

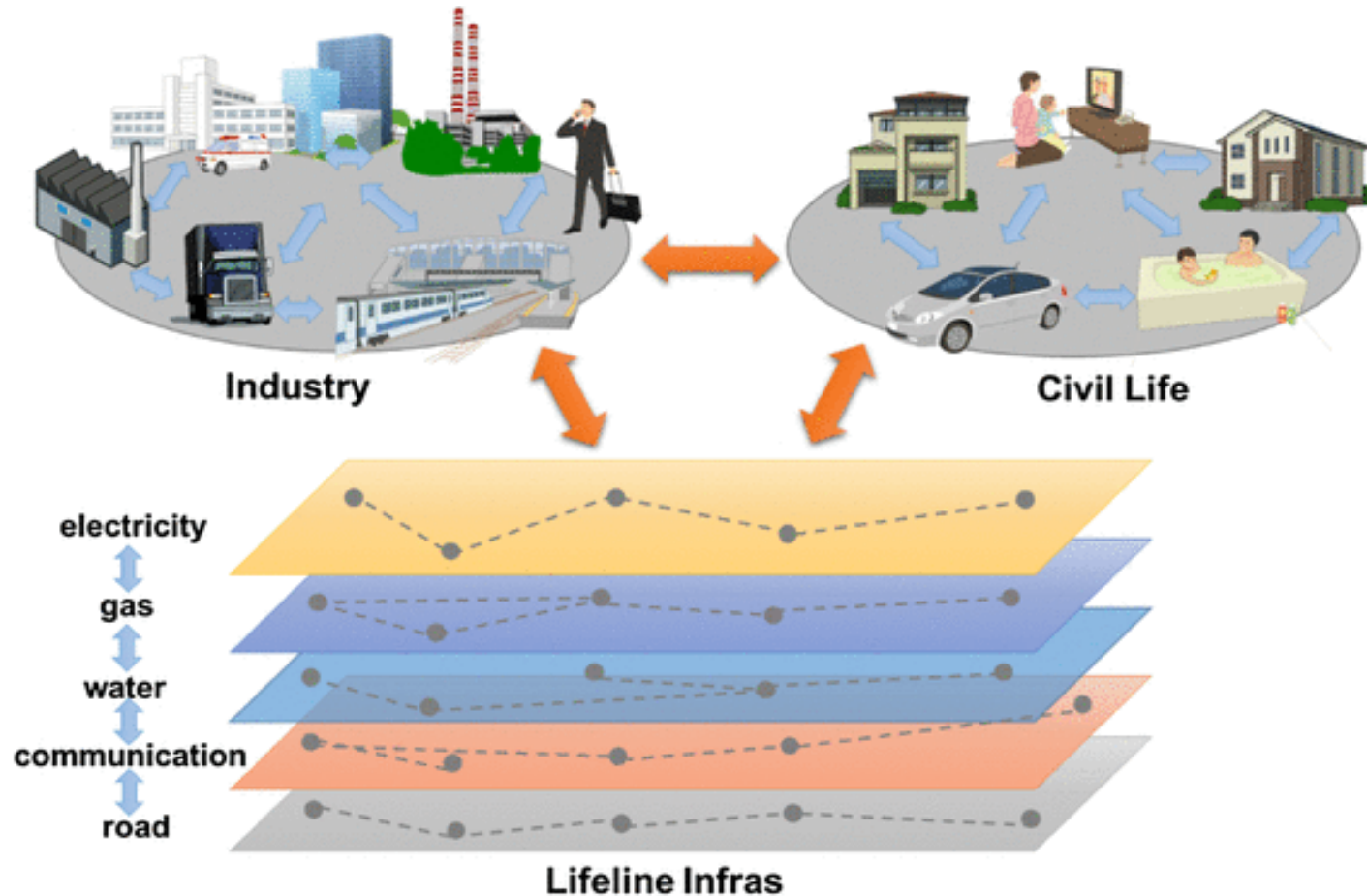
Introduction

- Post-disaster restoration planning for a water supply system is important but very difficult.
- Difficulties in restoration planning:
 1. Situation awareness in dynamic and uncertain situation
→ Technical problem
 2. Prioritization in restoration process
→ Socio-technical problem
- Great need for a high-fidelity simulation of water supply system restoration for testing and comparing various prioritizations

Objective

1. To develop a high-fidelity simulation of water supply system restoration
 - Considering multiple interdependencies underlying urban systems
 - Implementing a realistic restoration task
 - Considering hydrodynamic behavior of water distribution system
 - Using the actual city data
2. To apply this simulation to practical decision-making support
 - Restoration planning reflecting the priority in restoration process

Modeling Framework



[1] Kanno, T., Koike, S., Suzuki, T., & Furuta, K. (2018). Human-centered modeling framework of multiple interdependency in urban systems for simulation of post-disaster recovery processes. *Cognition, Technology & Work*, 1-16.

Multiple Interdependencies

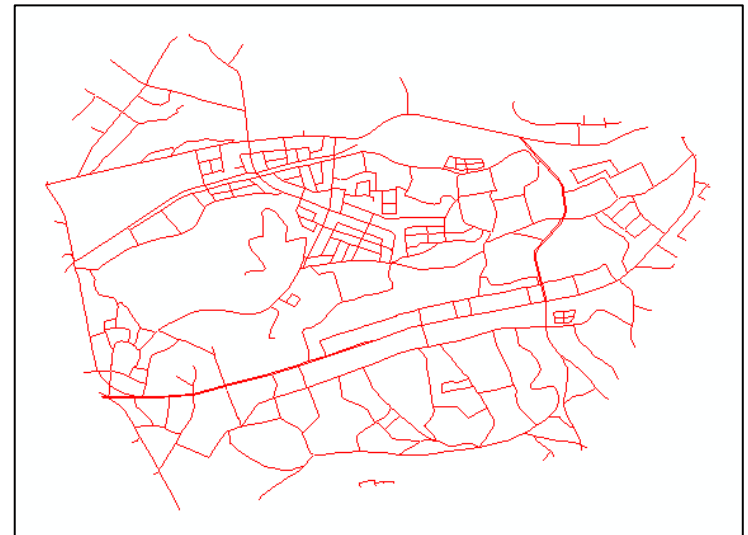
		On		
		Civil Life	Industry	Lifeline
Dependence Of	Civil Life	1) Between civil life <ul style="list-style-type: none"> ● Means-ends ● Resource conflict ● Geographical 	2) Civil life on industry <ul style="list-style-type: none"> ● Supply ● Geographical 	3) Civil life on lifeline <ul style="list-style-type: none"> ● Supply ● Geographical
	Industry	4) Industry on civil life <ul style="list-style-type: none"> ● (Labor) Supply ● Geographical 	5) Between industry <ul style="list-style-type: none"> ● Supply ● Demand ● Alternative ● Geographical 	6) Industry on lifeline <ul style="list-style-type: none"> ● Supply ● Geographical
	Lifeline	7) Lifeline on civil life <ul style="list-style-type: none"> ● Demand ● (Labor) Supply ● Geographical 	8) Lifeline on industry <ul style="list-style-type: none"> ● Demand ● Supply ● Geographical 	9) Between lifeline <ul style="list-style-type: none"> ● Supply ● Demand ● Alternative ● Geographical

Simulation Model

- Agent-based model
 - Citizen: daily activity
 - Company: production process
 - Restoration Squad: restoration process



- Network model
 - Lifeline Infrastructures
 - Power grid, water supply, sewage, gas, road, waste disposal, telecommunication, etc.



Restoration Task

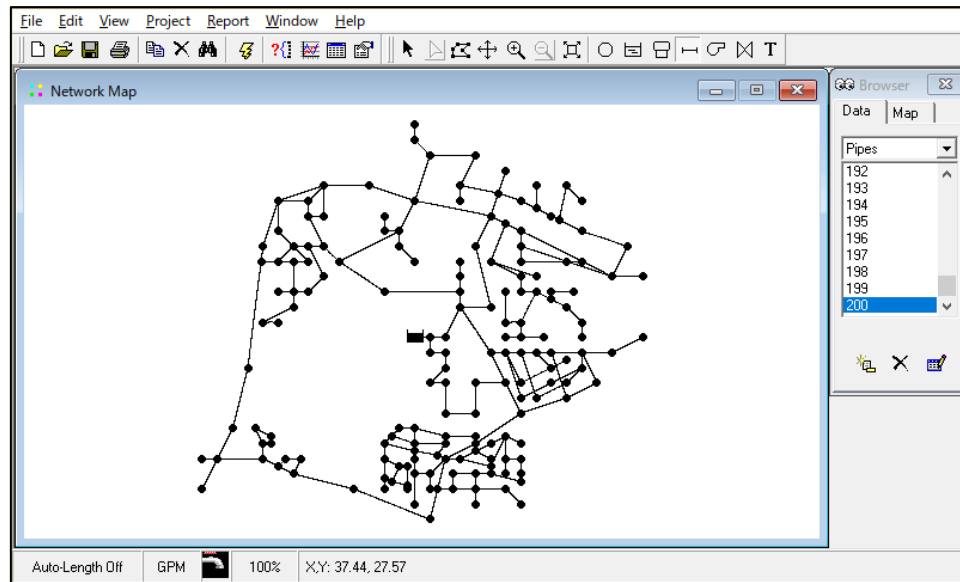
- Restoration procedure
 1. Get the resources for restoration from the warehouse
 2. Move to the damaged pipeline
 3. Repair by using the resources

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- Realistic restoration operations
 - Operate valves
 - Use a heavy machinery
 - Partition the affected area and repair in block units
 - Distribute water tank trucks
 - Receive the support from outside the city

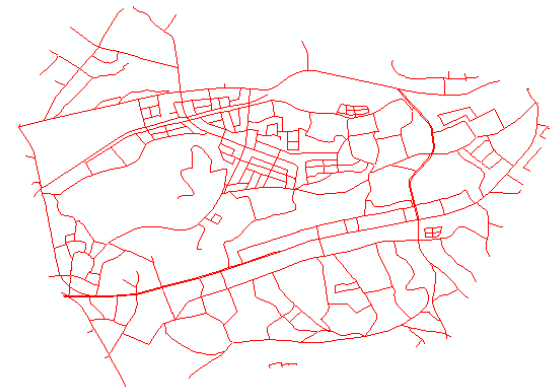
Hydrodynamic Behavior

- Hydrodynamic Analysis API (EPANET)
 - Calculate the water demand, flow, pressure, and so on
 - Evaluate the water availability of each residence / company
 - <https://www.epa.gov/water-research/epanet>



City Model

- Target area under this study
 - Arao city
 - In Kumamoto prefecture, Japan
 - With a population of about 50,000 people
- City model considering:
 - Population and its distribution
 - Number of companies
 - Location of important facilities such as hospitals and evacuation centers
 - Road network topology from OSM
 - Water supply network topology



Optimization of Restoration Plan

- Genetic Algorithm (GA)
 - Chromosome: restoration plan
 - the order of restoration for damaged pipelines
 - the squad in charge of the restoration

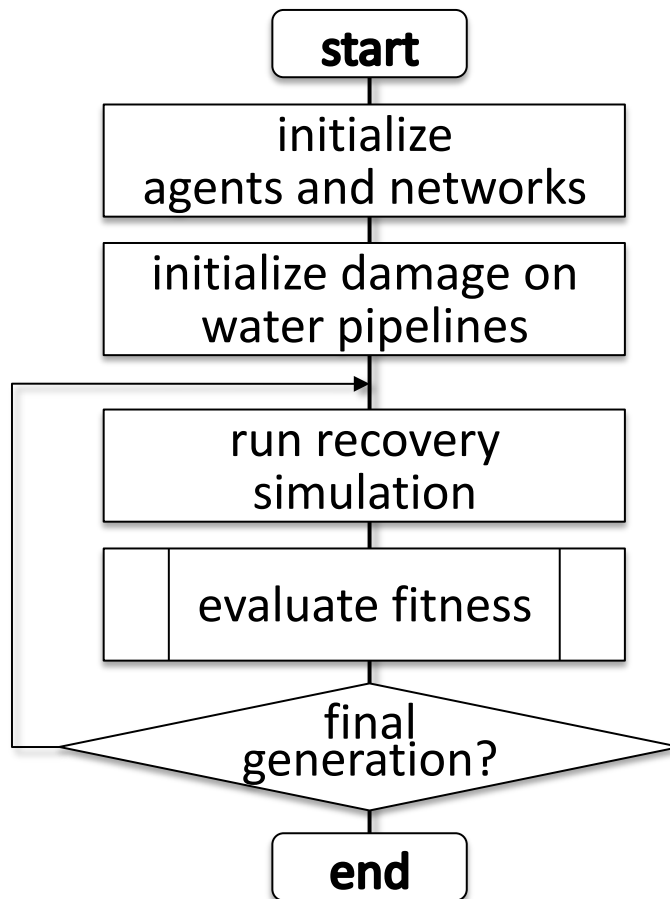
$$fitness = \alpha \times fitness_L + \beta \times fitness_I + \gamma \times fitness_C$$

$fitness_L$ (<i>Lifeline</i>)	Restoration rate
$fitness_I$ (<i>Industry</i>)	Operation rate
$fitness_C$ (<i>Civil Life</i>)	Quality of life

- Weight coefficients (α, β, γ) = the priority of each subsystem

Simulation

- Simulation Procedure



- Simulation Setting

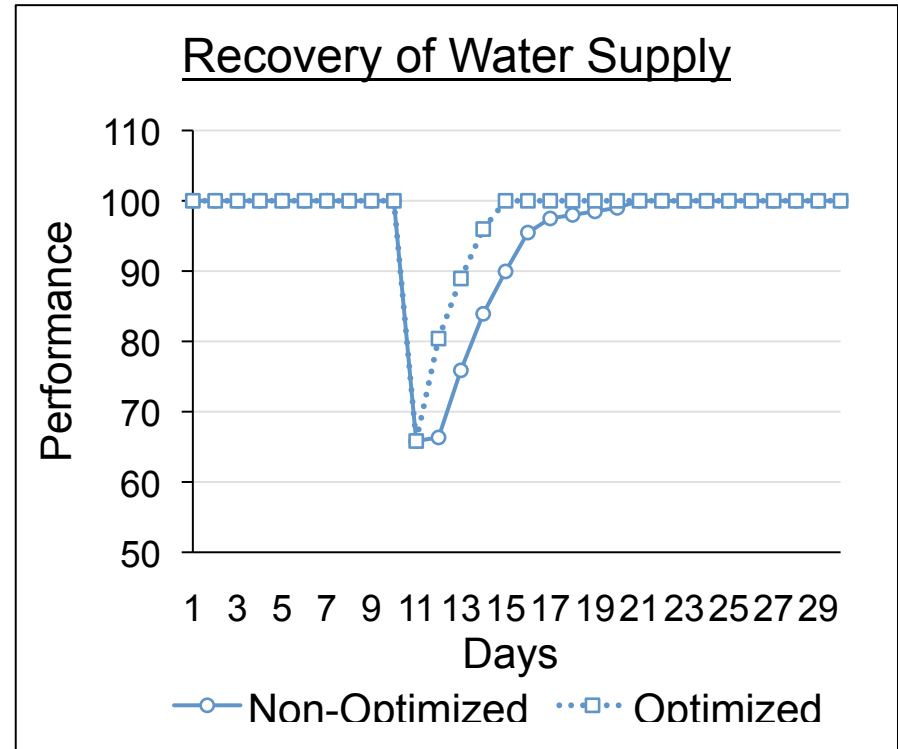
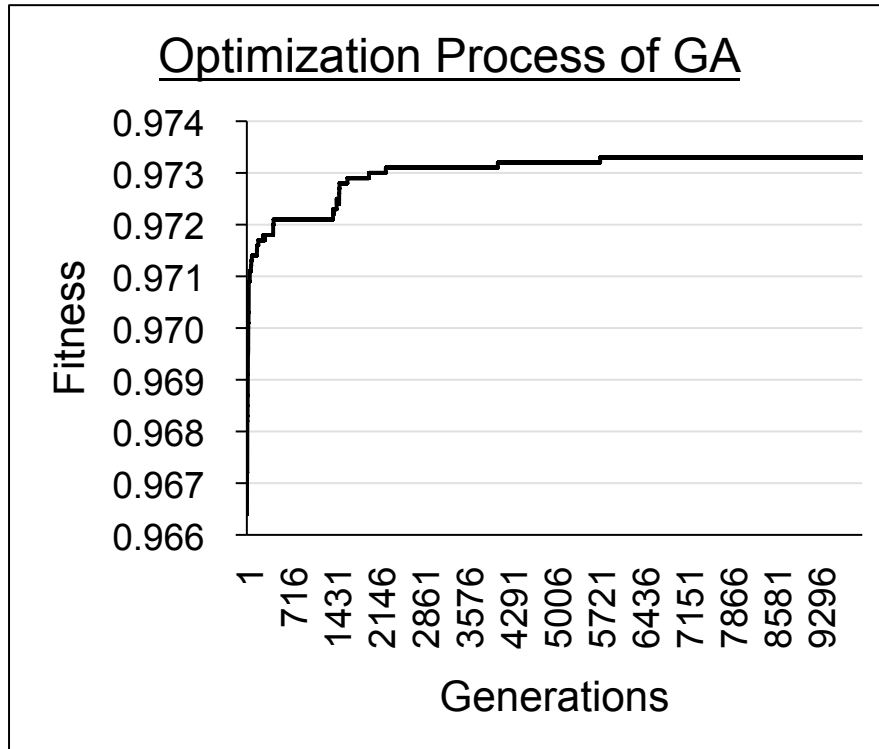
Network (*1)	Nodes	173
	Links	199
	Damaged Links (*2)	40
Agent	Company	153
	Residence	257
	Citizen / Worker (*3)	1540
GA	Population	100
	Generations	10000
	Selection Rate	0.5
	Crossover Rate	0.3
	Mutation Rate	0.1

(*1) only the central part of Arao city

(*2) estimated by potential earthquake damage

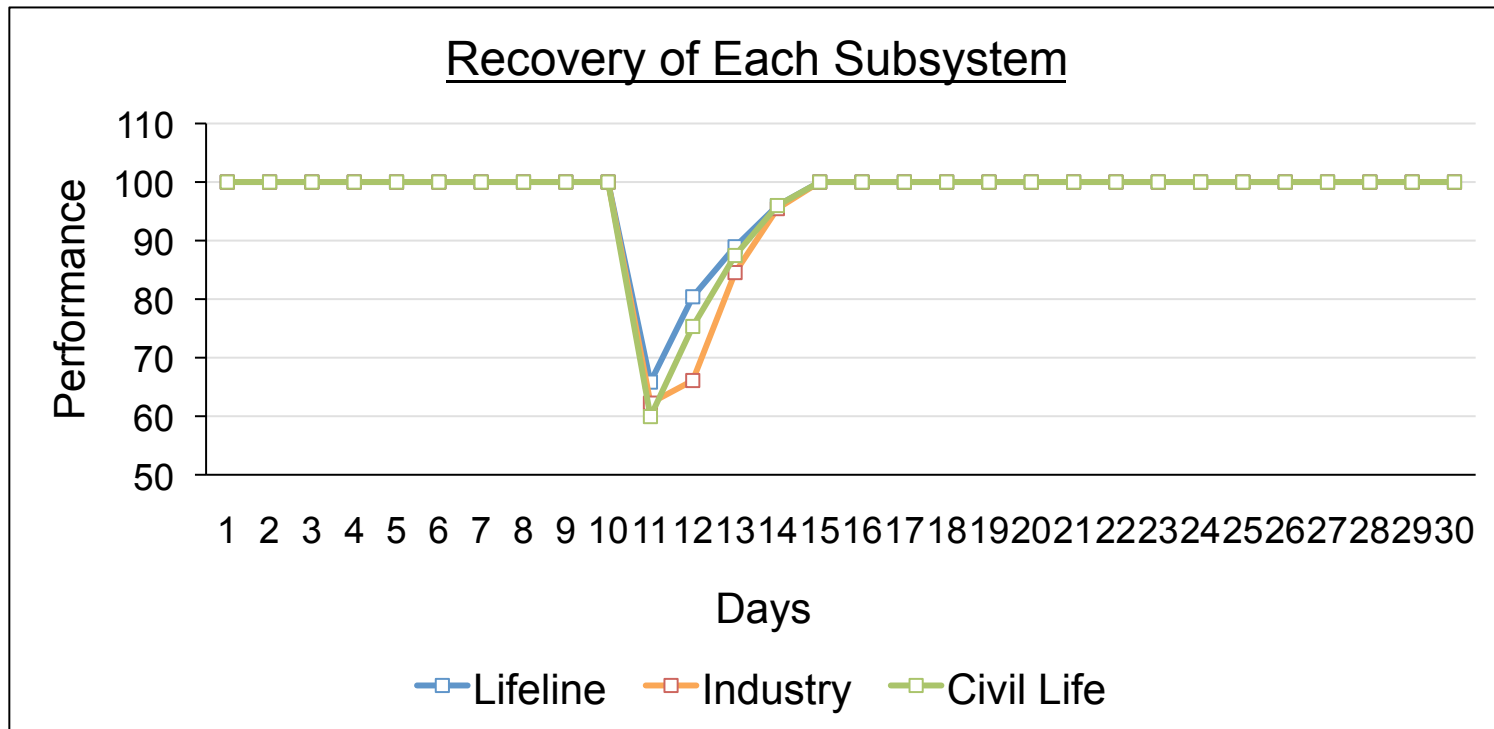
(*3) 1 agent representing approx. 11 people

Simulation Results (1)



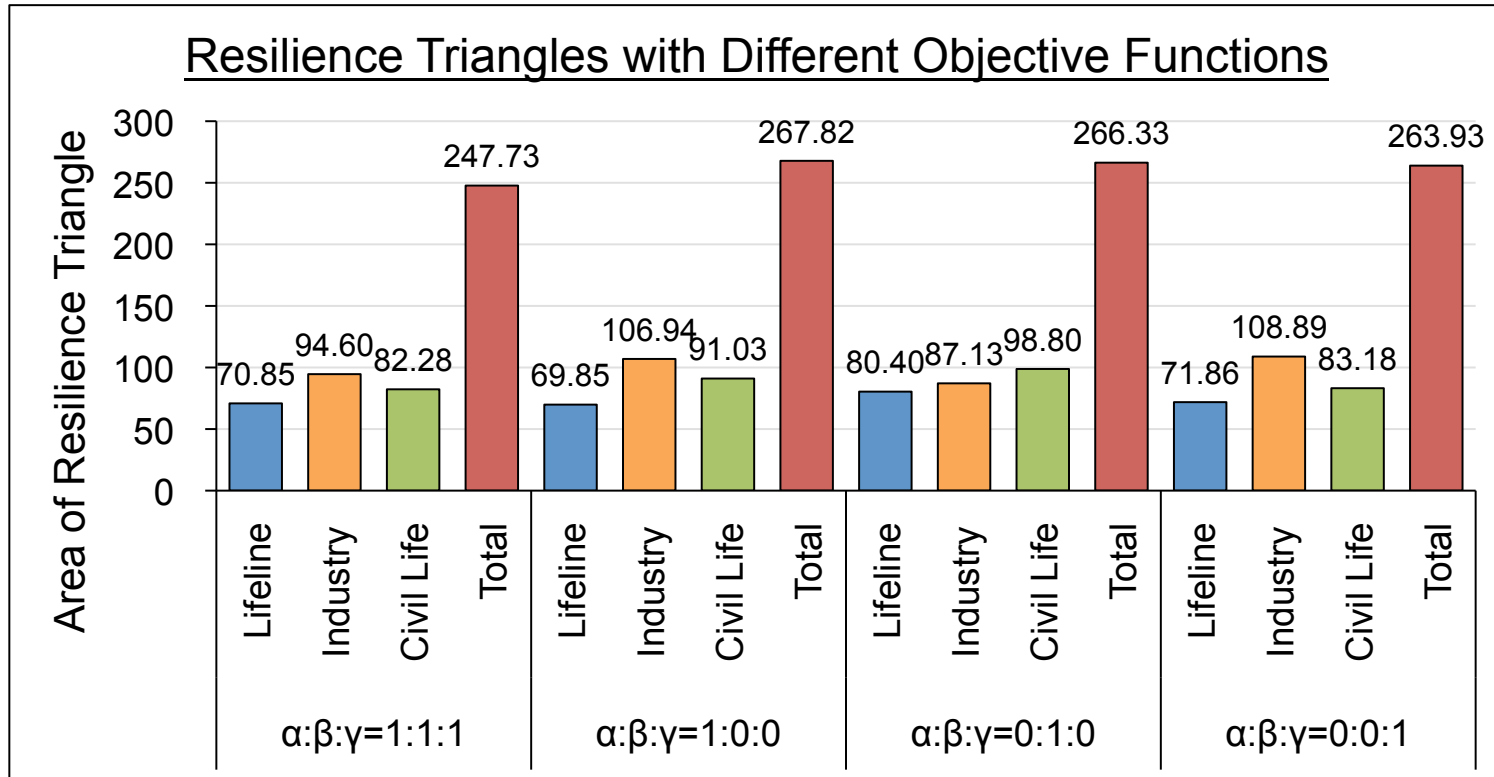
- As the number of generations increases, the fitness value becomes higher.
- The optimized plan was 5 days shorter than non-optimized plan.
- GA optimization works appropriately.

Simulation Results (2)



- We can observe and evaluate the restoration process of each three subsystem.

Simulation Results (3)



- The different objective functions provide slightly different results.
- We can compare the optimized restoration under various prioritizations.

Conclusion

- A high-fidelity simulation of water supply system restoration was developed.
 - Considering multiple interdependencies underlying urban systems
 - Implementing a realistic restoration task
 - Considering hydrodynamic behavior of water distribution system
 - Using the actual city data
- Optimization of restoration plan using GA was conducted.
 - GA optimization works appropriately.
 - We can observe the restoration process of each three subsystem.
 - We can compare the optimized restoration under various prioritizations.

Thank You!

s-koike@cse.t.u-tokyo.ac.jp