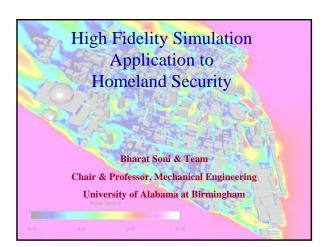
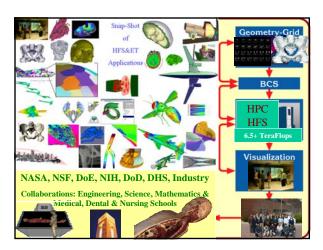
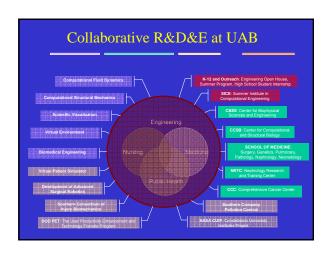
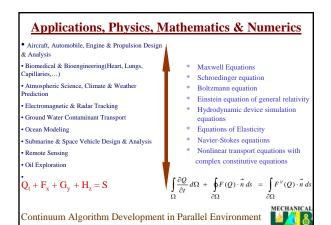
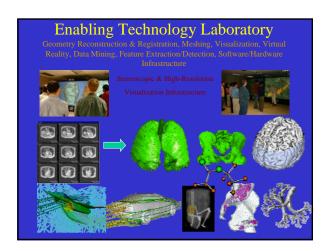
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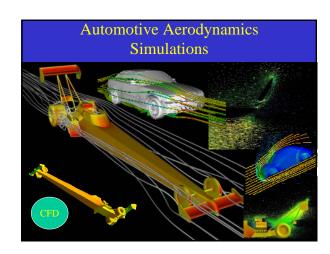




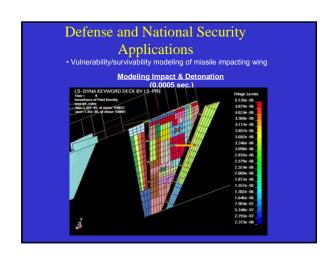


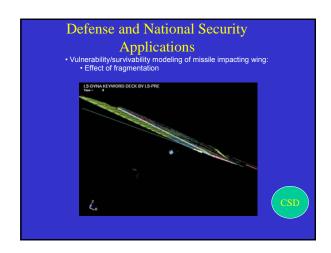










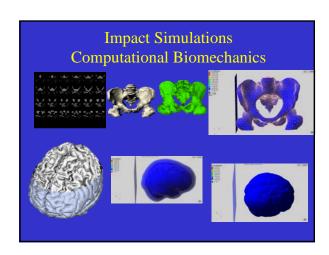


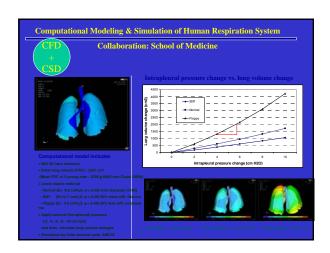












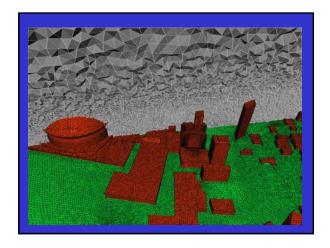


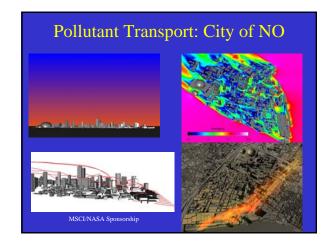
## Bio-Chem Pollutant Dispersion Urban Environment

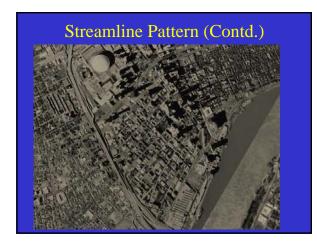
- Discrete Geometry (Urban area) VRL, DEM,...etc.
- Discrete Physical Domain/Grid Generation (Region of Interest for simulation)
- Solving the Governing Equations
- Visualization and Interpretation of Results











### Behavioral rules

- Much known about behavior during crises and disasters from numerous studies
- Studies also show that members of general public hold strong pre-conceived notions about disaster behavior---many of which are *not* accurate, but inform their behavior nonetheless
- Common behaviors and motivations include: resistance to evacuation, resistance to shelter-inplace, desire to find and join family members, belief that authorities will not be reliable, concern for home and property

# Adding agents to the evacuation model

- · Agents initially distributed inside buildings
- •Leave buildings at a rate  $\lambda$ , affected by policy actions, news broadcasts, timing of arrival of emergency workers, other events
- Once outside building, pick a target destination: home, school, etc. May be informed by desire to find family members or protect property
- Move toward target, avoiding hazards; movement rate determined by *congestion*

#### **Agent-based Congestion Models**

- Work by Peyton Young at Brookings on congestion and evacuation
- Individuals choose an evacuation route in response to desired destination (home, school, hospital), local congestion, and location of hazards
- The more agents who choose a given route, the more congested it becomes

#### **Initial Model**

At each location, each agent can take one of two possible directions (four at an intersection)

Let  $N_{jd}(t)$  be the number of agents on a stretch of road at j heading in direction d at time t.

Average velocity:  $v_{jd}(t) = a/(b + \sqrt{N_{jd}(t)})$ 

# Quantal response model

Agent *i*'s utility for heading in direction d is the utility of goal  $u_{id}$  minus the time to reach it:

$$u_{iid}(t) = u_{id} - c_{id} / v_{id}(t)$$

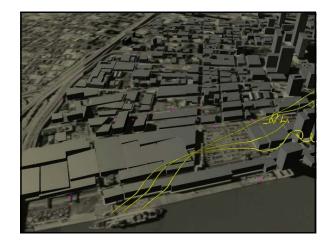
Agent i chooses direction d at location j with probability proportional to  $e^{\beta u_{ijd}(t)}$ 

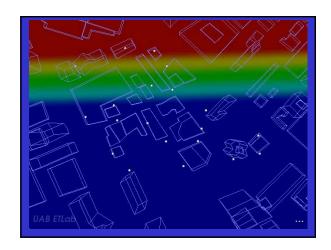
#### Outcomes studied

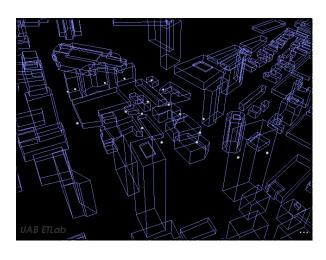
- Short-run and long-run congestion dynamics
- Time required for agents to reach safety, to reach final destinations
- Responsiveness to policy interventions designed to minimize or distribute congestion (e.g. forbidden routes, timing of exit, choice of destination, etc.)

## Streamline Pattern









# City of Baltimore 2009-2010

- Develop faster than real-time simulation involving:
  - Bio-Chem Pollutant Transport
  - Population Behavior
  - Transport Modeling
- Available to Hand-hel Palm of the first responder in real-time

