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Multimodel agent-based simulation environment for mass-gatherings and pedestrian dynamics

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***Highlights (for review)**

- A multimodel agent-based simulation environment (PULSE) is presented.
- Model integration techniques suggested: common space and commonly controlled agents.
- Crowd pressure metrics for simulating crushing and asphyxia in crowds are proposed.
- Simulations of evacuation from cinema building to the city streets are carried out.

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