Riot Modelling

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Definitions



Violence

Generic Riot Timeline



London Data



Time (Day in August)

Individual Boroughs



London geography









Three models

1. Protests \rightarrow Riot time and intensity

2. Social networks \rightarrow Riot spread

3. Effect of demographic structures and segregation

Every tick

- Only model potential rioters
- Agents can join
- Agents can leave
- Police responds

Join variables



Agent affinity



Join equations

$$P(X = \text{communicate}) = \alpha \cdot e^{-\omega T_M},$$

$$E = rac{e^{eta \cdot C_R - \gamma}}{1 + e^{eta \cdot C_R - \gamma}},$$

$$R = \frac{N_R}{N_R + \delta \cdot N_P}.$$

$$P(X = \text{join}) = R \cdot \frac{I+E}{2} \cdot e^{-\omega T_M}.$$

Leave variables



Leave equations

$$P(X = \text{leave}) = (1-R)(1-e^{-\varepsilon \cdot T_R}),$$

$$R = \frac{N_R}{N_R + \delta \cdot N_P}.$$

• Cooldown prevents rejoining

Calibration results





Research setup



Hardship Dimension 1 Hardship Dimension 2

Hardship allocation





Small world network + variation









Constant N Edges

Riot Duration (days)





Riot spread in 3 clusters



Hardship Dimension 1 Hardship Dimension 2





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Rewire Outside