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Cellular automaton simulation of pedestrian flow considering vision and multi-velocity

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HIGHLIGHTS

We introduce multithreading mechanism into the update rule. of cellular automata in order to simulate pedestrian with different walking abilities.

Vision area function is the basis for decision making when pe lest lans interact with each other.

We compare the effects of visual area function on different types of pedestrian.

We analyze the effects of velocity composition on pederation dynamics under different densities.

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