

Beyond the “faster is slower” effect

G.A. Frank

*Unidad de Investigación y Desarrollo de las Ingenierías,
Universidad Tecnológica Nacional, Facultad Regional Buenos Aires,
Av. Medrano 951, 1179 Buenos Aires, Argentina.*

I.M. Sticco and F.E. Cornes

*Departamento de Física, Facultad de Ciencias Exactas y Naturales, Universidad de Buenos Aires,
Pabellón I, Ciudad Universitaria, 1428 Buenos Aires, Argentina.*

C.O. Dorso*

*Departamento de Física, Facultad de Ciencias Exactas y Naturales, Universidad de Buenos Aires,
Pabellón I, Ciudad Universitaria, 1428 Buenos Aires, Argentina. and
Instituto de Física de Buenos Aires, Pabellón I,
Ciudad Universitaria, 1428 Buenos Aires, Argentina.*

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The “faster is slower” effect raises when crowded people push each other to escape through an exit during a panic situation. As individuals push harder, a statistical slowing down in the evacuation time can be achieved. The slowing down is caused by the presence of small groups of pedestrians (say, a small human cluster) that temporarily block the way out when trying to leave the room. The pressure on the pedestrians belonging to this blocking cluster raises for increasing anxiety levels and/or larger number of individuals trying to leave the room through the same door. Our investigation shows, however, that very high pressures alters the dynamics in the blocking cluster, and thus, changes the statistics of the time delays along the escaping process. It can be acknowledged a reduction in the long lasting delays, while the overall evacuation performance improves. We present results on this novel phenomenon taking place beyond the “faster is slower” regime.

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I. BACKGROUND

A. The Social Force Model

B. Clustering structures

The time delays during an evacuation process are related to clustering people as explained in Refs. [1, 2]. Groups of pedestrians can be defined as the set of individuals that for any member of the group (say, i) there exists at least another member belonging to the same group (j). in contact with the former. That is, the distance between them d_{ij} is less than the sum of their radius ($d_{ij} < r_i + r_j$). This kind of structure is called a *human cluster*.

From all human clusters appearing during the evacuation process, those that are simultaneously in contact with the walls on both sides of the exit are the ones that possibly *block* the way out. Thus, we are interested in the minimum number of contacting pedestrians belonging to this *blocking cluster* that are able to link both sides of the exit. We call this minimalistic group as a *blocking structure*. Any blocking structure is supposed

to work as a barrier for the pedestrians in behind.

II. NUMERICAL SIMULATIONS

The simulation processes were performed on a $20\text{ m} \times 20\text{ m}$ room with 225 pedestrians inside. The occupancy density was close to $0.6\text{ individuals/m}^2$ in order to meet current health regulations [3]. The room had a single exit on one side, as shown in Fig. 1. The door was placed in the middle of the side wall to avoid corner effects. Only door widths of 1.2 m and 2.4 m were examined throughout the investigation.

The pedestrians were initially placed in a regular square arrangement with random velocities, resembling a Gaussian distribution with null mean value. All the pedestrians were willing to go to the exit with the same desired velocity v_d . No changes in v_d (modulus) was allowed in order to keep the process as simple as possible. The desired velocity pointing direction \mathbf{e}_d , however, was updated at every time-step to keep the pedestrians trying to escape from the room.

Two different boundary conditions were examined. The first one included a re-entering mechanism for the outgoing pedestrians. That is, those individuals who were able to leave the room were moved back inside the

* codorso@df.uba.ar

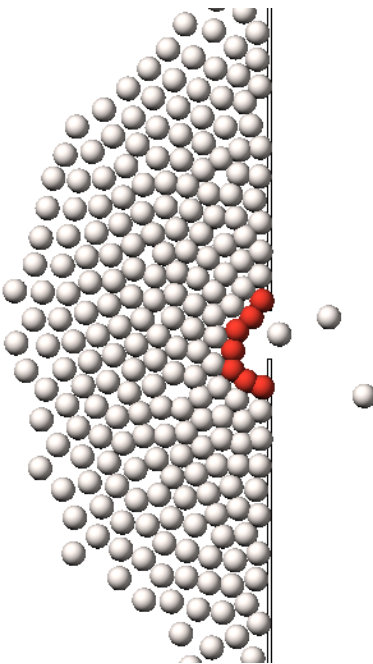


FIG. 1. Snapshot of an evacuation process from a $20\text{ m} \times 20\text{ m}$ room, with a single door of 1.2 m width. The blocking structure is identified in red color. The rest of the crowd is represented by white circles. It can be seen three individuals that have already left the room. The desired velocity for the individuals inside the room was $v_d = 6\text{ m/s}$.

room. They were placed at the very back of the bulk with velocity $v = 0.1\text{ m/s}$, in order to cause a minimal bulk perturbation. This mechanism was carried out for keeping the crowd size unchanged.

The second boundary condition was the open one. That is, the individuals who left the room were not allowed to enter again. This condition approaches to real situations, and thus, it is useful for comparison purposes.

The simulating process lasted for approximately 2000 s whenever the re-entering mechanism was implemented. If no re-entering was allowed, each evacuation process lasted until 160 individuals left the room. If this condition could not be fulfilled, the process was stopped after 1000 s .

We explored a wide range of anxiety situations, ranging from relaxed evacuation processes ($v_d < 2\text{ m/s}$) to the extremely anxious situation of $v_d = 20\text{ m/s}$. Whenever the re-entering mechanism was not allowed, at least 30 evacuation processes were run for each desired velocity v_d , so as to attain enough statistical information.

The simulations were supported by LAMMPS molecular dynamics simulator with parallel computing capabilities [4]. The time integration algorithm followed the velocity Verlet scheme with a time step of 10^{-4} s . All the

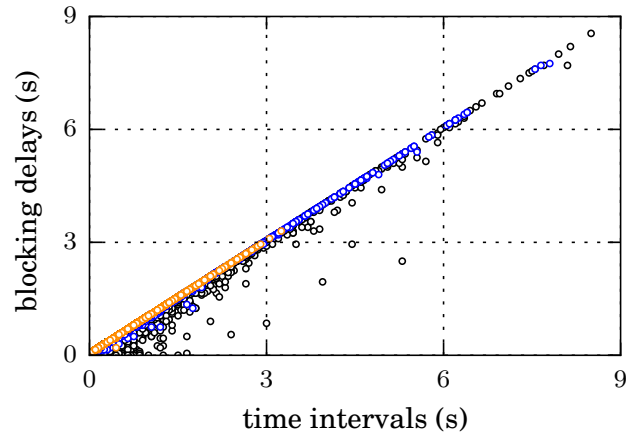


FIG. 2. Blocking delays vs. the time interval between consecutive outgoing pedestrians (colors can be seen in the on-line version only). The data points correspond to a single evacuation process from a $20 \times 20\text{ m}$ room with a single door of 1.2 m width. A re-entering mechanism was allowed for keeping a regular number of pedestrians inside the room (approximately 225). The measurement period lasted 2000 s . The circles in black correspond to $v_d = 3\text{ m/s}$. The circles in blue correspond to $v_d = 6\text{ m/s}$. The circles in orange correspond to $v_d = 17\text{ m/s}$.

necessary parameters were set to the same values as in previous works (see Refs. [5–7]).

We implemented special modules in C++ for upgrading the LAMMPS capabilities to attain “social force model” simulations. We also checked over the LAMMPS output with previous computations (see Refs. [5, 6]).

Data recording was done at time intervals of 0.05τ , that is, at intervals as short as 10% of the pedestrian’s relaxation time (see Section IA). The recorded magnitudes were the pedestrian’s positions and velocities for each evacuation process. We also recorded the corresponding social force f_s and granular force f_g actuating on each individual.

III. RESULTS

As a first step, we measured the time intervals between consecutive leaving pedestrians at the door position. We also accounted for the blocking structures close to the door. Fig. 2 shows the relationship between the life time of the blocking structures (that is, the time delays taking place due to the blocking structure) and the time intervals for consecutive leaving pedestrians.

As can be seen in Fig. 2, the blocking structures are responsible for the evacuation delays. Only a few data

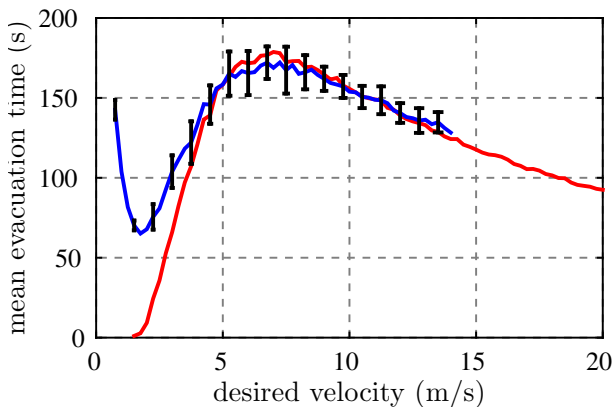


FIG. 3. Evacuation time and total blocking delays as a function of the desired velocity v_d (colors can be seen in the on-line version only). Data in blue corresponds to the evacuation time. Data in red corresponds to the total blocking delays. Both data sets represent the mean values from 30 evacuation processes. The simulated room was 20×20 m with a single door of 1.2 m width on one side. The number of individuals inside the room was 225 (no re-entering mechanism was allowed).

points can not be explained by the blockings for the desired velocity as low as $v_d = 3$ m/s. The higher the desired velocities v_d , the tighter the data points to the line of unit slope. The $v_d = 17$ m/s situation, however, does not spread along the whole line, but upon shorter time intervals.

Fig. 3 plots the total blocking time and the evacuation time for a wide range of desired velocities. Notice that both curves come close to each other beyond $v_d = 4$ m/s. thus, the blocking delays become relevant above this threshold. We will focus our investigation on this range of desired velocities (*i.e.* anxiety levels).

IV. CONCLUSIONS

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Appendix A: A simple blocking model

1. The dynamic

This Appendix examines in detail a very simple model for the time delays in the blocking cluster. We consider a single moving pedestrian stuck in the blocking cluster, as shown in Fig. 4. The moving pedestrian tries to release from two neighboring individuals that are supposed to remain still during the process. The three pedestrians belong to the same blocking structure, according to the definition given in Section IB. The movement equation for the pedestrian in the middle of Fig. 4a reads

$$m \frac{dv}{dt} = f_s + f_d - 2f_g \quad (\text{A1})$$

where f_s represents the force due to other pedestrians pushing from behind, f_d represents the moving pedestrian own desire, and f_g represents the corresponding tangential friction due to contact between the neighboring pedestrians. m and v are the mass and velocity of the moving pedestrian (see caption in Fig. 4), respectively. The expressions for f_d and f_g are as follows

$$\begin{cases} f_d = \frac{m}{\tau}(v_d - v) \\ f_g = \kappa(2r - d)v \text{ if } 2r - d > 0 \end{cases} \quad (\text{A2})$$

The granular force f_g expressed in (A2) depends only on the velocity v since the other pedestrians are supposed to remain still. The magnitude $2r - d$ is the difference between the pedestrian's diameter $2r$ and the inter-pedestrian distance d . It represents the compression between two contacting individuals. The other parameters correspond to usual literature values (see Refs. [1, 2]).

The movement equation (A1) expresses the dynamic for the passing through pedestrian. The characteristic time needed for the pedestrian to reach the stationary state is

$$t_c = \frac{\tau}{1 + \frac{2\kappa\tau}{m}(2r - d)} \quad (\text{A3})$$

and therefore we expect the pedestrian movement to become stationary after this time. It can be easily checked that t_c drops to less than 0.1 s for compression distances as small as 1 mm. This means that the moving pedestrian's velocity will be close to the stationary velocity if the passing through process scales to $t \gg t_c$.

The stationary velocity v_∞ can be obtained from Eq. (A1) and the condition $\dot{v} = 0$. Thus,

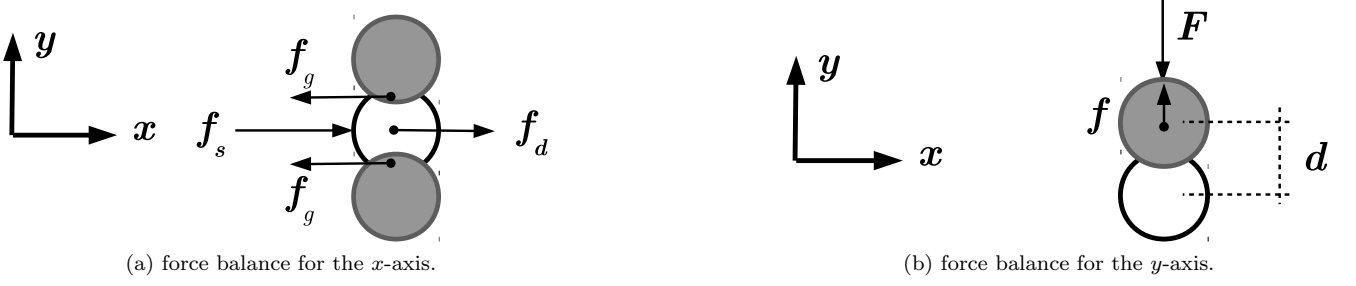


FIG. 4. Force balance for a moving pedestrian between two still individuals. The moving pedestrian is represented by the white circle, while the gray circles correspond to the still individuals. The movement is in the $+x$ direction. f_s represents the (mean) force due to other pedestrians pushing from behind. f_d is the moving pedestrian's own desire. f_g corresponds to the tangential friction (*i.e.* granular) between the moving pedestrian and his (her) neighbors. \mathcal{F} and f are the forces actuating on the upper (still) pedestrian. f corresponds to the social repulsive force due to the moving pedestrian, while \mathcal{F} represents the counter force for keeping the pedestrian still.

$$v_\infty = t_c \left[\frac{f_s}{m} + \frac{v_d}{\tau} \right] \quad (\text{A4})$$

This is (approximately) the velocity that the moving pedestrian will hold most of the time while trying to get released from the other individuals. Thus, the time delay t_d while passing across the still pedestrians will scale as v_∞^{-1} .

Notice from Eqs. (A3) and (A4) that v_∞ decreases for increasing compression values. Also, an increase in the values of f_s or v_d will cause the corresponding increase in v_∞ . The resulting value for v_∞ is a balance between the distance $2r - d$ and the forces f_s or v_d . The distance $2r - d$, however, resembles the compression between members of the same blocking cluster, while the force f_s corresponds to individuals out of the blocking cluster.

2. The force balance

Fig. 4b shows a schematic diagram for the forces applied to one of the still individuals. The force f in Fig. 4b represents the repulsive feeling actuating on the still individual due to the moving pedestrian. The force \mathcal{F} is the required counter force necessary to keep the individual still. That is, \mathcal{F} balances the repulsive feeling f for a specific compression distance $2r - d$ (and fix values of f_s and v_d). According to Section IA, the relationship between the compression distance and \mathcal{F} (or f) is as follows

$$2r - d = B \ln(\mathcal{F}/A) \quad (\text{A5})$$

for the known values A and B .

The relation (A5) can be applied to the expression (A3) for computing the characteristic time t_c . This

means that t_c may be controlled by \mathcal{F} , and consequently, it controls the stationary velocity v_∞ , according to (A4). Actually, the value of v_∞ results from the balance between \mathcal{F} and f_s (and v_d).

3. The crowd context

The above relations for a single moving pedestrian sliding between two still individuals should be put in the context of an evacuation process. These three pedestrian may belong to a “blocking structure”, as defined in Section IB. The blocking structure may be surrounded by a large number of pedestrians that do not belong to this structure, but continuously pushes the structure towards the exit. Therefore, the forces f_s and \mathcal{F} are similar in nature and somehow represent the pressure actuating on the blocking structure from the surrounding crowd.

The pressure from the crowd depends on the anxiety level of the pedestrians. It has been shown that, at equilibrium, the crowd pressure grows linearly with the desired velocity v_d and the number of individuals pushing from behind (see Ref. [7]). It seems reasonable, as a first approach, that f_s and \mathcal{F} varies as βv_d for any fixed coefficient β .

The forces f_s and \mathcal{F} may be replaced by βv_d in Eq. (A4) for the evacuation process scenario. Thus, the stationary velocity v_∞ only depends on the desired velocity of the pedestrians (and the total number of individuals). Fig. 5 shows the behavior of the time delay (v_∞^{-1}) for a wide range of desired velocities v_d .

The continuous line in Fig. 5 exhibits a local minimum and a maximum at $v_d = 1 \text{ m/s}$ and $v_d = 3.7 \text{ m/s}$, respectively. The behavioural pattern for $v_d < 1 \text{ m/s}$

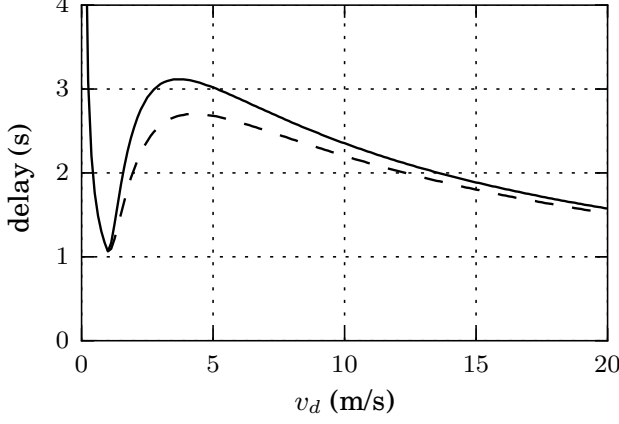


FIG. 5. Time delay (v_∞^{-1}) for a moving individual passing between two still pedestrians, as shown in Fig. 4. The time interval was measured along 10 m across the still pedestrians. The initial velocity was v_d . The continuous line corresponds to the measured delay for $\beta v_d = 2000 v_d$ and $f = A \exp[(2r - d)/B]$ (see text for details). The dashed line corresponds to the measured delay for $\beta v_d = 2000 v_d$ and $f = A \exp[(2r - d)/B] + k(2r - d)$ (see text for details). The minimum time delay for both lines takes place at $v_d = 1$ m/s. The maximum time delay for the continuous line takes place at $v_d = 3.7$ m/s, while for the dashed line takes place at $v_d = 4.2$ m/s.

corresponds to non-contacting situations (that is, $2r - d < 0$). The characteristic time for this regime is $t_c = \tau$, and thus, the time delay decreases for increasing values of v_d , according to Eq. (A4).

The regime for $v_d > 1$ m/s corresponds to those situations where the moving pedestrian gets in contact with the two still individuals. Since the compression distance $2r - d$ becomes positive, there is a reduction in the characteristic time t_c , according to Eq. (A3). This reduction actually changes the value of the stationary velocity v_∞ , as expressed in (A4). It is not immediate whether the t_c reduction increases or decreases the velocity v_∞ . A closer inspection of the v_∞ behavioural pattern is required.

The computation of the slope for v_∞ with respect to v_d gives the following expression

$$\frac{dv_\infty}{dv_d} = \left[1 - \frac{2\kappa B}{m} t_c \right] \frac{v_\infty}{v_d} \quad (\text{A6})$$

This expression shows a change of sign in the slope of v_∞ for increasing values of v_d . It can be checked over that the expression enclosed in brackets is negative for small compressions, but as t_c decreases (due to v_d increments), it becomes positive. The vanishing condition for (A6) is

$$B \ln \left(\frac{\beta v_d}{A} \right) = B - \frac{m}{2\kappa\tau} \quad (\text{A7})$$

The last term on the right becomes neglectable with respect to B for the current literature values. Thus, the maximum time delay (v_∞^{-1}) takes place close to $v_d = 2.7 A/\beta$. The corresponding compression distance for this desired velocity is $2r - d = B$.

4. Remarks

The above computations show two relevant v_d values: the one where a minimum time delay takes place and the one where the maximum time delay happens. The former corresponds to $v_d = A/\beta$, or equivalently, $2r - d = 0$. The latter corresponds to $v_d = 2.7 A/\beta$ or $2r - d = B$ (approximately).

The forces f_s and \mathcal{F} are similar in nature for the evacuation scenario. Therefore, \mathcal{F} can be replaced by f_s in the Eq. (A5) for the stationary passing through process shown in Fig. 4. The stationary balance for Eq. (A1) then reads

$$A e^{(2r-d)/B} + \frac{mv_d}{\tau} = \left[2\kappa(2r-d) + \frac{m}{\tau} \right] v_\infty \quad (\text{A8})$$

Accordingly, the time delay reads

$$v_\infty^{-1} = \frac{1 + \frac{2\kappa\tau}{m}(2r-d)}{\frac{A\tau}{m} e^{(2r-d)/B} + v_d} \quad (\text{A9})$$

Notice from this expression that small increments of $2r - d$ produce increasing values of the time delay v_∞^{-1} if $2r - d < B$. But, further compression increments (that is, increments beyond $2r - d > B$) reduce the time delay, since the exponential function grows increasingly fast.

The above observations give a better understanding for the local maximum exhibited in Fig. 5. The positive slope range for v_∞^{-1} corresponds to small values of f_s (that is, small values for the exponential function in (A9)), while the negative slope range (beyond the local maximum) corresponds to high f_s values.

Although Fig. 5 is in correspondence, the local maximum does not actually take place at $v_d = 2.7$ m/s but at $v_d = 3.7$ m/s. This is right since Fig. 5 represents a complete simulation of the moving pedestrian instead of the stationary model for the pedestrian at the crossing point between the still individuals, as expressed in Eq. (A1) and shown in Fig. 4.

Fig. 5 also shows in dashed line the time delay for individuals with non-neglectable elastic compressions (see caption for details). The local maximum also appears but for lower time delay values.

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