



Crowd Simulation Regarding Social Group Behavior

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Content

- Where I Started
- Preliminary Work
 - AW₁ / AW₂
 - PJ₁
 - PJ₂
- What I Want to Do
 - Socio-Psychological Factors
 - Approach
 - Scenarios
 - Risks

Where I Started

- **Goal**: Incorporate socio-psychological factors in a crowd simulation

Emotions

Personality traits

Social behavior

Norms

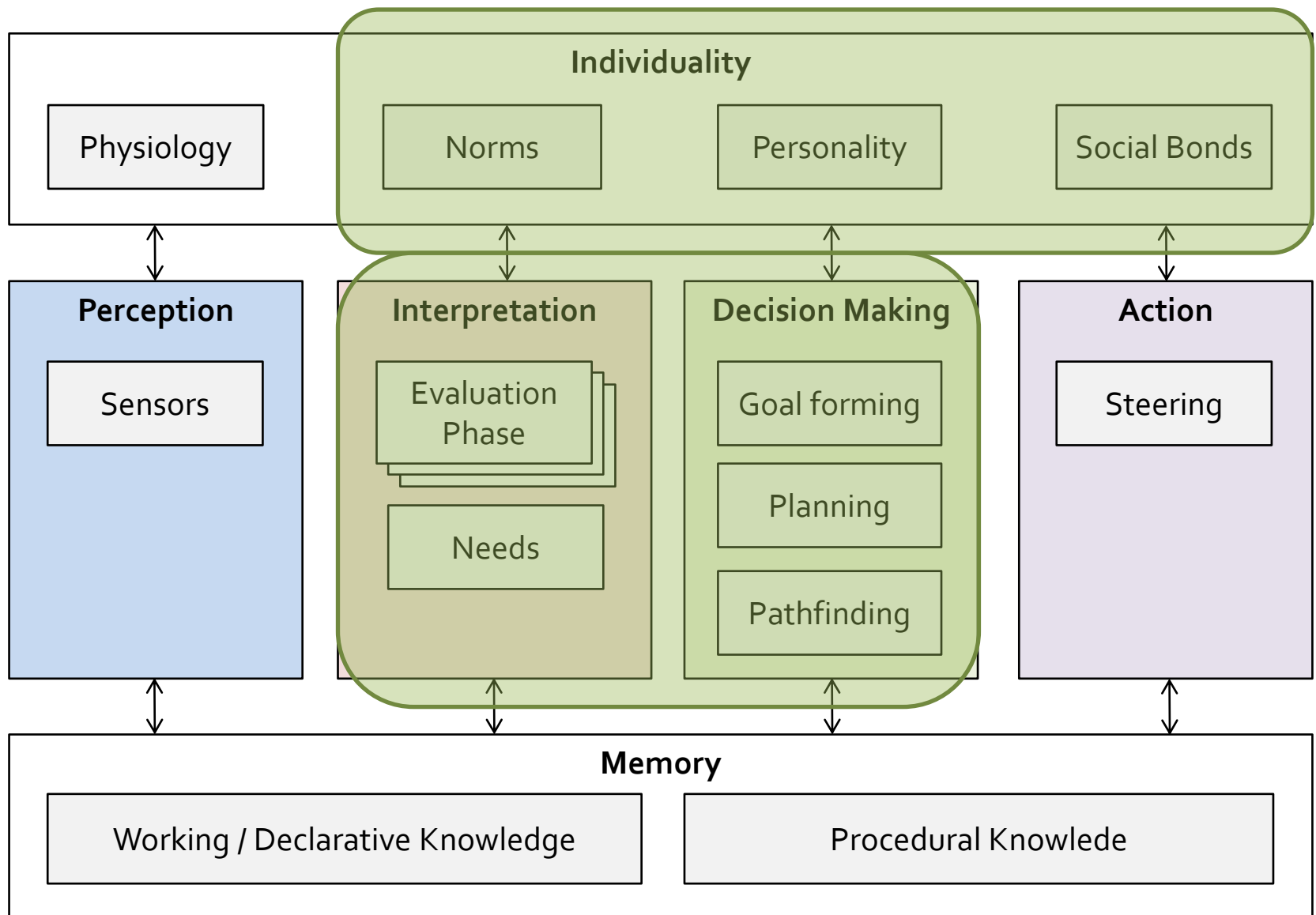


Motivation



Preliminary Work – AW₁ / AW₂

- AW₁
 - Fundamentals of human behavior in crowds
 - Emotions, Personality traits, social behavior
- AW₂
 - **Idea**: WALK as a testbed for different socio-psychological theories
 - Conception of an agent architecture incorporating human factors



Current Work – PJ2

- Implementation of different **experiments**
 - Test scenarios
 - Social factors inside the agents
- **Analysis of parameters** determining agent movement and their weights
- Steady **refinement** of agent implementation

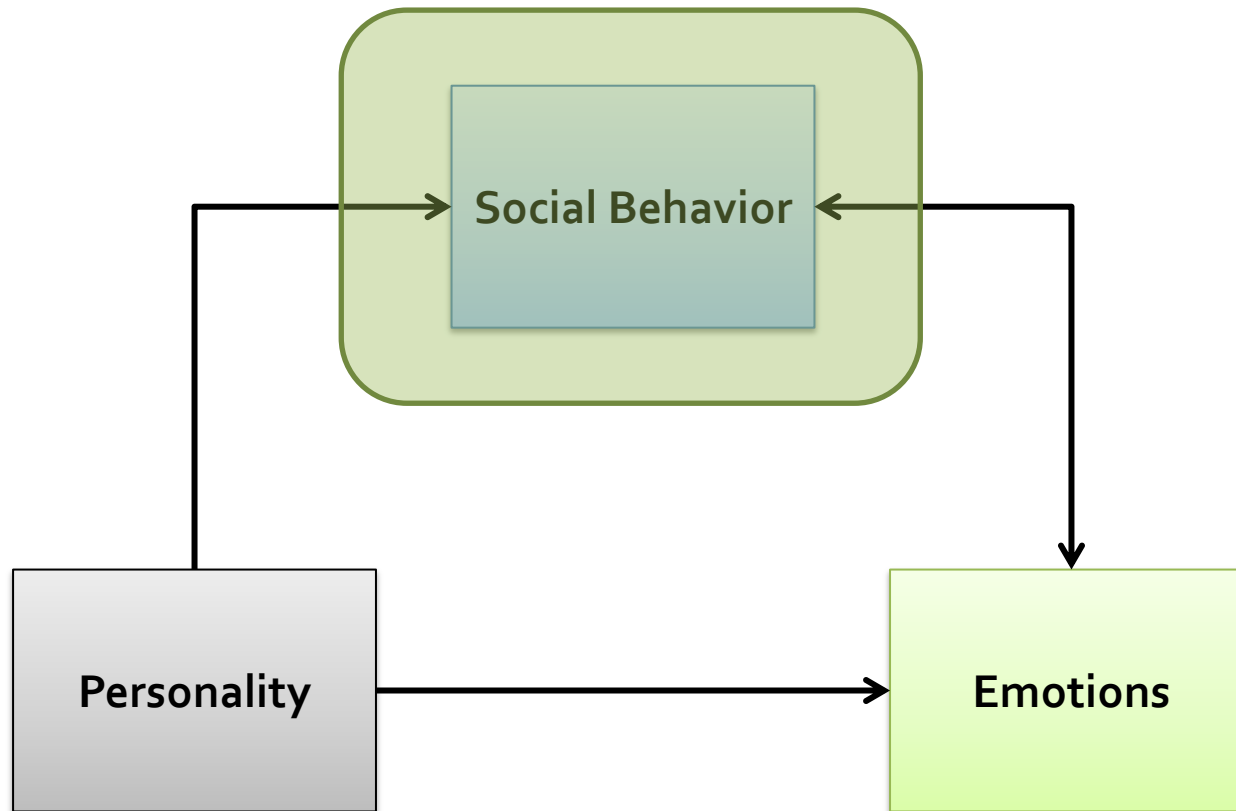
What I Want to Do

What I want to do

Create an **appropriate model** to incorporate **socio-psychological factors** in an agent-based pedestrian simulation based on **psychological theories**.



Socio-Psychological Factors



Social Behavior (I)

- **Group behavior** is a key factor of crowd movement:
 - People in public gatherings are usually not just **single individuals** [4]
 - People in social groups will stay **together** [5, 6]
 - Social groups have a **significant effect** on crowd movement and evacuation times [7]

Social Behavior (II)

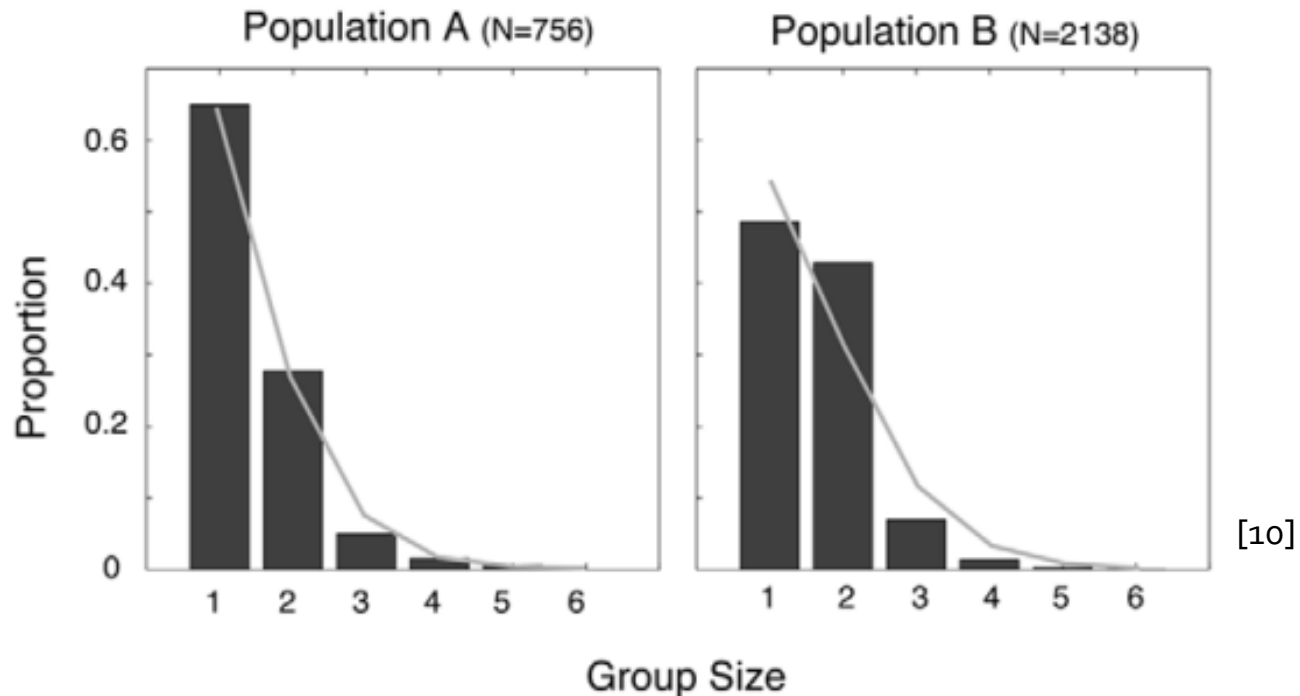
- Validation: Groups can be identified in videos



[11]

Social Behavior (III)

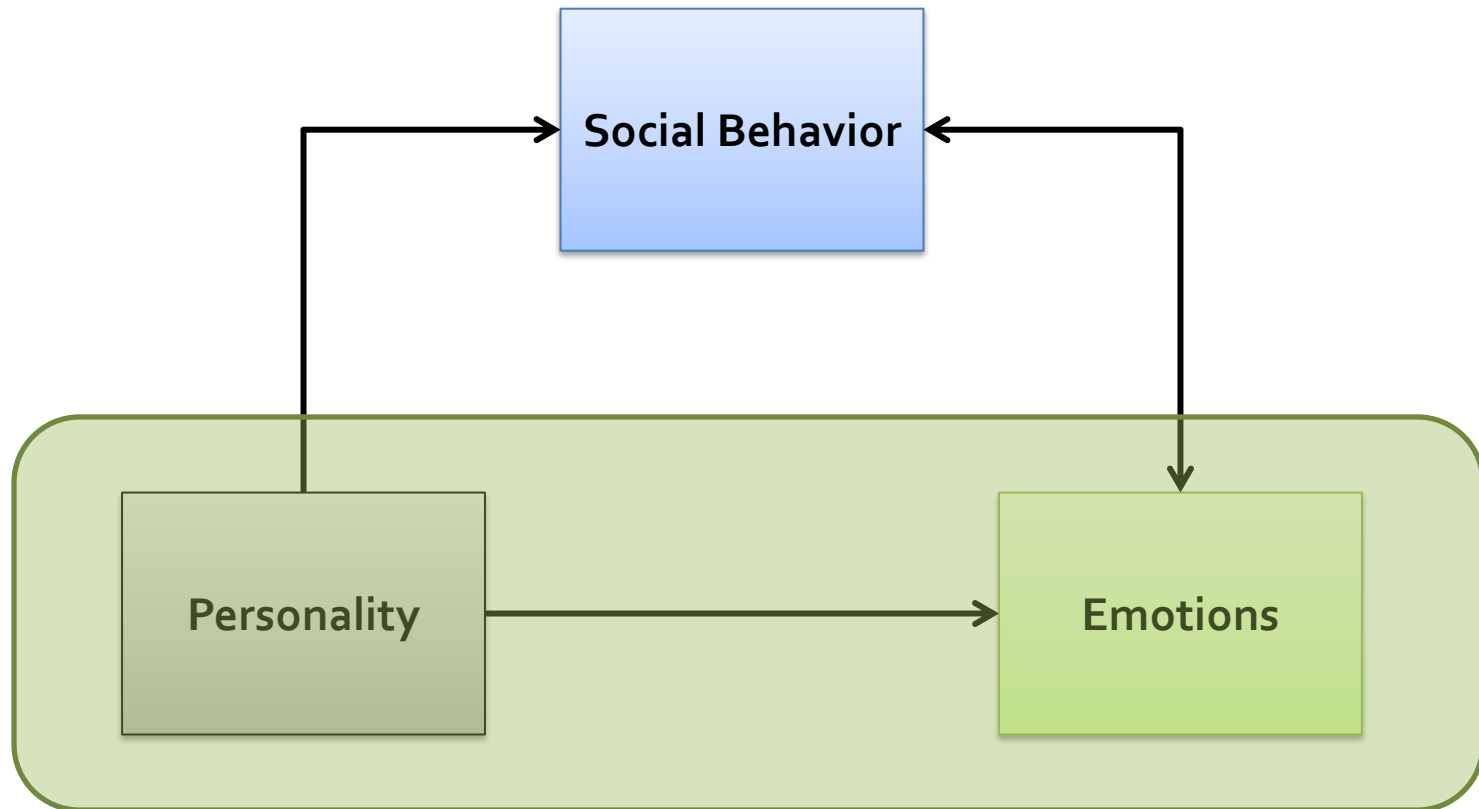
- Empirical data: Distribution of group sizes known [8]



A: Collected spring 2006 in a public place in the city of Toulouse, France

B: Collected spring 2007 in a crowded commercial walkway on a Saturday afternoon

Socio-Psychological Factors



Socio-Psychological Factors

- Social behavior, emotions and personality **interact:**
 - When faced with imminent danger to life some people may act as individuals again [9]
 - Personality influences in which extend people stick to groups and their role in the group
- I will consider social group behavior as **the central aspect**

Personality & Emotions

- Personality
 - Only some aspects of personality are of interest evacuation scenarios (e.g. coping behavior)
- Emotions
 - Only some emotions are important for evacuation scenarios (e.g. fear, aggression)
 - Many differing theories [3]
- Both are hard to validate [1, 2]

Research Questions

- Which factors determine group behavior?
- How big is the impact of different factors on the the simulation result? (→ **sensitivity analysis**)
- How does an appropriate model for social behavior look like?



Approach

Approach (I)

- **Analyze** which **factors** determine agent behavior and their weight



Approach (II)

- **Compare** existing computational models ^[12, 13] with reality



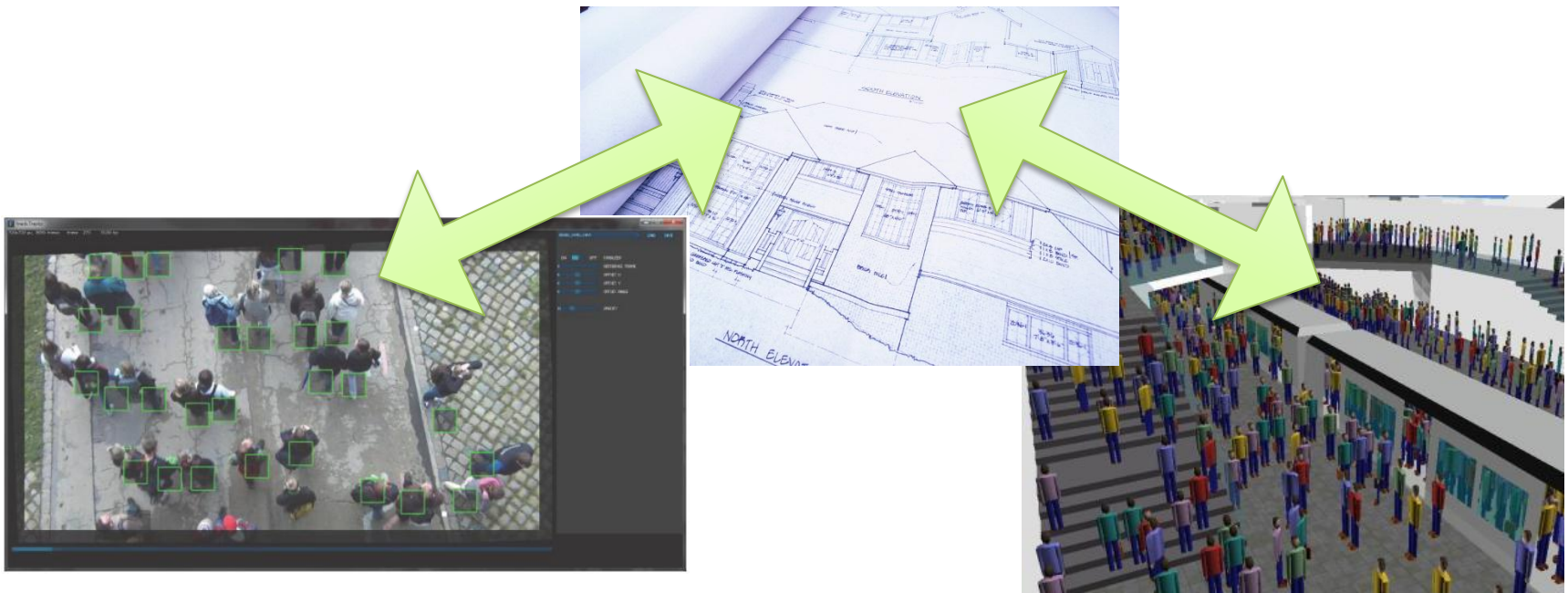
Approach (III)

- Develop a **social behavior model for WALK** based on the results:
 - Factor analysis
 - Experiments with existing models



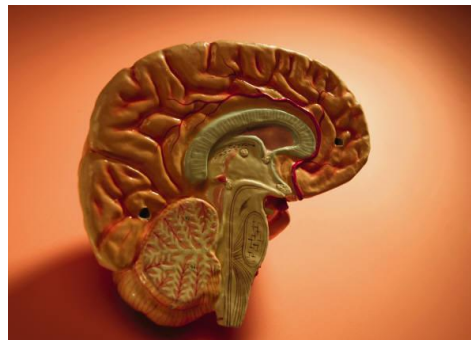
Approach (IV)

- **Validate** my social behavior model
- **Compare** it with existing ones



Requirements

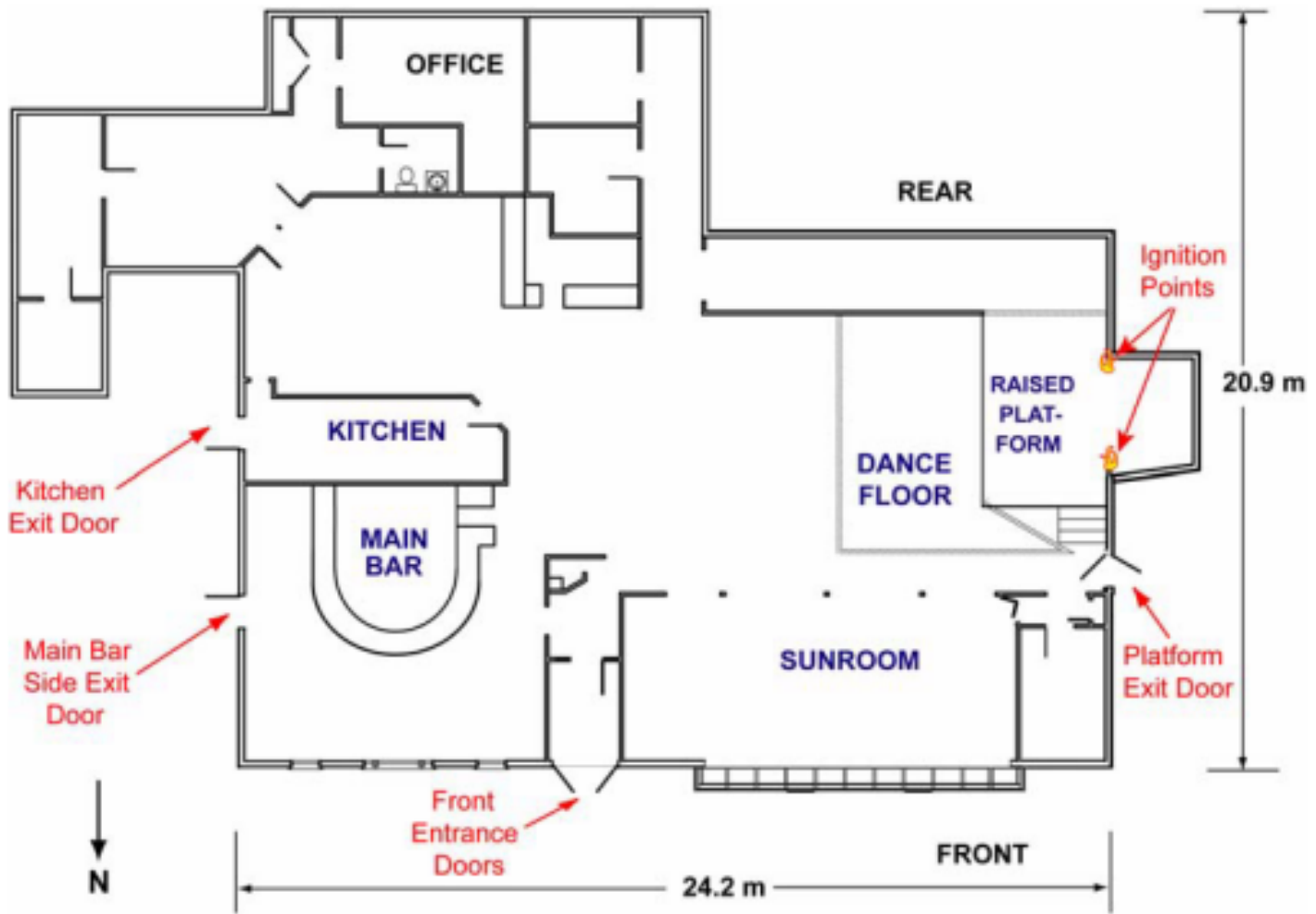
- Base assumptions on **psychological theories**
- Find a model which **explains why** people behave as they do (in contrast to imitate just visible phenomena)



Scenarios

Scenario Requirements

- Building structure
- Danger propagation
- Age / gender distribution
- Crowd structure
 - Group sizes
 - Types of groups (e.g. families)
- Fatalities
- Number of occupants using each exit
- Movement patterns (→ Video data)



Floor plan of The Station nightclub [14]

Risks

Risks

- Imprecise descriptions of existing models
- Insufficient validation data
- Complexity: Modeling touches many different areas (goal forming, pathfinding etc.)
- Maybe social groups models collide with aim to distribute simulation



Thanks for your attention!

Literature (I)

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Literature (II)

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Figures

Slide 1: <http://www.londonnfp.com/lnfp/images/family.jpg>

Slide 19: <http://www.tunnels.mottmac.com/scaled/34f9f2f5.jpeg>

Slide 26: <http://www.fiduciarytechnologiesinc.com/files/risk2.jpg>