# **Prediction of Pedestrian Speed with Artificial Neural Networks**

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## **Context and objective**

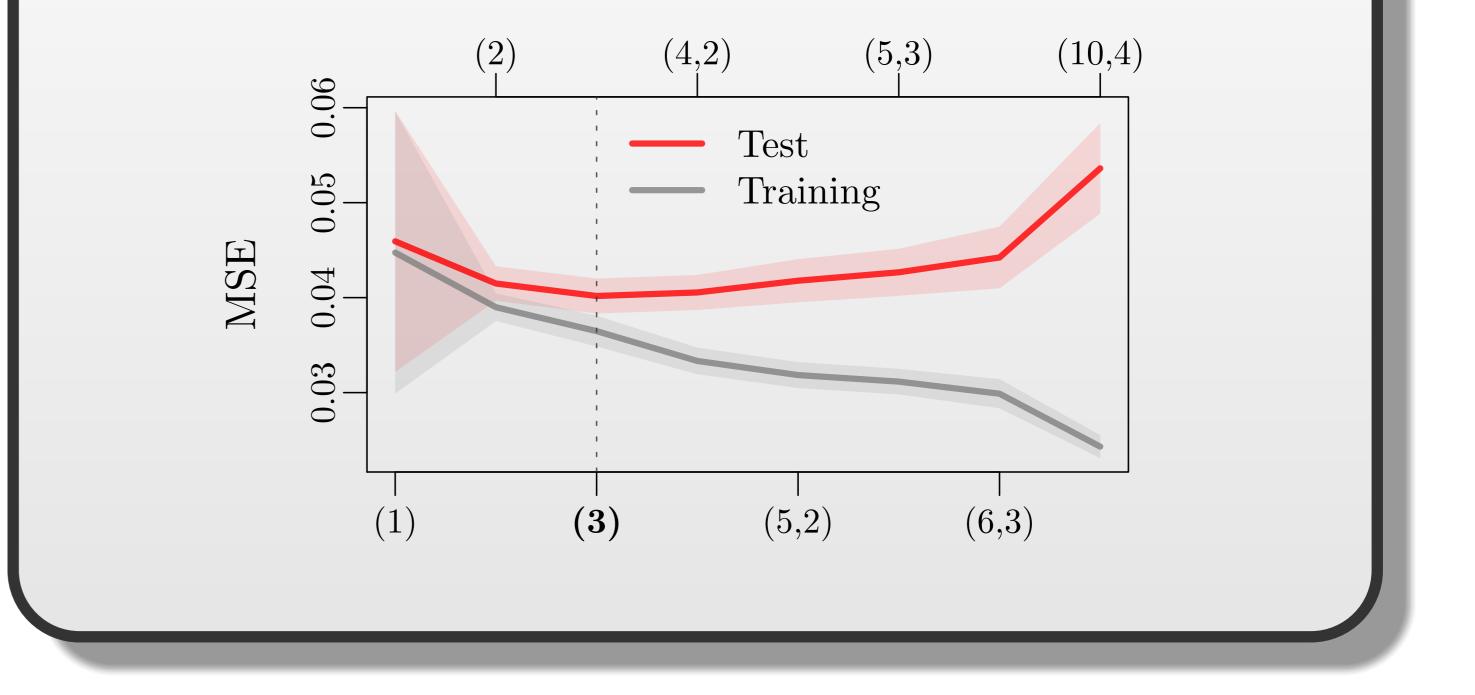
• Pedestrian dynamics depends on the type of facilities

 $\rightarrow$  Difficult prediction of pedestrians movements in **complex geometries** (including corridor, bottleneck or intersection) with models based on a single fundamental diagram (FD)

### Setting the neural network

**50-bootstrap cross-validation** with training and testing sets

- Assessment of the fit by mean square error (MSE)
- Different hidden are tested: H = (3) gives the **best fit**



 $\rightarrow$  Artificial neural networks could be suitable alternative for prediction of pedestrian dynamics in complex geometries

• Aim: Compare estimations of pedestrian speed with a FDbased model and a neural network for combinations of corridor and bottleneck training and testing sets

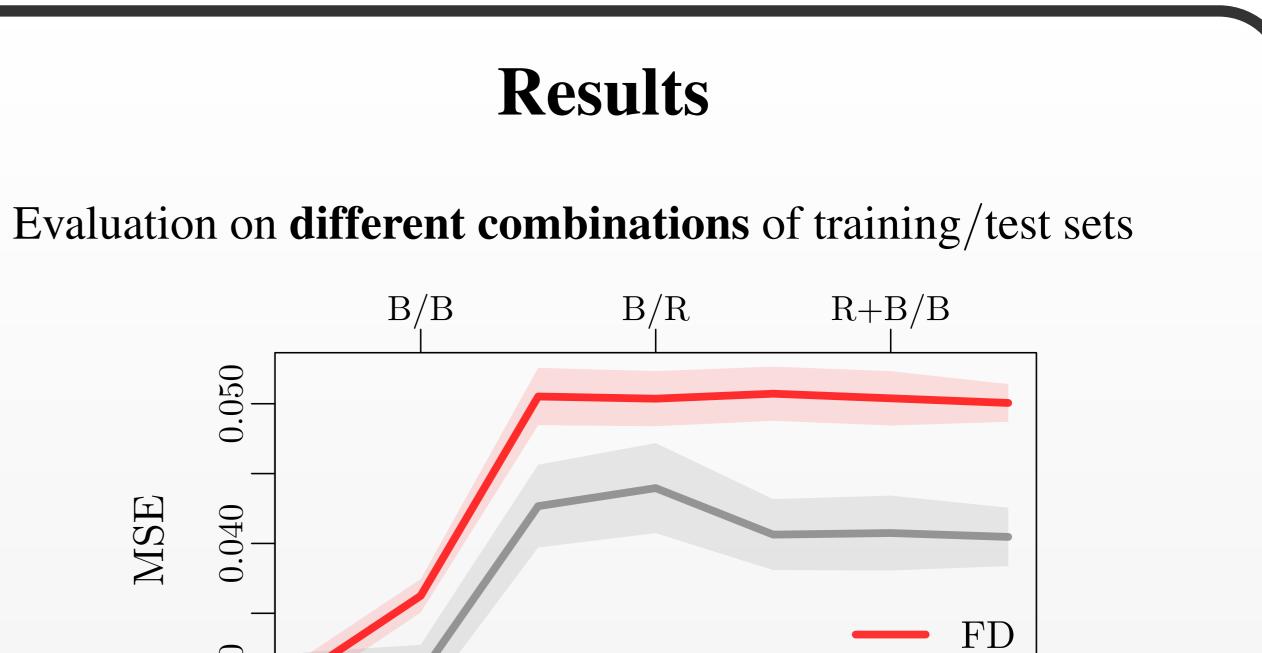
### Models

Pedestrian speed models based on K = 10 closest neighbors

• Weidmann FD model

$$v = \text{FD}(\bar{s}_K, v_0, T, \ell) = v_0 \left(1 - e^{\frac{\ell - \bar{s}_K}{v_0 T}}\right)$$
 (1)

with  $\bar{s}_K = \frac{1}{K} \sum_i \sqrt{(x - x_i)^2 + (y - y_i)^2}$  the mean spacing



• Artificial neural network with hidden layers H

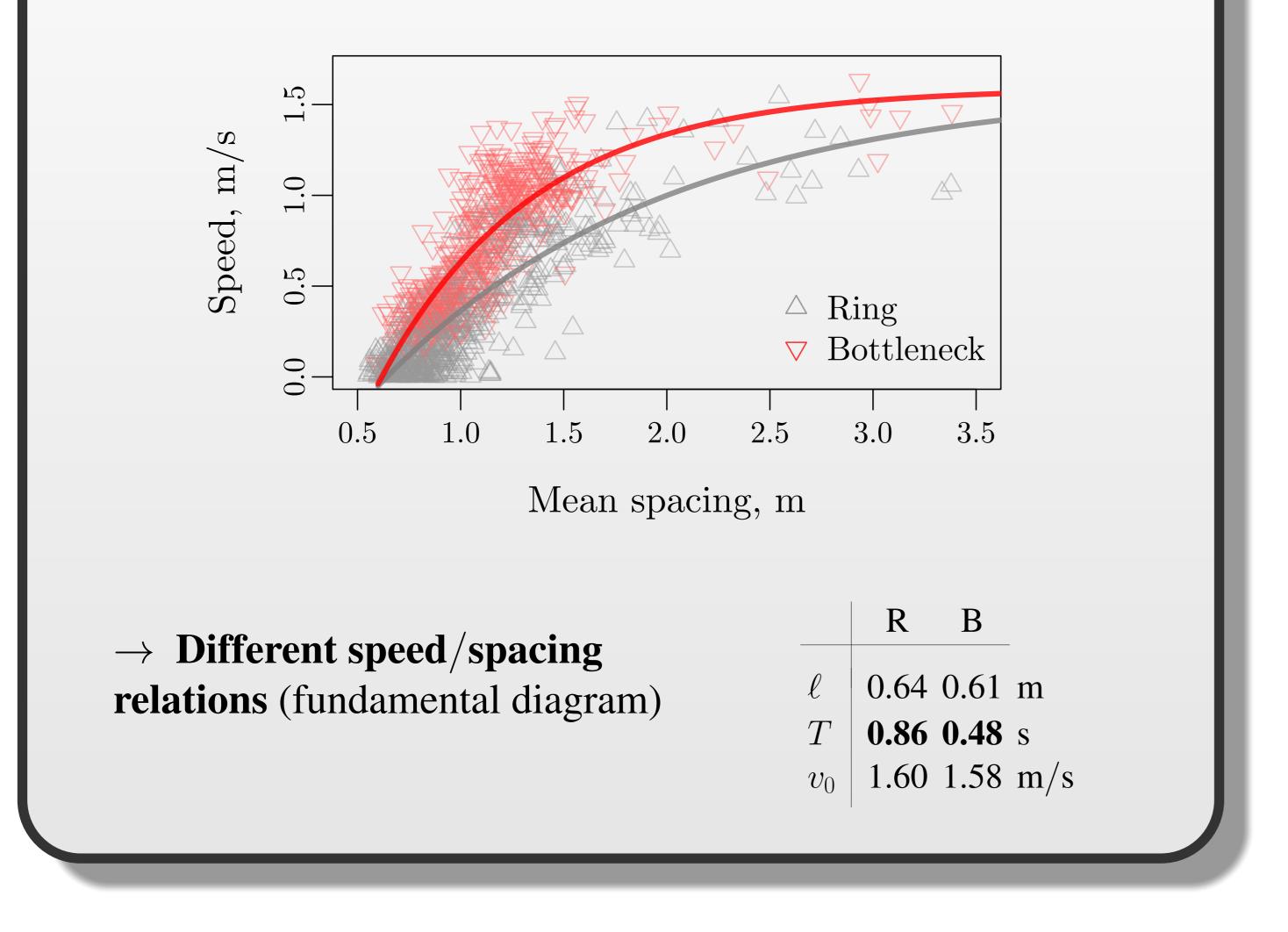
 $v = \mathbf{NN}(H, \bar{s}_K, (x_i - x, y_i - y, 1 \le i \le K))$ (2)

2K + 1 inputs: Mean spacing + K relative positions

#### Data

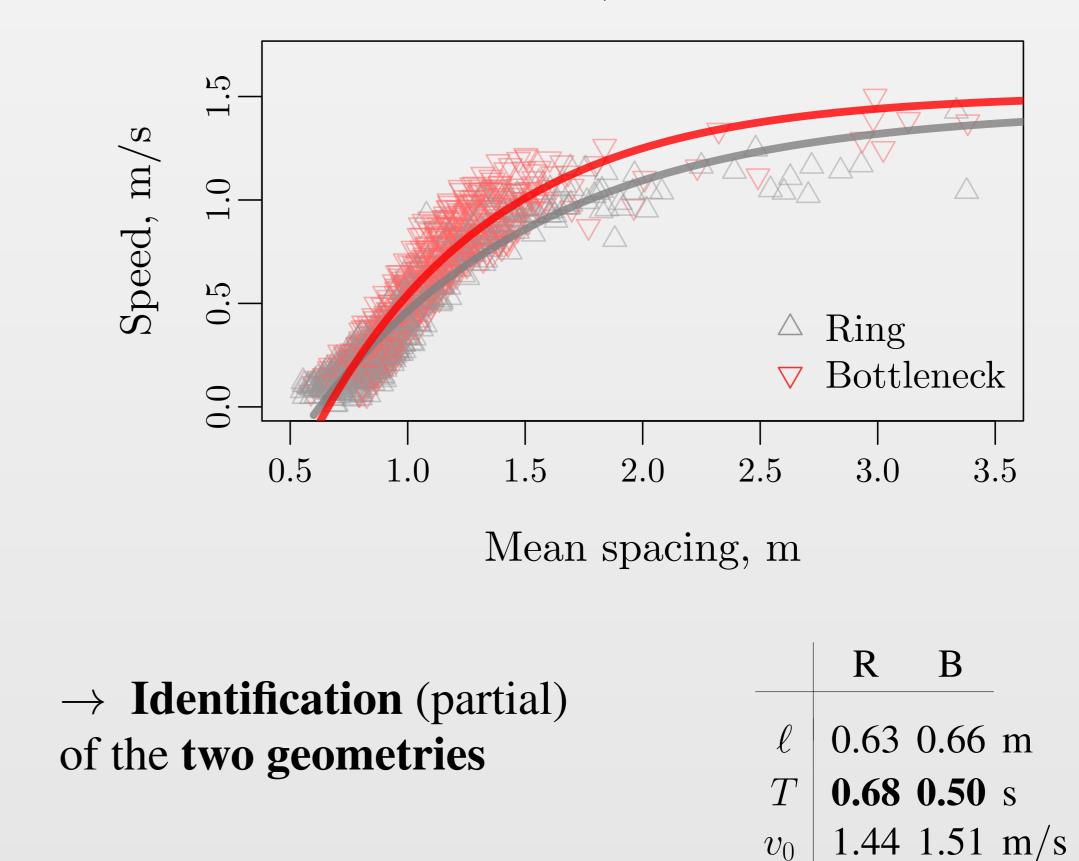
Two datasets obtained in laboratory conditions

- R: **Ring experiments**
- B: Bottleneck experiments





#### **Speed prediction** the for R+B/R+B set





• NN: **Improvement** of pedestrian speed prediction up to 20%; Other FD, inputs, hidden and training sets to be tested

• Computation time  $\approx 10$  h on a 2.7 Ghz processor (n = 4000): For large database the use of **super computers** is necessary

• **Simulation** of the NN model (recursive neural network)