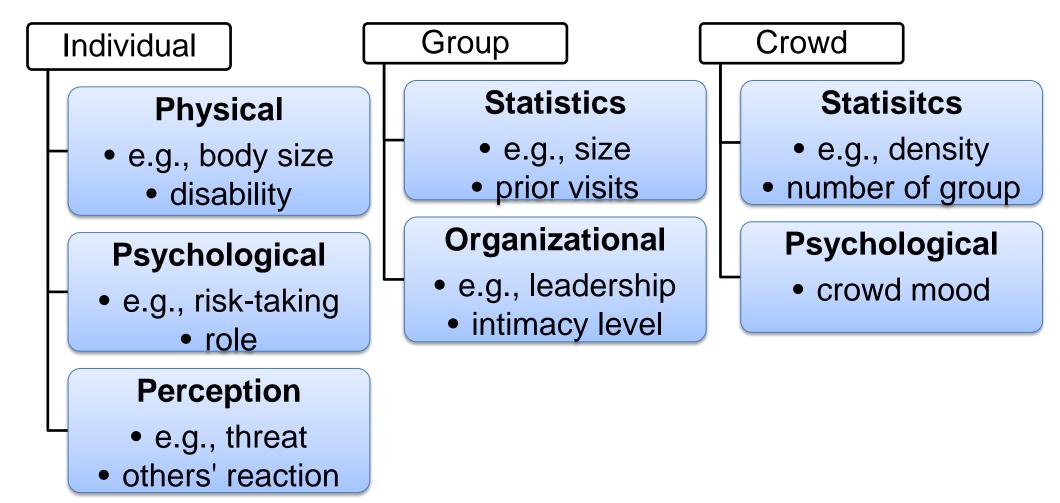
Body dimension, mobility, agent

3. Validate the computational framework with reallife data and past events data.

THEORETICAL FRAMEWORK

Individual, group & crowd factors

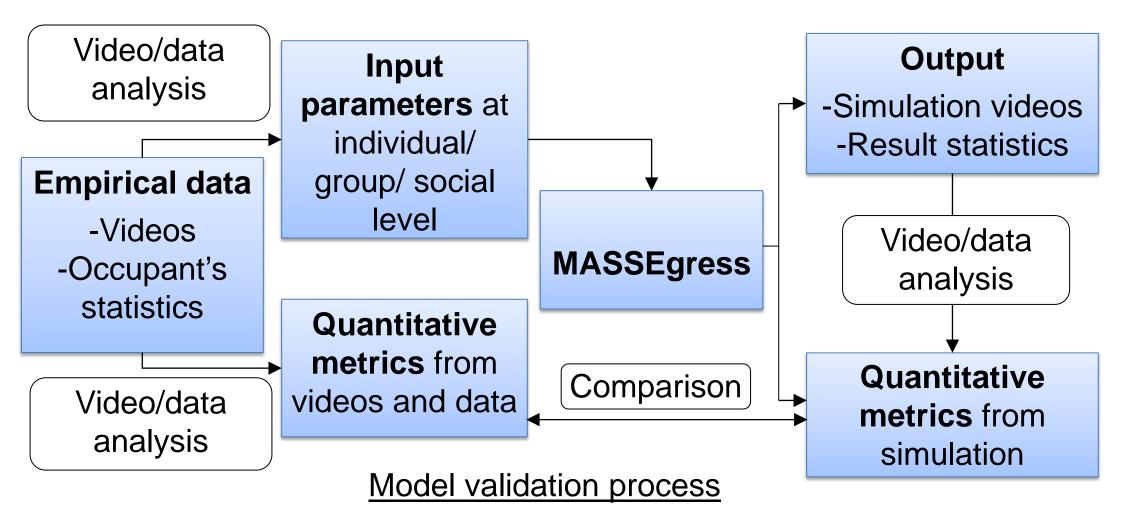
- Study social science and disaster management literature regarding emergency crowd behavior.
- Extract features and rules governing peoples' decision-making process.



A simplified organization of occupants and environment features

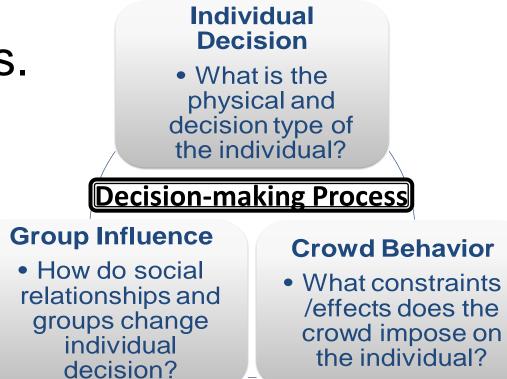
VALIDATION AND TESTING

including Collect datasets historical fire accidents in buildings and facilities, as well as and statistical data from industrial videos partners.



Generalization of different social theories

- Develop a staged decision making process.
- Relate group and crowd factors to individual decision, based on the occupant's type and environment.



COMPUTATIONAL FRAMEWORK

- Extend MASSEgress², a multi-agent based framework designed to model human and social behaviors in egress.
- human the state-of-the-art Incorporate behavioral theories into the simulation model.

RESEARCH IMPACTS

- Bridge the gap between the state-of-the-art social theories and current egress simulation practice.
- Develop a tool for theories implementation and lacksquarevalidation.
- Assist facilities managers in developing a wider range of possible solutions to crowd problems specific scenarios occupant's to and characteristics.

References:

- 1. Challenger, W., Clegg W. C., and Robinson A.M. (2009). Understanding Crowd Behaviours: Guidance and Lessons Identified, Technical Report prepared for UK Cabinet Office, Emergency Planning College, University of Leeds, 2009.
- 2. Pan, X., Han, C. S., Dauber, K., and Law, K. H. (2007). "A Multi-Agent Based Framework for the Simulation of Human and Social Behaviors during Emergency Evacuations," AI & Society, 22, 113-132.