



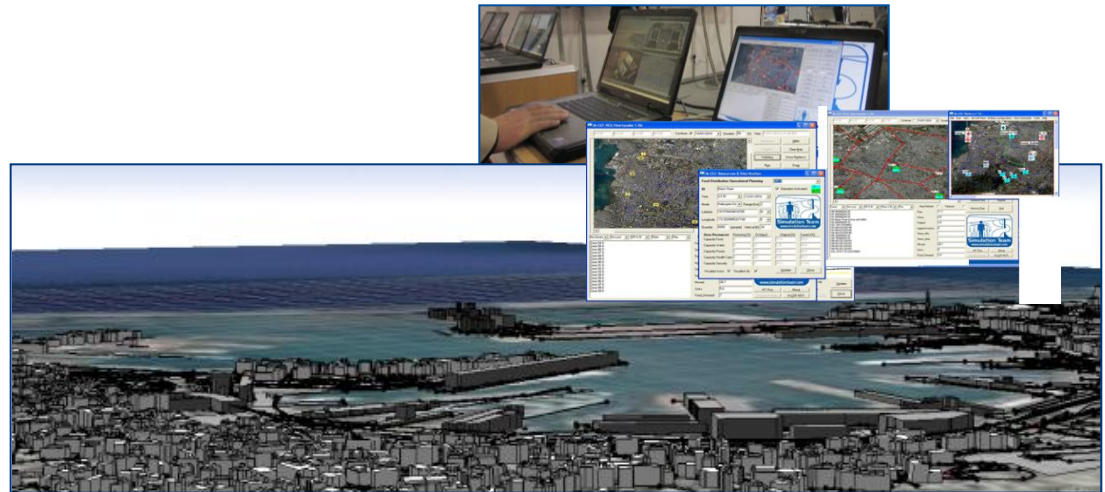
# Decision Theater & Security Demonstrator

*Verticale Sicurezza del Territorio*

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# Simulation Team Genoa



The Simulation Team in DIME of *Genoa University* carries out many industrial projects in cooperation with the large corporations and Small and Medium sized Enterprises; some example of recent industrial simulation project are following:

- ENI Fleet Management Planning & Scheduling
- Group Chemical Plant Logistics Optimization
- Ansaldo Plant Service Management and Optimization
- LAMCE Oil Platform Simulation and Augmented Reality
- Petrobras
- EDA Decision Support for Country Reconstruction Activity Planning
- Ford Motor New Production Line Design Based on Simulation



PETROBRAS



Ansaldo

Plant Service Management and Optimization



SOLVAY

LAMCE

Oil Platform Simulation and Augmented Reality



Petrobras



EDA

Decision Support for Country Reconstruction Activity Planning



Ford Motor

New Production Line Design Based on Simulation



Ansaldo Energia  
Una Società Finmeccanica

versalis

Members of MISS are appointed in several positions in simulation community such as:

- General Director M&S Net (34 M&S Centers Worldwide)
- President Simulation Team (20 Centers Worldwide)
- Chairman of Technical Chapter in SCS and Past Associate VP
- Members of NATO MSG, IST, SAS,



DIME CRAI  
Università di Genova





## Who Are We?

Universities, Research Centers and Companies operating worldwide in synergy for developing Innovative Solutions with a particular focus in Modelling and Simulation



DIME  
Università  
di Genova



Liophant  
Simulation



CIREM  
Università di Cagliari



Central Labs  
Cagliari



CSU  
Australia



AntOptima  
*we speed up your business*



Mik  
Riga TU



Universidad  
de la Rioja



MSC-LES

LOGIXTICA



DIPMEC  
Università Calabria



SimCenter Universitat  
Autònoma de Barcelona



Università di Perugia



LSIS  
Marseille



Rio de Janeiro  
Brazil



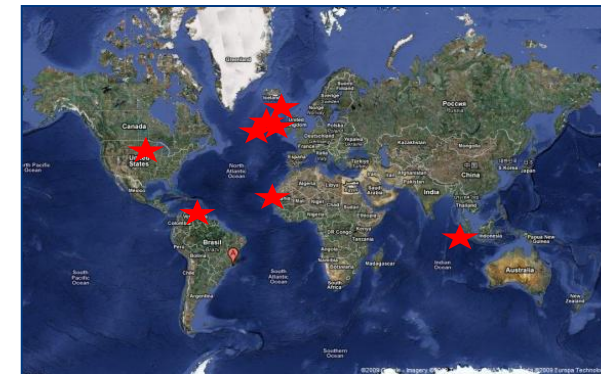
SPIIRAS Russian  
Academy of Science



McLeod Institute of Technology &  
Interoperable Modeling Simulation  
Genoa



IMS-LAPS  
Univ. Bordeaux







# DIME - University of Genoa

**DIPTTEM was founded in 1997 as evolution of the Institute of Technology and Industrial Management (ITIM) that was operative from '60.**

**In 2011 DIPTTEM evolved in DIME and it is currently composed by about 80 faculty members, 15 technicians and administrative, plus several PhD Students, external Researchers and Consultants. DIME teachers are involved in Undergraduate, Postgraduate and Professional activities in Engineering, Management.**

**DIME active in R&D Projects for major Institutions, Companies and Governmental Organisations. DIME co-operates actively with major Excellence Centers World-Wide.**





## McLeod Institute of Technology and M&S M&S Net Genoa Center

Simulation Team  
Genoa Center

Email: [agostino@itim.unige.it](mailto:agostino@itim.unige.it)

URL: [www.mcleodinstitute.org](http://www.mcleodinstitute.org)  
[www.m-s-net.org](http://www.m-s-net.org)

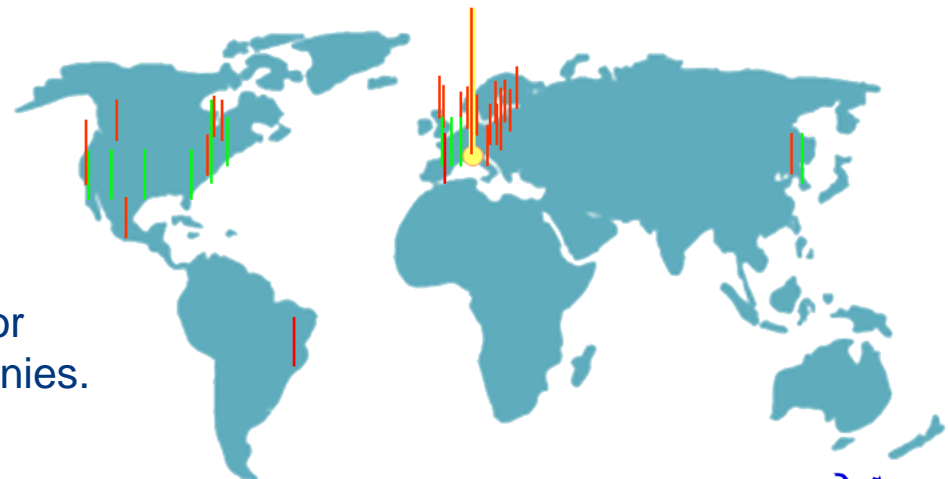
**M&SNet**

The research group of DIME of *Genoa University* is active from '60 in Simulation applied to Industrial Engineering and is cooperating with M&S Net and MITIM. The activities involve modeling, simulation, VV&A and analysis of Industrial Applications and Services (design, re-engineering, management, training etc.) as:

Chemical Facilities  
Harbor Terminals  
Manufacturing  
Public Transportation

Power Plants  
Public Services  
Assembling  
PM  
Environment  
Logistics

The Department staff is in touch world-wide with the simulation community and is present actively to conferences, exhibitions and working meetings with the major Associations, Agencies and Companies.



34 M&S Net Centers World-Wide





# SMARTCITY Decision Theater



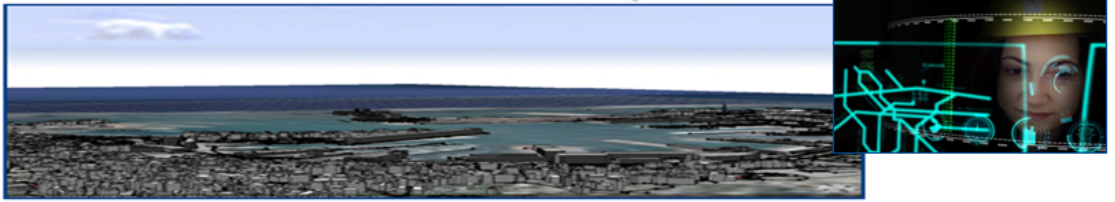
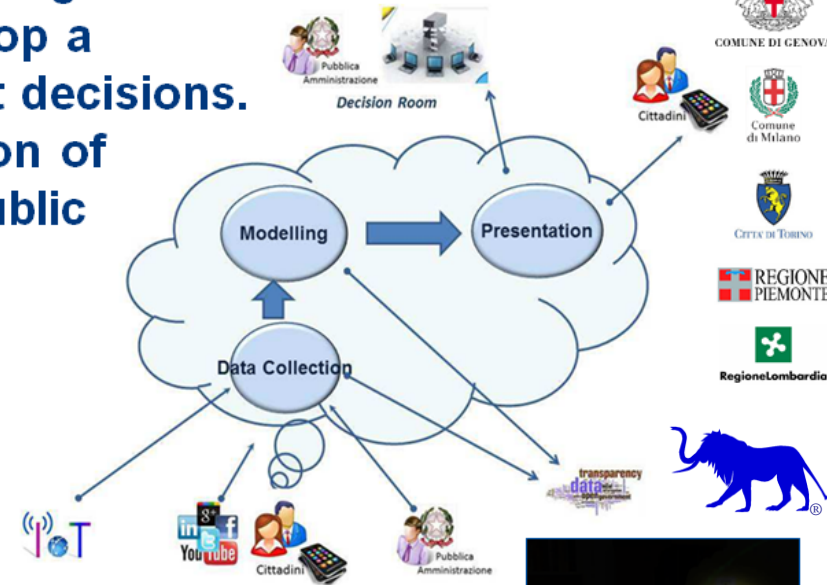
Simulation Team



*Original  
Configuration*



The Decision Theater (DT) Project is a major SmartCity project inserted within Cloud Computing Technologies for Smart Government: the aim is to develop a platform of services dedicated to support decisions. Decision Theater use modeling for validation of alternative solutions and procedures on Public Administration (PA) strategic planning. Rome, Genoa, Milan and Turin Cities Are involved in the experimentation as well as Lombardia and Piedmont Regions. Simulation Team develops the Population and Social Network Models and Simulators. The original DT project evolved in 2014 upgrading partnership and the architectural solution.







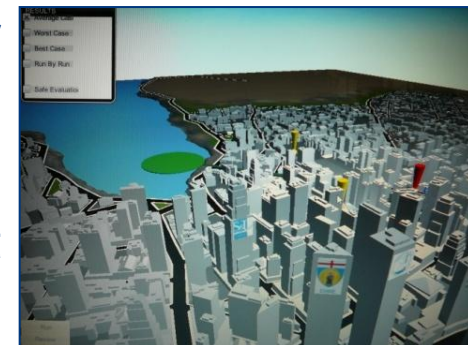
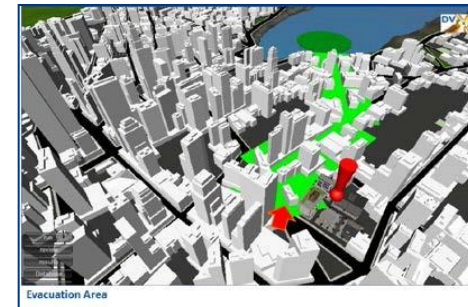
# Decision Theater and Human Behavior Modeling

HBM represents a powerful technique able to model population considering multiple levels such as Political, Social, Economic, Information and Infrastructures.

For instance to evaluate the impact on the population deriving from an invasive public construction work decided by local authorities in order to improve population mobility or to prevent natural disasters

Furthermore HBM are useful to support the authorities to take the best decision; for instance in terms of evacuation or alerting solutions in case of a potential natural disaster (e.g. considering “crying wolf”)

HBM allow decision makers to estimate risks and to understand alternative people reactions in order to adopt proper prevention measures, emergency management policies and, even, possibility of false alarms





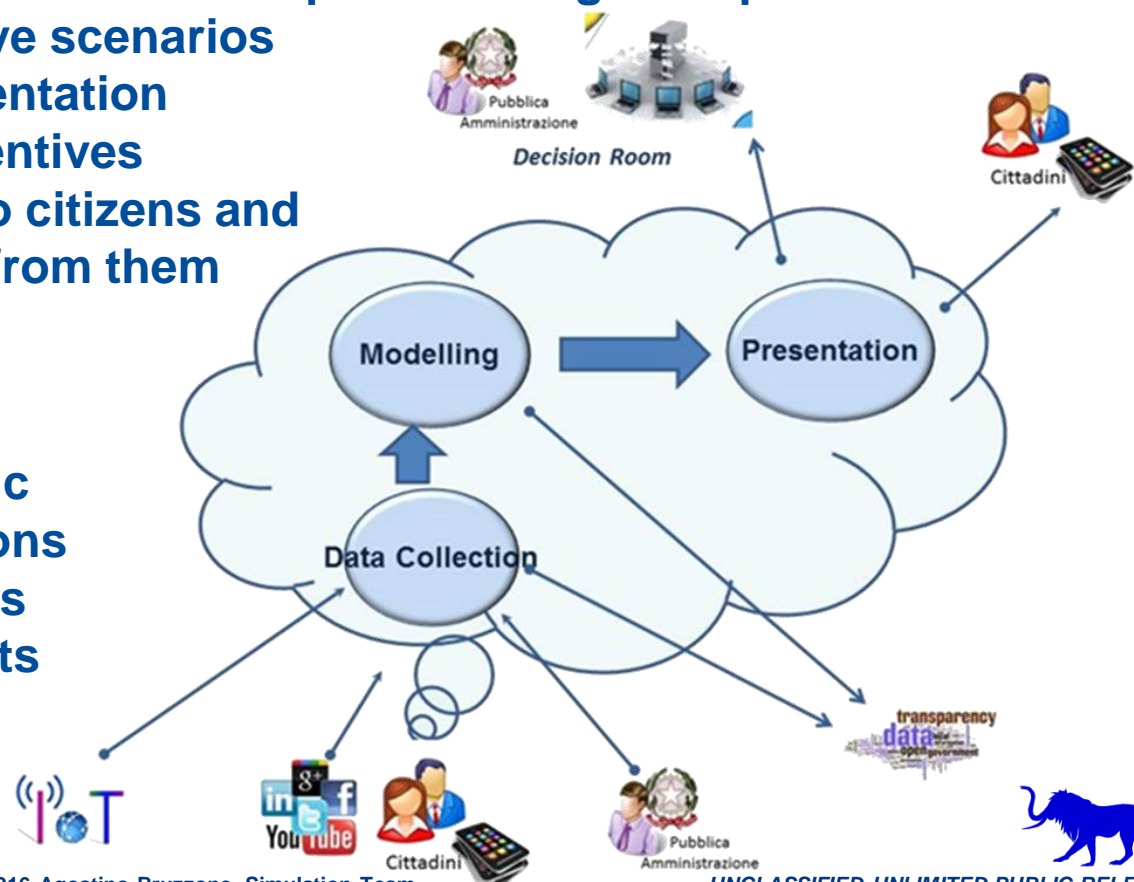
# Decision Theater Foundations

## DT Main Capabilities:

- Quantitative assessment of the impacts of long-term policies
- Analysis of alternative scenarios considering implementation approaches and incentives
- Spreading policies to citizens and collecting feedback from them

## DT Users:

- Decision Makers in Public & Governmental Institutions
- Citizens & Interest Groups
- Scientists and Consultants





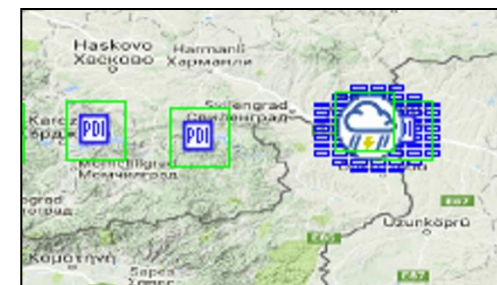
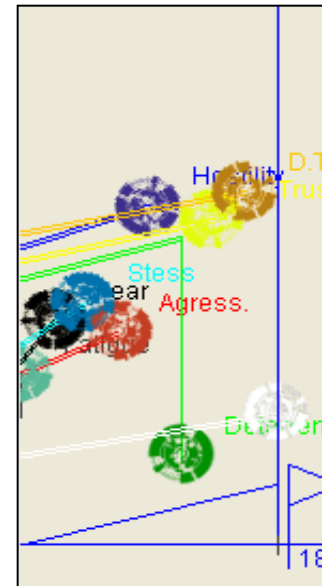


# Introduction to Modeling in Decision Theater Project

The Modeling within Decision Theater project is devoted to carry out R&D activities with the aim of understanding at which extent interoperable simulators could be used for analysis of alternative Courses of Actions and Situation Evolutions to address and solve specific problems where Human Factors, Specific Open Data, GIS are very relevant.

Modeling & Simulation (M&S) makes possible recreating complex scenarios and carrying out what-if analyses with the aim of evaluating the effectiveness of several alternatives.

**Simulation Team DIME University of Genoa** focuses on Security Demonstrator (*Verticale Sicurezza*)





# DT: A Project driven by Demonstrators

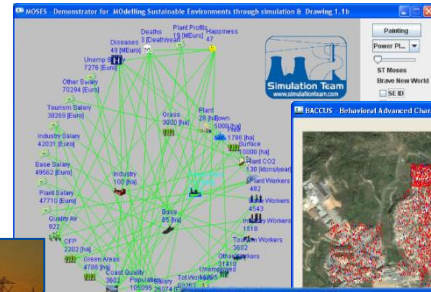
DT is based on a common Platform and three different Demonstrators (Verticali) dealing with three major issues affecting Smart Cities, so the following Demonstrators have to be developed:

- Energy
- Welfare & Inclusion
- Security

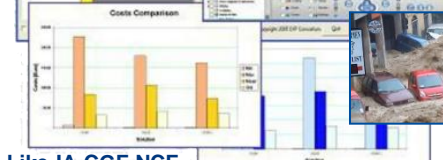
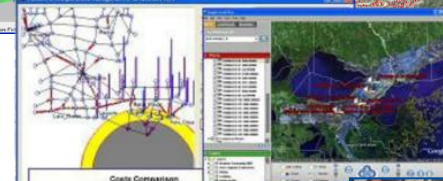
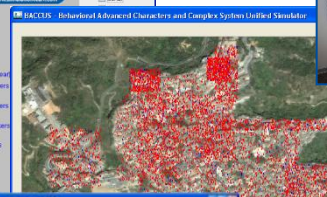
The DT Models aim not just to predict future evolution of crises, but to create consensus and support preventive action

Examples of Partner sites previous

**MOSES**  
Modelling Sustainable Environments through Simulation



**BACCUS**  
Behavioral Advanced Characters & Complex Systems Unified Simulator



Katrina Like IA-CGF NCF



Sign	Draw
Money Tree	Quit
Id ( )	Levels ( )
Social	Size
Religion	Power
Education	Age
Ethnic	Adm Res
Zone	Loc
General Data	Conditions





# ***Security Demonstrator: Flooding Focus***



**Simulation Team, DIME, University of Genoa leads the Security Demonstrator (Verticale Sicurezza) that is focused on Flooding and applied on the Genoa District considering the nature of this area. The focus is in evaluating preventive actions as well as different measures to be applied to prevent and mitigate this kind of disasters. The simulator should be able to copy the Human Factors as well the disaster dynamics and countermeasure dynamic actions**

**It is proposed to adopt a Stochastic Interoperable Simulator adopting MS2G (Modeling, interoperable Simulation and Serious Game) paradigm operating through an HLA Federation open to be connected with other systems and models**







# Decision Theater & Flooding

## DT Simulation

### GIS DATA



### BOUNDARY CONDITIONS

- Weather Forecasting
- Wind Speed
- Rain intensity (probability)
- Humidity

### OPEN DATA

#### PHYSICAL LAYER

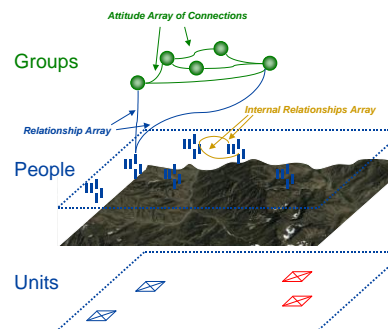
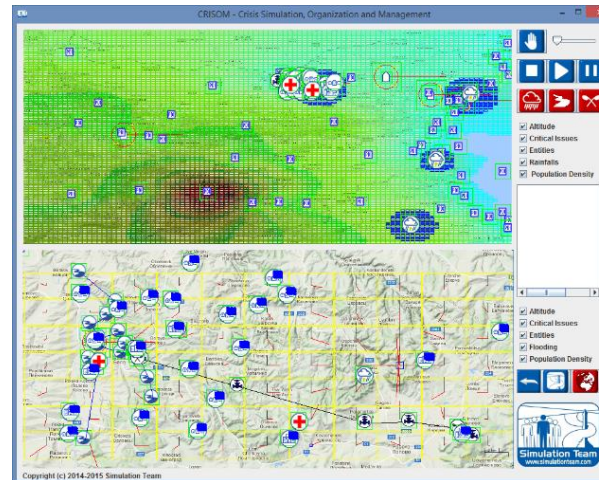
- Orographic Profile
- Rivers

#### URBANIZED LAYER

- Pipeline
- Point of Interest

#### HUMAN LAYER

- People
- Units
- Group



### Estimation of Crisis Impacts

- Damages
- Casualties
- Costs

### Evaluations:

- Preventive Actions
- Mitigation actions
- Consensus

### Info Supports

- Evacuation plan
- Involved entities :
  - People (schools, people with impediments, etc.)
  - Plants and Infrastructure (e.g. "Seveso", CI)

### Human Factors:

- Stress
- Fear
- Fatigue

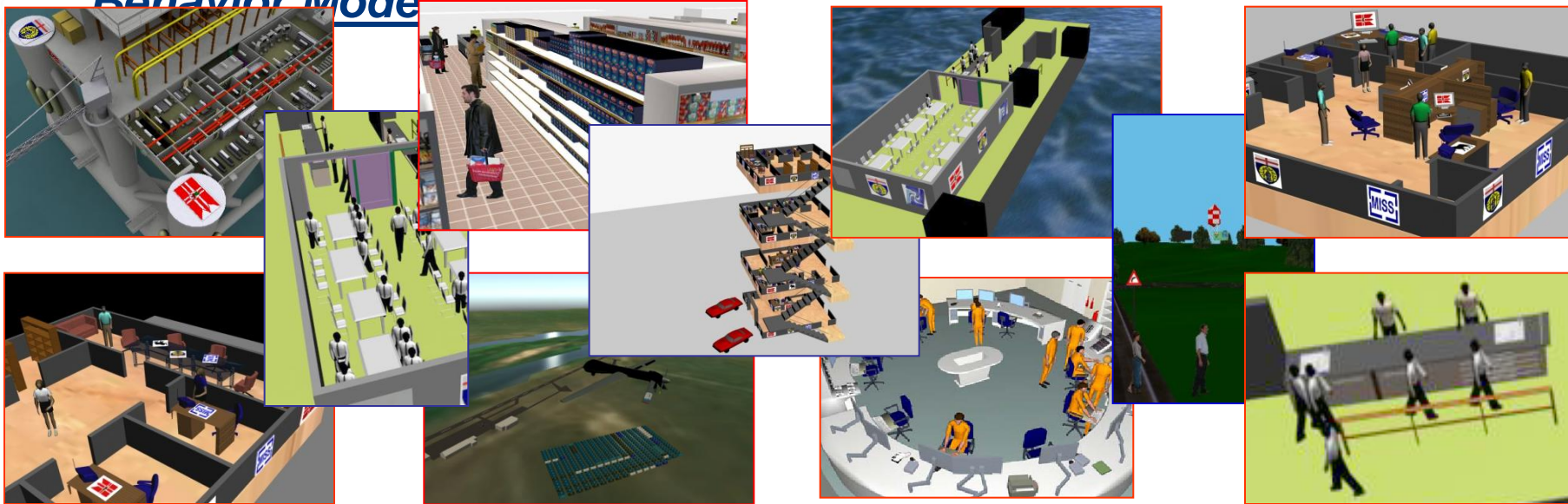
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# Human Behavior & Simulation

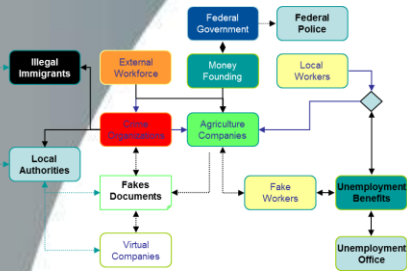
The physical objects, processes and data flows are usually mapped in current simulation. Therefore Humans are often crucial part of these aspects, often with very strong impact on the dynamics, so it is more and more important to include Human Behavior Models (HBM)







## Different Experiences



### Indastria



### Haiti IA-CGF NCF



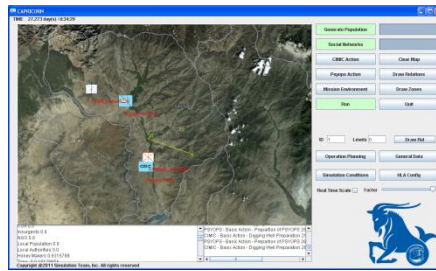
### SPIDER



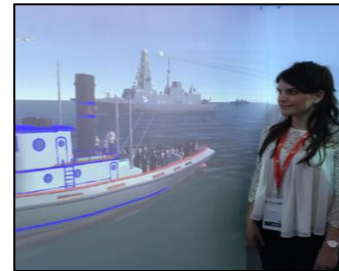
### SIMCJOH



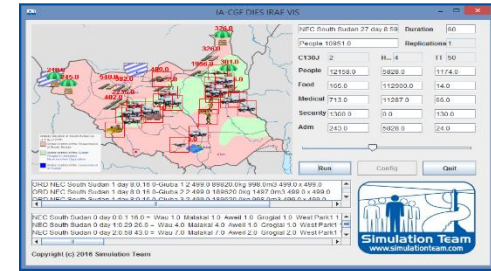
### RIOT



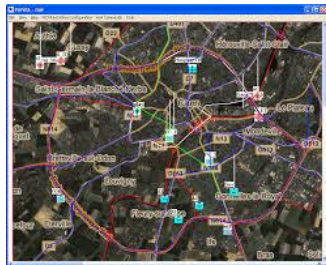
### CAPRICORN



### JESSI Immigrants



### DIES-IRAE

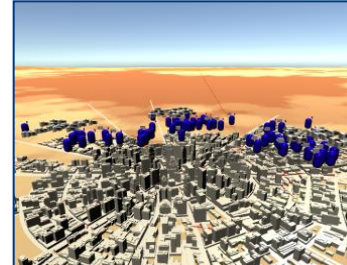


DIME Università di Genova

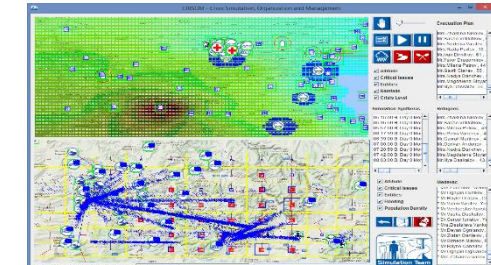


### Katrina Like Tramas

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### T-REX



### CRISOM

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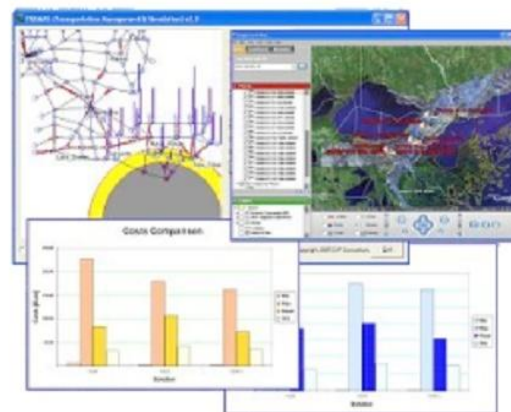




# KATRINA LIKE



KATRINA LIKE was a Joint Venture that Demonstrated the possibility to Model a National Crisis and to Simulate a Wide Emergency; the Project successful demonstrated the Simulation of an Hurricane Impact on the Transportation Layers of Louisiana State Considering Traffic Cargo, Evacuation Activities, etc.



State Definition



Regular Activities  
& Transportation



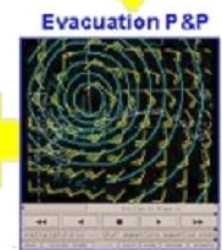
Hurricane  
Simulation



GIS Integration



Overall Simulation



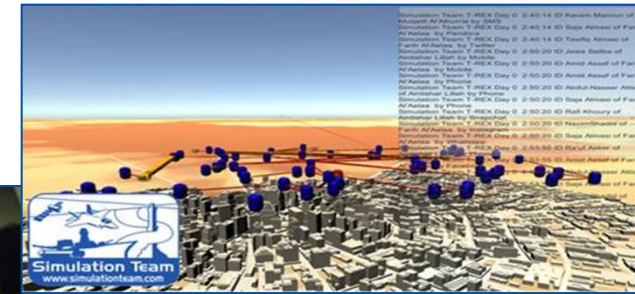
Evacuation P&P





# Population M&S Capabilities

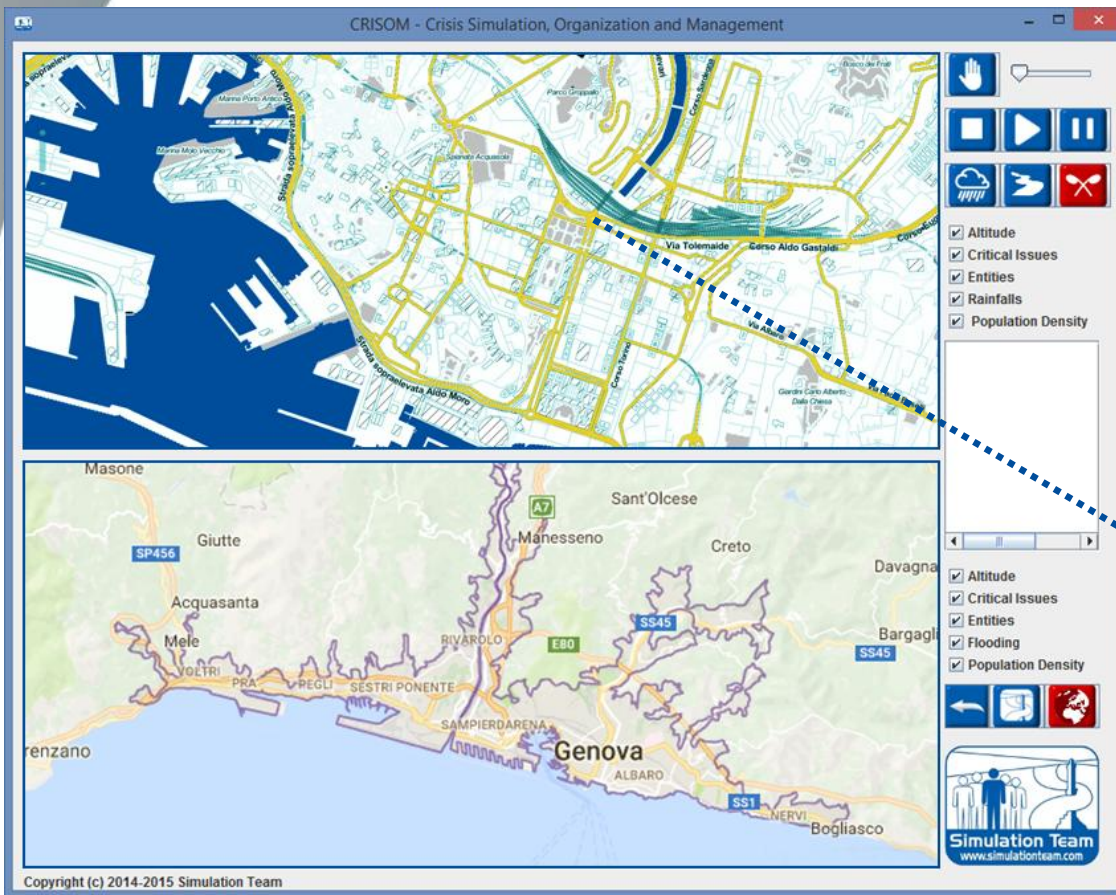
- *To support Training, Exercises and Experimentation by Population Models and Social Network Simulation*
- *To reproduce Social Networks in order to provide such feedback to the Decision Makers during exercises, and to develop references for Operations*
- *To reproduce the dynamics of population and social network reacting to the scenario evolution and different COAs*
- *To simulate the complex scenarios affected by Human Factors and involving Populations and Social Networks*
- *To apply Human Behavior Models (HBMs) embedded in Simulation Team IA-CGF (Intelligent Agent Computer Generated Forces) Non Conventional Frameworks*



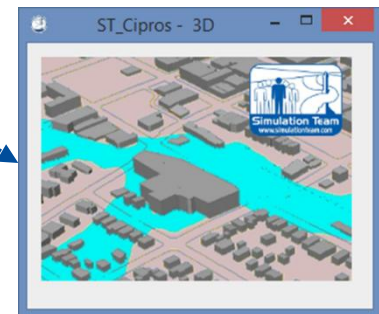




# One Simulator... Multiple Resolutions



Decision Theater intuitive interface with multiple resolution . It is Suitable for the different command levels (Strategical, Tactical & Operative)







# Modeling Urbanized Areas

Urbanized areas are result of natural and urbanized subsystem

- Natural system reproduces the natural landscape of the city : the sky, the ground, the sea, the rivers
- Urbanized System reproduces all the aspect connected with human activities: location of households, Industries, point of interest and mobility

System	Elements	Effect for the simulation
Natural System	Sky	Rain reproduction in the different zone of the city
	Ground	Simulating different ground permeability characteristics
	Sea	Simulating sea level fluctuation, and tsunamis
	Rivers	Simulating the overflowing due to high level of the water: Two different watercourses should be considered: –Fluvial –Torrential
Urbanized system	Location of households	Simulating the more populated zones during the night
	Location of industries	Simulating the more populated zones during the day
	Mobility	Simulating the effect of natural events near the Hydrographic Basin of the river to roads, rail, and highways
	Location of points of interest	Schools, hospitals, stadiums are points of interest where there is a greater probability of high population density during certain hours of the day

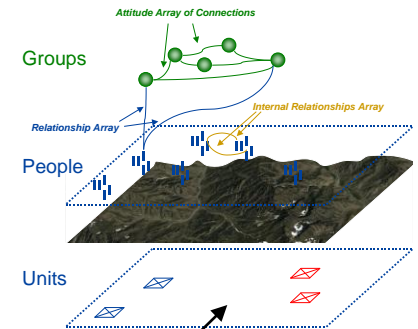
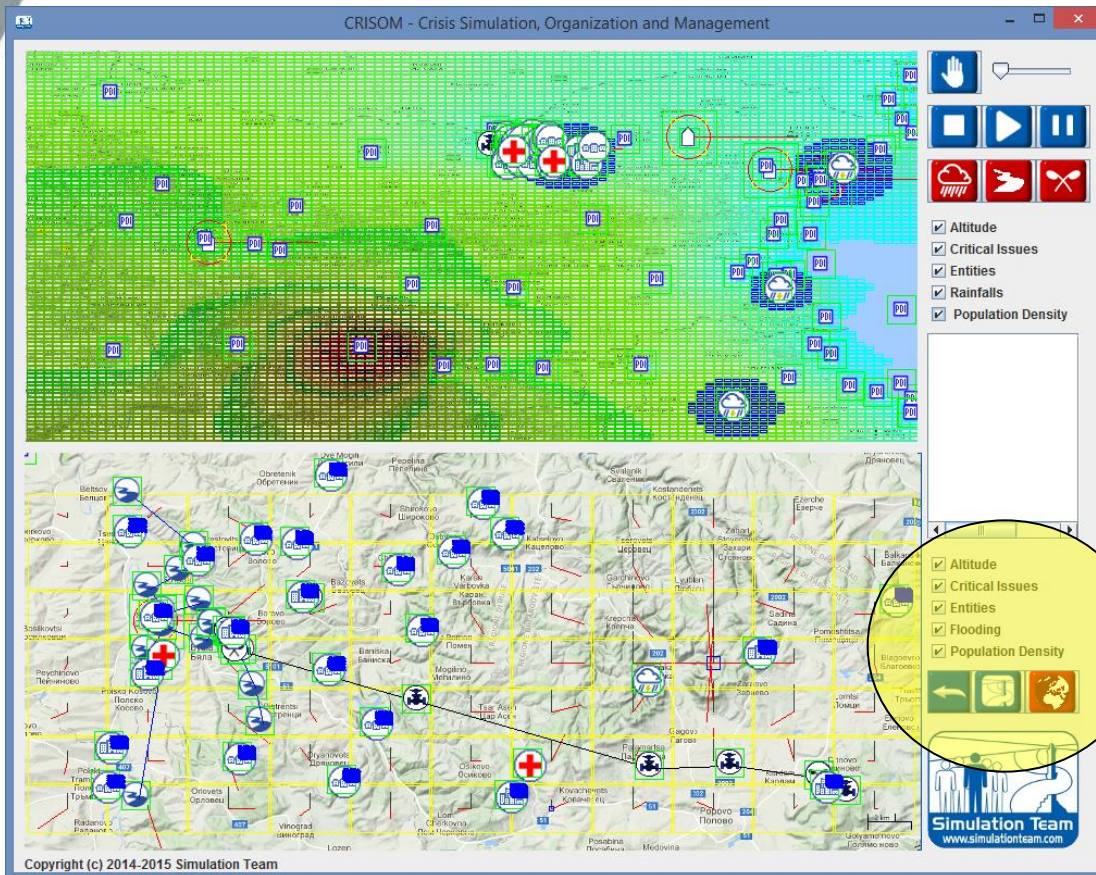


The interoperable approach allow to add the simulation specific additional model based on the phenomena to be produced



# Modeling Urbanized Areas

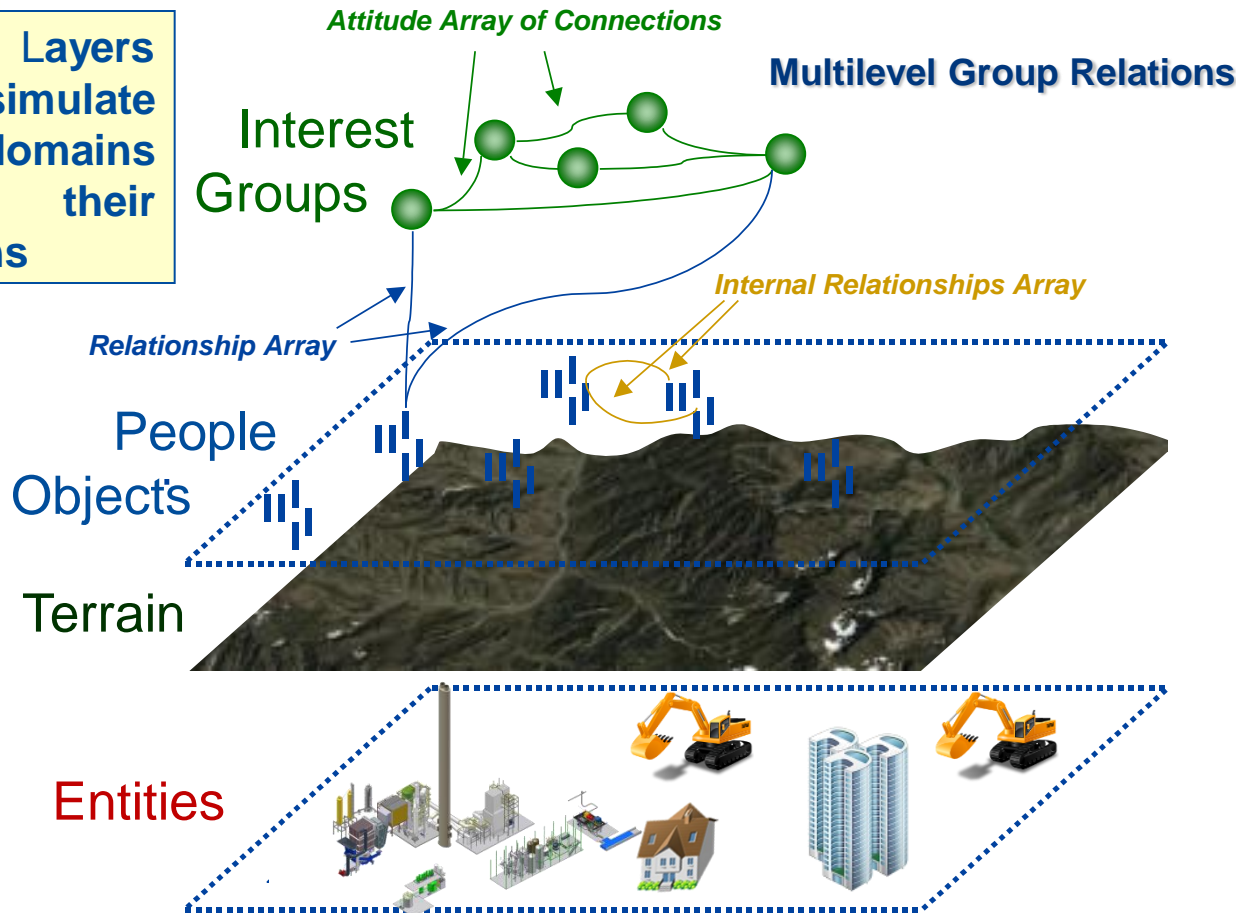
The interoperable layer approach allow to increase flexibility for input data





# Multi Layer Population Modeling

Multiple Layers allows to simulate different domains and their interactions



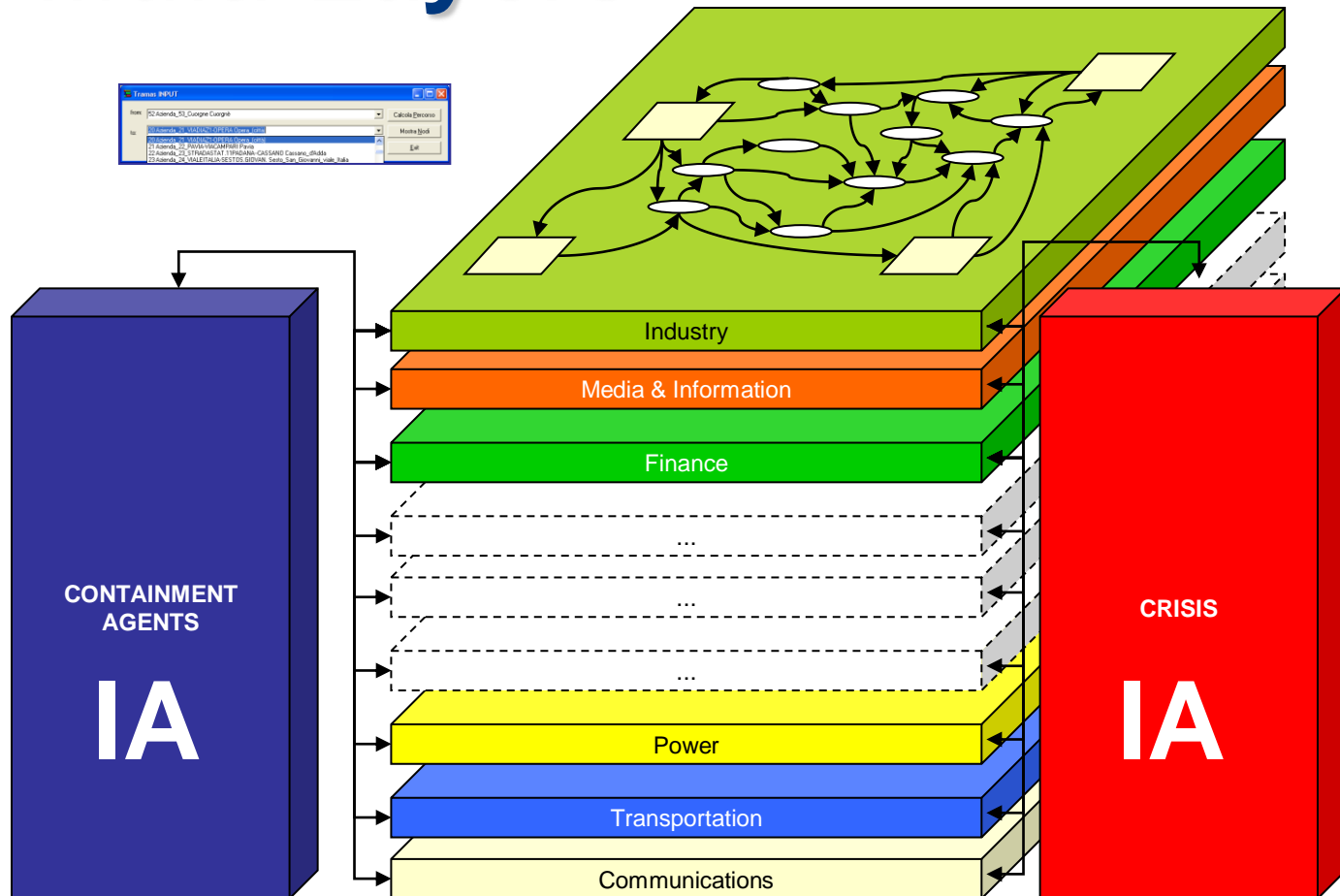




# Multidisciplinary & Multi Layers



Activities related to the Complex Scenarios can't be planned or activated stand alone they are strongly related with social, economic and political framework locally and internationally Simulation need to take care of all these aspects and their interactions

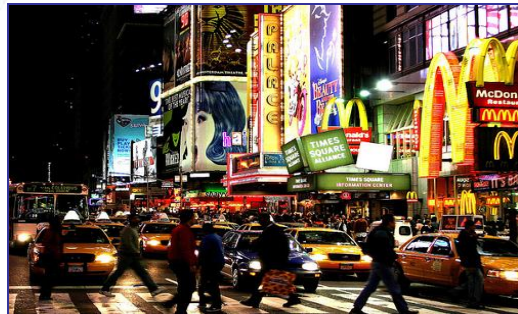


EXPONENTIAL COMPLEXITY FOR MODELING AND SIMULATION

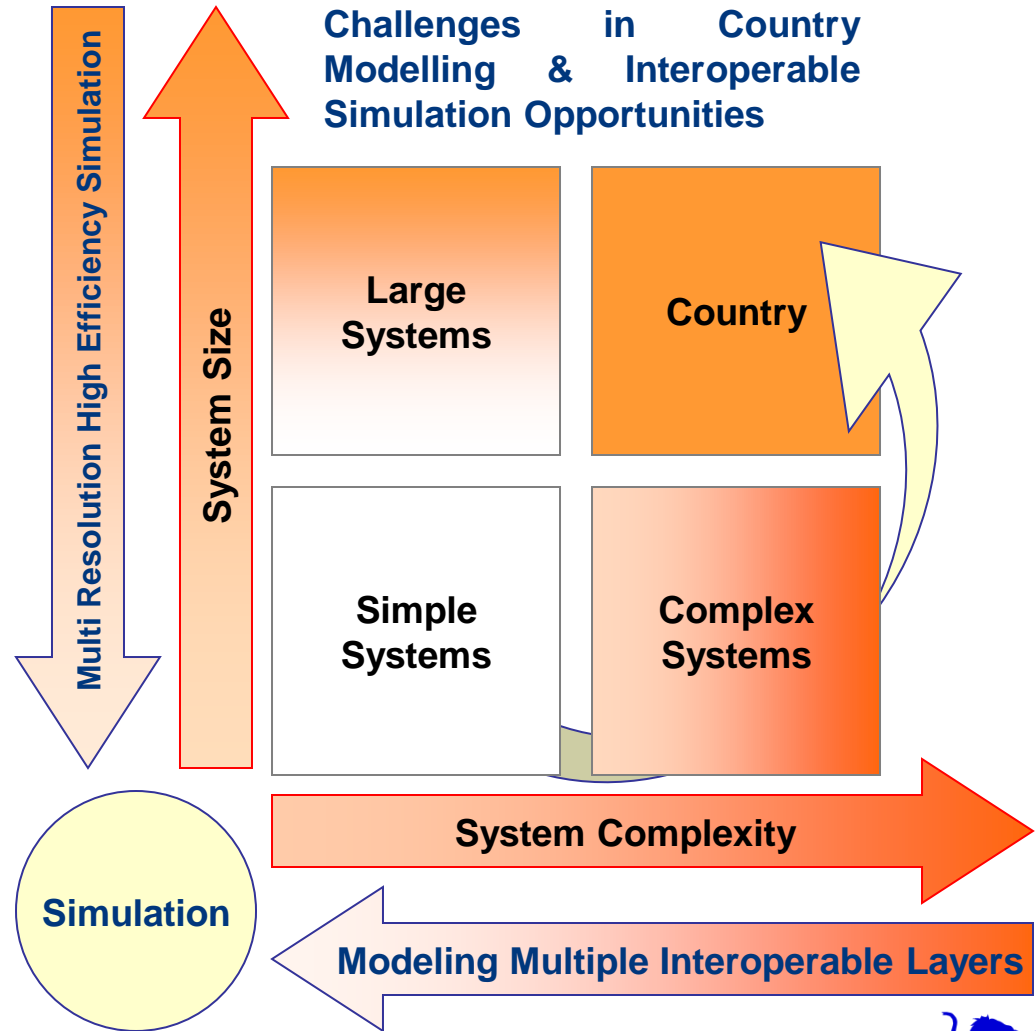
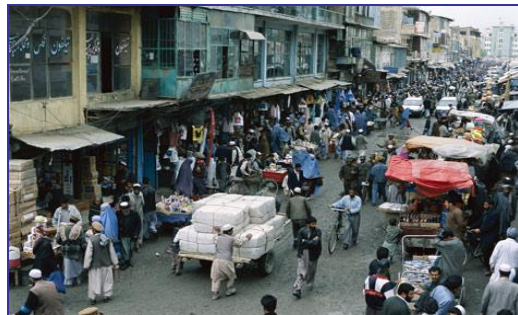




# Boundaries and Constraints



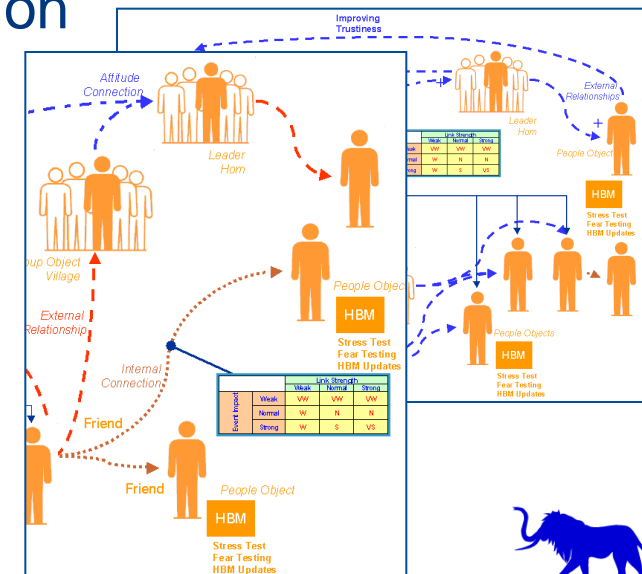
This new Generation Simulations have to face big challenges





# Intelligent Agents, Simulation and Population

- Intelligent Agents (IA) and Modeling & Simulation (M&S) represent important to model Population and Interest Group Behaviors
- Human Behavior allows to consider the effect of emotional, organizational and rational aspects on Individuals and Groups respect events, decisions & crisis evolution
- Simulation Team, DIME, Genoa University have a very long experience in developing these models for reproducing scenarios in Europe, Middle East, Asia and America in relation to Country Reconstruction, Disaster Relief, Population Flows, Urban Disorders.







# Modeling Human Behavior

There are several challenges in reproducing human behavior, since it is necessary to consider:

- Rational Decision Making
- Intelligent Individual Behavior
- Organization & Hierarchies
- Emotion and Attributes
- Psychology, Culture, Social
- Crowd Behavior
- Social Networks

Inhabitants of the city are simulated with single entities

- It is important to consider computer based entities with the following characteristics:

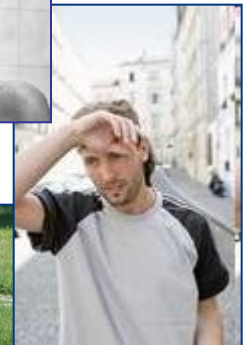
Autonomy:

Capability to operate without the direct action of humans, with some control of their internal state

Social Ability: capability to react with other agents (and possibly humans) with a communication language

Reactivity: ability to perceive their environment and respond to the changes

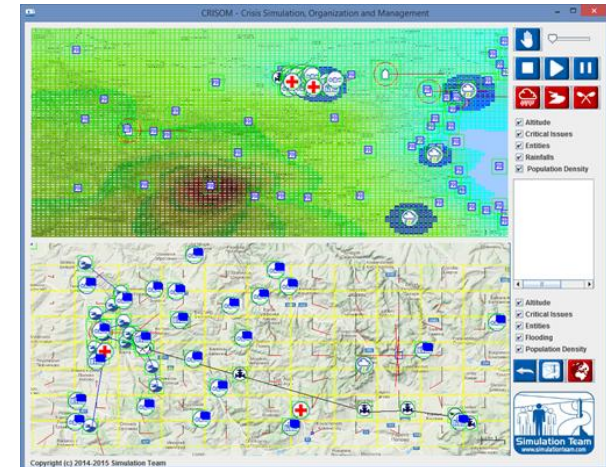
Proactiveness: capability to take the initiative





# Conclusions

- DT Security Demonstrator successfully faces new challenges on Interoperability , Disaster Generation & Human Behavior Modeling
- Decision Theater allowed to study and develop new simulation models in order to support decision makers
- The architecture, the Use Modes and the Conceptual Models have been successfully developed
- Decision Theater Federates as well as the Federation are Operative
- The Decision Theater Demonstrator is an interactive Live Experience available for Decision Makers





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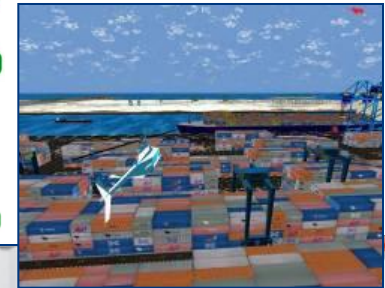
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