

A decorative graphic consisting of overlapping colored squares (blue, red, yellow) and a black crosshair.

## Probabilistic Path Finding Method for Post-Disaster Risk Estimation

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# Outline

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- Introduction
  - Post-event interventions
  - Fragility curves
- A\* search algorithm
  - Deterministic and probabilistic situations
- Case studies
- Conclusions



# Objectives

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- Avoiding further post-event damage because of effects of partial or total collapse of buildings and destruction of lifelines
- Improving the rescue planning in early stages of post-event management
- Reducing the risk for people and infrastructure in the immediate stages after an earthquake

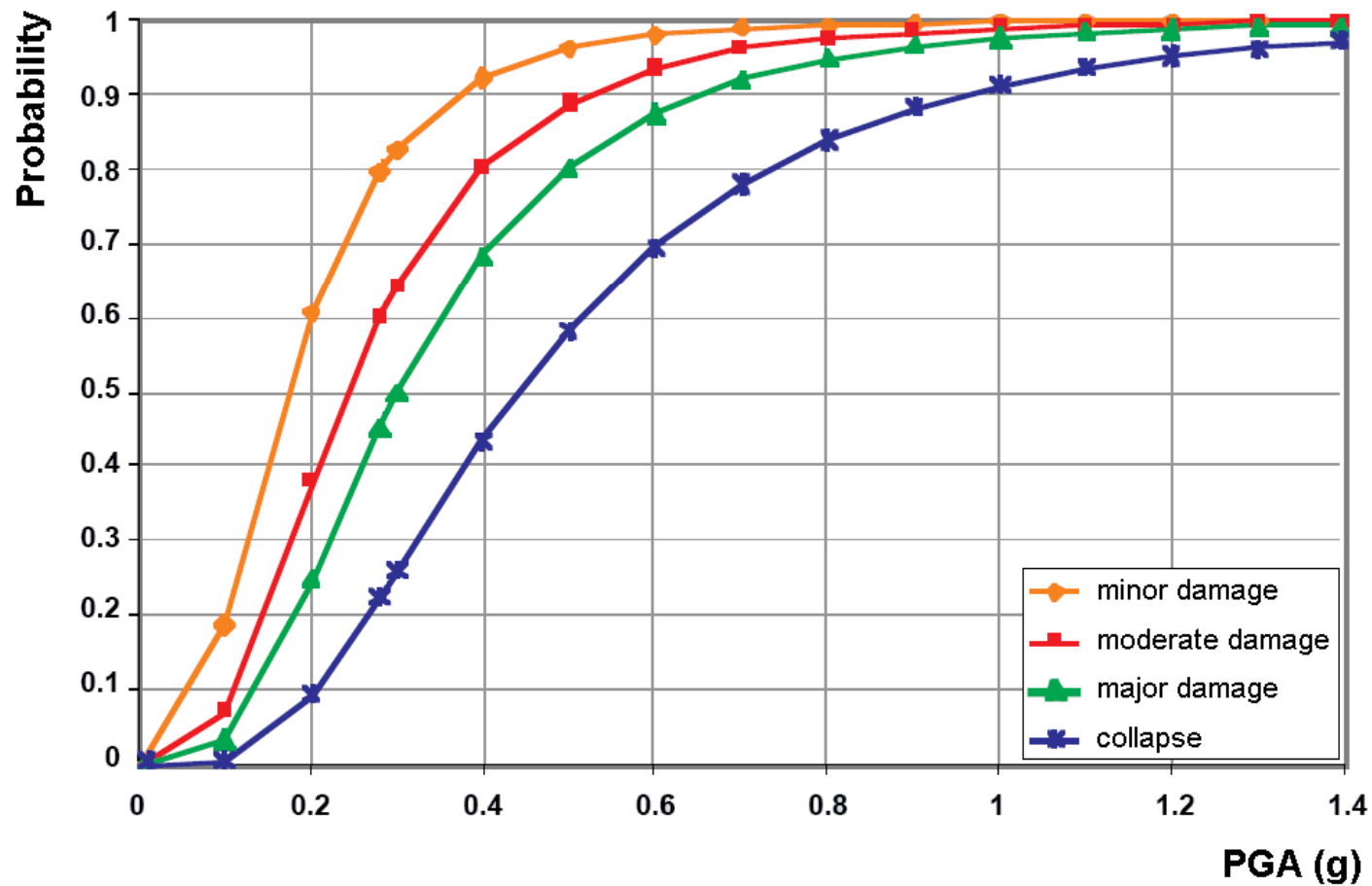


# Path Finding

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- One of the main problems in post-disaster situations is finding the shortest/quickest paths that link:
  - Command centres: Prefecture, Fire Department headquarters, etc.
  - Affected areas
  - Hospitals and other similar facilities

# Fragility Curves: Damage States





# A Simplified Analytical Model

$$F_r(x) = P(X \leq x)$$
$$F_r(x | m_r, \beta_r) = \phi\left(\frac{\ln(x/m_r)}{\beta_r}\right)$$

$$y(x) = \frac{x^e}{\varphi + x^e}$$

Simplified Multiple Multiplicative  
Factor Model (SMMF)

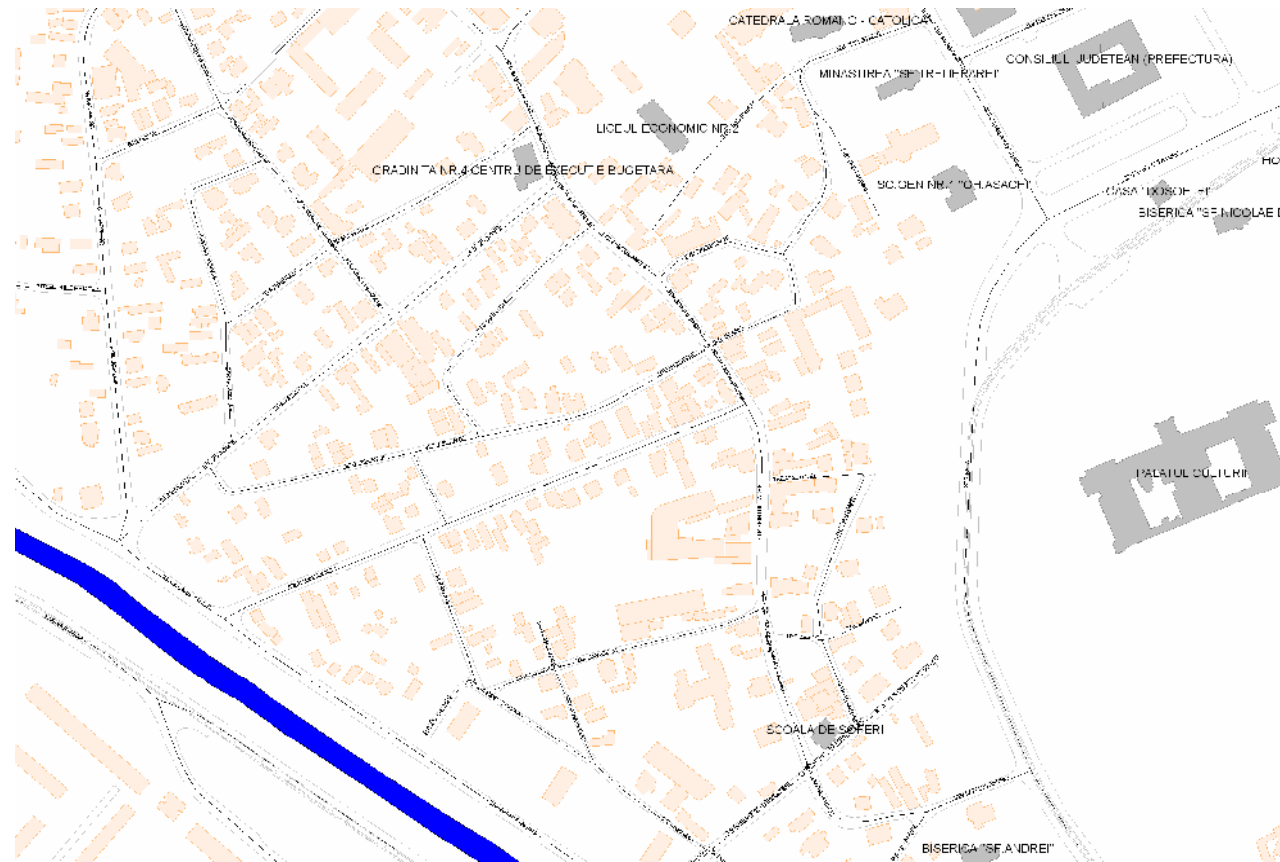
This model can account for changes in vulnerability during the lifecycle of the building

Damage: coefficient increases

Repair: coefficient decreases

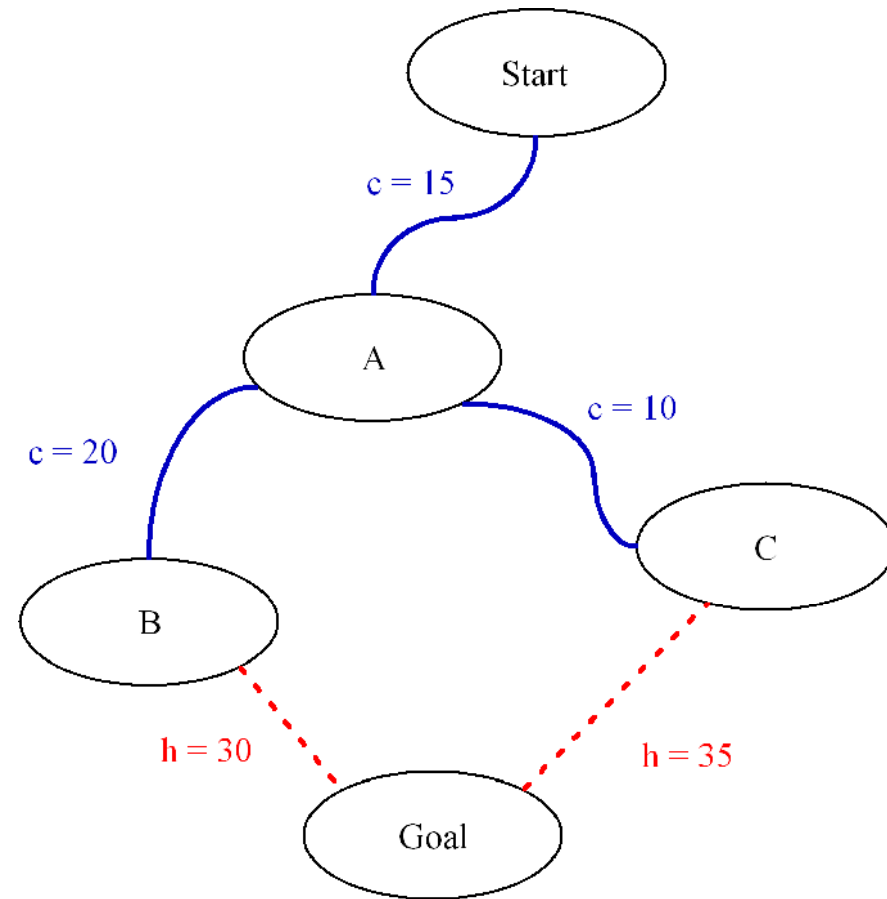
Damage	Coefficient
	$\varphi$
Minor	0.007836079
Moderate	0.020117283
Major	0.037445433
Collapse	0.10592203

# A Map Sample on NetSET GIS



# A\* Search. Example

- One of the most popular algorithms in AI
- $f(n) = g(n) + h(n)$ , where:
  - $g(n)$  = known best cost so far
  - $h(n)$  = estimated cost to the goal
- Example:
  - $f(B) = 15 + 20 + 30 = 65$
  - $f(C) = 15 + 10 + 35 = 60$







# A\* Search

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- A\* is a general search algorithm
  - Puzzles, Rubik cube, booking flights or train tickets, etc.
- The heuristic function  $h(n)$  must be admissible:  $0 \leq h(n) \leq h^*(n)$ 
  - An admissible heuristic function is always optimistic (never overestimates)
- Path finding on a map:
  - $h$  = straight-line distance



# Scenarios

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- We considered 3 simulated earthquakes
  - PGA = 0.2 g
  - PGA = 0.35 g
  - PGA = 0.5 g

# PGA = 0.2 g, First Scenario



# PGA = 0.2 g, Second Scenario



# PGA = 0.35 g, First Scenario

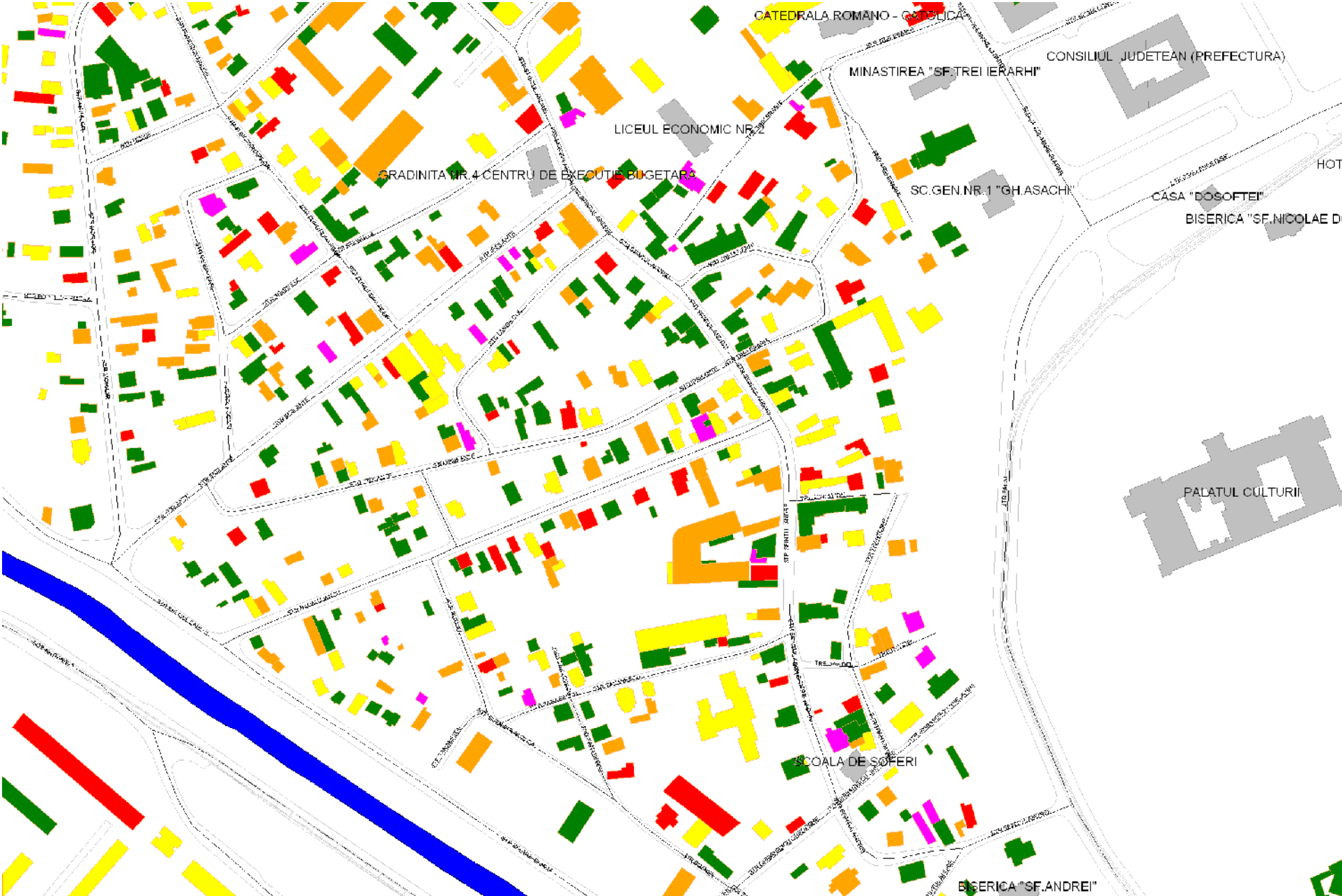




# PGA = 0.35 g, Second Scenario



# PGA = 0.5 g, First Scenario



# PGA = 0.5 g, Second Scenario



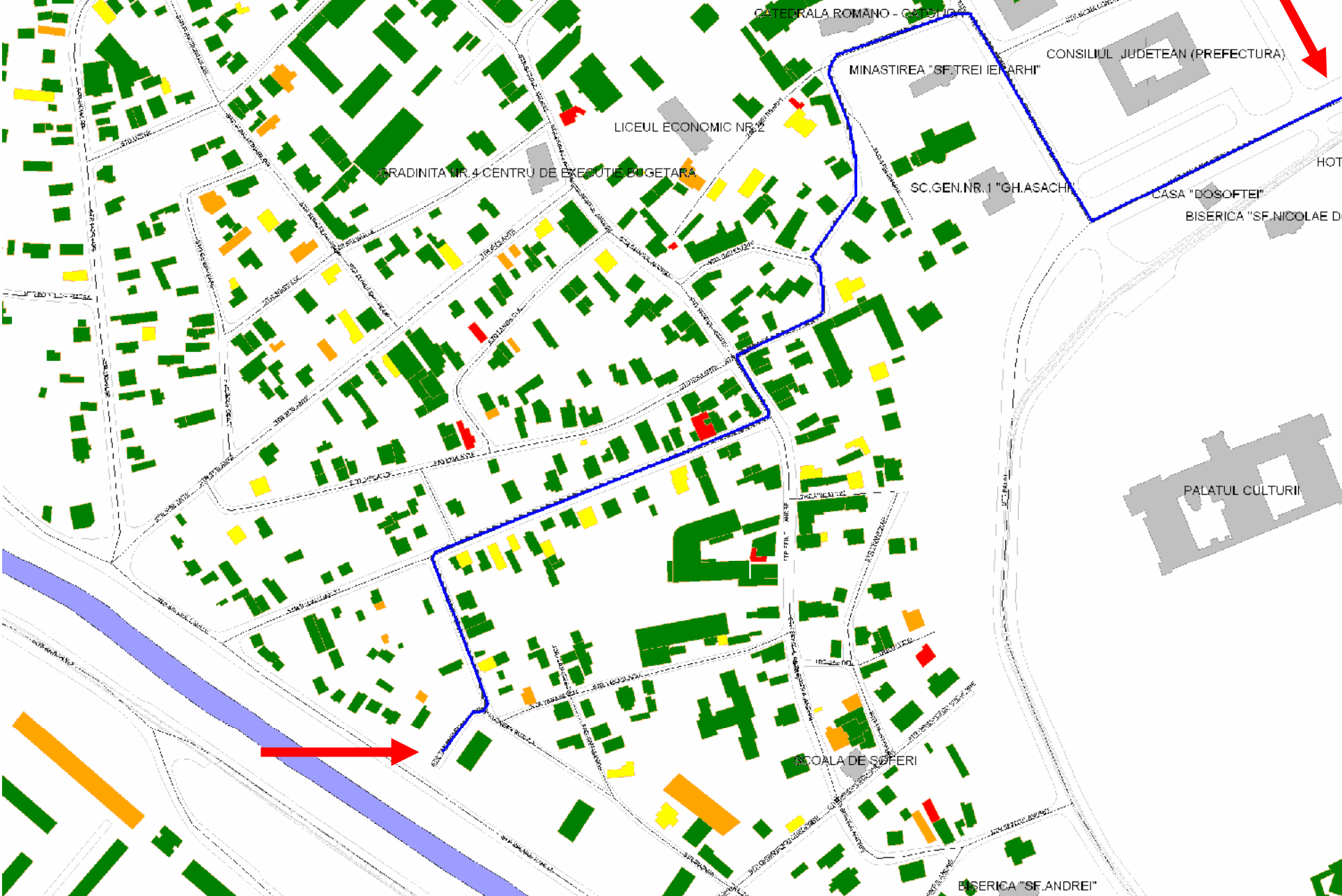


# Induced Costs (for A\*)

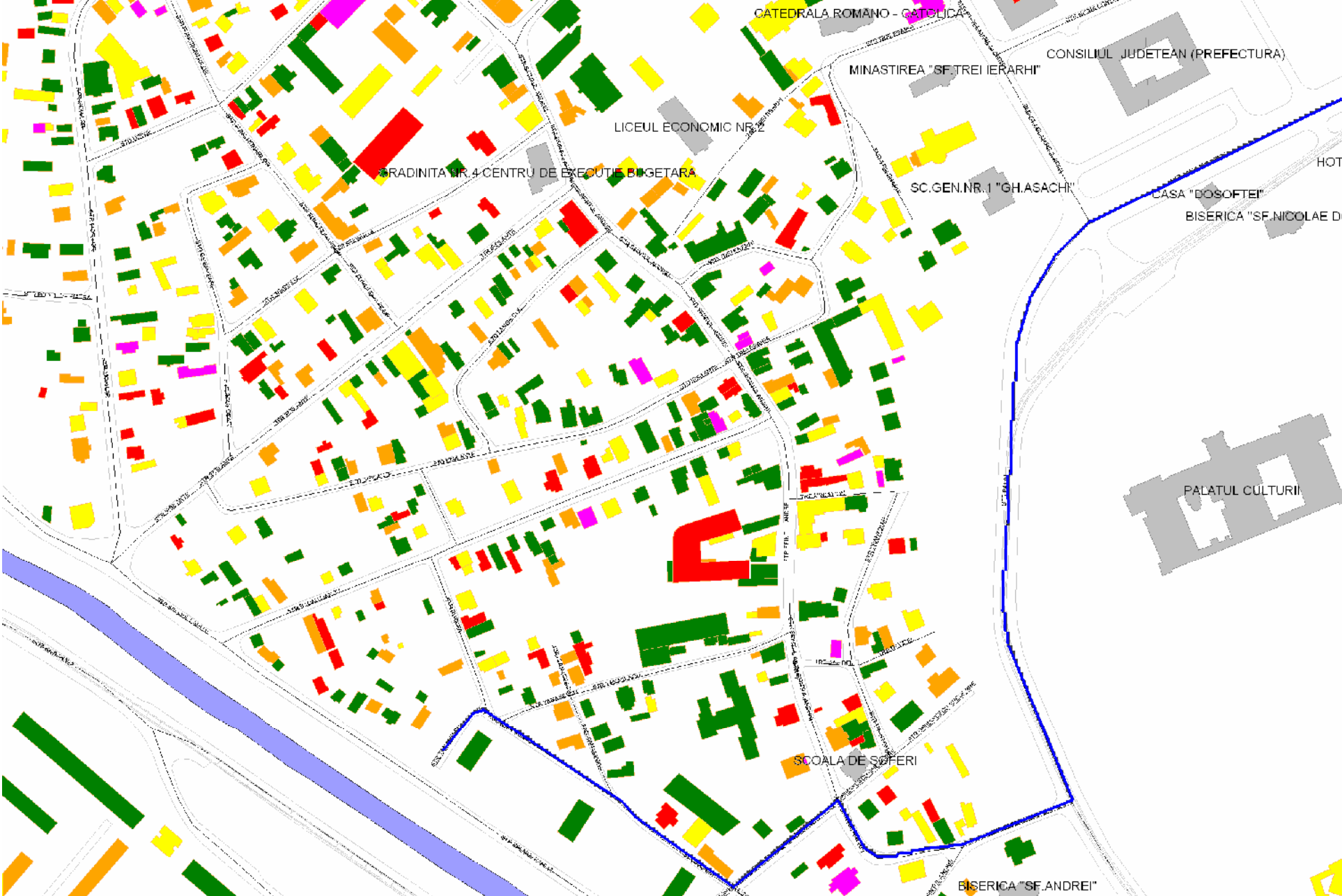
- $c$  = actual cost
- $d$  = distance from the building to the road
- $I(c,d)$  = induced cost
- $d = 0 \Rightarrow$  maximum effect
  - $I(c,0) = c * n$
- $d = d_{\max} \Rightarrow$  no effect
  - $I(c,d_{\max}) = c$
- $I(c,d) = c * \sum_i ((d_{\max} - d_i) * n)$



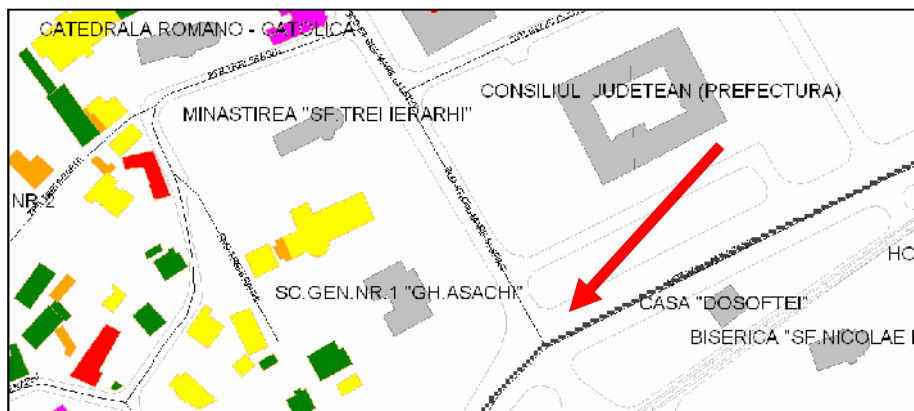
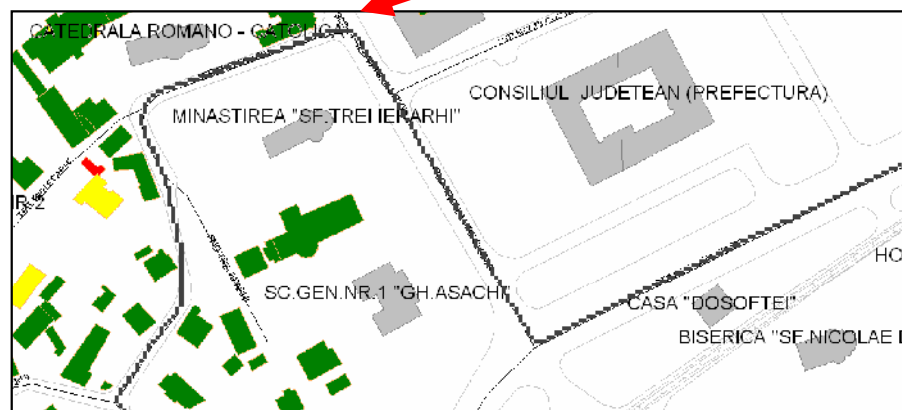
# Route Finding, PGA = 0.2 g, Simple Case



# Route Finding, PGA = 0.5 g, Simple Case



# Route Change





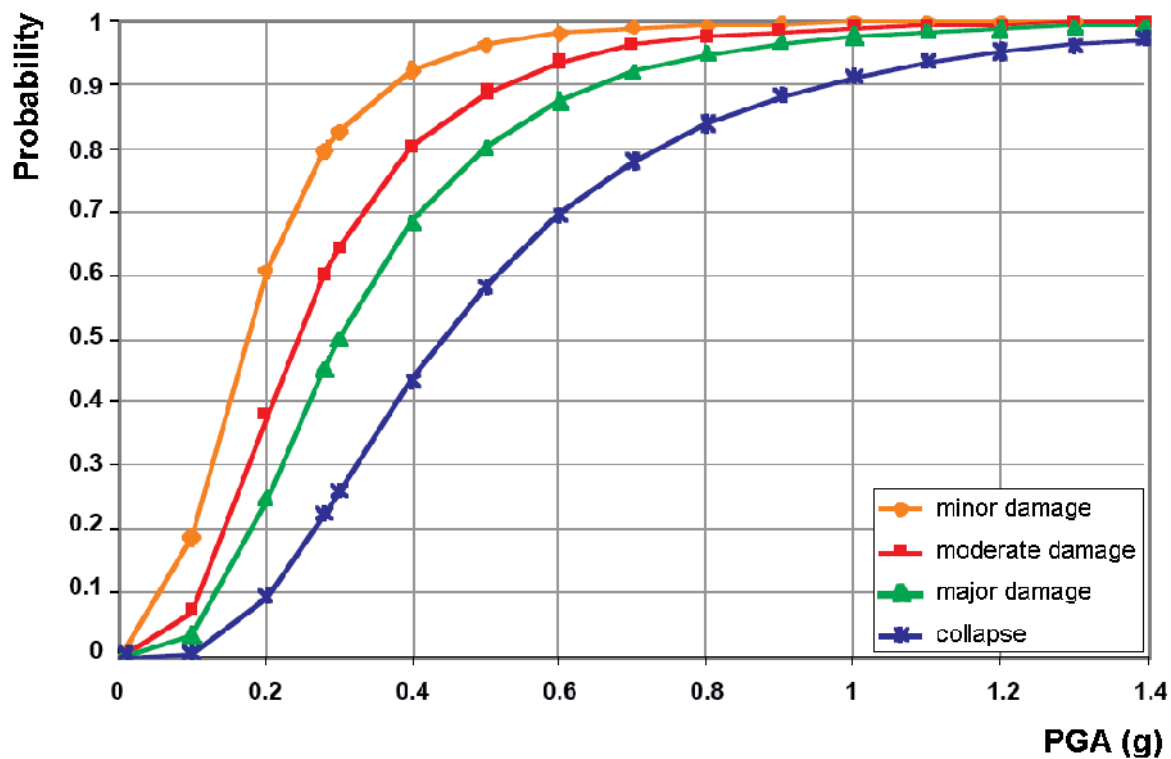
# Expected Level of Damage. Expected Costs

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- Expected level of damage
  - $E(P_d) = w_i * (P_i - P_{i+1}), (P_i) = 1$
  - $w_i = \{ 0, 0.1, 0.2, 0.5, 1 \}, E(P_d) < 1$
- $d = 0 \Rightarrow$  maximum effect
- $d = d_{max} \Rightarrow$  no effect
- $E(P_d) = 0 \Rightarrow$  no effect
- $E(P_d) = 1 \Rightarrow$  maximum effect
- $E(c,d,p) = c * \sum_i ((d_{max} - d_i) * n * E(P_{d;i}) * m)$ 
  - $E(c,d,p) =$  expected cost

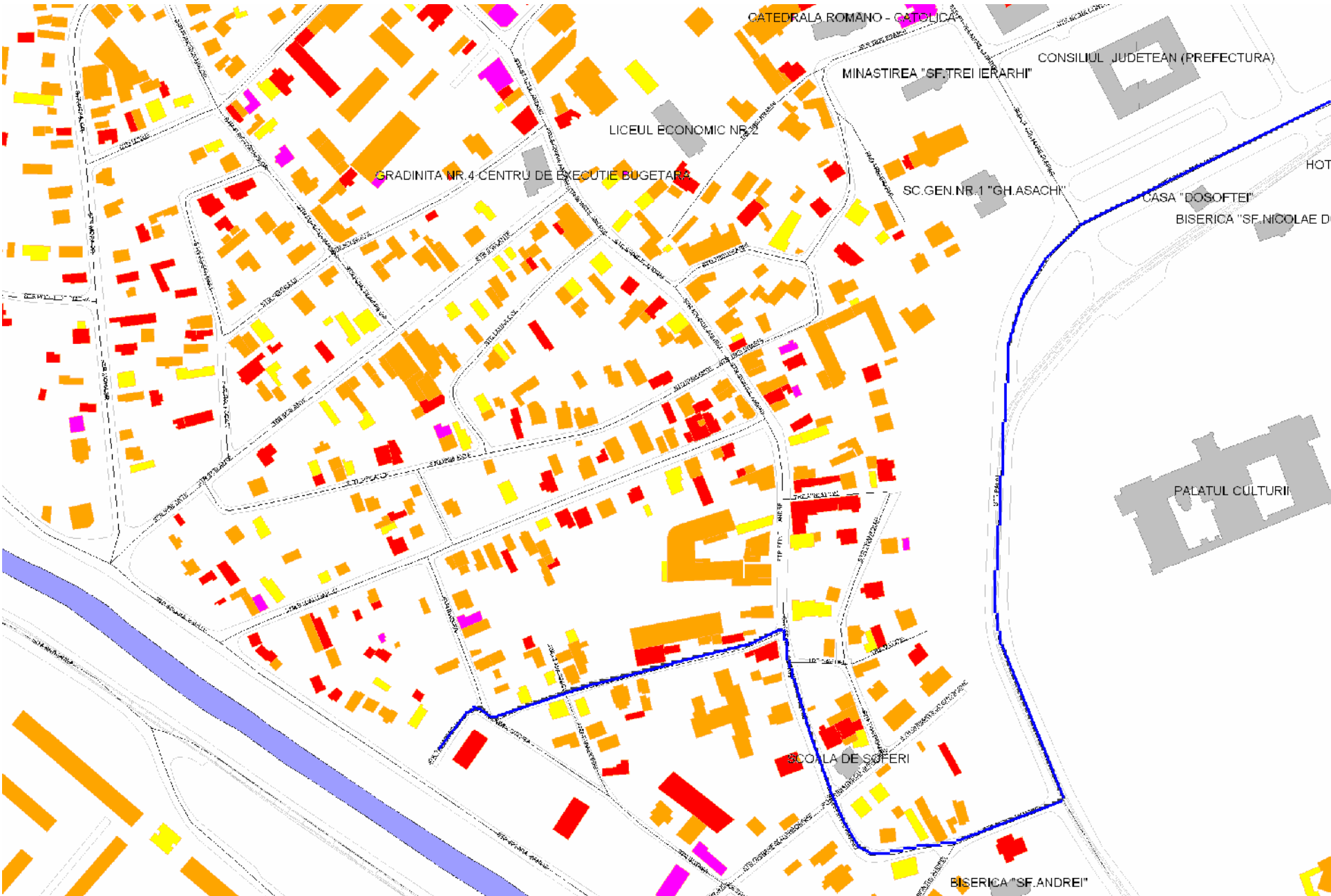
# Fragility Curves: Details for ELD

$$E(P_d) = w_i * (P_i - P_{i+1})$$





# Route Finding, PGA = 1.2 g, Probabilistic Case





# Further Development

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- Extendable upon the needs
  - Possible damage states of the lifelines
  - Possible explosions of oil stations
  - Possible effects of critical infrastructures
    - Bridges
    - Industrial facilities





# Conclusions

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- The paper presents an application of AI for the mitigation of seismic risk in the early stages of a post-event situation
  - Deterministic evaluation based on scenarios for 3 simulated earthquakes: routes can change depending on the scenario
  - The probabilities given by fragility curves can be weighted to compute the expected level of damage
- The A\* algorithm can be modified to find the quickest/safest paths for intervention teams in post-disaster situations
- The results can be displayed on a GIS map to help stakeholders to improve the emergency planning scenarios and making decisions for rehabilitation