

# 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

- Summary and Outlook

## Outtakes

# 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



# Configuration File

- ▶ Simulation parameters initialized from a file:
  - ▶ Deck configuration
  - ▶ Plotting options
  - ▶ Physical and behavioral parameters
- ▶ Simple syntax makes automated generation easy

# Forces

- ▶ As described in Helbing's paper "Simulating dynamical features of escape panic"
- ▶ Three main forces act on agents:
  - ▶ Desired direction
  - ▶ Repulsion & friction between agents
  - ▶ Repulsion & friction from walls

# Filled Exits

- ▶ Rescue boats modeled with limited capacities
- ▶ If a boat gets full, information spreads to the agents
- ▶ Two implementation approaches:
  - ▶ Instantaneous update
  - ▶ Gradual circle-shaped spreading of information

## ► TODO



# 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

- ▶ TODO: more plots and explanations

- ▶ TODO: tell how good and/or bad we did

- ▶ TODO: MATLAB – how we love it!