

# Evacuation Bottleneck

## Simulating a Panic on a Cruise Ship

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# Outline

Introduction

Our Model

Input

Forces

Filled Exits

Implementation

Results

Passenger Distribution

Panic Level

Outtakes

Summary and Outlook

# Our Research Object

- ▶ Costa Voyager
- ▶ Capacity: 836 passengers
- ▶ 8 Rescue Boats
- ▶ In distress at sea in 2005



Source: <http://www.shipspotting.com>,  
Picture taken by Roy Batty

# The Deck Plan

- ▶ Colormap
  - ▶ Allows any number of zones
- ▶ Scaling
- ▶ Greatly simplified



Source: <http://www.kreuzfahrtberater.de>

- ▶ TODO: config file

- ▶ TODO: desired, agent-, wall-forces

- ▶ TODO: exits

- ▶ TODO: we reused code from Multilevel Evacuation

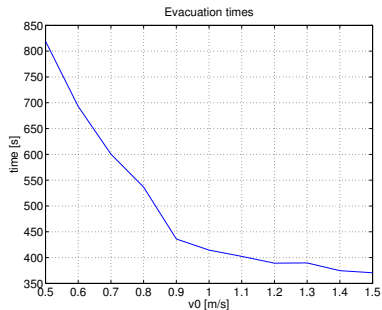


# Distribution of the Agents to the Exits

- ▶ The distribution depends strongly on the geometry of the ship.
- ▶ There was no case where the agents really distributed over the exits
  - ▶ Weakness in the model
  - ▶ More realistic: go for the shortest individual evacuation time
- ▶ realistic update for propagation of information
- ▶ Video

# Effect of desired speed to the overall evacuation time

- ▶ We could reproduce the results from Helbing, Farkas and Vicsek for low panic levels
- ▶ High panic levels: problem!



# All the things you don't want to happen

- ▶ Agents were stuck in Walls
  - ▶ Even the tiniest timesteps didn't help
- ▶ MATLAB does not behave as expected in batch mode
  - ▶ Simulation works in foreground, crashes in background
  - ▶ No error message, just silently writing crashdumps to home
- ▶ No reproducibility even with fixed random seed in our group
  - ▶ Different versions of MATLAB

## Some points to take away

- ▶ The basic results could be reproduced
- ▶ The model is not very well suited for multiple exits
  - ▶ There should be a heuristic to decide for a direction
- ▶ Use the power of Open Source Software (OSS)!

# You ask – We answer

- ▶ Now it's your turn