

A Systematic Approach to Develop a Computational Framework for Counterterrorism and Public Safety

The Canadian Network for Research on Terrorism, Security and Society (TSAS)

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Herbert H. Tsang¹ and Andrew J. Park²

¹ Applied Research Lab, Trinity Western University, Langley, BC, Canada
² Thompson Rivers University, Kamloops, BC, Canada





Outline

- Introduction
- Overview of the Approach
- Simulations Examples
- Future Directions

Introduction

Introduction

- Framework of Government of Canada to build resilience against terrorism
 - Prevent, detect, deny and respond
- Our research focuses on "respond".
 - Rapid response in an organized manner to save lives, reduce personal injuries, and mitigate the damage
 - Require careful plans and protocols with local law enforcement and emergency management authorities
 - Response to a wide variety of terrorist threats: Chemical, Biological, Radiological, Nuclear and Explosive (CBRNE) threats
 - Incorporate currently available technologies



A quick and proper response to terrorism is important.



IS MOVING INVENTORY MUST BE SOLD AT HUGE DISC



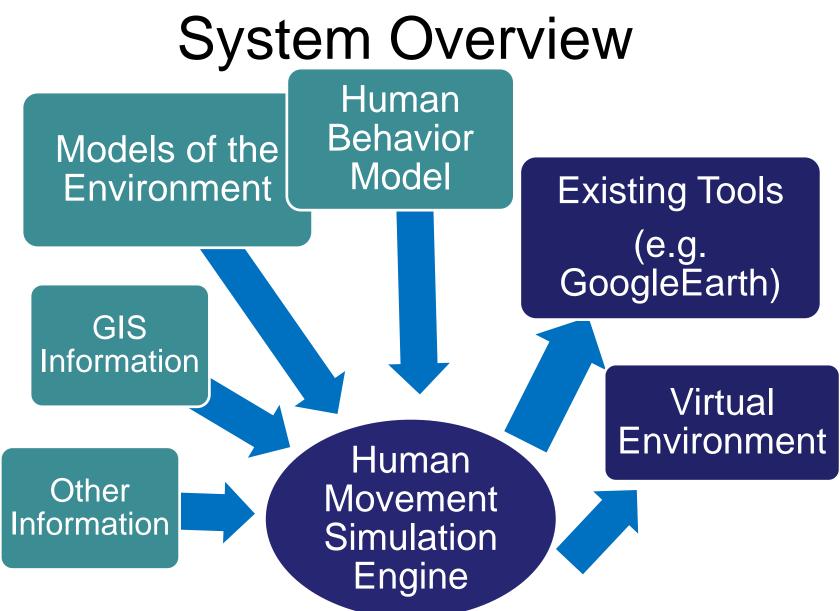


Paul M. Torrens & Aaron W. McDaniel (2013): Modeling Geographic Behavior in Riotous Crowds, Annals of the Association of American Geographers, 103:1, 20-46



GENIUS: Research Goals

- GENIUS: a computational framework for counter-terrorism
- Develop a decision support, response planning and risk assessment framework.
- This framework allows the user to
 - explore the spatial-temporal features of the environment,
 - create a flexible human movement simulation and visualization system, and
 - perform risk analysis through the studying of different potential scenarios.



Integration of Simulation and VE

Human Movement Simulation Engine



Virtual Environment



Simulation + Virtual Environment



Human Movement Simulation Engine

- Swarm Intelligence and Agent-based Simulation
 - Parametric Model
 - Parameterization of variables that affect agents' behaviours
 - Easy to develop different human models (e.g., old people, young children, angry rioters, etc.)
 - Interactions among
 - Agents
 - Events
 - Environments
 - →Agents respond to events. (e.g., bomb explosion, toxic gas, etc.)
 - \rightarrow Agents' behaviours are restricted by their environments.
 - →Events can influence the environments. (e.g., damage or pollution)

Parametric Model



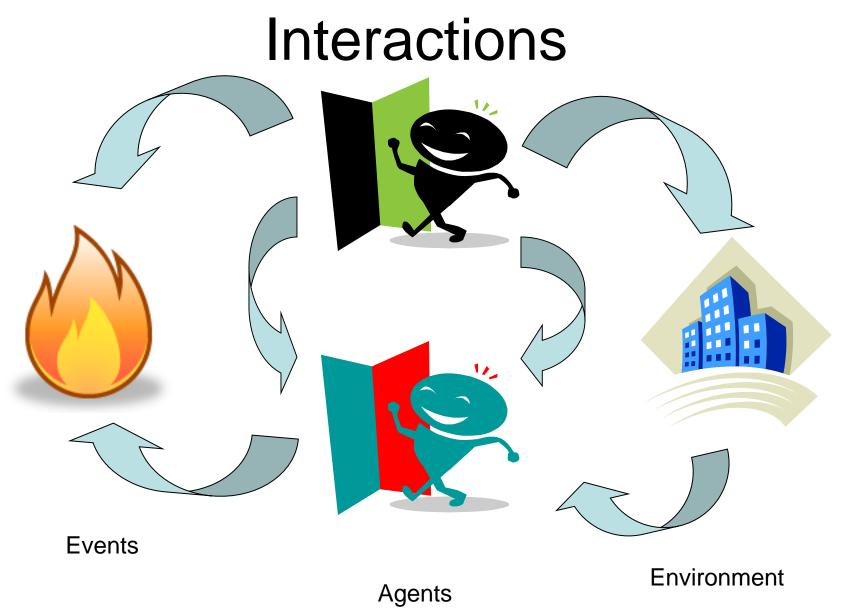




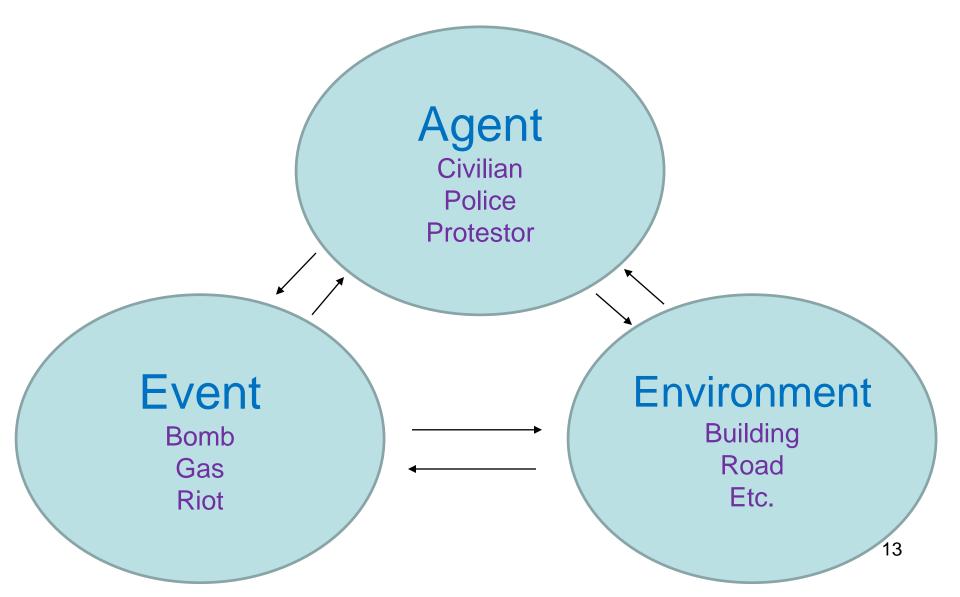




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Human Movement Simulation Engine



- VE is a computer-generated environment that simulates either a real physical environment or a artificial environment.
- With the currently technologies, it is possible to create a very realistic, immersive, and interactive virtual environment where users can feel presence.

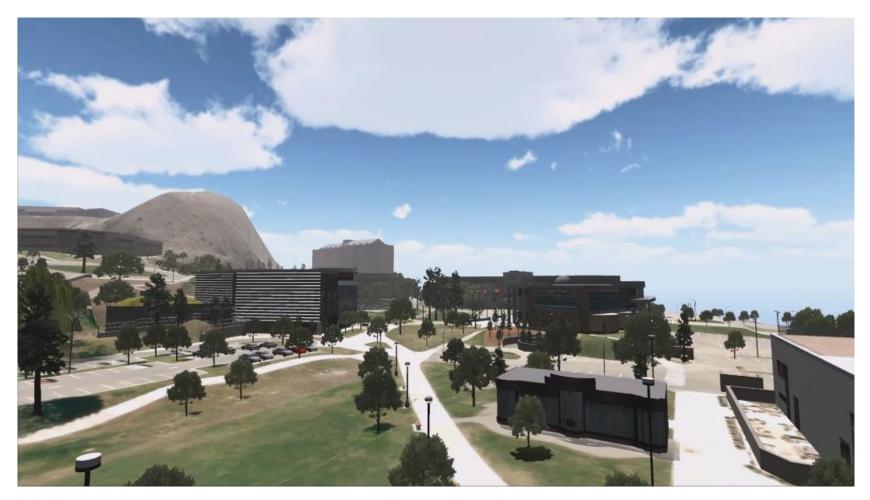
- Applications of VE
 - Entertainment (e.g., video games)
 - Visualization (e.g., architecture, biology, chemistry, etc.)
 - Therapy and rehabilitation (e.g., therapy for social phobia, physiotherapy for post-stroke rehabilitation, etc.)
 - Virtual tourism
 - Training (e.g., flight simulators, virtual military training, etc.)
 - Research tools



VE is used as a research tool.

- Benefits of Using VE
 - Realistic
 - Affordable
 - Interactive
 - No ethics issues
 - Easy and quick to change
 - Possible to create any scenarios
 - Familiar
 - Available with advanced technologies

- To build a virtual environment with a interactive control, we used commercially available equipment:
 - Kinect for Windows (real-time movement sensing)
 - UNITY 3D (game/simulation engine)
 - Autodesk Maya



An example of a realistic virtual environment

Youtube link: http://youtu.be/tlkMP_ESf6k

Simulation Examples

Westgate Mall Shooting (September 2013)
Boston Marathon Bombing (April 2013)

Westgate Mall Shooting: No Police



This video demonstrates the Westgate Shopping Mall Shooting without police officers.

Youtube link: <u>http://youtu.be/fzOsm9h55m4</u>

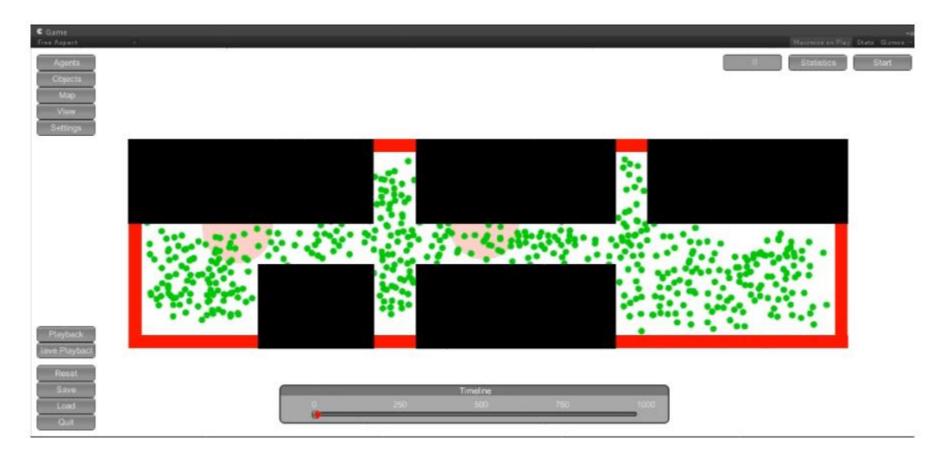
Westgate Mall Shooting: With Police



This video demonstrates the Westgate Shopping Mall Shooting with police officers at strategic locations.

Youtube link: <u>http://youtu.be/TdE2Z9T-niw</u>

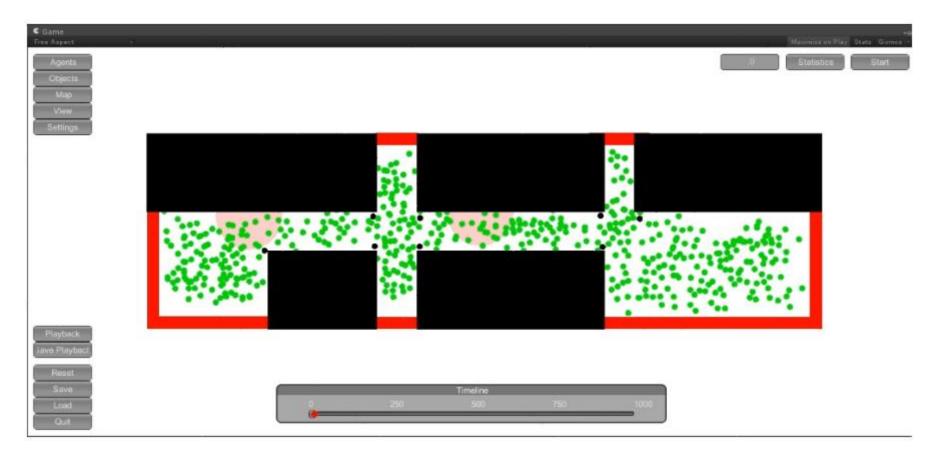
Boston Marathon Bombing: No Police



This video demonstrates the Boston Marathon Bombing without any police officers.

Youtube link: <u>http://youtu.be/jij5gfxFOqY</u>

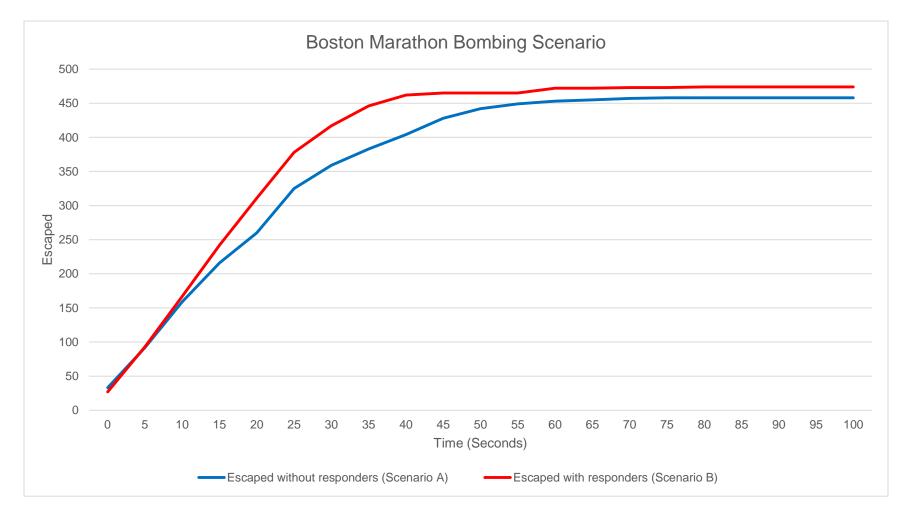
Boston Marathon Bombing: With Police



This video demonstrates the Boston Marathon Bombing with police officers at strategic locations.

Youtube link: <u>http://youtu.be/04DrCgl8pmw</u>

Boston Marathon Bombing: Comparison



Comparison between two scenarios: one without emergency responders and ²⁵ the other with emergency responders

GENIUS: User Interaction



This video demonstrates a navigation in the virtual environment using a Microsoft Kinect device. This feature of the simulation system can be used for training purposes.

Youtube link: http://youtu.be/DTNqk3LhPul

GENIUS: Simulation



This video demonstrates a 3D simulation that shows a bomb going off in the crowd.

Youtube link: <u>http://youtu.be/lqkurYqvFUg</u>

Summary

- Our framework and simulation tool can be used to study emergency preparedness with any possible scenarios including terrorists' attacks.
- The use of interactive/immersive virtual environments is affordable, (relatively) easy, time-saving, and flexible for training purposes as well as research experiments.

Future Directions

- Research partnership
 - To perform a pilot study on our framework
 - To test our framework with real-world problems
 - To get expert review



- Incorporating new technologies
 - Oculus Rift
 - 3D scanner \rightarrow 3D modelling
 - Augmented Reality
 - Natural interactions
 - Mobile computing



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Discussion / Question?

Herbert H. Tsang, PEng, PhD

Associate Professor, Computing Science and Mathematics, Trinity Western University

herbert.tsang@twu.ca

http://www.HerbertTsang.org http://www.applied-research.org

Andrew J. Park, PhD

Assistant Professor, Computing Science, Thompson Rivers University

apark@tru.ca

http://cs.tru.ca/~apark

