#### **Exclusion Processes and Pedestrians**

#### Cécile Appert-Rolland

Laboratory of Theoretical Physics CNRS, UMR8627 University Paris-Sud Orsay, France

Cecile.Appert-Rolland@th.u-psud.fr

э

#### Out-of-equilibrium

- Road Traffic
- Intracellular traffic
- Pedestrian traffic
- Experiments on pedestrian traffic (PEDIGREE Project)
   Data analysis
   Experiment based models
  - Experiment-based models
- Today: Modeling based on exclusion processes



< /₽ > < E

Work realized in collaboration with Julien Cividini

and

#### Henk Hilhorst





C. Appert-Rolland (LPT)

9-13 Sept. 2013 3 / 49

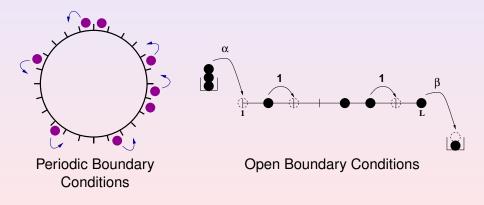
э

#### Introduction: exclusion processes

- Update schemes
- The frozen shuffle update
- Crossing of two perpendicular pedestrian flows
  - Diagonal patterns and chevron effect
  - Mean-field approach
  - Wake and effective interaction

Omain-wall theory for deterministic TASEP with parallel update

#### TASEP = Totally Asymmetric Simple Exclusion Process



- E

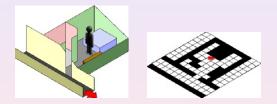
< /□ > < 三

#### Cellular automata models for pedestrians

Floor field model

[C. Burstedde et al, Physica A 295 (2001) 507-525]

Ex: PEDGO Software



#### Cellular automaton = geometry + rules + update

**A** ►

#### random sequential update

- The unit time step is divided into microsteps  $\delta t = 1/N$
- One particle is randomly chosen and updated at each microtimestep
- close to a continuous time
- large fluctuations

#### parallel update

- All particles are updated in parallel
- The state of a particle at time *t* + 1 is determined by the state of the system at time *t*
- ► road traffic ( $\Delta t = 1 =$  reaction time)
- conflicts are possible (crossing, lane changing...).

- ordered sequential update (forward, backward...)
- depends on the geometry of the system
  - random shuffle update [Wölki et al (2006); Smith & Wilson (2007)
    - J. Phys. A]
      - The order of the updates is chosen randomly at each time step
      - Each particle is updated once per time step according to this predefined order.
      - proposed to model pedestrian traffic
      - no conflicts, bounded fluctuations
      - but still, the same pedestrian can be updated twice in a row

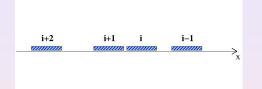
#### • frozen shuffle update

#### Frozen shuffle update

A phase τ<sub>i</sub> ∈ [0, 1[ is attached to each newly created pedestrian. It remains unchanged during the whole simulation.



- At each time step, pedestrians are updated in the order of increasing phases (time t + τ<sub>i</sub>).
  - $\tau_i$  = phase in the walking cycle, slight advance
  - pedestrians have the same speed, no large fluctuations
  - no conflicts
- Deterministic TASEP : all possible moves are accepted
- stochasticity comes only from the phases  $\tau_i$ .
- analytical predictions
   TASEP+PBC: [C. A-R, Cividini & Hilhorst, J. Stat. Mech. (2011) P07009]
   TASEP+OBC: [C. A-R, Cividini & Hilhorst, J. Stat. Mech. (2011) P10013]
  - Can also be applied to more realistic models.

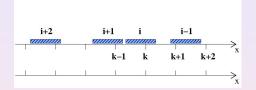


 Continuous model: rods of length one sliding along the x-axis with velocity 1.

• add an underlying discrete network and take snapshots at integer times *s*.

Put a particle on site k if rod i overlaps position x = k.

A rod *i* jumps from site k to site k + 1 at time  $s + \tau_i$ .

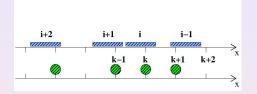


 Continuous model: rods of length one sliding along the x-axis with velocity 1.

(I) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1))

 add an underlying discrete network and take snapshots at integer times s.

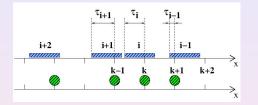
Put a particle on site k if rod i overlaps position x = k.
 A rod i jumps from site k to site k + 1 at time s + τ<sub>i</sub>.



 Continuous model: rods of length one sliding along the x-axis with velocity 1.

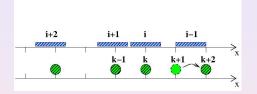
(I) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1))

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



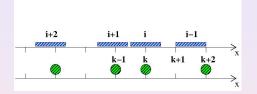
 Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



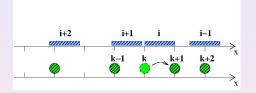
 Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



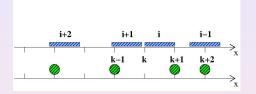
• Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



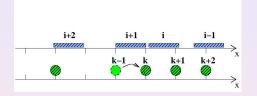
 Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



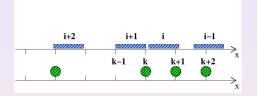
• Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



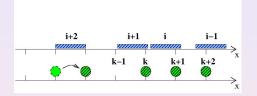
• Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



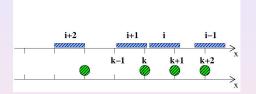
• Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



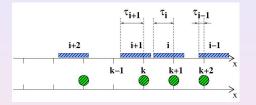
• Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



• Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .



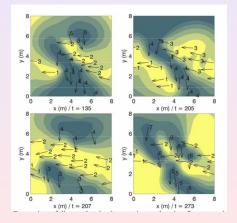
 Continuous model: rods of length one sliding along the x-axis with velocity 1.

- add an underlying discrete network and take snapshots at integer times s.
  - ▶ Put a particle on site *k* if rod *i* overlaps position x = k.
  - A rod *i* jumps from site *k* to site k + 1 at time  $s + \tau_i$ .

Diagonal instability:

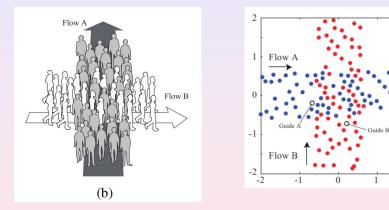
observed in experiments

in [Hoogendoorn & Daamen, TGF'03 (Springer) 2005, pp. 121]



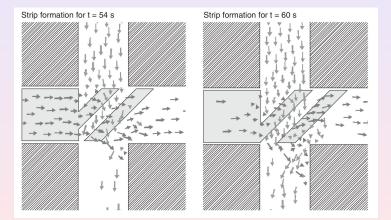
Diagonal instability:

observed in simulations



[Yamamoto & Okada, in 2011 IEEE Int. Conf. on Robotics and Automation (ICRA)]

## Diagonal instability:observed in simulations



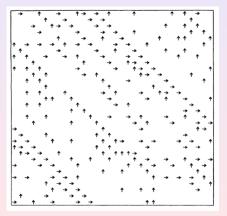
#### [Hoogendoorn & Bovy, Optim. Control Appl. Meth., 24 (2003) 153]

C. Appert-Rolland (LPT)

9-13 Sept. 2013 13 / 49

Diagonal instability:

observed in simulations

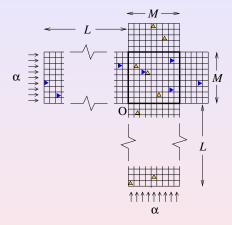


BML Model (city traffic) PBC

#### [Biham, Middleton & Levine, PRA 46 (1992) R6124]

C. Appert-Rolland (LPT)

### Intersection of two corridors



- *E* = Eastbound particles
- *N* = Northbound particles

 $n^{\mathcal{E}}(\mathbf{r}), n^{\mathcal{N}}(\mathbf{r}) = \text{boolean oc-cupation variables}$ 

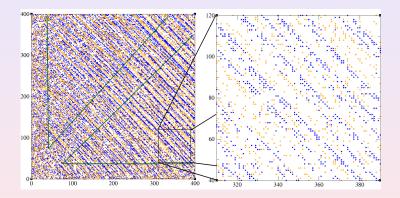
• As  $\alpha$  increases: jamming transition

[H. J. Hilhorst, C. A-R, J. Stat. Mech. (2012) P06009]

Here we consider only the free flow phase.

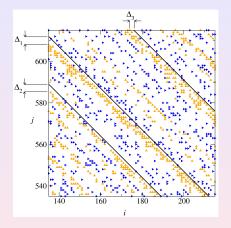
#### with frozen shuffle update

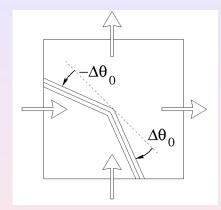
#### M = 400



Number of encounters made by a particle:  $g = \rho M$ = effective coupling constant governing pattern formation

#### Observations

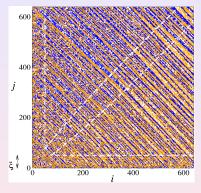




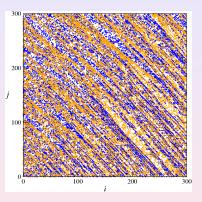
イロト イヨト イヨト イヨト

#### $\blacktriangleright$ Tilt $\Delta \theta$

Đ.



frozen shuffle update *M* = 640



 alternating parallel update

・ロト ・ 一 ト ・ ヨ ト ・ ヨ ト

• *M* = 300

PBC: no tilt

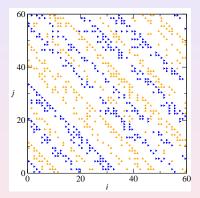
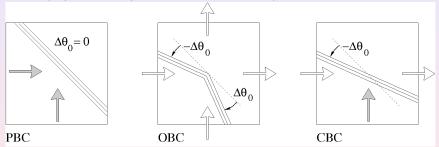


Figure from Chloé Barré

< ロ > < 四 > < 回 > < 回 > < 回 >

#### Summary: pattern depends on the boundary conditions



э

We postulate some mean-field equations:

$$\begin{aligned} \rho_{t+1}^{\mathcal{E}}(\mathbf{r}) &= [1 - \rho_t^{\mathcal{N}}(\mathbf{r})]\rho_t^{\mathcal{E}}(\mathbf{r} - \boldsymbol{e}_x) + \rho_t^{\mathcal{N}}(\mathbf{r} + \boldsymbol{e}_x)\rho_t^{\mathcal{E}}(\mathbf{r}) \\ \rho_{t+1}^{\mathcal{N}}(\mathbf{r}) &= [1 - \rho_t^{\mathcal{E}}(\mathbf{r})]\rho_t^{\mathcal{N}}(\mathbf{r} - \boldsymbol{e}_y) + \rho_t^{\mathcal{E}}(\mathbf{r} + \boldsymbol{e}_y)\rho_t^{\mathcal{N}}(\mathbf{r}) \end{aligned}$$

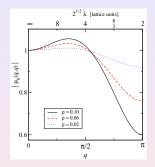
- pair correlations  $\langle n^{\mathcal{E}}n^{\mathcal{N}}\rangle$  have been factorized
- interaction terms (n<sup>X</sup>n<sup>X</sup>) between same-type particles have been neglected (low density)

Simulations: same patterns as for the particle model

#### Mean field equations

#### PBC

- Linear stability analysis  $\rho_t^{\mathcal{E},\mathcal{N}}(\mathbf{r}) = \overline{\rho} + \delta \rho_t^{\mathcal{E},\mathcal{N}}(\mathbf{r})$
- Most unstable mode traveling in the (1, 1) direction with wavelength



$$\lambda_{\max} = 2\pi/|\mathbf{q}|_{\max} = \sqrt{2}\pi/\arccos[(1-2\overline{\rho})/(2-2\overline{\rho})]$$
$$= 3\sqrt{2}[1-(\sqrt{3}/\pi)\overline{\rho}] + \mathcal{O}(\overline{\rho}^2),$$

#### OBC

- Linear stability analysis:
- In preparation [Cividini & Hilhorst]
- no sign of the chevron effect

#### Chevron effect = non linear effect

# v<sup>E</sup>(**r**) average eastward velocity (in the stationary state) v<sup>N</sup>(**r**) average northward velocity

Hypothesis: Moving stripes are mutually impenetrable

➡ Possible only if

$$\tan \theta(\mathbf{r}) = \frac{\mathbf{v}^{\mathcal{N}}(\mathbf{r})}{\mathbf{v}^{\mathcal{E}}(\mathbf{r})}$$

∢ ⊒ ►

## Chevron effect

Particle model:

• Definition of velocity

$$m{v}^{\mathcal{E},\mathcal{N}}(\mathbf{r}) = rac{J^{\mathcal{E},\mathcal{N}}(\mathbf{r})}{\langle n^{\mathcal{E},\mathcal{N}}(\mathbf{r}) 
angle}$$

where  $J^{\mathcal{E},\mathcal{N}}(\mathbf{r})$  = stationary current

• If  $J^{\mathcal{E},\mathcal{N}}(\mathbf{r}) = J$ , then

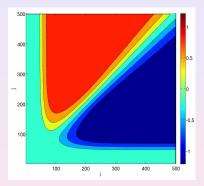
$$an heta(\mathbf{r}) = rac{\langle n^{\mathcal{E}}(\mathbf{r}) 
angle}{\langle n^{\mathcal{N}}(\mathbf{r}) 
angle}$$

• Setting  $\theta = \frac{\pi}{4} + \Delta \theta$  and expanding yields

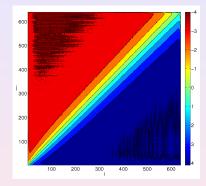
$$\Delta heta(\mathbf{r}) \simeq rac{\langle n^{\mathcal{E}}(\mathbf{r}) 
angle - \langle n^{\mathcal{N}}(\mathbf{r}) 
angle}{2 \langle n^{\mathcal{N}}(\mathbf{r}) 
angle}$$

◆□▶ ◆□▶ ◆ □▶ ◆ □▶ ● ● ● ●

## Chevron effect



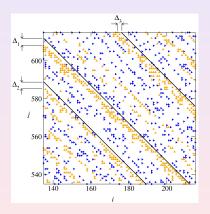
Mean-field equations



 alternating parallel update

	u	pdate		
Is the system able to sus	stain modes with tilte	ed stripes?		
		< □ > < 🗗 >	(E) < E) = E	500
C. Appert-Rolland (LPT)	Warwick		9-13 Sept. 2013	26 / 49

#### In the upper triangle:



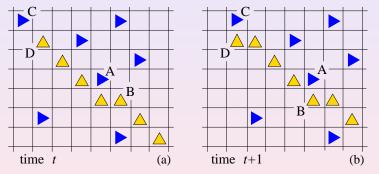
Asymmetry:

- *E* stripes (orange) are dense and narrow
- $\mathcal{N}$  stripes (blue) are sparse and wide

\_\_\_\_ ▶

## Chevron effect: Identifying a tilted mode

<u>Idealized tilted mode:</u> (alternating parallel update) Expected near the entrance of  $\mathcal{E}$  particles



figures taken before the hopping of  $\ensuremath{\mathcal{E}}$  particles



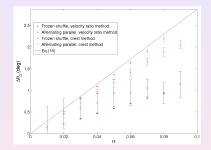
### Chevron effect: Identifying a tilted mode

$$\tan \theta = \mathbf{1} - \rho_{\text{kink}} = \mathbf{1} - \rho^{\mathcal{E}} = \mathbf{1} - J^{\mathcal{E}}$$

• To lowest order:

$$\Delta\theta(\mathbf{r}) = \frac{\alpha}{2} \left(\frac{180}{\pi}\right)^{\circ}$$

• Should give an upper bound

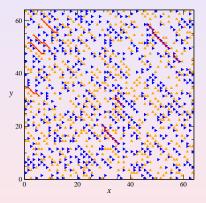


・ロト ・四ト ・ヨト ・ヨト

э

#### Chevron effect: Identifying a tilted mode

#### In direct simulations:

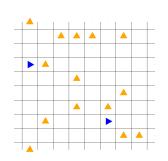


# alternating parallel update with $\alpha = 0.15$ and M = 64

< <p>I > < <p>I

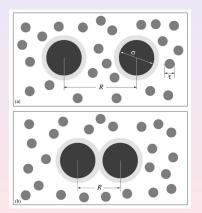
From which microscopic mechanism does the (tilted) diagonal pattern emerge?

 $\blacktriangleright$  effective interaction between two  ${\cal E}$  particles crossing a flow of  ${\cal N}$  particles



#### Environment-mediated interactions:

Most well known : depletion forces



#### [C. Likos, Physics Reports 348 (2001) 267]

C. Appert-Rolland (LPT)

#### Environment-mediated interactions: extensively studied

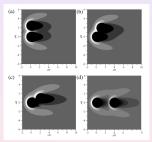
#### • in equilibrium soft matter

[C. Likos, Effective interactions in soft condensed matter physics, Physics Reports **348** (2001) 267]

3

#### Environment-mediated interactions: extensively studied

- in equilibrium soft matter
- and more recently in out-of-equilibrium systems



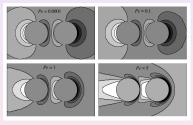
[Dzubiella, Löwen & Likos, Depletion forces in nonequilibrium, PRL **91** (2003) 1] Approx: perturbation of the density field due to the two large particles

= superposition of the perturbation due to each large particle separately.

< 🗇 🕨

#### Environment-mediated interactions: extensively studied

- in equilibrium soft matter
- and more recently in out-of-equilibrium systems



[Khair & Brady, On the motion of two particles translating with equal velocities through a colloidal dispersion, Proc. R. Soc. A **463** (2007) 223] No superposition approximation but

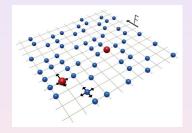
- interactions in the bath are neglected
- probes are taken aligned

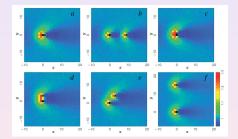
#### Focus: prediction of effective forces

Forces are not relevant for pedestrians
 In our case: interaction comes from the dynamical rules

э

#### Discrete model

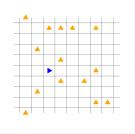




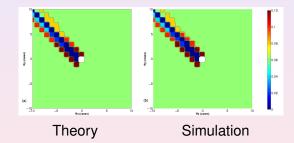
[Mejía-Monasterio & Oshanin, Bias- and bath-mediated pairing of particles driven through a quiescent medium, The royal soc. of chem. **7** (2011) 993]

Numerical study consistence of an attractive interaction between the intruders resulting in a statistical pairing

#### Ensemble averaged wake

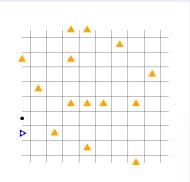


#### Frozen shuffle update



## Wake of a single $\mathcal{E}$ particle

Microscopic structure of the wake:



Central part of the wake : the shadow

Construction:

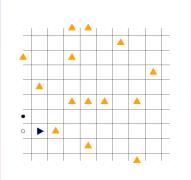
Before move: white dot

< 17 ▶

• After move: black dot

## Wake of a single $\mathcal{E}$ particle

Microscopic structure of the wake:



Central part of the wake : the shadow

Construction:

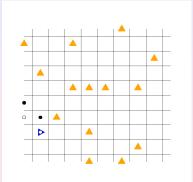
Before move: white dot

< 🗇 🕨

• After move: black dot

## Wake of a single $\mathcal{E}$ particle

Microscopic structure of the wake:



Central part of the wake : the shadow

Construction:

Before move: white dot

< 17 ▶

After move: black dot

Microscopic structure of the wake:

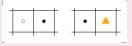
Central part of the wake : the shadow

Construction:

Before move: white dot

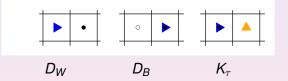
• After move: black dot

Two types of rows:



Frozen shuffle update:

Let us put a second  $\mathcal{E}$  particle (phase  $\tau_0$ ) in the shadow of the first one (phase 0) :

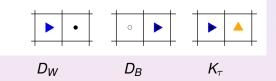


$$P_{\mathcal{S}}(t)=P_{\mathcal{W}}(t)+P_{\mathcal{B}}(t)+\int_{0}^{1}d au\ p_{ au}(t)$$

C. Appert-Rolland (LPT)
-------------------------

#### Frozen shuffle update:

Let us put a second  $\mathcal{E}$  particle (phase  $\tau_0$ ) in the shadow of the first one (phase 0) :



Low density limit :

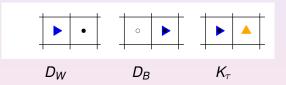
$$\begin{cases} P_{W}^{fs}(t+1) &= (1-\rho^{fs})P_{W}^{fs}(t) + \rho^{fs}(1-\tau_{0})P_{B}^{fs}(t) + P_{>\tau_{0}}^{fs}(t) \\ P_{B}^{fs}(t+1) &= (1-2\rho^{fs} + \rho^{fs}\tau_{0})P_{B}^{fs}(t) + P_{<\tau_{0}}^{fs}(t) \\ P_{<\tau_{0}}^{fs}(t+1) &= \rho^{fs}\tau_{0}P_{W}^{fs}(t) + \rho\tau_{0}P_{B}^{fs}(t) \\ P_{>\tau_{0}}^{fs}(t+1) &= \rho^{fs}(1-\tau_{0})P_{W}^{fs}(t) \end{cases}$$

where  $P_{<\tau_0}^{fs}(t) \equiv \int_{\tau=0}^{\tau_0} p_{\tau}(t) d\tau$  and  $P_{>\tau_0}^{fs}(t) \equiv \int_{\tau=\tau_0}^{1} p_{\tau}(t) d\tau$ .

C. Appert-Rolland (LPT)

Frozen shuffle update:

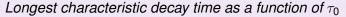
Let us put a second  $\mathcal{E}$  particle (phase  $\tau_0$ ) in the shadow of the first one (phase 0) :

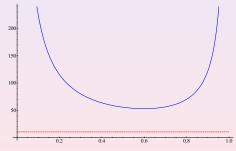


$$oldsymbol{P}_{\mathcal{S}}^{\mathrm{fs}}(t+1) = oldsymbol{P}_{\mathcal{S}}^{\mathrm{fs}}(t) - 
ho^{\mathrm{fs}}(1- au_0)oldsymbol{P}_{\mathcal{B}}^{\mathrm{fs}}(t)$$

Diagonalization of the transfer matrix

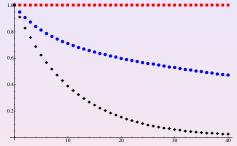
 $\rightarrow$  time evolution of  $P_{S}^{fs}(t)$  (linear combination of exponentials).





red: uncorrelated case

Probability that the second particle stays in the shadow during the first *t* timesteps



- blue: frozen shufle update
- red: alternating parallel update
- black: uncorrelated

Alternating parallel update: overlap of shadows  $\Rightarrow$  several particles can be localized in the shadow of the first particle.

C. Appert-Rolland (LPT)

Warwick

- Exemple of an effective interaction that can be solved analytically.
- Calculations can be extended to other update schemes, provided the free flow phase is deterministically shifted forward with velocity 1 at each time step.
- The angle of the wake = angle of the long-lived global mode identified before.
- In the full problem, angle may be different and depend on the update, though the order of magnitude should be the same.

[J. Cividini and C. A-R, *Wake-mediated interaction between driven particles crossing a perpendicular flow*, J. Stat. Mech. (2013) P07015]

3

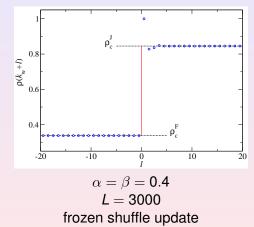
## [Kolomeisky, Schütz, Kolomeisky and Straley, J. Phys. A: Math. Gen. **31** (1998) 6911]

- phenomenological picture
- can be more easily extended to non stationary states, variants of the ASEP
- physical understanding

## Domain wall picture

#### For deterministic updates for which free flow has velocity 1:

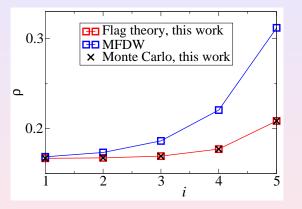
- microscopic definition of the wall
- wall position = position of the leftmost particle that has ever been blocked



Usual domain wall theory not appropriate for this case. Extension of the domain wall theory to the case of deterministic parallel update

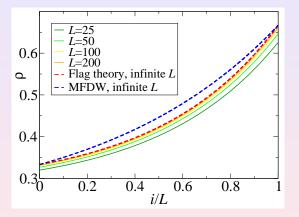
- There are correlations between successive steps of the domain wall
- Memory effect
- Two coupled master equations (+BC)
- Continuum limit of this exactly soluble model
- ► Fokker-Planck equation for the position of the wall
  - ➡ with a diffusion constant different from the one that would be obtained by the usual DW theory
  - ➡ in agreement with Monte-Carlo simulations.

#### Domain wall picture



(I) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1)) < ((1))

#### Domain wall picture



< D > < B > < E > < E</p>

For more details: http://www.th.u-psud.fr/page\_perso/Appert/

Thank-you

(日)

## Experimental study of pedestrians

#### PEDIGREE Project 2009-2011 (LPT, IMT, CRCA, Bunraku)

- Experiments on pedestrian traffic
  - Ring [Moussaid et al, PLoS Computational Biology 8 (2012) 1002442]
  - 1D circle [Jelic et al, PRE **85** (2012) 036111]



- Models
  - Continuous model for bidirectional crowd motion
     [C. A.-R., P. Degond, S. Motsch, NHM 6 (2011) 351]
  - Following model [S. Lemercier et al, Eurographics (2012)]

## And more generally, transport...

#### **Road Traffic**

- Kinetic model for a bi-directional road [C. A.-R., H. Hilhorst, G. Schehr, J. Stat. Mech. (2010)]
- Response of a multi-lane highway to a local perturbation [C. A.-R., J. Du Boisberranger, Transp. Res. C (2013)]

#### Intracellular Traffic

• Intracellular transport (collab. Sarrebrücken, L. Santen, M. Ebbinghaus, I. Weber, S. Klein)