

Research Skills: Evacuation Project

Towards a safety-driven design for school halls

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1. Introduction
2. Mathematical Modelling
3. Experiment and Analysis
4. Conclusion and Future Work

Introduction

Background, Motivation, and Aims

- Stakeholder: City of Bristol
 - a hall to be built for a secondary school.
- Motivation:
 - public education spaces are getting crowded;
 - fires and terrorist attacks require emergency evacuation;
 - faster evacuation during emergencies preserves lives;
 - regulators call for evidence-based recommendations¹;
 - transfer learning between construction and safety design.
- Design goals:
 - incorporate realism in a computational model of evacuation;
 - investigate:
 1. hall shapes;
 2. location of exits;
 3. existence of poles near exits.

¹<https://cdr.leeds.ac.uk/project-evacuation/>

Mathematical Modelling

Modelling Assumptions: Agents, Environment, and Threat

- Two agent species: students and teachers
- Number of students: 200
- Number of teachers: 5
- Number of exits: 2 (or 1 large)
- A general purpose hall (an auditorium)
 - 3 different geometries for its shape
- Discretized grid consisting of hexagonal cells²
- Threat spreading dynamics
 - fire progresses probabilistically to adjacent cells

²D. Yanagisawa et al., "Introduction of frictional and turning function for pedestrian outflow with an obstacle," *Phys. Rev. E*, vol. 80, no. 3, 2009.

Agent Modelling: Initialization & Foundational Behaviour

- Initialization:
 1. random spatial allocation of agents in unoccupied cells;
 2. target exit association w.r.t. closest Euclidean distance³.
- Leader-follower model
 - teachers guide students to respective exits.
- Teachers' priority: students exhibiting elevated fear.

³D. Yanagisawa and K. Nishinari, "Mean-field theory for pedestrian outflow through an exit," *Phys. Rev. E*, vol. 76, no. 6, 2007.

Teachers are modelled as agents with **Belief-Desire-Intention** traits⁴.

- Belief: Complete observability of the hall.
- Desire:
 1. find students with a focus towards those with elevated fear;
 2. go towards to the exits.
- Intention: Prioritize desire 1 over 2.
- Ramification: Increase in student's speed upon association with a teacher.

⁴<https://gama-platform.github.io/wiki/BDIAgents>

Frictional function⁵

- probability of unsolved conflict, due to psychological effects:

$$\phi_{\zeta}(k) = 1 - (1 - \zeta)^k - k\zeta(1 - \zeta)^{k-1},$$

- $k_e \geq 1$: number of conflicting agents;
- $\zeta \in [0, 1]$: aggressive parameter, i.e. a measure of not yielding when multiple agents move to the same cell simultaneously.

⁵A. Kirchner, K. Nishinari, and A. Schadschneider, "Friction effects and clogging in a cellular automaton model for pedestrian dynamics," *Phys. Rev. E*, vol. 67, no. 5, 2003.

Agent Modelling: Frictional Function (2/2)

Frictional function: $\phi_{\zeta}(k) = 1 - (1 - \zeta)^k - k\zeta(1 - \zeta)^{k-1}$

- If $k = 1$, then there is no conflict.
- If $k > 1$, then unsolved conflict happens, i.e. $\phi_{\zeta}(k) > 0$.

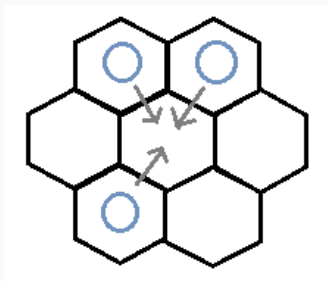


Figure 1: The number of conflicting agents is $k = 3$ in this case.

Turning function⁶

- probability of whether one of the agents adjacent to the exit could successfully evacuate:

$$\alpha(\theta_m) = \beta e^{-\eta|\theta_m|}$$

- $\beta \in [0, 1]$: bottleneck parameter;
- $\eta \geq 0$: inertia coefficient in turning;
- $\theta_m \in [-\pi, \pi]$: agent's incident angle from cell m to the exit.

⁶D. Miyagawa and G. Ichinose, "Cellular automaton model with turning behavior in crowd evacuation," *Physica A*, vol. 549, 2020.

Agent Modelling: Turning Function (2/2)

Turning function: $\alpha(\theta_m) = \beta\tau$ where $\tau = e^{-\eta|\theta_m|}$

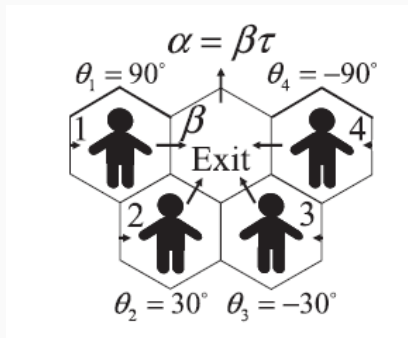


Figure 2: Four fixed incident angles⁷.

⁷D. Yanagisawa et al., "Study on efficiency of evacuation with an obstacle on hexagonal cell space," *SICE J. of Cont., Meas., and Sys. Integr.*, vol. 3, no. 6, pp. 395–401, 2010.

Experiment and Analysis

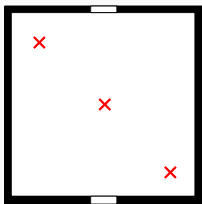
Simulation Environment

- GAMA platform⁸
 - open source;
 - Java-based;
 - spatially-explicit multi-agent simulations.
- QGIS⁹
 - open source;
 - geo-spatial data handling.
- Machine specifications
 - 2.6GHz Intel(R) Core(TM) i7-9750H;
 - 16GB of RAM;
 - NVIDIA GeForce RTX 2060.

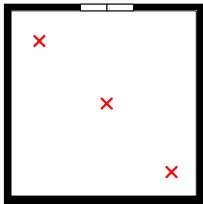
⁸<https://gama-platform.github.io/>

⁹<https://www.qgis.org/en/site/>

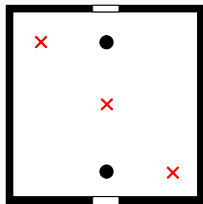
School Hall Configurations



(a) square, 2 exits



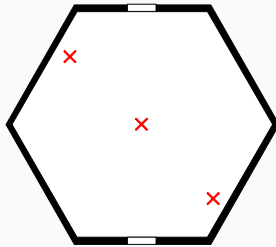
(b) square, 1 large exit



(c) square, 2 exits, poles

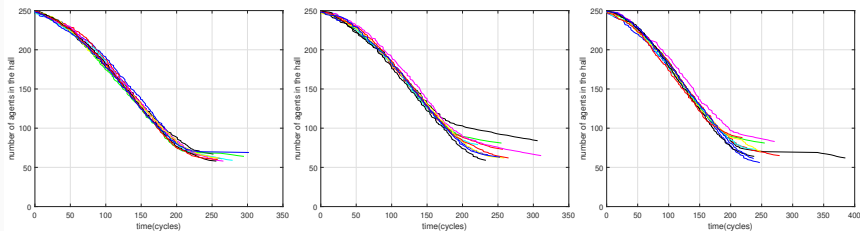


(d) rectangle, 2 exits



(e) hexagon, 2 exits

Simulation Results: Square hall, 2 exits

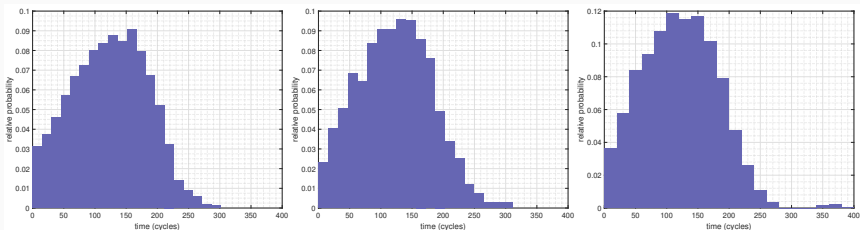


(a) fire at the center

(b) fire in the upper side

(c) fire in the lower side

Figure 3: Number of remaining teachers and students with respect to time.



(a) fire at the center

(b) fire in the upper side

(c) fire in the lower side

Figure 4: Relative probability of evacuation times.

Simulation Results: Rectangular hall, 2 exits

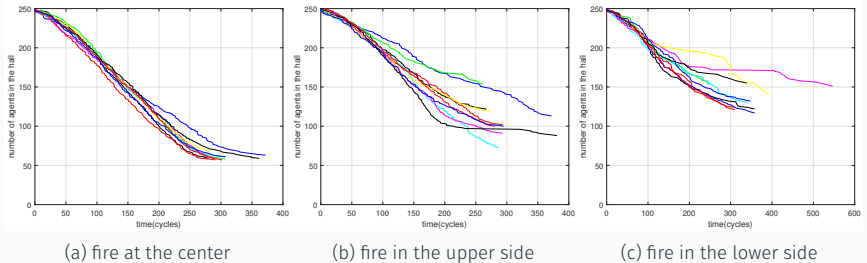


Figure 5: Number of remaining teachers and students with respect to time.

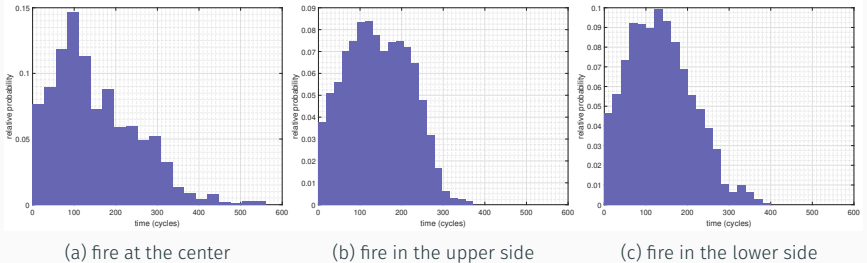


Figure 6: Relative probability of evacuation times.

Simulation Results: Hexagonal hall, 2 exits

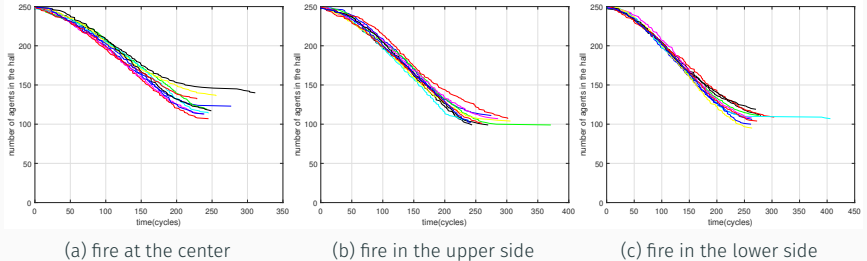


Figure 7: Number of remaining teachers and students with respect to time.

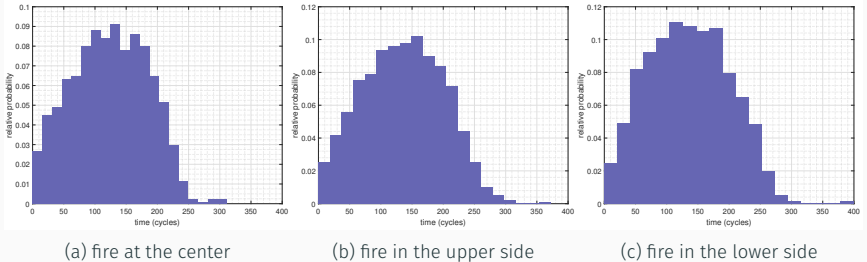


Figure 8: Relative probability of evacuation times.

Simulation Results: Square hall, 2 exits, with poles near the exits

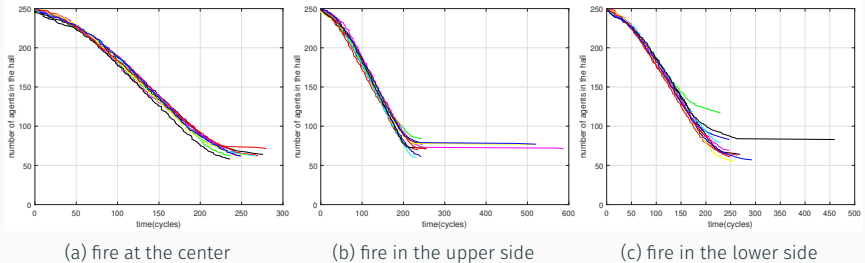


Figure 9: Number of remaining teachers and students with respect to time.

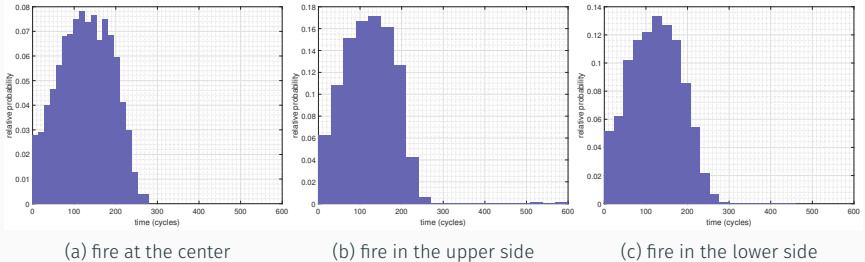


Figure 10: Relative probability of evacuation times.

Simulation Results: Square hall, 1 large exit

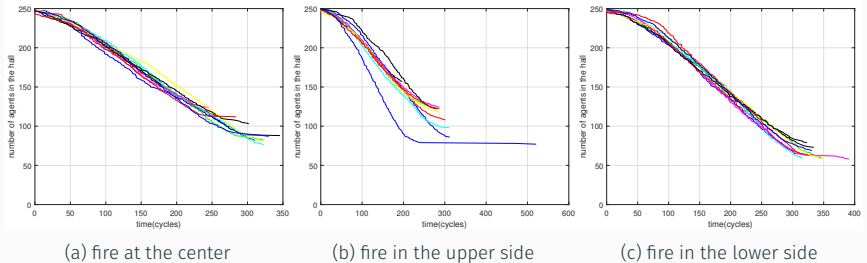


Figure 11: Number of remaining teachers and students with respect to time.

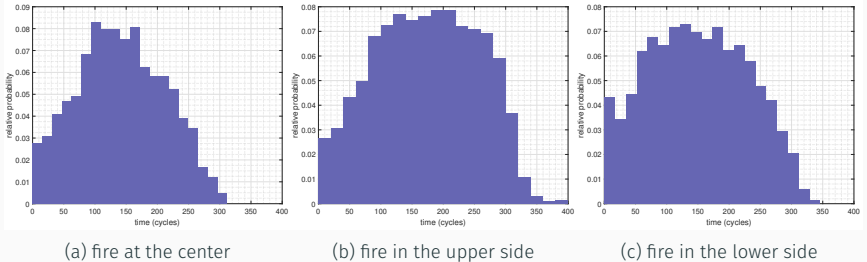


Figure 12: Relative probability of evacuation times.

Comparison: Square, Rectangular, and Hexagonal (1/2)

- Rectangular hall exhibits higher portion of agents evacuating in more than 250 cycles.
- Hexagonal hall registers larger amount of agents, on average, failing to evacuate (i.e., they either die or faint).

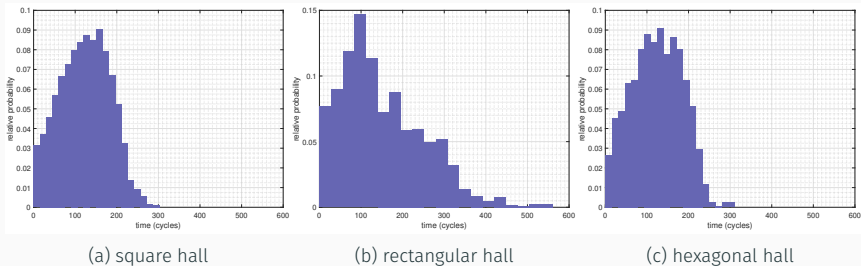


Figure 13: Relative probability of evacuation times when fire starts at the center.

shape	mean(t)	std(t)	min(t)	max(t)	mean(fail)	std(fail)	min(fail)	max(fail)
square	123.3	59.7	1	302	62.4	3.9	58	69
rectangular	150.8	100.1	1	547	60.1	3.1	57	67
hexagonal	123.8	60.2	1	311	121.4	11.1	107	140

Table 1: Summary values for evacuation time in cycles and number of agents failed to evacuate.

Comparison: Square, Rectangular, and Hexagonal (2/2)

- Rectangular hall still exhibits higher portion of agents requiring more than 250 cycles.
- Both rectangular and hexagonal register higher number of agents failing to evacuate.

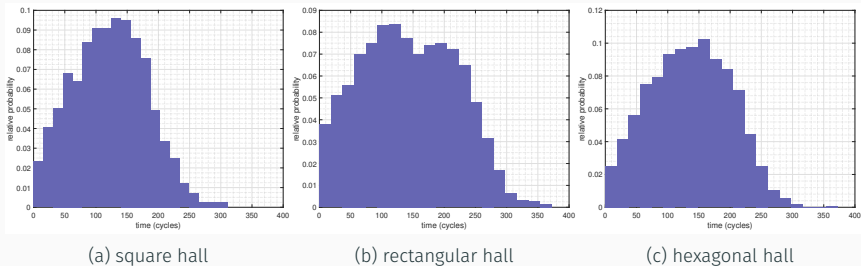


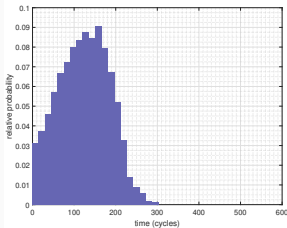
Figure 14: Relative probability of evacuation times when fire starts in the upper side.

shape	mean(t)	std(t)	min(t)	max(t)	mean(fail)	std(fail)	min(fail)	max(fail)
square	122.1	59.0	1	311	69.4	9.1	59	84
rectangular	143.5	76.2	1	372	105.8	22.2	72	153
hexagonal	135.7	64.6	1	371	103.4	4.1	99	111

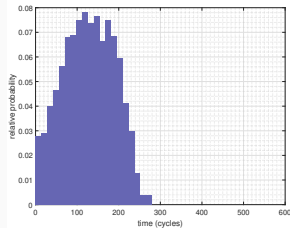
Table 2: Summary values for evacuation time in cycles and number of agents failed to evacuate.

Comparison: Square with and without obstacles

- No significant difference between square hall with and without poles near the exits.
- BDI behaviour: students walking around the pole while following the teacher, degrading any beneficial effect from the pole itself.



(a) without obstacles



(b) with obstacles

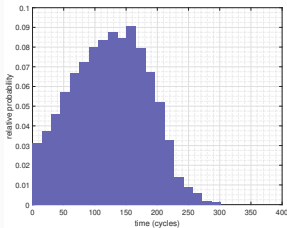
Figure 15: Relative probability of evacuation times when fire starts at the center.

square shape	mean(t)	std(t)	min(t)	max(t)	mean(fail)	std(fail)	min(fail)	max(fail)
without obstacles	123.3	59.7	1	302	62.4	3.9	58	69
with obstacles	121.1	61.8	1	586	63.1	3.3	58	71

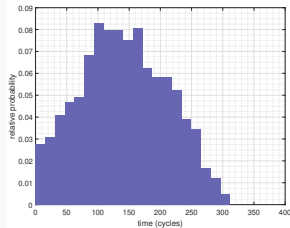
Table 3: Summary values for evacuation time in cycles and number of agents failed to evacuate.

Comparison: Square with 2 exits versus 1 large exit

- Non-negligible difference in amount of agents evacuating successfully in more than 250 cycles.
- Utilization of 1 large exits increases, on average, the amount of students failing to evacuate.



(a) 2 exits



(b) 1 large exit

Figure 16: Relative probability of evacuation times when fire starts at the center.

square shape	mean(t)	std(t)	min(t)	max(t)	mean(fail)	std(fail)	min(fail)	max(fail)
2 exits	123.3	59.7	1	302	62.4	3.9	58	69
1 large exit	141.5	69.6	1	312	94.8	16.8	76	124

Table 4: Summary values for evacuation time in cycles and number of agents failed to evacuate.

- The parameters in friction and turning functions were adopted from the literature (an experiment in Japan¹⁰):

$$\begin{cases} \beta = 0.97; \\ \zeta = 0.22; \\ \eta = 0.09. \end{cases}$$

- Validation of parameter selection in the case of school hall evacuation is done by means of sensitivity analysis.

¹⁰D. Yanagisawa et al., “Study on efficiency of evacuation with an obstacle on hexagonal cell space,” *SICE J. of Cont., Meas., and Sys. Integr.*, vol. 3, no. 6, pp. 395–401, 2010.

Sensitivity Analysis

- Frictional function depends on parameter ζ .
- Curve related to total evacuation time for $\zeta = 0.19, 0.20, 0.21, \dots, 0.25$:

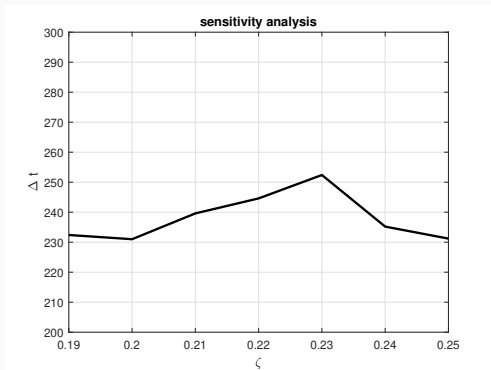


Figure 17: Sensitivity analysis of parameter ζ .

Conclusion and Future Work

Concluding Remarks & Path Forward

- Evidence-based suggestion:
 - square hall, over rectangular or hexagonal;
 - 2 emergency exits, instead of 1 large exit;
 - no significant ramification from poles near exits.

¹¹C. Wang and J. Wang, “A modified floor field model combined with risk field for pedestrian simulation,” *Mathematical Problems in Engineering*, vol. 2016.

Concluding Remarks & Path Forward

- Evidence-based suggestion:
 - square hall, over rectangular or hexagonal;
 - 2 emergency exits, instead of 1 large exit;
 - no significant ramification from poles near exits.
- Future work:
 - refine the underlying assumptions to increase the level of realism;
 1. variations in physiological traits among agent population;
 2. slow response to evacuation alarms;
 3. familiar way out instead of nearest exit;
 4. relaxation of global perception assumption;
 5. adaptive behaviour among agents;
 6. intricate fire dynamics;
 7. fusion of a BDI-based scheme with a dynamic floor field model¹¹.

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 - different communication strategies among students;

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 - different communication strategies among students;
 - asynchronous versus synchronous updates.

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Thank you for your attention!

Questions?